

Transea 1995 Skill List

This is not an all inclusive list. If you want a skill not listed simply ask the GM. Skills with an asterisk (*) after them are double cost.

Free Starting Skills

One ranged weapon skill – 20
Melee Combat – 20
Body Combat – 20
Thrown Weapon – 20
Swim – 20
Drive – Automobile or Motorcycle – 40

Academic Skills (only purchasable with Education skill points)

Anthropology
Archaeology
Astronomy
Chemistry
Civil Engineer
Computer Science
Criminology
Communications Systems
Demolitions
Forensics
Geology
Law
Medic
Physics
Psychology

Business and Technical Skills (only purchasable with Education skill points)

Administration
Art Appraisal
Broker
Computer Operation
Cryptography
Electronics
Library Use
Mechanic – Automobile
Mechanic – Aircraft
Mechanic – Boat
Oratory
Play Musical Instrument
Research
Weaponsmith – Firearms *
Weaponsmith – Melee *

Physical Skills (may be purchased with any skill points)

Acrobatics

Act

Body Combat – Brawling

Body Combat – Martial Arts *

Climb

Dance

Drive – Automobile

Drive – Motorcycle

Drive – Tracked Vehicle

Firearms – Pistols

Firearms – Long arms

Gymnastics

Melee – Blades

Melee – Blunt

Melee – Others

Mountaineering

Pilot – Fixed Wing

Pilot – Rotary Wing

Small Boat Handling

Swim

Thrown Weapon

Other Skills (only be purchased from Intelligence skill points)

Alien Knowledge

Animal Handling

Animal Husbandry

Arts and Craft (specify)

Astrology

Carousing

Concealment

Cook

Disguise

Equestrian

Etiquette

First Aid

Fishing

Foraging

Forgery

Gambling

Instruction

Liaison

Pick Locks

Navigation – Land

Navigation – Sea

Occult Knowledge

Perception

Persuasion

Pick Pockets

Scrounge
Security Systems
Sewing
Sing
Slight of Hand
Stage Magic
Stealth
Streetwise
Survival
Tarot Reading
Traps Find/Remove/Make *