

STR Skills	Rank	Score
Armor Operation	—	[/ /]
Combat	—	[/ /]
Powered	—	[/ /]
Athletics	—	[/ /]
Climb	—	[/ /]
Jump	—	[/ /]
Throw	—	[/ /]
Heavy Weapons	—	[/ /]
Direct fire	—	[/ /]
Indirect fire	—	[/ /]
Melee Weapons	—	[/ /]
Blade	—	[/ /]
Bludgeon	—	[/ /]
Powered	—	[/ /]
Unarmed Attack	—	[/ /]
Brawl	—	[/ /]
Power mar. arts	—	[/ /]

DEX Skills	Rank	Score
Unarmed Attack	—	[/ /]
Acrobatics	—	[/ /]
Daredevil	—	[/ /]
Defensive mar.arts	—	[/ /]
Dodge	—	[/ /]
Fall	—	[/ /]
Flight	—	[/ /]
Manipulation	—	[/ /]
Lockpick	—	[/ /]
Pickpocket	—	[/ /]
Prestidigitation	—	[/ /]
Ranged Weapons	—	[/ /]
Bow	—	[/ /]
Crossbow	—	[/ /]
Pistol	—	[/ /]
Rifle	—	[/ /]
Sling	—	[/ /]
SMG	—	[/ /]
Stealth	—	[/ /]
Hide	—	[/ /]
Shadow	—	[/ /]
Sneak	—	[/ /]
Vehicle Operation	—	[/ /]
Air	—	[/ /]
Land	—	[/ /]
Water	—	[/ /]

CON Skills	Rank	Score
Movement	—	[/ /]
Race	—	[/ /]

CON Skills	Rank	Score
Swim	—	[/ /]
Trailblazing	—	[/ /]
Stamina	—	[/ /]
Endurance	—	[/ /]
Survival	—	[/ /]
Survival training	—	[/ /]

INT Skills	Rank	Score
Computer Science	—	[/ /]
<i>Hacking</i>	—	[/ /]
<i>Hardware</i>	—	[/ /]
<i>Programming</i>	—	[/ /]
Demolitions	—	[/ /]
Disarm	—	[/ /]
<i>Scratch-built</i>	—	[/ /]
Set explosives	—	[/ /]
Knowledge	—	[/ /]
<i>Ancient language</i>	—	[/ /]
<i>Ancient lore</i>	—	[/ /]
Deduce	—	[/ /]
<i>First aid</i>	—	[/ /]
_____ (specific)	—	[/ /]
Law	—	[/ /]
Local justice	—	[/ /]
Moral code	—	[/ /]
Life Science	—	[/ /]
Biology	—	[/ /]
Botany	—	[/ /]
Mutations	—	[/ /]
Zoology	—	[/ /]
Medical Science	—	[/ /]
Psychology	—	[/ /]
<i>Surgery</i>	—	[/ /]
<i>Treatment</i>	—	[/ /]
Navigation	—	[/ /]
Land	—	[/ /]
Water	—	[/ /]
Phys. Science	—	[/ /]
Astronomy	—	[/ /]
Chemistry	—	[/ /]
Physics	—	[/ /]
Security	—	[/ /]
Protection protocols	—	[/ /]
Set/disarm traps	—	[/ /]
Tactics	—	[/ /]
Cavalry	—	[/ /]
Infantry	—	[/ /]
Technical Science	—	[/ /]
Artifact knowledge	—	[/ /]

INT Skills	Rank	Score
<i>Invention</i>	—	[/ /]
<i>Juryrig</i>	—	[/ /]
<i>Repair</i>	—	[/ /]

WIL Skills	Rank	Score
Animal handling	—	[/ /]
Animal riding	—	[/ /]
Animal training	—	[/ /]
Awareness	—	[/ /]
Intuition	—	[/ /]
Perception	—	[/ /]
Investigate	—	[/ /]
Interrogate	—	[/ /]
Search	—	[/ /]
Track	—	[/ /]
Resolve	—	[/ /]
Mental	—	[/ /]
Physical	—	[/ /]
Street Smart	—	[/ /]
Criminal elements	—	[/ /]
Ruins knowledge	—	[/ /]
Teach	—	[/ /]
_____ (specific)	—	[/ /]

PER Skills	Rank	Score
Culture	—	[/ /]
Diplomacy	—	[/ /]
<i>Etiquette (specific)</i>	—	[/ /]
Deception	—	[/ /]
Bluff	—	[/ /]
Bribe	—	[/ /]
Gamble	—	[/ /]
Entertainment	—	[/ /]
Act	—	[/ /]
Dance	—	[/ /]
<i>Musical instrument</i>	—	[/ /]
Sing	—	[/ /]
Interaction	—	[/ /]
Bargain	—	[/ /]
Charm	—	[/ /]
Interview	—	[/ /]
Intimidate	—	[/ /]
Seduce	—	[/ /]
Taunt	—	[/ /]
Leadership	—	[/ /]
Command	—	[/ /]
Note: <u>Underlined</u> skills can't be used untrained.		