

Skill	Default	Attribute	Difficulty	Page
Accounting	IQ-6, Finance-4, Mathematics (Statistics)-5, Merchant-5	IQ	Hard	B174
Acrobatics	DX-6, Aerobatics-4, Aquabatics-4	DX	Hard	B174
Acting	IQ-5, Performance -2, Public Speaking-5	IQ	Average	B174
Administration	IQ-5, Merchant-3	IQ	Average	B174
Aerobatics	DX-6, Acrobatics -4, Aquabatics-4	DX	Hard	B174
Airshipman/TL	IQ-4, see Crewman B185	IQ	Easy	B185
Alchemy/TL	None	IQ	Very Hard	B174
Animal Handling †	IQ-5	IQ	Average	B175
Anthropology †	IQ-6, Paleontology (Paleoanthropology)-2, or Sociology-3	IQ	Hard	B175
Aquabatics	DX-6, Acrobatics -4, Aerobatics-4	DX	Hard	B176
Archaeology	IQ-6	IQ	Hard	B176
Architecture/TL	IQ-5, Engineer (Civil)-4	IQ	Average	B176
Area Knowledge †	IQ-4, Geography (Regional)-3	IQ	Easy	B176
Armoury/TL †	IQ-5, Engineer (same)-4	IQ	Average	B178
Artillery/TL †	IQ-5	IQ	Average	B178
Artist †	IQ-6	IQ	Hard	B179
Astronomy/TL	IQ-6	IQ	Hard	B179
Autohypnosis	Meditation-4	Will	Hard	B179
Axe/Mace	Two-Handed Axe/Mace-3, Polearm-4, Two-Handed Flail-4	DX	Average	B208
Battlesuit/TL	DX-5, NBC Suit-2, Vacc Suit-2, see Environment Suit B192	DX	Average	B192
Beam Weapons/TL †	DX-4	DX	Easy	B179
Bicycling	DX-4, Driving(Motorcycle)-4	DX	Easy	B180
Bioengineering/TL †	Biology-5	IQ	Hard	B180
Biology/TL †	IQ-6, Naturalist-6	IQ	Very Hard	B180
Blind Fighting	Prerequisites: Trained by a Master or Weapon Master	Per	Very Hard	B180
Blowpipe	DX-6	DX	Hard	B180
Boating/TL †	DX-5, IQ-5	DX	Average	B180
Body Control	Prerequisites: Trained by a Master or Weapon Master	HT	Very Hard	B181
Body Language	Detect Lies-4, Psychology-4	Per	Average	B181
Body Sense	DX-6, Acrobatics-3	DX	Hard	B181
Bolas	None	DX	Average	B181
Bow	DX-5	DX	Average	B182
Boxing	None	DX	Average	B182
Brain Hacking Brain Washing	Special {Electronics Operation (Medical)-6, Hypnotism-6, Interrogation-6, Pharmacy-6, Psychology-6, Sugery-6}, see Brainwashing B182	IQ	Hard	B182
Brawling	None	DX	Easy	B182
Breaking Blow	Prerequisites: Trained by a Master or Weapon Master	IQ	Hard	B182
Breath Control	None	HT	Hard	B182
Broadsword	Force-Sword-4, Rapier-4, Saber-4, Shortsword-2, Two-Handed Sword-4	DX	Average	B208
Camouflage	IQ-4, Survival-2	IQ	Easy	B183
Captivate	Prerequisite: Suggest at 12+, see Enthrallment B191	Will	Hard	B191

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Skill	Default	Attribute	Difficulty	Page
Carousing	HT-4	HT	Easy	B183
Carpentry	IQ-4	IQ	Easy	B183
Cartography/TL	IQ-5, Geography (any)-2, Mathematics (Surveying)-2, Navigation (any)-4	IQ	Average	B183
Chemistry/TL	IQ-6, Alchemy-3	IQ	Hard	B183
Climbing	DX-5	DX	Average	B183
Cloak	DX-5, Net-4, Shield (any)-4	DX	Average	B184
Combat Art † Combat Sport †	Combat Art(same)-3, Combat Sport(same)-3, Combat(same)-3	DX	Varies	B184
Computer Hacking/TL	Prerequisite: Computer Programming	IQ	Very Hard	B184
Computer Operation/TL	IQ-4	IQ	Easy	B184
Computer Program- ming/TL	None	IQ	Hard	B184
Connoisseur †	IQ-5 and others	IQ	Average	B185
Cooking	IQ-5, Housekeeping-5	IQ	Average	B185
Counterfeiting/TL	IQ-6, Forgery-2	IQ	Hard	B185
Crewman/TL	IQ-4	IQ	Easy	B185
Criminology/TL	IQ-5, Psychology-4	IQ	Average	B186
Crossbow	DX-4	DX	Easy	B186
Cryptography/TL	Mathematics (Cryptology)-5	IQ	Hard	B186
Current Affairs/TL †	IQ-4, Research-4	IQ	Easy	B186
Dancing	DX-5	DX	Average	B187
Detect Lies	Perception-6, Body Language-4, Psychology-4	Per	Hard	B187
Diagnosis	IQ-6, First Aid-8, Physician-4, Veterinary-5	IQ	Hard	B187
Diplomacy	IQ-6, Politics-6	IQ	Hard	B187
Disguise/TL †	IQ-5, Makeup-3	IQ	Average	B187
Diving Suit/TL	DX-5, Battlesuit-4, NBC Suit-4, Vacc Suit-4, see Environment Suit B192	DX	Average	192
Dreaming	Will-6	Will	Hard	B188
Driving/TL †	DX-5, IQ-5	DX	Average	B188
Dropping	DX-3, Throwing-4	DX	Average	B189
Economics	IQ-6, Finance-3, Market Analysis-5, Merchant-6	IQ	Hard	B189
Electrician/TL	IQ-5, Engineer (Electrical)-3	IQ	Average	B189
Electronics Operation/ TL †	IQ-5, Electronics Repair (same)-5, Engineer (Electronics)-5	IQ	Average	B189
Electronics Repair/TL	IQ-5, Electronics Operation (same)-3, Engineer (Electronics)-3	IQ	Average	B190
Engineer/TL †	Defaults: Special, see B190 Prerequisites: Mathematics (Applied)/TL5+, plus others as noted	IQ	Hard	B190
Enthrallment	Prerequisites: Charisma 1 AND Public Speaking at 12+	Will	Hard	B191
Environment Suit/TL	DX-5 and others	DX	Average	B192
Erotic Art	DX-5 or Acrobatics-5	DX	Average	B192
Escape	DX-6	DX	Hard	B192
Esoteric Medicine	Perception-6	Per	Hard	B192
Exorcism	Will-6, Religious Ritual (any)-3, Ritual Magic (any)-3, Theology (any)-3	Will	Hard	B193
Expert Skill †	None	IQ	Hard	B193
Explosives/TL †	IQ-5 and others	IQ	Average	B194

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Skill	Default	Attribute	Difficulty	Page
Falconry	IQ-5, Animal Handling(Raptors)-3	IQ	Average	B194
Farming/TL	IQ-5, Biology-5, Gardening-3	IQ	Average	B194
Fast-Draw †	None	DX	Easy	B194
Fast-Talk	IQ-5, Acting-5	IQ	Average	B195
Filch	DX-5, Pickpocket-4, Sleight of Hand-4	DX	Average	B195
Finance	Accounting-4, Economics-3, Merchant-6	IQ	Hard	B195
Fire Eating	None	DX	Average	B195
First Aid/TL	IQ-4, Esoteric Medicine, Physician, Veterinary-4	IQ	Easy	B195
Fishing	Perception-4	Per	Easy	B195
Flail	Two-Handed Flail-3, Axe/Mace-4	DX	Hard	B208
Flight	HT-5, Prerequisite: Flight advantage (B56)	HT	Average	B195
Flying Leap	Prerequisites: Trained by a Master or Weapon Master, and both Jumping and Power Blow	IQ	Hard	B196
Force Sword	Broadsword-3, Jitte/Sai-3, Knife-3, Shortsword-3, Two-Handed Sword-3	DX	Average	B208
Force Whip	Kusari-3, Monowire Whip-3, Whip-3	DX	Hard	B209
Forced Entry	None	DX	Easy	B196
Forensics/TL	IQ-6, Criminology-4	IQ	Hard	B196
Forgery/TL	IQ-6, Counterfeiting-2	IQ	Hard	B196
Fortune-Telling †	IQ-5, Fast-Talk-3, Occultism-3	IQ	Average	B196
Forward Observer/TL	IQ-5, Artillery (any)-5 and others	IQ	Average	B196
Free Fall	DX-5, HT-5	DX	Average	B197
Freight Handling/TL	IQ-5	IQ	Average	B197
Gambling	IQ-5, Mathematics (Statistics)-5	IQ	Average	B197
Games †	IQ-4	IQ	Easy	B197
Gardening	IQ-4, Farming-3	IQ	Easy	B197
Garrote	DX-4	DX	Easy	B197
Geography/TL †	IQ-6 and others	IQ	Hard	B198
Geology/TL †	IQ-6, Geography (Physical)-4, Prospecting-5	IQ	Hard	B198
Gesture	IQ-4	IQ	Easy	B198
Group Performance †	IQ-5 and others	IQ	Average	B198
Gunner/TL †	DX-4	DX	Easy	B198
Guns/TL †	DX-4	DX	Easy	B198
Hazardous Materials/TL †	IQ-5	IQ	Average	B199
Heraldry	IQ-5, Savoir-Faire (High Society)-3	IQ	Average	B199
Herb Lore/TL	Prerequisite: Naturalist	IQ	Very Hard	B199
Hidden Lore †	None	IQ	Average	B199
Hiking	HT-5	HT	Average	B200
History †	IQ-6	IQ	Hard	B200
Hobby Skill	DX-4, IQ-4, depending on the controlling attribute	DX or IQ	Easy	B200
Holdout	IQ-5, Sleight of Hand-3	IQ	Average	B200
Housekeeping	IQ-4	IQ	Easy	B200
Hypnotism	None	IQ	Hard	B201
Immovable Stance	Prerequisites: Trained by a Master	DX	Hard	B201
Innate Attack †	DX-4	DX	Easy	B201
Intelligence Analysis/TL	IQ-6, Strategy (any)-6	IQ	Hard	B201
Interrogation	IQ-5, Intimidation-3, Psychology-4	IQ	Average	B202

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Skill	Default	Attribute	Difficulty	Page
Intimidation	Will-5, Acting-3	Will	Average	B202
Invisibility Art	Prerequisites: Trained by a Master, and both Hypnotism and Stealth at 14+	IQ	Very Hard	B202
Jeweler/TL	IQ-6, Smith (Copper)-4, Smith (Lead and Tin)-4	IQ	Hard	B203
Jitte/Sai	Force Sword-4, Main-Gauche-4, Shortsword-3	DX	Average	B208
Judo	None	DX	Hard	B203
Jumping	None	DX	Easy	B203
Karate	None	DX	Hard	B203
Kiai	Prerequisites: Trained by a Master or Weapon Master	HT	Hard	B203
Knife	Force Sword-3, Main-Gauche-3, Shortsword-3	DX	Easy	B208
Knot-Tying	DX-4, Climbing-4, Seamanship-4	DX	Easy	B203
Kusari	Force Whip-3, Monowire Whip-3, Whip-3	DX	Hard	B209
Lance	DX-5 or Spear-3, Prerequisite: Riding	DX	Average	B204
Lasso	None	DX	Average	B204
Law	IQ-6	IQ	Hard	B204
Leadership	IQ-5	IQ	Average	B204
Leatherworking	DX-4	DX	Easy	B205
Lifting	None	HT	Average	B205
Light Walk	Prerequisites: Trained by a Master, and both Acrobatics and Stealth at 14+	DX	Hard	B205
Linguistics	None	IQ	Hard	B205
Lip Reading	Perception-10	Per	Average	B205
Liquid Projector/TL †	DX-4	DX	Easy	B205
Literature	IQ-6	IQ	Hard	B205
Lockpicking/TL	IQ-5	IQ	Average	B206
Machinist/TL	IQ-5, Mechanic (any)-5	IQ	Average	B206
Main-Gauche	Rapier-3, Saber-3, Smallsword-3, Jitte/Sai-4, Knife-4	DX	Average	B208
Makeup/TL	IQ-4, Disguise-2	IQ	Easy	B206
Market Analysis	IQ-6, Economics-5, Merchant-4	IQ	Hard	B207
Masonry	IQ-4	IQ	Easy	B207
Mathematics/TL †	IQ-6	IQ	Hard	B207
Mechanic/TL †	IQ-5, Engineer (same)-4, Machinist-5	IQ	Average	B207
Meditation	Will-6, Autohypnosis-4	Will	Hard	B207
Melee Weapon	Special	DX	Varies	B208
Mental Strength	Prerequisites: Trained by a Master or Weapon Master	Will	Easy	B209
Merchant	IQ-5, Finance-6, Market Analysis-4	IQ	Average	B209
Metallurgy/TL	Chemistry-5, Jeweler-8, Smith (any)-8	IQ	Hard	B209
Meteorology †	IQ-5	IQ	Average	B209
Mimicry †	IQ-6 and others	IQ	Hard	B210
Mind Block	Will-5 or Meditation-5	Will	Average	B210
Monowire Whip	Force Whip-3, Kusari-3, Whip-3	DX	Hard	B209
Mount	DX-5	DX	Average	B210
Musical Composition	Musical Instrument-2, Poetry-2 if song	IQ	Hard	B210
Musical Influence	Prerequisites: Musical Ability 1 and either Musical Instrument or Singing at 12+	IQ	Very Hard	B210
Musical Instrument †	Special	IQ	Hard	B211
Naturalist †	IQ-6, Biology-3	IQ	Hard	B211
Navigation/TL †	Special	IQ	Average	B211

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Skill	Default	Attribute	Difficulty	Page
NBC Suit/TL	DX-5, Battlesuit-2, Vacc Suit-2, see Environment Suit B192	DX	Average	B192
Net	Cloak-5	DX	Hard	B211
Observation	Perception-5, Shadowing-5	Per	Average	B211
Occultism	IQ-5	IQ	Average	B212
Packing	IQ-5, Animal Handling (Equines)-5	IQ	Average	B212
Paleontology/TL †	Biology-4 and others	IQ	Hard	B212
Panhandling	IQ-4, Fast Talk-2, Public Speaking-3	IQ	Easy	B212
Parachuting/TL	DX-4	DX	Easy	B212
Parry Missile Weapons	None	DX	Hard	B212
Performance	IQ-5, Acting-2, Public Speaking-2	IQ	Average	B212
Persuade	None	Will	Hard	B191
Pharmacy/TL †	IQ-6 and others	IQ	Hard	B213
Philosophy †	IQ-6	IQ	Hard	B213
Photography/TL	IQ-5, Electronics Operation (Media)-5	IQ	Average	B213
Physician/TL	IQ-7, First Aid-11, Veterinary-5	IQ	Hard	B213
Physics/TL	IQ-6, Prerequisite: Mathematics (Applied) at TL5+	IQ	Very Hard	B213
Physiology/TL †	IQ-6, Diagnosis-5, Physician-5, Surgery-5	IQ	Hard	B213
Pickpocket	DX-6, Filch-5, Sleight of Hand-4	DX	Hard	B213
Piloting/TL †	IQ-6	DX	Average	B214
Poetry	IQ-5, Writing-5	IQ	Average	B214
Poisons/TL	IQ-6, Chemistry-5, Pharmacy (any)-3, Physician-3	IQ	Hard	B214
Polearm	Spear-4, Staff-4, Two-Handed Axe/Mace-4	DX	Average	B208
Politics	IQ-5, Diplomacy-5	IQ	Average	B215
Power Blow	Prerequisites: Trained by a Master or Weapon Master	Will	Hard	B215
Pressure Points	Esoteric Medicine-4 <i>if cinematic</i> Prerequisites: Trained by a Master or Weapon Master	IQ	Hard	B215
Pressure Secrets	Prerequisites: Trained by a Master and Pressure Points at 16+	IQ	Very Hard	B215
Professional Skill	Special	DX or IQ	Average	B215
Propaganda/TL	IQ-5, Merchant-5, Psychology-4	IQ	Average	B216
Prospecting/TL	IQ-5, Geology (any)-4	IQ	Average	B216
Psychology	IQ-6, Sociology-4	IQ	Hard	B216
Public Speaking	IQ-5, Acting-5, Performance-2, Politics-5	IQ	Average	B216
Push	Prerequisites: Trained by a Master	DX	Hard	B216
Rapier	Main-Gauche-3, Saber-3, Smallsword-3, Broad-sword-4	DX	Average	B208
Religious Ritual †	Ritual Magic (same)-6, Theology (same)-4	IQ	Hard	B217
Research/TL	IQ-5, Writing-3 Prerequisite: Literacy in at least one language (B24) / TL8+ Computer Operation	IQ	Average	B217
Riding †	DX-5, Animal Handling (same)-3	DX	Average	B217
Ritual Magic †	Religious Ritual (same)-6	IQ	Very Hard	B218
Running	HT-5	HT	Average	B218
Saber	Rapier-3, Main-Gauche-3, Smallsword-3, Broad-sword-4, Shortsword-4	DX	Average	B208
Savoir-Faire †	IQ-4 and others	IQ	Easy	B218
Scrounging	Perception-4	Per	Easy	B218

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Skill	Default	Attribute	Difficulty	Page
Scuba/TL	IQ-5, Diving Suit-2, Prerequisite: Swimming	IQ	Average	B219
Seamanship/TL	IQ-4, see Crewman B185	IQ	Easy	B185
Search	Perception-5, Criminology-5	Per	Average	B219
Sewing/TL	DX-4	DX	Easy	B219
Sex Appeal	HT-3	HT	Average	B219
Shadowing	IQ-5, Observation-5, Stealth-4	IQ	Average	B219
Shield †	DX-4	DX	Easy	B220
Shiphandling/TL †	IQ-6 and others, Prerequisites: see B220	IQ	Hard	B220
Shortsword	Broadsword-2, Force Sword-4, Jitte/Sai-3, Knife-4, Saber-4, Smallsword-4, Tonfa-3	DX	Average	B209
Singing	HT-4	HT	Easy	B220
Skating	HT-6	HT	Hard	B220
Skiing	HT-6	HT	Hard	B221
Sleight of Hand	Filch-5	DX	Hard	B221
Sling	DX-6	DX	Hard	B221
Smallsword	Rapier-3, Main-Gauche-3, Saber-3, Shortsword-4	DX	Average	B208
Smith/TL †	IQ-5 and others	IQ	Average	B221
Smuggling	IQ-5	IQ	Average	B221
Sociology	IQ-6, Anthropology-3, Psychology-4	IQ	Hard	B221
Soldier/TL	IQ-5	IQ	Average	B221
Spacer/TL	IQ-4, see Crewman B185	IQ	Easy	B185
Spear	Polearm-4, Staff-2	DX	Average	B208
Spear Thrower	DX-5 or Thrown Weapon (Spear)-4	DX	Average	B222
Speed-Reading	None	IQ	Average	B222
Sports	DX-5 and others	DX	Average	B222
Staff	Polearm-4, Spear-2	DX	Average	B208
Stage Combat	Combat Art or Sport-2, actual combat skill-3, Performance-3	DX	Average	B222
Stealth	DX-5, IQ-5	DX	Average	B222
Strategy †	IQ-6, Intelligence Analysis-6, Tactics-6	IQ	Hard	B222
Streetwise	IQ-5	IQ	Average	B223
Submarine/TL †	IQ-6	DX	Average	B223
Submariner/TL	IQ-4, see Crewman B185	DX	Easy	B185
Suggest	Prerequisite: Persuade 12+	Will	Hard	B191
Sumo Wrestling	None	DX	Average	B223
Surgery/TL	First Aid-12, Physician-5, Physiology-8, Veterinary-5 Prerequisites: First Aid or Physician	IQ	Very Hard	B223
Survival †	Perception-5, Naturalist (same planet)-3	Per	Average	B223
Sway Emotions	Prerequisite: Persuade 12+	Will	Hard	B192
Swimming	HT-4	HT	Easy	B224
Symbol Drawing †	Special	IQ	Hard	B224
Tactics	IQ-6, Strategy (any)-6	IQ	Hard	B224
Teaching	IQ-5	IQ	Average	B224
Teamster †	IQ-5, Animal Handling (same)-4, Riding (same)-2	IQ	Average	B225
Thaumatology	IQ-7, see B225	IQ	Very Hard	B225
Theology †	IQ-6, Religious Ritual (same)-4	IQ	Hard	B226
Throwing	DX-3, Dropping-4	DX	Average	B226
Throwing Art	Prerequisites: Trained by a Master or Weapon Master	DX	Hard	B226

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Skill	Default	Attribute	Difficulty	Page
Thrown Weapon †	DX-4 and others	DX	Easy	B226
Tonfa	Shortsword-3	DX	Average	B209
Tracking	Perception-5, Natuarlist-5	Per	Average	B226
Traps/TL	IQ-5, Lockpicking-3, DX-5 for disarming/resetting	IQ	Average	B226
Two Handed Axe/Mace	Axe/Mace-3, Polearm-4, Two-Handed Flail-4	DX	Average	B208
Two Handed Flail	Flail-3, Kusari-4, Two-Handed Axe/Mace-4	DX	Hard	B208
Two Handed Sword	Broadsword-4, Force Sword-4	DX	Average	B209
Typing	DX-4 and others	DX	Easy	B228
Urban Survival	Perception-5	Per	Average	B228
Vacc Suit/TL	DX-5, Battlesuit-2, NBC Suit-2, see Environment Suit B19	DX	Average	B192
Ventriloquism	None	IQ	Hard	B228
Veterinary/TL	Animal Handling (any)-6, Physician-5, Surgery-5	IQ	Hard	B228
Weather Sense	IQ-5, +2 <i>if in home area</i> , see Meteorology B209			
Weird Science	None	IQ	Very Hard	B228
Whip	Force Whip-3, Kusari-3, Monowire Whip-3	DX	Average	B209
Wrestling	None	DX	Average	B228
Writing	IQ-5	IQ	Average	B228
Zen Archery	Prerequisites: Trained by a Master or Weapon Master, Bow 18+ and Meditation	IQ	Very Hard	B228

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