Traveller

Combat Skills

Artillery Weapons

Battledress

Bow Weapons [choose type]

*Demolitions

Firearms [archaic, pistol, rifle, energy]

Heavy Weapons [choose type]

Melee [brawling, small, hand, 2hand, exotic]

*Tactics [choose]

Thrown Weapons [choose type]

Covert Skills

Bribery

Disguise

Forgery

Interrogation

Investigation

Intrusion

*Persuasion [Fast Talk]

*Recon

Stealth

*Streetwise

Exploration Skills

*Animals [choose an area]

Exploration and Survey

Hunting

Prospecting

*Recon

Survival

*Vacc Suit

*Zero-G

Professional Skills

Academic [choose an area]

*Admin and Legal

Artistic [choose an area]

Craft [choose an area]

*Steward

Medical

Merchant

Science [choose an area]

Sport [choose an area]

Xeno-Medical

Social Skills

*Admin and Legal

Carousing

Gambling

Instruction

*Persuasion [Diplomacy, Fast Talk, Liaison]

*Steward

*Streetwise

Space Skills

*Spacecraft Engineering

Spacecraft Gunnery [Turret, Bay, Spinal]
Spacecraft Navigation

*Spacecraft Pilot [Large or Small Craft] Spacecraft Sensors, Comms and Screens

*Tactics [Space]

*Vacc Suit

*Zero-G

BEYOND LEGENDARY

LEGENDARY

AMAZING

SUPERB

GREAT

GOOD

FAIR

MEDIOCRE

POOR

TERRIBLE

ABYSMAL

Technician Skills

Communications

Computer

*Demolitions

Electronics

Engineering [Civil or Combat]

Gravitics

Mechanical

Robotics

*Spacecraft Engineering

Transport Skills

Air Vehicle [Large or Small Craft]

*Animals [Riding or Teamster]

Grav Vehicle

Ground Vehicle [choose type]

Muscle Powered Transport [choose type]

*Spacecraft Pilot [Small Craft]

Water Vehicle [Large or Small Craft]

Psionic Powers

(One Gift must be used for 'Psionic Training')

Telepathy

Clairvoyance

Telekinesis

Awareness (of self)

Teleportation

Special [specify]