

<h2>Acrobatics</h2> <p>(Y+) An Avatar with this Skill gains a bonus of +10 DR vs. all (R) Targeted Attacks. This bonus does not apply to Offensive DR. This Skill cannot be used if he is wearing any armor or other Item which has ANY OR penalty.</p> <p style="text-align: right;">2.6</p>	<h2>Blunt Weapons Skills</h2> <p>Blunt Weapons I</p> <ul style="list-style-type: none"> (Y) An Avatar with this Skill is able to use a Blunt Weapon. <p>Blunt Weapons II</p> <ul style="list-style-type: none"> (Y) An Avatar with this Skill receives a bonus of +8 OR when using a Blunt Weapon in Short Range Combat. <p>Blunt Weapons III</p> <ul style="list-style-type: none"> (Y+) +20 OR <p>Blunt Weapons IV</p> <ul style="list-style-type: none"> (Y+) +35 OR <p><i>OR bonuses are NOT cumulative</i></p> <p style="text-align: right;">2.6</p>	<h2>Coercion</h2> <p>(M,S) An Avatar with this Skill is able to use a Mental Action on another Avatar which, if successful, will allow the Avatar to coerce the target into doing one (strictly defined) service for a period of ten minutes. He may convey this concept through any form of communication which the target will understand (i.e. verbal, hand gestures, telepathy, etc.). This service cannot be in any way directly harmful to the target (i.e. plunging a knife into his chest), but may be indirectly harmful (i.e. having the target provoke a more powerful foe into a combat). This Skill may not affect Nexus Credits or Special Items in any way, and may not be used to force the target to perform ANY House Skill. Also, a target can only be forced to lose ONE Item per Coercion (whether by breaking it or giving it away, etc.). The command is given at the time of invocation of the Skill. The effects of the coercion will last for 10 minutes (outside of combat) or until the end of the combat. A target may NOT be re-coerced to perform the same type of action twice in one hour.</p> <p style="text-align: right;">2.6</p>
<h2>Cleaving Weapons Skills</h2> <p>Cleaving Weapons I</p> <ul style="list-style-type: none"> (Y) An Avatar with this Skill is able to use a Cleaving Weapon with a Critical Threshold of 10. <p>Cleaving Weapons II</p> <ul style="list-style-type: none"> (Y+) Bonus is +6 OR and +2 DR when using a Cleaving Weapon with a Critical Threshold of 9. <p>Cleaving Weapons III</p> <ul style="list-style-type: none"> (Y+) Bonus is +15 OR and +4 DR when using a Cleaving Weapon with a Critical Threshold of 8. <p>Cleaving Weapons IV</p> <ul style="list-style-type: none"> (Y+) Bonus is +30 OR and +6 DR when using a Cleaving Weapon with a Critical Threshold of 7. <p><i>OR and DR bonuses are NOT cumulative</i></p> <p style="text-align: right;">2.6</p>	<h2>Counter Intelligence</h2> <p>(Y+) An Avatar with this Skill is able to negate the effect of either the Investigation Skill or the Sleuthing Skill. A special card will be given to any Avatar with this Skill which can be shown instead of his CC.</p> <p style="text-align: right;">2.6</p>	<h2>Dodging Skills</h2> <p>Dodging I</p> <ul style="list-style-type: none"> (Y+) An Avatar with this Skill receives a bonus of +10 DR vs. any (P) Targeted Attack. <p>Dodging II</p> <ul style="list-style-type: none"> Bonus is +25 DR <p>Dodging III</p> <ul style="list-style-type: none"> Bonus is +40 DR <p><i>DR bonuses are NOT cumulative</i></p> <p style="text-align: right;">2.6</p>
<h2>Edged Weapons Skills</h2> <p>Edged Weapons I</p> <ul style="list-style-type: none"> (Y) An Avatar with this Skill is able to use an Edged Weapon. <p>Edged Weapons II</p> <ul style="list-style-type: none"> (Y) An Avatar with this Skill receives a bonus of +6 OR when using an Edged Weapon in Short Range Combat. <p>Edged Weapons III</p> <ul style="list-style-type: none"> (Y+) Bonus is +15 OR, +5 DR <p>Edged Weapons IV</p> <ul style="list-style-type: none"> (Y+) Bonus is +30 OR, +10 DR <p>Edged Weapons V</p> <ul style="list-style-type: none"> (Y+) Bonus is +45 OR, +15 DR <p><i>OR and DR bonuses are NOT cumulative</i></p> <p style="text-align: right;">2.6</p>	<h2>Escape Combat</h2> <p>(Y) An Avatar with this Skill receives a +10 bonus to his Flee calculation when attempting a Flee Action.</p> <p style="text-align: right;">2.6</p>	<h2>Escape Restraint</h2> <p>(R,Y+) An Avatar with this Skill is immune to the effects of any Item, Skill or Power which would normally render him immobile or imprisoned. Note that this Skill cannot be used to counter any Attribute other than (R). Special Condition: When used against the "Stun" Skill, the Stun is reduced to 1 minute (outside of Combat) or to the end of the current round (in Combat), instead of being negated altogether.</p> <p style="text-align: right;">2.6</p>

Fluid Motion

(Y+) An Avatar with this Skill gains a bonus of +10 OR and +25 DR during all Short Range (R) Targeted Attacks. This bonus is applied whether he attacks or is attacked, but does not apply to Offensive DR for Long Range Attacks. This Skill cannot be used if he is wearing any armor or other Item which has ANY OR penalty.

2.6

Focus Attack

(Y) An Avatar with this Skill will receive a bonus of +5 OR during Short Range (R) attacks that HE initiates.

2.6

Hypnosis

(M,S) An Avatar with this Skill is able to use a Mental Action on another Avatar which, if successful, will allow the Avatar to Hypnotize the target into doing any and all services requested (to the best of the Avatar's abilities) for a period of fifteen minutes. He may convey these concepts through any form of communication which the target will understand (i.e. verbal, hand gestures, telepathy, etc.). These services cannot be in any way directly harmful to the target (i.e. plunging a knife into his chest), but may be indirectly harmful (i.e. having the target provoke a more powerful foe into a combat). This Skill may not affect Nexus Credits or Special Items in any way, and may not be used to force the target to perform ANY

House Skill. Also, a target can only be forced to lose ONE Item per Hypnosis (whether by breaking it or giving it away, etc.). The effects of the hypnosis will last for 15 minutes (outside of combat) or until the end of the combat. A target cannot be re-hypnotized until the initial Hypnosis has worn off, and no lesser form of Mental attack can dissuade the Hypnotized Avatar from NOT performing the requested services. The Avatar who has Hypnotized him cannot release him prematurely, but does not have to issue any further commands if he does not want to.

2.6

Investigation

(S) An Avatar with this Skill is allowed to see the front of the CC of any other Avatar in the Nexus without invoking a game mechanic need to see the card. This Skill may be used once per hour, and may not be used during Combat.

2.6

Inspiration Skills

Inspiration I

- (Y)** An Avatar with this Skill, by uttering an appropriate, inspirational message to any other Avatar within hearing range, will grant a bonus of +10 to the next single Calculation that the Avatar makes, whatever it might be. An Inspirational message is usable once per Avatar per day, and only once per hour (or Combat) to anyone. It is allowable for the same inspirational message to affect multiple Avatars at the same time (i.e. in a melee), subject to the usability restriction; if so used, then the bonus will take effect on each Avatar's very NEXT Calculation. If an Avatar is in such a group and has already been

inspired that day, he simply gains no benefit from it while others do. Note that this bonus cannot be applied to its user, nor to any other Avatar who has ANY Inspiration Skill. In addition, if an Avatar is inspired a second time by a different Avatar (before the Calculation the first one was supposed to be applied to), that Avatar's Inspiration will take precedence (even if it is of lower value), and the previous Inspiration will be nullified.

Inspiration II

- Bonus is +20

Inspiration III

- Bonus is +30

2.6

Item Creation Skills

Item Creation I

- An Avatar with this Skill is able to create an Item which has 8 IU of usability. The Avatar can only work on one Item at a time, and it takes 1 week of real time per IU (maximum of 8 weeks) to finish the Item.

Item Creation II

- 16 IU Max, 2 weeks for the first 2 IU, 1 week per 2 IUs thereafter

Item Creation III

- 32 IU Max, 3 Weeks for the first 5 IU, 1 week per 3 IUs thereafter

2.6

Light Fingers

(Y) An Avatar with this Skill receives a bonus of +10 to his Pickpocket calculation when attempting a Pickpocket Action.

2.6

Magic Item Form Creation Skills

Magic Item Form Creation I

- An Avatar with this Skill is able to create an Item which has 4 IU of usability. The Avatar can only work on one Item at a time, and it takes 2 weeks of real time per IU (maximum of 8 weeks) to finish the Item. The created Item may be enchanted with 1 EM of effect per IU not used in any other attribute of the Item.

Magic Item Form Creation II

- 8 IU Max, 2 weeks for the first 2 IU, 1 week per 2 IUs thereafter

Magic Item Form Creation III

- 16 IU Max, 3 weeks for the first 2 IU, 1 week per 2 IUs thereafter

2.6

Marksmanship Skills

Marksmanship I

- (Y) An Avatar with this Skill is able to use a Long Range Weapon (but not a Throwing Weapon).

Marksmanship II

- (Y) An Avatar with this Skill receives a bonus of +10 DR (added to Offensive Calculation ONLY) when using ANY Long Range Attack, except Throwing Weapons and (K) Attacks. Note that Area effects are not considered Long Range Attacks.

Marksmanship III

- Bonus is +20 DR

Marksmanship IV

- Bonus is +30 DR

DR bonuses are NOT cumulative

2.6

Martial Arts Skills

Martial Arts I

- (Y+) An Avatar with this Skill gains a bonus of +10 OR and +15 DR for all Short Range (R) Combat (only), as long as he is not holding any Weapon (other than those specifically designated as a Martial Arts Weapon) or wearing any Armor (other than those specifically designated as Martial Arts Armor). This bonus is applied both when he is attacking and when he is attacked. The bonus is not to be used for any other Action.

Martial Arts II

- Bonus is +20 OR, +25 DR

Martial Arts III

- Bonus is +35 OR, +40 DR

Martial Arts IV

- Bonus is +50 OR, +60 DR

OR and DR bonuses are NOT cumulative

2.6

Repair Item

An Avatar with this Skill is able to repair any normal Item which has lost its functionality to breakage or age. It will take the Avatar 1 hour to restore each original IU to the Item, and the Avatar must repair it to its full potential or not at all. Note that this Skill cannot be used on any Item which is based in Magic or Technology. An Avatar can only work on one Item at a time.

2.6

Resistance to Coercion

(M,Y+) An Avatar with this Skill will gain a bonus of +10 MIND against any type of coercive or suggestive or hypnotic Skill or Power (including Mesmerize, Possession and Enhanced Hypnosis). This Skill can not be combined with any other Mental Resistance Skill.

2.6

Resistance to Hypnosis

(M,Y+) An Avatar with this Skill will gain a bonus of +25 MIND against ANY type of coercive, suggestive or hypnotic Skill or Power (including Mesmerize, Possession and Enhanced Hypnosis). This Skill can not be combined with any other Mental Resistance Skill.

2.6

Resistance to Illusion

(Y+) An Avatar with this Skill gains a +10 bonus to his MIND Stat for the disbelief of any Illusion or Projection in his sensory range.

2.6

Shield Parry Skills

Shield Parry I

- (Y+) An Avatar with this Skill is able to use a single-handed shield in Short Range (R) Combat while holding any other single-handed Weapon.

Shield Parry II

- (Y+) An Avatar with this Skill receives a bonus of +10 DR when using a single-handed shield in Short Range (R) Combat vs. a Targeted Attack.

Shield Parry III

- Bonus is +25 DR

Shield Parry IV

- Bonus is +40 DR

DR bonuses are NOT cumulative

2.6

Suggestion

(M,S,Y) An Avatar with this Skill is able to use a Mental Action on a single target which, if successful, will allow the Avatar to suggest to the target that ONE particular game-related Action he has announced and is about to perform in the next ten minutes should not be executed. He may convey this concept through any form of communication which the target will understand (i.e. verbal, hand gestures, telepathy, etc.). If the suggestion works, the target may choose to perform a different Action or no Action at all. A double negative cannot be used to make a target take an action he has chosen NOT to do. In this case, read "different" as significantly changing the outcome (i.e. choosing a different target, not just using a knife instead of a sword to attack). This Skill may not affect Nexus Credits or Special Items in any way. The negation is given at the time of invocation of the Skill. Usable only once per round during combat, or once per minute outside of combat.

2.6

Technology Item Form Creation Skills

Technology Item Form Creation I

- An Avatar with this Skill is able to create an Item which has 4 IU of usability and can be powered by any specific Technology energy source. The Avatar can only work on one Item at a time, and it takes 2 weeks of real time per IU (maximum of 8 weeks) to finish the Item. Note that the Item will only work if it is powered by the proper Energy Source, available only to Technology Genre Avatars. Once the proper Energy Source is applied, the user of the Item may pump as much EM into each use of the Item as he is capable of producing; each EM point spent in this way will increase the primary usefulness of the Item (defined on its card) according to the chart of Energy Sources in Appendix E.

Technology Item Form Creation II

- 8 IU Max, 2 weeks for the first 2 IU, 1 week per 1 IU thereafter

Technology Item Form Creation III

- 16 IU Max, 3 weeks for the first 2 IU, 1 week per 2 IU thereafter

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2.6

Throwing Weapons Skills

Throwing Weapons I

- **(Y)** An Avatar with this Skill is able to use a Throwing Weapon in long-range combat.

Throwing Weapons II

- **(Y)** An Avatar with this Skill receives a bonus of +10 DR (added to Offensive Calculation ONLY).

Throwing Weapons III

- **(Y)** An Avatar with this Skill receives a bonus of +25 DR (added to Offensive Calculation ONLY).

DR bonuses are NOT cumulative

2.6

Tweak Item

An Avatar with this Skill is able to improve any Item's effect by up to 8 IU. Avatar can only work on one Item at a time, and it takes 1 week of real time plus 1 week per 4 points of effect (maximum of 3 weeks) to finish tweaking the Item. Note that this Skill will work on Items of any origin, including Magic and Technology based Items (however, it cannot be used to CHANGE the Energy Source requirement of a Technology based Item OR to change the Enchantment on a Magic based Item). Note that a given Item can only be tweaked ONCE in its lifetime, and that it cannot be used during the time it is being tweaked. An Avatar can only work on one Item at a time.

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