

**GUNMASTER GOLD**  
**SKILL LIST**

CATEGORY	SKILL	ATTRIBUTES	SUNSIGN	OML	SPECIALTIES [Specialties in square brackets may only be taken at SI 7+.]
COMBAT	Artillery	INT INT WIL	Fen/Ahn/Ang/Nad+1	SB 1	Mortar, Siege Artillery, etc.
COMBAT	Axes	STR DEX DEX	Fen/Ahn/Ang+1	SB 2	Handaxe, Shorkana, Sickle.
COMBAT	Battleaxes	STR STR DEX	Fen/Ahn/Ang/Nad+1	SB 2	Battleaxe, Warhammer.
COMBAT	Blowgun	END EYE TCH	Hir+2; Nad/Tar+1	SB 4	Blowgun.
COMBAT	Bows	STR DEX EYE	Nad/Hir/Tar+1	SB 2	Composite, Hartbow, Longbow, Shortbow, Slingshot.
COMBAT	Clubs	STR DEX DEX	Ula/Ara+1	SB 4	Club, Mace, Maul, Morningstar, Tonfa, Truncheon.
COMBAT	Crossbow	DEX EYE TCH	Hir/Ula/Fen+1	SB 3	Arbalest, Crossbow.
COMBAT	Firearms	DEX EYE TCH	Fen/Ahn/Nad+1	SB 3	Handgun, Rifle, Shotgun (includes direct-fire Grenade Launcher), Machine Gun.
COMBAT	Flails	DEX DEX TCH	Nad/Hir/Tar+1	SB 1	Ball & Chain, Bike Chain, Grainflail, Nachakas, Warflail.
COMBAT	Forward Observer	EYE INT WIL	Hir+2; Tai+1	SB 1	Pre-requisite: Communications.
COMBAT	Grenade Launcher	DEX EYE INT	Ahn/Ang/Nad+1	SB 2	(Includes light indirect fire weapons.) None.
COMBAT	Guided Missile System	EYE TCH INT	Hir+2; Tai+1	SB 1	None.
COMBAT	Heavy Gun	EYE TCH INT	Fen/Ahn/Nad+1	SB 1	Different calibre classes may be specialties (e.g. 105mm).
COMBAT	Knives	DEX TCH EYE	Ang/Nad+2	SB 3	Bayonet, Dagger, Keltan, Knife, Taburi.
COMBAT	Longswords	STR STR DEX	Ang+3; Ahn/Nad+1	SB 3	Bastard Sword, Battlesword, Broadsword, Epee, Estoc, Rapier.
COMBAT	Morale	INT WIL WIL	None	SB 2	None.
COMBAT	Net	DEX TCH TCH	Sko/Mas/Lad+1	SB 1	Blanket, Cloak, Net, etc.
COMBAT	Polearms	STR DEX DEX	Ara/Ang+1	SB 2	Bill, Falcastra, Glaive, Pike, Poleaxe.
COMBAT	Resist Drugs/Torture	END WIL WIL	Ula+2	SB 1	(Use multiple of END (drugs) or WIL (torture) if that is higher.) None.
COMBAT	Rocket Launcher	EYE TCH INT	Fen/Ahn/Nad+1	SB 1	None.
COMBAT	Shields	STR DEX DEX	Ula/Lad/Mas+1	SB 3	Buckler, Kite, Knight (Heater), Round, Tower Shield.
COMBAT	Shortswords	STR DEX DEX	Ang+3; Ahn/Nad+1	SB 3	Falchion, Longknife, Mang, Mankar, Shortsword.
COMBAT	Slings	DEX DEX TCH	Nad/Hir/Tar+1	SB 1	Sling, Staffsling.
COMBAT	Staves	STR DEX EYE	Ula/Ara/Fen+1	SB 2	Bayonet & Rifle, Javelin, Lance, Spear, Staff, Trident.
COMBAT	<b>UNARMED</b>	STR DEX AGL	Ula/Mas/Lad+2; Ahn/Nad+1	SB 3	Martial Arts styles may be specialties.
COMBAT	Whips	DEX DEX TCH	Hir/Nad+1	SB 1	Isagara, Whip.
COMMUNICATION	Acting	AGL VOI INT	Tar/Tai+1	SB 1	Different styles may be specialties.
COMMUNICATION	<b>AWARENESS</b>	EYE HRG SMT	Hir/Tar+1	SB 4	None.
COMMUNICATION	Foreign Tongue	INT WIL WIL	Tai+1	SB 1-2	Each Language is a separate skill.
COMMUNICATION	Interrogation	INT AUR WIL	Tar/Tai/Sko+1	SB 1	Torture, Mind Games, etc.
COMMUNICATION	<b>INTRIGUE</b>	INT AUR WIL	Tar/Tai/Sko+1	SB 3	None.
COMMUNICATION	Lovecraft	CML TCH VOI	Ang/Mas+1	SB 3	Different techniques may be specialties.
COMMUNICATION	Mental Conflict	AUR WIL WIL	None	SB 3	None.
COMMUNICATION	Musician	DEX HRG TCH	Ang/Mas+1	SB 1	Each instrument is a separate skill.
COMMUNICATION	<b>NATIVE TONGUE</b>	INT WIL WIL	Tai+1	SB 4-7	Each Language is a separate skill.
COMMUNICATION	<b>ORATORY</b>	CML VOI INT	Tar+1	SB 2	None.
COMMUNICATION	<b>RHETORIC</b>	VOI INT WIL	Tar/Tai/Sko+1	SB 3	None.
COMMUNICATION	Ritual - Agrik	STR VOI INT	Nad+2; Ahn/Ang+1	SB 1	None.
COMMUNICATION	Ritual - Halea	TCH VOI INT	Ang/Tar/Mas+1	SB 1	None.
COMMUNICATION	Ritual - Ilvir	VOI INT AUR	Sko+2; Tar/Tai/Mas+1	SB 1	None.
COMMUNICATION	Ritual - Larani	STR VOI INT	Fen/Ahn/Ang+1	SB 1	None.
COMMUNICATION	Ritual - Morgath	VOI INT WIL	Fen/Tar/Mas/Lad+1	SB 1	None.
COMMUNICATION	Ritual - Naveh	AGL TCH INT	Mas+2; Hir/Tar/Tai+1	SB 1	None.
COMMUNICATION	Ritual - Peoni	TCH VOI INT	Ara+2; Ula/Ang+1	SB 1	None.
COMMUNICATION	Ritual - Sarajin	STR VOI INT	Fen/Ahn/Ang/Nad+1	SB 1	None.
COMMUNICATION	Ritual - Save-K'nor	VOI INT INT	Tai+2; Tar/Sko+1	SB 1	None.
COMMUNICATION	Ritual - Siem	INT AUR WIL	Hir+2; Ula/Nad/Tar+1	SB 1	None.
COMMUNICATION	Script	DEX EYE INT	Tar/Tai+1	70+SB	Each Script is a separate skill.
COMMUNICATION	Sign Language	EYE INT WIL	Tai+1	SB 1	Each Sign Language is a separate skill.
COMMUNICATION	<b>SINGING</b>	HRG VOI VOI	Mas+1	SB 3	Different styles may be specialties.
LORE/CRAFT	Accounting	INT INT WIL	Tai+3; Tar/Sko+1	SB 1	Different accounting methods may be specialties.
LORE/CRAFT	Administration	EYE INT WIL	Tar/Tai+1	SB 1	Planning, Record-Keeping, Scheduling, etc.
LORE/CRAFT	Agriculture	STR END WIL	Ula/Ara+2	SB 2	Different crops may be specialties.
LORE/CRAFT	Alchemy	SMT INT AUR	Sko+4; Tai/Mas+2	SB 1	Each Menstrum (recipe) is a separate skill.
LORE/CRAFT	Animalcraft	AGL VOI WIL	Ula/Ara+1	SB 1	Horse Training, Dog Training, etc.
LORE/CRAFT	Anthropology/Sociology	INT INT WIL	Tai+1	SB 1	Various disciplines may be specialties.
LORE/CRAFT	Astrology	INT INT AUR	Tar+1	SB 1	Astromancy, etc.
LORE/CRAFT	Astronomy	INT INT WIL	Tar/Tai+1	SB 1	Stars, Stellar Masses, Black Holes, etc.
LORE/CRAFT	Biology	INT INT WIL	Tai/Sko/Mas+1	SB 1	Various disciplines may be specialties.
LORE/CRAFT	Bomb Disposal	TCH INT WIL	Tai+2; Tar/Sko+1	SB 1	Booby Trap, Land Mine, Package Bomb, [Warhead].
LORE/CRAFT	Brewing	SMT SMT TCH	Sko+4; Tai/Mas+2	SB 1	Different beverages types may be specialties.
LORE/CRAFT	Carpentry	STR DEX TCH	Ula/Ara+2	SB 1	Cabinetry, Carpentry, Cooping, Wheelwright, etc.
LORE/CRAFT	Carving	DEX TCH WIL	Ula+3; Ara/Lad+1	SB 1	Wood, Stone, Horn/Bone (Scrimshaw), Ivory, etc.
LORE/CRAFT	Ceramics	DEX TCH TCH	Ula/Ara+2	SB 1	Different artistic styles may be specialties.
LORE/CRAFT	Chemistry	INT INT WIL	Sko+2; Tai/Mas+1	SB 1	Various disciplines may be specialties.
LORE/CRAFT	Civil Engineering	EYE INT INT	Ula/Ara+2; Fen+1	SB 1	Building Architecture, Bridges, Roads, etc.
LORE/CRAFT	Combat Engineering	EYE TCH INT	Fen/Ahn+1	SB 1	Plastic Explosives, Demolitions, etc.
LORE/CRAFT	Communications	HRG INT WIL	Tar/Tai+1	SB 1	RTO, [Interception], [Jamming], [Direction Finding], [Satellite Link].
LORE/CRAFT	Computer Programming	INT INT WIL	Tai+1	SB 1	Various software languages/protocols may be specialties.
LORE/CRAFT	Computer Use	INT INT WIL	Tai+1	SB 2	Various software programs may be specialties.
LORE/CRAFT	Cookery	SMT SMT TCH	Sko+1	SB 3	Cultural, religious and regional specialties.
LORE/CRAFT	Disguise	EYE INT AUR	Tar/Tai/Sko+1	SB 1	Different techniques may be specialties.
LORE/CRAFT	Drawing	EYE EYE TCH	Sko/Tai+1	SB 2	Painting, Sketching, Technical, Computer Graphics, etc.
LORE/CRAFT	Drive Motorcycle	AGL EYE WIL	Nad/Hir+1	SB 1	Pursuit, Dirt Racing, etc.
LORE/CRAFT	Drive Tracked Vehicle	DEX EYE INT	Ara/Tai+1	SB 2	Half-Tracked Vehicle, Tank, etc.
LORE/CRAFT	Drive Wheeled Vehicle	DEX EYE INT	Ara/Tai+1	SB 2	Pursuit, Off-Road, Stunt, Defensive, etc.
LORE/CRAFT	Economics/Finance	INT INT WIL	Tai+2; Tar/Sko+1	SB 1	Pre-requisite: Mathematics at SI 6+. Investments, Stock Market, etc.
LORE/CRAFT	Electrical Engineering	INT INT WIL	Fen/Tar/Tai+1	SB 1	Various electrical and electronic device design may be specialties.
LORE/CRAFT	Electrician	EYE INT WIL	Fen/Tar/Tai+1	SB 1	Electric Motors, Building Circuitry, etc.
LORE/CRAFT	Electronics	TCH INT WIL	Fen/Tar/Tai+1	SB 1	Integrated Circuits, Semiconductors, Transistors, etc.
LORE/CRAFT	Embalming	DEX SMT TCH	Ula/Sko+1	SB 1	Cultural, religious and regional specialties.
LORE/CRAFT	Fishing	DEX TCH WIL	Mas/Lad+2	SB 2	Different techniques may be specialties.
LORE/CRAFT	Fletching	DEX TCH TCH	Hir+2; Nad/Tar+1	SB 1	Bowyer, Fletcher.
LORE/CRAFT	Folklore	VOI INT INT	Tai+2	SB 2	Cultural and/or regional specialties.
LORE/CRAFT	Foraging	EYE SMT WIL	Ula/Ara+2	SB 2	Different climate/terrain types may be specialties.
LORE/CRAFT	Forensics	EYE TCH INT	Sko+2; Tai/Mas+1	SB 1	Fingerprinting, Hairs/Fibres, Fluids, etc.

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LORE/CRAFT	Gambling	EYE INT WIL	Tar/Tai+1	SB 1	Different games may be specialties.
LORE/CRAFT	Geography	EYE INT INT	Tai/Sko+1	SB 1	Various disciplines may be specialties.
LORE/CRAFT	Geology	EYE INT INT	Fen+2; Ula/Ara+1	SB 1	Various mineral types may be specialties.
LORE/CRAFT	Glassworking	DEX DEX TCH	Fen+2	SB 1	Different styles may be specialties.
LORE/CRAFT	Gunsmithing	EYE TCH INT	Fen/Ahn+1	SB 1	Handgun, Rifle, Shotgun, Machine Gun.
LORE/CRAFT	Heraldry	WIL EYE TCH	Tai/Sko+1	SB 1	Cultural and/or regional specialties.
LORE/CRAFT	Herblore	SMT TCH INT	Ula+3; Ara+2	SB 1	Medicinal, Food Crop, etc.
LORE/CRAFT	Hideworking	DEX SMT TCH	Ula/Ara+1	SB 1	Curing, Parchment, Stitching, Tanning, Taxidermy, Tooling, etc.
LORE/CRAFT	History	INT INT WIL	Tai+1	SB 1	Various disciplines may be specialties.
LORE/CRAFT	Homeopathy	TCH INT INT	Mas+2; Tai/Sko+1	SB 1	Various homeopathic specialties.
LORE/CRAFT	Hydraulics	STR INT WIL	Fen+2; Ahn/Mas+1	SB 1	Pumps, Valves, Hydraulic Jacks, etc.
LORE/CRAFT	Jewelcraft	EYE TCH WIL	Fen+3; Ara/Tar+1	SB 1	Goldsmith, Silversmith, Gemcutter, Designer, etc.
LORE/CRAFT	Law - Business	VOI INT WIL	Tar/Tai+1	SB 1	Contract Law, Torts, etc.
LORE/CRAFT	Law - Criminal	VOI INT WIL	Tar/Tai+1	SB 1	Arrest Procedures, Felonies, etc.
LORE/CRAFT	Lockcraft	DEX TCH WIL	Fen+1	SB 1	Locksmith, Fine Mechanician, etc.
LORE/CRAFT	Machinist	DEX DEX INT	Fen+2; Ahn/Nad+1	SB 1	Lathes, Presses, etc.
LORE/CRAFT	Marketing/PR	INT INT WIL	Tar/Tai+1	SB 1	Advertising, Strategic Marketing, Public Relations, etc.
LORE/CRAFT	Masonry	STR DEX TCH	Ula/Ara+2	SB 1	Stonemason, Bricklayer, etc.
LORE/CRAFT	Mathematics	INT INT WIL	Tai+3; Tar/Sko+1	SB 1	Algebra, Geometry, Trigonometry, etc.
LORE/CRAFT	Mechanic	STR DEX INT	Fen+3; Ahn/Ang+1	SB 1	Repair Automobile, Aircraft Maintenance, etc.
LORE/CRAFT	Mechanical Engineering	INT INT WIL	Fen+2; Tai+1	SB 1	Vehicle Design, Robot Design, etc.
LORE/CRAFT	Medicine	EYE HRG INT	Mas+2; Tai/Sko+1	SB 1	Various ailments/illnesses may be specialties.
LORE/CRAFT	Metalcraft	STR DEX TCH	Fen+3; Ahn/Ang+1	SB 1	Different metal types (e.g. bronze, iron) may be specialties.
LORE/CRAFT	Metallurgy	INT INT WIL	Fen+2; Tar+1	SB 1	Smelting, Refining, Alloys, etc.
LORE/CRAFT	Meteorology	EYE INT INT	Hir/Tar/Mas/Lad+1	SB 1	Different climate types may be specialties.
LORE/CRAFT	Milling	STR SMT TCH	Ula+1	SB 2	Baking, Milling.
LORE/CRAFT	Mining	EYE INT WIL	Fen+2; Ula/Ara+1	SB 1	Different mining techniques may be specialties.
LORE/CRAFT	Navigation	EYE INT INT	Ula/Ara+2	SB 1	Various terrain types may be specialties.
LORE/CRAFT	NBC Warfare	SMT INT WIL	Sko+2; Tai/Mas+1	SB 1	Nuclear, Biological, Chemical.
LORE/CRAFT	Perfumery	SMT SMT INT	Hir/Tar/Sko+1	SB 1	Incense, Scented Oils, Soap, Perfume, etc.
LORE/CRAFT	Pharmacology	EYE INT WIL	Sko+2; Tai/Mas+1	SB 1	Pre-Requisite: Chemistry at SI 6+.
LORE/CRAFT	Photography	DEX EYE INT	Tai+1	SB 3	Macro, Zoom, Film Developing, etc.
LORE/CRAFT	Physician	TCH TCH INT	Mas+2; Tai/Sko+1	SB 2	Various treatments <i>except</i> Surgery, which is a separate skill.
LORE/CRAFT	Physics	INT INT WIL	Tai+2; Tar/Sko+1	SB 1	Various disciplines may be specialties.
LORE/CRAFT	Pilot Aeroplane	END EYE INT	Hir+2; Tar+1	SB 1	Various aeroplane types may be specialties.
LORE/CRAFT	Pilot Helicopter	DEX EYE INT	Hir+2; Tar+1	SB 1	Various helicopter types may be specialties.
LORE/CRAFT	Piloting	DEX TCH INT	Lad+5 Mas+3	SB 1	Sea Navigation, Sailing, Specific Waterways, etc.
LORE/CRAFT	Plumbing	STR DEX INT	Fen+2; Sko/Mas+1	SB 1	Different types of gas/liquid pipes may be specialties.
LORE/CRAFT	Psychology	INT AUR WIL	Tar/Tai/Sko+1	SB 1	Child, Criminal, Gargun, etc.
LORE/CRAFT	Runecraft	INT AUR AUR	Tai+2; Sko+1	SB 1	Regional styles may be specialties.
LORE/CRAFT	Shipwright	STR DEX INT	Lad+4; Mas+2	SB 1	Naval Architecture, Sailmaking, etc.
LORE/CRAFT	Streetwise	EYE INT WIL	Hir/Tai+1	SB 2	None.
LORE/CRAFT	Surgery	TCH TCH INT	Mas+2; Tai/Sko+1	SB 1	Various medical specialties.
LORE/CRAFT	Surveillance	EYE HRG INT	Hir/Tar/Tai+1	SB 1	Stakeout, Electronic Devices, etc.
LORE/CRAFT	Survival	STR DEX INT	Ula+2; Ara+1	SB 2	Different climate/terrain types may be specialties.
LORE/CRAFT	Tarotry	INT AUR WIL	Tar/Tai+2; Hir/Sko+1	SB 1	Regional styles may be specialties.
LORE/CRAFT	Textilecraft	DEX EYE TCH	Ula/Ara+1	SB 1	Embroidery, Tailoring, Weaving, etc.
LORE/CRAFT	Theology	INT INT WIL	Tar+1	SB 1	Different deities may be specialties.
LORE/CRAFT	Timbercraft	STR DEX AGL	Ula+4; Ara+2	SB 2	Cutting, Felling, Tree Care, etc.
LORE/CRAFT	Tracking	EYE HRG SMT	Ula/Ara+4	SB 1	Specialist for any race or creature type.
LORE/CRAFT	Trapping	DEX AGL EYE	Ula/Ara+2	SB 2	Different small animal types may be specialties.
LORE/CRAFT	Weaponcraft	STR DEX TCH	Fen+4; Ahn/Ang+2	SB 1	Medieval Weapon Group or Armour. [Specific Weapon/Armour].
LORE/CRAFT	Weatherlore	EYE SMT TCH	Hir/Tar/Mas/Lad+1	SB 1	Different climate types may be specialties.
LORE/CRAFT	Welding	DEX DEX INT	Ahn/Nad+2; Fen+1	SB 1	Different metals may be specialties.
PHYSICAL	Acrobatics	STR AGL AGL	Nad+2; Hir+1	SB 1	Balancing, Bars, Rings, Trapeze, Tumbling, Vaulting, etc.
PHYSICAL	Bicycling	STR END AGL	Nad/Hir+2	SB 2	Speed, Cross-Country, Extreme, etc.
PHYSICAL	<b>CLIMBING</b>	STR DEX AGL	Ula/Ara+2	SB 4	None.
PHYSICAL	<b>CONDITION</b>	END END WIL	Ula/Lad+1	SB 5	None.
PHYSICAL	Dancing	DEX AGL AGL	Tar+2; Hir/Tai+1	SB 2	Different styles may be specialties.
PHYSICAL	<b>DODGE</b>	AGL AGL SPD	Hir/Tar/Tai+1	SB 5	None.
PHYSICAL	<b>INITIATIVE</b>	AGL SPD WIL	Ahn/Ang/Nad+1	SB 5	None.
PHYSICAL	Intrusion	DEX EYE INT	Hir/Tar/Tai+1	SB 2	Defeat Countermeasures, Lockpicker, Silent, etc.
PHYSICAL	Juggling	DEX EYE WIL	Hir+2	SB 1	Different techniques may be specialties.
PHYSICAL	<b>JUMPING</b>	STR AGL SPD	Nad/Hir+2	SB 4	High Jump, Long Jump, Triple Jump, etc.
PHYSICAL	Legerdemain	DEX TCH TCH	Tar/Tai/Sko+2	SB 1	Pickpocket, Sleight of Hand, etc.
PHYSICAL	Long Distance Running	END SPD WIL	Ara+1	SB 4	Different distances may be specialties.
PHYSICAL	<b>MOBILITY</b>	AGL SPD SPD	Hir/Tar+1	SB 5	None.
PHYSICAL	Parachuting	END AGL WIL	Nad/Hir+2	SB 1	Static Line, [Freefall], [HALO], [HAHO].
PHYSICAL	Riding	DEX AGL WIL	Ula/Ara+1	SB 1	Horse, Pony, Camel, etc.
PHYSICAL	SCUBA Diving	END AGL INT	Mas/Lad+2	SB 1	Pre-Requisite: Swimming at SI 6+. Basic, [Deep], [Closed], etc.
PHYSICAL	Seamanship	STR DEX AGL	Lad+3; Sko/Mas+1	SB 1	Rowing, Sailing (small boats), Sculling, etc.
PHYSICAL	Skating	END AGL AGL	Mas+2; Sko/Lad+1	SB 1	Artistic/Figure, Speed, etc.
PHYSICAL	Skiing	STR DEX AGL	Mas+2; Sko/Lad+1	SB 1	Cross Country, Downhill, Jumping, Slalom, etc.
PHYSICAL	Sports - Foot & Ball	END AGL EYE	Ula/Lad+1	SB 3	Different games may be specialties.
PHYSICAL	Sports - Hand & Ball	END AGL EYE	Mas+2; Ula/Lad+1	SB 3	Different games may be specialties.
PHYSICAL	Sports - Stick & Ball	DEX AGL EYE	Ula/Ara+2; Hir+1	SB 3	Different games may be specialties.
PHYSICAL	Sprinting	STR AGL AGL	Ang/Hir+1	SB 4	Different distances may be specialties.
PHYSICAL	<b>STEALTH</b>	AGL TCH WIL	Hir/Tar/Tai+2	SB 3	None.
PHYSICAL	Surfing	END AGL WIL	Lad+4; Sko/Mas+2	SB 1	Different styles may be specialties.
PHYSICAL	Swimming	STR END AGL	Mas/Lad+3; Sko+1	SB 1	Different styles may be specialties.
PHYSICAL	<b>THROWING</b>	STR DEX EYE	Hir+2; Nad/Tar+1	SB 4	None.
PHYSICAL	Throwing (Athletics)	STR STR DEX	Ara/Fen+1	SB 3	Discus, Hammer, Javelin, Shot Put.

All skills in **BLUE & BOLD** are automatic skills.