

Skill Specialties

General Skills

Die	Level	Cost
d2	Incompetent	2
d4	Novice	4
d6	Competent	6

Specialty Skills

Die	Level	Cost
d8	Expert	2
d10	Professional	4
d12	Master	6
d12+d2	Supreme	8
d12+d4	Supreme Master	10

[This is just a handy reference for character generation, listing all the general skills and specialties given in the rulebook in one place, for convenience.]

Animal Handling

animal Training
riding
veterinary
zoology

Artistry

appraisal
cooking
forgery
game designing
painting
photography
poetry
sculpting
writing

Athletics

climbing
contortion
dodge
juggling
jumping
gymnastics
parachuting
parasailing
pole vaulting
riding
running

swimming
weight lifting
individual sport (soccer, baseball etc.)

Covert

camouflage
disable devices
forgery
infiltration
open locks
sabotage
sleight of hand
stealth
streetwise
surveillance

Craft

architecture
blacksmithing
carpentry
cooking
leatherworking
metalworking
pottery
sewing

Discipline

concentration
interrogation
intimidation
leadership
mental resistance
morale

Guns

assault rifles
energy weapons
grenade launchers
gunsmith
machine guns
pistols
rifles
shotguns

Heavy Weapons

artillery
catapults
demolitions
forward observer
mounted guns
repair heavy weapons
rocket launchers
ship's cannons
siege weapons

Influence

administration
barter
bureaucracy
conversation
counseling
interrogation
intimidation
leadership
marketing
persuasion
politics
seduction
streetwise

Knowledge

appraisal
culture
history
law
literature
philosophy
religion
sports

Linguist

(skill specialties are specific languages)

Mechanical Engineering

create mechanical devices
machinery maintenance
mechanical repairs
fix mechanical security systems
plumbing

Medical Expertise

dentistry
forensics
general practice
internal medicine
pharmaceuticals
physiology
psychiatry
rehabilitation
surgery
toxicology
veterinary medicine

Melee Weapon Combat

clubs
knives

melee weaponsmith
nunchaku
pole arms
swords
whips

Perception

deduction
empathy
gambling
hearing
intuition
investigation
read lips
search
sight
smell
tactics
taste
tracking

Performance

acting
dancing
costuming
keyboard instruments
impersonation
mimicry
oratory
percussion instruments
singing
stringed instruments
wind instrument

Pilot

aerial navigation
astrogation
astronomy
astrophysics
space survival
specific types of craft

Planetary Vehicles

aquatic navigation
cars
canoes
equestrian
ground vehicle repair
horse-drawn conveyances
hovercraft
industrial vehicles
land navigation
large ground transports
military combat vehicles
powerboats
sailing

scooters
scuba diving
skiffs
submarines
yachts

Ranged Weapons

blowguns
bows
crossbows
darts
grenade
javelin
ranged
weaponsmith
slings
throwing knives

Scientific Expertise

earth sciences
historical sciences
life sciences
mathematical sciences

Survival

aerial survival
aquatic survival
general navigation
land survival
nature
space survival
specific environment
or condition
survival
tracking
trapping

Technical Engineering

communications systems
computer programming
computer operations
hacking
create/alter technical devices
demolitions
electronics
technical repair
technical security systems

Unarmed Combat

boxing
brawling
judo
karate
kung fu
savate

wrestling

*[Note: I use Scott Metz's "Rules Clarifications", so the Unarmed Combat specialties in my game would be: wrestling
offensive martial arts
defensive martial arts
brawling]*