

SKILLS									
Skill	Total	Ranks	Ability	Misc	Skill	Total	Ranks	Ability	Misc
Balance (Dex) ^{AP}					Stand-Up			-	
Bluff (Cha)					Stringed Inst.			-	
Climb (Str) ^{AP}					Wind Instruments			-	
Communications (Int) ^T					Pilot (Dex) ^{AP T}				
Computer Use (Int)					Profession (Wis)				
Concentration (Con)					Read/Write Language (Int) ^T	-	-	-	-
Craft (Int)	-	-	-	-	.				
Chemical ^T					.				
Electronic ^T					.				
Home Economics					.				
Mechanical ^T					Repair (Int) ^T				
Pharmaceutical ^T					Research (Int)				
Structural					Ride (Dex) ^{AP}				
Visual Art					Search (Int/Per)				
Writing					Sense Motive (Wis)				
Decipher Script (Int) ^T					Sleight of Hand (Dex) ^{AP T}				
Demolitions (Int) ^T					Speak Language (Int) ^T	-	-	-	-
Diplomacy (Cha)					.				
Disable Device (Int) ^T					.				
Disguise (Wis)					.				
Drive (Dex) ^{AP}					.				
Endurance (Con) ^{AP}					Spot (Per)				
Escape Artist (Dex) ^{AP}					Survival (Wis)				
Forgery (Int)					Arctic				
Gamble (Wis)					Desert				
Gather Information (Cha)					Subterranean				
Handle Animal (Cha) ^T					Swamp				
Hide (Dex) ^{AP}					Temperate				
Initiative (Per) ^{AP}					Tropical				
Intimidate (Cha)					Urban				
Investigate (Int) ^T					Swim (Str) ^{AP}				
Jump (Str) ^{AP}					Treat Injury (Int) *				
Knowledge (Int) ^T	-	-	-	-	Tumble (Dex) ^{AP T}				
Arcane Lore					Use Rope (Dex)				
Art									
Behavioral Sciences									
Business					Weapons (Fht) ^{AP}	-	-	-	-
(City)					Assault Rifles				
(City)					Axes				
Civics					Black Powder Firearms				
Current Events					Bows				
Earth & Life Sciences					Crossbows				
History					Flails and Chains				
Physical Sciences					Grenade Launchers				
Popular Culture					Handguns				
Streetwise					Heavy Blades				
Tactics					Heavy Weapons				
Technology					Light Blades				
Theology & Philosophy					Maces and Clubs				
Listen (Per)					Machine Guns				
Move Silently (Dex) ^{AP}					Picks and Hammers				
Navigate (Int)					Polearms				
Paradrop (Dex) ^{AP}					Rays, Beams, and Bolts				
Perform (n/a)	-	-	-	-	Rifles				
Act					Shotguns				
Dance					Slings & Thrown Weapons				
Keyboards					Spears and Lances				
Percussion Inst.					Submachine Guns				
Sexual Techniques					Unarmed				
Sing									

AP = Armor penalty; **T** = Trained only

WITHOUT BACKPACK:	HEAD		WITH BACKPACK:

WITHOUT BACKPACK:	HEAD		WITH BACKPACK:

WITHOUT BACKPACK:	HEAD		WITH BACKPACK:

RIGHT ARM / HAND		TORSO		LEFT ARM / HAND	

RIGHT ARM / HAND		TORSO		LEFT ARM / HAND	

RIGHT ARM / HAND		TORSO		LEFT ARM / HAND	

		WAIST			

RIGHT LEG/ FOOT		LEFT LEG/ FOOT	

RIGHT LEG/ FOOT		LEFT LEG/ FOOT	

[illegible]