

## Rifts® Skills Table

Blue = Secondary Skill

### Communications

**Barter** (30%+4%)

Bonus: +2% with *Mathematics*

Bonus: +2% with *Literacy*

Req: Adventurer & Scholar OCC only

**Contacts (Social Connections)** (10%/6%+2%)

**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** (40%+5%)

**Literacy: Other** (30%+5%)

**Optic Systems** (30%+5%)

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

**Performance** (30%+5%)

Bonus: +5% to *Undercover Ops, Impersonation*

**Public Speaking** (30%+5%)

Bonus: +5% to *Performance*

**Radio: Basic** (45%+5%)

**Sensory Equipment** (30%+5%)

**Sign Language** (25%+5%)

**Sing** (35%+5%)

**Social Connections** (10%/6%+2%)

**Surveillance** (30%+5%)

Req: *Basic Electronics* OR *Electrical Engineering*

**T.V./Video** (25%+5%)

### Cowboy

**Branding** (50%+5%)

**Breaking/Taming Wild Horse** (20%+5%)

**Herding Cattle** (30%+5%)

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

**Horsemanship: Exotic** (30%/20%+5%)

**Lore: American Indians** (25%+5%)

**Lore: Cattle/Animals** (30%+5%)

**Roping** (20%+5%)

Bonus: +1 *Entangle* at levels 1,3,5,7,9,11,14

**Trick Riding (Special)**

**W.P. Rope**

### Domestic

**Bonsai** (50% + 4%)

**Brewing** (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%)

**Poetry (Haiku)** (35%+%%)

**Recycle** (30%+5%)

**Rock Painting and Engraving** (36%+4%)

**Sewing** (40%+5%)

**Sing** (35%+5%)

**Wardrobe & Grooming** (50%+4%)

Bonus: +1 P.B.

Bonus: +2% to *Disguise, Impersonation, Performance, Undercover Ops, Seduction*

### Electrical

**Basic Electronics** (30%+5%)

**Computer Repair** (30%+5%)

**Electrical Engineer** (35%+5%)

Req: *Mathematics: Advanced, Literacy*

**Electricity Generation** (50%+5%)

Req: *Mathematics: Basic, 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%)

Bonus: +5% to *Undercover Ops, Impersonation*

**Escape Artist** (30%+5%)

Bonus: +5% to *Pick Locks*

**Forgery** (20%+5%)

Bonus: +10% with *Art*

**Impersonation** (30%/16%+4%)

Bonus: +10% to *Undercover Ops*

**Intelligence** (32%+4%)

**Interrogation** (30%+5%)

**Pick Locks** (30%+5%)

**Pick Pockets** (25%+5%) **Sniper**

+2 *Strike* on *Aimed Shot*

**Tracking (people)** (25%+5%)

**Undercover Ops** (30%+5%)

**Wilderness Survival** (30%+5%)

### Horsemanship

**Horsemanship: Aquatic Animals** (40%/20%+4%)

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

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

**Horsemanship: Cossack** (55%/45%+5%)

**Horsemanship: Cyber-Knight** (70%/50%+3%)

**Horsemanship: Equestrian** (40%/30%+5%)

**Horsemanship: Exotic Animals** (30%/20%+5%)

**Horsemanship: Knight** (40%/30%+5%)

**Horsemanship: Sea Monsters** (30%/20%+4%)

**Horsemanship: Serpent Hunter** (70%/50%+3%)

### Mechanical

**Aircraft Mechanics** (25%+5%)

**Automotive Mechanics** (25%+5%)

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

**Bioware Mechanics** (30%+5%)

Req: *Mechanical Engineering, Mathematics: Basic*

**Locksmith** (25%+5%)

Bonus: +5% with *Electrical Engineer*

Req: *Basic Electronics*

**Mechanical Engineer** (25%+5%)

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

Req: *Mathematics, Basic Electronics, Literacy*

**Robot Mechanics** (20%+5%)

Req: *Mechanical Engineer, Electrical Engineer, Mathematics*

**Space: Drive Repair** (30%+5%)

**Space: Satellite Systems** (30%+5%)

Req: *Basic Electronics, Mechanical Engineer*

**Space: Ship-to-Ship Combat** (25%+5%)

**Spaceship Mechanics** (30%+5%)

Req: *Basic Electronics, Mechanical Engineer*

**Vehicle Armorer** (30%+5%)

Bonus: *Basic Mechanics (+20%)*

Bonus: +10% to *Automotive Mechanics*

**Weapons Engineer** (25%+5%)

Bonus: +1 *Strike* w/heavy weapons, vehicle weapons

## Rifts® Skills Table

Blue = Secondary Skill

### Medical

**Animal Husbandry** (35%/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*

**Cybernetic Medicine** (40%/60%+5%)

**Entomological Medicine** (40%/20%+5%)

Req: *Mathematics: Basic*

Req: *Chemistry OR Chemistry: Analytical*

**Field Surgery** (16%/4%)

**First Aid** (45%/5%)

**Forensics** (35%/5%)

Req: *Biology, Chemistry*

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

Bonus: +10% to *Brewing, Identify Plants & Fruits, Preserve Food*

**Juicer Technology** (40%/5%)

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

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

**Medical Doctor (Cybernetics)** (40%/60%+5%)

Req: *Medical Doctor*

**Mortuary Science** (25%/5%)

**Paramedic** (40%/5%)

**Pathology** (40%/5%)

Bonus: +5% to *Forensics*

Req: *Biology, Chemistry, Literacy*

**Psychology** (35%/5%)

Req: *Biology, Chemistry, Literacy*

**Sea Holistic Medicine** (20%/5)

**Veterinary Science** (50%/4%)

Req: *Biology, Animal Husbandry*

### Military

**Camouflage** (20%/5%)

**Demolitions** (60%/3%)

**Demolitions Disposal** (60%/3%)

**Demolitions: Underwater** (56%/4%)

**Falconry** (30%/5%)

**Field Armorer & Munitions Expert** (40%/5%)

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

**Find Contraband** (26%/4%)

**Forced March**

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

**Military Etiquette** (35%/5%)

**Military Fortification**: (30%/5%)

**Naval History** (30%/5%)

**Naval Tactics** (25%/5%)

**NBC Warfare** (35%/5%)

**Parachuting** (40%/5%)

**Recognize Weapon Quality** (25%/5%)

**Space: Defense Systems** (30%/5%)

**Trap & Mine Detection** (20%/5%)

**Trap Construction** (20%/4%)

### 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: O.C.C. specific

**Acrobatics**

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

Bonus: +2 *Roll w/Impact*

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

*Back Flip* (60%/5%)

*Climb Rope* (80%/2%)

*Sense of Balance* (60%/5%)

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

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

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

**Aerobic Athletics**

Bonus: +2D4 S.D.C.

Bonus: +1 *Disarm*, +1 *Pull Punch*, +2 kicking *Damage*

Bonus: *Sense of balance* (30%/5%)

**Athletics (General)**

Bonus: +1 P.S., +1D6 Spd, +1D8 S.D.C.

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

**Ballet** (30%/5%)

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

Bonus: +15% to *Dance*

**Biathlon**

Bonus: +1 *Initiative*, +2D6 S.D.C.

Bonus: +5% to *Land Navigation*

Req: *Skiing, W.P. Rifle*

**Body Building & Weight Lifting**

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

**Boxing**

Bonus: +2 P.S., +3D6 S.D.C.

Bonus: +1 *Attack per Melee*, +2 *Parry*, +2 *Dodge*, +1 *Roll w/Impact*

**Climbing** (40%/30%+5%)

**Deadball**

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

Bonus: +1 *Initiative*, +1 *Roll w/impact*, +1 *Dodge*

**Fencing**

Bonus: +1 *Strike/Parry* w/sword, dagger, +1D6 *Damage* w/sword.

Req: *W.P. Sword* or *W.P. Knife*

**Forced March**

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

**Gymnastics**

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

Bonus: +2 *Roll w/Impact*

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

*Back Flip* (70%/2%)

*Climb Rope/Rappel* (60%/2%)

*Parallel bars and rings* (60%/3%)

*Sense of Balance* (50%/3%)

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

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

**Ice Skating** (35%/5%)

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

**Ice Skating (Figure Skating)**

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

Bonus: +2 *Damage*, +1 *Roll w/Impact*,

Bonus: +2 *Maintain Balance*, +1 *Damage* with kick and leap attacks

Bonus: +15% to *Dance*

Bonus: +20% to *Ice Skating*

Req: *Ice Skating*

**Ice Skating (Hockey Skating)**

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

Bonus: +2 *Roll w/Impact*, +1 *Strike* with body/body/ram

Bonus: +2 *Maintain Balance*

Bonus: +15% to *Ice Skating*

Req: *Ice Skating*

**Ice Skating (Speed Skating)**

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

Bonus: +3 *Dodge* on ice, +1 *Roll w/Impact*

Bonus: +2 *maintain balance*

Bonus: +10% to *Ice Skating*

Req: *Ice Skating*

**Juicer Football** (32%/4%)

Req: O.C.C. Juicer

Bonus: +1 P.S., +1 P.E., +1D4 Spd, +3D6 S.D.C.

Bonus: +1 *Roll w/Impact*

**Juicer Murderthon**

Req: O.C.C. Juicer

## Rifts® Skills Table

Blue = Secondary Skill

### Juggling (35%+5%)

Bonus: +1 Initiative

### Kick Boxing

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

Bonus: Roundhouse Kick, Axe Kick, Knee Strike, Leap Kick

### Outdoorsmanship

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

Bonus: +5% to Dowsing, Fasting, Identify Plants & Fruit, Wilderness Survival

Req: Wilderness Survival

### Physical Labor

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

### Prowl (25%+5%)

### Running

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

### Skiing (40%+5%)

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

### Skiing (Downhill)

Bonus: +1 P.P., +1 P.E.

Bonus: +1 Roll w/Impact, +1 Initiative

Bonus: +2 Maintain Balance

Bonus: +15% to Skiing

Req: Skiing

### Skiing (Cross-Country)

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

Bonus: +10% to Skiing, +1 Roll w/Impact

Bonus: +1 Maintain Balance

Req: Skiing

### Skiing (Snowboarding and Jump Skiing)

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

Bonus: +3 Roll w/Impact, +3 Initiative on slopes  
+3 Maintain Balance on slopes

Bonus: +20% to Skiing

Req: Skiing

### Swimming (50%+5%)

### SCUBA (50%+5%)

### Wrestling

Bonus: +2 P.S., +1 P.E., +4D6 S.D.C.

Bonus: +1 Roll w/Impact, Body Block/Tackle,  
Pin/Incapacitate on 18+, Crush/Squeeze

## Pilot

### Advanced Deep-Sea Diving

### Airplane (50%+4%)

### Automobile (60%+2%)

### Bicycling (44%+4%)

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

### Boats: Paddle Types/Canoe/Kayak (50%+5%)

### Boats: Sail Types (60%+5%)

### Boats: Ships/Seamanship (45%/40%+5%)

Req: Sewing, Rope Works

### Combat Driving

### Combat Pod (40%+4%)

Bonus: +2 Strike (Combat Pod), +2 Parry (Combat Pod),  
+2 Dodge (Combat Pod)

### Flight System Combat (40%+5%)

Req: O.C.C. Juicer or Crazy

### Hovercraft (Ground) (50%+5%)

### Hovercycles, Skycycles & Rocket Bikes (70%+3%)

### Jet Aircraft (40%+4%)

### Jet Packs (42%+4%)

### Jump Bike Combat (45%+5%)

Req: O.C.C. Juicer or Crazy

### Military: Combat Helicopters (52%+3%)

### Military: Jet Fighters (40%+4%)

### Military: Submersibles (40%+4%)

### Military: Tanks & APCs (36%+4%)

### Military: Warships & Patrol Boats (40%+4%)

### Motorcycles & Snowmobiles (60%+4%)

### Road Train (40%+5%)

### Robots and Power Armor (56%+3%)

### Robot Combat: Basic

### Robot Combat: Elite

### Symbiotic Conduit Vehicle Combat (60%+2%)

Req: R.C.C. Lemurian

### Tracked and Construction Vehicles (40%+4%)

### Truck (40%+4%)

### Water Scooters (50%+5%)

### Water Skiing & Surfing (40%+4%)

### Wingrider Flying Wing (15%+5%)

## Pilot Related

### Navigation (40%+5%)

### Navigation: Orbital (50%+5%)

### Navigation: Space (40%+5%)

### Riverwise (25%+5%)

### Sensory Equipment (30%+5%)

### Weapon Systems (40%+5%)

## Rogue

### Cardsharp (24%+4%)

Bonus: +4% to Palming

Bonus: +6% with Gambling (Dirty Tricks)

### Computer Hacking (20%+5%)

Bonus: +5% to Cryptography, Surveillance, Locksmith

Req: Literacy, Computer Operation, Computer Programming,  
Mathematics: Basic

### Concealment (20%+4%)

### Contacts (Social Connections) (10%/6%+2%)

### Find Contraband (26%+4%)

Bonus: +10% to I.D. Undercover Agents

### Gambling (Standard) (30%+5%)

Bonus: +5% to Mathematics: Basic

### Gambling (Dirty Tricks) (20%+4%)

### I.D. Undercover Agents (30%+4%)

### Imitate Voices & Sounds (42%/36%+4%)

Bonus: +5% to Impersonation

### Palming (20%+5%)

Bonus: +5% to Cardsharp, Concealment, Pick Pockets

### Pick Locks (30%+5%)

### Pick Pockets (25%+5%)

### Prowl (25%+5%)

### Roadwise (26%+4%)

### Safe-Cracking (20%+4%)

Bonus: +5% to Pick Locks, Demolitions

Bonus: +4% with Locksmith

Bonus: +6% with Mechanical Engineer

Req: M.E. 15 or greater, or -10%

### Seduction (20%+3%)

Bonus: +1% per M.A. over 20, per two P.B. over 17

Bonus: +5% to Cardsharp, Sing, Dance

### Social Connections (10%/6%+2%)

### Streetwise (20%+4%)

Bonus: +10% to I.D. Undercover Agents

### Streetwise (Drugs) (25%+5%)

### Tailing (30%+5%)

Bonus: +5% with Prowl

## Science

### Anthropology (30%+5%)

### Archaeology (30%/20%+5%)

Bonus: +2% to Lore skills

Bonus: +10% to History skills

### Artificial Intelligence (30%+3%)

Bonus: +5% to Computer Programming, Computer Hacking

Req: Computer Operation

### Astronomy & Navigation (30%+5%)

Bonus: +10% with Mathematics: Advanced

Req: Mathematics: Basic, Literacy

## Rifts® Skills Table

Blue = Secondary Skill

Astrophysics (30%+5%)

Req: *Mathematics: Basic, Mathematics: Advanced*

Biology (30%+5%)

Botany (25%+5%)

Chemistry (30%+5%)

Chemistry: Analytical (25%+5%)

Req: *Chemistry, Mathematics: Advanced, Literacy*

Chemistry: Pharmaceutical (30%+5%)

Bonus: +10% to *Lore: Juicer*

Marine Biology (35%/25%+5%)

Req: *Biology, Mathematics: Advanced, Chemistry*

Mathematics: Basic (45%+5%)

Mathematics: Advanced (45%+5%)

Req: *Mathematics: Basic*

Ocean Geographic Surveying (15%+5%)

Oxygen Systems (58%+4%)

Undersea Farming (35%+5%)

Xenology (30%+5%)

Zoology (30%+5%)

Bonus: +5% to *Herding, Track & Trap Animals*

Bonus: +10% to *Veterinary Science*

### Technical

Advanced Fishing (30%+5%)

Appraise Goods (30%+5%)

Bonus: +15% if taken twice

Art (35%+5%)

Begging (30%+3%)

Breed Dogs (40%/20%+5%)

Calligraphy (35%+5%)

Req: *Literacy: Any*

Computer Operation (40%+5%)

Req: *Literacy: Any*

Computer Programming (30%+5%)

Req: *Literacy: Any, Computer Operation*

Cyberjacking (50%+3%)

Cybernetics: Basic (25%+5%)

Excavation (30%+5%)

Bonus: +15% to *Dowsing*

Falconry (30%+5%)

Firefighting (40%+5%)

Gemology (25%+5%)

Bonus: +5% to *Prospecting*

General Repair & Maintenance (35%+5%)

History: Pre-Rifts (32%/24%+4%)

History: Post-Apocalypse (35%/30%+5%)

Jury-Rig (25%+5%)

Bonus: +5% with *Electrical Engineer, Mechanical Engineer, or Field Armorer*

Req: *Basic Mechanics, Basic Electronics*

Kremlinology

Bonus: +5% to *Social Connections, Public Speaking,*

*History: Pre-Rifts*

Bonus: +10% to *History: Post-Apocalypse, Law (General)*

Law (General) (35%+5%)

Law (Loopholes) (20%+4%)

Req: *Law (General)*

Leather Working (40%+5%)

Lore: Aborigines (25%+5%)

Lore: American Indians (25%+5%)

Bonus: +10% if Native American

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

Lore: D-Bee (25%+5%)

Lore: Demons & Monsters (25%+5%)

Lore: Dimensions (15%+5%)

Lore: Dreamtime Culture (20%+5%)

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

Lore: Galactic & Alien (25%+5%)

Lore: History of Russia (30%+5%)

Lore: Juicer (30%+5%)

Lore: Magic (25%+5%)

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

Recognize Enchantment (10%+5%)

Lore: Psychics & Psionics (25%+5%)

Lore: Religions (30%+5)

Lore: Sea Creatures (25%+5%)

Lore: The Cities (20%+5%)

Lore: Vampires (20%+5%)

Masonry (40%+5%)

Meditation (30%+5%)

Mining (35%+5%) aka **Prospecting**

Mythology (30%+5%)

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

Philosophy (30%+5%)

Photography (35%+5%)

Recycling (30%+5%)

Research (40%+5%)

Bonus: +5% to *Law (General), Impersonation, History: Any*

Rope Works (30%+5%)

Salvage (35%+5%)

Space Contacts (6%+2%)

Undersea Salvage (30%+5%)

Bonus: +5% with *Mechanical Engineer*

Ventriloquism (16%+4%)

Whittling & Sculpting (30%+5%)

Bonus: +10% if taken twice

### Wilderness

Boat Building (25%+5%)

Carpentry (25%+5%)

Bonus: +5% to *Trap Construction*

Bonus: +10% to *Boat Building*

Dowsing (20%+5%)

Fasting (40%+3%)

Hunting

Bonus: +2% to *Prow*

Bonus: +5% to *Track & Trap Animals, Skin & Prepare Animal Hides*

Bonus: +4% to *Imitate Voices & Sounds*

Bonus: +10% to *Cook (game animals)*

Identify Plants & Fruit (25%+5%)

Land Navigation (36%+4%)

Outback Survival (58%+2%)

Preserve Food (30%+5%)

Skin & Prepare Animal Hides (30%+5%)

Bonus: +5% to *Sewing*

Bonus: +5% to *Leather Working*

Riverwise (25%+5%)

Spelunking (35%+5%)

Bonus: +5% with *Climbing*

Track & Trap Animals (20%/30%+5%)

Track & Hunt Sea Animals (35%/25%+5%)

Undersea & Sea Survival (25%+5%)

Underwater Navigation (30%+4%)

Use Songlines (30%+4%)

Wilderness Survival (30%+5%)

## Rifts® Skills Table

Blue = Secondary Skill

### Weapon Proficiencies – Ancient

#### W.P. Archery

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 *Parry* at levels 1,3,6,10,13  
Bonus: +1 to *Entangle* at levels 1,3,5,8,11,13  
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  
Bonus: +5% to *Climbing*

#### 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. Net

Bonus: +1 to *Strike* at levels 2,5,8,11,15  
Bonus: +1 to *Entangle* at levels 2,5,8,11,15  
Bonus: +1 to *Parry* at levels 2,4,6,9,12

#### W.P. Paired Weapons

Bonus: *Strike* and *Parry* simultaneously  
Bonus: Twin simultaneous *Strikes* against 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. Rope

Req: Cowboy O.C.C.

#### W.P. Shield

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

#### 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. Siege Weapons

Bonus: +1 to *Strike* at levels 2,5,9,12

#### 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* at levels 1,3,6,9,12,15  
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  
Bonus: +1 to *Parry* at levels 2,5,8,11,14  
Bonus: +1 to *Strike when thrown* at levels 5,10,15  
Req: One W.P. for a missile weapon

#### W.P. Trident (Sling Shot)

Bonus: +1 to *Strike* at levels 1,3,7,11,15  
Bonus: +1 to *Parry* at levels 1,3,7,11,15

#### W.P. Whip

Bonus: +1 to *Strike* at levels 2,4,7,10,13  
Bonus: +1 to *Disarm* 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 1,3,6,9,12,15

#### W.P. Heavy Military Weapons

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

#### W.P. Military Flamethrowers

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

#### W.P. Harpoon & Spear Gun

Bonus: +1 to *Strike* at levels 2,4,7,10,15

#### W.P. Energy Pistol

Bonus: +1 to *Strike* at levels 1,3,5,7,9,11,13,15

#### W.P. Energy Rifle

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

#### W.P. Heavy Mega-Damage Weapons

Bonus: +1 to *Strike* at levels 2,4,7,10,13

#### W.P. Sharpshooting

#### W.P. Torpedo

Bonus: +1 to *Strike* at levels 2,4,6,12  
Bonus: +1 to *Strike* with depth charge at level 4