

[Important note!]

[This is NOT a fully playable version of the game! This is how the first draft looked when it had been tested and corrected enough to warrant a rewrite into a second draft. In particular, changes just emerging from playtesting are being implemented to the acquisition of Specifics during both character creation and growth, and some practical options are being added to the dice mechanism.]

The Quick Guide

Every character has a list of *Abilities*. These are used whenever the player wants the character to do something challenging, which is of interest to the story (or the amusement of others in the group. Games are meant to be entertaining, after all).

So when the GM says "roll for Motorcycle, Difficulty 5", what does that mean?

It means that you take your character (if the GM was talking to you, of course) and look at what the number at its Motorcycle ability says. Then, you roll that many dice and hope that 5 or more roll good. 'Good dice' are when a die rolls 4 or more.

So if your character has Motorcycle at level 12 (written as *Motorcycle[12]*), you roll 12 dice. If 5 or more roll a 4, 5 or 6, your character succeeded in whatever challenge he/she was facing while riding a motorcycle.

It's that simple.

Well, more or less. Some things about your character, the situation, or even the motorcycle can change things. All they really do, though, is let you use more or fewer dice. For example, if the motorcycle is a piece of junk, the GM might tell you (or you might already have been told) that the motorcycle gives you "a -2 penalty". You had 12 dice to roll. Now take away 2. So because the bike was a piece of junk, you have to roll 5 good dice with only 10 dice. Of course, if it is a *great* bike, you would not have a -2 penalty. In fact, you might get a +3 bonus. In that case, you get 3 extra dice to your 12, instead of losing dice. In short, a character with Motorcycle[12] rolls 12 dice on a regular bike, but only 10 dice on a "-2 bike", or 15 dice on a "+3 bike". So good gear is good to have!

Bonuses and penalties are collectively called *modifiers*.

Other modifiers may also be involved. For example, riding the bike on a rain slick road might be a -4 modifier that you apply along with the modifier for the quality of your bike. It might sound complex, but it really isn't. For example, a character with Motorcycle[12] riding a good bike (a "+3 bike") on a rain slick road would roll 12+3-4 dice, that is, 11 dice. The Difficulty (5 in the above example) is something the GM sets, depending on what you are trying to do. The tougher the thing you want the character to do is, the greater the Difficulty.

One other source of modifiers is an important part of your character. Any character has learned his or her Abilities somewhere, and therefore is familiar with certain ways of using them. They are also used to certain conditions, typical gear, etc. All those things are called *Specifics*, and are listed on the character sheet, under the Ability. For example, your character might be used to riding the bike on city streets (as opposed to highways, country roads or even race tracks), and he/she is more familiar with a sport bike model than a cruiser, motocross, trike or other kind of bike. So under the Motorcycle Ability, there might be noted *City Streets[7]* and *Sport Bike[9]*. If the character is trying something on typical city streets, that's a +7 bonus right there, and if riding a standard sport bike, that's a +9 bonus! And if it is both, you get both bonuses!

For example, a character with Motorcycle[12] riding a good (+3) sport bike (+9) on a rain slick (-4) city street (+7) will be rolling 27 dice!! When everything is the way you like it, getting 5 good dice suddenly doesn't look all that hard. But just wait until you try something with a Difficulty 20... Being on your home turf is a big advantage!

Of course, any character might have some experience with different things, and even if the character above is most familiar with sport bikes, he/she might have tried out cruisers for a while. So maybe under the Motorcycle Ability, it first says *Sport Bike[9]*, and right beneath that *Cruiser[2]*. Yeah, the character has experience with cruisers. But sport bikes are still better suited...

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Character Creation

When starting a game, or after your character has died, left or been lost, you will need to create a new character (we here assume you do not get a pre-created character to play). In short, you do that by picking a bunch of Abilities, based on what background the character has. You can outline a character story first, or create it while adding the Abilities (a lot of things become clearer while creating the character), or fill in the blanks afterwards. Most players do a combination of all three!

Character Creation Points

Before starting the process, you get an amount of Character Creation Points ('CCPs' for short). The GM chooses how many CCPs each player gets, based on the kind of characters they are meant to create. All players should be given an equal amount of CCPs, though, unless something else has been agreed upon.

With your CCPs, you buy Abilities. All Abilities function more or less the same way, but there is a slight difference between two kinds of them. These two slight variations are called Talent Abilities and Skill Abilities. The CCPs you have will typically be split in two portions, one for buying Talent Abilities, and one for Skill Abilities. The suggested split is 20/80 (20% for Talents, 80% for Skills), but in the end, the GM decides, possibly after discussing it with the players. Not splitting the CCPs is fully possible, but can give some odd results that will be mentioned later.

Buying Talent Abilities

Talent Abilities are the kind of Abilities that people are usually either born with, or get through hard work, practice, or sudden inspiration. They are usually not something people simply go out and learn. Examples include raw strength, creative thinking, a knack for people, language talent and so forth.

Most Talent Abilities work by adding 1/10 of the level to skills that draw on that particular talent. For example, someone who reacts fast (a Talent Ability called *Reflexes*) would be better at a lot of things, from ducking punches to arcade games to holding onto a wiggly pet. If, for example, that character has *Reflexes*[35] and is trying to win at an arcade game, the player adds 3.5 (1/10 of 35) to whatever skill is being used. For many things, multiple Talent Abilities can come in handy at the same time! If that same character also has *Agility*[17] (a talent of being flexible and well-coordinated with your limbs) and the arcade game is a dance game, 1/10 of both talents gets added. That's 4.2 in total. Once all relevant things have been added, the number is rounded down, and the result is the amount of dice rolled.

Such Talent Abilities let players create the kind of characters that have a broad knack for certain things, like the kid who can remember just about anything, or the musical genius, the tech-wiz, the gifted leader, the gun expert, and so forth. They are good to have because each of them works with so many different skills, making

There is a different kind of Talent Ability, called *Learning Abilities*. These let a character learn faster from experience. The exact way this works is described in *Character Growth*. Some Learning Abilities deal with a subject that there is also a 'regular' Talent Ability for, like languages. This depicts the difference between the kind of people who are really good at using the languages they know, and the kind that simply learn another language much faster than others.

For every Talent Ability, it goes that 1 CCP will buy you one level of the Ability. So to add *Reflexes*[35] or *Learn Sciences*[35] to your character, you must spend 35 CCPs.

Note that while the most common use for Talent Abilities is to boost Skill Abilities with that 1/10 of the talent, they can also be used straight up as Abilities. For example, *Strength* is handy for lifting things or breaking them through sheer brute force, and *Endurance* is good for withstanding pain. In these cases, the Talent Ability level is just used as-is. Certain advanced rules also draw Talent Abilities in quite directly.

Buying Skill Abilities

As described in *The Quick Guide*, a character does something challenging by the player rolling a number of dice and hopefully getting as many good dice as the Difficulty requires, or more. The number of dice includes the Ability, any Specifics that can be used, and modifiers from the circumstances around the character. The modifiers from the circumstances around the character are something that is described in the given situation, usually by the GM. The Ability and Specifics are something that has to be put into the character.

Picking Skill Abilities for the character is not difficult at all, but it requires some thought as to who and what the character is; where he/she is from, what he/she has gone through, and so on. This can be part of a life story the player has already written, or it can be decided as the character is made.

The reason this is important is that 'buying' a Skill Ability means picking the Ability itself (like *Swordfighting*, or *Motorcycle*, or *Speak German*, etc.) and its Specifics. For every CCP spent on a Skill Ability, the character gets 1 level worth of the Ability, but also 1 level worth of *each* Specific chosen for that particular Ability. For example, if the player spends 14 CCPs on *Swordfighting*, the character gets *Swordfighting*[14]. But at the same time, the character gets 14 levels worth of each kind of Specific that applies to the Ability, and the player chooses the exact Specifics! For this Ability, the player might state that the character learned it while fighting in the marshes around his home town as part of a larger army, and they used short swords. All fighting Abilities (*Swordfighting*, *Axe-fighting*, *Fistfighting*, etc.) require the Specifics of weapon, terrain, and engagement to be filled in when buying the Ability. So the character got not just *Swordfighting*[14], but also the Specifics *Shortsword*[14], *Marshland*[14], and *Battle*[14]. If the player then buys another fighting skill, such as *Stafffighting*[6] with a set of Specifics, the same goes there. And **if two or more Abilities in the same category are bought with any identical Specifics, those Specifics are added up**. So if *Stafffighting* is bought with the Specifics Quarterstaff, Marshland and Dueling, the 6 levels it gets in Marshland are added to the 14 levels the character already has from *Swordfighting*. However, **no Ability can ever get a greater bonus from a Specific than the level the Ability itself has**. So *Swordfighting* would not gain anything from it. However, if the character added another fighting Ability that did not have a Marshland Specific, or if either of the two chosen fighting skills grew from experience without Marshland also growing, it's good to know that the character is so familiar with fighting in marshlands that it will continue to benefit him.

One special Specific that every Skill Ability has is *background*. This describes what kind of life the character learned the Ability under. Most of the time, it's a profession, but some may stretch the word 'profession' a bit beyond the usual meaning. The character above learned *Swordfighting* while serving as a soldier, so the Specific for that would be *Military*. As long as the character is using the Ability under military circumstances, the Specific is added as a bonus. But military training does nothing if the character is breaking into a house to kill a local lord, or in a bar fight, and it is a dumb thing to take advantage of when you're trying to convince someone that you're a thief. If you fight like a soldier, you act like a soldier. Sometimes, this is good (military leaders like their soldiers to actually act like soldiers), sometimes it doesn't matter, and you might as well use it (protecting your friends against murderous thieves, for example), and sometimes it's just not possible (you can't kill a swarm of rats 'like a soldier'). A little roleplaying is in order when putting background Specifics to use...

Background Specifics also play an important role in detailing the life of the character, and that is used when determining how certain people will treat him or her in special circumstances. For example, it doesn't really matter how good you are with a gun, a secretive group of police veterans will only take in someone with a long background in the police.

The implications of each background Specific is described separately later, and in future materials on character backgrounds.

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Character Growth

Even after a character has been created, it will grow. New things will be learned, and old skills will improve. With time, what the character *was* and what it *is* will be two very different things!

Awarded Growth

The simplest way to grow is by doing something that the GM (possibly inspired by the reactions of players!) deems to be clever, daring, innovative or in other ways worthy of note. It could even just be something that is very fitting for the genre of the game; handling a problem in a particularly funny or silly way could be worth Awarded Growth in a game that is meant to be humorous or silly, for example!

Awarded Growth works basically like character creation does: The player is given a few CCPs and can spend them on raising something in the character. There are some differences, though.

Firstly, the player is completely free to choose between Talent Abilities or Skill Abilities when spending the points. There is nothing like the 20/80 split there was in character creation.

Second, whatever is raised has to have some relation to what was done, or the circumstances under which it was done. This need not be the actual Abilities used, but the player has to explain it. For example, humiliating a foe by a clever trick in a duel at the royal ball could let the player spend Awarded Growth CCPs on the fighting skills involved, on social skills involving the people present (entertaining someone lets you understand how they can be amused, after all).

Third, if the points are spent on a Skill Ability, they are for the actual Ability only; putting them in Swordfighting does not raise any Specifics the Ability might have. However, any amount of CCPs can be spent directly on Specifics that seem to fit the situation.

The GM is free to award any number of points, but should typically keep the number low per occurrence, and should try to award a roughly equal number of points to each player during the full game. Additional points of Awarded Growth can also be given after the game, for having played an overall good game, in addition to any points given during play for specific deeds.

Another reason for giving limited amounts of points on each occurrence is, that the points take effect immediately! The Abilities raised will be raised instantly, once the points are spent. If a large number of points are spent on a single Ability (or Specific), the GM can state that the effect is a little prolonged. But sudden boosts in Ability can make for very dramatic and entertaining scenes!

Automatic Growth

A different way of raising Abilities is 'learning by doing'. Whenever an Ability is used, rolling a success *or failure* that is equal to or no greater than 1/10 of the Learning Ability for that Ability, the Ability used is raised by precisely 1. So are any Specifics fitting the situation in which the roll was made (if a certain Specific is not one the character has, the character simply gets it at a level of 1). Any Talent Abilities applied in the roll also get bumped by 1.

As an Ability grows, it will become increasingly harder to roll the same amount of success or failure. This is one reason for spending the occasional Awarded Growth CCPs on Learning Abilities. Learning Abilities do *not* grow when the Abilities they support grow. In fact, Learning Abilities have no other way to grow but through Awarded Growth, so they should always be considered carefully.

Like Awarded Growth, Automatic Growth happens right then and there, after the roll is made. Because the growth is only by 1 level, there is never any reason to decide that it comes on gradually. Consecutive 'learning rolls' are simply lucky for the player (and character)!

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Ability List

The following are Abilities available as standard for characters, separated into categories and with instructions on Specifics needed and available.

Fighting

Abilities for fighting are based mainly on the weapon used. Each Ability needs the following

Specifics: Weapon subtype, opponents, terrain, engagement type, background. Weapon types are listed per weapon. Opponents are any major mentalities available in the game world, such as fantasy/alien races, criminals, soldiers, police, 'specialists' or the like. Odds are, in a world with fantasy/alien races, any such distinctions will vary per race; the world description should include these considerations.

Common terrains are Jungle, Swamp/Marshland, Forest, Brush (*very* tall grass, corn, anything eye-high or more), Field (tall grass, wheat, poppy, anything about knee to waist high), Plain (or cut lawns, as on a golf course), Street (paved, fair quality), Rock (or really bad and broken pavement), Desert, Beach/Coastal (anything based on sand and shallow water), Snow, Tundra, Arctic/Ice. Certain settings may add interesting terrains, such as alien landscapes, starship quarters, offices, ship decks (with the swaying and spraying), and so forth.

Engagement types include duel (includes sports versions), stealth (when springing an ambush, but not once directly engaged), solo (one-on-one), surrounded (one-on-many), team (small collected group), group (many mixed, like a bar fight), formation (single-unit under tactically stable conditions), war (clashing armies, may be strategic but fighting is *everywhere*).

Swordfighting

Blades longer than 1/2" (15cm). Weapon subtypes include Two-handed, Longsword, Broadsword, Shortsword, Sabre/Katana (single-bladed one-handed).

Knifefighting

Blades up to 1/2" (15cm). Weapon subtypes include Dagger (double-edged), Huntingknife (single-bladed), Curved (Gurka etc.), Small (pocketknife, switchblade, boxcutter), and Shiv (improvised knife).

Axefighting

Bladed heavy heads on a rigid handle. Weapon subtypes include Handaxe (small workaxe/tomahawk), Woodsman's (larger work axe for woodcutting), Polearm (long handle, two-handed), Battleaxe (curved blade, weighted handle), Two-handed.

Macefighting

Heavy-headed with no blade. Weapon subtypes include Club (unbalanced, typically wooden), Mace (heavy metal head), Jointed (segmented head), Maul/Warhammer, Two-handed Maul.

Staff

Straight, typically wooden but can be metal pipe or other material. Weapon subtypes include Baton/Stick (short one-handed), Staff (long one-handed, length of a sword), Quarterstaff (two-handed, long as a person), Longstaff (quarterstaff wielded as a very long sword).

Flail

Flexible and possibly long. Cannot parry but can grab striking arms). Weapon subtypes include Whip, Chain (with or without handle), Morningstar (with weighted head), Segmented (chained length of metal or wood sticks), Wire (very thin and lightly weighted).

Gunfighting

For hand-to-hand fights with firearms, both pistol-whipping, barrel parry and close-quarter/hand-to-hand shooting. Weapon subtypes include Pocketgun (very small caliber), Revolver, Pistol, Semiautomatic, Automatic.

Shooting

Ranged combat with weapons that fire projectiles. Like Fighting, Specifics are weapon subtype, opponents, terrain, engagement type, and background. Terrains are the same as for Fighting, but adding corridor/alleyway. Opponents are the same. Engagement types are the same but with the addition of gallery (shooting galleries, tournaments, etc.), fixed (usually tripod, but also bunker or vehicle gunner or other fixed mountings) and sniper (careful, undetected firing).

Note that while they have the same Specifics, bonuses earned from Fighting Specifics *do not* apply to Shooting!

Bow

Arrows fired by a pulled string in a stretched frame. For arrows fired by trigger mechanisms, see *Crossbow*, below. Weapon subtypes include Shortbow (small), Longbow (medium), Heavy bow (large/great bow), Compound Bow, and Sportsbow.

Crossbow

Arrows fired by a trigger mechanism, that can be loaded in advance. Weapon types include Light (one-handed), Medium, Heavy, Mounted and Arbalest (a giant crossbow 'cannon').

Handgun

Firing one-handed guns in ranged combat (two hands may be used, for support). Weapon subtypes include Single-Shot, Homemade/Makeshift, Pocketgun (very small caliber), Revolver, Pistol, Semiautomatic, Automatic.

Rifle

Long-barreled firearms, used for ranged combat. Weapon subtypes include Musket (muzzle-loaded), Hunting Rifle, Shotgun, Assault Rifle, Submachine Gun (SMG), Sniper Rifle, and Harpoon (allows terrains oceanic and (coral) reef).

Heavy

This is a whole class of weapons defined by high weight and extreme firepower, but difficult use. Most are fired from or hung around the shoulder, or mounted on a tripod or a solid fixture, and recoil countermeasures are a necessary feature. Weapon subtypes include Heavy Machine Gun (HMG), Minigun, Gattling, Gauss/Railgun, Recoilless Rifle (RCL), Grenade Launcher, Bazooka, and Rocket Launcher.

Cannon

Heavy weaponry mounted in fixtures or rolled to battle. Most are fired by a crew, but this Ability is for aiming and firing (most other tasks typically require far less training). Weapon subtypes include Classic Muzzle-Loader, Mortar, Howitzer, Long-Range Artillery and Tank (gunner position), and Mounted Harpoon (fired, not thrown)

Flamethrower

A device that sprays a burning fuel at the target without harming the wielder. Weapon subtypes include Flamegun ('weaponized' blowtorch, one-handed and portable), Makeshift (the 'flaming hairspray can'), Torch Gun (no backpack, but two-handed), Heavy (two-handed, with backpack), and Mounted.

Spray Gun

Typically not used for actual combat, but can push people back or spray them with harmful liquids. Weapon subtypes include Handheld (one-handed), Soaker (two-handed), Heavy (two-handed, with backpack), and Mounted ('water cannons').

Laser

This weapon is defined by no recoil and no projectile speed (beams fire instantly, despite many movie effects). Weapon subtypes will depend on the setting, as this type of weapon is not effectively deployed or available at the moment.

Throwing

This is for hurled weapons, used in ranged combat. Like Fighting, Specifics are weapon subtype, opponents, terrain, engagement type, and background. Terrains and opponents are the same as for Shooting, while engagement types are the same as for Fighting but with the addition of gallery (shooting galleries, tournaments, etc.)

Note that while they have the same Specifics, bonuses earned from Fighting Specifics *do not* apply to Throwing (nor do those from Shooting)!

Rock/Ball

Actually meant for any solid lump. Weapon subtypes include Rock, Weighted (solid balls), Inflated (in combat, usually a football strapped with explosives. Usable in regular games, too, though!), Grenade (for proximity, not to injure), and improvised (any non-spherical, hand-sized lump solid enough). Those with a sense of humor (or really unusual weapon tricks!) can also add Snowball.

Stick

A balanced stick or short staff, quite common in oriental martial arts. Weapon subtypes include Short (ca. 8' or 20cm), Medium (12' or 30cm), Long (16'-20' or 40-50cm), Piercing (short and pointed metal stick), Boomerang, and Unbalanced (pipes, wrenches, and other stick-like items).

Spear

Long and pointed. Weapon subtypes include Javelin, Straight (no 'head'), Weighted (has a head), Short Straight (less than 20' or 60cm), Short Weighted, and Harpoon (thrown, not fired).

Knife

Typical throwing knife. Thrower can decide whether to go for blade or handle hit. Weapon subtypes include Dagger (double-edged), Huntingknife (single-bladed), Throwknife (small, for throwing only, but with handle), Throwblade (very small, for throwing only, no handle), and Shuriken (throwing star).

Axe/Hatchet

A balanced stick with a handle and a bladed head. Weapon subtypes include Handaxe (small workaxe), Tomahawk (thin, long head), Light Axe (too thin/small for actual combat, typically for light work), Throwing Axe (made specifically for throwing), and Fighting Axe (any larger axe, requires immense strength!).

Wilderness

Abilities of this category are meant to let the character survive and use various environments to his or her advantage. The Specifics for the Abilities are terrain, target, and background. Terrain is the same as for Fighting, but adding Urban (and having an environment for Fighting does *not* convey anything to Wilderness Abilities) and Electronic (through data traces). Target options vary per Ability.

Survival

Finding food and shelter and protection from the elements, whatever that might be. Targets are the various things that may be found or avoided: Food, Clothing, The Elements, Disasters/Accidents, Diseases, and Radiation. The Electronic environment Specific is not applicable.

Traps

Setting up traps that capture or injure or even just trips or reveals the targets. Target options include Large Animals, Small Animals, People (as in, sentient, thinking beings), and Vehicles (controlled by people). Special targets can include anything that has a very special way of thinking (which might be ghosts, robots, or the like).

Tracking

Finding and following signs to find the target. The targets are the same as for Traps.

Hide

The Ability to avoid being discovered. Targets are the method of discovery the character is hiding from and includes Eyesight, Sound, Camera Surveillance, Infrared, Smell, and Movement/Pressure.

Camouflage

The Ability to keep others or other things from being discovered. Targets are the same as for Hide.

Animals

Dealing with animals has the Specifics of animal type, terrain, situation, and background. Animal types include Horse, Donkey/Mule, Bovine, Great Cat, Wolf, Elephant, Bear, Dog, Cat, Bird, and Rodent. There are plenty more, though, and strange worlds will add new strange options. The listed

skills are mainly about knowing the mentality of the animals in question, knowing how they will react and what they are willing to do, but also what they are physically capable of. Terrain is as for Fighting, adding Urban (as per Wilderness) and Track (a racing track or arena), though environments chosen for Fighting Abilities do not convey a bonus to animal Abilities, and vice versa.

Riding

Being mounted on the animal and making it obey to get you around. Not all animals are fit for riding (some are fit for special sizes, like small animals for fairy races). Situations include Racing, Traveling (stable speed for days), Hauling (riding with cargo or dragging a wagon or the like), Obstacle (including jumping gaps), Show, Rodeo, and Mounted Combat.

Handle Animal

Controlling an animals behavior and moods. Situations include Soothing (if angry), Calming (if scared), Motivating, and Intimidating.

Train Animal

Teaching the animal to do certain things. Not all animals can be trained to do all things. Each general kind of 'tricks' is a Situation, like Fetching, Coming (when called), Stay/Sit/Down, Speak (in what ways the animal can produce sound), Attack (on command and at defined target), Guard, and Trust (teaching it to accept and obey a new master).

Vehicle Operation

Operating a vehicle involves making it move as you want to. None of the skills actually involve handling the machinery inside the vehicle, nor can they be used to operate weapons or other devices mounted on or used in a vehicle. The Abilities have the Specific categories vehicle subtype, terrain, situation, and background. Situation is the same for all Abilities in the category, and bonuses from one work in the other: Straight (fast without significant turns), Race (fast, with plenty of turning), Combat (for actual evasion, ramming and the like, but also for letting people shoot or fight from the vehicle), Casual (usually for checking out and area discreetly), and Careful (for fragile or similar cargo, or for dangerous terrain). Note that many genres, especially futuristic ones, have many additional vehicle subtypes.

Drive Car

Operating cars, or any vehicle with a wide wheel-base of four or more wheels, operated from some equivalent of a dashboard. Vehicle subtypes include Sedan (includes hatchback and most other standard, personal cars), SUV (includes Hummers), Jeep, Truck (including pickup), Semi, Bus, Construction, and Treaded (tanks etc.). Terrain is as for Animal, adding Highway/Freeway and Dirt Road.

Ride Bike

Open vehicles without engines. Vehicle subtypes include City Bike, Mountain Bike, Long John, Front-Hauler, Tandem, Tricycle (also for adults), and Penny Wheel. Terrain as per Drive Car.

Ride Motorcycle

Open vehicles with engines. Vehicle subtypes include Scooter/Moped, Cruiser, Sport Bike, Touring Motorcycle, Street Bike ('naked' bike), Dirt Bike, Easy Rider (with extended length for front wheels. Term is *technically* incorrect), Trike, and Quad. Terrain is as per Drive Car.

Skating

Wheeled boots. 'Vehicle' subtypes include Quad, Inliner, Internal (the wheels are hidden inside the sole of the boots, and the user can either walk or roll), Ice, and Ski (due to similarities in operation). Terrain is theoretically as per Drive Car, but many options will be inappropriate.

Boarding

Largely flat boards, both feet on one. 'Vehicle' subtypes include Skateboard, Snowboard, Surfing, and Off-Roader (special build of skateboard, with large wheels). Terrains are as per Drive Car, adding Water. Most boards are limited in terrain options, though.

Sail Boat

Operate Submarine

Pilot Plane

Operate Mecha

mecha

[Missing categories: Technical/Security, Medical, People, Academics.]

[Also missing, due to redundancy through changes, are sample characters.]