



| GENERAL SKILLS    | GOVERNORS    |
|-------------------|--------------|
| Break             | Strength     |
| Improvise         | Wisdom       |
| Listen            | Wisdom       |
| Parley            | Charisma     |
| Sang Froid        | Constitution |
| Search            | Intelligence |
| Sneak             | Dexterity    |
| Traverse          | Dexterity    |
| LIFEPATH SKILLS   | GOVERNORS    |
| Accounting        | Intelligence |
| Astrology         | Intelligence |
| Astronomy         | Intelligence |
| Carpentry         | Strength     |
| Charivari         | Charisma     |
| Chymistry         | Wisdom       |
| Counterfeiting    | Wisdom       |
| Decipher          | Wisdom       |
| Fashion           | Charisma     |
| Goëtia            | Wisdom       |
| Hermetics         | Special      |
| Horsemanship      | Wisdom       |
| Leadership        | Intelligence |
| Lock Picking      | Dexterity    |
| Mathematics       | Intelligence |
| Mend              | Wisdom       |
| Mentor            | Charisma     |
| Military Doctrine | Intelligence |
| Navigate          | Intelligence |
| Pilot             | Wisdom       |
| Rook              | Charisma     |
| Seamanship        | Constitution |
| Soldiering        | Constitution |
| Steal             | Dexterity    |
| Sub Rosa          | Wisdom       |
| Theology          | Intelligence |
| Theurgy           | Wisdom       |
| Trade             | Wisdom       |