

Hobby Skills (optional skill type)

While considered “amateur”, secondary skill *are areas of knowledge that the character has picked up on his own through learned experience, observation and personal studies*. The **Hobby** skill on the other hand is an optional wide-open field of possibilities and can be used by the player characters in a variety of ways. Some examples include:

Adding more “character” to the character: Hobby skills can be used simply as a way of reflecting what the player character does in their “off time” while not investigating/hunting the supernatural or working at their job. While many of the skills on pages 194-195 of BTS-2 can and do work in this capacity, the Hobby skill can be used to reflect hobbies that aren’t in the list of skills or are either too specific or vague to be considered an Elective skill.

They can help the player plan their future skill selections: The Hobby skill can be a way of showing what interests the player character has and therefore the type of skills they plan to take at future levels. For example, a character who has both the *Computer Operation* and *Computer Programming* skill at level one and would like to take *Computer Hacking* at a future level could consider taking “**Hobby:** Hacker Culture” as a skill. This represents the character actively dabbling, developing, and learning the skillsets of computer hacking. Even after obtaining the Hacker skill this skill could prove useful as way of recognizing the name of a particular hacker or group of hackers when they come across them, or be able to talk shop with other hackers, network with other hackers, call out for help or call in a favor, and so on.

Use in place of a similar skill they don’t current have: While never a replacement for a real skill, a particular hobby skill could come in handy on occasion. Example: *Hey GM, I don’t have the “Cryptography” skill, but I have **Hobby:** Puzzles, and this word riddle sounds like it could be deciphered with a ‘secret decoder ring’ method of cyphering. Can I use this skill to try?*

Can be used in place of a M.A. attribute related roll: You ever notice how some people, no matter how awkward, shy and quiet they might be, usually speak up and become far more interesting while discussing their hobbies and interests? The Hobby skill can perform a similar function. Characters with a low M.A. attribute could use this skill at opportune moments to impress or befriend others with similar interests. The Hobby skill could also be used as a way to distract someone if needed, or simply find comfort in having something in common with another person. While the player can and should bring up the possibility of using a particular Hobby skill in such a manner, the G.M. has final say on when and where this would be applicable.

Base Skill: 40% +5 per level of experience. Characters may start with up to two hobby skills and more can be added per agreement with the G.M, (at my table its at levels 3, 6, 9, 12 & 15).

A list of example Hobby skills:

Hobby: Classic Cinema, **Hobby:** Knitting, **Hobby:** 3D printing, **Hobby:** Cosplay, **Hobby:** Seattle Seahawks fan, **Hobby:** Wine Tasting, **Hobby:** Hacker Culture, **Hobby:** True Crime novels, **Hobby:** Lego Sets, **Hobby:** Gaming, **Hobby:** Anime, **Hobby:** Painting Miniatures, **Hobby:** Stamp Collector, **Hobby:** Ghost Hunting, **Hobby:** Balloon Animals, **Hobby:** Boating, **Hobby:** Hiking, **Hobby:** Pop Music, **Hobby:** RPG’s, **Hobby:** Electric Train Sets, **Hobby:** House Remodeling, **Hobby:** Sports Stats, **Hobby:** Craft Beer Brewing, **Hobby:** Beef Jerky Curing, **Hobby:** Competitive Pepper Eating, **Hobby:** Making YouTube videos
Hobby: Competitive Chili Making, **Hobby:** Web Surfing, **Hobby:** Puzzles