


CAREER ACE


BASE ABILITY 

UPGRADE 

RANKED 


Career Skills: **Astrogation, Cool, Gunnery, Mechanics, Perception, Piloting (Planetary), Piloting (Space), Ranged (light)**

Find more handouts at BeggingForXP.com 

THIS ONE IS MINE BASE ABILITY 


Once per game session, when piloting a starship or vehicle, the character may spend 2 Destiny Points to challenge another starship or vehicle in the battle with equal silhouette. For 2 rounds, the two ships are locked in a duel. For the duration of the duel, the two duelling ships can only make attacks targeting each other and no other starships or characters can target the duelling ships with attacks.

COST 30

CHANGE SILHOUETTE 


This One is Mine can target ships or vehicles with a silhouette 1 higher or lower.

COST 10

DURATION 


This One is Mine lasts for 1 additional round.

COST 10

DURATION 


This One is Mine lasts for 1 additional round.

COST 10

EVASION 


Upgrade the difficulty of all incoming attacks once while This One is Mine is active.

COST 10

CHANGE SILHOUETTE 


This One is Mine can target ships or vehicles with a silhouette 1 higher or lower.

COST 15

FREQUENCY 


This One is Mine may be used twice per game session.

COST 15

DESTINY 


This One is Mine costs 1 Destiny Point instead of 2.

COST 15

EVASION 


Upgrade the difficulty of all incoming attacks once while This One is Mine is active.

COST 15

UNMATCHED SURVIVABILITY BASE ABILITY 


Once per game session, when piloting a starship or vehicle with a silhouette of 3 or less that is crippled (has hull trauma in excess of its hull trauma threshold), the character may spend 2 Destiny Points as an incidental. The starship or vehicle operates as if it is not crippled for the next 3 rounds, acting as if its hull trauma is equal to its hull trauma threshold.

COST 30

CHANGE SILHOUETTE 


Unmatched Survivability affects ships and vehicles with 1 greater silhouette.

COST 10

FREQUENCY 


Unmatched Survivability may be used twice per game session.

COST 10

DURABILITY 


Reduce Critical Hits suffered by the ship or vehicle by 10 while Unmatched Survivability is active.

COST 10

DURABILITY 


Reduce Critical Hits suffered by the ship or vehicle by 10 while Unmatched Survivability is active.

COST 10

CHANGE SILHOUETTE 


Unmatched Survivability affects ships and vehicles with 1 greater silhouette.

COST 15

DESTINY 


Unmatched Survivability costs 1 Destiny Point instead of 2.

COST 15

DURATION 

Unmatched Survivability lasts until the end of the encounter.

COST 15

REINFORCEMENT 


The Critical Rating of all weapons targeting the ship or vehicle counts as 1 higher while active.

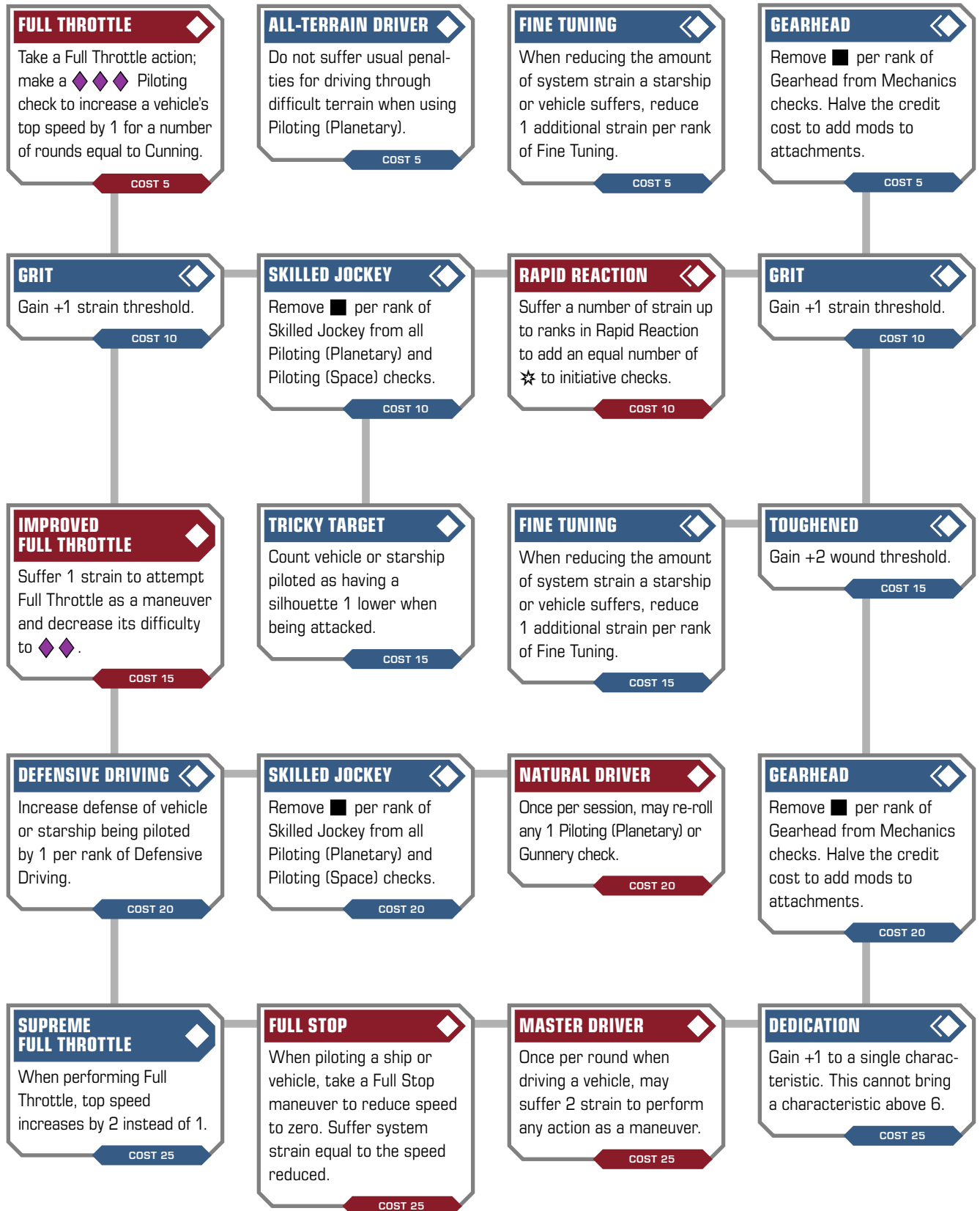
COST 15

ACE DRIVER

ACTIVE 
 PASSIVE 
 RANKED 

Spec Bonus Career Skills: **Cool, Gunnery, Mechanics, Piloting (Planetary)**


Find more handouts at BeggingForXP.com 

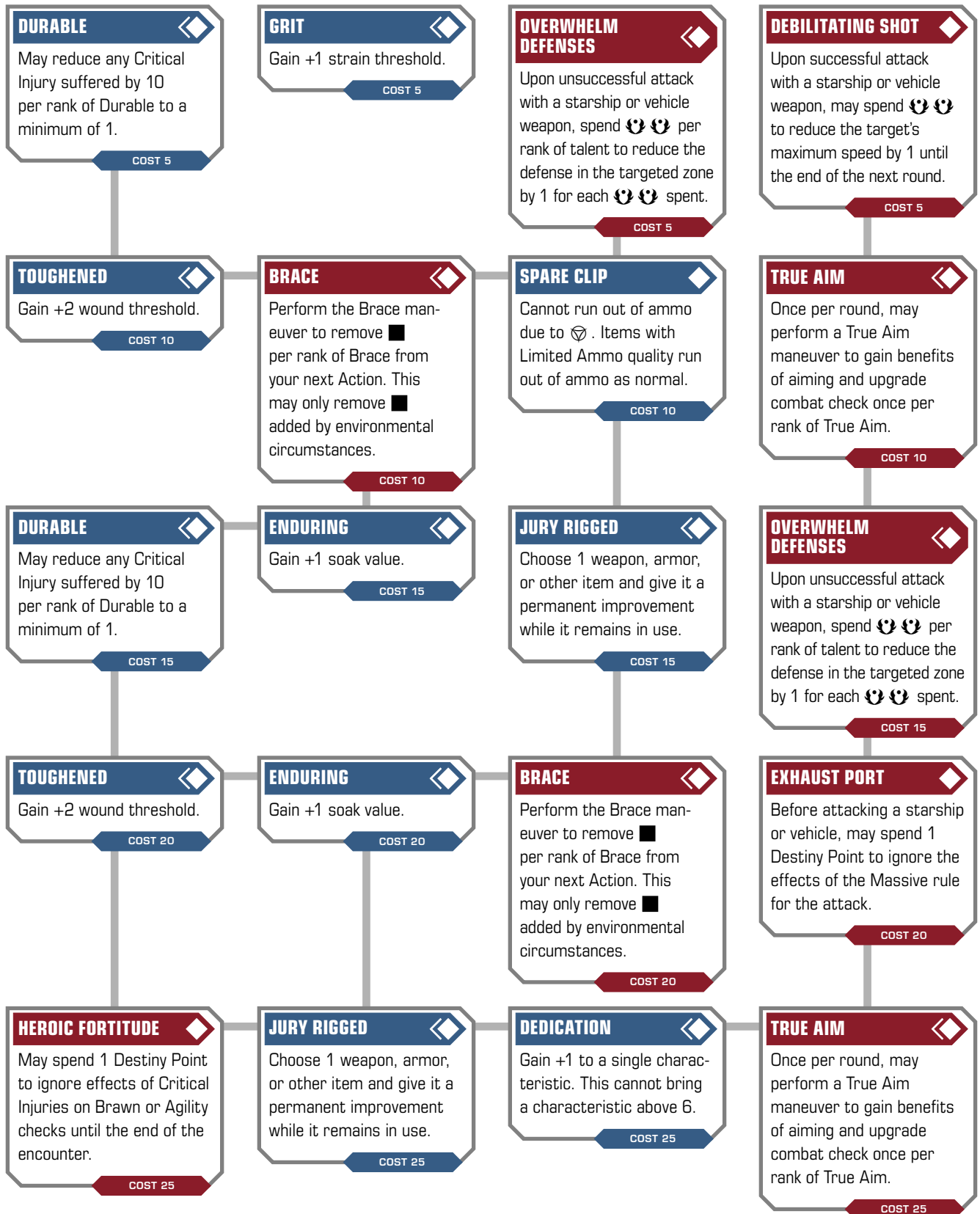


ACE GUNNER

ACTIVE 
 PASSIVE 
 RANKED 

Spec Bonus Career Skills: **Discipline, Gunnery, Ranged (Heavy), Resilience**


Find more handouts at BeggingForXP.com 

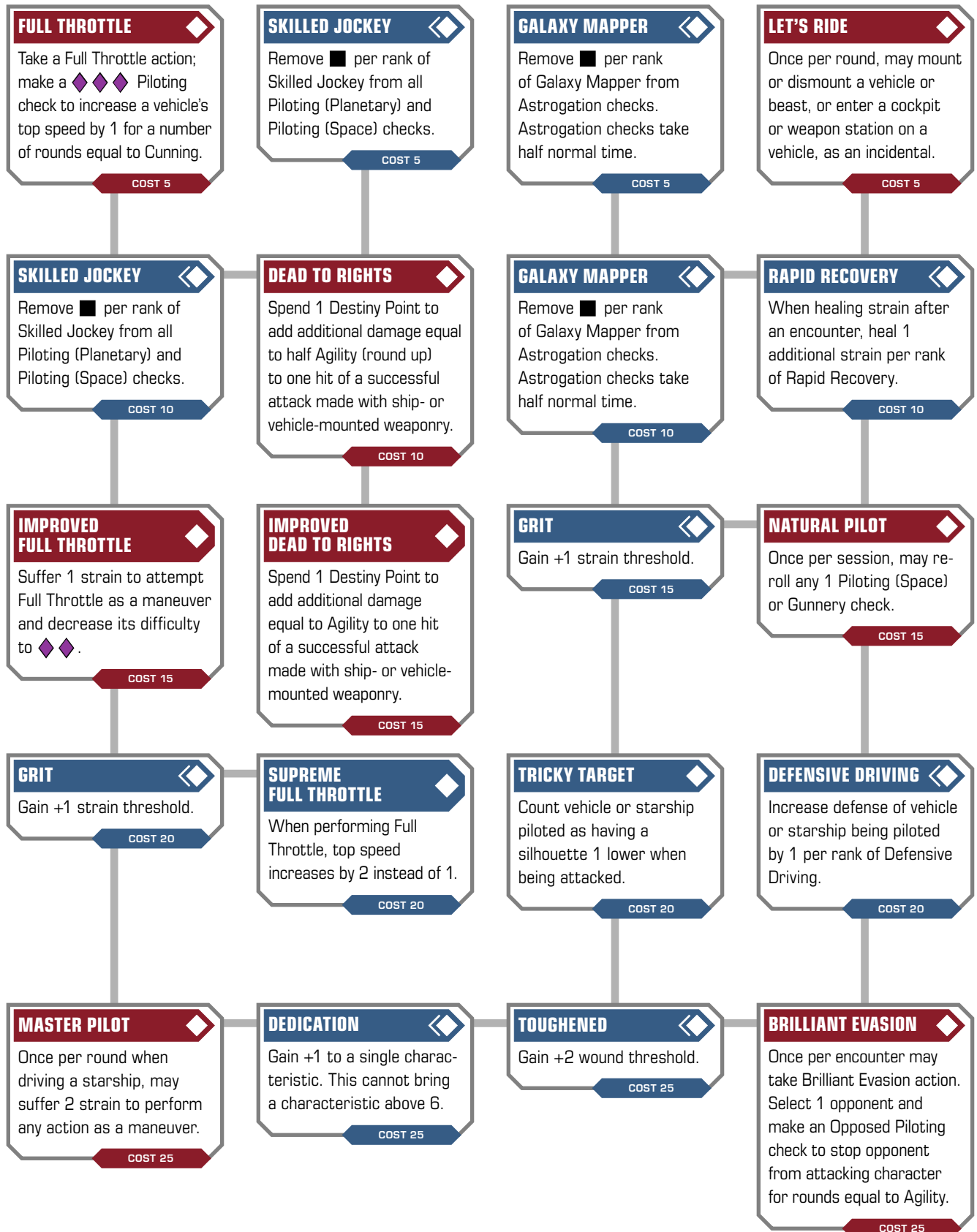


ACE PILOT

ACTIVE 
 PASSIVE 
 RANKED 

Spec Bonus Career Skills: **Astrogation, Gunnery, Piloting (Planetary), Piloting (Space)**


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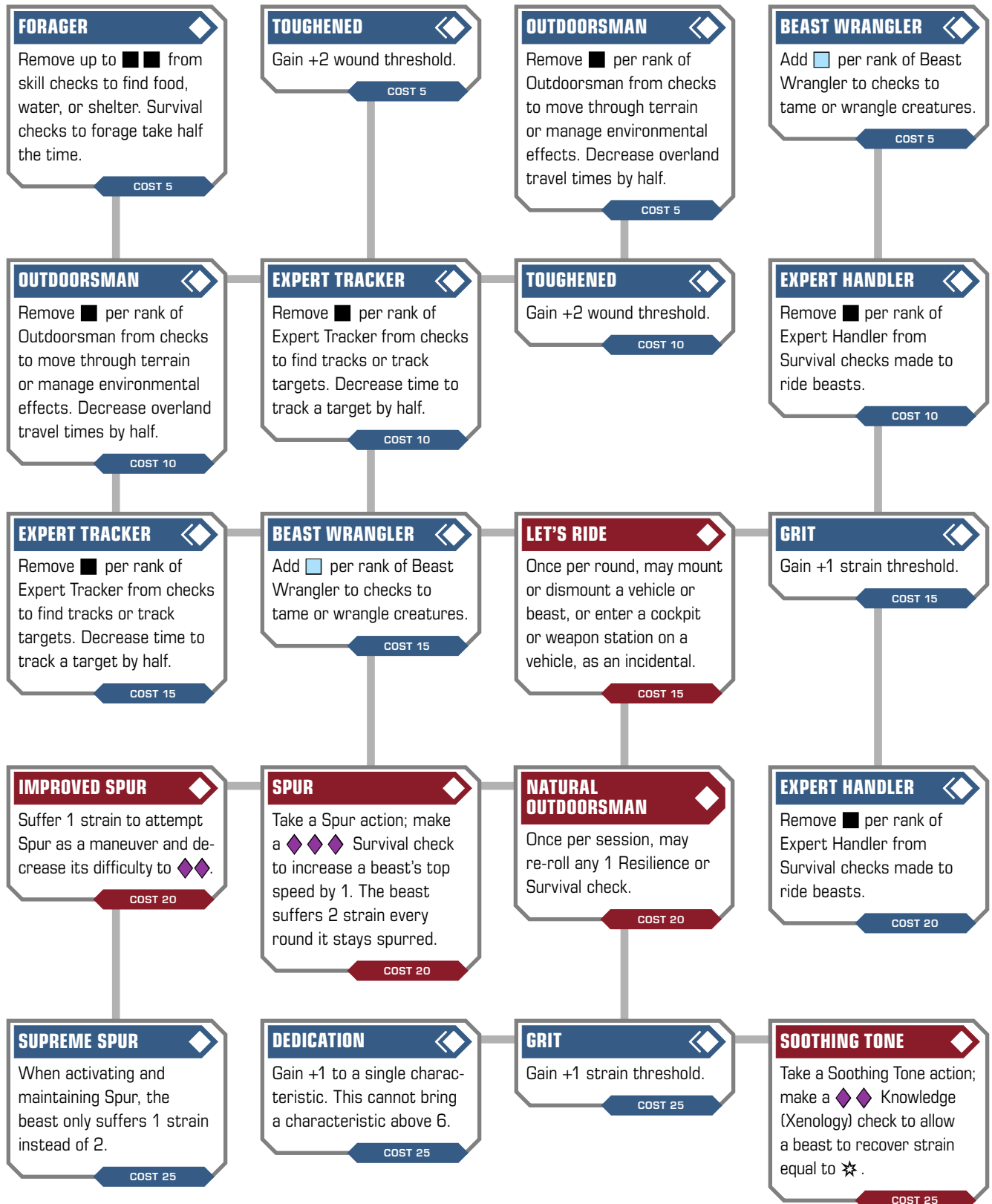


ACE BEAST RIDER

ACTIVE 
 PASSIVE 
 RANKED 

Spec Bonus Career Skills: **Athletics, Knowledge (Xenology), Perception, Survival**


Find more handouts at BeggingForXP.com 

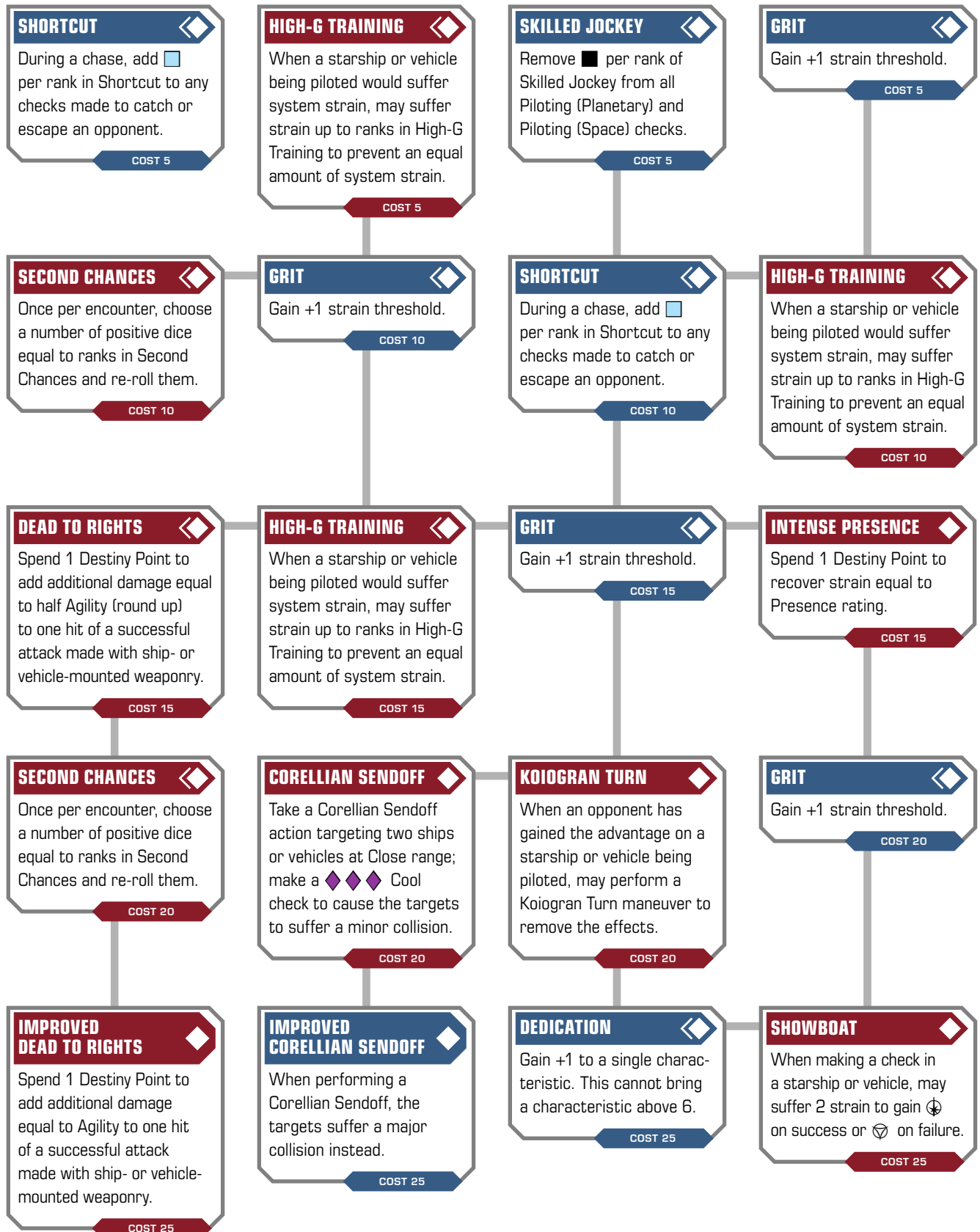


ACE HOTSHOT

ACTIVE 
 PASSIVE 
 RANKED 

Spec Bonus Career Skills: **Cool, Coordination, Piloting (Planetary), Piloting (Space)**


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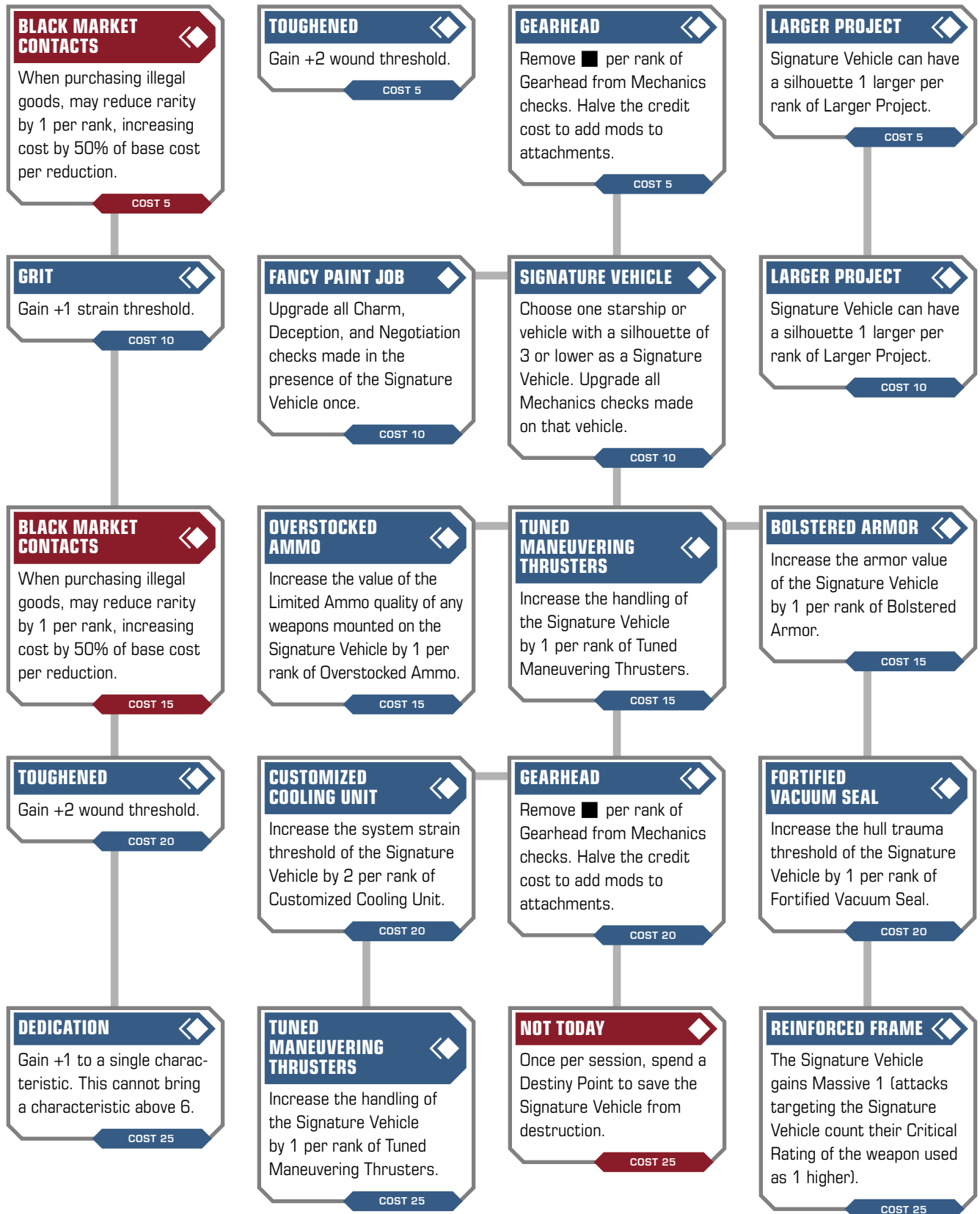


ACE RIGGER

ACTIVE 
 PASSIVE 
 RANKED 

Spec Bonus Career Skills: **Gunnery, Knowledge (Underworld), Mechanics, Resilience**

Find more handouts at BeggingForXP.com 




CAREER COMMANDER


BASE ABILITY 




UPGRADE 

RANKED 


Career Skills: **Coercion, Cool, Discipline, Knowledge (Warfare), Leadership, Perception, Ranged (Light), Vigilance**

Find more handouts at BeggingForXP.com 

ROUSING ORATORY BASE ABILITY 


Once per game session, the character may perform a Rousing Oratory action, spend 2 Destiny Points, and make a    Leadership check to inspire a group to take action in a military situation about which members were previously hesitant.


COST 30

CHANGE SKILL 


May make a Discipline check instead of a Leadership check to activate.

COST 10

REDUCE SETBACK 


Remove  from skill check to activate Rousing Oratory.

COST 10

RECOVER STRAIN 


Friendly targets of Rousing Oratory recover strain equal to ranks in Leadership.


COST 10

CHANGE SKILL 


May make a Cool check instead of a Leadership check to activate.



COST 10

BOOST ALLIES 


Add  per Boost Allies upgrade to all Discipline and Cool checks that targets make until the end of the encounter.

COST 15

REDUCE DIFFICULTY 


Reduce the difficulty of the activating skill check to  .

COST 15

TURNING POINT 


During a mass combat, may activate create a turning point or boost allies already taking part in one.

COST 15

DESTINY 


Rousing Oratory cost 1 Destiny Point instead of 2.

COST 15

UNMATCHED AUTHORITY BASE ABILITY 


Once per game session, as an action during an encounter in structured time, the character may spend 2 Destiny Points to gain the following ability for the remainder of the current round and two additional rounds. As an out of turn incidental, the character may suffer 2 strain to downgrade the difficulty of an ally's skill check once.

COST 30

DURATION 


Unmatched Authority lasts one additional round.

COST 10

FIRM RESOLVE 


Increase strain threshold by 2 while Unmatched Authority is active.

COST 10

DURATION 


Unmatched Authority lasts one additional round.

COST 10

MASS COMBAT 


The character can spend strain to modify Mass Combat checks with Unmatched Authority.

COST 10

DESTINY 


Unmatched Authority costs 1 Destiny Point instead of 2.


COST 15

ENDURANCE 


Reduce the strain cost to modify an ally's skill check with Unmatched Authority by 1.

COST 15

INCREASE EFFECT 

May remove  from an ally's skill check instead of downgrading the difficulty.

COST 15

INCREASE EFFECT 


May reduce the difficulty of an ally's skill check instead of downgrading the difficulty.


COST 15

COMMANDER COMMODORE

ACTIVE 
 PASSIVE 
 RANKED 


Spec Bonus Career Skills: **Astrogation, Computers, Knowledge (Education), Knowledge (Outer Rim)**



Find more handouts at BeggingForXP.com 

SOLID REPAIRS 


The character repairs 1 additional hull trauma per rank of Solid Repairs whenever he repairs a starship or vehicle.

COST 5

COMMAND 


Add  per rank of Command to Leadership checks. Affected targets add  to Discipline checks for the next 24 hours.


COST 5

RAPID REACTION 


Suffer a number of strain up to ranks in Rapid Reaction to add an equal number of  to initiative checks.




COST 5

GALAXY MAPPER 


Remove  per rank of Galaxy Mapper from Astrogation checks. Astrogation checks take half normal time.


COST 5

KNOWN SCHEMATIC 


Once per session, may perform the Known Schematic maneuver; make a  Knowledge (Education) check to gain familiarity with a building or ship's design.

COST 10

COMMANDING PRESENCE 


Remove  per rank of Commanding Presence from Leadership and Cool checks.




COST 10

GRIT 


Gain +1 strain threshold.

COST 10

FAMILIAR SUNS 


Once per session, may perform a Familiar Suns maneuver; make a  Knowledge (Outer Rim) check to reveal the current type of environment and other useful information.



COST 10

SOLID REPAIRS 


The character repairs 1 additional hull trauma per rank of Solid Repairs whenever he repairs a starship or vehicle.


COST 15

COMMAND 


Add  per rank of Command to Leadership checks. Affected targets add  to Discipline checks for the next 24 hours.


COST 15

RAPID REACTION 

Suffer a number of strain up to ranks in Rapid Reaction to add an equal number of  to initiative checks.

COST 15

GALAXY MAPPER 


Remove  per rank of Galaxy Mapper from Astrogation checks. Astrogation checks take half normal time.


COST 15

HOLD TOGETHER 


Spend 1 Destiny Point to perform a Hold Together incidental immediately after vehicle or starship takes damage to turn it to system strain.

COST 20

COMMANDING PRESENCE 

Remove  per rank of Commanding Presence from Leadership and Cool checks.

COST 20

GRIT 


Gain +1 strain threshold.

COST 20

MASTER STARHOPPER 


Once per round, suffer 2 strain to decrease the difficulty of next Astrogation check by 1 to a minimum of .

COST 20

SOLID REPAIRS 


The character repairs 1 additional hull trauma per rank of Solid Repairs whenever he repairs a starship or vehicle.

COST 25

FIRE CONTROL 


Take the Fire Control action; all combat checks made from this starship or vehicle count their target's silhouette as one higher until beginning of next turn. Does not stack.


COST 25

DEDICATION 

Gain +1 to a single characteristic. This cannot bring a characteristic above 6.

COST 25

GALAXY MAPPER 


Remove  per rank of Galaxy Mapper from Astrogation checks. Astrogation checks take half normal time.

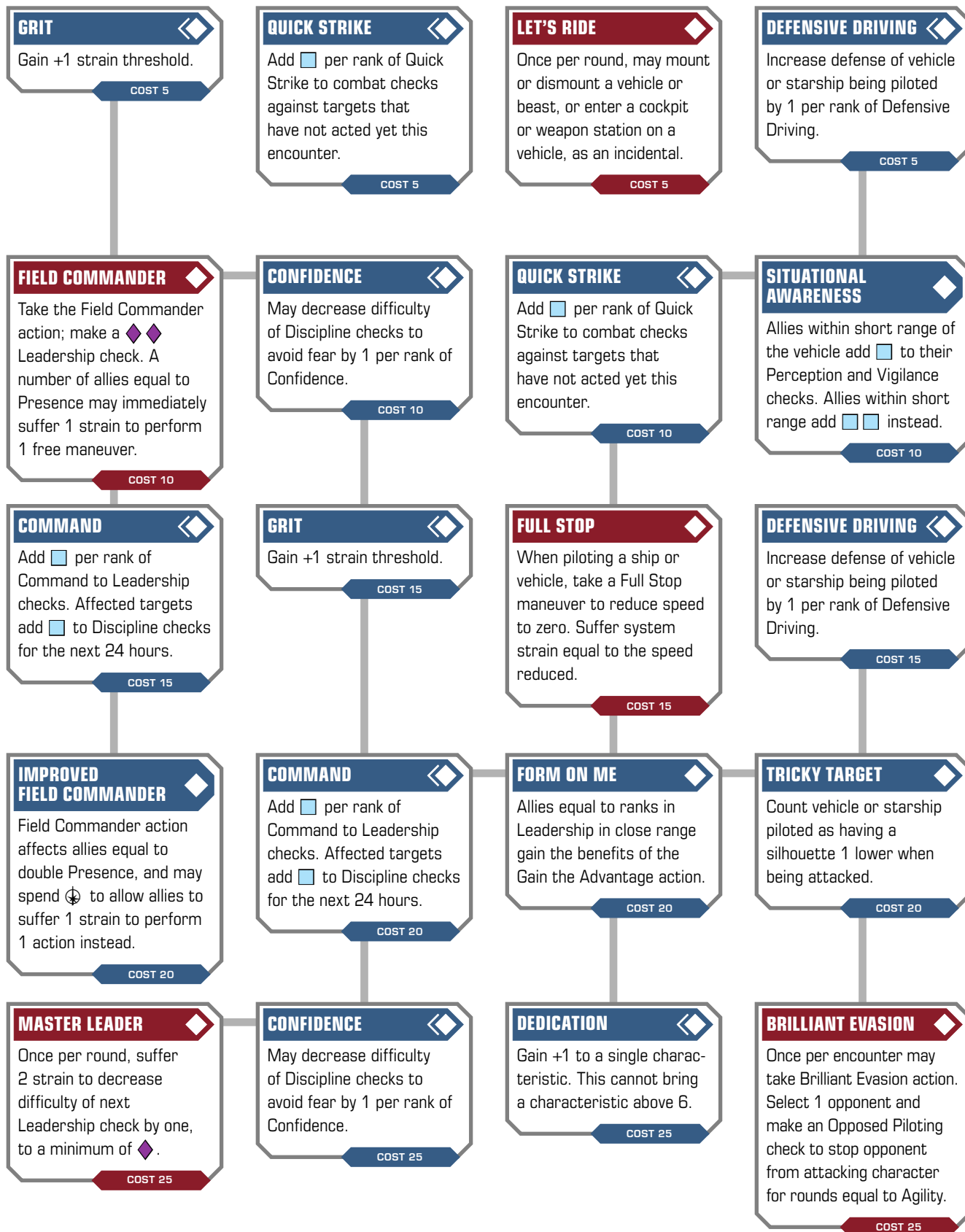
COST 25

COMMANDER SQUADRON LEADER

ACTIVE 
 PASSIVE 
 RANKED 

Spec Bonus Career Skills: **Gunnery, Mechanics, Piloting (Planetary), Piloting (Space)**

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COMMANDER TACTICIAN

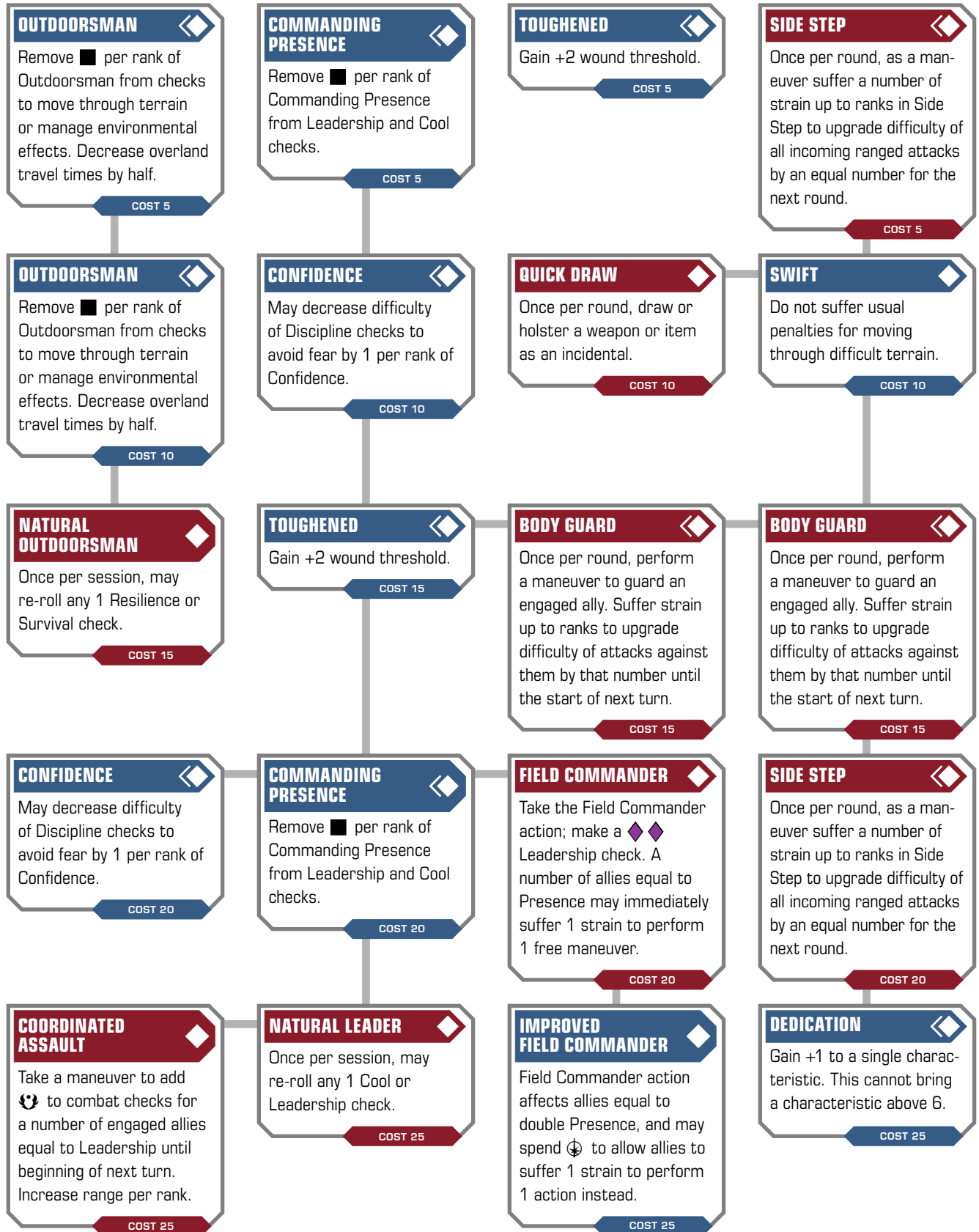
ACTIVE 

PASSIVE 

RANKED 

Spec Bonus Career Skills: **Brawl, Discipline, Leadership, Ranged (Heavy)**

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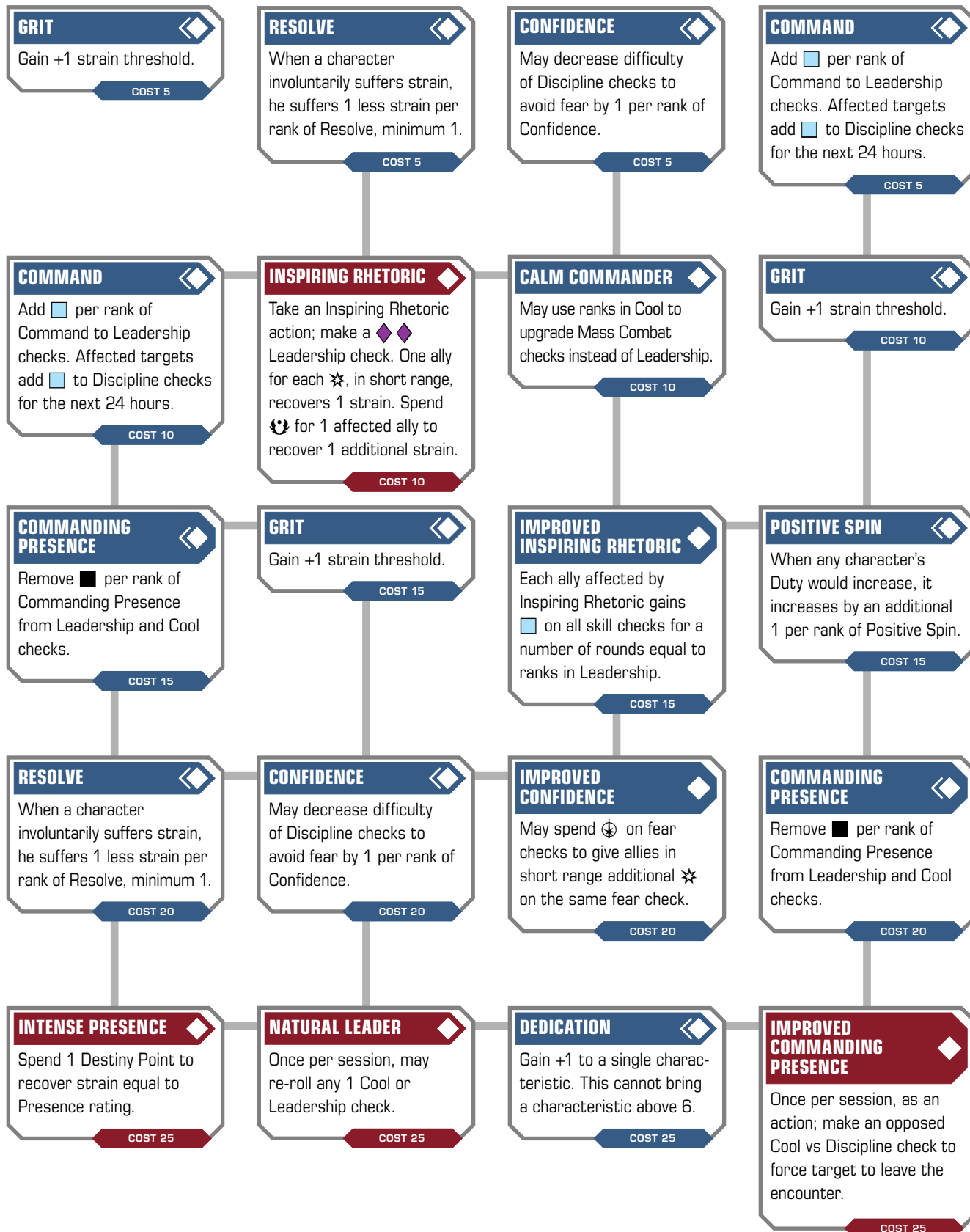


COMMANDER FIGUREHEAD

ACTIVE 
 PASSIVE 
 RANKED 

Spec Bonus Career Skills: **Cool, Leadership, Negotiation, Knowledge (Core Worlds)**

Find more handouts at BeggingForXP.com 

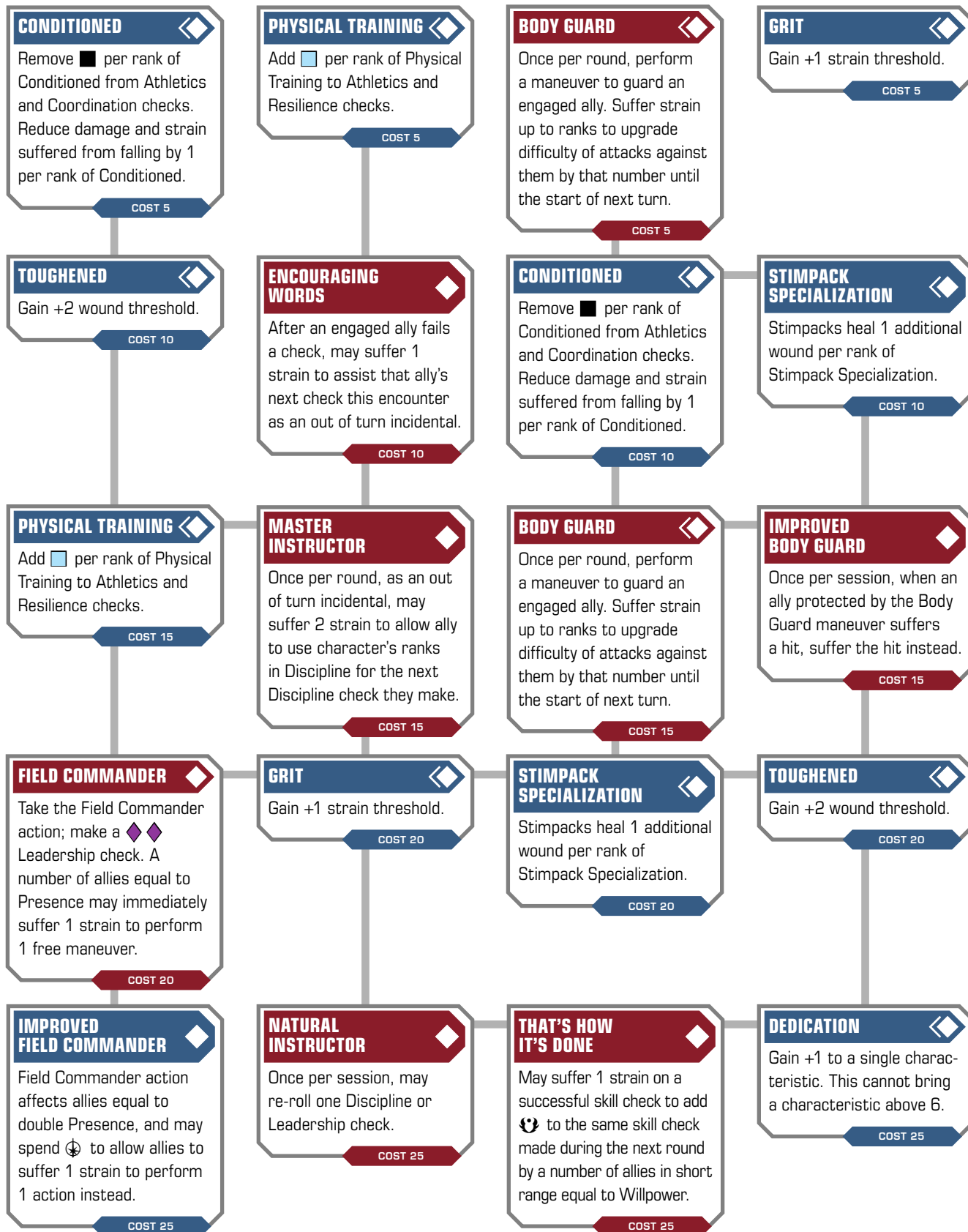


COMMANDER INSTRUCTOR

ACTIVE 
 PASSIVE 
 RANKED 

Spec Bonus Career Skills: **Discipline, Medicine, Ranged (Heavy), Knowledge (Education)**


Find more handouts at BeggingForXP.com 

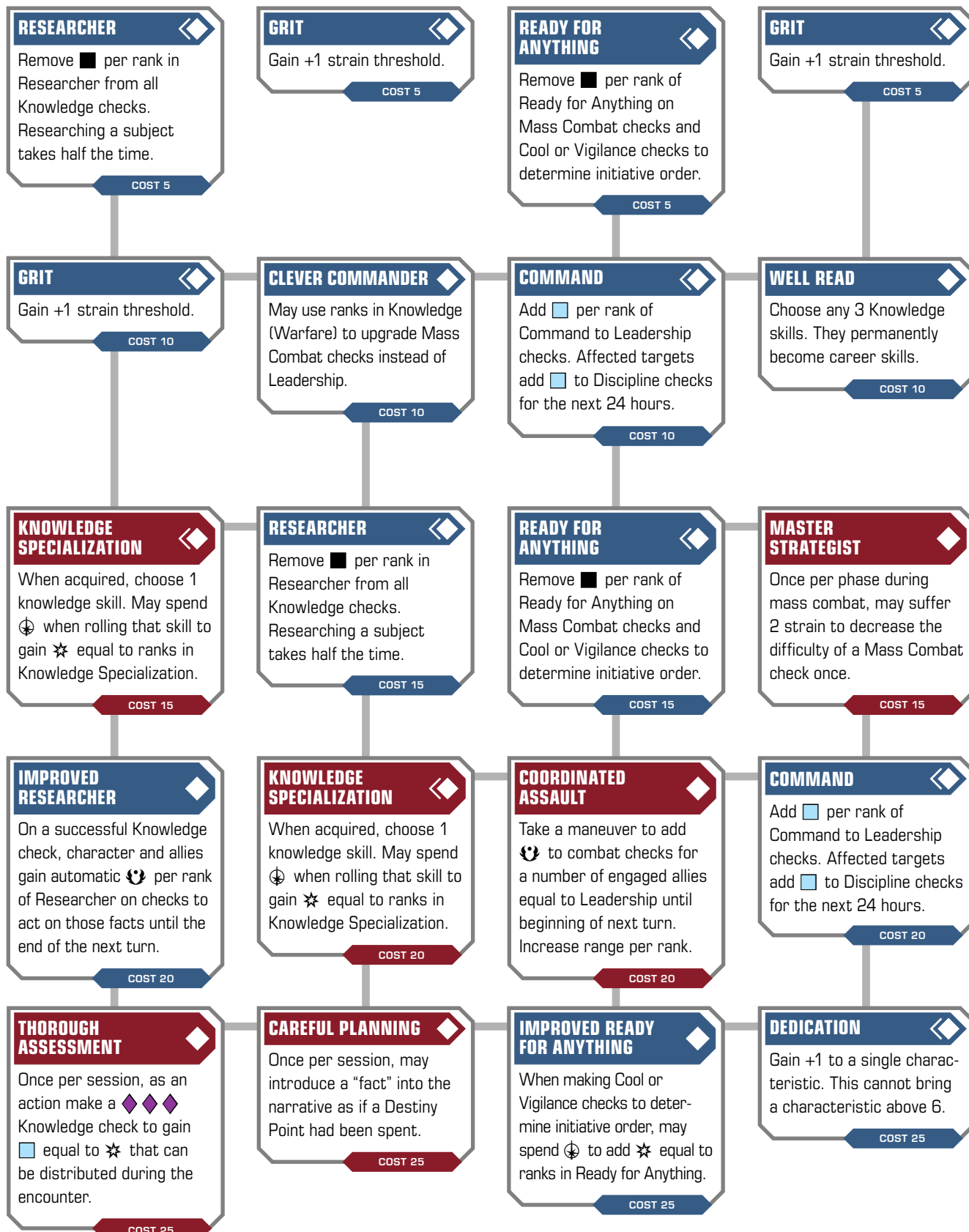


COMMANDER STRATEGIST

ACTIVE 
 PASSIVE 
 RANKED 

Spec Bonus Career Skills: **Computers, Cool, Vigilance, Knowledge (Warfare)**


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CAREER


DIPLOMAT

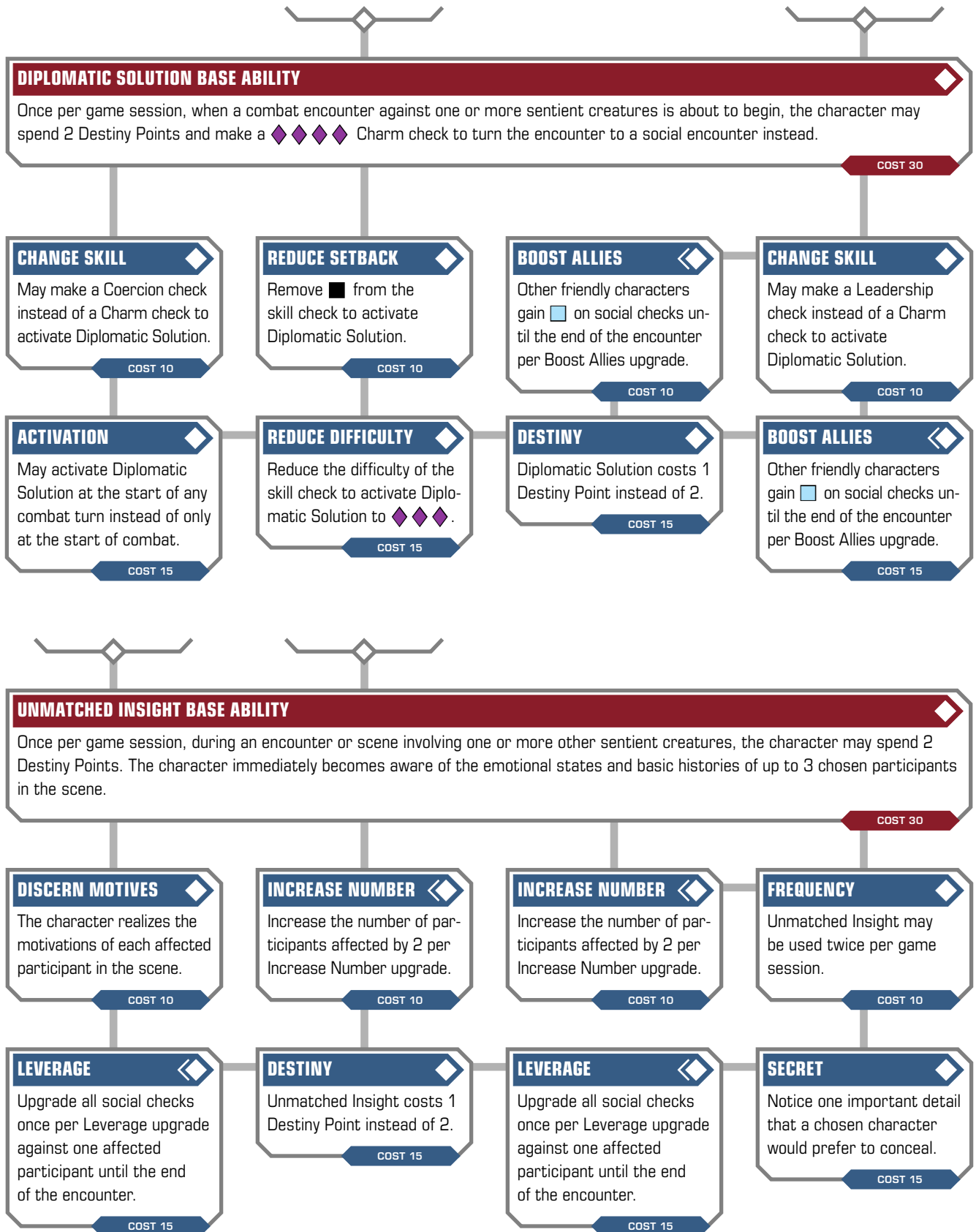
BASE ABILITY 

UPGRADE 

RANKED 

Career Skills: **Charm, Deception, Knowledge (Core Worlds), Knowledge (Lore), Knowledge (Outer Rim), Knowledge (Xenology), Leadership, Negotiation**


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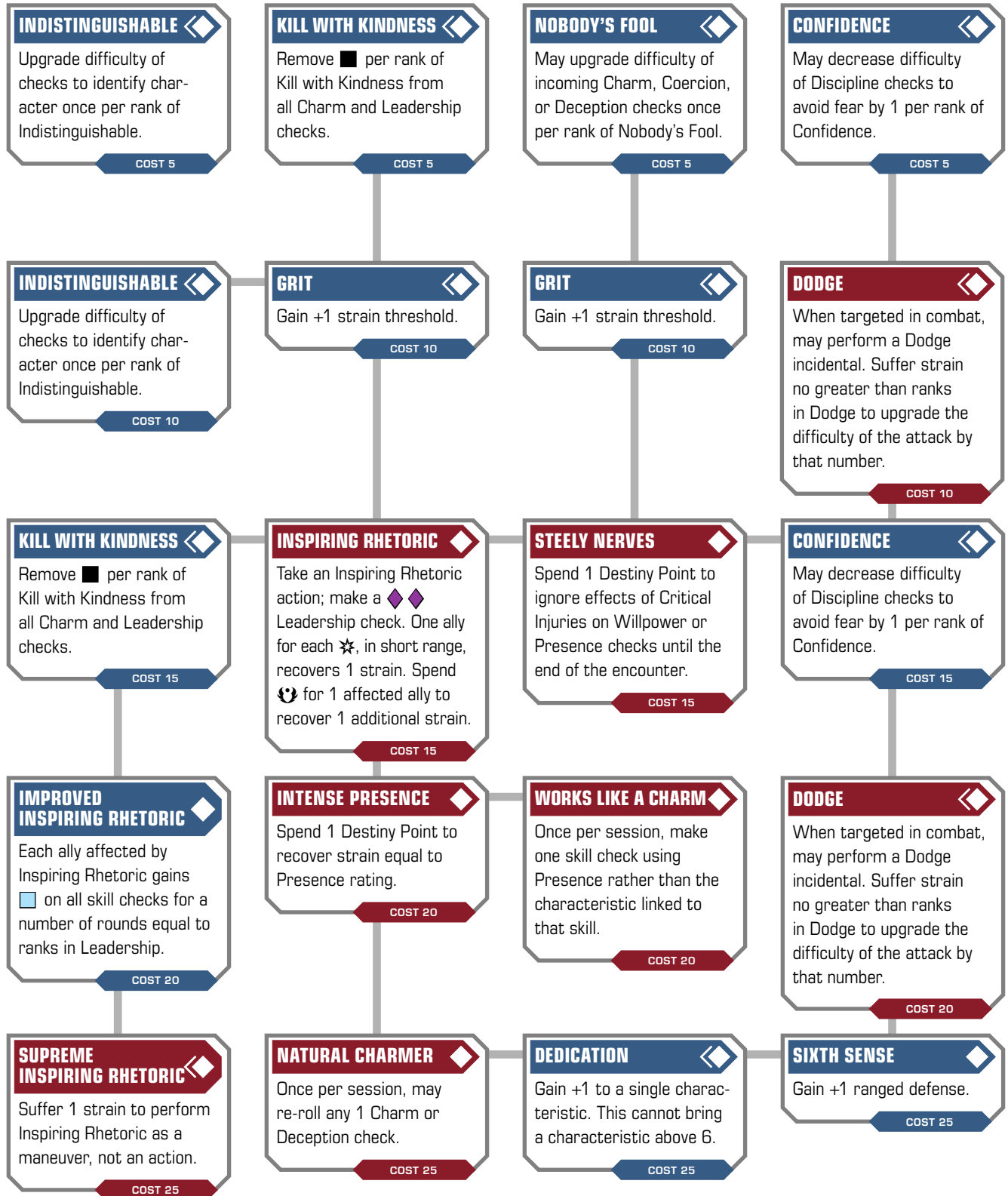


DIPLOMAT AMBASSADOR

ACTIVE 
 PASSIVE 
 RANKED 

Spec Bonus Career Skills: **Charm, Discipline, Knowledge (Core Worlds), Negotiation**


Find more handouts at BeggingForXP.com 

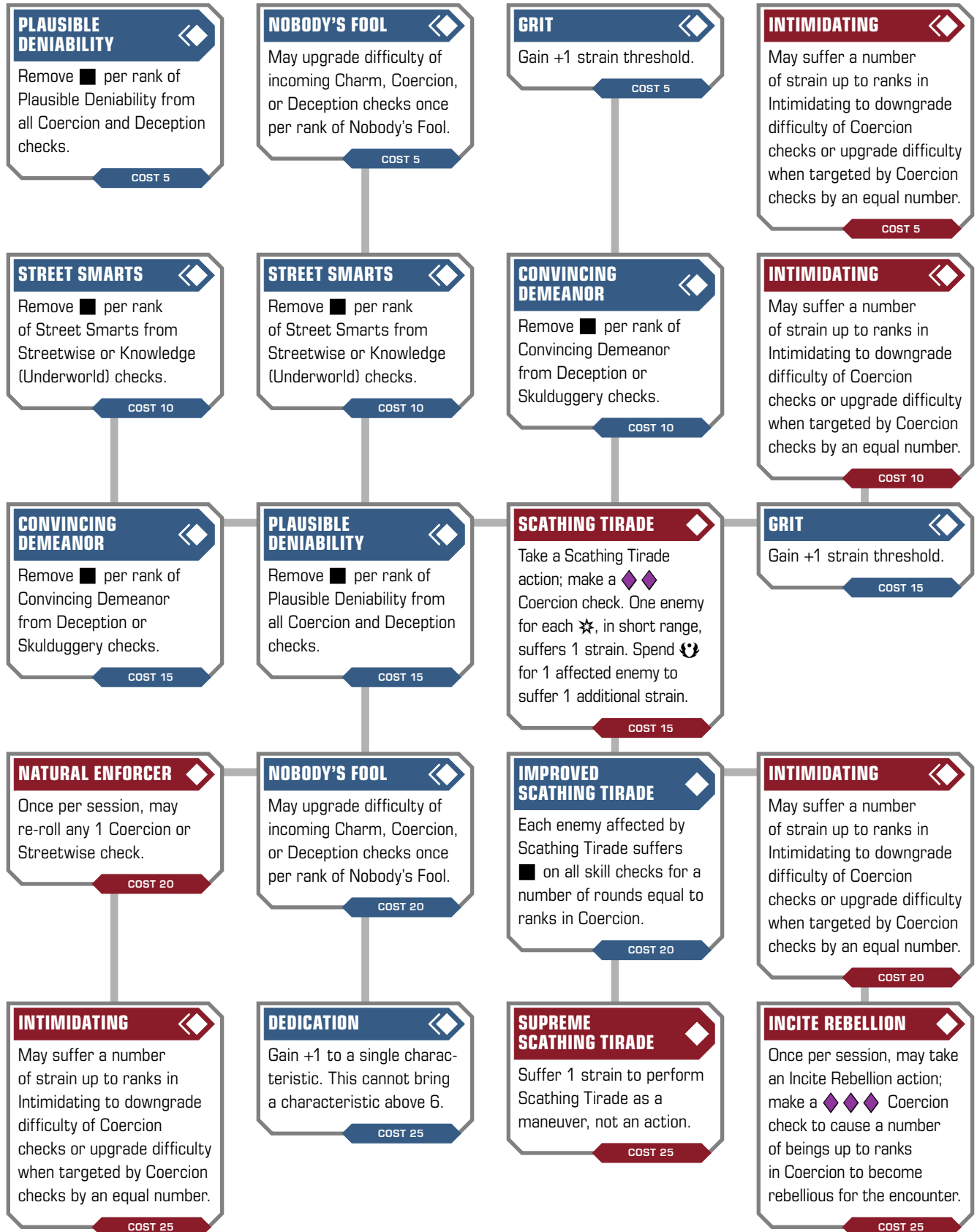


DIPLOMAT AGITATOR

ACTIVE 
 PASSIVE 
 RANKED 

Spec Bonus Career Skills: **Coercion, Deception, Knowledge (Underworld), Streetwise**


Find more handouts at BeggingForXP.com 

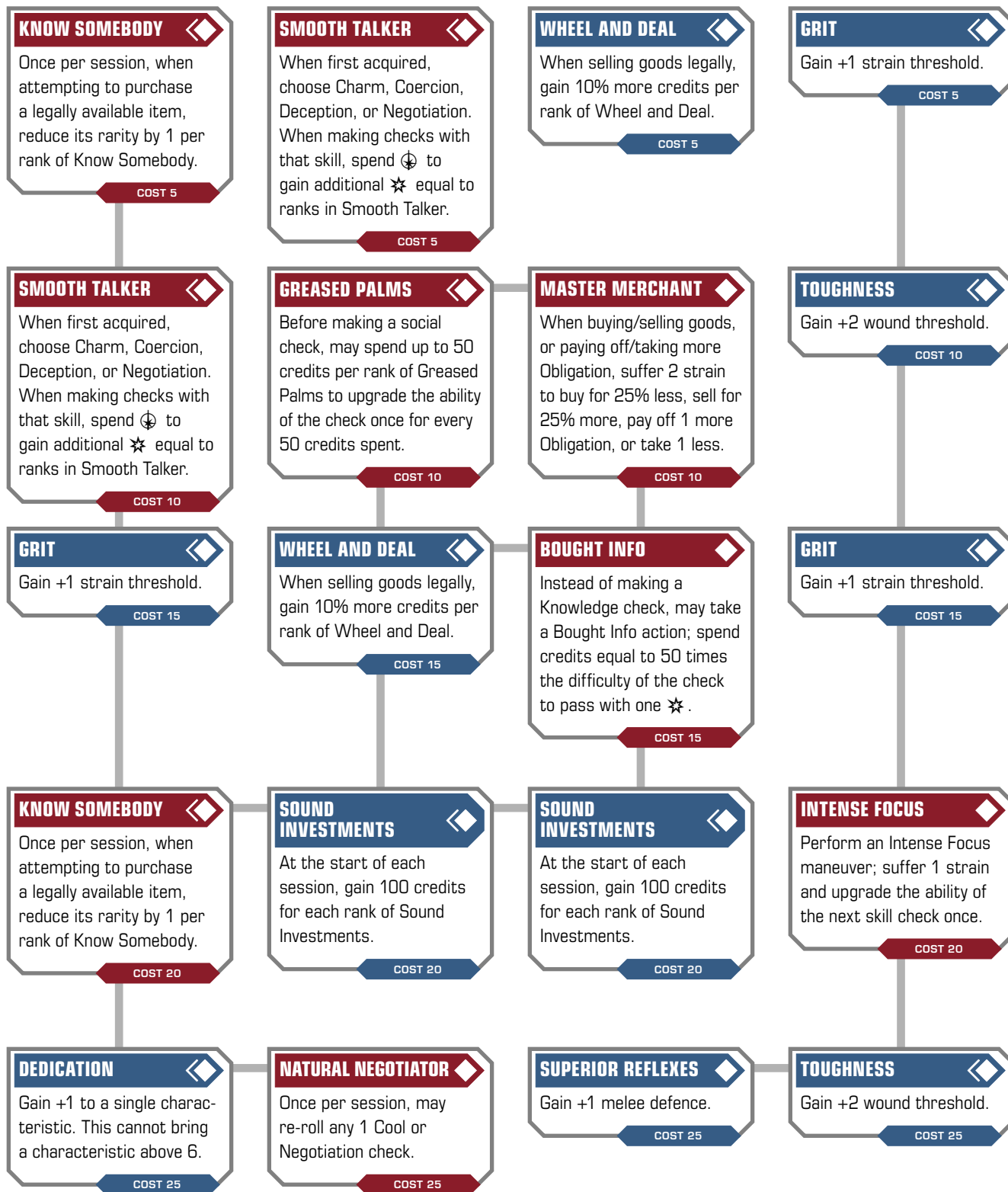


DIPLOMAT QUARTERMASTER

ACTIVE 
 PASSIVE 
 RANKED 

Spec Bonus Career Skills: **Computers, Negotiation, Skulduggery, Vigilance**


Find more handouts at BeggingForXP.com 

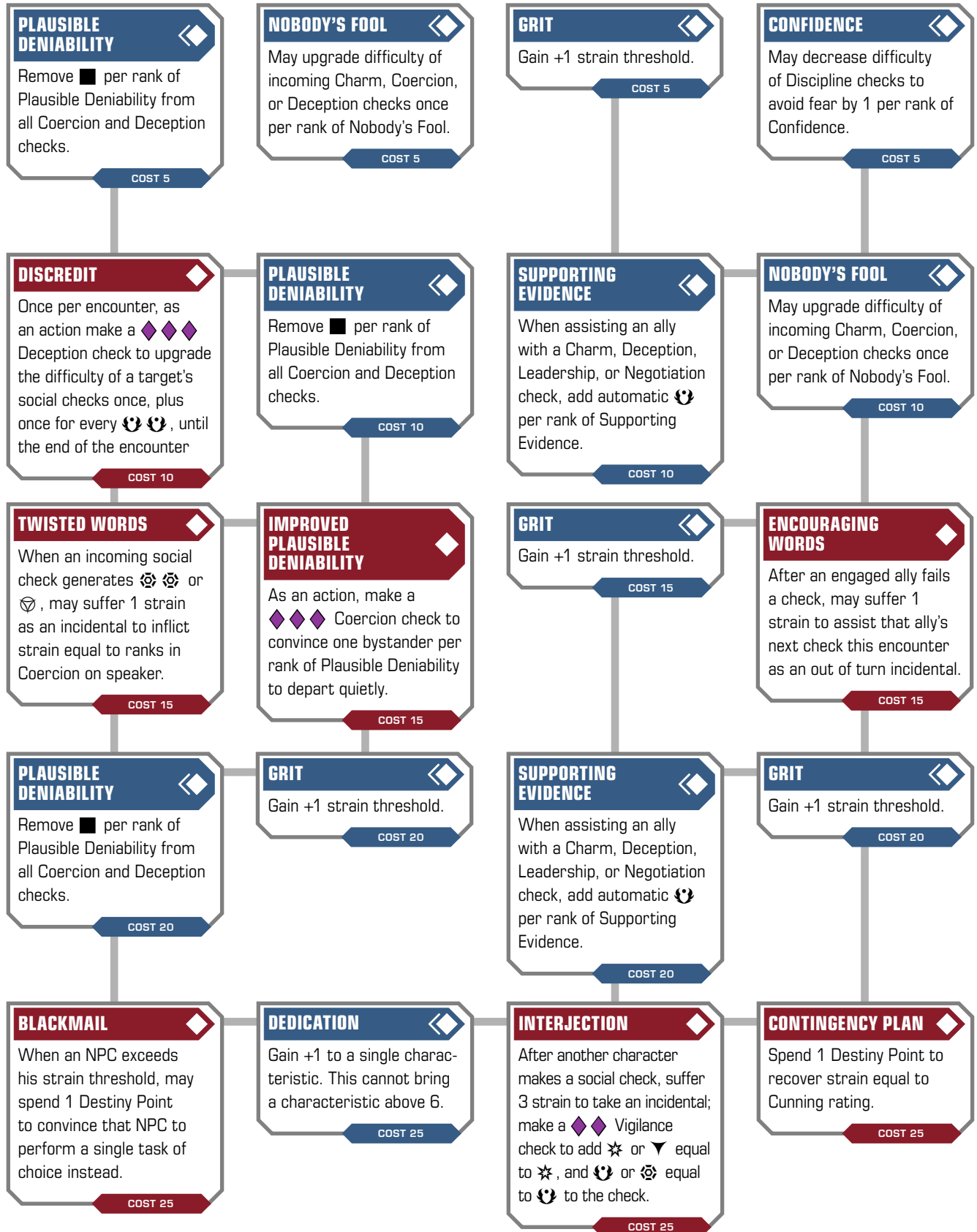


DIPLOMAT ADVOCATE

ACTIVE 
 PASSIVE 
 RANKED 

Spec Bonus Career Skills: **Coercion, Deception, Negotiation, Vigilance**


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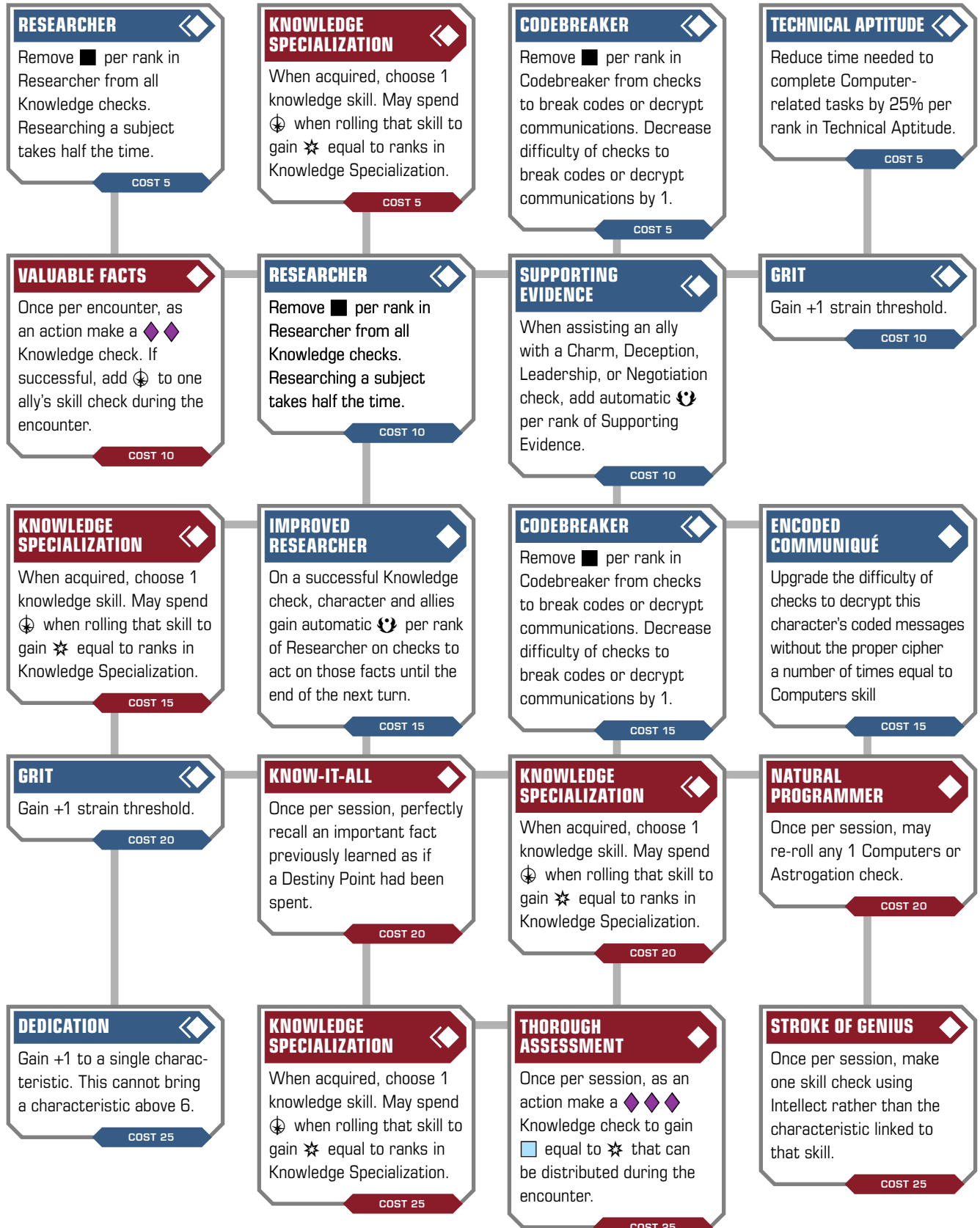


DIPLOMAT ANALYST

ACTIVE 
 PASSIVE 
 RANKED 

Spec Bonus Career Skills: **Computers, Knowledge (Education), Knowledge (Warfare), Perception**

Find more handouts at BeggingForXP.com 




DIPLOMAT PROPAGANDIST

ACTIVE 
 PASSIVE 
 RANKED 


Spec Bonus Career Skills: **Charm, Deception, Knowledge (Warfare), Perception**

Find more handouts at BeggingForXP.com 

GRIT 


Gain +1 strain threshold.


COST 5

POSITIVE SPIN 


When any character's Duty would increase, it increases by an additional 1 per rank of Positive Spin.

COST 5

IN THE KNOW 


Remove  up to ranks in In the Know from checks to get information from people or disseminate news. Minion NPCs do not realize this character's allegiance in interviews.


COST 5

CUTTING QUESTION 


Once per encounter, when making a Coercion check, the character may use Deception instead.




COST 5

IN THE KNOW 


Remove  up to ranks in In the Know from checks to get information from people or disseminate news. Minion NPCs do not realize this character's allegiance in interviews.

COST 10

IMPROVED POSITIVE SPIN 


Once per session, if no PC's Duty triggered, make a  Charm check, reducing the difficulty by 1 per rank of Positive Spin, to have one PC's Duty trigger.

COST 10

POSITIVE SPIN 


When any character's Duty would increase, it increases by an additional 1 per rank of Positive Spin.







COST 10

TOUGHENED 


Gain +2 wound threshold.

COST 10

BAD PRESS 


Once per session, choose an organization and make a  Deception check. On success members reduce their wound thresholds by 1, plus 1 per  until the end of the session.

COST 15

WELL ROUNDED 


Choose any 2 skills. They permanently become career skills

COST 15

GRIT 


Gain +1 strain threshold.

COST 15

CONFIDENCE 


May decrease difficulty of Discipline checks to avoid fear by 1 per rank of Confidence.

COST 15

TOUGHENED 


Gain +2 wound threshold.

COST 20

CONFIDENCE 


May decrease difficulty of Discipline checks to avoid fear by 1 per rank of Confidence.

COST 20

DODGE 


When targeted in combat, may perform a Dodge incidental. Suffer strain no greater than ranks in Dodge to upgrade the difficulty of the attack by that number.

COST 20

INFORMANT 


Once per session, may reveal a contact who can shed light on a chosen subject.

COST 20

POSITIVE SPIN 


When any character's Duty would increase, it increases by an additional 1 per rank of Positive Spin.

COST 25

DEDICATION 


Gain +1 to a single characteristic. This cannot bring a characteristic above 6.


COST 25

IMPROVED IN-THE-KNOW 

Once per session, make an opposed Deception vs Vigilance check, downgrading the difficulty once per rank of In-the-Know, to have the target believe specific false intelligence.

COST 25

IN THE KNOW 

Remove  up to ranks in In the Know from checks to get information from people or disseminate news. Minion NPCs do not realize this character's allegiance in interviews.

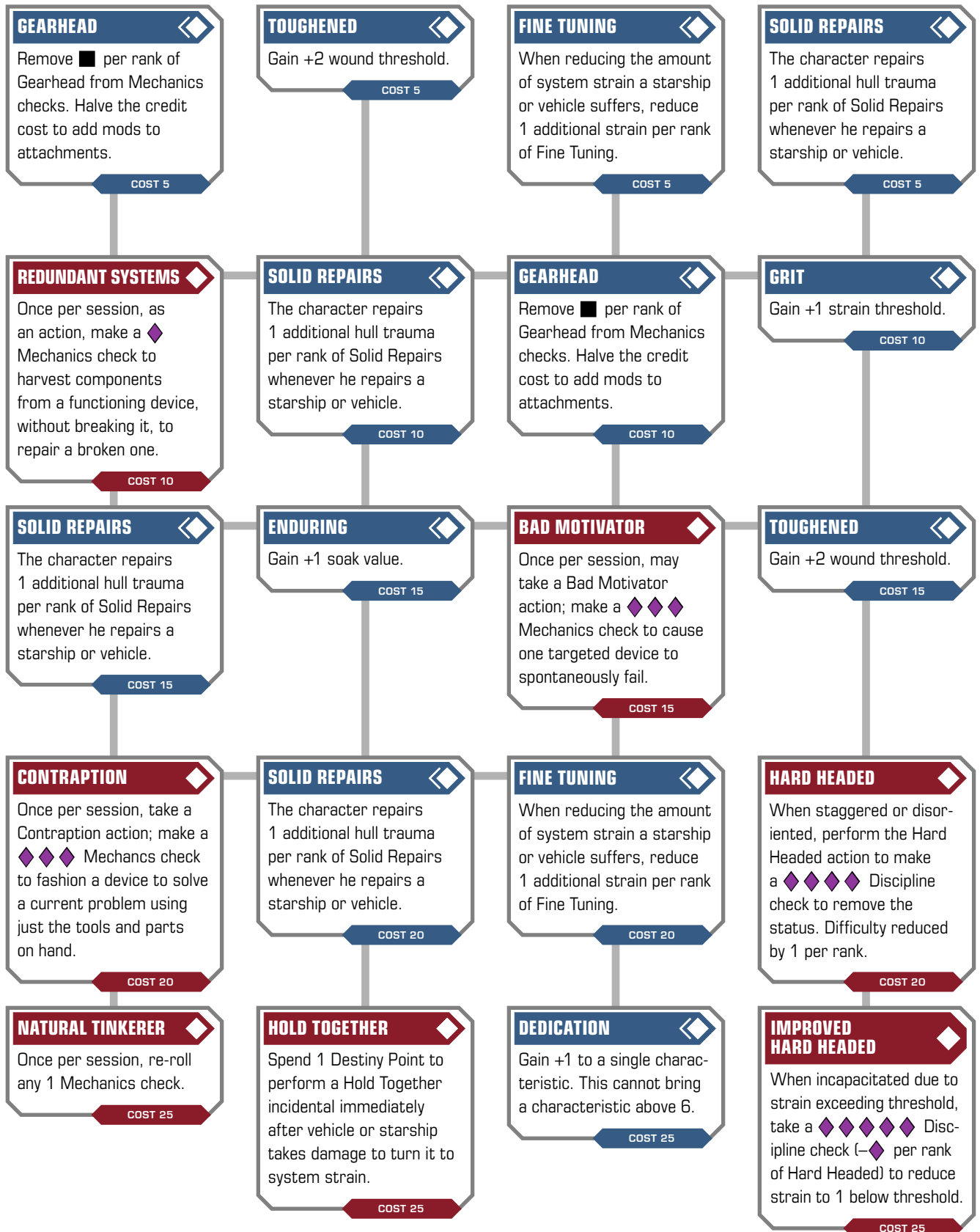
COST 25

ENGINEER MECHANIC

ACTIVE 
 PASSIVE 
 RANKED 

Spec Bonus Career Skills: **Brawl, Mechanics, Piloting (Space), Skulduggery**


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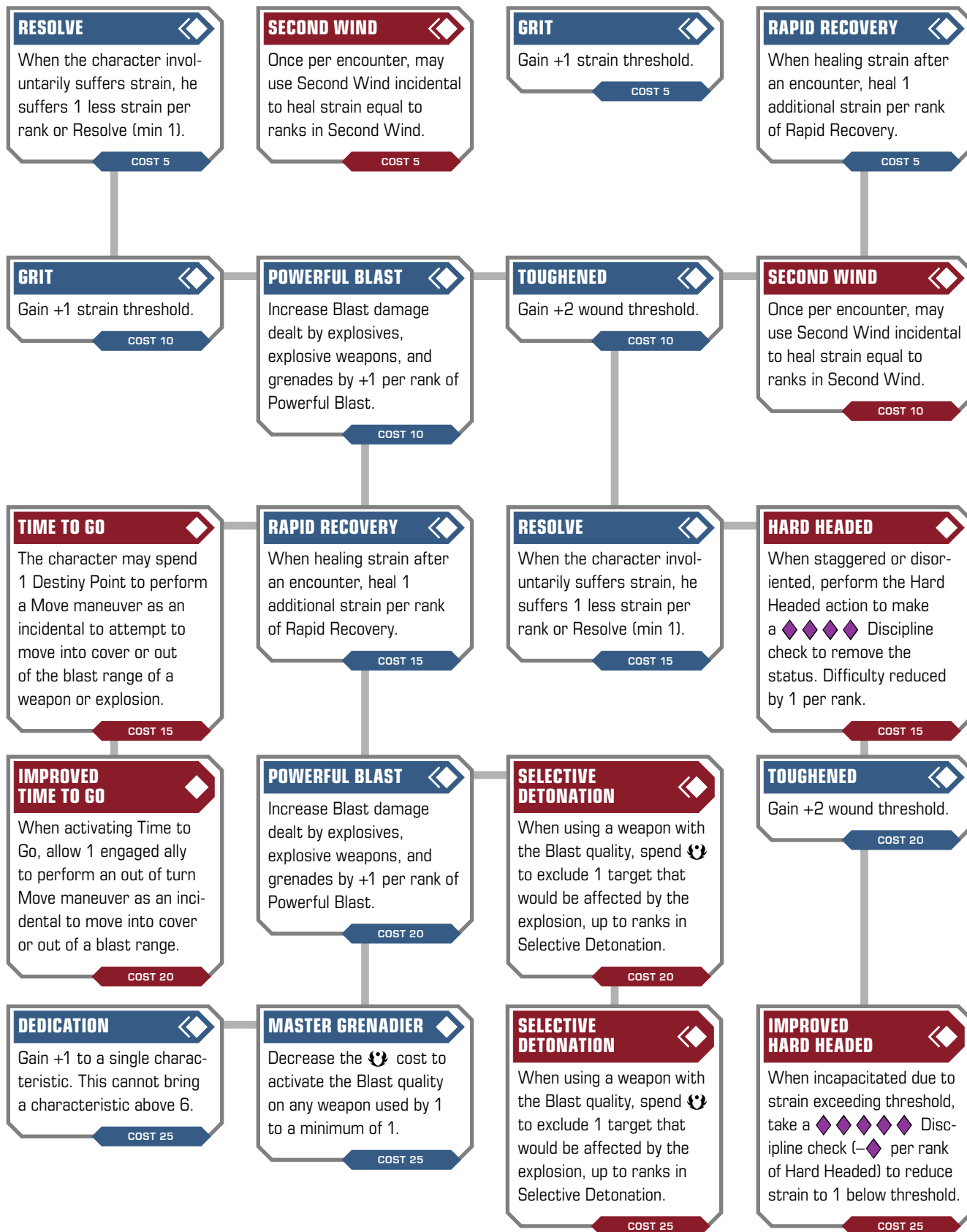


ENGINEER SABOTEUR

ACTIVE 
 PASSIVE 
 RANKED 

Spec Bonus Career Skills: **Coordination, Mechanics, Skulduggery, Stealth**

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ENGINEER SCIENTIST

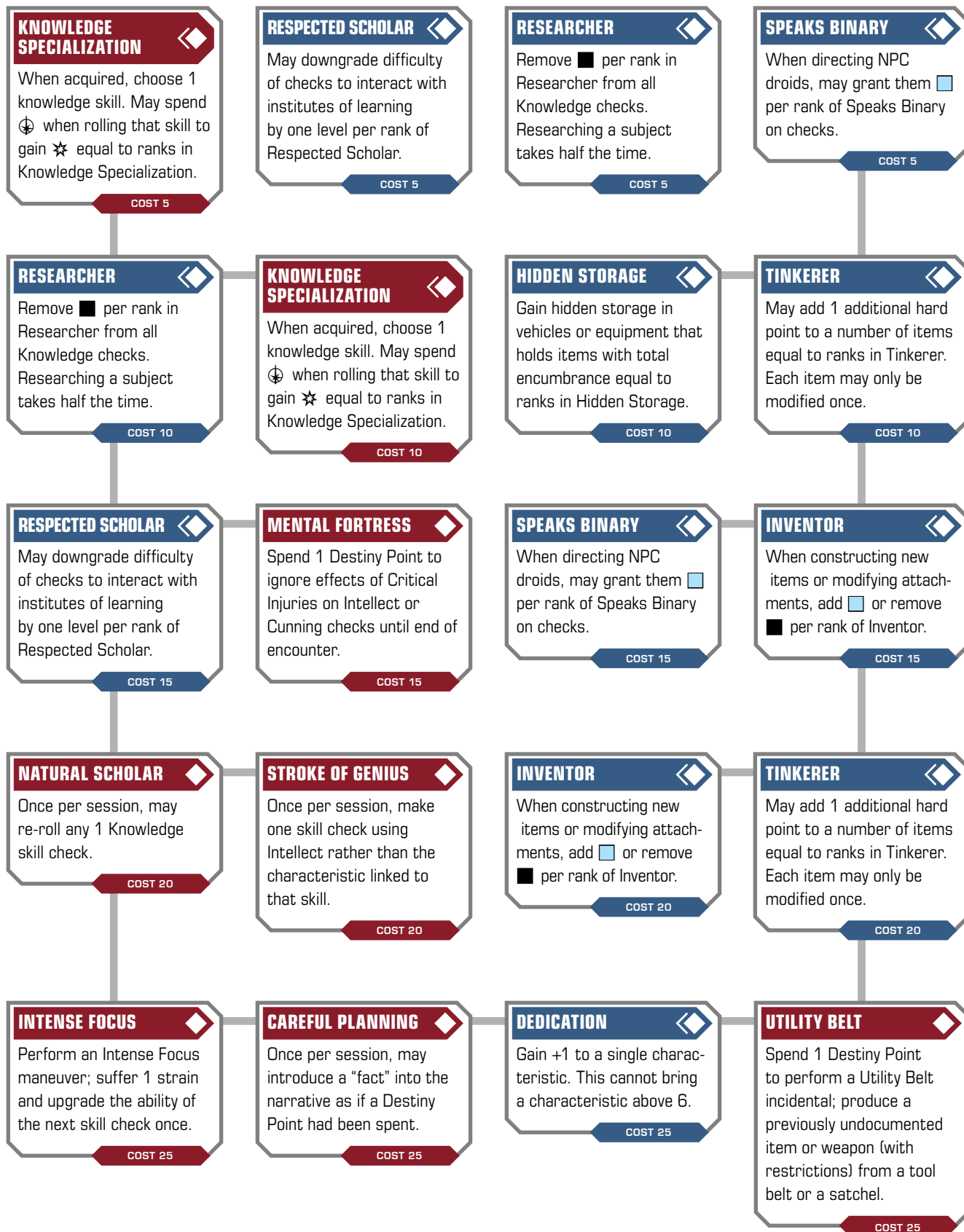
ACTIVE 

PASSIVE 

RANKED 

Spec Bonus Career Skills: **Computers, Knowledge (Education), Knowledge (Lore), Medicine**

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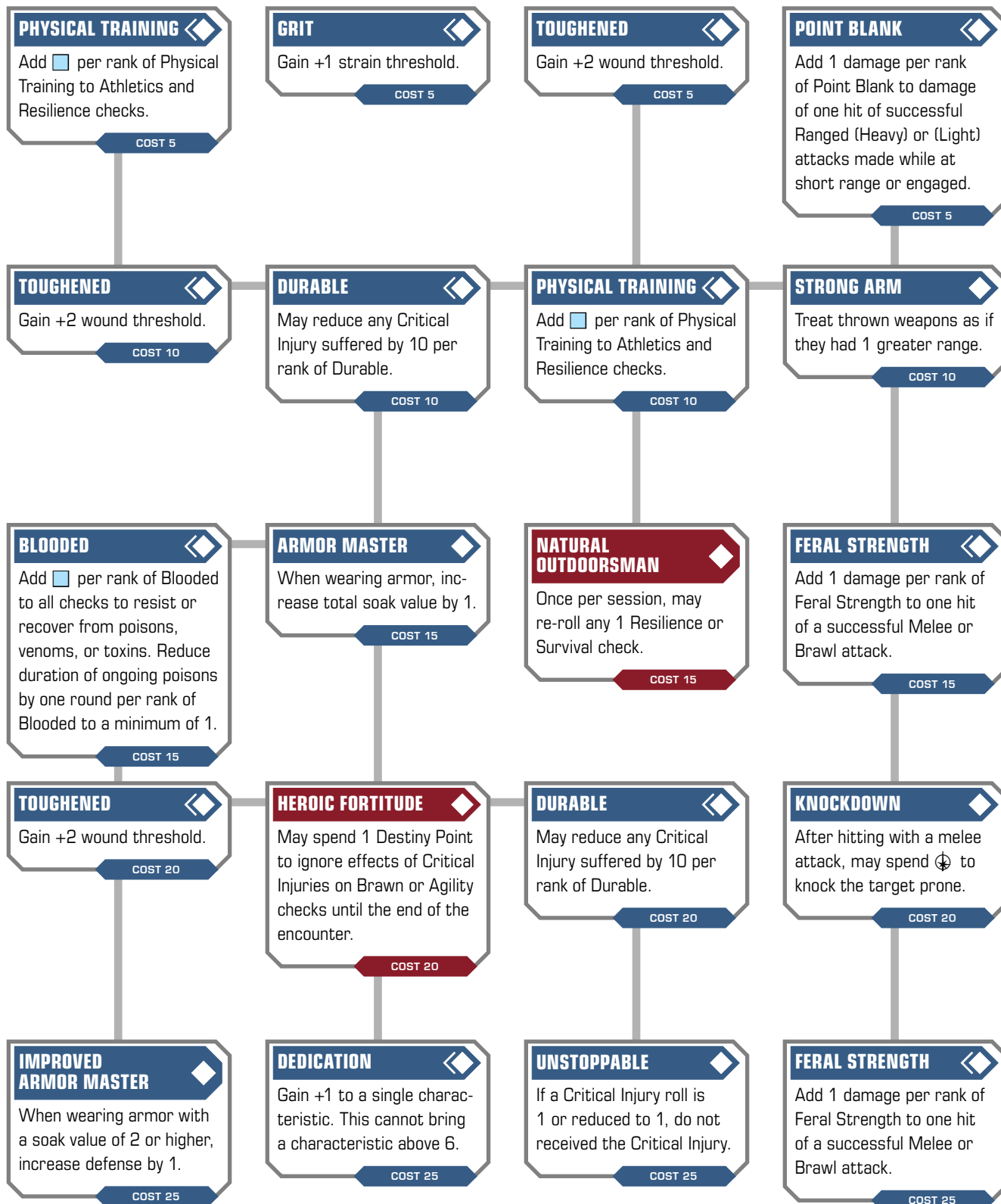


SOLDIER COMMANDO

ACTIVE 
 PASSIVE 
 RANKED 

Spec Bonus Career Skills: **Brawl, Melee, Resilience, Survival**


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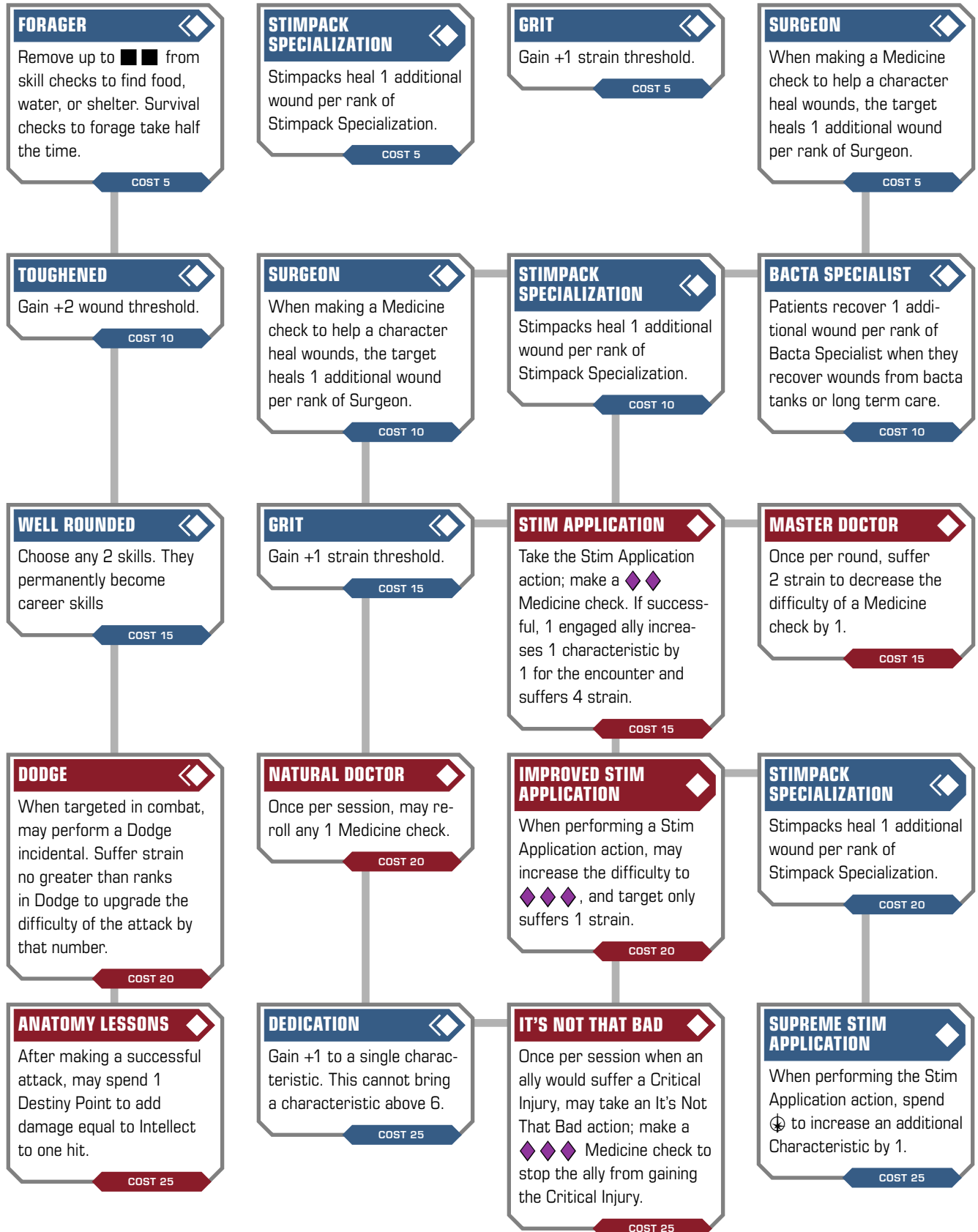


SOLDIER MEDIC

ACTIVE 
 PASSIVE 
 RANKED 

Spec Bonus Career Skills: **Knowledge (Xenology), Medicine, Resilience, Vigilance**

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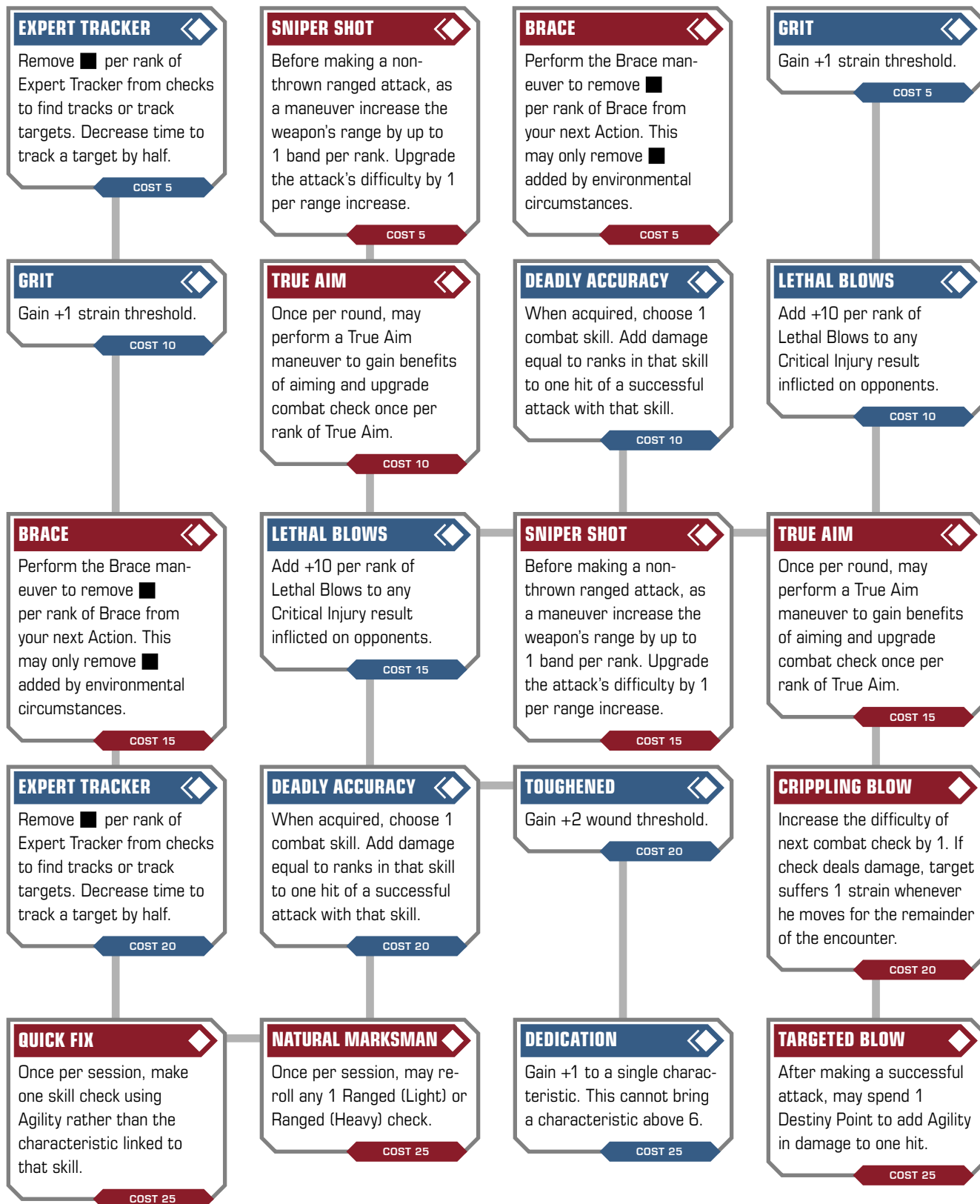
SOLDIER

SHARPSHOOTER

ACTIVE 
 PASSIVE 
 RANKED 

Spec Bonus Career Skills: **Cool, Perception, Ranged (Light), Ranged (Heavy)**

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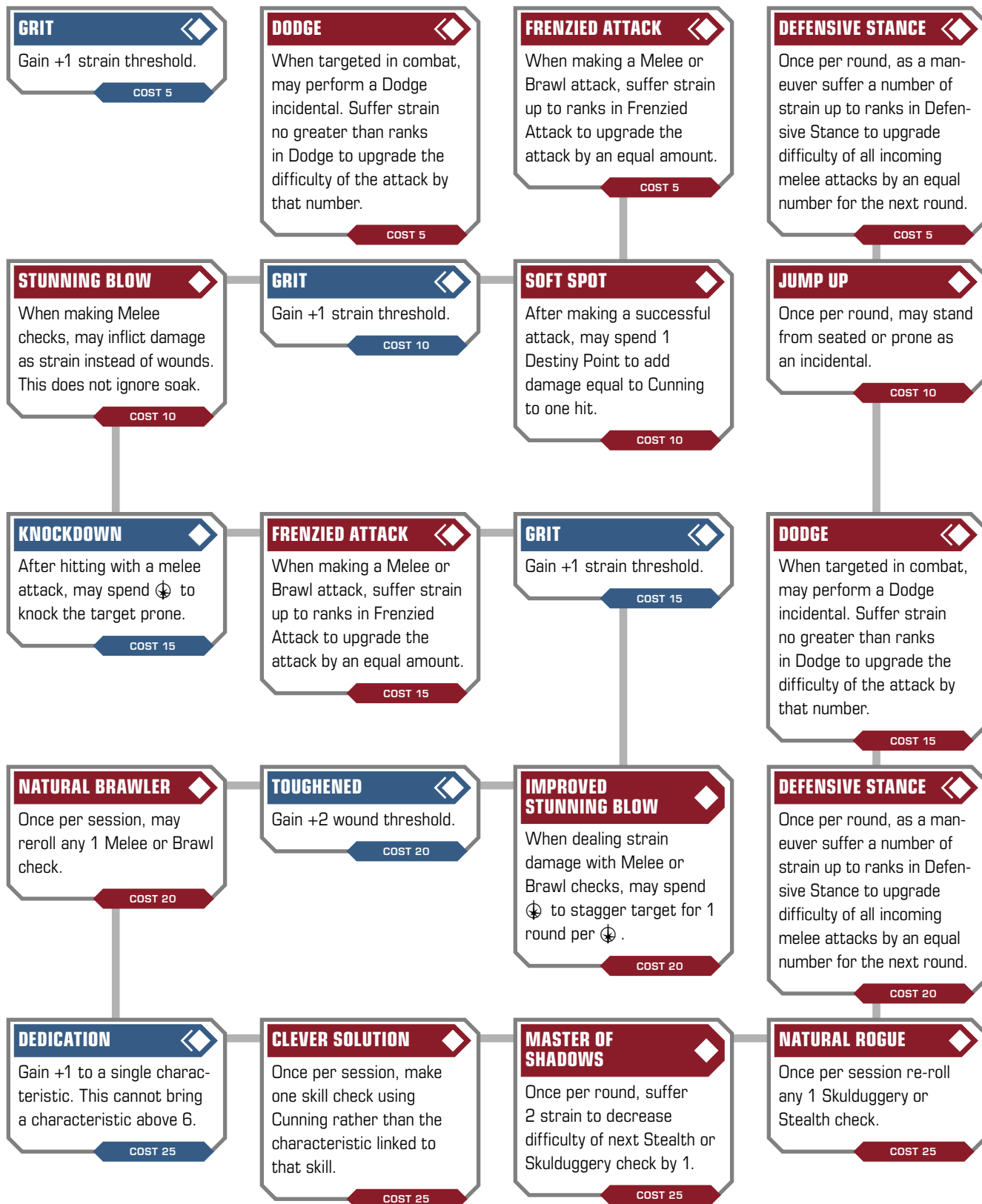


SPY INFILTRATOR

ACTIVE 
 PASSIVE 
 RANKED 

Spec Bonus Career Skills: **Deception, Melee, Skulduggery, Streetwise**


Find more handouts at BeggingForXP.com 

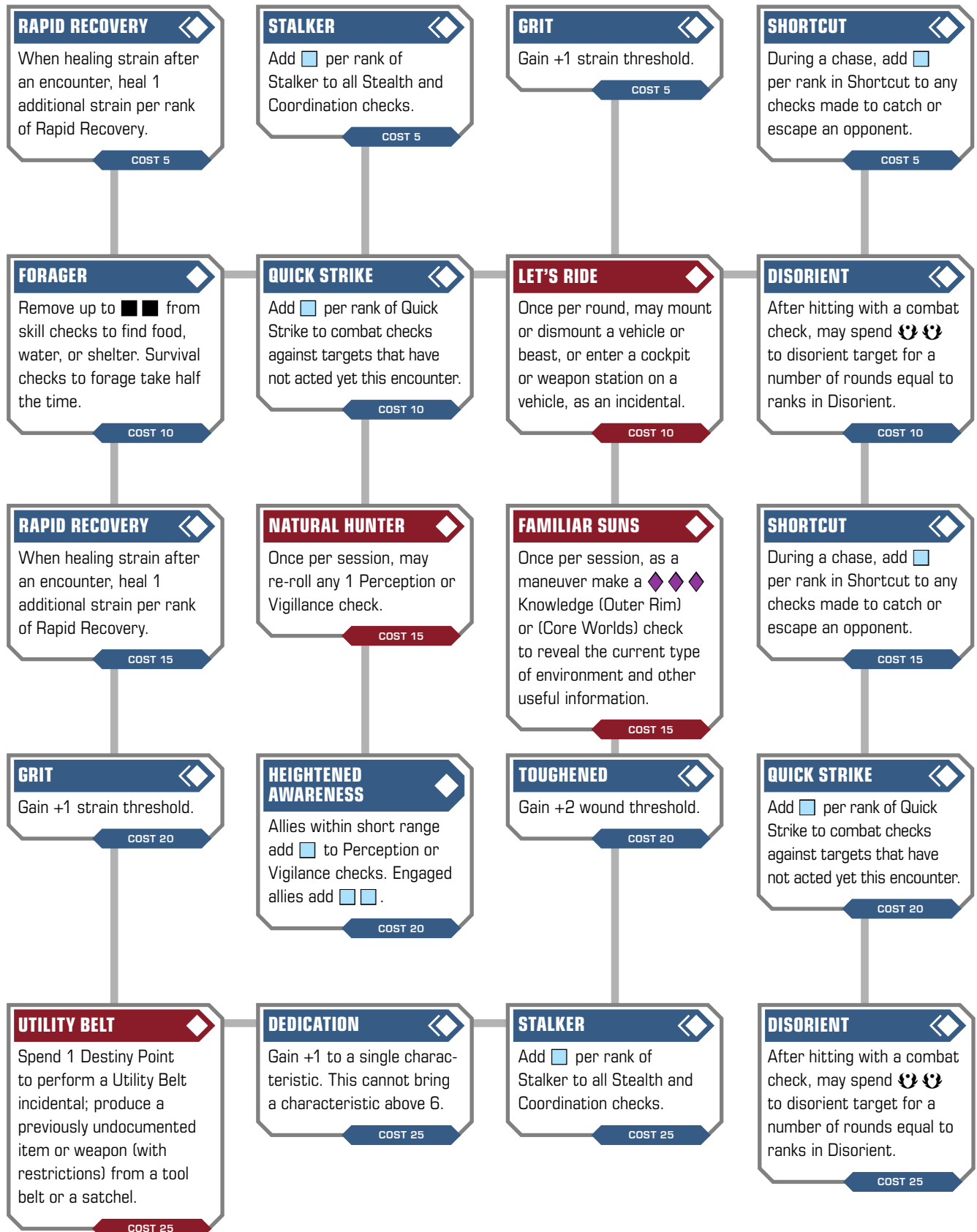


SPY SCOUT

ACTIVE 
 PASSIVE 
 RANKED 

Spec Bonus Career Skills: **Athletics, Medicine, Piloting (Planetary), Survival**


Find more handouts at BeggingForXP.com 

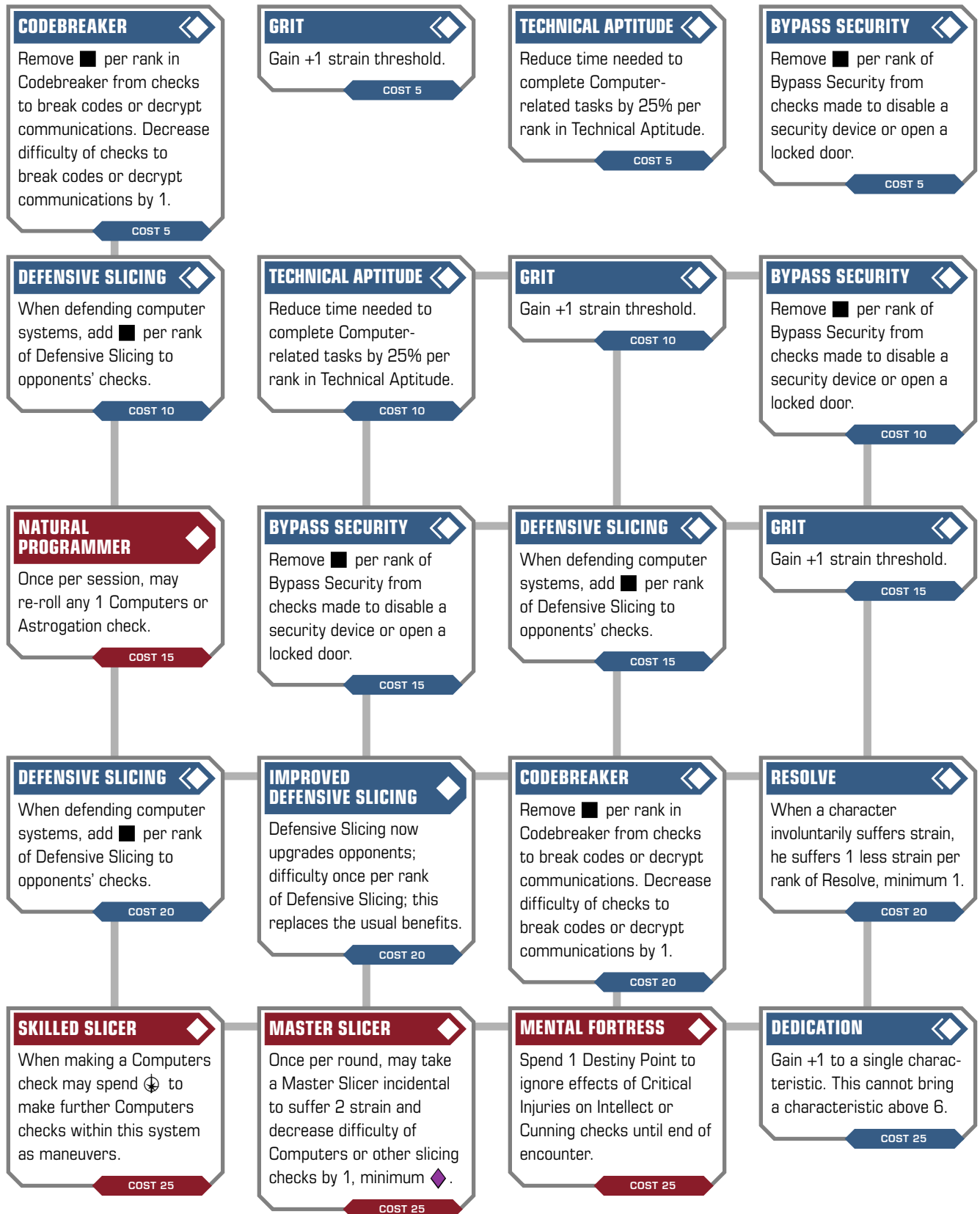


SPY SLICER

ACTIVE 
 PASSIVE 
 RANKED 

Spec Bonus Career Skills: **Computers, Knowledge (Education), Knowledge (Underworld), Stealth**


Find more handouts at BeggingForXP.com 

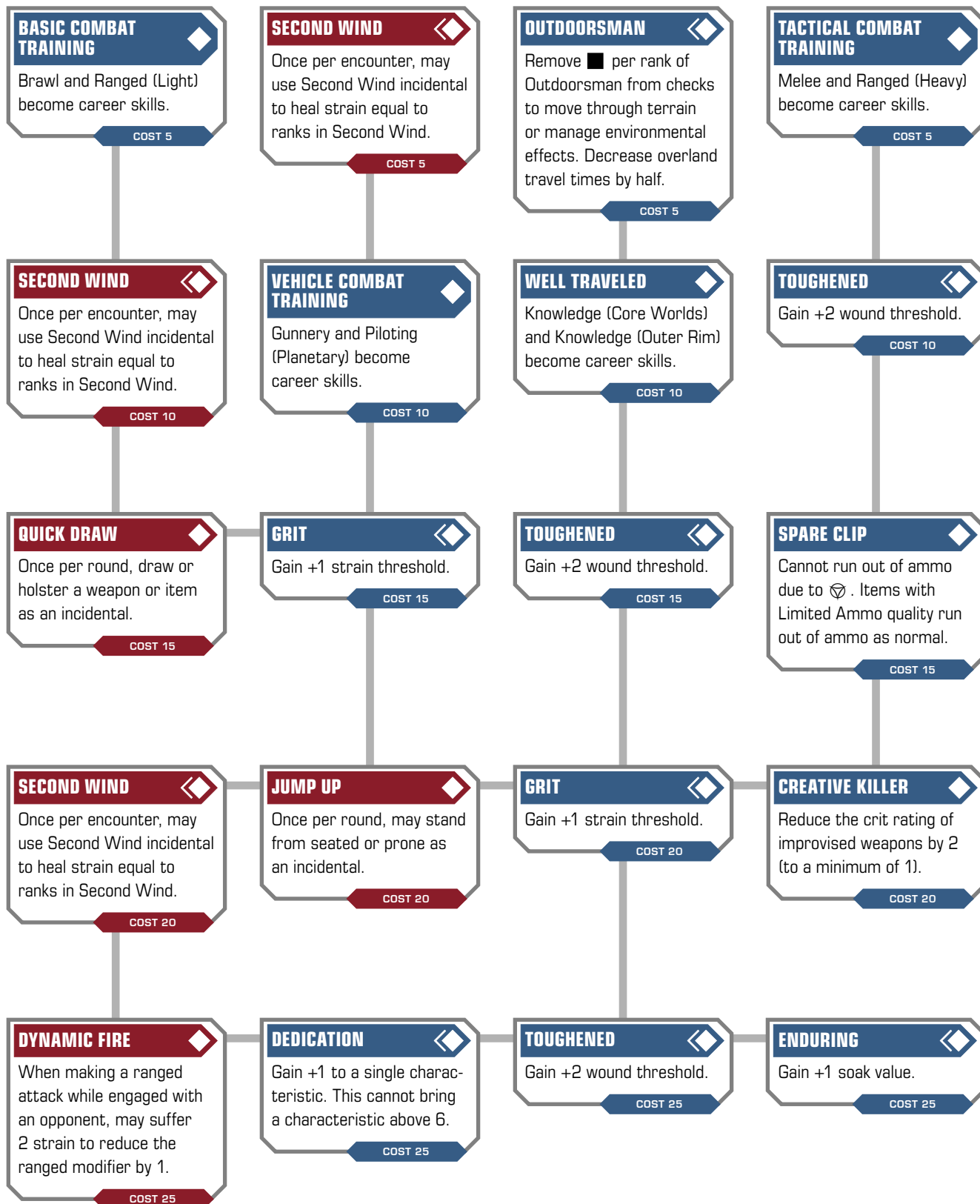


UNIVERSAL RECRUIT

ACTIVE 
 PASSIVE 
 RANKED 

Spec Bonus Career Skills: **Athletics, Discipline, Survival, Vigilance**

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UNIVERSAL FORCE-SENSITIVE EMERGENT

ACTIVE 

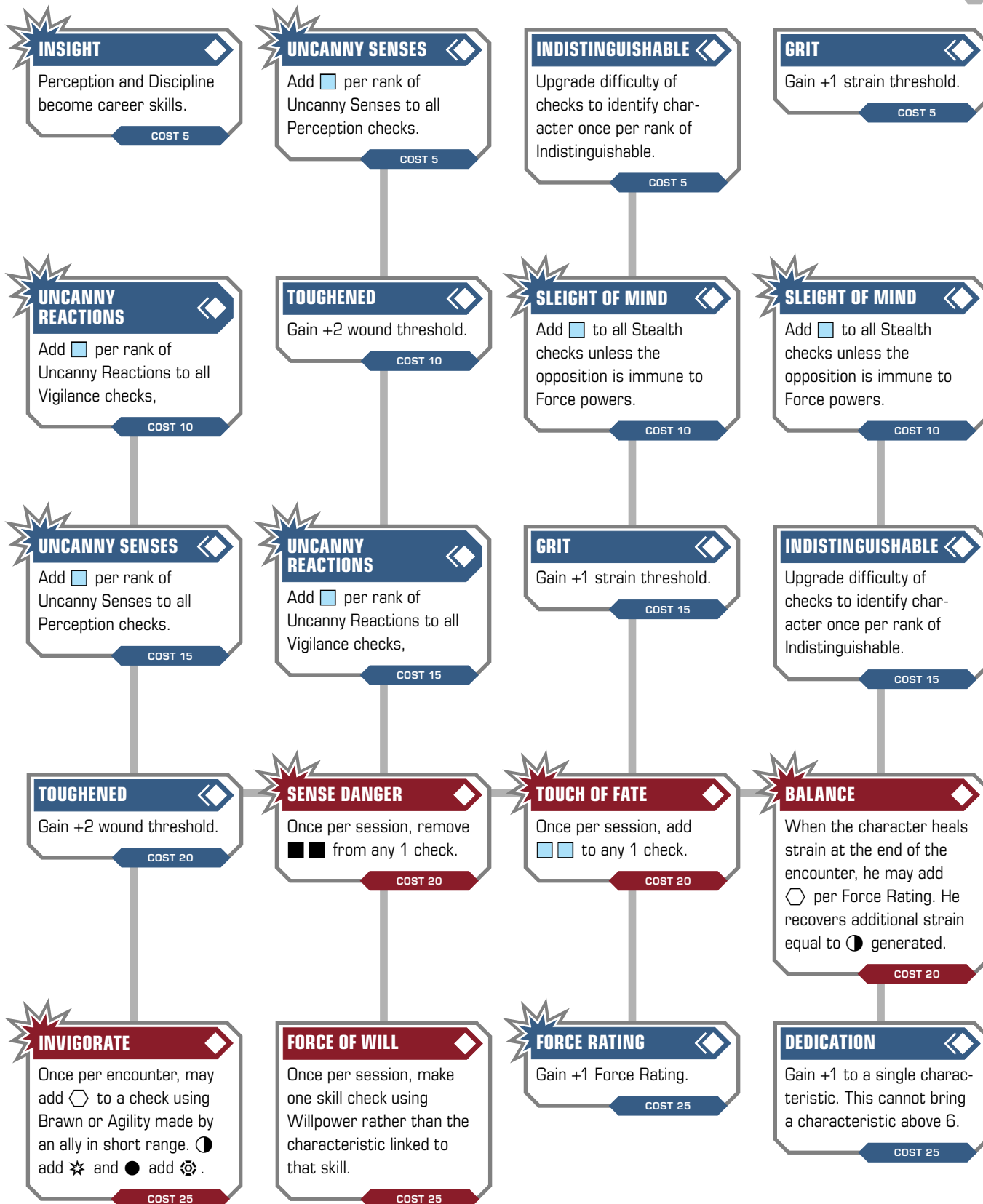
PASSIVE 

RANKED 

FORCE TALENT 

Gain: **Force Rating 1**

Find more handouts at BeggingForXP.com 



FORCE POWER MOVE

RANKED ◀

Prerequisites: **Force Rating 1+**

Find more handouts at BeggingForXP.com XP

MOVE BASIC POWER

The Force user can move small objects via the power of the Force.

The user may spend 1 to move one object of silhouette 0 that is within short range up to his maximum range. The default maximum range is short range.

COST 10

MAGNITUDE

Spend 1 to increase targets affected equal to Magnitude upgrades purchased.

COST 5

STRENGTH

Spend 1 to increase silhouette able to be targeted equal to Strength upgrades purchased.

COST 10

RANGE

Spend 1 to increase power's range by a number of range bands equal to Range upgrades purchased.

COST 5

RANGE

Spend 1 to increase power's range by a number of range bands equal to Range upgrades purchased.

COST 5

MAGNITUDE

Spend 1 to increase targets affected equal to Magnitude upgrades purchased.

COST 5

STRENGTH

Spend 1 to increase silhouette able to be targeted equal to Strength upgrades purchased.

COST 10

CONTROL

The Force user can hurl objects to damage targets, by making a Discipline check combined with a Move Power check, dealing damage equal to 10 times silhouette.

COST 10

MAGNITUDE

Spend 1 to increase targets affected equal to Magnitude upgrades purchased.

COST 10

STRENGTH

Spend 1 to increase silhouette able to be targeted equal to Strength upgrades purchased.

COST 15

CONTROL

The Force user can pull objects out of secure mountings or out of an opponent's grasp.

COST 5

RANGE

Spend 1 to increase power's range by a number of range bands equal to Range upgrades purchased.

COST 15

MAGNITUDE

Spend 1 to increase targets affected equal to Magnitude upgrades purchased.

COST 10

STRENGTH

Spend 1 to increase silhouette able to be targeted equal to Strength upgrades purchased.

COST 20

CONTROL

The character can perform fine manipulation of items, allowing him to do whatever he would normally with his hands via this power at this power's range.

COST 15

FORCE POWER ENHANCE

RANKED 

Prerequisites: **Force Rating 1+**

Find more handouts at BeggingForXP.com 

ENHANCE BASIC POWER

When making an Athletics check, the Force user may roll an Enhance power check as part of the pool. The user may spend 1 to gain * or (user's choice) on the check.

COST 10

CONTROL

Enhance can be used with the Coordination skill.

COST 5

CONTROL

Enhance can be used with the Resilience skill.

COST 5

CONTROL

Take a Force leap action; make an Enhance power check. The user may spend 1 to jump horizontally to any location in short range.

COST 10

CONTROL

Enhance can be used with the Piloting (Planetary) skill.

COST 5

CONTROL

Enhance can be used with the Brawl skill.

COST 5

CONTROL

When performing a Force Leap, the user can jump vertically in addition to horizontally.

COST 10

CONTROL

Enhance can be used with the Piloting (Space) skill.

COST 5

CONTROL

Ongoing effect: Commit (hexagon). The user increases his Brawn characteristic by 1 (to a maximum of 6).

COST 10

RANGE

Spend 1 to increase power's range by a number of range bands equal to Range upgrades purchased.

COST 10

CONTROL

Ongoing effect: Commit (hexagon). The user increases his Agility characteristic by 1 (to a maximum of 6).

COST 10

CONTROL

The user can perform a Force Leap as a maneuver instead of an action.

COST 10

FORCE POWER FORESEE

RANKED ◀

Prerequisites: **Force Rating 1+**

Find more handouts at BeggingForXP.com XP

FORESEE BASIC POWER

The Force user can feel the Force flowing around everything, seeing what is and what will be. The user may spend ○ to gain vague hints of events to come up to a day into his future.

COST 10

CONTROL

When making a skill check to determine initiative, the Force user may roll a Foresee power check as part of the pool. He may spend ○ to gain ☆ per point on the check.

COST 10

STRENGTH

Spend ○ to pick out specific details equal to Strength upgrades purchased.

COST 5

MAGNITUDE

Spend ○ to increase targets affected equal to Magnitude upgrades purchased.

COST 5

RANGE

Spend ○ to increase power's range by a number of range bands equal to Range upgrades purchased.

COST 5

CONTROL

Affected targets increase their ranged and melee defense by 2 for the first round of combat.

COST 10

DURATION

Spend ○ to increase days into the future the user may see equal to Duration upgrades purchased.

COST 5

MAGNITUDE

Spend ○ to increase targets affected equal to Magnitude upgrades purchased.

COST 5

RANGE

Spend ○ to increase power's range by a number of range bands equal to Range upgrades purchased.

COST 5

RANGE

Spend ○ to increase power's range by a number of range bands equal to Range upgrades purchased.

COST 5

STRENGTH

Spend ○ to pick out specific details equal to Strength upgrades purchased.

COST 5

CONTROL

When performing a Foresee power check as part of an initiative check, the Force user may spend ○ to allow all affected targets to take one free maneuver before the first round of combat begins.

COST 15

DURATION

Spend ○ to increase days into the future the user may see equal to Duration upgrades purchased.

COST 5