

Training

Just like the simulations.

- Range & Gym
- Holographic Targets
- Simulation Chamber

Range & Gym

Cost □3 ✂1

Simple firing range with armored dummies of various species and 0-G gym. Getting a feel for your weapons really helps you to keep feeling them. After long resting aboard the ship, receive a +1 circumstance bonus to resist getting disarmed. This bonus lasts until you long rest while off the ship.

Holographic Targets

Cost $\square 4$ $\diamond 2$ $\text{✂} 2$

Holographically projected targets show weak points and simulate damage taken.

Getting used to common enemy weaknesses allows you to score a critical hit even if you are only 9 above their AC instead of 10. This bonus lasts until you long rest while off the ship.

Simulation Chamber

Cost $\square 6$ $\diamond 3$ $\text{✂} 3$

Room containing modular terrain and full holographic coverage for full training scenarios. Running a simulation of a specific faction or location provides a +1 circumstance bonus to either hit them (faction) or to your AC (location). Training is a downtime activity and takes a day. It also requires either direct data of the faction/location (combat techniques, blueprints, comprehensive photos with notes) or a successful computers check by someone who has seen the faction fight or examined the location in detail. The more details you know, the easier the computers check will be.