

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 □4 ◇2 ↗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 □6 ◇3 ✂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.