

CONSOLIDATED CIVILIAN ADVANCED TRAINING PACKAGES

This stage of development details the characters advanced training and education. Representing the character's preparation for their chosen civilian vocation, the character receives 9 Development Points to spend during Advanced Training. Each Advanced Training Package cost 9 Development Points. Packages made/provided by the fans are marked (*). Characters may join Starfleet after this stage of development (taking a Starfleet Overlay in place of, not in addition to, a Civilian Overlay) and proceed to the Consolidated Tour of Duty Histories. Such characters should not use the Consolidated Academy Life Histories. Characters not joining Starfleet proceed to the Consolidated Civilian Professional Packages.

- Academy of the Arts, Andorian: Artistic Expression (choose) 1 (2); Persuasion (Storytelling) 1 (2); Science, Social (choose) 1 (2)
- * Artistic Study: Artistic Expression (choose) 1 (2); Culture (choose) 1 (2); +1 Intellect Attribute; Artistic Ability +1
- Assassin Apprenticeship: Assassination (choose two) 1 (2) (2); Science, Physical (Chemistry) 1 (2); Quick-draw +2
- Assassin College (Flaxian): Assassination (choose two) 1 (2) (2); Espionage (choose) 1 (2); Security (choose) 1 (2); Contact (specify) +1; Dark Secret (Assassin) -2
- Colonization Training: Engineering, Material (Civil) 1 (2); Planetary Survival (choose) 1 (2); Science, Planetary (choose) 1 (2)
- Computer Crime: Computer (choose AND Data Alteration/Hacking) 1 (2) (2); Engineering, Systems (Computer Systems) 1 (2); Espionage (Cryptography) 1 (2); +1 Logic Edge; Intolerant (Authority) -2
- Con Artist Apprenticeship: Artistic Expression (Acting) OR Charm (Influence) 1 (2); Disguise (choose) 1 (2); Fast Talk 1; Persuasion (Guileful Manipulation) 1 (2); Pacifism (Self Defense Only) -3
- Criminal Apprenticeship: Fast Talk 1; Sleight of Hand (Pick Pocket) 1 (2); Streetwise (choose) 1 (2)
- Diplomatic/Political Training: Diplomacy (choose) 1 (2); Language: choose 1; World Knowledge (choose) 1 (2)
- Dueling Student (Andorian Only): First Aid (Wound/Combat Trauma) OR Weaponsmith (Primitive Weaponry) 1 (2); Primitive Weaponry (choose two) OR Unarmed Combat (choose two) 0 (1) (1); Unarmed Combat (choose) 1 (2); +1 Perception Edge
- * Economic Studies: Administration (Bureaucratic Manipulation) 1 (2); Knowledge: Interstellar Corporations 1; Science, Social (Economics) 1 (2)
- Engineering Training: Engineering, Material (Structural/Spaceframe) 1 (2); Engineering, Systems (choose) 1 (2); Shipboard Systems (choose) 1 (2)
- Exploration Training (Andorian): Science, Planetary (choose) 1 (2); Science, Space (choose) 1 (2); Shipboard Systems (Sensors) 1 (2)
- Exploration Training (Vulcan): Science, Space (choose two) 1 (2) (2); Shipboard Systems (choose) 1 (2); +1 Perception Edge; Curious +1
- Gambler Apprenticeship: Gaming (choose) 1 (2); Sleight of Hand (Card Tricks) 1 (2); Knowledge: Professional Sports 1
- Government Assassin: Assassination (choose two) 1 (2) (2); Athletics (choose) 1 (2); Contact (specify) +2
- Guerrilla/Resistance Fighter/Terrorist Training: Demolitions (choose) 1 (2); Energy Weapon (choose) 1 (2); Tactics, Planetary (Guerrilla Warfare) 1 (2)
- Higher Education: Two Academic Skills at 1 (2); +1 Intellect Attribute; Curious +1

Intelligence Agency Washout: Computer (choose) 1 (2); Espionage (choose) 1 (2); Security (choose) 1 (2)

Intelligence Training: Espionage (choose two) 1 (2) (2); Fast Talk 1; +1 Perception Edge; Shrewd +1

Kolinahr (Vulcans Only; must already have Logic +2 as prerequisite): Culture (Vulcan) 1 (2); +1 Focus Edge; Contact (specify) +1; Kolinahr +4

Law Enforcement Training: Energy Weapon (choose) 1 (2); Security (Law Enforcement) 1 (2); Streetwise (choose) 1 (2)

Law School: Administration (choose) 1 (2); Computer (Research) 1 (2); Law (Planetary Law of Campus Location) 1 (2)

Medical University: Administration (Hospital/Sickbay) 1 (2); Science, Life (choose) 1 (2); Science, Medical (choose) 1 (2)

Mercantile Apprentice/Assistant: Administration (choose relevant to business or trade) 1 (2); Bargain (choose) 1 (2); Merchant (choose) 1 (2)

Military Academy: One Military Skill at 1 (2); Command (Combat Leadership) 1 (2); Law (Military Regulations of Organization Training Character) 1 (2)

Military Training: Any Three Military Skills at 1 (2); +1 Vitality Edge; Rival (specify) -1

Novitiate (Vulcan): Any Academic Skill (choose) 1 (2); Any additional Psionic Skill 1; Culture (Vulcan) 1 (2); Contact (specify) +1; Obligation (to Temple or Order) -1

Pirate Crew: Energy Weapon (choose) 1 (2); Engineering, Systems *OR* Shipboard Systems (choose) 1 (2); Unarmed Combat (Brawling) 1 (2)

Prison Education: Concealment *OR* Stealth (choose) 1 (2); Streetwise (specific underworld) 1 (2); Unarmed Combat (Brawling) 1 (2)

Psionic Training (Vulcan): Mind Meld *AND* Any Two Other Psionic Skill at 1 each

Religious Training: Administration (Religious Order/Church) 1 (2); Persuasion (Oratory) 1 (2); Theology (choose) 1 (2); Religious Rank (Initiate) +0

* Spacehand: Engineering, Any (choose) 1 (2); Personal Equipment (choose) 1 (2); Shipboard Systems (choose) 1 (2)

Starfleet Academy Washout: Law (Starfleet Regulations) 1 (2); Science, Space (choose) 1 (2); Shipboard Systems (choose) 1 (2) [OPTIONAL: Energy Weapon (Phaser) 1 (2); Intolerant ("Those know-it-alls in Starfleet") -3

Street Learning: Streetwise (choose two) 1 (2) (2); +1 Coordination *OR* Intellect Attribute; Alertness +2; Innovative +1

Thief Apprenticeship: Fast Talk *OR* Security (Security Systems) 1 (2); Merchant (Appraising/Selling Stolen Goods) 1 (2); Stealth (choose) 1 (2)

Trade Apprenticeship: Bargain (choose) 1 (2); Merchant (choose) 1 (2); Shipboard Systems 1 (2)

Trill University: Convert Any Three symbiont Skills into full Skills; One Academic Skill at 1 (2); Arrogant -1; Curious +1

Underworld Life (Andorian): Fast Talk 1; Gaming (choose) 1 (2); Streetwise (choose) 1 (2)

V'Shar Training (Vulcan): Espionage (choose two) 1 (2) (2); Security (choose *AND* Security Systems) 1 (2) (2); Contact (specify) +1

Vulcan Institute of Defensive Arts (Vulcan): Primitive Weaponry (choose two Native Vulcan Weapons) 1 (2) (2); +1 Fitness Attribute; +1 Vitality Edge; Weapon Master (choose Native Vulcan Weapon) +2

Vulcan Medical Academy (Vulcan): First Aid (choose two *AND* Vulcan) 1 (2) (2) (2); Science, Medical (choose two *AND* Vulcan) 1 (2) (2) (2); +1 Perception Edge; Code of Honor (Provide Aid and Treatment) -2

Vulcan School of Diplomacy (Vulcan): Culture (choose) 1 (2); Diplomacy (choose) 1 (2); Language: choose 1

Vulcan Science Academy (Vulcan): Science, Physical (Mathematics) 1 (2); Any Other Science (choose two) 1 (2) (2); +1 Logic OR Perception Edge; Curious +1
Yoshitoni Institute [Mercenary Training Center of Orion Syndicate]: Two Military Skills at 1 (2) (2); Streetwise (Orion Syndicate) 1 (2)