

Skill Lists that go Beyond the Supernatural

(Last updated 7/7/2013)

(B) This skill provides additional percentage bonuses or special skills. Full details can be found in the skill description.

(R) This skill has prerequisites. See skill description for full details.

(S) Indicates the skill can be taken as a Secondary skill.

Common: Characters start with following: Language: Native, Literacy: Native, and Basic Math.

How many actions does a skill use? Normally one action, unless otherwise stated. If the character missed his/her skill roll, they may try again the next action. Depending on the skill and the situation, skills that take more than one action may need to be rolled multiple times while performing the skill. Also note the *Skill Penalties* section on page 174 of the main book.

Communications

Ad-Lib (S)	Bonuses Only (Rifter #61, pg. 95)
Creative Writing (R,S)	25% 5%/L
Cryptography (R,S)	25% 5%/L
Electronic Countermeasures (R,S)	30% 5%/L
Language: Native Tongue (S)	88% 1%/L
Language: Other (S)	50% 3%/L
Laser Communications (R,S)	30% 5%/L
Leadership	Bonuses Only (Rifter #61, pg. 96)
Lip Reading (S)	30% 5%/L (Homemade List)
Linguistics (B,S)	30% 6%/L (Rifter #51, pg.44)
Literacy: Native (S)	80% 2%/L
Literacy: Other (S)	40% 5%/L
Optic Systems (B, S)	30% 5%/L
Performance (B, S)	25% 5%/L
Public Speaking (S)	30% 5%/L
Radio: Basic (S)	50% 5%/L
Sensory Equipment (S)	30% 5%/L
Sign Language (S)	25% 5%/L
Sing (S)	35% 5%/L
Speed Reading (R)	25% 4%/L (Rifter #19, pg. 38)
Social Etiquette (B)	25% 5%/L (Rifter #61, pg. 96)
Surveillance (R,S)	30% 5%/L
T.V./Video (S)	55% 5%/L

Domestic / Cultural

Note: Characters can attain professional quality by selecting the same domestic skill twice. Add a one-time bonus of +10% and note that the end result is of superior quality.

Baking (B,S)	30% 5%/L (Homemade List)
Barber / Hairdresser (B,S)	30% 5%/L (Homemade List)
Bartending (B,S)	20% 5%/L (Homemade List)
Brewing: Basic (B,S)	25/30% 5%/L
Calligraphy (S)	35% 5%/L (N&S, pg. 38)
Cook (S)	35% 5%/L
Dance (B, S)	30% 5%/L
Disc Jockey (S)	35% 5%/L (Homemade List)
Etiquette (S)	Bonuses Only (Rifter #19, pg. 37)
Fishing (S)	40% 5%/L

Gardening (S)	36%	4%/L
Geomancy/Feng Shui (S)	15%	5%/L (Homemade List)
Housekeeping (S)	35%	5%/L
Musical Composition (B, S)	30%	5%/L (Homemade List)
Play Musical Instrument (S)	35%	5%/L
Recycle (S)	30%	5%/L
Sewing (S)	40%	5%/L
Teppanyaki (B)	20/50%	5%/L (Homemade List)
Waiter/Waitress/bus tables (S)	35%	5%/L (Homemade List)
Wardrobe & Grooming (B,S)	50%	4%/L
*Wine Tasting/Sommelier (B,S)	35%	5%/L (Homemade List)

Electrical

Basic Electronics (S)	30%	5%/L
Computer Repair	30%	5%/L
Electrical Engineer (R)	35%	5%/L
Electricity Generation (R)	50%	5%/L
Hotwiring (S)	30%	5%/L (Homemade List)
Robot Electronics (R)	30%	5%/L (-40%)

Espionage

Detect Ambush	30%	5%/L
Detect Concealment (B)	25%	5%/L
Disguise	25%	5%/L
Escape Artist (B)	30%	5%/L
Forgery (B)	20%	5%/L
Impersonation (B)	30/16%	4%/L
Intelligence	32%	4%/L
Interrogation	30%	5%/L
Pick Locks	30%	5%/L
Pick Pockets	25%	5%/L
Psychological Espionage (B)	Bonuses Only (Rifter #61, pg. 96)	
Sniper	Bonuses Only	
Tracking (humans & robots)	25%	5%/L
Undercover Ops	30%	5%/L
Wilderness Survival	30%	5%/L

Horsemanship

Horsemanship: General	40%/30%	4%/L
Horsemanship: Cowboy/Elite	66%/50%	3%/L
Horsemanship: Exotic Animals	30%/20%	5%/L

Mechanical

Aircraft Mechanics	50%	4%/L
Auto Mechanics (S)	60%	3%/L
Basic Mechanics (S)	40%	5%/L
Locksmith (R)	35%	5%/L
Mechanical Engineer (B,R)	30%	5%/L
Munitions Expert (B)	40%	5%/L
Robot Mechanics (R)	30%	5%/L
Vehicle Armorer (B)	30%	5%/L
Weapons Engineer (B,R)	30%	5%/L

MEDICAL

Animal Husbandry (S)	40%	5%/L
Brewing: Medicinal (B,S)	25/30%	5%/L
Crime Scene Investigation (B,R)	35%	5%/L
First Aid (S)	45%	5%/L
Forensics (R)	35%	5%/L
Holistic Medicine (B)	20%	5%/L
Medical Doctor (R)	60/50%	5%/L
Paramedic	40%	5%/L
Parapsychology (R)	30%	5%/L
Pathology (B,R)	40%	5%/L
Plastic Surgery	60%	6%/L (N&S, pg. 42)
Psychology (R)	35%	5%/L
Toxicology (R)	40%	5%/L
Veterinary Science (R)	50%	4%/L

MILITARY

Aircraft: Combat Helicopters	52%	3%/L
Aircraft: Jet Fighters	50%	3%/L
APCs & Tanks	50%	3%/L
Armorer/Field Armorer (B)	40%	5%/L
Camouflage	20%	5%/L
Demolitions	60%	3%/L
Demolitions Disposal	60%	3%/L
Demolitions: Underwater	56%	4%/L
Find Contraband	26%	4%/L
Forced March	Bonuses Only	
Military Etiquette	35%	5%/L
NBC Warfare	35%	5%/L
Parachuting	40%	5%/L (HAHO & HALO)
Recognize Weapon Quality	25%	5%/L
Strategy & Tactics	30%	5%/L (NB, pg. 52)
Trap/ Mine Detection (B)	20%	5%/L

Paranormal Studies

Note: All Paranormal Studies skills may be taken as a Secondary Skill

Astrology	25%	3%/L
Lore: Aliens & UFOlogy	30%	5%/L
American Indians (B)	25%	5%/L
Cattle/Animals	30%	5%/L
Conspiracy	30%	5%/L
Cults & Secret Societies	20%	5%/L
Demon/Monsters	30%	5%/L
Entities & Ghosts	30%	5%/L
Faeries/Creatures of Magic	25%	5%/L
Geomancy/Ley Lines	30%	5%/L
Magic	25%	5%/L
Magic Arcane	20/40%	5%/L
Mythology (B)	30%	5%/L
Paranormal & Psionics	30%	5%/L
Religion (B)	35%	5%/L
Superstitions	30%	5%/L
Streetwise: Weird	30%	5%/L

PHYSICAL

Hand To Hand Combat (None, Basic, Expert, Martial Arts, Assassin, and Commando)

Acrobatics	Bonuses Only
Aerobic Athletics (S)	Bonuses Only
Anticipation (B)	Special Cost (Rifter # 7, pg. 53)
Ambidexterity	Special Cost (Rifter #19, pg. 39)
Athletics (general) (S)	Bonuses Only
Ballet	Bonuses Only (Rifter #19, pg. 39)
Body Building & Weight Lifting (S)	Bonuses Only
Body Sculpting (S)	Bonuses Only (Rifter #19, pg. 40)
Boxing	Bonuses Only
Climbing (S)	40/30% 5%/L
Climbing: Hobbyist (B,S)	30% 5%/L (Rifter #62, pg. 65)
Climbing: Professional (B)	50% 5%/L (Rifter #62, pg. 65)
Contortionism	Special Cost (Rifter #19, pg. 40)
Cross-Country Running (R)	Bonuses Only (Rifter # 19, pg. 41)
Dieting (S)	Bonuses Only (Rifter # 7, pg. 53)
Fencing	Bonuses Only
Forced March(S)	Bonuses Only
Free Diving (R)	Bonuses Only (Rifter # 19, pg. 40)
Gymnastics	Bonuses Only
Juggling (B,S)	35% 5%/L
Kick Boxing	Bonuses Only
Marathon Dancing (S)	Bonuses Only (Rifter # 19, pg. 41)
Marathon Running(R,S)	Bonuses Only (Rifter # 19, pg. 41)
Outdoorsmanship (R,S)	Bonuses Only
Physical Labor (S)	Bonuses Only
Plyometrics	Bonuses Only (Rifter # 7, pg. 53)
Poison Tolerance (S)	Bonuses Only (Rifter # 19, pg. 41)
Prowl (S)	25% 5%/L
Running (S)	Bonuses Only

Running / Jogging (S)	Bonuses Only (Rifter # 19, pg. 41)
Sprinting (R,S)	Bonuses Only (Rifter # 19, pg. 41)
Swimming (S)	50% 5%/L
SCUBA (S)	50% 5%/L
Tai Chi (S)	Bonuses Only (Rifter # 7, pg. 53)
Track & Field (R)	Bonuses Only (Rifter # 19, pg. 41)
Wrestling	Bonuses Only (Rifter #3, pg. 41)
Yoga (S)	Bonuses Only (Rifter # 7, pg. 53)

Rogue

Cardsharp (B)	24%	4%/L
Computer Hacking (B,R)	20%	5%/L
Concealment	20%	4%/L
Find Contraband	26%	4%/L
Gambling: Standard (B,S)	30%	5%/L
Dirty Tricks	20%	4%/L
I.D. Undercover Agent	30%	4%/L
Imitate Voices and Sounds (B)	42/36%	4%/L
Palming (B)	20%	5%/L
Pick Locks	30%	5%/L
Pick Pockets	25%	5%/L
Prowl	25%	5%/L
Roadwise	26%	4%/L
Safe Cracking (B)	20%	4%/L
Seduction (B)	20%	3%/L
Streetwise (B)	24%	4%/L
Tailing (B)	30%	5%/L

Science

Anthropology (B)	40%	5%/L
Archaeology (B)	40/20%	5%/L
Artificial Intelligence (B,R)	30%	3%/L
Architecture (B)	30%	5%/L
Astronomy & Navigation (B,S)	30%	5%/L
Astrophysics (R)	35%	5%/L
Biology	40%	5%/L
Botany	40%	5%/L
Cartography/Mapmaking (R,S)	40%	5%/L (Homemade List)
Chemistry	50%	5%/L
Chemistry: Analytical (R)	35%	5%/L
Chemistry: Alchemical (R)	25%	5%/L
Chemistry: Pharmaceutical (R)	40%	5%/L
Entomology (B,R)	30%	5%/L
Genetics (R)	30%	3%/L
Geography- <i>Human & Physical</i> (B, R, S)	30%	5%/L (Homemade List)
Math: Basic (S)	72%	3%/L
Advanced (S)	64%	2%/L
Parapsychology (R)	30%	5%/L
Psychology (R)	35%	5%/L
Zoology (B)	30%	5%/L

Technical

Note: All Technical skills may be taken as a Secondary Skill.

Appraise Antiques	30%	5%/L
Art	35%	5%/L
Beautification	Bonuses Only (Rifter #19, pg. 37)	
Breed Dogs	40/20%	5%/L
Business & Finance	35%	5%/L
Computer Operation (R)	40%	5%/L
Computer Programming (R)	30%	5%/L
Cosmetology (R)	45%	5%/L (Rifter #19, pg. 37)
Excavation	40%	5%/L
Fashion (B)	35%	5%/L (Rifter #19, pg. 37-38)
Firearms & Toolmark Examination	30%	5%/L (Rifter #51 pg. 45)
Fingerprints	40%	4%/L (Rifter #51 pg. 45)
Firefighting	40%	5%/L
Gemology	25/10%	5%/L
General Repair/Maintenance	35%	5%/L
Graphics Design (R)	30%	5%/L (Homemade List)
History	60/40%	4%/L
Image Enhancement	Bonuses Only (Rifter #19, pg. 38)	
Jury-rig (B,R)	25%	5%/L
Law (General)	35%	5%/L
Leather Working	45%	5%/L
Masonry	40%	5%/L
Meditation (B)	30%	5%/L
Memorization/Study Skills	Bonuses Only (Rifter #19, pg. 38)	
Mining	35%	5%/L
Navigation (R)	40%	5%/L
Odentology	40%	4%/L (Rifter #51 pg. 45)
Philosophy	40%	5%/L
Photography	35%	5%/L
Prospecting	20%	5%/L
Reading/Literary Studies (R)	Bonuses Only (Rifter #19, pg. 38)	
Recycling	30%	5%/L
Research	40%	5%/L
Riddles & Logic Puzzles	Bonuses Only (Rifter #19, pg. 38)	
Rope Works	30%	5%/L
Salvage	35%	5%/L
Socialization	Bonuses Only (Rifter #19, pg. 38)	
Strategy Games	Bonuses Only (Rifter #19, pg. 39)	
Technical Writing	30%	5%/L
Trace Elements	40%	5%/L (Rifter # 51, pg.44)
Ventriloquism	16%	4%/L
Welding & Ironworking (B)	35%	5%/L (Homemade List)
Whittling/Sculpting	30%	5%/L

Transportation

Aircraft: Helicopter	52%	3%/L
Aircraft: Jet	60%	3%/L
Airplanes: Propeller Types	50%	4%/L
Automobile	60%	3%/L
Bicycling	60%	3%/L
Boat: Sail Types	60%	5%/L
Ship/Seamanship (R)	40%	5%/L
Combat Driving	Bonuses Only	
Kayaking & Canoeing	50%	5%/L
Motorcycle & Snowmobile	60%	4%/L
Tracked Vehicles	54%	5%/L
Truck	56%	4%/L
Water Scooters	50%	5%/L
Water Skiing/ Surfing	40%	4%/L

Ancient Weapon Proficiencies

Archery
Axe
Blunt
Bola (Homemade List)
Chain
Forked
Grappling Hook
Improvised Weapons (Homemade List)
Knife
Net (Homemade List)
Paired Weapons
Pole Arm
Quick Draw
Scissors
Shield
Sling Shot (Dead Reign, pg. 215)
Spear
Staff
Sword
Targeting
Whip

Modern Weapon Proficiencies

Clay Shooting (Homemade List)
Handguns
Rifles
Shotgun
Submachine-Gun
Heavy Military Weapons
Military Flamethrowers
Trick Shooting

Wilderness

Boat Building (S)	25%	5%/L
Carpentry (B,S)	25%	5%/L
Dowsing (S)	20%	5%/L
Fasting (S)	40%	3%/L
Herding (B)	30%	5%/L
Hunting (S)	Bonuses Only	
Identify Animal tracks (S)	25%	5%/L
Identify Plants/ Fruits (S)	25%	5%/L
Land Navigation (S)	36%	4%/L
Preserve Food (S)	25%	5%/L
Skin/Prepare Animal Hides (B, S)	30%	5%/L
Spelunking	35%	5%/L
Track & Trap Animals	20/30%	5%/L
Wilderness Survival	30%	5%/L