

AGE	SKILL PT+	ATT LOSSES	DISADS*
21-39	0	0	0
40-49	6 General	MOV -10	1
	4 Other		
50-64	8 General	MOV -20	3
	6 Other	STR -10	
65+	8 General	MOV -30	5
	6 Other	STR -30	
	CON -20		

* Select aging disadvantages from the following list: Short-windedness; Hearing Impairment; Night-Blindness; Dependents; Vision Impairment.

Each character also receives 16 additional skill points to place in any skill he or she desires, representing personal interests and hobbies.

Skill Category	Military	Professional	Worker	Entertainer	Other*
Mechanical	0	0	20	6	X
Combat	20	0	12	6	X
Specialty	12	0	0	0	X
Education	0	20	0	8	X
General	12	12	12	20	X
Language	0	12	0	4	X

*The "Other" Career: The player receives 44 points with which to purchase this characters skills, with no more than 16 being allowed in any one category.

Mechanical Skills

#	SKILL	ATT	COST	PRE
1	Basic Tool Use	MOV	1/N	-
2	Carpentry	DEX	2/1/2	1
3	Metalworking	DEX	4/2/4	1
4	Construction	DEX	4/2/4	2 or 3
5	Basic Mechanic	DEX	4/2/4	1
6	Aircraft Mechanic	DEX	5/3/6	5
7	Electronics*	INT	4/2/4	-
8	Computer Technician*	INT	5/3/6	7
9	Nuclear Technician*	INT	5/3/6	7

Combat Skills

Ranged Weapons Skills

#	Skill	ATT	COST	PRE
1	Blowgun	MOV	1/3/6	-
2	Knife Throwing	MOV	2/3/6	-
3	Spear Throwing	MOV	2/3/6	-
4	Slingshot	MOV	1/3/6	-
5	Bow and Arrow	DEX	2/3/6	-
6	Crossbow	DEX	2/3/6	-
7	Basic Firearms	1/2 DEX	1/N	-
8	Pistol	DEX	2/3/6	7
8a	Off-hand firing	DEX	2/2/-	7
9	Rifle	DEX	2/3/6	7
9a	Sniper Rifle	DEX	2/4/6	9
10	Submachine Gun	DEX	2/3/6	7
11	Shotgun	DEX	2/3/6	7
12	Hand Grenade	DEX	1/2/4	-
12a	Grenade Launcher	DEX	1/2/4	7
13	Basic Heavy Weapons	1/2 DEX	2/N	7
14	Machine Gun	DEX	2/3/6	13
15	Recoilless Rifle	DEX	3/4/8	13
16	Rocket Launcher	MOV	3/4/8	13
17	Mortar	INT	3/4/8	13
18	Tank Gun*	INT	4/4/8	13
19	Artillery*	INT	5/5/10	13
20	Missile*	INT	5/5/10	13

Close-Combat Skills

#	Skill	ATT	COST	PRE
21	Basic Melee	1/2 STR or 1/2 DEX	1/N	-
22	Club/Ax/Blackjack	STR	1/2/4	21
23	Knife	DEX	1/3/6	21
		or STR		
23a	Silent Kill	INT	1/N	23
24	Fencing	DEX	3/4/8	21
25	Sword	MOV	2/4/8	21
26	Spear/Staff	MOV	1/3/6	21

Close-Combat Fighting Styles

#	Skill	ATT	COST	PRE
27	Boxing*	STR	2/3/6	21
28	Oriental Martial Arts*	MOV	3/4/8	21
29	Wrestling*	MOV	3/3/6	21

Close-Combat Techniques

Technique	Boxing	Wrestling	Martial Arts
Attack/Defend	X	-	X
Blindfighting	X	X	X
Drop	-	X	X
Hold	-	X	X
Instant Defense	-	-	X
Instant Stand	-	X	X
Knock Down	X	X	X
Leap	-	X	X
Multi-Attacks	X	-	X
Multi-Defense	X	X	X
Stun	-	-	X
Surprise Action	-	-	X
Throw	-	X	X
Vital Areas	X	-	X

EDUCATION SKILLS

Liberal Arts Skills

#	Skill	ATT	COST	PRE
1	Basic Liberal Arts	1/2 INT	2/N	-
2	Anthro/Psych/Soc	INT	1/2/4	1
3	Business/Economics	INT	1/2/4	1
4	History/PoliSci	INT	1/2/4	1
5	Lit/Journalism	INT	1/2/4	1
6	Philosophy/Religion	INT	1/2/4	1

Science Skills

#	Skill	ATT	COST	PRE
7	Basic Science	INT	2/N	-
8	Astrology/Math/Physics	INT	2/3/6	7
9	Biology/Botony/Zoology	INT	2/3/6	7
10	Chemistry	INT	2/3/6	7
11	Engineer/Civ/Elec/Mech	INT	2/3/6	7

Advanced Degrees

#	Skill	ATT	COST	PRE
12	Law	INT	2/3/6	4
13	Medicine	INT	2/4/8	9
14	Surgeon	INT	3/5/10	13

Specialty Skills

#	Skill	ATT	COST	PRE
1	Ballistics*	INT	3/3/6	-
2	Concealment	INT	2/2/4	-
3	Cryptography	INT	2/4/8	-
4	Demolitions*	DEX	4/2/4	-
4a	Atomic Demolitions	1/2 INT	4/6/8	4
	Munitions*			
4b	Adv Demolitions*	DEX	4/N	4
4c	Booby Traps	INT	2/4/6	4
5	Disguise	INT	3/3/6	-
6	Fingerprinting	INT	3/3/6	-
7	Forgery	DEX	4/4/8	-
8	Interrogation	WIL	1/2/4	-
9	Lockpicking*	DEX	4/3/6	-
10	Pickpocket	REF	4/3/6	-
11	Safecracking*	1/2 INT	5/4/8	-
12	Shadowing	WIL	2/2/4	-
13	Stealth	MOV	2/2/4	-
14	Surveillance	INT	2/2/4	-
15	Survival	WIL	1/2/4	-
15a	Arctic			
15b	Jungle			
15c	Desert			
15d	Temperate			
15e	Bush			
16	Tracking	INT	2/2/4	-
16a	Counter-tracking	INT	2/N	15
17	Cartography	INT	2/N	-
18	Forward Observer	INT	1/2/4	-
19	Radar*	INT	3/4/6	-
20	Sonar*	INT	3/4/6	-
21	STANO	INT	1/2/4	-

LANGUAGE SKILLS

These skills allow characters to communicate in languages other than their own. All characters are assumed to have a 5th level skill in his or her native language. Learning other languages is simply a matter of spending skill points and buying levels of expertise.

In addition to their native tongue (or tongues), characters can read, write and speak a number of Languages equal to 10% of their INT score, rounded up. (Sign language does not count towards the maximum number of foreign languages.)

The Bilingual Background advantage gives the characters a “free” zero level skill in a second language. This second language does not count against the maximum number of languages the character can learn.

Costs of Foreign Language Skills.

All languages are assumed to be equally hard to learn - the zero level of the skill costs 4 points. The first, second third and fourth levels cost 2 points each. The fifth level costs 4 points.

General Skills

#	Skill	ATT	COST	PRE
1	Acting	INT	2/3/6	-
2	Animal Training	WIL	2/2/4	-
2a	Animal Handling	WIL	1/2/3	-
3	Climbing	MOV	2/3/6	-
3a	Rappelling	MOV	1/2/4	-
4	Driving Automobile	DEX	1/3/6	-
5	Driving Truck	DEX	1/3/6	4
6	Driving Motorcycle	DEX	1/3/6	-
7	Driving Off-Road-Vehicle	DEX	1/2/4	4
8	Driving Snowmobile	DEX	1/2/4	-
9	Driving Boat	DEX	1/2/4	-
9a	Small Craft Handling	DEX	1/1/2	-
10	Driving Heavy Machinery	DEX	3/3/6	5
11	Driving Tank	DEX	5/3/6	10
12	Fine Arts	DEX	1/2/6	-
13	First Aid	INT	2/3/6	-
14	Fishing	INT	1/2/4	-
15	Horsemanship	MOV	2/3/6	-
16	Hypnosis*	WIL	5/3/6	-
17	Lip Reading	INT	3/3/6	-
18	Mimicry	INT	4/2/4	-
19	Musical Instrument	INT	1/3/6	-
20	Navigation	INT	4/2/4	-
20a	Orienteering	INT	1/2/4	-
21	Parachuting	MOV	2/3/6	-
21a	HALO	MOV	1/N	21
21b	Rough Terrain Jumping	MOV	1/N	21
22	Photography	INT	1/3/6	-
22a	Photoanalysis	INT	1/2/4	-
23	Pilot 1-engine	DEX	3/4/8	-
23a	Instrument Flying	INT	2/3/8	23
23b	NAP of Earth Flying	DEX	3/4/6	23
24	Pilot Multi-engine	DEX	4/5/10	23
25	Pilot Helicopter	DEX	3/4/8	23
25a	Piloting/Gunship	DEX	4/5/10	25
25b	NOE Flying/Helicopter	DEX	2/3/6	25
26	Pilot Large Helicopter	DEX	4/5/10	25
27	Pilot Jet	DEX	5/5/10	23
28	Pilot Multi-engine Jet	DEX	5/5/10	27
29	Pilot Space Shuttle	DEX	5/5/10	28
30	Radio Operator	INT	1/1/2	-
31	Sailing	DEX	1/2/4	-
32	Scuba Diving	INT	1/2/4	-
32a	EMERSON	INT	1/2/4	32
33	Sign Language	INT	4/2/4	-
34	Skiing	MOV	2/3/6	-
35	Sleight of Hand	REF	4/3/6	-
36	Social Chameleon	INT	1/2/4	-
37	Speed Racing*	INT	3/4/8	-
38	Stage Magic*	DEX	5/5/10	35
39	Swimming	MOV	1/3/6	-
40	Throwing	DEX	1/2/4	-
41	Ventriloquism*	INT	4/4/8	-
42	Area Knowledge	INT	2/2/4	-
43	Contacts*	---	4/n	-
44	STABO	DEX	1/N	-

Advantages

- * Acting Ability (2 points)
- * Acute Hearing (2 points)
- * Acute Smell (1 point)
- * Acute Taste (1 point)
- * Acute Touch (1 point)
- * Acute Vision (2 points)
- * Ambidexterity (2 points)
- * Animal Friendship (1 point)
- * Atristic Ability (2 points)
- * Athletic Ability (1,2 points)
- * Attractive Appearance (1,2,3 points)
- * Bilingual Background (2 points)
- * Double-jointed (3 points)
- * Empathy (2 points)
- * Eye-Hand Coordination (3 points)
- * Fearlessness (2 points)
- * Good Balance (2 points)
- * Internal Compass (1 point)
- * Language Ability (2 points)
- * Light Sleeper (2 points)
- * Mechanical/Technical Aptitude (3 points)
- * Musical Ability (1 point)
- * Night Vision (2 points)
- * Obscure Knowledge (3 points)
- * Observation (3 points)
- * Peripheral Vision (2 points)
- * Photographic Memory (6 points)
- * Presence (3 points)
- * Sensuality (2 points)
- * Sixth Sense (1,2,3 points)
- * Stamina (2 points)
- * Toughness (1,2,3,4 points)
- * Wealth (2,3,4 points)

Disadvantages

- * Addiction (2,4 Points)
- * Allergies (1,2,3 Points)
- * Clumsiness (2 Points)
- * Color Blind (1 Point)
- * Cowardice (4 Points)
- * Deep Sleeper (2 Points)
- * Dependent (2,3,4 Points)
- * Addiction (2,4 Points)
- * Ego Signature (2 Points)
- * Enemy (1,2,4 Points)
- * Gambling (2 Points)
- * Greed (3 Points)
- * Hearing Impairment (2,3,4 Points)
- * Illiteracy (2 Points)
- * Lechery (2 Points)
- * Moral Qualms (2 Points)
- * Night Blindness (2 Points)
- * Overweight (1,2,3 Points)
- * Phobias (1,2,3 Points)
- * Short-winded (3 Points)
- * Traumatic Flashbacks (2,4 Points)
- * Unattractive Appearance (1,2,3 Points)
- * Uncouth (2 Points)
- * Unmistakable Feature (1 Point)
- * Vision Impairment (2,6 Points)
- * Mute (4 Points)