

SHADOW GAMES

Skill Packages

All of the skill packages from the Millennium's End v2.0 rulebook, as well as some new designs of my own, are included here and are for use with my Alternate Character Generation package for Shadow Games. Many of the original packages have been modified either in skills or in Package Cost, or both. Although these are modified and/or developed for the version of ME I run, Shadow Games, you're welcome to use these at your leisure.

If you have a skill package you would like to see added here, feel free to contact me with the package and specifics of how you developed it. There are a couple of notes I believe are important for package developers to understand, the first of which is most of the Package Costs of the original packages are in the low to high 80-percentile of Total Cost. As well, no prerequisites exist for any of the packages, and some of the packages are either light on skills or have skills that don't really fit with the package. When designing a package, please use 85% of the Total Cost of the package as the Package Cost, if you have prerequisites necessary

Skill Package Titles by Category

EDUCATION

- World Education (Updated; PCost ~ 210) 2
- Basic Education (RB – Updated; PCost ~ 160) 2
- Advanced Education (RB – Updated; PCost ~ 280) 2

REQUIRED/BASIC PACKAGES

- BlackEagle Entry Training Course 2
(RB – Updated; PCost ~ 140)
- Bottom Line Skills (RB; Cost ~ 135) 2

STREET PACKAGES

- Cat Burglar (Updated; PCost ~ 475) 3
- Gangbanger (Updated; PCost ~ 210) 3
- Grifter (Updated; PCost ~ 345) 3
- Hacker (RB – Updated; PCost ~ 405) 3
- Jury-Rigger (Updated; PCost ~ 370) 4
- Transporter (New; PCost ~ 350) 4

MARTIAL ARTS

- Aikido (RB – Updated; PCost ~ 175) 4
- Jiu-Jitsu (RB – Updated; PCost ~ 175) 4
- Karate (RB – Updated; PCost ~ 175) 4
- Tae Kwon Do (RB – Updated; PCost ~ 175) 4
- Taijutsu (Updated; PCost ~ 295) 4

MILITARY PACKAGES

- Army Basic (RB; PCost ~ 150) 5
- Leadership/NCO Academy (Updated; PCost ~ 205) 5
- Marine Basic (Updated; PCost ~ 140) 5
- Military Academy (Updated; PCost ~ 155) 5

to take the package, feel free to include them and, finally, please have all of the skills in a package make sense or be prepared to explain why a skill belongs in a package in your estimation. A good description of the package might be helpful, as well, but is not required.

All of the education packages (World, Basic and Advanced; you only need to choose one to move into many of the other packages) as well as the BlackEagle Entry Training Course (BETC) are required for the player to be a part of B/E; the BETC may be considered the defining course for many of the world's other security and investigation organizations as well, so it may work for any of them. I would recommend you hold as many as 715 of your skill points back for education, Bottom-Line Skills, and the BETC. Organizations like B/E do not send out 'naked' operatives, equipping them with the best possible knowledge and tools available to succeed and survive.

- Special Forces (Updated; PCost ~ 775) 5
- Special Operations (Updated; PCost ~ 225) 5

PROFESSIONAL PACKAGES

- Bounty Hunter (Updated; PCost ~ 340) 6
- Federal Law Enforcement (Updated; PCost ~ 230) 6
- Field Medic (RB; PCost ~ 170) 6
- Flight School (RB – Updated; PCost ~ 245) 6
- Investigator (RB – Updated; PCost ~ 305) 6
- Lawyer (Updated; PCost ~ 320) 6
- Mechanic (RB – Updated; PCost ~ 200) 6
- Medical Doctor (Updated; PCost ~ 300) 7
- Personal Security/Bodyguard
(RB – Updated; PCost ~ 375) 7

"COMPANY" PACKAGES

- Covert Entry (RB – Updated; PCost ~ 270) 7
- Demolitions (RB – Updated; PCost ~ 285) 7
- Forgery Training (RB – Updated; PCost ~ 220) 7
- Government Agent (Updated; PCost ~ 530) 8
- Intelligence Analyst (Updated; PCost ~ 375) 8
- Surveillance (RB – Updated; PCost ~ 295) 8
- Weapons Specialist (Updated; PCost ~ 265) 8

As a final note, don't forget if you purchase a package with a new skill you've not before recorded a level for, the number of points listed in the package become the skill level. In new packages you purchase which have a skill you've previously written a level for, the new points from the skill in the package are spent just like experience points.

Education

Of the following three educational packages, you are required to select between World Education or Basic Education, and are required to have Basic Education in order to move on to Advanced Education. Keep in mind, just because you've taken years of Advanced Education during step 3, Character Information, of character generation, does not mean your education was built through college or university. Finally, World Education represents the ideal your character may not have had a classical education, rather growing up on the streets or in a deprived area of a large city or poor region of the world. Part of the 345 points it was recommended you set aside during my version of character generation was for the Basic Educational Package.

WORLD EDUCATION

Total Cost: 245

Package Cost: 210

Prerequisites: None

Skills: (Points ... Skill)

- 20 Acting
 - 10 Con/Fast Talk
- 10 Climb
- 10 Drive
- 15 Gaming
 - 5 Gambling
- 20 Hiding
- 40 "Native Language" Group
 - 20 "Native" Language
- 10 Law
- 10 Miniature Mechanics
 - 5 Locksmith
- 25 Survival
 - 10 Foraging
- 20 Unarmed Hand-to-Hand

Required/Basic Packages

BLACKEAGLE ENTRY TRAINING COURSE (BETC)

Total Cost: 165

Package Cost: 140

Prerequisites: Basic Education plus at least one of the following ~ Advanced Education, Army Basic, Covert Entry, Demolitions, Federal Law Enforcement, Gangbanger, Government Agent, Hacker, Intelligence Analyst, Investigator, Marine Basic, Personal Security/Bodyguard, and/or Surveillance. You are not required to take this course if you're not playing as a B/E operative, or for a similar organization. If you do research on any Private Corporate Military firm in existence, and/or any investigative organization, they all have minimum requisites for entry. Part of the 345 points it was recommended you set aside during my version of character generation was for this package.

Skills: (Points ... Skill)

- 30 Aim
 - 10 Autofire
 - 10 Longarm
 - 15 Smallarm
- 20 Military Science
 - 10 Tactics
- 30 Unarmed Hand-to-Hand
 - 15 Combat Throw
 - 15 Punch

BASIC EDUCATION

Total Cost: 190

Package Cost: 160

Prerequisites: None

Skills: (Points ... Skill)

- 20 Geography
- 20 History
- 50 "Native Language" Group
 - 25 "Native" Language
- 10 Literature
- 30 Mathematics

ADVANCED EDUCATION

Total Cost: 330

Package Cost: 280

Prerequisites: Basic Education

Skills: (Points ... Skill)

- 30 Anthropology, Biology OR Psychology
- 30 Art, Music OR Philosophy
- 20 Geography
- 20 History
- 50 "Native Language" Group
 - 25 "Native" Language
- 20 Literature
 - 10 Journalism
- 45 Mathematics
- 10 Research

BOTTOM LINE SKILLS

Total Cost: 135

Package Cost: 135

Prerequisites: For the sake of allowing a character to operate with a minimum of skill in the game, this package MAY be required if your character does not meet these minimum requirements. In truth, it may be best simply to take the package, anyway, and build upon skills you may already have. Part of the 345 points it was recommended you set aside during my version of character generation was for this package.

Skills: (Points ... Skill)

- 20 Aim
- 20 Diplomacy
- 30 Drive
 - 15 Automobile
- 15 General Mechanics
- 10 Medicine
- 20 Swim

Street Packages

CAT BURGLAR

Total Cost: 560

Package Cost: 475

Prerequisites: Agility 50+, Coordination and Bravado 40+.

Skills: (Points ... Skill)

- 25 Architecture
- 10 Art
 - 5 Drafting
- 45 Climbing
 - 20 Free Climb
 - 20 Rappelling
- 35 Electrical
 - 15 Electronics
- 30 Engineering
 - 10 Civil
 - 15 Mechanical
- 45 Hiding
 - 20 Stealth
- 45 Miniature Mechanics
 - 20 Locksmith
- 25 Perception
 - 10 Forward Observer
- 30 Research
- 20 Sleight of Hand
 - 10 Concealment

GANGBANGER

Total Cost: 250

Package Cost: 210

Prerequisites: None. You were jumped in at an early age and virtually raised by your gang brothers on the streets, eventually rising to the 'rank' of Lieutenant, when you were old enough to get out and start a real life. The problem is, you had to be recruited, enticed with money, before you would get out, so ingrained had your gang life become to your existence. Now, however, whether you're working for a lot of money or not doesn't really matter, but that you're doing things to help change the world that do matter.

Skills: (Points ... Skill)

- 20 Aim
 - 10 Autofire
- 10 Armed Hand-to-Hand
- 25 Athletics
 - 10 Jump
 - 10 Run
- 20 Drive
 - 10 Automobile
- 20 Hiding
- 40 "Choose Language" Group
 - 15 "Choose" Language
- 10 Miniature Mechanics
- 30 Unarmed Hand-to-Hand

GRIFTER

Total Cost: 405

Package Cost: 345

Prerequisites: Intelligence and Bravado 40+, Appearance 50+, and Personality 55+.

Skills: (Points ... Skill)

- 45 Acting
 - 20 Con/Fast Talk
 - 10 Impersonation
- 20 Business
 - 10 Finance
- 30 Diplomacy
 - 15 Lying
 - 10 Persuasion
 - 10 Seduction
- 25 Etiquette
 - 10 Formal
- 20 Forensic Science
 - 10 Behavioral
- 10 Gaming
 - 5 Gambling
 - 5 Role-Playing
- 25 "Choose Language" Group
 - 10 "Choose" Language
- 10 Law
 - 5 Criminal
- 25 Make-Up
 - 10 Theatrical
- 25 Perception
- 10 Psychology
 - 5 Psychoanalysis

HACKER

Total Cost: 475

Package Cost: 405

Prerequisites: Sensibility 45+, Intelligence 50+, Basic Education. You've always been the anti-social one, the kid no one really got along with, until you made a friend who was 'into' computers. It began with a few games here and there, and then building web pages, and extended into other types of programming and, soon enough, you were writing code that could, potentially, get you in a great deal of trouble. Someone noticed you as a late teen or early adult and decided you were worth investing time and money in to help you improve your skills so you would work for them.

Skills: (Points ... Skill)

- 20 Art
 - 10 Graphic Design
- 50 Computer Operations
 - 25 Civil 'Net
 - 25 Networks
 - 25 Programming
 - 25 Security Soft.
- 20 Electrical
 - 10 Electronics
- 10 Engineering
 - 5 Computer
- 35 Gaming
 - 15 Computer/Console
- 35 Computer Lang. Group
 - 15 Programming Lang.
- 20 Mathematics
 - 10 Statistical
- 20 Miniature Mechanics
 - 10 Clockwork
- 25 Research
 - 10 Secure Network

JURY-RIGGER

Total Cost: 435

Package Cost: 370

Prerequisites: Basic or World Education and Mechanic.

Skills: (Points ... Skill)

- 20 Computer Operations
 - 10 Civil 'Net
- 40 Drive
 - 20 Automobile
- 40 Electrical
 - 20 Electronics
- 40 Engineering
 - 10 Chemical
 - 10 Electrical
 - 10 Mechanical
- 55 General Mechanics
 - 25 Mechanical Systems
- 10 Metalwork
- 30 Miniature Mechanics

Martial Arts

AIKIDO

Total Cost: 200

Package Cost: 175

Prerequisites: None

Skills: (Points ... Skill)

- 40 Kata
 - 20 Aikido
- 40 Unarmed Hand-to-Hand
 - 20 Combat Throw
 - 20 Dodge
 - 20 Grapple
 - 10 Kick

JIU-JITSU

Total Cost: 200

Package Cost: 175

Prerequisites: None

Skills: (Points ... Skills)

- 40 Kata
 - 20 Jiu-Jitsu
- 40 Unarmed Hand-to-Hand
 - 20 Block
 - 10 Combat Throw
 - 20 Dodge
 - 20 Grapple
 - 10 Punch

KARATE

Total Cost: 200

Package Cost: 175

Prerequisites: None

Skills: (Points ... Skill)

- 40 Kata
 - 20 Karate
- 40 Unarmed Hand-to-Hand
 - 20 Block
 - 10 Dodge
 - 20 Kick
 - 20 Punch

TRANSPORTER (Driver)

Total Cost: 415

Package Cost: 350

Prerequisites: Agility 45+ and Bravado 40+.

Skills: (Points ... Skill)

- 20 Acting
 - 10 Con/Fast Talk
- 20 Armed Hand-to-Hand
- 55 Drive
 - 25 Automobile
 - 15 Powerboat
 - 15 Tractor/Trailer
- 30 General Mechanics
- 30 Miniature Mechanics
- 40 Navigation
 - 20 Land
 - 10 Water
- 20 Perception
- 30 Unarmed Hand-to-Hand

TAE KWON DO

Total Cost: 200

Package Cost: 175

Prerequisites: None

Skills: (Points ... Skill)

- 40 Kata
 - 20 Tae Kwon Do
- 40 Unarmed Hand-to-Hand
 - 20 Block
 - 10 Combat Throw
 - 20 Kick
 - 20 Punch

TAIJUTSU

Total Cost: 345

Package Cost: 295

Prerequisites: Agility 55+

Skills: (Points ... Skill)

- 55 Armed Hand-to-Hand
- 20 Athletics
 - 10 Jump
- 20 Climbing
- 40 Kata
 - 20 Taijutsu
- 40 Unarmed Hand-to-Hand
 - 20 Block
 - 5 Combat Throw
 - 20 Dodge
 - 20 Kick

Military Packages

ARMY BASIC

Total Cost: 175

Package Cost: 150

Prerequisites: Basic or World Education

Skills: (Points ... Skill)

- 30 Aim
 - 5 Autofire
 - 10 Longarm
- 20 Armed Hand-to-Hand
 - 10 Swing
 - 10 Thrust
- 20 Medicine
- 20 Military Science
 - 10 Hardware
- 30 Unarmed Hand-to-Hand

LEADERSHIP/NCO ACADEMY

Total Cost: 245

Package Cost: 205

Prerequisites: Sensibility 55+ AND/OR Army or Marine Basic, Federal Law Enforcement

Skills: (Points ... Skill)

- 10 Acting
 - 5 Con/Fast Talk
- 10 Athletics
- 30 Diplomacy
 - 10 Coercion
- 15 Etiquette
- 25 Gaming
 - 10 Card/Dice Games
- 40 Leadership
 - 20 Military
- 20 Perception
- 20 Psychology
 - 10 Group

MARINE BASIC

Total Cost: 165

Package Cost: 140

Prerequisites: Basic or World Education

Skills: (Points ... Skill)

- 30 Aim
 - 10 Autofire
- 25 Armed Hand-to-Hand
 - 10 Swing
 - 10 Thrust
- 20 Athletics
 - 10 Run
- 10 Survival
- 35 Unarmed Hand-to-Hand

MILITARY ACADEMY

Total Cost: 185

Package Cost: 155

Prerequisites: Intelligence 45+ and Advanced Education or Army or Marine Basic

Skills: (Points ... Skill)

- 10 History
- 20 Literature
 - 10 Technical
- 55 Military Science
 - 25 Tactics
- 20 Perception

SPECIAL FORCES

Total Cost: 910

Package Cost: 775

Prerequisites: Constitution 55+ and Army or Marine Basic

Skills: (Points ... Skill)

- 40 Aim
 - 20 Autofire
 - 20 Smallarm
 - 20 Throw
- 40 Armed Hand-to-Hand
 - 15 Thrust
- 20 Athletics
 - 10 Run
- 20 Climb
 - 10 Mountaineering
- 10 Computer Operations
 - 5 Security Software
- 30 Hiding
- 50 "Choose Language" Group
 - 25 "Choose" Language
 - 10 "Choose" Language
- 40 "Choose Language" Group
 - 20 "Choose" Language
- 25 Military Science
 - 10 Hardware
 - 10 Tactics
- 20 Medicine
 - 10 Emergency Medicine
- 30 Miniature Mechanics
- 20 Navigation
 - 10 Land
- 10 Perception
- 20 Pilot
 - 10 Parachute
- 10 Psychology
 - 5 Group
- 25 Survival
 - 10 Foraging
- 30 Swim
 - 15 S.C.U.B.A.
- 40 Unarmed Hand-to-Hand
 - 10 Block
 - 20 Combat Throw
 - 10 Dodge
 - 20 Grapple
 - 20 Kick
 - 20 Punch

SPECIAL OPERATIONS

Total Cost: 265

Package Cost: 225

Prerequisites: Constitution 50+ and Army or Marine Basic

Skills: (Points ... Skill)

- 10 Electrical
 - 5 Electronics
- 40 "(Choose Language)" Group
 - 20 "(Choose)" Language
- 30 "(Choose Language)" Group
 - 15 "(Choose)" Language
 - 5 "(Choose)" Language
- 20 Survival
- 20 Swim
- 30 Unarmed Hand-to-Hand
 - 10 Combat Throw
 - 15 Grapple
 - 10 Kick
 - 10 Punch

Professional Packages

BOUNTY HUNTER

Total Cost: 400

Package Cost: 340

Prerequisites: None

Skills: (Points ... Skill)

- 30 Aim
 - 15 Smallarm
- 20 Athletics
 - 10 Run
- 20 Drive
- 20 Hiding
 - 10 Shadowing
- 45 Law
 - 20 Criminal
- 20 Miniature Mechanics
 - 10 Gunsmith
- 20 Tracking
- 55 Unarmed Hand-to-Hand
 - 15 Grapple
 - 15 Punch

FEDERAL LAW ENFORCEMENT

Total Cost: 270

Package Cost: 230

Prerequisites: Advanced Education

Skills: (Points ... Skill)

- 30 Aim
 - 15 Smallarm
- 20 Electrical
 - 10 Electronics
- 30 Hiding
- 20 "Romance" Language Group
 - 10 Spanish
- 40 Law
 - 20 Criminal
- 20 Make-up
 - 10 Disguise
- 20 Photography

FIELD MEDIC

Total Cost: 200

Package Cost: 170

Prerequisites: Coordination 45+ and Basic Education

Skills: (Points ... Skill)

- 55 Medicine
 - 20 Emergency Medicine
 - 20 First Aid
 - 20 Pharmacy
- 20 Perception
 - 10 Feel
- 10 Unarmed Hand-to-Hand

FLIGHT SCHOOL

Total Cost: 290

Package Cost: 245

Prerequisites: Basic Education

Skills: (Points ... Skill)

- 15 Computer Operations
- 20 Etiquette
 - 10 Air Traffic
- 25 General Mechanics
- 20 Mathematics
 - 10 Geometry
- 30 Navigation
 - 15 Air
- 20 Perception
- 50 Pilot
 - 25 S-E Prop OR Helicopter
 - 10 IFR Flight

INVESTIGATOR

Total Cost: 360

Package Cost: 305

Prerequisites: Basic or World Education

Skills: (Points ... Skill)

- 20 Acting
 - 10 Con/Fast Talk
- 20 Computer Operations
 - 10 Civil 'Net
- 40 Diplomacy
 - 10 Coercion
 - 20 Lying
 - 10 Persuasion
 - 10 Prying
- 40 Forensic Science
 - 20 Evidence
- 20 Hiding
 - 10 Shadowing
- 15 Law
 - 5 Criminal
- 20 Perception
- 20 Psychology
 - 10 Criminology
- 20 Research
- 20 Tracking
 - 10 Urban

LAWYER

Total Cost: 375

Package Cost: 320

Prerequisites: Basic Education

Skills: (Points ... Skill)

- 30 Acting
 - 15 Con/Fast Talk
- 20 Diplomacy
 - 10 Lying
 - 10 Persuasion
- 20 Etiquette
 - 10 Court
- 55 Law
 - 15 Civil/Business
 - 25 Criminal
 - 10 International
- 30 Literature
 - 15 Journalism
- 20 Perception
- 30 Research

MECHANIC

Total Cost: 240

Package Cost: 200

Prerequisites: None

Skills: (Points ... Skill)

- 20 Athletics
 - 10 Bodybuilding
- 20 Computer Operations
- 20 Drive
- 20 Electrical
 - 10 Electronics
 - 10 Wiring
- 45 General Mechanics
 - 20 Internal Combustion Engines
 - 20 Mechanical Systems
- 20 Miniature Mechanics

MEDICAL DOCTOR

Total Cost: 350

Package Cost: 300

Prerequisites: Coordination 50+ and Advanced Education, Field Medic, or Military Academy

Skills: (Points ... Skill)

- 20 Biology
- 20 Chemistry
- 25 Computer Operations
- 35 Diplomacy
 - 15 Lying
- 30 "Romance" Language Group
 - 15 Latin
- 20 Literature
 - 10 Technical
- 55 Medicine
 - 5 Emergency Medicine
 - 20 General Practice
 - 10 Pharmacy
 - 20 Surgery

PERSONAL SECURITY / BODYGUARD

Total Cost: 445

Package Cost: 375

Prerequisites: None

Skills: (Points ... Skill)

- 30 Aim
 - 15 Smallarm
- 30 Armed Hand-to-Hand
 - 10 Block/Parry
- 30 Athletics
 - 10 Bodybuilding
 - 10 Run
- 50 Drive
 - 25 Automobile
- 20 Etiquette
- 20 Hiding
 - 10 Concealment
- 40 Military Science
 - 20 Tactics
- 30 Perception
- 30 Unarmed Hand-to-Hand
 - 10 Block
 - 10 Combat Throw
 - 10 Grapple

"Company" Packages

The following packages are those that are considered to be specialized for the intelligence community, or for government officials and agencies concerned with intelligence processes and gathering/keeping secrets. This does not mean you cannot take these packages for your character as long as they meet the prerequisites, as normal; they are not restricted to those in the intelligence community. Consider there are intelligence personnel in all facets of the business world, whether it's a corporate investigator, a gang scout, in the military, whether it's Force Recon, Rangers, Delta Force, Navy SEALs, Green Berets, and even in common military fields where enlisted personnel and officers are required to aid in intelligence gathering or processing operations, and of course in the intelligence industry. If you believe there's a reason, or there is a prerequisite in another skill package, for you to have one the following packages then, by all means, take the package.

COVERT ENTRY

Total Cost: 320

Package Cost: 270

Prerequisites: Agility 50+

Skills: (Points ... Skill)

- 30 Athletics
 - 10 Gymnastics
 - 10 Jump
- 30 Climbing
 - 15 Free Climb
- 20 Computer Operations
 - 10 Civil 'Net
- 30 Electrical
 - 15 Electronics
- 30 Hiding
 - 15 Stealth
- 40 Miniature Mechanics
 - 20 Locksmithing
- 20 Perception

FORGERY TRAINING

Total Cost: 260

Package Cost: 220

Prerequisites: Coordination 55+ and Basic Education

Skills: (Points ... Skill)

- 50 Art
 - 10 Drafting
 - 10 Drawing
 - 25 Forgery
- 30 Computer Operations
 - 15 Civil 'Net
- 15 Forensic Science
 - 5 Evidence
- 20 Miniature Mechanics
 - 10 Clockwork
- 20 Perception
 - 10 Visual

DEMOLITIONS

Total Cost: 340

Package Cost: 285

Prerequisites: Coordination 50+ and Army or Marine Basic, or BlackEagle Entry Training Course

Skills: (Points ... Skill)

- 30 Chemistry
 - 15 Inorganic
- 55 Demolition
 - 25 Disarm
- 30 Electrics
 - 10 Electronics
 - 10 Wiring
- 20 Engineering
 - 10 Chemical
 - 10 Civil
- 20 Mathematics
- 30 Miniature Mechanics
 - 15 Clockwork

GOVERNMENT AGENT

Total Cost: 625

Package Cost: 530

Prerequisites: Advanced Education

Skills: (Points ... Skill)

- 20 Acting
 - 10 Con/Fast Talk
- 20 Aim
 - 10 Smallarm
- 30 Armed Hand-to-Hand
 - 10 Block/Parry
- 10 Computer Operations
- 30 Diplomacy
 - 10 Coercion
 - 10 Persuasion
- 20 Drive
- 20 Etiquette
 - 10 Formal
 - 10 Political
- 30 Forensic Science
 - 10 Behavioral
 - 10 Evidence
- 20 Hiding
 - 10 Shadowing
- 20 "Romance" Language Group
 - 10 Spanish
- 30 Law
 - 10 Criminal
 - 10 International
- 20 Literature
 - 10 Technical
- 20 Make-up
 - 10 Disguise
- 10 Miniature Mechanics
 - 5 Gunsmith
- 15 Perception
- 30 Psychology
 - 15 Criminology
- 20 Research
- 20 Tracking
- 30 Unarmed Hand-to-Hand
 - 10 Block
 - 10 Combat Throw
 - 10 Grapple

INTELLIGENCE ANALYST

Total Cost: 445

Package Cost: 375

Prerequisites: Intelligence 45+, Sensibility 50+, and Advanced Education

Skills: (Points ... Skill)

- 30 Computer Operations
 - 15 Civil Systems
 - 10 Networks
 - 10 Security Protocol
- 30 Forensic Science
 - 15 Evidence
- 30 History
 - 10 (Specific Subject)
- 30 "Choose" Language Group
 - 15 "Choose" Language
- 40 Literature
 - 20 Journalism
 - 20 Technical
- 20 Perception
 - 10 Visual
- 20 Philosophy
 - 10 "Choose" Subject
- 10 Photography
 - 5 Stills
- 10 Psychology
 - 5 Group
- 40 Research

SURVEILLANCE

Total Cost: 350

Package Cost: 295

Prerequisites: None

Skills: (Points ... Skill)

- 20 Computer Operations
 - 10 Civil 'Net
 - 10 Security Soft.
- 30 Electrics
 - 15 Electronics
- 25 Forensic Science
 - 10 Behavioral
- 20 Gaming
 - 10 Card/Dice Games
- 35 Hiding
 - 15 Concealment
 - 15 Shadowing
- 20 Perception
 - 10 Forward Observer
- 40 Photography
 - 10 Stills
 - 15 Video
- 20 Tracking

WEAPONS SPECIALIST

Total Cost: 315

Package Cost: 265

Prerequisites: Army or Marine Basic Training, Federal Law Enforcement, or Government Agent

Skills: (Points ... Skill)

- 30 Aim
 - 15 Autofire
 - 15 Longarm
 - 15 Smallarm
- 15 Armed Hand-to-Hand
- 20 Athletics
 - 10 Body Building
- 20 Demolition
 - 10 Disarm
- 15 Engineering
 - 5 Mechanical
- 20 Mathematics
- 15 Metal Working
 - 5 Casting
 - 5 Welding
- 20 Military Science
 - 10 Hardware
- 25 Miniature Mechanics
 - 10 Gunsmith
- 20 Unarmed Hand-to-Hand
 - 10 "Choose"
 - 5 "Choose"
 - 5 "Choose"