

FIGHTER

The fighter is a character adept in the use of weapons, armor, and other devices of war. They are disciplined and durable, displaying hardy survival skills. They are less adept at piloting and mechanical skills. They are the basic soldier and the backbone of the army. They are the mercenaries, artilleryists, and gunners. Fighters can be found in every walk of life. They are the men and women who have dedicated their lives to combat, and they excel at it. A fighter is often only at home when bullets and coherent energy beams are flying, and therefore rarely do you find one who has truly set aside his weapons.

Ruger staggered back as the blaster bolt missed his head, ionizing the air and filling it with the smell of ozone. He hid in the shock-shadow of one of the ship's lateral struts as the pain from the burns across the side of his face made him swoon. Maser fire searched him out as he fumbled with his rifle's power supply, the old one was over half charged, but he didn't want to run the risk of it running dry, and there was no telling when he'd have another chance to reload. He slid a new cartridge into the weapon and watched as its self-diagnostics flickered green. Checking the pressure bandage on his arm and popping a pain-killer, he took a deep breath. Three to one odds. He'd faced worst. With a deep breath he charged around the corner firing rapidly and dodging the deadly beams of coherent energy...

Prime Stats: Strength and Agility

PROFESSION BONUSES

Armor Group	+10	Combat Maneuvers	+10
Body Development	+10	Weapon Group	+20

SKILLS AND SKILL CATEGORIES

Armor • Heavy	2/2/2	Power Point Development	12
Armor • Light	1/1/1	Science • Basic	3/6
Armor • Medium	1/1/1	Science • Engineering	10
Artistic • Active	2/5	Science • Medical	8
Artistic • Passive	2/5	Science • Specialized	10
Athletic • Brawn	2/5	Science • Technical	10
Athletic • Endurance	2/6	Self Control	2/6
Athletic • Gymnastic	2/5	Special Attacks	2/6
Awareness • Perception	2/9	Special Defenses	20
Awareness • Searching	2/5	Subterfuge • Attack	6/10
Awareness • Senses	2/6	Subterfuge • Mechanical	3/8
Body Development	2/5	Subterfuge • Stealth	2/5
Combat Maneuvers	3/9	Technical • General	2/6
Communication	3/3/3	Technical • Professional	6
Crafts	4/10	Technical • Vehicles	4
Directed Disciplines	15	Technical • Vocational	3/9
Gunnery	2/6	Urban	2/4
Influence	2/7	Weapon • Category 1	1/5
Lore • Academic	2/6	Weapon • Category 2	2/5
Lore • General	1/3	Weapon • Category 3	2/7
Lore • Technical	2/6	Weapon • Category 4	2/7
MA • Strikes	1/5	Weapon • Category 5	2/7
MA • Sweeps	1/5	Weapon • Category 6	5
Outdoor • Animal	1/4	Weapon • Category 7	5
Outdoor • Environment	2/5	Other Weapon • Categories	5

The weapon categories are: 1-H Firearms, 2-H Firearms, Support, 1-H Energy, 2-H Energy, 1-H Concussion, 1-H Edged, 2-Handed, Missile, Missle Artillery, Pole Arms, Thrown

*Skills in these categories are not normally allowed in the *Privateers* setting. They are included here for completeness.

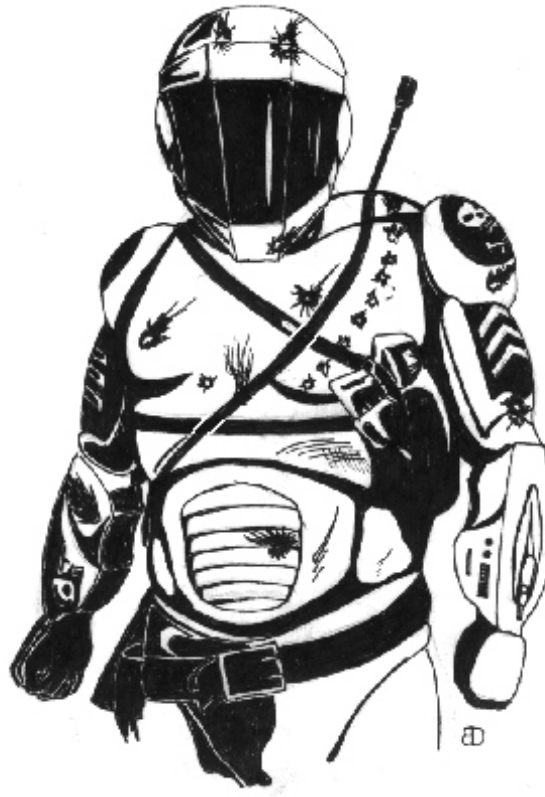
Everyman Skills: Situational Awareness (Combat), Leadership, Frenzy, any one non-restricted combat maneuver, boxing, wrestling

Occupational Skills: None

Restricted: FTL Travel, a number of Psionic Disciplines based upon the character's Self-Discipline

PSION DEVELOPMENT

Psion • Category 1	8/8	Psion • Category 6	75
Psion • Category 2	10/10	Psion • Category 7	100
Psion • Category 3	12/12	Psion • Category 8	125
Psion • Category 4	25	Psion • Category 9	150
Psion • Category 5	50		



TRAINING PACKAGES

Academic Degree†	Machinist
Advanced Psychic Training	Manual Laborer
AFV Crewer	Marine
Analyst†	Master Technician†
Artist	Media Personality
Athlete	Medical Degree†
Attaché†	Medical Resident†
Bounty Hunter	Medical Specialist†
Capitalist†	Military Officer
Cleaner	Military Pilot
Combat Medic	Musician
Computer Engineer†	Naval Gunner
Computer Hacker†	Naval Navigator
Computer Programmer†	Navy
Computer Scientist†	Operative
Con Artist	Pick Pocket
Corporate Security	Pilot
Crewer	Police Detective
Criminal	Police Officer
Deep Cover Operative	Primary Education†
Entrepreneur†	Private Investigator
Fence	Privateer
Force Recon	Psychic Protégé
Heavy	Repo-Man
Hit Man	Second Story Man
Intelligence	Special Weapons
Knight of the Hawk	Surgeon†
Knight of the Horse	Surgical Specialist†
Knight of the Sword	System Surveyor
Launderer†	Technician†
Law Degree	Tulgaran Priest
Lawyer	Weekend Warrior

When two numbers are shown, the second number is used if the character qualifies for the professional discount cost.

†These training packages are half priced for Oorts.