



Commodore Bonus Career Skills: **Astrogation, Computers, Knowledge (Education), Knowledge (Outer Rim)**

### SOLID REPAIRS

The character repairs +1 hull trauma per rank of Solid Repairs whenever he repairs a starship or vehicle.

**COST 5**

### COMMAND

Add ■ per rank of Command when making Leadership checks. Affected targets add ■ to Discipline checks for next 24 hours.

**COST 5**

### RAPID REACTION

Suffer a number of strain to add an equal number of ✨ to initiative checks. Strain suffered cannot exceed ranks in Rapid Reaction.

**COST 5**

### GALAXY MAPPER

Remove ■ per rank of Galaxy Mapper from Astrogation checks. Astrogation checks take half normal time.

**COST 5**

### KNOW SCHEMATIC

Once per session, may perform the Know Schematic maneuver; make a Hard (◆◆◆) Knowledge (Education) check. Success grants familiarity with a building or ship's design.

**COST 10**

### COMMANDING PRESENCE

Remove ■ per rank of Commanding Presence from Leadership and Cool checks.

**COST 10**

### GRIT

Gain +1 strain threshold.

**COST 10**

### FAMILIAR SUNS

Once per session, may perform a Familiar Suns maneuver; make a Hard (◆◆◆) Knowledge (Outer Rim) or (Core Worlds) check to reveal the current type of planetary environment and other useful information.

**COST 10**

### SOLID REPAIRS

The character repairs +1 hull trauma per rank of Solid Repairs whenever he repairs a starship or vehicle.

**COST 15**

### COMMAND

Add ■ per rank of Command when making Leadership checks. Affected targets add ■ to Discipline checks for next 24 hours.

**COST 15**

### RAPID REACTION

Suffer a number of strain to add an equal number of ✨ to initiative checks. Strain suffered cannot exceed ranks in Rapid Reaction.

**COST 15**

### GALAXY MAPPER

Remove ■ per rank of Galaxy Mapper from Astrogation checks. Astrogation checks take half normal time.

**COST 15**

### HOLD TOGETHER

Spend 1 Destiny Point to perform a Hold Together incidental immediately after vehicle or starship takes damage to turn it into system strain.

**COST 20**

### COMMANDING PRESENCE

Remove ■ per rank of Commanding Presence from Leadership and Cool checks.

**COST 20**

### GRIT

Gain +1 strain threshold.

**COST 20**

### MASTER STARHOPPER

Once per round, suffer 2 strain to decrease the difficulty of next Astrogation check by 1 to a minimum of Easy (◆).

**COST 20**

### SOLID REPAIRS

The character repairs +1 hull trauma per rank of Solid Repairs whenever he repairs a starship or vehicle.

**COST 25**

### FIRE CONTROL

Take the Fire Control action: all combat checks made from current starship or vehicle count their target's silhouette as one higher than normal until beginning of next turn. Does not stack.

**COST 25**

### DEDICATION

Gain +1 to a single characteristic. This cannot bring a characteristic above 6.

**COST 25**

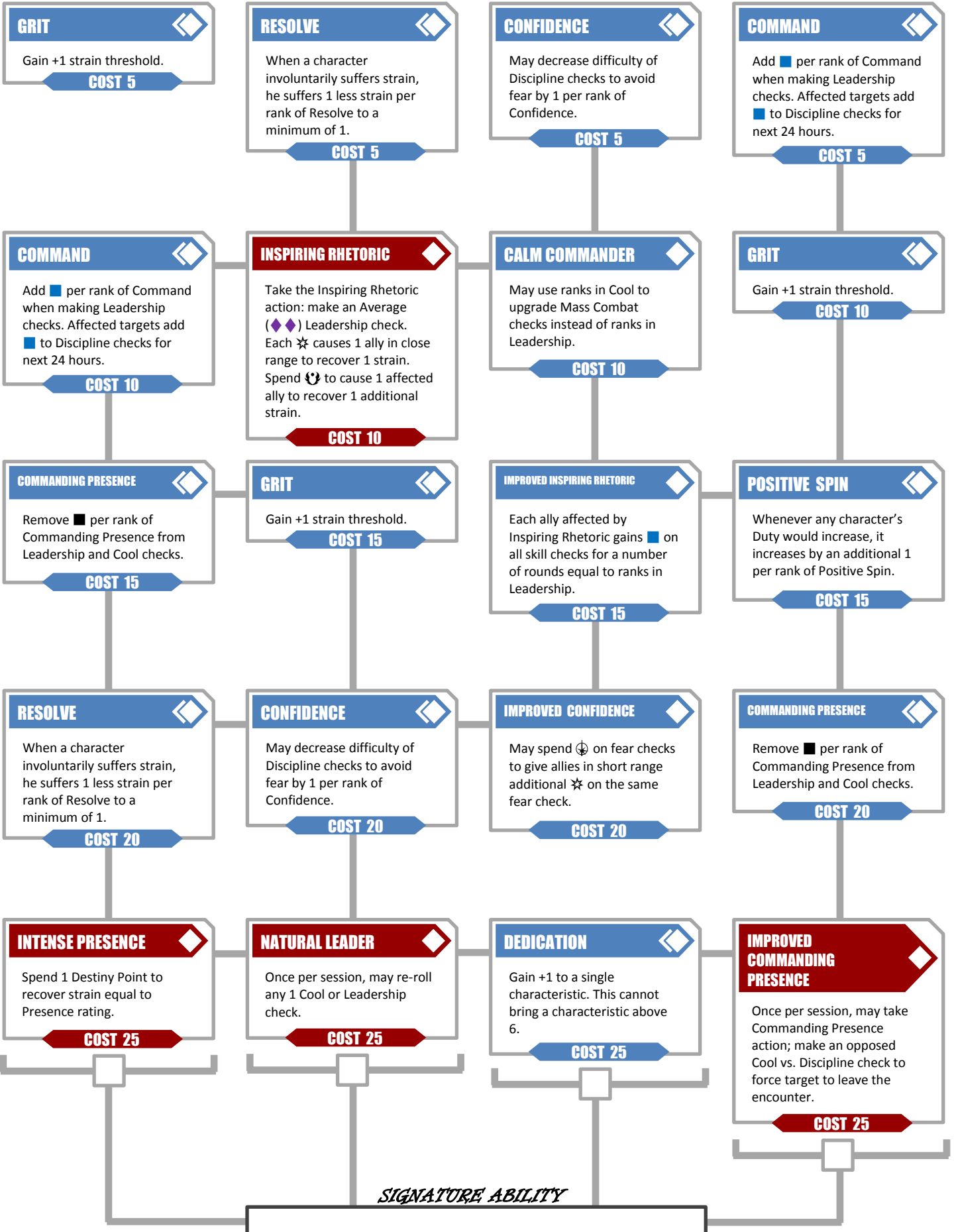
### GALAXY MAPPER

Remove ■ per rank of Galaxy Mapper from Astrogation checks. Astrogation checks take half normal time.

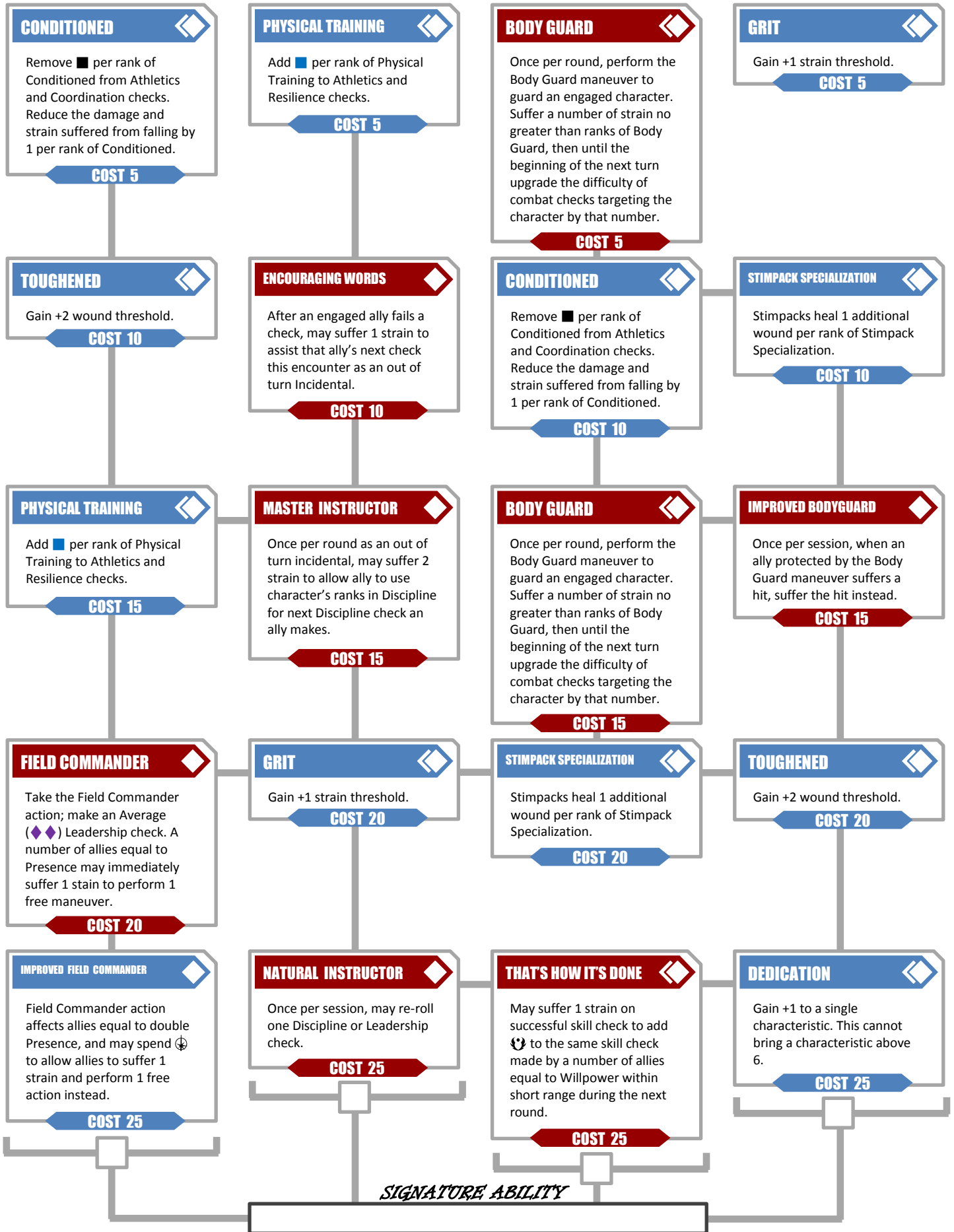
**COST 25**

*SIGNATURE ABILITY*

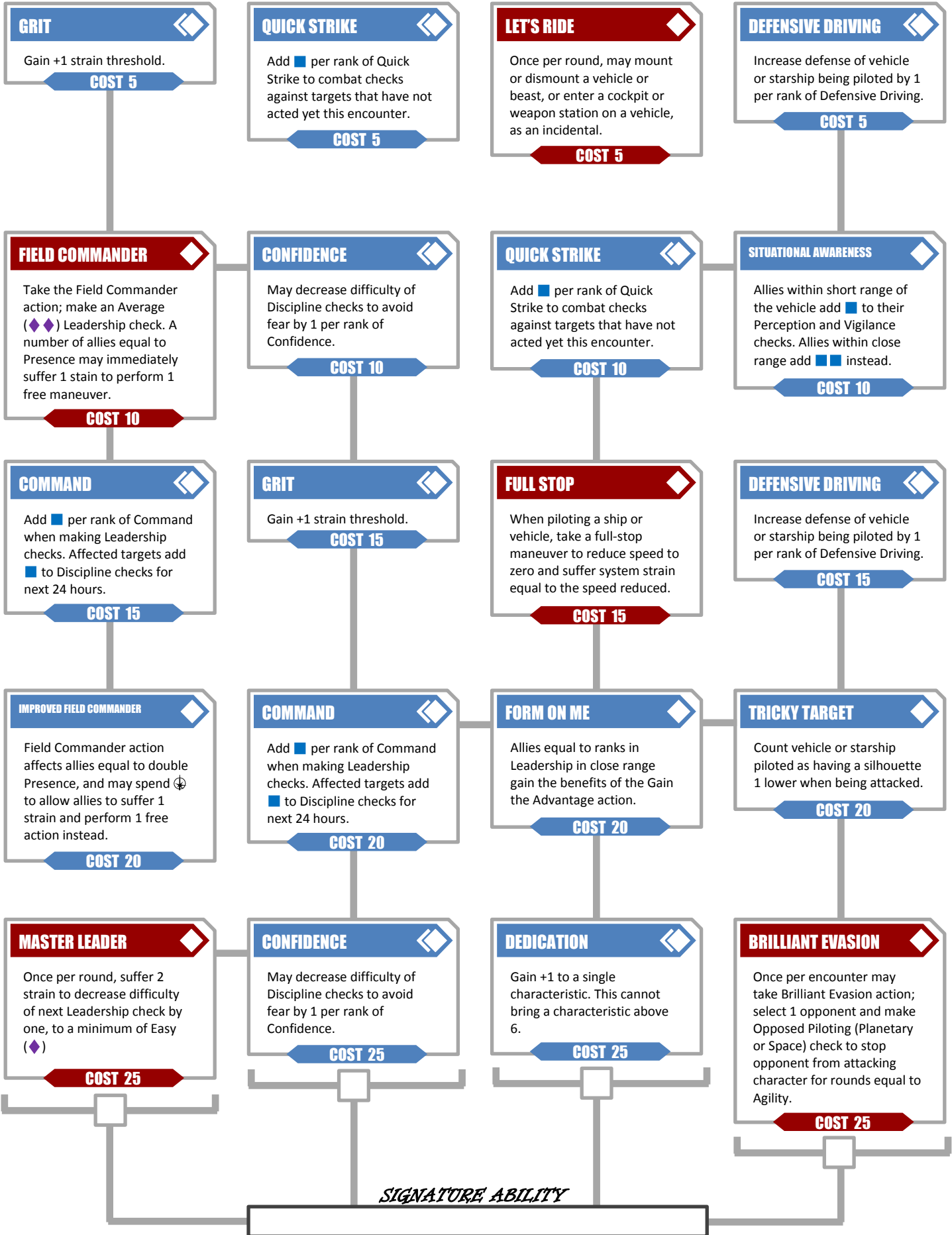
Bonus Career Skills: Cool, Leadership, Negotiation, Knowledge (Core Worlds)



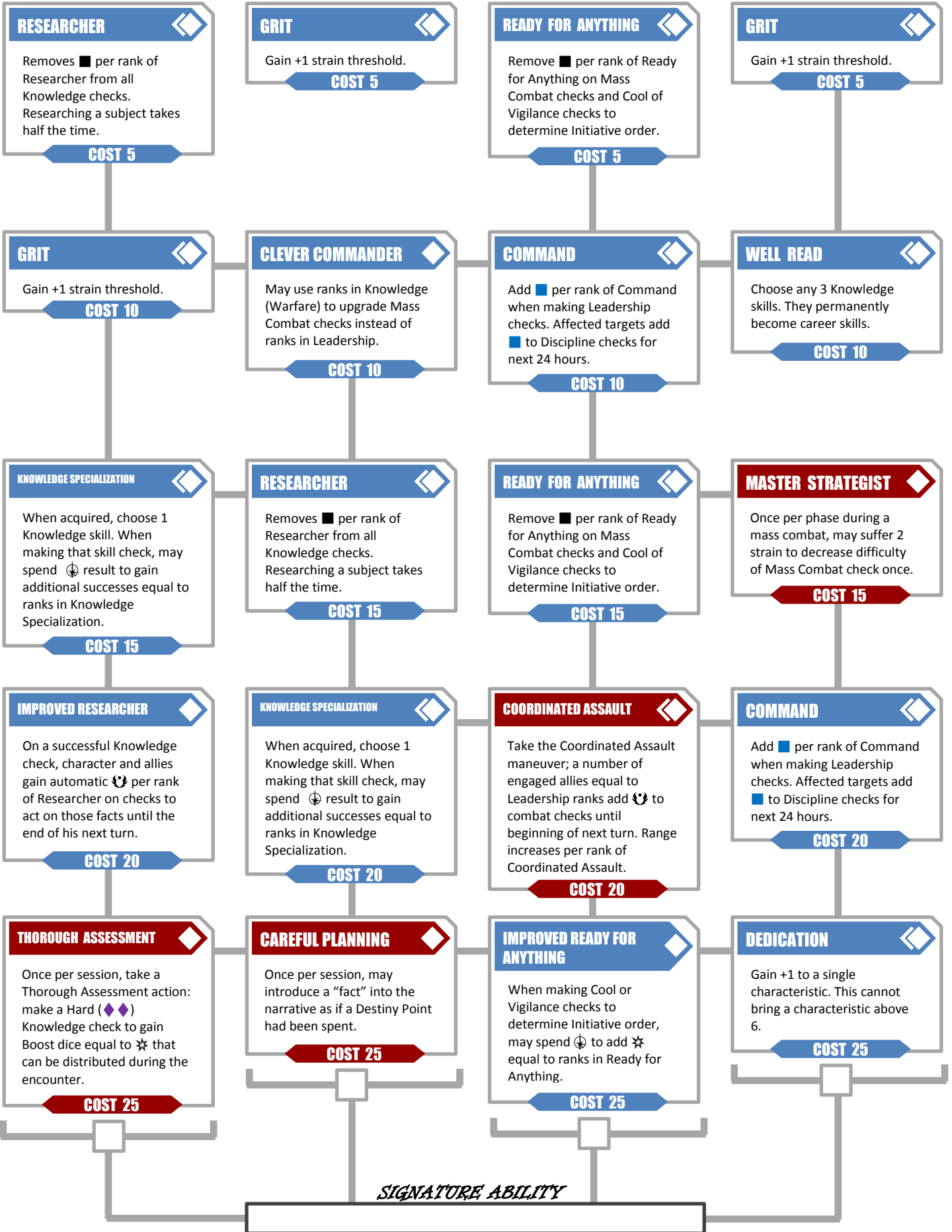
Bonus Career Skills: Discipline, Medicine, Ranged (Heavy), Knowledge (Education)



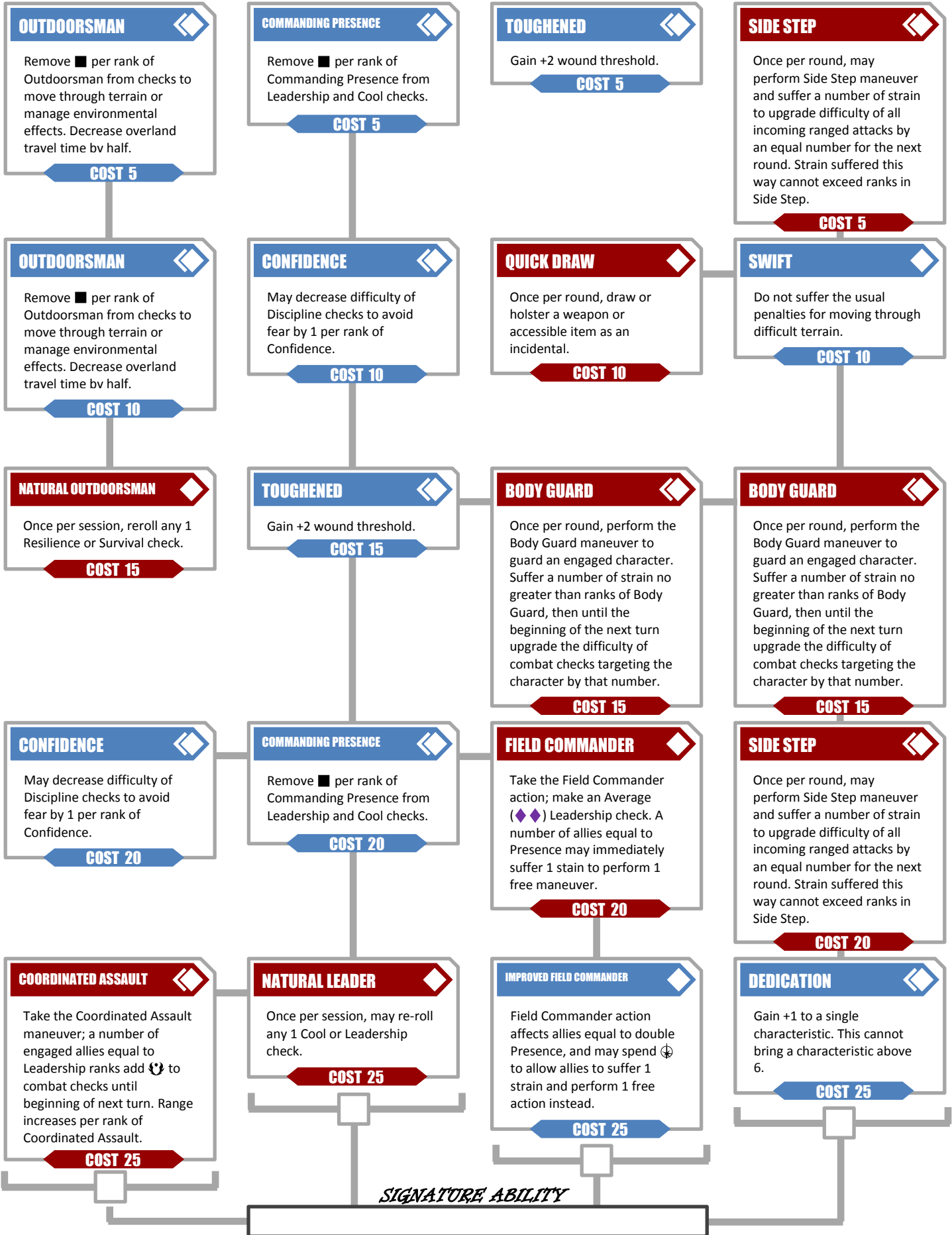
Squadron Leader Bonus Career Skills: **Gunnery, Mechanics, Piloting (Planetary), Piloting (Space)**



Bonus Career Skills: Computers, Cool, Vigilance, Knowledge (Warfare)



Tactician Bonus Career Skills: **Brawl, Discipline, Leadership, Ranged (Heavy)**



*SIGNATURE ABILITY*

ATTACHED TO

## ROUSING ORATORY BASE ABILITY

Once per game session, the character may perform a Rousing Oratory action; spend 22 Destiny Points, and make a Hard (◆◆◆) Leadership check to inspire a group to take action in a military situation about which members were previously hesitant.

**COST 30**

### CHANGE SKILL

May make a Discipline check instead of a Leadership check to activate Rousing Oratory.

**COST 10**

### REDUCE SETBACK

Remove ■ from skill check to activate Rousing Oratory.

**COST 10**

### RECOVER STRAIN

Friendly characters and NPCs targeted by Rousing Oratory recover a number of strain equal to the character's ranks in Leadership.

**COST 10**

### CHANGE SKILL

May make a Cool check instead of a Leadership check to activate Rousing Oratory.

**COST 10**

### BOOST ALLIES

After triggering Rousing Oratory, add ■ per Boost Allies upgrade to all Discipline and Cool checks that other friendly characters and NPCs make until the end of the encounter.

**COST 15**

### REDUCE DIFFICULTY

Reduce the difficulty of the skill check to activate Rousing Oratory to Average (◆◆).

**COST 15**

### TURNING POINT

During a mass combat, may activate Rousing Oratory to create a turning point or boost allies already taking part in one.

**COST 15**

### DESTINY

Rousing Oratory costs 1 Destiny Point instead of 2.

**COST 15**

COMMANDER

# UNMATCHED AUTHORITY

*SIGNATURE ABILITY*

ATTACHED TO

## UNMATCHED AUTHORITY BASE ABILITY

Once per game session, as an action during an encounter in structured time, the character may spend 2 Destiny Points to gain the following ability for the remainder of the current round and two additional rounds. As an out of turn incidental, the character may suffer 2 strain to downgrade the difficulty of an ally's skill check once.

**COST 30**

### DURATION

Unmatched Authority lasts one additional round.

**COST 10**

### FIRM RESOLVE

Increase strain threshold by 2 while Unmatched Authority is active.

**COST 10**

### DURATION

Unmatched Authority lasts one additional round.

**COST 10**

### MASS COMBAT

The character can spend strain to modify Mass Combat checks with Unmatched Authority as though it was an ally's skill check.

**COST 10**

### DESTINY

Unmatched Authority costs 1 Destiny Point instead of 2.

**COST 15**

### ENDURANCE

Reduce the strain cost to modify an ally's skill check with Unmatched Authority by 1.

**COST 15**

### INCREASE EFFECT

May remove ■ from an ally's skill check instead of downgrading the difficulty

**COST 15**

### INCREASE EFFECT

May reduce the difficulty of an ally's skill check instead of downgrading the difficulty.

**COST 15**