

# Ace: Beast Rider

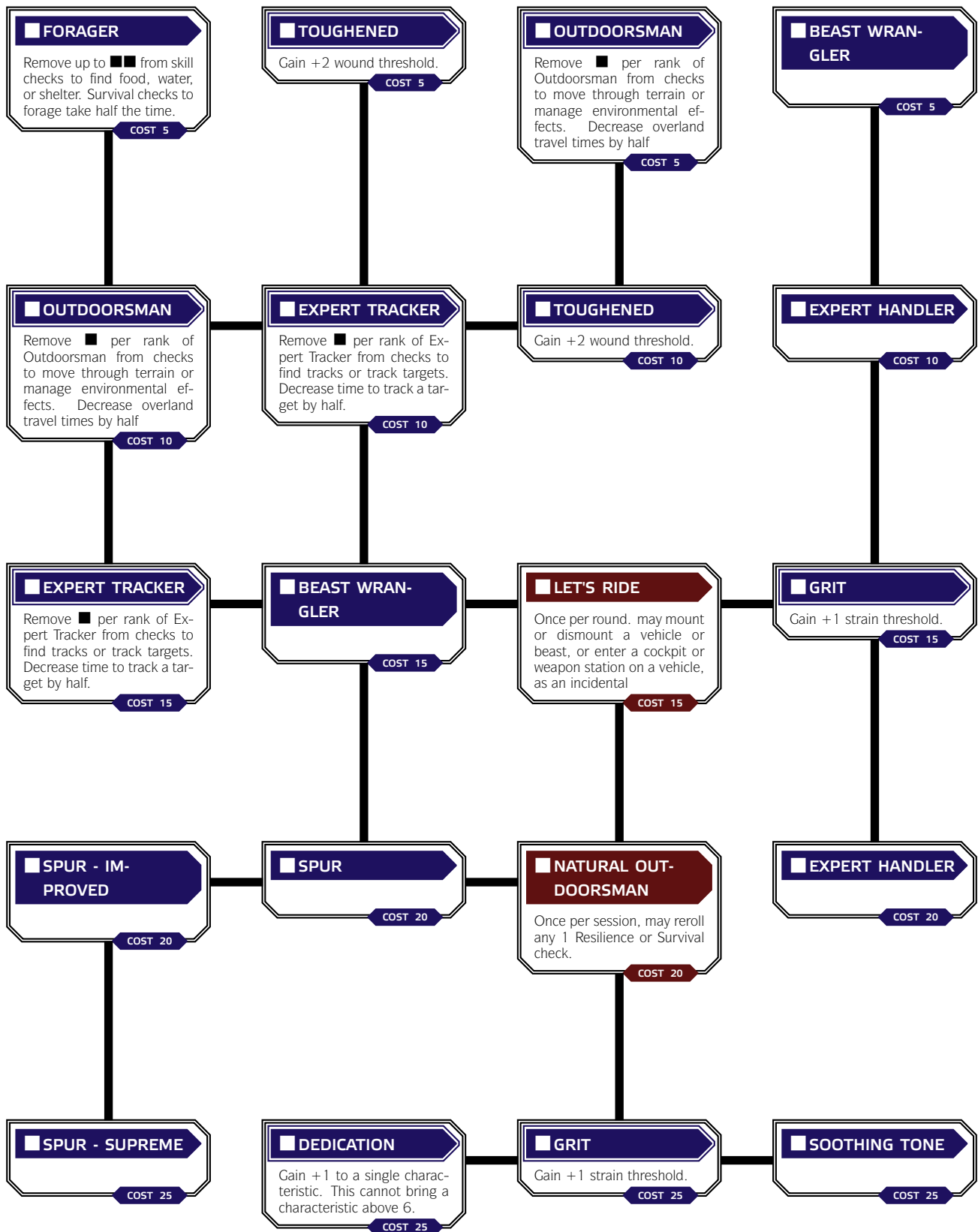
**Career Skills:** Astrogation, Cool, Gunnery, Mechanics, Perception, Piloting (Planetary), Piloting (Space), Ranged (Light)

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

**PASSIVE**

**ACTIVE**

**RANKED TALENT**



# Ace: Driver

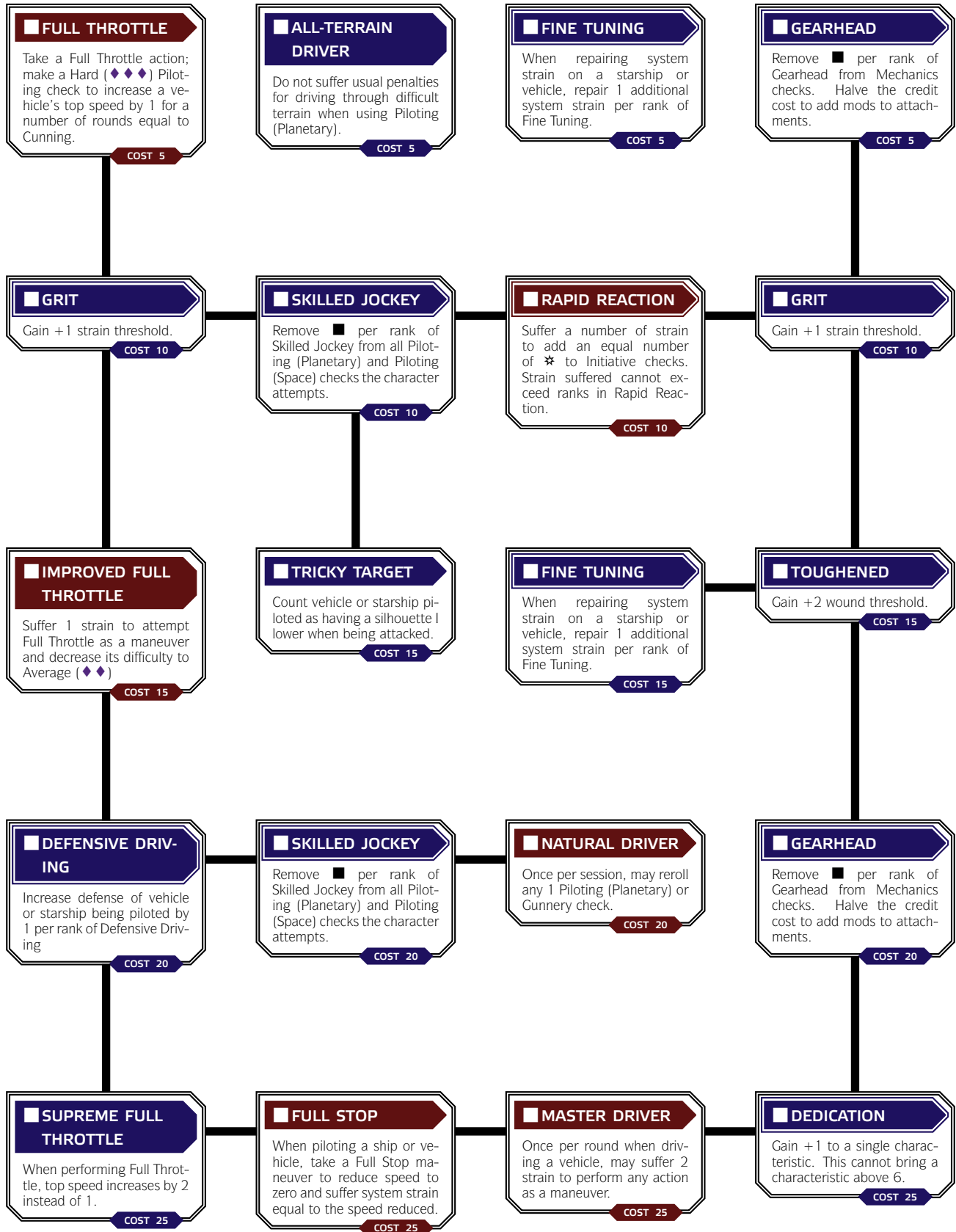
**Career Skills:** Astrogation, Cool, Gunnery, Mechanics, Perception, Piloting (Planetary), Piloting (Space), Ranged (Light)

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

**PASSIVE**

**ACTIVE**

**RANKED TALENT**



# Ace: Gunner

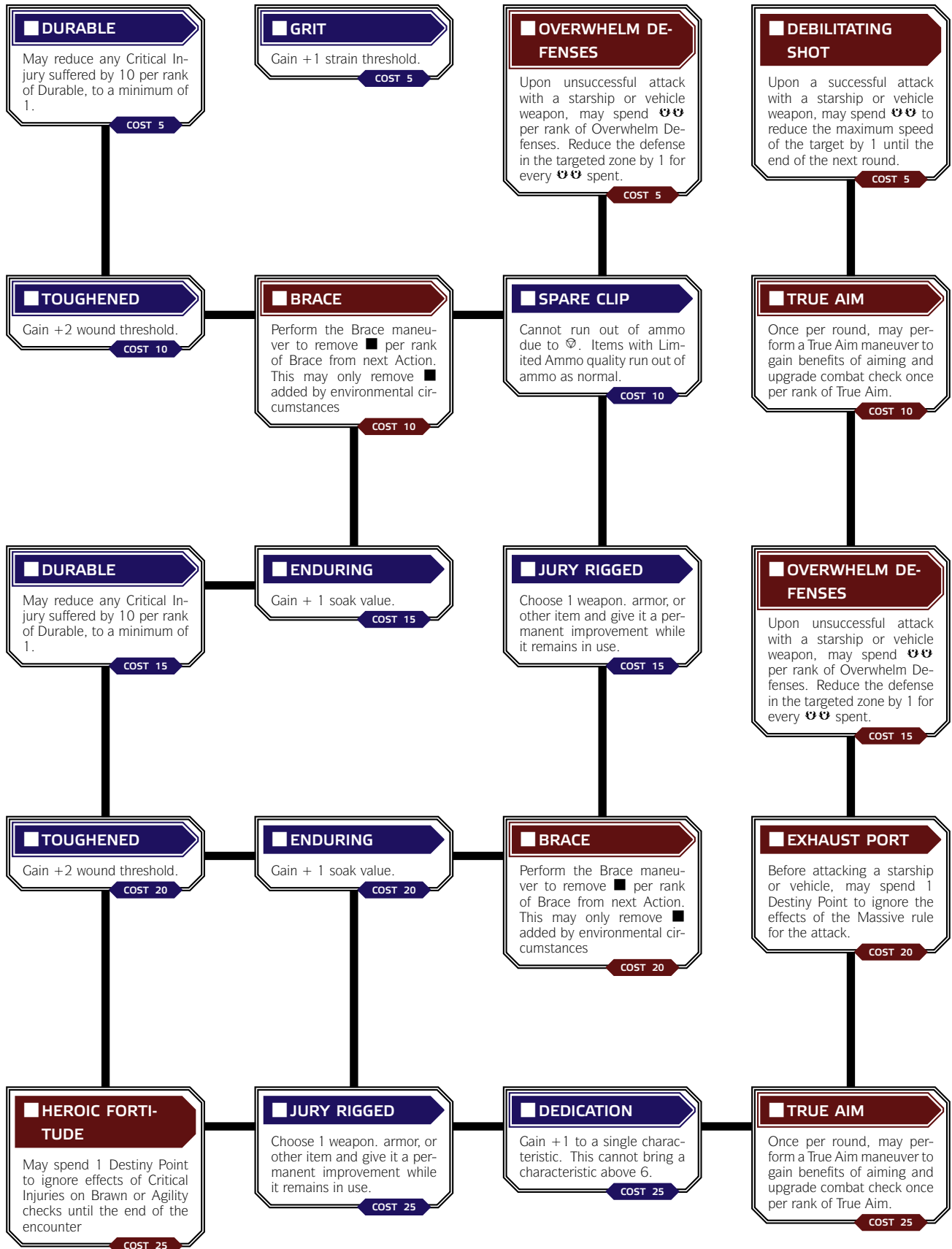
**Career Skills:** Astrogation, Cool, Gunnery, Mechanics, Perception, Piloting (Planetary), Piloting (Space), Ranged (Light)

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

**PASSIVE**

**ACTIVE**

**RANKED TALENT**



# Ace: Hotshot

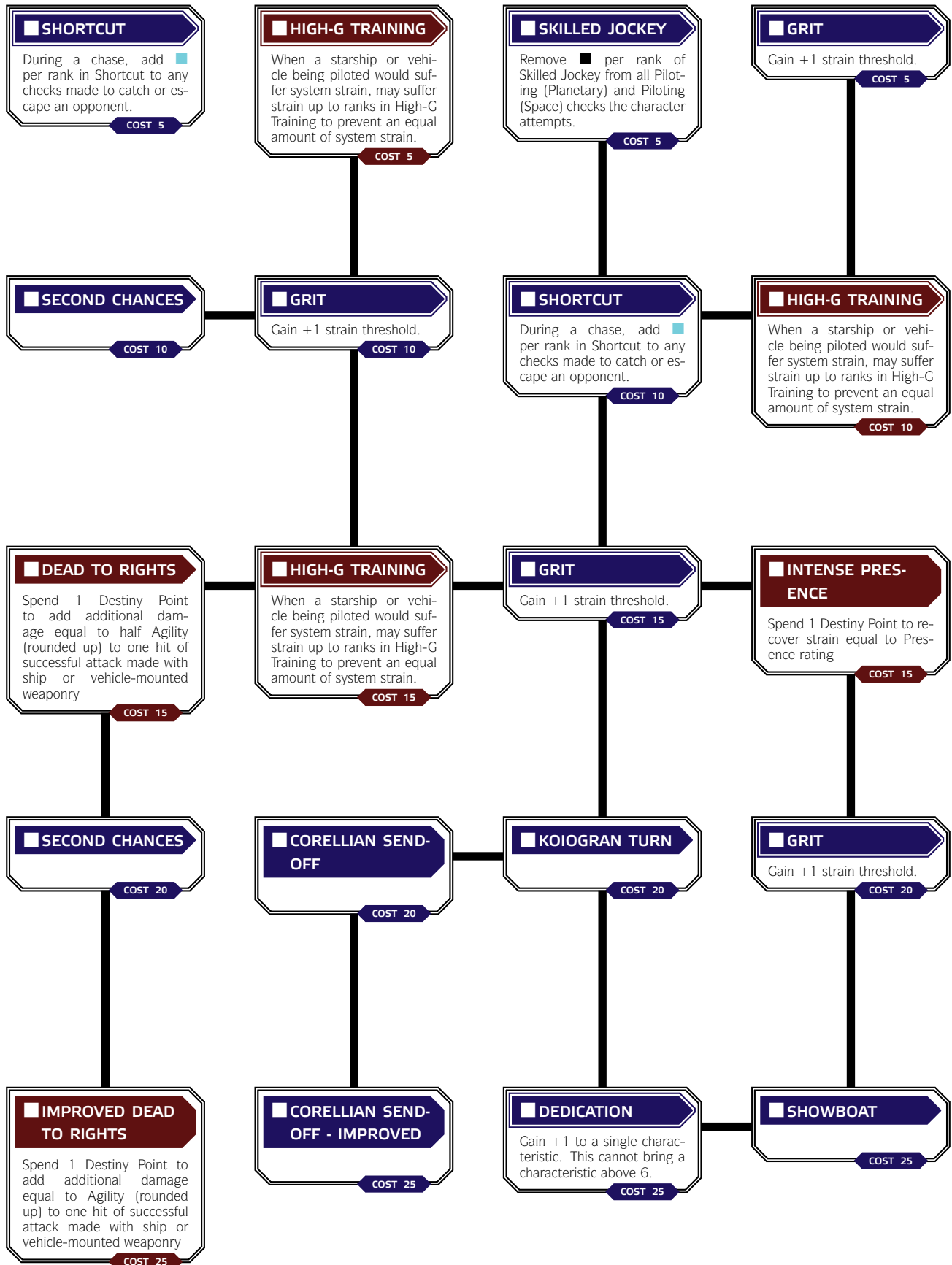
**Career Skills:** Astrogation, Cool, Gunnery, Mechanics, Perception, Piloting (Planetary), Piloting (Space), Ranged (Light)

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

**PASSIVE**

**ACTIVE**

**RANKED TALENT**



# Ace: Pilot

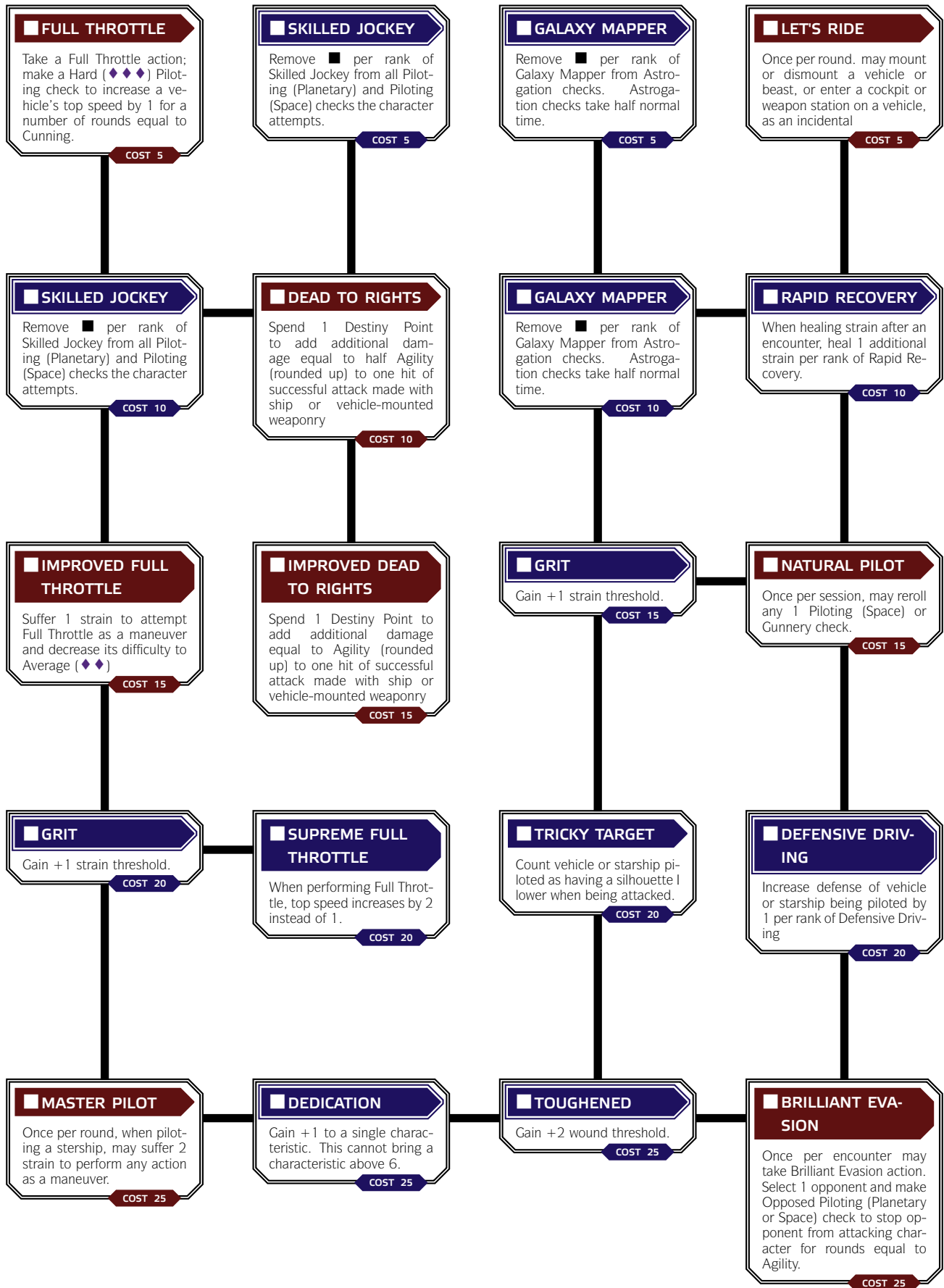
**Career Skills:** Astrogation, Cool, Gunnery, Mechanics, Perception, Piloting (Planetary), Piloting (Space), Ranged (Light)

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

**PASSIVE**

**ACTIVE**

**RANKED TALENT**



# Ace: Rigger

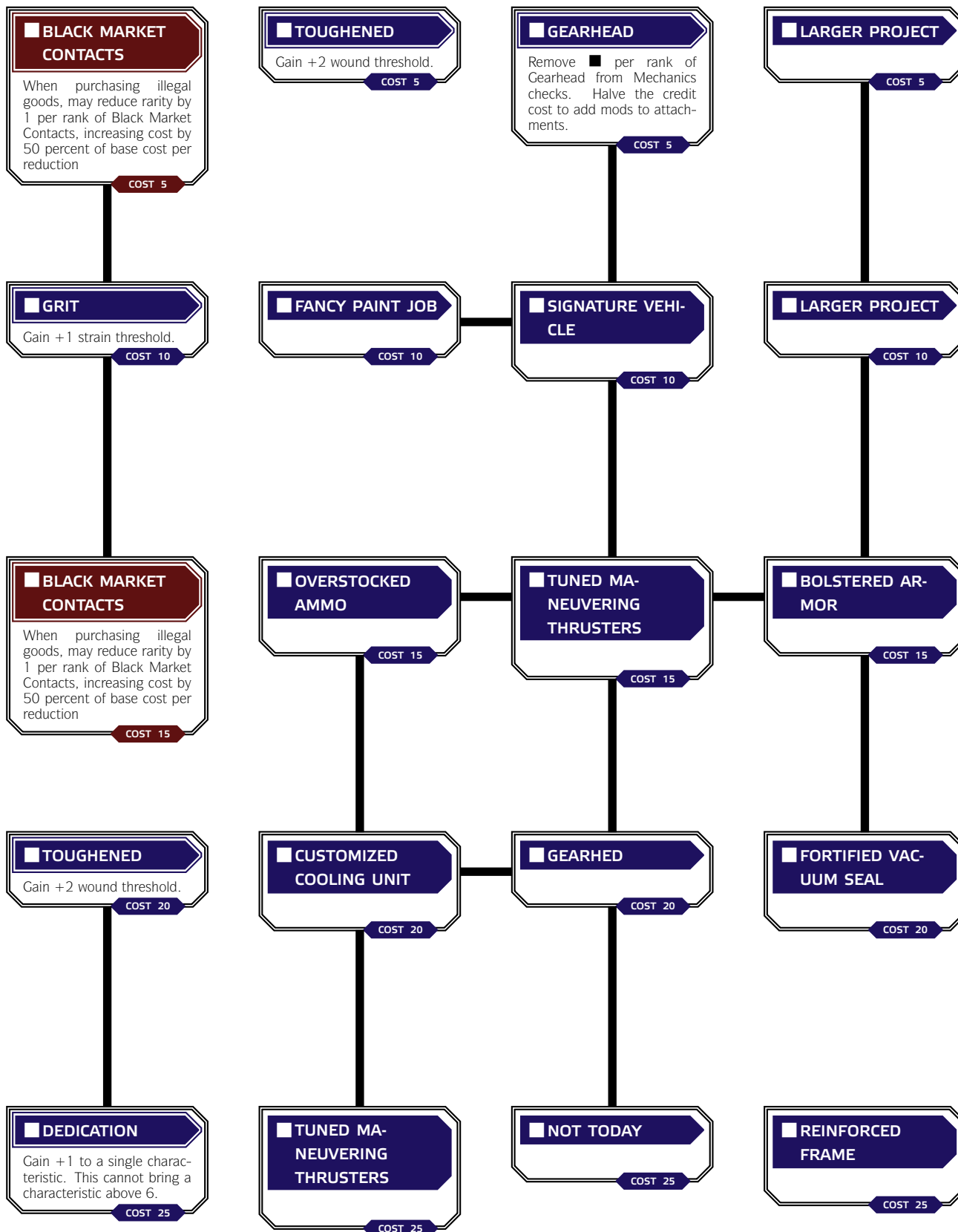
**Career Skills:** Astrogation, Cool, Gunnery, Mechanics, Perception, Piloting (Planetary), Piloting (Space), Ranged (Light)

**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