

# ASMRB Modern Skills List

## Contents:

Skills	Skill Enhancers	General Skills
Professional Skills	Science Skills	Talents
Magic Skills	Stat Based Skills	

## Skills

Agriculture	Heraldry	Military Theory
Aircraft	History (or specific)	Nuclear Weapons
Animal Husbandry	Law (or specific)	Orienteering
Architecture (specific)	Business Law	Pharmaceuticals
Area/Location (specific)	Civil Law	Philosophy
Art (or specific)	Credit Law	Politicals
Finance	Criminal Law	Psychological Warfare
Chem-Bio-Rad Warfare	Military Law	Ships, Boats (or specific)
Chess	Procedural Law	Songs (or specific)
Collecting (specific)	Tax Law	Tea Ceremony
Culture (specific)		Theology
Defensive Positions	Library Use	Traps & Snares
Diagnosis	Marketing	Vineology
Drug Trafficking	Martial Art (specific)	Wardrobe & Style
Economics/Finance	Military	

## Professional Skills

Accountant	Dancer	Miner
Aerial Operations	Diplomat	Mine Warfare
Aircraft Mechanic	Diver	Mountaineering
Architect	Editor	Musician (specific)
Armorer	Electrician	Phone Operator
Artilleryman	Engineer (as in operating)	Photographer
Artist (specific)	Engraver	Plumber
Astrologer	Exterminator	Radiotelephone Operator
Athlete (specific)	Farmer	Reporter
Automotive Mechanic	Fence (Loot)	Rigger (parachutes)
Balloonist	Firefighter	Sail Maker
Banker	Fisher	Salesman
Barber	Forward Observer	Seaman
Bartender	Gardener	Secretary
Billiards	Herbalist	Shiphandling
Blacksmith	Housekeeper	Singer (specific)
Brewer	Interior Decorator	Tailor
Butcher	Janitor	Teamster
Carpenter	Jeweler	Technical Writer
Cartographer	Journalist	Trader
Clerk	Law Enforcement	Undertaker
Clock Maker	Lawyer	Valet
Cobbler	Leatherworker	Waiter
Cook	Librarian	Writer
Cooper	Locksmith	X-Ray Technician
Corporate Manager	Mason	

## Magic Skills - obviously, these vary by campaign

Alchemy [KS]	Demonology [KS]	Voodoo [KS]
Cthulhu Mythos [KS]	Occult [KS]	Witchcraft [KS]

## Skill Enhancers

Jack of All Trades	Scholar	Traveller
Linguist	Scientist	Well-Connected