

SKYFIRE CENTURION

ARCHETYPE OF

Livello



COMBAT BOND

BONDED ALLY

Spend an hour training with an ally to form a combat bond.

4 You may only have a combat bond with one ally at a time.

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

Livello
6

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

TALENTO

CONCENTRATED FIRE

Livello
9

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.

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

Livello
12

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

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

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.

