



BOUNTY HUNTER ASSASSIN

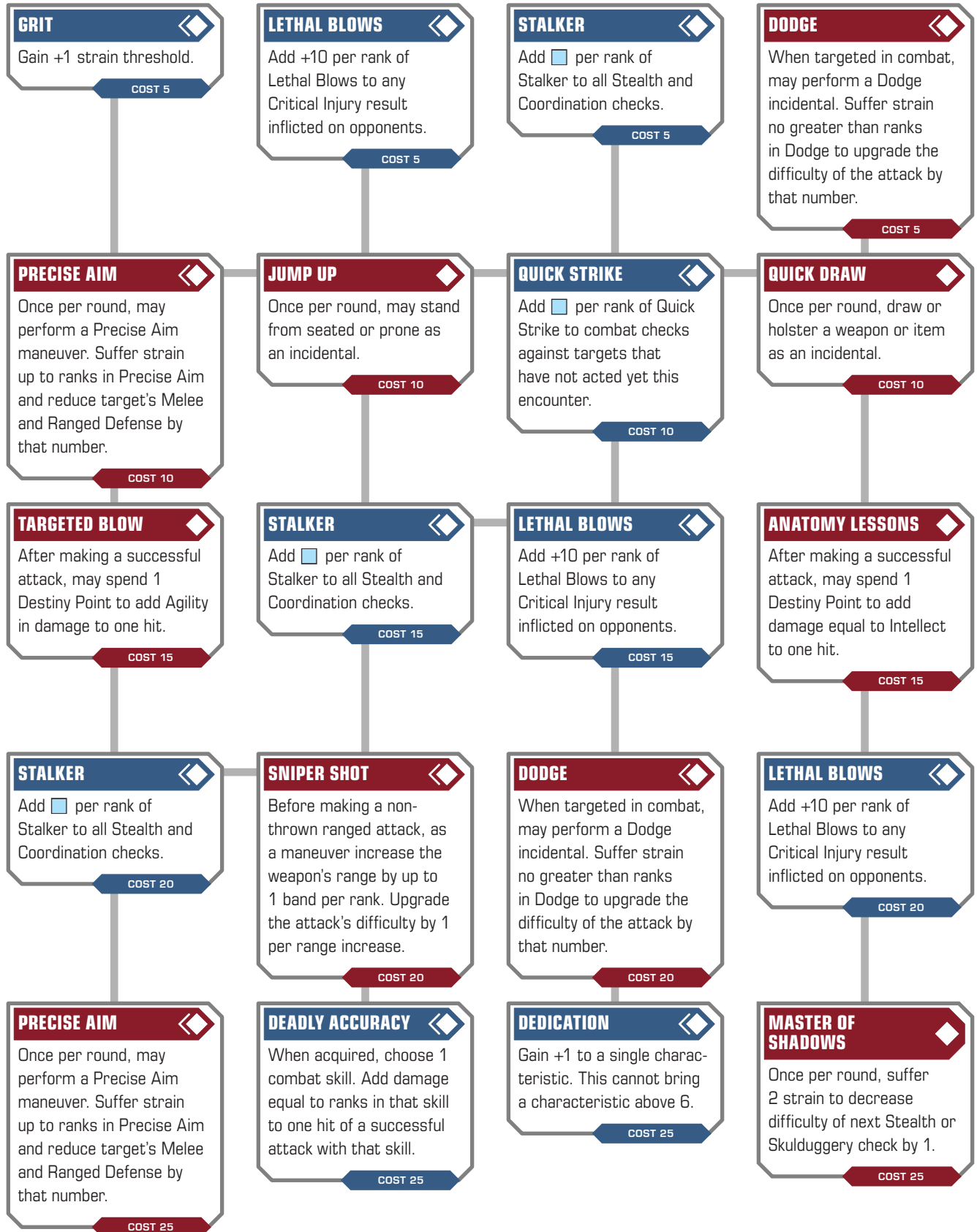
Active 

Passive 

Ranked 

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


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BOUNTY HUNTER GADGETEER

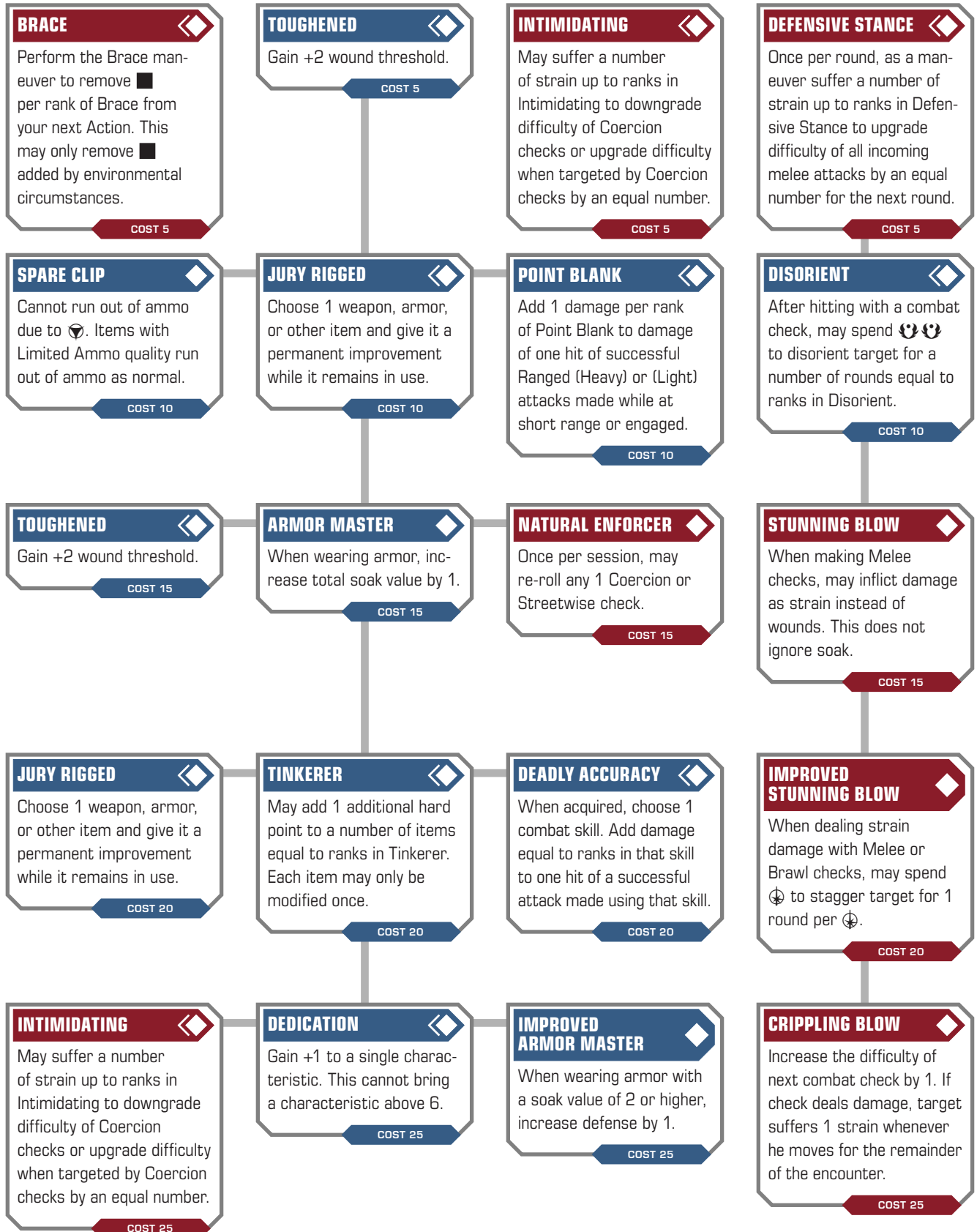
Active 

Passive 

Ranked 

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

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BOUNTY HUNTER SURVIVALIST

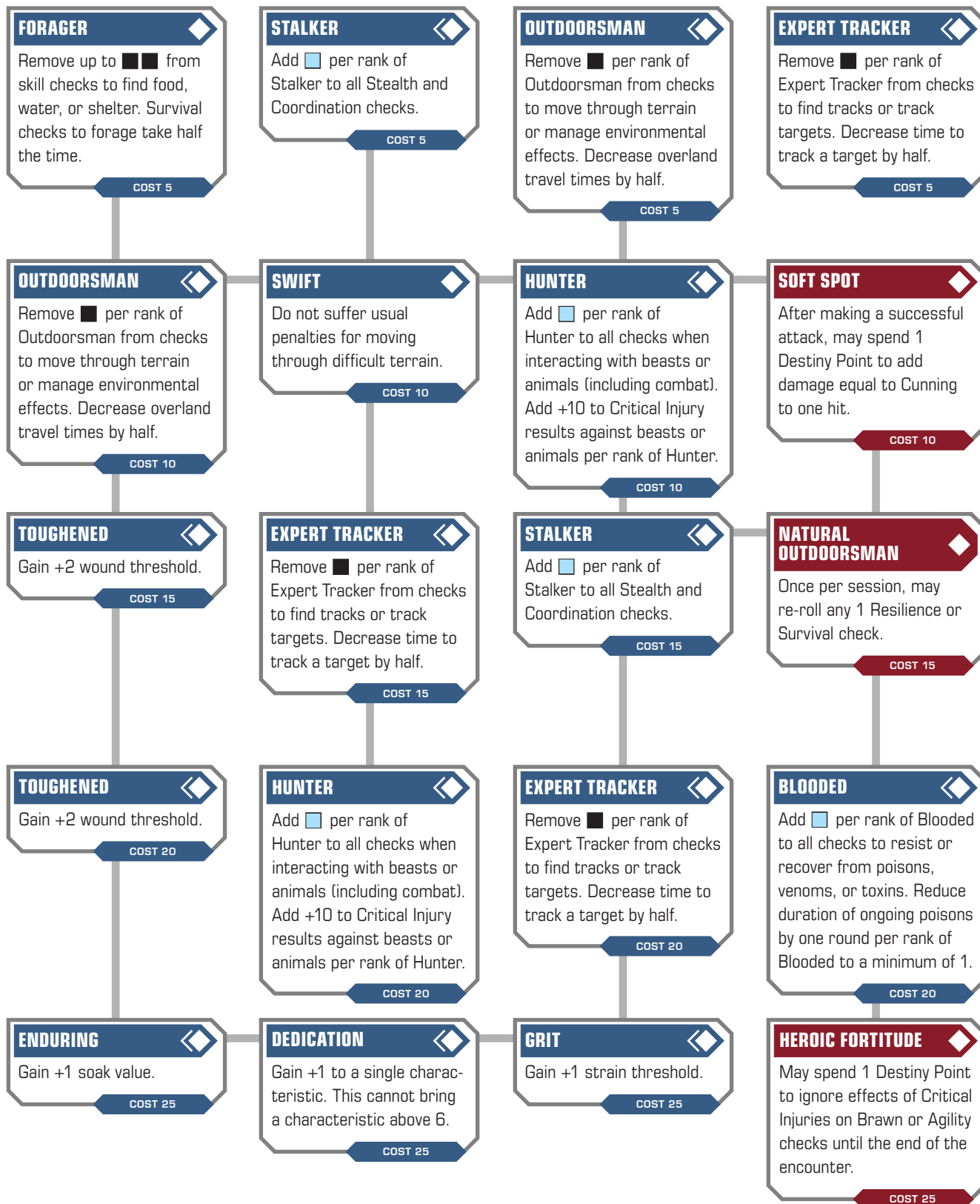
Active 

Passive 

Ranked 

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


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CAREER COLONIST

Base Ability 




Upgrade 

Ranked 

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


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INSIGHTFUL REVELATION BASE ABILITY

Once per game session, the character may perform an Insightful Revelation action and spend 2 Destiny Points to make a  Knowledge (Education) check. If he succeeds, he learns some valuable information that he did not previously possess pertaining to his current situation. What he learns is up to the GM, but it must be valuable to the player overcoming his immediate encounter or situation, and the information cannot be obtainable by any other immediately available means.

COST 30

REDUCE SETBACK

Remove  from skill check to activate Insightful Revelation.



COST 10

DESTINY

Insightful Revelation costs 1 Destiny Point instead of 2.

COST 10

REDUCE DIFFICULTY

Reduce the difficulty of the skill check to activate Insightful Revelation to .


COST 10

ADDITIONAL SKILLS

When making the Insightful Revelation action, the character may use any Knowledge skill.


COST 10

ADD BOOST

Add  to skill check to activate Insightful Revelation.


COST 15

REDUCE SETBACK

Remove  from skill check to activate Insightful Revelation.

COST 15

INCREASE EFFECT

If the check is successful, the character may spend  to gain another piece of equally useful information..


COST 15

DURATION

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


COST 15

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  for the remainder of the encounter.

COST 30

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.

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 .

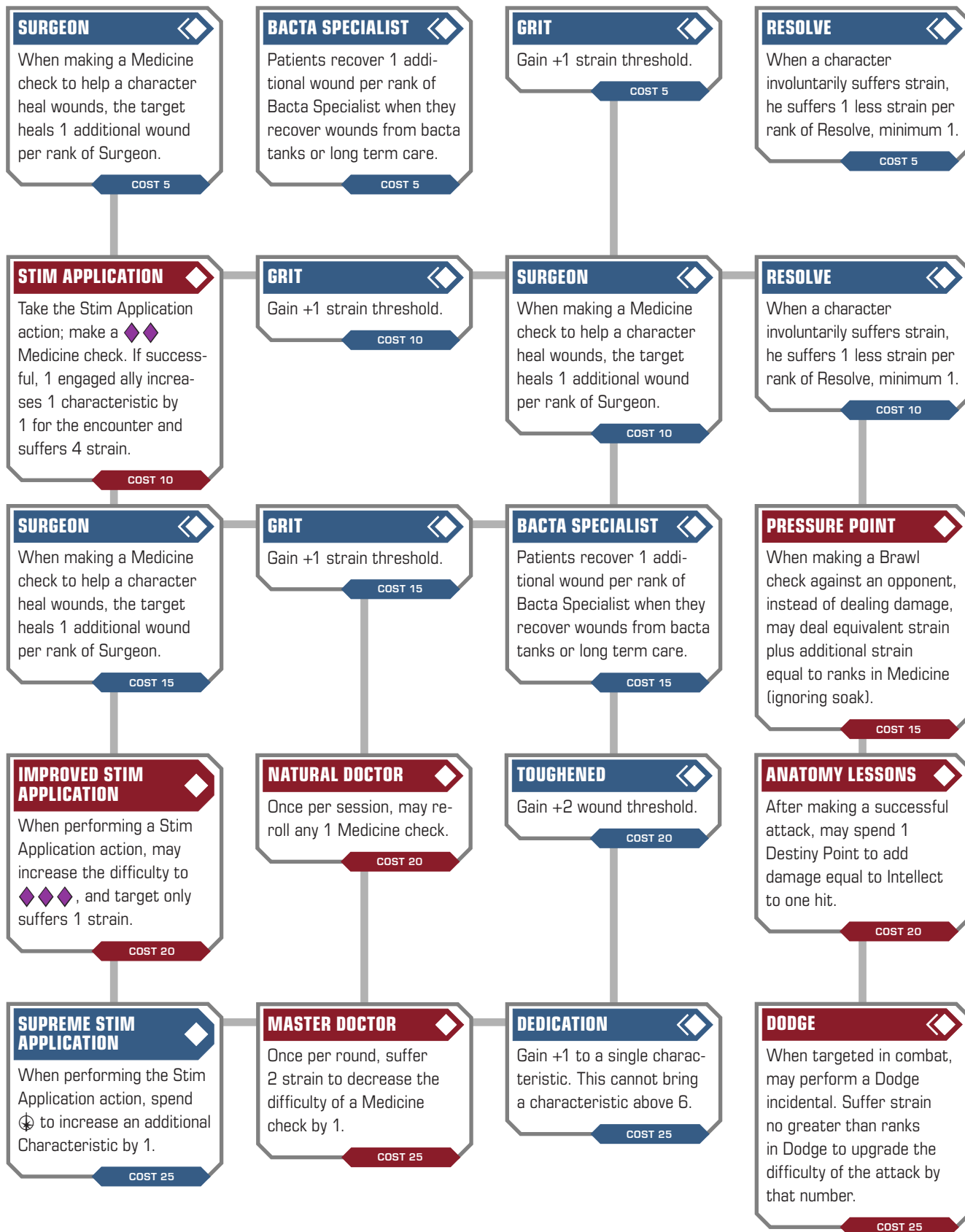
COST 15

COLONIST DOCTOR




Active 
 Passive 
 Ranked 

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

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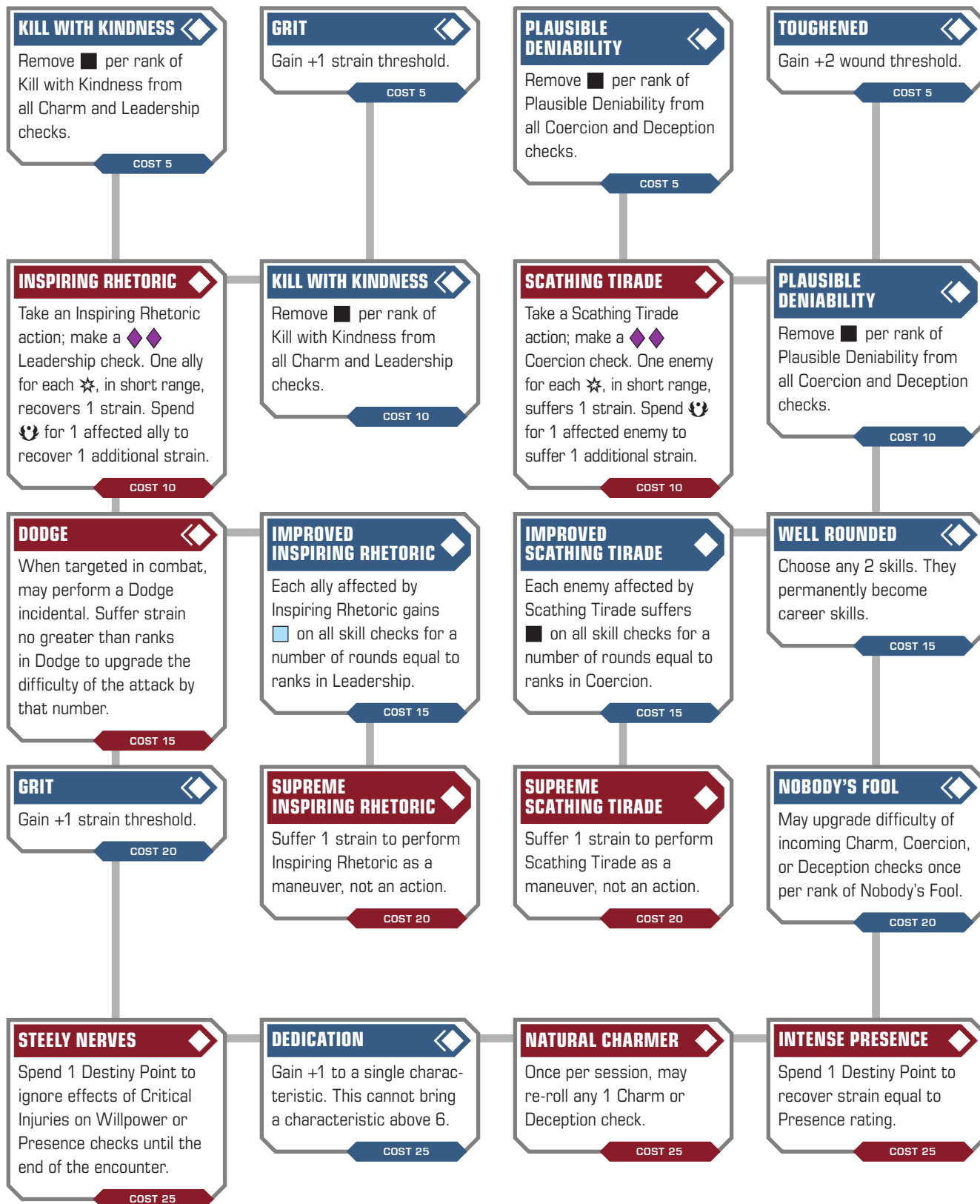


COLONIST POLITICO

Active 
 Passive 
 Ranked 

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

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COLONIST SCHOLAR

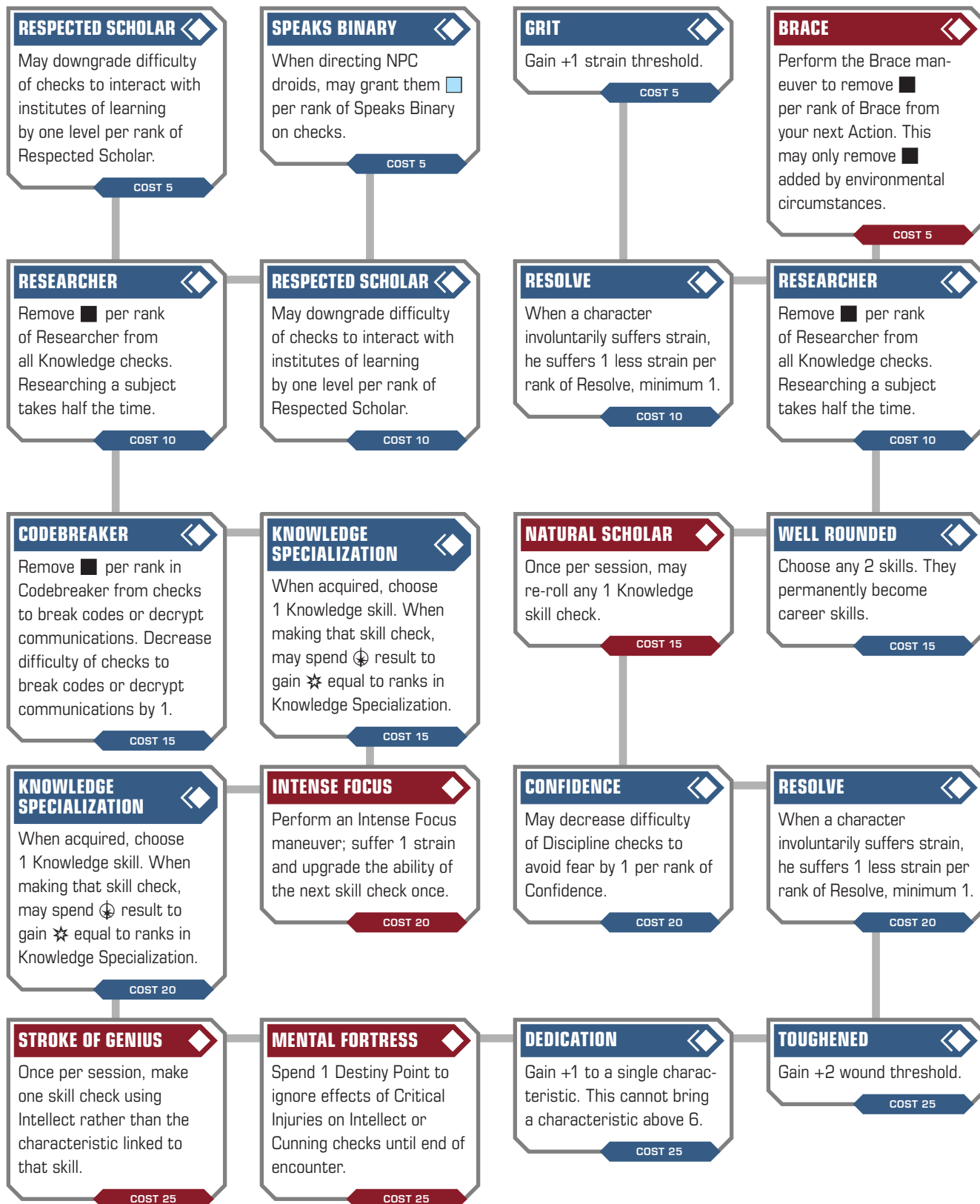
Active 

Passive 

Ranked 

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

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COLONIST ENTREPRENEUR

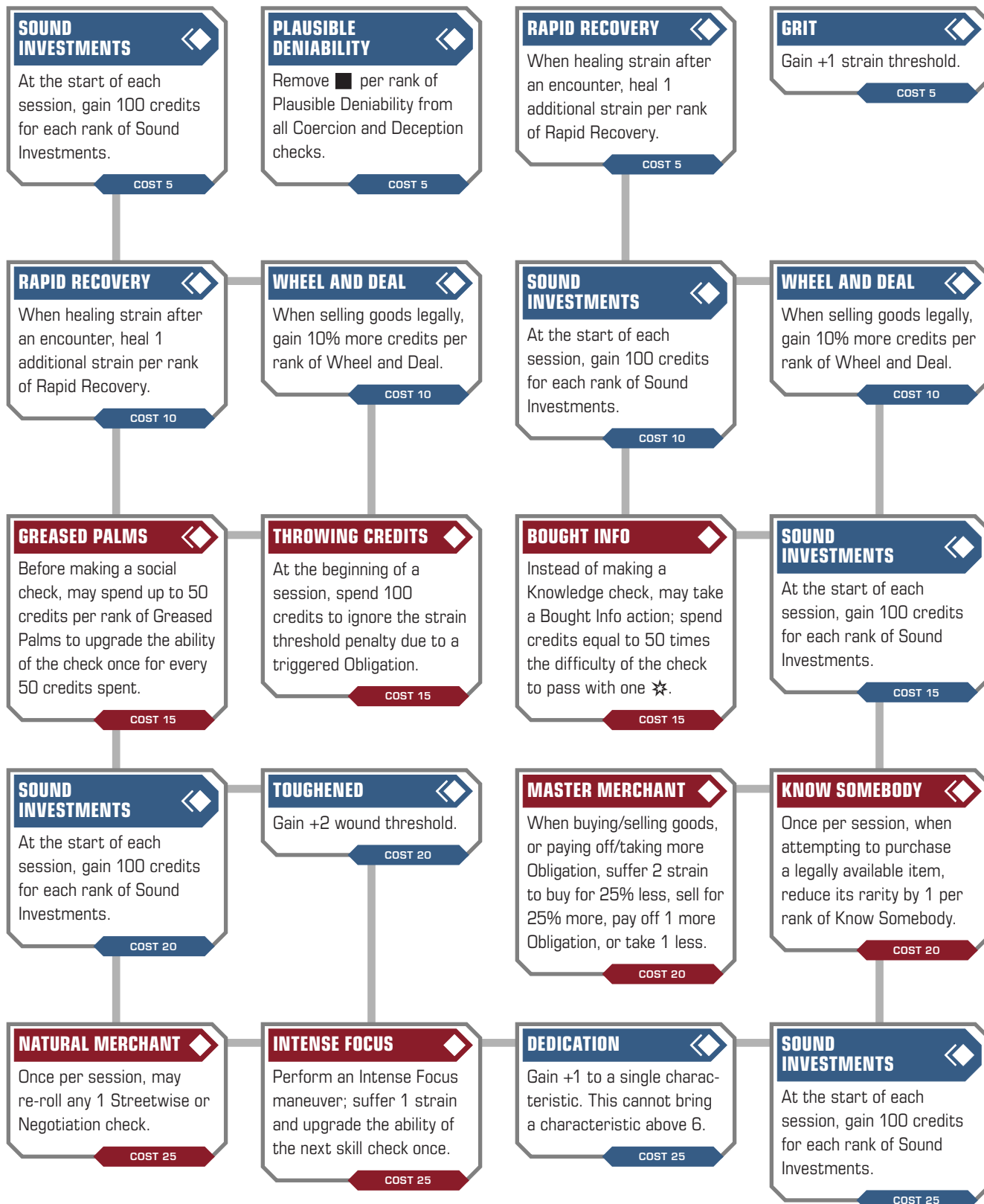
Active 

Passive 

Ranked 

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

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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

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 


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 per rank.




COST 15

GRIT 


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 


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




COST 20

UNRELENTING SKEPTIC 


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

COST 20

BAD COP 


Spend  from a Deception or Coercion check to upgrade ability of an ally's subsequent social check against the same target a number of times equal to ranks in Bad Cop







COST 20

POINT BLANK 


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


COST 20

IMPROVED HARD HEADED 


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

COST 25

IMPROVED UNRELENTING SKEPTIC 


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

COST 25

DEDICATION 

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

COST 25

NATURAL MARKSMAN 

Once per session, may re-roll any 1 Ranged (Light) or Ranged (Heavy) check.

COST 25


COLONIST PERFORMER


Active 



Passive 

Ranked 


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


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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

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.

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 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.

COST 10

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 


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 a    Charm check to turn one NPC into the character's biggest fan.


COST 25

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.

COST 25

DEDICATION 


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

COST 25

CAREER EXPLORER

Base Ability 




Upgrade 

Ranked 

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


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SUDDEN DISCOVERY BASE ABILITY

Once per game session, the character may spend 2 Destiny Points to make a    Knowledge (Outer Rim) or Knowledge (Core Worlds) check. If he succeeds, the character can pinpoint his exact location without a map or other guide, discover a lost or hidden item or location, or identify a safe and fast path through any terrain. The exact nature of what the character is trying to accomplish, as well as the end results, must be approved by the GM.


COST 30

ADD BOOST

Add  to skill check to activate Sudden Discovery.


COST 10

REDUCE SETBACK

Remove  from skill check to activate Sudden Discovery.

COST 10

REDUCE SETBACK

Remove  from skill check to activate Sudden Discovery.


COST 10

CHANGE SKILL

Sudden Discovery can be activated with the Astrogation or Survival skills.



COST 10

ADD BOOST

Add  to skill check to activate Sudden Discovery.

COST 15

REDUCE DIFFICULTY

Reduce the difficulty of the skill check to activate Sudden Discovery to  .

COST 15

FREQUENCY

Sudden Discovery may be used twice per game session.

COST 15

DESTINY

Sudden Discovery costs 1 Destiny Point instead of 2.

COST 15

UNMATCHED MOBILITY BASE ABILITY

Once per game session as an incidental, the character may spend 2 Destiny Points to increase the number of maneuvers he is allowed to perform in a turn to three for the next two rounds. This third maneuver may be gained through any of the means a second maneuver is normally gained.

COST 30

DURATION

Unmatched Mobility lasts for one additional round.

COST 10

FREE MANEUVER

Gain one additional free maneuver while base ability is active. This does not increase per turn maneuvers.

COST 10

FREE MANEUVER

Gain one additional free maneuver while base ability is active. This does not increase per turn maneuvers.

COST 10

MELEE DEFENSE

Gain +1 melee defense while Unmatched Mobility is active.

COST 10

DURATION

Unmatched Mobility lasts for one additional round.

COST 15

DURATION

Unmatched Mobility lasts for one additional round.

COST 15

DESTINY

Unmatched Mobility costs 1 Destiny Point instead of 2.

COST 15

RANGED DEFENSE

Gain +1 ranged defense while Unmatched Mobility is active.

COST 15


EXPLORER FRINGER


Active 

Passive 

Ranked 

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

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GALAXY MAPPER 


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

COST 5

STREET SMARTS 


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

COST 5

RAPID RECOVERY 


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

COST 5

STREET SMARTS 


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

COST 5

SKILLED JOCKEY 


Remove ■ per rank of Skilled Jockey from all Piloting (Planetary) and Piloting (Space) checks.

COST 10

GALAXY MAPPER 


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

COST 10

GRIT 


Gain +1 strain threshold.

COST 10

TOUGHENED 


Gain +2 wound threshold.

COST 10

MASTER STARHOPPER 


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

COST 15

DEFENSIVE DRIVING 


Increase defense of vehicle or starship being piloted by 1 per rank of Defensive Driving.

COST 15

RAPID RECOVERY 


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

COST 15

DURABLE 


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

COST 15

RAPID RECOVERY 


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

COST 20

JUMP UP 


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

COST 20

GRIT 


Gain +1 strain threshold.

COST 20

KNOCKDOWN 


After hitting with a melee attack, may spend ⊕ to knock the target prone.

COST 20

DEDICATION 


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

COST 25

TOUGHENED 


Gain +2 wound threshold.

COST 25

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 25

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 25


EXPLORER SCOUT

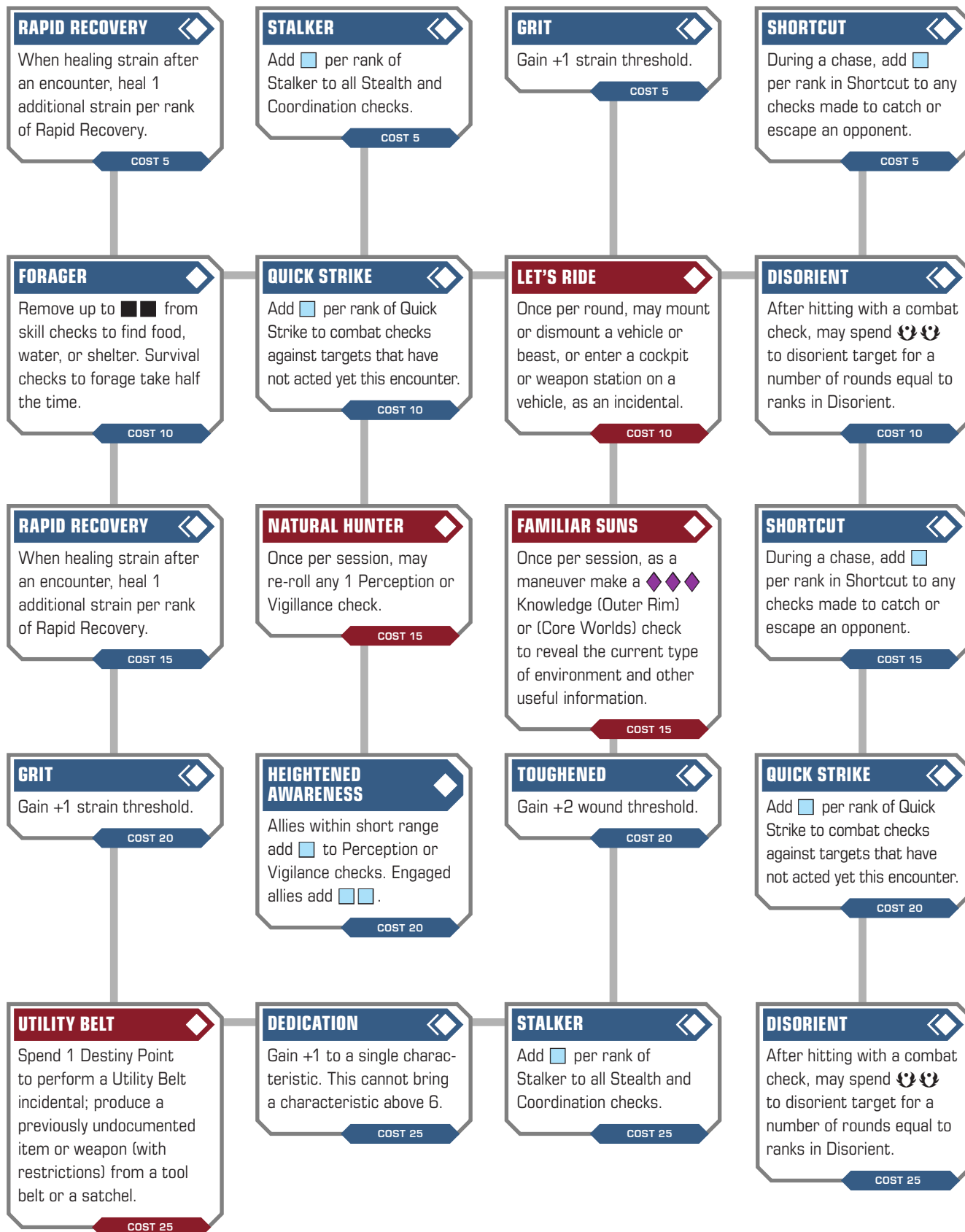
Active 

Passive 


Ranked 

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


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EXPLORER TRADER

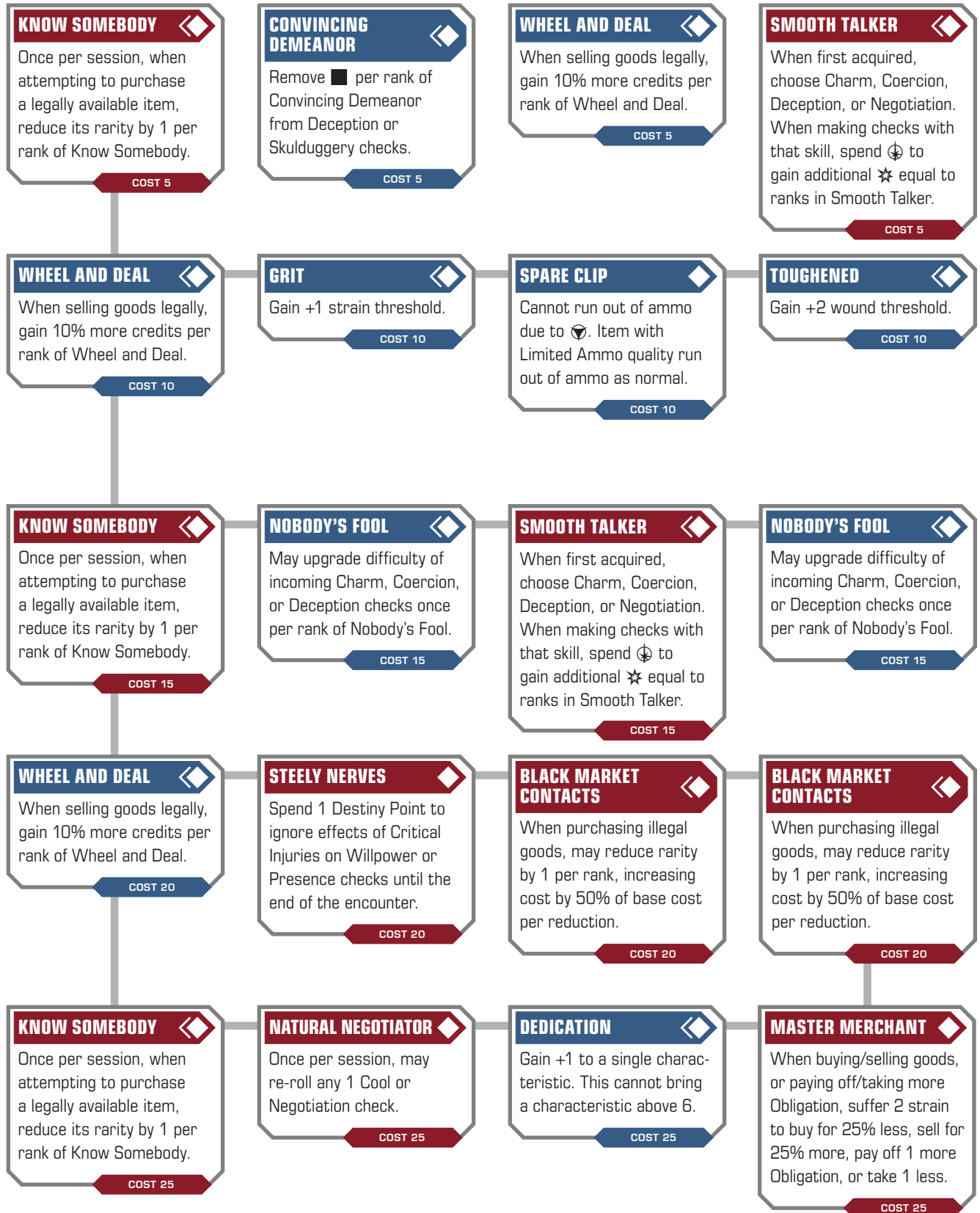
Active 

Passive 

Ranked 

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


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EXPLORER ARCHAEOLOGIST

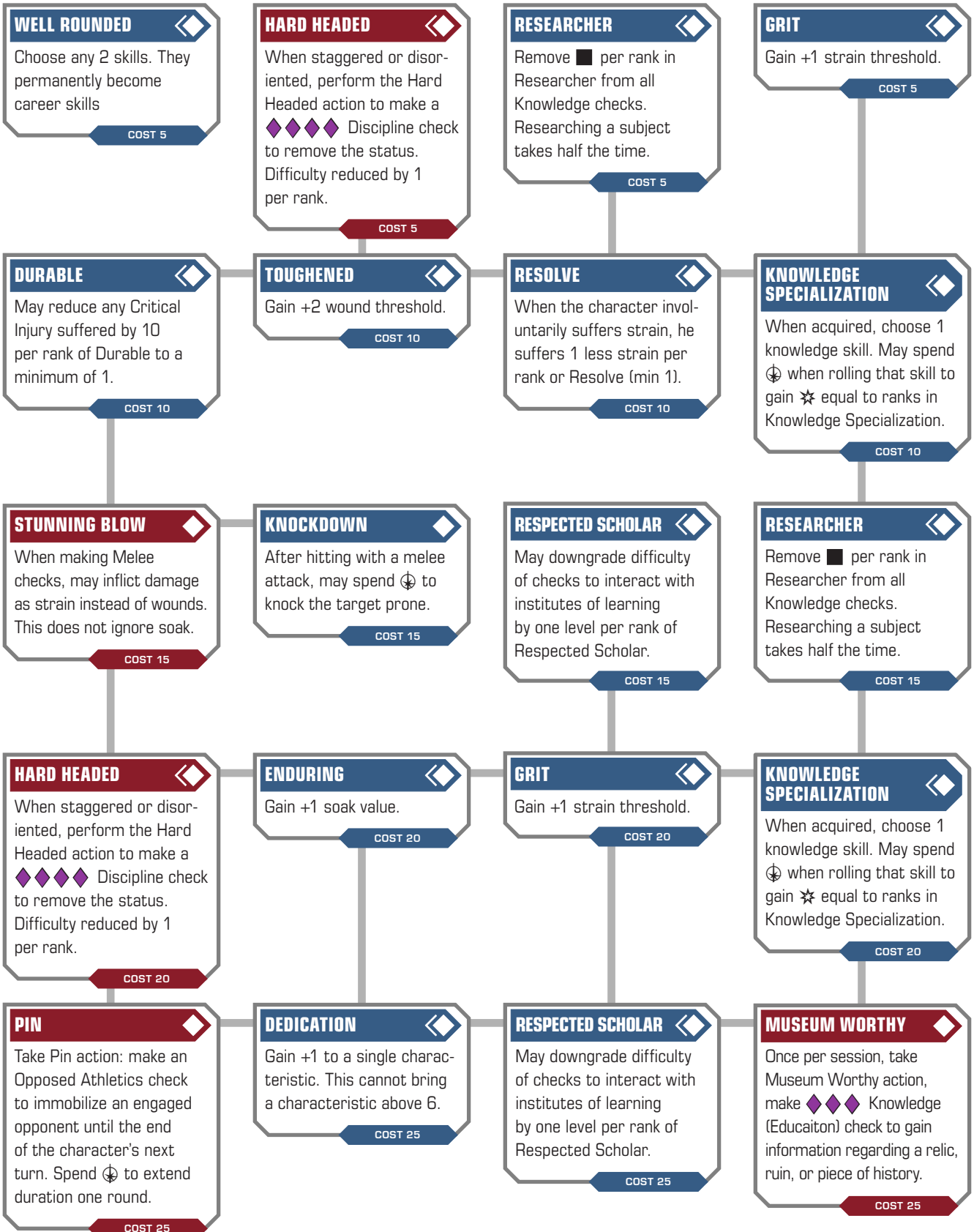
Active 

Passive 




Ranked 

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


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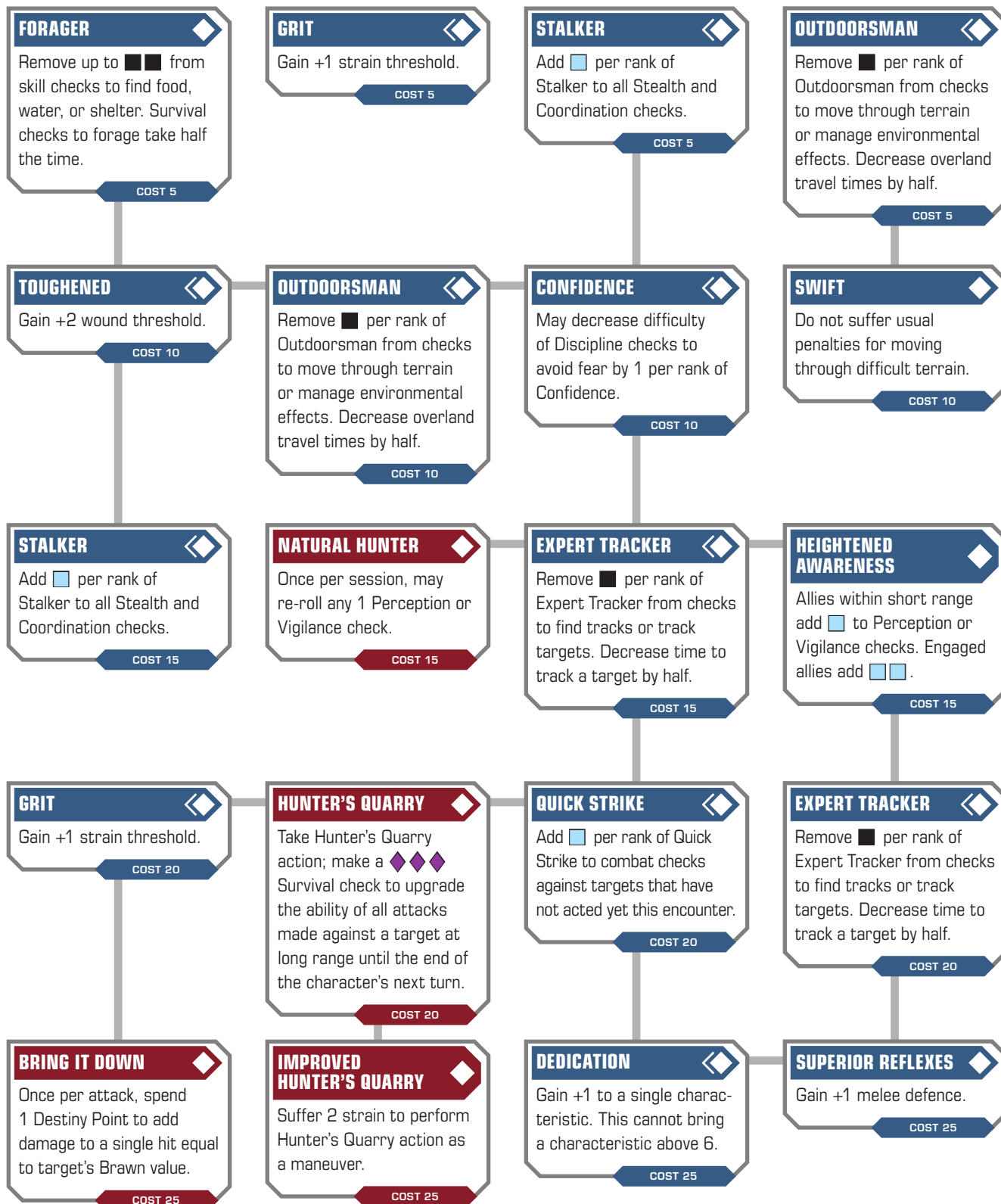


EXPLORER BIG-GAME HUNTER




Active 
 Passive 
 Ranked 

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


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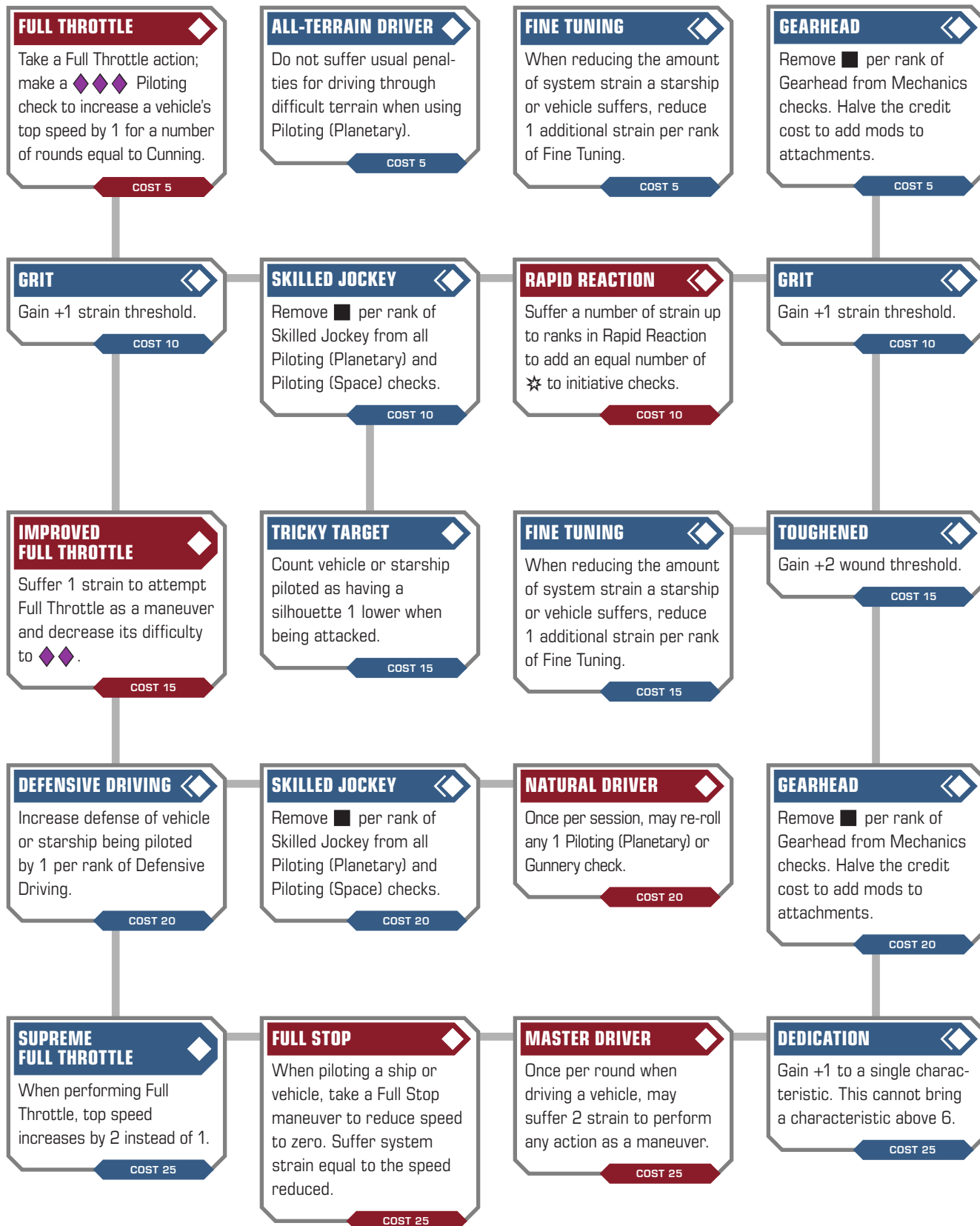


EXPLORER DRIVER

Active 
 Passive 
 Ranked 

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


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CAREER HIRED GUN

Base Ability 




Upgrade 

Ranked 

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  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.


COST 30

REDUCE SETBACK

Remove  from skill check to activate Last One Standing.


COST 10

ADD BOOST

Add  to skill check to activate Last One Standing.


COST 10

REDUCE SETBACK

Remove  from skill check to activate Last One Standing.



COST 10

ADD BOOST

Add  to skill check to activate Last One Standing.

COST 10

REDUCE DIFFICULTY

Reduce the difficulty of the skill check to activate Last One Standing to .

COST 15

INCREASE EFFECT

When triggering Last One Standing, also eliminate one rival per Increase Effect upgrade.

COST 15

INCREASE EFFECT

When triggering Last One Standing, also eliminate one rival per Increase Effect upgrade.

COST 15

DESTINY

Last One Standing costs 1 Destiny Point instead of 2.

COST 15

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.

COST 30

DURATION

Unmatched Protection lasts for one additional round.

COST 10

DURATION

Unmatched Protection lasts for one additional round.

COST 10

SOAK

Gain +1 soak while Unmatched Protection is active.

COST 10

PROTECT ALLY

Once per session, while ability is active, may choose to be hit by an attack that would hit an engaged ally.

COST 10

DURATION

Unmatched Protection lasts for one additional round.

COST 15

DESTINY

Unmatched Protection costs 1 Destiny Point instead of 2.

COST 15

ADDITIONAL REDUCTION

May reduce the damage of 1 additional hit suffered each round.

COST 15

ADDITIONAL REDUCTION

May reduce the damage of 1 additional hit suffered each round.

COST 15


HIRED GUN BODYGUARD


Active 

Passive 

Ranked 


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

Find more handouts at BeggingForXP.com 

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.


COST 5

BODY GUARD 


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

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.



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

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.

COST 20

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.



COST 25

TOUGHENED 

Gain +2 wound threshold.

COST 25

IMPROVED HARD HEADED 

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

COST 25


HIRED GUN MARAUDER

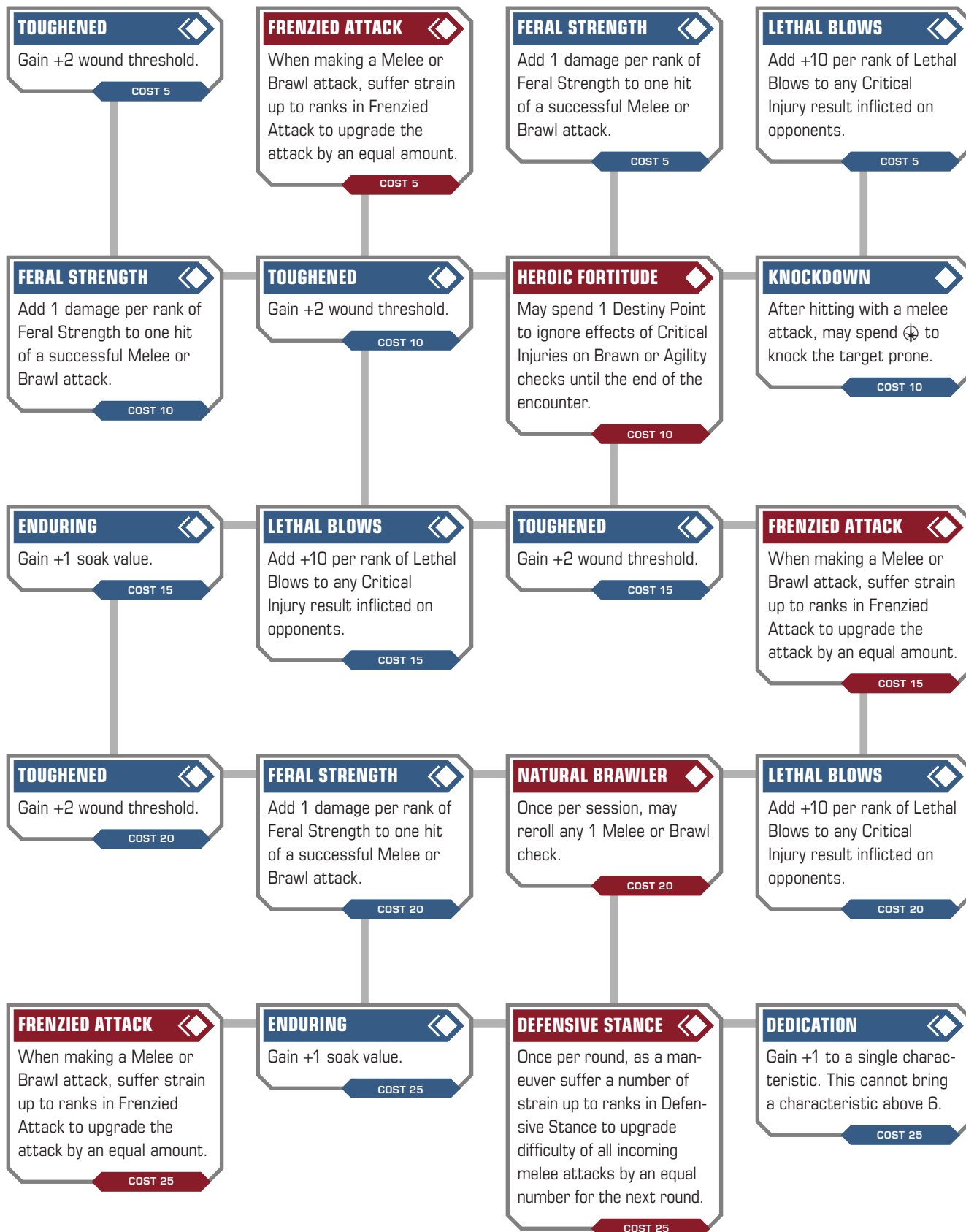
Active 

Passive 

Ranked 

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


Find more handouts at BeggingForXP.com 




HIRED GUN MERCENARY SOLDIER

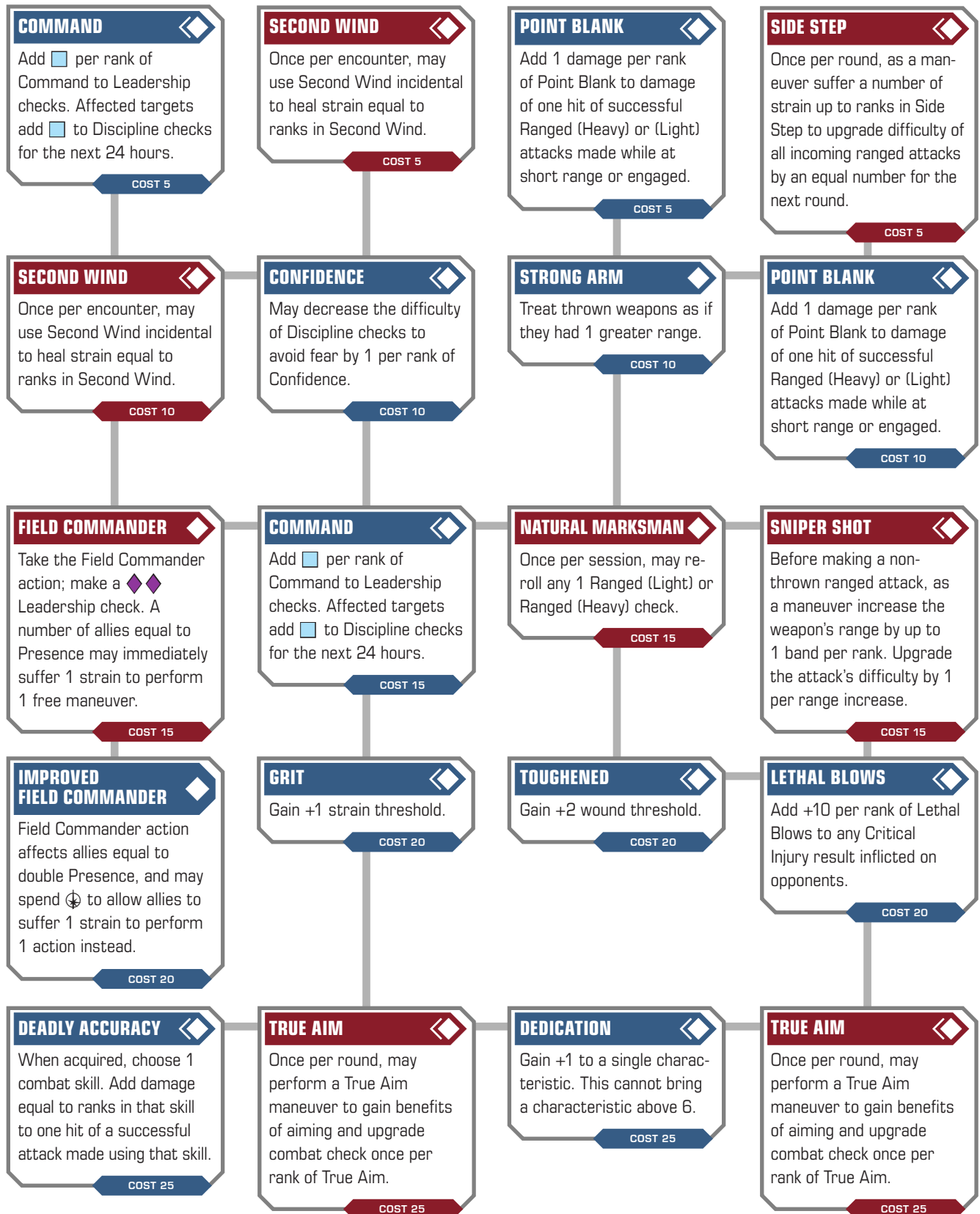
Active 

Passive 

Ranked 

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

Find more handouts at BeggingForXP.com 




HIRED GUN ENFORCER


Active 

Passive 

Ranked 


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

Find more handouts at BeggingForXP.com 

TOUGHENED 


Gain +2 wound threshold.

COST 5

INTIMIDATING 


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


COST 5

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.

COST 10

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.

COST 10

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.

COST 10

INTIMIDATING 


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

COST 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.

COST 20

STREET SMARTS 


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

COST 20

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.

COST 20

INTIMIDATING 


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

COST 20

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.

COST 25

FEARSOME 

When an enemy becomes engaged with the character, they may force the enemy to make a fear check, with the difficulty equal to ranks in Fearsome.

COST 25


HIRED GUN DEMOLITIONIST

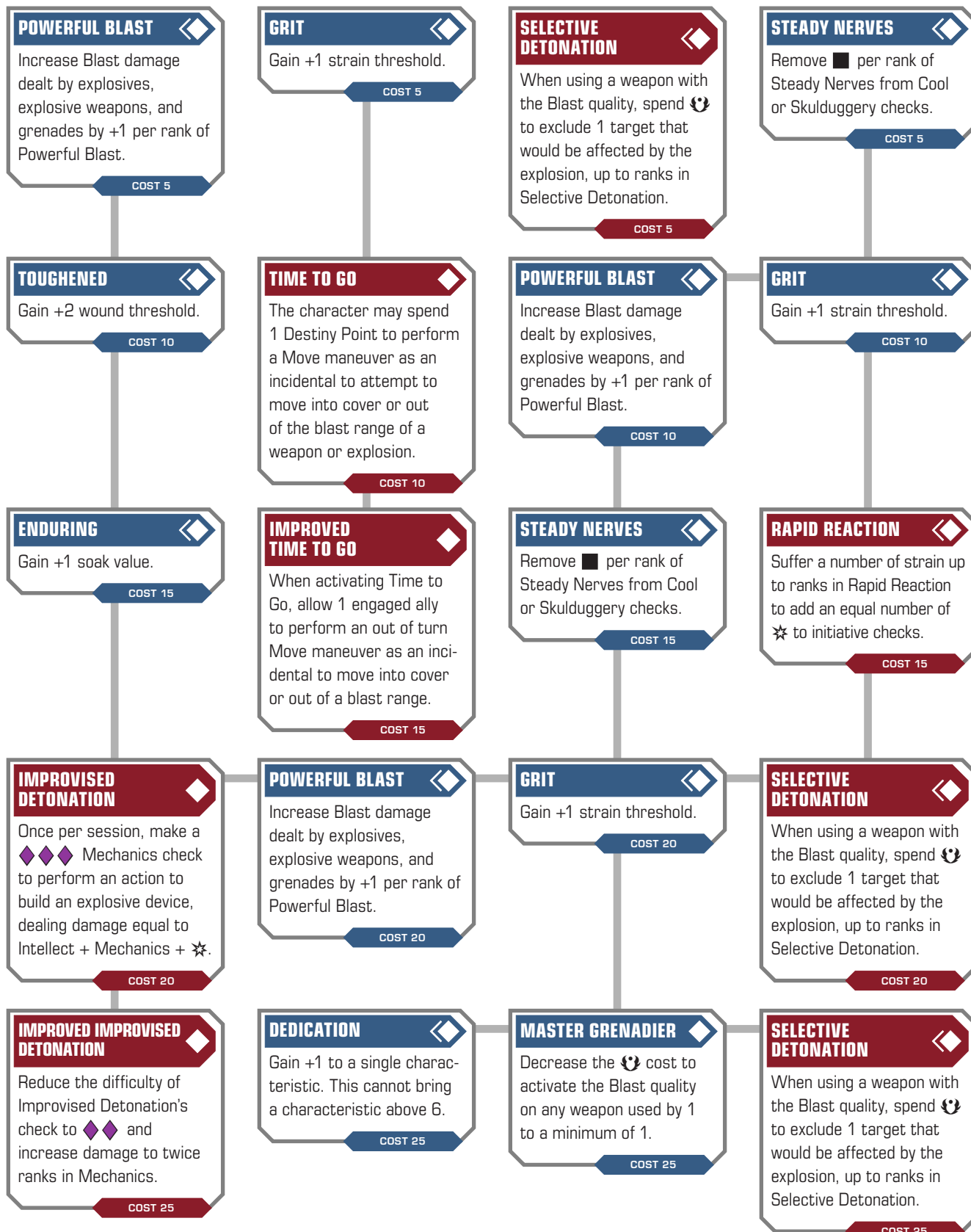
Active 

Passive 




Ranked 

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


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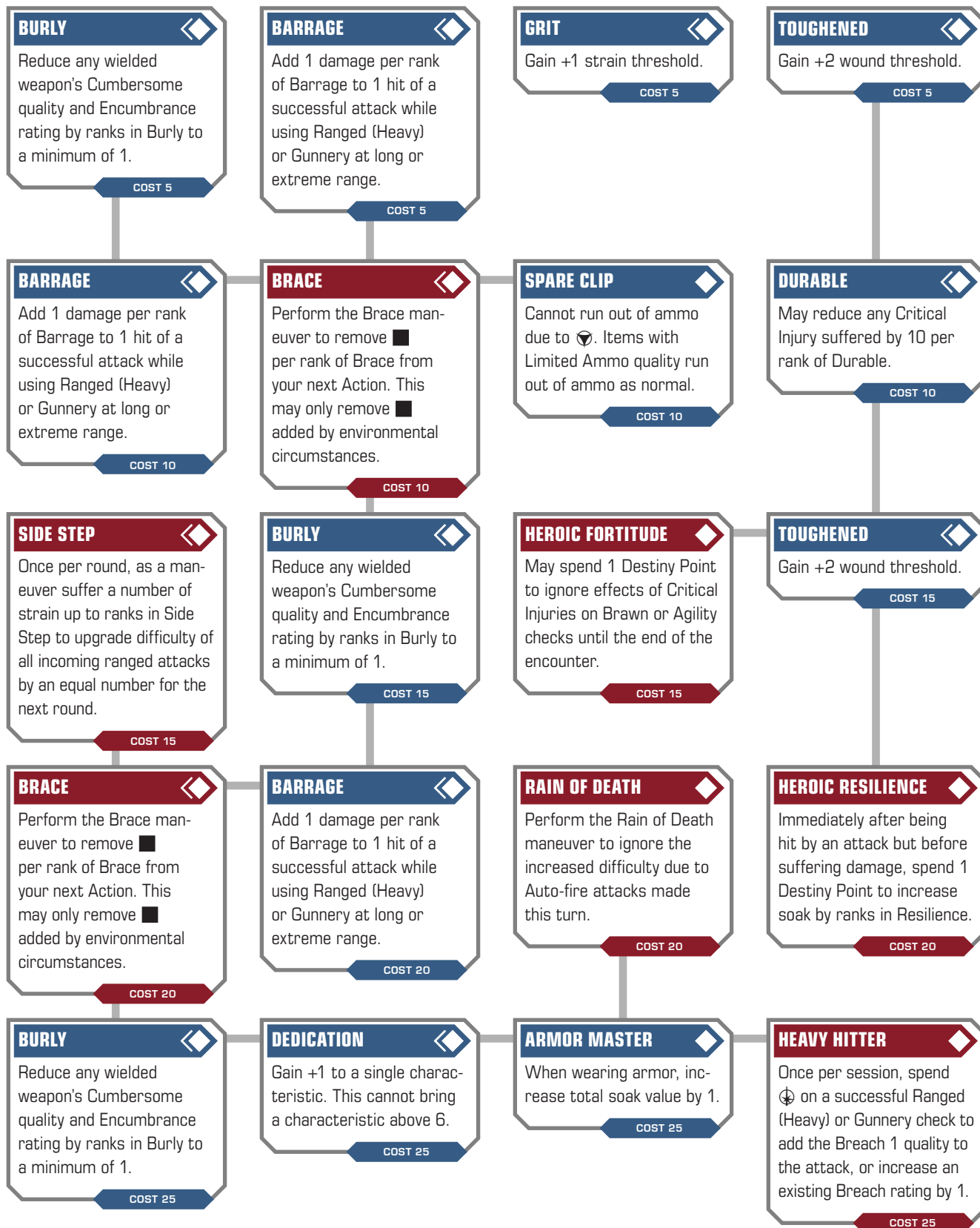


HIRED GUN HEAVY

Active 
 Passive 
 Ranked 

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


Find more handouts at BeggingForXP.com 



CAREER SMUGGLER

Base Ability 




Upgrade 

Ranked 

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


Find more handouts at BeggingForXP.com 

NARROW ESCAPE BASE ABILITY

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

COST 30

REDUCE SETBACK

Remove  from the skill check to activate Narrow 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

Narrow Escape can be activated in a vehicle with the Piloting (Planetary) or Piloting (Space) skill.

COST 10

REDUCE DIFFICULTY

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

COST 15

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.


COST 15

DESTINY

Narrow Escape costs 1 Destiny Point instead of 2.

COST 15

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 .

COST 30

FREQUENCY

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

COST 10

INCREASE NUMBER

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

COST 10

SHARED LUCK

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

COST 10

INCREASE NUMBER

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

COST 10

DESTINY

Unmatched Fortune costs 1 Destiny Point instead of 2.

COST 15

INCREASE EFFECT

Unmatched Fortune can also be used on negative dice.

COST 15

INCREASE RANGE

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

COST 15

FREQUENCY


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

COST 15


SMUGGLER PILOT

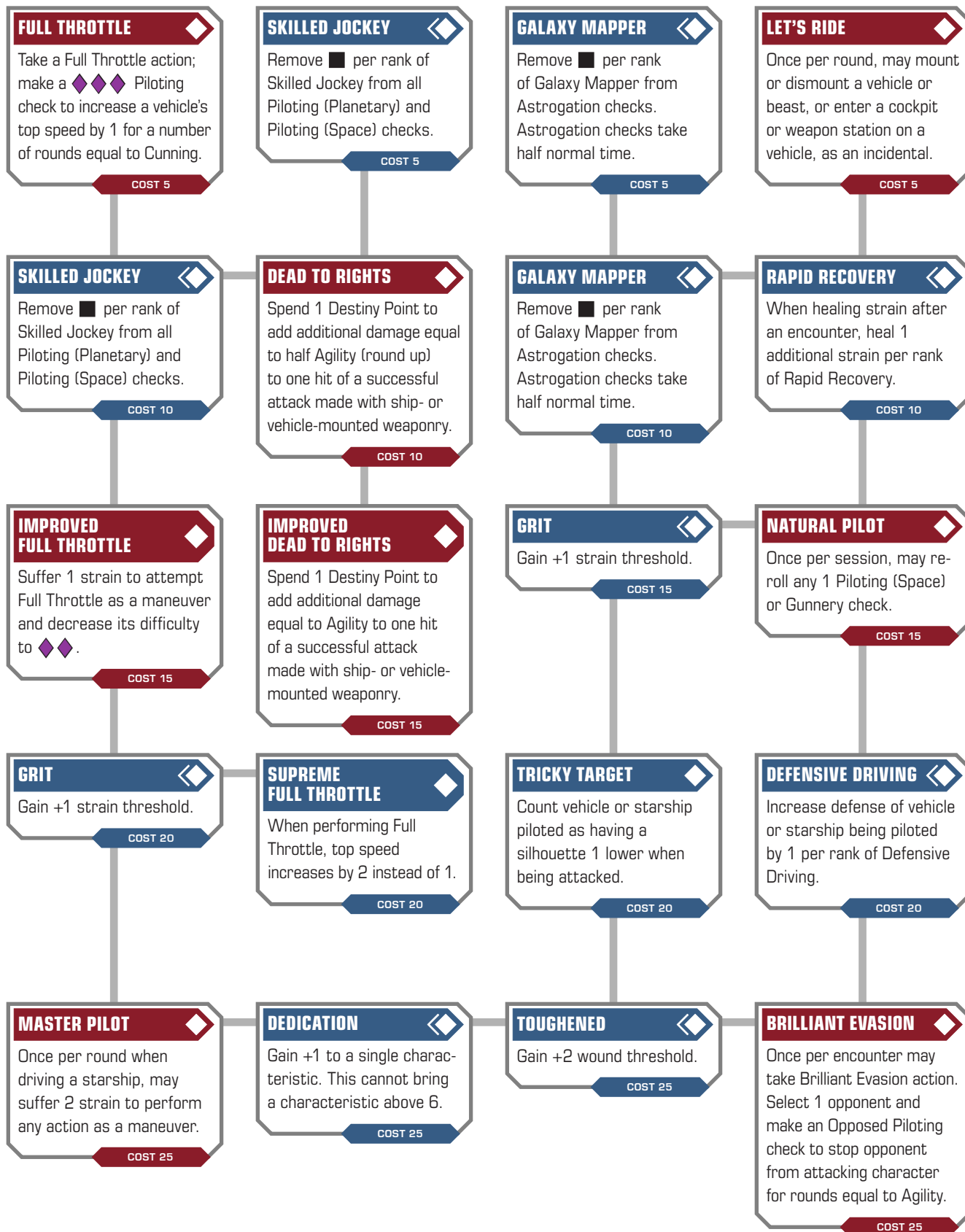
Active 

Passive 

Ranked 

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

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SMUGGLER SCOUNDREL

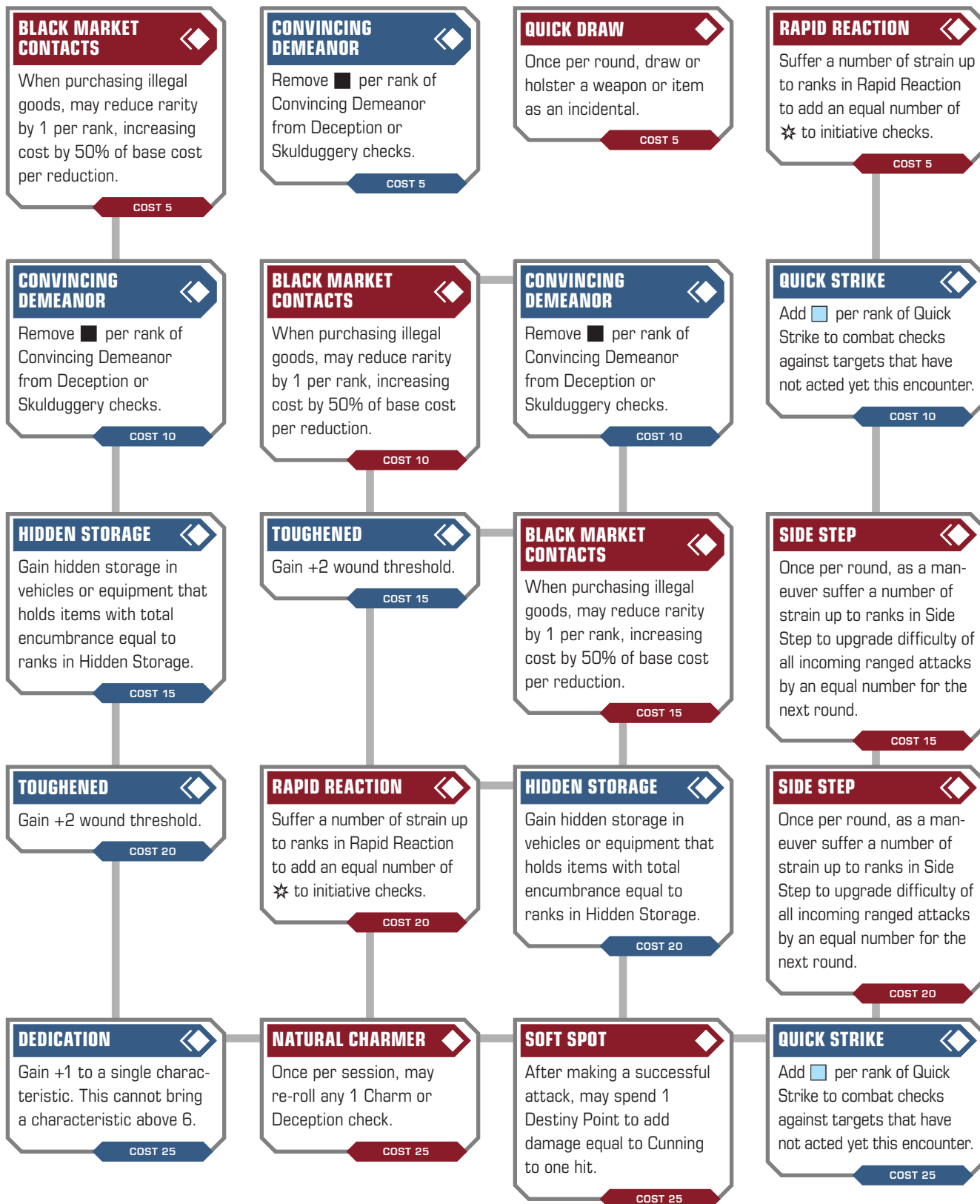
Active 

Passive 

Ranked 

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


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SMUGGLER THIEF

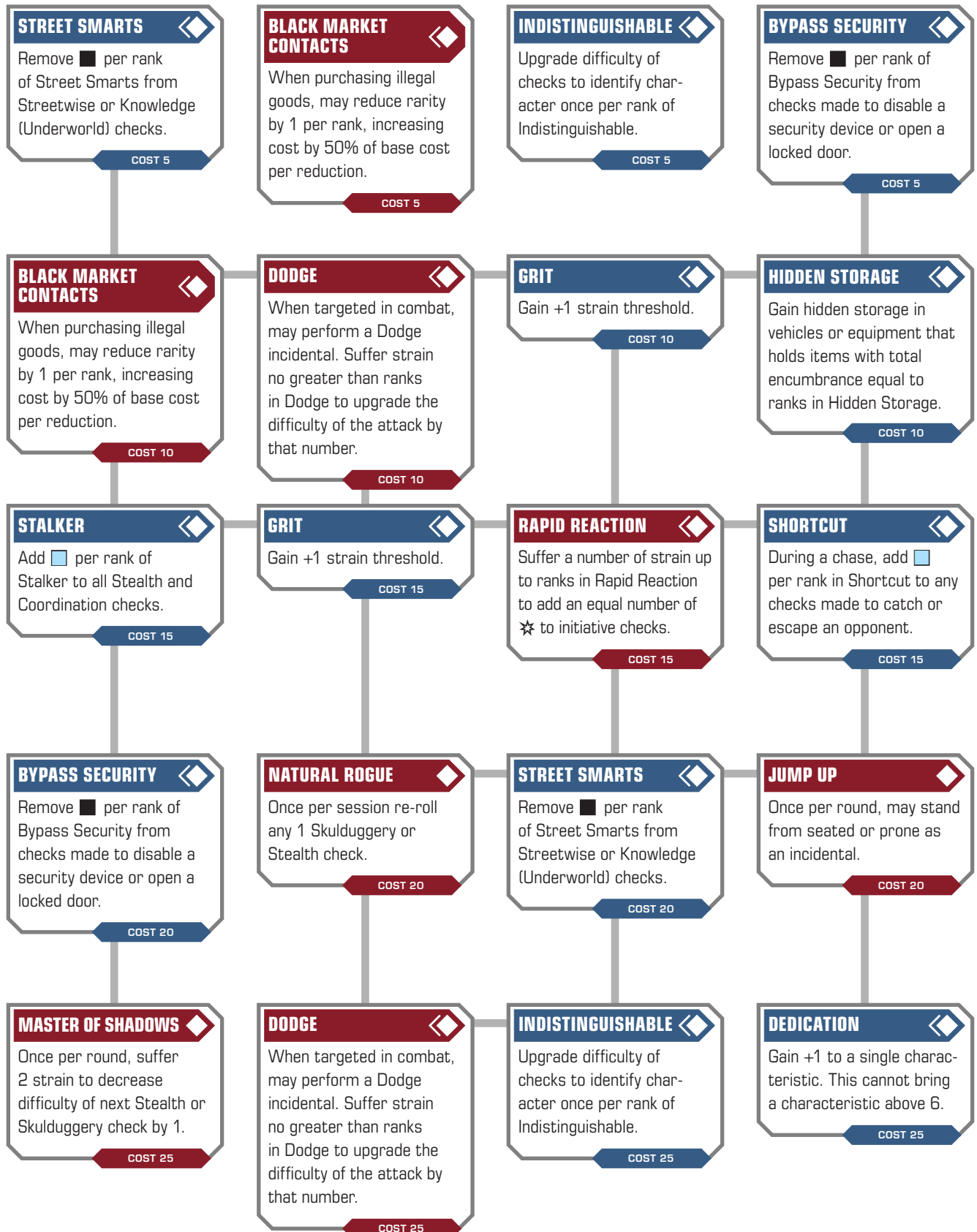
Active 

Passive 


Ranked 

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

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SMUGGLER CHARMER


Active 



Passive 

Ranked 


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





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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

INSPIRING RHETORIC 


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

COST 5

KILL WITH KINDNESS 


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


COST 5

GRIT 

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.

COST 10

PLAUSIBLE DENIABILITY 


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

COST 10

DISARMING SMILE 


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

COST 15

WORKS LIKE A CHARM 


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

COST 15

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 end 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 20

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.




COST 25

DEDICATION 


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

COST 25

DON'T SHOOT 

Once per session as an action, make a    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


SMUGGLER GAMBLER


Active 


Passive 

Ranked 


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

Find more handouts at BeggingForXP.com 

CONVINCING DEMEANOR 


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

COST 5

GRIT 


Gain +1 strain threshold.

COST 5

TOUGHENED 


Gain +2 wound threshold.

COST 5

UP THE ANTE 


When gambling, win 10% more credits per rank of Up the Ante.

COST 5

GRIT 


Gain +1 strain threshold.

COST 10

SECOND CHANCES 


Once per encounter, choose a number of positive dice equal to ranks in Second Chances and re-roll them.



COST 10

DEDICATION 


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

COST 10

SUPREME DOUBLE OR NOTHING 


When performing the Double or Nothing incidental, also double the number of  and .


COST 10

SECOND CHANCES 


Once per encounter, choose a number of positive dice equal to ranks in Second Chances and re-roll them.

COST 15

CONVINCING DEMEANOR 


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

COST 15

FORTUNE FAVORS THE BOLD 


Once per session as an incidental, suffer 2 strain to flip one dark side Destiny Point to light side.

COST 15

NATURAL ROGUE 


Once per session re-roll any 1 Skulduggery or Stealth check.

COST 15

UP THE ANTE 


When gambling, win 10% more credits per rank of Up the Ante.

COST 20

UP THE ANTE 


When gambling, win 10% more credits per rank of Up the Ante.

COST 20

CLEVER SOLUTION 


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


COST 20

SECOND CHANCES 


Once per encounter, choose a number of positive dice equal to ranks in Second Chances and re-roll them.



COST 20

DOUBLE OR NOTHING 

Suffer 2 strain to perform the Double or Nothing incidental; Increase the difficulty of the next check by one. Then after canceling opposing symbols, double the remaining .

COST 25

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

NATURAL NEGOTIATOR 

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

COST 25

IMPROVED DOUBLE OR NOTHING 


When performing the Double or Nothing incidental, after canceling opposing symbols, also double the remaining .

COST 25


SMUGGLER GUNSLINGER


Active 

Passive 

Ranked 


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


Find more handouts at BeggingForXP.com 

GRIT 


Gain +1 strain threshold.


COST 5

QUICK STRIKE 


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

COST 5

RAPID REACTION 


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

COST 5

QUICK DRAW 


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

COST 5

LETHAL BLOWS 


Add +10 per rank of Lethal Blows to any Critical Injury result inflicted on opponents.


COST 10

GRIT 


Gain +1 strain threshold.

COST 10

QUICK STRIKE 


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

COST 10

IMPROVED QUICK DRAW 


May use Quick Draw twice per round.


COST 10

TOUGHENED 


Gain +2 wound threshold.

COST 15

CALL 'EM 


Do not add  to combat checks due to the use of the Aim maneuver.

COST 15

DODGE 


When targeted in combat, may perform a Dodge incidental. Suffer strain no greater than ranks in Dodge to upgrade the difficulty of the attack by that number.

COST 15

SORRY ABOUT THE MESS 


Decrease the Critical Rating of a weapon by 1 (minimum 1) against targets that have not yet acted this encounter.

COST 15

CONFIDENCE 


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

COST 20

LETHAL BLOWS 


Add +10 per rank of Lethal Blows to any Critical Injury result inflicted on opponents.


COST 20

GUNS BLAZING 


As an incidental, suffer 2 strain to avoid increasing the difficulty of a Ranged (Light) check to attack with both weapons.

COST 20

RAPID REACTION 


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

COST 20

DEDICATION 


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

COST 25

SPITFIRE 


After a successful combine check with two Ranged (Light) weapons, additional hits can be allocated to other targets within range of the weapon.

COST 25

NATURAL MARKSMAN 

Once per session, may re-roll any 1 Ranged (Light) or Ranged (Heavy) check.

COST 25

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 25


TECHNICIAN MECHANIC

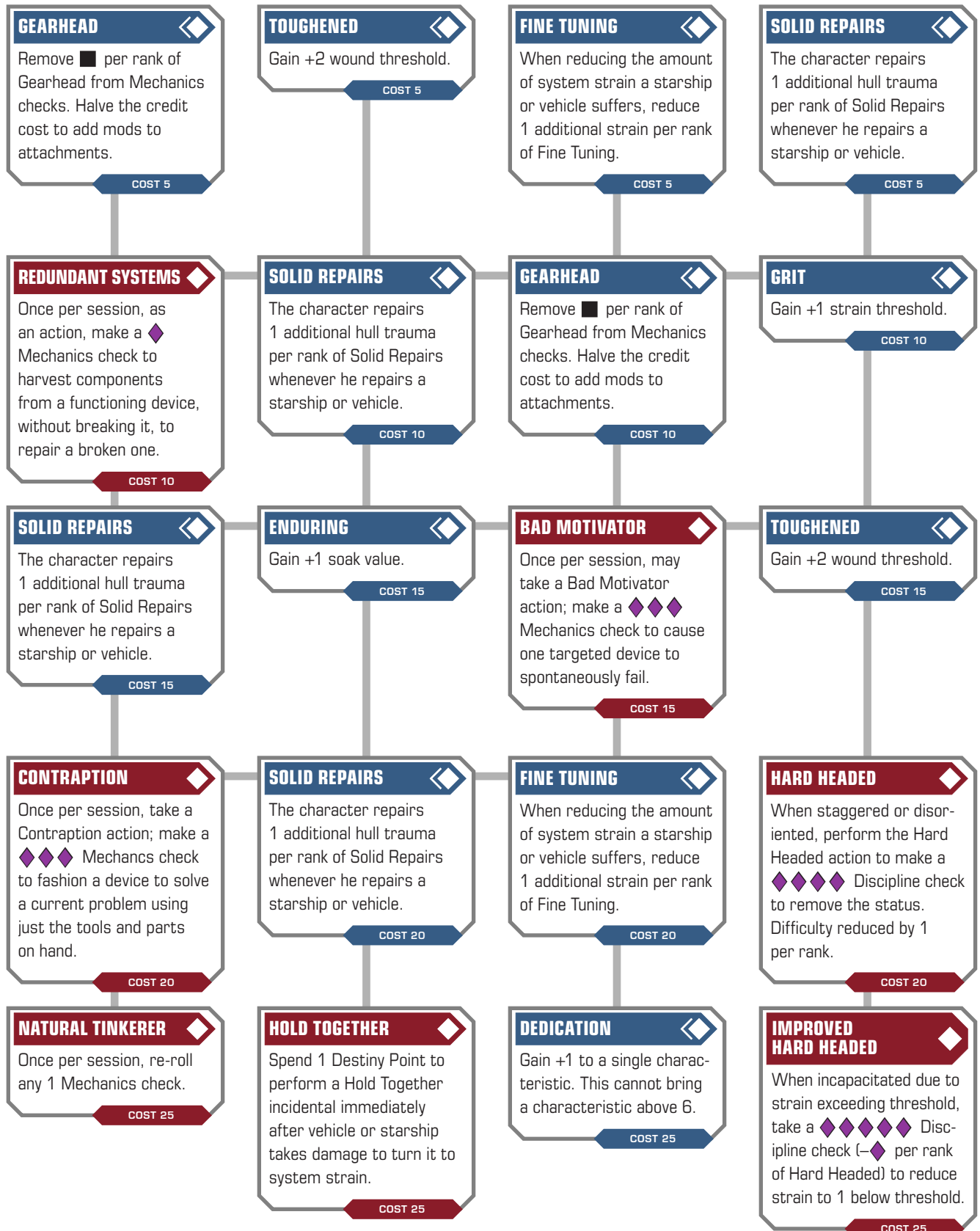
Active 

Passive 

Ranked 

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


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TECHNICIAN OUTLAW TECH

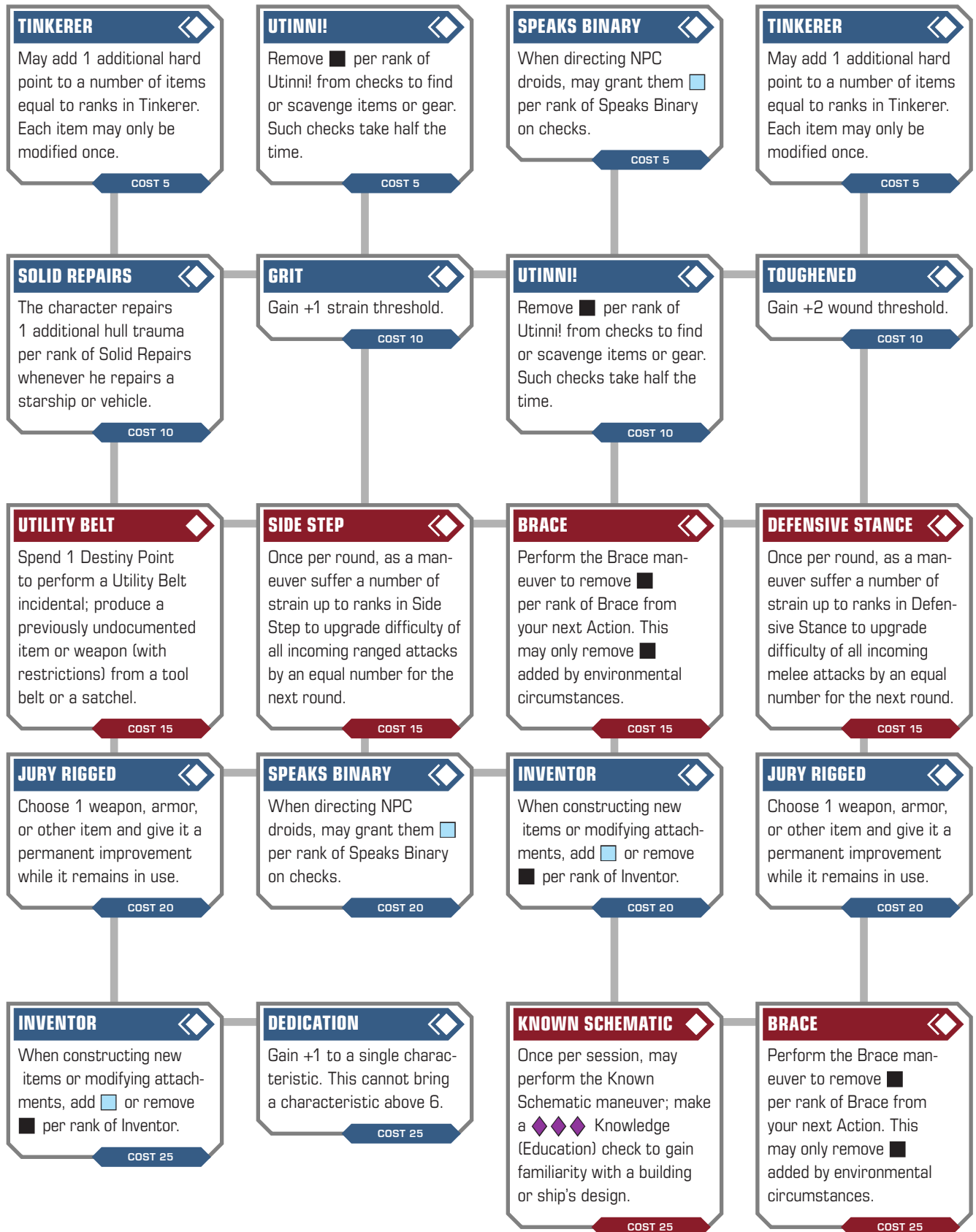
Active 

Passive 

Ranked 


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


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TECHNICIAN SLICER

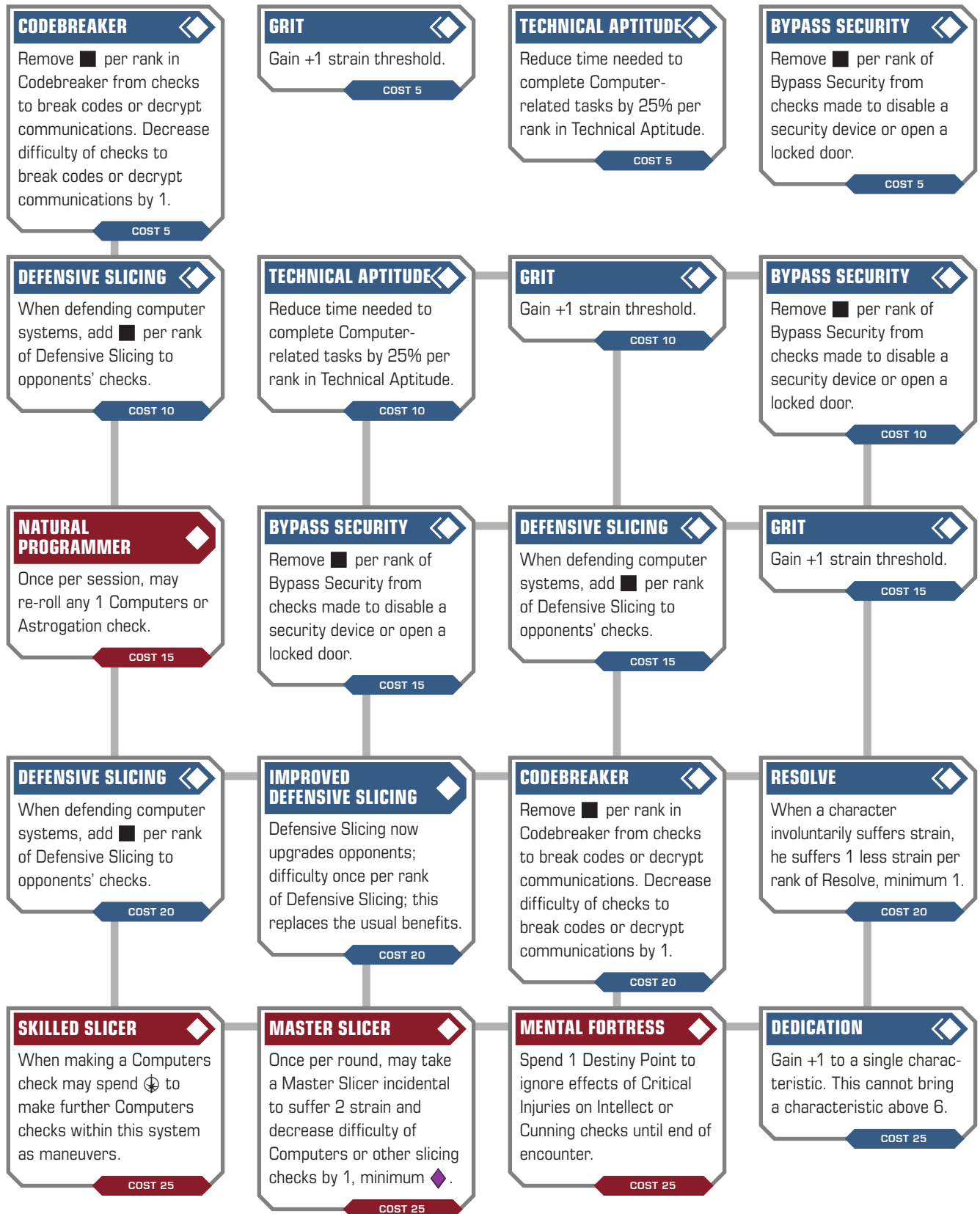
Active 

Passive 

Ranked 

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

Find more handouts at BeggingForXP.com 




UNIVERSAL FORCE SENSITIVE EXILE


Active 


Passive 

Ranked 


Gain: **Force Rating 1**

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UNCANNY SENSES 


Add  per rank of Uncanny Senses to all Perception checks.



COST 5

INSIGHT 


Perception and Discipline become career skills.


COST 5

FORAGER 


Remove up to   from skill checks to find food, water, or shelter. Survival checks to forage take half the time.


COST 5

UNCANNY REACTIONS 


Add  per rank of Uncanny Reactions to all Vigilance checks,






COST 5

CONVINCING DEMEANOR 


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

COST 10

OVERWHELM EMOTIONS 


May add  per Force Rating to Charm, Coerce, or Deceit checks.  and  add  to some checks and  to others.

COST 10

INTENSE FOCUS 

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

COST 10

QUICK DRAW 


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


COST 10

SENSE DANGER 


Once per session, remove   from any 1 check.



COST 15

SENSE EMOTIONS 


Add  to all Charm, Coercion, and Deception checks unless the target is immune to Force Powers.



COST 15

BALANCE 


When the character heals strain at the end of the encounter, he may add  per Force Rating. He recovers additional strain equal to  generated.


COST 15

TOUCH OF FATE 


Once per session, add   to any one check.


COST 15

STREET SMARTS 


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


COST 20

UNCANNY SENSES 


Add  per rank of Uncanny Senses to all Perception checks.


COST 20

UNCANNY REACTIONS 

Add  per rank of Uncanny Reactions to all Vigilance checks,

COST 20

STREET SMARTS 

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

COST 20

SIXTH SENSE 


Gain +1 ranged defense.

COST 25

FORCE RATING 

Gain +1 Force Rating.

COST 25

DEDICATION 

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

COST 25

SUPERIOR REFLEXES 


Gain +1 melee defense.

COST 25

FORCE POWER

SENSE

Ranked 

Find more handouts at BeggingForXP.com 

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.

COST 10

CONTROL

Ongoing effect: Commit . Once per round, when an attack targets the Force user, he upgrades the difficulty of the pool once.

COST 10

CONTROL

Effect: Spend 1. The Force user senses the current thoughts of one living target with whom he is engaged.

COST 10

DURATION

Sense's ongoing effects may be triggered one additional time per round.

COST 10

RANGE

Spend 1 to increase power's range by a number of range bands equal to Range upgrades purchased.

COST 5

MAGNITUDE

Spend 1 to increase number of targets affected by power equal to Magnitude upgrades purchased.

COST 5

STRENGTH

When using Sense's ongoing effects, upgrade the pool twice, instead of once.

COST 10

RANGE

Spend 1 to increase power's range by a number of range bands equal to Range upgrades purchased.


COST 10

MAGNITUDE

Spend 1 to increase number of targets affected by power equal to Magnitude upgrades purchased.

COST 10

CONTROL

Ongoing effect: Commit . Once per round, when making a combat check, he upgrades the ability of that check once.

COST 10

RANGE

Spend 1 to increase power's range by a number of range bands equal to Range upgrades purchased.

COST 10

MAGNITUDE


Spend 1 to increase number of targets affected by power equal to Magnitude upgrades purchased.

COST 10

FORCE POWER

INFLUENCE

Ranked 

Find more handouts at BeggingForXP.com 

Prerequisites: **Force Rating 1+**

INFLUENCE BASIC POWER

The character may attempt to guide, shape, and even twist the thoughts and feelings of others.

Special Rule (○/● use): When guiding and shaping thoughts, only ● may be used to generate negative emotions such as rage, fear, and hatred. Only ○ may be used to generate positive emotions such as peace, tranquility, and friendliness. Other emotions such as confusion can be generated with either ○ or ●.

The character may spend ● to stress the mind of one living target he is engaged with, inflicting 1 strain.

COST 10

RANGE

Spend ● to increase power's range by a number of Range bands equal to range upgrades purchased.

COST 5

MAGNITUDE

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

COST 5

CONTROL

The Force user may make an opposed Discipline vs Discipline check combined with an Influence Power check. If the user spends ● and succeeds on the check, he can force the target to adopt an emotional state or believe something untrue, lasting for 1 round or 5 minutes.

COST 10

CONTROL

When making a Coercion, Charm, Deception, Leadership, or Negotiation check, the Force user may roll an Influence Power check as part of his dice pool. He may spend ● to gain ✨ or ☹ (user's choice) on the check.

COST 15

STRENGTH

When stressing the mind of a target, the character inflicts 2 strain.

COST 10

RANGE

Spend ● to increase power's range by a number of Range bands equal to range upgrades purchased.

COST 10

MAGNITUDE

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

COST 5

DURATION

Spend ● to increase duration by number of rounds (or minutes) equal to Duration upgrades purchased.

COST 5

DURATION

Spend ● to increase duration by number of rounds (or minutes) equal to Duration upgrades purchased.

COST 5

RANGE

Spend ● to increase power's range by a number of range bands equal to Range upgrades purchased.

COST 10

MAGNITUDE

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

COST 10

DURATION

Spend ● to increase duration by number of rounds (or minutes) equal to Duration upgrades purchased.

COST 5


DURATION

Spend ● to increase duration by number of rounds (or minutes) equal to Duration upgrades purchased.

COST 5

FORCE POWER MOVE

Ranked 

Find more handouts at BeggingForXP.com 

Prerequisites: **Force Rating 1+**

MOVE BASIC POWER

The Force user can move small objects via the power of the Force.

The user may spend 1 to move one object of silhouette 0 that is within short range up to his maximum range. The default maximum range is short range.

COST 10

MAGNITUDE

Spend 1 to increase targets affected equal to Magnitude upgrades purchased.

COST 5

STRENGTH

Spend 1 to increase silhouette able to be targeted equal to Strength upgrades purchased.

COST 10

RANGE

Spend 1 to increase power's range by a number of range bands equal to Range upgrades purchased.

COST 5

RANGE

Spend 1 to increase power's range by a number of range bands equal to Range upgrades purchased.

COST 5

MAGNITUDE

Spend 1 to increase targets affected equal to Magnitude upgrades purchased.

COST 5

STRENGTH

Spend 1 to increase silhouette able to be targeted equal to Strength upgrades purchased.

COST 10

CONTROL

The Force user can hurl objects to damage targets, by making a Discipline check combined with a Move Power check, dealing damage equal to 10 times silhouette.

COST 10

MAGNITUDE

Spend 1 to increase targets affected equal to Magnitude upgrades purchased.

COST 10

STRENGTH

Spend 1 to increase silhouette able to be targeted equal to Strength upgrades purchased.

COST 15

CONTROL

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

COST 5

RANGE

Spend 1 to increase power's range by a number of range bands equal to Range upgrades purchased.

COST 15

MAGNITUDE

Spend 1 to increase targets affected equal to Magnitude upgrades purchased.

COST 10

STRENGTH

Spend 1 to increase silhouette able to be targeted equal to Strength upgrades purchased.

COST 20

CONTROL

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

COST 15