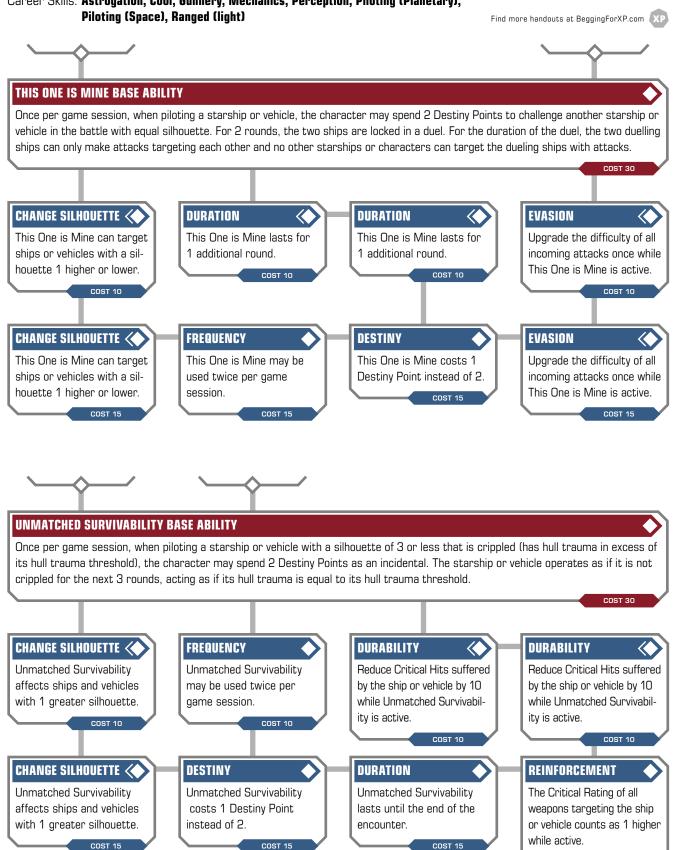
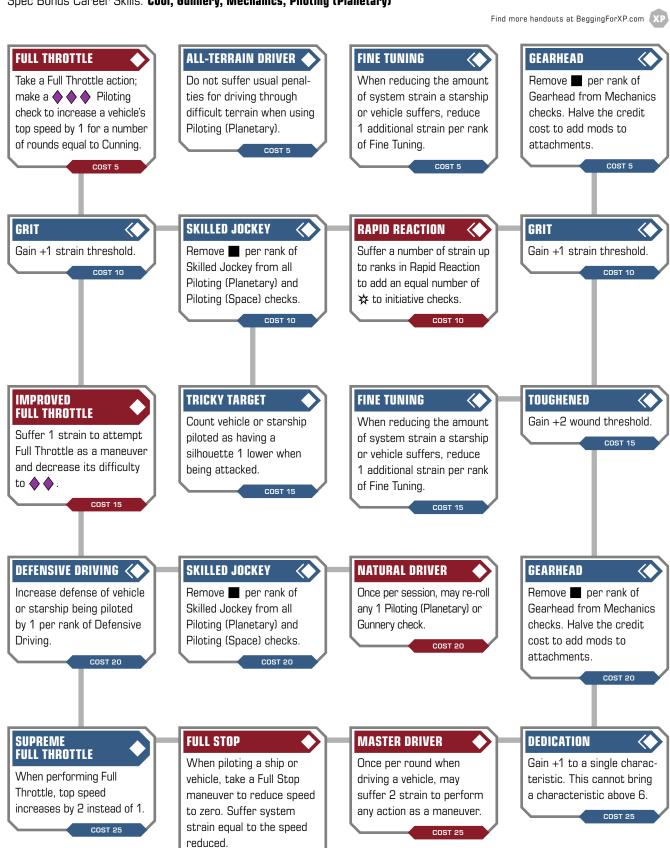


Career Skills: Astrogation, Cool, Gunnery, Mechanics, Perception, Piloting (Planetary),



ACTIVE PASSIVE RANKED <

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



COST 5

COST 10

DURABLE

May reduce any Critical

per rank of Durable to a

Gain +2 wound threshold.

Injury suffered by 10

minimum of 1.

TOUGHENED

DURABLE

May reduce any Critical

per rank of Durable to a

Gain +2 wound threshold.

HEROIC FORTITUDE

encounter.

May spend 1 Destiny Point

to ignore effects of Critical

Injuries on Brawn or Agility

checks until the end of the

COST 15

COST 20

Injury suffered by 10

minimum of 1.

TOUGHENED

ACTIVE PASSIVE RANKED <

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

GRIT

BRACE

Gain +1 strain threshold.

Perform the Brace man-

per rank of Brace from

your next Action. This

added by environmental

COST 10

COST 15

COST 20

may only remove

circumstances.

ENDURING

ENDURING

JURY RIGGED

Choose 1 weapon, armor,

or other item and give it a

permanent improvement

COST 25

while it remains in use.

Gain +1 soak value.

Gain +1 soak value.

euver to remove

COST 5

OVERWHELM

DEFENSES

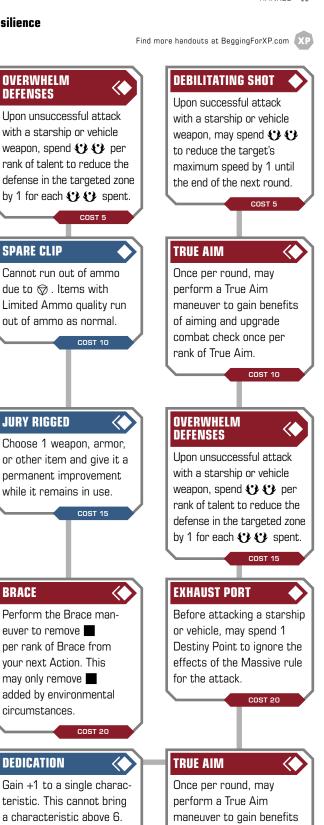
SPARE CLIP

JURY RIGGED

BRACE

circumstances.

DEDICATION





of aiming and upgrade

combat check once per

COST 25

rank of True Aim.



FULL THROTTLE

Take a Full Throttle action;

check to increase a vehicle's

top speed by 1 for a number

of rounds equal to Cunning.

SKILLED JOCKEY

Remove per rank of

Skilled Jockey from all

Piloting (Planetary) and

Piloting (Space) checks.

IMPROVED

to 🔷 🔷 .

GRIT

FULL THROTTLE

Suffer 1 strain to attempt

Full Throttle as a maneuver

and decrease its difficulty

Gain +1 strain threshold.

MASTER PILOT

Once per round when

driving a starship, may

suffer 2 strain to perform

any action as a maneuver.

COST 25

COST 15

COST 20

COST 5

COST 10

make a $\spadesuit \spadesuit$ Piloting

ACTIVE PASSIVE RANKED <

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

SKILLED JOCKEY

Remove per rank of

Skilled Jockey from all

Piloting (Planetary) and

Piloting (Space) checks.

DEAD TO RIGHTS

IMPROVED

DEAD TO RIGHTS

Spend 1 Destiny Point to

equal to Agility to one hit

add additional damage

of a successful attack made with ship- or vehicle-

mounted weaponry.

SUPREME

FULL THROTTLE

When performing Full

increases by 2 instead of 1.

Gain +1 to a single charac-

teristic. This cannot bring

a characteristic above 6.

COST 20

COST 25

Throttle, top speed

DEDICATION

Spend 1 Destiny Point to

to half Agility (round up)

to one hit of a successful

attack made with ship- or

vehicle-mounted weaponry.

COST 10

add additional damage equal

COST 5

half normal time.

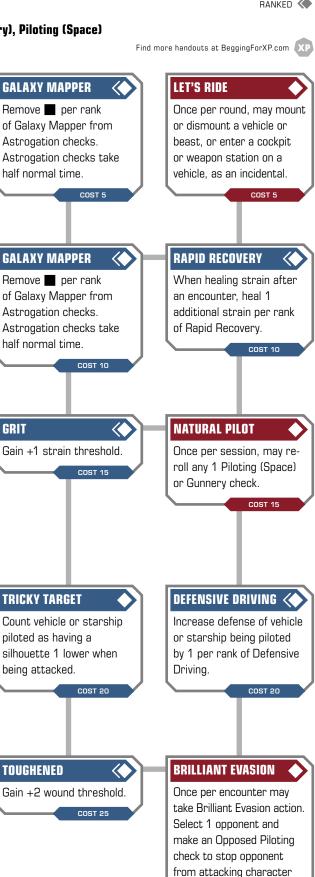
half normal time.

TRICKY TARGET

being attacked.

TOUGHENED

GRIT

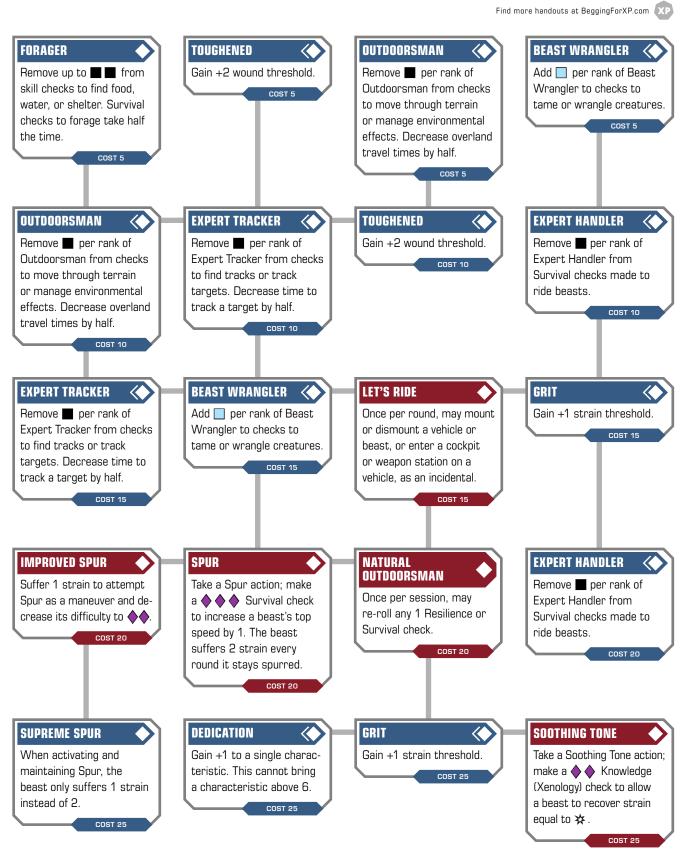


for rounds equal to Agility.

ACE BEAST RIDER

ACTIVE PASSIVE RANKED

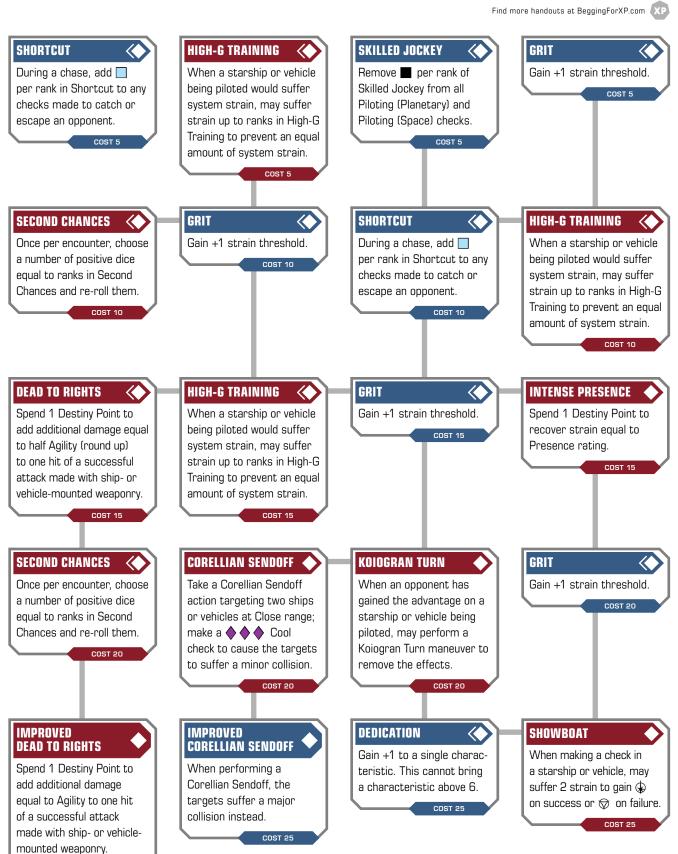
Spec Bonus Career Skills: Athletics, Knowledge (Xenology), Perception, Survival



^{ACE} HOTSHOT

ACTIVE PASSIVE RANKED

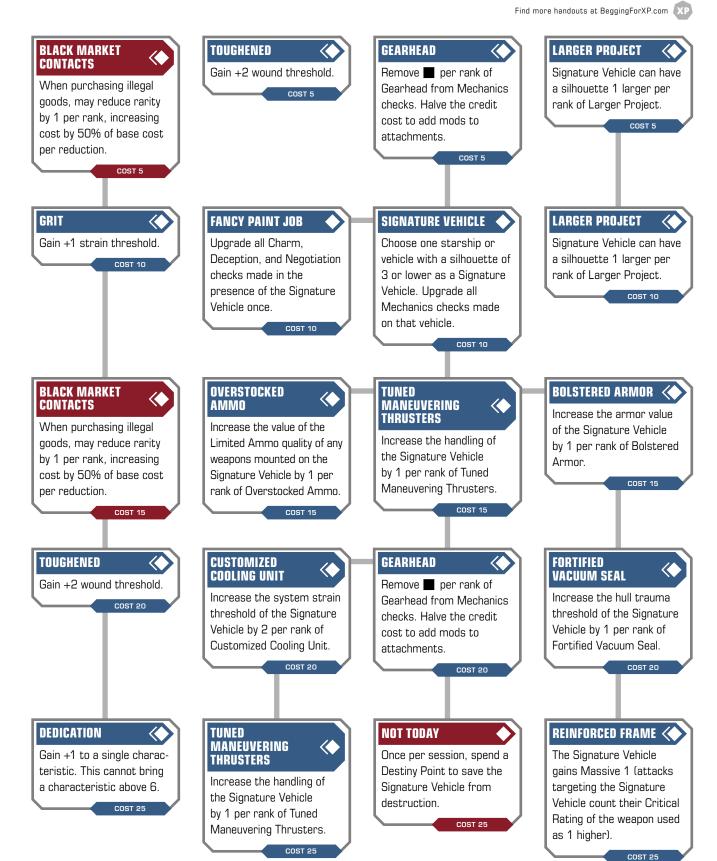
Spec Bonus Career Skills: Cool, Coordination, Piloting (Planetary), Piloting (Space)



ACTIVE PASSIVE RANKED

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

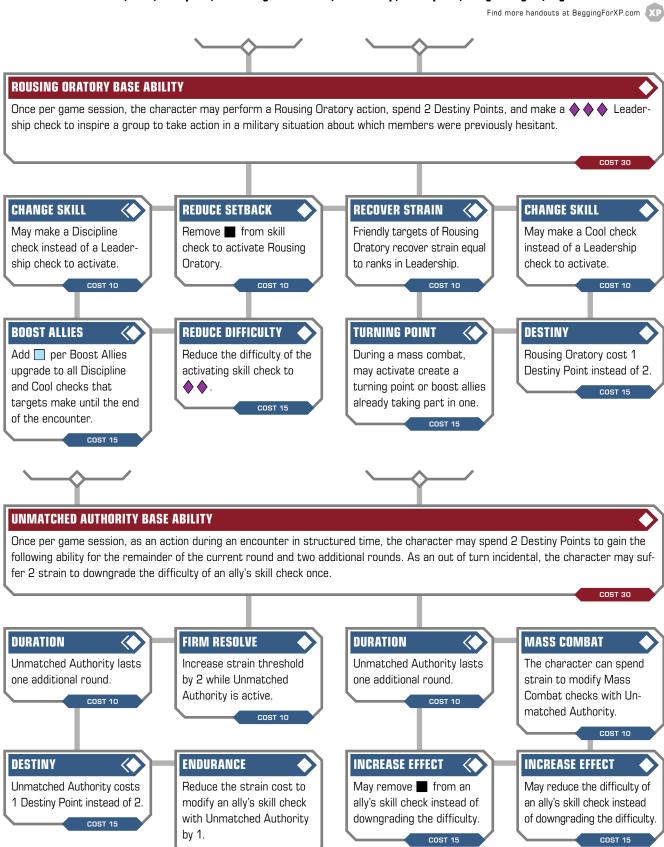
RANKED 《



COMMANDER

BASE ABILITY UPGRADE RANKED

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



COMMANDER COMMODORE

ACTIVE PASSIVE RANKED <

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

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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.

RAPID REACTION

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

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 \spadesuit \spadesuit Knowledge (Education) check to gain familiarity with a building or ship's design.

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 $\spadesuit \spadesuit \spadesuit$ 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.

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 .

SOLID REPAIRS

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

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.

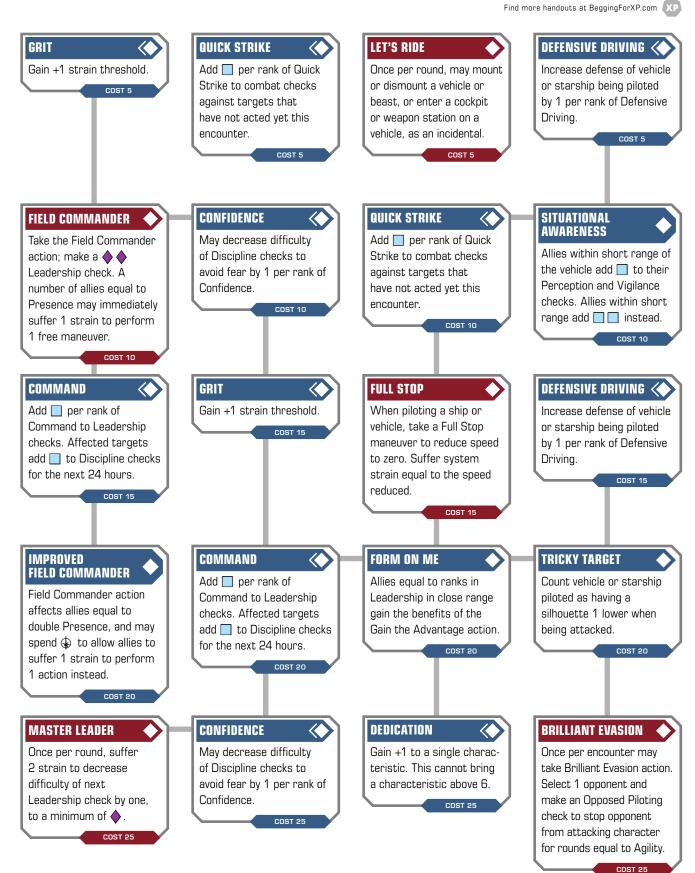
GALAXY MAPPER

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

COMMANDER SQUADRON LEADER

ACTIVE PASSIVE RANKED <

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



COMMANDER TACTICIAN

ACTIVE PASSIVE RANKED <

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

Find more handouts at BeggingForXP.com XP

OUTDOORSMAN



Remove per rank of Outdoorsman from checks to move through terrain or manage environmental effects. Decrease overland travel times by half.

COST 5

COMMANDING **PRESENCE**



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

COST 5

TOUGHENED



Gain +2 wound threshold.

COST 5

SIDE STEP



Once per round, as a maneuver suffer a number of strain up to ranks in Side Step to upgrade difficulty of all incoming ranged attacks by an equal number for the next round.

COST 5

OUTDOORSMAN



Remove per rank of Outdoorsman from checks to move through terrain or manage environmental effects. Decrease overland travel times by half.

CONFIDENCE



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

COST 10

QUICK DRAW



Once per round, draw or holster a weapon or item as an incidental.

SWIFT



Do not suffer usual penalties for moving through difficult terrain.

COST 10

NATURAL **OUTDOORSMAN**



Once per session, may re-roll any 1 Resilience or Survival check.

COST 15

TOUGHENED



Gain +2 wound threshold.

COST 15

BODY GUARD



Once per round, perform a maneuver to guard an engaged ally. Suffer strain up to ranks to upgrade difficulty of attacks against them by that number until the start of next turn.

COST 15

BODY GUARD



Once per round, perform a maneuver to guard an engaged ally. Suffer strain up to ranks to upgrade difficulty of attacks against them by that number until the start of next turn.

COST 15

CONFIDENCE



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

COST 20

COMMANDING PRESENCE



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

COST 20

FIELD COMMANDER



Take the Field Commander action; make a 🔷 🔷 Leadership check. A number of allies equal to Presence may immediately suffer 1 strain to perform 1 free maneuver.

SIDE STEP



Once per round, as a maneuver suffer a number of strain up to ranks in Side Step to upgrade difficulty of all incoming ranged attacks by an equal number for the next round.

COST 20

COORDINATED



Take a maneuver to add to combat checks for a number of engaged allies equal to Leadership until beginning of next turn. Increase range per rank.

NATURAL LEADER



Once per session, may re-roll any 1 Cool or Leadership check.

COST 25

IMPROV<u>ED</u> FIELD COMMANDER



affects allies equal to double Presence, and may spend & to allow allies to suffer 1 strain to perform 1 action instead.

DEDICATION

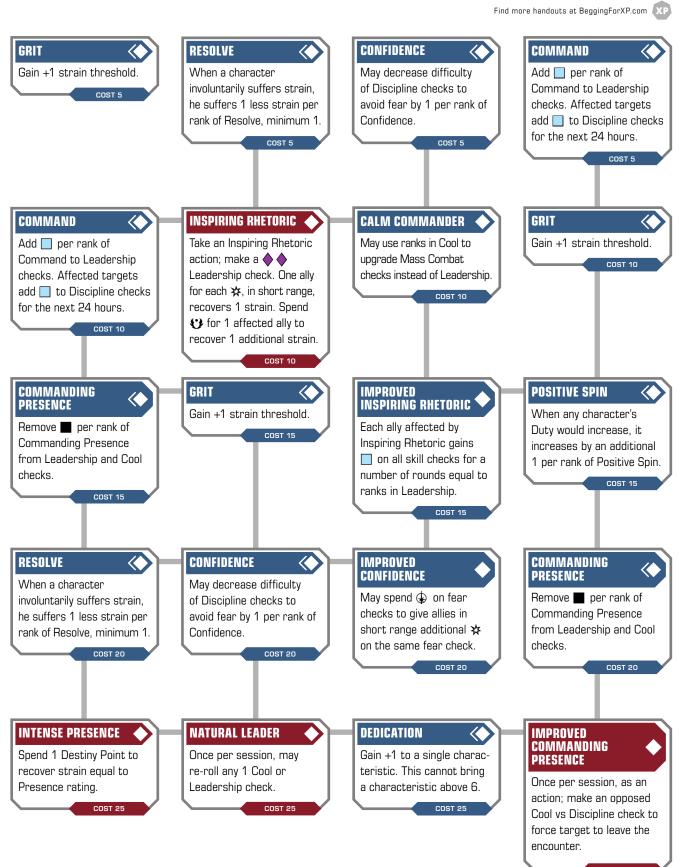


Gain +1 to a single characteristic. This cannot bring a characteristic above 6.

COMMANDER FIGUREHEAD

ACTIVE PASSIVE RANKED

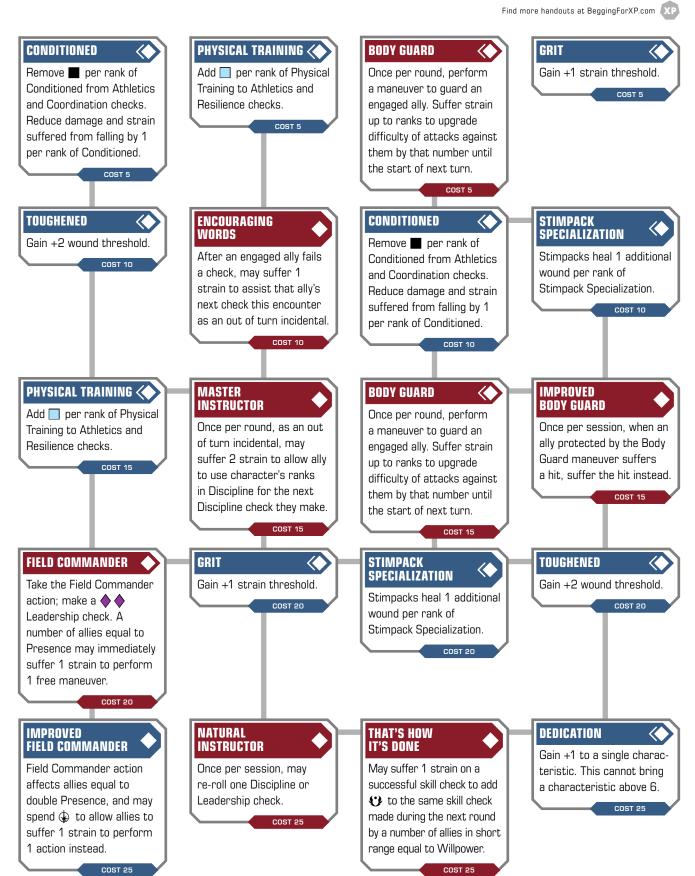
Spec Bonus Career Skills: Cool, Leadership, Negotiation, Knowledge (Core Worlds)



COMMANDER INSTRUCTOR



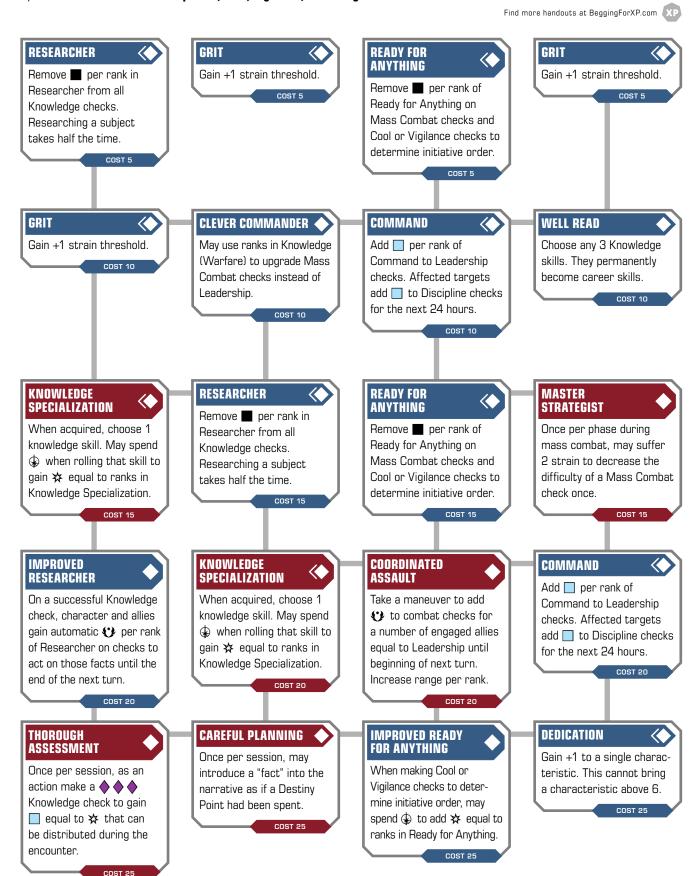
Spec Bonus Career Skills: Discipline, Medicine, Ranged (Heavy), Knowledge (Education)



COMMANDER STRATEGIST

ACTIVE PASSIVE RANKED

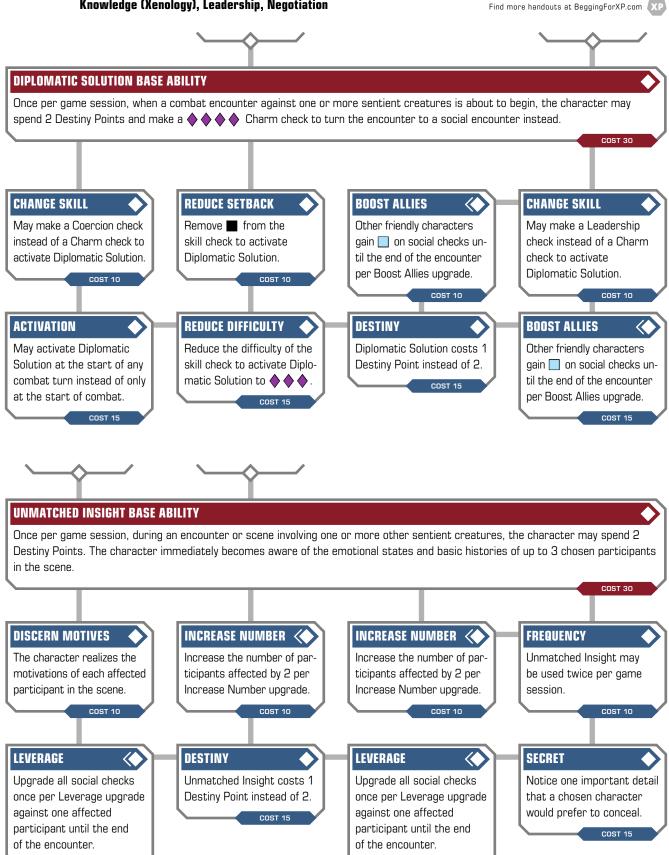
Spec Bonus Career Skills: Computers, Cool, Vigilance, Knowledge (Warfare)





BASE ABILITY UPGRADE RANKED

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

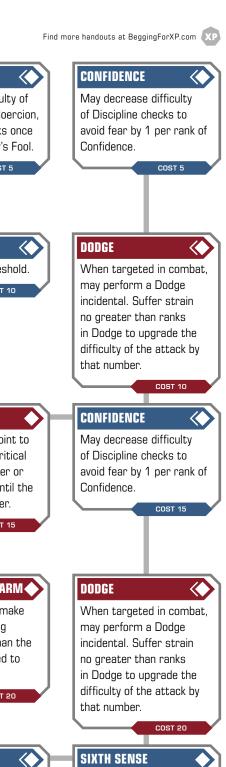


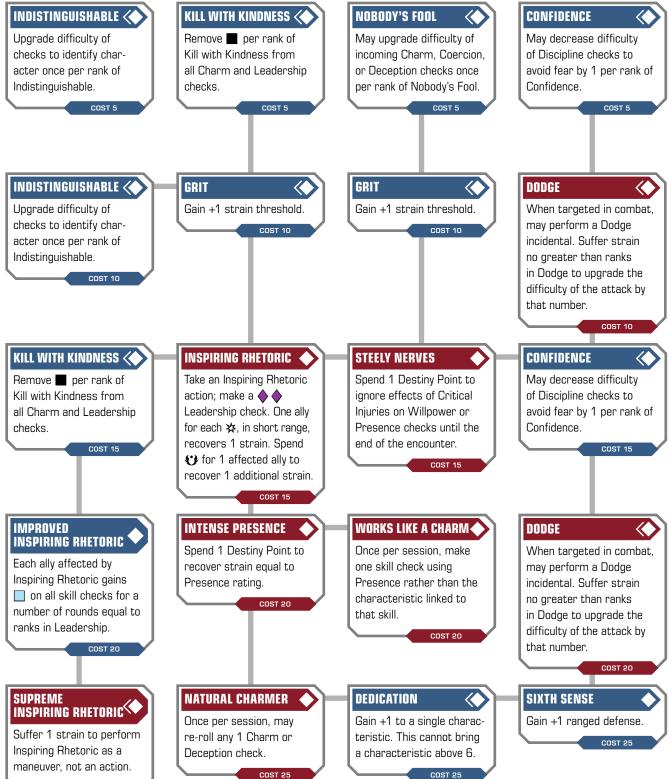
DIPLOMAT AMBASSADOR

COST 25

ACTIVE PASSIVE RANKED <

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





DIPLOMAT AGITATOR

ACTIVE PASSIVE RANKED <

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

Find more handouts at BeggingForXP.com XP



PLAUSIBLE DENIABILITY



Remove per rank of Plausible Deniability from all Coercion and Deception checks.

NOBODY'S FOOL



May upgrade difficulty of incoming Charm, Coercion, or Deception checks once per rank of Nobody's Fool.

COST 5

GRIT



Gain +1 strain threshold.

COST 5

INTIMIDATING



May suffer a number of strain up to ranks in Intimidating to downgrade difficulty of Coercion checks or upgrade difficulty when targeted by Coercion checks by an equal number.

COST 5

STREET SMARTS



Remove per rank of Street Smarts from Streetwise or Knowledge (Underworld) checks.

COST 10

STREET SMARTS



Remove per rank of Street Smarts from Streetwise or Knowledge (Underworld) checks.

COST 10

CONVINCING DEMEANOR



Remove per rank of Convincing Demeanor from Deception or Skulduggery checks.

COST 10

INTIMIDATING



May suffer a number of strain up to ranks in Intimidating to downgrade difficulty of Coercion checks or upgrade difficulty when targeted by Coercion checks by an equal number.

COST 10

CONVINCING DEMEANOR



Remove per rank of Convincing Demeanor from Deception or Skulduggery checks.

COST 15

PLAUSIBLE DENIABILITY



Remove per rank of Plausible Deniability from all Coercion and Deception checks.

COST 15

SCATHING TIRADE



action; make a 🔷 🔷 Coercion check. One enemy for each 🗱, in short range, suffers 1 strain. Spend 😲 for 1 affected enemy to suffer 1 additional strain.

COST 15

GRIT



Gain +1 strain threshold.

COST 15

NATURAL ENFORCER



Once per session, may re-roll any 1 Coercion or Streetwise check.

COST 20

NOBODY'S FOOL



May upgrade difficulty of incoming Charm, Coercion, or Deception checks once per rank of Nobody's Fool.

COST 20

IMPROVED



Each enemy affected by Scathing Tirade suffers

on all skill checks for a number of rounds equal to ranks in Coercion.

COST 20

INTIMIDATING



May suffer a number of strain up to ranks in Intimidating to downgrade difficulty of Coercion checks or upgrade difficulty when targeted by Coercion checks by an equal number.

COST 20

INTIMIDATING



May suffer a number of strain up to ranks in Intimidating to downgrade difficulty of Coercion checks or upgrade difficulty when targeted by Coercion checks by an equal number.

COST 25

DEDICATION



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

COST 25

SUPREME SCATHING TIRADE

Suffer 1 strain to perform Scathing Tirade as a maneuver, not an action.

COST 25

INCITE REBELLION

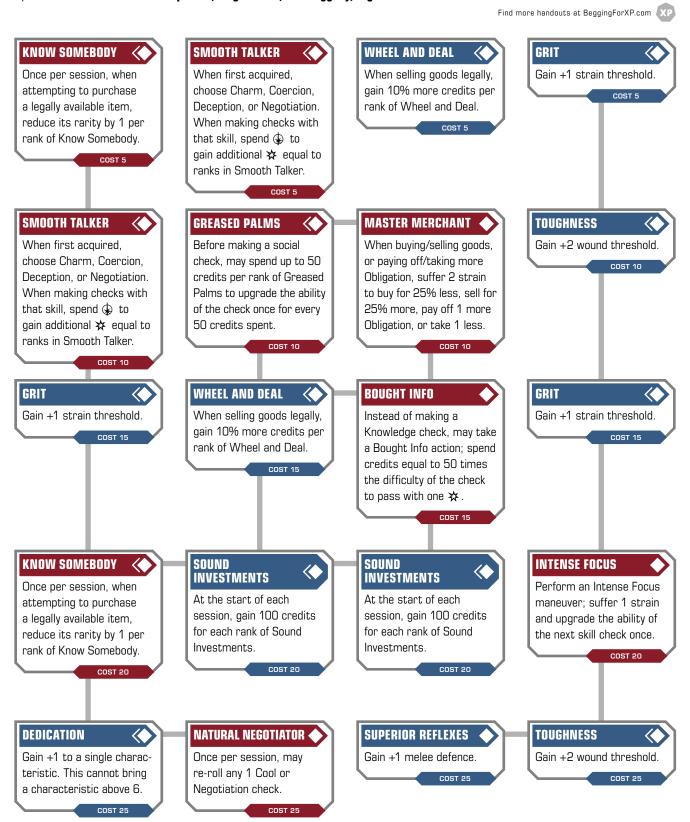


Once per session, may take an Incite Rebellion action: make a $\spadesuit \spadesuit$ Coercion check to cause a number of beings up to ranks in Coercion to become rebellious for the encounter.

QUARTERMASTER

ACTIVE PASSIVE RANKED

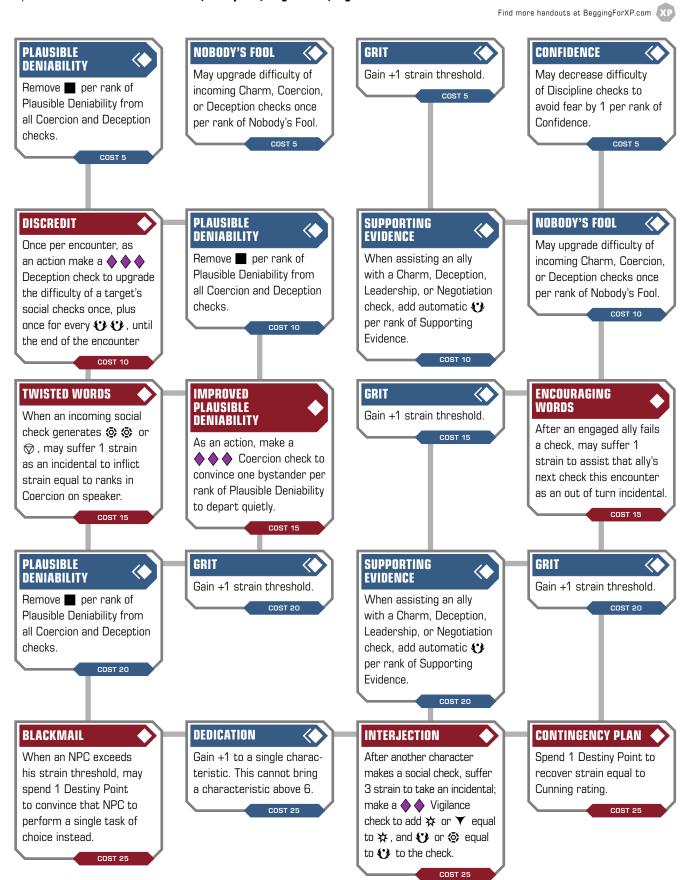
Spec Bonus Career Skills: Computers, Negotiation, Skulduggery, Vigilance



DIPLOMAT ADVOCATE

ACTIVE PASSIVE RANKED

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



DIPLOMAT ANALYST

ACTIVE PASSIVE RANKED <

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

Find more handouts at BeggingForXP.com XP



RESEARCHER

Remove per rank in Researcher from all Knowledge checks. Researching a subject takes half the time.

COST 5

KNOWLEDGE SPECIALIZATION

When acquired, choose 1 knowledge skill. May spend when rolling that skill to gain 🕸 equal to ranks in Knowledge Specialization.

COST 5

CODEBREAKER

Remove per rank in Codebreaker from checks to break codes or decrypt communications. Decrease difficulty of checks to break codes or decrypt communications by 1.

Reduce time needed to complete Computerrelated tasks by 25% per rank in Technical Aptitude.

COST 5

VALUABLE FACTS

Once per encounter, as an action make a \spadesuit Knowledge check. If successful, add 🗘 to one ally's skill check during the encounter.

COST 10

RESEARCHER

Remove per rank in Researcher from all Knowledge checks. Researching a subject takes half the time.

COST 10

SUPPORTING EVIDENCE

When assisting an ally with a Charm, Deception, Leadership, or Negotiation check, add automatic 😲 per rank of Supporting Evidence.

COST 10

GRIT

Gain +1 strain threshold.

COST 10

KNOWLEDGE **SPECIALIZATION**

When acquired, choose 1 knowledge skill. May spend when rolling that skill to gain 🗱 equal to ranks in Knowledge Specialization.

COST 15

IMPROVED RESEARCHER

On a successful Knowledge check, character and allies gain automatic 😯 per rank of Researcher on checks to act on those facts until the end of the next turn.

COST 15

CODEBREAKER

Remove per rank in Codebreaker from checks to break codes or decrypt communications. Decrease difficulty of checks to break codes or decrypt communications by 1.

COST 15

ENCODED COMMUNIQUÉ

Upgrade the difficulty of checks to decrypt this character's coded messages without the proper cipher a number of times equal to Computers skill

COST 15

GRIT

Gain +1 strain threshold.

COST 20

KNOW-IT-ALL

Once per session, perfectly recall an important fact previously learned as if a Destiny Point had been

KNOWLEDGE **SPECIALIZATION**

When acquired, choose 1 knowledge skill. May spend when rolling that skill to gain 🔅 equal to ranks in Knowledge Specialization.

COST 20

NATURAL **PROGRAMMER**

Once per session, may re-roll any 1 Computers or Astrogation check.

COST 20

DEDICATION

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

COST 25

KNOWLEDGE **SPECIALIZATION**

When acquired, choose 1 knowledge skill. May spend when rolling that skill to gain 🔅 equal to ranks in Knowledge Specialization.

COST 25

THOROUGH **ASSESSMENT**

Once per session, as an action make a $\spadesuit \spadesuit \spadesuit$ Knowledge check to gain equal to 🔅 that can be distributed during the encounter.

STROKE OF GENIUS

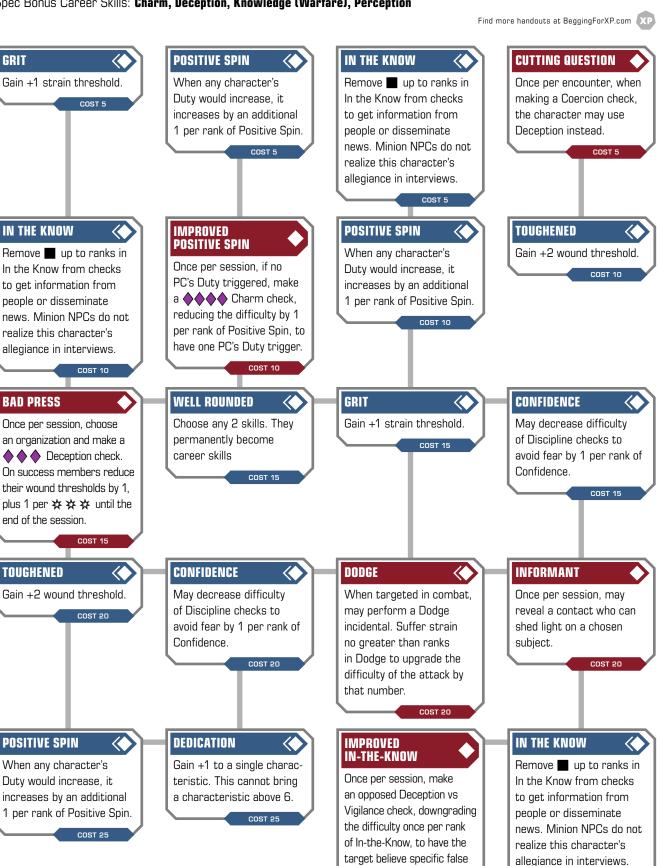
Once per session, make one skill check using Intellect rather than the characteristic linked to that skill.

DIPLOMAT PROPAGANDIST

GRIT

ACTIVE PASSIVE RANKED <

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

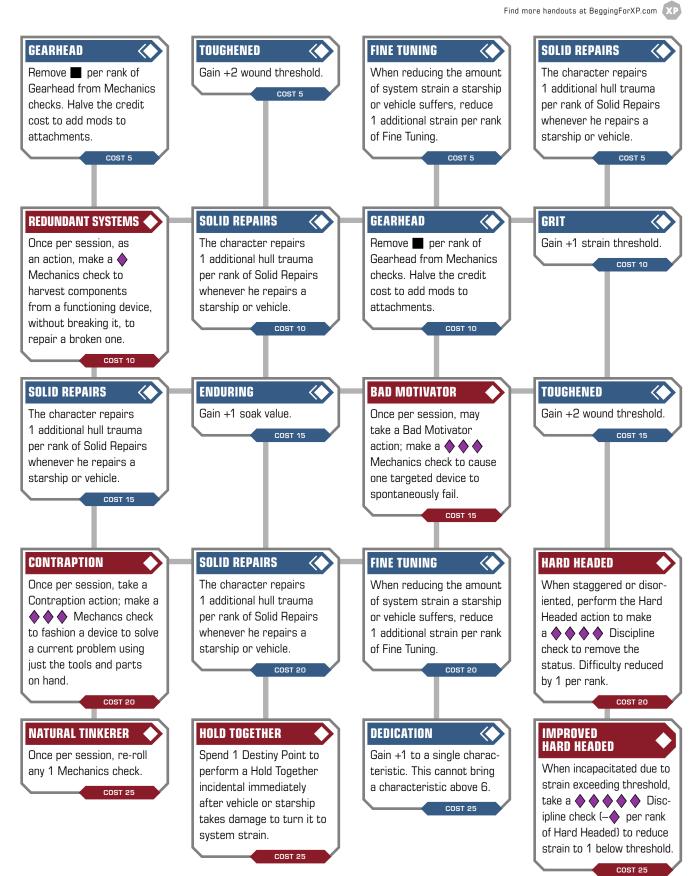


intelligence.

ENGINEER MECHANIC

ACTIVE PASSIVE RANKED

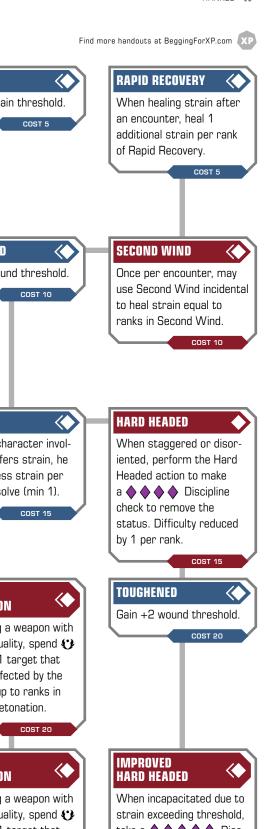
Spec Bonus Career Skills: Brawl, Mechanics, Piloting (Space), Skulduggery



ENGINEER SABOTEUR

ACTIVE PASSIVE RANKED <

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



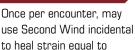




When the character involuntarily suffers strain, he suffers 1 less strain per rank or Resolve (min 1).

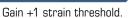
COST 5

SECOND WIND

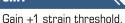


ranks in Second Wind.

GRIT



GRIT



COST 10

POWERFUL BLAST

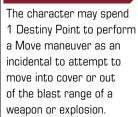
Increase Blast damage dealt by explosives, explosive weapons, and grenades by +1 per rank of Powerful Blast.

COST 10

TOUGHENED



TIME TO GO



COST 15

RAPID RECOVERY

When healing strain after an encounter, heal 1 additional strain per rank of Rapid Recovery.

RESOLVE

When the character involuntarily suffers strain, he suffers 1 less strain per rank or Resolve (min 1).

IMPROVED TIME TO GO



Move maneuver as an incidental to move into cover or out of a blast range.

COST 20

POWERFUL BLAST

Increase Blast damage dealt by explosives, explosive weapons, and grenades by +1 per rank of Powerful Blast.

COST 20

SELECTIVE **DETONATION**

When using a weapon with the Blast quality, spend 😲 to exclude 1 target that would be affected by the explosion, up to ranks in Selective Detonation.

DEDICATION



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

COST 25

MASTER GRENADIER

Decrease the 😲 cost to activate the Blast quality on any weapon used by 1 to a minimum of 1.

SELECTIVE DETONATION

When using a weapon with the Blast quality, spend 😲 to exclude 1 target that would be affected by the explosion, up to ranks in Selective Detonation.

COST 25

take a $\spadesuit \spadesuit \spadesuit \spadesuit$ Discipline check (-◆ per rank of Hard Headed) to reduce strain to 1 below threshold.

ENGINEER SCIENTIST

ACTIVE PASSIVE RANKED <

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

Find more handouts at BeggingForXP.com XP



KNOWLEDGE **SPECIALIZATION**



When acquired, choose 1 knowledge skill. May spend when rolling that skill to gain 🗱 equal to ranks in Knowledge Specialization.

COST 5

RESPECTED SCHOLAR 🐇



May downgrade difficulty of checks to interact with institutes of learning by one level per rank of Respected Scholar.

RESEARCHER



Remove per rank in Researcher from all Knowledge checks. Researching a subject takes half the time.

COST 5

SPEAKS BINARY



When directing NPC droids, may grant them per rank of Speaks Binary on checks.

COST 5

RESEARCHER



Remove per rank in Researcher from all Knowledge checks. Researching a subject takes half the time.

COST 10

KNOWLEDGE **SPECIALIZATION**



When acquired, choose 1 knowledge skill. May spend when rolling that skill to gain 🛪 equal to ranks in Knowledge Specialization.

COST 10

HIDDEN STORAGE



Gain hidden storage in vehicles or equipment that holds items with total encumbrance equal to ranks in Hidden Storage.

COST 10

TINKERER



May add 1 additional hard point to a number of items equal to ranks in Tinkerer. Each item may only be modified once.

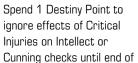
COST 10



May downgrade difficulty of checks to interact with institutes of learning by one level per rank of Respected Scholar.

COST 15

MENTAL FORTRESS



encounter.

COST 15

SPEAKS BINARY



When directing NPC droids, may grant them per rank of Speaks Binary on checks.

COST 15

INVENTOR



When constructing new items or modifying attachments, add or remove per rank of Inventor.

COST 15

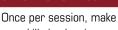
NATURAL SCHOLAR



re-roll any 1 Knowledge skill check.

COST 20

STROKE OF GENIUS



one skill check using Intellect rather than the characteristic linked to that skill.

INVENTOR



When constructing new items or modifying attachments, add or remove

per rank of Inventor.

TINKERER



May add 1 additional hard point to a number of items equal to ranks in Tinkerer. Each item may only be modified once.

COST 20

INTENSE FOCUS



Perform an Intense Focus maneuver: suffer 1 strain and upgrade the ability of the next skill check once.

CAREFUL PLANNING

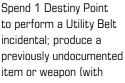
Once per session, may introduce a "fact" into the narrative as if a Destiny Point had been spent.

DEDICATION



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

UTILITY BELT

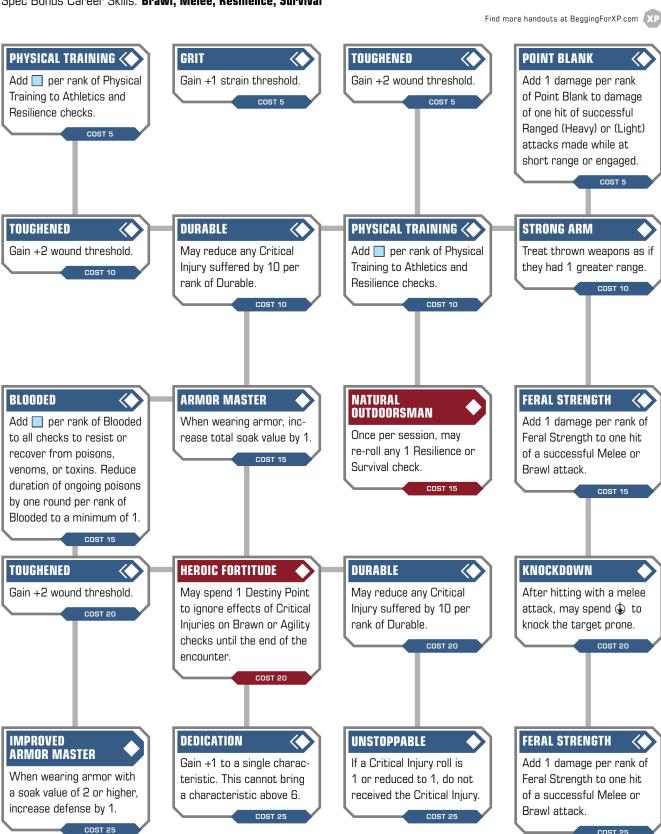


restrictions) from a tool belt or a satchel.

SOLDIER COMMANDO

ACTIVE PASSIVE RANKED

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





After making a successful

damage equal to Intellect

COST 25

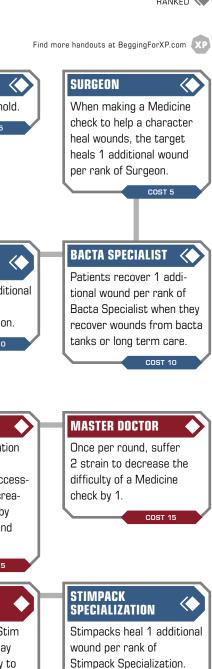
attack, may spend 1

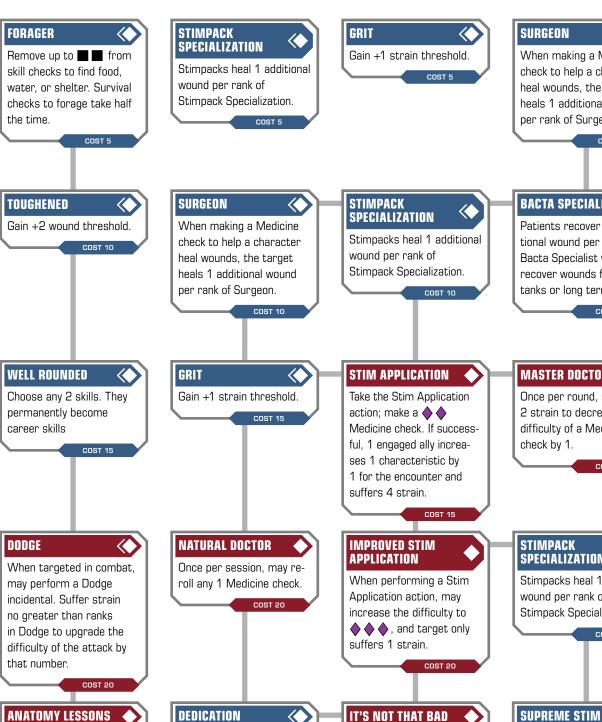
Destiny Point to add

to one hit.

ACTIVE PASSIVE RANKED <

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





Gain +1 to a single charac-

teristic. This cannot bring

a characteristic above 6.

COST 25

APPLICATION

When performing the Stim

to increase an additional

Application action, spend

Characteristic by 1.

Once per session when an

ally would suffer a Critical

Injury, may take an It's Not

♦ ♦ Medicine check to stop the ally from gaining

COST 25

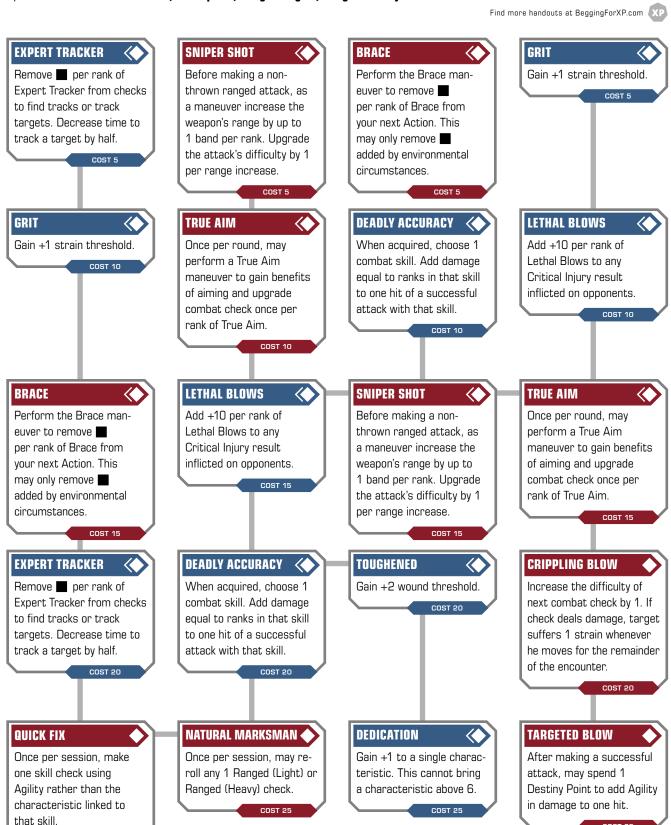
That Bad action; make a

the Critical Injury.

SOLDIER SHARPSHOOTER

ACTIVE PASSIVE RANKED

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



SPY INFILTRATOR

GRIT

Gain +1 strain threshold.

STUNNING BLOW

When making Melee

KNOCKDOWN

checks, may inflict damage

as strain instead of wounds.

COST 10

COST 15

This does not ignore soak.

After hitting with a melee

attack, may spend & to

knock the target prone.

NATURAL BRAWLER

Once per session, may

check.

DEDICATION

reroll any 1 Melee or Brawl

Gain +1 to a single charac-

teristic. This cannot bring

a characteristic above 6.

COST 20

COST 5

ACTIVE PASSIVE RANKED <

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

DODGE

When targeted in combat,

may perform a Dodge

no greater than ranks

that number.

GRIT

incidental. Suffer strain

in Dodge to upgrade the

difficulty of the attack by

Gain +1 strain threshold.

FRENZIED ATTACK

When making a Melee or

up to ranks in Frenzied

Attack to upgrade the

TOUGHENED

Brawl attack, suffer strain

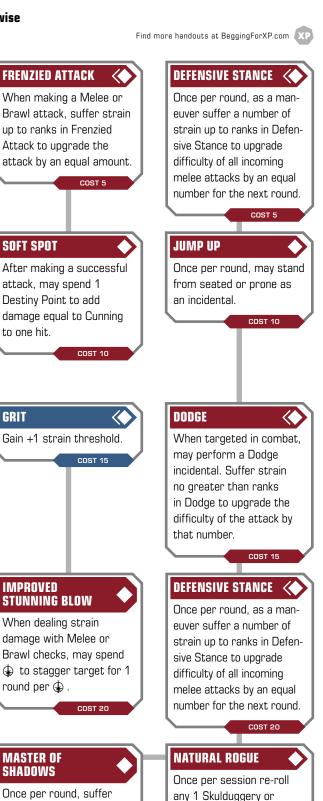
attack by an equal amount.

Gain +2 wound threshold.

COST 15

COST 20

COST 10





that skill.

CLEVER SOLUTION

one skill check using

Once per session, make

Cunning rather than the

characteristic linked to

MASTER OF SHADOWS

IMPROVED

SOFT SPOT

to one hit.

GRIT

Once per round, suffer 2 strain to decrease difficulty of next Stealth or Skulduggery check by 1.

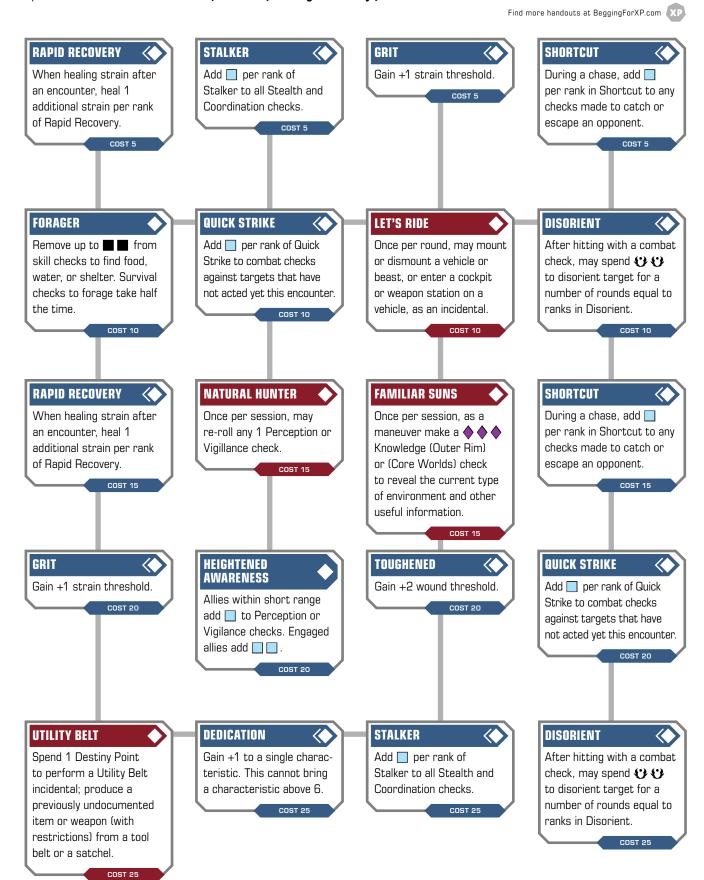
COST 25

Stealth check.



ACTIVE PASSIVE RANKED

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







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

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CODEBREAKER Remove per rank in Codebreaker from checks to break codes or decrypt communications. Decrease difficulty of checks to break codes or decrypt communications by 1. COST 5 DEFENSIVE SLICING When defending computer systems, add per rank of Defensive Slicing to



TECHNICAL APTITUDE

Reduce time needed to complete Computerrelated tasks by 25% per rank in Technical Aptitude.

COST 5

BYPASS SECURITY Remove per rank of Bypass Security from checks made to disable a security device or open a locked door.

COST 5

opponents' checks.

COST 10

TECHNICAL APTITUDE 🕢

Reduce time needed to complete Computerrelated tasks by 25% per rank in Technical Aptitude.

COST 10

GRIT

Gain +1 strain threshold.

COST 10

BYPASS SECURITY

Remove per rank of Bypass Security from checks made to disable a security device or open a locked door.

COST 10

NATURAL **PROGRAMMER**

Once per session, may re-roll any 1 Computers or Astrogation check.

COST 15

BYPASS SECURITY

Remove per rank of Bypass Security from checks made to disable a security device or open a locked door.

COST 15

DEFENSIVE SLICING <

When defending computer systems, add per rank of Defensive Slicing to opponents' checks.

GRIT

Gain +1 strain threshold.

COST 15

DEFENSIVE SLICING <

When defending computer systems, add per rank of Defensive Slicing to opponents' checks.

IMPROVED DEFENSIVE SLICING

Defensive Slicing now upgrades opponents; difficulty once per rank of Defensive Slicing; this replaces the usual benefits.

COST 20

CODEBREAKER

Remove per rank in Codebreaker from checks to break codes or decrypt communications. Decrease difficulty of checks to break codes or decrypt communications by 1.

COST 20

RESOLVE

When a character involuntarily suffers strain, he suffers 1 less strain per rank of Resolve, minimum 1.

COST 20

SKILLED SLICER

When making a Computers check may spend & to make further Computers checks within this system as maneuvers.

COST 25

MASTER SLICER

Once per round, may take a Master Slicer incidental to suffer 2 strain and decrease difficulty of Computers or other slicing checks by 1, minimum .

COST 25

Spend 1 Destiny Point to ignore effects of Critical Injuries on Intellect or Cunning checks until end of encounter.

MENTAL FORTRESS

COST 25

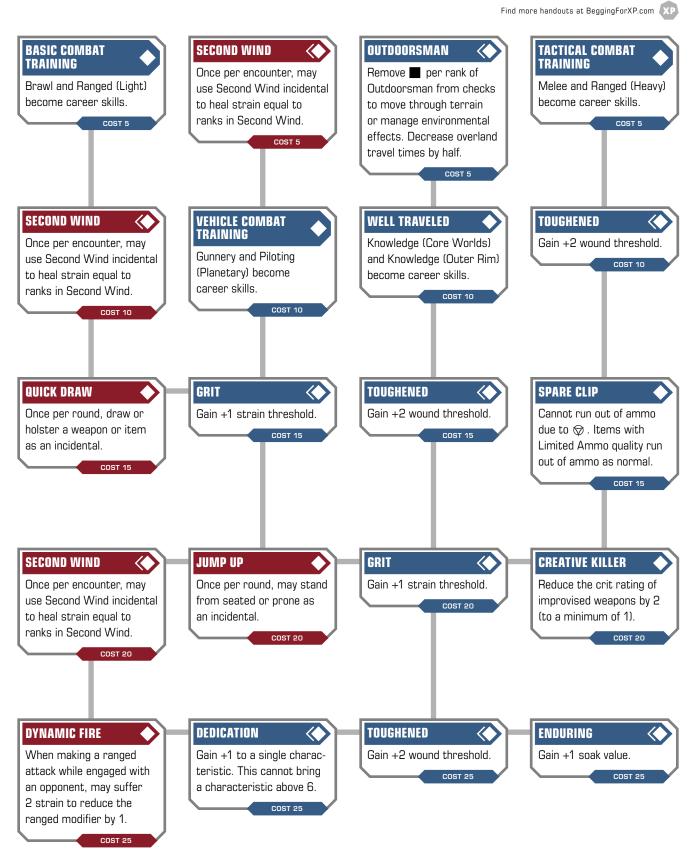
DEDICATION

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

UNIVERSAL RECRUIT

ACTIVE PASSIVE RANKED

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



UNIVERSAL ACTIVE | **FORCE-SENSITIVE EMERGENT** PASSIVE RANKED < FORCE TALENT Gain: Force Rating 1 Find more handouts at BeggingForXP.com INDISTINGUISHABLE < **UNCANNY SENSES** GRIT Upgrade difficulty of Perception and Discipline Add per rank of Gain +1 strain threshold. become career skills. Uncanny Senses to all checks to identify char-COST 5 Perception checks. acter once per rank of Indistinguishable. **TOUGHENED** UNCANNY SLEIGHT OF MIND **SLEIGHT OF MIND** REACTIONS Gain +2 wound threshold. Add To all Stealth Add To all Stealth Add per rank of checks unless the checks unless the COST 10 Uncanny Reactions to all opposition is immune to opposition is immune to Vigilance checks, Force powers. Force powers. COST 10 COST 10 COST 10 **UNCANNY SENSES** GRIT INDISTINGUISHABLE < UNCANNY REACTIONS Add per rank of Gain +1 strain threshold. Upgrade difficulty of Add per rank of Uncanny Senses to all checks to identify char-COST 15 Uncanny Reactions to all Perception checks. acter once per rank of Vigilance checks, Indistinguishable. COST 15 COST 15 **TOUGHENED SENSE DANGER TOUCH OF FATE BALANCE** Gain +2 wound threshold. When the character heals Once per session, remove Once per session, add from any 1 check. to any 1 check. strain at the end of the COST 20 encounter, he may add COST 20 COST 20 per Force Rating. He recovers additional strain equal to ① generated. COST 20 **FORCE OF WILL DEDICATION FORCE RATING** INVIGORATE Once per encounter, may Gain +1 to a single charac-Once per session, make Gain +1 Force Rating. add ⟨ > to a check using one skill check using teristic. This cannot bring Brawn or Agility made by Willpower rather than the a characteristic above 6. an ally in short range. characteristic linked to add 🌣 and ● add 🚱. that skill.

FORCE POWER MOVE

Prerequisites: Force Rating 1+

COST 10

STRENGTH

Spend () to increase

silhouette able to be

upgrades purchased.

targeted equal to Strength

MAGNITUDE

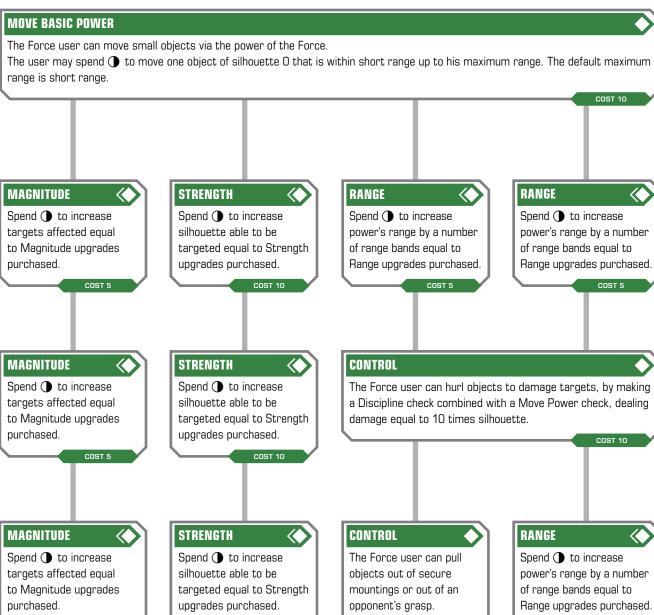
purchased.

Spend ① to increase

targets affected equal

to Magnitude upgrades

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CONTROL

power at this power's range.

COST 15

The character can perform fine manipulation of items, allowing

him to do whatever he would normally with his hands via this

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FORCE POWER ENHANCE

Prerequisites: Force Rating 1+

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. CONTROL CONTROL CONTROL Enhance can be used with Enhance can be used with Take a Force leap action; make an Enhance power check. The the Coordination skill. the Resilience skill. user may spend ① to jump horizontally to any location in short range. COST 10 CONTROL **CONTROL** CONTROL Enhance can be used with Enhance can be used with When performing a Force Leap, the user can jump vertically in the Piloting (Planetary) skill. the Brawl skill. addition to horizontally. COST 5 COST 10 CONTROL **CONTROL** RANGE Enhance can be used with Ongoing effect: Commit \bigcirc . The user increases his Brawn Spend ① to increase the Piloting (Space) skill. characteristic by 1 (to a maximum of 6). power's range by a number of range bands equal to COST 5 COST 10 Range upgrades purchased. COST 10 CONTROL CONTROL Ongoing effect: Commit \bigcirc . The user increases his Agility The user can perform a Force Leap as a maneuver instead of characteristic by 1 (to a maximum of 6). an action. COST 10 COST 10

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FORCE POWER FORESEE

Prerequisites: Force Rating 1+

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. CONTROL STRENGTH When making a skill check to determine initiative, the Force user may roll a Foresee power check Spend () to pick out as part of the pool. He may spend O to gain 🛪 per point on the check. specific details equal to Strength upgrades purchased. COST 5 MAGNITUDE RANGE CONTROL **DURATION** Affected targets increase Spend O to increase days Spend ○ to increase Spend ○ to increase targets affected equal power's range by a number their ranged and melee into the future the user to Magnitude upgrades of range bands equal to defense by 2 for the first may see equal to Duration purchased. Range upgrades purchased. round of combat. upgrades purchased. COST 5 COST 5 **MAGNITUDE** RANGE RANGE STRENGTH Spend () to increase Spend ○ to increase Spend () to increase Spend ○ to pick out targets affected equal power's range by a number power's range by a number specific details equal to Magnitude upgrades of range bands equal to of range bands equal to to Strength upgrades purchased. Range upgrades purchased. Range upgrades purchased. purchased. COST 5 COST 5 COST 5 CONTROL **DURATION** When performing a Foresee power check as part of an initiative check, the Force user may spend Spend ○ to increase days O to allow all affected targets to take one free maneuver before the first round of combat begins. into the future the user may see equal to Duration upgrades purchased.