


# CAREER ACE

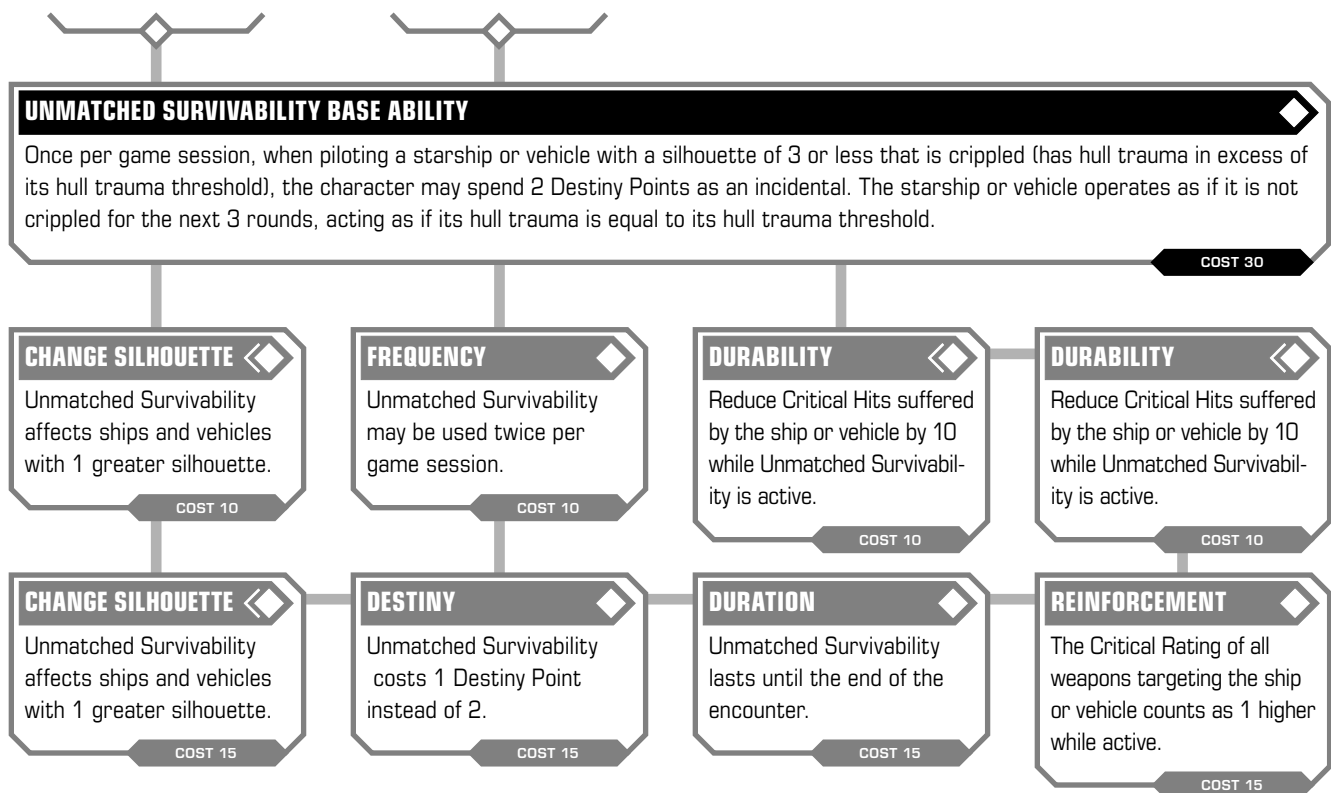
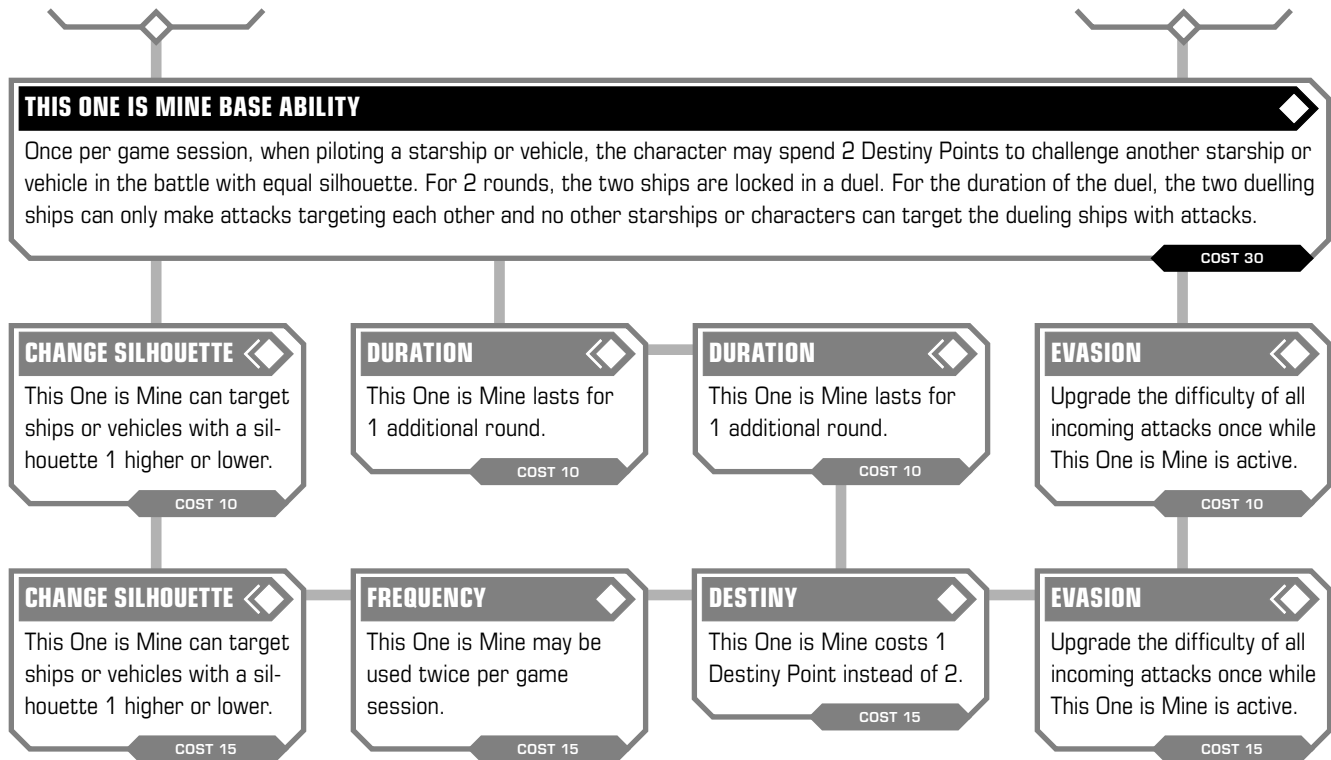
BASE ABILITY 

UPGRADE 

RANKED 

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


Find more handouts at [BeggingForXP.com](http://BeggingForXP.com) 

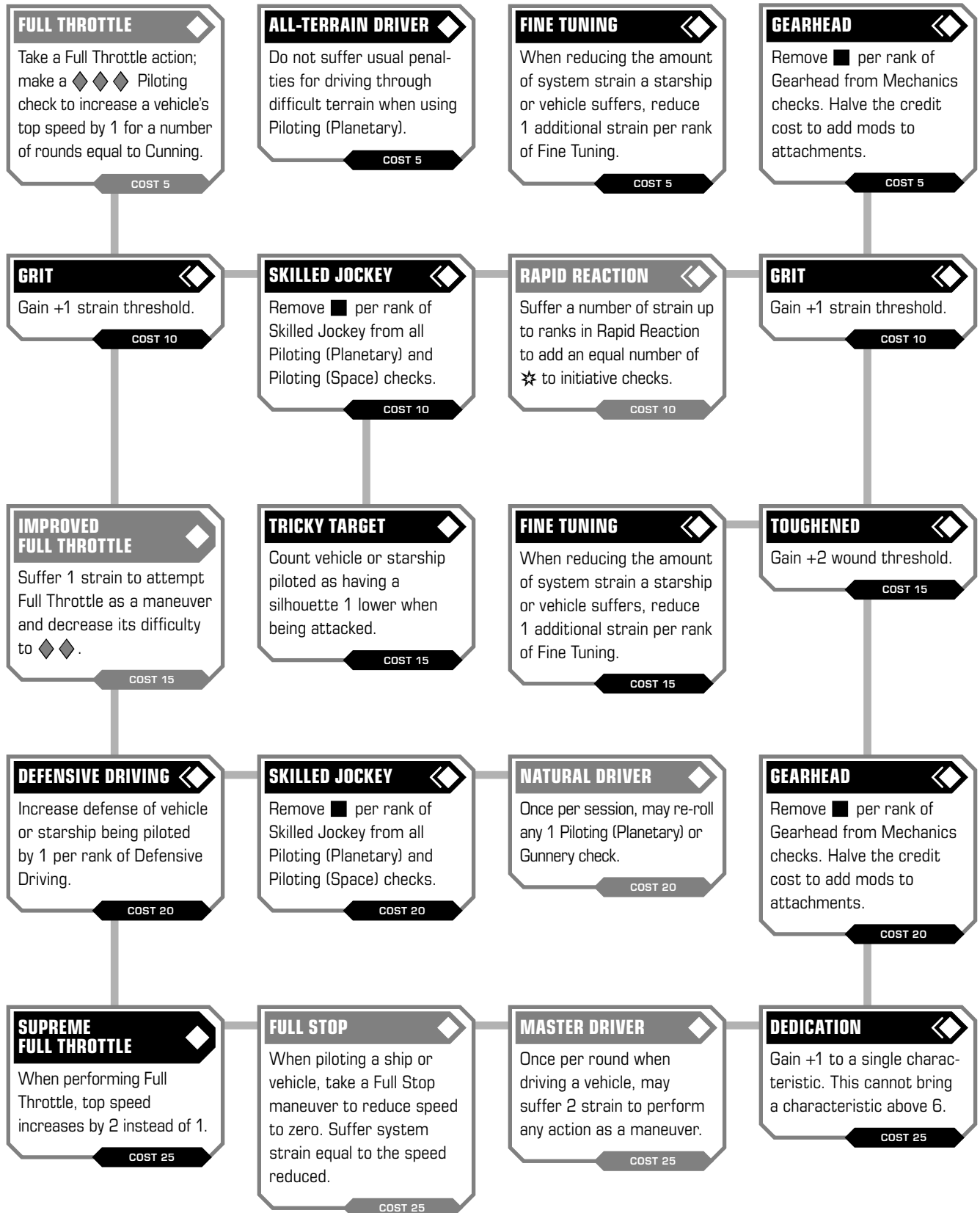


# ACE DRIVER

ACTIVE   
 PASSIVE   
 RANKED 

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


Find more handouts at [BeggingForXP.com](http://BeggingForXP.com) 

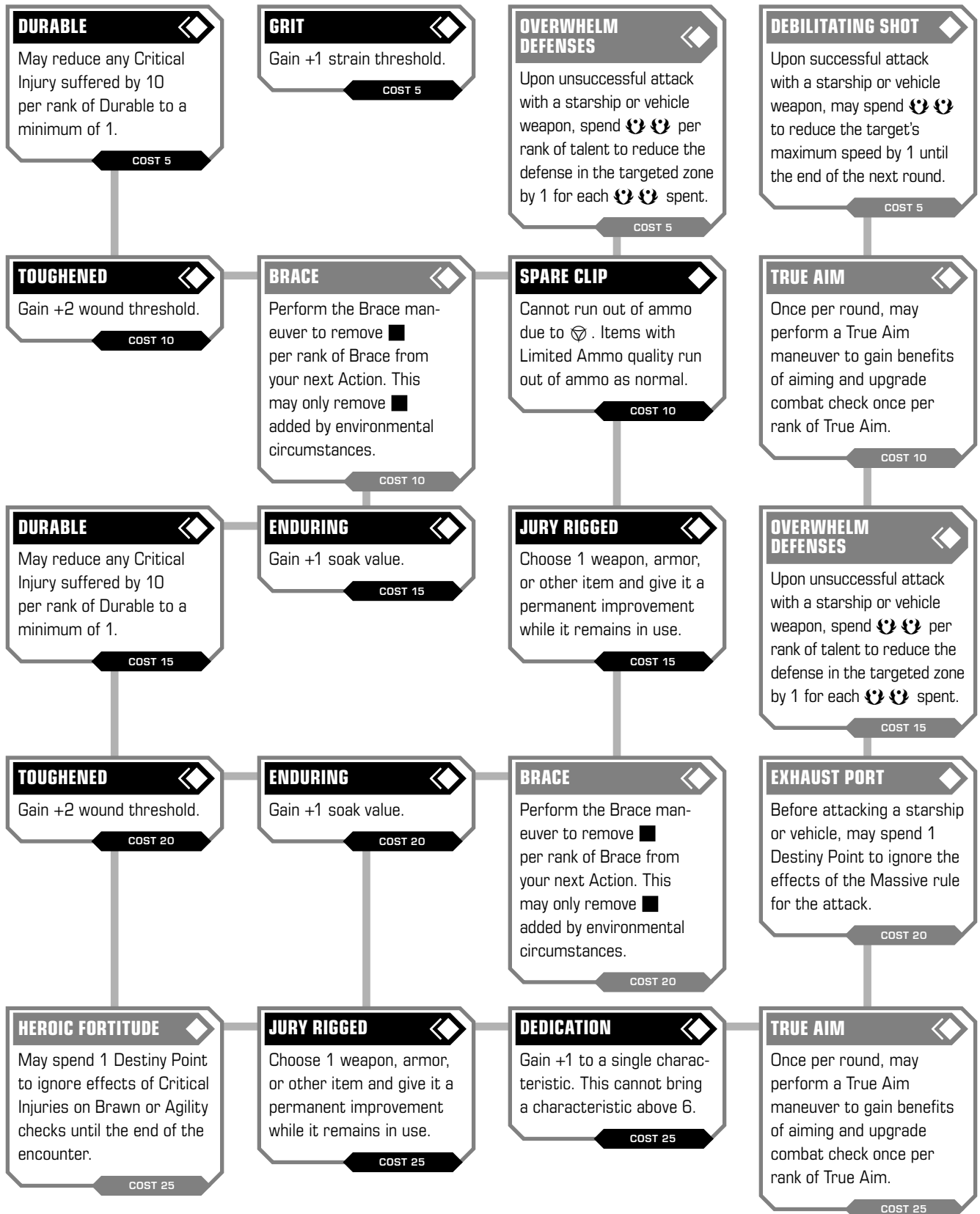


# ACE GUNNER

ACTIVE   
 PASSIVE   
 RANKED 

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


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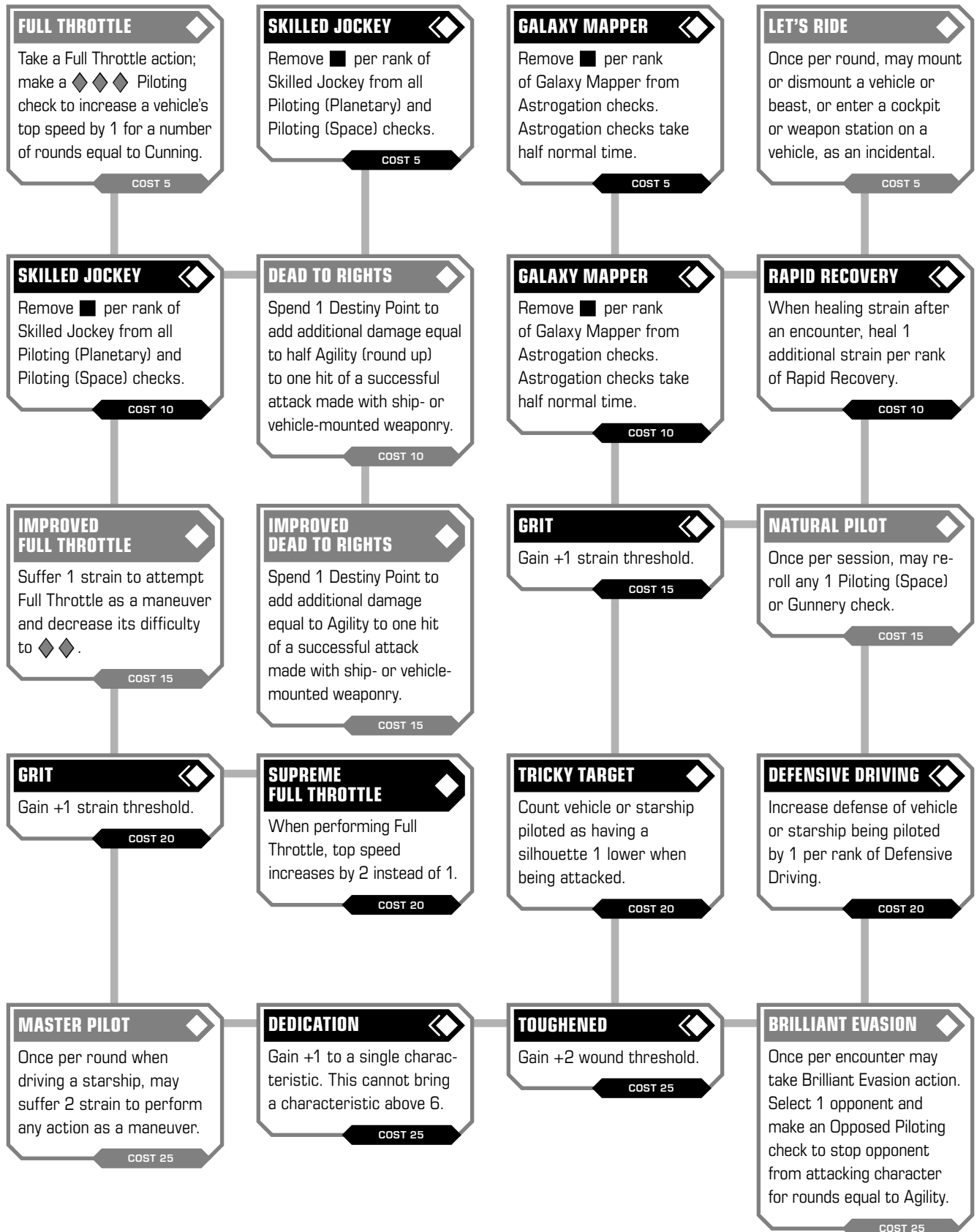


# ACE PILOT

ACTIVE   
 PASSIVE   
 RANKED 

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


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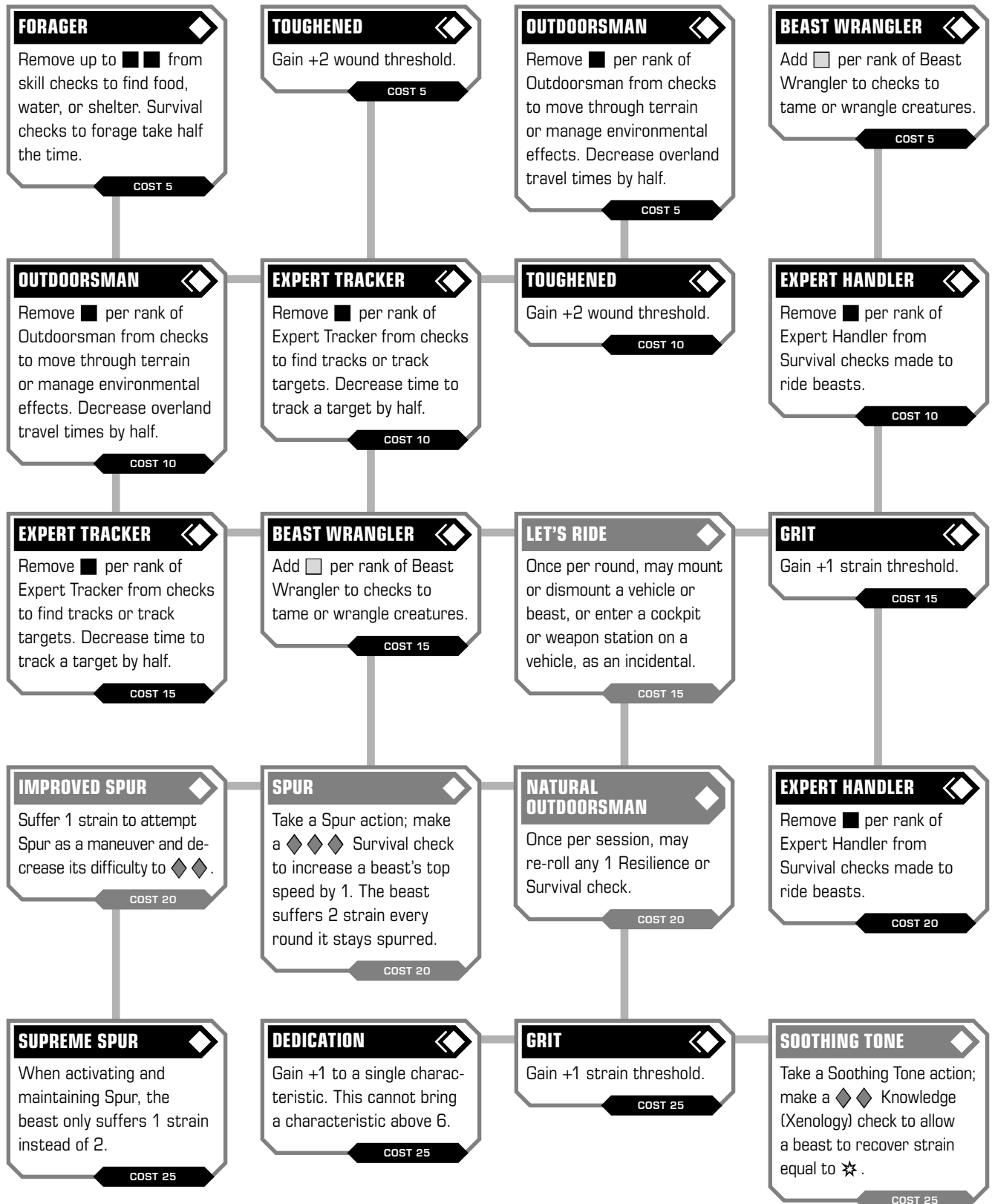


# ACE BEAST RIDER

ACTIVE   
 PASSIVE   
 RANKED 

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


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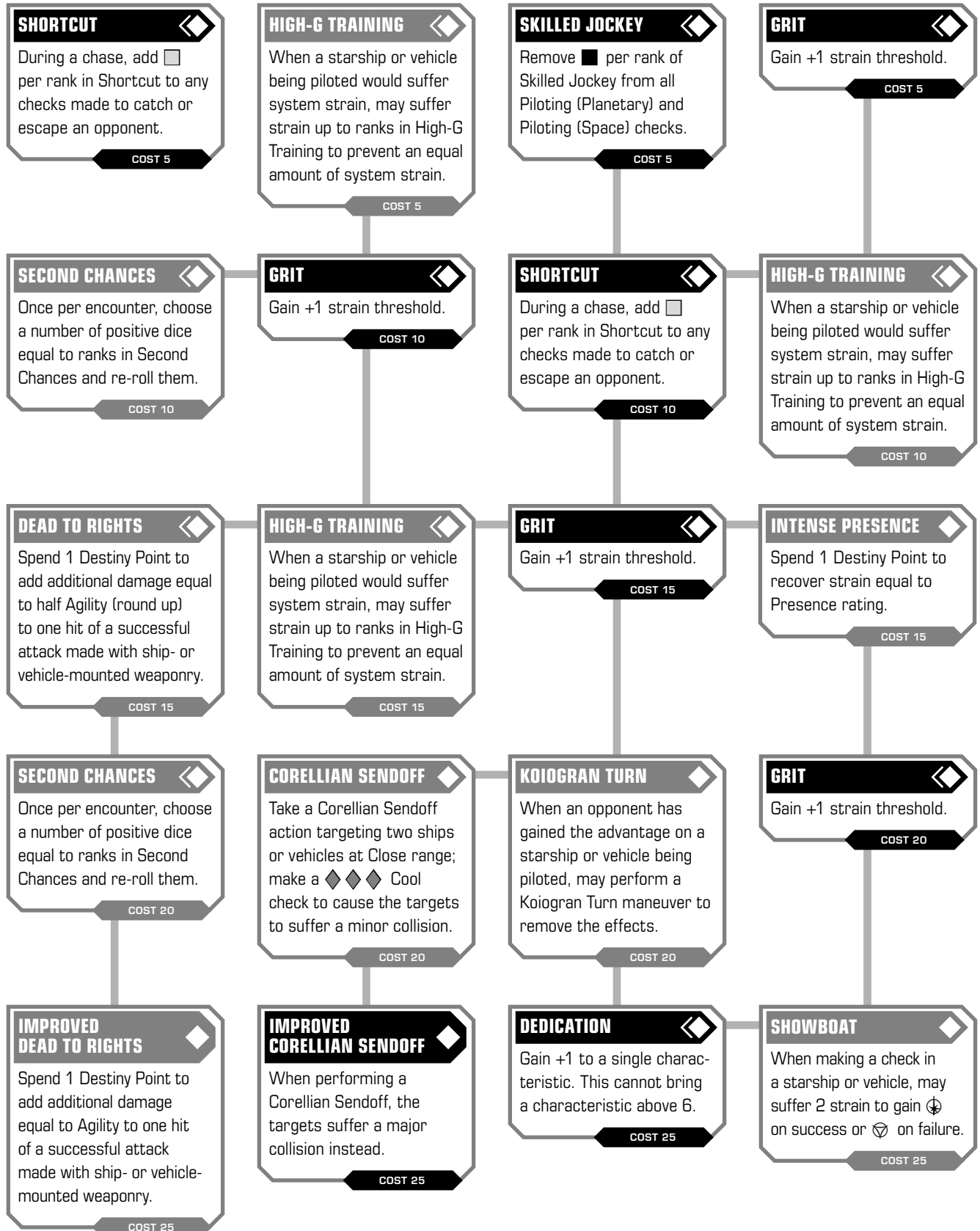


# ACE HOTSHOT

ACTIVE   
 PASSIVE   
 RANKED 

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


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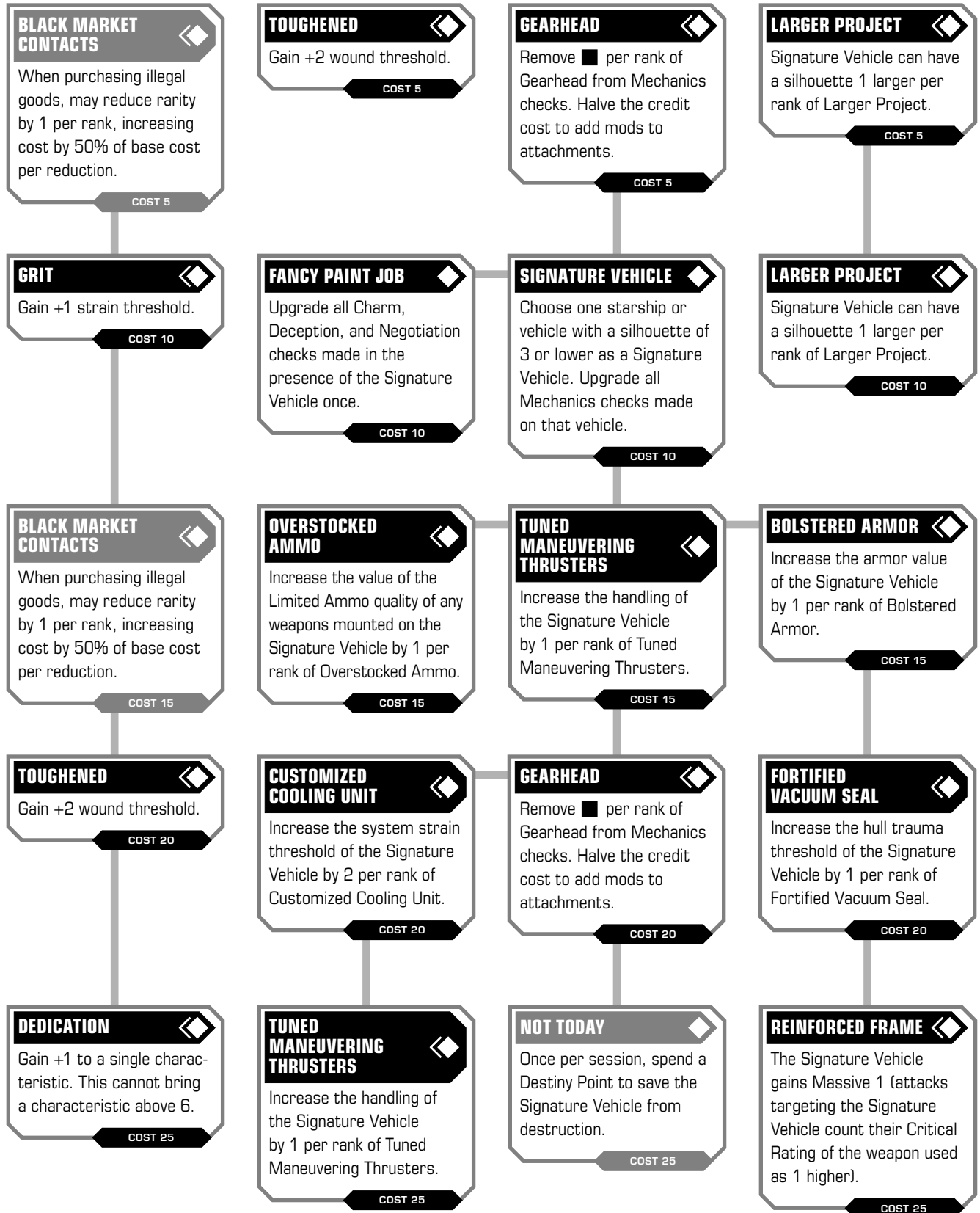


# ACE RIGGER

ACTIVE   
 PASSIVE   
 RANKED 

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

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# CAREER COMMANDER


BASE ABILITY 




UPGRADE 

RANKED 


Career Skills: **Coercion, Cool, Discipline, Knowledge (Warfare), Leadership, Perception, Ranged (Light), Vigilance**

Find more handouts at [BeggingForXP.com](http://BeggingForXP.com) 

**ROUSING ORATORY BASE ABILITY** 


Once per game session, the character may perform a Rousing Oratory action, spend 2 Destiny Points, and make a    Leadership check to inspire a group to take action in a military situation about which members were previously hesitant.


**COST 30**

**CHANGE SKILL** 


May make a Discipline check instead of a Leadership check to activate.

**COST 10**

**REDUCE SETBACK** 


Remove  from skill check to activate Rousing Oratory.

**COST 10**

**RECOVER STRAIN** 


Friendly targets of Rousing Oratory recover strain equal to ranks in Leadership.


**COST 10**

**CHANGE SKILL** 


May make a Cool check instead of a Leadership check to activate.



**COST 10**

**BOOST ALLIES** 


Add  per Boost Allies upgrade to all Discipline and Cool checks that targets make until the end of the encounter.

**COST 15**

**REDUCE DIFFICULTY** 


Reduce the difficulty of the activating skill check to  .

**COST 15**

**TURNING POINT** 


During a mass combat, may activate create a turning point or boost allies already taking part in one.

**COST 15**

**DESTINY** 


Rousing Oratory cost 1 Destiny Point instead of 2.

**COST 15**

**UNMATCHED AUTHORITY BASE ABILITY** 


Once per game session, as an action during an encounter in structured time, the character may spend 2 Destiny Points to gain the following ability for the remainder of the current round and two additional rounds. As an out of turn incidental, the character may suffer 2 strain to downgrade the difficulty of an ally's skill check once.

**COST 30**

**DURATION** 


Unmatched Authority lasts one additional round.

**COST 10**

**FIRM RESOLVE** 


Increase strain threshold by 2 while Unmatched Authority is active.

**COST 10**

**DURATION** 


Unmatched Authority lasts one additional round.

**COST 10**

**MASS COMBAT** 


The character can spend strain to modify Mass Combat checks with Unmatched Authority.

**COST 10**

**DESTINY** 


Unmatched Authority costs 1 Destiny Point instead of 2.


**COST 15**

**ENDURANCE** 


Reduce the strain cost to modify an ally's skill check with Unmatched Authority by 1.

**COST 15**

**INCREASE EFFECT** 

May remove  from an ally's skill check instead of downgrading the difficulty.

**COST 15**

**INCREASE EFFECT** 

May reduce the difficulty of an ally's skill check instead of downgrading the difficulty.

**COST 15**



# COMMANDER COMMODORE

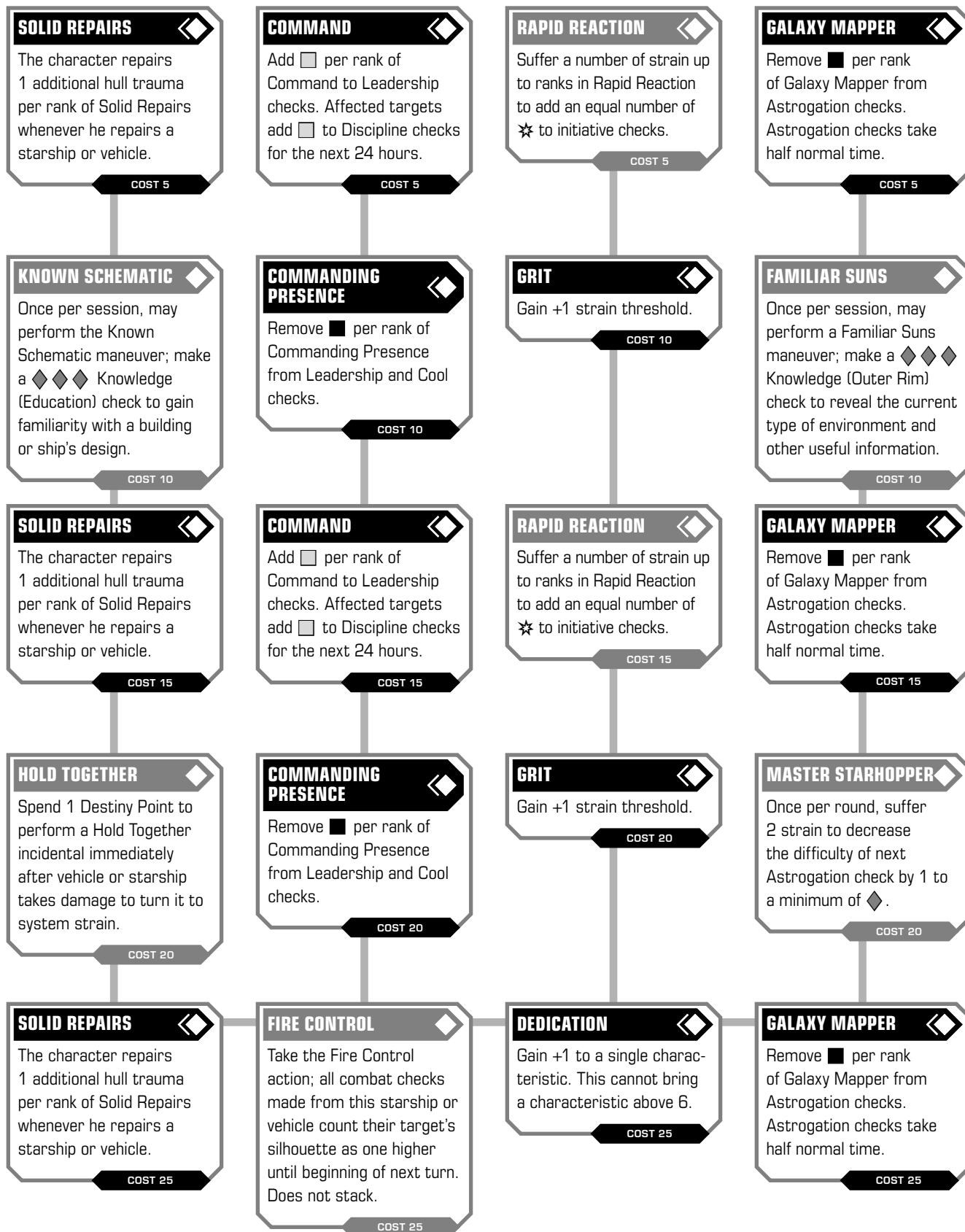
ACTIVE

PASSIVE

RANKED

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

Find more handouts at [BeggingForXP.com](http://BeggingForXP.com)



# COMMANDER SQUADRON LEADER

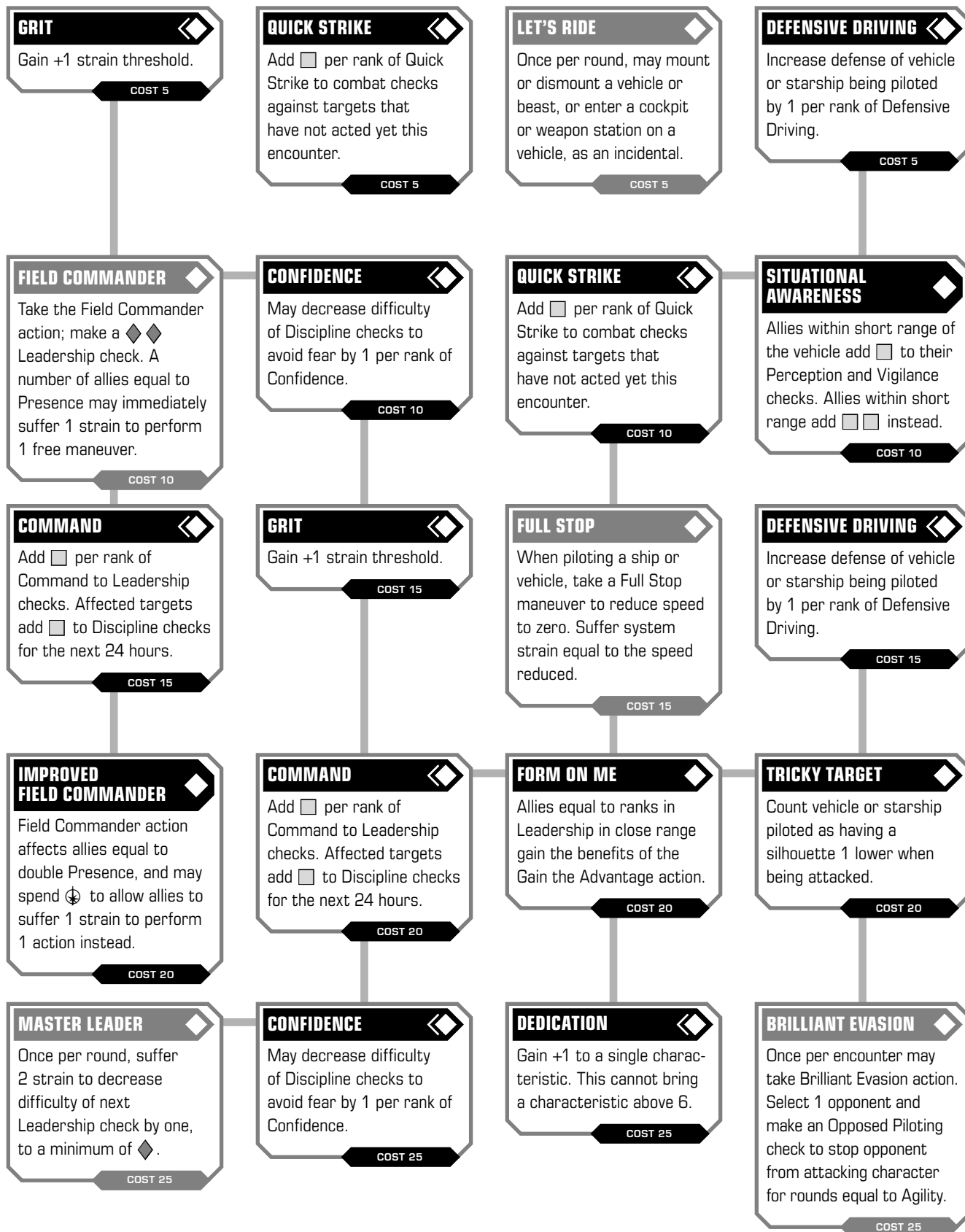
ACTIVE

PASSIVE

RANKED

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

Find more handouts at [BeggingForXP.com](http://BeggingForXP.com)



# COMMANDER TACTICIAN

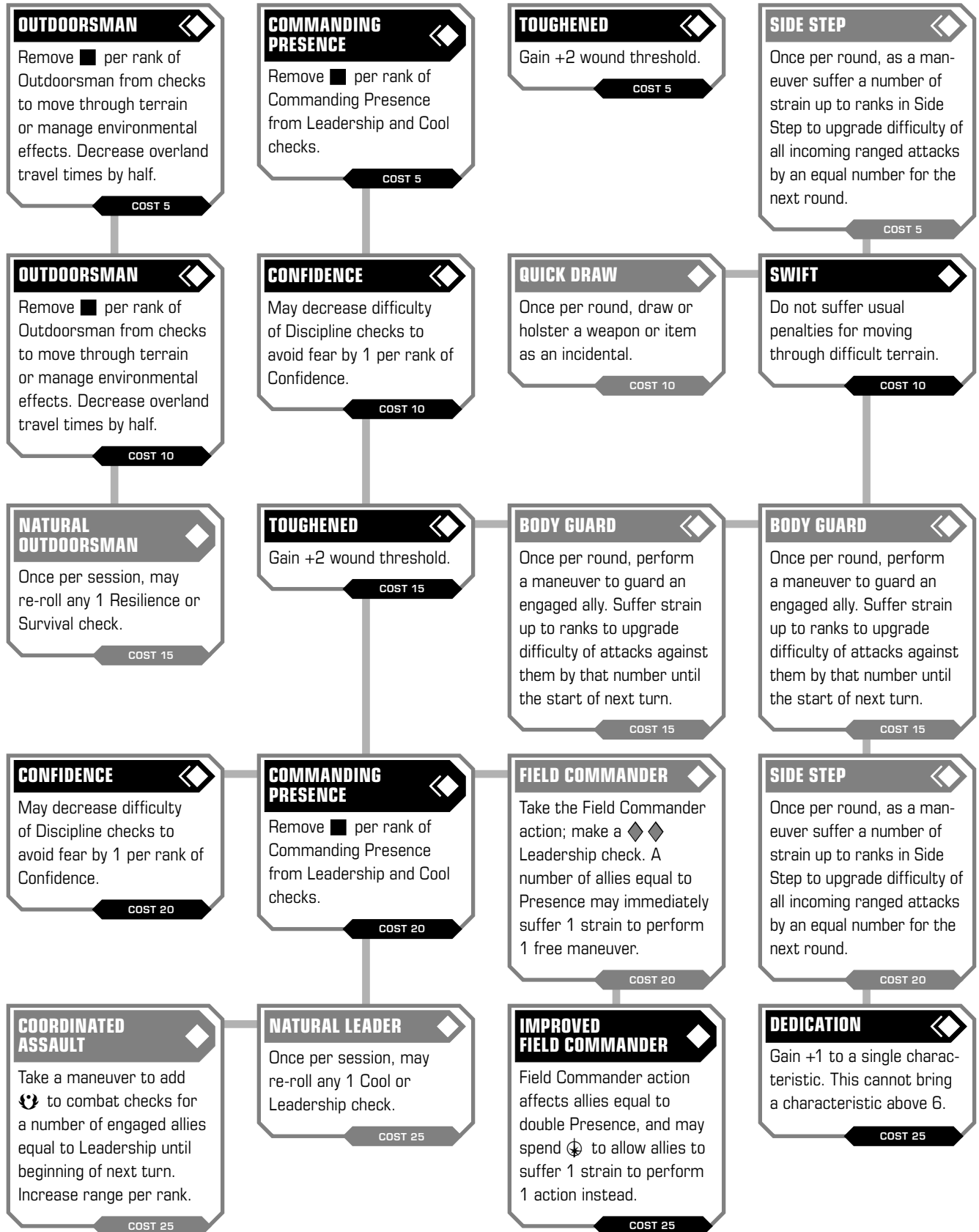
ACTIVE

PASSIVE

RANKED

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


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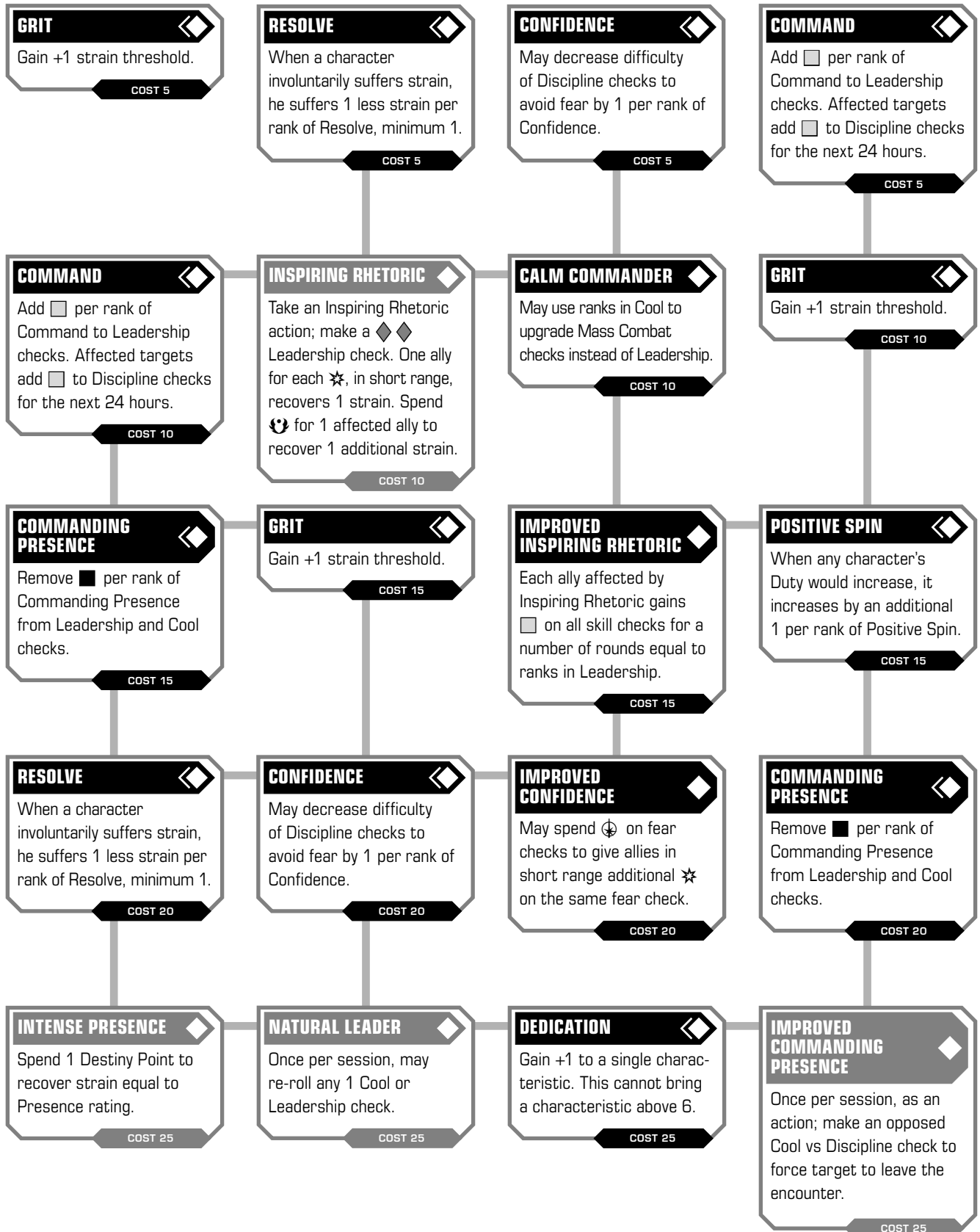


# COMMANDER FIGUREHEAD

ACTIVE   
 PASSIVE   
 RANKED 

Spec Bonus Career Skills: **Cool, Leadership, Negotiation, Knowledge (Core Worlds)**

Find more handouts at [BeggingForXP.com](http://BeggingForXP.com) 

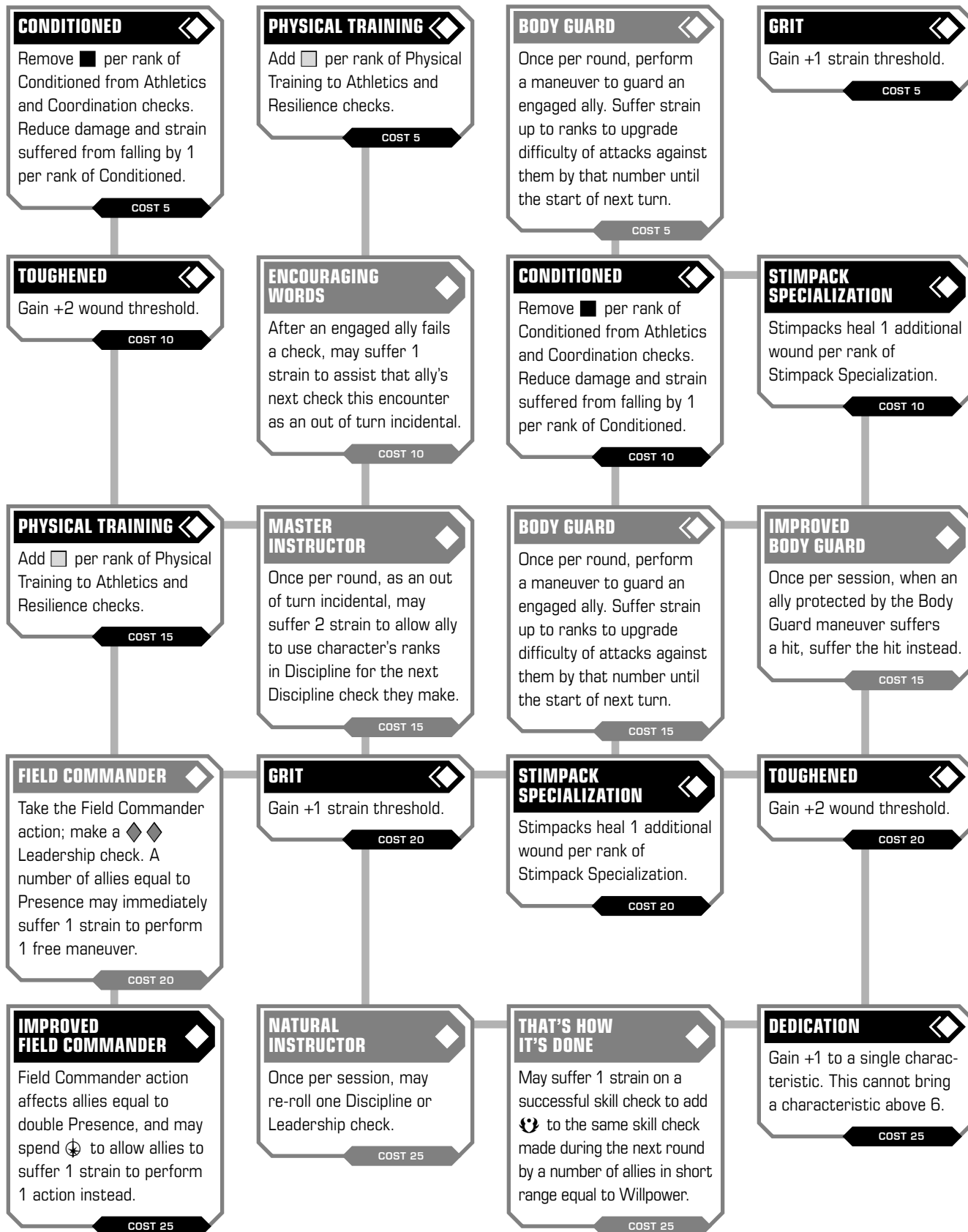


# COMMANDER INSTRUCTOR

ACTIVE   
 PASSIVE   
 RANKED 

Spec Bonus Career Skills: **Discipline, Medicine, Ranged (Heavy), Knowledge (Education)**

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# COMMANDER STRATEGIST

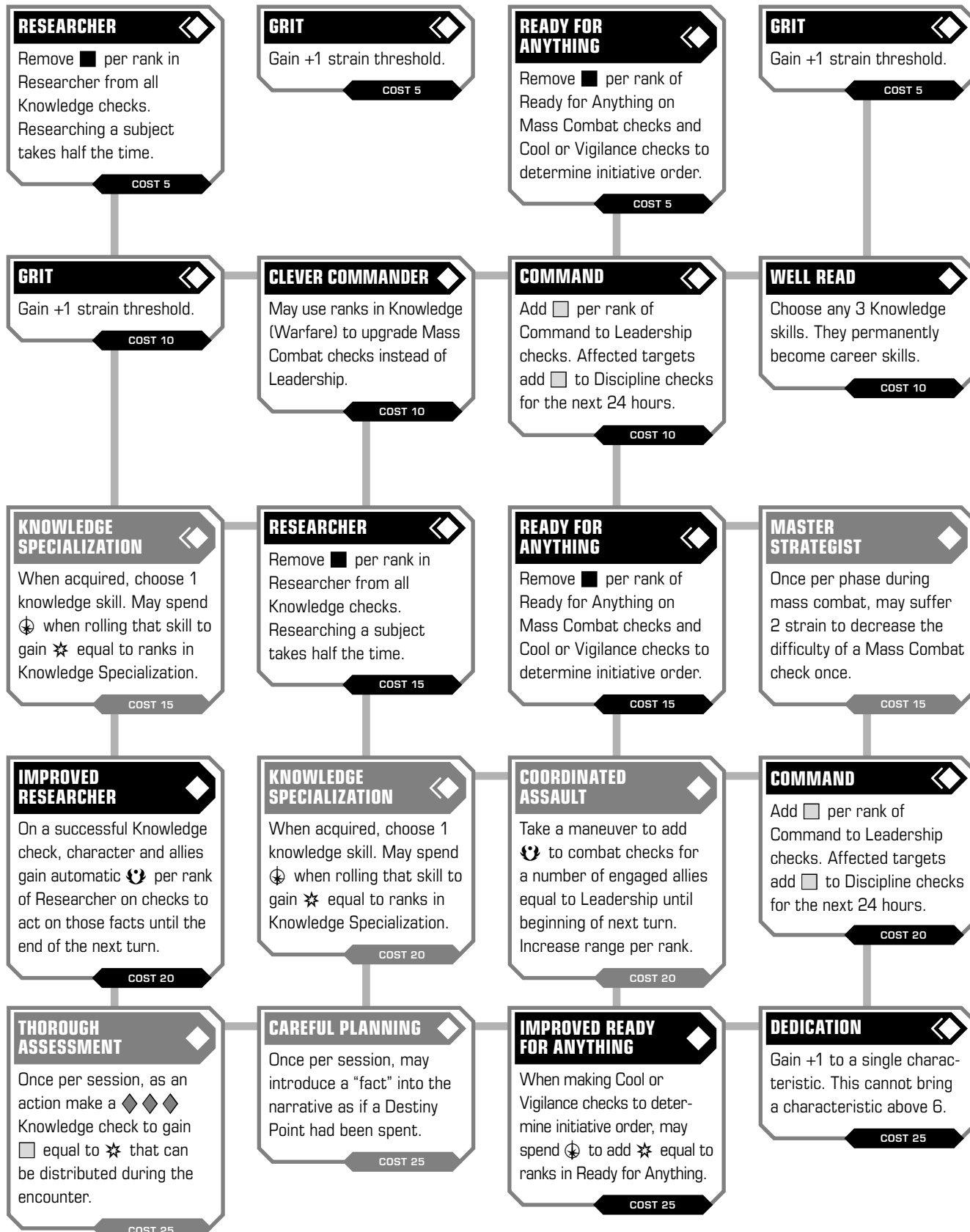
ACTIVE

PASSIVE

RANKED

Spec Bonus Career Skills: **Computers, Cool, Vigilance, Knowledge (Warfare)**

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# CAREER

# DIPLOMAT

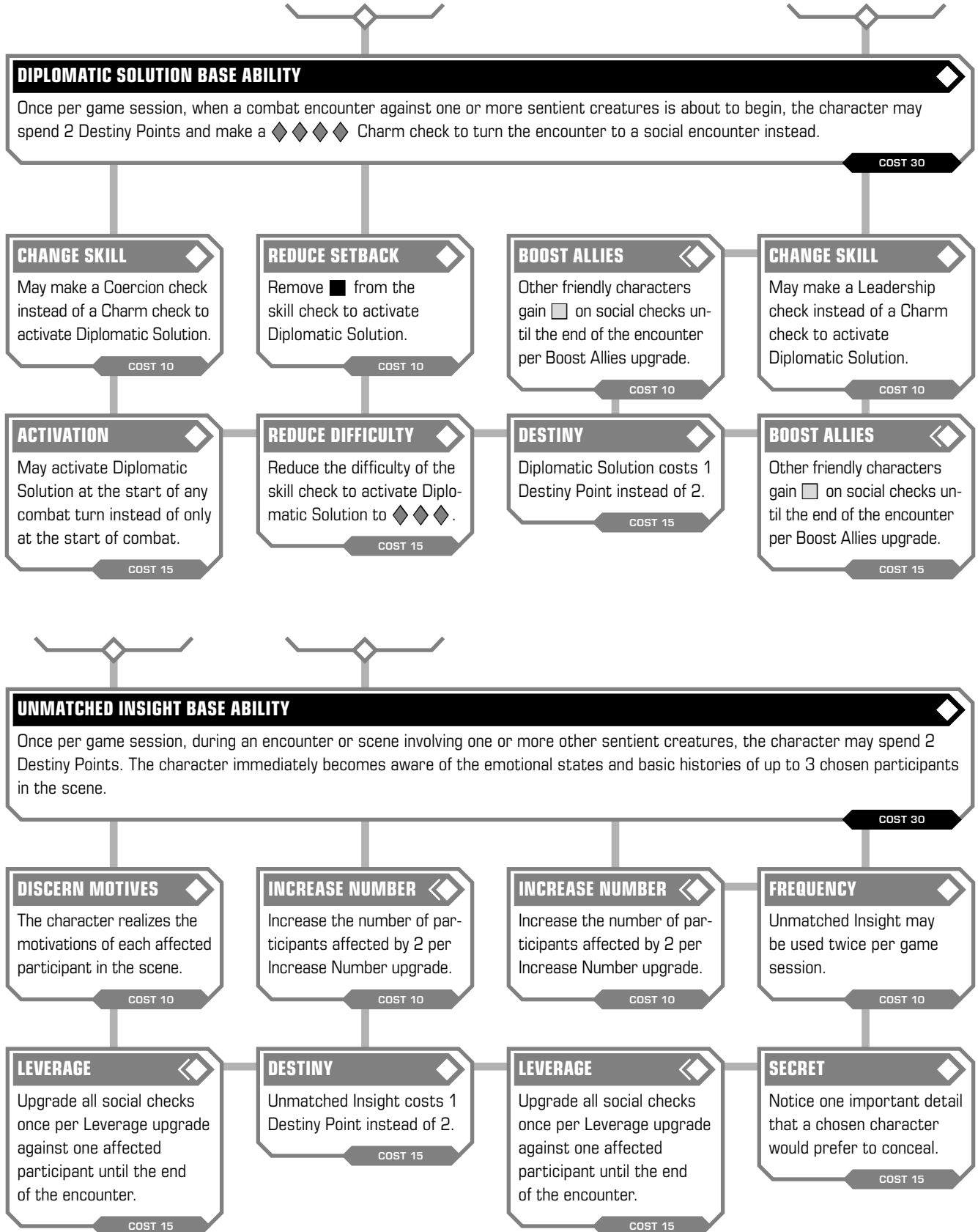
BASE ABILITY

UPGRADE

RANKED

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


Find more handouts at [BeggingForXP.com](http://BeggingForXP.com)

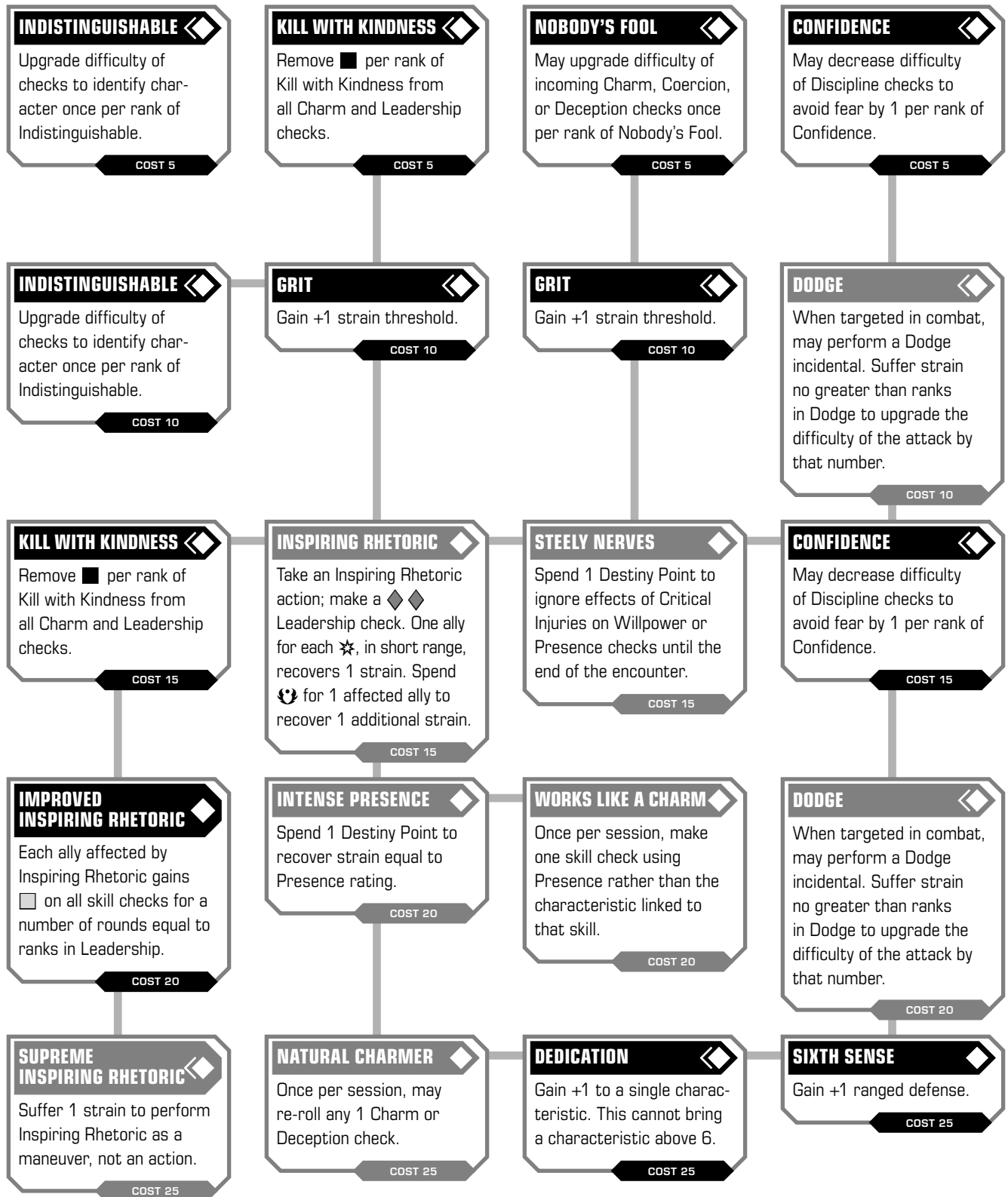


# DIPLOMAT AMBASSADOR

ACTIVE   
 PASSIVE   
 RANKED 

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

Find more handouts at [BeggingForXP.com](http://BeggingForXP.com) 




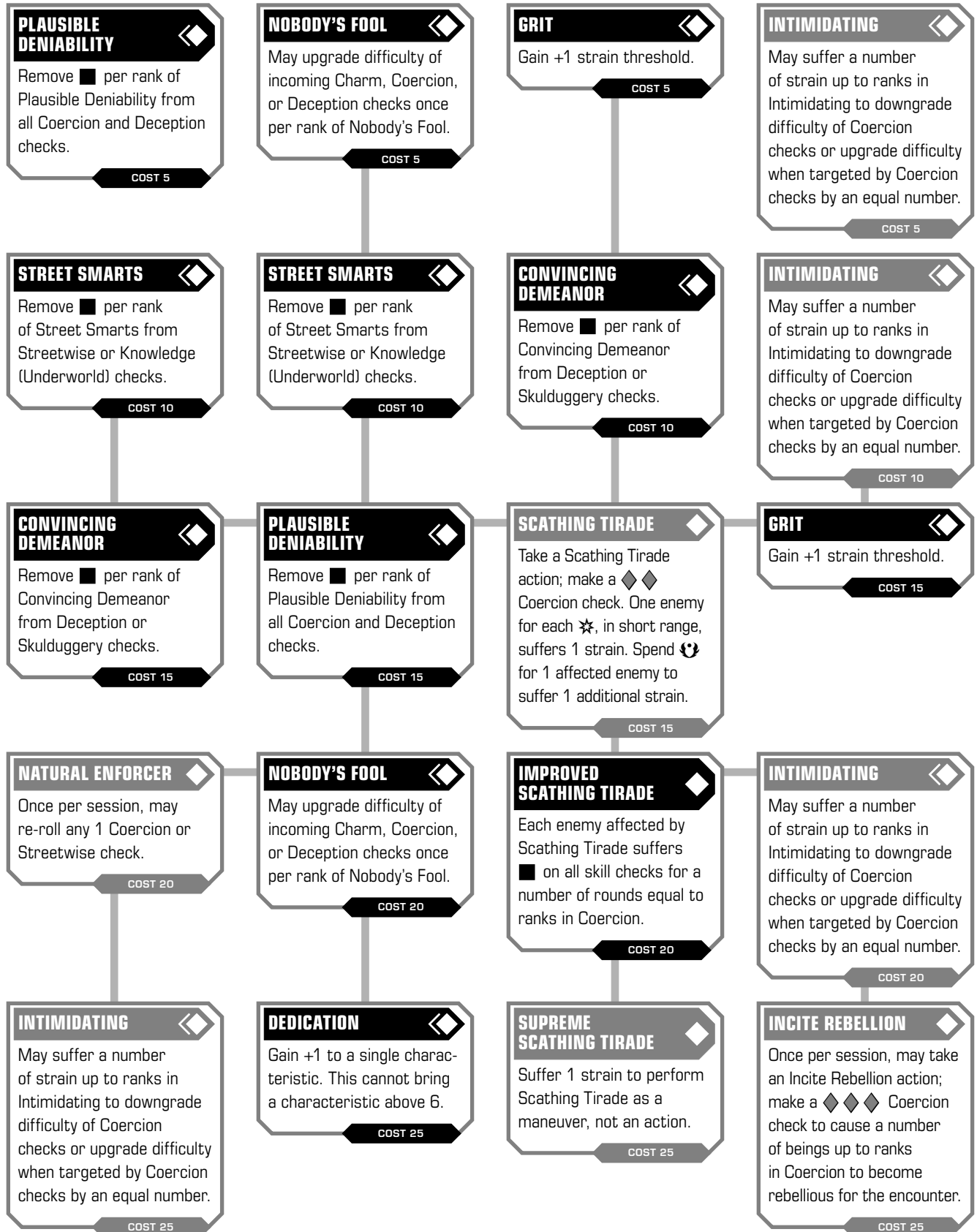


# DIPLOMAT AGITATOR

ACTIVE   
 PASSIVE   
 RANKED 

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

Find more handouts at [BeggingForXP.com](http://BeggingForXP.com) 



# DIPLOMAT QUARTERMASTER

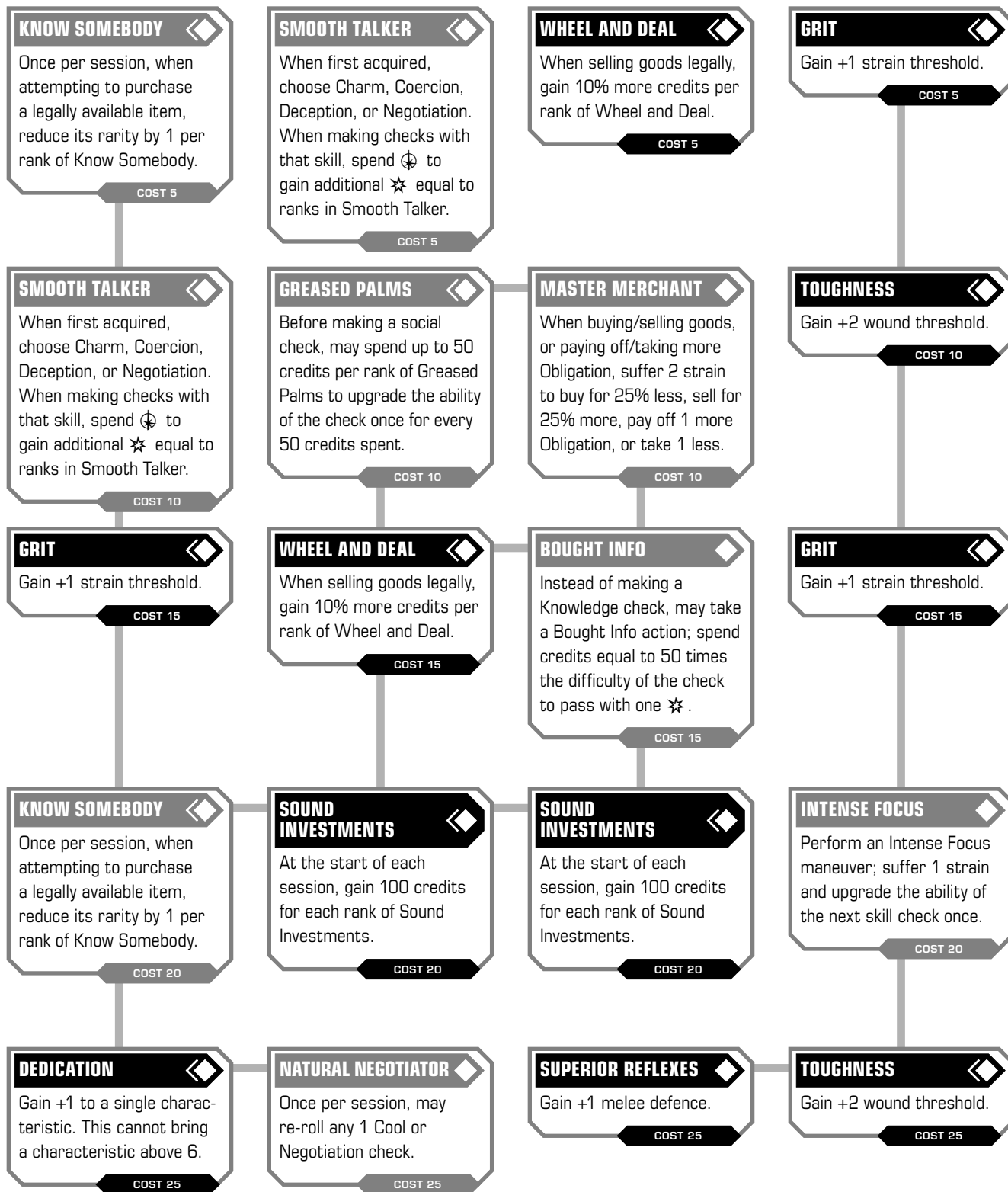
ACTIVE 

PASSIVE 

RANKED 

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


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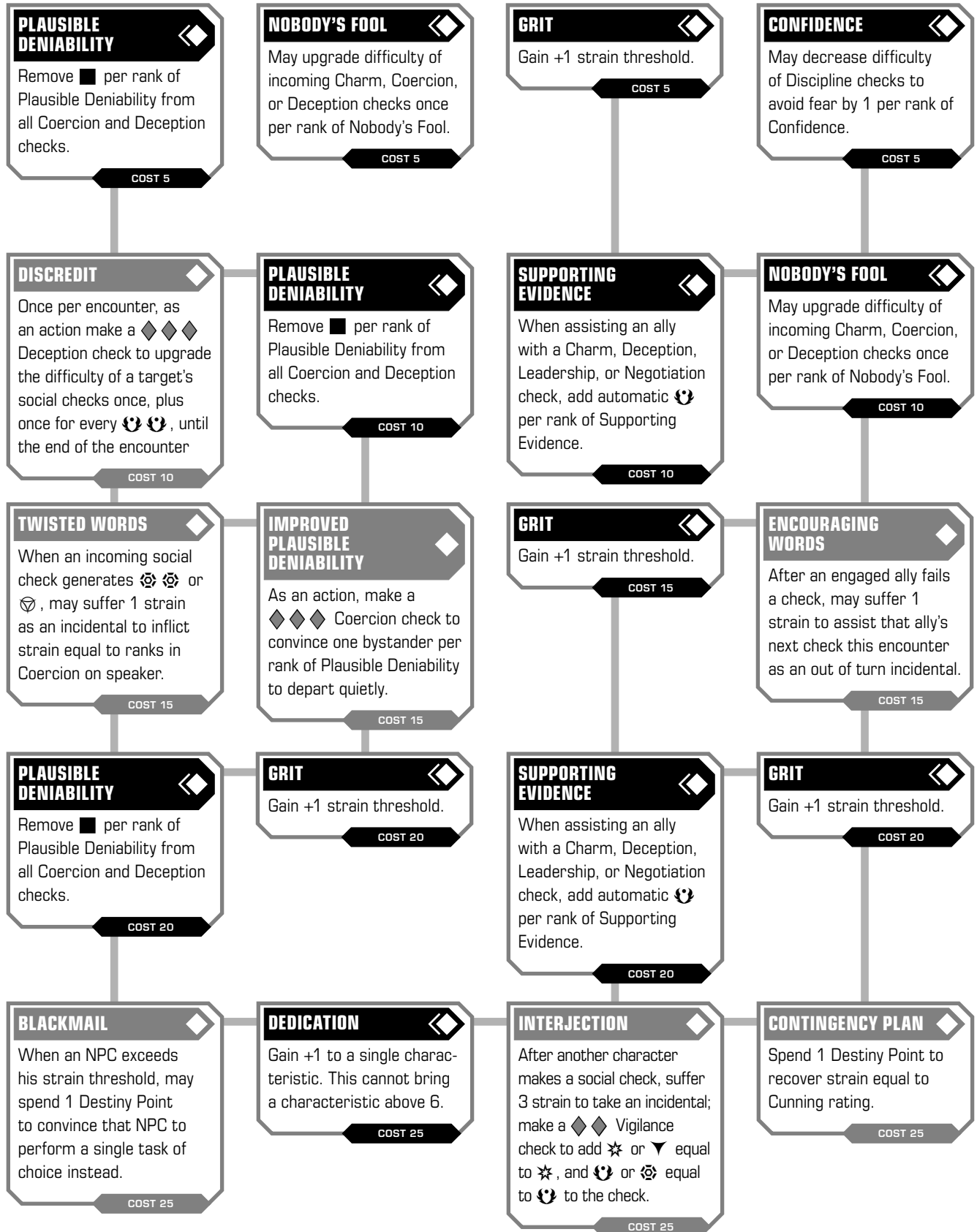


# DIPLOMAT ADVOCATE

ACTIVE   
 PASSIVE   
 RANKED 

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

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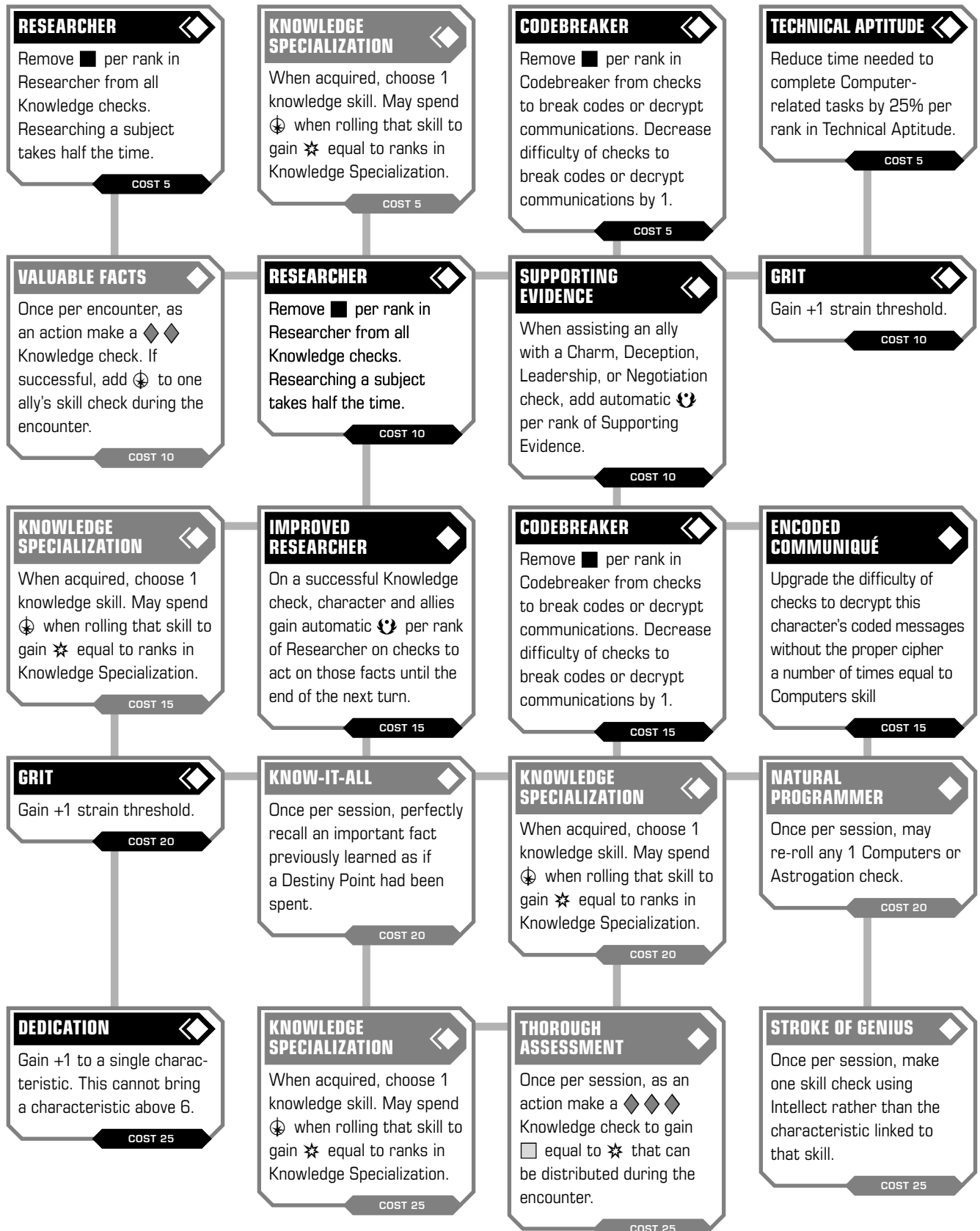


# DIPLOMAT ANALYST

ACTIVE   
 PASSIVE   
 RANKED 

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


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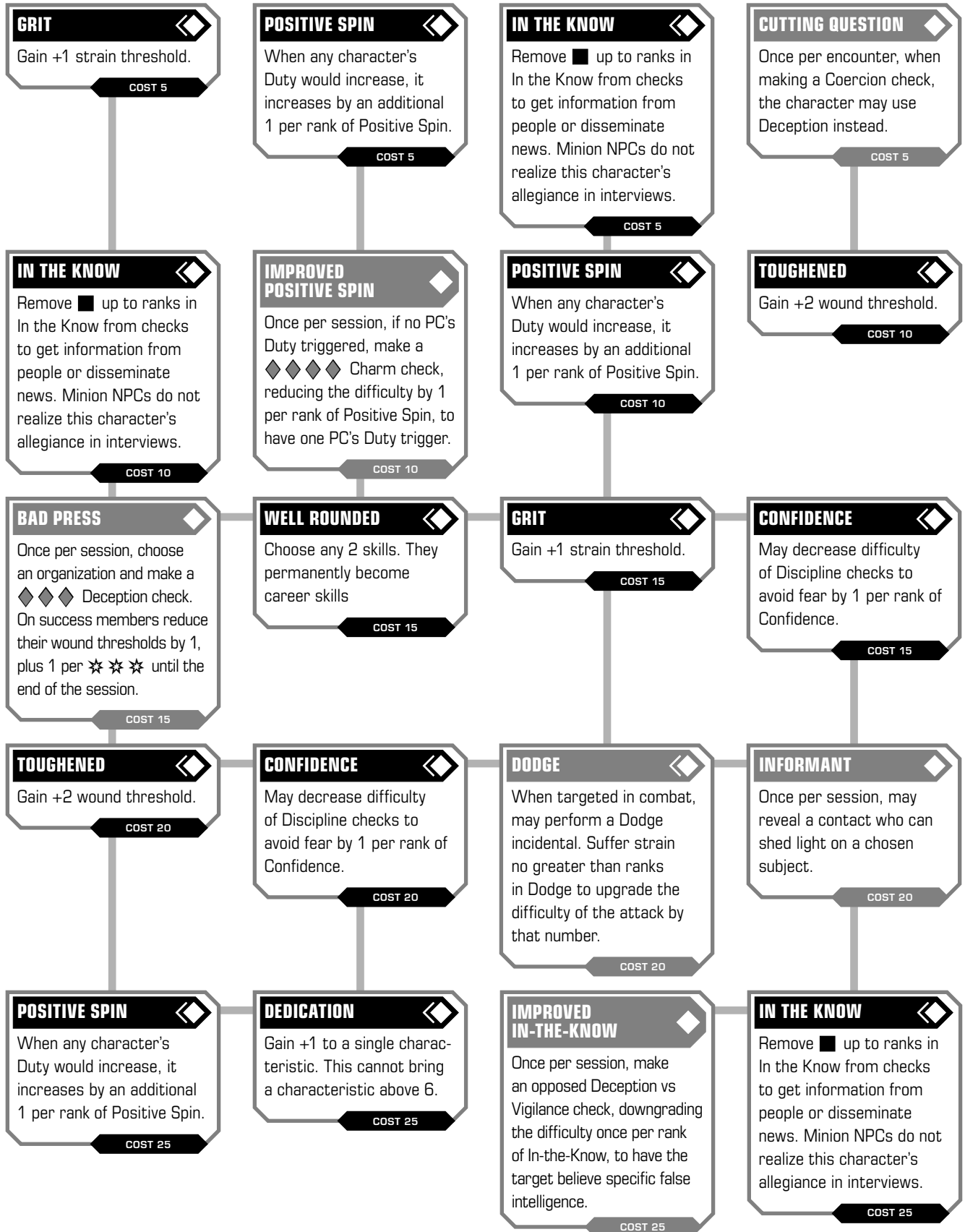


# DIPLOMAT PROPAGANDIST

ACTIVE   
 PASSIVE   
 RANKED 

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

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# ENGINEER MECHANIC

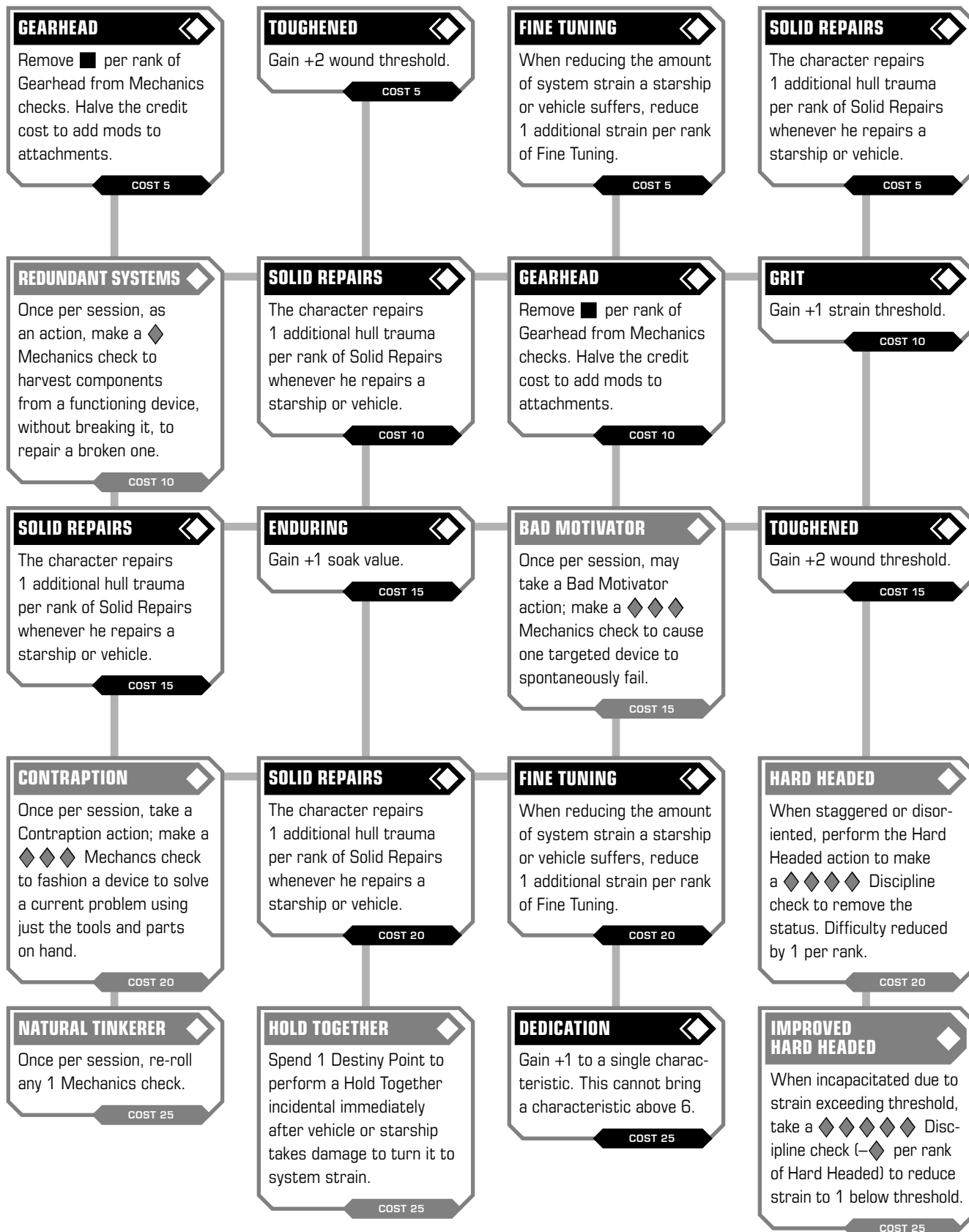
ACTIVE

PASSIVE

RANKED

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


Find more handouts at [BeggingForXP.com](http://BeggingForXP.com)

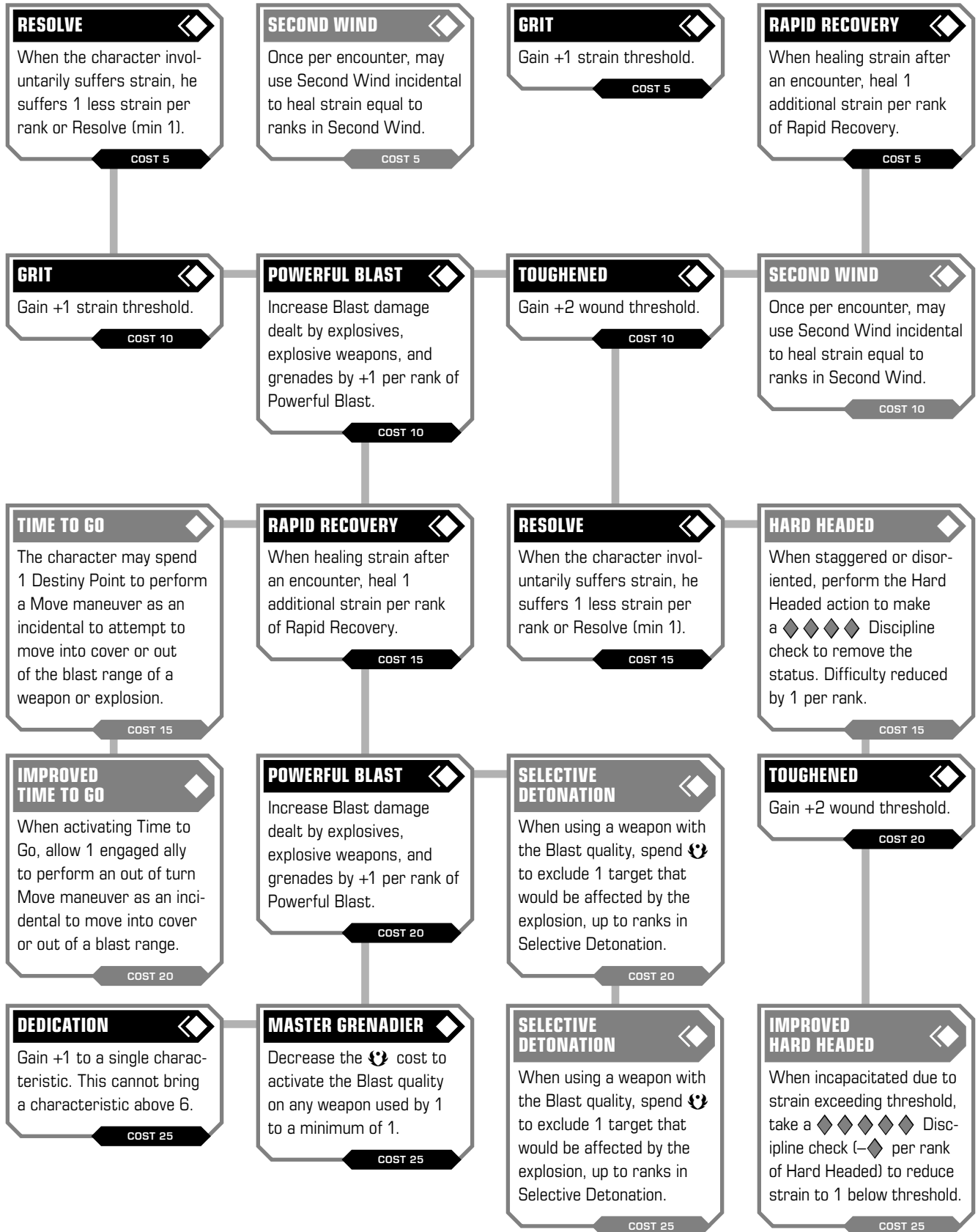


# ENGINEER SABOTEUR

ACTIVE   
 PASSIVE   
 RANKED 

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

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# ENGINEER SCIENTIST

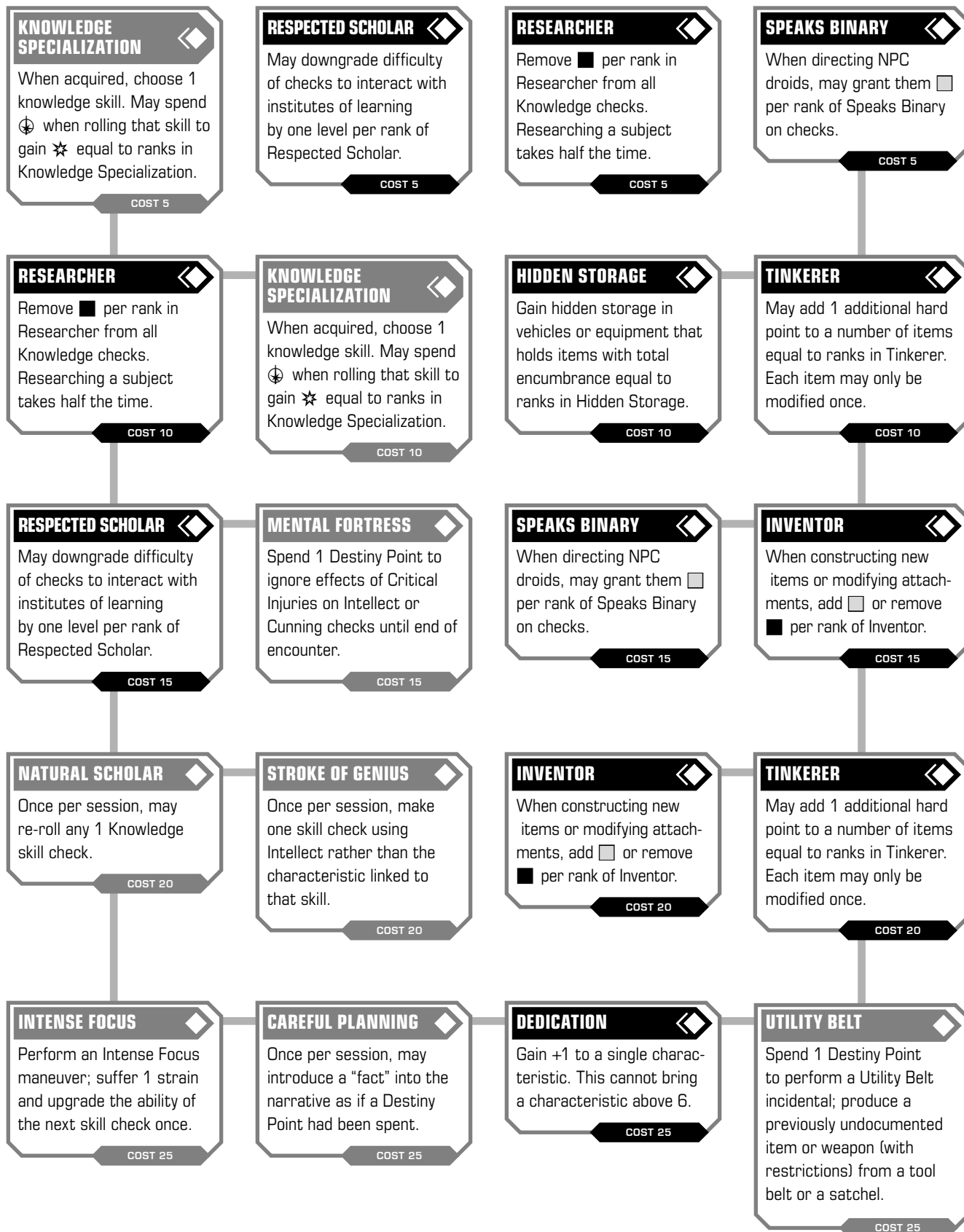
ACTIVE 

PASSIVE 

RANKED 

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

Find more handouts at [BeggingForXP.com](http://BeggingForXP.com) 



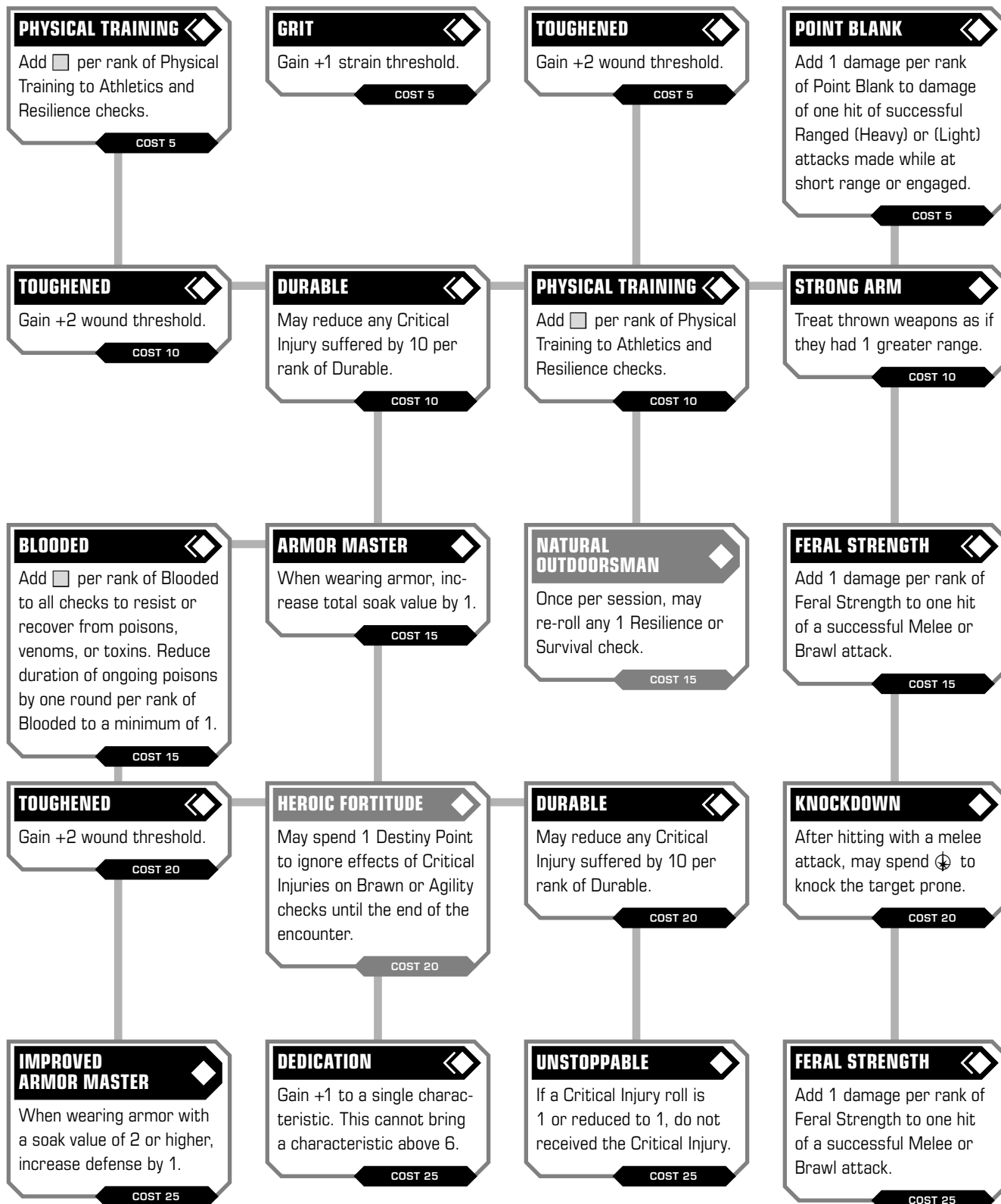


# SOLDIER COMMANDO

ACTIVE   
 PASSIVE   
 RANKED 

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

Find more handouts at [BeggingForXP.com](http://BeggingForXP.com) 



# SOLDIER MEDIC

ACTIVE

PASSIVE

RANKED

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

Find more handouts at [BeggingForXP.com](http://BeggingForXP.com)

**FORAGER**

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

**COST 5**

**STIMPACK SPECIALIZATION**

Stimpacks heal 1 additional wound per rank of Stimpack Specialization.

**COST 5**

**GRIT**

Gain +1 strain threshold.

**COST 5**

**SURGEON**

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

**COST 5**

**TOUGHENED**

Gain +2 wound threshold.

**COST 10**

**SURGEON**

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

**COST 10**

**STIMPACK SPECIALIZATION**

Stimpacks heal 1 additional wound per rank of Stimpack Specialization.

**COST 10**

**BACTA SPECIALIST**

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

**COST 10**

**WELL ROUNDED**

Choose any 2 skills. They permanently become career skills

**COST 15**

**GRIT**

Gain +1 strain threshold.

**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.

**COST 15**

**MASTER DOCTOR**

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

**COST 15**

**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**

**NATURAL DOCTOR**

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

**COST 20**

**IMPROVED STIM APPLICATION**

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

**COST 20**

**STIMPACK SPECIALIZATION**

Stimpacks heal 1 additional wound per rank of Stimpack Specialization.

**COST 20**

**ANATOMY LESSONS**

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

**COST 25**

**DEDICATION**

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

**COST 25**

**IT'S NOT THAT BAD**

Once per session when an ally would suffer a Critical Injury, may take an It's Not That Bad action; make a Medicine check to stop the ally from gaining the Critical Injury.

**COST 25**

**SUPREME STIM APPLICATION**

When performing the Stim Application action, spend to increase an additional Characteristic by 1.

**COST 25**

# SOLDIER

## SHARPSHOOTER

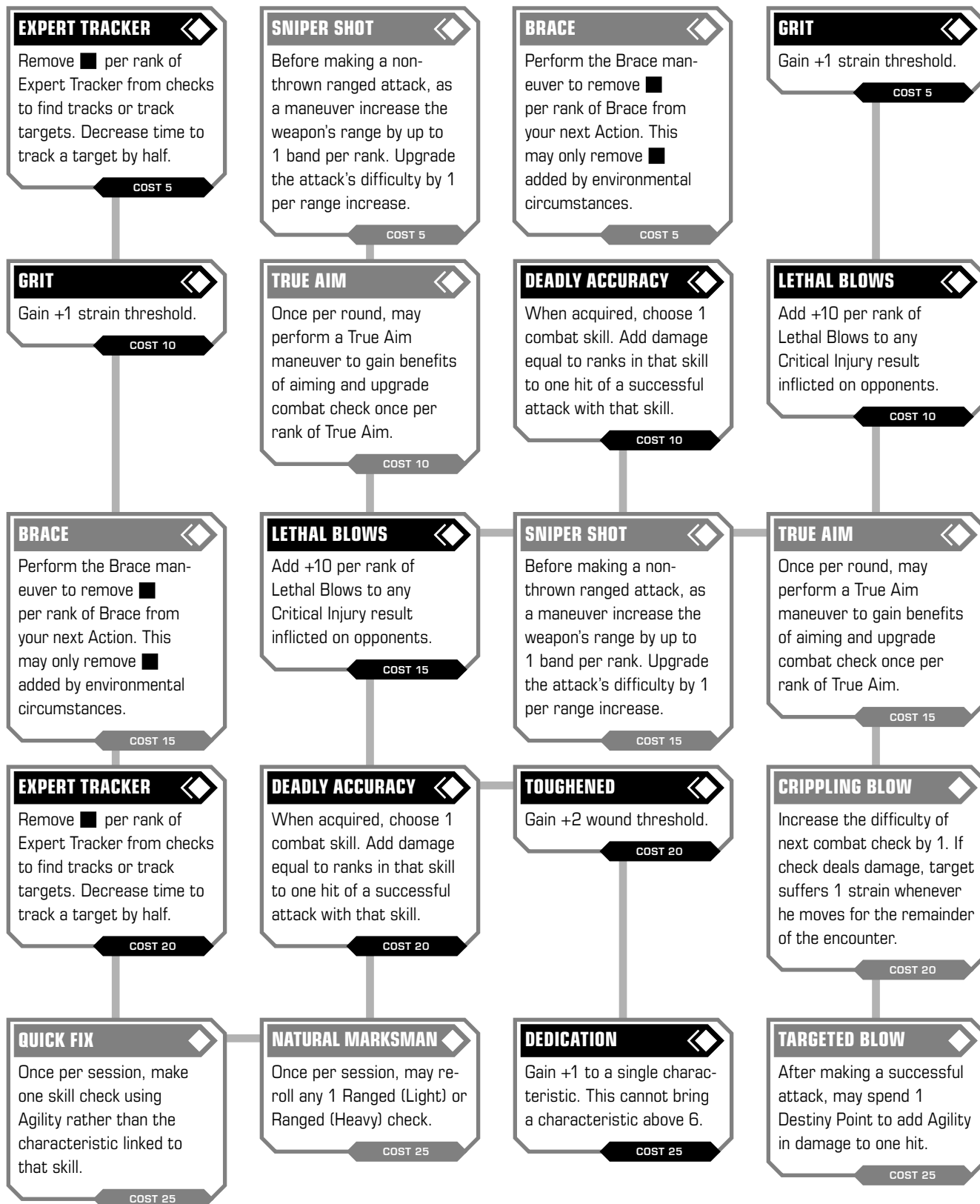
ACTIVE

PASSIVE

RANKED

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


Find more handouts at [BeggingForXP.com](http://BeggingForXP.com)

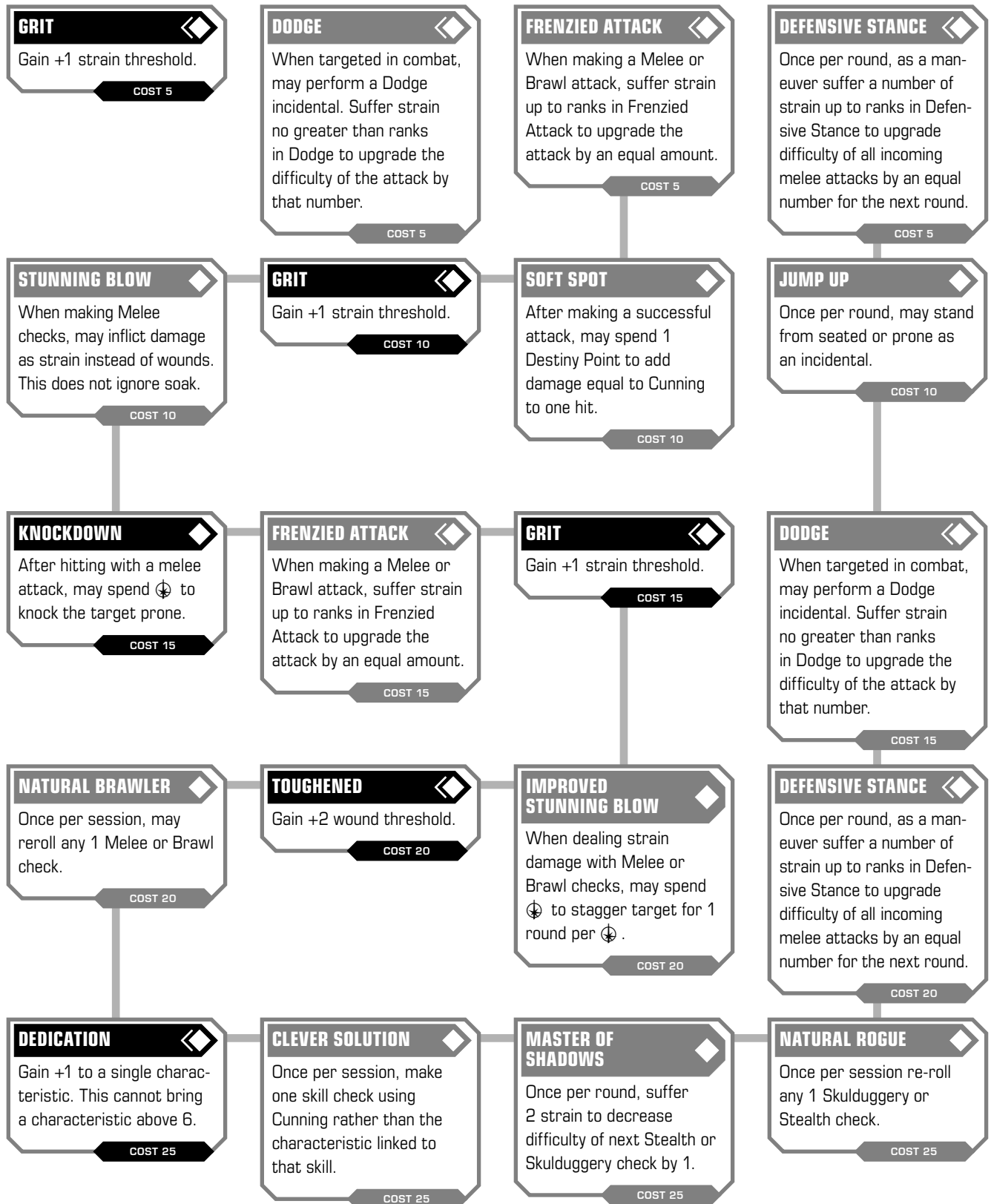


# SPY INFILTRATOR

ACTIVE   
 PASSIVE   
 RANKED 

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


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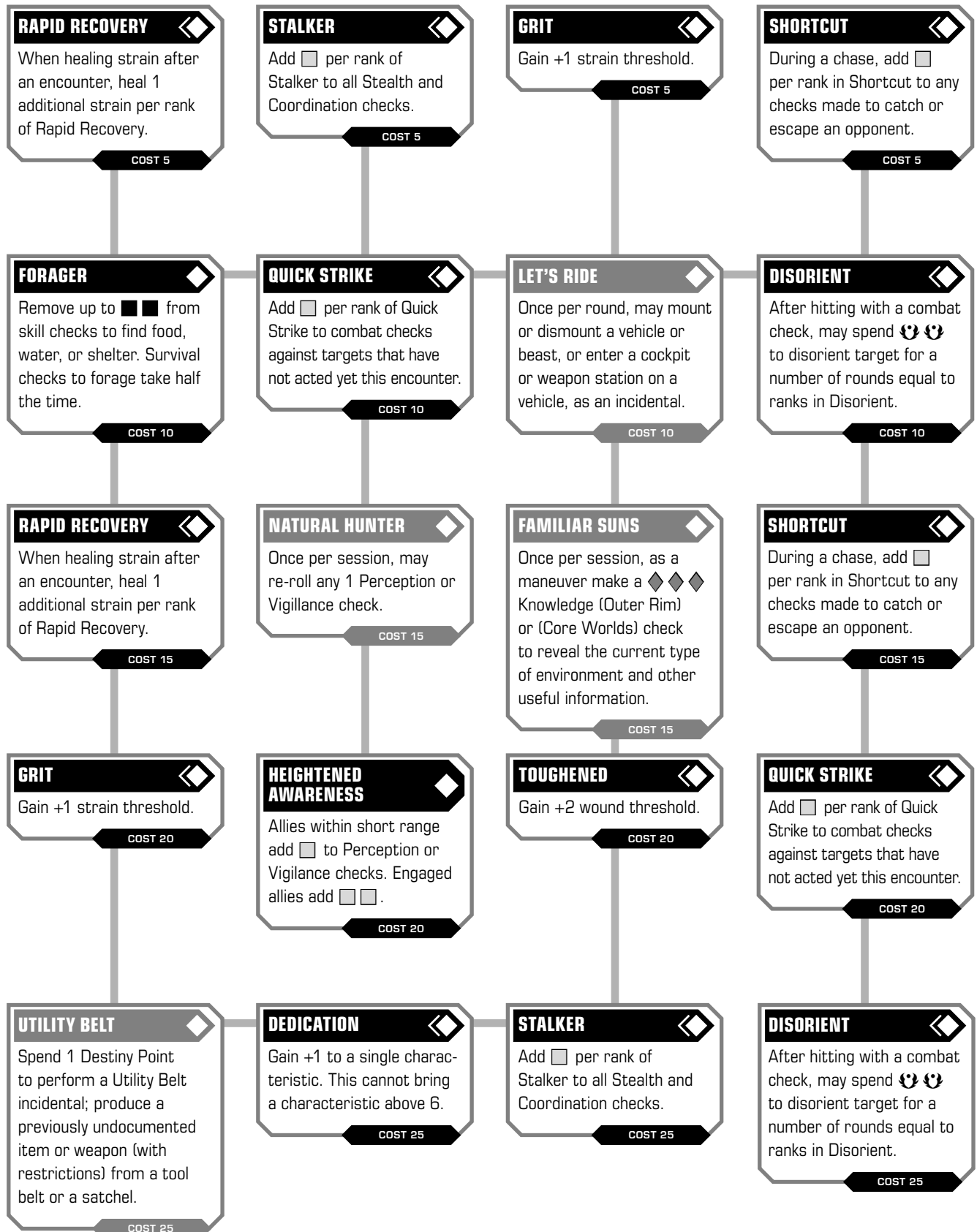


# SPY SCOUT

ACTIVE   
 PASSIVE   
 RANKED 

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


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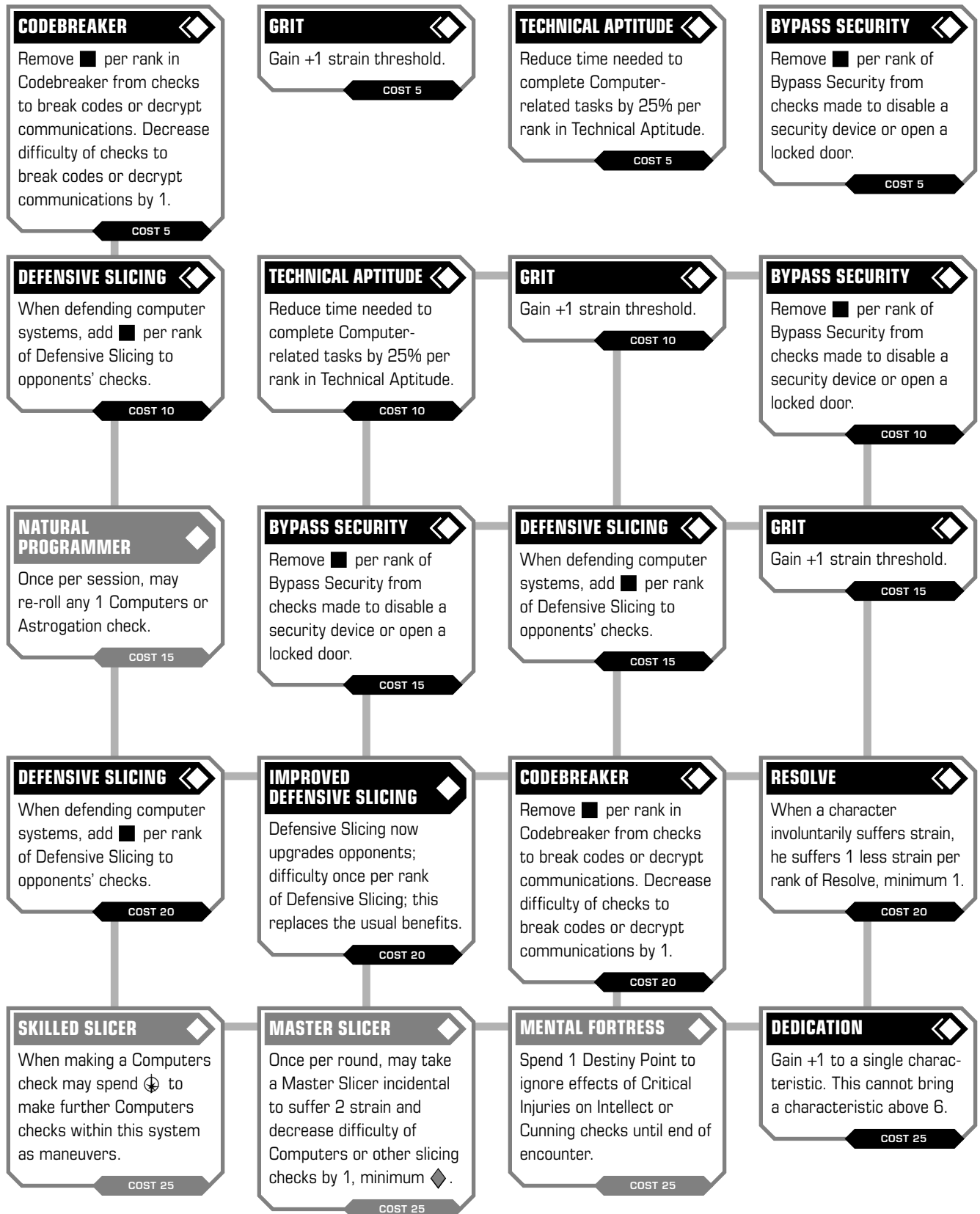


# SPY SLICER

ACTIVE   
 PASSIVE   
 RANKED 

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


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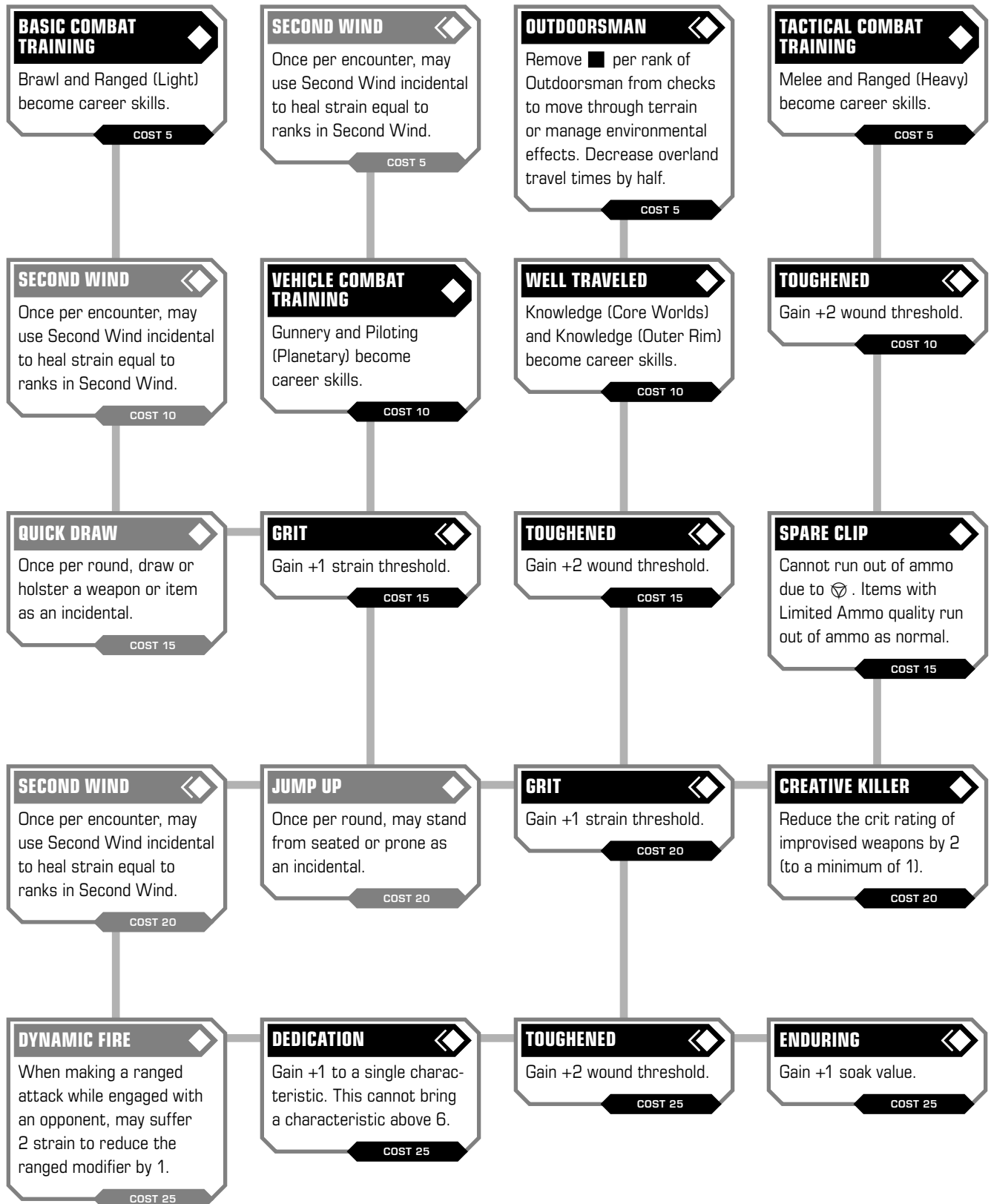


# UNIVERSAL RECRUIT

ACTIVE   
 PASSIVE   
 RANKED 

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

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# UNIVERSAL FORCE-SENSITIVE EMERGENT

ACTIVE

PASSIVE

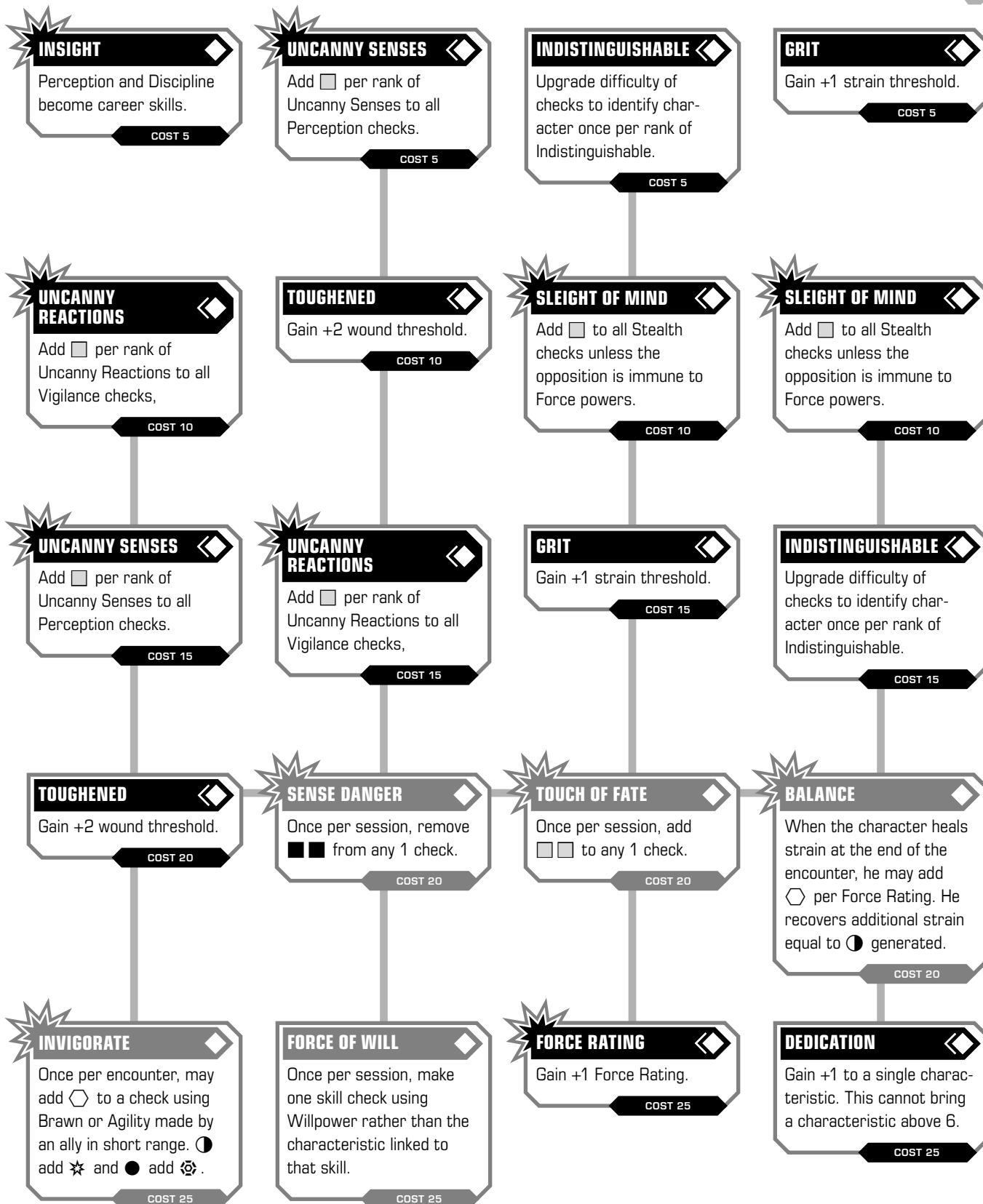
RANKED

FORCE TALENT

XP

Gain: **Force Rating 1**

Find more handouts at [BeggingForXP.com](http://BeggingForXP.com)





# FORCE POWER MOVE

RANKED 

Prerequisites: **Force Rating 1+**

Find more handouts at [BeggingForXP.com](http://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

# FORCE POWER ENHANCE

RANKED 

Prerequisites: **Force Rating 1+**

Find more handouts at [BeggingForXP.com](http://BeggingForXP.com) 

## ENHANCE BASIC POWER

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

COST 10

### CONTROL

Enhance can be used with the Coordination skill.

COST 5

### CONTROL

Enhance can be used with the Resilience skill.

COST 5

### CONTROL

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

COST 10

### CONTROL

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

COST 5

### CONTROL

Enhance can be used with the Brawl skill.

COST 5

### CONTROL

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

COST 10

### CONTROL

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

COST 5

### CONTROL

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

COST 10

### RANGE

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

COST 10

### CONTROL

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

COST 10

### CONTROL

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

COST 10

# FORCE POWER FORESEE

RANKED ◀

Prerequisites: **Force Rating 1+**

Find more handouts at [BeggingForXP.com](http://BeggingForXP.com) XP

## FORESEE BASIC POWER

The Force user can feel the Force flowing around everything, seeing what is and what will be. The user may spend 1 to gain vague hints of events to come up to a day into his future.

COST 10

## CONTROL

When making a skill check to determine initiative, the Force user may roll a Foresee power check as part of the pool. He may spend 1 to gain ✨ per point on the check.

COST 10

## STRENGTH

Spend 1 to pick out specific details equal to Strength upgrades purchased.

COST 5

## MAGNITUDE

Spend 1 to increase targets affected equal to Magnitude 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

## CONTROL

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

COST 10

## DURATION

Spend 1 to increase days into the future the user may see equal to Duration upgrades purchased.

COST 5

## MAGNITUDE

Spend 1 to increase targets affected equal to Magnitude 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

## RANGE

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

COST 5

## STRENGTH

Spend 1 to pick out specific details equal to Strength upgrades purchased.

COST 5

## CONTROL

When performing a Foresee power check as part of an initiative check, the Force user may spend 1 to allow all affected targets to take one free maneuver before the first round of combat begins.

COST 15

## DURATION

Spend 1 to increase days into the future the user may see equal to Duration upgrades purchased.

COST 5