

Abilities

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BCR - Battlestations Core Rules
BCR2 - Core Rules v1.1
GCW - Galactic Civil War
PG - Pax Galacticum
POT - Pirates of Trundlia
DOD - Deep Ones in Deep Space
BW - Bot Wars

Knowledge & Education

Calm	POOL: Rank x 2	POT 11
you may opt to roll a 7 on a skill check instead of (and before) rolling the dice		
Cross-Class	POOL: 4	POT 11
you may choose a new profession losing your old one, you still have 4 rerolls in your former profession, may be chosen as starting ability		
ECM Specialist	POOL: n/a	PG 6
you may choose to destroy missiles when you ECM them and have +3 on all ECM and targeting lock checks		
Fast Learner	POOL: n/a	BCR2 13
increase your experience awards by 10%		
Fire Fighter	POOL: Combat x 2	PG 6
you may reroll one die when fighting fires as well as reroll one die when causing or catching fire including damage dice		
Guardian Trained	POOL: n/a	POT 11
you may reroll each initial placement die for the guardian ship		
Hacker	POOL: Science x 2	PG 6
reroll pool for hacking (ship portals or battlestations) or downloading data		
Hyperphysicist	POOL: Science x 2	PG 6
reroll pool for operating the hyperdrive and when rolling random facing after warp-in		
Insightful	POOL: n/a	PG 6
once per phase when the response to your science bay question is "yes" you may immediately ask a free follow-up question of the same difficulty without placing another marker on the science bay		
Jack of All Trades	POOL: n/a	BCR2 13
you get one reroll per skill per campaign turn as though you were a professional, cumulative to normal rerolls, humans benefit from their alien ability		
Jet-Jumper	POOL: Athletics x 2	PG 6
when you are jet-moving you may jet-move as a pop-action but you may not pop back after your jet-move, any action you take is at -3, you may also take your action during a jet-move at -3		
Jet-Pack Jockey	POOL: n/a	BCR2 13
add +3 to your jetpack piloting checks, you may also reroll one die on all jetpack piloting checks cumulative to professional rerolls		
Mad Genius	POOL: n/a	DOD 5
add +1 bonus to any one skill (choose upon taking this ability), you must make a Sanity check when the skill check rolls doubles (after rerolls), this bonus does not add to the base skill, may be taken once for each skill		
Mentally Stable	POOL: n/a	DOD 5
you have one free reroll when making any Sanity skill check, also becalming oneself is not penalized (with the standard +3)		
Parallel Thinker	POOL: n/a	BW 5
you may spend one action to perform two different actions simultaneously as long as they require to different non-combat skill checks and neither of them includes movement, you can take your move action before, between or after resolving the parallel actions, both actions are at -3 penalty		

Knowledge & Education

Psychiatrist	POOL: Science x 2	DOD 5
reroll pool for treating madness on others (using becalm action)		
Researcher	POOL: Science x 2	POT 12
spend from pool to reroll when asking yes/no question with the science bay or wristcomp		
Resourceful	POOL: min(Engineering, Science)	BCR2 14
you may use your science or engineering skill (whichever is higher) to substitute for any other skill for one action, you will not get a professional reroll though		
Unconventional	POOL: Science	POT 13
on any skill check you may roll a die (luckable), if the die result is odd add it to your skill check, if the die result is even subtract it from your skill check		
Xenobiologist	POOL: n/a	GCW 11
you get these benefits on any personal attack you make:		
- force a silicoid to reroll his damage reduction		
- reduce zoallan damage reduction from 2 to 1		
- a tentac may only reroll 1 damage die		
- deny a kerbites dodge ability		

Maintenance & Tinkering

Ace Engineer	POOL: n/a	GCW 10
add +1 when attempting to pump an engine for 2 or more power		
Bot Specialist	POOL: n/a	BW 5
you may attempt 2 bonus upgrades per campaign turn, you must be adjacent to the bots while upgrading, you may also reroll all dice with regards to just about anything done to at a bot, including science bay to ask about a bot		
Engine Specialist	POOL: Engineering x 2	BCR2 13
you may reroll one die when pumping or repairing engines		
Grease Monkey	POOL: Engineering x 2	PG 6
you may reroll one die when repairing, reconfiguring or performing engineering based upgrades		
Jury Rigger	POOL: Engineering x 2	BCR2 13
you may operate a broken or slagged module at -3 as though it were functioning, operating a slagged module in this way causes 1d6 damage to all occupants, cannot be done remotely		
Quartermaster	POOL: n/a	POT 12
your upgrade attempts do not require spare parts and there is no limit to the number of people you can assist in upgrades		
Teleporter Specialist	POOL: n/a	BW 5
you may reroll a skill check die when operating, upgrading or repairing a teleporter module		
Tinkerer	POOL: n/a	BCR2 15
you may make two upgrade attempts per campaign turn, if taken with bot specialist you get 2 regular upgrades and 2 bot upgrades		
Tractor Specialist	POOL: Engineering x 2	BCR2 15
you may reroll a die when operating the tractor module		
Tricky	POOL: Engineering	BCR2 15
you can take any of the following action from any battlestation: - dump trash: for each missile in your hex missile destroyed on 2d6 <= 7 - focus sensors: all of your ships targeting rolls gain +1 until end of round - vent plasma: stabilize ship, clear all OOC		
Unsinkable	POOL: Luck	BCR2 15
use this ability as an extra pool of luck to spend on rerolling hull checks for the ship you are on, these rerolls can only be spend on hull checks		

Personal Combat

Battle Frenzied	POOL: n/a	BCR2 12
free action to go into frenzy, while frenzied get one additional action but only move and attack (only unarmed or melee) actions are allowed, you get -3 malus to your target#, remain frenzied until you are down or you down one enemy, upon end of frenzy you must take recovery action (same as Saboteur from GCW)		
Boarding Combat Trained	POOL: n/a	BCR2 12
when blasting to sabotage modules you get two shots (weapon must allow so), you may also reroll all your damage dice and hits against modules with personal weapons		
Brutal	POOL: n/a	BCR2 12
reroll one of your personal combat damage dice, does not work on grenades, cumulative once (reroll ALL your damage dice)		
Cautious	POOL: n/a	BCR2 12
while peeking or popping, you may reroll a single die from each combat check you are the target from		
Charger	POOL: n/a	BCR2 12
once per phase you may make a free melee attack with a penalty of -3 at the end of a move action		
Cut-Throat	POOL: Combat x 2	POT 11
spend from pool to reroll one damage die you deal in personal combat		
Death Striker	POOL: n/a	BCR2 12
after dealing damage with an unarmed attack, you may force your target to make an athletics check vs 8 to avoid being put into the state of dying (-6 hitpoints)		
Dirty Fighter	POOL: n/a	BCR2 12
anyone you hit with a personal attack suffers a -3 penalty on all his actions until the damage dealt by your attack is fully healed, doesnt apply to passive skills like withstanding disintegration		
EMP Weapon Specialist	POOL: Science x 2	BW 5
you get one free reroll on the combat skill check to attack with a personal EMP weapon, you also get a pool for rerolling the passive athletics check of any target		
Energy Deflector	POOL: n/a	BCR2 12
you may use an energy blade to make a free combat vs 8 check to block an incoming energy weapon hit, each use increases the difficulty by 1, reset at end of campaign turn		
Energy Swordsman	POOL: n/a	BCR2 13
you never hurt yourself with an energy blade, you may also choose to not damage modules you are fighting in		
Enraged	POOL: n/a	BCR2 13
when you are injured add +2 to your combat skill for the rest of the round, this effect is not cumulative		
Executioner	POOL: n/a	GCW 10
you may make coup de grace without preparing		
Florentine Fighter	POOL: n/a	BCR2 13
you can use a single action to attack with 2 personal weapons at -3 for each attack, both attacks are against the same target, both weapons must be of the same type (melee, ranged, hurled)		
Grenadier	POOL: n/a	BCR2 13
you may reroll one die when tossing grenades, you also get a reroll versus damage or checks related to grenades including intercepting and batting grenades		
Hyper-Do Black Belt	POOL: n/a	POT 11
you are considered to always have a blunt object in hand, you may reroll one die of each own unarmed attack and damage roll, reroll one die of each damage roll you sustain from an unarmed attack, you get a free reroll when grappling		

Personal Combat

Powered Armor Specialist	POOL: n/a	GCW 10
you are trained in the use of powered armors: each action you spend on donning the armor counts as 2, all skill checks you make while wearing powered armor are only at -2 penalty		
Reckless	POOL: n/a	POT 12
you may throw an additional die when dealing melee damage but you will suffer the lowest die as damage, armor or alien damage reduction does NOT apply but the damage can be normally healed		
Saboteur	POOL: n/a	GCW 10
when blasting to sabotage modules you get 2 shots instead of one (weapon has to allow this), you may also reroll all damage dice against modules with personal weapons		
Shock Trooper	POOL: Combat	BCR2 14
you may go on overwatch as a free action at the end of your last move action in a phase, this overwatch can only be used for attacks with personal weapons		
Stunner Expert	POOL: n/a	BCR2 15
you may force the target to reroll one die of their athletics skill check vs any of your stunning weapons (except stun grenades)		
Trampler	POOL: n/a	BCR2 15
you may take a free melee action when you move through an enemy occupied square, the squares occupant first gets his free melee attack, can be done only once per phase		
Trick Shooter	POOL: n/a	POT 13
when shooting at personal equipment you get a reroll on attack rolls, damage vs inanimate objects and on a targets athletics check to keep the item in hand, you suffer one less penalty when firing multiple ranged weapons or quickdrawing ranged weapons		
Unarmed Combatant	POOL: n/a	BCR2 15
your unarmed attack damage is no longer limited by your athletics skill, you may reduce your combat skill by x before rolling to add x to the damage done, you may not reduce your skill below zero		
Voltrex Specialist	POOL: n/a	GCW 11
you may reroll one die in any voltrex attack that rolls doubles to avoid breaking the weapon		
Wrestler	POOL: n/a	GCW 11
when successfully grappling, you may choose two different grapple effects to inflict on the target instead of only one (block, crush, hinder, throw or wrest)		
Zone Controller	POOL: n/a	BCR 15
you may take a free melee action on characters leaving an adjacent square as though they had entered your square, you may also intercept grenades that pass adjacent to you, attackers who are within your melee range suffer -3 penalty to hit you with personal weapons		

Personal Special

Arcane	POOL: Science x 2	DOD 5
as free action you may ask yes/no questions about abominations, unexplained phenomena or arcana, you may perform this action multiple times per phase		
Connected	POOL: n/a	POT 11
[UREF] you get 1 additional requisition and may reroll 1 die in all your requisitions and your pay is doubled, cumulative (3 reqs and pay x 4, ...) [Pirates / Bounty Hunters] you may still make a requisition roll and you also receive income equal to the experience and prestige gained		
Famous	POOL: n/a	BCR2 13
increase your prestige awards by 10%		
Fated	POOL: n/a	POT 11
you may choose the die result instead of rolling on the first and last luck points you use in a campaign turn		
Fortunate	POOL: n/a	BCR2 13
you may spend 2 luck to add 1 to a skill or hull check instead of rerolling, may only be done once per roll, doesnt work on hit allocation rolls		
Lucky	POOL: n/a	BCR2 14
add +3 to your luck, cumulative		
Pack Rat	POOL: n/a	PG 6
create a packrat account and store any number of credits in it between campaign turns, during a mission you may draw a single piece of equipment with a list price up to your stored account balance, remaining credits are lost but the object is yours (only off the shelf items, no modules, cyberware or cargo items), you can have multiple accounts, cannot be spent after death		
Patient	POOL: n/a	BCR2 14
you may spend as many phases preparing for a specific action as your skill level for that action thus granting a bonus equal to the number of phases spent preparing		
Peaceful	POOL: n/a	PG 7
add +1 to one skill, if you initiate an attack you gain no prestige and lose the +1 bonus until the end of your NEXT mission, you may retaliate if directly harmed though		
Preconceived	POOL: n/a	POT 12
you may spend two luck to select the die result instead of rolling, you may not choose the same result with this ability twice in a mission		
Predestined	POOL: n/a	POT 12
when you spend luck you may choose the result but roll 1d6-1 (not luckable) to determine how much luck it cost you, if the roll is greater than your remaining luck you lose all luck and the ability doesnt work		
Retraining	POOL: n/a	BW 5
when gaining a new rank, you may replace up to two special abilities (including retraining)		
Tough Silicoid	POOL: n/a	GCW 10
you may reroll every silicoid damage reduction roll, may only be taken by silicoids		
True-Trundlian	POOL: Athletics x Rank	POT 13
you may allocate your hands, move and baseHP as a free action even out of turn, may only be taken by trundlians		
Unlimited	POOL: n/a	BCR2 15
once per mission you may reset any one of your special ability limits to its starting value		
Vibrant Fungaloid	POOL: n/a	PG 7
you may reroll your regeneration die at the end of each round, can be taken multiple times but only by fungaloids		

Physical Training

Agile	POOL: n/a	BCR2 12
add +1 to your target# unless incapacitated		
Braced	POOL: n/a	BCR2 12
you are always considered to be braced unless you are incapacitated		
Cyber-Receptive	POOL: n/a	BCR2 12
the mass of your cyberware is reduced by 1 for carrying purposes, attempts to upgrade your cyberware are at +3		
Death Marcher	POOL: n/a	BCR2 12
you do not go unconscious at 0 hitpoints but all your action have a penalty of -3, you are still dying at -6 hitpoints		
Escape Artist	POOL: Move	BCR2 13
you may take a free action to abandon ship at any time when within your move attribute of an exterior portal, you can abandon an exploding ship and will get a free brace action against the explosion		
Fast Healer	POOL: n/a	BCR2 13
double the success margin on any healing performed on you		
Hardened	POOL: 5	BW 5
you may reroll a die that deals damage to you		
Hook-Handy	POOL: n/a	POT 11
you can use a cyberhook as a regular hand at no penalty instead of -3		
Inoculated	POOL: Athletics x 2	PG 6
reroll pool when forced to use athletics to resist effect (unsupported life, disintegration, gamma radiation, stun, disease)		
Mobile	POOL: n/a	BCR2 14
add +2 to your move attribute, cumulative		
Nimble	POOL: Athletics x 2	BCR2 14
take additional action before the regular ones for the phase, all actions are at -3 penalty, if the second actions is move reduce by -3 space (minimum 1)		
Numb-Runner	POOL: Athletics x 2	POT 11
while being under the influence of Numb spend from pool to ignore the forced skill check rerolls		
Pack Mule	POOL: n/a	BCR2 14
double your carry limit		
Quick on the Draw	POOL: n/a	BCR2 14
you are at +3 on item related athletics checks and your penalty for following actions is reduced by 1		
Rolls With It	POOL: n/a	POT 12
if you take a prepare action you may ignore OOC on the prepared action in addition to your normal benefit on the prepare action		
Spacelegs	POOL: n/a	BCR2 15
you ignore the OOC penalty		
Sturdy	POOL: n/a	BCR2 15
add 3 to your hitpoints, cumulative		

Physical Training

Swashbuckler

POOL: n/a

POT 12

you may take your action during your move action interrupting it, you also suffer one less penalty from using or quickdrawing multiple weapons

Tough

POOL: n/a

BCR2 15

athletics becomes an additional professional skill

Unflappable

POOL: Rank

POT 13

you may choose to ignore up to a total of -3 in penalties each time you use this ability, the penalties can be from different sources, unflappable cannot be used more than once in a given action

Spacecraft Combat

Cannon Specialist	POOL: Combat x 2	POT 11
spend from pool to reroll attacks made with a ships cannon in standard configuration		
Cannoneer	POOL: n/a	POT 11
add +1 to all attempts to shoot, repair or reconfigure a ships cannon		
Laser Cannon Specialist	POOL: Combat x 2	BCR2 13
you may reroll one attack die when firing a ships cannon configured as laser		
Missile Expert	POOL: Engineering x 2	BCR2 14
you may attempt to launch a second missile in the same round from the same missile bay with a combat vs 14 check, no module can launch more than twice per phase or per round, failure detonates the missile in the module, cannot be taken remotely		
Multibarrel Expert	POOL: n/a	BCR2 14
fire a ships cannon configured as multi twice per action, if the second shot has another target you get a -3 penalty, each shot requires an own attack roll and spends power		
Overloader	POOL: Engineering x 2	BCR2 14
when firing the cannon as laser or blast you may add either shield or helm power level to guns power level for one shot (power may increase above ship size), this will most likely damage the module, detonate a satchel charge in the cannon module		
Sharpshooter	POOL: Combat x 2	BCR2 14
you may reroll hit allocation when attacking with direct fire ship (or fighter) weapons (not missiles or mines)		
Sniper	POOL: Combat x 2	BCR2 15
you may reroll any ranged personal or ships gun attack check if you prepare first		

Spacecraft Piloting

Ace Fighter Pilot	POOL: n/a	GCW 10
add +1 to skill check when attempting advanced piloting maneuvers with a fighter		
Ace Starship Pilot	POOL: n/a	GCW 10
add +1 to skill check when attempting advanced piloting maneuvers with a starship		
Dogfighter	POOL: Piloting x 2	GCW 10
reroll piloting checks made while dogfighting		
Envelope Pusher	POOL: n/a	GCW 10
you may reroll one die on each fighter maneuver, if you do so, a failed check will damage the fighter		
Fighter Jock	POOL: n/a	GCW 10
as free action make a piloting check vs 11 to cancel a hit to your fighter, doesnt count as action and has no effect on dogfighting, difficulty increases each time by 1 and is reset at end of campaign turn or upon using "unlimited"		
Hot Dog	POOL: Piloting	GCW 10
any piloting check you make controlling a starship (not fighter) that rolls doubles is a success even if it would otherwise fail, figure OOC as though you had failed but resolve maneuver as if succeeded		
Powerslider	POOL: n/a	BCR2 14
combine any 2 helm maneuvers by adding +3 to the difficulty of the harder maneuver, additional OOC is generated, add additional +3 for double or triple maneuvers		
Quick on the Stick	POOL: n/a	GCW 10
you can take any two fighter actions as a single action, both are at -3, only once per phase, cannot do the same action twice		
Reflexive	POOL: n/a	BCR2 14
one attempt to ram, dodge a ram or dodge a missile per phase is free (this doesnt cost an action, causes OOC or drains helm power)		
Speed Demon	POOL: Piloting x 2	BCR2 15
you may reroll your piloting skill check during an accelerate or decelerate action		
Turn Specialist	POOL: Piloting x 2	BCR2 15
you may reroll your piloting skill check when attempting a turn or sideslip		
Wake-Rider	POOL: n/a	PG 7
when beginning a phase in a shuttle (or fighter) in the same hex as a starship you may move with the starship during shipmovement in addition to your normal move actions, also when a starship explodes you may ride the explosion: piloting vs 11 move the successes in spaces away from the epicenter before determining damage to your fighter (shuttle), maximum move is the explosion size		
Wild Flyer	POOL: n/a	GCW 11
you may reroll a single die on a piloting check, in a starship this adds 1d6 OOC (luckable), in a fighter it raises damage level, only once per phase		
Wingman	POOL: n/a	GCW 11
as free action you may participate in any dogfight initiated in your hex, if you make the best check you decide which other fighter is damaged, if you have the lowest roll the winner may choose to damage you		

Support & Assistance

Assistant	POOL: n/a	PG 6
you may attempt to give +2 bonus when assisting by making your assistance check vs 11, use the same skill as the one you want to assist		
Bosun	POOL: n/a	POT 11
you suffer no remote penalties for assistance in battlestations actions, you do not need to be at a battlestation to assist (YG#4758)		
Doctor	POOL: Science x 2	PG 6
you may spend from a pool to reroll a skill check die when healing wounds or curing sicknesses, you can also spend from the pool to ask yes/no questions as an action about the severity of medical effects on a target in an adjacent square		
EMT	POOL: Combat	PG 6
you are medically trained in emergencies, if you have a medkit or bandages you may perform a free heal action on another target at -3 as though you were on overwatch (cancelling any other overwatches), only once per phase and not on yourself		
First Mate	POOL: n/a	POT 11
you get +3 and a free reroll on any attempt to assist		
Healer	POOL: n/a	BCR2 13
double the success margin on any attempt to heal another character (Excluding yourself)		
Helpful	POOL: n/a	BCR2 13
you may let other players spend your luck as if it were their own		
Surgeon	POOL: n/a	PG 7
you may roll 3 dice instead of 2 when using a medkit to heal, if this doesnt completely heal, the patient must make an athletics check vs 8, if failed he is at -6 hitopints (dying), special abilities and luck can be used on any of these dice		
Tactician	POOL: n/a	POT 12
as an action make a Combat vs 8 check, the success margin is the number of characters whose combat skill you boost by one until the end of this round (yourself is not affected), the effect is not cumulative but doesnt count as assistance		