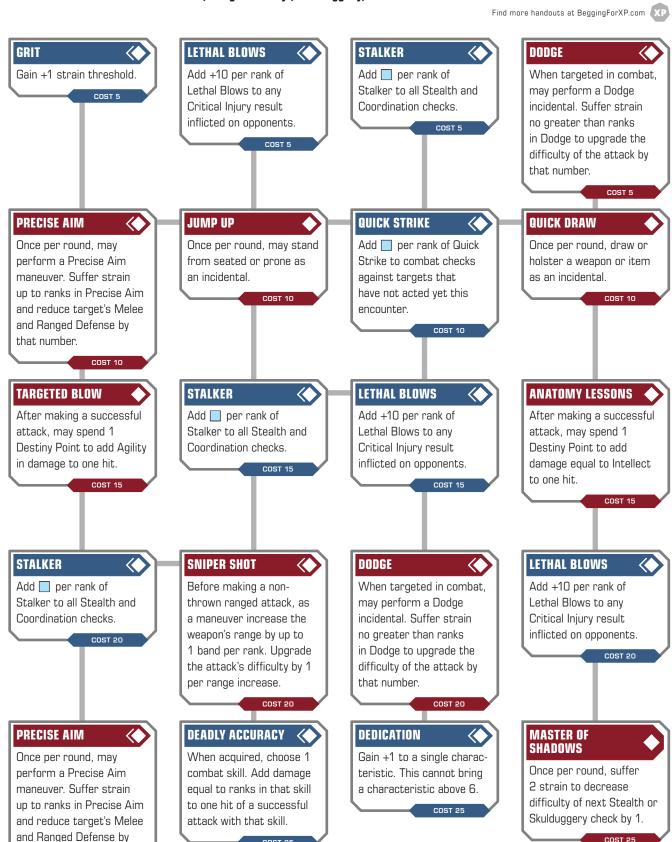
BOUNTY HUNTER ASSASSIN

that number.

COST 25

ACTIVE PASSIVE RANKED

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

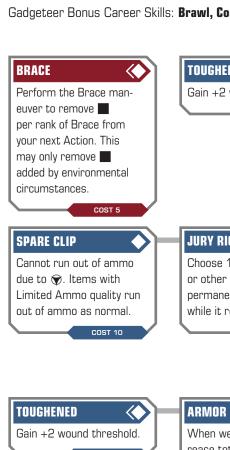


BOUNTY HUNTER GADGETEER

ACTIVE PASSIVE RANKED <

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

Find more handouts at BeggingForXP.com XP



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

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

COST 15

ARMOR MASTER

When wearing armor, increase total soak value by 1.

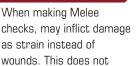
COST 15

NATURAL ENFORCER

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

COST 15

STUNNING BLOW



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

ignore soak.



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

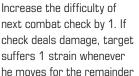
DEDICATION

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

NIEdge (Lore),

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 • • • • • 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.

REDUCE SETBACK DESTINY **REDUCE DIFFICULTY** Remove from skill Insightful Revelation costs check to activate Insightful 1 Destiny Point instead sightful Revelation to Revelation. COST 10 COST 10 COST 10 ADD BOOST **REDUCE SETBACK INCREASE EFFECT** Add to skill check to ac-Remove from skill If the check is successful, tivate Insightful Revelation. check to activate Insightful the character may spend

Revelation.

REDUCE DIFFICULTY Reduce the difficulty of the skill check to activate In When making the Insightful Revelation action, the

ful Revelation action, the character may use any Knowledge skill.

DURATION

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

COST 15

COST 30

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.

REDUCE SETBACK

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

COST 10

ACTIVATION

Activate Unmatched Expertise as a maneuver instead of an action.

COST 10

ACTIVATION

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

to gain another piece of

equally useful information..

COST 15

COST 10

REDUCE SETBACK

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

COST 10

REDUCE DIFFICULTY

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

COST 15

SUPERIOR REDUCTION

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

COST 15

DESTINY

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

COST 15

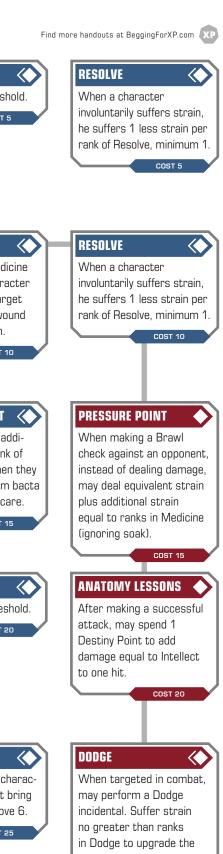
REDUCE DIFFICULTY

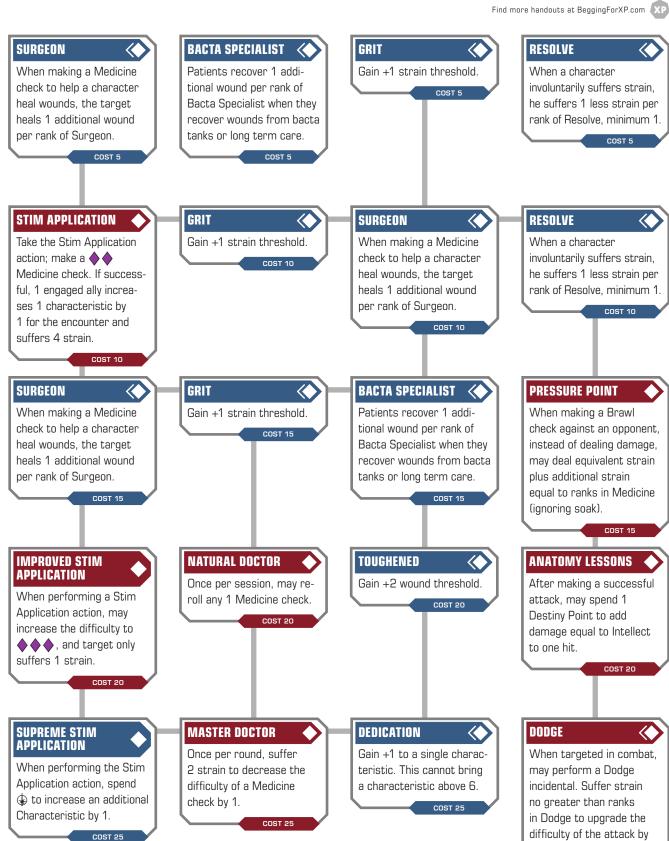
The minimum difficulty of all career skill checks is reduced to Simple (–) instead of .

COLONIST DOCTOR

ACTIVE PASSIVE RANKED <

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





COST 25

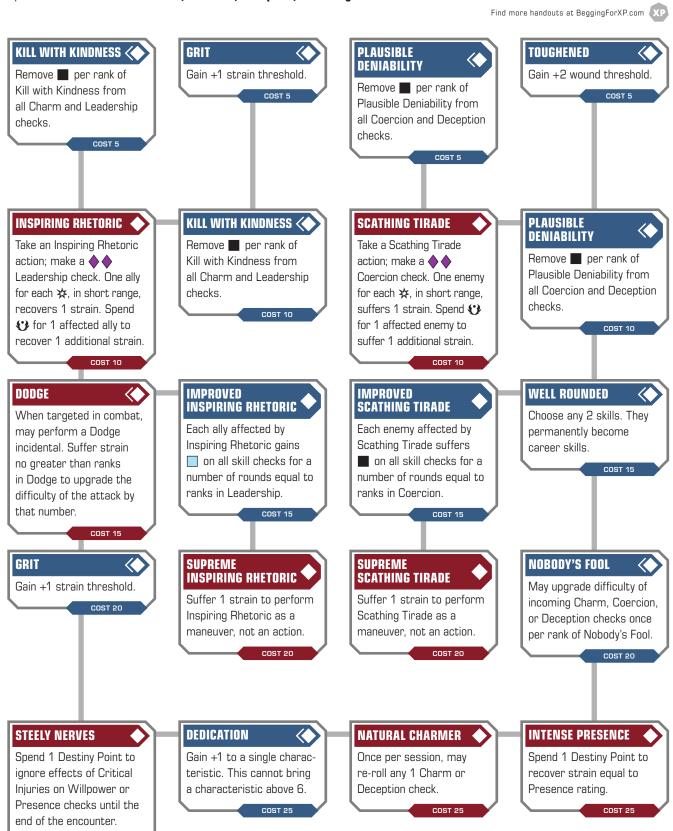
that number.

COLONIST POLITICO

COST 25

ACTIVE PASSIVE RANKED

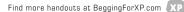
Spec Bonus Career Skills: Charm, Coercion, Deception, Knowledge (Core Worlds)



COLONIST SCHOLAR



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







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 2

TOUGHENED

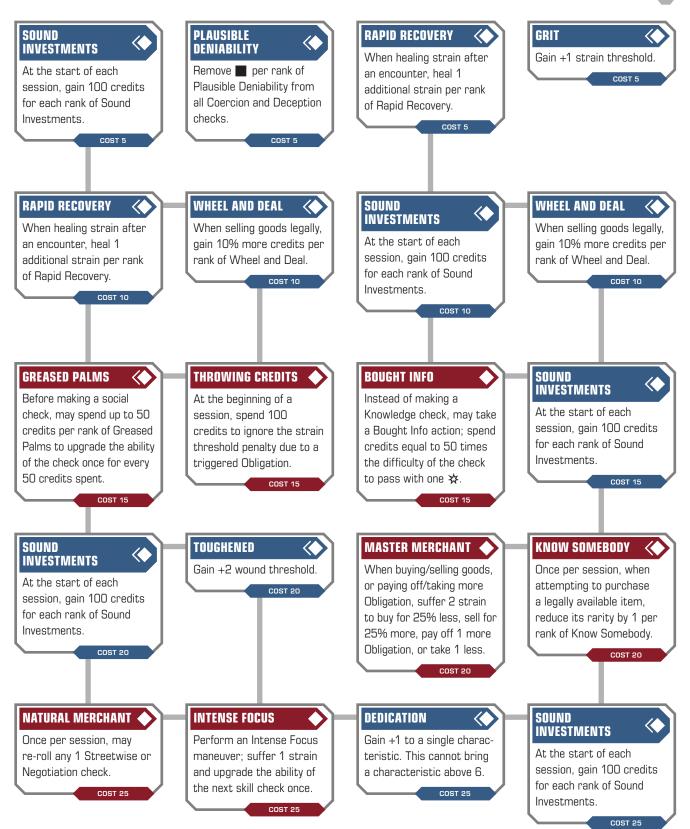
Gain +2 wound threshold.

COLONIST ENTREPRENEUR



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





COLONIST MARSHAL

ACTIVE PASSIVE RANKED <

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

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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 5



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



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 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



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



strain exceeding threshold, take a $\spadesuit \spadesuit \spadesuit \spadesuit$ 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.

COST 25

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 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



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.

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

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



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

ranks in Second Wind.

SECOND WIND

COST 15





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



COST 15

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.

DEDICATION



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

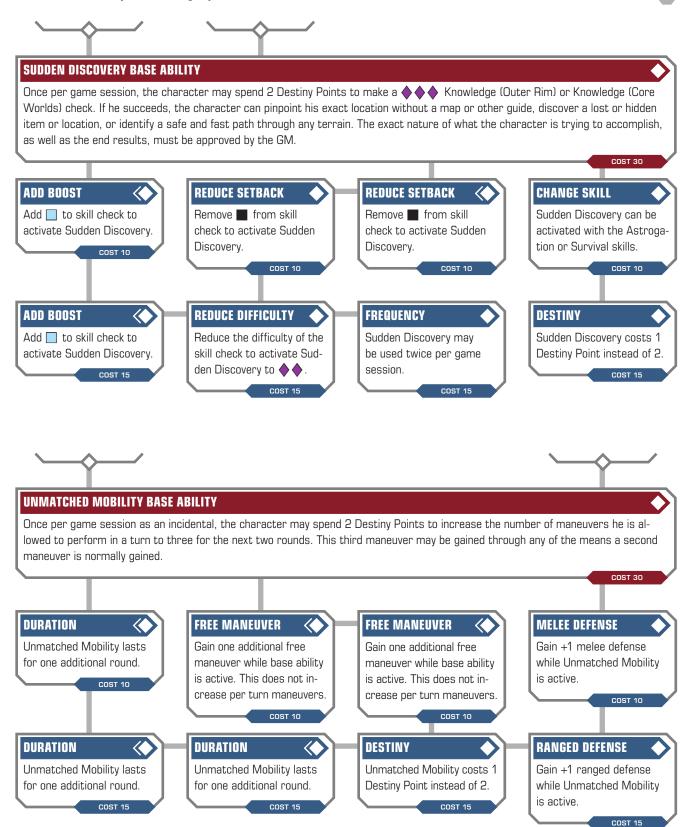




Career Skills: Astrogation, Cool, Knowledge (Lore), Knowledge (Outer Rim), Knowledge (Xenology), Perception, Piloting (Space), Survival

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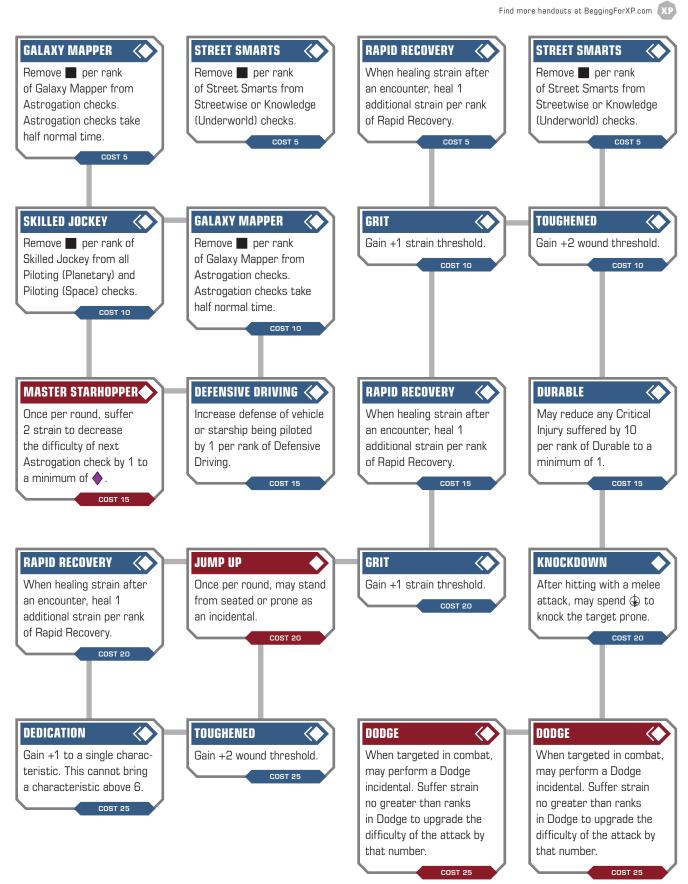






ACTIVE PASSIVE RANKED

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

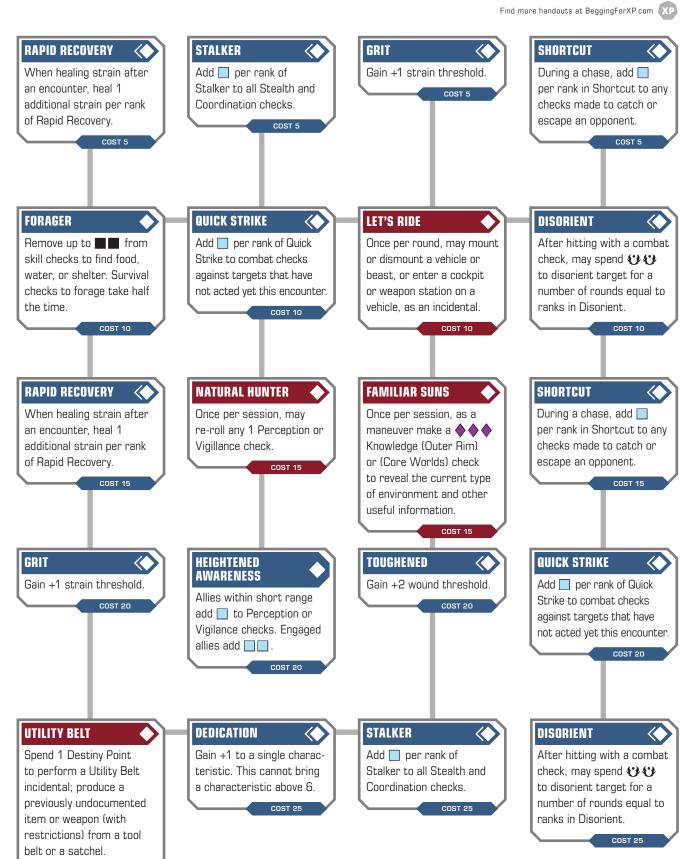




COST 25

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.

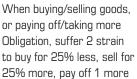
COST 25

DEDICATION



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

MASTER MERCHANT



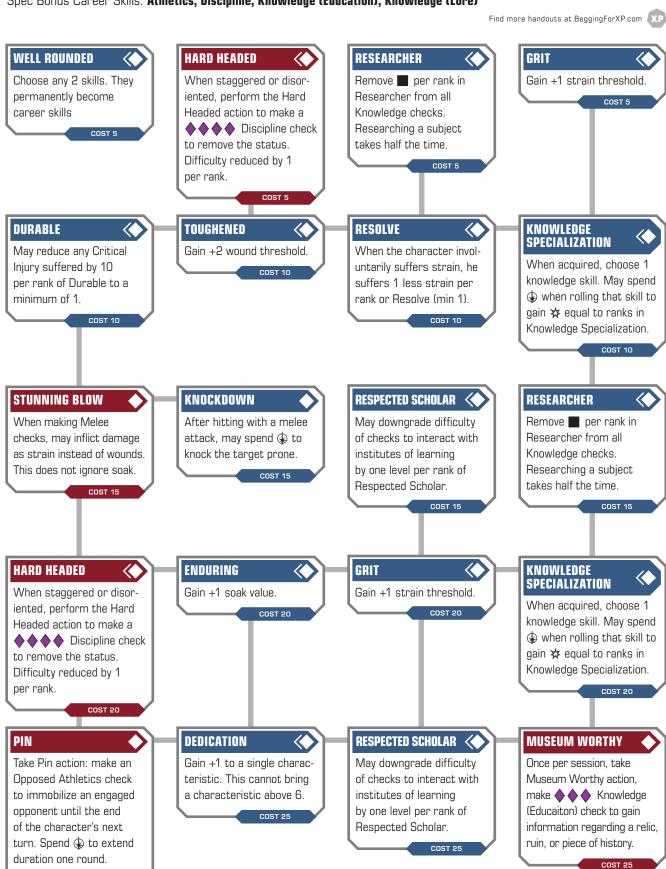
Obligation, or take 1 less.

EXPLORER ARCHAEOLOGIST

COST 25

ACTIVE PASSIVE RANKED <

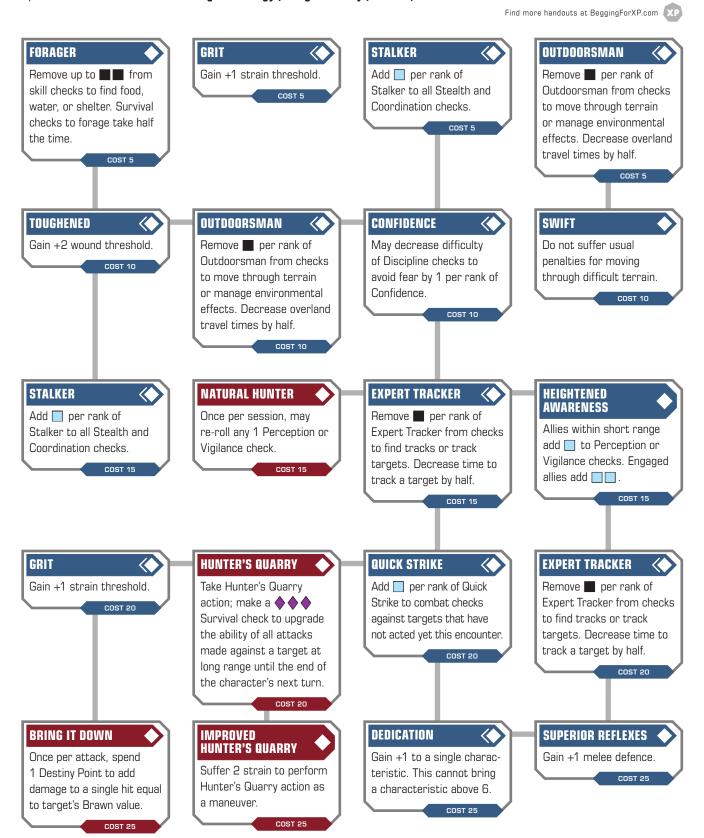
Spec Bonus Career Skills: Athletics, Discipline, Knowledge (Education), Knowledge (Lore)



EXPLORER BIG-GAME HUNTER

ACTIVE PASSIVE RANKED

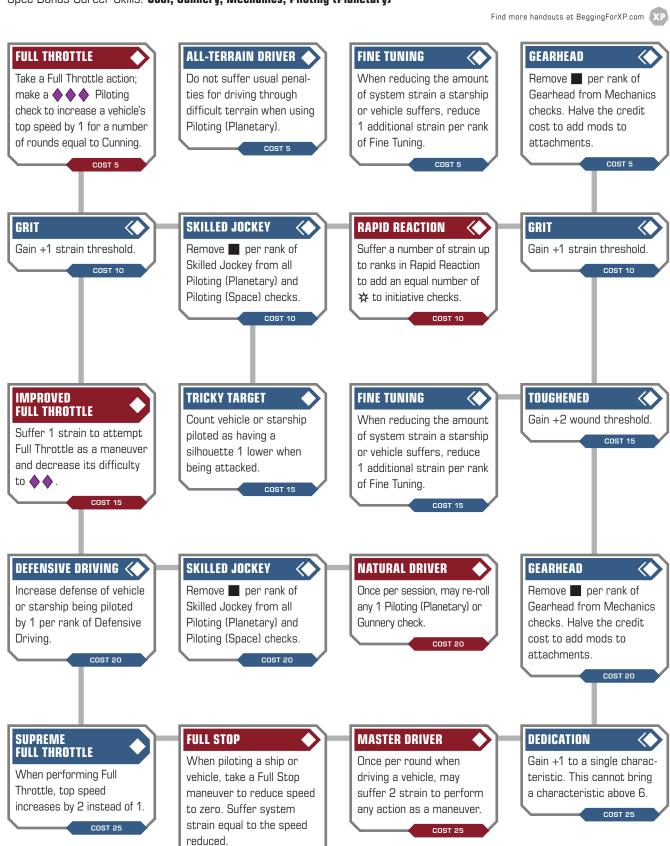
Spec Bonus Career Skills: Knowledge (Xenology), Ranged (Heavy), Stealth, Survival





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

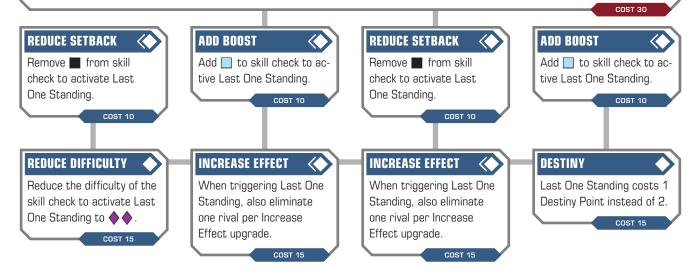
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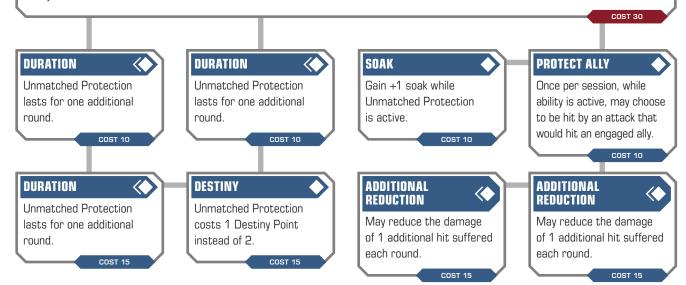
LAST ONE STANDING BASE ABILITY

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

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.

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

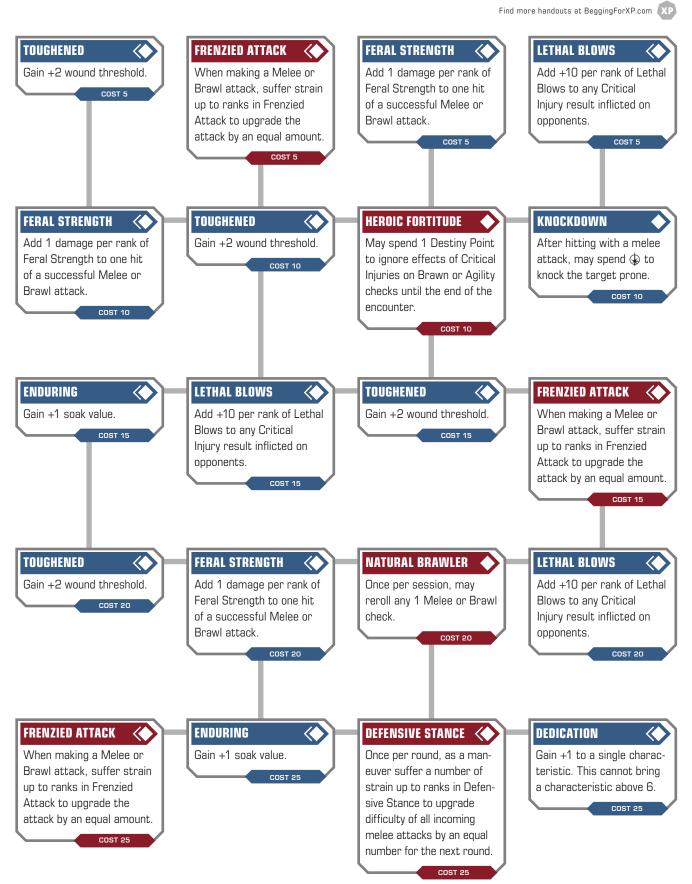
IMPROVED HARD HEADED

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

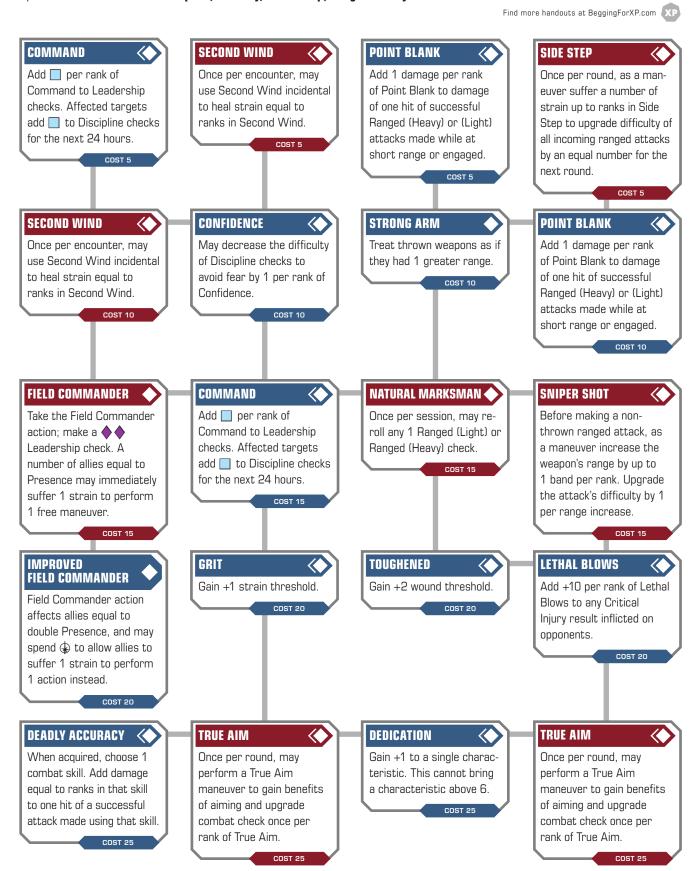
Spec Bonus Career Skills: Coercion, Melee, Resilience, Survival



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

INTIMIDATING

Find more handouts at BeggingForXP.com XP



TOUGHENED

Gain +2 wound threshold.

COST 5

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

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

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.

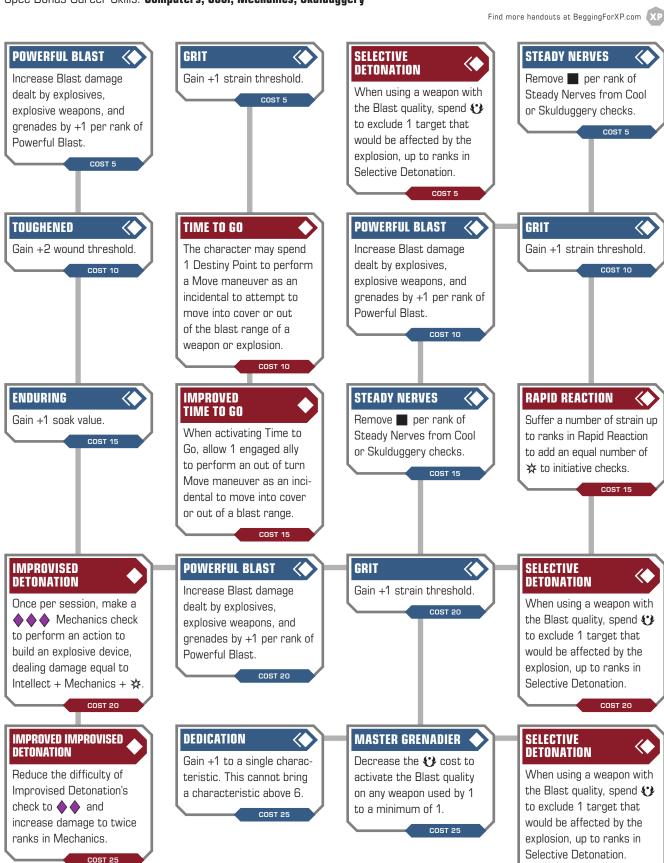
FEARSOME

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

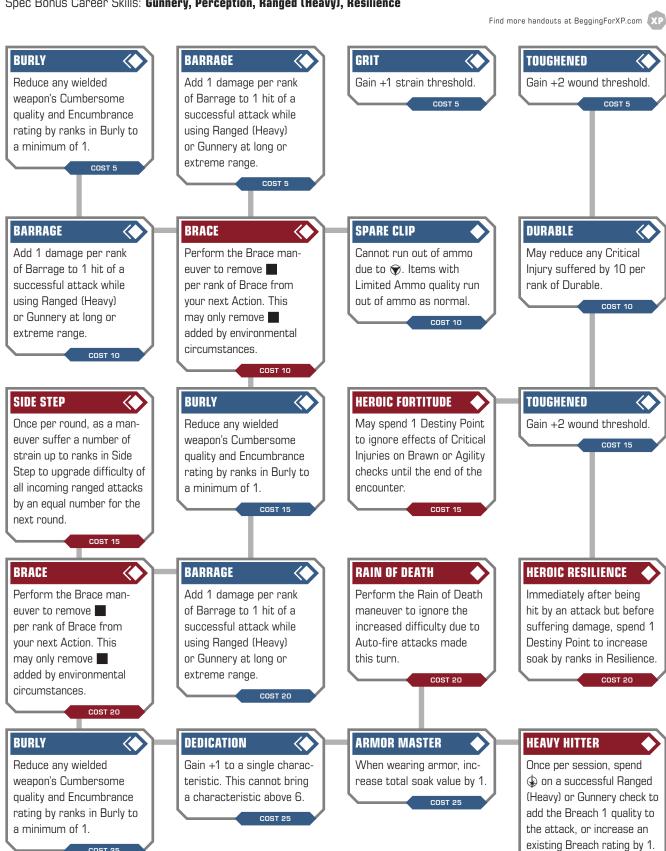
Spec Bonus Career Skills: Computers, Cool, Mechanics, Skulduggery





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

Escape.



COST 10

INCREASE EFFECT



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

COST 10

ADD BOOST



Add to the skill check to activate Narrow Escape.

COST 10

CHANGE SCALE

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



fects 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



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

FREQUENCY





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

half normal time.

TRICKY TARGET

being attacked.

TOUGHENED

GRIT

add additional damage equal

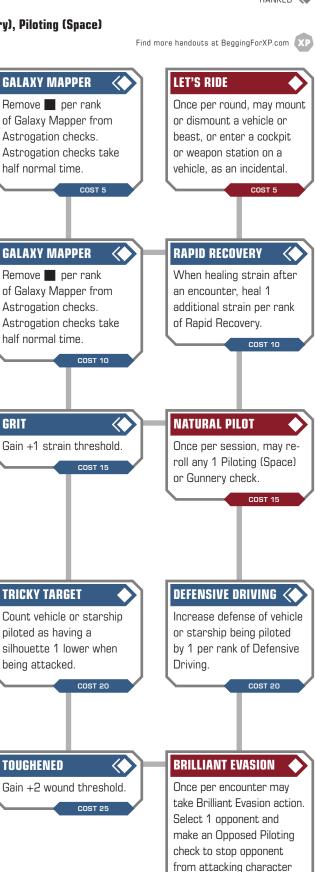
Remove per rank of

Skilled Jockey from all

Piloting (Planetary) and

Piloting (Space) checks.

COST 5

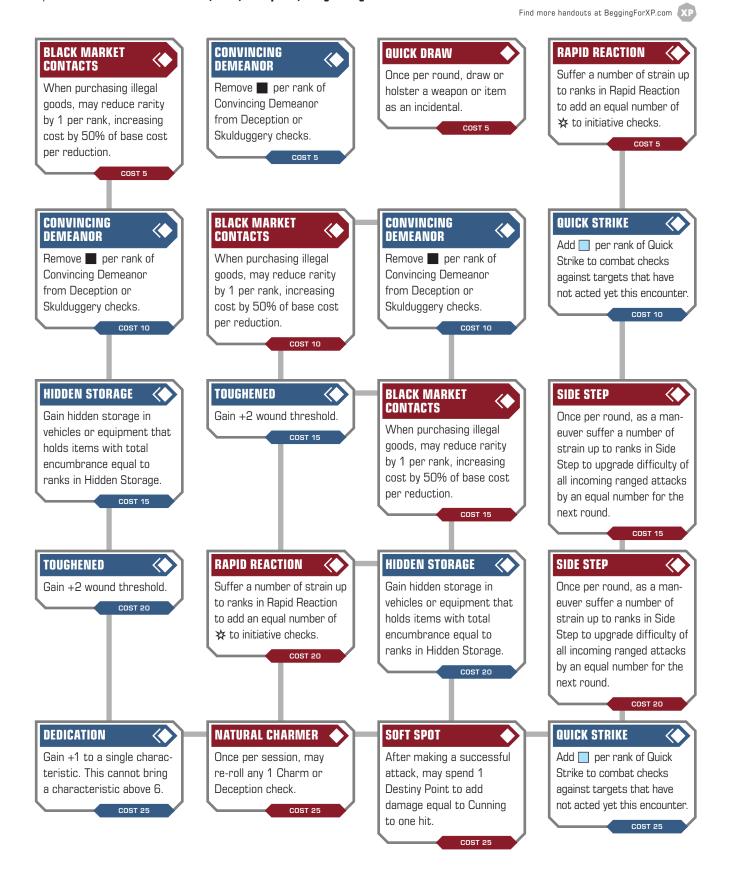


for rounds equal to Agility.

SMUGGLER SCOUNDREL

ACTIVE PASSIVE RANKED <

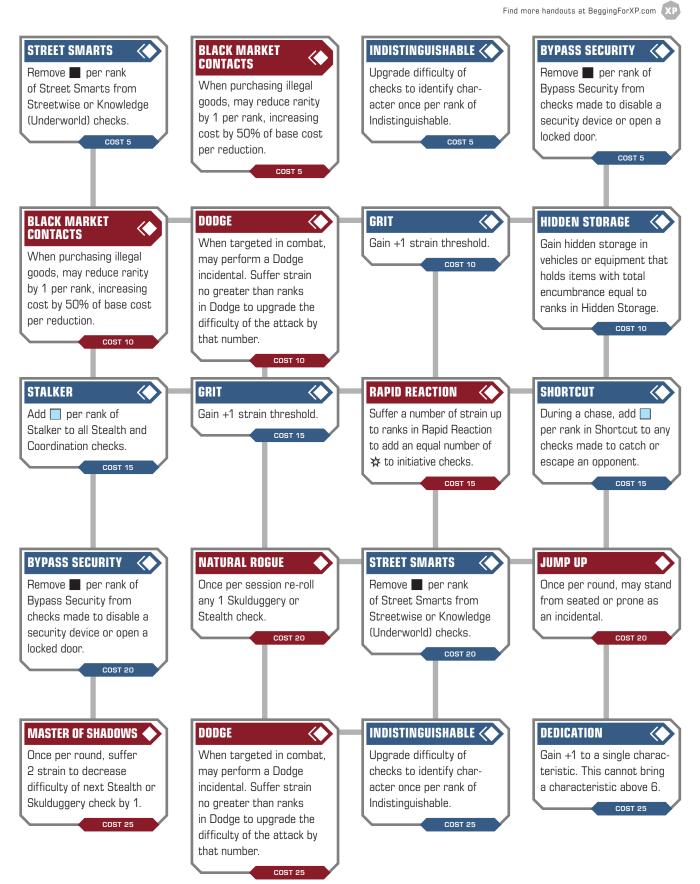
Spec Bonus Career Skills: Charm, Cool, Deception, Ranged (Light)





ACTIVE PASSIVE RANKED

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



SMUGGLER CHARMER

ACTIVE PASSIVE 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.

Each ally affected by

ranks in Leadership.

Inspiring Rhetoric gains

on all skill checks for a

number of rounds equal to

KILL WITH KINDNESS (





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

COST 5

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









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



COST 10

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

COST 15

DISARMING SMILE

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

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.

COST 25

CONGENIAL



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

COST 20

JUST KIDDING

Once per round as an

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

COST 20

INTENSE PRESENCE



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

COST 20

NATURAL CHARMER

Once per session, may

re-roll any 1 Charm or

Deception check.





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

COST 25

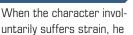
DON'T SHOOT



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

COST 25

RESOLVE



untarily suffers strain, he suffers 1 less strain per rank or Resolve (min 1).

COST 25

making a combat check.

SMUGGLER GAMBLER

the remaining (*).

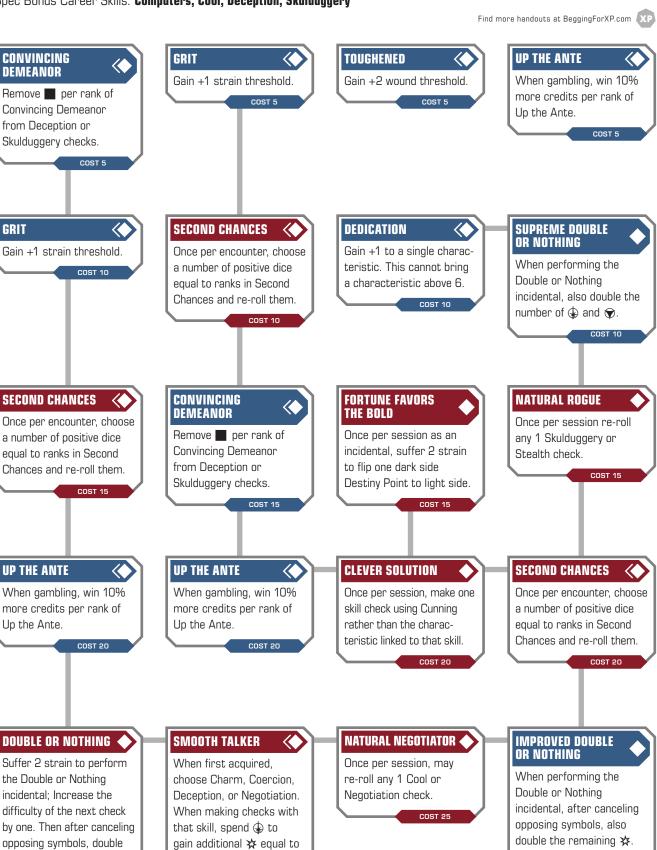
COST 25

ranks in Smooth Talker.

COST 25

ACTIVE PASSIVE RANKED

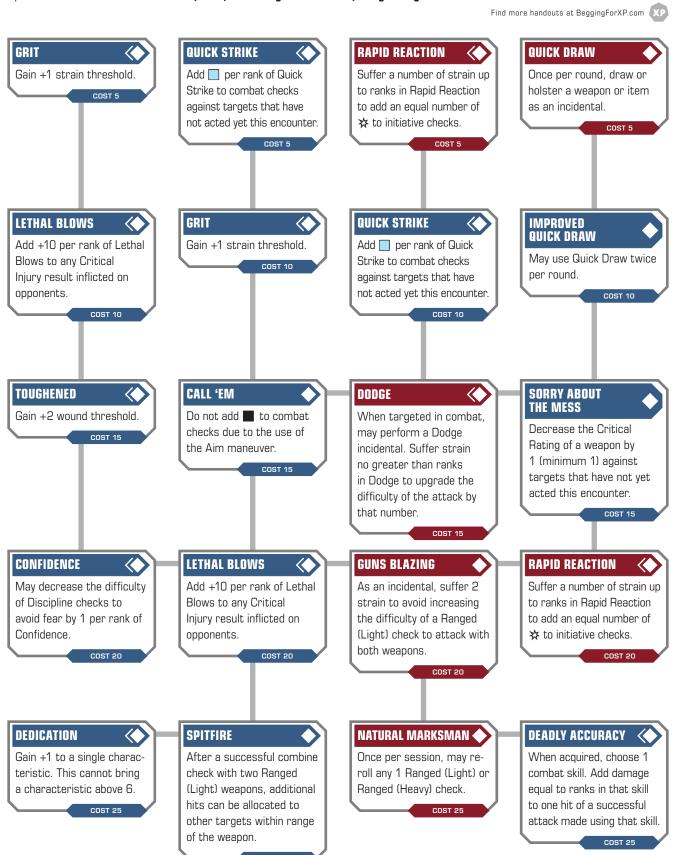
Spec Bonus Career Skills: Computers, Cool, Deception, Skulduggery



SMUGGLER GUNSLINGER

ACTIVE PASSIVE PASSIVE

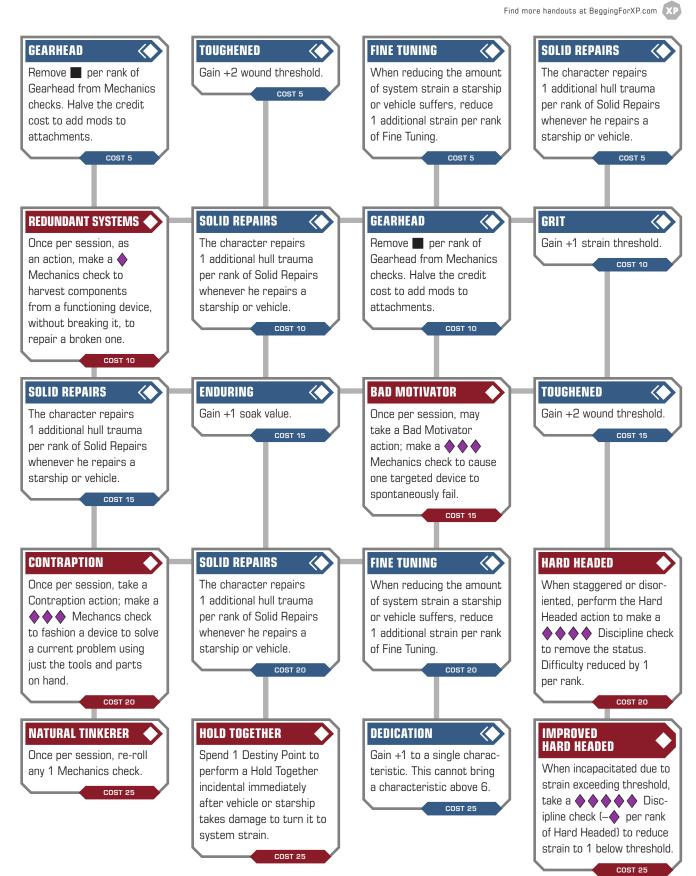
Spec Bonus Career Skills: Coercion, Cool, Knowledge (Outer Rim), Ranged (Light)



TECHNICIAN MECHANIC

ACTIVE PASSIVE RANKED

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



TECHNICIAN OUTLAW TECH

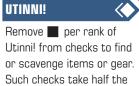


Spec Bonus Career Skills: Knowledge (Education), Knowledge (Underworld), Mechanics, Streetwise

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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 **SOLID REPAIRS** The character repairs



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.

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

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.

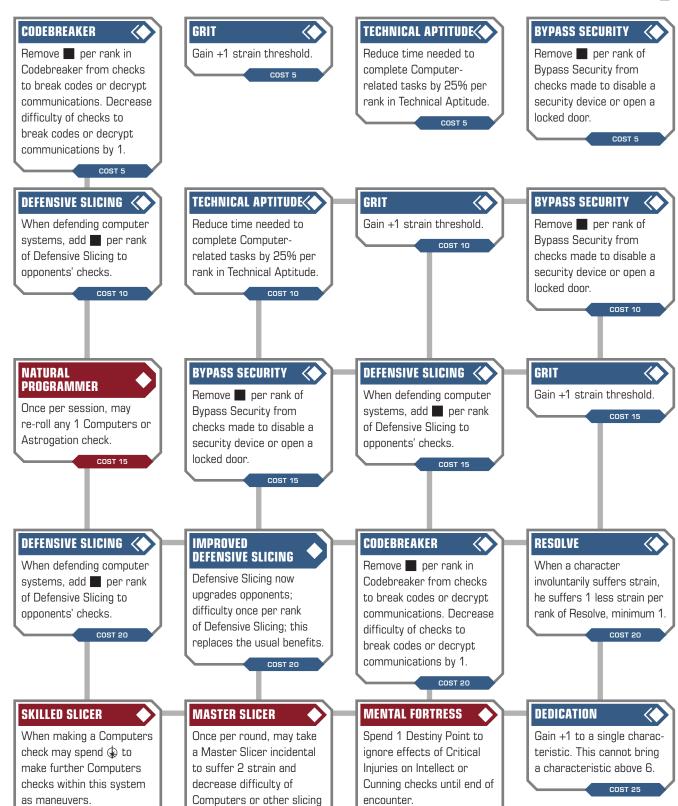




Spec Bonus Career Skills: Computers, Knowledge (Education), Knowledge (Underworld), Stealth

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checks by 1, minimum .

COST 25

COST 25

UNIVERSAL ACTIVE 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.

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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 (). 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 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 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.

Prerequisites: Force Rating 1+

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