

Artistic and Academic Endeavors:

Artistic Creation (Perception + Expression, Perception + Crafts)
Oration (Charisma + Expression/Leadership)
Performance (Charisma + Performance)
Research (Intelligence + Academics)

Courtly Life:

Finding Political Allies (Perception + Politics, Charisma + Empathy)
The Poison Tongue (Manipulation + Politics)

Sport and War:

Hunting and Hawking (Perception + Alertness, Stamina + Ride, Wits + Ride, Dexterity +
Melee, Courage, Perception + Melee, Dexterity + Archery; Hawking: Wits + Animal Ken)
Maintaining Weapons and Equipment (Perception + Crafts)
Treating Wounds (Intelligence + Medicine/Hearth Wisdom, Wits + Hearth Wisdom)

Cainite Affairs:

Awakening (Perception, Road)
Finding Shelter While Traveling (Intelligence + Survival)
The Hunt (Perception)
Hiding a Body (Intelligence + Subterfuge)
Passing as a Mortal (Charisma/Intelligence + Subterfuge)