The Skill Bill of Materials

Audit every skill like the dependency it is.

THE SIX-COLUMN AUDIT

- 01 VERSION ☐
- 02 SOURCE ☐
- 03 SCOPE ☐
- 04 TESTED ☐
- 05 DEPENDENTS ☐
- 06 KILL ☐

Six questions per skill. Tick what you can answer for real, and the count is its score. The rest is your to-do list.

The Skill Bill of Materials

One row per skill. Tick every column you can answer for real. That tick count is its score.

A copied skill is a dependency that runs inside work you have stopped checking. List the skills your AI loads, then tick the six columns you can actually answer for each. Six is a managed dependency; three or below is a skill running your agent that you do not control.

SKILL	VER	SRC	SCOPE	TESTED	DEPS	KILL	SCORE
EXAMPLE · POOR a marketplace skill, copied as-is	☑	☐	☐	☐	☐	☐	1 / 6
EXAMPLE · STRONG an in-house skill, versioned & owned	☑	☑	☑	☑	☑	☑	6 / 6
	☐	☐	☐	☐	☐	☐	/ 6
	☐	☐	☐	☐	☐	☐	/ 6
	☐	☐	☐	☐	☐	☐	/ 6
	☐	☐	☐	☐	☐	☐	/ 6
	☐	☐	☐	☐	☐	☐	/ 6
	☐	☐	☐	☐	☐	☐	/ 6

VER pinned to a version

SRC where it came from, and the licence

SCOPE what it is allowed to touch

TESTED confirmed working lately

DEPS you know what relies on it

KILL you can switch it off fast

SCORING **6** managed — keep, re-test on the cadence in TESTED. **4–5** mostly managed — fill the gaps this week (usually TESTED and KILL). **1–3** un-managed — pin a version, record the source, and write a kill-path before you trust it again. **0** quarantine it until you can say where it came from.

START HERE Add a kill-path to every skill that acts first: it is the column most people leave blank, and the one that matters most when a skill turns.