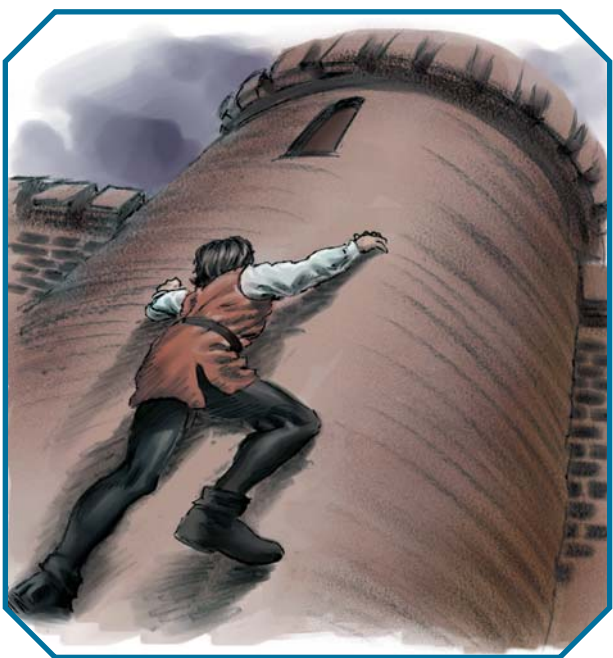


# GURPS<sup>®</sup>

Fourth Edition

## Skill Categories



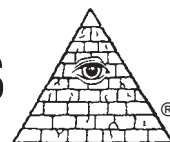
The alphabetical skill list in the *GURPS Basic Set, Fourth Edition* is ideal for looking up specific skills by name . . . but not so handy when you're trying to create a character or a template, and want to select a small handful of suitable skills from among the hundreds of options in the *Basic Set*. This document sorts skills into categories that coincide with likely career paths for adventurers.

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# SKILL CATEGORIES

This document sorts the hundreds of skills in the *GURPS Basic Set* into 25 categories associated with common adventuring activities and areas of knowledge. Players can use it to flesh out character concepts without reading the *Basic Set*'s 55-page skill list from A to Z. The GM can use it when creating new Talents (p. B89), wildcard skills (p. B175), and character templates (p. B445) – all of which require a clear picture of which skills are more-or-less associated with one another.

Each category below opens with a brief explanation of the kinds of skills it covers, and then lists the relevant skills. The following information appears for each skill:

**Skill:** The name of the skill. Skills marked with a † require specialization.

**Attribute:** The skill's controlling attribute or secondary characteristic (see p. B167).

**Difficulty:** The skill's difficulty level (see p. B168) – **E** for Easy, **A** for Average, **H** for Hard, or **VH** for Very Hard. Where different specialties have different difficulties, this is given as **Var.**

**Page:** The page in the *Basic Set* where the skill's full description appears.

Finally, note that these classifications are *suggestions*, not rules. If you disagree with a skill's placement, change it!

## ANIMAL

These skills let the user interact with animals in some way – or, in the case of Mount, let a beast interact with his rider. To study animals in the lab, learn Natural Sciences skills (p. 4) such as Biology/TL, Paleontology/TL, and Physiology/TL.

Skill	Attribute	Difficulty	Page
Animal Handling†	IQ	A	175
Falconry	IQ	A	194
Mimicry (Animal Sounds)	IQ	H	210
Mimicry (Bird Calls)	IQ	H	210
Mount	DX	A	210
Naturalist	IQ	H	211
Packing	IQ	A	212
Riding†	DX	A	217
Teamster†	IQ	A	225
Veterinary/TL	IQ	H	228

## ARTS/ENTERTAINMENT

This list doesn't attempt to answer the thorny question of who's an "artist" and who's an "entertainer." It simply gathers together the professional skills of musicians, visual artists, and screen, stage, and street performers – and the directors and technicians who accompany them – and lets the show go on.

Skill	Attribute	Difficulty	Page
Artist†	IQ	H	179
Connoisseur†	IQ	A	185
Current Affairs/TL (High Culture)	IQ	E	186

### About the Compiler

Eric B. Smith spends his nights working in retail. He has been a *GURPS* player for 11 years now, and has been active in various online *GURPS* discussion groups for over 8 years. He lives in Binghamton, NY with his cat, Fuzzy.

Skill	Attribute	Difficulty	Page
Current Affairs/TL (Popular Culture)	IQ	E	186
Dancing	DX	A	187
Electronics Operation/TL (Media)	IQ	A	189
Fire Eating	DX	A	195
Group Performance†	IQ	A	198
Makeup/TL	IQ	E	206
Mimicry†	IQ	H	210
Musical Composition	IQ	H	210
Musical Instrument†	IQ	H	211
Performance	IQ	A	212
Photography/TL	IQ	A	213
Poetry	IQ	A	214
Singing	HT	E	220
Sleight of Hand	DX	H	221
Stage Combat	DX	A	222
Ventriloquism	IQ	H	228
Writing	IQ	A	228

## ATHLETIC

The skills below are useful to athletes and action heroes alike, as they deal with surmounting physical obstacles and performing feats of strength, speed, and endurance. See pp. B349-357 for rules for such activities.

Skill	Attribute	Difficulty	Page
Acrobatics	DX	H	174
Aerobatics	DX	H	174
Aquatics	DX	H	174
Bicycling	DX	E	180
Body Sense	DX	H	181
Breath Control	HT	H	182
Climbing	DX	A	183
Combat Art†	DX	Var.	184
Combat Sport†	DX	Var.	184
Flight	HT	A	195
Free Fall	DX	A	197
Hiking	HT	A	200
Jumping	DX	E	203
Lifting	HT	A	205
Mount	DX	A	210
Parachuting/TL	DX	E	212
Running	HT	A	218

<i>Skill</i>	<i>Attribute</i>	<i>Difficulty</i>	<i>Page</i>
Scuba/TL	IQ	A	219
Skating	HT	H	220
Skiing	HT	H	221
Sports†	DX	A	222
Swimming	HT	E	224
Throwing	DX	A	226

## BUSINESS

Executives, politicians, speculators, and traders aren't typical "adventurers" . . . but money makes the world go round. A hero who can pull the right strings will find that life is much easier! These skills deal with money and influence. Career businessmen often have Social skills (p. 5) as well.

<i>Skill</i>	<i>Attribute</i>	<i>Difficulty</i>	<i>Page</i>
Accounting	IQ	H	174
Administration	IQ	A	174
Current Affairs/TL (Business)	IQ	E	186
Diplomacy	IQ	H	187
Economics	IQ	H	189
Finance	IQ	H	195
Law†	IQ	H	204
Market Analysis	IQ	H	207
Mathematics/TL (Statistics)	IQ	H	207
Merchant	IQ	A	209
Politics	IQ	A	215
Propaganda/TL	IQ	A	216
Public Speaking	IQ	A	216
Savoir-Faire (High Society)	IQ	E	218

## COMBAT/WEAPON

Combat is deadly and complex enough that each form of armed and unarmed combat merits its own skill. Most adventurers will have at least one of these skills. Professional warriors will know several. For weapon statistics, see pp. B268-281. Combat rules are on pp. B362-417. The unusual abilities of cinematic martial-arts masters are Esoteric skills (p. 3).

### Melee Combat

<i>Skill</i>	<i>Attribute</i>	<i>Difficulty</i>	<i>Page</i>
Axe/Mace	DX	A	208
Boxing	DX	A	182
Brawling	DX	E	182
Broadsword	DX	A	208
Cloak	DX	A	184
Fast-Draw†	DX	E	194
Flail	DX	H	208
Force Sword	DX	A	208
Force Whip	DX	A	209
Garrote	DX	E	197
Jitte/Sai	DX	A	208
Judo	DX	H	203
Karate	DX	H	203
Knife	DX	E	208
Kusari	DX	H	209
Lance	DX	A	204
Main-Gauche	DX	A	208

<i>Skill</i>	<i>Attribute</i>	<i>Difficulty</i>	<i>Page</i>
Monowire Whip	DX	H	209
Parry Missile Weapons	DX	H	212
Polearm	DX	A	208
Rapier	DX	A	208
Saber	DX	A	208
Shield†	DX	E	220
Shortsword	DX	A	209
Smallsword	DX	A	208
Spear	DX	A	208
Staff	DX	A	208
Sumo Wrestling	DX	A	223
Tonfa	DX	A	209
Two-Handed Axe/Mace	DX	A	208
Two-Handed Flail	DX	H	208
Two-Handed Sword	DX	A	209
Whip	DX	A	209
Wrestling	DX	A	228

### Ranged Combat

<i>Skill</i>	<i>Attribute</i>	<i>Difficulty</i>	<i>Page</i>
Artillery/TL†	IQ	A	178
Beam Weapons/TL†	DX	E	179
Blowpipe	DX	H	180
Bolas	DX	A	181
Bow	DX	A	182
Crossbow	DX	E	186
Dropping	DX	A	189
Fast-Draw†	DX	E	194
Gunner/TL†	DX	E	198
Guns/TL†	DX	E	198
Innate Attack†	DX	E	201
Lasso	DX	A	204
Liquid Projector/TL†	DX	E	205
Net	DX	H	211
Sling	DX	H	221
Spear Thrower	DX	A	222
Throwing	DX	A	226
Thrown Weapon†	DX	E	226

## CRAFT

Craft skills deal specifically with doing the work necessary to turn raw materials – cloth, leather, metal, stone, wood, etc. – into finished goods. Complex machines are the realm of Design/Invention (p. 3) and Repair/Maintenance (p. 5) skills.

<i>Skill</i>	<i>Attribute</i>	<i>Difficulty</i>	<i>Page</i>
Artist (Pottery)	IQ	H	179
Artist (Sculpting)	IQ	H	179
Artist (Woodworking)	IQ	H	179
Carpentry	IQ	E	183
Jeweler/TL	IQ	H	203
Leatherworking	DX	E	205
Masonry	IQ	E	207
Sewing/TL	DX	E	219
Smith/TL†	IQ	A	221

## CRIMINAL/STREET

Members of any profession might sell their skills for a dishonest buck, but a few skills are common among criminals and

rarely learned by honest folk. These often overlap Police (p. 5) and Spy (p. 6) skills. In some times and places, being trained in the technological skills on this list may be a Secret (p. B152) for anyone but a government agent.

<i>Skill</i>	<i>Attribute</i>	<i>Difficulty</i>	<i>Page</i>
Carousing	HT	E	183
Climbing	DX	A	183
Computer Hacking/TL	IQ	VH	184
Counterfeiting/TL	IQ	H	185
Disguise/TL†	IQ	A	187
Electronics Operation/TL (Security)	IQ	A	189
Escape	DX	H	192
Explosives/TL (Demolition)	IQ	A	194
Fast-Talk	IQ	A	195
Filch	DX	A	195
Forced Entry	DX	E	196
Forgery/TL	IQ	H	196
Gambling	IQ	A	197
Holdout	IQ	A	200
Intimidation	Will	A	202
Lockpicking/TL	IQ	A	206
Observation	Per	A	211
Panhandling	IQ	E	212
Pickpocket	DX	H	213
Poisons/TL	IQ	H	214
Savoir-Faire (Mafia)	IQ	E	218
Scrounging	Per	E	218
Shadowing	IQ	A	219
Sleight of Hand	DX	H	221
Smuggling	IQ	A	221
Stealth	DX	A	222
Streetwise	IQ	A	223
Traps/TL	IQ	A	226
Urban Survival	Per	A	228

## DESIGN/INVENTION

These skills deal with conceiving new artifacts and technology; see pp. B473-479. Use Architecture/TL for buildings, Bioengineering/TL for biotech, Computer Programming/TL for software, Engineer/TL for machines, and Pharmacy/TL for drugs. Maintaining technology calls for Repair/Maintenance skills (p. 5); using it generally requires Combat/Weapon (p. 2), Technical (p. 6), or Vehicle (p. 7) skills.

<i>Skill</i>	<i>Attribute</i>	<i>Difficulty</i>	<i>Page</i>
Architecture/TL	IQ	A	176
Bioengineering/TL†	IQ	H	180
Computer Programming/TL	IQ	H	184
Engineer/TL†	IQ	H	190
Pharmacy/TL†	IQ	H	213
Weird Science	IQ	VH	228

## ESOTERIC

Esoteric skills let the user direct bioenergy, chi, psi, or another force that originates within his mind or body. They are to skills as exotic and supernatural advantages are to advantages. The GM decides which Esoteric skills exist in his campaign. He may require prerequisite advantages, such as Trained By A

Master, even for skills that don't specifically list such requirements.

<i>Skill</i>	<i>Attribute</i>	<i>Difficulty</i>	<i>Page</i>
Autohypnosis	Will	H	179
Blind Fighting	Per	VH	180
Body Control	HT	VH	181
Breaking Blow	IQ	H	182
Dreaming	Will	H	188
Enthrallment†	Will	H	191
Esoteric Medicine	Per	H	192
Flying Leap	IQ	H	196
Immovable Stance	DX	H	201
Invisibility Art	IQ	VH	202
Kiai	HT	H	203
Light Walk	DX	H	205
Meditation	Will	H	207
Mental Strength	Will	E	209
Mind Block	Will	A	210
Musical Influence	IQ	VH	210
Power Blow	Will	H	215
Pressure Points	IQ	H	215
Pressure Secrets	IQ	VH	215
Push	DX	H	216
Throwing Art	DX	H	226
Zen Archery	IQ	VH	228

## EVERYMAN

Most of these skills fall into other categories, too. What they have in common is that in cultures and TLs where they exist at all, almost everyone will know two or three of them – including any hero who didn't grow up under a rock!

<i>Skill</i>	<i>Attribute</i>	<i>Difficulty</i>	<i>Page</i>
Area Knowledge†	IQ	E	176
Computer Operation/TL	IQ	E	184
Cooking	IQ	A	185
Current Affairs/TL†	IQ	E	186
First Aid/TL	IQ	E	195
Housekeeping	IQ	E	200
Knot-Tying	DX	E	203
Savoir-Faire (Servant)	IQ	E	218
Sewing/TL	DX	E	219
Typing	DX	E	228
Weather Sense	IQ	A	209

## KNOWLEDGE

These skills represent knowledge of an activity, place, group of people, or body of research. They needn't be obscure; you could find hundreds of people with Area Knowledge (U.S.A.), Games (Card Games), and Professional Skill (Plumber) in downtown New York! Expert Skills are by definition arcane, though, and Hidden Lore might even require an Unusual Background (p. B96).

<i>Skill</i>	<i>Attribute</i>	<i>Difficulty</i>	<i>Page</i>
Area Knowledge†	IQ	E	176
Connoisseur†	IQ	A	185
Current Affairs/TL†	IQ	E	186
Expert Skill†	IQ	H	193
Games†	IQ	E	197

<i>Skill</i>	<i>Attribute</i>	<i>Difficulty</i>	<i>Page</i>
Heraldry	IQ	A	199
Hidden Lore†	IQ	A	199
Hobby†	DX or IQ	E	200
Professional Skill†	DX or IQ	A	215
Savoir-Faire†	IQ	E	218

## MEDICAL

Medical skills are for treating injury and affliction; see pp. B423-425. They are the job skills of medical professionals – doctors, nurses, psychiatrists, etc. – and first responders such as army medics and paramedics. In some settings, barbers, herbalists, midwives, and even torturers will know some of these skills.

<i>Skill</i>	<i>Attribute</i>	<i>Difficulty</i>	<i>Page</i>
Diagnosis/TL	IQ	H	187
Electronics Operation/TL (Medical)	IQ	A	189
Esoteric Medicine	Per	H	192
Expert Skill (Epidemiology)	IQ	H	193
First Aid/TL	IQ	E	195
Hypnotism	IQ	H	201
Pharmacy/TL†	IQ	H	213
Physician/TL	IQ	H	213
Physiology/TL	IQ	H	213
Poisons/TL	IQ	H	214
Psychology	IQ	H	216
Surgery/TL	IQ	VH	223
Veterinary/TL	IQ	H	228

## MILITARY

Military forces often have members with every skill imaginable, but a few skills are rare outside the armed services. The GM may make Military Rank (p. B30) or Security Clearance (p. B82) a prerequisite for certain technological skills on this list. Most military personnel also know Combat/Weapon skills (p. 2) and a few Technical (p. 6) and Vehicle (p. 7) skills.

<i>Skill</i>	<i>Attribute</i>	<i>Difficulty</i>	<i>Page</i>
Armoury/TL†	IQ	A	178
Brainwashing/TL	IQ	H	182
Camouflage	IQ	E	183
Cryptography/TL	IQ	H	186
Electronics Operation/TL (Electronic Warfare)	IQ	A	189
Electronics Repair/TL (Electronic Warfare)	IQ	A	190
Expert Skill (Military Science)	IQ	H	193
Explosives/TL†	IQ	A	194
Forward Observer/TL	IQ	A	196
Intelligence Analysis/TL	IQ	H	201
Interrogation	IQ	A	202
Leadership	IQ	A	204
NBC Suit/TL	DX	A	192
Observation	Per	A	211
Parachuting/TL	DX	E	212
Propaganda/TL	IQ	A	216
Savoir-Faire (Military)	IQ	E	218

<i>Skill</i>	<i>Attribute</i>	<i>Difficulty</i>	<i>Page</i>
Scuba/TL	IQ	A	219
Soldier/TL	IQ	A	221
Strategy†	IQ	H	222
Tactics	IQ	H	224
Traps/TL	IQ	A	226

## NATURAL SCIENCES

These skills attempt to explain the natural world, from subatomic particles to galaxies. Those who study manmade artifacts have Design/Invention skills (p. 3), those who study medicine have Medical skills (above), and those who study the cultures of sapient beings have Social Sciences/Humanities skills (p. 6).

<i>Skill</i>	<i>Attribute</i>	<i>Difficulty</i>	<i>Page</i>
Alchemy/TL	IQ	VH	174
Astronomy/TL	IQ	H	179
Biology/TL†	IQ	VH	180
Chemistry/TL	IQ	H	183
Expert Skill (Epidemiology)	IQ	H	193
Expert Skill (Hydrology)	IQ	H	193
Expert Skill (Natural Philosophy)	IQ	H	193
Geology/TL†	IQ	H	198
Mathematics/TL†	IQ	H	207
Metallurgy/TL	IQ	H	209
Meteorology/TL†	IQ	A	209
Naturalist	IQ	H	211
Paleontology/TL†	IQ	H	212
Physics/TL	IQ	VH	213
Physiology/TL	IQ	H	213

## OCCULT/MAGICAL

Occult/Magical skills deal with gods, magic, spirits, and similar otherworldly forces. They are the professional skills of priests, shamans, and wizards – any of whom might also learn spells or other working magic. Unusual forces that originate *within* the user are the focus of Esoteric skills (p. 3).

<i>Skill</i>	<i>Attribute</i>	<i>Difficulty</i>	<i>Page</i>
Alchemy/TL	IQ	VH	174
Exorcism	Will	H	193
Expert Skill (Psionics)	IQ	H	193
Herb Lore/TL	IQ	VH	199
Hidden Lore (Demon Lore)	IQ	A	199
Hidden Lore (Faerie Lore)	IQ	A	199
Hidden Lore (Spirit Lore)	IQ	A	199
Occultism	IQ	A	212
Religious Ritual†	IQ	H	217
Ritual Magic†	IQ	VH	218
Symbol Drawing†	IQ	H	224
Thaumatology	IQ	VH	225

## OUTDOOR/EXPLORATION

Heroes often travel vast distances, living off the land and pushing back the frontiers. The skills below are useful for these purposes and common among explorers, pioneers, prospectors, and rangers. Most outdoorsmen also know Animal (p. 1) or

Vehicle (p. 7) skills: Riding for their horse, Boating for their canoe, and so forth.

<i>Skill</i>	<i>Attribute</i>	<i>Difficulty</i>	<i>Page</i>
Camouflage	IQ	E	183
Cartography	IQ	A	183
Climbing	DX	A	183
Fishing	Per	E	195
Hiking	HT	A	200
Mimicry (Animal Sounds)	IQ	H	210
Mimicry (Bird Calls)	IQ	H	210
Naturalist	IQ	H	211
Navigation/TL†	IQ	A	211
Prospecting/TL	IQ	A	216
Scuba/TL	IQ	A	219
Skating	HT	H	220
Skiing	HT	H	221
Survival†	Per	A	223
Swimming	HT	E	224
Tracking	Per	A	226
Weather Sense	IQ	A	209

## PLANT

These skills deal with growing things. Unlike Animal skills (p. 1), this category includes both lab study and practical skills. Not every botanist is a farmer, but since plants aren't free-willed, theory isn't too far removed from practice.

<i>Skill</i>	<i>Attribute</i>	<i>Difficulty</i>	<i>Page</i>
Biology/TL†	IQ	VH	180
Farming/TL	IQ	A	194
Gardening	IQ	E	197
Herb Lore/TL	IQ	VH	199
Naturalist	IQ	H	211
Paleontology/TL (Paleobotany)	IQ	H	212
Pharmacy/TL (Herbal)	IQ	H	213

## POLICE

Day-to-day police work mostly involves Social skills (below), but officers also learn skills that are rare outside the underworld (Criminal/Street skills, p. 2), military (Military skills, p. 4), or intelligence agencies (Spy skills, p. 6). The GM may make Legal Enforcement Powers (p. B65) or Police Rank (p. B30) a prerequisite for the technological skills below. See also Combat/Weapon (p. 2) and Vehicle (p. 7) skills.

<i>Skill</i>	<i>Attribute</i>	<i>Difficulty</i>	<i>Page</i>
Body Language	Per	A	181
Criminology/TL	IQ	A	186
Detect Lies	Per	H	187
Diplomacy	IQ	H	187
Electronics Operation/TL (Surveillance)	IQ	A	189
Explosives/TL (Explosive Ordnance Disposal)	IQ	A	194
Forced Entry	DX	E	196
Forensics/TL	IQ	H	196
Intelligence Analysis/TL	IQ	H	201
Interrogation	IQ	A	202
Intimidation	Will	A	202

<i>Skill</i>	<i>Attribute</i>	<i>Difficulty</i>	<i>Page</i>
Law†	IQ	H	204
Lockpicking/TL	IQ	A	206
Observation	Per	A	211
Savoir-Faire (Police)	IQ	E	218
Search	Per	A	219
Shadowing	IQ	A	219
Stealth	DX	A	222
Streetwise	IQ	A	223
Tactics	IQ	H	224
Urban Survival	Per	A	228

## REPAIR/MAINTENANCE

These skills cover installing, repairing, and modifying electrical or mechanical devices. Inventing such things requires Design/Invention skills (p. 3); using them calls for Technical skills (p. 6). To work with raw materials instead of manufactured gadgets, learn Craft skills (p. 2).

<i>Skill</i>	<i>Attribute</i>	<i>Difficulty</i>	<i>Page</i>
Armoury/TL†	IQ	A	178
Electrician/TL	IQ	A	189
Electronics Repair/TL†	IQ	A	190
Machinist/TL	IQ	A	206
Mechanic/TL†	IQ	A	207

## SCHOLARLY

Skills relevant to reading, writing, research, and lecturing are common among sages, professors, and other learned folk. A scholar might know any or all of the skills below, if they exist in his world. These usually accompany skills from the Design/Invention (p. 3), Natural Sciences (p. 4), Occult/Magical (p. 4), and Social Sciences/Humanities (p. 6) groups.

<i>Skill</i>	<i>Attribute</i>	<i>Difficulty</i>	<i>Page</i>
Computer Operation/TL	IQ	E	184
Expert Skill†	IQ	H	193
Literature	IQ	H	205
Public Speaking	IQ	A	216
Research/TL	IQ	A	217
Speed-Reading	IQ	A	222
Teaching	IQ	A	224
Typing	DX	E	228
Writing	IQ	A	228

## SOCIAL

Social skills all involve one individual or group trying to relate to another. Some are basically "hands off" (e.g., using Current Affairs (People) or Heraldry to recognize someone famous). Others – notably the Influence skills discussed on p. B359 – actively seek to affect others' actions or emotions.

<i>Skill</i>	<i>Attribute</i>	<i>Difficulty</i>	<i>Page</i>
Acting	IQ	A	174
Administration	IQ	A	174
Body Language	Per	A	181
Carousing	HT	E	183
Connoisseur†	IQ	A	185
Current Affairs/TL†	IQ	E	186
Detect Lies	Per	H	187

<i>Skill</i>	<i>Attribute</i>	<i>Difficulty</i>	<i>Page</i>
Diplomacy	IQ	H	187
Erotic Art	DX	A	192
Fast-Talk	IQ	A	195
Fortune-Telling†	IQ	A	196
Gambling	IQ	A	197
Gesture	IQ	E	198
Heraldry	IQ	A	199
Intimidation	Will	A	202
Leadership	IQ	A	204
Merchant	IQ	A	209
Panhandling	IQ	E	212
Politics	IQ	A	215
Propaganda/TL	IQ	A	216
Public Speaking	IQ	A	216
Savoir-Faire†	IQ	E	218
Sex Appeal	HT	A	219
Streetwise	IQ	A	223
Teaching	IQ	A	224

## SOCIAL SCIENCES/HUMANITIES

These skills study the “world of the mind”: the behavior, beliefs, civilizations, and social systems of intelligent beings. They might analyze the past, try to understand the present, or attempt to predict future behavior. The systematic study of the natural world is covered by Natural Sciences skills (p. 4).

<i>Skill</i>	<i>Attribute</i>	<i>Difficulty</i>	<i>Page</i>
Anthropology†	IQ	H	175
Archaeology	IQ	H	176
Cartography	IQ	A	183
Criminology/TL	IQ	A	186
Economics	IQ	H	189
Expert Skill (Egyptology)	IQ	H	193
Expert Skill (Political Science)	IQ	H	193
Expert Skill (Thanatology)	IQ	H	193
Expert Skill (Xenology)	IQ	H	193
Geography/TL†	IQ	H	198
History†	IQ	H	200
Law†	IQ	H	204
Linguistics	IQ	H	205
Literature	IQ	H	205
Paleontology/TL (Paleoanthropology)	IQ	H	212
Philosophy†	IQ	H	213
Psychology	IQ	H	216
Sociology	IQ	H	221
Theology†	IQ	H	226

## SPY

Spy skills cover the specialized “tradecraft” of intelligence and security officers. They blur into Criminal/Street (p. 2), Military (p. 4), and Police (p. 5) skills – all of which are common among spies with suitable backgrounds. Rank (p. B29) or Security Clearance (p. B82) is often a prerequisite for certain technological skills on this list. Cinematic spies will also know Combat/Weapon skills (p. 2)!

<i>Skill</i>	<i>Attribute</i>	<i>Difficulty</i>	<i>Page</i>
Acting	IQ	A	174
Body Language	Per	A	181
Brainwashing/TL	IQ	H	182
Computer Hacking/TL	IQ	VH	184
Cryptography/TL	IQ	H	186
Detect Lies	Per	H	187
Disguise/TL†	IQ	A	187
Electronics Operation/TL (Electronic Warfare)	IQ	A	189
Electronics Operation/TL (Security)	IQ	A	189
Electronics Operation/TL (Surveillance)	IQ	A	189
Escape	DX	H	192
Expert Skill (Computer Security)	IQ	H	193
Fast-Talk	IQ	A	195
Filch	DX	A	195
Forced Entry	DX	E	196
Forgery/TL	IQ	H	196
Holdout	IQ	A	200
Intelligence Analysis/TL	IQ	H	201
Interrogation	IQ	A	202
Lip Reading	Per	A	205
Lockpicking/TL	IQ	A	206
Observation	Per	A	211
Photography/TL	IQ	A	213
Poisons/TL	IQ	H	214
Propaganda/TL	IQ	A	216
Research/TL	IQ	A	217
Search	Per	A	219
Shadowing	IQ	A	219
Smuggling	IQ	A	221
Stealth	DX	A	222

## TECHNICAL

These skills cover the operation of specialized technology other than vehicles (which use Vehicle skills, p. 7). They are common among those trained in Military (p. 4), Police (p. 5), and Spy (above) skills – which heavily overlap this category – and those with Design/Invention (p. 3), Medical (p. 4), and Natural Sciences (p. 4) skills (and their assistants).

<i>Skill</i>	<i>Attribute</i>	<i>Difficulty</i>	<i>Page</i>
Battlesuit/TL	DX	A	192
Computer Operation/TL	IQ	E	184
Diving Suit/TL	DX	A	192
Electronics Operation/TL†	IQ	A	189
Explosives/TL†	IQ	A	194
Freight Handling/TL	IQ	A	197
Hazardous Materials/TL†	IQ	A	199
Lockpicking/TL	IQ	A	206
Mathematics/TL (Surveying)	IQ	H	207
Navigation/TL†	IQ	A	211
NBC Suit/TL	DX	A	192
Parachuting/TL	DX	E	212
Photography/TL	IQ	A	213
Scuba/TL	IQ	A	219
Typing	DX	E	228
Vacc Suit/TL	DX	A	192

## VEHICLE

Vehicle skills cover the training needed to operate anything from a covered wagon to a starship – including steering the thing, basic maintenance, loading cargo, and plotting courses. Specialist crew will possess other skills: Technical skills (p. 6) for radiomen and sensor operators, Repair/Maintenance skills (p. 5) for engineers, Combat/Weapon skills (p. 2) for gunners and marines, and so forth.

<i>Skill</i>	<i>Attribute</i>	<i>Difficulty</i>	<i>Page</i>
Airshipman/TL	IQ	E	185
Battlesuit/TL	DX	A	192
Bicycling	DX	E	180
Boating/TL†	DX	A	180
Driving/TL†	DX	A	188
Freight Handling/TL	IQ	A	197
Navigation/TL†	IQ	A	211
Piloting/TL†	DX	A	214
Seamanship/TL	IQ	E	185
Shiphandling/TL†	IQ	H	220
Spacer/TL	IQ	E	185
Submarine/TL†	DX	A	223
Submariner/TL	IQ	E	185
Teamster†	IQ	A	225



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