

Foot soldier

Equipment

Standard Issue: G-82, 5.56 mm Ammunition(10 clips of 30 rounds), 9mm Pistol, 9mm Ammunition (5 clips of 10), Knife, 5 ASO Uniforms, ASO P.R.T.R.S.D. (Personal Radio Transmitter/Receiver Scrambler/Descrambler), ASO Troop Armor, Binoculars, Nightvision Goggles, Infra-red Scope, Vac-suit, Tactical backpack.

Clearance Upon Assignment: P.E.T., Grenades (5 standard but more if allowed), M-240B, 7.62 cal. Ammunition, AVW 678 Rocket Launcher

Standard Skills: Read/Write (1 Language) +50, Mathematics +30, Pilot Automobile +40, Radio +10, First Aid +10, Computer Operation +10

Skills: Ambush +10, Camouflage +5, Detect Ambush +5, Explosives +15, HTH Combat +15, Melee Combat +20, Navigation Land +10, Weapon Repair +5, WS Grenade +20, WS Pistol +25, WS Gun +30, plus 10 skills at +10

Attribute Bonuses

Str +5

Con +5

Starting Rank: Private

Scout

Equipment

Standard Issue: G-82 or Projectile Rifle with Infrared Scope 5.56 mm Ammunition (10 Clips 30 Rounds for either), 9mm Pistol, 9mm Ammunition (5 clips of 10), Knife, Five (5) ASO Uniforms, ASO P.R.T.R.S.D. (Personal Radio Transmitter/Receiver Scrambler/Descrambler), ASO Scout Armor, Binoculars, Nightvision Goggles, Infra-red Scope, Laser Marker, Vac-suit, Tactical backpack.

Clearance Upon Assignment: P.E.T., Grenades (5 standard), ASO Motorcycle

Standard Skills: Read/Write (1 Language) +50, Mathematics +30, Pilot Automobile +40, Radio +10, First Aid +10, Computer Operation +10

Skills: Ambush +10, Botany +25, Camouflage +5, Detect Ambush +5, Foraging +15, Hide +20, HTH Combat +15, Hunting +15, Mapping +5, Navigation Land +10, Pick Locks +10, Pilot Motorcycle +8, Sniper +15, Stealth +15, Navigation Subterranean +5, Surveillance +15, Tracking +10, Weapon Repair +5, WS Knife +20, WS Gun +30, plus 5 skills at +8

Attribute Bonuses

Agi +5

Int +12

Starting Rank: Private

Tank Pilot

Equipment

Standard Issue: 9mm Pistol, 9mm Ammunition (5 clips of 10), Knife, Five (5) ASO Uniforms, ASO P.R.T.R.S.D. (Personal Radio Transmitter/Receiver Scrambler/Descrambler), ASO Light Armor, Binoculars, Night vision goggles, Vac-suit.

Clearance Upon Assignment: P.E.T., ASO KS-10 Urban Combat Tank, Grenades (5 standard but more if allowed)

Standard Skills: Read/Write (1 Language) +50, Mathematics +30, Pilot Automobile +40, Radio +10, First Aid +10, Computer Operation +10

Skills: Artillery Operation +20, ECM +5, Explosives +15, HTH Combat +5, Melee Combat +5, Navigation Land +10, Pilot Tank +30, Sensors +15, Weapon Repair +5, WS Grenade +15, WS Gun +10, WS Pistol +15, plus 10 skills at +10

Attribute Bonuses

Str +5

Con +5

Dex +5

Starting Rank: Private

E-suit Pilot

Equipment

Standard Issue: 9mm Pistol, 9mm Ammunition (5 clips of 10), Knife, Five (5) ASO Uniforms, ASO P.R.T.R.S.D. (Personal Radio Transmitter/Receiver Scrambler/Descrambler), ASO Light Armor, Binoculars, Night vision goggles, Vac-suit.

Clearance Upon Assignment: P.E.T., Scimrahn TF-2394 E-suit, Grenades (5 standard but more if allowed)

Standard Skills: Read/Write (1 Language) +50, Mathematics +30, Pilot Automobile +40, Radio +10, First Aid +10, Computer Operation +10

Skills: Artillery Operation +20, ECM +5, Explosives +15, HTH Combat +10, Melee Combat +10, Navigation Land +10, Pilot E-suit +30, Sensors +20, Weapon Repair +5, WS Grenade +15, WS Gun +10, WS Pistol +20, plus 8 skills at +10

Attribute Bonuses

Str +5

Con +5

Dex +10

Starting Rank: Private

Field Engineer

Equipment

Standard Issue: 9mm Pistol, 9mm Ammunition (5 clips of 10), Knife, Five (5) ASO Uniforms, ASO P.R.T.R.S.D. (Personal Radio Transmitter/Receiver Scrambler/Descrambler), ASO Light Armor, Binoculars, Night vision goggles, Vac-suit, Deluxe Tool kit, Diagnostic Computer, Blasting Caps, Mini-Arc Welder, Tactical backpack.

Clearance Upon Assignment: P.E.T., Grenades (5 standard but more if requested), Access to Explosives, Use of ASO repair facilities

Standard Skills: Read/Write (1 Language) +50, Mathematics +30, Pilot Automobile +40, Radio +10, First Aid +10, Computer Operation +10

Skills: Acids +10, Architectural +10, Artillery Repair +15, Camouflage +35, Construction Bunker +10, Construction Mantrap +15, Construction Road +20, Construction Shelter +20, Construction Vehicle Trap +15, Electronics Engineering +10, Explosives +15, Explosives Disposal +15, HTH Combat +5, Mapping +5, Military Intelligence +15, Navigation Land +10, Repair Electronics +25, Repair Machinery +25, Structural Recognition +10, Weapon Repair +30, Welding +15, WS Grenade +10, WS Gun +5, WS Pistol +10, plus 5 skills at +5

Attribute Bonuses

Str +3

Con +3

IQ +5

Dex +5

Starting Rank: Warrant Officer

Field Scientist

Equipment

Standard Issue: 9mm Pistol, 9mm Ammunition (5 clips of 10), Knife, Five (5) ASO Uniforms, ASO P.R.T.R.S.D. (Personal Radio Transmitter/Receiver Scrambler/Descrambler), ASO Light Armor, Binoculars, Night vision goggles, Vac-suit, Bio-Sample Containment Unit, Haz-mat Containment Unit, Portable Smart-Microscope and protective case, Surgical Tools, Digital camera w/low light, Laptop Computer, Disposable Surgical gloves (300), Geiger Counter, Flashlight, Portable Spectrometer, Tactical backpack.

Clearance Upon Assignment: P.E.T., Access to appropriate ASO files and labs.

Standard Skills: Read/Write (1 Language) +50, Mathematics +30, Pilot Automobile +40, Radio +10, First Aid +10, Computer Operation +10

Skills: Anthropology +30, Archeology +25, Architectural +10, Biology +25, Botany +25, Chemistry +25, Electronics Engineering +20, HTH Combat +5, Mathematics +20, Mechanical Engineering +20, Physics +40, Psychology +20, Sociology +20, Theology +10, WS Pistol +5, plus 5 skills at +10

Attribute Bonuses

Int +5

IQ +20

Starting Rank: Warrant Officer

Medic

Equipment

Standard Issue: 9mm Pistol, 9mm Ammunition (5 clips of 10), Knife, Five (5) ASO Uniforms, ASO P.R.T.R.S.D. (Personal Radio Transmitter/Receiver Scrambler/Descrambler), ASO Troop Armor, Binoculars, Night vision goggles, Vac-suit, Medical Checkup Tools, Surgical Tools, First Aid Kit, Sterilizing Spray, 500 small Steri-patches, 200 Medium Steri-patches, 50 Large Steri-patches, Syringe with (200) disposable needles, Disposable surgical gloves (300), Antibiotics, Tactical backpack.

Clearance Upon Assignment: P.E.T., Medicine needed for assignment, Grenades (5 standard but more if allowed)

Standard Skills: Read/Write (1 Language) +50, Mathematics +30, Pilot Automobile +40, Radio +10, First Aid +10, Computer Operation +10

Skills: Biology +25, Botany +20, First Aid +30, General Medicine +30, Immunization +15, Surgery +20, WS Pistol +5, plus 10 skills at +10

Attribute Bonuses

IQ +5

Dex +5

Starting Rank: Private

Subversive Action Agent

Equipment

Standard Issue: 7.6mm Compact Pistol, 7.6mm Ammunition (5 clips of 5), Knife, Authentic Looking clothing.

Clearance Upon Assignment: The SAA is trained to use whatever becomes available to him, as too much equipment could give him away.

Standard Skills: Read/Write (1 Language) +50, Mathematics +30, Pilot Automobile +40, Radio +10, First Aid +10, Computer Operation +10

Skills: Concealed Object +30 Persuasion +20, HTH Martial Arts +30, Kelrath Culture +30, Politics +10, Propaganda +40, Speak Kelrath +30, WS Kelrath Weapons +10 plus 8 skills at +10

Attribute Bonuses

Psy +10

Str +10

Cha +10

Starting Rank: Private

MP/DEA

Equipment

Standard Issue: G-82, 5.56 mm Ammunition(10 Clips 30 Rounds), 9mm Pistol, 9mm Ammunition (5 clips of 10), Knife, Five (5) ASO MP Uniforms, ASO P.R.T.R.S.D. (Personal Radio Transmitter/Receiver Scrambler/Descrambler), ASO Troop Armor, Binoculars, Night vision goggles, Infra-red Scope, Vac-suit, Tactical backpack.

Clearance Upon Assignment: P.E.T., Grenades (5 standard but more if allowed).

Standard Skills: Read/Write (1 Language) +50, Mathematics +30, Pilot Automobile +40, Radio +10, First Aid +10, Computer Operation +10

Skills: Drug Recognition +30, Drug Resistance +15, HTH Combat +25, Law enforcement +25, Martial Arts +30, WS Gun +25, WS Pistol +30

Starting Rank: Private

Communications Officer

Equipment

Standard Issue: 9mm Pistol, 9mm Ammunition (5 clips of 10), Knife, Five (5) ASO Uniforms, ASO P.R.T.R.S.D. (Personal Radio Transmitter/Receiver Scrambler/Descrambler), ASO Light Armor, Binoculars, Night vision goggles, Vac-suit. ASO L.R.R.T.R.S.D. (Long Range Radio Transmitter/Receiver Scrambler/ Descrambler), Computer, Tactical backpack.

Clearance Upon Assignment: P.E.T., Grenades (5 standard but more if allowed)

Standard Skills: Read/Write (1 Language) +50, Mathematics +30, Pilot Automobile +40, Radio +10, First Aid +10, Computer Operation +10

Skills: Code Cracking +5, Computer Operation +10, Computer Programming +15, Defeat Security +15, ECCM +15, ECM +20, Electronics Repair+10, Explosives +5, HTH Combat +10, Jamming +15, 3 Languages +30, Melee Combat +5, Navigation Land +10, Radio +10, Scrambler + 30, Sensors +30, Signal Triangulation +25, Weapon Repair +8, WS Grenade +15, WS Gun +10, WS Pistol +15, plus 5 skills at +5

Attribute Bonuses

Dex +5

Starting Rank: Warrant Officer

Footsoldier

Equipment

Standard Issue: AK-140, 7.62mm Ammunition (10 Clips 30 Rounds), 9mm Pistol, 9mm Ammunition (5 clips of 10), Knife, Five (5) I-CA Uniforms, ICA Personal T/R/S/D, Scimrahn Heavy Armor, Binoculars, Nightvision goggles, Vac-suit, Tactical backpack.

Clearance Upon Assignment: P.E.T., VA-2 Rocket Launcher, Scimrahn Plasma Gun, Plasma Clips (5 Clips 10 Rounds), Grenades (5 standard but more if allowed).

Standard Skills: Computer Operation +10, First Aid +10, Mathematics +35, Pilot Automobile +20, Radio +10, Read/Write (2 Earth languages) +50

Skills: Ambush +10, Camouflage +5, Detect Ambush +5, Explosives +15, HTH Combat +15, Law Enforcement +10, Melee Combat +20, Navigation Land +10, Weapon Repair +5, WS Grenade +20, WS Gun +35, WS Pistol +20, plus 8 skills at +10

Attribute Bonuses

Str +5
Con +5

Starting Rank: Private

Scout

Equipment

Standard Issue: AK-140, 7.62 mm Ammunition (10 Clips 30 Rounds), 9mm Pistol, 9mm Ammunition (5 clips of 10), Knife, Five (5) I-CA Uniforms, ICA Personal T/R/S/D, Scimrahn Light Armor, Binoculars, Nightvision goggles, Laser Marker, Vac-suit, Tactical backpack.

Clearance Upon Assignment: P.E.T., Scimrahn Laser Gun, Energy Clip (1 of 50), Microdrone Launcher, 6 Microdrones, Grenades (5 standard but more if allowed).

Standard Skills: Computer Operation +10, First Aid +10, Mathematics +35, Pilot Automobile +20, Radio +10, Read/Write (2 Earth languages) +50

Skills: Ambush +10, Botany +25, Camouflage +5, Detect Ambush +5, Foraging +15, Hide +20, HTH Combat +15, Hunting +18, Mapping +5, Navigation Land +15, Pick Locks +10, Sniper +15, Stealth +20, Navigation Subterranean +7, Surveillance +15, Tracking +10, Weapon Repair +5, WS Gun +30, WS Knife +20, plus 5 skills at +8

Attribute Bonuses

Agi +5

Int +12

Starting Rank: Private

Tank Pilot

Equipment

Standard Issue: AK-140, 7.62 mm Ammunition (10 Clips 30 Rounds), 9mm Pistol, 9mm Ammunition (5 clips of 10), Knife, Five (5) I-CA Uniforms, ICA Personal T/R/S/D, Scimrahn Pilot Armor, Binoculars, Nightvision goggles, Vac-suit.

Clearance Upon Assignment: P.E.T., I-CA GRX Storm Heavy Combat Tank, Grenades (5 standard but more if allowed).

Standard Skills: Computer Operation +10, First Aid +10, Mathematics +35, Pilot Automobile +20, Radio +10, Read/Write (2 Earth languages) +50

Skills: Artillery Operation +20, ECM +5, Explosives +15, HTH Combat +5, Melee Combat +5, Navigation Land +10, Pilot Tank +30, Sensors +15, Weapon Repair +5, WS Grenade +15, WS Gun +10, WS Pistol +15, plus 10 skills at +10

Attribute Bonuses

Str +5

Con +5

Dex +5

Starting Rank: Private

E-Suit Pilot

Equipment

Standard Issue: AK-140, 7.62 mm Ammunition (10 Clips 30 Rounds), 9mm Pistol, 9mm Ammunition (5 clips of 10), Knife, Five (5) I-CA Uniforms, ICA Personal T/R/S/D, Scimrahn Pilot Armor, Binoculars, Nightvision goggles, Vac-suit.

Clearance Upon Assignment: P.E.T., Scimrahn TF-2394 E-suit, Optional Scimrahn Weapon System, Reactive Armor (+300 hp), Grenades (5 standard but more if allowed).

Standard Skills: Computer Operation +10, First Aid +10, Mathematics +35, Pilot Automobile +20, Radio +10, Read/Write (2 Earth languages) +50

Skills: Artillery Operation +20, ECM +10, Explosives +15, HTH Combat +10, Melee Combat +10, Navigation Land +10, Pilot E-Suit +35, Sensors +20, Weapon Repair +5, WS Grenade +15, WS Gun +10, WS Pistol +20, plus 8 skills at +10

Attribute Bonuses

Str +5

Con +5

Dex +10

Starting Rank: Private

Communications Officer

Equipment Standard Issue: AK-140, 7.62 mm Ammunition (10 Clips 30 Rounds), 9mm Pistol, 9mm Ammunition (5 clips of 10), Knife, Five (5) I-CA Uniforms, ICA Heavy T/R/S/D, Scimrahn Light Armor, Binoculars, Nightvision goggles, Vac-suit, Tactical backpack.

Clearance Upon Assignment: P.E.T., Grenades (5 standard but more if allowed).

Standard Skills: Computer Operation +10, First Aid +10, Mathematics +35, Pilot Automobile +20, Radio +10, Read/Write (2 Earth languages) +50

Skills: Code Cracking +5, Computer Operation +10, Computer Programming +15, Defeat Security +15, ECCM +15, ECM +20, Electronics +10, Explosives +5, HTH Combat +10, Jamming +15, 3 Languages +30, Melee Combat +5, Navigation Land +10, Radio +10, Scrambler + 30, Sensors +30, Signal Triangulation +25, Weapon Repair +8, WS Grenade +15, WS Gun +10, WS Pistol +15, plus 5 skills at +5

Attribute Bonuses

Dex +5

Starting Rank: Warrant Officer

Field Engineer

Equipment

Standard Issue: 9mm Pistol, 9mm Ammunition (5 clips of 10), Knife, Five (5) I-CA Uniforms, ICA Personal T/R/S/D, Scimrahn Heavy Armor, Binoculars, Nightvision goggles, Vac-suit, Deluxe Tool kit, Diagnostic Computer, Blasting Caps, Mini-Arc Welder, Tactical backpack.

Clearance Upon Assignment: P.E.T., Grenades (5 standard but more if requested), Access to Explosives, Use of I-CA repair facilities

Standard Skills: Computer Operation +10, First Aid +10, Mathematics +35, Pilot Automobile +20, Radio +10, Read/Write (2 Earth languages) +50

Skills: Acids +10, Architectural +10, Artillery Repair +15, Construction Bunker +10, Construction Mantrap +15, Construction Road +20, Construction Shelter +20, Construction Vehicle Trap +15, Electronics Engineering +10, Explosives +15, Explosives Disposal +15, HTH Combat +5, Mapping +5, Military Intelligence +15, Navigation Land +10, Repair Electronics +25, Repair Machinery +25, Structural Recognition +10, Weapon Repair +30, Welding +15, WS Grenade +10, WS Gun +5, WS Pistol +10, Camouflage +35, plus 5 skills at +5

Attribute Bonuses

Str +3

Con +3

IQ +5

Dex +5

Starting Rank: Warrant Officer

Field Scientist

Equipment

Standard Issue: 9mm Pistol, 9mm Ammunition (5 clips of 10), Knife, Five (5) I-CA Uniforms, ICA Personal T/R/S/D, Scimrahn Light Armor, Binoculars, Nightvision goggles, Vac-suit, Bio-Sample Containment Unit, Haz-mat Containment Unit, Portable Smart-Microscope and protective case, Surgical tools, Digital Camera w/ low light, Laptop Computer, Disposable Surgical gloves (300), Geiger Counter, Flashlight, Tactical backpack.

Clearance Upon Assignment: P.E.T., Access to appropriate I-CA files and labs.

Standard Skills: Computer Operation +10, First Aid +10, Mathematics +35, Pilot Automobile +20, Radio +10, Read/Write (2 Earth languages) +50

Skills: Anthropology +30, Archeology +20, Architectural +10, Biology +25, Botany +20, Chemistry +25, Electronics Engineering +20, HTH Combat +5, Mathematics +20, Mechanical Engineering +20, Physics +40, Psychology +20, Sociology +20, Theology +10, WS Pistol +5, plus 5 skills at +10

Attribute Bonuses

Int +5

IQ +20

Starting Rank: Warrant Officer

Medic

Equipment

Standard Issue: 9mm Pistol, 9mm Ammunition (5 clips of 10), Knife, Five (5) I-CA Uniforms, ICA Personal T/R/S/D, Scimrahn Light Armor, Binoculars, Nightvision goggles, Vac-suit, Medical Checkup Tools, Surgical Tools, First Aid Kit, Sterilizing paint, Disposable Surgical Gloves (300), Antibiotics, Tactical backpack.

Clearance Upon Assignment: P.E.T., Medicine needed for assignment, Grenades (5 standard but more if allowed)

Standard Skills: Computer Operation +10, First Aid +10, Mathematics +35, Pilot Automobile +20, Radio +10, Read/Write (2 Earth languages) +50

Skills: Biology +25, Botany +20, First Aid +30, General Medicine +30, Immunization + 15, Surgery +20, WS Pistol +5, plus 10 skills at +10

Attribute Bonuses

Dex +5

IQ +5

Starting Rank: Private

Colonist

Equipment: 12 gauge Pump Shotgun, 12 gauge Ammunition (200 Rounds), Large hiking backpack (holds up to 25 KG), Light tool kit, Jeep, CB radio, 2 weeks food, Diary, 100m cord 2000kg tensile strength, grappling hook + spikes, hammer/hatchet, 10 signal flares, flashlight, 4 refillable lighters butane (20 refills), video camera, still camera, 100 (200 liter) garbage bags, soap, sleeping bag, water filter, extra filters, gas mask, large survival knife, tent, 10 bungee cords (.3m long stretches to 1m), canteen.

Standard Skills: Computer Operation +10, First Aid +10, Mathematics +35, Pilot Automobile +20, Radio +10, Read/Write (2 Earth languages) +50

Skills: Agriculture +10, Construction Shelter +10, First Aid +5, Hunting +15, Speak Scimirahn +5, Tailoring +10, WS Skill Knife +5, 10 skills at +10 plus 10 skills at +5

Starting Rank: Civilian

Scout/Guide

Equipment: 2 Dark Stones, Scimrahn Plasma Gun, Plasma Clips (5 Clips 10 Rounds), Laser Pistol, Energy Clip (10 clips of 20), Knife, Scimrahn Wrist Comm/Comp, Scimrahn Light Armor, Binoculars, Sonar Imager, Vac-suit, 10 Grenades

Standard Skills: Drug Resistance +30, Foraging +10, Navigation Subterranean +5, Read/Write Scimrahn +5

Skills: Camouflage +20, Detect Ambush +10, Foraging +15, Hide +20, Hunting +18, Land Navigation +15, Mapping +15, Pick Locks +10, Scimrahn Sign Language +50, Stealth +20, Navigation Subterranean +25, Surveillance +15, Tracking +10, WS Knife +20, WS Pistol +10, plus five more skills at +10

Attribute Bonuses

Agi +5

Int +12

Starting Rank: 1st mark Keeper

Guerrilla

Equipment:

Scimrahn Plasma Gun, Plasma Clip (10 Clips 10 Rounds), Thud Stick, Laser Gun, Energy Backpack (500 shots), Laser Pistol, Energy Clips (10 clips of 20), Knife, Scimrahn Wrist Comm/Comp, Scimrahn Heavy Armor, Binoculars, Sonar Imager, Vac-suit, 20 Grenades

Standard Skills: Drug Resistance +30, Foraging +10, Navigation Subterranean +5, Read/Write Scimrahn +5

Skills: Ambush +20, Camouflage +5, Detect Ambush +10, Explosives +15, Foraging +15, HTH Combat +15, Hunting +25, Melee Combat +15, Navigation Land +10, Navigation Subterranean +5, Sniper +10, Weapon Repair +5, WS Grenade +15, WS Gun +25, WS Pistol +20, WS Thud Stick +10, plus 8 skills at +10

Attribute Bonuses

Str +5

Con +5

Starting Rank: 1st mark Keeper

Civilian

Equipment: Laser Gun, Energy Clips (10 of 50), Sonar Imager

Standard Skills: Drug Resistance +30, Foraging +10, Navigation Subterranean +5, Read/Write Scimrahn +5

Skills: Agriculture +30, Drug Evaluation +20, First Aid +15, Foraging +25, General Medicine +5, Herbal Medicine +25, Hunting +25, Land Navigation +10, Scimrahn Sign Language +20, Stealth +10, Navigation Subterranean +10, Tailoring +10, plus 5 skills at +20 and 10 skills at +10

E-suit Pilot

Equipment: Laser Pistol, Energy Clips (10 Clips 20 Rounds), Knife, Scimrahn Wrist Comm/Comp, Scimrahn Pilot Armor, Binoculars, Sonar Imager, Vac-suit, Scimrahn TF-2394 E-suit, Optional Scimrahn Weapon System, Grenades (5).

Standard Skills: Drug Resistance +30, Foraging +10, Navigation Subterranean +5, Read/Write Scimrahn +5

Skills: Artillery Operation +20, ECM +10, Explosives +15, HTH Combat +10, Melee Combat +10, Navigation Land +10, Pilot E-suit +45, Sensors +20, Weapon Repair +5, WS Gun +10, WS Pistol +20, plus 8 skills at +10

Attribute Bonuses

I.Q. +3

Dex +5

Starting Rank: 1st mark Keeper

Espionage Specialists

Equipment: 4 Dark Stones, Laser Pistol, Energy Clips (10 of 20) 20 liters of LCF for use in making explosives, 10 1 liter jars for LCF bombs, Knife, Light Armor Vest, Scimrahn Wrist Comm/Comp, Binoculars, Sonar Imager, Chezbah Clothing, Makeup for Chezbah disguise, Vac-suit.

Standard Skills: Drug Resistance +30, Foraging +10, Navigation Subterranean +5, Read/Write Scimrahn +5

Skills: Ambush +45, Camouflage +25, Detect Ambush +10, Explosives +25, Hide +25, Martial Arts +40, Hunting +10, Land Navigation +20, Man Trap Construction +20, Pick Locks +15, Propaganda +5, Scimrahn Sign Language +50, Speak Chezbah +15, Stealth +25, Navigation Subterranean +30, Surveillance +25, WS Knife +30, plus 5 skills at +5,

Attribute Bonuses

Dex +10

Agi +10

Starting Rank: 1st mark Keeper

Raider

Equipment: Heavy Laser, Energy Clips (2 Backpacks 125 Rounds), Particle Beam Gun, Knife, Scimrahn Comm/Comp, Scimrahn Heavy Armor, Binoculars, Sonar Imager, Vac-suit, Grenades (5), Delta (AG-550).

Standard Skills: Drug Resistance +30, Foraging +10, Navigation Subterranean +5, Read/Write Scimrahn +5

Skills: Agriculture +25, Artillery Operation +20, Botany +25, ECM +10, Explosives +15, Hide +15, HTH Combat +20, Melee Combat +20, Navigation Land +10, Pilot A-G +20, Sensors +20, Sprinting +20, Stealth +15, Weapon Repair +5, WS Grenade +20, WS Gun +20, WS Pistol +20, plus 8 skills at +10

Attribute Bonuses

Str +5

Con +5

Starting Rank: 1st mark Keeper

Mechanic

Equipment: Laser Pistol, Energy Clips (10 Clips 20 Rounds), Knife, Scimrahn Wrist Comm/Comp, Scimrahn Heavy Armor, Binoculars, Sonar Imager, Vac-suit, Deluxe Tool kit, Mini-Arc Welder.

Standard Skills: Drug Resistance +30, Foraging +10, Navigation Subterranean +5, Read/Write Scimrahn +5

Skills: Artillery Repair +25, Camouflage +5, Construction Bunker +10, Construction Road +20, Construction Shelter +20, Electronics Engineering +20, Foraging +15, HTH Combat +5, Hunting +10, Navigation Land +10, Repair Electronics +35, Repair Machinery +35, Scimrahn Sign Language +10, Navigation Subterranean +20, Weapon Repair +40, Welding +25, WS Gun +5, WS Pistol +10, plus 5 skills at +5

Attribute Bonuses

Str +3

Con +3

IQ +5

Dex +5

Starting Rank: none

Train Operator

Equipment: Laser Pistol, Energy Clips (10 Clips 20 Rounds), Knife, Scimrahn Wrist Comm/Comp, Scimrahn Pilot Armor, Binoculars, Sonar Imager, Vac-suit, Anti-Grav. Mass Transit with ten cars.

Standard Skills: Drug Resistance +30, Foraging +10, Navigation Subterranean +5, Read/Write Scimrahn +5

Skills: Bartering +20, Command +20, HTH Combat +10, Navigation Subterranean +30, Pilot AG +45, Sensors +20, Weapon Repair +5, WS Gun +10, WS Pistol +30, plus 6 skills at +10

Attribute Bonuses

Cha +10

Dex +5

Starting Rank: 1st mark Keeper

Free Traders

Equipment: Laser Pistol, Energy Clips (10 Clips 20 Rounds), Heavy Laser Gun, Energy Clips (5 clips 100 Rounds), Knife, Scimrahn Wrist Comm/Comp, Scimrahn Pilot Armor, Binoculars, Sonar Imager, Vac-suit, Heavily Modified Scimrahn AG Freighter (w/ 1,000,000 Yen in Modifications), Optional Scimrahn Weapon System.

Standard Skills: Drug Resistance +30, Foraging +10, Navigation Subterranean +5, Read/Write Scimrahn +5

Skills: Artillery Operation +20, ECM +10, Explosives +10, HTH Combat +10, Navigation Land +10, Pilot AG +45, Sensors +20, Weapon Repair +5, WS Gun +10, WS Pistol +30, plus 8 skills at +10

Attribute Bonuses

Cha +10

Dex +5

Starting Rank: none

Scavenger

Equipment: Laser Gun, Energy Clips (10 Clips 100 Rounds), Knife, Scimrahn Wrist Comm/Comp, Scimrahn Pilot Armor, Binoculars, Sonar Imager, Vac-suit, Scimrahn AG Freighter, Optional Scimrahn Weapon System.

Standard Skills: Drug Resistance +30, Foraging +10, Navigation Subterranean +5, Read/Write Scimrahn +5

Skills: Artillery Operation +10, Camouflage +25, ECM +10, Explosives +10, Foraging +15, Hide +20, HTH Combat +10, Navigation Land +10, Pilot AG +25, Sensors +10, Stealth +20, Navigation Subterranean +10, Weapon Repair +5, WS Gun +10, plus 5 skills at +10

Attribute Bonuses

Str +10

Dex +10

Starting Rank: none

Corporate Scout

Equipment: Scimrahn Plasma Gun, Plasma Clip (10 Clips 7 Rounds), 12 gauge Pump Shotgun, 12 gauge Ammunition (200 Rounds), Scimrahn Wrist Comm/Comp, Scimrahn Heavy Armor, Binoculars, Nightvision goggles, Vac-suit, Large hiking backpack (holds up to 25 KG), Light tool kit, Jeep, CB radio, 2 weeks food, Diary, 1000m cord 2000kg tensile strength, grappling hook + spikes, hammer/hatchet, 10 signal flares, flashlight, 4 refillable lighters butane (20 refills), video camera, still camera, 100 (200 liter) garbage bags, soap, sleeping bag, water filter, extra filters, gas mask, large survival knife, tent, 10 bungee cords (.3m long stretches to 1m), canteen.

Skills: Construction Shelter +10, Foraging +20, Hunting +10, Martial Arts +10, Navigation Land +10, Navigation Subterranean +5, Speak Scimrahn +5, Tailoring +10, WS Gun +10, WS Pistol +10, WS Skill Knife +5, 10 skills at +10

Attribute Bonuses

Con +3

IQ +5

Int +10

Starting Rank: Civilian

Corporate Bodyguard

Equipment: Heavy Laser, Energy Backpacks (2 Backpacks 125 Rounds), Particle Beam Gun (2 Backpacks 25 Rounds), 12 gauge Pump Shotgun, 12 gauge Ammunition (200 Rounds), Knife, Scimirahn Wrist Comm/Comp, Scimirahn Heavy Armor, Binoculars, Nightvision goggles, Vac-suit, Grenades (5), Large hiking backpack (holds up to 25 KG), 2 weeks food, 1000m cord 2000kg tensile strength, grappling hook + spikes, hammer/hatchet, flashlight, 4 refillable lighters butane (20 refills), soap, sleeping bag, water filter, extra filters, gas mask, tent, canteen.

Skills: Ambush +20, Camouflage +5, Detect Ambush +10, Explosives +15, HTH Combat +35, Melee Combat +15, Sniper +10, Weapon Repair +5, WS Grenade +15, WS Gun +20, WS Pistol +25, plus 5 skills at +10

Attribute Bonuses

Str +15

Con +10

Starting Rank: Civilian

Corporate Scientist

Equipment: 9mm Pistol, 9mm Ammunition (5 clips of 10), Knife, ICA Personal T/R/S/D, Scimrahn Light Armor, Binoculars, Nightvision goggles, Vac-suit, Bio-Sample Containment Unit, Haz-mat Containment Unit, Portable Smart-Microscope and protective case, Diagnostic Computer, surgical tools, Digital Camera with lowlight, Laptop Computer, Disposable Surgical gloves (300), Geiger Counter, Flashlight.

Clearance: Access to appropriate Corporate files and labs.

Skills: Archeology +20, Biology +25, Botany +20, Chemistry +25, Mathematics +20, Physics +40, Psychology +20, Sociology +20, Anthropology +30, Theology +10, Architectural +10, Electronics Engineering +20, Mechanical Engineering +20, WS Pistol +5, HTH Combat +5, plus 5 skills at +10

Attribute Bonuses

Int +5

IQ +20

Starting Rank: Civilian