

CHARACTER CREATION

TRAITS (1/2)

Traits are optional. You may pick between 0 and 3.

TRAIT	DESCRIPTION
ALIEN DNA	You volunteered for a controversial experiment that combines alien and human DNA. As a result, you start with increased health and oxygen, but healing and food items aren't as effective.
DREAM HOME	You own a luxurious, customizable house on a peaceful planet! Unfortunately it comes with a 125,000 credit mortgage with GalBank that has to be paid weekly.
EMPATH	You are deeply connected to the feelings of others. Performing actions your companion likes will result in a temporary increase in combat effectiveness. But, performing actions they don't like will have the precise opposite effect.
EXTROVERT	You're a people person. Exerting yourself uses less oxygen when adventuring with human companions, but more when adventuring alone. <i>(Incompatible with Introvert)</i>
FREESTAR COLLECTIVE SETTLER	You gain access to special Freestar Collective dialogue options, and better rewards from some missions given by the faction. But, crime bounty towards other factions is greatly increased. <i>(Incompatible with Neon Street Rat, United Colonies Native)</i>
HERO WORSHIPPED	You've earned the attention of an annoying "Adoring Fan" who will show up randomly and jabber at you incessantly. On the plus side, he'll join your ship's crew and give you gifts...
INTROVERT	You really need your alone time. Exerting yourself uses less oxygen when adventuring alone, but more when adventuring with other human companions. <i>(Incompatible with Extrovert)</i>
KID STUFF	Your parents are alive and well, and you can visit them at their home. But you will automatically send 2% of your credits home to them every week.
NEON STREET RAT	You grew up on the mean streets of Neon. You gain access to special dialogue options, and better rewards from some missions on Neon. Crime bounty by other factions is greatly increased. <i>(Incompatible with Freestar Collective Settler and United Colonies Native)</i>

CHARACTER CREATION

TRAITS (2/2)

Traits are optional. You may pick between 0 and 3.

TRAIT	DESCRIPTION
RAISED ENLIGHTENED	You grew up as a member of the Enlightened. You gain access to a special chest full of items in the House of the Enlightened in New Atlantis, but lose access to the Sanctum Universum chest. <i>(Incompatible with Raised Universal and Serpent's Embrace)</i>
RAISED UNIVERSAL	You grew up as a member of the Sanctum Universum. You gain access to a special chest full of items in the Sanctum Universum in New Atlantis, but lose access to the House of the Enlightened chest. <i>(Incompatible with Raised Enlightened and Serpent's Embrace)</i>
SERPENT 'S EMBRACE	You grew up worshipping the Great Serpent. Grav jumping provides a temporary boost to health and oxygen, but health and oxygen are lowered if you don't continue jumping regularly - like an addiction. (Incompatible with Raised Enlightened and Raised Universal)
SPACED	Your body has become acclimated to space. Health and oxygen are increased when in space but decreased when on the surface. <i>(Incompatible with Terra Firma)</i>
TASKMASTER	Occasionally, if you have crew trained in a certain ship system, that system will automatically repair itself to full health whenever it is damaged below 50%. However, all crew cost twice as much to hire.
TERRA FIRMA	You've never acclimated to space. Health and oxygen are increased when on the surface but decreased when you're in space. (Incompatible with Spaced)
UNITED COLONIES NATIVE	You gain access to special United Colonies dialogue options, and better rewards from some missions given by the faction. However, crime bounty by other factions is greatly increased. <i>(Incompatible with Freestar Collective Settler and Neon Street Rat)</i>
WANTED	Someone put a price on your head, and word has spread. Occasionally, armed mercenaries will show up and try to kill you, but being cornered gives you an edge - when your health is low, you do extra damage.

CHARACTER CREATION

BACKGROUNDS (1/6)

Backgrounds are mandatory. You must pick 1.

TRAIT	DESCRIPTION		
BEAST HUNTER	From the Ashta of Akila to the Terrormorphs that plague the whole of the Settled Systems, hostile alien life abounds. You've learned the skills to track them, find them, and take them down. <i>Starting Skills:</i>		
	FITNESS	BALLISTICS	GASTRONOMY
BOUNCER	You've worked the line at the toughest clubs in the Settled Systems. Back then, you learned that most non-lethal confrontations can be solved one of two ways: a strong right hook, or a more strongly secured door. <i>Starting Skills:</i>		
	BOXING	SECURITY	FITNESS
CHEF	While the unrefined masses scarfed down Chunks by the shipload, you catered to those with a more... discerning palate. In your kitchen, countless alien species became true culinary masterpieces. <i>Starting Skills:</i>		
	GASTRONOMY	DUELING	SCAVENGING
COMBAT MEDIC	Leave it to human beings to fight over something as infinite as outer space. That's where you come in. You've never been afraid to take on the enemy... but you'd much rather take care of your friends. <i>Starting Skills:</i>		
	PISTOL CERTIFICATION	MEDICINE	WELLNESS

CHARACTER CREATION

BACKGROUNDS (2/6)

Backgrounds are mandatory. You must pick 1.

TRAIT	DESCRIPTION		
CYBER RUNNER	From Neon to New Atlantis, the megacorps stand as monuments to power, prestige and profit. You've worked both for and against them, on the inside and out, often sacrificing conscience for credits. <i>Starting Skills:</i>		
	STEALTH	SECURITY	THEFT
CYBERNETICIST	Robots? Mere toys. Neuroamps? Good for parlor tricks. The Colony War may have made implants and upgrades available to veterans, but you once saw a greater future. Humans and machines, as one. <i>Starting Skills:</i>		
	MEDICINE	SECURITY	LASERS
DIPLOMAT	The wars are over. Peace now reigns in the Settled Systems. But only because there are those quietly fighting to keep it. Because of you, agreements were signed, words were heeded... lives were spared. <i>Starting Skills:</i>		
	PERSUASION	COMMERCE	WELLNESS
EXPLORER	They said exploration is a lost art. You didn't listen. As the major factions argued over the space they desperately tried to control, you were busy uncovering the wonders of the Settled Systems. <i>Starting Skills:</i>		
	LASERS	AERODYNAMICS	SURVEYING

CHARACTER CREATION

BACKGROUNDS (3/6)

Backgrounds are mandatory. You must pick 1.

TRAIT	DESCRIPTION		
GANGSTER	You were always disgusted by suckers killing themselves to make an "honest wage." As soon as you were old enough to hold a weapon, you took what you wanted from anyone unlucky enough to have it. <i>Starting Skills:</i>		
	SHOTGUN CERTIFICATION	BOXING	THEFT
HOMESTEADER	The discovery of the Settled System' many oxygen-rich planets and moons meant humans could live just about anywhere...if they had the know how. You did, and utilized it to great effect. <i>Starting Skills:</i>		
	GEOLOGY	SURVEYING	WEIGHTLIFTING
INDUSTRIALIST	There was a time when all you wanted to be was a titan of industry, maybe a ship designer or megacorp exec. Thankfully, that skillset never goes out of style in the settled systems. <i>Starting Skills:</i>		
	PERSUASION	SECURITY	RESEARCH METHODS
LONGHAULER	Let those other hothead pilots obsess over laser weapons and maneuverability. You're a space trucker, pure and simple. Pack the cargo, get it there fast, get paid, repeat. Life is simple and good. <i>Starting Skills:</i>		
	WEIGHTLIFTING	PILOTING	BALLISTIC WEAPON SYSTEMS

CHARACTER CREATION

BACKGROUNDS (4/6)

Backgrounds are mandatory. You must pick 1.

TRAIT	DESCRIPTION		
PILGRIM	Wayfarer, wanderer, seeker...transient. You've been called many things during your travels, and learned something those others could never understand - the journey IS the destination. <i>Starting Skills:</i>		
	SCAVENGING	SURVEYING	GASTRONOMY
PROFESSOR	You've always enjoyed learning, but nothing could compare to the joy of teaching others. As humankind spread throughout the stars, there was never a lack of knowledge to obtain, and you gladly assisted. <i>Starting Skills:</i>		
	AERODYNAMICS	GEOLOGY	RESEARCH METHODS
RONIN	Masterless and unbound, you wandered the Settled Systems as a blade for hire. To some, you were a simple mercenary. To others, a hero. And to a select few...a nightmare they could never wake from. <i>Starting Skills:</i>		
	DUELING	STEALTH	SCAVENGING
SCULPTOR	With your knowledge of anatomy and skilled, steady hands, you could have become a surgeon. Instead, you followed your heart, and created works of art to amaze and inspire. <i>Starting Skills:</i>		
	MEDICINE	GEOLOGY	PERSUASION

CHARACTER CREATION

BACKGROUNDS (5/6)

Backgrounds are mandatory. You must pick 1.

TRAIT	DESCRIPTION		
SOLDIER	The Settled Systems is no stranger to warfare, and if there's one thing armed conflict relies on it's trained warriors with guns and guts. You had both. Simple, bloody work...and you were great at it. <i>Starting Skills:</i>		
	FITNESS	BALLISTICS	BOOST PACK TRAINING
SPACE SCOUNDREL	Good? Bad? Whose right is it to say? If there's anything you've learned traipsing through the galaxy, it's this: space may look black, but it's really one shade of grey. <i>Starting Skills:</i>		
	PISTOL CERTIFICATION	PILOTING	PERSUASION
XENOBIOLOGIST	The Settled Systems is home to untold alien species. And while none of them have yet proven sentient, that never deterred you. So you sought out and studied them for whatever gifts they offered. <i>Starting Skills:</i>		
	LASERS	SURVEYING	FITNESS
(FILE NOT FOUND)	Oddly, there's no information on file about your past life. Clerical oversight? Deletion by some powerful unknown faction? Or was there just nothing of note to mention? Whatever the reason, your past is known only to you. What's important is the here and now, and the path you're about to forge. <i>Starting Skills:</i>		
	WELLNESS	BALLISTICS	PILOTING






BACKGROUNDS (6/6)

Backgrounds are mandatory. You must pick 1.





















TRAIT	DESCRIPTION		
BOUNTY HUNTER	Wherever there are wanted individuals, there are those who profit from their capture. And your quarry knows that in the vastness of space, they can run... but they can't hide.		
	Starting Skills:	PILOTING	TARGETING CONTROL SYSTEMS
			BOOST PACK TRAININGS

SKILLS













Click on a circle below to view skill details.

	PHYSICAL	SOCIAL	COMBAT	SCIENCE	TECHNOLOGY
TIER I					
TIER II	3 points needed to unlock	3 points needed to unlock	3 points needed to unlock	3 points needed to unlock	3 points needed to unlock
TIER III	7 points needed to unlock	7 points needed to unlock	7 points needed to unlock	7 points needed to unlock	7 points needed to unlock
TIER IV	11 points needed to unlock	11 points needed to unlock	11 points needed to unlock	11 points needed to unlock	11 points needed to unlock

PHYSICAL		SOCIAL	COMBAT	SCIENCE	TECHNOLOGY
TIER I	BOXING			FITNESS	
	<div><div></div><div>RANK 1</div></div>	Unarmed attacks do 25% more damage. 25% less O2 used when using a power attack.		<div><div></div><div>RANK 1</div></div>	You have 10% more oxygen available.
	<div><div></div><div>RANK 2</div></div>	Unarmed attacks do 50% more damage. 50% less O2 used when using a power attack.		<div><div></div><div>RANK 2</div></div>	You have 20% more oxygen available.
	<div><div></div><div>RANK 3</div></div>	Unarmed attacks do 75% more damage. While in a fight and unarmed, running consumes 30% less O2.		<div><div></div><div>RANK 3</div></div>	You have 30% more oxygen available.
	<div><div></div><div>RANK 4</div></div>	Unarmed attacks do 100% more damage and have a chance to knock down opponents.		<div><div></div><div>RANK 4</div></div>	Sprinting and power attacks now use significantly less oxygen.
	WELLNESS			WEIGHTLIFTING	
	<div><div></div><div>RANK 1</div></div>	Increase your maximum health by 10%.		<div><div></div><div>RANK 1</div></div>	Increase total carrying capacity by 10 kilograms.
	<div><div></div><div>RANK 2</div></div>	Increase your maximum health by 20%.		<div><div></div><div>RANK 2</div></div>	Increase total carrying capacity by 25 kilograms.
	<div><div></div><div>RANK 3</div></div>	Increase your maximum health by 30%.		<div><div></div><div>RANK 3</div></div>	Increase total carrying capacity by 50 kilograms.
	<div><div></div><div>RANK 4</div></div>	Increase your maximum health by 40%.		<div><div></div><div>RANK 4</div></div>	Increase total carrying capacity by 100 kilograms. Gain 50% resistance to stagger.
STEALTH					
<div><div></div><div>RANK 1</div></div>	Adds a Stealth Meter. You are 25% more difficult to detect when sneaking. Suppressed weapons do an additional 5% sneak attack damage.				
<div><div></div><div>RANK 2</div></div>	Upgrades the Stealth Meter. You are 50% more difficult to detect when sneaking. Suppressed weapons do an additional 10% sneak attack damage.				
<div><div></div><div>RANK 3</div></div>	You are 75% more difficult to detect when sneaking. Suppressed weapons do an additional 15% sneak attack damage.				
<div><div></div><div>RANK 4</div></div>	You are 100% more difficult to detect when sneaking. Suppressed weapons do an additional 20% sneak attack damage. Doors you interact with while in stealth no longer alert enemies.				

PHYSICAL		SOCIAL	COMBAT	SCIENCE	TECHNOLOGY
TIER II	PAIN TOLERANCE			NUTRITION	
	 RANK 1	Physical damage is reduced by 5%.		 RANK 1	Food and drink are 10% more effective.
	 RANK 2	Physical damage is reduced by 10%.		 RANK 2	Food and drink are now 20% more effective.
	 RANK 3	Physical damage is reduced by 15%.		 RANK 3	Food and drink are now 30% more effective.
	 RANK 4	5% chance to ignore physical damage when your health is low.		 RANK 4	Food and drink are now 50% more effective.
	GYMNASTICS			ENVIRONMENTAL CONDITIONING	
	 RANK 1	Unlock the ability to combat slide. Take 15% less fall damage.		 RANK 1	Gain 10 resistance to Airborne environmental damage.
	 RANK 2	Move faster in Zero-G. Take 20% less fall damage.		 RANK 2	Gain 10 resistance to Thermal environmental damage.
	 RANK 3	Become more stable while firing in Zero-G. Take 30% less fall damage. Replenish some O2 after mantling.		 RANK 3	Gain 10 resistance to Corrosive and Radiation environmental damage.
	 RANK 4	Increased jump height. Run faster after combat sliding or mantling.		 RANK 4	Reduced chance to gain afflictions from environmental damage sources.
ENERGY WEAPON DISSIPATION					
 RANK 1	Energy damage is reduced by 5%.				
 RANK 2	Energy damage is reduced by 10%.				
 RANK 3	Energy damage is reduced by 15%.				
 RANK 4	25% chance to reflect energy damage back to an attacker when your health is below 50%.				

PHYSICAL		SOCIAL	COMBAT	SCIENCE	TECHNOLOGY
TIER III	CELLULAR REGENERATION			DECONTAMINATION	
	<div><div></div><div>RANK 1</div><div>Slightly increased chance to recover from injuries naturally.</div></div>			<div><div></div><div>RANK 1</div><div>Slightly increased chance to recover from infections naturally.</div></div>	
	<div><div></div><div>RANK 2</div><div>Moderately increased chance to recover from injuries naturally.</div></div>			<div><div></div><div>RANK 2</div><div>Moderately increased chance to recover from infections naturally.</div></div>	
	<div><div></div><div>RANK 3</div><div>Noticeably increased chance to recover from injuries naturally.</div></div>			<div><div></div><div>RANK 3</div><div>Noticeably increased chance to recover from infections naturally.</div></div>	
	<div><div></div><div>RANK 4</div><div>20% chance of not gaining an injury when you otherwise would.</div></div>			<div><div></div><div>RANK 4</div><div>20% chance of not gaining an infection when you otherwise would.</div></div>	
	MARTIAL ARTS				
	<div><div></div><div>RANK 1</div><div>15% increased chance to crit with a melee or unarmed attack.</div></div>				
	<div><div></div><div>RANK 2</div><div>15% chance to disarm an opponent with a melee or unarmed power attack.</div></div>				
	<div><div></div><div>RANK 3</div><div>While unarmed or wielding a melee weapon, take 10% less damage.</div></div>				
	<div><div></div><div>RANK 4</div><div>Reflect 50% damage back when blocking a melee or unarmed attack.</div></div>				

PHYSICAL		SOCIAL	COMBAT	SCIENCE	TECHNOLOGY
TIER IV	NEUROSTRIKES			REJUVENATION	
	 RANK 1	10% chance to stun an NPC with an unarmed attack.		 RANK 1	Slowly regenerate health outside of combat.
	 RANK 2	Unarmed attacks now do additional EM damage.		 RANK 2	Regenerate health more quickly outside of combat.
	 RANK 3	20% chance to stun an NPC with an unarmed attack.		 RANK 3	Regenerate health much faster outside of combat. You can now slowly regenerate health while in combat.
	 RANK 4	After stunning an enemy, you also knock down any enemies within close range.		 RANK 4	Regenerate health even faster outside of combat. You can now regenerate health quickly while in combat.
	CONCEALMENT				
	 RANK 1	You no longer set off enemy mines. Ranged sneak attacks do 2.5x normal damage and your melee sneak attacks do 4x normal damage.			
	 RANK 2	Running while sneaking doesn't affect stealth. Ranged sneak attacks do 3x normal damage and your melee sneak attacks do 5x normal damage.			
	 RANK 3	You gain a Chameleon-like ability when completely still and sneaking. Ranged sneak attacks do 3.5x normal damage and your melee sneak attacks do 8x normal damage.			
	 RANK 4	Engaging stealth causes distant enemies to lose you. Ranged sneak attacks do 4x normal damage and your melee sneak attacks do 10x normal damage.			






















PHYSICAL		SOCIAL		COMBAT		SCIENCE		TECHNOLOGY	
TIER I	↑	COMMERCE				THEFT			
		// RANK 1		Buy for 5% less and sell for 10% more.		// RANK 1		Unlock the ability to pickpocket targets.	
		// RANK 2		Buy for 10% less and sell for 15% more.		// RANK 2		10% greater chance to successfully pickpocket.	
		// RANK 3		Buy for 15% less and sell for 20% more.		// RANK 3		30% greater chance to successfully pickpocket.	
		// RANK 4		Buy for 20% less and sell for 25% more.		// RANK 4		50% greater chance to successfully pickpocket, Can now pickpocket holstered weapons.	
		PERSUASION				SCAVENGING			
		// RANK 1		10% increased chance of success when persuading someone.		// RANK 1		There's a chance you'll find extra credits when searching containers.	
		// RANK 2		20% increased chance of success when persuading someone.		// RANK 2		There's a chance you'll find extra ammo when searching containers.	
		// RANK 3		30% increased chance of success when persuading someone.		// RANK 3		There's a chance you'll find extra aid items, like Med Packs or chems, when searching containers.	
		// RANK 4		50% increased chance of success when persuading someone.		// RANK 4		Tracked resources will get highlighted when using the hand scanner.	
GASTRONOMY									
// RANK 1		You can craft specialty food and drinks, and research additional recipes at a Research Lab.							
// RANK 2		You can research and craft gourmet food and drinks.							
// RANK 3		You can research and craft food and drink delicacies.							
// RANK 4		Crafting food and drinks occasionally doesn't use up resources. You can research and craft exotic recipes.							

PHYSICAL		SOCIAL	COMBAT	SCIENCE	TECHNOLOGY
TIER II	<div>↖</div>	DECEPTION		DIPLOMACY	
		<div>▮</div> RANK 1	Ships 10% stronger will automatically surrender to piracy demands. Enemy contraband scans are 10% less effective.	<div>▮</div> RANK 1	You can force a target NPC at or below your level to stop fighting for a while.
		<div>▮▮</div> RANK 2	Ships 20% stronger will automatically surrender to piracy demands. Enemy contraband scans are 20% less effective.	<div>▮▮</div> RANK 2	You can force a target NPC up to 10 levels higher than you to stop fighting for a while.
		<div>▮▮▮</div> RANK 3	Ships 30% stronger will automatically surrender to piracy demands. Enemy contraband scans are 30% less effective.	<div>▮▮▮</div> RANK 3	You can force a target NPC up to 20 levels higher than you to stop fighting for a while.
		<div>▮▮▮▮</div> RANK 4	Ships 50% stronger will automatically surrender to piracy demands. Enemy contraband scans are 50% less effective.	<div>▮▮▮▮</div> RANK 4	You can force target NPCs to permanently stop fighting (unless they're attacked again)
		INTIMIDATION		NEGOTIATION	
		<div>▮</div> RANK 1	You can force a target NPC at or below your level to flee for a limited time.	<div>▮</div> RANK 1	You now have access to Bribery in speech challenges.
		<div>▮▮</div> RANK 2	You can force a target NPC up to 10 levels higher than you to flee for a limited time.	<div>▮▮</div> RANK 2	Reduces bribery cost by 25%.
	<div>▮▮▮</div> RANK 3	You can force a target NPC up to 20 levels higher than you to flee for a limited time.	<div>▮▮▮</div> RANK 3	Reduces bribery cost by 50%.	
	<div>▮▮▮▮</div> RANK 4	Intimidated targets now flee for substantial amount of time.	<div>▮▮▮▮</div> RANK 4	Occasionally, bribery won't cost any money.	
ISOLATION					
	<div>▮</div> RANK 1	Do +10% weapon damage and gain 15 Damage Resistance for each Spacesuit and Helmet equipped when you don't have a companion or any crew.			
	<div>▮▮</div> RANK 2	Do +20% weapon damage and gain 30 Damage Resistance for each Spacesuit and Helmet equipped when you don't have a companion or any crew.			
	<div>▮▮▮</div> RANK 3	Do +30% weapon damage and gain 45 Damage Resistance for each Spacesuit and Helmet equipped when you don't have a companion or any crew.			
	<div>▮▮▮▮</div> RANK 4	Do +40% weapon damage and gain 60 Damage Resistance for each Spacesuit and Helmet equipped when you don't have a companion or any crew.			

PHYSICAL		SOCIAL	COMBAT	SCIENCE	TECHNOLOGY
TIER III	INSTIGATION			LEADERSHIP	
	<div><div></div><div>RANK 1</div></div>	You can force a target NPC at or below your level to attack their allies for a limited time.		<div><div></div><div>RANK 1</div></div>	Companions gain affinity 25% faster.
	<div><div></div><div>RANK 2</div></div>	You can force a target PC up to 10 levels higher than you to attack their allies for a limited time.		<div><div></div><div>RANK 2</div></div>	Companions have 50 more health and 50kg more carrying capacity.
	<div><div></div><div>RANK 3</div></div>	You can force a target NPC up to 20 levels higher than you to attack their allies for a limited time.		<div><div></div><div>RANK 3</div></div>	Companions will occasionally heal you when you get low health.
	<div><div></div><div>RANK 4</div></div>	Enemies affected by Instigation will attack their allies until they are dead.		<div><div></div><div>RANK 4</div></div>	Doubles the bonuses of Combat and Companions. Companions have a chance to pick themselves up from a downed state.
	OUTPOST MANAGEMENT				
	<div><div></div><div>RANK 1</div></div>	Additional cargo links can be placed at outposts.			
	<div><div></div><div>RANK 2</div></div>	Additional robots can be constructed at outposts.			
	<div><div></div><div>RANK 3</div></div>	Additional crew can be assigned at outposts.			
	<div><div></div><div>RANK 4</div></div>	Outpost extractors produce twice as fast.			

PHYSICAL		SOCIAL	COMBAT	SCIENCE	TECHNOLOGY
TIER IV	MANIPULATION			SHIP CONTROL	
	<div><div></div><div>RANK 1</div></div>	You can force a target NPC at or below your level to obey commands for a limited time.		<div><div></div><div>RANK 1</div></div>	You can have up to four active crew members.
	<div><div></div><div>RANK 2</div></div>	You can force a target NPC up to 10 levels higher than you to obey commands for a limited time.		<div><div></div><div>RANK 2</div></div>	You can have up to five active crew members.
	<div><div></div><div>RANK 3</div></div>	You can force a target NPC up to 20 levels higher than you to obey commands for a limited time.		<div><div></div><div>RANK 3</div></div>	You can have up to six active crew members.
	<div><div></div><div>RANK 4</div></div>	Manipulated targets now obey commands for a substantial amount of time.		<div><div></div><div>RANK 4</div></div>	You can have up to eight active crew members.
	XENIOSOCIOLOGY				
	<div><div></div><div>RANK 1</div></div>	You can force a target alien creature up to 10 levels higher than you to stop fighting for a limited time.			
	<div><div></div><div>RANK 2</div></div>	You can force a target alien creature up to 10 levels higher than you to flee for a limited time.			
	<div><div></div><div>RANK 3</div></div>	You can force a target alien creature up to 10 levels higher than you to attack their allies for a limited time.			
	<div><div></div><div>RANK 4</div></div>	You can force a target creature up to 10 levels higher than you to obey commands for a limited time.			

PHYSICAL		SOCIAL		COMBAT		SCIENCE		TECHNOLOGY	
TIER I	<div><div></div></div>	BALLISTICS				DUELING			
		I RANK 1		Ballistic weapons do 10% more damage.		I RANK 1		Melee weapons do 25% more damage. Take 10% less damage while wielding a melee weapon.	
		II RANK 2		Ballistic weapons do 20% more damage.		II RANK 2		Melee kills make you run 20% faster for 10 seconds.	
		III RANK 3		Ballistic weapons do 30% more damage.		III RANK 3		Melee weapons do 50% more damage. Take 15% less damage while wielding melee weapon.	
		IV RANK 4		Ballistic weapons range is increased by 30%.		IV RANK 4		Melee kills heal you for 10% of your health.	
		LASERS				PISTOL CERTIFICATION			
		I RANK 1		Laser weapons do 10% more damage.		I RANK 1		Pistols do 10% more damage.	
		II RANK 2		Laser weapons do 20% more damage.		II RANK 2		Pistols do 25% more damage.	
		III RANK 3		Laser weapons do 30% more damage.		III RANK 3		Pistols do 50% more damage.	
		IV RANK 4		Laser weapons have a 5% chance to set a target on fire.		IV RANK 4		Pistol kills grant +25% critical hit chance for 5 seconds,	
		SHOTGUN CERTIFICATION							
I RANK 1		Shotguns do 10% more damage.							
II RANK 2		Shotguns do 20% more damage.							
III RANK 3		Shotguns do 30% more damage.							
IV RANK 4		Shotgun kills grant a small chance to stun additional targets with							

PHYSICAL		SOCIAL		COMBAT		SCIENCE		TECHNOLOGY	
TIER II		DEMOLITIONS				HEAVY WEAPONS CERTIFICATION			
		 RANK 1		Throwing grenades now shows a trajectory arc. Explosions have a 25% larger radius.		 RANK 1		Heavy weapons do 10% more damage.	
		 RANK 2		Explosives do 25% more damage.		 RANK 2		Heavy weapons do 20% more damage.	
		 RANK 3		Reduce damage taken from explosives by 25%.		 RANK 3		Heavy weapons do 30% more damage.	
		 RANK 4		All previous bonuses are doubled.		 RANK 4		Gain 25% Physical resistance while aiming down sights with a heavy weapon.	
		INCAPACITATION				PARTICLE BEAMS			
		 RANK 1		EM weapons do 5% more damage.		 RANK 1		Particle beam weapons do 10% more damage.	
		 RANK 2		EM weapons do 10% more damage.		 RANK 2		Particle beam weapons do 20% more damage.	
	 RANK 3		EM weapons do 15% more damage.		 RANK 3		Particle beam weapons do 30% more damage.		
	 RANK 4		EM weapons have a 15% chance to do 300% EM damage.		 RANK 4		Particle beam weapons have +5% crit chance.		
RIFLE CERTIFICATION									
 RANK 1		Rifles do 10% more damage.							
 RANK 2		Rifles do 20% more damage.							
 RANK 3		Rifles do 30% more damage.							
 RANK 4		Reload rifles 30% faster while you're standing still.							













PHYSICAL		SOCIAL		COMBAT		SCIENCE		TECHNOLOGY	
TIER III	↑	MARKSMANSHIP				RAPID RELOADING			
		I RANK 1		Increase critical hit chance with non-automatic ranged weapons by 3%.		I RANK 1		Reload Ballistic weapons 30% faster.	
		II RANK 2		Increase critical hit chance with non-automatic ranged weapons by 8%.		II RANK 2		Reload Energy and EM weapons 30% faster.	
		III RANK 3		Increase critical hit chance with non-automatic ranged weapons by 15%.		III RANK 3		Reload Particle Beam weapons 30% faster. 50% chance to avoid getting interrupted while reloading.	
		IV RANK 4		Critical hits using a non-automatic ranged weapon without a scope do double damage and those with scopes knock down enemies on the next shot.		IV RANK 4		Chance on hitting enemies to increase reload speed for all weapons by 50% for 15 seconds.	
		SNIPER CERTIFICATION				TARGETING			
		I RANK 1		Scoped weapons are steadier and have less sway.		I RANK 1		Increased accuracy and range when shooting without aiming. Marks up to one enemy within 25m that damages you.	
		II RANK 2		You can hold your breath longer with scoped weapons.		II RANK 2		Notably increased accuracy and range when shooting without aiming. Marks up to two enemies within 50m that damage you.	
		III RANK 3		Headshots while aiming with a scoped weapon have a +25% critical hit chance.		III RANK 3		Greatly increased accuracy and range when shooting without aiming. Marks up to three enemies within 75m that damage you.	
		IV RANK 4		Scoped weapons do 50% more damage while using the scope.		IV RANK 4		10% chance to disarm targets hit when shooting without aiming. Marks up to four enemies within 100m that damage you.	






















PHYSICAL		SOCIAL		COMBAT		SCIENCE		TECHNOLOGY	
TIER IV	↑	ARMOR PENETRATION				CRIPPLING			
		I RANK 1		Attacks ignore 15% of a target's armor.		I RANK 1		Reload Ballistic weapons 30% faster.	
		II RANK 2		Attacks ignore 30% of a target's armor.		II RANK 2		Reload Energy and EM weapons 30% faster.	
		I RANK 3		Increase critical hit chance with non-automatic ranged weapons by 15%.		I RANK 3		Reload Particle Beam weapons 30% faster. 50% chance to avoid getting interrupted while reloading.	
		II RANK 4		Critical hits using a non-automatic ranged weapon without a scope do double damage and those with scopes knock down enemies on the next shot.		II RANK 4		Chance on hitting enemies to increase reload speed for all weapons by 50% for 15 seconds.	
		SHARPSHOOTING							
		I RANK 1		Increase headshot critical damage by 50% with ranged weapons.					
		II RANK 2		Increase critical damage to enemy legs by 50% with ranged weapons.					
		I RANK 3		Increase all critical damage to enemies by 50% with ranged weapons.					
		II RANK 4		Ranged critical hit kills increase your critical hit chance with all ranged weapons by 25% for 20 seconds.					

PHYSICAL		SOCIAL		COMBAT		SCIENCE		TECHNOLOGY	
TIER I	<div><div></div><div></div><div></div><div></div></div>	AERODYNAMICS				GEOLOGY			
		<div><div></div><div>RANK 1</div></div> <div>Increase grav jump range of jump drives by 15%.</div>				<div><div></div><div>RANK 1</div></div> <div>Get more common and uncommon inorganic resources from surface objects.</div>			
		<div><div></div><div>RANK 2</div></div> <div>Reduced fuel cost of jump drives by 15%.</div>				<div><div></div><div>RANK 2</div></div> <div>Get more rare inorganic resources from surface objects.</div>			
		<div><div></div><div>RANK 3</div></div> <div>Increased grav jump range and reduced fuel cost of jump drives by 30%.</div>				<div><div></div><div>RANK 3</div></div> <div>Get more exotic inorganic resources from surface objects.</div>			
		<div><div></div><div>RANK 4</div></div> <div>Reduced fuel cost of jump drives by 50%.</div>				<div><div></div><div>RANK 4</div></div> <div>Occasionally harvest additional rarer resources from surface objects.</div>			
		MEDICINE				RESEARCH METHODS			
		<div><div></div><div>RANK 1</div></div> <div>Med Packs, Trauma Packs, and Emergency Kits restore 10% additional Health 10% faster.</div>				<div><div></div><div>RANK 1</div></div> <div>Resources required to craft items and complete research projects is reduced by 10%.</div>			
		<div><div></div><div>RANK 2</div></div> <div>Med Packs, Trauma Packs, and Emergency Kits restore 20% additional Health 20% faster.</div>				<div><div></div><div>RANK 2</div></div> <div>Resources required to craft items and complete research projects is reduced by 20%.</div>			
		<div><div></div><div>RANK 3</div></div> <div>Med Packs, Trauma Packs, and Emergency Kits restore 30% additional Health 30% faster.</div>				<div><div></div><div>RANK 3</div></div> <div>Resources required to craft items and complete research projects is reduced by 40%.</div>			
		<div><div></div><div>RANK 4</div></div> <div>Med Packs, Trauma Packs, and Emergency Kits restore 50% additional Health 50% faster, and have a chance to cure an affliction.</div>				<div><div></div><div>RANK 4</div></div> <div>Sudden developments during research are twice as common. Resources required to craft items and complete research projects is reduced by 60%.</div>			
SURVEYING									
<div><div></div><div>RANK 1</div></div> <div>Adds an optional zoom to the hand scanner, and scan distance is increased to 20 meters.</div>									
<div><div></div><div>RANK 2</div></div> <div>Adds another level of zoom to the hand scanner, and scan distance is increased to 30 meters.</div>									
<div><div></div><div>RANK 3</div></div> <div>Adds another level of zoom to the hand scanner, and scan distance is increased to 40 meters.</div>									
<div><div></div><div>RANK 4</div></div> <div>Adds another level of zoom to the hand scanner, and scan distance is increased to 50 meters.</div>									

PHYSICAL		SOCIAL		COMBAT		SCIENCE		TECHNOLOGY	
TIER II	<div>↗</div>	BOTANY				SCANNING			
		<div>▮</div> RANK 1		Get more common and uncommon organic resources from plants, learn additional info about them from the scanner, and allows some plants to be cultivated at your outposts.		<div>▮</div> RANK 1		You can detect uncommon inorganic resources on planet and moon surfaces, and more information about ships in space.	
		<div>▮▮</div> RANK 2		Get more rare organic resources from plants, and learn information about them more quickly using the scanner.		<div>▮▮</div> RANK 2		You can detect rare inorganic resources on planet and moon surfaces, and more specific information about ships in space.	
		<div>▮▮▮</div> RANK 3		Get more exotic organic resources from plants, and learn information about them more quickly using the scanner.		<div>▮▮▮</div> RANK 3		You can detect exotic inorganic resources on planet and moon surfaces, and gain better combat information on ships in space.	
		<div>▮▮▮▮</div> RANK 4		Occasionally harvest additional rarer resources from plants, and learn information about them more quickly using the scanner.		<div>▮▮▮▮</div> RANK 4		You can detect unique inorganic resources on planet and moon surfaces, and gain a complete list of cargo on ships in space.	
		SPACESUIT DESIGN				WEAPON ENGINEERING			
		<div>▮</div> RANK 1		You can craft improved spacesuit, helmet, and pack mods, and research additional mods at a Research Lab.		<div>▮</div> RANK 1		You can craft improved weapon mods at a Weapon Workbench, and research additional weapon mods at a Research Lab.	
		<div>▮▮</div> RANK 2		You can research and craft superior spacesuit, helmet, and pack mods.		<div>▮▮</div> RANK 2		You can research and craft superior weapon mods.	
	<div>▮▮▮</div> RANK 3		You can research and craft cutting-edge spacesuit, helmet, and pack mods.		<div>▮▮▮</div> RANK 3		You can research and craft cutting-edge weapon mods.		
	<div>▮▮▮▮</div> RANK 4		Construction of spacesuit, helmet, and pack mods occasionally doesn't cost resources.		<div>▮▮▮▮</div> RANK 4		You can research and craft master-level weapon mods.		
ZOOLOGY									
<div>▮</div> RANK 1		Get more common organic resources from creatures and harvest from them without harming them, learn additional info about them from the scanner, and allows you to produce animal resources at your outposts.							
<div>▮▮</div> RANK 2		Get more uncommon organic resources from creatures and learn information about them more quickly using the scanner.							
<div>▮▮▮</div> RANK 3		Get more rare organic resources from creatures and learn information about them more quickly using the scanner.							
<div>▮▮▮▮</div> RANK 4		Occasionally harvest additional rarer resources from creatures and learn information about them more quickly using the scanner.							













PHYSICAL		SOCIAL		COMBAT		SCIENCE		TECHNOLOGY	
TIER III	↑	ASTROPHYSICS				CHEMISTRY			
		// RANK 1		You can scan the moons of your current planet. You have a 10% chance to discover a trait when scanning,		// RANK 1		You can create improved chems, and research additional chems at a Research Lab.	
		// RANK 2		You can scan any planet or moon in this system. You have a 20% chance to discover a trait when scanning.		// RANK 2		You can research and create superior chems.	
		// RANK 3		You can scan any planet or moon within 16 Light Years. You have a 30% chance to discover a trait when scanning.		// RANK 3		You can research and create cutting-edge chems.	
		// RANK 4		You can scan any planet or moon within 30 Light Years. You have a 50% chance to discover a trait when scanning.		// RANK 4		Crafting chems occasionally triples the amount created.	
		OUTPOST ENGINEERING							
		// RANK 1		You can construct improved outpost modules, and research additional modules at a Research Lab.					
		// RANK 2		You can research and construct superior outpost modules.					
		// RANK 3		You can research and construct cutting-edge outpost modules.					
		// RANK 4		Outpost modules now cost 50% fewer resources to build.					

PHYSICAL		SOCIAL	COMBAT	SCIENCE	TECHNOLOGY
TIER IV	SPECIAL PROJECTS			PLANETARY HABITATION	
	 RANK 1	You can research experimental projects at a Research Lab.		 RANK 1	You can build outposts on planets with extreme temperatures (Deep Freeze and Inferno). Increase the maximum number of Outposts you can build by 4.
	 RANK 2	You can craft rare manufactured components at an Industrial Workbench.		 RANK 2	You can build outposts on planets with extreme pressure. Increase the maximum number of Outposts you can build by 8.
	 RANK 3	You can craft exotic manufactured components at an Industrial Workbench.		 RANK 3	You can build outposts on planets with toxic or corrosive atmospheres. Increase the maximum number of Outposts you can build by 12.
	 RANK 4	You can craft unique manufactured components at an Industrial Workbench. Outpost extractors have a chance to produce additional resources.		 RANK 4	You can build outposts on planets with extreme gravity. Increase the maximum number of Outposts you can build by 16.
	ANEUTRONIC FUSION				
	 RANK 1	Ship reactors produce 1 extra unit of power.			
 RANK 2	Ship reactors produce 2 extra units of power.				
 RANK 3	Ship reactors produce 3 extra units of power.				
 RANK 4	Ship reactors produce 5 extra units of power.				

PHYSICAL		SOCIAL		COMBAT		SCIENCE		TECHNOLOGY	
TIER I		BALLISTIC WEAPON SYSTEMS				BOOST PACK TRAINING			
		 RANK 1		Ballistic ship weapons have 10% increased damage and cost 20% less to use in Targeting Mode.		 RANK 1		You can now utilize boost packs.	
		 RANK 2		Ballistic ship weapons have 20% increased damage and recharge 15% faster.		 RANK 2		Using a boost pack expends less fuel.	
		 RANK 3		Ballistic ship weapons have 30% increased damage and recharge 30% faster.		 RANK 3		Boost pack fuel regenerates more quickly	
		 RANK 4		Ballistic ship weapons do 50% more damage to individual systems.		 RANK 4		Doubles previous bonuses.	
		PILOTING				SECURITY			
		 RANK 1		You can now utilize ship thrusters.		 RANK 1		You can attempt to hack Advanced locks, and 2 auto attempts can be banked.	
		 RANK 2		Increased ship turning rate and maneuverability.		 RANK 2		You can attempt to hack Expert locks, and 3 auto attempts can be banked. Rings now turn blue when the pick can be slotted.	
		 RANK 3		Unlock the ability to pilot Class B ships.		 RANK 3		You can attempt to hack Master-level locks, and 4 auto attempts can be banked.	
		 RANK 4		Unlock the ability to pilot Class C ships.		 RANK 4		Expend a digipick to eliminate keys that aren't required to solve the puzzle. 5 auto attempts can be banked.	
TARGETING CONTROL SYSTEMS									
 RANK 1		Unlocks ship targeting functionality.							
 RANK 2		Time to lock onto enemy ships is reduced by 15%. Target-locked ships fire at you 25% slower.							
 RANK 3		Time to lock onto enemy ships is reduced by 30%. You have a 10% increased chance of critically hitting a target-locked ship.							
 RANK 4		Time to lock onto enemy ships is reduced by 60%. Deal 20% increased system damage in targeting mode.							

PHYSICAL		SOCIAL		COMBAT		SCIENCE		TECHNOLOGY	
TIER II	<div><div></div><div></div></div>	ENERGY WEAPON SYSTEMS				ENGINE SYSTEMS			
		<div><div></div><div>RANK 1</div></div> Energy ship weapons have 10% increased damage and cost 15% less to use in Targeting Mode.				<div><div></div><div>RANK 1</div></div> Your ship's top speed is increased by 10%.			
		<div><div></div><div>RANK 2</div></div> Energy ship weapons have 20% increased damage and cost 30% less to use in Targeting Mode.				<div><div></div><div>RANK 2</div></div> Ship boosts last longer and the cooldown is shorter.			
		<div><div></div><div>RANK 3</div></div> Energy ship weapons have 30% increased damage and cost 45% less to use in Targeting Mode.				<div><div></div><div>RANK 3</div></div> Your ship's top speed is increased by 20%.			
		<div><div></div><div>RANK 4</div></div> Energy ship weapons recharge 30% faster.				<div><div></div><div>RANK 4</div></div> While boosting, all enemies disengage the player and can only reacquire them as a target after the player stops boosting.			
		PAYLOADS				SHIELD SYSTEMS			
		<div><div></div><div>RANK 1</div></div> Ship cargo holds have 10% more capacity.				<div><div></div><div>RANK 1</div></div> Your ship has 20% increased shield capacity.			
		<div><div></div><div>RANK 2</div></div> Ship cargo holds have 20% more capacity.				<div><div></div><div>RANK 2</div></div> Your ship has 40% increased shield capacity.			
	<div><div></div><div>RANK 3</div></div> Ship cargo holds have 30% more capacity.				<div><div></div><div>RANK 3</div></div> Your ship has 60% increased shield capacity.				
	<div><div></div><div>RANK 4</div></div> Ship cargo holds have 50% more capacity.				<div><div></div><div>RANK 4</div></div> Your shields will occasionally resist 100% of all damage received.				

PHYSICAL		SOCIAL		COMBAT		SCIENCE		TECHNOLOGY	
TIER III	<div><div></div><div></div></div>	MISSILE WEAPON SYSTEMS				PARTICLE BEAM WEAPONS SYSTEMS			
		<div><div></div><div>RANK 1</div></div>		Ship missile weapons do 10% more damage, and their Targeting mode cost is reduced by 20%.		<div><div></div><div>RANK 1</div></div>		Ship particle beam weapons do 10% more damage, and Targeting mode cost is reduced by 10%.	
		<div><div></div><div>RANK 2</div></div>		Ship missile weapons do 20% more damage, and their Targeting mode cost is reduced by 40%.		<div><div></div><div>RANK 2</div></div>		Ship particle beam weapons do 20% more damage, and Targeting mode cost is reduced by 20%.	
		<div><div></div><div>RANK 3</div></div>		Ship missile weapons do 30% more damage, and their Targeting mode cost is reduced by 60%.		<div><div></div><div>RANK 3</div></div>		Ship particle beam weapons do 30% more damage, and Targeting mode cost is reduced by 30%.	
		<div><div></div><div>RANK 4</div></div>		Ship missiles have a 20% increased Range, Travel Speed, and Reload Speed.		<div><div></div><div>RANK 4</div></div>		Increased critical hit chance with ship particle beam weapons.	
		STARSHIP ENGINEERING				STARSHIP DESIGN			
		<div><div></div><div>RANK 1</div></div>		All ship systems repair 10% faster.		<div><div></div><div>RANK 1</div></div>		Allows the installation of improved ship modules.	
		<div><div></div><div>RANK 2</div></div>		Ship systems have 25% Increased damage mitigation.		<div><div></div><div>RANK 2</div></div>		Allows the installation of superior ship modules.	
		<div><div></div><div>RANK 3</div></div>		All ship systems repair 25% faster.		<div><div></div><div>RANK 3</div></div>		Allows the installation of cutting-edge ship modules,	
		<div><div></div><div>RANK 4</div></div>		Occasionally, repairing one block of a system will repair the entire system.		<div><div></div><div>RANK 4</div></div>		Allows the installation of experimental ship modules.	
ROBOTICS									
<div><div></div><div>RANK 1</div></div>		You deal 10% more damage to Robots and Turrets. You can force a target robot up to 10 levels higher than you to stop fighting for a limited time.							
<div><div></div><div>RANK 2</div></div>		You deal 20% more damage to Robots and Turrets. You can force a target robot up to 10 levels higher than you to flee for a limited time.							
<div><div></div><div>RANK 3</div></div>		You deal 30% more damage to Robots and Turrets. You can force a target robot up to 10 levels higher than you to attack their allies for a limited time.							
<div><div></div><div>RANK 4</div></div>		You can force a target robot up to 10 levels higher than you to obey commands for a limited time.							

PHYSICAL		SOCIAL	COMBAT	SCIENCE	TECHNOLOGY
TIER IV	AUTOMATED WEAPON SYSTEMS			BOOST ASSAULT TRAINING	
	 RANK 1	Automated ship weapons do 10% more damage and reduce all targeting mode costs by 20%.		 RANK 1	Nearby enemies take damage when you boost and have a chance to catch on fire.
	 RANK 2	Automated ship weapons do 20% more damage and reduce all targeting mode costs by 30%. Your ship takes 20% less damage while in targeting mode.		 RANK 2	Chance to knockdown nearby enemies when you boost.
	 RANK 3	Automated ship weapons do 30% more damage and reduce all targeting mode costs by 40%. Increases crit chance against targeted sub- systems by 20%.		 RANK 3	Fuel is still expended until empty.
	 RANK 4	Ship turret weapons recharge 40% faster and do 20% more damage to targeted sub-systems.		 RANK 4	While hovering, time slows down and the world moves 70% slower around you.
	EM WEAPON SYSTEMS				
	 RANK 1	EM ship weapons have 10% increased damage and cost 15% less to use in Targeting Mode.			
	 RANK 2	EM ship weapons have 20% increased damage and cost 30% less to use in Targeting Mode.			
	 RANK 3	EM ship weapons have 30% increased damage and cost 45% less to use in Targeting Mode.			
	 RANK 4	EM ship weapons have a small chance of instantly disabling enemy engines.			