

	Master Skills List This list is the authoritative reference for skills, knowledges, and talents.	Skills
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SKILLS, KNOWLEDGES, AND TALENTS

A **skill** is (generally) a statement of ability based on a job or vocation. For example, Astrogator reflects what an Astrogator knows about doing his job. A **knowledge** is (generally) a body of information based on a field of science or experience. For example, Chemistry reflects the body of knowledge of theoretical and practical chemistry. A **talent** is a personal ability not generally possible for a human, but which may be possible for some specific non-humans. For example, SoundMimic (the ability to exactly reproduce sounds). A personal reflects a strategy or process within the Personals interaction system.

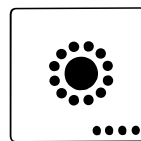
Benchmarks. One level of a skill or knowledge or talent typically represents one year of experience, education, or training. An individual with Skill-4 has four years of experience in that skill; a person with Knowledge-3 has the equivalent of three years of instruction or practical experience with that field of knowledge.

Instruction on practical experience with that field or knowledge

64 SKILLS	Defaults, Talents, and Personals	MANY KNOWLEDGES	
The Skills (35) Admin Advocate Animals Athlete Broker Bureaucrat Comms Computer Counsellor Designer Diplomat Driver Explosives Fleet Tactics Flyer Forensics Gambler High-G Hostile Environ JOT Language Leader Liaison Naval Architect Seafarer Stealth Strategy Streetwise Survey Survival Tactics Teacher Trader Vacc Suit Zero-G	Starship Skills (7) Astrogator Engineer Gunner Medic Pilot Sensors Steward The Trades (10) Biologics Craftsman Electronics Fluidics Gravitics Magnetics Mechanic Photonics Polymers Programmer The Arts (6) Actor Artist Author Chef Dancer Musician Soldier Skills (6) Fighter Forward Obs Heavy Wpns Navigator Recon Sapper	Default Skills Actor Artist Athlete Author Comms Computer Driver Fighter Turrets Mechanic Steward Vacc Suit Talents (16) Compute Empath Hibernate Hypno Intuition Math MemAware Memorize MemPercep MemScent MemSight MemSound Morph Rage SoundMimic Personals (7) Carouse Query Persuade Command Curiosity Insight Luck	Animals Rider Teamster Trainer Driver ACV Automotive Grav Legged Mole Tracked Wheeled Engineer Jump Drives Life Support Maneuver Drives Power Plants Fighter Battle Dress Beams Blades Exotics Slug Throwers Sprays Unarmed Flyer Aeronautics Flapper Grav LTA Rotor Wing Gunner Bay Weapons Ortillery Screens Spines Turrets Heavy Weapons Artillery Launcher Ordnance WMD Pilot Small Craft Spacecraft ACS Spacecraft BCS Seafarer Aquanautics Grav Boat Ship Sub The Sciences Archeology Biology Chemistry History Linguistics Philosophy Physics Planetology Psionics Psychology Robotics Sophontology Specialized Career: Academia Career: Army Career: Navy Career: <Name> World: Capital World: Regina World: <Name> [others are possible]

The list of Skills is exhaustive; no other skills are available. The list of Personals is exhaustive; no other skills are available. The lists of Knowledges and Talents are advisory; many different and additional Knowledges and Talents are possible.





Skills Define Abilities

Skills are quantifications of each individual character's abilities. Skill is a broad label which is further divided into Skills, Knowledges, and Talents. Each has its own usages and restrictions.

Skills are areas of expertise. A character who has a skill is capable of acting within that area. For example, someone with Medic can reasonably be expected to attempt (and sometimes or often succeed) in medical situations. In the general role-playing sense, characters often do things that do not involve tasks but do involve skills. For example, a starship owner will probably not hire an astrogator who does not have Astrogator. There is no task involved, but having the specific skill is nevertheless important.

Skills are Assets in the Resolution of Tasks. A character with a specific skill can attempt tasks that someone without skill is not even permitted to try.

IN THIS CHAPTER

The skills that characters may learn are covered in this chapter alphabetically. Each entry shows the skill name. If the skill is a cluster or cascade skill, that notation is made.

The Skill List. The Skill List presents all available skills in one chart.

Task Examples. Because skills are intimately bound up in tasks, many of the entries in this chapter include examples of tasks using the skills. These examples are not exhaustive... they are shown as guides to proper usage and to encourage the creation of similar tasks for specific situations.

SKILLS

Skills are the primary means by which characters do things in **Traveller**. Each character has a variety of skills, and the higher a skill rating, the more expert the character is with that skill. With training, any character can eventually become proficient at any skill.

Benchmarks. One level of a skill theoretically represents one year of experience, education, or training in that skill. An individual with Skill-4 has four years of education, training, or experience in that skill. In general, a character receives one level of one skill in each year of his or her life.

Skill Format. Each skill is usually a one or two word name (alas, Jack of All Trades is a four word name; it is abbreviated to JOT). Skills are always capitalized (for example, Pilot). Skills are numerically rated by levels from 1 (or sometimes 0) to 9 or more. Any skill attached to a character should show that character's numerical level as well as the name (for example, Pilot-4).

Recording Skills. For simplicity and completeness, all skills (other than the universal Default skills) are recorded on the individual's character record.

Default Skills

There are some situations that an unskilled character will not try: disarming bombs; flying high performance aircraft. And there are some things that unskilled characters may decide to try: painting a picture; shooting a gun.

Default skills represent this base of activity that even an untrained person may be willing to attempt.

A skill identified as a **default** skill may be used by any character. The skill level used is 0 (zero); other penalties also apply when resolving a task using a default skill. But, the chance of success is still better than if the task were not attempted at all.

Default skills are sometimes called Level-0 Skills.

The standardized Default Skills are automatically available to all characters.

Unique Default Skills. In addition to the standardized and widely available Default skills, every character may have a personal area of interest (perhaps a hobby).

An individual who does not already have a hobby (available to Citizens and Functionaries) can, after Career Resolution but before beginning adventuring, designate one skill as a Hobby. It becomes a Default skill-0.

A Hobby cannot be an existing default skill or a skill already held by the character.

Training, Ability, and Technology Level

Individuals come from a variety of technological backgrounds in the **Traveller** universe. The abilities conferred by skills are relatively tech level independent. That is to say, an individual with an appropriate skill is experienced in the repair and maintenance of specific devices, and he understands the basic principles of the devices. When he encounters a device at a higher (or lower) tech level, he probably can puzzle out its use, maintenance and repair, especially if the appropriate manuals or technical supplies are available.

For example, Rollan Burris is native to a TL-6 environment and has Ground Craft-4. Much of his experience is with TL-6 Ground Vehicles. Later in his life, he gets a job fixing cars... and he is equally competent fixing TL-4, TL-6, and TL-9 ground cars. He has access to diagnostic equipment, repair manuals, tools, and parts. Faced with an instrument malfunction on the ground car, he might repair the instrument itself on the TL-4 vehicle. On the TL-6 vehicle, he could replace the instrument. On the TL-9 vehicle, the manuals would tell him the appropriate diagnostic codes which would self-repair the instrument. The value in his skill, independent of tech level, lies in his ability to diagnose the problem and implement the solution.

Weapons Skills

A variety of weapon skills are included in this chapter. The information presented here deals primarily with the skills in areas other than combat.

The details of personal combat are covered in **Fighting**.

The details of space combat are covered in **Space Combat**.

Knowledge is the Foundation of Skill

Some skills include within them several Knowledges (Animals, Driver, Engineer, Fighter, Flyer, Gunner, Heavy Weapons, Language, Pilot, Seafarer).

Acquisition of these skills (except Language as explained in that entry) follows a standard pattern: the character initially learns a subset of the skill, and only later expands this understanding to the full skill (see Language).

The first two times a character receives one of these Skills (typically in Character Generation), he instead receives one of the Skill's contained Knowledges. When (or If) the character acquires the skill the third time, he receives the Skill at level-1. Until then, he has the Knowledges but only Skill-0.

If a character receives a Knowledge directly (perhaps in an ANM School) he increases that Knowledge, but not the corresponding Skill.

For example, Eneri Dinsha spent his early years (in Character Generation) in the Navy and learned Engineer. The first time he received Starship Skill he selected Engineer, and he then selected a Knowledge (he chose J-Drive). The second time he received Starship Skill, he again selected Engineer, and again had to select a Knowledge (he chose M-Drive). The third time he received Starship Skill, he selected Engineer; this time he received Engineer-1. Somewhat later, he attended an ANM School. Engineer is not listed, so he selected M-Drive.

He has available for Task Resolution J-Drive-1, M-Drive-2, and Engineer-1. Since Skills and Knowledges stack, he can resolve most Engineer tasks at level-1, but he can resolve J-Drive tasks at level-2, and M-Drive tasks at level-3. No matter how far Eneri progresses, he will always be better at J-Drive and best at M-Drive.

This process reflects the natural specialization of the Education process: a character learns a specialization first (and that specialization always gives an advantage in that area of interest).

Musical Instruments

A character receiving skill in Musician must designate a Musical Instrument as part of his skill.

The Musical Instrument Types List shows the basic types available. This list is not exhaustive and other instruments may be available; the player and the referee can discuss and describe the specific Instrument the player learns (perhaps the Denebian sitar, the Occipitan nose flute, or the grav pulse synthesizer).

MUSICAL INSTRUMENT TYPES

Music Instrument Types

Guitar	Keyboard	Voice	Trumpet	Violin
Banjo	Piano		Trombone	Cello

The first time a character receives Musician skill, he must instead take Knowledge-1 in one of the Musical Instruments and receives Musician-0.

The second time a character receives Musician skill, he must instead take Knowledge-1 in one of the Musical

Instruments (including the instrument already taken), and adds 1 to Musician.

All subsequent receipts of Musician can be taken as Musician skill.

KNOWLEDGES

A **knowledge** is a body of information based on a field of science, training, or experience. For example, Chemistry reflects the body of knowledge of theoretical and practical chemistry. The maximum attainable level of a knowledge is 6.

Career Knowledges. A character who has served in a career receives Knowledge equal to the number of terms served (to a maximum of 6).

World Knowledges. A character who has spent time on a world receives Knowledge equal to the number of terms he has lived there (maximum 6).

World Knowledge declines over time: reduce this value -1 every Term (four years) once adventuring begins.

The Sciences. Some characters can learn a specific Science through the Education process (maximum 6).

Stacking Knowledges and Skills

Although Knowledge levels are limited to a maximum of 6, they can be stacked with skills. An Engineer with Drives-7 and P-Plant-4 can perform Power Plant tasks using both Drives and P-Plant.

TALENTS

A **talent** is a personal ability not generally possible for a human, but which may be possible for some specific non-humans. For example, SoundMimic (the ability to exactly reproduce sounds). The maximum level for a specific talent is usually 15.

SPECIALS

The Specials are universally-available abilities related to interactions with other people (the Personals), and with the environment in general (the Intuitions). They are used by characters in their interactions with other (non-player) characters, and to solve puzzles.

The Personals

The Personals are used in personal interactions: they indicate the probable reaction of an individual when approached by a player character. For example, Query governs the response of a non-player character to questions from a character. The four interaction personals are:

Carouse, Query, Persuade, and Command.

The Intuitions

There are three Intuitions: Insight, Luck, and Curiosity. Characters from time to time are awarded values for these Intuitions in the current session and cannot be accumulated.

Curiosity relates to the serendipitous acquisition of information.

Insight relates to the processing of information.

Luck relates to forcing favorable outcomes.

MODIFICATIONS (MODS)

The Task system charts include more than 30 columns of Mods (from -5 to +5) addressing a wide variety of situations. When Mods are required, the Referee consults the tables and imposes one or two of them, as dictated by the current situation.