Commander

Favored Skills: Choose any 8.
Known Skills: Choose 4 + Intelligence score (minimum of 1 known skill).
Favored Feats: Command, General.

Commander						
Level	Attack	Defense	Toughness	Good Save	Normal Save	Reputation
1st	+0	+2	+0	+2	+0	+2
2nd	+1	+2	+1	+3	+0	+2
3rd	+2	+3	+2	+3	+1	+3
4th	+3	+3	+3	+4	+1	+3
5th	+3	+4	+3	+4	+1	+3
6th	+4	+4	+4	+5	+2	+3
7th	+5	+5	+5	+5	+2	+4
8th	+6	+5	+6	+6	+2	+4
9th	+6	+6	+6	+6	+3	+4
10th	+7	+6	+7	+7	+3	+4
11th	+8	+7	+8	+7	+3	+5
12th	+9	+7	+9	+8	+4	+5
13th	+9	+8	+9	+8	+4	+5
14th	+10	+8	+10	+9	+4	+5
15th	+11	+9	+11	+9	+5	+6
16th	+12	+9	+12	+10	+5	+6
17th	+12	+10	+12	+10	+5	+6
18th	+13	+10	+13	+11	+6	+6
19th	+14	+11	+14	+11	+6	+7
20th	+15	+11	+15	+12	+6	+7

Scientist

Favored Skills: Choose any 12.
Known Skills: Choose 6 + Intelligence score (minimum of 1 known skill).
Favored Feats: Science, General.

Scientist							
Level	Attack	Defense	Toughness	Fortitude	Reflex	Will	Reputation
1st	+0	+2	+0	+0	+0	+2	+1
2nd	+1	+3	+1	+0	+0	+3	+1
3rd	+1	+3	+1	+1	+1	+3	+2
4th	+2	+3	+2	+1	+1	+4	+2
5th	+2	+4	+2	+1	+1	+4	+2
6th	+3	+4	+3	+2	+2	+5	+2
7th	+3	+5	+3	+2	+2	+5	+3
8th	+4	+5	+4	+2	+2	+6	+3
9th	+4	+5	+4	+3	+3	+6	+3
10th	+5	+6	+5	+3	+3	+7	+3
11th	+5	+6	+5	+3	+3	+7	+4
12th	+6	+7	+6	+4	+4	+8	+4
13th	+6	+7	+6	+4	+4	+8	+4
14th	+7	+7	+7	+4	+4	+9	+4
15th	+7	+8	+7	+5	+5	+9	+5
16th	+8	+8	+8	+5	+5	+10	+5
17th	+8	+9	+8	+5	+5	+10	+5
18th	+9	+9	+9	+6	+6	+11	+5
19th	+9	+9	+9	+6	+6	+11	+6
20th	+10	+10	+10	+6	+6	+12	+6

Operative

Favored Skills: Choose any 6.
Known Skills: Choose 2 + Intelligence score (minimum of 1 known skill).
Favored Feats: Operations, General.

Operative							
Level	Attack	Defense	Toughness	Fortitude	Reflex	Will	Reputation
1st	+1	+3	+1	+2	+0	+0	+0
2nd	+2	+3	+2	+3	+0	+0	+0
3rd	+3	+4	+3	+3	+1	+1	+1
4th	+4	+4	+4	+4	+1	+1	+1
5th	+5	+5	+5	+4	+1	+1	+1
6th	+6	+5	+6	+5	+2	+2	+1
7th	+7	+6	+7	+5	+2	+2	+2
8th	+8	+6	+8	+6	+2	+2	+2
9th	+9	+7	+9	+6	+3	+3	+2
10th	+10	+7	+10	+7	+3	+3	+2
11th	+11	+8	+11	+7	+3	+3	+3
12th	+12	+8	+12	+8	+4	+4	+3
13th	+13	+9	+13	+8	+4	+4	+3
14th	+14	+9	+14	+9	+4	+4	+3
15th	+15	+10	+15	+9	+5	+5	+4
16th	+16	+10	+16	+10	+5	+5	+4
17th	+17	+11	+17	+10	+5	+5	+4
18th	+18	+11	+18	+11	+6	+6	+4
19th	+19	+12	+19	+11	+6	+6	+5
20th	+20	+12	+20	+12	+6	+6	+5

General Feats	
Accurate Attack	Improved Speed
All-out Attack	Improved Strike
Blind-Fight	Improved Sunder
Canny Defense	Improved Trip
Cleave	Improved Uncanny Dodge
Defensive Attack	Imzadi[1]
Dodge	Iron Will
Endurance	Lightning Reflexes
Far Shot	Oathbound
Fortune's Favor	On the Run
Great Cleave	Point Blank Shot
Great Fortitude	Power Attack
Great Toughness	Precise Shot
Improved Balance	Run
Improved Climb	Skill Affinity
Improved Critical	Skill Training
Improved Disarm	Strafe
Improved Dodge	Track
Improved Feint	Two-Weapon Defense
Improved Grab	Two-Weapon Fighting
Improved Initiative	Uncanny Dodge
Improved Precise Shot	Wealthy
Improved Ranged Disarm	Weapon Finesse

Command Feats

Contacts	Starship Feint
Favors	Starship Gunnery
Fascinate	Starship Mobility
Improved Demoralize	Starship Operation
Inspire	Starship Strafe
Master Plan	Sensitive
Starship Battle Run	Suggest
Starship Dodge	Taunt

Operations Feats

Crippling Strike	Improvised Tools
Critical Strike	Salvage
Diehard	Second Chance
Evasion	Security Sweep[ii]
Exotic Weapon Training	Stunning Attack
Extreme Machine	Surprise Attack
Greater Weapon Focus	Weapon Focus
Greater Weapon Specialization	Weapon Specialization
Improved Evasion	Zero-G Training

Science Feats

Greater Medical Miracle	Skill Mastery
Linguist	Skill Focus
Mastercrafter	Surgery
Medical Miracle	Talented
Polymath[iii]	Xenomedic
Scientific Improvisation	Xenotechnologist[iv]

Skills

Acrobatics	Jump
Bluff	Knowledge
Calibrate[v]	Language
Climb	Navigate
Computer Use	Notice
Concentration	Perform
Craft	Pilot
Diplomacy	Ride
Disguise	Search
Escape Artist	Sense Motive
Gather Information	Sleight of Hand
Handle Animal	Sneak
Heal	Survival
Intimidate	Swim

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[i] Renamed **Beloved** Feat.

[ii] Renamed **Trapfinding** Feat.

[iii] Renamed **Jack of All Trades** Feat.

[iv] This feat is similar to **Xenomedic**, but pertains to alien technology.

[v] This skill combines **Repair** and **Disable Device**.