

Bonus Career Skills: Knowledge (Education), Knowledge (Underworld), Perception, Streetwise

STREET SMARTS

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

COST 5**KEEN EYED**

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

COST 5**UNCANNY SENSES**

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

COST 5**GRIT**

Gain +1 strain threshold.

COST 5**TALK THE TALK**

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

COST 10**GRIT**

Gain +1 strain threshold.

COST 10**STREET SMARTS**

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

COST 10**TOUGHENED**

Gain +2 wound threshold.

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Gain +2 wound threshold.

COST 15**KEEN EYED**

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

COST 15**STREET SMARTS**

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

COST 15**RECONSTRUCT THE SCENE**

Perform the Reconstruct the Scene action; make a Hard (◆◆◆) Perception check to identify the physical characteristics of a person present at the scene within 24 hours.

COST 15**SENSE ADVANTAGE**

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

COST 20**UNRELENTING SKEPTIC**

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

COST 20**CLEVER SOLUTION**

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

COST 20**SENSE THE SCENE**

Perform the Sense The Scene action; Make a Hard (◆◆◆) Perception check and add ◇ no greater than Force rating, if successful, spend ● to identify the emotional characteristics of one person involved in the crime.

COST 20**VALUABLE FACTS**

Once per encounter perform a Valuable Facts action: make an Average (◆◆) Knowledge check. if successful, add ◇ to one ally's skill check during the encounter.

COST 25**DEDICATION**

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

COST 25**IMPROVED STREET SMARTS**

Once per session, may take an Improved Street Smarts action; make a Formidable (◆◆◆◆) Streetwise or Knowledge (Underworld) check to learn one vital clue from the GM. Reduce the difficulty once per rank of street smarts.

COST 25**FORCE RATING**

Gain +1 Force Rating.

COST 25*SIGNATURE ABILITY*