

* Specialized Skills: Disciplines are completely separate; do away with Skill mastery, and you can't use disciplines untrained because you have levels in another

(1) Computer Use: In the modern era, basic computer use for research or productivity is just part of Investigation or whatever job skill you have; Computer Use is about programming, hacking, that sort of thing

(2) Appraise, Design, Disable, Repair: Use skill in a relevant area (untrained if you don't spend points on specialization; first purchase of specialization merely eliminates the untrained penalty, but after that levels are gained normally)

Skill	Attribute	Specializations and Disciplines
Acrobatics	Dexterity	Balance, Breakfall, Contortion, Juggling, Tumbling
Animal Handling	Charisma	Cats, Dogs, Horses, Birds, Reptiles, Teamster
Archery	Dexterity	Blowguns, Bows, Crossbows, Nets, Slings
Art*	Intelligence	Music, Painting, Photography, Sculpture, Writing
Athletics	Strength	Climbing, Jumping, Running, Swimming, Throwing, Unpowered Vehicles
Computer Use	Intelligence	Cryptography, Programming, Intrusion, Security
Con	Charisma	Bluff, Fast Talk, Lies, Tricks, Seduction
Demolitions	Intelligence	Defusing, Dynamite, Gunpowder, Improvised, Incendiary, Plastics
Diplomacy	Charisma	Etiquette, Leadership, Negotiation, Persuasion, Politics
Drive	Dexterity	Buses, Cars, Motorcycles, Trucks, Small Watercraft
Empathy	Intelligence	Body Language, Emotions, Intuition, Lies, Motives
Engineering*	Intelligence	Aeronautical, Automotive, Civil, Robotics, Structural
Enterprise	Intelligence	Academia, Business, Government, Legal, Military
Fieldcraft	Intelligence	Camouflage, Hidden Movement, Soldiering, Terrain
Firearms	Dexterity	Archaic, Pistols, Rifles, Shotguns, Submachine Guns
Focus	Willpower	Concentration, Courage, Meditation, Resistance, Resolve
Gambling*	Intelligence	Billiards, Card Games, Dice Games, Fighting, Racing, Other
Gunnery	Intelligence	Artillery, Bombs, Cannons, Machine Guns, Rockets
Intimidation	Charisma	Interrogation, Orders, Staredown, Threats, Torture
Investigation	Intelligence	Crimes, Enigmas, Forensics, Interview, Research, Search
Knowledge*	Intelligence	History, Law, Literature, Philosophy, Religion
Larceny	Dexterity	Lockpicking, Pickpocketing, Safecracking, Security, Sleight of Hand
Linguistics*	Intelligence	Individual Languages, Gestures, Lip Reading, Translation
Medicine	Intelligence	Diagnosis, Diseases, First Aid, Surgery, Veterinary
Melee	Strength	Axes, Clubs, Knives, Spears, Swords
Navigation	Intelligence	Wilderness, Air & Sea, Underwater, Cartography
Performance*	Charisma	Acting, Dancing, Musical Instrument, Oratory, Singing
Pilot*	Dexterity	Fixed Wing, Rotary Wing, Heavy Machinery, Ships, Submarines
Profession*	Intelligence	Banker, Carpenter, Electrician, Lawyer, Policeman
Ride	Dexterity	Bulls, Camels, Elephants, Horses, Mules
Science*	Intelligence	Life, Physical, Planetary, Social, Space
Sports*	Strength (or Dex)	Individual sport (synergistic with Athletics)
Spycraft	Intelligence	Disguise, Listening, Shadowing, Sneaking, Spotting, Surveillance
Streetwise	Charisma	Black Market, Carousing, Hagglng, Rumors, Scrounging
Survival	Intelligence	Foraging, Hunting, Shelter, Tracking
Unarmed Combat*	Strength (or Dex)	Individual style: Bareknuckle, Judo, etc...
Warfare	Intelligence	Logistics, Organization, Strategy, Tactics