

CAREER ACE

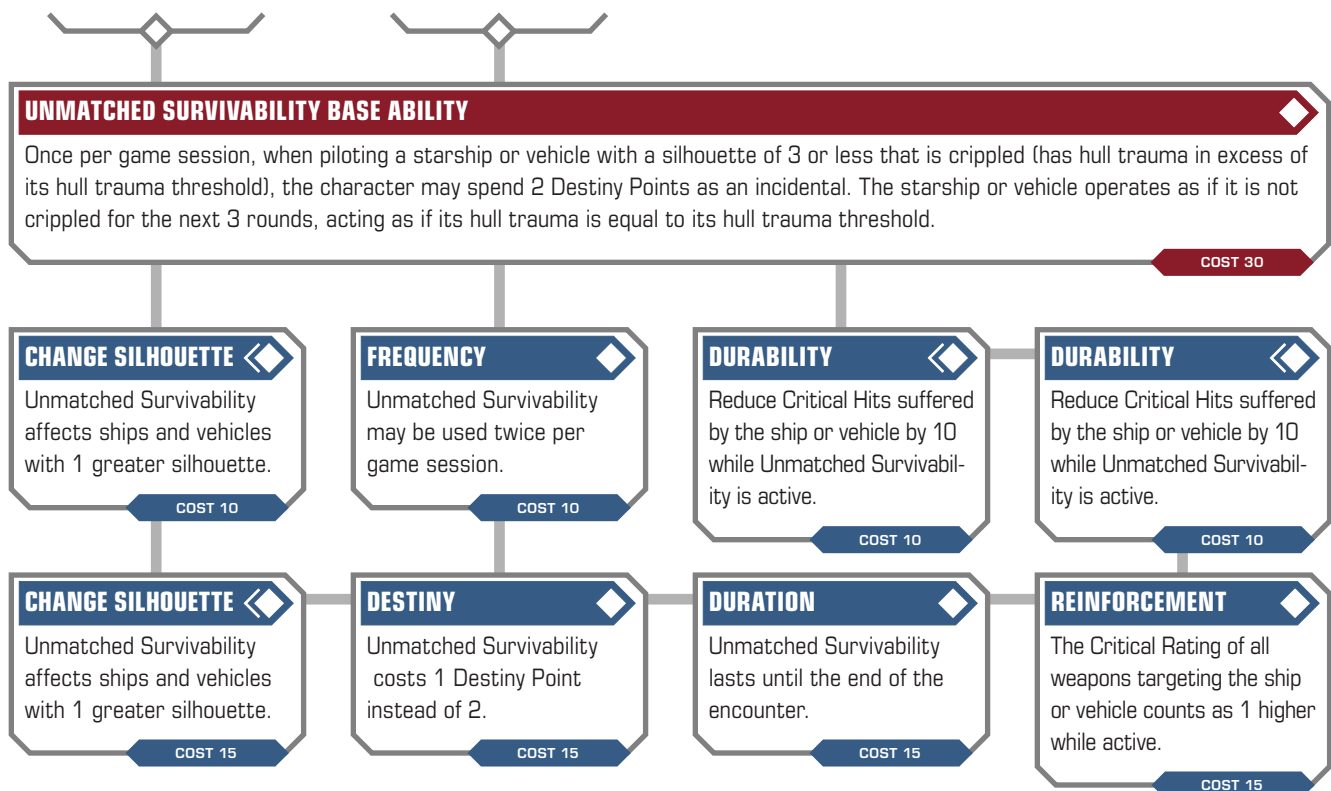
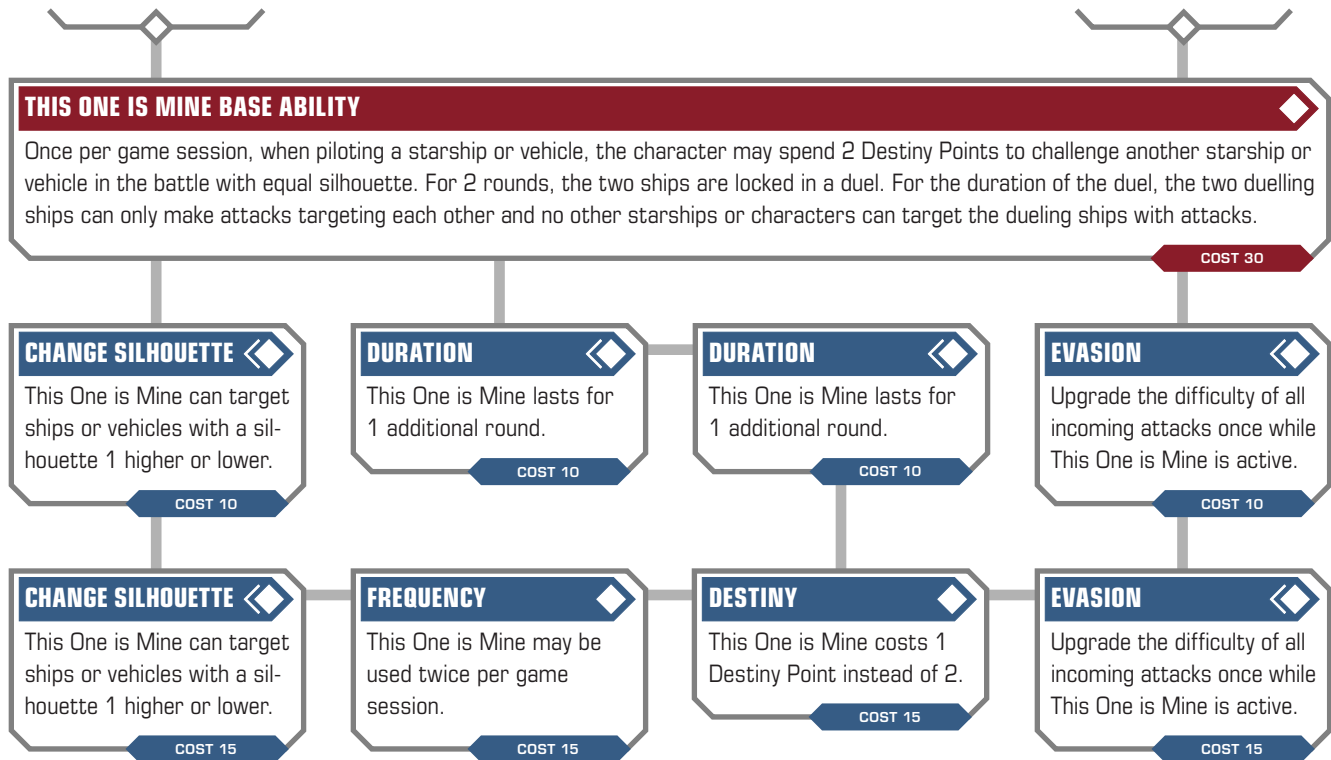
BASE ABILITY 

UPGRADE 

RANKED 

Career Skills: **Astrogation, Cool, Gunnery, Mechanics, Perception, Piloting (Planetary), Piloting (Space), Ranged (light)**

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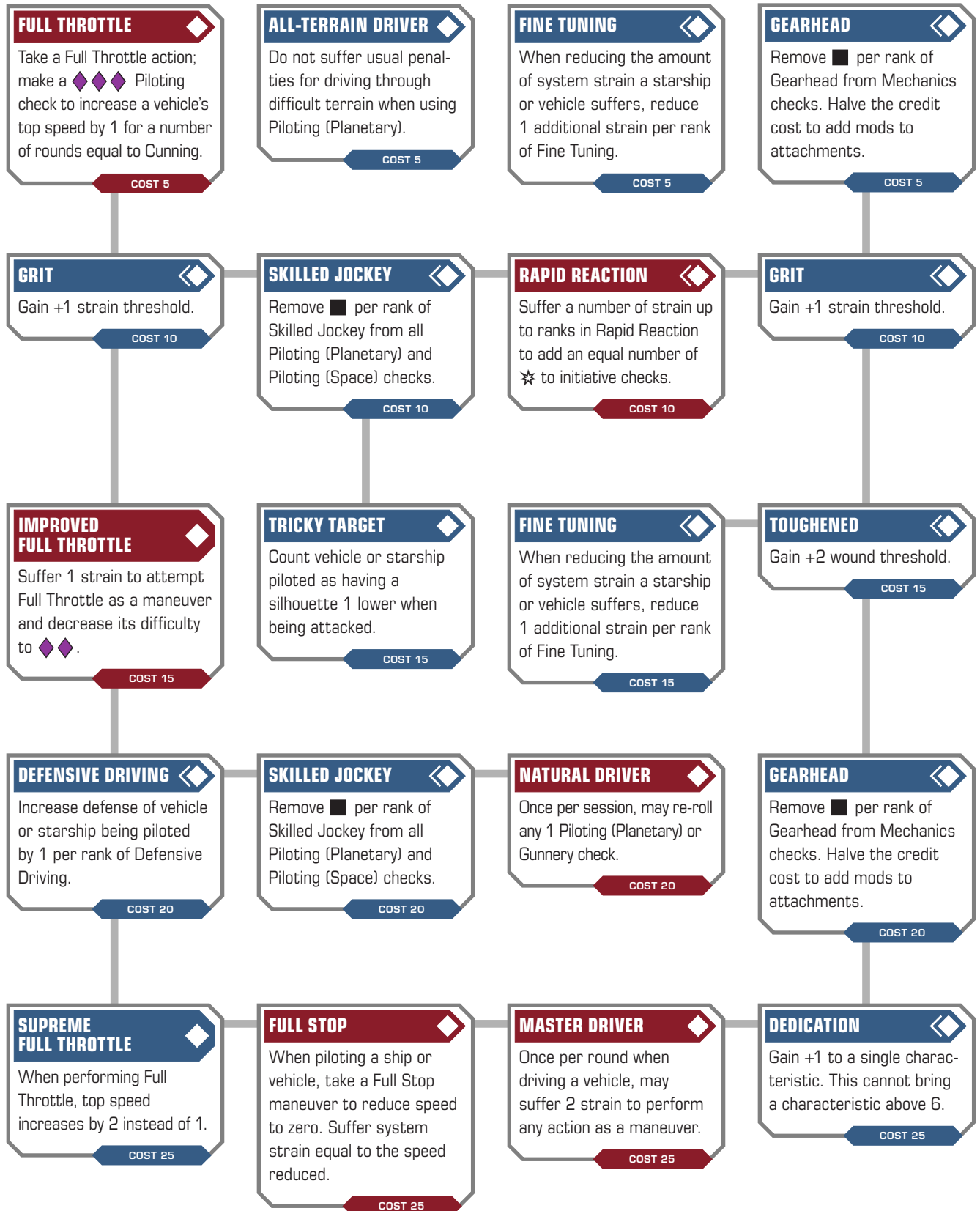


ACE DRIVER

ACTIVE 
 PASSIVE 
 RANKED 

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


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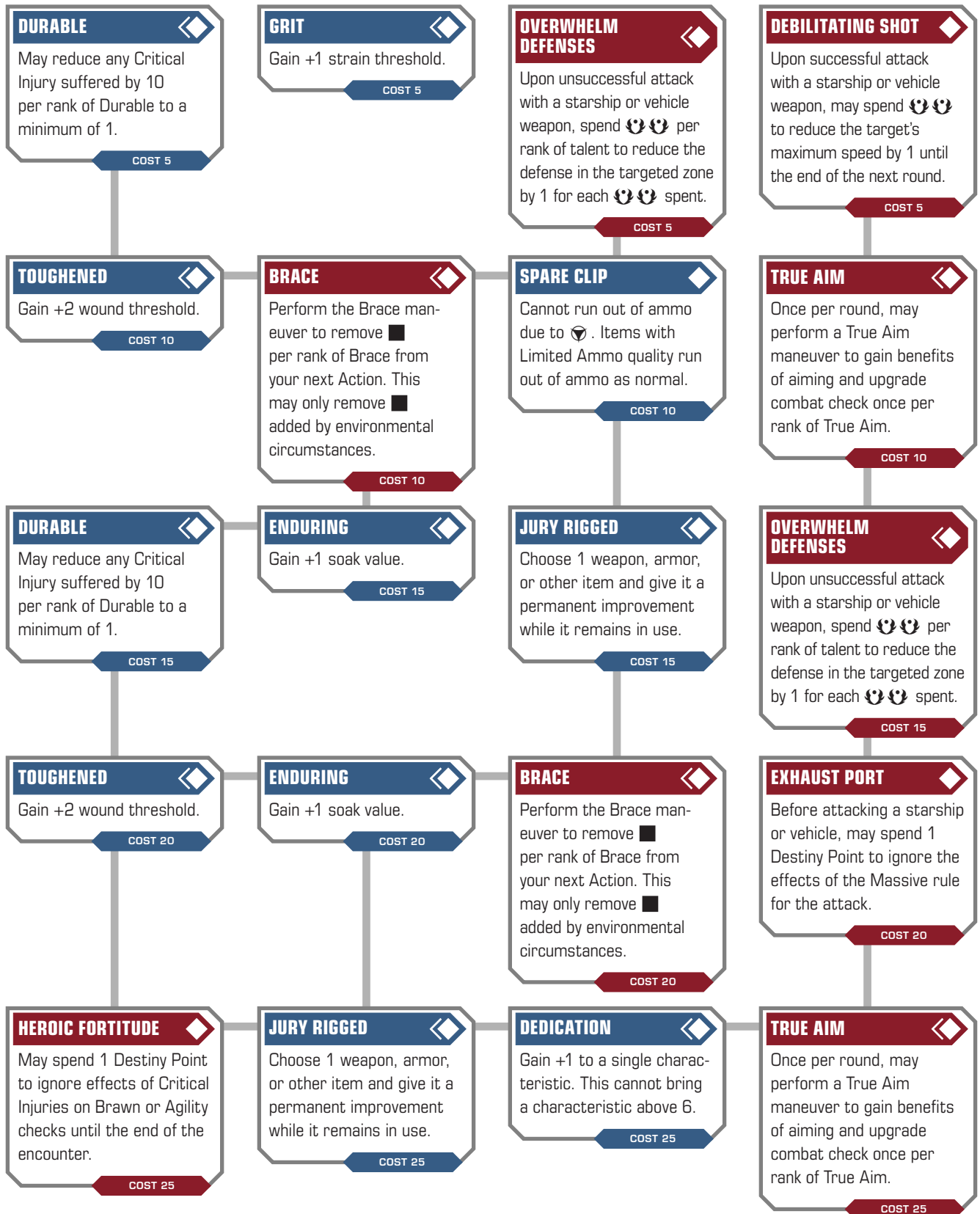


ACE GUNNER

ACTIVE 
 PASSIVE 
 RANKED 

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


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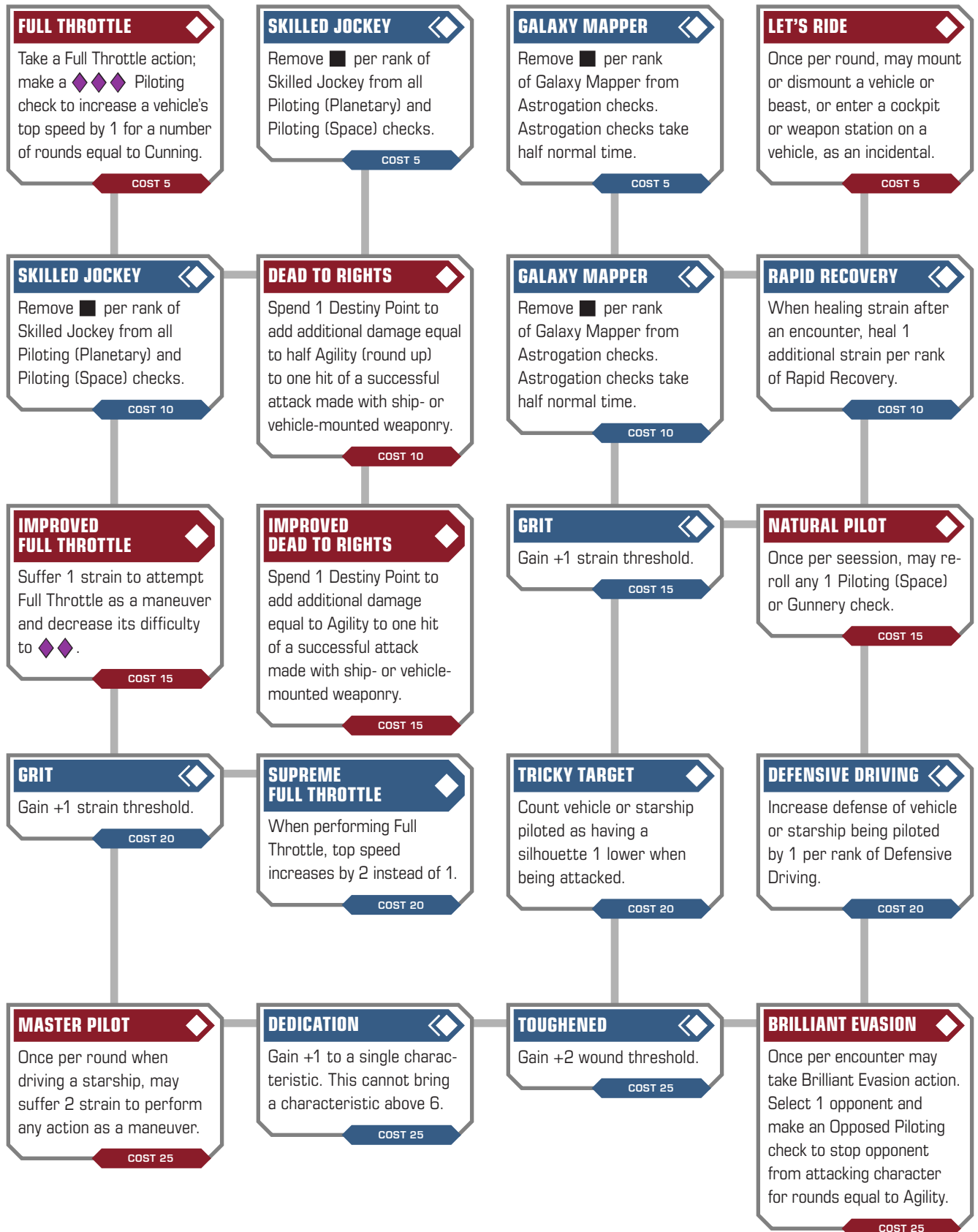


ACE PILOT

ACTIVE 
 PASSIVE 
 RANKED 

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


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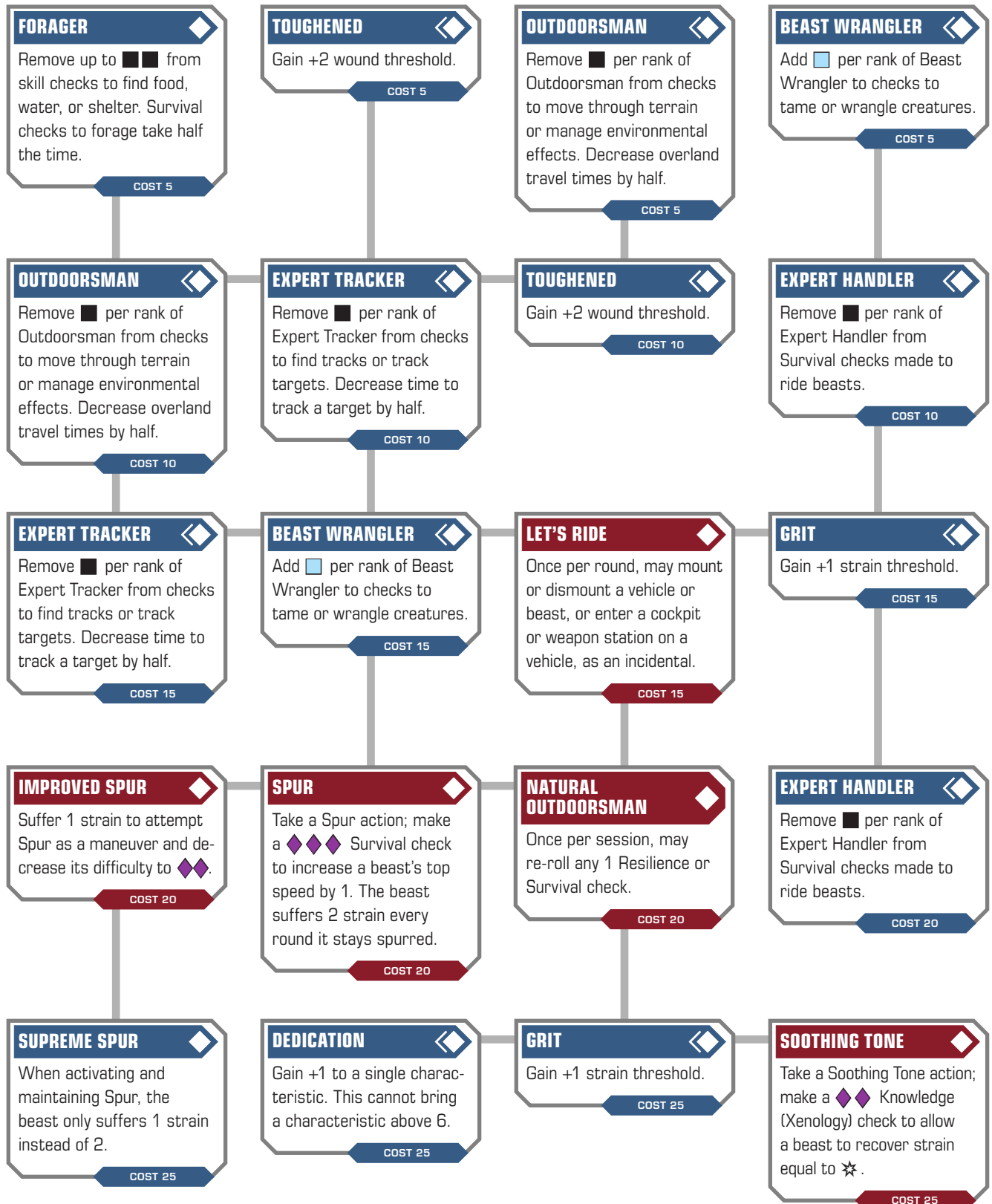


ACE BEAST RIDER

ACTIVE 
 PASSIVE 
 RANKED 

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


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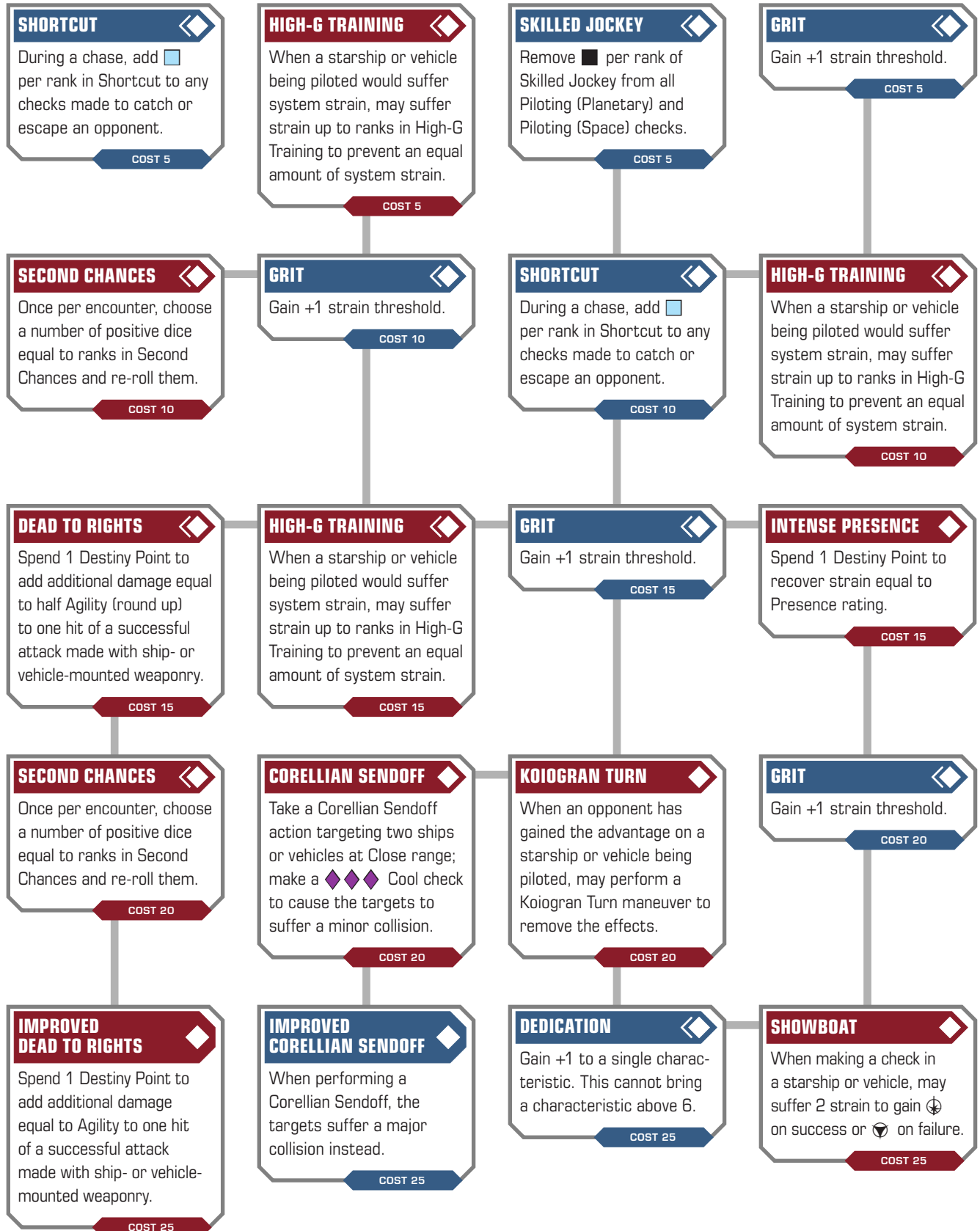


ACE HOTSHOT

ACTIVE 
 PASSIVE 
 RANKED 

Spec Bonus Career Skills: **Cool, Coordination, Piloting (Planetary), Piloting (Space)**


Find more handouts at BeggingForXP.com 

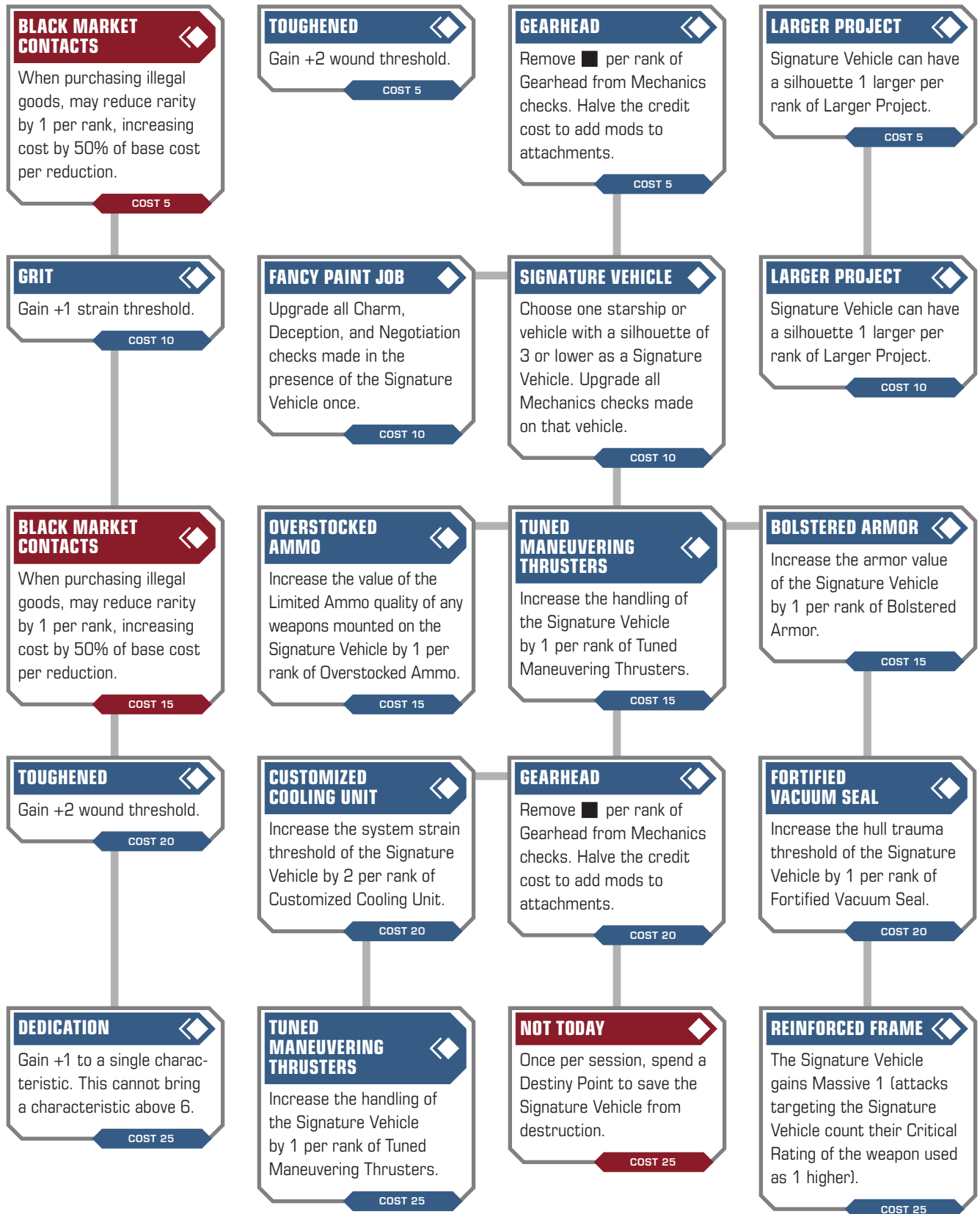


ACE RIGGER

ACTIVE 
 PASSIVE 
 RANKED 

Spec Bonus Career Skills: **Gunnery, Knowledge (Underworld), Mechanics, Resilience**


Find more handouts at BeggingForXP.com 

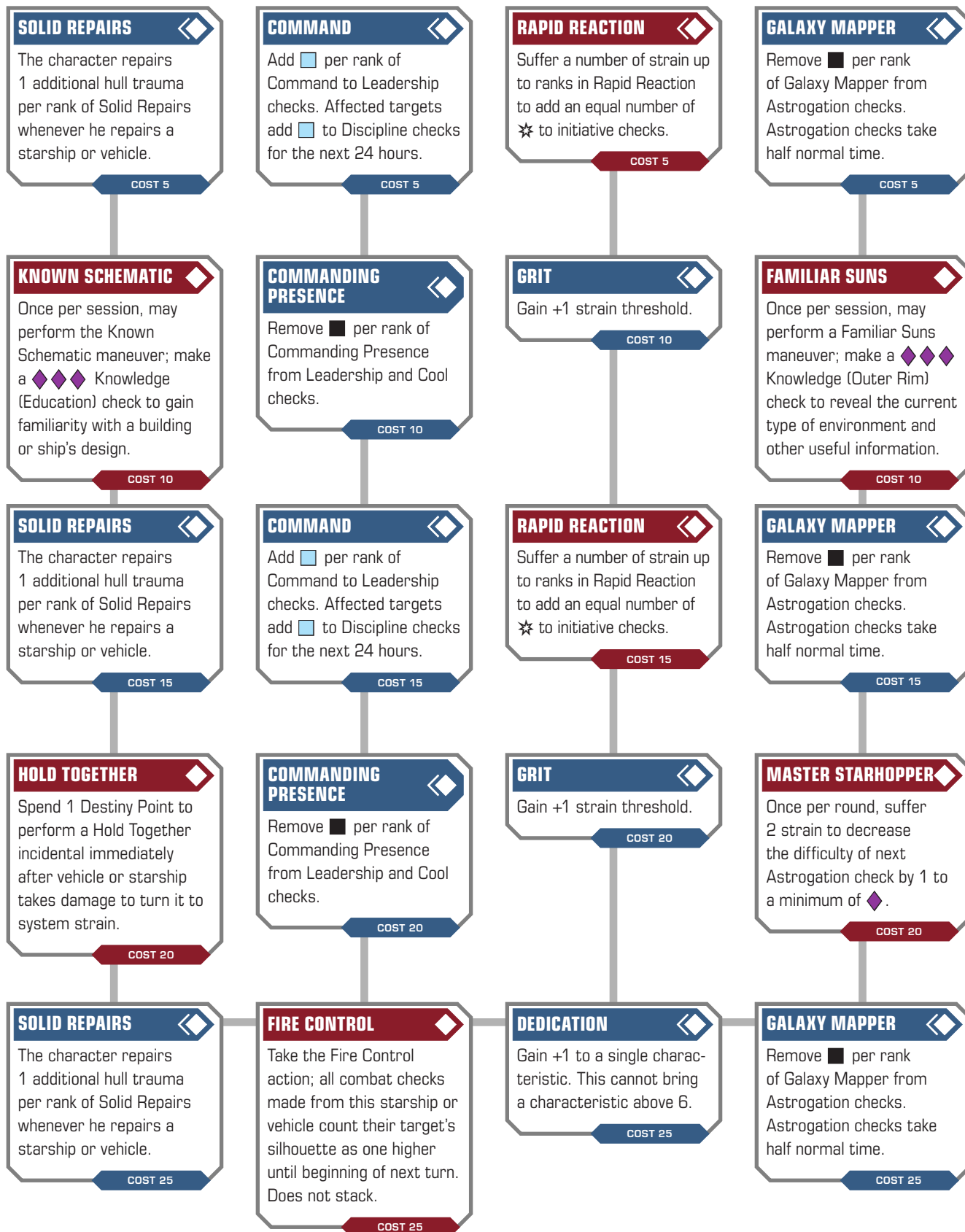


COMMANDER COMMODORE

ACTIVE 
 PASSIVE 
 RANKED 

Spec Bonus Career Skills: **Astrogation, Computers, Knowledge (Education), Knowledge (Outer Rim)**


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COMMANDER SQUADRON LEADER

ACTIVE 
 PASSIVE 
 RANKED 


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


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

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

DEFENSIVE DRIVING 


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

COST 5

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 1 free maneuver.


COST 10

CONFIDENCE 


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




COST 10

QUICK STRIKE 


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



COST 10

SITUATIONAL AWARENESS 


Allies within short range of the vehicle add  to their Perception and Vigilance checks. Allies within short range add   instead.

COST 10

COMMAND 


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

COST 15

GRIT 


Gain +1 strain threshold.

COST 15

FULL STOP 


When piloting a ship or vehicle, take a Full Stop maneuver to reduce speed to zero. Suffer system strain equal to the speed reduced.

COST 15

DEFENSIVE DRIVING 


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



COST 15

IMPROVED FIELD COMMANDER 


Field Commander action affects allies equal to double Presence, and may spend  to allow allies to suffer 1 strain to perform 1 action instead.

COST 20

COMMAND 


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

COST 20

FORM ON ME 


Allies equal to ranks in Leadership in close range gain the benefits of the Gain the Advantage action.


COST 20

TRICKY TARGET 


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

COST 20

MASTER LEADER 


Once per round, suffer 2 strain to decrease difficulty of next Leadership check by one, to a minimum of .

COST 25

CONFIDENCE 


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

COST 25

DEDICATION 

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

COST 25

BRILLIANT EVASION 


Once per encounter may take Brilliant Evasion action. Select 1 opponent and make an Opposed Piloting check to stop opponent from attacking character for rounds equal to Agility.

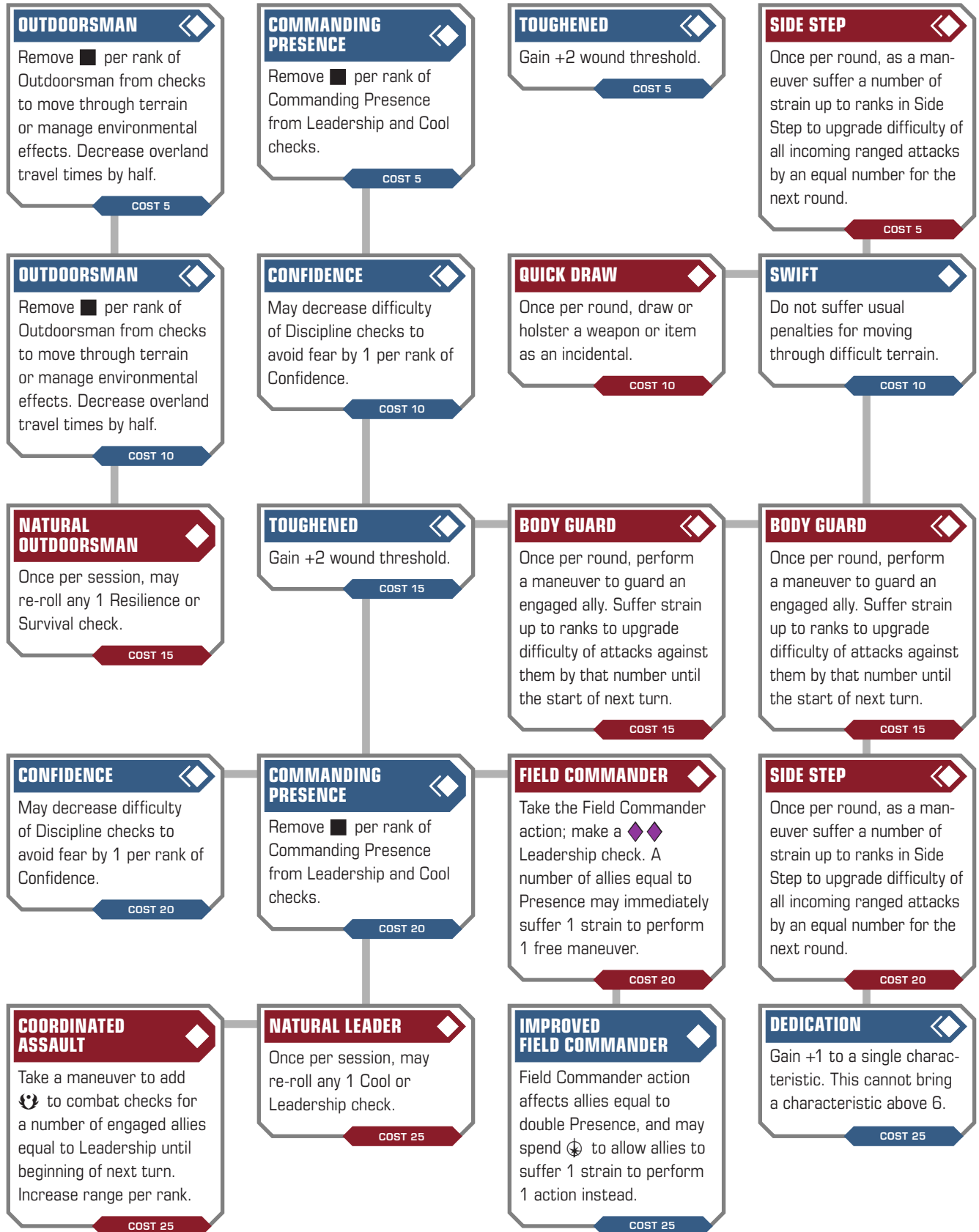
COST 25

COMMANDER TACTICIAN

ACTIVE 
 PASSIVE 
 RANKED 

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

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CAREER DIPLOMAT

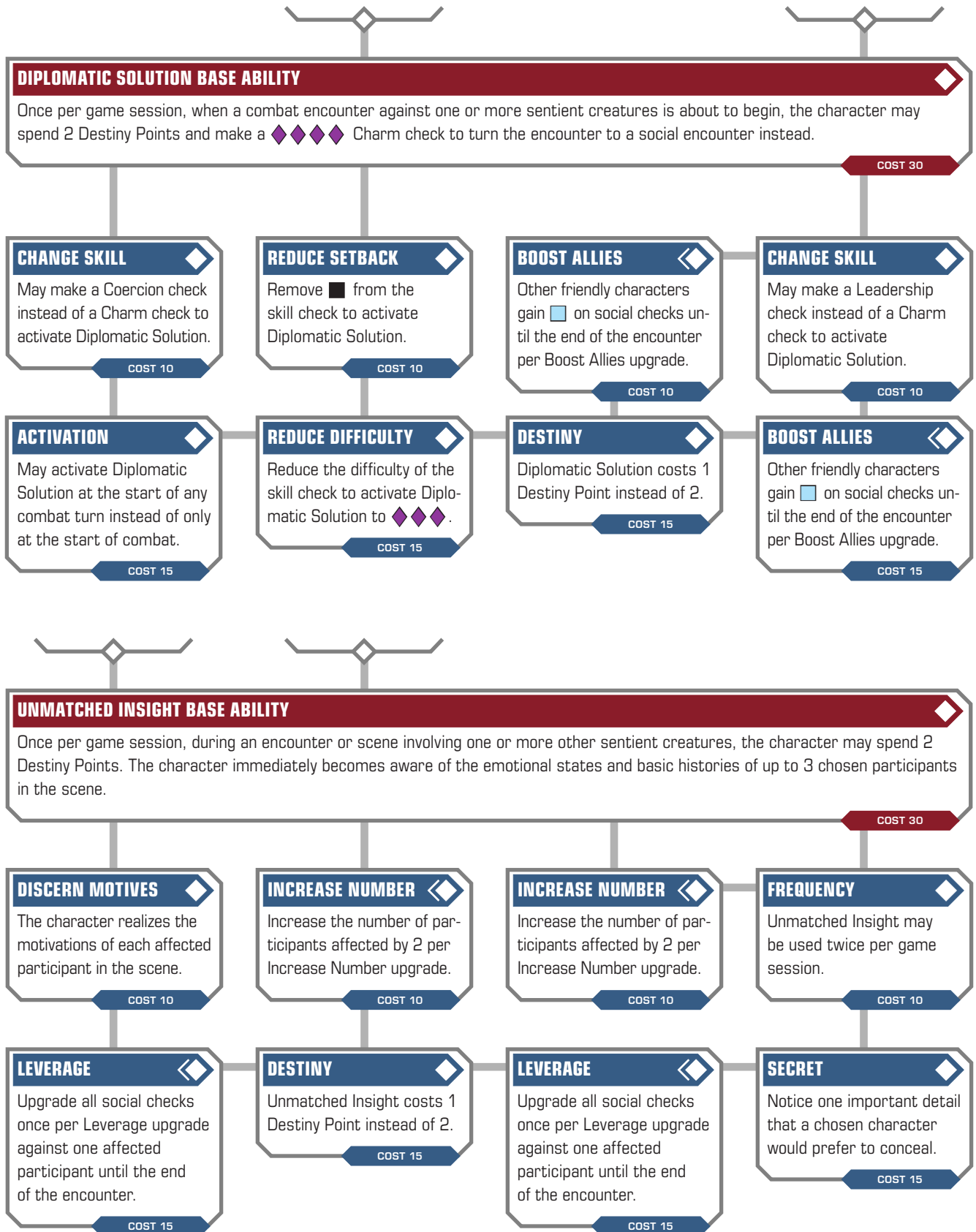
BASE ABILITY 

UPGRADE 

RANKED 

Career Skills: **Charm, Deception, Knowledge (Core Worlds), Knowledge (Lore), Knowledge (Outer Rim), Knowledge (Xenology), Leadership, Negotiation**


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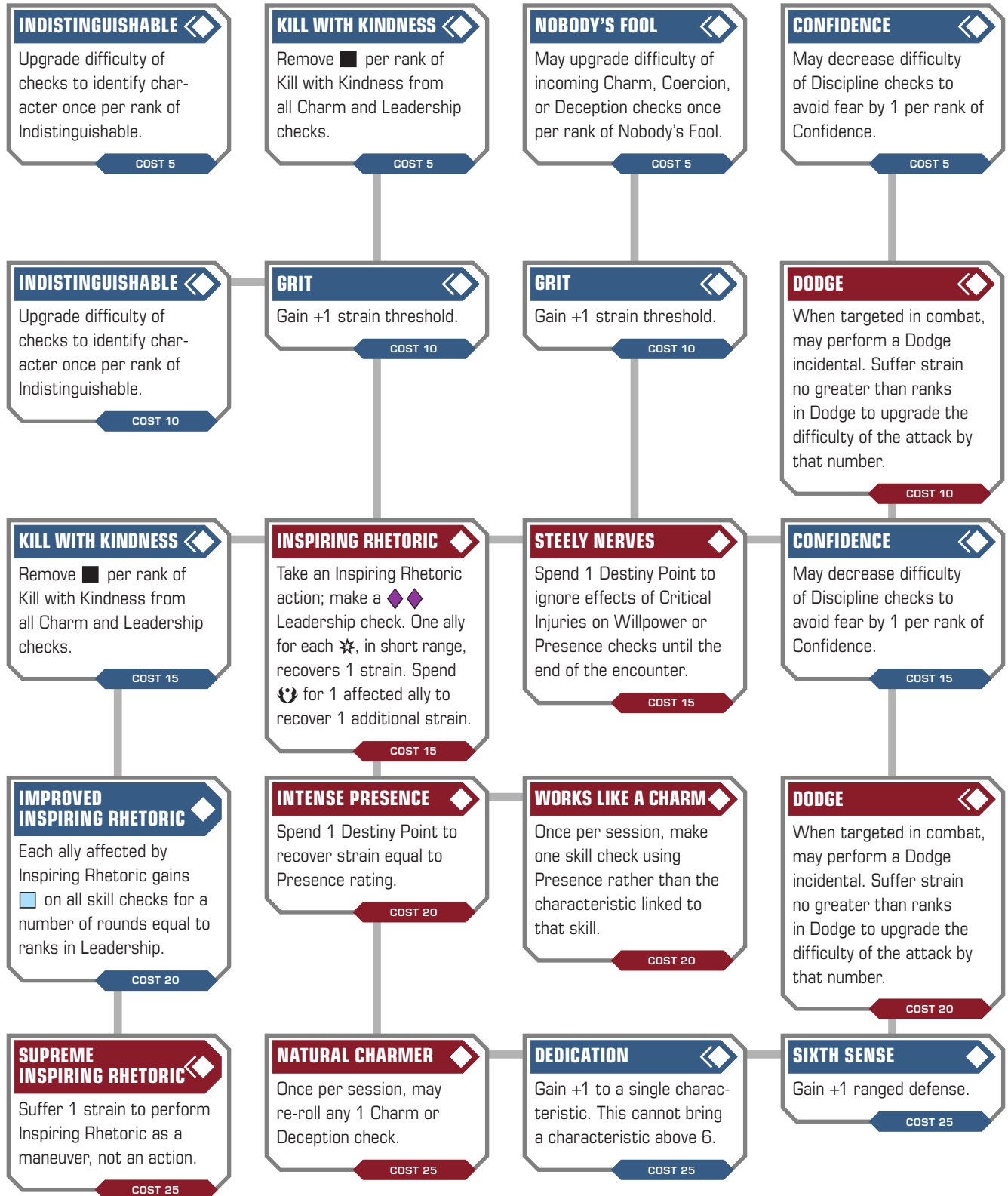


DIPLOMAT AMBASSADOR

ACTIVE 
 PASSIVE 
 RANKED 

Spec Bonus Career Skills: **Charm, Discipline, Knowledge (Core Worlds), Negotiation**


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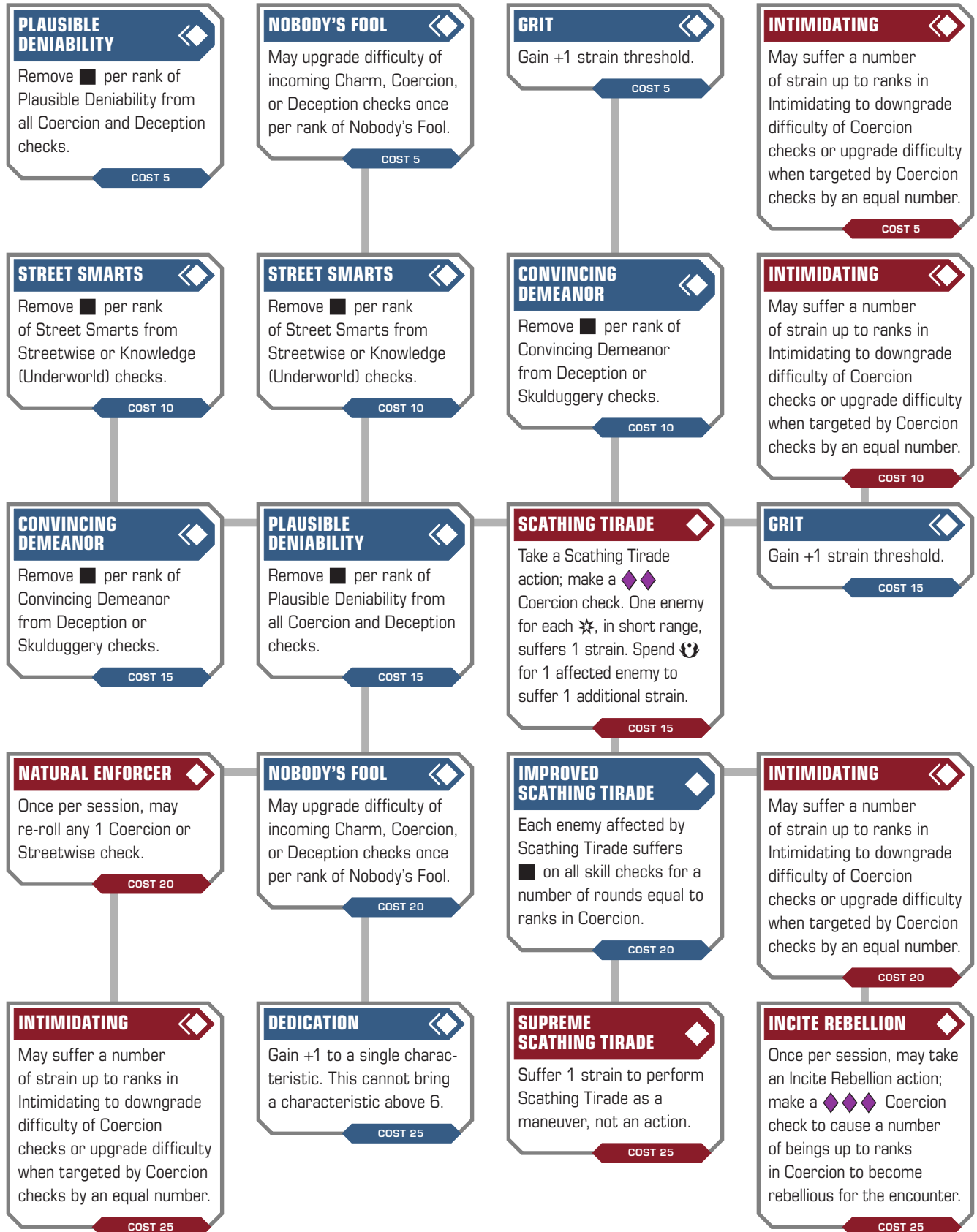


DIPLOMAT AGITATOR

ACTIVE 
 PASSIVE 
 RANKED 

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


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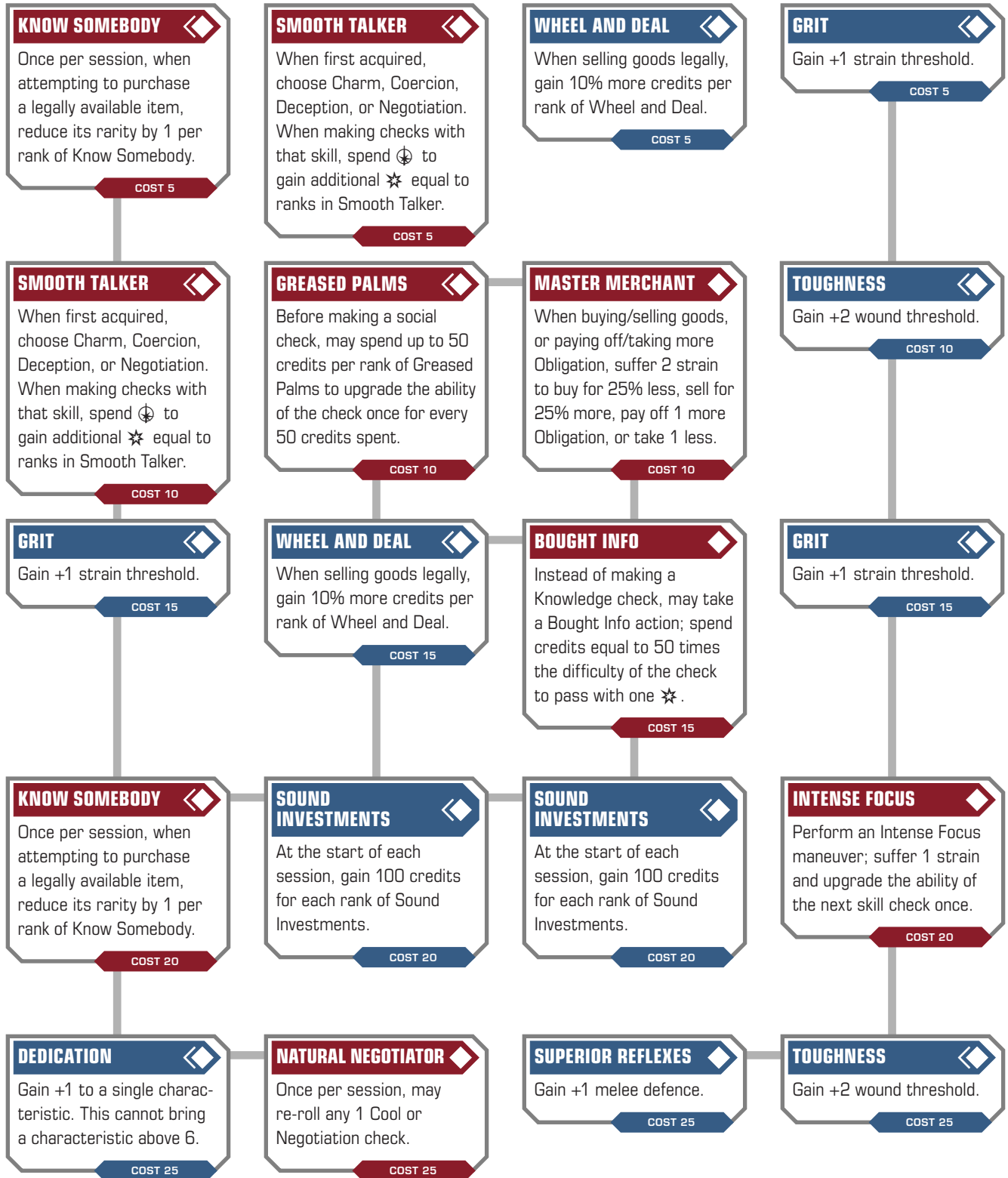


DIPLOMAT QUARTERMASTER

ACTIVE 
 PASSIVE 
 RANKED 

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


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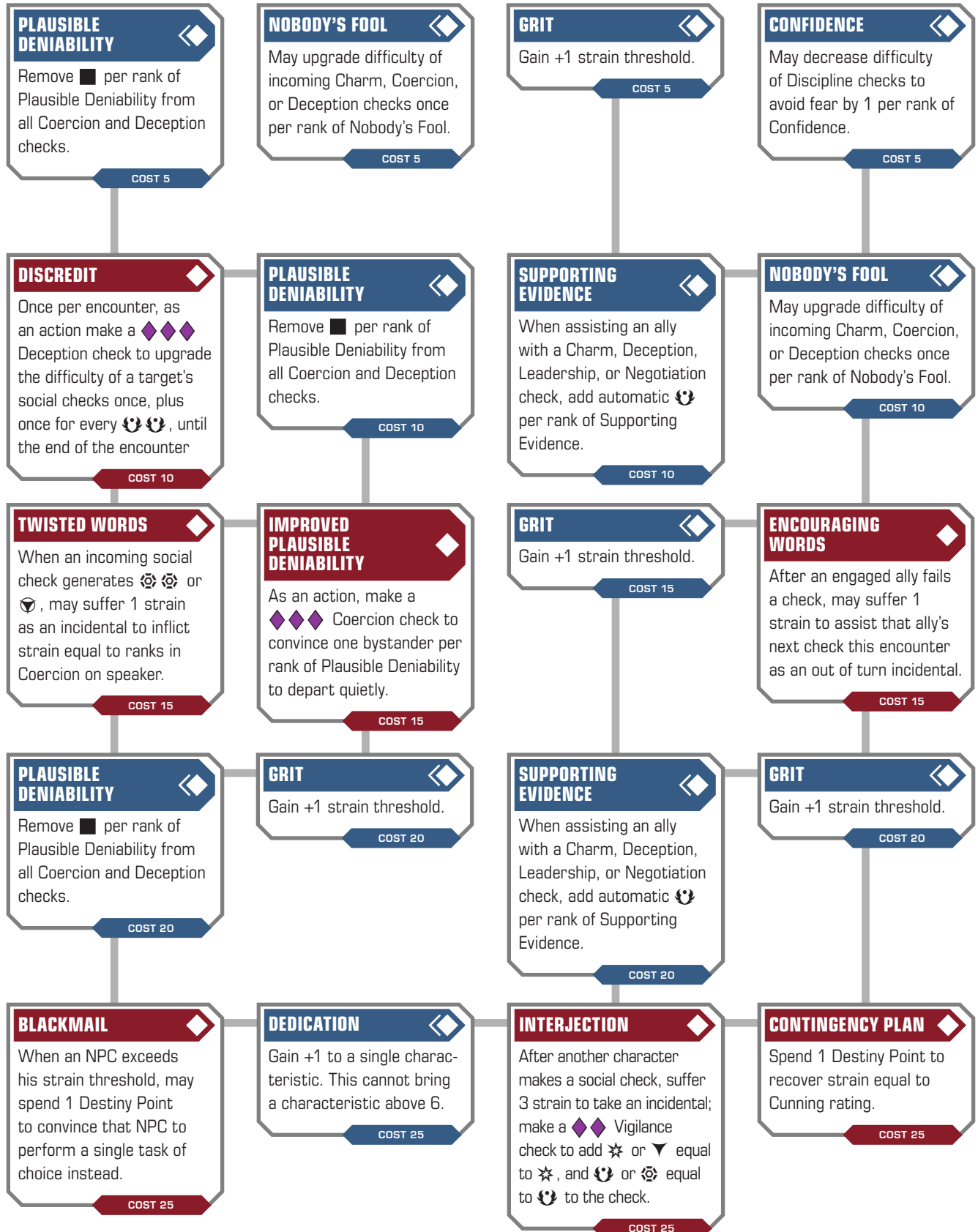


DIPLOMAT ADVOCATE

ACTIVE 
 PASSIVE 
 RANKED 

Spec Bonus Career Skills: **Coercion, Deception, Negotiation, Vigilance**


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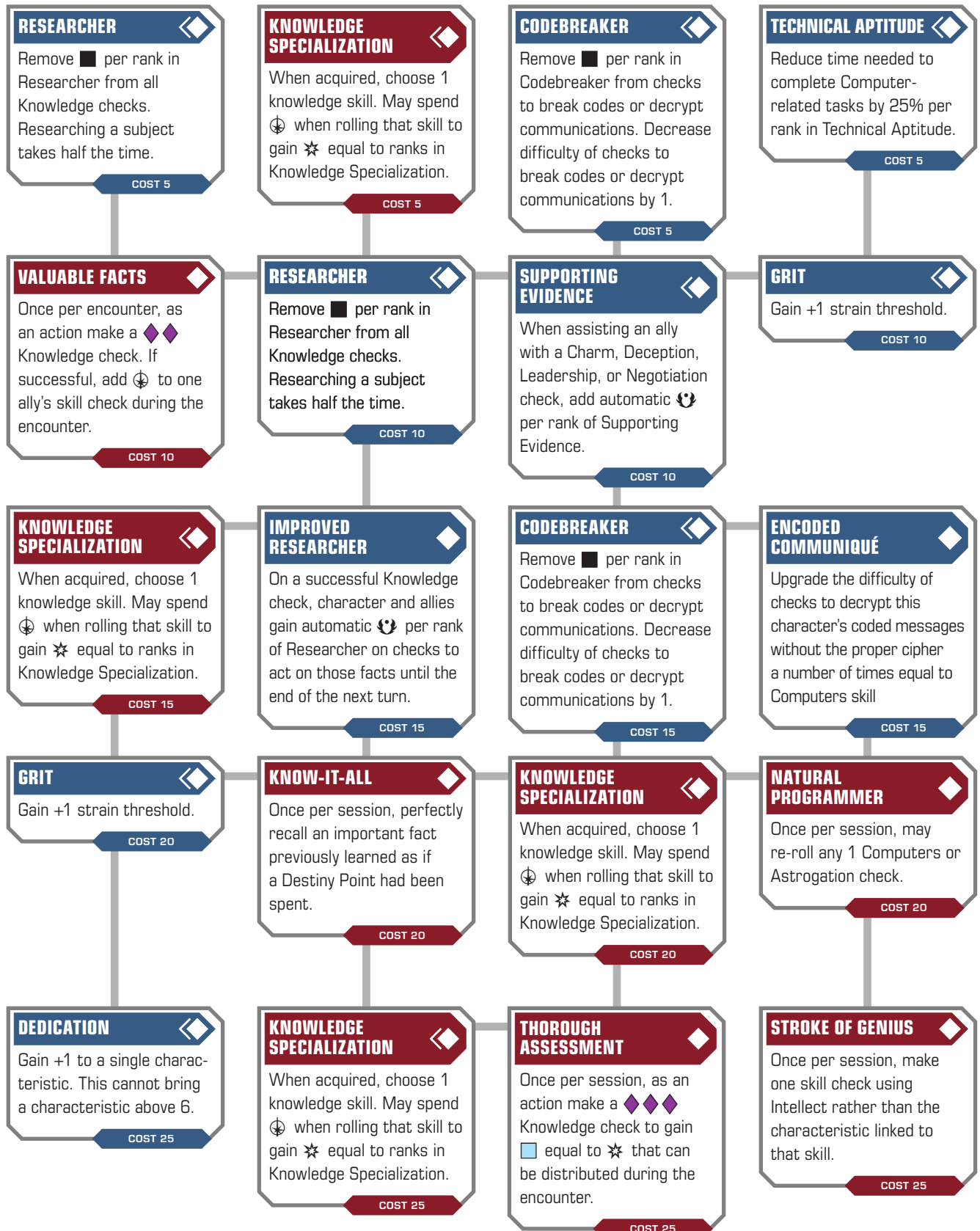


DIPLOMAT ANALYST

ACTIVE 
 PASSIVE 
 RANKED 

Spec Bonus Career Skills: **Computers, Knowledge (Education), Knowledge (Warfare), Perception**

Find more handouts at BeggingForXP.com 



DIPLOMAT PROPAGANDIST


ACTIVE 

PASSIVE 

RANKED 


Spec Bonus Career Skills: **Charm, Deception, Knowledge (Warfare), Perception**

Find more handouts at BeggingForXP.com 

GRIT 


Gain +1 strain threshold.


COST 5

POSITIVE SPIN 


When any character's Duty would increase, it increases by an additional 1 per rank of Positive Spin.

COST 5

IN THE KNOW 


Remove  up to ranks in In the Know from checks to get information from people or disseminate news. Minion NPCs do not realize this character's allegiance in interviews.


COST 5

CUTTING QUESTION 


Once per encounter, when making a Coercion check, the character may use Deception instead.





COST 5

IN THE KNOW 


Remove  up to ranks in In the Know from checks to get information from people or disseminate news. Minion NPCs do not realize this character's allegiance in interviews.

COST 10

IMPROVED POSITIVE SPIN 


Once per session, if no PC's Duty triggered, make a  Charm check, reducing the difficulty by 1 per rank of Positive Spin, to have one PC's Duty trigger.

COST 10

POSITIVE SPIN 


When any character's Duty would increase, it increases by an additional 1 per rank of Positive Spin.







COST 10

TOUGHENED 


Gain +2 wound threshold.

COST 10

BAD PRESS 


Once per session, choose an organization and make a  Deception check. On success members reduce their wound thresholds by 1, plus 1 per  until the end of the session.

COST 15

WELL ROUNDED 


Choose any 2 skills. They permanently become career skills

COST 15

GRIT 


Gain +1 strain threshold.

COST 15

CONFIDENCE 


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

COST 15

TOUGHENED 


Gain +2 wound threshold.

COST 20

CONFIDENCE 


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

COST 20

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 20

INFORMANT 


Once per session, may reveal a contact who can shed light on a chosen subject.

COST 20

POSITIVE SPIN 


When any character's Duty would increase, it increases by an additional 1 per rank of Positive Spin.

COST 25

DEDICATION 


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


COST 25

IMPROVED IN-THE-KNOW 

Once per session, make an opposed Deception vs Vigilance check, downgrading the difficulty once per rank of In-the-Know, to have the target believe specific false intelligence.

COST 25

IN THE KNOW 


Remove  up to ranks in In the Know from checks to get information from people or disseminate news. Minion NPCs do not realize this character's allegiance in interviews.

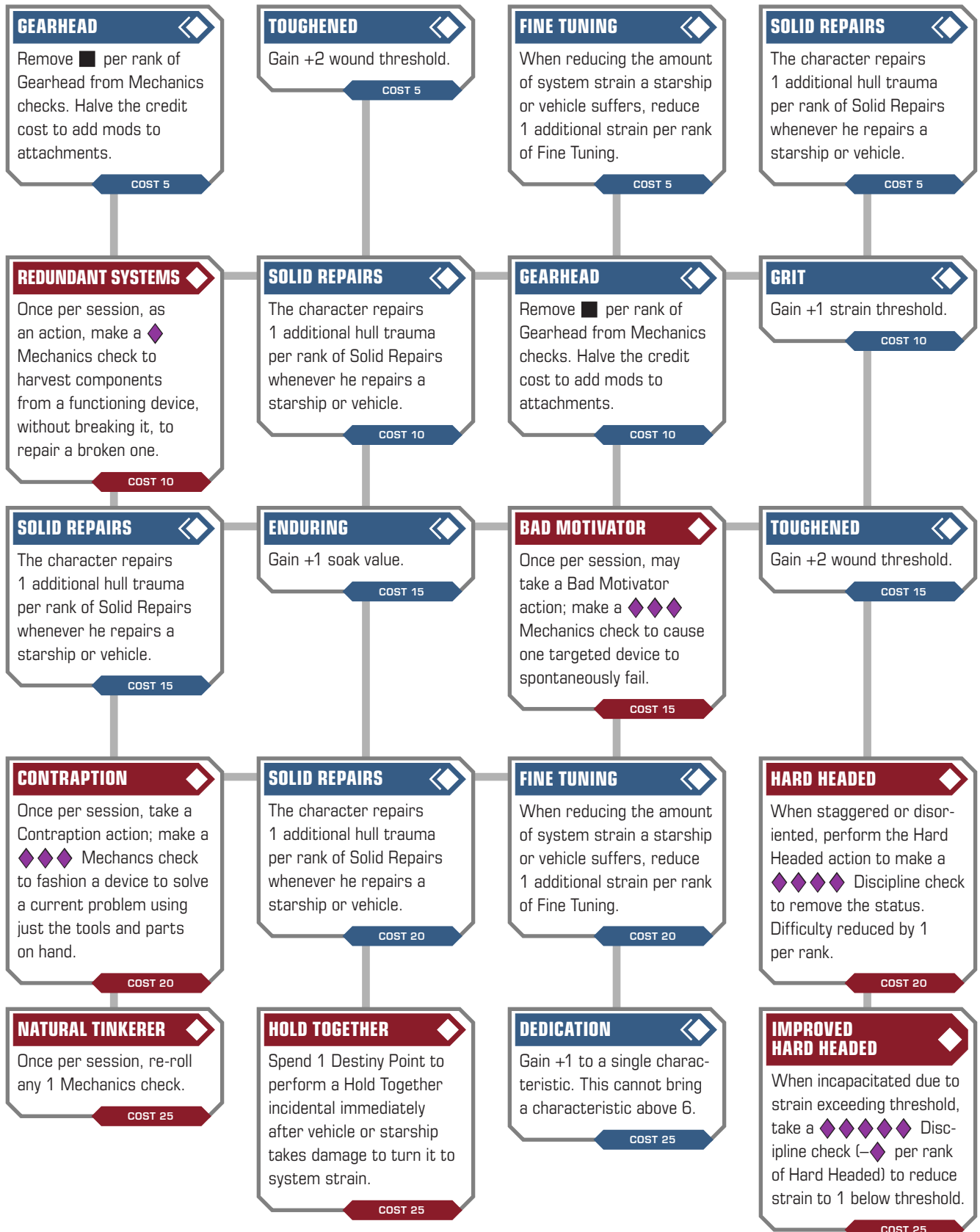
COST 25

ENGINEER MECHANIC

ACTIVE 
 PASSIVE 
 RANKED 

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


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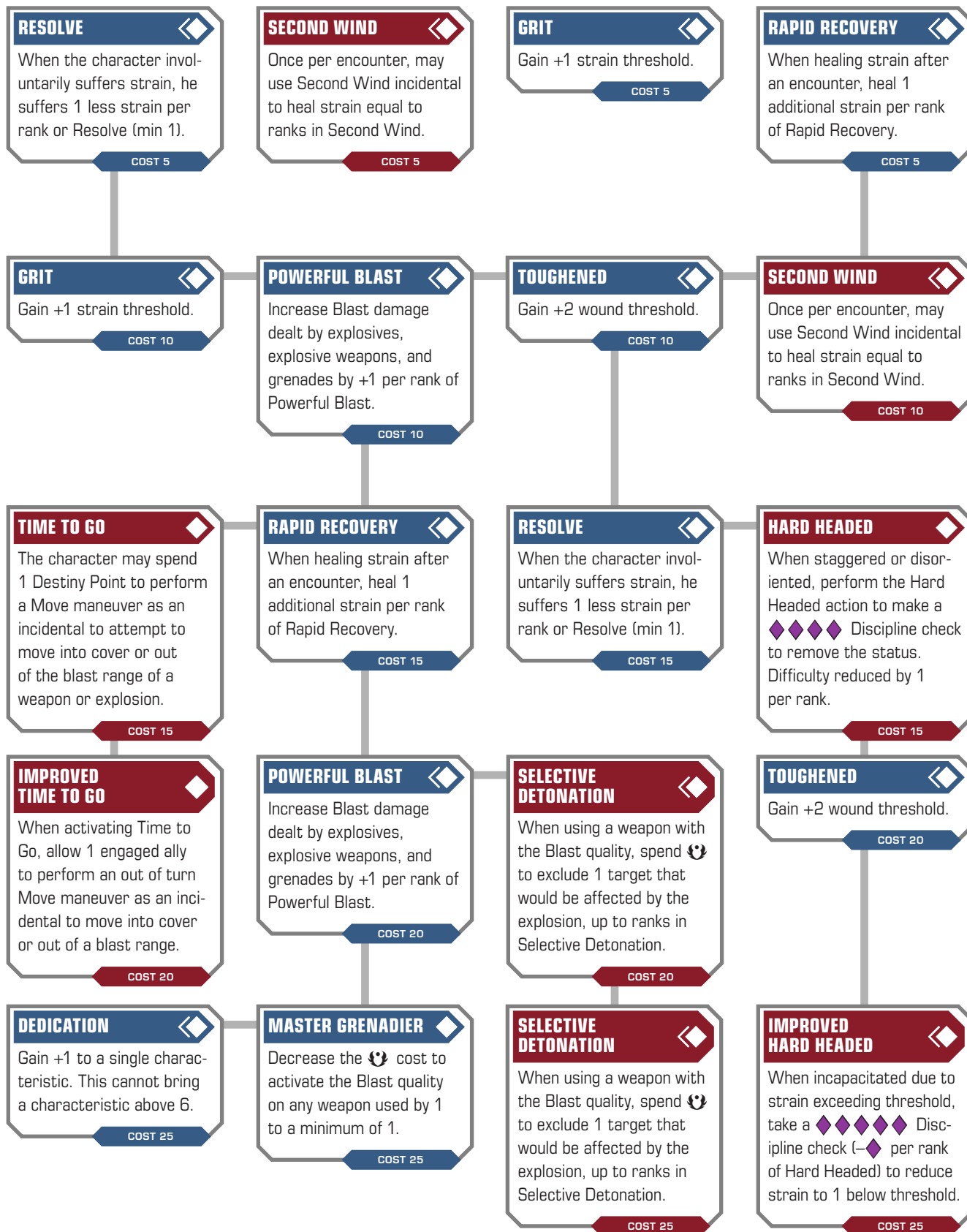


ENGINEER SABOTEUR

ACTIVE 
 PASSIVE 
 RANKED 

Spec Bonus Career Skills: **Coordination, Mechanics, Skulduggery, Stealth**

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ENGINEER SCIENTIST

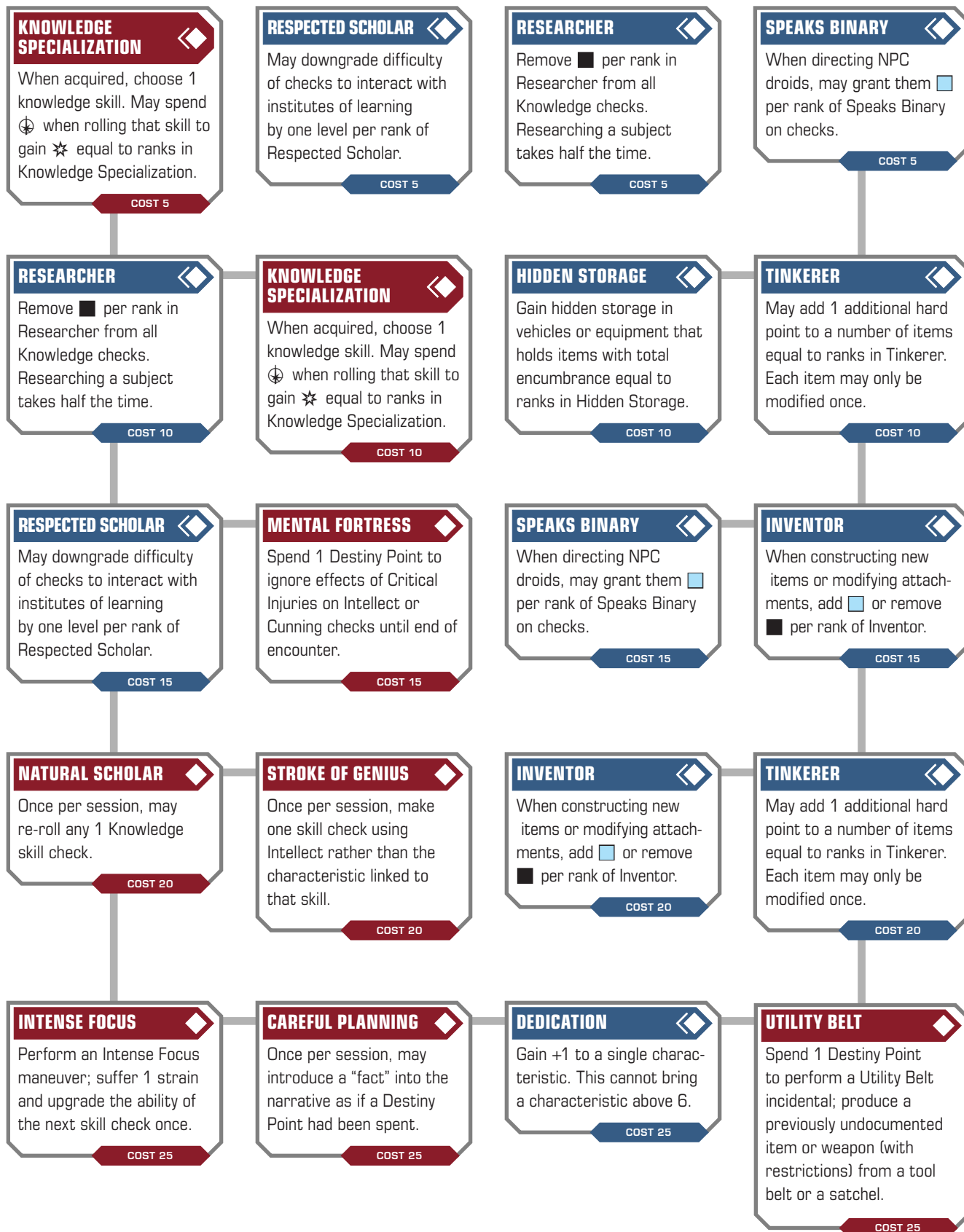
ACTIVE 

PASSIVE 

RANKED 

Spec Bonus Career Skills: **Computers, Knowledge (Education), Knowledge (Lore), Medicine**


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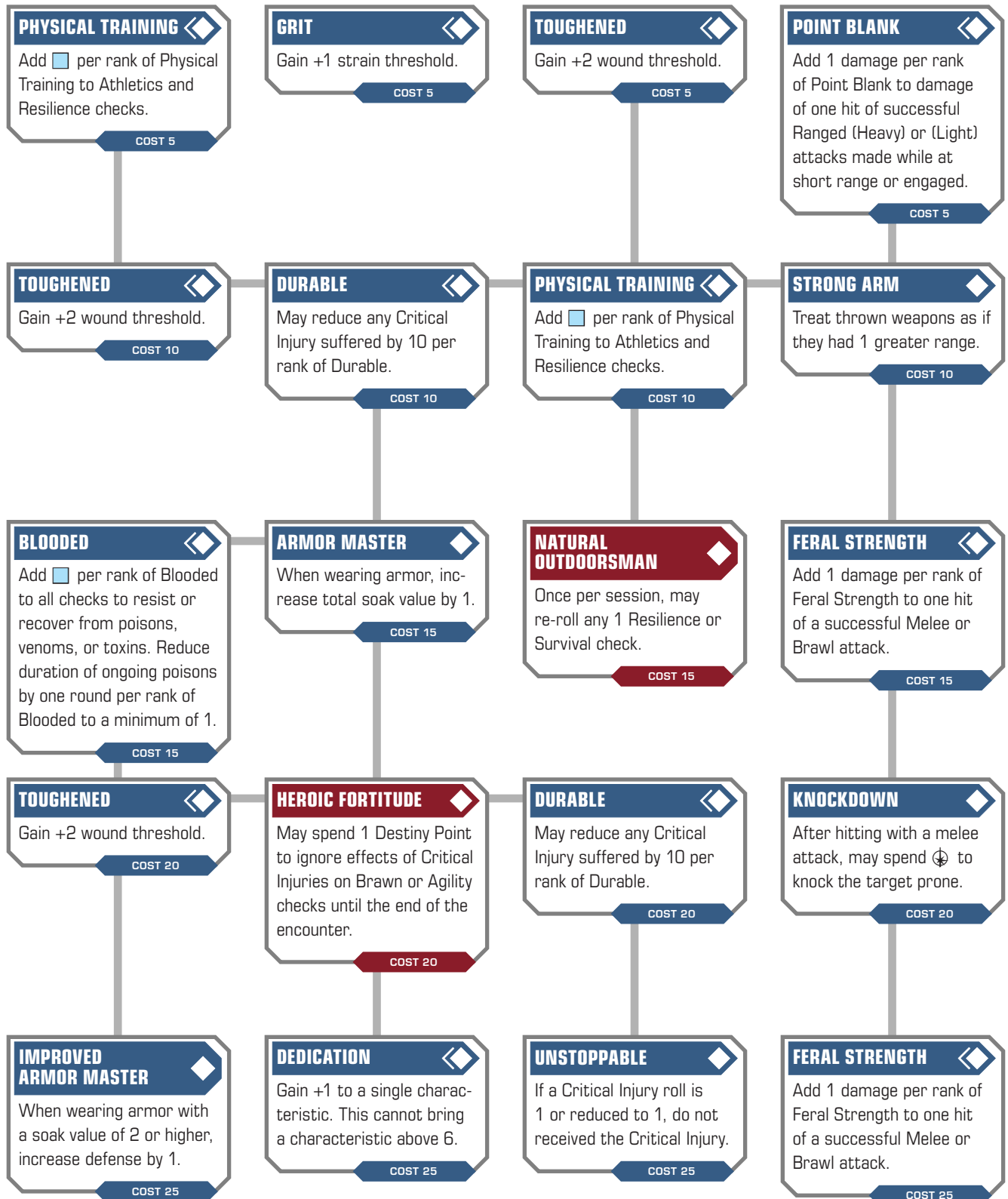


SOLDIER COMMANDO

ACTIVE 
 PASSIVE 
 RANKED 

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


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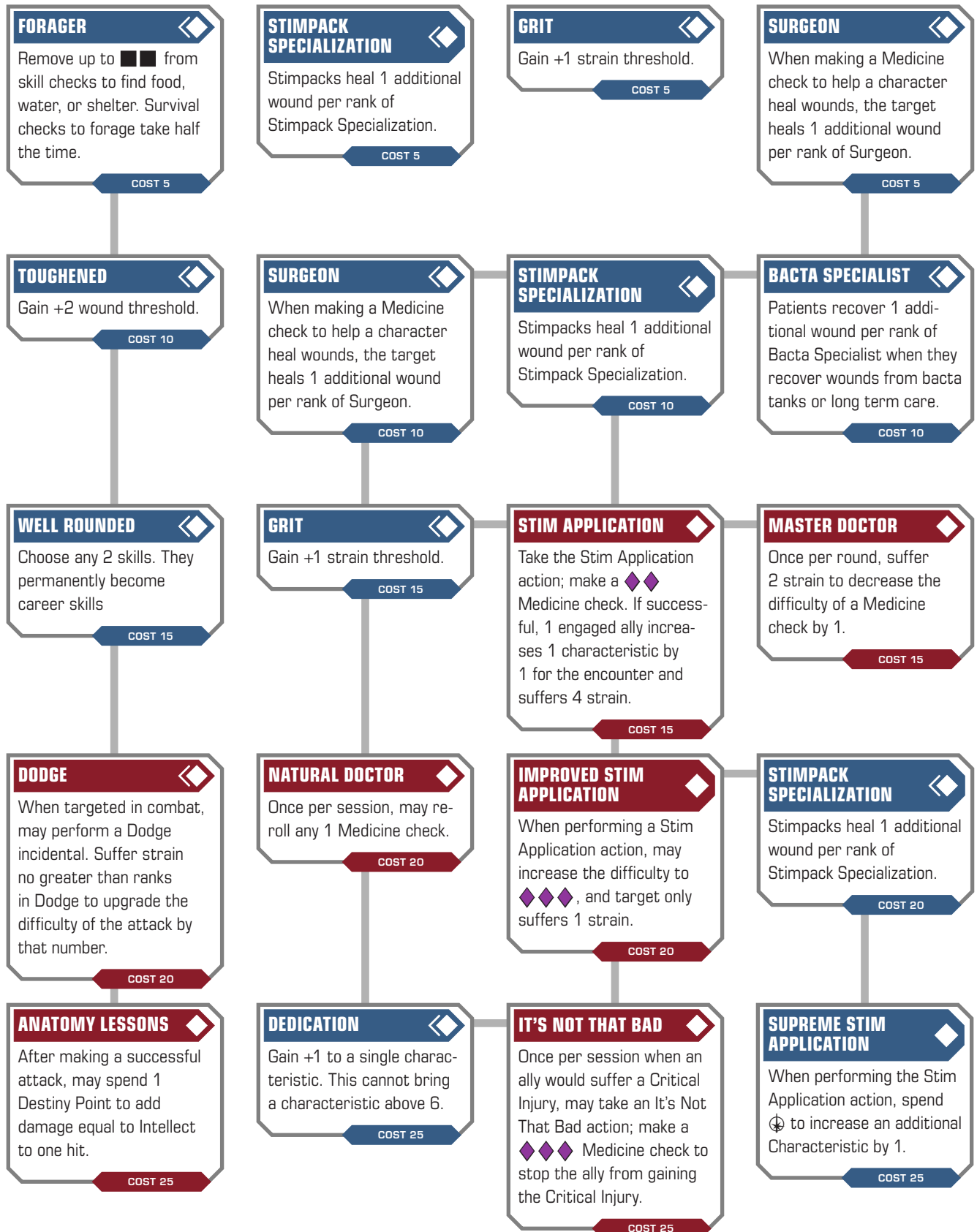


SOLDIER MEDIC

ACTIVE 
 PASSIVE 
 RANKED 

Spec Bonus Career Skills: **Knowledge (Xenology), Medicine, Resilience, Vigilance**

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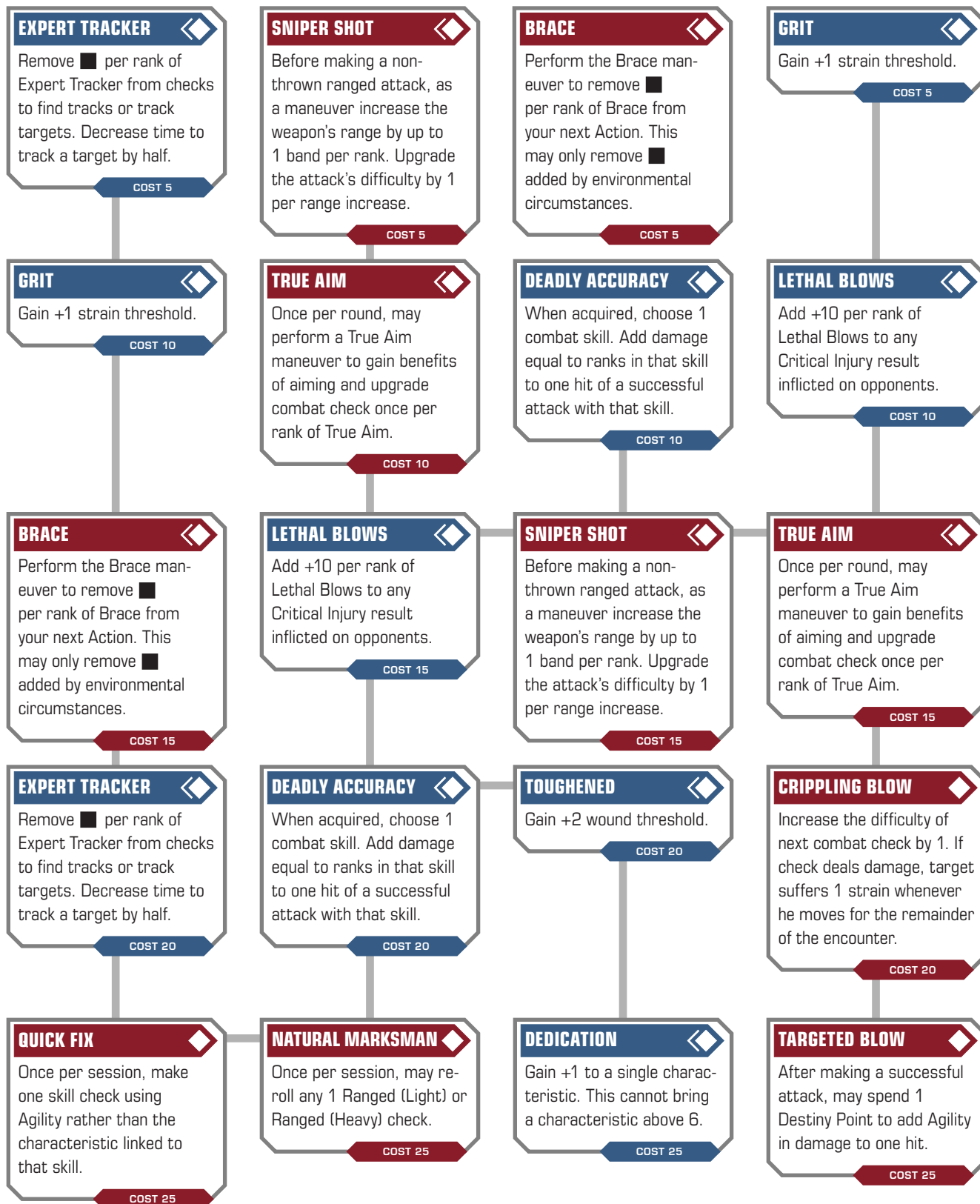
SOLDIER

SHARPSHOOTER

ACTIVE 
 PASSIVE 
 RANKED 

Spec Bonus Career Skills: **Cool, Perception, Ranged (Light), Ranged (Heavy)**

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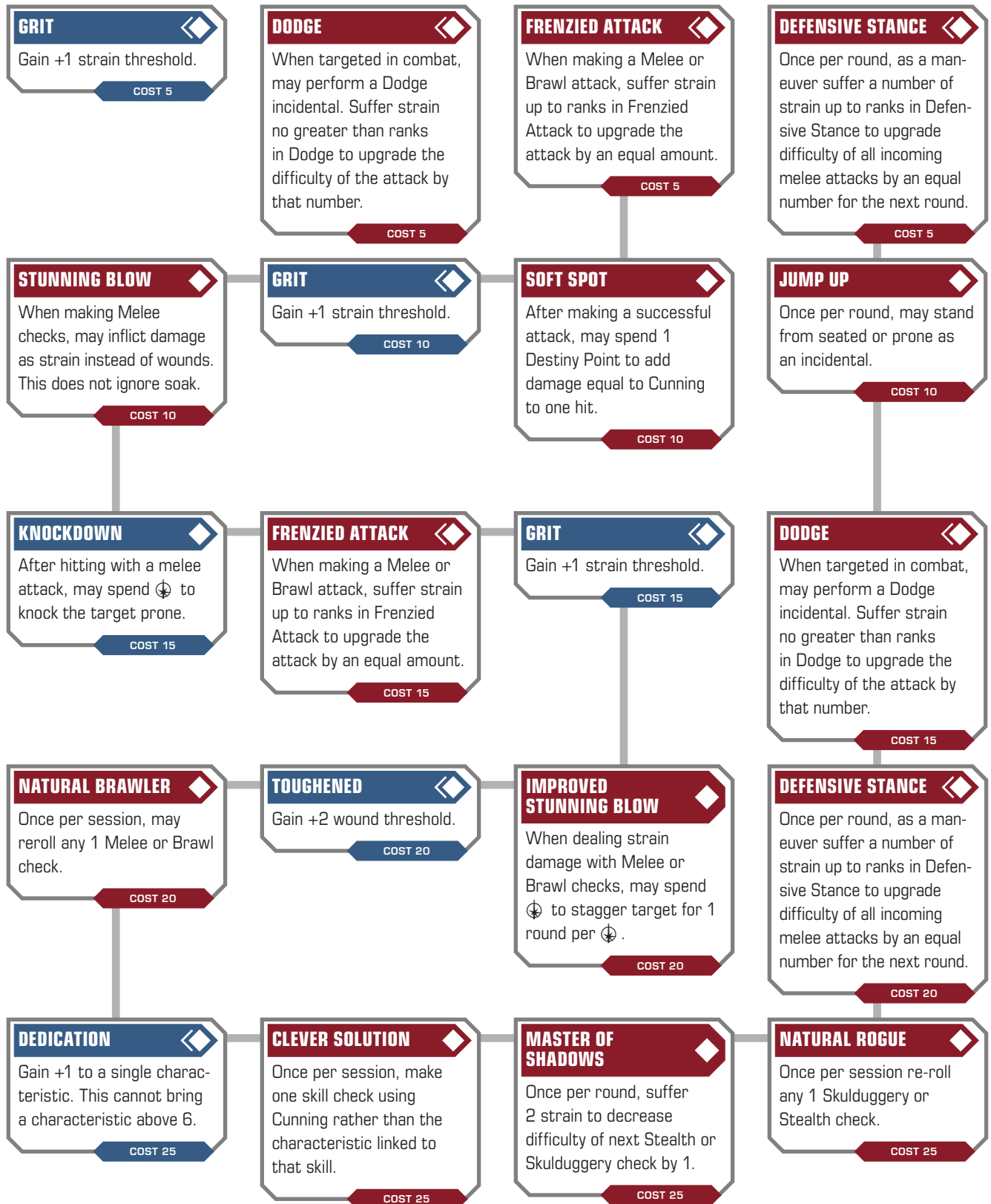


SPY INFILTRATOR

ACTIVE 
 PASSIVE 
 RANKED 

Spec Bonus Career Skills: **Deception, Melee, Skulduggery, Streetwise**


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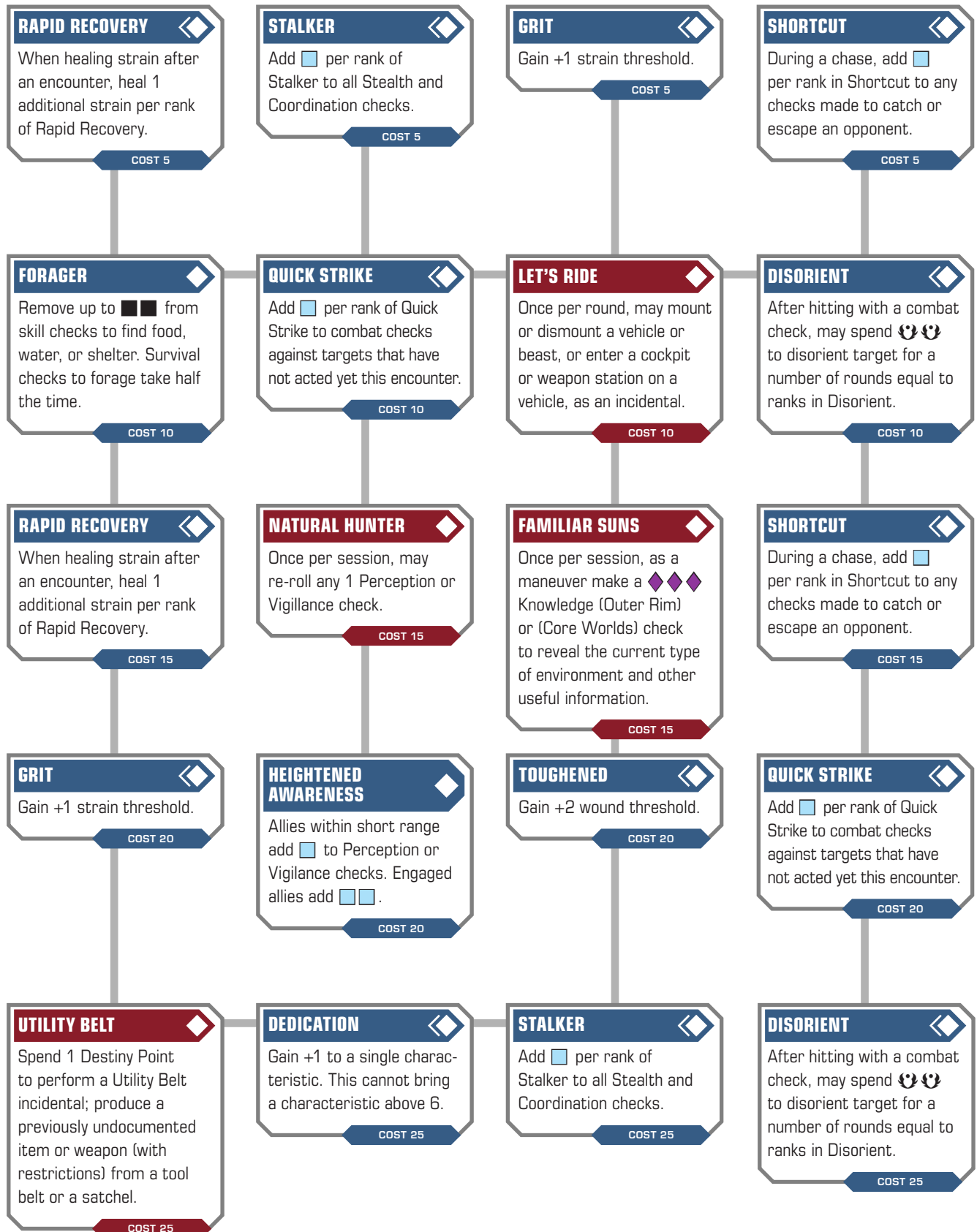


SPY SCOUT

ACTIVE 
 PASSIVE 
 RANKED 

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


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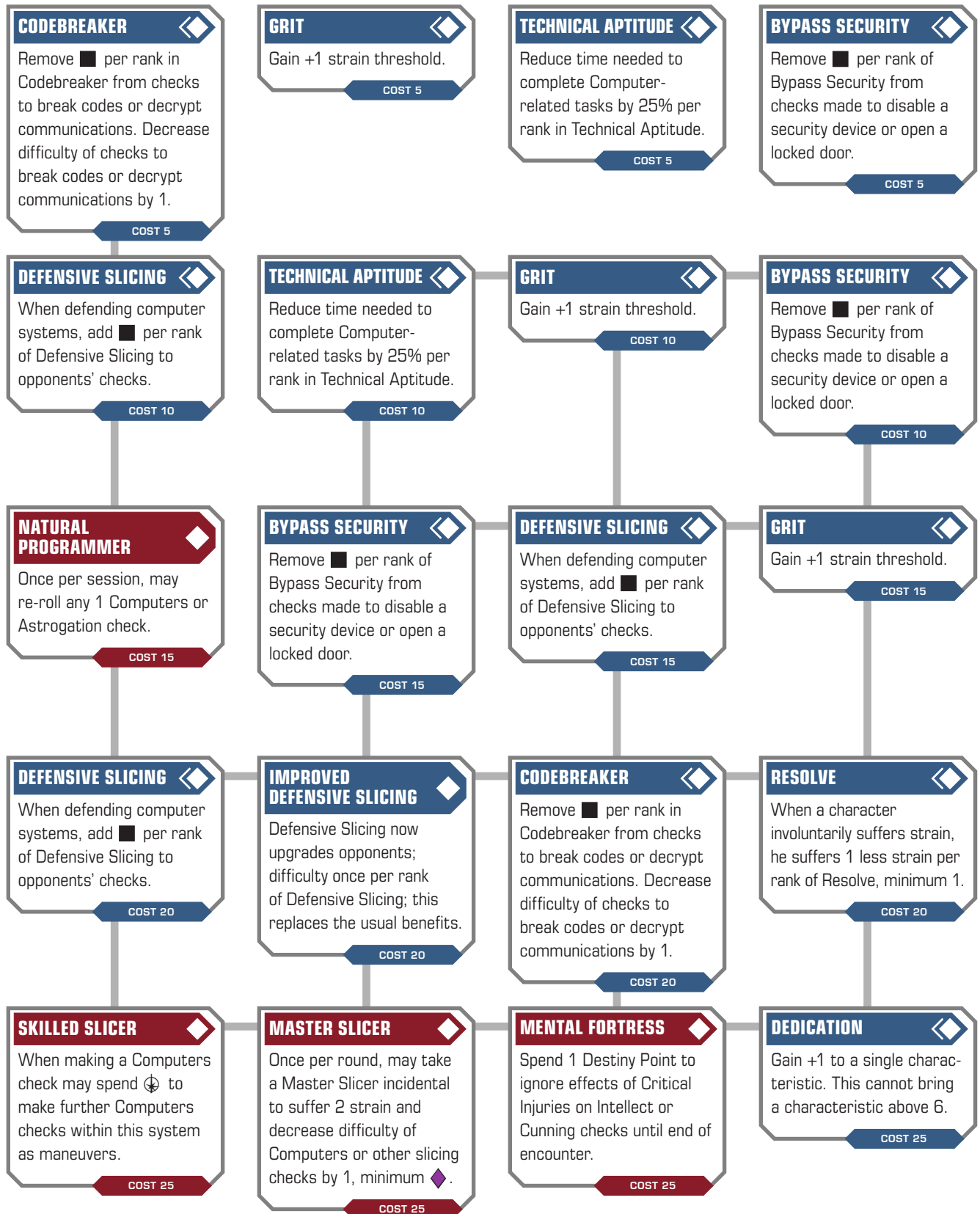


SPY SLICER

ACTIVE 
 PASSIVE 
 RANKED 

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


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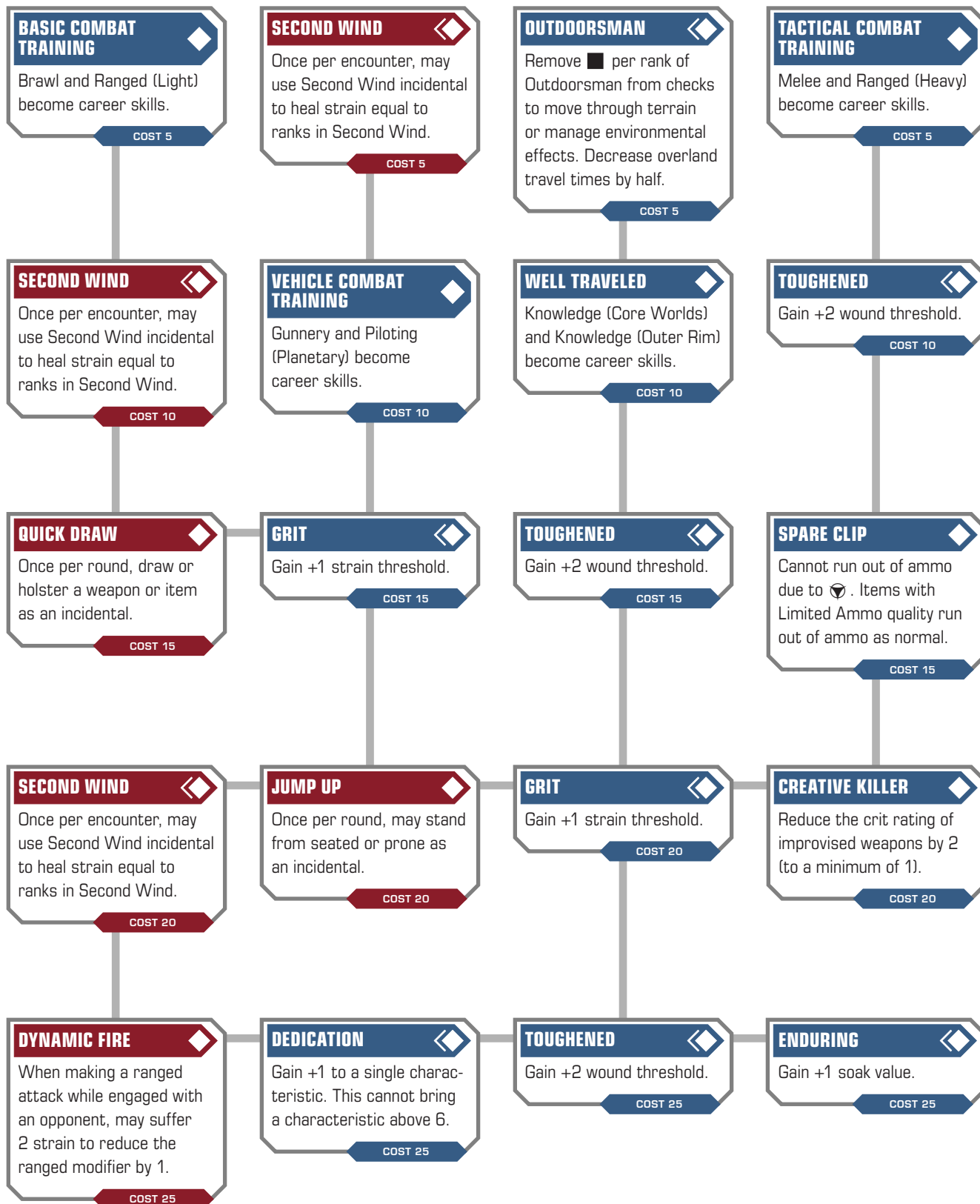


UNIVERSAL RECRUIT

ACTIVE 
 PASSIVE 
 RANKED 

Spec Bonus Career Skills: **Athletics, Discipline, Survival, Vigilance**

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UNIVERSAL FORCE-SENSITIVE EMERGENT


ACTIVE 

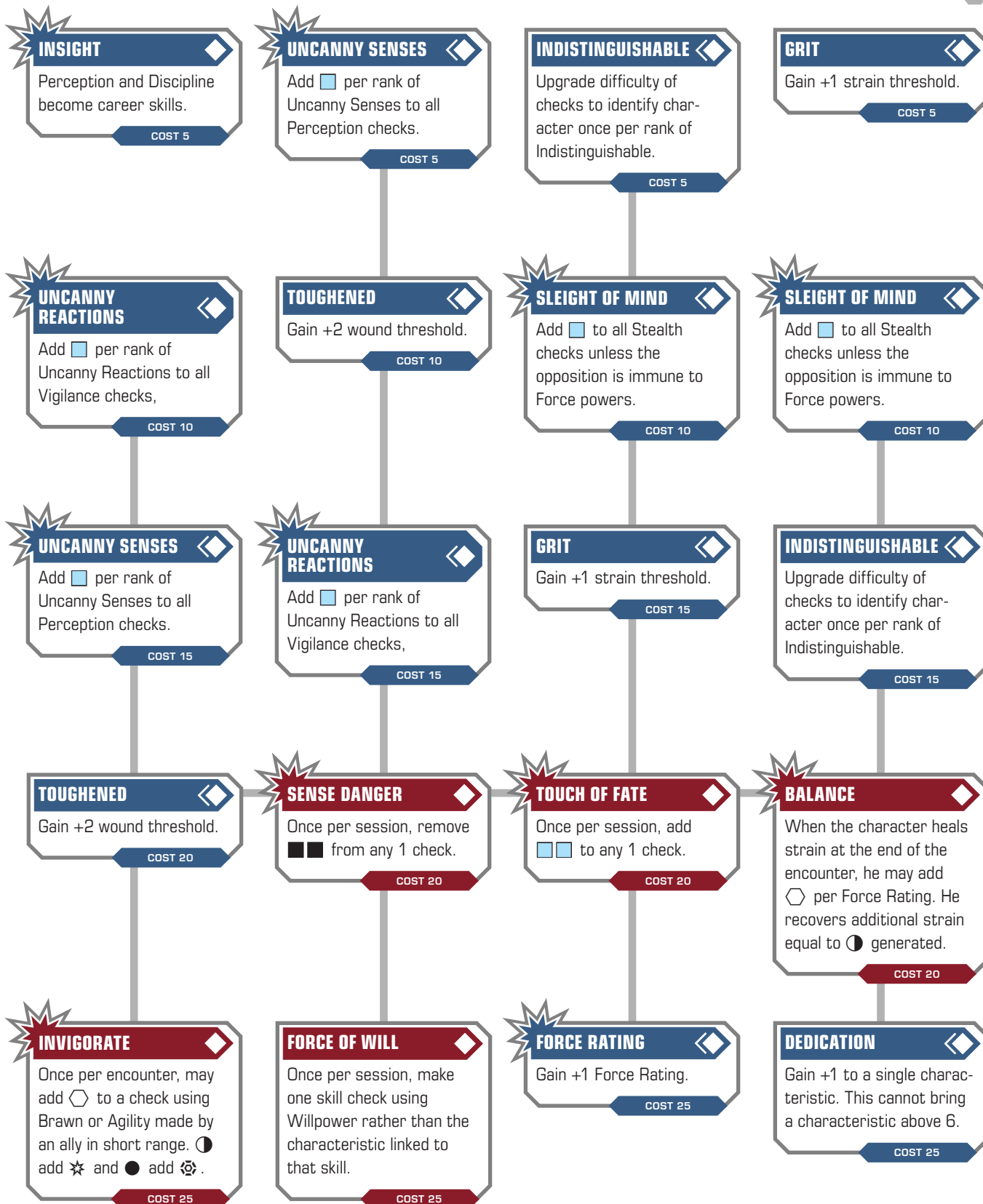
PASSIVE 

RANKED 

FORCE TALENT 

Gain: **Force Rating 1**

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FORCE POWER MOVE

RANKED ◀

Prerequisites: **Force Rating 1+**

Find more handouts at BeggingForXP.com XP

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

FORCE POWER ENHANCE

RANKED 

Prerequisites: **Force Rating 1+**

Find more handouts at BeggingForXP.com 

ENHANCE BASIC POWER

When making an Athletics check, the Force user may roll an Enhance power check as part of the pool. The user may spend 1 to gain * or (user's choice) on the check.

COST 10

CONTROL

Enhance can be used with the Coordination skill.

COST 5

CONTROL

Enhance can be used with the Resilience skill.

COST 5

CONTROL

Take a Force leap action; make an Enhance power check. The user may spend 1 to jump horizontally to any location in short range.

COST 10

CONTROL

Enhance can be used with the Piloting (Planetary) skill.

COST 5

CONTROL

Enhance can be used with the Brawl skill.

COST 5

CONTROL

When performing a Force Leap, the user can jump vertically in addition to horizontally.

COST 10

CONTROL

Enhance can be used with the Piloting (Space) skill.

COST 5

CONTROL

Ongoing effect: Commit (hexagon). The user increases his Brawn characteristic by 1 (to a maximum of 6).

COST 10

RANGE

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

COST 10

CONTROL

Ongoing effect: Commit (hexagon). The user increases his Agility characteristic by 1 (to a maximum of 6).

COST 10

CONTROL

The user can perform a Force Leap as a maneuver instead of an action.

COST 10

FORCE POWER FORESEE

RANKED ◀

Prerequisites: **Force Rating 1+**

Find more handouts at BeggingForXP.com XP

FORESEE BASIC POWER

The Force user can feel the Force flowing around everything, seeing what is and what will be. The user may spend ○ to gain vague hints of events to come up to a day into his future.

COST 10

CONTROL

When making a skill check to determine initiative, the Force user may roll a Foresee power check as part of the pool. He may spend ○ to gain ☆ per point on the check.

COST 10

STRENGTH

Spend ○ to pick out specific details equal to Strength upgrades purchased.

COST 5

MAGNITUDE

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

COST 5

RANGE

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

COST 5

CONTROL

Affected targets increase their ranged and melee defense by 2 for the first round of combat.

COST 10

DURATION

Spend ○ to increase days into the future the user may see equal to Duration upgrades purchased.

COST 5

MAGNITUDE

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

COST 5

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

STRENGTH

Spend ○ to pick out specific details equal to Strength upgrades purchased.

COST 5

CONTROL

When performing a Foresee power check as part of an initiative check, the Force user may spend ○ to allow all affected targets to take one free maneuver before the first round of combat begins.

COST 15

DURATION

Spend ○ to increase days into the future the user may see equal to Duration upgrades purchased.

COST 5