

# RECRUIT

7M1.701↓



**D**ue to **AGE OF REBELLION**'s focus on the Galactic Civil War, most groups of PCs find themselves embroiled in conflict very quickly. Against a force like the Empire, any form of military training can mean the difference between life and death. While the Alliance isn't as organized or regimented as the Empire, they do try to give a decent number of their members some form of combat training. This training helps to enhance the Rebels' chance not only to survive in combat but to fight effectively to achieve their goals.

The Recruit specialization is a universal specialization, and the experience cost to take it is ten times the total number of specializations that the character would have after adding the new specialization. While this means that the specialization costs the same as a career specialization, note that universal specializations are not career specializations.

The additional career skills a PC receives when taking this specialization are **Athletics**, **Discipline**, **Survival**, and **Vigilance**. Alliance operatives who go through this training enhance their physical fitness, awareness, and general competency at a wide variety of skills. Those who commit extra time and effort can also enhance their abilities with weapons and ground vehicles, as well as their general knowledge of the many worlds to which they may end up traveling.

Characters from almost any career can benefit from becoming a Recruit and gaining some basic military training. Small teams of specialists going up against the Empire's best will likely need to call upon every scrap of combat ability they collectively possess to survive dramatic fights for their very lives.

The Alliance strongly recommends such training for any Rebels who are actively going into the field, regardless of their career, goals, or role in a team. Even Diplomats are actively encouraged to undergo military training; they do no good to anyone if they cannot come back alive from their latest efforts to negotiate a treaty or acquire supplies. Becoming a Recruit might not make a character a full-fledged special forces hero, but it certainly doesn't hurt.

# Universal: Recruit Talent Tree

Recruit Bonus Career Skills: Athletics, Discipline, Survival, Vigilance

ACTIVE

PASSIVE

**BASIC COMBAT TRAINING**

Brawl and Ranged (Light) become career skills.

**COST 5**

**SECOND WIND**

Once per encounter, may use Second Wind incidental to recover strain equal to ranks in Second Wind.

**COST 5**

**OUTDOORSMAN**

Remove  per rank of Outdoorsman from checks to move through terrain or manage environmental effects. Decrease overland travel times by half.

**COST 5**

**TACTICAL COMBAT TRAINING**

Melee and Ranged (Heavy) become career skills.

**COST 5**

**SECOND WIND**

Once per encounter, may use Second Wind incidental to recover strain equal to ranks in Second Wind.

**COST 10**

**VEHICLE COMBAT TRAINING**

Gunnery and Piloting (Planetary) become career skills.

**COST 10**

**WELL-TRAVELED**

Knowledge (Core Worlds) and Knowledge (Outer Rim) become career skills.

**COST 10**

**TOUGHENED**

Gain +2 wound threshold.

**COST 10**

**QUICK DRAW**

Once per round, draw or holster a weapon or accessible item as an incidental.

**COST 15**

**GRIT**

Gain +1 strain threshold.

**COST 15**

**TOUGHENED**

Gain +2 wound threshold.

**COST 15**

**SPARE CLIP**

Cannot run out of ammo due to . Items with Limited Ammo quality run out of ammo as normal.

**COST 15**

**SECOND WIND**

Once per encounter, may use Second Wind incidental to recover strain equal to ranks in Second Wind.

**COST 20**

**JUMP UP**

Once per round, may stand from seated or prone as an incidental.

**COST 20**

**GRIT**

Gain +1 strain threshold.

**COST 20**

**CREATIVE KILLER**

Reduce the crit rating of improvised weapons by 2 (to a minimum of 1).

**COST 20**

**DYNAMIC FIRE**

When making a ranged attack while engaged with an opponent, may suffer 2 strain to reduce the ranged modifier by 1.

**COST 25**

**DEDICATION**

Gain +1 to a single characteristic. This cannot bring a characteristic above 6.

**COST 25**

**TOUGHENED**

Gain +2 wound threshold.

**COST 25**

**ENDURING**

Gain +1 soak value.

**COST 25**