

COMMUNICATIONS **BASE %**

___ Cryptography	25% + 5
___ Electronical Countermeasures	30% + 5
___ Laser	30% + 5
___ Optic Systems	30% + 5
___ Performance	30% + 5
___ Radio; basic	45% + 5
___ Radio; Scrambler	35% + 5
___ Surveillance Systems	30% + 5
___ T.V./ Video	25% + 5

DOMESTIC **BASE %**

___ Bonsai	50% + 4
___ Calligraphy	35% + 5
___ Cook	35% + 5
___ Dance	30% + 5
___ Fishing	40% + 5
___ Floral Arrangement	30% + 5
___ Guarding	34% + 5
___ Play Musical Instrument	35% + 5
___ Poetry	35% + 5
___ Sing	35% + 5

ELECTRICAL **BASE %**

___ Basic Electronics	30% + 5
___ Computer Repair	25% + 5
___ Electrical Engineer	30% + 5
___ Robot Electronics	30% + 5

ESPIONAGE **BASE %**

___ Detect; Ambush	30% + 5
___ Detect; Concealment	25% + 5
___ Disguise	25% + 5
___ Escape Artist	30% + 5
___ Forgery	20% + 5
___ Imitate Voice/ Impersonation	36/ 16% + 4
___ Intelligence	32% + 4
___ Interrogation Techniques	30% + 5
___ Pick Locks	30% + 5
___ Pick Pockets	25% + 5
___ Sniper (+ 2 to Strike on Aimed Shots)	
___ Tracking	25% + 5
___ Wilderness Survival	25% + 5

MECHANICAL **BASE %**

___ Aircraft Mechanics	25% + 5
___ Automobile Mechanics	25% + 5
___ Basic; Mechanics	30% + 5
___ Locksmith	25% + 5
___ Mechanical Engineer	25% + 5
___ Robot Mechanics	20% + 5
___ Spaceship Mechanics	22% + 5
___ Submersible Vehicle Mechanics	25% + 5
___ Weapon Engineer	25% + 5

MEDICAL **BASE %**

___ Criminal Science/ Forensics	36% + 5
___ Field Surgery	16% + 5
___ First-Aid	45% + 5
___ Holistic Medicine	20% + 5
___ Medical Doctor	60/ 40% + 5
___ MD. in Cybernetics	40/ 60% + 5
___ Mystical Herbology	20% + 5
___ Pathology	40% + 5
___ Paramedics	40% + 5
___ Sea Holistic Medicine	20% + 5
___ Juicer Technology	40% + 5

MILITARY **BASE %**

___ Armor	40% + 5
___ Demolition	60% + 5
___ Demolition: Disposal	60% + 5
___ Demolition: Undersea	20% + 5
___ Camouflage	20% + 5
___ Find contraband weapons/cyber.	26% + 4
___ Nuclear, Biological / Chemical War.	35% + 5
___ Military Etiquette	35% + 5
___ Military Fortification	30% + 5
___ Parachuting	40% + 5
___ Recognize Weapon Quality	25% + 5
___ Trap Construct. -Trap/Mine Detect.	20% + 5

PHYSICAL **BASE %**

___ H.T.H: Basic	
___ H.T.H: Expert	
___ H.T.H: Martial Arts	
___ H.T.H: Assassin	
___ H.T.H: Commando	(Coalition W. Camp.)
___ H.T.H: Martial Arts	(see Japan)
___ Aerobics	(Rifter # 7, p.52)
___ Acrobatics	
___ Anticipation	(Rifter # 7, p. 52-53)
___ Athletics	
___ Body Building	
___ Boxing	
___ Climbing	30/ 40% + 5
___ Dieting	(Rifter # 7, p. 52)
___ Gymnastics	
___ Juicer Football	
___ Kick Boxing	(Rifter # 7, p. 53)
___ Murder Thorn	
___ Prowl	25% + 5
___ Plyometrics	(Rifter # 7, p. 53)
___ Qi Gong	(Rifter # 7, p. 53)
___ Running	
___ Swimming	50% + 5
___ Swimming: Fatigue	50% + 5
___ S. C. U. B. A.	50% + 5
___ Tai Chi	(Rifter # 7, p. 53)
___ Wrestling	
___ Yoga	(Rifter # 7, p. 53)
___ Zero-Gravity Move. / Combat	(P.P: x 5+4)

PILOT **BASE %**

___ Airplane	50% + 5
___ Automobile	60% + 5
___ Boat - Sail Type	60% + 5
___ Boat - Ship	44% + 4/ 45% + 5
___ Boat - Motor/ Hydrofoil	55% + 5
___ Helicopter	35% + 5
___ Horsemanship	35% + 5
___ Horsemanship: exotic	30% + 4

PILOT (Cont) **BASE %**

___ Hovercraft (ground)	50% + 5
___ Jet Aircraft	40% + 4
___ Jet Fighter	40% + 4
___ Jet Packs	42% + 4
___ Motorcycle	60% + 4
___ Robot/ Power Armour	
___ Robot Combat: Basic	
___ Robot Combat: Elite	
___ Starships	36% + 4
___ Space Fighters	50% + 3
___ Small Spacecraft	60% + 3
___ Submersibles	40% + 4
___ Trucks	40% + 4
___ Tanks/ A . p . c . 's	40% + 4
___ Warships/ Patrol Boats	40% + 4
___ Water Scooters	50% + 4
___ Water Skiing/ Surfing	40% + 4
___ E . V . A .	40% + 5
___ Contragravity Pak	42% + 4
___ Flight System Combat	40% + 5
___ Jump Bike Combat	45% + 5

PILOT RELATED **BASE %**

___ Navigation	40% + 5
___ Navigation: sea	40% + 5
___ Navigation: space	40% + 5
___ Read Sensory Equipment	30% + 5
___ Radar/ Sonar Operation	30% + 5
___ Weapon Systems	40% + 5

ROGUE **BASE %**

___ Concealment	20% + 5
___ Palming	20% + 5
___ Computer Hacking	15% + 5
___ Pick Locks	30% + 5
___ Pick Pockets	25% + 5
___ Prowl	25% + 5
___ Streetwise	20% + 5
___ Streetwise: Drugs	25% + 5
___ Gambling: Dirty Tricks	30% + 5
___ Gambling: Standard	30% + 5

SCIENCE **BASE %**

___ Anthology	20% + 5
___ Archaeology	20% + 5
___ Astronomy	25% + 5
___ Astrophysics	30% + 5
___ Biology	30% + 5
___ Botany	25% + 5
___ Chemistry	30% + 5
___ Chemistry: Analysts	25% + 5
___ Marine Biology	33/ 25% + 5
___ Mathematics: Basic	45% + 5
___ Mathematics: Advanced	45% + 5
___ Oceanographic Surveying	15% + 5
___ Undersea Farming	35% + 5
___ Xenology	30% + 5

TECHNICAL **BASE %**

___ Advanced Fishing	30% + 5
___ Art	35% + 5
___ Computer Operation	40% + 5
___ Computer Programming	30% + 5
___ Japanese Mythology	30% + 5
___ Languages (see Traix, S. Am. 2)	50% + 5
___ Law: C. C. W.	25% + 5
___ Lore: D-Bees	25% + 5
___ Lore: Demons/ Monsters	25% + 5
___ Lore: Faerie	25% + 5
___ Lore: Psychie	25% + 5
___ Lore: Magic	25% + 5
___ Lore: Galactic/ Aliens	25% + 5
___ Lore: Juicer	30% + 5
___ Photography	35% + 5
___ Undersea Salvage	30% + 5
___ Writing	25% + 5

WILDERNESS **BASE %**

___ Boat Building	25% + 5
___ Carpentry	25% + 5
___ Hunting (+1 to Strike on aimed shots)	
___ Identify Plants/ Fruits	25% + 5
___ Land Navigation	36% + 5
___ Preserve Food	25% + 5
___ Skin/ Preserve Food	30% + 5
___ Track Animals	20% + 5
___ Track/ Hunt Sea Animals	35/ 20% + 5
___ Undersea Survival	25% + 5
___ Underwater Navigation	30% + 5

WEAPON PROFICIENCIES **W. P.**

(Ancient Weapon Proficiencies)

___ WP.- Archery/ Targeting
___ WP.- Battleaxe
___ WP.- Blunt
___ WP.- Chain
___ WP.- Polearm
___ WP.- Staff / Trident
___ WP.- Spear
___ WP.- Sword
___ WP.- Forked Trident
___ WP.- Whip

(Modern Weapon Proficiencies)

___ WP.- Revolver
___ WP.- Automatic
___ WP.- Auto. / Semi. Rifle
___ WP.- Bolt Action Rifle
___ WP.- Sub-Machine Gun
___ WP.- Heavy
___ WP.- Energy Pistol
___ WP.- Energy Rifle
___ WP.- Heavy Energy Weapon
___ WP.- Grenade Launcher
___ WP.- Harpoon Gun
___ WP.- Sharpshooting

(Projectile Weapons, not guns)

___ WP.- Mouth Weapons (Ninja)
___ WP.- Small Thrown Weapons
___ WP.- Bow
___ WP.- Crossbow
___ WP.- Slingshot
___ WP.- Deadball
___ WP.- Shield