



## Drydock Pass

*Strike III*

The above named hero has access to drydock facilities to perform minor upgrades to any starship or vehicle. This pass includes parts, labor and any associated charges. This pass may be used on behalf of another hero's vessel/vehicle. Only **two** certs may be applied to each vessel or vehicle and only one modification per cert. Pick one:

- |  |   |
|--|---|
| <input type="checkbox"/> +1 equipment bonus to maneuverability | <input type="checkbox"/> +10 shield points        |
| <input type="checkbox"/> +1 equipment bonus to defense         | <input type="checkbox"/> +20 hull points          |
| <input type="checkbox"/> +1 equipment bonus to initiative      | <input type="checkbox"/> +2 bonus to fire control |

(attach cert to vessel or vehicle modified when used.)

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Judge \_\_\_\_\_

RPGA # \_\_\_\_\_

Convention: \_\_\_\_\_

Date \_\_\_\_\_



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## Commendation

### *Strike III*

In recognition of heroic effort on the part of the above named hero in keeping a dangerous criminal from establishing operations in the system of Cularin the peace keeping organizations (Office of Public Safety, Cularin Armed Forces/Militia and the Jedi of Almas) have presented this crystal representation of a ch'hala tree to the above named hero. While it has no in game effect it does produce a pleasant sound when a breeze strikes the branches and leaves.

Judge \_\_\_\_\_

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## Dee'hars Heavy Blaster Pistol

*Strike III*

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This unmodified heavy blaster pistol is remarkable only for the holographic projector built into the handle. When "liberated" the holo played highlights of some of Dee'hars more spectacular "hunts". New holos can be recorded into the unit should the hero desire.

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