NOTE: Certs marked with an \* are those that employees get when passing their intern evaluation.

General Certs:

1. Flight:
   1. Flight Patrol - FP
      1. Trainee demonstrates the ability to have adequate awareness skills and the ability to perform offensive and defensive security operations.
      2. Items of note for the trainee to learn and pass cert:
         1. Knows how to scan and target
         2. Knows how to switch and set fire-groups
         3. Has a basic understanding of ship components and weapons (i.e. the difference of the effects ballistic weapons have vs laser ones)
         4. Knows how and when to use countermeasures
         5. Knows how to use missiles
         6. Is able to put weapons on target with effectiveness
         7. Is able to follow positioning commands and operate as a team player without devolving into lone-wolf behavior
   2. Large Ship Flight - LSF
      1. Trainee demonstrates the ability to safely fly and land a large ship to and from a space station and landing zone.
      2. Trainee needs the small ship cert in order to obtain this one.
      3. The only item to note is that the trainee is able to deal with the ungainly nature of larger ships as opposed to smaller ones; no real special training required other than a review of the proper skills gone over in the small ship cert training.
   3. Small Ship Flight - SSF\*
      1. Trainee demonstrates the ability to safely fly and land a small ship to and from a space station and landing zone.
      2. Items of note for the trainee to learn and pass cert:
         1. Can turn on and off the power and engines
         2. Has a basic understanding of ship MFDs and switching between them
         3. Can turn the ship lights on and off
         4. Knows how to contact the ATC with keybindings, the mobiGlass, and MFD
         5. Can properly lift off and land (while also using VTOL if applicable, as well as extending/retracting landing gear at the appropriate times)
         6. Knows how to scan
         7. Has general basic awareness
2. Security:
   1. Basic Firearms - BF\*
      1. Trainee demonstrates the ability to load/reload a firearm as well as being able to properly shoot at a target.
      2. Items of note are as follows:
         1. Knows where to obtain weapons
         2. Knows how to equip ammo
         3. Knows how to equip weapon
         4. Can properly load the weapon and shoot at target
         5. Is able to reload and consolidate mags
   2. Ground Patrol - GP
      1. Trainee demonstrates the ability to have adequate awareness skills and the ability to perform offensive and defensive security operations.
      2. Items of note are as follows:
         1. Able to follow chain of command
         2. Understands and adheres to key squad roles:
            1. Leader/officer
            2. Pointman
            3. Assault
            4. Machine-gunner / support
            5. Grenadier / heavy weapons specialist
            6. Marksman
            7. Medic
         3. Is able to perform basic tactical maneuvers
            1. Cover / suppression
            2. Moving as a unit in formation
            3. Basic CQB (i.e. clearing corners and covering doorways)
         4. Keeps in mind to not flag friendlies and holding weapon lowered when not in active combat.
   3. Turret Operator - TO\*
      1. Trainee demonstrates the ability to operate a turret with adequate performance.
      2. Items of note are as follows:
         1. Knows to turn on turret
         2. Knows how to switch modes (e.g. gyro mode)
         3. Is able to target and switch targets quickly
         4. Is able to listen to pilot’s commands during chaotic moments
3. Medical:
   1. Basic First-Aid - BFA\*
      1. Trainee demonstrates the ability to use the medpen to heal and revive.
      2. Items of note:
         1. Should know what the medpen looks like (red injector) and how to equip it.
         2. Learns how to inject oneself to heal, as well as to inject others to heal and/or revive them.
   2. First Responder - FR
      1. Trainee demonstrates the ability to use all of the medical injectors for their appropriate usage as well as using the med-gun.
      2. Items of note:
         1. Has understanding of what all injectors/medications look like and what they do:
            1. MedPen / Hemozal: Restores health and stops bleeding, recovers from incapacitated state
            2. DetoxPen / Resurgera: Revives overdosed person (if not incapacitated), doubles decay rate of Blood Drug Level
            3. AdrenaPen / Demexatrine: Reduces concussion symptoms, normalizes weapon handling and movement speed
            4. CorticoPen / Sterogen: Reduces vision and hearing symptoms, normalizes stamina
            5. DeconPen / Canoiodide: Reduces injuries from radiation
            6. OpioPen / Roxaphen: Reduces pain symptoms, normalizes movement ability
         2. Is able to use the proper medication for the needed injury
         3. Knows how to use the med-gun in lieu of carrying individual injectors
4. Tool Usage:
   1. Multi-tool - MT\*
      1. Trainee demonstrates the ability to use the multi-tool in its various capacities
      2. Items of note:
         1. Is aware of the various attachments for the multi-tool and what they’re used for:
            1. Cutter
            2. Mining beam
            3. Tractor beam
            4. Salvage / repair beam
            5. Medical beam
         2. Is aware of the dedicated salvage/repair and tractor beam tools
         3. Demonstrates the ability to switch out attachment heads

AydoExpress Certs:

1. Cargo Handler - CH
   1. Trainee demonstrates the ability to move around cargo in an orderly and safe fashion.
   2. Items of note:
      1. Knows the limits of the tractor beam devices and appropriate use cases for them are (including the ATLS suit)
      2. Learns appropriate handling of cargo when working alone or with others; safety is prioritized, as well as efficiency
      3. Organization skills are a must, it’s not just about throwing boxes wherever
2. Transporter - TR
   1. Trainee demonstrates the ability to move around passengers in a ship or ground vehicle in an orderly and safe fashion.
   2. Items of note:
      1. Is able to direct passengers to the appropriate seating in a firm manner to encourage timely departures
      2. Is able to fly the ship in a careful and steady manner to avoid standing passengers from falling down [too much] as well as avoiding heavy Gs
      3. Has impeccable landing and takeoff skills for the smoothest flights possible, as well as quickly being able to determine flat [enough] landing spots to help ensure that
3. High-risk Transporter - HRT
   1. Trainee demonstrates the ability to transport passengers and/or vehicles in dangerous environments.
   2. Items of note:
      1. Must be able to multi-task and receive instruction on the fly depending on changing conditions in the hazard area
      2. Landings and takeoffs are able to be conducted in a speedy, but still safe, manner
4. Trading & Sourcing Specialist - TSS
   1. Trainee demonstrates the ability to look up trading and item location data and have familiarization with the most common websites/tools that display such information.
   2. Items of note:
      1. Has a basic understanding of what commodities are and where to purchase/sell them
      2. Has a basic understanding of profit margins and that more expensive goods don’t necessarily mean greater profits
      3. Learns about the more common tools/websites to figure out pricing of commodities and where best to source and sell them
      4. Is made aware of the niche player to player item market and its growing and future importance
5. Surveyor - S
   1. Trainee demonstrates the ability to seek out ideal land and resources
   2. Items of note:
      1. Has the capacity to be good with remembering locations and knowing the “lay of the land” (essentially, knows specific regions of space…preferably an entire star system…quite well)
      2. Learns about the more common tools/websites to use for helping in finding locations
      3. Has the ability to concisely log location info to be able to share with others
      4. Is aware that the future of surveying will involve base-building and thus surveying activities will need to be done with that in mind

Empyrion Industries Certs:

1. Mining:
   1. Ship Mining - SM
      1. Trainee demonstrates the ability to successfully use a ship mining laser to crack a rock and then to extract the materials.
      2. Items of note:
         1. Knows how to active mining mode and switch between fracturing and extraction
         2. Understands how to raise power level of laser to successfully fracture rock
         3. Is aware of the more common sites to get information on ores and refineries to maximize profits
   2. Ground Mining - GM
      1. Trainee demonstrates the ability to successfully use a vehicle/exosuit/handheld mining laser to crack a rock and then to extract the materials.
      2. Items of note:
         1. Same as above for ship mining
2. Salvaging:
   1. Ship & Handheld Salvaging - SHS
      1. Trainee demonstrates the ability to successfully use a salvage beam to strip the hull of a ship/vehicle and then to ‘munch’ the ship after.
      2. Items of note:
         1. Knows how to active salvaging mode and to switch between the tractor beam and salvaging beam
         2. Is aware of general guidelines for hull-stripping (being slow and steady)
         3. Understands how to ‘hull munch’ after the ship/vehicle has been stripped
3. Repair:
   1. Hand Repair - HR
      1. Trainee demonstrates the ability to load the repair device with material in order to make patch repairs on a ship/vehicle.
      2. Items of note:
         1. Uses understanding of how multitools work in order to load it with a can of reclaimed material and then spray it on the part of their ship/vehicle they want to repair
4. Refueling - R
   1. Trainee demonstrates the ability to successfully refuel a ship as well as being able to give clear and concise instructions to those refueling to help aid that process.
   2. Items of note:
      1. Has awareness of the different nozzle and tank types
      2. Knows how to start the initiation/docking process for refueling recipient
      3. Is able to manage the MFD to properly refuel the ship without dumping fuel outside
      4. Is able to personally dock and refuel oneself to be able to direct to others what they need to do to refuel
5. Towing
   1. Single - TS
      1. Trainee demonstrates the ability to safely tow a ship with the SRV
      2. Items of note:
         1. Has the awareness skills to tow a ship without hitting things with it
         2. Is able to tow a ship into QT
         3. Can deposit a ship without damaging it
   2. Multi - TM
      1. Trainee demonstrates the ability to safely tow a ship with an SRV alongside other towers
      2. Items of note:
         1. Same as above, with the only difference being the ability for good communication with the other towers and keeping their pathing in relatively straight, smooth lines to avoid dropping their load and/or hitting things with it