

## Skills & Ranks Benefits

Broad/Specialty/Benefit	Cost	Ability	Rank
<b>Armor Operation</b>	7	STR	
<b>Combat armor</b>	3	STR	
> Parrying With Shield			any
⊗ Improved Operation			4/7/10
⊗ Shaking Off Stuns			2/12
<b>Powered armor</b>	4	STR	
⊗ Improved Operation			4/7/10
⊗ Shaking Off Stuns			2/12
<b>Athletics</b>	3	STR	
<b>Climb</b>	2	STR	
<b>Jump</b>	1	STR	
⊗ Increased Distance			3/4/6/7/9/10/12
<b>Throw</b>	2	STR	
> Greater Accuracy			6
> Improved distance			9
<b>Athletic Ability</b>	1	STR	
<b>Heavy Weapons</b>	6	STR	
<b>Direct Fire</b>	4	STR	
<b>Indirect Fire</b>	4	STR	
<b>Melee Weapons</b>	6	STR	
<b>Blade</b>	3	STR	
⊗ Resistance Modifier			4/8/12
> Reaction Perry			4
> Double Strike			6
> Multi Strike			9
<b>Bludgeon</b>	3	STR	
⊗ Resistance Modifier			4/8/12
> Reaction Perry			4
> Double Strike			6
> Multi Strike			9
<b>Powered weapon</b>	4	STR	
⊗ Resistance Modifier			4/8/12
> Reaction Perry			4
> Double Strike			6
> Multi Strike			9
<b>Unarmed Attack</b>	5	STR	
<b>Brawl</b>	3	STR	
> Knock Out			4
> Increased Damage			8
<b>Power Martial Arts</b>	5	STR	
> No Hands			5
> Knock Out			3
> Increased Damage			7
<b>Acrobatics</b>	7	DEX	
<b>Daredevil</b>	4	DEX	
<b>Defensive Martial Arts</b>	5	DEX	
> Block			2
> Reaction Block			4
⊗ Resistance Modifier			4/8/12
<b>Dodge</b>	4	DEX	
> Action Benefit			3
> Reaction Dodge			7
⊗ Resistance Modifier			4/8/12
<b>Fall</b>	3	DEX	
<b>Flight</b>	2	DEX	
⊗ Improved Movement			3/4/7/8/11/12
<b>Zero-G Training</b>	2	DEX	
⊗ Improved Training			4/7/10
> Sesheyan Advantage			*
<b>Acrobatic Ability</b>	1	DEX	
<b>Manipulation</b>	6	DEX	
<b>Lockpick</b>	4	DEX	
<b>Pickpocket</b>	4	DEX	
⊗ It takes one to know one			3/6/9/12
<b>Prestidigitation</b>	3	DEX	
<b>Modern Ranged Weapons</b>	6	DEX	
<b>Pistol</b>	4	DEX	
> Quick Draw			3

⊗ Distance Precision			5
> Double Shot			6
<b>Rifle</b>	4	DEX	
⊗ Improved Aim			3
⊗ Precise Shooting			6
⊗ Distance Precision			3
<b>SMG</b>	4	DEX	
> Rock n Roll			3
⊗ Precise Shooting			6
> Extra Burst			9
<b>Prim. Ranged Weapons</b>	7	DEX	
<b>Bow</b>	4	DEX	
⊗ Distance Precision			3
> Double Shot			6
<b>Crossbow</b>	3	DEX	
⊗ Distance Precision			3
> Rate of Fire Increase			6/12
<b>Flintlock</b>	3	DEX	
⊗ Distance Precision			3
> Rate of Fire Increase			6/12
<b>Sling</b>	4	DEX	
⊗ Distance Precision			3
> Double Shot			6
<b>Stealth</b>	7	DEX	
<b>Hide</b>	4	DEX	
<b>Shadow</b>	4	DEX	
<b>Sneak</b>	5	DEX	
<b>Vehicle Operation</b>	3	DEX	
<b>Air Vehicle</b>	5	DEX	
⊗ Improved Proficiency			4/8/12
<b>Land Vehicle</b>	3	DEX	
⊗ Improved Proficiency			4/8/12
<b>Space Vehicle</b>	5	DEX	
⊗ Improved Proficiency			4/8/12
<b>Water Vehicle</b>	3	DEX	
⊗ Improved Proficiency			4/8/12
<b>Movement</b>	3	CON	
<b>Race</b>	2	CON	
⊗ Movement Rate Increase			4/5/7/9/12
<b>Swim</b>	1	CON	
⊗ Movement Rate Increase			4/8/12
<b>Trailblazing</b>	3	CON	
<b>Stamina</b>	3	CON	
<b>Endurance</b>	4	CON	
<b>Resist Pain</b>	4	CON	
<b>Survival</b>	5	CON	
<b>Survival Training</b>	3	CON	
> Increase Effect			9
<b>Business</b>	4	INT	
<b>Corporate</b>	3	INT	
> Increase Effect			4/8/12
<b>Illicit business</b>	3	INT	
⊗ Increased Effect			4/7/10
<b>Small business</b>	3	INT	
⊗ Increased Effect			4/8/12
<b>Computer Science</b>	7	INT	
<b>Artificial Intelligence</b>	5	INT	
<b>Hacking</b>	5	INT	
⊗ Increased Effect			4/8/12
<b>Hardware</b>	4	INT	
⊗ Increased Effect			4/8/12
<b>Programming</b>	4	INT	
> Modify Existing Programs			6
> Create New Programs			3/6/9/12
<b>Demolitions</b>	6	INT	
<b>Disarm</b>	4	INT	
⊗ Increase Effect			6/12
<b>Scratch-built</b>	4	INT	

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⊗ Increase Effect			6/12
<b>Set explosives</b>	3	INT	
⊗ Increase Effect			4/8/12
<b>Knowledge</b>	3	INT	
<b>Computer Operation</b>	1	INT	
<b>Deduce</b>	2	INT	
⊗ Resistance Modifier			4/8/12
<b>First aid</b>	2	INT	
⊗ Improved First Aid			4/8/12
<b>Psionic Knowledge</b>	2	INT	
<b>Specific Knowledge</b>	1	INT	
<b>Language</b>	1	INT	
<b>Law</b>	5	INT	
<b>Court Procedures</b>	3	INT	
<b>Law Enforcement</b>	3	INT	
<b>Psionic Law</b>	1		
<b>Specific Law</b>	1	INT	
⊗ Increased Effect			3/6/9/12
<b>Life Science</b>	7	INT	
<b>Biology</b>	3	INT	
⊗ Increased Effect			3/6/9/12
<b>Botany</b>	3	INT	
⊗ Increased Effect			3/6/9/12
<b>Genetics</b>	3	INT	
⊗ Increased Effect			3/6/9/12
<b>Psionics</b>	3	INT	
⊗ Increased Effect			3/6/9/12
<b>Xenology</b>	4	INT	
⊗ Increased Effect			3/6/9/12
<b>Zoology</b>	3	INT	
⊗ Increased Effect			3/6/9/12
<b>Medical Science</b>	7	INT	
<b>Forensics</b>	3	INT	
⊗ Increased Effect			3/6/9/12
<b>Medical Knowledge</b>	3	INT	
⊗ Increased Effect			3/6/9/12
<b>Psychology</b>	3	INT	
⊗ Increased Effect			3/6/9/12
<b>Surgery</b>	5	INT	
> Cybernetic Surgery			3
<b>Treatment</b>	4	INT	
⊗ Improved First Aid			3/6/9/12
<b>Xenomedicine</b>	3	INT	
<b>Navigation</b>	6	INT	
<b>Drivespace Astrogation</b>	4	INT	
<b>Superspace</b>	4	INT	
<b>Surface</b>	3	INT	
<b>System Astrogation</b>	3	INT	
<b>Physical Science</b>	7	INT	
<b>Astronomy</b>	3	INT	
⊗ Increased Effect			3/6/9/12
<b>Chemistry</b>	3	INT	
⊗ Increased Effect			3/6/9/12
<b>Physics</b>	3	INT	
⊗ Increased Effect			3/6/9/12
<b>Planetology</b>	3	INT	
⊗ Increased Effect			3/6/9/12
<b>Security</b>	5	INT	
<b>Protection Protocols</b>	3	INT	
<b>Security Devices</b>	3	INT	
<b>System Operation</b>	4	INT	
<b>Communication</b>	3	INT	
<b>Defenses</b>	3	INT	
<b>Engineering</b>	3	INT	
<b>Sensors</b>	3	INT	
<b>Weapons</b>	3	INT	
<b>Tactics</b>	6	INT	
<b>Infantry</b>	3	INT	

⊗ Increased Effect			4/8/12
<b>Space</b>	3	INT	
⊗ Increased Effect			4/8/12
<b>Vehicle</b>	3	INT	
⊗ Increased Effect			4/8/12
<b>Technical Science</b>	7	INT	
<b>Invention</b>	4	INT	
<b>Juryrig</b>	3	INT	
<b>Robotics</b>	3	INT	
<b>Repair</b>	3	INT	
<b>Technical Knowledge</b>	3	INT	
<b>Administration</b>	4	WIL	
<b>Bureaucracy</b>	3	WIL	
<b>Management</b>	3	WIL	
<b>Animal Handling</b>	3	WIL	
<b>Animal Riding</b>	1	WIL	
> Trick Riding			3
<b>Animal Training</b>	1	WIL	
<b>Awareness</b>	3	WIL	
<b>Intuition</b>	3	WIL	
<b>Perception</b>	2	WIL	
<b>Creativity</b>	4	WIL	
<b>Creative</b>	1	WIL	
> Inspired Work			4
<b>Investigate</b>	7	WIL	
<b>Interrogate</b>	4	WIL	
<b>Search</b>	4	WIL	
<b>Track</b>	3	WIL	
<b>Resolve</b>	5	WIL	
<b>Mental Resolve</b>	3	WIL	
⊗ Resistance Modifier			4/8/12
<b>Physical Resolve</b>	3	WIL	
<b>Street Smart</b>	5	WIL	
<b>Criminal Elements</b>	3	WIL	
<b>Grid Savvy</b>	3	WIL	
<b>Street Knowledge</b>	3	WIL	
<b>Teach</b>	5	WIL	
<b>Teach Cmbt. Spec Skills</b>	3	WIL	
⊗ More Students			4/8/12
⊗ More Effective Teacher			6
<b>Teach Diplomat Skills</b>	3	WIL	
⊗ More Students			4/8/12
⊗ More Effective Teacher			6
<b>Teach Free Agent Skills</b>	3	WIL	
⊗ More Students			4/8/12
⊗ More Effective Teacher			6
<b>Teach Tech Ops Skills</b>	3	WIL	
⊗ More Students			4/8/12
⊗ More Effective Teacher			6
<b>Teach Mindwalking Skills</b>	3	WIL	
⊗ More Students			4/8/12
⊗ More Effective Teacher			6
<b>Culture</b>	5	PER	
<b>Diplomacy</b>	3	PER	
<b>Etiquette</b>	2	PER	
⊗ Increased Effect			3/6/9/12
<b>First Encounter</b>	3	PER	
<b>Deception</b>	5	PER	
<b>Bluff</b>	3	PER	
<b>Bribe</b>	3	PER	
<b>Gamble</b>	3	PER	
<b>Entertainment</b>	4	PER	
<b>Act</b>	2	PER	
⊗ Enhance Another Skill			1/4/8/12
> Disguise			4
<b>Dance</b>	2	PER	
⊗ Enhance Another Skill			1/4/8/12
<b>Musical Instrument</b>	2	PER	

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⊗ Enhance Another Skill			1/4/8/12
<b>Sing</b>	<b>2</b>	<b>PER</b>	
⊗ Enhance Another Skill			1/4/8/12
<b>Interaction</b>	<b>3</b>	<b>PER</b>	
<b>Bargain</b>	<b>3</b>	<b>PER</b>	
<b>Charm</b>	<b>3</b>	<b>PER</b>	
<b>Interview</b>	<b>3</b>	<b>PER</b>	
<b>Intimidate</b>	<b>3</b>	<b>PER</b>	
<b>Seduce</b>	<b>3</b>	<b>PER</b>	
<b>Taunt</b>	<b>2</b>	<b>PER</b>	
<b>Leadership</b>	<b>4</b>	<b>PER</b>	
<b>Command</b>	<b>4</b>	<b>PER</b>	
⊗ Increased Effect			4/8/12
<b>Inspire</b>	<b>4</b>	<b>PER</b>	
⊗ Increased Effect			4/8/12

⊗ Extended Reach			3/6/9/12
<b>Precognition</b>	<b>5</b>	<b>INT</b>	
⊗ Increased Time			3/6/9/12
<b>Psycholocation</b>	<b>3</b>	<b>INT</b>	
<b>Psychometry</b>	<b>4</b>	<b>INT</b>	
⊗ Rank Benefits			1/4/8/12
<b>Sensitivity</b>	<b>3</b>	<b>INT</b>	
⊗ Automatic Trigger			3
⊗ Increased Range			6
⊗ Triangulation			9
<b>Psychoportation</b>	<b>8</b>	<b>WIL</b>	
<b>Alter Speed</b>	<b>5</b>	<b>WIL</b>	
⊗ Action Points			6/12
<b>Apportation</b>	<b>7</b>	<b>WIL</b>	
⊗ Increased Effect			4/8/12
⊗ Time Return			6/9/12
<b>Duplicate</b>	<b>7</b>	<b>WIL</b>	
<b>Teleportation</b>	<b>6</b>	<b>WIL</b>	
⊗ Increased Distance			4/8/12
⊗ Increased Mass			3/6/9/12
<b>Timeslip</b>	<b>7</b>	<b>WIL</b>	
⊗ Dodge			6
⊗ Extended Slip			4/8/12
<b>Telekinesis</b>	<b>7</b>	<b>WIL</b>	
<b>Cryokinetics</b>	<b>4</b>	<b>WIL</b>	
⊗ Increased Damage			5/9
⊗ Encasement			6
⊗ Cryo Suspension			9
<b>Electrokinetics</b>	<b>4</b>	<b>WIL</b>	
⊗ Increased Damage			5/9
> Data Wipe			6
⊗ Tamper			6
⊗ Bypass			9
⊗ Jamming			12
<b>Kinetic Blow</b>	<b>4</b>	<b>WIL</b>	
⊗ Increased Damage			5/9
<b>Kinetic Shield</b>	<b>3</b>	<b>WIL</b>	
⊗ No Concentration			3
> Parry			6
⊗ Energy Deflection			9
> Defend Others			12
<b>Levitation</b>	<b>3</b>	<b>WIL</b>	
⊗ No Concentration			3
⊗ Extended Duration			6/9/12
<b>Photokinetics</b>	<b>2</b>	<b>WIL</b>	
> Extended Duration			4/8/12
> Illusion			3/9
> Flash			6
<b>Psychokinetics</b>	<b>4</b>	<b>WIL</b>	
> Manipulate			3/6/9/12
> Batter			6
⊗ Puppeteering			8
<b>Pyrokinetics</b>	<b>5</b>	<b>WIL</b>	
⊗ Increased Damage			5/9
<b>Sheya's Clutch</b>	<b>6</b>	<b>WIL</b>	
⊗ Increased Damage			5/9
<b>Telepathy</b>	<b>6</b>	<b>PER</b>	
<b>Contact</b>	<b>4</b>	<b>PER</b>	
⊗ Increased Duration			8
> Language			6
⊗ Switch			12
⊗ Link			3
<b>Datalink</b>	<b>5</b>	<b>PER</b>	
⊗ Increased Duration			4/8/12
⊗ Increased Distance			3/6/9/12
⊗ Memory Slots			3/6/9/12
⊗ Edit			4

Broad/Specialty/Benefit	Cost	Ability	Rank
<b>Biokinesis</b>	<b>7</b>	<b>CON</b>	
<b>Bio-armor</b>	<b>4</b>	<b>CON</b>	
⊗ Increased Effect			3/6/9/12
<b>Bioweapon</b>	<b>4</b>	<b>CON</b>	
⊗ Increased Damage			3/6/9/12
<b>Clamber</b>	<b>3</b>	<b>CON</b>	
⊗ Increased Distance			4/8/12
<b>Control Metabolism</b>	<b>3</b>	<b>CON</b>	
⊗ Rank Benefits: Special			6/9/12
<b>Heal</b>	<b>5</b>	<b>CON</b>	
> Treating Wounds			4
⊗ Healing Mortal Wounds			6
⊗ Laying On Hands			8
<b>Intangibility</b>	<b>5</b>	<b>CON</b>	
<b>Morph</b>	<b>5</b>	<b>CON</b>	
⊗ Rank Benefits: Forms			1/3
<b>Rejuvenate</b>	<b>4</b>	<b>CON</b>	
⊗ Improved Effect			4
⊗ Laying On Hands			8
⊗ Two Recipients			12
<b>Shatter</b>	<b>4</b>	<b>CON</b>	
⊗ Increased Effect			4/8/12
<b>Transfer Damage</b>	<b>3</b>	<b>CON</b>	
⊗ Displace Damage			6
<b>ESP</b>	<b>6</b>	<b>INT</b>	
<b>Battle Mind</b>	<b>5</b>	<b>INT</b>	
⊗ Increased Effect			4
⊗ Move Like Water			8
⊗ Unerring Accuracy			12
<b>Clairaudience</b>	<b>3</b>	<b>INT</b>	
⊗ Increased Duration			4
⊗ Change of Perspective			6
<b>Clairvoyance</b>	<b>3</b>	<b>INT</b>	
⊗ Increased Duration			4
⊗ Change of Perspective			6
<b>Dream Hunt</b>	<b>4</b>	<b>INT</b>	
⊗ Improved Accuracy			3/6/9/12
<b>Empathy</b>	<b>2</b>	<b>INT</b>	
⊗ Relationship			4
> Aura Reading			6
⊗ Connection			9
<b>Mind Reading</b>	<b>4</b>	<b>INT</b>	
⊗ Extra Time			3
⊗ Probe			6
<b>Navcognition</b>	<b>4</b>	<b>INT</b>	
⊗ Extra Specialty Skills			5/9
⊗ Travel Time			4/8/12
> Clarity of Mind			6
⊗ Tracking			12
<b>Postcognition</b>	<b>4</b>	<b>INT</b>	

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⊗ <i>Robolink</i>			6
<b>Drain</b>	<b>5</b>	<b>PER</b>	
⊗ <i>Rank Benefits: Ability</i>			4/8/12
> <i>Transference</i>			6
<b>Empathic Projection</b>	<b>4</b>	<b>PER</b>	
⊗ <i>Rank Benefits</i>			4/8/12
<b>Guidance</b>	<b>5</b>	<b>PER</b>	
⊗ <i>Conduit</i>			12
<b>Illusion</b>	<b>4</b>	<b>PER</b>	
⊗ <i>Vanish</i>			5
⊗ <i>Delusion</i>			9
<b>Mind Blast</b>	<b>5</b>	<b>PER</b>	
⊗ <i>Increased Damage</i>			5/9
⊗ <i>Additional Targets</i>			12
<b>Mind Shield</b>	<b>3</b>	<b>PER</b>	
> <i>Parry</i>			4
> <i>Defend</i>			8
⊗ <i>Redirect</i>			12
<b>Mind Wipe</b>	<b>5</b>	<b>PER</b>	
⊗ <i>Extended Reach</i>			3/6/9/12
⊗ <i>Edit</i>			6
⊗ <i>Unlearn</i>			12
<b>Psychic Armor</b>	<b>3</b>	<b>PER</b>	
⊗ <i>Increased Effect</i>			4/8/12
<b>Psychic Projection</b>	<b>4</b>	<b>PER</b>	
> <i>Body Riding</i>			12
<b>Subdual</b>	<b>4</b>	<b>PER</b>	
⊗ <i>Increased Effect</i>			4/8/12
<b>Suggest</b>	<b>4</b>	<b>PER</b>	
⊗ <i>Programmed Suggestion</i>			6
> <i>Delusion</i>			9
<b>Tire</b>	<b>4</b>	<b>PER</b>	
⊗ <i>Increased Effect</i>			4/8/12
⊗ <i>Transference</i>			9
<b>Undo</b>	<b>4</b>	<b>PER</b>	
<b>Obscure</b>	<b>4</b>	<b>PER</b>	
<b>Possess</b>	<b>5</b>	<b>PER</b>	