

## Skill List

This is a quick list of all skills in Xenomorph Invasion, which includes any relevant cross specialization.

### Awareness — pg 25 to 26

Skill	Normal Characteristics	Specializations	Cross Specializations
<b>Concealment — pg 25</b>	INT/TECH	None	None
<b>Concentration — pg 25</b>	CON/WILL	None	None
<b>Perception — pg 26</b>	INT	None	None
<b>Shadow and Track — pg 26</b>	COOR/INT	None	None
<b>Sleight of Hand — pg 26</b>	COOR/INT	None	None
<b>Surveillance — pg 26</b>	LOG/TECH	None	None

### Combat — pg 26 to 27

Skill	Characteristic(s)	Specializations	Cross Specializations
<b>Archaic Weapons — pg 26</b>	Varies by Specialization	Archery COOR-H Blades COOR/REF/STR Bludgeon COOR/REF/STR Chains COOR/REF Lasso COOR Spear COOR/REF/STR	None
<b>Evasion — pg 26</b>	Varies by Specialization	Melee REF Ranged REF-H	None
<b>Hand-to-Hand — pg 26</b>	COOR/REF/STR	None	None
<b>Heavy Weapons — pg 27</b>	COOR	Array Laser Automatic Cannon Laser Particle Cannon Pulse Laser Super Laser	Beam Engineering Gunnery Long Arms Projectile Engineering Small Arms Ship-to-Ship
<b>Long Arms — pg 27</b>	COOR	Array Laser Automatic Bolt Action (treated as Cannon) Laser Particle Cannon Pulse Laser Super Laser	Beam Engineering Gunnery Heavy Weapons Projectile Engineering Small Arms Ship-to-Ship

Skill	Normal Characteristic	Specializations	Cross Specializations
<b>Shield — pg 27</b>	AFF/REF-H	None	None
<b>Small Arms — pg 27</b>	COOR	Array Laser Automatic Handgun (treated as Cannon) Laser Particle Cannon Pulse Laser	Beam Engineering Gunnery Heavy Weapons Long Arms Projectile Engineering Ship-to-Ship

## Control — pg 27 to 28

Skill	Normal Characteristic	Specializations	Cross Specializations
<b>Animal Handling — pg 27</b>	INT/PRE	None	None
<b>Armor Slave — pg 27</b>	AFF/COOR/REF-H	None	None
<b>Artillery — pg 27</b>	LOG	None	None
<b>Drive — pg 27</b>	Varies by Specialization	Automobile COOR/REF Heavy Vehicle COOR/REF Hover Vehicle COOR/REF-H Military Vehicle COOR/REF Motorcycle COOR/REF-H	None
<b>Gunnery — pg 27</b>	COOR	Array Laser Automatic Cannon Laser Particle Cannon Pulse Laser Super Laser	Beam Engineering Heavy Weapons Long Arms Projectile Engineering Ship-to-Ship Small Arms
<b>Mecha Control — pg 28</b>	AFF/COOR-H	None	None
<b>Ordnance — pg 28</b>	TECH	Air-to-Air Air-to-Ground Cruise Missile Man-Portable Surface-to-Air Surface-to-Surface	Ordnance Engineering
<b>Pilot — pg 28</b>	Varies by Specialization	Aerospace COOR/REF-H Hybrid AFF-H Starship LOG/TECH-H	None
<b>Ship-to-Ship — pg 28</b>	TECH	Array Laser Automatic Cannon Laser Particle Cannon Pulse Laser Super Laser	Beam Engineering Gunnery Heavy Weapons Long Arms Projectile Engineering Small Arms
<b>Supervessel — pg 28</b>	TECH/LOG-H	None	None
<b>Transform — pg 28</b>	AFF	None	None
<b>Watercraft — pg 28</b>	COOR/REF	None	None

## Knowledge — pg 28 to 30

Skill	Normal Characteristic	Specializations	Cross Specializations
<b>Administration — pg 28</b>	LOG/PRE	None	None
<b>Astrogation — pg 28</b>	INT/LOG-H	Interplanetary Hyperspace Quantum Singularity Slipstream	Faster-Than-Light Engineering
<b>Business — pg 29</b>	LOG/PRE	None	None
<b>Criminology — pg 29</b>	INT/TECH-H	Burglary Homicide Kidnapping Military Vice	None
<b>Domestic — pg 29</b>	TECH	None	None
<b>Education — pg 29</b>	Special-H	None	None
<b>Expert — pg 29</b>	Varies	Beer Holo-Vid Sitcoms Role-Playing Games Tobacco Video Games Wine or any other subject	None
<b>Language — pg 29</b>	LOG-H	By specific language	
<b>Navigation — pg 30</b>	LOG-H	None	None
<b>Science — pg 30</b>	INT/LOG-H	Anthropology Astrophysics Biology Botany Chemistry Physics or any other field of science	None
<b>Survival — pg 30</b>	CON/LOG	Arctic Desert Jungle Temperate Urban or any other environment	Tactics
<b>Tactics — pg 30</b>	INT/LOG	Airborne Arctic Desert Jungle Naval Space Submarine Urban or any other environment or battlespace	Survival
<b>Training — pg 30</b>	LOG/PRE-H	Awareness Combat Control Knowledge (does not cover the Education skill) Physical Social Teaching (only covers the Education skill) Technique	None

## Physical — pg 30 to 31

Skill	Normal Characteristic	Specializations	Cross Specializations
<b>Athletics — pg 30</b>	Varies by Specialization	Balance COOR Climbing MOVE/STR Gymnastics COOR Jumping STR Lifting STR Running CON/MOVE Swimming CON/MOVE Throwing COOR or by other athletic type	None
<b>Contortionist— pg 30</b>	CON/COOR	Ballet Ballroom Break Disco Popular Tap Tribal	None
<b>Parachuting— pg 31</b>	COOR	None	None
<b>Sports— pg 31</b>	Varies by specialization	Baseball Basketball Football Golf Horse Racing Sailing Soccer or any other sport	None
<b>Stealth— pg 31</b>	COOR	None	None

## Psionic — pg 31

Skill	Normal Characteristic	Specializations	Cross Specializations
<b>User Power — pg 31</b>	Varies by Psi power	By Psi power, see Appendix D.	None

## Social — pg 31 to 32

Skill	Normal Characteristic	Specializations	Cross Specializations
<b>Conspiracy— pg 31</b>	INT/LOG	None	None
<b>Conversation— pg 31</b>	INT/PRE	None	None
<b>Culture— pg 31</b>	INT/PRE	Academic Corporate High Society Industrial Military Street Scientific or any other culture	None
<b>Disguise— pg 31</b>	TECH	None	None
<b>Interrogation— pg 31</b>	PRE/TECH-H	None	None
<b>Leadership— pg 31</b>	LOG/PRE	Airborne Business Criminal Infantry Naval Political Research & Development or other organizational structure	None
<b>Performance— pg 32</b>	PRE/TECH	Oratory Poetry Screen Acting Stage Acting Singing or any other method of entertainment	None
<b>Persuasion— pg 32</b>	PRE	Bribery Cheerleading Diplomacy Fast Talk Intimidation Lies Maintain Cover Propaganda Seduction Smack Talk	None
<b>Trading— pg 32</b>	LOG/PRE	None	None
<b>Ventriloquism and Mimicry— pg 32</b>	PRE	None	None
<b>Wardrobe &amp; Style — pg 32</b>	PRE/LOG	None	None
<b>Write — pg 32</b>	LOG	Blogs Journalist Literature Music Playwright Reports Screenwriter Speeches or other form of written speech	None

## Technical — pg 32 to 34

Skill	Normal Characteristic	Specializations	Cross Specializations
<b>Artisan — pg 32</b>	TECH-H	Jewelry Oil Painting Pen & Ink Sculpture Tailoring Watercolor or other form of visual art	None
<b>Beam Engineering — pg 32</b>	LOG/TECH-H	Array Laser Particle Cannon Pulse Laser Super Laser	Gunnery Heavy Weapons Long Arms Ship-to-Ship Small Arms
<b>Demolitions — pg 32</b>	LOG/TECH-H	None	None
<b>Faster-Than-Light Engineering — pg 32</b>	LOG/TECH-H	Hyperspace Quantum Singularity Slipstream	Astrogration
<b>First Aid — pg 32</b>	TECH	None	None
<b>Forgery — pg 32</b>	LOG-H	None	None
<b>Lock Picking — pg 33</b>	LOG/TECH-H	None	None
<b>Operate — pg 33</b>	Varies by Specialization	Communications TECH-H Computers LOG/TECH-H Electronic Warfare TECH-H Sensors TECH-H	System Engineering
<b>Ordnance Engineering — pg 33</b>	LOG/TECH	Air-to-Air Air-to-Ground Cruise Missile Man-Portable Surface-to-Air Surface-to-Surface	Ordnance
<b>Photography — pg 33</b>	LOG	None	None
<b>Physician — pg 33</b>	LOG/TECH-H	Cardiologist Emergency Medicine General Medicine Neurologist Ob/Gyn Oriental Medicine Paramedic Pathologist Surgeon	None
<b>Power Engineering — pg 34</b>	LOG/TECH-H	Broadcast Electric Fission Fusion Internal Combustion	None
<b>Projectile Engineering — pg 34</b>	LOG/TECH	Automatic Cannon	Gunnery Heavy Weapons Long Arms Ship-to-Ship Small Arms

<b>Skill</b>	<b>Normal Characteristic</b>	<b>Specializations</b>	<b>Cross Specializations</b>
<b>Propulsion Engineering — pg 34</b>	Varies by Specialization	Armor Slave LOG/TECH-H Ground Effect Systems LOG/TECH Hydrojets LOG/TECH Ion Thrusters LOG/TECH-H Jet Turbines LOG/TECH-H Magneto-hydrodynamic LOG/TECH-H Plasma Turbines LOG/TECH-H Rotor LOG/TECH Treads LOG/TECH Wheels LOG/TECH	None
<b>Research — pg 34</b>	INT/LOG	Computer Library Medical Publications Scientific	None
<b>Security Systems — pg 34</b>	LOG/TECH-H	None	None
<b>Structural Engineering — pg 34</b>	Varies by Specialization	Commercial LOG/TECH Industrial LOG/TECH Marine LOG/TECH-H Military LOG/TECH-H Orbital LOG/TECH-H Residential LOG/TECH	None
<b>Systems Engineering — pg 34</b>	LOG/TECH-H	Communications Computer Electronic Warfare Environmental Sensor Transformation	Operate
<b>Vehicle Engineering — pg 34</b>	Varies by Specialization	Surface LOG/TECH Marine LOG/TECH Aerospace LOG/TECH-H Armor Slave LOG/TECH-H Submarine LOG/TECH-H	None