Skill	Category	Attributes	RMFRPSkills	Categories	Stats	Optional Stat
Abnormal Psychology	Other Tech	In/Re	Psychology	Science/Analytic -Specialized	Re/Me/Re	Pr
Accounting	Academic	Re/Me				
Acrobatics	Gymnastic	Ag/Qu	Acrobatics	Athletic - Gymnastics	Ag/Qu/Ag	Ag
Acting	Subterfuge	Pr/Em	Acting	Artistic - Active	Pr/Em/Ag	SD
Administration	Academic	Re/Pr	Administration	Technical/Trade - Vocational	Re/Me/In	Pr
Adrenal Defense	Concentration		Adrenal Defense	Special Defenses	no stat bonus	
Adrenal Move, Balance	Concentration	Pr/SD	Adrenal Balance	Self Control	SD/Pr/SD	Ag
Adrenal Move, Landing	Concentration	Pr/SD	Adrenal Landing	Self Control	SD/Pr/SD	Ag
Adrenal Move, Leaping	Concentration	Pr/SD	Adrenal Leaping	Self Control	SD/Pr/SD	St
Adrenal Move, Quick Draw	Concentration	Pr/SD	Adrenal Quickdraw	Self Control	SD/Pr/SD	Ag
Adrenal Move, Speed	Concentration	Pr/SD	Adrenal Speed	Self Control	SD/Pr/SD	Qu
Adrenal Move, Strength	Concentration	Pr/SD	Adrenal Strength	Self Control	SD/Pr/SD	St
Advanced Math	Academic	Re/Me	Advanced Math	Science/Analytic -Specialized	Re/Me/Re	Re
Advertising	General	In/Re	Advertising	Technical/Trade - Professional	Re/Me/In	In
Aerodynamics	Academic	Re/Me	Aerodynamics	Science/Analytic -Specialized	Re/Me/Re	In
Agriculture	General	Re/Em				
Airborne Assault	Combat					
Alchemy (Chemistry)	Academic	Re/Me	Alchemy	Science/Analytic -Specialized	Re/Me/Re	In
Ambush	Deadly		Ambush	Subterfuge - Attack	Ag/SD/In	In
Animal Handling	Animal	Em/Pr	Animal Handling	Outdoor - Animal	Em/Ag/Em	Em
Animal Healing	Medical/Other Tech	Em/Re	Animal Healing	Outdoor - Animal	Em/Ag/Em	Em
Animal Training	Animal	Em/Pr	Animal Training	Outdoor - Animal	Em/Ag/Em	SD
Anthropology	Academic	In/Em	Anthropology	Science/Analytic -Specialized	Re/Me/Re	Em
Appraisal	Evaluation	Re/Me	Appraisal	Technical/Trade - Vocational	Re/Me/In	Re
Aquatics	Athletic	Ag/SD	Aquatics	Outdoor - Environmental	SD/In/Me	Ag
Archaeology	Academic	In/Re	Archaeology	Science/Analytic -Specialized	Re/Me/Re	
Architecture	Academic	Re/Me	Architecture	Technical/Trade - Professional	Re/Me/In	In
Armor Evaluation	Evaluation	In/Re	Evaluate Armor	Technical/Trade - Vocational	Re/Me/In	Re
Armor Working	General					
Art (Commercial)	General	In/Ag				
Art History	Academic	Me/Re	Art History	Lore - Academic	Me/Re/Me	ME
Astronomy	Academic	Me/Re	Astronomy	Science/Analytic -Specialized	Re/Me/Re	Pr
Astrophysics	Other Tech	Re/Me				
Athletic Games	Athletic	St/Ag/Qu	Athletic Games (En	Athletic - Endurance	Co/Ag/St	Co
Atmospheric Pilot	Astronautics	Ag/Qu	Atmospheric Pilot (	Technical/Trade - Vocational	Re/Me/In	Ag
Atmospherics	Other Tech	In/Re	Atmospherics	Science/Analytic -Specialized	Re/Me/Re	In
Attunement (Staves & Wa	Magical	Em/In	Attunement	Power Awareness	Em/In/Pr	Pr
Audiophile Technology		Me/Re	Music Technology	Science/Analytic -Technical	Re/Me/Ag	Ag
Audiovisuals		Me/Re				
Autopsy	Other Tech	In/Re	Autopsy	Science/Analytic - Medical	Re/Me/In	In
Basic Mathematics	Academic	Re/Me	Basic Math	Science/Analytic - Basic	Re/Me/Re	Re
Beast Mastery	Animal	Em/Pr	Animal Mastery	Outdoor - Animal	Em/Ag/Em	Pr

Skill	Category	Attributes	RMFRPSkills	Categories	Stats	Optional Stat
Begging	Subterfuge	Pr/Em	Begging	Technical/Trade - General	Re/Me/SD	Pr
Bicycling		Ag/SD	Bicycling	Athletic - Endurance	Co/Ag/St	Ag
Billiards	Athletic	SD/Re	Billiards	Technical/Trade - General	Re/Me/SD	SD
Biochemistry	Academic	In/Re	Biochemistry	Science/Analytic -Specialized	Re/Me/Re	In
Biology (General)	Other Tech	In/Re	Biology	Science/Analytic -Specialized	Re/Me/Re	
Boat Pilot	Academic	Me/Ag	Boat Pilot	Technical/Trade - Vocational	Re/Me/In	Ag
Body Damage Stabalize	Concentration	SD/Em	Adrenal Stabilizatio	Self Control	SD/Pr/SD	SD
Body Development	Athletic	Co	Body Development	Body Development	Co/SD/Co	Co
Booking	Criminal/Subterfuge	In/Pr	Booking	Urban	In/Pr/Re	In
Botany	Other Tech	Me/Re	Botany	Science/Analytic -Specialized	Re/Me/Re	
Brain Washing		SD/SD/Em	Brainwashing	Influence	Pr/Em/In	SD
Brawling	Combat	Re/In	Brawling	Special Attacks	St/Ag/SD	SD
Bribery	Subterfuge	Pr/Me	Bribery	Influence	Pr/Em/In	In
Business Law	Academic	Me/Re				
Camouflage	Subterfuge	Re/In	Camouflage	Subterfuge - Mechanics	In/Ag/Re	Em
Canon	Academic	SD/Me	Canon	Lore - Academic	Me/Re/Me	SD
Caving	Survival	SD/Re	Caving (Spelunkin	Outdoor - Environmental	SD/In/Me	Me
Ceramics (Industrial)	Academic	Re/Ag				
Channeling	Magical	In	Channeling	Power Manipulation	Em/In/Pr	SD
Chem. Eng. (Industrial)	Engineering	In/Re	Chemical Engineer	Science/Analytic - Engineering	Re/Me/In	In
Chem. Eng. (Medical)	Engineering	In/Re	Chemical Engineer	Science/Analytic - Engineering	Re/Me/In	In
Chemistry	Other Tech	In/Re	Chemistry	Science/Analytic -Specialized	Re/Me/Re	
Circle Lore	Magical	Me/Re	Circle Lore	Lore - Magical	Me/Re/Me	Me
Civil Engineering	Engineering	In/Re	Civil Engineering	Science/Analytic - Engineering	Re/Me/In	In
Civil Law	Academic	Me/Re				
Climbing	Athletic	Ag	Climbing	Athletic - Gymnastics	Ag/Qu/Ag	St
Combat Pilot	Astronautics	In/Ag	Combat Pilot	Combat Maneuvers	Ag/Qu/SD	In
Communications	General	In/Re	Communications	Technical/Trade - General	Re/Me/SD	In
Comparative Religion	Academic	Me/Re	Comparative Religi	Lore - Academic	Me/Re/Me	Me
Computer Crime	Criminal/Subterfuge	SD/Em	Computer Crime	Subterfuge - Mechanics	In/Ag/Re	SD
Computer Engineering	Engineering	In/Re	Computer Engineer	Science/Analytic - Engineering	Re/Me/In	In
Computer Tapping		In/In/Re	Computer Tapping	Subterfuge - Mechanics	In/Ag/Re	In
Computer Technics	Technical	Re/Me	Computer Technol	Science/Analytic -Technical	Re/Me/Ag	Re
Contortions	Gymnastic	Ag/SD	Contortions	Athletic - Gymnastics	Ag/Qu/Ag	SD
Control Lycanthropy	Concentration	SD	Control Lycanthrop	Self Control	SD/Pr/SD	SD
Control Shape Change	Concentration	SD	Control Lycanthrop	Self Control	SD/Pr/SD	SD
Cookery	General	Re/Ag	Cooking	Crafts	Ag/Me/SD	In
Corporate Management	Academic	Re/Em				
Cosmetology	Academic	Pr/SD				
Counterfeiting	Criminal/Subterfuge	Ag/Re	Counterfeiting	Subterfuge - Mechanics	In/Ag/Re	Re
Crafting	General	Ag/SD				
Crewmenber (AFV)	Combat	In/Ag	Crewmember AFV	Combat Maneuvers	Ag/Qu/SD	In

Skill	Category	Attributes	RMFRPSkills	Categories	Stats	Optional Stat
Crime Engineering	Engineering	In/Re	Criminal Engineeri	Science/Analytic - Engineering	Re/Me/In	In
Crime Technics	Technical	Ag/In	Criminal Technolog	Science/Analytic -Technical	Re/Me/Ag	Ag
Criminal Investigation	Criminal/Subterfuge	In/Me				
Criminal Law	Academic	Me/Re/In				
Criminal Psychology	Criminal/Subterfuge	Em/In				
Crude Weapons	Combat	In/Me				
Cryogenic Emerg. Resusci	Other Tech	SD/Em				
Cryogenic Operation	Other Tech	Ag/In	Cryogenic Operatio	Science/Analytic -Technical	Re/Me/Ag	Ag
Cryonics	Other Tech	Ag/In				
Cryptology	Linguistic	In/In/Re	Cryptology (Crypto	Science/Analytic -Specialized	Re/Me/Re	In
Cybernetic Engineering	Engineering	In/Re	Cybernetic Engine	Science/Analytic - Engineering	Re/Me/In	In
Cybernetic Technics	Technical	Ag/Me	Cybernetic Technol	Science/Analytic -Technical	Re/Me/Ag	Ag
Cybernetics	Other Tech					
Dance	Athletic	Ag/In	Dancing	Artistic - Active	Pr/Em/Ag	Ag
Data Processing	Academic	SD/Re	Data Processing	Technical/Trade - General	Re/Me/SD	SD
Demolitions	Combat	Ag/SD/SD	Demolitions	Combat Maneuvers	Ag/Qu/SD	Me
Demon/Devil Lore	Academic	Me/Re	Demolitions	Combat Maneuvers	Ag/Qu/SD	Me
Detect Traps	Perception	In	Detect Traps	Awareness - Searching	In/Re/SD	In
Diagnostics	Medical/Other Tech	In/Re	Diagnostics	Technical/Trade - Professional	Re/Me/In	Em
Diplomacy	Social	Pr/In	Diplomacy	Influence	Pr/Em/In	In
Directed Spells/Psion	Magical	Ag	Directed Power	Directed Powers	Ag/SD/Ag	Ag
Direction Sense	Perception	In/Re	Direction Sense	Awareness - Senses	In/SD/In	In
Disarm Foe, Armed	Combat	Ag	Disarm Foe (Armed	Special Attacks	St/Ag/SD	Ag
Disarm Foe, Unarmed	Combat	Ag	Disarm Foe (Unar	Special Attacks	St/Ag/SD	Ag
Disarm Trap	Subterfuge	In/Ag	Disarming Traps	Subterfuge - Mechanics	In/Ag/Re	SD
Disguise	Subterfuge	Pr/SD	Disguise	Subterfuge - Mechanics	In/Ag/Re	Pr
Distance Running	Athletic	Co	Distance Running	Athletic - Endurance	Co/Ag/St	Co
Divination	Magical	In/Em	Divination	Power Awareness	Em/In/Pr	In
Diving	Athletic	SD/Ag	Diving	Athletic - Gymnastics	Ag/Qu/Ag	Ag
Dogma	Academic	Me/Re	Philosophic/Religio	Lore - Academic	Me/Re/Me	Me
Dowsing	Concentration	Em	Dowsing	Technical/Trade - Professional	Re/Me/In	In
Drafting	Academic	Re/Me	Drafting	Crafts	Ag/Me/SD	SD
Dragon Lore/Creature Lore	Academic	Me/Re	Dragon Lore	Lore - Obscure	Me/Re/Me	Me
Driving	Animal	Ag/Qu	Driving	Outdoor - Animal	Em/Ag/Em	In
Drug Therapy	Other Tech	Re/Me/In	Drug Therapy	Science/Analytic - Medical	Re/Me/In	Re
Drug Tolerance	Medical/Other Tech	Co/SD				
Drug Traffic	Criminal/Subterfuge	Pr/In	Drug Trafficking	Urban	In/Pr/Re	Pr
Duping	Social	Pr	Duping	Influence	Pr/Em/In	In
Ecology	Other Tech	Re/Me	Ecology	Science/Analytic -Specialized	Re/Me/Re	
Education	Academic	SD/Em	Education	Technical/Trade - Professional	Re/Me/In	SD
Efficiency Expert	General	In/Em	Efficiency Expertis	Lore - General	Me/Re/Me	In
Electrical Engineering	Engineering	In/Re	Electronic Enginee	Science/Analytic - Engineering	Re/Me/In	In

Skill	Category	Attributes	RMFRPSkills	Categories	Stats	Optional Stat
Electrical Technics	Technical	Re/Me	Electronic Technol	Science/Analytic -Technical	Re/Me/Ag	Re
Electronic Countermeasur	Criminal/Subterfuge	In/Re	Electronic Counter	Subterfuge - Mechanics	In/Ag/Re	In
Electronic Diagnosis	General	In/Re				
Electronic Surveillance	Perception	SD/Re	Electronic Surveilla	Subterfuge - Mechanics	In/Ag/Re	SD
Electronic Warfare	Astronautics	In/Re	Electronic Warfare	Subterfuge - Mechanics	In/Ag/Re	In
Emergency Env. Suit Repa	General	Ag/In				
Engineering	Academic	Re/Me	Engineering	Technical/Trade - Professional	Re/Me/In	In
Environmental Engineering	Engineering	In/Re	Environmental Engi	Science/Analytic - Engineering	Re/Me/In	In
Evidence Despersal	Criminal/Subterfuge	SD/Me	Evidence Dispersal	Subterfuge - Stealth	Ag/SD/In	SD
Evolutionary Theory	Academic	In/Re/Me				
Fabrication	General	SD/Ag				
Faerie Lore	Academic	Me/Re	Faerie Lore	Lore - Obscure	Me/Re/Me	Me
Falsification	Subterfuge	SD/Re	Criminal Technolog	Science/Analytic -Technical	Re/Me/Ag	Ag
Fashion	General	In/Em	Fashion	Lore - General	Me/Re/Me	In
Fauna Lore	Academic	Me/Re	Fauna Lore	Lore - General	Me/Re/Me	Em
Finance	Academic	In/In/Re	Finance	Science/Analytic -Specialized	Re/Me/Re	
First Aid	Medical/Other Tech	SD/Em	First Aid	Technical/Trade - General	Re/Me/SD	Em
Fletching	General	Ag/SD	Fletching	Crafts	Ag/Me/SD	In
Flora Lore	Academic	Me/Re	Flora Lore	Lore - General	Me/Re/Me	Em
Fluid Systems	Academic					
Flying/Gliding	Athletic	Ag	Flying/Gliding	Athletic - Gymnastics	Ag/Qu/Ag	In
Food Processing	General	Re/Ag				
Foraging	Survival	In/Me	Foraging	Outdoor - Environmental	SD/In/Me	Em
Forgery	Criminal/Subterfuge	Ag/Re	Forgery	Subterfuge - Mechanics	In/Ag/Re	Re
Frenzy	Concentration	Em/SD	Frenzy	Self Control	SD/Pr/SD	SD
Gambling	Social	Me/Pr	Gambling	Technical/Trade - General	Re/Me/SD	Pr
General Perception	Perception	In/In/Re				
Genetic Engineering	Engineering					
Genetic Technics	Technical	In/Re	Genetic Technolog	Science/Analytic -Technical	Re/Me/Ag	In
Genetics	Other Tech	In/Re	Genetics	Science/Analytic - Medical	Re/Me/In	
Gimmickry	General	In/Re	Gimmickry	Technical/Trade - Vocational	Re/Me/In	Re
Grappling Hook	Combat	Ag				
Guerilla Tactics	Combat	SD/Ag	Guerrilla Tactics	Subterfuge - Stealth	Ag/SD/In	SD
Gymnastic Events	Gymnastic	Ag				
Hazard Control	Survival	In/Re				
Health Care	General	Me/Re	Health Care	Lore - General	Me/Re/Me	Me
Heavy Energy Projectors	Combat	In/Ag	High Energy Projec	Technical/Trade - Gunnery	In/Ag/Ag	
Heavy Machine Operator	General	Ag/SD				
Heraldry	Academic	Me/Re	Heraldry	Lore - General	Me/Re/Me	Me
Herb Lore	Academic	Me/Re	Herb Lore	Lore - Technical	Me/Re/Me	Me
Herding	Animal	Em/Pr	Herding	Outdoor - Animal	Em/Ag/Em	Em
Hide Item	Subterfuge	Re/In	Hiding Items	Subterfuge - Mechanics	In/Ag/Re	Re

Skill	Category	Attributes	RMFRPSkills	Categories	Stats	Optional Stat
History	Academic	Re/Me	History	Lore - General	Me/Re/Me	Me
Horticulture	General	Re/Em	Horticulture	Crafts	Ag/Me/SD	Em
Hostile/Alien Environments	Survival	Ag/SD	Surveillance	Awareness - Searching	In/Re/SD	SD
Hyperspace Astrogation	Astronautics	In/Re	Hyperspace Astrog	Technical/Trade - Vocational	Re/Me/In	
Hyperspace Pilot	Astronautics	Re/In/In	FTL Pilot	Technical/Trade - Vehicles	Ag/In/Ag	
Hypnosis	Medical/Other Tech	Pr/SD	Hypnosis	Technical/Trade - Vocational	Re/Me/In	Em
Iai	Combat	Qu/Ag	Quickdraw	Combat Maneuvers	Ag/Qu/SD	SD
Interior Design	General	In/Em	Interior Design	Lore - General	Me/Re/Me	In
Internal Medicine	Other Tech	In/Em	Internal Medicine	Science/Analytic - Medical	Re/Me/In	In
Interrogation	Social	Re/Ag	Interrogation	Influence	Pr/Em/In	SD
Journalism	Linguistic	Pr/Me	Journalism	Lore - Academic	Me/Re/Me	Pr
Juggling	Gymnastic	Ag/In	Juggling	Athletic - Gymnastics	Ag/Qu/Ag	In
Jumping	Gymnastic	St/Ag	Jumping	Athletic - Brawn	St/Co/Ag	Ag
Labor Relations	Social	Pr/Me				
Lancing	Combat	St/Ag	Jousting (Lancing)	Special Attacks	St/Ag/SD	SD
Language (Linguistics)	Linguistic		Language	Communication	Re/Me/Em	Em
Law Enforcement	Criminal/Subterfuge	SD/In/Pr	Law Enforcement	Technical/Trade - Vocational	Re/Me/In	Pr
Leadership	Social	Pr/Me	Leadership	Influence	Pr/Em/In	Pr
Leather Working	General	Ag/Re	Leather-crafts	Crafts	Ag/Me/SD	SD
Lie Perception	Perception	In/Re	Lie Perception	Awareness - Searching	In/Re/SD	Em
Lip Reading	Linguistic	In/Re	Lip Reading	Communication	Re/Me/Em	SD
Loading	Animal	Em/Re				
Locate Secret Opening	Perception	In/Re	Locate Hidden	Awareness - Searching	In/Re/SD	In
Lock Lore	Academic	Me/Re	Lock Lore	Lore - Technical	Me/Re/Me	Me
Magical Language	Magical		Magical Languages	Communication	Re/Me/Em	SD
Magical/Psionic Ritual	Magical	Re/Me	Magic Ritual	Power Manipulation	Em/In/Pr	SD
Maneuver in Armor1 - Soft	Combat	Ag	Soft Leather	Armor - Light	Ag/St/Ag	Ag
Maneuver in Armor5 - LBA	Combat	Ag/St	Armored Cloth	Armor - Light	Ag/St/Ag	
Maneuver in Armor6 - ABS	Combat	Ag/St	Kinetic Armor	Armor - Medium	St/Ag/St	
Maneuver in Armor7 - AEX	Combat	Ag/St	Combat Armor	Armor - Heavy	St/Ag/St	
Maneuver in Armor8 - Pow	Combat					
Manuever in Armor2 - Rigi	Combat	Ag	Rigid Leather	Armor - Light	Ag/St/Ag	Ag
Manuever in Armor3 - Chai	Combat	Ag	Chain	Armor - Medium	St/Ag/St	St
Manuever in Armor4 - Plat	Combat	Ag	Plate	Armor - Heavy	St/Ag/St	St
Mapping	Academic	Re/Me	Mapping	Technical/Trade - General	Re/Me/SD	SD
Marine Pilot	Astronautics	Ag/Qu	Marine Pilot (Mode	Technical/Trade - Vocational	Re/Me/In	Ag
Martial Arts Strikes	Combat	St/St/Ag	Martial Arts Strikin	Martial Arts - Striking	St/Ag/St	St
Martial Arts Sweeps & Thr	Combat	Ag/Ag/St	Martial Arts Sweepi	Martial Arts - Sweeps	Ag/St/Ag	Ag
Mechanical Diag.	General					
Mechanical Engineering	Engineering	Ag/Me	Mechanical Engine	Science/Analytic - Engineering	Re/Me/In	Ag
Mechanical Technics	Technical	Ag/Me	Mechanical Techno	Science/Analytic -Technical	Re/Me/Ag	Ag
Mechanition	Academic	Re/Ag	Mechanition	Technical/Trade - Professional	Re/Me/In	Ag

Skill	Category	Attributes	RMFRPSkills	Categories	Stats	Optional Stat
Medical Diagnosis	Other Tech	In/Em	Diagnostics	Technical/Trade - Professional	Re/Me/In	Em
Medical Engineering	Engineering	In/Re	Medical Engineerin	Science/Analytic - Engineering	Re/Me/In	In
Medical Practice	Other Tech	Ag/Em	Medical Practice	Science/Analytic - Medical	Re/Me/In	Ag
Medical Sciences	Other Tech	In/Re	Medical Sciences	Science/Analytic - Medical	Re/Me/In	In
Medical Technics	Technical	Em/Me	Medical Technolog	Science/Analytic -Technical	Re/Me/Ag	Em
Meditation, Cleansing	Concentration	SD/Em	Cleansing Trance	Self Control	SD/Pr/SD	SD
Meditation, Death	Concentration	SD/Pr	Death Trance	Self Control	SD/Pr/SD	SD
Meditation, Healing	Concentration	SD/Em	Healing Trance	Self Control	SD/Pr/SD	Em
Meditation, Ki	Concentration	SD/Pr				
Meditation, Sleep	Concentration	SD/In	Sleep Trance	Self Control	SD/Pr/SD	SD
Meditation, Trance	Concentration	Pr/SD	Meditation	Self Control	SD/Pr/SD	SD
Metal Evaluation	Evaluation	In/Re	Evaluate Metal	Technical/Trade - Vocational	Re/Me/In	Re
Metal Lore	Academic	Me/Re	Metal Lore	Lore - Technical	Me/Re/Me	Me
Metallurgy	Other Tech	In/Re	Metallurgy	Science/Analytic -Specialized	Re/Me/Re	
Midwifery	Medical/Other Tech	Em/Me/In	Midwifery	Technical/Trade - Vocational	Re/Me/In	Em
Military Organization	Academic	Pr/Me	Military Organizatio	Technical/Trade - Professional	Re/Me/In	In
Mimery	Subterfuge	Ag/SD	Mimery	Artistic - Active	Pr/Em/Ag	SD
Mimicry	Linguistic	In/SD	Mimicry	Artistic - Active	Pr/Em/Ag	Me
Mining	Academic	Re/In	Mining	Technical/Trade - Professional	Re/Me/In	In
Missile Artillery	Combat	In/Ag	Weapon Design	Science/Analytic - Engineering	Re/Me/In	In
Mnemonics	Concentration	Me/SD	Mnemonics	Self Control	SD/Pr/SD	Me
Mounted Weapon Ambush	Combat	In/SD	Mounted Weapons	Combat Maneuvers	Ag/Qu/SD	In
Music	Linguistic	Ag/Em	Music	Artistic - Passive	Em/In/Pr	Pr
Music Technology	General	Ag/In	Music Technology	Science/Analytic -Technical	Re/Me/Ag	Ag
Navigation	Academic	Re/In	Navigation	Science/Analytic -Specialized	Re/Me/Re	Re
N-Space Astrogation	Astronautics	Re/Re/In	N-Space Astrogatio	Technical/Trade - Vocational	Re/Me/In	
N-Space Pilot	Astronautics	Ag/Me	N-Space Pilot	Technical/Trade - Vocational	Re/Me/In	
Nuclear Physics	Other Tech	In/Re	Nuclear Physics	Science/Analytic -Specialized	Re/Me/Re	
Oceanography	Other Tech	In/Re	Oceanography	Science/Analytic -Specialized	Re/Me/Re	
Optics	Academic	In/Re				
Orbital Pilot	Astronautics	Ag/Qu	Orbital Pilot	Technical/Trade - Vocational	Re/Me/In	
Organized Crime	Criminal/Subterfuge	Pr/SD	Organized Crime	Urban	In/Pr/Re	Pr
Painting	General	In/Ag	Painting	Artistic - Passive	Em/In/Pr	Ag
Pharmaceuticals	Academic	In/Re	Pharmaceuticals	Science/Analytic - Medical	Re/Me/In	In
Philosophy/Religious Doctr	Academic	Me/Re	Philosophic/Religio	Lore - Academic	Me/Re/Me	Me
Photography	General	Em/In				
Physics	Academic	Re/Me	Physics	Science/Analytic -Specialized	Re/Me/Re	In
Physics (general)	Other Tech	In/Re	Physics	Science/Analytic -Specialized	Re/Me/Re	In
Pick Locks	Subterfuge	In/Re/Ag	Picking Locks	Subterfuge - Mechanics	In/Ag/Re	Re
Pick Pockets	Subterfuge	Ag/In	Picking Pockets	Subterfuge - Stealth	Ag/SD/In	Pr
Planetology	Academic	Re/Em	Planetology	Science/Analytic -Specialized	Re/Me/Re	
Play Instruments - 1	General	Ag/Me	Play Instrument	Artistic - Active	Pr/Em/Ag	Ag

Skill	Category	Attributes	RMFRPSkills	Categories	Stats	Optional Stat
Play Instruments - 2	General	Ag/Me	Play Instrument	Artistic - Active	Pr/Em/Ag	Ag
Play Instruments - 3	General	Ag/Me	Play Instrument	Artistic - Active	Pr/Em/Ag	Ag
Poetic Improvisation	Linguistic	In/Re	Poetic Improvisatio	Artistic - Active	Pr/Em/Ag	Me
Poison Lore	Academic	Me/Re	Poison Lore	Lore - Technical	Me/Re/Me	Me
Poison Perception	Perception	In/Re	Poison Perception	Awareness - Searching	In/Re/SD	Me
Pole Vaulting	Gymnastic	St/Ag	Pole-vaulting	Athletic - Gymnastics	Ag/Qu/Ag	Ag
Political Science	Academic	Pr/Me	Political Science	Lore - Academic	Me/Re/Me	Pr
Power Perception	Magical	Em	Power Perception	Power Awareness	Em/In/Pr	Pr
Power Projection	Magical					
Power Pt. Development	Magical		Power Point Devel	Power Point Development	Realm stat	
Power Systems Tech.	Technical	Ag/Me	Power Systems Te	Science/Analytic -Technical	Re/Me/Ag	Ag
Power Systems Theory	Engineering	In/Re	Power System The	Science/Analytic - Engineering	Re/Me/In	In
Projectile Gunnery	Combat	In/Ag	Projectile Gunnery	Technical/Trade - Gunnery	In/Ag/Ag	
Propaganda	Linguistic	In/Em	Propaganda	Influence	Pr/Em/In	Re
Proselytism	Academic	Em/Pr	Proselytism	Influence	Pr/Em/In	Em
Psionic Focus	Concentration	SD/Em				
Psionic Shield	Concentration	SD/Pr				
Psionic Training	Magical	SD/SD/Em				
Psychiatry	Other Tech	Em/In/Re	Psychiatry	Science/Analytic -Specialized	Re/Me/Re	
Psychology	Academic	In/Em	Psychology	Science/Analytic -Specialized	Re/Me/Re	Pr
Public Speaking	Linguistic	Em/Pr	Public Speaking	Influence	Pr/Em/In	In
Quick-draw/Iai	Combat	Qu/Ag	Quickdraw	Combat Maneuvers	Ag/Qu/SD	SD
Racial History	Academic	Me/Re	History	Lore - Academic	Me/Re/Me	Me
Rappelling	Athletic	Ag	Rappelling	Athletic - Gymnastics	Ag/Qu/Ag	St
Read Tracks	Perception	In/Re	Reading Tracks	Awareness - Searching	In/Re/SD	SD
Region Lore	Survival	Re/Me	Region Lore	Lore - General	Me/Re/Me	Me
Religious History	Academic	Re/Me	Religious History	Lore - Academic	Me/Re/Me	Re
Reverse Stroke	Combat	Ag/Re	Reverse Stroke	Combat Maneuvers	Ag/Qu/SD	Pr
Riding	Animal	Em/Ag	Riding	Outdoor - Animal	Em/Ag/Em	Em
Rope Mastery	General	Me/Ag	Rope Mastery	Crafts	Ag/Me/SD	In
Rowing	Athletic	St/SD	Rowing	Athletic - Endurance	Co/Ag/St	St
Runes	Magical	Em/In	Read Runes	Power Awareness	Em/In/Pr	Me
Safe Cracking	Criminal/Subterfuge	SD/In	Safe Cracking	Subterfuge - Mechanics	In/Ag/Re	SD
Sailing	Athletic	Ag/In	Sailing	Technical/Trade - General	Re/Me/SD	Ag
Sanitation Engineering	Engineering	In/Re	Sanitation Enginee	Science/Analytic - Engineering	Re/Me/In	In
Sanity Healing Lore	Academic	Me/Em	Sanity Healing	Technical/Trade - Professional	Re/Me/In	
Scanner Analysis	Academic	In/Re				
Scrounge	Survival	In/Re	Scrounging	Urban	In/Pr/Re	Re
Sculpting	General	In/Ag	Sculpting	Artistic - Passive	Em/In/Pr	Ag
Second Aid	Medical/Other Tech	SD/Em/In	Second Aid	Technical/Trade - Professional	Re/Me/In	SD
Security Operations	Criminal/Subterfuge	SD/Me	Second Aid	Technical/Trade - Professional	Re/Me/In	SD
Seduction	Social	Em/Pr	Seduction	Influence	Pr/Em/In	In

Skill	Category	Attributes	RMFRPSkills	Categories	Stats	Optional Stat
Sense Ambush/Assassin	Perception	In/Re	Sense Ambush	Awareness - Perceptions	In/SD/In	Em
Sense Reality Warp	Perception	In/Em	Reality Awareness	Awareness - Senses	In/SD/In	Em
Sensor Analysis	Astronautics	In/Re	Sensor Analysis	Technical/Trade - General	Re/Me/SD	In
Set Traps	Subterfuge	Re/Ag	Setting Traps	Subterfuge - Mechanics	In/Ag/Re	SD
Siege Engineer	Academic	Re/In	Siege Engineering	Technical/Trade - Vocational	Re/Me/In	Re
Signaling	Linguistic	Me/SD	Signaling	Technical/Trade - Vocational	Re/Me/In	Me
Silent Kill	Deadly	Ag/In	Silent Attack (Kill)	Subterfuge - Attack	Ag/SD/In	In
Singing	Linguistic	Pr/In	Singing	Artistic - Active	Pr/Em/Ag	Me
Skating	Athletic	Ag/SD	Skating	Athletic - Gymnastics	Ag/Qu/Ag	Ag
Skiing	Athletic	Ag/SD	Skiing	Athletic - Gymnastics	Ag/Qu/Ag	Co
Skinning	General	Ag/In	Skinning	Crafts	Ag/Me/SD	In
Skydiving		Ag/SD	Skydiving	Athletic - Gymnastics	Ag/Qu/Ag	Ag
Smithing	General	St/Ag	Metal-crafts	Crafts	Ag/Me/SD	In
Sniping	Combat		Sniping	Subterfuge - Attack	Ag/SD/In	Ag
Sociology	Academic	Em/Re	Sociology	Lore - Academic	Me/Re/Me	Em
Sound Engineering	Engineering	In/Re	Sound Engineering	Science/Analytic - Engineering	Re/Me/In	In
Spacial Location Awarene	Concentration	In	Spatial Location A	Awareness - Senses	In/SD/In	Pr
Spell List Acquisition	Magical	Realm				
Spell Mastery	Magical		Spell Mastery	Power Manipulation	Em/In/Pr	Pr
Spell/Psion List Acquisition	Magical	Var				
Spell/Psion Mastery	Magical	Var				
Sprinting	Athletic	Qu	Sprinting	Athletic - Endurance	Co/Ag/St	Qu
Stalk & Hiding - Hide	Subterfuge	SD	Hiding	Subterfuge - Stealth	Ag/SD/In	In
Stalk & Hiding - Stalk	Subterfuge	Ag/SD	Stalking	Subterfuge - Stealth	Ag/SD/In	SD
Star-Gazing	Academic	Me/In	Star-gazing	Outdoor - Environmental	SD/In/Me	Me
Stellar Law	Astronautics	In/Me	Stellar Law	Lore - General	Me/Re/Me	
Stilt Walking	Gymnastic	St/Ag	Stilt-walking	Athletic - Gymnastics	Ag/Qu/Ag	Ag
Stone Crafts	General	SD/Ag	Stone-crafts	Crafts	Ag/Me/SD	In
Stone Evaluation	Evaluation	In/Re	Evaluate Stone	Technical/Trade - Vocational	Re/Me/In	Re
Stone Lore	Academic	Me/Re	Stone Lore	Lore - Technical	Me/Re/Me	Me
Streetwise	Survival	Pr/In	Streetwise	Urban	In/Pr/Re	Em
Structural Engineering	Engineering					
Stunned Maneuvering	Combat	SD	Stunned Maneuveri	Self Control	SD/Pr/SD	Pr
Subduing	Combat	Ag/Qu	Subdual	Combat Maneuvers	Ag/Qu/SD	SD
Surfing	Athletic	Ag/SD	Surfing	Athletic - Gymnastics	Ag/Qu/Ag	Co
Surgery	Medical/Other Tech	SD/Em/In	Surgery	Technical/Trade - Professional	Re/Me/In	Em
Surveillance	Perception	In/SD	Surveillance	Awareness - Searching	In/Re/SD	SD
Survival	Survival		Survival	Outdoor - Environmental	SD/In/Me	In
Swimming	Athletic	Ag	Swimming	Athletic - Endurance	Co/Ag/St	SD
Symbol Lore	Magical	Me/Re	Symbol Lore	Lore - Magical	Me/Re/Me	Em
Tachyon Physics	Other Tech	In/Re	Tachyon Physics	Science/Analytic -Specialized	Re/Me/Re	
Tactical Games	General	Re/Me	Tactical Games	Technical/Trade - General	Re/Me/SD	SD

Skill	Category	Attributes	RMFRPSkills	Categories	Stats	Optional Stat
Tactics	Academic	In/Re	Tactics	Technical/Trade - Vocational	Re/Me/In	Re
Tale Telling	Linguistic	Pr/Me	Tale Telling	Artistic - Active	Pr/Em/Ag	Me
Targeting	Combat		Targeting	Special Attacks	St/Ag/SD	SD
Targeting (Psionic/Magical	Magical	In/Ag	Targeting	Power Manipulation	Em/In/Pr	Pr
Targeting Skill	Magical	In/Ag	Targeting	Power Manipulation	Em/In/Pr	Pr
Tax Evasion	Criminal/Subterfuge	In/Me	Tax Evasion	Subterfuge - Mechanics	In/Ag/Re	In
Tax Law	Academic					
Teleporter Operations	General	Ag/In/Re				
Teleporter Technics	Technical	In/Re/Me	Teleporter Technol	Science/Analytic -Technical	Re/Me/Ag	
Temporal/Dimensional Phy	Other Tech	In/Re	Temporal/Dimensio	Science/Analytic -Specialized	Re/Me/Re	
TIERing Stage I	Combat	SD/Em/In				
TIERing Stage II	Combat	SD/Em/In				
TIERing Stage III	Combat	SD/Em/In				
TIERing Stage VI	Combat	SD/Em/In				
Tightrope Walking	Gymnastic	Ag/SD	Tightrope-walking	Athletic - Gymnastics	Ag/Qu/Ag	SD
Time Sense	Perception	In/Me	Time Sense	Awareness - Senses	In/SD/In	Em
Toxin Identification	Academic					
Tracking	Perception	In/Re	Tracking	Awareness - Searching	In/Re/SD	SD
Trading	Linguistic	Re/Em	Trading	Influence	Pr/Em/In	SD
Trading Lore	Academic	Me/Re	Trading Lore	Lore - Technical	Me/Re/Me	Me
Transcend Armor	Magical		Trap Building	Subterfuge - Mechanics	In/Ag/Re	Re
Trap-Building	Subterfuge	Re/Em	Trapping	Crafts	Ag/Me/SD	Em
Trickery	Subterfuge	Pr/Qu	Trickery	Subterfuge - Stealth	Ag/SD/In	Pr
Tumbling	Gymnastic	Ag/SD	Tumbling	Athletic - Gymnastics	Ag/Qu/Ag	Ag
Tumbling Attack	Combat	Ag/St				
Tumbling Evasion	Combat	Ag/Qu	Tumbling Evasion	Combat Maneuvers	Ag/Qu/SD	Ag
Two Weapon Combo	Combat	St	Two-Weapon Fight	Combat Maneuvers	Ag/Qu/SD	SD/St
Undersea Engineering	Engineering	In/Re	Undersea Engineer	Science/Analytic - Engineering	Re/Me/In	In
Urban Design	General	In/Re	Urban Engineering	Science/Analytic - Engineering	Re/Me/In	In
Use/Remove Poison	Deadly	Ag/In	Using/Removing P	Subterfuge - Mechanics	In/Ag/Re	SD
Ventriloquism	Linguistic	SD/In	Ventriloquism	Artistic - Active	Pr/Em/Ag	SD
Visual Arts	Academic	In/Em	Visual Arts	Lore - Academic	Me/Re/Me	In
Warding Lore	Magical	Me/Re	Warding Lore	Lore - Magical	Me/Re/Me	Me
Weapon Evaluation	Evaluation	In/Re	Evaluate Weapon	Technical/Trade - Vocational	Re/Me/In	Re
Weapon Skills - 1	Combat	St/St/Ag	Weapon - 1-H Con	Weapon - 1-H Concussion	St/Ag/St	St
Weapon Skills - 2	Combat	St/St/Ag	Weapon - 1H Edge	Weapon - 1H Edged	St/Ag/St	St
Weapon Skills - 3	Combat	St/St/Ag	Weapon - 1H Ener	Weapon - 1H Energy	Ag/Ag/Ag	
Weapon Skills - 4	Combat	St/St/Ag	Weapon - 1H Firea	Weapon - 1H Firearms	Ag/St/Ag	St
Weapon Skills - 5	Combat	St/St/Ag	Weapon - 2H Ener	Weapon - 2H Energy	Ag/Ag/Ag	
Weapon Skills - 6	Combat	St/St/Ag	Weapon - 2H Firea	Weapon - 2H Firearms	Ag/St/Ag	St
Weapon Skills - 7	Combat	St/St/Ag	Weapon - 2-Hande	Weapon - 2-Handed	St/Ag/St	St
Weapons Design	Engineering	In/Re	Weapon Design	Science/Analytic - Engineering	Re/Me/In	In

Skill	Category	Attributes	RMFRPSkills	Categories	Stats	Optional Stat
Weapons Technics	Technical	Ag/Me	Weapon Technolo	Science/Analytic -Technical	Re/Me/Ag	Ag
Weather-Watching	Academic	In/Em	Weather Watching	Outdoor - Environmental	SD/In/Me	In
Wood-Crafts	General	Ag/Em	Wood-crafts	Crafts	Ag/Me/SD	In
Xeno-Lores	Academic		Xeno-lores	Lore - Obscure	Me/Re/Me	Me
Yado	Combat	Qu/Ag	Adrenal Deflecting	Combat Maneuvers	Ag/Qu/SD	SD
Zoology	Other Tech	Em/Re	Zoology	Science/Analytic -Specialized	Re/Me/Re	