

BOUNTY HUNTER ASSASSIN

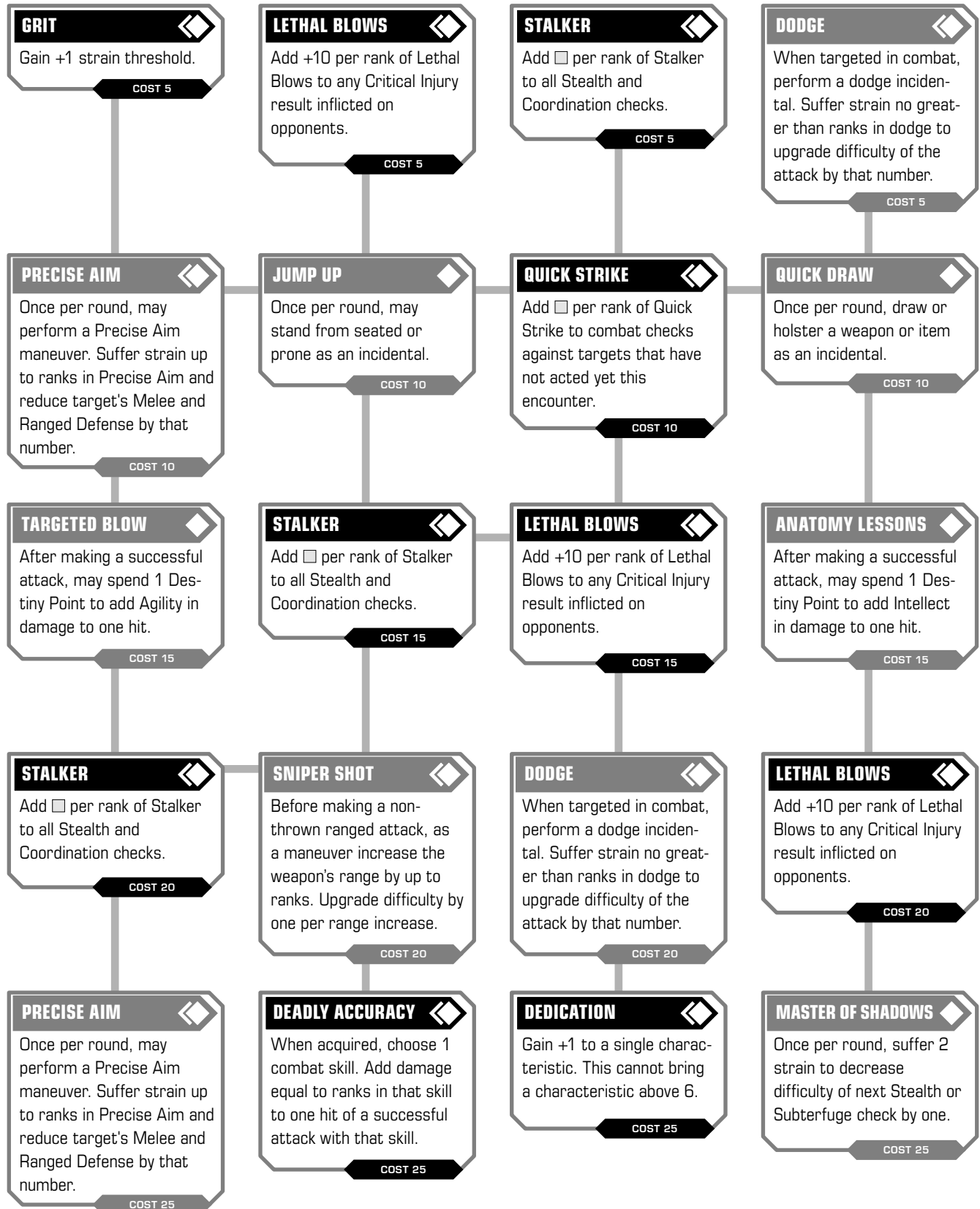
Active

Passive

Ranked

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

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BOUNTY HUNTER GADGETEER

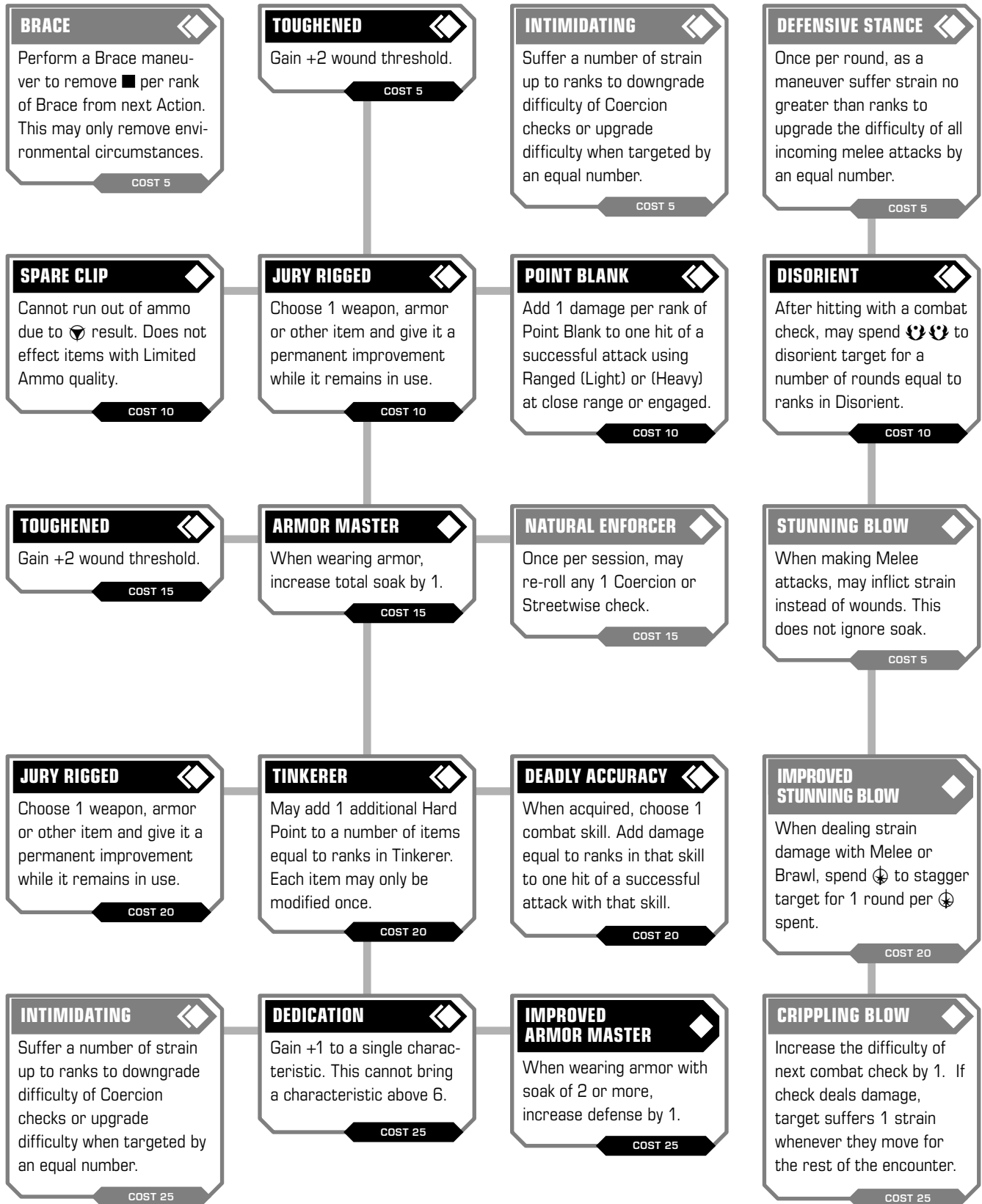
Active 

Passive 

Ranked 

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

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BOUNTY HUNTER

SURVIVALIST

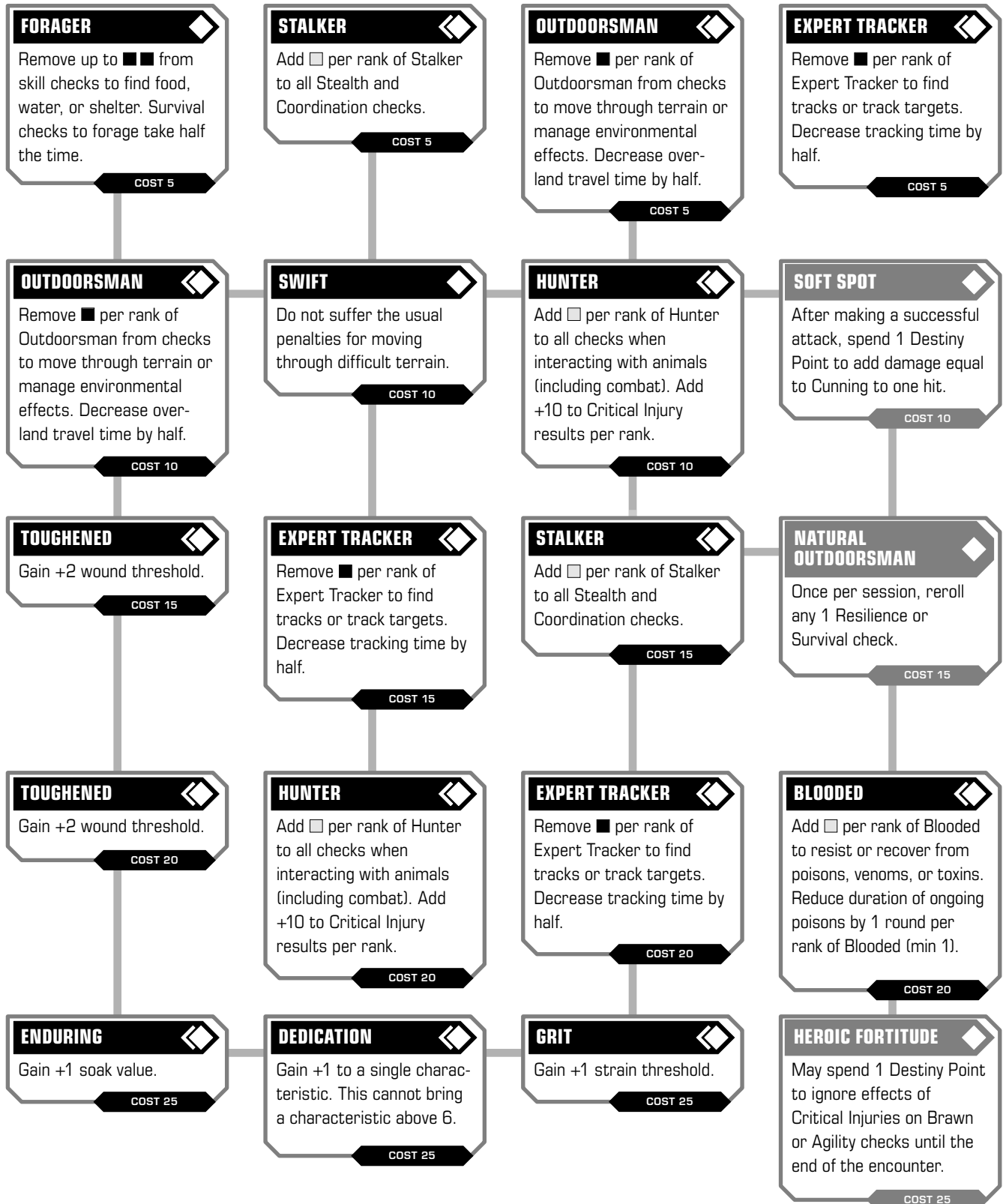
Active

Passive


Ranked


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

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COLONIST DOCTOR

Active 


Passive 

Ranked 

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


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SURGEON 


When making a Medicine check to help a character heal wounds, the target heals 1 additional wound per rank of Surgeon.

COST 5

BACTA SPECIALIST 


Patients regain 1 additional wound per rank of Bacta Specialist when they recover wounds from bacta tanks or long term care.

COST 5

GRIT 

Gain +1 strain threshold.

COST 5

RESOLVE 


When the character involuntarily suffers strain, he suffers 1 less strain per rank or Resolve (min 1).

COST 5

STIM APPLICATION 


Take a Stim Application
Action: make a   Medicine check. If successful, 1 engaged ally increases 1 characteristic by 1 for the encounter and suffers 4 strain.

COST 10

GRIT 


Gain +1 strain threshold.

COST 10

SURGEON 


When making a Medicine check to help a character heal wounds, the target heals 1 additional wound per rank of Surgeon.

COST 10

RESOLVE 


When the character involuntarily suffers strain, he suffers 1 less strain per rank or Resolve (min 1).

COST 10

SURGEON 


When making a Medicine check to help a character heal wounds, the target heals 1 additional wound per rank of Surgeon.

COST 15

GRIT 


Gain +1 strain threshold.

COST 15

BACTA SPECIALIST 

Patients regain 1 additional wound per rank of Bacta Specialist when they recover wounds from bacta tanks or long term care.

COST 15

PRESSURE POINT 


Instead of dealing damage with a Brawl hit may deal equal amount of strain plus additional strain equal to ranks of Medicine, ignoring soak.

COST 15

IMPROVED STIM APPLICATION 


When performing Stim Application, may increase difficulty to   and target only suffers 1 strain.

COST 20

NATURAL DOCTOR 


Once per session, may re-roll any 1 Medicine check.

COST 20

TOUGHENED 

Gain +2 wound threshold.

COST 20

ANATOMY LESSONS 


After making a successful attack, may spend 1 Destiny Point to add damage equal to Intellect to one hit.

COST 20

SUPREME STIM APPLICATION 


When performing Stim Application, spend  to increase an additional characteristic by 1.

COST 25

MASTER DOCTOR 


Once per round suffer 2 strain to decrease the difficulty of a Medicine check by 1.

COST 25

DEDICATION 

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

COST 25

DODGE 

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

COST 25

COLONIST POLITICO

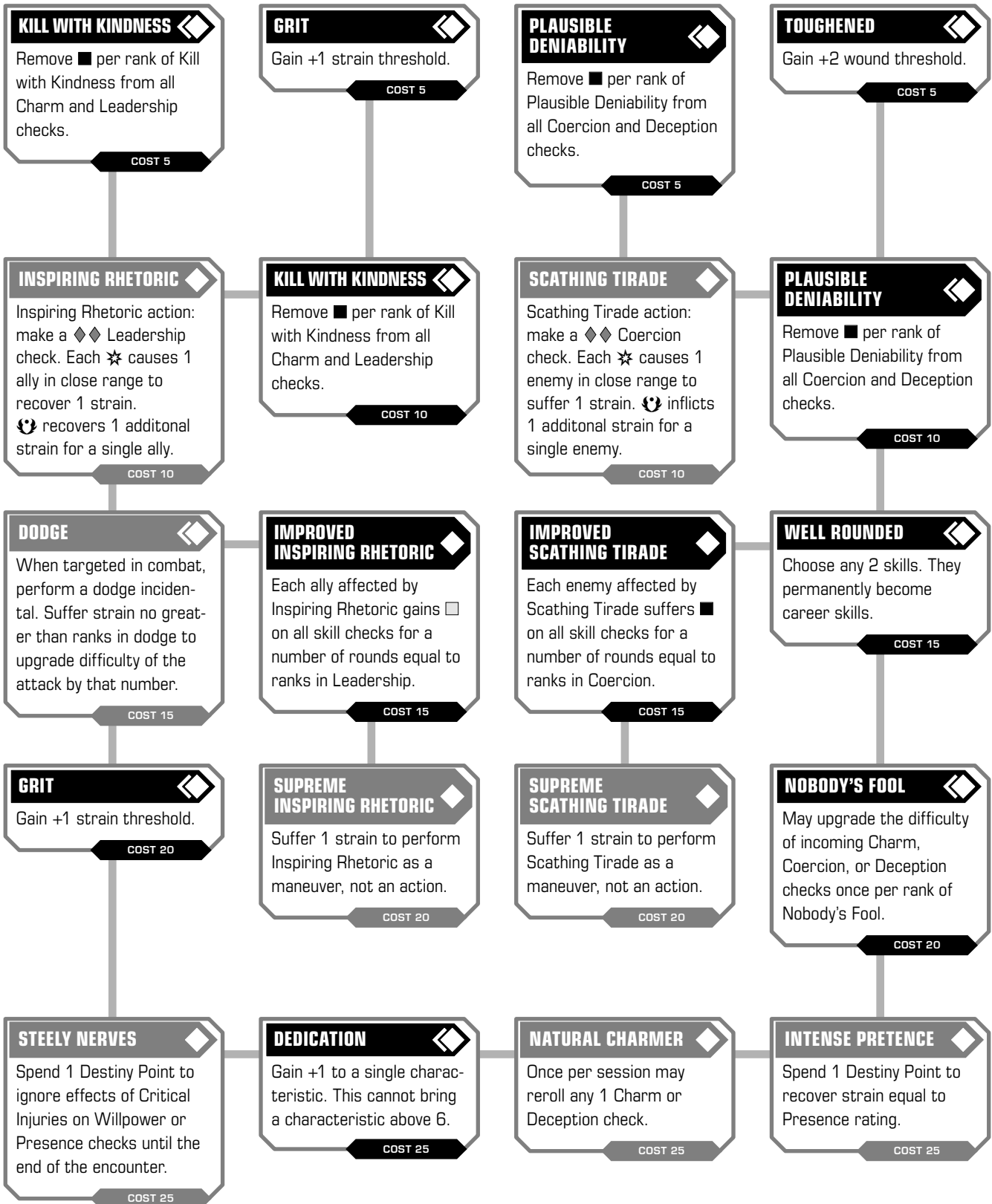
Active

Passive

Ranked

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

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COLONIST SCHOLAR

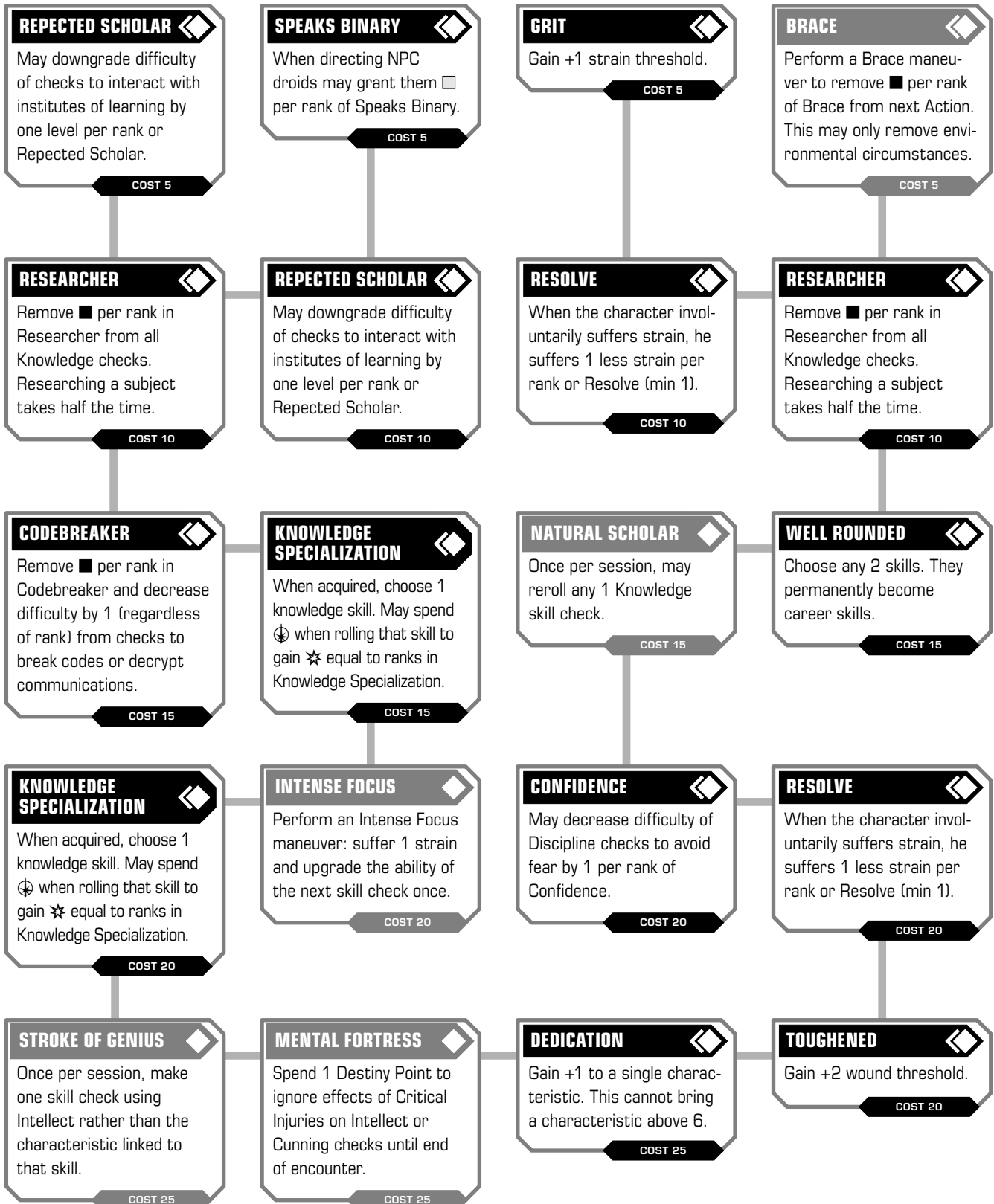
Active

Passive

Ranked

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

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EXPLORER FRINGER

Active

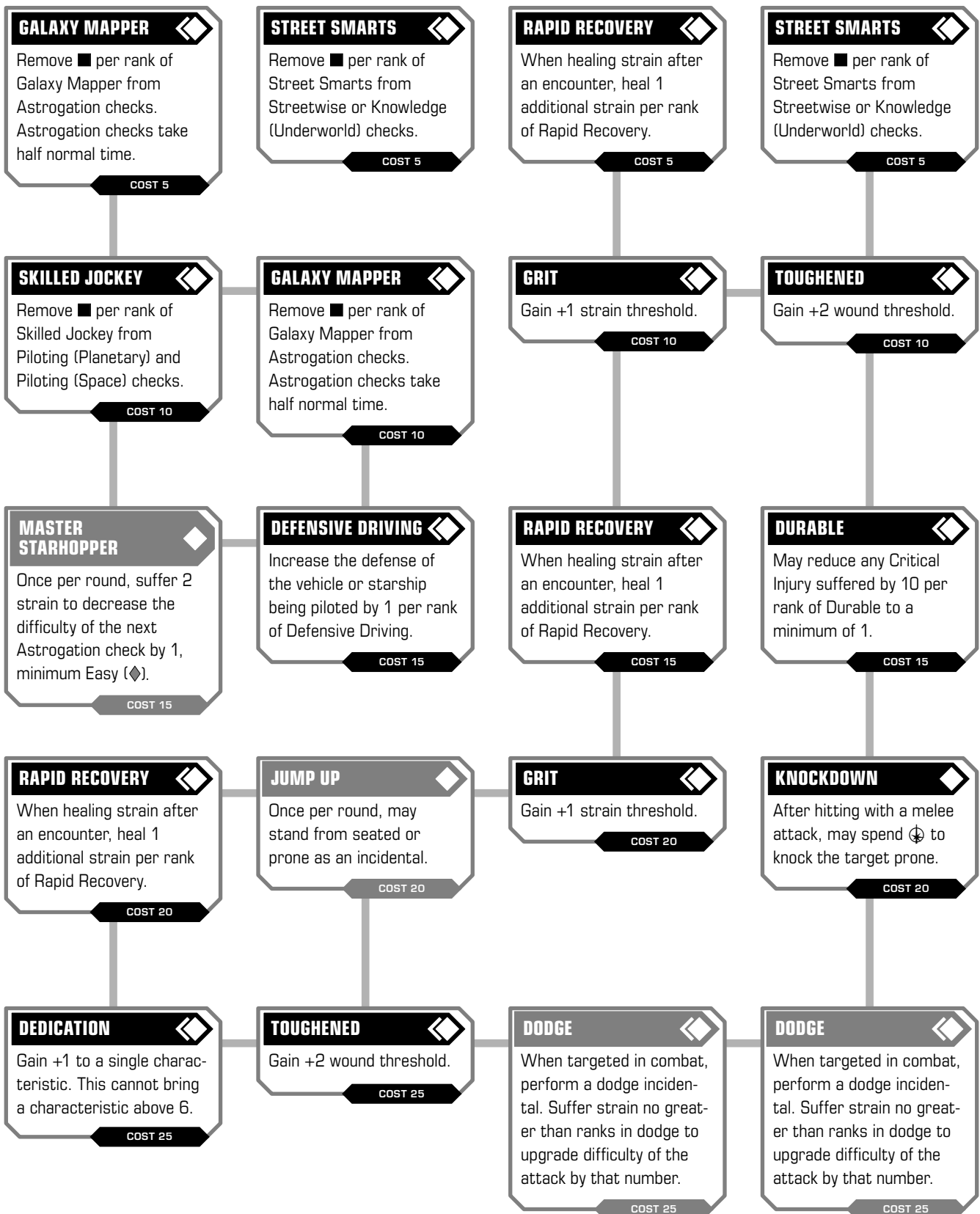
Passive

Ranked

XP

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

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EXPLORER SCOUT

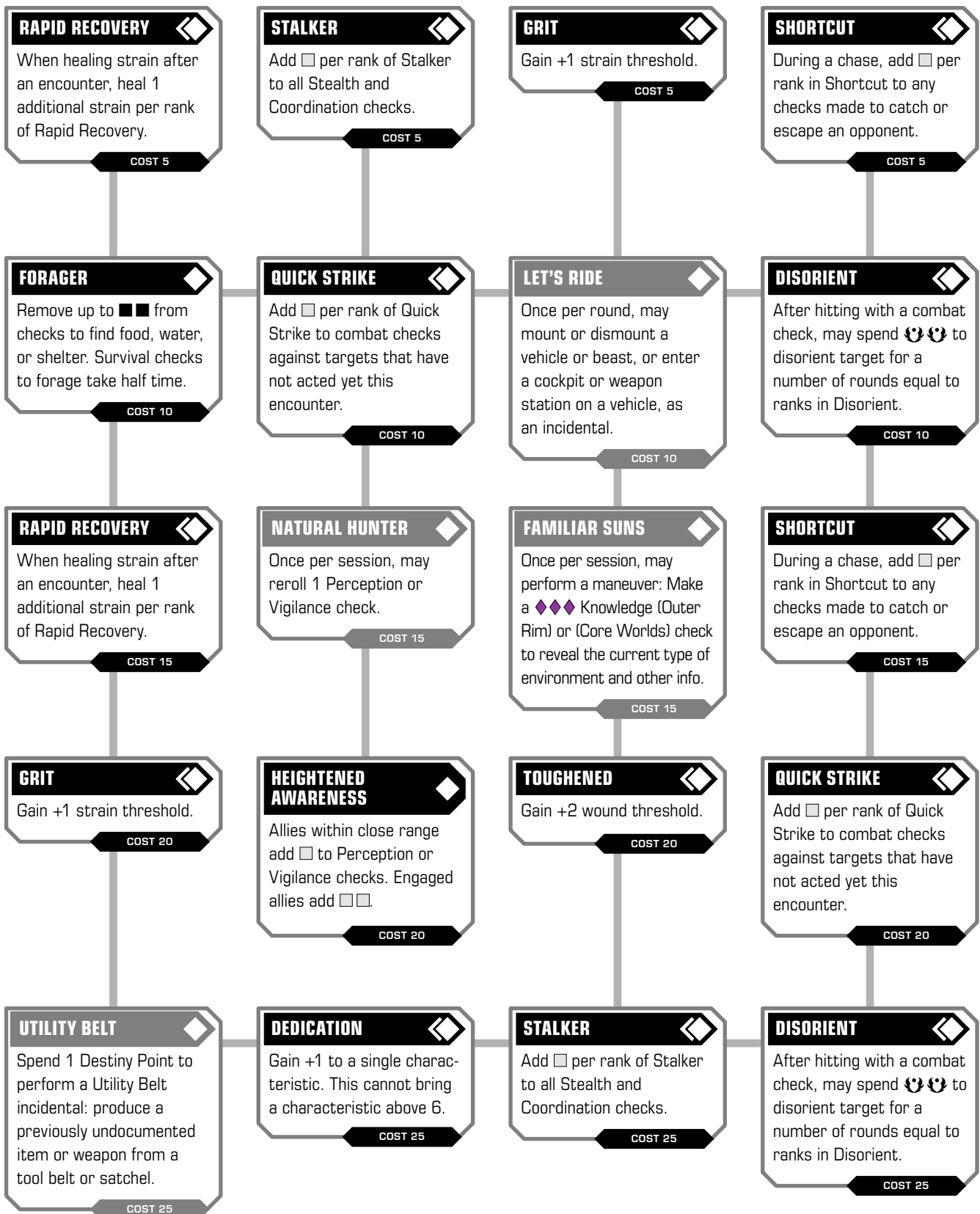
Active

Passive

Ranked

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

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EXPLORER TRADER

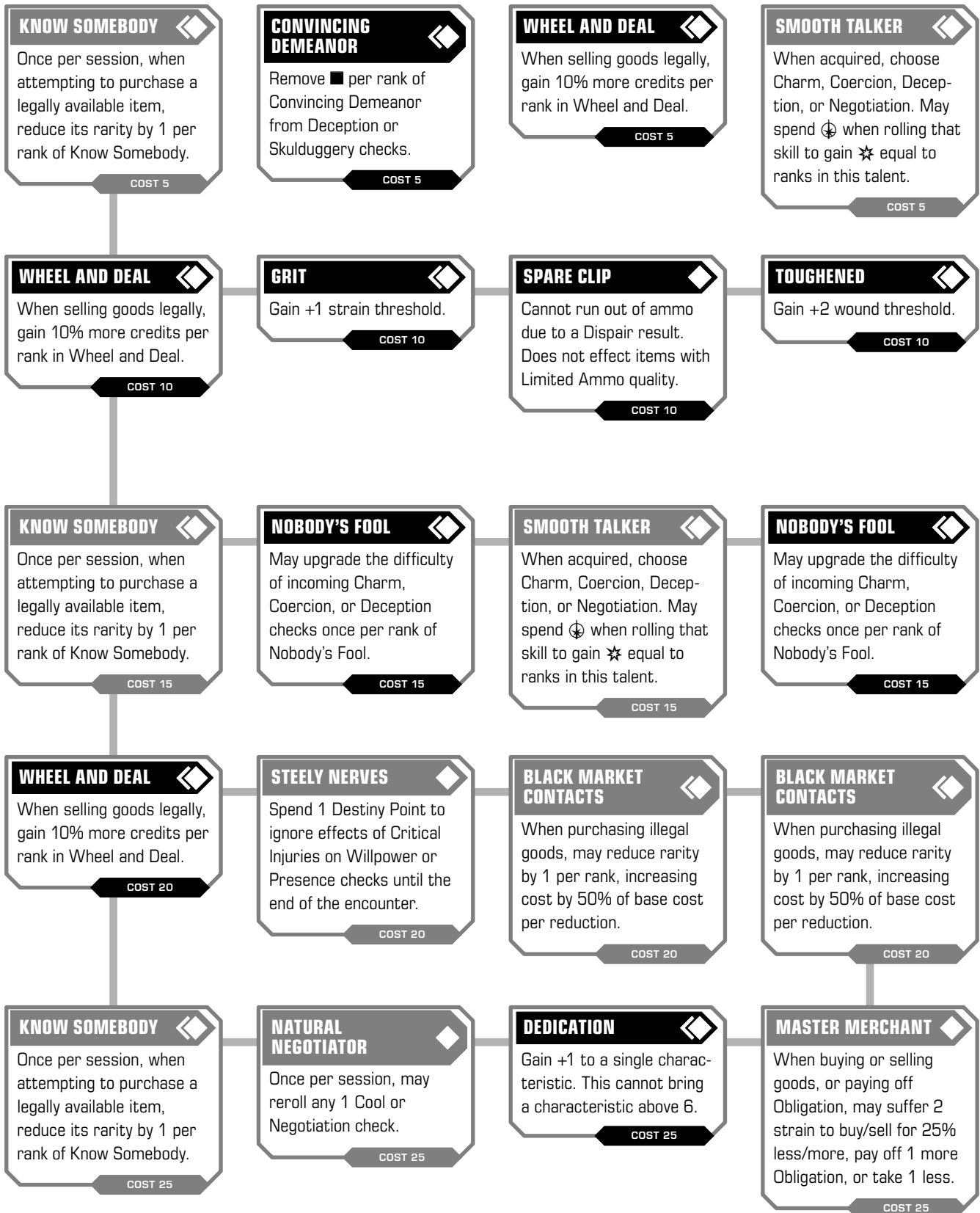
Active

Passive

Ranked

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

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HIRED GUN

BODYGUARD

Active

Passive

Ranked

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

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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 to a minimum of 1.

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 increase 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 a Brace maneuver to remove per rank of Brace from next Action. This may only remove environmental circumstances.

COST 10

BODY GUARD

Once per round, perform a maneuver to guard an engaged ally. Suffer strain up to ranks to increase 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 strain no greater than ranks to upgrade the difficulty of all incoming ranged attacks by an equal number.

COST 15

DEFENSIVE STANCE

Once per round, as a maneuver suffer strain no greater than ranks to upgrade the difficulty of all incoming melee attacks by an equal number.

COST 15

BRACE

Perform a Brace maneuver to remove per rank of Brace from next Action. This may only remove environmental circumstances.

COST 15

ENDURING

Gain +1 soak value.

COST 20

SIDE STEP

Once per round, as a maneuver suffer strain no greater than ranks to upgrade the difficulty of all incoming ranged attacks by an equal number.

COST 20

DEFENSIVE STANCE

Once per round, as a maneuver suffer strain no greater than ranks to upgrade the difficulty of all incoming melee attacks by an equal number.

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, may take a Discipline check to reduce strain to 1 under threshold.

COST 25

HIRED GUN MARAUDER

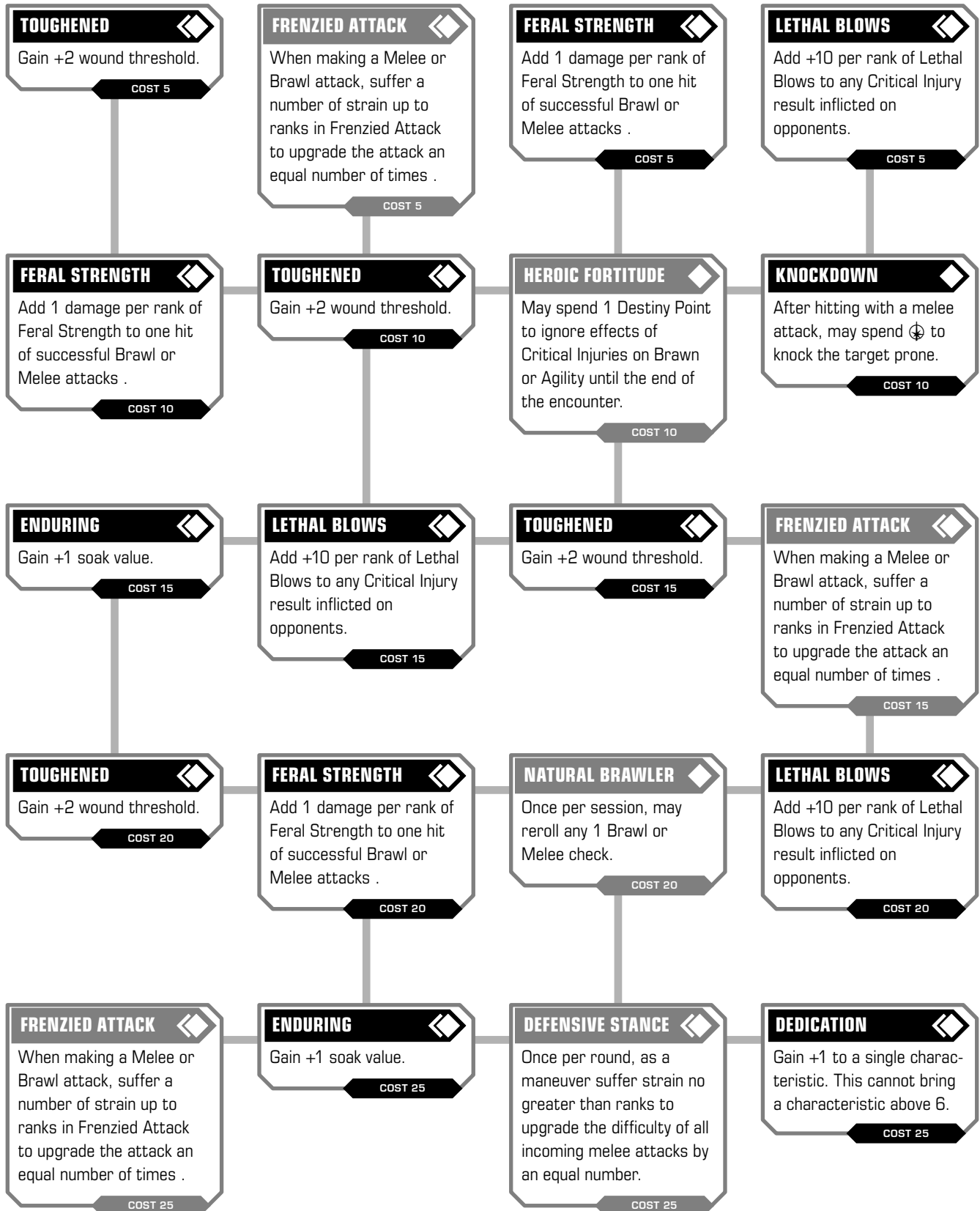
Active

Passive

Ranked

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

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HIRED GUN

MERCENARY SOLDIER

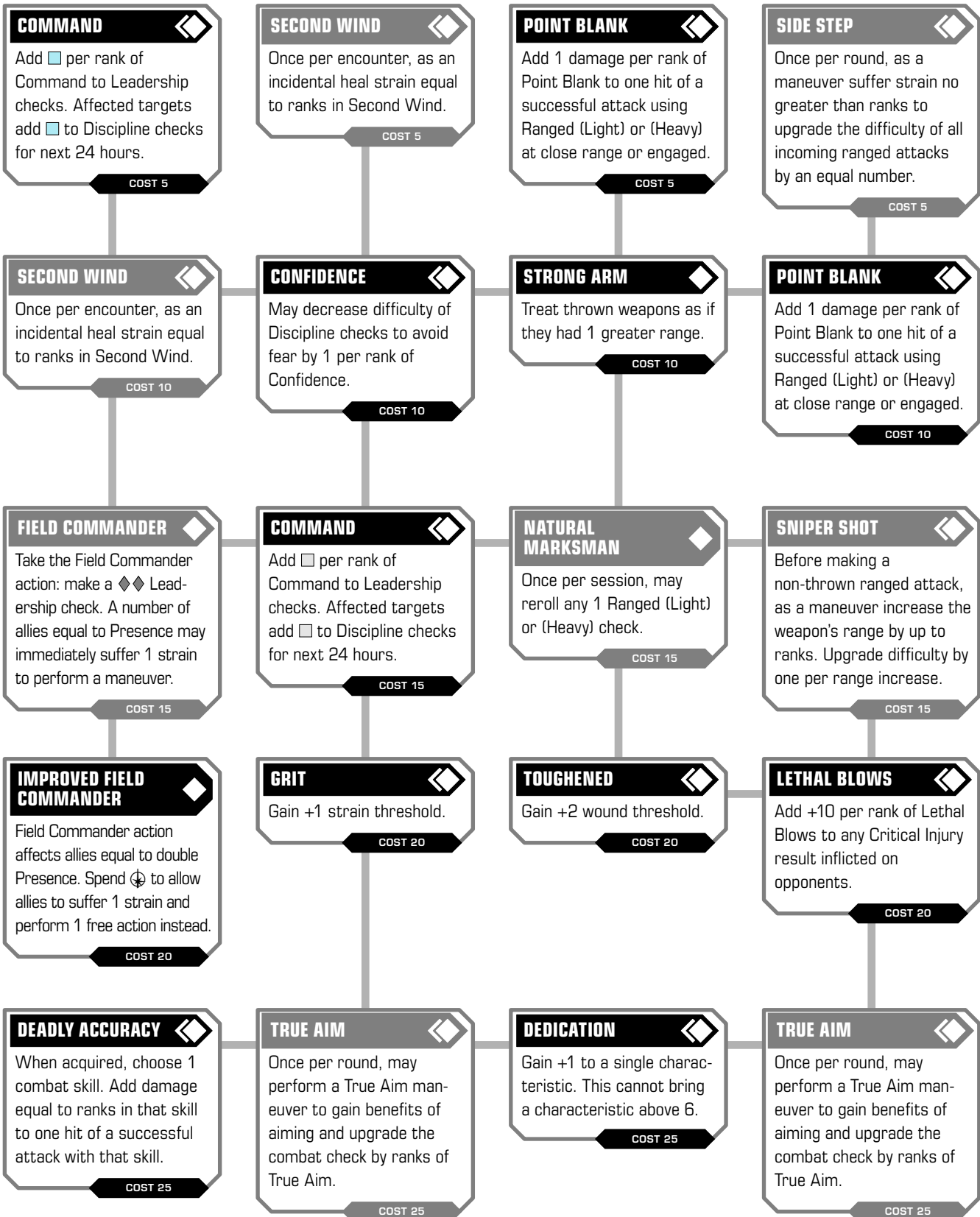
Active 

Passive 

Ranked 

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

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SMUGGLER PILOT

Active

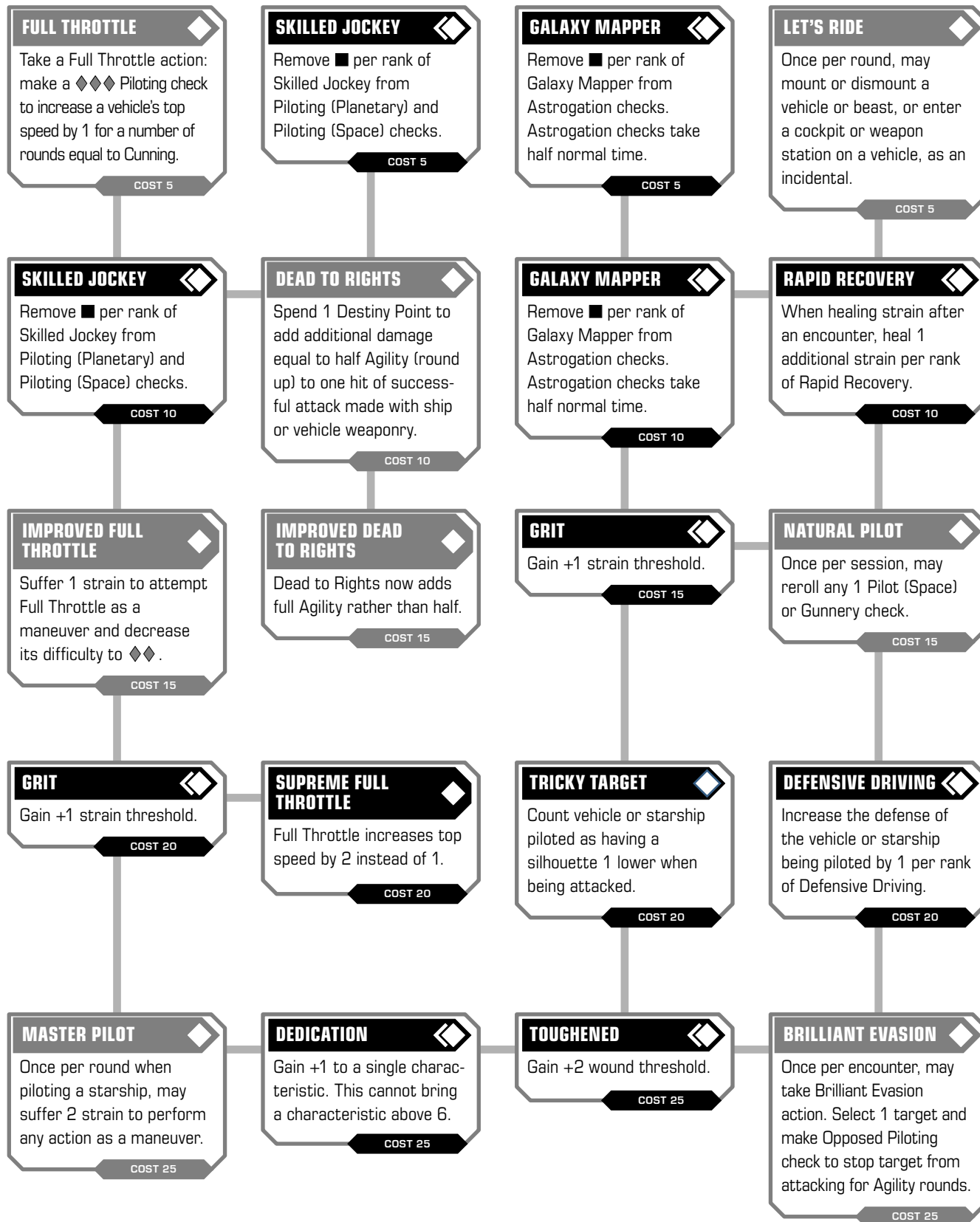
Passive

Ranked

XP

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

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SMUGGLER SCOUNDREL

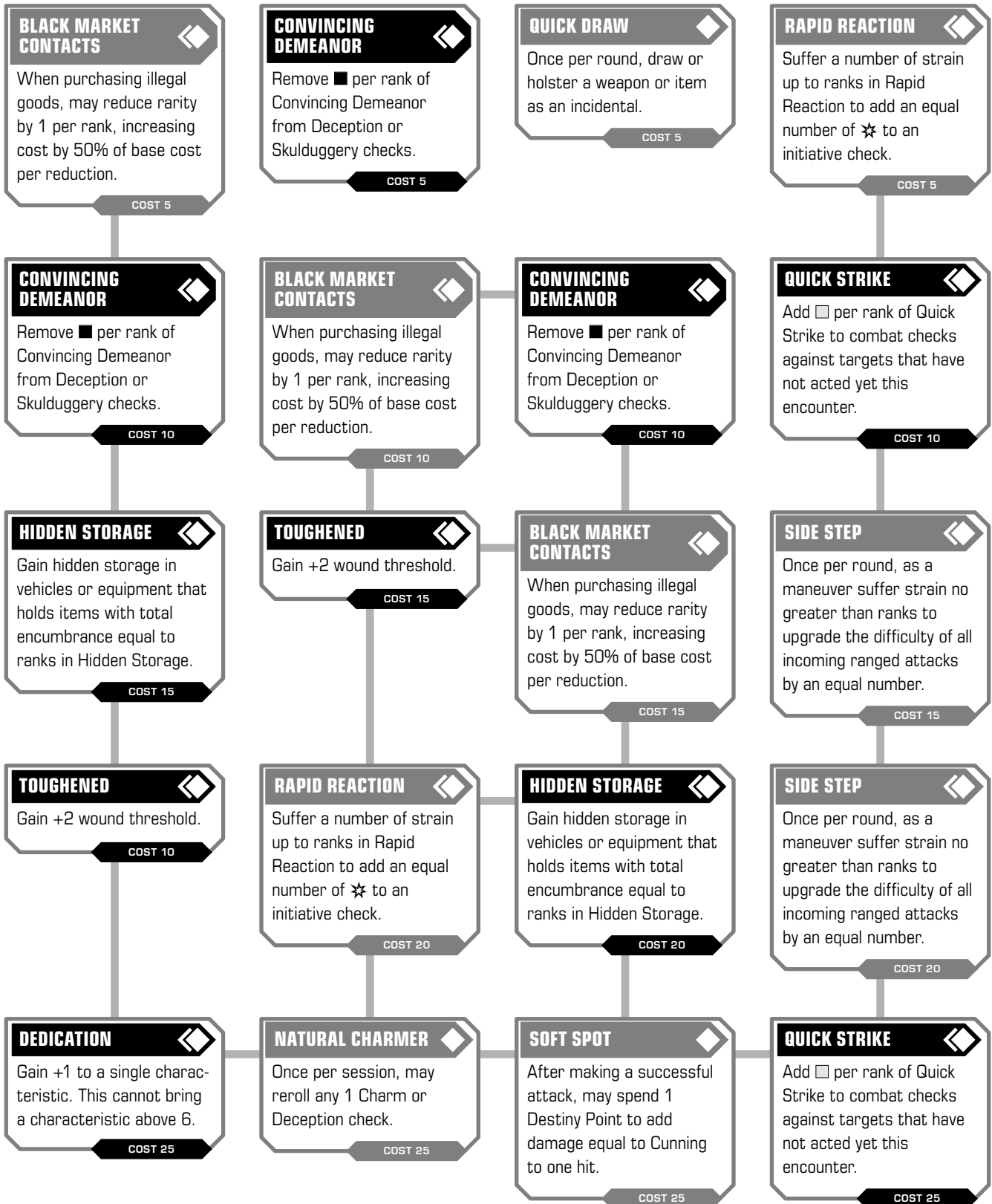
Active 

Passive 

Ranked 

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

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SMUGGLER THIEF

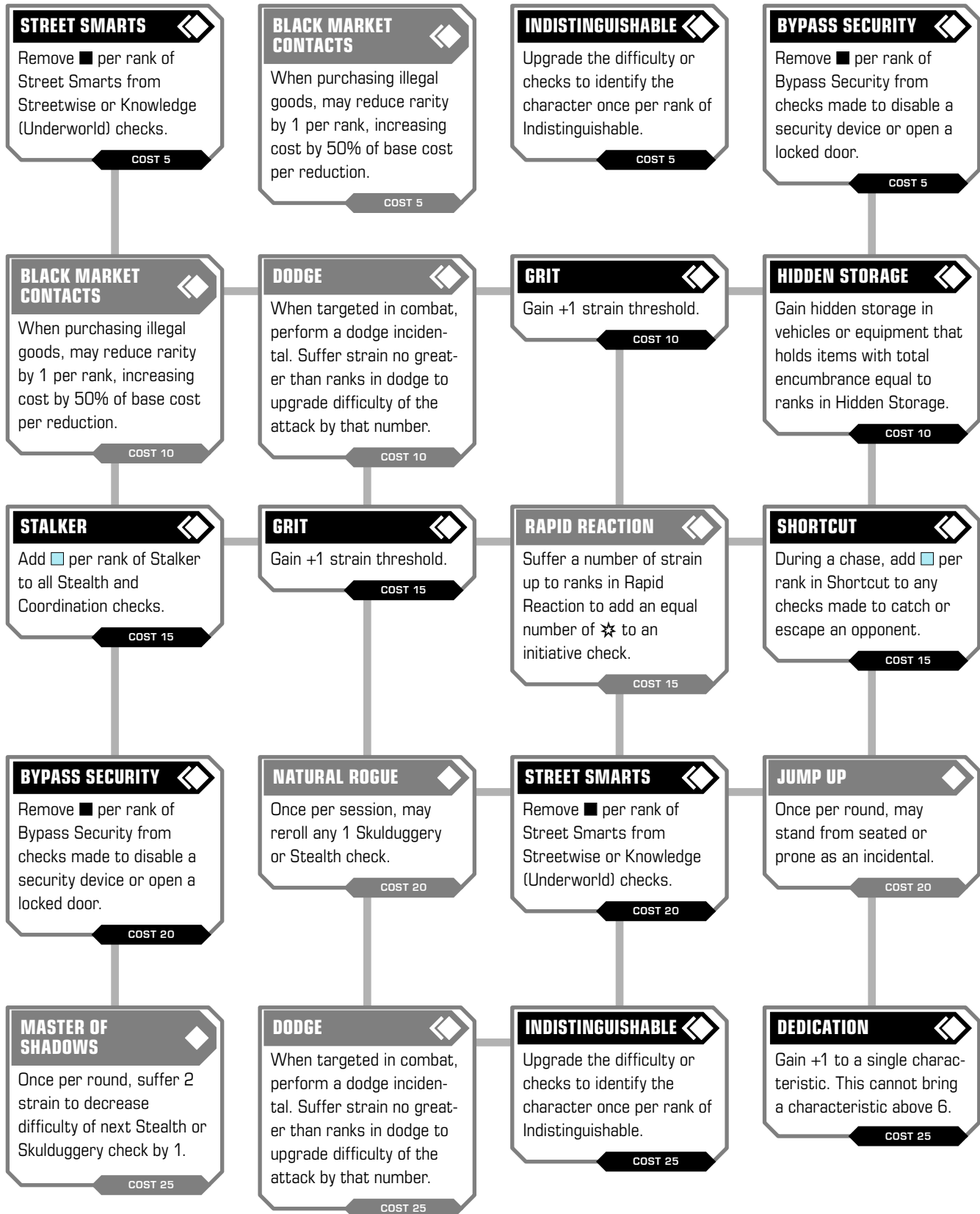
Active

Passive

Ranked

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

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TECHNICIAN MECHANIC

Active

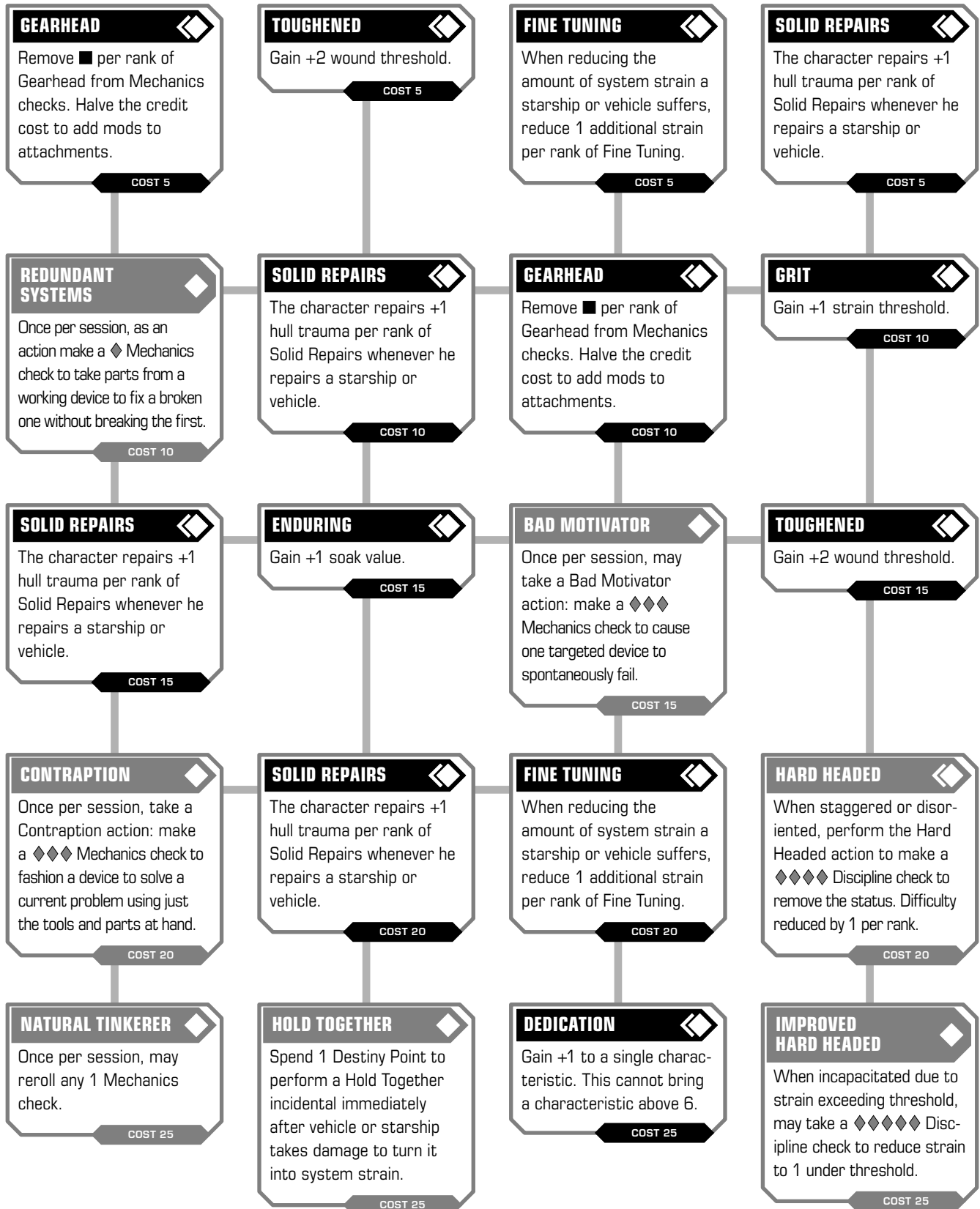
Passive

Ranked

XP

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

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TECHNICIAN SLICER

Active

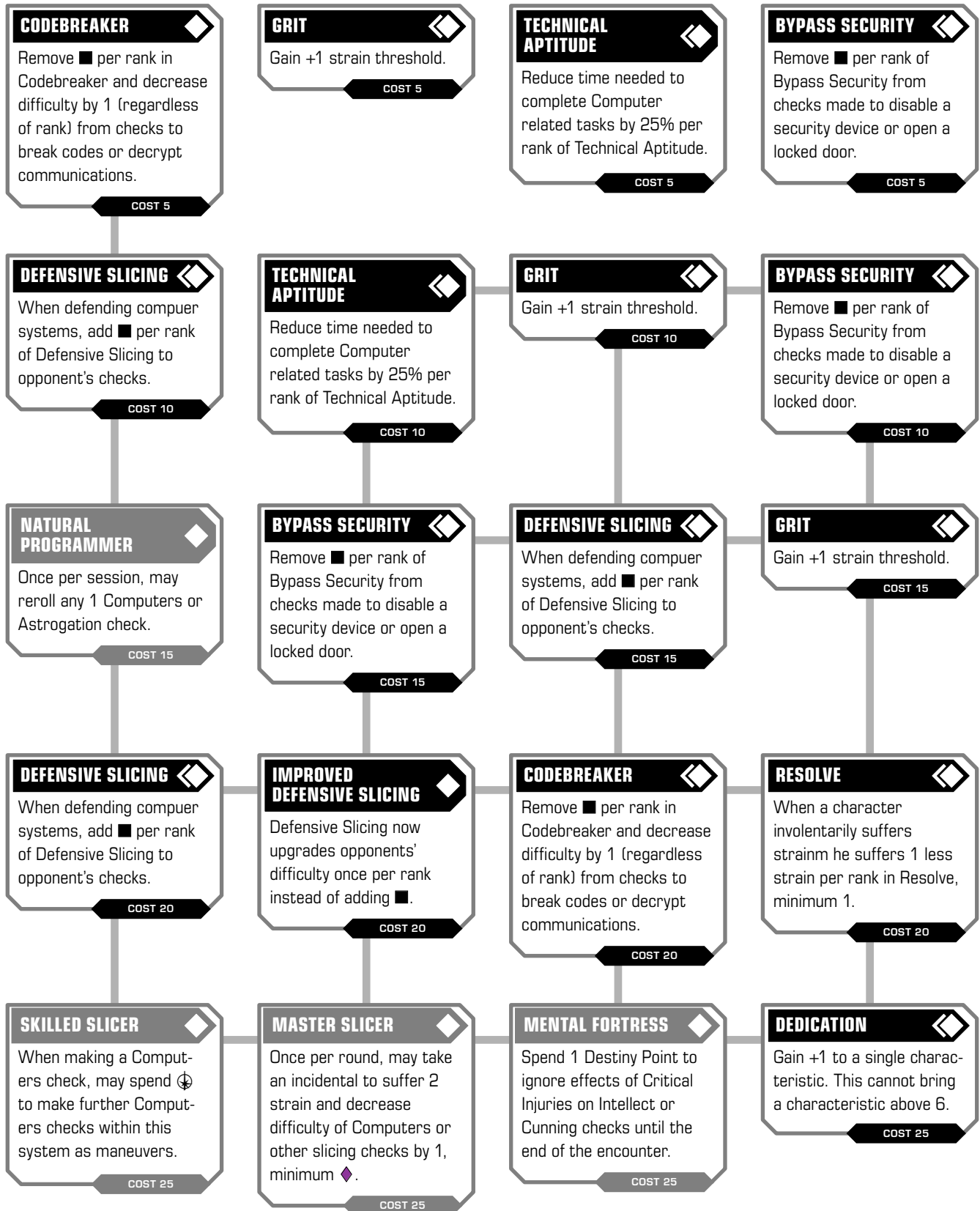
Passive

Ranked

XP

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

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TECHNICIAN OUTLAW TECH

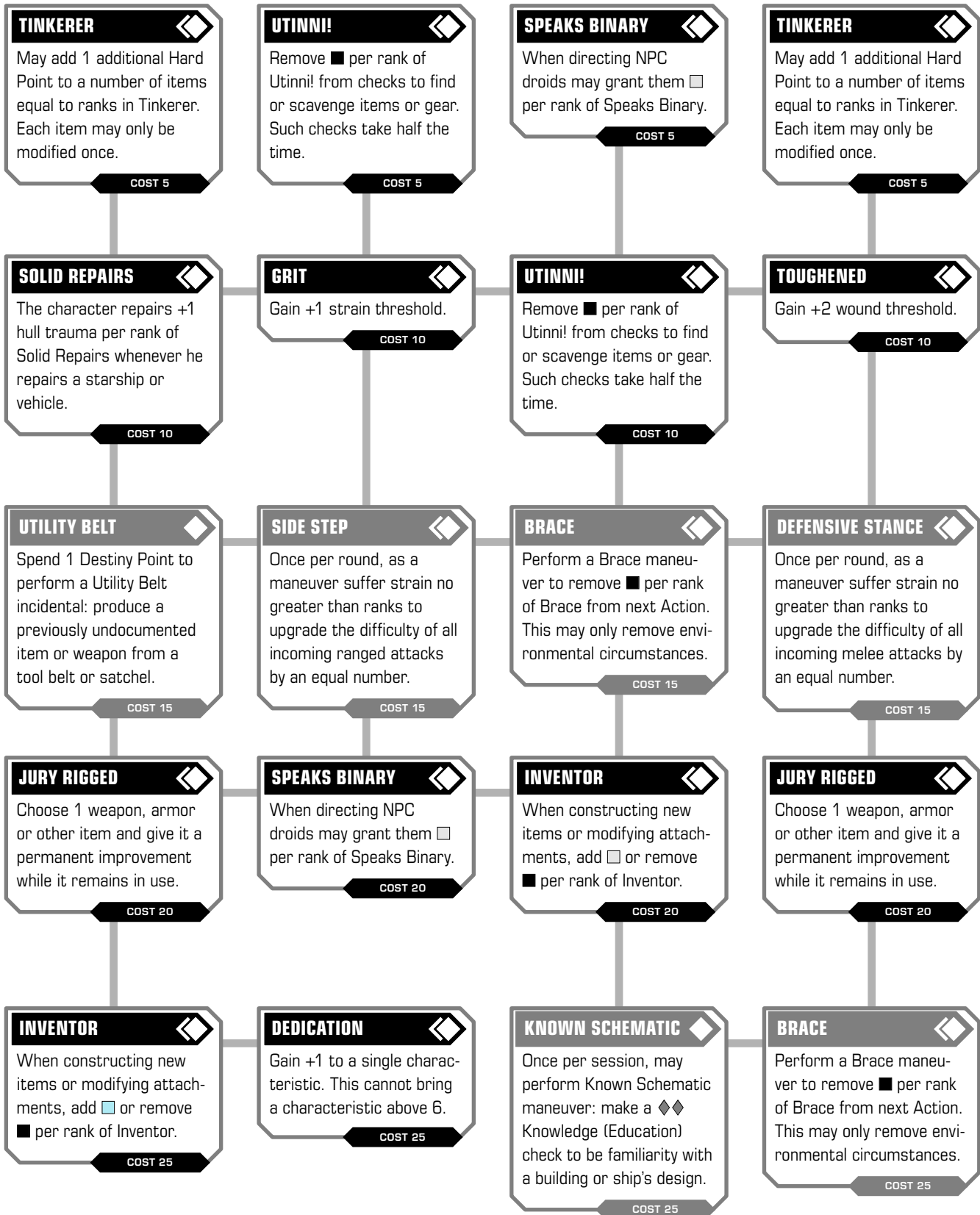
Active 

Passive 

Ranked 

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

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UNIVERSAL FORCE SENSITIVE EXILE

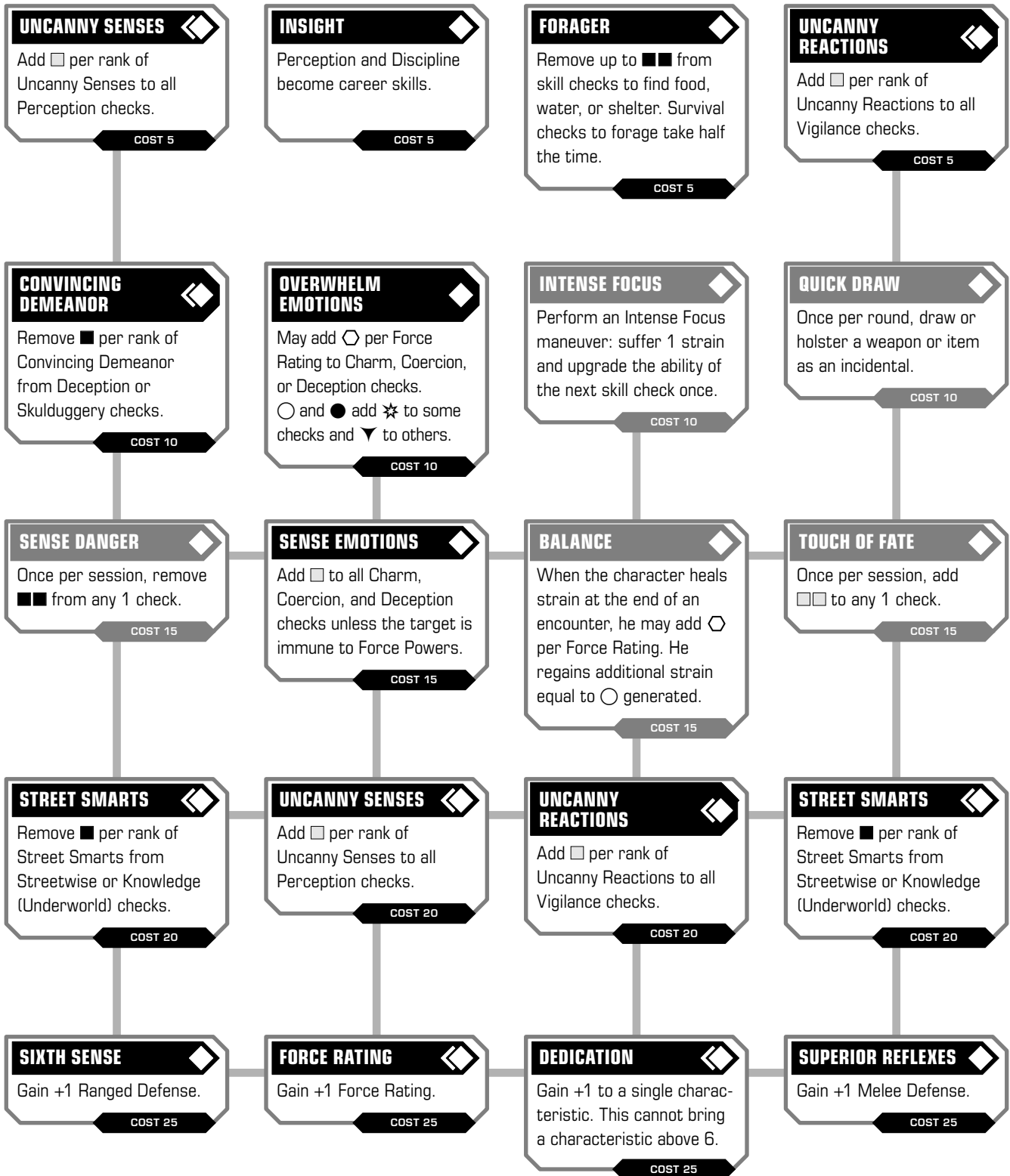
Active

Passive

Ranked

Gain: **Force Rating 1**

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FORCE POWER

SENSE

Ranked 

Requires: **Force Rating 1+**

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SENSE BASIC POWER


The Force user can sense the Force interacting with the world around him.

The user may spend ○ to sense all living things within short range (including sentient and non-sentient beings).

The user may spend ○ 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, upgrade the difficulty of the pool once.

COST 10

CONTROL

Effect: Spend ○. 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 ○ to increase power's range by a number of range bands equal to range upgrades purchased.

COST 5

MAGNITUDE

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

COST 10

MAGNITUDE

Spend ○ to increase number of targets affected by power equal to magnitude upgrades purchased.

COST 10

CONTROL

Ongoing effect: Commit . Once per round, when the Force user makes an attack, he upgrades the die pool once.

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 number of targets affected by power equal to magnitude upgrades purchased.

COST 10

FORCE POWER INFLUENCE

Ranked 

Requires: **Force Rating 1+**

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INFLUENCE BASIC POWER

The Force user 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 user 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 number of targets affected by power 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 Coerce, 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 Force user 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 number of targets affected by power 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 number of targets affected by power 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 ◀

Requires: **Force Rating 1+**

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MOVE BASIC POWER

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

The user may spend Z 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 ○ to increase number of targets affected by power equal to magnitude upgrades purchased.

COST 5

STRENGTH

Spend ○ to increase silhouette able to be targeted equal to strength upgrades purchased.

COST 10

RANGE

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

COST 5

RANGE

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

COST 5

MAGNITUDE

Spend ○ to increase number of targets affected by power equal to magnitude upgrades purchased.

COST 5

STRENGTH

Spend ○ 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 (◊ equal to silhouette, plus defense) Discipline check combined with a Move power check, dealing damage equal to 10 times silhouette.

COST 5

MAGNITUDE

Spend ○ to increase number of targets affected by power equal to magnitude upgrades purchased.

COST 10

STRENGTH

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

COST 15

MAGNITUDE

Spend ○ to increase number of targets affected by power equal to magnitude upgrades purchased.

COST 10

STRENGTH

Spend ○ to increase silhouette able to be targeted equal to strength upgrades purchased.

COST 15

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