

## Nightbane® Skills Table

### Communications

Cryptography (25%+5%)

Laser Communications (30%+5%)

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

Optic Systems (30%+5%)

Bonus: +5% to *T.V./Video*

Radio: Basic (45%+5%)

Radio: Scramblers (35%+5%)

Surveillance Systems (30%+5%)

Req: *Basic Electronics OR Electrical Engineering*

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

### 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*

Bonus: +5% to *Locksmith*

### Espionage

Detect Ambush (30%+5%)

Detect Concealment (25%+5%)

Disguise (25%+5%)

Escape Artist (30%+5%)

Forgery (20%+5%)

Intelligence (32%+4%)

Interrogation Techniques (40%+5%)

Pick Locks (30%+5%)

Pick Pockets (25%+5%)

Sniper

Bonus: +2 *Strike* on Aimed shot

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*

Bonus: +5% to *Locksmith, Surveillance Systems*

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*

Toxicology (40%+5%)

Req: *Biology, Chemistry, Literacy*

### Military

Demolitions (60%+3%)

Demolitions Disposal (60%+3%)

Military Etiquette (35%+5%)

Strategy/Tactics (30%+5%)

### 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%+5%)

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

Climb Rope (80%+2%)

Back Flip (60%+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%/30%+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%+5%)

Parallel bars and rings (60%+3%)

Back Flip (70%+5%)

Climb Rope/Rappel (70%+2%)

Back Flip (70%+2%)

Bonus: +7% to *Climb OR Climb* (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

Airplane (50%+4%)

Automobile (60%+2%)

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

Boat: Sail Types (60%+5%)

Boat: Ships (44%+4%)

Helicopter (35%+5%)

Horsemanship (40%+4%)

Hover Craft (ground) (50%+5%)

Motorcycle (60%+4%)

## Nightbane® Skills Table

Jet Aircraft (40%+4%)  
Jet Fighters (40%+4%)  
Jet Packs (42%+4%)  
Motorcycle (60%+4%)  
Truck (40%+4%)  
Water Scooters (50%+5%)  
Tanks and APCs (36%+4%)

### Pilot Related Skills

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

### Rogue Skills

Computer Hacking (15%+5%)  
*Req: Literacy, Computer Operation, Computer Programming, Mathematics: Basic*  
Concealment (20%+4%)  
Find Contraband & Illegal Weapons (26%+4%)  
Palming (20%+5%)  
*Bonus: +5% to Pick Pockets*  
Pick Locks (30%+5%)  
Pick Pockets (25%+5%)  
Prowl (25%+5%)  
Streetwise (20%+4%)  
Streetwise: Drugs (25%+5%)

### Science Skills

Anthropology (20%+5%)  
Archaeology (20%+5%)  
Astronomy (25%+5%)  
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%)  
Computer Operation (40%+5%)  
*Req: Literacy*  
Computer Programming (30%+5%)  
*Req: Literacy, Computer Operation*  
Language (50%+5%)  
Literacy (30%+5%)  
Lore: Demons & Monsters (35%+5%)  
Lore: Geomancy or Lines of Power (30%+5%)  
Lore: Nightbane (30%+5%)  
Lore: Nightlands (25%+5%)  
Lore: Religion (30%+5%)  
Lore: Vampires (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%)

### Weapon Proficiencies – Ancient

W.P. Archery and Targeting  
*Bonus: +1 to Strike at levels 2,4,6,8,10,12,14*  
*Bonus: +1 to Parry with bow weapon*  
W.P. Battle Axe  
*Bonus: +1 to Strike at levels 1,4,8,12*  
*Bonus: +1 to Parry at levels 2,5,9,13*  
*Bonus: +1 to Strike when thrown at levels 3,8,12*

### W.P. Blunt

*Bonus: +1 to Strike at levels 1,4,8,13*  
*Bonus: +1 to Parry at levels 1,4,8,13*

### W.P. Chain

*Bonus: +1 to Strike at levels 1,4,13*  
*Bonus: +1 to Parry at levels 4,8,13*

### W.P. Knife

*Bonus: +1 to Strike at levels 2,7,11,15*  
*Bonus: +1 to Parry at levels 2,4,8,11,15*  
*Bonus: +1 to Strike when thrown at levels 1,7,11,15*

### W.P. Pole Arm

*Bonus: +1 to Strike at levels 1,5,9,14*  
*Bonus: +1 to Parry at levels 1,3,6,9,12*  
*Bonus: +1 to Strike when thrown at levels 2,5,9,14*

### W.P. Sword

*Bonus: +1 to Strike/Parry at levels 1,3,7,11,14*

### 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

W.P. Revolver  
W.P. Automatic Pistol  
W.P. Bolt-Action Rifle  
W.P. Automatic and Semi-automatic Rifles  
W.P. Sub-Machinegun  
W.P. Heavy