

SKILL DESCRIPTIONS

A copy of the Master Skill list can be found at the end of this section.

Acrobatics

Acrobatics gives the character a better chance of accomplishing any action requiring physical agility, such as jumping from a moving vehicle, leaping between rooftops, and the like.

A successful Acrobatics skill roll will also help the character break his fall, reducing the damage taken by 1 point for every extra point by which the die roll succeeds. If falling damage is reduced to half or more, the character can also tumble and land on his feet.

Administration

A character with Administration skill knows the basic management and accounting techniques necessary to run a business.

The character must make a skill roll on a quarterly basis to determine his efficiency or when dealing with a crisis. An exceptional margin of success indicates increased productivity. Failure indicates some form of mismanagement resulting in reduced productivity.

Administration is useful for characters who have received land grants because it will help them achieve steady income from those lands. See also Titles and Nobility, p. 153.

The Bureaucracy, Negotiation, and Scrounge skills are all useful complements to this skill. The timely and appropriate use of any of these three should provide a useful modifier to the character's Administration skill roll.

Alternate Identity

This skill means a character has created an alternate identity that will not be discovered under normal circumstances. If, however, the character makes some blunder that reveals his alternate identity to others in the course of the adventure, his cover is automatically blown.

A skill roll is required whenever the character is being investigated or his alternate ID is called into question. If the roll successful, the Alternate Identity holds up. If the roll fails, the examiner discovers some flaw that reveals the character's true identity.

A player may purchase this skill multiple times to establish series of alternate identities. Any character who wishes to infiltrate an enemy camp on a long-term basis will need this skill, especially if he must deceive other players in the group.

The Alternate Identity skill is not needed if a character only needs to establish a temporary identity for a quick undercover run. If, however, that identity is later expanded to have an independent life of its own, the player must purchase this skill if his character expects the new identity to hold up under scrutiny.

Appraisal

A character with Appraisal skill can recognize and identify items with some intrinsic value. Appraisal also helps determine the best place to buy or sell the commodity in question.

If the skill roll fails, it means that the character either identified the item incorrectly or misjudged its value. The extent of the error depends on the margin by which the die roll fails and the game-master's discretion. A rule of thumb is plus or minus 5 percent per point by which the roll fails.

Knowing a commodity's value does not mean the character will get full value for it when he tries to sell it or that he will be able to purchase it at its true worth. Negotiation skill is used to determine the actual selling or purchase price.

Bureaucracy

A character with Bureaucracy skill is trained to operate within the framework of existing power structures such as civilian or military administrations.

A successful Bureaucracy skill roll allows the character to locate the person most useful to him in any given office or chain of command. He can also use this skill to manipulate this key individual into helping him. Bureaucracy can be useful when a character wants a specific duty assignment or needs to requisition a valuable piece of equipment from a tight-fisted quartermaster.

Career Skills (CS)

A character with one of these skills has spent time outside of military service training for or performing a particular job.

Each career skill is a different skill. Career skills span the universe in their possibilities. From CS/Beast Keeper to CS/Asteroid Miner, they cover every possible job in the universe. The only restriction is that no Career skill may duplicate or overlap an existing skill or skills. A Tech has Technician skill, not CS/Tech.

Career skills include basic knowledge that would be vital to perform in that career area. A Level 1 in any chosen Career skill means the character could find employment in that field, while a level 5 indicates extremely high regard from anyone familiar with his work.

Climbing

A character with Climbing skill can scale both natural and man-obstacles. He must make a skill roll when planning a climb, when choosing the spot for pitons or belaying lines, when trying to a particular target with a grappling hook, or any of the trickier moves an ascent might require. Depending on the reason for the die roll and the margin by which it might fail, the penalty for failure can range from a difficulty modifier for the rest of the climb to falling, depending on what the roll was for and by how much the roll missed.

When assigning a difficulty modifier for the climb, the gamemaster should take into account the surface to be climbed and the time and equipment available for the ascent. Climbing a crane using only the available hand and footholds would require no modifier to the skill roll, but trying to scale a building without a grappling hook would be considerably more difficult.

Close Combat

Sometime there is no option but to get up close and personal with an adversary.

Close Combat/Blade

A character with Blade skill can wield most kinds of edged weapons, including knives, bayonets, katanas, sabers, and vibroblades. Blade skill is used as the Base To-Hit Number in combat using weapons of this kind.

A character who has Blade skill has a working knowledge of his weapon, including basic care and maintenance. In addition, he can use this skill to identify and evaluate these weapons or to jury-rig a damaged weapon so it will function until it can be repaired.

Close Combat/Bludgeon

Bludgeon skill covers not only blunt weapons such as clubs, staves and stunsticks but also other head-weighted weapons such as axes. Bludgeon skill is used as the Base To-Hit Number in combat using weapons of this kind.

A character who has Bludgeon skill has a working knowledge of his weapon, including basic care and maintenance. In addition, he can use this skill to identify and evaluate these weapons or to jury-rig a damaged weapon so it will function until it can be repaired.

Close Combat/Unarmed

A character with Unarmed Combat Skill has undergone training in unarmed combat techniques. The character's skill level is the Base To-Hit Number in unarmed combat or in combat using improvised weapons.

Though unarmed combat is, technically, "the art of self defense," instructors often include training in the use of brass knuckles or other particularly nasty forms favored by street fighters in shadier zones.

Close Combat/???

This skill should be used when a player wants their character to be proficient with a rare or unusual weapon which does not easily fit in one of the above categories.

Communications

A character with one of the following Communications skills is familiar with the operation of the appropriate types of communications equipment.

Two different skills fall under the category of Communications. They must be purchased separately and confer no ability in the other Communications skill. Both skills include basic care and maintenance of the systems they encompass and the ability to transmit and receive messages reliably using the appropriate equipment.

Communications is not necessary to be a pilot – most flight computers can perform the necessary functions.

Communications/Short range

This skill covers the operation of all kinds of communications gear used over relatively short ranges - planetside, between a planet and it's moon, between ships within visual range in space. A successful skill roll allows a character to intercept and jam enemy communications or to break the jamming of his own transmissions. The skill also includes a knowledge of listening devices and other covert surveillance equipment.

Communications/Long Range

This skill covers the operation of all kinds of communications gear used over longer ranges – between planets, planets and the space around system jump-points, and between jump points.

A character must make a skill roll whenever attempting to establish and send communications to a distant receiver. (Aiming at a target thousands of clicks away is not an easy task.)

Computer

Computer skill gives the character a working knowledge of computer systems, basic operations, and programming.

When attempting a complex task such as searching a large data base or writing a new program, the character must make a skill roll. The gamemaster assigns a difficulty modifier appropriate to the complexity of the task, the time available to complete it, and the hardware and software the character is using.

A character with Computer skill can both prevent and accomplish computer theft and similar intrusions into data bases or computer-operated security systems. Anyone attempting to gain unauthorized access into a protected system uses the Computer skill level of the programmer who created the security system as a difficulty modifier.

Cryptography

A character with Cryptography skill can decode and encode messages.

When a character encodes a message, he makes a skill roll and records the number of points by which his die roll succeeded. This value becomes the difficulty modifier for anyone attempting to decipher the encoded message.

A skill roll is required to decode a message without a key. As decryption is a time-consuming process usually aided by computers, the difficulty modifier assigned should be based on the length of the message, the time the character has to decode the message, and the kind of equipment he is using. Even with computers, decoding usually takes at least an hour. If the skill roll fails, double the time required for every point by which the roll failed.

Demolitions

A character with Demolitions skill can set and/or disarm explosive devices and has a working knowledge of explosives and their applications. A character must make a skill roll for any demolitions task ranging from determining the kind and quantity of explosive it takes to open a safe without destroying its fragile contents to the construction of a time bomb. Demolitions skill can also be used to inspect the site of an explosion to discover the type of detonator and explosive used.

Setting a trap requires a Demolitions skill roll. The difficulty modifier varies with the sensitivity of the explosive used and the complexity of the triggering device. In general, the harder it is to set a device, the harder it is to disarm. If the character setting the device fails his Demolitions skill roll, he must make a second roll using the same modifiers to avoid setting off the device accidentally.

Characters may also use this skill to disarm explosive devices. This includes bombs, mines, or other booby traps they may encounter. Disarming these devices is a difficult and dangerous endeavor. The character must make a skill roll with twice the difficulty modifier taken by the character who set the device. Failure means the character has set off the device, with the obvious consequences.

Disguise

A character with Disguise skill can change his appearance enough to be taken for someone else. To create or pierce a disguise also requires a skill roll. Disguise skill includes a full knowledge of cosmetics and what is fashionable in the various levels of society and can also help a character conceal weapons or other items on his person.

Under optimum conditions, creating a disguise requires access to specialized equipment such as makeup, contact lenses, and costume pieces such as platform shoes or padded clothing. Improvised disguises are possible, but with a significant penalty.

Note that the ability to make oneself look like someone else does not confer the ability to act like that person. The Impersonation skill needed to mimic voices and mannerisms is often used in conjunction with Disguise skill. Disguise also complements Alternate Identity quite well, allowing the new identity to have a different appearance.

Drive

Drive skill allows a character to maneuver any kind of conventional, land-based vehicle of the 27th century, including wheeled vehicles, tracked vehicles such as tanks, ground effect vehicles, and hovercraft. Characters with this skill also know basic care and maintenance of these vehicles, and may even attempt minor repairs with the aid of a manual.

Whenever attempting to perform any difficult or dangerous action such as making a tight turn or maneuvering around obstacles at high speed, the character must make a skill roll. He can also push his vehicle beyond its normal limits with a successful skill roll. For this reason, an opposed skill roll can be used to resolve any vehicle chases that may occur.

Escape Artist

A character with this skill has a working knowledge of all manner of personal restraints and bindings and how to defeat them. He must make a skill roll when scoping out an escape route, slipping bonds, or dislocating various joints to create slack in bonds he will later try to slip.

Note that Escape Artist skill does not include the Lockpicking ability covered by the Security Systems skill, but the two skills are often used in conjunction.

Forgery

A character with Forgery skill can produce and detect forgeries. Forgery deals primarily with the techniques for producing forged signatures and documents, though it also gives the character familiarity with equipment that can detect an art forgery by analyzing the chemical composition of paints and paper. This skill does not confer expertise about works of art by any particular artist, as that would require a Special Interest skill.

A character must make a skill roll when attempting to detect forged documents and seals or when attempting to produce a forged document.

Gambling

A character with Gambling skill understands the various concepts associated with gambling and the ways people have devised to cheat at games of chance. It also includes a working knowledge of most common games of chance and how to exploit them.

When attempting to cheat or when trying to spot cheating, the character must make a Gambling skill roll. At the gamemaster's discretion, a Gambling skill roll can also determine a character's success at games of chance. It is more fun, however, to let the character roleplay some of the game and then base his winnings on the outcome.

Use of this skill is an easy way for a character to generate some extra income, but such wins could also foster hostilities that might backfire.

Gunnery

A character with any of the Gunnery skills is trained and proficient in the use of heavy weapons. Each of the five Gunnery Skills must be purchased separately; having one does not confer ability in any other Gunnery skill. These skills all include basic care and maintenance of the weapon systems they encompass.

In combat, a character's Gunnery skill target is his Base To Hit Number for the weapons covered by that skill.

Gunnery/Aerospace

This skill confers familiarity with the weapon systems used on fighter craft be they conventional aircraft or aerospace fighters.

Gunnery/Artillery

This skill confers familiarity with all conventional strategic weaponry. This includes all static weapon emplacements and weapons.

Gunnery/Conventional

This skill confers familiarity with all conventional vehicle-mounted weapons, including those on motorized infantry and armor units such as tanks and APCs.

Gunnery/Spacecraft

This skill confers familiarity with the fire-control systems on spacecraft such as capital ships. The skill allows the character to fire any weapons mounted on these vessels, regardless of type (including artillery pieces).

Gunnery/Aerospace and *Gunnery/Spacecraft* function equally well for firing turreted weapons on smaller craft.

Investigation

A character with the Investigate skill knows how to best follow leads, find and question witnesses, analyse a crime (or other) scene to determine a sequence of events, collect evidence and bring disparate pieces of evidence together to form a bigger picture.

Perception is a valuable complement to this skill, as are Administration/Bureaucracy, Interrogation/Negotiation and Protocol/Streetwise. Any other skill may also prove valuable depending on the particular investigation.

Impersonation

A character with Impersonation skill can assume a role and act out a part. He must make a skill roll to determine how well he assumes the chosen role. If it is the role of a real person, the impersonator will need time to study his subject if his portrayal is to stand up to scrutiny.

The gamemaster should impose modifiers based on the amount of time the character has to study his subject and the resource materials available to him. A character who attempts an impersonation of someone he has only glimpsed on the nightly holo news will usually be less convincing than someone who has spent time in personal acquaintance or observation of the other person.

Interrogation

A character with Interrogation skill can attempt to obtain information from a captured NPC, making a skill roll to determine whether he is able to extract the desired information. Modifiers should reflect the loyalty and willpower of the subject and the techniques the interrogator is willing to use.

Simple questioning may eventually reveal the information the character is seeking, but it is time-consuming and difficult. If he uses more ruthless methods, a failed skill roll means the subject dies before the interrogator can extract any useful information. Whatever the case, use only a single die roll to resolve the entire interrogation process.

Note that this skill mainly represents the ability to determine the truth of the subject's statements. Any brute with a pair of pliers or a welding torch can get a POW to talk, but it takes a trained interrogator to know if the subject is telling the truth.

Knowledge of interrogation techniques makes a character with this skill a more difficult subject. Such a character may apply his Interrogation skill level as a difficulty modifier to any rolls made against him.

Jump Pack

A character with this skill knows how to use jump packs as a mode of transportation. In addition to familiarity with all kinds of conventional jump gear, the skill also covers fueling, refueling, and basic care and maintenance of all associated equipment.

Use of this skill requires a die roll only when the character attempts a difficult action such as deploying from a moving vehicle. A failed roll can result in possible injury and a landing far from friendly troops, depending on the margin of failure and the gamemaster's discretion.

Leadership

A character with Leadership skill can direct and command others in jobs or military operations. The skill is usually learned through both training and practical experience. A skill roll is necessary to determine if orders to subordinate NPCs will be carried out.

Modifiers should be based on morale, the character's track record as a leader, the tone and wording of the orders, and what he is asking the subordinates to do. Remember that Leadership is not mind-control. Do not use a skill roll to manipulate player characters or NPCs like puppets. Leading by example is far more likely to succeed than shouting commands and expecting blind obedience.

It is up to the character giving the orders to decide how to deal with an insubordinate character. His handling of such a situation will affect his future relationships with his those in his command, so it is wise to exercise caution when taking punitive action.

Note that Negotiation skill works very effectively in concert with Leadership.

MedTech

A character with this skill can stabilize wounded characters, perhaps even preventing death. Consult Wounds and Healing in the Personal combat document for a full description of how to use this skill.

Level 1 Medtech skill represents basic first-aid training; Level 2 is advanced first-aid training. Level 3 is equivalent to paramedic skill, Level 4 is equivalent to nurse's or intern's training, and Level 5 or better represents the training of a doctor or surgeon.

Navigation

A character with Navigation skill can navigate spacecraft without resorting to the autonav. This skill confers familiarity with the operation all the various kinds of navigation equipment on starships, and allows a character to read star charts and plot a course between planets or jump points.

A skill roll is necessary if a character with this skill wishes to determine the most efficient route between destinations.

Negotiation

A character with Negotiation skill is trained in the fine art of conversation and manipulation. A Negotiation skill roll will affect the outcome of any negotiation in which the character takes part. A successful roll will bring concessions, but a failed roll could mean a stalemate or worse. Negotiation is also useful for interpreting veiled messages. A successful skill roll means the gamemaster can spell out in black and white what might otherwise be hidden in the normally evasive language a diplomat might use.

This skill is also useful for haggling. The merchant's skill, if any, is a difficulty modifier to the character's skill roll. A successful roll allows the character to bargain a merchant down. For every point by which the roll succeeds, the seller will reduce his price by percent (to a minimum of 25 percent of the original asking price). If the character makes his roll exactly, the merchant stands firm, but might throw in a little something extra. If the character misses, the merchant holds fast. Either buy at his price, or go without.

Perception

A character with Perception skill is a trained observer. A successful skill roll will reveal details that might otherwise go unnoticed. Perception skill is often used for such tasks as conducting a search and eavesdropping.

This skill is useful in a variety of circumstances. The gamemaster can use Perception skill rolls to determine who sees an approaching enemy first or to find out if a pilot notices that someone has tampered with the circuitry in his cockpit.

Perception rolls give the gamemaster a good way to keep a story moving and to tell the players what their characters see and when they see it. Be careful not to overuse Perception rolls however, or they will bog down the flow of play. As with everything else, resort to game mechanics only when the outcome is uncertain.

Piloting

A character with any of the Piloting skills has sufficient familiarity with a class of craft to pilot all vehicles encompassed by the skill. Each of the Piloting skills must be purchased separately; having one does not confer ability in any other Piloting skill. All Piloting skills include basic care and maintenance of the craft they encompass, but not repair or retrofit, which belong to appropriate Technician skills.

A Piloting skill roll is necessary any time a skilled character attempts a difficult or dangerous maneuver, or when the vehicle is subjected to hazardous conditions

Piloting/Aerospace

This skill confers familiarity with fighter craft such as conventional aircraft and aerospace fighters.

Piloting/Spacecraft

This skill confers familiarity with piloting bulkier spacecraft such as merchant or capital ships.

Piloting/Submersible

This skill confers familiarity with piloting submarines and similar craft designed to operate underwater.

Protocol

A character with Protocol skill has the social skills to interact with others in a professional and courteous manner. A character must make a skill roll when attempting to identify important people or to determine how to behave in formal situations. This skill imparts a certain courtly grace and is often considered the mark of the "well-bred."

Protocol skill is crucial for diplomats and nobility but is also useful for any character who comes in contact with society's upper echelons. Even a mercenary could benefit from knowing how to behave if presented to an upper-crust personage.

Quickdraw

A character with Quickdraw skill can draw a small weapon (usually a pistol or dagger) and use it before another individual can react.

The character must make a skill roll to determine if he can get a shot or a throw before the enemy has a chance to react. If successful, the character gets one attack with his quickdraw weapon before the actual start of the first combat round.

If two characters attempt to use Quickdraw on one another, make an opposed skill roll. The character with the higher margin of success gets his attack off first.

Note that Quickdraw can only be used at the beginning of a combat encounter and is a surprise move. The gamemaster should determine modifiers according to the enemy's alertness, knowledge of the skilled character's concealed weapon, and whether or not the enemy already has drawn weapons aimed at the character attempting this move.

Ranged Combat

When facing a hostile opponent, it is often safer to try and pick them off from a distance.

Ranged Combat/Archery

A character with Archery skill has a working knowledge of long bows and crossbows. Archery skill is used as the Base To-Hit Number in ranged combat using these weapons.

A character with Archery skill has a working knowledge of his weapon, including basic care and maintenance. In addition, this skill lets him identify and evaluate these weapons and to identify the type of arrow or bolt an enemy is firing in order to determine what kind of weapon fired it. Archery skill also allows a character to jury-rig a damaged weapon so it will function until it can be repaired.

Ranged Combat/Small Arms

A character with Small Arms skill is familiar with most types of guns.

This skill covers many weapon types, including slug-throwers, flamers and other small weapons.

The Small Arms skill level is the Base To-Hit Number in ranged combat using these weapons.

A skilled character has a working knowledge of these weapons, including basic care and maintenance. This skill can also be used to identify and evaluate these weapons, to determine the type of weapon being fired by an enemy by examining its effects, and to jury-rig a damaged weapon so it will function until it can be repaired. All these tasks require a successful skill roll to accomplish.

Ranged Combat/Support Weapons

A character with Support Weapons skill knows how to use and fire infantry support weapons such as mortars. These weapons are what help keep infantry alive in situations where armor units and are deployed.

The skill level is used as the base To-Hit Number in ranged combat using support weapons.

A character with Support Weapons skill has a working knowledge of support weapons, including basic care and maintenance. Use of this skill can also identify the types of support weapons that opposing forces are using, to determine if a damaged weapon is still functional or to jury-rig a damaged weapon so it will function until it can be repaired.

Ranged Combat/Throwing Weapons

A character with this skill is able to throw knives well enough to use them as a weapon.

This skill level becomes the Base To-Hit Number when throwing knives in combat. This skill can also apply to more esoteric thrown weapons such as darts and shuriken (throwing stars). A character who has this skill also knows basic care and maintenance. It also lets him evaluate throwing weapons for quality and balance.

Note that this skill does not include throwing grenades. No skill is required to throw a grenade, and training will do relatively little to increase a character's accuracy with grenade-like weapons.

Running

A character with Running skill is a practiced runner able to run farther and faster. Skilled characters can use Running to outdistance an opponent if they succeed in an opposed skill roll. Unless the opponent also has Running, he must make an Athletic saving roll.

Running skill is also factored into the character's base movement rate (see Movement in the Character Generation document).

Scrounge

A character with Scrounge skill has a knack for acquiring materials that are normally difficult to obtain. This skill assumes the character has a network of contacts able to help him locate whatever he requires and that he is adept at uncovering existing networks or establishing new ones wherever he goes. Locating a desired commodity or service often requires an exchange of favors or other materials and becomes a kind of chain reaction throughout the network.

Locating a desired commodity requires a skill roll. Assign modifiers based on the value and rarity of the desired commodity, the time the scavenger has for his work, and how well-established is his network in the area.

Eventually, a scavenger will be able to find what he is looking for unless the gamemaster decides it is not available. A failed skill might mean that the commodity is not available in the immediate area, but does not rule out off-planet shipments or black-market contacts.

Note that Scrounge skill does not help the character purchase the commodity at a good price. Once he locates the item sought, the character needs Negotiation skill for haggling.

Security Systems

A character with Security Systems skill can establish or break security systems. Locating a weak point in security requires a skill roll. When a character has put a new security system into place, his Security Systems skill Level is subtracted from any interloper's die roll attempt to determine if the interloper successfully slips through the security net.

With this skill, a character can open all types of locks and safes. The skill includes knowledge of the various electronic lockpicking devices needed to circumvent the locks and safes common in the Gemini setting.

Note that this skill does not include an understanding of explosives or demolitions. Demolitions skill is, however, sometimes used in conjunction with Security Systems when the more subtle approach fails.

Seduction

A character with Seduction skill can charm anyone of the opposite sex who is receptive to his or her advances, bringing the seducer into the other's confidence. To determine whether the seducing character is able to stir affection in their subject, he must make a skill roll. In most cases, Seduction skill is used to manipulate someone to perform some service for the character, such as providing information or other assistance.

The gamemaster can determine modifiers according to the character's approach and other factors that would matter to the subject of the seduction, especially what the subject might gain by cooperating with the character's proposition versus any potential risks.

The gamemaster decides whether successful use of this skill gains the character information or another desired good, but players are encouraged to provide a direction for such awards their roleplaying. Negotiation skill can be a boon in many circumstances that might arise when Seduction skill is used.

Special Interest (SI)

A character with a Special Interest skill has spent time studying a subject of particular interest to him.

Each Special Interest skill represents a different skill. SIs have a broad range, including anything from SI/Famous Pilots of Solaris and SI/Poetry of the Draconis Combine to SI/Roleplaying Games. Granted, these are some of the more extreme examples of possible Special Interests, but they illustrate how to use the SI skills to round out a character's personality. The only restriction is that no Special Interest Skill may duplicate or overlap an existing skill or skills. A Tech has Technician skill, not SI/Tech.

Whenever a character is attempting to recall information about the subject of a Special Interest skill, he must make a skill roll.

Note that all dialects and languages are handled as SIs for the purpose of determining fluency and literacy. Level 2 in any language indicates fluency, with Level 5 making it difficult to distinguish the character from a native speaker.

Stealth

A character with Stealth skill can move quickly and quietly through all kinds of terrain and situations. Whenever a character using stealth encounters the chance of being seen or heard, he must make a skill roll. Modifiers assigned should be based on cover, lighting, and the vigilance of any possible observers.

This skill is required for the effective use of sneak suits described in the Equipment document.

Stealth can also be used to camouflage objects and equipment. The gamemaster will base difficulty modifiers on the size and shape of the object to be concealed and the materials available to the character attempting to

camouflage it. Camouflage requires several minutes to effect and may only be performed on immobile equipment. Note that camouflage is normally intended for a specific kind of observation. An APC that has been camouflaged to disguise it from aerospace reconnaissance will still be fairly obvious to any infantry in the area.

Strategy

A character with Strategy skill is familiar with the formulation of battle plans on a grand scale. Strategy is similar to Tactics except that it deals with broader plans: continental assaults waged on multiple worlds or systems, and the like.

When planning a strategy or trying to find a weakness in an opponent's strategy, the character must make a skill roll. Success or failure will affect the allocation of troops and resources, which, in turn, will affect the outcome of the campaign. This skill also includes familiarity with the different forms of strategy typical of various, which may provide valuable insights into an opponent's plan of attack.

If the skilled character is on a military mission or assignment, assume that an NPC with this skill will see to it that supplies and reinforcements are available and on schedule. Enemy operations may, however, disrupt the supply line.

Note that this skill should not replace planning by the player characters. If the gamemaster has decided that he wants to game a military campaign, the characters may use this skill to help formulate their strategy, but they should be responsible for coming up with the battle plan.

Streetwise

Streetwise skill is similar to Protocol, but deals with the other end of the social spectrum. When attempting to ascertain how to behave when dealing with underworld figures, the character must make a skill roll. This skill allows him to blend in with such individuals, so that he seems at home in the rougher parts of town.

Knowing how to deal with the darker side of society can come in handy for any character type. Mistaking a yakuza boss for a ruffian can be a most regrettable error.

Survival

A character with the Survival skill has the ability to sustain himself in hostile environments. To find food, avoid dangerous situations, or locate suitable shelter require a skill roll. If the character is in the wilderness for an extended period, he must make a daily or weekly Survival roll to determine the ongoing state of his health.

Modifiers should be based on the severity of the environment, available survival gear, and the amount of time the character has been exposed to dangerous conditions.

Swimming

A character with Swimming skill knows how to avoid drowning in water of depth greater than his height.

A skill roll is required to warn characters off from water that runs too quickly for them to cope, to avoid the rocks when diving into murky water, or to avoid drowning in a hostile environment such as a storm. This skill also allows the character to swim faster, and for longer periods of time (see Running).

Tactics

A character with Tactics skill is schooled in the art of war. He must make a skill roll when formulating a plan of attack or trying to determine what will be the enemy's most likely action. Successful rolls can result in accurate guesses about enemy planning, and at the gamemaster's discretion, positive modifiers that will affect skill rolls for that combat.

Tactics skill also includes familiarity with the tactics used by various forces, which may provide valuable insights into an opponent's plan of attack.

As with Strategy skill, use of this skill should never supersede roleplaying. Ideally, the players' decisions should decide the outcome of a battle, not the skill rolls of their characters. Knowledge of Tactics should merely help the characters make those decisions.

Technician

A character with any Technician skill can repair parts in the equipment for which he is trained.

A skill roll is needed to determine if the repairs can be made, and if they hold after they are made. Modifiers depend on how bad was the original damage and what supplies are available for the repair.

Note that some overlap exists between these skills. For example Technician/Electronics, Technician/Mechanic, and Technician/Weapons all have starfighter applications, but each skill covers only some of a ship's systems, while Technician/Aerospace encompasses all aspects of fighter technology.

Technician/Aerospace

This skill covers conventional aircraft, and aerospace fighters.

Technician/Spaceship

This skill covers all types of spaceships and all systems relevant to their operation including weapons systems.

Technician/Electronics

This skill covers all types of electronic equipment, from communications systems to computers.

Technician/Mechanic

This skill covers all kinds of mechanical equipment, from vehicles to heavy machinery.

Technician/Weapons

This skill covers all kinds of weapons systems, from personal firearms to artillery pieces and spaceship weapons.

Tinker

A character with Tinker skill can convert and modify equipment and gear. To convert a device from one function to another, the character must make a skill roll. Modifiers are based on the difference between the items original functions and what they are being converted into.

Note that there are definite limits on what a character is able to do with this skill. He can use it to jury-rig damaged equipment or cobble together makeshift special-purpose gear, but he cannot use Tinker to turn a clock radio into a hyperpulse generator. Logic and the gamemaster's discretion must prevail, or else this skill will do more harm than good in a game.

Tracking

A character with this skill can track or tail individuals in either wilderness or urban settings.

He must make a skill roll to ferret out clues to the passage of the person being tracked. The Tracking skill level can also serve as a negative modifier for people trying to track a character using the skill to pass unnoticed or to conceal his location.

Training

A character with this skill can teach others how to use a skill. This skill is important because it allows characters to transfer their skills to others. A skill roll is required to teach a skill successfully. A high margin of error indicates that the character has unwittingly passed on misinformation to his student.

Note that a character must possess a skill to teach it.

MASTER SKILL LIST	
Skill Name	Characteristic
Acrobatics	Athletic
Administration	Mental
Alternate Identity	Mental
Appraisal	Mental
Bureaucracy	Social
Career Skills	Mental*
Climbing	Athletic
Close Combat	Athletic*
Communications	Mental
Computer	Mental
Cryptography	Mental
Demolitions	Mental
Disguise	Mental
Drive	Physical
Escape Artist	Physical
Forgery	Mental
Gambling	Mental
Gunnery	Physical*
Investigation	Mental
Impersonation	Social
Interrogation	Social
Jump Pack	Athletic
Leadership	Social

Skill Name	Characteristic
Medtech	Mental
Navigation	Mental
Negotiation	Social
Perception	Mental
Piloting	Physical*
Protocol	Social
Quickdraw	Physical
Ranged Combat	Physical*
Running	Athletic
Scrounge	Social
Security Systems	Mental
Seduction	Social
Special Interests	Mental*
Stealth	Physical
Strategy	Mental
Streetwise	Social
Survival	Mental
Swimming	Athletic
Tactics	Mental
Technician	Mental*
Tinker	Mental
Tracking	Mental
Training	Social
*Subskills	