

Bonus Career Skills: Astrogation, Knowledge (Outer Rim), Perception, Survival

## STUDIOUS PLOTTING

When making a Streetwise or Survival skill check to navigate on a world, the character may use Intellect instead of Cunning.

COST 5

## EXPERT TRACKER

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

COST 5

## SHORTCUT

During a chase, add ■ per rank in Shortcut to any checks made to catch or escape an opponent.

COST 5

## GRIT

Gain +1 strain threshold.

COST 5

## GALAXY MAPPER

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

COST 10

## IMPROVED SHORTCUT

When engaging in a chase or race, may suffer 2 strain to add ☆ equal to ranks in Shortcut to the check.

COST 10

## PLANET MAPPER

Remove ■ per rank of Planet Mapper from Streetwise or Survival checks used for navigation on a world. Such checks also take half normal time.

COST 10

## PREEMPTIVE AVOIDANCE

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

COST 10

## SHORTCUT

During a chase, add ■ per rank in Shortcut to any checks made to catch or escape an opponent.

COST 15

## SWIFT

Do not suffer the usual penalties for moving through difficult terrain.

COST 15

## UNCANNY SENSES

Add ■ per rank of Uncanny Senses to all Perception checks.

COST 15

## TOUGHENED

Gain +2 wound threshold.

COST 15

## GALAXY MAPPER

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

COST 20

## HOLISTIC NAVIGATION

When making an Astrogation skill check, the character may spend one Destiny Point to remove ☞, or to remove ☞ equal to his ranks in Perception.

COST 20

## FORCE RATING

Gain +1 Force Rating.

COST 20

## PLANET MAPPER

Remove ■ per rank of Planet Mapper from Streetwise or Survival checks used for navigation on a world. Such checks also take half normal time.

COST 20

## ONE WITH THE UNIVERSE

Once per session, meditate, then perform One with the Universe action: make Average (◆◆) Astrogation check. If successful, add ○ to all Force power checks in next encounter. If successful with ☞, add ● instead.

COST 25

## INTUITIVE NAVIGATION

When performing an Astrogation or Knowledge (Outer Rim) Skill check, the character may roll ☞ no greater than his Force rating. The character may spend ○ to add ☆ or ☞ (character's choice) to the result.

COST 25

## MASTER STARHOPPER

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

COST 25

## DEDICATION

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

COST 25

SIGNATURE ABILITY