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

**This One is Mine Base Ability**

Once per game session, when piloting a starship or vehicle, the character may spend 2 Destiny Points to challenge another starship or vehicle in the battle with equal silhouette. For 2 rounds, the two ships are locked in a duel. For the duration of the duel, the two duelling ships can only make attacks targeting each other and no other starships or characters can target the duelling ships with attacks.

**Unmatched Survivability Base Ability**

Once per game session, when piloting a starship or vehicle with a silhouette of 3 or less that is crippled (has hull trauma in excess of its hull trauma threshold), the character may spend 2 Destiny Points as an incidental. The starship or vehicle operates as if it is not crippled for the next 3 rounds, acting as if its hull trauma is equal to its hull trauma threshold.
Spec Bonus Career Skills: Cool, Gunnery, Mechanics, Piloting (Planetary)

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

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

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

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

**GRIT**
Gain +1 strain threshold.

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

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

**GRIT**
Gain +1 strain threshold.

**IMPROVED FULL THROTTLE**
Suffer 1 strain to attempt Full Throttle as a maneuver and decrease its difficulty to .

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

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

**TOUGHENED**
Gain +2 wound threshold.

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

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

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

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

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

**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.

**MASTER DRIVER**
Once per round when driving a vehicle, may suffer 2 strain to perform any action as a maneuver.

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

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

- **DURABLE**
  - May reduce any Critical Injury suffered by 10 per rank of Durable to a minimum of 1.
  - **Cost:** 5

- **TOUGHENED**
  - Gain +2 wound threshold.
  - **Cost:** 10

- **ENDURING**
  - Gain +1 soak value.
  - **Cost:** 15

- **DURABLE**
  - Gain +1 soak value.
  - **Cost:** 15

- **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.
  - **Cost:** 20

- **JURY RIGGED**
  - Choose 1 weapon, armor, or other item and give it a permanent improvement while it remains in use.
  - **Cost:** 25

- **HEROIC FORTITUDE**
  - May spend 1 Destiny Point to ignore effects of Critical Injuries on Brawn or Agility checks until the end of the encounter.
  - **Cost:** 25

- **GRIT**
  - Gain +1 strain threshold.
  - **Cost:** 5

- **OVERWHELM DEFENSES**
  - Upon unsuccessful attack with a starship or vehicle weapon, spend 1 per rank of talent to reduce the defense in the targeted zone by 1 for each 1 spent.
  - **Cost:** 5

- **DEBILITATING SHOT**
  - Upon successful attack with a starship or vehicle weapon, may spend 1 to reduce the target's maximum speed by 1 until the end of the next round.
  - **Cost:** 5

- **SPARE CLIP**
  - Cannot run out of ammo due to . Items with Limited Ammo quality run out of ammo as normal.
  - **Cost:** 10

- **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:** 10

- **DEDICATION**
  - Gain +1 to a single characteristic. This cannot bring a characteristic above 6.
  - **Cost:** 15

- **EXHAUST PORT**
  - Before attacking a starship or vehicle, may spend 1 Destiny Point to ignore the effects of the Massive rule for the attack.
  - **Cost:** 15

- **JURY RIGGED**
  - Choose 1 weapon, armor, or other item and give it a permanent improvement while it remains in use.
  - **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
**Spec Bonus Career Skills: Astrogation, Gunnery, Piloting (Planetary), Piloting (Space)**

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

### Skilled Jockey
- **Cost:** 10
- **Description:** Remove a per rank of Skilled Jockey from all Piloting (Planetary) and Piloting (Space) checks.

### Improved Full Throttle
- **Cost:** 15
- **Description:** Suffer 1 strain to attempt Full Throttle as a maneuver and decrease its difficulty to .

### Dead to Rights
- **Cost:** 10
- **Description:** 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.

### Improved Dead to Rights
- **Cost:** 15
- **Description:** 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.

### Galaxy Mapper
- **Cost:** 10
- **Description:** Remove a per rank of Galaxy Mapper from Astrogation checks. Astrogation checks take half normal time.

### RAPID RECOVERY
- **Cost:** 15
- **Description:** When healing strain after an encounter, heal 1 additional strain per rank of Rapid Recovery.

### Grit
- **Cost:** 20
- **Description:** Gain +1 strain threshold.

### SUPREME FULL THROTTLE
- **Cost:** 20
- **Description:** When performing Full Throttle, top speed increases by 2 instead of 1.

### Tricky Target
- **Cost:** 20
- **Description:** Count vehicle or starship piloted as having a silhouette 1 lower when being attacked.

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

### Let’s Ride
- **Cost:** 5
- **Description:** Once per round, may mount or dismount a vehicle or beast, or enter a cockpit or weapon station on a vehicle, as an incidental.

### Let’s Ride
- **Cost:** 5
- **Description:** Once per round, may mount or dismount a vehicle or beast, or enter a cockpit or weapon station on a vehicle, as an incidental.

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

### Toughened
- **Cost:** 25
- **Description:** Gain +2 wound threshold.

### Brilliant Evasion
- **Cost:** 25
- **Description:** 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.

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**Ace Pilot**

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Forager
Remove up to 4 dice from skill checks to find food, water, or shelter. Survival checks to forage take half the time.

Cost: 5

Outdoorsman
Remove 1 per rank of Outdoorsman from checks to move through terrain or manage environmental effects. Decrease overland travel times by half.

Cost: 10

Expert Tracker
Remove 2 per rank of Expert Tracker from checks to find tracks or track targets. Decrease time to track a target by half.

Cost: 15

Beast Wrangler
Add 2 per rank of Beast Wrangler to checks to tame or wrangle creatures.

Cost: 15

Improved Spur
Suffer 1 strain to attempt Spur as a maneuver and decrease its difficulty to 4.

Cost: 20

Spur
Take a Spur action; make a dice Survival check to increase a beast’s top speed by 1. The beast suffers 2 strain every round it stays spurred.

Cost: 20

Supreme Spur
When activating and maintaining Spur, the beast only suffers 1 strain instead of 2.

Cost: 25

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

Cost: 25

Outdoorsman
Remove 1 per rank of Outdoorsman from checks to move through terrain or manage environmental effects. Decrease overland travel times by half.

Cost: 5

Toughened
Gain +2 wound threshold.

Cost: 10

Expert Handler
Remove 1 per rank of Expert Handler from Survival checks made to ride beasts.

Cost: 10

Grit
Gain +1 strain threshold.

Cost: 15

Natural Outdoorsman
Once per session, may re-roll any 1 Resilience or Survival check.

Cost: 20

Grit
Gain +1 strain threshold.

Cost: 25

Soothing Tone
Take a Soothing Tone action; make a dice Knowledge (Xenology) check to allow a beast to recover strain equal to 4.

Cost: 25
**SECOND CHANCES**
Once per encounter, choose a number of positive dice equal to ranks in Second Chances and re-roll them.

**CORELLIAN SENDOFF**
Take a Corellian Sendoff action targeting two ships or vehicles at Close range; make a Cool check to cause the targets to suffer a minor collision.

**KOIOGRAN TURN**
When an opponent has gained the advantage on a starship or vehicle being piloted, may perform a Koiogran Turn maneuver to remove the effects.

**IMPROVED CORELLIAN SENDOFF**
When performing a Corellian Sendoff, the targets suffer a major collision instead.

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

**SHOWBOAT**
When making a check in a starship or vehicle, may suffer 2 strain to gain + on success or + on failure.

**HIGH-G TRAINING**
When a starship or vehicle being piloted would suffer system strain, may suffer strain up to ranks in High-G Training to prevent an equal amount of system strain.

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

**GRIT**
Gain +1 strain threshold.

**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.

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

**HOTSHOT**
Spec Bonus Career Skills: Cool, Coordination, Piloting (Planetary), Piloting (Space)
Spec Bonus Career Skills: Gunnery, Knowledge (Underworld), Mechanics, Resilience

**Overstocked Ammo**
Increase the value of the Limited Ammo quality of any weapons mounted on the Signature Vehicle by 1 per rank of Overstocked Ammo.

**Tuned Maneuvering Thrusters**
Increase the handling of the Signature Vehicle by 1 per rank of Tuned Maneuvering Thrusters.

**Tuned Maneuvering Thrusters**
Increase the handling of the Signature Vehicle by 1 per rank of Tuned Maneuvering Thrusters.

**Fancy Paint Job**
Upgrade all Charm, Deception, and Negotiation checks made in the presence of the Signature Vehicle once.

**Signature Vehicle**
Choose one starship or vehicle with a silhouette of 3 or lower as a Signature Vehicle. Upgrade all Mechanics checks made on that vehicle.

**Larger Project**
Signature Vehicle can have a silhouette 1 larger per rank of Larger Project.

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

**Grit**
Gain +1 strain threshold.

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

**Toughened**
Gain +2 wound threshold.

**Customized Cooling Unit**
Increase the system strain threshold of the Signature Vehicle by 2 per rank of Customized Cooling Unit.

**Gearhead**
Remove 1 per rank of Gearhead from Mechanics checks. Halve the credit cost to add mods to attachments.

**Fortified Vacuum Seal**
Increase the hull trauma threshold of the Signature Vehicle by 1 per rank of Fortified Vacuum Seal.

**Not Today**
Once per session, spend a Destiny Point to save the Signature Vehicle from destruction.

**Reinforced Frame**
The Signature Vehicle gains Massive 1 (attacks targeting the Signature Vehicle count their Critical Rating of the weapon used as 1 higher).

**Bolstered Armor**
Increase the armor value of the Signature Vehicle by 1 per rank of Bolstered Armor.

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

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

**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.

**CHANGE SKILL**

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

**REDUCE SETBACK**

Remove a skill check to activate Rousing Oratory.

**RECOVER STRAIN**

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

**CHANGE SKILL**

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

**BOOST ALLIES**

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

**REDUCE DIFFICULTY**

Reduce the difficulty of the activating skill check to 2.

**TURNING POINT**

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

**DESTINY**

Rousing Oratory cost 1 Destiny Point instead of 2.

**DURATION**

Unmatched Authority lasts one additional round.

**FIRM RESOLVE**

Increase strain threshold by 2 while Unmatched Authority is active.

**DURATION**

Unmatched Authority lasts one additional round.

**MASS COMBAT**

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

**DESTINY**

Unmatched Authority costs 1 Destiny Point instead of 2.

**ENDURANCE**

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

**INCREASE EFFECT**

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

**INCREASE EFFECT**

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

**CAREER COMMANDER**

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

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COMMANDING PRESENCE
Remove 1 per rank of Commanding Presence from Leadership and Cool checks.

GRIT
Gain +1 strain threshold.

FAMILIAR SUNS
Once per session, may perform a Familiar Suns maneuver; make a 4 Knowledge (Outer Rim) check to reveal the current type of environment and other useful information.

FIRE CONTROL
Take the Fire Control action; all combat checks made from this starship or vehicle count their target’s silhouette as one higher until beginning of next turn. Does not stack.

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

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

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

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

COMMAND
Add 1 per rank of Command to Leadership checks. Affected targets add 1 to Discipline checks for the next 24 hours.

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Add 1 per rank of Command to Leadership checks. Affected targets add 1 to Discipline checks for the next 24 hours.

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

SOLID REPAIRS
The character repairs 1 additional hull trauma per rank of Solid Repairs whenever he repairs a starship or vehicle.
SITUATIONAL AWARENESS
Allies within short range of the vehicle add \[ bb \] to their Perception and Vigilance checks. Allies within short range add \[ bb \] instead.

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

MASTER LEADER
Once per round, suffer 2 strain to decrease difficulty of next Leadership check by one, to a minimum of \[ d \].

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

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

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

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

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

GRIT
Gain +1 strain threshold.

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

FIELD COMMANDER
Take the Field Commander action; make a \[ dd \] Leadership check. A number of allies equal to Presence may immediately suffer 1 strain to perform 1 free maneuver.

COMMAND
Add \[ bb \] per rank of Command to Leadership checks. Affected targets add \[ bb \] to Discipline checks for the next 24 hours.

IMPpROVED 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.

COMMAND
Add \[ bb \] per rank of Command to Leadership checks. Affected targets add \[ bb \] to Discipline checks for the next 24 hours.

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

COMMANDEr
Add \[ bb \] per rank of Command to Leadership checks. Affected targets add \[ bb \] to Discipline checks for the next 24 hours.

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.

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

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

LETS 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.

COMMAND
Add \[ bb \] per rank of Command to Leadership checks. Affected targets add \[ bb \] to Discipline checks for the next 24 hours.

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

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

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.
**COMMANDER TACTICIAN**

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

- **COORDINATED ASSAULT**
  - Take a maneuver to add ✅ to combat checks for a number of engaged allies equal to Leadership until beginning of next turn. Increase range per rank.
  - **COST 25**

- **COMMANDING PRESENCE**
  - Remove □ per rank of Commanding Presence from Leadership and Cool checks.
  - **COST 5**

- **TOUGHENED**
  - Gain +2 wound threshold.
  - **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 10**

- **OUTDOORSMAN**
  - Remove □ per rank of Outdoorsman from checks to move through terrain or manage environmental effects. Decrease overland travel times by half.
  - **COST 5**

- **CONFIDENCE**
  - May decrease difficulty of Discipline checks to avoid fear by 1 per rank of Confidence.
  - **COST 10**

- **CONFIDENCE**
  - May decrease difficulty of Discipline checks to avoid fear by 1 per rank of Confidence.
  - **COST 10**

- **NATURAL OUTDOORSMAN**
  - Once per session, may re-roll any 1 Resilience or Survival check.
  - **COST 15**

- **TOUGHENED**
  - Gain +2 wound threshold.
  - **COST 15**

- **BODY GUARD**
  - Once per round, perform a maneuver to guard an engaged ally. Suffer strain up to ranks to upgrade difficulty of attacks against them by that number until the start of next turn.
  - **COST 15**

- **BODY GUARD**
  - Once per round, perform a maneuver to guard an engaged ally. Suffer strain up to ranks to upgrade difficulty of attacks against them by that number until the start of next turn.
  - **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**

- **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**

- **QUICK DRAW**
  - Once per round, draw or holster a weapon or item as an incidental.
  - **COST 15**

- **OUTDOORSMAN**
  - Remove □ per rank of Outdoorsman from checks to move through terrain or manage environmental effects. Decrease overland travel times by half.
  - **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 10**

- **COMMANDING PRESENCE**
  - Remove □ per rank of Commanding Presence from Leadership and Cool checks.
  - **COST 20**

- **CONFIDENCE**
  - May decrease difficulty of Discipline checks to avoid fear by 1 per rank of Confidence.
  - **COST 20**

- **BODY GUARD**
  - Once per round, perform a maneuver to guard an engaged ally. Suffer strain up to ranks to upgrade difficulty of attacks against them by that number until the start of next turn.
  - **COST 20**

- **BODY GUARD**
  - Once per round, perform a maneuver to guard an engaged ally. Suffer strain up to ranks to upgrade difficulty of attacks against them by that number until the start of next turn.
  - **COST 20**

- **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 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**

- **QUICK DRAW**
  - Once per round, draw or holster a weapon or item as an incidental.
  - **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**

- **NATURAL LEADER**
  - Once per session, may re-roll any 1 Cool or Leadership check.
  - **COST 25**

- **IMPROVED FIELD COMMANDER**
  - Field Commander action affects allies equal to double Presence, and may spend ✅ to allow allies to suffer 1 strain to perform 1 action instead.
  - **COST 25**

- **DEDICATION**
  - Gain +1 to a single characteristic. This cannot bring a characteristic above 6.
  - **COST 25**

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COMMANDER

FIGUREHEAD

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

- CALM COMMANDER: May use ranks in Cool to upgrade Mass Combat checks instead of Leadership.
- IMPROVED CONFIDENCE: May decrease difficulty of Discipline checks to avoid fear by 1 per rank of Confidence.
- COMMAND: Add \( \square \) per rank of Command to Leadership checks. Affected targets add \( \heartsuit \) to Discipline checks for the next 24 hours.
- IMPROVED INSPIRING RHETORIC: Each ally affected by Inspiring Rhetoric gains \( \heartsuit \) on all skill checks for a number of rounds equal to ranks in Leadership.
- GRIT: Gain +1 strain threshold.
- COMMANDING PRESENCE: Remove \( \heartsuit \) per rank of Commanding Presence from Leadership and Cool checks.
- RESOLVE: Gain +1 strain threshold.
- CONFIDENCE: May decrease difficulty of Discipline checks to avoid fear by 1 per rank of Confidence.
- IMPROVED CONFIDENCE: May spend \( \heartsuit \) on fear checks to give allies in short range additional \( \heartsuit \) on the same fear check.
- COMMANDING PRESENCE: Remove \( \heartsuit \) per rank of Commanding Presence from Leadership and Cool checks.
- RESOLVE: When a character involuntarily suffers strain, he suffers 1 less strain per rank of Resolve, minimum 1.
- CONFIDENCE: May decrease difficulty of Discipline checks to avoid fear by 1 per rank of Confidence.
- IMPROVED CONFIDENCE: May spend \( \heartsuit \) on fear checks to give allies in short range additional \( \heartsuit \) on the same fear check.
- COMMANDING PRESENCE: Remove \( \heartsuit \) per rank of Commanding Presence from Leadership and Cool checks.
- INTENSE PRESENCE: Spend 1 Destiny Point to recover strain equal to Presence rating.
- NATURAL LEADER: Once per session, may re-roll any 1 Cool or Leadership check.
- DEDICATION: Gain +1 to a single characteristic. This cannot bring a characteristic above 6.
- IMPROVED COMMANDING PRESENCE: Once per session, as an action; make an opposed Cool vs Discipline check to force target to leave the encounter.
MASTER STRATEGIST

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

**RESEARCHER**
Remove \( m \) per rank in Researcher from all Knowledge checks. Researching a subject takes half the time.

**GRIT**
Gain +1 strain threshold.

**READY FOR ANYTHING**
Remove \( m \) per rank of Ready for Anything on Mass Combat checks and Cool or Vigilance checks to determine initiative order.

**WELL READ**
Choose any 3 Knowledge skills. They permanently become career skills.

**IMPROVED READY FOR ANYTHING**
When making Cool or Vigilance checks to determine initiative order, may spend \( x \) to add \( s \) equal to ranks in Ready for Anything.

**READY FOR ANYTHING**
Remove \( b \) per rank of Ready for Anything on Mass Combat checks and Cool or Vigilance checks to determine initiative order.

**COMMAND**
Add \( n \) per rank of Command to Leadership checks. Affected targets add \( m \) to Discipline checks for the next 24 hours.

**RESEARCHER**
Remove \( n \) per rank in Researcher from all Knowledge checks. Researching a subject takes half the time.

**CLEVER COMMANDER**
May use ranks in Knowledge (Warfare) to upgrade Mass Combat checks instead of Leadership.

**COMMANDER**
May use ranks in Knowledge (Warfare) to upgrade Mass Combat checks instead of Leadership.

**THOROUGH ASSESSMENT**
Once per session, as an action make a \( K \) Knowledge check to gain \( \# \) equal to \( \# \) that can be distributed during the encounter.

**COMMAND**
Add \( m \) per rank of Command to Leadership checks. Affected targets add \( m \) to Discipline checks for the next 24 hours.

**GRIT**
Gain +1 strain threshold.
Diplomatic Solution Base Ability

Once per game session, when a combat encounter against one or more sentient creatures is about to begin, the character may spend 2 Destiny Points and make a Charm check to turn the encounter to a social encounter instead.

Change Skill
May make a Coercion check instead of a Charm check to activate Diplomatic Solution.

Reduce Setback
Remove  from the skill check to activate Diplomatic Solution.

Boost Allies
Other friendly characters gain  on social checks until the end of the encounter per Boost Allies upgrade.

Change Skill
May make a Leadership check instead of a Charm check to activate Diplomatic Solution.

Activation
May activate Diplomatic Solution at the start of any combat turn instead of only at the start of combat.

Reduce Difficulty
Reduce the difficulty of the skill check to activate Diplomatic Solution to  .

Destiny
Diplomatic Solution costs 1 Destiny Point instead of 2.

Unmatched Insight Base Ability

Once per game session, during an encounter or scene involving one or more other sentient creatures, the character may spend 2 Destiny Points. The character immediately becomes aware of the emotional states and basic histories of up to 3 chosen participants in the scene.

Discern Motives
The character realizes the motivations of each affected participant in the scene.

Increase Number
Increase the number of participants affected by 2 per Increase Number upgrade.

Increase Number
Increase the number of participants affected by 2 per Increase Number upgrade.

Frequency
Unmatched Insight may be used twice per game session.

Leverage
Upgrade all social checks once per Leverage upgrade against one affected participant until the end of the encounter.

Destiny
Unmatched Insight costs 1 Destiny Point instead of 2.

Leverage
Upgrade all social checks once per Leverage upgrade against one affected participant until the end of the encounter.

Secret
Notice one important detail that a chosen character would prefer to conceal.
**Diplomat**

**Ambassador**

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

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

**Cost 10**

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

**Cost 15**

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

**Grat**
Gain +1 strain threshold.

**Cost 10**

**Grit**
Gain +1 strain threshold.

**Cost 10**

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

**Cost 5**

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

**Cost 5**

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

**Cost 15**

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

**Cost 20**

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

**Cost 25**

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

**Cost 5**

**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.

**Cost 10**

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

**Cost 20**

**Sixth Sense**
Gain +1 ranged defense.

**Cost 25**

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

**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 10**

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

**Cost 15**

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

**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 10**

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

**Cost 25**

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

**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 15**

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

**Cost 15**

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

**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 15**

**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.

**Cost 20**

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

**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 10**

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**PLAUSIBLE DENIABILITY**
Remove \[ \text{\#} \text{ per rank of} \] Plausible Deniability from all Coercion and Deception checks.

**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.

**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.

**STREET SMARTS**
Remove \[ \text{\#} \text{ per rank of} \] Street Smarts or Knowledge (Underworld) checks.

**CONVINCING DEMEANOR**
Remove \[ \text{\#} \text{ per rank of} \] Convincing Demeanor or Skulduggery checks.

**GRIT**
Gain +1 strain threshold.

**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.

**CONVINCING DEMEANOR**
Remove \[ \text{\#} \text{ per rank of} \] Convincing Demeanor from Deception or Skulduggery checks.

**SCATHING TIRADE**
Take a Scathing Tirade action; make a \[ \text{\#} \text{ Coercion check. One enemy for each} \] in short range, suffers 1 strain. Spend \[ \text{\#} \text{ for} \] for 1 affected enemy to suffer 1 additional strain.

**GRIT**
Gain +1 strain threshold.

**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.

**PLAUSIBLE DENIABILITY**
Remove \[ \text{\#} \text{ per rank of} \] Plausible Deniability from all Coercion and Deception checks.

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

**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.

**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.

**STREET SMARTS**
Remove \[ \text{\#} \text{ per rank of} \] Street Smarts or Knowledge (Underworld) checks.

**CONVINCING DEMEANOR**
Remove \[ \text{\#} \text{ per rank of} \] Convincing Demeanor from Deception or Skulduggery checks.

**GRIT**
Gain +1 strain threshold.

**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.

**STREET SMARTS**
Remove \[ \text{\#} \text{ per rank of} \] Street Smarts from Streetwise or Knowledge (Underworld) checks.

**CONVINCING DEMEANOR**
Remove \[ \text{\#} \text{ per rank of} \] Convincing Demeanor from Deception or Skulduggery checks.

**GRIT**
Gain +1 strain threshold.

**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.

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

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

**IMPROVED SCATHING TIRADE**
Each enemy affected by Scathing Tirade suffers \[ \text{\#} \text{ per rank} \] on all skill checks for a number of rounds equal to ranks in Coercion.

**GRIT**
Gain +1 strain threshold.

**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.

**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.

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

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

**IMPROVED SCATHING TIRADE**
Each enemy affected by Scathing Tirade suffers \[ \text{\#} \text{ per rank} \] on all skill checks for a number of rounds equal to ranks in Coercion.

**GRIT**
Gain +1 strain threshold.

**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.

**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.

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

**SUPREME SCATHING TIRADE**
Suffer 1 strain to perform Scathing Tirade as a maneuver, not an action.

**INCITE REBELLION**
Once per session, may take an Incite Rebellion action; make a \[ \text{\#} \text{ Coercion check to cause a number of beings up to} \] in Coercion to become rebellious for the encounter.
DIPLOMAT
ADVOCATE

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

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

COST 5

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

COST 5

GRIT
Gain +1 strain threshold.

COST 5

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

COST 5

DISCREDIT
Once per encounter, as an action make a 4 Deception check to upgrade the difficulty of a target’s social checks once, plus once for every 4 4, until the end of the encounter.

COST 10

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

COST 10

SUPPORTING EVIDENCE
When assisting an ally with a Charm, Deception, Leadership, or Negotiation check, add automatic 4 per rank of Supporting Evidence.

COST 10

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

COST 10

TWISTED WORDS
When an incoming social check generates 4 or 4, may suffer 1 strain as an incidental to inflict strain equal to ranks in Coercion on speaker.

COST 15

IMPROVED PLAUSIBLE DENIABILITY
As an action, make a 4 Coercion check to convince one bystander per rank of Plausible Deniability to depart quietly.

COST 15

GRIT
Gain +1 strain threshold.

COST 15

ENCOURAGING WORDS
After an engaged ally fails a check, may suffer 1 strain to take an incidental; make a 4 Vigilance check to add 4 or 4 equal to 4, and 4 or 4 equal to 4 to the check.

COST 15

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

COST 20

GRIT
Gain +1 strain threshold.

COST 20

SUPPORTING EVIDENCE
When assisting an ally with a Charm, Deception, Leadership, or Negotiation check, add automatic 4 per rank of Supporting Evidence.

COST 20

GRIT
Gain +1 strain threshold.

COST 20

BLACKMAIL
When an NPC exceeds his strain threshold, may spend 1 Destiny Point to convince that NPC to perform a single task of choice instead.

COST 25

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

COST 25

INTERJECTION
After another character makes a social check, suffer 3 strain to take an incidental; make a 4 Vigilance check to add 4 or 4 equal to 4, and 4 or 4 equal to 4 to the check.

COST 25

CONTINGENCY PLAN
Spend 1 Destiny Point to recover strain equal to Cunning rating.

COST 25

ADVOCATE

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

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

**CODEBREAKER**
Remove **B** 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.

**VALUABLE FACTS**
Once per encounter, as an action make a **A** Knowledge check. If successful, add **A** to one ally's skill check during the encounter.

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

**SUPPORTING EVIDENCE**
When assisting an ally with a Charm, Deception, Leadership, or Negotiation check, add automatic **A** per rank of Supporting Evidence.

**GRIT**
Gain +1 strain threshold.

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

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

**ENCODED COMMUNIQUÉ**
Upgrade the difficulty of checks to decrypt this character's coded messages without the proper cipher a number of times equal to Computers skill.

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

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

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

**NATURAL PROGRAMMER**
Once per session, may re-roll any 1 Computers or Astrogation check.

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

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

**KNOWLEDGE SPECIALIZATION**
When acquired, choose 1 knowledge skill. May spend **A** when rolling that skill to gain **B** 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.

**THOROUGH ASSESSMENT**
Once per session, as an action make a **A** Knowledge check to gain **B** equal to **A** that can be distributed during the encounter.

**SUPPORTING EVIDENCE**
When assisting an ally with a Charm, Deception, Leadership, or Negotiation check, add automatic **A** per rank of Supporting Evidence.

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

**GRIT**
Gain +1 strain threshold.

**KNOWLEDGE SPECIALIZATION**
When acquired, choose 1 knowledge skill. May spend **A** when rolling that skill to gain **B** equal to ranks in Knowledge Specialization.
BAD PRESS
Once per session, choose an organization and make a Deception check.
On success members reduce their wound thresholds by 1, plus 1 per rank of Deception until the end of the session.

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

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

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

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

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

TOUGHENED
Gain +2 wound threshold.

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

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

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

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

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.

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

GRIT
Gain +1 strain threshold.

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

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

GRIT
Gain +1 strain threshold.

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

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.

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

**MECHANIC**

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

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

- **Cost**: 5

---

**TOUGHENED**
Gain +2 wound threshold.

- **Cost**: 5

---

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

- **Cost**: 5

---

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

- **Cost**: 10

---

**REDUNDANT SYSTEMS**
Once per session, as an action, make a Mechanics check to harvest components from a functioning device, without breaking it, to repair a broken one.

- **Cost**: 10

---

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

- **Cost**: 10

---

**GRIT**
Gain +1 strain threshold.

- **Cost**: 10

---

**CONTRAPTION**
Once per session, take a Contraption action; make a Mechanics check to fashion a device to solve a current problem using just the tools and parts on hand.

- **Cost**: 20

---

**FINISHING**
Gain +1 soak value.

- **Cost**: 15

---

**BAD MOTIVATOR**
Once per session, may take a Bad Motivator action; make a Mechanics check to cause one targeted device to spontaneously fail.

- **Cost**: 15

---

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

- **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**: 20

---

**HARD HEADED**
When staggered or disoriented, perform the Hard Headed action to make a Discipline check to remove the status. Difficulty reduced by 1 per rank.

- **Cost**: 20

---

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

- **Cost**: 20

---

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

- **Cost**: 25

---

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

- **Cost**: 25

---

**IMPROVED HARD HEADED**
When incapacitated due to strain exceeding threshold, take a Discipline check (▲ per rank of Hard Headed) to reduce strain to 1 below threshold.

- **Cost**: 25

---

Find more handouts at BeggingForXP.com
GRIT
Gain +1 strain threshold.

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

GRIT
Gain +1 strain threshold.

TOUGHENED
Gain +2 wound threshold.

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

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

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

TOUGHENED
Gain +2 wound threshold.

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

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.

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

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.

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

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

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.

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

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.

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.

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

MASTER GRENADEIR
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.

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.
ENGINEER

SCIENTIST

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

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**UNSTOPPABLE**
If a Critical Injury roll is 1 or reduced to 1, do not received the Critical Injury.

**PHYSICAL TRAINING**
Add 1 per rank of Physical Training to Athletics and Resilience checks.

**GRIT**
Gain +1 strain threshold.

**TOUGHENED**
Gain +2 wound threshold.

**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.

**PHYSICAL TRAINING**
Add 1 per rank of Physical Training to Athletics and Resilience checks.

**DURABLE**
May reduce any Critical Injury suffered by 10 per rank of Durable.

**STRONG ARM**
Treat thrown weapons as if they had 1 greater range.

**TOUGHENED**
Gain +2 wound threshold.

**BLOODED**
Add 1 per rank of Blooded to all checks to resist or recover from poisons, venoms, or toxins. Reduce duration of ongoing poisons by one round per rank of Blooded to a minimum of 1.

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

**IMPROVED ARMOR MASTER**
When wearing armor with a soak value of 2 or higher, increase defense by 1.

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

**DURABLE**
May reduce any Critical Injury suffered by 10 per rank of Durable.

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

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

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

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

**BLOODED**
Add 1 per rank of Blooded to all checks to resist or recover from poisons, venoms, or toxins. Reduce duration of ongoing poisons by one round per rank of Blooded to a minimum of 1.

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

**IMPROVED ARMOR MASTER**
When wearing armor with a soak value of 2 or higher, increase defense by 1.

**HEROIC FORTITUDE**
May spend 1 Destiny Point to ignore effects of Critical Injuries on Brawn or Agility checks until the end of the encounter.
Spec Bonus Career Skills: **Knowledge (Xenology), Medicine, Resilience, Vigilance**

- **FORAGER**
  - Remove up to 2 from skill checks to find food, water, or shelter. Survival checks to forage take half the time.
  - **Cost:** 5

- **TOUGHENED**
  - Gain +2 wound threshold.
  - **Cost:** 10

- **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

- **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

- **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**

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

<table>
<thead>
<tr>
<th>Skill</th>
<th>Description</th>
<th>Cost</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Expert Tracker</strong></td>
<td>Remove 1 per rank of Expert Tracker from checks to find tracks or track targets. Decrease time to track a target by half.</td>
<td>5</td>
</tr>
<tr>
<td><strong>Sniper Shot</strong></td>
<td>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.</td>
<td>5</td>
</tr>
<tr>
<td><strong>Brace</strong></td>
<td>Perform the Brace maneuver to remove 1 per rank of Brace from your next Action. This may only remove 1 added by environmental circumstances.</td>
<td>10</td>
</tr>
<tr>
<td><strong>Grit</strong></td>
<td>Gain +1 strain threshold.</td>
<td>5</td>
</tr>
<tr>
<td><strong>True Aim</strong></td>
<td>Once per round, may perform a True Aim maneuver to gain benefits of aiming and upgrade combat check once per rank of True Aim.</td>
<td>10</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 with that skill.</td>
<td>15</td>
</tr>
<tr>
<td><strong>Lethal Blows</strong></td>
<td>Add +10 per rank of Lethal Blows to any Critical Injury result inflicted on opponents.</td>
<td>10</td>
</tr>
<tr>
<td><strong>Sniper Shot</strong></td>
<td>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.</td>
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<td><strong>True Aim</strong></td>
<td>Once per round, may perform a True Aim maneuver to gain benefits of aiming and upgrade combat check once per rank of True Aim.</td>
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</tr>
<tr>
<td><strong>Natural Marksman</strong></td>
<td>Once per session, may re-roll any 1 Ranged (Light) or Ranged (Heavy) check.</td>
<td>25</td>
</tr>
<tr>
<td><strong>Dedication</strong></td>
<td>Gain +1 to a single characteristic. This cannot bring a characteristic above 6.</td>
<td>25</td>
</tr>
<tr>
<td><strong>Targeted Blow</strong></td>
<td>After making a successful attack, may spend 1 Destiny Point to add Agility in damage to one hit.</td>
<td>25</td>
</tr>
</tbody>
</table>

---

**SHARPSHOOTER**

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

**Active**

- **Expert Tracker**
- **Sniper Shot**
- **Brace**
- **Grit**
- **True Aim**
- **Deadly Accuracy**
- **Lethal Blows**
- **Sniper Shot**
- **True Aim**
- **Natural Marksman**
- **Dedication**
- **Targeted Blow**

**Passive**

- **Quick Fix**
- **Toughened**

**Ranged**

- **Brace**
- **Lethal Blows**
- **Sniper Shot**
- **True Aim**
- **Natural Marksman**
- **Targeted Blow**

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**AGE OF REBELLION • VERSION 4 • 2016-02**
**SPY INFILTRATOR**

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

---

**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.

**FRENZIED ATTACK**
When making a Melee or Brawl attack, suffer strain up to ranks in Frenzied Attack to upgrade the attack by an equal amount.

**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.

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

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

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

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

**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.

**IMPROVED STUNNING BLOW**
When dealing strain damage with Melee or Brawl checks, may spend to stagger target for 1 round per .

**NATURAL ROGUE**
Once per session re-roll any 1 Skulduggery or Stealth check.

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**GRIT**
Gain +1 strain threshold.

**FRENZIED ATTACK**
When making a Melee or Brawl attack, suffer strain up to ranks in Frenzied Attack to upgrade the attack by an equal amount.

**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.

**TOUGHENED**
Gain +2 wound threshold.

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

**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.

**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.

---

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

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

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

**NATURAL ROGUE**
Once per session re-roll any 1 Skulduggery or Stealth check.
**NATURAL HUNTER**
Once per session, may re-roll any 1 Perception or Vigilance check.

**FAMILIAR SUNS**
Once per session, as a maneuver make a d 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.

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

**GRIT**
Gain +1 strain threshold.

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Gain +1 strain threshold.

**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.

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

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

**TOUGHENED**
Gain +2 wound threshold.

**QUICK STRIKE**
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.

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

**Natural Hunter**
Once per session, may re-roll any 1 Perception or Vigilance check.

**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.

**Grit**
Gain +1 strain threshold.

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

**Heightened Awareness**
Allies within short range add to Perception or Vigilance checks. Engaged allies add .

**Toughened**
Gain +2 wound threshold.

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

**NATURAL PROGRAMMER**

Once per session, may re-roll any 1 Computers or Astrogation check.

**IMPROVED DEFENSIVE SLICING**

Defensive Slicing now upgrades opponents; difficulty once per rank of Defensive Slicing, this replaces the usual benefits.

**RESOLVE**

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

**SKILLED SLICER**

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

**MEDITATION**

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

**MULTIPLE INTELLIGENCE**

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

**MENTAL FORTRESS**

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

**DEDICATION**

Gain +1 strain threshold.

**ACTIVE**

**PASSIVE**

**RANKED**

Find more handouts at BeggingForXP.com
Spec Bonus Career Skills: Athletics, Discipline, Survival, Vigilance

- **BASIC COMBAT TRAINING**
  - Brawl and Ranged (Light) become career skills.
  - Cost: 5

- **SECOND WIND**
  - Once per encounter, may use Second Wind incidental to heal strain equal to ranks in Second Wind.
  - Cost: 10

- **VEHICLE COMBAT TRAINING**
  - Gunnery and Piloting (Planetary) become career skills.
  - Cost: 10

- **WELL TRAVELED**
  - Knowledge (Core Worlds) and Knowledge (Outer Rim) become career skills.
  - Cost: 10

- **TOUGHENED**
  - Gain +2 wound threshold.
  - Cost: 10

- **CREATIVE KILLER**
  - Reduce the crit rating of improvised weapons by 2 (to a minimum of 1).
  - Cost: 10

- **DYNAMIC FIRE**
  - When making a ranged attack while engaged with an opponent, may suffer 2 strain to reduce the ranged modifier by 1.
  - Cost: 20

- **GRIT**
  - Gain +1 strain threshold.
  - Cost: 15

- **OUTDOORSMAN**
  - Remove per rank of Outdoorsman from checks to move through terrain or manage environmental effects. Decrease overland travel times by half.
  - Cost: 15

- **SECOND WIND**
  - Once per encounter, may use Second Wind incidental to heal strain equal to ranks in Second Wind.
  - Cost: 20

- **JUMP UP**
  - Once per round, may stand from seated or prone as an incidental.
  - Cost: 20

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

- **TOUGHENED**
  - Gain +2 wound threshold.
  - Cost: 25

- **ENDURING**
  - Gain +1 soak value.
  - Cost: 25

- **QUICK DRAW**
  - Once per round, draw or holster a weapon or item as an incidental.
  - Cost: 15

- **SPARE CLIP**
  - Cannot run out of ammo due to Limited Ammo quality. Items with Limited Ammo quality run out of ammo as normal.
  - Cost: 15

- **SECOND WIND**
  - Once per encounter, may use Second Wind incidental to heal strain equal to ranks in Second Wind.
  - Cost: 20

Find more handouts at BeggingForXP.com
**SLEIGHT OF MIND**
Add \( b \) to all Stealth checks unless the opposition is immune to Force powers.

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Add \( b \) to all Stealth checks unless the opposition is immune to Force powers.

**FORCE OF WILL**
Once per session, make one skill check using Willpower rather than the characteristic linked to that skill.

**FORCE RATING**
Gain +1 Force Rating.

**TOUGHENED**
Gain +2 wound threshold.

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

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**UNCANNY REACTIONS**
Add \( b \) per rank of Uncanny Reactions to all Vigilance checks.

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**UNCANNY SENSES**
Add \( b \) per rank of Uncanny Senses to all Perception checks.

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**GRIT**
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**SSENGE DANGER**
Once per session, remove \( b \) from any 1 check.

**SENSE DANGER**
Once per session, remove \( b \) from any 1 check.

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Once per session, remove \( b \) from any 1 check.

**TOUCH OF FATE**
Once per session, add \( b \) to any 1 check.

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**INSIGHT**
Perception and Discipline become career skills.

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**UNCANNY REACTIONS**
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**FORCE RATING**
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**DEDICATION**
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FORCE POWER

MOVE

Prerequisites: Force Rating 1+

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.

MAGNITUDE
Spend 1 to increase targets affected equal to magnitude upgrades purchased.

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

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

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.

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

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

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.

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

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

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

MAGNITUDE
Spend 1 to increase targets affected equal to magnitude upgrades purchased.

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

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

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

MAGNITUDE
Spend 1 to increase targets affected equal to magnitude upgrades purchased.

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

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

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.
**FORCE POWER**

**ENHANCE**

Prerequisites: Force Rating 1+

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**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 $\bullet$ to gain $\star$ or $\clubsuit$ (user’s choice) on the check.

---

**CONTROL**

Enhance can be used with the Coordination skill.

**CONTROL**

Enhance can be used with the Resilience skill.

**CONTROL**

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

**CONTROL**

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

**CONTROL**

Enhance can be used with the Brawl skill.

**CONTROL**

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

**CONTROL**

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

**RANGE**

Spend $\bullet$ to increase power’s range by a number of range bands equal to Range upgrades purchased.

**CONTROL**

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

**CONTROL**

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

---

**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 $\bullet$ to gain $\star$ or $\clubsuit$ (user’s choice) on the check.
FORESEE BASIC POWER

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

CONTROL

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

STRENGTH

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

MAGNITUDE

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

RANGE

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

CONTROL

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

DURATION

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

MAGNITUDE

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

RANGE

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

RANGE

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

STRENGTH

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

CONTROL

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

DURATION

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