

Skill	GM roll	Mstry?	Diff?	ABIL	Mat/TIs?	BP	Uni	Prereq	Aids in	Opposed
Acting		X		LKS, CHA	Maybe	4	Y	None	Disguise	Observation
Administration		X		INT, WIS, CHA	X	5		None		
Agriculture		X		WIS	X	2		None		
Animal Empathy			X	WIS, CHA		2		None		
Animal Herding (specific)		X		WIS		1		None		
Animal Husbandry (specific)		X		WIS	X	1	Y	None		
Animal Mimicry		X		WIS		2	Y	None		
Animal Training (specific)		X		INT, WIS		6		Animal Empathy 30+		
Appraisal (specific)	X	X		INT	X	3		None		Forgery
Arcane Lore			X	INT		10		None		
Artistry (KotDT 160)			X	DEX, WIS	X	2		Lit. 51+ for poetry/ prose		
Blacksmithing/Metalworking		X		STR, INT	X	2		None		
Boating		X		WIS		2	Y	None		
Botany		X	X	INT		1		None		
Carpentry/Woodworking		X		INT	X	2		None		
Cartography		X		INT	X	5	Y*	None		
Climbing/Rappelling		X	X	STR, DEX		6	Y	None		
Cooking/Baking		X	X	INT, WIS	X	1		None		
Current Affairs	SOME	X		WIS		2	Y	None		Resist Persuasion
Diplomacy			X	CHA		4	Y	None		Resist Persuasion
Disarm Trap	X			INT, DEX		16		None		
Disguise		X	X	INT, CHA	X	4	Y	None		Observation
Distraction		X		CHA		1	Y	None		Resist Persuasion
Diving Lore			X	WIS		10		None		
Escape Artist				INT, DEX		4	Y	None		Use Rope (if rope is involved)
Fast Talking		X		CHA		2		None		Resist Persuasion
Fire-Building		X		WIS		2	Y	None		
First Aid		X		WIS		4		None		
Forgery	X	X	X	INT, DEX		8		Lit. 35+		Appraisal
Gambling				WIS, CHA		1		None		
Geology		X		INT		2		None		
Glean Information		X	X	INT, WIS, CHA		3	Y	None		Resist Persuasion
Hiding			X	INT, DEX		6	Y	None		Listening or Observation
History, Ancient (specific)				INT		1		Max. Avg. Mastery unless Lit. 20+		
Identify Trap	X			WIS		16		None		
Interrogation		X		WIS, CHA		5	Y	None		Resist Persuasion
Intimidation		X		STR, CHA		2	Y	None	Interrogation	Resist Persuasion
Language (specific)		X		INT		2	Y*	None		
Leatherworking		X		INT, DEX	X	1		None		
Listening	SOME			WIS		6	Y	None		Hiding or Sneaking
Literacy (specific)		X		INT		4		None		
Lock Picking		X		INT, DEX	X	12		None		
Mathematics		X		INT		5		Lit. 30+	Carpentry, Cartography	
Mining		X	X	STR, INT		2		None		
Monster Lore	X	X		INT		5		None		
Musician (HJ 31)		X	X	WIS	X	3		Lit. 53+ (transcription only)		
Observation	SOME	X		WIS		6	Y	None		Acting, Disguise, Hiding, Pick Pocket
Pick Pocket			X	DEX		10	Y	None		Observation
Pottery		X		WIS, DEX	X	1		None		
Read Lips		X		INT		2	Y	None		
Recruiting		X		CHA		3	Y	None		Resist Persuasion
Religion (specific)		X		WIS		3	Y*	None		
Resist Persuasion				WIS		3	Y	None		various
Riddling		X		INT		4		None		
Riding (specific)		X		WIS, DEX		4		None		
Rope Use		X		DEX		2	Y	None		Escape Artist (if rope is involved)
Salesmanship		X		INT, WIS, CHA		8	Y	None		Resist Persuasion
Seduction, Art of		X		LKS, CHA		4	Y	None	Salesmanship	Resist Persuasion
Sneaking	X			DEX		8	Y	None		Listening or Observation
Survival		X	X	WIS, CON		5	Y	None		
Survival, Urban		X	X	WIS, CHA		2		None	Honor	
Swimming		X	X	STR, CON		1		None		
Torture				INT		4	Y	None		Resist Persuasion
Tracking		X	X	WIS		7	Y	None		
Trap Design		X		INT, DEX		20		Mastery <= Disarm Trap Mastery		