

THIS ONE IS MINE BASE ABILITY

This One is Mine can target

ships or vehicles with a sil-

houette 1 higher or lower.

CHANGE SILHOUETTE (

This One is Mine can target

ships or vehicles with a sil-

houette 1 higher or lower.

COST 10

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

DURATION

FREQUENCY

session.

This One is Mine lasts for

This One is Mine may be

used twice per game

COST 10

COST 15

1 additional round.

Find more handouts at BeggingForXP.com XP 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 dueling ships with attacks. COST 30 **EVASION** This One is Mine lasts for Upgrade the difficulty of all incoming attacks once while This One is Mine is active. COST 10 COST 10 **EVASION** This One is Mine costs 1 Upgrade the difficulty of all Destiny Point instead of 2. incoming attacks once while This One is Mine is active.

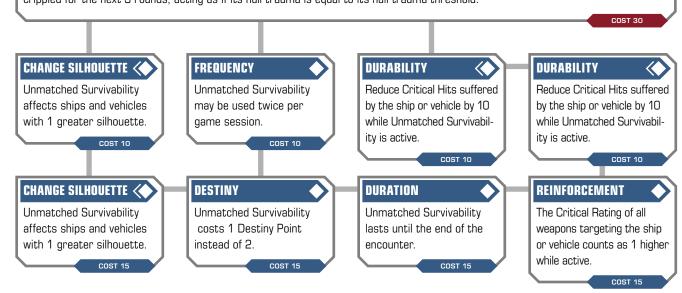
UNMATCHED SURVIVABILITY BASE ABILITY

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.

DURATION

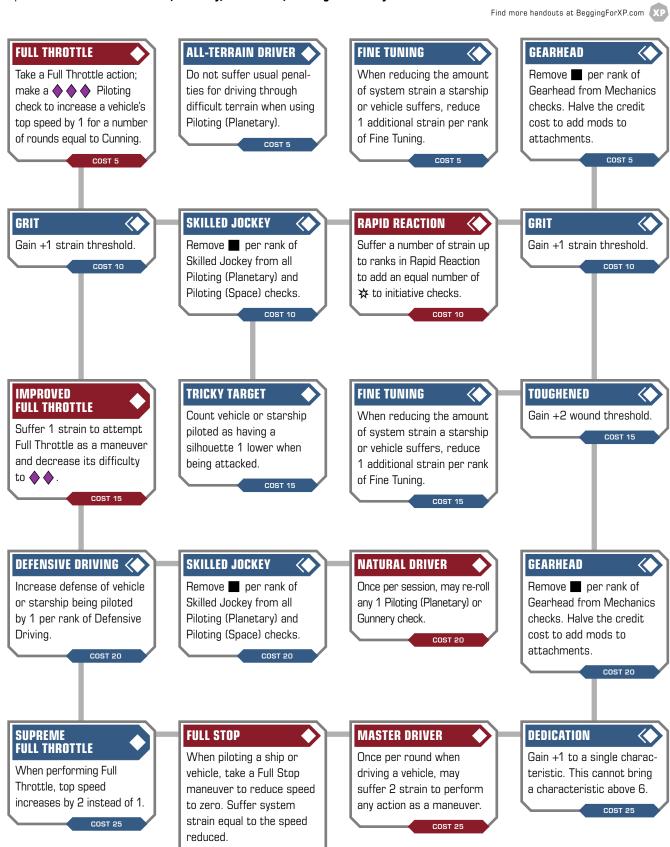
DESTINY

1 additional round.



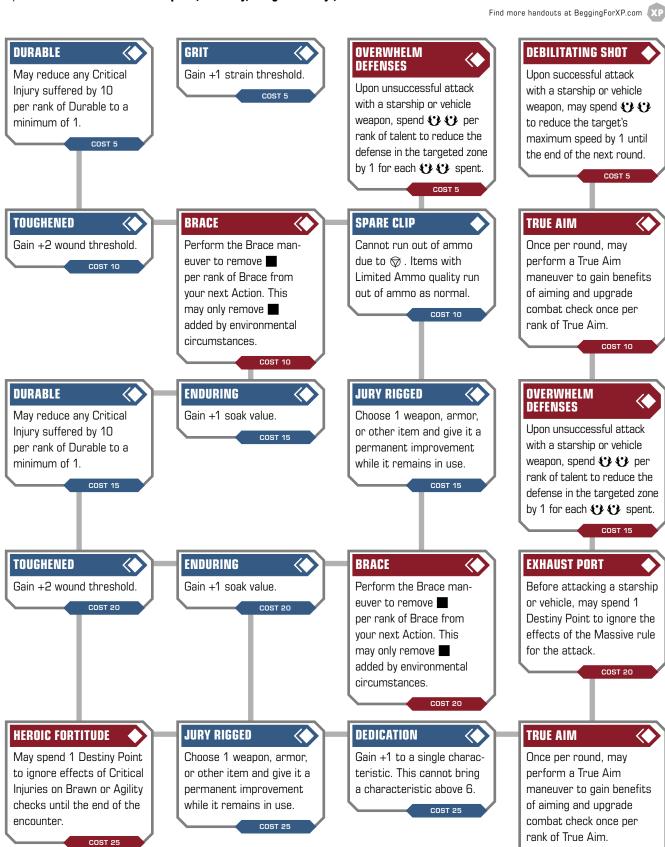
ACTIVE PASSIVE PASSIVE

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



ACTIVE PASSIVE RANKED

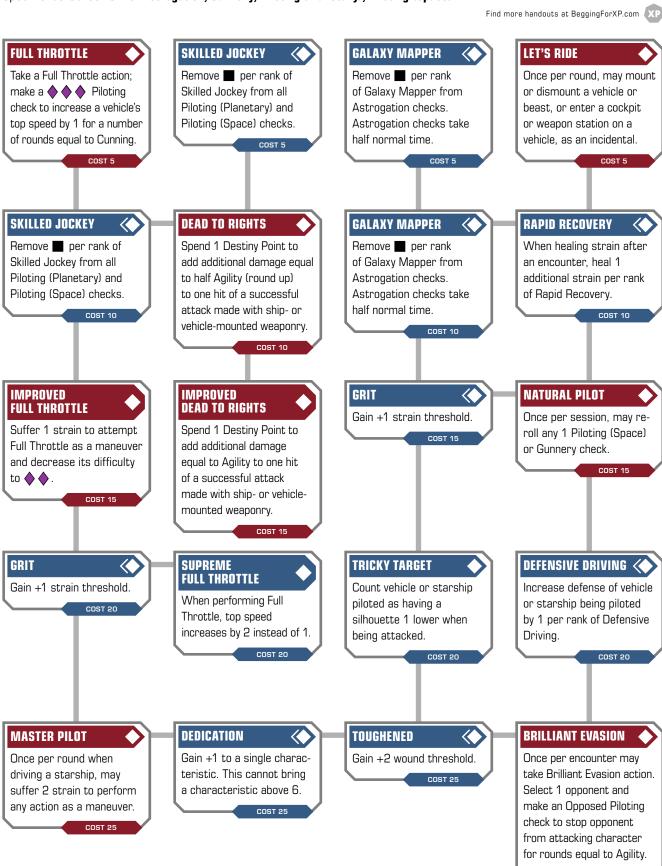
Spec Bonus Career Skills: Discipline, Gunnery, Ranged (Heavy), Resilience





ACTIVE PASSIVE RANKED

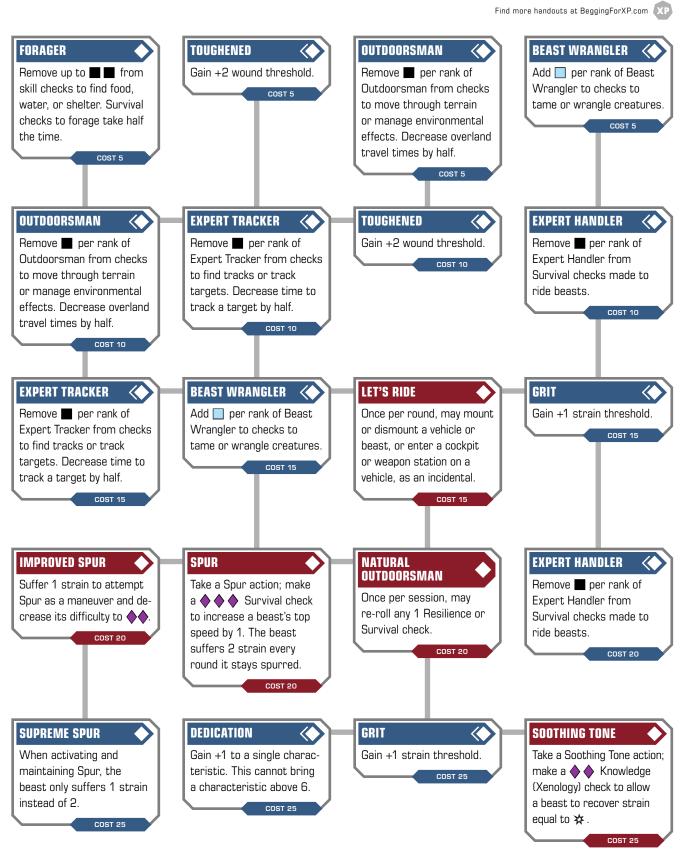
Spec Bonus Career Skills: Astrogation, Gunnery, Piloting (Planetary), Piloting (Space)



ACE BEAST RIDER

ACTIVE PASSIVE RANKED

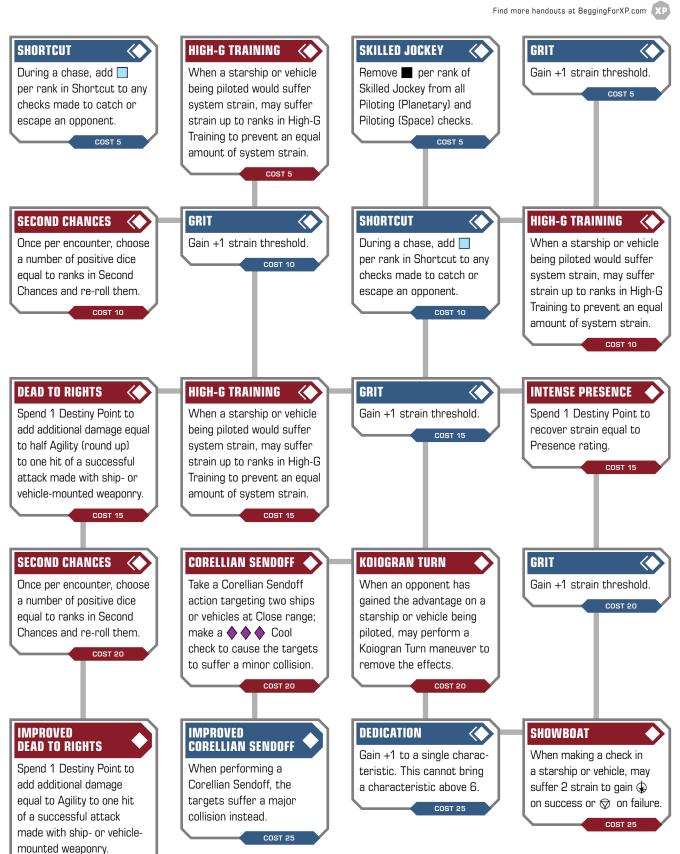
Spec Bonus Career Skills: Athletics, Knowledge (Xenology), Perception, Survival



^{ACE} HOTSHOT

ACTIVE PASSIVE RANKED

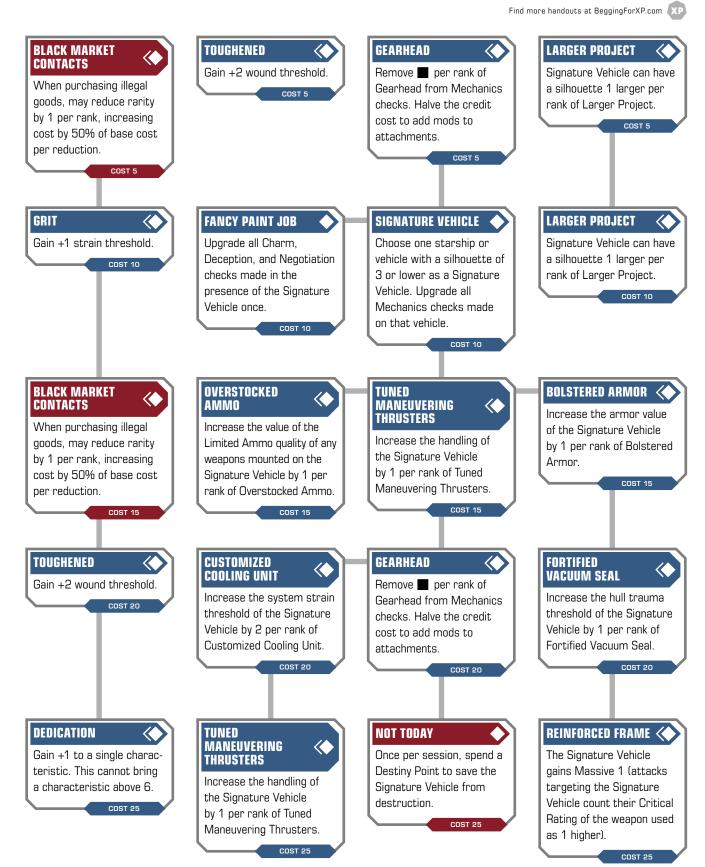
Spec Bonus Career Skills: Cool, Coordination, Piloting (Planetary), Piloting (Space)



ACTIVE PASSIVE RANKED

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

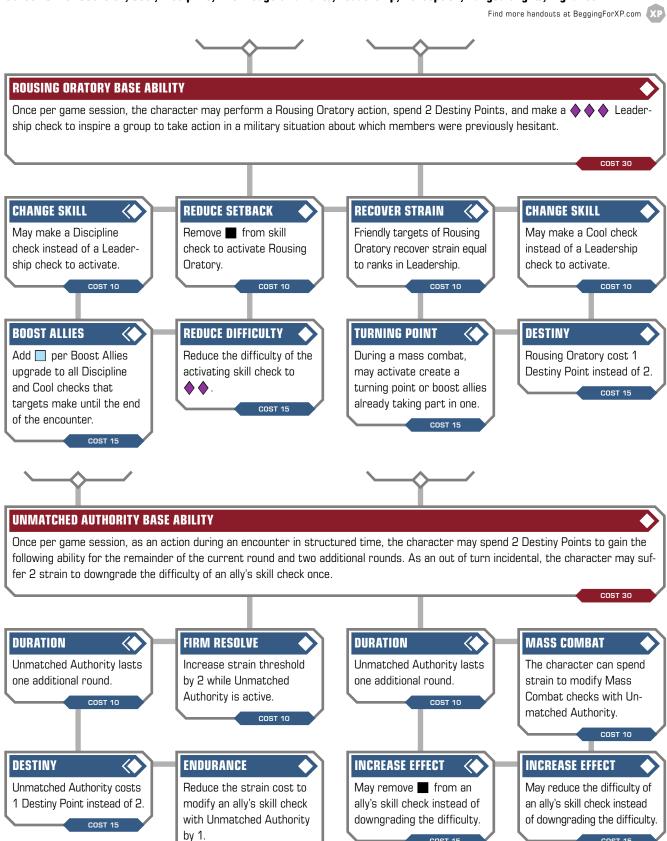
PASSIVE RANKED



COMMANDER

BASE ABILITY UPGRADE RANKED

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



COMMANDER COMMODORE

ACTIVE PASSIVE RANKED <

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

Find more handouts at BeggingForXP.com XP



SOLID REPAIRS

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

COST 5

COMMAND

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

RAPID REACTION

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

COST 5

GALAXY MAPPER

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

COST 5

KNOWN SCHEMATIC <

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

COMMANDING **PRESENCE**

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

COST 10

GRIT

Gain +1 strain threshold.

COST 10

FAMILIAR SUNS

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

COST 10

SOLID REPAIRS

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

COST 15

COMMAND

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

RAPID REACTION

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

COST 15

GALAXY MAPPER

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

COST 15

HOLD TOGETHER

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

COST 20

COMMANDING **PRESENCE**

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

COST 20

GRIT

Gain +1 strain threshold.

COST 20

MASTER STARHOPPER

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

SOLID REPAIRS

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

FIRE CONTROL

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

COST 25

DEDICATION

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

GALAXY MAPPER

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

COMMANDER SQUADRON LEADER

ACTIVE PASSIVE RANKED <

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

Find more handouts at BeggingForXP.com XP GRIT **QUICK STRIKE LET'S RIDE** DEFENSIVE DRIVING « Gain +1 strain threshold. Add per rank of Quick Once per round, may mount Increase defense of vehicle Strike to combat checks or dismount a vehicle or or starship being piloted COST 5 against targets that beast, or enter a cockpit by 1 per rank of Defensive have not acted yet this or weapon station on a Driving. vehicle, as an incidental. encounter. COST 5 COST 5 CONFIDENCE **QUICK STRIKE SITUATIONAL** FIELD COMMANDER **AWARENESS** May decrease difficulty Add per rank of Quick Take the Field Commander Allies within short range of of Discipline checks to Strike to combat checks action; make a \spadesuit the vehicle add _ to their Leadership check. A avoid fear by 1 per rank of against targets that Perception and Vigilance number of allies equal to Confidence. have not acted yet this checks. Allies within short Presence may immediately encounter. COST 10 range add [] instead. suffer 1 strain to perform COST 10 1 free maneuver. COST 10 COST 10 COMMAND GRIT **FULL STOP DEFENSIVE DRIVING «** Add per rank of Gain +1 strain threshold. When piloting a ship or Increase defense of vehicle Command to Leadership vehicle, take a Full Stop or starship being piloted COST 15 checks. Affected targets maneuver to reduce speed by 1 per rank of Defensive add to Discipline checks to zero. Suffer system Driving. for the next 24 hours. strain equal to the speed COST 15 reduced. COST 15 COST 15 **IMPROVED** COMMAND FORM ON ME TRICKY TARGET **FIELD COMMANDER** Add per rank of Allies equal to ranks in Count vehicle or starship Field Commander action Command to Leadership Leadership in close range piloted as having a affects allies equal to checks. Affected targets gain the benefits of the silhouette 1 lower when double Presence, and may add to Discipline checks Gain the Advantage action. being attacked. spend & to allow allies to for the next 24 hours. COST 20 COST 20 suffer 1 strain to perform COST 20 1 action instead. COST 20 **DEDICATION** CONFIDENCE **BRILLIANT EVASION MASTER LEADER** Once per round, suffer May decrease difficulty Gain +1 to a single charac-Once per encounter may 2 strain to decrease of Discipline checks to teristic. This cannot bring take Brilliant Evasion action. difficulty of next avoid fear by 1 per rank of a characteristic above 6. Select 1 opponent and Leadership check by one, Confidence. make an Opposed Piloting to a minimum of . check to stop opponent COST 25 from attacking character for rounds equal to Agility.

COMMANDER TACTICIAN

OUTDOORSMAN

Remove per rank of

to move through terrain

travel times by half.

OUTDOORSMAN

Remove per rank of

to move through terrain

or manage environmental

travel times by half.

Once per session, may

re-roll any 1 Resilience or

COST 15

COST 20

NATURAL OUTDOORSMAN

Survival check.

CONFIDENCE

Confidence.

COORDINATED

Take a maneuver to add

to combat checks for

a number of engaged allies

equal to Leadership until

Increase range per rank.

beginning of next turn.

ASSAULT

May decrease difficulty

of Discipline checks to

avoid fear by 1 per rank of

effects. Decrease overland

Outdoorsman from checks

or manage environmental

effects. Decrease overland

COST 5

Outdoorsman from checks

ACTIVE PASSIVE RANKED

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

COMMANDING

Remove per rank of

Commanding Presence

from Leadership and Cool

COST 5

COST 10

COST 15

PRESENCE

checks.

CONFIDENCE

Confidence.

TOUGHENED

COMMANDING

Remove per rank of

Commanding Presence

NATURAL LEADER

Once per session, may

re-roll any 1 Cool or

Leadership check.

from Leadership and Cool

COST 20

COST 25

double Presence, and may

spend & to allow allies to

suffer 1 strain to perform

1 action instead.

PRESENCE

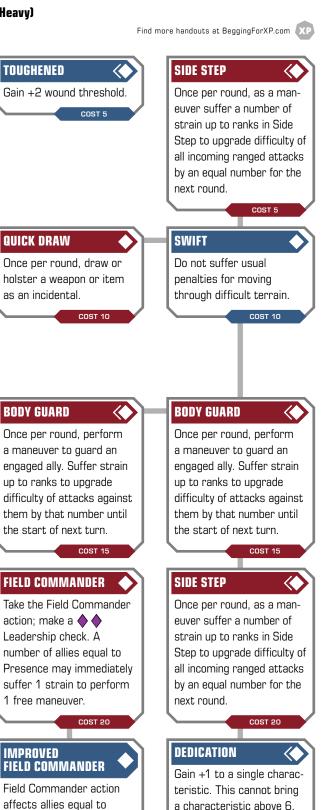
checks.

May decrease difficulty

of Discipline checks to

avoid fear by 1 per rank of

Gain +2 wound threshold.

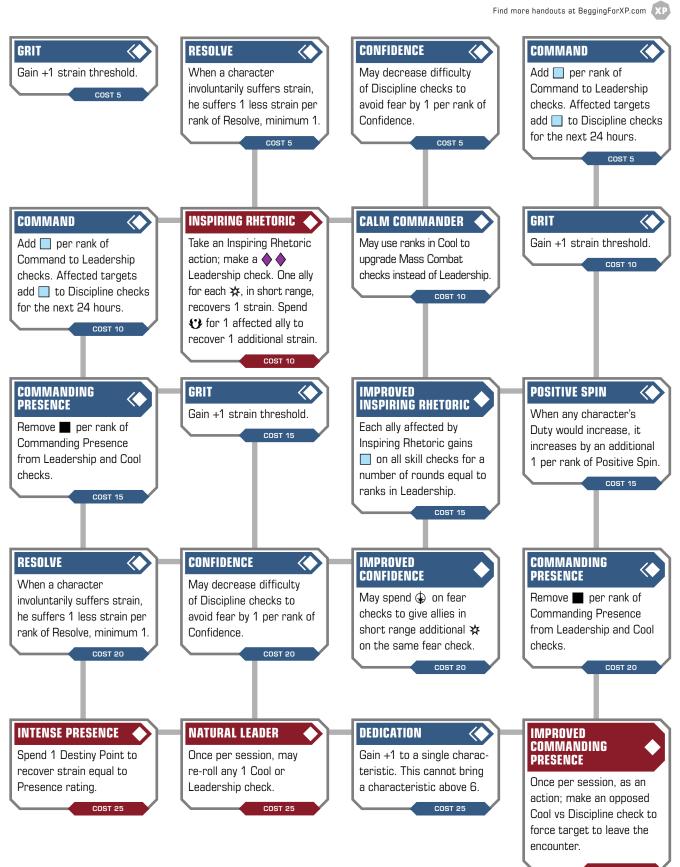


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COMMANDER FIGUREHEAD

ACTIVE PASSIVE RANKED

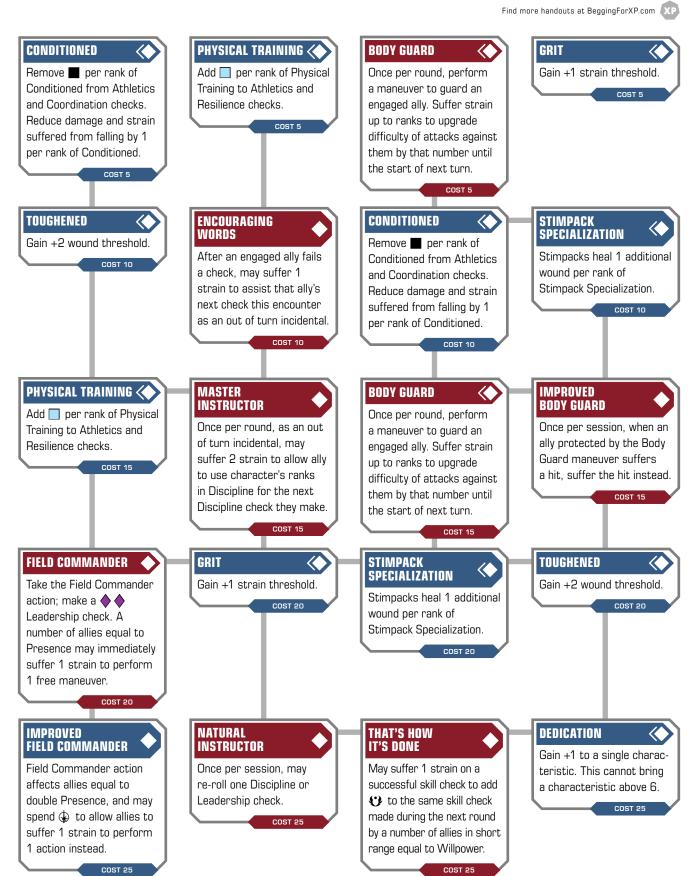
Spec Bonus Career Skills: Cool, Leadership, Negotiation, Knowledge (Core Worlds)



COMMANDER INSTRUCTOR



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

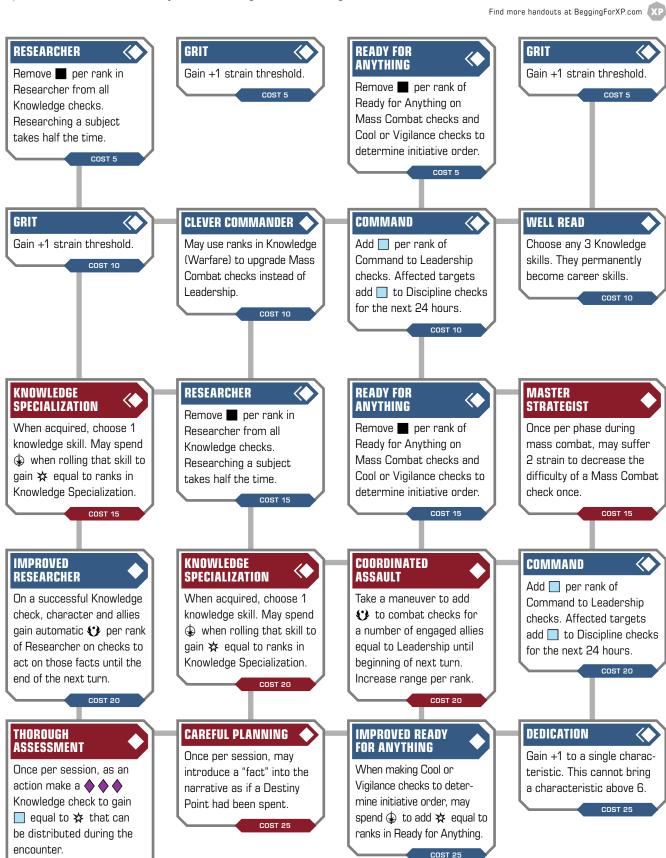


COMMANDER STRATEGIST

COST 25

ACTIVE PASSIVE RANKED

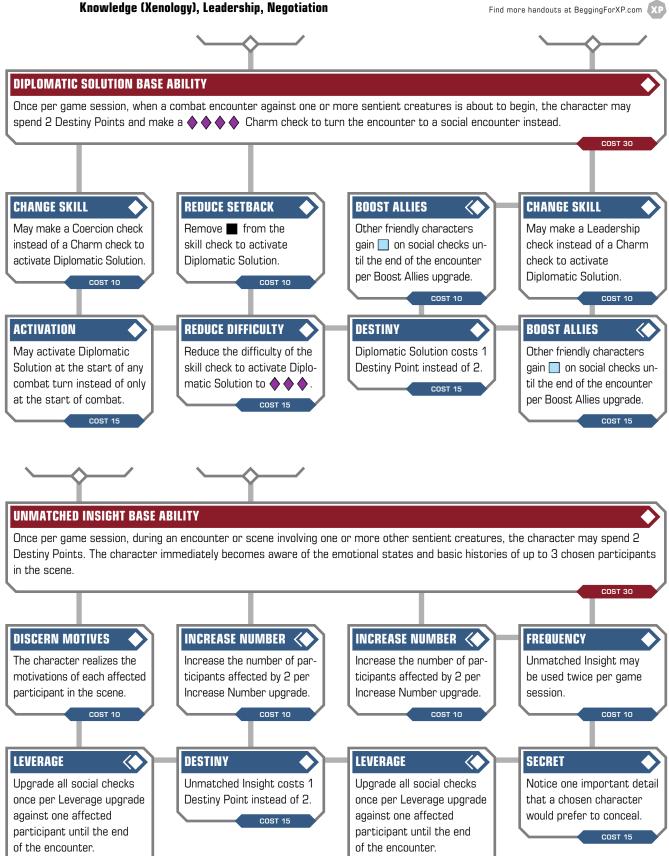
Spec Bonus Career Skills: Computers, Cool, Vigilance, Knowledge (Warfare)





BASE ABILITY UPGRADE RANKED

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



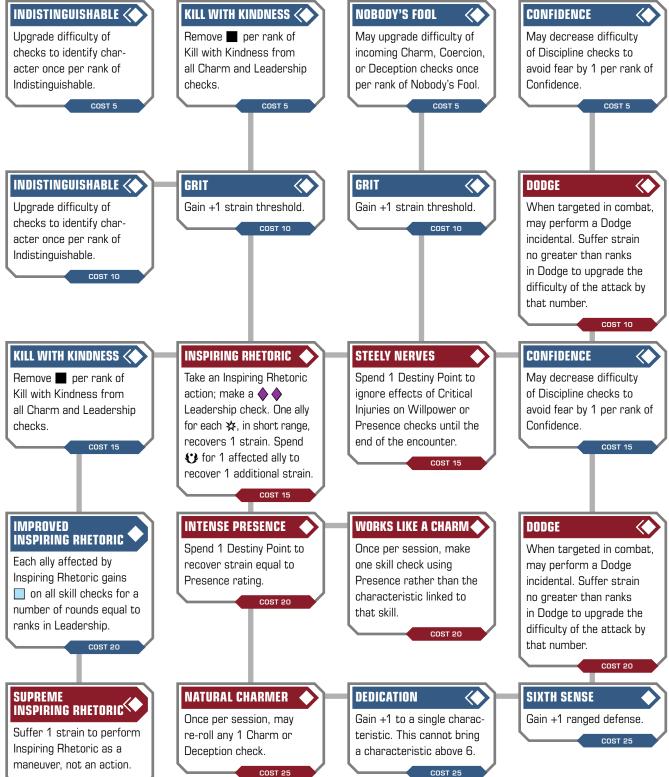
DIPLOMAT AMBASSADOR

COST 25

ACTIVE PASSIVE RANKED <

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





DIPLOMAT AGITATOR

ACTIVE PASSIVE RANKED <

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

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PLAUSIBLE DENIABILITY



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

NOBODY'S FOOL



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

COST 5

GRIT



Gain +1 strain threshold.

COST 5

INTIMIDATING



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

COST 5

STREET SMARTS



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

COST 10

STREET SMARTS



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

COST 10

CONVINCING DEMEANOR



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

COST 10

INTIMIDATING



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

COST 10

CONVINCING DEMEANOR



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

COST 15

PLAUSIBLE DENIABILITY



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

COST 15

SCATHING TIRADE



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

COST 15

GRIT



Gain +1 strain threshold.

COST 15



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

COST 20

NOBODY'S FOOL



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

COST 20

IMPROVED



Each enemy affected by Scathing Tirade suffers

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

COST 20

INTIMIDATING



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

COST 20

INTIMIDATING



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

COST 25

DEDICATION



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

SUPREME SCATHING TIRADE

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

COST 25

INCITE REBELLION

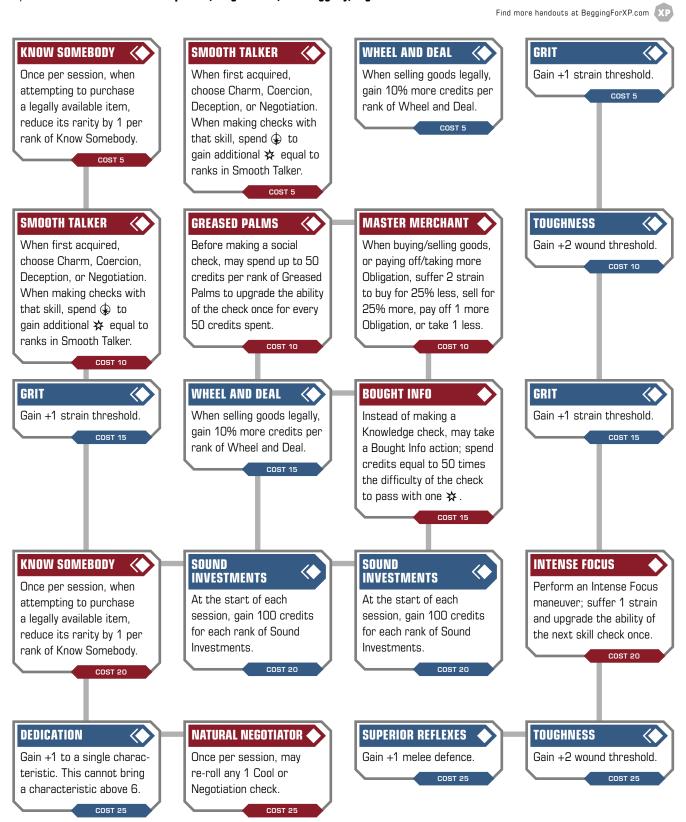


Once per session, may take an Incite Rebellion action: make a $\spadesuit \spadesuit$ Coercion check to cause a number of beings up to ranks in Coercion to become rebellious for the encounter.

QUARTERMASTER

ACTIVE PASSIVE RANKED

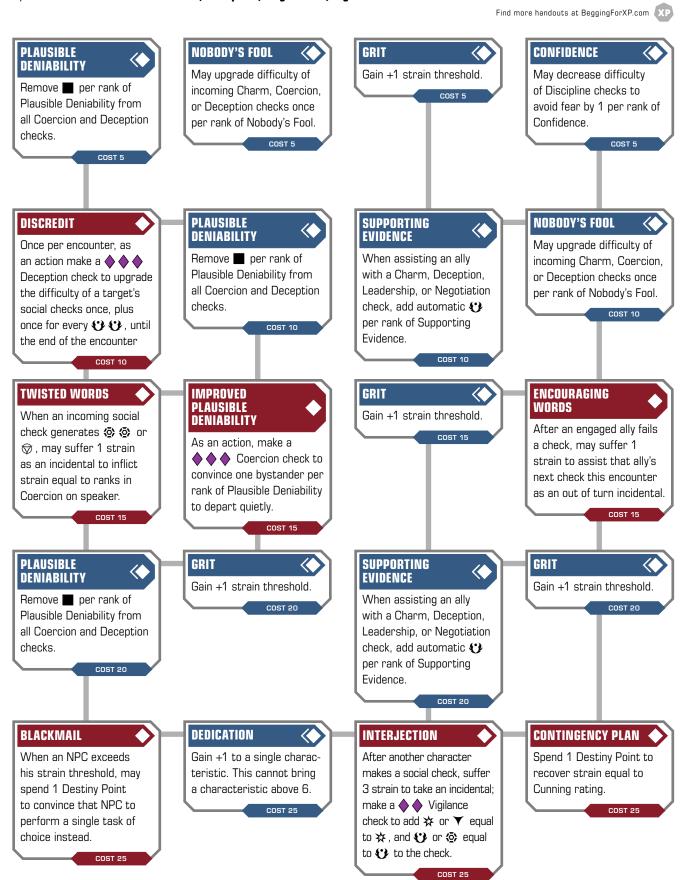
Spec Bonus Career Skills: Computers, Negotiation, Skulduggery, Vigilance



DIPLOMAT ADVOCATE

ACTIVE PASSIVE RANKED

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



DIPLOMAT ANALYST

ACTIVE PASSIVE RANKED <

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

Find more handouts at BeggingForXP.com XP



RESEARCHER

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

COST 5

KNOWLEDGE SPECIALIZATION

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

COST 5

CODEBREAKER

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

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

COST 5

VALUABLE FACTS

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

COST 10

RESEARCHER

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

COST 10

SUPPORTING EVIDENCE

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

COST 10

GRIT

Gain +1 strain threshold.

COST 10

KNOWLEDGE **SPECIALIZATION**

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

COST 15

IMPROVED RESEARCHER

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

COST 15

CODEBREAKER

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

COST 15

ENCODED COMMUNIQUÉ

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

COST 15

GRIT

Gain +1 strain threshold.

COST 20

KNOW-IT-ALL

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

KNOWLEDGE **SPECIALIZATION**

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

COST 20

NATURAL **PROGRAMMER**

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

COST 20

DEDICATION

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

COST 25

KNOWLEDGE **SPECIALIZATION**

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

COST 25

THOROUGH **ASSESSMENT**

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

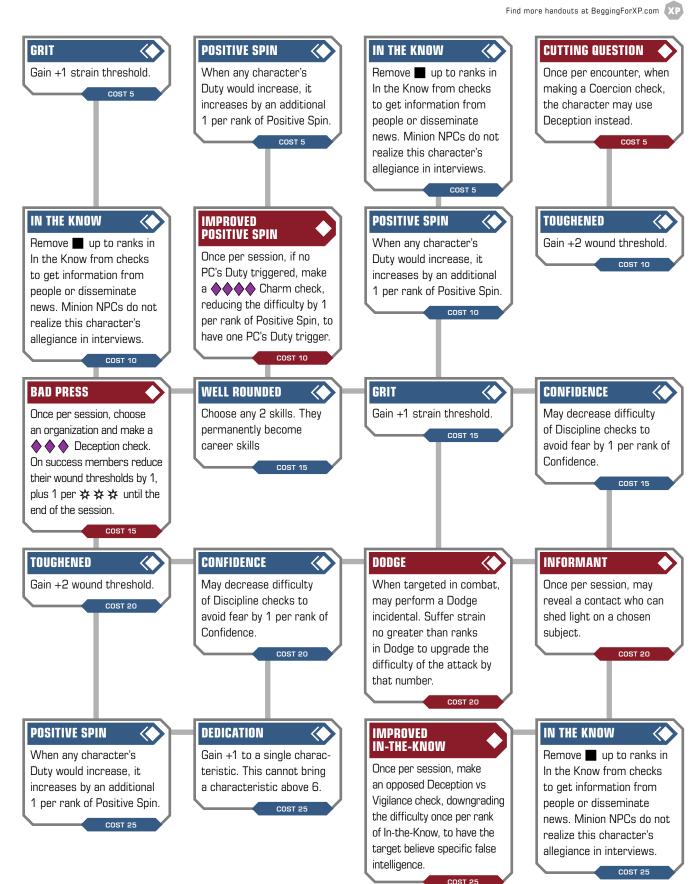
STROKE OF GENIUS

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

PROPAGANDIST

ACTIVE PASSIVE RANKED

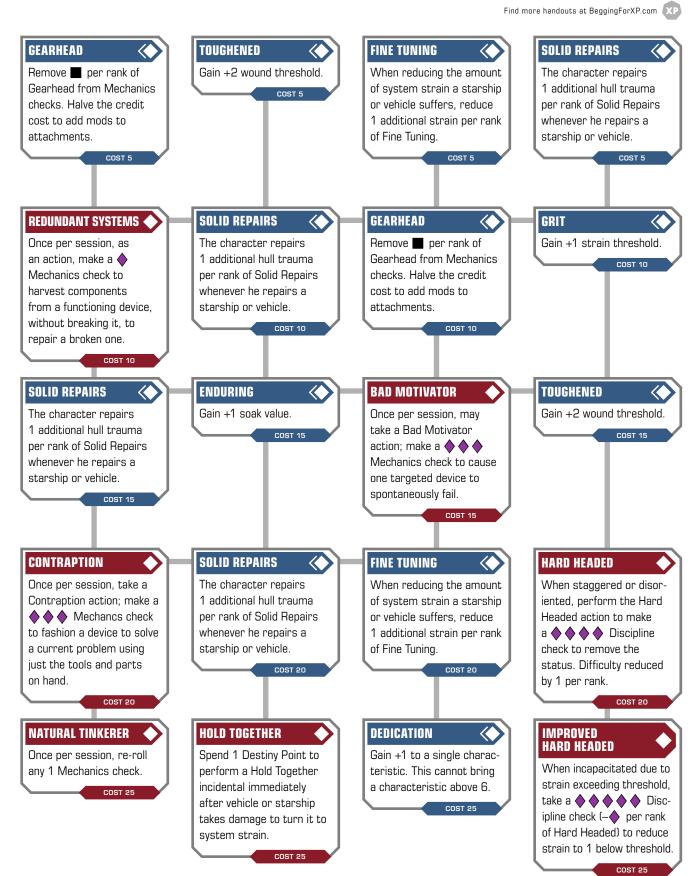
Spec Bonus Career Skills: Charm, Deception, Knowledge (Warfare), Perception



ENGINEER MECHANIC

ACTIVE PASSIVE RANKED

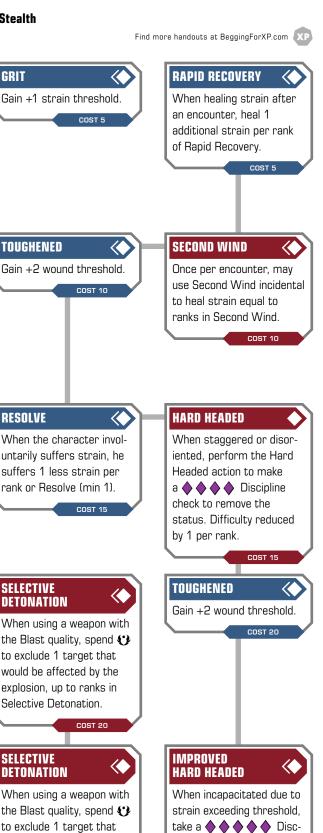
Spec Bonus Career Skills: Brawl, Mechanics, Piloting (Space), Skulduggery



ENGINEER SABOTEUR

ACTIVE PASSIVE RANKED <

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



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

COST 5

SECOND WIND

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

GRIT

Gain +1 strain threshold.

GRIT

RESOLVE

Gain +1 strain threshold.

COST 10

POWERFUL BLAST

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

COST 10

TOUGHENED

Gain +2 wound threshold.

TIME TO GO

The character may spend 1 Destiny Point to perform a Move maneuver as an incidental to attempt to move into cover or out of the blast range of a weapon or explosion.

COST 15

RAPID RECOVERY

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

RESOLVE

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

IMPROVED TIME TO GO

When activating Time to Go, allow 1 engaged ally to perform an out of turn Move maneuver as an incidental to move into cover or out of a blast range.

COST 20

POWERFUL BLAST

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

COST 20

SELECTIVE **DETONATION**

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

DEDICATION

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

COST 25

MASTER GRENADIER

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

SELECTIVE DETONATION

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

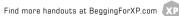
COST 25

ipline check (-◆ per rank of Hard Headed) to reduce strain to 1 below threshold.

ENGINEER SCIENTIST

ACTIVE PASSIVE RANKED <

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





KNOWLEDGE **SPECIALIZATION**



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

COST 5

RESPECTED SCHOLAR 🐇



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

RESEARCHER



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

COST 5

SPEAKS BINARY



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

COST 5

RESEARCHER



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

COST 10

KNOWLEDGE SPECIALIZATION



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

COST 10

HIDDEN STORAGE



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

COST 10

TINKERER



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

COST 10



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

COST 15

MENTAL FORTRESS

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

COST 15

SPEAKS BINARY



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

COST 15

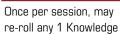
INVENTOR



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

COST 15

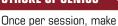
NATURAL SCHOLAR



skill check.

COST 20

STROKE OF GENIUS



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

INVENTOR



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

TINKERER



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

COST 20

INTENSE FOCUS



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

CAREFUL PLANNING

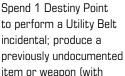
Once per session, may introduce a "fact" into the narrative as if a Destiny Point had been spent.

DEDICATION



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

UTILITY BELT

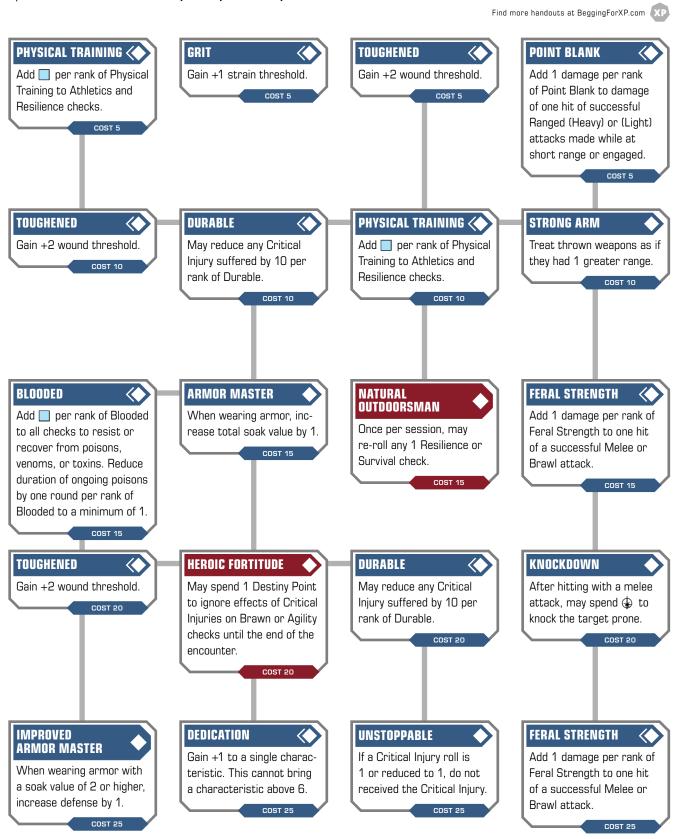


item or weapon (with restrictions) from a tool belt or a satchel.

SOLDIER COMMANDO

ACTIVE PASSIVE RANKED

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

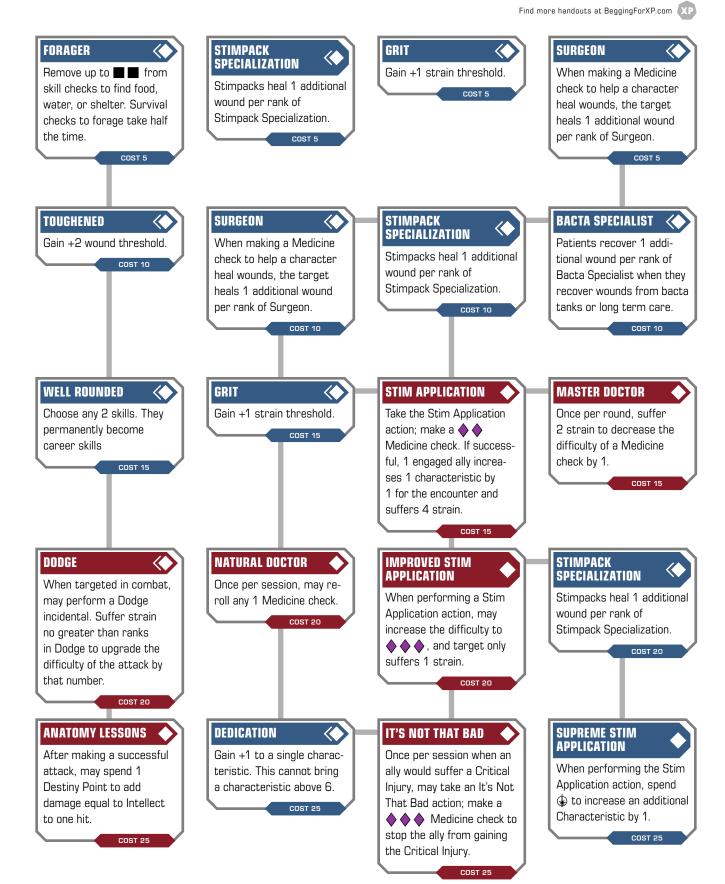




ACTIVE PASSIVE PASSIVE

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

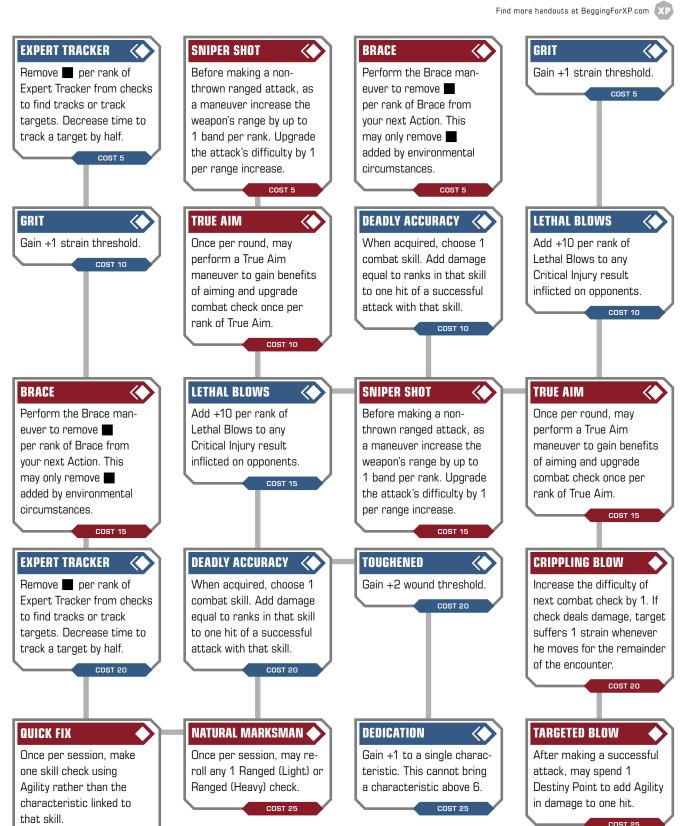
RANKED 《



SOLDIER SHARPSHOOTER

ACTIVE PASSIVE RANKED

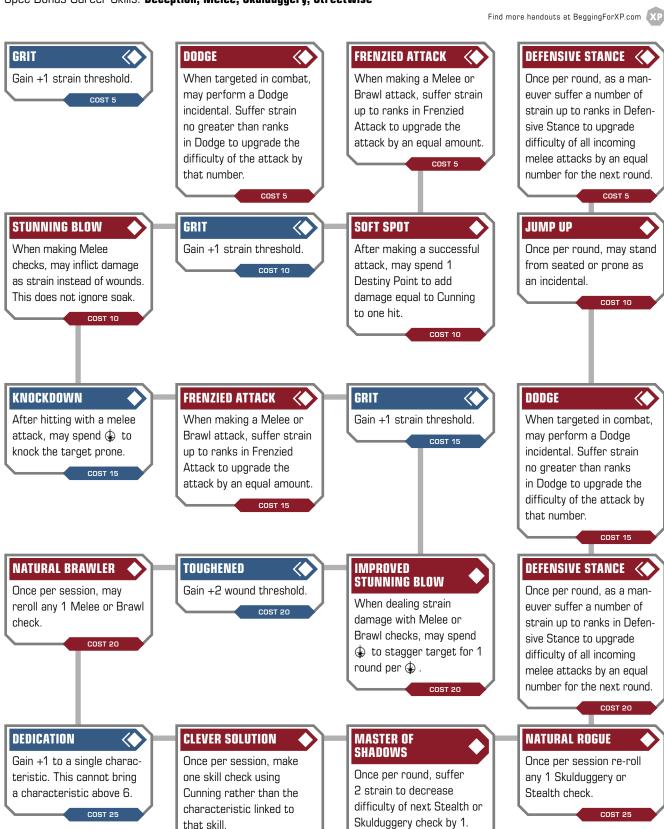
Spec Bonus Career Skills: Cool, Perception, Ranged (Light), Ranged (Heavy)



INFILTRATOR

ACTIVE PASSIVE RANKED

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

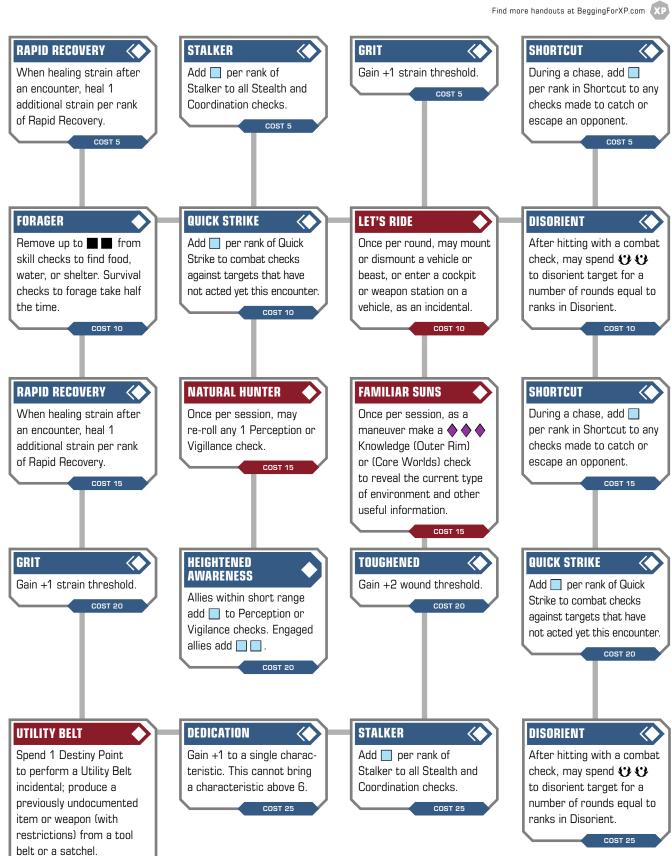




COST 25

ACTIVE PASSIVE RANKED

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





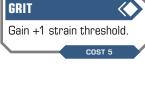


Spec Bonus Career Skills: Computers, Knowledge (Education), Knowledge (Underworld), Stealth

Find more handouts at BeggingForXP.com XP



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





complete Computerrelated tasks by 25% per rank in Technical Aptitude.

COST 5

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

COST 5

COST 10

TECHNICAL APTITUDE 🕢

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

COST 10

GRIT

Gain +1 strain threshold.

COST 10

BYPASS SECURITY

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

COST 10

NATURAL **PROGRAMMER**

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

COST 15

BYPASS SECURITY

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

COST 15

DEFENSIVE SLICING <

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

GRIT

Gain +1 strain threshold.

COST 15

DEFENSIVE SLICING <

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

IMPROVED DEFENSIVE SLICING

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

COST 20

CODEBREAKER

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

COST 20

RESOLVE

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

COST 20

SKILLED SLICER

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

COST 25

MASTER SLICER

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

COST 25

MENTAL FORTRESS

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

COST 25

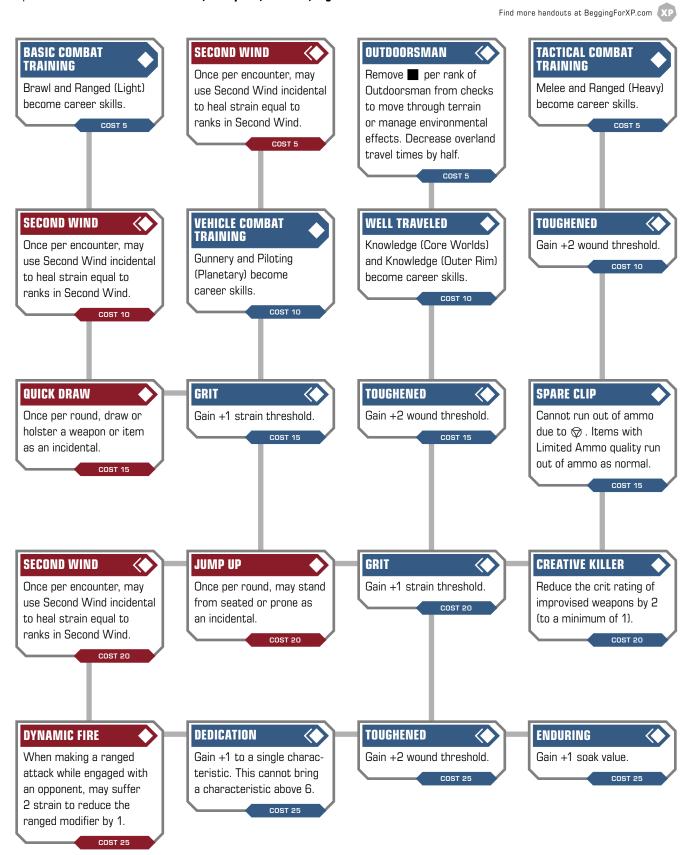
DEDICATION

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

UNIVERSAL RECRUIT

ACTIVE PASSIVE RANKED

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

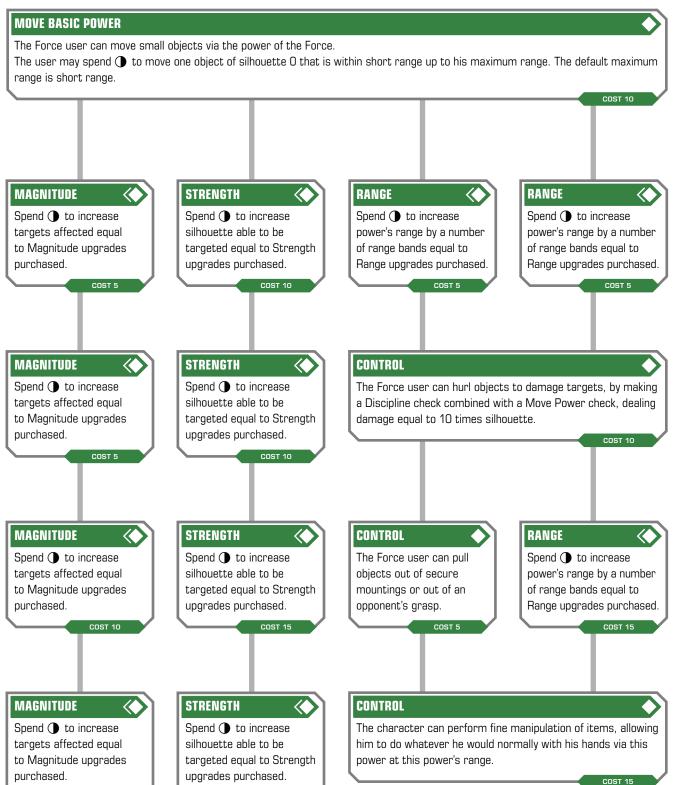


UNIVERSAL ACTIVE | **FORCE-SENSITIVE EMERGENT** PASSIVE RANKED < FORCE TALENT Gain: Force Rating 1 Find more handouts at BeggingForXP.com INDISTINGUISHABLE < **UNCANNY SENSES** GRIT Upgrade difficulty of Perception and Discipline Add per rank of Gain +1 strain threshold. become career skills. Uncanny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

FORCE POWER MOVE

Prerequisites: Force Rating 1+

Find more handouts at BeggingForXP.com XP



Find more handouts at BeggingForXP.com XP

FORCE POWER ENHANCE

Prerequisites: Force Rating 1+

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

Find more handouts at BeggingForXP.com (XP

FORCE POWER FORESEE

Prerequisites: Force Rating 1+

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

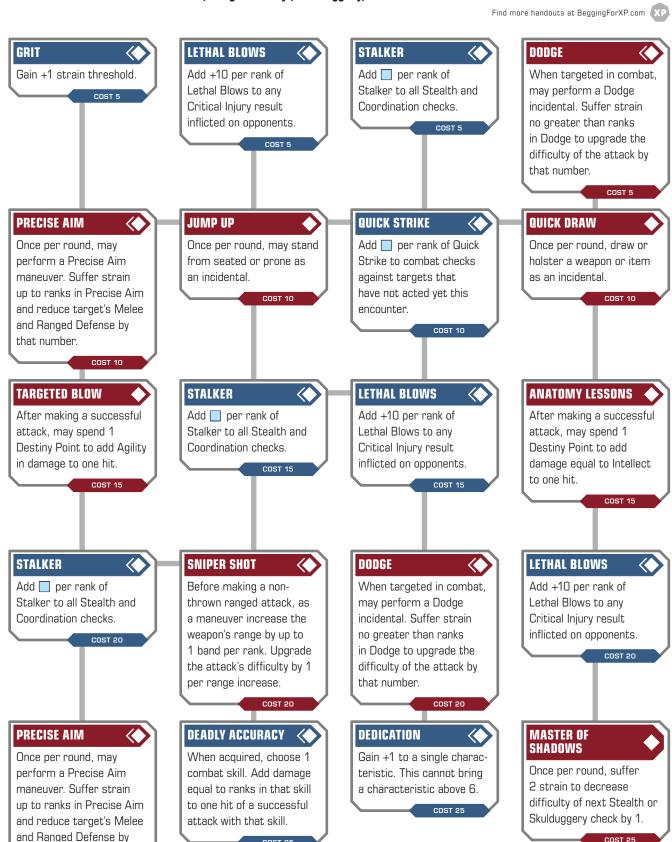
BOUNTY HUNTER ASSASSIN

that number.

COST 25

ACTIVE PASSIVE RANKED

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



BOUNTY HUNTER GADGETEER

ACTIVE PASSIVE RANKED <

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

Find more handouts at BeggingForXP.com XP



your next Action. This may only remove added by environmental circumstances.

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.

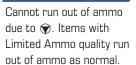
DEFENSIVE STANCE



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

SPARE CLIP



COST 10

JURY RIGGED

Choose 1 weapon, armor, or other item and give it a permanent improvement while it remains in use.

COST 10

POINT BLANK



of Point Blank to damage of one hit of successful Ranged (Heavy) or (Light) attacks made while at short range or engaged.

COST 10

DISORIENT



After hitting with a combat check, may spend 😗 😲 to disorient target for a number of rounds equal to ranks in Disorient.

COST 10

TOUGHENED

Gain +2 wound threshold.

COST 15

ARMOR MASTER

When wearing armor, increase total soak value by 1.

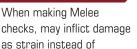
COST 15

NATURAL ENFORCER

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

COST 15

STUNNING BLOW



as strain instead of wounds. This does not ignore soak.

COST 15

JURY RIGGED

Choose 1 weapon, armor, or other item and give it a permanent improvement while it remains in use.

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

DEADLY ACCURACY

When acquired, choose 1 combat skill. Add damage equal to ranks in that skill to one hit of a successful attack made using that skill.

COST 20

IMPROVED STUNNING BLOW



When dealing strain damage with Melee or Brawl checks, may spend to stagger target for 1 round per 敏.

COST 20

INTIMIDATING

May suffer a number of strain up to ranks in Intimidating to downgrade

difficulty of Coercion checks or upgrade difficulty when targeted by Coercion checks by an equal number.

COST 25

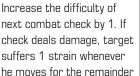
DEDICATION

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

IMPROVED ARMOR MASTER

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

CRIPPLING BLOW



of the encounter.

BOUNTY HUNTER SURVIVALIST

ACTIVE PASSIVE RANKED

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

Find more handouts at BeggingForXP.com XP **FORAGER STALKER OUTDOORSMAN EXPERT TRACKER** Add per rank of Remove up to from Remove per rank of Remove per rank of Stalker to all Stealth and skill checks to find food, Outdoorsman from checks Expert Tracker from checks Coordination checks. water, or shelter. Survival to move through terrain to find tracks or track checks to forage take half or manage environmental targets. Decrease time to COST 5 effects. Decrease overland track a target by half. the time. travel times by half. COST 5 COST 5 **OUTDOORSMAN SWIFT** HUNTER **SOFT SPOT** Remove per rank of Do not suffer usual Add per rank of After making a successful Outdoorsman from checks penalties for moving Hunter to all checks when attack, may spend 1 to move through terrain through difficult terrain. interacting with beasts or Destiny Point to add or manage environmental animals (including combat). damage equal to Cunning COST 10 effects. Decrease overland Add +10 to Critical Injury to one hit. travel times by half. results against beasts or COST 10 animals per rank of Hunter. COST 10 **TOUGHENED EXPERT TRACKER STALKER** NATURAL **OUTDOORSMAN** Gain +2 wound threshold. Add per rank of Remove per rank of Once per session, may Stalker to all Stealth and Expert Tracker from checks COST 15 re-roll any 1 Resilience or to find tracks or track Coordination checks. Survival check. targets. Decrease time to COST 15 track a target by half. COST 15 COST 15 **TOUGHENED** HUNTER **EXPERT TRACKER** BLOODED Gain +2 wound threshold. Add per rank of Remove per rank of Add per rank of Blooded Hunter to all checks when Expert Tracker from checks to all checks to resist or COST 20 interacting with beasts or to find tracks or track recover from poisons, animals (including combat). targets. Decrease time to venoms, or toxins. Reduce Add +10 to Critical Injury track a target by half. duration of ongoing poisons by one round per rank of results against beasts or COST 20 animals per rank of Hunter. Blooded to a minimum of 1. COST 20 COST 20 **DEDICATION ENDURING GRIT HEROIC FORTITUDE** Gain +1 soak value. Gain +1 to a single charac-Gain +1 strain threshold. May spend 1 Destiny Point teristic. This cannot bring to ignore effects of Critical COST 25 COST 25 a characteristic above 6. Injuries on Brawn or Agility checks until the end of the encounter.

COLONIST

BASE ABILITY

UPGRADE

RANKED

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

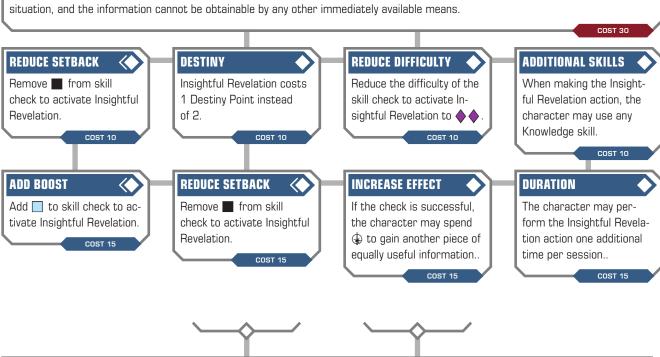
viedge (Lore),

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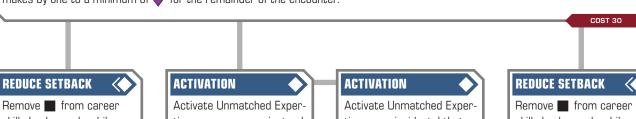
INSIGHTFUL REVELATION BASE ABILITY

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.



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 \(\rightarrow \) for the remainder of the encounter.



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

COST 10

Activate Unmatched Expertise as a maneuver instead of an action.

COST 10

COST 15

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

COST 10

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.

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 .

COLONIST DOCTOR

SURGEON

When making a Medicine

check to help a character

heal wounds, the target

heals 1 additional wound

COST 5

COST 10

COST 15

per rank of Surgeon.

STIM APPLICATION

action; make a \spadesuit

Take the Stim Application

Medicine check. If success-

ful, 1 engaged ally increa-

ses 1 characteristic by

1 for the encounter and

When making a Medicine

check to help a character

heal wounds, the target

heals 1 additional wound

per rank of Surgeon.

IMPROVED STIM

When performing a Stim

Application action, may

increase the difficulty to

◆ ◆ ◆ , and target only

When performing the Stim

to increase an additional

COST 25

Application action, spend

Characteristic by 1.

APPLICATION

suffers 1 strain.

SUPREME STIM

APPLICATION

suffers 4 strain.

SURGEON

ACTIVE PASSIVE RANKED <

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

GRIT

GRIT

NATURAL DOCTOR

MASTER DOCTOR

Once per round, suffer

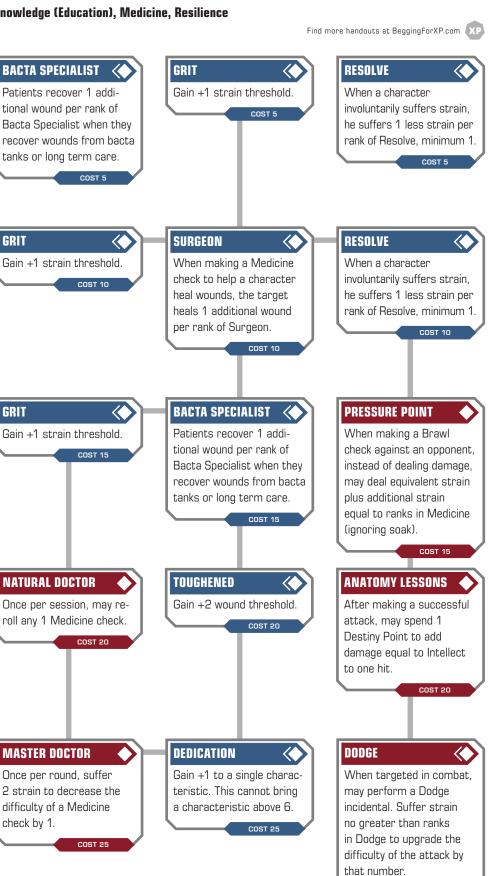
difficulty of a Medicine

check by 1.

COST 10

COST 15

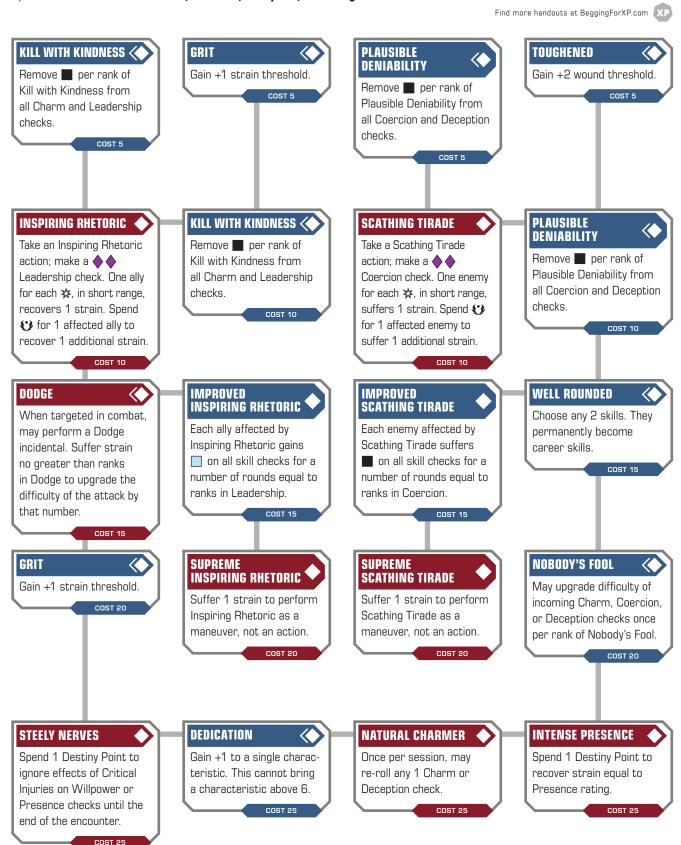
COST 20



COLONIST POLITICO

ACTIVE PASSIVE RANKED

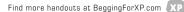
Spec Bonus Career Skills: Charm, Coercion, Deception, Knowledge (Core Worlds)



COLONIST SCHOLAR



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





RESPECTED SCHOLAR

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

COST 5

SPEAKS BINARY

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

COST 5

⟨⟩ BR

Gain +1 strain threshold.

COST 5

BRACE

Perform the Brace maneuver to remove per rank of Brace from your next Action. This may only remove added by environmental circumstances.

COST 5

RESEARCHER

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

COST 10

RESPECTED SCHOLAR <

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

COST 1

RESOLVE

GRIT

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

COST 10

RESEARCHER

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

COST 1

CODEBREAKER

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

COST 15

KNOWLEDGE SPECIALIZATION

When acquired, choose 1 Knowledge skill. When making that skill check, may spend ♠ result to gain ※ equal to ranks in Knowledge Specialization.

COST 15

NATURAL SCHOLAR

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

COST 15

WELL ROUNDED

Choose any 2 skills. They permanently become career skills.

COST 15

KNOWLEDGE SPECIALIZATION

When acquired, choose 1 Knowledge skill. When making that skill check, may spend ⊕ result to gain ≱ equal to ranks in Knowledge Specialization.

COST 20

INTENSE FOCUS

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

COST 20

CONFIDENCE

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

COST 20

RESOLVE

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

COST 20

STROKE OF GENIUS

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

COST 25

MENTAL FORTRESS

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

COST 25

DEDICATION

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

COST 25

TOUGHENED

Gain +2 wound threshold.

COLONIST ENTREPRENEUR



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









At the start of each session, gain 100 credits for each rank of Sound Investments.

COST 5

PLAUSIBLE DENIABILITY



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

RAPID RECOVERY



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

COST 5

GRIT



Gain +1 strain threshold.

COST 5

RAPID RECOVERY



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

COST 10

WHEEL AND DEAL



When selling goods legally, gain 10% more credits per rank of Wheel and Deal.

COST 10

SOUND **INVESTMENTS**



At the start of each session, gain 100 credits for each rank of Sound Investments.

COST 10

WHEEL AND DEAL



When selling goods legally, gain 10% more credits per rank of Wheel and Deal.

COST 10

GREASED PALMS



Before making a social check, may spend up to 50 credits per rank of Greased Palms to upgrade the ability of the check once for every 50 credits spent.

THROWING CREDITS

At the beginning of a session, spend 100 credits to ignore the strain threshold penalty due to a triggered Obligation.

COST 15

BOUGHT INFO



Knowledge check, may take a Bought Info action; spend credits equal to 50 times the difficulty of the check to pass with one 🔅.

SOUND **INVESTMENTS**



At the start of each session, gain 100 credits for each rank of Sound Investments.

COST 15

SOUND **INVESTMENTS**



At the start of each session, gain 100 credits for each rank of Sound Investments.

COST 20

TOUGHENED



Gain +2 wound threshold.

COST 20

MASTER MERCHANT



When buying/selling goods, or paying off/taking more Obligation, suffer 2 strain to buy for 25% less, sell for 25% more, pay off 1 more Obligation, or take 1 less.

COST 20

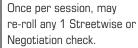
KNOW SOMEBODY



Once per session, when attempting to purchase a legally available item, reduce its rarity by 1 per rank of Know Somebody.

COST 20

NATURAL MERCHANT



COST 25

INTENSE FOCUS



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

COST 25

DEDICATION



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

SOUND **INVESTMENTS**



At the start of each session, gain 100 credits for each rank of Sound Investments.

COLONIST MARSHAL

ACTIVE PASSIVE RANKED

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

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COST 5

GRIT <

Gain +1 strain threshold.

COST 5

STREET SMARTS

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

COST 5

TOUGHENED

Gain +2 wound threshold.

COST 5

DURABLE

May reduce any Critical Injury suffered by 10 per rank of Durable to a minimum of 1.

COST 10

GOOD COP

GRIT

Spend (**) from a Charm or Negotiation check to upgrade ability of an ally's subsequent social check against the same target a number of times equal to ranks in Good Cop.

Gain +1 strain threshold.

COST 10

COST 15

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

QUICK DRAW

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

COST 10

HARD HEADED

COST 15

GOOD COP

Spend (**) from a Charm or Negotiation check to upgrade ability of an ally's subsequent social check against the same target a number of times equal to ranks in Good Cop.

COST 15

POINT BLANK

Add 1 damage per rank of Point Blank to damage of one hit of successful Ranged (Heavy) or (Light) attacks made while at short range or engaged.

COST 15

DURABLE

per rank.

May reduce any Critical Injury suffered by 10 per rank of Durable to a minimum of 1.

COST 20

UNRELENTING SKEPTIC

When targeted by a Deception check, the character automatically adds ▼ to the check equal to ranks in Vigilance.

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

POINT BLANK

Add 1 damage per rank of Point Blank to damage of one hit of successful Ranged (Heavy) or (Light) attacks made while at short range or engaged.

COST 20

IMPROVED HARD HEADED

When incapacitated due to strain exceeding threshold, take a Discipline check (— per rank of Hard Headed) to reduce strain to 1 below threshold.

COST 25

IMPROVED UNRELENTING SKEPTIC

When targeted by a Deception check that fails, may spend 1 Destiny Point to add ⊕ to results.

COST 25

DEDICATION

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

COST 25

NATURAL MARKSMAN

Once per session, may reroll any 1 Ranged (Light) or Ranged (Heavy) check.

COLONIST PERFORMER

ACTIVE PASSIVE RANKED <

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

Find more handouts at BeggingForXP.com XP

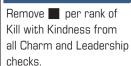


SMOOTH TALKER



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.

KILL WITH KINDNESS



COST 5

DISTRACTING **BEHAVIOR**



As a maneuver, suffer strain up to ranks in Cunning. Until start of next turn, equal number of engaged NPCs suffer 🐼 on checks. Ranks increase range.

COST 5

CONVINCING **DEMEANOR**



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

DISTRACTING BEHAVIOR



As a maneuver, suffer strain up to ranks in Cunning. Until start of next turn, equal number of engaged NPCs suffer 🚱 on checks. Ranks increase range.

COST 10

CONGENIAL



As an incidental, suffer strain up to ranks in Congenial to downgrade difficulty when making or upgrade difficulty when targeted by a Charm or Negotiation check.

COST 10

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 10

COST 15

JUMP UP



Once per round, may stand from seated or prone as an incidental.

DISTRACTING **BEHAVIOR**



As a maneuver, suffer strain up to ranks in Cunning. Until start of next turn, equal number of engaged NPCs suffer 🚱 on checks. Ranks increase range.

COST 15

INTENSE PRESENCE

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

COST 15

NATURAL ATHLETE

Coordination check.

Once per session, may

re-roll any 1 Athletics or



SECOND WIND Once per encounter, may

use Second Wind incidental to heal strain equal to ranks in Second Wind.

COST 15

SMOOTH TALKER



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

COST 20

IMPROVED DISTRACTING **BEHAVIOR**



The Distracting Behavior maneuver inflicts (on NPC's checks when NPCs target character's allies.

COST 20

GRIT



Gain +1 strain threshold.

COST 20

TOUGHENED



Gain +2 wound threshold.

COST 20

BIGGEST FAN



Once per session, may take a Biggest Fan action; make to turn one NPC into the character's biggest fan.

DECEPTIVE TAUNT



Once per session, may make Deceptive Taunt action; make opposed Deception check to force one adversary to attack the character on the adversary's next turn.

COST 25

COORDINATION DODGE



spend 1 Destiny Point to add ▼ equal to ranks in Coordination to check.

combat check, may

DEDICATION



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

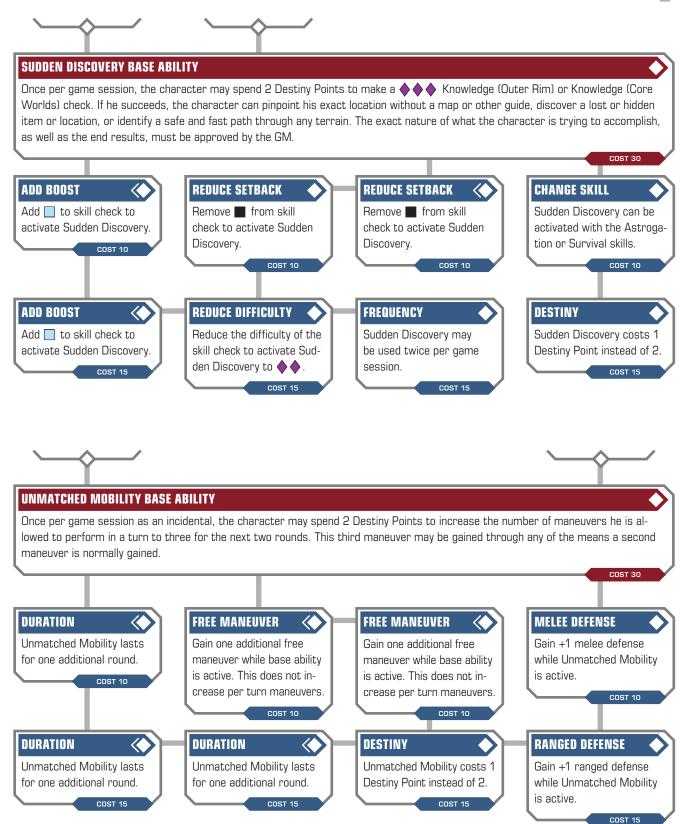




Career Skills: Astrogation, Cool, Knowledge (Lore), Knowledge (Outer Rim), Knowledge (Xenology), Perception, Piloting (Space), Survival

Find more handouts at BeggingForXP.com XP

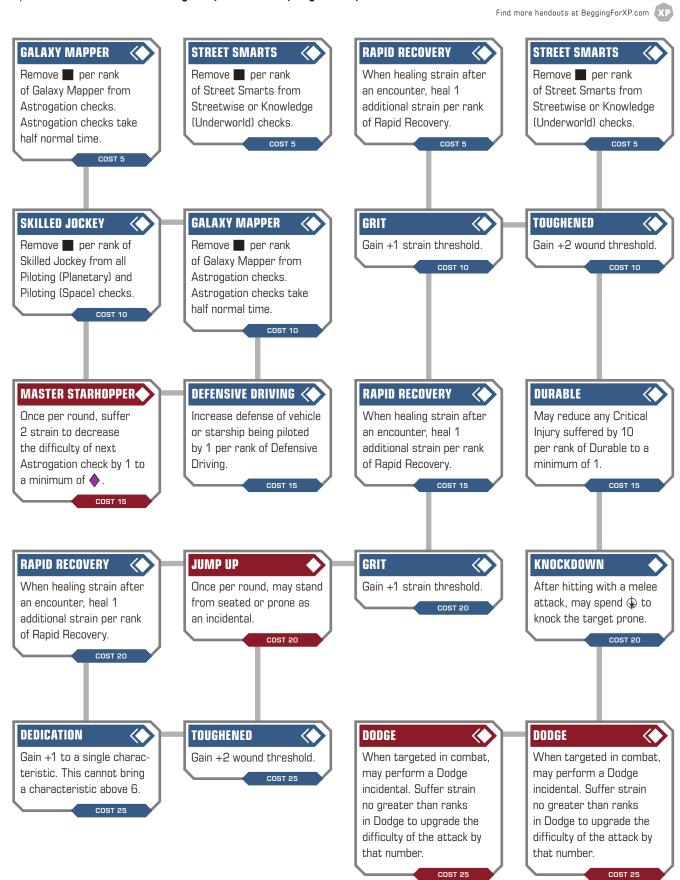






ACTIVE PASSIVE RANKED

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

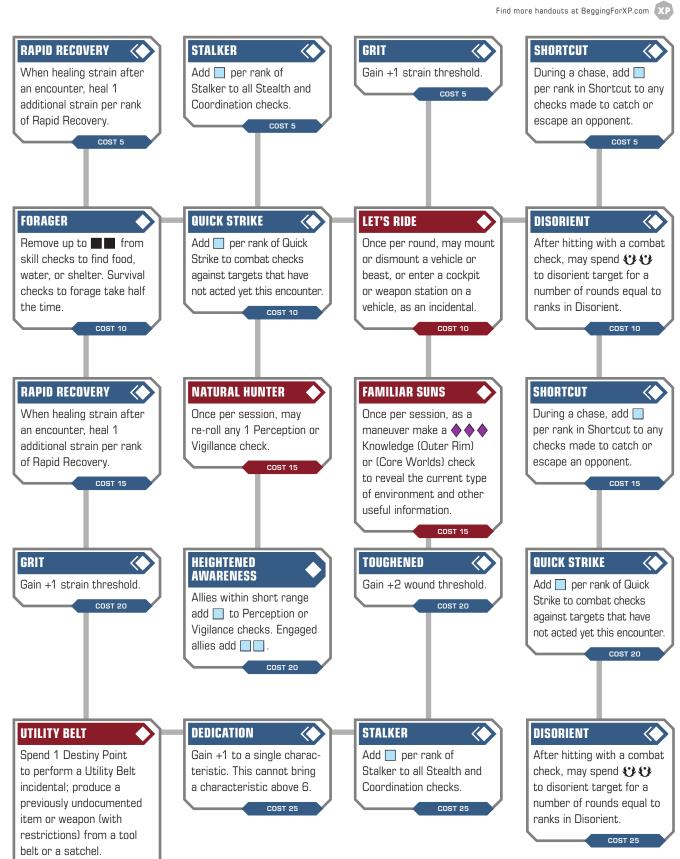




COST 25

ACTIVE PASSIVE RANKED

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



EXPLORER TRADER



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

Find more handouts at BeggingForXP.com XP



KNOW SOMEBODY



Once per session, when attempting to purchase a legally available item, reduce its rarity by 1 per rank of Know Somebody.

COST 5

CONVINCING **DEMEANOR**



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

WHEEL AND DEAL



When selling goods legally, gain 10% more credits per rank of Wheel and Deal.

SMOOTH TALKER



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

COST 5

WHEEL AND DEAL



When selling goods legally, gain 10% more credits per rank of Wheel and Deal.

COST 10

GRIT



Gain +1 strain threshold.

SPARE CLIP



due to . Item with Limited Ammo quality run out of ammo as normal.

COST 10

TOUGHENED



Gain +2 wound threshold.

COST 10

KNOW SOMEBODY



Once per session, when attempting to purchase a legally available item, reduce its rarity by 1 per rank of Know Somebody.

COST 15

NOBODY'S FOOL



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

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

NOBODY'S FOOL



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

WHEEL AND DEAL



When selling goods legally, gain 10% more credits per rank of Wheel and Deal.

COST 20

STEELY NERVES



ignore effects of Critical Injuries on Willpower or Presence checks until the end of the encounter.

BLACK MARKET CONTACTS



When purchasing illegal goods, may reduce rarity by 1 per rank, increasing cost by 50% of base cost per reduction.

BLACK MARKET CONTACTS



When purchasing illegal goods, may reduce rarity by 1 per rank, increasing cost by 50% of base cost per reduction.

COST 20

KNOW SOMEBODY



Once per session, when attempting to purchase a legally available item, reduce its rarity by 1 per rank of Know Somebody.

COST 25

NATURAL NEGOTIATOR

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

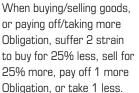
COST 25

DEDICATION



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

MASTER MERCHANT

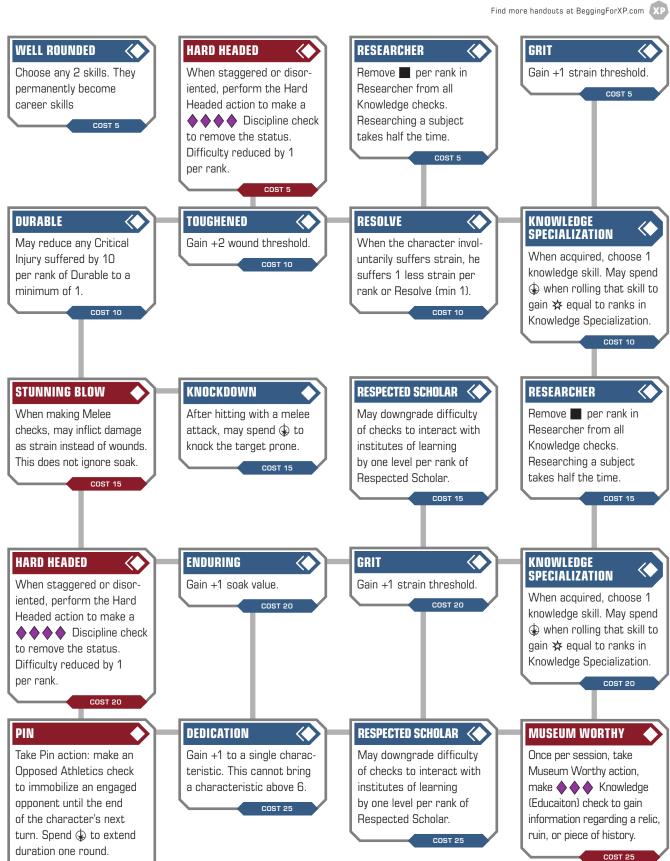


EXPLORER ARCHAEOLOGIST

COST 25

ACTIVE PASSIVE RANKED

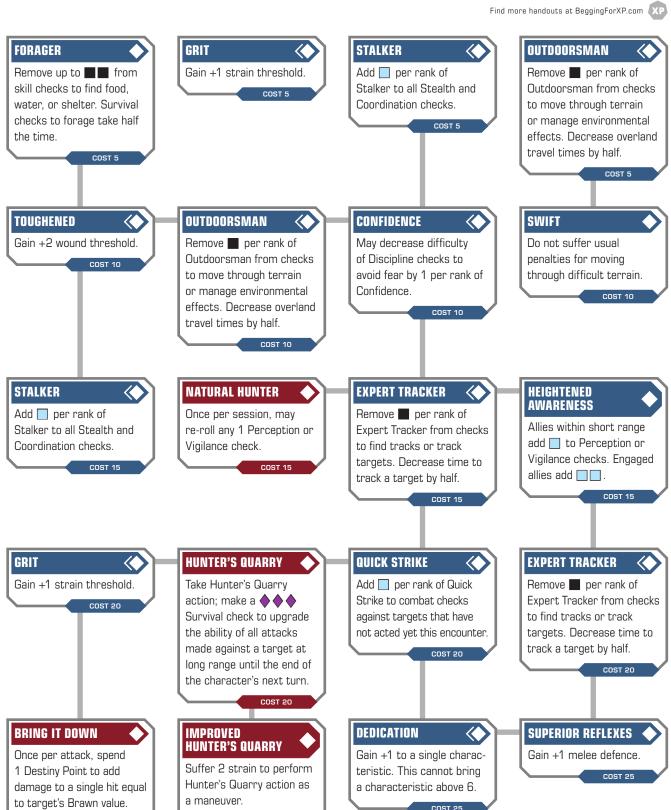
Spec Bonus Career Skills: Athletics, Discipline, Knowledge (Education), Knowledge (Lore)



EXPLORER BIG-GAME HUNTER

ACTIVE PASSIVE PASSIVE

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

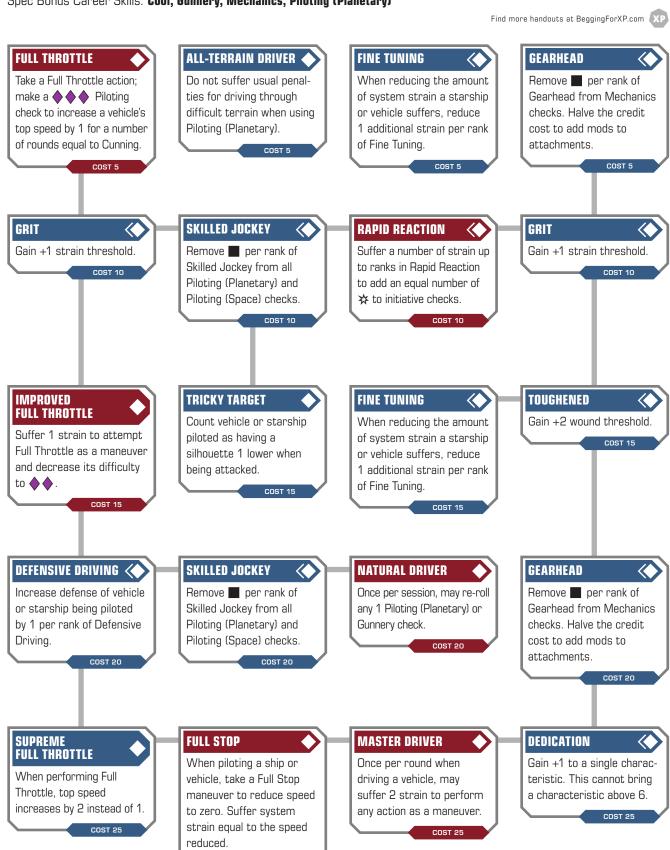


COST 25



ACTIVE PASSIVE RANKED <

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





BASE ABILITY UPGRADE R∆NKFD <<

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

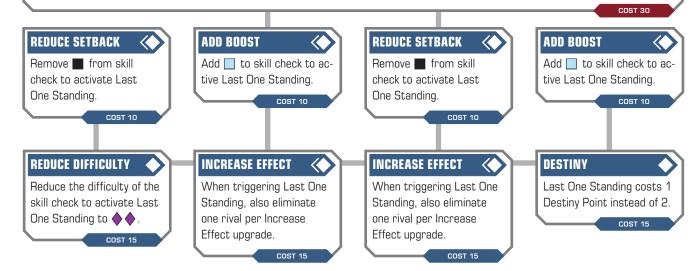
Find more handouts at BeggingForXP.com XP





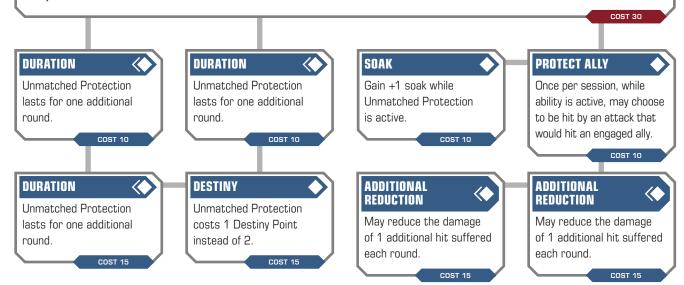
LAST ONE STANDING BASE ABILITY

Once per game session, during a combat encounter, the character may spend 2 Destiny Points to make a $\spadesuit \spadesuit \spadesuit$ 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.



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.



HIRED GUN BODYGUARD

ACTIVE PASSIVE RANKED <

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

Find more handouts at BeggingForXP.com XP



TOUGHENED



Gain +2 wound threshold.

COST 5

BARRAGE



Add 1 damage per rank of Barrage to 1 hit of a successful attack while using Ranged (Heavy) or Gunnery at long or extreme range.

COST 5

DURABLE



May reduce any Critical Injury suffered by 10 per rank of Durable.

COST 5

GRIT



Gain +1 strain threshold.

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 10

HARD HEADED



When staggered or disoriented, perform the Hard Headed action to make a

◆ ◆ ◆ ◆ Discipline check to remove the status. Difficulty reduced by 1 per rank.

COST 10

BARRAGE



Add 1 damage per rank of Barrage to 1 hit of a successful attack while using Ranged (Heavy) or Gunnery at long or extreme range.

COST 10

BRACE



Perform the Brace maneuver to remove per rank of Brace from your next Action. This may only remove added by environmental circumstances.

COST 10

BODY GUARD



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

COST 15

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.



euver 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.

BRACE



Perform the Brace maneuver to remove per rank of Brace from your next Action. This may only remove added by environmental circumstances.

COST 15

ENDURING



Gain +1 soak value.

COST 20

SIDE STEP



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

COST 20

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.

HARD HEADED



When staggered or disoriented, perform the Hard Headed action to make a

◆ ◆ ◆ ◆ Discipline check to remove the status. Difficulty reduced by 1 per rank.

COST 20

DEDICATION



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

COST 25

BARRAGE



Add 1 damage per rank of Barrage to 1 hit of a successful attack while using Ranged (Heavy) or Gunnery at long or extreme range.

TOUGHENED



Gain +2 wound threshold.

COST 25

IMPROVED HARD HEADED

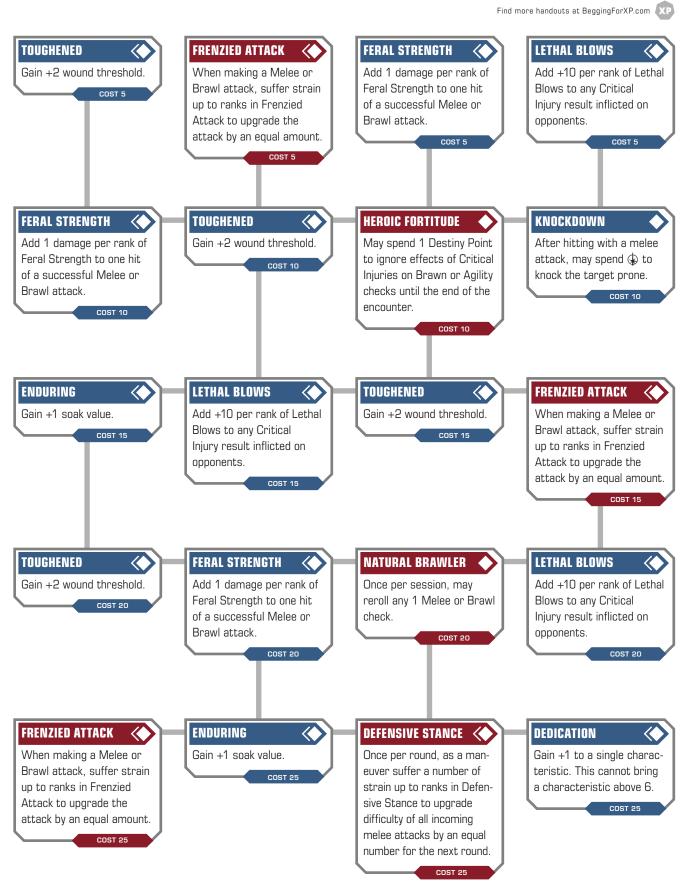


When incapacitated due to strain exceeding threshold, take a $\spadesuit \spadesuit \spadesuit \spadesuit$ Discipline check (- per rank of Hard Headed) to reduce strain to 1 below threshold.

HIRED GUN MARAUDER

ACTIVE PASSIVE RANKED

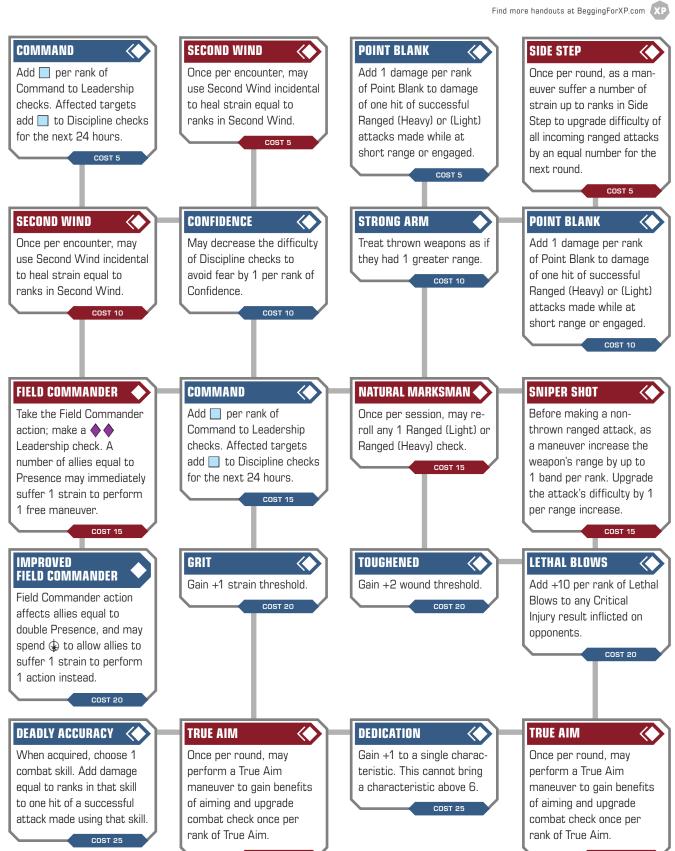
Spec Bonus Career Skills: Coercion, Melee, Resilience, Survival



MERCENARY SOLDIER



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



HIRED GUN ENFORCER

ACTIVE PASSIVE RANKED <

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

Find more handouts at BeggingForXP.com XP



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.

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 5

STREET SMARTS

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

COST 5

DURABLE

May reduce any Critical Injury suffered by 10 per rank of Durable to a minimum of 1.

STUNNING BLOW

When making Melee checks, may inflict damage as strain instead of wounds. This does not ignore soak.

COST 10

COST 5

NATURAL ENFORCER

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

TALK THE TALK

When making a Knowledge check, the character may spend 1 Destiny Point to substitute Knowledge (Underworld) or Streetwise for the required skill.

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 15

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 15

TOUGHENED

Gain +2 wound threshold.

COST 15

LOOM

When an ally engaged with the character makes a successful Charm, Deception, or Negotiation check, the character adds per rank in Coercion to the ally's check.

COST 15

SECOND WIND

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

STREET SMARTS

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

WALK THE WALK

The character may spend 1 Destiny Point to add damage equal to his ranks in Streetwise to one hit of a successful Brawl check.

INTIMIDATING

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

COST 20

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

DEDICATION

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

COST 25

BLACK MARKET CONTACTS

When purchasing illegal goods, may reduce rarity by 1 per rank, increasing cost by 50% of base cost per reduction.

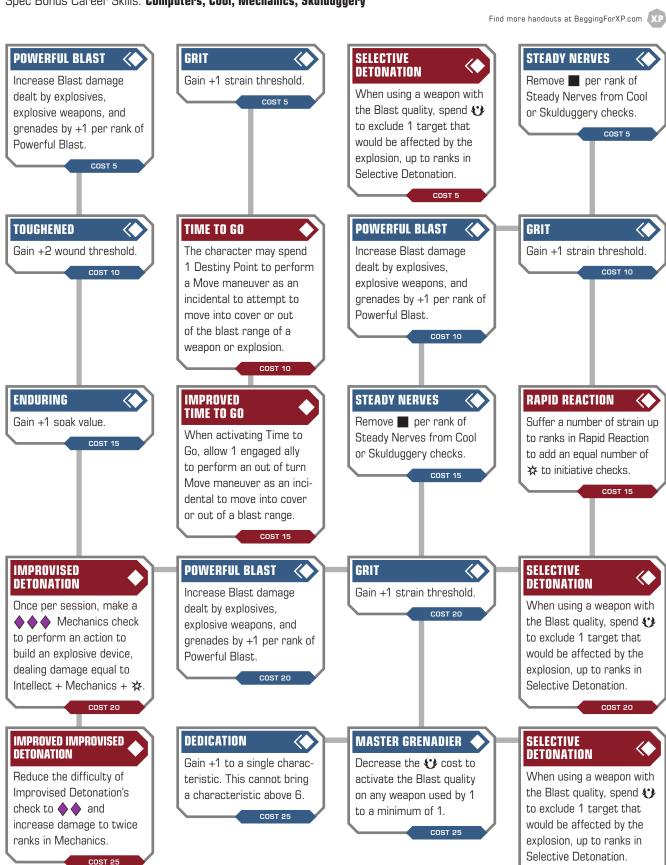
FEARSOME

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.

HIRED GUN DEMOLITIONIST

ACTIVE PASSIVE RANKED

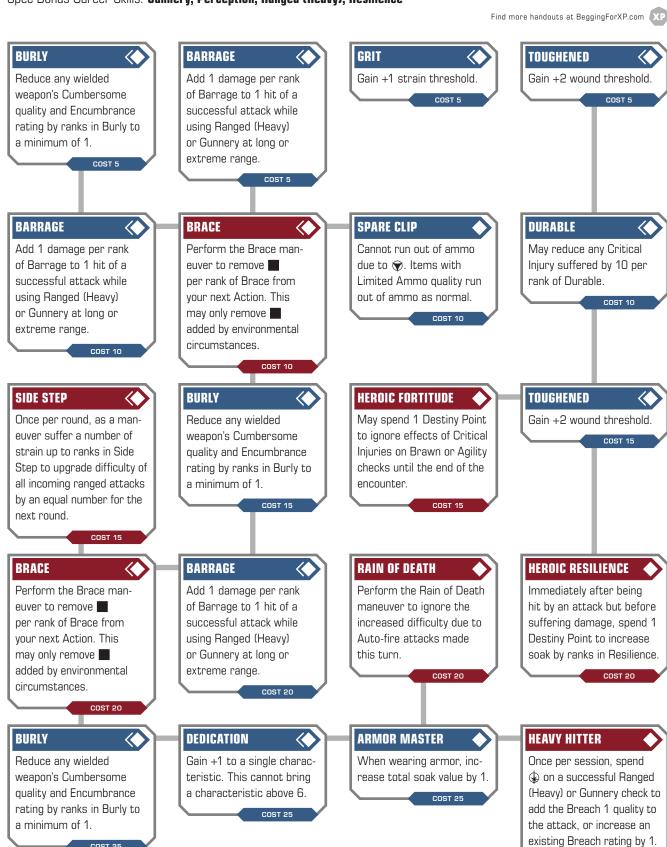
Spec Bonus Career Skills: Computers, Cool, Mechanics, Skulduggery





ACTIVE PASSIVE RANKED

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



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

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NARROW ESCAPE BASE ABILITY

Once per game session, the character may spend two Destiny Points to make a $\spadesuit \spadesuit \spadesuit$ 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.

REDUCE SETBACK



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 \spadesuit .

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.

DESTINY

Narrow Escape costs 1 Destiny Point instead of 2.

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 \bigcirc .

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

COST 15

INCREASE RANGE

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

FREQUENCY

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



Take a Full Throttle action;

check to increase a vehicle's

top speed by 1 for a number

of rounds equal to Cunning.

SKILLED JOCKEY

Remove per rank of

Skilled Jockey from all

Piloting (Planetary) and

Piloting (Space) checks.

IMPROVED

to .

GRIT

FULL THROTTLE

Suffer 1 strain to attempt

Full Throttle as a maneuver

and decrease its difficulty

Gain +1 strain threshold.

MASTER PILOT

Once per round when

driving a starship, may

suffer 2 strain to perform

any action as a maneuver.

COST 25

COST 15

COST 20

COST 5

COST 10

make a $\spadesuit \spadesuit$ Piloting

FULL THROTTLE

ACTIVE PASSIVE RANKED <

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

SKILLED JOCKEY

DEAD TO RIGHTS

IMPROVED

DEAD TO RIGHTS

Spend 1 Destiny Point to

equal to Agility to one hit

add additional damage

of a successful attack made with ship- or vehicle-

mounted weaponry.

SUPREME

FULL THROTTLE

When performing Full

increases by 2 instead of 1.

Gain +1 to a single charac-

teristic. This cannot bring

a characteristic above 6.

Throttle, top speed

DEDICATION

Spend 1 Destiny Point to

to half Agility (round up)

to one hit of a successful

attack made with ship- or

vehicle-mounted weaponry.

COST 10

COST 15

COST 20

COST 25

add additional damage equal

Remove per rank of

Skilled Jockey from all

Piloting (Planetary) and

Piloting (Space) checks.

COST 5

half normal time.

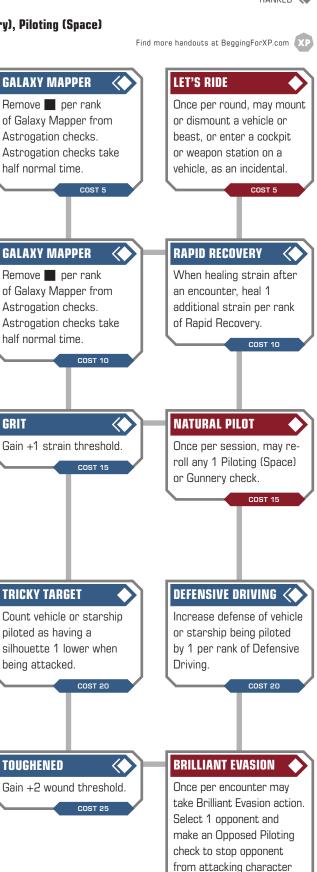
half normal time.

TRICKY TARGET

being attacked.

TOUGHENED

GRIT

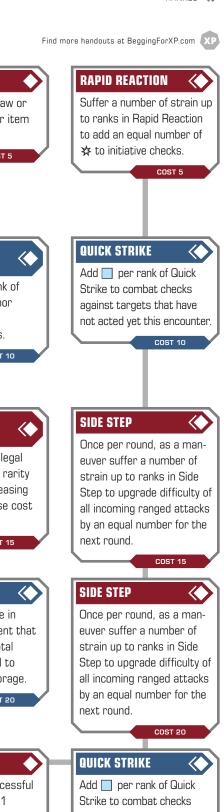


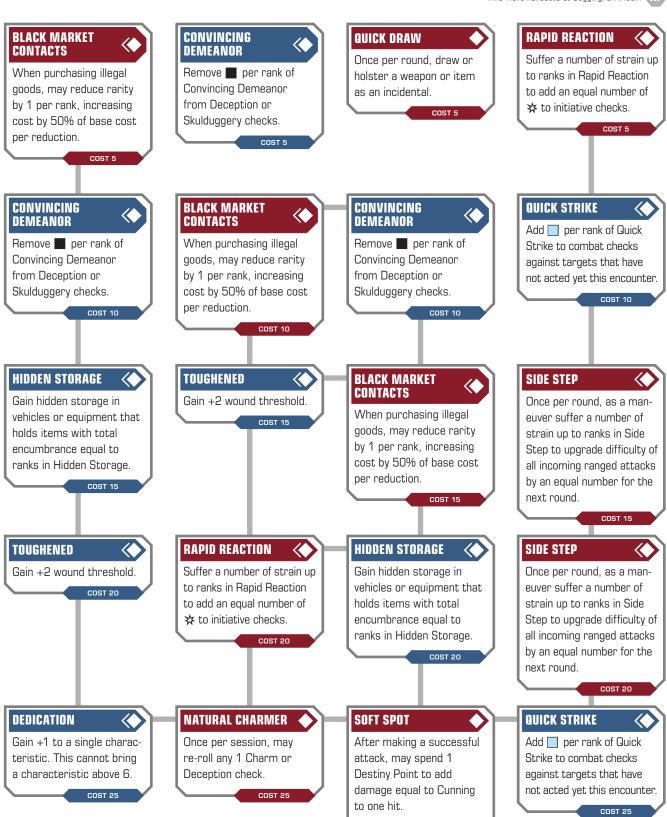
for rounds equal to Agility.

SMUGGLER SCOUNDREL

ACTIVE PASSIVE RANKED <

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

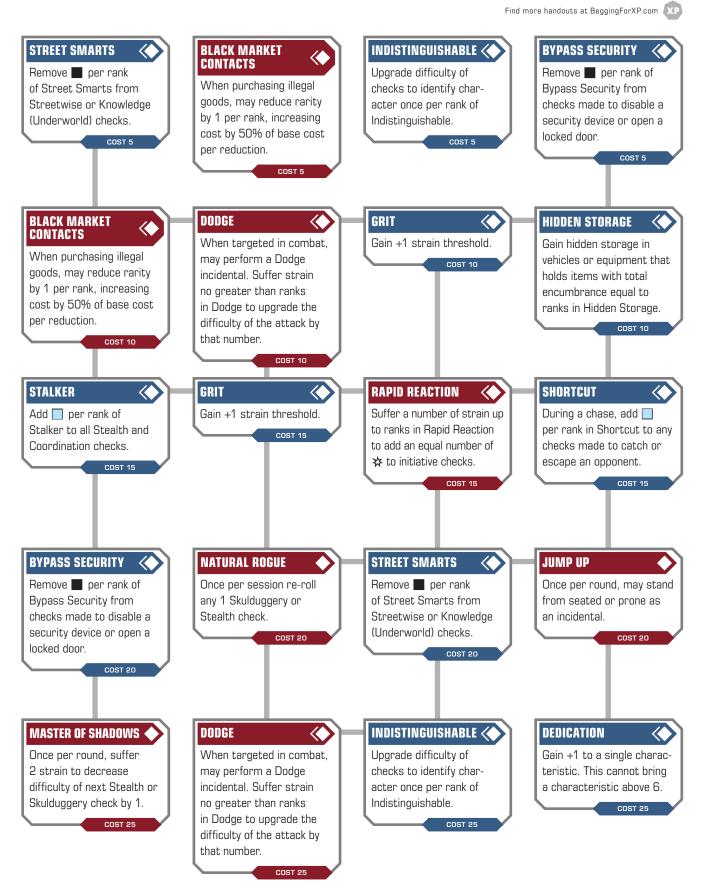








Spec Bonus Career Skills: Computers, Skulduggery, Stealth, Vigilance



SMUGGLER CHARMER

ACTIVE PASSIVE RANKED <

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

Find more handouts at BeggingForXP.com XP

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.

INSPIRING RHETORIC



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

COST 10

KILL WITH KINDNESS (



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

COST 5

GRIT



Gain +1 strain threshold.

COST 5



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

COST 10

IMPROVED CONGENIAL INSPIRING RHETORIC



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

COST 10

PLAUSIBLE DENIABILITY



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

COST 10

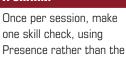
DISARMING SMILE



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

COST 15

WORKS LIKE A CHARM



Each ally affected by

ranks in Leadership.

Inspiring Rhetoric gains

on all skill checks for a

number of rounds equal to

characteristic linked to that skill.

COST 15

DISARMING SMILE



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

COST 15

GRIT



Gain +1 strain threshold.

COST 15

SMOOTH TALKER



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

CONGENIAL



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

COST 20

JUST KIDDING

incidental, spend 1

Once per round as an

Destiny Point to ignore generated on a social check by the character or any ally in short range.

COST 20

INTENSE PRESENCE



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

COST 20



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

COST 25

DEDICATION



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

COST 25

DON'T SHOOT



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

COST 25

RESOLVE

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

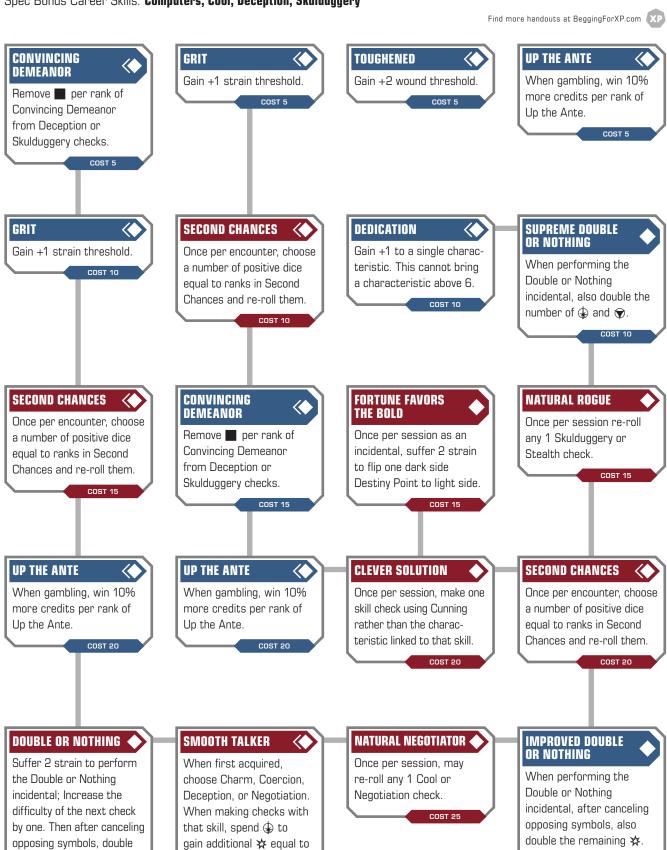
SMUGGLER GAMBLER

the remaining (*).

COST 25

ACTIVE PASSIVE RANKED

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



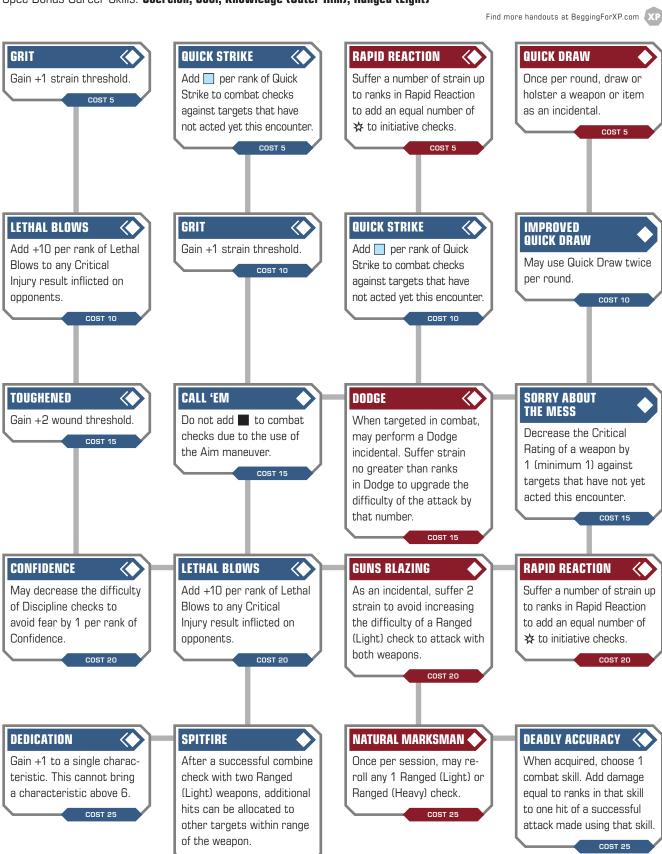
ranks in Smooth Talker.

COST 25

SMUGGLER GUNSLINGER

ACTIVE PASSIVE PASSIVE

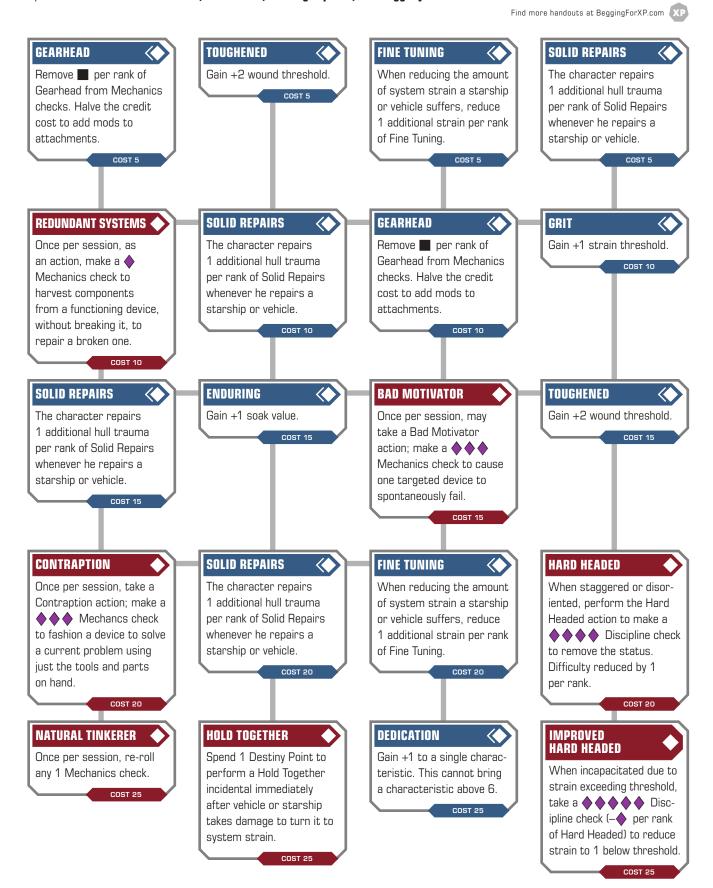
Spec Bonus Career Skills: Coercion, Cool, Knowledge (Outer Rim), Ranged (Light)



TECHNICIAN MECHANIC

ACTIVE PASSIVE RANKED

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



TECHNICIAN OUTLAW TECH



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

Find more handouts at BeggingForXP.com XP



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 5 **SOLID REPAIRS** The character repairs

UTINNI! Remove per rank of Utinni! from checks to find or scavenge items or gear.

Such checks take half the time.

Gain +1 strain threshold.

COST 5

COST 10

SPEAKS BINARY

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

COST 5

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 5

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

UTINNI!

Remove per rank of Utinni! from checks to find or scavenge items or gear. Such checks take half the time.

COST 10

COST 15

TOUGHENED

Gain +2 wound threshold.

COST 10

UTILITY BELT

Spend 1 Destiny Point to perform a Utility Belt incidental; produce a previously undocumented item or weapon (with restrictions) from a tool belt or a satchel.

SIDE STEP

GRIT

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.

BRACE

Perform the Brace maneuver to remove per rank of Brace from your next Action. This may only remove added by environmental circumstances.

sive Stance to upgrade difficulty of all incoming melee attacks by an equal number for the next round.

COST 15

DEFENSIVE STANCE 🔇

Once per round, as a man-

strain up to ranks in Defen-

euver suffer a number of

JURY RIGGED

Choose 1 weapon, armor, or other item and give it a permanent improvement while it remains in use.

COST 15

COST 20

SPEAKS BINARY

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

COST 20

COST 15

INVENTOR

When constructing new items or modifying attachments, add or remove

per rank of Inventor.

JURY RIGGED

Choose 1 weapon, armor, or other item and give it a permanent improvement while it remains in use.

COST 20

INVENTOR

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

COST 25

DEDICATION

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

COST 25

KNOWN SCHEMATIC

Once per session, may perform the Known Schematic maneuver: make

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

COST 25

BRACE

Perform the Brace maneuver to remove per rank of Brace from your next Action. This may only remove added by environmental circumstances.

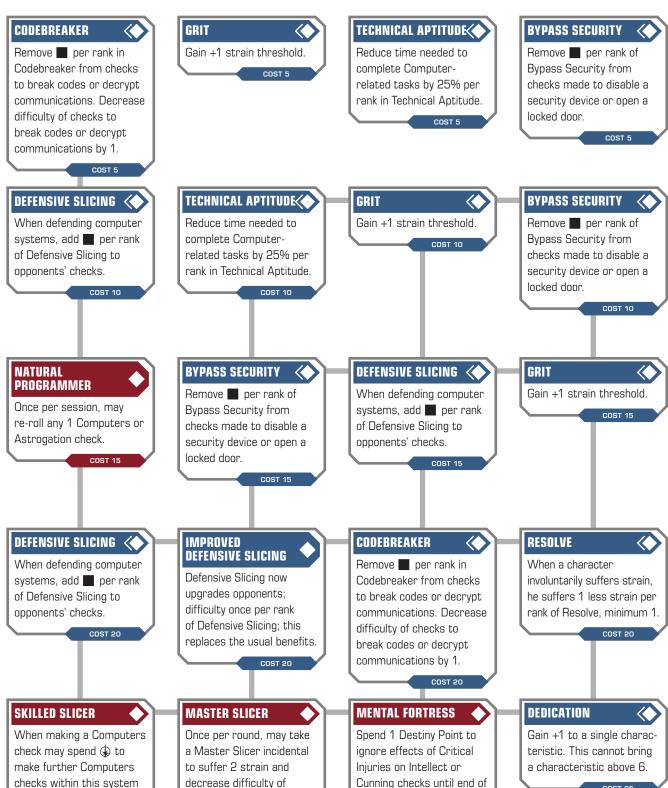




Spec Bonus Career Skills: Computers, Knowledge (Education), Knowledge (Underworld), Stealth

Find more handouts at BeggingForXP.com XP





encounter.

COST 25

Computers or other slicing

COST 25

checks by 1, minimum .

as maneuvers.

UNIVERSAL PASSIVE FORCE SENSITIVE EXILE RANKED < FORCE TALENT Gain: Force Rating 1 Find more handouts at BeggingForXP.com (XP **FORAGER UNCANNY UNCANNY SENSES** INSIGHT **REACTIONS** Add per rank of Perception and Discipline Remove up to from Add per rank of Uncanny Senses to all become career skills. skill checks to find food, Uncanny Reactions to all Perception checks. water, or shelter. Survival Vigilance checks, checks to forage take half the time. COST 5 CONVINCING **OVERWHELM INTENSE FOCUS QUICK DRAW** DEMEANOR **EMOTIONS** Perform an Intense Focus Once per round, draw or Remove per rank of May add ⟨ per Force maneuver: suffer 1 strain holster a weapon or item Convincing Demeanor Rating to Charm, Coerce, and upgrade the ability of as an incidental. from Deception or or Deceit checks. and the next skill check once. COST 10 Skulduggery checks. ■ add ※ to some checks COST 10 and \mathbf{Y} to others. COST 10 COST 10 **SENSE EMOTIONS** SENSE DANGER BALANCE **TOUCH OF FATE** Once per session, remove When the character heals Add to all Charm, Once per session, add from any 1 check. Coercion, and Deception strain at the end of the to any one check. checks unless the target is encounter, he may add COST 15 immune to Force Powers. per Force Rating. He recovers additional strain COST 15 equal to (generated. **STREET SMARTS UNCANNY SENSES UNCANNY** STREET SMARTS $\langle \! \rangle$ **REACTIONS** Remove per rank Add per rank of Remove per rank Add per rank of of Street Smarts from Uncanny Senses to all of Street Smarts from Uncanny Reactions to all Streetwise or Knowledge Perception checks. Streetwise or Knowledge Vigilance checks, (Underworld) checks. (Underworld) checks. COST 20 COST 20 COST 20 SIXTH SENSE **DEDICATION SUPERIOR REFLEXES FORCE RATING** Gain +1 ranged defense. Gain +1 Force Rating. Gain +1 to a single charac-Gain +1 melee defense. teristic. This cannot bring COST 25 COST 25 a characteristic above 6.

ACTIVE

Find more handouts at BeggingForXP.com XP

FORCE POWER SENSE

Prerequisites: Force Rating 1+

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. CONTROL CONTROL Ongoing effect: Commit (). Once per round, when an attack Effect: Spend (). The Force user senses the current thoughts targets the Force user, he upgrades the difficulty of the pool of one living target with whom he is engaged. COST 10 **DURATION** RANGE **MAGNITUDE** Sense's ongoing effects may be triggered one additional time Spend () to increase Spend () to increase per round. power's range by a number number of targets of range bands equal to affected by power equal Range upgrades purchased. to Magnitude upgrades purchased. COST 5 COST 5 **STRENGTH** RANGE MAGNITUDE When using Sense's ongoing effects, upgrade the pool twice, Spend () to increase Spend () to increase instead of once. power's range by a number number of targets of range bands equal to affected by power equal Range upgrades purchased. to Magnitude upgrades purchased. COST 10 COST 10 CONTROL RANGE MAGNITUDE Ongoing effect: Commit (). Once per round, when making a Spend ① to increase Spend ① to increase combat check, he upgrades the ability of that check once. power's range by a number number of targets of range bands equal to affected by power equal Range upgrades purchased. to Magnitude upgrades purchased. COST 10

Find more handouts at BeggingForXP.com (XP

FORCE POWER INFLUENCE

Prerequisites: Force Rating 1+

INFLUENCE BASIC POWER The character may attempt to guide, shape, and even twist the thoughts and feelings of others. Special Rule (()/● use): When quiding and shaping thoughts, only ● may be used to generate negative emotions such as rage, fear, and hatred. Only O may be used to generate positive emotions such as peace, tranquility, and friendliness. Other emotions such as confusion can be generated with either \bigcirc or \blacksquare . The character may spend ① to stress the mind of one living target he is engaged with, inflicting 1 strain. COST 10 RANGE MAGNITUDE CONTROL Spend () to increase The Force user may make an opposed Discipline vs Discipline Spend () to increase power's range by a number targets affected equal check combined with an Influence Power check. If the user of Range bands equal to to Magnitude upgrades spends () and succeeds on the check, he can force the target range upgrades purchased. purchased. to adopt an emotional state or believe something untrue, lasting for 1 round or 5 minutes. COST 5 COST 5 COST 10 CONTROL **STRENGTH** When making a Coercion, Charm, Deception, Leadership, or Negotiation check, the Force user When stressing the mind may roll an Influence Power check as part of his dice pool. He may spend (1) to gain 🛪 or 💔 of a target, the character (user's choice) on the check. inflicts 2 strain. COST 10 RANGE MAGNITUDE **DURATION** DURATION Spend () to increase Spend () to increase Spend () to increase Spend () to increase power's range by a number targets affected equal duration by number of duration by number of of Range bands equal to to Magnitude upgrades rounds (or minutes) equal rounds (or minutes) equal range upgrades purchased. purchased. to Duration upgrades to Duration upgrades purchased. purchased. COST 10 RANGE **MAGNITUDE DURATION DURATION** Spend ① to increase Spend ① to increase Spend () to increase Spend ① to increase targets affected equal duration by number of power's range by a number duration by number of of range bands equal to to Magnitude upgrades rounds (or minutes) equal rounds (or minutes) equal Range upgrades purchased. purchased. to Duration upgrades to Duration upgrades purchased. purchased. COST 10

FORCE POWER MOVE

Prerequisites: Force Rating 1+

Find more handouts at BeggingForXP.com XP RANGE Spend () to increase power's range by a number of range bands equal to Range upgrades purchased. COST 5

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.

MAGNITUDE

Spend () to increase targets affected equal to Magnitude upgrades purchased.

STRENGTH

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

COST 10

RANGE

Spend () 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 () 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.

MAGNITUDE

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

COST 10

STRENGTH

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

CONTROL

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

RANGE

Spend () 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.

STRENGTH

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

CONTROL

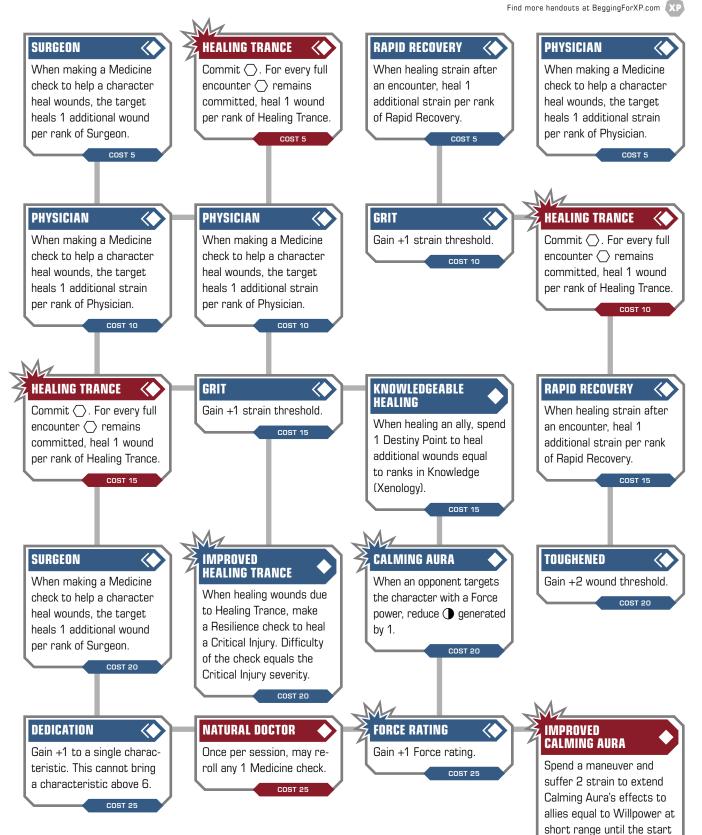
The character can perform fine manipulation of items, allowing him to do whatever he would normally with his hands via this power at this power's range.

CONSULAR HEALER

ACTIVE PASSIVE RANKED

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

RANKED 《
FORCE TALENT



of the next turn.

CONSULAR NIMAN DISCIPLE

PASSIVE RANKED

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

Find more handouts at BeggingForXP.com

XP

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.

OST 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 $\ \oplus$ or $\ \odot$ $\ \odot$ 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

COST 25

FORCE RATING

Gain +1 Force rating.

COST 25

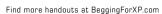
IMPROVED CENTER OF BEING

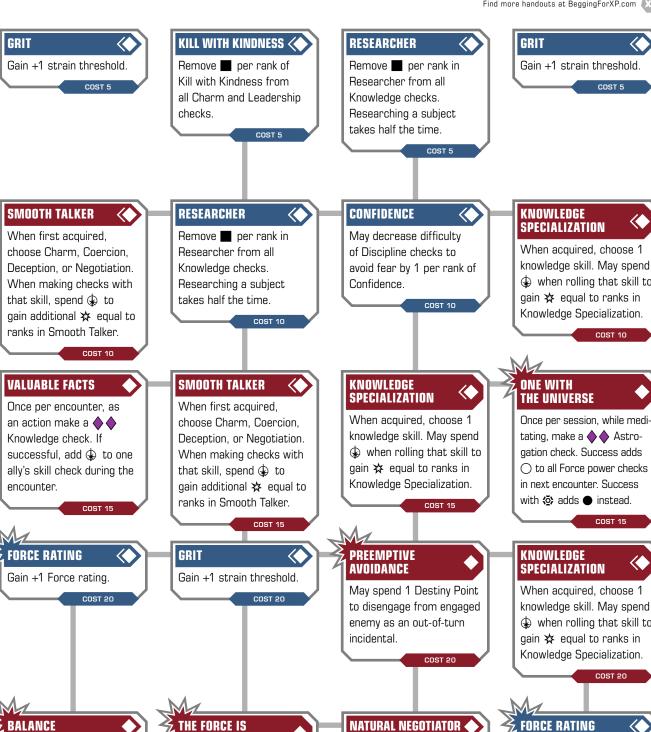
Suffer 1 strain to perform Center of Being as an incidental.

CONSULAR SAGE

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







When the character heals

strain at the end of the encounter, he may add per Force rating. He recovers additional strain equal to **()** generated.

THE FORCE IS **MY ALLY**

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

COST 25

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

COST 25

knowledge skill. May spend when rolling that skill to

when rolling that skill to

FORCE RATING

Gain +1 Force rating.

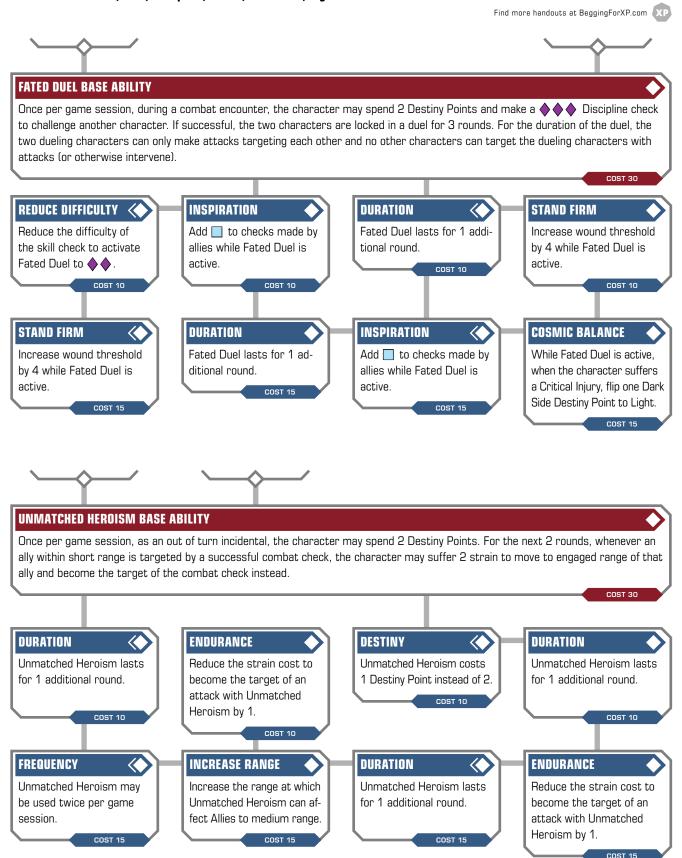


BASE ABILITY

UPGRADE

RANKED

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

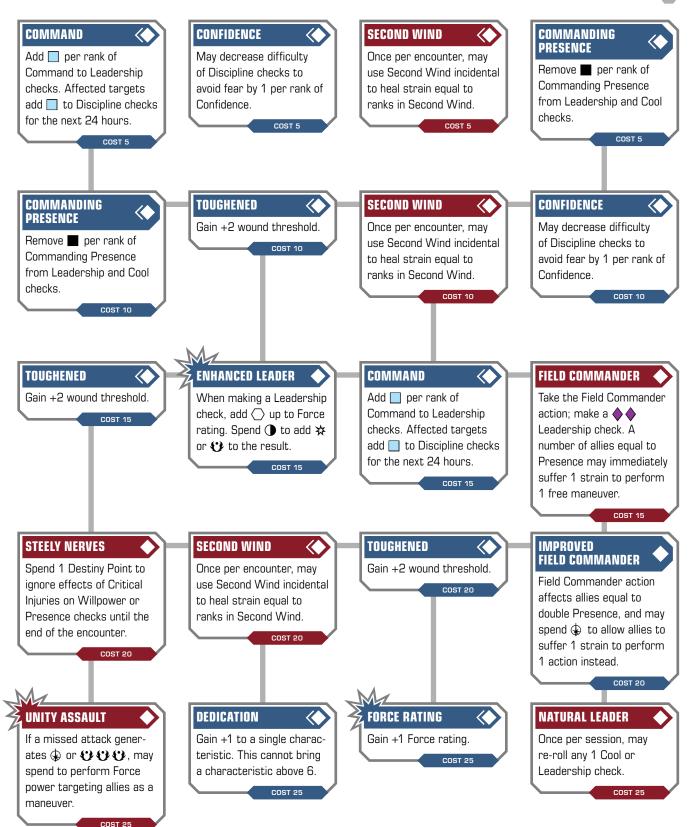


GUARDIAN PEACEKEEPER

ACTIVE PASSIVE RANKED FORCE TALENT

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

Find more handouts at BeggingForXP.com



GUARDIAN PROTECTOR

PASSIVE PASSIVE RANKED

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

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.

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

COST 5

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.

OST 15

STIMPACK SPECIALIZATION

Stimpacks heal 1 additional wound per rank of Stimpack Specialization.

COST 15

HEIGHTENED AWARENESS

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 \(\subseteq \) up to ranks in Force Protection. Increase soak by amount committed until start of next turn. Suffer 1 strain each turn \(\subseteq \) 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.

GUARDIAN SORESU DEFENDER

ACTIVE PASSIVE RANKED FORCE TALENT

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

Find more handouts at BeggingForXP.com (XP



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

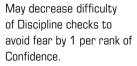
GRIT



Gain +1 strain threshold.

COST 10

CONFIDENCE



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.

DEFENSIVE CIRCLE

As an action, make a $\Diamond \Diamond \Diamond$ 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

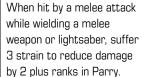
PARRY



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



REFLECT

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

REFLECT

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

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.

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

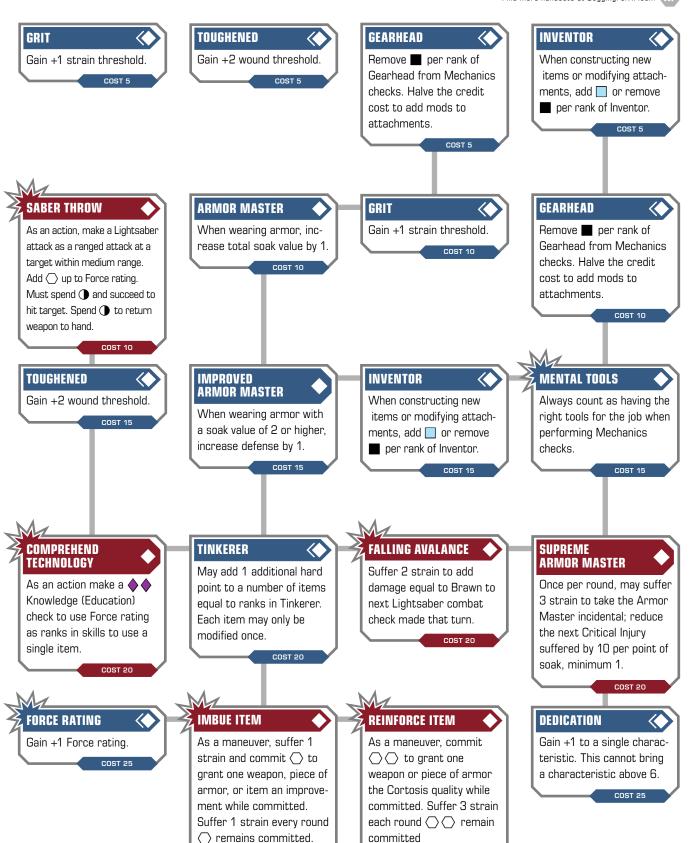
As an action, make a ��� Lightsaber (Intellect) check, adding O up to Force rating. If successful, a target in short range may only attack character for 1 round, plus 1 per additional (spent.

GUARDIAN ARMORER

PASSIVE PASSIVE FORCE TALENT

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

Find more handouts at BeggingForXP.com



COST 25

GUARDIAN WARDEN

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



Find more handouts at BeggingForXP.com



ACTIVE



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.

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

COST 10

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 2

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

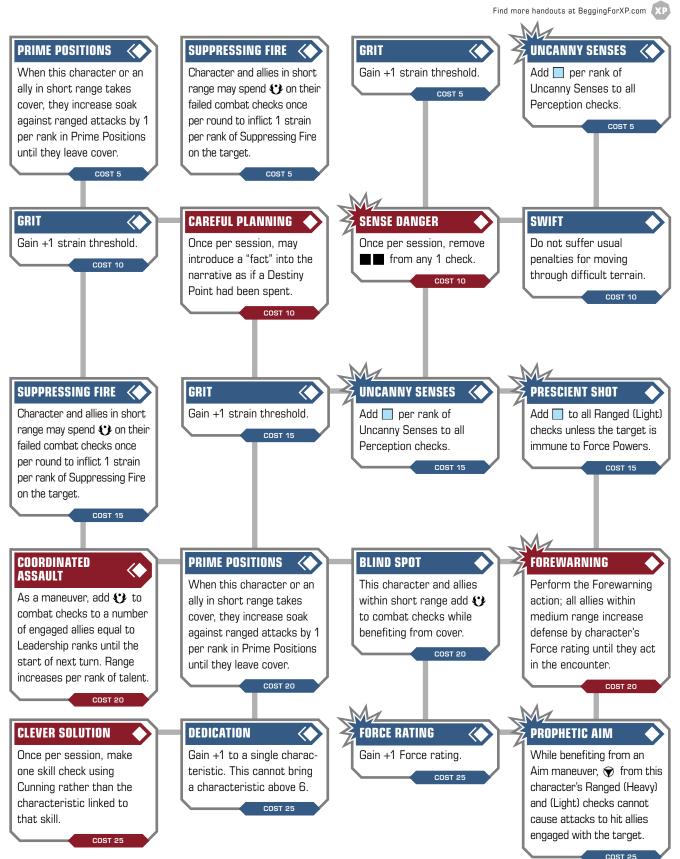
FEARSOME

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.

WARLEADER WARLEADER

ACTIVE PASSIVE RANKED FORCE TALENT

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



MYSTIC ADVISOR

DEDICATION

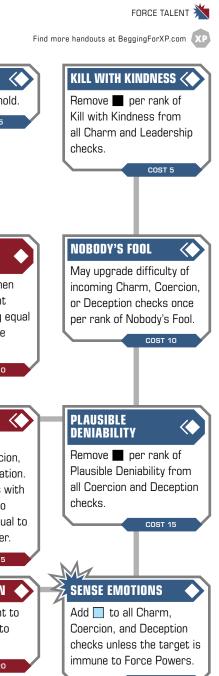
Gain +1 to a single charac-

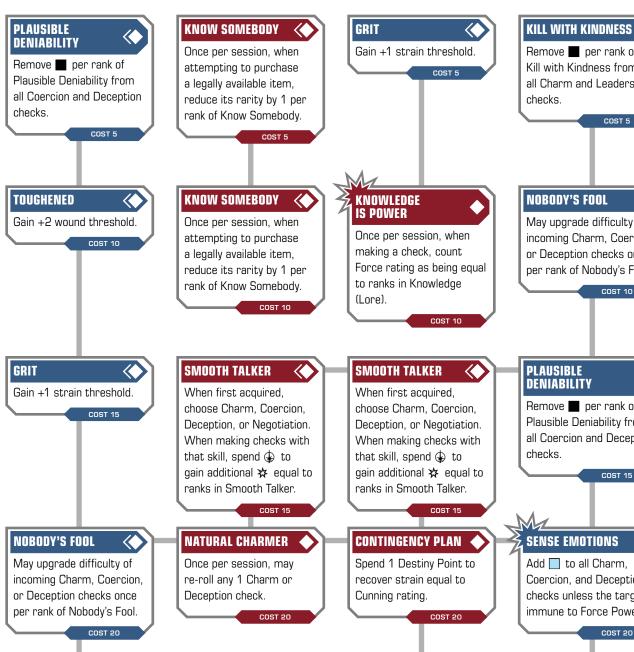
teristic. This cannot bring

a characteristic above 6.

ACTIVE PASSIVE RANKED

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





STEELY NERVES

Spend 1 Destiny Point to

ignore effects of Critical

Injuries on Willpower or

Presence checks until the end of the encounter.

MYSTIC MAKASHI DUELIST

ACTIVE PASSIVE RANKED <

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



When hit by a melee attack

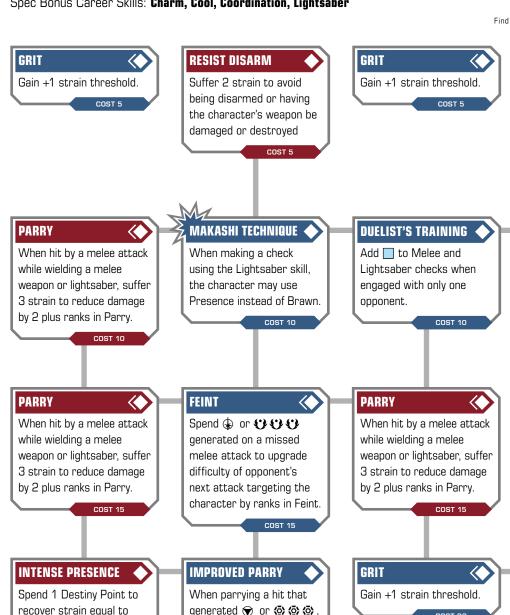
weapon or lightsaber, suffer

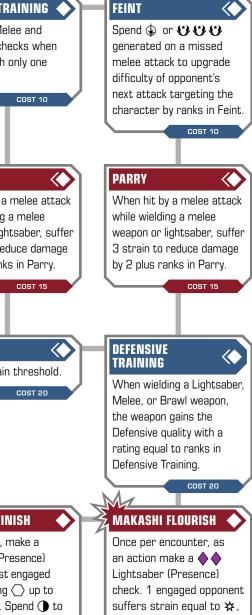
3 strain to reduce damage by 2 plus ranks in Parry.

COST 5

while wielding a melee

PARRY

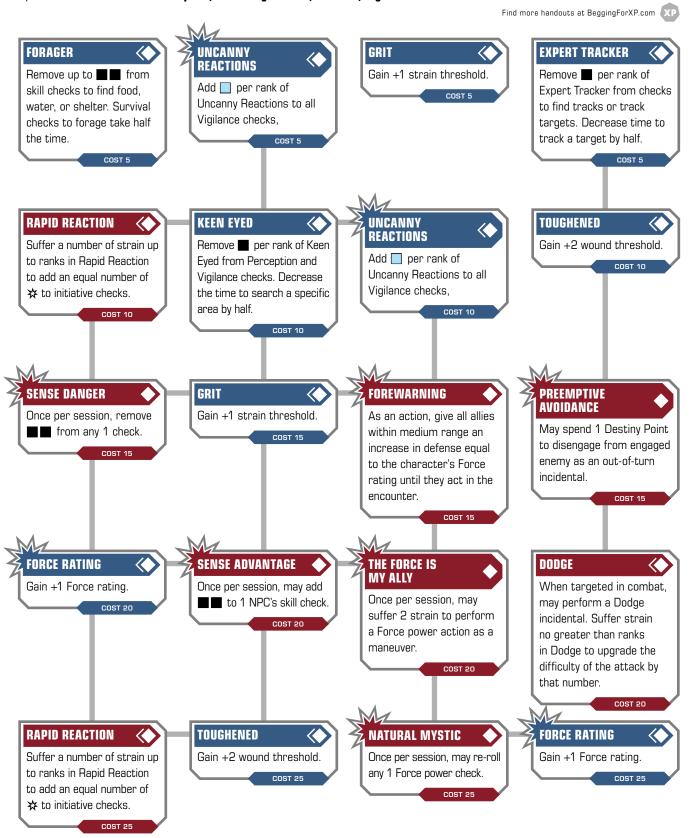






PASSIVE PASSIVE RANKED

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



SEEKER ATARU STRIKER

PASSIVE RANKED FORCE TALENT

ACTIVE

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

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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

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.

JUMP UP

Once per round, may stand from seated or prone as an incidental.

COST 5

QUICK DRAW

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

COST 5

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 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

ATARU TECHNIQUE

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

COST 10

QUICK STRIKE

Add per rank of Quick Strike to combat checks against targets that have not acted yet this encounter.

COST 10

QUICK STRIKE

Add per rank of Quick Strike to combat checks against targets that have not acted yet this encounter.

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

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

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

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

HAWK BAT SWOOP

As an action, make a Lightsaber (Agility) attack against a target within short range, adding () up to Force rating. Spend (to engage target and ① to add 😲 to check.

COST 20

SABER SWARM

As a maneuver, spend 1 strain to give the next Lightsaber (Agility) combat check this turn the Linked quality equal to Force rating during the check.

COST 20

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 20

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.

DEDICATION

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

COST 25

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 25

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.

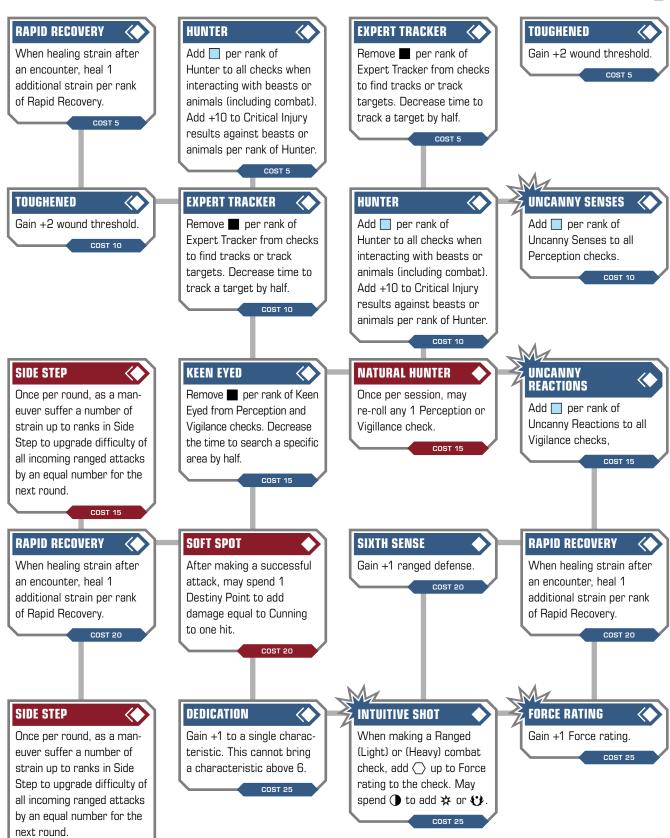
SEEKER HUNTER

COST 25

ACTIVE PASSIVE RANKED

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





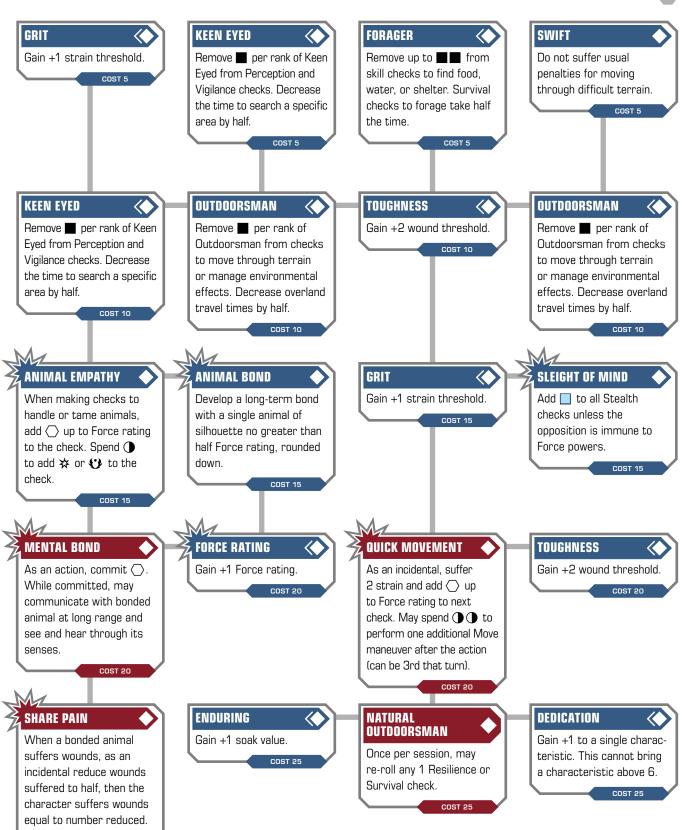
SEEKER PATHFINDER

ACTIVE PASSIVE RANKED CE TALENT

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

FORCE TALENT

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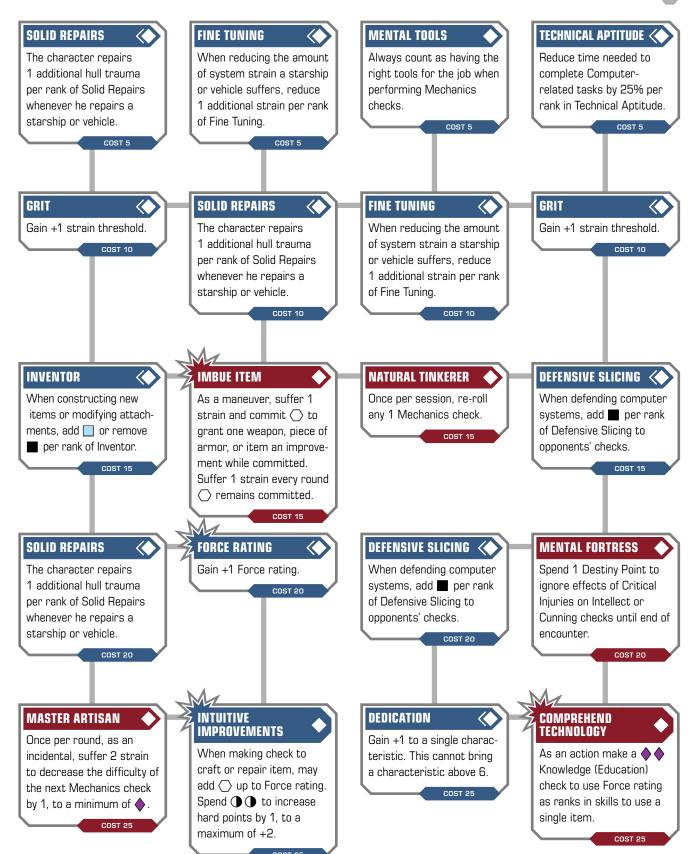


SENTINEL ARTISAN

ACTIVE PASSIVE RANKED

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

FORCE TALENT Find more handouts at BeggingForXP.com



SENTINEL SHADOW

PASSIVE RANKED

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

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Add to all Stealth checks unless the opposition is immune to Force powers.

COST 5

STREET SMARTS

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

COST 5

CODEBREAKER

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

COST

 $\langle\!\langle \rangle$

INDISTINGUISHABLE <

Upgrade difficulty of checks to identify character once per rank of Indistinguishable.

COST 5

WELL ROUNDED

Choose any 2 skills. They permanently become career skills

COST 10

MENTAL FORTRESS

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

COST 10

GRIT

Gain +1 strain threshold.

COST 10

INDISTINGUISHABLE <

Upgrade difficulty of checks to identify character once per rank of Indistinguishable.

COST 10

SHROUD

The character may spend 1 Destiny Point to make himself undetectable via Force powers and make his own powers go unnoticed for the remainder of the encounter.

COST 15

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 15

SLEIGHT OF MIND

Add to all Stealth checks unless the opposition is immune to Force powers.

COST 15

GRIT

Gain +1 strain threshold.

COST 15

SLIPPERY MINDED

If under the effects of a Force power, as an action make a Deception check to immediately end the effects of the power.

COST 20

CODEBREAKER

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

COST 20

NOW YOU SEE ME

Once per session, as an action make a

Deception check to make a number of NPCs equal to Cunning within medium range forget about the character.

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

FORCE RATING

Gain +1 Force rating.

COST 25

ANATOMY LESSONS

After making a successful attack, may spend 1 Destiny Point to add damage equal to Intellect to one hit.

COST 25

MASTER OF SHADOWS

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

COST 25

DEDICATION

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

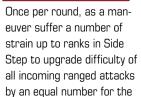
SENTINEL SHIEN EXPERT

ACTIVE PASSIVE RANKED FORCE TALENT

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

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SIDE STEP



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

next round.

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.

When an attack misses the character and generates 🗑 or 🚱 🚱, may upgrade next Lightsaber(Cunning) attack against the attacker

during the encounter once.

COUNTERSTRIKE

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 \bigcirc up to Force rating. Must spend () and succeed to hit target. Spend ① 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.

FALLING AVALANCE

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

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 \bigcirc up to Force rating. Spend (to add Y to the next combat check the target makes.

SUPREME REFLECT

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

WARRIOR AGGRESSOR

PASSIVE RANKED FORCE TALENT

ACTIVE

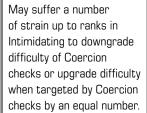
Spec Bonus Career Skills: Coercion, Knowledge (Underworld), Ranged (Light), Streetwise

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CONFLICT COST 🛞



INTIMIDATING



PLAUSIBLE DENIABILITY

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

COST 5

GRIT Gain +1 strain threshold.

COST 5

TOUGHENED

Gain +2 wound threshold.

COST 5

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 10

COST 15

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 10

� ∢

PREY ON THE WEAK

Add +1 damage to one hit of successful combat checks against disoriented targets per rank of Prey on the Weak.

COST 10

SENSE ADVANTAGE

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

COST 10

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.

TERRIFY

As an action, make a $\Diamond \Diamond \Diamond$ Coercion check, adding () no greater than Force rating. Disorient 1 target within medium range per 🗱. Spending

- (*) (*) extends duration and
- immobilizes affected target.

CRIPPLING BLOW

Increase the difficulty of next combat check by 1. If check deals damage, target suffers 1 strain whenever he moves for the remainder of the encounter.

COST 15

TOUGHENED

Gain +2 wound threshold.

COST 15

GRIT

Gain +1 strain threshold.

COST 20

IMPROVED TERRIFY

Reduce the difficulty of Terrify's check to \diamondsuit and may spend & to stagger an affected target.

COST 20

COST 15

PREY ON THE WEAK 🔇

Add +1 damage to one hit of successful combat checks against disoriented targets per rank of Prey on the Weak.

HEROIC FORTITUDE

May spend 1 Destiny Point to ignore effects of Critical Injuries on Brawn or Agility checks until the end of the encounter.

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

DEDICATION

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

AGAINST ALL ODDS

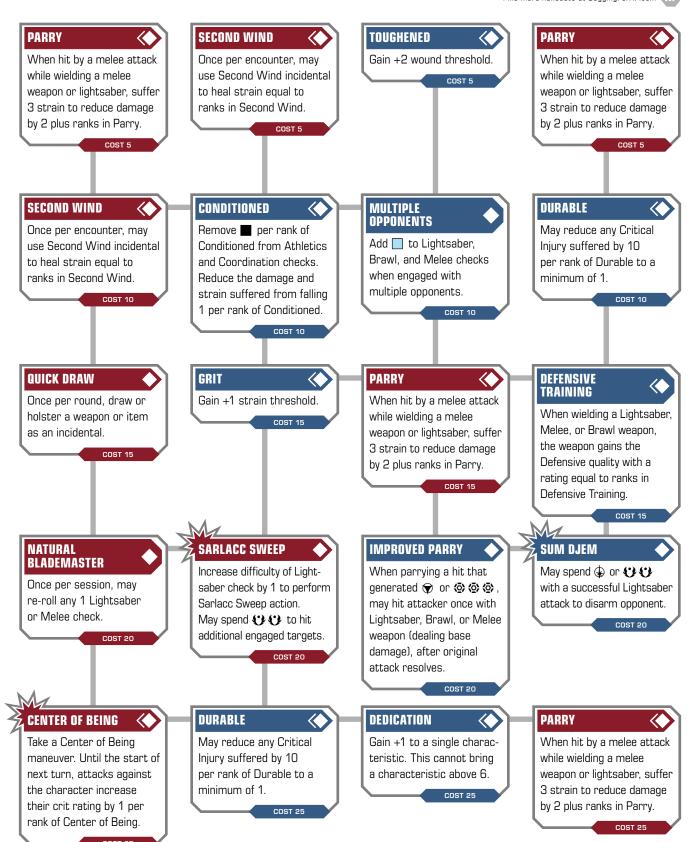
When incapacitated, perform an Against all Odds action; make $\spadesuit \spadesuit \spadesuit$ Resilience check with (equal to Force rating. Heal wounds equal to 🔅, spend ① to add ※.

WARRIOR SHII-CHO KNIGHT

ACTIVE PASSIVE RANKED <

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



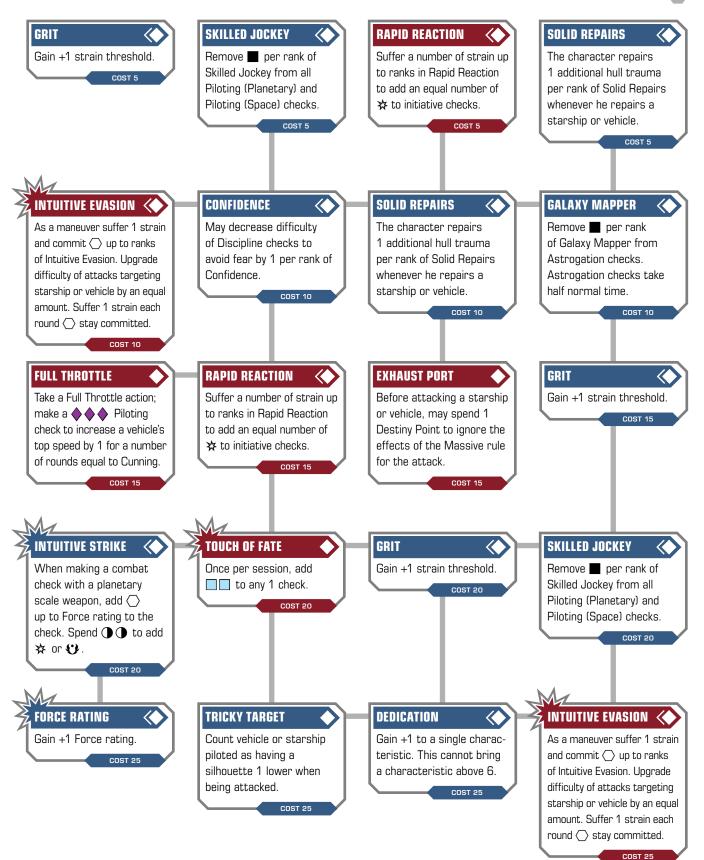


WARRIOR STARFIGHTER ACE

PASSIVE PASSIVE RANKED

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

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FORCE POWER BATTLE MEDITATION

Prerequisites: Force Rating 2+

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 ● 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 RANGE CONTROL Spend (to affect a When making a Battle Meditation power check, the user may Spend (to increase power's range by a number number of additional make a \leftarrow Leadership check as part of the pool. If the user is targets equal to Presence of range bands equal to able to activate the power and succeeds on the check, he may per rank of Magnitude Range upgrades purchased. send simple orders as part of the power. upgrades purchased. COST 5 COST 10 MAGNITUDE RANGE **STRENGTH** Spend (to affect a Spend (to increase Spend (1) to add one additional automatic * to affected number of additional power's range by a number characters. The user may activate this multiple times. of range bands equal to targets equal to Presence per rank of Magnitude Range upgrades purchased. upgrades purchased. COST 10 MAGNITUDE RANGE **DURATION** Spend ① to affect a Spend ① to increase Commit $\bigcirc \bigcirc \bigcirc \bigcirc$ to sustain the ongoing effects of the power number of additional power's range by a number on each affected target while it remains in range. targets equal to Presence of range bands equal to COST 25 per rank of Magnitude Range upgrades purchased. upgrades purchased. MAGNITUDE CONTROL MASTERY Spend () to affect a May suffer 4 strain to If no • were used to generate •, choose one skill. While number of additional change the range of power under the effects of the power, each affected target counts targets equal to Presence and range upgrades to as having the same number ranks in the chosen skill as the per rank of Magnitude planetary scale. target with the most ranks in the skill. upgrades purchased. If the user used any ● 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.

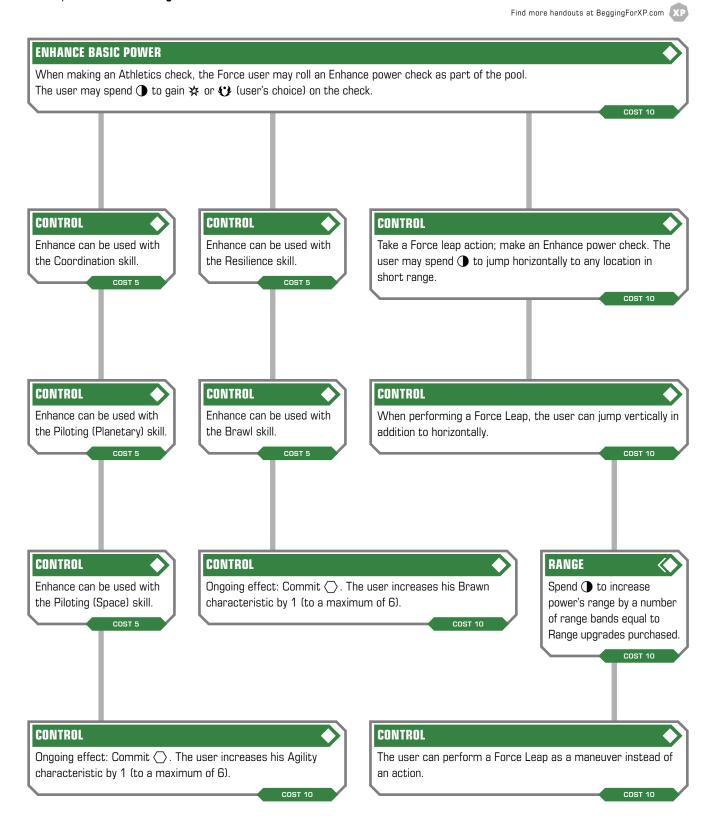
FORCE POWER BIND

Prerequisites: Force Rating 2+

Find more handouts at BeggingForXP.com (XP **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 10 to generate (), the target also suffers 1 wound per () spent on the check (ignoring soak). RANGE CONTROL **MAGNITUDE STRENGTH** Spend () to increase Spend (to affect Spend () to disorient the Spend (). While affected by 1 additional target target for a number of Bind, a target suffers strain power's range by a number of range bands equal to within range per rank of rounds equal to Strength equal to the user's Willpower Range upgrades purchased. Magnitude purchased. upgrades purchased. whenever the target takes an action. COST 10 COST 15 COST 10 RANGE **MAGNITUDE STRENGTH** DURATION Spend ① ① to affect Spend ① to disorient the Spend () to increase Commit \bigcirc \bigcirc to power's range by a number 1 additional target target for a number of sustain the ongoing effects rounds equal to Strength of range bands equal to within range per rank of of the power on each Range upgrades purchased. Magnitude purchased. upgrades purchased. affected target. COST 15 COST 20 COST 15 CONTROL **MAGNITUDE** STRENGTH Spend () to move the Spend ① ① to affect Spend ① to disorient the target for a number of rounds equal target one range band 1 additional target to Strength upgrades purchased. closer or farther away. within range per rank of COST 15 Magnitude purchased. COST 10 COST 25 RANGE **MASTERY** Spend ① to increase When the user is making a Bind power check, if the check was not already opposed, the user may power's range by a number roll an opposed Discipline vs. Discipline check against one target of the power. If no ● were used of range bands equal to to generate () and the user succeeds on the check, he may immediately stagger the target until Range upgrades purchased. the end of his next turn. If any
were used to generate
and the check succeeds, the target suffers a Critical Injury, adding +10 to the roll per spent on the check. COST 20

FORCE POWER ENHANCE

Prerequisites: Force Rating 1+



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FORCE POWER FORESEE

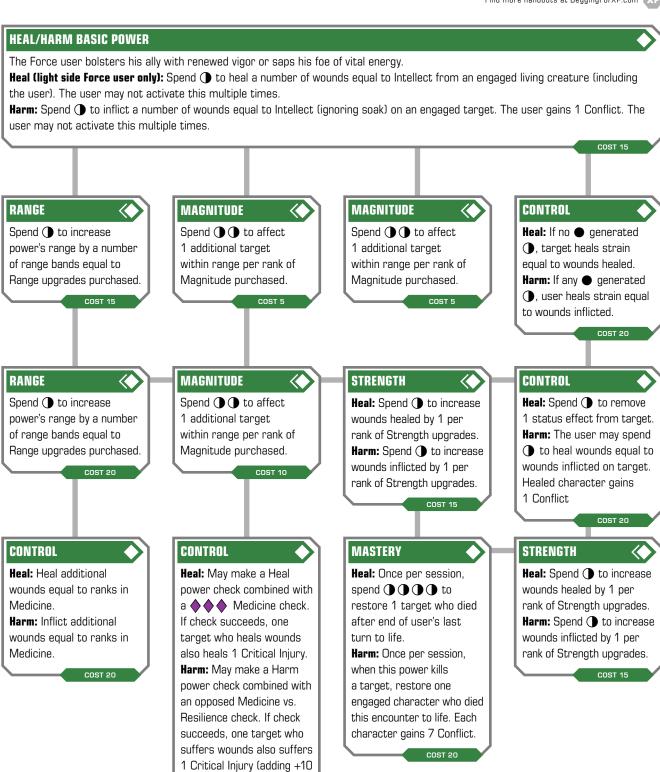
Prerequisites: Force Rating 1+

FORESEE BASIC POWER The Force user can feel the Force flowing around everything, seeing what is and what will be. The user may spend (1) to gain vague hints of events to come up to a day into his future. CONTROL STRENGTH When making a skill check to determine initiative, the Force user may roll a Foresee power check Spend (to pick out as part of the pool. He may spend ① to gain 🔅 per point on the check. specific details equal to Strength upgrades purchased. COST 5 MAGNITUDE RANGE CONTROL **DURATION** Spend ① to increase Affected targets increase Spend (to increase days Spend (to increase power's range by a number their ranged and melee into the future the user targets affected equal to Magnitude upgrades of range bands equal to defense by 2 for the first may see equal to Duration purchased. Range upgrades purchased. round of combat. upgrades purchased. COST 5 COST 5 **MAGNITUDE** RANGE RANGE STRENGTH Spend () to increase Spend (to increase Spend () to increase Spend () to pick out targets affected equal power's range by a number power's range by a number specific details equal to Magnitude upgrades of range bands equal to of range bands equal to to Strength upgrades purchased. Range upgrades purchased. Range upgrades purchased. purchased. COST 5 COST 5 COST 5 CONTROL **DURATION** When performing a Foresee power check as part of an initiative check, the Force user may spend Spend (to increase days (1) to allow all affected targets to take one free maneuver before the first round of combat begins. into the future the user may see equal to Duration upgrades purchased.

FORCE POWER HEAL/HARM

Prerequisites: Force Rating 1+

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to the roll per 😲 😲).

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FORCE POWER INFLUENCE

Prerequisites: Force Rating 1+

INFLUENCE BASIC POWER The character may attempt to guide, shape, and even twist the thoughts and feelings of others. Special Rule (()/● use): When quiding and shaping thoughts, only ● may be used to generate negative emotions such as rage, fear, and hatred. Only O may be used to generate positive emotions such as peace, tranquility, and friendliness. Other emotions such as confusion can be generated with either \bigcirc or \blacksquare . The character may spend ① to stress the mind of one living target he is engaged with, inflicting 1 strain. COST 10 RANGE **MAGNITUDE** CONTROL Spend (to increase The Force user may make an opposed Discipline vs Discipline Spend () to increase power's range by a number targets affected equal check combined with an Influence Power check. If the user of Range bands equal to to Magnitude upgrades spends () and succeeds on the check, he can force the target range upgrades purchased. purchased. to adopt an emotional state or believe something untrue, lasting for 1 round or 5 minutes. COST 5 COST 5 COST 10 CONTROL **STRENGTH** When making a Coercion, Charm, Deception, Leadership, or Negotiation check, the Force user When stressing the mind may roll an Influence Power check as part of his dice pool. He may spend () to gain 🛪 or 😲 of a target, the character (user's choice) on the check. inflicts 2 strain. COST 10 RANGE MAGNITUDE **DURATION** DURATION Spend () to increase Spend () to increase Spend () to increase Spend () to increase duration by number of power's range by a number targets affected equal duration by number of of Range bands equal to to Magnitude upgrades rounds (or minutes) equal rounds (or minutes) equal range upgrades purchased. purchased. to Duration upgrades to Duration upgrades purchased. purchased. COST 10 RANGE MAGNITUDE **DURATION** DURATION Spend ① to increase Spend ① to increase Spend ① to increase Spend ① to increase duration by number of power's range by a number targets affected equal duration by number of of range bands equal to to Magnitude upgrades rounds (or minutes) equal rounds (or minutes) equal Range upgrades purchased. purchased. to Duration upgrades to Duration upgrades purchased. purchased. COST 10

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FORCE POWER MISDIRECT

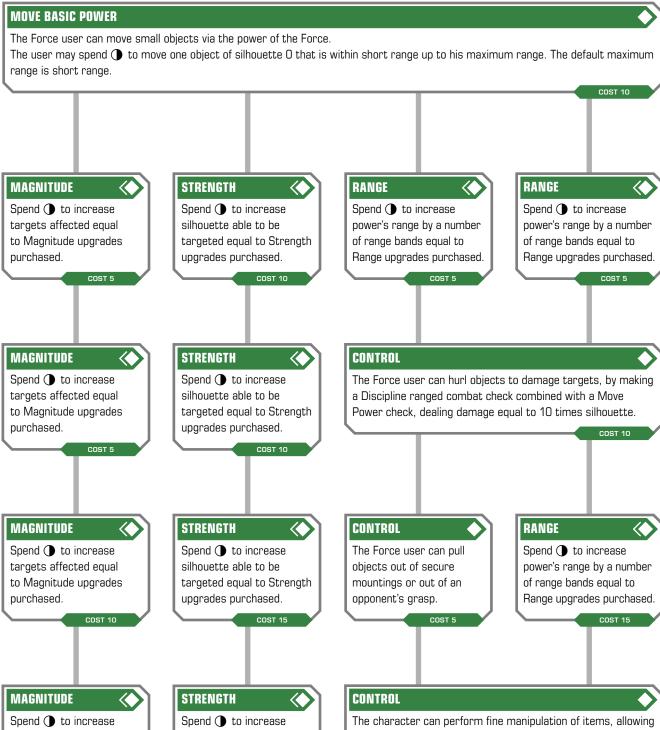
Prerequisites: Force Rating 1+

MISDIRECT BASIC POWER The Force user creates illusions to fool those around him. The user may spend () 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. RANGE DURATION CONTROL STRENGTH Spend () to increase Commit $\langle \rangle \langle \rangle$ to sustain Spend (to increase The user may alter the power's range by a number this power while the beguiled the silhouette of the perceived appearance of range bands equal to target remains in range. object obscured or illusion of the chosen person or Range upgrades purchased. created by 1 per Strength object instead of hiding it. COST 5 upgrade purchased. COST 5 COST 10 MAGNITUDE MAGNITUDE **STRENGTH** CONTROL Spend (to increase Spend () to affect Spend () to affect May use this power the silhouette of the additional targets equal additional targets equal to force the target to to Presence per rank of to Presence per rank of object obscured or illusion perceive a single illusory Magnitude purchased. Magnitude purchased. created by 1 per Strength person or object. upgrade purchased. COST 10 COST 10 COST 10 RANGE CONTROL STRENGTH MASTERY Spend () to increase Commit one or more \bigcirc Spend ① ① to increase Spend ① ① to obscure power's range by a number Add ❖ per ○ to all the silhouette of the additional objects or create of range bands equal to combat checks targeting object obscured or illusion illusions equal to Cunning created by 1 per Strength Range upgrades purchased. the Force user. plus Deception. upgrade purchased. COST 10 COST 15 RANGE STRENGTH Spend ① ① to increase the silhouette of the object obscured Spend ① to increase power's range by a number of range or illusion created by 1 per Strength upgrade purchased. bands equal to Range upgrades purchased. COST 15

FORCE POWER MOVE

Prerequisites: Force Rating 1+

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targets affected equal him to do whatever he would normally with his hands via this silhouette able to be to Magnitude upgrades targeted equal to Strength power at this power's range. purchased. upgrades purchased. COST 15

PROTECT/UNLEASH

Prerequisites: Force Rating 3+

Find more handouts at BeggingForXP.com XP 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 $\spadesuit \spadesuit$ Discipline check as part of the pool. Spend (1) (1) 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 (1), 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. RANGE **STRENGTH** STRENGTH CONTROL Spend (to decrease Spend (to increase Protect: Spend (*) to gain Spend () to decrease damage or add damage damage or add damage defense equal to 😯 spent. power's range by a number of range bands equal to equal to ranks of Strength equal to ranks of Strength Unleash: Spend ** to Range upgrades purchased. upgrades purchased. upgrades purchased. inflict 1 strain on target. COST 5 COST 10 COST 10 RANGE MAGNITUDE RANGE CONTROL Spend (1) to increase Spend () to affect Spend (to increase Protect: Spend () to allow power's range by a number 1 additional target power's range by a number power to protect against of range bands equal to within range per rank of of range bands equal to all types of attacks. Range upgrades purchased. Magnitude upgrades. Range upgrades purchased. Unleash: Spend () to give the attack Ensnare 2. COST 10 COST 10 COST 10 COST 15 MAGNITUDE **STRENGTH STRENGTH** DURATION Spend ① to affect Spend ① to decrease Spend ① to decrease Protect: If no ● generated 1 additional target damage or add damage damage or add damage • the power reduces within range per rank of equal to ranks of Strength equal to ranks of Strength damage of all attacks Magnitude upgrades. upgrades purchased. upgrades purchased. hitting the target before the start of user's next turn. Unleash: Spend to give the attack Burn 2. COST 20 CONTROL MASTERY Protect: Light side Force users may spend ① ① to reflect Protect: Light side Force users may spend 1 Destiny Point to use Protect as an out-of-turn incidental once per session. all attacks they reduce to 0 damage, dealing damage equal to Unleash: Dark side Force users may spend 1 Destiny Point to initial attack to attacker. use Unleash as a maneuver once per session. **Unleash:** Dark side Force users may spend () to reduce critical rating of attacks to 1.

FORCE POWER SEEK

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) (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. MAGNITUDE CONTROL Spend () to gain one additional detail per Magnitude upgrade Ongoing effect: Commit (). Upgrade the ability of Vigilance purchased. and Perception checks once. **STRENGTH** MAGNITUDE MAGNITUDE Spend ① to gain one additional detail per Magnitude upgrade Spend () to eliminate 1 Spend () to gain one additional detail per Force-based illusion per purchased. rank of Strength upgrade Magnitude upgrade purchased. purchased. COST 10 COST 5 CONTROL STRENGTH MAGNITUDE Spend () to track one Spend ① to eliminate 1 Force-based illusion per rank of Spend () to gain one additional target. Strength upgrade purchased. additional detail per Magnitude upgrade COST 15 COST 15 purchased. COST 15 **DURATION** CONTROL MASTERY Commit () to continue Ongoing effect: Commit $\bigcirc\bigcirc\bigcirc$. The user's attacks gain Make Seek power check Pierce with rating equal to Cunning plus ranks in Perception and spend (to tracking target even when it moves. (or increases existing Pierce by an equal amount. add 🏚 to combat checks against one target until the end of the encounter.

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FORCE POWER SENSE

Prerequisites: Force Rating 1+

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. CONTROL CONTROL Ongoing effect: Commit $\langle \rangle$. Once per round, when an attack Effect: Spend (). The Force user senses the current thoughts targets the Force user, he upgrades the difficulty of the pool of one living target with whom he is engaged. COST 10 **DURATION** RANGE **MAGNITUDE** Sense's ongoing effects may be triggered one additional time Spend () to increase Spend () to increase per round. power's range by a number number of targets of range bands equal to affected by power equal Range upgrades purchased. to Magnitude upgrades purchased. COST 5 COST 5 **STRENGTH** RANGE MAGNITUDE When using Sense's ongoing effects, upgrade the pool twice, Spend () to increase Spend () to increase instead of once. power's range by a number number of targets of range bands equal to affected by power equal Range upgrades purchased. to Magnitude upgrades purchased. COST 10 COST 10 CONTROL RANGE MAGNITUDE Ongoing effect: Commit (). Once per round, when making a Spend ① to increase Spend ① to increase combat check, he upgrades the ability of that check once. power's range by a number number of targets of range bands equal to affected by power equal Range upgrades purchased. to Magnitude upgrades purchased. COST 10

FORCE POWER SUPPRESS

Prerequisites: Force Rating 1+

Find more handouts at BeggingForXP.com 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 () to add automatic ▼ to Force power checks made against him or any ally within short range until the end of his next turn. STRENGTH **DURATION** RANGE Spend () to add additional automatic ▼ equal to Strength Ongoing effect: Commit () Spend (to increase upgrades purchased to hostile Force power checks. to sustain ongoing effects of power's range by a number the power on each affected of range bands equal to target while within range. Range upgrades purchased. COST 5 COST 5 CONTROL RANGE Commit one or more (); when an opponent targets the user with a Force power, after the Spend () to increase opponent generates () reduce the total () generated by 1 per () committed, to a minimum of 0. power's range by a number of range bands equal to Range upgrades purchased. COST 10 **STRENGTH** CONTROL RANGE Spend () to add additional automatic ▼ equal to Strength Spend 1 Destiny point to Spend () to increase upgrades purchased to hostile Force power checks. use Suppress as an out of power's range by a number turn incidental once per of range bands equal to session. Range upgrades purchased. COST 10 **MASTERY** CONTROL The user may make a Suppress power check along with an Whenever a Force user targets a character affected by Suppress with a hostile Force power, if that opponent used opposed Discipline vs Discipline check targeting another Force user within short range. If the user spends () and to generate ① on the check, he suffers strain equal to the succeeds on the check, the target Force user immediately user's ranks in Discipline. uncommits all \(\rightarrow \) and ends all ongoing effects of Force powers and Force talents that required committed \bigcirc .