


CAREER


BOUNTY HUNTER

BASE ABILITY 




UPGRADE 

RANKED 

Career Skills: **Athletics, Brawl, Perception, Piloting (Planetary), Piloting (Space), Ranged (Heavy), Streetwise, Vigilance**

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ALWAYS GET MY MARK BASE ABILITY

Once per game session, the character may choose a known minion NPC to be her mark, spend 2 Destiny Points, and make a  Streetwise check. If she succeeds, the character tracks down the chosen mark; a new encounter begins as the character reaches the mark's location. The exact nature of the encounter, as well as the circumstances under which it takes place, must be approved by the GM.

COST 30

CHANGE SKILL

Always Get My Mark can be activated with Knowledge (Underworld).

COST 10

DESTINY

Always Get My Mark costs 1 Destiny Point instead of 2.

COST 10

INCREASE EFFECT

Upgrade the difficulty of the check once to find a rival NPC instead of a minion.



COST 10

CHANGE SKILL

Always Get My Mark can be activated with Survival.

COST 10

REDUCE DIFFICULTY

Reduce the difficulty of the skill check to activate Always Get My Mark to .

COST 15

TAKEDOWN

Upgrade the difficulty of the check once to begin with the mark in custody.

COST 15

INCREASE RANGE

If the character has access to space travel, she may choose a mark on a different planet.

COST 15

INCREASE EFFECT

Upgrade the difficulty of the check twice to find a PC or nemesis NPC instead of a minion.

COST 15

UNMATCHED DEVASTATION BASE ABILITY

Once per game session as an incidental, after performing a combat check, the character may spend two Destiny Points to perform an additional combat check against the same target with a difficulty increased by 1 for each successful combat check performed this turn. This check must be made with a non-starship/vehicle weapon that the character has not already used this turn.

COST 30

INCREASE NUMBER

Perform additional combat checks equal to ranks in Increase Number upgrade.

COST 10

DRAW AND FIRE

Before performing each combat check, the character may holster and draw a weapon.


COST 10

TARGET PRIORITY

The character may choose a new legal target for each combat check made with Unmatched Devastation.

COST 10

REDUCE SETBACK

Remove  from combat checks made as part of Unmatched Devastation.


COST 10

INCREASE NUMBER

Perform additional combat checks equal to ranks in Increase Number upgrade.

COST 15

REDUCE SETBACK

Remove  from combat checks made as part of Unmatched Devastation.

COST 15

IMPROVE MOBILITY

Before performing each combat check, the character may suffer 2 strain to perform a Move maneuver.

COST 15

INCREASE NUMBER


Perform additional combat checks equal to ranks in Increase Number upgrade.

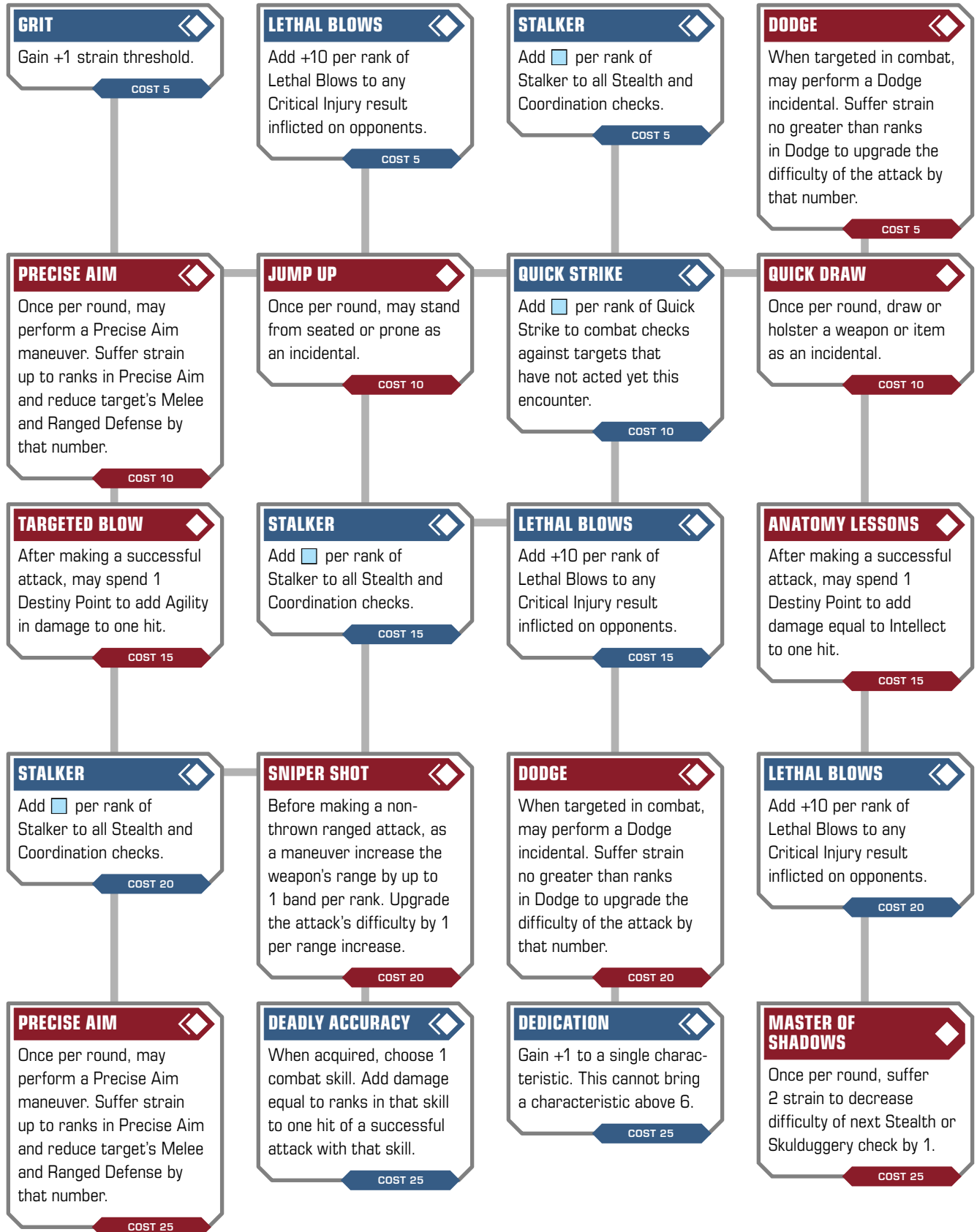
COST 15

BOUNTY HUNTER ASSASSIN

ACTIVE 
 PASSIVE 
 RANKED 

Assassin Bonus Career Skills: **Melee, Ranged (Heavy), Skulduggery, Stealth**


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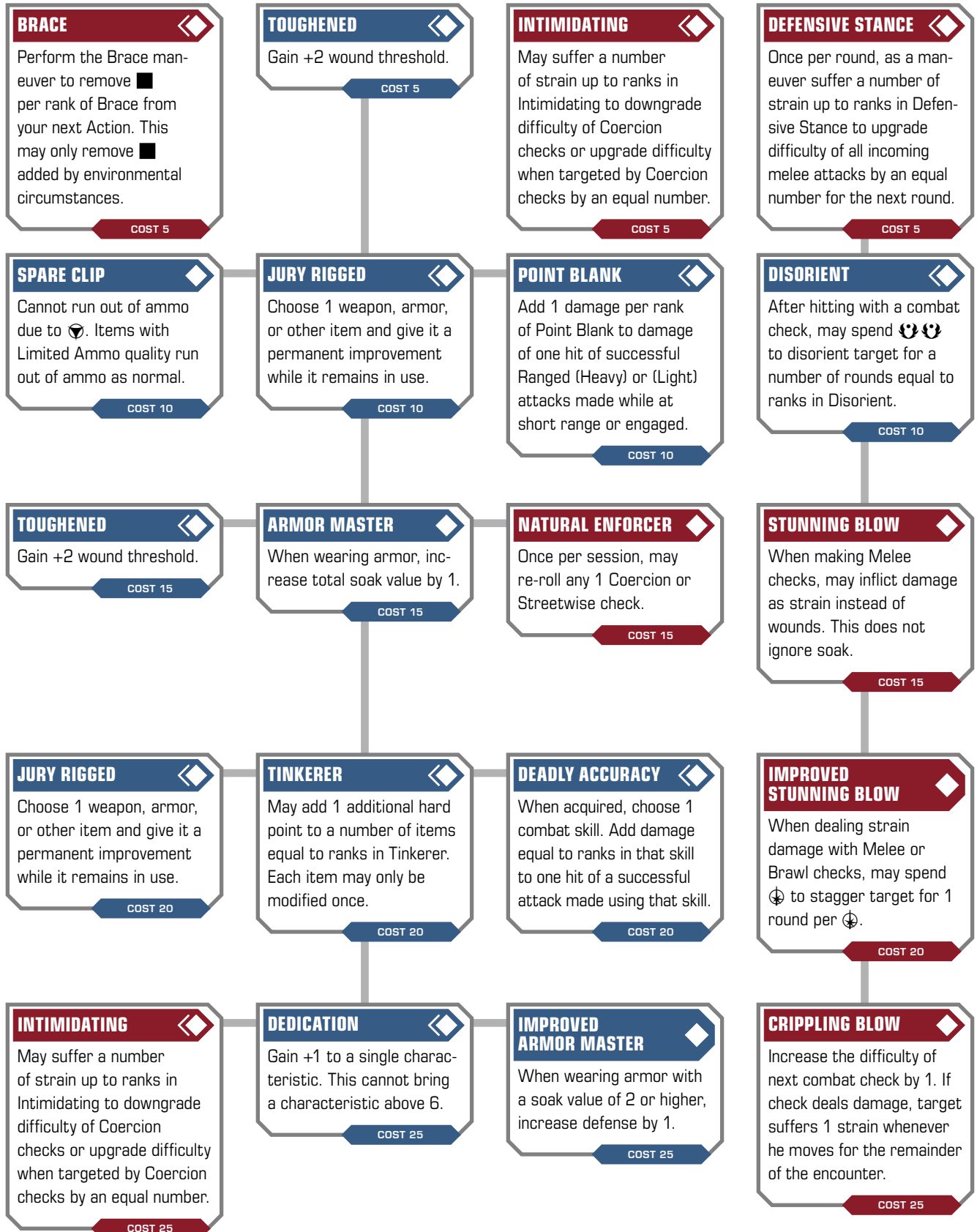


BOUNTY HUNTER GADGETEER

ACTIVE 
 PASSIVE 
 RANKED 

Gadgeteer Bonus Career Skills: **Brawl, Coercion, Mechanics, Ranged (Light)**

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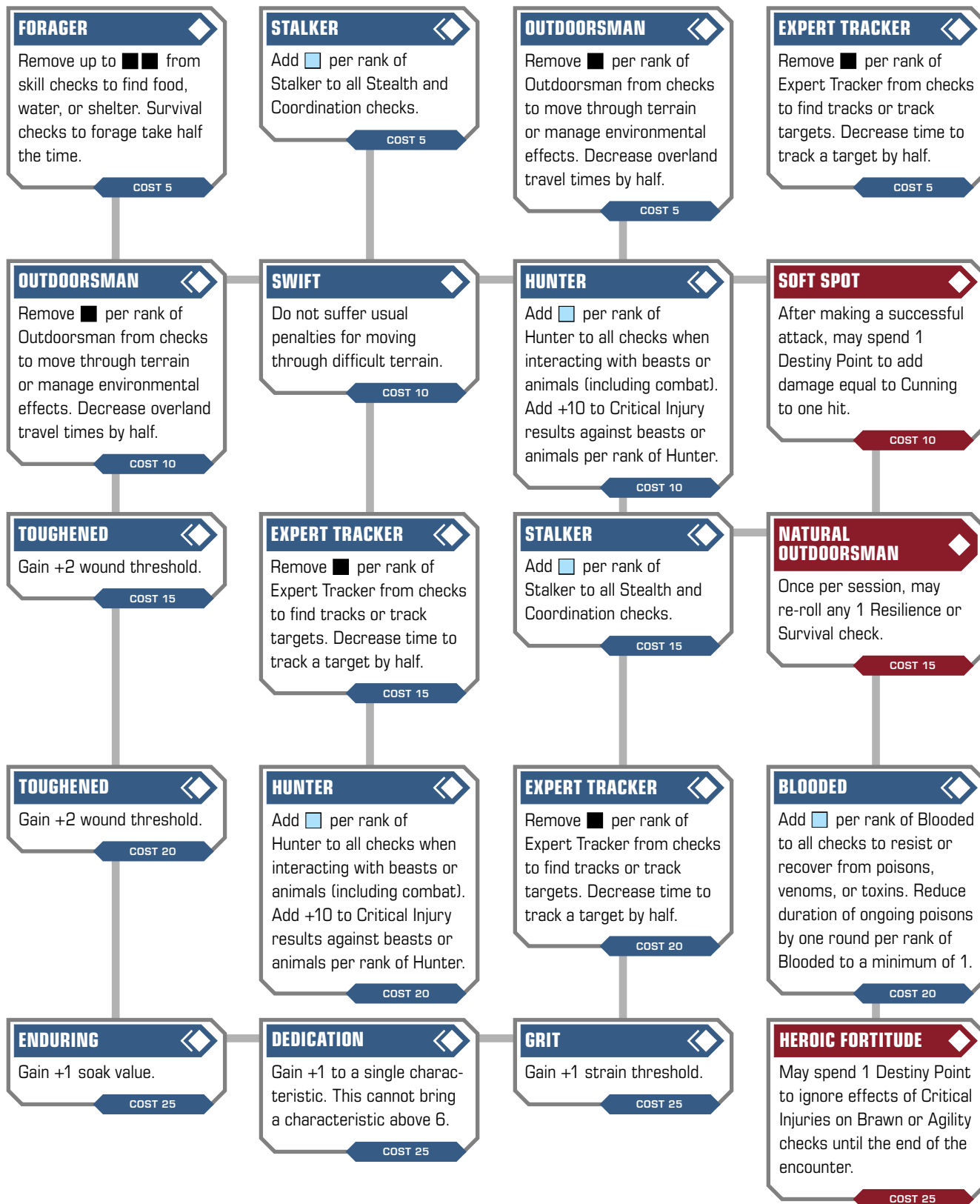


BOUNTY HUNTER SURVIVALIST

ACTIVE 
 PASSIVE 
 RANKED 

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

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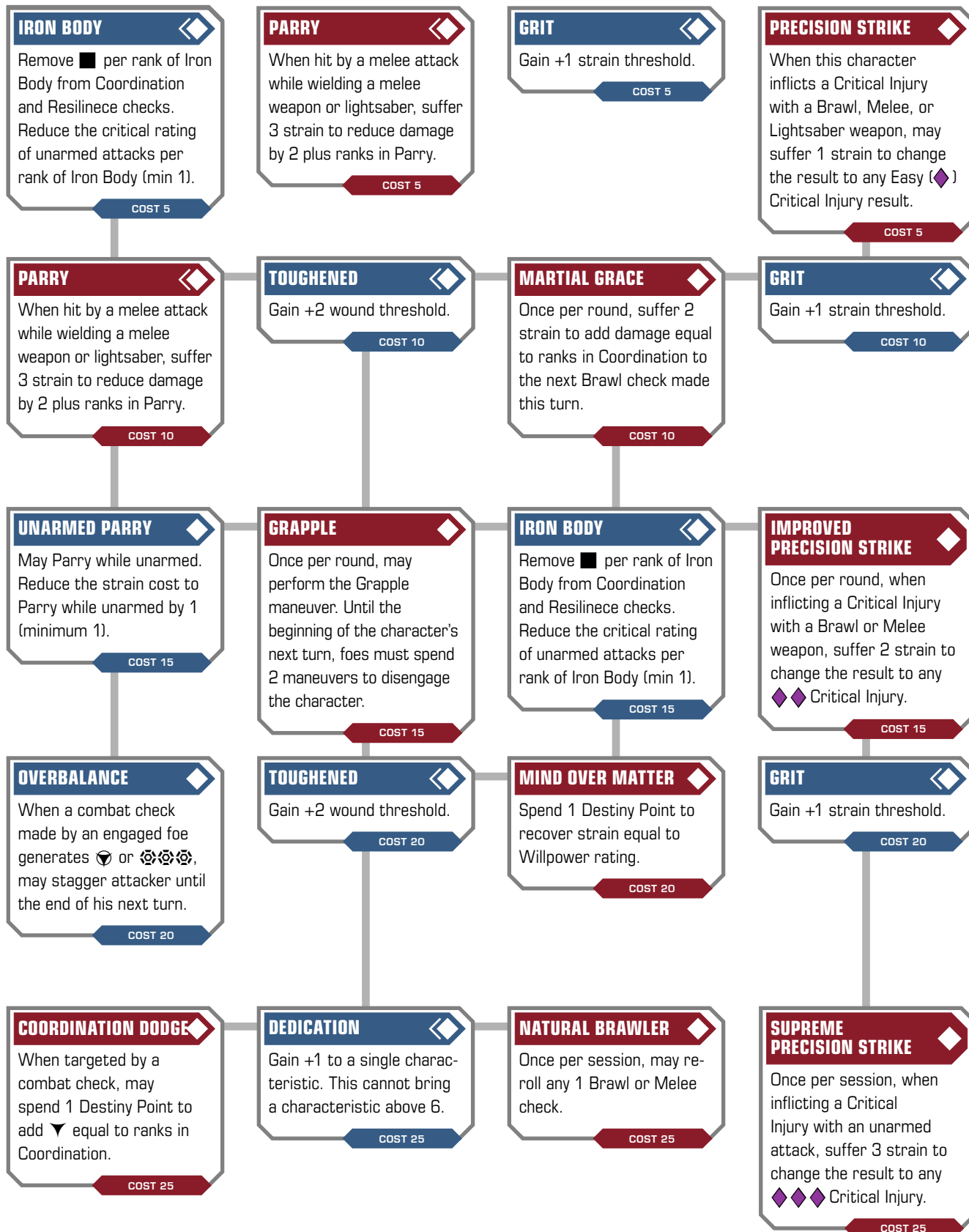


BOUNTY HUNTER MARTIAL ARTIST

ACTIVE 
 PASSIVE 
 RANKED 

Spec Bonus Career Skills: **Athletics, Brawl, Coordination, Discipline**


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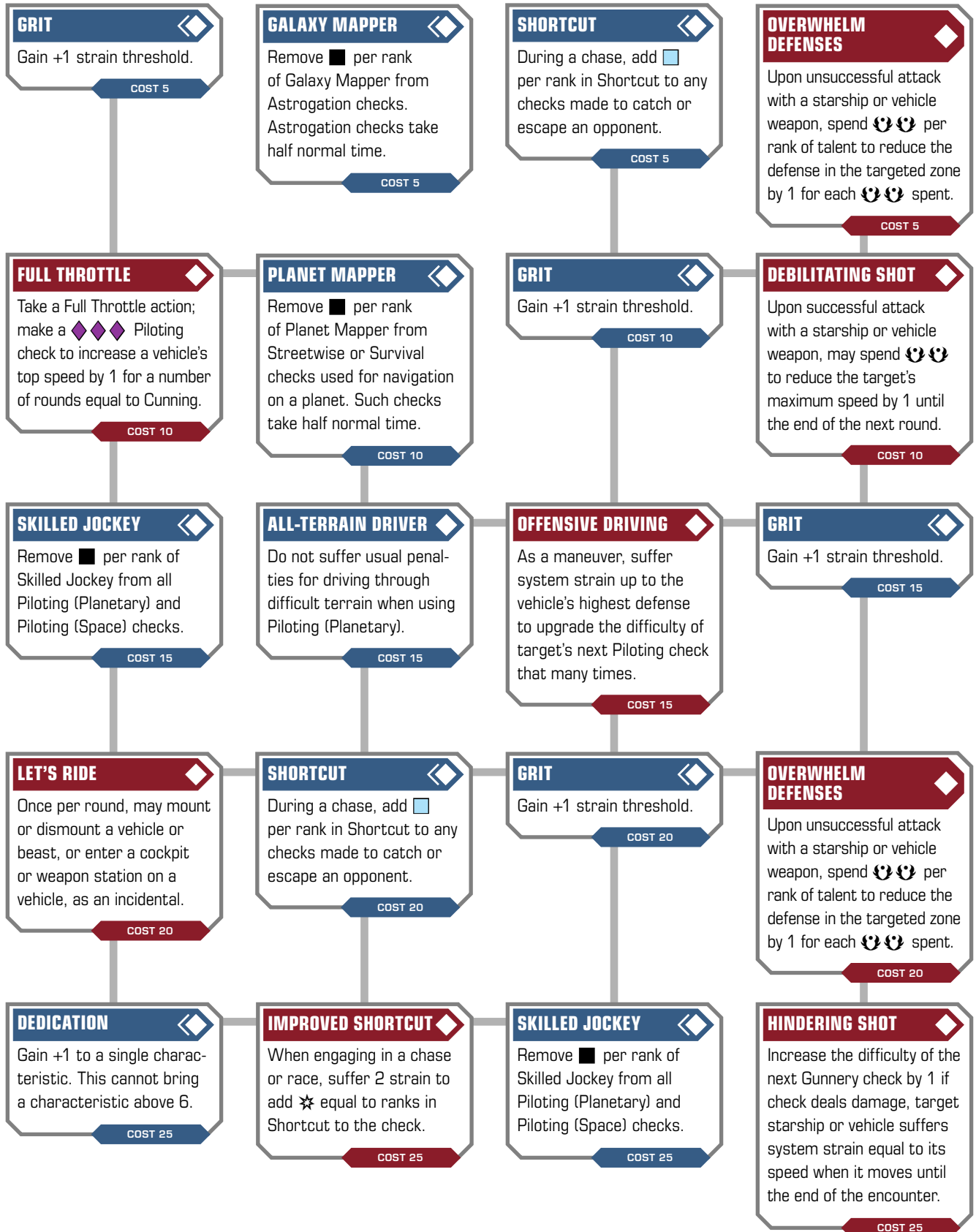


BOUNTY HUNTER OPERATOR

ACTIVE 
 PASSIVE 
 RANKED 

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

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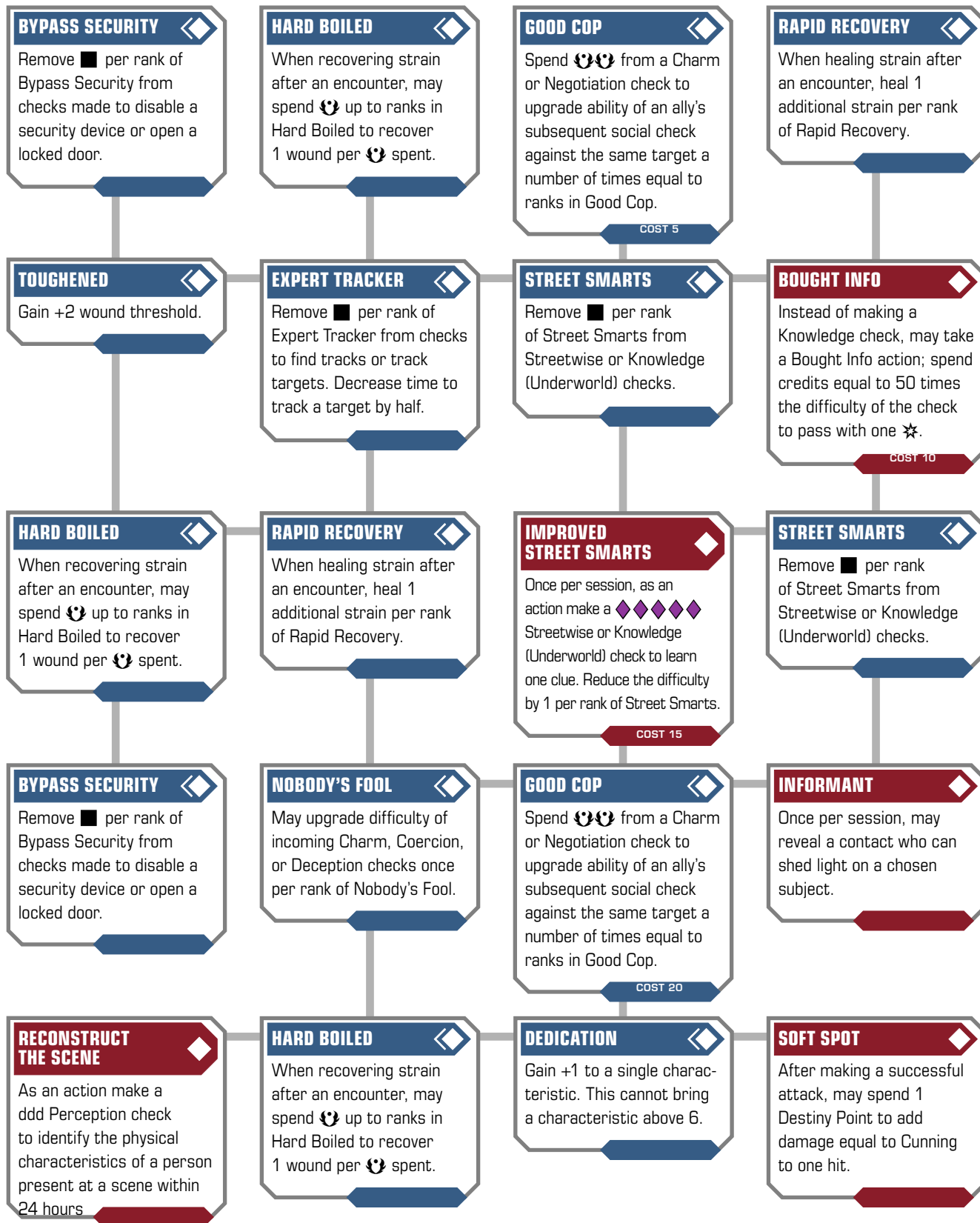
BOUNTY HUNTER

SKIP TRACER

ACTIVE 
 PASSIVE 
 RANKED 

Spec Bonus Career Skills: **Cool, Knowledge (Underworld), Negotiation, Skulduggery**

Find more handouts at BeggingForXP.com 



CAREER COLONIST

BASE ABILITY 



UPGRADE 

RANKED 

Career Skills: **Charm, Deception, Knowledge (Core Worlds), Knowledge (Education), Knowledge (Lore), Leadership, Negotiation, Streetwise**


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INSIGHTFUL REVELATION BASE ABILITY

Once per game session, the character may perform an Insightful Revelation action and spend 2 Destiny Points to make a   Knowledge (Education) check. If he succeeds, he learns some valuable information that he did not previously possess pertaining to his current situation. What he learns is up to the GM, but it must be valuable to the player overcoming his immediate encounter or situation, and the information cannot be obtainable by any other immediately available means.

COST 30

REDUCE SETBACK

Remove  from skill check to activate Insightful Revelation.



COST 10

DESTINY

Insightful Revelation costs 1 Destiny Point instead of 2.

COST 10

REDUCE DIFFICULTY

Reduce the difficulty of the skill check to activate Insightful Revelation to  .


COST 10

ADDITIONAL SKILLS

When making the Insightful Revelation action, the character may use any Knowledge skill.


COST 10

ADD BOOST

Add  to skill check to activate Insightful Revelation.


COST 15

REDUCE SETBACK

Remove  from skill check to activate Insightful Revelation.

COST 15

INCREASE EFFECT

If the check is successful, the character may spend  to gain another piece of equally useful information.

COST 15

DURATION

The character may perform the Insightful Revelation action one additional time per session.


COST 15

UNMATCHED EXPERTISE BASE ABILITY

Once per game session as an action, the character may spend two Destiny Points to reduce the difficulty of all career skill checks he makes by one to a minimum of  for the remainder of the encounter.

COST 30

REDUCE SETBACK

Remove  from career skill checks made while Unmatched Expertise is activated.

COST 10

ACTIVATION

Activate Unmatched Expertise as a maneuver instead of an action.


COST 10

ACTIVATION

Activate Unmatched Expertise as an incidental that can be triggered out of turn instead of a maneuver.

COST 10

REDUCE SETBACK

Remove  from career skill checks made while Unmatched Expertise is activated.

COST 10

REDUCE DIFFICULTY

Reduce the difficulty of career skill checks by 2 instead of 1.

COST 15

SUPERIOR REDUCTION

Once per session while ability is activated, may reduce the difficulty of one non-career skill.


COST 15

DESTINY

Unmatched Expertise costs 1 Destiny Point to activate instead of 2.

COST 15

REDUCE DIFFICULTY


The minimum difficulty of all career skill checks is reduced to Simple (–) instead of .

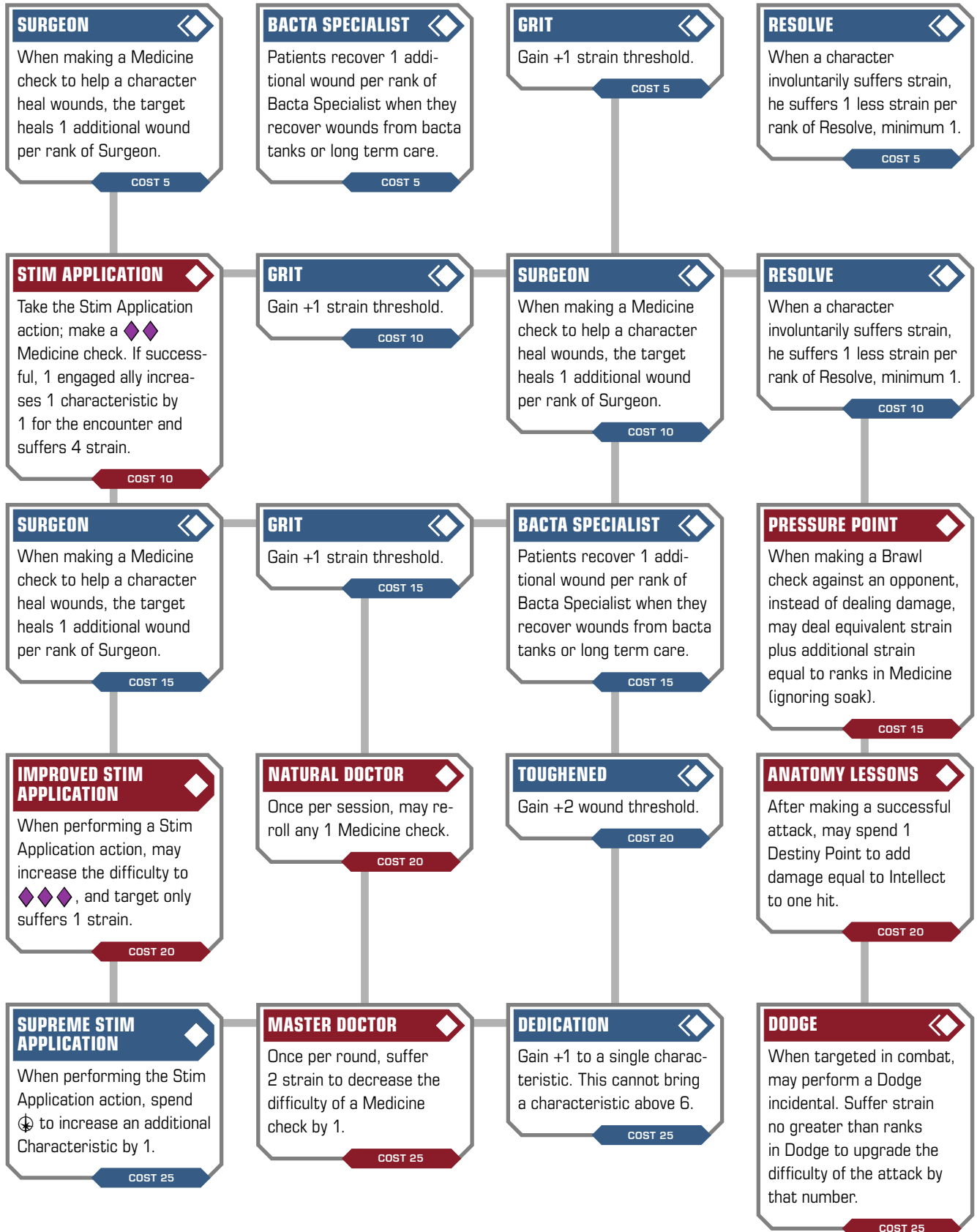
COST 15

COLONIST DOCTOR

ACTIVE 
 PASSIVE 
 RANKED 

Spec Bonus Career Skills: **Cool, Knowledge (Education), Medicine, Resilience**

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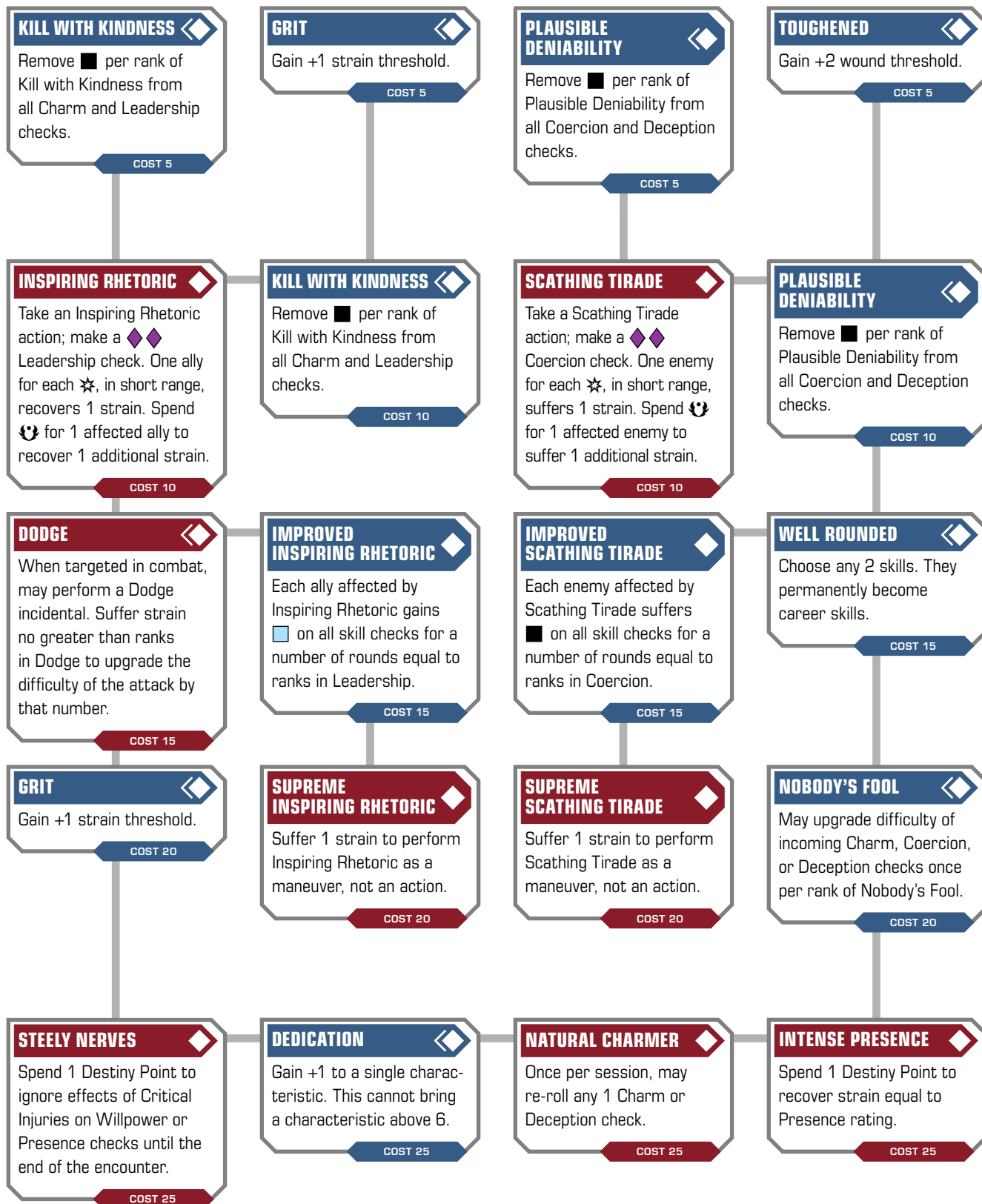


COLONIST POLITICO

ACTIVE 
 PASSIVE 
 RANKED 

Spec Bonus Career Skills: **Charm, Coercion, Deception, Knowledge (Core Worlds)**


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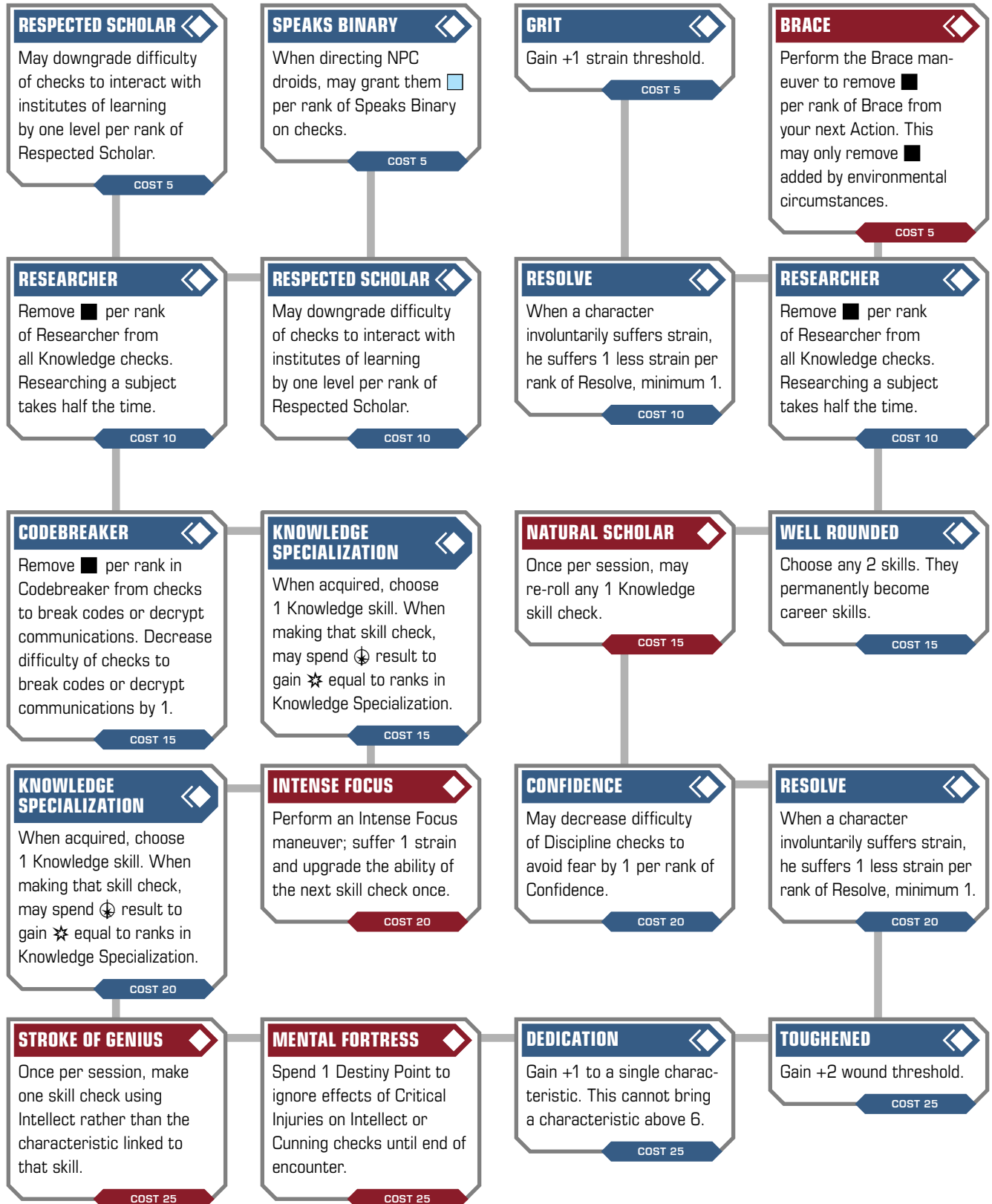


COLONIST SCHOLAR

ACTIVE 
 PASSIVE 
 RANKED 

Spec Bonus Career Skills: **Knowledge (Outer Rim), Knowledge (Underworld), Knowledge (Xenology), Perception**

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COLONIST ENTREPRENEUR

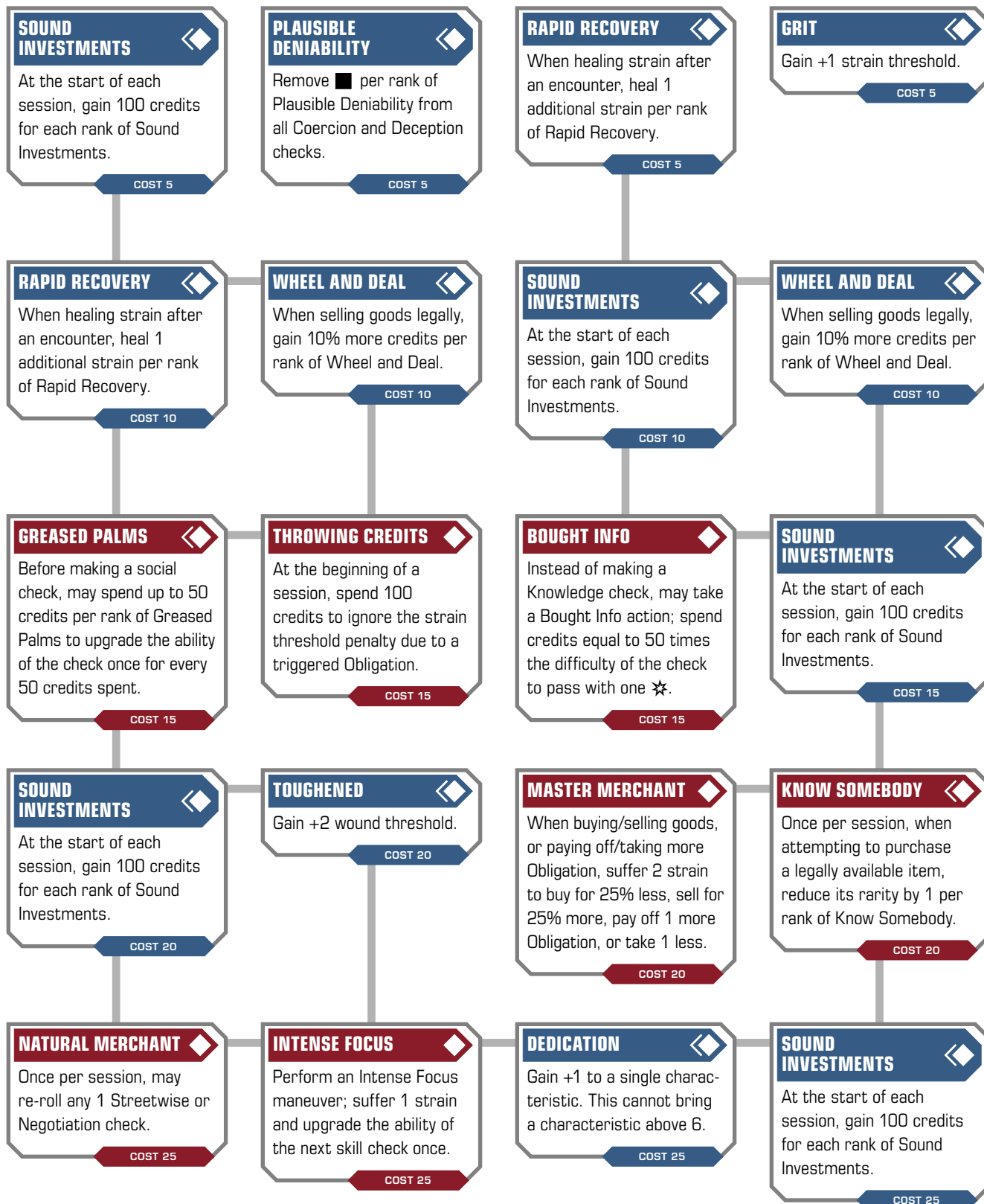
ACTIVE 

PASSIVE 

RANKED 

Spec Bonus Career Skills: **Discipline, Knowledge (Education), Knowledge (Underworld), Negotiation**


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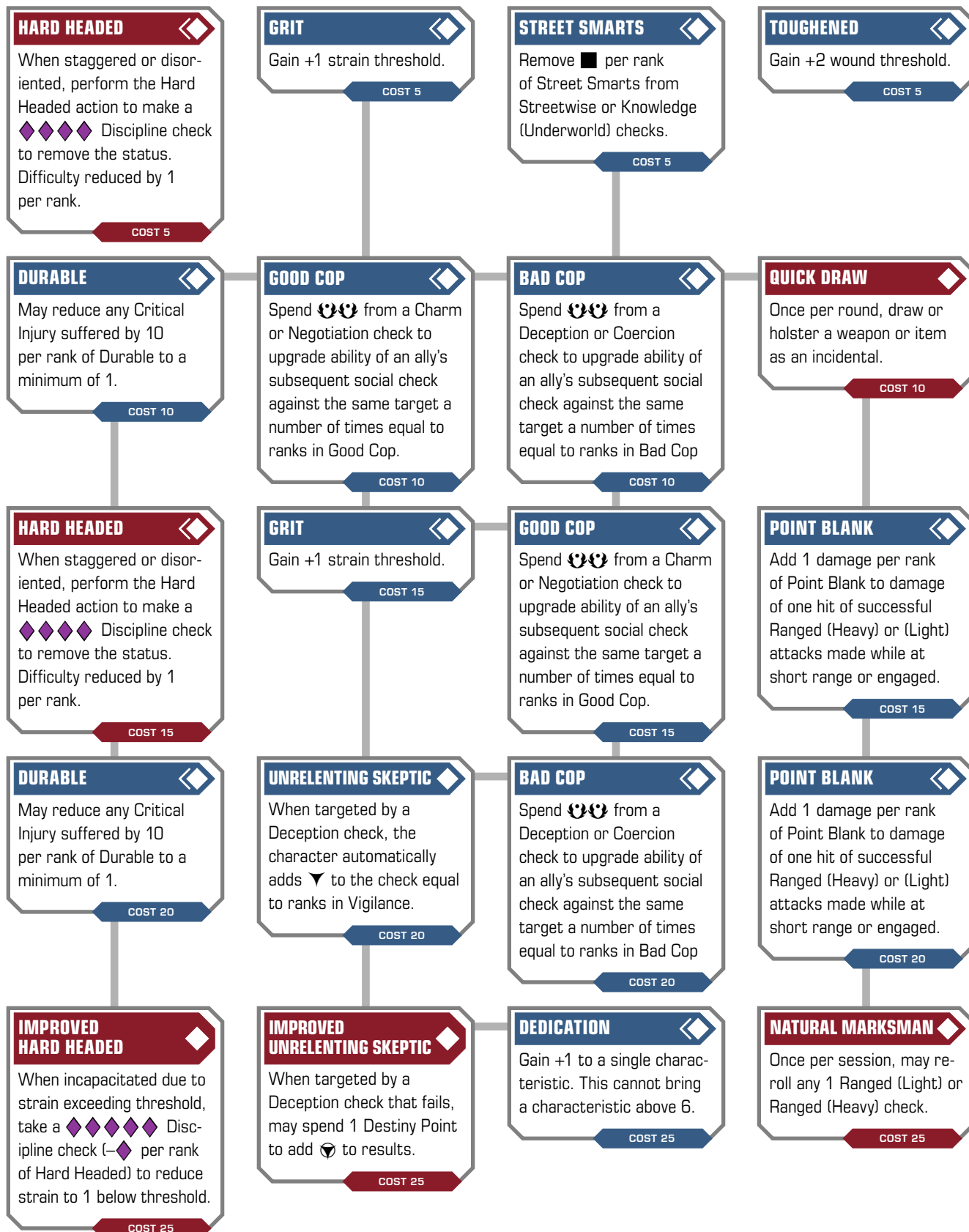


COLONIST MARSHAL

ACTIVE 
 PASSIVE 
 RANKED 

Spec Bonus Career Skills: **Coercion, Knowledge (Underworld), Ranged (Light), Vigilance**


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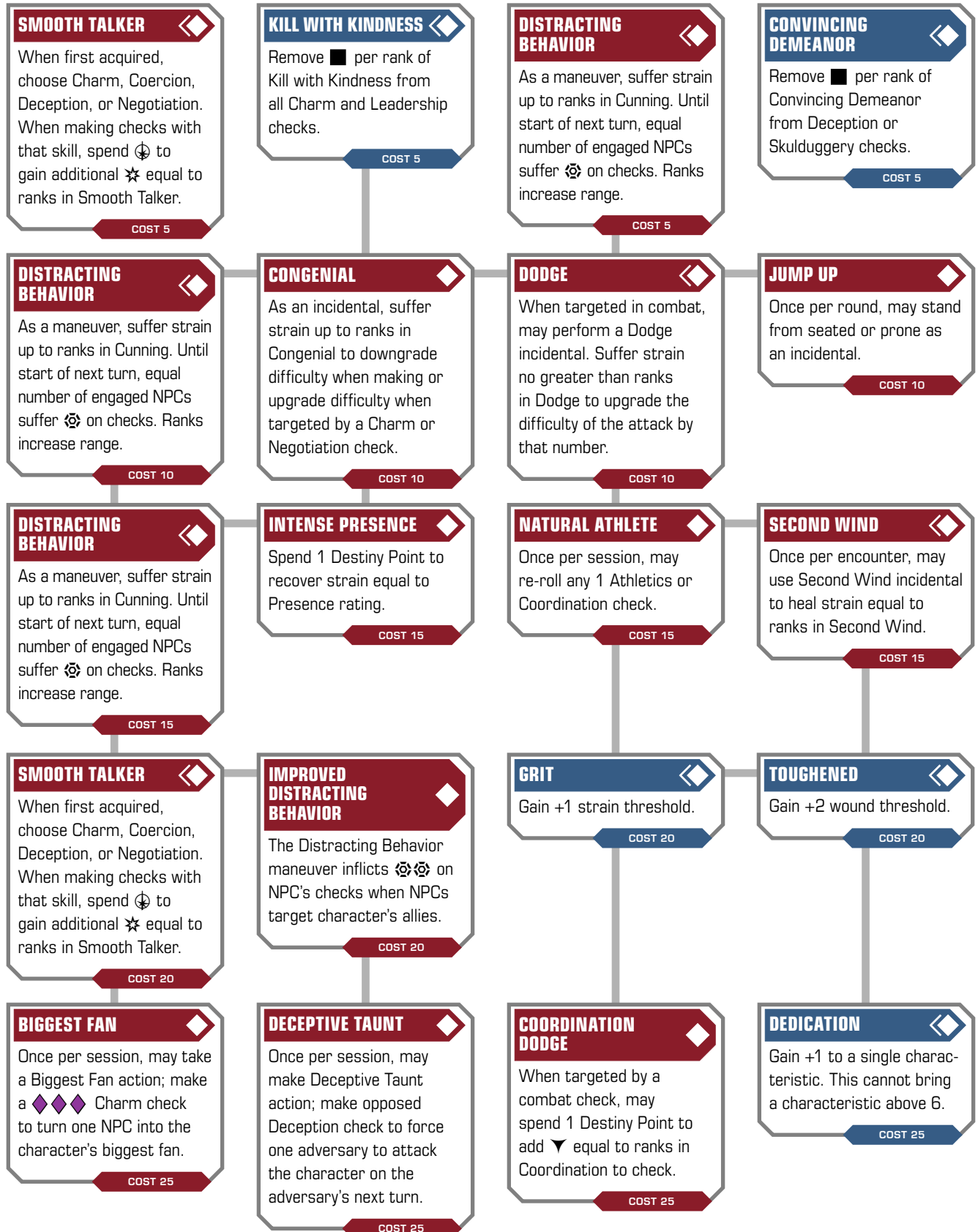


COLONIST PERFORMER

ACTIVE 
 PASSIVE 
 RANKED 

Spec Bonus Career Skills: **Charm, Coordination, Deception, Melee**


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


CAREER EXPLORER

BASE ABILITY 
 UPGRADE 
 RANKED 















Career Skills: **Astrogation, Cool, Knowledge (Lore), Knowledge (Outer Rim), Knowledge (Xenology), Perception, Piloting (Space), Survival**

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SUDDEN DISCOVERY BASE ABILITY

Once per game session, the character may spend 2 Destiny Points to make a    Knowledge (Outer Rim) or Knowledge (Core Worlds) check. If he succeeds, the character can pinpoint his exact location without a map or other guide, discover a lost or hidden item or location, or identify a safe and fast path through any terrain. The exact nature of what the character is trying to accomplish, as well as the end results, must be approved by the GM.









COST 30

| | | | |
|--|--|--|---|
| ADD BOOST  Add  to skill check to activate Sudden Discovery. COST 10 | REDUCE SETBACK  Remove  from skill check to activate Sudden Discovery. COST 10 | REDUCE SETBACK  Remove  from skill check to activate Sudden Discovery. COST 10 | CHANGE SKILL  Sudden Discovery can be activated with the Astrogation or Survival skills. COST 10 |
| ADD BOOST  Add  to skill check to activate Sudden Discovery. COST 15 | REDUCE DIFFICULTY  Reduce the difficulty of the skill check to activate Sudden Discovery to   . COST 15 | FREQUENCY  Sudden Discovery may be used twice per game session. COST 15 | DESTINY  Sudden Discovery costs 1 Destiny Point instead of 2. COST 15 |

UNMATCHED MOBILITY BASE ABILITY

Once per game session as an incidental, the character may spend 2 Destiny Points to increase the number of maneuvers he is allowed to perform in a turn to three for the next two rounds. This third maneuver may be gained through any of the means a second maneuver is normally gained.


COST 30

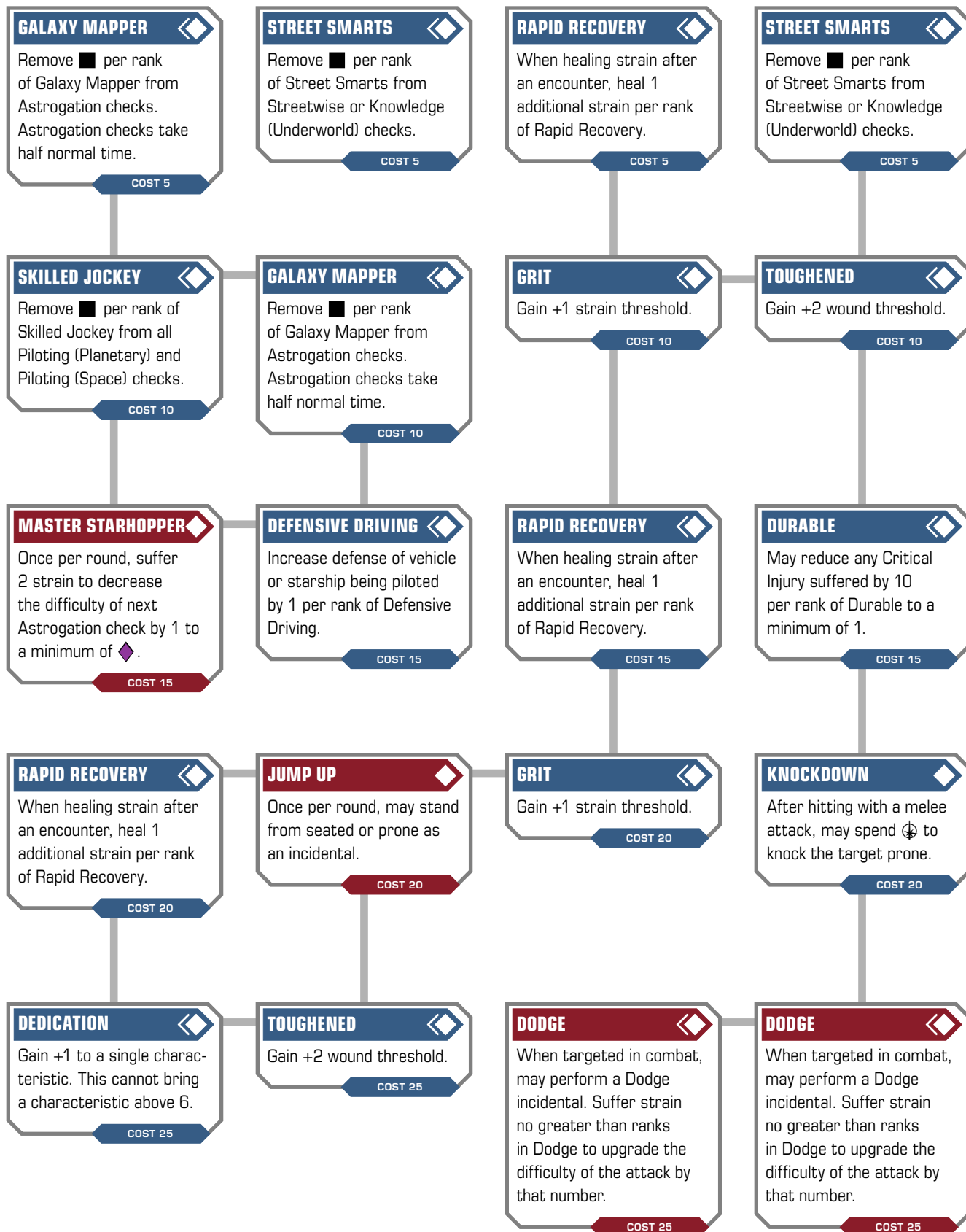
| | | | |
|---|--|--|---|
| DURATION  Unmatched Mobility lasts for one additional round. COST 10 | FREE MANEUVER  Gain one additional free maneuver while base ability is active. This does not increase per turn maneuvers. COST 10 | FREE MANEUVER  Gain one additional free maneuver while base ability is active. This does not increase per turn maneuvers. COST 10 | MELEE DEFENSE  Gain +1 melee defense while Unmatched Mobility is active. COST 10 |
| DURATION  Unmatched Mobility lasts for one additional round. COST 15 | DURATION  Unmatched Mobility lasts for one additional round. COST 15 | DESTINY  Unmatched Mobility costs 1 Destiny Point instead of 2. COST 15 | RANGED DEFENSE  Gain +1 ranged defense while Unmatched Mobility is active. COST 15 |

EXPLORER FRINGER

ACTIVE 
 PASSIVE 
 RANKED 

Spec Bonus Career Skills: **Astrogation, Coordination, Negotiation, Streetwise**

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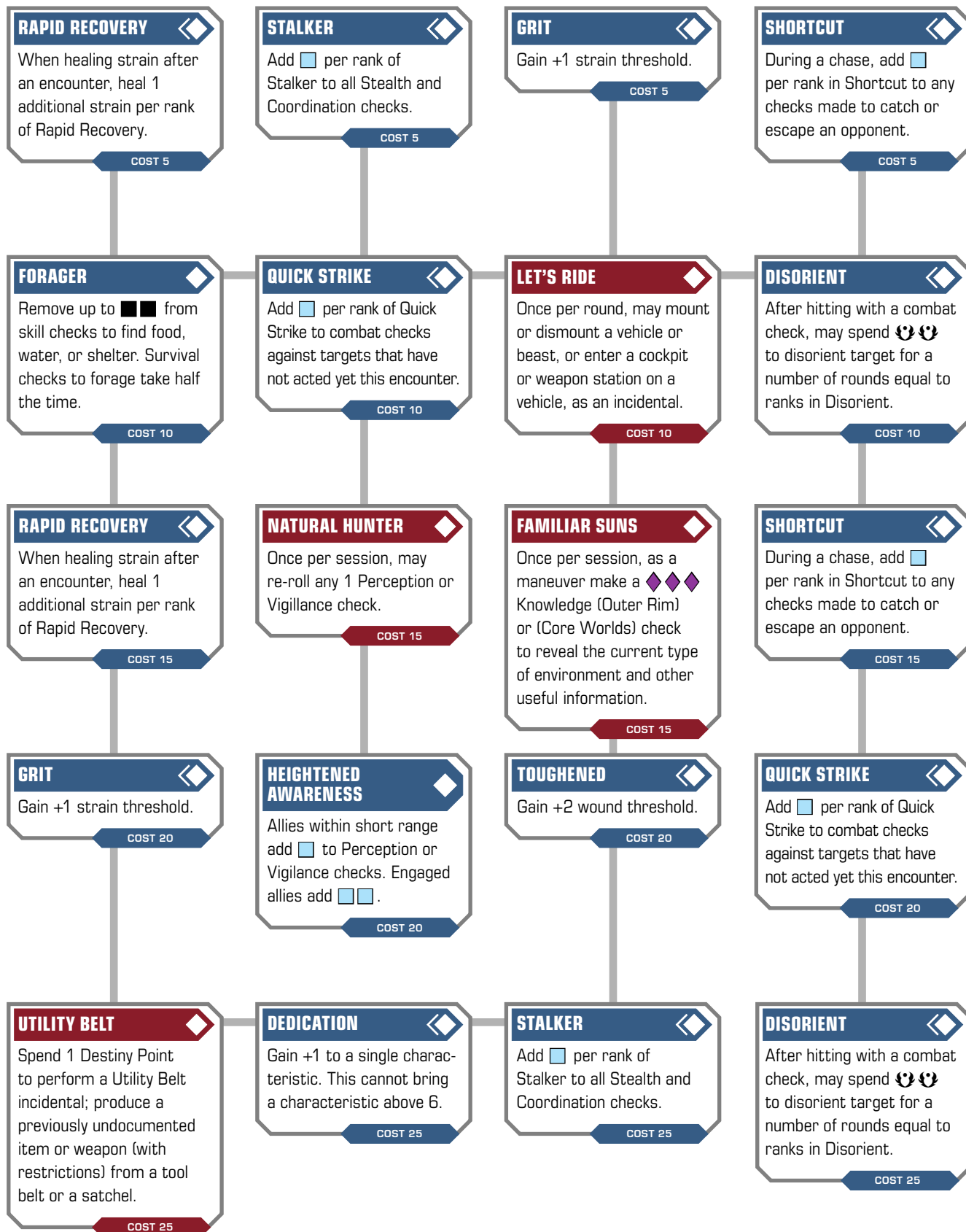


EXPLORER SCOUT

ACTIVE 
 PASSIVE 
 RANKED 

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

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EXPLORER TRADER

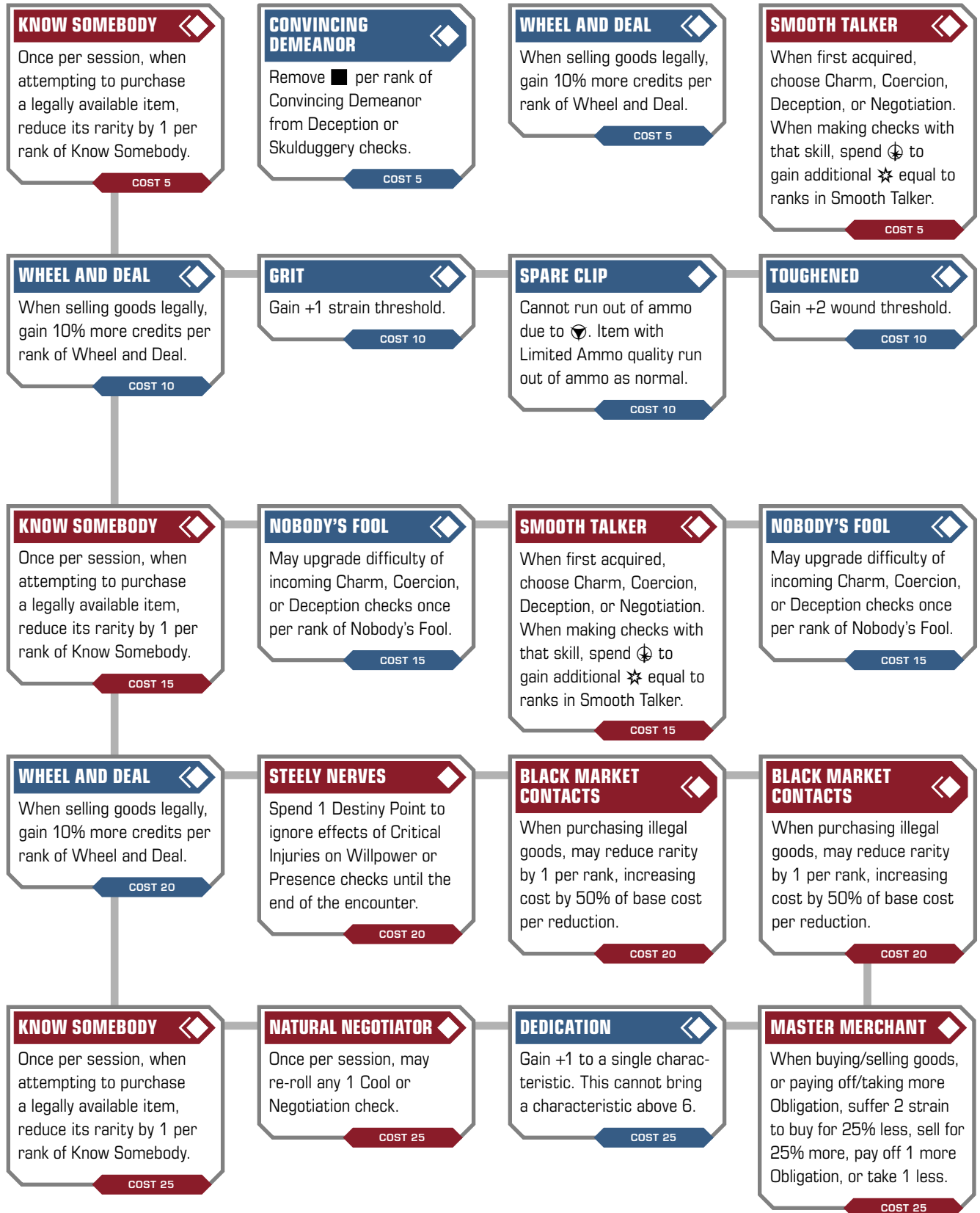
ACTIVE 

PASSIVE 

RANKED 

Spec Bonus Career Skills: **Deception, Knowledge (Core Worlds), Knowledge (Underworld), Negotiation**


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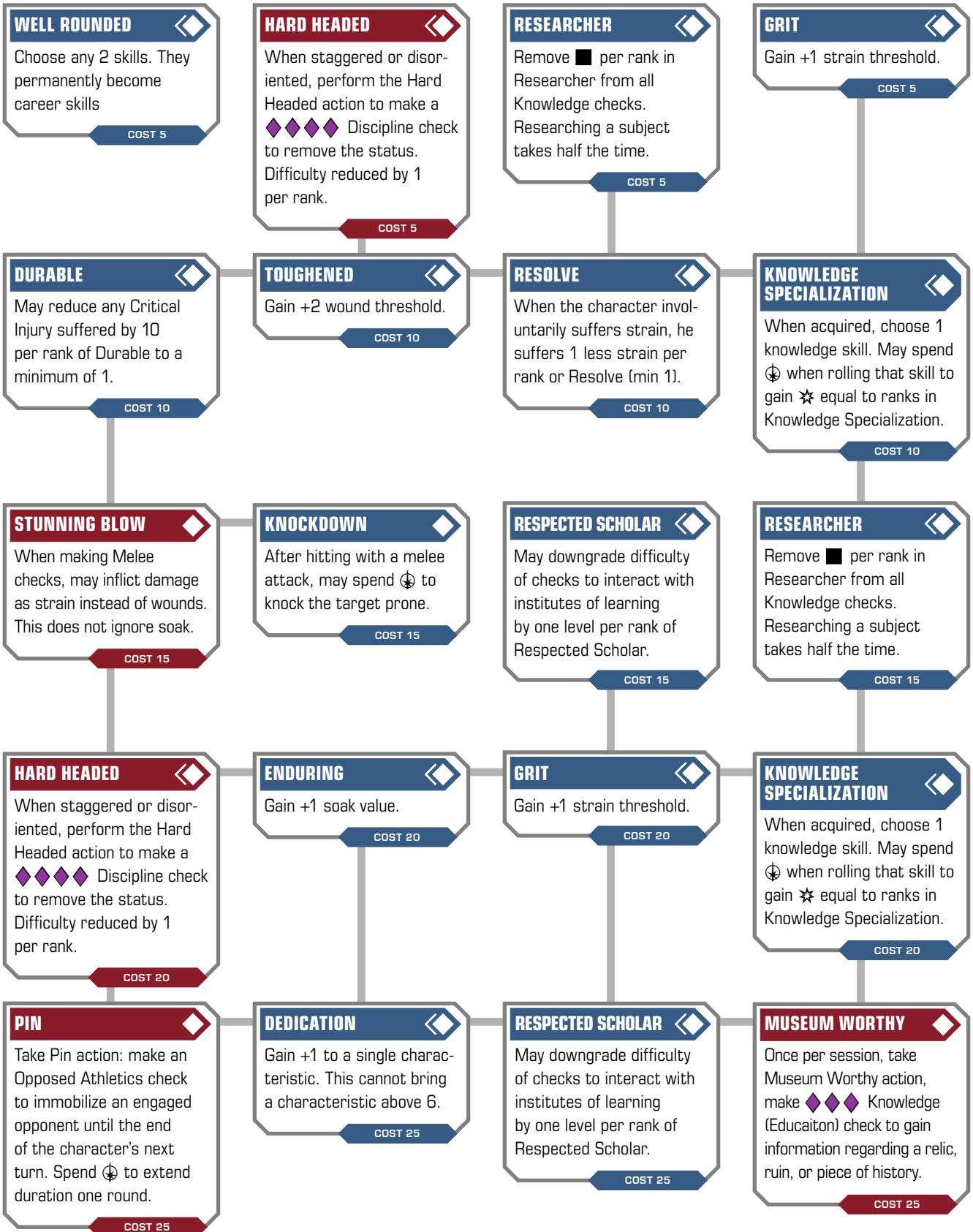


EXPLORER ARCHAEOLOGIST

ACTIVE 
 PASSIVE 
 RANKED 

Spec Bonus Career Skills: **Athletics, Discipline, Knowledge (Education), Knowledge (Lore)**


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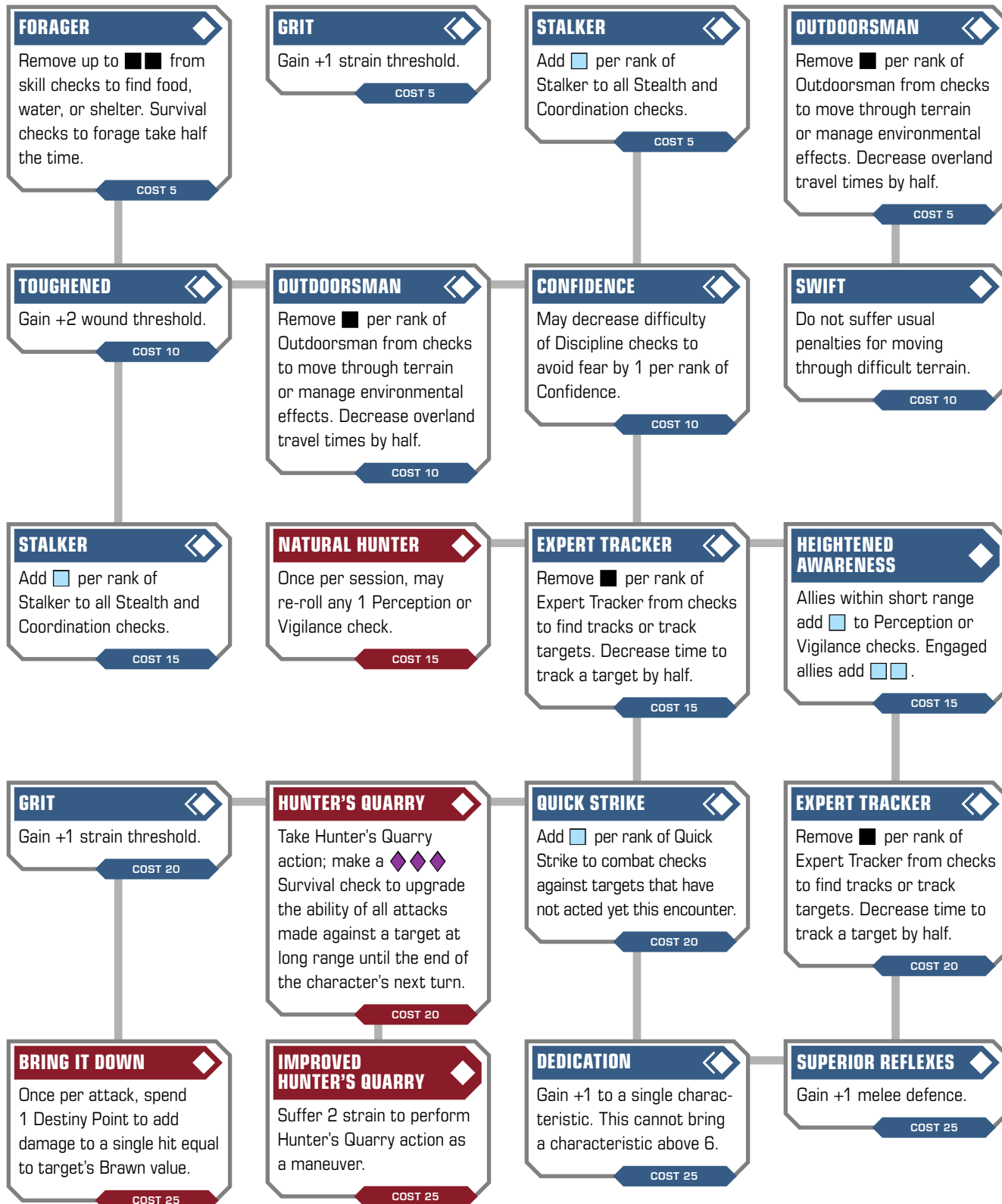


EXPLORER BIG-GAME HUNTER

ACTIVE 
 PASSIVE 
 RANKED 

Spec Bonus Career Skills: **Knowledge (Xenology), Ranged (Heavy), Stealth, Survival**


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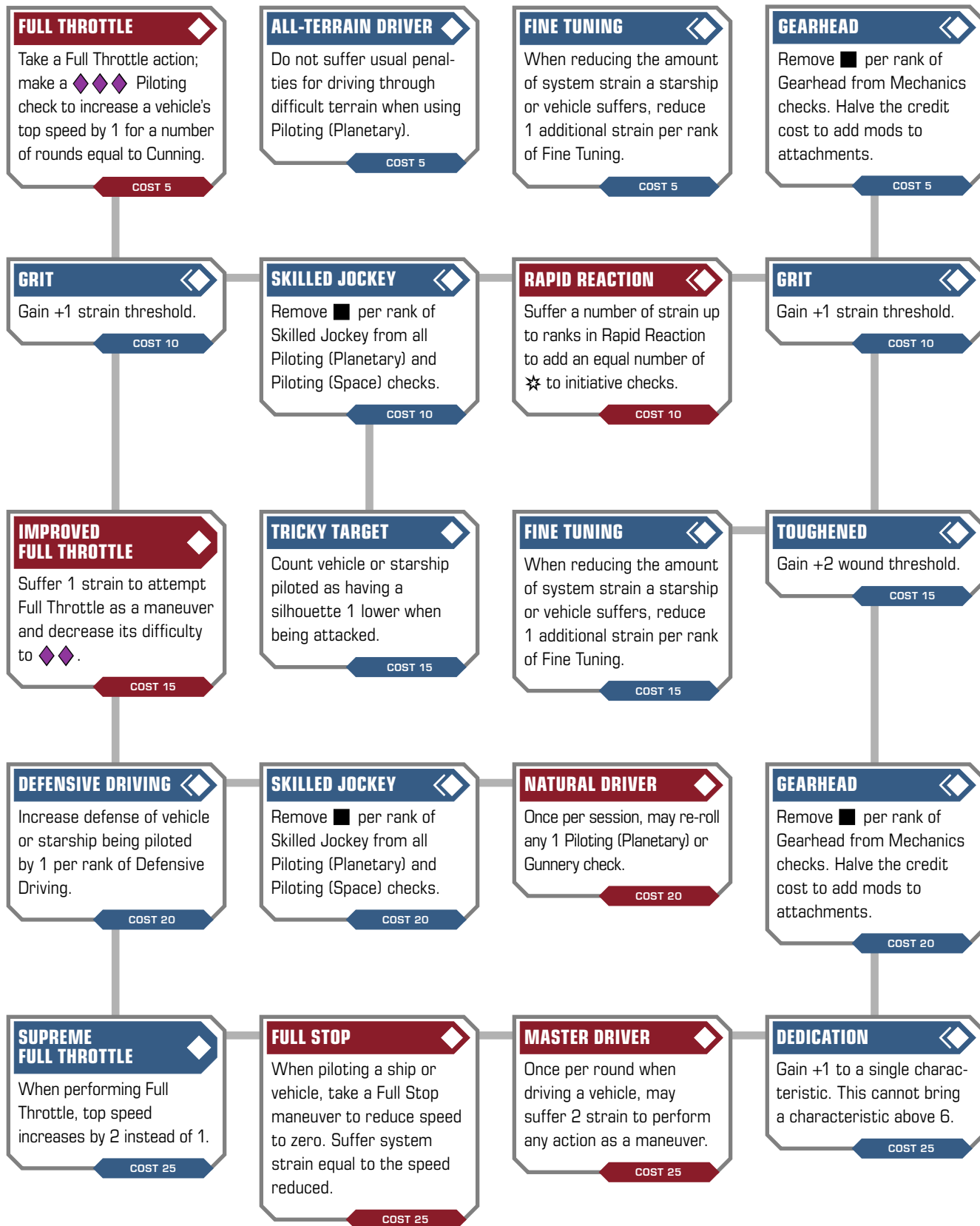


EXPLORER DRIVER

ACTIVE 
 PASSIVE 
 RANKED 

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

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CAREER HIRED GUN


BASE ABILITY 




UPGRADE 

RANKED 


Career Skills: **Athletics, Brawl, Discipline, Melee, Piloting (Planetary), Ranged (Light), Resilience, Vigilance**


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LAST ONE STANDING BASE ABILITY 


Once per game session, during a combat encounter, the character may spend 2 Destiny Points to make a  Resilience check. If he succeeds, he skips his next turn and eliminates all enemy minions in the encounter. (The minions are all eliminated immediately, so will not get to participate further in the combat, but for the sake of the narrative, the PC can spend the next round of combat incapacitating them). The narrative means by which he accomplishes this is up to the player, must be approved by the GM.


COST 30

REDUCE SETBACK 


Remove  from skill check to activate Last One Standing.


COST 10

ADD BOOST 


Add  to skill check to activate Last One Standing.


COST 10

REDUCE SETBACK 


Remove  from skill check to activate Last One Standing.



COST 10

ADD BOOST 


Add  to skill check to activate Last One Standing.

COST 10

REDUCE DIFFICULTY 


Reduce the difficulty of the skill check to activate Last One Standing to .

COST 15

INCREASE EFFECT 


When triggering Last One Standing, also eliminate one rival per Increase Effect upgrade.

COST 15

INCREASE EFFECT 


When triggering Last One Standing, also eliminate one rival per Increase Effect upgrade.

COST 15

DESTINY 


Last One Standing costs 1 Destiny Point instead of 2.

COST 15

UNMATCHED PROTECTION BASE ABILITY 


Once per game session as an incidental, the character may spend 2 Destiny Points to gain the following ability: once per round, after suffering a hit and determining damage, the character may halve the damage (rounded up) dealt before it is applied to his soak. This ability is active for the remainder of the current round and two additional rounds.

COST 30

DURATION 


Unmatched Protection lasts for one additional round.

COST 10

DURATION 


Unmatched Protection lasts for one additional round.

COST 10

SOAK 


Gain +1 soak while Unmatched Protection is active.

COST 10

PROTECT ALLY 


Once per session, while ability is active, may choose to be hit by an attack that would hit an engaged ally.

COST 10

DURATION 


Unmatched Protection lasts for one additional round.

COST 15

DESTINY 


Unmatched Protection costs 1 Destiny Point instead of 2.

COST 15

ADDITIONAL REDUCTION 

May reduce the damage of 1 additional hit suffered each round.

COST 15

ADDITIONAL REDUCTION 


May reduce the damage of 1 additional hit suffered each round.

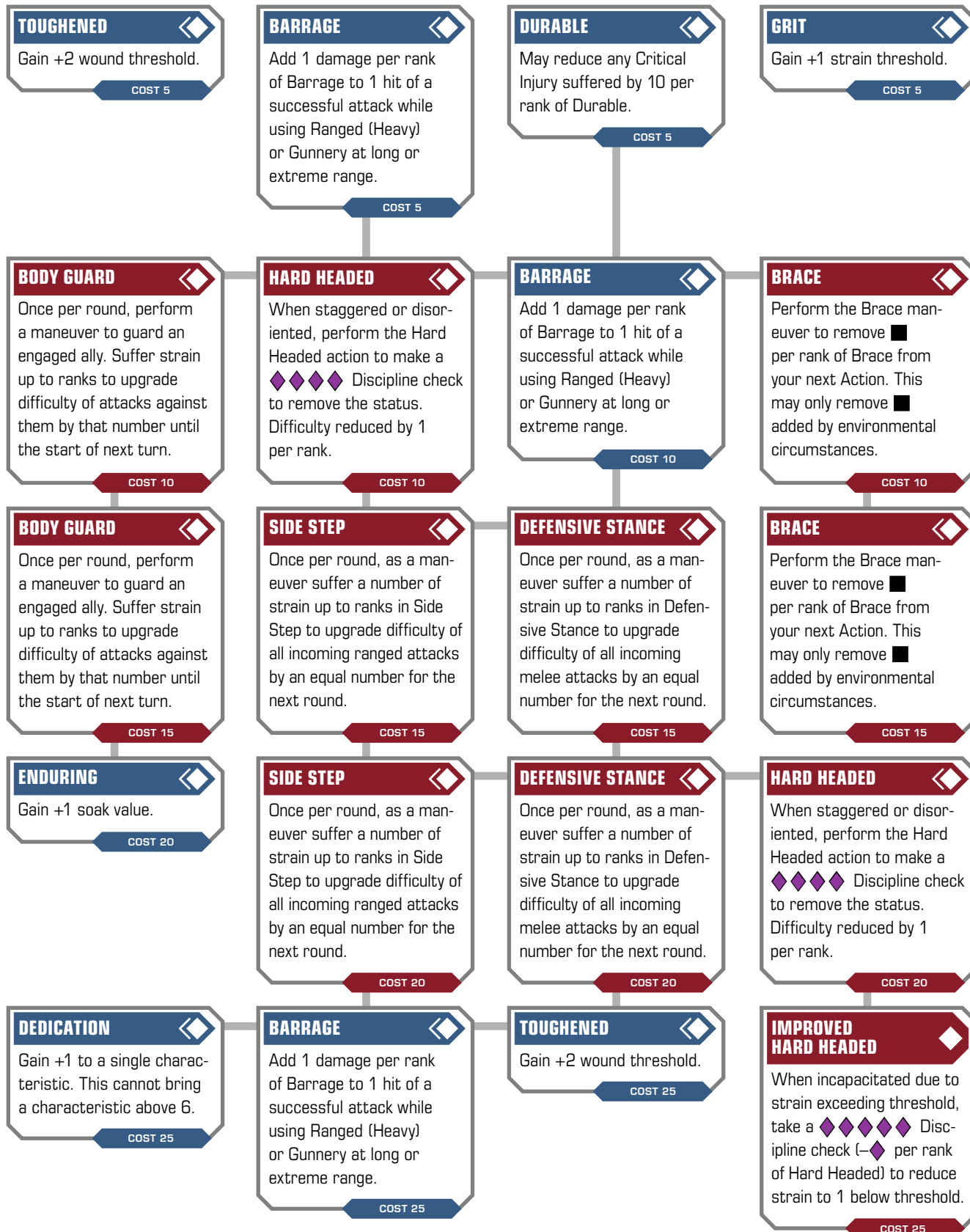
COST 15

HIRED GUN BODYGUARD

ACTIVE 
 PASSIVE 
 RANKED 

Spec Bonus Career Skills: **Gunnery, Perception, Piloting (Planetary), Ranged (Heavy)**

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HIRED GUN MARAUDER

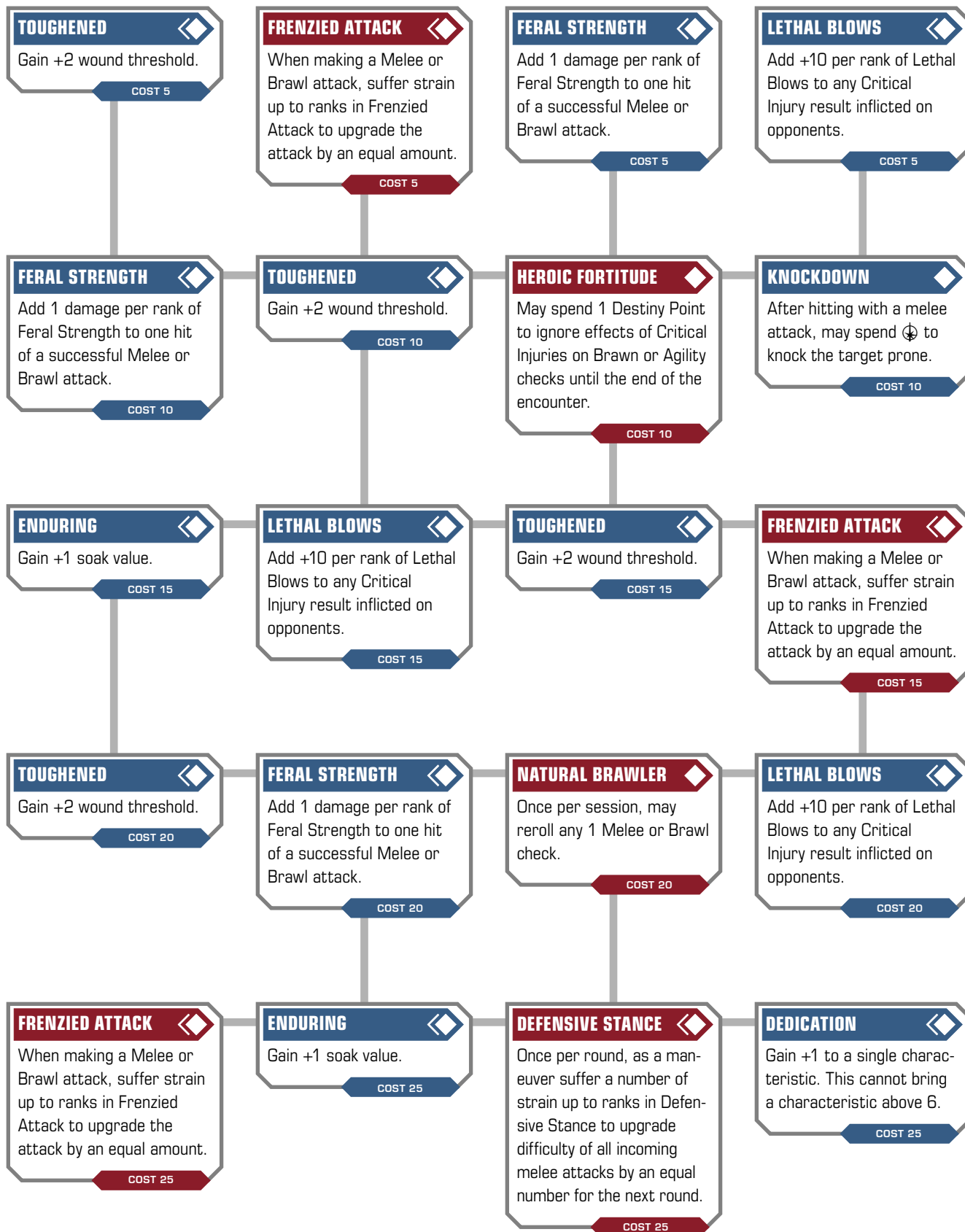
ACTIVE 

PASSIVE 

RANKED 

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

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HIRED GUN MERCENARY SOLDIER

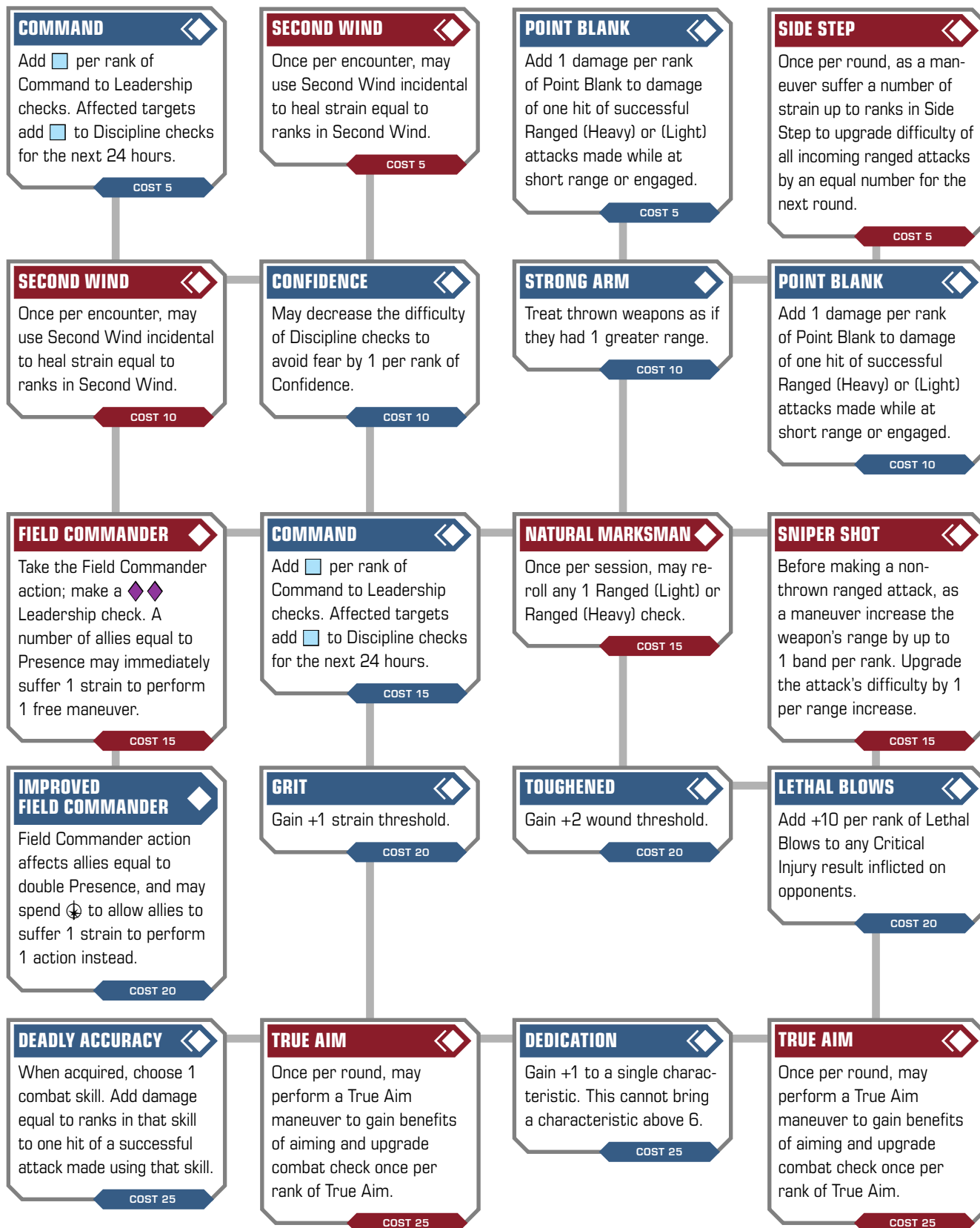
ACTIVE 

PASSIVE 

RANKED 

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

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HIRED GUN ENFORCER

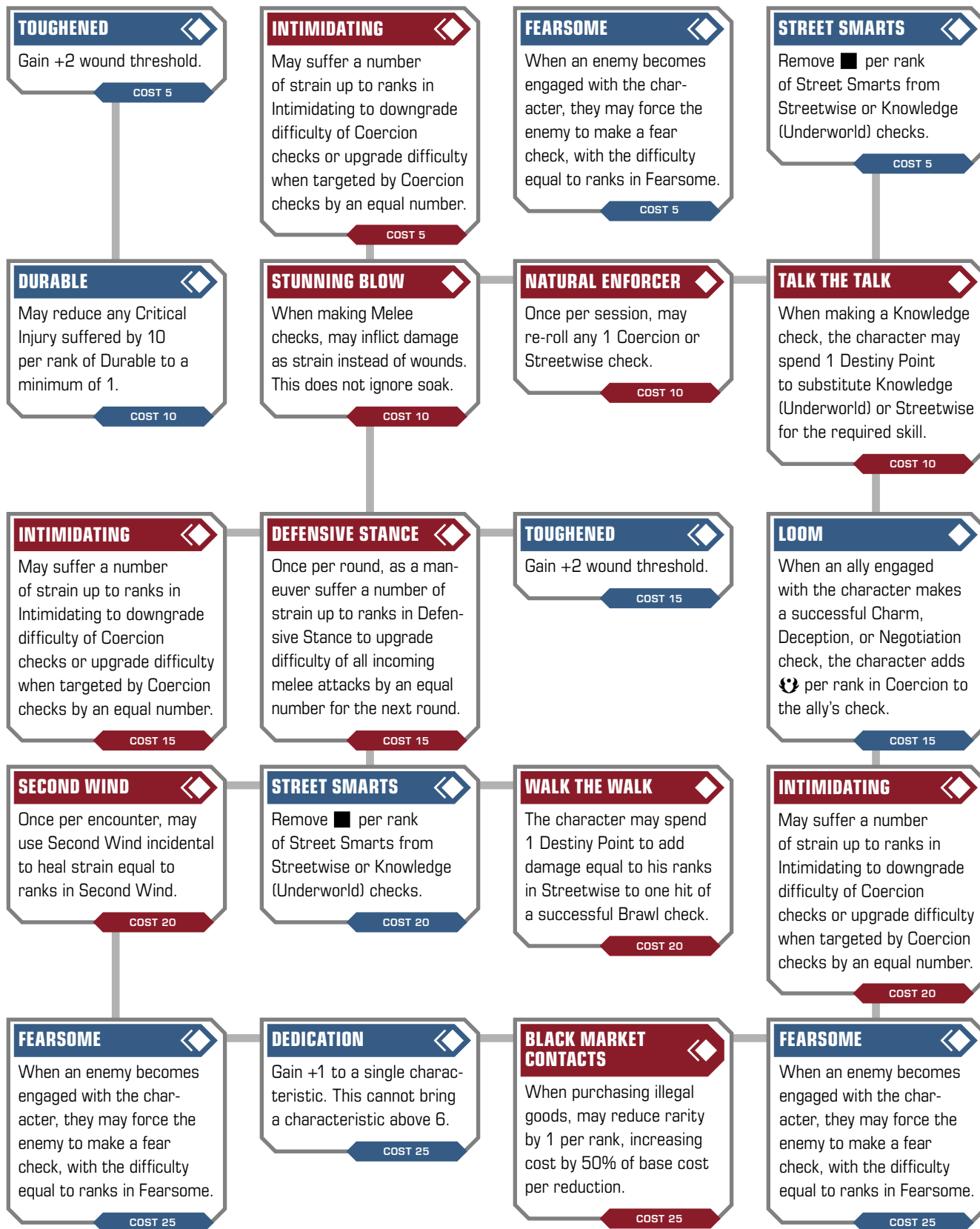
ACTIVE 

PASSIVE 

RANKED 

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


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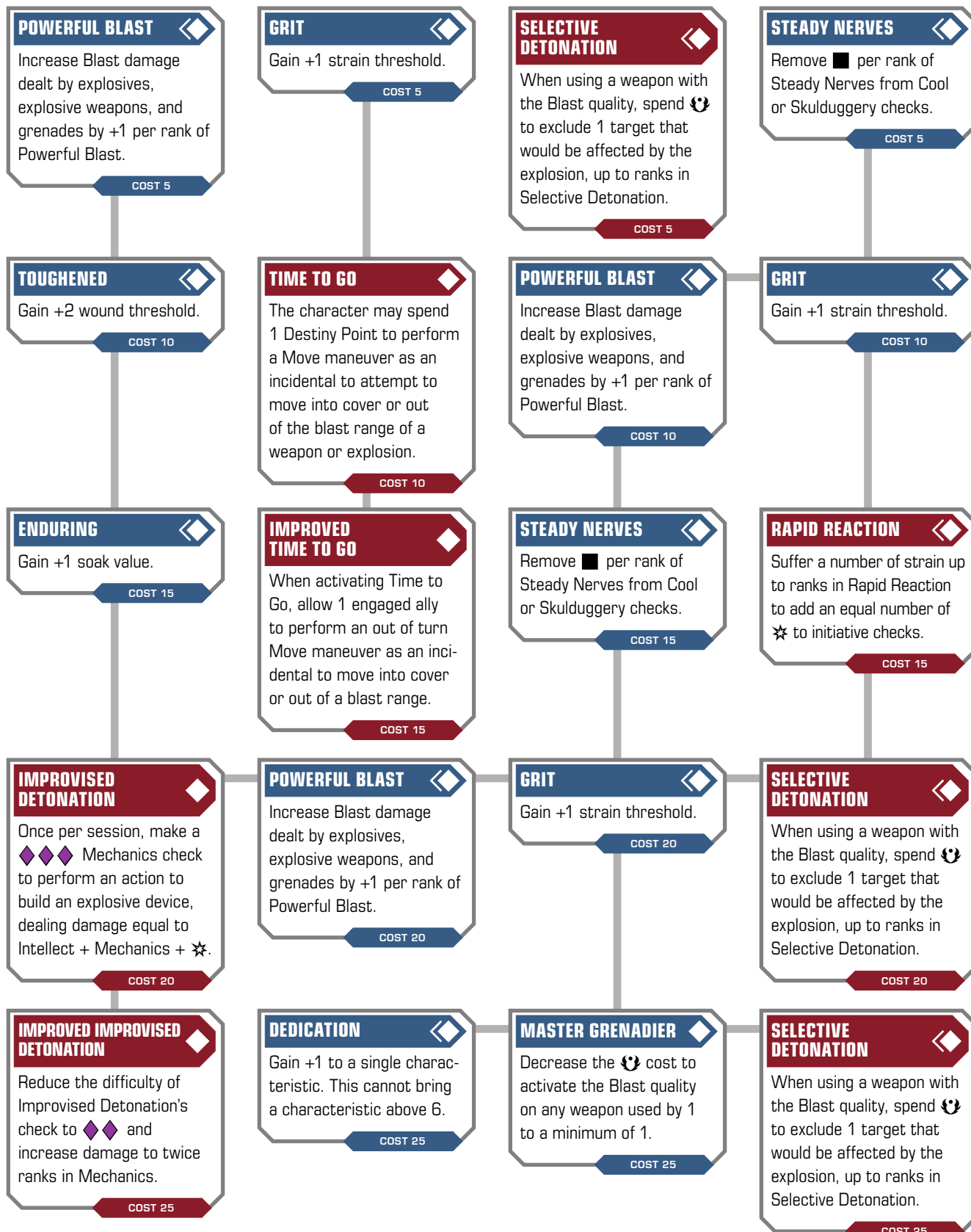


HIRED GUN DEMOLITIONIST

ACTIVE 
 PASSIVE 
 RANKED 

Spec Bonus Career Skills: **Computers, Cool, Mechanics, Skulduggery**


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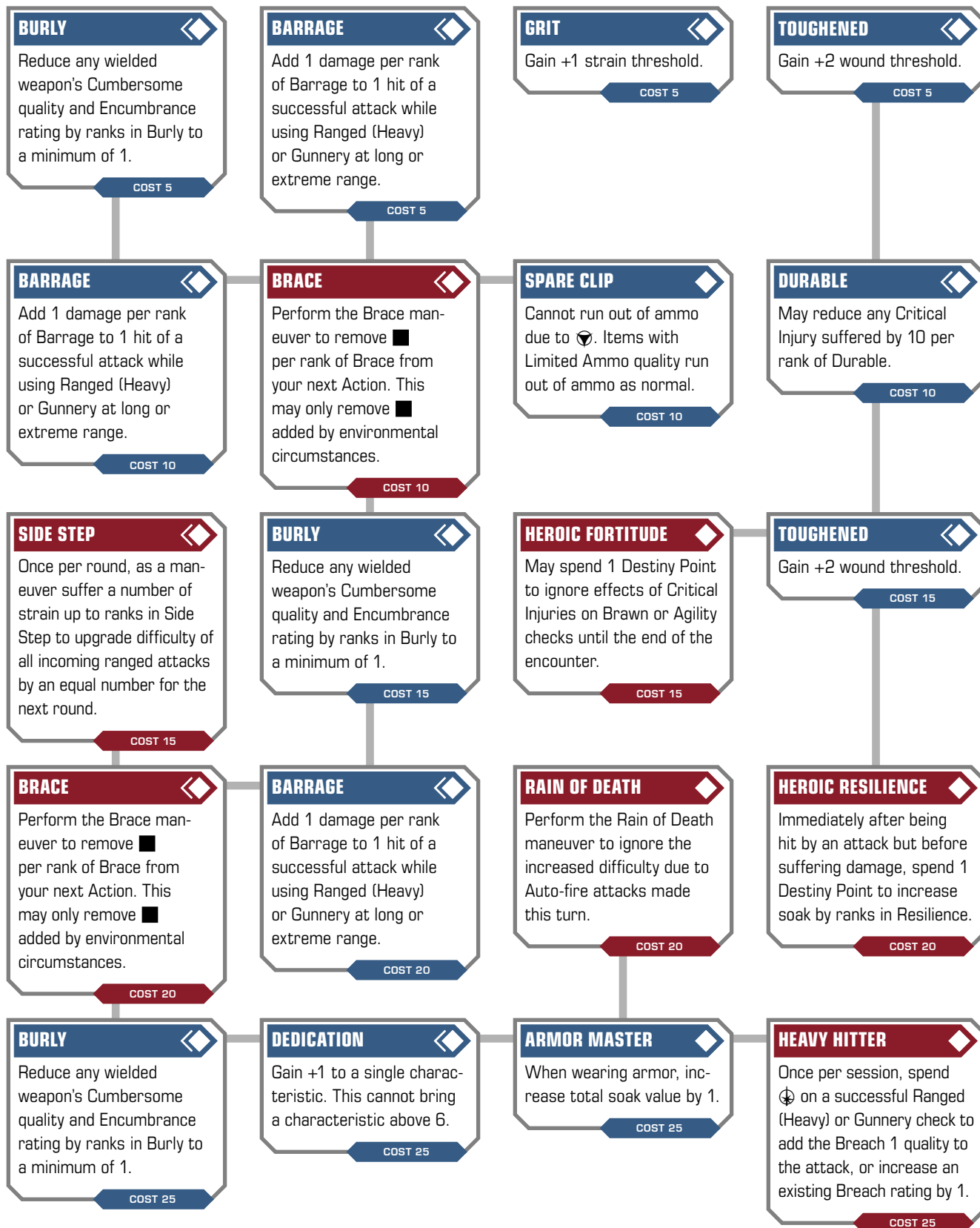


HIRED GUN HEAVY

ACTIVE 
 PASSIVE 
 RANKED 

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

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CAREER SMUGGLER

BASE ABILITY 




UPGRADE 

RANKED 

Career Skills: **Coordination, Deception, Knowledge (Underworld), Perception, Piloting (Space), Skulduggery, Streetwise, Vigilance**


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NARROW ESCAPE BASE ABILITY

Once per game session, the character may spend two Destiny Points to make a  Streetwise check. If successful, the character is immediately able to flee from the current personal scale combat encounter unscathed. The challenge is not overcome or defeated, but the character is able to evade the hazard or threat for the time being. The exact nature of what the character is trying to accomplish, as well as the end results, must be approved by the GM, but be suitably creative or daring.

COST 30

REDUCE SETBACK

Remove  from the skill check to activate Narrow Escape.


COST 10

INCREASE EFFECT

Affect an additional number of allied characters equal to Cunning per Increase Effect upgrade purchased.

COST 10

ADD BOOST

Add  to the skill check to activate Narrow Escape.



COST 10

CHANGE SCALE

Narrow Escape can be activated in a vehicle with the Piloting (Planetary) or Piloting (Space) skill.

COST 10

REDUCE DIFFICULTY

Reduce the difficulty of the skill check to activate Narrow Escape to .

COST 15

INCREASE EFFECT

Affect an additional number of allied characters equal to Cunning per Increase Effect upgrade purchased.

COST 15

CHANGE SKILL

Narrow Escape can be activated during social encounters with the Deception skill.


COST 15

DESTINY

Narrow Escape costs 1 Destiny Point instead of 2.

COST 15

UNMATCHED FORTUNE BASE ABILITY

Once per game session as an incidental, the character may spend 2 Destiny Points to change the face of one positive die in the character's dice pool to another face adjacent to it. An "adjacent" face is any die face sharing an edge – not a point – with the rolled face. Unmatched Fortune cannot be used on a .

COST 30

FREQUENCY

Unmatched Fortune can be used one additional time each game session per Frequency upgrade purchased.

COST 10

INCREASE NUMBER

Unmatched Fortune affects one additional die per Increase Number upgrade purchased.

COST 10

SHARED LUCK

Unmatched Fortune can also be used on the dice pool of a willing ally within short range.

COST 10

INCREASE NUMBER

Unmatched Fortune affects one additional die per Increase Number upgrade purchased.

COST 10

DESTINY

Unmatched Fortune costs 1 Destiny Point instead of 2.

COST 15

INCREASE EFFECT

Unmatched Fortune can also be used on negative dice.

COST 15

INCREASE RANGE

Increases the maximum range at which Unmatched Fortune can affect willing allies by 1 per Increase Range upgrade purchased.

COST 15

FREQUENCY


Unmatched Fortune can be used one additional time each game session per Frequency upgrade purchased.

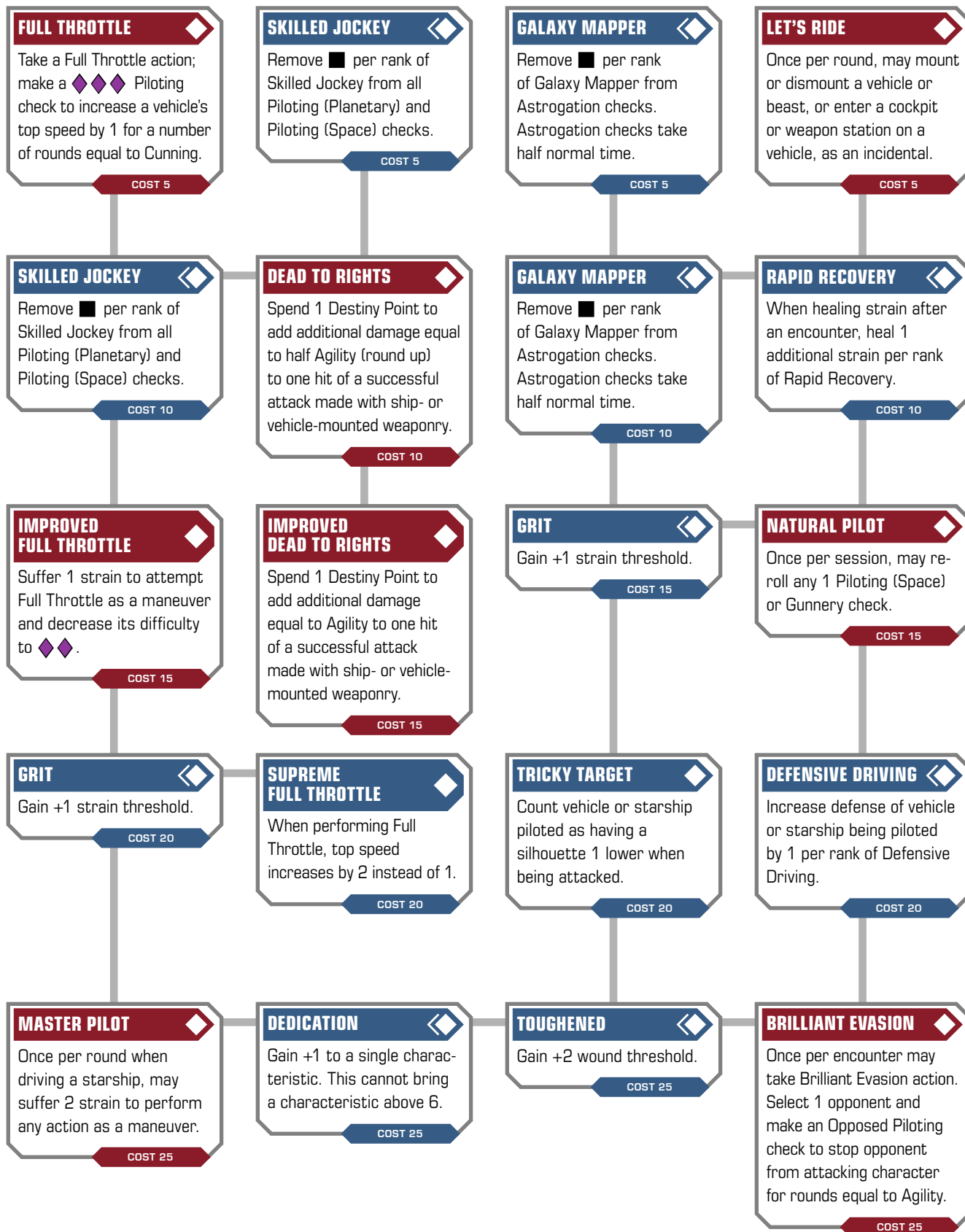
COST 15

SMUGGLER PILOT

ACTIVE 
 PASSIVE 
 RANKED 

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


Find more handouts at BeggingForXP.com 

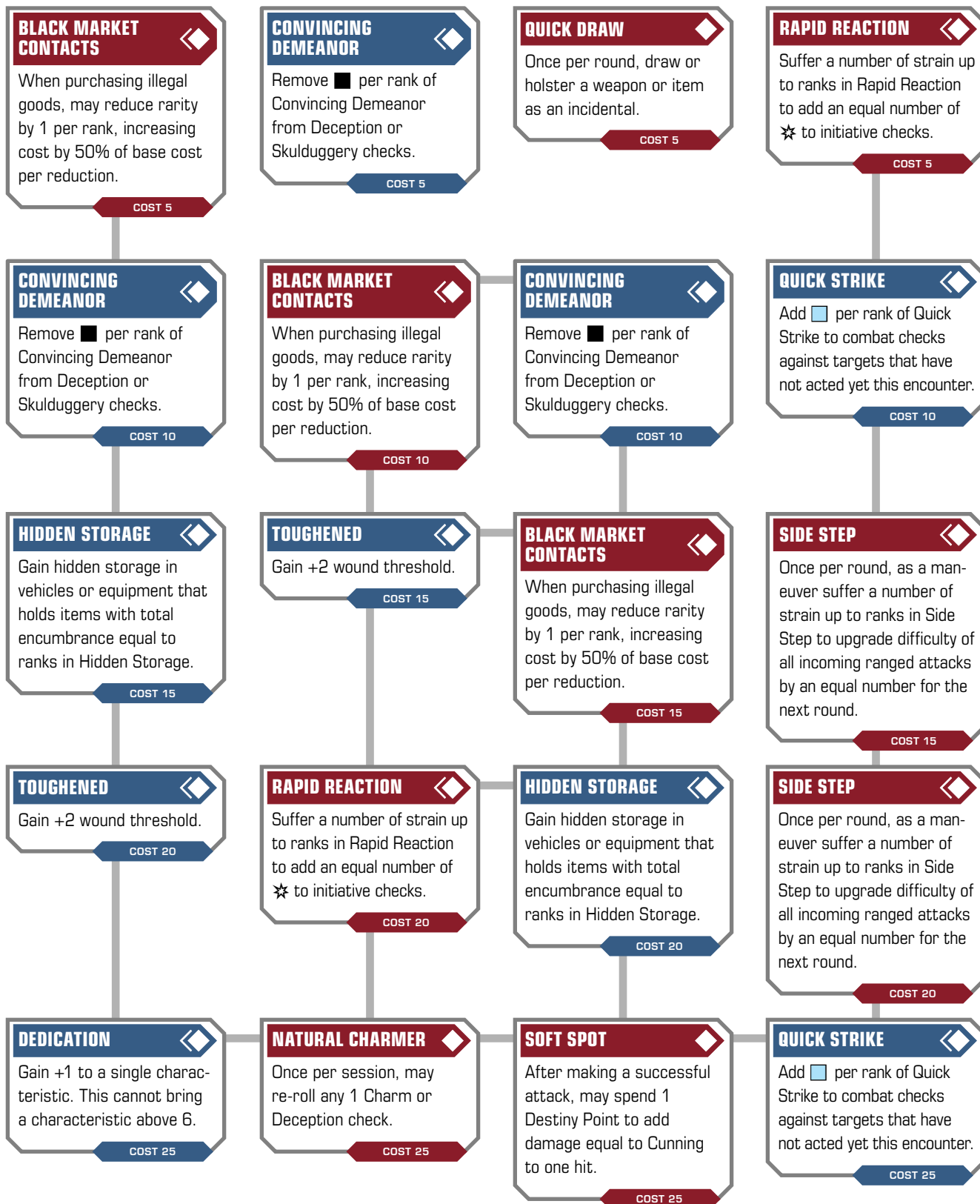


SMUGGLER SCOUNDREL

ACTIVE 
 PASSIVE 
 RANKED 

Spec Bonus Career Skills: **Charm, Cool, Deception, Ranged (Light)**


Find more handouts at BeggingForXP.com 

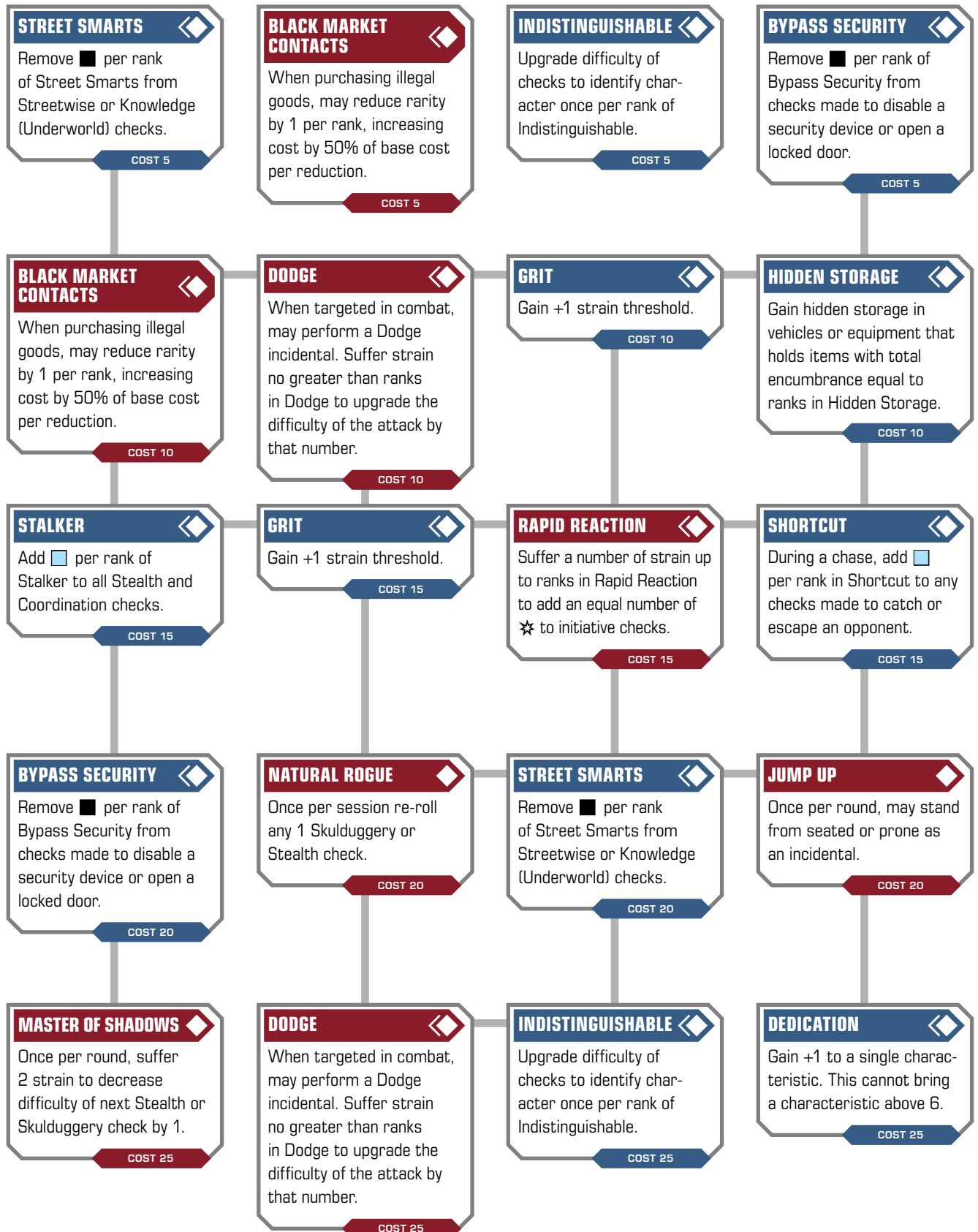


SMUGGLER THIEF

ACTIVE 
 PASSIVE 
 RANKED 

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

Find more handouts at BeggingForXP.com 






SMUGGLER CHARMER

ACTIVE 
 PASSIVE 
 RANKED 


Spec Bonus Career Skills: **Charm, Cool, Leadership, Negotiation**





Find more handouts at BeggingForXP.com 

SMOOTH TALKER 


When first acquired, choose Charm, Coercion, Deception, or Negotiation. When making checks with that skill, spend  to gain additional  equal to ranks in Smooth Talker.


COST 5

INSPIRING RHETORIC 


Take an Inspiring Rhetoric action; make a   Leadership check. One ally for each , in short range, recovers 1 strain. Spend  for 1 affected ally to recover 1 additional strain.

COST 5

KILL WITH KINDNESS 


Remove  per rank of Kill with Kindness from all Charm and Leadership checks.


COST 5

GRIT 


Gain +1 strain threshold.


COST 5

KILL WITH KINDNESS 


Remove  per rank of Kill with Kindness from all Charm and Leadership checks.

COST 10

IMPROVED INSPIRING RHETORIC 


Each ally affected by Inspiring Rhetoric gains  on all skill checks for a number of rounds equal to ranks in Leadership.


COST 10

CONGENIAL 


May suffer a number of strain to downgrade the difficulty of a Charm or Negotiation check, by an equal number. Strain suffered in this way cannot exceed ranks in Congenial.

COST 10

PLAUSIBLE DENIABILITY 


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

COST 10

DISARMING SMILE 


Take the Disarming Smile action; succeed at an opposed Charm check to lower the target's defense rating by ranks in Disarming Smile until the end of the encounter.

COST 15

WORKS LIKE A CHARM 


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

COST 15

DISARMING SMILE 


Take the Disarming Smile action; succeed at an opposed Charm check to lower the target's defense rating by ranks in Disarming Smile until the end of the encounter.



COST 15

GRIT 


Gain +1 strain threshold.

COST 15

SMOOTH TALKER 


When first acquired, choose Charm, Coercion, Deception, or Negotiation. When making checks with that skill, spend  to gain additional  equal to ranks in Smooth Talker.


COST 20

CONGENIAL 


May suffer a number of strain to downgrade the difficulty of a Charm or Negotiation check, by an equal number. Strain suffered in this way cannot exceed ranks in Congenial.

COST 20

JUST KIDDING 


Once per round as an incidental, spend 1 Destiny Point to ignore  generated on a social check by the character or any ally in short range.

COST 20

INTENSE PRESENCE 


Spend 1 Destiny Point to recover strain equal to Presence rating.

COST 20

NATURAL CHARMER 


Once per session, may re-roll any 1 Charm or Deception check.




COST 25

DEDICATION 


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

COST 25

DON'T SHOOT 

Once per session as an action, make a    Charm check. On success, cannot be the target of combat checks until the end of the encounter or until making a combat check.

COST 25

RESOLVE 


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

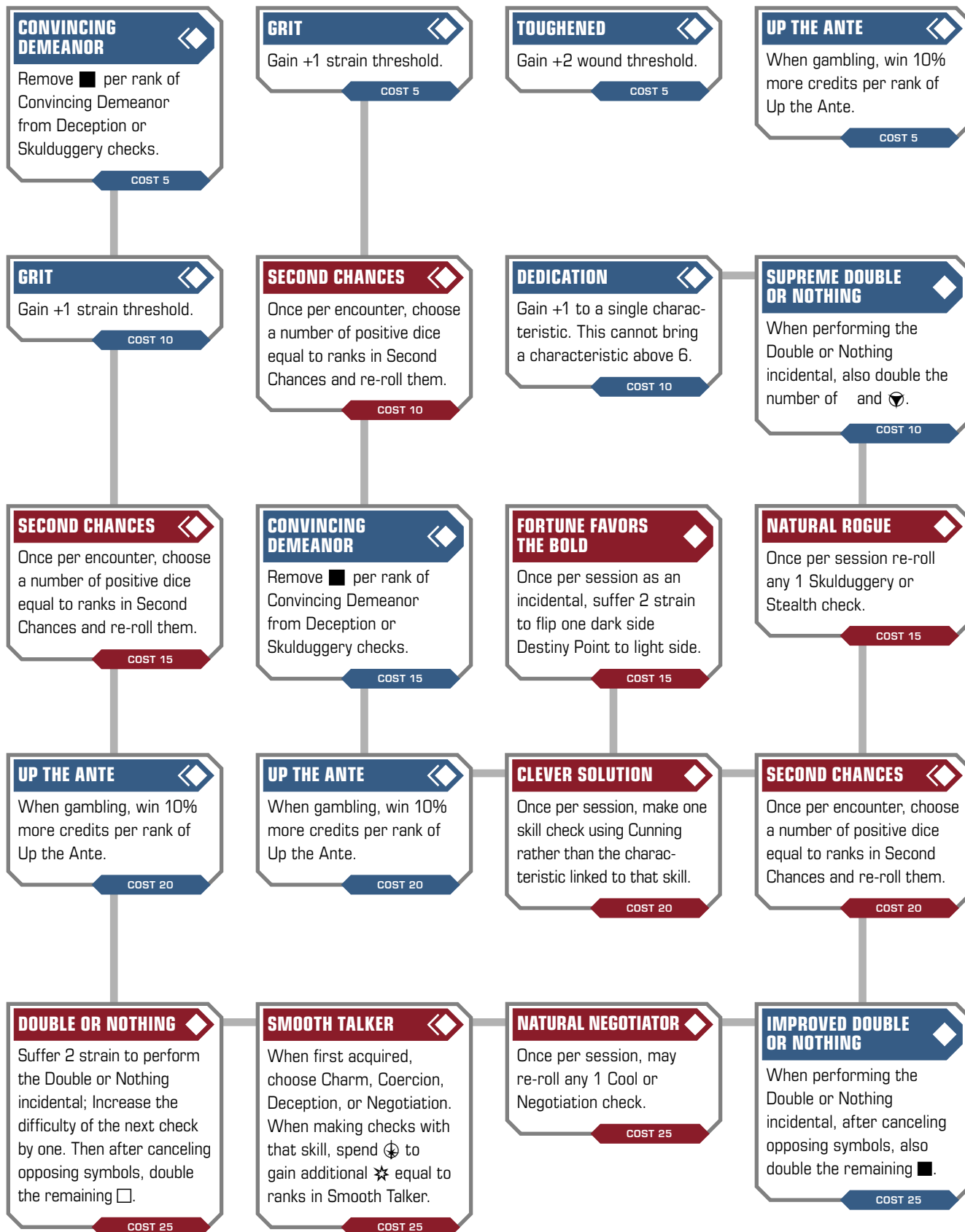
COST 25

SMUGGLER GAMBLER

ACTIVE 
 PASSIVE 
 RANKED 

Spec Bonus Career Skills: **Computers, Cool, Deception, Skulduggery**


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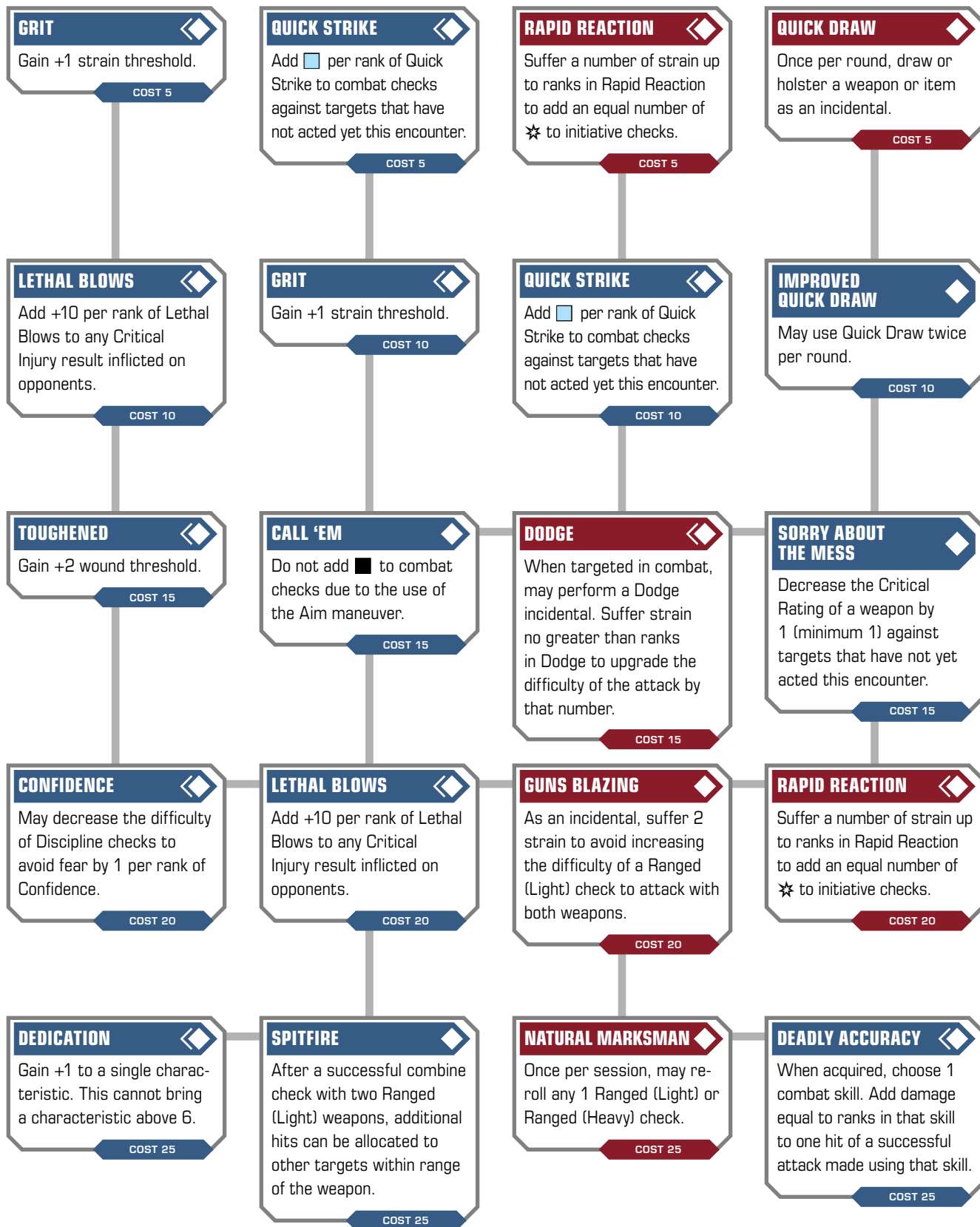


SMUGGLER GUNSLINGER

ACTIVE 
 PASSIVE 
 RANKED 

Spec Bonus Career Skills: **Coercion, Cool, Knowledge (Outer Rim), Ranged (Light)**

Find more handouts at BeggingForXP.com 



CAREER TECHNICIAN

BASE ABILITY 





UPGRADE 

RANKED 

Career Skills: **Astrogation, Computers, Coordination, Discipline, Knowledge (Outer Rim), Mechanics, Perception, Piloting (Planetary)**


Find more handouts at BeggingForXP.com 

INVENTIVE CREATION

Once per game session, as an action, the character may spend 2 Destiny Points and make a  Mechanics check. If successful, the character immediately uses available parts to build a device that functions as an item of their choice with a rarity of 5 or lower. The item functions until the end of the encounter, at which point it falls apart, shorts out, or otherwise ceases to work. The exact nature of the device the character is trying to construct, as well as the end results, must be approved by the GM.

COST 30

REDUCE SETBACK

Remove  from skill check to activate Inventive Creation.


COST 10

INCREASE RARITY

Increase the rarity of the device the character can build by 1.

COST 10

REDUCE SETBACK

Remove  from skill check to activate Inventive Creation.



COST 10

INCREASE RARITY

Increase the rarity of the device the character can build by 1.

COST 10

REDUCE DIFFICULTY

Reduce the difficulty of the skill check to activate Inventive Creation to .

COST 15

INCREASE RARITY

Increase the rarity of the device the character can build by 1.

COST 15

DESTINY

Inventive Creation costs 1 Destiny Point instead of 2.


COST 15

CHANGE SCALE

May create a vehicle of silhouette 2 or smaller using Inventive Creation.


COST 15

UNMATCHED CALIBRATION

Once per game session as an incidental, after rolling dice for a check but before interpreting the results, the character may spend 2 Destiny Points to reroll up to two dice in the character's dice pool. Unmatched Calibration cannot be used on a .

COST 30

REMOVE SETBACK

May remove  instead of rerolling it.

COST 10

INCREASE NUMBER

Unmatched Calibration affects one additional die, per Increase Number upgrade purchased.

COST 10

FREQUENCY

Unmatched Calibration can be used one additional time each game session.

COST 10

INCREASE NUMBER



Unmatched Calibration affects one additional die, per Increase Number upgrade purchased.

DESTINY

Inventive Creation costs 1 Destiny Point instead of 2.



COST 15

MINIMIZE RISK

Downgrade one  to be rerolled with Unmatched Calibration to .

COST 15

OPTIMIZATION

Upgrade one  to be rerolled with Unmatched Calibration to .

COST 15

SHARED ACUMEN


Unmatched Calibration can also be used on the dice pool of a willing ally within short range.

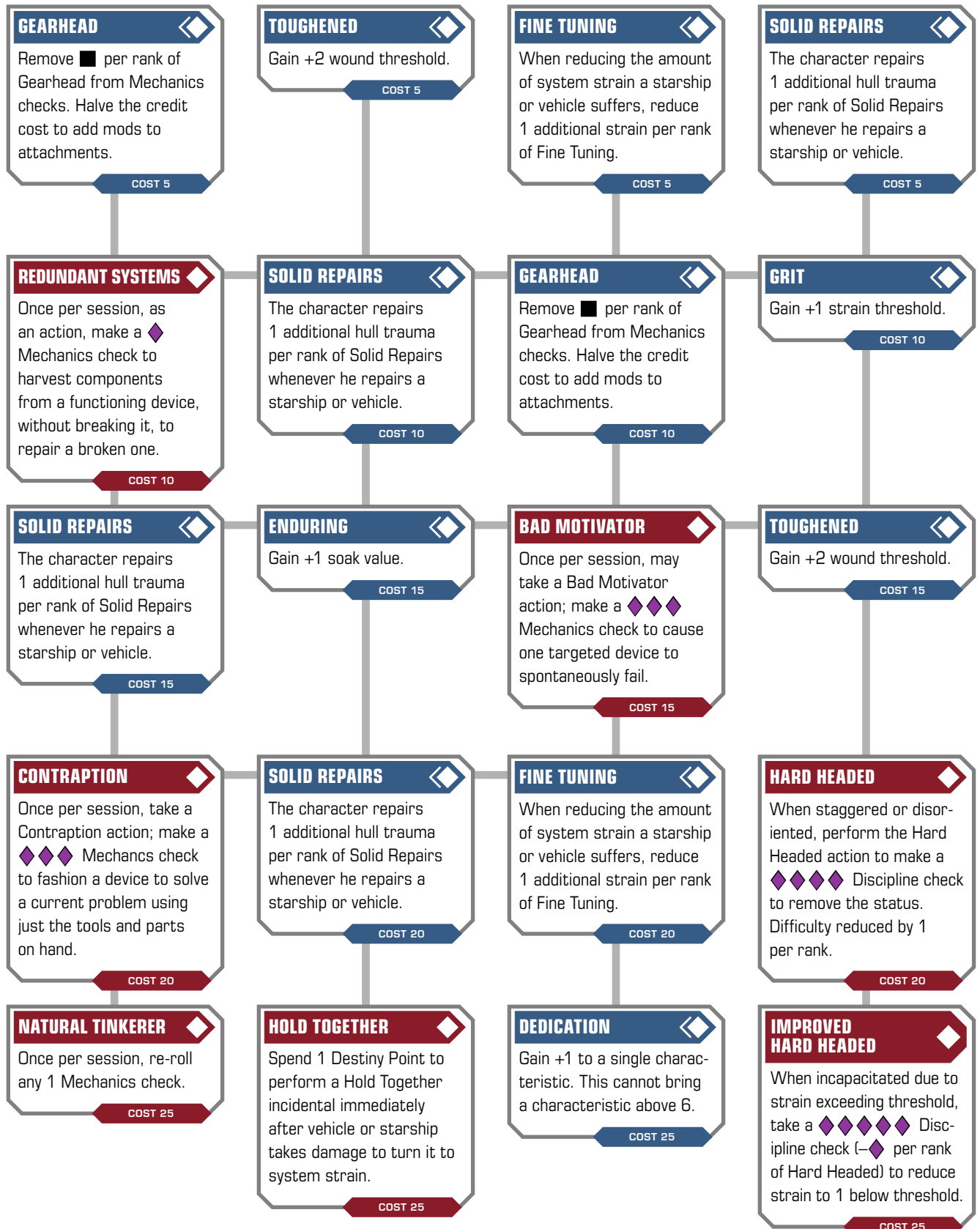
COST 15

TECHNICIAN MECHANIC

ACTIVE 
 PASSIVE 
 RANKED 

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


Find more handouts at BeggingForXP.com 

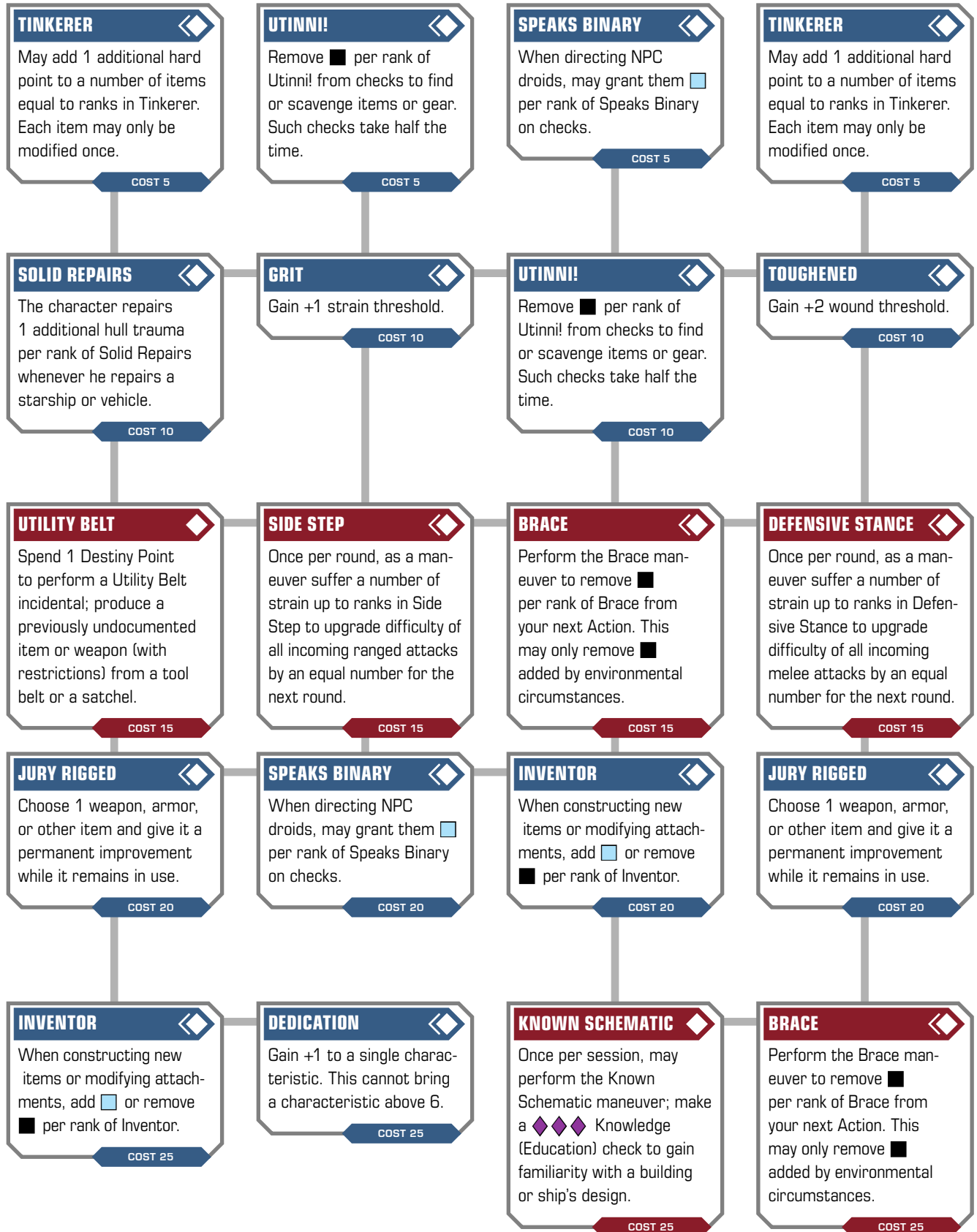


TECHNICIAN OUTLAW TECH

ACTIVE 
 PASSIVE 
 RANKED 

Spec Bonus Career Skills: **Knowledge (Education), Knowledge (Underworld), Mechanics, Streetwise**


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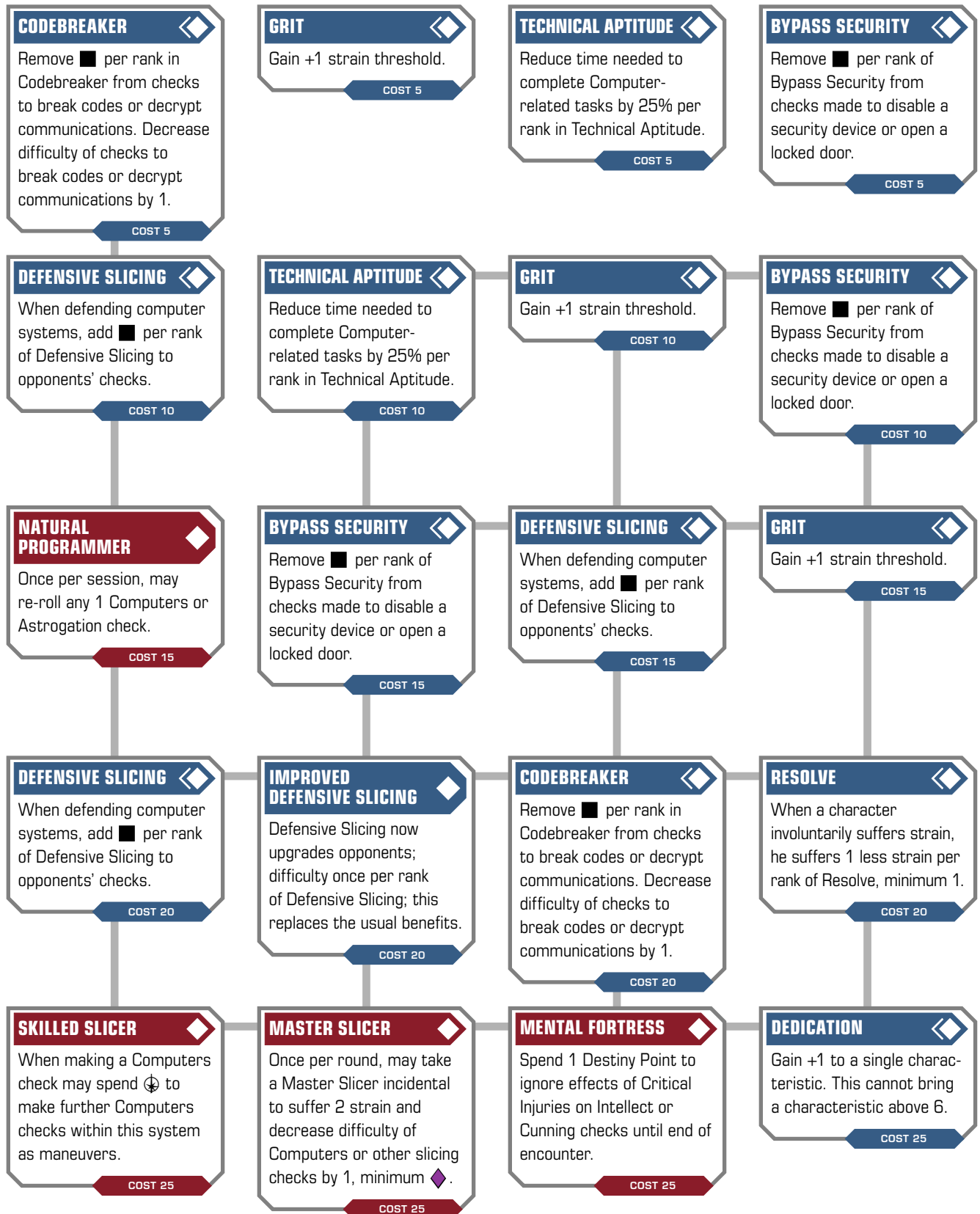


TECHNICIAN SLICER

ACTIVE 
 PASSIVE 
 RANKED 

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


Find more handouts at BeggingForXP.com 

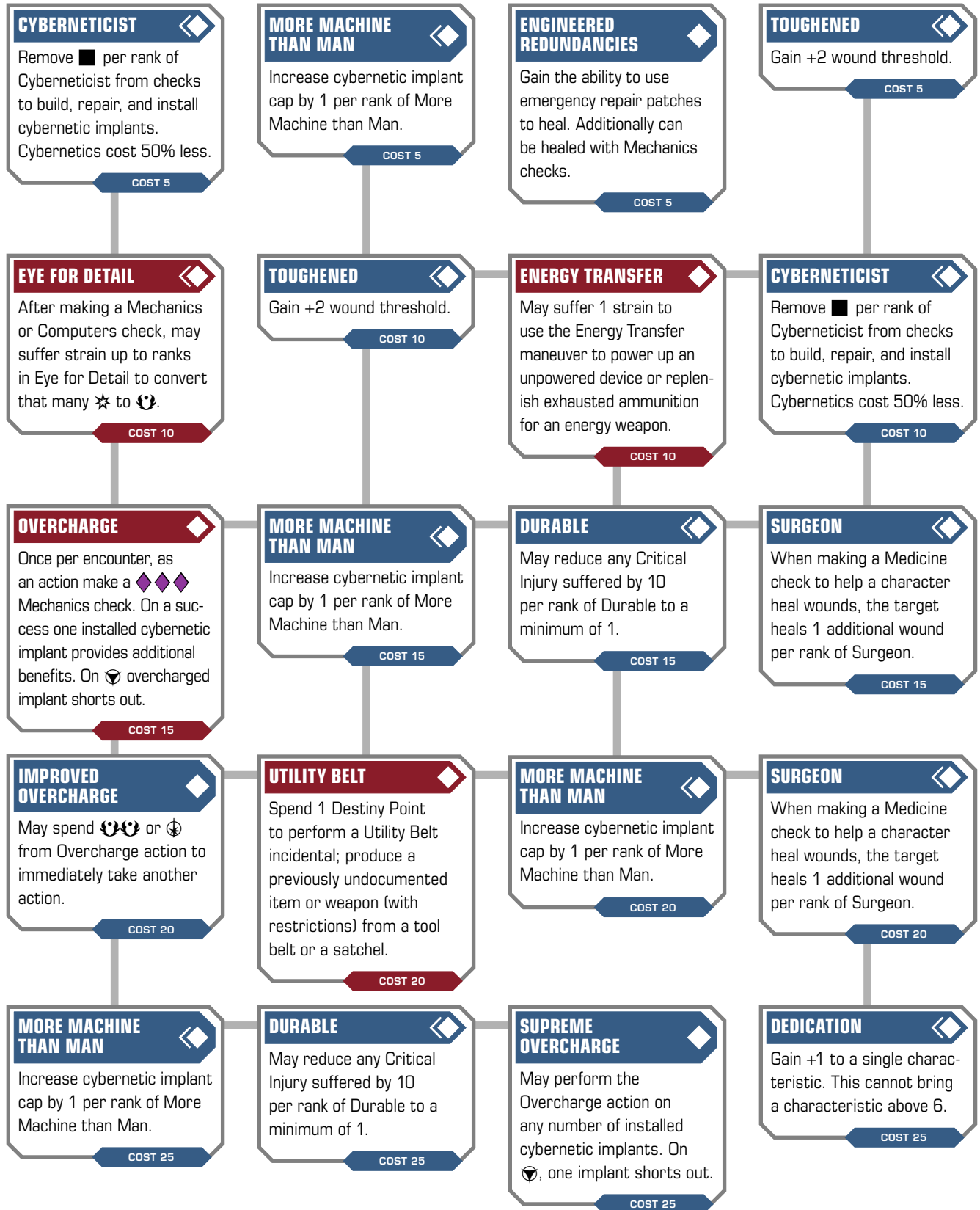


TECHNICIAN CYBER TECH

ACTIVE 
 PASSIVE 
 RANKED 

Spec Bonus Career Skills: **Athletics, Mechanics, Medicine, Vigilance**


Find more handouts at BeggingForXP.com 

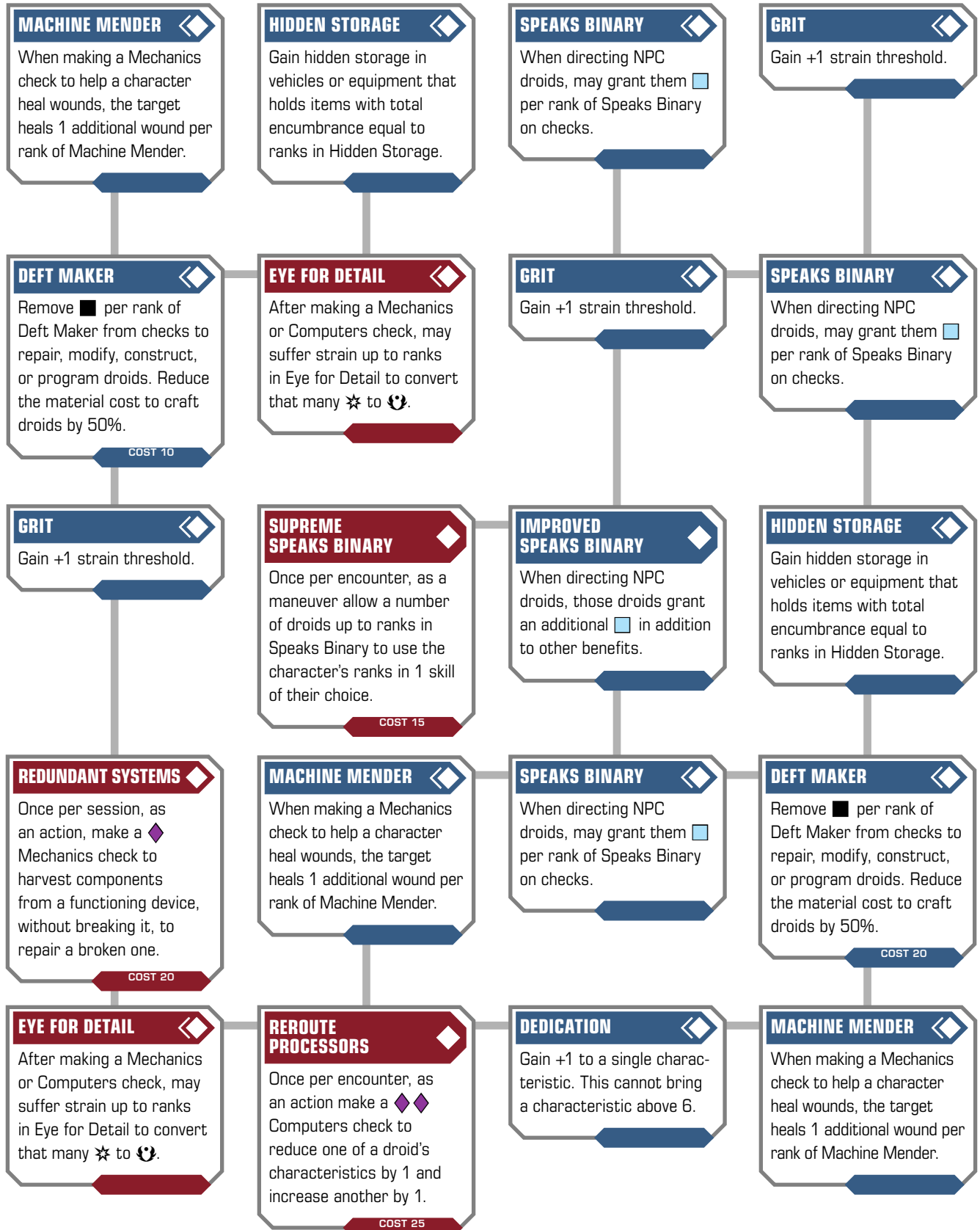


TECHNICIAN DROID TECH

ACTIVE 
 PASSIVE 
 RANKED 

Spec Bonus Career Skills: **Computers, Cool, Mechanics, Leadership**


Find more handouts at BeggingForXP.com 

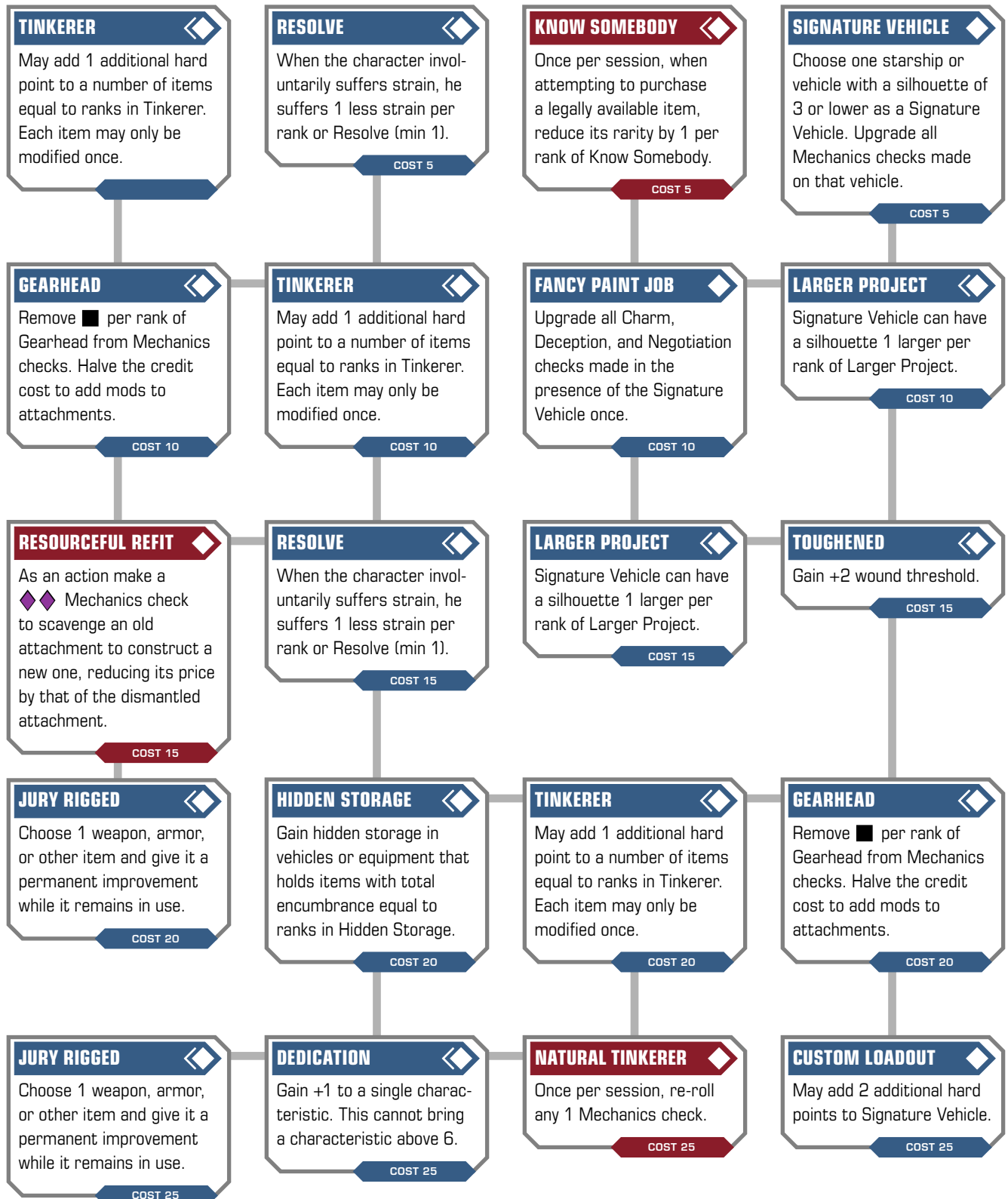


TECHNICIAN MODDER

ACTIVE 
 PASSIVE 
 RANKED 

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


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UNIVERSAL FORCE SENSITIVE EXILE

ACTIVE 

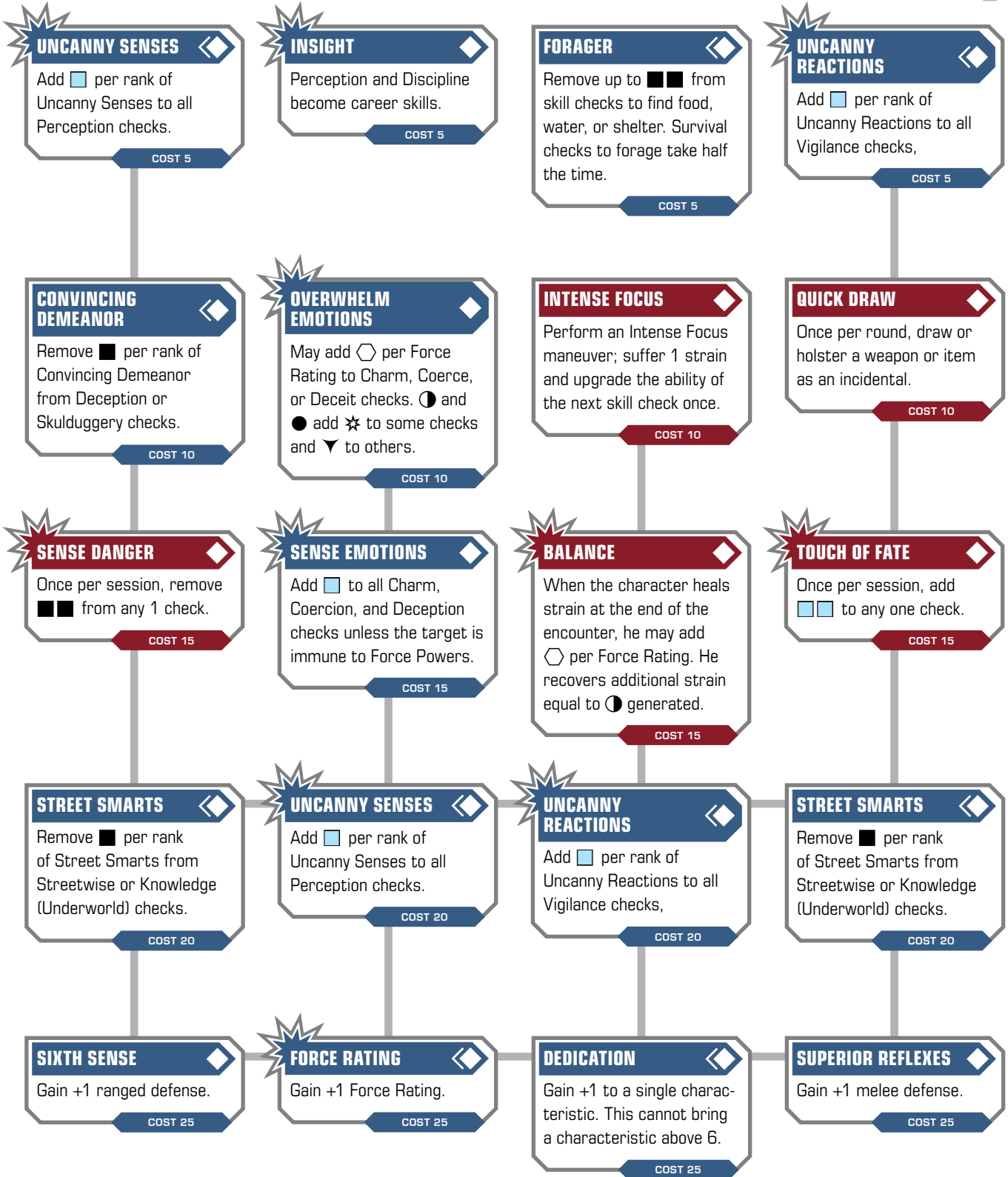
PASSIVE 

RANKED 

FORCE TALENT 

Gain: **Force Rating 1**

Find more handouts at BeggingForXP.com 




FORCE POWER

SENSE

RANKED 

Prerequisites: **Force Rating 1+**

Find more handouts at BeggingForXP.com 

SENSE BASIC POWER


The Force User can sense the Force interacting with the world around him.

The user may spend 1 to sense all living things within short range (including sentient and non-sentient beings).

The user may spend 1 to sense the current emotional state of one living target with whom he is engaged.

COST 10

CONTROL

Ongoing effect: Commit . Once per round, when an attack targets the Force user, he upgrades the difficulty of the pool once.

COST 10

CONTROL

Effect: Spend 1. The Force user senses the current thoughts of one living target with whom he is engaged.

COST 10

DURATION

Sense's ongoing effects may be triggered one additional time per round.

COST 10

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 number of targets affected by power equal to Magnitude upgrades purchased.

COST 5

STRENGTH

When using Sense's ongoing effects, upgrade the pool twice, instead of once.

COST 10

RANGE

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


COST 10

MAGNITUDE

Spend 1 to increase number of targets affected by power equal to Magnitude upgrades purchased.

COST 10

CONTROL

Ongoing effect: Commit . Once per round, when making a combat check, he upgrades the ability of that check once.

COST 10

RANGE

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

COST 10

MAGNITUDE


Spend 1 to increase number of targets affected by power equal to Magnitude upgrades purchased.

COST 10

FORCE POWER INFLUENCE

RANKED 

Prerequisites: **Force Rating 1+**

Find more handouts at BeggingForXP.com 

INFLUENCE BASIC POWER

The character may attempt to guide, shape, and even twist the thoughts and feelings of others.

Special Rule (○/● use): When guiding and shaping thoughts, only ● may be used to generate negative emotions such as rage, fear, and hatred. Only ○ may be used to generate positive emotions such as peace, tranquility, and friendliness. Other emotions such as confusion can be generated with either ○ or ●.

The character may spend ● to stress the mind of one living target he is engaged with, inflicting 1 strain.

COST 10

RANGE

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

COST 5

MAGNITUDE

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

COST 5

CONTROL

The Force user may make an opposed Discipline vs Discipline check combined with an Influence Power check. If the user spends ● and succeeds on the check, he can force the target to adopt an emotional state or believe something untrue, lasting for 1 round or 5 minutes.

COST 10

CONTROL

When making a Coercion, Charm, Deception, Leadership, or Negotiation check, the Force user may roll an Influence Power check as part of his dice pool. He may spend ● to gain ☆ or ☹ (user's choice) on the check.

COST 15

STRENGTH

When stressing the mind of a target, the character inflicts 2 strain.

COST 10

RANGE

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

COST 10

MAGNITUDE

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

COST 5

DURATION

Spend ● to increase duration by number of rounds (or minutes) equal to Duration upgrades purchased.

COST 5

DURATION

Spend ● to increase duration by number of rounds (or minutes) equal to Duration upgrades purchased.

COST 5

RANGE

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

COST 10

MAGNITUDE

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

COST 10

DURATION

Spend ● to increase duration by number of rounds (or minutes) equal to Duration upgrades purchased.

COST 5

DURATION

Spend ● to increase duration by number of rounds (or minutes) equal to Duration upgrades purchased.

COST 5

FORCE POWER MOVE

RANKED 

Prerequisites: **Force Rating 1+**

Find more handouts at BeggingForXP.com 

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