

Character Skill Areas

Rather than create a listing of hundreds of skills to choose from, we've decided to go with skill areas. For each of these general skills, your character's biography will require a short explanation of how your character acquired that skill, her specialties within that skill, and her proficiency in that skill as a whole. The system of numbered skill numbers previously used in the SARP has been eliminated.

Skill areas are listed below in alphabetical order. You get to pick seven (7) to start with, which should be primarily centered around the occupation you've picked. If you're looking for something that doesn't fit under any of the skill areas listed, please use the Roleplay and Setting Discussion Forum to suggest it. If you're not sure which area a skill will go in, choose the one you think is best. Some skills might be fine under more than one area (example: swimming could be counted as a physical skill or a survival skill). If you still have questions where a skill should go, ask on the forums or speak with your GM.

Currently the skill system is being revised to move away from the seven skill areas so you may see some character creation guides that allow you to simply link to standard skill sets (eg [Star Army Common Skills](#)). Either way is acceptable.

Skill Area List

- Art and Vocations (sculpting, painting, drawing, anime, gem cutting, etc.)
- Biology (Includes genetics, xenobiology, zoology, etc.)
- Chemistry (terraforming, creating new substances, etc.)
- Communications (proficiency in communication; writing and speaking, Includes cryptography)
 - Note: See [Languages](#) for SARP languages
- Construction (masonry, carpentry, nanoconstruction)
- Culinary (bakers, chefs, butchers, cooks)
- Demolitions (explosives identification, manufacture, handling, disposal)
- Domestic (Includes things like laundry, basic cooking, cleaning, infant care)
- Engineering (designing and building something)
- Entertainment (acting, storytelling, belly dancing, performing, sexual techniques, playing an instrument, singing etc.)
- Fighting (Martial arts, power armor, hand-to-hand combat, weapons)
- Humanities (psychology, sociology, anthropology, diplomacy, and philosophy)
- Knowledge (History, law, reference, memory)
- Leadership (public speaking, intelligence, command, diplomacy, recognizing ambush points, etc.) ¹⁾
- Maintenance and Repair (The skill needed by a technician and/or mechanic)
- Mathematics (Includes accounting, statistics, dimensional theory, quantum physics, etc.)
- Medical and Science (Surgery, pathology, medicine, cybernetics installation)
- Physical (acrobatics, running, etc.)
- Rogue (Pick-pocketing, pick locks, sleight of hand, "streetwise," seduction)
- Starship Operations (Astrometrics, stellar cartography, navigation, helm, etc.)(This includes fighters and other small spacecraft.)
- Survival and Military (Finding water, land navigation, shelter construction, hunting, signaling,

camouflage)

- Technology Operation (Computers and networking, nodal system)
- Vehicles: (Mecha, tanks, cars, trucks, hovercraft. [Power Armor goes under Fighting and Physical])

Skill Area Examples

- **Starship Operations:** Having her first duty assignment as a small warship pilot, Akina extended her proficiency to piloting larger cruisers. Her constant presence aboard a bridge (when not called to occasionally fight in a MINDY) helped her learn the practical flow of operations. Her high echelon studies and practical training came at the Kyoto War college, where the Neko learned the finer points of starship operations from the command seat.
- **Entertainment:** Having fun is definitely upon the many priorities in which she possesses. From playing the Yamataian flute to professional diving one could only assume her to be disciplined. However with a social life bordering on social adventure her flirtatious interactions, natural ability to belly dance and a hunger for sexual encounter has her true playful nature at heart. Fairly good at mixing a drink, mostly for herself however.
- **Humanities:** Robert Davis is a gentleman. He is an eloquent speaker, and keeps his appearance sharp at all times. He knows how to host functions of all types, and is well-versed in etiquette. He can negotiate political actions and treaties and serve as a dignitary and liaison. He knows how to behave across multi-cultural barriers and in the political houses of foreign powers. He has no problem speaking before large audiences. Davis knows the ins and outs of various honor systems, and is familiar with their workings (consequences of breaking them, etc). He knows how to use a sword for ceremonial purposes.
- **Rogue:** Though she has no great ability with any of these skills, the fact that much of her childhood was spent as latch-key has left her with a few notable capabilities. She can pick basic locks, and is a very adept liar, able to craft outrageous stories and make them entirely believable - usually to the detriment of the one so convinced. Swindling, it's the gods work. However, she is not talented enough to remove much from anyone, having only the fact that she is young and can conjure up tears at nothing as saving graces.
- **Physical:** Hanako is a capable swimmer and can tread water for hours on end, if necessary. While not a particularly fast swimmer, she's agile in the water and won't drown in the ocean, which is the important thing! Hanako's also nimble as a bird when she's in zero-gravity as a result of all her training and experience in space over the years.

Necessary Skills for Soldiers in the Star Army of Yamatai

See: [Star Army Common Skills](#)

Necessary Skills for Soldiers in the Star Military of Nepleslia

All soldiers in the star Military have these skills trained into them through a rigorous boot camp training

program. Other skills are taught to them at a technical school for their specific occupation.

- **Communication** : Your character is familiar with basic radio operation and procedures and can make transmissions to and receive transmissions from other characters through headsets, ships, ground vehicles, power armor, and shuttles in both combat and non-combat conditions. Your character is fluent in Nepleslian. He can speak and write it correctly and efficiently and can write reports, fill forms, issue orders under fire, etc. The character is skilled in field communications and is proficient in all rudimentary forms of communication (hand signals, flashing lights, etc).
- **Fighting** : Your character received intensive hand-to-hand combat training (primarily focused on disabling and/or killing opponents) and has followed up that knowledge with a rigorous training program. Weapons he is trained in include pistols of all types, knives, grenades (and other forms of explosive weaponry) and rifles of all kinds. The character is in excellent physical shape and has considerable endurance. The character is also able to pilot land-based power armors, but must rely on the suit's A.I. to do anything advanced.
- **Survival**: The character knows how to survive in hostile environments. He can build shelters, hunt and forage for food, build a fire, etc. The character can camouflage himself and is familiar with guerrilla warfare tactics.
- **Strategy (Tactics/discipline)**: The character can understand and give out tactical commands and work with his troop to follow those commands efficiently. He knows the importance of teamwork on the battlefield, has been intensively trained in discipline and morale, and is able to recognize the command structure even while under extreme pressure (combat, etc). The character is able to recognize ambush points. He knows basic math in order to calculate distances, etc, and can use a tactical map.

Soldiers can be tailored for specific role (Medic, Demolitions Expert, Mechanic, etc) by investing further skill slots into any of the areas below. But the skills below are not all inclusive for the occupations included for the Star Military, but that information can be found [Here](#).

- **Medical**: The character knows how to diagnose and treat conditions, apply first aid and emergency care (CPR, etc), and perform field surgery/general surgery if given the proper tools/facilities. The character knows how to work in and use hospital equipment.
- **Demolitions**: The character can identify, manufacture, handle and dispose of explosives. With the proper tools, he can detect and disarm enemy explosives as well.
- **Vehicles (land vehicles)**: The character is familiar with how to effectively pilot most ground vehicles. He can make rudimentary repairs to his vehicle. In addition, the character has one vehicle type in which he is particularly skilled at operating. While inside this vehicle, the character can perform difficult maneuvers under high stress (combat, etc). The character is also proficient in repairing this type of vehicle (if given the proper tools and time).
- **Maintenance and Repair** : This character is familiar with and able to fix most problems with vehicle components and to an extent, systems. While not necessarily well-versed on how a part functions and the theory behind each, they will be able to keep things operating within normal parameters.

Necessary Skills for Soldiers of the Elysian Celestial Armed Forces

All soldiers of the Celestial Armed Forces (encompassing both the Celestial Navy and Celestial Army) automatically have certain skills due to the mandatory training which they go through. Simply put without having these skills they will never come out of training, and Elysia has few compunctions about forcing the knowledge through ST into one who is particularly slow of learning. Your character's skills must include the following:

- **Communication:** Your character is familiar with basic radio operation and procedures and can make transmissions to and receive transmissions from other characters through headsets, starships, power armor, and shuttles in both combat and non-combat conditions. Your character is fluent in [Seraphim](#), and either (preferably both) [Nepleslian](#) and [Yamataian](#). S/he can speak and write both correctly and efficiently and can write reports, fill forms, issue orders under fire, etc. If your character is a [Plebeian](#) then s/he can communicate telepathically at a distance of 1km, if your character is a [Patrician](#) this distance is at least 5km.
- **Fighting:** Your character received intensive infantry training and is highly proficient in the use of the [xiphos](#), [phaelaes](#), [aspis](#), [atromos](#), [dresde](#), [sersis](#), [sperion](#) and [pelphrys](#). Your character has also been trained in [pankraton](#) throughout h/er education and is adept in it. Plebeians in the [Elysian Celestial Navy](#) are trained in the use of the [hikael](#), Patricians are trained in the use of the [anthedon](#).
- **Physical:**

If you wish to, you can copy the above descriptions, replacing "Your character" with your character's name. Personalized skills are better however.

- Officers above Duplicari will have Public speaking (Leadership).
- ECN personnel will have Starship Operations.
- Science and medical personnel will have first aid skill (Medical).

Skills Necessary for Soldiers in the Abwehran Armed Forces

Far above the homeworld, the valiant soldiers of the Imperial Weltraumflotte train in large space stations to better themselves to defend the Abwehran Empire against anyone who would attack them. With a brutal basic training program, all personnel learn the necessary skills over the course of a quarter of an Abwehran year.

For the Nachrichtendienst, the cunning are more valuable than the valiant. These loyal shadows of the Empire are the eyes and ears of their homeland and are as cruel towards their enemies as they are cunning. Though they primarily focus in information gathering and disinformation, assassination is also their forte.

- **Communications:** Your character is fluent in Abwehran and Trade, after contact with the Star Army of Yamatai, and knows the proper procedures to write reports and fill out military documents. You can also know basic operations of shipboard communications systems and standard military

communication equipment.

- **Fighting:** Your character has received training in basic close quarter combat using hand-to-hand, knife, and sword combat techniques. Your training has also included firearms training with mass-driver pistols and rifles.
- **Technology Operations:** You can operate shipboard computer systems efficiently and can enter/search for information. Basic operations of ship systems and skinsuits is also included in the training.
- **Mathematics:** Unlike most militaries, your training requires you to learn basic calculus along with algebra and trigonometry.

Officers in the Imperial Weltraumflotte require a bit more knowledge than the average soldier. Nachrichtendienst do not need to learn these skills, needing the skills they receive for their separate occupations.

- **Knowledge:** Having graduated from the Officers Training Program, you have learn Abwehrran Imperial Military Law as well as Military History/Tactics.
- **Leadership:** Needing to lead men takes both natural talent and a sound mind when speaking to people. Officers Training can only help with Public Speaking, the rest is up to the individual.

1)

This skill should probably not be placed in bios of "green" low-ranking military characters. Earn it in the RP!

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