

MUTANT CHRONICLES

Character Skill Compendium

COMBAT SKILLS

SKILL	SOURCE	BASIC CAPABILITY	DESCRIPTION
Assassination			
• Assassinate	ALG	COR	This skill is taught only to Reapers of Souls. When striking a surprised victim, the character can inflict triple normal damage when using his hands or a melee weapon if he can make a successful Assassinate roll.
• Mortification	BRO	MST	This skill is taught only to Mortificators. When striking a surprised victim, the character can inflict triple normal damage when using his hands or a melee weapon if he can make a successful Mortification roll.
Brawling	MC	STR	The ability to fight without weapons using your fists (normal damage: 1d3 + OB) and feet (normal damage: 1d4 + OB).
Highlander Sword Fighting	IMP	(STR+COR)/2	This skill is taught only to Highland Clan Warriors. Characters use this skill in place of their Melee Weapons skill. It gives them +2 to damage with any sword. If a 1 is rolled on an attack with this skill, the attack does double damage; double the result after adding in the bonus.
Iajitsu	MIS	COR	This skill represents the character's ability to draw and use a scabbarded or holstered weapon in one action. A successful skill roll indicates that the weapon may be used in the same action. A fumble indicates that the weapon has been dropped.
Kenjitsu	MIS	(STR+COR)/2	This skill represents the character's ability in the deadly Mishiman Art of sword fighting. This skill is used whenever the character uses a sword in hand-to-hand combat. Add +2 to the character's OB.
Martial Arts			
• Algeroth	ALG	(STR+COR)/2	This skill is taught only to select followers of Algeroth. With this skill, the character can do 2d3 + OB damage with his hands and 2d4 + OB damage with his feet. In addition, he can parry close combat attacks with his bare hands using this skill. It costs twice as many picks as normal when advancing in this skill.
• Bauhaus	BAU	STR	This skill is taught only to Bauhaus Special Forces troops such as the Venusian Rangers or the Etoiles Mortant. Characters with this skill are capable of doing 2d3 damage with their bare hands and 2d4 damage with their feet. Every second pick applied in this skill give them one bonus pick in Parrying.
• Brother hood	BRO	(STR+COR)/2	This skill is taught only to members of the Brotherhood. It allows a character to do 2d3 + OB damage with his fists and 2d4 + OB damage with his feet. Additionally, the character can parry melee attacks just as with the skill Parrying. This skill cost twice the normal number of skill picks.
• Capitol	CAP	STR	This skill is taught only to members of Capitol's Special Forces. It allows one to do 2d3 damage with his fists and 2d4 damage with his feet. Every second skill pick in this skill automatically adds an additional skill pick in Parrying.
• Imperial	IMP	(STR+COR)/2	Wolfbanes Close Combat Techniques are only taught to members of the Wolfbanes. The skill allows a character to do 2d3 + OB damage with their hands and 2d4 + OB damage with their feet.
• Mishiman	MIS	(STR+COR)/2	This skill allows the character to do 2d3 + OB damage with their hands and 2d4 + OB with their feet. This skill is most prevalent among Mishiman Commoners, however, since the Great Rebellion it has been adopted by the Samurai.
Melee Weapons	MC	STR	This skill is used for all kinds of hand-to-hand weapons, both one handed and two handed; swords, knives, axes, clubs, etc.
Missile Weapons	MC	COR	This skill covers bows and crossbows, blowguns and other primitive missile weapons
Parrying	MC	COR	This skill is used whenever you want to parry or deflect a melee attack.
Silent Killing			
• Bauhaus	BAU	COR	This skill is taught only to Bauhaus' Special Forces. Upon making a

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			successful Stealth roll, or taking the victim by surprise, a character can score double damage with either their fists or a knife. If you then make a successful Silent Killing roll, you have made no noise.
• Brotherhood	BRO	MST	Mortification is the ability to kill people with a single, perfectly placed blow and is only taught to Mortificators within the Brotherhood. Knowledge of this skill allows a character to do triple a weapon's normal damage in a single attack provided the victim has been caught unawares. It also involves the knowledge of other means of killing individuals, i.e. using poisons, faking suicides, etc..
• Capitol	CAP	COR	This skill is taught only to Capitol's Special Forces. Upon making a successful Stealth roll, or taking the victim by surprise, a character can score double damage with either their fists or a knife. If you then make a successful Silent Killing roll, you have made no noise.
Thrown Weapons	MC	COR	Your ability to use all kinds of thrown weapons, such as shuriken, hand grenade, throwing knives and spears.
Wrestling	MC	COR	Grappling and wrestling, immobilising opponents. The skill is also used when throwing your opponents. These attacks normally don't inflict any damage, but if an attack succeeds, you roll on the Resistance table with the opponent's STR + SV in Wrestling as <<DL>>, and your own STR + SV in Wrestling as <<Basic capability>>. If this roll also succeeds, the opponent is down and immobilised.

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FIREARMS SKILLS

SKILL	SOURCE	BASIC CAPABILITY	DESCRIPTION
Grenade Launchers	MC	COR	Used when firing grenade launchers and maintaining the equipment for firing. This skill is used in all attacks, but when making automatic attacks, the appropriate Automatics skill is also used.
Handguns	MC	COR	This skill is used whenever using firearms with one hand; normally pistols and submachine guns. It is used in all attacks, but when making automatic attacks the appropriate Automatics skill is also required.
Heavy Automatics	MC	STR	The ability to fire controlled automatic fire with heavy firearms, such as assault rifles, carbines and machine guns (STR requirement 17 or more). Also used for repairing and maintenance.
Light Automatics	MC	STR	The ability to fire controlled automatic fire with light firearms, such as automatic pistols, submachine guns (STR requirement 16 or less). Also used for repairing and maintenance.
Rifles	MC	COR	This skill is used whenever using firearms with two hands; normally rifle, submachine guns, assault rifles, machine guns, etc. It is used in all attacks, but when making automatic attacks the appropriate Automatics skill is also required.
Shoulder Launched Weapons	MC	INT	Use this skill when you operate and maintain shoulder launched weapon systems, such as anti-tank rifles and infantry anti-aircraft missals. This skill is used in all attacks, but when making automatic attacks, the appropriate Automatics skill is also used.

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COMMUNICATIONS SKILLS

SKILL	SOURCE	BASIC CAPABILITY	DESCRIPTION
Administration			
• Management	FLW	INT	This skill allows a character to manage a business and its personnel. Also, by using this sub-skill, a character can attempt to evaluate the operational conditions of another business, i.e. how it is run, its profitability, etc.
• Accounting	FLW	INT	This skill allows a character to maintain financial records, both personal and business, and conduct financial audits. With access to the proper records, one can spot dummy corporations, money laundering and other sorts of illegal and fraudulent activity.
• Law	FLW	INT	With this skill, the character understands and is qualified to practice within the legal system of his community. This skill also imbues an implicit knowledge of the various procedures related to the legal system, such as police procedures, political manoeuvring, etc.. Using this skill, one can earn a good living as a lawyer.
Conning			
• Conning	FLH	PER	Conning is the ability to work confidence tricks, scams and to fast-talk people. It can also be used to manipulate and trick people into doing what you want them to do.
• Disguise	FLH	(INT+PER)/2	This sub-skill enables the character to impersonate someone else. He knows how to use make-up and costume, and how to alter his voice to make it sound different.
Dealing			
• Bargaining	FLH	PER	With this sub-skill, the character knows how to negotiate, bargain and cut a deal.
• Marketing	FLH	INT	This skill allows the character to understand the basic principles of marketing and advertising goods. The knowledge gained from this skill can be used to sell and promote anything from cars to political policy.
• Interplanetary Economy	FLH	INT	This skill allows the character to understand the structure of the interplanetary economy and the workings of the megacorporations. It can also be used to “predict” the future actions of the megacorporations by interpreting and analysing news articles, financial reviews, etc.
• Investment	FLH	INT	This skill allows the character to understand the inner workings of the investment markets and how to manipulate (or attempt to) them to his advantage.
• Begging	FLH	PER	With this sub-skill, the character knows how to panhandle and maximise public sympathy due to any afflictions he may suffer from. A successful skill roll will double you yield when you beg.
• Bribery	FLH	PER	This skill allows the character to effectively analyse those who are bribeable and what it will cost to bribe a person in a given situation.
Interrogation	MC	PER	This skill is used when extracting information from someone, either during an interview, an interrogation, a cross-examination or even an ordinary conversation, using whatever techniques, ranging from rhetoric to brute force, are required. With the right techniques, the “victim” will not know until afterwards that he has said far too much.
Gambling	IMP	(INT+MST)/2	This skill represents the ability to competently participate in games of chance. This skill can be used to increase one’s chances of winning in games of chance. Gamblers can increase their chances of winning by +3 if they cheat. However, if they roll a 20 on their skill check, they have been caught.
Small Unit Military Tactics	IMP	INT	This skill represents the training and knowledge in small unit tactics. It can be useful in preparing battle plans, assessing combat situations and predicting an enemy’s response. It can be also very helpful when trying to lay and /or predict ambushes.
Journalism	FLH	INT	With this skill, the character knows how to write fluently, in a style suitable for publication in newspapers and magazines.

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SKILL	SOURCE	BASIC CAPABILITY	DESCRIPTION
Oratory	MC	PER	Proficiency in this skill represents a character's ability manipulate the thoughts and emotions of those around him through his ability to speak in public.
Social			
• Social	FLH	PER	The Social skill represents a character's ability to interact with those around him.
• Bauhaus Etiquette	FLH	INT	This sub-skill is incredibly useful when dealing with the nobility and top ranks of the Bauhaus elite. It allows the character to be charming, good mannered and well behaved according to the conventions of Bauhaus society.
• Mishiman Etiquette	FLH	INT	This sub-skill is incredibly useful when dealing with the nobility and top ranks of the Mishiman elite. It allows the character to be charming, good mannered and well behaved according to the conventions of Mishiman society.
• Imperial Etiquette	FLH	INT	This sub-skill is incredibly useful when dealing with the nobility and top ranks of the Imperial elite. It allows the character to be charming, good mannered and well behaved according to the conventions of Imperial society.
• Streetwise	FLH	PER	This sub-skill represents a character's ability to blend in on the street, spot scams and hustles and generally talk to criminals and lowlives without offending them.
• Fashion Awareness	FLH	INT	This skill represents the character's knowledge of the trends and inner workings of fashion industry. With a Fashion Awareness roll, he can judge where a person bought their clothes, how much they paid for them and roughly what their status is.

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MOVEMENT SKILLS

SKILL	SOURCE	BASIC CAPABILITY	DESCRIPTION
Agility	MC	COR	This skill covers running, jumping, acrobatics, swinging, pole vaulting and other athletic actions.
Climbing	MC	COR	This skill is used for most climbing and scaling manoeuvres, such as climbing walls, ropes, ladders, hills, etc.
Flying Vehicles	MC	MST	This skill represents a character's ability to react under pressure when piloting flying vehicles. It is used in dogfights, stressed battle situations, chases, etc., where a failure will result in a crash, a stall, engine breakdown, etc. The skill covers the handling of aeroplanes, helicopters, hovercraft, spacecraft, etc.
Ground Vehicles	MC	COR	As per the Flying Vehicles skill, except that this skill covers all types of situations regarding ground vehicles, such as cars, tracked vehicles, motorcycles, etc.
Hunting	BAU	(INT+COR)/2	This skill represents the character's ability to track and kill animals, although it can be applied to humans too. It also provides the character knowledge of where animals typically live and hide.
Meka	MIS	COR	This skill represents the character's ability to pilot the huge Meka and Gigameka battle machines of the Mishiman war machine.
Rocket Pack	CAP	COR	With this skill, the character is familiar with the use and maintenance of the rocket pack used by the Martian Banshees and certain air-dropped regular units of the Capitolian Army. The rocket pack is extremely dangerous and can <i>only</i> be used by people who possess this skill.
Sailing	CAP	COR	With this skill, the character is familiar with the handling of surface waterborne vessels, including wind-powered vessels. He can race them in combat and navigate through bodies of water.
Scuba Diving	CAP	COR	With this skill, the character is familiar with all the techniques of using underwater breathing equipment. He can repair such equipment with a successful skill roll, and in critical situations, such as when his airline has been cut, he won't panic (with a successful skill roll), but will know what to do.
Sleight of Hand			
• Sleight of Hand	FLH	COR	The Sleight of Hand skill represents the character's ability to make small objects vanish up his sleeves, pull coins from behind peoples' ears and perform all sorts of feats of minor stage magic, including card tricks.
• Lockpicking	FLH	INT	This is the ability to pick mechanical locks, disarm traps, hot-wire cars, etc.
• Pick Pockets	FLH	(COR+PER)/2	This enables the character to pick pockets without being noticed. He can remove watches, wallets and other items of value from their unsuspecting owners.
Stealth	MC	COR	This represents the character's capability to blend in with his surroundings so that no one notices him. It can also be used when sneaking up on people or when shadowing someone.

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TECHNICAL SKILLS

SKILL	SOURCE	BASIC CAPABILITY	DESCRIPTION
Chemistry	MC	INT	Knowledge of chemical compounds and the ability to prepare such. Can be used to identify unknown substances, to create explosives, to prepare poisons and gases and much more.
Computers	MC	INT	With this skill, you can build, modify, use and repair computers. Many computer programs can be used by anyone and do not require this skill; this skill makes you a computer expert.
Cybernetics	CYB	INT	This skill permits the character to operate cybernetic equipment. It must be used in conjunction with Medicine and Electronics or Mechanics to successfully implant or remove and repair cybernetics, respectively.
Demolitions	CAP	INT	You have been trained in the correct placement of explosives to do the maximum amount of damage to existing buildings and structures. You know exactly how big a charge is needed to destroy an objective, and you know just where to put it. You are also skilled in bomb disposal. With a successful skill roll, you may disarm any existing explosive device, or set it off in a controlled explosion.
Dark Technology			
• Bio-Technology	ALG	INT	The study of this mysterious art involves the warped science of twisting living things into new and unnatural forms which can perform the functions of machines. With the possession of this skill, the character can design new symbiotes, new creatures and new Bio-technological gifts, in addition to replicating those already in existence.
• Black Technology	ALG	INT	This skill involves the art of twisting and corrupting existing human devices into something far worse. With this skill, the character can supervise the factory production of Citadels, design new weapons and gear based upon existing human technology and create warped, new mechanical devices.
• Necro-Technology	ALG	INT	Necro-technology uses dead, organic material which is then animated or bestowed with a controlling spirit from the netherworld. It also involves the channelling of the Dark Symmetry through a variety of such devices. Using this skill, the character will be able to devise machines that focus the power of the Dark Symmetry.
Excrutiation	ALG	INT	This skill is only taught to the interrogators of Algeroth's Kohorts. Its teaching covers knowledge about the pain centres and nerve clusters on the human body, how to inflict the maximum amount of pain possible and the tools required to do so, and basic medical training to prolong the lives of the interrogators' victims. Refer to the Algeroth Sourcebook for details regarding conducting excrutiations.
Electronics	MC	INT	With this skill, the character can build, modify and repair electronic devices such as robots, computer systems, household appliances, alarm systems, detonators, weapon accessories, etc.
Knowledge of the Brotherhood			
• Knowledge of the First Directorate	BRO	INT	This sub-skill represents the character's ability to learn and recall from memory things concerning the First Directorate of the Brotherhood.
• Knowledge of the Second Directorate	BRO	INT	This sub-skill represents the character's ability to learn and recall from memory things concerning the Second Directorate of the Brotherhood.
• Knowledge of the Third Directorate	BRO	INT	This sub-skill represents the character's ability to learn and recall from memory things concerning the Third Directorate of the Brotherhood.
• Knowledge of the Fourth Directorate	BRO	INT	This sub-skill represents the character's ability to learn and recall from memory things concerning the Fourth Directorate of the Brotherhood.
Knowledge of the Dark Legion			
• Knowledge of Algeroth	BRO	INT	This sub-skill represents the character's ability to learn and recall from memory things concerning the Dark Apostle Algeroth and his followers.

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• Knowledge of Demnogonis	BRO	INT	This sub-skill represents the character's ability to learn and recall from memory things concerning the Dark Apostle Demnogonis and his followers.
• Knowledge of Ilian	BRO	INT	This sub-skill represents the character's ability to learn and recall from memory things concerning the Dark Apostle Ilian and her followers.
• Knowledge of Muawije	BRO	INT	This sub-skill represents the character's ability to learn and recall from memory things concerning the Dark Apostle Muawije.. and his followers.
• Knowledge of Semai	BRO	INT	This sub-skill represents the character's ability to learn and recall from memory things concerning the Dark Apostle Semai and his followers.
Knowledge of the Megacorporations			
• Knowledge of Bauhaus	FLH	INT	You are well informed concerning the goals, strictures and internal politics of Bauhaus. You can recognise the rank and type of troops by their uniforms and insignia. You can make educated guesses about Bauhaus' goals and aims.
• Knowledge of Capitol	FLH	INT	You are well informed concerning the goals, strictures and internal politics of Capitol. You can recognise the rank and type of troops by their uniforms and insignia. You can make educated guesses about Capitol's goals and aims.
• Knowledge of the Cartel	FLH	INT	You are well informed concerning the goals, strictures and internal politics of the Cartel. You can recognise the rank and type of troops by their uniforms and insignia. You can make educated guesses about the Cartel's goals and aims.
• Knowledge of Cybertronic	FLH	INT	You are well informed concerning the goals, strictures and internal politics of Cybertronic. You can recognise the rank and type of troops by their uniforms and insignia. You can make educated guesses about Cybertronic's goals and aims.
• Knowledge of Imperial	FLH	INT	You are well informed concerning the goals, strictures and internal politics of Imperial. You can recognise the rank and type of troops by their uniforms and insignia. You can make educated guesses about Imperial's goals and aims.
• Knowledge of Mishima	FLH	INT	You are well informed concerning the goals, strictures and internal politics of Mishima. You can recognise the rank and type of troops by their uniforms and insignia. You can make educated guesses about Mishima's goals and aims.
Musical Instrument	FLH	COR	You can play the musical instrument of your choice. This enables you to earn a living as a musician. Sometimes this will count as casual labour, sometimes as skilled labour, depending on where you and for whom you are playing. If the worst comes to the worst, you can hustle crowds as a street performer.
Mechanics	MC	INT	This skill represents the character's ability to build, modify and repair mechanical devices such as engines, machines, vehicles, tools, etc.
Medicine	MC	INT	With this skill, the character can dress wounds, set and splint broken limbs, treat concussions and shock, etc. In addition, this skill provides a basic knowledge of pharmaceuticals and their uses.
Security Systems	BRO	INT	You know how to set up and defeat any and all types of security systems, whether they be electronic, animal or human based or any combination of these. This ability is almost essential for Mortificators, who need to be able to get in and out of protected buildings and areas without alerting anyone to their presence.
Space Craft Piloting	IMP	INT	Whereas the flying vehicles skill covers keeping cool under pressure in space or the air, this skill allows a person to simply pilot a spaceborne vehicle. Without it, when you sit in the Captain's chair, you simply won't have the first clue as to how to use the controls or what the meter and readouts mean.
Space Craft Navigation	IMP	INT	It's one thing to get a spacecraft moving, but it's another thing entirely to

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			know how to get where you want to go. The navigator and pilot work together closely to handle these delicate matters so flawlessly that their passengers will feel as safe as if they had never even left the atmosphere. Some individuals possess both skills, but most spacecraft have a person for each job. They both take quite a bit of concentration, and performing this sort of double duty is more than many people can handle.
Subreality	CYB	INT	This skill is used to navigate Cybertronic's information-based metaphorical construct know informally as Subreality. To properly utilise this skill, the character must have subreal receptors or a subreal link.
Surveillance	BRO	INT	The ability to set up and maintain a constant watch over a person, a building or some other thing without being noticed. This may involve cameras, bugs, tailing a person, watching a building in shifts, etc. Revisors find this skill to be indispensable.
Survival			
• Arctic Survival	CAP	INT	You have been trained how to survive in the Arctic. You have been taught how to live off the land and how to find shelter from the elements. You can detect and avoid any terrain hazards, and you can read the sky to tell the weather. You know which animals are dangerous and which are nutritious.
• Desert Survival	CAP	INT	You have been trained how to survive in the Desert. You have been taught how to live off the land and how to find shelter from the elements. You can detect and avoid any terrain hazards, and you can read the sky to tell the weather. You know which animals are dangerous and which are nutritious.
• Jungle Survival	BAU	INT	You know how to keep yourself alive in the jungle. With this skill you can find shelter, know which plants are poisonous and avoid heat-stroke and dehydration. You can use this skill instead of Perception to spot all those lurking dangers which are so common in the jungle.
• Mountain Survival	CAP	INT	You have been trained how to survive in Mountainous terrain. You have been taught how to live off the land and how to find shelter from the elements. You can detect and avoid any terrain hazards, and you can read the sky to tell the weather. You know which animals are dangerous and which are nutritious.
Weapon Systems	MC	INT	This skill is used for using, repairing, maintaining and designing all kinds of weapons systems. It also includes weapon accessories such as ammunition, sights, clips, etc. For example, the skill can be used to modify an existing weapon to use another type of ammo, to increase its rate of fire, ammo capacity, etc. This skill is also used when priming or disarming explosive charges.

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SPECIAL SKILLS

SKILL	SOURCE	BASIC CAPABILITY	DESCRIPTION
Avoid	MC	Special	This skill is used whenever the character wants to avoid incoming fire or other similar potential threats. Rather than skill, it is more a “sixth sense”. When rolling against this skill, use the character’s DB combat statistic as the Base skill value.
Ki	MIS	MST	This skill represents the character’s ability to focus his inner strength, thereby enabling him to utilise the awesome KI powers taught by the Mishiman martial arts masters.
Perception	MC	Special	This skill is used whenever the GM needs to check if the character has perceived something hidden, either direct means such as searching, or indirect means, such as glimpsing something out of the corner of your eye. Use the character’s PB combat statistic as the Base skill value.