

Beyond the Supernatural® Skills Table

Blue = Secondary Skill or Elective Skill

Green = Elective Skill only

Communications

Creative Writing (25%+5%)

Req: *Literacy*

Cryptography (25%+5%)

Req: *Literacy*

Electronic Countermeasures (30%+5%)

Req: *Radio: Basic*

Language: Native Tongue (88%+1%)

Language: Other (50%+3%)

Laser Communications (30%+5%)

Req: *Radio: Basic, Electrical Engineer, Computer Operation*

Literacy: Native Language (80%+2%)

Literacy: Other (40%+5%)

Optic Systems (30%+5%)

Performance (25%+5%)

Bonus: +5% to *Undercover Ops*

Bonus: +5% to *Impersonation*

Public Speaking (30%+5%)

Bonus: +5% to *Performance*

Radio: Basic (50%+5%)

Sensory Equipment (30%+5%)

Sign Language (25%+5%)

Sing (35%+5%)

Surveillance (30%+5%)

Req: *Basic Electronics* OR *Electrical Engineering, Computer Operation, Literacy*

T.V./Video (35%+5%)

Bonus: +5% to *Optic Systems*

Domestic

Brewing: Basic (25%/30%+5%)

Bonus: +5% to *Holistic Medicine*

Cook (35%+5%)

Dance (30%+5%)

Fishing (40%+5%)

Gardening (36%+4%)

Housekeeping (35%+5%)

Play Musical Instrument (35%+5%)

Recycle (30%+5%)

Sewing (40%+5%)

Sing (35%+5%)

Wardrobe & Grooming (50%+4%)

Bonus: +1 P.B.

Bonus: +2% to *Disguise*

Bonus: +2% to *Impersonation*

Bonus: +2% to *Performance*

Bonus: +2% to *Undercover Ops*

Bonus: +2% to *Seduction*

Electrical

Basic Electronics (30%+5%)

Computer Repair (30%+5%)

Electrical Engineer (35%+5%)

Req: *Mathematics: Advanced, Literacy*

Bonus: +5% to *Locksmith*

Electricity Generation (50%+5%)

Req: *Mathematics: Basic, Basic Electronics, Basic Mechanics*

Robot Electronics (30%+5%)

Req: *Electrical Engineering, Computer Programming*

Espionage

Detect Ambush (30%+5%)

Detect Concealment (25%+5%)

Bonus: +5% to *Camouflage*

Disguise (25%+5%)

Escape Artist (30%+5%)

Bonus: +5% to *Pick Locks*

Forgery (20%+5%)

Impersonation (30%/16%+4%)

Bonus: +10% to *Undercover Ops*

Intelligence (32%+4%)

Interrogation (30%+5%)

Pick Locks (30%+5%)

Pick Pockets (25%+5%)

Sniper

Bonus: +2 *strike* on Called or Aimed Shot

Tracking (humans and robots) (25%+5%)

Undercover Ops (30%+5%)

Wilderness Survival (30%+5%)

Horsemanship

Horsemanship: General (40%/20%+4%)

Bonus: +1 *Parry*, +1 *Dodge* when on horseback

Bonus: +1D4 *Damage* when on horseback

Horsemanship: Cowboy/Elite (66%/50%+3%)

Bonus: +1 to *Initiative* at levels 2,5,10,15

Bonus: +2 to *Roll w/Impact* when knocked from a horse

Bonus: +2 *Parry*, +2 *Dodge*, +2 *Entangle* when on horseback

Bonus: +1D4 *Damage* when on horseback

Horsemanship: Exotic Animals (30%/20%+4%)

Bonus: +1 *Parry*, +1 *Dodge* when on horseback

Bonus: +1D4 *Damage* when on horseback

Mechanical

Aircraft Mechanics (50%+4%)

Automotive Mechanics (60%+3%)

Basic Mechanics (40%+5%)

Locksmith (35%+5%)

Req: *Basic Electronics* OR *Electrical Engineer*

Bonus: +4% to *Safecracking*

Mechanical Engineer (30%+5%)

Req: *Mathematics, Basic Electronics, Literacy*

Bonus: +5% to *Locksmith*

Bonus: +5% to *Surveillance*

Bonus: +6% with *Safecracking*

Munitions Expert (40%+5%)

Bonus: *Basic Mechanics* (30%+5%)

Robot Mechanics (30%+5%)

Req: *Mechanical Engineer*

Vehicle Armorer (30%+5%)

Bonus: *Basic Mechanics* (+20%)

Bonus: +10% to *Automotive Mechanics*

Weapons Engineer (30%+5%)

Req: *Mechanical Engineer*

Bonus: +1 *Strike* using heavy or vehicular weapons

Medical

Animal Husbandry (40%+5%)

Brewing: Medicinal (25%/30%+5%)

Bonus: +5% to *Holistic Medicine*

Crime Scene Investigation (35%+5%)

Bonus: +1 *Perception*

Req: *Biology, Chemistry, Chemistry: Analytical,*

Mathematics: Advanced, Literacy

First Aid (45%+5%)

Forensics (35%+5%)

Req: *Biology, Chemistry*

Holistic Medicine (30%/20%+5%)

Bonus: +10% to *Brewing: Basic*

Bonus: +10% to *Brewing: Medicinal*

Bonus: +10% to *Preserve Food*

Medical Doctor (60%/50%+5%)

Req: *Biology, Pathology, Chemistry, Mathematics: Advanced,*

Literacy

Paramedic (40%+5%)

Parapsychology (30%+5%)

Req: *Biology, Psychology, Literacy*

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Pathology (40%+5%)

Req: *Biology, Chemistry, Literacy*
Bonus: +5% to *Forensics*

Psychology (35%+5%)

Req: *Biology, Chemistry, Literacy*

Toxicology (40%+5%)

Req: *Biology, Chemistry, Literacy*

Veterinary Science (50%+4%)

Req: *Biology, Animal Husbandry*

Military

Aircraft: Combat Helicopters (52%+3%)

Aircraft: Jet Fighters (50%+3%)

APCs & Tanks (50%+3%)

Armorer/Field Armorer (40%+5%)

Bonus: *Basic Mechanics* (30%+5%)

Camouflage (20%+5%)

Demolitions (60%+3%)

Demolitions Disposal (60%+3%)

Demolitions: Underwater (56%+4%)

Find Contraband (26%+4%)

Bonus: +10% to *I.D. Undercover Agent*

Forced March

Bonus: +2 P.E., +1D4 Spd, +2D6 S.D.C.

Military Etiquette (35%+5%)

Military: NBC Warfare (35%+5%)

Recognize Weapon Quality (25%+5%)

Trap & Mine Detection (20%+5%)

Paranormal Studies

Astrology (25%+5%)

Lore: Aliens & UFOlogy (30%+5%)

Lore: American Indians (25%+5%)

Bonus: +10% if Native American

Lore: Cattle & Animals (30%+5%)

Lore: Cults & Secret Societies (20%+5%)

Lore: Demons & Monsters (30%+5%)

Lore: Entities & Ghosts (30%+5%)

Lore: Faeries & Creatures of Magic (25%+5%)

Lore: Geomancy & Ley Lines (30%+5%)

Lore: Magic (25%+5%)

Recognize Magic Wards, Runes, and Circles (15%+5%)

Recognize Enchantment (10%+5%)

Lore: Magic Arcane (20%/40%+5%)

Lore: Mythology (30%+5%)

Bonus: +5% to *Lore: Magic*

Bonus: +5% to *Lore: Magic (Wards/Runs/Circles)*

Bonus: +5% to *Lore: Magic (Recognize Enchantment)*

Bonus: +10% to *Lore: Demons & Monsters*

Lore: Paranormal & Psionics (30%+5%)

Lore: Religion (35%+5%)

Bonus: +5% to *Lore: Mythology*

Bonus: +5% to *Lore: Demons & Monsters*

Lore: Superstitions (30%+5%)

Streetwise: Weird (30%+5%)

Physical

Hand to Hand: None

Bonus: +1 *Dodge*

Hand to Hand: Basic

Hand to Hand: Expert

Req: 2 skill slots

Hand to Hand: Martial Arts

Req: 3 skill slots

Hand to Hand: Assassin

Req: 3 skill slots

Hand to Hand: Commando

Req: 3 skill slots

Acrobatics (varies)

Bonus: +2 *Roll w/Impact*, +1 P.S., +1 P.P., +1 P.E., +1D6 S.D.C.

Automatic Kick (1D8 S.D.C.)

Sense of Balance (60%+5%)

Walk Tightrope/High Wire (60%+3%)

Climb Rope (80%+2%)

Back Flip (60%+5%)

Bonus +15% to *Climb* OR *Climb* (40%)

Bonus: +5% to *Prowl* OR *Prowl* (30%)

Aerobic Athletics

Bonus: +1 *disarm*, +1 *pull punch*, +2 *Damage (kicking)*, +2D4 S.D.C.

Sense of Balance (30%+5%)

Athletics (General)

Bonus: +1 *Parry*, +1 *Dodge*, +1 *Roll w/Impact*, +1 P.S.,

+1D6 Spd, +1D8 S.D.C.

Body Building & Weightlifting

Bonus: +2 P.S., +10 S.D.C.

Boxing

Bonus: +1 *Attack per Melee*, +2 *Parry*, +2 *Dodge*,

+1 *Roll w/Impact*, +2 P.S., +3D6 S.D.C.

Climb (40%/30%+5%)

Bonus: +5% to *Spelunking*

Fencing

Req: *W.P. Sword*

Bonus: +1 *Strike, Parry with sword*, +1D6 *Damage*

Forced March

Bonus: +2 P.E., +1D4 Spd, +2D6 S.D.C.

Gymnastics (varies)

Automatic Kick (1D8 S.D.C.)

Sense of Balance (50%+3%)

Parallel bars and rings (60%+3%)

Back Flip (70%+2%)

Climb Rope (60%+2%)

Back Flip (60%+5%)

Bonus: +5% to *Climb* OR *Climb* (25%)

Bonus: +5% to *Prowl* OR *Prowl* (30%)

Bonus: +2 *Roll w/Impact*, +2 P.S., +1 P.P., +2 P.E., +2D6 S.D.C.

Juggling (35%+5%)

Bonus: +1 *Initiative*

Kick Boxing

Bonus: +1 P.E., +1 P.S., +1D10 S.D.C.

Roundhouse Kick (3D6)

Axe Kick (2D8)

Knee Strike (1D8)

Leap Kick (3D8, two attacks)

Outdoorsmanship

Req: *Wilderness Survival*

Bonus: +1 P.E., +2D6 S.D.C.

Bonus: +5% to *Dowsing*

Bonus: +5% to *Fasting*

Bonus: +5% to *Identify Plants & Fruits*

Bonus: +5% to *Wilderness Survival*

Physical Labor

Bonus: +2 P.S., +1 P.E., +2D8 S.D.C.

Prowl (25%+5%)

Bonus: +5% to *Tailing*

Running

Bonus: +1 P.E., +4D4 Spd, +1D6 S.D.C.

Swim (50%+5%)

S.C.U.B.A. (50%+5%)

Wrestling

Bonus: +1 *Roll w/Impact*, +2 P.S., +1 P.E., +4D6 S.D.C.

Body Block/Tackle, Pin/Incapacitate on 18+, *Crush/Squeeze*

Rogue Skills

Cardsharp (24%+4%)

Bonus: +4% with *Palming*

Bonus: +6% with *Gambling (Dirty Tricks)*

Computer Hacking (20%+5%)

Req: *Literacy, Computer Operation, Computer Programming,*

Mathematics: Basic

Concealment (20%+4%)

Find Contraband (26%+4%)

Bonus: +10% to *I.D. Undercover Agent*

Gambling (Standard) (30%+5%)

Bonus: +5% to *Mathematics: Basic*

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Gambling (Dirty Tricks) (20%+4%)
I.D. Undercover Agents (30%+4%)
Imitate Voices & Sounds (42%/36%+4%)
Bonus: +5% to *Impersonation*
Palming (20%+5%)
Pick Locks (30%+5%)
Pick Pockets (25%+5%)
Prowl (25%+5%)
Roadwise (26%+4%)
Safecracking (20%+4%)
Req: M.E. 14 or -10%
Bonus: +5% to *Pick Lock, Demolitions*
Seduction (20%+3%)
Bonus: +1% per every point of M.A. over 20
Bonus: +1% per every 2 points of P.B. over 20
Bonus: +5% to *Cardsharp*
Bonus: +5% to *Sing*
Bonus: +5% to *Dance*
Streetwise (20%+4%)
Bonus: +10% to *I.D. Undercover Agent*
Tailing (30%+5%)

Science Skills

Anthropology (40%+5%)
Bonus: +5% to *Lore skills*
Bonus: +5% to *History*
Archaeology (40%/20%+5%)
Bonus: +2% to *Lore skills*
Bonus: +10% to *History*
Artificial Intelligence (30%+3%)
Req: *Math: Adv, Computer Operation, Computer Programming*
Bonus: +5% to *Computer Hacking*
Bonus: +5% to *Computer Operation*
Bonus: +5% to *Computer Programming*
Astronomy & Navigation (30%+5%)
Req: *Mathematics: Basic, Literacy*
Astrophysics (35%+5%)
Req: *Mathematics: Basic, Mathematics: Advanced*
Biology (40%+5%)
Botany (40%+5%)
Chemistry (50%+5%)
Chemistry: Analytical (35%+5%)
Req: *Literacy, Chemistry, Mathematics: Advanced*
Chemistry: Pharmaceutical (40%+5%)
Genetics (30%+3%)
Req: *Biology, Chemistry, Mathematics: Advanced*
Mathematics: Basic (72%+3%)
Mathematics: Advanced (64%+2%)
Bonus: +5% to *Astronomy & Navigation*

Parapsychology (30%+5%)
Req: *Biology, Literacy, Psychology*
Psychology (35%+5%)
Req: *Biology, Chemistry, Literacy*
Zoology (30%+5%)
Bonus: +5% to *Herding*
Bonus: +5% to *Track & Trap Animals*
Bonus: +10% to *Veterinary Science*

Technical Skills

Appraise Antiques (30%+5%)
Art (35%+5%)
Bonus: +10% to *Forgery*
Breed Dogs (40%/20%+5%)
Business and Finance (35%+5%)
Req: *Literacy, Mathematics: Basic*
Computer Operation (60%+3%)
Req: *Literacy*
Computer Programming (50%+3%)
Req: *Computer Operation, Literacy*
Excavation (40%+5%)
Bonus: +5% to *Dowsing*
Bonus: +5% to *Spelunking*
Firefighting (40%+5%)
Gemology (25%+5%)
General Repair/Maintenance (45%+5%)
History (60%/40%+4%)
Jury-Rig (25%+5%)
Req: *Basic Mechanics, Basic Electronics*
Bonus: +10% with *Electrical Engineer OR Mechanical Engineer OR Field Armorer*
Law (General) (35%+5%)
Leather Working (45%+5%)
Masonry (40%+5%)
Meditation (30%+5%)
Bonus: +1 vs. *Psionics* or *Possession* if meditating
Mining (35%+5%)
Navigation (40%+5%)
Req: *Mathematics: Basic, Sensory Equipment, Literacy*
Philosophy (40%+5%)
Photography (35%+5%)
Prospecting (20%+5%)
Recycling (30%+5%)
Research (40%+5%)
Rope Works (30%+5%)
Salvage (35%+5%)
Technical Writing (30%+5%)

Ventriloquism (16%+4%)
Whittling & Sculpting (30%+5%)
Bonus: +10% if taken twice

Transportation

Aircraft: Helicopter (52%+3%)
Aircraft: Jet (60%+3%)
Aircraft: Propeller Types (50%+4%)
Automobile (60%+3%)
Bicycling (60%+3%)
Boat: Motor, Race & Hydrofoil Types (55%+5%)
Boat: Sail Types (60%+5%)
Boat: Ships/Seamanship (35%/20%+5%)
Req: *Sewing, Rope Works*
Combat Driving
Kayaking & Canoeing (50%+5%)
Motorcycles & Snowmobiles (60%+4%)
Tracked Vehicles (54%+4%)
Truck (56%+4%)
Water Scooters (50%+5%)
Water Skiing & Surfing (40%+4%)

Wilderness Skills

Boat Building (25%+5%)
Carpentry (25%+5%)
Bonus: +5% to *Trap Construction*
Bonus: +10% to *Boat Building*
Dowsing (20%+5%)
Fasting (40%+3%)
Herding (30%+5%)
Req: *Horsemanship*
Hunting
Bonus: +2% to *Prowl*
Bonus: +5% to *Track & Trap Animals*
Bonus: +5% to *Skin & Prepare Animal Hides*
Bonus: +4% to *Imitate Voices & Sounds*
Bonus: +10% to *Cook*
Identify Plants & Fruits (25%+5%)
Land Navigation (36%+4%)
Preserve Food (30%+5%)
Skin & Prepare Animal Hides (30%+5%)
Bonus: +5% to *Sewing*
Bonus: +5% to *Leather Working*
Spelunking (35%+5%)
Track & Trap Animals (20%/30%+5%)
Wilderness Survival (30%+5%)

Beyond the Supernatural® Skills Table (v1.1.1)

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Weapon Proficiencies - Ancient

W.P. Archery & Targeting

Bonus: +1 to *Strike* at levels 1,2,4,6,8,10,12,14
 Bonus: +1 to *Parry* with bow weapon
 Bonus: +1 to *Disarm* at levels 2,5,10,15

W.P. Axe

Bonus: +1 to *Strike* at levels 2,5,8,12,15
 Bonus: +1 to *Parry* at levels 2,5,8,12,15
 Bonus: +1 to *Strike when thrown* at levels 5,8,12

W.P. Blunt

Bonus: +1 to *Strike* at levels 1,3,6,9,12
 Bonus: +1 to *Parry* at levels 1,3,6,9,12
 Bonus: +1 to *Strike when thrown* at levels 5,10,15

W.P. Chain

Bonus: +1 to *Strike* at levels 1,3,7,10,13
 Bonus: +1 to *Parry* at levels 4,8,12
 Penalty: -3 to *Strike when thrown*

W.P. Forked

Bonus: +1 to *Strike* at levels 1,3,5,8,11,13
 Bonus: +1 to *Entangle* at levels 1,3,5,8,11,13
 Bonus: +1 to *Parry* at levels 1,3,6,10,13
 Bonus: +1 to *Strike when thrown* at levels 4,10,15

W.P. Grappling Hook

Bonus: +1 to *Strike* at levels 3,6,9,12
 Bonus: +1 to *Entangle* at levels 3,6,9,12

W.P. Knife

Bonus: +1 to *Strike* at levels 2,4,7,10,13
 Bonus: +1 to *Parry* at levels 1,3,6,9,12
 Bonus: +1 to *Strike when thrown* at levels 1,3,6,8,10,13

W.P. Paired Weapons

Bonus: *Strike* and *Parry* simultaneously
 Bonus: Twin simultaneous strikes against the same target
 Bonus: *Strike* two different targets simultaneously
 Bonus: *Parry* two different attackers

W.P. Pole Arm

Bonus: +1 to *Strike* at levels 1,3,6,9,12
 Bonus: +1 to *Parry* at levels 1,3,6,9,12
 Bonus: +1 to *Damage* at levels 2,8
 Bonus: +1 to *Strike when thrown* at levels 3,8,12

W.P. Quick Draw

Bonus: +1 to *Initiative* if P.P. 17 or less
 Bonus: +2 to *Initiative* if P.P. 18-23
 Bonus: +3 to *Initiative* if P.P. 24-30
 Bonus: +4 to *Initiative* if P.P. 31+

W.P. Shield

Bonus: +1 to *Parry* at levels 1,3,7,10,13

W.P. Spear

Bonus: +1 to *Strike* at levels 1,3,6,9,12
 Bonus: +1 to *Parry* at levels 1,3,6,9,12
 Bonus: +1 to *Strike when thrown* at levels 3,6,10,14

W.P. Staff

Bonus: +1 to *Strike* at levels 1,3,7,10,13
 Bonus: +1 to *Parry* at levels 2,5,8,11,14
 Bonus: +1 to *Strike when thrown* at levels 5, 10, 15

W.P. Sword

Bonus: +1 to *Strike* at levels 1,3,6,9,12
 Bonus: +1 to *Parry* at levels 2,4,7,10,13
 Bonus: +1 to *Strike when thrown* at levels 4,8,12

W.P. Targeting

Bonus: +1 to *Strike* at levels 1,3,7,10

W.P. Whip

Bonus: +1 to *Strike* at 2,4,7,10,13
 Bonus: +1 to *Damage* at levels 2,4,7,10,13
 Bonus: +1 to *Entangle* at levels 2,4,7,10,13
 Bonus: +1 to *Damage* at levels 2,4,8,12

Weapon Proficiencies - Modern

W.P. Handguns

Bonus: +1 to *Strike* at levels 2,4,6,8,10,12,14

W.P. Rifles

Bonus: +1 to *Strike* at levels 1,3,5,7,9,11,13

W.P. Shotgun

Bonus: +1 to *Strike* at levels 1,3,6,10,14

W.P. Submachine-Gun

Bonus: +1 to *Strike* at levels 1,3,6,19,12,15

W.P. Heavy Military Weapons

Bonus: +1 to *Strike* at levels 1,3,10,14

W.P. Military Flamethrowers

Bonus: +1 to *Strike* at levels 2,5,10,15

W.P. Trick Shooting

Bonus: +1 to *Strike* at levels 1,3,10,14