



Starfighter Ace Bonus Career Skills: Astrogation, Gunner, Mechanics, Piloting (Space)

**GRIT**

Gain +1 strain threshold.

**COST 5****SKILLED JOCKEY**

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

**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****SOLID REPAIRS**

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

**COST 5****INTUITIVE EVASION**

Perform the Intuitive Evasion maneuver; suffer 1 strain and commit ○ up to rank of Intuitive Evasion. Upgrade difficulty of combat checks targeting starship or vehicle by equal amount. Suffer 1 strain every round ○ remains committed.

**COST 10****CONFIDENCE**

May decrease difficulty of Discipline checks to avoid fear by 1 per rank of Confidence.

**COST 10****SOLID REPAIRS**

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

**COST 10****GALAXY MAPPER**

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

**COST 10****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.

**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****EXHAUST PORT**

Before attacking a starship or vehicle, the character may spend 1 Destiny Point to ignore the effects of the Massive rule for the attack.

**COST 15****GRIT**

Gain +1 strain threshold.

**COST 15****INTUITIVE STRIKE**

When making a combat check with a planetary scale weapon, add ○ no greater than Force rating to the check. Spend ●● to add ✨ or ○.

**COST 20****TOUCH OF FATE**

Once per session, add ■■ to any 1 check.

**COST 20****GRIT**

Gain +1 strain threshold.

**COST 20****SKILLED JOCKEY**

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

**COST 20****FORCE RATING**

Gain +1 Force Rating.

**COST 25****TRICKY TARGET**

Count vehicle or starship piloted as having a silhouette 1 lower when being attacked.

**COST 25****DEDICATION**

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

**COST 25****INTUITIVE EVASION**

Perform the Intuitive Evasion maneuver; suffer 1 strain and commit ○ up to rank of Intuitive Evasion. Upgrade difficulty of combat checks targeting starship or vehicle by equal amount. Suffer 1 strain every round ○ remains committed.

**COST 25***SIGNATURE ABILITY*