

# Star Army Common Skills

While soldiers of the [Star Army of Yamatai](#) have varying [occupations](#), they all share basic training on fundamental soldiering skills.

## Skill Descriptions

All Star Army soldiers, regardless of their occupation, will automatically have certain skills, since training is mandatory and soldiers are periodically tested. Any soldier that does not meet the Star Army's strict standards will be disqualified and ejected from service. 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 [Trade \(language\)](#) and (optionally) [Yamataigo \(邪馬台語\)](#). She can speak and write both correctly and efficiently and can write reports, fill forms, issue orders under fire, etc.
- **Fighting:** Your character received hand-to-hand combat training, followed up with a rigorous training program. She is skilled and experienced in combat both in Yamatai-like conditions and in zero-gravity, with and without weapons. Weapons she is trained in include energy pistols, knives, and power armor. See also [Star Army Close Quarters Combat](#).
- **Technology Operation:** Your character is capable of operating any computer system that uses the Kessaku OS, found on all Star Army starships. She is proficient in entering and/or searching for information.
- **Mathematics:** Your character received basic mathematics training, to including up to algebra and trigonometry.
- *Add any job-related skill areas you need, such as medical skill for medic characters.*

If you wish to, you can write out your own skill descriptions instead of linking to this page. If you do, please write the skill area descriptions in your own words instead of copying the above text.

## Occupation-Specific Skills

- Enlisted soldiers and Warrant Officers will also have the a weapon proficiency with grenade and energy rifles (Fighting).
- Officers will have, Star Army history (Knowledge), law in the Yamatai Star Empire (Knowledge), and Public speaking (Leadership).
- Medical personnel will have first aid skill (Medical).
- Science personnel will have the Science skill with a stated area of specialty.
- All Nekovalkyrja have skill with their bodies' natural wireless communication (Communication). All Yamataians (NH-22C and NH-31) can also have this skill.

# Common Tasks

Below are tasks that every Star Army soldier must know.

## Combat

- Fight hand-to-hand
- Provide covering fire
- Respond to direct fire
- Respond to indirect fire
- Set [Readiness Conditions](#)

## Communication

- Communicate via two-way radio
- Report intelligence information
- [\(7-Line\) Request For Medical Assistance](#)

## Equipment

- Maintain an [Star Army Environmental Suit, Type 28 \(AMES\)](#)
- Maintain a [Nekovalkyrja Service Pistol, Type 33](#)
- Operate a [Daisy M6 Infantry Power Armor](#)
- Operate a [Ke-M2 "Mindy" Series of Power Armor](#)
- Operate a [Type 30 Light Utility Truck](#)
- Operate a [Type 30 Surface Terrain Vehicle](#)
- Use and navigate by a planetary terrain map

## Emergency

- Perform shipboard damage control
- Perform shipboard firefighting

## Medical

- Apply a pressure dressing
- Apply a tourniquet
- Evaluate a Casualty
- [\(7-Line\) Request For Medical Assistance](#)

## Security

- Guard a prisoner
- Search a prisoner

## Related Pages

- [Character Skill Areas](#)

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