

Career Training

Career Training is a set of Career Skills which you feel you have developed most over the course of your career. Like Characteristics and Features, your Career Training is a fundamental part of defining who you are and what you are able to do. This training does not necessarily have to come from a job, but can be a skill set you have spent a great deal of time learning.

Obtaining a Career Skill allows players trained in that skill to trigger a Critical Success benefit in tests made with that skill. As well, when obtaining a new Feature, you may choose +Career Training as a feature to gain a Positive die to all tests associated with your chosen Career Skills. For example, a player with Athletics training can trigger a Critical Success when lifting a heavy object to reduce the stress that object is imposing, while a player trained in Skulduggery can trigger a Critical Success to reroll a failed Lockpicking attempt.

During character creation, choose three Career Skills from the Career Skills Table that you feel you are most familiar with. When players vote for characteristics, each player may also have up to one Feature or Career Skill they selected to be vetoed by the group. If so, that player must choose a different Feature or Career Skill which they feel is more applicable.

Critical Success

When you are making a test in one of your Career Skills, if the test rolled doubles on uncanceled positive dice, you may choose to gain one of the following benefits:

- ◆ Add an extra positive die to the test or reroll a single failed positive die.
- ◆ Gain Resistance 1 against stress gained from this test.
- ◆ Inflict 2 extra stress to an opponent if making an attack test or an opposed test which imposes stress. This benefit may automatically kill a target, at GM's discretion.

Career Skills Table

Skills	Associated Tests
Athletics	Climb, Jump, Move, Sprint, Swim, Throw (including Thrown attack).
Coordination	Balance, Drive, Escape, Ranged attack, Roll, Squeeze.
Knowledge	Identify, Recall, Research, Trivia.
Perception	Awareness, Hearing, Scent, Sight, Track.
Resilience	Endure environment, Ignore stress, Resist diseases/poisons.
Skulduggery	Lockpicking, Pickpocket, Sleight of hand, Sneak.
Speech	Deceive, Intimidate, Motivate, Persuade.
Survival	Find food/water, Find/fortify shelter, First aid, Navigate.
Tactics	Block, Disarm, Dodge, Grapple, Melee attack, Parry, Trip, Strategy.
Technology	Computers, Craft, Mechanics, Repair.

Knowledge Skills

The Knowledge skill incorporates many possible Areas of Study and their corresponding Specializations as one general skill, and some may find that playing a prodigy of trivia is less than realistic. If players want more choice than a single, generalized Knowledge Skill, you may include each Area of Study listed below as its own unique Career Skill. For a more realistic approach, you may instead include each Specialization as its own unique Career Skill.

Areas of Study and Specializations

- ◆ **Formal Sciences** includes knowledge of Biology, Chemistry, Engineering, Mathematics, Nature, Physics, and Space
- ◆ **Humanities** includes knowledge of the Arts, Linguistics, History, Media, Philosophy, and Religion.
- ◆ **Professions** includes knowledge of Agriculture, Construction, Design, Education, Law, Medicine, and the Military.
- ◆ **Social Sciences** includes knowledge of Archaeology, Cultures, Geography, Politics, Psychology, and Sociology.