

Skills and Specialties

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

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

	DEX	<input type="checkbox"/> trained +	LEVEL	TOTAL
Acrobatics		<input type="checkbox"/> trained +		
<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"/> ⚔			+4	SPEC
Manipulation		<input type="checkbox"/> trained +		
<input type="checkbox"/> lockpick, <input type="checkbox"/> pickpocket, <input type="checkbox"/> prestidigitation			+4	SPEC
Modern Ranged		<input type="checkbox"/> trained +		
<input type="checkbox"/> pistol, <input type="checkbox"/> rifle, <input type="checkbox"/> SMG			+4	SPEC
Primitive Ranged		<input type="checkbox"/> trained +		
<input type="checkbox"/> bow, <input type="checkbox"/> crossbow, <input type="checkbox"/> flintlock, <input type="checkbox"/> sling			+4	SPEC
Stealth		<input type="checkbox"/> trained +		
<input type="checkbox"/> hide, <input type="checkbox"/> shadow, <input type="checkbox"/> sneak			+4	SPEC
Vehicle Operations		<input type="checkbox"/> trained +		
<input type="checkbox"/> air, <input type="checkbox"/> land, <input type="checkbox"/> space, <input type="checkbox"/> water			+4	SPEC

	INT	<input type="checkbox"/> trained +	LEVEL	TOTAL
Business		<input type="checkbox"/> trained +		
<input type="checkbox"/> corporate, <input type="checkbox"/> illicit, <input type="checkbox"/> small business			+4	SPEC
Computer Science		<input type="checkbox"/> trained +		
<input type="checkbox"/> hacking, <input type="checkbox"/> hardware, <input type="checkbox"/> programming			+4	SPEC
Demolitions		<input type="checkbox"/> trained +		
<input type="checkbox"/> disarm, <input type="checkbox"/> scratch-built, <input type="checkbox"/> set explosives			+4	SPEC
Knowledge		<input type="checkbox"/> trained +		
<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			+4	SPEC
Law		<input type="checkbox"/> trained +		
<input type="checkbox"/> court procedures, <input type="checkbox"/> law enforcement, <input type="checkbox"/> ⚔			+4	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
Life Science		<input type="checkbox"/> trained +		
<input type="checkbox"/> biology, <input type="checkbox"/> botany, <input type="checkbox"/> genetics, <input type="checkbox"/> xenology, <input type="checkbox"/> zoology			+4	SPEC
Medical Science		<input type="checkbox"/> trained +		
<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			+4	SPEC
Navigation		<input type="checkbox"/> trained +		
<input type="checkbox"/> drivespace, <input type="checkbox"/> system, <input type="checkbox"/> surface			+4	SPEC
Physical Science		<input type="checkbox"/> trained +		
<input type="checkbox"/> astronomy, <input type="checkbox"/> chemistry, <input type="checkbox"/> physics, <input type="checkbox"/> planetology			+4	SPEC
Security		<input type="checkbox"/> trained +		
<input type="checkbox"/> protection protocols, <input type="checkbox"/> security devices			+4	SPEC
System Operation		<input type="checkbox"/> trained +		
<input type="checkbox"/> communications, <input type="checkbox"/> defenses, <input type="checkbox"/> engineering, <input type="checkbox"/> sensors, <input type="checkbox"/> weapons			+4	SPEC
Tactics		<input type="checkbox"/> trained +		
<input type="checkbox"/> infantry, <input type="checkbox"/> space, <input type="checkbox"/> vehicles			+4	SPEC
Technical Science		<input type="checkbox"/> trained +		
<input type="checkbox"/> invention, <input type="checkbox"/> juryrig, <input type="checkbox"/> repair, <input type="checkbox"/> tech knowledge			+4	SPEC

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

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