

# SKILLS & TALENTS REFERENCE SHEET

## Skill Name

## Characteristic Description

### Basic

<input type="checkbox"/> Awareness	Perception	Use to detect items, small details and hidden dangers.
<input type="checkbox"/> Climb	Strength	Use to ascend or descend sheer surfaces.
<input type="checkbox"/> Concealment	Agility	Use to hide in your surroundings, requires an opposed check against an 'viewers' Awareness to hide successfully.
<input type="checkbox"/> Silent Move	Agility	Use to move around silently, requires an opposed check against a 'listeners' Awareness.

### Advanced

<input type="checkbox"/> Ciphers	Intelligence	Use to decipher complicated communications or obscure marks and signs.
<input type="checkbox"/> Common Lore	Intelligence	Use to recall the habits, institutions, traditions and superstitions of a particular world, culture or race.
<input type="checkbox"/> Psyniscience	Perception	Use to detect disturbances from the Warp from psychic phenomena or the presence of daemons.
<input type="checkbox"/> Speak Language	Intelligence	Use to communicate with others with a common language.
<input type="checkbox"/> Survival	Intelligence	Use to subsist in foreign environments by hunting, foraging, finding a refuge and constructing shelter..

## Talent Name

## Prerequisite

## Benefit

<input type="checkbox"/> Ambidextrous	Ag 30	Use either hand equally well.
<input type="checkbox"/> Basic Weapon Training	—	Use weapon group without penalty.
<input type="checkbox"/> Heightened Senses—	—	Gain +10 bonus to particular sense.
<input type="checkbox"/> Melee Weapon Training	—	Gain proficiency with a group of melee weapons.
<input type="checkbox"/> Pistol Training	—	Gain proficiency with a group of pistol weapons.
<input type="checkbox"/> Rapid Reload	—	Reduce reload time.
<input type="checkbox"/> Sound Constitution—	—	Gain an additional Wound.
<input type="checkbox"/> Unremarkable	—	You are easily forgettable.

