

## Brief Skill Knowledge Talent Descriptions

The descriptions of the skills, knowledges, and talents available are intended to be comprehensive without being exhaustive. Alternate names are shown in parens.

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

**Actor** ( Act, Acting ) is ability in the dramatic arts.

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

**Admin** ( Administration, Management ) is skill in the management of resources and involves setting policy and communicating policy to members of the organization.

**Advocate** ( Advocacy, Law ) is skill in formulating and presenting logical and emotional arguments on behalf of themselves and others, primarily in a legalistic setting.

**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.

**Animals** is skill in working with animals: to use them for sport, recreation, business, or other enterprises.

**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

**Army** is the general Knowledge associated with the profession of soldier.

**Art** ( Artist ) is ability in the visual arts.

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

**Astrogator** ( Astrogation ) is skill in the determination of present location and course planning to a selected destination in an interplanetary or interstellar setting.

**Athlete** ( Athletics ) is skill in sports-related physical activity and competition.

**Author** ( Writer, Writing ) is ability in the literary arts.

**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. It also covers the use of Portable (a specialized term) Weapons.

**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.

**Biologics** is concerned with devices based on living matter.

**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.

**Broker** is skill in the marketing of goods, and represents an understanding of the business of buying and selling.

**Bureaucrat** ( Bureaucracy ) is skill in the standardized procedures within an organization, and the ability to interpret and follow those procedures.

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

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

**Carouse** is the interpersonal activity associated with casual social interaction.

**Chef** is the ability in the arts associated with taste and smell (typically food preparation).

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

**Command** is the interpersonal activity associated with giving orders or issuing commands.

**Comms** ( Communications ) is skill in the use of technological communications equipment with a focus on primary data input.

**Compute** is the native ability to perform detailed or extensive information processing rapidly and without external aids or devices.

**Computer** ( Office Equipment ) is skill in the use of technological office equipment and focuses on non-primary data input.

**Counsellor** is skill in providing advice, guidance, or recommendations

to individuals, with its emphasis on personal or interpersonal behavior.

**Craftsman** ( Craftsperson ) is concerned with the production of high quality work output.

**Curiosity** is an intuition relating to the serendipitous acquisition of information.

**Dancer** ( Dance ) is ability in the arts associated with body movement.

**Designer** ( Design ) is skill in creating new objects using available principles, components, and concepts.

**Diplomat** ( Diplomacy ) is skill in formal negotiation between governments or large organizations.

**Driver** is skill in the operation of ground vehicles.

**Electronics** is concerned with devices based on electron flow.

**Empath** is the native ability to sense and understand the emotions of others.

**Engineer** ( Engineering ) is skill in the operation, maintenance, and repair of the drives of starships and spacecraft.

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

**Explosives** ( Demolitions ) is skill in the use of high energy devices for destructive purposes.

**Fighting** is skill in conflict resolution through violence.

**Flapper** is the Knowledge associated with the operation of aircraft which use flapping wings.

**Fleet Tactics** is concerned with the command and control of groups of ships for naval combat operations.

**Fluidics** is concerned with devices based on fluid flow and interaction.

**Flyer** is skill in the operation of flying craft.

**Forensics** ( Forensic Science ) is skill in investigation, especially when related to legal matters.

**Forward Obsv** ( Forward Observer ) is skill in directing military or naval attacks against targets.

**Gambler** ( Gambling ) is skill in variety of games of chance, and includes a familiarity with the degrees of risk involved.

**G-Drive** is the Knowledge associate with the operation of gravitic drives.

**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.

**Gravitics** is concerned with devices based on gravity control.

**Gunner ( Gunnery )** is skill in the targeting, operation, and maintenance of the weaponry typically used by starships and spacecraft.

**Heavy Wpns ( Heavy Weapons )** is skill in the targeting, operation, and maintenance of the Heavy Weapons.

**Hibernate** is the native ability to enter a long-term state of reduced consciousness and physical activity.

**Hi-G ( High-Gravity, Hi-Gravity )** is skill in functioning in High-Gravity Environments.

**History** is the scientific study of events over time

**Hostile Environ ( Hostile Environment )** is skill in functioning in environments which are hostile to life.

**Hypno** is the native ability to create altered mental states in which the subject's critical thinking faculties are bypassed or overridden.

**Insight** is the personal activity associated with analyzing available information to arrive at non-obvious conclusions.

**Intuition** is the native ability to generate or obtain information without any apparent operation of the senses.

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

**JOAT ( JOT, Jack of all Trades )** is skill in acting competently in many different undertakings.

**Language** is skill in communications between sophonts using a commonly accepted symbol set.

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

**Leader ( Leadership )** is skill in expressing personal power to persuade or command others to perform specific tasks.

**Legged** is the Knowledge associated with the operation of vehicles supported by and propelled by legs.

**Liaison** is skill in informal coordination of relationships between different cultures or organizations.

**Life Support** is the Knowledge associate 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.

**Luck** is the personal activity associated with selecting unobvious activities likely to produce success.

**Magnetics** is concerned with devices based on magnetism and magnetic fields.

**Math** is the native ability to perform detailed or extensive mathematical calculations rapidly and without external aids or devices.

**M-Drive** is the Knowledge associate with the operation of maneuver drives.

**Mechanic ( Mechanics, Mechanical )** is concerned with devices based on mechanical interaction.

**Medic ( Medical )** is skill in the healing arts.

**MemAware** is the native ability to recall in great detail previous experiences through the sense of Awareness.

**Memorize** is the native ability to recall in great detail previously acquired information.

**MemPercep** is the native ability to recall in great detail previous experiences through the sense of Perception.

**MemScent** is the native ability to recall in great detail previous experiences through the sense of Smell.

**MemSight** is the native ability to recall in great detail previous experiences through the sense of Vision.

**MemSound** is the native ability to recall in great detail previous experiences through the sense of Hearing.

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

**Morph** is the native ability to change the shape, contours, appearance, and coloration of one's body.

**Musician ( Music )** is ability in the auditory arts.

**Naval Architect** is skill in design of starships and spacecraft.

**Navigation ( Navigator )** is skill in the determination of present location and course planning to a selected destination in a world surface setting.

**Navy** is the general Knowledge associated with the profession of spacer.

**Ortillery** is the Knowledge associated with the targeting, operation, and maintenance of the

orbital bombardment systems.

**Persuade** is the interpersonal activity associated with influencing decisions.

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

**Photonics** is concerned with devices and materials based on light, electromagnetic radiation, and photon flow.

**Physics** is the scientific study of fundamental laws of the universe

**Pilot** is skill in the maneuver of starships, spacecraft, and small craft.

**Planetology** is the scientific study of structure and characteristics of worlds

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**Polymers** is concerned with devices and materials based on plastics.

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

**Programmer** is concerned with the operating and control systems of both analog and digital devices.

**Psionicology** 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

**Query** is the interpersonal activity associated with gathering information.

**Rage** is the native ability to enter a heightened emotional state characterized by insensitivity to pain and wounds, and increased physical characteristics.

**Recon ( Reconnaissance )** is skill in gathering information about military and naval operations and units.

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

**Rider** 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.

**Sapper ( Combat Engineer )** is skill in rapid construction or demolition under military conditions.

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

**Screens** is the Knowledge associate



with the operation of protective screens.

**Seafarer** is skill in the operation of watercraft.

**Sensors** is skill in the use of technological sensory equipment: the artificial devices which extend and enhance the natural senses.

**Ship** is the Knowledge associated with the operation of large 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 associate with the operation of spacecraft typically smaller than 100 tons.

**Sophontology** is the scientific study of intelligent beings

**SoundMimic** is the native ability to recreate or imitate sounds which the individual has previously heard.

**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 ACS series (larger than 2400 tons).

**Spines** is the Knowledge associate 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.

**Stealth** is skill in moving or functioning without being detected.

**Steward** ( Servant ) is skill in meeting the personal needs of others.

**Strategy** is skill in formulating long-range or high level plans for business, military, or athletics.

**Streetwise** is skill in interacting with local subcultures.

**Sub** is the Knowledge associated with the operation of subsurface watercraft.

**Survey** ( Exploration ) is skill in the art of wilderness exploration and mapping.

**Survival** is skill in remaining alive in the face of dangerous situations or locations.

**Tactics** is skill in engaging and defeating an opponent in conflict situations.

**Teacher** ( Instruction, Teaching ) is skill in imparting knowledge to others in classroom or practical situations.

**Teamster** is the Knowledge associated with the use of animals as beasts of burden.

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

**Trader** is skill in identifying goods and estimating their value in the local market.

**Trainer** ( Training ) is the Knowledge associated with changing behavior of

animals (and of sophonts with C5 = Training).

**Turret** is the Knowledge associate with the operation of turret based weaponry.

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

**Vacc Suit** ( Space Suit, Vacuum Suit ) is skill in functioning in Vacuum environments, and using vacuum suits and environmental protective equipment.

**Wheeled** ( Wheeled Vehicle ) is the Knowledge associated with the operation of vehicles propelled by 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>.

**Zero-G** ( Zero-Gravity ) is skill in functioning in Zero-Gravity environments.

