

## BATTLESTATIONS - SPECIAL ABILITIES

Ability	Description
Agile	Target# +1
Battle Frenzied	free action <i>Frenzy</i> : +1 Action/Phase(move or attack), but attacks are always <i>melée</i>
Boarding Combat Trained	when sabotaging modules you get 2 shots and rerolls on all damage dice
Bot Specialist	two bonus bot upgrades per mission, reroll personal damage dice vs. bots
Braced	always reroll internal hit damage as being braced
Brutal	reroll <i>one</i> personal damage die (not grenades), cumulative (all dice)
Cautious	while popping or peeking, force enemy to reroll one die at Combat checks vs. you
Charger	one free <i>melée</i> attack/phase at -3 at the end of a move action
Connected	additional requisition, reroll one die at req. checks, receive 2x credits after mission
Cyber-Receptive	all cyberware's mass -1, cyperware upgrade attempts get a +3 bonus
Death Marcher	no unconsciousness at 0 hp, but all actions are at -3 until healed to 0 hp again
Death Striker	after an <i>unarmed</i> attack your enemy must make a Athletics check vs. 8 or go to -6 hp
Dirty Fighter	enemies who you hit suffer -3 on all actions (not passive checks) until fully healed
Energy Deflector	Combat vs. 8 to block incoming energy weapon hit, each use adds +1 to the difficulty
Energy Swordsman	never hurt yourself with an energy blade, don't damage modules at damage die of 6
Engine Specialist	reroll one die when pumping or repairing engines, Pool: Engineering x 2
Enraged	if you're injured = Combat +2 for the remainder of this round, not cumulative
Escape Artist	free action to abandon a ship and brace, if portal within move attribute, Pool: Move
Famous	increase Prestige awards by 10%
Fast Healer	double the success margin on any healing performed on you
Fast Learner	increase Experience awards by 10%
Florentine Fighter	use <i>one</i> action to attack with <i>two</i> readied personal weapons at -3 instead of -6
Fortunate	spend 2 Luck to add +1 to a skill or hull check (only once per check)
Grenadier	reroll <i>one</i> die when tossing, intercepting or batting grenades and on damage vs. you
Healer	double the amount of damage you heal another character for
Helpful	other players may spend your Luck Points
Jack of All Trades	one reroll for <i>each</i> skill check as though you were professional (including Athletics)
Jet-Pack Jockey	Jet-Pack Piloting Check's get a +3 bonus and one reroll
Jury Rigger	operate a broken/slugged module, slugged = occupants 1D6 damage, Pool: Eng x2
Laser Cannon Specialist	reroll one die when firing a cannon configured as Laser Cannon, Pool: Combat x2
Lucky	Luck +3, cumulative
Missile Expert	launch second missile in same bay: Combat vs. 14, failure = detonation, Pool: Eng x2
Mobile	Move +2, cumulative
Multi-Barrel Expert	Fire a Multi-Barrel Cannon <i>twice</i> as a single action, second shot at -3 if two targets
Nimble	take additional action before normal action, both check's -3 (or move-3), Pool: Athl x2
Overloader	add either Shield's or Helm Power to Guns for one shot, overload detonates a Satchel Charge in your space, Pool: Engineering x2

<b>Pack Mule</b>	double your Carry Limit
<b>Patient</b>	prepare an action for as many phases as your skill level is and gain appropriate bonus
<b>Power Slider</b>	combine any two Helm Actions with a -3 penalty on the more difficult maneuver,
<b>Quick on the Draw</b>	Athletic Checks to quickdraw gain a +3 bonus, penalty to use item is reduced by 1
<b>Reflexive</b>	one free attempt to ram or dodge per phase (causes no OOC, costs no Helm Power)
<b>Resourceful</b>	use Science/Engineering for any other Skill, Pool: Sciece or Engineering (the lower)
<b>Sharpshooter</b>	reroll hit allocation when attacking with a ship's weapon, Pool: Combat x2
<b>Shock Trooper</b>	free action: overwatch to attack with personal weapon after final move, Pool: Combat
<b>Sniper</b>	reroll any ranged personal or ship's gun attack check if prepared, Pool: Combat x2
<b>Spacelegs</b>	ignore OOC penalty
<b>Speed Demon</b>	reroll Piloting Checks during Acceleration or Deceleration, Pool: Piloting x2
<b>Stunner Expert</b>	force enemies to reroll one die of their Athletic Check vs. your stun gun
<b>Sturdy</b>	HP +3, cumulative
<b>Tinkerer</b>	additional upgrade action at the beginning of a mission
<b>Tough</b>	reroll Athletic Skill Checks as though you were a professional
<b>Tractor Specialist</b>	reroll <i>one</i> die when operating the Tractor Module, Pool: Engineering x2
<b>Trampler</b>	free melée attack when moving through an enemy (once per phase)
<b>Tricky</b>	<i>Dump Trash</i> : roll 2D6 for each missile in your ship's hex = 7 or less destroys it <i>Focus Sensors</i> : All Targeting Rolls +1 (Cannons, Target Lock, Teleport...) <i>Vent Plasma</i> : Stabilizes the ship (clear all OOC) Pool: Engineering
<b>Turn Specialist</b>	reroll Piloting Check when turning or sideslipping, Pool: Piloting x2
<b>Unarmed Combatant</b>	reduce Combat Skill to increase damage (1 for 1), unarmed attack isn't limited to Athl.
<b>Unlimited</b>	reset one of your Special Ability Pools (once per mission), cumulative
<b>Unsinkable</b>	reroll Hull Checks from the ship you occupy, Pool: Luck
<b>Zone Controller</b>	enemies in melée range are at -3 to hit you, free melée attack on adjacent squares, free action to intercept grenades on adjacent squares

**Pax Galacticum, p. 8-9**

<b>Assistant</b>	Athletics vs. 11 to assist at +2
<b>Doctor</b>	reroll one die at Checks to heal or cure sicknesses or take an action to ask a yes/no-question about the medical effects on a target adjacent to you, Pool: Science x2
<b>ECM Specialist</b>	+3 on all ECM an Target Lock Checks, may destroy a missile by ECMing
<b>EMT</b>	free heal action at -3 (requires Medkit or Bandages), Pool: Combat
<b>Fire Fighter</b>	reroll a die when fighting, causing or catching fires (also damage), Pool: Combat x2
<b>Grease Monkey</b>	reroll when repairing, reconfiguring or engineering-based upgrading, Pool: Eng x2
<b>Hacker</b>	reroll when Hacking (portals and battlestations), Pool: Science x2
<b>Hyperphysicist</b>	reroll when using the Hyperdrive and determing facing after warp-in, Pool: Science x2

<b>Inoculated</b>	reroll passive Athletic Checks, Pool: Athletics x2
<b>Insightful</b>	after receiving a positive answer, immediately ask another question (no used marker)
<b>Jet-Jumper</b>	Jet-Move as a Pop-Action, take actions during Jet-Move at -3, Pool: Athletics x2
<b>Peaceful</b>	+1 to any Skill, but you are not allowed to initiate an attack, if you do = no prestige
<b>Surgeon</b>	heal a Target by 3D6 with a Medkit instead of 2D6, but: if patient isn't fully healed he must make an Athletic Check vs. 8 or go to -6 hp
<b>Vibrant Fungoid</b>	reroll your regeneration die, ability can be taken multiple times
<b>Wake-Rider (Fighter &amp; Shuttle)</b>	If beginning a phase in the same hex with another ship while being in a fighter or shuttle you follow the ship during ship movement as a free action; also before an explosion make a Piloting Check vs. 11 to ride as many spaces as successes away from the epicenter (max. spaces = explosion size)

**Pirates of Trundlian, p. 11-13**

<b>Bosun</b>	ignore penalty to remotely operate a battlestation
<b>Calm</b>	make any Skill Check result a 7 before rolling dices, Pool: Rank x2
<b>Cannon Specialist</b>	reroll attacks with standard cannon configuration, Pool: Combat x2
<b>Cannoneer</b>	+1 to all checks operating a cannon (shoot, repair, reconfigure)
<b>Cross-Class</b>	choose a new profession but retain 4 rerolls in you old profession
<b>Cut-Throat</b>	reroll one damage die in personal combat, Pool: Combat x2
<b>First Mate</b>	+3 and a reroll on Assists
<b>Guardian Trained</b>	Reroll each initial placement die for Guardian Ships
<b>Hook-Handy</b>	ignore the -3 penalty for a cyperhook
<b>Hyper-Do Black Belt</b>	reroll one die from attack and damage while you do or receive an unarmed attack
<b>Numb-Runner</b>	while being under the effects of the drug Numb, ignore forced skill check rerolls, Pool: Athletic x2
<b>Predestined</b>	spend 1D6-1 Luck to choose the result of a die, if your Luck is too low it doesn't work
<b>Quartermaster</b>	no spare parts needed to upgrade items, you can assist multiple player's upgrades
<b>Reckless</b>	throw an additional damage die on melée attacks and suffer the lowest
<b>Researcher</b>	reroll Skill Checks to ask yes/no questions, Pool: Science x2
<b>Rolls With It</b>	If you prepared an action you suffer no OOC (and still get the +1 bonus)
<b>Swashbuckler</b>	you may take an action <i>during</i> your move action, also the penalty to quickdraw or use multiple weapons is reduced by 1
<b>Tactician</b>	Action: Combat vs. 8. successes = Players that receive +1 Combat for this round
<b>Trick Shooter</b>	reroll on attack and damage when shooting at items/modules and on enemy's Athletic Check to hold item in hand; also the penalty to quickdraw or use multiple ranged weapons is reduced by 1
<b>True-Trundlian</b>	allocate your hands move and base hp as a free action, Pool: Athletics x Rank
<b>Unconventional</b>	throw a die to any skill check: odd numbers add to the check, even numbers subtract (luckable), Pool: Science
<b>Unflappable</b>	ignore any penalty of up to -3 once, Pool: Rank