

Naval Skill Tables

Command Skills (Officers Only)

- 02 Administration
- 03 Cultural
- 04 Naval Architecture
- 05 Military Codes
- 06 Persuasion
- 07 Administration
- 08 JTOC-CIC
- 09 Leadership
- 10 Ship Tactics
- 11 Political
- 12 Choice + PIP

Staff Skills (Officers & Petty Officers Only)

- 02 Recruiting
- 03 Logistics
- 04 Military Codes
- 05 Financial
- 06 Language
- 07 Administration
- 08 JTOC-CIC
- 09 Leadership
- 10 Ship Tactics
- 11 Persuasion
- 12 Choice + PIP

Other Possibilities (To be developed):

- Friendly Contacts
- Early Career Course*
- Immediate Promotion**

- Friendly Contacts
- Early Career Course*

* Only with Excellent ER/FR

** Only with Excellent ER/FR and Successful Combat Action

Petty Officer Skills (Petty Officers Only)

- 02 Recruiting
- 03 Instruction
- 04 Damage Control
- 05 Leadership
- 06 Administration
- 07 CargoMaster
- 08 Keyboarding
- 09 **Vehicle**
- 10 ExoFrames-A_Grav Loaders
- 11 Medical
- 12 Security

Navy Life Skills (Enlisted Only)

- 02 Damage Control
- 03 Life Support
- 04 Vacuum Suit-EVA
- 05 Logistics
- 06 Electro-Mechanical
- 07 Macro Electronics
- 08 Micro Electronics
- 09 Medical
- 10 Welding-Machine Shop
- 11 Gambling
- 12 Seduction

Shipboard Skills

- 02 **Computer**
- 03 Damage Control
- 04 Ship's Gunnery
- 05 CargoMaster
- 06 Security
- 07 Electro-Mechanical
- 08 Leadership
- 09 Gambling
- 10 Culinary
- 11 Photography
- 12 Political

Starport Skills

- 02 Seduction
- 03 Administration
- 04 Combat Knife
- 05 Martial Arts
- 06 **Watercraft**
- 07 **Vehicle**
- 08 **Animal Handling**
- 09 Smuggling
- 10 Gambling
- 11 Streetwise
- 12 Cultural

Academic Skills

- 02 +1 Integrity
- 03 Language
- 04 Historical
- 05 Cultural
- 06 Research
- 07 Databasing
- 08 +1 Determination
- 09 +1 Perception
- 10 +1 Charisma
- 11 +1 Intelligence
- 12 +1 Social Status

Survival Skills

- 02 Medical
- 03 Damage Control
- 04 Kayaks-Canoes
- 05 Swimming-Water Survival
- 06 Vacuum Suit-EVA
- 07 Desert Survival
- 08 Artic Survival
- 09 Mountaineering
- 10 Combat Pistol
- 11 Wilderness Survival-SERE
- 12 Pathfinding

Personality Skills

- 02 Ethics
- 03 Seduction
- 04 Instruction
- 05 Interrogation
- 06 Streetwise
- 07 Cultural
- 08 Acting-Voice
- 09 Leadership
- 10 Persuasion
- 11 Political
- 12 Gambling

Athletic Skills

- 02 +1 Body Mass
- 03 A-Grav Combat
- 04 Acrobatics-Gymnastics
- 05 Martial Arts
- 06 Grav Vehicle GAO
- 07 Grav Vehicle ULA
- 08 +1 Agility
- 09 +1 Dexterity
- 10 +1 Endurance
- 11 +1 Strength
- 12 +1 Appearance

Technical Skills

- 02 Electro-Mechanical
- 03 Welding-Machine Shop
- 04 Drafting-CAD
- 05 Fabrication Shop
- 06 Keyboarding
- 07 Photography
- 08 Medical
- 09 Ship's Gunnery
- 10 Robotics-Cybernetics
- 11 Macro-Electronics
- 12 Micro-Electronics

Combat Skills

- 02 Medical
- 03 Vacuum Suit-EVA
- 04 Swimming-Water Survival
- 05 Wilderness Survival-SERE
- 06 **Combat Blade**
- 07 **Small Arms**
- 08 **Special Weapons**
- 09 **Throwing Weapons**
- 10 Martial Arts
- 11 Reconnaissance-Stealth
- 12

**Flight Branch Skills (StarFighter)
(Officers Only)**

- 02 Vacuum Suit-EVA
- 03 Medical
- 04 Fighter Gunnery
- 05 Fighter Tactics
- 06 Astro-Navigation
- 07 Piloting (StarFighters)
- 08 Aerial Navigation
- 09 Astrocommunications
- 10 **Computer**
- 11 Flight Mechanics
- 12 Piloting (UAVs)

**Communication Branch Skills
(Officers Only)**

- 02 **Computer**
- 03 Micro-Electronics
- 04 Macro-Electronics
- 05 Fire Control
- 06 Astrometrics
- 07 Astro-Communications
- 08 Tactical Communications
- 09 Cryptography
- 10 Astro-Telemetry
- 11 Universal Code
- 12 EW-ELINT

**Gunnery Branch Skills
(Officers Only)**

- 02 **Computer**
- 03 Damage Control
- 04 Electro-Mechanical
- 05 Naval Ordnance-EOD
- 06 Ship's Gunnery
- 07 Fire Control
- 08 Ship's Defenses
- 09 Nuclear Weapons (C)
- 10 Macro-Electronics
- 11 Tactical Gunnery
- 12 Leadership

**Flight Branch Skills (Starship)
(Officers Only)**

- 02 Vacuum Suit-EVA
- 03 Administration
- 04 **Naval Engineering**
- 05 Ship Tactics
- 06 Astro-Navigation
- 07 Leadership
- 08 JTOCS-CIC
- 09 Jump Navigation
- 10 **Communications**
- 11 **Computer**
- 12 Fleet Tactics

**Engineering Branch Skills
(Officers Only)**

- 02 **Computer**
- 03 Damage Control
- 04 Life Support
- 05 Anti-Grav Drives
- 06 Maneuver Drives
- 07 Jump Drives
- 08 Naval Architecture
- 09 Power Plants
- 10 Robotics-Cybernetics
- 11 Electro-Mechanical
- 12 Macro-Electronics

**Administration Branch Skills
(Officers Only)**

- 02 **Computer**
- 03 Administration
- 04 Financial
- 05 Logistical
- 06 Legal
- 07 Persuasion
- 08 Research
- 09 **Language**
- 10 Ethical
- 11 **Computer**
- 12 Political

**Naval Intelligence Branch Skills
(Officers Only)**

- 02 Biometrics
- 03 Intrusion
- 04 Black Laboratory (C)
- 05 Explosives-Demolition
- 06 Streetwise
- 07 Interrogation
- 08 Surveillance-PEST
- 09 Pick Pocketing
- 10 Acting-Voice
- 11 Disguise-Wardrobe
- 12 Forgery

**JAG Branch Skills
(Officers Only)**

- 02 **Computer**
- 03 Research
- 04 Administration
- 05 Commercial Codes
- 06 Military Codes
- 07 Para-Legal
- 08 Interstellar Codes
- 09 Criminal Codes
- 10 Financial
- 11 Persuasion
- 12 Political

**Medical Branch Skills
(Officers Only)**

- 02 Autopsy
- 03 Veterinary Care
- 04 Pharmaceutical
- 05 Cryonics
- 06 Surgical
- 07 Medical
- 08 Xeno-Medical
- 09 Xeno-Surgical
- 10 Bionics
- 11 Medical Laboratory
- 12 Diagnostic Imaging