


THE ACE

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An Ace and a companion in a futuristic setting. The Ace is a woman with dark hair, wearing a dark green and black uniform, holding a large, futuristic blaster. The companion is a small, grey, alien-like creature wearing an orange jumpsuit and a white helmet. They are standing in a room with a metallic wall and some cables.

An Ace's eight career skills are **Astrogation**, **Cool**, **Gunnery**, **Mechanics**, **Perception**, **Piloting (Planetary)**, **Piloting (Space)**, and **Ranged (Light)**. The Ace automatically gains a rank in four of these skills without spending experience, and receives a discount on increasing them with future experience points.

AN ACE'S ROLE

Piloting vehicles, from repulsorlift speeders to massive starships and everything in between, is a fairly common skill for anyone who lives outside of a completely isolated, low-tech society. However, when it's time to get somewhere fast or plunge into the thick of vehicular combat, Aces are the ones people want at the controls.

Just getting from one place to another is not enough for the Ace; this flier wants to get there faster, and to do so with style. He'd rather dive headlong into an asteroid field with half a dozen ships on his tail than safely move cargo down a well-traveled hyperspace lane. Aces are not the kind of people most transport companies want to hire to move their goods. They are, however, in very high demand when it comes to ship-to-ship combat of any kind, or when war machines need to be maneuvered into place during a planet-side battle.

The Ace isn't just a master of piloting and driving, but often has a gift for using vehicular weapons to deadly effect. He understands that shooting is about more than merely looking through a scope and pulling a trigger—leading the target, compensating for the complexities of moving bodies in space, and aiming for vulnerable systems make the Ace a force to be reckoned with in any dogfight or speeder chase.

ACE SPECIALIZATIONS

The three Ace specializations delineate where Aces find their niche within the military structure of the Alliance.

DRIVER—STEADY AT THE WHEEL

On or above the ground, the Driver becomes a part of the machine he drives, and he attempts maneuvers no design engineer ever intended his vehicle to do. Most Drivers are handy with a hydrosponder, and able to maintain their vehicles—which is a good thing, considering how much abuse their toys take.

Drivers have the additional starting career skills of **Cool**, **Gunnery**, **Mechanics**, and **Piloting (Planetary)**; when this is a PC's first specialization, the player may choose two of these skills in which to gain a free rank. Mastery of his machines is a primary focus for a Driver. In addition, so many things can go wrong on a planet, especially when piloting a vehicle at insane speeds, that being prepared for the worst is a major part of training for most Drivers.

Most Drivers are well aware they never get the glory or thanks a starfighter pilot does, but it rarely matters. The bite of atmosphere on the wings or the feel of every bump and groove on the road speaks to them in ways the vacuum of space never could. The sheer variety of vehicles a Driver can control on a planet is a huge draw, each representing yet another opportunity to push a machine to its limits and beyond.

Within the Alliance, Drivers are highly valued, both for their capacity to get the most out of the limited planetary combat vehicles available as well as for their knack for keeping such machines in one piece (or at least limited number of pieces). In most cases, commanders in the Rebellion know to give a Driver a destination and a goal, and then to get out of the way and let him figure out the best way to get there and get it done.

GUNNER—ALWAYS ON TARGET

For the Gunner, the output of a vehicle or ship weapon is the ultimate expression of projected power. He sees mastery of such weapons as a way for a single person to show the Empire what it means to fight for freedom and justice, and to do so to great effectiveness. He also sees his role as the defender of all who ride with him in whatever vehicle he's crewing.

Gunners gain **Discipline**, **Gunnery**, **Ranged (Heavy)**, and **Resilience** as additional career skills; they get a free rank in two of these if this is their first specialization. Gunners are often faced with terrifying odds or unknown threats requiring nerves of steel. When their

positions are overrun, hand-to-hand fighting is often the only choice they have. Larger blasters and similar ranged weapons are also often of interest to the Gunner.

Whether the Gunner is laying down a field of fire from the door of a transport ship in a hot landing zone or firing pinpoint volleys at a star cruiser's shield generators, he is more than comfortable with the idea of possessing large amounts of firepower. He knows the value of what he does, and the sheer thrill of unleashing so much devastation with each pull of the trigger is very satisfying. The resultant explosion of an enemy target is a payoff worth far more than any moment of glory.

Proficient Gunners are a true asset in the Alliance, and the best ones are usually assigned to the most important defensive posts, assault vehicles, and ships. In most battles with the Empire, every single shot counts. It's the Gunner's job to make sure it counts heavily and with great purpose.

PILOT—BOUND FOR THE STARS

Out among the stars, engines screaming through the cockpit while he performs a maneuver that would send lesser beings into seizures or unconsciousness, the Pilot is truly himself. While the sheer joy of flying is often rewarding, most Pilots gain true satisfaction when they pit themselves and their machines against an aggressor force and duel it out in the blackness of space.

For Pilots, **Astrogration**, **Gunnery**, **Piloting (Planetary)**, and **Piloting (Space)** are additional career skills, two of which the PC can choose to gain a free rank in if this is his first specialization. In addition to being skilled at flying and knowing where to go, Pilots must also be exceedingly tough and trained to endure the harshest conditions if they are going to have the slightest chance of surviving when the worst happens.

No one denies the special place Pilots have in a military organization, least of all the Pilots themselves. Most have at least a certain amount of cockiness (sometimes bordering on arrogance), which is to be expected when a person wraps a few tons of machinery around himself and hurls into the void of space to regularly risk instant vaporization. The average life expectancy of a typical Alliance starfighter Pilot engaged with Imperial forces is extremely low; only by being the very best does a Pilot stand a chance of survival or success.

Not surprisingly, true Pilots are considered a precious commodity in the Alliance. Commanders are often seen as being too cautious in deploying them; each mission is almost guaranteed to cost at least a few lives and a few machines. The Rebellion ultimately stands or falls on the capacity of its Pilots to face the overwhelming odds of the Empire's best and somehow be better.

ACE STORIES

Sentient beings crave movement, and many are driven by the desire to master machines by the force of their own will for the sake of motion and power. The Ace, in particular, is compelled to perfect his control of vehicles and gunnery to accomplish feats of greatness and daring, whether it's navigating a series of deadly canyons, fending off hordes of enemy fighters from a turbo laser platform, or eking out a few more units of speed to escape an Imperial battle cruiser. How might an Ace come to serve the Alliance with such pursuits?

- **Pride:** Many Aces know from an early age they are special among their peers. Their love of machines translates to expertise beyond mere proficiency, making them the ones called upon when tasks involving those machines are required. A true Ace will often seek challenges above and beyond what he has faced so far, heading out into the galaxy to master new machines under ever more difficult circumstances. Truly, nothing could be more demonstrative of mastery than pitting one's skill against the best the Empire has to offer.
- **Obligation:** Most Aces have others to thank for their training and their advanced knowledge of the machines with which they are such experts. Mentors, wise veterans, and engineers willing to give a young, eager hotshot a chance to test a new vehicle or weapon stand behind many of the greatest Aces in the galaxy. Perhaps those same folks came to a bad end, thanks to the Empire, with their last wishes being that their protégé stand against this implacable enemy. It could instead be the mentor is yet alive, and having signed on with the Alliance, he has invited his favorite student to join him.
- **Daring:** Many Aces are absolutely addicted to the rush they gain when behind the stick, wheel, or trigger housing. Never knowing which moment may be the last is a drug the Ace can never get enough of, and fighting for the underdogs of a galactic-scale war is the ultimate source of that high. Such an Ace will volunteer for every mission; he's never truly happy unless the turbolaser bolts are flying all around him as the engines scream at the torture they are put through in a nearly impossible turn.

ZAL – AN ACE IN THE REBELLION

Zal Artha never fit in. Born and raised on Chandrila, Zal should have been a nature-loving, peace-making scholar like most of the rest of her family and, in fact, most of the rest of the planet. But while her brother and sisters were playing with their pet squalls and taking dance and elocution lessons, Zal was racing speeders through the crystal canyons and breaking curfew.

As soon as she was old enough, Zal left Chandrila and enrolled in the Rengali Imperial Naval Academy, bringing nothing with her from Chandrila but a lucky charm made for her by her older brother. All she wanted out of life was to sit behind the stick of a starfighter. While at the academy, Zal faced constant harassment, discrimination, and derision from instructors and students alike. Undeterred, Zal pushed through and distinguished herself time and time again before graduation. Unfortunately, discrimination graduated with her. After being turned down for numerous choice assignments, she was finally placed as a shuttle pilot (a post Zal found at least as boring as contemplating the idyllic beauty of the woods back on Chandrila). When she shared her frustration with a friendly Senator she was ferrying, she finally learned why she had been denied a combat posting: Imperial Naval Command suspected her of Rebel sympathies due to her Chandrilan upbringing.

Frustrated with the Empire and unhappy with her stalled career, Zal decided to prove Imperial Naval Command right and defected to the Rebel Alliance. She was assigned to a starfighter squadron, the Soaring Dactillions. In mere weeks, she was piloting an X-wing in combat situations. After a high-attrition raid on the Fondor shipyards left the Dactillions under strength, her squadron was reassigned as test pilots for the new A-wing fighter, stationed on Cardooin.

A week later, the Dactillions scrambled again, this time using untested prototype A-wing fighters to repulse an Imperial raid on Cardooin. Though the Dactillions pushed back the Imperials and the A-wing proved itself a superlative interceptor, the cost was high. Zal, perhaps protected by her lucky charm, was one of only two Soaring Dactillions to survive the battle. In the wake of these events, Zal requested (and received) a transfer to Special Operations. Zal couldn't be happier with this assignment, or with her role in the Rebellion.

BEAST RIDER

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MOUNTED MARAUDERS

Many worlds in the galaxy are too backward, too poor, or have environments too extreme to support modern vehicles. Sometimes, instead of spending credits to adapt a speeder to the cold or create a filter that can keep sand out of a repulsor drive, it is simply easier to use a native mount that has evolved and adapted to local conditions for untold millennia.

While most any being can ride a trained mount, it is the Beast Rider who can break in wild mounts and train them. Once he has trained a mount, the skilled Beast Rider can coax his mount to perform incredible feats, even in the heat of battle. The Beast Rider is also something of an outdoorsman, and is a valuable member of a team with or without his creature companion.



Beast Riders might be expert riders on a single type of mount or experienced creature wranglers who have spent time with all manner of riding creatures. Most cultures and militaries, despite the broader reliance on modern machinery, still rely heavily on mounts. The Imperials ride lizard-like dewbacks on desert worlds like Tatooine, while the Rebels famously saddled up tauntauns on Hoth. Indigenous cultures throughout the galaxy depend on Beast Riders, including the bantha-obsessed Tusken Raiders of Tatooine and the ruping riders of Onderon.

Beast Riders receive **Athletics**, **Knowledge (Xenology)**, **Perception**, and **Survival** as additional career skills. If this is the character's starting specialization, he gains one free rank in each of two of these skills of his choice, without spending experience. Unlike their fellow Aces, the Beast Rider is at home outdoors, where he can feel the wind on his face. He fits in just as well with the soldiers and scouts of the Rebel Army as with his fellow Aces in starfighters and speeders.

The Rebellion often assigns Beast Riders as scouts at Rebel bases and outposts, conducting patrols and setting up advance defenses and other contingency measures to prepare for potential Imperial discovery. When an Imperial or one of his allies spots creature tracks, he might think it belongs to a wild creature—whereas, if he sees vehicle tracks, he is very likely to investigate. In battle, mounted cavalry might not be quite as fast, agile, or heavily armed and armored as its mechanized counterparts, but it has several advantages. Creature mounts have better camouflage, more mobility in close quarters, and in battle, Imperial vehicles often ignore them outright.

Most groups can benefit from a Beast Rider in their ranks. The Beast Rider is second only to the Spy career's Scout specialization in matters of wilderness survival and guerrilla warfare. His ability to traverse difficult terrain, capture and train indigenous mounts, and locate food and shelter are critical to a number of Rebel mission profiles. Further, should a team member crash land, or otherwise become stranded, a Beast Rider might be critical to their very survival.

HOTSHOT

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THE LOOSE CANNON

Where the Ace Pilot uses hard-won skill, technique, and by-the-book tactics, the Hotshot is naturally gifted, overly aggressive, and makes the rest up as he speeds along. For the Hotshot, risk-taking isn't just a style of flying, it's a way of life. You can always depend

on a Hotshot to go for it when he sees an opportunity to achieve a goal. There are few things in the galaxy more impressive than watching a Hotshot when everything is going his way, though it's best to switch channels on the comms, because the only thing a Hotshot likes more than his own flying is bragging about it afterward.



The Rebellion has a nearly endless supply of new Hotshot bush pilots accustomed to racing T-16s on their backwater homeworlds, but very few Hotshot veterans. These courageous freedom fighters prefer improvisation to careful planning, much to their commanders' chagrin. Those Hotshots whose luck never seems to run out quickly become heroes and legends to the rank and file of the Rebel Alliance.

Hotshots receive **Cool**, **Coordination**, **Piloting (Planetary)**, and **Piloting (Space)** as additional career skills. If this is the character's starting specialization, he gains one free rank in two of these skills of his choice, without spending experience. The Hotshot keeps his head in the face of overwhelming odds, and has a great degree of control over his chosen vehicle. Finesse and precision flying, combined with the Hotshot's unrestrained bravery, mean that Hotshots prefer to go after the toughest or biggest groups of enemies first, diving headlong into the thickest part of the battle.

The Hotshot is all about taking the big risks, both in combat and in life. He rarely considers the consequences or the alternatives. When he sees a chance, he takes it without blinking. This unpredictable and often irrational behavior, combined with the raw talent and control a Hotshot has in the cockpit, makes him a lethal adversary. Of course, there is no reward without risk, and sometimes the Hotshot risks too much. If not for the support of their allies, most Hotshots would probably have died a dozen times over.

The Rebellion usually puts Hotshots through their paces in simulators before letting them get into a real fight. However, the Rebels can't afford to keep their best combat Aces sidelined for long. Command usually assigns Hotshots to X-wing or A-wing squadrons, or to other light, maneuverable vehicles that take full advantage of a Hotshot's preternatural skill. Veteran Hotshots are usually retired once their value as a symbol eclipses whatever good they might do on the battlefield. High Command often parades them around on low-risk, high-visibility missions, or transfers them to training commands.

Any group can benefit from the honed dogfighting skills of a Hotshot. However, despite the Hotshot's predilection for flying into combat ahead of his squadron, he works best when he has a team not far behind, cleaning up whatever enemies the Hotshot misses. A vehicle formation with a Hotshot in the lead usually results in a costly engagement for the enemy, as long as the Hotshot's luck holds out.

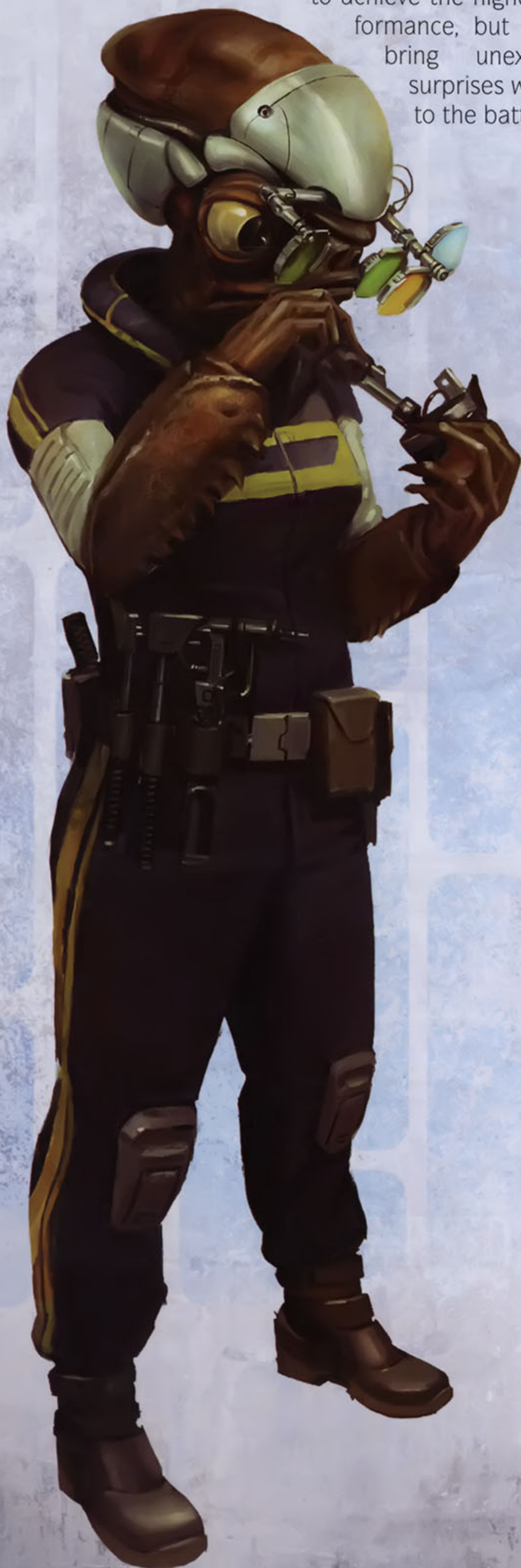
RIGGER

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VEHICULAR INNOVATOR

While most Rebel Aces operate standard vehicles maintained by engineering crews, a surprising number bring their own private vehicles with them into a fight. The Rigger doesn't believe in risking his life from the seat of a stock-class anything, and is always adding, tweaking, and fine-tuning his vehicle not only

to achieve the highest performance, but also to bring unexpected surprises with him to the battlefield.



Considering how outnumbered the Rebels find themselves in almost every engagement, it is no wonder that some of the Rebel Aces have taken it upon themselves to increase their survivability by learning about their vehicle. Riggers tend to have the highest rate of survivability in combat, and their offensive output at the start of a combat engagement can sometimes end a fight before it begins.

Riggers receive **Gunnery**, **Knowledge (Underworld)**, **Mechanics**, and **Resilience** as additional career skills. If this is the character's starting specialization, he gains one free rank in each of two of these skills of his choice, without spending experience. The Rigger is fascinated with the golden age of innovation in starship engineering that exists during the Galactic Civil War. He keeps up to date with the latest technical journals and even trolls shadowfeeds, following his favorite engineers. He has a number of friends in the underworld's outlaw tech community, who provide parts and kits to test on his vehicle of choice. If his ship is somehow blasted and left adrift, leave it to the Rigger to find some way to get it moving again.

The Rigger is resilient in the face of a challenge, and usually turns to technology to find a solution to most problems he might encounter. The Rigger believes in his customized ship's ability to outperform any other vessel on the battlefield. He has painstakingly fine-tuned it to fly faster and further, hit harder, and take more punishment than the competition. Despite his impressive ability to mitigate damage done to his ship, a Rigger is a cautious pilot, and bemoans every dent and scratch his ship accrues during a battle. If a Rigger finds he is still somehow outgunned, he can jury-rig a special trick for the enemy on the fly to regain the technological advantage.

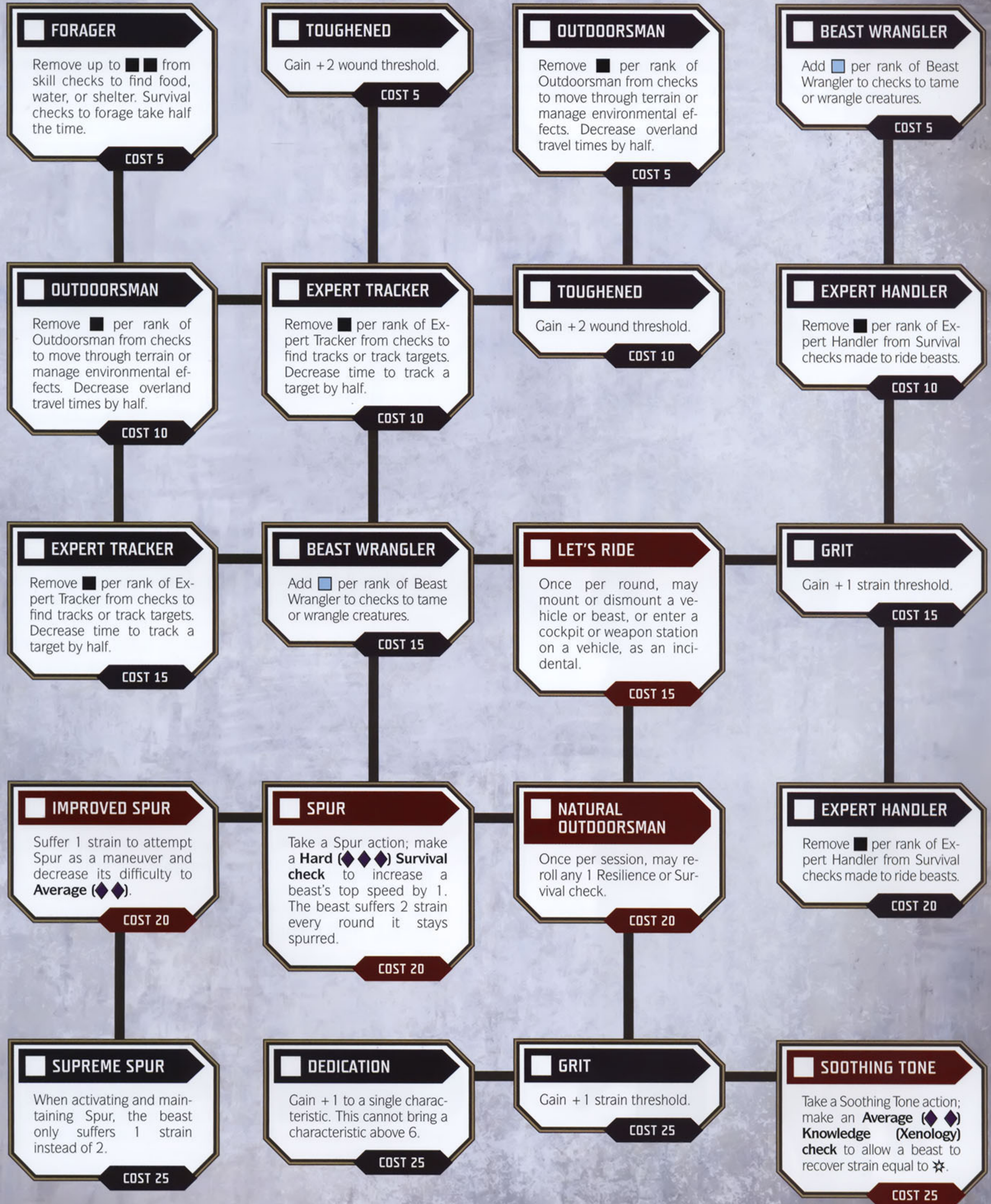
Most every team can benefit from a Rigger within their unit. Riggers bring a technological expertise that can apply to a variety of circumstances, and in combat, their vehicles are extremely durable offensive juggernauts. Riggers are also the only Ace to possess underworld contacts, which can prove useful for supplies, information, and even allies during missions. The biggest asset a Rigger brings to a team, though, is the element of surprise. Imperials don't expect an X-wing to have replaced its astromech slot with a bomb-bay—until the ordnance is already detonating across their carrier's bridge.

ACE: Beast Rider

Career Skills: Astrogation, Cool, Gunnery, Mechanics, Perception, Piloting (Planetary), Piloting (Space), Ranged (Light)
Beast Rider Bonus Career Skills: Athletics, Knowledge (Xenology), Perception, Survival

ACTIVE

PASSIVE

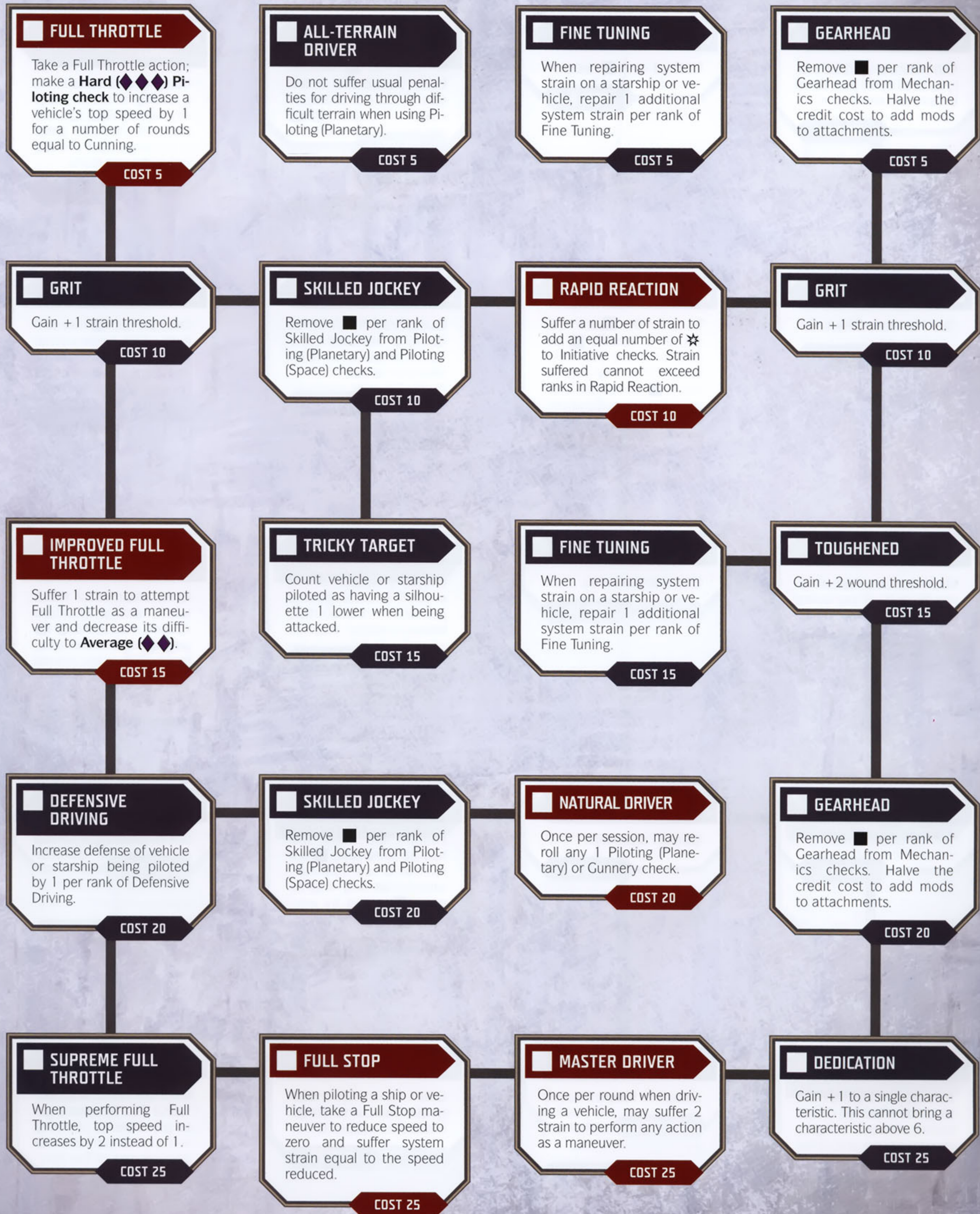


Ace: Driver Talent Tree

Career Skills: Astrogation, Cool, Gunnery, Mechanics, Perception, Piloting (Planetary), Piloting (Space), Ranged (Light)
 Driver Bonus Career Skills: Cool, Gunnery, Mechanics, Piloting (Planetary)

ACTIVE

PASSIVE

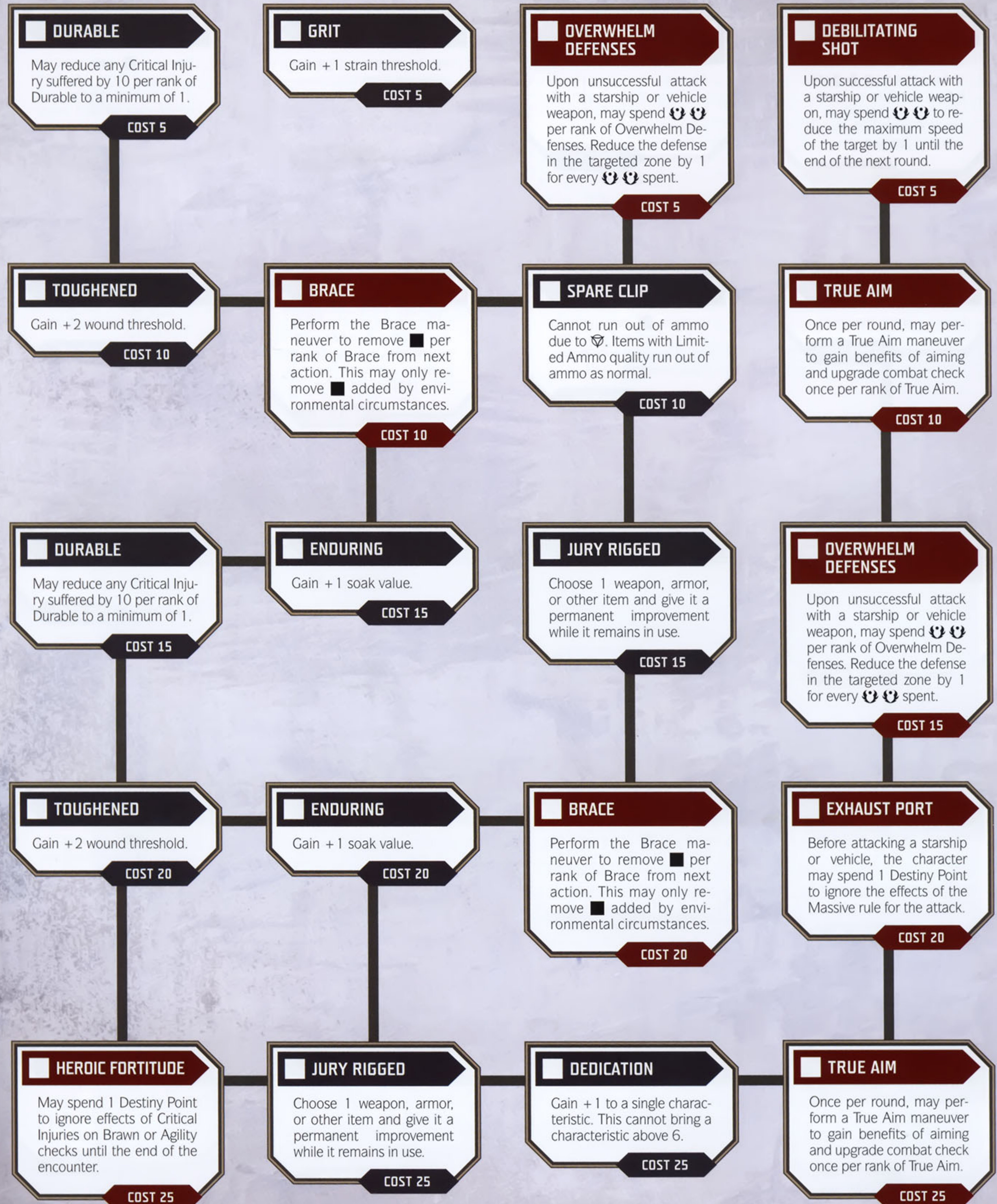


Ace: Gunner Talent Tree

Career Skills: Astrogation, Cool, Gunnery, Mechanics, Perception, Piloting (Planetary), Piloting (Space), Ranged (Light)
 Gunner Bonus Career Skills: Discipline, Gunnery, Ranged (Heavy), Resilience

ACTIVE

PASSIVE



ACE: Hotshot

Career Skills: Astrogation, Cool, Gunnery, Mechanics, Perception, Piloting (Planetary), Piloting (Space), Ranged (Light)
Hotshot Bonus Career Skills: Cool, Coordination, Piloting (Planetary), Piloting (Space)

ACTIVE

PASSIVE

SHORTCUT

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

COST 5

HIGH-G TRAINING

When a starship or vehicle being piloted would suffer system strain, may suffer strain up to ranks in High-G Training to prevent an equal amount of system strain.

COST 5

SKILLED JOCKEY

Remove per rank of Skilled Jockey from Piloting (Planetary) and Piloting (Space) checks.

COST 5

GRIT

Gain +1 strain threshold.

COST 5

SECOND CHANCES

Once per encounter, choose a number of positive dice equal to ranks in Second Chances and re-roll them.

COST 10

GRIT

Gain +1 strain threshold.

COST 10

SHORTCUT

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

COST 10

HIGH-G TRAINING

When a starship or vehicle being piloted would suffer system strain, may suffer strain up to ranks in High-G Training to prevent an equal amount of system strain.

COST 10

DEAD TO RIGHTS

Spend 1 Destiny Point to add additional damage equal to half Agility (rounded up) to one hit of successful attack made with ship or vehicle-mounted weaponry.

COST 15

HIGH-G TRAINING

When a starship or vehicle being piloted would suffer system strain, may suffer strain up to ranks in High-G Training to prevent an equal amount of system strain.

COST 15

GRIT

Gain +1 strain threshold.

COST 15

INTENSE PRESENCE

Spend 1 Destiny Point to recover strain equal to Presence rating.

COST 15

SECOND CHANCES

Once per encounter, choose a number of positive dice equal to ranks in Second Chances and re-roll them.

COST 20

CORELLIAN SENDOFF

Take a Corellian Sendoff action targeting two ships or vehicles at Close range; make a **Hard** (◆◆◆) **Cool** check to cause the targets to suffer a minor collision.

COST 20

KOIOGRAN TURN

When an opponent has gained the advantage on a starship or vehicle being piloted, may perform a Koio-gran Turn maneuver to remove the effects.

COST 20

GRIT

Gain +1 strain threshold.

COST 20

IMPROVED DEAD TO RIGHTS

Spend 1 Destiny Point to add additional damage equal to Agility (rounded up) to one hit of successful attack made with ship or vehicle-mounted weaponry.

COST 25

IMPROVED CORELLIAN SENDOFF

When performing a Corellian Sendoff, the targets suffer a major collision instead.

COST 25

DEDICATION

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

COST 25

SHOWBOAT

When making a check in a starship or vehicle, may suffer 2 strain to gain on success or on failure.

COST 25

ACE: Rigger

Career Skills: Astrogation, Cool, Gunnery, Mechanics, Perception, Piloting (Planetary), Piloting (Space), Ranged (Light)
Rigger Bonus Career Skills: Gunnery, Knowledge (Underworld), Mechanics, Resilience

ACTIVE

PASSIVE

BLACK MARKET CONTACTS

When purchasing illegal goods, may reduce rarity by 1 per rank of Black Market Contacts, increasing cost by 50 percent of base cost per reduction.

COST 5

TOUGHENED

Gain +2 wound threshold.

COST 5

GEARHEAD

Remove per rank of Gearhead from Mechanics checks. Halve the credit cost to add mods to attachments.

COST 5

LARGER PROJECT

Signature Vehicle can have a silhouette 1 larger per rank of Larger Project.

COST 5

GRIT

Gain +1 strain threshold.

COST 10

FANCY PAINT JOB

Upgrade all Charm, Deception, and Negotiation checks made in the presence of Signature Vehicle once.

COST 10

SIGNATURE VEHICLE

Choose one starship or vehicle as Signature Vehicle. Upgrade all Mechanics checks made on that vehicle once.

COST 10

LARGER PROJECT

Signature Vehicle can have a silhouette 1 larger per rank of Larger Project.

COST 10

BLACK MARKET CONTACTS

When purchasing illegal goods, may reduce rarity by 1 per rank of Black Market Contacts, increasing cost by 50 percent of base cost per reduction.

COST 15

OVERSTOCKED AMMO

Increase the value of the Limited Ammo quality of any weapons mounted on Signature Vehicle by 1 per rank of Overstocked Ammo.

COST 15

TUNED MANEUVERING THRUSTERS

Increase the handling of Signature Vehicle by 1 per rank of Tuned Maneuvering Thrusters.

COST 15

BOLSTERED ARMOR

Increase the armor value of Signature Vehicle by 1 per rank of Bolstered Armor.

COST 15

TOUGHENED

Gain +2 wound threshold.

COST 20

CUSTOMIZED COOLING UNIT

Increase the system strain threshold of Signature Vehicle by 2 per rank of Customized Cooling Unit.

COST 20

GEARHEAD

Remove per rank of Gearhead from Mechanics checks. Halve the credit cost to add mods to attachments.

COST 20

FORTIFIED VACUUM SEAL

Increase the hull trauma threshold of Signature Vehicle by 1 per rank of Fortified Vacuum Seal.

COST 20

DEDICATION

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

COST 25

TUNED MANEUVERING THRUSTERS

Increase the handling of Signature Vehicle by 1 per rank of Tuned Maneuvering Thrusters.

COST 25

NOT TODAY

Once per session, spend a Destiny Point to save Signature Vehicle from destruction.

COST 25

REINFORCED FRAME

Signature Vehicle gains Massive 1: when making an attack targeting the ship or vehicle, the Critical rating of any weapon used counts as 1 higher.

COST 25