

Ace: Beast Rider

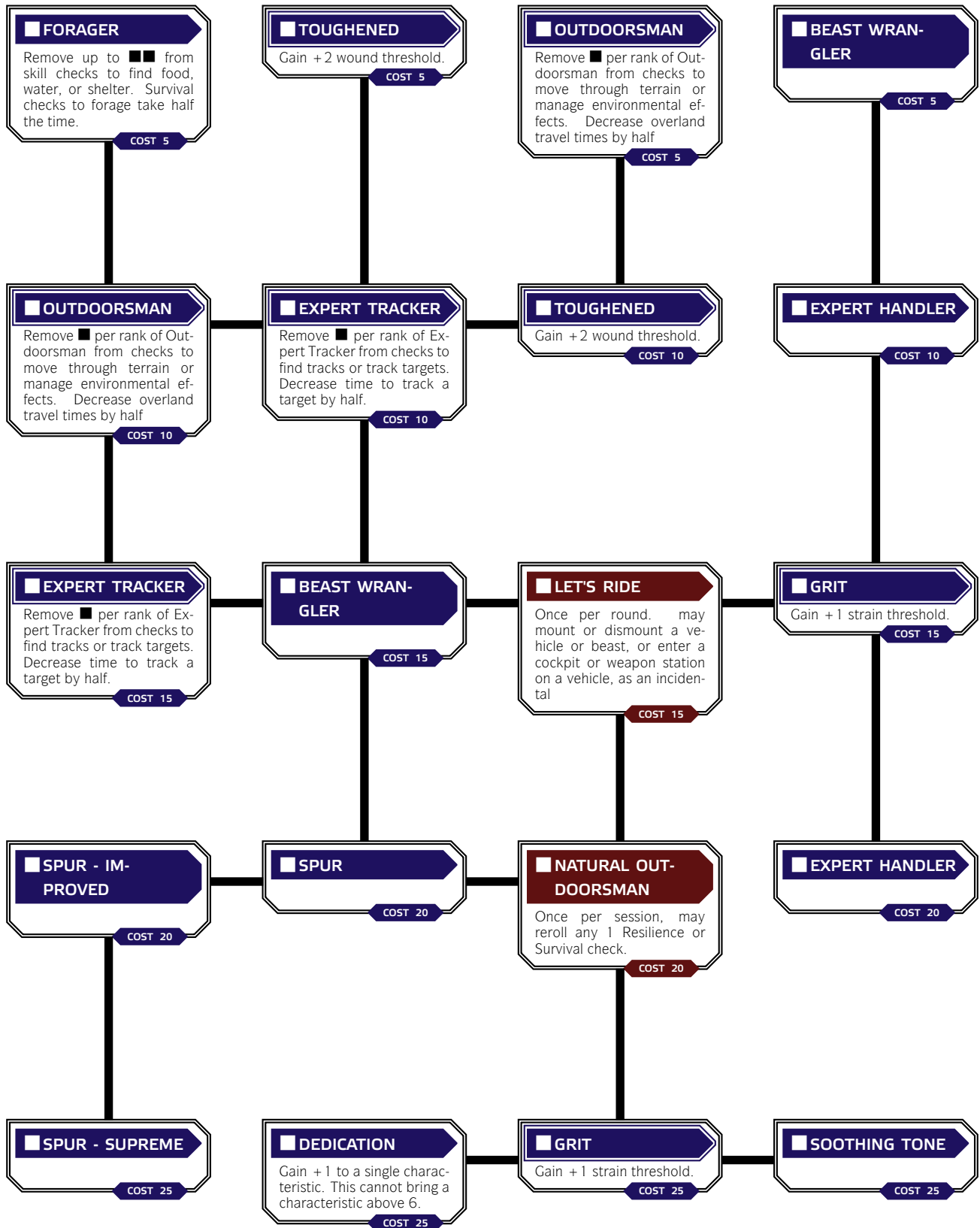
Career Skills: Astrogation, Cool, Gunnery, Mechanics, Perception, Piloting (Planetary), Piloting (Space), Ranged (Light)

Additional Career Skills: Athletics, Knowledge (Xenology), Perception, Survival

PASSIVE

ACTIVE

RANKED TALENT



Ace: Driver

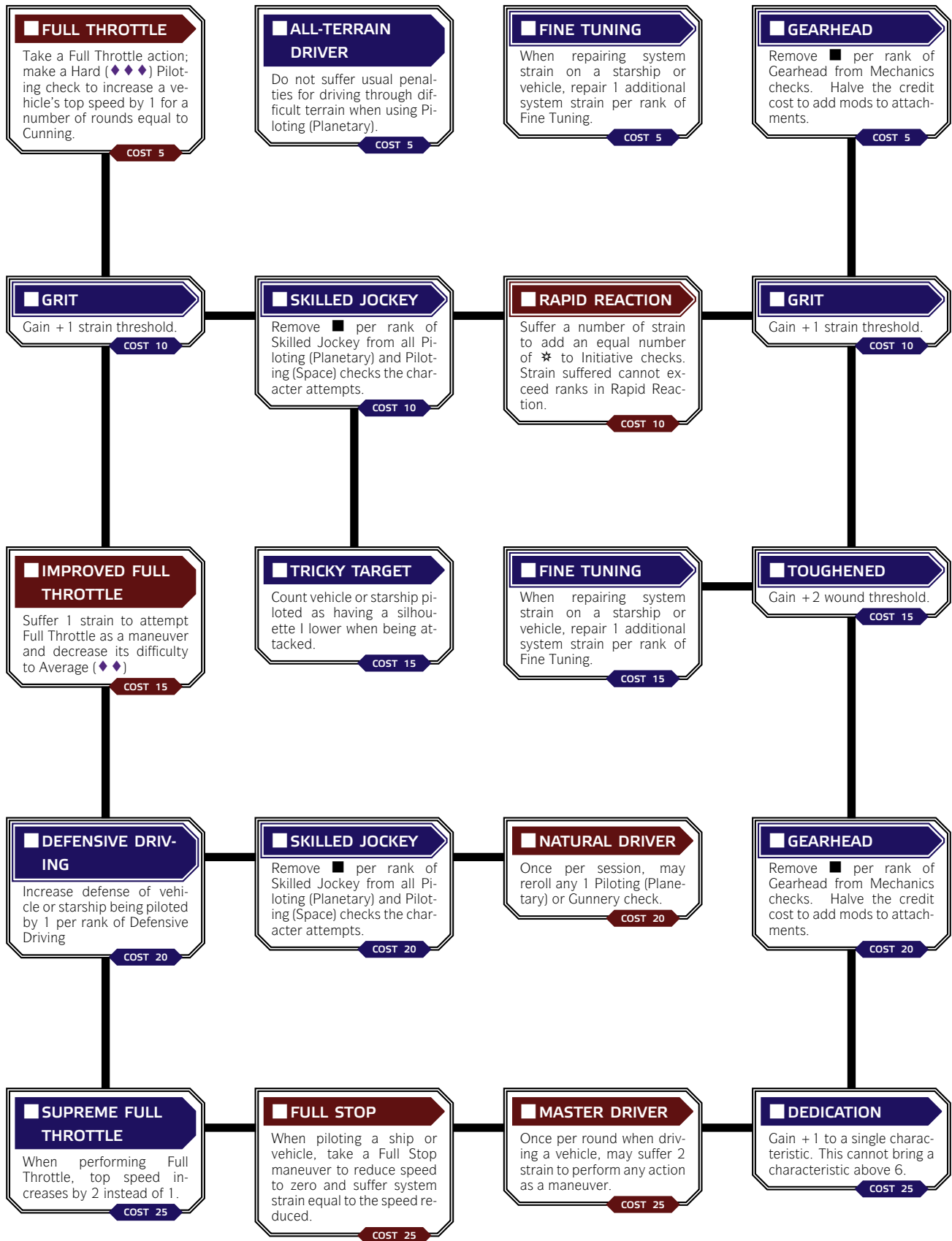
Career Skills: Astrogation, Cool, Gunnery, Mechanics, Perception, Piloting (Planetary), Piloting (Space), Ranged (Light)

Additional Career Skills: Cool, Gunnery, Mechanics, Piloting (Planetary)

PASSIVE

ACTIVE

RANKED TALENT



Ace: Gunner

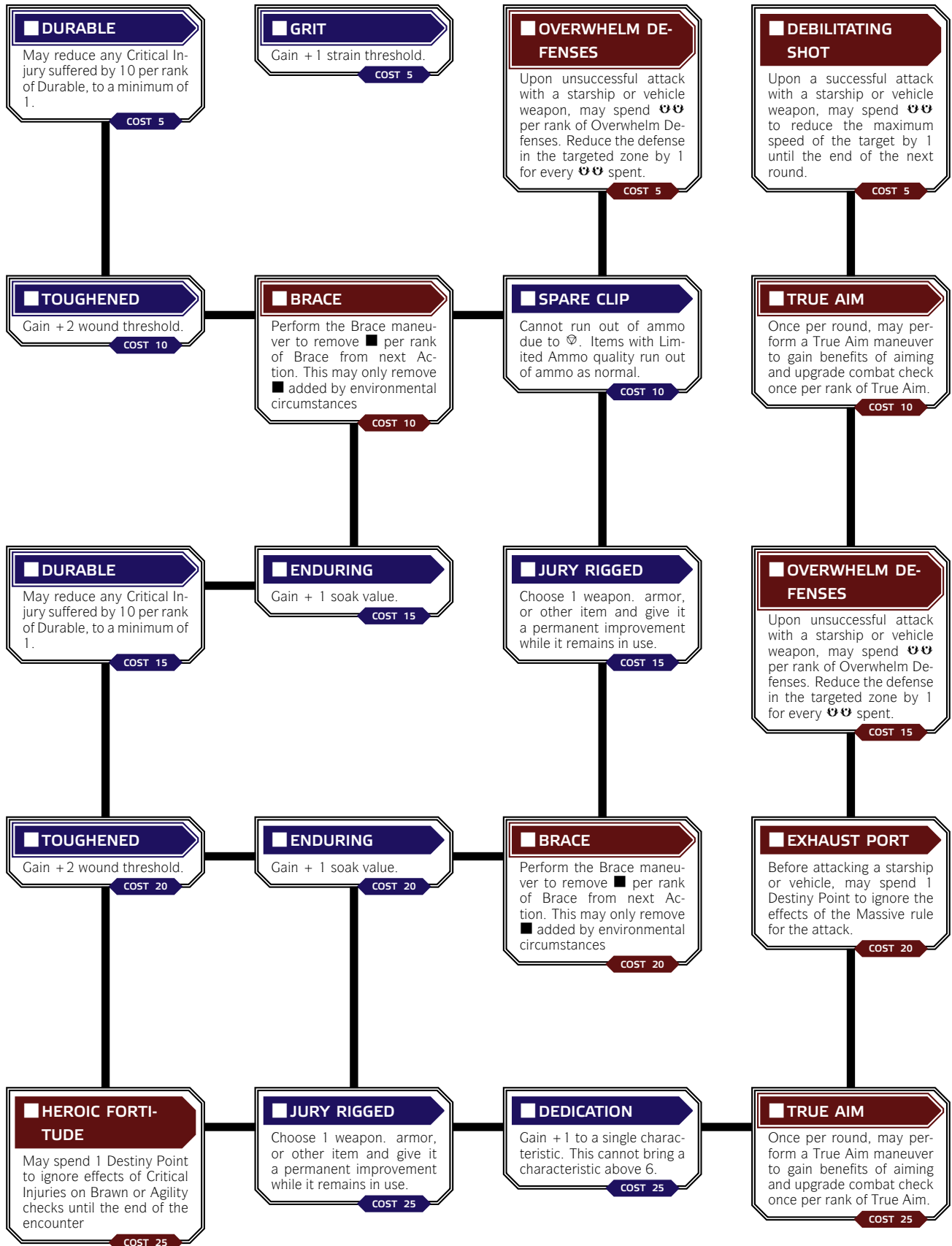
Career Skills: Astrogation, Cool, Gunnery, Mechanics, Perception, Piloting (Planetary), Piloting (Space), Ranged (Light)

Additional Career Skills: Discipline, Gunnery, Ranged (Heavy), Resilience

PASSIVE

ACTIVE

RANKED TALENT



Ace: Hotshot

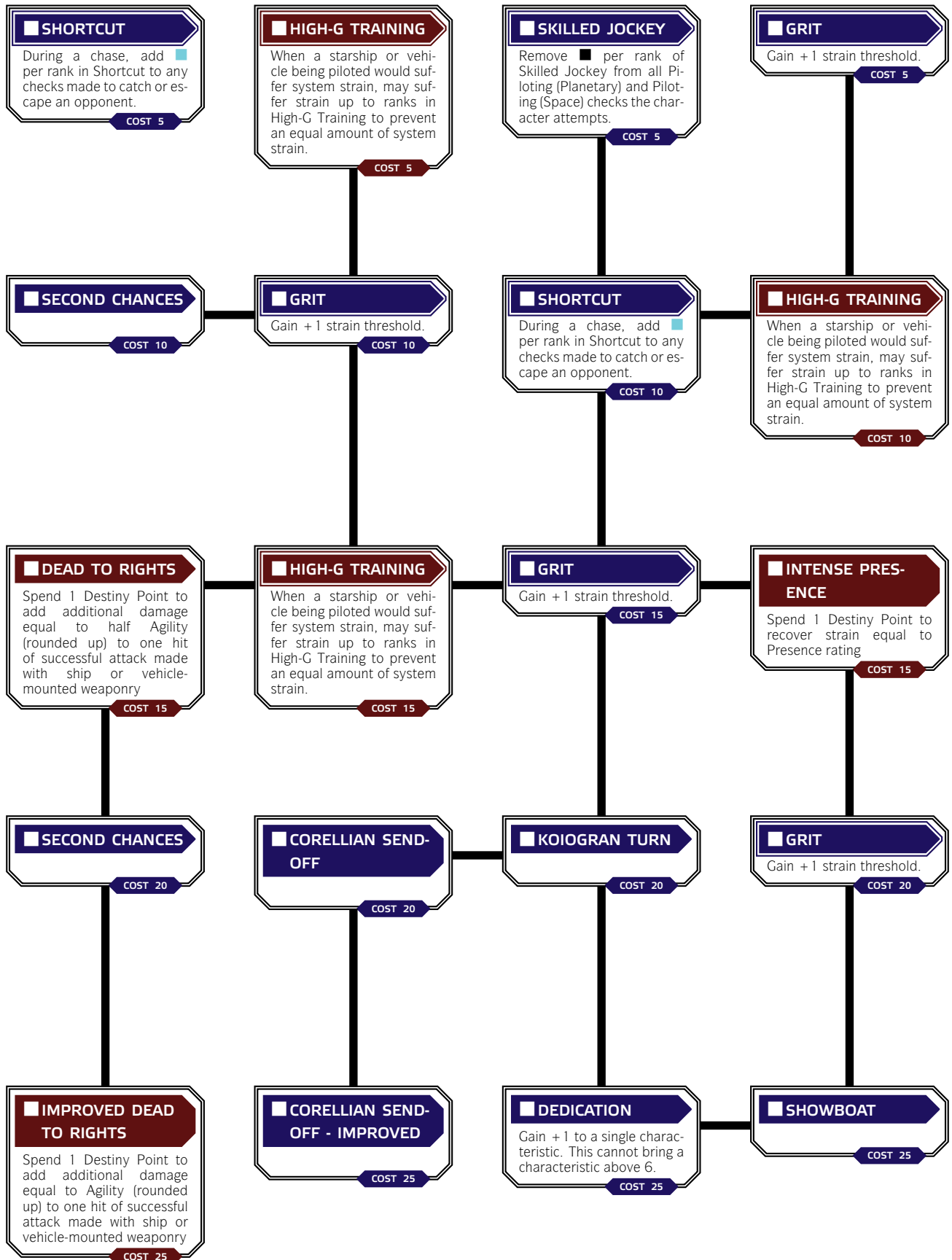
Career Skills: Astrogation, Cool, Gunnery, Mechanics, Perception, Piloting (Planetary), Piloting (Space), Ranged (Light)

Additional Career Skills: Cool, Coordination, Piloting (Planetary), Piloting (Space)

PASSIVE

ACTIVE

RANKED TALENT



Ace: Pilot

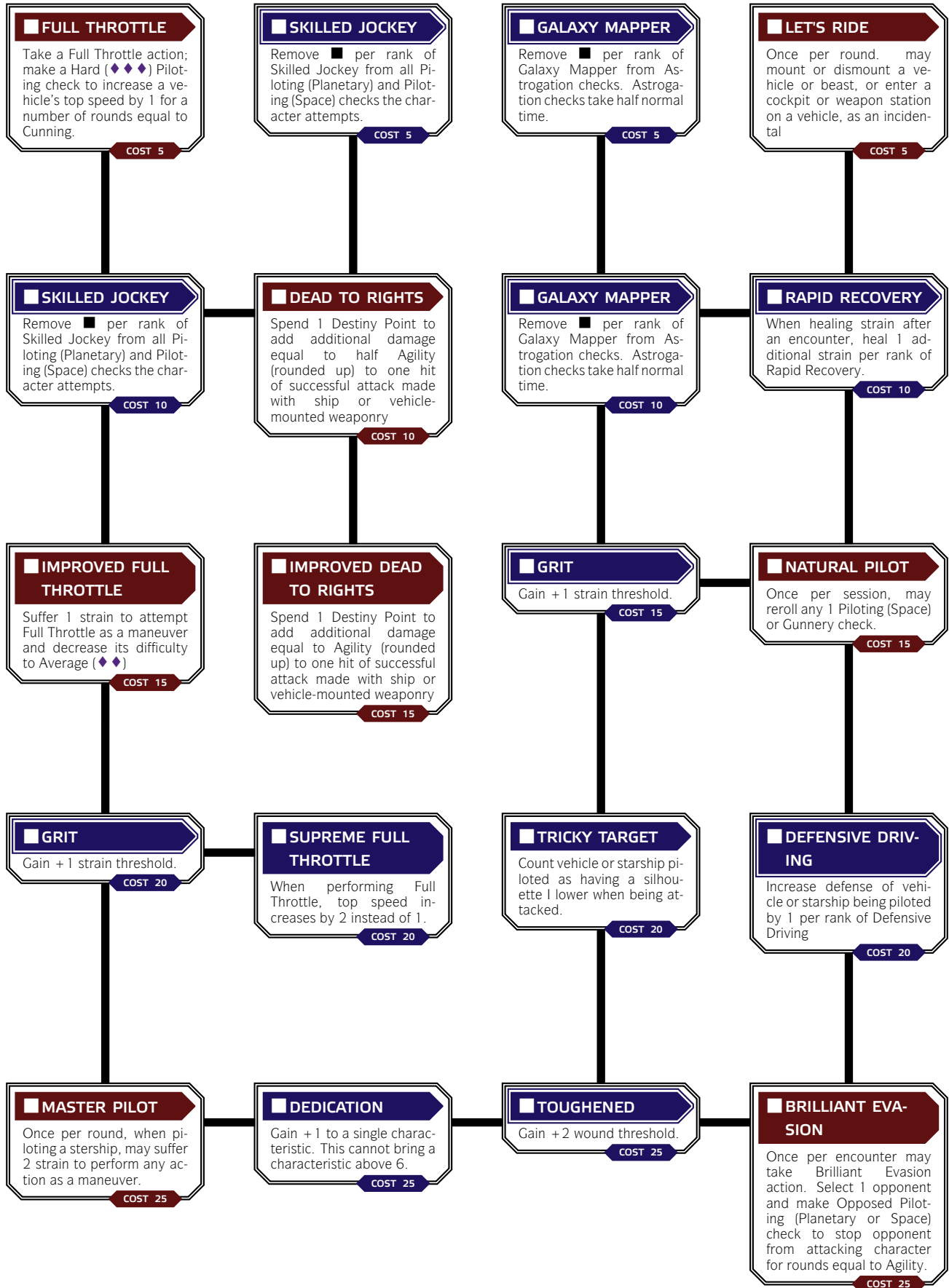
Career Skills: Astrogation, Cool, Gunnery, Mechanics, Perception, Piloting (Planetary), Piloting (Space), Ranged (Light)

Additional Career Skills: Astrogation, Gunnery, Piloting (Planetary), Piloting (Space)

PASSIVE

ACTIVE

RANKED TALENT



Ace: Rigger

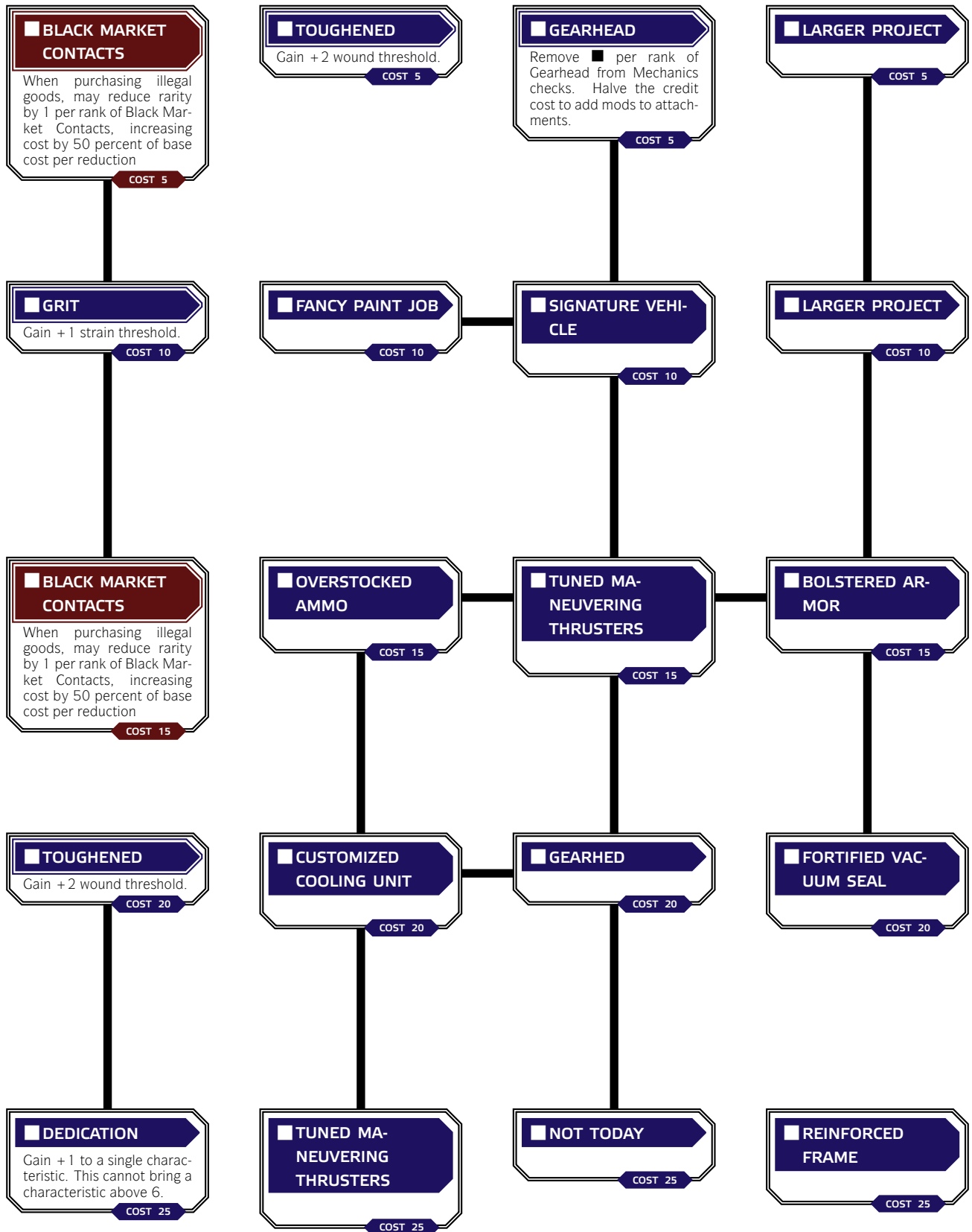
Career Skills: Astrogation, Cool, Gunnery, Mechanics, Perception, Piloting (Planetary), Piloting (Space), Ranged (Light)

Additional Career Skills: Gunnery, Knowledge (Underworld), Mechanics, Resilience

PASSIVE

ACTIVE

RANKED TALENT



Undefined talents (22)

- (beast wrangler) - Stay on Target p. 27
- (expert handler) - Stay on Target p. 27
- (spur - improved) - Stay on Target p. 27
- (spur) - Stay on Target p. 27
- (spur - supreme) - Stay on Target p. 27
- (soothing tone) - Stay on Target p. 27
- (second chances) - Stay on Target p. 29
- (corellian sendoff) - Stay on Target p. 29
- (koiogran turn) - Stay on Target p. 29
- (corellian sendoff - improved) - Stay on Target p. 29
- (showboat) - Stay on Target p. 29
- (larger project) - Stay on Target p. 31
- (fancy paint job) - Stay on Target p. 31
- (signature vehicle) - Stay on Target p. 31
- (overstocked ammo) - Stay on Target p. 31
- (tuned maneuvering thrusters) - Stay on Target p. 31
- (bolstered armor) - Stay on Target p. 31
- (customized cooling unit) - Stay on Target p. 31
- (gearthed) - Stay on Target p. 31
- (fortified vacuum seal) - Stay on Target p. 31
- (not today) - Stay on Target p. 31
- (reinforced frame) - Stay on Target p. 31