

| Base | | Human | Dwarf | Elf | Half-Elf | Half-Orc | Half-Demon | Abaxhwalile |
|------|-------------------|-------|-------|-----|----------|----------|------------|-------------|
| 1 | Hide in Shadows | | | 2 | 1 | | 4 | |
| 2 | Move Silently | | -1 | 4 | 2 | | | 1 |
| 12 | Climb Walls | 1 | | -2 | | 3 | | -2 |
| 3 | Detect Noise | | 1 | 1 | | | | |
| 3 | Pick Pockets | 2 | | 1 | | -1 | | |
| 3 | Tumble | | | 5 | | | | |
| 2 | Open Lock | | 2 | | | | | |
| 1 | Find/Remove Traps | | 8 | | | | | 1 |
| -2 | Forgery | 2 | | | 1 | | | |
| 0 | Appraise | | 4 | | | | | 1 |
| -2 | Withdraw | 2 | | | 1 | | | |
| -8 | Envenom | | | | | 1 | 3 | |
| -6 | Headshot *** | | | | | 2 | | |

| | Dex | Int | Str | Wis | Cha | Level Req'd |
|-------------------|-----|-----|-----|-----|-----|-------------|
| Hide in Shadows | x | | | | | 1 |
| Move Silently | x | | | | | 1 |
| Climb Walls | | | x | | | 1 |
| Detect Noise | | | | x | | 1 |
| Pick Pockets | | | | | x | 1 |
| Tumble | x | | | | | 1 |
| Open Lock | | x | | | | 3 |
| Find/Remove Traps | | x | | | | 3 |
| Forgery | | x | | | | 3 |
| Appraise | | x | | | | 5 |
| Withdraw | x | | | | | 5 |
| Envenom | | x | | | | 7 |
| Headshot *** | x | | | | | 9 |

x, each +/- 1 ability modifier = 2 point adjustment

*** -2 per level difference if above yours

Withdraw (get out of combat situations with amazing skill)

Headshot (daze 1 round, daze is if your opponent initiative is after yours, they get no attack and are flat footed)