
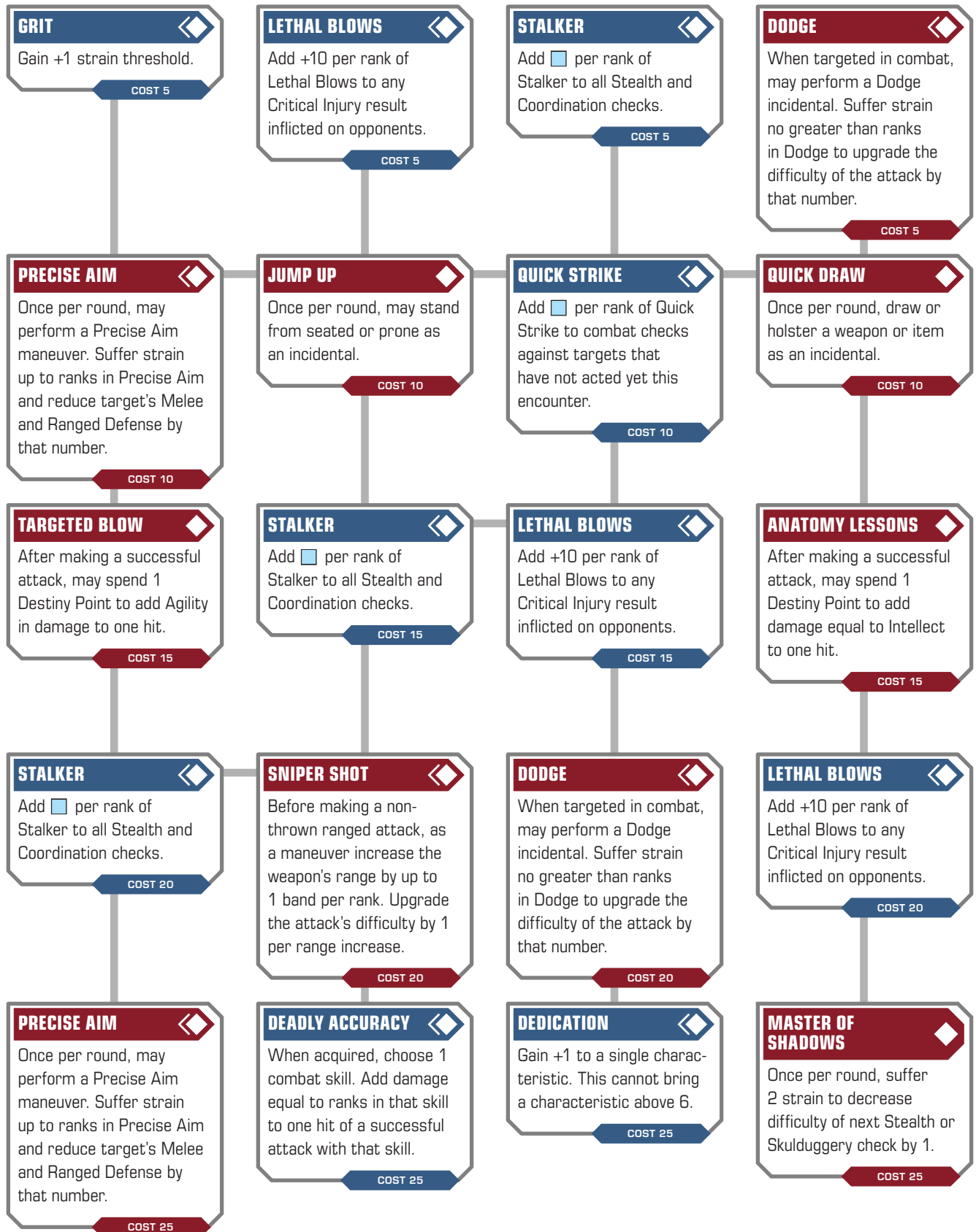


BOUNTY HUNTER ASSASSIN

ACTIVE 
 PASSIVE 
 RANKED 

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


Find more handouts at BeggingForXP.com 

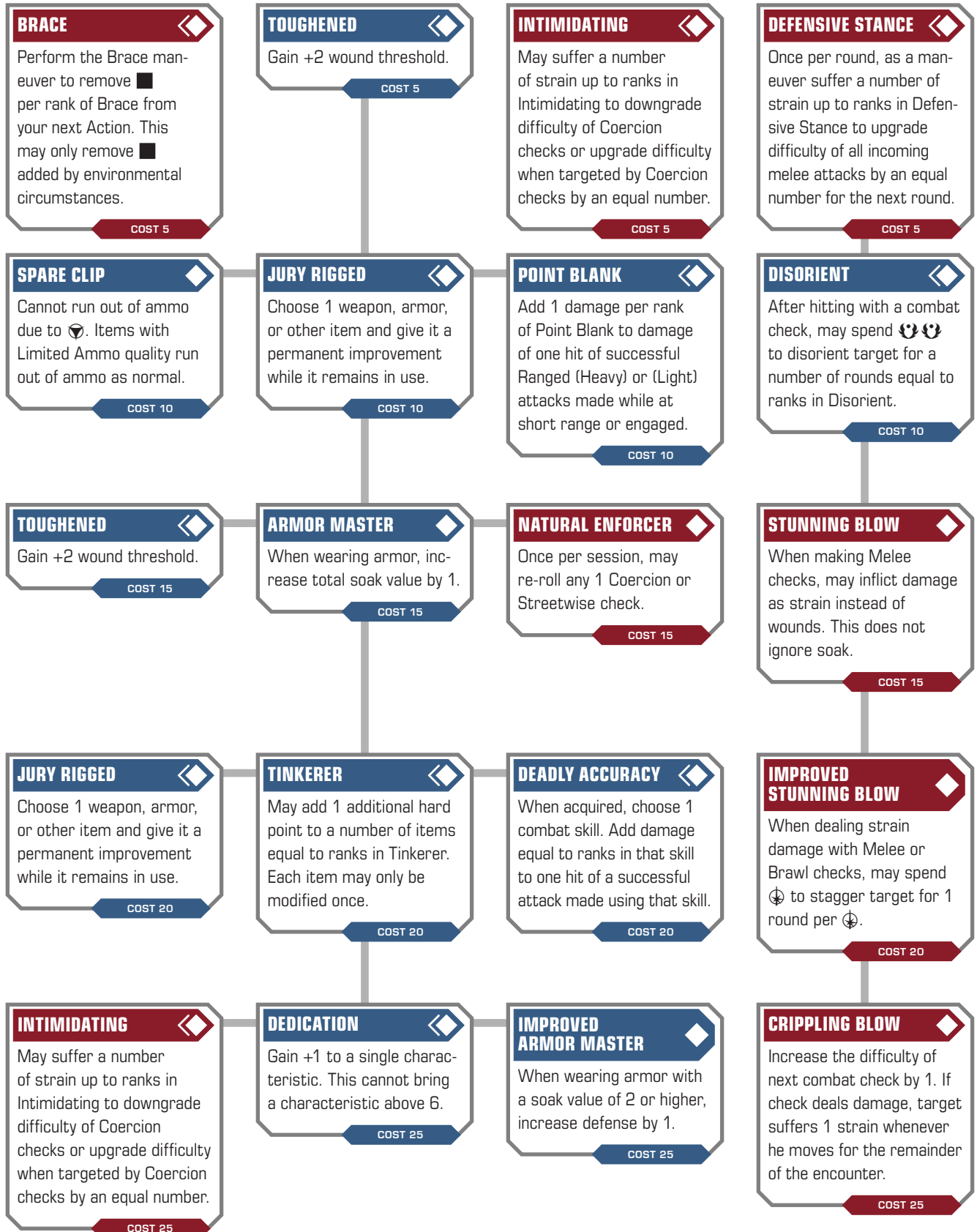


BOUNTY HUNTER GADGETEER

ACTIVE 
 PASSIVE 
 RANKED 

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


Find more handouts at BeggingForXP.com 

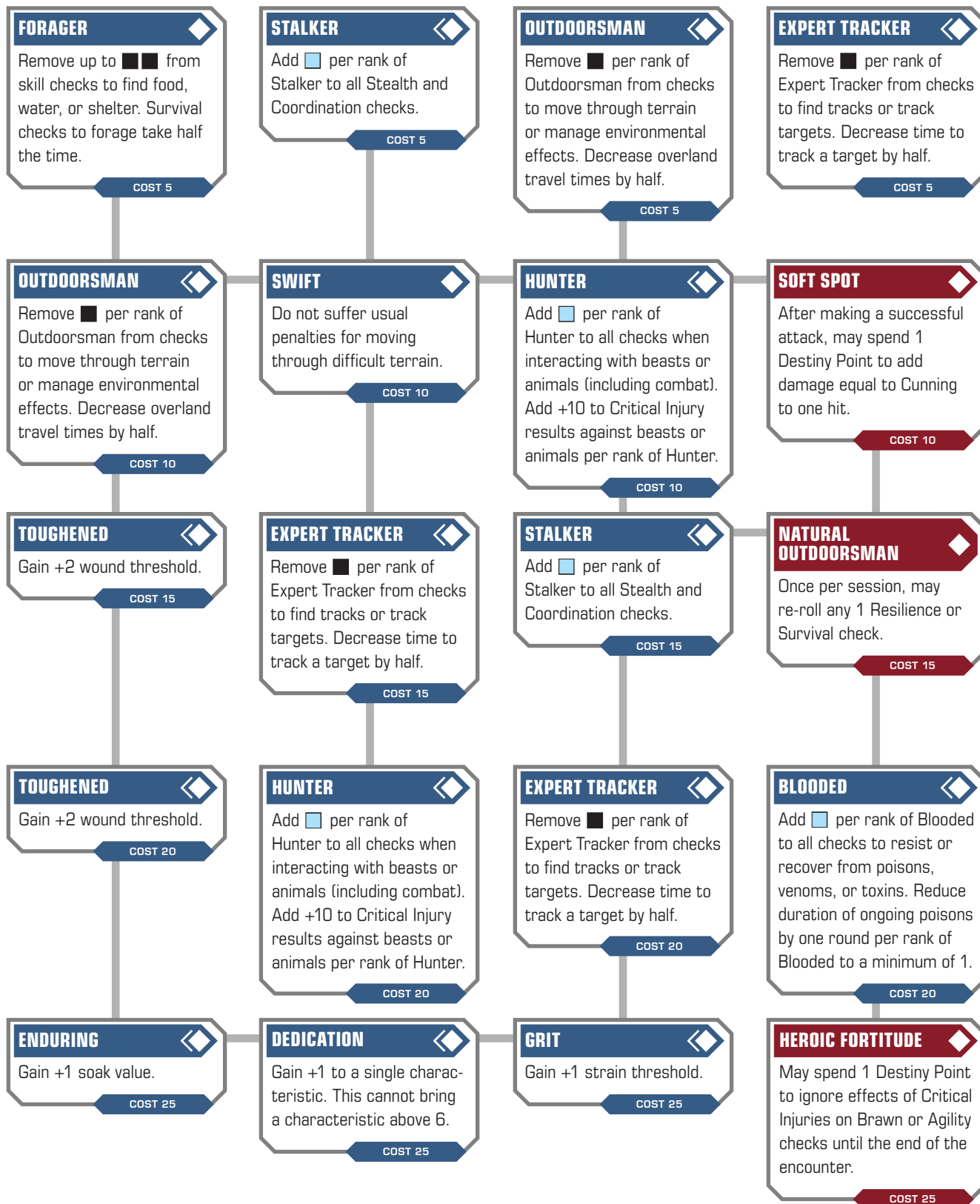


BOUNTY HUNTER SURVIVALIST

ACTIVE 
 PASSIVE 
 RANKED 

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

Find more handouts at BeggingForXP.com 



CAREER COLONIST

BASE ABILITY 




UPGRADE 

RANKED 

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


Find more handouts at BeggingForXP.com 

INSIGHTFUL REVELATION BASE ABILITY

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

COST 30

REDUCE SETBACK

Remove  from skill check to activate Insightful Revelation.



COST 10

DESTINY

Insightful Revelation costs 1 Destiny Point instead of 2.

COST 10

REDUCE DIFFICULTY

Reduce the difficulty of the skill check to activate Insightful Revelation to  .


COST 10

ADDITIONAL SKILLS

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


COST 10

ADD BOOST

Add  to skill check to activate Insightful Revelation.


COST 15

REDUCE SETBACK

Remove  from skill check to activate Insightful Revelation.

COST 15

INCREASE EFFECT

If the check is successful, the character may spend  to gain another piece of equally useful information..


COST 15

DURATION

The character may perform the Insightful Revelation action one additional time per session..


COST 15

UNMATCHED EXPERTISE BASE ABILITY

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

COST 30

REDUCE SETBACK

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

COST 10

ACTIVATION

Activate Unmatched Expertise as a maneuver instead of an action.


COST 10

ACTIVATION

Activate Unmatched Expertise as an incidental that can be triggered out of turn instead of a maneuver.

COST 10

REDUCE SETBACK

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

COST 10

REDUCE DIFFICULTY

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

COST 15

SUPERIOR REDUCTION

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


COST 15

DESTINY

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

COST 15

REDUCE DIFFICULTY


The minimum difficulty of all career skill checks is reduced to Simple (-) instead of .

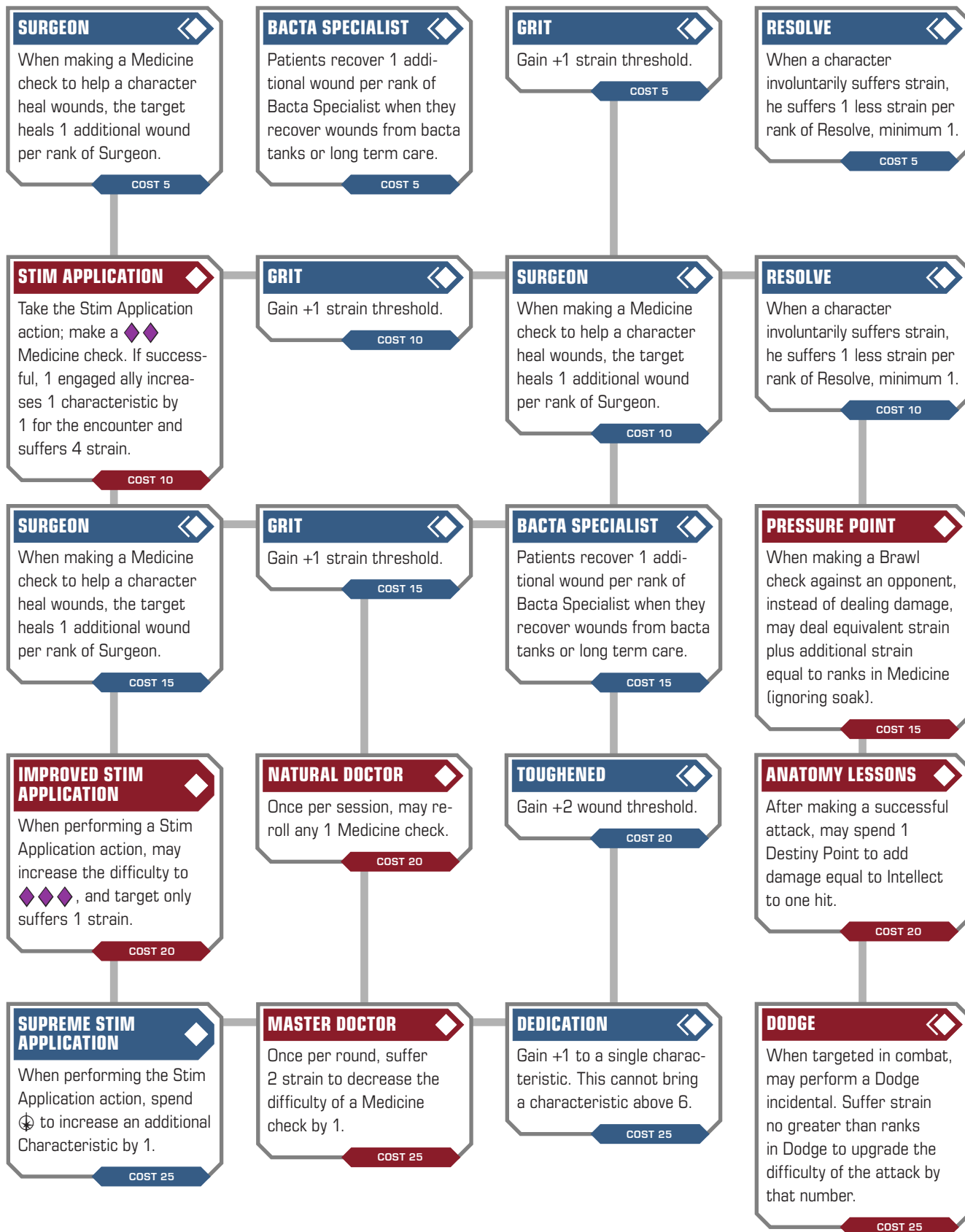
COST 15

COLONIST DOCTOR

ACTIVE 
 PASSIVE 
 RANKED 

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

Find more handouts at BeggingForXP.com 



COLONIST POLITICO

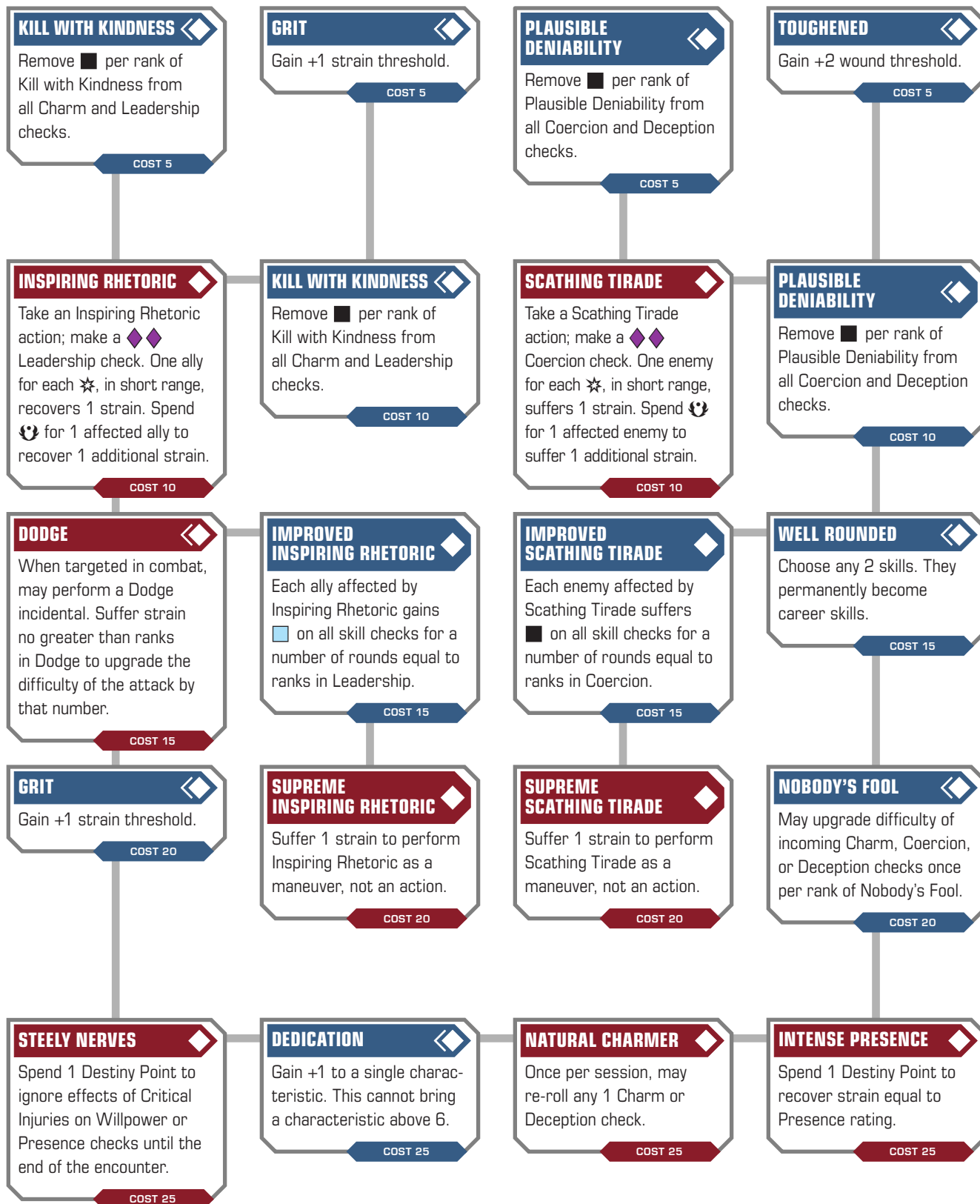
ACTIVE 

PASSIVE 

RANKED 

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


Find more handouts at BeggingForXP.com 

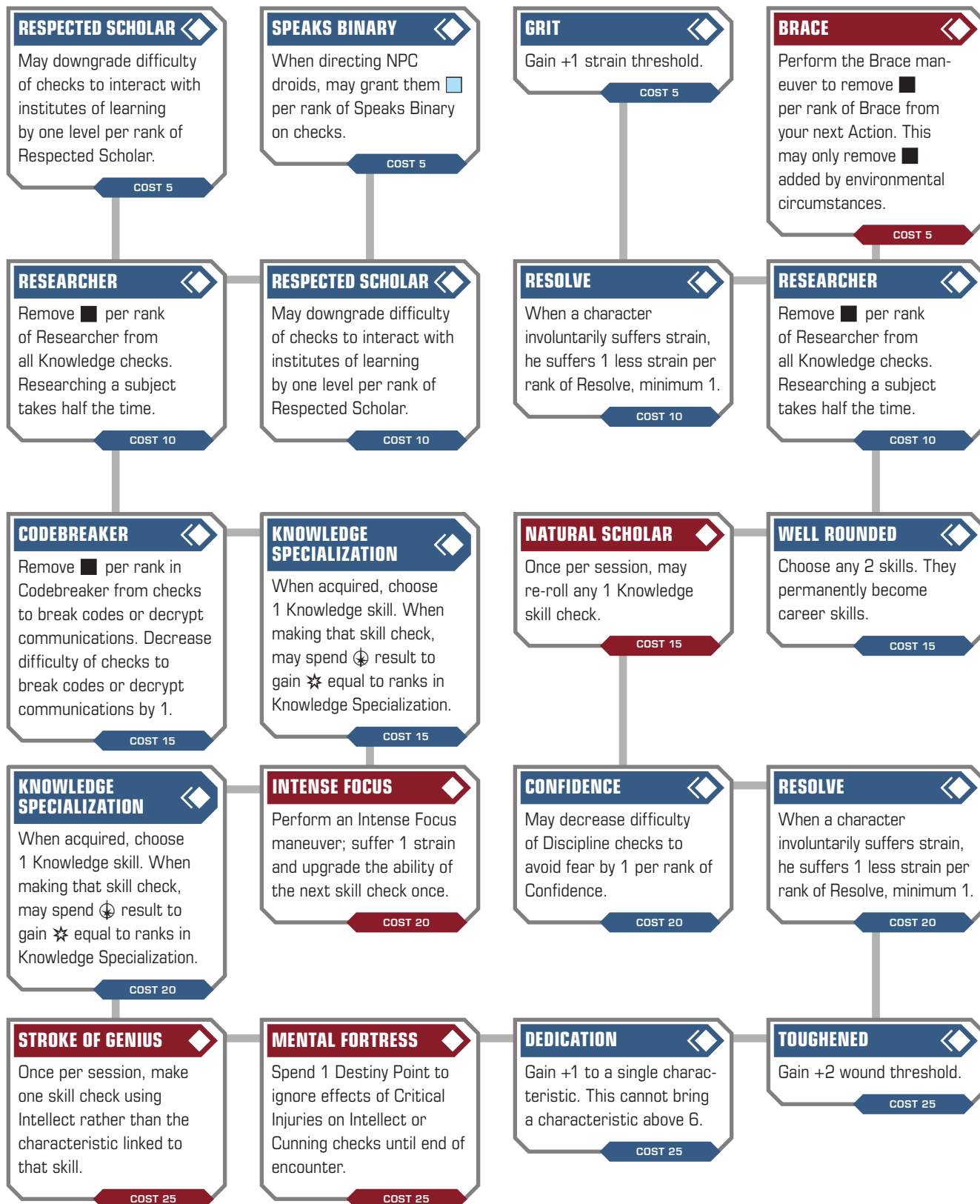


COLONIST SCHOLAR

ACTIVE 
 PASSIVE 
 RANKED 

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

Find more handouts at BeggingForXP.com 

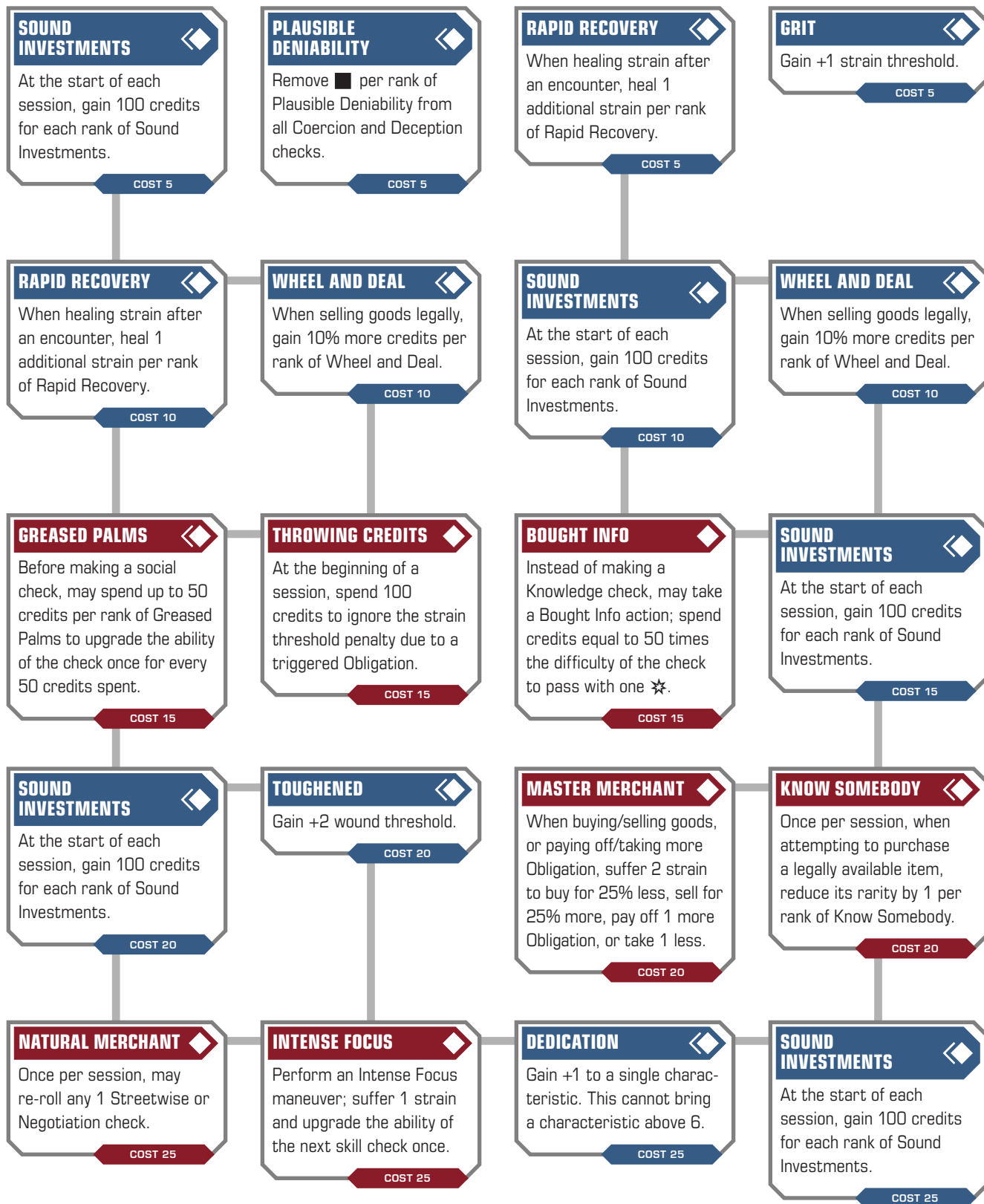


COLONIST ENTREPRENEUR

ACTIVE 
 PASSIVE 
 RANKED 

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


Find more handouts at BeggingForXP.com 

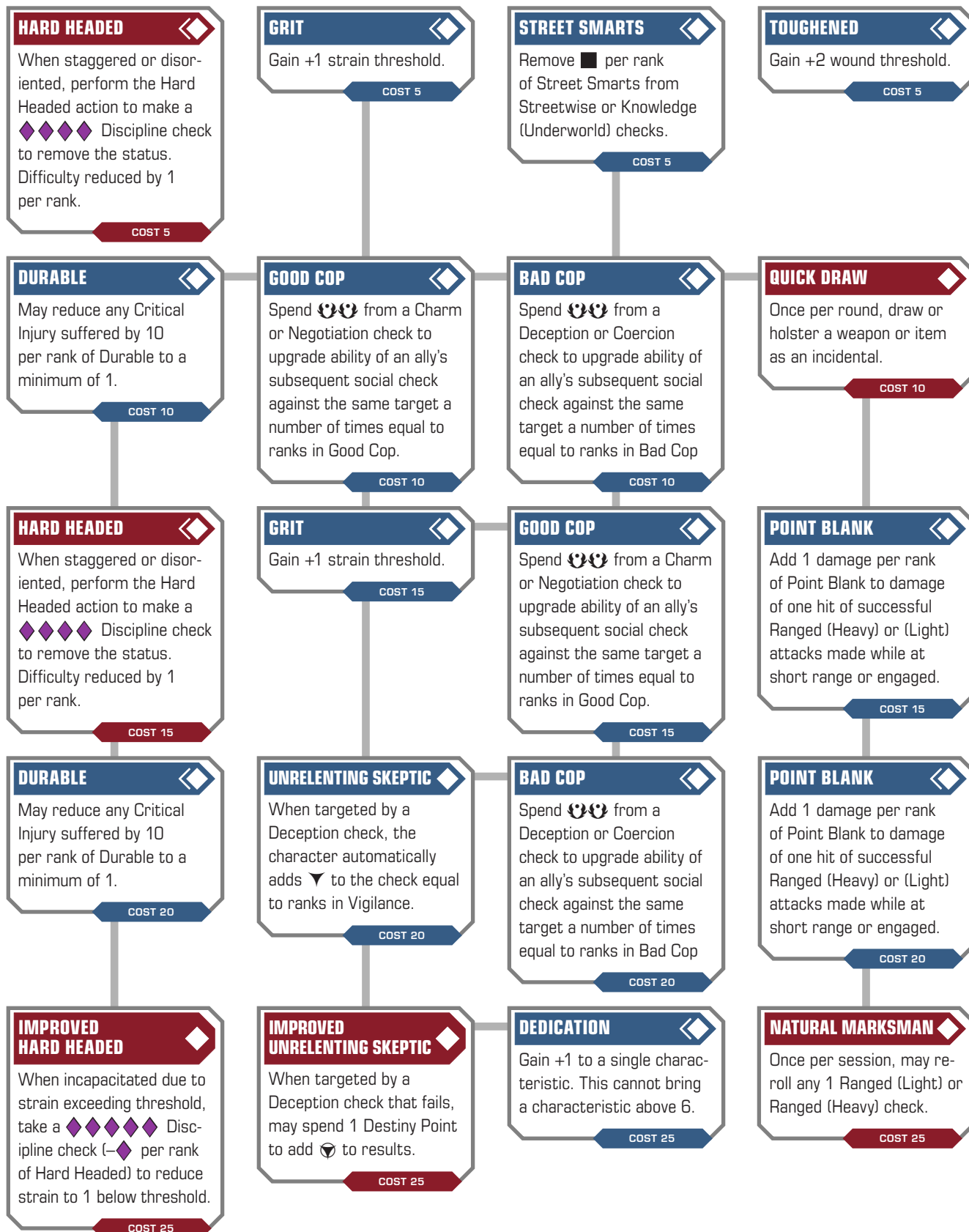


COLONIST MARSHAL

ACTIVE 
 PASSIVE 
 RANKED 

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

Find more handouts at BeggingForXP.com 

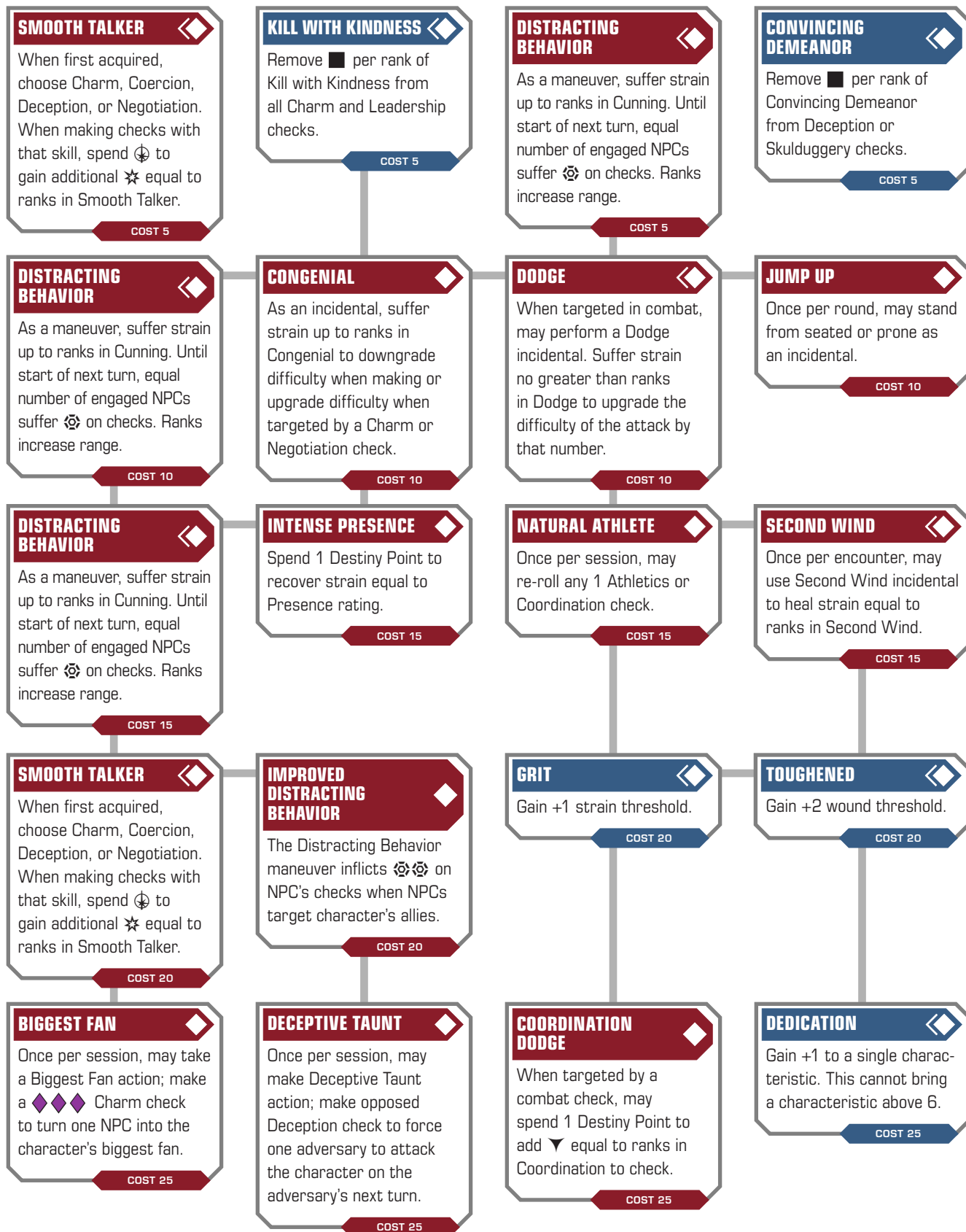


COLONIST PERFORMER

ACTIVE 
 PASSIVE 
 RANKED 

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

Find more handouts at BeggingForXP.com 



CAREER EXPLORER

BASE ABILITY 




UPGRADE 

RANKED 

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


Find more handouts at BeggingForXP.com 

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.


COST 30

ADD BOOST

Add  to skill check to activate Sudden Discovery.


COST 10

REDUCE SETBACK

Remove  from skill check to activate Sudden Discovery.

COST 10

REDUCE SETBACK

Remove  from skill check to activate Sudden Discovery.


COST 10

CHANGE SKILL

Sudden Discovery can be activated with the Astrogation or Survival skills.



COST 10

ADD BOOST

Add  to skill check to activate Sudden Discovery.

COST 15

REDUCE DIFFICULTY

Reduce the difficulty of the skill check to activate Sudden Discovery to  .

COST 15

FREQUENCY

Sudden Discovery may be used twice per game session.

COST 15

DESTINY

Sudden Discovery costs 1 Destiny Point instead of 2.

COST 15

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.

COST 30

DURATION

Unmatched Mobility lasts for one additional round.

COST 10

FREE MANEUVER

Gain one additional free maneuver while base ability is active. This does not increase per turn maneuvers.

COST 10

FREE MANEUVER

Gain one additional free maneuver while base ability is active. This does not increase per turn maneuvers.

COST 10

MELEE DEFENSE

Gain +1 melee defense while Unmatched Mobility is active.

COST 10

DURATION

Unmatched Mobility lasts for one additional round.

COST 15

DURATION

Unmatched Mobility lasts for one additional round.

COST 15

DESTINY

Unmatched Mobility costs 1 Destiny Point instead of 2.

COST 15

RANGED DEFENSE


Gain +1 ranged defense while Unmatched Mobility is active.

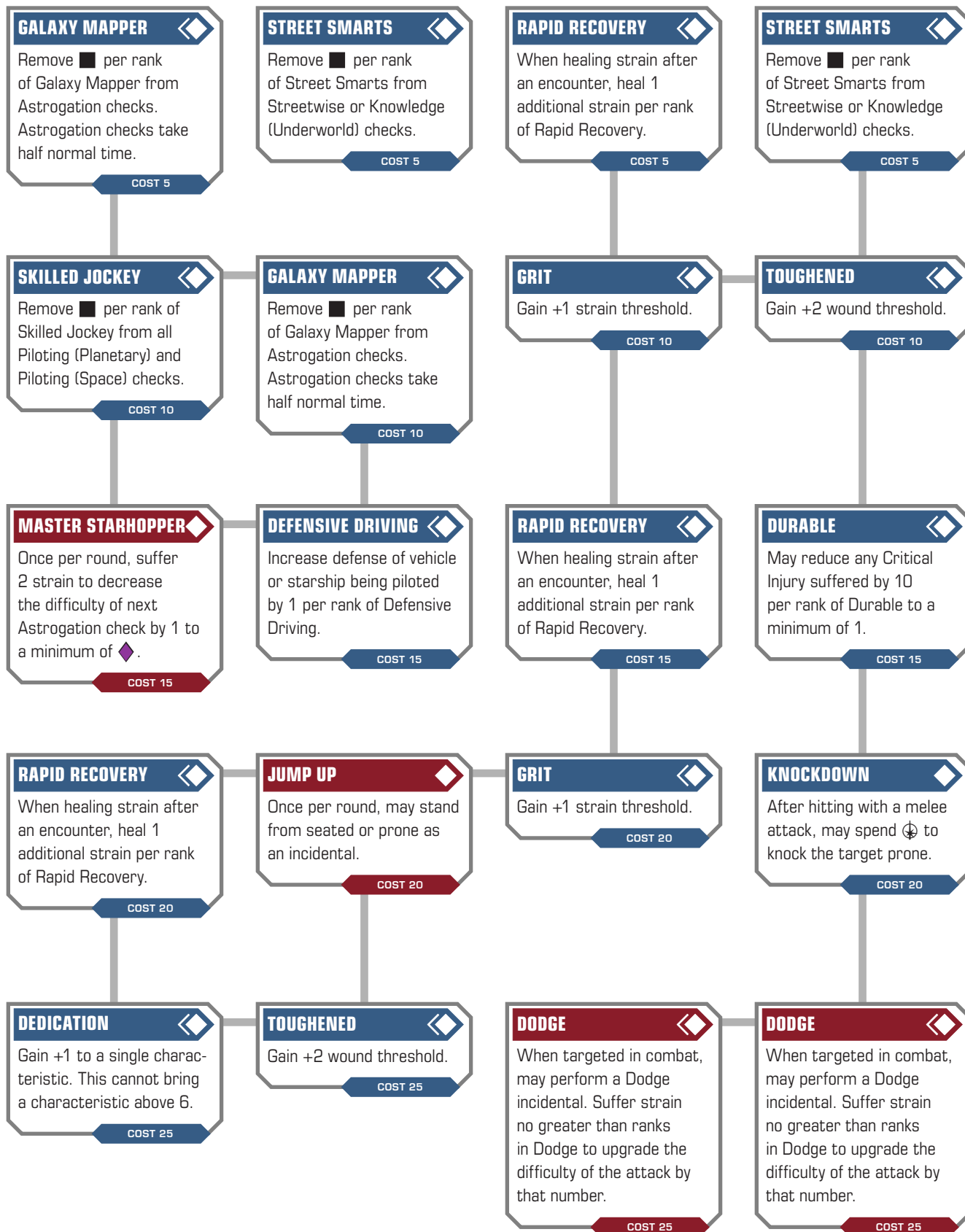
COST 15

EXPLORER FRINGER

ACTIVE 
 PASSIVE 
 RANKED 

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


Find more handouts at BeggingForXP.com 

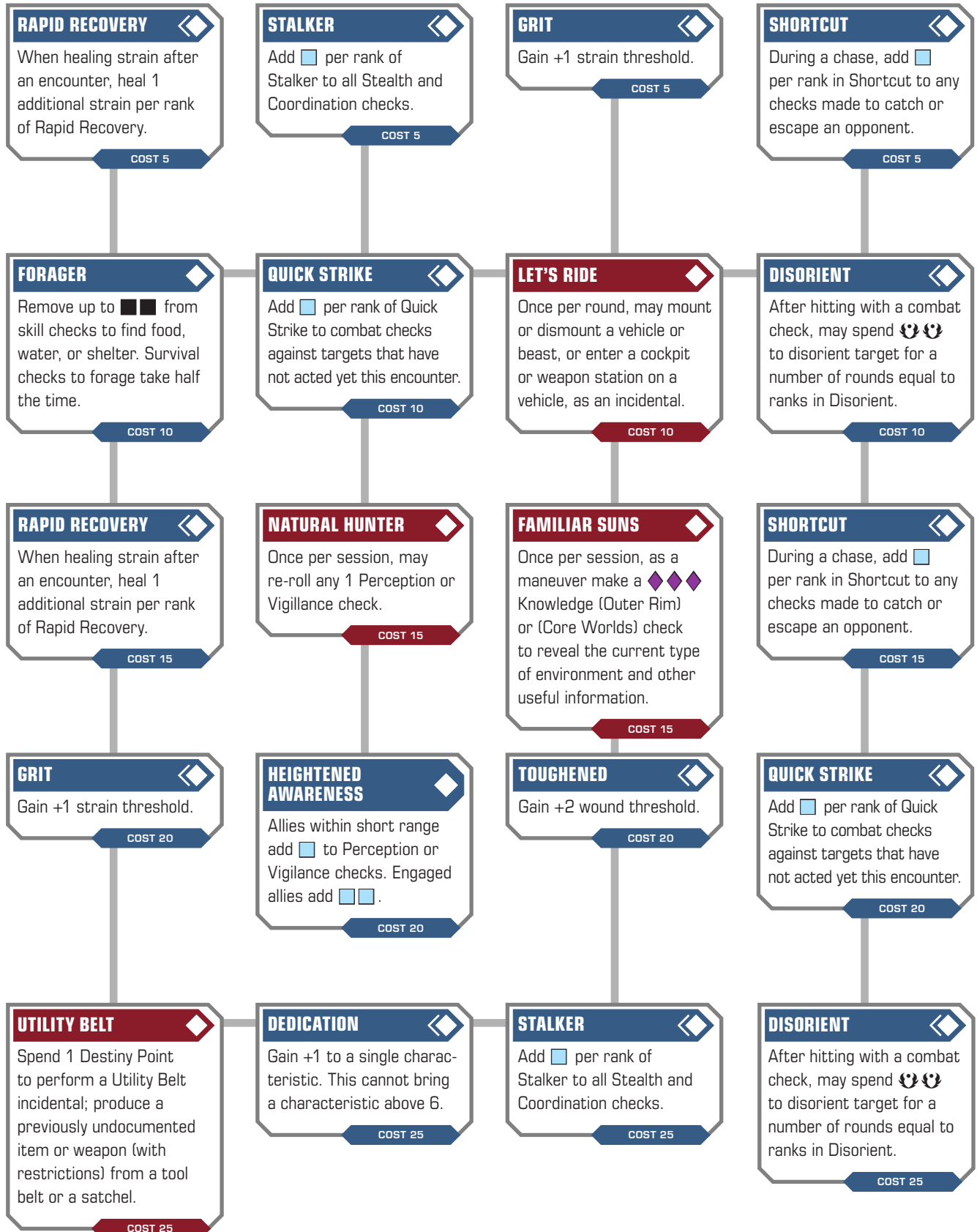


EXPLORER SCOUT

ACTIVE 
 PASSIVE 
 RANKED 

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


Find more handouts at BeggingForXP.com 

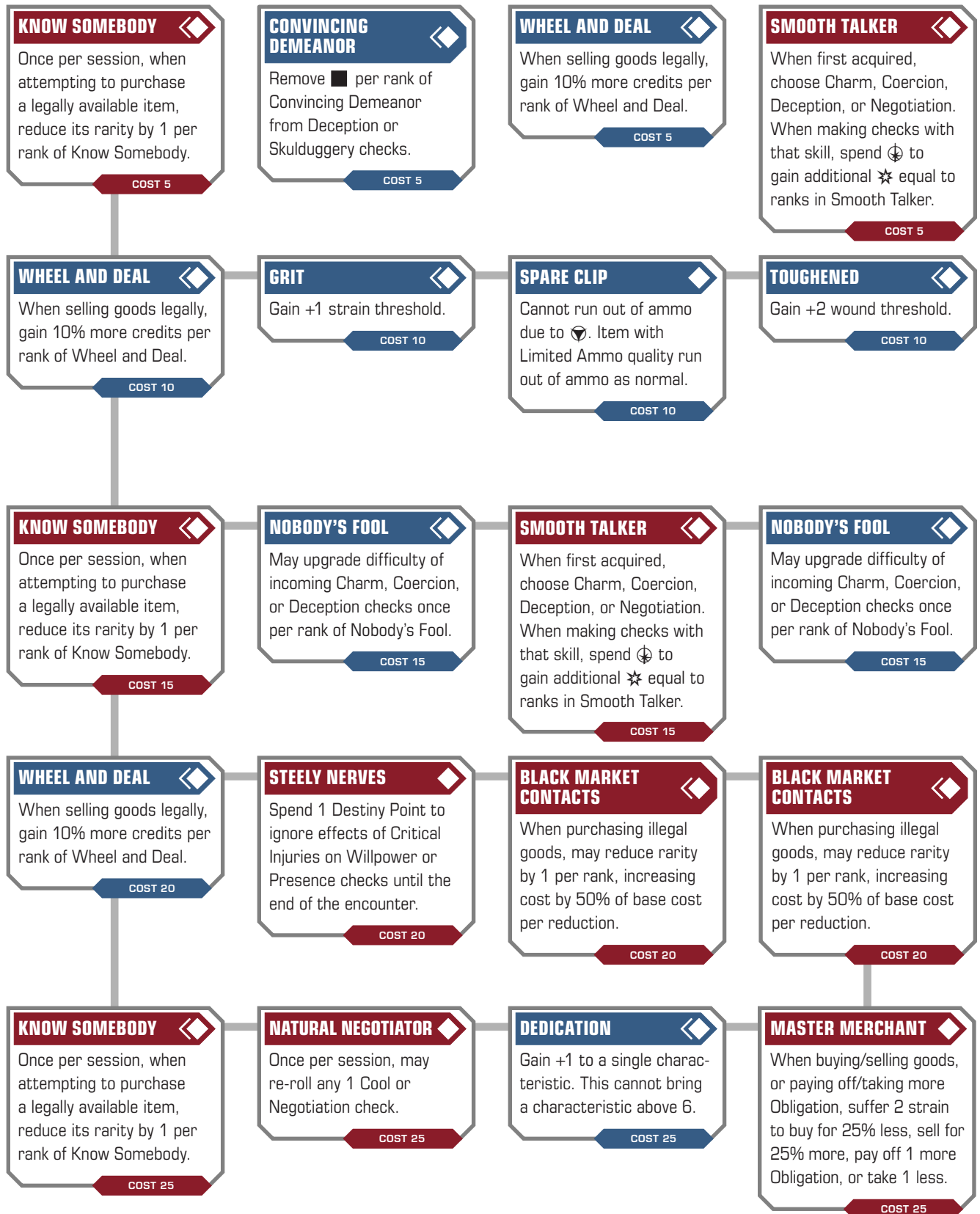


EXPLORER TRADER

ACTIVE 
 PASSIVE 
 RANKED 

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


Find more handouts at BeggingForXP.com 

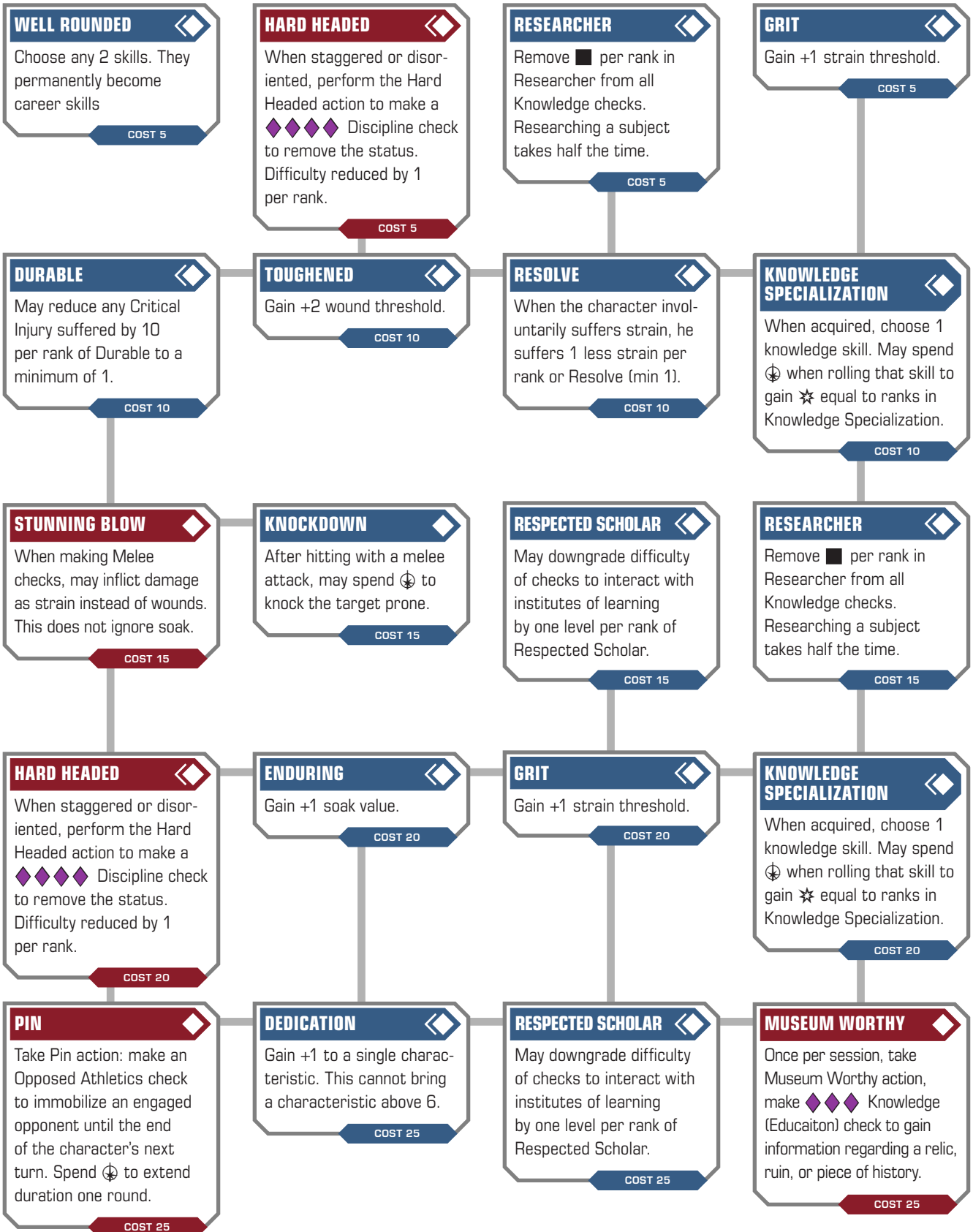


EXPLORER ARCHAEOLOGIST

ACTIVE 
 PASSIVE 
 RANKED 

Spec Bonus Career Skills: **Athletics, Discipline, Knowledge (Education), Knowledge (Lore)**

Find more handouts at BeggingForXP.com 

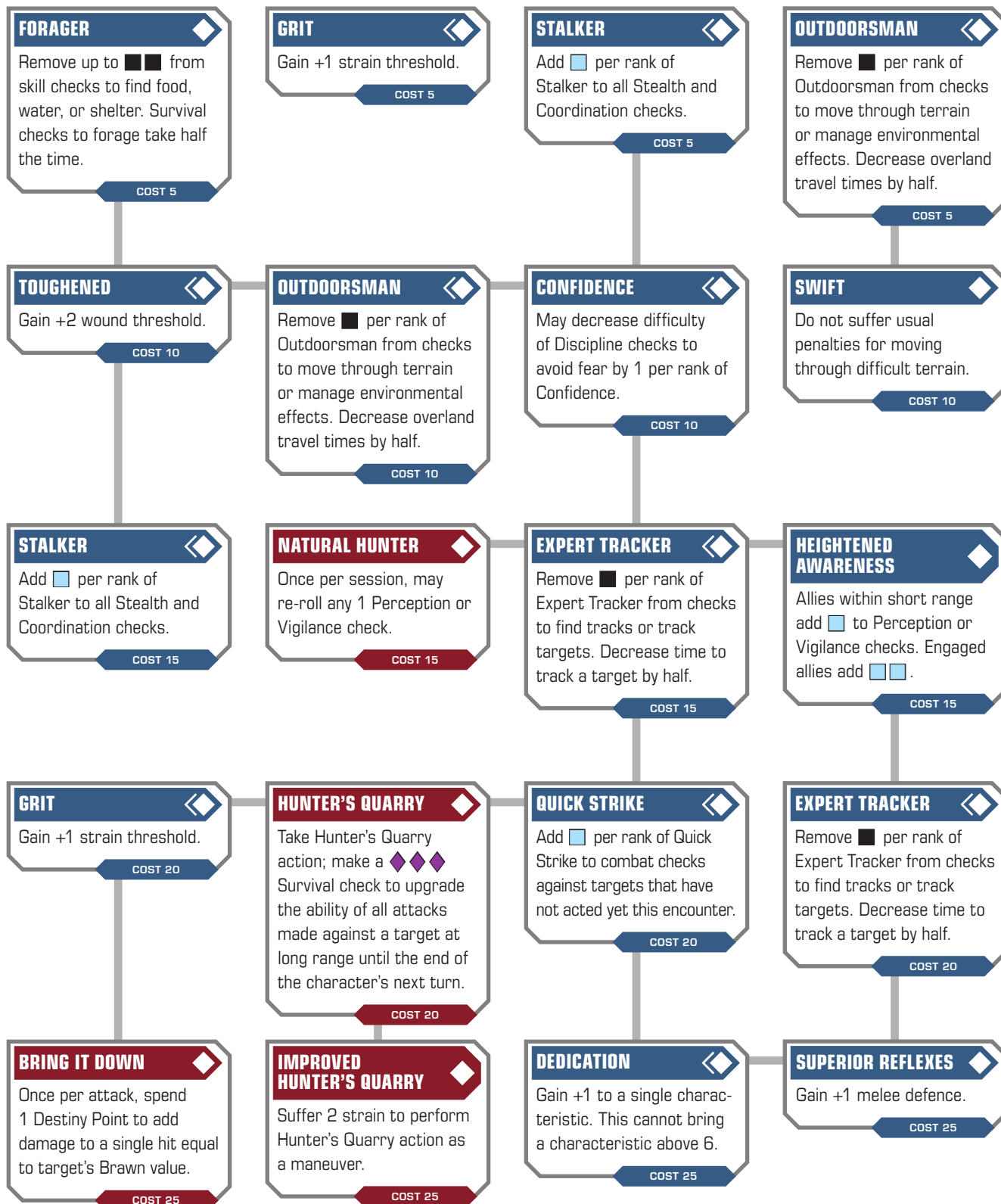


EXPLORER BIG-GAME HUNTER

ACTIVE 
 PASSIVE 
 RANKED 

Spec Bonus Career Skills: **Knowledge (Xenology), Ranged (Heavy), Stealth, Survival**


Find more handouts at BeggingForXP.com 

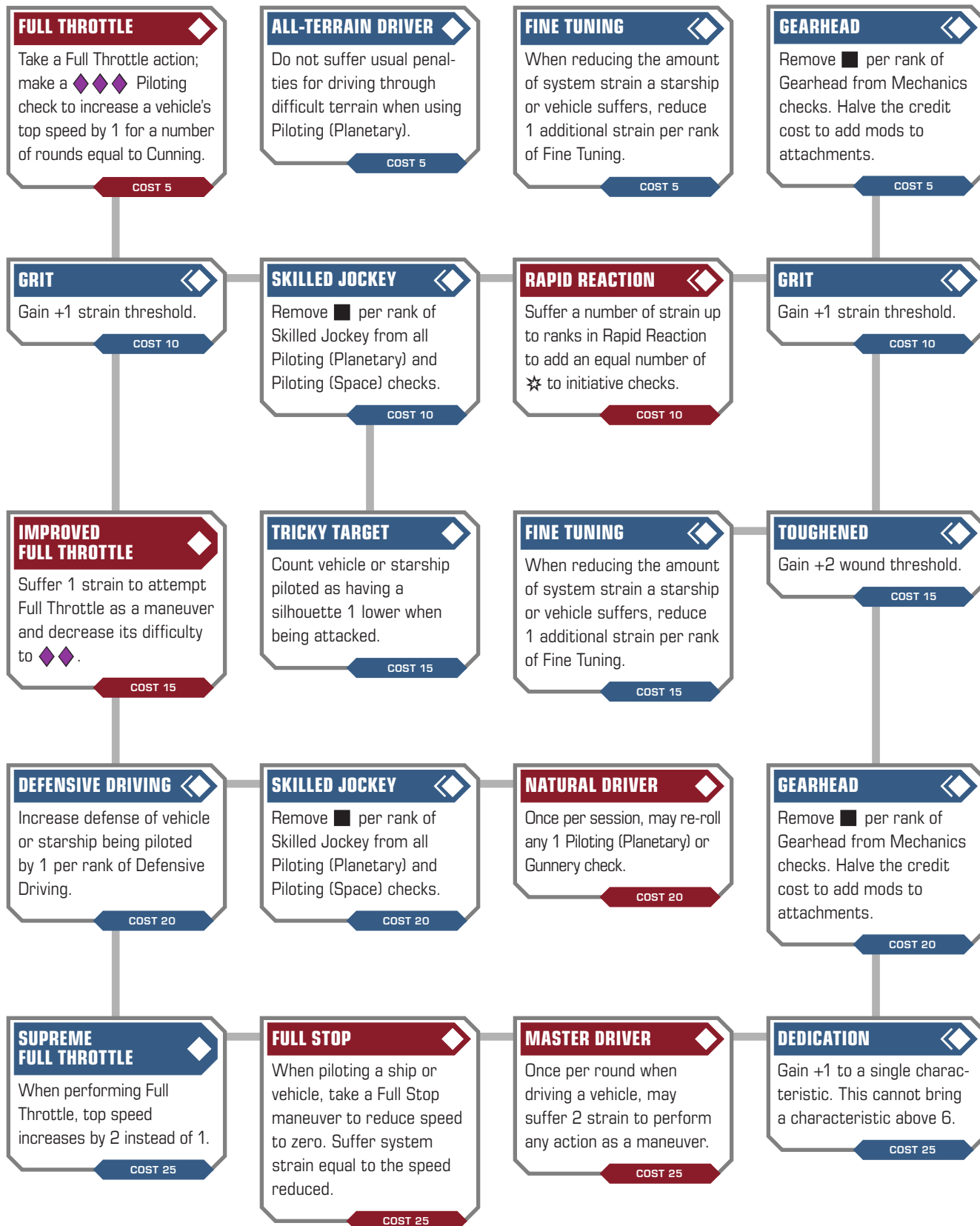


EXPLORER DRIVER

ACTIVE 
 PASSIVE 
 RANKED 

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

Find more handouts at BeggingForXP.com 



CAREER HIRED GUN

BASE ABILITY 




UPGRADE 

RANKED 


Career Skills: **Athletics, Brawl, Discipline, Melee, Piloting (Planetary), Ranged (Light), Resilience, Vigilance**


Find more handouts at BeggingForXP.com 

LAST ONE STANDING BASE ABILITY


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


COST 30

REDUCE SETBACK 


Remove  from skill check to activate Last One Standing.


COST 10

ADD BOOST 


Add  to skill check to activate Last One Standing.


COST 10

REDUCE SETBACK 


Remove  from skill check to activate Last One Standing.



COST 10

ADD BOOST 


Add  to skill check to activate Last One Standing.

COST 10

REDUCE DIFFICULTY 


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

COST 15

INCREASE EFFECT 


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

COST 15

INCREASE EFFECT 

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

COST 15

DESTINY 


Last One Standing costs 1 Destiny Point instead of 2.

COST 15

UNMATCHED PROTECTION BASE ABILITY


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

COST 30

DURATION 


Unmatched Protection lasts for one additional round.

COST 10

DURATION 


Unmatched Protection lasts for one additional round.

COST 10

SOAK 


Gain +1 soak while Unmatched Protection is active.

COST 10

PROTECT ALLY 


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

COST 10

DURATION 


Unmatched Protection lasts for one additional round.

COST 15

DESTINY 


Unmatched Protection costs 1 Destiny Point instead of 2.

COST 15

ADDITIONAL REDUCTION 

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

COST 15

ADDITIONAL REDUCTION 


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

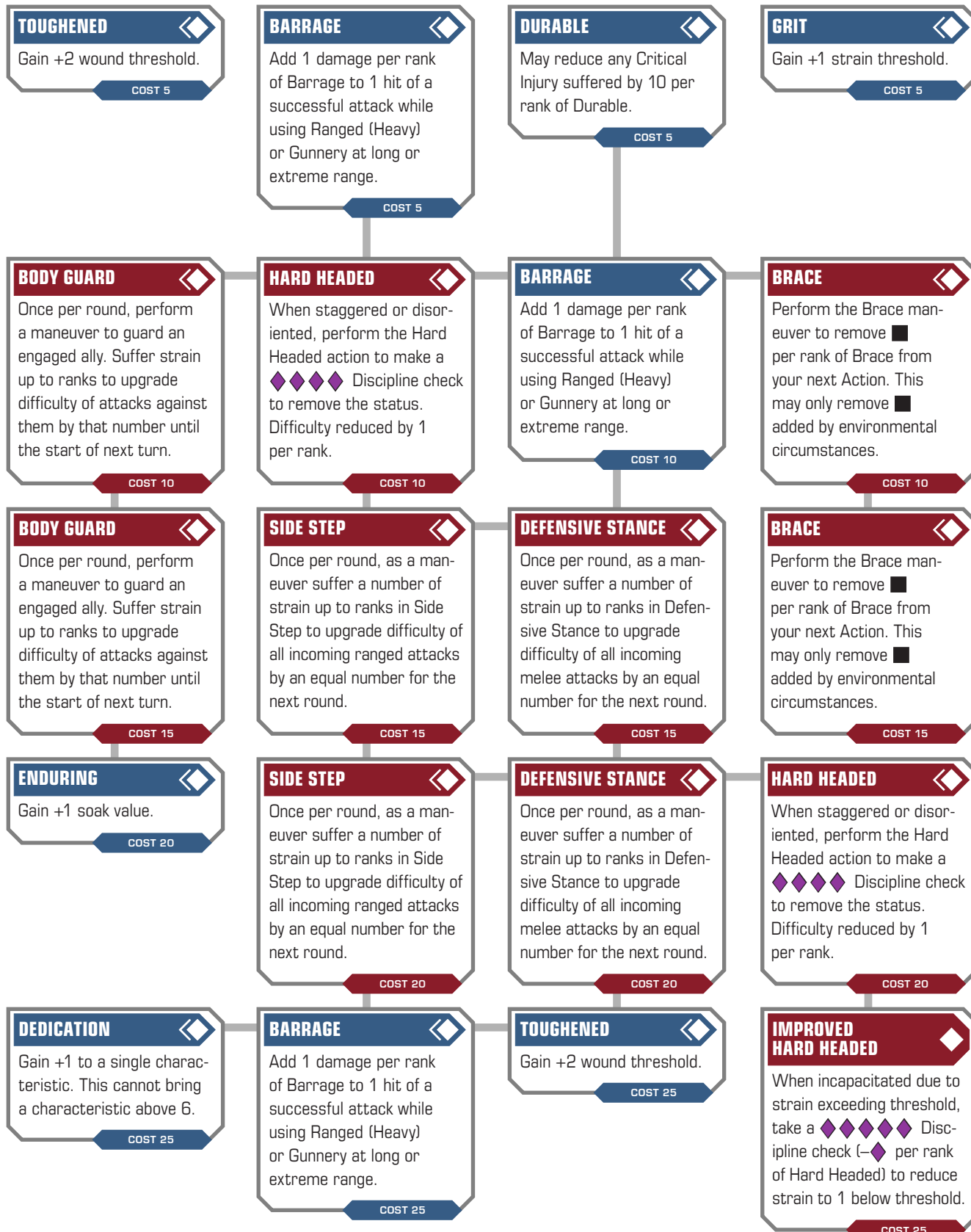
COST 15

HIRED GUN BODYGUARD

ACTIVE 
 PASSIVE 
 RANKED 

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


Find more handouts at BeggingForXP.com 

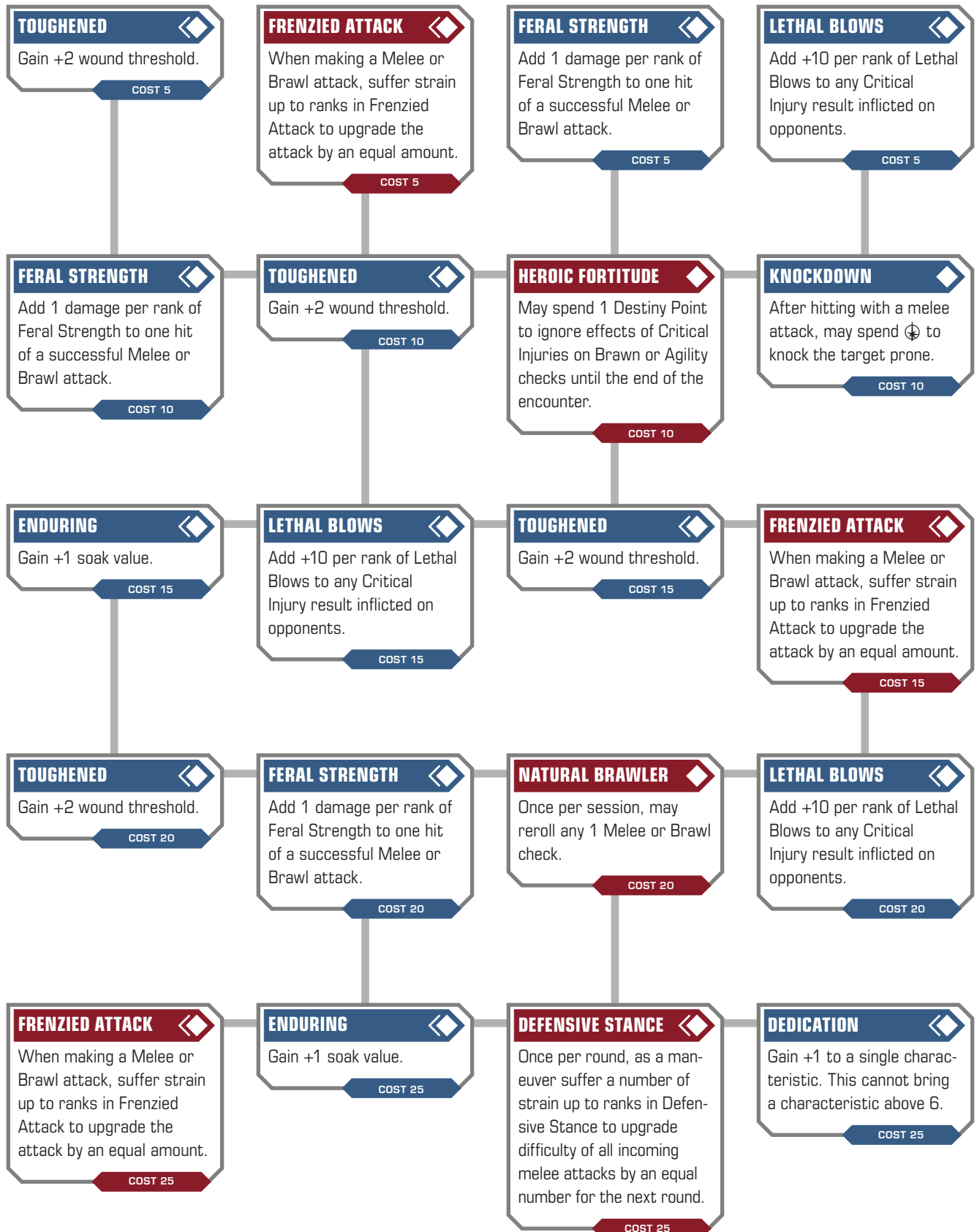


HIRED GUN MARAUDER

ACTIVE 
 PASSIVE 
 RANKED 

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


Find more handouts at BeggingForXP.com 

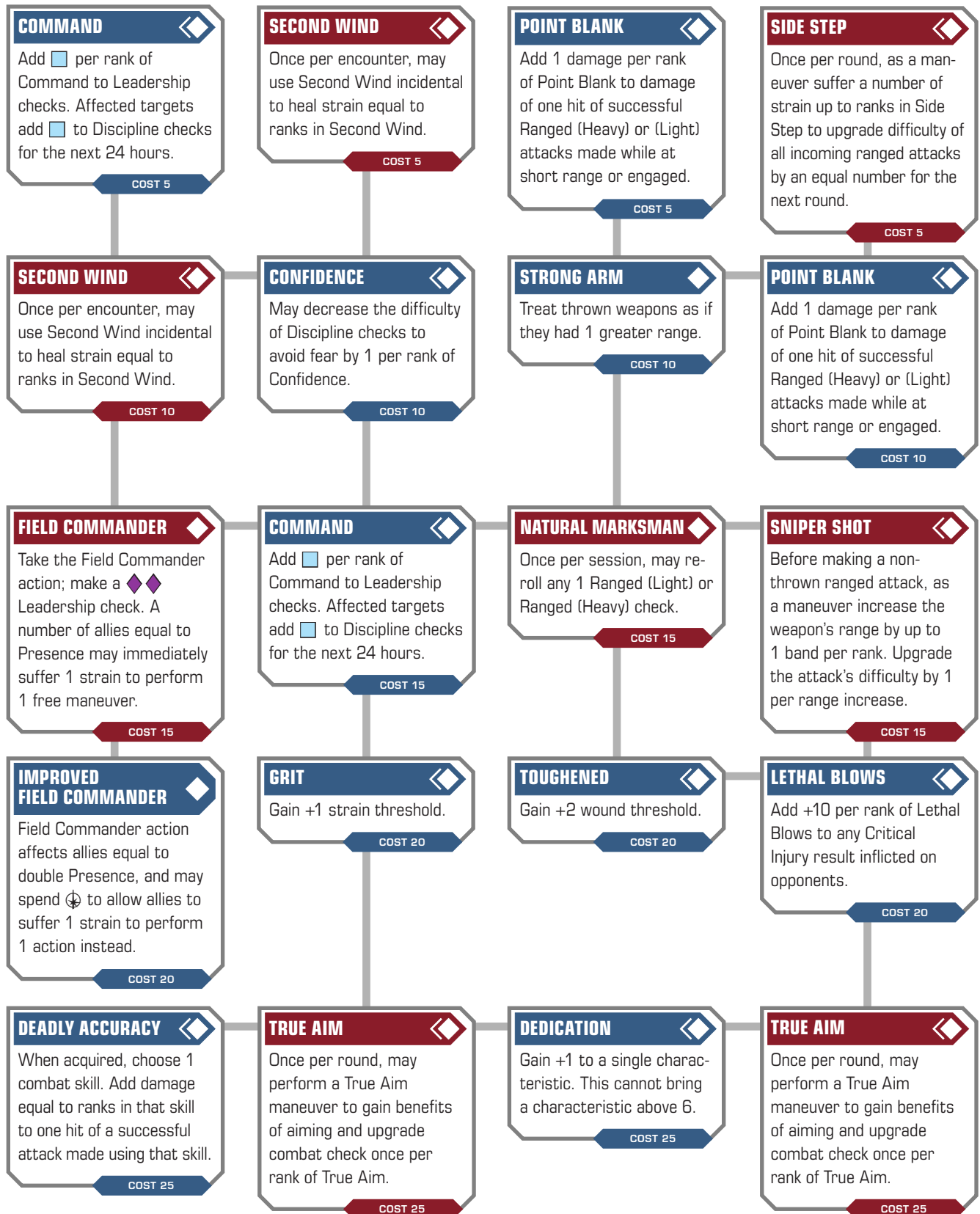


HIRED GUN MERCENARY SOLDIER

ACTIVE 
 PASSIVE 
 RANKED 

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

Find more handouts at BeggingForXP.com 



HIRED GUN ENFORCER

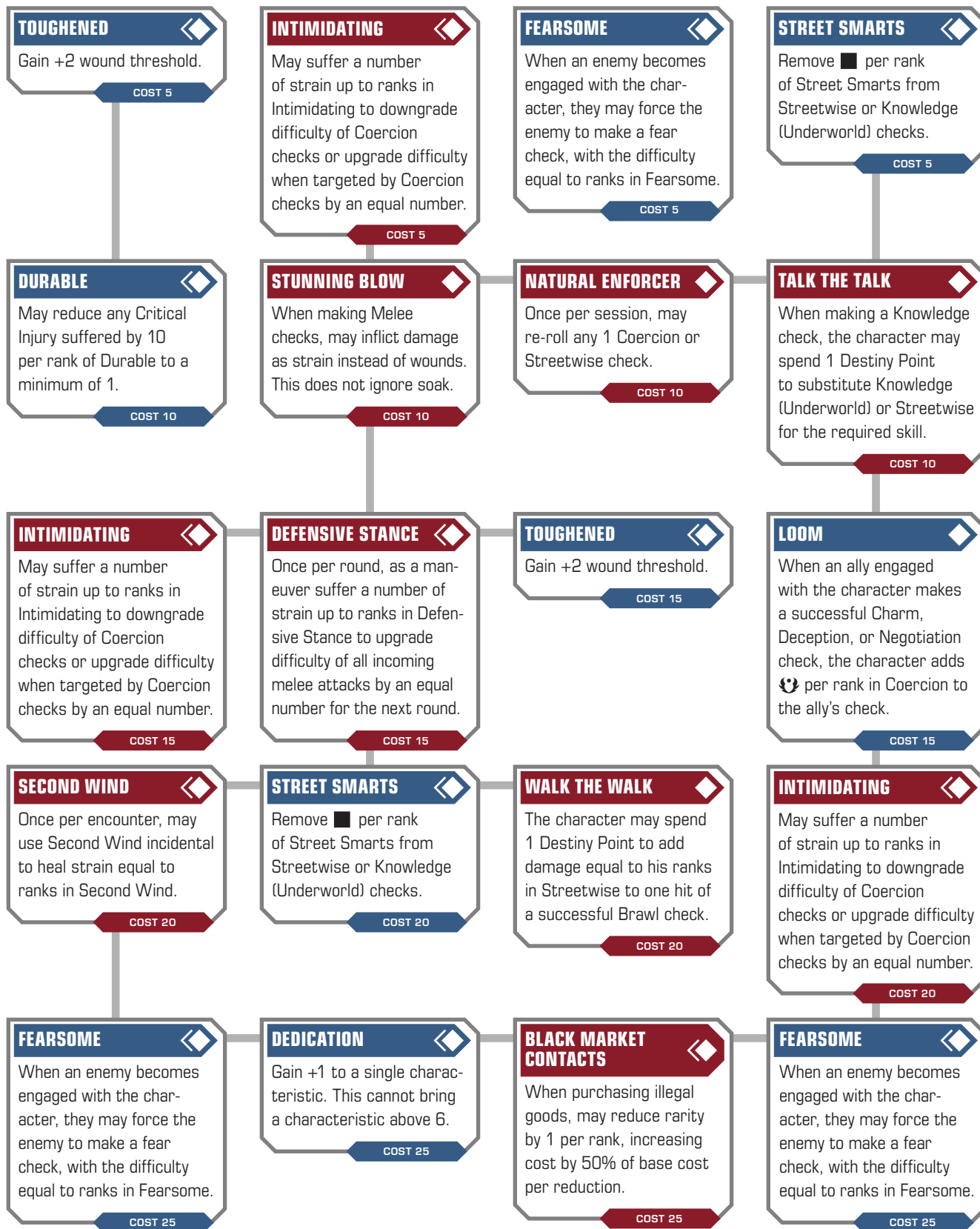
ACTIVE 

PASSIVE 

RANKED 

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


Find more handouts at BeggingForXP.com 

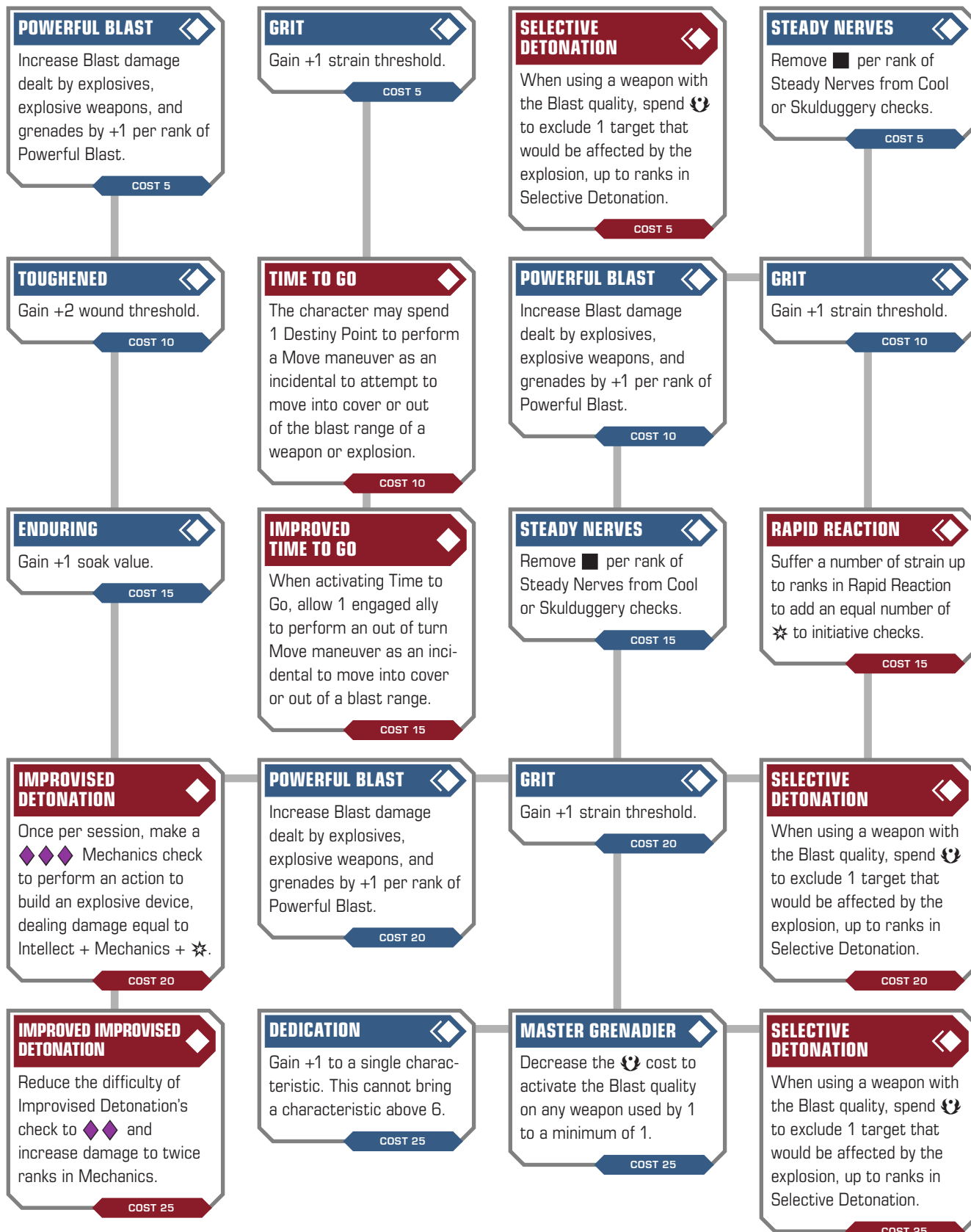


HIRED GUN DEMOLITIONIST

ACTIVE 
 PASSIVE 
 RANKED 

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


Find more handouts at BeggingForXP.com 

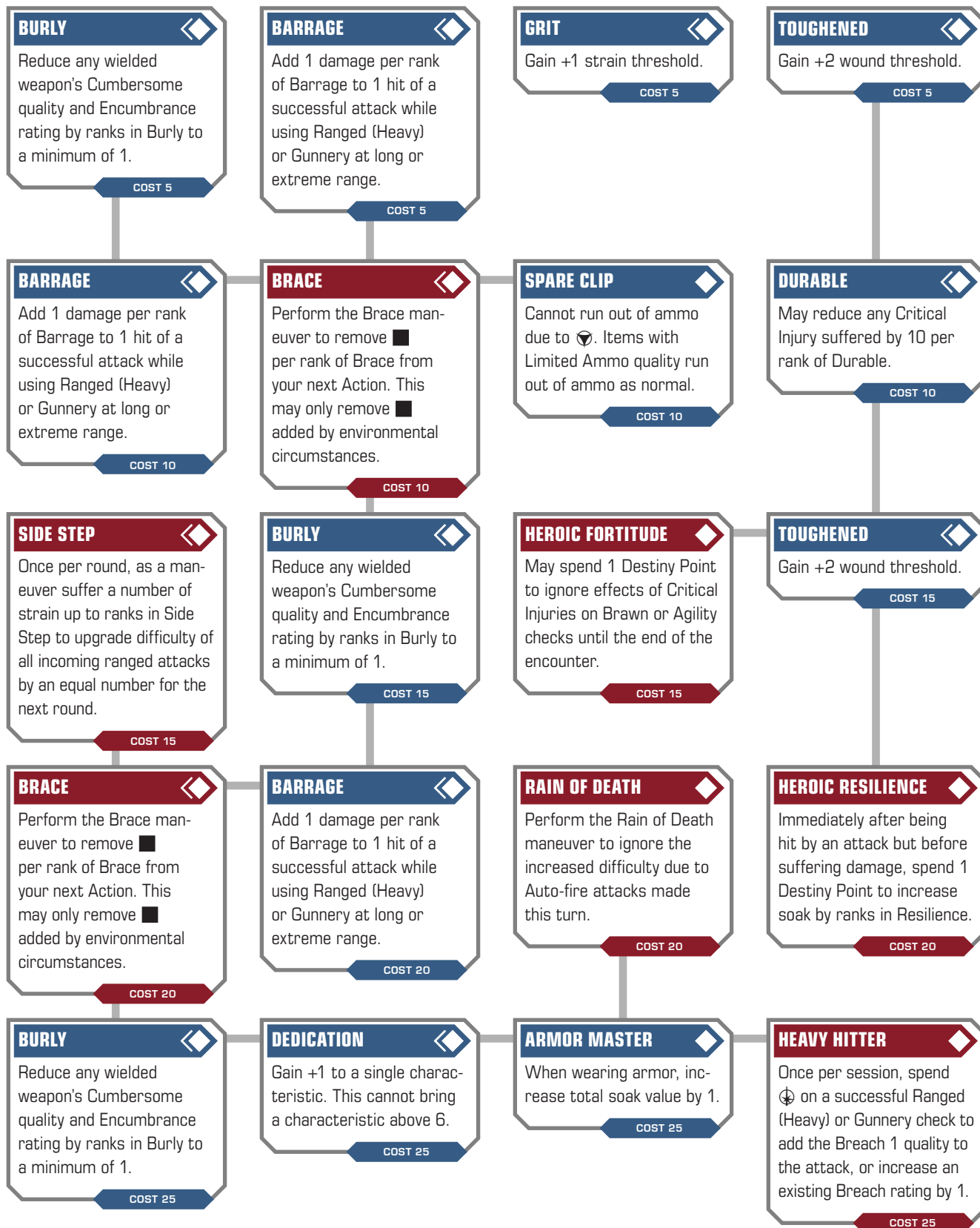


HIRED GUN HEAVY

ACTIVE 
 PASSIVE 
 RANKED 

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

Find more handouts at BeggingForXP.com 



CAREER SMUGGLER

BASE ABILITY 




UPGRADE 

RANKED 

Career Skills: **Coordination, Deception, Knowledge (Underworld), Perception, Piloting (Space), Skulduggery, Streetwise, Vigilance**


Find more handouts at BeggingForXP.com 

NARROW ESCAPE BASE ABILITY

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

COST 30

REDUCE SETBACK

Remove  from the skill check to activate Narrow Escape.


COST 10

INCREASE EFFECT

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

COST 10

ADD BOOST

Add  to the skill check to activate Narrow Escape.



COST 10

CHANGE SCALE

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

COST 10

REDUCE DIFFICULTY

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

COST 15

INCREASE EFFECT

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

COST 15

CHANGE SKILL

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


COST 15

DESTINY

Narrow Escape costs 1 Destiny Point instead of 2.

COST 15

UNMATCHED FORTUNE BASE ABILITY

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

COST 30

FREQUENCY

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

COST 10

INCREASE NUMBER

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

COST 10

SHARED LUCK

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

COST 10

INCREASE NUMBER

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

COST 10

DESTINY

Unmatched Fortune costs 1 Destiny Point instead of 2.

COST 15

INCREASE EFFECT

Unmatched Fortune can also be used on negative dice.

COST 15

INCREASE RANGE

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

COST 15

FREQUENCY

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

COST 15

SMUGGLER PILOT

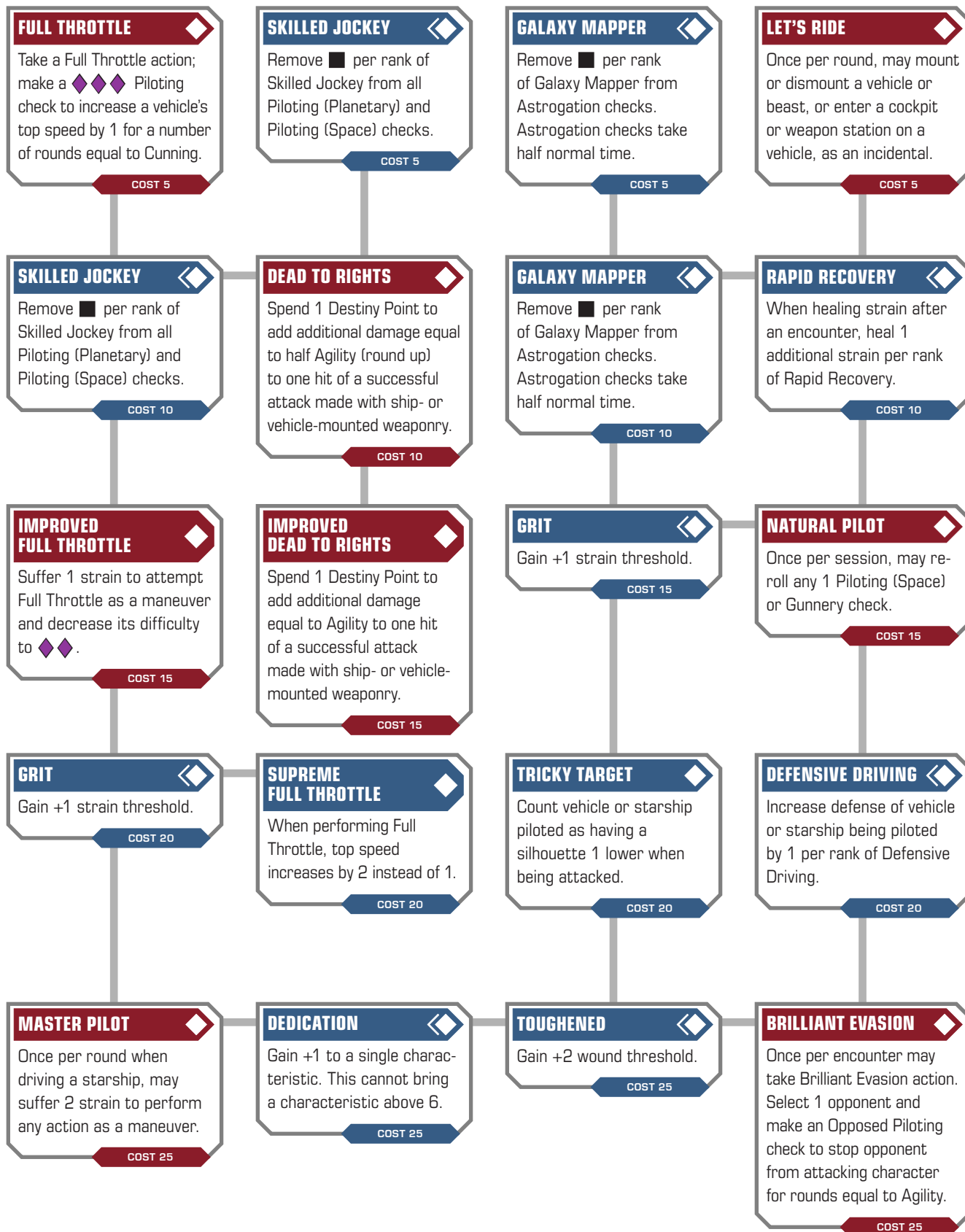
ACTIVE 

PASSIVE 

RANKED 

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

Find more handouts at BeggingForXP.com 



SMUGGLER SCOUNDREL

ACTIVE 

PASSIVE 

RANKED 


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


Find more handouts at BeggingForXP.com 

BLACK MARKET CONTACTS 


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

COST 5

CONVINCING DEMEANOR 


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


COST 5

QUICK DRAW 


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


COST 5

RAPID REACTION 

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

COST 5

CONVINCING DEMEANOR 


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


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 10

CONVINCING DEMEANOR 


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

COST 10

QUICK STRIKE 


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

COST 10

HIDDEN STORAGE 

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

COST 15

TOUGHENED 


Gain +2 wound threshold.

COST 15

BLACK MARKET CONTACTS 


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

COST 15

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 15

TOUGHENED 


Gain +2 wound threshold.

COST 20

RAPID REACTION 


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

COST 20

HIDDEN STORAGE 


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

COST 20

SIDE STEP 


Once per round, as a maneuver suffer 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

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

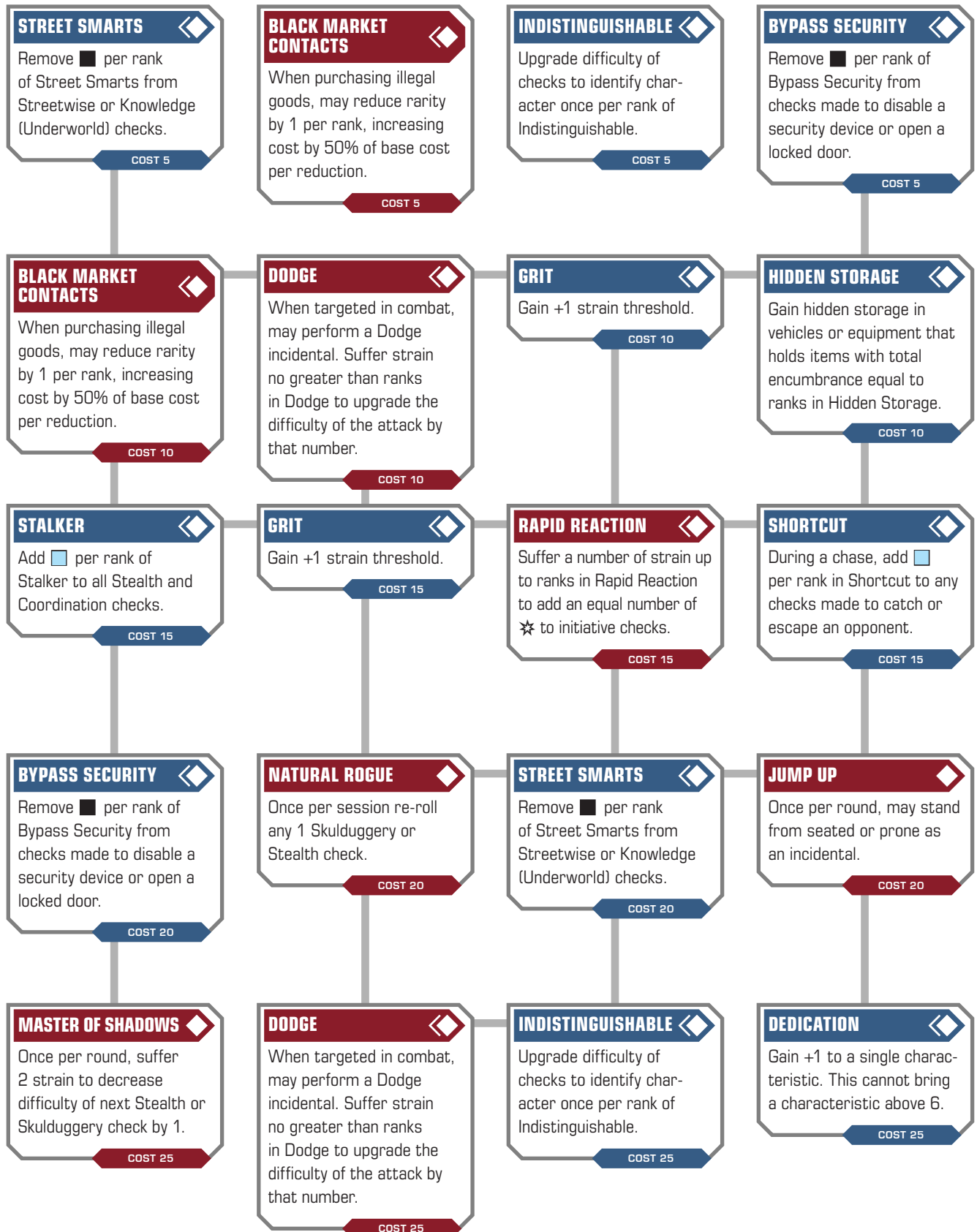
COST 25

SMUGGLER THIEF

ACTIVE 
 PASSIVE 
 RANKED 

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


Find more handouts at BeggingForXP.com 

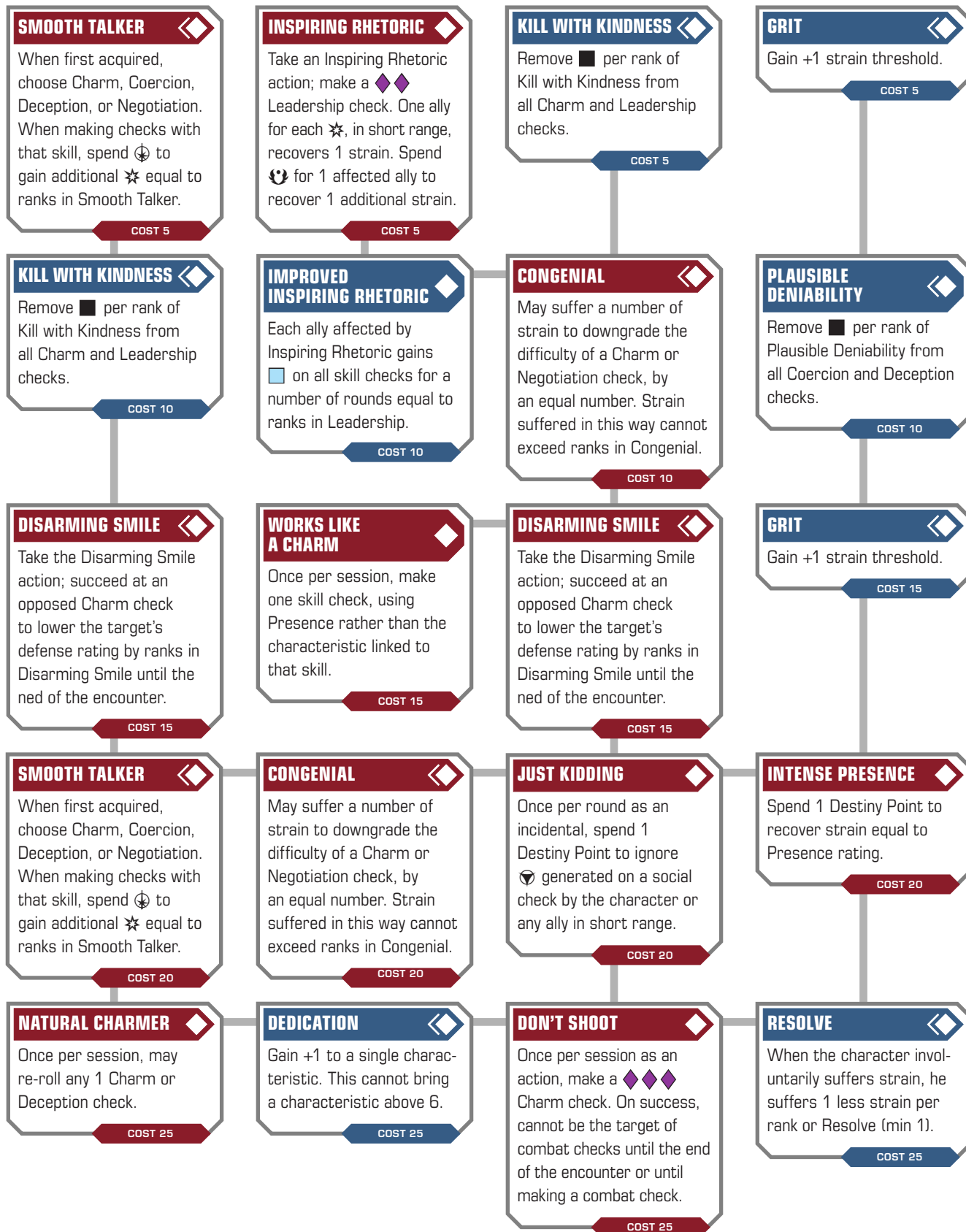


SMUGGLER CHARMER

ACTIVE 
 PASSIVE 
 RANKED 

Spec Bonus Career Skills: **Charm, Cool, Leadership, Negotiation**


Find more handouts at BeggingForXP.com 





SMUGGLER GAMBLER

ACTIVE 
 PASSIVE 
 RANKED 


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

Find more handouts at BeggingForXP.com 

CONVINCING DEMEANOR 


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

COST 5

GRIT 


Gain +1 strain threshold.

COST 5

TOUGHENED 


Gain +2 wound threshold.

COST 5

UP THE ANTE 


When gambling, win 10% more credits per rank of Up the Ante.

COST 5

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 10

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

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 .

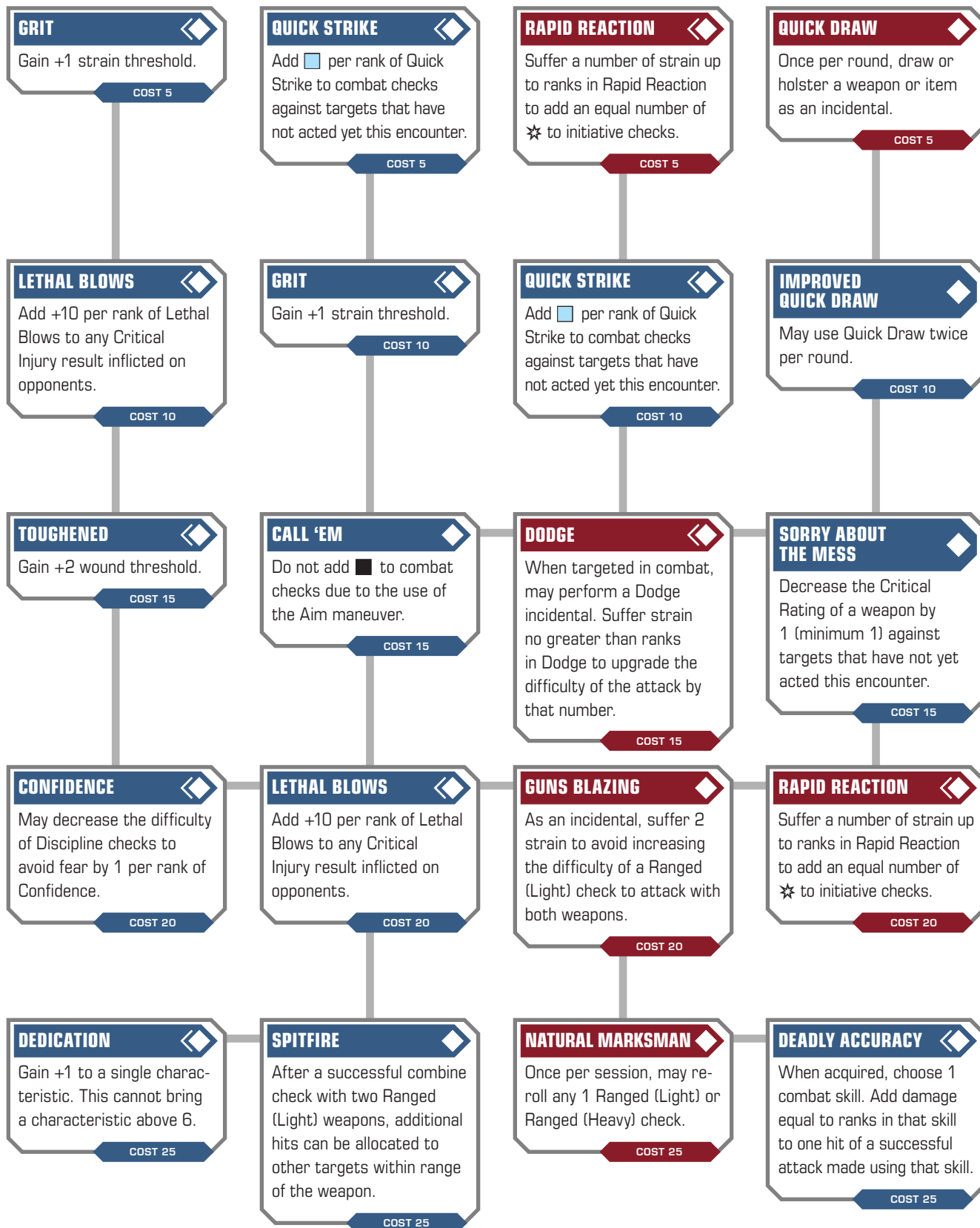
COST 25

SMUGGLER GUNSLINGER

ACTIVE 
 PASSIVE 
 RANKED 

Spec Bonus Career Skills: **Coercion, Cool, Knowledge (Outer Rim), Ranged (Light)**


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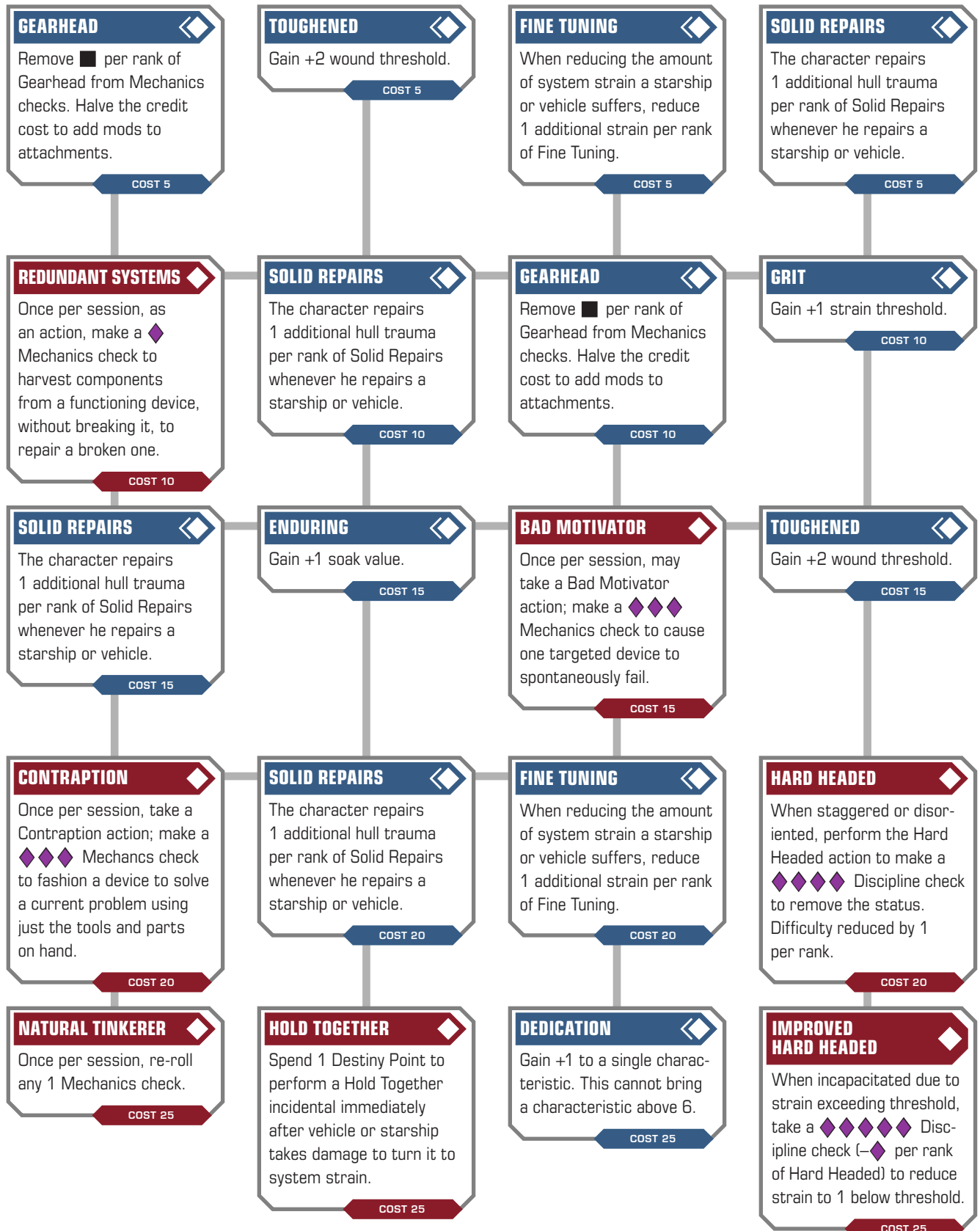


TECHNICIAN MECHANIC

ACTIVE 
 PASSIVE 
 RANKED 

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


Find more handouts at BeggingForXP.com 

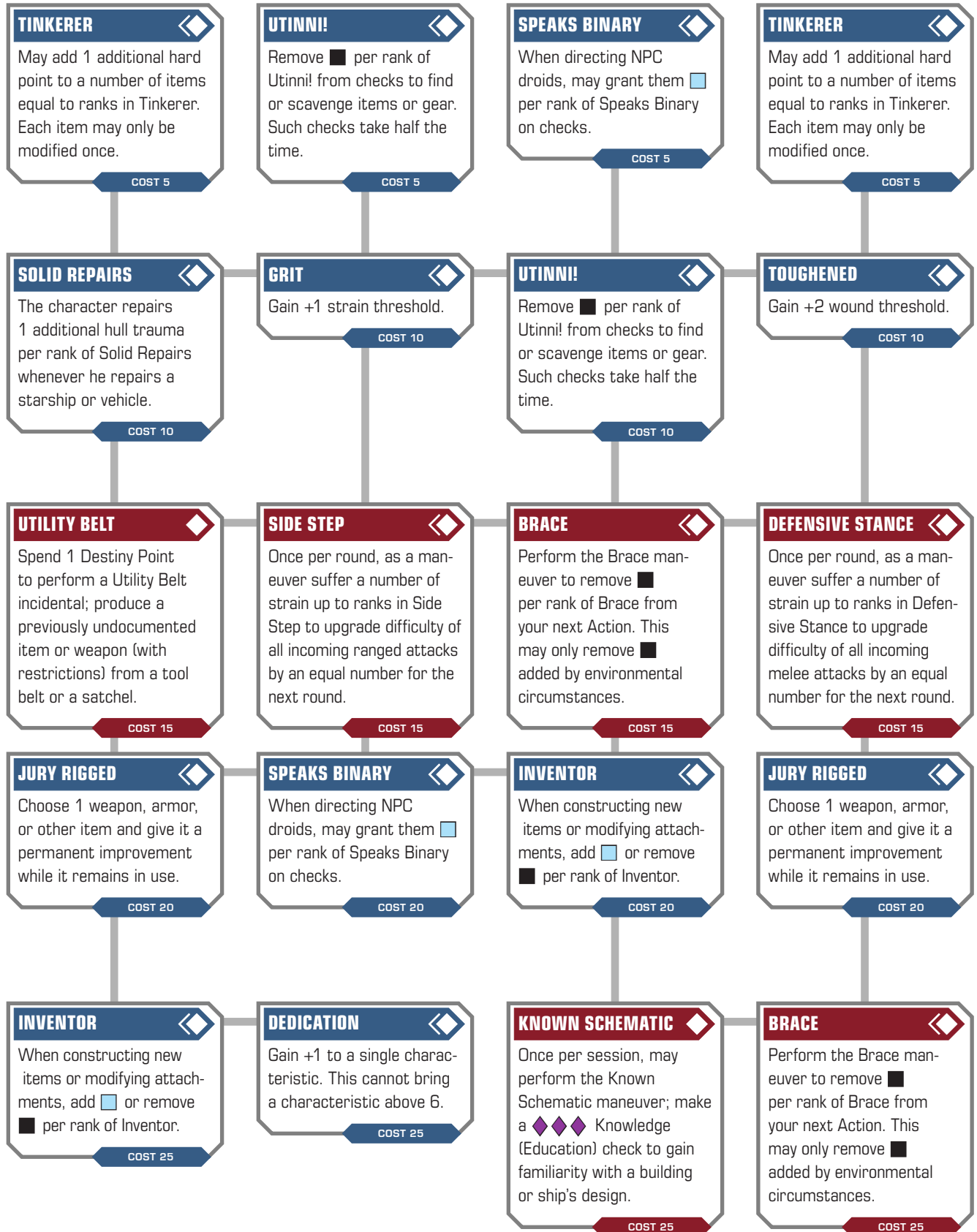


TECHNICIAN OUTLAW TECH

ACTIVE 
 PASSIVE 
 RANKED 

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

Find more handouts at BeggingForXP.com 

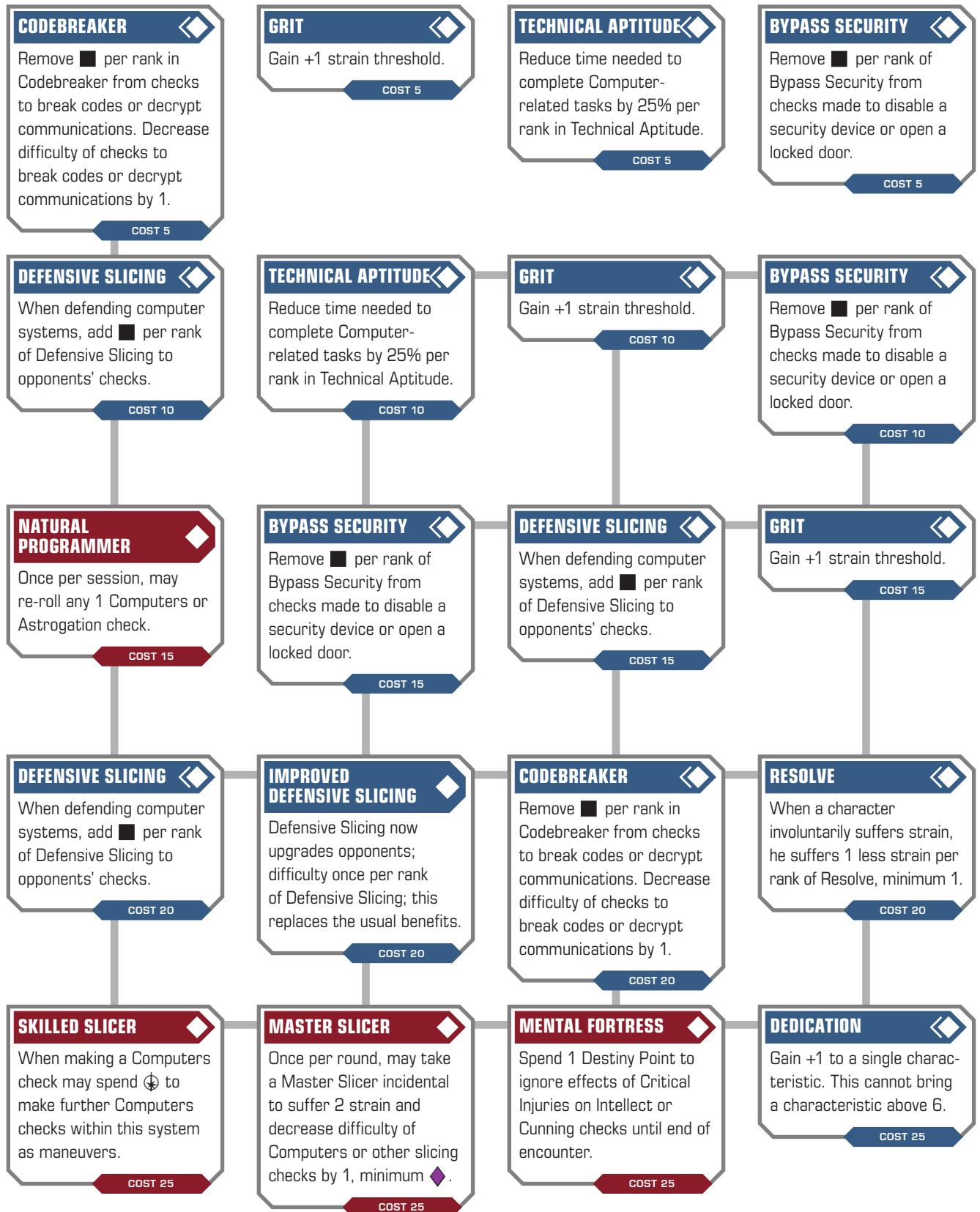


TECHNICIAN SLICER

ACTIVE 
 PASSIVE 
 RANKED 

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

Find more handouts at BeggingForXP.com 



UNIVERSAL FORCE SENSITIVE EXILE


ACTIVE 

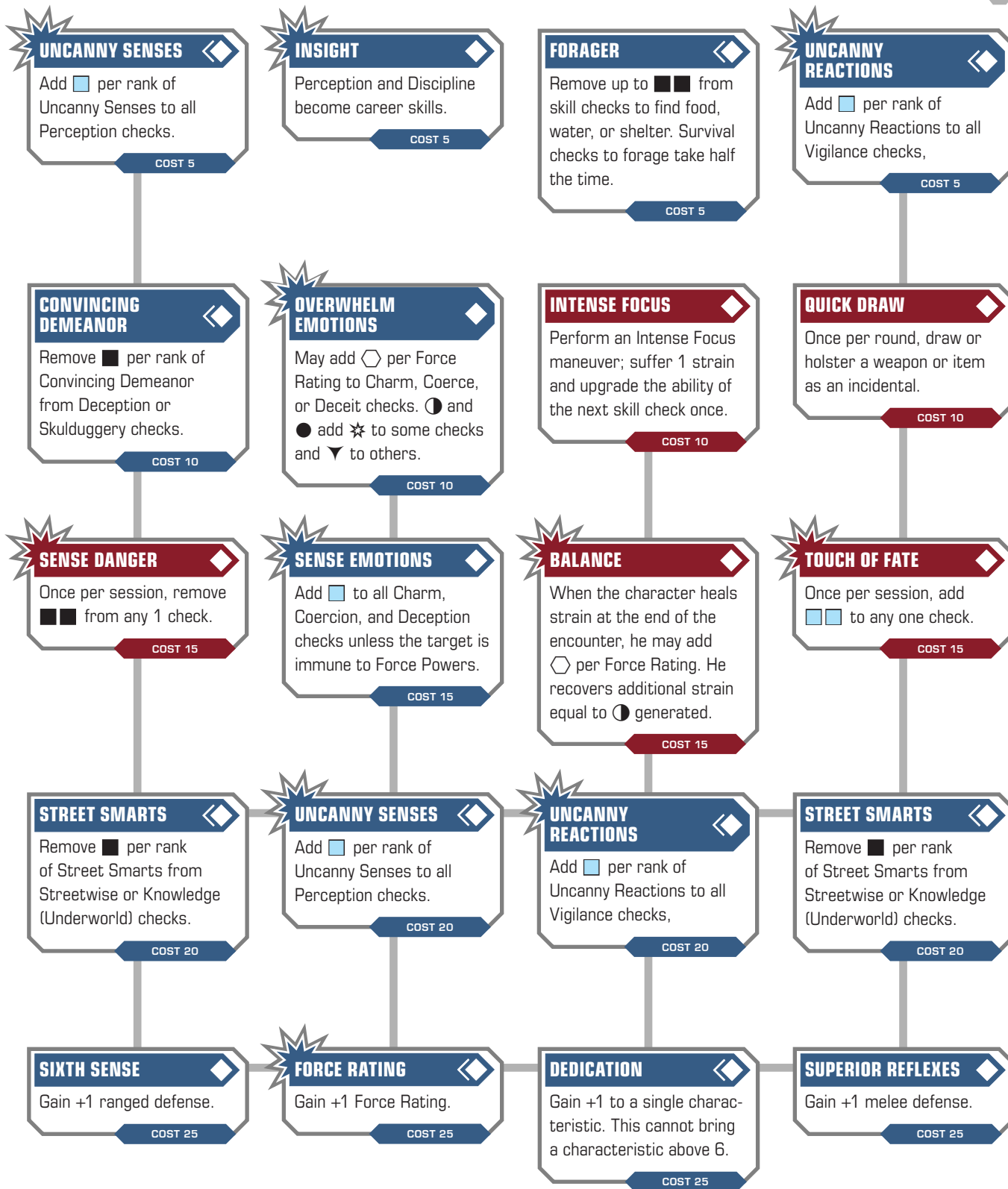
PASSIVE 

RANKED 

FORCE TALENT 

Gain: **Force Rating 1**

Find more handouts at BeggingForXP.com 



FORCE POWER

SENSE

RANKED 

Prerequisites: **Force Rating 1+**

Find more handouts at BeggingForXP.com 

SENSE BASIC POWER


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

The user may spend 1 to sense all living things within short range (including sentient and non-sentient beings).

The user may spend 1 to sense the current emotional state of one living target with whom he is engaged.

COST 10

CONTROL

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

COST 10

CONTROL

Effect: Spend 1. The Force user senses the current thoughts of one living target with whom he is engaged.

COST 10

DURATION

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

COST 10

RANGE

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

COST 5

MAGNITUDE

Spend 1 to increase number of targets affected by power equal to Magnitude upgrades purchased.

COST 5

STRENGTH

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

COST 10

RANGE

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


COST 10

MAGNITUDE

Spend 1 to increase number of targets affected by power equal to Magnitude upgrades purchased.

COST 10

CONTROL

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

COST 10

RANGE

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

COST 10

MAGNITUDE

Spend 1 to increase number of targets affected by power equal to Magnitude upgrades purchased.

COST 10

FORCE POWER INFLUENCE

RANKED

Prerequisites: **Force Rating 1+**

Find more handouts at BeggingForXP.com



INFLUENCE BASIC POWER

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

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

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

COST 10

RANGE

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

COST 5

MAGNITUDE

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

COST 5

CONTROL

The Force user may make an opposed Discipline vs Discipline check combined with an Influence Power check. If the user spends ● and succeeds on the check, he can force the target to adopt an emotional state or believe something untrue, lasting for 1 round or 5 minutes.

COST 10

CONTROL

When making a Coercion, Charm, Deception, Leadership, or Negotiation check, the Force user may roll an Influence Power check as part of his dice pool. He may spend ● to gain ✨ or 🌀 (user's choice) on the check.

COST 15

STRENGTH

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

COST 10

RANGE

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

COST 10

MAGNITUDE

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

COST 5

DURATION

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

COST 5

DURATION

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

COST 5

RANGE

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

COST 10

MAGNITUDE

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

COST 10

DURATION

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

COST 5

DURATION

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

COST 5

FORCE POWER MOVE

RANKED 

Prerequisites: **Force Rating 1+**

Find more handouts at BeggingForXP.com 

MOVE BASIC POWER

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

The user may spend 1 to move one object of silhouette 0 that is within short range up to his maximum range. The default maximum range is short range.

COST 10

MAGNITUDE

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

COST 5

STRENGTH

Spend 1 to increase silhouette able to be targeted equal to Strength upgrades purchased.

COST 10

RANGE

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

COST 5

RANGE

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

COST 5

MAGNITUDE

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

COST 5

STRENGTH

Spend 1 to increase silhouette able to be targeted equal to Strength upgrades purchased.

COST 10

CONTROL

The Force user can hurl objects to damage targets, by making a Discipline check combined with a Move Power check, dealing damage equal to 10 times silhouette.

COST 10

MAGNITUDE

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

COST 10

STRENGTH

Spend 1 to increase silhouette able to be targeted equal to Strength upgrades purchased.

COST 15

CONTROL

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

COST 5

RANGE

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

COST 15

MAGNITUDE

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

COST 10

STRENGTH

Spend 1 to increase silhouette able to be targeted equal to Strength upgrades purchased.

COST 20

CONTROL

The character can perform fine manipulation of items, allowing him to do whatever he would normally with his hands via this power at this power's range.

COST 15