BOUNTY HUNTER ASSASSIN

Active

Passive



Ranked

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

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GRIT



Gain +1 strain threshold.

COST 5

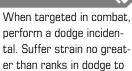
LETHAL BLOWS

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

STALKER

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

DODGE



COST 5

PRECISE AIM

Once per round, may perform a Precise Aim maneuver. Suffer strain up to ranks in Precise Aim and reduce target's Melee and Ranged Defense by that number.

COST 10

JUMP UP

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

COST 10

QUICK STRIKE

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

COST 10

QUICK DRAW

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

upgrade difficulty of the attack by that number.

TARGETED BLOW

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

STALKER

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

LETHAL BLOWS

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

ANATOMY LESSONS

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

STALKER

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

SNIPER SHOT

Before making a nonthrown ranged attack, as a maneuver increase the weapon's range by up to ranks. Upgrade difficulty by one per range increase.

COST 20

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.

LETHAL BLOWS

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

COST 20

PRECISE AIM

Once per round, may perform a Precise Aim maneuver. Suffer strain up to ranks in Precise Aim and reduce target's Melee and Ranged Defense by that number.

DEADLY ACCURACY 🐇

When acquired, choose 1 combat skill. Add damage equal to ranks in that skill to one hit of a successful attack with that skill.

COST 25

DEDICATION

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

MASTER OF SHADOWS

Once per round, suffer 2 strain to decrease difficulty of next Stealth or Subterfuge check by one.

BOUNTY HUNTER GADGETEER

Active

Passive



Ranked

Find more handouts at BeggingForXP.com XP



BRACE



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

TOUGHENED

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



Gain +2 wound threshold.

COST 5

INTIMIDATING



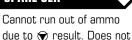
Suffer a number of strain up to ranks to downgrade difficulty of Coercion checks or upgrade difficulty when targeted by an equal number.

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.

SPARE CLIP



effect items with Limited Ammo quality.

JURY RIGGED



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

POINT BLANK



Add 1 damage per rank of Point Blank to one hit of a successful attack using Ranged (Light) or (Heavy) at close range or engaged.

DISORIENT



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

COST 10

TOUGHENED



Gain +2 wound threshold.

ARMOR MASTER



When wearing armor. increase total soak by 1.

COST 15

NATURAL ENFORCER



re-roll any 1 Coercion or

Streetwise check.

COST 15

STUNNING BLOW



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

COST 5

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



When acquired, choose 1 combat skill. Add damage equal to ranks in that skill to one hit of a successful attack with that skill.

IMPROVED STUNNING BLOW



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

INTIMIDATING



Suffer a number of strain up to ranks to downgrade difficulty of Coercion checks or upgrade difficulty when targeted by an equal number.

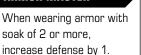
COST 25

DEDICATION



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

IMPROVED ARMOR MASTER



CRIPPLING BLOW



Increase the difficulty of next combat check by 1. If check deals damage, target suffers 1 strain whenever they move for the rest of the encounter.

BOUNTY HUNTER SURVIVALIST

Active

Passive Ranked



Survivalist Bonus Career Skills: Knowledge (Xenology), Perception, Resilience, Survival Find more handouts at BeggingForXP.com XP



FORAGER

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

STALKER

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

OUTDOORSMAN

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

COST 5

EXPERT TRACKER

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

OUTDOORSMAN

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

COST 10

SWIFT

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

HUNTER

Add ☐ per rank of Hunter to all checks when interacting with animals (including combat). Add +10 to Critical Injury results per rank.

SOFT SPOT

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

TOUGHENED

Gain +2 wound threshold.

COST 15

EXPERT TRACKER

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

STALKER

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

NATURAL **OUTDOORSMAN**

Once per session, reroll any 1 Resilience or Survival check.

TOUGHENED

Gain +2 wound threshold.

HUNTER

Add □ per rank of Hunter to all checks when interacting with animals (including combat). Add +10 to Critical Injury results per rank.

EXPERT TRACKER

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

COST 20

BLOODED

Add ☐ per rank of Blooded to resist or recover from poisons, venoms, or toxins. Reduce duration of ongoing poisons by 1 round per rank of Blooded (min 1).

COST 20

ENDURING

Gain +1 soak value.

DEDICATION

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

GRIT

Gain +1 strain threshold.

COST 25

HEROIC FORTITUDE

May spend 1 Destiny Point to ignore effects of Critical Injuries on Brawn or Agility checks until the end of the encounter.

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.

RESOLVE

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

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.

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.

RESOLVE

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

SURGEON

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

GRIT

Gain +1 strain threshold.

BACTA SPECIALIST 🔇

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

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.

IMPROVED STIM **APPLICATION**

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

NATURAL DOCTOR

Once per session, may reroll any 1 Medicine check.

COST 20

TOUGHENED

Gain +2 wound threshold.

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.

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.

COLONIST POLITICO

Active

Passive



Ranked

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

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KILL WITH KINDNESS 🔇

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

GRIT

Gain +1 strain threshold.

COST 5

PLAUSIBLE DENIABILITY

checks.

Remove ■ per rank of Plausible Deniability from all Coercion and Deception

COST 5

TOUGHENED

Gain +2 wound threshold.

COST 5

INSPIRING RHETORIC

Inspiring Rhetoric action: make a $\Diamond \Diamond$ Leadership check. Each ※ causes 1 ally in close range to recover 1 strain.

😲 recovers 1 additional strain for a single ally.

COST 10

KILL WITH KINDNESS <

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

COST 10

SCATHING TIRADE

Scathing Tirade action: make a ♦ ♦ Coercion check. Each ※ causes 1 enemy in close range to suffer 1 strain. (*) inflicts 1 additional strain for a single enemy.

PLAUSIBLE DENIABILITY

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

COST 10

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.

IMPROVED INSPIRING RHETORIC

Each ally affected by Inspiring Rhetoric gains on all skill checks for a number of rounds equal to ranks in Leadership.

IMPROVED SCATHING TIRADE

Each enemy affected by Scathing Tirade suffers ■ on all skill checks for a number of rounds equal to ranks in Coercion.

WELL ROUNDED

Choose any 2 skills. They permanently become career skills.

COST 15

GRIT

Gain +1 strain threshold.

COST 20

SUPREME **INSPIRING RHETORIC**

Suffer 1 strain to perform Inspiring Rhetoric as a maneuver, not an action.

SUPREME **SCATHING TIRADE**

Suffer 1 strain to perform Scathing Tirade as a maneuver, not an action.

NOBODY'S FOOL

May upgrade the difficulty of incoming Charm, Coercion, or Deception checks once per rank of Nobody's Fool.

COST 20

STEELY NERVES

Spend 1 Destiny Point to ignore effects of Critical Injuries on Willpower or Presence checks until the end of the encounter.

DEDICATION

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

COST 25

NATURAL CHARMER

Once per session may reroll any 1 Charm or Deception check.

INTENSE PRETENCE

Spend 1 Destiny Point to recover strain equal to Presence rating.

COLONIST SCHOLAR

Active

Passive Ranked



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

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REPECTED SCHOLAR 🐇

May downgrade difficulty of checks to interact with institutes of learning by one level per rank or Repected Scholar.

COST 5

SPEAKS BINARY

When directing NPC droids may grant them ☐ per rank of Speaks Binary.

COST 5

Gain +1 strain threshold.

COST 5

BRACE

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

COST 5

RESEARCHER

Remove ■ per rank in Researcher from all Knowledge checks. Researching a subject takes half the time.

COST 10

REPECTED SCHOLAR

May downgrade difficulty of checks to interact with institutes of learning by one level per rank or Repected Scholar.

COST 10

RESOLVE

GRIT

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

COST 40

RESEARCHER

Remove ■ per rank in Researcher from all Knowledge checks. Researching a subject takes half the time.

COST 10

CODEBREAKER

Remove ■ per rank in Codebreaker and decrease difficulty by 1 (regardless of rank) from checks to break codes or decrypt communications.

COST 15

KNOWLEDGE SPECIALIZATION

COST 1

NATURAL SCHOLAR

Once per session, may reroll any 1 Knowledge skill check.

COST 15

WELL ROUNDED

Choose any 2 skills. They permanently become career skills.

COST 15

KNOWLEDGE SPECIALIZATION

COST 20

INTENSE FOCUS

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

COST 20

CONFIDENCE

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

COST 20

RESOLVE

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

COST 20

STROKE OF GENIUS

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

COST 25

MENTAL FORTRESS

Spend 1 Destiny Point to ignore effects of Critical Injuries on Intellect or Cunning checks until end of encounter.

COST 25

DEDICATION

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

COST 25

TOUGHENED

Gain +2 wound threshold

EXPLORER FRINGER

Active

Passive





Fringer 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.

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.





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

COST 5

SKILLED JOCKEY



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

COST 10

COST 5

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



strain to decrease the difficulty of the next Astrogation check by 1, minimum Easy (1).

DEFENSIVE DRIVING

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

RAPID RECOVERY

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

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.



stand from seated or prone as an incidental.

GRIT

Gain +1 strain threshold.

KNOCKDOWN

After hitting with a melee attack, may spend & to

knock the target prone.

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



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.

Active

Passive





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

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RAPID RECOVERY



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

COST 5

STALKER



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

GRIT



Gain +1 strain threshold.

COST 5

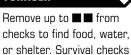
SHORTCUT



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

COST 5

FORAGER



to forage take half time.

COST 10

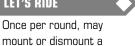
QUICK STRIKE



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

COST 10

LET'S RIDE



vehicle or beast, or enter a cockpit or weapon station on a vehicle, as an incidental.

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

RAPID RECOVERY



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

NATURAL HUNTER



reroll 1 Perception or Vigilance check.

FAMILIAR SUNS



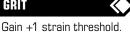
perform a maneuver: Make a ♦ ♦ ♦ Knowledge (Outer Rim) or (Core Worlds) check to reveal the current type of environment and other info.

SHORTCUT



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

GRIT



COST 20

HEIGHTENED **AWARENESS**



Allies within close range add □ to Perception or Vigilance checks. Engaged allies add \square \square .

TOUGHENED



Gain +2 wound threshold.

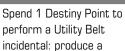
COST 20

QUICK STRIKE



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

UTILITY BELT



previously undocumented item or weapon from a tool belt or satchel.

DEDICATION



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

STALKER



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

DISORIENT



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

EXPLORER TRADER

Active

Passive



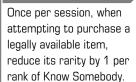
Ranked

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

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KNOW SOMEBODY



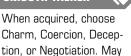
CONVINCING DEMEANOR

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

WHEEL AND DEAL

When selling goods legally, gain 10% more credits per rank in Wheel and Deal.

SMOOTH TALKER



Charm, Coercion, Deception, or Negotiation. May spend when rolling that skill to gain 🕸 equal to ranks in this talent.

WHEEL AND DEAL

When selling goods legally, gain 10% more credits per rank in Wheel and Deal.

COST 10

GRIT

Gain +1 strain threshold.

SPARE CLIP

Cannot run out of ammo due to a Dispair result. Does not effect items with Limited Ammo quality.

COST 10

TOUGHENED



Gain +2 wound threshold

KNOW SOMEBODY

Once per session, when attempting to purchase a legally available item, reduce its rarity by 1 per rank of Know Somebody.

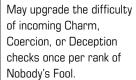
NOBODY'S FOOL

May upgrade the difficulty of incoming Charm, Coercion, or Deception checks once per rank of Nobody's Fool.

SMOOTH TALKER

When acquired, choose Charm, Coercion, Deception, or Negotiation. May spend 🏶 when rolling that skill to gain * equal to ranks in this talent.

NOBODY'S FOOL



WHEEL AND DEAL

When selling goods legally, gain 10% more credits per rank in Wheel and Deal.

STEELY NERVES

Spend 1 Destiny Point to ignore effects of Critical Injuries on Willpower or Presence checks until the end of the encounter.

BLACK MARKET CONTACTS

When purchasing illegal goods, may reduce rarity by 1 per rank, increasing cost by 50% of base cost per reduction.

BLACK MARKET CONTACTS



When purchasing illegal goods, may reduce rarity by 1 per rank, increasing cost by 50% of base cost per reduction.

COST 20

KNOW SOMEBODY

Once per session, when attempting to purchase a legally available item, reduce its rarity by 1 per rank of Know Somebody.

NATURAL NEGOTIATOR

Once per session, may reroll any 1 Cool or Negotiation check.

DEDICATION

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

COST 25

MASTER MERCHANT

When buying or selling goods, or paying off Obligation, may suffer 2 strain to buy/sell for 25% less/more, pay off 1 more Obligation, or take 1 less.

HIRED GUN **BODYGUARD**

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.

DURABLE



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

GRIT



Gain +1 strain threshold.

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 .

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.

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.

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 .

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.

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.

BRACE



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

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.



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.

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.

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.

TOUGHENED



Gain +2 wound threshold.

IMPROVED HARD HEADED



When incapacitated due to strain exceeding threshold, may take a ♦♦♦♦ Discipline check to reduce strain to 1 under threshold.

HIRED GUN MARAUDER

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

Active

Passive



Ranked



TOUGHENED



Gain +2 wound threshold.

COST 5

FRENZIED ATTACK

When making a Melee or Brawl attack, suffer a number of strain up to ranks in Frenzied Attack to upgrade the attack an equal number of times .

COST 5

FERAL STRENGTH

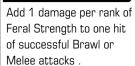
Add 1 damage per rank of Feral Strength to one hit of successful Brawl or Melee attacks .

LETHAL BLOWS



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

FERAL STRENGTH



COST 10

TOUGHENED

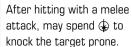
Gain +2 wound threshold.

COST 10

HEROIC FORTITUDE

May spend 1 Destiny Point to ignore effects of Critical Injuries on Brawn or Agility until the end of the encounter.

KNOCKDOWN



ENDURING

Gain +1 soak value.

COST 15

LETHAL BLOWS

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

COST 15

TOUGHENED

Gain +2 wound threshold.

FRENZIED ATTACK



When making a Melee or Brawl attack, suffer a number of strain up to ranks in Frenzied Attack to upgrade the attack an equal number of times .

TOUGHENED

Gain +2 wound threshold.

COST 20

FERAL STRENGTH

Add 1 damage per rank of Feral Strength to one hit of successful Brawl or Melee attacks .

NATURAL BRAWLER

Once per session, may reroll any 1 Brawl or Melee check.

LETHAL BLOWS

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

COST 20

FRENZIED ATTACK

When making a Melee or Brawl attack, suffer a number of strain up to ranks in Frenzied Attack to upgrade the attack an equal number of times .

ENDURING

Gain +1 soak value.

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.

DEDICATION

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

HIRED GUN

MERCENARY SOLDIER

Active

Passive



Ranked

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

Find more handouts at BeggingForXP.com XP



COMMAND

Add per rank of Command to Leadership checks. Affected targets add to Discipline checks for next 24 hours.

....

SECOND WIND

Once per encounter, as an incidental heal strain equal to ranks in Second Wind.

COST 5

POINT BLANK

Add 1 damage per rank of Point Blank to one hit of a successful attack using Ranged (Light) or (Heavy) at close range or engaged.

COST 5

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 5

SECOND WIND

Once per encounter, as an incidental heal strain equal to ranks in Second Wind.

COST 10

CONFIDENCE

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

COST 10

STRONG ARM

Treat thrown weapons as if they had 1 greater range.

COST 10

POINT BLANK

Add 1 damage per rank of Point Blank to one hit of a successful attack using Ranged (Light) or (Heavy) at close range or engaged.

COST 10

FIELD COMMANDER

Take the Field Commander action: make a ♠ ♠ Leadership check. A number of allies equal to Presence may immediately suffer 1 strain to perform a maneuver.

OST 15

COMMAND

Add per rank of Command to Leadership checks. Affected targets add to Discipline checks for next 24 hours.

COST 15

NATURAL MARKSM<u>an</u>

Once per session, may reroll any 1 Ranged (Light) or (Heavy) check.

COST 15

SNIPER SHOT

Before making a non-thrown ranged attack, as a maneuver increase the weapon's range by up to ranks. Upgrade difficulty by one per range increase.

COST 15

IMPROVED FIELD COMMANDER

Field Commander action affects allies equal to double Presence. Spend & to allow allies to suffer 1 strain and perform 1 free action instead.

COST 20

GRIT

Gain +1 strain threshold.

COST 20

TOUGHENED

Gain +2 wound threshold.

COST 20

LETHAL BLOWS

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

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 with that skill.

CUST 35

TRUE AIM

Once per round, may perform a True Aim maneuver to gain benefits of aiming and upgrade the combat check by ranks of True Aim.

COST 25

DEDICATION

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

COST 25

TRUE AIM

Once per round, may perform a True Aim maneuver to gain benefits of aiming and upgrade the combat check by ranks of True Aim.

Active

Passive



Ranked

acel

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

Find more handouts at BeggingForXP.com



FULL THROTTLE

Take a Full Throttle action: make a ♦♦♦ Piloting check to increase a vehicle's top speed by 1 for a number of rounds equal to Cunning.

COST 5

SKILLED JOCKEY

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

COST 5

GALAXY MAPPER

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

COST 5

LET'S RIDE

Once per round, may mount or dismount a vehicle or beast, or enter a cockpit or weapon station on a vehicle, as an incidental.

COST 5

SKILLED JOCKEY

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

COST 10

DEAD TO RIGHTS

Spend 1 Destiny Point to add additional damage equal to half Agility (round up) to one hit of successful attack made with ship or vehicle weaponry.

COST 10

GALAXY MAPPER

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

COST 10

RAPID RECOVERY

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

COST 10

IMPROVED FULL Throttle

Suffer 1 strain to attempt Full Throttle as a maneuver and decrease its difficulty to $\spadesuit \spadesuit$.

COST 15

IMPROVED DEAD TO RIGHTS

Dead to Rights now adds full Agility rather than half.

COST 1

GRIT

Gain +1 strain threshold.

COST 15

NATURAL PILOT

Once per session, may reroll any 1 Pilot (Space) or Gunnery check.

COST 15

GRIT

Gain +1 strain threshold.

COST 20

SUPREME FULL THROTTLE

Full Throttle increases top speed by 2 instead of 1.

COST 2

TRICKY TARGET

Count vehicle or starship piloted as having a silhouette 1 lower when being attacked.

COST 20

DEFENSIVE DRIVING

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

COST 20

MASTER PILOT

Once per round when piloting a starship, may suffer 2 strain to perform any action as a maneuver.

COST 25

DEDICATION

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

COST 25

TOUGHENED

Gain +2 wound threshold.

COST 25

BRILLIANT EVASION

Once per encounter, may take Brilliant Evasion action. Select 1 target and make Opposed Piloting check to stop target from attacking for Agility rounds.

SMUGGLER SCOUNDREL

Active

Passive



Ranked



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

Find more handouts at BeggingForXP.com XP



BLACK MARKET CONTACTS



When purchasing illegal goods, may reduce rarity by 1 per rank, increasing cost by 50% of base cost per reduction.

COST 5

CONVINCING DEMEANOR



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

QUICK DRAW



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

RAPID REACTION



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

CONVINCING DEMEANOR



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

BLACK MARKET CONTACTS



When purchasing illegal goods, may reduce rarity by 1 per rank, increasing cost by 50% of base cost per reduction.

CONVINCING DEMEANOR



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

QUICK STRIKE



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

COST 10

HIDDEN STORAGE



Gain hidden storage in vehicles or equipment that holds items with total encumbrance equal to ranks in Hidden Storage.

COST 15

TOUGHENED



Gain +2 wound threshold.

COST 15

BLACK MARKET CONTACTS



When purchasing illegal goods, may reduce rarity by 1 per rank, increasing cost by 50% of base cost per reduction.

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.

TOUGHENED



Gain +2 wound threshold.

COST 10

RAPID REACTION



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

COST 20

HIDDEN STORAGE



Gain hidden storage in vehicles or equipment that holds items with total encumbrance equal to ranks in Hidden Storage.

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.

DEDICATION



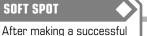
Gain +1 to a single characteristic. This cannot bring a characteristic above 6.

COST 25

NATURAL CHARMER

Once per session, may reroll any 1 Charm or Deception check.

SOFT SPOT



attack, may spend 1 Destiny Point to add damage equal to Cunning to one hit.

QUICK STRIKE



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

SMUGGLER **THIEF**

Active

Passive



Ranked

Find more handouts at BeggingForXP.com



STREET SMARTS

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

COST 5

BLACK MARKET CONTACTS

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

When purchasing illegal goods, may reduce rarity by 1 per rank, increasing cost by 50% of base cost per reduction.

COST 5

INDISTINGUISHABLE 🔷

Upgrade the difficulty or checks to identify the character once per rank of Indistinguishable.

COST 5

BYPASS SECURITY •

Remove per rank of Bypass Security from checks made to disable a security device or open a locked door.

COCT E

BLACK MARKET CONTACTS

When purchasing illegal goods, may reduce rarity by 1 per rank, increasing cost by 50% of base cost per reduction.

COST 10

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 10

GRIT

Gain +1 strain threshold.

COST 10

HIDDEN STORAGE

Gain hidden storage in vehicles or equipment that holds items with total encumbrance equal to ranks in Hidden Storage.

COST 10

STALKER

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

COST 15

GRIT

Gain +1 strain threshold.

COST 15

RAPID REACTION

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

COST 15

SHORTCUT

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

COST 15

BYPASS SECURITY

Remove per rank of Bypass Security from checks made to disable a security device or open a locked door.

COST 20

NATURAL ROGUE

Once per session, may reroll any 1 Skulduggery or Stealth check.

COST 20

STREET SMARTS

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

COST 2

JUMP UP

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

COST 20

MASTER OF SHADOWS

Once per round, suffer 2 strain to decrease difficulty of next Stealth or Skulduggery check by 1.

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

INDISTINGUISHABLE &

Upgrade the difficulty or checks to identify the character once per rank of Indistinguishable.

COST 25

DEDICATION

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

TECHNICIAN MECHANIC

Active

Passive



Ranked

Find more handouts at BeggingForXP.com XP

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

GEARHEAD

Remove ■ per rank of Gearhead from Mechanics checks. Halve the credit

cost to add mods to attachments.

TOUGHENED

Gain +2 wound threshold.

COST 5

FINE TUNING

When reducing the amount of system strain a starship or vehicle suffers. reduce 1 additional strain per rank of Fine Tuning.

SOLID REPAIRS

The character repairs +1 hull trauma per rank of Solid Repairs whenever he repairs a starship or vehicle.

COST 5

REDUNDANT **SYSTEMS**

Once per session, as an action make a

Mechanics check to take parts from a working device to fix a broken one without breaking the first.

COST 10

SOLID REPAIRS

The character repairs +1 hull trauma per rank of Solid Repairs whenever he repairs a starship or vehicle.

GEARHEAD

Remove per rank of Gearhead from Mechanics checks. Halve the credit cost to add mods to attachments.

GRIT

Gain +1 strain threshold.

COST 10

SOLID REPAIRS

The character repairs +1 hull trauma per rank of Solid Repairs whenever he repairs a starship or vehicle.

COST 15

ENDURING

Gain +1 soak value.

BAD MOTIVATOR

Once per session, may take a Bad Motivator action: make a ♦♦♦ Mechanics check to cause one targeted device to spontaneously fail.

TOUGHENED

Gain +2 wound threshold.

COST 15

CONTRAPTION

Once per session, take a Contraption action: make a ♦♦♦ Mechanics check to fashion a device to solve a current problem using just the tools and parts at hand.

COST 20

SOLID REPAIRS

The character repairs +1 hull trauma per rank of Solid Repairs whenever he repairs a starship or vehicle.

COST 20

FINE TUNING

When reducing the amount of system strain a starship or vehicle suffers, reduce 1 additional strain per rank of Fine Tuning.

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.

NATURAL TINKERER

Once per session, may reroll any 1 Mechanics check.

HOLD TOGETHER

Spend 1 Destiny Point to perform a Hold Together incidental immediately after vehicle or starship takes damage to turn it into system strain.

DEDICATION

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

COST 25

IMPROVED HARD HEADED

When incapacitated due to strain exceeding threshold, may take a ♦♦♦♦ Discipline check to reduce strain to 1 under threshold.

TECHNICIAN SLICER

Active

Passive



Ranked

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

Find more handouts at BeggingForXP.com



CODEBREAKER

Remove ■ per rank in Codebreaker and decrease difficulty by 1 (regardless of rank) from checks to break codes or decrypt communications.

COST 5

GRIT

Gain +1 strain threshold.

COST E

TECHNICAL Aptitud<u>e</u>

Reduce time needed to complete Computer related tasks by 25% per rank of Technical Aptitude.

COST 5

BYPASS SECURITY

Remove ■ per rank of Bypass Security from checks made to disable a security device or open a locked door.

COST 5

DEFENSIVE SLICING 🐇

When defending compuer systems, add ■ per rank of Defensive Slicing to opponent's checks.

COST 10

TECHNICAL APTITUDE

Reduce time needed to complete Computer related tasks by 25% per rank of Technical Aptitude.

COST 10

GRIT

Gain +1 strain threshold.

COST 10

BYPASS SECURITY

Remove per rank of Bypass Security from checks made to disable a security device or open a locked door.

COST 10

NATURAL PROGRAMMER

Once per session, may reroll any 1 Computers or Astrogation check.

COST 15

BYPASS SECURITY

Remove ■ per rank of Bypass Security from checks made to disable a security device or open a locked door.

COST 15

DEFENSIVE SLICING 🔇

When defending compuer systems, add ■ per rank of Defensive Slicing to opponent's checks.

COST 15

GRIT

Gain +1 strain threshold.

COST 1

DEFENSIVE SLICING 🔇

When defending compuer systems, add ■ per rank of Defensive Slicing to opponent's checks.

COST 20

IMPROVED DEFENSIVE SLICING

Defensive Slicing now upgrades opponents' difficulty once per rank instead of adding ■.

COST 20

CODEBREAKER

Remove ■ per rank in Codebreaker and decrease difficulty by 1 (regardless of rank) from checks to break codes or decrypt communications.

COST 20

RESOLVE

When a character involentarily suffers strainm he suffers 1 less strain per rank in Resolve, minimum 1.

COST 20

SKILLED SLICER

When making a Computers check, may spend \$\precepters\$ to make further Computers checks within this system as maneuvers.

COST 25

MASTER SLICER

Once per round, may take an incidental to suffer 2 strain and decrease difficulty of Computers or other slicing checks by 1, minimum .

COST 25

MENTAL FORTRESS

Spend 1 Destiny Point to ignore effects of Critical Injuries on Intellect or Cunning checks until the end of the encounter.

COST 25

DEDICATION

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

TECHNICIAN OUTLAW TECH

Active

Passive



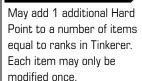
Ranked

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

Find more handouts at BeggingForXP.com XP



TINKERER



UTINNI!

GRIT

Remove ■ per rank of Utinni! from checks to find or scavenge items or gear. Such checks take half the time.

COST 5

SPEAKS BINARY

When directing NPC droids may grant them ☐ per rank of Speaks Binary.

COST 5

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 E

SOLID REPAIRS

The character repairs +1 hull trauma per rank of Solid Repairs whenever he repairs a starship or vehicle.

COST 10

⟨⟩] | U

Gain +1 strain threshold.

COST 10

UTINNI

Remove per rank of Utinni! from checks to find or scavenge items or gear. Such checks take half the time.

COST 10

TOUGHENED

Gain +2 wound threshold.

COST 10

UTILITY BELT

Spend 1 Destiny Point to perform a Utility Belt incidental: produce a previously undocumented item or weapon from a tool belt or satchel.

OST 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

BRACE

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

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

JURY RIGGED

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

COST 20

SPEAKS BINARY

When directing NPC droids may grant them ☐ per rank of Speaks Binary.

COST 20

INVENTOR

When constructing new items or modifying attachments, add ☐ or remove ☐ per rank of Inventor.

JURY RIGGED

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

COST 20

INVENTOR

When constructing new items or modifying attachments, add ☐ or remove ☐ per rank of Inventor.

COST 25

DEDICATION

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

COST 25

KNOWN SCHEMATIC

Once per session, may perform Known Schematic maneuver: make a �� Knowledge (Education) check to be familiarity with a building or ship's design.

COST 25

BRACE

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

UNVERSAL

FORCE SENSITIVE EXILE

Passive

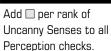


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UNCANNY SENSES

Gain: Force Rating 1



INSIGHT

Perception and Discipline become career skills.

FORAGER

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

UNCANNY REACTIONS

Add □ per rank of Uncanny Reactions to all Vigilance checks.

CONVINCING DEMEANOR

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

COST 10

OVERWHELM **EMOTIONS**

May add ○ per Force Rating to Charm, Coercion, or Deception checks.

 and
 add
 to some checks and \mathbf{Y} 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.

SENSE DANGER

Once per session, remove ■■ from any 1 check.

COST 15

SENSE EMOTIONS

Add I 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 an encounter, he may add \bigcirc per Force Rating. He regains additional strain equal to \bigcirc generated.

TOUCH OF FATE

Once per session, add □□ to any 1 check.

STREET SMARTS

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

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.

STREET SMARTS

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

SIXTH SENSE

Gain +1 Ranged Defense.

FORCE RATING

Gain +1 Force Rating.

DEDICATION

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

COST 25

SUPERIOR REFLEXES

Gain +1 Melee Defense.

FORCE POWER SENSE

Requires: Force Rating 1+

CONTROL

DURATION

per round.

STRENGTH

CONTROL

user makes an attack, he upgrades the die pool once.

instead of once.

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 () 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 who he is engaged. CONTROL Ongoing effect: Commit (). Once per round, when an attack Effect: Spend (). The Force user senses the current thoughts targets the Force user, upgrade the difficulty of the pool once. of one living target with whom he is engaged. COST 10 RANGE MAGNITUDE Sense's ongoing effects may be triggered one additional time Spend ○ to increase Spend O to increase power's range by a number number of targets affected of range bands equal to by power equal to magnirange upgrades purchased. tude upgrades purchased. COST 5 COST 5 RANGE MAGNITUDE When using Sense's ongoing effects, upgrade the pool twice, Spend ○ to increase Spend () to increase power's range by a number number of targets affected of range bands equal to by power equal to magnirange upgrades purchased. tude upgrades purchased. COST 10 RANGE MAGNITUDE Spend ○ to increase Spend O to increase Ongoing effect: Commit \bigcirc . Once per round, when the Force power's range by a number number of targets affected

of range bands equal to

range upgrades purchased.

COST 10

by power equal to magni-

tude upgrades purchased.

FORCE POWER INFLUENCE

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 O may be used to generate positive emotions such as peace, tranquility, and friendliness. Other emotions such as confusion can be generated with either \bigcirc or \blacksquare .

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

RANGE



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

COST 5

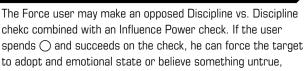
MAGNITUDE



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

COST 5

CONTROL



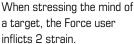
lasting for 1 round or 5 minutes.

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.

STRENGTH



RANGE



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

MAGNITUDE



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

DURATION



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

DURATION



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

RANGE



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

COST 10

MAGNITUDE



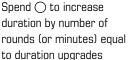
Spend ○ to increase number of targets affected by power equal to magnitude upgrades purchased.

DURATION



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

DURATION



purchased.



FORCE POWER MOVE

Requires: Force Rating 1+

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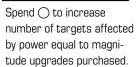
MOVE BASIC POWER

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

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

COST 10

MAGNITUDE



COST 5

STRENGTH

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

COST 10

RANGE

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

COST 5

RANGE

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

COST 5

MAGNITUDE

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

COST 10

STRENGTH

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

COST 15

MAGNITUDE

Spend \bigcirc 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.