

Skill	Aca	Bbn	Blt	Mry	Mct	Nbl	Prf	Rog	Trv	Untrained?	Ability
Animal Empathy	X	C	X	X	X	X	X	X	X	NO	CHA
Appraise	*	*	C	*	C	C	C	C	*	YES	INT
Balance	*	*	*	*	*	*	*	*	*	YES	*DEX
Bluff	*	*	C	C	C	C	*	C	*	YES	CHA
Bribery	*	*	*	*	C	C	*	C	C	YES	CHA
Broker	*	*	*	*	C	*	*	*	*	YES	INT
Climb	*	C	*	*	*	*	*	*	*	YES	*STR
Combat Engineering	*	*	*	*	*	*	*	*	*	NO	INT
Craft (Cascade)	C	C	*	*	*	C	C	*	C	YES	INT or DEX
Decipher Script	C	X	X	X	X	X	X	X	X	NO	INT
Demolitions	*	*	C	*	*	*	*	*	*	NO	DEX
Disguise	*	*	*	*	*	*	*	C	*	YES	CHA
Driving	C	*	*	C	C	*	C	C	C	YES	DEX
Entertain[Cascade]	*	C	*	*	*	C	C	*	C	YES	CHA
Forgery	*	*	*	*	*	*	*	C	*	YES	INT or DEX
Forward Observer	*	*	C	*	*	*	*	*	*	NO	INT
Gambling	*	*	C	C	C	*	C	C	C	YES	INT
Gather Information	C	*	*	*	*	C	*	C	C	YES	CHA
Gunnery	*	*	C	*	*	*	*	*	C	NO	WIS
Handle Animl	*	C	*	*	*	*	*	*	*	YES	CHA
Hide	*	C	*	C	*	*	*	C	*	YES	*DEX
Innuendo	*	*	*	*	*	C	*	*	C	NO	WIS
Intimidate	*	*	*	C	*	C	*	C	*	YES	STR or CHA
Intuit Direction	*	*	*	*	*	*	*	*	*	NO	WIS
Jump	*	*	*	*	*	*	*	*	*	YES	*STR
Knowledge[Cascade]	C	*	*	*	*	C	C	*	C	NO	EDU
K/Geology	C	*	C	*	*	*	C	*	C	NO	EDU
K/Interstellar Law	C	*	*	*	C	*	C	*	C	NO	EDU
K/Mining	C	*	C	*	*	*	C	*	C	NO	EDU
Leader	*	*	*	C	*	C	C	*	C	YES	INT or CHA
Liason	*	*	*	*	C	C	C	*	C	YES	CHA
Listen	*	C	*	*	*	*	*	C	*	YES	WIS
Move Silently	*	C	*	C	*	*	*	C	*	YES	*DEX
Navigation	C	*	*	*	*	*	*	*	C	NO	EDU
Pilot	*	*	C	*	C	*	*	*	C	NO	INT or DEX
Profession	*	*	*	*	C	C	C	*	C	NO	WIS
P/Hunter	*	*	*	*	C	C	C	*	C	NO	WIS
P/Journalist	*	*	*	*	C	C	C	*	C	NO	WIS
P/Knowledge Based	C	*	*	*	C	C	C	*	C	NO	WIS
P/Prospecting	*	*	C	*	C	C	C	*	C	NO	WIS
P/Surveyor	*	*	*	*	C	C	C	*	C	NO	WIS
Read/Write Language	C	*	*	*	*	C	*	*	*	NO	n/a
Recruiting	*	*	*	*	*	*	*	*	*	YES	EDU
Ride	*	C	*	*	*	*	*	*	*	YES	DEX
Search	*	*	C	*	*	*	*	C	*	YES	INT
Sense Motive	*	*	*	*	*	C	*	C	*	YES	WIS
Speak Language	C	*	*	*	*	C	C	*	C	NO	n/a
Spot	*	C	*	C	*	*	*	C	*	YES	WIS
Survival	*	C	*	*	*	*	*	C	*	YES	WIS
Swim	*	C	*	*	*	*	*	*	*	YES	STR
Technical[Cascade]	C	*	C	C	C	*	C	*	C	NO	EDU
T/Astrogation	C	*	C	C	C	*	C	*	C	NO	EDU
T/Communications	C	*	C	C	C	*	C	*	C	NO	EDU
T/Computer	C	*	C	C	C	*	C	*	C	NO	EDU
T/Electronics	C	*	C	C	C	*	C	C	C	NO	EDU
T/Gravitics	C	*	C	C	C	*	C	C	C	NO	EDU
T/Mechanical	C	*	C	C	C	*	C	C	C	NO	EDU
T/Medical	C	*	C	C	C	*	C	*	C	NO	EDU
T/Sensors	C	*	C	C	C	*	C	*	C	NO	EDU
Technosavvy	X	C	X	X	X	X	X	X	X	NO	INT
Trader	*	*	*	*	C	*	C	*	C	YES	WIS
Tumble	*	C	*	*	*	*	*	*	*	NO	*DEX
Use Alien Device	C	X	X	X	X	X	X	X	C	NO	WIS

X = Not available

C= Class Skill

\* = Cross Class

Skill	Aht	Amt	Alt	Mar	Nav	Sct	Ace	Bgh	Tfr	Untrained?	Ability
Animal Empathy	X	X	X	X	X	X	X	C	X	NO	CHA
Appraise	*	*	*	*	*	*	*	*	*	YES	INT
Balance	*	*	*	*	*	*	*	*	*	YES	*DEX
Bluff	*	*	*	*	*	*	*	*	*	YES	CHA
Bribery	C	C	C	C	C	C	*	*	C	YES	CHA
Broker	*	*	*	*	*	*	*	*	*	YES	INT
Climb	*	*	*	*	*	*	*	*	*	YES	*STR
Combat Engineering	C	C	C	*	*	*	*	*	*	NO	INT
Craft (Cascade)	*	*	*	*	*	*	*	*	*	YES	INT or DEX
Decipher Script	X	X	X	X	X	X	X	X	X	NO	INT
Demolitions	C	C	*	C	*	*	*	*	*	NO	DEX
Disguise	*	*	*	*	*	*	*	*	*	YES	CHA
Driving	C	C	*	C	C	C	C	*	*	YES	DEX
Entertain[Cascade]	*	*	*	*	*	*	*	*	*	YES	CHA
Forgery	*	*	*	*	C	C	*	*	*	YES	INT or DEX
Forward Observer	C	C	*	C	C	*	*	*	*	NO	INT
Gambling	C	C	C	C	C	C	C	C	*	YES	INT
Gather Information	C	C	C	C	C	C	C	*	C	YES	CHA
Gunnery	C	C	*	C	C	C	C	*	*	NO	WIS
Handle Animl	*	C	C	*	*	*	*	C	*	YES	CHA
Hide	*	*	*	*	*	*	*	C	*	YES	*DEX
Innuendo	*	*	*	*	*	*	*	*	C	NO	WIS
Intimidate	C	C	C	C	C	*	*	*	*	YES	STR or CHA
Intuit Direction	*	*	*	*	*	*	*	C	*	NO	WIS
Jump	*	*	*	*	*	*	*	C	*	YES	*STR
Knowledge[Cascade]	*	*	*	*	*	*	C	C	C	NO	EDU
K/Geology	*	*	*	*	*	*	C	C	C	NO	EDU
K/Interstellar Law	*	*	*	*	*	*	C	C	C	NO	EDU
K/Mining	*	*	*	*	*	*	C	C	*	NO	EDU
Leader	C	C	C	*	C	C	C	C	*	YES	INT or CHA
Liason	C	C	C	*	C	C	*	C	C	YES	CHA
Listen	*	*	*	*	*	*	*	C	C	YES	WIS
Move Silently	*	*	*	*	*	*	*	C	*	YES	*DEX
Navigation	*	*	*	*	C	C	*	C	*	NO	EDU
Pilot	C	C	*	C	C	C	C	*	*	NO	INT or DEX
Profession	*	*	*	*	*	*	*	*	*	NO	WIS
P/Administrator	C	C	*	C	C	C	*	*	C	NO	WIS
P/Hunter	*	*	*	*	*	*	*	C	*	NO	WIS
P/Journalist	*	*	*	*	*	*	*	*	C	NO	WIS
P/Knowledge Based	*	*	*	*	*	*	*	*	*	NO	WIS
P/Prospecting	*	*	*	*	*	*	*	*	*	NO	WIS
P/Surveyor	*	*	*	*	*	C	*	*	*	NO	WIS
Read/Write Language	*	*	*	*	*	*	*	*	C	NO	n/a
Recruiting	C	C	C	C	C		C			YES	EDU
Ride	*	C	C	*	*	C	*	C	*	YES	DEX
Search	*	*	*	*	*	*	*	C	*	YES	INT
Sense Motive	C	C	*	C	*	*	*	*	C	YES	WIS
Speak Language	*	*	*	*	*	*	*	*	C	NO	n/a
Spot	C	C	C	C	*	C	C	C	*	YES	WIS
Survival	C	C	C	C	C	C	C	C	*	YES	WIS
Swim	*	*	*	*	*	*	*	*	*	YES	STR
Technical[Cascade]	*	*	*	*	C	C	*	*	*	NO	EDU
T/Astrogation	*	*	*	*	C	C	*	*	*	NO	EDU
T/Communications	C	*	*	C	C	C	C	*	C	NO	EDU
T/Computer	C	*	*	C	C	C	C	*	C	NO	EDU
T/Electronics	C	*	*	C	C	C	*	*	*	NO	EDU
T/Gravitics	C	*	*	C	C	C	*	*	*	NO	EDU
T/Mechanical	C	C	*	C	C	C	C	*	*	NO	EDU
T/Medical	C	*	*	C	C	C	*	*	*	NO	EDU
T/Sensors	C	*	*	C	C	C	*	*	*	NO	EDU
Technosavvy	X	X	X	X	X	X	X	X	X	NO	INT
Trader	*	*	*	*	*	*	C	*	*	YES	WIS
Tumble	*	*	*	*	*	*	*	*	*	NO	*DEX
Use Alien Device	X	X	X	X	X	X	X	X	X	NO	WIS

Key:  
Aht=Army  
(High Tech)  
Amt=Army  
(Mid Tech)  
Alt=Army  
(Low Tech)  
Mar=Marine  
Nav=Navy  
Sct=Scout  
Ace=Ace  
Pilot  
Bgh= Big Game  
Hunter  
Tfr = TAS  
Field  
Reporter

X=Not available

C= Class Skill

\* = Cross Class

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World Skills and Feats			
Tech Group	Agricultural	Non-Agricultural	Industrial
TVL= Very Low Tech (TL -03)	Handle Animal	Survival	Handle Animal
TL =Low Tech (TL4-6)	Ride	Navigation	T/Mechanical
TM=Middle Tech (TL 7-9)	Driving*	T/Mechanical	T/Communications
TH=High Tech (TL 10-12)	T/Mechanical	T/Communications	T/Electronics
TVH= Very High Tech (TL13-15)	Knowledge	P/Prospecting	T/Gravities

Tech Group	Non-Industrial/Low Pop	Asteroid Belt	Fluid Ocean
TVL= Very Low Tech (TL -03)	Survival		Survival
TL =Low Tech (TL4-6)	Handle Animal		Driving**
TM=Middle Tech (TL 7-9)	Ride	T/Astrogation	Navigation
TH=High Tech (TL 10-12)	T/Mechanical	T/Communications	K/Chemistry
TVH= Very High Tech (TL13-15)	Knowledge	P/Prospecting	T/Communications
Tech Group	Desert	Waterworld	Rich
TVL= Very Low Tech (TL -03)	Survival	Swim	Craft
TL =Low Tech (TL4-6)	Spot	Survival	Entertain
TM=Middle Tech (TL 7-9)	Intuit Direction	Driving**	Knowledge
TH=High Tech (TL 10-12)	Navigation	Navigation	Gambling
TVH= Very High Tech (TL13-15)	T/Communications	T/Communications	Liason
Tech Group	Poor	High Population	Vacuum
TVL= Very Low Tech (TL -03)	Intimidation	Leader	
TL =Low Tech (TL4-6)	Bluff	Trader	
TM=Middle Tech (TL 7-9)	Gather Information	P/Administrator	T/Mechanical
TH=High Tech (TL 10-12)	Forgery	K/Interstellar Law	T/Communications
TVH= Very High Tech (TL13-15)	P/Prospecting	Liason	T/Astrogation

\* Automatically gains the Vessel/Wheeled feat

\*\*Automatically gains the Vessel /Watercraft feat

( Untrained skills start at Rank 1, Trained skills start at Rank 0.

Selecting a world skill more than once grants an additional rank.

For Very High or High Tech Worlds: Choose 3 skills, plus receive T/Computer.

For Mid Tech Worlds: Select three skills.

For Very Low or Low Tech Worlds: Selct 1 skill, plus Ride and Survival

World Feats: (In addition to others gained)

TVL= Very Low Tech (TL -03)	Tracker and Trapping
TL =Low Tech (TL4-6)	Weapon Proficiency (Swordsman)
TM=Middle Tech (TL 7-9)	Vessel/Wheeled*
TH=High Tech (TL 10-12)	Vessel/Grav**
TVH= Very High Tech (TL13-15)	Vessel/Grav**
Ateroid Belt or Vacuum World	Vac-Suit and ZeroG/Low G Adaptation

\* Automatically gains the Driving Skill (Cross class) at rank 0

\*\* Automaticall gains Pilot Skill (Cross class) at rank 0

<b>Academic</b>	BAB=+1 every 4 Levels. Stam:d4 Funds: Cr1000 Saves: Ref+Will. Skill Points: 8 Starting feats: Research; SF(Knowledge). Bonus feats: Academic Literature; Adv Knowledge; Adv. Research; Geo. Survey; Hacker, Legal Eagle ,Medical Specialization, Mental Discipline, Naval Architect Pseudo-Eidetic memory; Related field of study, SF (Knowledge), Surgery, Xeno-Empathy, Xeno Medic.
<b>Belter</b>	BAB=+1 every even level. Stam:d6 Funds: Cr200 Saves: WILL. Skill Points: 6 Starting Feats: AP/Light; AP/VacSuit; WP/Marksman; XeroG/LowG Adaptation. Bonus Feats: 3D Spatial Awareness; Dumb Luck; Gearhead; Geo. Survey; Imp. ZeroG/LowG Adaptation; Junkyard Dog; Jury Rig; Midas Touch; Miracle Wkr Self-Reliance, Ship Tactics; SF(Prospecting); Vessel(Ship' s Boat); Vessel (Starships), WP(Ships Weapons)
<b>Marine</b>	BAB=+1/level. Stam:d10 Funds: Cr0 Saves: FORT +Will Skill Points: 2 Starting Feats: WP(Marksman, Combat Rifleman, Swordsman):WF(Cutlass); AP(Light, Medium, Vac-Suit). Bonus Feats: AP(Battledress); Brawling, Command Presence, Heavy Metal, High Morale, Imp. ZeroG/LowG Adaptation; Second Wind, Tactics, Tactics II, Toughness, Vessel (Aircraft, Grav, Ground, Ship' s Boat, WP (High Energy, Ship' s Weapons) , Weapon Specialization; ZeroG/LowG Adaptation; ZeroG Combat
<b>Merchant</b>	BAB=+1 every 4 Levels. Stam:d6 Funds: Cr1000 Saves: Fort+Will. Skill Points: 7 Starting Feats: AP(Light, Vac-Suit); Barter; WP(Marksman). Bonus Feats: Calculating Eye; Carousing; Chief Steward Connections(Merchants); Fast Talk; Gearhead; Jury Rig; Market Analysis; Miracle Worker; Narrow Escape; Ship Tactics; Steward; Vessel(Ship' s Boat, Starship); ZeroG/LowG Adaptation.
<b>Navy</b>	BAB=+1 every even level. Stam:d6 Funds: Cr0 Saves: WILL. Skill Points: 6 Starting Feats: AP (Light, VacSuit); WP(Marksman, Laser). Bonus Feats: AP(Battle Dress); Brawling; Carousing; Cross Training; Damage Control; EW Specialist; Fleet Tactics; Gearhead; Heavy Metal; Interrogation; Jury Rig; Born Leader; Miracle Worker; Naval architect; Ship' s Tactics; Vessel(Starships, Ships Boat). WP(Swords, Ship' s Weapons)
<b>Noble</b>	BAB=+1 every even level. Stam:d6 Funds: Cr5000 Saves: WILL. Skill Points: 6 Starting Feats: AP(Light); WP(Swordsman, Marksman). Bonus Feats: Carousing; Noble Presence; Connections; Fast Talk; Hobby; Interrogation; Noble Indignance; Patronage; Trustworthy; Trust Fund
<b>Professional</b>	BAB=+1 every 4 Levels. Stam:d6 Funds: Cr1000 Saves: WILL. Skill Points: 7 Starting Feats: AP(Light); Profesional Specialty. Bonus Feats: Acrobatic; Acting Prodigy; AP(VacSuit); Athletic; Barter; Brawling; Carousing; Connections; Credit Line; EW Specialist; Fast Talk; Gearhead; Hacker; Hobby; Interogation; Jury Rig; Legal eagle; Miracle Worker; Naval Architect; Research; Tracker; Trapping; Trustworthy; Vessel (Any but Starship); Vessel Specialization; WP(Swordsman)
<b>Scout</b>	BAB=+1 every even Level. Stam:d8 Funds: Cr0 Saves: Ref+Will. Skill Points: 4 Starting Feats: AP(Light, Vac Suit); WP(Marksman). Bonus Feats: Bartre; Brawling; Carousing; Contact Specialist; EW Specialist; Hacker; Gearhead; Geo. Survey; Imp. ZeroG/LowG Adaptation; Jack of All Trades; Naval Architect; Negotiator; Obscure Knowledge; Ship' s Tactics; Vessel(Any); WP(Lasers, Ship' s Weapons); Xeno Medicine; Zero G Combat; ZeroG/LowG Adaptation
<b>Traveller</b>	BAB=+1 every even level. Stam:d6 Funds: Cr5000 Saves: Ref+Will Skill Points: 6 Starting Feats: AP(Light, Medium); WP(Marksman). Bonus Feats: Alertnetss; Brawling; Carousing; EW Specialist Fast Talk; Gearhead; Hacker; Hobby; Imp. ZeroG/LowG Adaptation; Jack of All Trades; Jury Rig; Linguist; Miracle Wrkr Obscure Knowledge; Ship Tactics; Sixth Sense; Tactics I; Toughness; Trustworthy, Vessel(Any); WP(Ship' s Weapons) Well-Connected; Xeno-Empathy; ZeroG/LowG Adaptation

I' II add more classes later, if needed.

Saves info: ALL CAPS means the class gets the good save progression. Lower case means it gets the medium progression in that save. If a save type is unlisted, the class gets the poor progression. So a Marine, with FORT+Will gets F+2/Ref+0/Will+1 at first level, +3/+0/+2 at 2nd; +3/+1/+2 at third. Let me know if that' s completely confusing.

Information on the feats. I know you' II need infor on a lot of these, and I' II tr to add it soon. Let me know which ones your interested in hearing about first, ad I, or maybe Wilphe will try to get you the info you need.

