

# Skills and Specialties

	STR	<input type="checkbox"/> trained +	LEVEL	TOTAL
<b>Armor Operation</b>				
<input type="checkbox"/> combat armor, <input type="checkbox"/> powered armor			<b>+4</b>	SPEC
<b>Athletics</b>				
<input type="checkbox"/> climb, <input type="checkbox"/> jump, <input type="checkbox"/> throw, <input type="checkbox"/> ⚔			<b>+4</b>	SPEC
<b>Heavy Weapons</b>				
<input type="checkbox"/> direct fire, <input type="checkbox"/> indirect fire			<b>+4</b>	SPEC
<b>Melee Weapons</b>				
<input type="checkbox"/> blade, <input type="checkbox"/> bludgeon, <input type="checkbox"/> powered weapon			<b>+4</b>	SPEC
<b>Unarmed Attack</b>				
<input type="checkbox"/> brawl, <input type="checkbox"/> power martial arts			<b>+4</b>	SPEC

	CON	<input type="checkbox"/> trained +	LEVEL	TOTAL
<b>Movement</b>				
<input type="checkbox"/> race, <input type="checkbox"/> swim, <input type="checkbox"/> trailblazing			<b>+4</b>	SPEC
<b>Stamina</b>				
<input type="checkbox"/> endurance, <input type="checkbox"/> resist pain			<b>+4</b>	SPEC
<b>Survival</b>				
<input type="checkbox"/> survival training			<b>+4</b>	SPEC

	DEX	<input type="checkbox"/> trained +	LEVEL	TOTAL
<b>Acrobatics</b>				
<input type="checkbox"/> daredevil, <input type="checkbox"/> defensive martial arts, <input type="checkbox"/> dodge, <input type="checkbox"/> fall, <input type="checkbox"/> flight, <input type="checkbox"/> zero-g, <input type="checkbox"/> ⚔			<b>+4</b>	SPEC
<b>Manipulation</b>				
<input type="checkbox"/> lockpick, <input type="checkbox"/> pickpocket, <input type="checkbox"/> prestidigitation			<b>+4</b>	SPEC
<b>Modern Ranged</b>				
<input type="checkbox"/> pistol, <input type="checkbox"/> rifle, <input type="checkbox"/> SMG			<b>+4</b>	SPEC
<b>Primitive Ranged</b>				
<input type="checkbox"/> bow, <input type="checkbox"/> crossbow, <input type="checkbox"/> flintlock, <input type="checkbox"/> sling			<b>+4</b>	SPEC
<b>Stealth</b>				
<input type="checkbox"/> hide, <input type="checkbox"/> shadow, <input type="checkbox"/> sneak			<b>+4</b>	SPEC
<b>Vehicle Operations</b>				
<input type="checkbox"/> air, <input type="checkbox"/> land, <input type="checkbox"/> space, <input type="checkbox"/> water			<b>+4</b>	SPEC

	INT	<input type="checkbox"/> trained +	LEVEL	TOTAL
<b>Business</b>				
<input type="checkbox"/> corporate, <input type="checkbox"/> illicit, <input type="checkbox"/> small business			<b>+4</b>	SPEC
<b>Computer Science</b>				
<input type="checkbox"/> hacking, <input type="checkbox"/> hardware, <input type="checkbox"/> programming			<b>+4</b>	SPEC
<b>Demolitions</b>				
<input type="checkbox"/> disarm, <input type="checkbox"/> scratch-built, <input type="checkbox"/> set explosives			<b>+4</b>	SPEC
<b>Knowledge</b>				
<input type="checkbox"/> computer operations, <input type="checkbox"/> deduce, <input type="checkbox"/> first aid, <input type="checkbox"/> psionics, <input type="checkbox"/> ⚔, <input type="checkbox"/> languages			<b>+4</b>	SPEC
<b>Law</b>				
<input type="checkbox"/> court procedures, <input type="checkbox"/> law enforcement, <input type="checkbox"/> ⚔			<b>+4</b>	SPEC

can be used untrained     cannot be used untrained  
 ⚔ specific choice required  
 Untrained skill checks add +5 to the target DC

	INT	<input type="checkbox"/> trained +	LEVEL	TOTAL
<b>Life Science</b>				
<input type="checkbox"/> biology, <input type="checkbox"/> botany, <input type="checkbox"/> genetics, <input type="checkbox"/> xenology, <input type="checkbox"/> zoology			<b>+4</b>	SPEC
<b>Medical Science</b>				
<input type="checkbox"/> forensics, <input type="checkbox"/> medical knowledge, <input type="checkbox"/> psychology, <input type="checkbox"/> surgery, <input type="checkbox"/> treatment, <input type="checkbox"/> ⚔ xenomedicine			<b>+4</b>	SPEC
<b>Navigation</b>				
<input type="checkbox"/> drivespace, <input type="checkbox"/> system, <input type="checkbox"/> surface			<b>+4</b>	SPEC
<b>Physical Science</b>				
<input type="checkbox"/> astronomy, <input type="checkbox"/> chemistry, <input type="checkbox"/> physics, <input type="checkbox"/> planetology			<b>+4</b>	SPEC
<b>Security</b>				
<input type="checkbox"/> protection protocols, <input type="checkbox"/> security devices			<b>+4</b>	SPEC
<b>System Operation</b>				
<input type="checkbox"/> communications, <input type="checkbox"/> defenses, <input type="checkbox"/> engineering, <input type="checkbox"/> sensors, <input type="checkbox"/> weapons			<b>+4</b>	SPEC
<b>Tactics</b>				
<input type="checkbox"/> infantry, <input type="checkbox"/> space, <input type="checkbox"/> vehicles			<b>+4</b>	SPEC
<b>Technical Science</b>				
<input type="checkbox"/> invention, <input type="checkbox"/> juryrig, <input type="checkbox"/> repair, <input type="checkbox"/> tech knowledge			<b>+4</b>	SPEC

	WIS	<input type="checkbox"/> trained +	LEVEL	TOTAL
<b>Administration</b>				
<input type="checkbox"/> bureaucracy, <input type="checkbox"/> management			<b>+4</b>	SPEC
<b>Animal Handling</b>				
<input type="checkbox"/> animal riding, <input type="checkbox"/> animal training			<b>+4</b>	SPEC
<b>Awareness</b>				
<input type="checkbox"/> intuition, <input type="checkbox"/> perception			<b>+4</b>	SPEC
<b>Creativity</b>				
<input type="checkbox"/> ⚔			<b>+4</b>	SPEC
<b>Investigate</b>				
<input type="checkbox"/> interrogate, <input type="checkbox"/> search, <input type="checkbox"/> track			<b>+4</b>	SPEC
<b>Resolve</b>				
<input type="checkbox"/> mental resolve, <input type="checkbox"/> physical resolve			<b>+4</b>	SPEC
<b>Street Smart</b>				
<input type="checkbox"/> criminal elements, <input type="checkbox"/> street knowledge			<b>+4</b>	SPEC
<b>Teach</b>				
<input type="checkbox"/> ⚔			<b>+4</b>	SPEC

	CHA	<input type="checkbox"/> trained +	LEVEL	TOTAL
<b>Culture</b>				
<input type="checkbox"/> diplomacy, <input type="checkbox"/> first encounter, <input type="checkbox"/> ⚔ etiquette			<b>+4</b>	SPEC
<b>Deception</b>				
<input type="checkbox"/> bluff, <input type="checkbox"/> bribe, <input type="checkbox"/> gamble			<b>+4</b>	SPEC
<b>Entertainment</b>				
<input type="checkbox"/> act, <input type="checkbox"/> dance, <input type="checkbox"/> sing, <input type="checkbox"/> ⚔ musical instrument			<b>+4</b>	SPEC
<b>Interaction</b>				
<input type="checkbox"/> bargain, <input type="checkbox"/> charm, <input type="checkbox"/> interview, <input type="checkbox"/> intimidate, <input type="checkbox"/> seduce, <input type="checkbox"/> taunt			<b>+4</b>	SPEC
<b>Leadership</b>				
<input type="checkbox"/> command, <input type="checkbox"/> inspire			<b>+4</b>	SPEC