

ACQUIRED SKILLS TABLES

Personal Development Table

	<i>Navy</i>	<i>Marines</i>	<i>Army</i>	<i>Scouts</i>	<i>Merchant</i>	<i>Other</i>
1	+1 Stren	+1 Stren	+1 Stren	+1 Stren	+1 Stren	+1 Stren
2	+1 Dext	+1 Dext	+1 Dext	+1 Dext	+1 Dext	+1 Dext
3	+1 Endur	+1 Endur	+1 Endur	+1 Endur	+1 Endur	+1 Endur
4	+1 Intel	Gambling	Gambling	+1 Intel	+1 Stren	Blade Cbt
5	+1 Educ	Brawling	+1 Educ	+1 Educ	Blade Cbt	Brawling
6	+1 Social	Blade Cbt	Brawling	Gun Cbt	Bribery	- 1 Social

Service Skills Table

	<i>Navy</i>	<i>Marines</i>	<i>Army</i>	<i>Scouts</i>	<i>Merchant</i>	<i>Other</i>
1	Ship's Boat	Vehicle	Vehicle	Vehicle	Vehicle	Vehicle
2	Vacc Suit	Vacc Suit	Air/Raft	Vacc Suit	Vacc Suit	Gambling
3	Fwd Obsvr	Blade Cbt	Gun Cbt	Mechanical	Jack-o-T	Brawling
4	Gunnery	Gun Cbt	Fwd Obsvr	Navigation	Steward	Bribery
5	Blade Cbt	Blade Cbt	Blade Cbt	Electronics	Electronics	Blade Cbt
6	Gun Cbt	Gun Cbt	Gun Cbt	Jack-o-T	Gun Cbt	Gun Cbt

Advanced Education Table

	<i>Navy</i>	<i>Marines</i>	<i>Army</i>	<i>Scouts</i>	<i>Merchant</i>	<i>Other</i>
1	Vacc Suit	Vehicle	Vehicle	Vehicle	Streetwise	Streetwise
2	Mechanical	Mechanical	Mechanical	Mechanical	Mechanical	Mechanical
3	Electronic	Electronic	Electronic	Electronic	Electronic	Electronic
4	Engineering	Tactics	Tactics	Jack-o-T	Navigation	Gambling
5	Gunnery	Blade Cbt	Blade Cbt	Gunnery	Gunnery	Brawling
6	Jack-o-T	Gun Cbt	Gun Cbt	Medical	Medical	Forgery

Advanced Education Table (allowed only for characters with education 8+)

	<i>Navy</i>	<i>Marines</i>	<i>Army</i>	<i>Scouts</i>	<i>Merchant</i>	<i>Other</i>
1	Medical	Medical	Medical	Medical	Medical	Medical
2	Navigation	Tactics	Tactics	Navigation	Navigation	Forgery
3	Engineering	Tactics	Tactics	Engineering	Engineering	Electronics
4	Computer	Computer	Computer	Computer	Computer	Computer
5	Pilot	Leader	Leader	Pilot	Pilot	Streetwise
6	Admin	Admin	Admin	Jack-o-T	Admin	Jack-o-T

Some skills accrue to a character automatically (without the necessity of throwing for them, and without using up eligibility). This table shows the specific rank and service required for each automatic skill; this table should be consulted at the end of each term of service. Each automatic skill may be received only once.

RANK AND SERVICE SKILLS

Navy Captain	+1 Social
Navy Admiral	+1 Social
Marine	Cutlass-1
Marine Lieutenant	Revolver-1
Army	Rifle-1
Army Lieutenant	SMG-1
Merchant First Officer	Pilot-1
Scout	Pilot-1