



Homeworld Skills

Using the Universal World Profile UWP for the character's homeworld, determine all possible Trade Classifications that apply. A character receives the homeworld skill associated with each Trade Classification.

Homeworld-02

Trade Classifications

Group	Code	S _{iz}	A _{tm}	H _{yd}	P _{op}	G _{ov}	L _{aw}	Definition	--	Skill
Planetary	As	0	0	0	--	--	--	Asteroid	--	Zero-G
	De	--	23456789	0	--	--	--	Desert	--	Survival
	Fl	--	ABC	123456789A	--	--	--	Fluid	--	Hostile Environ
	Ga	678	568	567	--	--	--	Garden World	--	Trader
	He	3456789A	2479ABC	012	--	--	--	Hellworld	--	Hostile Environ
	Ic	--	01	123456789A	--	--	--	Ice-Capped	--	Vacc Suit
	Oc	ABC	--	A	--	--	--	Ocean World	--	Hi-G
	Va	--	0	--	--	--	--	Vacuum	--	Vacc Suit
	Wa	56789	--	A	--	--	--	Water World	--	Seafarer
Population	Di	--	--	--	0	0	0	Dieback (000-T)	TL>0	---
	Ba	--	--	--	0	0	0	Barren	TL=0	---
	Lo	--	--	--	123	--	--	Low Population	--	Flyer
	Ni	--	--	--	456	--	--	Non-industrial	--	Driver
	Ph	--	--	--	8	--	--	Pre-High	--	---
	Hi	--	--	--	9ABC	--	--	High Population	--	Streetwise
Economic	Pa	--	456789	45678	48	--	--	Pre-Agricultural	--	Trader
	Ag	--	456789	45678	567	--	--	Agricultural	--	Animals
	Na	--	0123	0123	6789ABC	--	--	Non-agricultural	--	Survey
	Pi	--	012479	--	78	--	--	Pre-Industrial	--	JOT
	In	--	012479	--	9ABC	--	--	Industrial	--	One Trade
	Po	--	2345	0123	--	--	--	Poor	--	Steward
	Pr	--	68	--	59	--	--	Pre-Rich	--	Craftsman
	Ri	--	68	--	678	--	--	Rich	--	One Art
Climate	Fr	23456789	--	123456789A	--	--	--	Frozen	HZ +2 or outer	Hostile Env
	Tr	6789	456789	34567	--	--	--	Tropic	HZ -1	Survival
	Tu	6789	456789	34567	--	--	--	Tundra	HZ +1	Survival
	Tz	--	--	--	--	--	--	Twilight Zone	Orbit 0-1	Driver
Secondary	Fa	--	456789	45678	23456	--	--	Farming	Not MW. HZ	Animals
	Mi	--	--	--	23456	--	--	Mining	Not MW. MW=In	Survey
	Cy	--	--	--	56789A	6	0123	Colony	--	Driver
	Pe	--	--	--	34567	6	6789	Penal Colony	Imperial	Fighting
	Re	--	--	--	1234	6	45	Reserve	Imperial	Flyer
Political	Cp	--	--	--	--	--	--	Subsector Capital	Imperial	Admin
	Cs	--	--	--	--	--	--	Sector Capital	Imperial	Bureaucracy
	Cx	--	--	--	--	--	--	Capital	Imperial	Language
	An	--	--	--	--	--	--	Ancient Site	--	Xenology
	Ab	--	--	--	--	--	--	Data Repository	--	One Knowledge
Special	Sa	--	--	--	--	--	--	Satellite	--	---
	Fo	--	--	--	--	--	--	Forbidden (Red Zone)	--	---
	Pz	--	--	--	789ABC	--	--	Puzzle (Amber Zone)	--	---
	Da	--	--	--	0123456	--	--	Danger (Amber Zone)	--	---

Ba requires Starport E, X. Cp, Cs, Cx require Starport A. Politicals and Specials assigned by Referee (not generated).

Ab One Knowledge
 Ag Animals
 An Xenology
 As Zero-G
 Ba no skill
 Co Driver
 Cp Admin
 Cs Bureaucracy
 Cx Language
 De Survival

Di no skill
 Fa Animals
 Fl Hostile Env
 Fr Hostile Env
 He Hostile Env
 Hi Streetwise
 Ic Vacc Suit
 In One Trade
 Lo Flyer
 Mi Survey

Na Survey
 Ni Driver
 Oc Hi-G
 Pa Trader
 Pe Fighting
 Pi JOT
 Po Steward
 Pr Craftsman
 Pw Trader
 Re Flyer

Ri One Art
 Tr Survival
 Tu Survival
 Tz Driver
 Ux Xenology
 Va Vacc Suit
 Wa Seafarer

Born In Deep Space

Zero-G
 Vacc Suit
 One Ship Skill

Homeworld Skills

For each TC shown for a homeworld, the character receives one level of the indicated skill.

