

HUNTER

THE VIGIL

Player:

Acting	0000000	Academic Humanities	Science
Artistic Expression	0000000	Anthropology 0000000	Astronomy 0000000
Carousing	0000000	Archeology 0000000	Biology 0000000
Diplomacy	0000000	Ethnology 0000000	Biopsychology 0000000
Fortune Telling	0000000	Fine Arts 0000000	Chemistry 0000000
Haggling	0000000	History 0000000	Cybernetics 0000000
Interrogation	0000000	Logic 0000000	Electronics 0000000
Intrigue	0000000	Philosophy 0000000	Engineering 0000000
Mimicry	0000000	Theology 0000000	Genetics 0000000
Negotiation	0000000	Accounting 0000000	Geology 0000000
Newspeak	0000000	Alchemy 0000000	Hypermathematics 0000000
Panhandling	0000000	Architecture 0000000	Mathematics 0000000
Poetic Expression	0000000	Area Knowledge 0000000	Metallurgy 0000000
Public Speaking	0000000	Art History 0000000	Criminology 0000000
Scan	0000000	Astrology 0000000	Forensics 0000000
Scrounging	0000000	Body Control 0000000	Forensic Pathology 0000000
Search	0000000	City Secrets 0000000	Social Networking 0000000
Seduction	0000000	Computer Hacking 0000000	Terrorism 0000000
Sense Deception	0000000	Covert Culture 0000000	Vice 0000000
Style	0000000	Cryptography 0000000	Strategy 0000000
Swimming	0000000	Economics 0000000	Virtual Space 0000000
Herbalism	0000000	Heraldry 0000000	Web Culture (MtA Only - Digital Web Specific) 0000000
Helmsman	0000000	Law Enforcement 0000000	Combat Secondary Talents
Hunting	0000000	Literature 0000000	Throwing 0000000
Hypertech	0000000	Lore	Acrobatics 0000000
Hypnotism	0000000	Kindred Lore 0000000	Animal Training 0000000
Jetpack	0000000	Camarilla Lore 0000000	Biotech 0000000
Jeweler	0000000	Conspiracy Theory 0000000	Blacksmith 0000000
Journalism	0000000	Lupine Lore 0000000	Boat Handling 0000000
Leatherworking	0000000	Faerie Lore 0000000	Brewing/Distilling 0000000
Lip Reading	0000000	Mage Lore 0000000	Bribery 0000000
Lock Picking	0000000	Sabbat Lore 0000000	Camouflage 0000000
Mechanical Repair	0000000	Sewer Lore 0000000	Carpentry 0000000
Microgravity Operations	0000000	Spirit Lore 0000000	Climbing 0000000
Netiquette	0000000	Technocracy Lore 0000000	Cooking 0000000
Parachuting	0000000	Wyrn Lore 0000000	Dancing 0000000
Photography	0000000	Clan, Tradition, Tribal Lore 0000000	Debate 0000000
Pickpocket	0000000	Media 0000000	Disguise 0000000
Pilot	0000000	Power-Brokering 0000000	Escapology 0000000
Police Procedure	0000000	Propoganda 0000000	Falconry 0000000
Pottery	0000000	Psychology 0000000	Fast-Draw 0000000
Psychoanalysis	0000000	Meteorology 0000000	Fast-Talk 0000000
Research	0000000	Military Science 0000000	First Aid 0000000
Ride	0000000	Naturalist 0000000	Fishing 0000000
Scuba	0000000	Paraphysics 0000000	Forgery 0000000
Singing	0000000	Pharmacology/Pharmacopoeia 0000000	Gambling 0000000
Skiing	0000000	Phylogeny 0000000	Game Playing 0000000
Sleight of Hand	0000000	Physics 0000000	Gunsmithing 0000000
Speed Reading	0000000	Psychodynamics 0000000	Archery 0000000
Torture	0000000	Sociobiology 0000000	Artillery 0000000
Tracking	0000000	Toxicology 0000000	Demolitions 0000000
Traps	0000000	Xenobiology 0000000	Energy Weapons 0000000
			Heavy Weapons 0000000