

Skill List by Controlling Attribute

<i>Skill (Cluster)</i>	<i>Atmos</i>	<i>Hydro</i>	<i>Pop</i>	<i>Law Level</i>	<i>Tech Level</i>
Strength					
Archery (Archaic Weapons)				High (9)-	
Archaic Artillery (Artillery)					Pre-Industrial (3)-
Armed Martial Arts (Melee)				High (9)-	
Autogun (Heavy Weapons)					Industrial (4)+
Early Firearms (Gun Combat)				Moderate (7)-	Pre-Industrial (3)-
Energy Weapon (Gun Combat)				Low (1)-	Pre-Stellar (7)+
Grenade Launcher (Heavy Weapons)					Industrial (4)+
Heavy Artillery (Artillery)					Industrial (4)+
Heavy Gun (Heavy Weapons)					Industrial (4)+
Mason (Artisan)					
Mechanic (Technician)					Industrial (4)+
Slug Weapon (Gun Combat)				Moderate (7)-	Industrial (4)+
Thrown Weapon (Acrobat, Archaic Weapons)					
Unarmed Martial Arts (Melee)					
Agility					
Acrobatics (Acrobat)					
Dance (Fine Arts)					
Energy Artillery (Artillery, Heavy Weapons)					Pre-Stellar (6)+
Energy Weapon (Gun Combat)				Low (1)-	Pre-Stellar (7)+
Forgery (Crime)					
Grav Belt (Personal Transport)					Avg Stellar (B)+
Ground Vehicle (Vehicle)					Industrial (4)+
Hovercraft (Vehicle, Vessel)	Standard (6)+				Pre-Stellar (6)+
Intrusion (Crime, Vice)					
Jeweler (Artisan)					
Machinist (Technician)					Industrial (4)+
Muscle Transport (Personal Transport)					
Music (Fine Art)					
Pickpocket (Crime)					
Pilot (Aircraft, Space Vessel)					
Airship	Standard (6)+				Industrial (4)+
Fixed Wing	Thin (4)+				Industrial (4)+
Rotary Wing	Thin (4)+				Industrial (4)+
Glider	Thin (4)+				Industrial (4)+
Interface/Grav					Early Stellar (9)+
Stealth (Acrobat)					
Tac Missile (Heavy Weapons)					Pre-Stellar (6)+
Constitution					
Carpenter (Artisan)					
Climbing (Acrobat, Explore)					
Combat Engineer (Engineer)					
Environment Suit (Spacehand)	Vacuum (0-3)				Pre-Stellar (6)+
Guard/Hunting Beasts (Animal Handling)					
High-G Environment (Explore)	1.1G+				Early Stellar (9)+
Large Watercraft (Vessel)	Thin-Dense (4-9)	Wet (3)+			
Parachute (Personal Transport)	Standard (6)+				Industrial (4)+
Riding (Animal Handling, Vehicle)	Thin-Dense (4-9)				
Small Watercraft (Vessel)	Thin-Dense (4-9)	Wet (3)+			
Swimming (Explore)	Thin-Dense (4-9)	Dry (1)+			
Zero-G Environment (Spacehand)					Pre-Stellar (6)+
Intelligence					
Farming (Animal Handling, Physical Science)	Thin-Dense (4-9)	Dry (1)+			
Fleet Tactics (Tactics)					Early Stellar (9)+
Forward Observer (Artillery)					Industrial (4)+
Gambling (Vice)					
Ground Tactics (Tactics)					

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Interview (Social Science)					
Investigation (Perception)					
Navigation (Explore)					
Observation (Perception)					
Painting (Fine Art)					
Psychology (Perception)					
Research (Perception)					
Sculpture (Fine Arts)					
Sensors (Space Vessel)					Industrial (4)+
Ship Tactics (Tactics)					Early Stellar (9)+
Streetwise (Determination, Vice)				Moderate (6)+	
Survey (Space Vessel)					Pre-Stellar (6)+
Survival (Explore)	Thin-Dense (4-9)				
Tracking (Perception)	Thin-Dense (4-9)				
Willpower (Determination)					
Education					
Admin/Legal (Economics)				Low (1)+	
Astrogation (Space Vessel)					Early Stellar (9)+
Biology (Physical Science)					
Chemistry (Physical Science)					
Communications (Space Tech)					Industrial (4)+
Computer (Technician)					Pre-Stellar (6)+
Construction (Engineer)					
Electronics (Technician)					Industrial (4)+
Excavation (Engineer)					
Genetics (Physical Science)					
Geology (Physical Science)					
Gravitics (Space Tech)					Early Stellar (9)+
Gunnery (Space Tech)					Pre-Stellar (6)+
History (Social Science)					
Map (Explore)					
Marketing (Economics)				Moderate (6)+	
Medical (Medical)					
Metallurgy (Artisan)					
Meteorology (Physical Science)					
Physics (Physical Science)					
RCV Operations (Aircraft, Artillery, Space Tech)					Pre-Stellar (6)+
Robotics (Science)					Pre-Stellar (6)+
Screens (Space Tech)					Early Stellar (9)+
Ship's Engineering (Space Tech)					Pre-Stellar (6)+
Starship Architecture (Engineer)					Early Stellar (9)+
Xeno-Biology (Physical Science)					Early Stellar (9)+
Charisma					
Act/Bluff (Charm, Fine Art)					
Bargain (Interaction)					
Bribery (Vice)					
Carousing (Charm)					
Disguise (Fine Arts, Vice)					
Instruction (Interaction, Social Science)					
Interrogation (Interaction)					
Language (Interaction)					
Leadership (Determination)					
Liaison (Explore, Interaction)					
Persuasion (Charm)					
Recruiting (Interaction)					
Service (Charm)					
Song (Fine Arts)					

Skills by Skill Clusters

Acrobat

Acrobatics (AGL)
Stealth (AGL)
Thrown Weapon (STR)
Climbing (CON)

Aircraft

Pilot (AGL) (cascade)
Airship
Rotary Wing
Fixed Wing
Glider
Interface/Grav
RCV Operations (EDU)

Animal Handling

Riding (CON)
Guard/Hunting Beasts (CON)
Farming (INT)

Archaic Weapons

Thrown Weapon (STR)
Archery (STR)

Artillery

Forward Observer (INT)
Heavy Artillery (STR)
Energy Artillery (AGL)
Archaic Artillery (STR)
RCV Operations (EDU)

Artisan

Metallurgy (EDU)
Carpenter (CON)
Jeweler (AGL)
Mason (STR)

Charm

Act/Bluff (CHR)
Carousing (CHR)
Persuasion (CHR)
Recruiting (CHR)
Service (CHR)

Crime

Forgery (AGL)
Pickpocket (AGL)
Intrusion (AGL)

Determination

Leadership (CHR)
Streetwise (INT)
Willpower (INT)

Economics

Admin/Legal (EDU)
Marketing (EDU)

Engineer

Construction (EDU)
Combat Engineer (CON)
Excavation (EDU)
Starship Architecture (EDU)

Explore

Climbing (CON)
Liaison (CHR)
Map (EDU)
Navigation (INT)
Survival (INT)
Swimming (CON)
High-G Environment (CON)

Fine Arts

Act/Bluff (CHR)
Dance (AGL)
Disguise (CHR)
Music (AGL) (cascade: Composition, Strings, Wind, Percussion, Keyboard, Other)
Painting (INT)
Sculpture (INT)
Song (CHR)

Gun Combat

Energy Weapon (AGL or STR) (cascade)

Energy Pistol
Energy Rifle

Slug Weapon (STR) (cascade)

Slug Pistol
Slug Rifle

Early Firearms (STR)

Heavy Weapons

Autogun (STR)
Heavy Guns (STR)
Energy Artillery (AGL)
Grenade Launcher (STR)
Tac Missile (AGL)

Interaction

Bargain (CHR)
Instruction (CHR)
Interrogation (CHR)
Language (CHR) (cascade: individual languages and Linguistics)
Liaison (CHR)
Recruiting (CHR)

Medical

Medical (EDU) (cascade)
Diagnosis
Trauma Aid
Surgery

Melee

Unarmed Martial Arts (STR)
Armed Martial Arts (STR) (cascade)
Large Blade
Small Blade
Polearm
Club

Perception

Investigation (INT)
Observation (INT)
Psychology (INT)
Research (INT)
Tracking (INT)

Personal Transport

Parachute (CON)
Grav Belt (AGL)
Muscle Transport (AGL) (cascade)
Skates
Skis
Wheels

Physical Science

Biology (EDU)
Chemistry (EDU)
Farming (INT)
Genetics (EDU)
Geology (EDU)
Meteorology (EDU)
Physics (EDU)
Robotocs (EDU)
Xeno-Biology (EDU)

Social Science

History (EDU)
Instruction (CHR)
Interview (INT)
Persuasion (CHR)
Psychology (INT)
Research (INT)

Spacehand

Environment Suit (CON)
Zero-G Environment (CON)

Space Tech

Communications (EDU)
Gravitics (EDU)
Gunnery (EDU) (cascade)
Energy Weapon
Grav Weapon
Missiles
RCV Operations (EDU)
Screens (EDU) (cascade)
Nuclear Dampers
Meson Screens
Sandcaster
Black Globe

Ship's Engineering (EDU)

Space Vessel

Astrogation (INT)
Pilot (Interface/Grav) (AGL)
Sensors (INT)
Survey (INT)

Tactics

Ground Tactics (INT)
Fleet Tactics (INT)
Ship Tactics (INT)

Technician

Communications (EDU)
Computer (EDU)
Electronics (EDU)
Machinist (AGL)
Mechanic (STR)

Vice

Bribery (CHR)
Disguise (CHR)
Gambling (INT)
Streetwise (INT)

Vehicle

Ground Vehicle (AGL) (cascade)
Wheeled Vehicle
Tracked Vehicle
Hovercraft (AGL)
Riding (CON)
Pilot (Interface/Grav) (AGL)

Vessel

Hovercraft (AGL)
Large Watercraft (CON)
Small Watercraft (CON)

Career Entry Requirements

All Homeworld/Region requirements must be met to enter the career. Attribute requirements only require that the character meet one of the requirements listed, unless they are underlined. All underlined requirements must be met in order to enter the career. See career descriptions for more details. The Prior Career column shows previous education or skills required. Education requirements in parantheses show what is required to enter the career with a commission.

Career	STR	AGL	CON	INT	EDU	CHR	SOC	Homeworld/Region	Prior Career	Ship DMs Gained
Education										
Undergrad Univ.					5+			Industrial (4)+		
Military Academy	<u>5+</u>				<u>6+</u>		(9+)	ModPop (6)+, Ind (4)+		
Graduate Univ.				7+	7+			Industrial (4)+	Univ	
Law School				5+	5+			Industrial (4)+	Univ	
Medical School				8+	8+			Industrial (4)+	Univ & Skill1	
Flight Academy		<u>6+</u>			<u>6+</u>		(9+)	Ind/Early Stellar (4/9)+		
Technical School								Industrial (4)+		
Hiver Technical Academy					7+	7+		Old Expenses		
Civilian Occupations										
Athlete	9+	9+	9+					ModPop (6)+		
Attorney									Law School	
Barbarian								Pre-Industrial (3)-		
Belter		6+						Pre-Stellar (6)+	Geology 2+	1 Scout*/T
Bounty Hunter		4+								1 Scout
Bureaucrat					7+			ModLaw (4)+		
Civil Engineer									Master's, Skill2	
Civil Pilot								Industrial (4)+	Tech/Flight, Skill3	
Computer Operator								Pre-Stellar (6)+	Tech/Univ, Skill4	
Construction Worker	4+	5+								
Corsair	6+		6+					Early Stellar (9)+		3 Warship
Criminal										
Diplomat				7+		7+		ModPop (6)+		1 Scout, Yacht/T
Entertainer						8+				1 Yacht
Farmer										
Hunter/Guide		9+	9+					ThinAtmos (4)+/Regency		1 Yacht
Journalist						7+		Industrial (4)+	Univ	
Law Enforcement	6+							LowLaw (1)+	No Prison Terms	
Manager								Industrial (4)+	Univ	1 Trader
Martial Artist										
Mechanic								Industrial (4)+		
Medicine		5+						Industrial (4)+	(Medical School)	
Mercenary	4+								Military Career	1+1 Trader, Warship
Merchant Marine	6+		5+					Ind (4)+, ModPop (6)+, WetHyd (3)+		
Prisoner									Forced by Capture	
Professor									PhD	
Psionic Researcher								Regency	Med, PhD Biology	
Rebel		5+								1 Warship
Scientist				7+				Industrial (4)+	PhD Physical Sci.	1/5 Lab Ship
Scout	7+			7+				Early Stellar (9)+	(Univ/Flight)	1/3 Scout
Tough						3+	5-	ModPop (6)+		
Trader				6+		6+		Early Stellar (9)+	(Flight Academy)	2/5 Trader
Undercover Agent				6+		6+		Industrial (4)+		1 Scout
Wealthy Traveller							9+	Regency		5 Yacht/T
Military Careers										
Army			6+					Ind (4)+, ModPop (6)+	(Univ/Acad)	
								ThinAtm (4)+		
Aviation	7+	7+						Ind (4)+, ModPop (6)+	(Univ/Flight)	
								ThinAtm (4)+		
Marines		7+						Pre-Str (6)+, ModPop (6)+	(Univ/Acad)	1+1 Trader, Warship/T
Navy				7+	7+			Pre-Str (6)+, ModPop (6)+	(Univ/Flight)	2/5 Scout, Warship, Trader/T
Special Operations	<u>5+</u>	<u>5+</u>	<u>5+</u>						Military Career	1+1 Trader, Warship
Wet Navy				7+	7+			Ind (4)+, ModPop (6)+	(Univ/Acad)	

NOTES

Master's: Master's degree from graduate university; PhD: Doctorate from graduate university; Med: Medical school; Tech: Technical school; Flight: Flight academy; Univ: Undergraduate university; Acad: Military academy.

Prior Career Skill Prerequisites

Skill1: Biology 3+, Chem 2+; Skill2: Construction 4+; Skill3: Pilot 3+; Skill4: Computer 2+.

Ship DMs

Number before slash is DMs earned per term as enlisted; after slash is DMs earned per turn as officer; T=May trade 1 Ship DM for membership in Travellers'Aid Society

* Ship DMs received only if character never made a strike.