

FOUIPMENT **CREDITS**

Concept, Goals, & Ties

 	
 	
 	
 	
1	

Role 1: Captain

Command (Major Action): You provide direction and coordinate the actions of your allies to ensure success. This is a TN 11 Communication (Leadership) test. If you are successful, one of your ally gains a bonus on their next ability test equal to the Stunt Die.

Role 2: Pilot/Co-Pilot

Attack Maneuver (Major Action): You alter your flight path to optimize your next attack. You must succeed on opposed Dexterity (Piloting) tests to gain +1 attack on your or crewmember's next attack roll.

Barrel Roll Maneuver (Major Action): You change positions with one of your attackers so that you are now behind them. You must succeed on opposed Dexterity (Piloting) tests to switch positions so that you are behind and he or she is in front of you.

Evasive Maneuver (Major Action): You spiral and pitch the ship to avoid danger. You must make a successful TN 15 Dexterity (Piloting) with this maneuver to negate vulnerability on attack rolls against you. When avoiding obstacles, if you fail a Dexterity (Piloting) test, you can re-roll it, but you must keep the results of the second roll.

Fly (Minor Action): You fly the ship, keeping it aloft. This may also require a Dexterity (Piloting) ability test depending on the environment and situation.

Dive (Major Action): You turn the ship downward, focusing on gaining speed. Doing so increases the speed category by one but also makes you vulnerable from one other position for one round.

Jump to Lightspeed (Major Action): Once the success threshold has been reached, you can engage the hyperdive to make the jump to lightspeed.

Wingover Maneuver (Major Action): You change directions so that you now move in the opposite direction. You must make a successful TN 15 Dexterity (Piloting) with this maneuver or become vulnerable.

Role 3: Mechanic

Repair (Major Action): You make quick repairs to the ship. You must have a ship repair kit ready and is a TN 13 Intelligence (Engineering) test. If you are successful, the ship gets back an amount of Health equal to the Stunt Die + your Intelligence. The ship cannot benefit from another Repair action until additional damage is taken.

Shield Boost (Major Action): You divert power to the ship's deflector shields. This is a TN 11 Intelligence (Engineering) test. If you are successful, the ship gets back an amount of Shields equal to the Stunt Die.

Speed Boost (Major Action): You get as much speed from the ship's main drive as you can. Doing so increases the speed category by one until your next turn.

Role 4: Navigator

Astrogation (Major Action): You engage the navigation computer for the jump to lightspeed. Doing so requires an advanced test with Intelligence (Astrogation) with the GM determining the task difficulty and success threshold.

Role 5: Gunner

Lock On (Major Action): You use the targeting computer to line up your next shot. If you miss an attack roll against the target, you can re-roll it, but you must keep the results of the second roll.

Switch Weapons (Major Action): You swap one of the ship's weapons for another. For example, switching from twin cannons to a proton torpedo.