**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

---

**Grit**
Gain +1 strain threshold.

**Cost**: 5

---

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

**Cost**: 15

---

**Stalker**
Add 1 per rank of Stalker to all Stealth and Coordination checks.

**Cost**: 5

---

**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

---

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

**Cost**: 15

---

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

**Cost**: 15

---

**Stalker**
Add 1 per rank of Stalker to all Stealth and Coordination checks.

**Cost**: 15

---

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

**Cost**: 20

---

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

**Cost**: 15

---

**Stalker**
Add 1 per rank of Stalker to all Stealth and Coordination checks.

**Cost**: 20

---

**Sniper Shot**
Before making a non-thrown ranged attack, as a maneuver increase the weapon’s range by up to 1 band per rank. Upgrade the attack’s difficulty by 1 per range increase.

**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

---

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

**Cost**: 25

---

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

**Cost**: 25

---

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

**Cost**: 25

---

**Grit**
Gain +1 strain threshold.

**Cost**: 5

---

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

**Cost**: 15

---

**Stalker**
Add 1 per rank of Stalker to all Stealth and Coordination checks.

**Cost**: 5

---

**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

---

**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**: 25

---

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

**Cost**: 10

---

**Quick Strike**
Add 1 per rank of Quick Strike to combat checks against targets that have not acted yet this encounter.

**Cost**: 15

---

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

**Cost**: 15

---

**Stalker**
Add 1 per rank of Stalker to all Stealth and Coordination checks.

**Cost**: 15

---

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

**Cost**: 20

---

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

**Cost**: 15

---

**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**: 25

---

**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.

**Cost**: 25

---

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

**Cost**: 25
**Gadgeteer Bonus Career Skills:** Brawl, Coercion, Mechanics, Ranged (Light)

<table>
<thead>
<tr>
<th>Skill</th>
<th>Description</th>
<th>Cost</th>
<th>Active</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>BRAKE</strong></td>
<td>Perform the Brake maneuver to remove damage per rank of Brake from your next Action. This may only remove damage added by environmental circumstances.</td>
<td>COST 5</td>
<td></td>
</tr>
<tr>
<td><strong>SPARE CLIP</strong></td>
<td>Cannot run out of ammo due to a limited ammo quality run out of ammo as normal.</td>
<td>COST 10</td>
<td></td>
</tr>
<tr>
<td><strong>TOUGHENED</strong></td>
<td>Gain +2 wound threshold.</td>
<td>COST 15</td>
<td></td>
</tr>
<tr>
<td><strong>JURY RIGGED</strong></td>
<td>Choose 1 weapon, armor, or other item and give it a permanent improvement while it remains in use.</td>
<td>COST 20</td>
<td></td>
</tr>
<tr>
<td><strong>INTIMIDATING</strong></td>
<td>May suffer a number of strain up to ranks in Intimidating to downgrade difficulty of Coercion checks or upgrade difficulty when targeted by Coercion checks by an equal number.</td>
<td>COST 25</td>
<td></td>
</tr>
<tr>
<td><strong>DEFENSIVE STANCE</strong></td>
<td>Once per round, as a maneuver, suffer a number of strain up to ranks in Defensive Stance to upgrade difficulty of all incoming melee attacks by an equal number for the next round.</td>
<td>COST 25</td>
<td></td>
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<tr>
<td><strong>TOUGHENED</strong></td>
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<td>COST 15</td>
<td></td>
</tr>
<tr>
<td><strong>ARMOR MASTER</strong></td>
<td>When wearing armor, increase total soak value by 1.</td>
<td>COST 15</td>
<td></td>
</tr>
<tr>
<td><strong>NATURAL ENFORCER</strong></td>
<td>Once per session, may re-roll any 1 Coercion or Streetwise check.</td>
<td>COST 15</td>
<td></td>
</tr>
<tr>
<td><strong>STUNNING BLOW</strong></td>
<td>When making Melee checks, may inflict damage as strain instead of wounds. This does not ignore soak.</td>
<td>COST 10</td>
<td></td>
</tr>
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<td><strong>JURY RIGGED</strong></td>
<td>Choose 1 weapon, armor, or other item and give it a permanent improvement while it remains in use.</td>
<td>COST 20</td>
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<tr>
<td><strong>TINKERER</strong></td>
<td>May add 1 additional hard point to a number of items equal to ranks in Tinkerer. Each item may only be modified once.</td>
<td>COST 20</td>
<td></td>
</tr>
<tr>
<td><strong>DEDICATION</strong></td>
<td>Gain +1 to a single characteristic. This cannot bring a characteristic above 6.</td>
<td>COST 25</td>
<td></td>
</tr>
<tr>
<td><strong>IMPROVED ARMOR MASTER</strong></td>
<td>When wearing armor with a soak value of 2 or higher, increase defense by 1.</td>
<td>COST 25</td>
<td></td>
</tr>
<tr>
<td><strong>DEADLY ACCURACY</strong></td>
<td>When acquired, choose 1 combat skill. Add damage equal to ranks in that skill to one hit of a successful attack made using that skill.</td>
<td>COST 20</td>
<td></td>
</tr>
<tr>
<td><strong>CRIPPLING BLOW</strong></td>
<td>Increase the difficulty of next combat check by 1. If check deals damage, target suffers 1 strain whenever he moves for the remainder of the encounter.</td>
<td>COST 25</td>
<td></td>
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<td><strong>SPARE CLIP</strong></td>
<td>Cannot run out of ammo due to a limited ammo quality run out of ammo as normal.</td>
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<td><strong>DEFENSIVE STANCE</strong></td>
<td>Once per round, as a maneuver, suffer a number of strain up to ranks in Defensive Stance to upgrade difficulty of all incoming melee attacks by an equal number for the next round.</td>
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<td>When wearing armor, increase total soak value by 1.</td>
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<tr>
<td><strong>IMPROVED ARMOR MASTER</strong></td>
<td>When wearing armor with a soak value of 2 or higher, increase defense by 1.</td>
<td>COST 25</td>
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<tr>
<td><strong>DEADLY ACCURACY</strong></td>
<td>When acquired, choose 1 combat skill. Add damage equal to ranks in that skill to one hit of a successful attack made using that skill.</td>
<td>COST 20</td>
<td></td>
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<tr>
<td><strong>CRIPPLING BLOW</strong></td>
<td>Increase the difficulty of next combat check by 1. If check deals damage, target suffers 1 strain whenever he moves for the remainder of the encounter.</td>
<td>COST 25</td>
<td></td>
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</tbody>
</table>
**INSIGHTFUL REVELATION BASE ABILITY**

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

**REDUCE SETBACK**
Remove from skill check to activate Insightful Revelation.

**COST 10**

**ADD BOOST**
Add to skill check to activate Insightful Revelation.

**COST 15**

**DESTINY**
Insightful Revelation costs 1 Destiny Point instead of 2.

**COST 10**

**REDUCE DIFFICULTY**
Reduce the difficulty of the skill check to activate Insightful Revelation to .

**COST 10**

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

**COST 10**

**UNMATCHED EXPERTISE BASE ABILITY**

Once per game session as an action, the character may spend two Destiny Points to reduce the difficulty of all career skill checks he makes by one to a minimum of for the remainder of the encounter:

**REDUCE SETBACK**
Remove from career skill checks made while Unmatched Expertise is activated.

**COST 10**

**ACTIVATION**
Activate Unmatched Expertise as a maneuver instead of an action.

**COST 10**

**REDUCE DIFFICULTY**
Reduce the difficulty of career skill checks by 2 instead of 1.

**COST 15**

**SUPERIOR REDUCTION**
Once per session while ability is activated, may reduce the difficulty of one non-career skill.

**COST 15**

**DESTINY**
Unmatched Expertise costs 1 Destiny Point to activate instead of 2.

**COST 15**

**REDUCE DIFFICULTY**
The minimum difficulty of all career skill checks is reduced to Simple (–) instead of .

**COST 15**
STIM APPLICATION
Take the Stim Application action; make a Medicine check. If successful, 1 engaged ally increases 1 characteristic by 1 for the encounter and suffers 4 strain.

IMPROVED STIM APPLICATION
When performing a Stim Application action, may increase the difficulty to , and target only suffers 1 strain.

SUPREME STIM APPLICATION
When performing the Stim Application action, spend to increase an additional characteristic by 1.

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

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

GRIT
Gain +1 strain threshold.

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Gain +1 strain threshold.

RESOLVE
When a character involuntarily suffers strain, he suffers 1 less strain per rank of Resolve, minimum 1.

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

TOUGHENED
Gain +2 wound threshold.

TOUGHENED
Gain +2 wound threshold.

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Gain +2 wound threshold.

TOUGHENED
Gain +2 wound threshold.

TOUGHENED
Gain +2 wound threshold.

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.

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

ANATOMY LESSONS
After making a successful attack, may spend 1 Destiny Point to add damage equal to Intellect to one hit.
Spec Bonus Career Skills: **Charm, Coercion, Deception, Knowledge (Core Worlds)**

**KILL WITH KINDNESS**
- Remove 1 per rank of Kill with Kindness from all Charm and Leadership checks.

**GRIT**
- Gain +1 strain threshold.

**PLAUSIBLE DENIABILITY**
- Remove 1 per rank of Plausible Deniability from all Coercion and Deception checks.

**TOUGHENED**
- Gain +2 wound threshold.

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

**KILL WITH KINDNESS**
- Remove 1 per rank of Kill with Kindness from all Charm and Leadership checks.

**SCATHING TIRADE**
- Take a Scathing Tirade action; make a Coercion check. One enemy for each ✰, in short range, suffers 1 strain. Spend ✰ for 1 affected enemy to suffer 1 additional strain.

**PLAUSIBLE DENIABILITY**
- Remove 1 per rank of Plausible Deniability from all Coercion and Deception checks.

**WELL ROUNDED**
- Choose any 2 skills. They permanently become career skills.

**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.

**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.

**NOBODY’S FOOL**
- May upgrade difficulty of incoming Charm, Coercion, or Deception checks once per rank of Nobody’s Fool.

**GRIT**
- Gain +1 strain threshold.

**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.

**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.

**NATURAL CHARMER**
- Once per session, may re-roll any 1 Charm or Deception check.

**INTENSE PRESENCE**
- Spend 1 Destiny Point to recover strain equal to Presence rating.

**GRIT**
- Gain +1 strain threshold.

**SUPREME INSPIRING RHETORIC**
- Suffer 1 strain to perform Inspiring Rhetoric as a maneuver, not an action.

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

**NATURAL CHARMER**
- Once per session, may re-roll any 1 Charm or Deception check.

**INTENSE PRESENCE**
- Spend 1 Destiny Point to recover strain equal to Presence rating.
**CODEBREAKER**
Remove 1 per rank in Codebreaker from checks to break codes or decrypt communications. Decrease difficulty of checks to break codes or decrypt communications by 1.

**KNOWLEDGE SPECIALIZATION**
When acquired, choose 1 Knowledge skill. When making that skill check, may spend \( x \) result to gain \( s \) equal to ranks in Knowledge Specialization.

**RESPECTED SCHOLAR**
May downgrade difficulty of checks to interact with institutes of learning by one level per rank of Respected Scholar.

**SPREADS BINARY**
When directing NPC droids, may grant them 1 per rank of Speaks Binary on checks.

**GRIT**
Gain +1 strain threshold.

**RESOLVE**
When a character involuntarily suffers strain, he suffers 1 less strain per rank of Resolve, minimum 1.

**RESEARCHER**
Remove 1 per rank of Researcher from all Knowledge checks. Researching a subject takes half the time.

**NATURAL SCHOLAR**
Once per session, may re-roll any 1 Knowledge skill check.

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

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

**RESOLVE**
When a character involuntarily suffers strain, he suffers 1 less strain per rank of Resolve, minimum 1.

**RESEARCHER**
Remove 1 per rank of Researcher from all Knowledge checks. Researching a subject takes half the time.

**KNOWLEDGE SPECIALIZATION**
When acquired, choose 1 Knowledge skill. When making that skill check, may spend \( x \) result to gain \( s \) equal to ranks in Knowledge Specialization.

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

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

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

**TOUGHENED**
Gain +2 wound threshold.

**KNOWLEDGE SPECIALIZATION**
When acquired, choose 1 Knowledge skill. When making that skill check, may spend \( x \) result to gain \( s \) equal to ranks in Knowledge Specialization.

**RESPECTED SCHOLAR**
May downgrade difficulty of checks to interact with institutes of learning by one level per rank of Respected Scholar.

**SPEAKS BINARY**
When directing NPC droids, may grant them 1 per rank of Speaks Binary on checks.

**GRIT**
Gain +1 strain threshold.

**BRACE**
Perform the Brace maneuver to remove 1 per rank of Brace from your next Action. This may only remove 1 added by environmental circumstances.

**RESPECTED SCHOLAR**
May downgrade difficulty of checks to interact with institutes of learning by one level per rank of Respected Scholar.

**RESPECTED SCHOLAR**
May downgrade difficulty of checks to interact with institutes of learning by one level per rank of Respected Scholar.

**RESEARCHER**
Remove 1 per rank of Researcher from all Knowledge checks. Researching a subject takes half the time.

**CODEBREAKER**
Remove 1 per rank in Codebreaker from checks to break codes or decrypt communications. Decrease difficulty of checks to break codes or decrypt communications by 1.

**WELL ROUNDED**
Choose any 2 skills. They permanently become career skills.

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

**RESOLVE**
When a character involuntarily suffers strain, he suffers 1 less strain per rank of Resolve, minimum 1.

**RESOLVE**
When a character involuntarily suffers strain, he suffers 1 less strain per rank of Resolve, minimum 1.

**WELL ROUNDED**
Choose any 2 skills. They permanently become career skills.
# Sound Investments
At the start of each session, gain 100 credits for each rank of Sound Investments.

**Cost:** 5

---

# Plausible Deniability
Remove 1 per rank of Plausible Deniability from all Coercion and Deception checks.

**Cost:** 5

---

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

**Cost:** 10

---

# Grit
Gain +1 strain threshold.

**Cost:** 5

---

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

**Cost:** 10

---

# Bought Info
Instead of making a Knowledge check, may take a Bought Info action; spend credits equal to 50 times the difficulty of the check to pass with one star.

**Cost:** 15

---

# Greased Palms
Before making a social check, may spend up to 50 credits per rank of Greased Palms to upgrade the ability of the check once for every 50 credits spent.

**Cost:** 15

---

# Throwing Credits
At the beginning of a session, spend 100 credits to ignore the strain threshold penalty due to a triggered Obligation.

**Cost:** 15

---

# Sound Investments
At the start of each session, gain 100 credits for each rank of Sound Investments.

**Cost:** 15

---

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

**Cost:** 15

---

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

**Cost:** 25

---

# Natural Merchant
Once per session, may re-roll any 1 Streetwise or Negotiation check.

**Cost:** 25

---

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

**Cost:** 25

---

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

**Cost:** 25

---

# Sound Investments
At the start of each session, gain 100 credits for each rank of Sound Investments.

**Cost:** 25

---

---

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

Spend **AA** from a Charm or Negotiation check to upgrade ability of an ally’s subsequent social check against the same target a number of times equal to ranks in Good Cop.

**BAD COP**

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

**UNRELENTING SKEPTIC**

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

**GRIT**

Gain +1 strain threshold.

**STREET SMARTS**

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

**TOUGHENED**

Gain +2 wound threshold.

**DURABLE**

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

**GOOD COP**

Spend **AA** from a Charm or Negotiation check to upgrade ability of an ally’s subsequent social check against the same target a number of times equal to ranks in Good Cop.

**BAD COP**

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

**QUICK DRAW**

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

**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.

**GOOD COP**

Spend **AA** from a Charm or Negotiation check to upgrade ability of an ally’s subsequent social check against the same target a number of times equal to ranks in Good Cop.

**POINT BLANK**

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

**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.

**GOOD COP**

Spend **AA** from a Charm or Negotiation check to upgrade ability of an ally’s subsequent social check against the same target a number of times equal to ranks in Good Cop.

**BONUS CAREER SKILLS**

**Coercion, Knowledge (Underworld), Ranged (Light), Vigilance**

**DEDICATION**

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

**IMPROVED STREET SMARTS**

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

**UNRELENTING SKEPTIC**

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

**IMPROVED UNRELENTING SKEPTIC**

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

**POINT BLANK**

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

**IMPROVED HARD HEADED**

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

**DURABLE**

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

**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.

**GOOD COP**

Spend **AA** from a Charm or Negotiation check to upgrade ability of an ally’s subsequent social check against the same target a number of times equal to ranks in Good Cop.

**BAD COP**

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

**QUICK DRAW**

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

**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.

**GOOD COP**

Spend **AA** from a Charm or Negotiation check to upgrade ability of an ally’s subsequent social check against the same target a number of times equal to ranks in Good Cop.

**BONUS CAREER SKILLS**

**Coercion, Knowledge (Underworld), Ranged (Light), Vigilance**

**DEDICATION**

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

**IMPROVED STREET SMARTS**

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

**COST**

- **5**
- **10**
- **15**
- **20**
- **25**

**COLONIST MARSHAL**

Spec Bonus Career Skills: *Coercion, Knowledge (Underworld), Ranged (Light), Vigilance*
**INTENSE PRESENCE**
Spend 1 Destiny Point to recover strain equal to Presence rating.

**NATURAL ATHLETE**
Once per session, may re-roll any 1 Athletics or Coordination check.

**DECEPTIVE TAUNT**
Once per session, may make Deceptive Taunt action; make opposed Deception check to force one adversary to attack the character on the adversary’s next turn.

**COORDINATION DODGE**
When targeted by a combat check, may spend 1 Destiny Point to add 4 equal to ranks in Coordination to check.

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

**CONVINCING DEMEANOR**
Remove 3 per rank of Convincing Demeanor from Deception or Skulduggery checks.

**GRIT**
Gain +1 strain threshold.

**TOUGHENED**
Gain +2 wound threshold.

**BIGGEST FAN**
Once per session, may take a Biggest Fan action; make a Charm check to turn one NPC into the character’s biggest fan.

**SMOOTH TALKER**
When first acquired, choose Charm, Coercion, Deception, or Negotiation. When making checks with that skill, spend 3 to gain additional ranks in Smooth Talker.

**DISTRACTING BEHAVIOR**
As a maneuver, suffer strain up to ranks in Cunning. Until start of next turn, equal number of engaged NPCs suffer strain on checks. Ranks increase range.

**CONGENIAL**
As an incidental, suffer strain up to ranks in Cunning to downgrade difficulty when making or upgrade difficulty when targeted by a Charm or Negotiation check.

**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.

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

** SECOND WIND**
Once per encounter, may use Second Wind incidental to heal strain equal to ranks in Second Wind.

**IMPROVED DISTRACTING BEHAVIOR**
The Distraction Behavior maneuver inflicts strain on NPC's checks when NPCs target character’s allies.

**DISTRACTING BEHAVIOR**
As a maneuver, suffer strain up to ranks in Cunning. Until start of next turn, equal number of engaged NPCs suffer strain on checks. Ranks increase range.

**SMOOTH TALKER**
When first acquired, choose Charm, Coercion, Deception, or Negotiation. When making checks with that skill, spend 3 to gain additional ranks in Smooth Talker.

**BIGGEST FAN**
Once per session, may take a Biggest Fan action; make a Charm check to turn one NPC into the character’s biggest fan.

**DEFEAT WITH KINDNESS**
Remove 3 per rank of Kill with Kindness from all Charm and Leadership checks.

**DISTRACTING BEHAVIOR**
As a maneuver, suffer strain up to ranks in Cunning. Until start of next turn, equal number of engaged NPCs suffer strain on checks. Ranks increase range.

**CONVINCING DEMEANOR**
Remove 3 per rank of Convincing Demeanor from Deception or Skulduggery checks.

**GRIT**
Gain +1 strain threshold.

**TOUGHENED**
Gain +2 wound threshold.

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**DEFEAT WITH KINDNESS**
Remove 3 per rank of Kill with Kindness from all Charm and Leadership checks.

**DISTRACTING BEHAVIOR**
As a maneuver, suffer strain up to ranks in Cunning. Until start of next turn, equal number of engaged NPCs suffer strain on checks. Ranks increase range.

**CONVINCING DEMEANOR**
Remove 3 per rank of Convincing Demeanor from Deception or Skulduggery checks.

**GRIT**
Gain +1 strain threshold.

**TOUGHENED**
Gain +2 wound threshold.
**SUDDEN DISCOVERY BASE ABILITY**

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

**UNMATCHED MOBILITY BASE ABILITY**

Once per game session as an incidental, the character may spend 2 Destiny Points to increase the number of maneuvers he is allowed to perform in a turn to three for the next two rounds. This third maneuver may be gained through any of the means a second maneuver is normally gained.
EXPLORER
FRINGER
Spec Bonus Career Skills: Astrogation, Coordination, Negotiation, Streetwise

**GALAXY MAPPER**
Remove 1 per rank of Galaxy Mapper from Astrogation checks. Astrogation checks take half normal time.

**SKILLED JOCKEY**
Remove 1 per rank of Skilled Jockey from all Piloting (Planetary) and Piloting (Space) checks.

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

**DEFENSIVE DRIVING**
Increase defense of 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.

**STREET SMARTS**
Remove 1 per rank of Street Smarts from Streetwise or Knowledge (Underworld) checks.

**GALAXY MAPPER**
Remove 1 per rank of Galaxy Mapper from Astrogation checks. Astrogation checks take half normal time.

**GRIT**
Gain +1 strain threshold.

**TOUGHENED**
Gain +2 wound threshold.

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

**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.

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

**TOUGHENED**
Gain +2 wound threshold.

**GRIT**
Gain +1 strain threshold.

**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.

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

**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.

**KNOCKDOWN**
After hitting with a melee attack, may spend 1 to knock the target prone.

**COST**
- 5
- 10
- 15
- 20
- 25

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EDGE OF THE EMPIRE  •  VERSION 7A  •  2015-06
NATURAL HUNTER
Once per session, may re-roll any 1 Perception or Vigilance check.

FAMILIAR SUNS
Once per session, as a maneuver make a Knowledge (Outer Rim) or (Core Worlds) check to reveal the current type of environment and other useful information.

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.

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

UTILITY BELT
Spend 1 Destiny Point to perform a Utility Belt incidental; produce a previously undocumented item or weapon (with restrictions) from a tool belt or a 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.

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

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

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

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

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

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

GRIT
Gain +1 strain threshold.

FAMILIAR SUNS
Once per session, as a maneuver make a Knowledge (Outer Rim) or (Core Worlds) check to reveal the current type of environment and other useful information.

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

Toughened
Gain +2 wound threshold.

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

Find more handouts at BeggingForXP.com

COST 5
COST 10
COST 15
COST 20
COST 25
NOBODY'S FOOL
Once per session, when attempting to purchase a legally available item, reduce its rarity by 1 per rank of Nobody's Fool.

COST 15

CONVINCING Demeanor
Remove 1 per rank of Convincing Demeanor from Deception or Skulduggery checks.

COST 5

WHEEL AND DEAL
When selling goods legally, gain 10% more credits per rank of Wheel and Deal.

COST 10

SMOOTH TALKER
When first acquired, choose Charm, Coercion, Deception, or Negotiation. When making checks with that skill, spend \( \star \) to gain additional \( \star \) equal to ranks in Smooth Talker.

COST 15

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

COST 5

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

COST 10

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

COST 15

WHEEL AND DEAL
When selling goods legally, gain 10% more credits per rank of Wheel and Deal.

COST 10

TOUGHENED
Gain +2 wound threshold.

COST 10

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

COST 5

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

COST 10

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

WHEEL AND DEAL
When selling goods legally, gain 10% more credits per rank of Wheel and Deal.

COST 20

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.

COST 5

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

COST 20

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

COST 25

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

COST 25

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

COST 25

SPARE CLIP
Cannot run out of ammo due to \( \star \). Item with Limited Ammo quality run out of ammo as normal.

COST 10

EDGE OF THE EMPIRE • VERSION 7A • 2015-06
**STUNNING BLOW**
When making Melee checks, may inflict damage as strain instead of wounds. This does not ignore soak.

**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.

**RESEARCHER**
Remove 1 per rank in Researcher from all Knowledge checks. Researching a subject takes half the time.

**GRIT**
Gain +1 strain threshold.

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

**TOUGHCENED**
Gain +2 wound threshold.

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

**KNOWLEDGE SPECIALIZATION**
When acquired, choose 1 knowledge skill. May spend when rolling that skill to gain equal to ranks in Knowledge Specialization.

**RESPECTED SCHOLAR**
May downgrade difficulty of checks to interact with institutes of learning by one level per rank of Respected Scholar.

**RESEARCHER**
Remove 1 per rank in Researcher from all Knowledge checks.

**KNOWLEDGE SPECIALIZATION**
When acquired, choose 1 knowledge skill. May spend when rolling that skill to gain equal to ranks in Knowledge Specialization.

**ENDURING**
Gain +1 soak value.

**GRIT**
Gain +1 strain threshold.

**KNOWLEDGE SPECIALIZATION**
When acquired, choose 1 knowledge skill. May spend when rolling that skill to gain equal to ranks in Knowledge Specialization.

**RESPECTED SCHOLAR**
May downgrade difficulty of checks to interact with institutes of learning by one level per rank of Respected Scholar.

**MUSEUM WORTHY**
Once per session, take Museum Worthy action, make Knowledge (Education) check to gain information regarding a relic, ruin, or piece of history.

**WELL ROUNDED**
Choose any 2 skills. They permanently become career skills.

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

**TOUGHCENED**
Gain +2 wound threshold.

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

**ENDURING**
Gain +1 soak value.

**GRIT**
Gain +1 strain threshold.

**KNOWLEDGE SPECIALIZATION**
When acquired, choose 1 knowledge skill. May spend when rolling that skill to gain equal to ranks in Knowledge Specialization.

**RESPECTED SCHOLAR**
May downgrade difficulty of checks to interact with institutes of learning by one level per rank of Respected Scholar.

**MUSEUM WORTHY**
Once per session, take Museum Worthy action, make Knowledge (Education) check to gain information regarding a relic, ruin, or piece of history.
NATURAL HUNTER
Once per session, may re-roll any 1 Perception or Vigilance check.

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

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

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

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

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

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

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

GRIT
Gain +1 strain threshold.

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

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

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

IMPROVED HUNTER’S QUARRY
Suffer 2 strain to perform Hunter’s Quarry action as a maneuver.

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

GRIT
Gain +1 strain threshold.

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

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

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

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

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

IMPROVED HUNTER’S QUARRY
Suffer 2 strain to perform Hunter’s Quarry action as a maneuver.

DEDICATION
Gain +1 to a single characteristic. This cannot bring a characteristic above 6.
**Spec Bonus Career Skills:** **Cool, Gunnery, Mechanics, Piloting (Planetary)**

- **FULL THROTTLE**
  - Take a Full Throttle action; make a 4 Piloting check to increase a vehicle's top speed by 1 for a number of rounds equal to Cunning.
  - Cost: 5

- **ALL-TERRAIN DRIVER**
  - Do not suffer usual penalties for driving through difficult terrain when using Piloting (Planetary).
  - 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.
  - Cost: 5

- **GEARHEAD**
  - Remove 1 per rank of Gearhead from Mechanics checks. Halve the credit cost to add mods to attachments.
  - Cost: 5

- **GRIT**
  - Gain +1 strain threshold.
  - Cost: 10

- **SKILLED JOCKEY**
  - Remove 1 per rank of Skilled Jockey from all Piloting (Planetary) and Piloting (Space) checks.
  - Cost: 10

- **RAPID REACTION**
  - Suffer a number of strain up to ranks in Rapide Reaction to add an equal number of * to initiative checks.
  - Cost: 10

- **IMPROVED FULL THROTTLE**
  - Suffer 1 strain to attempt Full Throttle as a maneuver and decrease its difficulty to 3.
  - Cost: 15

- **TRICKY TARGET**
  - Count vehicle or starship piloted as having a silhouette 1 lower when being attacked.
  - Cost: 15

- **FINE TUNING**
  - When reducing the amount of system strain a starship or vehicle suffers, reduce 1 additional strain per rank of Fine Tuning.
  - Cost: 15

- **TOUGHENED**
  - Gain +2 wound threshold.
  - Cost: 15

- **DEFENSIVE DRIVING**
  - Increase defense of vehicle or starship being piloted by 1 per rank of Defensive Driving.
  - Cost: 20

- **SKILLED JOCKEY**
  - Remove 1 per rank of Skilled Jockey from all Piloting (Planetary) and Piloting (Space) checks.
  - Cost: 20

- **NATURAL DRIVER**
  - Once per session, may re-roll any 1 Piloting (Planetary) or Gunnery check.
  - Cost: 20

- **GEARHEAD**
  - Remove 1 per rank of Gearhead from Mechanics checks. Halve the credit cost to add mods to attachments.
  - Cost: 20

- **SUPREME FULL THROTTLE**
  - When performing Full Throttle, top speed increases by 2 instead of 1.
  - Cost: 25

- **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: 25

- **MASTER DRIVER**
  - Once per round when driving a vehicle, 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
LAST ONE STANDING BASE ABILITY

Once per game session, during a combat encounter, the character may spend 2 Destiny Points to make a Resilience check. If he succeeds, he skips his next turn and eliminates all enemy minions in the encounter. (The minions are all eliminated immediately, so will not get to participate further in the combat, but for the sake of the narrative, the PC can spend the next round of combat incapacitating them). The narrative means by which he accomplishes this is up to the player, must be approved by the GM.

REDUCE SETBACK
Remove  from skill check to activate Last One Standing.

ADD BOOST
Add  to skill check to activate Last One Standing.

REDUCE SETBACK
Remove  from skill check to activate Last One Standing.

ADD BOOST
Add  to skill check to activate Last One Standing.

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

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

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

DESTINY
Last One Standing costs 1 Destiny Point instead of 2.

UNMATCHED PROTECTION BASE ABILITY

Once per game session as an incidental, the character may spend 2 Destiny Points to gain the following ability: once per round, after suffering a hit and determining damage, the character may halve the damage (rounded up) dealt before it is applied to his soak. This ability is active for the remainder of the current round and two additional rounds.

DURATION
Unmatched Protection lasts for one additional round.

DURATION
Unmatched Protection lasts for one additional round.

SOAK
Gain +1 soak while Unmatched Protection is active.

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

DURATION
Unmatched Protection lasts for one additional round.

DESTINY
Unmatched Protection costs 1 Destiny Point instead of 2.

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

ADDITIONAL REDUCTION
May reduce the damage of 1 additional hit suffered each round.
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 15

SECOND WIND

Once per encounter, may use Second Wind incidental to heal strain equal to ranks in Second Wind.

COST 10

CONFIDENCE

May decrease the 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 damage of one hit of successful Ranged (Heavy) or (Light) attacks made while at short range or engaged.

COST 5

SIDE STEP

Once per round, as a maneuver suffer a number of strain up to ranks in Side Step to upgrade difficulty of all incoming ranged attacks by an equal number for the next round.

COST 5

GRIT

Gain +1 strain threshold.

COST 10

TOUGHENED

Gain +2 wound threshold.

COST 20

IMPROVED FIELD COMMANDER

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

COST 20

DEADLY ACCURACY

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

COST 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 combat check once per rank of True Aim.

COST 25

TRUE AIM

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

COST 25
## HIRED GUN ENFORCER

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

### TOUGHENED
Gain +2 wound threshold.  
**Cost:** 5

### INTIMIDATING
May suffer a number of strain up to ranks in Intimidating to downgrade difficulty of Coercion checks or upgrade difficulty when targeted by Coercion checks by an equal number.  
**Cost:** 10

### FEARSOME
When an enemy becomes engaged with the character, they may force the enemy to make a fear check, with the difficulty equal to ranks in Fearsome.  
**Cost:** 25

### STREET SMARTS
Remove per rank of Street Smarts from Streetwise or Knowledge (Underworld) checks.  
**Cost:** 5

### DURABLE
May reduce any Critical Injury suffered by 10 per rank of Durable to a minimum of 1.  
**Cost:** 10

### STUNNING BLOW
When making Melee checks, may inflict damage as strain instead of wounds. This does not ignore soak.  
**Cost:** 10

### NATURAL ENFORCER
Once per session, may re-roll any 1 Coercion or Streetwise check.  
**Cost:** 10

### TALK THE TALK
When making a Knowledge check, the character may substitute Knowledge (Underworld) or Streetwise for the required skill.  
**Cost:** 10

### DEDICATION
Gain +1 to a single characteristic. This cannot bring a characteristic above 6.  
**Cost:** 25

### STREET SMARTS
Remove per rank of Street Smarts from Streetwise or Knowledge (Underworld) checks.  
**Cost:** 10

###第二阶段
Once per encounter, may use Second Wind incidental to heal strain equal to ranks in Second Wind.  
**Cost:** 20

### BLACK MARKET CONTACTS
When purchasing illegal goods, may reduce rarity by 1 per rank, increasing cost by 50% of base cost per reduction.  
**Cost:** 25

### WALK THE WALK
The character may spend 1 Destiny Point to add damage equal to his ranks in Streetwise to one hit of a successful Brawl check.  
**Cost:** 20

### FEARSOME
When an enemy becomes engaged with the character, they may force the enemy to make a fear check, with the difficulty equal to ranks in Fearsome.  
**Cost:** 25

### FEARSOME
When an enemy becomes engaged with the character, they may force the enemy to make a fear check, with the difficulty equal to ranks in Fearsome.  
**Cost:** 25

### STUNNING BLOW
When making Melee checks, may inflict damage as strain instead of wounds. This does not ignore soak.  
**Cost:** 10

### DURABLE
May reduce any Critical Injury suffered by 10 per rank of Durable to a minimum of 1.  
**Cost:** 10

### STUNNING BLOW
When making Melee checks, may inflict damage as strain instead of wounds. This does not ignore soak.  
**Cost:** 10

### NATURAL ENFORCER
Once per session, may re-roll any 1 Coercion or Streetwise check.  
**Cost:** 10

### TALK THE TALK
When making a Knowledge check, the character may substitute Knowledge (Underworld) or Streetwise for the required skill.  
**Cost:** 10

### DEDICATION
Gain +1 to a single characteristic. This cannot bring a characteristic above 6.  
**Cost:** 25

### STREET SMARTS
Remove per rank of Street Smarts from Streetwise or Knowledge (Underworld) checks.  
**Cost:** 10

### 第二阶段
Once per encounter, may use Second Wind incidental to heal strain equal to ranks in Second Wind.  
**Cost:** 20

### BLACK MARKET CONTACTS
When purchasing illegal goods, may reduce rarity by 1 per rank, increasing cost by 50% of base cost per reduction.  
**Cost:** 25

### WALK THE WALK
The character may spend 1 Destiny Point to add damage equal to his ranks in Streetwise to one hit of a successful Brawl check.  
**Cost:** 20

### FEARSOME
When an enemy becomes engaged with the character, they may force the enemy to make a fear check, with the difficulty equal to ranks in Fearsome.  
**Cost:** 25

### FEARSOME
When an enemy becomes engaged with the character, they may force the enemy to make a fear check, with the difficulty equal to ranks in Fearsome.  
**Cost:** 25
**POWERFUL BLAST**
Increase Blast damage dealt by explosives, explosive weapons, and grenades by +1 per rank of Powerful Blast.

**GUIDE**
Gain +1 strain threshold.

**SELECTIVE DETONATION**
When using a weapon with the Blast quality, spend ☐ to exclude 1 target that would be affected by the explosion, up to ranks in Selective Detonation.

**STEADY NERVES**
Remove ☐ per rank of Steady Nerves from Cool or Skulduggery checks.

**TOUGHENED**
Gain +2 wound threshold.

**TIME TO GO**
The character may spend 1 Destiny Point to perform a Move maneuver as an incidental to attempt to move into cover or out of the blast range of a weapon or explosion.

**ENDURING**
Gain +1 soak value.

**IMPROVED TIME TO GO**
When activating Time to Go, allow 1 engaged ally to perform an out of turn Move maneuver as an incidental to move into cover or out of a blast range.

**IMPROVISED DETONATION**
Once per session, make a Mechanics check to perform an action to build an explosive device, dealing damage equal to Intellect + Mechanics + ☯.

**POWERFUL BLAST**
Increase Blast damage dealt by explosives, explosive weapons, and grenades by +1 per rank of Powerful Blast.

**GRIT**
Gain +1 strain threshold.

**STEADY NERVES**
Remove ☐ per rank of Steady Nerves from Cool or Skulduggery checks.

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

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

**SELECTIVE DETONATION**
When using a weapon with the Blast quality, spend ☐ to exclude 1 target that would be affected by the explosion, up to ranks in Selective Detonation.

**IMPROVED DETONATION**
Reduce the difficulty of Improvised Detonation's check to and increase damage to twice ranks in Mechanics.

**MASTER GRENADE**
Decrease the ☐ cost to activate the Blast quality on any weapon used by 1 to a minimum of 1.

**SELECTIVE DETONATION**
When using a weapon with the Blast quality, spend ☐ to exclude 1 target that would be affected by the explosion, up to ranks in Selective Detonation.
**RAIN OF DEATH**
Perform the Rain of Death maneuver to ignore the increased difficulty due to Auto-fire attacks made this turn.

**HEROIC RESILIENCE**
Immediately after being hit by an attack but before suffering damage, spend 1 Destiny Point to increase soak by ranks in Resilience.

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

**TOUGHENED**
Gain +2 wound threshold.

**TOUGHENED**
Gain +2 wound threshold.

**BURLY**
Reduce any wielded weapon’s Cumbersome quality and Encumbrance rating by ranks in Burly to a minimum of 1.

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Reduce any wielded weapon’s Cumbersome quality and Encumbrance rating by ranks in Burly to a minimum of 1.

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

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

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

**ARMOR MASTER**
When wearing armor, increase total soak value by 1.

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When wearing armor, increase total soak value by 1.

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When wearing armor, increase total soak value by 1.

**HEAVY HITTER**
Once per session, spend on a successful Ranged (Heavy) or Gunnery check to add the Breach 1 quality to the attack, or increase an existing Breach rating by 1.

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Once per session, spend on a successful Ranged (Heavy) or Gunnery check to add the Breach 1 quality to the attack, or increase an existing Breach rating by 1.

**HEAVY HITTER**
Once per session, spend on a successful Ranged (Heavy) or Gunnery check to add the Breach 1 quality to the attack, or increase an existing Breach rating by 1.

**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.

**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.

**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.

**SIDE STEP**
Once per round, as a maneuver suffer a number of strain up to ranks in Side Step to upgrade difficulty of all incoming ranged attacks by an equal number for the next round.

**SIDE STEP**
Once per round, as a maneuver suffer a number of strain up to ranks in Side Step to upgrade difficulty of all incoming ranged attacks by an equal number for the next round.

**SIDE STEP**
Once per round, as a maneuver suffer a number of strain up to ranks in Side Step to upgrade difficulty of all incoming ranged attacks by an equal number for the next round.

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

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

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

**BRACE**
Perform the Brace maneuver to remove per rank of Brace from your next Action. This may only remove added by environmental circumstances.

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Perform the Brace maneuver to remove per rank of Brace from your next Action. This may only remove added by environmental circumstances.

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Perform the Brace maneuver to remove per rank of Brace from your next Action. This may only remove added by environmental circumstances.

**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.

**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.

**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.
NARROW ESCAPE BASE ABILITY

Once per game session, the character may spend two Destiny Points to make a Streetwise check. If successful, the character is immediately able to flee from the current personal scale combat encounter unscathed. The challenge is not overcome or defeated, but the character is able to evade the hazard or threat for the time being. The exact nature of what the character is trying to accomplish, as well as the end results, must be approved by the GM, but be suitably creative or daring.

UNMATCHED FORTUNE BASE ABILITY

Once per game session as an incidental, the character may spend 2 Destiny Points to change the face of one positive die in the character’s dice pool to another face adjacent to it. An “adjacent” face is any die face sharing an edge—not a point—with the rolled face. Unmatched Fortune cannot be used on a C.

REDUCE SETBACK

Remove  from the skill check to activate Narrow Escape.

INCREASE EFFECT

Affect an additional number of allied characters equal to Cunning per Increase Effect upgrade purchased.

ADD BOOST

Add  to the skill check to activate Narrow Escape.

CHANGE SCALE

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

REDUCE DIFFICULTY

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

INCREASE EFFECT

Affect an additional number of allied characters equal to Cunning per Increase Effect upgrade purchased.

CHANGE SKILL

Narrow Escape can be activated during social encounters with the Deception skill.

DESTINY

Narrow Escape costs 1 Destiny Point instead of 2.

FREQUENCY

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

INCREASE NUMBER

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

SHARED LUCK

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

INCREASE NUMBER

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

INCREASE EFFECT

Unmatched Fortune can also be used on negative dice.

INCREASE RANGE

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

FREQUENCY

Unmatched Fortune can be used one additional time each game session per Frequency upgrade purchased.
**Spec Bonus Career Skills:** Astrogation, Gunnery, Piloting (Planetary), Piloting (Space)

### Full Throttle
Take a Full Throttle action; make a 

*Cost 5*

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

*Cost 10*

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

*Cost 10*

### 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*

### Improved Full Throttle
Suffer 1 strain to attempt Full Throttle as a maneuver and decrease its difficulty to 

*Cost 15*

### Improved Dead to Rights
Spend 1 Destiny Point to add additional damage equal to Agility to one hit of a successful attack made with ship- or vehicle-mounted weaponry.

*Cost 15*

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

*Cost 15*

### 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 15*

### Grit
Gain +1 strain threshold.

*Cost 15*

### Natural Pilot
Once per session, may re-roll any 1 Piloting (Space) or Gunnery check.

*Cost 15*

### Master Pilot
Once per round when driving 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 opponent and make an Opposed Piloting check to stop opponent from attacking character for rounds equal to Agility.

*Cost 25*
Spec Bonus Career Skills: **Charm, Cool, Deception, Ranged (Light)**

- **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 1 per rank of Convincing Demeanor from Deception or Skulduggery checks.
  - **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**: 20

- **Black Market Contacts**
  - When purchasing illegal goods, may reduce rarity by 1 per rank, increasing cost by 50% of base cost per reduction.
  - **Cost**: 15

- **Rapid Reaction**
  - Suffer a number of strain up to ranks in Rapid Reaction to add an equal number of * to initiative checks.
  - **Cost**: 5

- **Quick Draw**
  - Once per round, draw or holster a weapon or item as an incidental.
  - **Cost**: 5

- **Black Market Contacts**
  - When purchasing illegal goods, may reduce rarity by 1 per rank, increasing cost by 50% of base cost per reduction.
  - **Cost**: 15

- **Convincing Demeanor**
  - Remove 1 per rank of Convincing Demeanor from Deception or Skulduggery checks.
  - **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**: 20

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  - **Cost**: 15

- **Convincing Demeanor**
  - Remove 1 per rank of Convincing Demeanor from Deception or Skulduggery checks.
  - **Cost**: 10

- **Side Step**
  - Once per round, as a maneuver suffer a number of strain up to ranks in Side Step to upgrade difficulty of all incoming ranged attacks by an equal number for the next round.
  - **Cost**: 20

- **Quick Strike**
  - Add 1 per rank of Quick Strike to combat checks against targets that have not acted yet this encounter.
  - **Cost**: 10

- **Dedication**
  - Gain +1 to a single characteristic. This cannot bring a characteristic above 6.
  - **Cost**: 25

- **Natural Charmer**
  - Once per session, may re-roll any 1 Charm or Deception check.
  - **Cost**: 25

- **Soft Spot**
  - After making a successful attack, may spend 1 Destiny Point to add damage equal to Cunning to one hit.
  - **Cost**: 25

- **Quick Strike**
  - Add 1 per rank of Quick Strike to combat checks against targets that have not acted yet this encounter.
  - **Cost**: 25

**Black Market Contacts**
- When purchasing illegal goods, may reduce rarity by 1 per rank, increasing cost by 50% of base cost per reduction.
- **Cost**: 5

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- Remove 1 per rank of Convincing Demeanor from Deception or Skulduggery checks.
- **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**: 20

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- **Cost**: 25

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- After making a successful attack, may spend 1 Destiny Point to add damage equal to Cunning to one hit.
- **Cost**: 25

**Quick Strike**
- Add 1 per rank of Quick Strike to combat checks against targets that have not acted yet this encounter.
- **Cost**: 25
Spec Bonus Career Skills: Computers, Skulduggery, Stealth, Vigilance

**STREET SMARTS**
Remove 1 per rank of Street Smarts from Streetwise or Knowledge (Underworld) checks.

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

**INDISTINGUISHABLE**
Upgrade difficulty of checks to identify character once per rank of Indistinguishable.

**BYPASS SECURITY**
Remove 1 per rank of Bypass Security from checks made to disable a security device or open a locked door.

**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.

**GRIT**
Gain +1 strain threshold.

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

**SHORTCUT**
During a chase, add 1 per rank in Shortcut to any checks made to catch or escape an opponent.

**STALKER**
Add 1 per rank of Stalker to all Stealth and Coordination checks.

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

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

**NATURAL ROGUE**
Remove 1 per rank of Street Smarts from Streetwise or Knowledge (Underworld) checks.

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

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

**DOODGE**
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.

**INDISTINGUISHABLE**
Upgrade difficulty of checks to identify character once per rank of Indistinguishable.

**DEDICATION**
Gain +1 to a single characteristic. This cannot bring a characteristic above 6.
<table>
<thead>
<tr>
<th>Skill</th>
<th>Description</th>
<th>Cost</th>
</tr>
</thead>
<tbody>
<tr>
<td>Smooth Talker</td>
<td>When first acquired, choose Charm, Coercion, Deception, or Negotiation. When making checks with</td>
<td></td>
</tr>
<tr>
<td></td>
<td>that skill, spend $x$ to gain additional $y$ equal to ranks in Smooth Talker.</td>
<td></td>
</tr>
<tr>
<td>Kill with Kindness</td>
<td>Remove $x$ per rank of Kill with Kindness from all Charm and Leadership checks.</td>
<td>10</td>
</tr>
<tr>
<td>Disarming Smile</td>
<td>Take the Disarming Smile action; succeed at an opposed Charm check to lower the target’s defense</td>
<td>15</td>
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<tr>
<td></td>
<td>rating by ranks in Disarming Smile until the end of the encounter.</td>
<td></td>
</tr>
<tr>
<td>Inspiring Rhetoric</td>
<td>Take an Inspiring Rhetoric action; make a $x$ Leadership check. One ally for each $y$, in short</td>
<td>5</td>
</tr>
<tr>
<td></td>
<td>range, recovers 1 strain. Spend $z$ for 1 affected ally to recover 1 additional strain.</td>
<td></td>
</tr>
<tr>
<td>Works like a Charm</td>
<td>Once per session, make one skill check, using Presence rather than the characteristic linked to</td>
<td>15</td>
</tr>
<tr>
<td></td>
<td>that skill.</td>
<td></td>
</tr>
<tr>
<td>Congenial</td>
<td>May suffer a number of strain to downgrade the difficulty of a Charm or Negotiation check, by an</td>
<td>10</td>
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<tr>
<td></td>
<td>equal number. Strain suffered in this way cannot exceed ranks in Congenial.</td>
<td></td>
</tr>
<tr>
<td>Improved Inspiring Rhetoric</td>
<td>Each ally affected by Inspiring Rhetoric gains $x$ on all skill checks for a number of rounds equal to ranks in Leadership</td>
<td>10</td>
</tr>
<tr>
<td>Grit</td>
<td>Gain +1 strain threshold.</td>
<td>5</td>
</tr>
<tr>
<td>Smooth Talker</td>
<td>When first acquired, choose Charm, Coercion, Deception, or Negotiation. When making checks with</td>
<td>20</td>
</tr>
<tr>
<td></td>
<td>that skill, spend $x$ to gain additional $y$ equal to ranks in Smooth Talker.</td>
<td></td>
</tr>
<tr>
<td>Natural Charmer</td>
<td>Once per session, may re-roll any 1 Charm or Deception check.</td>
<td>25</td>
</tr>
<tr>
<td>Dedication</td>
<td>Gain +1 to a single characteristic. This cannot bring a characteristic above 6.</td>
<td>25</td>
</tr>
<tr>
<td>Don’t Shoot</td>
<td>Once per session as an action, make a $x$ Charm check. On success, cannot be the target of combat</td>
<td>25</td>
</tr>
<tr>
<td></td>
<td>checks until the end of the encounter or until making a combat check.</td>
<td></td>
</tr>
<tr>
<td>Resole</td>
<td>When the character involuntarily suffers strain, he suffers 1 less strain per rank or Resolve (min 1).</td>
<td>25</td>
</tr>
<tr>
<td>Smuggler Charmer</td>
<td>Spec Bonus Career Skills: Charm, Cool, Leadership, Negotiation</td>
<td></td>
</tr>
</tbody>
</table>
**CONVINCING DEMEANOR**
Remove ▲ per rank of Convincing Demeanor from Deception or Skulduggery checks. (Cost: 5)

**GRIT**
Gain +1 strain threshold. (Cost: 10)

**TOUGHENED**
Gain +2 wound threshold. (Cost: 5)

**UP THE ANTE**
When gambling, win 10% more credits per rank of Up the Ante. (Cost: 5)

**SECOND CHANCES**
Once per encounter, choose a number of positive dice equal to ranks in Second Chances and re-roll them. (Cost: 15)

**DEDICATION**
Gain +1 to a single characteristic. This cannot bring a characteristic above 6. (Cost: 10)

**SUPREME DOUBLE OR NOTHING**
When performing the Double or Nothing incidental, also double the number of ▲ and ▼. (Cost: 10)

**GRIT**
Gain +1 strain threshold. (Cost: 10)

**SECOND CHANCES**
Once per encounter, choose a number of positive dice equal to ranks in Second Chances and re-roll them. (Cost: 15)

**CONVINCING DEMEANOR**
Remove ▲ per rank of Convincing Demeanor from Deception or Skulduggery checks. (Cost: 15)

**FORTUNE FAVORS THE BOLD**
Once per session as an incidental, suffer 2 strain to flip one dark side Destiny Point to light side. (Cost: 15)

**NATURAL ROGUE**
Once per session re-roll any 1 Skulduggery or Stealth check. (Cost: 15)

**UP THE ANTE**
When gambling, win 10% more credits per rank of Up the Ante. (Cost: 20)

**UP THE ANTE**
When gambling, win 10% more credits per rank of Up the Ante. (Cost: 20)

**CLEVER SOLUTION**
Once per session, make one skill check using Cunning rather than the characteristic linked to that skill. (Cost: 20)

**SECOND CHANCES**
Once per encounter, choose a number of positive dice equal to ranks in Second Chances and re-roll them. (Cost: 20)

**DOUBLE OR NOTHING**
Suffer 2 strain to perform the Double or Nothing incidental; Increase the difficulty of the next check by one. Then after canceling opposing symbols, double the remaining ▲. (Cost: 25)

**SMOOTH TALKER**
When first acquired, choose Charm, Coercion, Deception, or Negotiation. When making checks with that skill, spend ▲ to gain additional ▲ equal to ranks in Smooth Talker. (Cost: 25)

**NATURAL NEGOTIATOR**
Once per session, may re-roll any 1 Cool or Negotiation check. (Cost: 25)

**IMPROVED DOUBLE OR NOTHING**
When performing the Double or Nothing incidental, after canceling opposing symbols, also double the remaining ▲. (Cost: 25)
**TINKERER**
May add 1 additional hard point to a number of items equal to ranks in Tinkerer. Each item may only be modified once.

**UTINNI!**
Remove \( \square \) per rank of Utinni! from checks to find or scavenge items or gear. Such checks take half the time.

**SPEAKS BINARY**
When directing NPC droids, may grant them \( \square \) per rank of Speaks Binary on checks.

**TINKERER**
May add 1 additional hard point to a number of items equal to ranks in Tinkerer. Each item may only be modified once.

**SOLID REPAIRS**
The character repairs 1 additional hull trauma per rank of Solid Repairs whenever he repairs a starship or vehicle.

**GRIT**
Gain +1 strain threshold.

**UTINNI!**
Remove \( \square \) per rank of Utinni! from checks to find or scavenge items or gear. Such checks take half the time.

**TOUGHENED**
Gain +2 wound threshold.

**UTILITY BELT**
Spend 1 Destiny Point to perform a Utility Belt incidental; produce a previously undocumented item or weapon (with restrictions) from a tool belt or a satchel.

**SIDE STEP**
Once per round, as a maneuver suffer a number of strain up to ranks in Side Step to upgrade difficulty of all incoming ranged attacks by an equal number for the next round.

**BRACE**
Perform the Brace maneuver to remove \( \square \) per rank of Brace from your next Action. This may only remove \( \square \) added by environmental circumstances.

**DEFENSIVE STANCE**
Once per round, as a maneuver suffer a number of strain up to ranks in Defensive Stance to upgrade difficulty of all incoming melee attacks by an equal number for the next round.

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

**SPEAKS BINARY**
When directing NPC droids, may grant them \( \square \) per rank of Speaks Binary on checks.

**INVENTOR**
When constructing new items or modifying attachments, add \( \square \) or remove \( \square \) per rank of Inventor.

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

**INVENTOR**
When constructing new items or modifying attachments, add \( \square \) or remove \( \square \) per rank of Inventor.

**KNOWN SCHEMATIC**
Once per session, may perform the Known Schematic maneuver; make a \( \diamondsuit \diamondsuit \diamondsuit \diamondsuit \) Knowledge (Education) check to gain familiarity with a building or ship’s design.

**BRACE**
Perform the Brace maneuver to remove \( \square \) per rank of Brace from your next Action. This may only remove \( \square \) added by environmental circumstances.
**DEFENSIVE SLICING**
When defending computer systems, add per rank of Defensive Slicing to opponents’ checks.

**GRIT**
Gain +1 strain threshold.

**TECHNICAL APTITUDE**
Reduce time needed to complete Computer-related tasks by 25% per rank in Technical Aptitude.

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

**CODEBREAKER**
Remove per rank in Codebreaker from checks to break codes or decrypt communications. Decrease difficulty of checks to break codes or decrypt communications by 1.

**TECHNICAL APTITUDE**
Reduce time needed to complete Computer-related tasks by 25% per rank in Technical Aptitude.

**GRIT**
Gain +1 strain threshold.

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

**DEFENSIVE SLICING**
When defending computer systems, add per rank of Defensive Slicing to opponents’ checks.

**GRIT**
Gain +1 strain threshold.

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

**SKILLED SLICER**
When making a Computers check may spend to make further Computers checks within this system as maneuvers.

**MASTER SLICER**
Once per round, may take a Master Slicer incidental to suffer 2 strain and decrease difficulty of Computers or other slicing checks by 1, minimum .

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

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

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

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

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

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

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.

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

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

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

RANGE
Spend \( \& \) to increase power’s range by a number of Range bands equal to range upgrades purchased.

MAGNITUDE
Spend \( \& \) to increase targets affected equal to Magnitude upgrades purchased.

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.

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

Strengthen can increase silhouette able to be targeted equal to Strength upgrades purchased.

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

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.

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