

SKILLS

Roll 1D to determine the number of skills the character has.

For each skill roll 1D to determine which Skill Table to use. Apply the following DMs to the roll:

Civilian Character: -2 (minimum 1)
[[Includes: Athlete, Bureaucrat, Colonist, Diplomat, Entertainer, Merchant, Physician, Scientist, Technician.]]

Specialist Character: No DM
[[Includes: Aerospace System Defense, Agent, Barbarian, Belter, Drifter, Hunter, Maritime System Defense, Navy, Noble, Pirate, Rogue, Scout.]]

Military Character: +2 (maximum 6)
[[Includes: Marine, Mercenary, Surface System Defense.]]

Then roll 1D on the appropriate table and record the result.

(1-2) FIRST SKILL TABLE

- 1 Archery or Shotgun
- 2 Bludgeoning or Natural Weapons
- 3 Piercing or Slashing Weapons
- 4 Pistol (Energy or Slug)
- 5 Rifle (Energy or Slug)
- 6 Zero-G

(3-4) SECOND SKILL TABLE

- 1 Archery or Shotgun
- 2 Battledress or Zero-G
- 3 Demolitions
- 4 Energy Weapon (Pistol or Rifle)
- 5 Melee Combat (choose one)
- 6 Slug Weapon (Pistol or Rifle)

(5-6) THIRD SKILL TABLE

- 1 Battle Dress or Zero-G
- 2 CQB or Demolitions
- 3 Gun Combat (choose one, excluding Archery)
- 4 Heavy Weapons
- 5 Leadership or Tactics
- 6 Melee Combat (choose one)

NEW SKILL

CQB (Close Quarters Battle)

Adds +1 to Armor Rating and grants a +1 DM to all Gun Combat skills (excluding Archery). Caveat: this skill only comes into play inside contained spaces like buildings, starships, ocean-going vessels, etc; if either the shooter or target is outdoors any distance greater than 50 meters (34 squares), this skill does not apply.