New Professions

NOTE: The Colonist and the Crewman both do not have a professional skill. The PC who wishes to enter either career can add a total of 7 point to any pair of stats.

Colonist

A Colonist is a profession that is basically a jack-of-all-trades. A colonist is not so much a person who likes to colonize people. They are more like the type of person that is handy to have around. They are called colonist because most do become colonists, by volunteering for colonial expeditions. Their professional skills are as follows:Appraisal

Bluff

Bodyspeak

Chef

Climbing

Computers: Access & Operate

Concealment

Disguise

Dramatics

Entertaining

Finance

Gemology

Geology

Geophysics

Haggling

Law

Machinery Ops

Machinery Repair

Making Items/Structures

Medical Diagnosis

Medical Treatment:(Choice of 1)

Persuasion

Photography

Politics

Robotics: Identification

Robotics: Activate/Deactivate

Society

Vehicles:(Choice of two)

Weapons: Beams

Weapons: Melee

Weapons: Martial Arts

Crewman

Crewmen are the backbone of the Fleet and the workhorse of a ship. They know their duty inside and out. They combine the agile skills of a Techex and the discipline of an Enforcer to get things done in the controlled environment on board a starship. The following are the Crewman professional skills:

Chemistry

Communications Devices: Operate

Communications: Repair

Computers: Access & Operate

Computers: Display Information

Computers: Interface

Computers: Program Manipulation

Computers: Program Writing

Computers: Ship Operations

Computers: Repair Mainframe

Engineer: Civil

Engineer: Mechanical

Engineer: Ship Design

Machinery: Operation

Machinery: Repair

Medical Devices

Medical Diagnosis

Medical: Wounds 1

Security Sys.: Activate& Operate

Security Sys.: Deactivate

Security Sys.: Ship Security

Vehicles: Atmospheric

Vehicles: Cars

Weapons: Beam

Weapons: Missiles

Weapons: P.G.S.

Profession Specialty System

This new specialty system allows for a more diverse character. Profession Specialties (ProSpecs) are more specific advancements in an otherwise very general career. Each Profession has a few specialties, and some share specialties. But to advance into a specialty, one must fulfill the Prerequisites listed for each specialty. When a character advances into a specialty, the character receives bonuses, and gains access to a previously inaccessible skill list. The Basic Mechanics are explained below.

The Basic Mechanics

Specialty Prerequisites, Skills & Skill Advancement

As stated previously, to enter into a specialty, a character must fulfill the Prerequisites listed for the specific specialty in mind. When a character advances to a specialty, he receives bonus skills, much like professional skills. On advancement into a specialty, the character also receives **10 points** that can be used to raise Basic Attributes, or Racial Abilities, or buy new professional skills is (not Specialty skills).

ProSpecs have specific skill available to it. They are bought at normal professional cost, but no other profession specialty skills can be bought at nonprofessional cost. To advance the skill levels of the skills acquired from the Specialty, it only cost normal professional cost.

ProSpec Levels and Advancement Bonuses

ProSpec also have levels and ProSpec Advancement produces bonuses. For every level advanced in a ProSpec after level one (1), the PC receives 1 point to be used as Attribute advancement, or Racial Abilities.

To advance ProSpec Level, it costs the Level the character wants to attain in experience points, i.e. Level 2 costs 2 XP, Level 3 costs 3 XP. A character can not advance more than one ProSpec Level at a time.

Exit Options and Requirements

A PC can advance from one Specialty to another, but only through the exit options given for that specialty. Also, the PC must fulfill the Exit Requirements before exiting the particular specialty. Each is listed for the individual specialty.

List in this section are the exit options for each specialty. Once the PC meets the Exit Requirements, he can choose from any of the listed Specialties to move to. The PC must also meet the Entry requirements for the new Specialty to choose from the Specialty's skill list.

Some exit options list other profession's specialties. When a character chooses this option, he is not changing his profession, just his specialty and is entering into a realm of specialty where most if not all prerequisite skills will be nonprofessional, therefore costly. Also, when a pc chooses this route the skills bought from the specialty skill list are bought at nonprofessional cost, also.

Exit Requirements: All Spec. Skill Level (#). This means the character must buy all the specialty skills under his current specialty (unless he already has them), and then get to the level as listed before exiting.

Cross-over Specialties

Any person within a given profession can choose from the list of ProSpecs attributed to his Profession. Note that some professions share specialties. These types are called cross-over specialties.

The Profession Specialties (ProSpec)

The following is a description of each of the specialties, listed with its prerequisites and Specialty Skills. Once the PC qualifies (passes the Prerequisites) for the Specialty, he may choose from skill listed below.

ENFORCER

Assassin

Prerequisites : Weapons: Melee Weapons Level 3, Weapons: Martial Arts Level 3, Stealth Level 4, Any 2 Ranged Weapon Skill at Level 5.

These are the elite group of Enforcers that have mastered the intricate application of stealth, cunning and dexterity in order to take an individual being's life. The profession is considered an art in its own right. Art or not, Star Law does not look too kindly on Assassins. Being relatively illegal in most sectors is a major disadvantage, but being an assassin has its advantages also. There is what is known as the assassins guilds through out the Frontier. For example, the Interstellar Guild for Assassins (IGA) on Outer Reach, Dramune is one of the most powerful. An assassin PC can join and gain special access to the Black Market (for jobs and supplies) if he gives 5% of his earnings from each adventure.

Specialty Skills: Marksmanship: P.G.S. Weapons, Master: Martial Arts, Shadowing, Silent Kill, Spot Weakness

Exit Requirements: Assassin Level 4+, All Spec. Skills Level 3+

Exit Options: Corporate Spy; Law Enforcement; Explorer: Attack Scout

Corporate Security

Prerequisites : Law Level 3, Any three Security Systems skills Level 3, Communication Devices: Operate, Any 2 Ranged Weapon Skill at Level 5.

To be a Corporate Security or Corpguard, is to be the strong arm and tight grip of the executive level of the corporations; the individuals that do the dirty work. Each major and some minor corporations have an army of Corpguards. This particular specialty makes up a majority in the Enforcer profession. Corpguards are looked on with mixed emotions by society and its institutions. Star Law respects the Corpguards legal jurisdiction (corporation property), but once they step out, the Star Law Rangers pounce on them like a cat on prey. General society show little respect to guards, but cause no trouble with them. One good thing about being a guard is that they can always find a job.

Specialty Skills: Corp. Intel./Counter-Intel., Corporate Knowledge, Corporate Security Knowledge, Security Systems: Design, Security Systems: Expert

Exit Requirements: Corporate Security Level 4+. All Spec. Skills Level 3+,

Exit Options: Corporate Spy; Law Enforcement; Soldier

Corporate Spy

Prerequisites: Any three Security Systems skills Level 4, Computers: Activate/Operate, Computers: Bypass Security Level 4, Computers: Display Information Level 2, Weapons: P.G.S. Level 4

The corporate spy is the deep dark and very illegal profession that lives and thrives off of the secrets of competing enemy corporations. They specialize in stealing corporate secrets to "further the growth of free enterprise". Corporate Spy is an example of a cross over specialty. When an Enforcer specializes as one, he is called a corporate agent. When a Techex specializes as one, he is called a technospy. They generally emphasize different things in the activities. Usually a good corporate spy team has a mixture of the two. There exists what is known by Star Law as the Corporate Spy Underground, which is the very secret underground organization that provides safe houses for corporate spies.

Specialty Skills: Computers: Espionage Programming, Corp. Intel./Counter-Intel., Corporate Knowledge, Corporate Security Knowledge, High-Tech Forgery, Infiltration, Listen, Streetwise

Exit Requirements: Corporate Spy Level 4+. All Spec. Skill Level 4+

Exit Options: Corporate Sec.; Assassin; *Explorer*: Attack Scout

Fighter Pilot

Prerequisite: Vehicles: Air Level 6, Computers: Activate & Operate, Weapons: P.G.S. Or Beam Level 6, Communication Devices: Op. Level 4.

The Fighting Tigers of the stars, fighter pilots are the backbone of interstellar combat. These few good men fly the state-of-the-art flying machines of the stars. The fighter pilot is an over glorified profession, but they don't complain. Fighter pilots are also qualified in-atmosphere pilots. "In-ats" as they are called, are what fighter pilots start out as, later graduating to "space jocks". The fighter pilot is another example of a cross over specialty either the crewman or the enforcer can take as a profession. A PC can be a free-lance, a corporate, a planetary militia or a Spacefleet pilot. As a free-lance pilot, the character has little job security, but gets paid big. They act as the mercenary in the stars. As a corporate pilot, the character must choose a corporation; planetary militia pilots must choose a planet; Spacefleet pilots must work out details with the GM.

Specialty Skills: Accuracy, Basic Maneuvering, Combat Maneuvering, Combat Tactics, Command Skill, Emergency Landing

Exit Requirements: Fighter Pilot Level 5+ All Spec. Skill Level 3+

Exit Options: Soldier, Law Enforcement; *Crewman*: Astrogationeer.

Law Enforcement

Prerequisites: Law Level 5, Weapons: Beam Level 4, Weapons: P.G.S. Level 5, Running, Communication Devices: Operate Level 3, Any one Security Skill Level 3

Law Enforcement is a general specialty referring to any individual involved in enforcing the law. There are a few different Branches of Law Enforcement a PC has to choose from when entering into the Law Enforcement specialty. The following are the Branches for the Law Enforcement specialty:

Star Law:

For full understanding of Star Law's organization, jurisdictional powers, and roles, refer to the following articles: *Freeze! Star Law*, *Star Law Returns*, and *Silver-Twin*. A character should choose a branch, and take the lowest Rank in the branch. Silver Twin can only be chosen after serving in the Special Forces Divisions and reaching the rank of Captain or better. As a Star Law Ranger, the individual gains the powers of his department. Also the Star Law PC may get some issued weaponry, which will be up to the GM.

Local Authority:

Each world has their own law enforcement branches and are always hiring. Keeping the individual citizenry on each world in line takes a small army. Some local authorities are linked to the planetary militia while others are a separate department. The GM should advise the player on what specifics each world the character is interested in.

Free-lance:

Free-lancers cover a broad range of law enforcement- for-hire; from bounty hunter to private investigator, from bodyguards to special security. Most Free-lancers don't do one or the other. They usually end up delving into a little bit of all the free-lance jobs. Free-lancing is a hard career because it's hard to compete in the field and free-lancers are usually underpaid. The free-lancers do have the benefit of being closer to the streets than the "professionals". They usually have one or contacts (GM's decision) on the streets which usually comes in handy.

Specialty Skills: Contact Law, Corporate Law, Criminal Investigation, Legal Semantics, Marksmanship: Beam Weapons, Space Law, Spot Hidden

Exit Requirements: Law Enforcement Level 4. All Spec. Skill Level 6

Exit Options: Assassin; Corporate Sec.; Corporate Spy; Soldier

Soldier

Prerequisites: Any 3 Weapon Skills at Level 5 with at least 2 being ranged, Weapons: Power Assault Armor Level 3, Vehicles: Transports Or Atmospheric Level 2 .

The soldier of the Frontier fills many roles from peace keeper to war maker, from government special forces to mercenary. There are three basic branches of service that a soldier may choose: Army (Land Fleet), SpaceFleet, and Mercenary. Each is divided up into sub-branches. Land Fleet and Mercenary are sub-branches and are very similar, but there is only one type of Soldier in Space Fleet, the Space Marine. Space Marine is usually achieved after a few years in Land Fleet. Serving in the military usually entails good retirement benefits (usually because some mercenary "organizations" are not quite as "charitable"). If the soldier is lucky enough to survive a life of many tours of duty on dangerous rim planets, suppressing rebellions, and fighting "Xeno-threats", the government usually shows a good amount of gratitude.

Specialty Skills: Command Skill , Insurgency/Counter-Insurgency, Marksmanship: P.G.S. Weapons, Marksmanship: Beam Weapons, Sense Ambush/Trap, Set & Disarm Trap, Spot Weakness

Exit Requirements: Soldier Level 5+, All Spec. Skill Level 2+

Exit Options: Assassin; Corporate Security, Law Enforcement; *Explorer*: Attack Scout; *Colonist*: Rogue

TECHEX

CompTech

Prerequisites: Computers: Activate & Operate, Any three Computers skills at level 5+ as well as at least one Computer: Repair skill at Level 4, Any one Engineer skill Level 3,

As the Alliance s need for hi-tech artificial intelligence grows, so does the need for their hi-tech masters. Computers, once again, are the controllers, watchers, filers, and complex thinkers of modern society. But today's Frontier society, learning from other societies long since destroyed by their own ignorance, has created the watcher of the watchers; the controller of the controllers. Lying under a cloud of positronic filament transfer wiring and fiber-optic nerves is the Computer Technician; the beings who insure that the Frontier society stays in operation, and also, insure the computers stay under the society's command and not the other way around. He is constantly watching for signs of self-awareness in AI and the beginnings of AIT syndrome, the condition where the machines rule, and deem all organic life inferior and unnecessary. Many societies have fallen due to AIT (Artificial Intelligence Takeover), and so the CompTech of today pledges to make sure that does not happen to the Alliance.

The Artificial Intelligence Society (AIS) is the public organization for the dedicated CompTech. It makes a point to keep separate from all government and corporate influences for the good of society, and is financed completely by its members through dues. AIS members must give 10% of any mission pay check to the AIS. The AI Society stands behind all of its members almost to a point of fanaticism. No galaxy, no planet, no continental district in the Alliance will fall under the tyranny known as AIT as long as there are CompTechs around.

Specialty Skills: Computers: Design, Computers: Expert, Computers: Hi-Tech AI, Computers: Viruses

Exit Requirements: Comptech Level 3. All Spec. Skill Level 5

Exit Options: Roboex, Technospy, Starship Engineer, Xenotech

Rigjack

Prerequisites: Two Computers Repair skill Level 3, Engineer: Mechanical Level 4, Machinery: Operate Level 4, Machinery: Repair Level 4, Robotics: Repair Level 3, Vehicles: Repair Level 4

There are far more machines in the universe than just computers, believe it or not, and most are just as complex and as difficult to care for. Vehicles, and other machinery like warehouse loaders, special robotic equipment, heavy machinery in factories, etc.; all these may be connected to some Computers or be a part of some robot. The Rigjack can take care them all, one way or another. Rigjacks are the repairmen, the mechanics, the plumbers of the galaxies and there is nothing Rigjack can't do, or so most riggers would like to think. The Rigjack has the benefit of having access to the "Gadget" Market; a market of new advancements in equipment and electronics that will aid them in their endeavors. The

Rigjack character, before a mission, may ask the GM what is available in the Gadget Market. Items and prices are up to the GM.

Specialty Skills: Technical Sabotage, Fixer Skill, Rigging: Structural, Rigging: Major Systems, Rigging: Minor Systems,

Exit Requirements: Rigjack Level 5. All Spec. Skill Level 3

Exit Options: Comptech, Starship Engineer, Technospy.

RoboEx

Prerequisites: 5 XP, Robotics: Identification, Robotics: Alter Function Level 5, Robotics: Alter Mission Level 5, Robotics: Design Level 5, Robotics: List Functions Level 5, Robotics: Repair Level 2.

Like the CompTech, the Robotics Expert seeks to act as master of the robotics field, watching and maintaining robotic equipment all over the Allied Space. Working along side the CompTechs as members of the AI Society, they pledge to the same principles of safe control and cooperation with Artificial Intelligence, but also insuring organic intelligent beings stay the controllers. Robots would be the tools to which AI would attempt to dominate the organic society, so the RoboEx, in his repairs, maintenance, and modification always watch for the signs of AIT Syndrome in robots. For more information on AIS, and its doctrine, refer to CompTech.

Specialty Skills

Robotics: General Expert

Robotics: Operating Systems

Robotics: Design Expert

Robotics: Modification Expert

Robotics: Reprogramming Expert

Exit Requirements: Roboex Level 4. All Spec. Skill Level 5
Exit Options: Comptec; Rigjack; Starship Engr.; Xenotech

StarShip Engineer

See Crewman: Star Ship Engineer for prerequisites, description and skills
Exit Requirements: Starship Eng. Level 3. All Spec. Skill Level 5
Exit Options: Rigjack; Comptech; Xenotech.

Techno-Spy

See Enforcer: Corporate Spy for prerequisites and skills. Techno-spies are the special area of Corporate spies that center on stealing competing corporation's techno-wonders. For a better description of Corporate Spy, refer to Enforcer: Corporate Spy.

Exit Requirements: Technospy Level 5. All Spec. Skill Level 5
Exit Options: Comptech; Rigjack; Colonist: Rogue

XenoTech

Prerequisites: 6 XP, Computers:Bypass Sec. Level 4, One Other Computers skill Level 4, Robotics: Alter Function Level 4, Robotics: Alter Mission Level 4, Xenotheory Level 5

The space surrounding Allied Space is full of mysteries and secrets that the institutions of science believe they can learn from. A whole area of study is dedicated to the study of alien artifacts, life forms, and civilizations. The Xenotech centers his studies on the technical wonders found on alien expeditions and xeno-archeological digs. They try their best to understand the alien techno-wonder's function, and learn from it to advance the Frontier technology. Most Xenotechs are extremely curious and are dedicated to the advancement of knowledge, but experimenting with the unknown can be beneficial and dangerous at the same time. There have been some strange unexplained deaths and disappearances in this field of work, but the Xenotechs still go on.

Specialty Skills

XenoTech.: Analysis	XenoTech.: Computers
XenoTech.: Robotics	XenoTech.: Security Sys.
XenoTech.: Repair	

Exit Requirements: Xenotech Level 4. All Spec. Skill Level 6
Exit Options: Comptech;Roboex; Rigjack; Starship Engr.

SCISPEC

GEMMER (Genetic Engineered Mistake/Mutant EliminatoR)

Prerequisites: 7 XP, Biology Level 5, Botany Level 2, Chemistry Level 4, Exobiology Level 4, Genetics Level 4, Weapons:P.G.S. Level 4, Xenotheory Level 4, Zoology Level 2

A new threat to Allied society has arisen since the introduction of unmonitored genetic experimentation done by the Megacorps. Genetic Mistakes and Mutants (Gemms) are escaping, being dumped, or just let loose unlawfully into society, contaminating it. It was deemed necessary by the Scispec profession and related institutions to start thinking about decontaminating society by sending in specialist that knew how to eliminate these contaminants effectively. Some see it as a job for the corporations that created them, but it seems that they are unwilling to take responsibility. Gemmers are the specialist hired by interested or related parties to clean up societies gene pool.(...gene pool cleaners!?!?). They specialize in the study of these genetic experiments, and effective ways to destroy them. It is a difficult job because lately, corporations have been centering their genetic engineering research around making better soldiers. This makes it difficult to hunt them down and kill them. Gemmers do have access to the latest in technology related to their career, and have a secret honor society known as the Black Flag Society, which is dedicated to the clean up and elimination of these "genetic abominations".

Specialty Skills

G.E.M.M. Analysis	G.E.M.M. Biology/Biophysics
G.E.M.M. Tracking	Weakness
Spot	
Streetwise	

Exit Requirements: Gemmer Level 4. All Spec. Skills Level 5
Exit Options:Planetary Surveyor; Colonist: Rogue

Medical Specialist
Prerequisites: 6 XP, Medical Devices Level 6, Medical Diagnosis Level 5, Medical Treatment skills Level 4, chosen Medical Field.

Medical Specialist focus their interests in a specific area of medicine, sometimes on a specific race. The individual wanting to specialize in medicine must decide, with the GM agreement, on a specialty field, like Genetics, Gynecology, ts Plastic Surgery, CyberSurgery, Bionics, etc. Then the GM will decide on the specific bonuses which the character will receive.

Specialty Skills

Medical: Expert	Pharmacology
Special area of Medicine	

Exit Requirements: Medical Spec. Level 4. All Spec. Skills Level 5
Exit Options:Gemmer; Xenospecialist

Planetary Surveyor

Prerequisites: 6 XP, Analyze Ecosystems Level 5, Analyze Animal Behavior Level 3, Archeology Level 3, Biology Level 3Botany Level 3, Exobiology Level 3, Xenotheory Level 3, Zoology Level 3

One of the most enduring and oldest careers in the Frontier is the planetary surveyor. The Planetary Surveyor (or just Surveyor) is the key individual in evaluating the classification and the feasibility of colonization of newly discovered planets. They are always a part of a first-in team, usally taking up a major part of the team. They usually stay on designated planets for long periods of time painstakingly recording data with the best of accuracy to make sure there is no mistake. Many lives may depend on their decision, so they take great pride in their work. One big benefit of planetary surveyors is their pay check. The corporations, especially during expansion times, are willing to pay incredible rates for surveyors that are good and thorough at what they do.

Specialty Skills

Cartography	Cultural Anthropology
Ecological Dynamics	Oceanography
Sociodynamics	Terraforming Knowledge

Exit Requirements: Planet. Surveyor Level 4 All Spec. Skill Level 5
Exit Options:Gemmer; Xenospecialist

Xeno-Specialist

Prerequisites: 4 XP, Archeology Level 4, Biology Level 5,Botany Level 2, Chemistry Level 4, Exobiology Level 4, Genetics Level 4, Physics Level 3, Xenotheory Level 4, Zoology Level 4

Another career related to the grand mysteries that await in the unexplored space beyond Allied Space, the XenoSpec emphasizes on the hard science of alien studies; archeology, exobiology, botany, and other sciences. They sometimes are a part of first-in teams if there is a belief that there is something related to alien cultures on the prospective planet. Again, like the planetary surveyor, when there is a major need like during a war with an alien race, the xenospecialist is known to be paid incredible amounts of money to analyze and make studies on the alien race in question.

Specialty Skills

Exobiology: Expert	Xenoarcheology
Xenoculture	Xenolinguistics
Xenopsychology	

Exit Requirements: Xenospec.Level 4. All Spec. Skill Level 5

Exit Options:Med. Spec.; Planetary Surveyor

EXPLORER

Attack Scout

Prerequisites: 6 XP, Camouflage Level 6,Communication Devices: Operate Level 4, Concealment Level 4, Stealth Level 4, Survival Level 4, Weapons: P.G.S. Level 5

The Frontier's version of a special forces commando, the Attack Scout is usually the first in on an attack on an alien world, or usually the central part in a special mission. The Enforcer is not the only profession related to the military. Attack Scout teams are strictly a part of the SpaceFleet Space Marines and are specially trained with special commando techniques for dangerous, small group missions. Attack Scouts are also survival experts, trained to survive in high risk environments solely to get their mission complete.

Specialty Skills

Command Skill	Commando Skill
Marksmanship: P.G.S. Weapon	Sense Ambush/Trap
Set Ambush	Set & Disarm Trap
Survival Instinct	

Exit Requirements: Attack Scout Level 5. All Spec. Skill Level 4
Exit Options: Jugger; Xenohunter; Colonist: Rogue, Recon Scout

Contact Emissary

Prerequisites: 4 XP, Body Speak, Communication Level 4, Finance Level 3, Haggling Level 4, Law Level 3, Persuasion Level 4, Politics Level 4, Society Level 3

Much lies on the shoulders of a contact emissary. Their main purpose is to represent their employee in a first contact situation with an alien life form, one that has been approved for contacting. The employer may be a corporation, planetary government, or the Council of Worlds itself, but permission must always be gotten from the Security Council, and the contact must be supervised by Star Law. Contact is up to the emissary, and one wrong move could scare or insult aliens into war. The emissary must be very eloquent, and strong in cultural etiquette. He must be a good diplomat. First always makes the difference.

Specialty Skills

Contact Law	Diplomatic Oratory
Xenoculture	Xenoliguistics

Exit Requirements: Contact Emissary Level 4. All Spec. Skill Level 5
Exit Options: Attack Scout; Ranger

Jugger

Prerequisites: 4 XP, Camouflage Level 4, Pumping Fed. , Ride Mount Level 4, Running, Stealth Level 4, Survival (two climates) Level 4, Tracking Level 4, Weapons:Martial Arts Level 4, Weapons:Melee Level 4

The real test of an athlete is the ability to play any game thrown at him and do it well. Sports and athletics center around the Jugger career; a career that involves all possible sports and games (including gladiatorial games). A jugger spends his life travelling between each planet that is in his conference district taking on the Challenges that each conference throws at him. He is the ultimate athlete, gladiator of the Allied Space.

Specialty Skills

Athletics Skill	Cheat Skill
Intergal. Sports Know.	Master: Martial Art
Master: Melee	Push Skill

Exit Requirements: Jugger Level 5. All Spec. Skill Level 5
Exit Options: Attack Scout; Xenohunter; Colonist: Rogue

Ranger

Prerequisites: 5 XP, Analyze Animal Behavior Level 5, Camouflage Level 4, Climbing, Make Item/Struct. ,Survival Level 3 (2 Climates) , Track. Level 4, Weapons: Martial Arts Level 5

The primary function of the Ranger is a guide to the Rim worlds and the space surrounding them. They guide new colonists to their perspective destinations. They are expert survivalists if anything should happen and are dedicated to getting their job done safely. He'll protect them at any cost.

Specialty Skills

Foraging Expert	Hunting
Survival Expert	Survival Instinct
Sense Ambush/Traps	Set & Disarm Traps

Exit Requirements: Ranger Level 4. All Spec. Skill Level 5
Exit Options: Attack Scout; Contact Emiss.; Xenohunter; Colonist: Rogue

Recon scout

Prerequisites: 2 xp, Camouflage 6, Climbing 1, Comm dev: op 4, Comm dev: rep. 2, Concealment 6, Find Direction 5, Make item/structure 1, Running 1, Stealth 6, Survival (x2) 3, Tracking 4, Vehicle:cars 1, WeaponsBeam or P.G.S. 4

In contrast to the Attack Scout, the Recon scout's main objective is information. The recon scout will typically be infiltrated before hostilities actually begin. Recon scouts are trained to go completely unnoticed by the opposition while gathering information on enemy installations, defenses, troop quantity, quality, and composition and reporting this information to friendly forces.

Specialty Skills

Cartography	Infiltration
Sense ambush/trap	Shadowing
Spot hidden	Set/disarm traps
Survival expert	

Exit Requirements: Recon Scout Level 5. All Spec. Skill Level 4

Exit Options: Attack Scout, Jugger; Xenohunter; Colonist: Rogue

Xeno-Hunter

Prerequisites: 5 XP, Camouflage Level 4, Concealment Level 4, Exobiology Level 3, Stealth Level 4, Survival Level 4, Tracking Level 4, Weapons: P.G.S. Level 4, Xenotheory Level 3

The Xeno-hunter is dedicated to protecting society from any alien endangerment that might decide to infiltrate it without proper examination and permission from the Immigration Council. Alien life forms that can blend in with out first being registered are considered a threat to because of disease, and possible mixture in the gene pool. or Alien life forms that want to dwell in Allied Space must be physically examined and registered as a safe life form. Entire races must be observed and studied. Any "illegal alien" must be hunted down, and either captured or killed, but preferably the former. Xenohunters and Gemmers often work closely together, so they also are permitted into the Black Flag Society.

Specialty Skills

Alien Investigation	Exobiology: Expert
Spot Weakness	Streetwise
Survival Instincts	Xenopsychology

Exit Requirements: Xenohunter Level 5. All Spec. Skill Level 6
Exit Options: Attack Scout; Contact Emiss.; Jugger; Ranger; Colonist: Rogue

COLONIST

Contact Emissary

For a full description of Contact Emissary, see Explorer: Contact Emissary.

Exit Requirements: Contact Emissary Level 4. All Spec. Skill Level 5

Exit Options: Explorer: Ranger; Rogue

Information Investigator

Prerequisites: 7 XP, Bluff Level 4, Computers:Acc.& Op. , Disguise Level 4, Dramatics Level 4, Entertain: News Presenting Level 4, Law Level 4, Persuasion Level 4, Photography Level 4, Politics, Society Level 4, Vehicles: Cars, Vehicles:Transports

The news and information business has changed over the centuries. Government regulations do not allow for complete "freedom of the press" because they have learned over the centuries that the press can sometimes cause problems in more than one way. But journalists still thrive on retrieving information and reporting to someone, may it be the public or the executives of a corporation, or even the government. Because their range of duties are different from the once called reporters', they are now called Information Investigators. They themselves have changed little over the years working off the same ideals that -the people have a right to know although they may be risking legal action.

Specialty Skills

Investigative Reporting	Journalistic Instinct
Journalism Semantics	Streetwise

Exit Requirements: Info. Inv. Level 4. All Spec. Skills Level 5

Exit Options: Contact Emiss.; Rogue.

Rogue

Prerequisites: 6 XP, Bluff Level 5, Chef, Computers: Activate & Operate , Cryptography Level 5, Entertaining (2 Styles) , Haggling Level 5, Make Item/Structure, Persuasion Level 3, Vehicles: Cars, Weapons: Beam Level

The rogue is a mercenary of sorts willing to do any thing for a price. He can be a smuggler, pirate, thief, or special courier if the price is right. They usually travel the stars, from planet to planet, doing odds-and-ends jobs for anyone who's paying. They don't stay in one place too long, because they usually have a bad record with the authorities who like to follow them. The Pirate Alliance is always hiring rogues as is many terrorist and crime organizations and even many legitimate corporations. Not all rogue jobs are illegal, and many stay clear of a bad record by just doing the legitimate jobs.

Specialty Skills

Cheat Skill	Fast Talk
Piracy	Smuggling

Streetwise   Thieving

Underworld Knowledge

Exit Requirements: Rogue Level 3. All Spec. Skill Level 4

Exit Options: Any Specialty Under Enforcer Or Explorer Or Colonist

Colonist: Other Professions

The colonist has the option to advance into other professions given the prerequisites are fulfilled. The colonist can only do this once, after which the character must choose from the specialties available for his second profession (the one after colonist). The character must choose from the professional skills of the PCs new profession.

From Colonist to other PROFESSIONS

ENFORCER

Prerequisites: 8 XP, Body Speak, Computers: Activate & Operate , Law Level 2, Robotics: Ident. , Two Vehicles Skills, Weapons: Beam Level 3, Weapons: Martial Arts Level 3

TECHEX

Prerequisites: 11 XP, Computers: Activate & Operate , Mach.: Operate Level 3, Mach.: Repair Level 2, Robotics: Ident. , Robotics: Act./Deact. , Vehicles: Machinery Level 2, Vehicles: Repair Level 2

SCISPEC

Prerequisites:10 XP, , Computers: Activate & Operate ,Medica Diagnosis Level 4, Med. Treat.: (Choose One) Level 3

EXPLORER

Prerequisites: 11 XP, Body Speak, Climbing, Concealment Level 2, Geology Level 1, Geophysics Level 1, Haggling Level 2, Make Item/Structure, Medical Diagnosis Level 1, Med. Treat. Vet. Level 2, Persuasion Level 1, Weapons Beam Level 2.

CREWMAN

Prerequisites:Computers: Activate & Operate , Mach.: Op. Level 3, Mach.: Repair Level 2, Med. Diagnosis Level 2, Med. Treat.:Wound 1 Level 2, Vehicles: Atmos. , Vehicles: Cars, Weapons: Beam Level 1

Exit Requirements & Options: When a Colonist chooses the other profession option, the character has chosen to completely change his career. For exit options and requirements, 'just go by what his new profession is.

CREWMAN

Astrogationeer

Prerequisites: 5 XP, Communication Devices: Op. Level 4, Computers: Activate & Operate , Computers: Disp. Info. Level 3, Computers: Interface Level 4, Computers: Prog.Manip. Level 4, Computers: Ship Ops. Level 5, Find Direction Level 4, Physics Level 4

Also known as Helmsman, they work to get their starship to the exact destination discerning from all the other millions of pinpoint stars. Navigating through the stars is an extremely difficult and complicated process, and at times the Helmsman has to do his job in just a few seconds to save his ship.

Specialty Skills

Astrogation: Chart New Route	Astrogation: Find Location
Astrogation: Plot Interstellar Jump	Combat Tactics
Command Skill	Emergency Jump

Exit Requirements: Astrogationeer Level 5. All Spec. Skill Level 6
Exit Options: Fighter Pilot; Starship Engr.

Fighter Pilot

For a full description of Fighter Pilot, look under Enforcer.

Exit Requirements: Fighter Pilot Level 5. All Spec. Skill Level 7
Exit Options: Astrogationeer; Weapons Operator

Starship Engineer

Prerequisites: 5 XP, Computers: Interface Level 4, Computers: Prog. Writ. Level 4, , Computers: Repair Main. Level 4, Computers: Ship's Ops. Level 4, Engineer: Civil Level 4, Engineer: Mechanical Level 4, Engineer: Nuclear Level 3, Mach.: Repair Level 4

The classic in engineering masters, the starship engineer has been passed down over the centuries with extreme stereotyping. They have much weighing on their shoulders, and they take their work with extreme pride. They get by extremely attached to the ship they work with and are extremely critical of other engineers work (constructive criticism). They service and control all the systems on board the starship they are in charge of. They perform great miracles in times of extreme need and would sacrifice anything to save their ship.

Specialty Skills

Command Skill	Damage Control
Emergency Stress Analysis	Rigging: Starship Major Sys.
Rigging: Starship Minor Sys.	Rigging: Starship Structure

Exit Requirements: Starship Engnr. Level 5. All Spec. Skill Level 6
Exit Options: Fighter Pilot, Astrogationeer; Weapons Ops.

Weapons Operator

Prerequisites: 5 XP, Comm.Dev.: Op. Level 4, Computers: Acc & Op. , Computers: Interface Level 4, Computers: Ship Ops. Level 4, Engineer: Ship Design Level 3, Weapons: Beam Level 3, Weapons: Missiles Level 3, Weapons: P.G.S. Level 3

Targeting the enemy and hitting them in the vacuum of space with tons (sometimes megatons) of fire power is the major responsibility of the weapons operator. The weapons of a starship are an extreme responsibility, and their operators don't take their job lightly. Hit the enemy and that's it!
Specialty Skill List(Skill Lists for each Specialty)

Specialty Skills

Accuracy	Combat Tactics
Command Skill	Selective Firing

Exit Requirements: Weapons Operator Level. All Spec. Skill Level 5
Exit Options: Fighter Pilot; Starship Engr.

MENTALIST

Combat Psi

Prerequisites: 7 XP, Beam Level 4, Body Weaponry Level 3, Com. Devices-Op. Level 2, Density Level 4, Disruption Level 2, Channeling I Level 3, Channeling II Level 3, Medical Diagnosis Level 2, Paralyze Level 2 Weapons: Beam Level 3

This type of mentalist has chosen the rough life of a soldier and hold positions as combat specialists in any number of organizations and corporations.

Speciality Skills

Channeling III	Channeling IV
Extension	Find Weakness
Invisibility Mind	Marksmanship: Beam wpns
Psychic Crush	

Exit Requirements: Combat Psi Level 4 All Spec. Skills Mentalist Level 5
Exit Options: Any Mentalist Specialty, Any Enforcer Specialty

Contact Psi

Prerequisites: 5 XP, Analysis I Level 3, Communication Level 2, Empathy Level 4, File Level 1, Infatuation Level 3, Persuasion Level 3, Telepathy: Aliens Level 4, Animals Level 1, Characters Level 3

This specialty is the mentalist's version of the Contact Emissary. See Contact Emissary for a full description.

Speciality Skills

Contact Law	Diplomatic Oratory
Extension	Mental Probe
Control	Mind Link
Telepathy: AI	

Exit Requirements: Contact Psi Level 4, All Spec. Skills Level 4
Exit Options: Any Mentalist Specialty, Any Explorer Speciality

Mystic

Prerequisites: 9 XP, Density Level 4, Empathy Level 4, Hypnosis Level 2, Levitation Level 1, Shield Level 1, Telepathy: Char. Level 4, Teleportation: Limited Level 4, Theology Level 2, Truesight Level 3, Weapons: MA Level 4

A mystic is a master of mind and body. Mystics wander the galaxy seeking enlightenment. They are also the ones who are able to find psionic absorbing materials and make psionically powered objects.

Speciality Skills

Astral Projection	Body Control
Extension	Impression
Master: Martial Arts	Precognition
Shield: Area	

Exit Requirements: Mystic Level 5, All Spec. Skills Mentalist Level 6
Exit Options: Any Mentalist Specialty

Psychic Investigator

Prerequisite: 5 XP, Analysis II Level 5, Bluff Level 4, Clairaudience Level 4, Clairvoyance Level 4, Computers:Acc/Op. Level 1, Computers Display Info. Level 2, Detection Level 2, File Level 1, Persuasion Level 4, Time Read Level 1

This specialty is the mentalist's version of the Enforcer Specialty: Law Enforcement. See Law Enforcement for the full description.

Speciality Skills

Astral Projection	Extension
Invisibility	Mental Probe
Psionic Time Travel	Streetwise
Telepathy: AI	

Exit Requirements: Psychic Investigator Level 5, All Spec. Skills Level 4
Exit Options: Any Mentalist Specialty

Psychic Surgeon

Prerequisites: 7 XP, Empathy Level 4, File Level 1, Heal Others Level 1, Heal Self Level 1, Heal Self Fully Level 3, Hypnosis Level 3, Med. Diagnosis Level 4, Telekinesis Level 4, Telemanipulation Level 3, Telepathy: Characters Level 4

A Psychic Surgeon is a mentalist who has devoted his life to healing others. A Psychic Surgeon is a licensed doctor and can write prescriptions and create drugs of many kinds, including psionic affecting drugs.

Cure Self	Cure Others
Extension	Find Weakness
Pharmacology	Psychic Surgery
Psychokinesis	

Exit Requirements: Psychic Surgeon Level 5, All Spec. Skills Level 5
Exit Options: Any Mentalist Specialty , Any Scispec Speciality

Specialty Skill List & Description

Skills	Success Rate
Accuracy	+1 (+5%) / Skill level
Alien Investigation	Skill Level
Astrogation:Chart New Route	Skill Level +2CS(-1CS/2Ly)
Astrogation:ind Location	Skill Level +2 CS
Astrogation: Plot Interstellar Jump	Level +X (-1CS time mod)
Athletics Skill	Skill Level
Basic Maneuvering	Level +X
Cartography	Skill Level +2CS
Cheat Skill	Skill Level + DM
Combat Maneuvering*	Skill Level
Combat Tactics	Skill Level
Command Skill	LDR + (Skill Level * 5%)
Commando Skill	Skill Level
Computers: Design*	Skill Level +2CS(-1CS/CmpL)
Computers: Espionage Programming	Skill Level
Computers:Expert *	Skill Level
Computers: Hi tech AI*	Skill Level
Computers: Viruses*	Skill Level
Contact Law	Level +X
Corp. Intel./Counter-	Skill Level + INT Mod
Corporate Knowledge	Skill level (+2CS for Finance Skill)
Corporate Law*	Level +X
Corporate Security Knowledge	Skill Level (+2CS w/ Corp. Know. Skill)
Criminal Investigation	Skill Level (+ Logic Mod)
Cultural Anthropology	Skill Level +3 CS
Damage Control	+10% per Level (to DCR)
Diplomatic Oratory	Skill Level (+ PER Mod) (+2CS w/Fast Talk)
Ecological Dynamics	Skill Level
Emergency Jump	Skill Level+1CS(+1CS/hr**)
Emergency Landing	Automatic
Emergency Stress Analysis	5% per level (breakup%)
Exobiology: Expert	Skill Level
Fast Talk	PER + (Skill Level * 5%)
Fixer Skill	Skill Level + LDR Mod.
Foraging Expert	Skill Level + LOG Mod.
G.E.M.M. Analysis*	Skill Level
G.E.M.M. Biology/Biophysics*	Skill Level
G.E.M.M. Tracking*	Skill Level
High-Tech Forgery*	Skill Level
Hunting	Skill Level (+1CS for Tracking if owned)
Infiltration	Skill Level (+2 CS for Stealth if Stealth is successful)
Insurgency/CounterInsurgency	Skill level
Intergal. Sports Know.	Automatic
Investigative Reporting*	Skill Level + INT Mod.
Journalism Semantics*	Level +X or Skill Level
Journalistic Instinct	Skill Level+2CS(+INT Mod)
Legal Semantics	Level +X or Skill Level
Listen	Skill Level + Int. Mod.
Make Special Item/Structure	Skill Level + GM mod.
Marksmanship: Beam Weapons	Skill Level
Marksmanship: P.G.S. Weapons	Skill Level
Master: Martial Art*	Skill Level
Master: Melee*	Skill Level
Medical: Expert	Skill Level
Oceanography	Level +X
Pharmacology*	Skill Level (+1CS for Chemistry If owned)
Piracy	Skill Level
Push Skill	Skill Level(+2CS if successful Athletics skill rolled beforehand)
Rigging: *Starship Major Sys.	Skill Level
Rigging: *Starship Minor Sys.	Skill Level
Rigging: *Starship Structure	Skill Level
Rigging: *Structural	Skill Level
Rigging: *Major Systems	Skill Level
Rigging: *Minor Systems	Skill Level
Robotics: CAST use	Skill Level
Robotics: Design Expert*	Skill Level
Robotics: General Expert	Skill Level
Robotics: Modification	Skill Level
Robotics: Operating Sys	Skill Level (-OS Level)
Robotics: Reprogram	Skill Level
Security Systems: Design	Skill Level (-Level of Sec.sys.attempting)
Security Systems:Expert	Skill Leve
Selective Firing	Skill Level
Sense Ambush/Trap	Skill Level + INT Mod.
Set Ambush	-5% * Skill Level/-Skill Level CS
Set & Disarm Trap	Skill Level + DEX Mod.
Shadowing	Skill Level (-Target INT Md)
Silent Kill	Skill Level (-Target INT Md)(+2CS w/ a Stealth roll)
Smuggling	Skill Level + INT Mod
Sociodynamics	Level +X
Space Law*	Level +X
Spot Hidden	Skill Level + INT Mod.

Spot Weakness	Skill Level + INT Mod.
Streetwise	Skill Level + INT Mod. + PER
Survival Instinct	Skill Level
Survival Exper	Skill Level
Technical Sabotage	Skill Level + 1CS
Terraforming Knowledge	Level +X -
Thieving	Skill Level + DEX Mod.+2CSw/Stealth roll.
Underworld Knowledge*	Skill Level + PER Mod.
Xenoarcheology	Skill Level + 2CS
Xenoculture	Skill Level +2CS
Xenolinguistics	Skill Level (+2CS w/ Communication roll)
Xenopsychology	Skill Level
XenoTech.: Analysis	Skill Level (-GM Mod.)
XenoTech.: Computers*	Skill Level
XenoTech.: Repair*	Skill Level
XenoTech.: Robotics*	Skill Level

Discipline List with Success Rate

Disciplines	Success Rate
Astral Projection	Discipline Level
Body Control	Discipline Level
Channeling III	Discipline Level
Channeling IV	Discipline Level
Cure Others	Discipline Level +1CS
Cure Self	Discipline Level +1CS
Extension	Discipline Level +2CS
Find Weakness	Discipline Level +2CS
Impression	Discipline Level
Invisibility	Discipline Level +1CS
Mental Probe	Discipline Level -1CS per 20 Log
Mind Control	Discipline Level
Mind Link	Discipline Level +2CS
Precognition	Discipline Level +1CS
Psionic Time Travel	Discipline Level
Psychic Crush	Discipline Level
Psychic Surgery	Discipline Level -Sta Mod.
Psychokinesis	Discipline Level
Shield: Area	Discipline Level +2CS
Telepathy: AI	Discipline Level or Level +X

Accuracy

Success Rate: +1 per skill level (See new Knight Hawk Rules)

Accuracy increases a Weapons Operator's or Fighter Pilot's success rate in firing starship weaponry. For every level in this skill, the PC can increase his chance to hit by 1 point (according to the new d20 system of new KH. For old KH, +5%)

Alien Investigation

Success Rate: Skill Level

Alien Investigation allows for the PC to follow the path left by a xenomorph that has taken refuge illegally in society. Xenomorphs (aliens) are different and will have the habit of being noticed, or leaving tale-tell signs as they try to stay hidden or escape those who are hunting it. It is normally used when the PC feels he can rely on nothing else and must get more information.

Astrogation: Chart New Route

Success Rate: Skill Level +2 CS (-1 CS/2 Light years)

This skill allows the PC to plot uncharted routes to systems for reasons of short cuts, or emergencies. After successfully finding the new route, the PC can consider the route charted, but only in the direction travelled. It will require another roll to have the route charted both ways. The UPF pays 10,000 cr for information on new routes.

Astrogation: Find Location

Success Rate: Skill Level +2 CS

This skill allows the PC to determine his ship's location if it misjumped or took an emergency jump. If the ship is in a charted system, it will take 1d10 hours to determine location. In a uncharted system it will take 2d10 * 10 hours to calculate the location.

Astrogation: Plot Interstellar Jump

Success Rate: Level +X (-1 CS/2 hours not spent on plotting)

The time to plot is 2 hours for every light to be jumped. If the PC is in a hurry, then the actual time spent must be determined and compared with the required time to get the modifying column shifts.

Athletics Skill

Success Rate: Skill Level

This skill increases the PCs physical attributes after a time of preparation. After getting the skill, the PC knows the on techniques of exercise to get the most out his/her body. The time to prepare is equal to (100 -STA)/10 in hours. If the PC spends that time in training, stretching, and other special exercises, the PC may roll on his Skill Level to determine his bonus (see Below).

Athletics Skill Bonus Table	
Cobalt	+25
Blue	+20
Green	+15
Yellow	+10

This bonus lasts for STA/5 hours. If the PC does not spend the hours required, he does not get the bonuses. For every hour spent above that time, there is a +1CS.

Basic Maneuvering

Success Rate: Level +X

This skill is the basic skill for all professional pilots. It includes aircraft basics, and spacecraft basics. Roll against this ability only in extreme cases.

Cartography

Success Rate: Skill Level +2 CS

This is the ability to make maps. This skill allows the PC to map an area on paper without a MapCalc progit in his mind.

Cheat Skill

Success Rate: Skill Level + DM

This is the PC's ability to cheat at a any game. It can be combined with Entertainer: Sleight of Hand for a +2CS.

Combat Maneuvering

Prerequisite: Combat Tactics Skill, Basic Maneuvering

Success Rate: Skill Level

This is an air or space pilot's ability to effectively maneuver aggressively and safely in a high stress combat situations. A successful use during space combat gives the fighting PC -1

per skill level on his attacking die roll and a +1 for every 2 levels to his attacker's die roll (according to the new Knight Hawks Rules), and in the air, gives the PC +1 CS for every skill levels to his Vehicle: Atmosphere and -1 CS for every 2 skill levels to his attacker's weapons skill.

Combat Tactics

Success Rate: Skill Level

Combat Tactics applies to Air or Space Combat only. It can be used in many situations with the outcome left up to the GM. It can be used as a last ditch effort or used in planning ahead for combat. It is the general knowledge of combat tactics in space, and also measures the PC's experience in air or space combat.

Command Skill

Success Rate: LDR + (Skill Level * 5%)

This is the skill that is used with Leadership to give commands to subordinates. It also measures what kind of officer the PC could be or is. This skill is only used in combat or in military situations. It is most useful on suicide missions where the commander has to sacrifice one for the sake of the many. Ordering a being to his death is difficult without the proper motivation.

Commando Skill

Success Rate: Skill Level

This is sort of a luck roll for those daring one-man army types. It should be used only at the GM's discretion, but can be used to save a PC's life. It is used only when the PC is in a one-man army combat situation, and is facing extremely bad PC odds. It can give a PC +1d4 Column Shifts on spontaneous firing (Ranged weapons) upon a successful roll on the skill. It can also give any other benefit that the GM deems necessary.

Computers: Design

Prerequisites: Proper Supplies/materials & Robocom Kit

Success Rate: Skill Level +2 CS (- 1 Per Computers Level of the Computers attempting to design)

This is the general design skill for computers. The PC can design and build any Computers with this skill, but with the penalty shown above in the Success Rate. The time depends on the level of the Computers intended on being constructed, and the PC's success Result. For example, for a level 1

Computers on a Cobalt success, it should only take a few minutes. Attempting the same Computers with a Yellow result should take no less than 4 hours. Other design/build times are up to the GM.

Computers: Espionage Programming

Success Rate: Skill Level

This skill is rolled prior to any unauthorized access to a Computers system. This skill can help the infiltrating PC in avoiding many of the security programs in the system. The types of security programs (given in levels) that can be avoided with a successful roll depends on the Result. The following table gives the specifics:

Computers Espionage Programming Table	
Result	Avoidable Sec. Prog. Levels
Cobalt	Between Level 1 & 8
Blue	Between Level 1 & 5
Green	Between Level 1 & 3
Yellow	Between Level 1 & 2

Example: A PC wants to Infiltrate WarTech's Main Frame. The PC Rolls on this skill and receives a green success. That means he can dodge any Security Program between levels 1and 3 (inclusive) without having to roll on any other skill.

Computers: Expert

Success Rate: Skill Level

This is an advancement skill which when rolled, represents the PCs concentration on his other Computers skills and expertise. With a successful roll, the PC is in intense concentration and "becoming one with the Computers", in a sense. The following table shows the bonuses the PC receives on a successful roll according to Result Color:

Computers: Expert Bonus Table	
Cobalt	+3 CS
Blue	+2 CS
Green	+1 CS
Yellow	+1 CS

These modifiers apply to any other Computers skill roll to follow while the PC is at the one terminal. If there is something

that breaks the PC's concentration, or the PC simply leaves, the Expert skill must be rerolled to receive any bonus from it.

Computers: Hi-Tech AI
Success Rate: Skill level
Prerequisite: Computers: Expert
This skill gives the PC knowledge of HTAI (High-Tech Artificial Intelligence), and all the problems that could go wrong, and how to countermeasure them. HTAI are as close as modern Frontier technology can get to self-aware computers (which is pretty close), and there are certain dangers that come with them, like Computers Insanity, and related malfunctions. Organic computers are included in this skill.

Computers: Viruses
Success Rate: Skill Level
Prerequisite: Computers: Expert
Viruses can be beneficial or very dangerous, and the skill make them is a very powerful one. This skill allows the PC to have knowledge of the construction and destruction of Computers viruses.

Contact Law
Success Rate: Level +X
This is a general knowledge skill that covers all laws on first alien contact, isolation and noninterference laws, etc. This to skill empowers the PC with knowledge of when the laws are being violated, when it is allowed to be violated, etc. The PC must have this skill to apprehend any violators of these laws.

Corp. Intel./Counter-Intel.
Success Rate: Skill Level + Intuition Modifier
This skill is the measure of a PC's ability to be a spy. It also gives the PC a chance to spot other spies. Before Fast Talk and before anything else that could be rolled to get the PC passed guards, or receptionists, Intelligence/ Counter Intelligence should be rolled. With a successful roll, the PC successfully passes through all the basic security check points (like receptionists, standard guards, or the typical passer-byer). If security is heightened due to suspicion, or anticipation, there may be GM modifiers, or the PC may have to roll more than once. Also, this skill can help when needing electronic gadgets from the black market to get passed nonstandard security measures. A successful roll indicates that a contact is nearby

and can supply what the PC needs (GM discretion advised). The skill also acts as a general knowledge skill of the Spy underworld.

Corporate Knowledge
Success Rate: Skill level (+2 CS if Finance Skill is owned)
This skill gives the PC knowledge of the corporations that everyday people wouldn't know. Special techniques in general activity in the financial world, certain tell-tale signs that indicate a certain corporation was involved, or special corporate procedures, etc. (GM discretion is advised on the amount of knowledge given.
NOTE: NOT to be confused with Corporate Security Knowledge. For the PC's own corporation, there is a +1CS, for an allied there is a -1CS, and for an enemy corporation, there is a -3CS.

Corporate Law
Success Rate: Level +X
Prerequisite: Legal Semantics
This skill gives the PC knowledge of proper corporate procedures set by law for every aspect of corporate activity. A PC cannot apprehend or indict an individual or organization violating these laws without this skill.

Corporate Security Knowledge
Success Rate: Skill Level (+2 CS with Corporate Know. Skill)
This is a specific knowledge skill that covers the standard, and other security procedures of corporations. For the PC's own corporation, there is a +3 CS, for allied corporations, there is a +1 CS, and for enemy corporations, there is a -3 CS.

Criminal Investigation
Success Rate: Skill Level (+ Logic Modifier)
This skill gives the PC the ability, instinct and deductive reasoning of a good criminal investigator (Used as a last resort to pry clues out of the GM). This skill gives the PC the authority and finesse to ask investigatory questions, and get informative answers, when investigating a crime. This skill gives the PC the authority to arrest individuals involved in any violations of laws that the PC has skills for ((general) Law, Contact Law, Corporate Law, Space Law). Also, it gives the PC contacts. With a successful roll, the PC has a contact locally, and can use it in his investigation (keeping within the law). A free-lance

law enforcement PC with a criminal investigations level of 2 or above can have a private investigator's licence.

Cultural Anthropology
Success Rate: Skill Level +3 CS
Upon observation of an intelligent or semi-intelligent civilization's culture, the character can determine how that society developed, where particular aspects of the culture derived from, etc. The higher the skill, the more information the character can extract upon observation.

Damage Control
Success Rate: +10% per Level (to DCR)
A PC skilled in Damage Control can greatly help out when a ship is damaged in combat or otherwise. The PC adds the Success Rate result (found above) to the starship's Damage Control Rating. This can only be used for one repair per repair turn. The PC must be doing nothing else but repairing during the 3 preceding space combat turns. (See Knight Hawk s rules).

Diplomatic Oratory
Success Rate: Skill Level (+ PER Mod)(+2 CS w/Fast Talk)
This skill gives the PC the finesse, style, and instinct of political diplomat. The character is a master of mass compromise (compromising large population's needs and wants). It is one thing to compromise between two or three people, and a totally different thing for whole populations.

Ecological Dynamics
Success Rate: Skill Level
This skill enables a PC to analyze characteristics of particular atmospheric, or ecological activities and interpret what causes them, how it can be changed, and what results would The come about if the particular anomaly were to be changed. The PC with this skill is highly knowledgeable in all planetary environmental issues, and the results of terraforming.

Emergency Jump
Success Rate: Skill Level+1CS(+1CS/hour **)
This skill is used if the PC has no time to plot a jump, or simply wishes to take a risked jumped ("smoking the jump If the PC spends some time, but not enough (10 hours is enough), he does receive bonuses for the time he did spend. The following

instruction explains the procedure to determine the bonus: ** Divide the total number of hours spent preparing by the number of light years (RU). The result is the CS bonus. One restriction applies: the PC must spend 2 hours or more in preparation, or the ship automatically misjumps.

Emergency Landing
Success Rate: Automatic
Emergency Landings can be accomplished without this skill (with Vehicles: Atmospheric), but at high risk (and high negative Column Shifts). With Emergency Landing Skill, the flying PC only need roll his Vehicle skill, without negative CS due to the difficulty of the landing.

Emergency Stress Analysis
Success Rate: -5% per level (from ship's breakup percentage)
With this skill, the PC can advise the pilot of a starship on how to accelerate and maneuver a damaged ship without tearing the hull apart with the excess stress. Having a PC with this skill aboard a starship modifies the chance the ship will break apart when damaged. The skill level times 5 is the negative modifier to the break up chance (see Old KH rules).

Exobiology: Expert
Success Rate: Skill Level
This skill measures the PC concentration when working hard on a specific exobiology problem. The PC must role his skill level and determine the bonus that he receives, if any, by the following table:

Exobiology: Expert Bonus Table	
Result	**CS**
Cobalt	**+3 CS**
Blue	**+2 CS**
Green	**+1 CS**
Yellow	**+1 CS**
White	**0**

These bonuses only apply to the one problem, and must be re-rolled for different problems such as if the PC is distracted from his concentration or leaves and comes back later.

Fast Talk

Success Rate: Skill Level + PER Modifier (-Target s INT Modifier)

This skill measures the ability for the PC to talk himself out of a "tight" situation and measures the PC's ability to lie smoothly under severe pressure. Some might call it the ultimate bullsh*t skill. Fast talk enables the character to think up excuses, or false explanations on the spot. With a successful roll, the "target" character (listening character), if an NPC, believes the lie to some degree, depending on the success. If the target character is a PC, a special INT may be rolled (using modifiers depending on the Fast Talker s success if the GM the prefers (GM s discretion). The fast talking PC cannot fast talk an individual that has already made up his/her own mind (GM's Discretion). PER and INT modifier are determined like DEX modifier

Fixer Skill

Success Rate: Skill Level + LDR Modifier

This is a measure of an innovative PC's ability to find an item in a time of dire need in the most unlikely places (GM's discretion). If the PC succeeds at a skill roll, the GM is to determine the likelihood of the items they need being in around the area the characters are. Vehicles, equipment, or weapons can be found in the craziest places sometimes.

Foraging Expert

Success Rate: Skill Level + LOG Modifier

This skill is a measure of concentration and expertise in the area of foraging. When a PC is using a Survival skill to find food, the PC can roll on this skill first to receive one of the following bonuses:

Foraging Expert Bonus Table	
Result	CS
Cobalt	+3 CS
Blue	+2 CS
Green	+1 CS
Yellow	+1 CS
White	0

G.E.M.M. Analysis

Success Rate: Skill Level

Prerequisite: Proper information to analyze

This skill gives the PC the ability to analyze information about a G.E.M.M. (Genetically Engineered Mutant/Mistake), and determine specifics like weak spots, typical feeding and living habits. Information needed to do a proper analysis would be data relating to the G.E.M.M.'s creation and its purpose, the biology and the genetics involved in its creation, and so on.

G.E.M.M. Biology/Biophysics

Success Rate: Skill Level

Prerequisite: Successful G.E.M.M. Analysis roll

This skill gives the PC the ability to create biological weapons designed specifically for the particular G.E.M.M. (Gemm), or make informational conclusions about the Gemm relating to complicated biological, genetic, or biophysical aspects of the Gemm.

G.E.M.M. Tracking

Success Rate: Skill Level

Prerequisite: Successful G.E.M.M. Analysis roll

This skill gives the PC intuitive knowledge on where the Gemm would typically be most comfortable dwelling and other places of interest to the Gemm, like feeding grounds.

High-Tech Forgery

Success Rate: Skill Level

This skill is an advancement on the Forgery skill and gives bonuses to that skill on any attempts involving Hi-Tech Forgery (forgery involving delicate technical knowledge of advanced electronic forgery equipment) skill roll. The following chart shows the bonuses:

High-tech Forgery Bonus Table	
Result	CS
Cobalt	+2 CS
Blue	+2 CS
Green	+1 CS
Yellow	+1 CS
White	0

Hunting

Success Rate: Skill Level (+1 CS for Tracking, if owned)

This skill is a general luck roll for hunters. On a successful skill roll while hunting (for food or for fun), the PC finds and kills something, depending on the success Result Color.

Hunting Table	
Result	Kills
Cobalt	1d6 large animals
Blue	1d3 medium animals
Green	1 medium animal
Yellow	1 small animal
White	nothing

Infiltration
Success Rate: Skill Level (+2 CS for Stealth, if rolled successfully)
Stealth does not cover every aspect of movement without detection. Infiltration is a specialty skill that covers the area of sneaking into a secured area i.e. encampment, corporate facility, secured factory. In most cases it would be used as a infiltrators luck roll; last ditch effort to save one's butt (GM's discretion advised). With a successful stealth roll before the Infiltration, the PC receives a +2 CS.

Insurgency/Counter-Insurgency
Success Rate: Skill Level
This skill is a general knowledge skill of the world surrounding the rebels, revolutionaries, and anarchists of the universe. It is also the knowledge of their tactics such as terrorism, how to predict their next move, and how to deal with insurgents.

Intergalactic Sports Knowledge
Success Rate: Automatic
This is a skill of general knowledge related to the sports and games of all the galactic districts available to competitors. It is the knowledge of the tough scenes and the easy ones, the tough-game areas and the easy ones, and a general knowledge of the many games being played in the participating sectors.

Investigative Reporting
Success Rate: Skill Level + INT Modifier
Prerequisite: Journalism Semantics

This is a luck skill for those "nosy-reporters" that are looking for a break in the big story. The PC can roll on this skill, and if successful, the GM can give the PC some inside information about the problem or situation. The PC must keep in mind that problem at hand and the GM must determine using his/her own judgement, how long the PC investigated.

Journalism Semantics
Success Rate: Level +X or Skill Level
Prerequisite: Journalistic Instincts
To know the trade is to know the terms of the trade. Journalism is one of those trades that has developed its own language to and terms of operation, and this skill helps PCs through the language (Roll on +X for this type of use). Journalism Semantics also gives the PC the skill to ask the right questions, and push the right buttons" to get the story under the story they want you to know. A successful roll (using Skill Level) for this skill indicates the character may receive some unsaid, inside information from an answer to a question.

Journalistic Instinct
Success Rate: Skill Level +2 CS (+ INT Modifier)
This skill is a general luck skill for the intrepid reporter of the Frontier News-Net. On a successful roll, the GM may decide to have a "news breaking" encounter happen which or may not be related to the adventure. This skill can also be used to "sniff out something fishy" in a particular situation or allow a PC to get a gut feeling about something, allowing the GM to give some inside information.

Legal Semantics
Success Rate: Level +X or Skill Level
This skill gives the PC knowledge of the "lingo" of the legal profession. With this skill, the PC can translate from legal-ese to commoner's terms.

Listen
Success Rate: Skill Level + Int. Mod.
This is the PC's ability to listen to faint and normally indistinguishable sounds and identify them or, in the case of voices, understand them. The Int. Mod. (Intuition Modifier) is determined the same way as DM (Dexterity Modifier).

Marksmanship: Beam Weapons

Success Rate: Skill Level

Prerequisite: At least 2 levels higher in Beam

This is a concentration skill; a skill that represents the level of concentration at which the PC is concentrating on the task at hand. If the level is high i.e. the character has made a successful skill roll, then the PC receives a bonus, according to the following table:

Marksmanship: Beam Weapon Bonus Table	
Result	CS
Cobalt	+3 CS
Blue	+2 CS
Green	+1 CS
Yellow	+1 CS
White	0

This bonus only lasts for a single shot and must be rolled before every shot to receive the bonuses.

Marksmanship: P.G.S. weapons

Success Rate: Skill Level

Prerequisite: At least 2 levels higher in P.G.S.

Same as Marksmanship: Beam but applies to P.G.S..

Master: Martial Art

Success Rate: Skill Level

Prerequisite: At least 2 levels higher in Martial Art

This skill measures the frame of mind and the concentration of the PC just before going into combat. With a successful roll, the PC receives the following bonuses according to the Success Result

Master: Martial Arts Bonus Table	
Result	CS
Cobalt	+2 CS
Blue	+2 CS
Green	+2 CS
Yellow	+1 CS
White	0

This bonus only lasts for one combat round and must be rolled every combat round to receive the bonus.

Master: Melee

Success Rate: Skill Level

Prerequisite: At least 2 levels higher in Melee

Same as Master: Martial Art but applies to Melee.

Medical: Expert

Success Rate: Skill Level

This is an advancement skill which when rolled, represents the PCs concentration on his other medical skills, and expertise. With a successful roll, the PC is in intense concentration, intent on solving the patients problem. The following is table shows the bonuses the PC receives on a successful roll according to Result Color:

Medical: Expert	
Result	CS
Cobalt	+3 CS
Blue	+2 CS
Green	+1 CS
Yellow	+1 CS
White	0

These modifiers apply to any other medical skill roll to follow while the PC is at the one patient or subject. If there is something that breaks the PC's concentration, or the PC simply leaves, the Expert skill must be rolled again to receive any bonus from it.

Oceanography

Success Rate: Level +X

This is a general knowledge skill in the subject of life and ecosystems in all bodies of water. A PC with this skill is schooled in the physics, chemistry, geology, meteorology, and biology of seas, oceans, and other bodies of water.

Pharmacology

Success Rate: Skill Level (+1 CS for Chemistry, if owned)

Prerequisites: Proper chemicals and equipment.

This is the drug maker's skill. Given the proper equipment and chemicals, the PC with this skill can make any type of drug, with a proper successful skill roll. Some GM's modifiers may

apply, considering environment, complexity of the drug. Also, as a GM s note, sources for drug chemicals can t pop up in the strangest places, so don't eliminate the possibility. The PC with this skill can also modify current drugs, given the proper equipment and chemicals.

Piracy
Success Rate: Skill Level
This is primarily a general knowledge skill of the business and the ways of the Pirate Alliance (the current organization that runs a majority of the piracy in the sector). It gives the PC inside information about the pirate+s standard traditions and procedures and the ability to spot the styles of each of the pirate organizations. It also can be used as a "fake-pirate" skill when infiltrating pirate bases.

Push Skill
Success Rate: Skill Level(+2 CS if successful Athletics skill roll made beforehand)
This is an athletes last burst-of-energy in-the-heat-of-the-moment skill. If the PC need a miraculous surge of athletic power, he/she may roll on the Push Skill to see if the PC musters enough reserve energy to pull it out in the end. The bonuses for a successful roll depends on the situation and is up to the GM.

<u>Rigging</u>
Rigging is the skill area covering temporarily fixing something with the closest substitute parts and equipment that happen to be available if the real thing is unavailable. These types of skills should be regulated by the GM, and the implementation of the skill in game terms and the "proper materials" are at the GM's discretion. Modifiers may apply depending on the PCs goals on how long he/she wants the rigging to last. In other words if all else fails, rig something.

Rigging: Major System
Success Rate: Skill Level
Prerequisite: Proper materials
This skill applies to planet-bound major electronic systems i.e. major corporate Computers or security networks, or large robotic processors.

Rigging: Minor Systems

Success Rate: Skill Level
Prerequisite: Proper materials
This applies to planet-bound minor electronic systems, like vehicle computers, personal computers, small personal robots, etc.

Rigging: Starship Major Systems.
Success Rate: Skill Level
Prerequisite: Proper materials
Rigging Starships major electronic systems includes fixing any system that is essential to the ship's survival i.e. drive systems, screens, navigations etc.

Rigging: Starship Minor Systems
Success Rate: Skill Level
Prerequisite: Proper materials
Minor systems are the other electronic systems that are not primarily essential to the ship's survival, but may be secondary, like weapon's systems.

Rigging: Starship Structure
Success Rate: Skill Level
Prerequisite: Proper materials
Rigging the structure of a starship involves knowing the stresses and what kind of material could handle those stresses. It strictly applies to the structure of the ship only. It has nothing to do with electronic systems.

Rigging: Structural
Success Rate: Skill Level
Prerequisite: Proper materials
This is like Rigging: Starship Structure, but applies to anything other than starships - mainly planet-bound structures, vehicles, or buildings.

Robotics: CAST use
This skill represents the training that a CASTer receives to allow him to "multi-task" his attention span. Each CASTer has a Drone Control (DC) rating equal to the average of INT and LOG, divided by 10. A CASTer can monitor (no active control, just watching) double his DC in drones while they drones operate on their own programs. The CASTer can exercise moderate control (The degree of control a non-CASTer can have with a standard drone control device) over an number of

drones equal to their DC. Actual "telepresence", can be maintained over half the DC in drones. All fractions round down.

If the CASTer is dealing with 1/2 or less number of drones for the particular degree of control, he can maintain some awareness of his own body, and can move normally. The DEX and RS of the CASTer are at half value, however.

Robotics: Design Expert
Success Rate: Skill Level
Prerequisite: Robotics: General Expert
This skill is a measure of the PC s concentration while designing a robot; the measure of how hard his mind is working on the problem. A successful roll gives the PC the following bonuses:

Robotics: Design Expert	
Resul	Bonus
Cobal	+3 CS
Blue	+2 CS
Green	+2 CS
Yellow	+1 CS
White	0

These bonuses stay in effect during the time of non-interrupted work on one job. Another roll must be made if the PC leaves the job for any amount of time or is interrupted.

Robotics: General Expert
Success Rate: Skill Level
This skill represents the PC's level of concentration on the job at hand and his skill to finish it. General Expert refers to the following skills, and the bonuses only effect these skills:
Robotics: IdentificationRobotics: List FunctionsRobotics: Remove Security LockRobotics: RepairRobotics: Robopsycology

The following chart shows the bonuses received upon a successful Robotics: General Expert roll.

Robotics: General Expert Table	
Cobalt	+3 CS

Blue	+3 CS _
Green	+2 CS
Yellow	+1 CS
White	0

These bonuses stay in effect during the time of non-interrupted work on one job. Another roll must be made if the PC leaves the job for any amount of time or is interrupted.

Robotics: Modification Expert
Success Rate: Skill Level
Prerequisite: Robotics: General Expert
This expertise skill only applies when the PC is physically modifying the robot. This skill works the same as Robot Design Expert.

Robotics: Operating Systems
Success Rate: Skill Level (- OS Level)
This skill gives the owning-PC the ability to effectively use large robotic operating systems & networks without having to buy or advance any Computers skills. For example, large corporate factories and terraforming factories usually have large and complicated robot operating systems.

Robotics: Reprogramming Expert
Success Rate: Skill Level
Prerequisite: Robotics: General Expert
This expertise skill only applies when the PC is reprogramming the robot. It exclusively applies to the following Robotics skills:
Robotics: Alter Function
Robotics: Alter Mission
Use the Column Shift Chart from Robotics: Design Expert to determine the modifiers.

Security Systems: Design
Success Rate: Skill Level (- Security System Level attempting)
Prerequisites: Proper Materials
This skill enables the PC to design his own security system. It can be a simple booby trap around a camp site, or a complicated system of electronics. The GM must judge on the level of the system using his/her own discretion.

Security Systems: Expert
Success Rate: Skill Level

This skill measures the PC ability to concentrate on his skills and use them extremely effectively together. A Successful roll gives the PC bonuses to any Security System skill he/she is using for a single particular system. If the PC's concentration is broken in anyway or the PC gets up from the job and comes back to it later, another roll must be made to receive the bonuses again. The bonuses are as follows:

Security Systems: Expert bonus Table	
Cobalt	+3 CS
Blue	+3 CS
Green	+2 CS
Yellow	+2 CS
White	0

Selective Firing

Success Rate: Skill Level

This skill lets the gunner shoot at a specific (external) system with the ship-mounted weapons at his disposal. No internal system can be damaged using this skill (Life Support, Astrogation, or Damage Control). To use this skill, the attacking ship must be in the same hex as the defending ship. The gunner declares what system he has selected to fire at, and first rolls a d100 to determine the penalty he will receive on his d20 roll on attack (using d20 system from revised KH)

Selective Fire Combat Dice Roll Penalty Table	
Cobalt	-2
Blue	-3
Green	-4
Yellow	-5
White	-6

The gunner may use Accuracy with this skill. Now, the gunner rolls combat dice accordingly, and checks to see if the ship has E-Shields (sometimes it's good to do this before Selective Fire is declared). If the shot penetrates the E Shields, the specific system is destroyed (Defender determines energy drainage normally for E Shields). If the shot misses, it is considered a clean miss and no damage.

Sense Ambush/Trap

Success Rate: Skill Level + INT Mod.

This skill allows the PC to sense a trap or ambush several moments ahead of time instead of at the moment. This uses general INT. This should be treated as a general sense trap/ambush luck roll, i.e. used when INT (and most other) rolls fail. GM should keep in mind that the PC has this skill and should determine when it should be rolled.

Set Ambush

Success Rate: Target's INT - [5% x Skill Level] or Target's INT roll or - [Skill Level] CS to Sense Ambush Skill.

This skill measures the PC's ability to set up and properly execute an ambush, and also, the PC's judgment on how ready the target will be for the ambush. After the ambush has been set up, the target subtracts the PC's skill level * 5% from his/her INT roll or subtracts skill level in Column Shifts when using Sense Ambush skill, when attempting to detect it.

Set & Disarm Trap

Success Rate: Skill Level + Dexterity Modifier

This skill allows the PC to set traps that are more advanced than the traps the survival skill allows in civilized, developed, etc. areas, using anything that is available. Actual effect is dependent on the success result color and the GM s discretion. The target subtracts [PC s skill level * 5%] from INT roll, or [PC s skill level] Column Shifts for Sense Trap/Ambush.

Shadowing

Success Rate: Skill Level (- Target's INT Modifier) (+2CS w/ a successful Stealth roll)

This skill enables the PC to stealthfully and skillfully follow an individual with out being noticed. A successful roll gives the target a 1/4 * INT chance to notice the shadow. If this is rolled, the following PC must roll a RS to keep from getting noticed.

Silent Kill

Success Rate: Skill Level (- Target's INT Modifier) (+2CS w/ a successful Stealth roll)

This skill gives the PC the ability to kill some one silently. On a successful roll, the PC has gotten into the position to strike and must roll the weapon skill + 3CS to determine damage (if any). If the PC does cause enough damage the target gets a RS roll.

Smuggling

Success Rate: Skill Level + INT Mod

This skill measures the PC's ability to carry, import or export an object or set of objects secretly or against some laws or rules. It is also a general knowledge skill of the smuggling underworld.

Sociodynamics
Success Rate: Level +X
This is a general knowledge skill that covers the area of social cause-and-effect. The PC can spot aspects in a society and understand where that aspect could come from with reasonable probability. Also, the sociodynamicist has an extensive understanding of the aspects of "external interference"; what would happen if a spacefaring race were to disturb the normal growth of a lower tech society.

Space Law
Success Rate: Level +X
Prerequisite: Legal Semantics
This is a general knowledge skill that covers all the laws pertaining to space travel, space commerce, and space borders. No law enforcer may arrest an offender of space law without this skill.

Spot Hidden
Success Rate: Skill Level + INT Modifier
This is a luck roll for individuals who are intentionally looking for something i.e. clues or items that are intentionally hidden. This roll should be used under GM's discretion.

Spot Weakness
Success Rate: Skill Level + INT Modifier
This skill gives a fighting PC an edge during combat. On a successful skill roll, the PC has spotted a weak spot in his opponents defense or combat technique and capitalizes on it. The result is a plus to Initiative Modifier depending on the level of success:

Spot Weakness Table	
Result	CS
Cobalt	+2 to IM
Blue	+2 to IM
Green	+1 to IM
Yellow	+1 to IM

White	0

Streetwise
Success Rate: Skill Level + INT Modifier + PER Modifier
This skill measures the PCs ability to walk the streets" and deal with the diverse culture that arises from the lower end of the social class. It is the ability to understand and manipulate the language of the streets; the semantics of the street world. It also can be used as a general intuitive-guess-roll for situations on the streets that might call for one; a sixth about the streets in city areas.

Survival Instinct
Success Rate: Skill Level
This skill is similar to Spot Weakness in that it effects Initiative Roll in combat. This skill gives a PC a survivalist edge. Upon a successful skill roll, the PC may roll 2 ten-sided dice for IM and choose the highest.

Survival Expert
Success Rate: Skill Level
This skill measures the PC expertise in his Survival Field and the level of concentration when using his/her survival skills. On a successful roll, the PC receives the following bonuses.

Survival Expert Bonus Table	
Result	CS
Cobalt	+3 CS
Blue	+2 CS
Green	+1 CS
Yellow	+1 CS
White	0

These bonuses are only applicable to the particular or specific situation the survivalist rolled for. They do not carry over or have a duration. If his concentration is broken in any way, the skill must be rolled again to receive the bonuses.

Technical Sabotage
Success Rate: Skill Level + 1 CS
A PC with this skill can sabotage any piece of technical equipment that he/she wishes. The advantage of this skill is that the damage to the system would not be readily apparent

and would take some time to find. Also, he can sabotage equipment or structures to do damage to surroundings or users. For example, a tech can set up a piece of equipment to have a rapid power overload when used. The explosion could do damage to the user. Upon a failure roll, the PC cannot sabotage the particular piece of equipment at all; beyond his/her capabilities. Upon a cobalt success, the damage is so severe that the piece of equipment cannot be repaired in the field and must be taken to a shop i.e. replacement parts, etc.

TerraForming Knowledge
Success Rate: Level +X
This skill gives the PC general knowledge of equipment, procedures, and physics behind terraforming - the process of turning an uninhabitable planet (by normal standards) to habitable. The process uses large terraforming chemical reactors which manipulate inert gases into gases which are beneficial by taking a electron or proton here and adding an electron or proton there.

Thieving
Success Rate: Skill Level + Dexterity Modifier(+ 2 CS w/successful Stealth roll.)
This is a general thieves skill covering Pick pocketing to cat burglary. It allows the PC special knowledge of the thieving trade as well as con tricks, etc. If the player has any applicable entertaining skill i.e. sleight of hand or the like, the player can add +1 CS for each of these skills to his/her Thieving skill column.

Underworld Knowledge
Success Rate: Skill Level + PER modifier
Prerequisite: Streetwise
This skill gives the PC general knowledge of the society known as the Underworld; places to live (hideouts), places to buy goods (Black Market), etc. With a successful skill roll, a PC can access the Black Market and shop until his/her heart is content or find a local safe house for criminals.

Xenoarcheology
Success Rate: Skill Level + 2 CS
This is a general knowledge skill pertaining to ancient, alien relics and artifacts. The PC with this skill can make general

guesses at the use and function of alien artifacts and can determine a rough estimate on the age.

Xenoculture
Success Rate: Skill Level +2 CS
This is the general knowledge skill covering alien culture and societies, old and new. A PC with this skill has an under standing of the origins of alien culture and aspects thereof and can observe customs and etiquettes in order to make notes of what not to do in an alien society. Combined with Xenoarcheology, the PC can determine what kind of society lived at a particular site by studying the artifacts and ruins. One roll on whichever skill is higher is all that is required for that application.

Xenolinguistics
Success Rate: Skill Level (+ 2 CS w/successful Communications roll)
This enables the PC to conceptually understand an alien language that he/she has never heard before through knowledge of the universal constants of languages, gestures, and observational information. On a Cobalt success, the PC can speak small phases. On a roll of 01-02, the PC can speak long phrases.

Xenopsychology
Success Rate: Skill Level This skill enables the PC to observe and learn about the way an alien thinks and perceives things on an individual basis. He/She can understand what motivates individual aliens, and why and can spot a specific stereo-typical psychology like a Hive-Mentality.

XenoTech.: Analysis
Success Rate: Skill Level (-GM Modifier)
This skill is required to be rolled before any other Xenotech skill is to be rolled. Analysis takes a certain amount of time, according to the success result

XenoTech: Analysis Time Table	
Result	TIME
Cobalt	5 min + Skill Time
Blue	30 Min + Skill Time
Green	1d10 hrs + Skill Time

| Yellow | 3d10 hrs + Skill Time |
| White | Too alien to analyze |

Skill Time is the time that must be added due to the type of skill that is being attempted after the Analysis. Each Xenotech skill will have a Skill Time to add to the Analysis time and are given in the skill description. If no skill is being attempted after the Analysis, i.e. the PC just wants to analyze the artifact, the Skill Time need not be considered.

This skill can also be used as or called XenoTech: General Equipment, applying to alien equipment that does not fall under the other categories. The Skill Time for this application is 3d10/skill level in hours. The modifier to this skill is a GM modifier which takes a (into account how alien the artifact is.

XenoTech.: Computers
Success Rate: Skill Level
Prerequisite: Xenotech: (and a successful roll on it)
(SKILL TIME: [4d10/Skill Level] in hours
This skill covers alien Computers operation. A XenoTech: Analysis skill roll must be successfully made before using this skill.

XenoTech.: Repair
Success Rate: Skill Level
Prerequisite: Xenotech: Analysis (and a successful roll on it) and applicable Xenotech skill
(SKILL TIME: [5d10/Skill Level] in hours

This skill covers repairing damaged alien equipment. Before this skill is rolled, a roll on Analysis is required and a roll on the specific Xenotech skill that applies must be rolled. For example, a PC wants to repair a alien Computers. First an Analysis roll is made, then a XenoTech: Computers skill roll is made followed by a Repair roll. Another example, a PC wants to repair a alien Vehicle (which falls under General Equipment). Two Analysis rolls are then made, followed by the Repair roll.

XenoTech.: Robotics
Success Rate: Skill Level
Prerequisite: Xenotech: Analysis (and a successful roll on it)
(SKILL TIME: [4d10/Skill Level] in hours
This skill covers the area of alien robotics. A successful roll allows the PC to understand the function of an alien robot, and possibly modify any part of it. A Xenotech: Analysis roll must be made before attempting this skill.

XenoTech.: Security Sys.
Success Rate: Skill Level
Prerequisite: Xenotech: Analysis (and a successful roll on it)
(SKILL TIME: [3d10/skill level] in hours
This skill covers the area of electronic detection and alert devices i.e. security systems. It can be used to bypass, or detect alien security systems, but an Analysis roll must be rolled before any use.

Mentalist Specialty Skill Description

Astral Projection

Success Rate: Discipline Level

Limit: One successful use per level per day

This specialty discipline allows the mentalist's mind to leave his body and travel, invisibly and immaterially, through Astral space. Movement through Astral space is instantaneous from one point to another. While in Astral space the character's body is in a coma-like state which is unable to perform any actions. Locations in Astral space correspond with locations in real space. Beings in Astral space can see, touch, speak with, and engage in combat with other astral beings. No equipment can be carried into Astral Space except for psionically powered objects. A being in Astral space can engage in mental combat with a being in real space with a -1 Column shift penalty. The discipline Detection will allow a mentalist to see and combat an astral being with a -1 column shift penalty. Damage to the astral body is carried over to the physical body as it happens. Damage to the physical body doesn't carry over to the astral body and the mentalist is totally unaware of any damage to his body until it actually dies or he returns to it. If the body dies while the mentalist is out, the mentalist eventually lose all his stamina and his mind will dissipate when the time limit expires. **The maximum time a mentalist can remain astral is a number of minutes equal to his Logic score divided by 9 minus the mentalist's level in Astral Projection.(LOG/(9-Disc. Level))** If the mentalist remains in Astral space longer than this, his body begins to die, losing 5 points of stamina for each additional minute he remains astral.

Body Control

Success Rate: Discipline Level

Pr: Density Level 4, Trance I Level 4, Trance II Level 4

Limit: 2 successful uses per level per day

This specialty discipline allows a mentalist total control of his body. The effects include but are not limited to: Resistance to extremes of temperature, controlling body pressure to walk on liquid or semi-liquid surfaces, resisting extremes of pressure, and going without air for extended periods of time. Several types of environments can be resisted simultaneously with a -1CS penalty per environment after the first. While using this discipline a mentalist can move no faster than walking speed and can perform no complex actions including combat. The maximum amount of time this discipline can be used is a number of turns equal **Logic score divided by 9 minus the mentalist's level in Body Control (LOG/(9-Disc. Level))**. Once used this discipline cannot be attempted again for a number of minutes equal to the number of turns used.

Channeling III

Success Rate: Discipline Level

Pr: Channeling I Level 5

Limit: One successful use per day per level

A successful use of this specialty discipline allows the user to seize and redirect energy attacks aimed at him (Beam weapons, electrical current, sonic waves, etc) so as to not be harmed by them. If successful, the mentalist may redirect the attack at another character, either at the one who fired or another person. The mentalist must roll against the level of this discipline minus one, plus his dexterity modifier to successfully hit the target. If the mentalist hits, the damage caused is as per the original attack and the color result the mentalist rolled. This discipline must be checked every turn it is used.

Channeling IV

Success Rate: Discipline Level

Pr: Channeling II Level 5

A successful use of this specialty discipline allows the user to manipulate magnetic and gravitational patterns around himself, so as to control and redirect any ballistic and melee attacks. If successful, the mentalist may redirect the attack at another character, either the one who fired or another person. The mentalist must roll against the level of this discipline minus one, plus his dexterity modifier to successfully hit the target. If the mentalist hits, the damage caused is as per the original attack and the color result the mentalist rolled. This discipline must be checked every turn it is used.

Cure Others

Success Rate: Discipline Level +1CS

Pr: Heal Others

Limit: 2 successful uses per day

This specialty discipline can be used as Medical Treatment: Disease, Infection, Infestation, Poison, or Radiation, without the need for drugs of any kind. Only one function per use can

be attempted. This discipline can only be applied to a character other than the user.

Cure Self

Success Rate: Discipline Level +1CS
Pr: Heal Self
Limit: 2 successful uses per day

This specialty discipline can be used as Medical Treatment: Disease, Infection, Infestation, Poison, or Radiation, without the need for drugs of any kind. Only one function per use can be attempted. This discipline can only be applied to the user.

Extension

Success Rate: Discipline Level +2CS
Limit: 2 successful uses per level per day

This specialty discipline is only used in combination with another discipline to extend it's range by a factor of [Disc. Level] times the Result Level. ie. a Yellow Success extends the range by a multiple of [Disc. Level] x 1 while a Cobolt result extends the range by a multiple of [Disc. Level] x 4 It also can increase the duration in the same manner. This discipline represents the concentration and mastery of the mind by a mentalist.

Find Weakness

Success Rate: Discipline Level +2CS
Limit: 1 successful use per level per day

This Specialty discipline works exactly like the specialty skill Spot Weakness except that the modifier is added to the "to hit" column rather than to the IM. This discipline can only be attempted on one individual at a time and must be rolled separately for each individual. This discipline works for both physical and mental combat. This discipline counts as an attack and no other attack disciplines can be used in the same round.

Impression

Success Rate: Discipline Level
Limit: 1 attempt per month

This specialty discipline allows a mystic to enlighten a non-psionic character if the character meets the requisite Logic, and also create psionically powered objects. This discipline is so draining on the mystic that it can only be attempted once per game month whether successful or not. After an attempt a

mystic cannot use any disciplines for a week and must sleep for 20 hours. The mystic attempts to implant an enlightened one specific discipline and if failing the recipient can never learn that particular discipline. Once one level of one discipline has been implanted, the character is from then on an enlightened one and advances normally. If trying to create a psionically powered artifact use the same procedure as above with the exception that any discipline except this one can be implanted. If the discipline has a prerequisite then any and all prerequisites must be placed within the object first one level at a time at the rate of one discipline level per month, with any failure meaning the object can never hold that particular discipline and implatation must stop there. The appropriate materials, their costs and availability will be determined by the referee, but only special rare materials can actually be used in this manner; common materials should not be used. A mystic must first posses a discipline if he wants to implant it within a person or object.

Invisibility

Success Rate: Discipline Level +1CS
Pr: Illusion Level 3
Limit: 2 successful uses per day.

This specialty discipline is a refined form of illusion in that it creates an illusion of the mentalist not being there in the minds of all creatures within a 10 meter radius of himself. The illusion fades automatically after 5 * (Disc Level) turns, or when the user loses concentration. While this discipline is in effect, the user cannot move faster than walking speed and do no complex actions including engaging in combat. This discipline has no effect on machines or people outside the area of effect. If the mentalist can make a blue or better success with Telepathy: AI, then the machines listed under Telepathy: AI can also be affected.

Mental Probe

Success Rate: Discipline Level -1CS per 20 points of the target's Logic.
Pr: Telepathy: Characters Level 4
Limit: One successful use per level per day

This specialty discipline allows the mentalist to probe into another's mind for specific information. The depth of information that can be read depends on the level of success. *Yellow - The mentalist can read surface thoughts *Green -

The mentalist can read deep, hidden thoughts *Blue - The mentalist can read into the target's memory *Cobolt - The mentalist can read into the target's subconscious This discipline can only be used on character races unless the mentalist also posses Telepathy: Aliens and/or AI of level 4 or greater.

Mind Control

Success Rate: Discipline Level
Pr: Fear Level 4, Infatuation Level 4, Paralysis Level 4
Suggestion Level 4
Limit: 1 successful use per day
This Specialty discipline allows the mentalist to seize a character's mind and control his body like a marionette. The target is allowed to make a saving roll using Logic divided by 10 as his "Logic level" minus the "Logic level" of the attacker. Any success is enough to resist total control, but still allows the mentalist to automatically affect the target with one of the prerequisite disciplines at the original level of effect. The maximum time another can be controlled is a number of turns equal to the mentalist's Logic divided by ((9 - Disc. Level) x (Color Modifier)). Color Modifier are Cobolt=1, Blue=2, Green=3, Yellow=4. The maximum range of the initial attack is forty meters. There after range doesn't effect the discipline.

Mind Link

Success Rate: Discipline Level +2CS
Pr: Clairaudience Level 3, Clairvoyance Level 3,
Telepathy: Animals
Limit: one successful use per level per day.
With this specialty discipline a mentalist is able to link his mind to that of one specific animal, usually a pet. This allows the mentalist to, upon a successful roll, control the animal and use all of it's senses. While this discipline is in effect, the mentalist can do nothing except speak and hear through his own body, but can use other mentalist disciplines with the pet being the focal point for any disciplines. The maximum time a mentalist can control the pet is [Logic/(9- Disc. Level)] in minutes. To first forge a link with an animal, the mentalist must make a successful mind link roll once a day for 40 days (one month) before he can utilize pet. If the mentalist also possesses Astral Projection and is killed he can attempt to make a cobolt roll against his Astral projection to survive the death of his body and inhabit the pet, allowing it control when he astrally

projects. If this is done the mentalist loses this discipline and cannot buy it again unless he gets a new (empty) body, belonging to a member of a sentient race.

Precognition

Success Rate: Discipline Level +1CS
Pr: Clairaudience Level 4, Clairvoyance Level 4, Timeread
Limit: 1 successful use per two days
This specialty discipline allows the mentalist to look into the future and gain some insight of what's going to happen. The referee should be vague and cryptic in his responses and not to let this power be abused by players to ruin his scenario. The Referee may also secretly make a discipline check when the mentalist or someone close to him is going into a dangerous situation. The color of the result determines how much information is gained and how clear the vision is. The referee must keep in mind that this is only a quick glimpse into a specific time and provides no information about circumstances leading up to the event. Also remember that looks can be deceiving.

Psionic Time Travel

Success Rate: Discipline Level
Pr: Timeread, Astral Projection Level 2
Limit: 1 successful use per week
This specialty discipline allows the mentalist to actually send his astral body back in time. The maximum distance back in time a mentalist is able to travel is [Logic/(9-Level)] in months. The mentalist can effect events and even change history, but this is very dangerous to the mentalist and his time-line. The actual effects of changing history are up to the referee. While travelling the mentalist suffers all the effects of Astral projection and timeread, except that when moving foreword at real-time speed the mentalist can interact with the time-line. This discipline puts such a strain on the user that it can only be accomplished once per week.

Psychic Crush

Success Rate: Discipline Level
Pr: Telekinesis Level 4
Limit: 1 successful use per two levels per day
This specialty discipline is a combat form of Telekinesis where the mentalist puts telekinetic pressure on the target. The damage is applied to defenses first unless the mentalist rolls a

01-02, in which case the telekinetic field is applied underneath all armors except natural armors. The damage is equal to 1/2 Logic + (Disc. Level x 5). The range of this power is forty meters.

Psychic Surgery
Success Rate: Discipline Level minus target's Sta mod.
Pr: Heal Others, Heal Self, Heal Self Fully Level 3, Psychokinesis Level 3
Limit: 1 successful use per day
This specialty discipline allows a mentalist to do delicate modifications to organic tissue from Healing all sorts of ailments to causing hemorrhages, cramps, and pains of all kinds. The range of this discipline is touch, and that touch must be flesh to flesh. To perform this discipline the mentalist must concentrate for one complete round doing nothing else before performing this discipline.

Psychokinesis
Success Rate: Discipline Level
Pr: Telemanipulation Level 4, Clairvoyance Level 3
Limit: 1 successful use per level per day
telekinetic manipulation of extremely fine control. The user is able to do fine work as if using high-tech tools, including microscopic ability for the purposes of fixing, making, and manipulating of electronic, mechanical, and biological systems. To accomplish any of these things the user must have the requisite skills to allow their use. Example: pick locks requires Security Systems: Open Locks, doing open heart surgery requires Medical Treatment: Wounds IV. The maximum mass to be manipulated is one kilogram because this is a manipulatory discipline rather than a movement discipline.

Shield: Area
Success Rate: Discipline Level +3CS
Pr: Shield
This specialty discipline is identical to the Shield discipline with the exception that the protection extends to a radius of one meter per color result from the user. Yellow =1, Cobolt=4, etc.

Telepathy: AI
Success Rate: Discipline Level or Level +X
Pr: Telepathy: Aliens Level 4, Animals, Characters Level 4

This specialty discipline allows a character to enter the mind of intelligent robots and computers for the purpose of communication. An AI is defined as a robot of level 4 or greater, including Mechanons and other sentient robots, including computers of level 5 and above, but excluding cyborgs. The success rate is Level +X if the AI is receptive. If the AI is not receptive the success rate is the user's discipline level. Once contacted, the AI is not forced to be pleasant, but cannot shut out the user's attempts at communication. An AI who has undergone telepathic linkings numerous times can mentally converse quite well, otherwise the AI must keep it's replies short and basic.