

## Tuckers Hardcore Non-Weapon and Non-Combat skill list. Version 0.2

This is a very much “in the works” compilation of skills

Skill names with the asterisk after them are double cost. Each asterisk after the first adds another to the multiplier. For example \*\* would be three times the regular cost. Anything in ( ) blocks is a currently under question and will be updated.

### **Artisan Skills**

Armorer  
Blacksmith  
Bowyer  
Brewer  
Carpenter  
Civil Engineer (fantasy)  
Herbalist  
Jeweler  
Masseur  
Navigation (planetbound)  
Paper Maker  
Seamstress/Tailor  
Silk maker  
Stonemason  
Tanner/Leatherworker  
Weaponsmith  
Weaver

### **Common Skills**

Animal Handling/Husbandry  
Cooking  
Dance (may also be Artisan, Court, or Primitive. Must be stated when purchased)  
Farming/Gardening  
Fishing  
Gaming/Gambling  
Horsemanship/Equestrian  
Juggling  
Music (Vocal, Instrumental, Choral, etc)  
Reading/Writing  
Small Water Craft  
Sailing  
Swimming

### **Court Skills**

Calligraphy  
Etiquette  
Falconry (requires Animal Handling 40)

Flower Arranging/Decor  
Heraldry  
Landscaping/Gardening  
Non/Drama/Comedy  
Origami  
Painting  
Poetry  
Formal Ceremony (requires Etiquette 40)  
-Coronation  
-Knighthood  
Informal Ceremony (requires Etiquette 40)  
-Tea Ceremony  
-Bows and genuflections of Torian and Glantrian Society

**Primitive Skills** (would some of these be under Wilderness Survival?)

Chanting  
Firebuilding  
Running  
Signaling  
Snare Building  
Sound Imitation  
Meditation

**Science Skills**

Anthropology  
Archaeology  
Astronavigation  
Astronomy  
Chemistry  
Civil Engineer (modern)  
Computer Science  
Criminology  
Communications Systems  
Demolitions  
Forensics  
Geology  
Law  
Medic  
Physics  
Psychology

**Special Skills**

Adrenal Moves \*\*  
Adrenal Defense \*\*

Acrobatics  
Acting  
Administration  
Animal Handling  
Animal Husbandry  
Art – Appraisal  
Art – Creation by type  
Astrology  
Auto Mechanic (Part of Mechanic?)  
Battle Dress  
Black Market  
Body Builder (Better as bogey with bonuses?)  
Bribe  
Broker  
Business Administration  
Carousing  
Climb  
Clue Analysis  
Combat Engineer  
Communication Systems  
Computer Operation  
Cook  
Cryptography  
Cyberdeck Repair (Maybe put in a double cost version of the Electronics skill?)  
Cyberware Repair  
Dance  
Demolitions  
Demolitions Disposal  
Detect Ambush  
Detect Concealment  
Disguise  
Electronics  
Enviro Suit  
Find/Remove Traps  
First Aid  
Fishing  
Fixed Wing Pilot  
Foraging  
Forgery  
Forward Observer  
Gravity Vehicle Driver  
Gymnastics  
Gunsmith  
Hear Noise (Part of Recon or Perception?)  
Heavy Weapons  
Hide in Shadows (Part of Stealth?)  
Hide Item  
Install Traps (Part of Find/Remove Traps?)  
Instruction

Intrusion  
Investigation  
Jack of all Trades  
Jury Rig  
Laser Tech  
Law  
Leadership  
Legal (Part of Law?)  
Liaison  
Library Use  
Locksmith  
Maintenance  
Mechanic (Break down in to auto, aircraft, etc?)  
Medic  
Motorcycle (Part of Wheeled Vehicle Driver?)  
Mountaineering  
Move Silently (Part of Stealth?)  
Musical Instrument  
Open Locks  
Occult Knowledge  
Occultism  
Oratory  
Parachute Operation  
Perception  
Persuasion  
Pick Pockets  
Pilot – 100 to 1000 tons (Star Riders)  
Pilot – Aircraft  
Pilot – Rotary Wing  
Police Work  
Radio Operation  
Recon\*  
Recruit  
Research  
Robot Tech  
Rope Work  
Sailing  
Scrounge  
Scuba Operation  
Security Systems  
Sensor Ops  
Sewing  
Ships Gunnery  
Ships Sensors  
Ships Tactics  
Sing  
Site Analysis  
Slight of Hand  
Small Boat Handling

Stage Magic  
Stealth  
Strategic Targeting  
Streetwise  
Surveillance  
Survival  
Swim  
Tactics  
Tarot Reading  
Tracked Vehicle Driver  
Tracking – Animal  
Treat Disease  
Vac Suit (Part of Enviro Suit?)  
Weapon Trickery  
Weaponsmith – Blades  
Weaponsmith – Guns  
Wheeled Vehicle Driver  
Wilderness Survival  
Zero G