

# New Skills

**Acupuncture-** The art of attempting to cure illness and disease through the puncturing of specific areas of the skin.

**Animal Riding-** The ability to ride a horse or some other riding animal while taking other action and not get killed (hopefully).

**Channeling-** Knowledge of how channeling is done and some of the more famous channelers (and hoaxers) in history. NOT THE ABILITY TO CHANNEL.

**Cult Knowledge-** Knowledge of cults and their influence, nation and worldwide. Also their symbols and some of their goals and standard operating procedures.

**Dumpster Diving-** Not as useless a skill as you would think. Gives knowledge of where to look for good 'trash' on or about someone. Also, the act of physically going through a dumpster with some skill.

**Expedient Methods-** Remember MacGuyver? This is what he did, making something useful out of a bunch of useless items, hopefully. It may not look pretty, but it should work.

**Fast Talk/Bluff-** The ability to talk your way out of a situation or make someone believe something just through talking to them. "Come on, everyone else is doing it..."

**Gang Knowledge-** Knowledge of gangs, their symbols and hand signals, colors, and usual hangouts. Also any other pertinent information.

**Hostile Environs-** The ability to survive in different environments, not usually conducive to human survival.

**Hypnotism I-** The study of the ability to put someone into a trance-like state where they are susceptible to suggestion. NOT THE ABILITY TO HYPNOTIZE.

**Intimidation-** The art of getting someone to do or say something by inducing fear.

**Lip Reading-** The ability to tell what someone is saying just by watching their lips and 'reading' what they are saying.

**Military Protocol-** Knowledge of proper procedure concerning the military and its branches.

**Murderers (mass, serial, etc)-** Knowledge of past murderers and their methods of operations, the psychology of murderers. Also called profiling.

**Prestidigitation-** The skill a stage magician uses to palm things and perform their tricks. Also called sleight of hand.

**Rappelling-** The ability to descend a steep incline or past an overhang by using ropes and other necessary equipment.

**Shorthand-** The ability to take notes using symbols and abbreviations so as to write down as much information in as little space and with as little writing as possible.

**Stealth-** The ability to move while attracting as little attention as possible. This is your average ninja 'can't see me!' skill. Good for thieves too.

**Streetwise-** Knowledge of what and where things are happening in neighborhoods and streets. Where to find 'special' places and things like that. Goes well with gang knowledge.

**Trivia-** The knowledge of odd facts. This skill could make you a star on Jeopardy.

## Extra Legal Skills

**Lock picking-** The ability to open locks without the use of a key and still have a functional lock. This does not include beating the lock with a hammer, which is B&E.

## Bureau Skills

**Alchemy-** The study of turning base metals into gold, creating a universal solvent and an elixir of immortality.

**Artifact Identification-** The knowledge of artifacts and some lore surrounding them.

**Astrology-** The study of how the moon and stars influence a person's life and foretell the future.

**Control Lycanthropy-** The ability for a person afflicted with lycanthropy to try and control their change and retain their intelligence. Their chance is their wisdom and constitution divided by 6.

**Hypnotism II-** The ability to put someone into a trance-like state where they are susceptible to suggestions. They do not become mindless slaves to the hypnotist. The victim gets a roll against their wisdom modified by the hypnotist's wisdom divided by 3.