Phudged Mongoose Traveller Character Generation Worksheet

v0.3

Roll State	s on 3dF against Fa	air										
Age 18		Agility (dex)	Health (end)	Perception	(int)	Willpower	Education	Social Standing				
Age 10		J J (40//,	(2.10)		,							
	HOMEWORLD:	·		•		•		-				
	BACKGROUND SKILLS: 3 + (EDU levels above Fair) all at Mediocre											
Each cha	aracter can be drafte	ed only once1 DN	1 to qualify for new ca	reer for each	previou	s career.						
TERM	1.Career & Special	ity:		TERM	1.Ca							
1	2.Basic Training is all Service Skill at Mediocre.				2.For new career Basic Training is 1 Service Skill at Mediocre.							
	3.Skills Training	is 1 roll on table o	of choice		3.Sk	ills Training is 1 ro	ll on table of choic	ce				
	4.Survival: □ Yes				4 511	rvival: □ Yes						
AGE		Mishap:		AGE	7.50	4.Survival: ☐ Yes ☐ No, Mishap:						
22	[Military can earn			26	□ NO, MISNAP: [Military can earn medals]							
	5.Events:				5.Ev	5.Events:						
	6.Advancement/Commi	ission:□ No □ Yes,	Rank:		6.Ad	vancement/Commission:	□ No □ Yes, Rank:					
	7.Muster Out Benefi	its:			7.Mu	7.Muster Out Benefits:						
	8.Aging: None				8.Ag	ing: None						
				<u> </u>								
TERM	1.Career & Speciality:					reer & Speciality:						
3	2.For new career Basic Training is 1 Service Skill at Mediocre.					r new career Basic Tr						
	3.Skills Training is 1 roll on table of choice				3.Sk	ills Training is 1 ro	ll on table of choic	ce				
AGE	4.Survival: □ Yes			AGE	4.Su	rvival: □ Yes						
30		Mishap:		34		□ No, Mishap:						
	[Military can earn	medals]				itary can earn medals	1					
	5.Events:				5.Ev	ents:						
	6.Advancement/Comm: Terrible or lov	ission:□ No □ Yes, wer must leave	Rank:		6.Advancement/Commission:□ No □ Yes, Rank: Terrible or lower must leave							
	7.Muster Out Benefi	its:			7.Mu	7.Muster Out Benefits:						
	8.Aging: None				8.Ag	ing: if Risky term lo	wer 1 physical attr	ibute				
TERM	1.Career & Speciali			TERM		reer & Speciality:						
5			Service Skill at Medi	ocre. 6		r new career Basic Tr						
	3.Skills Training	Skills Training is 1 roll on table of choice			13.5k	ills Training is 1 ro	ll on table of choic					
			or choice		3.3.							
AGE	4.Survival: □ Yes		or choice	AGE	4 5	rvival: □ Yes		ce				
AGE 38	□ No,	Mishap:	or choice	AGE	4.Su	☐ No, Mishap	:	ce				
	□ No, [Military can earn	Mishap:	or choice		4.Su	□ No, Mishap itary can earn medals	:	ce				
	□ No,	Mishap:	or choice		4.Su	☐ No, Mishap	:	ce				
	□ No, [Military can earn	Mishap:	or choice		4.Su	□ No, Mishap itary can earn medals	:	ce				
	☐ No, [Military can earn 5.Events:	Mishap: medals]			4.Su [Mil: 5.Ev	□ No, Mishap itary can earn medals ents:	1					
	☐ No, [Military can earn 5.Events:	Mishap: medals] ission:□ No □ Yes,			4.Su [Mil. 5.Ev	□ No, Mishap itary can earn medals	:] □ No □ Yes, Rank:					
	☐ No, [Military can earn 5.Events: 6.Advancement/Comm:	Mishap: medals] ission:□No□Yes, must leave			4.Su [Mil. 5.Ev	□ No, Mishap itary can earn medals ents:	:] □ No □ Yes, Rank:					
	☐ No, [Military can earn 5.Events: 6.Advancement/Comm: Poor or lower n 7.Muster Out Benef:	Mishap: medals] ission:□No□Yes, must leave	Rank:		4.Su [Mil. 5.Ev	□ No, Mishap itary can earn medals ents: vancement/Commission: Mediocre or Lower mus	:] □ No □ Yes, Rank: t leave					
38	□ No, [Military can earn 5.Events: 6.Advancement/Comm: Poor or lower n 7.Muster Out Benef: 8.Aging: if Risky f	Mishap: medals] ission:□ No □ Yes, must leave its: term lower 1 physica	Rank:	42	4.Su [Mil. 5.Ev. 6.Ad]	□ No, Mishap itary can earn medals ents: vancement/Commission: Mediocre or Lower mus ster Out Benefits: ing: if Risky term lo	:] □ No □ Yes, Rank: t leave					
38	☐ No, [Military can earn 5.Events: 6.Advancement/Comm: Poor or lower n 7.Muster Out Benef: 8.Aging: if Risky f	Mishap: medals] ission:□ No □ Yes, must leave its: term lower 1 physica ity:	Rank:	42 TERM	4.Su [Mil. 5.Ev. 6.Ad] 7.Mu 8.Ag 1.Ca	□ No, Mishap itary can earn medals ents: vancement/Commission: Mediocre or Lower mus ster Out Benefits: ing: if Risky term lo	□ No □ Yes, Rank: t leave wer 1 physical attr:	ibute				
38	☐ No, [Military can earn 5.Events: 6.Advancement/Comm: Poor or lower n 7.Muster Out Benef: 8.Aging: if Risky t 1.Career & Special: 2.For new career Ba	Mishap: medals] ission: No Yes, must leave its: term lower 1 physica ity: asic Training is 1 S	Rank: ol attribute Gervice Skill at Medic	42 TERM	4.Su [Mil. 5.Ev/	□ No, Mishap itary can earn medals ents: vancement/Commission: Mediocre or Lower muster Out Benefits: ing: if Risky term lower earner & Speciality: r new career Basic Tr	□ No □ Yes, Rank: t leave wer 1 physical attr: aining is 1 Service	ibute Skill at Mediocre.				
38	☐ No, [Military can earn 5.Events: 6.Advancement/Comm: Poor or lower n 7.Muster Out Benef: 8.Aging: if Risky t 1.Career & Special: 2.For new career Ba	Mishap: medals] ission:□ No □ Yes, must leave its: term lower 1 physica ity:	Rank: ol attribute Gervice Skill at Medic	42 TERM	4.Su [Mil. 5.Ev/	□ No, Mishap itary can earn medals ents: vancement/Commission: Mediocre or Lower mus ster Out Benefits: ing: if Risky term lo	□ No □ Yes, Rank: t leave wer 1 physical attr: aining is 1 Service	ibute Skill at Mediocre.				
38	☐ No, [Military can earn 5.Events: 6.Advancement/Comm: Poor or lower n 7.Muster Out Benef: 8.Aging: if Risky n 1.Career & Special: 2.For new career Ba 3.Skills Training: 4.Survival: ☐ Yes	Mishap: medals] ission: No Yes, must leave its: term lower 1 physica ity: asic Training is 1 S is 1 roll on table c	Rank: ol attribute Gervice Skill at Medic	42 TERM	4.Su [Mil. 5.Ev 6.Ad] 7.Mu 8.Ag 1.Ca 2.Fo 3.Sk 4.Su	□ No, Mishap itary can earn medals ents: vancement/Commission: Mediocre or Lower mussion: Ing: if Risky term lower and the series of the ser	□ No □ Yes, Rank: t leave wer 1 physical attr: aining is 1 Service ll on table of choice	ibute Skill at Mediocre.				
TERM 7	□ No, [Military can earn 5.Events: 6.Advancement/Comm: Poor or lower n 7.Muster Out Benef: 8.Aging: if Risky n 1.Career & Special: 2.For new career Barraining: 4.Survival: □ Yes □ No,	Mishap: medals] ission: No Yes, must leave its: term lower 1 physica ity: asic Training is 1 S is 1 roll on table of	Rank: ol attribute Gervice Skill at Medic	TERM 8	4.Su [Mil. 5.Ev. 6.Add	□ No, Mishap itary can earn medals ents: vancement/Commission: Mediocre or Lower mus ster Out Benefits: ing: if Risky term lo reer & Speciality: r new career Basic Tr ills Training is 1 ro rvival: □ Yes □ No, Mishap	□ No □ Yes, Rank: t leave wer 1 physical attr: aining is 1 Service ll on table of choice	ibute Skill at Mediocre.				
TERM 7	☐ No, [Military can earn 5.Events: 6.Advancement/Comm: Poor or lower of 7.Muster Out Benef: 8.Aging: if Risky of 1.Career & Special: 2.For new career Books and a second of the seco	Mishap: medals] ission: No Yes, must leave its: term lower 1 physica ity: asic Training is 1 S is 1 roll on table of	Rank: ol attribute Gervice Skill at Medic	TERM 8	4.Su [Mil. 5.Ev. 6.Add 7.Mu. 8.Ag 2.Fo 3.Sk 4.Su [Mil. mil. mil. mil. mil. mil. mil. mil. m	□ No, Mishap itary can earn medals ents: vancement/Commission: Mediocre or Lower mussion: Item of the series of	□ No □ Yes, Rank: t leave wer 1 physical attr: aining is 1 Service ll on table of choice	ibute Skill at Mediocre.				
TERM 7	□ No, [Military can earn 5.Events: 6.Advancement/Comm: Poor or lower n 7.Muster Out Benef: 8.Aging: if Risky n 1.Career & Special: 2.For new career Barraining: 4.Survival: □ Yes □ No,	Mishap: medals] ission: No Yes, must leave its: term lower 1 physica ity: asic Training is 1 S is 1 roll on table of	Rank: ol attribute Gervice Skill at Medic	TERM 8	4.Su [Mil. 5.Ev. 6.Add 7.Mu. 8.Ag 2.Fo 3.Sk 4.Su [Mil. mil. mil. mil. mil. mil. mil. mil. m	□ No, Mishap itary can earn medals ents: vancement/Commission: Mediocre or Lower mus ster Out Benefits: ing: if Risky term lo reer & Speciality: r new career Basic Tr ills Training is 1 ro rvival: □ Yes □ No, Mishap	□ No □ Yes, Rank: t leave wer 1 physical attr: aining is 1 Service ll on table of choice	ibute Skill at Mediocre.				
TERM 7	☐ No, [Military can earn 5.Events: 6.Advancement/Comm: Poor or lower of 7.Muster Out Benef: 8.Aging: if Risky of 1.Career & Special: 2.For new career Books and a second of the seco	Mishap: medals] ission: No Yes, must leave its: term lower 1 physica ity: asic Training is 1 S is 1 roll on table of	Rank: ol attribute Gervice Skill at Medic	TERM 8	4.Su [Mil. 5.Ev. 6.Add 7.Mu. 8.Ag 2.Fo 3.Sk 4.Su [Mil. mil. mil. mil. mil. mil. mil. mil. m	□ No, Mishap itary can earn medals ents: vancement/Commission: Mediocre or Lower mussion: Item of the series of	□ No □ Yes, Rank: t leave wer 1 physical attr: aining is 1 Service ll on table of choice	ibute Skill at Mediocre.				
TERM 7	□ No, [Military can earn 5.Events: 6.Advancement/Comm: Poor or lower n 7.Muster Out Benef: 8.Aging: if Risky n 1.Career & Special: 2.For new career Ba 3.Skills Training : 4.Survival: □ Yes □ No, [Military can earn 5.Events:	Mishap: medals] ission: No Yes, must leave its: term lower 1 physica ity: asic Training is 1 S is 1 roll on table of	Rank: ol attribute Service Skill at Medio	TERM 8	4.Su [Mil. 5.Ev. 6.Add] 7.Mu 8.Ag 2.Fo 3.Sk 4.Su [Mil. 5.Ev.	□ No, Mishap itary can earn medals ents: vancement/Commission: Mediocre or Lower mussion: Item of the series of	□ No □ Yes, Rank: t leave wer 1 physical attr: aining is 1 Service ll on table of choice .]	ibute Skill at Mediocre.				
TERM 7	□ No, [Military can earn 5.Events: 6.Advancement/Comm: Poor or lower n 7.Muster Out Benef: 8.Aging: if Risky n 1.Career & Special: 2.For new career Ba 3.Skills Training : 4.Survival: □ Yes □ No, [Military can earn 5.Events:	Mishap: medals] ission: \(\text{No} \text{Yes}, \) must leave its: term lower 1 physica ity: asic Training is 1 S is 1 roll on table of Mishap: medals]	Rank: ol attribute Service Skill at Medio	TERM 8	4.Su [Mil. 5.Ev. 6.Add 1	□ No, Mishap itary can earn medals ents: vancement/Commission: Mediocre or Lower muster Out Benefits: ing: if Risky term lower are a Speciality: r new career Basic Trails Training is 1 rower are a Speciality: r new career Basic Trails Training is 1 rower are a Speciality: r new career Basic Trails Training is 1 rower are a Speciality: □ No, Mishap itary can earn medals ents:	□ No □ Yes, Rank: t leave wer 1 physical attr: aining is 1 Service ll on table of choice !]	ibute Skill at Mediocre.				
TERM 7	□ No, [Military can earn 5.Events: 6.Advancement/Comm: Poor or lower n 7.Muster Out Benef: 8.Aging: if Risky n 1.Career & Special: 2.For new career Ba 3.Skills Training: 4.Survival: □ Yes □ No, [Military can earn 5.Events:	Mishap: medals] ission: No Yes, must leave its: term lower 1 physica ity: asic Training is 1 S is 1 roll on table of Mishap: medals]	Rank: ol attribute Service Skill at Medio	TERM 8	4.Su [Mil. 5.Ev. 6.Ad] 7.Mu 8.Ag 1.Ca 2.Fo 3.Sk 4.Su [Mil. 5.Ev. 6.Ad]	□ No, Mishap itary can earn medals ents: vancement/Commission: Mediocre or Lower mussion: Vancement/Commission: □ No, Mishap itary can earn medals ents:	□ No □ Yes, Rank: t leave wer 1 physical attr: aining is 1 Service ll on table of choice !]	ibute Skill at Mediocre.				
TERM 7	□ No, [Military can earn 5.Events: 6.Advancement/Comm: Poor or lower r 7.Muster Out Benef: 8.Aging: if Risky f 1.Career & Special: 2.For new career B: 3.Skills Training f 4.Survival: □ Yes □ No, [Military can earn 5.Events: 6.Advancement/Comm: Fair or lower r 7.Muster Out Benef:	Mishap: medals] ission: No Yes, must leave its: term lower 1 physica ity: asic Training is 1 S is 1 roll on table of Mishap: medals] ission: No Yes, must leave its:	Rank: ol attribute Service Skill at Medio	TERM 8 AGE 50	4.Su [Mil. 5.Ev. 6.Add 1.Ca 2.Fo 3.Sk 4.Su [Mil. 5.Ev. 6.Add 7.Mu.	□ No, Mishap itary can earn medals ents: vancement/Commission: Mediocre or Lower must ster Out Benefits: ing: if Risky term lower are a Speciality: r new career Basic Traills Training is 1 rowers are an earn medals ents: vancement/Commission: Good or Lower must legate to the same and the same are are a series and the same are	□ No □ Yes, Rank: t leave wer 1 physical attr: aining is 1 Service ll on table of choice :]	ibute Skill at Mediocre. ce				

SKILLS ▼ = t	packground education skill		*	IICK C		as gained	-
Mongoose Traveller	How to Convert	Phudge Traveller	Med	Fair	Good	Great S	Sup
▼ Admin	Renamed Admin and Legal	▼Admin and Legal					
▼ Advocate	Add to Admin and Legal						
Animals ()	no change	Animals (Riding, Teamster, Training, other)					
r Art ()	no change	<pre>▼Art (choose an area)</pre>					
Astrogation	Renamed Spacecraft Navigation	Spacecraft Navigation					
Athletics ()	Renamed Athletics and Sport ()	Athletics and Sport (Archery, Thrown Weapons, Sport)					
Battledress	no change	Battledress					
Broker	no change	Broker					
▼ Carouse	Renamed Carousing	▼ Carousing					
(merc)Combat Engineer	Speciality of Technician						
▼ Comms	Add to Sensors, Comms & Screens						
▼ Computers	no change	▼ Computers					
Deception	Becomes Deception ()	Deception (Bribery,Disguise,Forgery,Lying,Sleight of Hand)					
Diplomat	Speciality of Persuasion						
(hg)Discipline	Becomes a GIFT	Discipline GIFT	[□ Yes			
▼ Drive ()	Becomes Ground Vehicle ()	▼Ground Vehicle (Hover,Tracked,Wheeled)					
▼ Engineer ()	Renamed Spacecraft Engineering or add to Technician ()	Spacecraft Engineering					
Explosives	Renamed Demolition and Explosives	Demolition and Explosives					
Flyer ()	Renamed Flying Vehicle ()	Flying Vehicle (Grav,Large,Small)					
Gambler	Renamed Gambling	Gambling					
Gunner ()	Renamed Spacecraft Gunnery ()	Spacecraft Gunnery (Bay,Spinal,Turret)					
Gun Combat ()	no change	Gun Combat (Archaic,Energy,Pistol,Rifle)					
Hvy Weapons ()	no change	Hvy Weapons (Artillery,Man Portable,Vehicle)					
(merc)Instruction	no change	Instruction					
(merc)Interrogation	no change	Interrogation					
Investigate	Renamed Investigation	Investigation					
Jack of all Trades	Becomes a GIFT	Jack of all Trades GIFT	[□ Yes			
▼ Language ()	Becomes one GIFT per language	▼ Language GIFT		□ Yes			
<pre>▶Language ()</pre> Leadership	Becomes one GIFT per language	▶ Language GIFT Leadership		□ Yes			
			[□ Yes			
Leadership	no change]	Yes			
Leadership **Elife Sciences ()	no change Speciality of Science	Leadership FTechnician (Combat	[☐ Yes			
Leadership ▶Life Sciences () Mechanic	no change Speciality of Science Renamed Technician ()	Leadership ▶Technician (Combat Engineer, Electronics, Gravitics, Mechanical, Weapon Engineer)		Yes			
Leadership // Life Sciences () Mechanic // Medic Melee () Navigation	no change Speciality of Science Renamed Technician () Renamed Medical no change no change	Leadership FTechnician (Combat Engineer, Electronics, Gravitics, Mechanical, Weapon Engineer) FMedical Melee (Brawling, Small Weapon, Hand Weapon, Two-Handed Weapon, Exotic Weapon) Navigation]	Yes			
Leadership // Life Sciences () Mechanic // Medic Melee ()	no change Speciality of Science Renamed Technician () Renamed Medical no change no change Becomes Persuasion ()	Leadership Technician (Combat Engineer, Electronics, Gravitics, Mechanical, Weapon Engineer) Medical Melee (Brawling, Small Weapon, Hand Weapon, Two-Handed Weapon, Exotic Weapon)		Yes			
Leadership // Life Sciences () Mechanic // Medic Melee () Navigation Persuade Pilot ()	no change Speciality of Science Renamed Technician () Renamed Medical no change no change Becomes Persuasion () Renamed Spacecraft Pilot ()	Leadership FTechnician (Combat Engineer, Electronics, Gravitics, Mechanical, Weapon Engineer) FMedical Melee (Brawling, Small Weapon, Hand Weapon, Two-Handed Weapon, Exotic Weapon) Navigation		Yes			
Leadership FLife Sciences () Mechanic FMedic Melee () Navigation Persuade Pilot () FPhysical Sci ()	no change Speciality of Science Renamed Technician () Renamed Medical no change no change Becomes Persuasion () Renamed Spacecraft Pilot () Speciality of Science	Leadership ▶ Technician (Combat Engineer, Electronics, Gravitics, Mechanical, Weapon Engineer) ▶ Medical Melee (Brawling, Small Weapon, Hand Weapon, Two-Handed Weapon, Exotic Weapon) Navigation Persuasion (Diplomacy, Fast Talk, Liaison, Seduction) Spacecraft Pilot (Capital Ships, Large Craft, Small Craft)		Yes			
Leadership // Life Sciences () Mechanic // Medic Melee () Navigation Persuade Pilot () // Physical Sci () (Belt) Prospecting	no change Speciality of Science Renamed Technician () Renamed Medical no change no change Becomes Persuasion () Renamed Spacecraft Pilot () Speciality of Science no change	Leadership FTechnician (Combat Engineer, Electronics, Gravitics, Mechanical, Weapon Engineer) FMedical Melee (Brawling, Small Weapon, Hand Weapon, Two-Handed Weapon, Exotic Weapon) Navigation Persuasion (Diplomacy, Fast Talk, Liaison, Seduction) Spacecraft Pilot (Capital Ships, Large Craft, Small Craft) Prospecting		Yes			
Leadership // Life Sciences () Mechanic // Medic Melee () Navigation Persuade Pilot () // Physical Sci () (Belt)Prospecting Recon	no change Speciality of Science Renamed Technician () Renamed Medical no change no change Becomes Persuasion () Renamed Spacecraft Pilot () Speciality of Science no change no change	Leadership FTechnician (Combat Engineer, Electronics, Gravitics, Mechanical, Weapon Engineer) FMedical Melee (Brawling, Small Weapon, Hand Weapon, Two-Handed Weapon, Exotic Weapon) Navigation Persuasion (Diplomacy, Fast Talk, Liaison, Seduction) Spacecraft Pilot (Capital Ships, Large Craft, Small Craft) Prospecting Recon		Yes			
Leadership // Life Sciences () Mechanic // Medic Melee () Navigation Persuade Pilot () // Physical Sci () (Belt)Prospecting Recon (merc)Recruiting	no change Speciality of Science Renamed Technician () Renamed Medical no change no change Becomes Persuasion () Renamed Spacecraft Pilot () Speciality of Science no change no change no change no change	Leadership FTechnician (Combat Engineer, Electronics, Gravitics, Mechanical, Weapon Engineer) FMedical Melee (Brawling, Small Weapon, Hand Weapon, Two-Handed Weapon, Exotic Weapon) Navigation Persuasion (Diplomacy, Fast Talk, Liaison, Seduction) Spacecraft Pilot (Capital Ships, Large Craft, Small Craft) Prospecting Recon Recruiting		Yes			
Leadership FLife Sciences () Mechanic FMedic Melee () Navigation Persuade Pilot () FPhysical Sci () (Belt)Prospecting Recon (merc)Recruiting Remote Operations	no change Speciality of Science Renamed Technician () Renamed Medical no change no change Becomes Persuasion () Renamed Spacecraft Pilot () Speciality of Science no change no change no change no change	Leadership Technician (Combat Engineer, Electronics, Gravitics, Mechanical, Weapon Engineer) Medical Melee (Brawling, Small Weapon, Hand Weapon, Two-Handed Weapon, Exotic Weapon) Navigation Persuasion (Diplomacy, Fast Talk, Liaison, Seduction) Spacecraft Pilot (Capital Ships, Large Craft, Small Craft) Prospecting Recon Recruiting Remote Operations		Yes			
Leadership */Life Sciences () Mechanic */Medic Melee () Navigation Persuade Pilot () */Physical Sci () (Belt)Prospecting Recon (merc)Recruiting Remote Operations Seafarer ()	no change Speciality of Science Renamed Technician () Renamed Medical no change no change Becomes Persuasion () Renamed Spacecraft Pilot () Speciality of Science no change no change no change Renamed Water Vehicle ()	Leadership FTechnician (Combat Engineer, Electronics, Gravitics, Mechanical, Weapon Engineer) FMedical Melee (Brawling, Small Weapon, Hand Weapon, Two-Handed Weapon, Exotic Weapon) Navigation Persuasion (Diplomacy, Fast Talk, Liaison, Seduction) Spacecraft Pilot (Capital Ships, Large Craft, Small Craft) Prospecting Recon Recruiting Remote Operations Water Vehicle (Large Motorised, Personal, Sail, Small Motorised, Submarine)		Yes			
Leadership */Life Sciences () Mechanic */Medic Melee () Navigation Persuade Pilot () */Physical Sci () (Belt)Prospecting Recon (merc)Recruiting Remote Operations Seafarer () Sensors	no change Speciality of Science Renamed Technician () Renamed Medical no change no change Becomes Persuasion () Renamed Spacecraft Pilot () Speciality of Science no change no change no change Renamed Water Vehicle () Renamed Sensors, Comms & Screens	Leadership FTechnician (Combat Engineer, Electronics, Gravitics, Mechanical, Weapon Engineer) FMedical Melee (Brawling, Small Weapon, Hand Weapon, Two-Handed Weapon, Exotic Weapon) Navigation Persuasion (Diplomacy, Fast Talk, Liaison, Seduction) Spacecraft Pilot (Capital Ships, Large Craft, Small Craft) Prospecting Recon Recruiting Remote Operations Water Vehicle (Large Motorised, Personal, Sail, Small Motorised, Submarine) FSensors, Comms and Screens		Yes			
Leadership FLife Sciences () Mechanic FMedic Melee () Navigation Persuade Pilot () FPhysical Sci () (Belt)Prospecting Recon (merc)Recruiting Remote Operations Seafarer () Sensors FSocial Sci ()	no change Speciality of Science Renamed Technician () Renamed Medical no change no change Becomes Persuasion () Renamed Spacecraft Pilot () Speciality of Science no change no change no change Renamed Water Vehicle () Renamed Sensors, Comms & Screens Speciality of Science	Leadership FTechnician (Combat Engineer, Electronics, Gravitics, Mechanical, Weapon Engineer) FMedical Melee (Brawling, Small Weapon, Hand Weapon, Two-Handed Weapon, Exotic Weapon) Navigation Persuasion (Diplomacy, Fast Talk, Liaison, Seduction) Spacecraft Pilot (Capital Ships, Large Craft, Small Craft) Prospecting Recon Recruiting Remote Operations Water Vehicle (Large Motorised, Personal, Sail, Small Motorised, Submarine)		Yes			
Leadership FLife Sciences () Mechanic FMedic Melee () Navigation Persuade Pilot () FPhysical Sci () (Belt)Prospecting Recon (merc)Recruiting Remote Operations Seafarer () Sensors FSocial Sci ()	no change Speciality of Science Renamed Technician () Renamed Medical no change no change Becomes Persuasion () Renamed Spacecraft Pilot () Speciality of Science no change no change no change Renamed Water Vehicle () Renamed Sensors, Comms & Screens Speciality of Science Speciality of Science	Leadership ▶ Technician (Combat Engineer, Electronics, Gravitics, Mechanical, Weapon Engineer) ▶ Medical Melee (Brawling, Small Weapon, Hand Weapon, Two-Handed Weapon, Exotic Weapon) Navigation Persuasion (Diplomacy, Fast Talk, Liaison, Seduction) Spacecraft Pilot (Capital Ships, Large Craft, Small Craft) Prospecting Recon Recruiting Remote Operations Water Vehicle (Large Motorised, Personal, Sail, Small Motorised, Submarine) ▶ Sensors, Comms and Screens ▶ Science (Life:, Physical:, Social:, Space:)		Yes			
Leadership FLife Sciences () Mechanic FMedic Melee () Navigation Persuade Pilot () FPhysical Sci () (Belt)Prospecting Recon (merc)Recruiting Remote Operations Seafarer () Sensors FSocial Sci () FSpace Sci () Stealth	no change Speciality of Science Renamed Technician () Renamed Medical no change no change Becomes Persuasion () Renamed Spacecraft Pilot () Speciality of Science no change no change no change Renamed Water Vehicle () Renamed Sensors, Comms & Screens Speciality of Science Speciality of Science	Leadership FTechnician (Combat Engineer, Electronics, Gravitics, Mechanical, Weapon Engineer) FMedical Melee (Brawling, Small Weapon, Hand Weapon, Two-Handed Weapon, Exotic Weapon) Navigation Persuasion (Diplomacy, Fast Talk, Liaison, Seduction) Spacecraft Pilot (Capital Ships, Large Craft, Small Craft) Prospecting Recon Recruiting Remote Operations Water Vehicle (Large Motorised, Personal, Sail, Small Motorised, Submarine) FSensors, Comms and Screens FScience (Life:, Physical:, Social:, Space:) Stealth		Yes			
Leadership **Life Sciences () Mechanic **Medic Melee () Navigation Persuade Pilot () **Physical Sci () (Belt)Prospecting Recon (merc)Recruiting Remote Operations Seafarer () Sensors **Social Sci () **Space Sci () Stealth Steward	no change Speciality of Science Renamed Technician () Renamed Medical no change no change Becomes Persuasion () Renamed Spacecraft Pilot () Speciality of Science no change no change no change Renamed Water Vehicle () Renamed Sensors, Comms & Screens Speciality of Science Speciality of Science no change	Leadership FTechnician (Combat Engineer, Electronics, Gravitics, Mechanical, Weapon Engineer) FMedical Melee (Brawling, Small Weapon, Hand Weapon, Two-Handed Weapon, Exotic Weapon) Navigation Persuasion (Diplomacy, Fast Talk, Liaison, Seduction) Spacecraft Pilot (Capital Ships, Large Craft, Small Craft) Prospecting Recon Recruiting Remote Operations Water Vehicle (Large Motorised, Personal, Sail, Small Motorised, Submarine) FSensors, Comms and Screens FScience (Life:, Physical:, Social:, Space:) Stealth Steward		Yes			
Leadership **Life Sciences () Mechanic **Medic Melee () Navigation Persuade Pilot () **Physical Sci () (Belt)Prospecting Recon (merc)Recruiting Remote Operations Seafarer () Sensors **Social Sci () **Space Sci () Stealth Steward Streetwise	no change Speciality of Science Renamed Technician () Renamed Medical no change Becomes Persuasion () Renamed Spacecraft Pilot () Speciality of Science no change no change no change Renamed Water Vehicle () Renamed Sensors, Comms & Screens Speciality of Science speciality of Science no change no change no change con change con change no change no change	Leadership ▶ Technician (Combat Engineer, Electronics, Gravitics, Mechanical, Weapon Engineer) ▶ Medical Melee (Brawling, Small Weapon, Hand Weapon, Two-Handed Weapon, Exotic Weapon) Navigation Persuasion (Diplomacy, Fast Talk, Liaison, Seduction) Spacecraft Pilot (Capital Ships, Large Craft, Small Craft) Prospecting Recon Recruiting Remote Operations Water Vehicle (Large Motorised, Personal, Sail, Small Motorised, Submarine) ▶ Sensors, Comms and Screens ▶ Science (Life:, Physical:, Social:, Space:) Stealth Steward Streetwise		Yes			
Leadership FLife Sciences () Mechanic FMedic Melee () Navigation Persuade Pilot () FPhysical Sci () (Belt)Prospecting Recon (merc)Recruiting Remote Operations Seafarer () Sensors FSocial Sci () FSpace Sci () Stealth Steward Streetwise Survival	no change Speciality of Science Renamed Technician () Renamed Medical no change Becomes Persuasion () Renamed Spacecraft Pilot () Speciality of Science no change no change no change Renamed Water Vehicle () Renamed Sensors, Comms & Screens Speciality of Science speciality of Science no change Renamed Sensors, Comms & Screens Speciality of Science speciality of Science no change no change no change no change specialities added	✓ Technician (Combat Engineer, Electronics, Gravitics, Mechanical, Weapon Engineer) ✓ Medical Melee (Brawling, Small Weapon, Hand Weapon, Two-Handed Weapon, Exotic Weapon) Navigation Persuasion (Diplomacy, Fast Talk, Liaison, Seduction) Spacecraft Pilot (Capital Ships, Large Craft, Small Craft) ✓ Prospecting Recon Recruiting Remote Operations Water Vehicle (Large Motorised, Personal, Sail, Small Motorised, Submarine) ✓ Sensors, Comms and Screens ✓ Science (Life:, Physical:, Social:, Space:) Stealth Steward Streetwise Survival (choose terrain)		Yes			
Leadership FLife Sciences () Mechanic FMedic Melee () Navigation Persuade Pilot () FPhysical Sci () (Belt)Prospecting Recon (merc)Recruiting Remote Operations Seafarer () Sensors FSocial Sci () Fspace Sci () Stealth Steward Streetwise Survival Tactics ()	no change Speciality of Science Renamed Technician () Renamed Medical no change Becomes Persuasion () Renamed Spacecraft Pilot () Speciality of Science no change no change no change Renamed Water Vehicle () Renamed Sensors, Comms & Screens Speciality of Science Speciality of Science no change Renamed Sensors, Comms & Screens Speciality of Science Speciality of Science no change no change no change Specialities added no change	✓ Technician (Combat Engineer, Electronics, Gravitics, Mechanical, Weapon Engineer) ✓ Medical Melee (Brawling, Small Weapon, Hand Weapon, Two-Handed Weapon, Exotic Weapon) Navigation Persuasion (Diplomacy, Fast Talk, Liaison, Seduction) Spacecraft Pilot (Capital Ships, Large Craft, Small Craft) ✓ Prospecting Recon Recruiting Remote Operations ✓ Mater Vehicle (Large Motorised, Personal, Sail, Small Motorised, Submarine) ✓ Sensors, Comms and Screens ✓ Science (Life:, Physical:, Social:, Space:) Stealth Steward Streetwise Survival (choose terrain) Tactics (Fleet, Ground, Ship)		Yes			
Leadership */Life Sciences () Mechanic */Medic Melee () Navigation Persuade Pilot () */Physical Sci () (Belt)Prospecting Recon (merc)Recruiting Remote Operations Seafarer () Sensors */Social Sci () */Space Sci () Stealth Steward Streetwise Survival Tactics () */Trade ()	no change Speciality of Science Renamed Technician () Renamed Medical no change no change Becomes Persuasion () Renamed Spacecraft Pilot () Speciality of Science no change no change no change Renamed Water Vehicle () Renamed Sensors, Comms & Screens Speciality of Science speciality of Science no change Renamed Sensors, Comms & Screens Speciality of Science Speciality of Science speciality of Science no change no change no change Specialities added no change no change			Yes			
Leadership **Life Sciences () Mechanic **Medic Melee () Navigation Persuade Pilot () **Physical Sci () (Belt)Prospecting Recon (merc)Recruiting Remote Operations Seafarer () Sensors **Social Sci () **Space Sci () Stealth Steward Streetwise Survival Tactics () **Trade () Vacc Suit	no change Speciality of Science Renamed Technician () Renamed Medical no change Becomes Persuasion () Renamed Spacecraft Pilot () Speciality of Science no change no change no change Renamed Water Vehicle () Renamed Sensors, Comms & Screens Speciality of Science speciality of Science no change Renamed Sensors, Comms & Screens Speciality of Science speciality of Science no change no change	✓ Technician (Combat Engineer, Electronics, Gravitics, Mechanical, Weapon Engineer) ✓ Medical Melee (Brawling, Small Weapon, Hand Weapon, Two-Handed Weapon, Exotic Weapon) Navigation Persuasion (Diplomacy, Fast Talk, Liaison, Seduction) Spacecraft Pilot (Capital Ships, Large Craft, Small Craft) ✓ Prospecting Recon Recruiting Remote Operations ✓ Mater Vehicle (Large Motorised, Personal, Sail, Small Motorised, Submarine) ✓ Sensors, Comms and Screens ✓ Science (Life:, Physical:, Social:, Space:) Stealth Steward Streetwise Survival (choose terrain) Tactics (Fleet, Ground, Ship)		Yes			
Leadership FLife Sciences () Mechanic FMedic Melee () Navigation Persuade Pilot () FPhysical Sci () (Belt)Prospecting Recon (merc)Recruiting Remote Operations Seafarer () Sensors FSocial Sci () FSpace Sci () Stealth Steward Streetwise Survival Tactics () FTrade ()	no change Speciality of Science Renamed Technician () Renamed Medical no change no change Becomes Persuasion () Renamed Spacecraft Pilot () Speciality of Science no change no change no change Renamed Water Vehicle () Renamed Sensors, Comms & Screens Speciality of Science speciality of Science no change Renamed Sensors, Comms & Screens Speciality of Science Speciality of Science speciality of Science no change no change no change Specialities added no change no change			Yes			