

Description:

A good ship will save your life. A good pilot will save your ship. Whether transporting goods or passengers from A to B, docking onto abandoned space stations, or escaping pirates or Inter-Planetary Law, an ace pilot is always sure to come in handy.

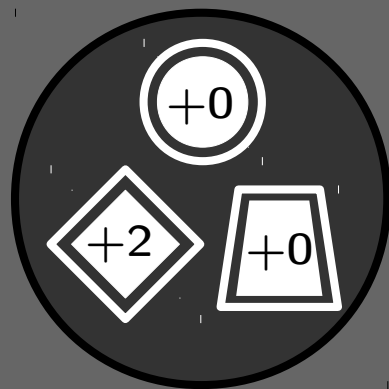
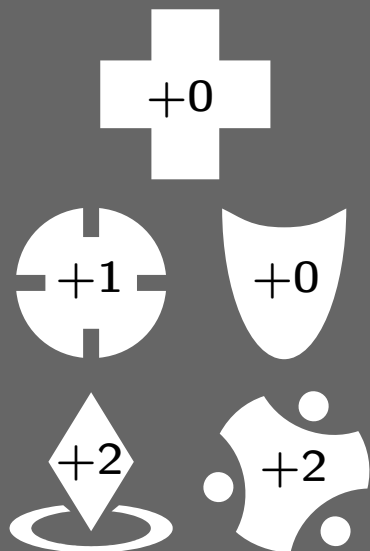
Strategy:

You pilot the ship. During ship-to-ship combat, or any other space related misadventure you an invaluable resource.

Outside of combat, you act as the teams guide and navigator while out in the black, recognizing space weather, weaving together smuggling routes, and steering clear of (or through) pirate territories.

Starting Bonuses:

- ☐ +4 piloting.
- ☐ +2 dexterity, zero-g, perception and knowledge of places
- ☐ Gain +1 ATK and DEF when piloting a ship, mechsuit, or other vehicle.
- ☐ **Equipment:** A starcompass.
- ☐ **Equipment:** A small vehicle of your choice, fit for 1-2 people (hovercraft, motorbike, glider, 'hopper' grade ship, discuss with GM).



Character details:

Your piloting style is (circle up to two):

Showy	Graceful	Powerful	Precise
Fluid	Slippery	Technical	Meditative
Twitchy	Intuitive	Efficient	_____

Answer one (or more) of the following backstory details.

Where/how did you learn to fly a ship? Academy training? Apprenticeship? Arcade simulations? _____

Name one ship that you have never flown, but would really LIKE to fly.

Why do you want to fly it? _____

How does flying ships make you feel? _____

Have you ever crashed/ruined a ship? In what context? Were you being reckless, or was it just a really dangerous situation? How did you survive? Were there any fatalities? _____

Bomb Run

Whenever you successfully line up a shot for your gunner, add double your attack bonus to their roll and grant +2 on their crit range. Gain an additional +1 ATK when using mechs.

Weightless One

Gain +10 ranks in the Zero-G skill. Gain an additional +1 to attack and defense whenever in Zero-G. In particular, this applies to when piloting a space ship.

Experienced Pilot

Requires: 1 Pilot feat

Each level, check off one of the skills listed below. You gain +3 on skill checks for:

- ☐ Emergency landings
- ☐ Navigating asteroid fields
- ☐ Formation flying
- ☐ Docking procedures
- ☐ Flying carefully through narrow spaces
- ☐ Piloting unusual vehicles (experimental ships, submarines, or anything carries a penalty due to being non-standard)
- ☐ Deducing where someone is headed based on their trajectory.
- ☐ Maintaining pursuit of an enemy ship.
- ☐ Shake off a pursuing ship.
- ☐ Anything else your GM agrees to.
- ☐ _____
- ☐ _____
- ☐ _____

Burn Reader

You are adept at reading your opponent in space combat. At the start of each turn in ship combat roll a DC 18 Perception check. If successful your GM will tell you your opponents maneuver for this turn, and you may pick your response accordingly.

Out in the Black

Gain a +5 bonus on skill checks made to understand or interpret hazards out in deep space. This extends to recognizing the make of attacking pirate ships, dealing with solar flares or figuring out what's gone wrong with the gravity drive. Most often applicable to knowledge and survival checks.

Every Port

You've travelled from the outer reaches to the inner rings, and visited nearly every station in the system. You *never* suffer social or knowledge penalties due to being unfamiliar with a place. If you are a liaison, your +2 'homeworld' bonus applies to ALL space stations in the system. Gain a +5 bonus on all knowledge checks made to know the rules, customs, and power structures of any space station, ferry ship, or tiny moon colony. (This especially applies to knowledge of places, and knowledge of people).

Safe Harbour

Requires: Every Port, Out in the Black

In any situation, where you might need emergency repairs, medical facilities, a place to lie low, or similar, you may roll a "knowledge places" check. If you roll 15 or higher, then it is assumed that you know of a suitable location within a couple hours flight. If you roll 20 or higher, you know the perfect spot, and it is assumed to be "near by" (distance dependent on the emergency). In either case, you are encouraged to describe the particular 'Harbour' you are heading to.

If you roll between 10 and 15, you know a place that *might* work, but after describing your safe harbour, your GM will add on a 'complication' of some kind. For example "the scientific outpost you know has since been overrun by a particularly virulent experiment. The medical wing is still there, but..."

Controlled Collision

Whenever your ship would take damage from a collision (during ramming, crash landings, incoming missiles, etc), you are permitted one final piloting check to determine WHICH part of your ship takes damage. For every ten points you roll (round up) your GM will name one section of the ship (cargo, rockets, power core, etc). You must choose where to direct the bulk of the damage, protecting the rest.

Embodiment

The ship feels like an extension of your own body. Gain a +3 on physical skill checks made via a vehicle (when your ship must roll a stealth check, when rolling dexterity via a mech suit). Treat piloting as both a physical and practical skill for the sake of all other feats and abilities.

Signature Stunts

Requires: Embodiment + 4 Pilot feats:

You may now use feats from your non-tech classes **via** your ship. For example Champion's "chosen foe", or a Shadow's "ghost" now apply to your ship.

Anything that would require you to take time in person to person combat will require you to spend a turn worth of piloting and movement in ship to ship combat. Offensive feats that would normally apply when you attack now apply to your gunner whenever you 'line up a shot'. Not all feats make sense when used via a ship; your GM is the final arbiter on which feats can be used, and how exactly they 'translate' across when used via a ship.

Omicron

Requires: 7 Pilot feats

You may now activate the omicron resonance device. This rulebook will never explain the effects of this device, you can only experience them for yourself.