UNIVERSAL SHIP CAPTAIN

ACTIVE PASSIVE RANKED <

Spec Bonus Career Skills: Charm, Leadership, Negotiation, Piloting (Space)

WHEEL AND DEAL

When selling goods legally, gain 10% more credits per rank of Wheel and Deal.

COST 5

PRIDE AND JOY

Choose 1 silhouette 4+ starship/vehicle character owns; it becomes their "Pride and Joy". Upgrade the ability of all skill checks they make within short range of this vessel once.

GRIT

Gain +1 strain threshold.

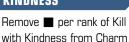
COST 5

KILL WITH KINDNESS



Remove per rank of Kill with Kindness from Charm and Leadership checks.

KILL WITH **KINDNESS**



and Leadership checks.

COST 10

IMPROVED PRIDE AND JOY

While in their Pride and Jov. recover 1 additional strain when recovering strain and spend 😲 on checks to recover strain to let allies in vessel recover 1 strain.

COST 10

FIELD COMMANDER

action; make an Average () Leadership check. A number of allies equal to Presence may immediately suffer 1 strain to perform

Take the Field Commander

1 free maneuver.

SKILLED JOCKEY



Remove per rank of Skilled Jockey from all Piloting (Planetary) and Piloting (Space) checks the character attempts.

WHEEL AND DEAL



When selling goods legally, gain 10% more credits per rank of Wheel and Deal.

COST 15

ENCOURAGING WORDS



After an ally within short range fails a check, the character may suffer 1 strain to assist that ally's next check this encounter as an out-of-turn incidental.

COST 15

SEEN A LOT OF THINGS



Whenever the character fails a Knowledge check, he may spend 😲 😲 to roll the check again during his next turn.

COST 15

FULL THROTTLE



Take a Full Throttle action; make a Hard (Piloting check to increase a vehicle's top speed by 1 for a number of rounds equal to Cunning.

TRUST THE CAPTAIN

Take Trust the Captain action; make Hard Leadership check. If successful, for rest of the encounter allies within short range increase ranks in Discipline by ranks in Trust the Captain.

INSPIRING RHETORIC

Take the Inspiring Rhetoric recover 1 additional strain.

COST 20

TRUST THE CAPTAIN Take Trust the Captain act-

ion; make Hard Leadership

rest of the encounter allies

within short range increase

ranks in Discipline by ranks

in Trust the Captain.

check. If successful, for



PRIDE AND JOY

SUPREME

While in their Pride and Joy, once per session as an incidental, character may reduce silhouette by 2 (to a minimum of 0) for rest of the round and next round.

COST 10

MOST IMPRESSIVE



Spend from a skill check to allow a number of allies not exceeding the character's rating in Presence within short range to add automatic (*) to their next check.

COST 25

action; make an Average Leadership check. Each s causes 1 ally in close range to recover 1 strain. Spend a to cause 1 affected ally to

GRIT



Gain +1 strain threshold.

COST 25

COST 20

DEDICATION



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

INSPIRING **LEADERSHIP**

Make an Average Leadership check. If successful, number of allies not exceeding rating in Presence within short range add automatic 🛪 to their next skill check.