

Command**Administration (INT)**

Bureaucratic Manipulation, Logistics, Specific Planetary Government, Starship Administration

Behavior Modification*# (INT)

Brainwashing, Hypnotism, Resistance

Command (PRES)

Combat Leadership, Military Training, Starship Command

Diplomacy (PRES)

Commercial Treaties, Federation Law, Intergalactic Affairs, Intergalactic Law, Planetary Affairs (Earth, Vulcan, and so forth)

Espionage* (INT)

Counterintelligence, Covert Communications, Cryptography, Forgery, Species-Specific Intelligence Techniques (Romulan, Andorian, etc), Traffic Analysis

Persuasion (Pres)

Debate, Oratory, Storytelling

Planetary Tactics (INT)

Guerilla Warfare, Mechanized Ground, Shipboard, Small-Unit

Starship Tactics* (INT)

Planetary Support Tactics, Specific Naval Tactics (Federation, Klingon, Romulan)

Strategic Operations* (INT)

Defense-in-Depth, Invasion Strategies, Neutral Zone Strategies, Specific Strategies (Core, Frontier, Sector)

Engineering and Security**Demolitions* (INT)**

Bomb Disposal, Booby traps, Land Mines, Nuclear Demolitions, Primitive Demolitions, Shipboard Demolitions

Energy Weapon (COORD)

Disruptor, Disruptor Rifle, Phaser, Phaser Rifle

Engineering, Material* (INT)

Aeronautical/Aerodynamic, Civil, Mechanical, Metallurgical, Personal Equipment, Structural/Spaceframe, Vehicular

Engineering, Propulsion* (INT)

Fusion, Impulse, Ion, Rocketry, Warp Drive

Engineering, Systems* (INT)

Cloaking Device, Communications Systems, Computer Systems, Life Support, Phaser Systems, Power Systems, Sensor Systems, Shields, Torpedo/Probe Systems, Transporter Systems

First Aid (INT)

Chemical-Biological first Aid, Species-Specific First Aid, Wound/Combat Trauma

Heavy Weapons* (INT)

Individual Weapon Type

Personal Equipment* (INT)

Communicator, Environmental Suit, Medical Tricorder, Tricorder, Universal Translator

Projectile Weapon* (COORD)

Gunpowder Pistol, Gunpowder Rifle, Submachine Gun, Needle Weapons, Gauss Weapons

Security* (INT)

Law Enforcement, Patrolling, Security Systems

Shipboard Systems* (INT)

Cloaking Device, Communications, Helm, Library Computer, Life Support, Navigation, Sensors, Shields, Transporter, Weapons Systems

Unarmed Combat* (COORD)**Vehicle Operation* (INT)**

Atmospheric Craft, Close Orbital Craft, Ground Vehicles, Shuttlecraft

Sciences**Computer* (INT)**

Computer Simulation/Modeling, Data Alteration/Hacking, Programming, Research

Life Sciences* (INT)

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Agronomy, Bioengineering, Biology, Bionics,
Biotechnology, Botany, Ecology, Exobiology, Genetics,
Microbiology, Paleontology, Zoology

Medical Sciences* (INT)

Exoanatomy, Forensics, General Medicine, Pathology,
Psychology, Specific Species Medicine (Vulcan, Klingon,
etc), Surgical Specializations, Toxicology

Physical Sciences* (INT)

Chemistry, Computer Science, Mathematics, Physics

Planetary Sciences (INT)

Climatology, Geology, Hydrology, Mineralogy,
Oceanography, Planetology, Volcanology

Social Sciences* (INT)

Anthropology, Archaeology, Economics, Geography,
Paleoanthropology, Political Science, Sociology

Space Sciences* (INT)

Astrogation, Astronomy, Astrophysics, Stellar
Cartography, Warp Field Theory

World Knowledge (INT)

Specific Planet

General

Acrobatics (COORD)

Balance Walking, Gymnastics, Mid-Air Dodge, Rope
Swinging

Animal Handling (PRES)

Specific Animal

Artistic Expression* (INT)

Dance, Drawing, Painting, Poetry, Singing, Specific
Musical Instrument

Athletics (FIT)

Climbing, Jumping, Lifting, Specific Sport/Game,
Running

Bargain (PRES)

Artwork, Bribery, Dilithium Crystals, Marketplace
Haggling, Weapons

Charm (PRES)

Influence, Seduction

Culture (INT)

Specific Culture

Disguise (PRES)

Specific Species

Dodge (COORD)

Fast Talk (INT)

Gaming (INT)

Specific Game

History (INT)

Specific Organization, Specific Planet, Specific Species

Intimidation# (PRES)

Bluster, Torture

Languages* (INT) (each language is a separate skill)

Law* (INT)

Federation Law, Specific Planetary/Government Laws,
Starfleet Regulations

Merchant (INT)

Specific Business Type, Specific Market, Specific
Product

Planetside Survival (INT)

Arctic, Desert, Forest, Jungle, Mountain, Ocean, Specific
World, Urban

Primitive Weaponry (COORD)

Chaka, D'k tagh, Lirpa, Longbow, Mek'leth, Rapier,
Sword

Search (INT)

Sleight of Hand* (COORD)

Conceal Weapons, Magic Tricks, Pick Pocket

Stealth (COORD)

Hide, Stealthy Movement

Streetwise (INT)

Locate Contraband, Underworld of Specific Planet or
Species

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Psionic

Mind Control* (PSI)

Mind Meld* (PSI)

Mind Shield (PSI)

Projective Empathy* (PSI)

Projective Telepathy* (PSI)

Receptive Empathy* (PSI)

Receptive Telepathy* (PSI)

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