

Bonus Career Skills: Cool, Coordination, Piloting (Planetary), 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**CONDITIONED**

Remove ■ per rank of Conditioned from Athletics and Coordination checks. Reduce the damage and strain suffered from falling by 1 per rank of Conditioned.

COST 5**SHORTCUT**

During a chase, add ■ per rank in Shortcut to any checks made to catch or escape an opponent.

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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 10**SHORTCUT**

During a chase, add ■ per rank in Shortcut to any checks made to catch or escape an opponent.

COST 10**CONDITIONED**

Remove ■ per rank of Conditioned from Athletics and Coordination checks. Reduce the damage and strain suffered from falling by 1 per rank of Conditioned.

COST 10**SKILLED JOCKEY**

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

COST 15**IMPROVED FULL THROTTLE**

Suffer 1 strain to attempt Full throttle as a maneuver and decrease its difficulty to Average (◆◆).

COST 15**FREERUNNING**

Suffer 1 strain when making a Move maneuver to move to any location within short range.

COST 15**IMPROVED FREERUNNING**

Suffer 4 strain when making a move maneuver to move to any location within medium range.

COST 15**GRIT**

Gain +1 strain threshold.

COST 20**SUPREME FULL THROTTLE**

When performing Full Throttle, top speed increases by 2 instead of 1.

COST 20**FORCE RATING**

Gain +1 Force Rating.

COST 20**BETTER LUCK NEXT TIME**

Take a Better Luck Next Time action; make a Hard (◆◆◆) Cool check to force a competitor to suffer a major misfortune.

COST 20**SUPERHUMAN REFLEXES**

Once per Session, after generating ☹ on a Piloting check, cancel the ☹ and add ☆ equal to ranks in Cool.

COST 25**DEDICATION**

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

COST 25**IMPROVED SHORTCUT**

When engaging in a chase or race, may suffer 2 strain to add ☆ equal to ranks in Shortcut to the check.

COST 25**INTUITIVE EVASION**

Perform the Intuitive Evasion maneuver; suffer 1 strain and commit ☹ up to ranks 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*