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## Skill Base Improvements (SBIs)

Each character receives 2 SBIs per year if leading a Sedentary life style, 3 SBIs per year for a normal life style and 4 SBIs per year for an Active life style.

Opening a skill to OML requires **3 SBIs**, unless otherwise stated.

The SBI cost to improve skills is as follows:

OML+SB1	1 SBI
OML+SB2	3 SBIs
OML+SB3	7 SBIs
OML+SB4	15 SBIs

Generally two thirds of skill improvements must be expended on a character's occupational skills.

## Phase One of Character Development: Education, Age 15-18

All automatic skills are opened to OML. In *Phase One*, listed skills can be opened to OML with only **1 SBI** instead of the usual 3. Any open skill can be developed beyond OML through the expenditure of additional SBIs (e.g. improving a skill to OML+SB2 costs 3 SBIs).

In the first phase of character development, characters receive **6+2d4 SBIs**. At least 5 SBIs *must* be used to open and develop **Basic Education Skills** (skills in bold are usually compulsory):

Acting	Geography	Script (Foreign)
Administration	History	Sports – Foot & Ball
Biology	Language (Foreign)	Sports – Hand & Ball
Carpentry	Long Distance Running	Sports – Stick & Ball
Chemistry	<b>Mathematics</b>	Sprinting
Computer Science	Metalcraft	Swimming
Cookery	Musician (Any)	Textilecraft
Drawing	Physics	Throwing (Athletics)
Economics/Finance	<b>Script (Lakise)</b>	

Any remaining SBIs can be spent on **Extra Curricular Skills**:

Animalcraft	Firearm (Handgun/Rifle only)	Parachuting
Astrology	Fishing	Photography
Astronomy	Flail (Nachakas only)	Physician
Bicycling	Folklore	Riding (Horse)
Bow (any)	Foraging	SCUBA Diving
Brewing	Gambling	Seamanship
Carving	Glassworking	Skating
Ceramics	Herblore	Skiing
Communications	Juggling	Stave (Stave/Staff only)
Crossbow	Knife (Keltan, Knife, etc)	Streetwise
Dancing	Longsword (Epee, Rapier, etc)	Surfing
Drive Motorcycle	Lovecraft	Survival
Drive Wheeled Vehicle	Machinist	Tarotry
Electrician	Mechanic	Tracking
Electronics	Navigation	

Players may choose to extend a character's education through to age 21-24, by attending a college or university. If this option is taken, the character receives an additional **10+1d4 SBIs**, at least 8 of which *must* be used on **Tertiary Education Skills**:

Accounting	Electronics	Milling
Administration	Geography	Mining
Agriculture	Geology	Musician (Any)
Animalcraft	History	Navigation
Anthropology/Sociology	Hydraulics	Pharmacology
Astronomy	Language (Foreign)	Physician
Biology	Law - Business	Physics
Ceramics	Law - Criminal	Piloting
Chemistry	Masonry	Psychology
Civil Engineering	Mechanical Engineering	Script (Foreign)
Communications	Marketing/PR	Sign Language
Computer Science	Mathematics	Surgery
Economics/Finance	Medicine	Theology
Electrical Engineering	Metallurgy	Timbercraft
Electrician	Meteorology	

Alternatively, the character could take up a Trade through to age 21-24, in which case the character receives **8+1d6 SBIs**, at least 8 of which *must* be used on **Trade Skills**:

Acting	Gunsmithing	Physician
Agriculture	Hideworking	Photography
Animalcraft	Homeopathy	Pilot Aeroplane
Brewing	Hydraulics	Pilot Helicopter
Carpentry	Jewelcraft	Piloting
Ceramics	Lockcraft	Plumbing
Communications	Machinist	SCUBA Diving
Cookery	Masonry	Seamanship
Disguise	Mechanic	Shipwright
Drawing	Metalcraft	Sign Language
Electrician	Milling	Swimming
Electronics	Mining	Textilecraft
Embalming	Navigation	Timbercraft
Fishing	Perfumery	Welding

Players should choose a realistic set of skills. For example, it is very unlikely for a Law student to be studying Medicine at the same time, because both skills are extremely time-consuming to learn.

## Phase Two of Character Development: Occupation, Age +4 years

All Military Basic Skills and Military Occupation Specialty (MOS) skills are automatically opened to OML. They are also given a number of *non-transferable* SBIs to improve the skills beyond OML, as listed below (e.g. Mechanic/2 means that 2 SBIs are available to improve this skill beyond OML).

Each character receives an additional **10+1d4 SBIs** that may be spent on further developing any MOS skill *except* *Morale*, or opening/developing Occupational Cluster skills. In *Phase Two*, skills listed in the Occupational Cluster table (only) can be opened to OML with just 1 SBI instead of the usual 3.

<b>PC OCCUPATION SKILLS</b>	
<b>Military Basic Skills</b>	
<b>North Kamerandian Army (A):</b> Morale/1, Firearm (Rifle)/2, Swimming/1.	
<b>North Kamerandian Air Force (F):</b> Morale/0, Firearm (Rifle)/1, Swimming/1.	
<b>North Kamerandian Marine Corps (M):</b> Morale/2, Firearm (Rifle)/3, Swimming/2.	
<b>North Kamerandian Navy (N):</b> Morale/1, Firearm (Rifle)/1, Seamanship/1, Swimming/1.	
<b>All Military Officers:</b> add: Administration/2, Navigation/1.	
<b>Military Occupation Specialty (MOS) Skills</b>	<b>Occupational Clusters</b>
<b>Armor: (A/M)</b> Heavy Gun/2, Morale/1, Firearm/2, Mechanic/2, Drive Tracked Vehicle/3.	Awareness, Heavy Gun, Rocket Launcher, Grenade Launcher, Guided Missile System, Unarmed, Foraging, Survival, Drive Wheeled Vehicle.
<b>Armor Scout: (A/M)</b> Awareness/1, Morale/1, Mechanic/2, Drive Tracked Vehicle/2 [ <b>M:</b> Drive Motorcycle/1].	
<b>Artillery: (A/M)</b> Artillery/2, Firearm/1, Drive Tracked Vehicle/1 [Officer: Forward Observer/2, Communications/2].	Guided Missile System, Rocket Launcher, Grenade Launcher, Mechanic, Drive Wheeled Vehicle, Survival, Foraging.
<b>Artillery Fire Support: (A/M)</b> Artillery/1, Mechanic/2, Electronics/1, Electrical Engineering/1, Communications/3, Computer Science/2, Forward Observer/3.	
<b>Aviation Pilot: (A/F/M/N)</b> Mechanic (Aircraft)/1, Awareness/1, Electronics/1, Forward Observer/3, Communications/3, Morale/1, Navigation/4, Pilot Aeroplane <i>or</i> Helicopter/4, Survival/1 [ <b>M/N Fixed Wing:</b> Pilot Aeroplane/6].	Foraging, Survival, Physics, Mathematics, Drive Wheeled Vehicle.
<b>Aviation Support: (A/F/M/N)</b> Mechanic (Aircraft)/4, Electronics/2, Electrical Engineering/2, Mechanical Engineering/1, Communications/2.	Awareness, Firearm, Drive Wheeled Vehicle.
<b>Engineer: (A/M)</b> Combat Engineering/3, Civil Engineering/3, Mechanical Engineering/3, Electrical Engineering/2, Grenade Launcher/1, Morale/1, Firearm/1, Foraging/2, Drive Tracked Vehicle/3.	Mechanic, Electrician, Electronics, Awareness, Heavy Gun, Rocket Launcher, Survival, Drive Wheeled Vehicle, Seamanship, Piloting.
<b>Engineer Construction: (A/N)</b> Civil Engineering/4, Electrical Engineering/3, Drive Tracked Vehicle/4, Combat Engineering/2, Firearm/1, Foraging/2 [ <b>N:</b> Firearm/1].	
<b>Infantry: (A/M)</b> Awareness/1, Grenade Launcher/1, Morale/1, Firearm/2, Navigation/1, Survival/1, Unarmed/1 [ <b>M:</b> Navigation/2].	Artillery, Knife, Stave, Rocket Launcher, Guided Missile System, Drive Wheeled Vehicle, Foraging.
<b>Infantry Airborne: (A)</b> Awareness/1, Forward Observer/1, Communications/1, Grenade Launcher/1, Morale/2, Firearm/1, Navigation/2, Parachuting/4, Survival/1, Unarmed/1.	Artillery, Foraging, Rocket Launcher, Knife, Stave, Drive Wheeled Vehicle.
<b>INFANTRY FORCE RECON: (M)</b> Awareness/3, Initiative/1, Climbing/1, Combat Engineering/2, Firearm/2, Forward Observer/3, Communications/3, Grenade Launcher/1, Morale/4, Knife/2, Navigation/4, Parachuting/3, SCUBA Diving/3, Seamanship/3, Stealth/4, Survival/3, Swimming/4, Unarmed/1.	Artillery, Foraging, Firearm, Rocket Launcher, Guided Missile System, Stave, Awareness, Drive Wheeled Vehicle, Piloting, Tracking, NBC Warfare.
<b>Infantry Mountain: (A)</b> Awareness/2, Climbing/3, Grenade Launcher/1, Morale/2 Firearm/1, Navigation/1, Skiing/3, Survival/2, Drive Tracked Vehicle/3, Tracking/2.	Artillery, Foraging, Rocket Launcher, Guided Missile System, Stave, Knife, Drive Wheeled Vehicle.

<p><b>INFANTRY OPERATIONAL DETACHMENT DELTA: (A/M/N)</b> Initial Occupation must be Force Recon, Rangers, SEAL or Special Forces. Characters may augment to Delta in <i>Phase Three</i> of character generation.</p>	<p>Firearm, Rocket Launcher, Grenade Launcher, Guided Missile System, Heavy Gun, Interrogation, Physician, Knife, Stave, Awareness, Drive Wheeled Vehicle, Intrigue, Resist Drugs/Torture.</p>
<p><b>INFANTRY RANGERS: (A)</b> Awareness/3, Initiative/1, Climbing/3, Combat Engineering/2, Firearm/2, Forward Observer/1, Communications/1, Grenade Launcher/2, Morale/4, Knife/2, Navigation/3, Parachuting/4, Seamanship/2, Stealth/3, Survival/4, Swimming/3, Throwing/1, Unarmed/1.</p>	<p>Foraging, Rocket Launcher, Stave, Drive Wheeled Vehicle, Piloting, Tracking, NBC Warfare.</p>
<p><b>Infantry Recon: (M)</b> Awareness/1, Climbing/1, Firearm/1, Forward Observer/2, Communications/2, Grenade Launcher/1, Morale/2, Knife/1, Navigation/3, Parachuting/2, SCUBA Diving/2, Seamanship/2, Stealth/2, Survival/2, Swimming/3.</p>	<p>Artillery, Foraging, Rocket Launcher, Stave, Drive Wheeled Vehicle, Piloting, Tracking.</p>
<p><b>INFANTRY SCOUT / SNIPER: (M)</b> Awareness/4, Forward Observer/2, Communications/2, Morale/4, Navigation/4, Firearm/4, Stealth/4, Survival/3, Tracking/2.</p>	<p>Foraging, Rocket Launcher, Grenade Launcher, Knife, Stave, Drive Wheeled Vehicle, Piloting, Seamanship.</p>
<p><b>INFANTRY SEAL: (N)</b> Awareness/3, Initiative/2, Combat Engineering/5, Firearm/4, Forward Observer/1, Communications/1, Grenade Launcher/2, Morale/6, Knife/2, Navigation/4, Parachuting/4, SCUBA Diving/6, Seamanship/4, Stealth/2, Survival/2, Swimming/5, Unarmed/2, Bomb Disposal/4, Intrusion/4.</p>	<p>Civil Engineering, Electrical Engineering, Mechanical Engineering, Foraging, Rocket Launcher, Guided Missile System, Physician, Stave, Drive Wheeled Vehicle, Mechanic, Electronics, Piloting, NBC Warfare.</p>
<p><b>INFANTRY SPECIAL FORCES: (A)</b> Awareness/2, Initiative/1, Climbing/2, Combat Engineering/2, Firearm/2, Forward Observer/2, Communications/2, Morale/3, Oratory/2, Language/4, Navigation/3, Parachuting/4, Seamanship/2, Stealth/1, Survival/4, Swimming/2, Throwing/1, Unarmed/1, NBC Warfare/1, Resist Drugs/Torture/1, Physician/1.</p> <p>Choose Specialty Training:  <b>Communications:</b> Communications/4.  <b>Demolitions &amp; Engineering:</b> Combat Engineering/2, Bomb Disposal/3.  <b>Medical:</b> Physician/4, Medicine/4, Surgery/4, Biology/1.  <b>Operations &amp; Intelligence:</b> Intrigue/2, Interrogation/3, Language/2, Streetwise/2, Surveillance/2, Psychology/1, Administration/1.  <b>Weapons:</b> Firearm/1, Grenade Launcher/4, Heavy Gun/3, Rocket Launcher/3, Guided Missile System/3.</p>	<p>Artillery, Civil Engineering, Mechanical Engineering, Electrical Engineering, Electrician, Foraging, Rocket Launcher, Guided Missile System, Grenade Launcher, Intrigue, Physician, Stave, Knife, Drive Wheeled Vehicle, Drive Tracked Vehicle, Electronics, Mechanic, Piloting, Intrusion.</p>
<p><b>Intelligence: (A/F/N)</b> Computer Science/3, Surveillance/3, Intrigue/2, Language/5, Anthropology/Sociology/4, Communications/3, Interrogation/1.</p>	<p>Forensics, Firearm, Unarmed, Knife, Awareness, Psychology, NBC Warfare.</p>
<p><b>Medic: (A/N)</b> Physician/4, Medicine/3, Surgery/3 [N: Medicine/5, Surgery/5].</p>	<p>Foraging, Survival, Biology, Chemistry, Pharmacology, Drive Wheeled Vehicle, NBC Warfare.</p>
<p><b>Military Police: (A/F/M)</b> Surveillance/3, Awareness/1, Interrogation/1, Firearm/2, Club/1, Intrigue/3, Psychology/2, Unarmed/1, Communications/1, Forensics/3, Law - Criminal/3, Administration/1, Streetwise/3.</p>	<p>Mechanic, Drive Wheeled Vehicle, Drive Motorcycle..</p>
<p><b>Pararescue: (F/N)</b> Awareness/3, Morale/1, Parachuting/3, Physician/3, Medicine/2, Surgery/2, Firearm/3, SCUBA Diving/2, Stealth/2, Swimming/4.</p>	<p>Foraging, Survival, Firearm, Unarmed, Drive Wheeled Vehicle.</p>
<p><b>Seaman: (N)</b> Electrician/1, Firearm/1, Mechanic/1, Seamanship/3, Swimming/1, Welding/1.</p>	<p>Artillery, Survival, Heavy Gun, Intrigue, Physician, Electronics, Piloting, Machinist.</p>

<b>Support: (A/F/M/N):</b> Mechanic/1, Electronics/1, Electrician/1, Machinist/1, Welding/1, Drive Wheeled Vehicle/3, Intrigue/3.	Foraging, Physics, Chemistry, Firearm, Drive Wheeled Vehicle, Seamanship, Piloting, Computer Science, Plumbing.
<b>Surface Warfare Officer: (N)</b> Administration/2, Electronics/1, Mechanic/3, Electrician/2, Navigation/3, Firearm/1.	Foraging, Heavy Gun, Intrigue, Drive Wheeled Vehicle, Physics, Chemistry, Mechanical Engineering, Electrical Engineering, Piloting, NBC Warfare.

<b>HÂRNIC MILITARY</b>	
Use standard basic military training and MOS unless stated otherwise. Army and Marine <i>Morale</i> OML is SB 4, Navy SB 3, Air Force SB 2. Marine Infantry are the <i>1st Commando Regiment</i> . No Naval aviators or SEALs, Mountain, Recon or Scout/Sniper Careers. The Infantry Special Forces MOS is replaced by the <i>Hârníc SAS</i> who use the SAS MOS (see below). These characters must extend their <i>Phase Two Age</i> modifier to +7 years. They first obtain the occupational skills listed for Airborne or Commandos, then the skills listed below. Operational Detachment Delta is the <i>Hârníc SAS CRW</i> and must serve a prior term in the SAS.	
<b>INFANTRY SPECIAL AIR SERVICE: (A/M)</b> Initiative/2, Awareness/2, Forward Observer/3, Communications/3, Combat Engineering/3, Firearms/2, Grenade Launcher/1, Morale/4, Knife/2, Navigation/3, Stealth/3, Survival/3, Throwing/1, Unarmed/2, Swimming/1, NBC Warfare/1, Resist Drugs/Torture/1, Physician/1 [Commando background: Parachuting/4]  Choose Troop: <b>Air Troop:</b> Forward Observer/2, Communications/2, Navigation/1, Parachuting/2. <b>Boat Troop:</b> Combat Engineering/1, SCUBA Diving/4, Seamanship/4, Swimming/5. <b>Mountain Troop:</b> Climbing/4, Survival/1, Foraging/3, Tracking/2. <b>Mobility Troop:</b> Mechanic/4, Drive Wheeled Vehicle/4, Drive Tracked Vehicle/4.	Artillery, Mechanical Engineering, Electrical Engineering, Heavy Gun, Rocket Launcher, Guided Missile System, Interrogation, Stave, Drive Wheeled Vehicle, Drive Tracked Vehicle, Seamanship, Piloting.

<b>CIVILIAN OCCUPATIONS</b>	
<b>ATTORNEY:</b> Administration/3, Interrogation/5, Intrigue/5, Law/6, Oratory/3 [+3 years Age].	Accounting, Economic/Finance, Anthropology/Sociology, Psychology, Awareness, History.
<b>Civil Engineer:</b> Administration/2, Computer Science/2, Civil Engineering/5, Physics/3, Mathematics/3.	Accounting, Economics/Finance, Awareness, Intrigue, Physics, Mathematics, Mechanic, Drive Wheeled Vehicle.
<b>Civil Pilot:</b> Mechanic (Aircraft)/1, Awareness/1, Electrical Engineering/1, Electronics/1, Navigation/4, Pilot Aeroplane <i>or</i> Helicopter/4.	Physics, Mathematics, Mechanical Engineering, Physics.
<b>Computer Programmer:</b> Administration/2, Computer Science/5, Economics/Finance/2, Mathematics/2.	Accounting, Intrigue, Electronics.
<b>Construction Worker:</b> Masonry/4, Civil Engineering/3, Electrical Engineering/2, Drive Tracked Vehicle/4.	Mechanical Engineering, Mechanic, Drive Wheeled Vehicle.
<b>Criminal:</b> Psychology/1, Intrusion/3, Club/1, Knife/1, Unarmed/2. Awareness/2, Firearm (Pistol)/2, Streetwise/3, Drive Wheeled Vehicle <i>or</i> Motorcycle/1.	Accounting, Economics/Finance, Administration, Intrigue.

### **Phase Three of Character Development: Continued Occupational Development**

For each year the character stays in his/her chosen occupation, he/she receives **3 SBIs**, 2 of which *must* be spent on skills found in his/her Occupation Specialty skills and/or Occupational Clusters. If the chosen occupation is titled in ALL CAPITALS, then the character receives a bonus occupational SBI every year.

Opening any new skill outside the Occupational Cluster to OML now costs 3 SBIs.