

## Cluster RPG NPC Character Templates

When you're looking for a type of character for your players to interact with, look no further! This is a basic list of the different career types and a set of skills they are likely to have at different levels of experience. Note that this is NOT meant to limit the skills any particular individual has, but rather a quick hack to put together a NPC character in a hurry. Just as most Agents won't have Carouse as a skill, most Diplomats won't have Streetwise as a skill. An elite agent will almost certainly have acquired some skill in Streetwise, Deception and Interrogation as these are what allow them to become elite in the first place. Referees are strongly encouraged to modify and change an individual NPC's characteristics and skills to make them unique. This not only fits a reality where no two people follow exactly the same career path, but also keeps the players on their toes and hopefully having fun. Specialties under the main skill levels are left to the referee for personalizing the NPCs, and points may be spread among several specialties within a skill. Some templates even expect to see points distributed that way.

None of the NPC below have equipment listed for them. This is intentional, as all equipment is tech level dependent. Skills, too, should be modified for tech level, such as having a low tech hunter with Flying-1 or any low tech career with computer skills. Substituting a skill which fits the particular setting better is perfectly appropriate, such as perhaps Vehicle-1+1 (ie. good skill with more than 1 vehicle type). In a general way, as their number of terms increase, NPCs should have access to more and better equipment as well as Credits to buy appropriate equipment or services. A Fence who hires an assassin to clean up a loose end isn't unheard of.

Generally inexperienced NPCs are beginners with only a single skill point and a bunch of 0 level skills. They should not present much of a threat. Developing NPCs have ~7 skill points, while Veterans have ~12 skill points, Experts have ~17 skill points, and Elite NPCs have ~22 skill points. Skills were chosen primarily from the various skill tables for each career path, and different individuals could have different foci if the referee desires. These NPCs all have a maximum skill level of 3, typically only at the Expert or Elite levels. Anyone with the maximum skill level of 4 is exceptional and should probably be written up specially. Note that these are meant to be quick templates, rather than prescriptions as to what constitutes a 'veteran' or 'elite' NPC.

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## **Agent:**

### **inexperienced (1 term)**

Str: 6-9 Dex: 7-10 End: 6-9 Int: 7-10 Edu: 5-8 Soc: 5-8

Streetwise-1, Computer-0, Interrogation-0, Deception-0, Admin-0, Leadership-0, Recon-0, Gun Combat-0, Vehicle-0

### **developing (2-3 terms)**

Str: 6-9 Dex: 7-10 End: 6-9 Int: 7-10 Edu: 5-8 Soc: 5-8

Streetwise-2, Computer-0, Interrogation-0, Deception-0, Admin-1, Leadership-0, Recon-0, Gun Combat-1, Melee-1, Vehicle-1

### **veteran (4-5 terms)**

Str: 6-10 Dex: 8-11 End: 6-9 Int: 7-10 Edu: 5-8 Soc: 4-9

Streetwise-2, Computer-1, Interrogation-0, Deception-1, Admin-1, Leadership-1, Recon-1, Gun Combat-1, Melee-1, Vehicle-1

### **expert (6-7 terms)**

Str: 6-10 Dex: 8-11 End: 6-9 Int: 8-11 Edu: 5-8 Soc: 4-9

Streetwise-2, Computer-1, Interrogation-0, Deception-1, Admin-2, Leadership-1, Recon-1, Gun Combat-2, Melee-1, Advocate-1, Vehicle-1

### **elite (8+ terms)**

Str: 6-10 Dex: 9-12 End: 6-9 Int: 9-12 Edu: 6-9 Soc: 4-9

Streetwise-3, Computer-1, Interrogation-1, Deception-2, Admin-2, Leadership-2, Recon-1, Gun Combat-2, Melee-2, Advocate-2, Liaison-1, Vehicle-1

## **Army NCO:**

### **inexperienced (1 term)**

Str: 7-10 Dex: 6-9 End: 6-9 Int: 5-8 Edu: 5-8 Soc: 5-8

Gun Combat-1, Mechanic-0, Melee-0, Recon-0, Vacc Suit-0, Vehicle-0, Carouse-0, Athletics-0

### **developing (2-3 terms)**

Str: 7-10 Dex: 6-9 End: 6-9 Int: 5-8 Edu: 5-8 Soc: 5-8

Gun Combat-1, Mechanic-0, Melee-1, Recon-1, Vacc Suit-0, Vehicle-0, Carouse-0, Athletics-0, Gunnery-1, Sensors-1

### **veteran (4-5 terms)**

Str: 8-11 Dex: 7-10 End: 6-9 Int: 5-8 Edu: 5-8 Soc: 5-8

Gun Combat-2, Mechanic-0, Melee-1, Recon-2, Vacc Suit-0, Vehicle-0, Carouse-0, Athletics-0, Gunnery-1, Sensors-1, Demolitions-1, Tactics-1, Survival-1, Comms-1

### **expert (6-7 terms)**

Str: 8-11 Dex: 7-10 End: 7-10 Int: 5-8 Edu: 5-8 Soc: 5-8

Gun Combat-2, Mechanic-0, Melee-1, Recon-2, Vacc Suit-0, Vehicle-1, Carouse-0, Athletics-1, Gunnery-2, Sensors-1, Demolitions-1, Tactics-1, Survival-1, Comms-1

### **elite (8+ terms)**

Str: 9-12 Dex: 8-11 End: 7-10 Int: 5-8 Edu: 5-8 Soc: 6-9

Gun Combat-2, Mechanic-0, Melee-2, Recon-3, Vacc Suit-0, Vehicle-1, Carouse-0, Athletics-1, Gunnery-2, Sensors-2, Demolitions-2, Tactics-1 Survival-2, Comms-1

## **Army Officer:**

### **inexperienced (1 term)**

Str: 6-8 Dex: 6-8 End: 7-9 Int: 5-8, Edu: 7-10 Soc: 6-8

Tactics-1, Navigation-0, Liaison-0, Comms-0, Gun Combat-0, Vehicle-0, Recon-0, Admin-0, Athletics-0

### **developing (2-3 terms)**

Str: 6-8 Dex: 6-8 End: 7-9 Int: 5-8, Edu: 7-10 Soc: 6-8

Tactics-2, Navigation-0, Liaison-0, Comms-0, Gun Combat-1, Vehicle-0, Recon-0, Admin-1, Athletics-0, Sensors-1, Leadership-1

### **veteran (4-5 terms)**

Str: 6-8 Dex: 6-8 End: 8-10 Int: 5-8, Edu: 7-10 Soc: 7-9

Tactics-2, Navigation-1, Liaison-0, Comms-1, Gun Combat-1, Vehicle-0, Recon-0, Admin-1, Athletics-1, Sensors-1, Leadership-1, Engineering-1, Computers-1

### **expert (6-7 terms)**

Str: 6-8 Dex: 6-8 End: 8-10 Int: 6-9, Edu: 7-10 Soc: 8-10

Tactics-2, Navigation-1, Liaison-0, Comms-1, Gun Combat-1, Vehicle-1, Recon-1, Admin-1, Athletics-1, Sensors-1, Leadership-2, Engineering-1, Computers-1, Gunnery-1

### **elite (8+ terms)**

Str: 6-8 Dex: 6-8 End: 9-12 Int: 6-9, Edu: 8-11 Soc: 9-12

Tactics-3, Navigation-1, Liaison-0, Comms-1, Gun Combat-1, Vehicle-1, Recon-1, Admin-2, Athletics-1, Sensors-1, Leadership-3, Engineering-1, Computers-1, Gunnery-2

## **Barbarian:**

### **inexperienced (1 term)**

Str: 6-9 Dex: 7-9 End: 8-11 Int: 5-8 Edu: 4-7 Soc: 4-7

Survival-1, Animals-0, Melee-0, Recon-0, Athletics-0, Streetwise-0, Medicine-0, Carouse-0

### **developing (2-3 terms)**

Str: 6-9 Dex: 7-9 End: 8-11 Int: 5-8 Edu: 4-7 Soc: 4-7

Survival-2, Animals-0, Melee-1, Recon-1, Athletics-1, Streetwise-0, Medicine-0, Carouse-0, Deception-1

### **veteran (4-5 terms)**

Str: 6-9 Dex: 8-10 End: 8-11 Int: 5-8 Edu: 4-7 Soc: 4-7

Survival-2, Animals-1, Melee-2, Recon-2, Athletics-1, Streetwise-1, Medicine-0, Carouse-0, Deception-1, Tactics-1

### **expert (6-7 terms)**

Str: 6-9 Dex: 8-11 End: 8-11 Int: 6-9 Edu: 4-7 Soc: 4-7

Survival-2, Animals-1, Melee-2, Recon-2, Athletics-2, Streetwise-1, Medicine-1, Carouse-0, Deception-1, Tactics-1, Leadership-1, Gun Combat-1, Jack of all Trades-1

**elite (8+ terms)**

Str: 6-9 Dex: 8-11 End: 8-11 Int: 6-9 Edu: 4-7 Soc: 4-7

Survival-3, Animals-1, Melee-2, Recon-2, Athletics-2, Streetwise-1, Medicine-1, Carouse-0, Deception-2, Tactics-2, Leadership-2, Gun Combat-1, Jack of all Trades-1

**Belter:**

**inexperienced (1 term)**

Str: 5-8 Dex: 6-8 End: 6-8 Int: 8-10 Edu: 7-9 Soc:4-7

Zero-G-1, Vacc Suit-0, Sensors-0, Mechanic-0, Navigation-0, Demolitions-0, Medicine-0, Melee-0

**developing (2-3 terms)**

Str: 5-8 Dex: 6-8 End: 6-8 Int: 8-10 Edu: 7-9 Soc:4-7

Zero-G-1, Vacc Suit-0, Sensors-0, Mechanic-0, Navigation-1, Demolitions-0, Medicine-0, Melee-0, Engineering-1, Pilot-1, Comms-1

**veteran (4-5 terms)**

Str: 5-8 Dex: 6-8 End: 6-8 Int: 8-10 Edu: 8-10 Soc:4-7

Zero-G-1, Vacc Suit-1, Sensors-1, Mechanic-0, Navigation-1, Demolitions-1, Medicine-0, Melee-0, Engineering-2, Pilot-1, Comms-1, Broker-1, Computers-1

**expert (6-7 terms)**

Str: 6-8 Dex: 6-8 End: 6-8 Int: 8-10 Edu: 8-11 Soc:5-8

Zero-G-1, Vacc Suit-1, Sensors-2, Mechanic-0, Navigation-2, Demolitions-1, Medicine-0, Melee-0, Engineering-2, Pilot-2, Comms-1, Broker-1, Computers-1, Jack of all Trades-1

**elite (8+ terms)**

Str: 6-8 Dex: 6-8 End: 6-8 Int: 8-11 Edu: 9-12 Soc:6-9

Zero-G-1, Vacc Suit-1, Sensors-2, Mechanic-1, Navigation-2, Demolitions-2, Medicine-0, Melee-0, Engineering-3, Pilot-3, Comms-1, Broker-2, Computers-1, Jack of all Trades-1

**Colonist:**

**inexperienced (1 term)**

Str:7-9 Dex 6-8 End: 7-10 Int: 5-8 Edu: 5-7 Soc: 4-7

Animals-1, Mechanic-0, Survival-0, Gun Combat-0, Athletics-0, Vehicle-0, Medicine-0, Recon-0

**developing (2-3 terms)**

Str:7-9 Dex 6-8 End: 7-10 Int: 5-8 Edu: 5-7 Soc: 4-7

Animals-2, Mechanic-1, Survival-1, Gun Combat-0, Athletics-0, Vehicle-1, Medicine-0, Recon-0, Engineering-1

**veteran (4-5 terms)**

Str:7-9 Dex 6-8 End: 8-11 Int: 5-8 Edu: 5-7 Soc: 4-7

Animals-2, Mechanic-1, Survival-1, Gun Combat-0, Athletics-0, Vehicle-1, Medicine-1, Recon-0, Engineering-1, Comms-1, Sensors-1

**expert (6-7 terms)**

Str:8-10 Dex 6-8 End: 8-11 Int: 5-8 Edu: 5-7 Soc: 4-7

Animals-2, Mechanic-1, Survival-2, Gun Combat-1, Athletics-1, Vehicle-1, Medicine-1, Recon-0, Engineering-2, Comms-1, Sensors-1, Jack of all Trades-1, Leadership-1

**elite (8+ terms)**

Str:8-11 Dex 6-8 End: 9-12 Int: 5-8 Edu: 5-7 Soc: 4-7

Animals-2, Mechanic-1, Survival-3, Gun Combat-1, Athletics-2, Vehicle-2, Medicine-1, Recon-0, Engineering-2, Comms-1, Sensors-1, Jack of all Trades-1, Leadership-1, Broker-1

**Construction Worker:**

**inexperienced (1 term)**

Str: 6-8 Dex: 6-8 End: 6-8 Int: 7-10 Edu: 8-10 Soc: 4-7

Mechanic-1, Zero G-0, Vacc Suit-0, Engineering-0, Electronics-0, Vehicle-0, Liaison-0, Melee-0

**developing (2-3 terms)**

Str: 6-8 Dex: 6-8 End: 6-8 Int: 7-10 Edu: 8-10 Soc: 4-7

Mechanic-2, Zero G-0, Vacc Suit-0, Engineering-1, Electronics-1, Vehicle-1, Liaison-0, Melee-0, Flying-1, Admin-1

**veteran (4-5 terms)**

Str: 6-8 Dex: 6-8 End: 6-8 Int: 8-11 Edu: 8-11 Soc: 4-7

Mechanic-2, Zero G-1, Vacc Suit-0, Engineering-2, Electronics-1, Vehicle-1, Liaison-1, Melee-0, Flying-1, Admin-1, Pilot-1, Advocate-1

**expert (6-7 terms)**

Str: 6-8 Dex: 6-8 End: 6-8 Int: 8-11 Edu: 8-11 Soc: 4-7

Mechanic-2, Zero G-1, Vacc Suit-1, Engineering-2, Electronics-1, Vehicle-1, Liaison-1, Melee-0, Flying-1, Admin-2, Pilot-2, Advocate-1, Computers-1, Leadership-1

**elite (8+ terms)**

Str: 6-8 Dex: 6-8 End: 6-8 Int: 8-11 Edu: 9-12 Soc: 4-7

Mechanic-2, Zero G-1, Vacc Suit-1, Engineering-3, Electronics-2, Vehicle-2, Liaison-1, Melee-0, Flying-1, Admin-2, Pilot-2, Advocate-1, Computers-1, Leadership-1

**Diplomat:**

**inexperienced (1 term)**

Str: 5-8 Dex: 5-8 End: 5-7 Int: 6-9 Edu: 6-9 Soc: 8-11

Liaison-1, Deception-0, Interrogate-0, Admin-0, Carouse-0, Advocate-0, Science-0, Melee-0

**developing (2-3 terms)**

Str: 5-8 Dex: 5-8 End: 5-7 Int: 6-9 Edu: 6-9 Soc: 8-11

Liaison-1, Deception-0, Interrogate-0, Admin-1, Carouse-0, Advocate-1, Science-0, Melee-1, Linguistics-1, Comms-1

**veteran (4-5 terms)**

Str: 5-8 Dex: 5-8 End: 5-7 Int: 6-9 Edu: 6-9 Soc: 9-12

Liaison-1, Deception-1, Interrogate-0, Admin-2, Carouse-1, Advocate-1, Science-0, Melee-1, Linguistics-1, Comms-1, Broker-1, Art-1

**expert (6-7 terms)**

Str: 5-8 Dex: 5-8 End: 5-7 Int: 7-10 Edu: 6-9 Soc: 9-12

Liaison-2, Deception-1, Interrogate-0, Admin-2, Carouse-2, Advocate-2, Science-0, Melee-1, Linguistics-2, Comms-1, Broker-1, Art-1, Computers-1

**elite (8+ terms)**

Str: 5-8 Dex: 5-8 End: 5-7 Int: 7-10 Edu: 6-9 Soc: 9-12

Liaison-2, Deception-2, Interrogate-0, Admin-2, Carouse-3, Advocate-3, Science-0, Melee-1, Linguistics-2, Comms-1, Broker-2, Art-1, Computers-1

**Drifter:**

**inexperienced (1 term)**

Str: 8-11 Dex: 7-9 End: 6-8 Int: 5-7 Edu: 5-7 Soc: 4-6

Streetwise-1, Survival-0, Deception-0, Recon-0, Carouse-0, Gambling-0, Melee-0, Athletics-0

**developing (2-3 terms)**

Str: 8-11 Dex: 7-9 End: 6-8 Int: 5-7 Edu: 5-7 Soc: 4-6

Streetwise-2, Survival-1 Deception-1, Recon-1, Carouse-0, Gambling-0, Melee-0, Athletics-0, Mechanic-1

**veteran (4-5 terms)**

Str: 8-12 Dex: 7-9 End: 6-8 Int: 5-7 Edu: 5-7 Soc: 4-6

Streetwise-2, Survival-2 Deception-1, Recon-1, Carouse-1, Gambling-0, Melee-1, Athletics-0, Mechanic-1, Medicine-1, Jack of all Trades-1

**expert (6-7 terms)**

Str: 9-12 Dex: 7-9 End: 6-8 Int: 5-7 Edu: 5-7 Soc: 4-6

Streetwise-3, Survival-2 Deception-1, Recon-2, Carouse-1, Gambling-1, Melee-1, Athletics-0, Mechanic-1, Medicine-1, Jack of all Trades-1, Vehicle-1, Comms-1

**elite (8+ terms)**

Str: 9-12 Dex: 7-9 End: 6-8 Int: 5-7 Edu: 5-7 Soc: 4-6

Streetwise-3, Survival-3 Deception-1, Recon-2, Carouse-1, Gambling-1, Melee-2, Athletics-1, Mechanic-2, Medicine-1, Jack of all Trades-2, Vehicle-1, Comms-1, Broker-1

**Driver:**

**inexperienced (1 term)**

Str: 6-8 Dex: 7-10 End: 6-8 Int: 7-9 Edu: 5-7 Soc: 6-8

Vehicle-1, Mechanic-0, Recon-0, Carouse-0, Streetwise-0, Flying-0, Gun Combat-0, Liaison-0

**developing (2-3 terms)**

Str: 6-8 Dex: 7-10 End: 6-8 Int: 7-9 Edu: 5-7 Soc: 6-8

Vehicle-2, Mechanic-0, Recon-0, Carouse-0, Streetwise-0, Flying-1, Gun Combat-0, Liaison-0, Pilot-1, Navigation-1, Comms-1

**veteran (4-5 terms)**

Str: 6-8 Dex: 7-11 End: 6-8 Int: 7-9 Edu: 5-7 Soc: 6-8

Vehicle-2, Mechanic-0, Recon-0, Carouse-0, Streetwise-1, Flying-2, Gun Combat-0, Liaison-0, Pilot-1, Navigation-1, Comms-1, Sensors-1, Zero G-1, Admin-1

**expert (6-7 terms)**

Str: 6-8 Dex: 8-11 End: 6-8 Int: 7-10 Edu: 5-7 Soc: 6-8

Vehicle-2, Mechanic-1, Recon-1, Carouse-0, Streetwise-1, Flying-2, Gun Combat-0, Liaison-0, Pilot-2, Navigation-2, Comms-1, Sensors-1, Zero G-1, Admin-1

**elite (8+ terms)**

Str: 6-8 Dex: 8-11 End: 6-8 Int: 7-10 Edu: 5-7 Soc: 6-8

Vehicle-3, Mechanic-1, Recon-1, Carouse-0, Streetwise-1, Flying-3, Gun Combat-0, Liaison-1, Pilot-2, Navigation-2, Comms-1, Sensors-1, Zero G-1, Admin-1, Computers-1

**Engineer:**

**inexperienced (1 term)**

Str: 6-8 Dex: 6-8 End: 5-7 Int: 7-10 Edu: 7-9 Soc: 6-8

Engineering-1, Computers-0, Electronics-0, Mechanic-0, Sensors-0, Science-0, Recon-0, Gun Combat-0

**developing (2-3 terms)**

Str: 6-8 Dex: 6-8 End: 5-7 Int: 7-10 Edu: 7-9 Soc: 6-8

Engineering-2, Computers-1, Electronics-0, Mechanic-1, Sensors-0, Science-1, Recon-0, Gun Combat-0, Zero G-1, Admin-1

**veteran (4-5 terms)**

Str: 6-8 Dex: 6-8 End: 5-7 Int: 7-10 Edu: 8-10 Soc: 6-8

Engineering-2+1, Computers-1, Electronics-1, Mechanic-1, Sensors-0, Science-1, Recon-0, Gun Combat-0, Zero G-1, Admin-1, Vacc Suit-1, Advocate-1

**expert (6-7 terms)**

Str: 6-8 Dex: 6-8 End: 5-7 Int: 7-10 Edu: 8-10 Soc: 6-8

Engineering-2+2+1, Computers-2, Electronics-2, Mechanic-1, Sensors-1, Science-1, Recon-0, Gun Combat-0, Zero G-1, Admin-1, Vacc Suit-1, Advocate-1

**elite (8+ terms)**

Str: 6-8 Dex: 6-8 End: 5-7 Int: 7-10 Edu: 8-10 Soc: 6-8

Engineering-3+2+1+1, Computers-2, Electronics-2, Mechanic-2, Sensors-1, Science-2, Recon-0, Gun Combat-0, Zero G-1, Admin-2, Vacc Suit-1, Advocate-1

## **Entertainer:**

### **inexperienced (1 term)**

Str: 5-7 Dex: 6-8 End: 6-8 Int: 7-9 Edu: 7-10 Soc: 6-8

Art-1, Liaison-0, Steward-0, Comms-0, Carouse-0, Gambling-0, Medicine-0, Linguistics-0

### **developing (2-3 terms)**

Str: 5-7 Dex: 6-8 End: 6-8 Int: 7-9 Edu: 7-10 Soc: 6-8

Art-2, Liaison-1, Steward-1, Comms-0, Carouse-1, Gambling-0, Medicine-0, Linguistics-0, Streetwise-1, Deception-1

### **veteran (4-5 terms)**

Str: 5-7 Dex: 6-8 End: 6-8 Int: 7-9 Edu: 8-11 Soc: 7-9

Art-2, Liaison-1, Steward-1, Comms-0, Carouse-2, Gambling-1, Medicine-0, Linguistics-1, Streetwise-1, Deception-1, Electronics-1, Admin-1

### **expert (6-7 terms)**

Str: 5-7 Dex: 6-8 End: 6-8 Int: 8-10 Edu: 8-11 Soc: 8-10

Art-3, Liaison-2, Steward-1, Comms-0, Carouse-2, Gambling-1, Medicine-0, Linguistics-2, Streetwise-1, Deception-2, Electronics-1, Admin-1

### **elite (8+ terms)**

Str: 5-7 Dex: 6-8 End: 6-8 Int: 8-10 Edu: 8-12 Soc: 9-12

Art-3, Liaison-2, Steward-1, Comms-0, Carouse-3, Gambling-2, Medicine-0, Linguistics-2, Streetwise-1, Deception-2, Electronics-1, Admin-2, Interrogate-1

## **Farmer:**

### **inexperienced (1 term)**

Str: 6-9 Dex: 6-8 End: 8-10 Int: 5-7 Edu: 5-7 Soc: 4-7

Animals-1, Mechanic-0, Survival-0, Streetwise-0, Admin-0, Vehicle-0, Medicine-0, Melee-0

### **developing (2-3 terms)**

Str: 6-9 Dex: 6-8 End: 8-10 Int: 5-7 Edu: 5-7 Soc: 4-7

Animals-1, Mechanic-1, Survival-1, Streetwise-0, Admin-0, Vehicle-1, Medicine-0, Melee-0, Sensors-1, Steward-1

### **veteran (4-5 terms)**

Str: 7-10 Dex: 6-8 End: 8-11 Int: 5-7 Edu: 5-7 Soc: 4-7

Animals-2, Mechanic-1, Survival-1, Streetwise-0, Admin-1, Vehicle-1, Medicine-0, Melee-0, Sensors-1, Steward-2, Broker-1, Science-1, Recon-1

### **expert (6-7 terms)**

Str: 7-10 Dex: 6-8 End: 8-12 Int: 5-7 Edu: 5-7 Soc: 4-7

Animals-2, Mechanic-1, Survival-2, Streetwise-0, Admin-1, Vehicle-1, Medicine-1, Melee-0, Sensors-1, Steward-2, Broker-2, Science-1, Recon-1, Engineering-1

### **elite (8+ terms)**

Str: 7-10 Dex: 6-8 End: 9-12 Int: 5-7 Edu: 6-8 Soc: 4-7



Animals-3, Mechanic-1, Survival-2, Streetwise-0, Admin-1, Vehicle-1, Medicine-1, Melee-0, Sensors-1, Steward-2, Broker-3, Science-1, Recon-1, Engineering-2, Advocate-1, Liaison-1

## **Fence:**

### **inexperienced (1 term)**

Str: 5-7 Dex: 5-7 End: 6-8 Int: 7-9 Edu: 7-9 Soc: 3-6

Broker-1, Streetwise-0, Gambling-0, Advocate-0, Deception-0, Recon-0, Gun Combat-0, Liaison-0

### **developing (2-3 terms)**

Str: 5-7 Dex: 5-7 End: 6-8 Int: 7-10 Edu: 7-9 Soc: 3-6

Broker-2, Streetwise-1, Gambling-0, Advocate-0, Deception-1, Recon-0, Gun Combat-0, Liaison-0, Vehicle-1, Carouse-1

### **veteran (4-5 terms)**

Str: 5-7 Dex: 5-7 End: 6-8 Int: 8-10 Edu: 7-9 Soc: 3-6

Broker-2, Streetwise-2, Gambling-1, Advocate-1, Deception-1, Recon-1, Gun Combat-1, Liaison-0, Vehicle-1, Carouse-1, Comms-1, Admin-1

### **expert (6-7 terms)**

Str: 5-7 Dex: 5-7 End: 6-8 Int: 8-11 Edu: 7-9 Soc: 3-6

Broker-3, Streetwise-2, Gambling-1, Advocate-1, Deception-2, Recon-1, Gun Combat-1, Liaison-1, Vehicle-1, Carouse-2, Comms-1, Admin-1, Computers-1

### **elite (8+ terms)**

Str: 5-7 Dex: 5-7 End: 6-8 Int: 9-12 Edu: 7-9 Soc: 2-7

Broker-3, Streetwise-3, Gambling-1, Advocate-2, Deception-2, Recon-1, Gun Combat-1, Liaison-1, Vehicle-1, Carouse-3, Comms-1, Admin-1, Computers-1, Flying-1

## **Hunter:**

### **inexperienced (1 term)**

Str: 7-9 Dex: 7-10 End: 6-9 Int: 5-7 Edu: 5-7 Soc: 5-7

Survival-1, Gun Combat-0, Athletics-0, Animals-0, Recon-0, Gambling-0, Carouse-0, Mechanic-0

### **developing (2-3 terms)**

Str: 7-9 Dex: 7-10 End: 6-9 Int: 5-7 Edu: 5-7 Soc: 5-7

Survival-2, Gun Combat-1, Athletics-1, Animals-1, Recon-0, Gambling-0, Carouse-0, Mechanic-0, Vehicle-1, Navigation-1

### **veteran (4-5 terms)**

Str: 7-9 Dex: 8-11 End: 6-9 Int: 5-7 Edu: 5-7 Soc: 5-7

Survival-2, Gun Combat-2, Athletics-2, Animals-1, Recon-1, Gambling-0, Carouse-1, Mechanic-1, Vehicle-1, Navigation-1, Comms-1

### **expert (6-7 terms)**

Str: 7-9 Dex: 8-11 End: 6-9 Int: 5-7 Edu: 5-7 Soc: 5-7

Survival-3, Gun Combat-2, Athletics-2, Animals-1, Recon-1, Gambling-0, Carouse-1, Mechanic-1, Vehicle-2, Navigation-1, Comms-2, Flying-1, Steward-1, Jack of all Trades-1

**elite (8+ terms)**

Str: 7-9 Dex: 9-12 End: 6-9 Int: 5-7 Edu: 5-7 Soc: 5-7

Survival-3, Gun Combat-3, Athletics-2, Animals-2, Recon-2, Gambling-0, Carouse-2, Mechanic-1, Vehicle-2, Navigation-1, Comms-2, Flying-1, Steward-1, Jack of all Trades-1, Sensors-1

**Lawyer:**

**inexperienced (1 term)**

Str: 5-7 Dex: 5-7 End: 5-7 Int: 6-9 Edu: 7-10 Soc: 6-9

Advocate-1, Admin-0, Liaison-0, Computers-0, Carouse-0, Deception-0, Steward-0, Comms-0

**developing (2-3 terms)**

Str: 5-7 Dex: 5-7 End: 5-7 Int: 6-9 Edu: 7-11 Soc: 6-9

Advocate-2, Admin-1, Liaison-0, Computers-0, Carouse-1, Deception-1, Steward-0, Comms-0, Interrogate-1, Gambling-1

**veteran (4-5 terms)**

Str: 5-7 Dex: 5-7 End: 5-7 Int: 6-9 Edu: 7-12 Soc: 6-9

Advocate-2, Admin-1, Liaison-0, Computers-0, Carouse-1, Deception-2, Steward-0, Comms-1, Interrogate-1, Gambling-1, Linguistics-1, Broker-1, Vehicle-1

**expert (6-7 terms)**

Str: 5-7 Dex: 5-7 End: 5-7 Int: 6-9 Edu: 8-12 Soc: 6-10

Advocate-3, Admin-2, Liaison-1, Computers-0, Carouse-2, Deception-2, Steward-0, Comms-1, Interrogate-1, Gambling-1, Linguistics-1, Broker-1, Vehicle-1

**elite (8+ terms)**

Str: 5-7 Dex: 5-7 End: 5-7 Int: 6-9 Edu: 9-12 Soc: 7-11

Advocate-3, Admin-2, Liaison-1, Computers-0, Carouse-3, Deception-3, Steward-0, Comms-1, Interrogate-2, Gambling-2, Linguistics-1, Broker-2, Vehicle-1

**Logistician:**

**inexperienced (1 term)**

Str: 5-8 Dex: 5-8 End: 5-7 Int: 7-9 Edu: 7-9 Soc: 6-8

Comms-1, Admin-0, Streetwise-0, Liaison-0, Broker-0, Vehicle-0, Mechanic-0, Medicine-0, Flying-0

**developing (2-3 terms)**

Str: 5-8 Dex: 5-8 End: 5-7 Int: 7-9 Edu: 7-9 Soc: 6-8

Comms-1, Admin-1, Streetwise-1, Liaison-1, Broker-1, Vehicle-0, Mechanic-0, Medicine-0, Flying-0, Navigation-1, Computers-1

**veteran (4-5 terms)**

Str: 5-8 Dex: 5-8 End: 5-7 Int: 7-10 Edu: 8-10 Soc: 6-8  
Comms-2, Admin-1, Streetwise-1, Liaison-1, Broker-2, Vehicle-0, Mechanic-0, Medicine-0,  
Flying-0, Navigation-2, Computers-1, Pilot-1, Sensors-1

**expert (6-7 terms)**

Str: 5-8 Dex: 5-8 End: 5-7 Int: 7-10 Edu: 8-11 Soc: 6-8  
Comms-2, Admin-2, Streetwise-1, Liaison-2, Broker-2, Vehicle-0, Mechanic-1, Medicine-0,  
Flying-1, Navigation-2, Computers-1, Pilot-1, Sensors-1

**elite (8+ terms)**

Str: 5-8 Dex: 5-8 End: 5-7 Int: 7-10 Edu: 8-11 Soc: 6-8  
Comms-2, Admin-3, Streetwise-2, Liaison-2, Broker-2, Vehicle-1, Mechanic-1, Medicine-0,  
Flying-1, Navigation-3, Computers-1, Pilot-1, Sensors-1

**Manager:**

**inexperienced (1 term)**

Str: 6-8 Dex: 5-7 End: 5-7 Int: 7-9 Edu: 7-10 Soc: 6-8  
Admin-1, Liaison-0, Comms-0, Gambling-0, Deception-0, Vehicle-0, Linguistics-0, Steward-0

**developing (2-3 terms)**

Str: 6-8 Dex: 5-7 End: 5-7 Int: 7-9 Edu: 7-10 Soc: 6-8  
Admin-2, Liaison-1, Comms-0, Gambling-0, Deception-0, Vehicle-0, Linguistics-0, Steward-1,  
Streetwise-1, Advocate-1, Carouse-1

**veteran (4-5 terms)**

Str: 6-8 Dex: 5-7 End: 5-7 Int: 7-10 Edu: 8-11 Soc: 6-8  
Admin-2, Liaison-1, Comms-1, Gambling-0, Deception-1, Vehicle-0, Linguistics-1, Steward-1,  
Streetwise-1, Advocate-1, Carouse-1, Broker-1, Computers-1

**expert (6-7 terms)**

Str: 6-8 Dex: 5-7 End: 5-7 Int: 8-10 Edu: 8-11 Soc: 6-8  
Admin-3, Liaison-2, Comms-1, Gambling-1, Deception-1, Vehicle-0, Linguistics-1, Steward-1,  
Streetwise-1, Advocate-1, Carouse-1, Broker-2, Computers-1

**elite (8+ terms)**

Str: 6-8 Dex: 5-7 End: 5-7 Int: 8-10 Edu: 9-12 Soc: 6-8  
Admin-3, Liaison-2, Comms-1, Gambling-1, Deception-2, Vehicle-0, Linguistics-1, Steward-1,  
Streetwise-1, Advocate-2, Carouse-2, Broker-2, Computers-1, Science-1

**Manufacturer:**

**inexperienced (1 term)**

Str: 7-9 Dex: 6-8 End: 6-8 Int: 6-8 Edu: 7-9 Soc: 5-7  
Mechanic-1, Computers-0, Sensors-0, Engineering-0, Electronics-0, Vehicle-0, Art-0, Recon-  
0

**developing (2-3 terms)**

Str: 7-9 Dex: 6-8 End: 6-8 Int: 6-8 Edu: 7-9 Soc: 5-7

Mechanic-2, Computers-1, Sensors-0, Engineering-1, Electronics-1, Vehicle-0, Art-0, Recon-0, Liaison-1, Flying-1

**veteran (4-5 terms)**

Str: 7-9 Dex: 6-8 End: 6-8 Int: 6-8 Edu: 7-9 Soc: 5-7

Mechanic-2, Computers-1, Sensors-1, Engineering-2+1, Electronics-1, Vehicle-0, Art-0, Recon-0, Liaison-1, Flying-1, Streetwise-1, Science-1, Broker-1, Comms-1

**expert (6-7 terms)**

Str: 7-9 Dex: 6-8 End: 6-8 Int: 6-8 Edu: 7-9 Soc: 5-7

Mechanic-3, Computers-2, Sensors-1, Engineering-2+1+1, Electronics-2, Vehicle-1, Art-0, Recon-0, Liaison-1, Flying-1, Streetwise-1, Science-1, Broker-1, Comms-1

**elite (8+ terms)**

Str: 7-9 Dex: 6-8 End: 6-8 Int: 6-8 Edu: 7-9 Soc: 5-7

Mechanic-3, Computers-2, Sensors-1, Engineering-2+2+1, Electronics-2, Vehicle-1, Art-0, Recon-0, Liaison-2, Flying-1, Streetwise-1, Science-2, Broker-2, Comms-1

**Marine NCO:**

**inexperienced (1 term)**

Str: 7-10 Dex: 7-9 End: 6-9 Int: 5-7 Edu:5-7 Soc: 5-7

Gun Combat-1, Melee-0, Recon-0, Vacc Suit-0, Zero G-0, Athletics-0, Medicine-0, Carouse-0

**developing (2-3 terms)**

Str: 7-10 Dex: 7-9 End: 6-9 Int: 5-7 Edu:5-7 Soc: 5-7

Gun Combat-2, Melee-1, Recon-1, Vacc Suit-0, Zero G-0, Athletics-1, Medicine-0, Carouse-0, Demolitions-1, Survival-1

**veteran (4-5 terms)**

Str: 7-10 Dex: 8-10 End: 6-9 Int: 5-7 Edu:5-7 Soc: 5-7

Gun Combat-2, Melee-1, Recon-2, Vacc Suit-1, Zero G-0, Athletics-1, Medicine-0, Carouse-0, Demolitions-1, Survival-1, Leadership-1, Tactics-1, Gunnery-1

**expert (6-7 terms)**

Str: 8-10 Dex: 8-11 End: 6-9 Int: 5-7 Edu:5-7 Soc: 6-8

Gun Combat-3, Melee-2, Recon-2, Vacc Suit-1, Zero G-0, Athletics-2, Medicine-0, Carouse-0, Demolitions-1, Survival-2, Leadership-1, Tactics-1, Gunnery-1, Vehicle-1, Flying-1

**elite (8+ terms)**

Str: 8-10 Dex: 8-11 End: 6-9 Int: 5-7 Edu:5-7 Soc: 6-8

Gun Combat-3, Melee-3, Recon-2, Vacc Suit-1, Zero G-0, Athletics-2, Medicine-0, Carouse-0, Demolitions-2, Survival-2, Leadership-1, Tactics-1, Gunnery-2, Vehicle-1, Flying-1, Pilot-1

**Marine Officer:**

**inexperienced (1 term)**

Str: 7-10 Dex: 6-8 End: 6-8 Int: 5-7 Edu: 6-9 Soc: 6-8

Tactics-1, Gun Combat-0, Melee Combat-0, Recon-0, Vacc Suit-0, Zero G-0, Athletics-0, Leadership-0, Liaison-0

**developing (2-3 terms)**

Str: 7-10 Dex: 6-8 End: 6-8 Int: 5-7 Edu: 6-9 Soc: 6-8

Tactics-2, Gun Combat-1, Melee Combat-1, Recon-1, Vacc Suit-0, Zero G-0, Athletics-0, Leadership-1, Liaison-0, Gunnery-1, Sensors-1

**veteran (4-5 terms)**

Str: 8-10 Dex: 6-8 End: 6-8 Int: 5-7 Edu: 7-10 Soc: 6-8

Tactics-2, Gun Combat-1, Melee Combat-1, Recon-1, Vacc Suit-0, Zero G-0, Athletics-1, Leadership-2, Liaison-0, Gunnery-1, Sensors-1, Navigation-1, Pilot-1, Admin-1

**expert (6-7 terms)**

Str: 8-11 Dex: 6-9 End: 6-8 Int: 5-7 Edu: 7-11 Soc: 6-8

Tactics-3, Gun Combat-1, Melee Combat-1, Recon-2, Vacc Suit-1, Zero G-1, Athletics-1, Leadership-2, Liaison-0, Gunnery-2, Sensors-1, Navigation-1, Pilot-1, Admin-1

**elite (8+ terms)**

Str: 8-11 Dex: 6-9 End: 6-8 Int: 5-7 Edu: 7-11 Soc: 6-8

Tactics-3, Gun Combat-1, Melee Combat-1, Recon-2, Vacc Suit-1, Zero G-1, Athletics-1, Leadership-3, Liaison-0, Gunnery-2, Sensors-2, Navigation-2, Pilot-1, Admin-2, Comms-1

**Merchant:**

**inexperienced (1 term)**

Str: 5-7 Dex: 5-7 End: 5-7 Int: 7-9 Edu: 7-9 Soc: 6-8

Broker-1, Pilot-0, Admin-0, Deception-0, Carouse-0, Liaison-0, Art-0, Steward-0

**developing (2-3 terms)**

Str: 5-7 Dex: 5-7 End: 5-7 Int: 7-9 Edu: 7-9 Soc: 6-8

Broker-2, Pilot-0, Admin-1, Deception-0, Carouse-0, Liaison-1, Art-0, Steward-0, Comms-1, Mechanic-1

**veteran (4-5 terms)**

Str: 5-7 Dex: 5-7 End: 5-7 Int: 7-10 Edu: 8-10 Soc: 6-8

Broker-2, Pilot-1, Admin-1, Deception-1, Carouse-1, Liaison-1, Art-0, Steward-0, Comms-1, Mechanic-1, Advocate-1, Computers-1, Sensors-1

**expert (6-7 terms)**

Str: 5-7 Dex: 5-7 End: 5-7 Int: 7-10 Edu: 8-11 Soc: 6-8

Broker-3, Pilot-1, Admin-2, Deception-1, Carouse-2, Liaison-2, Art-0, Steward-0, Comms-1, Mechanic-1, Advocate-1, Computers-1, Sensors-1, Vacc Suit-1, Zero G-1,

**elite (8+ terms)**

Str: 5-7 Dex: 5-7 End: 5-7 Int: 7-11 Edu: 9-12 Soc: 6-8

Broker-3, Pilot-1, Admin-3, Deception-1, Carouse-2, Liaison-2, Art-0, Steward-0, Comms-2, Mechanic-1, Advocate-2, Computers-2, Sensors-1, Vacc Suit-1, Zero G-1, Navigation-1, Engineering-1

## **Miner:**

### **inexperienced (1 term)**

Str: 6-8 Dex: 7-9 End: 6-8 Int: 6-8 Edu: 7-9 Soc: 15-7

Vehicle-1, Zero G-0, Pilot-0, Streetwise-0, Carouse-0, Liaison-0, Recon-0, Engineer-0

### **developing (2-3 terms)**

Str: 6-8 Dex: 7-9 End: 6-8 Int: 6-8 Edu: 7-9 Soc: 5-7

Vehicle-2+1, Zero G-0, Pilot-0, Streetwise-0, Carouse-0, Liaison-1, Recon-0, Engineer-0, Mechanic-1, Sensors-1

### **veteran (4-5 terms)**

Str: 6-8 Dex: 7-9 End: 6-8 Int: 6-8 Edu: 7-10 Soc: 5-7

Vehicle-2+1+1, Zero G-0, Pilot-1, Streetwise-0, Carouse-1, Liaison-1, Recon-0, Engineer-1, Mechanic-1, Sensors-1, Admin-1, Broker-1, Vacc Suit-1

### **expert (6-7 terms)**

Str: 6-8 Dex: 7-10 End: 6-8 Int: 6-8 Edu: 7-11 Soc: 5-7

Vehicle-2+1+1, Zero G-0, Pilot-2, Streetwise-1, Carouse-1, Liaison-2, Recon-0, Engineer-2, Mechanic-1, Sensors-1, Admin-1, Broker-1, Vacc Suit-1, Computers-1, Science-1

### **elite (8+ terms)**

Str: 6-8 Dex: 7-10 End: 6-8 Int: 6-8 Edu: 8-12 Soc: 5-7

Vehicle-3+2+1, Zero G-0, Pilot-2, Streetwise-1, Carouse-2, Liaison-2, Recon-0, Engineer-2+1, Mechanic-2, Sensors-2, Admin-1, Broker-1, Vacc Suit-1, Computers-1, Science-1, Jack of all Trades-1

## **Minister:**

### **inexperienced (1 term)**

Str: 5-7 Dex: 5-7 End: 6-8 Int: 7-9 Edu: 7-9 Soc: 7-9

Steward-1, Admin-0, Liaison-0, Carouse-0, Streetwise-0, Deception-0, Art-0, Science-0, Leadership-0

### **developing (2-3 terms)**

Str: 5-7 Dex: 5-7 End: 6-8 Int: 7-9 Edu: 7-9 Soc: 7-9

Steward-1, Admin-1, Liaison-1, Carouse-1, Streetwise-0, Deception-0, Art-1, Science-0, Leadership-1, Vehicle-1, Comms-1

### **veteran (4-5 terms)**

Str: 5-7 Dex: 5-7 End: 6-8 Int: 7-10 Edu: 7-10 Soc: 7-9

Steward-2, Admin-2, Liaison-2, Carouse-1, Streetwise-0, Deception-0, Art-2, Science-0, Leadership-1, Vehicle-1, Comms-1, Advocate-1, Medicine-1

### **expert (6-7 terms)**

Str: 5-7 Dex: 5-7 End: 6-8 Int: 7-10 Edu: 8-11 Soc: 7-10

Steward-2, Admin-2, Liaison-2, Carouse-2, Streetwise-0, Deception-0, Art-2, Science-0, Leadership-2, Vehicle-1, Comms-1, Advocate-1, Medicine-1, Jack of all Trades-1

**elite (8+ terms)**

Str: 5-7 Dex: 5-7 End: 6-8 Int: 8-11 Edu: 9-12 Soc: 8-10

Steward-3, Admin-2, Liaison-2, Carouse-2, Streetwise-0, Deception-0, Art-2, Science-0, Leadership-3, Vehicle-1, Comms-1, Advocate-2, Medicine-2, Jack of all Trades-1, Broker-1

**Navy NCO:****inexperienced (1 term)**

Str: 7-10 Dex: 7-10 End: 6-9 Int: 5-7 Edu: 5-7 Soc: 5-7

Melee-1, Recon-0, Gun Combat-0, Athletics-0, Zero G-0, Mechanic-0, Medicine-0, Vacc Suit-0

**developing (2-3 terms)**

Str: 7-10 Dex: 7-10 End: 6-9 Int: 5-7 Edu: 5-7 Soc: 5-7

Melee-1, Recon-1, Gun Combat-1, Athletics-1, Zero G-0, Mechanic-1, Medicine-0, Vacc Suit-1, Gunnery-1, Sensors-1

**veteran (4-5 terms)**

Str: 7-10 Dex: 7-11 End: 6-9 Int: 5-7 Edu: 5-7 Soc: 5-7

Melee-1, Recon-2, Gun Combat-2, Athletics-1, Zero G-0, Mechanic-1, Medicine-0, Vacc Suit-1, Gunnery-1, Sensors-1, Pilot-1, Admin-1, Engineering-1

**expert (6-7 terms)**

Str: 7-11 Dex: 8-11 End: 6-9 Int: 5-7 Edu: 5-7 Soc: 5-7

Melee-2, Recon-2, Gun Combat-2, Athletics-2, Zero G-0, Mechanic-2, Medicine-0, Vacc Suit-1, Gunnery-2, Sensors-2, Pilot-1, Admin-1, Engineering-1, Comms-1, Tactics-1, Advocate-1

**elite (8+ terms)**

Str: 7-11 Dex: 9-12 End: 7-10 Int: 5-7 Edu: 5-7 Soc: 5-7

Melee-2, Recon-2, Gun Combat-3, Athletics-2, Zero G-0, Mechanic-2, Medicine-0, Vacc Suit-1, Gunnery-3, Sensors-2, Pilot-1, Admin-2, Engineering-2, Comms-1, Tactics-2, Advocate-1

**Navy Officer:****inexperienced (1 term)**

Str: 6-8 Dex: 7-9 End: 6-8 Int: 6-8 Edu: 5-7 Soc: 6-9

Tactics-1, Zero-G-0, Vacc Suit-0, Sensors-0, Liaison-0, Melee-0, Admin-0, Recon-0, Medicine-0

**developing (2-3 terms)**

Str: 6-8 Dex: 7-9 End: 6-8 Int: 6-8 Edu: 5-7 Soc: 6-9

Tactics-2, Zero-G-0, Vacc Suit-0, Sensors-1, Liaison-0, Melee-0, Admin-1, Recon-0, Medicine-0, Gunnery-1, Mechanics-1, Engineering-1

**veteran (4-5 terms)**

Str: 6-8 Dex: 8-10 End: 6-8 Int: 6-8 Edu: 5-7 Soc: 6-10

Tactics-2, Zero-G-0, Vacc Suit-0, Sensors-1, Liaison-1, Melee-1, Admin-1, Recon-1, Medicine-0, Gunnery-1, Mechanics-1, Engineering-2, Leadership-1, Computers-1, Pilot-1

**expert (6-7 terms)**

Str: 6-8 Dex: 8-10 End: 6-8 Int: 6-8 Edu: 5-7 Soc: 6-10

Tactics-2, Zero-G-0, Vacc Suit-1, Sensors-2, Liaison-1, Melee-1, Admin-1, Recon-2, Medicine-0, Gunnery-2, Mechanics-1, Engineering-2+1, Leadership-1, Computers-1, Pilot-1, Navigation-1

**elite (8+ terms)**

Str: 6-8 Dex: 8-10 End: 6-8 Int: 6-8 Edu: 5-7 Soc: 6-10

Tactics-3, Zero-G-0, Vacc Suit-1, Sensors-2, Liaison-1, Melee-2, Admin-1, Recon-2, Medicine-0, Gunnery-2, Mechanics-2, Engineering-2+1, Leadership-2, Computers-2, Pilot-1, Navigation-2

**Pilot:****inexperienced (1 term)**

Str: 6-8 Dex: 7-10 End: 6-8 Int: 7-9 Edu: 5-7 Soc: 6-8

Pilot-1, Zero G-0, Flying-0, Comms-0, Navigation-0, Sensors-0, Vacc Suit-0, Gunnery-0

**developing (2-3 terms)**

Str: 6-8 Dex: 7-10 End: 6-8 Int: 7-9 Edu: 5-7 Soc: 6-8

Pilot-2, Zero G-0, Flying-0, Comms-1, Navigation-1, Sensors-1, Vacc Suit-0, Gunnery-1, Vehicle-1, Engineering-1

**veteran (4-5 terms)**

Str: 6-8 Dex: 7-11 End: 6-8 Int: 8-10 Edu: 5-7 Soc: 6-8

Pilot-2, Zero G-0, Flying-1, Comms-1, Navigation-2, Sensors-1, Vacc Suit-0, Gunnery-1, Vehicle-1, Engineering-1, Admin-1, Computers-1, Electronics-1

**expert (6-7 terms)**

Str: 6-8 Dex: 7-11 End: 6-8 Int: 8-10 Edu: 5-7 Soc: 6-8

Pilot-3, Zero G-0, Flying-2, Comms-1, Navigation-2, Sensors-2, Vacc Suit-0, Gunnery-2, Vehicle-1, Engineering-2, Admin-1, Computers-1, Electronics-1, Mechanic-1

**elite (8+ terms)**

Str: 6-8 Dex: 8-11 End: 6-8 Int: 9-11 Edu: 5-7 Soc: 6-8

Pilot-3, Zero G-1, Flying-2, Comms-1, Navigation-3, Sensors-2, Vacc Suit-1, Gunnery-2, Vehicle-1, Engineering-2+1, Admin-2, Computers-1, Electronics-1, Mechanic-1

**Physician:****inexperienced (1 term)**

Str: 5-7 Dex: 6-8 End: 5-7 Int: 7-9 Edu: 7-10 Soc: 6-9

Medicine-1, Admin-0, Advocate-0, Zero G-0, Science-0, Comms-0, Liaison-0

**developing (2-3 terms)**

Str: 5-7 Dex: 6-8 End: 5-7 Int: 7-9 Edu: 7-10 Soc: 6-9

Medicine-2, Admin-1, Advocate-1, Zero G-0, Science-1, Comms-0, Liaison-0, Engineering-1, Computers-1



**veteran (4-5 terms)**

Str: 5-7 Dex: 6-9 End: 5-7 Int: 8-10 Edu: 7-10 Soc: 6-9

Medicine-2, Admin-2, Advocate-1, Zero G-0, Science-2, Comms-1, Liaison-1, Engineering-1, Computers-1, Art-1, Sensors-1

**expert (6-7 terms)**

Str: 5-7 Dex: 6-9 End: 5-7 Int: 8-11 Edu: 8-11 Soc: 6-9

Medicine-3, Admin-2, Advocate-2, Zero G-0, Science-2+1, Comms-1, Liaison-2, Engineering-2, Computers-1, Art-1, Sensors-1, Deception-1

**elite (8+ terms)**

Str: 5-7 Dex: 6-9 End: 5-7 Int: 9-12 Edu: 8-11 Soc: 6-9

Medicine-3, Admin-2, Advocate-2, Zero G-0, Science-2+1, Comms-2, Liaison-2, Engineering-2+1, Computers-2, Art-1, Sensors-2, Deception-1

**Pirate:****inexperienced (1 term)**

Str: 6-9 Dex: 6-9 End: 6-8 Int: 8-11 Edu: 6-8 Soc: 4-7

Streetwise-1, Zero G-0, Gun Combat-0, Melee-0, Mechanic-0, Carouse-0, Recon-0, Vacc Suit-0

**developing (2-3 terms)**

Str: 6-9 Dex: 6-9 End: 6-8 Int: 8-11 Edu: 6-8 Soc: 4-7

Streetwise-1, Zero G-0, Gun Combat-1, Melee-1, Mechanic-1, Carouse-0, Recon-1, Vacc Suit-0, Gunnery-1 Broker-1, Pilot-1

**veteran (4-5 terms)**

Str: 6-9 Dex: 6-9 End: 6-8 Int: 8-12 Edu: 6-8 Soc: 4-7

Streetwise-2, Zero G-0, Gun Combat-2, Melee-1, Mechanic-1, Carouse-0, Recon-1, Vacc Suit-0, Gunnery-1 Broker-2, Pilot-1, Advocate-1 Navigation-1

**expert (6-7 terms)**

Str: 6-9 Dex: 7-10 End: 6-8 Int: 8-12 Edu: 6-8 Soc: 3-7

Streetwise-2, Zero G-0, Gun Combat-2, Melee-2, Mechanic-1, Carouse-0, Recon-2, Vacc Suit-0, Gunnery-2 Broker-2, Pilot-1, Advocate-1 Navigation-1, Engineering-1, Sensors-1, Comms-1

**elite (8+ terms)**

Str: 6-9 Dex: 7-10 End: 6-8 Int: 9-12 Edu: 6-8 Soc: 3-7

Streetwise-2, Zero G-0, Gun Combat-2, Melee-2, Mechanic-1, Carouse-0, Recon-2, Vacc Suit-0, Gunnery-2 Broker-3, Pilot-2, Advocate-1 Navigation-2, Engineering-1+1, Sensors-1, Comms-1, Electronics-1, Computers-1

**Programmer:****inexperienced (1 term)**

Str: 5-7 Dex: 5-7 End: 6-8 Int: 7-10 Edu: 7-9 Soc: 6-8

Computers-1, Electronics-0, Sensors-0, Comms-0, Engineering-0, Admin-0, Medicine-0, Art-0

**developing (2-3 terms)**

Str: 5-7 Dex: 5-7 End: 6-8 Int: 7-10 Edu: 7-9 Soc: 6-8

Computers-2, Electronics-1, Sensors-1, Comms-0, Engineering-1, Admin-0, Medicine-0, Art-0, Liaison-1, Science-1, Advocate-1

**veteran (4-5 terms)**

Str: 5-7 Dex: 5-7 End: 6-8 Int: 8-11 Edu: 7-9 Soc: 6-8

Computers-2, Electronics-2, Sensors-1, Comms-1, Engineering-2, Admin-1, Medicine-0, Art-0, Liaison-1, Science-2, Advocate-1, Carouse-1

**expert (6-7 terms)**

Str: 5-7 Dex: 5-7 End: 6-8 Int: 8-11 Edu: 7-9 Soc: 6-8

Computers-3, Electronics-2, Sensors-2, Comms-1, Engineering-2+1, Admin-1, Medicine-0, Art-0, Liaison-2, Science-2+1, Advocate-1, Carouse-1

**elite (8+ terms)**

Str: 5-7 Dex: 5-7 End: 6-8 Int: 9-12 Edu: 7-9 Soc: 6-8

Computers-3+1, Electronics-2, Sensors-2, Comms-2, Engineering-2+1+1, Admin-2, Medicine-0, Art-0, Liaison-2, Science-2+1, Advocate-2, Carouse-1

**Psionic:**

**inexperienced (1 term)**

Str: 6-8 Dex: 6-8 End: 6-8 Int: 6-8 Edu: 6-8 Soc: 4-6 Psi: 7-9

Psionics-1, Admin-0, Advocate-0, Liaison-0, Steward-0, Comms-0, Vehicle-0, Melee-0, Recon-0

**developing (2-3 terms)**

Str: 6-8 Dex: 6-8 End: 6-8 Int: 6-8 Edu: 6-8 Soc: 4-6 Psi: 8-10

Psionics-2+1, Admin-0, Advocate-1, Liaison-0, Steward-0, Comms-0, Vehicle-1, Melee-0, Recon-0, Medicine-1, Sensors-1

**veteran (4-5 terms)**

Str: 6-8 Dex: 6-8 End: 6-8 Int: 6-8 Edu: 6-8 Soc: 4-6 Psi: 9-11

Psionics-2+2+1, Admin-1, Advocate-1, Liaison-1, Steward-0, Comms-0, Vehicle-1, Melee-0, Recon-0, Medicine-1, Sensors-1, Broker-1, Flying-1

**expert (6-7 terms)**

Str: 6-8 Dex: 6-8 End: 6-8 Int: 6-8 Edu: 6-8 Soc: 4-6 Psi: 10-12

Psionics-2+2+1+1, Admin-1, Advocate-2, Liaison-1, Steward-0, Comms-0, Vehicle-1, Melee-0, Recon-0, Medicine-2, Sensors-1, Broker-1, Flying-1, Science 1, Computers-1

**elite (8+ terms)**

Str: 6-8 Dex: 6-8 End: 6-8 Int: 6-8 Edu: 6-8 Soc: 4-6 Psi: 11-13

Psionics-3+2+2+1, Admin-1, Advocate-2, Liaison-1, Steward-0, Comms-0, Vehicle-1, Melee-0, Recon-0, Medicine-2, Sensors-1, Broker-2, Flying-1, Science 2, Computers-2

## **Ranger:**

### **inexperienced (1 term)**

Str: 6-9 Dex: 7-9 End: 7-9 Int: 5-7 Edu: 5-7 Soc: 5-7

Survival-1, Animals-0, Gun Combat-0, Streetwise-0, Athletics-0, Recon-0, Medicine-0, Science-0

### **developing (2-3 terms)**

Str: 6-9 Dex: 7-9 End: 7-9 Int: 5-7 Edu: 5-7 Soc: 5-7

Survival-1, Animals-1, Gun Combat-1, Streetwise-0, Athletics-1, Recon-1, Medicine-0, Science-0, Mechanic-1, Comms-1, Steward-1

### **veteran (4-5 terms)**

Str: 6-9 Dex: 7-9 End: 8-10 Int: 5-7 Edu: 5-7 Soc: 5-7

Survival-2, Animals-1, Gun Combat-1, Streetwise-0, Athletics-2, Recon-1, Medicine-0, Science-0, Mechanic-1, Comms-1, Steward-1, Advocate-1, Vehicle-1, Flying-1

### **expert (6-7 terms)**

Str: 6-9 Dex: 8-10 End: 8-11 Int: 5-7 Edu: 5-7 Soc: 5-7

Survival-2, Animals-1, Gun Combat-2, Streetwise-1, Athletics-2, Recon-2, Medicine-1, Science-0, Mechanic-2, Comms-1, Steward-1, Advocate-1, Vehicle-1, Flying-1, Sensors-1

### **elite (8+ terms)**

Str: 6-9 Dex: 8-10 End: 9-12 Int: 5-7 Edu: 5-7 Soc: 5-7

Survival-3, Animals-2, Gun Combat-2, Streetwise-1, Athletics-2, Recon-2, Medicine-2, Science-0, Mechanic-2, Comms-1, Steward-1, Advocate-2, Vehicle-1, Flying-1, Sensors-2

## **Rogue:**

### **inexperienced (1 term)**

Str: 6-8 Dex: 7-10 End: 6-9 Int: 6-8 Edu: 4-7 Soc: 4-6

Streetwise-1, Melee-0, Recon-0, Deception-0, Survival-0, Athletics-0, Gambling-0, Gun Combat-0

### **developing (2-3 terms)**

Str: 6-8 Dex: 7-10 End: 6-9 Int: 6-8 Edu: 4-7 Soc: 4-6

Streetwise-2, Melee-1, Recon-1, Deception-0, Survival-0, Athletics-0, Gambling-0, Gun Combat-0, Broker-1, Carouse-1

### **veteran (4-5 terms)**

Str: 6-8 Dex: 8-11 End: 7-9 Int: 6-8 Edu: 4-7 Soc: 4-6

Streetwise-2, Melee-1, Recon-1, Deception-1, Survival-0, Athletics-1, Gambling-0, Gun Combat-1, Broker-1, Carouse-1, Advocate-1, Jack of all Trades-1

### **expert (6-7 terms)**

Str: 7-9 Dex: 8-11 End: 7-10 Int: 6-8 Edu: 4-7 Soc: 3-6

Streetwise-2, Melee-1, Recon-2, Deception-1, Survival-0, Athletics-2, Gambling-0, Gun Combat-1, Broker-2, Carouse-1, Advocate-1, Jack of all Trades-1, Sensors-1

**elite (8+ terms)**

Str: 7-9 Dex: 9-12 End: 7-10 Int: 6-8 Edu: 4-7 Soc: 3-6

Streetwise-3, Melee-2, Recon-2, Deception-2, Survival-0, Athletics-2, Gambling-0, Gun Combat-2, Broker-2, Carouse-1, Advocate-1, Jack of all Trades-1, Sensors-1, Mechanic-1

**Scholar:****inexperienced (1 term)**

Str: 5-7 Dex: 5-7 End: 5-7 Int: 7-9 Edu: 7-9 Soc: 6-8

Comms-1, Linguistics-0, Admin-0, Science-0, Art-0, Liaison-0, Computers-0, Engineering-0

**developing (2-3 terms)**

Str: 5-7 Dex: 5-7 End: 5-7 Int: 7-9 Edu: 7-9 Soc: 6-8

Comms-1, Linguistics-1, Admin-0, Science-1, Art-0, Liaison-0, Computers-0, Engineering-1, Medicine-1, Vehicle-1, Navigation-1

**veteran (4-5 terms)**

Str: 5-7 Dex: 5-7 End: 5-7 Int: 7-10 Edu: 8-10 Soc: 6-8

Comms-2, Linguistics-1, Admin-1, Science-2, Art-1, Liaison-0, Computers-1, Engineering-1, Medicine-1, Vehicle-1, Navigation-1, Sensors-1

**expert (6-7 terms)**

Str: 5-7 Dex: 5-7 End: 5-7 Int: 7-10 Edu: 8-11 Soc: 6-8

Comms-2, Linguistics-1, Admin-1, Science-2, Art-2, Liaison-1, Computers-2, Engineering-2, Medicine-1, Vehicle-1, Navigation-1, Sensors-1, Advocate-1, Carouse-1

**elite (8+ terms)**

Str: 5-7 Dex: 5-7 End: 5-7 Int: 8-10 Edu: 9-12 Soc: 6-8

Comms-3, Linguistics-2, Admin-1, Science-2, Art-3, Liaison-1, Computers-2, Engineering-2, Medicine-1, Vehicle-1, Navigation-2, Sensors-1, Advocate-1, Carouse-1, Jack of all Trades-1

**Scientist:****inexperienced (1 term)**

Str: 5-7 Dex: 6-8 End: 5-7 Int: 7-9 Edu: 7-9 Soc: 6-8

Science-1, Comms-0, Vehicle-0, Engineering-0, Computers-0, Admin-0, Linguistics-0, Advocate-0, Medicine-0

**developing (2-3 terms)**

Str: 5-7 Dex: 6-8 End: 5-7 Int: 7-9 Edu: 7-9 Soc: 6-8

Science-2+1, Comms-1, Vehicle-0, Engineering-0, Computers-1, Admin-0, Linguistics-0, Advocate-0, Medicine-0, Sensors-1, Mechanic-1, Liaison-1

**veteran (4-5 terms)**

Str: 5-7 Dex: 6-8 End: 5-7 Int: 7-9 Edu: 7-9 Soc: 6-8

Science-2+1+1, Comms-1, Vehicle-0, Engineering-1, Computers-1, Admin-1, Linguistics-0, Advocate-0, Medicine-1, Sensors-1, Mechanic-1, Liaison-1, Electronics-1

**expert (6-7 terms)**

Str: 5-7 Dex: 6-8 End: 5-7 Int: 7-9 Edu: 7-9 Soc: 6-8

Science-3+2+1, Comms-2, Vehicle-0, Engineering-1, Computers-1, Admin-1, Linguistics-0, Advocate-0, Medicine-1 Sensors-2, Mechanic-1, Liaison-1, Electronics-1

**elite (8+ terms)**

Str: 5-7 Dex: 6-8 End: 5-7 Int: 7-9 Edu: 7-9 Soc: 6-8

Science-3+2+2, Comms-2, Vehicle-0, Engineering-2, Computers-2, Admin-1, Linguistics-0, Advocate-0, Medicine-1 Sensors-2, Mechanic-1, Liaison-1, Electronics-2, Jack of all Trades-1

**Scout:****inexperienced (1 term)**

Str: 6-8 Dex: 7-9, End: 6-8 Int: 7-9 Edu: 6-8 Soc: 6-8

Navigation-1, Zero G-0, Streetwise-0, Survival-0, Pilot-0, Engineering-0, Gun Combat-0, Recon-0, Science-0

**developing (2-3 terms)**

Str: 6-8 Dex: 7-9, End: 6-8 Int: 7-9 Edu: 6-8 Soc: 6-8

Navigation-2, Zero G-0, Streetwise-0, Survival-0, Pilot-1, Engineering-1, Gun Combat-1, Recon-0, Science-0, Vacc Suit-1, Mechanic-1

**veteran (4-5 terms)**

Str: 6-8 Dex: 7-10, End: 6-8 Int: 7-10 Edu: 6-8 Soc: 6-8

Navigation-2, Zero G-0, Streetwise-1, Survival-1, Pilot-1, Engineering-1, Gun Combat-1, Recon-0, Science-0, Vacc Suit-1, Mechanic-1, Sensors-1, Comms-1, Jack of all Trades-1

**expert (6-7 terms)**

Str: 6-8 Dex: 7-10, End: 6-8 Int: 8-11 Edu: 6-8 Soc: 6-8

Navigation-2, Zero G-0, Streetwise-1, Survival-2, Pilot-2, Engineering-2, Gun Combat-1, Recon-0, Science-0, Vacc Suit-1, Mechanic-1, Sensors-1, Comms-1, Jack of all Trades-1, Medicine-1, Electronics-1

**elite (8+ terms)**

Str: 6-8 Dex: 7-10, End: 6-8 Int: 9-12 Edu: 6-8 Soc: 6-8

Navigation-2, Zero G-0, Streetwise-2, Survival-2, Pilot-2, Engineering-2, Gun Combat-1, Recon-0, Science-0, Vacc Suit-1, Mechanic-2, Sensors-2, Comms-2, Jack of all Trades-1, Medicine-2, Electronics-1

**Service Worker:****inexperienced (1 term)**

Str: 6-8 Dex: 6-8 End: 7-9 Int: 6-8 Edu: 5-7 Soc: 5-7

Steward-1, Admin-0, Liaison-0, Art-0, Streetwise-0, Comms-0, Recon-0, Melee-0, Gambling-0

**developing (2-3 terms)**

Str: 6-8 Dex: 6-8 End: 7-9 Int: 6-8 Edu: 5-7 Soc: 5-7

Steward-2, Admin-1, Liaison-1, Art-0, Streetwise-1, Comms-0, Recon-0, Melee-0, Gambling-0, Deception-1, Computers-1

**veteran (4-5 terms)**

Str: 6-8 Dex: 6-8 End: 7-9 Int: 6-8 Edu: 5-7 Soc: 5-7

Steward-2, Admin-1, Liaison-2, Art-1, Streetwise-1, Comms-0, Recon-0, Melee-0, Gambling-0, Deception-1, Computers-1, Advocate-1, Linguistics-1

**expert (6-7 terms)**

Str: 6-8 Dex: 6-8 End: 7-9 Int: 6-8 Edu: 5-7 Soc: 5-7

Steward-3, Admin-2, Liaison-2, Art-1, Streetwise-1, Comms-0, Recon-0, Melee-0, Gambling-0, Deception-1, Computers-1, Advocate-1, Linguistics-1, Medicine-1, Carouse-1

**elite (8+ terms)**

Str: 6-8 Dex: 6-8 End: 7-9 Int: 6-8 Edu: 5-7 Soc: 5-7

Steward-3, Admin-2, Liaison-2, Art-1, Streetwise-2, Comms-1, Recon-0, Melee-0, Gambling-0, Deception-1, Computers-2, Advocate-1, Linguistics-1, Medicine-1, Carouse-2

**Technician:**

**inexperienced (1 term)**

Str: 6-8 Dex: 6-8 End: 5-7 Int: 7-9 Edu: 7-9 Soc: 6-8

Mechanic-1, Computers-0, Sensors-0, Comms-0, Vacc Suit-0, Streetwise-0, Electronics-0, Medicine-0, Science-0

**developing (2-3 terms)**

Str: 6-8 Dex: 6-8 End: 5-7 Int: 7-9 Edu: 7-9 Soc: 6-8

Mechanic-2, Computers-1, Sensors-1, Comms-0, Vacc Suit-0, Streetwise-0, Electronics-1, Medicine-0, Science-0, Engineering-1

**veteran (4-5 terms)**

Str: 6-8 Dex: 6-8 End: 5-7 Int: 8-10 Edu: 7-9 Soc: 6-8

Mechanic-2, Computers-1, Sensors-1, Comms-0, Vacc Suit-0, Streetwise-0, Electronics-2, Medicine-0, Science-1, Engineering-2, Admin-1

**expert (6-7 terms)**

Str: 6-8 Dex: 6-8 End: 5-7 Int: 8-11 Edu: 7-10 Soc: 6-8

Mechanic-3, Computers-2, Sensors-1, Comms-0, Vacc Suit-0, Streetwise-0, Electronics-2, Medicine-0, Science-2, Engineering-2, Admin-1, Navigation-1, Zero G-1

**elite (8+ terms)**

Str: 6-8 Dex: 6-8 End: 5-7 Int: 8-11 Edu: 7-10 Soc: 6-8

Mechanic-3, Computers-2, Sensors-2, Comms-1, Vacc Suit-0, Streetwise-0, Electronics-2, Medicine-0, Science-2+1, Engineering-2+1, Admin-1, Navigation-1, Zero G-1, Advocate-1