

diaspora skill reference sheet

<http://www.vsca.ca/Diaspora/>

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Skills modifying Stress Tracks

Assets—corresponds to wealth and money, which is not tracked independently. Skill is used to purchase items and it establishes the length of the character's Wealth stress track.

Resolve—how dedicated a character is to his objectives. Resolve determines the length of the Composure stress track, and could be used to defend against covering fire or to oppose Intimidation attempts.

Stamina—measures the character's physical well-being and strength. It is used to establish the length of the character's Health stress track, but would also be checked when exposed to disease (fixed difficulty check) or to lift heavy weights.

Combat Skills

(confer weapon skills in Personal Combat)

Brawling—fists, feet, found weapons.

Close Combat—knives, swords, spears, etc.

Energy Weapons—lasers, plasma weapons, lightning guns, or anything else that does harm with energy.

MicroG—the facility to move and fight in a very low-gravity environment, such as a ship under low or no thrust or in space. See *Diaspora*, page 39.

Slug Throwers—firearms, whether black powder, cordite, or obscure binary propellants.

Space Skills

(offer specific applications in Space Combat)

Communications—hacking, subverting, destroying, or otherwise incapacitating data and data carrying systems.

Computer—the computer engineer is the one coping with data-related disasters. He wrote the security policy and he can repair and restore in real time.

Engineering—keeps the ship in space, moving, and at a reasonable temperature; he also repairs damage from battle or accident.

Gunnery—command over all the many ship's weapon systems, whether torpedoes or beams.

Navigation—locating that envelope of space where the slipstream can be entered is tricky business, and the Navigator is the one who knows it inside out.

Pilot—used to influence each turn's positioning roll. It also might be used outside of that system to resolve an escape scene quickly or to conduct a complicated orbital maneuver.

Culture/Tech Table

Skill	Effect
nil	(untrained) you can get by on your home world.
1	(minimum investment) you can get by comfortably on your homeworld and one additional world in the cluster (specify)
2	you can get by comfortably on your homeworld and two additional worlds in the cluster (specify)
3	you can get by comfortably on your homeworld and three additional worlds in the cluster (specify).
4	you can get by comfortably on your homeworld and four additional worlds in the cluster (specify).
5	you can get by comfortably on your homeworld and five additional worlds in the cluster (specify).

Other Skills

Agility—how fast, flexible, and dexterous a character is.

Aircraft—fly all aircraft, and interface vehicles into low orbit.

Alertness—how on the ball a character is.

Animal Handler—control, break, and ride animals on all worlds for which the character has Culture/Tech.

Archaeology—the study of earlier civilizations, before the most recent fall. In a sense it is closer to prospecting.

Arts—understanding of the literature, history, and fine arts on all worlds for which the character has Culture/Tech.

Brokerage—knowledge of interstellar trade and how to manipulate it.

Bureaucracy—facility with handling the people and paperwork associated with government and other institutional processes.

Charm—sometimes you want to sway your opposition on looks and a smile.

Culture/Tech—represents the facility of the character with culture and technology of a given system in the cluster. Instead of a world, players may also choose C/T proficiency in "archaic weaponry" or "precollapse weaponry" to increase weapon proficiencies. See table below and *Diaspora*, pages 42-43.

Demolitions—the controlled use of explosives.

EVA—the Extra-Vehicular-Activity master knows her way around the outside of a spaceship and the equipment needed to do that: patch a pressure suit, get people into emergency gear fast, hang onto the hull under thrust, or find a way into another ship.

Intimidation—sometimes you want to force the other guy to back down or act against his interests and, violent though you may be, you don't feel like shooting him just yet. Intimidation is your first stop before combat.

Languages (optional)—In campaigns where language differences are interesting, this skill works like C/T. See *Diaspora*, page 43.

Medical—low levels reflect basic first aid; advanced levels reflect the skills of a professional surgeon or internist.

Oratory—when you need to be persuasive to a crowd, you need to speak to them with that honeyed voice and careful elocution that makes them want to love you.

Profession: <choice>—players choose a profession and can expect to perform any tasks related to that profession using this Skill rank. Examples: Bartender, Butler, Farmer, Naval architect, Blacksmith, Teacher. May be taken more than once. See *Diaspora*, page 42.

Repair—effect mechanical and electronic repairs, excluding computer repairs, weapon maintenance, and spaceship drive maintenance.

Science—an understanding of the principles of physics, mathematics, chemistry, and biology.

Stealth—sneaking around, and avoiding notice.

Survival—survive in the wilderness: building fires, making shelters, surviving hostile environments, etc.

Tactics—make the right choices in the heat of combat.

Vehicle—drive all terrestrial vehicles, on land and water.

