

The Knowledges

A **knowledge** is a body of information based on a field of science, training, or experience. For example, Chemistry reflects the body of knowledge of theoretical and practical chemistry. The maximum attainable level of a knowledge is 6.

Academia (Academics) is the general Knowledge associated with the profession of scholar.

ACV (Air Cushion Vehicle) is the Knowledge associated with the operation of vehicles using ACV technology.

Aeronautics is the Knowledge of Flyer maintenance and repair. It contrasts with the other Knowledges under Flyer in that it is deeply concerned with repair, modification, and maintenance rather than operation.

Aquanautics is the Knowledge of watercraft maintenance and repair. It contrasts with the other Knowledges under Watercraft in that it is deeply concerned with repair, modification, and maintenance rather than operation.

Archeology is the scientific study of civilizations, societies, and cultures

Artillery is the Knowledge associated with the targeting, operation, and maintenance of the artillery weapons systems.

Automotive is the Knowledge of ground vehicle maintenance and repair. It contrasts with the other Knowledges under Driver in that it is deeply concerned with repair, modification, and maintenance rather than operation.

BattleDress is skill in the use, care, and repair of personal combat armor, including Powered Armor. Battle Dress is also required to use weapons designated as Portable.

Bay Weapons is the Knowledge associated with large starship weapons installations (those mounted in Bays).

Beams is the Knowledge associated with the use, maintenance, and repair of personal energy weapons.

Biology is the scientific study of living organisms

Blades is the Knowledge associated with the use, maintenance, and repair of blade or edged weapons.

Boat is the Knowledge associated with the operation of small watercraft.

Capital is the general Knowledge associated with Capital, the center of the Imperium.

Career is the general Knowledge associated with a specific <Career>.

Chemistry is the scientific study of matter at the atomic, molecular, and macromolecular levels

Exotics is the Knowledge associated with the use, maintenance, and repair of strange, unorthodox, or unusual personal weapons.

Flapper (Ornithopter, Flapping Wing Aircraft) is the Knowledge associated with the operation of aircraft which use flapping wings.

G-Drive is the Knowledge associated with the operation of gravitic drives. G-Drives are a subset of M-Drives, and this obscure Knowledge is typically learned by citizens and functionaries.

Grav (Grav Vehicle) is the Knowledge associated with the operation of vehicles using gravitics technology.

Grav (Grav Watercraft) is the Knowledge associated with the operation of watercraft using gravitics technology.

Grav (Grav Flyer) is the Knowledge associated with the operation of flying craft using gravitics technology.

History is the scientific study of events over time

J-Drive is the Knowledge associated with the operation of jump drives.

Launcher is the Knowledge associated with the targeting, operation, and maintenance of the military launcher weapons systems.

Legged is the Knowledge associated with the operation of vehicles supported by and propelled by legs. Legged is the controlling Knowledge for Units (a form of personal armor).

Life Support is the Knowledge associated with the operation of life support systems.

Linguistics is the scientific study of languages

LTA (Lighter Than Air Craft) is the Knowledge associated with the operation of lighter-than-air craft.

Maneuver Drive (M-Drive) is the Knowledge associated with the operation of maneuver drives. It includes G-Drives.

Mole is the Knowledge associated with the operation of vehicles which burrow underground.

Ordnance (Gun Repair) is the Knowledge associated with military weapon maintenance and repair.

Ortillery (Orbital Bombardment) is the Knowledge associated with the targeting, operation, and maintenance of the orbital bombardment systems.

Philosophy is the scientific study of the purpose or purposes of life

Physics is the scientific study of fundamental laws of the universe

Planetology is the scientific study of structure and characteristics of worlds

P-Plant is the Knowledge associated with the operation of fusion (and other) power generating plants.

Psonianology is the scientific study of psionics and paranormal activity.

Psychohistory is the scientific study of extremely large populations. Psychohistory is a predictive and manipulative science which envisions specific stimuli applied to a large population to achieve a specific result.

Psychology is the scientific study of mental processes and behavior.

Regina is the general Knowledge associated with the world of Regina.

Rider (Equestrian) is the Knowledge associated with the use of animals as personal transport.

Robotics is the scientific study of the design, construction or creation, and maintenance of artificial beings

Rotor (Helicopter, Rotary Wing Aircraft) is the Knowledge associated with the operation of aircraft which use rotary wings.

Scout Service (Scout) is the general Knowledge associated with the profession of scout.

Screens is the Knowledge associated with the operation of protective screens.

Ship is the Knowledge associated with the operation of large scale ocean-going surface watercraft.

Slug Throwers is the Knowledge associated with the use, maintenance, and repair of personal bullet-firing weapons.

Small Craft (Ship's Boat) is the Knowledge associated with the operation of spacecraft typically smaller than 100 tons.

Soldier (Army, Military) is the general Knowledge associated with the profession of soldier.

Sophontology (Xenology) is the scientific study of intelligent beings

Spacecraft ACS (Spaceship, Spacecraft) is the Knowledge associated with the piloting or direction of spacecraft in the ACS series (larger than Small Craft but smaller than 2500 tons).



Spacecraft BCS (Big Spaceship, Big Spacecraft, BCS Spacecraft) is the Knowledge associated with the piloting or direction of spacecraft in the BCS series (larger than 2400 tons).

Spacer (Navy, Naval) is the general Knowledge associated with the profession of spacer.

Spines is the Knowledge associated with the operation of spinal weaponry for starships and spacecraft.

Sprays is the Knowledge associated with the use, maintenance, and repair of personal spray weapons.

Sub (Submarine, Submersible) is the Knowledge associated with the operation of subsurface watercraft.

Teamster is the Knowledge associated with the use of animals as beasts of burden and the loading and unloading of transport vehicles (especially beast-drawn vehicles).

Tracked is the Knowledge associated with the operation of vehicles propelled by endless tracks.

Trainer (Training) is the Knowledge associated with changing behavior of animals (and of sophonts with C5 = Training).

Turret is the Knowledge associated with the operation of turret based weaponry.

Unarmed (Unarmed Combat, Melee, Brawling) is the Knowledge associated with unarmed combat techniques.

Wheeled (Wheeled Vehicle) is the Knowledge associated with the operation of vehicles which use wheels.

Wing (Fixed Wing Aircraft) is the Knowledge associated with the operation of fixed wing aircraft.

WMD (Weapons of Mass Destruction) is the Knowledge associated with the targeting, operation, and maintenance of the Weapons of Mass Destruction.

World is the general Knowledge associated with <World>.

Many other Knowledges are possible: one for every career; one for every world; one for every branch of science, and many specialized subsets of the Knowledges shown.

