# Skill Trigger Combat Uses

Harrison Armory Dossier

**I decided to make pilot combat more deep. Both to let players have more fun and strategize, and also so I could include more interesting enemies and missions. These rules are for this combat specifically. I hope you like them though.**

**Aside from the full action pilots normally get on their turn, Pilots now get a special Pilot Action. You can gain a second Pilot Action by expending 2 quick actions. So, on your turn, you could make an attack with a Medium A/C melee weapon (Full Action), and then attempt assault. To use the benefits of one of the skill triggers, you must make a dc 10 check. You roll a d20, add a relevant trigger. Say your trigger bonus is plus two, you roll a 13, for a total of 15. You may then gain the benefits, and immediately take the Jockey or Fight quick action. Despite all of these extra effects, keep in mind: This is a rescue mission. You cannot win this fight.**

#### Act unseen or unheard

You become hidden until the start of your next turn.

#### Apply fists to faces

The next time you hit with an attack, add your grit to the damage roll.

#### Assault

You may immediately make a Jockey or Fight attempt.

#### Blow something up

The next time you make an attack with a weapon that deals explosive damage, its blast increases by 1. You are ignored by the attack if you stand inside it.

#### Charm

All enemies in burst 2 gain +1 difficulty to hit you until the start of your next turn.

#### Get ahold of something

You may attempt this once per scene. You may choose one object on the pilot weapons or gear list, and instantly gain access to it.

#### Get somewhere quickly

Either your movement speed doubles or you ignore engagement until the start of your next turn.

#### Hack or fix

A target enemy of your choice gains lock on and gains either 1 heat or is moved 1.

#### Invent or create

You may attempt this once per scene. Choose a piece of pilot gear and substitute it for one of your own.

#### Investigate

You scan target enemy of your choice within range 8.

#### Lead or inspire

Choose an ally. They gain one accuracy on their next check, attack roll, or save.

#### Patch

Choose one pilot that is adjacent to you. They restore one hitpoint and clear the down and out condition. A pilot may only benefit from this once per scene.



#### Pull Rank

All enemies in burst 2 gain +1 difficulty to hit anyone but you until the start of your next turn.

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#### Show off

Make an attack with a pilot weapon at +1 difficulty. Choose an ally that can see you. they gain +(Your Grit) on their next attack roll, skill check, or saving throw.

#### Spot

An enemy within range 8 gains lock on until the start of your next turn.

#### Read a situation

Receive insider knowledge of the situation and advice for a successful course of action.

#### Survive

May be attempted once per scene. Until the start of your next turn, if you would be reduced to 0 hit points, you are instead reduced to 1.

#### Take control

Once per scene, you choose two allied characters within burst 4. With their consent, you may switch their position.

#### Take someone out

Choose an enemy within range 8. They take 1 point of unavoidable damage and you learn their current hp.

#### Threaten

An enemy within range 8 gains +1 difficulty on attack rolls on you until the start of your next turn.

#### Word on the street

Learn the armor, pilot gear, and weapons of one enemy of your choice.

#### Stay Cool

Clear all heat or one status condition afflicting your pilot. You add 1 accuracy to your next check or save