

Traveller Skill Descriptions

Primary skills, secondary skills, characteristics, advantages, disadvantages, talents and traits are the means in which a PC interacts with the game universe. A primary skill is one which has critical importance, such as piloting, combat engineering or surveillance. A secondary skill is one which has a supplemental role, such as tennis, surfing or tailoring-weaving.

Skills are listed under major skill categories (i.e., **MANAGEMENT** is a cascade skill which includes the skills of Administration (clerical), Procurement (supply), Financial (bookkeeping), Personnel (recruiting), and Cargo Brokering. Skill categories are displayed in a bold font and their individual skills are displayed in a roman font.

Some skills have prerequisites. An example would be the skill of Scuba Diving, which requires a pre-skill in Ocean Survival-Swimming. Several skills are classified and require the PC to hold a security clearance before receiving training (i.e., Naval Ordnance-EOD or Forgery). Some skills are awarded automatically, such as Language skills (all PC hold a SL-3 in Galanglic). Some skills must be more specifically defined upon awarding (i.e., Subject Matter Expert, Area Knowledge Expert or Musical). And a few skills may have more than one functional title depending upon its level of proficiency (First Aid at SL-0/1 will turn into Medical at SL-2 to 3 and Medicine at SL-4+ (medical school degree)).

Skills generally range from level -3 (total ignorance) to 0 (minimal understanding) and 1 (student/novice) all the way up to level 5 (grand master). The GM should keep skill level development to a maximum of SL-5 in order to maintain game balanced. To achieve a higher skill level a PC would have to dedicate their entire waking existence in pursuit of the next higher proficiency level. NPCs may occasionally have higher level skills when the GM determines it's necessary.

Skills are not always permanent. The GM may demote a PCs skill level should the Player consistently misuse the skill. An example would be if the PC has a SL-2 in Leadership and while leading a group of NPCs the PC does not appear to know how to organize and deploy them in a combat situation. In such a case the GM may reduce or totally remove the skill, replacing it with a skill in something the PC has mastered. Such instances are judgment calls which sometime have to be made for the betterment of the game and the group.

PCs will sometimes need to obtain governmental licenses or union certifications in order to find employment. This process will generally require some form of skill evaluation. If the PC passes the required tests, their proficiency in that skill is affirmed; likewise, if the PC fails the test their skill will be immediately lowered by one level. See the module on "Skill Certification".

Within the game universe there's a difference between the terms "*field maintenance*" and "*technical repair*". *Field maintenance* denotes training in generalized system troubleshooting techniques under field conditions. If an electronic system is down "*field maintenance*" would give the PCs the ability to replace a circuit board, module or an entire component in order to get it operational; where as, "*technical repair*" denotes advanced training in system diagnostics, and repair at the chip level, at a repair shop or laboratory. In either case, the task can be aided by having the necessary technical manual or design schematics, necessary spare parts and tools, and possibly, the joint expertise of other knowledgeable PCs or NPCs.

Base Skill Roll = 7 (using 2d6)

-1 DM if Intelligence is 9+

A final aspect of skills development is tech level. The standard TL within the Imperium is 12. Therefore, if the PC holds a technical repair or operator skill for a specific spacecraft, vehicle, watercraft, aircraft, technology or equipment he is able to perform field maintenance and/or technical repair starting at TL-12. Lesser TL systems can often be fixed by a technician with SL-12+. But should a TL-15+ system be introduced the skill set may not be fully compatible. Example: A TL-12 computer technician may be able to operate and repair a TL-5 Radio Shack TSR-80 system or even a TL-7 Pentium 4 laptop machine, but the GM may determine that the PC must locate and read the equipments operating manual and schematics to fully understand it or a serious DM penalty may be assessed. On the other hand, should that same PC be asked to fix a TL-15 Cyberdeck running a operating system and application software that he has never worked with before some of the same penalties may applied. Unless noted otherwise technology standards are TL-11 to 13. Other skills may also have penalties when working with equipment or technology outside of their range of experience. If a PC has expertise in TL-5-7 automobiles as well as current TL-12 wheeled vehicles the skill should be denoted: Automotive Mechanics (TL-5-7 / 12-15).

BUSINESS

Administration (Clerical): Skilled in competently and efficiently completing documentation and forms including: reports, applications, statements and related paperwork. It denotes knowledge of the bureaucratic culture and organizational structure of a business or government agency.

Procurement (Supply): This skill denotes knowledge of the workings of established commercial or governmental supply systems along with its rules, procedures and forms. This could pertain to a starship, military unit or business operation. Logistical allows a PC to find needed supplies, equipment, tools and parts through direct purchase or scrounging from local supply sources. This is highly dependent upon a supply source being available on a planet. To find a specialized part in a wilderness setting may be an impossible task even with a Logistical skill level of 5. It also implies an understanding of how to read a supply catalogue, service bulletins, recall notices, etc. Counterfeit parts are common within frontier spaceports and this skill allows the PC to be able to spot fraudulent items or be aware of a recall bulletin regarding a faulty part. It also allows the PC to setup and maintain a reorder routine and preventive maintenance program for a ship or unit. Finally, a PC with this skill knows what type of supplies, parts, tools and equipment are needed to provision for any mission. Other names for this skill could be Supply or Materiel Management.

Financial (Bookkeeping): An understanding of bookkeeping and accounting practices and procedures along with knowledge of the banking system. A PC with this skill also has an understanding of insurance (life, property, medical), real estate, taxes and estate planning. In a commercial setting it would allow the PC to manage a company's financial books (accounts receivable, accounts payable, payroll and general ledger) and create a business P&L (profit & loss) Statement. Within a law enforcement context, the PC can examine financial documents (forensic accounting) to determine if a financial crime occurred.

Personnel (Recruiting): Skilled in recruiting personnel for a commercial or mercenary venture. This is akin to training in personnel administration. A PC with this skill can prepare employment advertising and is familiar with standard hiring practices, screening and interviewing techniques, skill testing and salary and benefit negotiation.

Cargo Brokering (Appraisal): Skilled in evaluating and appraising the value of cargoes and negotiating a contract for their purchase or sell. This includes training in market analysis as it pertains to where to buy and sell a cargo for maximum profit. It also denotes an understanding of the interstellar trading systems and standard practices within the industry.

Investment Brokering (Stocks & Bonds): Skilled in purchasing, managing and selling commercial stocks, bonds, commodities or other forms of securities including an understanding of the principles of macro and micro economics and market conditions. This is not a skill listed on the Comprehensive Skill Listing but is noted for GMs who want this options.

CUSTOMER SERVICE

Steward (Purser): Trained in providing services to others and taking care of their personal needs. SL-0/1 denotes a valet, waitperson, butler or maid, SL-2 denotes a concierge or personal assistant, SL-3 denotes a purser or major-domo. At higher levels supervisory duties would also be involved. This may include skills as a tour guide or cruise director. It implies a skill in event planning, catering, DJ'ing, etc.

CargoMaster (Stevedore): Skilled in planning out and loading, storage, securing and unloading cargo aboard a starship. This denotes knowledge of the most effective utilization of space to maximize the amount of cargo carried. Along with this skill goes the understanding of how to handle and store dangerous and special cargoes insuring their arrival in top condition. A PC with skill level 0 will be able to store 50% of loose package cargo in a starship's cargo hold. Each skill level increase adds 7%; SL-1 equals 57%, SL-2 equals 64%, SL-3 equals 71%, SL-4 equals 78% and SL-5 equals 85%. Each DM of Intelligence 9 and above will also add an additional 3%. Bulk containerized cargoes such as loose grains or liquids automatically load at 100%. A SL-0 CM will lose 18% lost or breakage, SL-1 equals only 15%, SL-2 equals only 12%, SL-3 equals only 9%, SL-4 equals only 6% and SL-5 equals only 3%. Some loss or breakage will occur under the best conditions. (The physical task of loading of cargo is covered under Exo-Frames & A-Grav Lifters).

Culinary (Cook / Chef): Trained as a Cook (SL-0 to 2) or Chef (SL-3+). It implies a skill in the preparation and presentation of foods. This includes knowledge of wines and regional beverages along with bartending skills. The PC is an expert in the selection of fresh meats, seafood, poultry, vegetables and fruits along with an understanding of sanitation and preservation techniques. This also includes how to prepare a menu for any clientele, even those with unusual or special dietary requirements.

Area Knowledge Expert: The GM will define a planet where the PC has visited and has detailed knowledge of. Examples: AKE: Regina, AKE: Terra, AKE: Ruie.

PhysioTherapy (Masseuse / Masseur): Trained in therapeutic and relaxation body massage. PC may be employed as a masseuse / masseur aboard a cruise or smaller passenger ship.

Disguise-Wardrobe (Hair Style & Makeup / Tailoring & Fashion Design): This skill is used in several different ways. First, as a Hair & Makeup Artist & Tailor & Fashion Designer the skill is useful for employment aboard starships (especially cruise liners). A PC with this skill can also create costumes and prepare actors hair and makeup for theatrical productions. Another use would be for law enforcement or intelligence operatives to create disguises that can be used during undercover assignments or covert operations. It denotes knowledge of makeup, hair styling, the use of latex facial appliances, contact lenses, hairpieces, as well as, specialized body suits and period or cultural wardrobe. The PC is skilled in sewing by hand and using a sewing machine.

LEGAL

ParaLegal: An understanding of procedural law, the general practice of law, including legal terminology and how to use a law library or online legal reference service (like Westlaw or Nexis). Also includes the knowledge of the various legal jurisdictions and court venues within the Imperium, training in the preparation and writing of standardized legal documents (complaints, wills, briefs, motions and contracts) and procedures to initiate a lawsuit or criminal complaint. In short, the skill imparts how the law works and how to work effectively within it. Legal also denotes knowledge of those things every lawyer or legal

assistant must know in order to run a successful law practice. It does not include the specifics of substantive civil or criminal law (Civil Codes, Criminal Codes, etc.), extracting information from a defendant or witnesses (Interrogation) or arguing a case before a judge or jury (Persuasion).

Skill level 0/1 denotes a legal clerk or secretary; SL-2 denotes a paralegal, legal assistant or law school student; SL-3+ denotes an entry-level member of the bar, including a law clerk to a judge, a law associate in a law firm, a junior public defense attorney or a less experienced criminal prosecutor; SL-4+ denote a senior litigator, a partner in a law firm, a member of the judiciary, or a law professor. In order to practice law within any jurisdiction the PC must graduate from a recognized law school and pass the Imperial Bar Exam. But this does not automatically entitle the PC to practice law in a planet, nation or state court (each jurisdiction may require a separate bar exam before practice).

Criminal Codes: An understanding of criminal statutes and their application including the rights of the accused, a knowledge of criminal trial procedures, the established rules of evidence, the jury selection process, an understanding of courtroom protocol, legal strategy, the sentencing process and the ins and outs of the appellate process. In general, if a person violated one or more laws established by an authorized government to protect the people, whether it also had civil issues attached, it would be considered to fall under the criminal codes. Prerequisite skills: ParaLegal 1.

Commercial (Business) Codes: Specific knowledge of law as it applies to business relationships (sometimes referred to as corporate or business law). This includes an understanding of business organization (sole proprietorships, partnerships and corporations) and the laws governing their creation and breakup, the rights of employees and employers, landlords and tenants, intellectual property, advertising, warranties, copyright infringement, business contracts and real estate ownership. Prerequisite skills: ParaLegal 1.

Civil (Common) Codes: Specific knowledge of the law as it applies to personal reputation and property, including negligence, defamation of character (as in libel or slander), wrongful death, medical malpractice, product liability and civil rights (sexual or racial harassment and discrimination). This may also include the areas of contract and tort law between two or more parties. If it does not fall under criminal, commercial, interstellar, domestic or military law, it is more than likely under civil codes. Prerequisite skills: ParaLegal 1.

Interstellar (Admiralty) Codes: Specific knowledge of law as it applies to interstellar treaties and agreements between one or more planets and the Imperium. It includes an understanding of the laws governing extraterritoriality and the authority of starship captains, extradition of criminals, the rights of diplomats, interstellar protocols, the rights of salvage, the rules of space navigation and the crimes of piracy, ship-skipping or hijacking. Prerequisite skills: ParaLegal 1.

Military (Uniformed) Codes: Refers to the laws governing the Imperial or Colonial military judicial process, policies, regulations, procedures and the rules of warfare. It defines court marshal offenses and procedures and specifies punishments. Prerequisite skills: ParaLegal 1.

Domestic (Family) Codes: Specific knowledge of law as it applies to the domestic statutes including marriage, divorce, probate, property settlement, child custody & support, alimony, parental rights, paternity issues, adoptions, name changes, prenuptial agreements and mental competency. It also deals with the estate of a deceased individual to include the creation of wills, trusts, inheritance, estate planning, tax liabilities and life insurance. This skill is not listed on the Comprehensive Skill Listing but an option for GMs. Prerequisite skills: ParaLegal 1.

PERSONALITY

Streetwise: In essence, urban social survival. Streetwise imparts an understanding of the rules and protocols of street life (counter culture) and the prison environment. Several other factors may affect the application of this skill, such as dress, manners and other behavior. It imparts a knowledge of the inter workings of the criminal underworld along with its unwritten rules and customs. It also includes the knowledge of gang signs, prison tattoos and unique jewelry worn by various subcultures. The PC may have trusted contacts that run with this lower class criminal crowd. Keep in mind this could be dangerous work. This skill only affects NPCs.

Interrogation (Interviewing): The ability to detect if another NPC is telling the truth. This can range from a friendly casual chat (establishing trust) to a formal interview (collecting details of a crime) or full-blown intimidation session (using trickery or bodily threats) all the way up to physical abuse and unusual forms of torture. This could include the use of truth serums or even telepathic extraction, depending upon the culture, law and circumstances. It's knowing what questions to ask and having a keen understanding of body language and motivational psychology to obtain the truth. This skill only affects NPCs.

Liaison (Political) (Corporate): PC is skilled in political situations such as gamesmanship. Trained in coordinating or socializing with other individuals to accomplish a specific task or gain entry into a specific social group (does not apply to street subcultures (Streetwise) or high society (Cultural)). This skill is valuable in the halls of power (government and mega-corporations). This skill only affects NPCs.

Diplomacy (Negotiation): PC is skilled in negotiation. This could entail working out an interplanetary treaty or conducting a hostage negotiation. Diplomacy involves the use of tact, sensitivity and the language of diplomacy to affect a diplomatic, business or social end. This skill only affects NPCs.

Carousing (Social (Main Street)): Skilled in the art of socializing. The PC is a social butterfly and is often described as the life of the party. Their outgoing attitude and permissive behavior encourage others around them to loosen up and have fun. In this way they pickup and spread information and rumors, make social contacts and assist others needing help. Carousing would be an important skill for a tour guide, cruise director, entertainer, journalist or socialite. This skill only affects NPCs.

Persuasion (Salesmanship): Talented in public speaking, salesmanship and the use of charm, wit, storytelling and humor to influence others to change their opinion about an ideal or issue. It requires an understanding of human psychology (in particular vices, weaknesses and motivations). The higher the skill the easier it is for the PC to convince another person, or a group of people, (always NPCs) to accept a different viewpoint, or to buy, sell or invest in something. This could involve selling or buying a specific cargo (in lieu of Trading skill), seducing a member of the opposite sex (or, for that matter, the same sex), bribing a customs official, running a con game on a wealthy client or arguing for a client before a judge or jury. In police work this skill can make the difference in negotiating with a hostage-taker or suicidal individual. This can also allow a PC to write a persuasive article or compose copy for an advertising campaign. This skill replaces bribery IMTU. This skill only affects NPCs.

Leadership (Command): Skilled in controlling an organized military or civilian group particularly in a dangerous, chaotic or challenging situation. It also implies confidence of judgment, decisiveness, sense of presence and physical bearing. It also encompasses knowledge of how to motivate others and control one's own fears at the same time. This skill only affects NPCs.

Acting-Voice (Impersonation-Deception): Trained in voice and acting techniques to impersonate fictional character or a real person in a theatrical or real-life setting. This skill will allow a PC to impersonate another person, mimicking their behavior, personality, voice and mannerisms. Deception denotes that the PC is trained in deceptive conversation. They have an understanding of body and facial language needed to tell a lie or pass a polygraph machine. This skill concert into Disguise-Wardrobe for law enforcement, intelligence and operations units. This skill only affects NPCs.

Cultural (High Society): Skilled in being one of the wealthy social elite. Knowledge of the social behaviors and lifestyle of the rich and famous. It refers specifically to the Solomani race since it is the primary culture within the Imperium (especially the Spinward Marches), although the Vilani culture may be more dominate within specific star regions (specially Core Sector). In effect, having this skill accords the PC the status of a lady or a gentlemen residing within the upper class of society. This involves an orientation in the finer things in life such as an appreciation of gourmet foods, fine wines and designer fashion. It also implies knowledge of the social graces such as etiquette, protocols and basic ballroom dance. It includes a general overview of classical art, literature, architecture, music and history of the society, or at least enough knowledge to be conversant in general discussion (although this does not infer a through knowledge of any of these subject areas). The higher the skill, the more refined the PC's taste and style are, and the more impressed those within the social circle are with the PC. Cultural can also apply to a different culture— list each separately, i.e., *Cultural (Vilani)* or *Cultural (Vargr)*. This skill only affects NPCs.

Ethical (Moral Code): This skill denotes that the PC has a moral compass or sense of personal values. The higher the skill the more upset or concerned the PC would be if they were involved in something evil or illegal. This could be akin to a religious belief or social philosophy.

Seduction (Sexual): Some may feel this is inappropriate in the game setting but to ignore it would state that it really doesn't exist. If you don't like it don't use it. The PC is skilled in approaching, conversing, seducing and performing sexual techniques with another person (whether man or woman). A PC with SL-0 will be uncomfortable around members of the opposite sex and would be unsure about their initial meeting or bedroom skills. A PC with SL-3+ would feel comfortable around the opposite sex and would be confident in their techniques of love. This is the ability to know what others want sexually and cater to it. A PC with a SL-4+ could work as a professional escort (call girl or gigolo). This skill only affects NPCs.

Gambling (Casino Dealer): Trained in games of chance such as poker, blackjack, etc. Skilled in card handling, card tricks, manipulating cards and detecting card cheating. It also includes the study of the behaviors of gamblers to determine their "tells". This skill allows the PC or NPC to become a casino dealer. This skill only affects NPCs

ACADEMICS

Writing-Editing (Journalism): Trained in writing and editing articles for publication. The higher the skill level the better the PC is at conveying their ideal or point of view in print. Writing-Editing can involve writing a college paper, military after-action report or journalistic article, or even a book.

Academic Research: Trained in the use of public libraries, record archives and general on-line databases to find and research subjects. The PC could research a literary work, a scientific theory or a historical idea. IMTU on-line databases are similar to Google searches. (A separate skill in "Databasing" denotes the ability to create an interactive relational database program and search databases not normally available to the public.)

History (Specify Race / Culture): Knowledgeable in the history of a specific race or culture. This entails general and not detailed knowledge. Example: History (Aslan Race / Third Imperium / Planet Regina).

Instruction (Teaching-Coaching): Skilled in teaching students effectively. This includes preparation of course outlines and instructional materials along with creating and administering examinations. In order to teach any subject, the PC must also have at least one skill level higher in the specific subject to be taught.

Holography-Photographic Studio: Trained in the use of digital holographic still or motion cameras. Also includes the use of various digital media and desktop editing software and techniques. This would include the use of a digital photographic still and video cameras and training in the use of a darkroom (if using lower tech level films and photo-papers). PC is trained in the use of creative lighting techniques for set photography.

Media Production Studio (Graphic Design & Electronic Prepress): Trained in using desktop layout, illustration and image editing software along with electronic prepress techniques to prepare a document printing or use in electronic form. The PC has the talent to design a newsletter, business form, magazine ad or create a web page. Documents created can be placed in record in order to deceive others into believing a planted story about a person, company or event. If the document is printed the skill becomes “Forgery-Printing”.

Commercial Printing (Forgery-Identity Design): The PC is skilled in using digital printers (laser or Xerox machines), high-end inkjet and dye-sub printers and chequewriters) and printing presses (offset, flexographic and gravure) to produce official looking documents used in identity deception or commercial fraud. This includes training in the selection of inks, toners, dyes, papers and plastic materials along with training in using post-press bindery and finishing equipment and techniques. The primary drawback is that the PC must have access to the exact supplies (inks and papers) needed along with the correct printing press to successfully duplicate a specific document. At the highest level the PC is also a skilled engraver able to create engraving plates of official documents and currency (of course having access to the most advanced gravure presses and print materials). Another aspect of forgery is handwriting (signature) duplication and the creation and placement of governmental stamps, seals and marks authenticating documents. The PC is able to create provenance papers for stolen or fake artifacts and artworks. Of course, since the PC can create such documents, they’re also skilled at identifying fake documents (given the right tools and enough time).

Stage Magic (Pickpocketing-FX): Also referred to as sleight-of-hand skill manipulating small objects in the palm to conceal them from sight. This also imparts a skill in the use of special effect devices, stage chemicals and pyrotechnics (a.k.a., Hollywood-style special effects (FX)).

Dance (Specify Race & Culture): Trained in a specific form of dance (i.e., ballet, tap, tribal-folk, line or square dance, swing, break-dancing, traditional ballroom (waltzes, salsas, sambas, tangos) or free-form styles (hip-hop, jazz).

Musical Talent (Specify Voice or Instrument): Trained in the creative use of a musical instrument or one’s voice (singing). Includes the ability to read sheet music and compose verse and cords. This also includes a specific genre of music (i.e., country, jazz, and gospel). The musical instruments most often found in the military are the bagpipes, drums, guitar and the bugle.

Subject Matter Expert (SME) (Specify Subject): The PC is considered an expert on a specific topic or subject. The GM will further define this skill as necessary. Examples: SME: Fine Wines & Spirits, SME: Interstellar Banking or SME: History of the Third Imperium.

LANGUAGE

Languages in Traveller can include Sylean (Vilani), Trokh (Aslan), Zdetl (Zhodani), Gvegh (Vargr), Darrian (akin to German), Solomani (akin to English) and many others along with their various dialects. Additional languages should be defined by the GM depending upon the alien races that will be encountered within their game universe. Knowledge of a language includes the ability, not only speak and understand, but effectively think, read and write in that language. The PC with a skill level of 4+ is considered an interpreter-translator.

Galanglic (Solomani): Often referred to as Anglic. It is the standard language of trade used within the Imperium primarily. For practical purposes it is English. The PC automatically receives SL-3, high school level proficiency, in this language. A bachelors degree or higher will denote SL-4+.

Sylean (Viliani): Standard language used by members of the Viliani race.

Trokh (Aslan): Standard language used by members of the Aslan race

Zdetl (Zhodani): Standard language used by members of the Zhodani race

Gvegh (Vargr): Standard language used by members of the Vargr race

Darrian: Standard language used by members of the Darrian confederation. It is similar to the Germanic languages found on Terra.

Sumatoforms: The lost language of the Ancients. Akin to ancient Egyptian, not used by anyone other than an ancientologist (archeologist who study the Ancients).

LipReading-SignLanguage: Trained in universal hand sign language and lip reading technique. In order to use this skill the PC must be in the line-of-sight of the speakers lips.

TACTICS

Unit Tactics (Army, Marines & Police): The ability to control the movement of a small ground military unit (up to battalion strength).

Grand Tactics (Army & Marines): The ability to control the movement of large ground military formation (brigades, regiments, divisions, corps and armies).

Ship Tactics (Navy & Scouts): The ability to control the movement of a single spacecraft or starship (system defense boat, frigate, destroyer, cruiser, battlestar or carrier).

Fighter Tactics (Navy & Scouts): Trained in the use of space and aerial tactics pertaining to a single AeroFighters, StarFighters, Drop Shuttles (G-Carriers) or other smallcraft.

Fleet Tactics (Navy): The ability to control the movement of a group of naval starships (squadrons, task forces, battle groups and fleets).

Search & Rescue Tactics (Police): Trained in wilderness search & rescue operations whether for a missing aircraft, lost child or a fugitive.

Crowd (Riot) Control Tactics (Police): Trained in urban crowd control operations.

Vehicle Tactics (Evasion-Pursuit Driving) (Police): Trained in the operation of a high-performance wheeled or grav vehicle while evading or pursuing another vehicle.

SPACECRAFT

Helmsmanship (Starships): Trained in helm control of a starship or spaceship of 100 dTons and greater, operating in a zero gravity vacuum environment. If a ship is jump capable it's referred to as a starship. Most large ships operate in a zero-g but some are atmospheric capable. IMTU atmospheric capable ships have upper limits of less than 2,000 dTons, although the GM may make exceptions. In order to pilot a spaceship within an atmosphere the PC must also have some training in Jet Aircraft.

Piloting (StarFighters-Shuttlecraft): Trained in piloting a high-performance military fightercraft less than 50 dTons utilizing single or dual rocket engines along with a multi-point retro-rocket control system for precise maneuvering while operating within a zero-g vacuum environment. If the craft is streamlined for atmospheric flight it will also mount single or dual air-breathing turbine jet engines. StarFighters are primarily utilized in defense of naval battle groups, naval starbases or planets. In order to be able to fly a StarFighter in an atmosphere the pilot must receive flight training in an atmospheric jet aircraft (see AeroFighters). The piloting of a StarFighter automatically confers the ability to fly a Shuttlecraft. Prerequisite skills: Vacuum Suit-EVA 1 and Astro-Navigation 1.

Piloting (AeroFighters): Trained in flying a high-performance hypersonic (mach 10-25) military fightercraft under 50-dTons utilizing single or dual air-breathing turbine jet engines or scramjets for atmospheric propulsion. Many such fighters utilize variable wing configuration for maximum combat maneuvering. If the fighter is also capable of space flight (see StarFighter) it will mount single or dual rocket engines along with a multi-point retro-rocket control system for precise maneuvering in a vacuum. Prerequisite skills: Jet-Engine Aircraft 1 and Aerial Navigation 1.

Zero-G Craft (Operator): Trained in piloting a small zero-g utility craft. Such craft are generally less than 50 dTons and are used primarily to shuttle crew, passengers and cargos to and from larger ships and starports and to perform maintenance on starships while in spacedock. There are many types of Zero-G craft including one-person work bees and non-streamlined ship-to-ship shuttles. Zero-G Craft only operate around starports thus navigation is not generally an issue. Prerequisite skills: Vacuum Suit-EVA 1.

Solar Sailing (Operator): A sport, solar sailing involves using a smallcraft with a large solar sail to navigate between planets and moons. Much like sailing on a body of water the solar winds influence the sail directing the course and speed. In its truest form the craft has no engines and receives all its energy needs from solar radiation.

NAVAL ENGINEERING

Naval Engineering is involved in a multitude of technologies including cryogenically cooled liquid hydrogen fuelled engines and power plants. Occasionally other forms of propulsion and alternative energy systems are seen such as solar sails, ion drives, anti-matter (warp) drives and nuclear fusion drives depending upon the GM.

Maneuver Drives: Skilled in the operation, maintenance and repair of standard solid propellant, hydrogen or plasma (impulse) maneuver drives used on spaceships, starships and shuttlecraft.

Jump Drives: Skilled in the operation, maintenance and repair of standard hydrogen jump drives on starships.

Anti-Grav Drives [Grav Mechanics]: Skilled in the operation, maintenance and repair of anti-gravity drives. Large grav plates are mounted to the bottom surface of a spacecraft or starship for planetary landing. This technology may also have applications in tractor beam technology along with the basis of inertial gravity compensators aboard ships to produce gravity for normal shipboard operations. Some GMs may use the term “Gravitics”.

Power Plants-Generators: Skilled in the operation, maintenance and repair of shipboard power plants and electrical distribution systems. In Traveller power plants utilize hydrogen as the primary fuel source. This skill may also be used to operate field generators.

Life Support (Environmental Systems): Skilled in the operation, maintenance and repair of shipboard environmental systems such as heating and air-conditioning, water purification-distribution systems, gravity plates and inertial compensators and oxygen and atmospheric pressure generation systems. It also involves sewage and waste disposal equipment.

Damage Control (Fire Fighting-HazMat): Skilled in the operation of shipboard damage control systems. In the event that a ship takes damage (from battle or accidents) there are many things that must be dealt with: loose high voltage lines, dangerous leaking cargos, explosions, oxygen line fires, radiation, explosive decompression, vacuum conditions, sharp floating debris and loose ordnance. Damage control involves handling these problems and not getting hurt while doing so. The PC is trained in fire fighting, salvage procedures and shipboard search & rescue procedures. They also receive training in the use of a Damage Control Suit (similar to BattleDress) as well as the cleanup of dangerous and hazardous materials (HazMat).

Robotics-Cybernetics: Trained in development and creation of remote controlled and autonomous robotic systems. Cybernetics is the integration of electrical and mechanical systems to perform human applications. With this skill the PC could build a robot or android but it would not be self-aware or sentient.

Flight Mechanics (formerly Electro-Mechanical): Trained in the operation, maintenance and repair of any electrical motors and wiring as well as pneumatic and hydraulic systems found aboard ships.

Welding-Machine Shop (Salvage at SL-0/1): Trained in the operation and maintenance of plasma, laser, arc and molecular welding systems. This includes an understanding of structural systems used in shipbuilding and damage control repairs. The PC would also be trained in the operation of precision machine shop equipment used to manufacture machine parts. They would also be knowledgeable in the science of metallurgy.

Astronautical Design: Trained in designing space vessels or starships. This would impart a detailed understanding of the specifications and deck plans of any starship or spacecraft the PC would fly aboard

COMMUNICATIONS

Astro-Communications: Skilled in the operation, maintenance and repair of space-based long range communications systems such as SHF systems, tachyon arrays and laser systems. Also knowledge of electronic surveillance and monitoring techniques and technology (also called Electronic Sensor Methods (ESM)).

Broadcast Communications: Skilled in the operation, maintenance and repair of fixed ground-based systems such as Shortwave/AM/FM radio stations, ground-based satellite stations, television transmission systems, microwave and telephone (public switched networks) systems.

Tactical Communications (TacCom): Skilled in the use, repair and maintenance of mobile communications systems including UHF / VHF / SHF and CB radios, cellular and satellite communications systems and standard and field expedient antennas. Denotes experience in using standard military radio frequencies, protocols and message formats. The PC is trained in using burst-mode transmissions to avoid detection in a covert situation. This skill also includes the use of field cryptographic techniques and communication security protocols along with training in radio frequency isolation. Prerequisite skill: Universal Code 1.

Cryptography-Cryptanalysis: Skilled in the art and science of cryptography (codes and ciphers) and how to break a code (cryptanalysis) using pen and paper or electronic encryption systems. Classified.

Universal (Morse) Code: Skilled in sending and receiving high speed Morse-style Code using a keyed telegraphic transmission device.

EW-SIGINT (Electronic Warfare & Signals Intelligence): Trained in the operation and field maintenance of electronic systems used to identify, track and locate electronic emissions. This skill also denotes the analysis of electronic emissions to determine their exact type and purpose. This includes electronic radio direction finding techniques along with classified military Electronic Warfare-Electronic Counter Measures (EW-ECM) and Electronic Intelligence (ELINT) techniques. Classified.

Tactical Analysis-Order of Battle (TA-OB): Skilled in the operation of an integrated virtual battle control center (often located in a mobile forward command post vehicle, starship battle bridge or ground complex) used by a military commander to view the battlespace using a high definition panoramic holographic display system. Advanced heads-up-displays and holographic projection technologies display real-time images of tactical and operational situations and critical related data. Information is then used by the commander to track and evaluate enemy and friendly order-of-battle, evaluate terrain, target enemy locations, determine battle damage assessment, control logistical dispositions (food, ammo, fuel, supplies), maintain casualty information, plan fire missions while maintaining the requirements of operational security. An untrained individual would be quickly overwhelmed by the level of the complexity and magnitude of the information flow.

NAVIGATION

Jump Navigation: Trained in inputting jump coordinates into the bridge jump drive console and monitoring the jump process. Manual computation can take hours to calculate successful jump coordinates therefore this task is routinely done by computer. But in an emergency the navigator must be able to do this complex calculation by hand.

Astro-Navigation: Trained in manual and computerized computation of three-dimensional space coordinates to navigate by. This includes the use of dead reckoning, taking star fixes, radio direction finding using navigational beacons, space traffic controllers, ladar plotting. Some GMs use of the term "Astrogation", obviously, I'm not one of them.

Aerial Navigation: Trained in aerial navigation techniques within a planetary atmosphere. This includes dead reckoning, using magnetic compass, celestial readings, radio direction finding techniques, radar/ladar plotting and satellite (GPS) data to determine exact position, course, speed and altitude. Weather is also a factor in navigation.

Land Navigation (Orienteering): PC is trained in reading geological terrain maps and charts and using a magnetic compass, dead reckoning, celestial bearings, GPS system or inertial compass to define their current location, elevation and direction of travel. This also includes route planning and hazard avoidance.

Ocean Navigation: Only applies to planetary oceans. Trained in ocean navigation including reading oceanographic and coastal maps and charts, using a magnetic compass, radio beacons, GPS system, inertial compass and coastal and celestial navigation to define current location and course. This skill includes an understanding of oceanic weather and sea states and using sonar, radar or ladar as navigation aids.

Astrometrics-AstroTelemetry: Trained in developing stellar and system cartographic charts. The PC is also trained in the operation and maintenance of active and passive shipboard sensory systems include radar, ladar, forward looking infrared and other advanced sensory systems directed towards spaceborne objects or large expanse of space. This skill is invaluable in surveying star systems.

Geometrics-Cartography (Surveying): Trained in the operation and field maintenance of planetary sensory systems used to create topographic maps and surface ocean charts. This includes practical applications of the planetary sciences of geology, geophysics, seismology and climatology. Surveying systems include radar, ladar, forward looking infrared and other advanced sensory systems directed at a planetary surface. At skill level 0/1 it is referred to as "Surveying". Some GMs may also use the term Prospecting.

Meteorology-Oceanographic (METOC): The PC is skilled in the science of meteorology or weather forecasting. With each higher skill the PC is able to more accurately predict weather events. The higher the skill level the longer the time frame the prediction. This skill also includes oceanographic surveying and forecasting used by sea going vessels.

GUNNERY

Fire Control: Trained in the operation and field maintenance of shipboard spinal and bay weapons from a centralized bridge weapons control station using computerized 3D holographic targeting software.

Turret Gunnery: Trained in the operation and field maintenance of manned turret weapon stations (generally VRF Gauss or pulse laser cannons) and involves manually aiming and firing the system. This is the guy inside the ball turret.

Naval Defenses: Trained in the operation and field maintenance of shipboard defense systems such as sandcasters, Wipers (directional energy projectors), energy shields, black globe generators and nuclear dampers.

Naval Ordnance-EOD (Explosive Ordnance Disposal): Trained in the maintenance and repair of shipboard and smallcraft ordnance such as missiles, torpedoes, cannons and drop ordnance (bombs and mines).

Fighter Gunnery: Trained in tracking and firing/launching fixed very-rapid-fire (VRF) projectiles and energy weapons (i.e., machine guns and laser cannons), air-to-air and air-to-ground missiles and gravity ordnance (dumb and smart bombs) mounted onboard StarFighters, AeroFighters and Shuttlecraft. These may include either wing mounted ordnance or internal bay-mounted weapons.

Tactical Gunnery (Tank Cannons): Trained in the use and field maintenance of large caliber hyper-velocity direct-fire projectile or beam weapon systems referred to as cannons (including VRF gauss guns, high-energy lasers and particle accelerators), mounted onboard combat vehicles, aircraft or watercraft such as GravTanks and BattleMechs.

Prime Weapons: Trained in the use and field maintenance of starship prime weapons such as bay-mounted particle accelerators and spinal-mounted meson weapons.

Forward Observation-Forward Air Control (FO/FAC): Trained in the targeting the enemy by communicating with ships in orbit, aircraft, grav units and field artillery. This skill involves the lighting up of a target using infrared targeting laser designator devices and communicating target grid coordinates. This skill conveys the title of “Combat Controller”.

COMPUTER

Keyboarding-OSCA (Operating Systems-Common Applications): This skill imparts training in the use of standardized computer hardware and software. This includes familiarity with the operation and features of commonly available computer operating systems along with the mastery of mainstream software application programs such as word processors, spreadsheets, presentation graphics, network browser and utilities. This is a requisite skill for other computer-related skills such as Databasing, Networking and Programming. This skill allows the PC to troubleshoot general computer hardware and software problems such as replacing a board or hard drive. It also denotes a proficiency in touch-typing using a computer keyboard. The higher the skill level, the faster the typist.

Programming (Specify): Trained in writing and debugging a computer program using standardized high-level programming languages. This would include using an advanced language such as C++ (or whatever language that will be used in the future). Each programming language should be listed separately, and handled in the same fashion as a foreign language. Programming languages for military or intelligence applications will be unique and require a top secret security clearance to learn. Prerequisite skill: Keyboarding-OSCA 1.

CommonX: General Business Applications / Operating Systems

CG9000: General Engineering / Scientific Applications

LUDWIG: Robotics & Artificial Intelligence Applications

LAXX: Military & Intelligence Applications (Classified)

UBBY: Zhodani Applications & Operating Systems

KINKZY: Aslan Applications & Operating Systems

MURR7: Vargr Applications & Operating Systems

BASE 33: Solomani Applications & Operating Systems

HOUND DOG: Sword World Applications & Operating Systems

INVERSA: Darrian Confederation Applications & Operating Systems

Cybertechnure: Skilled in building complex computer systems including an advanced “cyberdeck”. This term was created by me to impart a skill in computer integration. Prerequisite skill: Keyboarding-OSCA 1, Macro-Electronics 1 and Programming 1.

Databasing: Skilled in creating a complex interactive relational database system using a common database program with knowledge of how to extract information from it (datamining). This also includes using platform security protocols and techniques. Prerequisite skill: Keyboarding-OSCA 1.

Photonics (Holo Lab): Trained in the operation and maintenance of photonic display systems and holo-suites. This includes proficiency using holographic design software required to design holographic models and displays.

Networking: Often called “netrunning”, it imparts an understanding of common network operating systems (i.e., UNIX, Solaris, Windows XP, OS-X or their future equivalents) and their protocols. Knowledge of network related security systems to prevent computer intrusion (hacking) and cyber-sabotage (viruses-worms). At higher skill levels the PC becomes proficient in using a neuro-interface or bionic neurojack connected to a cyberdeck (a specialized super computer used by ‘netrunners’). Also pertains to the physical hardware architecture needed to build a computer network: terminals, server arrays, cabling, interface cards and hubs-router. Prerequisite skill: Keyboarding-OSCA 1 and

Cybertechnure 1.

Macro-Electronics: Trained in the design, manufacture, maintenance and repair of electronic component systems at the macro level. This includes a knowledge of diagnostic troubleshoot techniques for standardized electronic circuit boards, black-box modules and plug-and-play components.

Micro-Electronics (Micro-Circuitry Lab): Trained in the design, manufacture, maintenance and repair of electronic component systems at the micro level. This includes the knowledge of diagnostic and troubleshooting techniques for electronic microchips, micro-circuitry system requiring a specialized microscope and miniature electronic laboratory.

Nanonics (Nano Lab): Trained in the design, manufacture, maintenance and repair of MEMS (nanites).

MEDICAL

IMTU there are many different level and titles associated with medical skills listed under the “Medical” category. Consider the following as a general guide: Medical (referred to as First Aid at SL-0) is available to any PC; at Medical SL-1 the PC is referred to as an Field or Ship’s Medic; at Medical SL-2 they’re referred to as a ParaMedic (EMT-P) or Licensed Practical Nurse (LPN), requiring an associates degree; at SL-3 they’re referred to as Physician’s Assistant (PA) or Registered Nurse (RN) / Nurse Practitioner (NP), requiring a bachelors degree in Nursing (from an accredited nursing school) plus be licensed to practice; at Medical SL-4 they’re referred to as a Physician (MD) requiring a doctorate degree in Medicine (from an accredited medical school) plus be licensed to practice; and finally, at SL-5 the title of Surgeon is awarded. Unless the skill specifies a different race, it pertains only to humans. Note that some prerequisites may exist. To summarize, at SL-0: First Aid; at SL-1: Medic; SL-2: ParaMedic or LPN; at SL-3: PA or RN; at SL-4: Physician; SL-5: Surgeon.

Medical: Skilled in treat injury or disease. PC is trained in the initial assessment (triage) and emergency treatment of life threatening traumas. When the PC earns their MD this skill is renamed Medicine.

Surgical: Skilled in performing surgical procedures. This could involve simple surgery (removing a toe nail) to neurosurgery (operating on the brain). Prerequisite skill: Medical SL-1.

Xeno-Medical (Specify Race): Trained in the medical treatment of patients other than humans. Prerequisite skill: Medical 2.

Xeno-Surgical (Specify Race): Trained in the surgical treatment of patients other than humans. Prerequisite skills: Medical 2 and Xeno-Medical 1 (specify race).

Cryonics: Trained in the operation and maintenance of cryonic systems along with the preparation of living bodies to enter and exit cryonic states. Cryonic sleep has many risks that can be reduced by having a highly qualified cryonic specialist available. Cryonic sleep is often used in long space voyages and in emergency medical situation to “freeze” humans who need major medical treatments which is not immediately available. Prerequisite skill: Medical SL-1

Bionics: Trained in installing and adjusting customized bionic systems into patients and assisting them in their usage. This does not include surgical skills. Prerequisite skill: Medical SL-1.

Genetics (DNA Cloning Lab): Trained in the collection and analysis of human DNA material for testing and classification as well as for use to grow clone body parts. Growing fully developed human clones is considered illegal within the Imperium. The selling of human body parts is highly regulated by the government. The illegal trafficking in human organs is called organlegging.

Pharmacy: Trained in the legal manufacture and dispensing of standard formulary medications. Manufacturing illegal drugs or toxins is listed under Clandestine Drug Lab (listed below under law enforcement).

Pathogenics (Forensic Autopsy-Necropsy): Trained in conducting an autopsy on the human body. This involves an understanding of human anatomy and physiology. In many societies autopsies can only be performed by licensed medical examiners, but when a death occurs in a frontier area or aboard a starship a medical examiner is not generally available. This skill can also include animal necropsy. The most common users of this skill are for police investigators and ship medics. I created this term for use IMTU.

Diagnostics (Bio-Medical Imaging Systems): Trained in medical diagnostic techniques and procedures using X-Ray / CAT / PET / MRI scanners and Ultrasound systems and other non-invasive diagnostic tools. It includes interpretation of the results of tests. Prerequisite skill: Medical SL-1. I created this term for use IMTU.

Bio-Medical Laboratory: Trained in the operation and maintenance of standard medical laboratory systems. Skilled in the areas of bio-chemistry the PC can analyze body tissue, organs and fluids for drugs or toxins or micro-biological organisms (viruses, bacteria, etc.)

Veterinary (Animal Medical Care): Trained in the treatment of common animals from a specific planet, sub-sector or sector.

SURVIVAL

Surviving in an environment requires specialized skills. Generally the Wilderness Survival-SERE skill is adequate for most survival situations. I have broken survival down into other terrains to accommodate PCs who were born and lived in other types of environments. It is up to the GM whether to use these separate skills or not.

Vacuum Suit-ExtraVehicularActivity (EVA): The PC is trained to operate in a vacuum environment while wearing a Vacuum Suit. They are skilled in zero-g maneuvering and space survival techniques.

Wilderness Survival-SERE: Trained in surviving in a temperate dry forest environment. The PC is skilled in vehicle or aircraft extraction, using available survival gear, making improvised tools and shelter, survival fieldcrafts, wilderness camouflage, basic fishing & trapping (snare and animal traps), detection of enemy and friendly traps and explosive devices, POW resistance training (counter-interrogation techniques) and survival communication protocols. Prerequisite skill: Land Navigation 1.

Desert Survival-SERE: Trained in surviving in an arid or semi-arid desert environment. The PC is skilled in vehicle or aircraft extraction, using available survival gear, making improvised tools and shelter, survival fieldcrafts, wilderness camouflage, basic fishing & trapping (snare and animal traps), detection of enemy and friendly traps and explosive devices, POW resistance training (counter-interrogation techniques) and survival communication protocols. Prerequisite skill: Land Navigation 1.

Jungle Survival-SERE: Trained in surviving in a tropical jungle, wetland, swamp or rain forest environment. The PC is skilled in aircraft extraction, using available survival gear, making improvised tools and shelter, survival fieldcrafts, wilderness camouflage, basic fishing & trapping (snare and animal traps), detection of enemy and friendly traps and explosive devices, POW resistance training (counter-interrogation techniques) and survival communication protocols. Prerequisite skill: Land Navigation 1.

Arctic Survival-SERE: Trained in surviving in cold weather arctic (snow / ice) environment. The PC is skilled in aircraft extraction, using available survival gear, making improvised tools and shelter, survival fieldcrafts, wilderness camouflage, basic fishing & trapping (snare and animal traps), detection of enemy and friendly traps and explosive devices, POW resistance training (counter-interrogation techniques) and survival communication protocols. Prerequisite skill: Land Navigation 1.

Ocean Survival-Swimming: Trained in swimming in rivers, lakes and oceans along with the use of water safety vest and drown proof techniques. It also includes how to survive in an emergency raft while at sea for several days and using available emergency materials to fish for food and how to make and use an evaporate water still. The PC is skilled in recognition of various forms of sea life to determine whether they are edible or not and possibly dangerous to humans.

Recon-Stealth: Trained in military patrolling techniques including infiltration and extraction techniques (fast roping from helicopter or gravcraft and waterborne operations), effective use of terrain, stealth (moving silently) and camouflage, placing, detecting, setting and disarming field traps and land ordnance, field surveillance techniques including the identification of enemy personnel and their vehicles, watercraft, aircraft and equipment, the use of daylight and night vision devices and placement and setting of unattended field sensors and use of silent hand and arm signals. Prerequisite skill: Land Navigation 1.

BattleDress (Hostile Environments): Often referred to as battlefield or urban combat survival, the PC is trained in the use of a powered and armored combat battle suits referred to as BattleDress. BattleDress is an expensive combat system designed to offer the wearer protection against projectile and energy weapons along with radiation and environmental hazards such as chemical or biological weapons, vacuum, weather, toxic atmosphere and other conditions. BattleDress is made up of many different subsystems including life support, weapons interface package, a helmet & vision package, exo-skeletal armor package, multiplex communications, a medical monitoring package and situational awareness and navigational package. The user is trained in the operation and maintenance of BattleDress and how to troubleshoot and correct field problems. Prerequisite skills: Vacuum Suit-EVA 1. The term hostile environments denote chemical, biological, radiological and toxic atmospheres as well as vacuum space. IMTU Battle Dress automatically includes Zero-G Combat skill.

ParaRescue-CSAR: Trained in wilderness and combat search and rescue. PC is specifically trained in confined space rescue, mountain rescue, ice rescue, mine/cave rescue, fast water rescue, vehicle/aircraft extrication, fast rope and vertical extraction (fast rope and Swiss seat), medical evacuation, excavation rescue and underwater egress and rescue. Prerequisite skills: Land Navigation 1, Recon-Stealth 1. This is a skill that I personally like but some may have issues with. Use it at your option.

LAW ENFORCEMENT

Investigation: The PC is trained in evaluating physical evidence and witness testimony regarding a crime or mystery and connecting the facts. It does not involve actual collection or analysis of evidence or soliciting of testimony. Once enough evidence (crime lab reports), interviews (from witnesses and suspects) and related data (possible motive, means and opportunity) are present the PC can extrapolate theories of a crime and tie together missing data.

Psychometrics (Personality Profiling-Truth Analysis): Trained in assessing human behavior and personality and making decisions as to the reliability of future and past behaviors and in the treatment of mental illness and psychological disorders. Researching individual case histories to develop psychological profiles and identify possible criminal signatures. Also trained in the administration and analysis of psychometric and polygraph testing. Professions could include criminologist or forensic psychologist.

Surveillance-PEST (Photographic & Electronic Surveillance Technology): The placement and use of clandestine surveillance devices to remotely monitor a person, vehicle or location. Equipment can consist of miniaturized electronic eavesdropping equipment or parabolic, wireless or laser microphones, multi-spectral video cameras, microwave and thermal imaging systems or night vision devices, communications interception equipment, over-the-counter encryption-decryption software, long-range homing transponders and electronic direction finding systems. This skill also involves training in manually trailing, tailing or shadowing a mobile subject, whether on foot or within a vehicle. It denotes a basic understanding and use of audio, photographic and videographic recording systems and techniques. It would also denote skill in countering surveillance. Prerequisite skill: Holography-Photography 1.

Forensics-Crime Lab: Forensics is the recognition, collection, preservation, examination, analysis and interpretation of evidence from a crime scene, victim or suspect. The PC is trained in processing a crime scene. Unless the PC has specific advanced skills in science (biology, chemistry, geology) the processing and analyzing of the evidence will be done by certified police laboratory evidence examiners. At the very least this skill has both field work (the scene of the crime) and laboratory components. Field work involves dusting for latent finger-, palm- or foot-prints, making shoe and tire impressions, spraying luminol to detect human blood stains, vacuuming the crime scene for trace evidence (hairs / fibers / soil / insects), securing weapons, ammunition, bullets or shell casings, gathering documents and handwriting samples, obtaining telephone answer machine recordings, home or commercial security video tapes, mail (hate- and threat-letters, love-, ransom- or suicide notes), serial numbers of stolen property, computer e-mail and website activity files, computer disks and hard drives, collecting alcohol, drug, DNA, hair and fingernail samples, securing victims and suspects clothing for lab processing; collecting over-the-counter, prescription or illegal drugs, performing gun powder residue (paraffin) tests on potential suspects, and photographing or video-taping the crime scene. The PC must also maintain a positive chain of custody of all evidence found and keep detail evidence logs. IMTU NPC evidence examiners actually process evidence and provide an analysis report of their findings.

Biometrics-Identity Analysis (IA): The examination and comparative analysis of biologically unique evidence resulting in the identification of an unknown person (either a suspect or a victim). This could include collecting and analyzing latent finger-prints, voice-prints, facial topology analysis (facial pattern recognition), facial pattern thermography, eye retinal patterns, brainwave pattern analysis, individual DNA fingerprint and dental x-rays (forensic odontology). This skill also applies in determination of truth using advanced polygraph devices, voice stress analyzers, brainwave pattern analysis (brain fingerprinting), the use of truth drugs and psychological testing and personal assessment interviewing.

Security-CounterSmuggling: In essence: detecting what's hidden. Security is the planning, implementation and monitoring of electronic, photographic and physical security technologies and tactics including techniques to prevent the unauthorized entry of personnel or contraband through a barrier or into a restricted area. This involves establishing appropriate procedures, techniques and tactics, along with training in conducting physical searches and detection of contraband, weapons or other devices. This skill also imparts an understanding of executive security (body guard) procedures and route planning. The PC is also knowledgeable in designing security structures and barriers using the latest in security products and construction methods. It includes the selection and placement of electronic detection and monitoring systems such as cameras (still, video, night vision, thermal imaging), drug and explosive sniffers, electronic frequency scanners, magnetometers, sensors (density, temperature, pressure, IR, laser, motion) and alarms and locks and safe systems. With enough time the PC can detect fraudulent documents.

Intrusion-CounterSecurity: This skill involves moving a person or item through a security barrier or into a restricted area by means of concealment, disguise, impersonation, electronic counter-measures, diversion and/or the use of extortion, intimidation or bribery. Basically, it is the opposite of security skill above. PC has an understanding of the vulnerabilities of modern security systems and how to evade or

counteract them. Trained in the breaking of locks and the cracking of safes and security vaults. It also involves the countering of security alarms and sensor systems. At skill level 0/1 the skill is referred to as Smuggling. Classified.

Clandestine Laboratory: Trained in the production and identification of illicit drugs and their precursor chemicals including the manufacture of toxins and biochemical weapons. It does not include standard prescription or over-the-counter medical drugs which are covered under the Pharmacy skill. Classified.

Forgery-Identity Design (Commercial Printing): Involves the forging of personal signatures and document marks along with using various computer graphics software to create complex document designs for the production of illegal commercial papers, identification documents or even currency. Once designed, these documents can be reproduced using a variety of pre-press procedures and printing methods: offset lithography, intaglio printing, high-end inkjet and laser printers, etc. This skill also implies the knowledge of printing papers, inks, laminates and other materials and techniques unique to printing. This also entails hands-on experience with cutting, folding, binding, foil stamping, embossing, imprinting and electronic encoding equipment. In return, the PC has a much better chance of detecting counterfeit documents and handwriting forgeries under proper examination and given enough time. Classified.

SOCIAL

The following are not skills in the tradition sense but are social activities requiring some training or experience. I use them since they are often a vehicle or prelude to social contacts. There're also self-explanatory.

Golf:

Chess:

Backgammon:

Billiards:

CONSTRUCTION

Combat Engineering: Mine and counter-mine operations, building of wooden and stone field fortifications and earthworks, large scale camouflage projects, field surveying and mapmaking, road and bridge building. This is akin to improvised civil engineering.

Explosives-Demolition: Knowledge of explosive compounds and field demolition techniques, as well as handling and disarming of military ordnance such as land mines, grenades, artillery shells and aerial ordnance as well as improvised explosive devices (IEDs), field booby traps and custom engineered explosive devices. This is not a skill in Explosives Ordnance Disposal. Classified.

Mining-Drilling: Trained in surface and sub-surface mining techniques for extracting mineral ores and precious gems, or drilling techniques for petroleum, natural gas or water.

Carpentry-Masonry: Trained in carpentry and masonry construction techniques. The PC can build brick and wooden structures.

Power Plants-Generators: Skilled in the operation, maintenance and repair of field electrical generators as well as shipboard power plants. The PC understanding electrical power systems including transmission lines..

Welding-Machine Shop: Trained in the operation and maintenance of plasma, laser, arc and molecular welding systems and their applications. This includes an understanding of structural systems used in shipbuilding and damage control repairs. Also trained in the operation of machine shop systems used to manufacture machine parts. PC is also knowledgeable in the science of metallurgy.

Fabrication Shop: Trained in the production of custom product prototypes. This could include modeling and fabrication of materials used in its creation: ceramics, rubber, fabrics, composites, biomaterials, polymers, hard woods, and glass, as well as light metals or alloys (metal working). In essence, this is building a prototype of a vehicle, machine, weapon or one-of-a-kind product. This does not include the skill of welding or machining which is covered under Welding-Machine Shop.

Architectural Design: Designing buildings and civil structures. The PC is trained in the use of architectural and mechanical CAD-CAM drafting techniques. This includes creating blueprints, schematics and other reference material used in construction and manufacturing. This also includes taking an idea from initial concept through developing a prototype and eventually to full production and manufacture.

Flight Mechanics: Trained in the maintenance and technical repair of aircraft with jet, propeller and rotary power plants and their flight control and avionic systems (navigation, communications, flight controls) and airframes, wings and tail assemblies.

Automotive Mechanics: Trained in the maintenance and technical repair of diesel and gasoline internal combustion engines, solar and rechargeable electric and hybrid electric-fuel cell systems and advanced hydrogen propulsion systems. It also includes the ability to jury-rig or hot-wire an ignition system.

Marine Mechanics: Trained in the maintenance and technical repair of marine propulsion systems such as diesel and gas turbine power plants and fuel cell technology.

Grav Mechanics: Trained in the maintenance and technical repair of anti-gravity propulsion systems used in grav vehicles (Grav Cars & G-Carriers) and Grav-Bikes.

ADVENTURE SPORTS

Athletic Talent: If no other skill applies to a physical task the PC may apply this one as a DM for physical tasks such as running, throwing, crawling, climbing or jumping. The GM should use this skill judiciously. This is the closest that I come to a Jack-of-all-trades skills but only applies to physical tasks.

Mixed Martial Arts (Brawling): At SL-0/1 it is referred to as Brawling and at SL-2+ it is referred to as Mixed Martial Arts. The PC is trained in the use of unarmed fighting techniques. Disciplines may include kung-fu, karate, judo, boxing, wrestling, aikido, savate or any other forms that the GM allows.

SkyDiving-Military Free Falls (MFF): Trained in jumping from an aircraft using either a vintage parachute or modern maneuverable parafoil, eventually coming to a controlled precision ground landing. This skill includes chute packing (rigging), body gliding techniques, and handling emergency situations. It also includes high altitude low opening (HALO) jump techniques while using a combat environment suit. SL-4+ refers to a JumpMaster.

Hang Gliders-UltraLights: Trained in the operation and maintenance of standard off-the-shelf hang gliders and ultralight aircraft.

Scuba Diving-Marine Environment: Trained in the operation and maintenance of snorkel, Scuba and powersuit systems and pressurization-depressurization diving techniques. It also entails a practical understanding of oceanography and marine biology, underwater navigation and communications, emergency medical procedures, the use of Gyrojet underwater projectile weapons and CO² spearguns along with Self-Contained Articulated Diving Suits (SCADS) for extreme deep-diving missions (saturation diving). This also includes the use of diver towed sleds or scooters. Prerequisite skills: Ocean Survival-Swimming 1.

Mountaineering (Climbing-Repelling): Trained in climbing and repelling man-made structures and mountain faces using ropes and climbing gear. This skill includes route selection, safety protocols, rock climbing (also known as rockcraft) and ice climbing, rope repelling and high altitude extreme cold weather survival.

Snow Skiing-Snowboarding: This skill denotes training in cross-country and down-hill skiing techniques using standard skis equipment and snowboards. It also implies maintenance of all ski equipment and clothing. Also trained in ski slope safety techniques and avalanche avoidance and survival procedures.

Acrobatics-Gymnastics: Trained in the art of acrobatics and gymnastics. This skill includes elaborate flips, tumbles, balancing maneuvers, controlled jumps, climbing of irregular obstacles and high wire techniques. This could include tightrope and beam walking and acrobatics while riding on the back of an animal (generally horse with beast riding skill), as well as team acrobatics.

Surfing: Trained in the use of surfboards and wave surfing safety techniques.

A-Grav Maneuvering: Trained in the operation and maintenance of personal anti-gravity belt or back packs in a normal or low gravity environment. It is referred to as “Grav Packs” by the troops.

PodDriving-MOIC: Only used by the Imperial Marines. Trained in the use, maintenance and field repair of an armored MOIC (Maneuverable Orbital Insertion Capsules); also called drop pods. The MOIC is launched sub-orbitally and piloted by the Marine to a controlled wilderness landing generally while under fire. Once on the ground the pod pops open and the BattleDressed Marine deploys. These drop pods are one man units, but the GM may allow multi-man MOICs.

SMALL ARMS (Marksmanship)

This includes training and experience in the use of one of the following categories of weapons. I’ve listed current firearms that would fit into the Traveller universe. For more detailed information on firearms go to: www.world.guns.ru/

Having been a competitive marksman and team coach on several pistol and rifle teams while with the military I know that familiarly with shouldered arms should provide general proficiently using similar type weapons, i.e.: Combat Rifle, Combat SMG, Combat Shotgun, Grenade Launchers (shoulder-mounted only), Machine Guns (shoulder-mounted only), and even Crossbows. I do not differentiate between shoulder weapons firing bullets, laser beams or gauss needles. Therefore, IMTU if the PC receives a SL-1 in any shouldered weapon they also receive a SL-0 in the others listed above. For each skill increase in one, the others are also increased. However, this does not hold true with Combat Pistol. Shooting a handgun is different from firing a shoulder arm. If the PC receives a SL-1 in Combat Pistol they also receive a SL-0 in all shouldered weapons, but any increase in Combat Pistol no increase is awarded in any other weapon. I do not distinguish between different sizes of pistols (i.e., body pistol or full size handguns), nor does it make any difference in my mind when firing a slug thrower vs. laser vs. gauss pistol (of course if you’re toting a .50 Cal handgun all odds are off).

Combat Pistol: Pistols and revolvers are a close quarters short-range hand-held sighted and aimed weapons generally used in a defensive role. Depending upon the caliber it can be very easy or very difficult to fire accurately. They are manufactured in full size service versions along with compact and sub/ultra compact (body pistol) versions. They also are designed in Double Action (DA) Semi-Auto Pistols, Single Action (SA) Semi-Auto Pistols, DA Only Semi-Auto Pistols, SA Revolvers, DA Revolvers, Break Action Derringers and the unique configurations such as the 10 mm GyroJet Pistol. Sighting systems can include various types of iron sights, laser illuminators, red dot and telescopic sights (scopes).

Manufacturers: Colt (Combat Commander, Gold Cup National Match, Trooper Mark V, Python, Cobra, Anaconda), Smith & Wesson (M-3913, M-4506, M-5906, M-6909, Chief Special, Bodyguard Airweight, M-686, M-629, M-627), Sig Sauer (P Series), Heckler & Koch (HK) (P-7, P-9, UPS, Mark 23 SOCOM, P-2000), Glock (M-17, M-19, M-26), Browning (High Power), Walther (P-38, PP, PP-K, P-99), Magnum Research (Desert Eagle, Baby Eagle), Springfield Armory (Customized M-1911A1 TGO Series, XD Series), Beretta (M-92, M-9000), Ruger (Customized Mark III), Mauser (HSc, M2), Astra (UltraStar, MegaStar), Fabrique Nationale (FN) (P-57, P-49), Sphinx (M-3000), ParaOrdnance (P14-45) (or throw in your own Traveller favorites)

Standard Calibers: .22 Cal LR, .22 Mag, .380 Cal, .38 Cal, .357 Mag, 9 mm, 10 mm, .45 Cal, .44 Auto Mag.

Unique Calibers: 10 mm GyroJet, .50 Cal AE, 5.7 mm

Ammo Types: Hollow Points, Full Metal Jacket, Wadcutters, Blanks, Rubber

Combat Rifle (Sniper): Pertains to the use of a shoulder mounted long-range optically sighted hunting or anti-personnel firearm such as hunting rifle, main battle rifles, assault rifles, sniper rifles, anti-materiel rifles, laser rifles, gauss rifles and tranquilizer rifles. They can be of bolt action, level action, and pump action, manual breach loading, semi-auto loading or full auto design. They are normally fired one shot at a time vs. full auto and generally use an optically enhanced sighting system such as a variety of iron sights, telescopic sights (scopes), red dot, laser designators or electronic night vision devices. At skill level 3 the PC is considered a sniper.

Manufacturers: FN (FNC, F2000, 30-11, SPRA5), Steyr (AUG, ACR, SSG, IWS-2000), HK (G-11 ACR, G-36, PSG-1, M-29 OICW, M-8), Colt (M-16A2), IMI (Galil, Tavor TAR-21), Remington (M-24, M-700), Springfield Armory (M-14, M-21, M25, M6), Browning, Barrett (M-99, M-82, M-95), Winchester, Walthers (WA-2000), Vektor (CR-21), Singapore Technologies (Kinetics SAR-21), AMP (DSR-1), CheyTac (Intervention M-200), Sturm-Ruger (Mini 30, AC556), Kalashnikov (AK47/74), Bofors (AK5), SIG (M550 Series), Accuracy International (AW-50) (or throw in your own Traveller favorites)

Standard Calibers: .22 LR, .22 Mag, 5.56 mm (.223 Rem), 7.62 mm (.308 Win), 5.7 mm, 12.7 mm (.50 Cal), 15.2 mm, .300 Win Mag, .338 Lapua,

Unique Calibers: 4 mm Gauss, 10 mm GyroJet, Laser

Ammo Types: Full Metal Jacket, Blanks, Incendiary Tracers, Armor Piercing

Combat Shotgun: While most shotguns are shoulder weapons it's used primarily as a close quarter (short-range) aimed (vs. sighted) area effects anti-personnel weapon. Their design can include pump action, manual breach loading (over-under barrel or side-by-side "double" barrel), semi-auto or full-auto. The sport of shotgunning is referred to as Trap & Skeet Shooting. Shotguns are fired one shot at a time and generally use an optically enhanced sighting system such as various iron sights, red dot illuminators and laser designators. The civilian equivalent is "Trap & Skeet".

Manufacturers: Remington (M-1100, M-11-87), Winchester (M-1300 Marine), Berretta (1201-FP), HK (CAWS), Franchi (SPAS-12, SPAS-15), Neostead (12 Ga), Pancor (Jackhammer), Protecta (Streetsweeper), Daewoo (USAS-12), Mossberg (M-5900), Ithaca (M-37), Benelli (M-4, M-1014, Nova), High Standard (HS-10) (or throw in your own Traveller favorites)

Standard Calibers: 410 Gauge, 28 Gauge, 16 Gauge, and 12 Gauge

Ammo Types: 00 Buck / Rifled Slug / Beanbag / Tear Gas

Combat SMG: Pertains to fully-automatic close quarter short-range anti-personnel weapons. The emphasis is on controlling the placement of bullets into a tight group. Many SMGs have stocks, but some use folding or extending stocks.

Manufacturers: IMI (Uzi), Heckler & Koch (MP5, MP5K), FN (P90), Steyr (TMP), Colt (M-4), Ingram (MAC-10 or 11), Ares (FMG), Jatimatic, Ruger (or throw in your own Traveller favorites)

Standard Calibers: 9 mm, 40 mm, .45 Cal, .223 Cal,

Unique Calibers: 5.7 mm (FN P90), 4.6 mm (HK MP7), 4 mm Gauss

Ammo Types: Hollow Points, Full Metal Jacket, Blanks, Dye Marker, and Rubber

Black Powder Firearms: Black powder flint locks, wheel locks and muzzle loaders.

Quick Draw-Reload: Trained in pistol quick draw and speed loading techniques. Only applies if the PC is using a pistol designed for quick access such as wearing a quick-draw holster rig.

HEAVY WEAPONS

Tactical Missiles (SAMs / ATGMs): LAW-80 94 mm Rocket Launcher, M-202A1 66 mm Rocket Launcher, RPG-22 72 mm Rocket Launcher, M98A1 Javelin ATGM, M220E4 TOW-2, FIM-43 Redeye Infrared Guided Surface to Air Missile (SAM) or FIM-92 Stinger SAM. It could also include pre-modern bazookas and recoilless rifles.

Grenade Launchers: Pertains to the use of grenade launchers. They are visually aimed (not sighted) area effect anti-personnel weapon with a high ballistic path. Models can include Single Shot Break Barrel (M-79), Cylinder Drum or Magazine design the latter two can accommodate full auto versions. This skills also incorporates the use of field mortars (61 mm, 80 mm & 120 mm).

Manufacturers/Models: Mark-19 40 mm Auto Grenade Launcher, Arwen-37 37 mm Grenade Launcher, M-203 40 mm Grenade Launcher, M-79 40 mm Grenade Launcher, HK 20 mm OICW Grenade Launcher Component

Standard Calibers: 20 mm, 37 mm, and 40 mm

Grenade Types: Tear Gas / High Explosive-Concussion / Aerial Flare / Smoke /

00 Buck / Incendiary / HE Fragmentation / Flash-Bang / Grapple Hook / Barricade Round

Energy Weapons (FGMPs / PGMPs): Skilled in the use of man-portable fusion and plasma guns with BattleDress armor suits. Prerequisite skill: Battledress 1

Machine Guns: Referred to as a Gunner. Pertains to the use of fully automatic shoulder aimed ranged weapons. The larger the size and caliber the more likely the weapon will require mounting on a tripod or vehicle pintle or turret mounted in aircraft. These weapons use large amounts of ammunition. This category can include very rapid fire gauss and some energy weapons (lasers, gauss or particle accelerators).

Models: Air-Cooled Belt or Box Fed, Water-Cooled Belt Fed

Manufacturers: FN, Browning (BAR M-1918,), General Dynamics, and General Electric

Standard Calibers: .223 Cal / 5.56 mm (M-249 SAW) & .308 Cal / 7.62 mm (M-60E3 General Purpose MG), .50 Cal (M-2 Heavy MG), HK M-312 12.7 mm OSCW, HK 25 mm OSCW, 30 mm M-230 Chaingun

Ammo Types: Full Metal Jacket, Incendiary Tracer, Armor Piercing

Tactical Gunnery (Tank Cannons): Trained in the use and field maintenance of larger caliber hyper-velocity direct-fire projectile or beam ordnance systems referred to as cannons (including VRF gauss guns, high-energy lasers, missile launchers and particle accelerators), mounted onboard combat vehicles, aircraft or watercraft such as GravTanks and BattleMechs. These are not long-range weapons as used aboard spacecraft.

Recoilless Rifles-Bazookas: Trained in the use of recoilless rifles and bazookas.

Flamethrowers: Trained in the use of lower tech flamethrower weapons.

Armorer/Gunsmith: Armorers deal with repair of armor systems such as environmental combat suits, HUD helmets, powered battledress, and various electronic binoculars, night vision devices and weapon scopes, whereas gunsmiths specialize in repair of small arms and heavy weapons. They specialize in the maintenance, repair and restoration of modern firearms including non-lethal weapons, paintball guns, pistols and revolvers, rifles, shotguns and submachines. Gunsmiths also repair weaponry including grenade launchers, machine guns, tactical missile launchers, tank cannons, specialized field ordnance, energy weapons (tasers, lasers, gauss, fusion weapons (FGMPs / PGMPs) and particle accelerator weapon systems (PAWS). A gunsmith can customize and accurize any firearms. Both receive an automatic default SL-0 in each weapon system trained to repair. Also includes the custom reloading of ammunition.

Tactical Ordnance-EOD: The PC is trained in field ordnance devices such as land mines and mortar shells, unexploded ordnance and can disarm field explosive devices such as IEDs.

Forward Observation-Forward Air Control (FO/FAC): Trained in the targeting of ground targets by communicating with ships in orbit, aircraft, grav units and field artillery. This skill involves the lighting up of a target using IR lasers and communicating target grid coordinates. This skill conveys the title of "Combat Controller".

BLADE COMBAT

Combat Swords (Fencing): Trained in the use and maintenance of combat long blades including sabers, katana, battle swords and cutlasses used as slashing and cutting weapons. Trained in the use and maintenance of foils, rapiers and daggers used as stabbing and thrusting weapons.

Combat Knives (Knife Fighting): Also referred to as knife fighting. The PC is trained in hand-to-hand knife fighting techniques. This could include daggers, Bowie fighting knives, field survival knives, stiletos and switchblades.

Koutar'Dail: Aslan Battle Blade. I personally like the ideal of a Klingon-style Bat'leth weapons for Aslan Warrior class IMTU.

Light Sabers: The same as in Star Wars but used by the Psionic Brotherhood IMTU.

THROWING WEAPONS

Throwing Knives-Darts-Stars: Trained in using Throwing Knives or Darts.

Javelins-Spears: Trained in using Spears or Javelins.

Boomerangs: Trained in using boomerangs.

Tomahawks-BattleAxes: Trained in using Tomahawks or Battle Axes.

SPECIAL WEAPONS

The GM can allow the use of a variety of unique weapons depending upon the game universe. Some may only be available to specific races or cultural groups. The GM must clear any unique weapons.

Fighting Staffs-Sticks: Trained in the use of fighting staffs.

Combat Bow (Archery): Trained in the use of compound bows.

Crossbows: Trained in the use of crossbows.

Baton-Tonfa: Trained in the use of the police baton and tonfa, with many incorporating a 'taser' or stun weapon.

Bull Whip: Trained in the use of the bull whips.

Rifle Bayonet: Trained in the use of a bayonet mounted on an assault or battle rifle or a lance.

ARTILLERY / BAY WEAPONS

(Crew-Served Weapons)

IMTU the following weapons are crew served, meaning it normally takes a crew of two or more to transport, setup and fire them. While a single person could conceivably operate these weapons it would be a slow process. I award these only to NPCs.

Field Mortars:

Howitzers:

Mass Drivers:

Ballistic Missiles:

Nuclear Dampers:

Heavy Energy Weapons:

Particle Accelerator (PAWS):

LAND VEHICLES (Driver)

In order to operate most forms of on-road vehicles governments require an operator licensing. Having the skill does not make a driver legal. See Licensing module for more detail. Vehicles can be subdivided into Personal Vehicles (Cars/Jeeps/SUVs), Commercial (Tractor-Trailers/Construction Rigs) and Military (APCs/Tanks)

Wheeled Vehicles: Trained in the operation and field maintenance of 4-wheel on-road vehicles (cars and SUVs) and relatively flat-terrain off-road vehicles such as 4-wheel-drive trucks, jeeps and dune buggies (All Terrain Vehicles). This skill can also apply to such unique vehicles as land sails.

Tracked Vehicles: Trained in the operation and field maintenance of military combat vehicles such as armored tanks and personnel carriers designed for rugged terrain usage.

Grav Vehicles (GAO): Trained in the operation and field maintenance of anti-gravity vehicles (cars and bikes) modified for GAO (ground altitude only) or near surface movement (between two- and three-feet above the ground).

Snowmobiles: Trained in the operation of snowmobiles and snowcats (large track snow vehicles).

Mountain Bikes: Trained in the operation of off-road mountain bikes.

Motorcycles-All Terrain Cycles (ATCs): Trained in the operation and field maintenance of two-wheel motorcycles, quad-runners and all-terrain cycles (ATCs). It also includes their maintenance and repair.

ExoFrames: Trained in the operation of powered Exo-Frames. These can be a man-sized units or heavy Walkers/Haulers/Movers (like Sigourney Weaver's character Ripley used in the movie "Aliens").

BattleMechs: Skilled in operating manned, armed and armored battlefield droids. I was once a player of the "BattleTech" game system and can envision the Imperial Army using them in combat.

Heavy (Construction) Vehicles: Trained in the operation and field maintenance of heavy construction equipment including large construction cranes, tractors, mobile drilling rigs, bulldozers, graders, earthmovers, cherry pickers, vertical and horizontal digging machines (back holes), etc.

Tractor-Trailer Rigs (18-Wheeled Vehicles): Trained in the operation and field maintenance of 18-wheel tractors-trailer transport rigs. This could also include commercial buses and fire trucks.

SkateBoards-GravBoards: Trained in the skill of skateboarding, grav-boarding and rollerblading.

Remote Control Vehicles (RCVs): Trained in the operation and field maintenance of unmanned remote control vehicles.

Automotive Mechanics (Auto Shop): Trained in the technical repair of diesel and gasoline internal combustion engines, solar and rechargeable electric and hybrid electric-fuel cell systems and advanced hydrogen propulsion systems. It also includes the ability to jury-rig or hot-wire an ignition system.

AIRCRAFT (Piloting)

In order to fly most forms of aircraft governments require some form of operator licensing. Having the skill does not make an aircraft pilot legal. See Licensing module for more detail.

Jet Aircraft: Trained in flying single or multi-engine fixed- or variable-wing turbo-jet aircraft operating under Visual Flight Rules (VFR) or Instrument Flight Rules (IFR). Jet aircraft utilize gas-turbine jet engines for propulsion for supersonic flight (mach 1 to 3) or the more advanced scramjet engines for hyper-velocity flight (mach 4+). Prerequisite skills: Propeller Aircraft 1 and Aerial Navigation 1.

Propeller Aircraft: Trained in flying single or multi-engine fixed wing turbo-prop aircraft operating under VFR or IFR. This can include bi-planes aircraft. Prerequisite skill: Aerial Navigation 1.

Sailplanes-Gliders: Trained in flying single or dual-seat unpropelled aircraft that's initially towed by another aircraft to a high altitude and released to glide back to the surface and use the air thermals to maneuver.

GravCraft-ULA: Trained in flying UnLimited Attitude (ULA) anti-gravity craft operating under VFR and IFR. This includes military g-carriers and traditional air-rafts.

Helicopters-VTOL: Trained in flying single or twin rotor helicopters and vertical takeoff and landing craft (VTOL) using VFR or IFR.

Unmanned Aerial Vehicles (UAVs): Trained in the operation of UAVs.

AirShips (Lighter-Than-Air Craft): Trained in flying dual engine lighter-than-air craft such as aerostats, dirigibles or Zeppelins. This could also include hot-air balloons but there is not control system. Prerequisite skill: Aerial Navigation 1.

Flight Mechanics: Trained in the technical repair of aircraft with jet, propeller or rotary power plants and their flight control and avionic systems (navigation, communications, flight controls) and airframes, wings and tail assemblies.

Grav-Mechanics (Anti-Grav Drives): Trained in the technical repair of anti-gravity propulsion systems used in grav vehicles (Grav Cars & G-Carriers) and Grav-bikes.

WATERCRAFT

In order to operate watercraft governments require some form of operator licensing. Having a skill does not make a pilot legal. See Licensing module for more detail.

Personal Watercraft (JetBoats-PWC): PC is trained in using personal watercraft such as Jet Ski, Waverunners and other water-jet propulsion.

Kayaks-Canoes (Unpowered Watercraft): Trained in the operation and field maintenance of kayaks, canoes and inflatable rafts which use rows or paddles as their primary propulsion system. The PC is also experienced in maneuvering in white-water rapids and trained in swift water rescue techniques. Such craft are generally under 1 ton (or under 20 feet).

Powercraft (Motorized Boats): Trained in the operation and field maintenance of powered watercraft with one or more in-board or out-board engines as primary propulsion. Such craft are generally under 20 dTons (or under 50 feet). Such craft can include smaller motorboats and speedboats all the way up to high performance ocean racing boats (also referred to Go Fast or Cigarette Boats) reaching speeds up to 90 knots. Some powercraft can also utilize hydrofoil technology.

Airboats-Hovercraft: Trained in the operation and maintenance of airboats and specialty hovercraft. Airboats are primarily used in wilderness swamps and wetlands areas.

Sailcraft (Sailing-Seamanship): Trained in the operation and field maintenance of watercraft which uses sails as its primary propulsion. Such craft are generally under 20 dTons (or under 50 feet). These craft can carry and use inboard engines for maneuvering in port. They can range from small Hobie Cats through various single hull, dual hull catamarans and occasionally, tri-hull trimarans, to high-performance racing boats such as those used in the “America Cup” competition. The larger the craft the larger number of crewmembers needed. This skill also includes an understanding of weather and sea states, ship provisioning planning, basic ship maintenance (sail and line repairs), ship steering and maneuvering, watch keeping, passage and route planning, use of marine radio and flag semaphore and light signaling techniques, a knowledge of the rules of maritime navigation and the laws of the sea, use of lines, knots and sheets, docking and mooring techniques and the use of shipboard safety systems and man-overboard rescue drills.

Submersibles-MROVs: Trained in the operation and field maintenance of manned submersible craft. These can take one or two people operating at shallow depths generally above 50-feet. There are also manned deep research submersibles that operate at extreme depths. This skill also denotes operation and field maintenance of Marine Remote Operated Vehicles (MROV).

Commercial Vessels (ShipMastering): Trained in the maneuvering and docking of a commercial ocean-going vessel generally over 1,000 dTons with an internal power plant. Examples include factory fishing ships, cruise ships, oil tankers, cargo carriers, etc.).

Marine Mechanics: Trained in the technical repair of marine propulsion systems such as diesel and gas turbine power plants and fuel cell technology.

ANIMAL HANDLING

Domesticated animals can include dogs, cats, birds, monkeys, apes, lizards, dolphins, seals, rodents, or some other type of alien creature considered a mount or pet. Animal Handling is a generic skill which includes caring for, training and handling a specific category of animals.

Animal Handler-Trainer (Specify Animal): Knowledgeable in the training and handling of a working police or military animal and how to care for it. Dogs are the most common animal and can be of many different breeds. They can receive training in drug or explosive detection, tracking (blood hounds) or patrolling/guard duties. The PC may receive a dog specifically breed with enhanced intelligence, strength and speed. The animal should be named.

Animal Riding (Specify Animal): Knowledge of the training, handling and riding of a mountable beast (i.e., horses, camels, elephants) generally using saddles and control reigns.

Falconry (Specify Flying Animal): Knowledge of the training, handling and control of large flying animals of prey (generally falcons, hawks, eagles and other flying predatory creatures).

Veterinary (Animal Medical Care): Trained in the treatment of common animals from a specific planet, sub-sector or sector.

APPLIED SCIENCE

IMTU there are Science Technicians and Professional Scientist. Science Technicians have general skills in a specific science field, and therefore, is able to conduct basic and intermediate level field or laboratory research and analysis. Professional Scientist hold an advanced degree related to a specific scientific field of endeavor. Therefore, when a science skill is specified, there should be some notation if the PC holds a specialty science degree in that field of study verses a general knowledge in the science. Example: Chemistry 2 vs. Chemistry^o 2. The following are specialties in Science*:

Biology (Specialty): Specialties include: Bio-Chemistry, Zoology, Botany, Molecular Biology, Xenobiology, Marine Biology and Micro-Biology (Bacteriology, Virology, Parasitology, Mycology)

Planetology (Specialty): Specialties include: Geology, Mineralogy, Oceanography, Volcanology, Climatology and Paleontology

Chemistry (Specialty): Specialties include: Geo-Chemistry and Bio-Chemistry

Astronomy (Specialty): Specialties include: Radio Astronomy and Stellar Astronomy

Physics (Specialty): Specialties include: Quantum Mechanics, AstroPhysics, GeoPhysics and Biophysics

Psionics: The study or application of Psionics.

Psychology (Specify Race):

Anthropology (Human Race):

Sociology (Human)

Xenology (Alien):

Archaeology (Human Race)

Ancientology (Ancient Race):

Mathematics:

Linguistics: Skilled in translating and interpreting verbal or written language of a race similar to existing languages.

* I've only listed the ones that have the most application IMTU.