

CONSPIRACY X SECOND EDITION — REVISED SKILLS

While reading Conspiracy X Second Edition, I'm often struck by the sheer number of skills that are available to the characters and NPCs. While such a list brings a diversity and difference to each agent and their abilities, such a broad offering – at times - feels too unwieldy and complex, especially when trying to define when what specific skill should be used on a task roll, or where a character with one ability could be also use that for another undertaking or task. On top of that, many skills also allow for further variation/specialistation with the addition of the **Type** (areas of specific knowledge) and **Special** (skills requiring more dedication and expertise than normal) options.

Inspired by my most recent tinkering with scenario ideas, I thought I'd present what I think is a consolidated approach to skills, bringing some together under a single heading, and others reworded to better (in my opinion) reflect their nature and scope. I've provided this summary in two ways, the first Old to Revised (listing all the skills as noted in the Second Edition rule book, matched against my revised suggestions) and Revised to Old (grouping together all the old skills under the revised suggestions).

TABLE 2: REVISED TO OLD [COLLECTED]

REVISED	OLD SKILLS
ACROBATICS (SPECIAL)	ACROBATICS (SPECIAL)
ATHLETICS (TYPE)	CLIMBING, ESCAPE, RUNNING (TYPE), SPORT (TYPE), SWIMMING, THROWING (TYPE), WEIGHTLIFTING
ANIMAL HANDLING (TYPE)	RIDING (TYPE)
ART/CRAFT (TYPE)	ACTING, CRAFT (TYPE), DANCING (TYPE), FINE ARTS, SINGING, WRITING (TYPE)
BRAWLING	BRAWLING
BUREAUCRACY	BUREAUCRACY
COMBAT AWARENESS	DODGE
COMPUTERS	COMPUTER HACKING, COMPUTERS
CULTURE (TYPE)	LANGUAGE (TYPE), RITUALS (TYPE)
DEMOLITIONS	DEMOLITIONS, DISGUISE
DISGUISE	BEAUTICIAN
DRIVING (TYPE)	DRIVING (TYPE)
ELECTRONICS	ELECTRONIC SURVEILLANCE
ENGINEER (TYPE)	COMPUTER PROGRAMMING, ELECTRONICS, ENGINEER (TYPE)
FIRST AID	FIRST AID
GAMBLING	CHEATING
GUNS (TYPE)	GUNS (TYPE)
HUMANITIES (TYPE)	HUMANITIES (TYPE), MYTH AND LEGEND (TYPE)
INSTRUCTION	INSTRUCTION
INTIMIDATION	INTIMIDATION
MARTIAL ARTS (SPECIAL)	MARTIAL ARTS (SPECIAL)
MECHANIC	MECHANIC
MEDICINE (SPECIAL)	MEDICINE (SPECIAL), VETERINARY MEDICINE
NOTICE	NOTICE
OCCULT (SPECIAL)	OCCULT KNOWLEDGE (SPECIAL)
PERSAUSION	HAGGLING, SEDUCTION, SMOOTH TALKING, STORYTELLING
PILOTING (TYPE)	PILOTING (TYPE)
INVESTIGATION	RESEARCH/INVESTIGATION
SCIENCES (TYPE)	SCIENCES (TYPE)
SLEIGHT OF HAND	LOCKPICKING (TYPE), PICKPOCKET, SLEIGHT OF HAND
STEALTH	STEALTH
STREETWISE	STREETWISE, SURVEILLANCE
SURVIVAL (TYPE)	SURVIVAL (TYPE), TRACKING, TRAPS
SYSTEMS (TYPE)	SYSTEMS OPERATIONS (TYPE)
THERAPY (TYPE)	HYPNOSIS, UNCONVENTIONAL MEDICINE (TYPE)
TRANCE (SPECIAL)	TRANCE (SPECIAL)