

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.

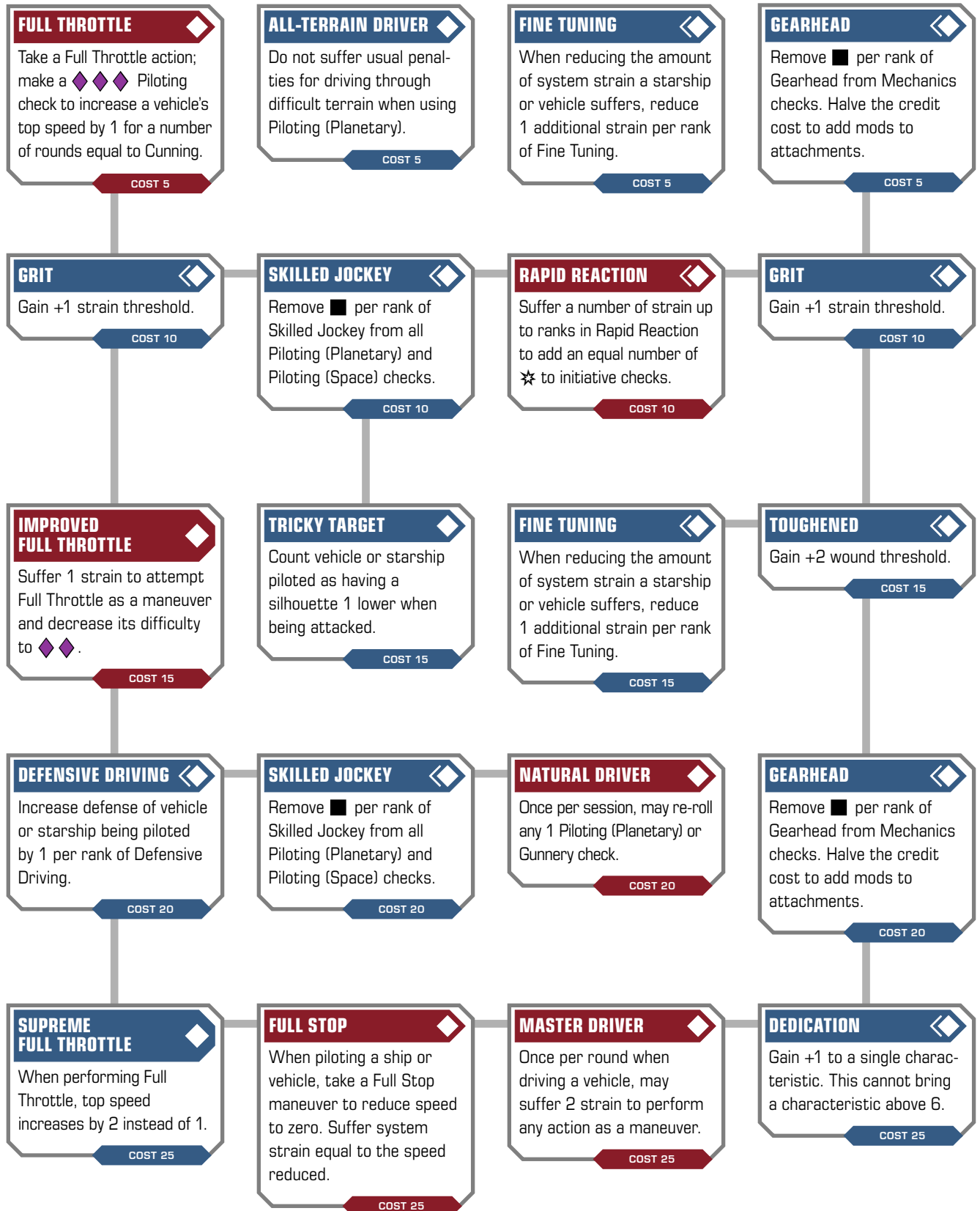
COST 15

ACE DRIVER

ACTIVE 
PASSIVE 
RANKED 

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


Find more handouts at BeggingForXP.com 

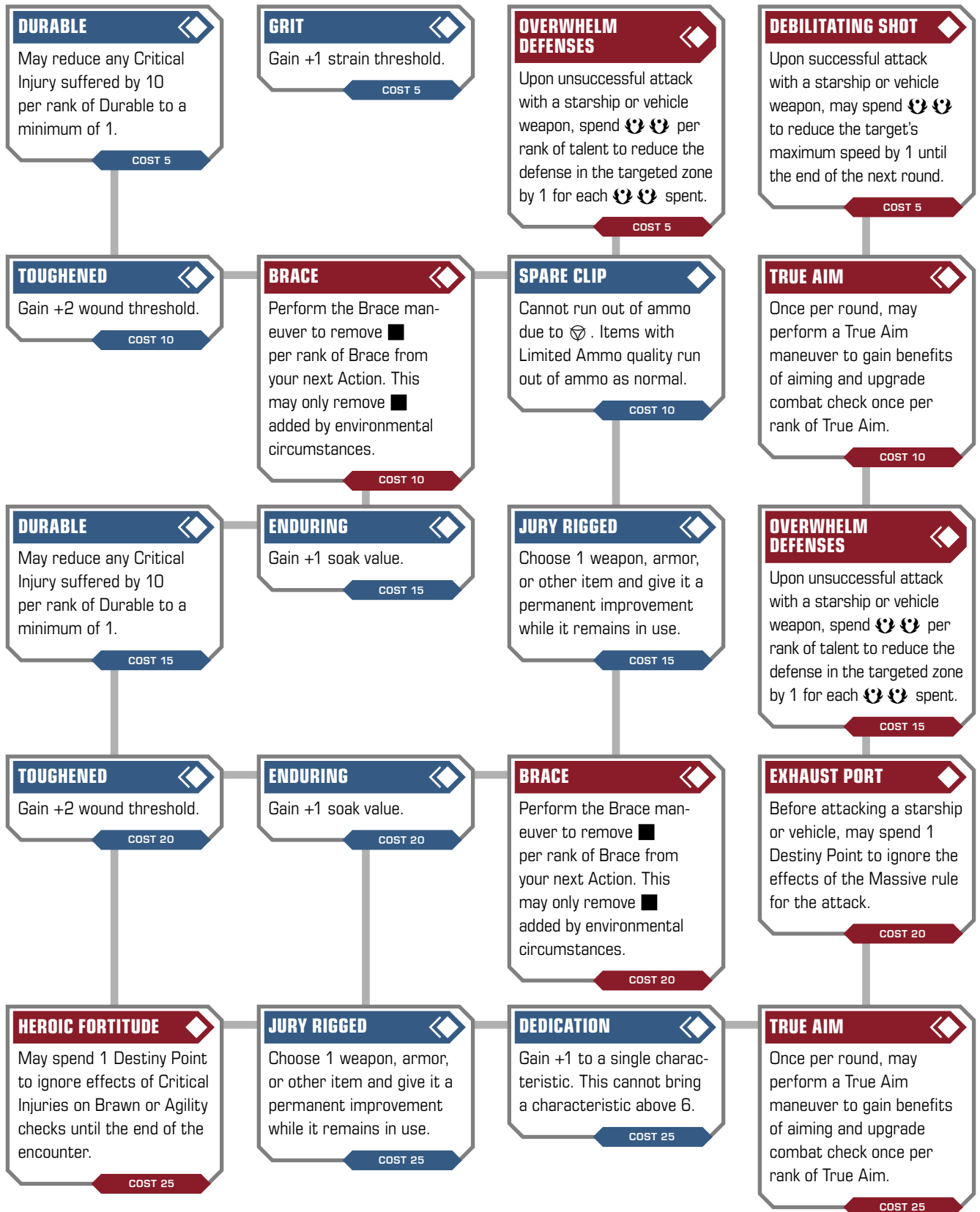


ACE GUNNER

ACTIVE 
PASSIVE 
RANKED 

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

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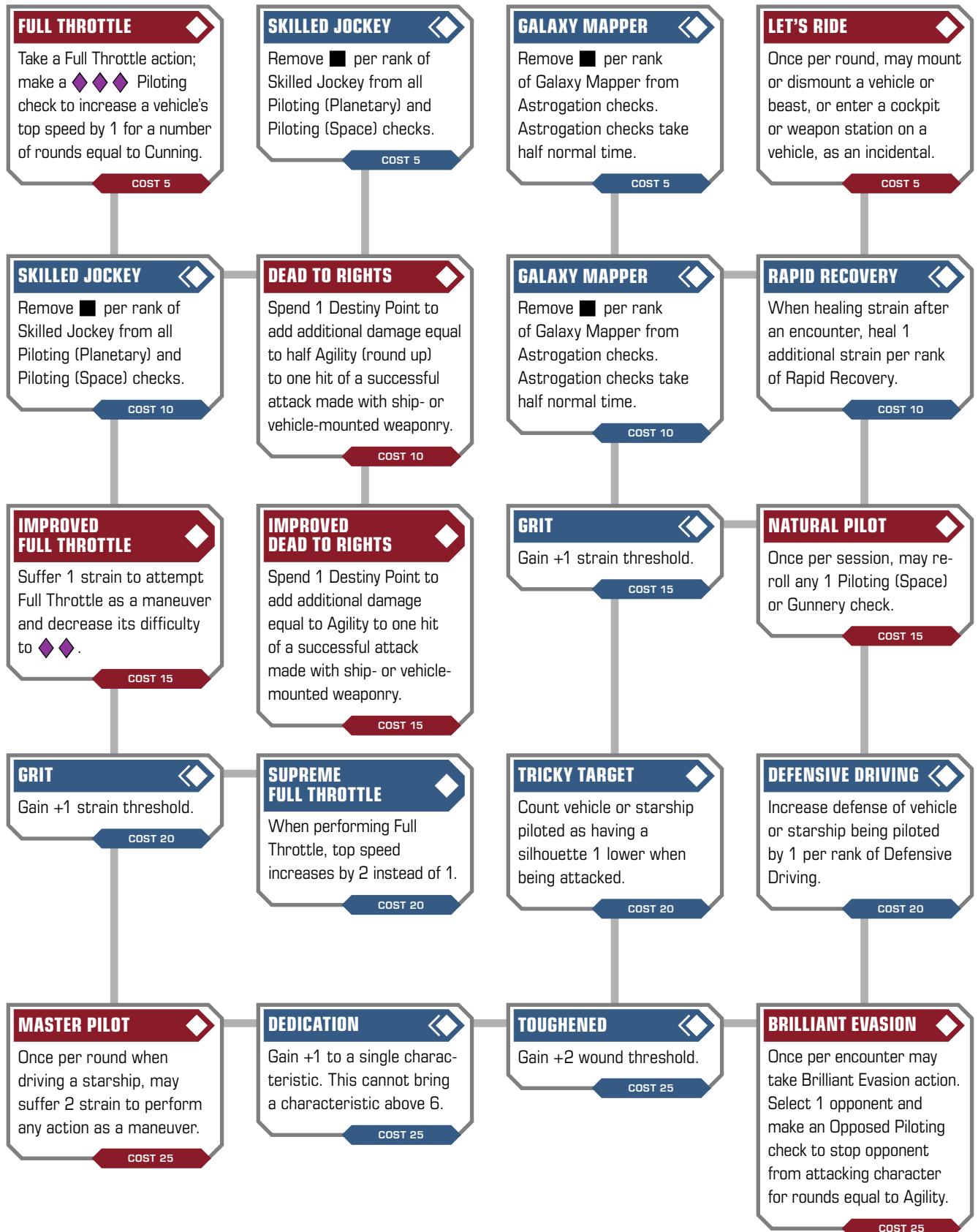


ACE PILOT

ACTIVE 
PASSIVE 
RANKED 

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


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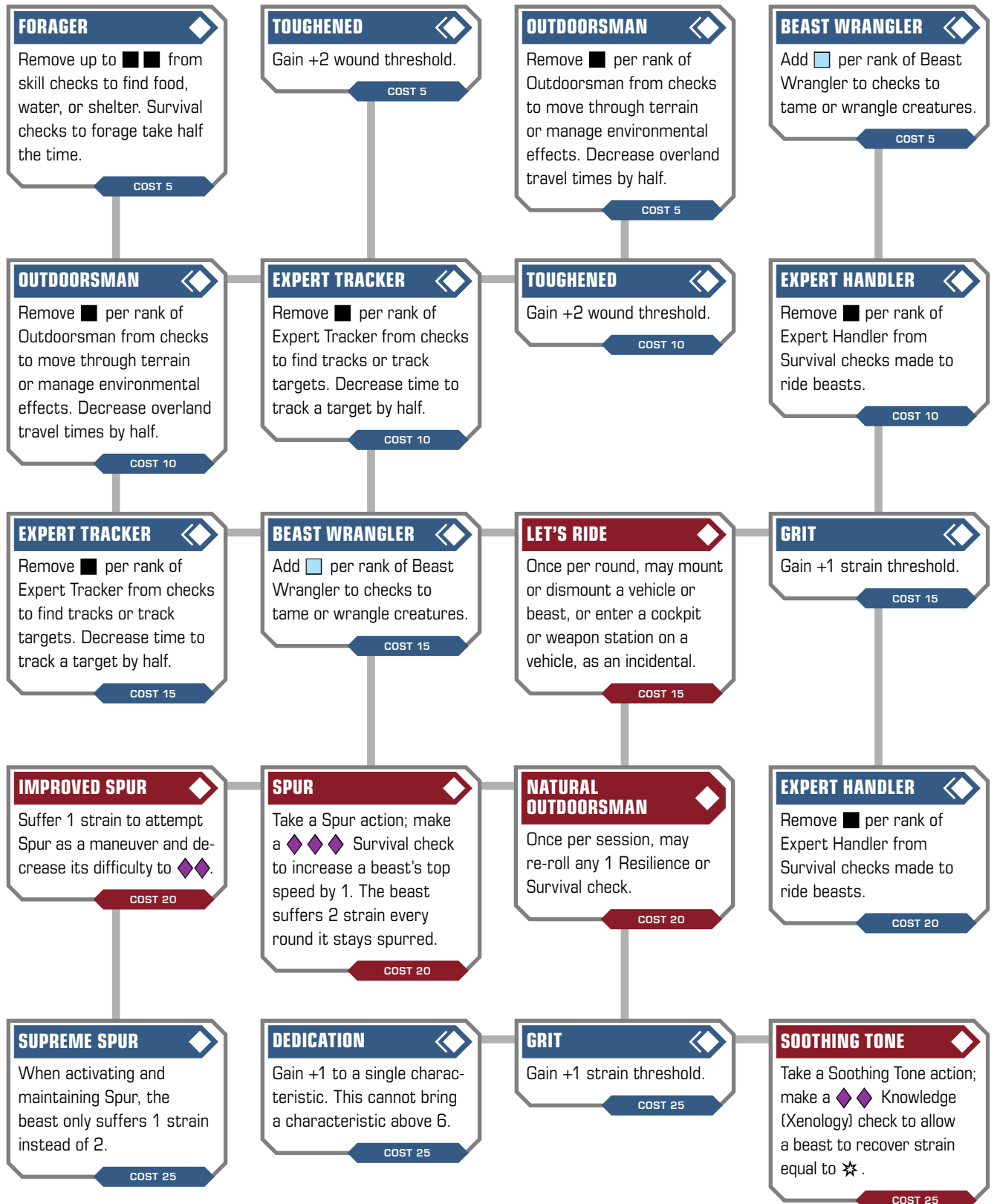


ACE BEAST RIDER

ACTIVE 
PASSIVE 
RANKED 

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


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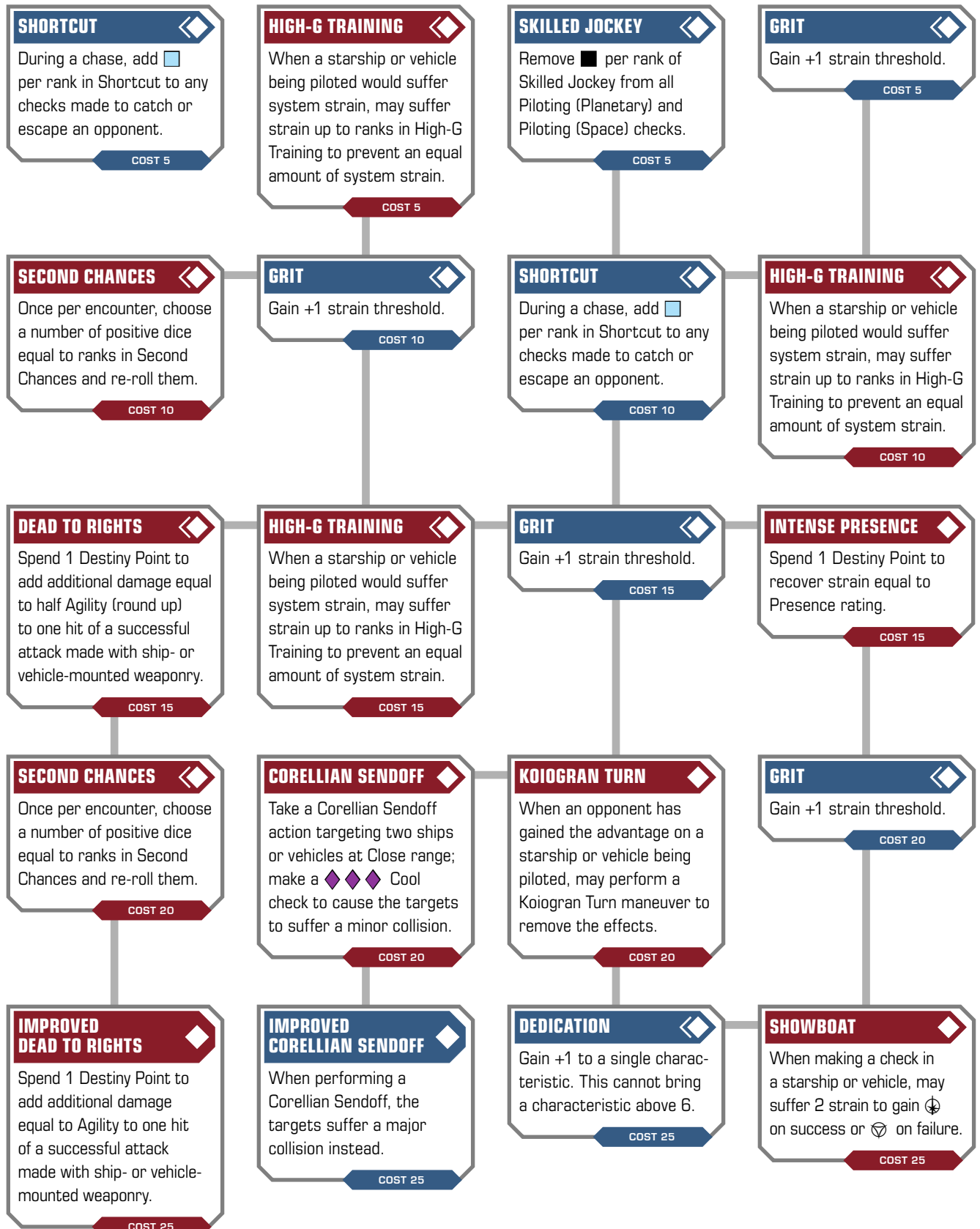


ACE HOTSHOT

ACTIVE 
PASSIVE 
RANKED 

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

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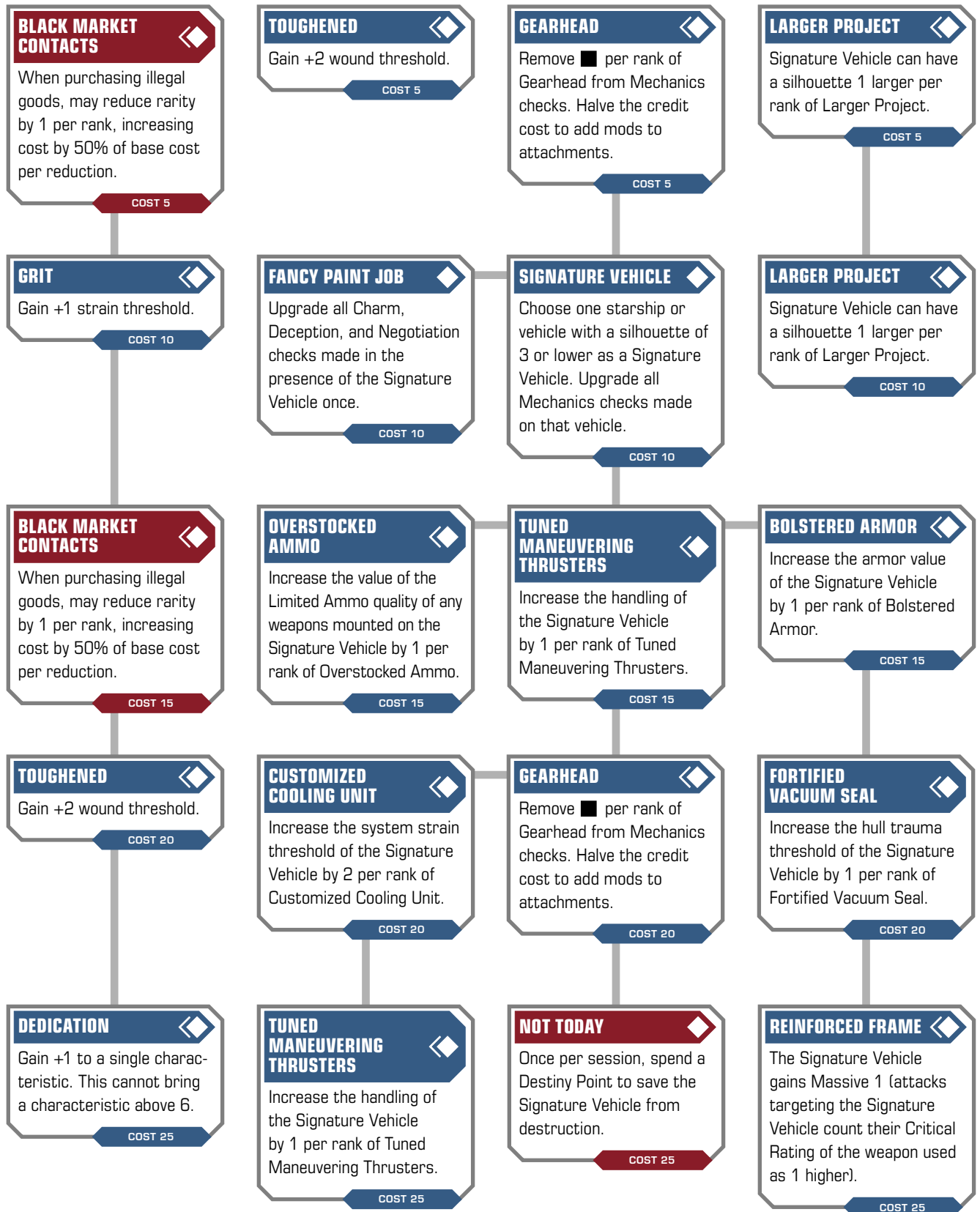


ACE RIGGER

ACTIVE 
PASSIVE 
RANKED 

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

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CAREER COMMANDER

BASE ABILITY 

UPGRADE 




RANKED 

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

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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.

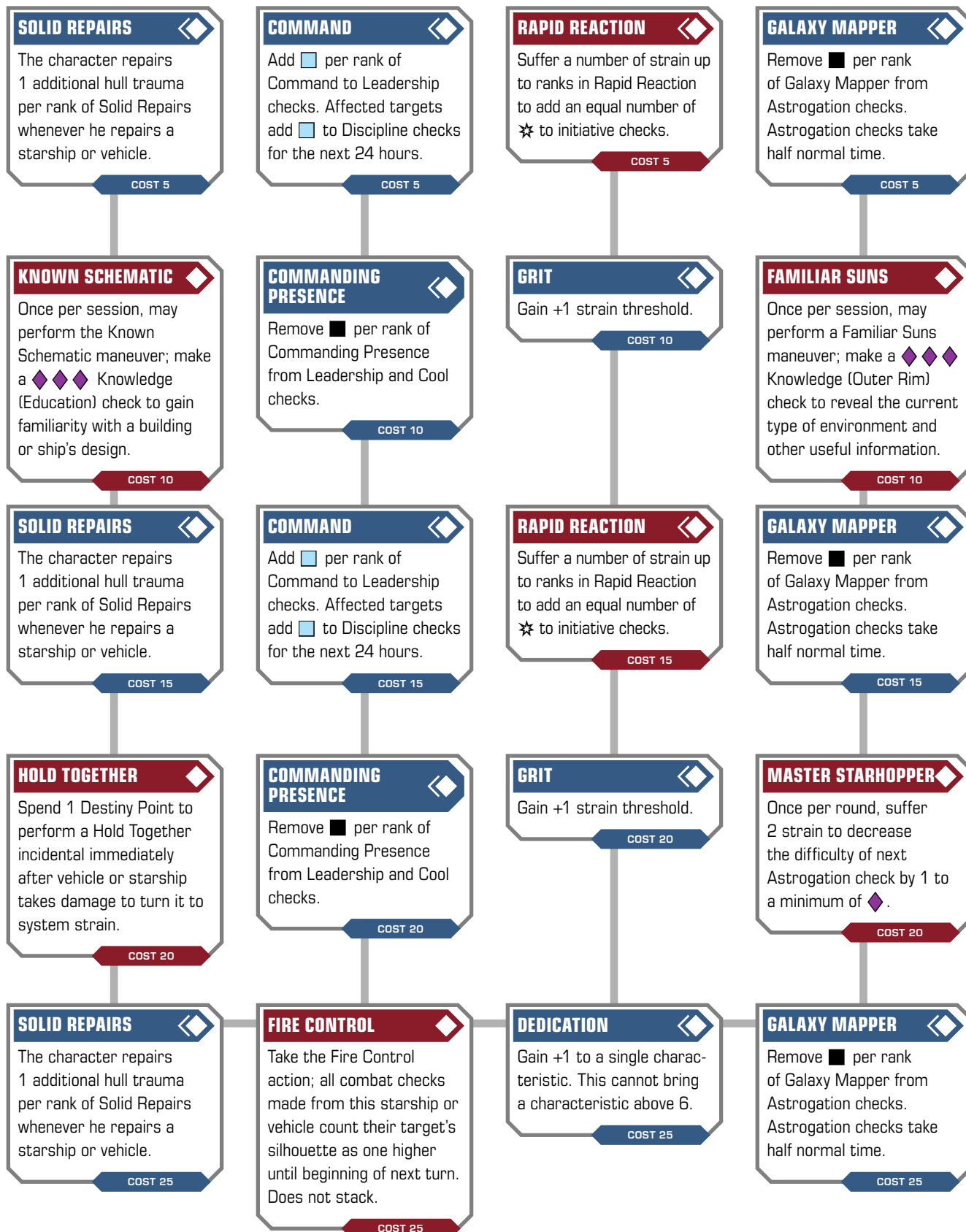
COST 15

COMMANDER COMMODORE

ACTIVE 
PASSIVE 
RANKED 

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

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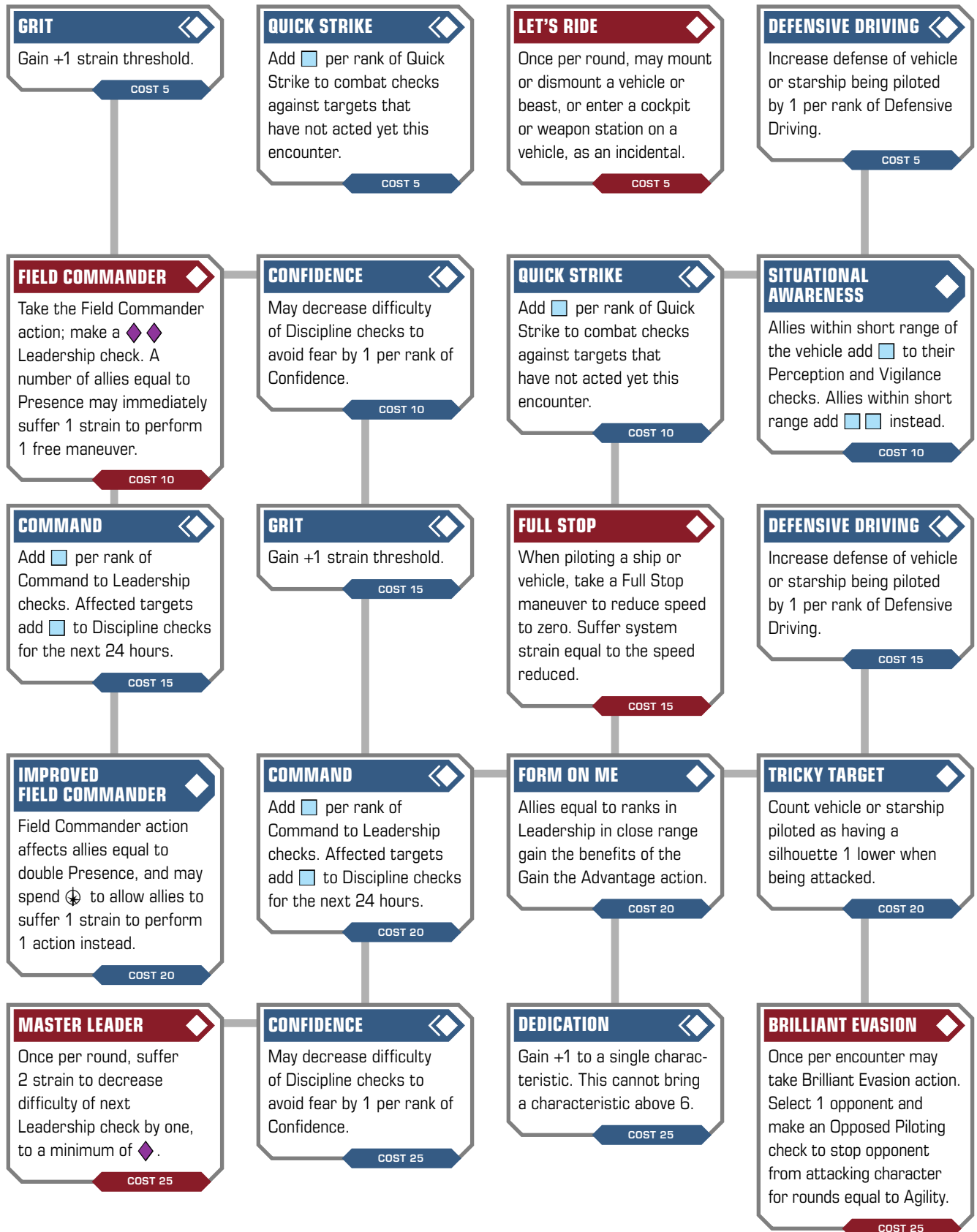


COMMANDER SQUADRON LEADER

ACTIVE 
PASSIVE 
RANKED 

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

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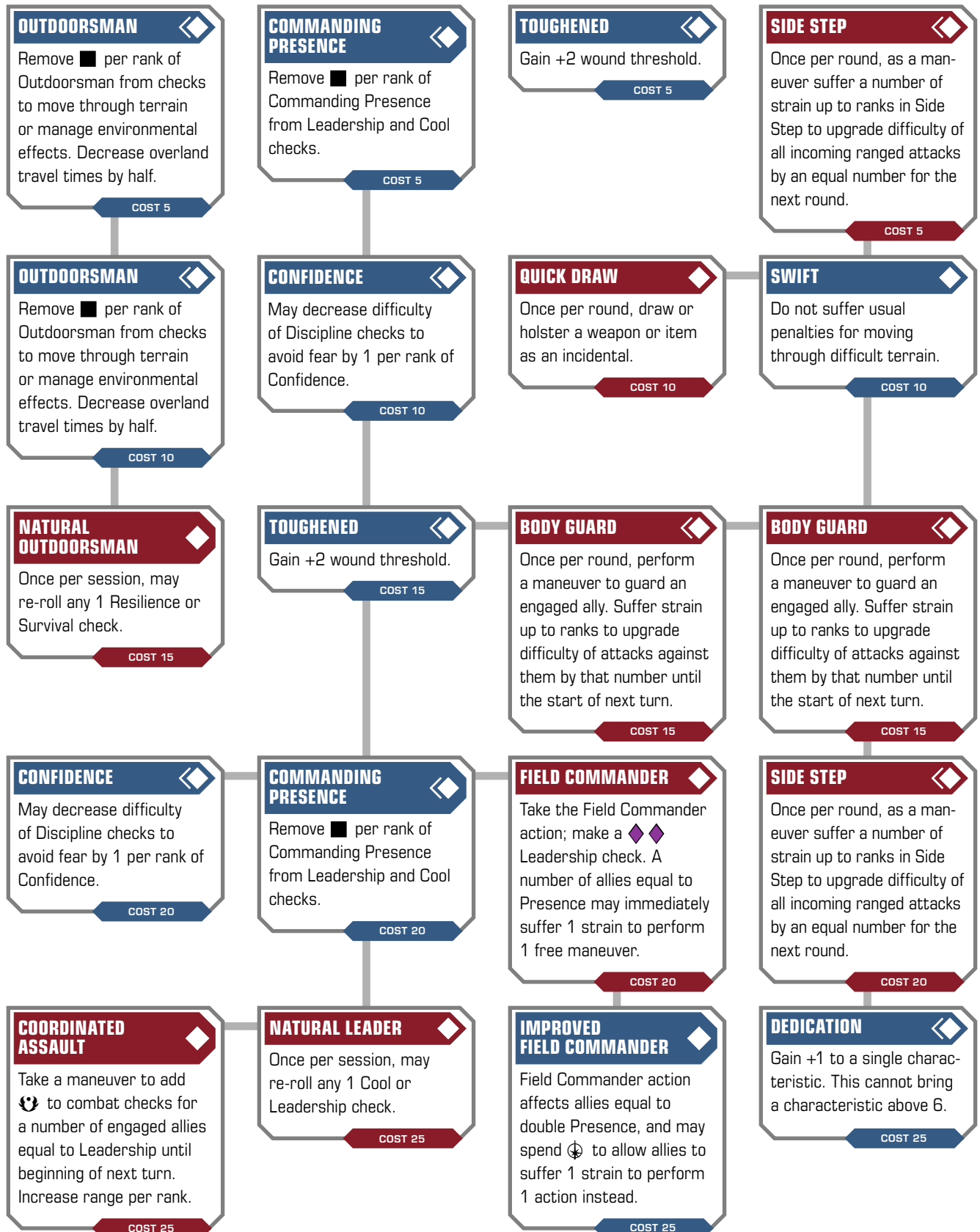


COMMANDER TACTICIAN

ACTIVE 
PASSIVE 
RANKED 

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

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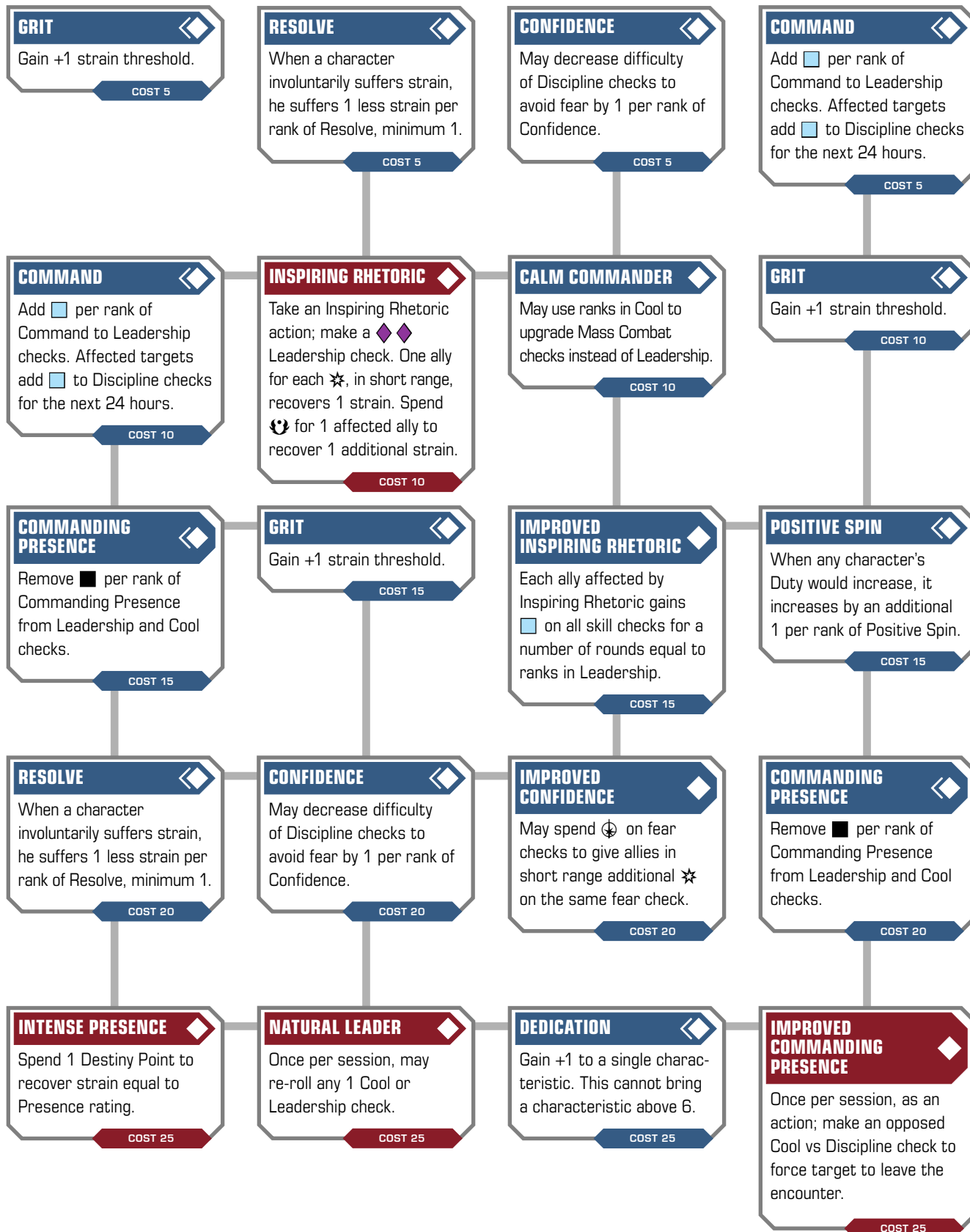


COMMANDER FIGUREHEAD

ACTIVE 
PASSIVE 
RANKED 

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


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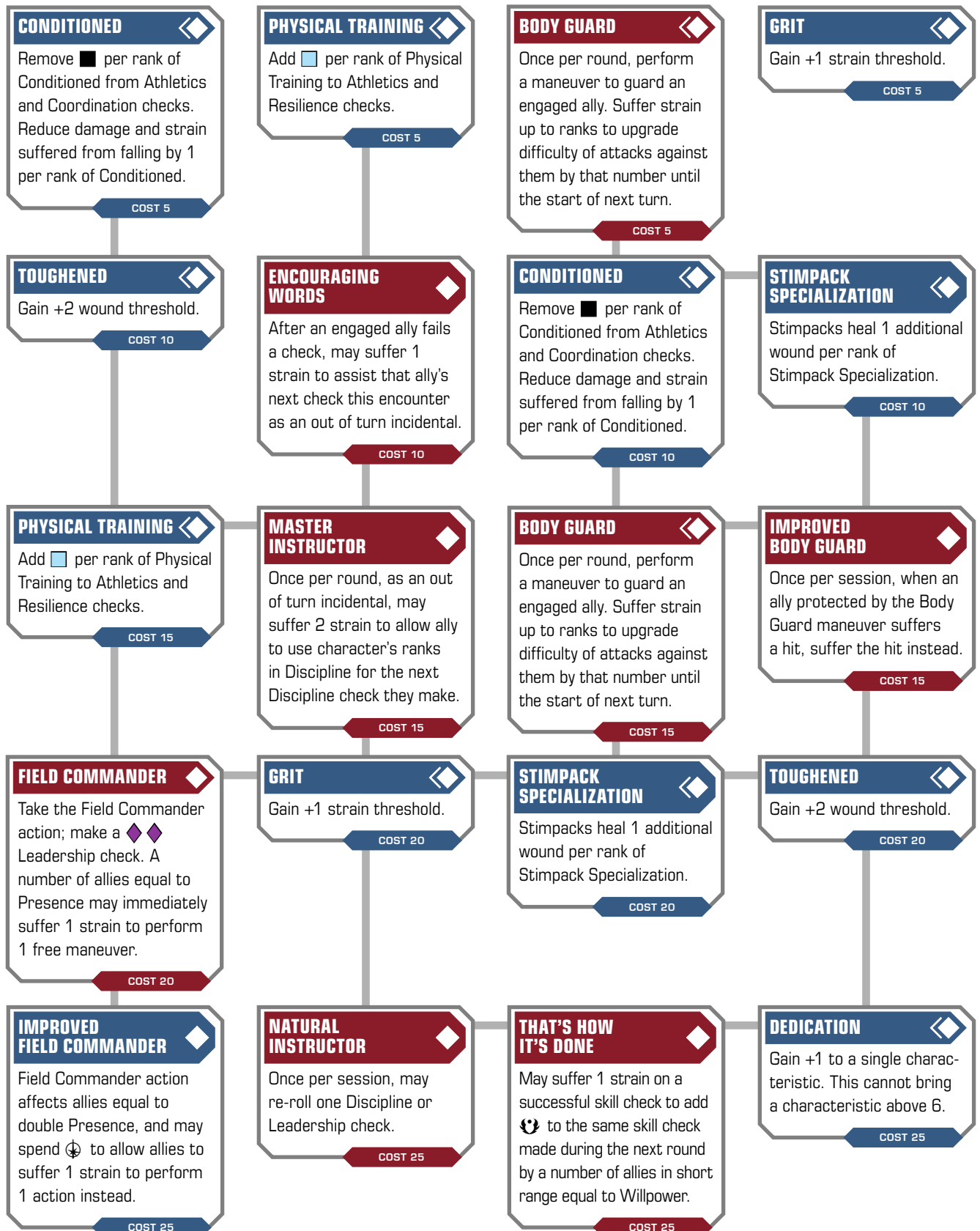


COMMANDER INSTRUCTOR

ACTIVE 
PASSIVE 
RANKED 

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

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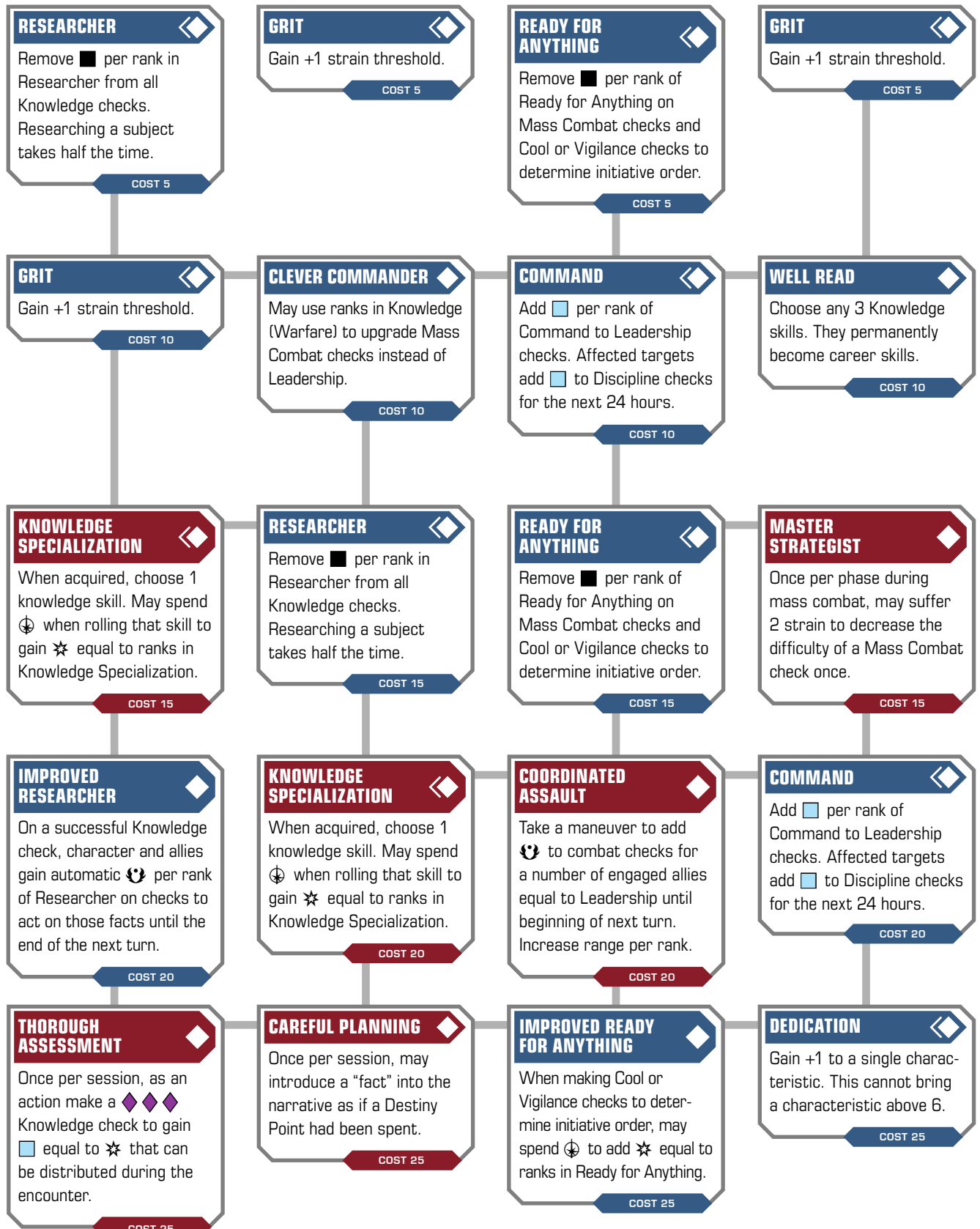


COMMANDER STRATEGIST

ACTIVE 
PASSIVE 
RANKED 

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

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CAREER DIPLOMAT

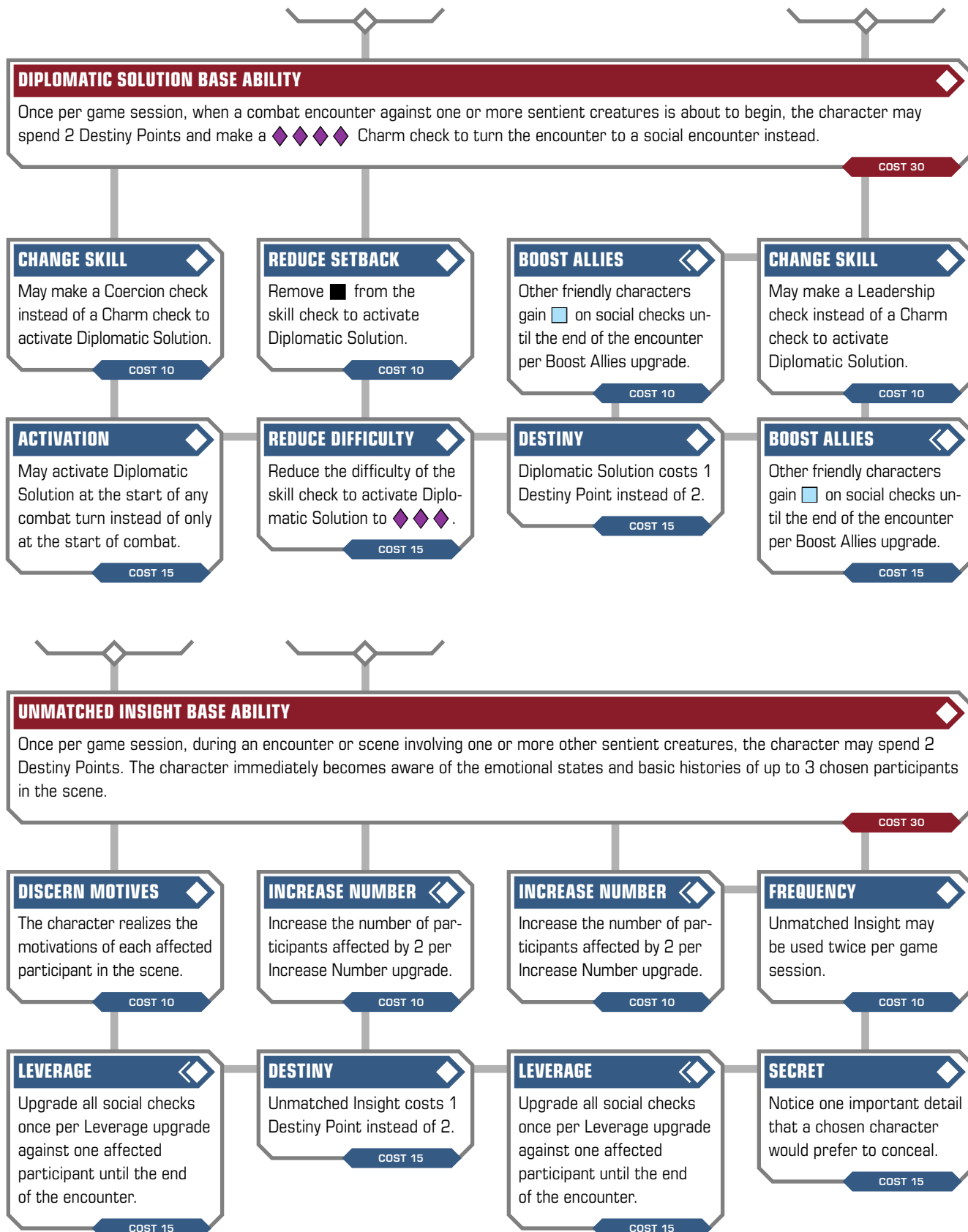
BASE ABILITY 

UPGRADE 

RANKED 

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

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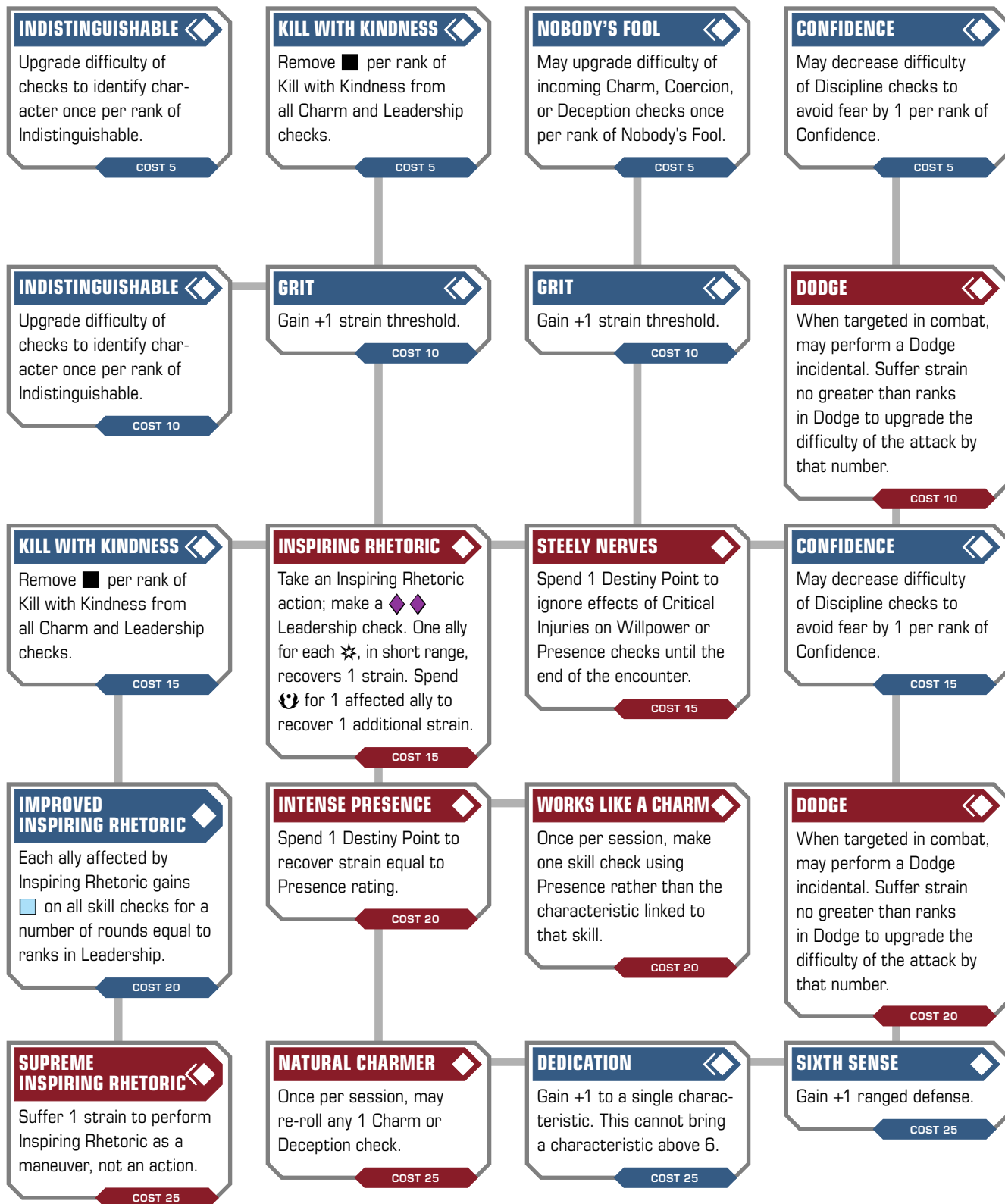


DIPLOMAT AMBASSADOR

ACTIVE 
PASSIVE 
RANKED 

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

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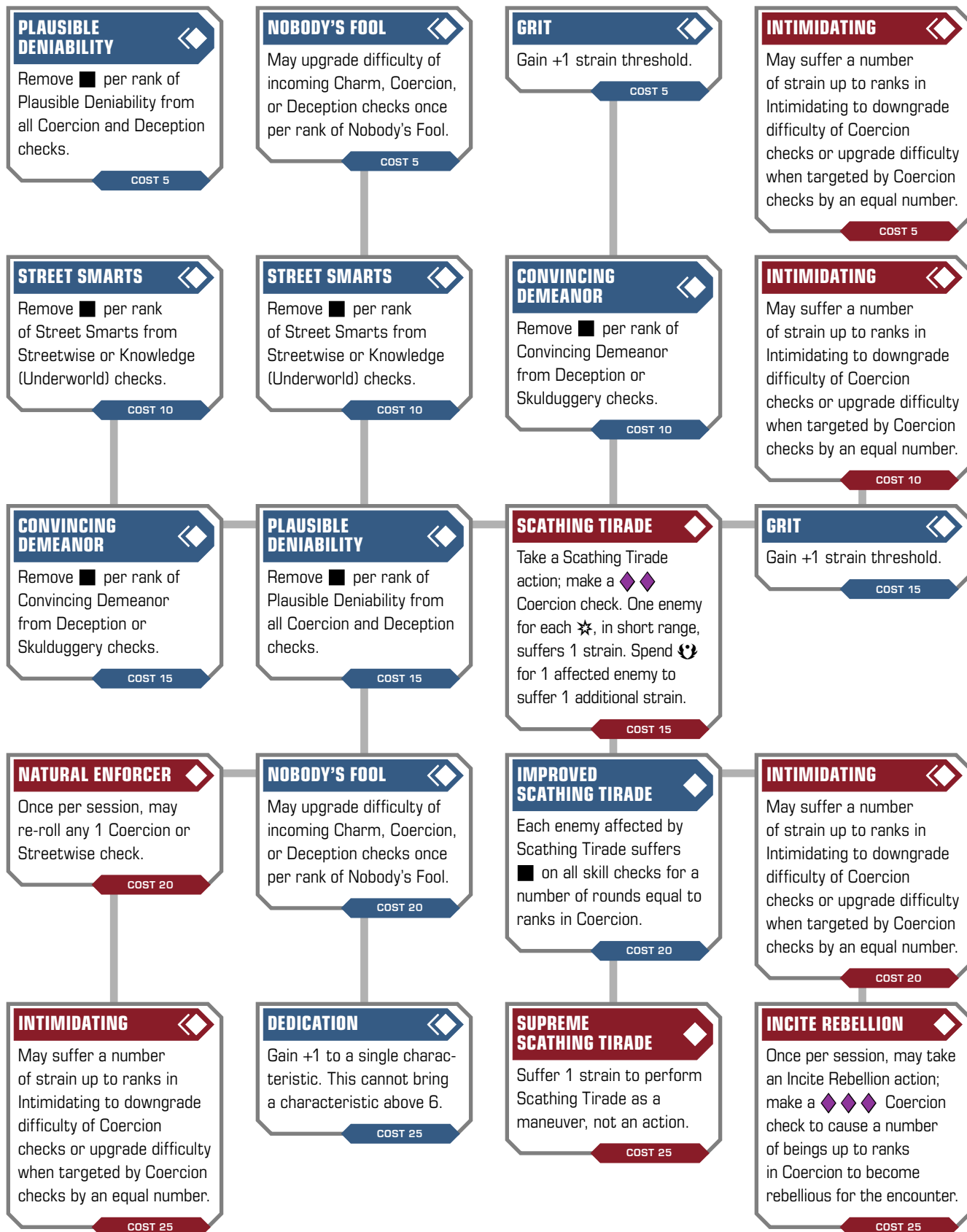


DIPLOMAT AGITATOR

ACTIVE 
PASSIVE 
RANKED 

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

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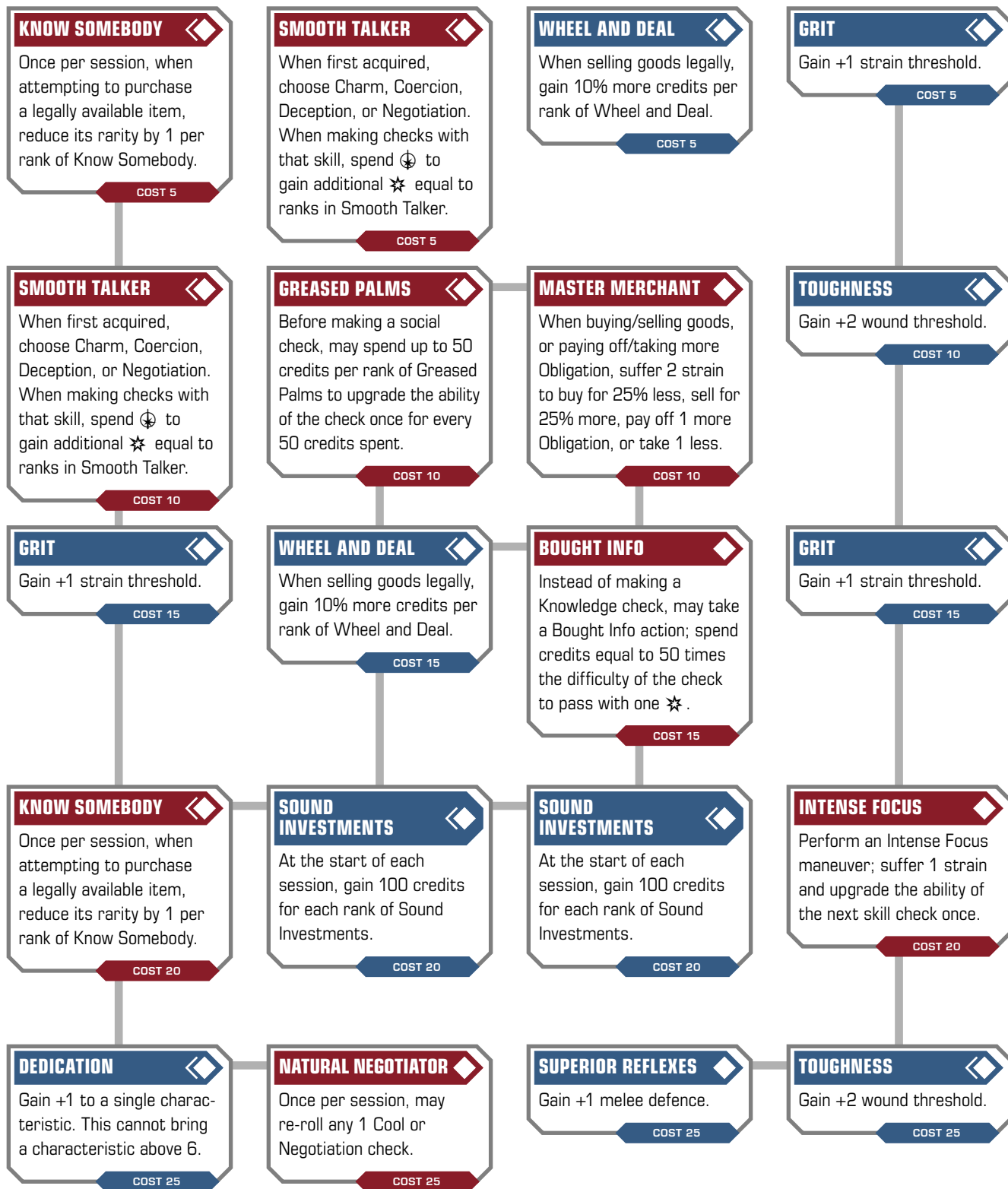


DIPLOMAT QUARTERMASTER

ACTIVE 
PASSIVE 
RANKED 

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


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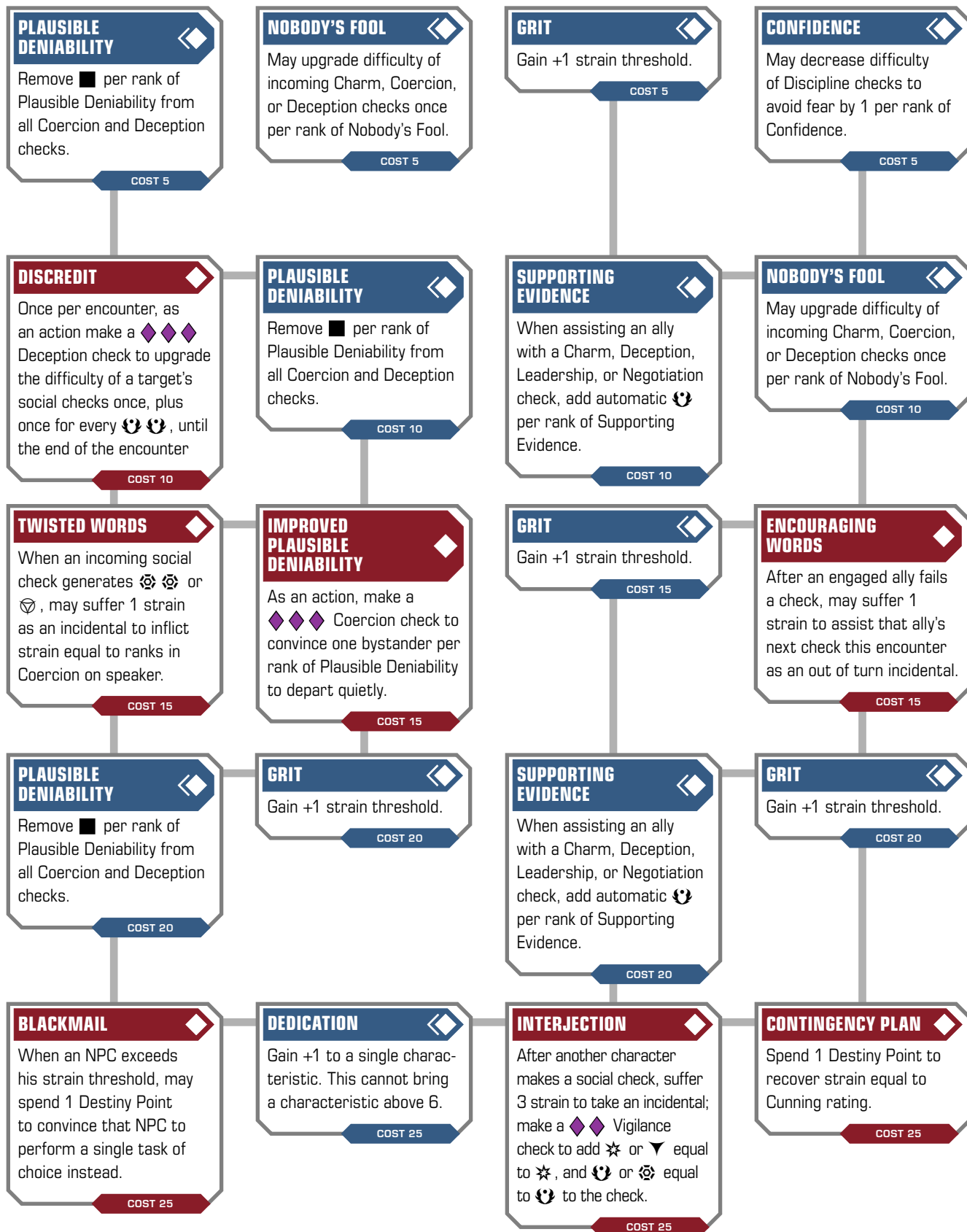


DIPLOMAT ADVOCATE

ACTIVE 
PASSIVE 
RANKED 

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


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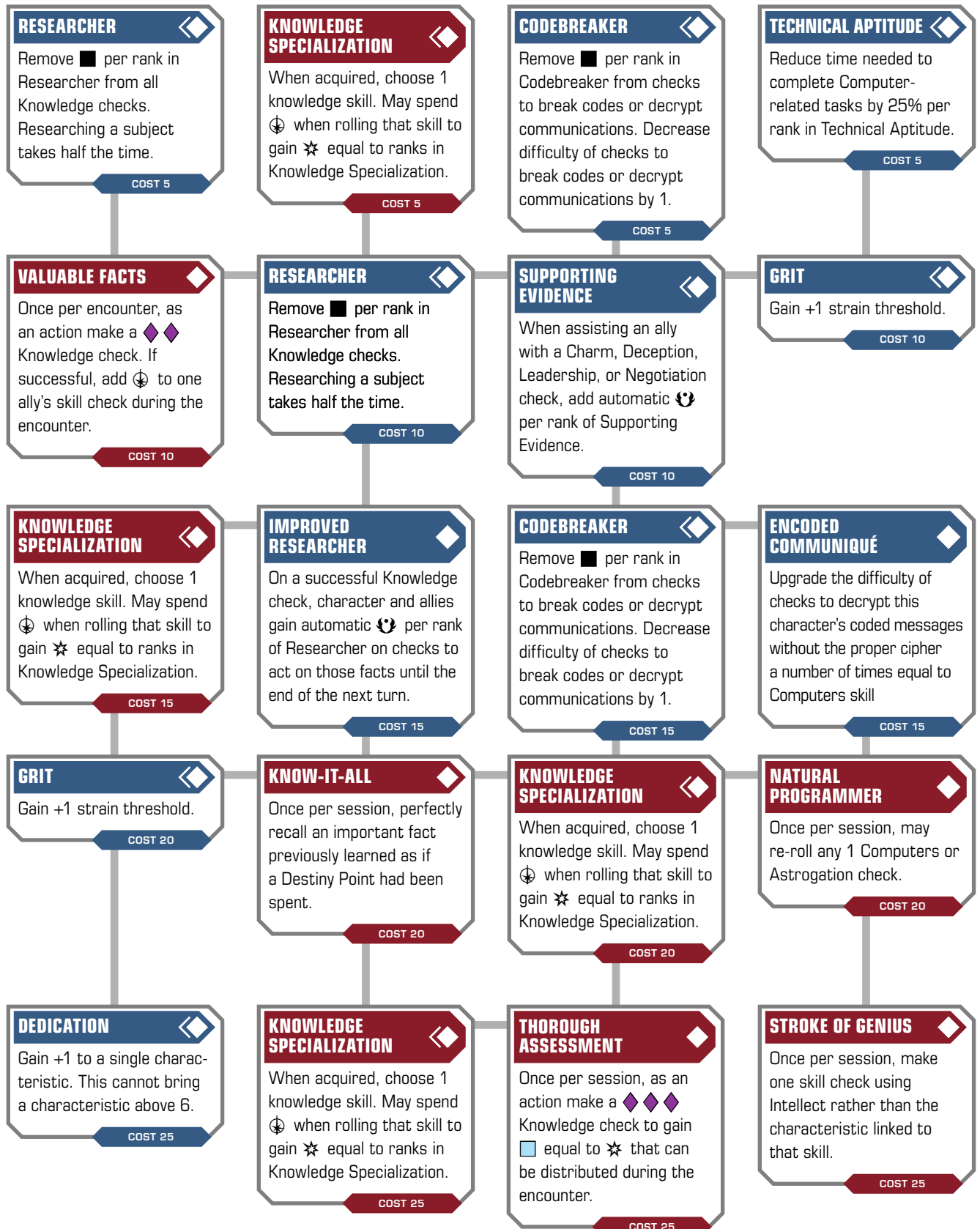


DIPLOMAT ANALYST

ACTIVE 
PASSIVE 
RANKED 

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

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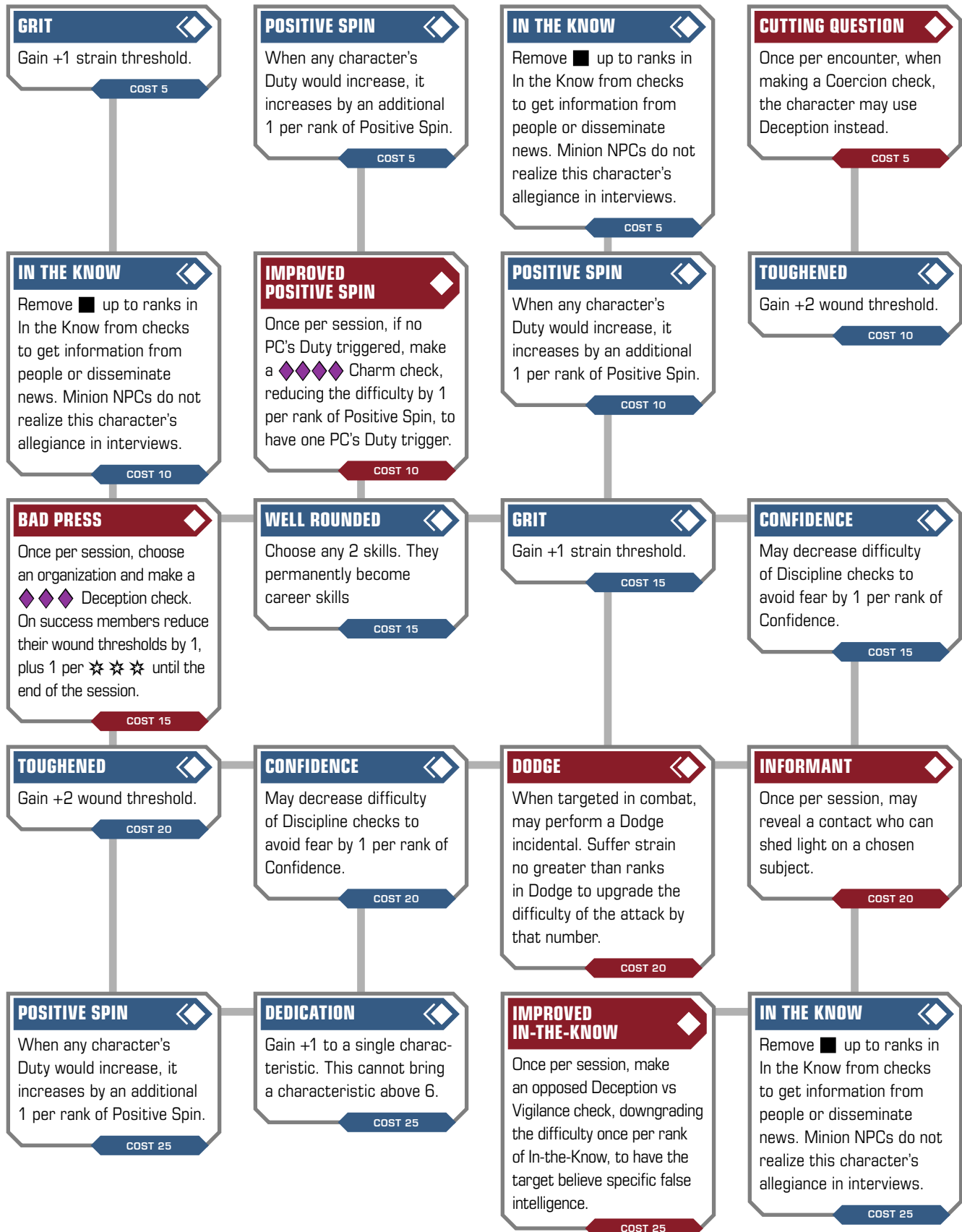


DIPLOMAT PROPAGANDIST

ACTIVE 
PASSIVE 
RANKED 

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

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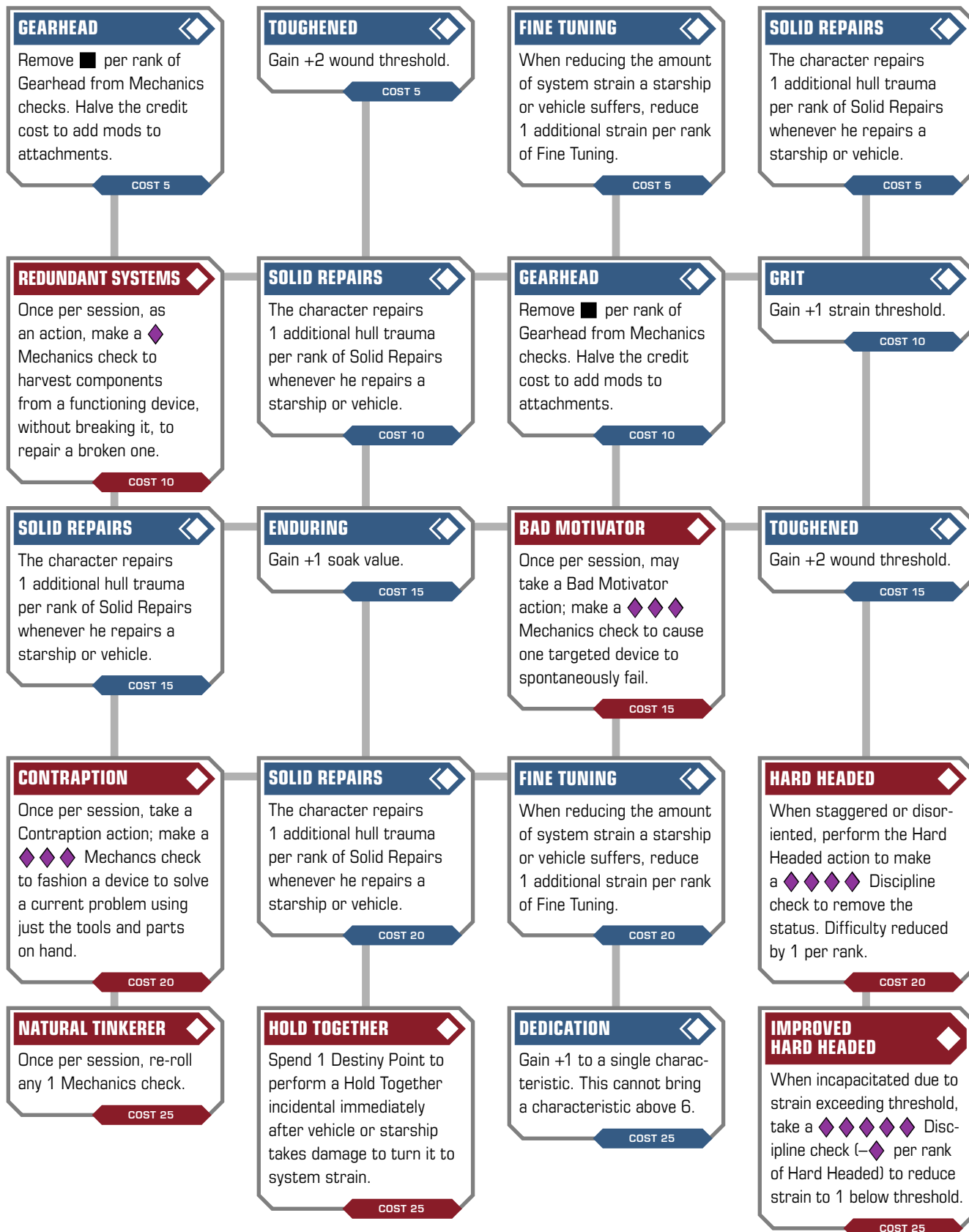


ENGINEER MECHANIC

ACTIVE 
PASSIVE 
RANKED 

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

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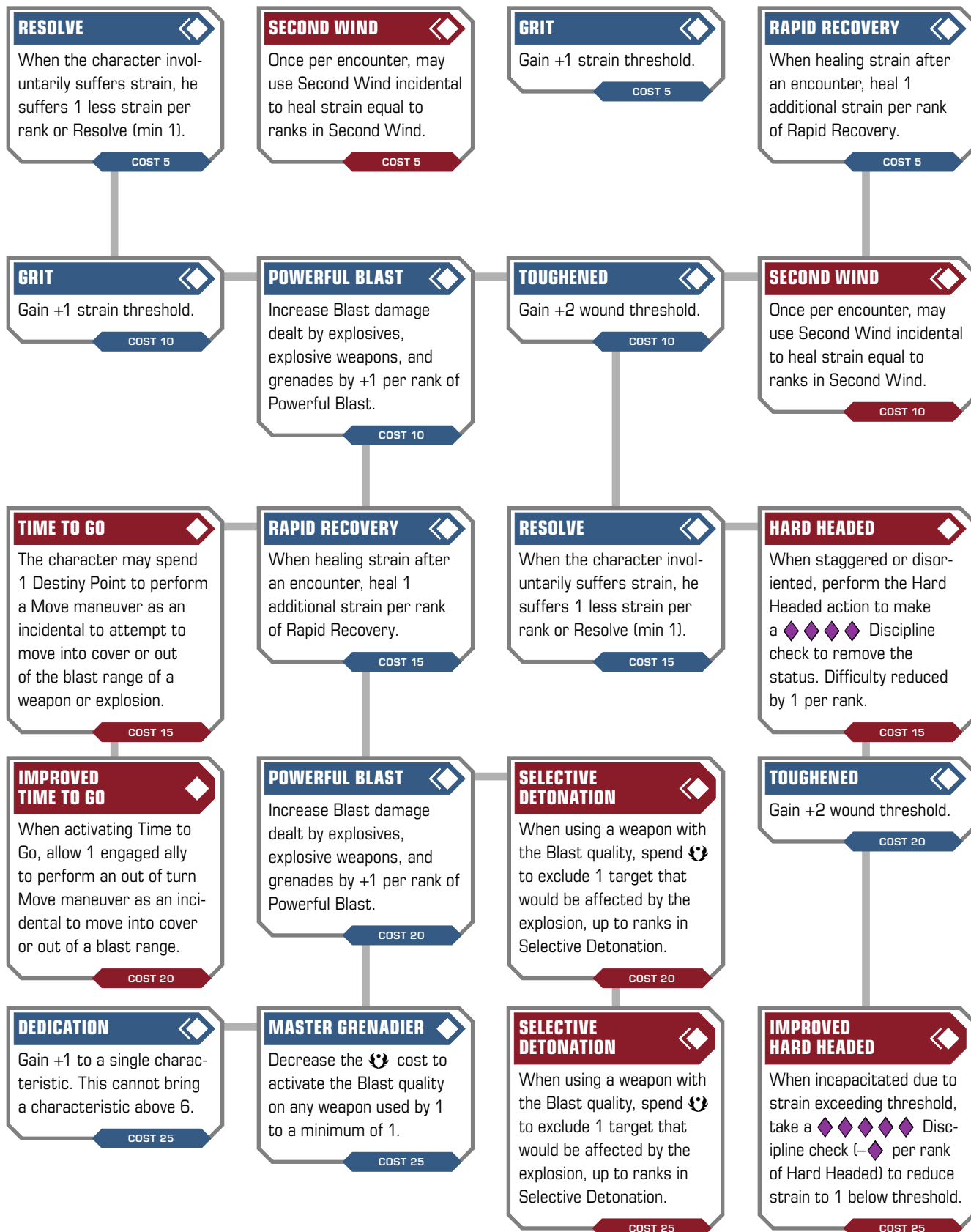


ENGINEER SABOTEUR

ACTIVE 
PASSIVE 
RANKED 

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

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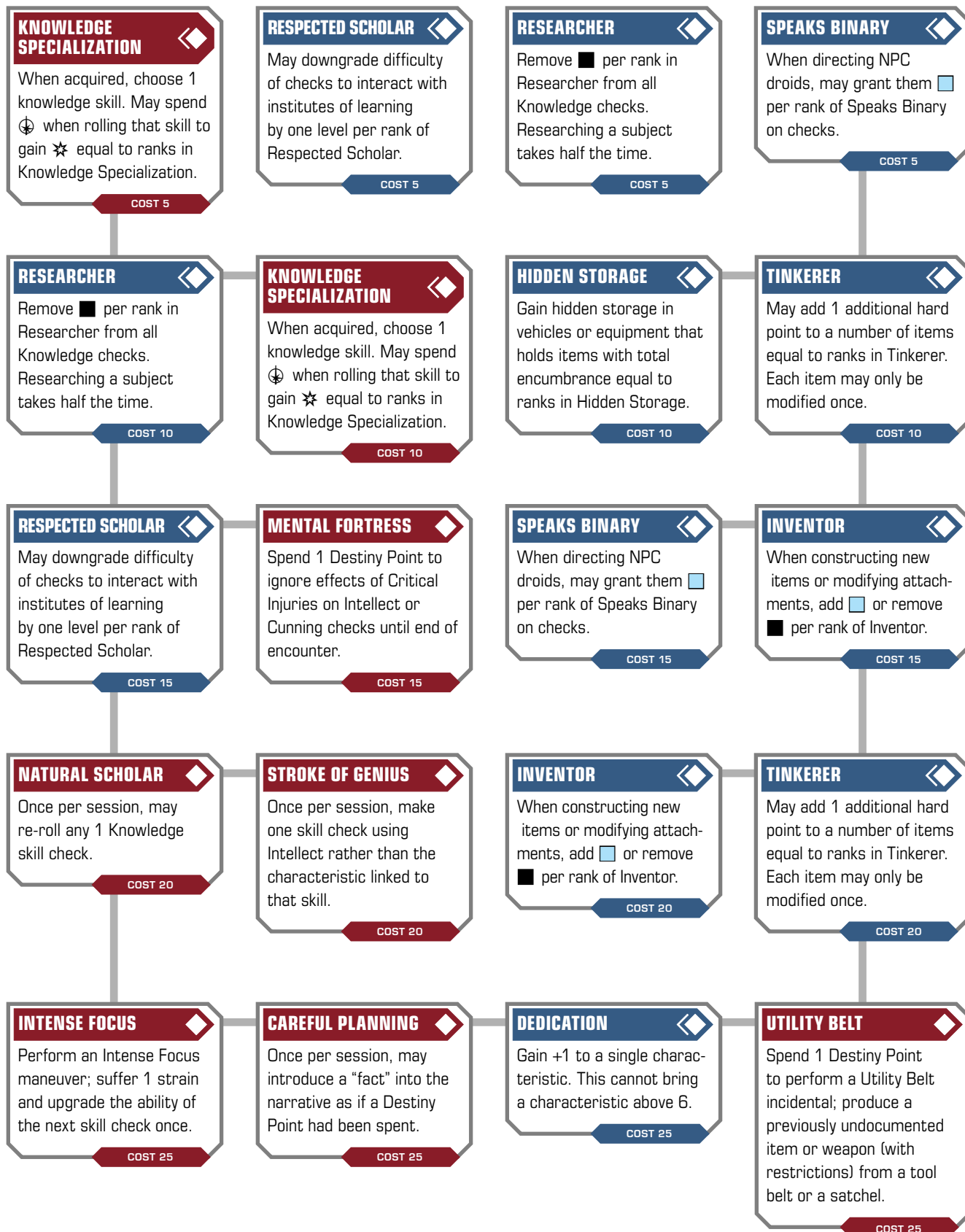


ENGINEER SCIENTIST

ACTIVE 
PASSIVE 
RANKED 

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

Find more handouts at BeggingForXP.com

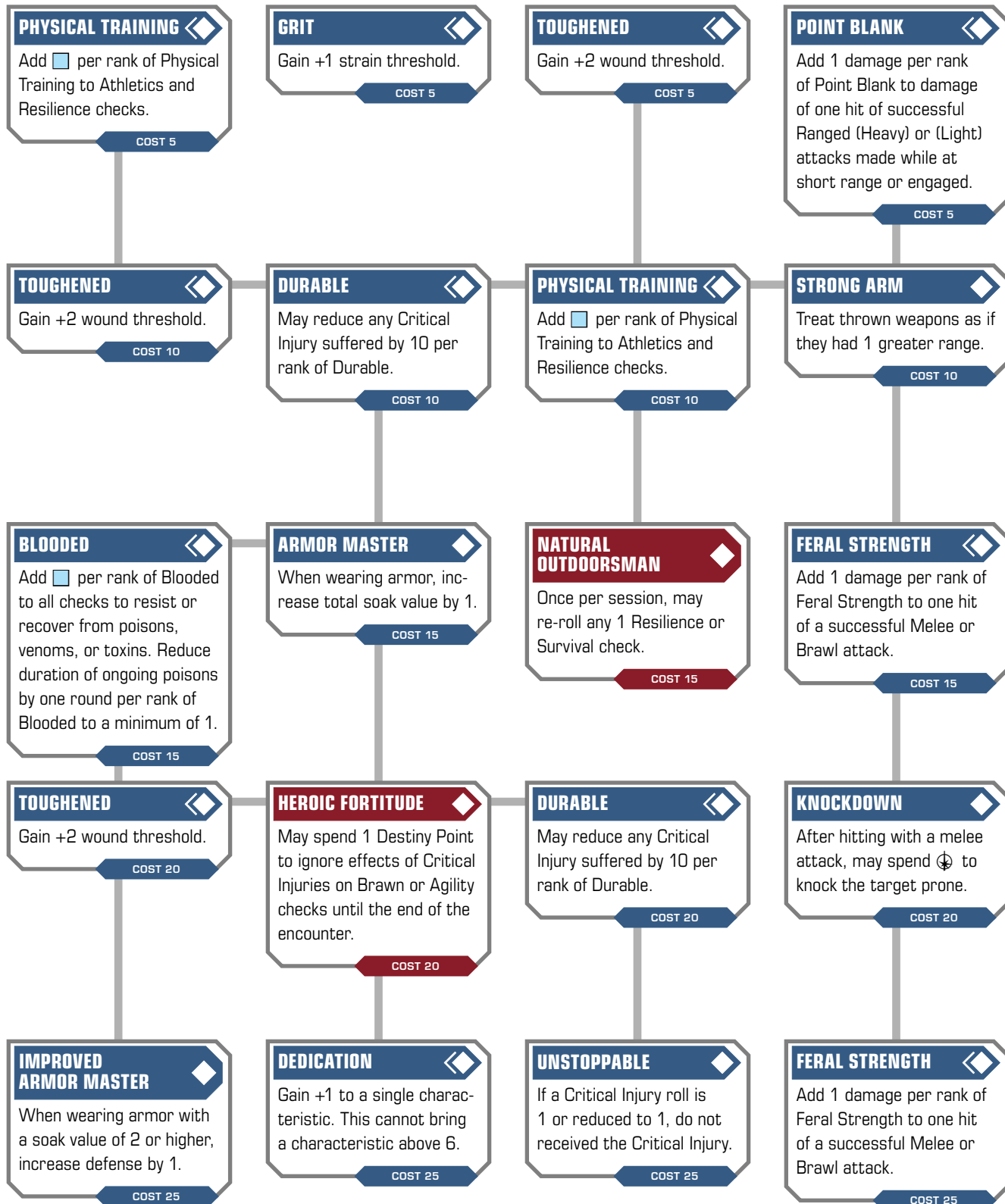


SOLDIER COMMANDO

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

ACTIVE 
PASSIVE 
RANKED 

Find more handouts at BeggingForXP.com 

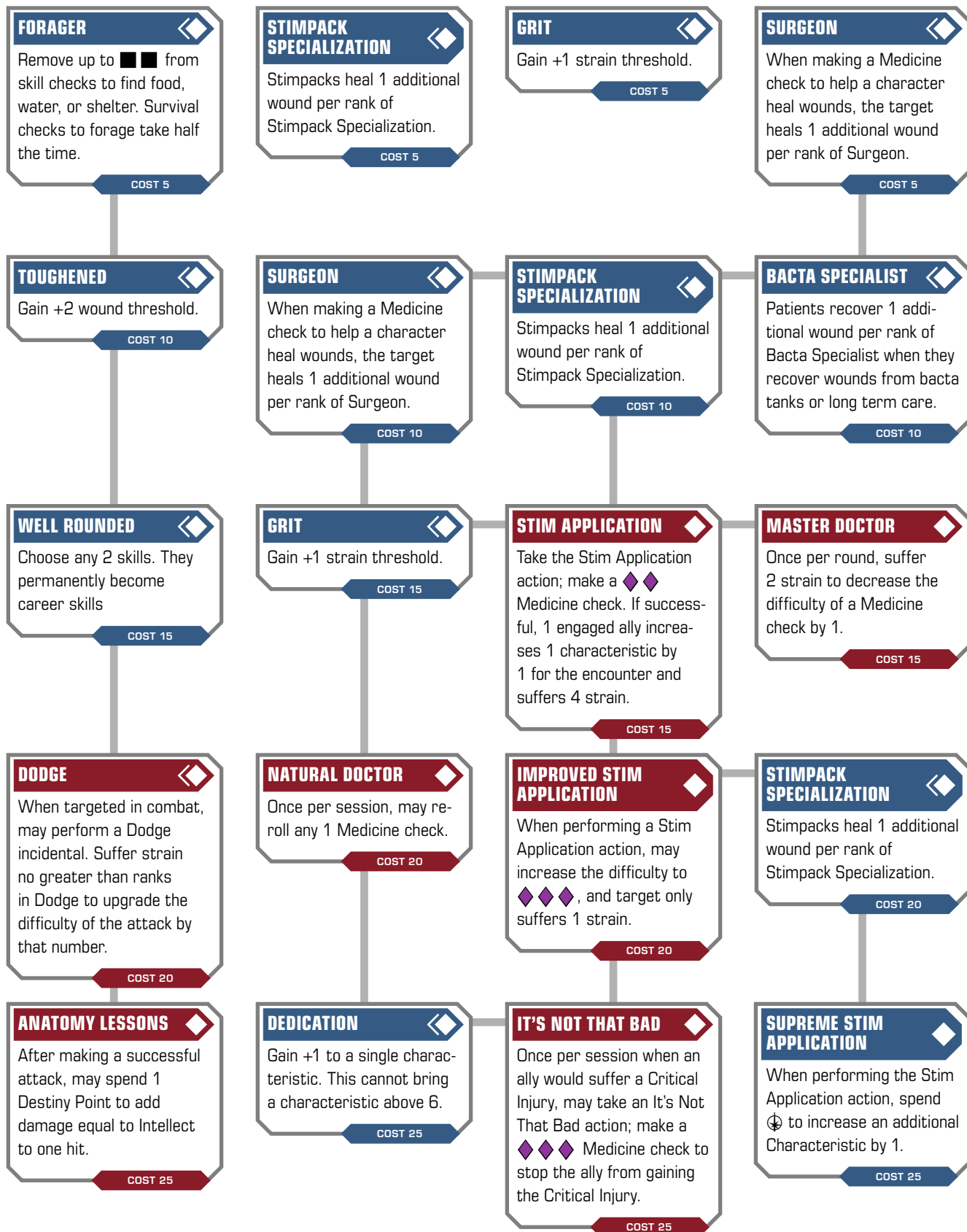


SOLDIER MEDIC

ACTIVE 
PASSIVE 
RANKED 

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

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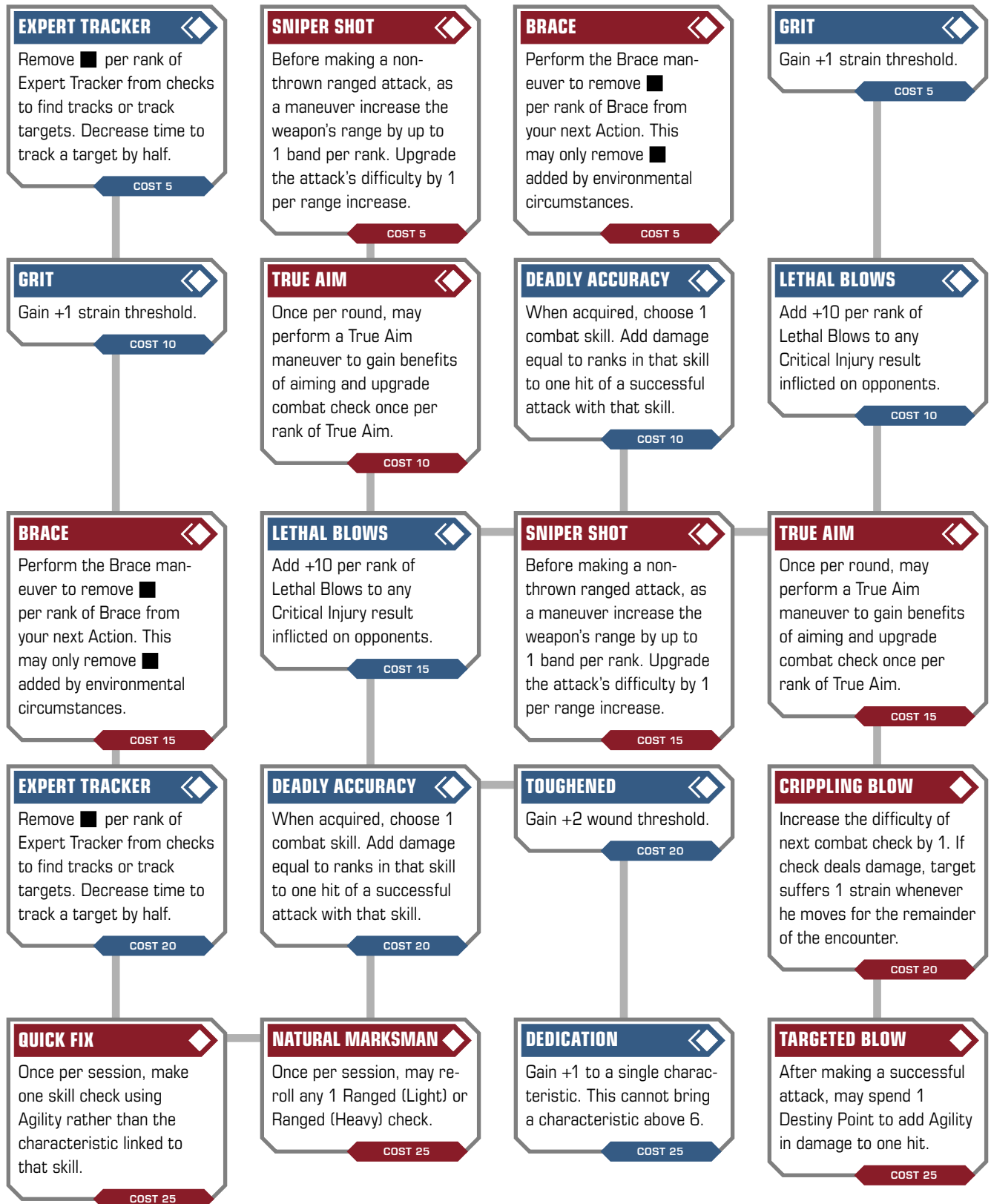
SOLDIER

SHARPSHOOTER

ACTIVE 
PASSIVE 
RANKED 

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

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SPY INFILTRATOR

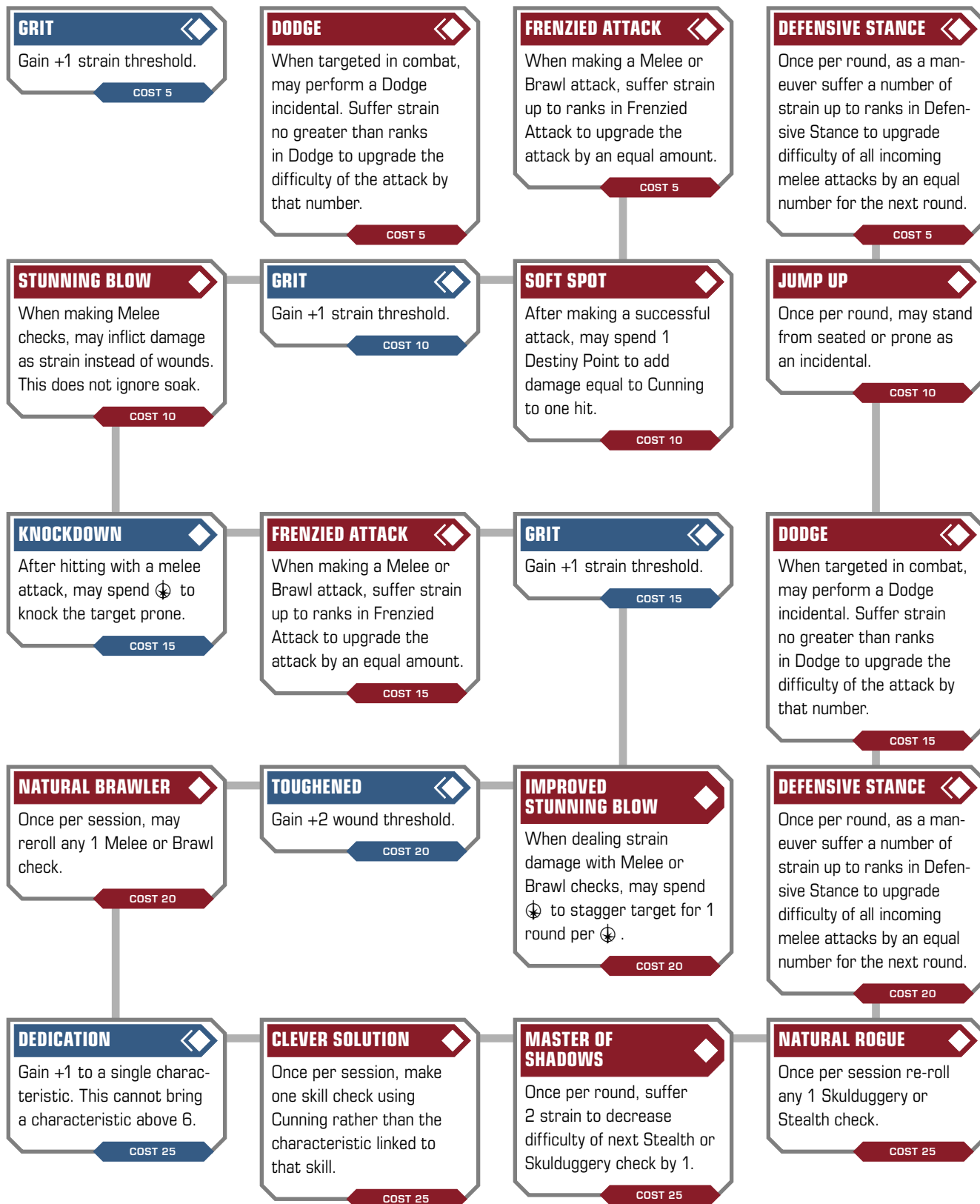
Spec Bonus Career Skills: **Deception, Melee, Skulduggery, Streetwise**

ACTIVE 

PASSIVE 

RANKED 


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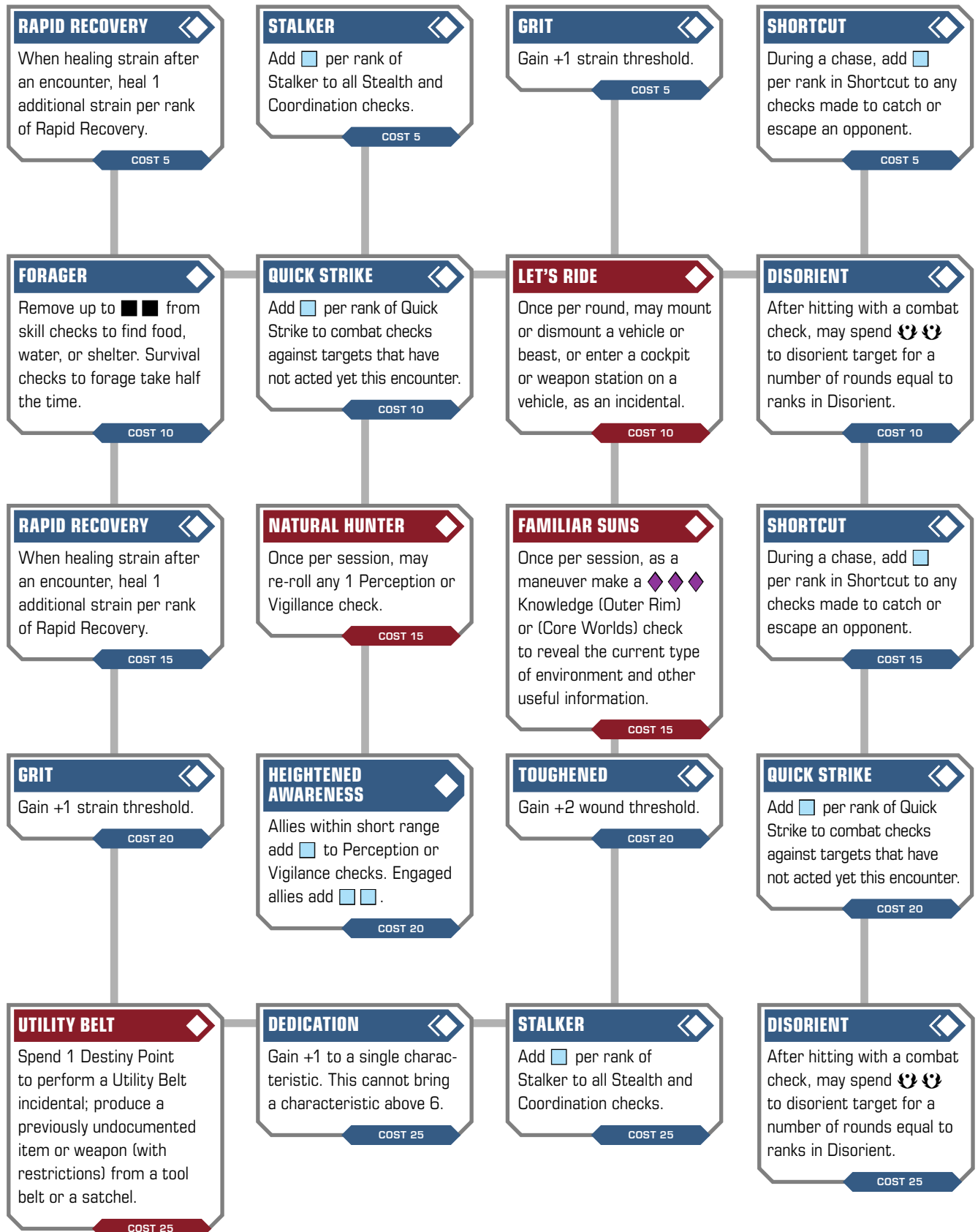


SPY SCOUT

ACTIVE 
PASSIVE 
RANKED 

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


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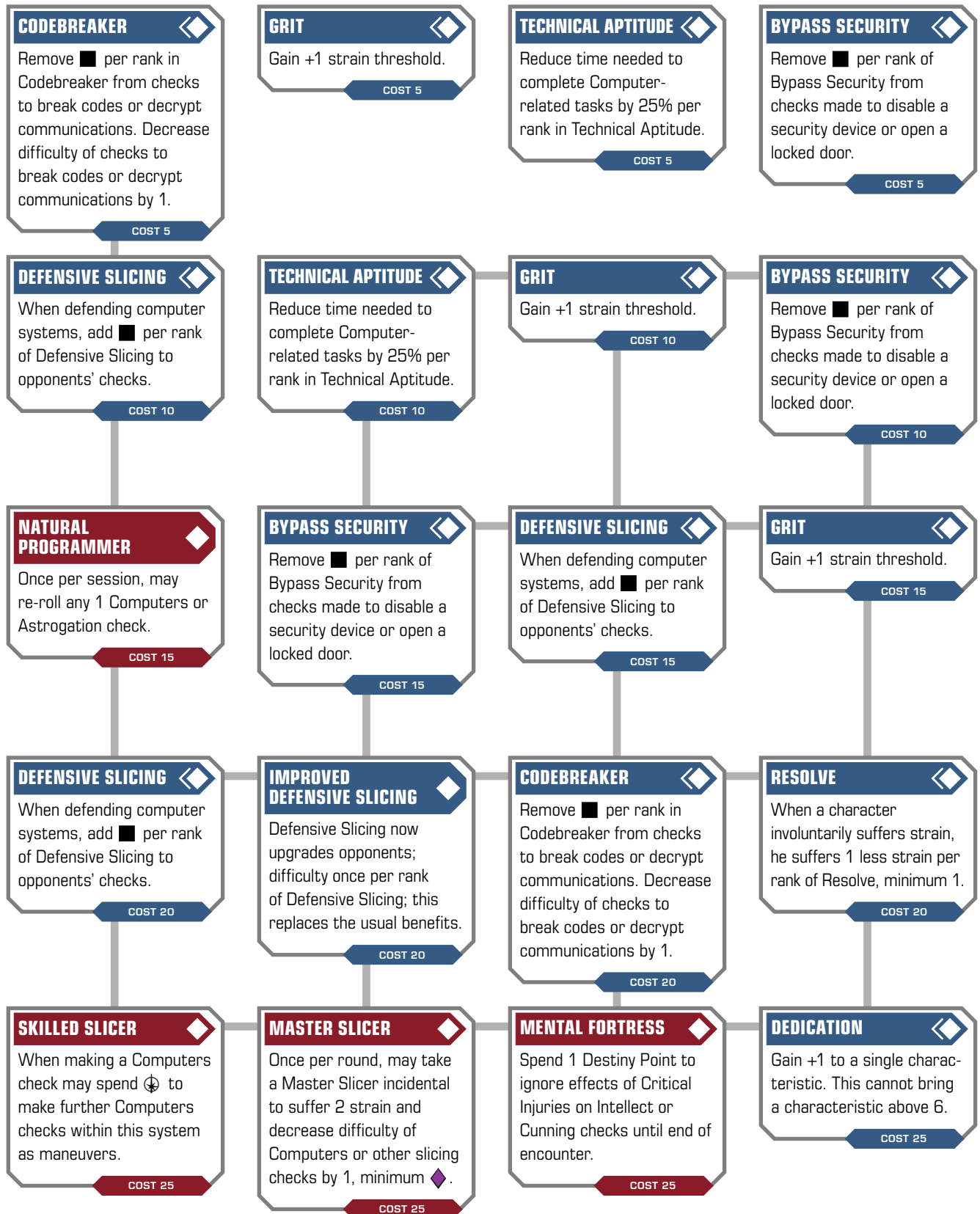


SPY SLICER

ACTIVE 
PASSIVE 
RANKED 

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

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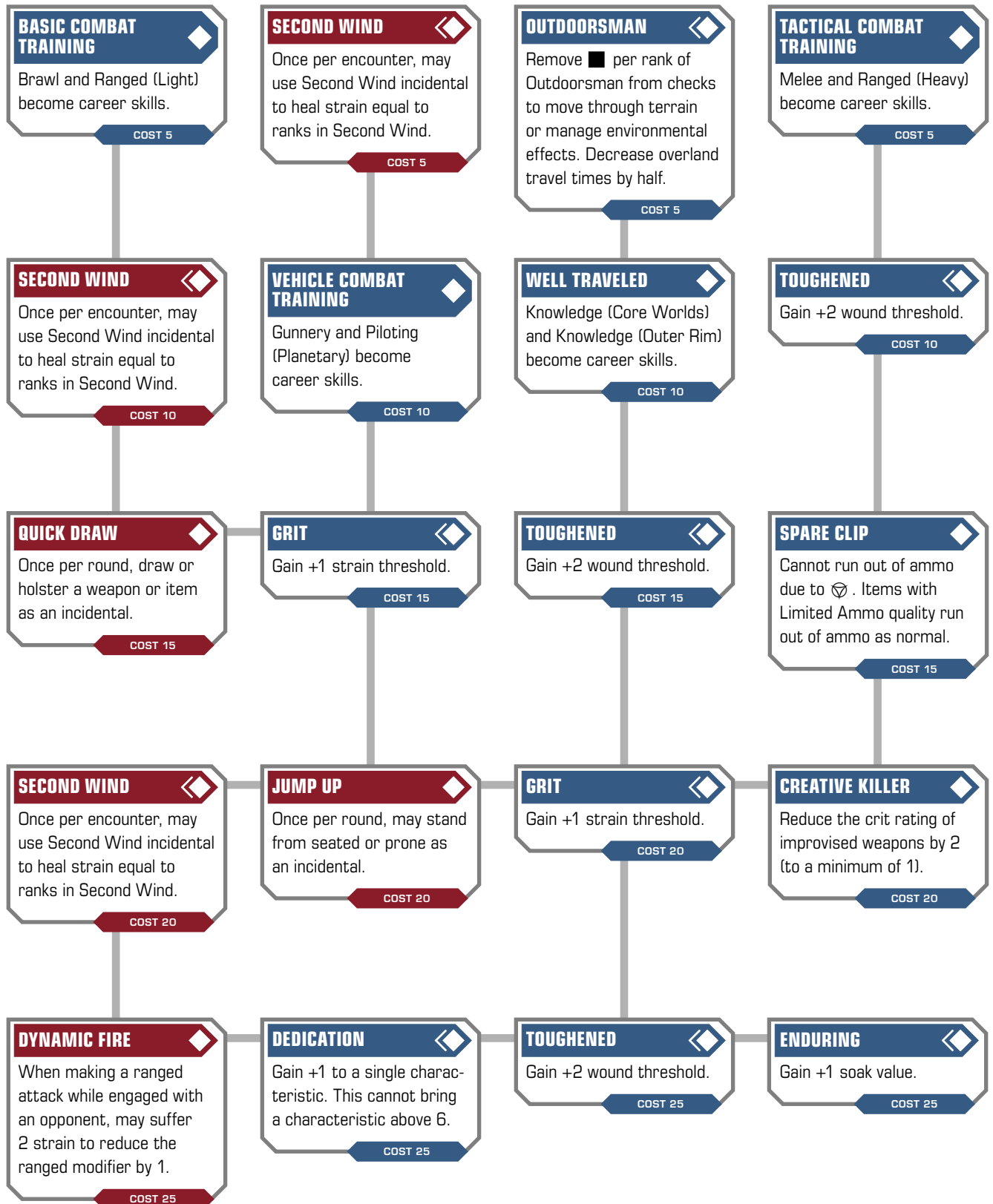


UNIVERSAL RECRUIT

ACTIVE 
PASSIVE 
RANKED 

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

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UNIVERSAL FORCE-SENSITIVE EMERGENT


ACTIVE 

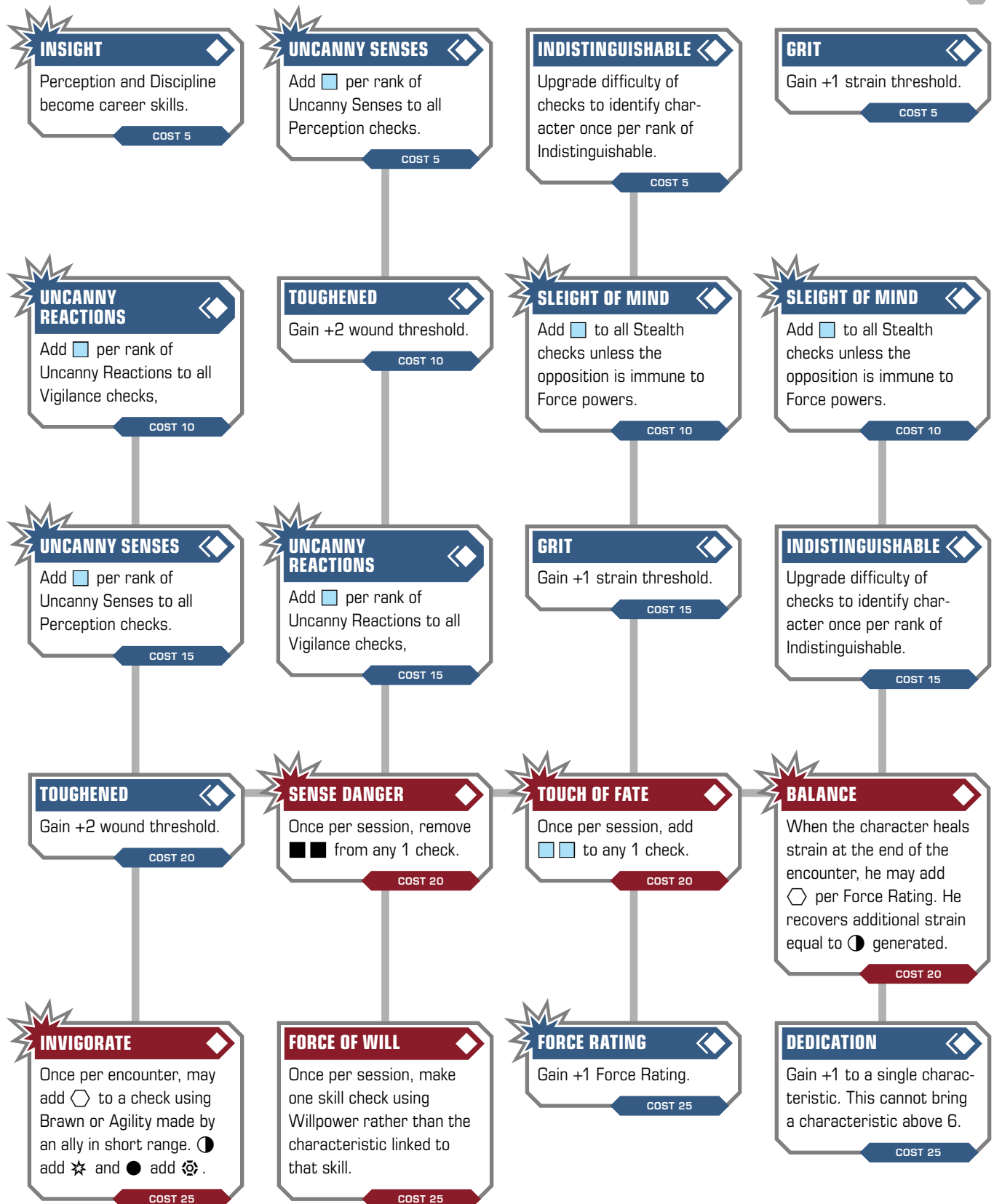
PASSIVE 

RANKED 

FORCE TALENT 

Gain: **Force Rating 1**

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FORCE POWER MOVE

RANKED 

Prerequisites: **Force Rating 1+**

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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+**

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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 ☹. 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 ☹. 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+**

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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.

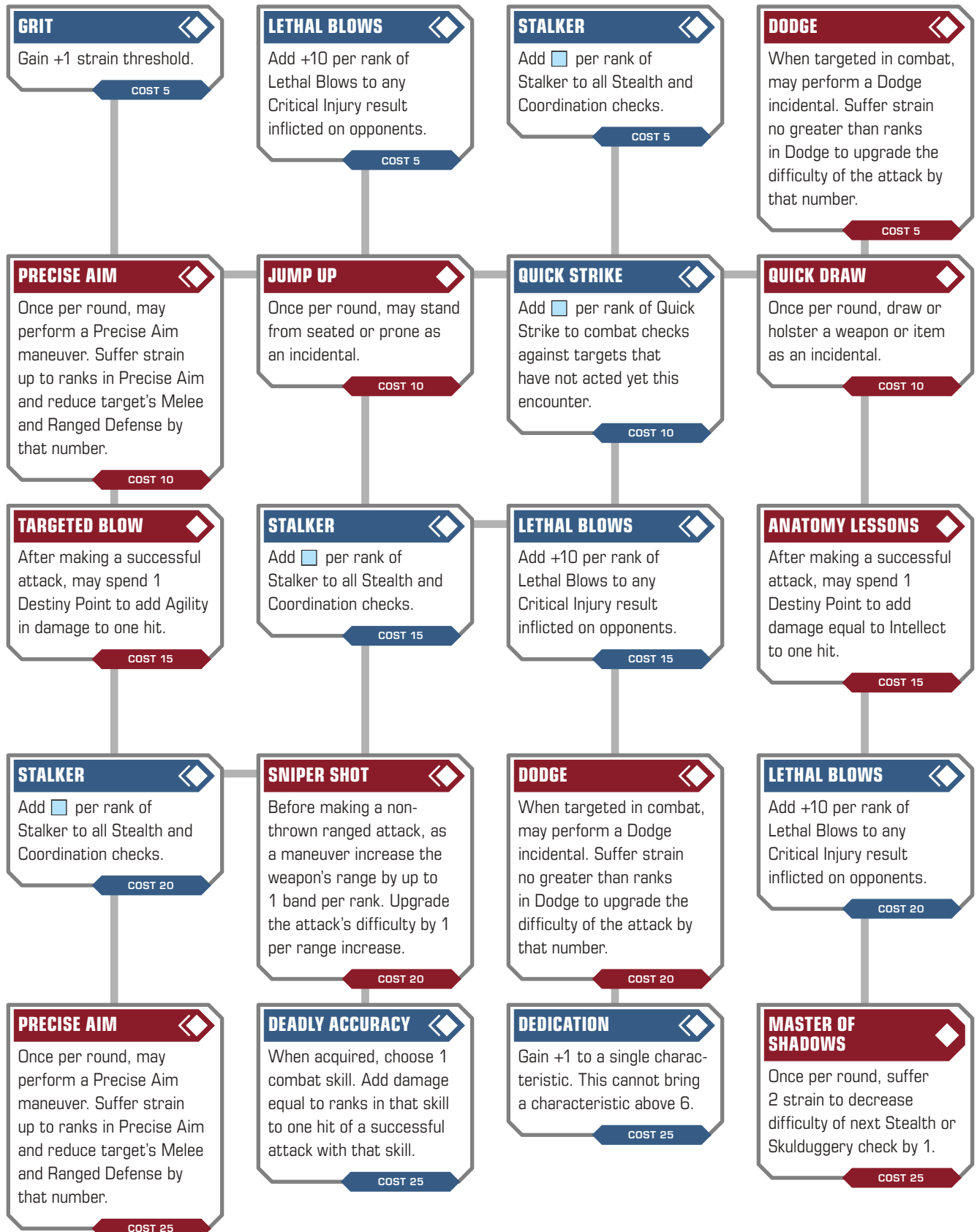
COST 5

BOUNTY HUNTER ASSASSIN

ACTIVE 
PASSIVE 
RANKED 

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

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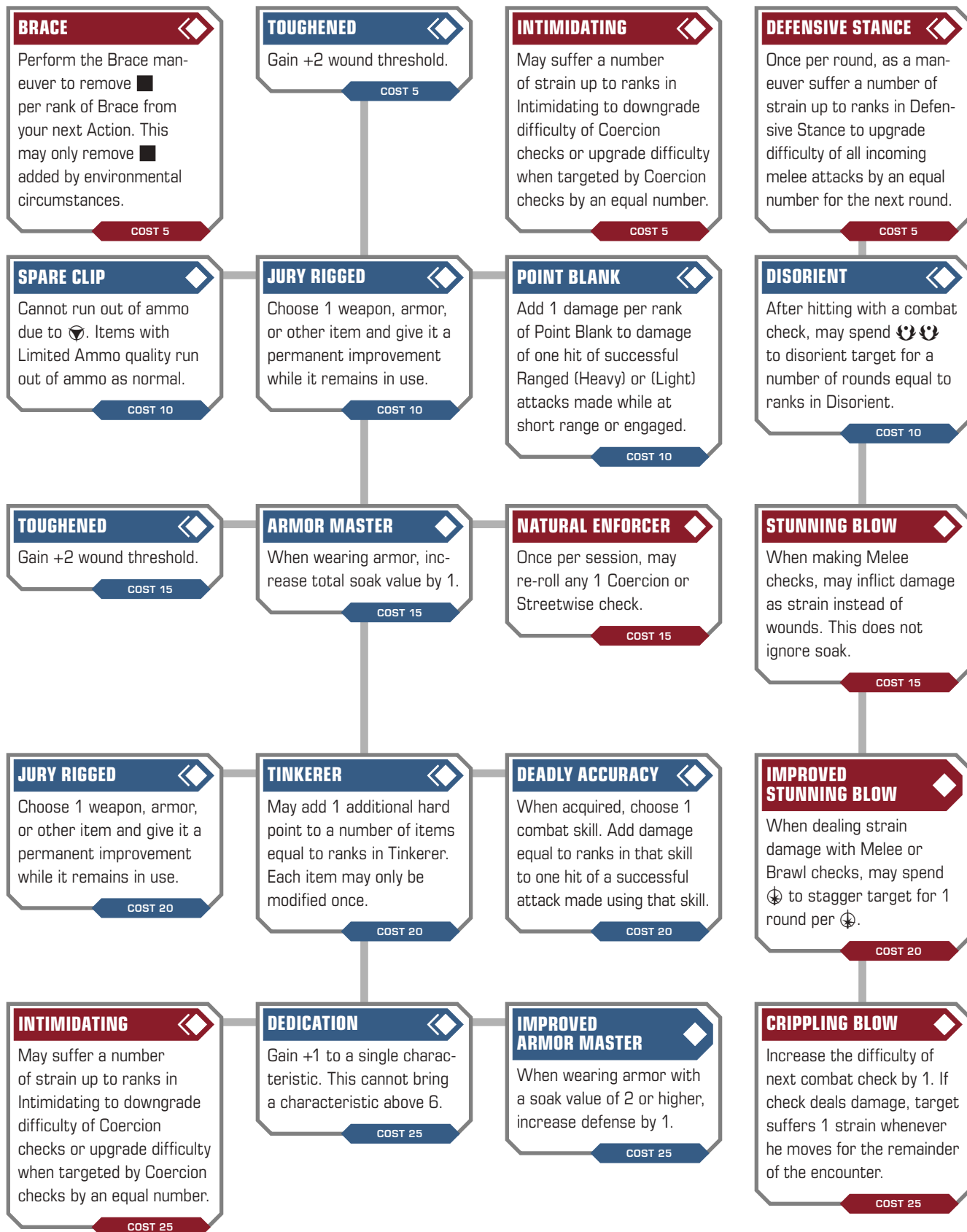


BOUNTY HUNTER GADGETEER

ACTIVE 
PASSIVE 
RANKED 

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

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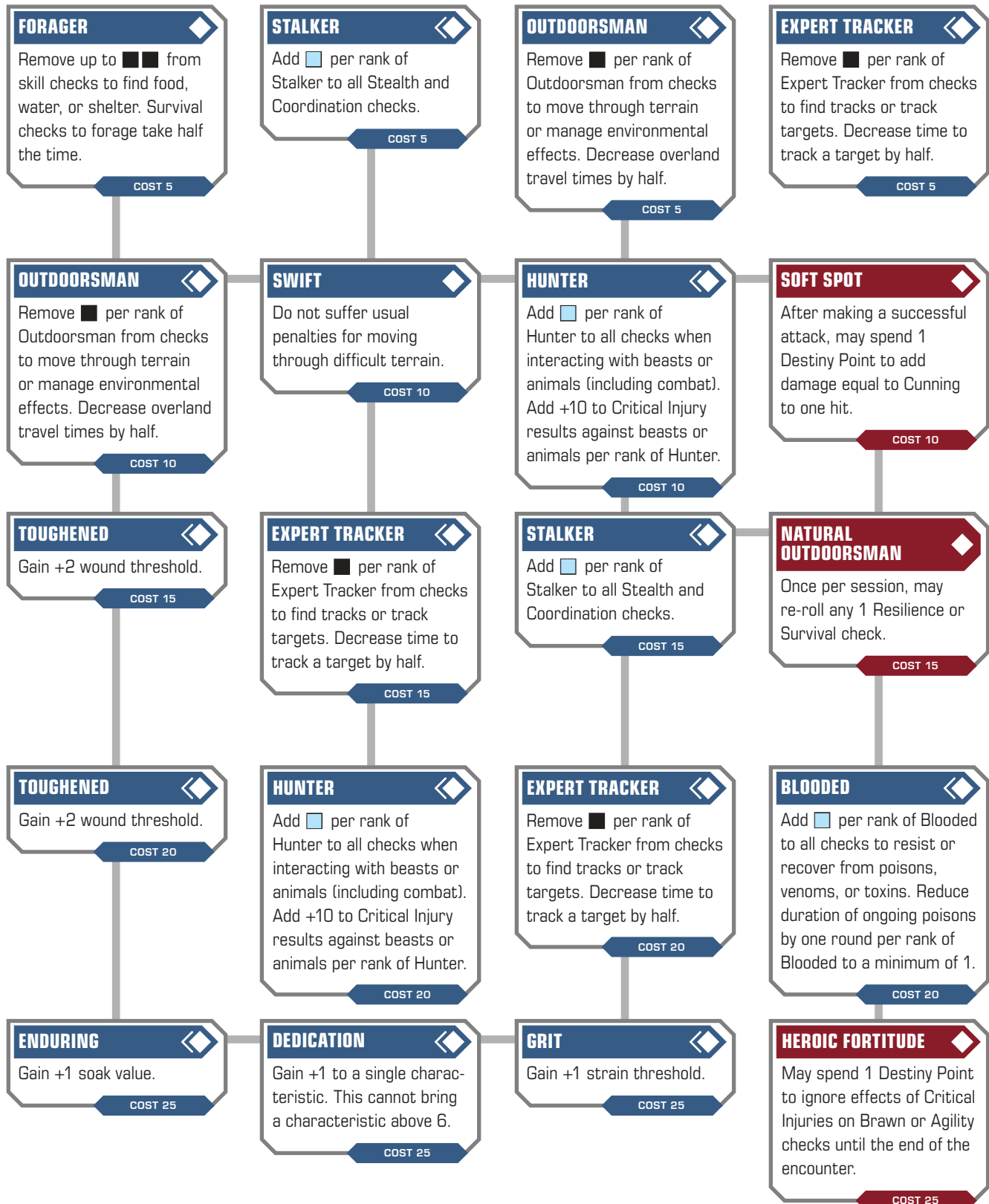
BOUNTY HUNTER SURVIVALIST

ACTIVE 
PASSIVE 
RANKED 

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

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XP



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 .

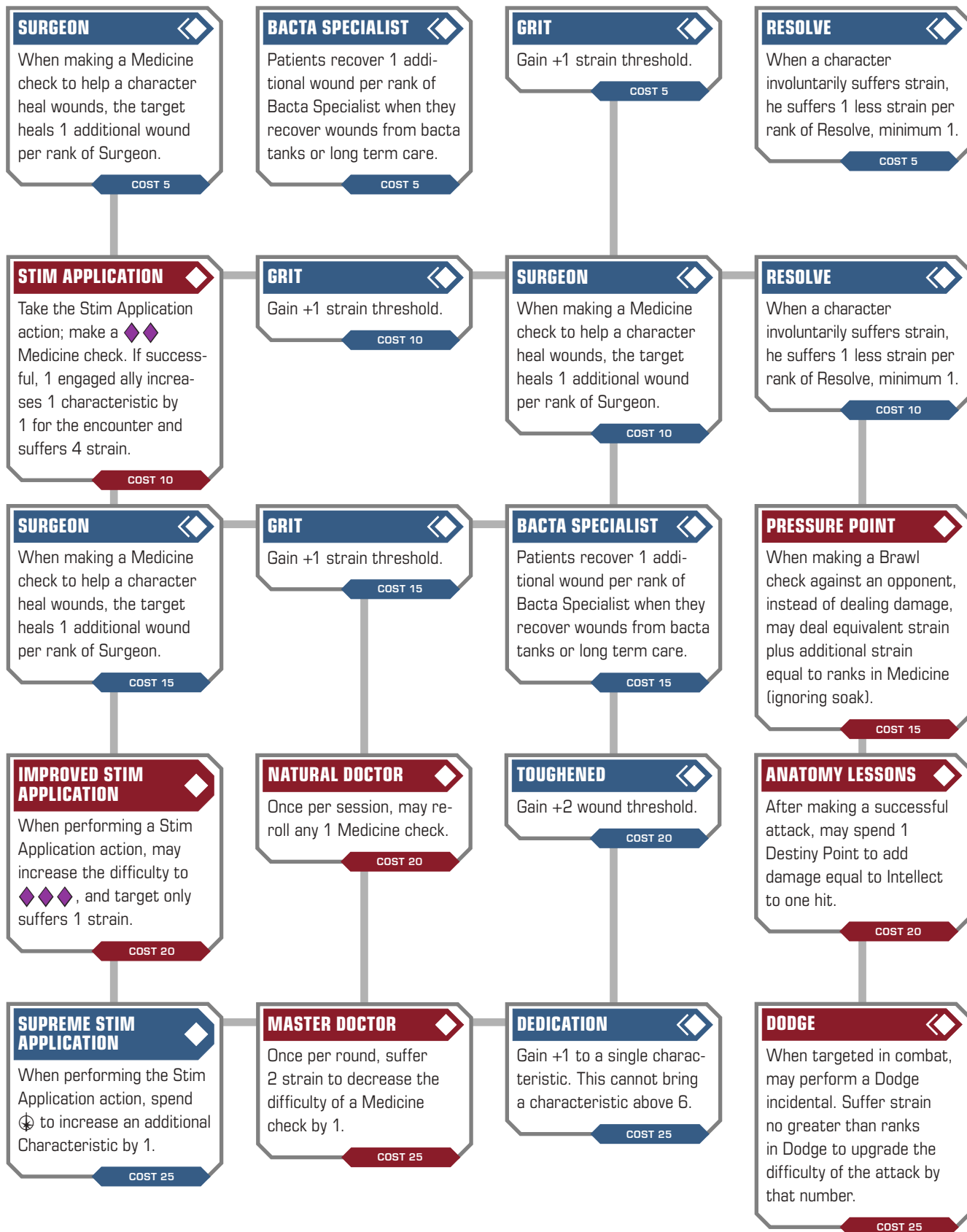
COST 15

COLONIST DOCTOR

ACTIVE 
PASSIVE 
RANKED 

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

Find more handouts at BeggingForXP.com 

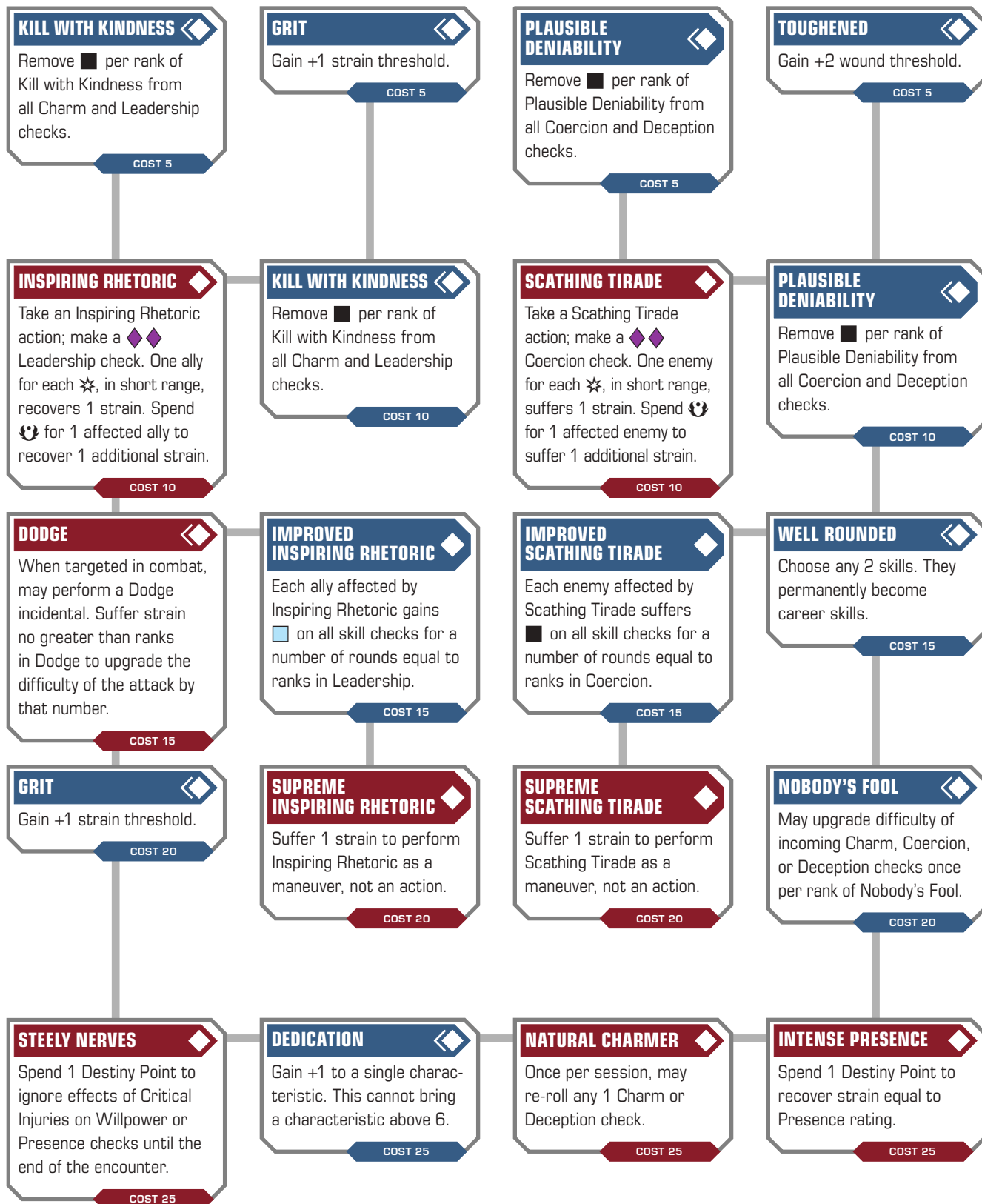


COLONIST POLITICO

ACTIVE 
PASSIVE 
RANKED 

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

Find more handouts at BeggingForXP.com 

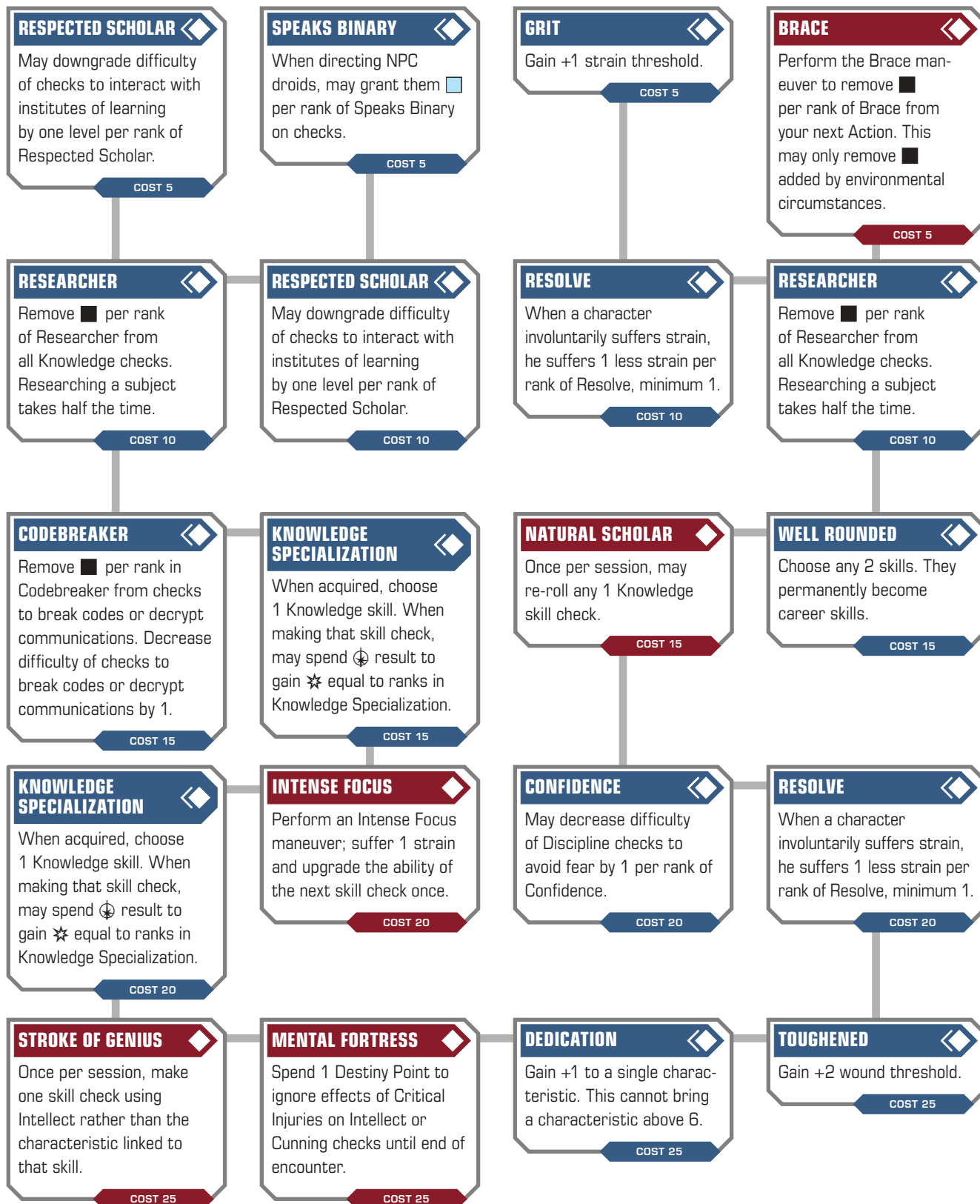


COLONIST SCHOLAR

ACTIVE 
PASSIVE 
RANKED 

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

Find more handouts at BeggingForXP.com

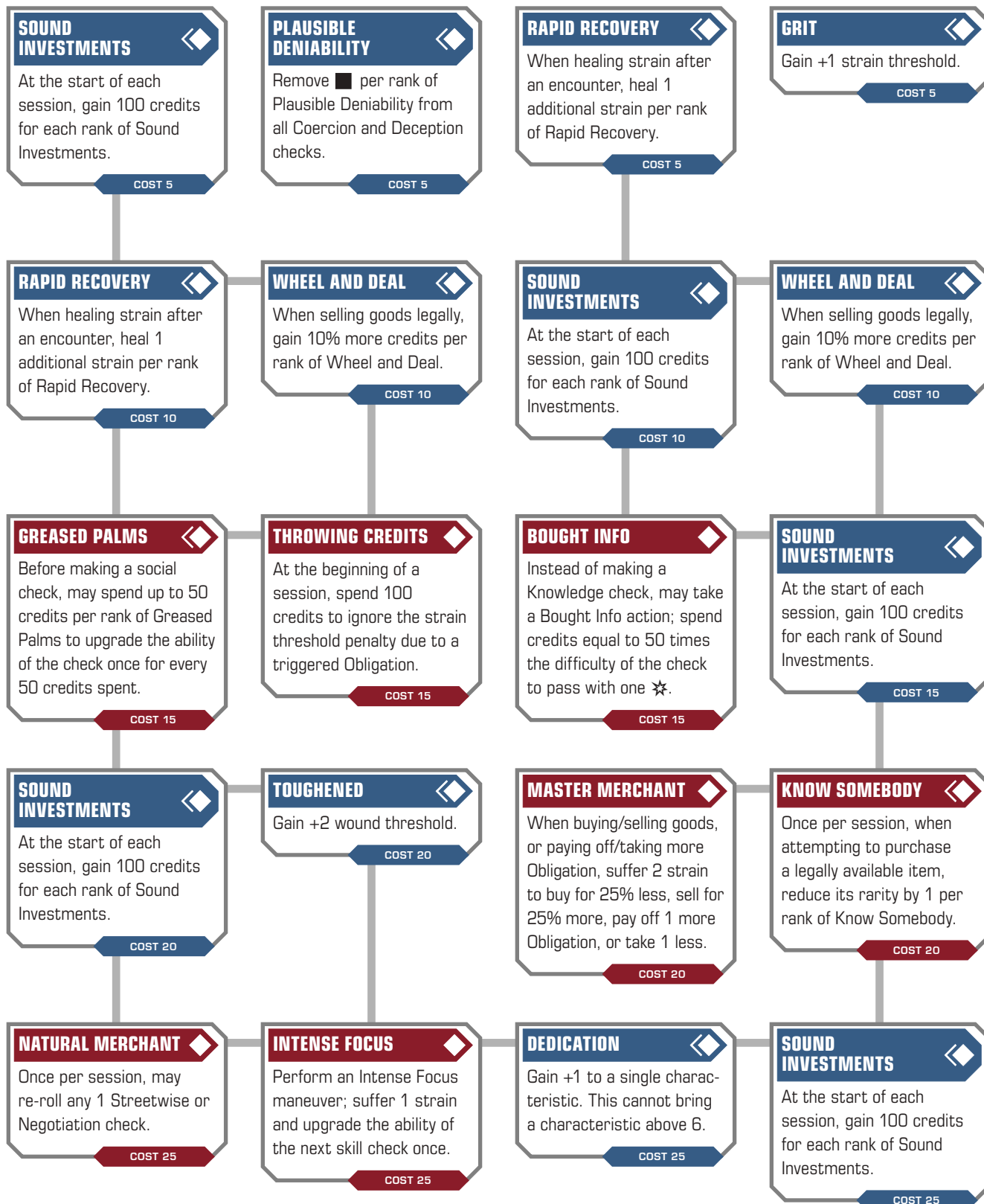


COLONIST ENTREPRENEUR

ACTIVE 
PASSIVE 
RANKED 

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

Find more handouts at BeggingForXP.com

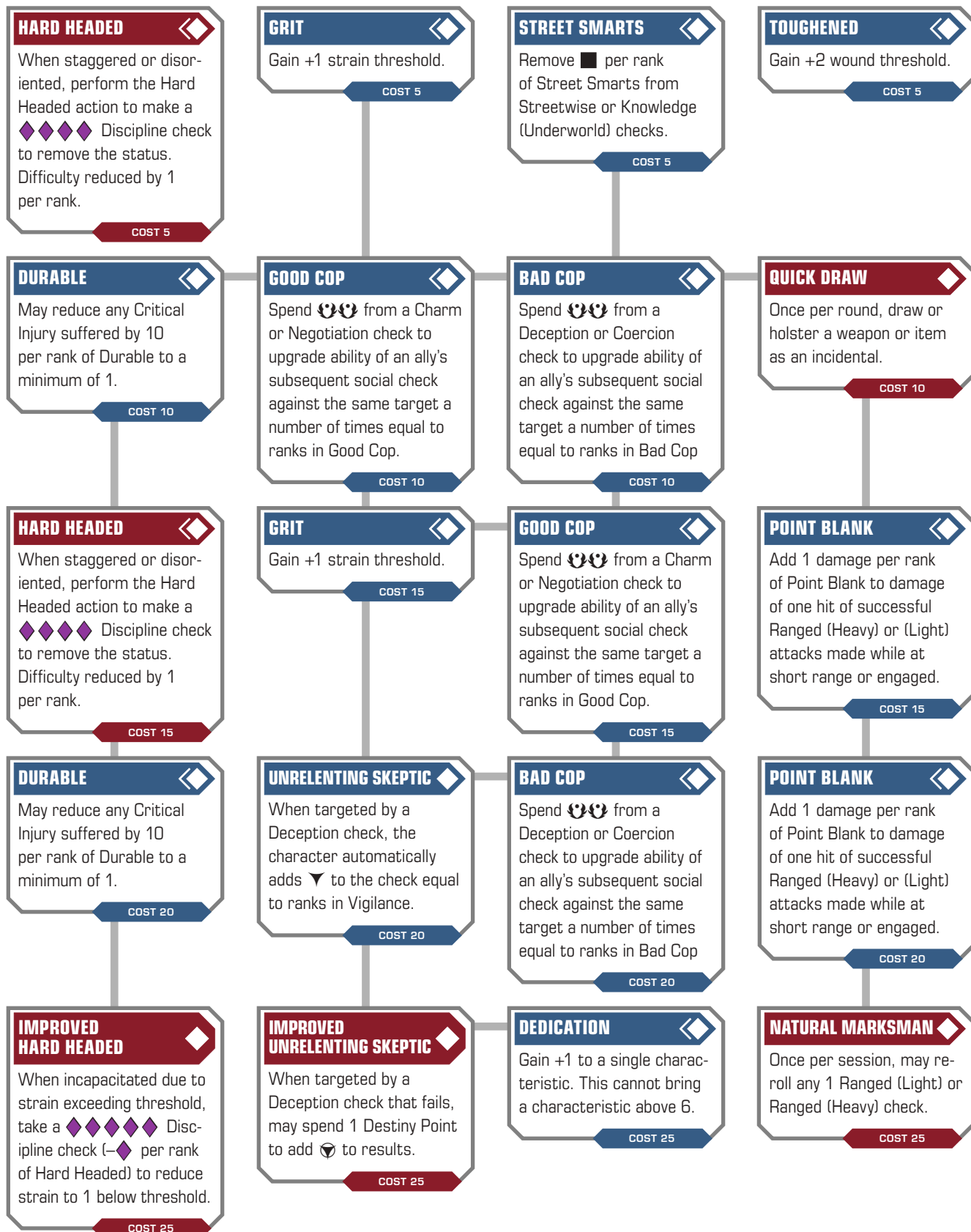


COLONIST MARSHAL

ACTIVE 
PASSIVE 
RANKED 

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

Find more handouts at BeggingForXP.com

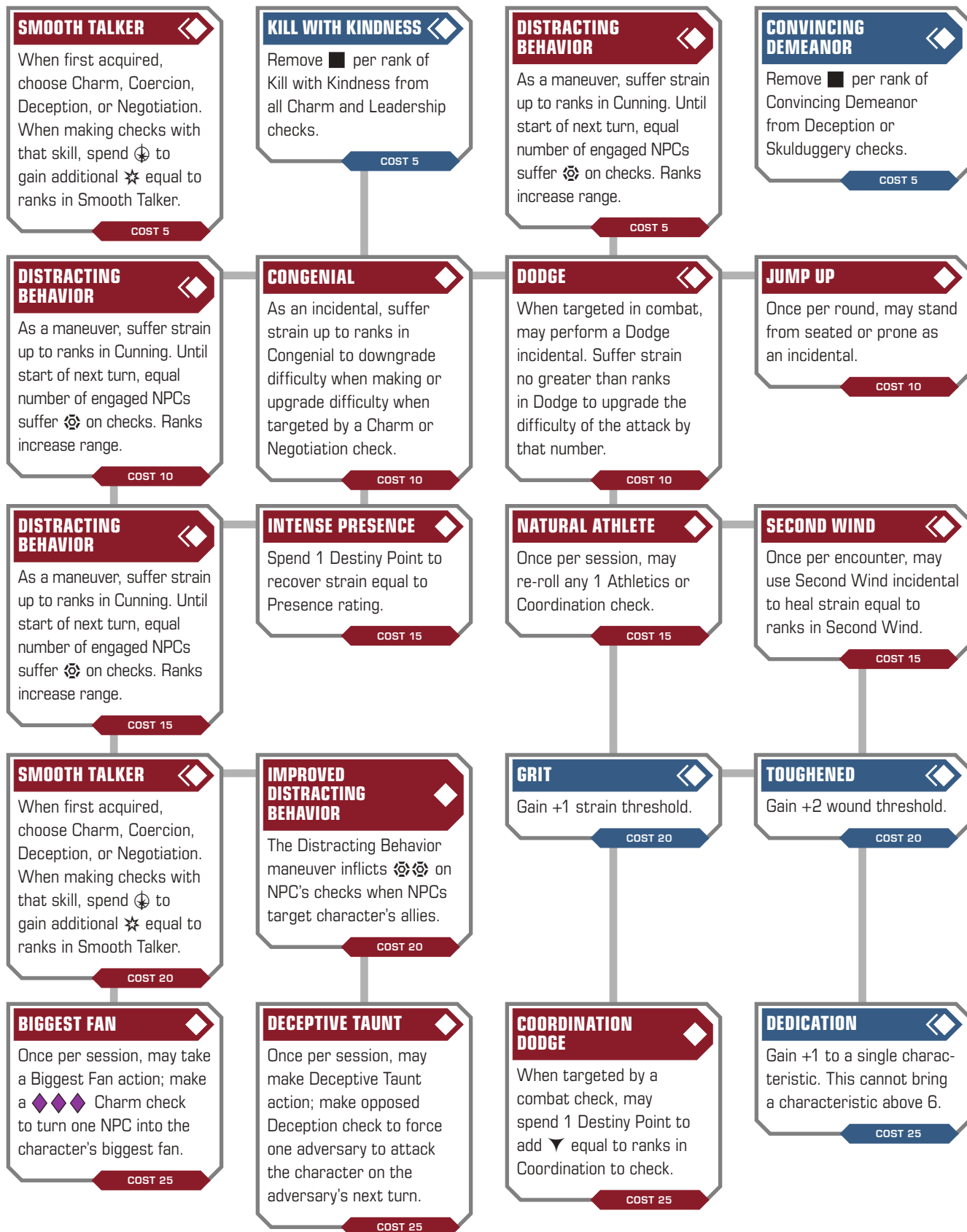


COLONIST PERFORMER

ACTIVE 
PASSIVE 
RANKED 

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

Find more handouts at BeggingForXP.com



CAREER EXPLORER

BASE ABILITY 

UPGRADE 



RANKED 

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

Find more handouts at BeggingForXP.com




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.

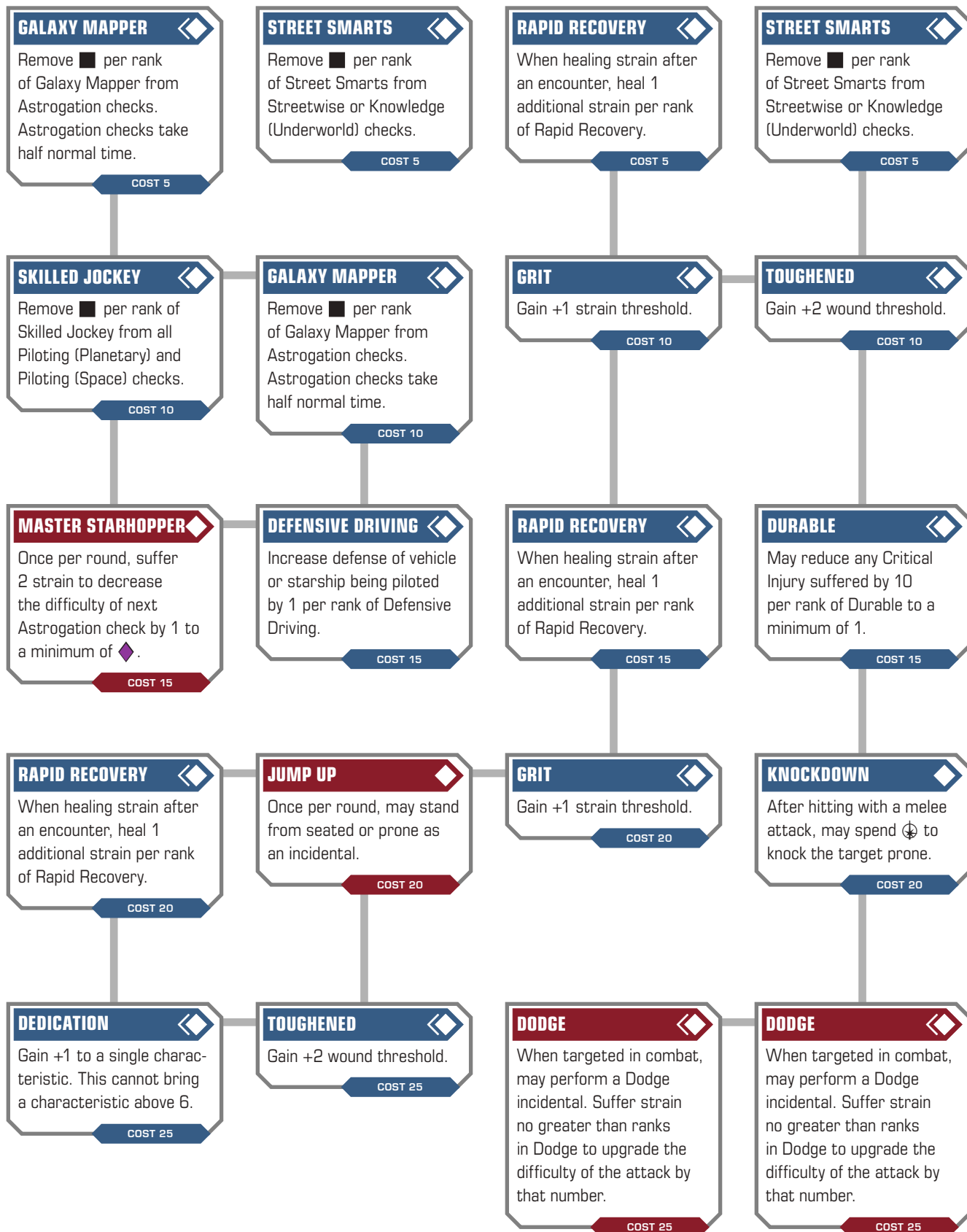
COST 15

EXPLORER FRINGER

ACTIVE 
PASSIVE 
RANKED 

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

Find more handouts at BeggingForXP.com

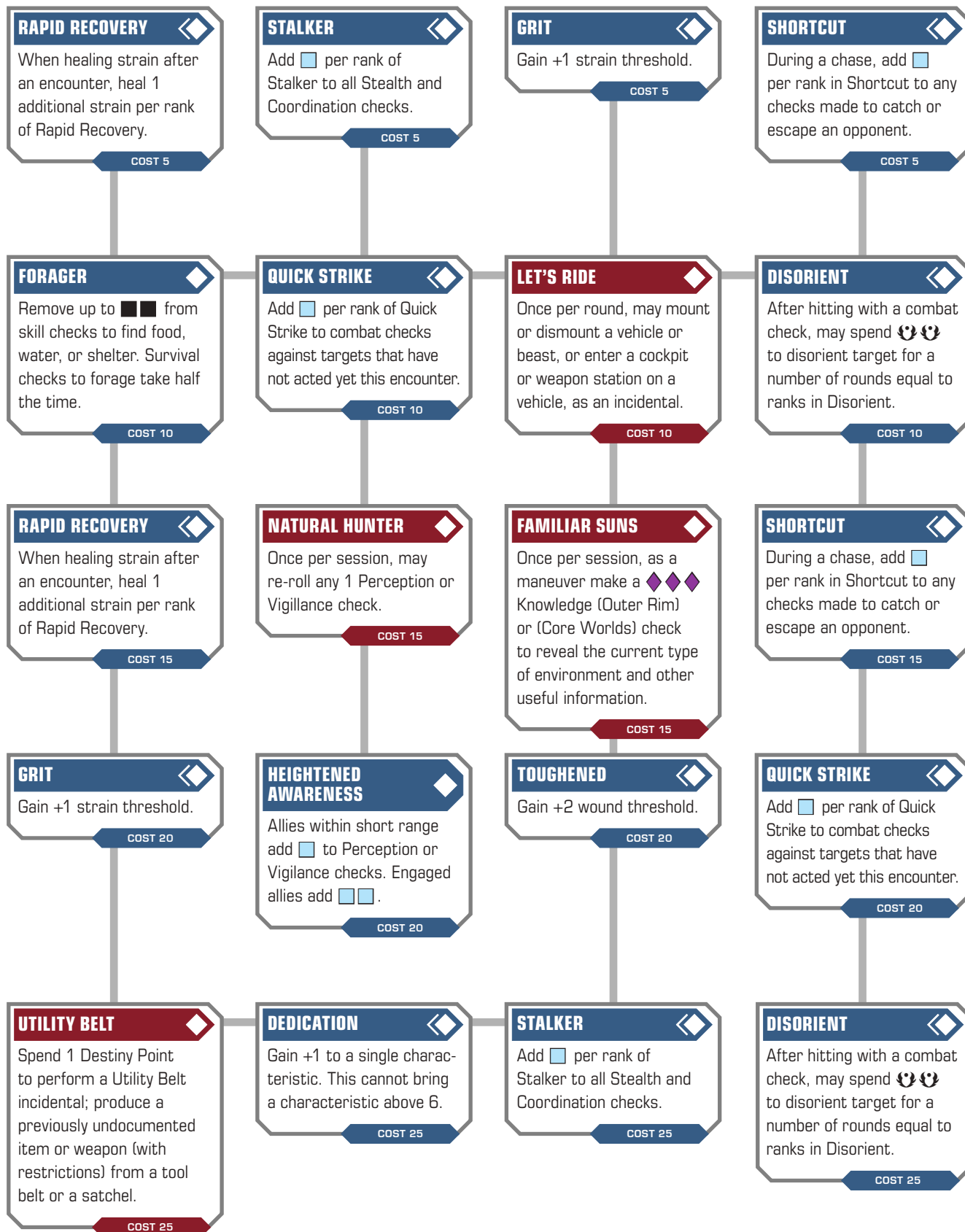


EXPLORER SCOUT

ACTIVE 
PASSIVE 
RANKED 

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

Find more handouts at BeggingForXP.com



EXPLORER TRADER

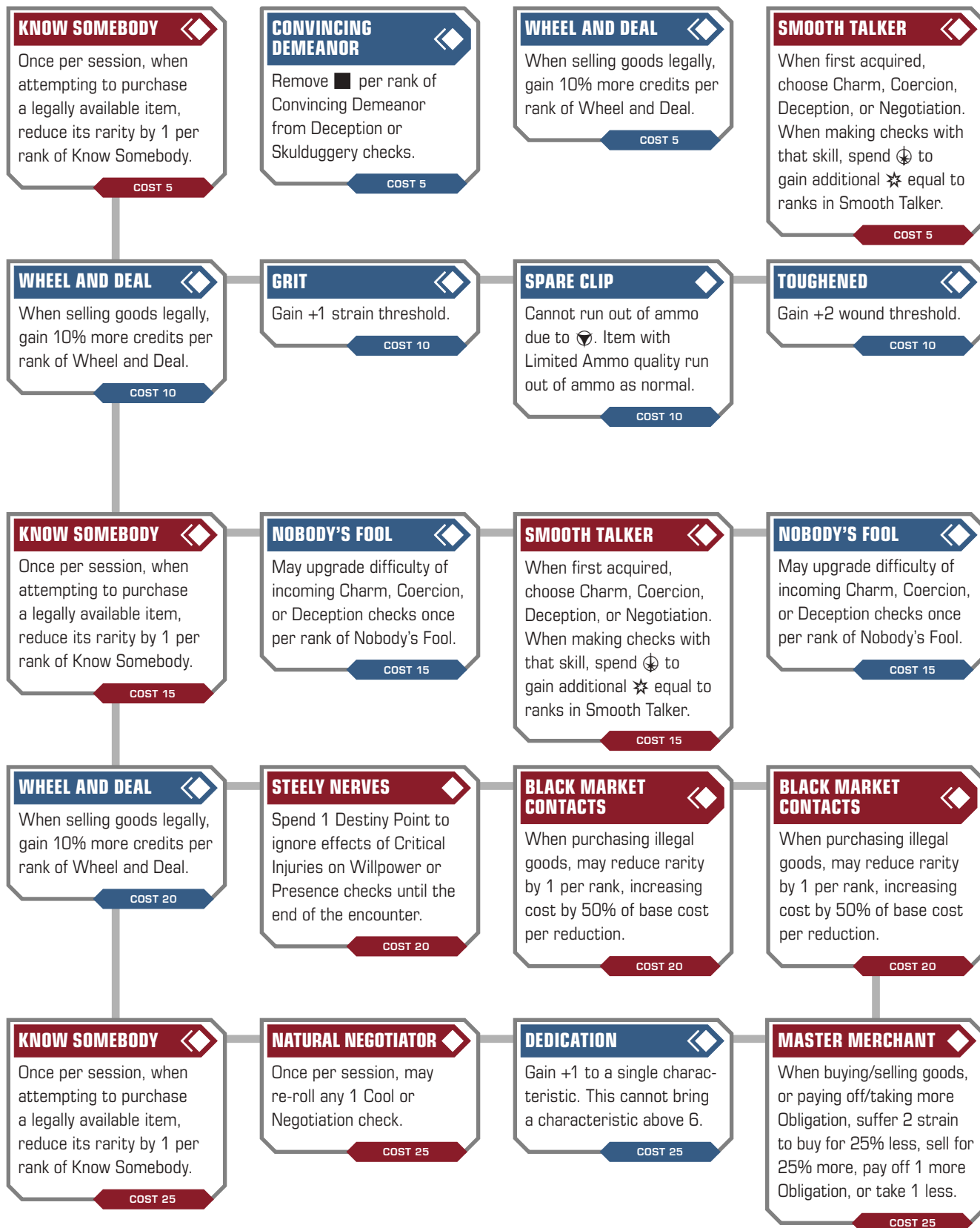
ACTIVE 

PASSIVE 

RANKED 

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

Find more handouts at BeggingForXP.com

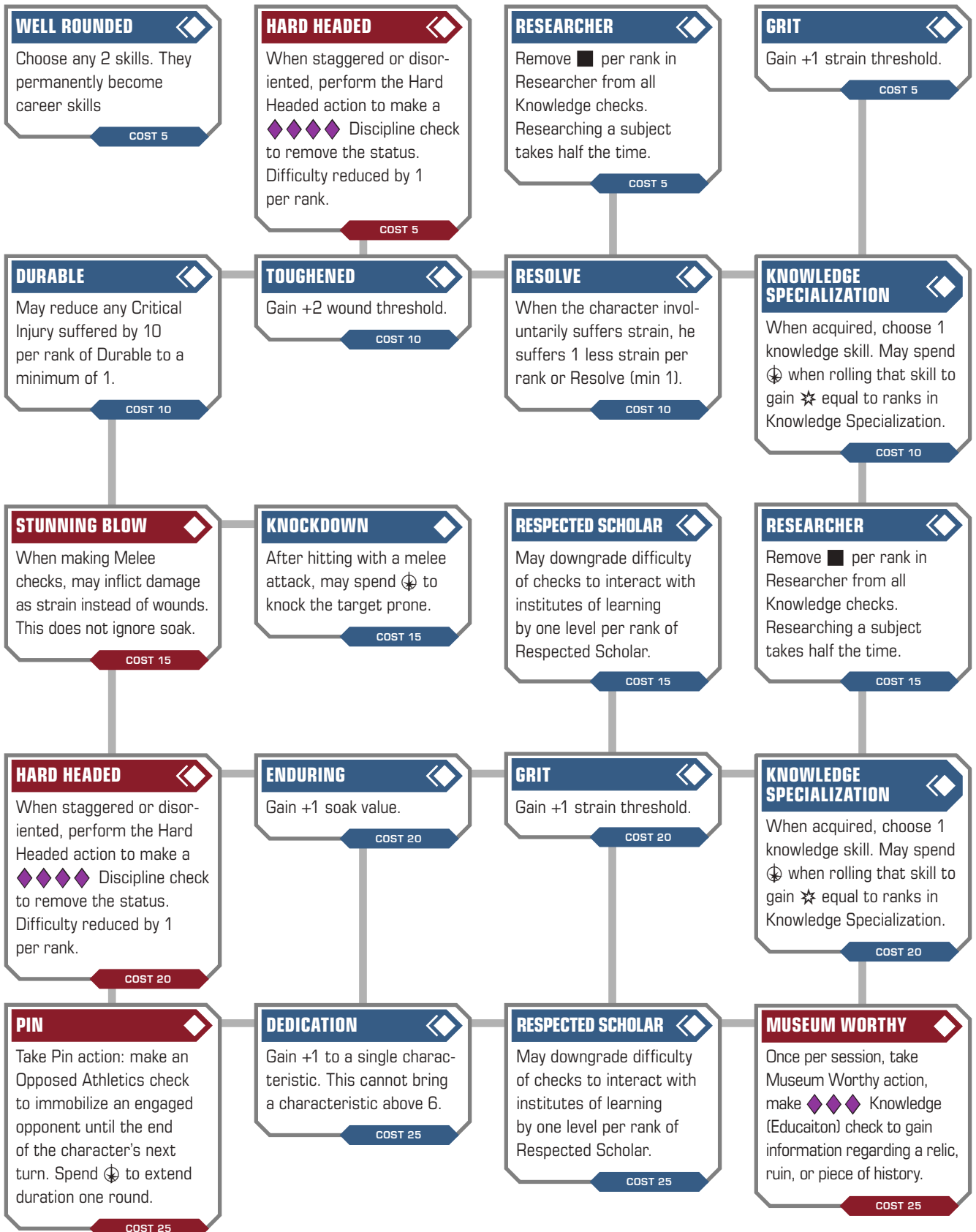


EXPLORER ARCHAEOLOGIST

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

ACTIVE 
PASSIVE 
RANKED 

Find more handouts at BeggingForXP.com 

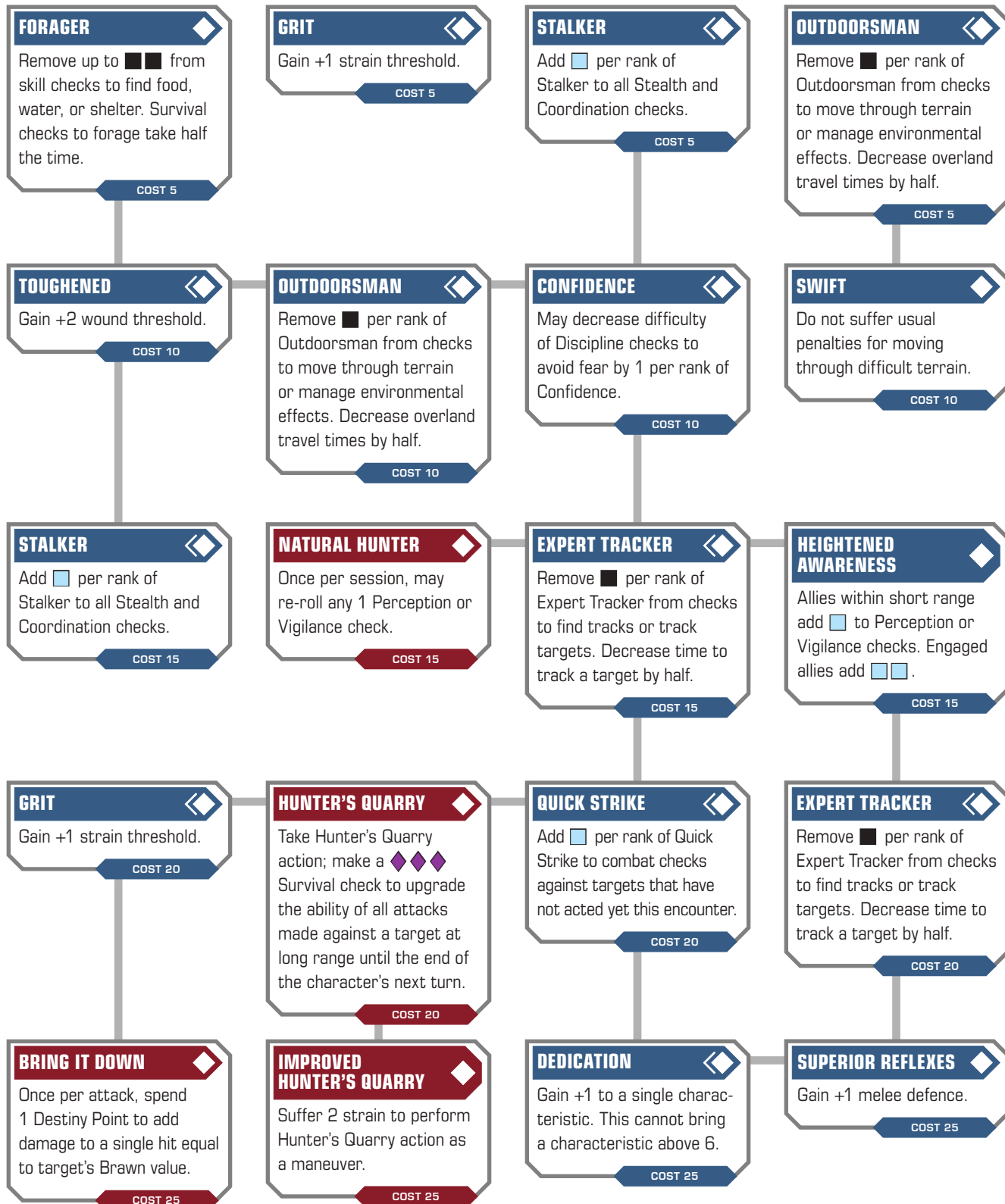


EXPLORER BIG-GAME HUNTER

ACTIVE 
PASSIVE 
RANKED 

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

Find more handouts at BeggingForXP.com

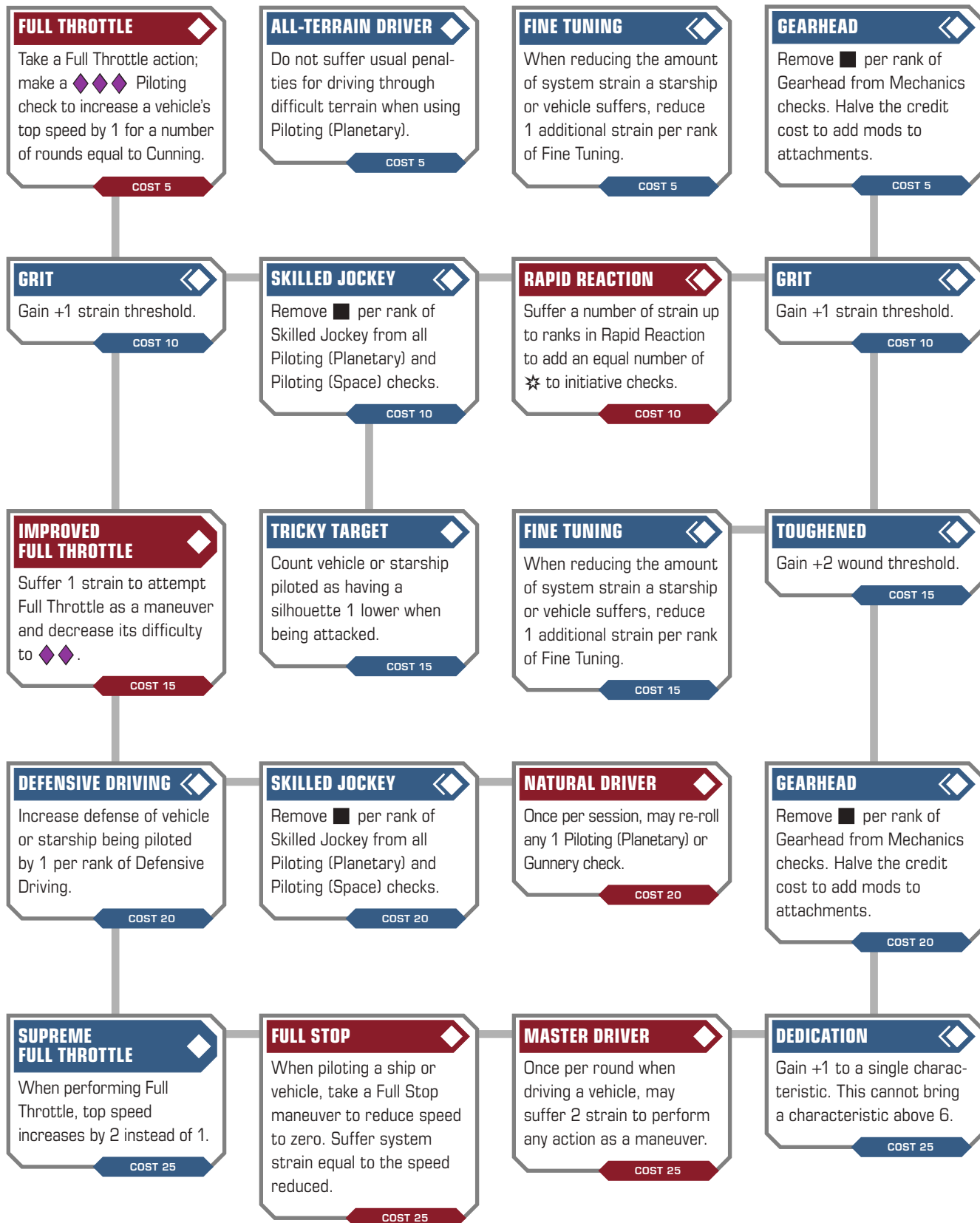


EXPLORER DRIVER

ACTIVE 
PASSIVE 
RANKED 

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

Find more handouts at BeggingForXP.com 



CAREER HIRED GUN

BASE ABILITY 

UPGRADE 




RANKED 

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

Find more handouts at BeggingForXP.com




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.

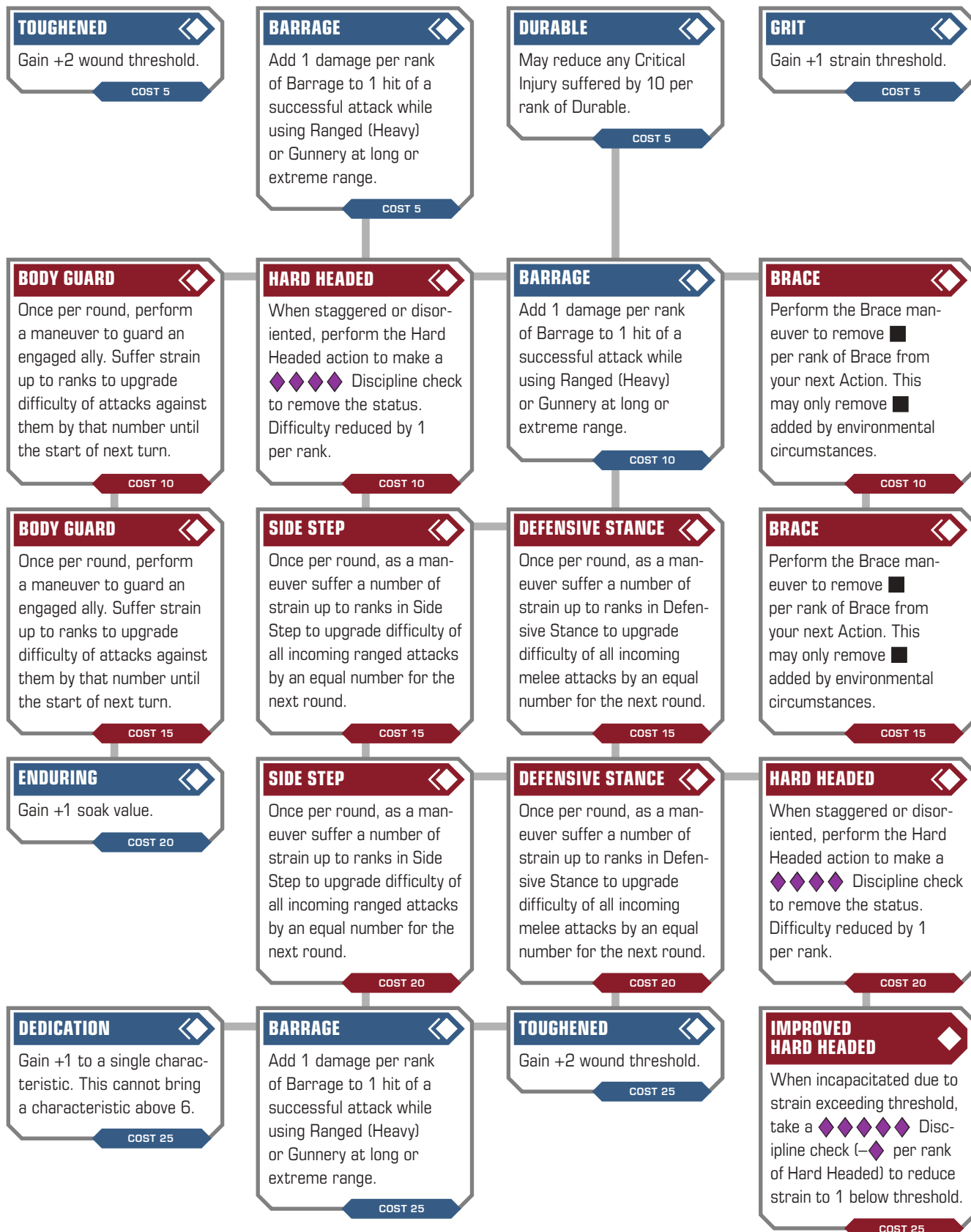
COST 15

HIRED GUN BODYGUARD

ACTIVE 
PASSIVE 
RANKED 

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


Find more handouts at BeggingForXP.com

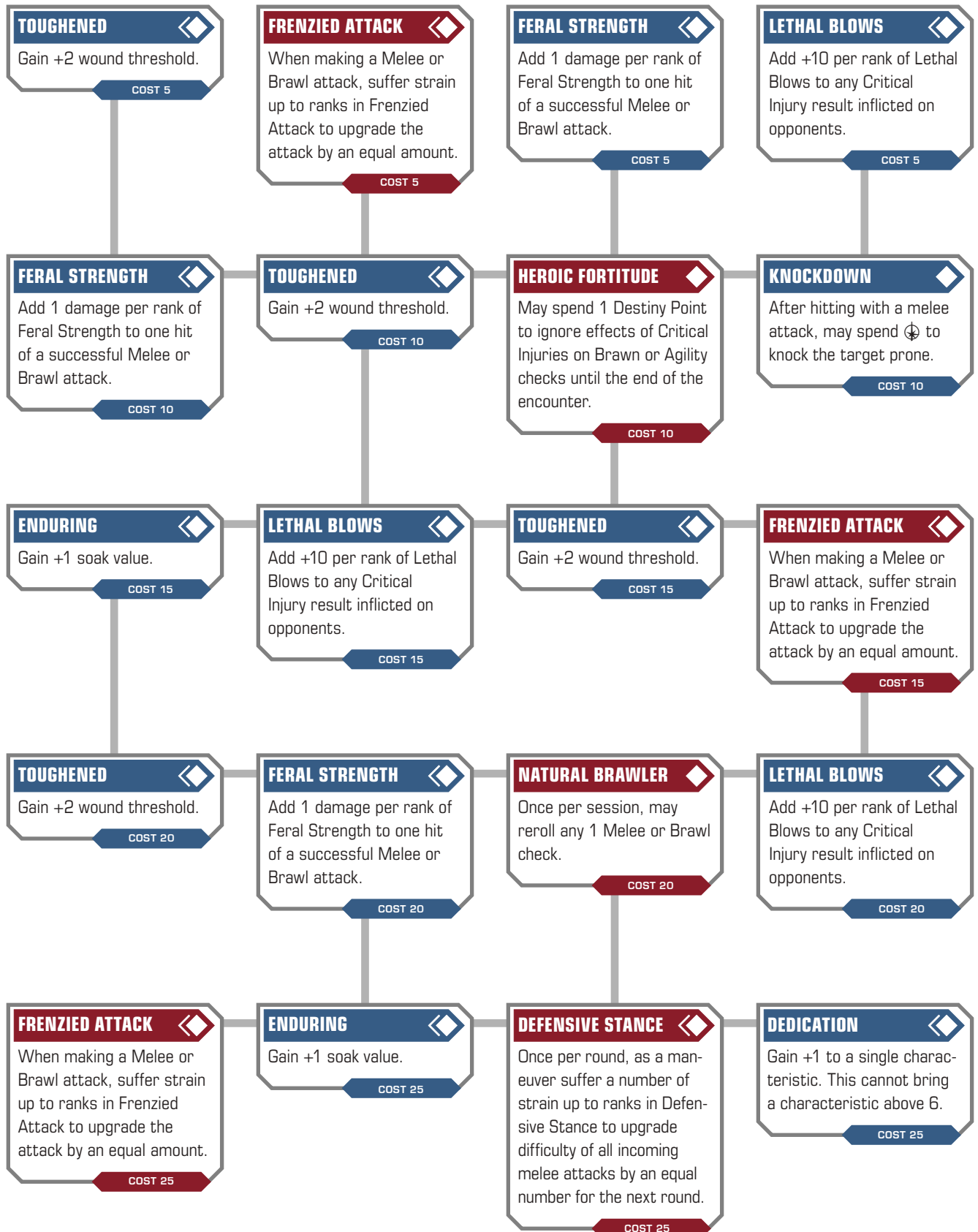


HIRED GUN MARAUDER

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

ACTIVE 
PASSIVE 
RANKED 

Find more handouts at BeggingForXP.com 

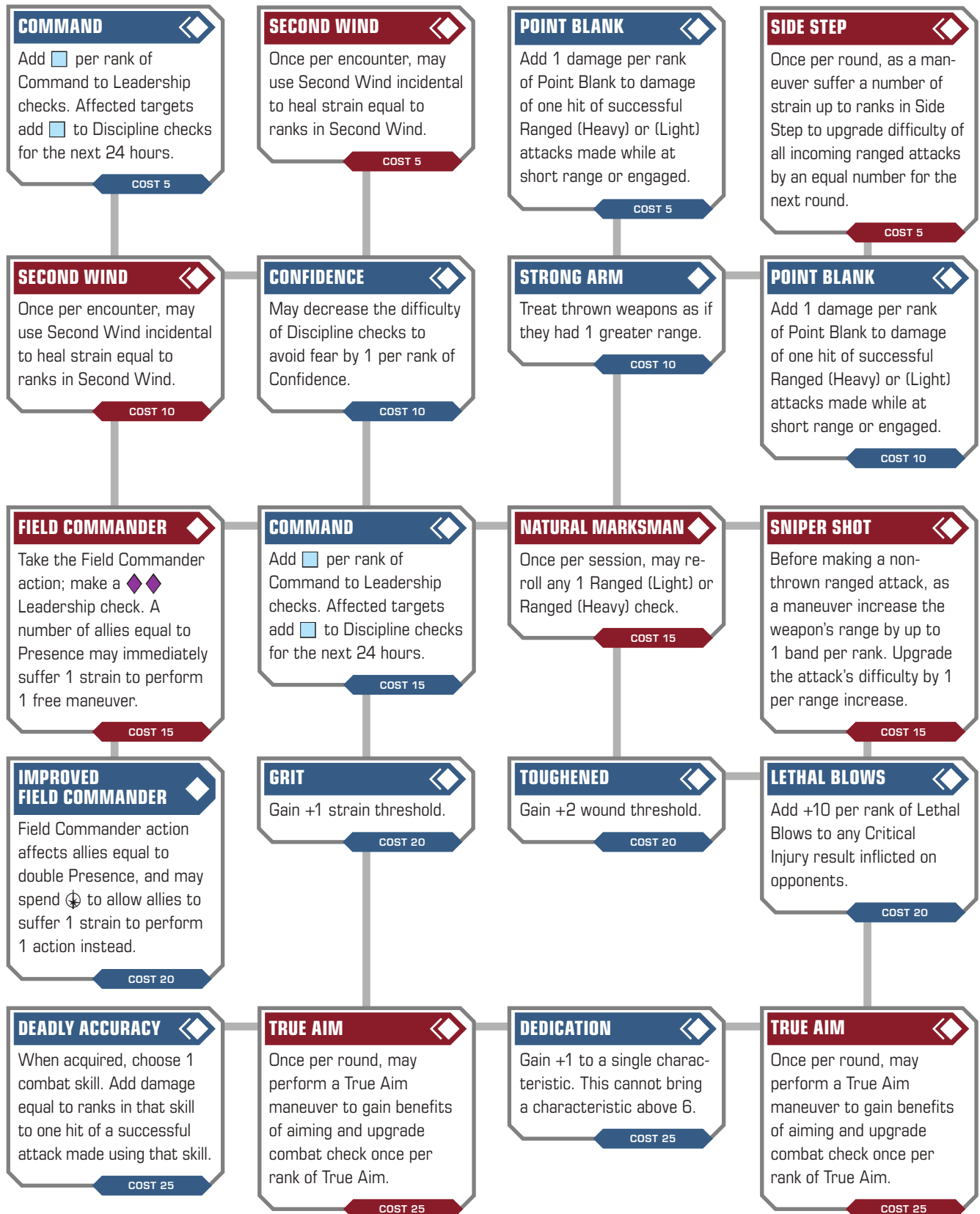


HIRED GUN MERCENARY SOLDIER

ACTIVE 
PASSIVE 
RANKED 

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

Find more handouts at BeggingForXP.com 

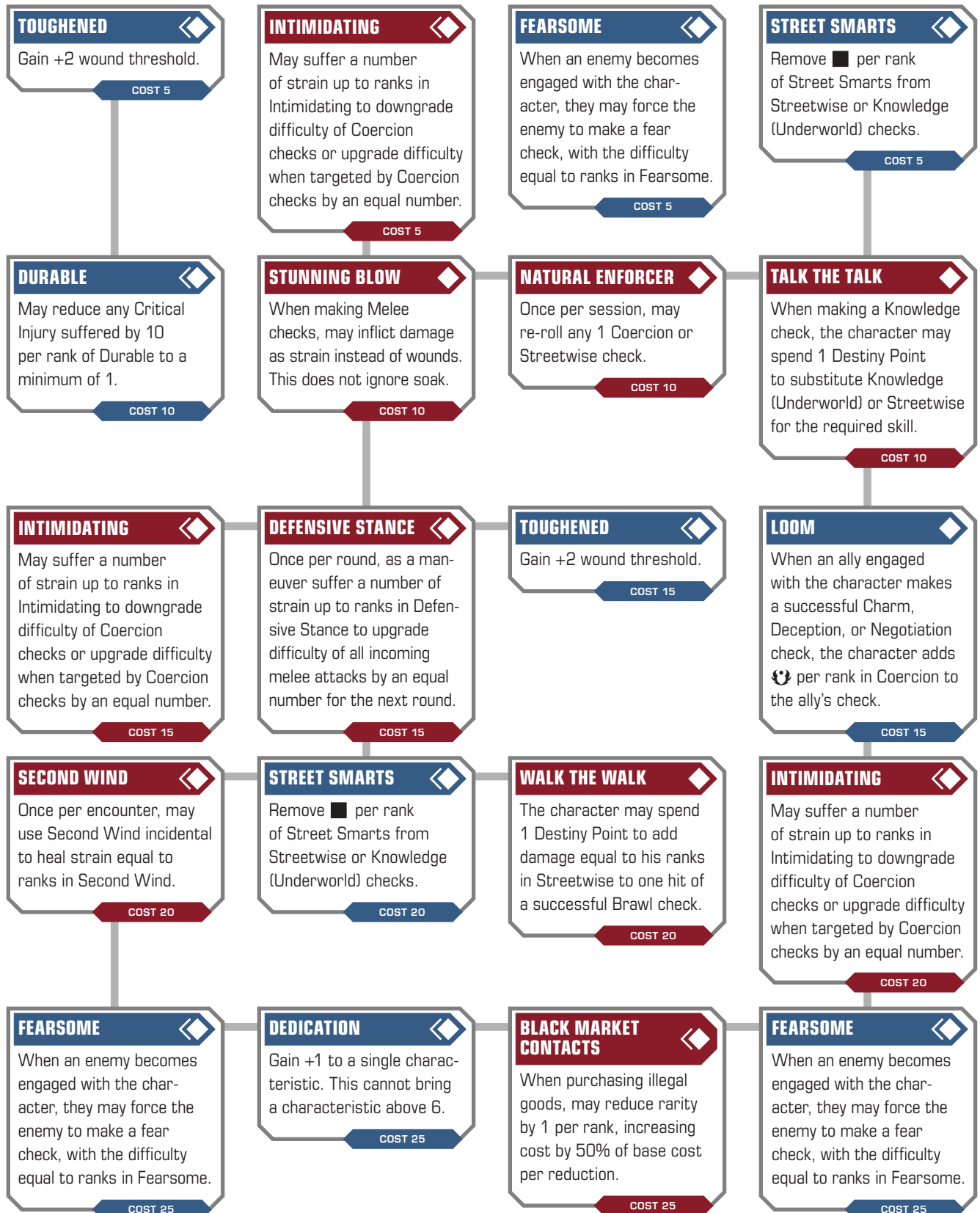


HIRED GUN ENFORCER

ACTIVE 
PASSIVE 
RANKED 

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


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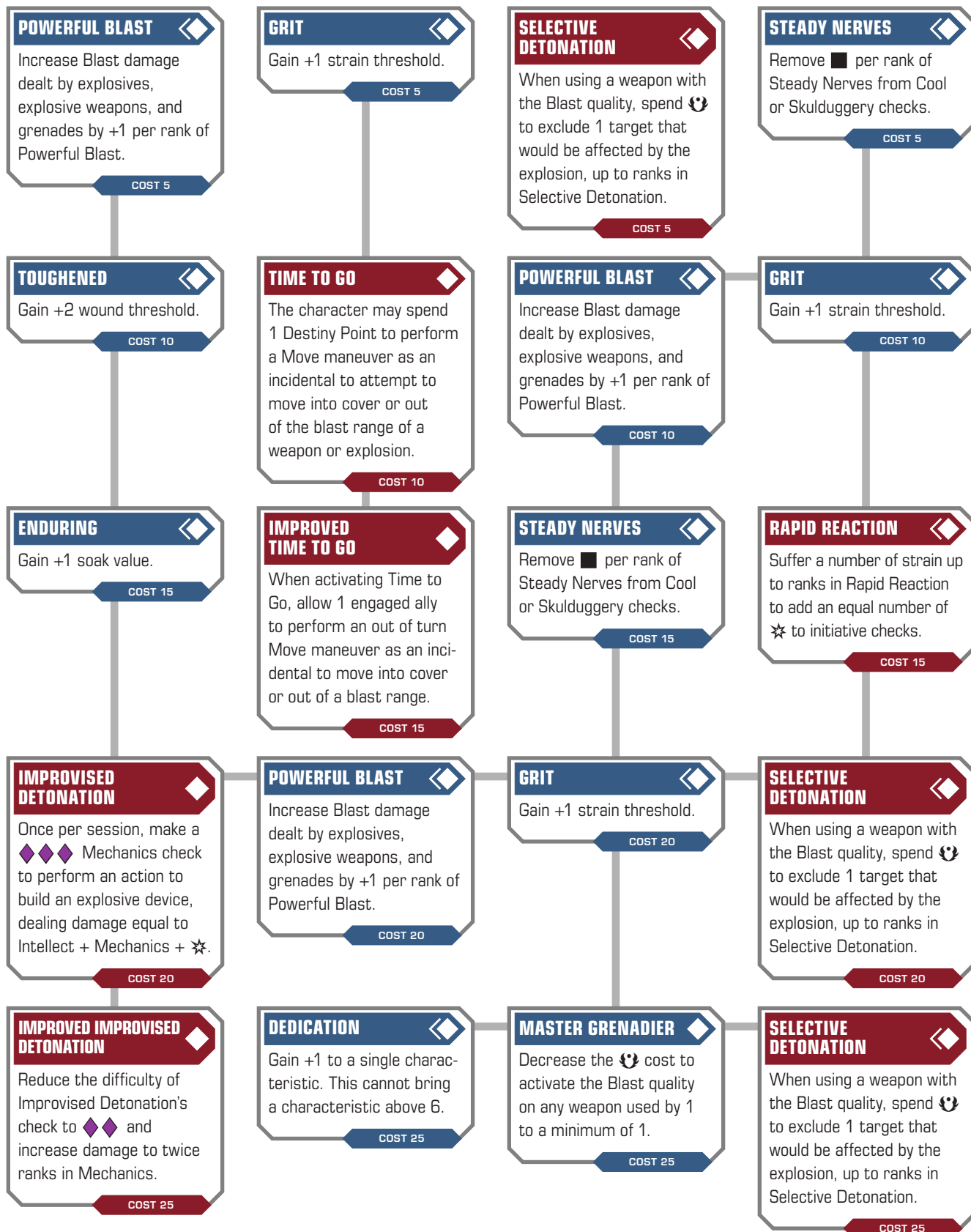


HIRED GUN DEMOLITIONIST

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

ACTIVE 
PASSIVE 
RANKED 

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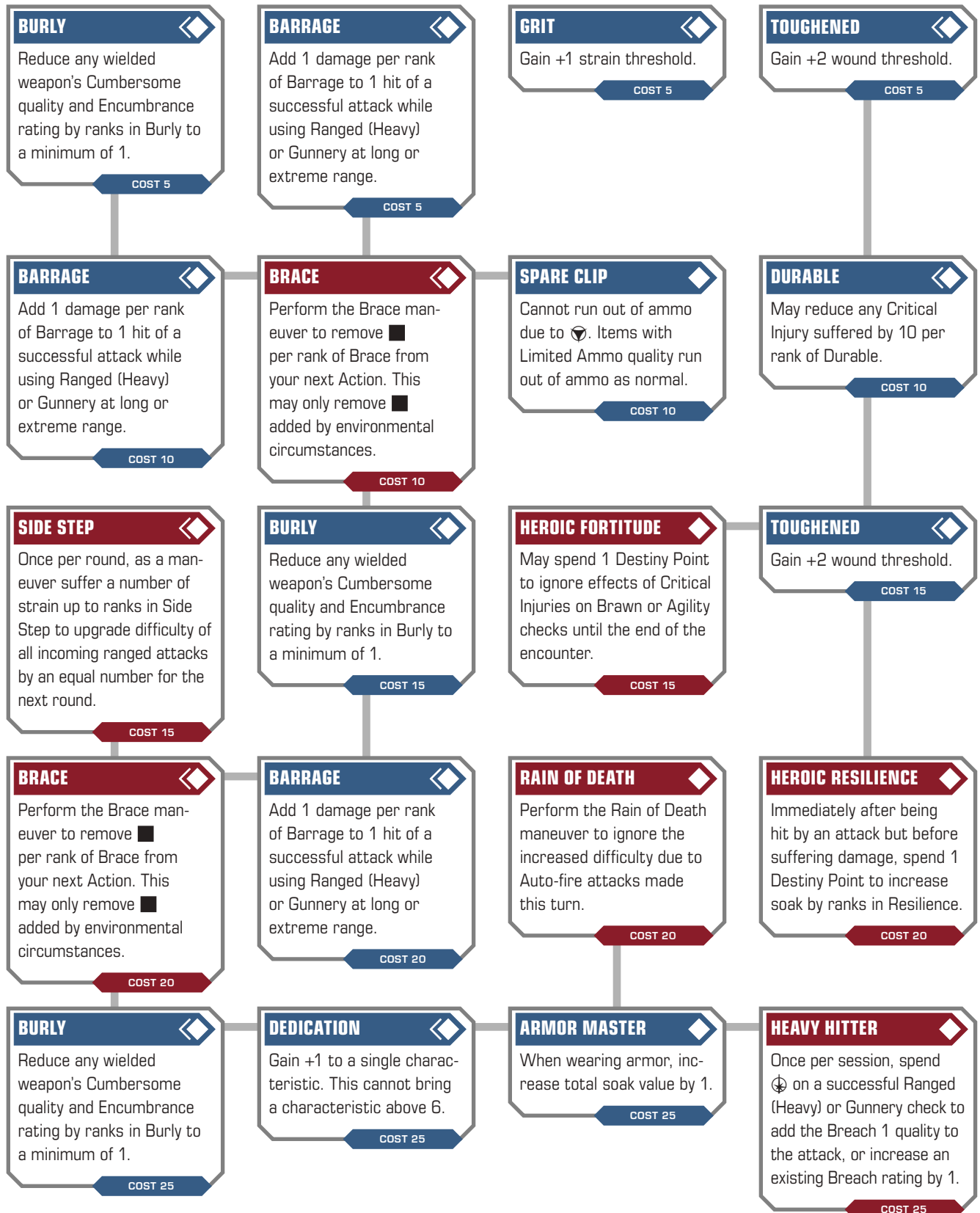


HIRED GUN HEAVY

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), Skullduggery, Streetwise, Vigilance**

Find more handouts at BeggingForXP.com




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.

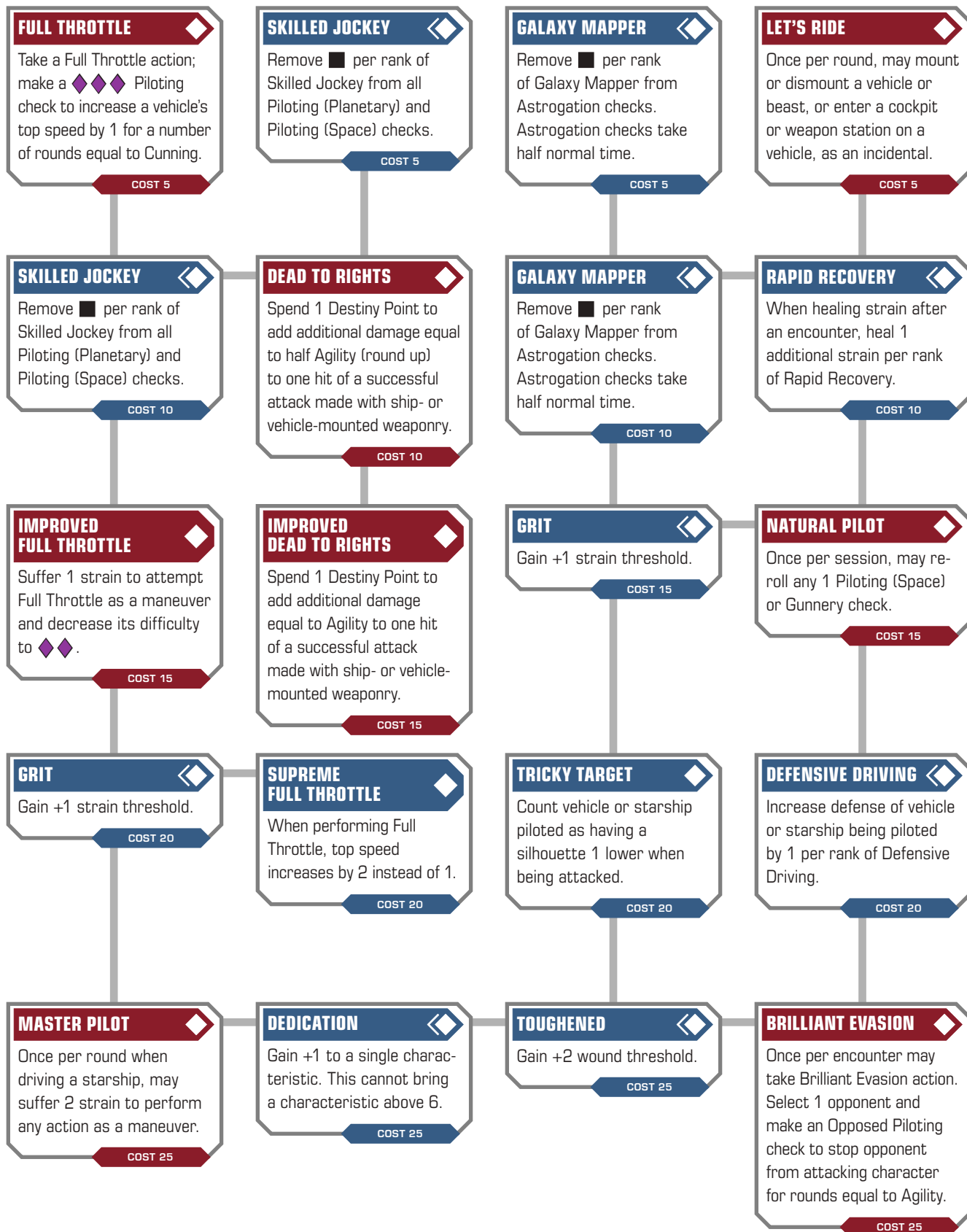
COST 15

SMUGGLER PILOT

ACTIVE 
PASSIVE 
RANKED 

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

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SMUGGLER SCOUNDREL

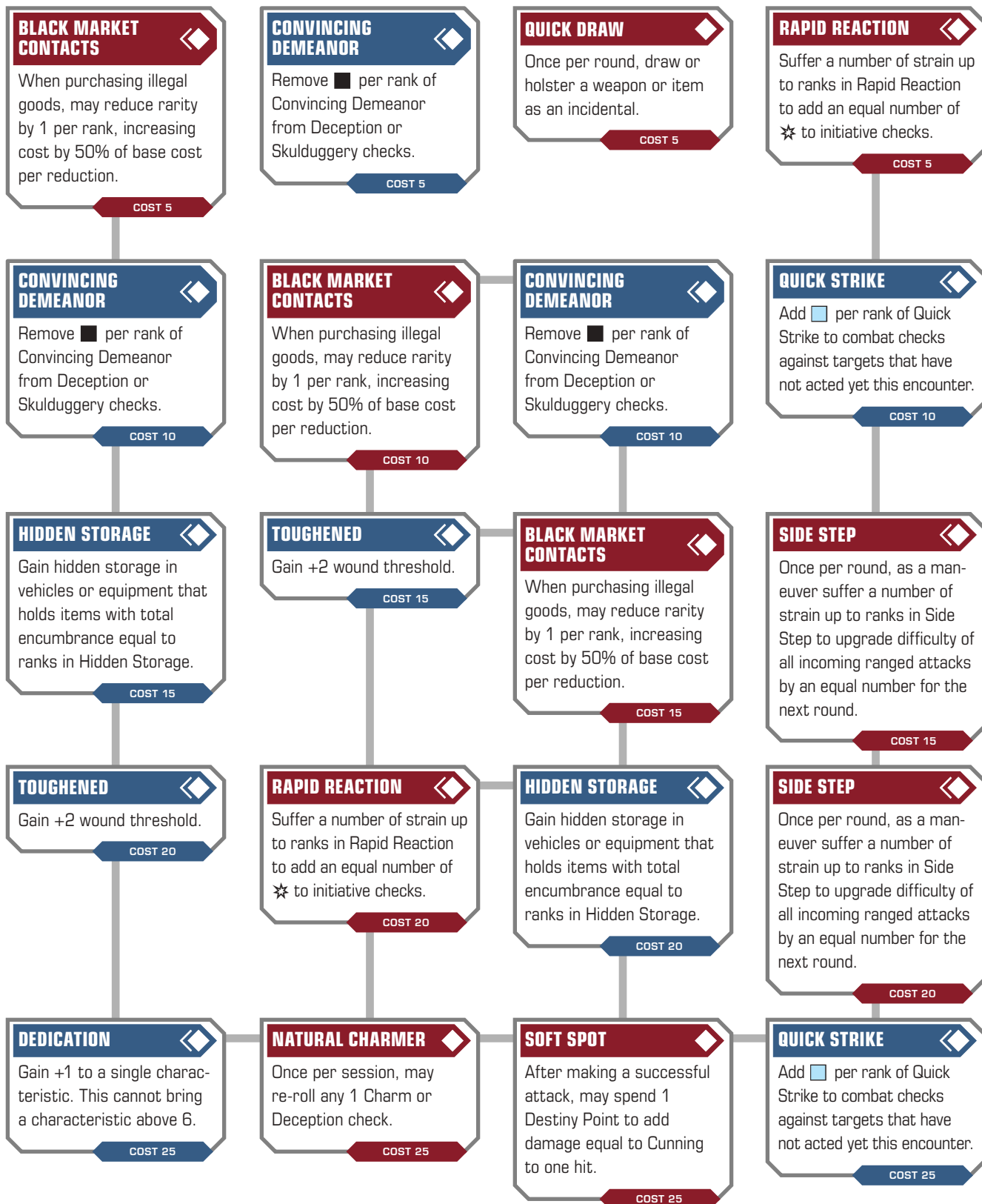
Spec Bonus Career Skills: **Charm, Cool, Deception, Ranged (Light)**

ACTIVE 

PASSIVE 

RANKED 


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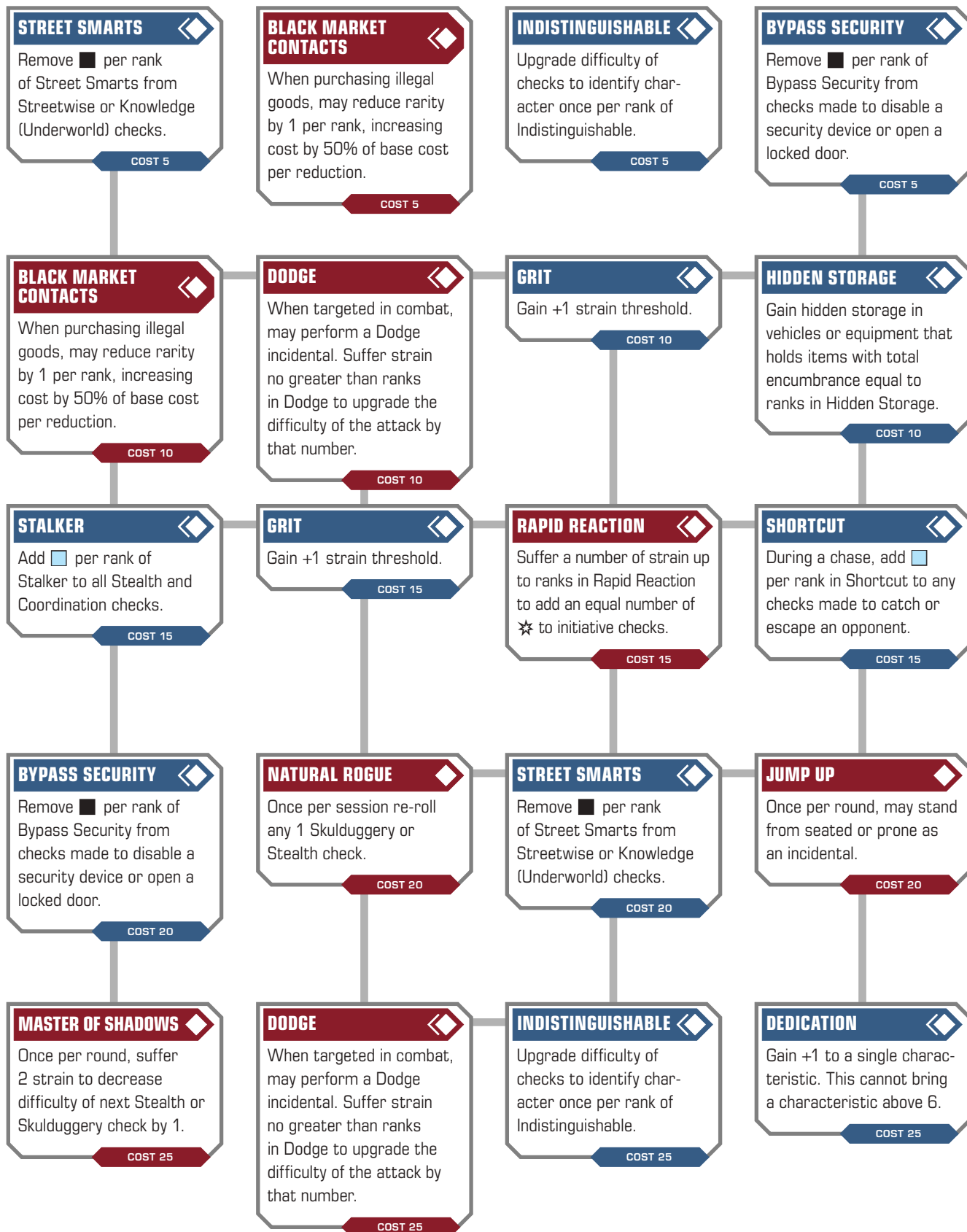


SMUGGLER THIEF

ACTIVE 
PASSIVE 
RANKED 

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


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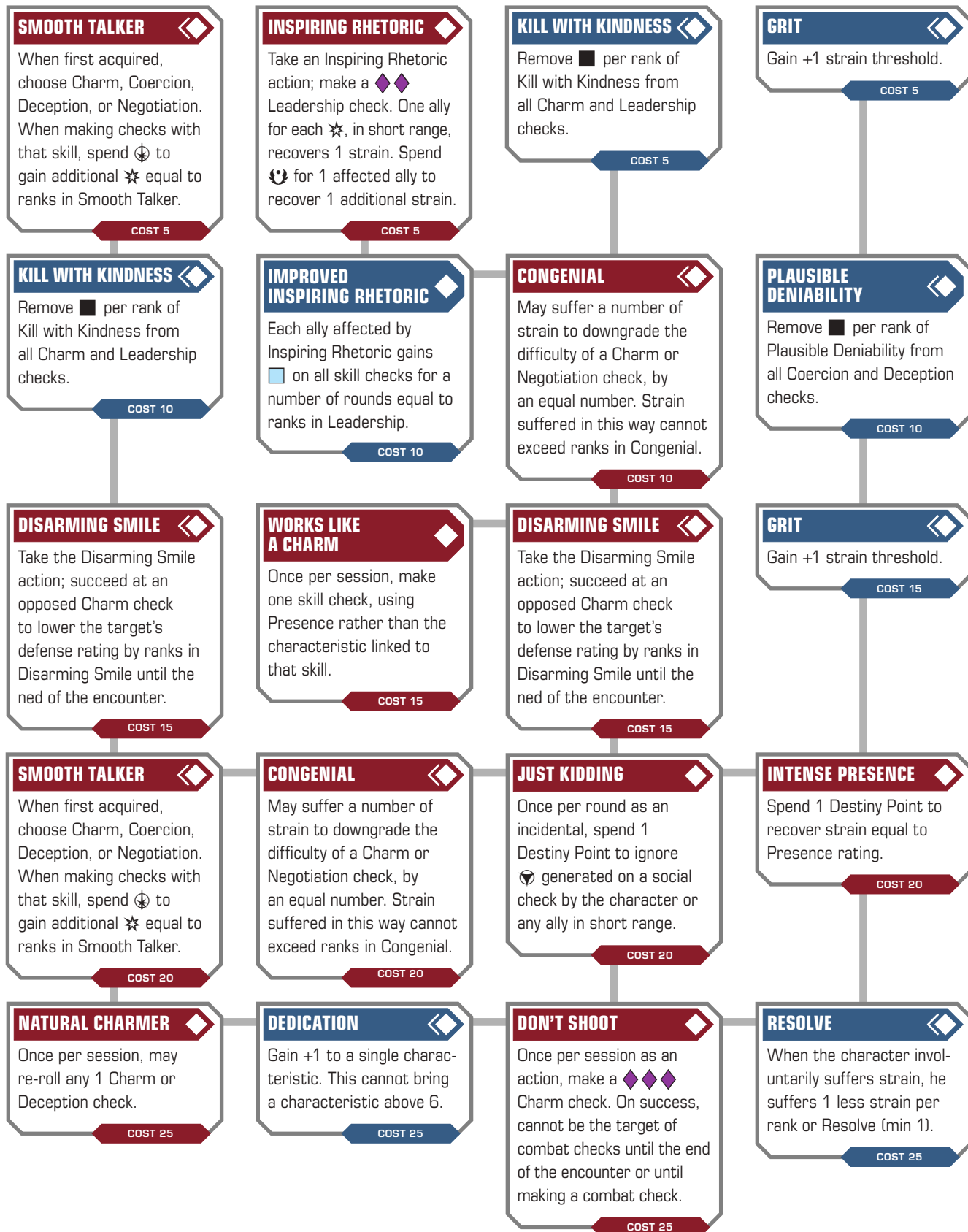


SMUGGLER CHARMER

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

ACTIVE 
PASSIVE 
RANKED 


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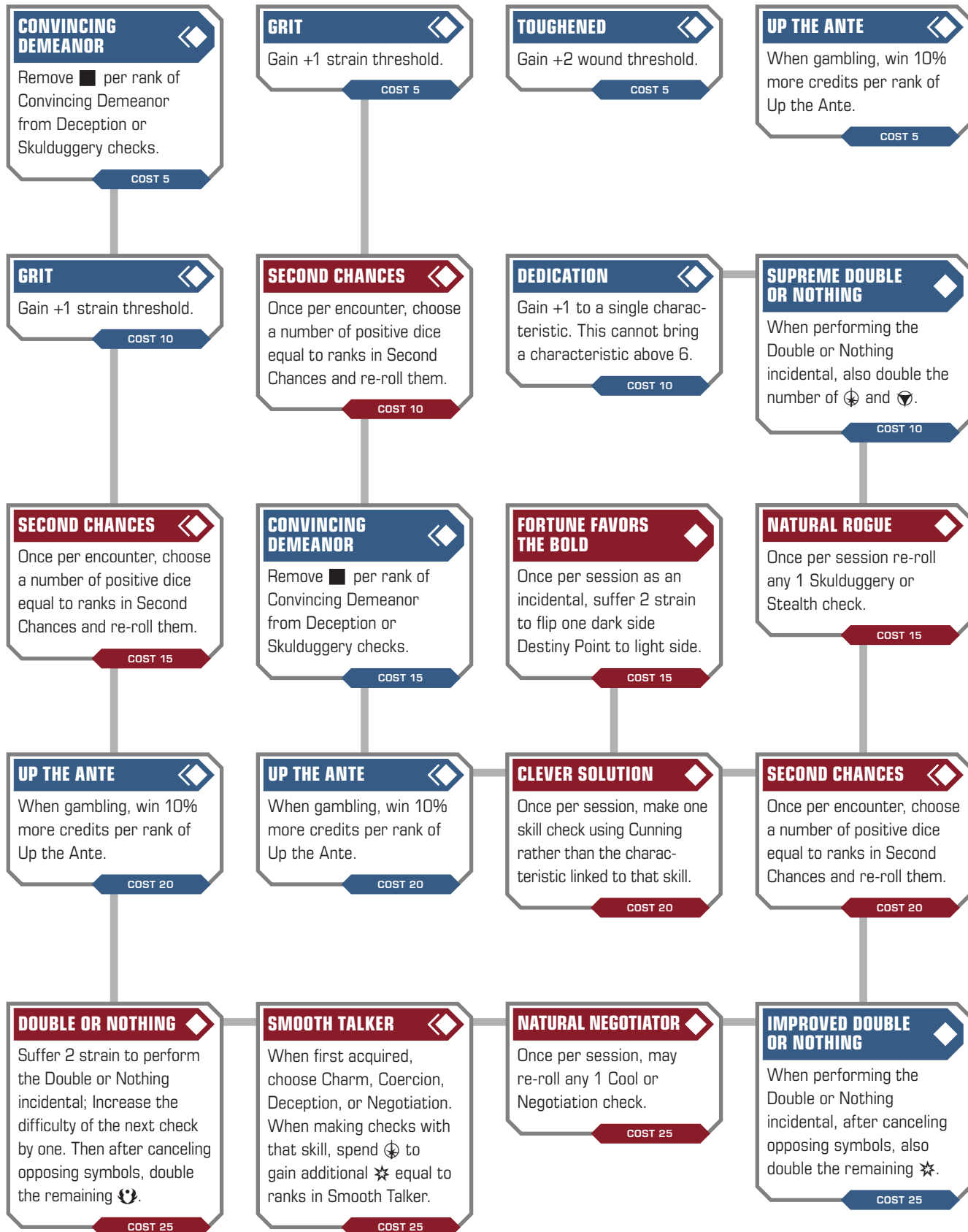


SMUGGLER GAMBLER

ACTIVE 
PASSIVE 
RANKED 

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

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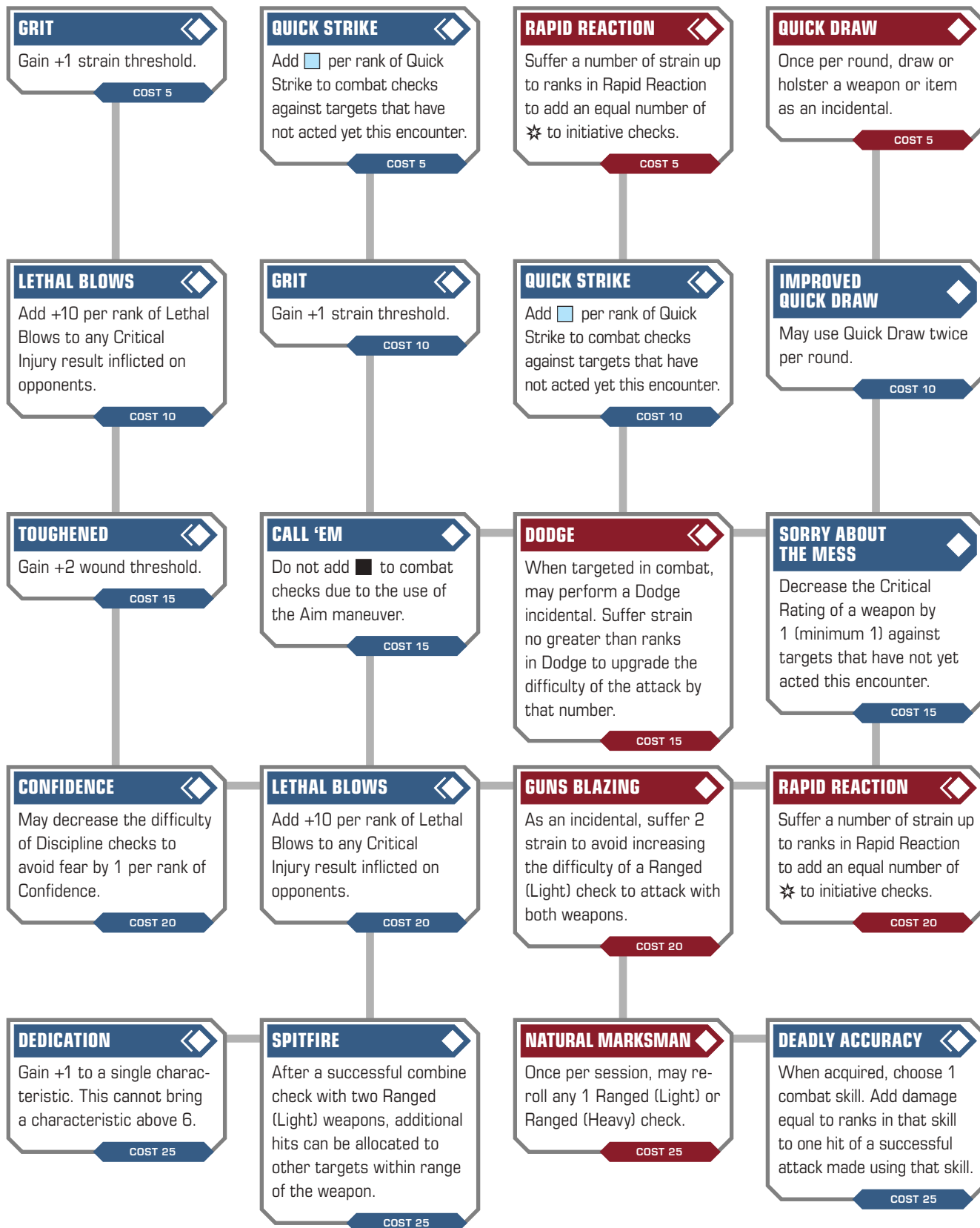


SMUGGLER GUNSLINGER

ACTIVE 
PASSIVE 
RANKED 

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

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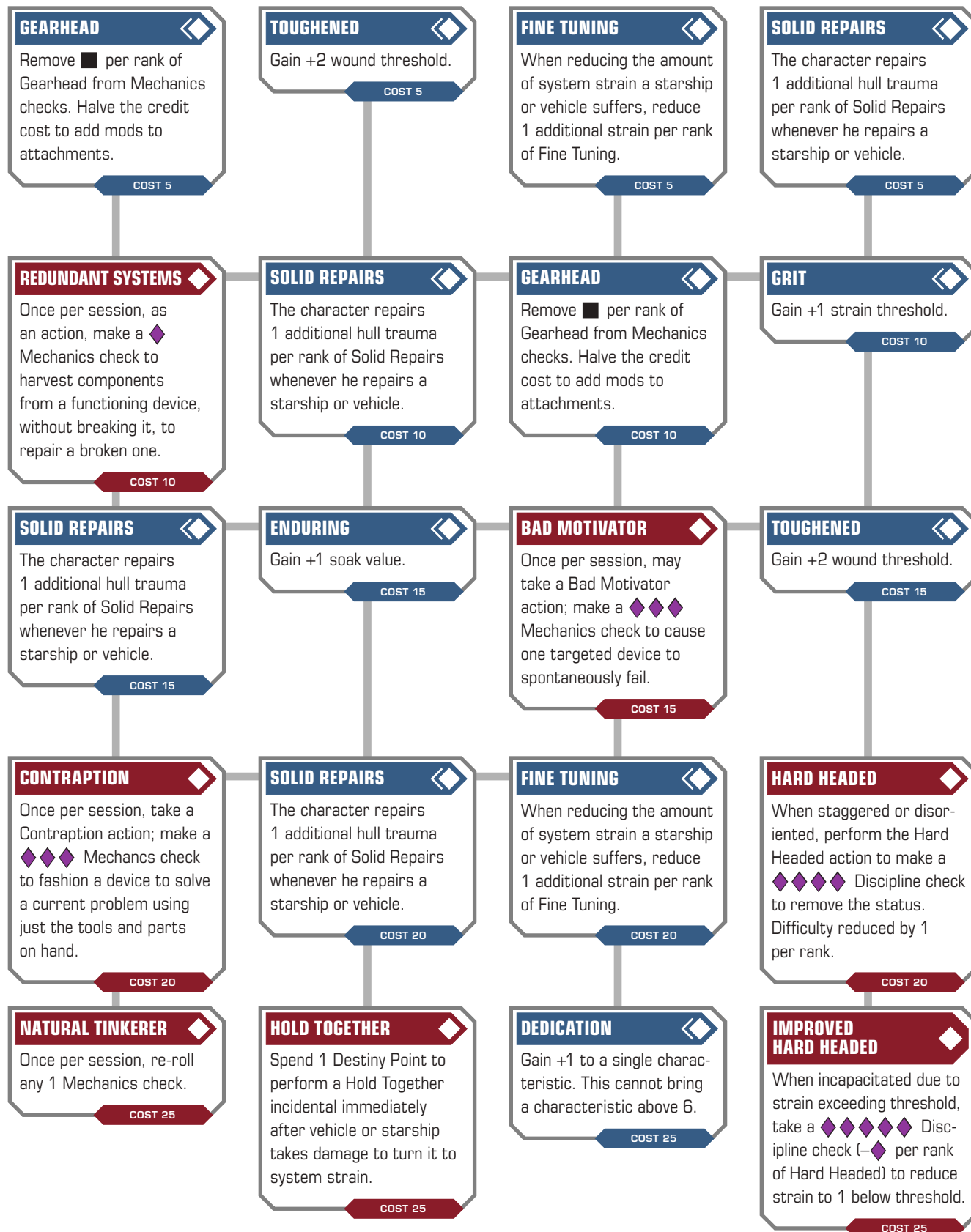


TECHNICIAN MECHANIC

ACTIVE 
PASSIVE 
RANKED 

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

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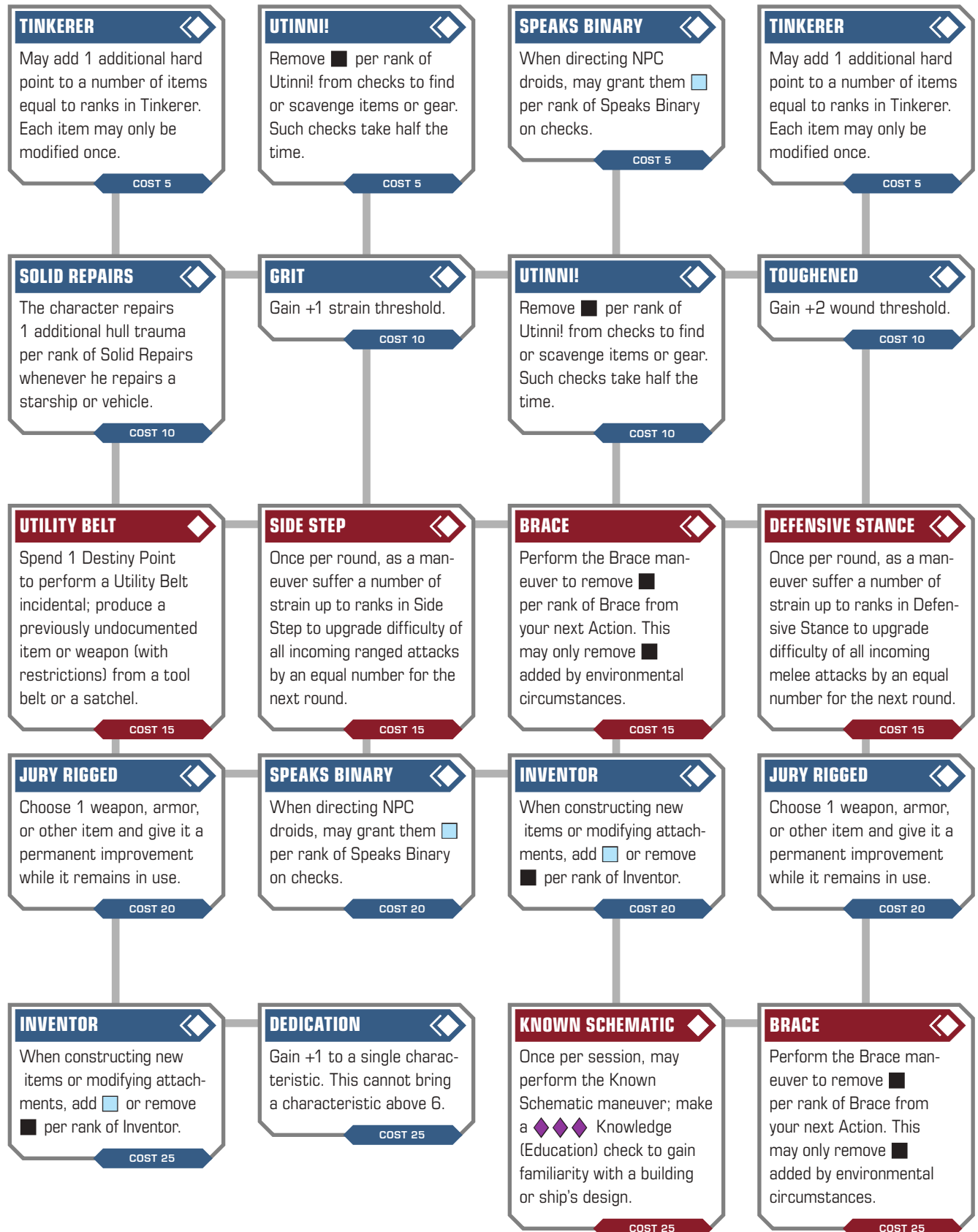


TECHNICIAN OUTLAW TECH

ACTIVE 
PASSIVE 
RANKED 

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

Find more handouts at BeggingForXP.com 

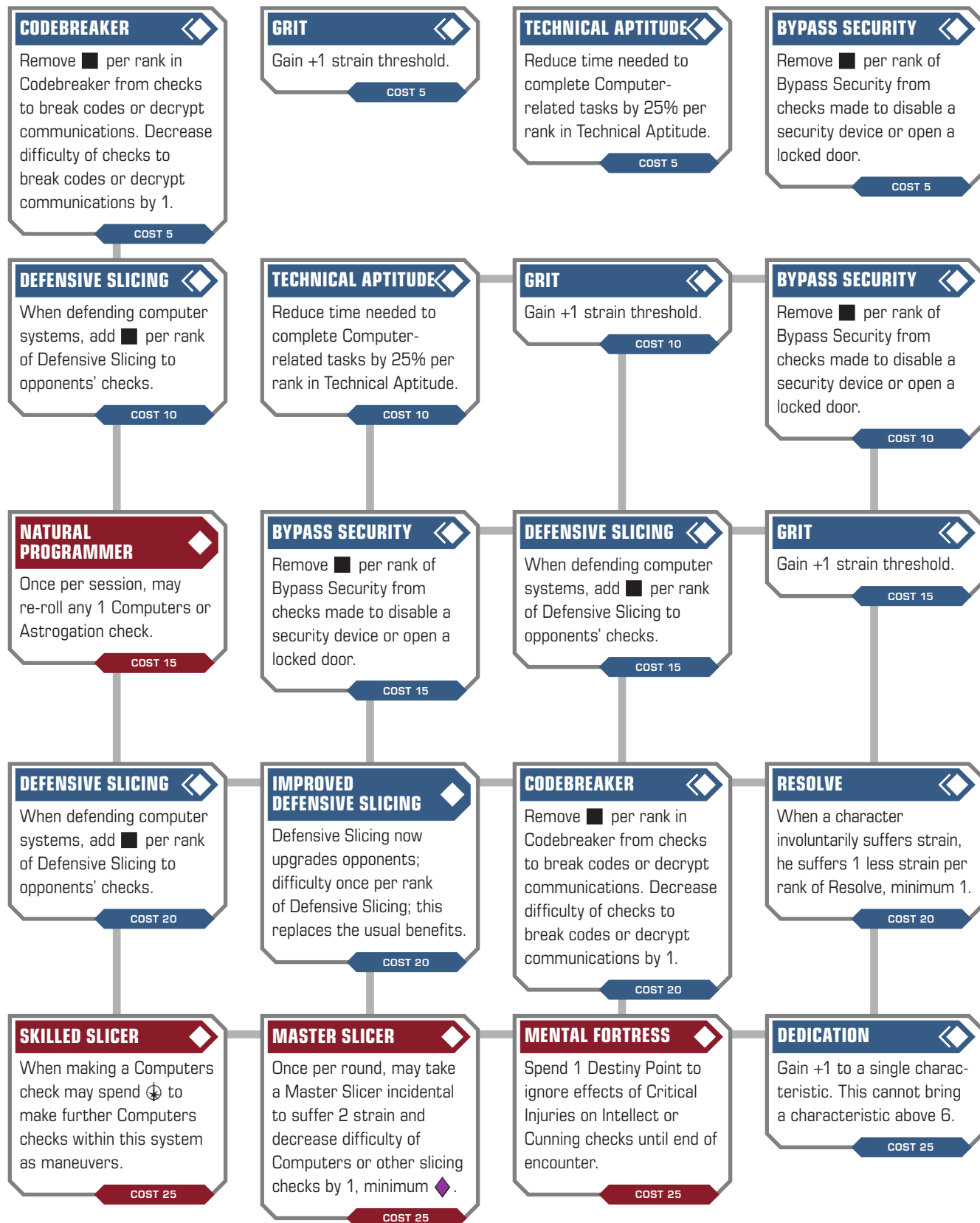


TECHNICIAN SLICER

ACTIVE 
PASSIVE 
RANKED 

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

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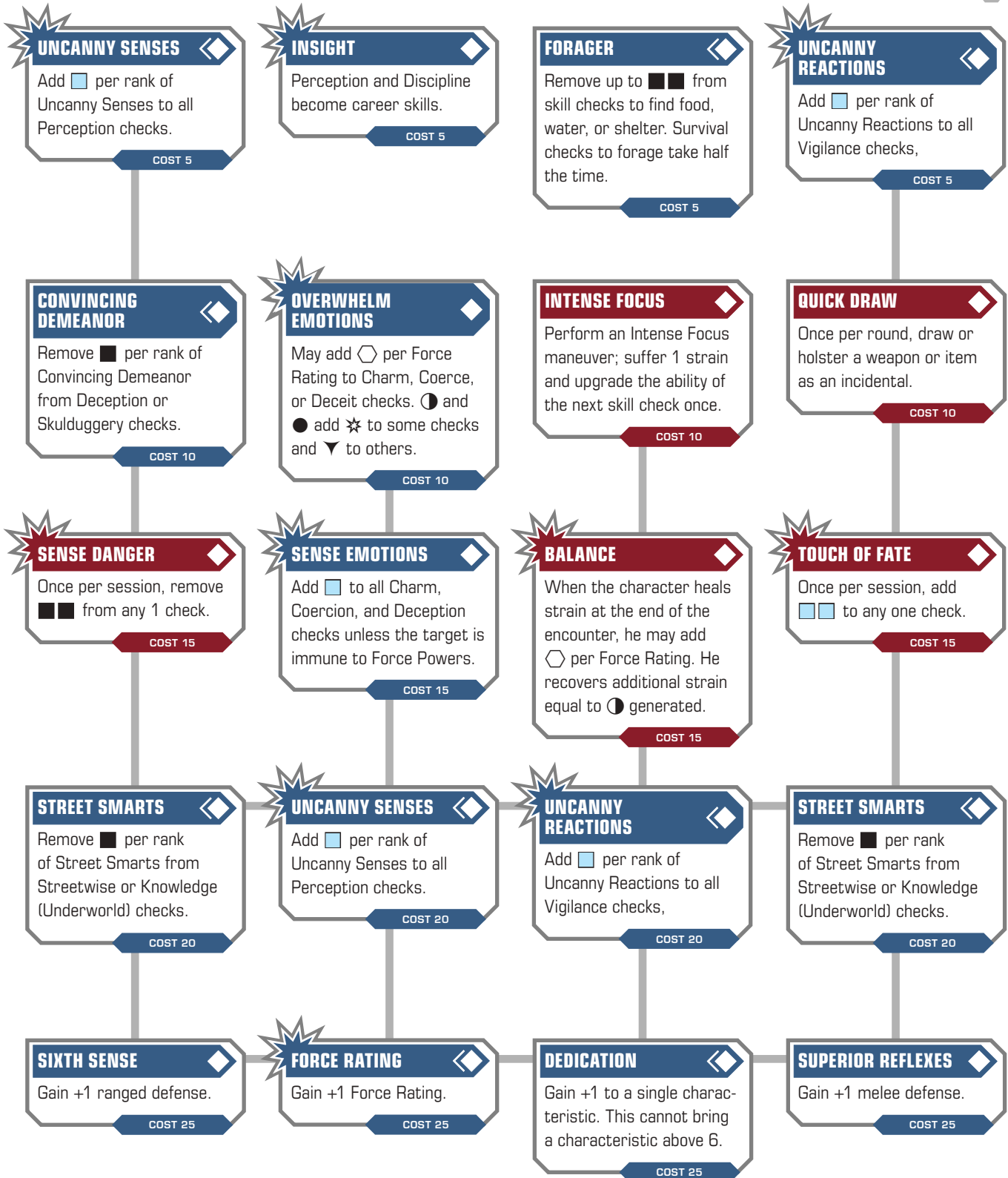
UNIVERSAL FORCE SENSITIVE EXILE

Gain: **Force Rating 1**

ACTIVE 
PASSIVE 
RANKED 
FORCE TALENT 

Find more handouts at BeggingForXP.com

XP



FORCE POWER SENSE

RANKED 

Prerequisites: **Force Rating 1+**

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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

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

CONSULAR HEALER

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


ACTIVE 

PASSIVE 

RANKED 

FORCE TALENT 

Find more handouts at BeggingForXP.com 

SURGEON 


When making a Medicine check to help a character heal wounds, the target heals 1 additional wound per rank of Surgeon.

COST 5

HEALING TRANCE 


Commit . For every full encounter  remains committed, heal 1 wound per rank of Healing Trance.

COST 5

RAPID RECOVERY 


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

COST 5

PHYSICIAN 


When making a Medicine check to help a character heal wounds, the target heals 1 additional strain per rank of Physician.

COST 5

PHYSICIAN 


When making a Medicine check to help a character heal wounds, the target heals 1 additional strain per rank of Physician.

COST 10

PHYSICIAN 

When making a Medicine check to help a character heal wounds, the target heals 1 additional strain per rank of Physician.

COST 10

GRIT 


Gain +1 strain threshold.



COST 10

HEALING TRANCE 


Commit . For every full encounter  remains committed, heal 1 wound per rank of Healing Trance.

COST 10

HEALING TRANCE 


Commit . For every full encounter  remains committed, heal 1 wound per rank of Healing Trance.

COST 15

GRIT 


Gain +1 strain threshold.

COST 15

KNOWLEDGEABLE HEALING 


When healing an ally, spend 1 Destiny Point to heal additional wounds equal to ranks in Knowledge (Xenology).

COST 15

RAPID RECOVERY 


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

COST 15

SURGEON 


When making a Medicine check to help a character heal wounds, the target heals 1 additional wound per rank of Surgeon.


COST 20

IMPROVED HEALING TRANCE 


When healing wounds due to Healing Trance, make a Resilience check to heal a Critical Injury. Difficulty of the check equals the Critical Injury severity.

COST 20

CALMING AURA 


When an opponent targets the character with a Force power, reduce  generated by 1.

COST 20

TOUGHENED 


Gain +2 wound threshold.

COST 20

DEDICATION 

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

COST 25

NATURAL DOCTOR 


Once per session, may re-roll any 1 Medicine check.

COST 25

FORCE RATING 

Gain +1 Force rating.

COST 25

IMPROVED CALMING AURA 

Spend a maneuver and suffer 2 strain to extend Calming Aura's effects to allies equal to Willpower at short range until the start of the next turn.

COST 25

CONSULAR NIMAN DISCIPLINE

Spec Bonus Career Skills: **Discipline, Leadership, Lightsaber, Negotiation**


ACTIVE 

PASSIVE 

RANKED 


FORCE TALENT 

Find more handouts at BeggingForXP.com 

PARRY 


When hit by a melee attack while wielding a melee weapon or lightsaber, suffer 3 strain to reduce damage by 2 plus ranks in Parry.

COST 5

NOBODY'S FOOL 


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

COST 5

REFLECT 


When hit by a ranged attack while wielding a lightsaber, suffer 3 strain to reduce damage by 2 plus ranks in Reflect.

COST 5

GRIT 


Gain +1 strain threshold.

COST 5

DEFENSIVE TRAINING 


When wielding a Lightsaber, Melee, or Brawl weapon, the weapon gains the Defensive quality with a rating equal to ranks in Defensive Training.

COST 10

NIMAN TECHNIQUE 


When making a check using the Lightsaber skill, the character may use Willpower instead of Brawn.

COST 10

TOUGHENED 


Gain +2 wound threshold.

COST 10

PARRY 


When hit by a melee attack while wielding a melee weapon or lightsaber, suffer 3 strain to reduce damage by 2 plus ranks in Parry.


COST 10

PARRY 


When hit by a melee attack while wielding a melee weapon or lightsaber, suffer 3 strain to reduce damage by 2 plus ranks in Parry.

COST 15

SENSE EMOTIONS 


Add  to all Charm, Coercion, and Deception checks unless the target is immune to Force Powers.

COST 15

REFLECT 


When hit by a ranged attack while wielding a lightsaber, suffer 3 strain to reduce damage by 2 plus ranks in Reflect.



COST 15

DEFENSIVE TRAINING 


When wielding a Lightsaber, Melee, or Brawl weapon, the weapon gains the Defensive quality with a rating equal to ranks in Defensive Training.

COST 15

SUM DJEM 


May spend  or  with a successful Lightsaber attack to disarm opponent.




COST 20

REFLECT 


When hit by a ranged attack while wielding a lightsaber, suffer 3 strain to reduce damage by 2 plus ranks in Reflect.

COST 20

DRAW CLOSER 


As an action, make a Lightsaber (Willpower) attack against a silhouette 1 target in medium range. Add  up to Force rating. Spend  to move target one range band closer or to add  to check.

COST 20

CENTER OF BEING 


Take a Center of Being maneuver. Until the start of next turn, attacks against the character increase their crit rating by 1 per rank of Center of Being.



COST 20

DEDICATION 


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

COST 25

FORCE ASSAULT 


Spend  or  on a missed Lightsaber (Willpower) attack to immediately perform a Move Force power action as a maneuver.

COST 25

FORCE RATING 

Gain +1 Force rating.

COST 25

IMPROVED CENTER OF BEING 

Suffer 1 strain to perform Center of Being as an incidental.

COST 25

CONSULAR SAGE

Spec Bonus Career Skills: **Astrogation, Charm, Cool, Knowledge (Lore)**

ACTIVE 


PASSIVE 

RANKED 

FORCE TALENT 


Find more handouts at BeggingForXP.com




GRIT 


Gain +1 strain threshold.


COST 5

KILL WITH KINDNESS 


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

COST 5

RESEARCHER 


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



COST 5

GRIT 


Gain +1 strain threshold.


COST 5

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 10

RESEARCHER 


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



COST 10

CONFIDENCE 


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



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

VALUABLE FACTS 


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



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 15

KNOWLEDGE SPECIALIZATION 

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

COST 15

ONE WITH THE UNIVERSE 


Once per session, while meditating, make a  Astro-gation check. Success adds  to all Force power checks in next encounter. Success with  adds  instead.

COST 15

FORCE RATING 


Gain +1 Force rating.

COST 20

GRIT 


Gain +1 strain threshold.



COST 20

PREEMPTIVE AVOIDANCE 


May spend 1 Destiny Point to disengage from engaged enemy as an out-of-turn incidental.



COST 20

KNOWLEDGE SPECIALIZATION 


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

COST 20

BALANCE 

When the character heals strain at the end of the encounter, he may add  per Force rating. He recovers additional strain equal to  generated.

COST 25

THE FORCE IS MY ALLY 

Once per session, may suffer 2 strain to perform a Force power action as a maneuver.

COST 25

NATURAL NEGOTIATOR 

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

COST 25

FORCE RATING 

Gain +1 Force rating.

COST 25

CAREER GUARDIAN

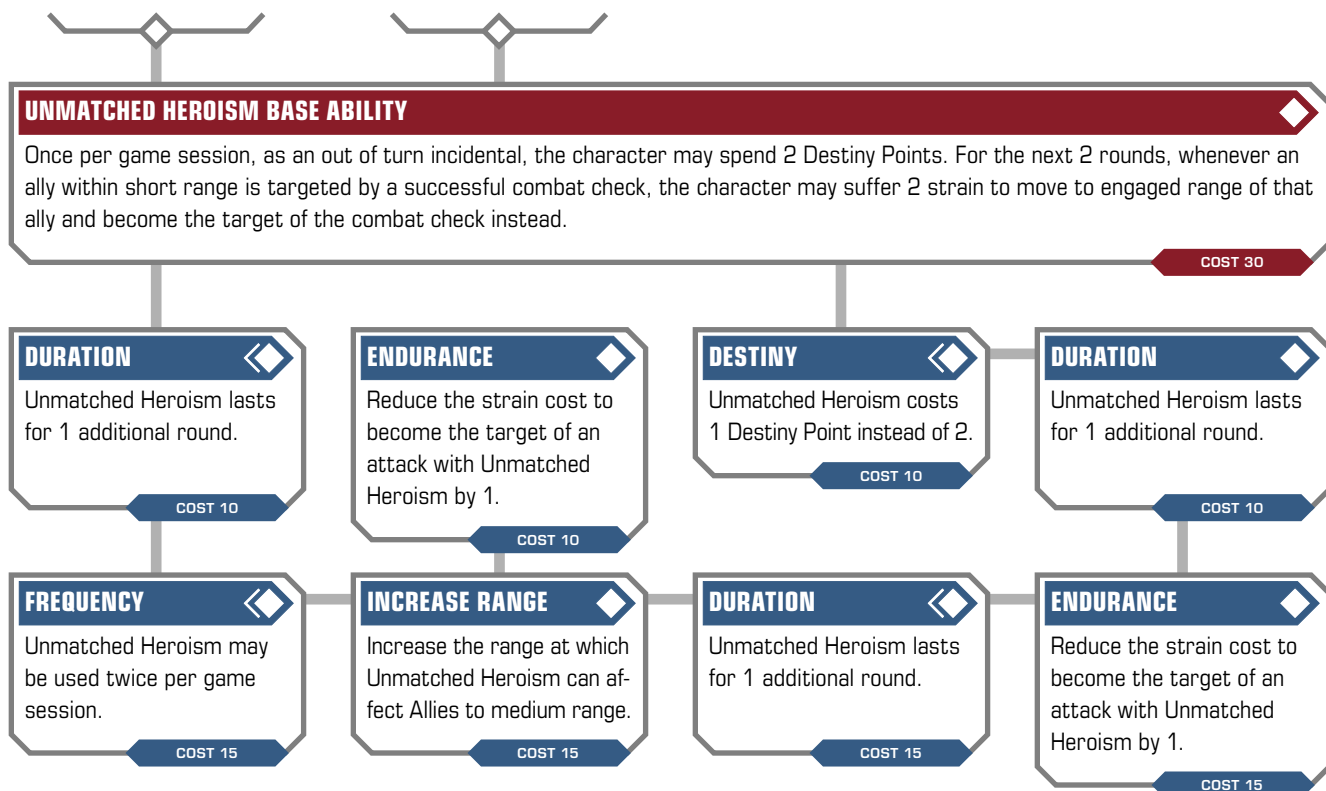
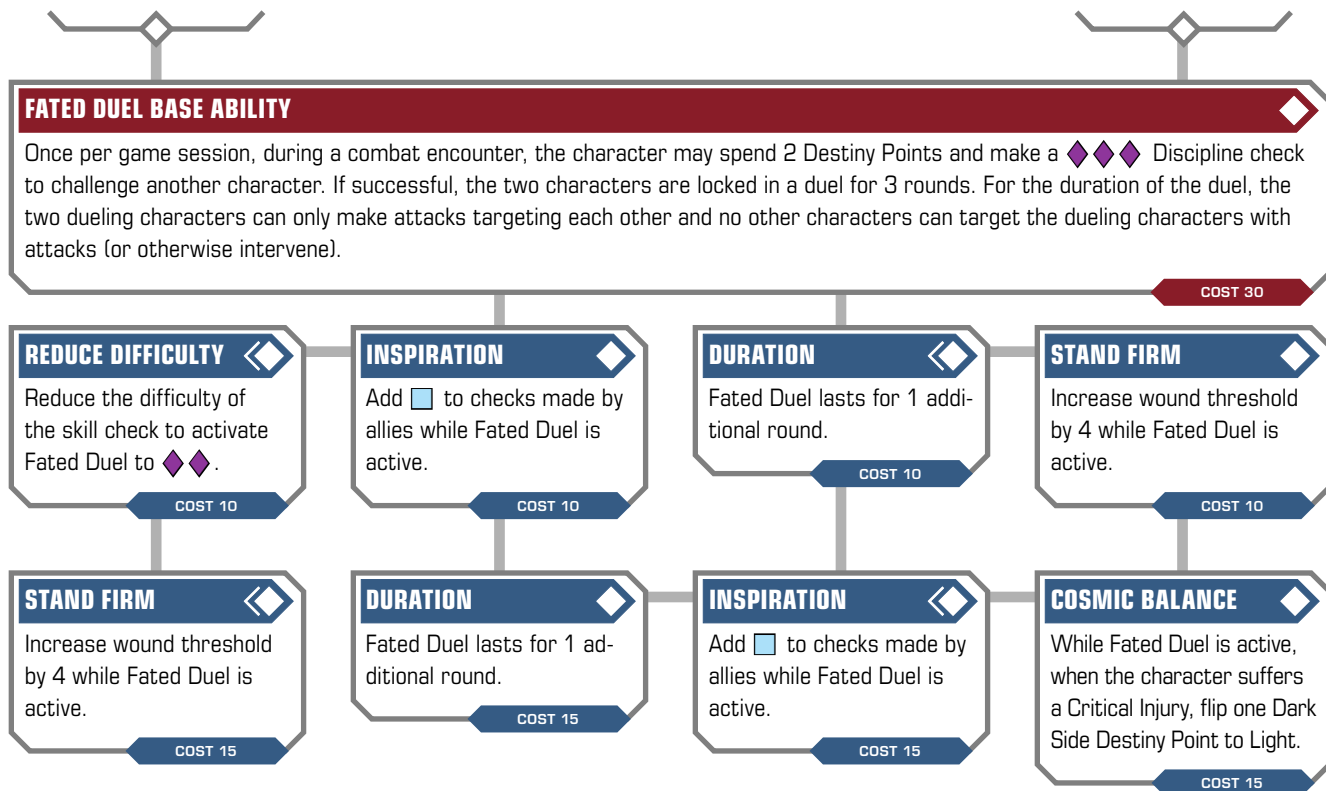
BASE ABILITY 

UPGRADE 

RANKED 

Career Skills: **Brawl, Cool, Discipline, Melee, Resilience, Vigilance**

Find more handouts at BeggingForXP.com 



GUARDIAN PEACEKEEPER

Spec Bonus Career Skills: **Discipline, Leadership, Perception, Piloting (Planetary)**


ACTIVE 



PASSIVE 

RANKED 


FORCE TALENT 

Find more handouts at BeggingForXP.com 

COMMAND 


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

COST 5

CONFIDENCE 


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


COST 5

SECOND WIND 


Once per encounter, may use Second Wind incidental to heal strain equal to ranks in Second Wind.


COST 5

COMMANDING PRESENCE 


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

COST 5

COMMANDING PRESENCE 


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

COST 10

TOUGHENED 


Gain +2 wound threshold.

COST 10

SECOND WIND 


Once per encounter, may use Second Wind incidental to heal strain equal to ranks in Second Wind.

COST 10

CONFIDENCE 


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





COST 10

TOUGHENED 


Gain +2 wound threshold.



COST 15

ENHANCED LEADER 


When making a Leadership check, add  up to Force rating. Spend  to add  or  to the result.


COST 15

COMMAND 


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

COST 15

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.

COST 15

STEELY NERVES 


Spend 1 Destiny Point to ignore effects of Critical Injuries on Willpower or Presence checks until the end of the encounter.

COST 20

SECOND WIND 


Once per encounter, may use Second Wind incidental to heal strain equal to ranks in Second Wind.


COST 20

TOUGHENED 


Gain +2 wound threshold.



COST 20

IMPROVED FIELD COMMANDER 


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

COST 20

UNITY ASSAULT 

If a missed attack generates  or , may spend to perform Force power targeting allies as a maneuver.

COST 25

DEDICATION 


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

COST 25

FORCE RATING 

Gain +1 Force rating.

COST 25

NATURAL LEADER 

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

COST 25

GUARDIAN PROTECTOR

Spec Bonus Career Skills: **Athletics, Medicine, Ranged (Light), Resilience**

ACTIVE 

PASSIVE 

RANKED 

FORCE TALENT 

Find more handouts at BeggingForXP.com



TOUGHENED

Gain +2 wound threshold.

COST 5

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 5

GRIT

Gain +1 strain threshold.

COST 5

TOUGHENED

Gain +2 wound threshold.

COST 5

PARRY

When hit by a melee attack while wielding a melee weapon or lightsaber, suffer 3 strain to reduce damage by 2 plus ranks in Parry.

COST 10

PHYSICIAN

When making a Medicine check to help a character heal wounds, the target heals 1 additional strain per rank of Physician.



COST 10

STIMPACK SPECIALIZATION

Stimpacks heal 1 additional wound per rank of Stimpack Specialization.

COST 10

FORCE PROTECTION

As a maneuver, suffer 1 strain and commit  up to ranks in Force Protection. Increase soak by amount committed until start of next turn. Suffer 1 strain each turn  are committed.

COST 10

REFLECT

When hit by a ranged attack while wielding a lightsaber, suffer 3 strain to reduce damage by 2 plus ranks in Reflect.



COST 15

STIMPACK SPECIALIZATION

Stimpacks heal 1 additional wound per rank of Stimpack Specialization.

COST 15

HEIGHTENED AWARENESS

Allies within short range add  to Perception or Vigilance checks. Engaged allies add .

COST 15

CENTER OF BEING

Take a Center of Being maneuver. Until the start of next turn, attacks against the character increase their crit rating by 1 per rank of Center of Being.



COST 15

CIRCLE OF SHELTER

When an engaged ally suffers a hit., may use Parry or Reflect incidental against the hit.

COST 20

FORCE PROTECTION

As a maneuver, suffer 1 strain and commit  up to ranks in Force Protection. Increase soak by amount committed until start of next turn. Suffer 1 strain each turn  are committed.

COST 20

GRIT

Gain +1 strain threshold.

COST 20

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 20

CENTER OF BEING

Take a Center of Being maneuver. Until the start of next turn, attacks against the character increase their crit rating by 1 per rank of Center of Being.

COST 25

FORCE RATING

Gain +1 Force rating.

COST 25

DEDICATION

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

COST 25

IMPROVED BODY GUARD

Once per session, when an ally protected by the Body Guard maneuver suffers a hit, suffer the hit instead.

COST 25

GUARDIAN SORESU DEFENDER

Spec Bonus Career Skills: **Discipline, Knowledge (Lore), Lightsaber, Vigilance**

ACTIVE 

PASSIVE 

RANKED 

FORCE TALENT 

Find more handouts at BeggingForXP.com



PARRY

When hit by a melee attack while wielding a melee weapon or lightsaber, suffer 3 strain to reduce damage by 2 plus ranks in Parry.

COST 5

PARRY

When hit by a melee attack while wielding a melee weapon or lightsaber, suffer 3 strain to reduce damage by 2 plus ranks in Parry.

COST 5

TOUGHENED

Gain +2 wound threshold.

COST 5

DEFENSIVE STANCE

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

COST 5

SORESU TECHNIQUE

When making a check using the Lightsaber skill, the character may use Intellect instead of Brawn.

COST 10

REFLECT

When hit by a ranged attack while wielding a lightsaber, suffer 3 strain to reduce damage by 2 plus ranks in Reflect.

COST 10

GRIT

Gain +1 strain threshold.

COST 10

GRIT

Gain +1 strain threshold.



COST 10

CONFIDENCE

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







COST 15

IMPROVED PARRY

When parrying a hit that generated  or , may hit attacker once with Lightsaber, Brawl, or Melee weapon (dealing base damage), after original attack resolves.

COST 15

DEFENSIVE CIRCLE

As an action, make a    Lightsaber (Intellect) check. The character, plus 1 ally within short range per , gains X defense until the beginning of the next turn. X equals 1, plus 1 per  .

COST 15

PARRY

When hit by a melee attack while wielding a melee weapon or lightsaber, suffer 3 strain to reduce damage by 2 plus ranks in Parry.

COST 15

PARRY

When hit by a melee attack while wielding a melee weapon or lightsaber, suffer 3 strain to reduce damage by 2 plus ranks in Parry.

COST 20

REFLECT

When hit by a ranged attack while wielding a lightsaber, suffer 3 strain to reduce damage by 2 plus ranks in Reflect.

COST 20

REFLECT

When hit by a ranged attack while wielding a lightsaber, suffer 3 strain to reduce damage by 2 plus ranks in Reflect.

COST 20

DEFENSIVE STANCE

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

COST 20

SUPREME PARRY

If the user did not make a combat check during previous turn, may suffer 1 strain to use Parry.



COST 25

DEDICATION

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






COST 25

IMPROVED REFLECT

When reflecting a hit that generated  or , may hit one attacker in medium range with the same damage as the initial hit, after original attack resolves.

COST 25

STRATEGIC FORM

As an action, make a    Lightsaber (Intellect) check, adding  up to Force rating. If successful, a target in short range may only attack character for 1 round, plus 1 per additional  spent.

COST 25

GUARDIAN ARMORER


Spec Bonus Career Skills: **Knowledge (Outer Rim), Lightsaber, Mechanics, Resilience**


ACTIVE 

PASSIVE 

RANKED 


FORCE TALENT 

Find more handouts at BeggingForXP.com 

GRIT 


Gain +1 strain threshold.

COST 5

TOUGHENED 


Gain +2 wound threshold.



COST 5

GEARHEAD 


Remove  per rank of Gearhead from Mechanics checks. Halve the credit cost to add mods to attachments.




COST 5

INVENTOR 


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

COST 5

SABER THROW 


As an action, make a Lightsaber attack as a ranged attack at a target within medium range. Add  up to Force rating. Must spend  and succeed to hit target. Spend  to return weapon to hand.

COST 10

ARMOR MASTER 


When wearing armor, increase total soak value by 1.


COST 10

GRIT 


Gain +1 strain threshold.

COST 10

GEARHEAD 


Remove  per rank of Gearhead from Mechanics checks. Halve the credit cost to add mods to attachments.

COST 10

TOUGHENED 


Gain +2 wound threshold.



COST 15

IMPROVED ARMOR MASTER 


When wearing armor with a soak value of 2 or higher, increase defense by 1.

COST 15

INVENTOR 


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



COST 15

MENTAL TOOLS 


Always count as having the right tools for the job when performing Mechanics checks.

COST 15

COMPREHEND TECHNOLOGY 


As an action make a   Knowledge (Education) check to use Force rating as ranks in skills to use a single item.

COST 20

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

FALLING AVALANCE 

Suffer 2 strain to add damage equal to Brawn to next Lightsaber combat check made that turn.

COST 20

SUPREME ARMOR MASTER 


Once per round, may suffer 3 strain to take the Armor Master incidental; reduce the next Critical Injury suffered by 10 per point of soak, minimum 1.



COST 20

FORCE RATING 


Gain +1 Force rating.





COST 25

IMBUE ITEM 


As a maneuver, suffer 1 strain and commit  to grant one weapon, piece of armor, or item an improvement while committed. Suffer 1 strain every round  remains committed.

COST 25

REINFORCE ITEM 

As a maneuver, commit   to grant one weapon or piece of armor the Cortosis quality while committed. Suffer 3 strain each round   remain committed

COST 25

DEDICATION 

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

COST 25

GUARDIAN WARDEN

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

ACTIVE 

PASSIVE 


RANKED 

CONFLICT COST 

FORCE TALENT 


Find more handouts at BeggingForXP.com



GRIT 


Gain +1 strain threshold.

COST 5

TOUGHENED 


Gain +2 wound 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

GRIT 


Gain +1 strain threshold.

COST 5

PRECISION STRIKE 


When this character inflicts a Critical Injury with a Brawl, Melee, or Lightsaber weapon, may suffer 1 strain to change the result to any Easy (♦) Critical Injury result.

COST 10

CONFIDENCE 


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

COST 10

SCATHING TIRADE 


Take a 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 10

BAD COP 


Spend ☹☹ from a Deception or Coercion check to upgrade ability of an ally's subsequent social check against the same target a number of times equal to ranks in Bad Cop

COST 10

SENSE ADVANTAGE 


Once per session, may add ■■ to 1 NPC's skill check.

COST 15

CONFIDENCE 


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

COST 15

FEARSOME 


When an enemy becomes engaged with the character, they may force the enemy to make a fear check, with the difficulty equal to ranks in Fearsome.

COST 15

NO ESCAPE 


May spend ☹☹ from a Coercion check or ☹☹ from a foe's Discipline check; that target cannot perform a free maneuver during his next turn.

COST 15

TOUGHENED 


Gain +2 wound threshold.

COST 20

OVERBALANCE 


When a combat check made by an engaged foe generates ☹ or ☹☹☹, may stagger attacker until the end of their next turn.

COST 20

BALEFUL GAZE 


When targeted by a combat check from within medium range, may spend a Destiny Point to upgrade the difficulty of the check a number of times equal to ranks in Coercion.

COST 20

BAD COP 


Spend ☹☹ from a Deception or Coercion check to upgrade ability of an ally's subsequent social check against the same target a number of times equal to ranks in Bad Cop

COST 20

GRAPPLE 

Once per round, may perform the Grapple maneuver. Until the beginning of the character's next turn, foes must spend 2 maneuvers to disengage the character.

COST 25

DEDICATION 


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

COST 25

FORCE RATING 

Gain +1 Force rating.

COST 25

FEARSOME 

When an enemy becomes engaged with the character, they may force the enemy to make a fear check, with the difficulty equal to ranks in Fearsome.

COST 25

GUARDIAN WARLEADER

Spec Bonus Career Skills: **Leadership, Perception, Ranged (Light), Survival**

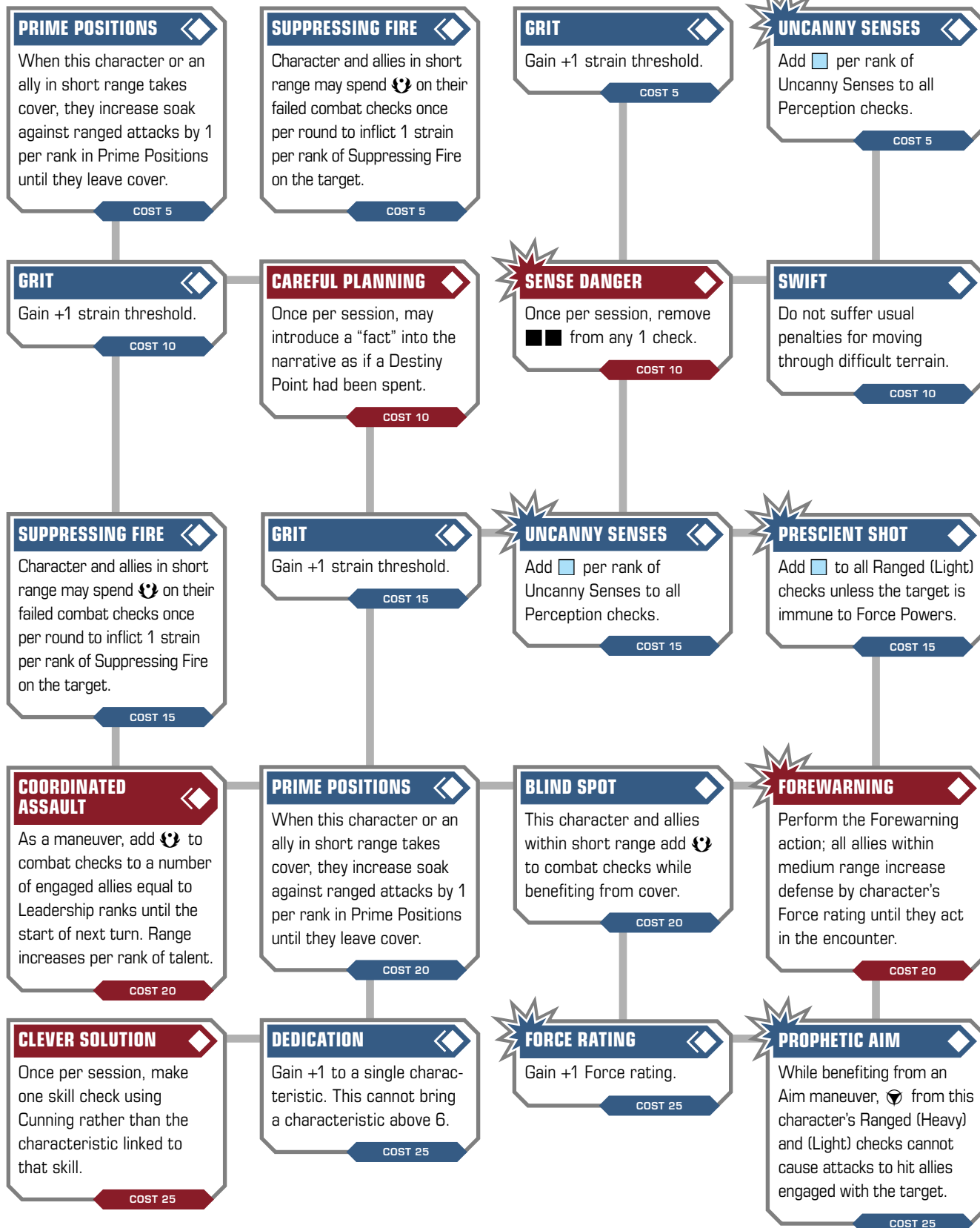
ACTIVE 

PASSIVE 

RANKED 

FORCE TALENT 

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MYSTIC ADVISOR


Spec Bonus Career Skills: **Charm, Deception, Negotiation, Streetwise**

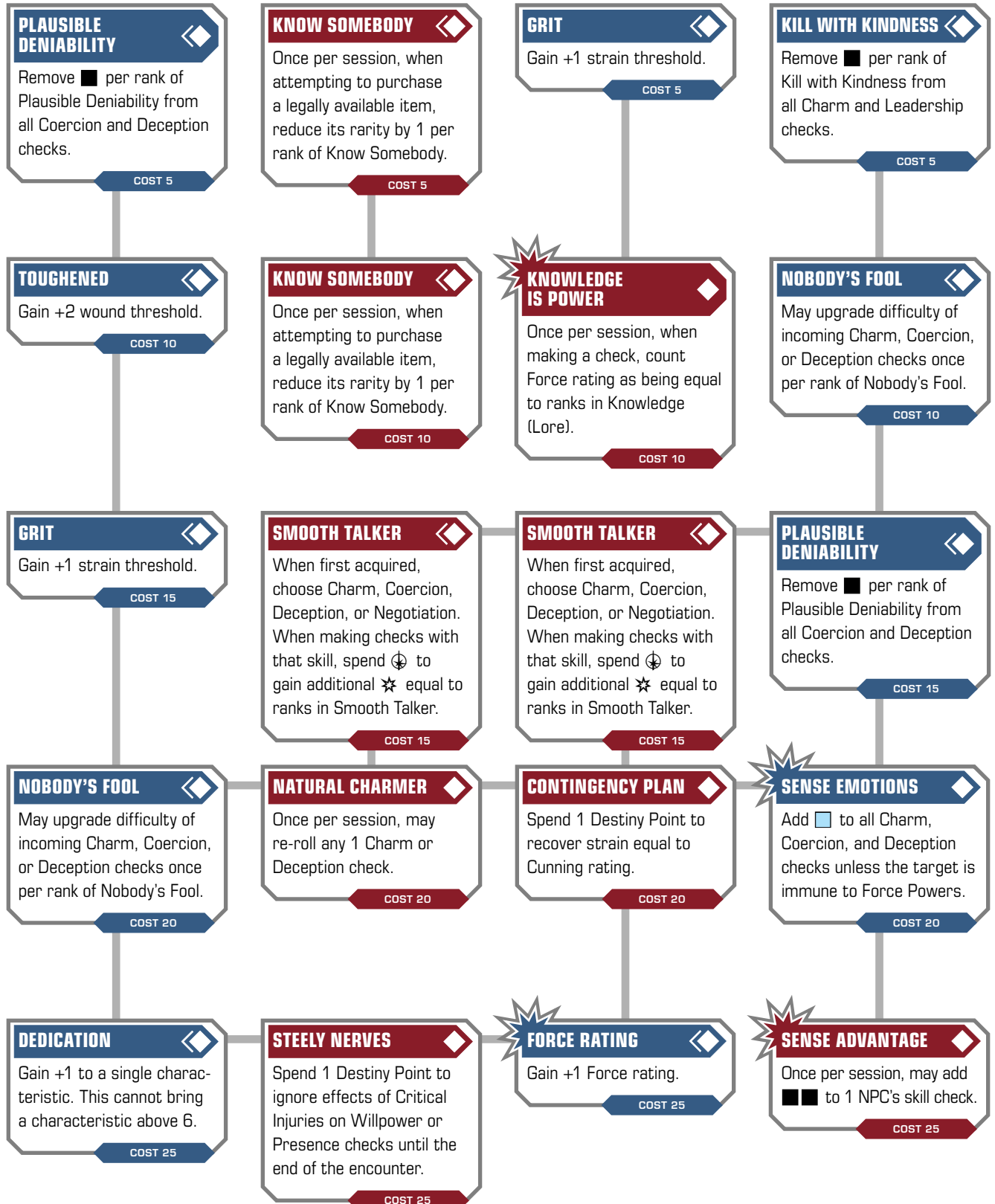
ACTIVE 

PASSIVE 

RANKED 

FORCE TALENT 

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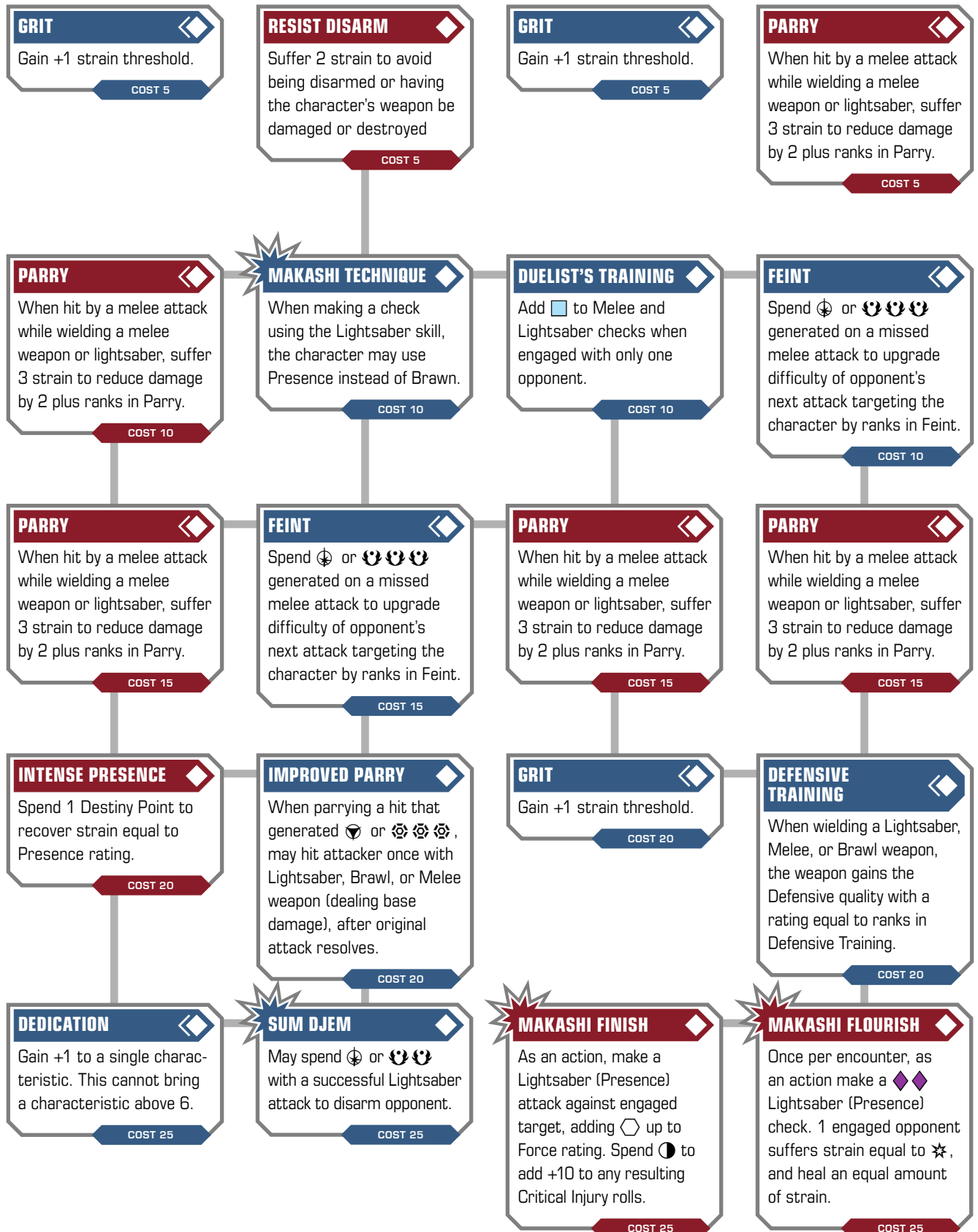


MYSTIC MAKASHI DUELIST

Spec Bonus Career Skills: **Charm, Cool, Coordination, Lightsaber**

ACTIVE 
PASSIVE 
RANKED 
FORCE TALENT 

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MYSTIC SEER

Spec Bonus Career Skills: **Discipline, Knowledge (Lore), Survival, Vigilance**


ACTIVE 



PASSIVE 

RANKED 


FORCE TALENT 


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FORAGER 


Remove up to   from skill checks to find food, water, or shelter. Survival checks to forage take half the time.

COST 5

UNCANNY REACTIONS 


Add  per rank of Uncanny Reactions to all Vigilance checks,


COST 5

GRIT 


Gain +1 strain threshold.


COST 5

EXPERT TRACKER 


Remove  per rank of Expert Tracker from checks to find tracks or track targets. Decrease time to track a target by half.


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 10

KEEN EYED 


Remove  per rank of Keen Eyed from Perception and Vigilance checks. Decrease the time to search a specific area by half.

COST 10

UNCANNY REACTIONS 

Add  per rank of Uncanny Reactions to all Vigilance checks,


COST 10

TOUGHENED 


Gain +2 wound threshold.

COST 10

SENSE DANGER 


Once per session, remove   from any 1 check.

COST 15

GRIT 


Gain +1 strain threshold.

COST 15

FOREWARNING 

As an action, give all allies within medium range an increase in defense equal to the character's Force rating until they act in the encounter.

COST 15

PREEMPTIVE AVOIDANCE 


May spend 1 Destiny Point to disengage from engaged enemy as an out-of-turn incidental.



COST 15

FORCE RATING 


Gain +1 Force rating.

COST 20

SENSE ADVANTAGE 


Once per session, may add   to 1 NPC's skill check.

COST 20

THE FORCE IS MY ALLY 


Once per session, may suffer 2 strain to perform a Force power action as a maneuver.


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

RAPID REACTION 


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

COST 25

TOUGHENED 


Gain +2 wound threshold.

COST 25

NATURAL MYSTIC 

Once per session, may re-roll any 1 Force power check.

COST 25

FORCE RATING 

Gain +1 Force rating.

COST 25

SEEKER ATARU STRIKER


Spec Bonus Career Skills: **Athletics, Coordination, Lightsaber, Perception**

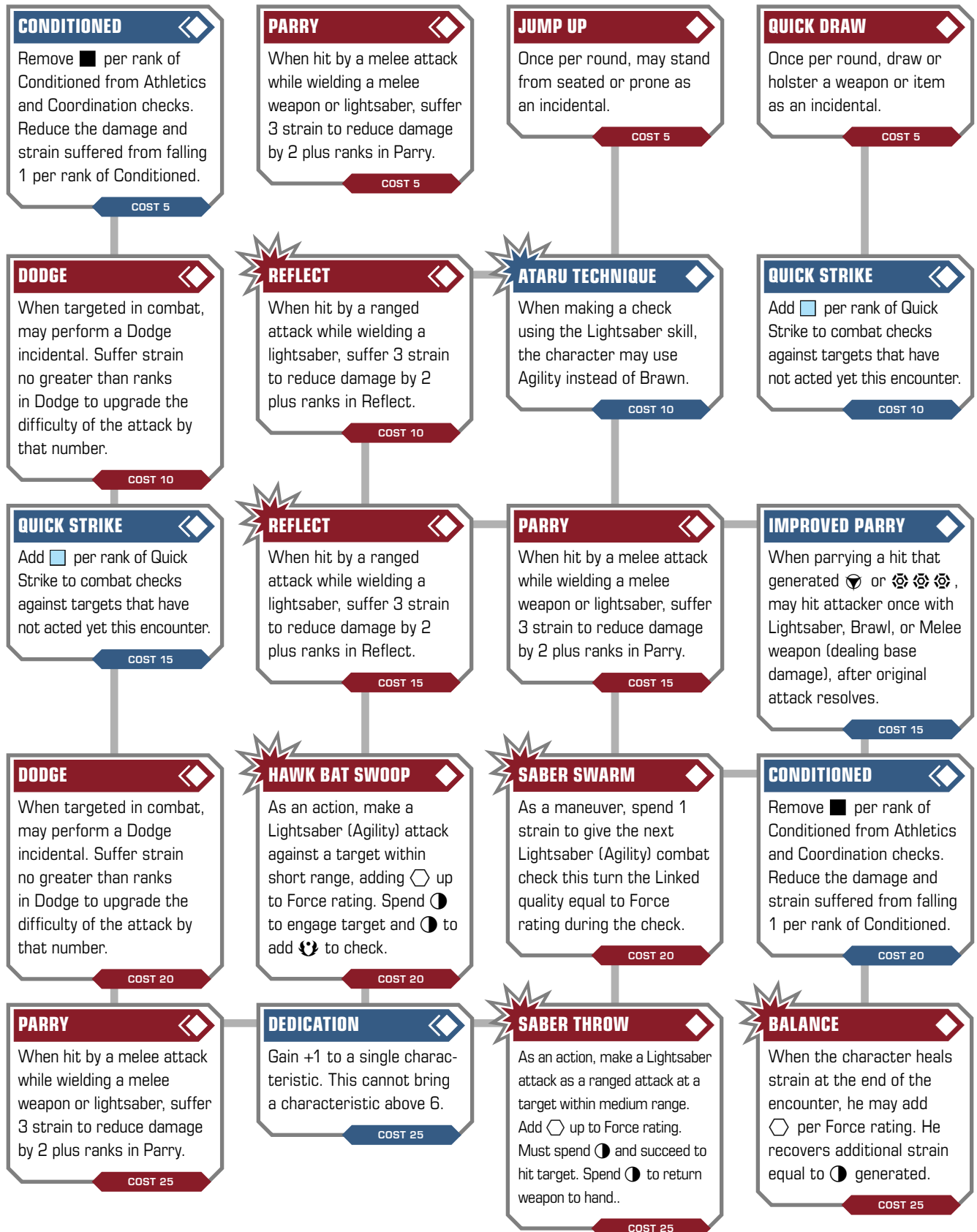
ACTIVE 

PASSIVE 

RANKED 

FORCE TALENT 

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SEEKER HUNTER

Spec Bonus Career Skills: **Coordination, Ranged (Heavy), Stealth, Vigilance**

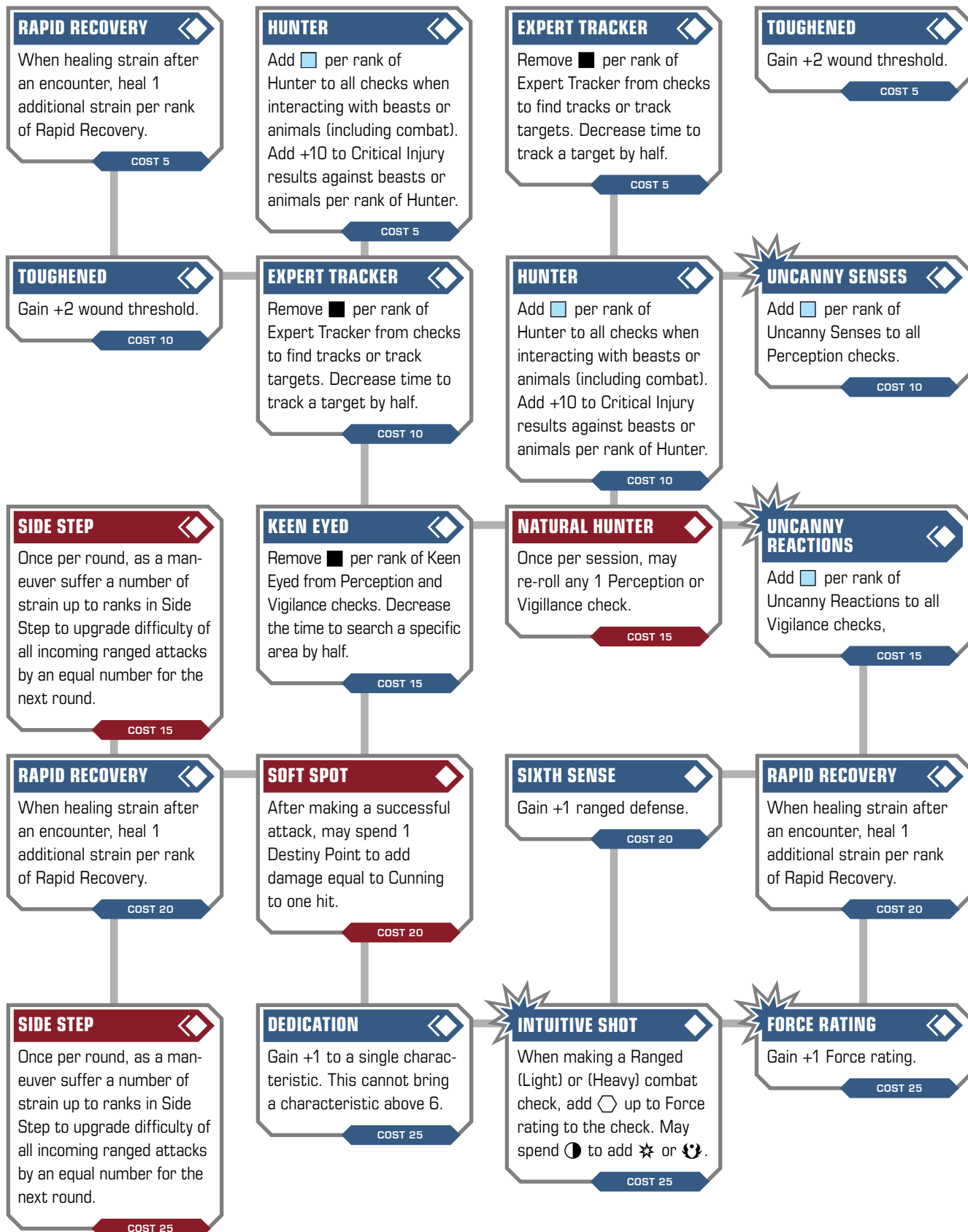
ACTIVE 

PASSIVE 

RANKED 

FORCE TALENT 

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SEEKER PATHFINDER

Spec Bonus Career Skills: **Medicine, Ranged (Light), Resilience, Survival**

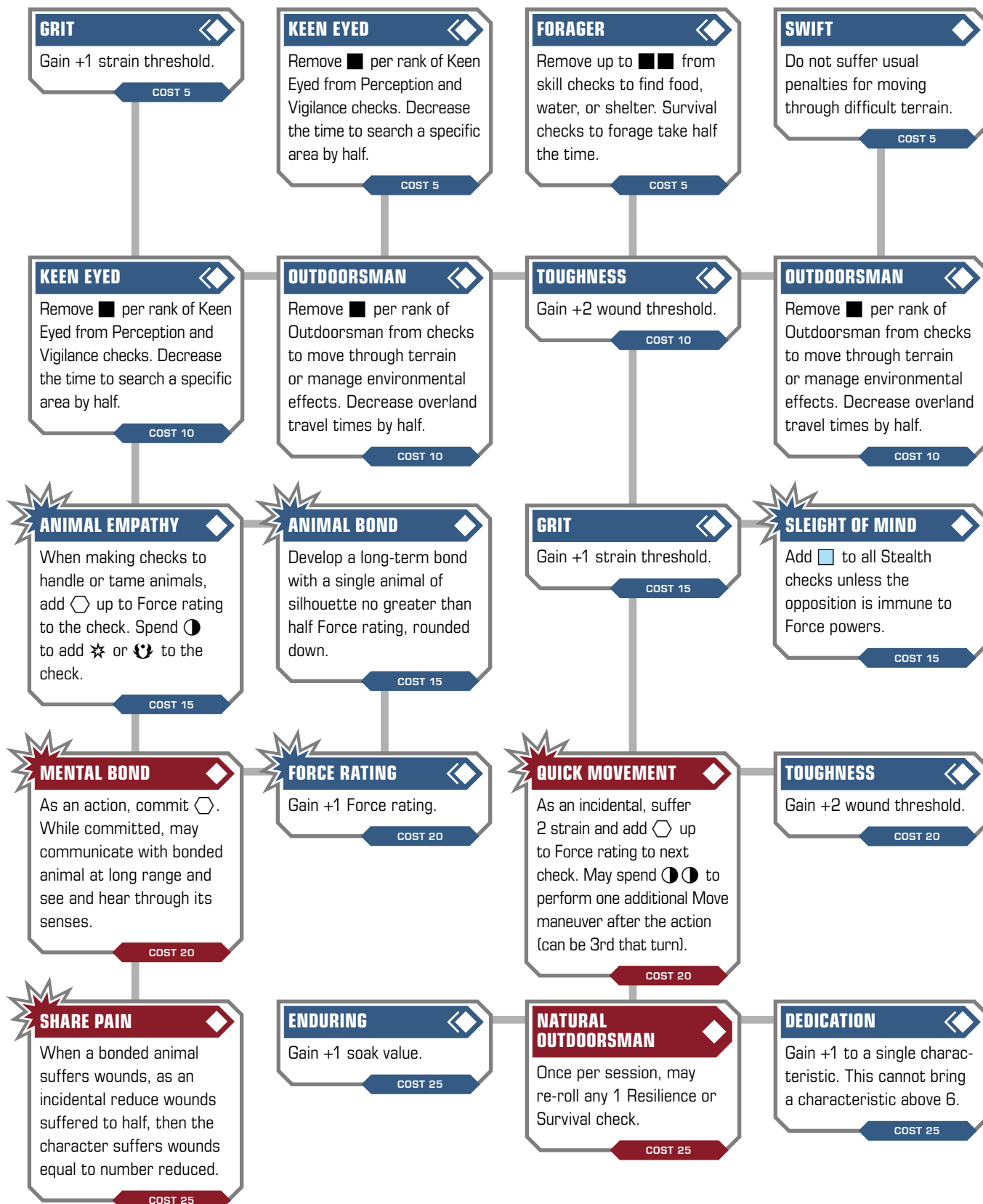
ACTIVE 

PASSIVE 

RANKED 

FORCE TALENT 

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SENTINEL ARTISAN


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

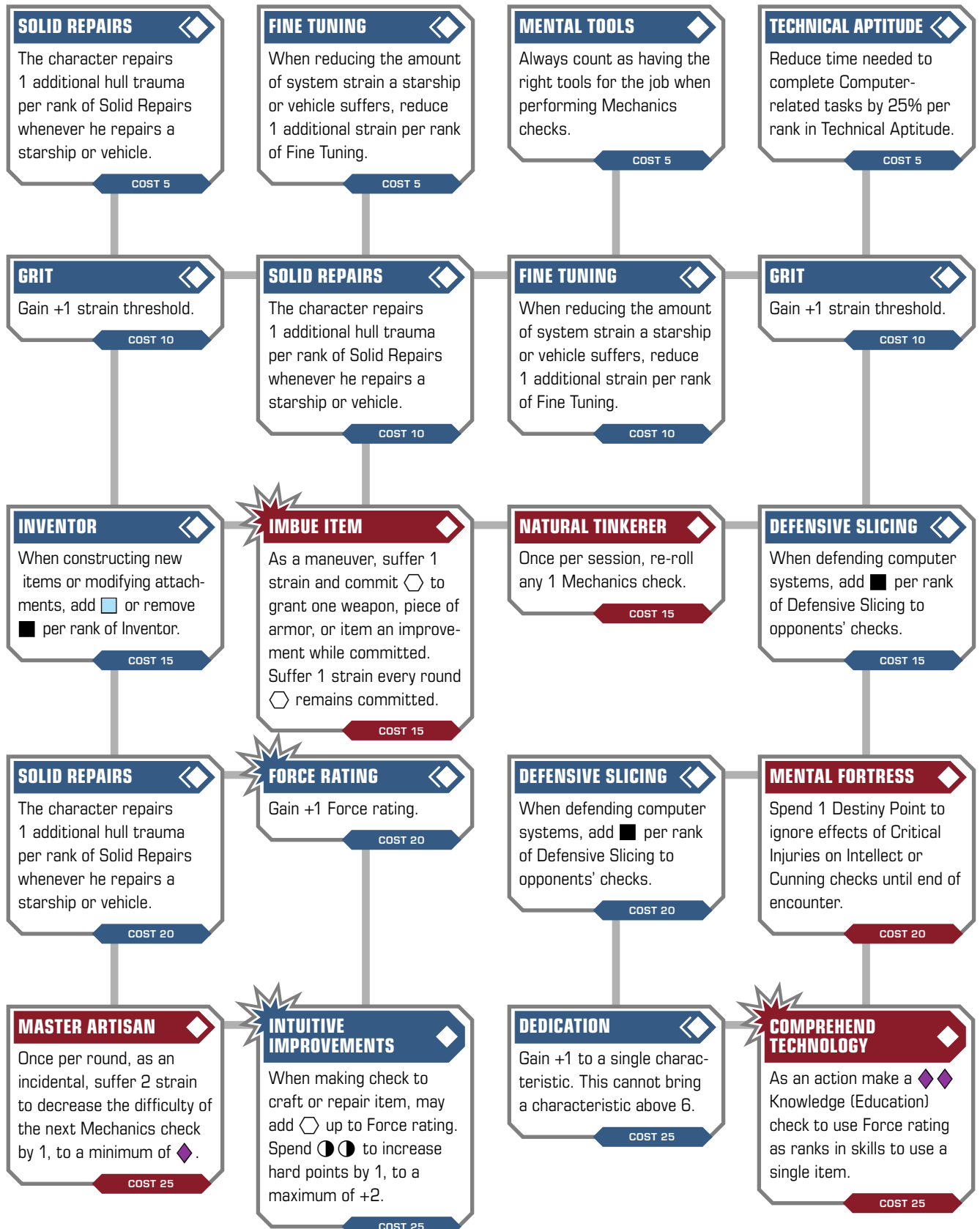
ACTIVE 

PASSIVE 

RANKED 

FORCE TALENT 

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SENTINEL SHADOW

Spec Bonus Career Skills: **Knowledge (Underworld), Skulduggery, Stealth, Streetwise**

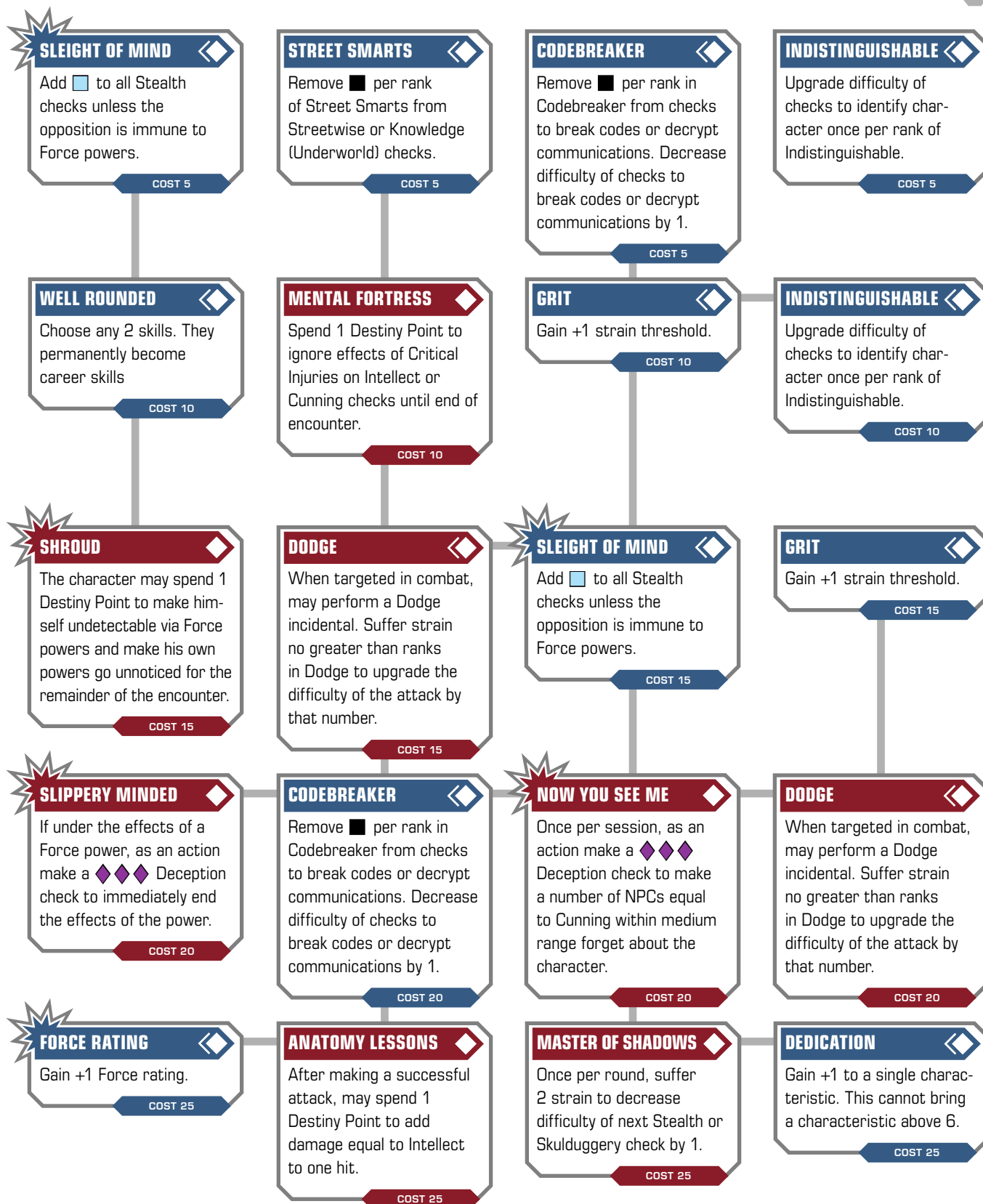
ACTIVE 

PASSIVE 

RANKED 

FORCE TALENT 

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SENTINEL SHIEN EXPERT

Spec Bonus Career Skills: **Athletics, Lightsaber, Resilience, Skulduggery**

ACTIVE 

PASSIVE 

RANKED 

FORCE TALENT 

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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

CONDITIONED

Remove  per rank of Conditioned from Athletics and Coordination checks. Reduce the damage and strain suffered from falling 1 per rank of Conditioned.

COST 5

STREET SMARTS

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

COST 5

REFLECT

When hit by a ranged attack while wielding a lightsaber, suffer 3 strain to reduce damage by 2 plus ranks in Reflect.

COST 5

TOUGHENED

Gain +2 wound threshold.

COST 10

PARRY

When hit by a melee attack while wielding a melee weapon or lightsaber, suffer 3 strain to reduce damage by 2 plus ranks in Parry.

COST 10

SHIEN TECHNIQUE

When making a check using the Lightsaber skill, the character may use Cunning instead of Brawn.

COST 10

REFLECT

When hit by a ranged attack while wielding a lightsaber, suffer 3 strain to reduce damage by 2 plus ranks in Reflect.



COST 10

PARRY

When hit by a melee attack while wielding a melee weapon or lightsaber, suffer 3 strain to reduce damage by 2 plus ranks in Parry.

COST 15

COUNTERSTRIKE

When an attack misses the character and generates  or , may upgrade next Lightsaber(Cunning) attack against the attacker during the encounter once.



COST 15

GRIT

Gain +1 strain threshold.

COST 15

IMPROVED REFLECT

When reflecting a hit that generated  or , may hit one attacker in medium range with the same damage as the initial hit, after original attack resolves.

COST 15

DJEM SO DEFLECTION

After using Reflect, may spend 1 Destiny Point to perform the Move maneuver as an out-of-turn incidental to close the distance with or engage opponent.




COST 20

DEFENSIVE STANCE

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

COST 20

SABER THROW

As an action, make a Lightsaber attack as a ranged attack at a target within medium range. Add  up to Force rating. Must spend  and succeed to hit target. Spend  to return weapon to hand.

COST 20

REFLECT

When hit by a ranged attack while wielding a lightsaber, suffer 3 strain to reduce damage by 2 plus ranks in Reflect.

COST 20

FALLING AVALANCE

Suffer 2 strain to add damage equal to Brawn to next Lightsaber combat check made that turn.




COST 25

DEDICATION

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

COST 25

DISRUPTIVE STRIKE

As an action, make a Lightsaber (Cunning) attack. Add  up to Force rating. Spend  to add  to the next combat check the target makes.

COST 25






SUPREME REFLECT


If the user did not make a combat check during previous turn, may suffer 1 strain to use Reflect.

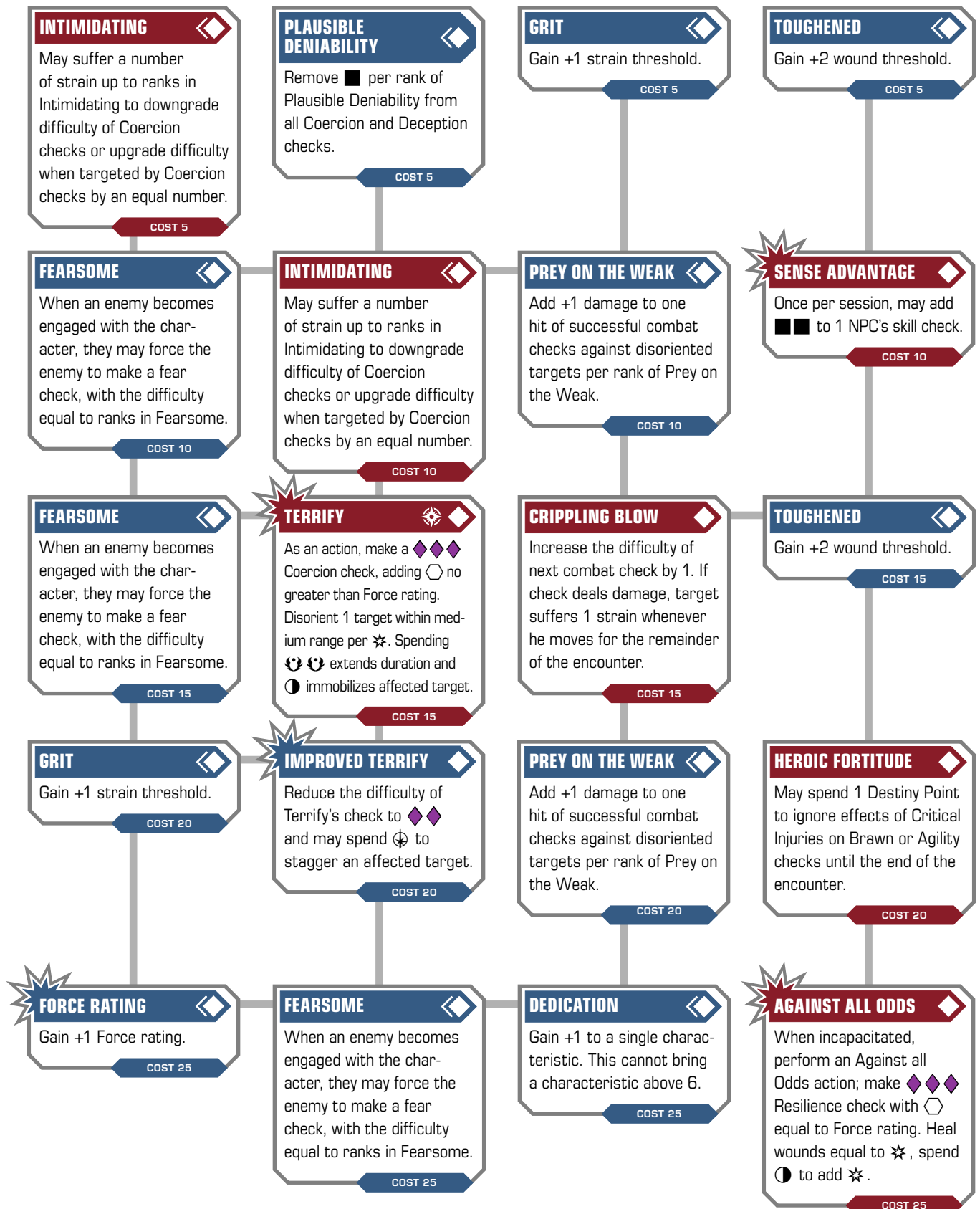
COST 25

WARRIOR AGGRESSOR

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

CONFLICT COST  ACTIVE 
PASSIVE 
RANKED 
FORCE TALENT 

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WARRIOR SHI-CHO KNIGHT


Spec Bonus Career Skills: **Athletics, Coordination, Lightsaber, Melee**

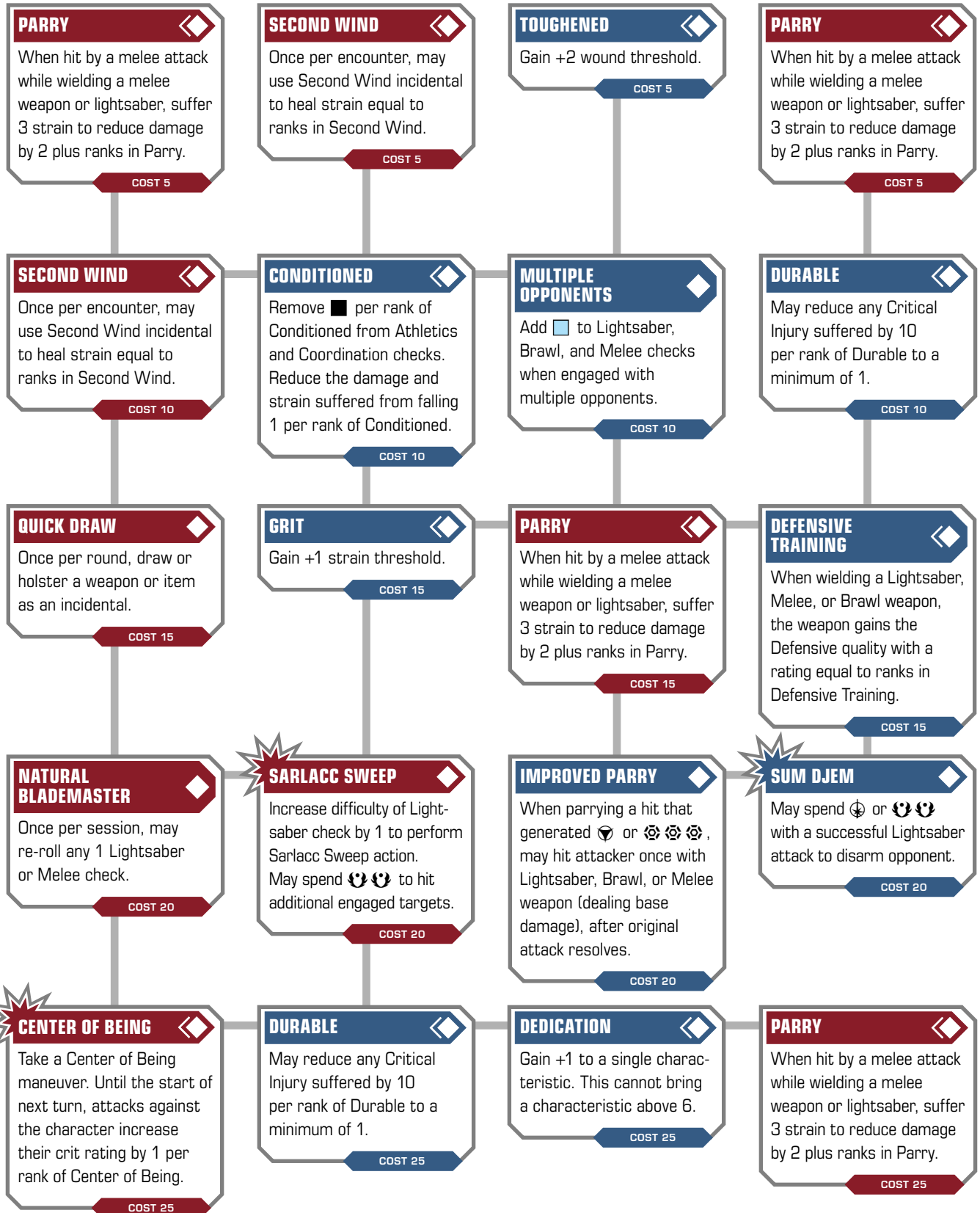
ACTIVE 

PASSIVE 

RANKED 

FORCE TALENT 

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WARRIOR STARFIGHTER ACE

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

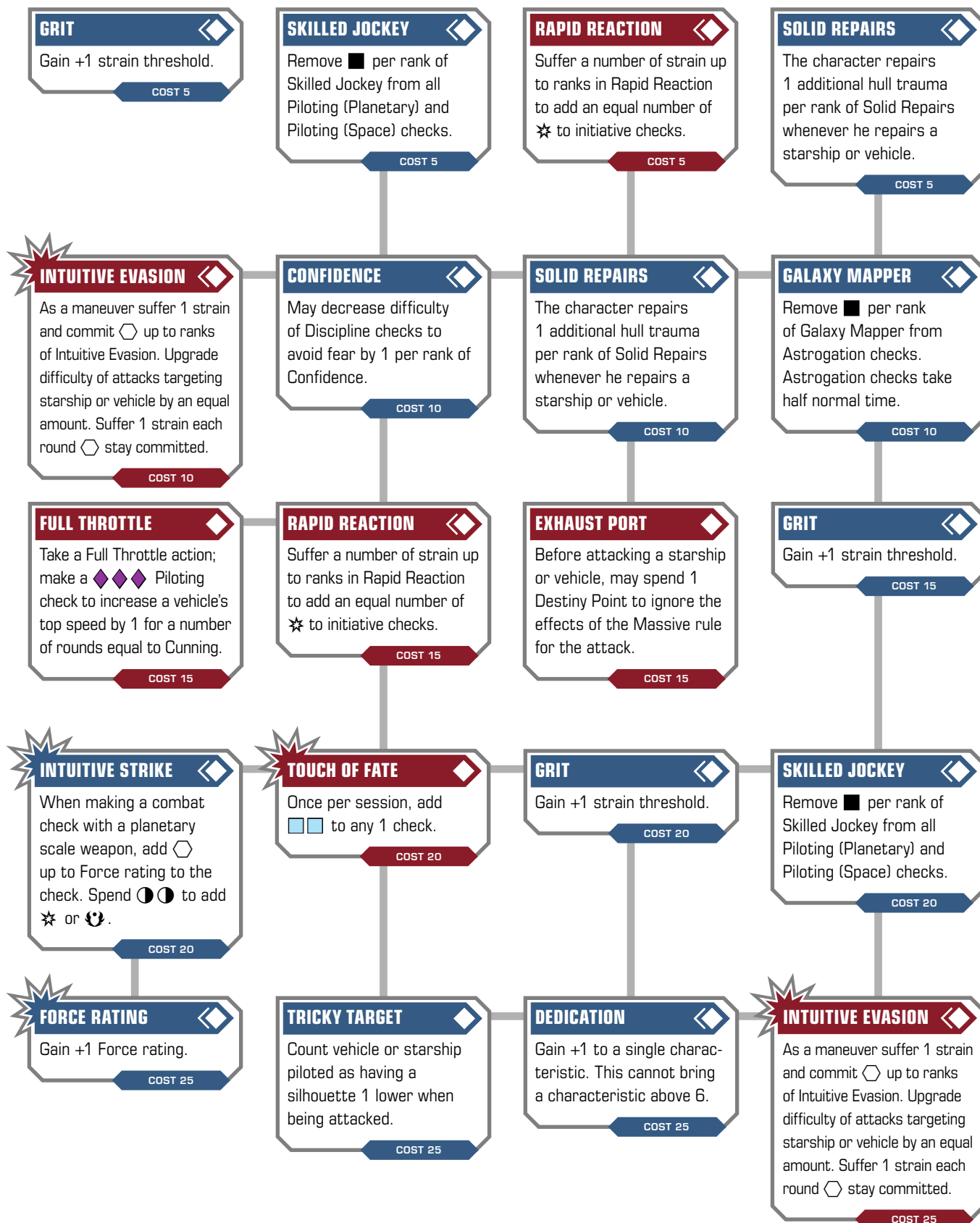
ACTIVE 

PASSIVE 

RANKED 

FORCE TALENT 

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FORCE POWER

BATTLE MEDITATION

RANKED 

Prerequisites: **Force Rating 2+**

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BATTLE MEDITATION BASIC POWER

The Force user directs allies in battle, making them more effective as a coordinated unit.

The user may spend 1 to add one automatic ✨ to all checks made by a number of engaged friendly targets up to his Presence before the end of this next turn. If the user used any 1 to generate 1, reduce each target's Willpower by 1 (to a minimum of 1) until the end of the encounter. The user may not activate this multiple times.

COST 15

MAGNITUDE

Spend 1 to affect a number of additional targets equal to Presence per rank of Magnitude 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

CONTROL

When making a Battle Meditation power check, the user may make a Leadership check as part of the pool. If the user is able to activate the power and succeeds on the check, he may send simple orders as part of the power.

COST 10

MAGNITUDE

Spend 1 to affect a number of additional targets equal to Presence per rank of Magnitude upgrades purchased.

COST 10

RANGE

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

COST 10

STRENGTH

Spend 1 1 to add one additional automatic ✨ to affected characters. The user may activate this multiple times.

COST 10

MAGNITUDE

Spend 1 to affect a number of additional targets equal to Presence per rank of Magnitude upgrades purchased.

COST 15

RANGE

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

COST 15

DURATION

Commit 1 1 1 to sustain the ongoing effects of the power on each affected target while it remains in range.

COST 25

MAGNITUDE

Spend 1 to affect a number of additional targets equal to Presence per rank of Magnitude upgrades purchased.

COST 20

CONTROL

May suffer 4 strain to change the range of power and range upgrades to planetary scale.

COST 20

MASTERY

If no 1 were used to generate 1, choose one skill. While under the effects of the power, each affected target counts as having the same number ranks in the chosen skill as the target with the most ranks in the skill.

If the user used any 1 to generate 1, each affected character must make a Discipline check if he wishes to resist obeying orders given by the user as part of this power.

COST 25

FORCE POWER

BIND

RANKED 

Prerequisites: **Force Rating 2+**

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BIND BASIC POWER

The Force user restrains an enemy, preventing the target from acting.

The user may spend 1 to immobilize a target within short range until the end of the user's next turn. If the user used any 2 to generate 1, the target also suffers 1 wound per 1 spent on the check (ignoring soak).

COST 15

RANGE

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

COST 10

MAGNITUDE

Spend 1 1 to affect 1 additional target within range per rank of Magnitude purchased.

COST 15

STRENGTH

Spend 1 to disorient the target for a number of rounds equal to Strength upgrades purchased.

COST 5

CONTROL

Spend 1. While affected by Bind, a target suffers strain equal to the user's Willpower whenever the target takes an action.

COST 10

RANGE

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

COST 15

MAGNITUDE

Spend 1 1 to affect 1 additional target within range per rank of Magnitude purchased.

COST 20

STRENGTH

Spend 1 to disorient the target for a number of rounds equal to Strength upgrades purchased.

COST 10

DURATION

Commit 3 to sustain the ongoing effects of the power on each affected target.

COST 15

CONTROL

Spend 1 to move the target one range band closer or farther away.

COST 10

MAGNITUDE

Spend 1 1 to affect 1 additional target within range per rank of Magnitude purchased.

COST 25

STRENGTH

Spend 1 to disorient the target for a number of rounds equal to Strength upgrades purchased.

COST 15

RANGE

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

COST 20

MASTERY

When the user is making a Bind power check, if the check was not already opposed, the user may roll an opposed Discipline vs. Discipline check against one target of the power. If no 2 were used to generate 1 and the user succeeds on the check, he may immediately stagger the target until the end of his next turn. If any 2 were used to generate 1 and the check succeeds, the target suffers a Critical Injury, adding +10 to the roll per 1 spent on the check.

COST 25

FORCE POWER ENHANCE

RANKED 

Prerequisites: **Force Rating 1+**

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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 ☹. 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 ☹. 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



FORESEE BASIC POWER

The Force user can feel the Force flowing around everything, seeing what is and what will be. The user may spend 1 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 1 to gain ★ per point on the check.

COST 10

STRENGTH

Spend 1 to pick out specific details equal to Strength upgrades purchased.

COST 5

MAGNITUDE

Spend 1 to increase targets affected equal to Magnitude 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

CONTROL

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

COST 10

DURATION

Spend 1 to increase days into the future the user may see equal to Duration upgrades purchased.

COST 5

MAGNITUDE

Spend 1 to increase targets affected equal to Magnitude 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

RANGE

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

COST 5

STRENGTH

Spend 1 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 1 to allow all affected targets to take one free maneuver before the first round of combat begins.

COST 15

DURATION

Spend 1 to increase days into the future the user may see equal to Duration upgrades purchased.

COST 5

FORCE POWER

HEAL/HARM

RANKED

Prerequisites: **Force Rating 1+**

Find more handouts at BeggingForXP.com



HEAL/HARM BASIC POWER

The Force user bolsters his ally with renewed vigor or saps his foe of vital energy.

Heal (light side Force user only): Spend 1 to heal a number of wounds equal to Intellect from an engaged living creature (including the user). The user may not activate this multiple times.

Harm: Spend 1 to inflict a number of wounds equal to Intellect (ignoring soak) on an engaged target. The user gains 1 Conflict. The user may not activate this multiple times.

COST 15

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 affect 1 additional target within range per rank of Magnitude purchased.

COST 5

MAGNITUDE

Spend 1 to affect 1 additional target within range per rank of Magnitude purchased.

COST 5

CONTROL

Heal: If no 1 generated, target heals strain equal to wounds healed.
Harm: If any 1 generated, user heals strain equal to wounds inflicted.

COST 20

RANGE

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

COST 20

MAGNITUDE

Spend 1 to affect 1 additional target within range per rank of Magnitude purchased.

COST 10

STRENGTH

Heal: Spend 1 to increase wounds healed by 1 per rank of Strength upgrades.
Harm: Spend 1 to increase wounds inflicted by 1 per rank of Strength upgrades.

COST 15

CONTROL

Heal: Spend 1 to remove 1 status effect from target.
Harm: The user may spend 1 to heal wounds equal to wounds inflicted on target. Healed character gains 1 Conflict.

COST 20

CONTROL

Heal: Heal additional wounds equal to ranks in Medicine.
Harm: Inflict additional wounds equal to ranks in Medicine.

COST 20

CONTROL

Heal: May make a Heal power check combined with a 3 Medicine check. If check succeeds, one target who heals wounds also heals 1 Critical Injury.
Harm: May make a Harm power check combined with an opposed Medicine vs. Resilience check. If check succeeds, one target who suffers wounds also suffers 1 Critical Injury (adding +10 to the roll per 1).

COST 20

MASTERY

Heal: Once per session, spend 1 to restore 1 target who died after end of user's last turn to life.
Harm: Once per session, when this power kills a target, restore one engaged character who died this encounter to life. Each character gains 7 Conflict.

COST 20

STRENGTH

Heal: Spend 1 to increase wounds healed by 1 per rank of Strength upgrades.
Harm: Spend 1 to increase wounds inflicted by 1 per rank of Strength upgrades.

COST 15

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 MISDIRECT

RANKED 

Prerequisites: **Force Rating 1+**

Find more handouts at BeggingForXP.com

XP

MISDIRECT BASIC POWER

The Force user creates illusions to fool those around him.

The user may spend 1 to make a target at up to short range unable to perceive a chosen person or object of silhouette 1 or smaller. Until the beginning of the user's turn, the target cannot see or sense the hidden person or object.

COST 15

RANGE

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

COST 5

DURATION

Commit 1 to sustain this power while the beguiled target remains in range.

COST 5

STRENGTH

Spend 1 to increase the silhouette of the object obscured or illusion created by 1 per Strength upgrade purchased.

COST 5

CONTROL

The user may alter the perceived appearance of the chosen person or object instead of hiding it.

COST 10

MAGNITUDE

Spend 1 to affect additional targets equal to Presence per rank of Magnitude purchased.

COST 10

MAGNITUDE

Spend 1 to affect additional targets equal to Presence per rank of Magnitude purchased.

COST 10

STRENGTH

Spend 1 to increase the silhouette of the object obscured or illusion created by 1 per Strength upgrade purchased.

COST 10

CONTROL

May use this power to force the target to perceive a single illusory person or object.

COST 15

RANGE

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

COST 10

CONTROL

Commit one or more 1. Add 1 per 1 to all combat checks targeting the Force user.

COST 15

STRENGTH

Spend 1 to increase the silhouette of the object obscured or illusion created by 1 per Strength upgrade purchased.

COST 15

MASTERY

Spend 1 to obscure additional objects or create illusions equal to Cunning plus Deception.

COST 20

RANGE

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

COST 15

STRENGTH

Spend 1 to increase the silhouette of the object obscured or illusion created by 1 per Strength upgrade purchased.

COST 15

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 ranged combat 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 PROTECT/UNLEASH

RANKED ◆

Prerequisites: **Force Rating 3+**

Find more handouts at BeggingForXP.com



PROTECT/UNLEASH BASIC POWER

The Force user guides the flow of energy, protecting himself and others or unleashing blasts of power upon his foes.

Protect: The user makes a Protect power check and rolls a ◆◆ Discipline check as part of the pool. Spend ①① to reduce damage from an energy-based weapon that hits himself or an engaged character by amount equal to Willpower plus 1 per ☆. Dark side Force users may only protect themselves.

Unleash: The user makes an Unleash power check as ranged attack and rolls a ◆◆ Discipline check. If check succeeds and spends ①①, the attack hits. It has a range of short, a base damage equal to Willpower, and a critical rating of 4. The user gains 1 Conflict.

COST 20

RANGE

Spend ①① to increase power's range by a number of range bands equal to Range upgrades purchased.

COST 5

STRENGTH

Spend ① to decrease damage or add damage equal to ranks of Strength upgrades purchased.

COST 5

STRENGTH

Spend ① to decrease damage or add damage equal to ranks of Strength upgrades purchased.

COST 10

CONTROL

Protect: Spend ② to gain defense equal to ② spent.
Unleash: Spend ② to inflict 1 strain on target.

COST 10

RANGE

Spend ①① to increase power's range by a number of range bands equal to Range upgrades purchased.

COST 10

MAGNITUDE

Spend ① to affect 1 additional target within range per rank of Magnitude upgrades.

COST 10

RANGE

Spend ①① to increase power's range by a number of range bands equal to Range upgrades purchased.

COST 10

CONTROL

Protect: Spend ① to allow power to protect against all types of attacks.
Unleash: Spend ① to give the attack Ensnare 2.

COST 15

MAGNITUDE

Spend ① to affect 1 additional target within range per rank of Magnitude upgrades.

COST 20

STRENGTH

Spend ① to decrease damage or add damage equal to ranks of Strength upgrades purchased.

COST 15

STRENGTH

Spend ① to decrease damage or add damage equal to ranks of Strength upgrades purchased.

COST 20

DURATION

Protect: If no ● generated ①, the power reduces damage of all attacks hitting the target before the start of user's next turn.
Unleash: Spend ① to give the attack Burn 2.

COST 20

CONTROL

Protect: Light side Force users may spend 1 Destiny Point to use Protect as an out-of-turn incidental once per session.
Unleash: Dark side Force users may spend 1 Destiny Point to use Unleash as a maneuver once per session.

COST 25

MASTERY

Protect: Light side Force users may spend ①① to reflect all attacks they reduce to 0 damage, dealing damage equal to initial attack to attacker.
Unleash: Dark side Force users may spend ① to reduce critical rating of attacks to 1.

COST 25

FORCE POWER SEEK

RANKED 

Prerequisites: **Force Rating 1+**

Find more handouts at BeggingForXP.com



SEEK BASIC POWER

The Force user allows the will of the Force to lead the way to something lost or forgotten.

The user may spend 1 to gain insight into the general location or direction of a person or object that he knows about, regardless of current distance.

The user may spend 1 and succeed at a  Vigilance check (or opposed Vigilance vs. Discipline check) to see through illusions.


COST 10

MAGNITUDE

Spend 1 to gain one additional detail per Magnitude upgrade purchased.

COST 5

CONTROL

Ongoing effect: Commit . Upgrade the ability of Vigilance and Perception checks once.

COST 10

STRENGTH

Spend 1 to eliminate 1 Force-based illusion per rank of Strength upgrade purchased.

COST 10

MAGNITUDE

Spend 1 to gain one additional detail per Magnitude upgrade purchased.

COST 5

MAGNITUDE

Spend 1 to gain one additional detail per Magnitude upgrade purchased.

COST 5

CONTROL

Spend 1 to track one additional target.

COST 15

STRENGTH

Spend 1 to eliminate 1 Force-based illusion per rank of Strength upgrade purchased.


COST 15

MAGNITUDE

Spend 1 to gain one additional detail per Magnitude upgrade purchased.




COST 15

DURATION

Commit  to continue tracking target even when it moves.


COST 20

CONTROL

Ongoing effect: Commit   . The user's attacks gain Pierce with rating equal to Cunning plus ranks in Perception (or increases existing Pierce by an equal amount).

COST 15

MASTERY

Make Seek power check and spend 1 1 1 to add  to combat checks against one target until the end of the encounter.

COST 20

FORCE POWER SENSE

RANKED 

Prerequisites: **Force Rating 1+**

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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 SUPPRESS

RANKED 

Prerequisites: **Force Rating 1+**

Find more handouts at BeggingForXP.com

XP

SUPPRESS BASIC POWER

The Force user can dampen the effect of incoming Force powers, dramatically diminishing their effects on himself and his allies. The user may spend 1 to add automatic 1 to Force power checks made against him or any ally within short range until the end of his next turn.

COST 10

STRENGTH

Spend 1 to add additional automatic 1 equal to Strength upgrades purchased to hostile Force power checks.

COST 5

DURATION

Ongoing effect: Commit 1 to sustain ongoing effects of the power on each affected target while within range.

COST 5

RANGE

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

COST 5

CONTROL

Commit one or more 1; when an opponent targets the user with a Force power, after the opponent generates 1 reduce the total 1 generated by 1 per 1 committed, to a minimum of 0.

COST 10

RANGE

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

COST 5

STRENGTH

Spend 1 to add additional automatic 1 equal to Strength upgrades purchased to hostile Force power checks.

COST 10

CONTROL

Spend 1 Destiny point to use Suppress as an out of turn incidental once per session.

COST 10

RANGE

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

COST 5

MASTERY

The user may make a Suppress power check along with an opposed Discipline vs Discipline check targeting another Force user within short range. If the user spends 11 and succeeds on the check, the target Force user immediately uncommits all 1 and ends all ongoing effects of Force powers and Force talents that required committed 1.

COST 20

CONTROL

Whenever a Force user targets a character affected by Suppress with a hostile Force power, if that opponent used 1 on the check, he suffers strain equal to the user's ranks in Discipline.

COST 15