
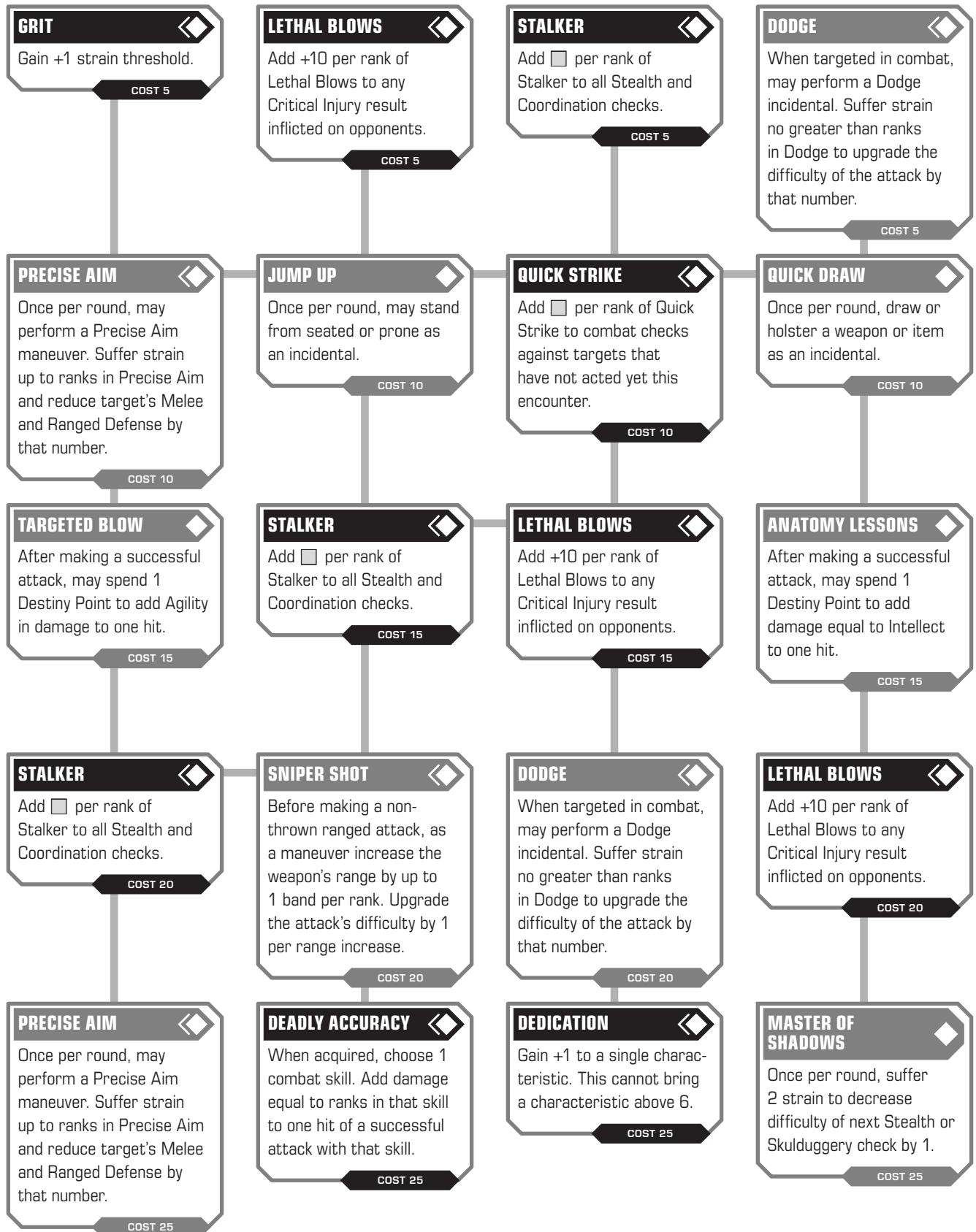


BOUNTY HUNTER ASSASSIN

ACTIVE 
 PASSIVE 
 RANKED 

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

Find more handouts at BeggingForXP.com 



BOUNTY HUNTER GADGETEER

ACTIVE

PASSIVE

RANKED

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

Find more handouts at BeggingForXP.com

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

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

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

SPARE CLIP

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

COST 10

JURY RIGGED

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

COST 10

POINT BLANK

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

COST 10

DISORIENT

After hitting with a combat check, may spend to disorient target for a number of rounds equal to ranks in Disorient.

COST 10

TOUGHENED

Gain +2 wound threshold.

COST 15

ARMOR MASTER

When wearing armor, increase total soak value by 1.

COST 15

NATURAL ENFORCER

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

COST 15

STUNNING BLOW

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

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

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

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.

COST 25

IMPROVED ARMOR MASTER

When wearing armor with a soak value of 2 or higher, increase defense by 1.

COST 25

CRIPPLING BLOW

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

COST 25

BOUNTY HUNTER SURVIVALIST

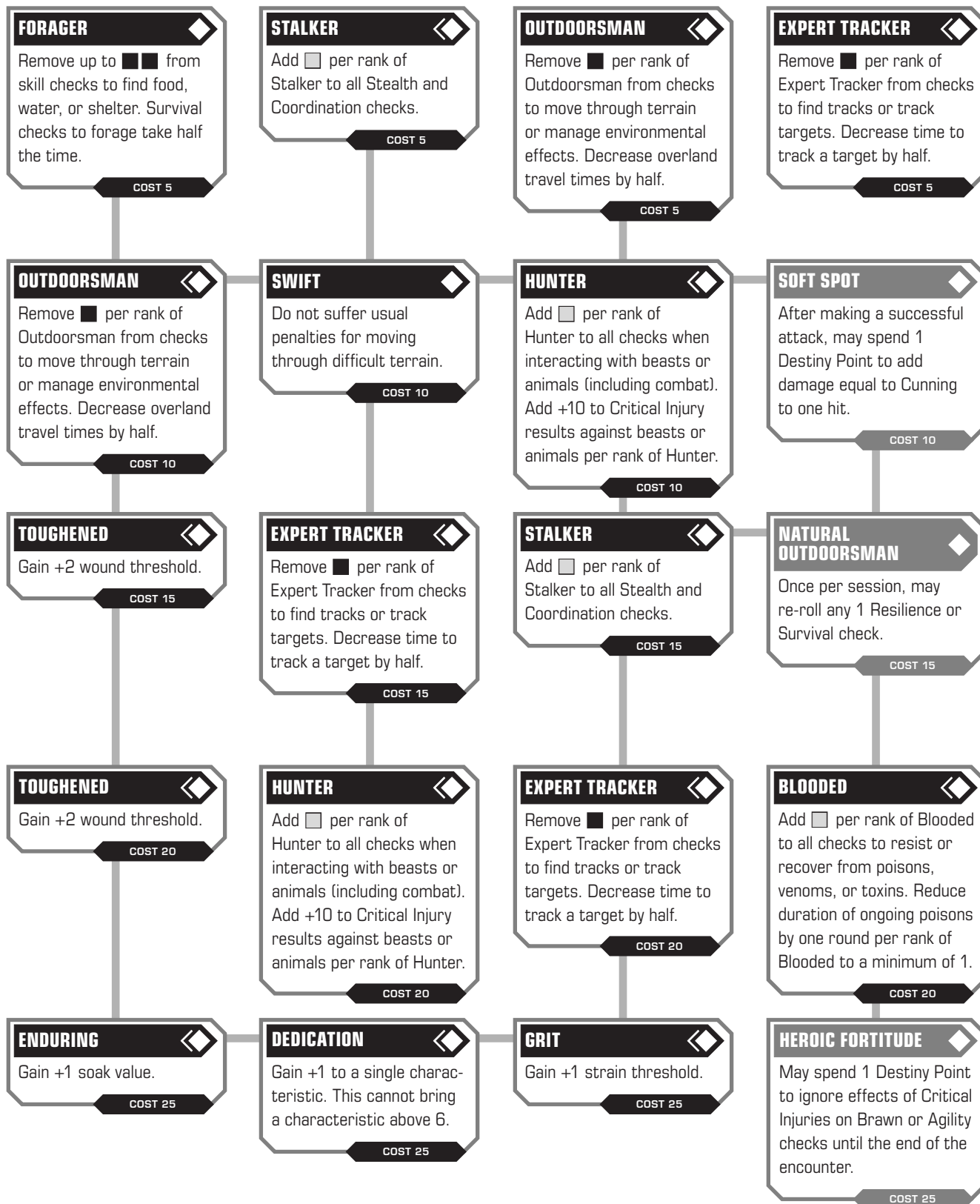
ACTIVE 

PASSIVE 

RANKED 

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

Find more handouts at BeggingForXP.com 



CAREER COLONIST

BASE ABILITY

UPGRADE

RANKED

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

Find more handouts at BeggingForXP.com

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 .

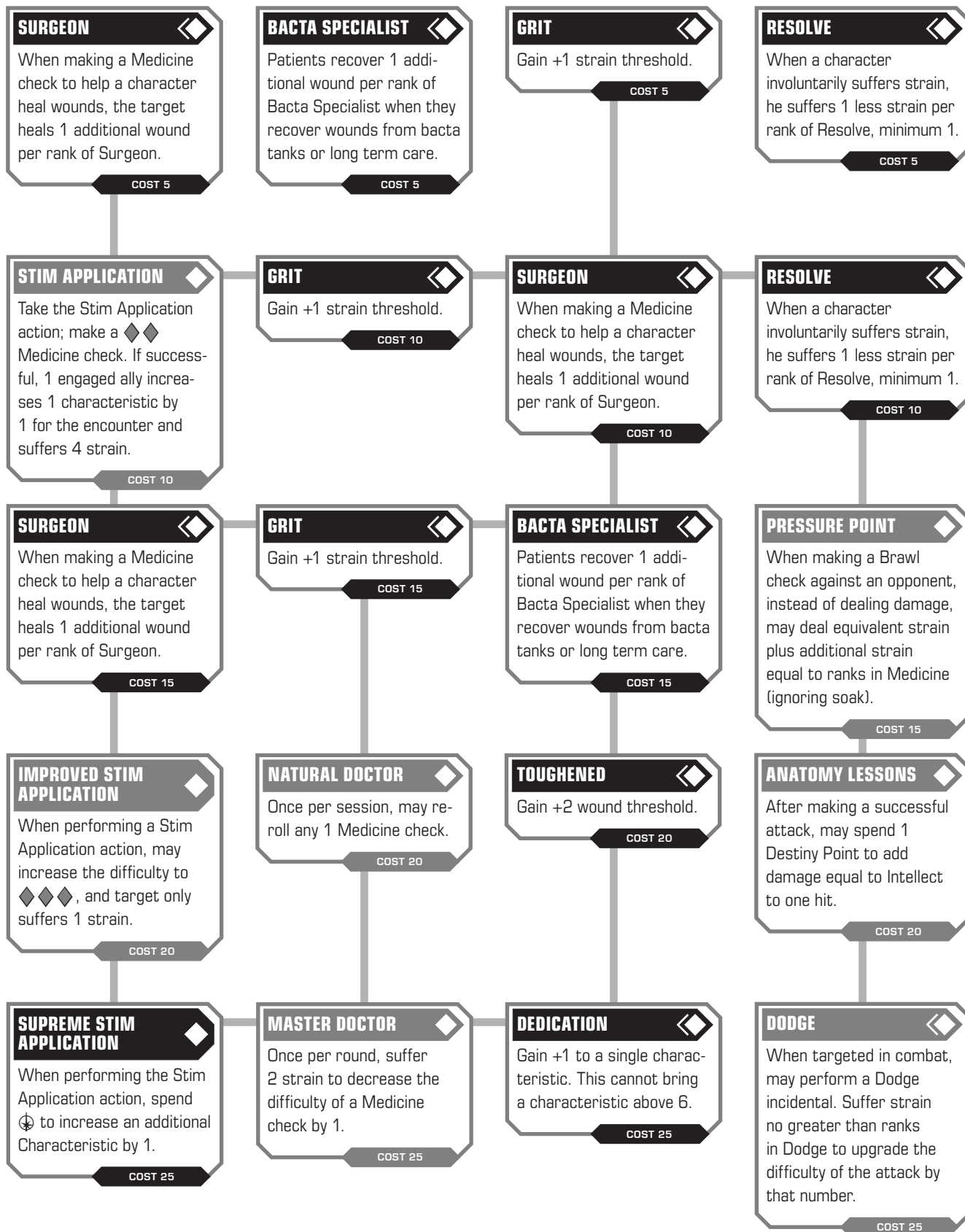
COST 15

COLONIST DOCTOR

ACTIVE 
 PASSIVE 
 RANKED 

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

Find more handouts at BeggingForXP.com 



COLONIST POLITICO

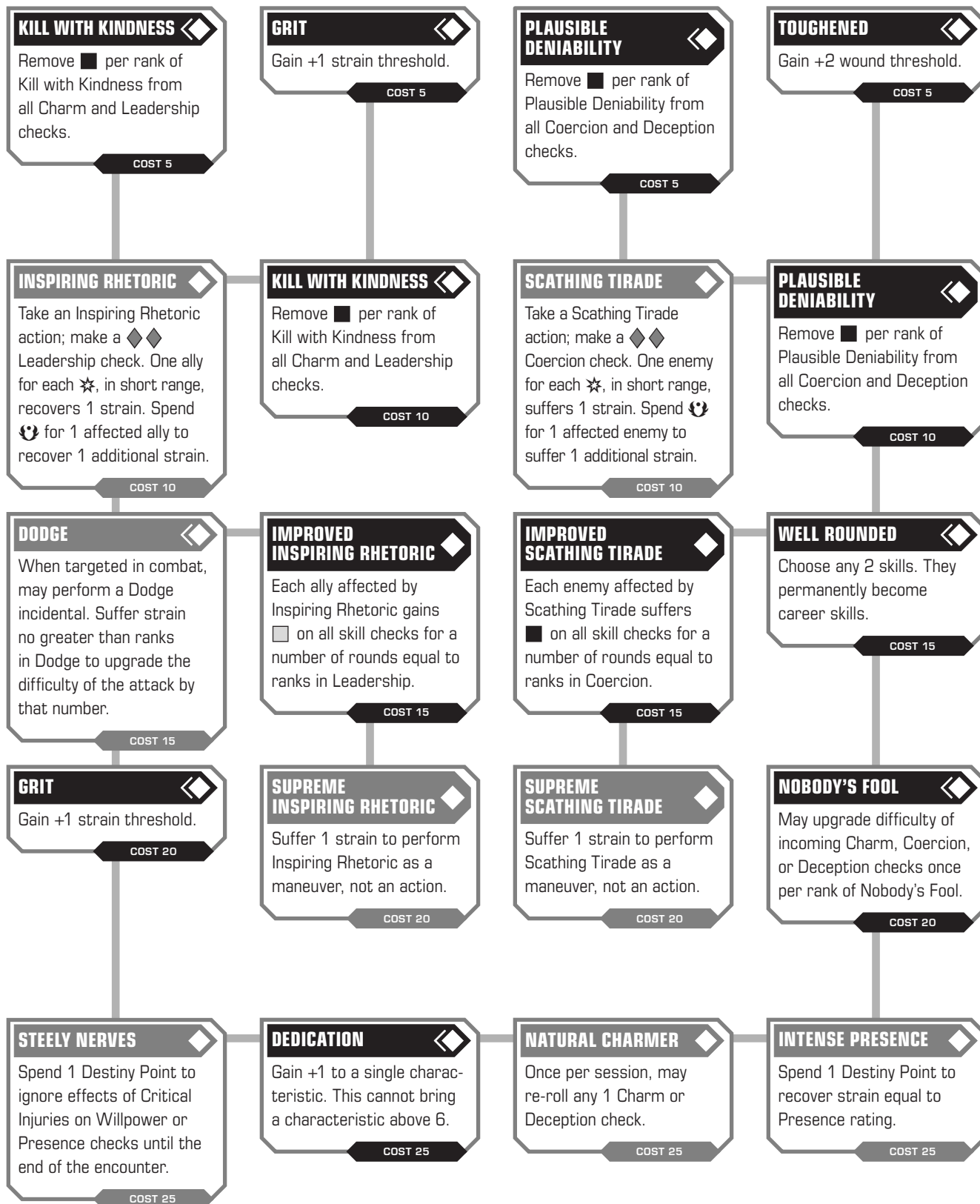
ACTIVE 

PASSIVE 

RANKED 

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

Find more handouts at BeggingForXP.com 



COLONIST SCHOLAR

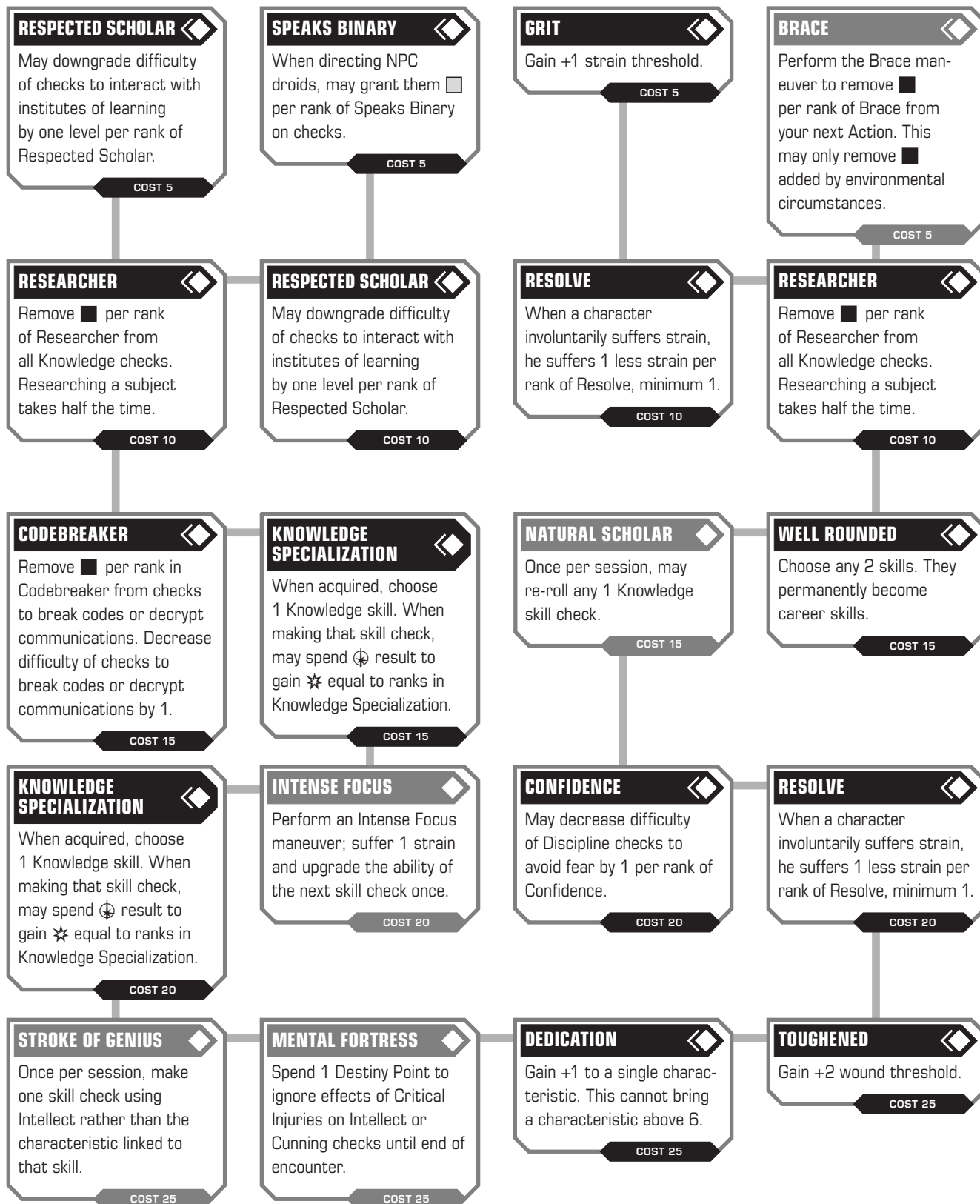
ACTIVE

PASSIVE

RANKED

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

Find more handouts at BeggingForXP.com



COLONIST ENTREPRENEUR

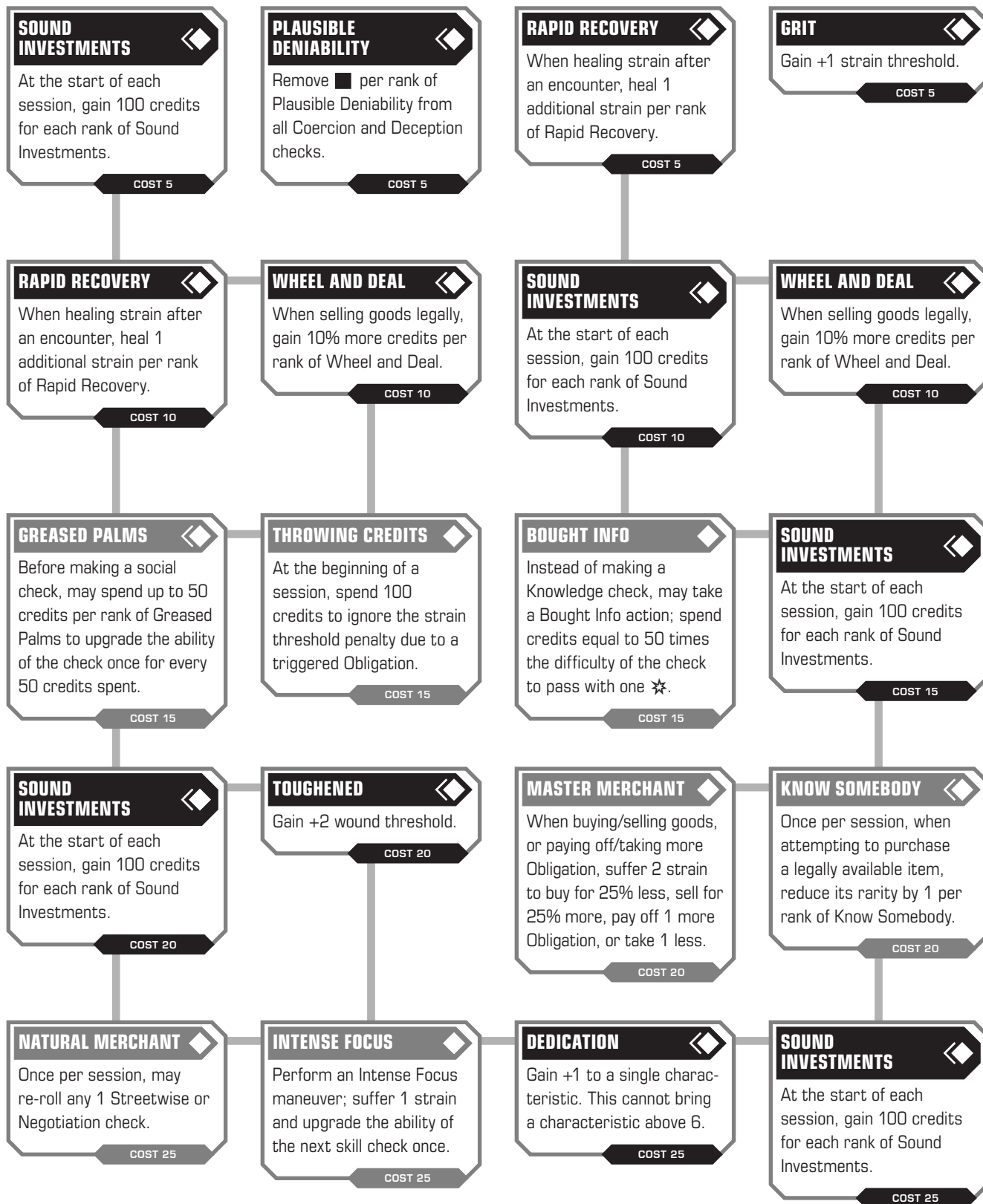
ACTIVE 

PASSIVE 

RANKED 

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


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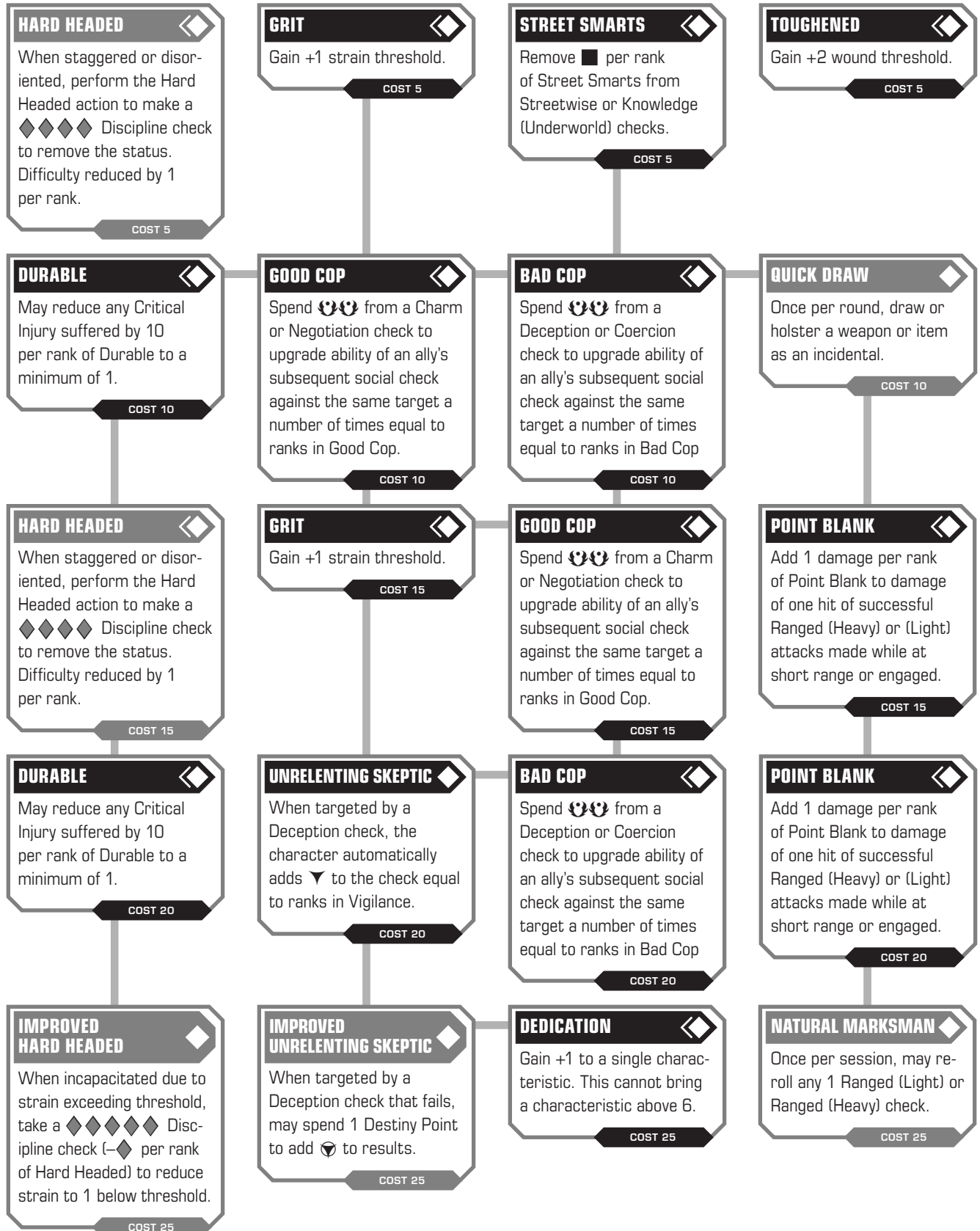


COLONIST MARSHAL

ACTIVE 
 PASSIVE 
 RANKED 

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

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COLONIST PERFORMER

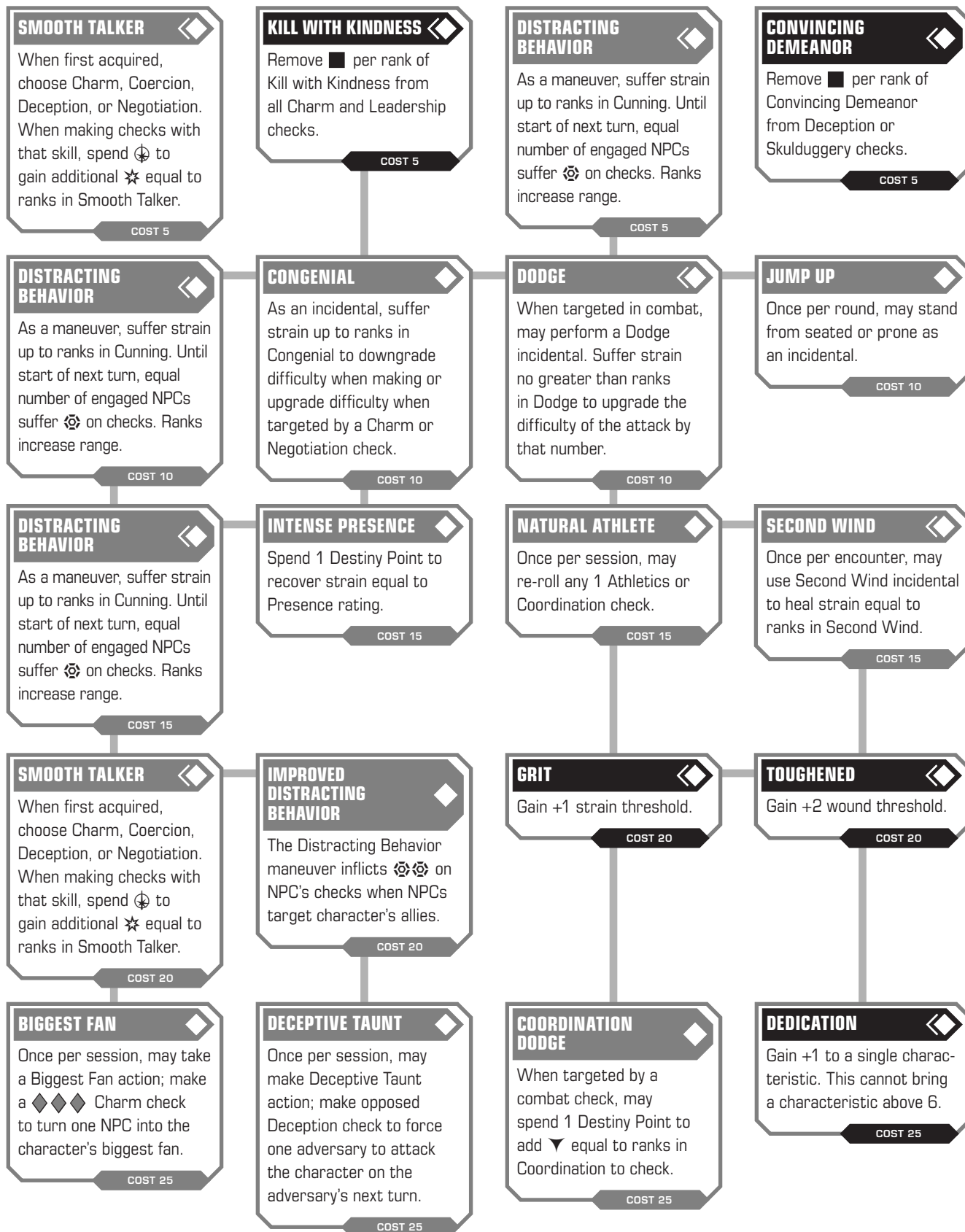
ACTIVE

PASSIVE

RANKED

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

Find more handouts at BeggingForXP.com



CAREER EXPLORER

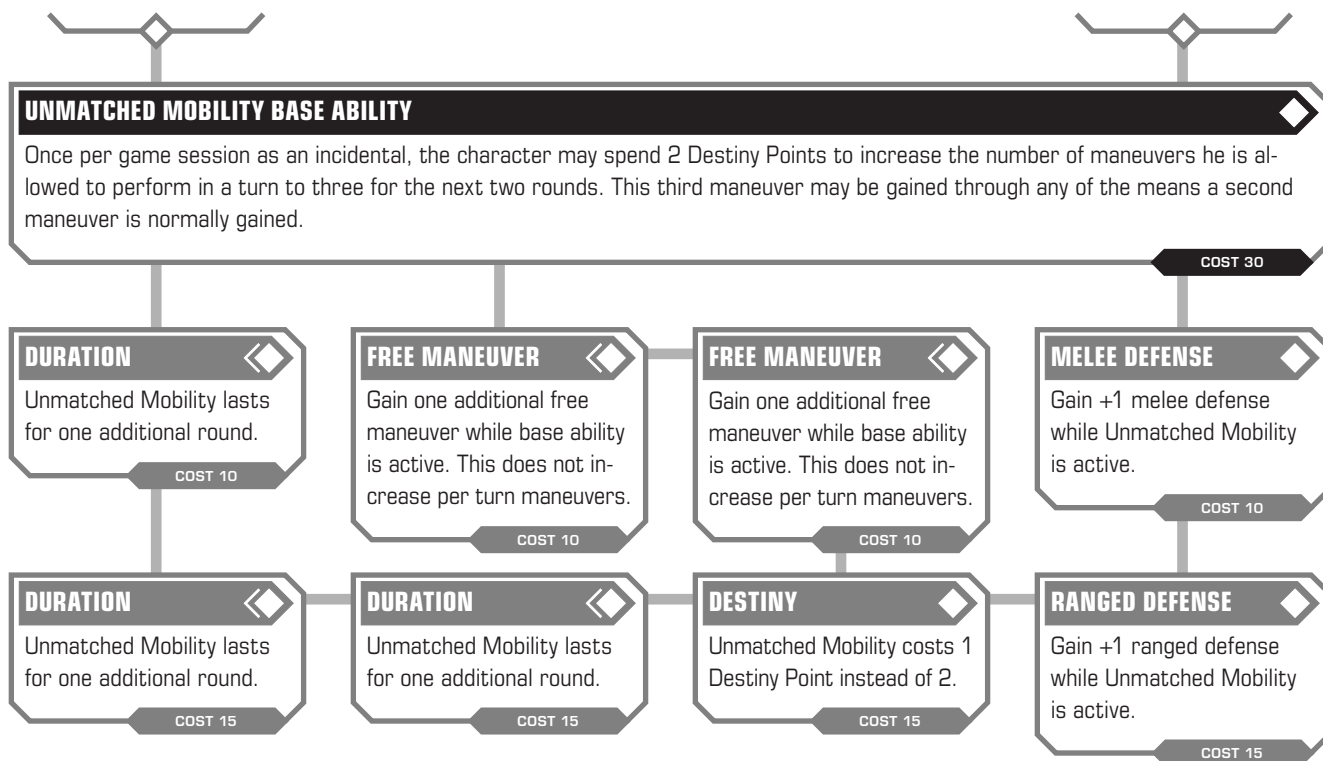
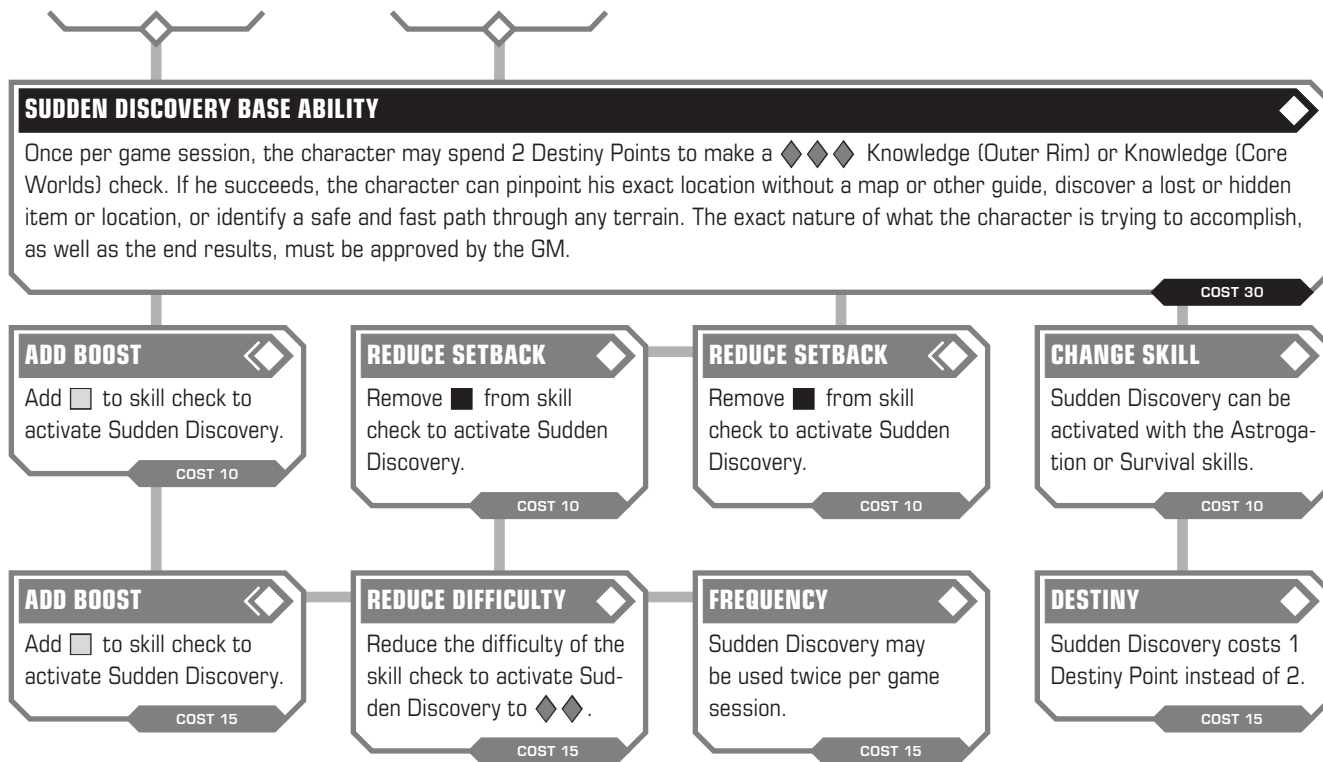
BASE ABILITY 

UPGRADE 

RANKED 

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

Find more handouts at BeggingForXP.com 



EXPLORER FRINGER

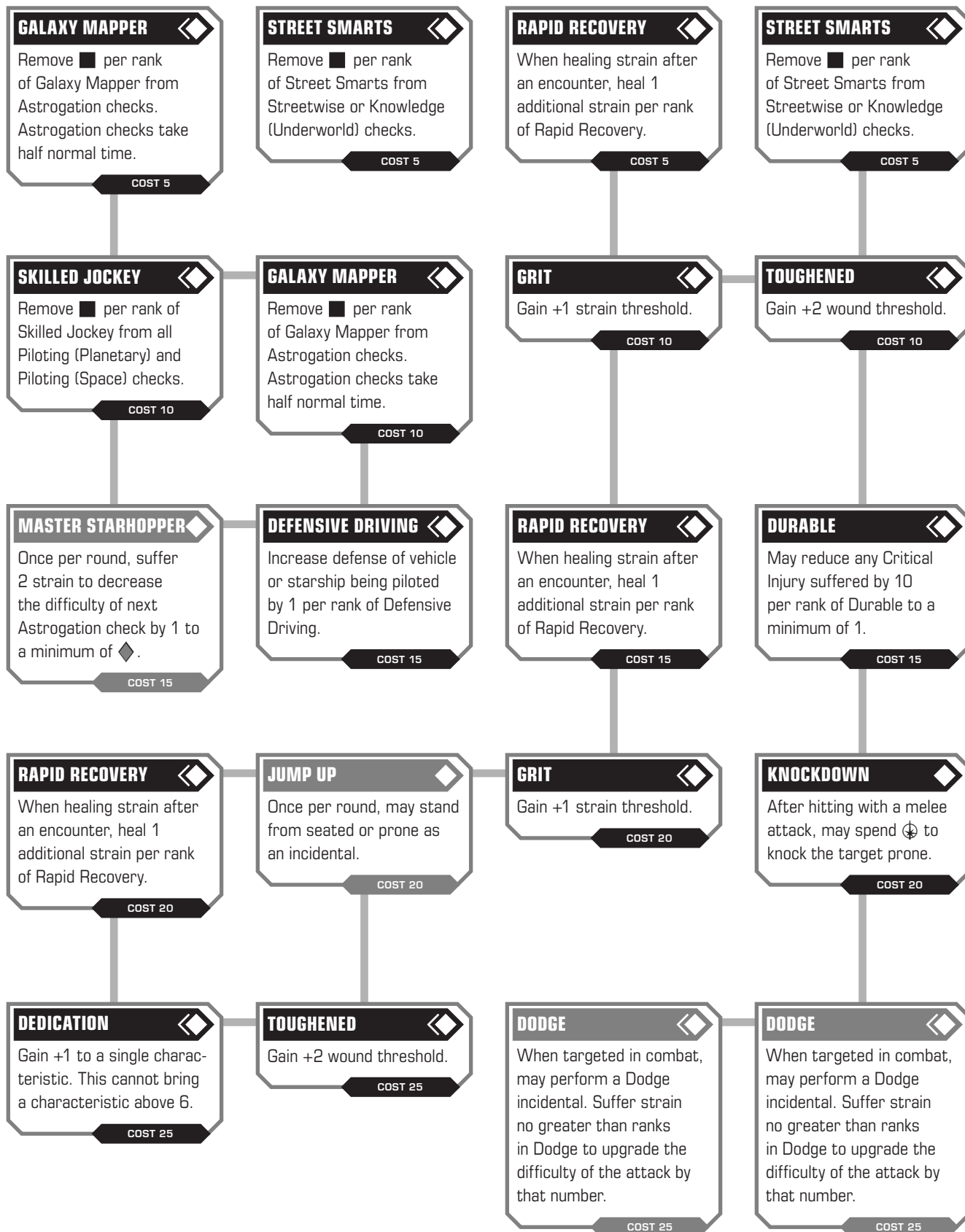
ACTIVE

PASSIVE

RANKED

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


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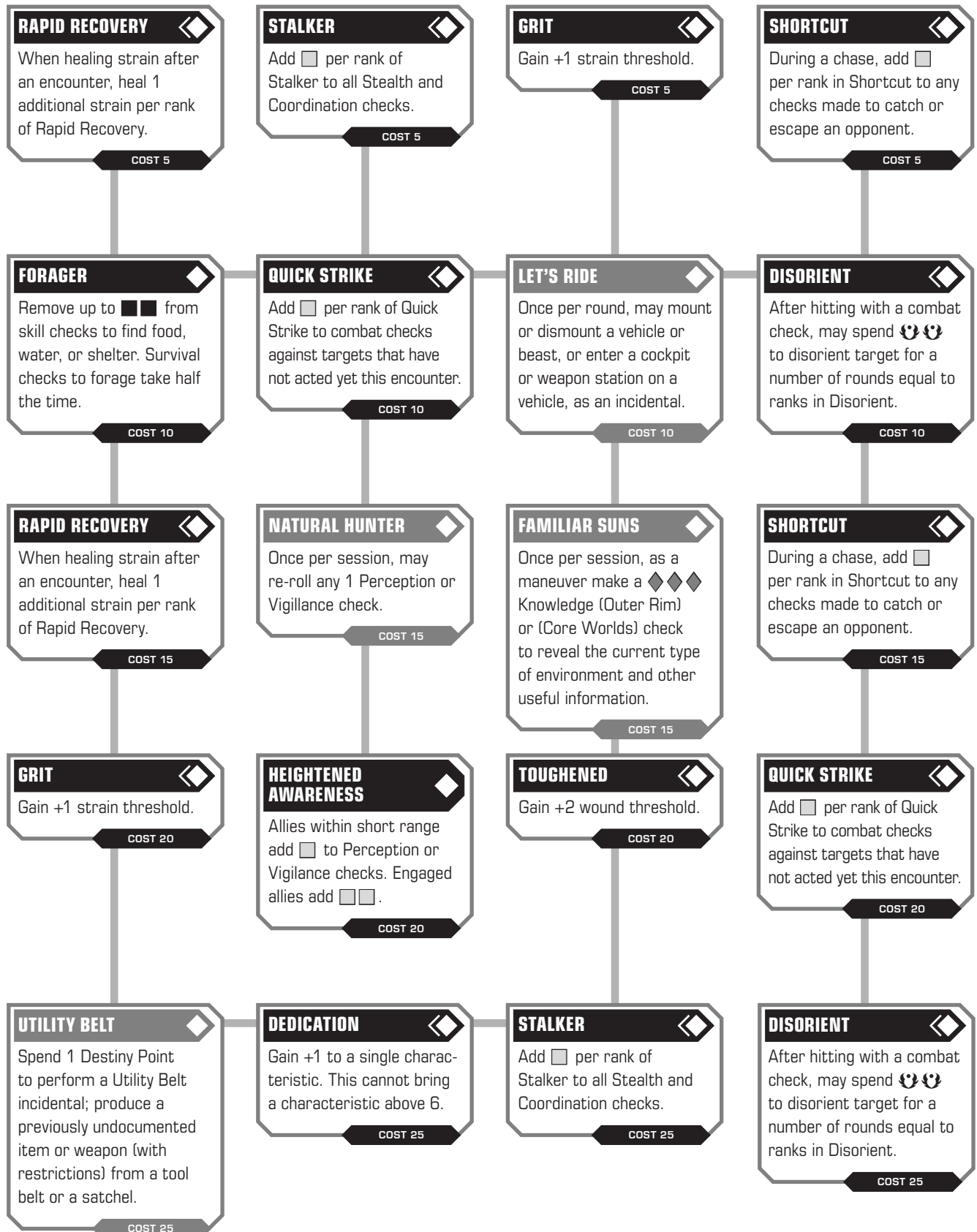


EXPLORER SCOUT

ACTIVE 
 PASSIVE 
 RANKED 

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


Find more handouts at BeggingForXP.com 

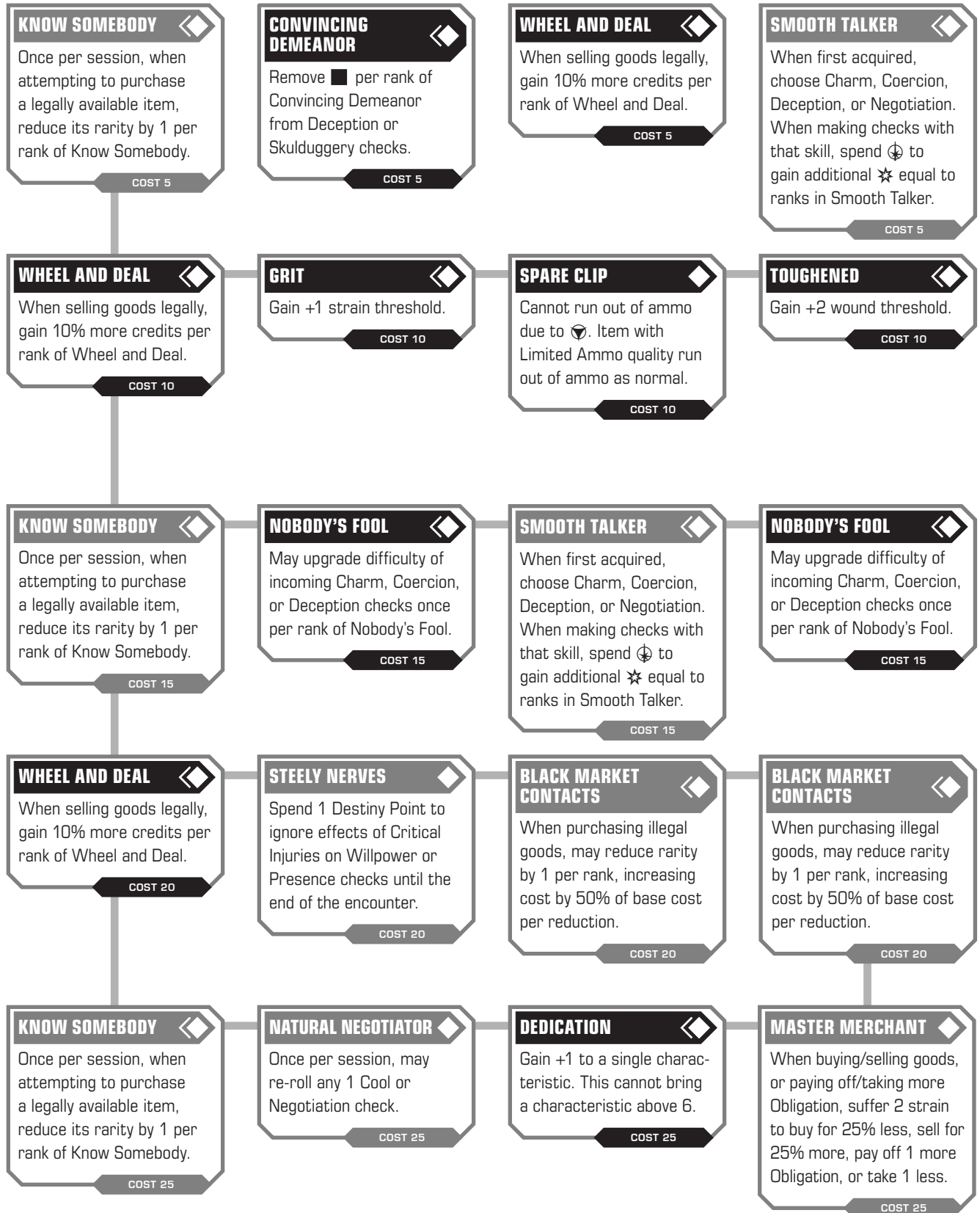


EXPLORER TRADER

ACTIVE 
 PASSIVE 
 RANKED 

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


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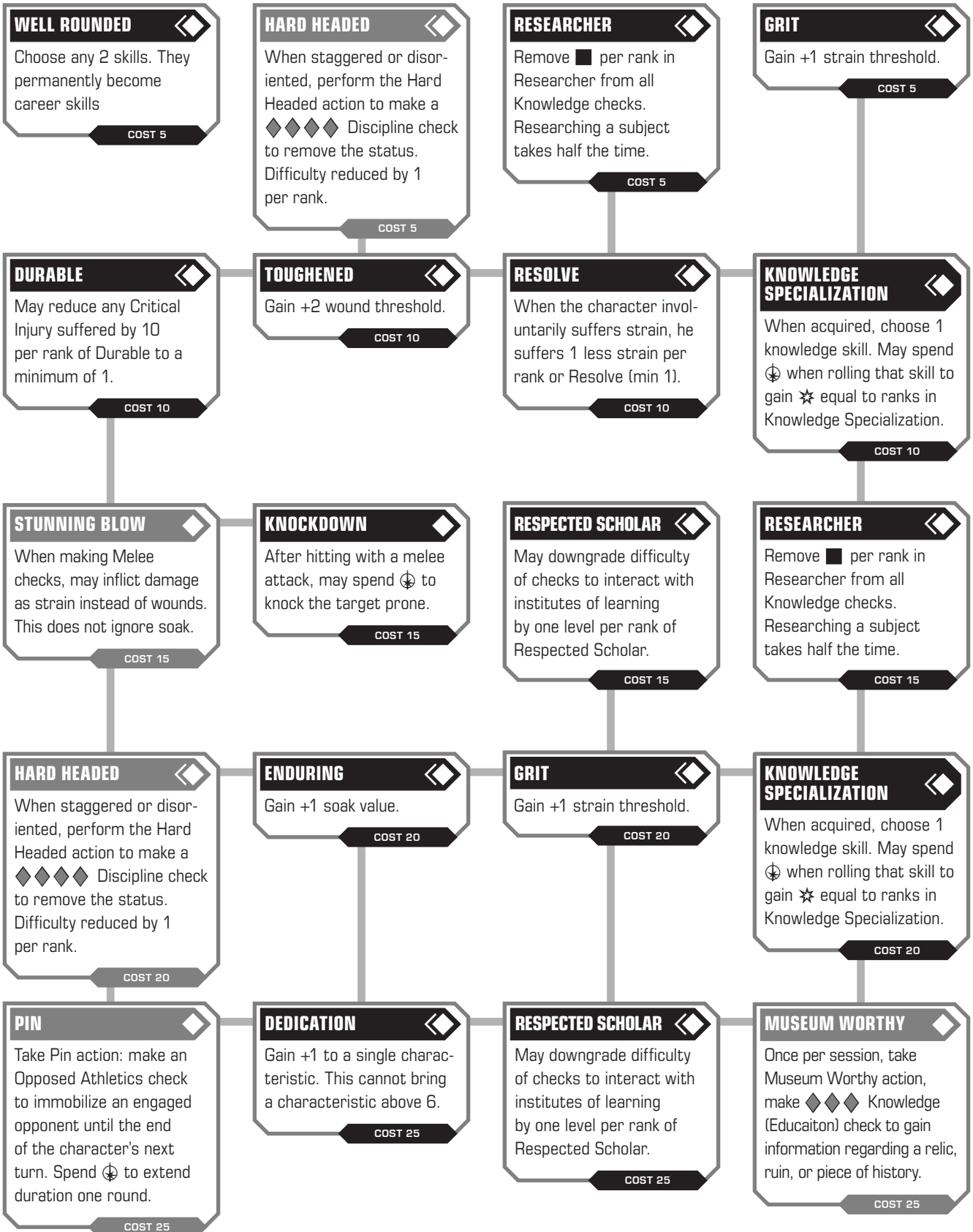


EXPLORER ARCHAEOLOGIST

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**

Find more handouts at BeggingForXP.com 

FORAGER 


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

COST 5

GRIT 


Gain +1 strain threshold.

COST 5

STALKER 


Add □ per rank of Stalker to all Stealth and Coordination checks.

COST 5

OUTDOORSMAN 


Remove ■ per rank of Outdoorsman from checks to move through terrain or manage environmental effects. Decrease overland travel times by half.

COST 5

TOUGHENED 


Gain +2 wound threshold.

COST 10

OUTDOORSMAN 


Remove ■ per rank of Outdoorsman from checks to move through terrain or manage environmental effects. Decrease overland travel times by half.

COST 10

CONFIDENCE 


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

COST 10

SWIFT 


Do not suffer usual penalties for moving through difficult terrain.

COST 10

STALKER 


Add □ per rank of Stalker to all Stealth and Coordination checks.

COST 15

NATURAL HUNTER 

Once per session, may re-roll any 1 Perception or Vigilance check.

COST 15

EXPERT TRACKER 


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

COST 15

HEIGHTENED AWARENESS 


Allies within short range add □ to Perception or Vigilance checks. Engaged allies add □□.

COST 15

GRIT 


Gain +1 strain threshold.

COST 20

HUNTER'S QUARRY 


Take Hunter's Quarry action; make a ◆◆◆ Survival check to upgrade the ability of all attacks made against a target at long range until the end of the character's next turn.

COST 20

QUICK STRIKE 


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

COST 20

EXPERT TRACKER 


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

COST 20

BRING IT DOWN 


Once per attack, spend 1 Destiny Point to add damage to a single hit equal to target's Brawn value.

COST 25

IMPROVED HUNTER'S QUARRY 

Suffer 2 strain to perform Hunter's Quarry action as a maneuver.

COST 25

DEDICATION 

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

COST 25

SUPERIOR REFLEXES 


Gain +1 melee defence.

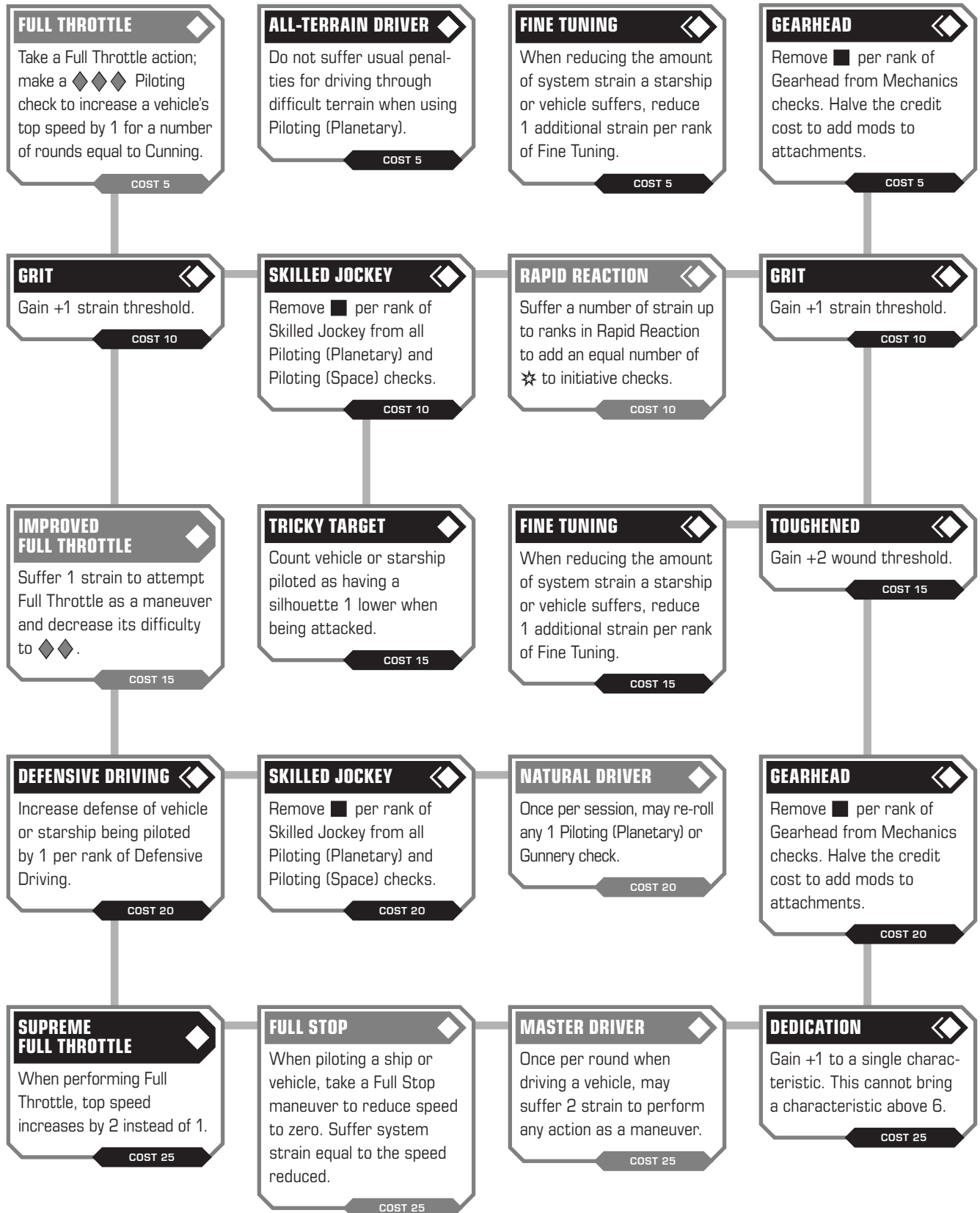
COST 25

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.

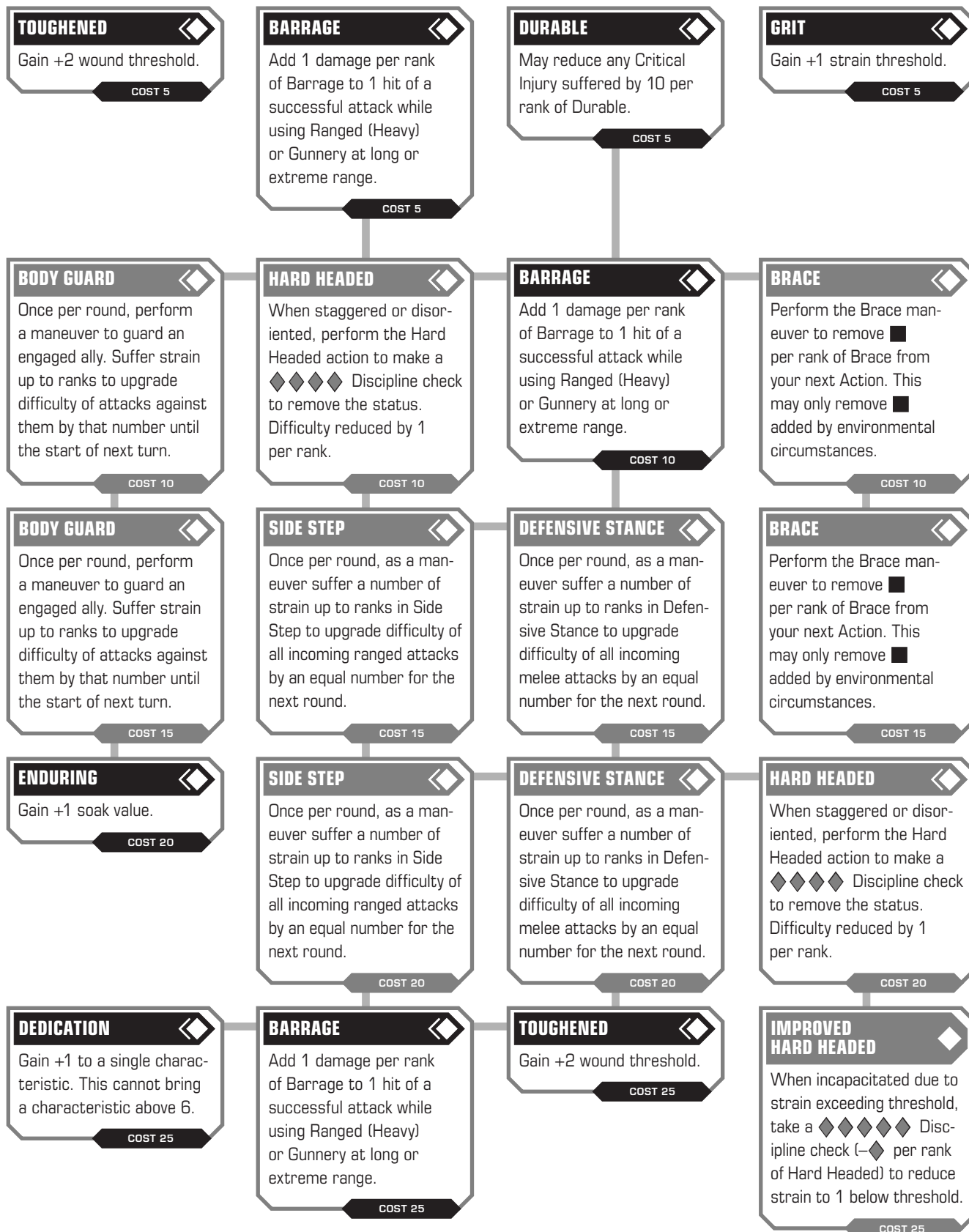
COST 15

HIRED GUN BODYGUARD

ACTIVE 
 PASSIVE 
 RANKED 

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

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HIRED GUN MARAUDER

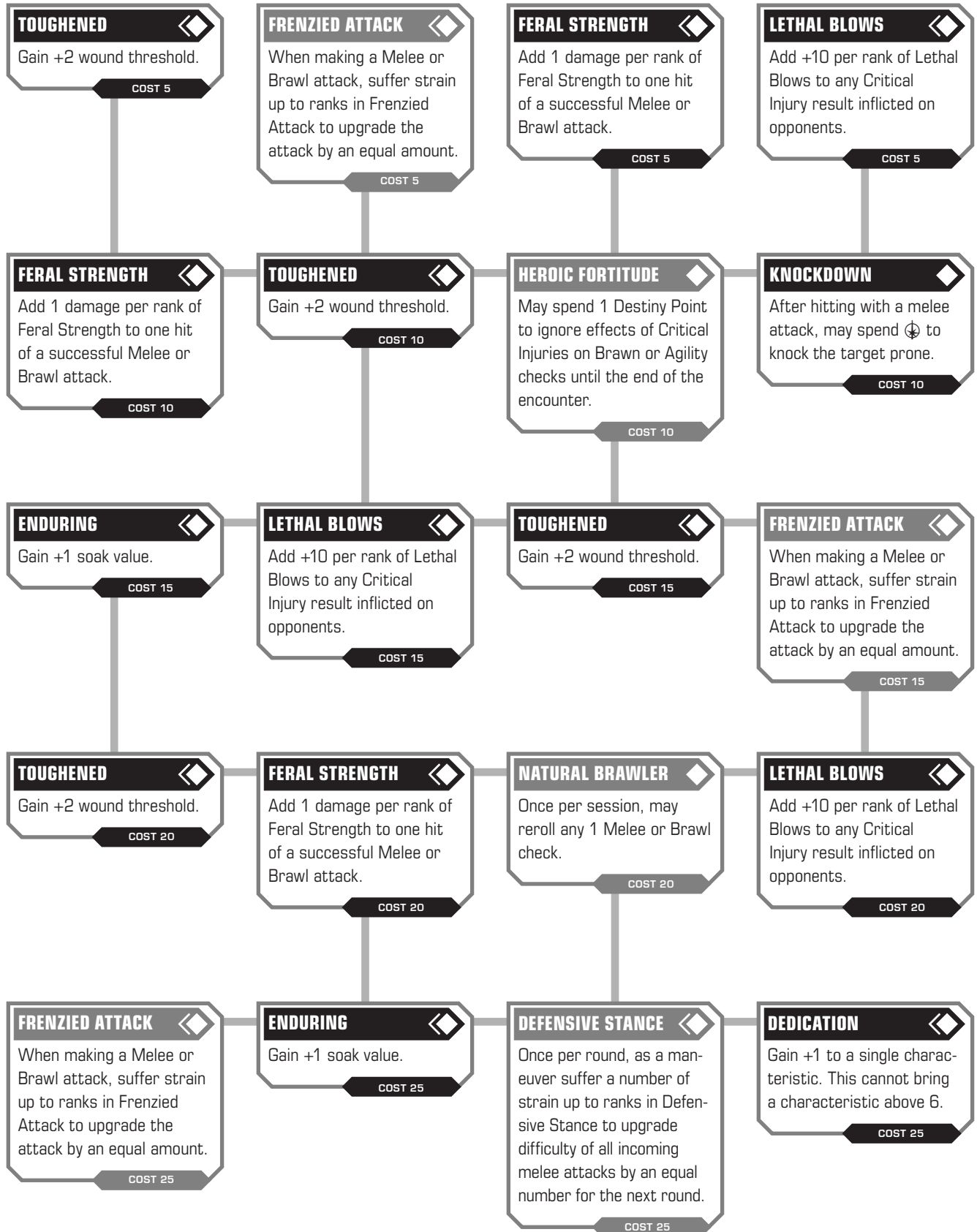
ACTIVE

PASSIVE

RANKED

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


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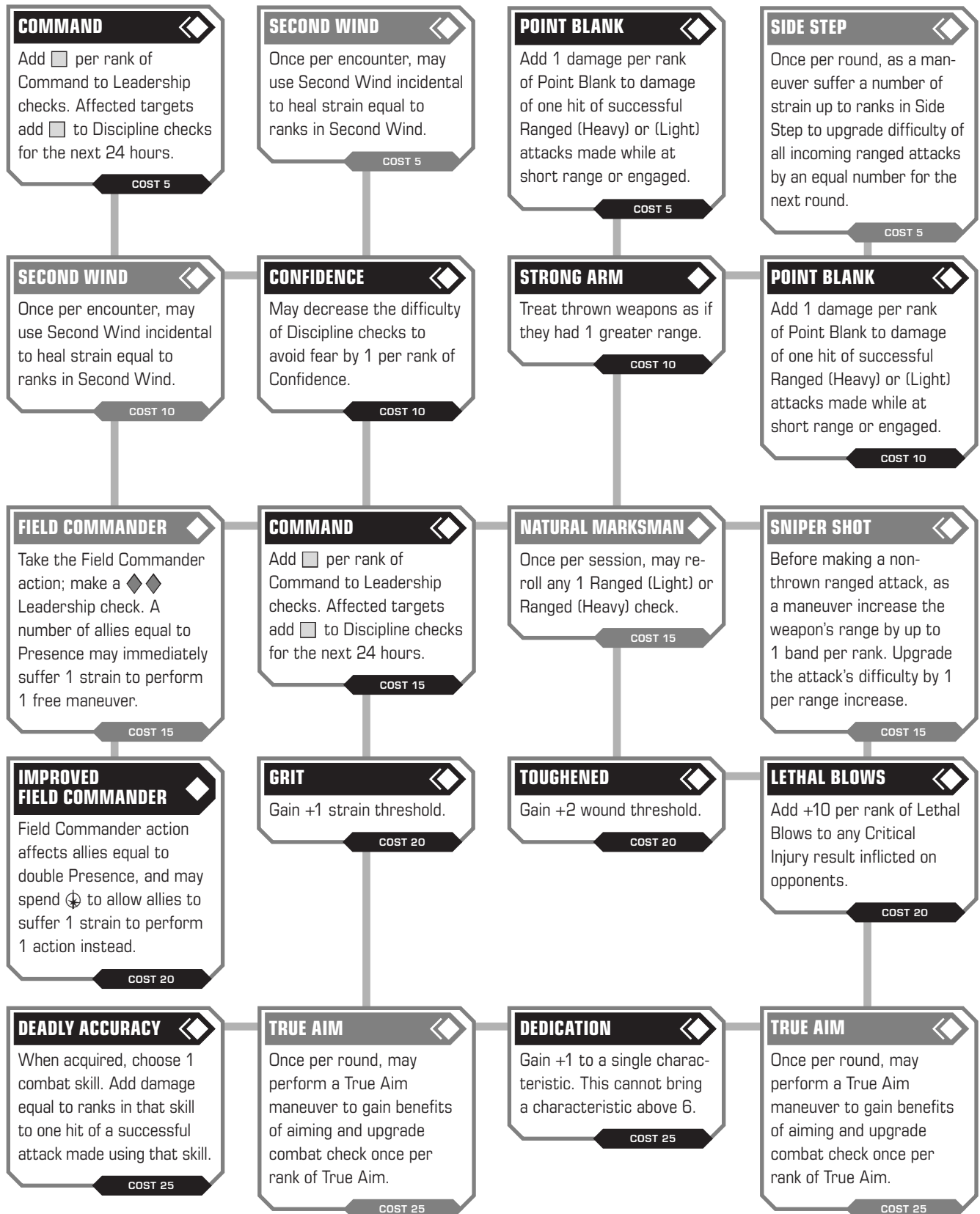


HIRED GUN MERCENARY SOLDIER

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.

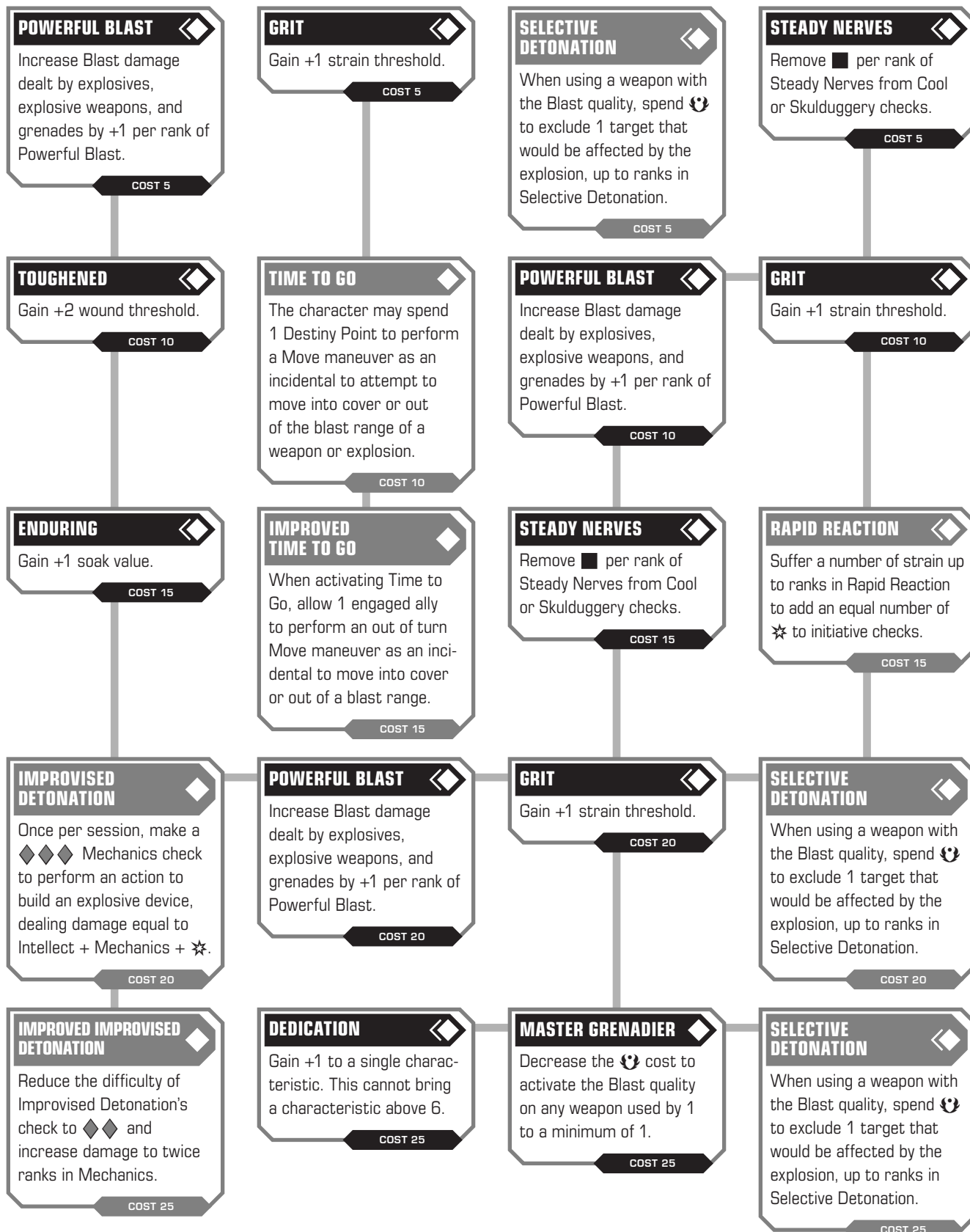
COST 25

HIRED GUN DEMOLITIONIST

ACTIVE 
 PASSIVE 
 RANKED 

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


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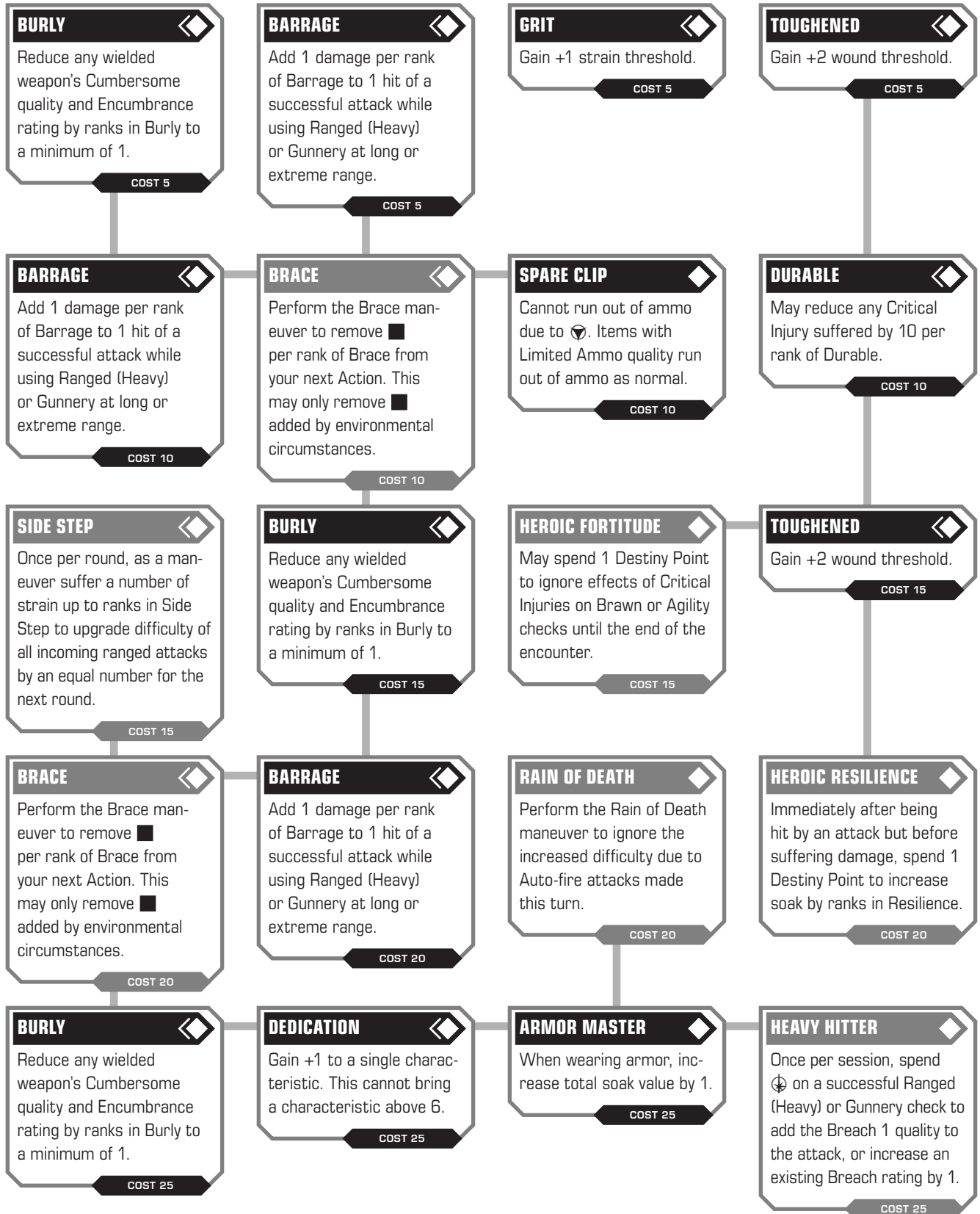


HIRED GUN HEAVY

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**


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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.

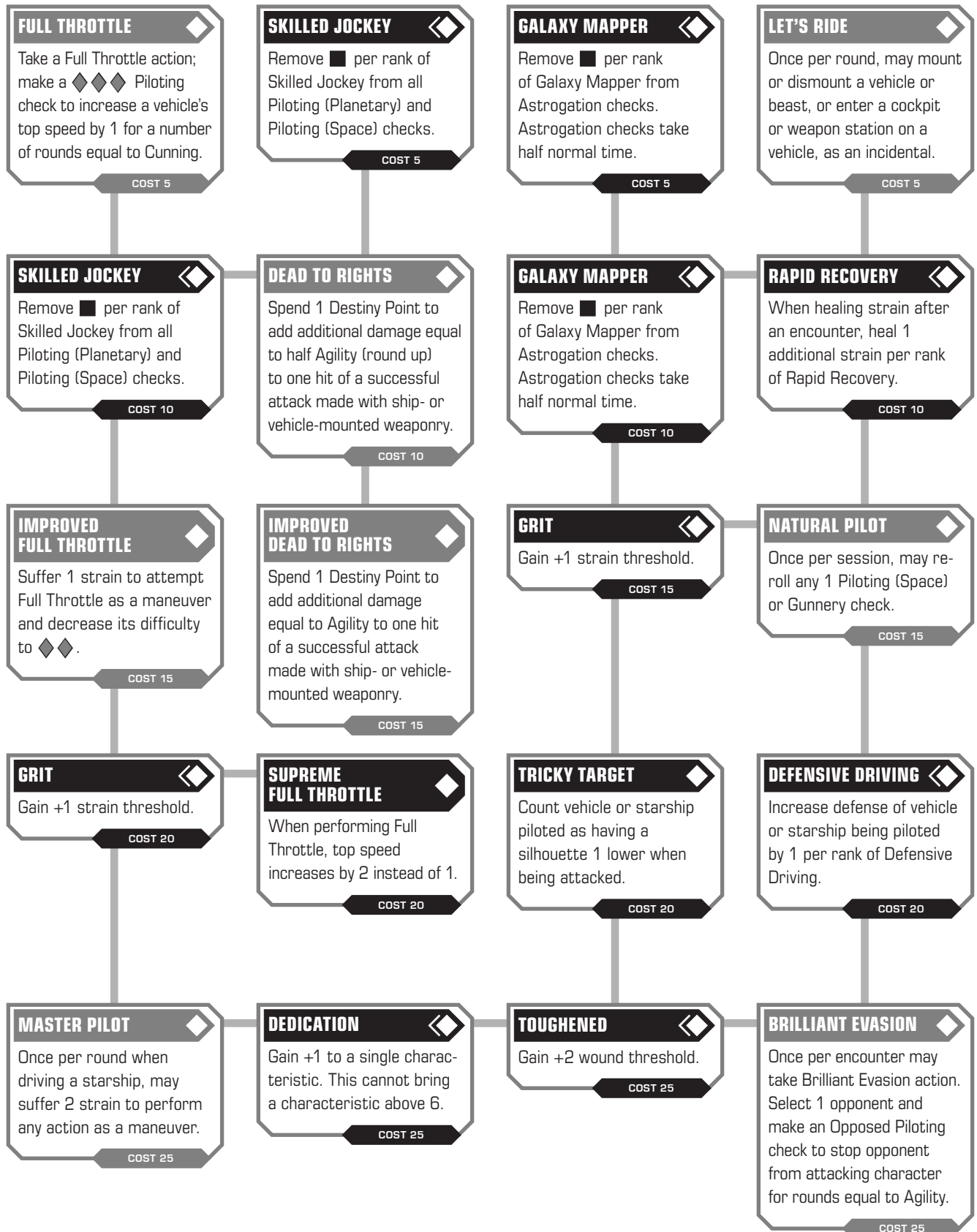
COST 15

SMUGGLER PILOT

ACTIVE 
 PASSIVE 
 RANKED 

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


Find more handouts at BeggingForXP.com 

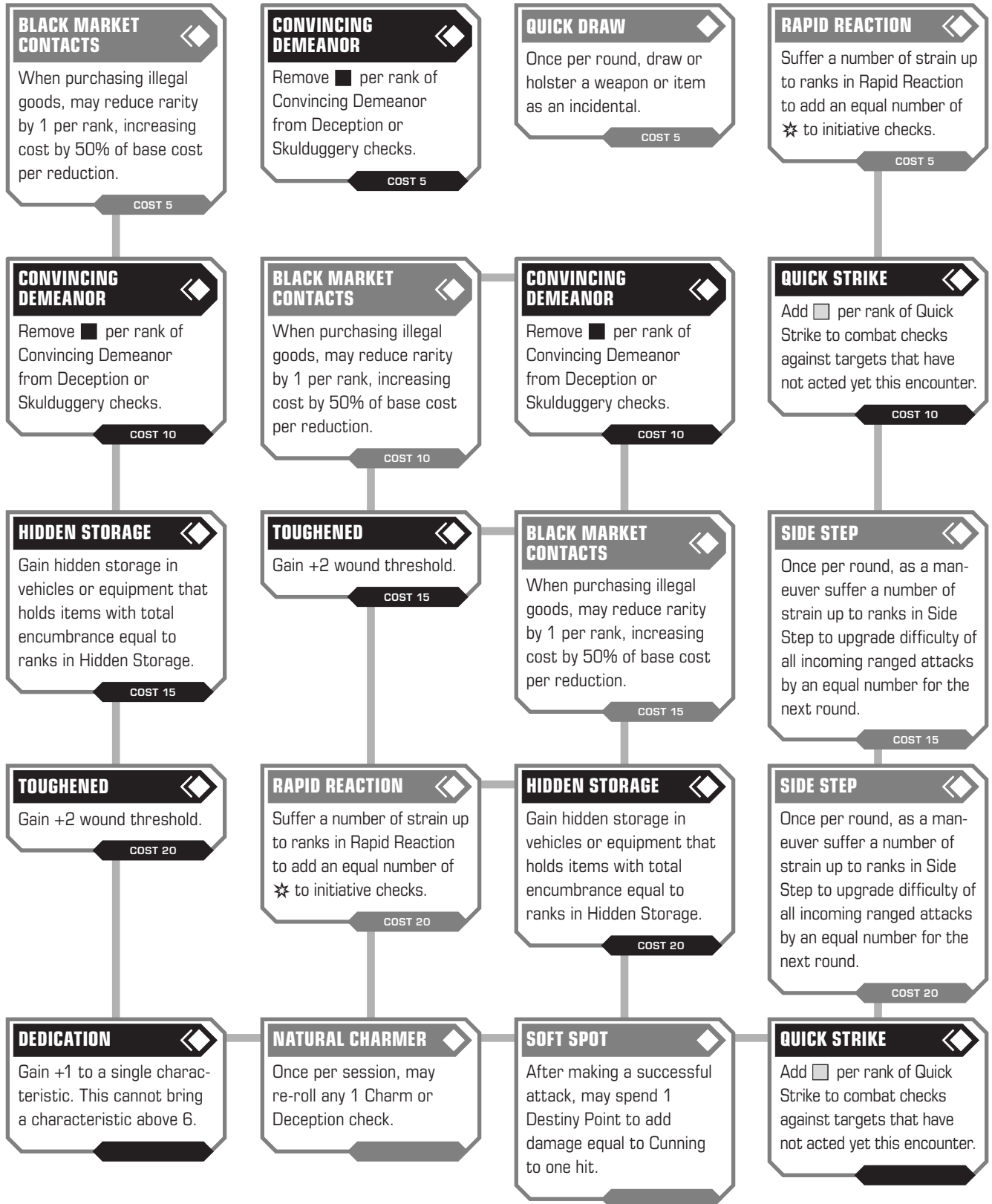


SMUGGLER SCOUNDREL

ACTIVE 
 PASSIVE 
 RANKED 

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

Find more handouts at BeggingForXP.com 

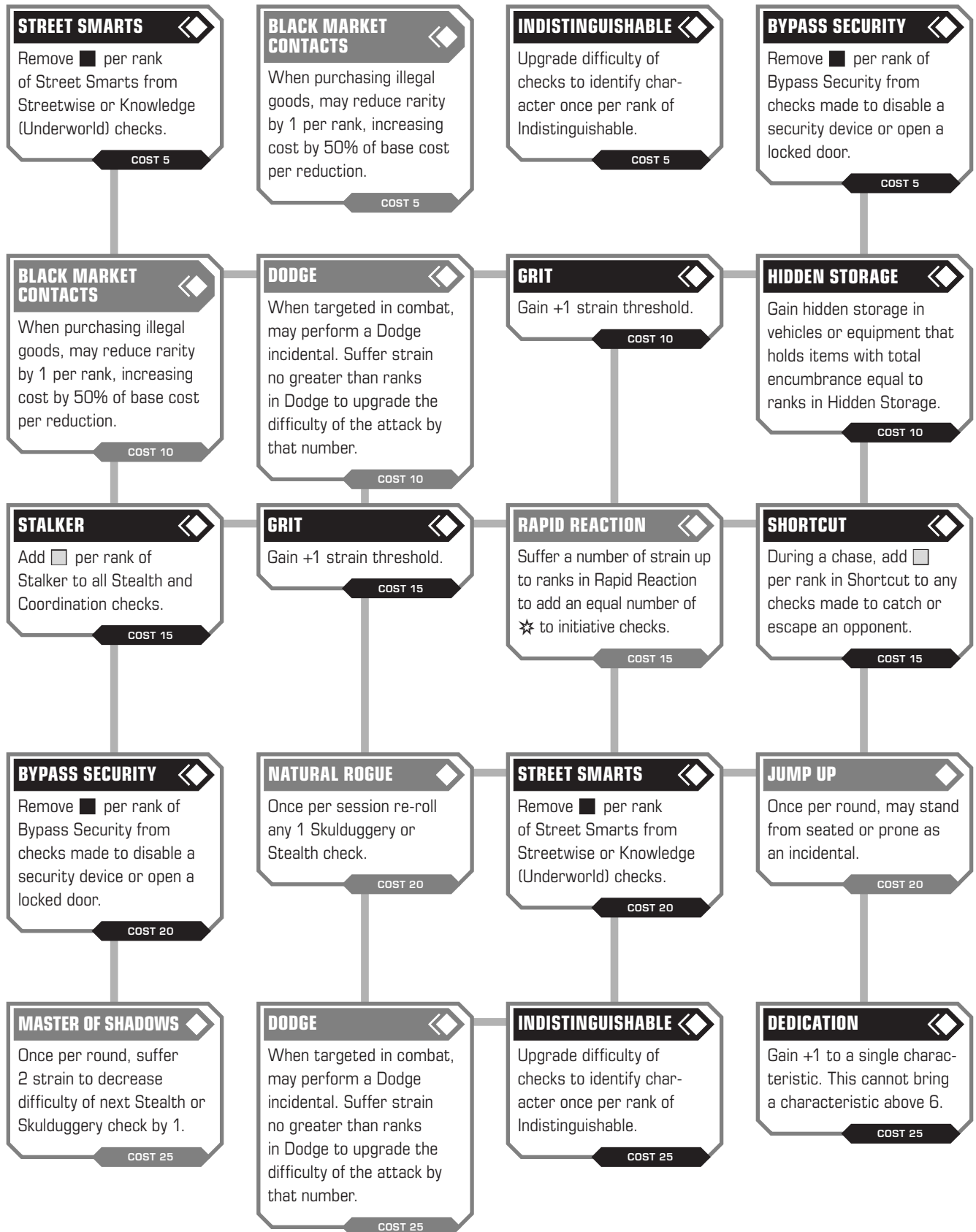


SMUGGLER THIEF

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**

Find more handouts at BeggingForXP.com 

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).

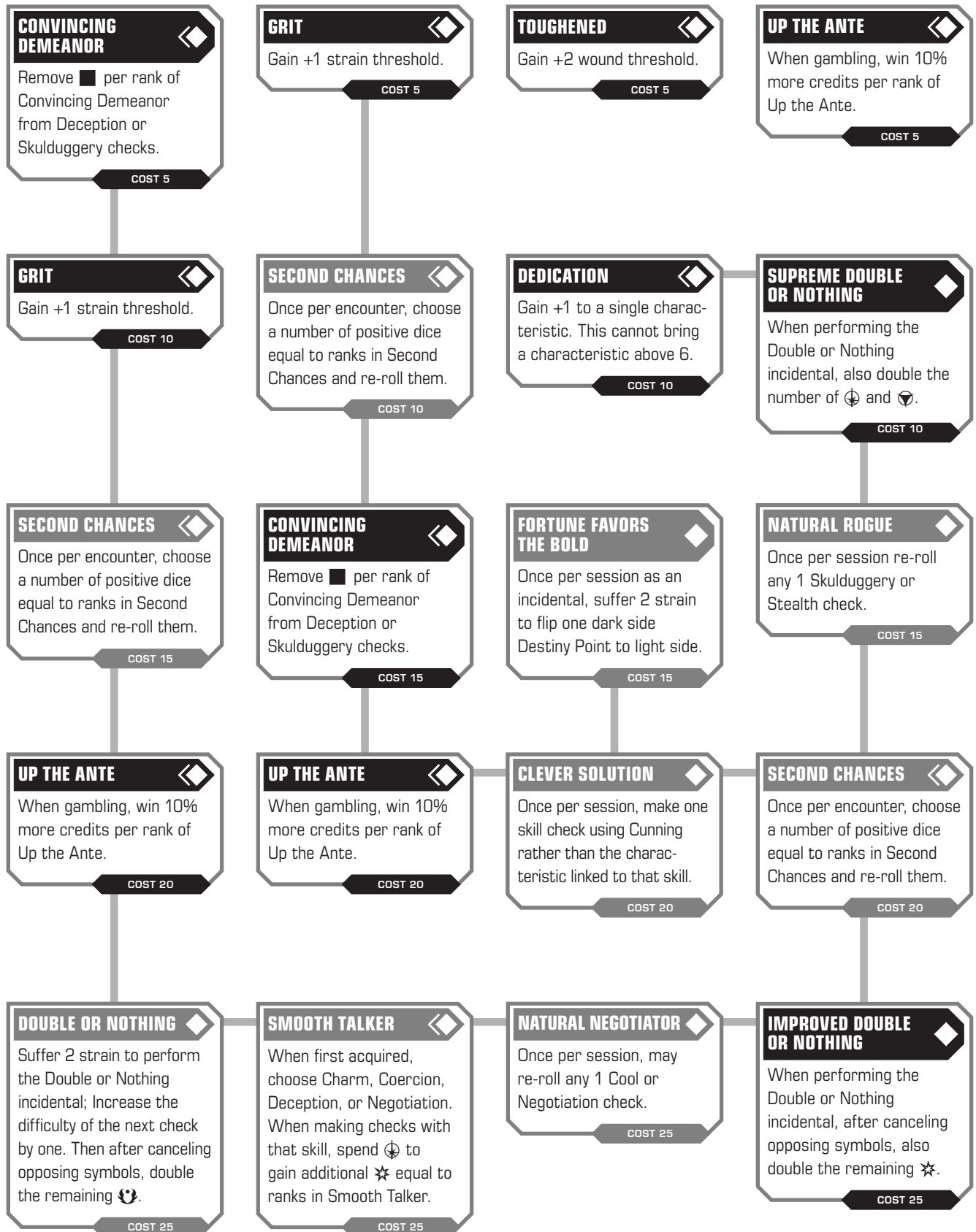
COST 25

SMUGGLER GAMBLER

ACTIVE 
 PASSIVE 
 RANKED 

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

Find more handouts at BeggingForXP.com 




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

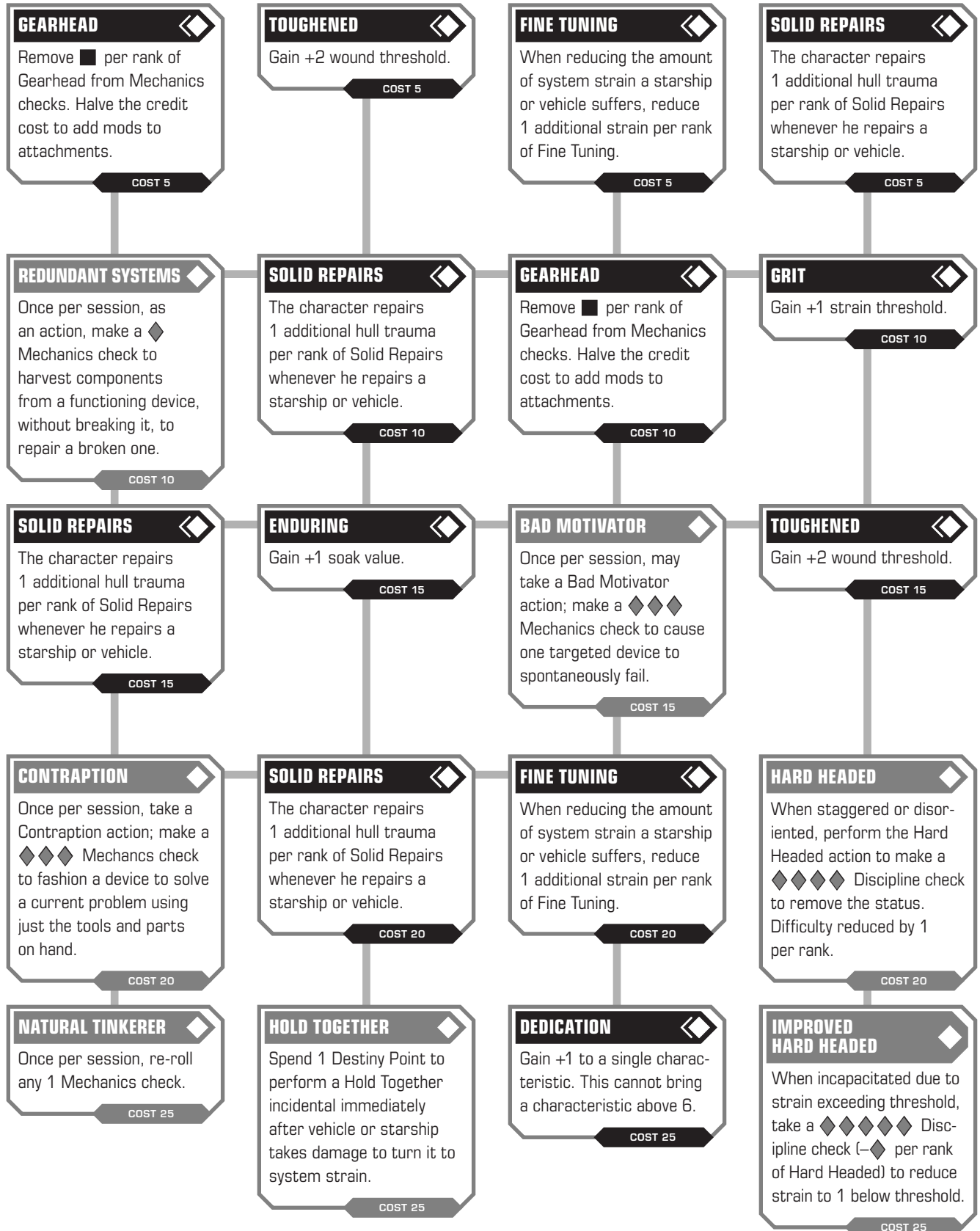
ACTIVE

PASSIVE

RANKED

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

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TECHNICIAN OUTLAW TECH

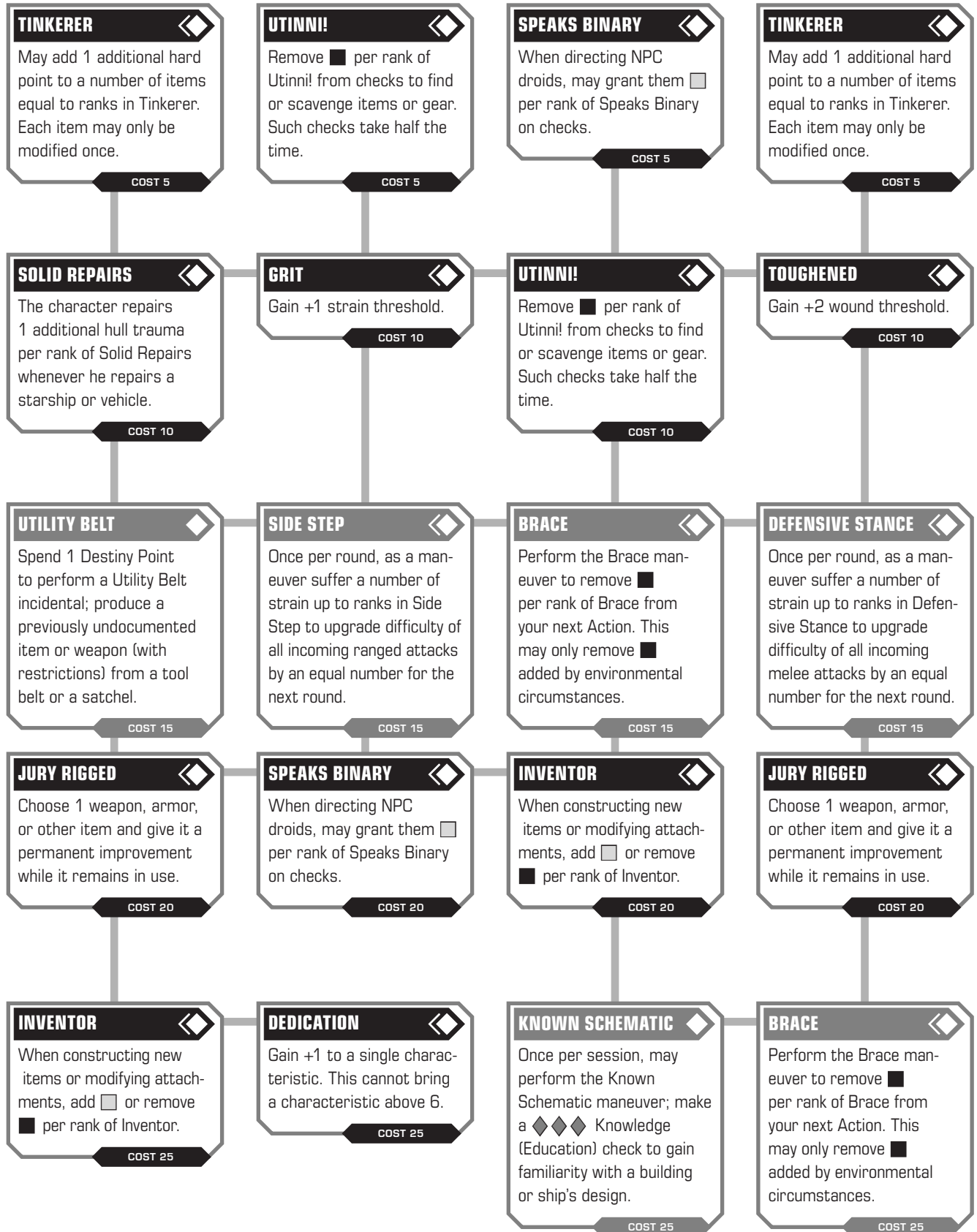
ACTIVE 

PASSIVE 

RANKED 

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

Find more handouts at BeggingForXP.com 



TECHNICIAN SLICER

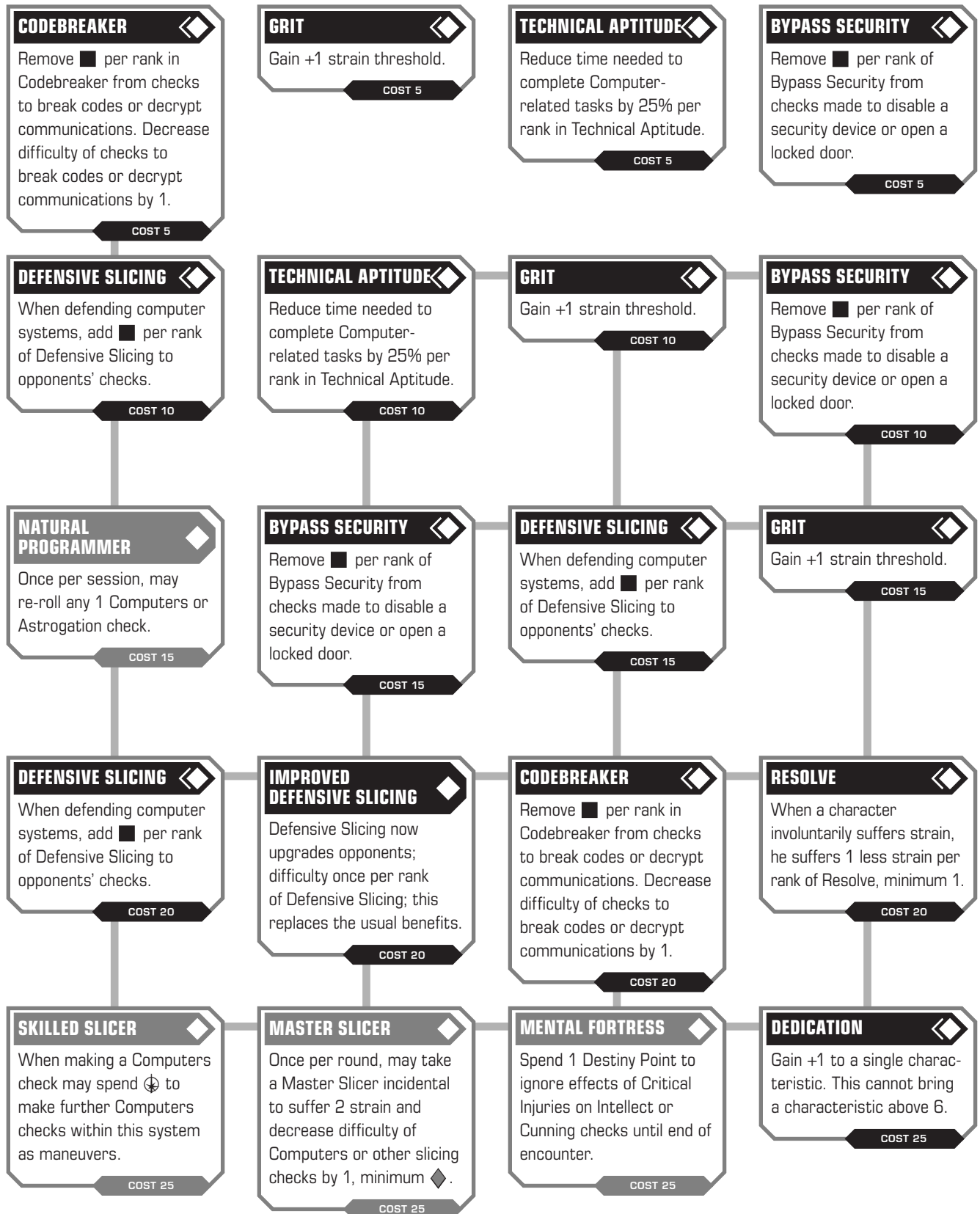
ACTIVE

PASSIVE

RANKED

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

Find more handouts at BeggingForXP.com



UNIVERSAL FORCE SENSITIVE EXILE

ACTIVE

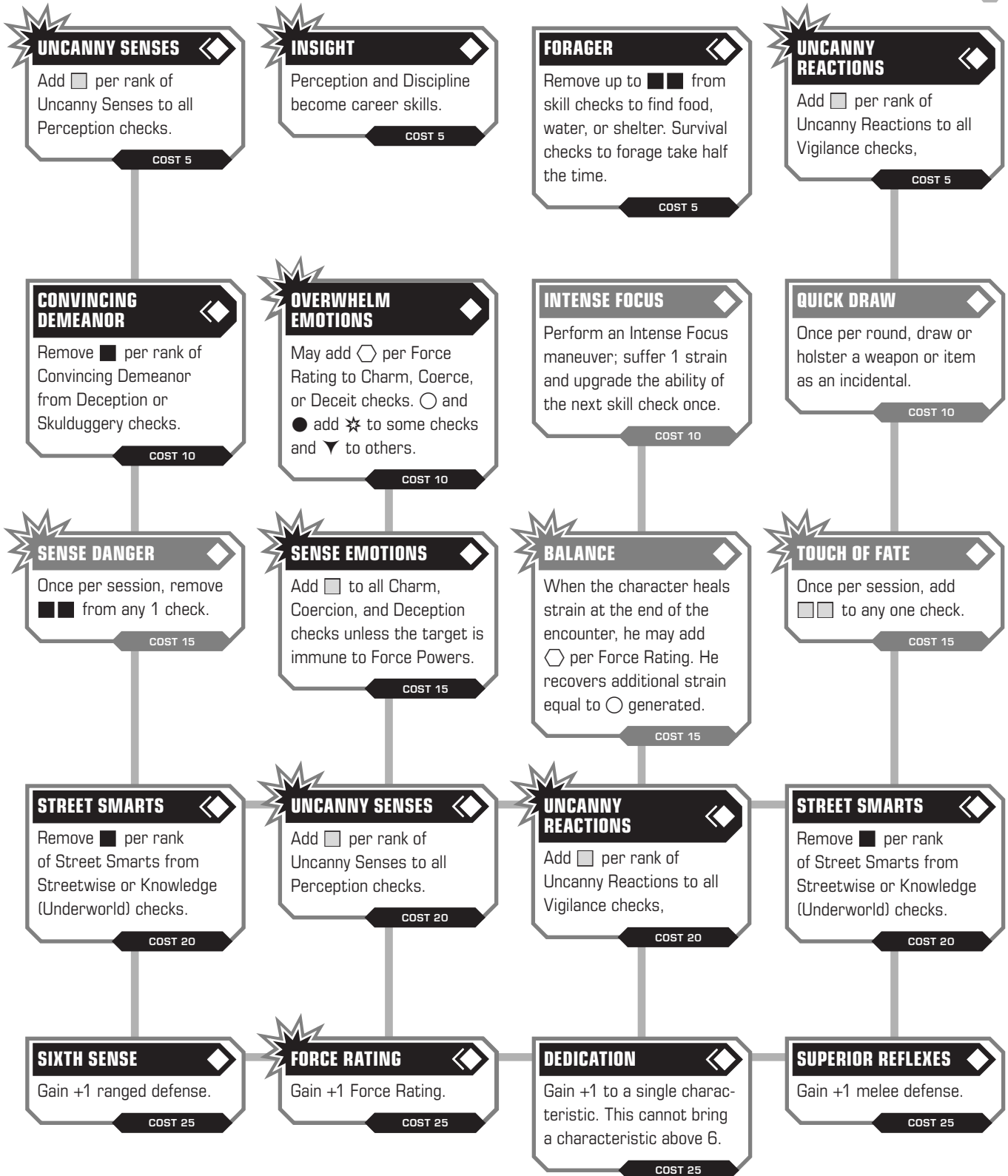
PASSIVE

RANKED

FORCE TALENT

Gain: **Force Rating 1**

Find more handouts at BeggingForXP.com



FORCE POWER

SENSE

RANKED 

Prerequisites: **Force Rating 1+**

Find more handouts at BeggingForXP.com 

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 

Prerequisites: **Force Rating 1+**

Find more handouts at BeggingForXP.com 

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 ① to stress the mind of one living target he is engaged with, inflicting 1 strain.

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

COST 10

MAGNITUDE

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

COST 5

DURATION

Spend ① to increase duration by number of rounds (or minutes) equal to Duration upgrades purchased.

COST 5

DURATION

Spend ① to increase duration by number of rounds (or minutes) equal to Duration upgrades purchased.

COST 5

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 targets affected equal to Magnitude upgrades purchased.

COST 10

DURATION

Spend ① to increase duration by number of rounds (or minutes) equal to Duration upgrades purchased.

COST 5

DURATION

Spend ① to increase duration by number of rounds (or minutes) equal to Duration upgrades purchased.

COST 5

FORCE POWER MOVE

RANKED 

Prerequisites: **Force Rating 1+**

Find more handouts at BeggingForXP.com 

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