

# T A L I S L A N T A

skills and attributes (by category)

thievery	
Bribe	CHA
Coerce	STR
Deception	CHA
Espionage	PER
Forgery	DEX
Gambling	INT
Interrogate	INT
Legerdemain	DEX
Lip Reading	PER
Locks	DEX
Sabotage	INT
Seduce	CHA
Stealth	DEX
Streetwise	INT
Torture	DEX
Traps	PER
Underworld	INT

combat	
Aerial Combat	CR
Arimite Knife Fighting	CR
Artillery	DEX
Assassinate	INT
Brawling	CR
Command	CHA
Evade	DEX
Guard	PER
Kanquan	CR
Mandaquan	DEX
Mounted Combat	CR
Shield	CR
Swordsmanship	CR
Tactics	INT
Tazian Combat	CR
Weapons	CR

scholar	
Analysis	INT
Antiquarian	INT
Arcane Lore	INT
Astrology	INT
Astromancy	INT
Cartography	INT
Cultures	INT
Cryptography	INT
Doctrines	INT
Diplomacy	INT
Engineer	INT
Geography	INT
History	INT
Linguistics	INT
Litigator	INT
Naturalism	INT
Trivarian	INT

common skills	
Barter	CHA
Climbing	DEX
Conveyance	DEX
Cook	PER
Etiquette	CHA
Fashion	CHA
Haggle	CHA
Ride	DEX
Swim	DEX

special abilities	
Beast Lore (Jaka)	WIL
Sound-Sight (Bodoran)	PER
Dispel Magic (Xambrian)	WIL
Influence Plants (Green Men)	WIL
Night Vision	PER
Telempathy (Muse)	PER
Rhodomancy (Gnorl)	Witchcraft
Shapechange	WIL
Sixth Sense (Jaka)	PER
Spirit Tracking (Nagra)	PER

trade	
Administrator	CHA
Agriculture	INT
Animal Handler	WIL
Appraise	PER
Armorer	DEX
Artificer	DEX
Artisan	DEX
Brewer/Vintner	INT
Caravan Master	CHA
Collector	INT
Dredging	DEX
Healer	INT
Laborer	DEX
Merchant	CHA
Mining	INT
Money Lender	INT
Pilot	PER
Salvager	PER
Weaponer	DEX

performing	
Acrobatics	DEX
Acting	CHA
Arts	PER
Dancing	DEX
Legerdemain	DEX
Music	DEX
Oratory	CHA
Song	CHA

wilderness	
Guide	INT
Herb Lore	INT
Scout	PER
Stealth	DEX
Tracking	PER
Traps	PER
Survival	CON

magic	
Alchemy	INT
Botanomancy	INT
Talismancy	MR
Technomancy	INT
Thaumaturgy	INT

languages	
any	INT

# T A L I S L A N T A

skills and attributes (alphabetically)

A - C		D - M		N - W	
Acrobatics	DEX	Dancing	DEX	Naturalism	INT
Acting	CHA	Deception	CHA	Night Vision	PER
Administrator	CHA	Diplomacy	INT	Oratory	CHA
Aerial Combat	CR	Dispel Magic (Xambrian)	WIL	Pilot	PER
Agriculture	INT	Doctrines	INT	Rhabdomancy (Gnorls)	*
Alchemy	INT	Dredging	DEX	Ride	DEX
Analysis	INT	Engineer	INT	Sabotage	INT
Animal Handler	WIL	Espionage	PER	Salvager	PER
Antiquarian	INT	Etiquette	CHA	Scout	PER
Appraiser	PER	Evade	DEX	Seduce	CHA
Arcane Lore	INT	Fashion	CHA	Shapechange	WIL
Arimite Knife Fighting	CR	Forgery	DEX	Shield	CR
Armorer	DEX	Gambling	INT	Sixth Sense (Jaka)	PER
Arts	PER	Geography	INT	Song	CHA
Artificer	DEX	Guard	PER	Sound-Sight (Bodoran)	PER
Artillery	DEX	Guide	INT	Spirit Tracking (Nagra)	PER
Artisan	DEX	Haggle	CHA	Stealth	DEX
Assassinate	INT	Healer	INT	Streetwise	INT
Astrology	INT	Herb Lore	INT	Survival	CON
Astromancy	INT	History	INT	Swim	DEX
Barter	CHA	Influence Plants (Green Men)	WIL	Swordsmanship	CR
Beast Lore (Jaka)	WIL	Interrogate	INT	Tactics	INT
Botanomancy	INT	Kanquan	CR	Talismancy	MR
Brawling	CR	Laborer	DEX	Tazian Combat	CR
Brewer/Vintner	INT	Languages (all)	INT	Technomancy	INT
Bribe	CHA	Legerdemain	DEX	Telepathy (Muses)	PER
Caravan Master	CHA	Linguistics	INT	Thaumaturgy	INT
Cartography	INT	Lip Reading	PER	Torture	DEX
Climbing	DEX	Litigator	INT	Tracking	PER
Coerce	STR	Locks	DEX	Traps	PER
Collector	INT	Mandaquan	DEX	Trivarian	INT
Command	CHA	Merchant	CHA	Underworld	INT
Conveyance	DEX	Mining	INT	Weaponer	DEX
Cook	PER	Money Lender	INT	Weapons	CR
Cryptography	INT	Mounted Combat	CR		
Cultures	INT	Music	DEX		

\* Witchcraft level