

		<b>Amarr</b>					
		Military		Business		Industry	
		Soldier	Special Forces	Exec	Trader	Engineer	Miner
<b>Learning</b>		<b>1</b>	<b>1</b>	<b>1</b>	<b>1</b>	<b>1</b>	<b>1</b>
Spatial Awareness		<b>4</b>	<b>2</b>				
	Clarity	★					
Iron Will		<b>2</b>	<b>4</b>				
	Focus		★				
Analytical Mind				<b>4</b>	<b>2</b>	<b>4</b>	<b>2</b>
	Logic			★		★	
Instant Recall						<b>2</b>	<b>4</b>
	Eidetic Memory						★
Empathy				<b>2</b>	<b>4</b>		
	Presence				★		
<b>Spaceship Command</b>		<b>4</b>	<b>3</b>	<b>2</b>	<b>1</b>	<b>1</b>	<b>1</b>
Racial Frigate		<b>3</b>	<b>4</b>	<b>2</b>	<b>2</b>	<b>1</b>	<b>1</b>
	Destroyers	★	★				
	Racial Industrial	★	★				
	Racial Cruiser		★				
<b>Gunnery</b>		<b>5</b>	<b>3</b>	<b>2</b>	<b>1</b>	<b>1</b>	<b>1</b>
	Surgical Strike	★					
	Trajectory Analysis	★					
Small Racial Turret		<b>5</b>	<b>3</b>	<b>2</b>	<b>2</b>	<b>1</b>	<b>1</b>
	Medium Racial Turret	★	★				
Sharpshooter		<b>1</b>	<b>1</b>				
	Small Tech 2 (Snipe)						
Motion Prediction			<b>2</b>				
	Small Tech 2 (Close)						
Controlled Bursts		<b>3</b>			<b>2</b>		<b>1</b>
Rapid Firing		<b>3</b>					
<b>Missile Launcher Operation</b>							
	Warhead Upgrades						
Standard Missiles							
	Heavy Missiles						
	Heavy Assault						
Defender Missiles							
Missile Bombardment							
Rapid Launch							
Rockets							
<b>Drones</b>		<b>1</b>	<b>3</b>				
	Drone Durability						
	Drone Interfacing						
	Heavy Drone Operation						
Scout Drone Operation			<b>2</b>				
Drone Sharpshooting							
Drone Navigation							
Mining Drone Operation							
<b>Navigation</b>							
Afterburner							

Sheet1

High Speed Maneuvering  
 Evasive Maneuvering  
 Warp Drive Operation  
 Fuel Conservation

**Electronics**  
 Electronic Warfare  
 Electronics Upgrades  
 Signature Analysis

**Engineering**

Tactical Shield Manip.  
 Energy Emission Systems  
 Energy Grid Upgrades  
 Energy Management  
 Energy Pulse Weapons  
 Energy Systems Operation  
 Shield Emission Systems  
 Shield Management  
 Shield Operation  
 EM Compensation  
 Thermic Compensation  
 Kinetic Compensation  
 Explosive Compensation  
 Shield Compensation  
 Shield Upgrades

<b>3</b>	<b>2</b>			<b>5</b>	<b>3</b>
				★	
	<b>4</b>				
	<b>4</b>			<b>2</b>	
	<b>4</b>				
<b>2</b>	<b>5</b>			<b>1</b>	

**Mechanic**

Hull Upgrades  
 Explosive Compensation  
 Kinetic Compensation  
 Thermic Compensation  
 EM Compensation  
 Remote Armor Repair Systems  
 Repair Systems

<b>3</b>	<b>3</b>	<b>3</b>	<b>1</b>	<b>5</b>	<b>4</b>
<b>4</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>2</b>
★				<b>3</b>	
★				<b>2</b>	
★				<b>2</b>	
★				<b>1</b>	
	<b>4</b>	<b>3</b>			
<b>4</b>	<b>2</b>	<b>4</b>	<b>4</b>	<b>4</b>	<b>1</b>

**Industry**

Mass Production  
 Mining  
 Ice Harvesting  
 Refining  
 Refinery Efficiency  
 Veldspar Processing  
 Scordite Processing  
 Plagioclase Processing  
 Pyroxeres Processing  
 Omber Processing

				<b>2</b>	<b>4</b>
				<b>3</b>	
<b>1</b>	<b>1</b>	<b>1</b>	<b>1</b>	<b>2</b>	<b>5</b>
					★
				<b>4</b>	<b>5</b>
					★
				<b>1</b>	<b>4</b>
					<b>2</b>
					<b>2</b>

**Science**

Metallurgy  
 Astrogeology  
 Laboratory Operation  
 Scientific Networking  
 Research

<b>1</b>	<b>2</b>			<b>3</b>	<b>3</b>
				<b>3</b>	<b>1</b>
				<b>2</b>	<b>1</b>

Sheet1

<b>Corporation Management</b>	<b>5</b>			
Ethnic Relations	<b>3</b>			
<b>Leadership</b>	<b>5</b>	<b>3</b>	<b>1</b>	
Squadron Command	★			
Armored Warfare	<b>4</b>			
Information Warfare	<b>3</b>			
Siege Warfare	<b>2</b>			
Skirmish Warfare	<b>3</b>			
Mining Foreman				<b>4</b>
<b>Social</b>	<b>2</b>	<b>4</b>		
Diplomacy		<b>5</b>		
Negotiation	<b>3</b>	<b>3</b>		
<b>Trade</b>	<b>2</b>	<b>5</b>	<b>2</b>	<b>1</b>
Broker Relations	<b>2</b>	<b>4</b>		
Daytrading		<b>2</b>		
Retail		<b>3</b>		

<b>Gallente</b>							
		Military		Business		Industry	
		Soldier	Special Forces	Exec	Trader	Engineer	Miner
<b>Learning</b>		<b>1</b>	<b>1</b>	<b>1</b>	<b>1</b>	<b>1</b>	<b>1</b>
Spatial Awareness		<b>4</b>	<b>2</b>				
Clarity		★					
Iron Will		<b>2</b>	<b>4</b>				
Focus			★				
Analytical Mind				<b>4</b>	<b>2</b>	<b>4</b>	<b>2</b>
Logic				★		★	
Instant Recall						<b>2</b>	<b>4</b>
Eidetic Memory							★
Empathy				<b>2</b>	<b>4</b>		
Presence					★		
<b>Spaceship Command</b>		<b>4</b>	<b>3</b>	<b>2</b>	<b>1</b>	<b>1</b>	<b>1</b>
Racial Frigate		<b>3</b>	<b>4</b>	<b>2</b>	<b>2</b>	<b>1</b>	<b>1</b>
Destroyers		★	★				
Racial Industrial		★	★				
Racial Cruiser			★				
<b>Gunnery</b>		<b>5</b>	<b>2</b>	<b>2</b>	<b>1</b>	<b>1</b>	<b>1</b>
Surgical Strike		★					
Trajectory Analysis		★					
Small Racial Turret		<b>5</b>	<b>3</b>	<b>2</b>	<b>2</b>	<b>1</b>	<b>1</b>
Medium Racial Turret		★					
Sharpshooter							
Small Tech 2 (Snipe)							
Motion Prediction			<b>3</b>		<b>3</b>		
Small Tech 2 (Close)							
Controlled Bursts		<b>3</b>	<b>2</b>				

Rapid Firing

**Missile Launcher Operation**

Warhead Upgrades  
 Standard Missiles  
 Heavy Missiles  
 Heavy Assault  
 Defender Missiles  
 Missile Bombardment  
 Rapid Launch  
 Rockets

<b>2</b>						
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**Drones**

Drone Durability  
 Drone Interfacing  
 Heavy Drone Operation  
 Scout Drone Operation  
 Drone Sharpshooting  
 Drone Navigation  
 Mining Drone Operation

<b>4</b>	<b>5</b>	<b>2</b>	<b>3</b>	<b>3</b>	<b>1</b>
★	★				
	★				
	★				
<b>2</b>	<b>4</b>	<b>2</b>	<b>3</b>		
	<b>4</b>				
<b>2</b>	<b>5</b>		<b>3</b>		
			<b>1</b>	<b>1</b>	<b>3</b>

**Navigation**

Afterburner  
 High Speed Maneuvering  
 Evasive Maneuvering  
 Warp Drive Operation  
 Fuel Conservation

<b>3</b>	<b>1</b>		<b>2</b>		
<b>3</b>	<b>2</b>				
<b>3</b>			<b>3</b>		
<b>1</b>					

**Electronics**

Electronic Warfare  
 Electronics Upgrades  
 Signature Analysis

	<b>2</b>				
	<b>2</b>				

**Engineering**

Tactical Shield Manip.  
 Energy Emission Systems  
 Energy Grid Upgrades  
 Energy Management  
 Energy Pulse Weapons  
 Energy Systems Operation  
 Shield Emission Systems  
 Shield Management  
 Shield Operation  
 EM Compensation  
 Thermic Compensation  
 Kinetic Compensation  
 Explosive Compensation  
 Shield Compensation  
 Shield Upgrades

	<b>3</b>			<b>5</b>	<b>3</b>
				★	
	<b>2</b>			<b>2</b>	
				<b>2</b>	

**Mechanic**

Hull Upgrades  
 Explosive Compensation  
 Kinetic Compensation  
 Thermic Compensation

<b>3</b>	<b>3</b>	<b>3</b>	<b>1</b>	<b>5</b>	<b>4</b>
		<b>2</b>	<b>2</b>	<b>4</b>	
				<b>2</b>	
				<b>2</b>	
				<b>2</b>	

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EM Compensation					<b>2</b>	
Remote Armor Repair Systems						
Repair Systems	<b>4</b>	<b>1</b>			<b>3</b>	<b>1</b>

<b>Industry</b>					<b>4</b>	<b>3</b>
Mass Production					<b>3</b>	
Mining	<b>1</b>	<b>1</b>	<b>1</b>	<b>1</b>	<b>2</b>	<b>5</b>
Ice Harvesting						★
Refining					<b>4</b>	<b>5</b>
Refinery Efficiency						★
Veldspar Processing					<b>1</b>	<b>4</b>
Scordite Processing						<b>2</b>
Plagioclase Processing						<b>1</b>
Pyroxeres Processing						
Omber Processing						<b>3</b>

<b>Science</b>					<b>3</b>	<b>3</b>
Metallurgy						
Astrogeology						
Laboratory Operation					<b>3</b>	<b>2</b>
Scientific Networking						
Research					<b>2</b>	

<b>Corporation Management</b>					<b>5</b>	
Ethnic Relations					<b>4</b>	

<b>Leadership</b>					<b>5</b>	<b>1</b>
Squadron Command					★	
Armored Warfare					<b>4</b>	
Information Warfare					<b>2</b>	
Siege Warfare					<b>1</b>	
Skirmish Warfare					<b>3</b>	
Mining Foreman						<b>4</b>

<b>Social</b>			<b>3</b>	<b>5</b>		
Diplomacy				<b>3</b>		
Negotiation			<b>2</b>	<b>3</b>		

<b>Trade</b>			<b>3</b>	<b>5</b>	<b>2</b>	<b>1</b>
Broker Relations				<b>4</b>		
Daytrading				<b>4</b>		
Retail			<b>2</b>	<b>3</b>		

<b>Minmatar</b>							
		Military		Business		Industry	
		Soldier	Special Forces	Exec	Trader	Engineer	Miner
<b>Learning</b>		<b>1</b>	<b>1</b>	<b>1</b>	<b>1</b>	<b>1</b>	<b>1</b>
Spatial Awareness		<b>4</b>	<b>2</b>				
Clarity		★					
Iron Will		<b>2</b>	<b>4</b>				
Focus			★				

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Analytical Mind		4	2	4	2
Logic		★		★	
Instant Recall				2	4
Eidetic Memory					★
Empathy		2	4		
Presence			★		

<b>Spaceship Command</b>		4	3	2	1	1	1
Racial Frigate		3	4	2	2	1	1
Destroyers		★	★				
Racial Industrial		★	★				
Racial Cruiser			★				

<b>Gunnery</b>		5	3	2	1	1	1
Surgical Strike		★					
Trajectory Analysis		★					
Small Racial Turret		5	3	2	2	1	1
Medium Racial Turret		★	★				
Sharpshooter		3					
Small Tech 2 (Snipe)		★					
Motion Prediction							
Small Tech 2 (Close)							
Controlled Bursts							
Rapid Firing		4	3				

<b>Missile Launcher Operation</b>		3	2			2	2
Warhead Upgrades							
Standard Missiles		3	2			1	1
Heavy Missiles		★					
Heavy Assault		★					
Defender Missiles			1				
Missile Bombardment			2				
Rapid Launch							
Rockets		2				1	1

<b>Drones</b>			2				
Drone Durability							
Drone Interfacing							
Heavy Drone Operation							
Scout Drone Operation			2				
Drone Sharpshooting							
Drone Navigation							
Mining Drone Operation							

<b>Navigation</b>		3	5	3	3		
Afterburner		2	5	3	2		
High Speed Maneuvering			★				
Evasive Maneuvering		2	3	1			
Warp Drive Operation		2	3	1	1		
Fuel Conservation			3	4	1		

<b>Electronics</b>							
Electronic Warfare							
Electronics Upgrades							
Signature Analysis		3	3		3		

<b>Engineering</b>	<b>2</b>	<b>3</b>	<b>1</b>	<b>3</b>	<b>5</b>	<b>3</b>
Tactical Shield Manip.					★	
Energy Emission Systems						
Energy Grid Upgrades	<b>2</b>					
Energy Management						
Energy Pulse Weapons						
Energy Systems Operation						
Shield Emission Systems						
Shield Management						
Shield Operation	<b>3</b>	<b>4</b>	<b>3</b>	<b>3</b>	<b>3</b>	<b>1</b>
EM Compensation		★			<b>1</b>	
Thermic Compensation		★			<b>2</b>	
Kinetic Compensation		★			<b>3</b>	
Explosive Compensation		★				
Shield Compensation			<b>2</b>	<b>1</b>	<b>3</b>	
Shield Upgrades	<b>3</b>				<b>4</b>	
<b>Mechanic</b>					<b>3</b>	<b>3</b>
Hull Upgrades						
Explosive Compensation						
Kinetic Compensation						
Thermic Compensation						
EM Compensation						
Remote Armor Repair Systems						
Repair Systems						
<b>Industry</b>					<b>5</b>	<b>3</b>
Mass Production					<b>3</b>	
Mining	<b>1</b>	<b>1</b>	<b>1</b>	<b>1</b>	<b>2</b>	<b>5</b>
Ice Harvesting						★
Refining					<b>2</b>	<b>4</b>
Refinery Efficiency						
Veldspar Processing					<b>1</b>	<b>4</b>
Scordite Processing						<b>2</b>
Plagioclase Processing						<b>2</b>
Pyroxeres Processing						
Omber Processing						<b>3</b>
<b>Science</b>	<b>1</b>	<b>1</b>			<b>4</b>	<b>5</b>
Metallurgy					★	★
Astrogeology					★	★
Laboratory Operation					<b>3</b>	<b>1</b>
Scientific Networking						
Research					<b>3</b>	
<b>Corporation Management</b>			<b>5</b>			
Ethnic Relations			<b>2</b>			
<b>Leadership</b>			<b>5</b>	<b>4</b>		
Squadron Command			★			
Armored Warfare			<b>2</b>			
Information Warfare			<b>1</b>			
Siege Warfare			<b>3</b>			

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Skirmish Warfare	4			
Mining Foreman	4			
<b>Social</b>	3			
Diplomacy	4			
Negotiation	3			
<b>Trade</b>	3	5	2	1
Broker Relations	2			
Daytrading	2	5		
Retail	4			

Caldari						
	Military		Business		Industry	
	Soldier	Special Forces	Exec	Trader	Engineer	Miner
<b>Learning</b>	1	1	1	1	1	1
Spatial Awareness	4	2				
Clarity	★					
Iron Will	2	4				
Focus		★				
Analytical Mind			4	2	4	2
Logic			★		★	
Instant Recall					2	4
Eidetic Memory						★
Empathy			2	4		
Presence				★		
<b>Spaceship Command</b>	4	3	1	1	1	1
Racial Frigate	3	4	2	2	1	1
Destroyers	★	★				
Racial Industrial	★	★				
Racial Cruiser		★				
<b>Gunnery</b>	5	2	2	1	1	1
Surgical Strike	★					
Trajectory Analysis	★					
Small Racial Turret	5	3	2	2	1	1
Medium Racial Turret	★					
Sharpshooter	1	2	3			
Small Tech 2 (Snipe)						
Motion Prediction						
Small Tech 2 (Close)						
Controlled Bursts						
Rapid Firing						
<b>Missile Launcher Operation</b>	4	3	2	2	2	1
Warhead Upgrades	★					
Standard Missiles	3	1	2	1		1
Heavy Missiles	★					
Heavy Assault	★					
Defender Missiles		2				
Missile Bombardment	2	5				

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Rapid Launch	<b>3</b>					
Rockets	<b>4</b>		<b>1</b>	<b>1</b>	<b>3</b>	

**Drones**

Drone Durability						
Drone Interfacing						
Heavy Drone Operation						
Scout Drone Operation						
Drone Sharpshooting						
Drone Navigation						
Mining Drone Operation						

**Navigation**

Afterburner						
High Speed Maneuvering						
Evasive Maneuvering						
Warp Drive Operation						
Fuel Conservation						

**Electronics**

Electronic Warfare	<b>4</b>	<b>3</b>	<b>2</b>	<b>2</b>		<b>4</b>
Electronics Upgrades	<b>1</b>	<b>1</b>	<b>1</b>	<b>2</b>		<b>2</b>
Signature Analysis						

**Engineering**

Tactical Shield Manip.	<b>2</b>	<b>3</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>3</b>
Energy Emission Systems						
Energy Grid Upgrades						
Energy Management						
Energy Pulse Weapons						
Energy Systems Operation		<b>2</b>			<b>3</b>	
Shield Emission Systems		<b>4</b>			<b>2</b>	
Shield Management						
Shield Operation	<b>3</b>	<b>3</b>	<b>3</b>	<b>3</b>	<b>5</b>	<b>3</b>
EM Compensation					<b>2</b>	
Thermic Compensation					<b>3</b>	
Kinetic Compensation					<b>2</b>	
Explosive Compensation					<b>2</b>	
Shield Compensation	<b>2</b>	<b>2</b>	<b>1</b>	<b>3</b>	<b>3</b>	<b>3</b>
Shield Upgrades	<b>2</b>	<b>2</b>			<b>4</b>	

**Mechanic**

Hull Upgrades					<b>3</b>	<b>3</b>
Explosive Compensation						
Kinetic Compensation						
Thermic Compensation						
EM Compensation						
Remote Armor Repair Systems						
Repair Systems						

**Industry**

Mass Production					<b>2</b>	<b>2</b>
Mining	<b>1</b>	<b>1</b>	<b>1</b>	<b>1</b>	<b>2</b>	<b>5</b>
Ice Harvesting						<b>★</b>
Refining					<b>4</b>	<b>5</b>

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Refinery Efficiency					★
Veldspar Processing			1		4
Scordite Processing					2
Plagioclase Processing					
Pyroxeres Processing					2
Omber Processing					
<b>Science</b>	<b>2</b>	<b>2</b>	<b>2</b>	<b>3</b>	<b>3</b>
<i>Metallurgy</i>					
<i>Astrogeology</i>					
Laboratory Operation				5	3
Scientific Networking				★	
Research				3	
<b>Corporation Management</b>			5		
Ethnic Relations			1		
<b>Leadership</b>			5	3	1
Squadron Command			★		
Armored Warfare			1		
Information Warfare			3		
Siege Warfare			4		
Skirmish Warfare			2		
Mining Foreman					4
<b>Social</b>			1	4	
Diplomacy			2	5	
Negotiation				3	
<b>Trade</b>			3	5	3
Broker Relations				2	1
Daytrading			1	4	
Retail				4	