

Jack o' Trades: this special skill reduces the unskilled penalty (DM-3, noted above) by its level. For example, a character with Jack o' Trades at level 2 would only suffer DM-1 to unskilled rolls. You may not gain more than 3 levels in this skill and cannot improve it after character generation.

Leadership: motivating and directing others, often in times of crisis.

Liaison: the art and practice of negotiation and diplomacy in a myriad of social situations.

Medicine: training in the medical sciences, from diagnosis and triage to surgery.

Melee Combat: fighting hand-to-hand, either with a weapon or unarmed.

Piloting: operating, controlling, and navigating interplanetary and interstellar space craft, both in real space and in jump space.

Recon: scouting for danger and spotting threats.

Repair: the ability to maintain, repair and build mechanical and electronic devices of all sorts. Also covers lockpicking.

Science: the multi-disciplinary scientific skill, as would be typical for a starship's science officer.

Stealth: training in being unseen and unheard.

Steward: the care and serving of passengers and other guests.

Streetwise: familiarity with underworld society and the ways of working within it.

Survival: staying alive in the wilderness. This also covers "outdoor" skills such as tracking, foraging, and fishing.

Tactics: tactical planning and decision making, whether on the ground or in space.

Watercraft: controlling and using watercraft, including submarines.

Zero-G: working and living under microgravity conditions. Also covers the use of vacc suits and heavy armor.