

Chapter 5: Skills

Skills

Skills build upon the attributes when the character is required to perform more complex actions than the attributes allow for. Skills are typically something that the character was trained for and would not have a native ability without that training.

When you selected your characters class, there is a section that gives you a list of skills. Your character gets these skills at level 1, unless otherwise indicated as higher. When you selected your caste you were also given a list of skills that you gain. Your character can choose 5 of these skills to level up. Select 3 skills to have a level 1, select 2 to have at level 2, and select 1 to have at level 3.

When you selected your race, you should have noticed a heading called skill points. In this section there may have been listed skills that your characters race has by default. These are always at level 1. In addition there is also a base number plus a d10 roll. Together you may spend this many points on purchasing new skills or raising the levels on existing skills.

Each skill level at this point costs as many skill points as the value of the level. For example it costs 3 skill points to go from level 2 to 3. Buying a skill with a base level of 0 and increasing it to level 3 would cost 6 (1+2+3) skill points.

The skills that are listed in the characters caste costs slightly less. After purchasing the first level each level costs 1 skill point less. To rehash the previous example it would only cost 2 skill points to raise a level 2 skill to level 3. Buying a skill with a base level of 0 and increasing it to level 3 would cost 4 (1+1+2) skill points.

In the following chapter on skills, you will be presented with an extensive list of skills and about using them.

What is a Skill?

Skills work very much like the attributes. While attributes represent mostly things that were determined by genetics, skills represent anything that has been taught by society or that characters life's experiences. Skills usually concern things like administering first-aid, rock climbing, piloting, sciences, and handling weapons.

These are things which the normal person knows very little of, characters with these skills are specialized in these fields. Skills play a very important part in this game because anyone can use strength to break someone's windshield but only a mechanic can repair a warp drive engine under pressure.

Skills focus on one specific type of action. They offer bonuses on top of the attribute that they are based upon. Each skill level increases that bonus.

Raising Skills

After initial character creation, the character expends experience points to increase their skill levels. The cost of this is the same as during character creation. Each successive skill level costs the amount of that level, unless it is within their caste. If within their caste the cost is reduced by 1 experience point.

The GM may elect to implement the following rules. The GM may choose to award you a skill level for either a critical success with your dice roll. If this rule is in play, you are not allowed to receive more than one such bonus per gaming session per character.

The GM may also elect to restrict you to spending experience points on skills that you have used during that gaming session. For this reason, the GM may elect to role-play out any training that you really need for your character.

Skills learned after character creation should be role-played out. Overdoing this is not suggested, but if it is an important skill to your character, it is often fun. If they are not important, the GM may simply allow you to spend gained experience. He also may introduce into the game some of the supplemental rules that allow you to learn in virtual reality schools on CommNet, the intergalactic communication and information portal or via the use of psionics.

Another character within the party or a non-player character with both the instruction skill and requested skill can teach other players. They need to have a higher skill level than the student.

Otherwise the character will need to go to some type of school. Most schools can be enrolled into or visited for training. They will not always be a school in a strict sense but may be any organization that has greater talents than the character in that field. Often the Empire Monasteries teach a number of skills within their hallowed walls.

Skill Proficiency Levels

The FS system does not utilize any class system. It was designed that a character will elect to be specialized in a wide diverse selection of interests. Many characters will be especially adept at several different skills. Rather than restrict them to following one path, they gain accomplishment by becoming more proficient using certain skills. This can be the result of a combination of both attributes scores and skill levels. Any character that uses a skill is assessed a proficiency description. This can often be useful in role-playing out what characters competencies are in dialogue with other characters. Rather than a character stating he has 130% skill proficiency they could simply state that they were a master at that skill.

At some proficiency levels a character will earn new abilities within that skill. Rather than gaining these at a direct level of study, they are awarded at a level of proficiency. This better reflects both the characters dedication to studying the skill but also their natural ability in the related attribute.

Either Player Characters or Non-Player Characters may occasionally play an archetype. The Archetype system is also similar to a class system. It helps form a character to play certain roles during character creation. However it should not be considered one as all ability gains come a combined proficiency level of attributes and skill levels.

Most freshly created characters will have a base attribute of 40 and a single skill level. This will give them a proficiency description of a student of that skill. Most even with an absolute dedication to that skill and its related attribute will have a hard time achieving a proficiency level of Expert. They will have to focus on that skill

Skill Prof %	Ability Gain **	Proficiency Description
10 - 19		Ignorant
20 - 29		Unskilled
30 - 39		Novice
40 - 49	1	Student
50 - 59	2	Apprentice
60 - 69	3	Knowledgeable
70 - 79	4	Proficient
80 - 89	5	Practiced
90 - 100	6	Experienced
100 - 109	7	Skilled
110 - 119	8	Expert
120 - 129	9	Elite
130 - 139	10	Master
140 - 149	11	Skilled Master
150 +	12	Supreme Master

**Skill based Abilities are optional rules and will be introduced shortly.

Skill Tests

The base chance for success is listed next to each skill. This is typically based on a specific attribute, but may also be represented by a flat number. Having higher levels in a skill, helps increase the characters chances of success. The first 3 levels of any skill add a +5% bonus to success. See the following chart for bonuses based on level. The base chance plus the skill bonus is the characters skill proficiency. This number is recorded on the characters skill sheet along with the level.

For example: someone with a computer hacking skill level of 10 and an IT score of 40 would have a 40 base chance, plus +30 for their level bonus, resulting in a 70% skill proficiency.

Some skills cannot be practiced at all without certain equipment, gear, or basic supplies. Other skills will receive bonuses from specialized gear or gear of higher technologies.

Skill Test Difficulty Levels: Not every skill test is as easy as the next. To represent this, the GM often will penalize you for the difficulty of the task. The skill proficiency is the base chance of a character to resolve a typical task with the given skill. Often a character will run into a situation that is extremely difficult. Each level of difficulty is penalized by -5%.

For example: The previous example's character faces a difficulty level 5 hacking skill test. They receive a -25% penalty. They will have to roll under 45% to score a success.

Success: If the character rolls less than the required score, they have successfully performed that task. If the character rolls an extremely low roll such as a 01 - 03, it is a critical success. The GM may elect to reward this success with generously, by increasing the result in the favor of the character beyond the normal expected result.

Failures: Often a character will fail while using their skills. The GM will typically inform the character that they have failed, and sometimes add details to the degree of failure. If the necessity of the task is great, the GM may also tell you that that the situation has progressed from bad to worse. This is up to the GM to decide. If the character rolls extremely high, such as a 97 - 00, it is a critical failure. The GM is obligated to tell you that something horrific has occurred.

Try It Again: If you did not roll a critical failure, and if the GM did not detail an horrible outcome, you can sometimes try a second time. This will always be at the GM discretion. Every time that you try and fail a particular skill check, the difficulty is increased by one. In combat a skill task can take several actions to try just once. Out of combat they may be able to simply try repetitively until they succeed or give up.

Diff. Level	Mod	Difficulty Description
0	-0%	Standard or Normal Test
1	-5%	Easy but Uncommonly Difficult
2	-10%	Interestingly Difficult
3	-15%	Intriguingly Difficult
4	-20%	Challenging Difficulty
5	-25%	Very Challenging Difficulty
6	-30%	Difficult
7	-35%	Very Difficult
8	-40%	Puzzling Difficulty
9	-45%	Very Puzzling Difficulty
10	-50%	Enigmatic Difficulty
11	-55%	Very Enigmatic Difficulty
12	-60%	Ridiculously Difficult
13	-65%	Ludicrously Difficult
14	-70%	Impossibly Difficult
15	-75%	Amazingly Difficult

The Skills

Skill Name	Base	Mod.	Class	
Acting	CH		ENT	Acting
Administration	KN		BUS	Administration
Advanced Propulsions Pilot	DX			Advanced Propulsions Pilot The ability to pilot, navigate, and engage in combat, using experimental and alternate energy drives within space vessels. This includes warps, folds, and hyperdrives.
Agriculture	KN		TRA	Agriculture The ability and knowledge of growing and cultivating plants for eating and industrial use. This includes both known foodstuffs and the study of new discoveries. Crops can be anything from edible plants, fruits, and vegetables to trees for wood, and domestic edible animals.
Animal Handling	DX		NAT	Animal Handling The ability to give the proper care to an animal kept in captivity, or domesticated. This includes all common animals. The ability can also be used to study animals in the wild, the domesticating of wild animals, and their care. However when faced with exotics the roll is made with a modifier according to how rare. Uncommon -10, rare -30, almost unique -80.
Animal Riding	DX		NAT	Animal Riding The ability to ride a mount or other animated mount. Any trained animal can be automatically ridden. However an unbroken animal requires a successful Animal Riding roll to be tamed for riding. Negative modifiers apply depending on how wild the animal is. A wild bull, for instance would be at -60. This also includes things like jumping, crossing difficult terrain, and other maneuvers.
Anthropology	KN		SCH	Anthropology The area of study including that the interaction of people within a society. This is used to under both the various cultures of the Empire, other advanced civilizations and primitive societies. The ability covers not only the infrastructure, but also the eating, protocols, rituals, customs, and governing of the society. The area of study embraces both existing civilization knowledge and the study of new discoveries. This includes contemporary sociology.
Anti-Gravity Vehicle Pilot	DX		PIL	Anti-Gravity Vehicle Pilot
Appraisal	AW		TRA	Appraisal The ability to evaluate an object for resale value. This includes the public markets, black markets, refined, manufactured, and ore materials. Each point of success or failure affects the evaluation by 2% of the correct value.
Archaeology	KN		SCH	Archaeology The area of study including that of past cultures. Extremely similar to anthropology, this skill is used with dead or ancient civilizations. Covers not only previously know civilizations, but also the study of new discoveries. Includes not only the process for digging and preservation, but also knowledge of artifacts, relics, historical roots, digging sites and remnants of these civilizations.
Armorer	KN		TRA	Armorer The ability to assemble, and repair armor. This includes all types of armor including personal wear armor, installations, vehicle, and starship armor. The ability covers the construction of armor, armoring previously unarmored objects, and the repair of damaged armor. Covers metal armor, alloy armor, energy shields and force-fields. Raw materials must be present.
Atmospheric Vehicle Pilot	DX		PIL	Atmospheric Vehicle Pilot
Banking	KN		BUS	Banking
Biology	KN		SCI	Biology The area of study including the basic functions of different parts of living body. Includes not only the biology of previously know organisms, and types of life, but also the study of new discoveries. Includes all living organisms including animal, plant, single-cell, and others considered organic. This also includes the study of evolution, genetics, and reproduction.

Skill Name	Base	Mod.	Class	
Black Market	KN		BUS	Black Market The ability to find a black market, and gain acceptance past whatever security it may have so that the character may either purchase or sell goods. Each point of success decreases the price by 1% of the asked price, and each point of failure increases the price by 2%. Can only be used once per item per merchant.
Blades	WS		WAR	Blades The ability to use blade weapons effectively in combat, their repair and maintenance. Includes all bladed weapons from daggers to swords.
Bow	RS		NAT	Bow The ability to use bow weapons effectively in combat, their repair and maintenance. This ability includes both bows, crossbows.
Business	CH		BUS	Business The ability to start up and run a business, with knowledge of the monetary system, loans, and other business related systems. This includes transacting business dealings, buying and selling, negotiations on the business level. Can only be used once per transaction per merchant.
Camouflage	KN		NAT	Camouflage The ability to conceal the self, a vehicle, or a structure. This is typically is used in natural settings, outside of civilized settings. This includes not only visual concealment, but also from other forms of sensor detection including heat, radar, sonar, and others.
Chemistry	KN		SCI	Chemistry The area of study including chemicals and reactions of them. The ability can be used to both produce basic chemicals, as well as their combination for production. Includes a knowledge of existing chemicals, composition, as well as determining the composition of unidentified substances.
Climbing	DX		NAT	Climbing The ability to scale sheer surfaces. A 90 degree vertical wall has a zero modifier. For every degree more the modifier is +1 for every degree less the modifier is -1. The ability covers not only free climbing, but also the use of climbing and rappelling equipment.
Comedy	CH		ENT	Comedy
Communication	KN		TEC	Communication The ability to use communication devices. The ability to send/receive messages on communication devices. These are simple communication devices, Tech level 4 and under. This includes repair and maintenance, as well as sending, receiving, and tracing.
Communication-Advanced	KN		TEC	Communication-Advanced Communication (above) covers simple communication systems. Advanced covers things like military devices, space transmissions, and satellite transmissions. This includes repair and maintenance, as well as sending, receiving, and tracing.
Computer Operation	KN		TEC	Computer Operation
Computer Programming	IT			Computer Programming The ability to write computer programs of all types.
Concealment	AW		ROG	Concealment The ability to hide in the surrounding environment using best use of the surroundings. This is typically used in the urban settings, such as towns, cities, and settlements, in buildings and fortifications. This mainly deals with visual concealment unless the character possesses specialized gear for other advanced sensors.
Cooking	DX		ENT	Cooking The ability to cook food. Higher levels increase elegance and recipe book size. This includes both the simpler food stuffs, and preparing foods leeches of poisons and toxins.
Criminology	IT		SCH	Criminology The ability to discover, analyze, and understand clues dealing with a crime.
Cryptography	IT		POL	Cryptography The ability to encode/decode and encrypt/decrypt messages. If the character receives a message from another character that has told the PC what type of scramble they are to use, the scrambled message is automatically understood no rolls needed. However intercepted scrambled messages must be unscrambled to be understood, unless the PC knows which they are using. All outgoing Scrambled messages are automatically scrambled for the PC for the device.

Skill Name	Base	Mod.	Class	
Cybernetics	KN		MED	Cybernetics
Dancing	DX		ENT	Dancing
Demolition	KN		TRA	Demolition The ability to use explosive devices. This also includes their storage, and transportation as well the setting, detonation, and defusing of such devices. Extremely complicated devices can be constructed with various levels of traps, tricks, and ruses. Each level of skill allows the character to add another level of deception to the device. A character defusing will need to make skill checks against every level to safely disarm. The ability also covers the knowledge of how to properly demolish buildings and structures with minimal collateral damage.
Diplomacy	CH		POL	Diplomacy The ability to make friendly contacts with alien and/or potential dangerous parties, or groups. Also used during negotiations these groups. Also is used to develop compromise for parties, political organizations, and forging treaties.
Disguise	CH		ROG	Disguise The ability to appear either as someone else or as not yourself. This includes not the ability to adjust posturing, walks, and limps as well as disguise make up, masks, holo disguises, costuming, and dress.
Doctor	DX		MED	Doctor The ability to treat sick, ill, and diseased, and perform surgery. Success allows the healing procedure to begin. See the Healing chapter for more thorough description.
Efficiency	KN		BUS	Efficiency
Electrical Engineering	KN		TRA	Electrical Engineering The ability to use, build, design, and repair electronic devices. This includes devices such as control panels, vehicle controls, sensor apparatus. Raw materials, tools and replacement parts must be available.
Escape	DX		ROG	Escape The ability to escape from being restrained. This includes any type of restraints including handcuffs, knotted ropes, cell bars, and other simple restraining devices.
Etiquette	CH		ENT	Etiquette
Fast Talk	CH		BUS	Fast Talk The ability to talk your way out of hostile or tricky situations. This is often used to convince a guard that the party can pass by, or to con someone for items or money, or to talk their way out of a fight.
Fine Art	DX		ENT	Fine Art The ability to perform one fine art. Bard, Chef, Dancing, Drawing, Literature, Musical Instrument, Painting, Performance, Photography, Poetry, Pottery, and Sculpture are good examples. In addition the skill allows the character to identify exquisite pieces of work, and be knowledgeable about their history. Anything out of the chosen specialty is penalized by half.
Fishing	DX		NAT	Fishing The ability to breed, raise, and catch fish. This includes all types of aquatic animals, aquatic life, and aquatic plants, both in the wild and on aquatic farms. This can be for the purpose of edible food, or for byproducts such as pearls, medicines and base ingredients for other manufactured products.
Forensics	KN		MED	Forensics The ability to discover the cause of death of a dead organism. This includes both natural and unnatural causes, poisoning, old age, and trauma.
Forgery	DX		ROG	Forgery The ability to make, and recognize false documents. This includes not identification cards, money, orders, requisition forms, and other similar documents. Can be used in conjunction with computer skills to make similar electronic documents.
Gambling	KN		ROG	Gambling he ability to play games of chance successfully. The character will be skilled in any number of known games, and be able to create new games of chance.
Genetics	KN		SCI	Genetics
Geology	KN		SCI	Geology The area of study including the formation of the natural environment, and the process of evolution for planetary bodies. This also cover the ecology, the food chain, pollution, over-population, and related causes and affects to the living portions of a planet.

Skill Name	Base	Mod.	Class	
Gunsmith	RS		TRA	Gunsmith The ability to build, maintain, and repair weapons of all makes and models.
Hacking	IT		TEC	Hacking The ability to break security, and control a computer system to your own benefits. This also covers stealing of data and funds. If the character also has programming skills, will allow the ability to program illegal assault programs, virii and other destructive programs.
Haggling	CH		BUS	Haggling The ability to bargain a price on goods that you are buying or selling. For each point of success they can shave or pad 1% of the price for the desired item. GM should approve use of this skill, for it is not useful in all situations. Opposed to Business this relates to transactions on the personal or party behalf. Can only be used once per item per merchant.
Herbalist	KN		MED	Heavy Rifle The ability to use large size rifles effectively in combat, their repair and maintenance.
Heavy Rifle	RS		WAR	Heavy Weapons The ability to use varied large weapons effectively in combat, their repair and maintenance. This includes weapons such as rocket launchers, any over the shoulder weapon, and flame-throwers.
Heavy Weapons	RS		WAR	Heraldry The area of study including famous families, people, corporations, governments, and groups. Most have their own coat of arms, flags, emblems, symbols, and other markings that identify them. A character with this skill that has recognized the markings may also know other beneficial information about the organization, such as reputation, alignment and alliances.
Heraldry	KN		POL	Herbalist
History	KN		SCH	History The area of study including the past history of the galaxy. This includes clans, corporations, civilizations, and race histories.
Hover Vehicle Pilot	DX		PIL	Hover Vehicle Pilot
Hunting	DX		NAT	Hunting The ability to track and hunt wild animals or other organisms in nature. This includes not allowing the tracking and slaying of the beast, but also the preparation of its meats, skins, and other items from the carcass.
Impaired Languages	KN		SCH	Impaired Languages The ability to communicate a language without speaking and the ability to understand a language spoken that cannot be heard by watching the movement of the speakers' lips. The language spoken must be one that the character also speaks to be understood with this skill.
Indirect Fire	RS		WAR	Indirect Fire The ability to use indirect fire weapons effectively in combat, their repair and maintenance. This includes grenade launchers, mortars and other lobbed weapons.
Instruction	IT		SCH	Instruction The ability to teach others skills. Characters with this skill can train PCs and NPCs in anything they are skilled at up to their own level. To teach a skill level, two weeks minus the level of the instructor in days must be dedicated to teaching. Minimum of 2 days of classes.
Instruction	CH		ENT	Instruction
Intelligence	IT		POL	Intelligence The ability to gather, and understand information about a group, organization, government or corporation through the use of contacts. This is typically used in regards to legitimate business and organizations in comparison to Streetwise but works the same.
Interrogation	IT		POL	Interrogation The ability to get useful information from captives. This can involved any number of coercion tactics from torture, drugs, to rewards, and deprivation.
Investment	KN		BUS	Investment
Jack-Of-All-Trades	KN		ROG	Jack-Of-All-Trades he ability to be able to do a little bit of everything. A character with this skill is good at just about anything but master of none. Gives the character the chance to perform actions that they are not typically skilled in. A very useful skill giving anyone chance of pulling of that miracle when they are unskilled in the needed skill.

Skill Name	Base	Mod.	Class	
Jeweler	KN		TRA	Jeweler The ability to buy, sell, make, and repair jewelry. This includes the master of fine and precious metals, evaluating raw uncut stones and unpurified ores, and the production of fine jewelry.
Language	KN		SCH	Language The ability to speak a language, other than Galactic, which for the sake of this game, is the Empire's Standard language. It is based on the Human language but has been modified through the last several centuries so that all intelligent races can speak it. The character automatically knows the language of his race fluently.
Law	KN		POL	Law The area of study including the legality of actions in the different parts of the galaxy. This ability includes prosecution, defense, corporate law, the Empire's governing standards, and the character can practice law in these situations.
Leadership	CH		POL	Leadership The ability to lead a group of people, typically this is used to lead a group of NPCs associated with the group. This can be used in many ways including negotiating the price of retainers and hirelings, bolstering morale of PCs and NPCs in combat on their morale checks (CL), or simply convincing a reluctant NPC to obey orders.
Literacy	KN		SCH	Literacy The ability to read and write a language spoken by the character.
Loan Sharking	KN		ROG	Loan Sharking
Lock Pick	DX		ROG	Lock Pick he ability to unlock mechanical locks. These locks are rather simple in comparison to the security systems that are common in the Empire. They still however still exist for securing less valuable objects and equipment.
Maces	WS		WAR	Maces The ability to use bludgeoning weapons effectively in combat, their repair and maintenance. Includes all bashing weapons from maces and war hammers, to staves and rods.
Management	CH		BUS	Management
Manufacturing	DX		TRA	Manufacturing The ability to works with raw metals. This includes the excavation, mining, and processing of ores into refines metals as well the tempering, forging, and shaping of finished construction materials.
Martial Arts	MS		WAR	Martial Arts The ability to use martial arts in combat. For each level of the martial art skill, the character receives a +5% bonus to hit when using Melee Skill or Weapon Skill. In addition each level adds a single d10 bonus to damage. Upon reaching 5th level the character gains the ability to strike to stun. The character rolls twice for every hit. If they have two successes the target is stunned. A character with the martial arts skill also reduces each successful strike's damage against them by 5 points per skill level against other melee or hand weapons strikes.
Mecha Combat	*		WAR	Mecha Combat The ability to use the various offensive capabilities of mecha. Repair and maintenance are handles with the Engineering - Weapons of War skill. Integrated Weapon use their RS, WS, or MS score depending on action. Handheld weapons use RS, WS, MS plus weapon skill instead.
Mecha Combat	*		TEC	
Mecha Pilot	DX		TEC	
Mecha Repair	KN		TEC	
Mechanical Engineering	KN		TRA	Mechanical Engineering The ability to use, build, design, and repair machinery like transmissions, steering mechanisms, and other simple mechanical devices. Raw materials, tools and replacement parts must be available. The ability to build, design, and repair advanced machinery like warp drives, force field generators, and weapon turrets, and vehicle engines. Raw materials, tools and replacement parts must be available.
Medic	DX		MED	Medic The ability to stabilize a character conditions, and treat minor injuries. This usually this means stopping bleeding, but also includes taking care of the sick and injured, while they heal. See the Healing chapter for more thorough description.

Skill Name	Base	Mod.	Class	
Melee	MS		WAR	Melee The ability to fight unarmed and to use various melee weapons effectively in combat. These weapons include items like brass knuckles, claws, bottles, and spiked boots.
Mining	KN		TRA	Mining
Mounted Weapons	RS		WAR	Mounted Weapons Combat The ability to use mounted weaponry effectively in combat. This ability includes machine gun nests, remote sentry turrets, vehicle-mounted weapons, and starship mounted weapons and turrets.
Numerology	IT		SCI	Numerology
Ocean Vessl Pilot	DX		PIL	Ocean Vessl Pilot
Operate Device	DX		TRA	Operate Device
Operation	CH		BUS	Operation
Organization	CH		BUS	Organization
Orienteering	KN		NAT	Orienteering The ability to keep ones' direction, and take a siting to calculate the party's facing and location. Includes any type of non-starship navigation.
Philosophy	KN		SCH	Philosophy
Physics	KN		SCI	Physics The area of study including the physical sciences.
Pick Pocket	DX		ROG	Pick Pocket he ability to steal items from an individual that is either carrying or wearing them on their person.
Pistol	RS		WAR	Pistol Combat The ability to use pistols effectively in combat, their repair and maintenance.
Planetary Vehicle Pilot	DX		PIL	Planetary Vehicle Pilot The ability to pilot, navigate, and engage in combat using planetary vehicles.
Planning	CH		ENT	Planning
Politics	IT		POL	Politics The area of study that includes the processes of the various governments in the different parts of the galaxy, including the Empire. A character skilled in this can socialize with such leaders, be involved in government, and manage their responsibilities in such an office.
Power Armor & Mecha Pilot	DX		PIL	Power Armor & Mecha Pilot The ability to control movement while using power armor and mecha. This skill level also sets the maximum level the character can attain in the use of the armor or mecha in combat.
Power Armor Combat	*		WAR	Power Armor Combat The ability to use the various offensive capabilities of power armor. Repair and maintenance are handles with the Engineering - Weapons of War skill. Integrated Weapon use their RS, WS, or MS score depending on action. Handheld weapons use RS, WS, MS plus weapon skill instead.
Power Armor Combat	*		TEC	
Power Armor Repair	KN		TEC	
Power Pilot	DX		TEC	
Power Systems	KN		TRA	Power Systems
Protocol	CH		POL	Protocol
Psychic Healing	IT		POL	Psychic Healing
Psychology	CH		POL	Psychology
Public Speaking	CH		POL	Public Speaking The ability to illustrate a point or idea to a large group of people. This includes enraging, pacifying, educating, or other wise influences such crowds. Similar to leadership but for the masses, rather than the party or immediate NPCs of the group.
Quick Arm	IN		WAR	Quick Arm The ability to quick draw a holstered, sling, or sheathed weapon. The skill level bonus adds to the character's IN when drawing. Works whenever the character must ready their weapons against another PC or NPC. Typically used for showdowns.
Quick Fire	RS		WAR	Quick Fire The ability to multi-fire a semi-automatic weapon rapidly. Shooter quickly fires shots from their weapon up to their level or ammunition restrictions. If the first shot hits, then the shooter rolls again, if that is a hit the shooter continues to roll until all of the shots have been accounted for. At the first miss, the rest of the shots become misses.

Skill Name	Base	Mod.	Class	
Reconnaissance	IT		NAT	Reconnaissance The ability to notice the camouflaged or hidden. Also the ability to record this information with cameras, electronic surveillance equipment. This also includes non-military functions such as photojournalism, and reporting.
Research Science	IT		SCI	Research Science
Research Medicine	IT		MED	Research Medicine
Research Tech	IT		TEC	Research Tech
Resuscitation	DX		MED	Resuscitation The ability to revive a recently deceased character. See the Healing chapter for more thorough description.
Rifle	RS		WAR	Rifle The ability to use rifles effectively in combat, their repair and maintenance.
Robot Design	KN		TEC	Robot Design
Robotic Operation	KN		TEC	Robotic Operation
Robotics	KN		TEC	Robotics The ability to work with robots, applying other computer skills to their specialized systems, and hardware.
Scrounging	IT		ROG	Scrounging he ability to find food, water and shelter in both natural and artificial environments. Can also be used to find useful supplies, weapons tools, and equipment when the situation is tight.
Security Systems	KN		TEC	Security Systems The ability to build, activate, operate, and deactivate electronic security systems. This covers the majority of doors, alarms, and protective force fields that characters will encounter.
Singing	CH		ENT	Singing
Slight of Hand	DX		ROG	Slight of Hand The ability to move something without it being noticed by those around. This includes shoplifting, palming objects, thievery, and magic tricks. Every point of success is reduced from any possible observer's AW check.
Space Vessel Pilot	DX		PIL	Space Vessel Pilot The ability to pilot, navigate and engage in combat using open space vessels. This skill includes navigating to other planets and stations within the solar system, to other systems, and any other destination within our galaxy. This includes traditional drives only.
Stealth	AW		ROG	Stealth The ability to follow someone without them noticing, or to move without being observed, or noticed. Also the ability to escape being followed in such a matter.
Streetwise	CL		ROG	Streetwise The ability to make street contacts concerning any number of illegal trades, outlaw groups, or hood ruffians. Each level adds to the base charisma of reaction checks (CH). Includes hand signals, and slang for interacting in such situations.
Structural Engineering	KN		TRA	Structural Engineering The ability to use, build, design and repair structures, vehicles and starship hulls. Raw materials, tools and replacement parts must be available.
Survival	KN		NAT	Survival
Terra-forming	KN		NAT	Terra-forming
Theology	KN		SCH	Theology The area of study including the various religions/mythologies/belief systems of the galaxy. This includes any number of religious or non-reiligious groups of common practitioners, including cults, secret societies, and other groups.
Thrown Weapon	RS		WAR	Thrown Weapon The ability to use thrown weapons effectively in combat, their repair and maintenance.
Toxins	KN		MED	Toxins
Traps	KN		NAT	Traps The ability to set and disarm traps, both lethal and ensnaring.
Weaponsmith	WS		TRA	Weapons of War The ability to use, build, design and repair power armor, mecha, and armor and weapons of weapons of war. Raw materials, tools and replacement parts must be available.