

Canon Master Skill Sheet

Skill	Used	Character's Link Modifiers	Character's Skill Level	Cost to raise to next Level
Academics * (Int/Wil)				
Acrobatics (Rfl/Str)				
Acting (Cha/Wil)				
Administration (Cha/Int)				
Animal Handling (Cha/Wil)				
Appraisal (Int/Wil)				
Archery (Dex/Str)				
Artillery (Int/Wil)				
Arts * (Varies)				
Blades (Dex/Rfl)				
Bombing (Dex/Int)				
Boxing (Rfl/Bod)				
Brawling (Rfl/Str)				
Bureaucracy * (Cha/Soc)				
Careers * (Varies)				
Chic (Cha/Soc)				
Climbing (Bod/Dex)				
Communications-Conventional (Int/Wil)				
Communications-HPG (Int/Wil)				
Computer (Int/Wil)				
Computer-Hacking (Int/Wil)				
Computer-Operations (Int/Wil)				
Computer-Programming (Int/Wil)				
Cooking (Int/Wil)				
Cryptography (Edg/Int)				
Deception (Int/Wil)				
Demolitions (Dex/Int)				
Disguise (Dex/Wil)				
Electronic Counter Measures (Int/Wil)				
Engineering (Int/Wil)				
Environmental Combat/Aquatic (Bod/Rfl)				
Environmental Combat/Artic (Bod/Str)				
Environmental Combat/Desert (Str/Wil)				
Environmental Combat/Forest (Bod/Int)				
Environmental Combat/Hostile Environment (Bod/Rfl)				
Environmental Combat/Jungle (Bod/Wil)				
Environmental Combat/Mountain (Str/Bod)				
Environmental Combat/Wilderness (Bod/Wil)				
Escape Artist (Dex/Wil)				
Fast Talk (Cha/Wil)				
First Aid (Dex/Int)				
Forgery (Dex/Int)				
Forward Observer (Int/Edg)				
Free Fall (Rfl/Wil)				
Gambling (Edg/Int)				
Gripper Gloves (Str/Dex)				
Gunnery-Ballistic-Aero (Dex/Rfl)				
Gunnery-Ballistic-Conventional (Dex/Rfl)				
Gunnery-Ballistic-Humanoid (Dex/Rfl)				
Gunnery-Ballistic-Orbital Bombardment (Dex/Rfl)				
Gunnery-Ballistic-Protomech (Dex/Rfl)				
Gunnery-Ballistic-Quad Mech (Dex/Rfl)				

Gunnery-Ballistic-Space (Dex/Rfl)				
Gunnery-Laser-Aero (Dex/Rfl)				
Gunnery-Laser-Conventional (Dex/Rfl)				
Gunnery-Laser-Humanoid (Dex/Rfl)				
Gunnery-Laser-Orbital Bombardment (Dex/Rfl)				
Gunnery-Laser-Protomech (Dex/Rfl)				
Gunnery-Laser-Quad Mech (Dex/Rfl)				
Gunnery-Laser-Space (Dex/Rfl)				
Gunnery-Missile-Aero (Dex/Int)				
Gunnery-Missile-Conventional (Dex/Int)				
Gunnery-Missile-Humanoid (Dex/Int)				
Gunnery-Missile-Orbital Bombardment (Dex/Int)				
Gunnery-Missile-Protomech (Dex/Int)				
Gunnery-Missile-Quad Mech (Dex/Int)				
Gunnery-Missile-Space (Dex/Int)				
Gunsmith (Dex/Int)				
Hunting/Tracking-Humanoids (Int/Wil)				
Hunting/Tracking-Mammals (Int/Wil)				
Interests * (Varies)				
Interrogation (Cha/Wil)				
Intimidation (Bod/Cha)				
Investigation (Int/Wil)				
Jack of Trades (Int/Wil)				
Jump Packs (Int/Rfl)				
Languages * (Cha/Int)				
Leadership (Cha/Wil)				
Linguistics (Int/Wil)				
Marketing (Int/Wil)				
Martial Arts-Aikido (Rfl/Wil)				
Martial Arts-Battlemech (Rfl/Wil)				
Martial Arts-Battlesuit (Rfl/Wil)				
Martial Arts-Gung Fu (Rfl/Wil)				
Martial Arts-Gung Fu-Crane (Rfl/Wil)				
Martial Arts-Gung Fu-Dragon (Rfl/Wil)				
Martial Arts-Gung Fu-Leopard (Rfl/Wil)				
Martial Arts-Gung Fu-Preying Mantis (Rfl/Wil)				
Martial Arts-Gung Fu-Snake (Rfl/Wil)				
Martial Arts-Gung Fu-Tiger (Rfl/Wil)				
Martial Arts-Gung Fu-Wing Chun (Rfl/Wil)				
Martial Arts-Karate (Rfl/Wil)				
Martial Arts-Kenjitsu (Bod/Wil)				
Martial Arts-Military (Rfl/Wil)				
Martial Arts-Ninjitsu (Rfl/Wil)				
Martial Arts-Systema (Bod/Wil)				
Martial Arts-Tae Kwan Do (Rfl/Wil)				
Meditation (Wil/Bod)				
Medtech (Int/Cha)				
Navigation-Air (Int/Wil)				
Navigation-Ground (Int/Wil)				
Navigation-Jump Drive (Int/Wil)				
Navigation-Naval (Int/Wil)				
Navigation-Space (Int/Wil)				
Negotiation (Int/Wil)				
Negotiation/Commercial (Cha/Wil)				
Negotiation/Legal (Cha/Wil)				
Negotiation/Political (Cha/Wil)				
Perception (Int/Wil)				

Pick Pockets (Dex/Ref)				
Piloting-Aerodyne (Dex/Rfl)				
Piloting-Aircraft (Dex/Rfl)				
Piloting-Airship (Dex/Rfl)				
Piloting-Battlemech (Dex/Rfl)				
Piloting-Battlemech-Quad (Dex/Rfl)				
Piloting-Battlesuit (Dex/Rfl)				
Piloting-Hover (Dex/Rfl)				
Piloting-Jump (Dex/Rfl)				
Piloting-Naval (Dex/Rfl)				
Piloting-Protomech (Dex/Rfl)				
Piloting-Rail (Dex/Rfl)				
Piloting-Spheroid (Dex/Rfl)				
Piloting-Submarine (Dex/Rfl)				
Piloting-Tracked (Dex/Rfl)				
Piloting-VTOL (Dex/Rfl)				
Piloting-Wheeled (Dex/Rfl)				
Pistols (Dex/Rfl)				
Poisons and Antidotes (Int/Edg)				
Protocol * (Cha/Soc)				
Pugilism (Dex/Rfl)				
Quickdraw (Dex/Rfl)				
Read Lips (Int/Edg)				
Reconnaissance (Int/Edg)				
Riding (Rfl/Wil)				
Rifles (Dex/Rfl)				
Running (Bod/Rfl)				
Scrounge (Cha/Edg)				
Security Systems (Dex/Int)				
Security Systems- Electronic (Dex/Int)				
Security Systems-Mechanical (Dex/Int)				
Seduction (Cha/Wil)				
Sensor Operations (Int/Wil)				
Shotguns (Dex/Rfl)				
Staffs (Dex/Rfl)				
Stealth (Int/Rfl)				
Strategy (Int/Wil)				
Streetwise * (Cha/Wil)				
Submachine Guns (Dex/Rfl)				
Support Weapons (Bod/Dex)				
Surgery (Dex/Int)				
Surveillance (Int/Edg)				
Survival (Bod/Int)				
Swimming (Bod/Str)				
Tactics-Air (Int/Wil)				
Tactics-Air Support (Int/Wil)				
Tactics-Anti-Battlemech (Int/Wil)				
Tactics-Ground (Int/Wil)				
Tactics-Infantry (Int/Wil)				
Tactics-Mech (Int/Wil)				
Tactics-Naval (Int/Wil)				
Tactics-Protomech (Int/Wil)				
Tactics-Space (Int/Wil)				
Technician-Aeronautics (Dex/Int)				
Technician-Ballistic (Dex/Int)				
Technician-Communications (Dex/Int)				
Technician-Electronics (Dex/Int)				

Technician-Fission (Dex/Int)				
Technician-Fusion (Dex/Int)				
Technician-ICE (Dex/Int)				
Technician-Interplanetary (Dex/Int)				
Technician-Jet (Dex/Int)				
Technician-Jump Drive (Dex/Int)				
Technician-Laser (Dex/Int)				
Technician-Mechanics (Dex/Int)				
Technician-Missile (Dex/Int)				
Technician-Myomer (Dex/Int)				
Technician-Rotor (Dex/Int)				
Technician-Support (Dex/Int)				
Throwing Weapons (Dex/Str)				
Tracking (Int/Wil)				
Training (Cha/Int)				
Whips (Dex/Rfl)				
Zero-Gee Operations (Rfl/Wil)				

“*” Denotes a skill with Player or Gamemaster defined sub-skills

Skills in **Boldface** are difficult skills for the purposes of skill advancement