

Skill	Ranks	Key Ability Mod	Special_Condition_Modifiers	B	B	C	D	F	M	P	R	R	S	W	
				b	r	l	r	t	n	a	g	o	o	i	
				n	d	r	d	r	k	l	r	g	r	z	
Climb		Str	Armor Check Penalty			+	+			+			+	+	
Jump			Armor Check Penalty, Synergy:Tumble			+	+			+			+	+	
Swim			Weight Penalty			+					+			+	+
Balance		Dex	Armor Check Penalty, Synergy:Tumble	+		+	+	+		+	+		+	+	
Escape artist			Armor Check Penalty	+		+	+	+		+	+		+	+	
Hide			Armor Check Penalty	+		+	+	+		+			+	+	
Move Silently			Armor Check, Familiar,Racial	+		+	+	+		+			+	+	
Open Lock*				+	+	+	+	+	+	+	+		+	+	
Pick Pocket*			Armor Check, Synergy:Bluff	+		+	+	+	+	+	+		+	+	
Ride			Synergy:Handle Animal		+	+	+		+				+	+	+
Tumble*			Armor Check Synergy:Jump, 5 ranks changes defensive fight AC to +3, and total defense AC to +6	+		+	+	+		+	+		+	+	
Use Rope			+2 for silk, +2 animate, Synergy:Escape Artist to bind people	+	+	+	+	+	+	+			+	+	
Alchemy*			Int		+		+	+	+	+	+	+			
Appraise					+		+	+	+	+	+	+		+	+
Craft															
Decipher Script*					X		X	X	X	X	X	X		X	X
Disable Device*					+	+	+	+	+	+	+	+		+	+
Forgery															
Knowledge* Arcana Religion Nature Other Arch and Engineering, Geography, history, local, Nobility, The Planes,...					+			+	+		+	+		+	+
					+			+	+	+		+		+	+
					+		+	+	+	+	+	+		+	+
					X	X	X	X	X	X	X	X		X	X
Read Lips*								X	X	X	X	X			
Search								+	+	+	+	+			
Spellcraft*															

Heal		Wis	Synergy:Profession(Herbalist)	+	+			+	+			+	+	+	
Innuendo*			Synergy:Bluff(send_only),Synergy:Sense_Motive(receive_only)	+	+	+	+	+	+	+	+		+	+	
Intuit Direction*						+		+	+	+			+	+	
Listen						+	+	+		+			+	+	
Profession*			Synergy:Alertness Feat,Favored Enemy Bonus,racial			+	+	+		+			+	+	
Sense Motive				+				+							
Spot			favored enemy	+		+	+	+	+	+	+		+	+	
Wilderness Lore			Synergy:Alertness Feat,Favored Enemy Bonus,racial	+	+	+	+	+	+	+			+	+	
Animal Empathy*		Cha	Synergy:Intuit Direction for getting lost, favored enemy		+	+		+	+	+		+	+	+	
Bluff				X	X	X		X	X	X		X	X	X	
Diplomacy				+		+	+	+	+	+	+		+	+	
Disguise			Synergy:Bluff	+		+	+	+	+	+	+		+	+	
Gather Information				+		+	+	+	+	+	+		+	+	
Handle Animal*			Synergy:Animal Empathy		+	+			+				+	+	+
Intimidate			Synergy:Bluff		+	+	+	+	+	+	+		+	+	
Perform				+		+	+	+		+	+		+	+	
Use Magic Device*		Con	Synergy:Spellcraft,Decypher Script (scrolls only)	X		X	X	X	X	X	X		X	X	
Concentration				+				+					+		
Speak Language*		N/A	just spend skill points to learn additional languages	+		+	+	+	+	+	+	+	+	+	
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				b	r	l	r	t	n	a	g	o	o	i	z
				n	d	r	d	r	k	l	r	g	r	r	z

- * Cannot use untrained
- + Cross-class skill
- X Cannot use this skill

Modifiers are special traits, class skills, racial skills. More room is provided since many of these have special conditions

Cross out skills which cannot be used untrained or out-of-class.
 Write ability modifier under ability