# SKYFIRE CENTURION

**ARCHETIPO DI**  **Livello**

## COMBAT BOND

**BONDED ALLY**

**Livello 4** Spend an hour training with an ally to form a combat bond.
You may only have a combat bond with one ally at a time.

**Livello 10** Spend 1rp to form a bond with a new ally as a standard action.

## COMBAT BOND

**Livello 4** | **+4** | Increased bonus from bonded ally's covering or harrying fire.
Increased captain's bonus to encourage action.

## LEND EXPERTISE

As a move action, grant your bonded ally use of a feat.

**Livello 6** TALENTO

## CONCENTRATED FIRE

Make a readied action together to attack the same target with the same condition.

If you both hit, total results before applying damage reduction and energy resistances.

**Livello 9** In starship combat, attack the same target together. Take the higher roll (not including modifiers) to both attacks.

If you both hit, total results before applying the target's damage threshold.

## PERSEVERENCE

Apply first aid to your bonded ally as a move action.

As a full action, spend 1rp to heal 1hp on your bonded ally.

**Livello 12** You can only do this when your ally's resolve is below ¼ their maximum, and you are then staggered for the next round.

Only usable once per day, unless you form a bond with a new ally.