



Chapter 5: SKILLS

CHARACTER CLASSES GRANT EACH CHARACTER A CERTAIN SET OF **class skills** that help him to successfully perform tasks. These represent areas of knowledge and expertise that a character achieved through specialized training and experience, though as always, Skills do not hinder a character from attempting any action, they only indicate areas in which the character is particularly talented.

Class skills have been left malleable. Skills have not been assigned to specific attributes and the referee must decide what attribute is tested and if a skill applies. For example, a referee may call for an Intelligence (Physical Science) Feat when a character wants to know what chemicals are needed to create a compound; while a Dexterity (Physical Science) Feat might be necessary when handling dangerous chemicals. Players should keep their class skills in mind when required to make an Attribute Feat and ask if a particular skill might be used.

APPRAISAL: The Appraisal skill helps characters reliably place value on antiques, art, collectibles, jewelry, and other treasures, and provides a solid understanding of the market for such items.

If your referee is using **Occupations**, your character's occupation grants him additional "Occupational Specialties" which adhere to these rules for skills. If you attempt an Attribute Feat that involves an **Occupational Specialty**, you roll two six-sided dice and choose the higher result.

ART: The Art skill represents a character's ability to draw, paint, sculpt, and create other forms of art, as well as his knowledge of art history and art culture. An Art feat allows the character to identify an artist's work, sculpt the visage of an Old One, or draw a suspect's face.

ATHLETICS: Athletics covers the full gamut of physical activity, from swimming and climbing to jumping, tumbling, and maintaining balance. You might make an Athletics feat when your character climbs a sheer cliff, swims through a strong current, stays afloat in the ocean for many hours, or attempts to maintain his footing on an icy lake.

DECEPTION: This skill represents the ability to lie, employ disguises, fast talk, and impersonate others. The referee may call for a Deception feat when a PC attempts to talk his way out of arrest, mimic the mayor's voice during a phone call, disguise himself as a vagrant, or when he otherwise attempts to deceive an NPC.

DRIVE: The Drive skill covers when a character attempts to manage a vehicle of some sort. The skill may apply to one or more vehicles including automobiles, airplanes, airships, motorcycles, bicycles, tractors, heavy machinery, or watercraft. A Drive feat might be necessary to maintain control of an auto on an icy road, steer a course through a raging gale, or pilot a biplane through a windy mountain pass. Note that animal-powered vehicles are covered under the Handle Animal skill.

FIRST AID: This skill includes the fundamentals of delivering first aid and basic treatment of injuries and hurts, as might be learned by nurses, emergency responders, scouts, or soldiers. A First Aid feat might allow the staunching of blood, the diagnosis of insect bites and irritating plants, and the prescription of proper treatments.

HANDLE ANIMAL: This skill implies a good understanding of animal behavior and might allow a character to calm or train animals or guess how

an animal might act. Making a Handle Animal feat might be necessary to identify animals, drive a horse-drawn cart, manage riding animals, or teach a dog a trick.

INTERACTION: This skill covers the entire range of human interaction and attempts to influence other people through persuasion, intimidation, seduction, or debate, and includes verbal and body language. A character might make an Interaction feat to perform well in a scientific discussion, persuade a detective through a charming demeanor, intimidate a cultist with the threat of violence, or barter for a better price. A kind referee may allow an Interaction feat to determine if an NPC is lying. Note that outright lying is covered under the Deception skill.

KNOWLEDGE: A more general skill that is always focused on a particular topic, Knowledge measures a character's expertise and understanding of that subject. Some of the topics mentioned in the **Class Descriptions** or **Occupations** include Agriculture, Etiquette, Government, History, Law, Militaria, Mythology, Occult, Religion, and Vehicles. Make a Knowledge feat when you attempt to answer questions, recall information, or perform tasks related to the subject.

LARCENY: This skill covers a wide range of criminal activities including picking pockets, disabling alarms, opening locks, bypassing traps, and other such actions. Larceny also measures a character's knowledge of the criminal underworld. The referee may call for a Larceny feat when a character attempts to recall the gangster in control of an area, tries to locate a savvy speakeasy, or attempts to pinch a fellow's watch from his pocket.

MEDICINE: Representing a much more advanced training than First Aid, the Medicine skill provides an understanding of anatomy, biology, and pharmaceuticals, knowledge of the medical field and practitioners, the ability to perform surgeries, and the diagnosis of ailments. A Medicine feat might be called for to set a broken bone, to perform a tracheotomy, or remember the name of an important physician.

PERCEPTION: The Perception skill represents the character's natural awareness and the keenness of his senses, as well as his ability to actively search out hidden clues or deduce the meaning of clues that have been discovered. A Perception feat may be necessary to spot a thug lurking in the shadows, hear a faint noise, or notice the distinctive mud on a person's shoes.

PERFORM: Characters with the Perform skill delight audiences with their ability to act, dance, play music, sing, and tell stories. In some cases the character must choose a particular ability or instrument for proficiency. A Perform feat may be necessary to play a difficult piano concerto, act in a difficult role, entertain an audience with jokes, or sing Tsathoggua to sleep.

PHOTOGRAPHY: This skill encompasses the modern art of photography and the filming of motion pictures. The character can identify camera types, knows their operation and construction, and can frame artistic photographs. The referee may call for a Photography feat to repair a camera, maintain focus on a moving subject, or to keep a soaring **nightgaunt** in frame.

PSYCHOLOGY: The study of the human mind is a relatively new science in the 1920s and this skill covers all of the practice of psychology and alienism. The skill allows for psychoanalysis, pharmaceutical treatment, mental diagnosis, and the understanding of theories. Similarly, Psychology includes the more radical surgical treatments of mental illness, such as electroshock and psychosurgery.

RESEARCH: The Research skill assists characters attempting to search for information in the great repositories of knowledge – libraries, court houses, newspaper archives, special collections, and similar storehouses of data. The referee may call for a Research feat any time a character searches for rare information within a repository. A failed roll may indicate that there is no information to be had, that the character has missed a vital clue, or that the search takes an inordinate amount of time.

SCIENCE, NATURAL: The study of Natural Science includes a deep understanding of those sciences related to the natural world including biology, botany, geology, meteorology, paleontology, and zoology. The referee might call for a Natural Science feat when a character attempts to identify a strange flower, intuit tomorrow's weather, or determine the age and type of a fossilized bone.

SCIENCE, PHYSICAL: A character with the Physical Science skill has a deep understanding of those sciences dealing with the cosmos and the effects of non-living matter on human existence, such as astronomy, chemistry, mathematics, and physics. A Physical Science feat might be made to determine when Aldebaran will be aligned with Earth, to carefully perform a chemical experiment, or to deduce the mechanics of an alien device.

SCIENCE, SOCIAL: This skill represents the study of human sciences including anthropology, archaeology, criminology, geography, and sociology. The referee might call for a Social Science feat when a character attempts to identify an artifact's origin, when he infers the meaning of a primitive ceremony, or when he examines an unusual map.

SNEAK: The Sneak skill bolsters a character's ability to hide himself in shadows or foliage, silently move across any terrain, and otherwise go undetected. A Sneak feat might be made to hide from pursuers, slip past a sleeping dog, or even to hide an ancient tome on your person.

SURVIVAL: The ability to thrive in the wilderness, the Survival skill covers hunting, fishing, trapping, foraging for edibles, finding clean water, and tracking. The skill also allows for overland navigation and provides knowledge about terrain, flora, and fauna. A Survival feat may be necessary to follow faint tracks over grassy ground, deduce where a trap might best be laid, or intuit a bear's intentions.

TRADE: The Trade skill represents a character's ability in a particular skilled trade, including construction, electrical, locksmithing, mechanical, masonry, metalworking, plumbing, woodcraft, and many others. A character with the Trade skill must choose a single trade in which to specialize and may perform tasks related to that trade with a skill feat.

WRITING: Writing measures a character's ability to correctly use language in the written form and also covers reading comprehension, creative writing, physical penmanship, and the use of typewriters. The referee may require a Writing feat to accurately read the writing of an 18th-century journal, to repair a typewriter, or to draft a pulp tale.