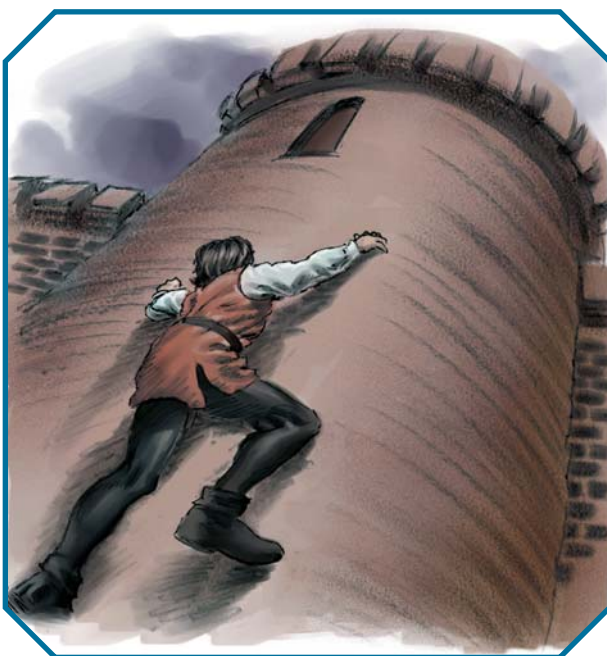


# GURPS<sup>®</sup>

Fourth Edition

## Skill Categories



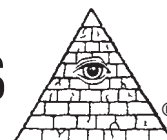
The alphabetical skill list in the *GURPS Basic Set, Fourth Edition* is ideal for looking up specific skills by name . . . but not so handy when you're trying to create a character or a template, and want to select a small handful of suitable skills from among the hundreds of options in the *Basic Set*. This document sorts skills into categories that coincide with likely career paths for adventurers.

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# SKILL CATEGORIES

This document sorts the hundreds of skills in the *GURPS Basic Set* into 25 categories associated with common adventuring activities and areas of knowledge. Players can use it to flesh out character concepts without reading the *Basic Set*'s 55-page skill list from A to Z. The GM can use it when creating new Talents (p. B89), wildcard skills (p. B175), and character templates (p. B445) – all of which require a clear picture of which skills are more-or-less associated with one another.

Each category below opens with a brief explanation of the kinds of skills it covers, and then lists the relevant skills. The following information appears for each skill:

**Skill:** The name of the skill. Skills marked with a † require specialization.

**Attribute:** The skill's controlling attribute or secondary characteristic (see p. B167).

**Difficulty:** The skill's difficulty level (see p. B168) – **E** for Easy, **A** for Average, **H** for Hard, or **VH** for Very Hard. Where different specialties have different difficulties, this is given as **Var.**

**Page:** The page in the *Basic Set* where the skill's full description appears.

Finally, note that these classifications are *suggestions*, not rules. If you disagree with a skill's placement, change it!

## ANIMAL

These skills let the user interact with animals in some way – or, in the case of Mount, let a beast interact with his rider. To study animals in the lab, learn Natural Sciences skills (p. 4) such as Biology/TL, Paleontology/TL, and Physiology/TL.

Skill	Attribute	Difficulty	Page
Animal Handling†	IQ	A	175
Falconry	IQ	A	194
Mimicry (Animal Sounds)	IQ	H	210
Mimicry (Bird Calls)	IQ	H	210
Mount	DX	A	210
Naturalist	IQ	H	211
Packing	IQ	A	212
Riding†	DX	A	217
Teamster†	IQ	A	225
Veterinary/TL	IQ	H	228

## ARTS/ENTERTAINMENT

This list doesn't attempt to answer the thorny question of who's an "artist" and who's an "entertainer." It simply gathers together the professional skills of musicians, visual artists, and screen, stage, and street performers – and the directors and technicians who accompany them – and lets the show go on.

Skill	Attribute	Difficulty	Page
Artist†	IQ	H	179
Connoisseur†	IQ	A	185
Current Affairs/TL (High Culture)	IQ	E	186

### About the Compiler

Eric B. Smith spends his nights working in retail. He has been a *GURPS* player for 11 years now, and has been active in various online *GURPS* discussion groups for over 8 years. He lives in Binghamton, NY with his cat, Fuzzy.

Skill	Attribute	Difficulty	Page
Current Affairs/TL (Popular Culture)	IQ	E	186
Dancing	DX	A	187
Electronics Operation/TL (Media)	IQ	A	189
Fire Eating	DX	A	195
Group Performance†	IQ	A	198
Makeup/TL	IQ	E	206
Mimicry†	IQ	H	210
Musical Composition	IQ	H	210
Musical Instrument†	IQ	H	211
Performance	IQ	A	212
Photography/TL	IQ	A	213
Poetry	IQ	A	214
Singing	HT	E	220
Sleight of Hand	DX	H	221
Stage Combat	DX	A	222
Ventriloquism	IQ	H	228
Writing	IQ	A	228

## ATHLETIC

The skills below are useful to athletes and action heroes alike, as they deal with surmounting physical obstacles and performing feats of strength, speed, and endurance. See pp. B349-357 for rules for such activities.

Skill	Attribute	Difficulty	Page
Acrobatics	DX	H	174
Aerobatics	DX	H	174
Aquatics	DX	H	174
Bicycling	DX	E	180
Body Sense	DX	H	181
Breath Control	HT	H	182
Climbing	DX	A	183
Combat Art†	DX	Var.	184
Combat Sport†	DX	Var.	184
Flight	HT	A	195
Free Fall	DX	A	197
Hiking	HT	A	200
Jumping	DX	E	203
Lifting	HT	A	205
Mount	DX	A	210
Parachuting/TL	DX	E	212
Running	HT	A	218