

Fertigkeit	Wert	Konkret	Attr.	Fertigkeit	Wert	Konkret	Attr.
Scrounge	+1		CH/GL	Administration	+1	6	CH/IN
Appraisal	+1	1	IN/WI	Bureaucracy*			CH/SO
Seduction			CH/WI	Federated Suns	+2		
Acting			CH/WI	Lyrion	+0		
Fast Talk			CH/WI				
Gambling	+1	4	GL/IN				
Disguise			GE/WI				
Interrogation	+1	3	CH/WI				
Intimidation	+2	2	KO/CH	Protocol*			CH/SO
Negotiation	+1	1	CH/WI	Federated Suns	+2		
Leadership	+3	6	CH/WI	Lyrion	+0	1	
Training	+1	1	CH/IN	Draconis Combine	+0		
Languages*			CH/IN	Cappellan Confederation	+0		
German (Muttersprache)	+2	1					
English	+2	1					
Scottish Gaelic	+0			Streetwise*			CH/WI
Japanese	+0			Lyrion	+1	3	
Mandarin	+0						
Security Sys/Mechan	+0	6	GE/IN				
Security System/Electronic	+1		GE/IN				
Cryptography			GL/IN				
Comms/Conv.	+0		IN/WI	Careers*			/
Comms/HPG			IN/WI	Soldier	+2	1	IN/WI
Computers	+0		IN/WI				
Engineering			IN/WI				
Gunsmith			GE/IN				
Forgery	+0		GE/IN	Technican*			GE/IN
Arts*			/	Aeronautics			/
				Ballistics			/
				Comms			/
				Electronics			/
Interests*			/	Fusion			/
				ICE			/
				Interplanetary			/
				Jet			/
Academics*			IN/WI	Jump Drive			/
Federated Suns History	+0			Lasers			/
Military History	+2			Mechanics			/
				Missile			/
				Myomer			/
				Rotor			/
				Support			/

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Brawling	+2		RE/ST	Strategie (NA)	+3	5	IN/WI
Martial Arts*			RE/WI	Tactics*			IN/WI
Aikido			/	Air			/
Battlesuit			/	Ground			/
Gung-Fu			/	Infantry	+2	4	/
Karate			/	Mech (NA)	+4	1	/
Military	+3	1	/	Naval			/
Tae-Kwon-Do	+5	6	/	Space			
Quickdraw	+0	6	GE/RE	Piloting*			GE/RE
Blades	+2		GE/RE	Aero			
Whips			GE/RE	Aircraft			
Staffs			GE/RE	VTOL			
Throw Weapons	+0		GE/ST	Mech	+6	2	
Archery			GE/ST	Quad			
Pistols	+2	5	GE/RE	Battlesuit			
Rifles	+4	8	GE/RE	Hover	+1	4	
Shotguns			GE/RE	Naval			
S-machine-Guns	+1		GE/RE	Sub			
Support Weapons			KO/GE	Jump			
Artillery			IN/WI	Spheroid			
Demolitions	+1		GE/IN	Tracked			
Gunnery/Bal*			GE/RE	Wheeled			
Aero				Zero-g-ops	+0		RE/WI
Conv.				Reconnaissance	+0		INT/EDG
Humanoid	+2	1		Free Fall	+1	2	RE/WI
Space				Perception	+4	8	IN/WI
Gunnery/Laser*			GE/RE	Jump Packs			IN/RE
Aero				Stealth	+2	3	IN/RE
Conv.				Survival	+2		KO/IN
Humanoid	+6	1		Climbing	+4	7	KO/GE
Space				Acrobatics	+0	7	RE/ST
Gunnery/Mis*			GE/IN	Running	+2	1	KO/RE
Aero				Swimming	+1		KO/ST
Conv.				Animal Handling			CH/WI
Humanoid	+2	5		Riding			RE/WI
Space				Tracking	+1		IN/WI
Bombing			GE/IN	Escape Artist			GE/WI
Navigation*			IN/WI				
Air							
Ground	+2	1					
Jump Drive							
Naval				First Aid	+1		GE/IN
Space				Surgery			GE/IN
Sensor ops	+5	2	IN/WI	Med Tech			IN/CH

