

Appendix i: Headers and Skills

Header	Skill	CP	Effect	Atr.
Academic 3 CP	Craft Chemical	3/L	3 tiered production skill. Allows creation of compounds/poisons.	-
	Rationalize	4	RP 5 Minutes to "Refresh 1 Sanity to Self."	A
	Read/Speak Language	2 per	Allows user to read strange texts and speak with odd creatures.	-
	Research	1/L	2 tier information skill. Spend money and ask 1 or 2 questions between events.	-
	Study	2	Spend 10 minutes studying, learn things about examined objects.	-
	Use Artifact	2	You may expend the relevant attribute cost to activate an artifact.	Sp.
	Well Read	3 per	Spend a point in place of an attribute point when using Tomes. Max of 5.	-
Aeronaut 3 CP	Airlegs	1	You may Resist a Slam effect.	W
	Brass Goggles	2	You may Reduce a Stun effect to a Lesser Stun effect.	E
	Dodgy	3	You may Avoid a firearm attack (pistol or rifle only). This skill has no effect against other ranged attacks.	AA
	Harpoon	2	Fire a Longarm and call "Root"	E
	Longarm Training	3	Prereq: Pistol Training. Allows use of rifles/shotguns. Standard longarm attacks cost F and deal 6 damage. Must use two hands to wield a longarm.	-
	No Quarter	3	You may choose to call 1 Damage when attacking with a melee weapon.	-
	Patch Job	3	RP 1 Minute to touch cast repair to 1 armor, or act as first aid to automata.	-
	Powder Monkey	1	You may touch cast for "Refresh 1 Marksmanship."	F
	Thousand Yard Stare	2	Resist a Fear effect.	E
Bladesman 5 CP	Cold Dead Fingers	2	Call 'Resist' to a Disarm effect	E
	Disarm	3	Call 'Disarm' and strike an opponent's weapon or arm.	W
	Dueling Steels	4	Prereq: Main Gauche. You may dual wield 1 handed blade/1 short weapon	-
	Main Gauche	2	You may dual wield 1 handed blade/1 small weapon.	-
	Parry	3	Call 'Parry' to a melee attack that hits you (e.g., called damage).	W
	Riposte	4	Call 'Parry' to a melee attack that hits you, then strike for X damage against that opponent, where X is equal to your maximum Void.	FF
	Slice	3	Strike an opponent's limb and call 'Maim.'	E
	Squirrely	3	Call 'Avoid' to a melee attack that hits you.	AA
	Stop Thrust	4	Deal 3 damage with your next one-handed blade attack.	E
Bodyguard 5 CP	Crowd Control	2	Swing a weapon in an arc and call 'Disengage.'	W
	Duty Calls	2	After 3 seconds of roleplaying Purge a Root or Maim effect.	E
	Intimidation	2	Meet someone's gaze for 3 seconds and call 'By My Gaze, Repel by Fear.'	F
	Make Way	3	Strike with a Melee Weapon and call 'Slam by Strength.'	WW
	Meat Shield	3	Usable once per Reset. Lose 1 point of Vitality. This point cannot be healed	E

			until after your next Reset. Use a packet to touch another character (not yourself) and say “Grant defense by Bodyguard, Avoid.” A target character may only benefit from this ability once per Reset.	
	Second Wind	3	If you are unstable you may “Heal 2 Vitality to Self.”	A
	Thousand Yard Stare	2	Resist a Fear effect.	E
	Tough as Nails	2	Resist an Agony effect.	E
Doctor 3 CP	Anatomical Knowledge	2	Deal an Agony by Pain effect with your next small or short weapon strike.	F
	Diagnosis	1	Roleplay 5 seconds, touch cast “Diagnose X by Medicine,” where X is an effect, trait, or damage. If the target responds they must do so by truthfully answering Yes or No. Only the following traits may diagnosed Metabolic Traits (Aging, Air, Cold, Disease, Poison, Radiation, and Sleep), Physical Traits (Crystal, Earth, Force, Ice, Silver, Thorns, Weapon, Web, and Wind), Racial Traits (Human, Dhampir, Resurrected, Thek, Royal, Pariah, Myrmidon, Dorr, Domestic, Feral, and Halfbreed), and Stable, Damaged, Unstable, Unconscious, Dead.	-
	Field Medic 1-2	1	Prereq: First Aid. Reduce the time to perform first aid by 15 seconds per rank.	-
	It's Only Dislocated	1	Touch cast “Cure Maim and Agony by Medicine” as you pop the joint back into place.	A
	Pharmacology 1-3	3/L	3 tier production skill that allows production of medicines and drugs.	-
	Surgery	2	With a doctor's bag prop the character may perform surgery on patients. Performing surgery freezes a patients “bleed out” count down. You may call “Heals 1 by Medicine” to the patient per minute of surgical roleplaying. Any actions by the patient or doctor during surgery will reset the count.	-
	Surgical Precision	3	Perform a melee strike and call Maim by Pain or Weakness by Pain.	W
	Everyone 0 CP	First Aid	1	1 Minute Roleplay to touch cast “Cure Maim by Medicine” or “Stabilize by Medicine”.
Marksmanship		1	Spend a point of marksmanship instead of F to use a firearm. Max 5 points.	-
One Hand Weapon		1	You may wield a one-handed weapon such as a sword or club.	-
Pistol Training		3	You may wield a pistol. Pistol attacks cost F and deal 4 points of damage.	F
Small Weapon Use		-	You may wield a small weapon.	-
Faithful 2 CP	Beacon	2	Gesture in an arc and call “Disengage by Faith”	F
	Belief	1	Resist a Fear effect.	W
	Devotions	3	Roleplay 5 minutes of praying. Until your next reset, cast Faith spells with no incant.	-
	Faith	5	Grants access to the Faith branch of miracles.	-
	Piety	3 per	Spend a point of Piety instead of an attribute when casting a Faith spell. Max 2	-
	Preach	2	RP preaching for at least 1 minute and call “By my Voice, Imbue Blessed.” Until you move, you may touch cast for “Grant Defense to Blessed: Resist Fear by Faith, and Cure Blessed.”	AF
	Purpose	2	Purge a Paralyze effect.	EE
	Unswerving	2	Resist a Horror effect.	A

Hunter 4 CP	Aim	3	Kneel and roleplay aiming at a single target for 10 seconds. You may then make a longarm attack against that target at +2 damage. Normal attribute costs of the longarm attack apply.	-
	Bolos	2	Call "Imbue to Self by Hunter." You may throw two thrown weapons, each for a Root effect. This skill does not let you wield standard throwing weapons per se—you may only throw the two root-effect thrown weapons.	E
	Crack shot	3	You may make a longarm attack and call "Maim."	A
	Indomitable Spirit	2	You may Resist a Drain effect.	WW
	Longarm Training	3	Prerequisite: Pistol Use. Allows the use of rifles and shotguns. Standard longarm attacks cost F and deal 6 damage. Players must use two hands to wield a longarm.	-
	Shadow	1	Between sessions, ask a question about a person you could follow.	-
	Slug	4	Make a longarm attack and call "X Damage and Slam," where X is your standard longarm damage.	WW
	Tempered Round	4	Make a longarm attack and call "Waste 5 Vitality."	FF
Tracking	2	Allows you to follow tracks.	-	
Investigator 3 CP	Diagnosis	1	Roleplay 5 seconds, touch cast "Diagnose X by Medicine," where X is an effect, trait, or damage. If the target responds they must do so by truthfully answering Yes or No. Only the following traits may diagnosed Metabolic Traits (Aging, Air, Cold, Disease, Poison, Radiation, and Sleep), Physical Traits (Crystal, Earth, Force, Ice, Silver, Thorns, Weapon, Web, and Wind), Racial Traits (Human, Dhampir, Resurrected, Thek, Royal, Pariah, Myrmidon, Dorr, Domestic, Feral, and Halfbreed), and Stable, Damaged, Unstable, Unconscious, Dead.	-
	Grit	2	While bleeding out you may "Stabilize Self." You must still recover from unconsciousness normally.	E
	Grounded	2	Resist a Fear or Horror effect.	E
	Investigate	1	Ask a barkeep a question during a session. Costs and results may vary.	-
	Practical Knowledge	1 per	You may have some knowledge in Alchemy, Chemistry, or Device Construction at the cost of 1 CP per. You may read and understand relevant documents and items as though you had 1 rank in the relevant skill. This skill does NOT allow you to craft items.	-
	Rationalize	4	RP 5 Minutes to "Refresh 1 Sanity to Self."	A
	Shadow	1	Between sessions, ask a question about a person you could follow.	-
Tracking	2	You may follow and learn much from tracks.	-	
Mage 4 CP	Alchemy 1-3	3/L	3 tier production skill that allows the creation of alchemical items	-
	Arcane Resonance	4	Grants Access to Arcane Resonance spell school.	-
	Feedback	2 per	You may waste 1 vitality and use a point of Feedback in place of a point of an attribute when casting a Resonance spell. Max 3 points.	-
	Resonant Soul	3 per	You may use a point of Resonant Soul in place of a point of an attribute when casting a Resonance spell. Max 2 points.	-
	Staff	3	Allows use of a staff (you must use two hands to wield it). You may use one hand to block with a staff while casting Resonance spells with the other.	-

Mechanic 4 CP	Device Construction 1-3	3/L	3 tier production skill that allows the creation of devices and weapons	-
	Jury Rig	2	RP 1 minute to grant a non-one-use Destroyed device 1 more use (then it is Destroyed again.). Bring "Jury Rigged" tags for this purpose.	-
	Periodically Detonated	1	You may Resist an Explosion effect.	E
	Percussive Maintenance	2	Gently but theatrically strike a Destroyed device or firearm and call "Repair Device" or "Repair Firearm"	F
	Repair	3	With a tool kit a) spend 1 minute roleplaying to Cure a steamborg or automaton maim or Heal 1 to an automaton or freeze an automaton Bleed Out and stabilize at 1 minute or b) at forge repair armor /5 minutes	-
	Sabotage	2	Strike target's limb with melee weapon and call "Destroy Device"	F
	Simple Diagnostic	1	Roleplay 5 seconds, touch cast "Diagnose X to Automata," where X is an effect, trait, or damage. If the target responds they must do so by truthfully answering Yes or No. Only the following traits may diagnosed Metabolic Traits (Aging, Air, Cold, Disease, Poison, Radiation, and Sleep), Physical Traits (Crystal, Earth, Force, Ice, Silver, Thorns, Weapon, Web, and Wind), Racial Traits (Human, Dhampir, Resurrected, Thek, Royal, Pariah, Myrmidon, Dorr, Domestic, Feral, and Halfbreed), and Stable, Damaged, Unstable, Unconscious, Dead.	
	Tinker	2	With funds and parts, attempt to invent between sessions.	-
Scofflaw 4 CP	Arm/Disarm Trap	3	You may try to arm or disarm traps. Traps must be purchased in-game.	-
	Backstab	2	Strike an opponent from behind with a melee weapon and call "5 Damage."	W
	Black Marketeer	2	You have access to the black market and may obtain questionable materials.	-
	Dirty Tricks	2	You may attack an opponent with a melee or thrown weapon and call Agony.	A
	Knife in a Gun Fight	2	Prereq: Thrown Weapon. You may throw a non-grenade thrown weapon for 3 Damage.	W
	Kosh	2	You may strike an opponent from behind with a melee weapon and call Stun.	W
	Parliament of Rooks	2	Being "connected," you will receive a variety of rumors from shady sources. You may also spend time and money to ask a question between sessions	-
	Pick Lock	2/L	3 tier skill. With 1 minute of roleplaying and a prop, you may pick a lock with a level equal to or lower than your Pick Lock skill.	-
	Poison Use	3	You may use poisons on weapons or in consumables.	-
	Shadow's Luck	3	Resist a module specific effect.	AA
Thrown Weapon	2	You may carry and wield up to 5 non-grenade thrown weapons.	-	
Soldier 5 CP	Both Barrels	2	Attack with a longarm and call "Double X Damage," where X is the normal damage for the weapon.	WW
	Called Shot	3	Strike with a melee weapon and call 5 Damage.	EE
	Cold Dead Fingers	2	Resist a Disarm effect.	E
	Duck and Cover	4	When hit with a non-magical ranged attack you may call Avoid.	AA
	Grenade Training 1-3	1 per	Allows the use of grenades. You may carry up to 1 per rank at a time.	-
	Longarm Training	3	Prereq: Pistol Training. Allows use of rifles/shotguns. Standard longarm attacks cost F and deal 6 damage. Must use two hands to wield a longarm.	-
	Rock Salt Shell	2	Attack with a firearm and call Agony.	F

	Thousand Yard Stare	2	Resist a Fear effect.	E
Warlock 4 CP	Blood Rites	5	Perform a 5 minute ritual and cast a Dark Truth. The ritual should involve spooky chanting and various somatic components (cannot be performed while bound), and does not count as Resting. Reduce the attribute cost of the Dark Truth by 1, to a minimum of 1. You may be under the effects of only 1 Blood Rite at a time.	-
	Craft Talisman	2/L	3 tier skill that allows the creation of magical talismans with various effects.	-
	Dark Truths	3	You have access to the Dark Truths. You need only purchase this skill once, though you may learn many Dark Truths.	-
	Eldritch Power	3 per	You may expend a point of Eldritch Power in place of an attribute point when casting a spell (Dark Truths only). Max 5 points.	-
	Method to the Madness	3	Resist a Fear or Horror effect	E
	Use Artifact	2	You may pay the relevant cost to activate an artifact.	Sp.