

MES Universal Addendum  
Appendix 3: Archetype Achievements  
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In order to promote characters that have appropriate skill sets (possessing needed of the skills for a given occupation, for example), players will receive 5 XP as an award upon completion of an Archetype achievement. This XP award can be earned no more than twice, for a total of 10 XP.

However, the Archetype achievements can, at the player's discretion, be listed on a character's signature file in the same manner as Status, indicating areas of expertise in which another PC may have heard of that character (for example, "Academic, Linguist, Occultist" or "Military/Police"). Players may also submit Archetypes for consideration by the NST staff.

All archetype awards require Academics 1, at least three dots of appropriate Merits (VST discretion on what is appropriate for the archetype) and at least two social skill dots used to market one's skill set to potential "customers" (to include grant funds for artists, academics, and scientists; mentors for military or police; crime bosses for criminals, etc.; these are in addition to any specifically listed social skills for that archetype). Examples include Expression, Intimidation, Persuasion, Socialize, Streetwise, or Subterfuge, but your VST may approve others if the concept justifies them.

Each Archetype must also meet its specific requirements, listed below. Note that these are requirements to be an average member of the profession, in most cases. The Archetype's title is not the only thing that can be created under an archetype's skill set; note that an investigative journalist can be created using the Investigator archetype and taking Expression as one of the required social skills, for example. **Listed Specialties are guidelines. It is VST discretion if a specialty taken by a PC fits the example below (a lot of specialties have subjective uses, and this is no different).**

Changes in red are only sanctioned for play on July 1st.

Archetypes:

- Academic: Academics 3 (Spec: specific field), Computer 1, Politics 1, **Specialty: Research in either Academics or Computer**
- **Animal Trainer: Animal Ken 3 (w/spec in animal type), Science 2**
- Artist/Writer: Craft or Expression 3 (w/ spec), Academics 2.
- **Athlete: Athletics 3 (w/appropriate spec), Medicine 1, Expression 1, Politics 1**
- **Con Artist: Subterfuge 3 (spec: misdirection), Larceny 1, Persuasion 1, Empathy 1**
- **Courier: Drive 3 (w/spec), Athletics 2, Streetwise 1**
- Dancer/Performer: Expression 3 (w/ spec), Athletics 2
- Doctor: Academics 2, Science 2 and Medicine 2 (Specialization: field or surgery).
- **Executive: Academics 2 (spec: business), Persuasion 2, Politics 2**
- Hacker: Computer 3, Craft 1 (Spec: Electronics); Science 1 (Sp: Computers).
- **Interrogator: Intimidation 2, Empathy 2 (spec: detecting lies OR spec: reading people), Medicine 1, Persuasion 1, Subterfuge 1**
- Investigator/Private Eye: Investigation 3; Larceny 1, Stealth 1; Streetwise 1, Subterfuge 1.
- **Legal Professional: Academics 2, Politics 2, Expression 2, Persuasion 1**
- Linguist: Academics 3 and any six non-native languages.
- Martial Artist: Brawl 3 **or Weaponry 3**, Athletics 2, Weaponry 1 **or Brawl 1 [cannot be the 3 dot skill previously listed]**
- Occultist: Occult 3, Investigation 2, Academics 1.

- Outdoorsman: Craft 1, Medicine 1, Athletics 1, Survival 3, Animal Ken 1.
- Personal Trainer: Athletics 2 (w/appropriate spec), Medicine 2, Expression 1, Persuasion 1, Intimidation 1
- Professional Chef: Crafts 3 (w/appropriate spec), Weaponry 1, Larceny 1, Empathy 1
- Professional Criminal: Investigation 1, Athletics 1, Brawl 1, Firearms 1, Larceny 2, Stealth 1, Streetwise 1, Subterfuge 1.
- Professional Driver: Drive 3 (w/ spec in certain vehicle type), Crafts 2
- Professional Locksmith: Larceny 3 (spec: lock picking), Crafts 2
- Police: Investigation 2, Science 1, Athletics 1, Brawl 1, Firearms 1, Weaponry 1 (Sp: Tonfa); [Empathy 1 or Intimidation 1 or Streetwise 1].
- Politician, Salesman or Socialite: Empathy 1, Persuasion 1, Politics 1, Socialize 1, Subterfuge 2; Politics 2 for politician; Persuasion 2 for salesman; Socialize 2 for socialite; one appropriate specialization in any of the listed skills.
- Religious leader: Academics 2 (Spec: Religion or theology), Expression 2, Empathy 2
- Scientist: Science 3 (w/spec), Academics 2
- Scout: Survival 3, Investigation 2, Stealth 1
- Sex Trade Specialist: Empathy 1, Socialize 2, Persuasion 2, Expression 1, plus any two of the following: Acting specialty, Subterfuge 1, Streetwise 1, Seduction specialty, Larceny 1, Politics 1.
- Soldier: Athletics 1, Brawl 1, Firearms 2, Survival 1, Weaponry 2, Drive 1
- Therapist: Academics 2, Empathy 2, Medicine 2 (Spec: therapy/psychoanalysis)
- Tradesman: Crafts 3 with two applicable specialties; Science 1; Athletics 1.