

TABLE GW42: SKILL LIST

Strength Skills

Skill Name	Cost	Pr.
Armor Operation	7	C
<u>Combat armor</u>	3	C
<u>Powered armor</u>	4	C
Athletics	3	—
Climb	2	—
Jump	1	—
Throw	2	—
Heavy Weapons	6	C
Direct fire	4	C
Indirect fire	4	C
Melee Weapons	6	C
Blade	3	C
Bludgeon	3	C
Powered weapon	4	C
Unarmed Attack	5	—
Brawl	3	C
<u>Power Martial Arts</u>	5	CF

Dexterity Skills

Skill Name	Cost	Pr.
Acrobatics	7	F
Daredevil	4	—
<u>Defensive martial arts</u>	5	CF
Dodge	4	CF
Fall	3	F
Flight	2	—
_____ (specific)	1	—
Manipulation	6	—
Lockpick	4	F
Pickpocket	4	F
Prestidigitation	3	D
Ranged Weapons	7	C
Bow	4	C
Crossbow	3	C
Pistol	5	C
Rifle	5	C
Sling	4	C
SMG	5	C
Stealth	7	F
Hide	4	F
Shadow	4	F
Sneak	5	F
Vehicle Operation	3	T
<u>Air vehicle</u>	5	T
Land vehicle	3	T
Water vehicle	3	T

Constitution Skills

Skill Name	Cost	Pr.
Movement	3	—
<u>Race</u>	2	—
<u>Swim</u>	1	—
Trailblazing	3	F
Stamina	3	—
Endurance	4	C
Survival	5	CF
Survival training	3	CF

Intelligence Skills

Skill Name	Cost	Pr.
Computer Science	7	T
<u>Hacking</u>	5	T
Hardware	4	T
<u>Programming</u>	4	T
Demolitions	6	CT
Disarm	4	T
<u>Scratch-built</u>	4	T
Set explosives	3	CT
Knowledge	3	—
Deduce	2	—
<u>First aid</u>	2	—
<u>Ancient language</u>	1	—
Ancient lore	2	—
_____ (specific)	1	—
Law	5	DF
Local justice	3	D
Moral code	3	CF
Life Science	7	T
Biology	3	T
Botany	3	T
Mutations	3	T
Zoology	3	T
Medical Science	7	T
Psychology	3	T
<u>Surgery</u>	5	T
<u>Treatment</u>	4	T
Navigation	6	T
Land	2	T
Water	3	T
Physical Science	7	T
Astronomy	3	T
Chemistry	3	T
Physics	3	T
Security	5	CF
Protection protocols	3	CF
Set/disarm traps	3	FT
Tactics	6	C
Cavalry	3	C
Infantry	3	C
Technical Science	7	T
Artifact Knowledge	4	T
Invention	4	T
Juryrig	3	T
Repair	3	T

Will Skills

Skill Name	Cost	Pr.
Animal Handling	3	—
Riding	1	—
Training	1	—
Awareness	3	—
Intuition	3	—
Perception	2	—
Investigate	7	FT
Interrogate	4	CF
Search	4	FT
Track	4	F
Resolve	5	—
Mental resolve	3	—
Physical resolve	3	—
Street Smart	5	F
Criminal elements	3	F
Ruins knowledge	3	F
Teach	5	DT
_____ (specific)	3	—

Personality Skills

Skill Name	Cost	Pr.
Culture	5	D
Diplomacy	3	D
<u>First contact</u>	2	D
Deception	5	DF
Bluff	3	DF
Bribe	3	DF
Gamble	3	DF
Entertainment	4	DF
Act	2	DF
Dance	2	DF
<u>Musical instrument</u>	2	DF
Sing	2	DF
Interaction	3	—
Bargain	3	DT
Charm	3	DF
Interview	3	DF
Intimidate	3	C
Seduce	3	DF
Taunt	2	—
Leadership	4	—
Command	4	CD

Skill Name: The name of the broad or specialty skill. Specialty skills are listed beneath their broad skill category.
Cost: Cost (in skill points) to purchase the skill
Pr.: Which profession(s) purchase the skill at a reduced cost—(C)ombat, (D)iplomat, (F)ree Agent, or (T)ech Op.
Underlined skills cannot be used untrained.