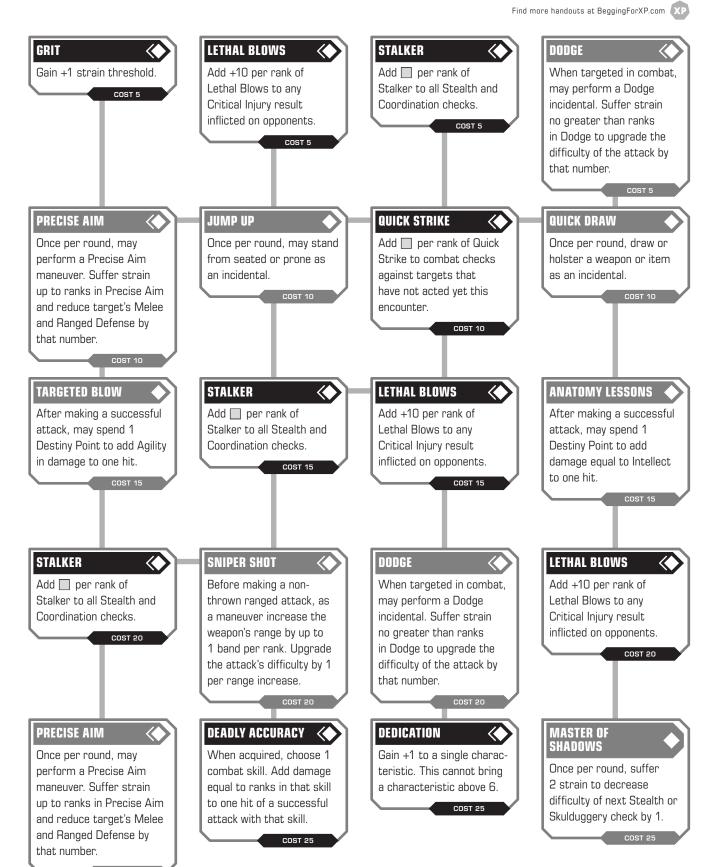
BOUNTY HUNTER ASSASSIN

ACTIVE PASSIVE PASSIVE

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

RANKED 🔇



BOUNTY HUNTER GADGETEER

ACTIVE | PASSIVE RANKED (

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

Find more handouts at BeggingForXP.com XP



BRACE

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

added by environmental

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.

SPARE CLIP

circumstances.

Cannot run out of ammo due to . Items with Limited Ammo quality run out of ammo as normal.

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

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 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.

STUNNING BLOW

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

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.

IMPROVED STUNNING BLOW

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

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.

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

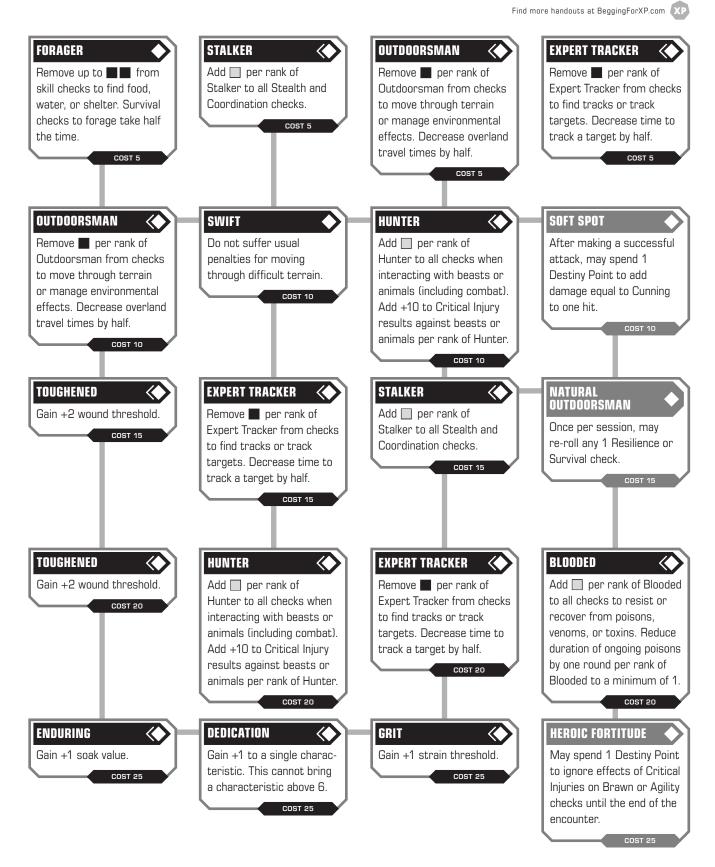
Increase the difficulty of next combat check by 1. If check deals damage, target suffers 1 strain whenever he moves for the remainder of the encounter.

BOUNTY HUNTER SURVIVALIST

ACTIVE PASSIVE PASSIVE

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

RANKED **<**



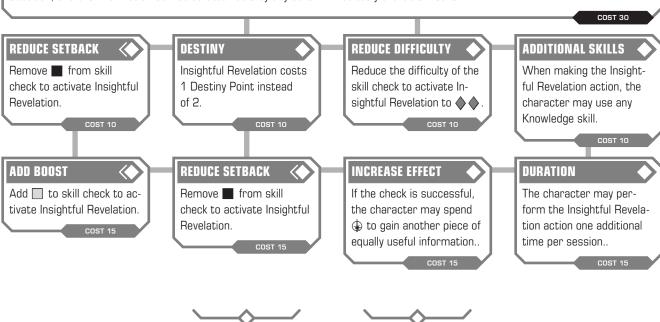
Career Skills: Charm, Deception, Knowledge (Core Worlds), Knowledge (Education), Knowledge (Lore), Leadership, Negotiation, Streetwise

Find more handouts at BeggingForXP.com XP



INSIGHTFUL REVELATION BASE ABILITY

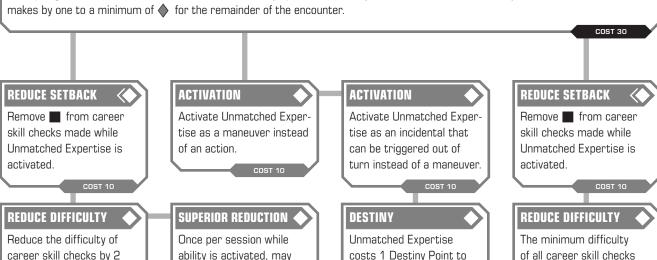
Once per game session, the character may perform an Insightful Revelation action and spend 2 Destiny Points to make a \Diamond \Diamond Knowledge (Education) check. If he succeeds, he learns some valuable information that he did not previously possess pertaining to his current situation. What he learns 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

instead of 1.

Once per game session as an action, the character may spend two Destiny Points to reduce the difficulty of all career skill checks he



activate instead of 2.

ability is activated, may

non-career skill.

reduce the difficulty of one

instead of \spadesuit .

is reduced to Simple (–)

ACTIVE | PASSIVE

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

Find more handouts at BeggingForXP.com XP



SURGEON

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

COST 5

BACTA SPECIALIST

Patients recover 1 additional wound per rank of Bacta Specialist when they recover wounds from bacta tanks or long term care.

Gain +1 strain threshold.

COST 5

RESOLVE

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

STIM APPLICATION

Take the Stim Application action; make a \Diamond Medicine check. If successful, 1 engaged ally increases 1 characteristic by 1 for the encounter and suffers 4 strain.

GRIT

GRIT

Gain +1 strain threshold.

SURGEON

GRIT

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

RESOLVE

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

COST 10

SURGEON

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

COST 15

BACTA SPECIALIST

Patients recover 1 additional wound per rank of Bacta Specialist when they recover wounds from bacta tanks or long term care.

COST 15

PRESSURE POINT

When making a Brawl check against an opponent, instead of dealing damage, may deal equivalent strain plus additional strain equal to ranks in Medicine (ignoring soak).

IMPROVED STIM **APPLICATION**

When performing a Stim Application action, may increase the difficulty to

 $\Diamond \Diamond \Diamond$, and target only suffers 1 strain.

NATURAL DOCTOR

Gain +1 strain threshold.

COST 15

Once per session, may reroll any 1 Medicine check.

COST 20

TOUGHENED

Gain +2 wound threshold.

COST 20

ANATOMY LESSONS

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

SUPREME STIM APPLICATION

When performing the Stim Application action, spend to increase an additional Characteristic by 1.

MASTER DOCTOR

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

DEDICATION

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

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.

COLONIST POLITICO

ACTIVE PASSIVE RANKED

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

Find more handouts at BeggingForXP.com XP **PLAUSIBLE** KILL WITH KINDNESS 🟈 GRIT TOUGHENED **DENIABILITY** Gain +1 strain threshold. Gain +2 wound threshold. Remove per rank of Remove per rank of Kill with Kindness from COST 5 COST 5 Plausible Deniability from all Charm and Leadership all Coercion and Deception checks. checks. COST 5 COST 5 **INSPIRING RHETORIC** KILL WITH KINDNESS 🔇 **SCATHING TIRADE PLAUSIBLE DENIABILITY** Take an Inspiring Rhetoric Remove per rank of Take a Scathing Tirade Remove per rank of action; make a \Diamond Kill with Kindness from action; make a \diamondsuit Plausible Deniability from Leadership check. One ally all Charm and Leadership Coercion check. One enemy all Coercion and Deception for each 🔅, in short range, checks. for each 🔅, in short range, checks recovers 1 strain. Spend suffers 1 strain. Spend 😲 COST 10 for 1 affected ally to for 1 affected enemy to COST 10 recover 1 additional strain. suffer 1 additional strain. COST 10 DODGE **WELL ROUNDED IMPROVED** IMPROVED INSPIRING RHETORIC **SCATHING TIRADE** When targeted in combat, Choose any 2 skills. They Each ally affected by Each enemy affected by may perform a Dodge permanently become Inspiring Rhetoric gains Scathing Tirade suffers incidental. Suffer strain career skills. on all skill checks for a on all skill checks for a no greater than ranks COST 15 number of rounds equal to number of rounds equal to in Dodge to upgrade the ranks in Leadership. ranks in Coercion. difficulty of the attack by that number. **GRIT** SUPREME SUPREME **NOBODY'S FOOL INSPIRING RHETORIC SCATHING TIRADE** Gain +1 strain threshold. May upgrade difficulty of Suffer 1 strain to perform Suffer 1 strain to perform incoming Charm, Coercion, Inspiring Rhetoric as a Scathing Tirade as a or Deception checks once maneuver, not an action. maneuver, not an action. per rank of Nobody's Fool. COST 20 COST 20 **STEELY NERVES DEDICATION INTENSE PRESENCE NATURAL CHARMER** Spend 1 Destiny Point to Gain +1 to a single charac-Once per session, may Spend 1 Destiny Point to ignore effects of Critical teristic. This cannot bring re-roll any 1 Charm or recover strain equal to Injuries on Willpower or a characteristic above 6. Deception check. Presence rating. Presence checks until the end of the encounter.

COLONIST SCHOLAR

ACTIVE | PASSIVE RANKED

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

Find more handouts at BeggingForXP.com XP



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

BRACE

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

RESEARCHER

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

RESPECTED SCHOLAR <

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

RESOLVE

GRIT

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

Gain +1 strain threshold.

COST 5

COST 10

RESEARCHER

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

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.

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.

MENTAL FORTRESS

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

DEDICATION

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

TOUGHENED

Gain +2 wound threshold.

COST 25

COLONIST ENTREPRENEUR

ACTIVE | PASSIVE

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

Find more handouts at BeggingForXP.com XP



SOUND **INVESTMENTS**



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.

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.

COST 15

THROWING CREDITS

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

BOUGHT INFO

Instead of making a 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.

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

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

INTENSE FOCUS

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

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.

COST 25

COLONIST MARSHAL

ACTIVE | PASSIVE

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

Find more handouts at BeggingForXP.com XP



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.

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.

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

QUICK DRAW

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

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

Gain +1 strain threshold.

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 Y 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 $\Diamond \Diamond \Diamond \Diamond \Diamond$ Discipline check (- per rank of Hard Headed) to reduce strain to 1 below threshold.

IMPROVED **UNRELENTING SKEPTIC**

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

DEDICATION

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

NATURAL MARKSMAN

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

COLONIST **PERFORMER**

ACTIVE | PASSIVE

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 🐇

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

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.

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.

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

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.

<u>INTENSE PRESENCE</u>

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

NATURAL ATHLETE

Once per session, may re-roll any 1 Athletics or Coordination check.

COST 15

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

When targeted by a combat check, may spend 1 Destiny Point to add ▼ equal to ranks in Coordination to check.

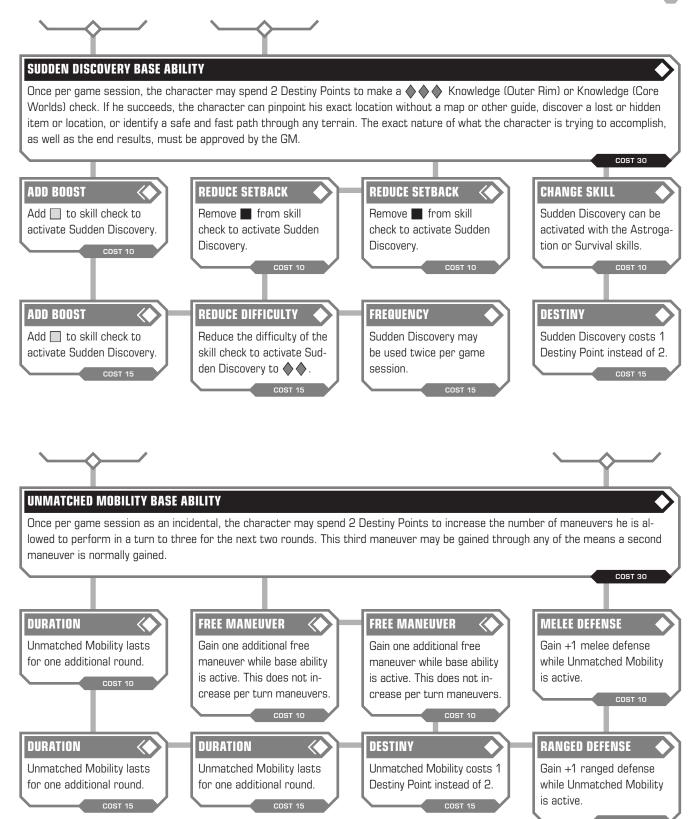
DEDICATION

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

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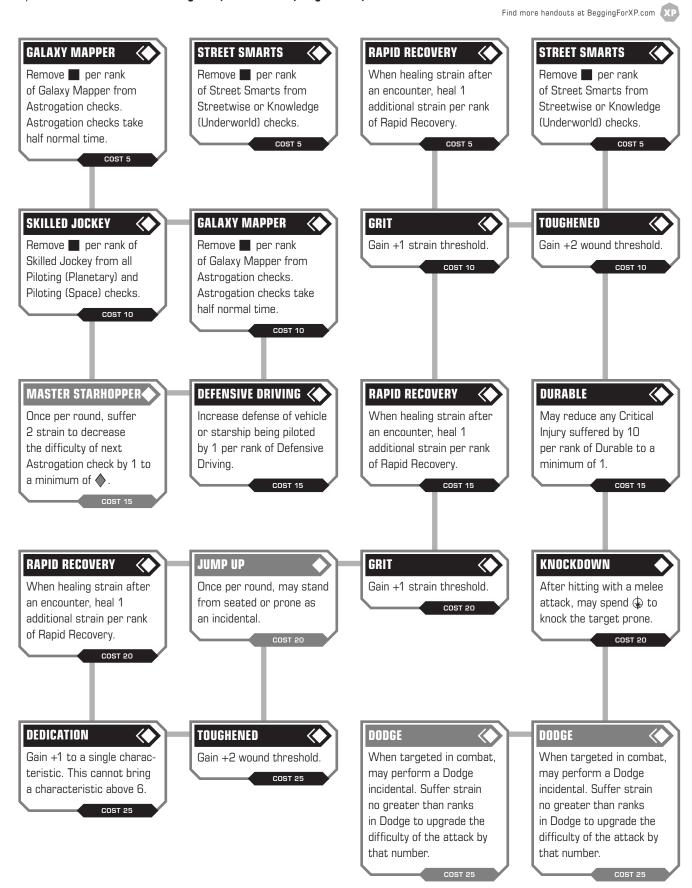




EXPLORER FRINGER

ACTIVE PASSIVE RANKED

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





belt or a satchel.

ACTIVE PASSIVE PASSIVE

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

Find more handouts at BeggingForXP.com XP **RAPID RECOVERY STALKER GRIT** SHORTCUT When healing strain after Add per rank of Gain +1 strain threshold. During a chase, add an encounter, heal 1 Stalker to all Stealth and per rank in Shortcut to any COST 5 additional strain per rank Coordination checks. checks made to catch or of Rapid Recovery. escape an opponent. COST 5 LET'S RIDE **FORAGER QUICK STRIKE** DISORIENT After hitting with a combat Remove up to from Add per rank of Quick Once per round, may mount skill checks to find food. Strike to combat checks or dismount a vehicle or check, may spend 😲 😲 water, or shelter. Survival against targets that have beast, or enter a cockpit to disorient target for a checks to forage take half not acted yet this encounter. or weapon station on a number of rounds equal to the time. vehicle, as an incidental. ranks in Disorient. COST 10 COST 10 **RAPID RECOVERY NATURAL HUNTER FAMILIAR SUNS** SHORTCUT During a chase, add When healing strain after Once per session, may Once per session, as a an encounter, heal 1 re-roll any 1 Perception or maneuver make a $\Diamond \Diamond \Diamond$ per rank in Shortcut to any additional strain per rank Vigillance check. Knowledge (Outer Rim) checks made to catch or of Rapid Recovery. or (Core Worlds) check escape an opponent. to reveal the current type COST 15 of environment and other useful information. **GRIT** HEIGHTENED **TOUGHENED** QUICK STRIKE **AWARENESS** Gain +2 wound threshold Gain +1 strain threshold. Add per rank of Quick Allies within short range Strike to combat checks COST 20 COST 20 add 🔲 to Perception or against targets that have Vigilance checks. Engaged not acted yet this encounter. COST 20 **UTILITY BELT DEDICATION STALKER DISORIENT** Spend 1 Destiny Point Gain +1 to a single charac-Add per rank of After hitting with a combat to perform a Utility Belt teristic. This cannot bring Stalker to all Stealth and check, may spend (*) (*) incidental; produce a a characteristic above 6. Coordination checks. to disorient target for a previously undocumented number of rounds equal to COST 25 item or weapon (with ranks in Disorient. restrictions) from a tool



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.

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.

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

Cannot run out of ammo 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.

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.

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.

STEELY NERVES

Spend 1 Destiny Point to 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.

KNOW SOMEBODY

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

NATURAL NEGOTIATOR

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

DEDICATION

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

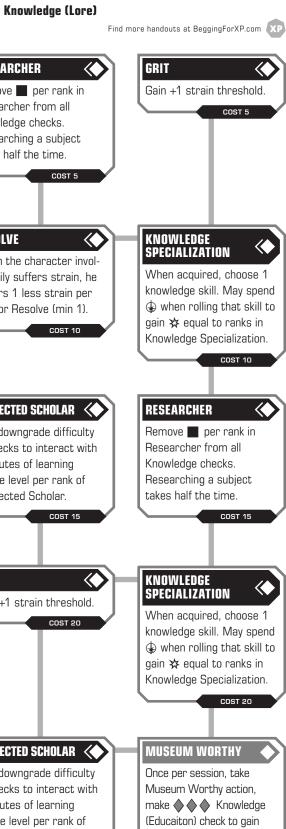
MASTER MERCHANT

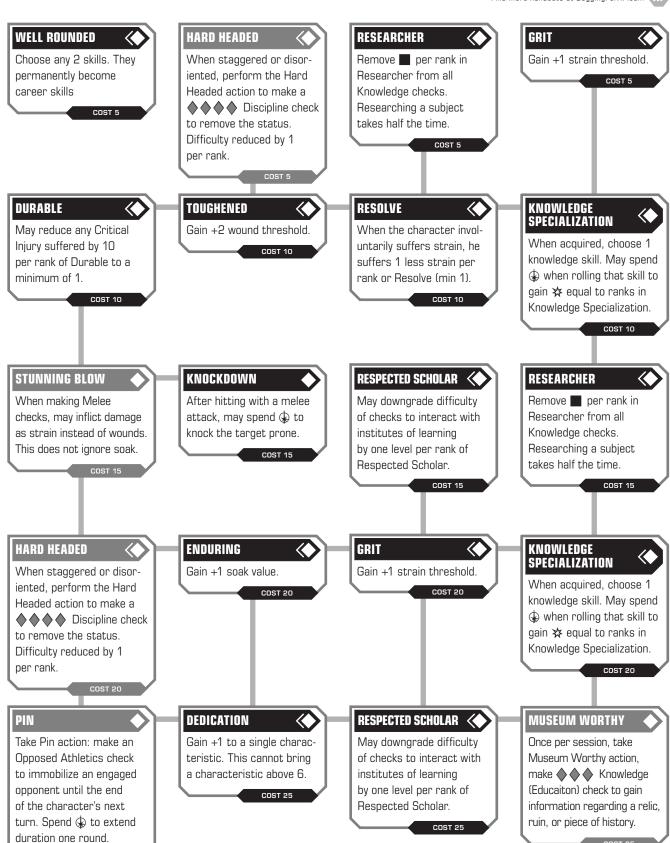
When buying/selling goods, or paying off/taking more Obligation, suffer 2 strain to buy for 25% less, sell for 25% more, pay off 1 more Obligation, or take 1 less.

EXPLORER ARCHAEOLOGIST

ACTIVE | PASSIVE

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

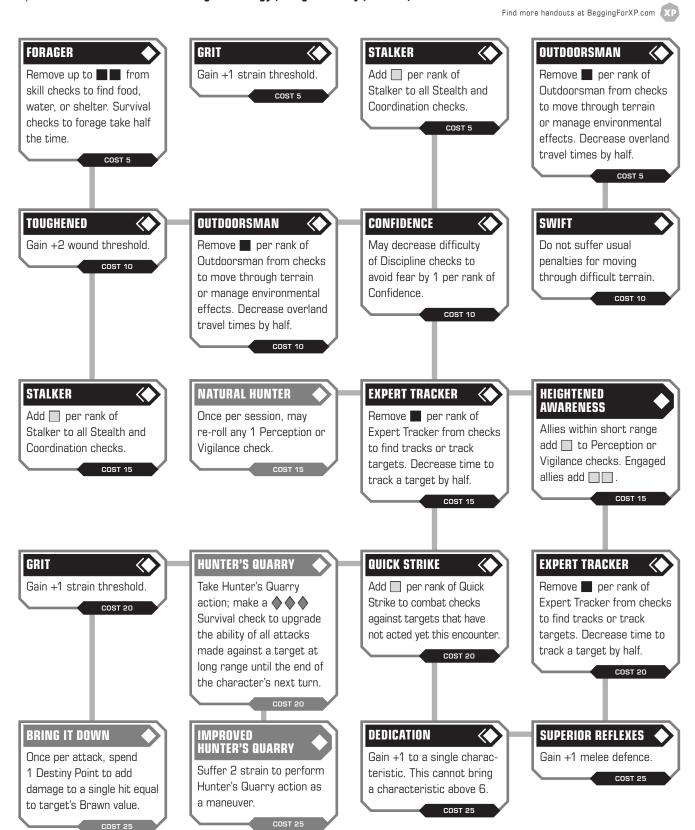




EXPLORER BIG-GAME HUNTER

ACTIVE PASSIVE PASSIVE

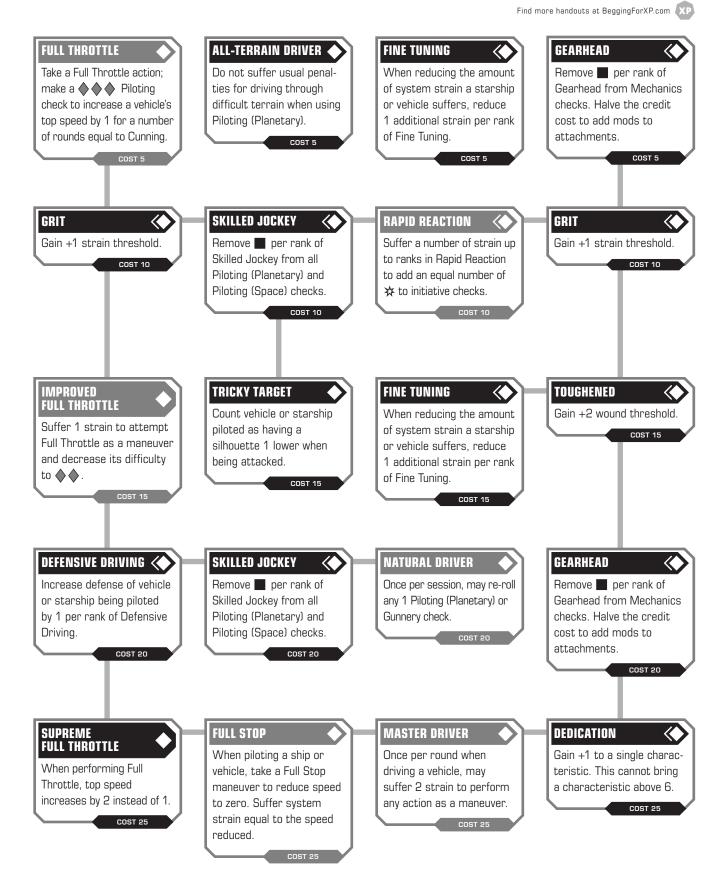
Spec Bonus Career Skills: Knowledge (Xenology), Ranged (Heavy), Stealth, Survival



ACTIVE PASSIVE RANKED

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

RANKED **<**



BASE ABILITY UPGRADE |

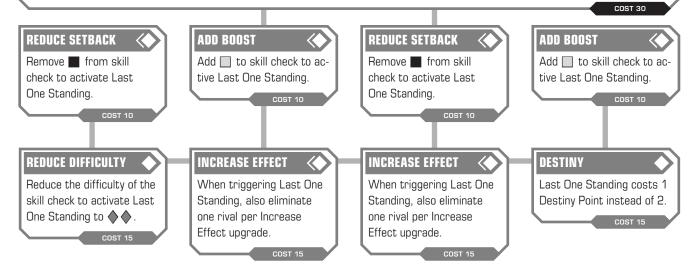
Career Skills: Athletics, Brawl, Discipline, Melee, Piloting (Planetary), Ranged (Light), Resilience. Vigilance

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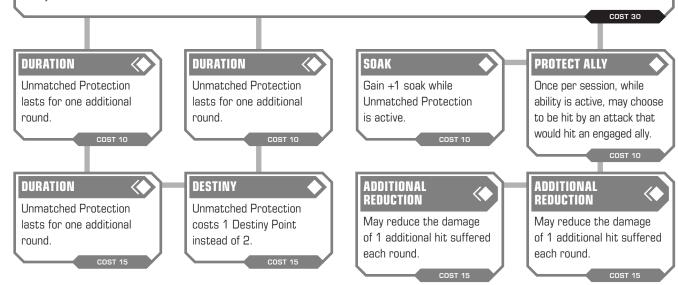


Once per game session, during a combat encounter, the character may spend 2 Destiny Points to make a 🔷 🔷 Resilience check. If he succeeds, he skips his next turn and eliminates all enemy minions in the encounter. (The minions are all eliminated immediately, so will not get to participate further in the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



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)

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TOUGHENED



Gain +2 wound threshold.

COST 5

BARRAGE



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

DURABLE



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

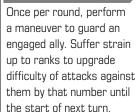
COST 5

GRIT

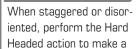


Gain +1 strain threshold.

BODY GUARD



HARD HEADED



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

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.

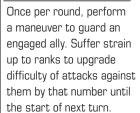
COST 10

BRACE



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

BODY GUARD



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.

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.

BRACE



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

ENDURING



Gain +1 soak value.

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.

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.

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.

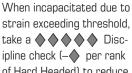
TOUGHENED



Gain +2 wound threshold.

COST 25

IMPROVED HARD HEADED

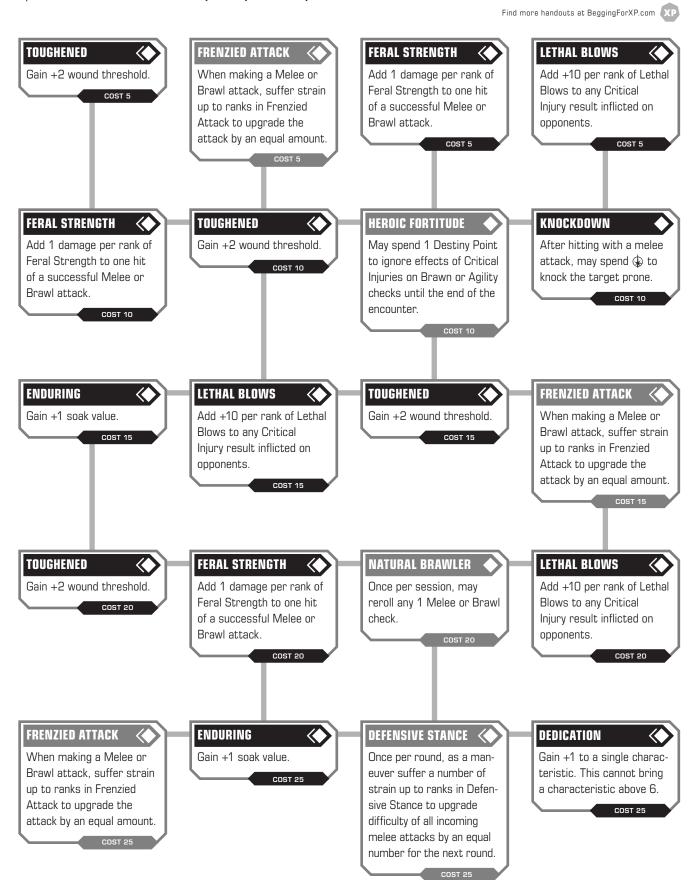


of Hard Headed) to reduce strain to 1 below threshold.

HIRED GUN MARAUDER

ACTIVE PASSIVE PASSIVE

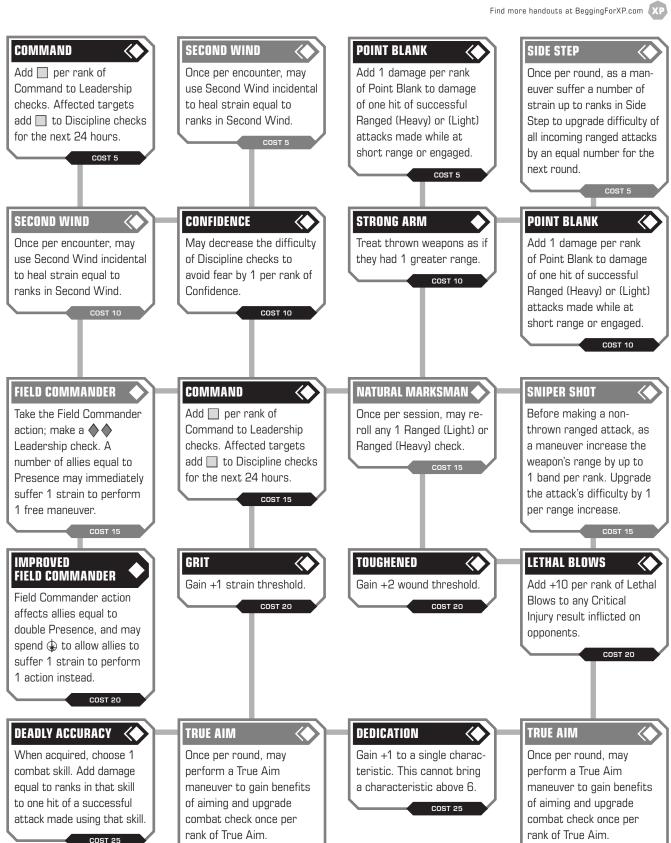
Spec Bonus Career Skills: Coercion, Melee, Resilience, Survival



MERCENARY SOLDIER

ACTIVE PASSIVE RANKED

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



HIRED GUN ENFORCER

ACTIVE ___ PASSIVE RANKED (

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

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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.

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

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.

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.

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.

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.

DEDICATION

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

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

RANKED 🧆









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

COST 5



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Remove ■ per rank of Steady Nerves from Cool or Skulduggery checks.

COST 5

COST 10

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 10

POWERFUL BLAST

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

COST 10

Gain +1 strain threshold.

GRIT

COST 10

ENDURING

Gain +1 soak value.

COST 15

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 15

STEADY NERVES

Remove per rank of Steady Nerves from Cool or Skulduggery checks.

COST 15

RAPID REACTION

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

COST 1

IMPROVISED DETONATION

Once per session, make a Mechanics check to perform an action to build an explosive device, dealing damage equal to

Intellect + Mechanics + *.

COST 20

POWERFUL BLAST

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

COST 20

GRIT

Gain +1 strain threshold.

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.

COST 20

IMPROVED IMPROVISED DETONATION

Reduce the difficulty of Improvised Detonation's check to $\spadesuit \spadesuit$ and increase damage to twice ranks in Mechanics.

COST 25

DEDICATION

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

COST 25

MASTER GRENADIER

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

COST 25

SELECTIVE DETONATION

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

COST 25

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







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.

GRIT Gain +1 strain threshold.

COST 5

TOUGHENED

Gain +2 wound threshold.

COST 5

or Gunnery at long or extreme range.

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

SPARE CLIP

Cannot run out of ammo due to . Items with Limited Ammo quality run out of ammo as normal.

COST 10

DURABLE

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

COST 10

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.

BURLY

Reduce any wielded weapon's Cumbersome quality and Encumbrance rating by ranks in Burly to a minimum of 1.

COST 15

HEROIC FORTITUDE

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

TOUGHENED

Gain +2 wound threshold.

COST 15

BRACE

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

COST 20

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.

RAIN OF DEATH

Perform the Rain of Death maneuver to ignore the increased difficulty due to Auto-fire attacks made this turn.

COST 20

HEROIC RESILIENCE

Immediately after being hit by an attack but before suffering damage, spend 1 Destiny Point to increase soak by ranks in Resilience.

BURLY

a minimum of 1.

Reduce any wielded weapon's Cumbersome quality and Encumbrance rating by ranks in Burly to

DEDICATION

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

ARMOR MASTER

When wearing armor, increase total soak value by 1.

COST 25

HEAVY HITTER

Once per session, spend on a successful Ranged (Heavy) or Gunnery check to add the Breach 1 quality to the attack, or increase an existing Breach rating by 1.



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 $\Diamond \Diamond \Diamond$ 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

Escape.



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.

REDUCE DIFFICULTY &

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

INCREASE EFFECT

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

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.

INCREASE NUMBER

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

SHARED LUCK

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

INCREASE NUMBER

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

DESTINY

Unmatched Fortune costs 1 Destiny Point instead of 2.

COST 15

INCREASE EFFECT

Unmatched Fortune can also be used on negative

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.

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

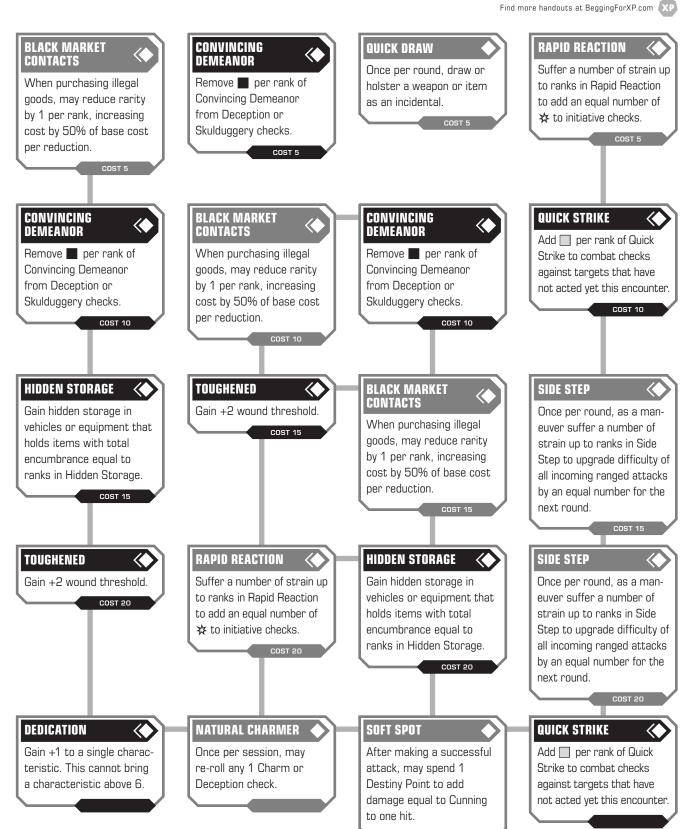
Find more handouts at BeggingForXP.com XP LET'S RIDE **FULL THROTTLE SKILLED JOCKEY GALAXY MAPPER** Take a Full Throttle action; Remove per rank of Remove per rank Once per round, may mount make a A A Piloting Skilled Jockey from all of Galaxy Mapper from or dismount a vehicle or Piloting (Planetary) and check to increase a vehicle's Astrogation checks. beast, or enter a cockpit top speed by 1 for a number Piloting (Space) checks. Astrogation checks take or weapon station on a of rounds equal to Cunning. half normal time. vehicle, as an incidental. COST 5 COST 5 COST 5 **SKILLED JOCKEY DEAD TO RIGHTS GALAXY MAPPER RAPID RECOVERY** Spend 1 Destiny Point to Remove per rank of Remove per rank When healing strain after Skilled Jockey from all add additional damage equal of Galaxy Mapper from an encounter, heal 1 Piloting (Planetary) and to half Agility (round up) Astrogation checks. additional strain per rank Astrogation checks take Piloting (Space) checks. to one hit of a successful of Rapid Recovery. attack made with ship- or half normal time. COST 10 COST 10 vehicle-mounted weaponry. COST 10 **IMPROVED** NATURAL PILOT **IMPROVED** GRIT **FULL THROTTLE DEAD TO RIGHTS** Gain +1 strain threshold. Once per session, may re-Suffer 1 strain to attempt Spend 1 Destiny Point to roll any 1 Piloting (Space) COST 15 Full Throttle as a maneuver add additional damage or Gunnery check. and decrease its difficulty equal to Agility to one hit to 🔷 🔷 . of a successful attack made with ship- or vehiclemounted weaponry. **GRIT** SUPREME TRICKY TARGET DEFENSIVE DRIVING 🕢 **FULL THROTTLE** Gain +1 strain threshold. Count vehicle or starship Increase defense of vehicle When performing Full piloted as having a or starship being piloted COST 20 Throttle, top speed silhouette 1 lower when by 1 per rank of Defensive increases by 2 instead of 1. being attacked. Driving. COST 20 COST 20 COST 20 **MASTER PILOT DEDICATION BRILLIANT EVASION TOUGHENED** Gain +1 to a single charac-Gain +2 wound threshold. Once per round when Once per encounter may teristic. This cannot bring take Brilliant Evasion action. driving a starship, may COST 25 a characteristic above 6. Select 1 opponent and suffer 2 strain to perform make an Opposed Piloting any action as a maneuver. check to stop opponent COST 25 from attacking character for rounds equal to Agility.

COST 25

SMUGGLER SCOUNDREL

ACTIVE PASSIVE RANKED

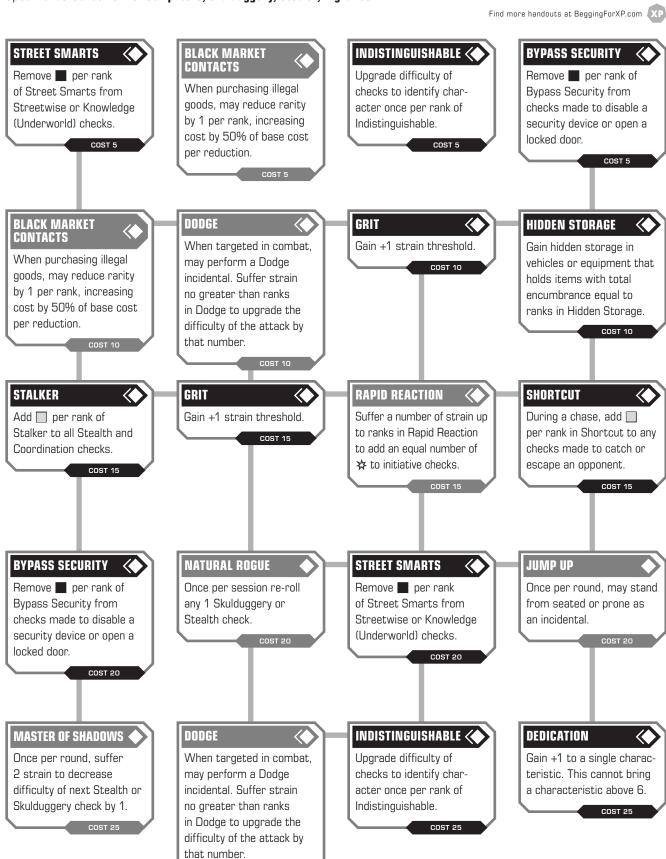
Spec Bonus Career Skills: Charm, Cool, Deception, Ranged (Light)





ACTIVE PASSIVE RANKED

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



SMUGGLER CHARMER

ACTIVE ___ PASSIVE

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

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GRIT



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.

KILL WITH KINDNESS

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

COST 5

Gain +1 strain threshold.

COST 5

KILL WITH KINDNESS <

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

COST 10

IMPROVED INSPIRING RHETORIC

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

COST 10

CONGENIAL

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

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.

WORKS LIKE A CHARM

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

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.

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

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

INTENSE PRESENCE

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

NATURAL CHARMER

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

DEDICATION

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

DON'T SHOOT

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

COST 25

RESOLVE

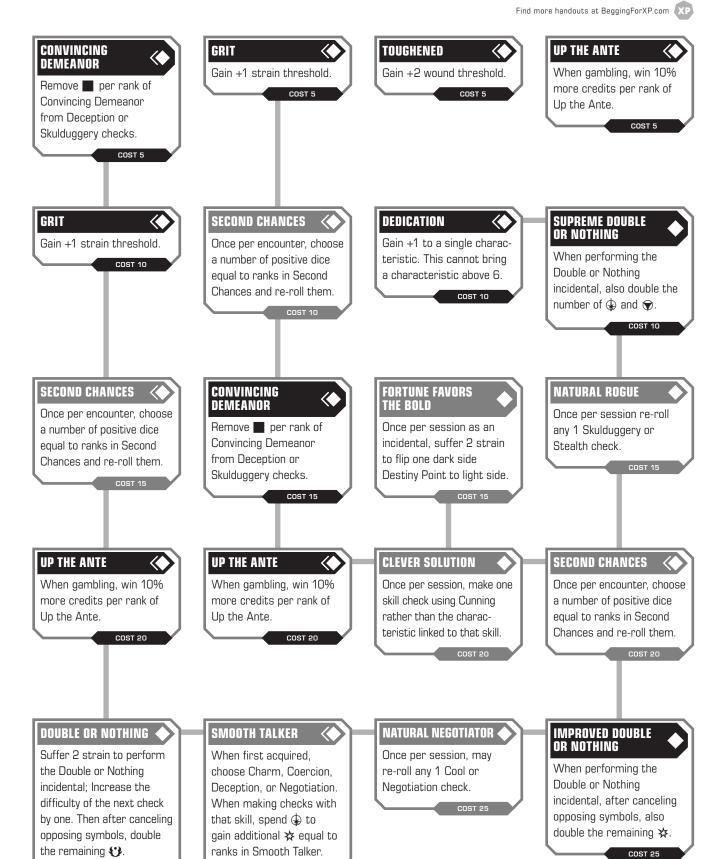
When the character involuntarily suffers strain, he suffers 1 less strain per rank or Resolve (min 1).

COST 25

ACTIVE PASSIVE RANKED

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

HANKED

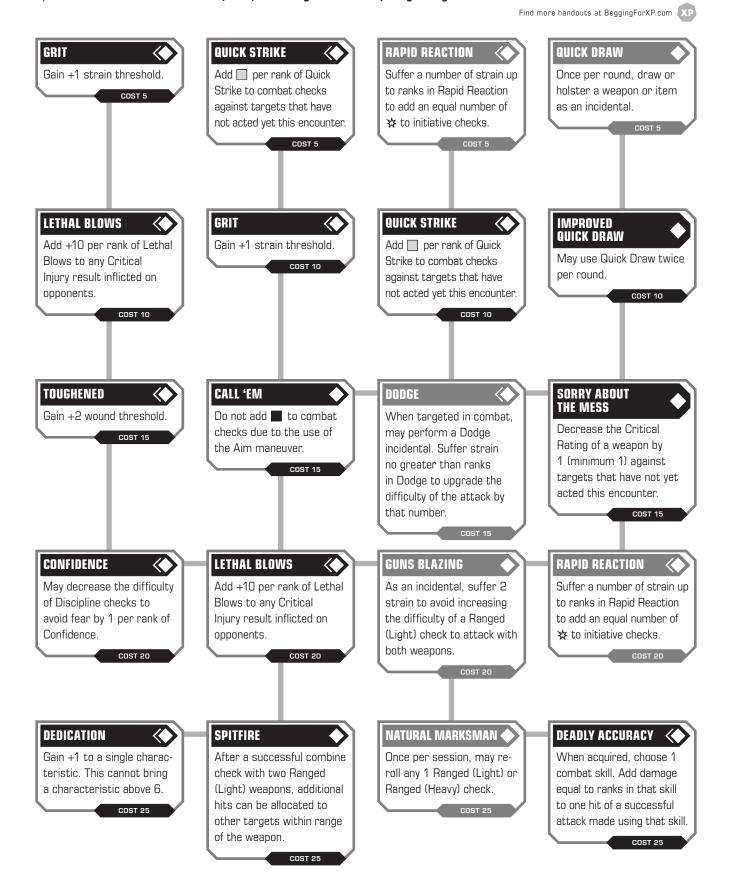


COST 25

PASSIVE PASSIVE

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

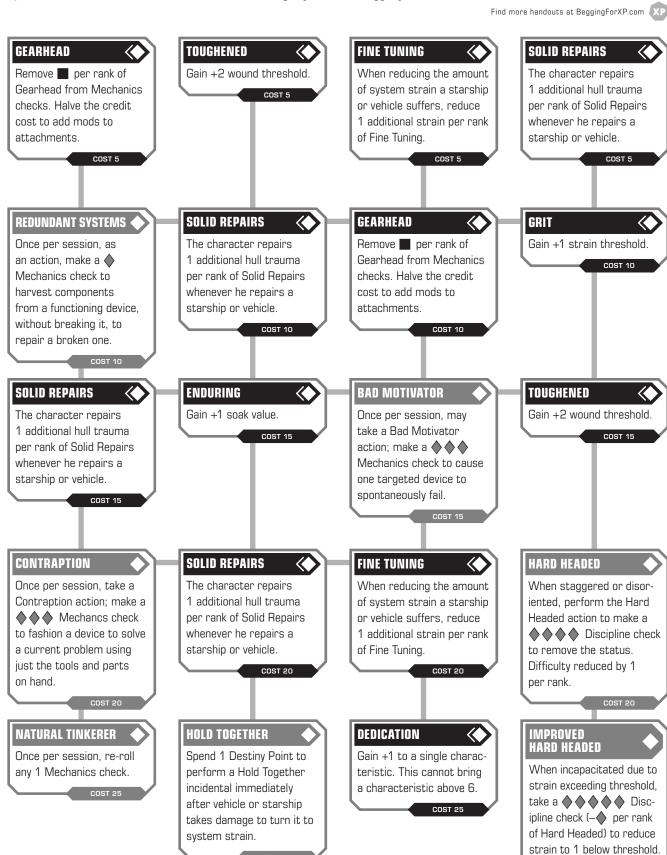
ranked 🧆



TECHNICIAN MECHANIC

ACTIVE PASSIVE RANKED

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



TECHNICIAN OUTLAW TECH

ACTIVE ___ PASSIVE

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

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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

UTINNI!



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

COST 5

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

SOLID REPAIRS



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

COST 10

GRIT



Gain +1 strain threshold.

COST 10

UTINNI!



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

COST 10

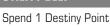
TOUGHENED



Gain +2 wound threshold.

COST 10

UTILITY BELT



to perform a Utility Belt incidental; produce a previously undocumented item or weapon (with restrictions) from a tool

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.

BRACE



euver to remove per rank of Brace from your next Action. This may only remove added by environmental

Perform the Brace man-

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.

JURY RIGGED

belt or a satchel.



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

COST 20

SPEAKS BINARY



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

COST 20

INVENTOR

circumstances.



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

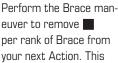
KNOWN SCHEMATIC



perform the Known Schematic maneuver: make

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

BRACE



may only remove added by environmental circumstances.

COST 25

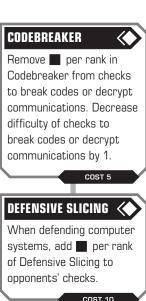
TECHNICIAN SLICER

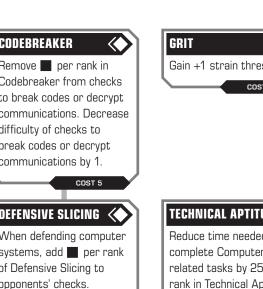
ACTIVE | PASSIVE RANKED

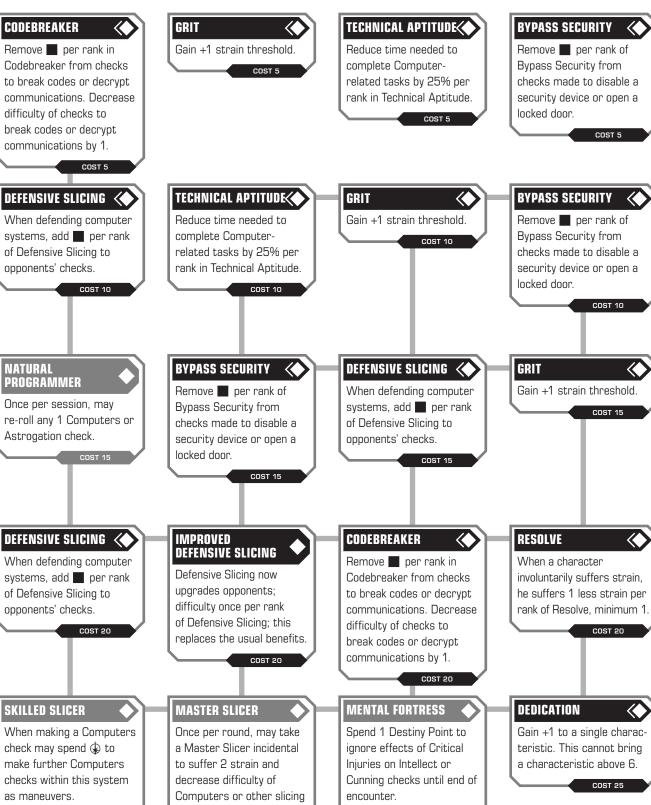
Spec Bonus Career Skills: Computers, Knowledge (Education), Knowledge (Underworld), Stealth

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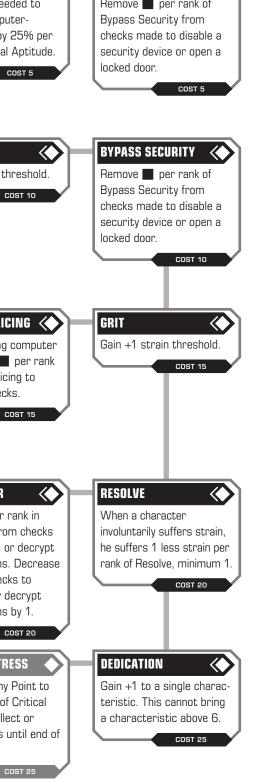








checks by 1, minimum .



UNIVERSAL ACTIVE I FORCE SENSITIVE EXILE PASSIVE 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 **INTENSE FOCUS** QUICK DRAW CONVINCING OVERWHELM 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. \bigcirc and the next skill check once. Skulduggery checks. ■ add ※ to some checks COST 10 and \mathbf{Y} to others. COST 10 SENSE DANGER **SENSE EMOTIONS** TOUCH OF FATE BALANCE Once per session, remove Add To all Charm, When the character heals 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 immune to Force Powers. per Force Rating. He recovers additional strain equal to \bigcirc generated. **STREET SMARTS UNCANNY SENSES** UNCANNY STREET SMARTS **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

DEDICATION

Gain +1 to a single charac-

teristic. This cannot bring a characteristic above 6.

FORCE RATING

Gain +1 Force Rating.

SIXTH SENSE

Gain +1 ranged defense.

SUPERIOR REFLEXES

Gain +1 melee defense.

FORCE POWER SENSE

Prerequisites: Force Rating 1+

Find more handouts at BeggingForXP.com XP **SENSE BASIC POWER** The Force User can sense the Force interacting with the world around him. The user may spend (1) to sense all living things within short range (including sentient and non-sentient beings). The user may spend ① to sense the current emotional state of one living target with whom he is engaged. COST 10 CONTROL 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 ① 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 **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.

FORCE POWER INFLUENCE

Prerequisites: Force Rating 1+

COST 10

Find more handouts at BeggingForXP.com XP **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 () 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

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FORCE POWER MOVE

Prerequisites: Force Rating 1+

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