

Homemade Skill List (last updated 7/7/13)

Note: This list comes from a variety of sources, some being made by myself, some were found online, and some were found on the *Palladium Books forums* (the "[We Gots the Skills](#)" topic in the *Heroes Unlimited* forum gets special mention in this regard).

Communications

Lip Reading: also known as *Speech Reading*, lip reading is the technique of understanding spoken language without hearing its sounds. Practitioners learn the phonemes associated with the shape and attitude of the mouth and infer words from what they view. It is often used by the deaf and hard of hearing, combining watching the movements of the lips, face and body language with information provided by the situation (context), language, and any residual hearing. Exaggerated mouthing of words is not helpful and may destroy useful clues. Although lip reading is commonly taught, it does not lead to perfect understanding. For instance, the phrases "*Isle of view*" or "*olive juice*" could be misread as "*I love you*" in some English dialects. **Requires:** Knowing the language the person being read is speaking.

Base Skill: 35%+ 5% per level of experience.

Domestic/Cultural

Baking: Baking is a food cooking method using prolonged dry heat acting by convection, rather than by thermal radiation, normally in an oven, but also in hot ashes, or on hot stones or plates. The art and skill of baking remains a fundamental one and important for nutrition, as baked goods, especially breads, are a common food, both economically and culturally important. Other baked goods could include casseroles, cakes, cupcakes, lasagna, pizza, pies, muffins, tarts, meatloaf, pretzels, crackers, pastries, baked hams, scones and more.

Taken as a secondary skill means the character has a good working knowledge of either knowing what ingredients are needed for a given baked good (or understanding and properly using a cook book or recipe), the right way to prepare it, how to measure and substitute ingredients correctly, and what temperature and amount of time is needed to bake the dish correctly.

Taking this skill twice (or taking it as an Elective skill) means the character is knowledgeable and capable enough to be a professional baker, and could find work in a bakery, a cake store, a sandwich or pizza shop, or a variety of restaurants that require baked goods as part of their menu. A failed roll means the dish is ruined somehow (the cake fell, cookies are dry, hard and burnt, or it just tastes bad in general).

Base Skill: 30%+5%. Add +5% to Cook skill if also taken.

Professional Quality Bonus: Adds a one-time 10% bonus, and adds a +1 to M.A. while baking and or sharing/offering their baked goods in some way.

Hairdresser/Barber: This is the skill of properly cutting, trimming, grooming and styling hair to change or maintain a person's image. This skill requires an understanding of how various hair styles need to be cut and textured, the proper use of hair care products and equipment, hair coloring(which is surprisingly more difficult than non-professionals believe), and knowing the current trends in hair styles.

Taking this as a secondary skill means the character knows enough to potentially maintain a friend's or a child's hair, and using hair care products & equipment

adequately. Taken as an Occupational or Elective skill means the skill is of a professional quality, has attended school, has a license, and could make a good living with this skill. A successful skill roll (or two out of three successful skill rolls for multiple projects on one client) adds a +2 to the clients P.B. and M.A. for the next 24 hours, and +1 afterwards, while a botched haircut, coloring or styling can drastically reduce a person's P.B. and M.A. (-1D4), and could cost the hairdresser a sale and the recipients patronage. Note that a hairdresser or "stylist" usually refers to someone who styles men, women and children's hair, while a "barber" specializes in grooming men's and boy's hair (including the dying art of shaving with a straight edge razor). Also note that *Cosmetology* is a separate skill as it deals more with cosmetics and beauty care products (but can and does involve hairstyling). Add +5% for each of the following skills known: Wardrobe & Grooming, Streetwise, Cosmetology, and Socialization. **Base Skill:** 30%+5% per level of experience. Adds +5% to Disguise, Impersonation, Seduction, and Cosmetology skills (if known). **Professional Quality Bonus:** Adds a one-time 10% bonus, and adds +1 to M.A. while conversation and dressing a client's hair. Animals can also be groomed using this skill at a penalty of -10%.

Bartending: The skill of mixing alcoholic or non alcoholic drinks with various juices, soft drinks, spices, beer, and the like. This includes how much to mix, what ingredients belong in a particular concoction, if they use accessories (olives, lemons, orange peels, little umbrella's, etc.) and even substitutions if necessary. A failed skill roll indicates a bad mix (too much or not enough) or wrong ingredients were used ("why does this bloody Mary taste like a rum and 7-up?") a single selection equals knowing enough about mixing drinks to be useful (and popular) at social gatherings and parties, where taking it twice represents actually attending bartending school or has spent extensive time learning the methods and styles of beverages. A professional bartender can make easy money in a bar, salon, tavern, etc. in a pinch and can impress people with his drink mixing knowledge. It's also easy for this character to find work virtually anywhere (every city has at least a bar or two). **Base Skill:** 20%+5%, **Professional Quality Bonus:** Adds a one-time 10% bonus, and adds +1 to M.A. while bartending.

Disk Jockey: commonly known as a *DJ*, this player has experience in setting up a "chain" of music and using the equipment to do so. This also includes using lighting effects (disco, Automated & spinning lights), and sound equipment (Karaoke, dubbing, track mixing). On the personal side of this job, observing the audience and deducing what the crowd is enjoying, the general vibe of the crowd, and providing and maintaining lists of music available for the crowd to select from. A failed skill roll means equipment was set up wrong, playing the wrong music to the wrong crowd, annoying the crowd, etc. As a professional quality, the player can make simple money on the side hiring out as a local DJ (weddings, business meetings, family reunions, etc.), or a lucrative living if they are in demand. Many professional DJ's own their own equipment. It's also a good way to make contacts and friends and picking up on the local gossip. **Professional Quality Bonus:** Adds a one-time 10% bonus, and +1 to M.A. while performing DJ skill. **Base Skill:** 35%+ 5% per level of experience, adds +5% to *Basic Radio* and *Sensory Equipment*.

Geomancy/Feng Shui: The ancient Chinese practice of placement and arrangement of space to achieve harmony with the environment that has its origins from Taoism. The practice is estimated to be more than three thousand years old."Feng Shui" literally means "wind and water" in Chinese. **Base Skill:** 15% + 5% per level of experience.

Bonuses: Add +10% to Lore: Geomancy,+5% to *Housekeeping*, and +5% to *Gardening* skills if taken.

Musical Composition- The skill of writing up “organized sounds” starting with the most historically primitive musical notions, moving through increasing complex sounds, to the complexities of modern atonal music. This can range all music styles the character would want (including waltz, polka, sarabande, tango, passacaglia, rock, R & B, and others), and how to measure and print them accordingly onto sheet music. The modern western composers usually use the “*musical pitch*” system most often found on the piano, and therefore composer must know how to play the piano. The character with this skill is a talented amateur, while taking the skill twice, or taking it as an Occupational or Elective skill is considered to a professional music composer, and could make music and/or could teach the skill to others professionally. Requires: Play Musical Instrument: Piano

Professional Quality Bonus: Adds a one-time 10% bonus. **Base Skill:** 30% + 5% per level of experience.

Teppanyaki: In the United States *teppanyaki cooking* is also known as “Hibachi Grilling”. In Japan, the preparation of food is an art form and teppanyaki is no exception. During its 200-year history this form of tabletop cooking has developed into a highly refined and beautiful form of expression, characterized by an intricate combination of presentation and knife and utensil skills. In 1964 when “Benihana” opened its first restaurant in New York, the elegant art of teppanyaki cooking was introduced to America, and quickly spread across the country. This training includes how to prepare the food, learning the tricks with the utensils (like tossing, flipping and catching bowls of rice on a spatula), saying one liners and telling jokes to their customers while they watch and simply learn to be an all around “attention getter”, This skill is always in demand at Teppanyaki restaurants and usually will make excellent money doing so. Note that training or schooling is required for this skill; cannot be taken as a Secondary skill.

Base Skill: 50% +5% per level, players also earn a +2 to M.A. while working.

Bonuses: Add +10% to Juggling, +10% to Cook, a +1 to Strike, Parry and Throw with knives (if the W.P. Knife is taken) and +1 to Throw with W.P. Targeting skills (if taken).

Waiter/ Waitress/ Serving tables- like most professions there’s a great deal more to waiting and/or busing tables than most people realize. Most people seem to think that anyone can waltz into a restaurant or diner and can get a job as a waitress or waiter. While that may be a true statement, they don’t realize that being successful at it or KEEPING that job is the hard part. This job includes many aspects such as memory retention, fast pacing, etiquette and a lot of patience. Those who seriously lack any of these skills make lousy tips and/or are fired quickly. This profession may be considered a low class or uneducated skill, but these critics don’t realize that one can make just as good of a living as most educated laborers. In fact, it’s estimated over 60% of uneducated single mothers make their living in this manner, and make ends meet. Those who have this skill can be considered adequate in this line of work, and can make fair to excellent money doing so. They can get a job almost anywhere as the above mentions, and could potentially earn even better money at high-end establishment. Those who take this skill and the “Etiquette” skill can work in ritzier, high-end establishments and can make especially good money (some make thousands a night!) This encompasses all aspects like order taking, bringing out food, clean up, cashier work, greeting and talking with guests.

Base Skill: 25% +5% per level of experience,

Bonuses: Add +1 to M.A. and P.E. attribute (it’s pretty constant and demanding work).

Taking any of the following skills adds a one-time bonus of 5% for each skill taken; Etiquette, Seduction, Cook, Socialization or Manual Labor. They may also add a +3%

bonus for each point above 17 in their P.B. attribute, as those who find their servers attractive tend to tip more to look impressive, or as an excuse to leave their phone number.

Wine Tasting / Sommelier: Do you simply drink wine, or do you taste wine? Anyone can drink wine, but it takes practice to be able to recognize and distinguish a wine's characteristics. There is an art involved in tasting wine, which includes proper pouring techniques, types of wine glasses used, a glossary of terms used in describing wine tasting and certain etiquette is involved. Characters with this skill have a working knowledge of these practices, and is able to enjoy wine with more passion and flair than one who simply drinks it. Characters that take this skill twice (or take it as an Occupational or Elective skill) will be considered professional or qualified wine tasters (called a "Sommelier"). This includes being knowledgeable enough to compete in tasting competitions, host their own wine parties, or even find work in a fine dining restaurant (which can be lucrative money making if successful). The Sommelier will be incredibly knowledgeable about fine wines, understand the salesmanship and managing of owning a successful winery (will need the "Business/finances" skill to run the business aspect), and the approximate values of rare, expensive wines. This also includes acknowledging the fundamental importance of wine to the culinary experience, and tends to have the cooking skill as well (see bonuses below).

A failed roll in wine tasting means they are way off in describing the taste to others and may serve a wine that's improper to another wine taster. A failed roll as a "Sommelier" means that they poured the wine wrong, used the wrong type of wine glass, described the wine incorrectly or recommended the wrong kind of wine with a particular meal, their etiquette was off, or they have even "tainted" the wine (the antichrist of wine tasting).

Base skill: 25% + 5% per level of experience.

Sommelier Bonus: Those who take the skill professionally gain a 5% to Socialization, Etiquette and Cooking (+10% if also a professional chef), Brewing (with the proper tools and resources, the character could make simple wines) and Bartending (the classy/expensive mixed drinks that aren't usually asked for). They also attain a 10% bonus to their M.A. attribute rolls around the Elite social circles as Sommeliers are considered high-class individuals. Note: Taking the *Etiquette*, *Socialization* and *Wardrobe & Grooming* skills adds a one-time +10% bonus to this skill.

Electrical

Hotwiring- Hotwiring is the process of bypassing an automobile's ignition interlock and thus starting it without the key. This usually involves tearing out the ignition wires and connecting them to their own ignition or crossing the wires to get an electrical charge to start the ignition without the key. Late model vehicles are designed to overcome the relative ease with which classical ignition systems can be hotwired, by the use of engine immobiliser devices which require a *code key* to provide a coded pulse to the immobiliser device. Characters with this skill and the proper equipment can overcome these modern defenses as well. Car alarms, keypad lock entry other difficulties can make cars more difficult to hotwire (especially when trying to hotwire without tools), but not impossible.

All penalties below are accumulative

-0% Cars built before 1985; a snap; time required, 1-2 melees actions

-5% Cars built after 1985, a little more sophisticated; time required, 1D4 melee actions (usually 30-60 seconds)

-5% not using any tools to help hotwire vehicles made before 1985

-10% not using any tools to help hotwire vehicles made than 1985

-5% Auto Alarm, should be disconnected first; time required, 1D6 melee rounds
-5% Foreign cars can be tricky; time required, 1D4+2 melee rounds
-10% Auto Electric Lock or entry keypad, this can be a toughy; time required, 1D4+3 rounds
-12% Hidden cut-off switch; time required, 1D4+5 melee rounds
-20% High-tech or military anti-theft/protection system (state of the art); time required, 1D6 +4 minutes
Base Skill: 20% if taken as a secondary skill (+20% if taken as Elective) + 5% per level.
Bonus: Adds a one-time bonus of +5% to *Electronic Engineering*, *Locksmith* and *Streetwise*.

Physical

Wrestling (reprinted from the Rifter #3, page 41 for convenience)

+1 to P.S. and P.P.

+2D6 to S.D.C.

+2 Roll with Punch/Fall/Impact

+2 to Maintain Balance

+2 to Grappling Attacks

Includes Arm, Body, Leg, and Neck Holds, Body Block/Tackle, and Body Flip/Throw techniques

Science

Architecture: The art and science of designing buildings and structures. A wider definition would include within its scope the design of the total built environment, from the macrolevel of town planning, urban design, and landscape architecture to the microlevel of creating furniture. Architectural design usually must address both feasibility and cost for the builder, and function and aesthetics for the user. Includes knowledge of blueprints, drafting, construction materials & equipment, style, decoration and planning.

Base Skill: 40% + 5% per level of experience. Adds +5% to *Find Contraband*, *Basic Electronics*, *General Repair/Maintenance*, *Masonry & Carpentry*.

Cartography: Cartography (mapmaking) is the study and practice of making maps. Combining science, aesthetics, and technique, cartography builds on the premise that reality can be modeled in ways that communicate spatial information effectively. This skill has found use with paranormal investigators to map out caves, parks, forests, underground dwellings, detail the rooms of a house (including hidden rooms and secret entrances) and other locations they visit due to paranormal/supernatural involvement.

Requires: *Art: Drawing* and *Physical Geography*. Adds +5% to *Navigation* and *Land Navigation*.

Base Skill: 40%+5% per level of experience.

Chemistry: Alchemical- The defining objectives of alchemy are varied; these include the creation of the fabled *philosopher's stone*, possessing powers, including the capability of turning base metals into the noble metals gold or silver (known as *chrysopoeia*), as well as an elixir of life conferring youth and longevity. Western alchemy is recognized as a *protoscience* that contributed to the development of modern chemistry and medicine. Alchemists developed a framework of theory, terminology, experimental process and basic laboratory techniques that are still recognizable today. But alchemy differs from

modern science in the inclusion of Hermetic principles and practices related to mythology, religion, and spirituality.

Alchemy is performed via a combination of modern chemistry (organic and analytical), botany (a lot of elixirs require different herbs, flowers and roots), and philosophy, with a little cryptography thrown into the mix. The character can interpret ancient alchemical texts, formulas and directions (it's worth noting here that Alchemy covers several philosophical traditions spanning some four millennia and three continents, and these traditions' general penchant for cryptic and symbolic language makes it hard to follow their various practices, methods and formulas), knows how to substitute modern ingredients for their ancient counterparts, and can use high-tech versions of the primitive equipment.

A successful roll means the character succeeds in interpreting an alchemist's formula (even if written in code). Depending on the complexity of the procedure, it could take 1D6 additional rolls to accurately reproduce an actual elixir. The timing involved in creating Alchemical concoctions could take anywhere from minutes to hours to days.

Requires: Chemistry, Chemistry: Analytical and Botany.

Base Skill: 25% + 5% per level of experience.

Bonuses: Adds +5% to *Brewing, Identify Plants and Herbs, Chemistry, Chemistry: Analytical, Cryptography, Philosophy, Lore: Religion* and +10% to *Holistic Medicine*.

Entomology- Similar to Zoology, Entomology is the scientific study of insects, and is considered to be categorized within the field of zoology while being a specialty within the field of Biology. As insects account for more than two-thirds of all known natural organisms, it's virtually impossible to know everything about every type of insect, but the character will have a good knowledge of general insect behavior, biomechanics, biochemistry, physiology, ecology, and anthropology. This skill also includes the knowledge of which insects are edible (and have nutritional value) when necessary in his geographical region. This skill may be specialized by taking the skill twice. When specialized, the character receives a one-time bonus of +20% to the skill when dealing with that one specific type of insect group (e.g. flies, bees, beetles, arachnids, earthworms, slugs, snails, moths, butterflies, ants, etc.) **Requires:** *Biology* and *Zoology*.

Bonuses: +5% to *Zoology, Forensics, Anthropology* and *Wilderness Survival*.

Base Skill: 30% + 5% per level of experience

Geography: This is the study of the Earth and its features, inhabitants and phenomena. This includes man's relationship to the earth, global changes, and natural disasters. There are two types, *human geography* and *physical geography*, so the exact type must be selected when the skill is taken, though it can be taken again to get a full education in the wonders of geography.

Human Geography: This focuses on geographical impacts on populations.

Base Skill: 30% +5 % per level of experience, +5% if *Anthropology* is taken, and +10% if *Math: Advanced* is taken.

Physical Geography: This is a study of natural disasters and effects on climate and nature. Character is also familiar with the terrain in his general region.

Base Skill: 30% +5% per level, +5% *Identify Plants and Fruits*, and +5% to *Astronomy & Navigation* skills if known.

Bonuses: If character takes both *Human Geography* and *Physical Geography*, add +5% to *Cartography*, +10% to *Navigation* and *Land Navigation* skills if known.

Technical

Art: Drafting/Blueprints: Blueprinting is the reproduction of a technical drawing, documenting an architecture or an engineering design, using a contact print process on light-sensitive sheets. This process allows rapid and accurate reproduction of documents used in construction and industry. The blue-print process is characterized by light colored lines on a blue background, a negative of the original. The character with this skill can draw out plans for builders to use when constructing a house, or reproduce blueprints of an existing structure. Requires: *Computer Operation*, *Basic Mathematics*, and *Literacy*.
Base Skill: 40% +5% per level of experience. Add +5% if *Technical Writing* is taken.
Bonus: Adds +10% to the *Find Contraband* skill if known.

Graphics Design: This skill involves using computer graphics programs to create commercial artwork, layouts and designs. Characters with this skill could make use of it in a variety of ways, such as creating logos and branding for companies, publications (magazines, newspapers, manuals and books), advertisements, product packaging car and sign decals, create fancy business cards, design pictographs and more. This skill can be deceptively useful to clever paranormal investigators (such as creating decals to make a case of weapons being described as “Sensitive and fragile equipment. Handle with care.” to throw off suspicion of its true contents.)
Requires: *Computer Operation* and *Art: Drawing*
Base Skill: 30% +5% per level of experience.

Welding & Iron Working: Gas and arc welding, cutting, brazing, spot welding, forging, heat treatment, electroplating, forming and casting techniques. Adds +5% to *Aircraft Mechanics*, *Robot Mechanics*, *Automotive Mechanics*, *Mechanical Engineer*, *Vehicle Armorer*, *Weapons Systems*, *Armorer/Field Armorer*, *Jury Rig*, and *Salvage* skills if known.
Base Skill: 35% +5% per level of experience.

Ancient Weapon Proficiencies

W.P. Bola: The bola is the time honored weapon of South American Indians who taught its construction and use to the Gaucho’s. This classic weapon uses three rawhide thongs joined at one end, and at the other, three cords tipped with metal or leather covered stones. The length of the cords typically varied between three to ten feet long. When thrown accurately, the bola could entangle the legs to bring down a running animal. Smaller bolas with only one or two weighted balls are used for hunting small prey like rabbits and birds.

In the modern day world of BTS, those who know how to use bola’s have found several useful applications against the supernatural, such as temporarily tripping them up, using bolas that are easily ignitable (doing fire damage), designing and crafting unique bolas with materials that supernatural creatures are vulnerable to (such as weighing a bola with the knee bones of a cow to affect *Grave Ghouls*, or wrapping a stone with copper wiring to affect *Gremlins*), or even using grenades or explosives instead of stones for weighting(which can be dangerous as the typical range of throwing a bola is 30 feet/9 meters). Bola’s can be designed and crafted using the *Munitions Expert* skill.

Damage: 1D4 S.D.C. for small, one or two weighted bolas and 2D4 S.D.C. for larger, three weighted bolas. Against small animals, a successful strike with a bola can ensnare it, trap it, or possibly even kill it on contact. Against larger animals, a successful called

shot to the legs causes the target to become entangled and fall down unless a successful *Sense of Balance* roll is made. People or animals with normal strength will need 1D4 melee actions to free themselves, while people or creatures with supernatural strength can snap or break the bola apart in one melee action.

W.P. Bonuses: +1 to Strike, Disarm, and Entangle at level 2, 5, 10, and 15. Note that strike bonuses from *W.P. Targeting* are included if taken.

W.P. Improvised Weapons: This skill is a mixture of intuition and opportunity as characters who take this skill are adept at finding common items in their area/location, and using them as weapons.

Damage from small objects: For small objects (pencils, pens, credit cards, pots, jars, vases, keys, cups, bowls, plates, silverware, cork screw, shards of glass, desk lamps, busts, knick knacks, hardbound books, bolts, nails, and screws) does 1D4 damage, whether striking or throwing them at his opponent. G.M. Note: Use common sense with the items being used. Most small items will be broken after being used only once as a weapon, like pots, jars, vases, cups, plates, shards of glass, and so on. But some items like nuts and bolts, nails, screws could be used several times before breaking (1+1D6 times).

Stunning opponents via pain: Characters with this proficiency understand that using these items as weapons do minimal damage and won't last long as weapons (most will break after being used only once). However, called shots at major pain points (eyes, throat, groin, knees, feet, etc.) can stun an opponent for an action if they fail to make a save vs. pain (14 or higher before P.E. bonuses). This can allow them to run away, keep their opponent off balance, or attack them in some other method.

Damage with flexible objects: Flexible objects (like belts, nets, straps, bags, wire hangers, t-shirts, coats, plastic bags, power cords, extension cords, cables, piano wire, etc.) does 1D4 choking damage. Some of these items can be used to inflict pain rather than choking (like lashing an opponent with a belt or a strap). Game masters again note that certain items will break quickly or become unusable after being used as weapons. Use common sense with these items.

Bonuses: +1 to strike at levels 2, 5, 8, 11, and 14. Add +1 to damage at levels 3, 7, 11 and 15. Increase difficulty to save vs. Pain by 1 at levels 2, 4, 6, 8, 10, 12, and 14.

Note: Include *W.P. Targeting* bonuses when throwing objects if skill is known.

W.P. Net: Training in the use of both ancient (string, wool, silk, rope) and modern (nylon, carbon fibers, metal alloys) nets. Nets are not used so much offensively (besides possible choking attacks), as they are used to ensnare an opponent to slow him down, confuse him, or render him immobile for a while. The favored methods of using a net were holding one end of the net while either lashing it like a whip (to catch onto someone or something) or throwing the net at your opponent entirely.

There are two types of ensnaring:

-Snaring an opponent's weapon: The weapon becomes entangled and is pulled out of the opponent's hand, or in the case of a supernatural creature's natural weapon (hands, claws, horns, etc.) A natural, unmodified roll of 17 thru 20 will disarm an opponent, unless they roll equal to or above the roll to strike (no bonuses).

-Snaring the opponent: By throwing a large net completely over an opponent (which requires both hands), the character can snare him. The intended victim must dodge or be netted. If caught in the net, the victim is -8 to strike, -10 to dodge, and -6 to parry. It will require 1+1D6 melee actions to break free from the net, although opponents with supernatural strength can rip and shred the net to pieces to escape in half the time rolled. Note that though quite helpless while in the net, those who attack the ensnared opponent will also damage the net, reducing the time it takes for the opponent to escape by one melee action per each successful hit. Also note that if the target dodges the net throwing

attack, the character is without a weapon in his hand(s), and requires an action to draw another one. Bonuses: +1 to throwing a net at levels 2, 5, 8, 11, and 14. Note that bonuses from *W.P. Targeting* are included if known.

W.P. Scissors: While scissors in theory belong in the *W.P. Improvise Weapons* category, they're unique in that scissors are a very capable weapon in the hands of those who know how to handle them properly. Tailors, craftsman, barbers, hairdressers, and others who use scissors regularly or as part of their profession understands how they work, know the weight and balance of them, and if needed they can use them proficiently as a weapon.

+1 to strike at levels 1, 3, 7, 10 and 13; +1 to parry at levels 2, 4, 7, 10 and 13;

+1 to throw scissors at levels 4, 8 and 12 (scissors are not designed to be thrown).

Damage: A typical pair of children's scissors inflicts 1 point of damage (and breaks after one attack), a small pair of professional scissors does 1D4 damage, medium to large sized scissors (like most common household scissors and garden shears) inflict 1D6 damage, and large fabric shears do 2D4 damage.

Modern Weapon Proficiencies

Clay Shooting- With this proficiency, the normal penalty for small targets (-4) no longer applies. This only applies to aimed shots with a rifle or pistol within 150ft of range. Note this does not add any other bonuses to aiming at larger objects as the targeting method is completely different. Requires: Weapon proficiency with the gun being used.