

APPENDIX 2 – ADVANTAGE LISTINGS

This alphabetical listing of advantages gives point costs and page references. Every effort has been made to ensure these listings are reasonably complete. Very world-specific advantages that are not included in this book appear here as well. See the given page reference(s) for details.

Name

The name of the advantage, identical to the name given in the relevant supplement. *Classes* of particularly world-specific advantages have been grouped under single entries, such as “Cybernetic Implants,” “Garou Gifts,” “Robotics,” and “Vampiric Disciplines.” See the advantage description for details.

Cost

The cost of the advantage in character points. A “+” means that there are advanced forms of the advantage that cost more (“30+” means “30 points or more”). Smoothly-varying point *ranges* are indicated with a hyphen (“1-10” means “any value from 1 to 10 points”). Costs of advantages that can be bought in several, equally-expensive *levels* are indicated with “/level” (“10/level” means “ten points per level”). Costs of advantages with several levels of varying cost are given in the form of *cumulative* level costs, separated by slashes (“15/25/35” means level 1 costs 15 points,

level 2 costs a total of 25 points and level 3 costs a total of 35 points). Advantages with “Variable” cost have more detailed cost schemes – see the advantage description.

Page Reference

The first number listed indicates the “official” version of the advantage. If no letter appears before the number, it refers to a page in this book. Otherwise, the advantage is either listed in the *Basic Set*, or is genre-specific and not included in this book. See *Appendix 1* for the meaning of the abbreviations. If multiple references are given, it is because the descriptions contain *different* information, all of which may be useful to the reader.

Name	Cost	Page Reference
360-Degree Vision	25	68, SU35, U19
3D Spatial Sense	10	31, S33
Absolute Direction	5	B19
Absolute Timing	5	B19
Absorption	Variable	49
Academic Status	5/level	IOU18
Acceleration Tolerance	10	19
Acute Faz	2/level	55
Acute Hearing	2/level	B19
Acute Taste and Smell	2/level	B19
Acute Vision	2/level	B19
Administrative Rank	5/level	19
Alcohol Tolerance	5	19
Alertness	5/level	B19
Ally	Variable	B23
Ally (Unwilling)	Variable	19
Ally Group	Variable	19
Ally Group (Unwilling)	Variable	20
Altered Time Rate	100/level	49, SU35
Alternate Identity	15/5	20
Ambidexterity	10	B19
Amphibious	10	49, SU36
Animal Empathy	5	B19
Animal Form	100	33
Appearance	Variable	B15
Arcane	10/level	MTA44
Arete	Variable	MTA44
Armor Plates	59	57
Autotrance	5	20
Avatar	15/level	MTA44
Awareness	15/35	33, MTA44
Bardic Immunity	10	21, RH6
Beast-Kin	15	21
Being of Pure Thought	290	34
Bioelectric Shock	10	50, RO78
Bionics	Variable	CY30, RP26/13
Bioplas Dermal Armor	45	SA30
Bite	30+	50
Blessed	10/20	34, R93
Blood Healing	25	VTM58
Body of Air	50	50
Body of Earth	40	50
Body of Fire	5/level	50
Body of Ice	25	50
Body of Metal	9/level	50
Body of Stone	8/level	51, SU37
Body of Water	40	51
Bouncing	12/level	51
Brachiator	5	51, U17
Breath Holding	2/level	21, SU37
Breathe Fire	20	72
Broadcast	3/level	51
Carapace	56	57
Cast Iron Stomach	15	51, U17
Cat's Nine Lives	5	FB112
Catfall	10	51, SU37
Chameleon	7/level	51, SU37
Channeling	10	34
Charisma	5/level	B19
Chronolocation	15	21

Name	Cost	Page Reference
Claim to Hospitality	1-10	21
Claws	15/40/55	67, SU76
Clerical Investment	5/level	22, B19, R92
Clerical Magic	Variable	35
Client	Variable	U31
Clinging	25	51, SU38
Collected	5	22
Combat Reflexes	15	B20
Common Sense	10	B20
Compartmentalized Mind	50/level	52
Composed	5	22
Constriction Attack	15	52, SU75, BE102
Contacts	Variable	22
Cool (Natural Attack)	15	72
Cool (Quirk)	1	23
Costume	15	52
Courtesy Rank	1/level	23
Cultural Adaptability	25	23
Cybernetic Implants	Variable	CY29, RP19/7
Damage Resistance	Variable	52, SU38
Dampen	15	72
Danger Sense	15	B20
Daredevil	15	23
Dark Vision	25	52
Deafen	15	72, U25
Decreased Life Support	10	52
Deep Sleeper	5	23
Delirium	100	WTA55
Destiny	Variable	35
Destiny	5/level	MTA45
Diplomatic Immunity	20	24, IST30
Discriminatory Smell	15	52, SU38
Discriminatory Taste	10	53
Disease-Resistant	5	24
Divination Talent	5	36
Divine Favor	Variable	36
Doesn't Breathe	20	53, SU39, VTM59
Doesn't Eat/Drink	10	53, SU39
Doesn't Sleep	20	53, SU39
Dominance	5+	53
Double-Jointed	5	B20
Dream	3/level	MTA45
Drug Factory	Variable	53, RO78
Duplication	75/copy	53
Early Maturation	5/level	53
Eidetic Memory	30/60	B20
Eidetic Sense of Smell	10	BB22
Elastic Skin	20	53
Empathy	15	B20
Enhanced Block	6	24
Enhanced Dodge	15	24
Enhanced Move	10/level	54
Enhanced Parry	6/10	24
Enhanced ST	Variable	7, SU39
Enhanced Time Sense	45	54, MTA46
Extended Lifespan	5/level	54
Extra Arm Length	10/hex	54, SU75, U21
Extra Arms	Variable	54, SU74, U20
Extra Encumbrance	5	54
Extra Fatigue	3/level	24

Name	Cost	Page Reference
Extra Flexibility	5/10	55, SU75
Extra Gnosis	8/level	WTA56
Extra Hit Points	5/level	24
Extra Humanity	5/level	VTM69
Extra Legs	Variable	55
Extra Life	25	36
Extra Rage	4/level	WTA56
Extra Stun	Variable	24
Faerie Empathy	10	36
Faith Healing	30	36
Familiar	Variable	37
Fashion Sense	5	24, VTM59
Favor	Variable	25
Faz Sense	10	55, HU39
Fearlessness	2/level	25
Field Sense	10	55, U18
Filter Lungs	5	56
Fit	5	25
Flash	15	72, U25
Flexibility	15	56, SU40
Flight	40	56, SU40
Fugue	50	38
Full Coordination	50/attack	56, SU40
Fur	4	56, RO79
G-Experience	10	25
Gadgeteer	25/50	25, SU14
Garou Gifts	Variable	WTA114
Generation	Variable	VTM59
Gesa	Variable	CM55
Ghost	100/130	VO55
Gills	10	56, SU40
Gizmos	5/10/15	124, SU72
Gliding	20	56, U18
Group Skill Bonus	Variable	177
Growth	10/level	56
Guardian Spirit	Variable	OW29
Hard to Kill	5/level	25
Harmony with the Tao	20	38, MAA100
Healing	25	57
Health/Life Insurance	0	IOU18
Heavy Scales	28	57, U27
Heir	5	25
Hermaphromorph	2	57
Heroic ST	Variable	57
Hide	28	57
High Pain Threshold	10	B20
High Technology	Variable	26, U18
Higher Purpose	5	26
Horns	Variable	67, U25
Honor Student	3	IOU18
Hyperactive	30	57
Hyper-Reflexes	15	58, RO79
Hyper-Strength	30	58, RO79
Hyperflight	50/75	57
Ice Clinging	10	52, A14
Ice Skates	5	58, SU41
Illuminated	60	38
Illusion	20	72, U26
Image	20	72
Immortality	140	58, SU41
Immunity to Disease	10	B20
Immunity to Paradox	50	MTA46
Immunity to Poison	15	58, SU41
Immunity to the Delirium	25	MTA46, WTA57
Immunity to Timesickness	Variable	26
Imperturbable	10	26
Improved G-Tolerance	5 to 25	26
In-Between Invulnerability	60	VO99
Increased Density	5/level	58
Increased Speed	25/level	26, SU41
Independently Focusable Eyes	15	58, SU41
Infravision	15	58
Inherent Magic (Knacks)	Variable	38, M96
Initiate Powers	Variable	VO58
Initiation	Variable	VO55, 58
Injury Tolerance	Variable	58
Insubstantiability	80	59, SU42
Interface Jack	10	26, U87
Intuition	15	B20
Intuitive Mathematician	25	26

Name	Cost	Page Reference
Invisibility	40	59, SU42
Invisibility to Machines	20	59
Invulnerability	Variable	59, SU42
Iron Hand	10/15	26
IST Membership	65+5/Rank	IST29, SU97
Jock	8	IOU18
Karmic Ties	Variable	39, WW58
Kindred Advantages	Variable	VC14
Knacks	Variable	38, M96
Knighthood	Variable	CA7
Language Talent	2/level	B20
Laser	25	73
Legal Enforcement Powers	5/10/15	B21
Legal Immunity	5 to 20	27
Lensman	100	L28
Less Sleep	3/level	27
Light Hangover	2	27
Lightning	20	73, U26
Lightning Calculator	5	B21
Limited Magery (Dance)	8/13/18	39
(Dark-Aspected)	8/13/18	39
(Moon-Aspected)	8/13/18	39
(Musical)	8/13/18	39
(One-College)	10/16/22	39
(Solitary)	10/16/22	40
(Song)	10/16/22	40
(Star-Aspected)	8/13/18	40
(Sun-Aspected)	8/13/18	40
Literacy	Variable	B21
Longevity	5	B21
Luck	15/30	B21
Lunar Influence	5	39
Lycanthropic Dominance	35	60
Magic Resistance	2/level	B21, M104
Magical Aptitude	15/25/35	B21, M103
Magnetic Sense	5/level	60
Mana Damper	5+	40
Mana Enhancer	25+	40
Manual Dexterity	3/level	27
Martial Arts Styles	Variable	MA24, MAA112
Mathematical Ability	10	B22
Matter Surfing	30	60
Mechanical Telepathy	120	27
Medium	10	41
Metabolism Control	5/level	60, U18
Microscopic Vision	4/level	60, SU43
Military Rank	5/level	B22
Mimicry	15	60
Mindlink	1/level	41
Mindshare	Variable	60
Mode Training	10	WAC56
Modified Arm DX	Variable	61, SU75
Modified Arm ST	Variable	61, SU74
Morph	40	61, FF28
Move Through Ice	10	62
Mucous Skin	0	U27
Multimillionaire	25/level	27
Multiple Forms	5/additional form	62
Mundanity	5/level	IOU19
Musical Ability	1/level	B22
Mythos Awareness	5 or 15	CT47
Nanomorphics	Variable	RO71
Natural Spellcasting	15	41
Neural Cyberdeck Interface	Variable	27, CT32, CW121
Nictating Membrane	10/level	62, SU43
Night Vision	10	B22
No Hangover	5	28
Node	Variable	MTA46
Non-Reciprocal Damage	30	41
Oracle	15	42
Oxygen Storage	14	62
Panimmunity	2/5/10	28, TE117
Parabolic Hearing	4/level	62, SU43
Passive Defence	25/level	63, SU44
Patron	Variable	B24
Patron (Secret)	Variable	28
Patron (Unwilling)	Variable	28
Penetrating Call	5	63, WTA57
Penetrating Vision	10/level	63
Perfect Balance	15	63
Peripheral Vision	15	B22

<i>Name</i>	<i>Cost</i>	<i>Page Reference</i>
Pheromone Control	25	63, RO79
Pious	5	29
Pitiable	5	29
Plant Empathy	5	29
Polarized Eyes	5	63, SU44
Power Investiture	10/level	42
Pressure Support	Variable	63, SU44
Psi Powers	Variable	B165, P10
Psionic Resistance	2/level	42
Pure Breed	5/level	WTA57
Quintessence	2/level	MTA46
Racial Memory	15/40	42
Racial Skill Bonus	Variable	177, FF21
Racially Innate Spells	Variable	179, FF13
Radar Sense	50+1/hex	63, SU44
Radio Hearing	10	64, U18
Radio Speech	25	64
Rank	5 to 10/level	29
Rank (Academic)	5/level	29, IOU18
Rank (Lodges)	5/level	VO54
Rank (Merchant)	10/level	29
Rank (Religious)	5/level	22, 29
Rapid Healing	5	B22
Rapier Wit	5	29, IOU20
Reawakened	10	43
Reciprocal Rest	15	43
Recovery	10	64, SU44
Reduced Sleep	10	64, SU44
Reflection	Variable	64
Regeneration	10 to 100	64, SU44
Regnancy	Variable	64
Regrowth	40	64, SU44
Reputation	Variable	B17
Resistance to Disciplines	Variable	VTM71
Resistant to Poison	5	29
Resurrection	150	64
Retrogression	40	43
Ridiculous Luck	60	29
Robotics	Variable	RO9
Sanctity	5	29
Sanitized Metabolism	5	65
Scales	3	57, U27
Second Sight	5	43
Second-Stage Stability	25	L29
Secret Communication	20	65, U20
Security Clearance	Variable	29
See Ethical Markings	15	RI37
See Invisible	15	65, SU45
Semi-Literacy	0 or 5	29
Sense of Perception	100	65
Sensie Talent	2/level	30
Sensitive	5	30
Sensitive Touch	10	65, SU45
Serendipity	15/30	30
Shadow Form	50	65
Shapeshifting (Aztec)	15	AZ34
Shapeshifting (Were)	Variable	43
Sharpshooter	45	30
Shock	20	73
Shrinking	Variable	65
Sidhe Blood	Variable	CM55
Silence	5/level	66, SU46
Silver Sense	5	WTA58
Single-Minded	5	30
Smashing Tail	Variable	BE101, U25
Smoke	15	73, U26
Snatcher	Variable	45
Sonar Vision	0/25	66, U18
Sonic Blast	20	73, U26
Sonic Claws	60	SA30
Speak Underwater	8	66
Speak with Animals	15	66, SU46
Speak with Fish	10	66, SU46
Speak with Plants	15	66
Spear	30	67, U25
Spearman's Invulnerability	30	CM80
Special Rapport	10	46
Spectrum Vision	40	66, SU46
Spheres (Magickal)	Variable	MTA50
Spines	5/15	67

<i>Name</i>	<i>Cost</i>	<i>Page Reference</i>
Spiny Fur	33	56, U27
Spirit Empathy	10	46
Status	5/level	B18
Step Sideways	60	WTA58
Stretching	30+	66, SU46
Strikers	Variable	66, SU76, U21
Strong Will	4/level	B23
Style Familiarity	1 to 25	30
Subsonic Hearing	0/5	67, U19
Subsonic Speech	0/20	67, U20
Super Climbing	3/level	67, SU46
Super Flight	20/level	67
Super Jump	10/level	68, SU46
Super Luck	100	46
Super Powers	Variable	SU55
Super Running	20/level	68
Super Swimming	10/level	68
Surge	15	73
Swimmer	0	U18
Teeth	0/5/10	67, U25
Telescopic Vision	6/level	68, SU47
Temperature Tolerance	1/level	30, SU47
Temporal Inertia	15	46
Temporary Identity	0	20
Temporary Wealth	Variable	18, CY27, RP18/13,19/14
Tenure	5	31
Thick Fur	28	57, U27
Thick Hide	28	57, U27
Time-Jumper (Harmonian)	75	CCS44
Time-Jumper	Variable	46
Totem Spirit	Variable	WTA59
Toughness	10/25	B23
Trained by a Master	40	31
Transference	40	68
Transformation	Variable	68
Treatment, The	125+	IOU20
Tree-Kin	15	31
True Faith	15	47
Tunnel	40+	69, SU47
Ultrahearing	0/5	69, SU47
Ultrasonic Speech	0/25	69, U20
Unaffected by Loud Noises	10	BB22
Unaging	15	69, SU47
Undying	175	69
Unfazeable	15	31
Universal Digestion	15	69, U19
Unrestricted Reproduction	5/15	U19
Unusual Background	Variable	B23
Vacuum Adaptation	27	69
Vacuum Support	40	70, SU47
Vampiric Disciplines	Variable	VTM66, 96, VC31, 99
Vampiric Dominance	Variable	53
Vampiric Immortality	60	70
Vampiric Invulnerability	150	70, VTM60
Vampiric Resurrection	150	70
Venom	15/level	71, U26
Versatile	5	31
Very Fit	15	31
Very Light Scales	0	57
Very Rapid Healing	15	31
Very Thin Fur	0	57
Visualization	10	47
Voice	10	B23
Voices on the Wind	10/level	CM80
Walk on Air	20	71
Walk on Liquid	15	71, SU48
Warm	15	73
Wealth	Variable	B16
Weapon Master	20/45	32, MA25
Webbing	20+2/level	71
Were Form	5/form	BE93
Were Form, Garou	52	WTA60
Were Forms	Variable	43-44, BE113, M110, VI86, WW51
Wild Mana Generator	50	CM80
Winged Flight	30	56, U20
World-Jumper	Variable	48
World Sight	10	48
Wyrd	Variable	35
Zeroed	10	32

APPENDIX 3 – DISADVANTAGE LISTINGS

This is an alphabetical listing of disadvantages with point values and references. Again, every effort has been made to ensure these listings are reasonably complete.

Name

The name of the disadvantage. Note that some disadvantages have more than one name. In those cases, we have included both names on the list.

Name	Cost	Page Reference
Absent Mindedness	-15	B30
Academic Status	-5/level	IOU18
Accelerated Aging	-20/level	101, SU48
Acceleration Weakness	-5	79
Addiction	Variable	B30
Addiction (VR)	-25	95
Addiction (Wireheading)	-10	CY16
Age	-3/year	B27
Albinism	-10	B27
Alcohol Intolerance	-1	79
Alcoholism	-15/-20	B30
Alcohol-Related Quirks	-1	79
Allergic Susceptibility	-5 to -15	96
Altered Time Rate	-100	101
Amnesia	-10/-25	86
Anachronism	-10	VC19
Anaerobic	-30	101
Appearance	Variable	B15
Appearance (Horrorific)	-30	80, L30
Appearance (Monstrous)	-25	80, VC19
Aquatic	-40	101, U22
Astral Entity	-25	96, P98
Attentive	-1	86
Bad Back	-15/-25	80
Bad/Poor Grip	-10/-5	101, FF35
Bad Sight	-10/-25	B27
Bad Smell	-10	80
Bad Temper	-10	B31
Beardless	-10	CM55
Berserk	-15	B31
Bestial	-10/-15	101, FF35
Blindness	-50	B27
Blood Bonded	-40	VTM63
Bloodlust	-10	B31
Bloodthirst	-15	96
Body of Gas	-30	101
Body of Water	-20	101
Bowlegged	-1	80
Broad-Minded	-1	86
Bully	-10	B31
Callous	-6	86
Cannot Climb	-1/0	101
Cannot Cross Running Water	-15	VC19
Cannot Harm Innocents	-10	86
Cannot Learn	-30	86
Cannot Swim	-1/0	101
Capricious	-15	CM56
Careful	-1	86
Centauroid	0	101
Charitable	-15	86
Chauvinistic	-1	87
Chronic Depression	Variable	87
Chummy	-5	87
Cleft Lip	-15	WTA61
Clueless	-10	87
Code of Honor	-5 to -15	B31
Cold-Blooded	-5/-10	101, U23
Colour Blindness	-10	B28
Combat Paralysis	-15	B32
Compulsive Behavior	-5 to -15	B32
Compulsive Carousing	-5/-10	87
Compulsive Gambling	-5 to -15	88, SW9
Compulsive Generosity	-5	88, B239
Compulsive Love for...	-5 to -15	J29
Compulsive Lying	-15	B32

Cost

The point value of the disadvantage. See *Appendix 2 – Advantage Listings* for an explanation of the notation used.

Page Reference

As in *Appendix 2*, this page reference refers to the newest or most complete entry for the disadvantage.

Name	Cost	Page Reference
Compulsive Spending	-5 to -15	88, B240
Compulsive Vowing	-5	88, CA8
Confused	-10	88
Congenial	-1	89
Cowardice	-10	B32
Curious	-5 to -15	89, U36
Curse,The	-10	WTA61
Cursed	-75	96, R95
Cyber-Rejection	-10/-25	81
Deafness	-20	B28
Deep Sleeper	-5	VC20
Delicate Metabolism	-20/-40	81
Delusions	-1 to -15	B32
Dependency	Variable	81, SU48
Dependent	Variable	B38
Destiny	Variable	97
Destiny: Dark Fate	-20	VC20
Devout Buddhist	-5	89, CH31, J30
Disciplines of Faith	Variable	89
Disembodied Brain	-100	83
Disowned	-5/-15	77
Distractible	-1	89
Disturbing Voice	-10	81
Divine Curse	Variable	96
Draining,The	-10	97
Dread	Variable	97, FF35
Dreamer	-1	89
Dull	-1	89
Dulled Nose	-3/level	BB24
Duties	Variable	B39
Duty (Involuntary)	Extra -5	77
Dwarfism	-15	B28
Dying Race	-10	102
Dyslexia	-5/-15	B33
Easy to Read	-10	89
Edgy	-5	90, U38
Eerie Presence	-10	VC20
Enemy	Variable	B39
Enemy (Unknown)	Variable	77
Epilepsy	-30	B28
Eunuch	-5	B28
Evil Twin	Variable	77
Excommunicated	-5/-10	78
Extra Sleep	-3/level	81
Extravagance	-10	90
Extreme Fanaticism	-15	90
Extremely Hazardous Duty	-20	78
Fanaticism	-15	B33
Fat	-10/-20	B28
Flashbacks	-5 to -20	90
Fragile	-20	102
Free Sick	-10	81
Frightens Animals	-5/-10	97
Gesa	Variable	CM55
G-Intolerance	-10/-20	81
Gigantism	-10	B28
Glory Hound	-15	90
Gluttony	-5	B33
Greed	-15	B33
Gregarious	-10	90
Guilt Complex	-5	90
Gullibility	-10	B33
Hairless	-15	WTA61
Hard of Hearing	-10	B28
Hemophilia	-30	B28

<i>Name</i>	<i>Cost</i>	<i>Page Reference</i>
Hidebound	-5	91
Hive Mentality	-20	102
Hobgoblin	Variable	MTA47
Honesty	-10	B33
Horizontal	-10	102, U20
Horrible Hangovers	-1	79
Human Face	-35	WTA61
Humble	-1	91
Hunchback	-10/-15	81, AZ36, WTA61
Ignorance	-5/skill	78
Illiteracy	0 or -10	B33
Imaginative	-1	91
Impulsiveness	-10	B33
Incompetence	-1	91
Inconvenient Size	-10/-15	102, U23
Increased Life Support	-10/level	102, U23
Incurious	-5	91
Indecisive	-10	91
Infectious Attack	-5	97, BT66
Inhuman Feature	-5	VC21
Innsmouth Look, The	-20	CT48
Innumerate	-1/-5/-10	91
Insomniac	-10/-15	82
Intolerance (Racial)	-5	B34, U35
Intolerance	Variable	B34
Invertebrate	-20	102, U20
Involuntary Dampen	-15	102
Jealousy	-10	B34
Jinxed	-20 to -60	98
Karmic Ties	Variable	98, WW58
Killjoy	-15	91
Kindred Disadvantages	Variable	VC19
Kleptomania	-15	B34
Klutz	-5/-15	82
Lack of Claws	-41	WTA62
Lame	-15 to -35	B29
Laziness	-10	B34
Lecherousness	-15	B34
Lifebane	-10	98
Light Sleeper	-5	82
Lives on Campus	-5	IOU22
Loner	-5	91
Lover's Distraction	-15	91
Low Empathy	-15	91
Low Pain Threshold	-10	B29
Low Self Image	-10	92
Lunacy	-10	92
Magic Susceptibility	-3/level	98
Manic-Depressive	-20	92
Megalomania	-10	B34
Migraine	-5 to -20	82
Miserliness	-10	B34
Missing Digit	-2/-5	82
Mistaken Identity	-5	78
Motion Sickness	-10	82
Mundane Background	-10	98
Murder Addiction	-60	98
Musk	-5	WTA62
Mute	-25	B29
Nanomorphics	Variable	RO71
Nervous Stomach	-1	79
Night Blindness	-10	82
Nightmares	-5	92
No Body Heat	-5	99
No Depth Perception	-10	82, U23
No Faz	-10	HU39
No Fine Manipulators	-30	103, U22
No Insurance	-100	IOU23
No Jack	-10	U23
No Manipulators	-50	103, U22
No Natural Healing	-20	103
No Physical Body	-100	83
No Reflection	-10	103, VC20
No Sense of Humor	-10	92
No Sense of Smell/Taste	-5	B29
No Shadow	-10	103
Nocturnal	-10	103
Non-Iconographic	-10	92, CW22
Nosy	-1	92

<i>Name</i>	<i>Cost</i>	<i>Page Reference</i>
Obdurate	-10	92
Oblivious	-3	92
Obnoxious Drunk	-1	80
Obsession	-5 to -15	93
Odious Personal Habits	-5 to -15	B26
On the Edge	-15	93
One Arm	-20	B29
One Eye	-15	B29
One Fine Manipulator	-15	103, U22
One Hand	-15	B29
Overconfidence	-10	B34
Overweight	-5	B29
Pacifism	-15/-30	B35, SU17
Pallor	-10/-5	103
Pangs of Macha	-10	CM56
Paranoia	-10	B35
Parasite	-15/-30	103, FF37
Parthenomania	-10/-20	93
Personal Curse	Variable	VC22
Personality Change	-1	80
Phobias	Variable	B35, 93
Planetbound	Variable	103
Post-Combat Shakes	-5	93
Poverty	Variable	B16
Prefrontal Lobotomy	-15	93
Presentient	-20	103
Primitive	-5/TL	B26
Probationary Personality	-5	U23
Proud	-1	93
Pyromania	-5	B36
Quadriplegic	-50	83
Quirks	-1	B41
Reclusive	-10	93
Reduced Gnosis	-8/level	WTA63
Reduced Hit Points	-5/level	83, U24
Reduced Humanity	-5/level	VTM69
Reduced Manual Dexterity	-3/level	83, U22
Reduced Move	-5/level	103, U24
Reduced Rage	-4/level	WTA63
Reprogrammable Duty	-25	104
Reputation	Variable	B17
Responsive	-1	93
Restricted Reproduction	Variable	U24
Robotics	Variable	RO9
Sadism	-15	B36
Scalped	-5	84
Secret	Variable	78
Secret Identity	Variable	79, SU20
Self-Centered	-10	94
Self-Destruct	-20	104, RO80
Selfish	-5	94
Selfless	-10	94
Semi-Literacy	0 or -5	94
Semi-Upright	-5	104, U20
Sense of Duty	-5 to -20	B39
Sessile	-50	104, FF37
Shadow Form	-20	104
Shamanic Initiation	-10	FII51
Shinto Priest	-5	89, J30
Short Arms	-10	104
Short Attention Span	-10	94, U36
Short Lifespan	-10/level	104
Shrinking	Variable	104
Shyness	-5 to -15	B37
Skinny	-5	B29
Slave Mentality	-40	94, FF37
Sleepwalker	-5	84
Sleepy Drinker	-1	80
Sleepy	Variable	104, FF37
Slow Eater	-10	104
Slow Healing	-5/level	104
Slow Metabolism	-60/level	104, FF37
Social Disease	-5	84
Social Stigma	-5 to -20	B27
Solipsist	-10	94
Space Sickness	-10	84
Split Personality	-10/-15	B37
Staid	-1	94
Status	-5/level	B18

Name	Cost	Page Reference
Sterile	-3	84
Stress Atavism	Variable	105, U24
Stubbornness	-5	B37
Stuttering	-10	B29
Subjugation	-20	105, FF38
Sundeath	-40	VTM64
Supersensitive	-2/level	99
Susceptibility to Poison	-5	84
Taint of Corruption	-5	VC23
Telepathic Addiction	-10/-20	99
Terminally Ill	Variable	84
Timesickness	Variable	84
Tourette's Syndrome	Variable	85
Trademark	Variable	94
Trickster	-15	94
Truthfulness	-5	B37
Uncongenial	-1	94
Uncontrolled Change	Variable	105
Undiscriminating	-1	94
Uneducated	-5	79, U25
Unfit	-5	85
Unhealing	-20/-30	106, FF38

Name	Cost	Page Reference
Unique	-5	99
Unliving	-50	100, FF38
Unluckiness	-10	B37
Unnatural Feature	-5	85
Unpredictable Change	Variable	BE94
Untrained Shape-Changing	-15	100
Unusual Biochemistry	-5	106
Vampiric Dependency	-50	106
Very Unfit	-15	85
Voices	-5 to -15	94, VO56
Vow	Variable	B37
Vulnerability	Variable	106
Weak Immune System	-30	85
Weak Will	-8/level	B37
Weakness	Variable	106, SU49
Weirdness Magnet	-15	100
Workaholic	-5	95
Wyrd	Variable	35
Xenophilia	-5/-15	95
Xenophobia	-15	B36, U35
Yin-Yang Imbalance	-5/-10	100
Youth	-2/level	B29

APPENDIX 4 – SKILL LISTINGS

This is an alphabetical listing of all skills in *GURPS*, along with type, defaults and page references.

Name

The name of the skill. *Classes* of highly specialized skills have been grouped under single entries, such as “Psi Skills” and “Spells.” See the reference(s) for details.

Type

Whether the skill is Physical or Mental, and its difficulty:

PE – Physical/Easy ME – Mental/Easy MVH – Mental/Very Hard
 PA – Physical/Average MA – Mental/Average
 PH – Physical/Hard MH – Mental/Hard

Name	Type	Default	Page Reference
Abacus	MA	None	153
Accounting	MH	IQ-10, Merchant-5, Mathematics-5	B58
Acrobatics	PH	DX-6	B48
Acting	MA	IQ-5, Bard-5, Performance-2	B62
Administration	MA	IQ-6, Merchant-3	B62
Agronomy/TL	MA	IQ-5	B59
Airshipman/TL	MH	IQ-6	161
Alchemy/TL	MVH	None	148, B59
Animal Guise	MA	IQ-5	152
Animal Handling	MH	IQ-6	B46, OW33
Anthropology	MH	IQ-6	B59
Appreciate Beauty	MVH	art or craft skill, IQ-5, Savoir-Faire-5	129, VTM65
Archaeology	MH	IQ-6	B59
Architecture/TL	MA	IQ-5	B59
Area Knowledge (type)	ME	IQ-4	B62
Area Knowledge (Cyberspace)	ME	IQ-4	146
Area Knowledge (Galaxy)	MH	IQ-4	146
Armoury/TL (type)	MA	IQ-5, Weapon skill-6	B53
Artificial Intelligence/TL	MH	Teaching-5, Computer Programming-3	155
Artist	MH	IQ-6	B47
Astrogation/TL	Var.	Navigation-5, Astronomy-4, Mathematics-4	B59, S34
Astrology	MH	IQ-6	AN56
Astronomy/TL	MH	IQ-6	B60
Augury (type)	MVH	Theology-4, Occultism-3	137
Autohypnosis	MH	None	137
Aviation/TL	MA	IQ-5	153
Axe/Mace	PA	DX-5	B49
Axe Throwing	PE	DX-4	B49
Ball Game	PA	DX-5, ST-5	AZ37

Default

The main or most common default or defaults for the skill. There may be others (sometimes *many* others), and highly-specialized or circumstantial defaults are *not* given – see the skill description for those.

Page Reference

As per the other appendices, this page reference refers to the newest or most complete entry for the skill. Any number not preceded by an abbreviation refers to this book.

Name	Type	Default	Page Reference
Barber	ME	None	G16
Bard	MA	IQ-5, Performance-2	B47
Bardic Lore	MH	IQ-6	146, MTA47, RH9
Bartender	MA	Carousing-3	153
Battlesuit/TL	PA	IQ-5, DX-5, Vacc Suit-3	B49
Beam Weapons/TL (type)	PE	DX-4, (other Beam Weapons)-4	B49
Being Ridden	PA	DX-5	128, HO49
Beverage-Making	ME	IQ-4	136
Bicycling	PE	DX-4, Motorcycle	B68
Biochemistry/TL	MVH	Chemistry-5, Xenobiology-4	B60
Black Powder Weapons/TL (type)	PE	DX-4	B49
Blackjack	PE	DX-4	B49
Blacksmith/TL	MA	IQ-5, Jeweler-4	B53
Blind Fighting	MVH	None	138
Blinding Touch	MVH	None	138
Blowpipe (Fukiya)	PE	DX-4	132, J31
Blowpipe	PH	DX-6	B49
Board Games (type)	ME	IQ-5	AN58, MAO30
Boating	PA	IQ-5, DX-5, Powerboat-3	B68
Body Control	MVH	None	138
Body Language	MH	Psychology-3, Detect Lies-3	132
Body Sense	PH	DX-6, Acrobatics-3	131, M105, P100, SU22
Boinger	PA	DX-4, Thrown Weapon-1	TT34
Bolas	PA	None	B49
Botany/TL	MH	IQ-6, Agronomy-5, Planetology-4, Xenobiology-3	B60
Bow and Palette	PA	DX-5	152

Name	Type	Default	Page Reference
Bow	PH	DX-6	B50
Boxing	PA	None	132, MA28
Brain Hacking	MVH	Will-6	160
Brawling	PE	None	B50
Breaking Blow	MH	None	138
Breath Control	MVH	None	B48
Broadsword	PA	DX-5, Shortsword-2, Force Sword-3	B50
Buckler	PE	DX-4, Shield-2	B50
Bulldancing	PH	Acrobatics-5	128
Bullfighting	PA	DX-5	128
Bun Fu	PH	None	BB53
Calligraphy	PA	Artist-2, DX-5	B47
Camouflage	ME	IQ-4, Survival-2	B65
Carousing	PA(HT)	HT-4	B63
Carpentry	ME	IQ-4, DX-4	B53
Cartography/TL	MA	IQ-5, Navigation-5, Surveying-5	155
Change Control	MH	None	138
Chemistry/TL	MH	IQ-6, Alchemy-3	B60
Chess	ME	IQ-4, Strategy-4	145
Chi Treatment	MH	IQ-6	138
Choreography	MA	Dancing-2	129
Climbing	PA	DX-5, ST-5	B57
Cloak	PA	DX-5, Buckler-4, Shield-4	132
Combat/Weapon Art (type)	Var.	Combat/Weapon skill-3	133
Combat/Weapon Sport (type)	Var.	Combat/Weapon skill-3	133
Computer Hacking/TL	MVH	Computer Op.-8, Computer Prog.-4	155
Computer Operation/TL	ME	IQ-4	B58
Computer Programming/TL	MH	None	B60
Conducting	MA	IQ-5, Musical Instrument-2	129
Consonant Tree Lore	MH	None	CM57
Conspiracy Theory	MVH	History-4, Occultism-4	155
Cooking	ME	IQ-4	B53
Cooperation	ME	IQ-4, DX-4	136
Courtesan	MA	Savoir-Faire-5	153
Criminology/TL	MA	IQ-4	B60
Crossbow	PE	DX-4	B50
Cryptanalysis/TL	MH	Special	156, SO54
Cryptography/TL	MH	Special	156
Cryptology/TL	MH	Special	156, MIT41
Cyberaxe (type)	MH	equivalent Musical Instrument-4	129
Cyberdeck Operation/TL	MVH	Computer Operation-8	153
Cyphering	ME	IQ-2	156, F114
Dancing	PA	DX-5	B47
Darts	PE	DX-4, Throwing	146
Demolition/TL	MA	IQ-5, Engineer-3, Underwater Demolition-2	B65
Detect Lies	MH	IQ-6, Psychology-4	B65
Dextitrobing	PH	None	L32
Diagnosis/TL	MH	IQ-6, First Aid-8, Vet-5, Physician-4	B56
Diplomacy	MH	IQ-6	B63
Directing	MH	Performance-5	129
Disguise	MA	IQ-5	B65
Dislocating	PH	None	138
Distilling	MA	IQ-4	136
Dreaming	MVH	IQ-10	139
Dreamlands Lore	MH	Dream Travel-5	CT49
Driving/TL (type)	PA	IQ-5, DX-5, (other Driving)-4	B68
Drunken Fighting	PH	None	139
Dyeing	MA	IQ-4	136
Ecology/TL	MH	IQ-6, Naturalist-3, Planetology-4, Xenobiology-3	B60
Economics	MH	IQ-6, Merchant-6	B60
Electronics Operation/TL (type)	MA	IQ-4, Electronics-3	B58
Electronics/TL (type)	MH	(other Electronics)-4	B60
Emmfozing	PH	DX-6	L32
Engineer/TL (type)	MH	Mechanic-6	B60
Enigmas	MH	IQ-6	MTA47, WTA66
Enthrallment: Captivate	MH	None	140
Persuade	MA	None	139

Name	Type	Default	Page Reference
Suggest	MH	None	139
Sway Emotions	MA	None	139
Equestrian Acrobatics	PH	Acrobatics-3, Riding-3	128
Erotic Art	PH	Acrobatics-5	159, MTA47, VO57
Escape	PH	DX-6	B65
Exorcism	MH	IQ-6, Theology-3	153, H45
Exoskeleton/TL	PA	IQ-6, DX-6, Battlesuit-2	161
Explosive Ordnance Disposal/TL	MH	Demolition-4	150
Falconry	MA	IQ-5	B46
Fanning	PE	Guns-4, DX-6	133, OW80
Fast-Draw (type)	PE	None	B50, OW79
Fast-Draw (Balisong)	PE	None	MA28
Fast-Draw (Knife from Teeth)	PE	None	133
Fast-Talk	MA	IQ-5, Acting-5	B63
Featherworking	MA	IQ-5	129
Fencing	PA	DX-5	133, B50, MAA100, SW12
Fiber Crafts	MH	IQ-6	BB27
Fight Choreography	MA	Stage Combat-2	129
Filch	PA	Pickpocket-5, Sleight of Hand-5	160, GB81
Fire Eating	PA	None	129
Fire-Siphon	PA	DX-5	134
Fire Walking	ME	Will-5	140
Fireworks	MH	IQ-6, Chemistry-3	136
First Aid/TL	ME	Physician, IQ-5, Vet-5 or Physiology-5	B56
Fishing	ME	IQ-4	B57
Flail	PH	DX-6	B50
Flight (type)	PA	DX-4, (other Flight)-2	131, FF8
Flint Sparking	PE	DX-4	152
Flower Arranging	ME	IQ-4	129, AZ37
Flying Fists	MVH	None	140
Flying Leap	MH	None	140
Fjord	MVH	None	B257
Force Shield	PE	DX-4	B50
Force Sword	PA	DX-5, (other sword skill)-3	B50
Force Whip/TL	PA	Whip-3	134
Forensics/TL	MH	Criminology-4	B61
Forgery/TL	MH	IQ-6, DX-8, Artist-5	B65
Fortune Telling	MA	IQ-4, Fast-Talk-3	154
Forward Observer/TL	MA	IQ-5	151, HT80, SO54
Free Fall/TL	PA	DX-5, HT-5	B48, S35
Freight Handling	MA	IQ-5	B46
Gambling	MA	IQ-5, Mathematics-5	B63
Games (type)	ME	IQ-5	146, VI29
Gardening	ME	IQ-4	129, J31
Garrote	PE	DX-5	134
Genetics/TL	MVH	Biochemistry-5, Physiology-5, Xenobiology-4	B61, TE118
Geology/TL	MH	IQ-6, Prospecting-4, Planetology-3	B61
Gesture	ME	IQ-4, Sign Language	B55
Glassblowing	PH	DX-6	136
Gunner/TL (type)	PA	DX-5, (other Gunner)-4	B50
Guns/TL (type)	PE	DX-4, (other Guns)-4	B51
Hairdressing	MA	IQ-4	CM57
Hand of Death	MVH	None	140
Hard-Hat Diving/TL	MA	Scuba-2	152, HT90, SO55
Harpoon	PH	Spear Throwing-2	134
Hedgewise	MA	IQ-5	BB27
Heraldry	MA	IQ-5, Savoir-Faire-3	B58
Herbalist	MH	Naturalist-6	150
Herbary/TL	MVH	None	150, R97
Hidden Lore (type)	MA	None	147
Hiking	PA(HT)	None	152
History	MH	IQ-6, Archaeology-6	B61
History: Esoteric	MH	None	157
Holdout	MA	IQ-5, Sleight of Hand-3	B66
Howl (type)	PA(HT)	None	WTA65
Hydrology	MA	Meteorology-6	157
Hyperborean Baton (type)	PH	(other Hyper. Baton)-6	CO17

Name	Type	Default	Page Reference	Name	Type	Default	Page Reference
Hyperspace Physics/TL	MVH	None	157	Net	PH	None	B51
Hypnotic Hands	MH	None	141	Netmaking	PE	DX-6	137
Hypnotism	MH	None	B56	Neurophon	MVH	None	130
Illumination	PA	Artist-2, DX-5	129, MAO29	No-Landing Extraction	MA	IQ-6	151, SO55
Illusion Art	MH	IQ-6, Artist-3	148	Nuclear Physics/TL	MVH	None	B61, HT29
Immovable Stance	PH	None	141	Nuclear Powerplant Engineer/TL	MH	None	HT29
Inertialess Agility	PH	None	131	Nuclear Weapons Engineer/TL	MH	None	HT29
Integrating Calculator Op	MA	None	L32	Occultism	MA	IQ-6	B61
Intelligence Analysis/TL	MH	IQ-6	161, B66, E22, SO52	Occultism: Demonology	MA	IQ-6	157
Interrogation	MA	IQ-5, Intimidation-3	B66, E22	Occultism: Vampire	MA	IQ-6	157
Intimidation	MA	ST-5, Acting-3	159	Open-Dress Diving/TL	MA	Scuba-2	152
Invisibility Art	MVH	None	141	Oral Literature	MH	IQ-6	157
Jeweler/TL	MH	IQ-6, Blacksmith-4	B53	Orienteering	MA	IQ-5, Navigation-2	153, SO55
Jitte/Sai	PA	DX-5, Shortsword-3	134	Origami	ME	IQ-4	130
Judo	PH	None	B51, MA28	Packing	MA	IQ-6, Animal Handling-6	B46
Juggling	PE	Sleight of Hand-3	131	Paleontology	MH	Variable	157
Jumping	PE	None	B48	Panhandling	ME	IQ-5, Fast-Talk-2 Bard-3	154
Karate	PH	None	B51, MA28	Parachuting	PE	DX-4, IQ-6	B48, SO53
Katana	PA	DX-5, Special	134, MA29	Paraphysics/TL	MVH	None	157
Keneenk	MH	None	U29	Parry Missile Weapons	PH	None	135
Kiai	PH(HT)	None	141	Patolli	ME	IQ-4	AZ37
Kite Flying	PE	DX-2	146, J32	Performance	MA	IQ-5, Acting-2, Bard-2	B64
Knife	PE	DX-4	B51	Performance/Ritual	MA	IQ-5, Acting-2, Bard-2	147
Knife Throwing	PE	DX-4	B51	Pharmacy/TL	MH	IQ-7	150
Kosho	PA	DX-5, ST-5	PR42	Philosophy (type)	MH	IQ-6	157, MA30
Kusari	PH	DX-5, Flail-2	134	Photography/TL	MA	IQ-5	B47
Lance	PA	DX-6, Special	B51, CA10	Photonics/TL (type)	MH	(other Photonics)-4, (same Electronics)-4	157
Language (type)	Var.	IQ (native)	B54	Physician/TL	MH	Vet-5, First Aid-11, IQ-7	B56
Lasso/Riata	PA	None	B51, OW34	Physics/TL	MH	IQ-6	B61
Law	MH	IQ-6	B58	Physiology/TL (race)	MVH	IQ-7, Medical skill-5, Xenobiology-4	B61, U28
Leadership	MA	ST-5	B63	Pickpocket	PH	DX-6, Sleight of Hand-4	B67
Leatherworking	ME	IQ-4, DX-5	B53	Picture-Writing	MH	(other Picture-Writing)-3	130
Lifting	PH(ST)	None	132	Piloting/TL (type)	PA	IQ-6, (other Piloting)-4	B69
Light Walk	MH	None	142	Planetology (type)	MA	IQ-5, Geology-4, Meteorology-4, (other Planetology)-3	157, S36
Linguistics	MVH	None	B61	Poetry	MA	IQ-5, Language-5	B47
Lip Reading	MA	Vision-10	B66	Poisons	MH	IQ-6, Chemistry-5, Physician-3, others	B67
Literature	MH	IQ-6	B61	Polearm	PA	DX-5	B51
Lockpicking/TL	MA	IQ-5	B67	Politics	MA	IQ-5, Diplomacy-5	B64
Low-G Flight/TL	PA	ST-6, Piloting-4	132	Pottery	MA	IQ-5	B54
Lucid Dreaming	ME	Will-4	142	Power Blow	MH	None	143
Magic Breath	PE	DX-2	148	Powerboat/TL	PA	IQ-5, DX-5, Boating-3	B69
Magic Jet	PE	DX-4	148	Precognitive Parry	MH	None	143
Main-Gauche	PA	DX-5	134, SW13	Pressure Points	MH	Yin/Yang Healing-4	144
Make-Up/TL	ME	IQ-4, Disguise	129	Pressure Secrets	MVH	None	144
Masonry	PE	IQ-3	136	Probability Physics/TL	MVH	None	158
Masquerade	PA(HT)	IQ-4	VC26	Prospecting	MA	IQ-5, Geology-4	B62
Mathematics	MH	IQ-6	B61	Psi Skills	MH	None	B165, P10
Mechanic/TL (type)	MA	IQ-5, Engineer-4	B54	Psionics/TL	MVH	None	158, U29
Meditation	Special	Special	142, R97, MTA47	Psychology	MH	IQ-6	B62
Mental Strength	MH	None	142	Punning	MA	Bard-3	130
Merchant	MA	IQ-5	B64	Push	PH	None	144
Metallurgy/TL	MH	Blacksmith-8, Jeweler-8, Armoury-8, Chemistry-5	B61	Read Wathan	MVH	None	RI43
Meteorology/TL	MA	IQ-5, Planetology-3	B61	Research	MA	IQ-5, Writing-3	B62
Mimic Non-Rabbit	PH(HT)	IQ-6, HT-6	BB28	Riding (type)	PA	DX-5, Animal Handling-3	B46
Mimicry	PH(HT)	IQ-6, HT-6	152	Riding (Flying Person)	PA	DX-5, (other Riding)-4, Surfboard-4, Skateboard-4	132
Mind Block	MA	Will-4	155, P100	Rites, Garou, Social (type)	ME	IQ-4	WTA65
Mixed Tree Lore	MH	None	CM57	Rites, Garou, Spell (type)	MH/MVH	None	WTA141
Monowire Whip	PH	Whip-2	135	Ritual Magic (type)	MVH	None	144
Motorcycle/TL	PE	DX-5, IQ-5, Bicycling-5	B69	Ritual Paths (Voodoo)	MVH	Ritual Magic-6	VO74
Mountain Heart	MVH	None	142	Rituals (Voodoo)	Spec.	Varies	VO74
Muscle Reading (type)	MVH	None	143	Rituals and Ceremonies	MH	IQ-6	147
Musical Composition	MH	Musical Instrument-2, Poetry-2	129	Rune-Lore (type)	MVH	None	149
Musical Instrument (type)	MH	(similar instrument)-3, (equivalent Cyberaxe)-4	B47	Runes	Var.	None	M91
Musical Notation	ME	None	154	Running	PH(HT)	None	B48
Mythos Lore	MVH	None	CT49	Sacrifice	MH	None	147
Mythos Magick Rituals	MVH	None	CT51	Sailor/TL	MA	IQ-5	154
Naturalist	MH	IQ-6	B57	Satire	MVH	Bard-4	CM57
Navigation/TL	MH	Astronomy-5, Seamanship-5	B57				
NBC Warfare/TL	MA	IQ-5	151, SO55				
Needlecraft	PA	DX-4	137				
Nei Tan	MVH	None	143				

Name	Type	Default	Page Reference
Savoir-Faire	ME	IQ-4	B64
(Dojo)	ME	IQ-4, (appropriate Tournament Law)-3	160
(Galactic)	MA	IQ-4	U29
(Merchant Banquet)	ME	IQ-4	AZ37
(Military)	ME	IQ-4	160, SO53
(Servant)	ME	IQ-4, Savoir-Faire-2	160
Scene Design	MA	IQ-5, Architecture-3	130
Science!	MVH	None	158, IOU23
Scrounging	ME	IQ-4	B67
Scuba	MA	IQ-5, Swimming-5	B48
Sculpting	PA	DX-5, IQ-5	B47
Seamanship/TL	ME	IQ-4	B57
Sensie Interface/TL	MH	Cyberdeck Operation-3	130
Sensitivity	MVH	None	135
Sex Appeal	MA(HT)	HT-3	B64
Shadowing	MA	IQ-6, Stealth-4	B67
Shapeshifting	MH	None	144
Shield	PE	DX-4, Buckler-2	B52
Shipbuilding/TL	MH	IQ-6	B54
Shipbuilding/TL (Starship)	MA	IQ-5, Shipbuilding-5	137
Shiphandling/TL	MH	IQ-6	161
Short Staff	PH	DX-5, Staff-2	135
Shortsword	PA	DX-5, Broadsword-2, Force Sword-3	B52
Shuriken	PH	DX-6, Throwing-2	135
SIGINT Collection/ Jamming/TL	MH	None	151
Sign Language (type)	MA	None	B55
Singing	PE(HT)	HT-4	B48
Skaldic Lore	MH	IQ-6	147
Skating	PH	DX-6	132
Skiing	PH	DX-6	B49
Sleight of Hand	PH	None	B67
Sling	PH	DX-6	B52
Slipping-the-Hammer	PE	Guns-2, DX-5	135, OW80
Snake Charming	MA	Animal Handling-4, Hypnotism-2	128
Sonar Imaging	MA	None	145
Spear	PA	DX-5, Staff-2	B52
Spear Thrower	PA	DX-4, Spear Throwing-4	B52
Spear Throwing	PE	DX-4, Spear Thrower-4	B52
Speed-Load (type)	PE	None	B52
Speed Reading	MA	None	158, VC27
Spell Throwing (type)	PE	DX-3, Throwing, (other Spell Throwing)-2	149, M105, G4, 7
Spells	MH/ MVH	None	B146, G8, M23
Sports (type)	PA	Varies	B49
Staff	PH	DX-5, Spear-2	B52
Stage Combat	PA	Performance-3, (Combat/Weapon skill)-3 (Combat/Weapon Art)-2	130
Stargazing	PE	DX-4, Lockpicking-4	161, GB81
Stealth	PA	IQ-5, DX-5	B67
Stone Knapping	MA	IQ-5	137
Strategy (type)	MH	IQ-6, Tactics-6	B64, SW10
Streetwise	MA	IQ-5	B68
Style Analysis	MH	Body Language-6, Tactics-6	135
Sumo Wrestling	PA	None	136
Super Skills	Var.	None	SU55
Surgery/TL	MVH	Vet-5, Physician-5, Physiology-8	B56
Surveying/TL	MA	IQ-5, Cartography-5, Navigation-5	158
Survival (type)	MA	IQ-5, Naturalist-3, (other Survival)-3, Planetology-5	B57

Name	Type	Default	Page Reference
Survival (Urban)	MA	IQ-5	153, CY26
Swimming	PE	ST-5, DX-4	B49
Symbol Drawing	MH	Ritual Magic-4	147
Tactics	MH	IQ-6, Strategy-6	B64
Tactics (Naval)	MH	IQ-6, Tactics-2, Strategy (Naval)-6	151, SW10
Talisman Creation	MVH	Prime Sphere skill-3	MTA48
Tanning	PA	IQ-4	137
Tattooing	MA	IQ-5	137
Tea Ceremony	MH	IQ-6, Meditation-2	147, J31
Teaching	MA	IQ-5	B64
Teamster (type)	MA	Animal Handling-4, Riding-2, (other Teamster)-3	B47
Telegraphy	ME	None	B55, SO53
Temporal Electronics/TL	MH	Temporal Operation-6, (other Electronics)-5	158, TT35
Temporal Operation/TL	MA	Temporal Electronics-2	154, TT35
Temporal Physics/TL	MVH	Temporal Electronics-6	158, TT35
Thanatology	MH	Diagnosis-5, Psychology-5, Sociology-5, Professional Skill: Mortician-3	158, VC27
Thaumatology	MVH	IQ-6	149
Theology	MH	IQ-6	B62
Throwing Art	PH	None	145
Throwing	PH	None	B49
Throwing (Rock-Dropping)	PH	Throwing-4	136
Throwing Stick	PE	DX-4	136, IA28
Thrown Weapon (type)	PE	DX-4	B52
Tonfa	PH	DX-6, Shortsword-3	136
Tournament Law (type)	ME	IQ-6	147
Tracking	MA	IQ-5, Naturalist-5	B57
Traffic Analysis/TL	MH	None	151
Traps/TL	MA	IQ-5, DX-5, Lockpicking-3	B68
Two-Handed Axe/Mace	PA	DX-5	B52
Two-Handed Sword	PA	DX-5, Force Sword-3	B52
Typing	PE	DX-4	154
Underwater Demolition/TL	MA	Demolition-2	B68, SO54
Uttering of Base Coin/TL	MH	Forgery-2	161, GB81
Vacc Suit/TL	MA	IQ-6	B69
Vedodit Training	MH	IQ-6	FII52
Ventriloquism	MH	None	B68
Veterinary/TL	MH	(Medical skill)-5, Animal Handling-5	B47
Vever Drawing	MH	Ritual Magic (Voodoo)-4	VO57
Video Production/TL	MA	IQ-6, Performance-4	130
Vole Training	MA	IQ-4	FII52
Vowel Tree Lore	MH	None	CM58
Walker/Handler Operation	ME	IQ-6	U29
Weaving	Special	Special	137, AZ38
Weird Magic	MVH	None	149
Weird Science	MVH	None	159
Whip	PA	None	B52
Woodworking	PA	DX-5, Carpentry-3	B54
Wrestling	PA	None	136, MA35
Writing	MA	IQ-5, Language-5	B48, CH33
Xenobiology	MA	None	159, S36
Xenology	MH	IQ-6	159, S36
Yin/Yang Healing	MH	IQ-6	145, J32, MA35
Zen Archery	MVH	None	145
Zoology/TL	MH	IQ-6, Planetology-4, (any Animal skill)-6, Xenobiology-3	B62

