Due to *Ace 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

- **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: 10

- **VEHICLE COMBAT TRAINING**
  - Gunnery and Piloting (Planetary) become career skills.
  - Cost: 10

- **OUTDOORSMAN**
  - Remove 1 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

- **QUICK DRAW**
  - Once per round, draw or unholster a weapon or accessible item as an incidental.
  - Cost: 15

- **GRIT**
  - Gain +1 strain threshold.
  - Cost: 15

- **TOUGHENED**
  - Gain +2 wound threshold.
  - Cost: 15

- **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: 20

- **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