

Heroes Unlimited® Skills Table Blue = Secondary Skill

Communications

Cryptography (25%+5%)

Laser Communications (30%+5%)

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

Optic Systems (30%+5%)

Radio: Basic (45%+5%)

Radio: Scramblers (35%+5%)

Radio: Satellite (25%+5%)

Read Sensory Equipment (30%+5%)

Surveillance Systems (30%+5%)

Req: *Basic Electronics OR Electrical Engineering*

T.V./Video (25%+4%)

Bonus: +5% to *Optic Systems*

Domestic (+10% if taken twice)

Cook (35%+5%)

Dance (30%+5%)

Fishing (40%+5%)

Play Musical Instrument (35%+5%)

Sewing (40%+5%)

Sing (35%+5%)

Electrical

Basic Electronics (30%+5%)

Computer Repair (25%+5%)

Electrical Engineer (30%+5%)

Req: *Mathematics: Advanced, Literacy*

Robot Electronics (30%+5%)

Espionage

Detect Ambush (30%+5%)

Detect Concealment (25%+5%)

Disguise (25%+5%)

Escape Artist (30%+5%)

Forgery (20%+5%)

Imitate Voices & Impersonation (30%/16%+4%)

Intelligence (32%+4%)

Interrogation (40%+5%)

Pick Locks (30%+5%)

Pick Pockets (25%+5%)

Sniper

Tracking (25%+5%)

Wilderness Survival (30%+5%)

Mechanical

Aircraft Mechanics (25%+5%)

Automotive Mechanics (25%+5%)

Basic Mechanics (30%+5%)

Locksmith (25%+5%)

Req: *Basic Electronics OR Electrical Engineer*

Mechanical Engineer (25%+5%)

Req: *Mathematics, Basic Electronics, Literacy*

Robot Mechanics (30%+5%)

Weapons Engineer (25%+5%)

Req: *Mechanical Engineer, Basic Electronics*

Medical

Criminal Science & Forensics (35%+5%)

Req: *Biology, Chemistry, Chemistry: Analytical, Mathematics: Advanced, Literacy*

First Aid (45%+5%)

Holistic Medicine (20%+5%)

Paramedic (40%+5%)

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

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

Pathology (40%+5%)

Req: *Biology, Chemistry, Literacy*

Military

Armorer (Field) (40%+5%)

Bonus: *Basic Mechanics* (20%)

Camouflage (20%+5%)

Demolitions (60%+3%)

Demolitions Disposal (60%+3%)

Find Contraband & Illegal Weapons (26%+4%)

Military Etiquette (35%+5%)

Military: NBC Warfare (35%+5%)

Military: Parachuting (40%+5%)

Recognize Weapon Quality (25%+5%)

Trap & Mine Detection (20%+5%)

Underwater Demolitions (56%+4%)

Physical

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

Acrobatics

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

Automatic Kick (2D4 S.D.C.)

Sense of Balance (60%+2%)

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

Climb Rope (70%+2%)

Back Flip (50%+5%)

Bonus: +15% to *Climbing OR Climbing* (40%)

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

Athletics (General)

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

+1D6 Spd, +2D4 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.

Climbing (40%+5%)

Gymnastics (varies)

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

Automatic Kick (2D4 S.D.C.)

Sense of Balance (50%+3%)

Parallel bars and rings (60%+3%)

Back Flip (70%+2%)

Climb Rope/Rappel (60%+2%)

Back Flip (70%+2%)

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

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

Prowl (25%+5%)

Running

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

Swimming (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*

Pilot, Basic

Airplane (50%+4%)

Automobile (60%+2%)

Boat: Motor, Race & Hydrofoil Types (55%+5%)

Boat: Sail Types (60%+5%)

Boat: Ships (45%+5%)

Horsemanship (50%+4%)

Motorcycle (60%+4%)

Heroes Unlimited® Skills Table Blue = Secondary Skill

Race Car (55%+3%)
Truck (40%+4%)
Water Scooters (50%+5%)

Pilot, Advanced

Helicopter (35%+5%)
Hovercraft (ground) (50%+5%)
Jet Aircraft (40%+4%)
Jet Fighters (40%+4%)
Jet Packs (42%+4%)
Submersibles (40%+4%)
Tanks and APCs (36%+4%)
Warships/Patrol Boats (40%+4%)

Pilot Related Skills

Navigation (50%+5%)
Req: Mathematics: Basic, Read Sensory Equipment, Literacy
Navigation: Space (40%+5%)
Req: Navigation, Mathematics: Basic, Read Sensory Equipment, Literacy
Read Sensory Equipment (30%+5%)
Weapon Systems (40%+5%)

Rogue Skills

Cardsharp (24%+4%)
Bonus: +4% with Palming
Computer Hacking (30%+5%)
Req: Literacy, Computer Operation, Computer Programming, Mathematics: Basic
Concealment (20%+4%)
Find Contraband & Illegal Weapons (26%+4%)
Palming (20%+5%)
Pick Locks (30%+5%)
Pick Pockets (25%+5%)
Prowl (25%+5%)
Safecracking (20%+4%)
Bonus: +5% to Pick Lock
Bonus: +5% to Demolitions
Seduction (20%+3%)
Bonus: +1% per every point of M.A. over 20
Bonus: +1% per every 2 points of P.B. over 17
Streetwise (20%+4%)

Ventriloquism (16%+4%)

Science Skills

Anthropology (20%+5%)
Archaeology (20%+5%)
Astronomy (25%+5%)
Astrophysics (25%+5%)
Req: Mathematics Basic, Mathematics: Advanced
Biology (30%+5%)
Botany (25%+5%)
Chemistry (30%+5%)
Chemistry: Analytical (25%+5%)
Req: Literacy, Chemistry, Mathematics: Advanced
Mathematics: Basic (45%+5%)
Mathematics: Advanced (45%+5%)

Technical Skills

Art (35%+5%)
Business and Finance (35%+5%)
Computer Operation (40%+5%)
Req: Literacy
Computer Programming (30%+5%)
Req: Literacy, Computer Operation
General Repair/Maintenance (35%+5%)
Law (General) (25%+5%)
Language (50%+5%)
Literacy (30%+5%)
Photography (35%+5%)
Research (50%+5%)
Writing (25%+5%)
Req: Literacy

Wilderness Skills

Boat Building (25%+5%)
Carpentry (25%+5%)
Bonus: +5% to Boat Building
Hunting
Bonus: +2% to Prowl
Bonus: +5% to Track Animals,
Bonus: +5% to Skin & Prepare Animal Hides
Bonus: +5% to Wilderness Survival
Bonus: +5% to Cook
Identify Plants & Fruits (25%+5%)

Land Navigation (36%+4%)
Preserve Food (25%+5%)
Skin and Prepare Animal Hides (30%+5%)
Bonus: +5% to Sewing
Track Animals (20%+5%)

Heroes Unlimited® Skills Table Blue = Secondary Skill

Weapon Proficiencies – Ancient

W.P. Archery and Thrown Weapons

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. Battle 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. 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. Shield

Bonus: +1 to *Parry* at levels 1,3,6,9,12, 15
Bonus: +1 to *Strike* at levels 4, 8, 12

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/Parry* at levels 1,3,7,11,14

W.P. Targeting

Bonus: +1 to *Strike* at levels 1,3,5,7,10,13

W.P. Whip

Bonus: +1 to *Strike* at levels 1,3,5,7,9,11,13
Bonus: +1 to *Damage* at levels 4,8,12
Bonus: +1 to *Entangle* at levels 2,6,8,10,14

Weapon Proficiencies – Modern

Aimed: +3 *Strike* (+4 with Revolver)

Burst: +1 *Strike*

W.P. Revolver

Bonus: +1 to *Strike* at levels 4,7,10,12,15

W.P. Semi-Automatic Pistol

Bonus: +1 to *Strike* at levels 4,7,10,12,15

W.P. Bolt-Action Rifle

Bonus: +1 to *Strike* at levels 4,7,10,12,15

W.P. Automatic and Semi-automatic Rifles

Bonus: +1 to *Strike* at levels 4,7,10,12,15

W.P. Submachine-Gun

Bonus: +1 to *Strike* at levels 4,7,10,12,15

W.P. Shotgun

Bonus: +1 to *Strike* at levels 4,7,10,12,15

W.P. Heavy

Bonus: +1 to *Strike* at levels 4,7,10,12,15

W.P. Energy Pistol

Bonus: +1 to *Strike* at levels 4,7,10,12,15

W.P. Energy Rifle

Bonus: +1 to *Strike* at levels 4,7,10,12,15

W.P. Heavy Energy Weapons

Bonus: +1 to *Strike* at levels 4,7,10,12,15