

# T5.10 Character Generation – Pre-Career: Trade School

p60 (unless otherwise noted)

**Educational Institution**  
Roll 1D on table 2 of p93  
(plus 1D for Rank)

## Skills and Knowledges

### Basic Skills

- Admin
- Comms
- Computer
- Explosives
- High-G
- Hostile Env
- Language
- Survey
- Survival
- Tactics
- Trader
- Vacc Suit
- Zero-G

### Ship Skills

- Medic
- Sensors
- Steward

### Soldier Skills

- Fwd Obs
- Navigation
- Recon
- Sapper

### The Arts

- Actor
- Artist
- Author
- Chef
- Dancer
- Musician

### The Trades

- Biologics
- Craftsman
- Electronics
- Fluidics
- Magnetics
- Mechanical
- Photonics
- Polymers
- Program

### Driver (Knowledges Only)

- ACV
- Automotive
- Grav
- Legged
- Mole
- Tracked
- Wheeled

### Fighter (Knowledges Only)

- Blades
- Slug Thrower
- Unarmed

### Engineer (Knowledges Only)

- J-Drive
- Life Support
- M-Drive
- P-Systems

### Sciences

- Linguistics
- Robotics

### Flyer (Knowledges Only)

- Aeronautics
- Flapper
- Grav
- LTA
- Rotor
- Winged

### Pilot (Knowledges Only)

- Small Craft

### Animals (Knowledges Only)

- Rider
- Teamster
- Trainer

### Seafarer (Knowledges Only)

- Aquanautics
- Grav
- Boat
- Ship
- Sub

