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.

### Change Silhouette
This One is Mine can target ships or vehicles with a silhouette 1 higher or lower.

### Duration
This One is Mine lasts for 1 additional round.

### Frequency
This One is Mine may be used twice per game session.

### Destiny
This One is Mine costs 1 Destiny Point instead of 2.

### 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.

### Change Silhouette
Unmatched Survivability affects ships and vehicles with 1 greater silhouette.

### Frequency
Unmatched Survivability may be used twice per game session.

### Durability
Reduce Critical Hits suffered by the ship or vehicle by 10 while Unmatched Survivability is active.

### Duration
Unmatched Survivability lasts until the end of the encounter.

### Reinforcement
The Critical Rating of all weapons targeting the ship or vehicle counts as 1 higher while active.
Spec Bonus Career Skills: Astrogation, Gunnery, Piloting (Planetary), Piloting (Space)

- **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.
- **SKILLED JOCKEY**: Remove per rank of Skilled Jockey from all Piloting (Planetary) and Piloting (Space) checks.
- **GALAXY MAPPER**: Remove per rank of Galaxy Mapper from Astrogation checks. Astrogation checks take half normal time.
- **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.
- **IMPROVED FULL THROTTLE**: Suffer 1 strain to attempt Full Throttle as a maneuver and decrease its difficulty to .
- **IMPROVED DEAD TO RIGHTS**: Spend 1 Destiny Point to add additional damage equal to Agility to one hit of a successful attack made with ship- or vehicle-mounted weaponry.
- **GRIT**: Gain +1 strain threshold.
- **SUPREME FULL THROTTLE**: When performing Full Throttle, top speed increases by 2 instead of 1.
- **TRICKY TARGET**: Count vehicle or starship piloted as having a silhouette 1 lower when being attacked.
- **DEFENSIVE DRIVING**: Increase defense of vehicle or starship being piloted by 1 per rank of Defensive Driving.
- **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.
- **DEDICATION**: Gain +1 to a single characteristic. This cannot bring a characteristic above 6.
- **TOUGHENED**: Gain +2 wound threshold.
- **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.
- **SKILLED JOCKEY**: Remove per rank of Skilled Jockey from all Piloting (Planetary) and Piloting (Space) checks.
- **GALAXY MAPPER**: Remove per rank of Galaxy Mapper from Astrogation checks. Astrogation checks take half normal time.
- **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.
- **IMPROVED DEAD TO RIGHTS**: Spend 1 Destiny Point to add additional damage equal to Agility to one hit of a successful attack made with ship- or vehicle-mounted weaponry.
- **GRIT**: Gain +1 strain threshold.
- **SUPREME FULL THROTTLE**: When performing Full Throttle, top speed increases by 2 instead of 1.
- **TRICKY TARGET**: Count vehicle or starship piloted as having a silhouette 1 lower when being attacked.
- **DEFENSIVE DRIVING**: Increase defense of vehicle or starship being piloted by 1 per rank of Defensive Driving.
- **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.
- **DEDICATION**: Gain +1 to a single characteristic. This cannot bring a characteristic above 6.
- **TOUGHENED**: Gain +2 wound threshold.
- **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.
**FORAGER**
Remove up to 1 strain from skill checks to find food, water, or shelter. Survival checks to forage take half the time.

**IMPROVED SPUR**
Suffer 1 strain to attempt Spur as a maneuver and decrease its difficulty to d4.

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

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

**TOUGHENED**
Gain +2 wound threshold.

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

**GRIT**
Gain +1 strain threshold.

**FORAGER**
Remove up to 1 strain from skill checks to find food, water, or shelter. Survival checks to forage take half the time.

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

**EXPERT TRACKER**
Remove 1 per rank of Expert Tracker from checks to find tracks or track targets. Decrease time to track a target by half.

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

**EXPERT TRACKER**
Remove 1 per rank of Expert Tracker from checks to find tracks or track targets. Decrease time to track a target by half.

**BEAST WRangler**
Add 1 per rank of Beast Wrangler to checks to tame or wrangle creatures.

**SOOTHING TONE**
Take a Soothing Tone action; make a Knowledge (Xenology) check to allow a beast to recover strain equal to *.

**BEAST WRangler**
Add 1 per rank of Beast Wrangler to checks to tame or wrangle creatures.

**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.

**EXPERT TRACKER**
Remove 1 per rank of Expert Tracker from checks to find tracks or track targets. Decrease time to track a target by half.

**GRIT**
Gain +1 strain threshold.

**EXPERT TRACKER**
Remove 1 per rank of Expert Tracker from checks to find tracks or track targets. Decrease time to track a target by half.

**SPUR**
Take a Spur action; make a d4 Survival check to increase a beast’s top speed by 1. The beast suffers 2 strain every round it stays spurred.

**EXPERT HANDLER**
Remove 1 per rank of Expert Handler from checks to move through terrain or manage environmental effects. Decrease overland travel times by half.

**EXPERT HANDLER**
Remove 1 per rank of Expert Handler from checks to move through terrain or manage environmental effects. Decrease overland travel times by half.

**EXPERT HANDLER**
Remove 1 per rank of Expert Handler from checks to move through terrain or manage environmental effects. Decrease overland travel times by half.
Spec Bonus Career Skills: Cool, Coordination, Piloting (Planetary), Piloting (Space)
Spec Bonus Career Skills: Gunnery, Knowledge (Underworld), Mechanics, Resilience

**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.

**FAWCY 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.

**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.

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

**GEARHEAD**
Remove  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.

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

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

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

**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).
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.

CHANGE SKILL

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

REDUCE SETBACK

Remove  from 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  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 .

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.

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.

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

GRIT
Gain +1 strain threshold.

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

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.

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

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

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

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.

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

GRIT
Gain +1 strain threshold.

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

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

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

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

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.

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

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 \square\ square to their Perception and Vigilance checks. Allies within short range add \square\ square instead.

## 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.

## DEFENSIVE DRIVING

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

## 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.

## CONFIDENCE

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

## QUICK STRIKE

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

## QUICK STRIKE

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

## 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.

## IMPROVED FIELD COMMANDER

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

## COMMANDED

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

## COMMAND

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

## FORM ON ME

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

## TRICKY TARGET

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

## MASTER LEADER

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

## 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)**

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**OUTDOORSMAN**
Remove 1 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

---

**COMMANDING PRESENCE**
Remove 1 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

---

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

- **Cost:** 15

---

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

- **Cost:** 15

---

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

- **Cost:** 10

---

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

- **Cost:** 10

---

**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

---

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

- **Cost:** 15

---

**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

---

**COORDINATED ASSAULT**
Take a maneuver to add 1 to combat checks for a number of engaged allies equal to Leadership until beginning of next turn. Increase range per rank.

- **Cost:** 25

---

**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 1 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

---

**ACTIVE**

**PASSIVE**

**RANKED**

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**AGE OF REBELLION • VERSION 4 • 2016-02**
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.

**IMPROVED COMMANDING PRESENCE**
Once per session, as an action; make an opposed Cool vs Discipline check to force target to leave the encounter.

**GRIT**
Gain +1 strain threshold.

**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.

**GRIT**
Gain +1 strain threshold.

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

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

**GRIT**
Gain +1 strain threshold.

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

**COMMANDING PRESENCE**
Remove 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.

**IMPROVED CONFIDENCE**
May spend on fear checks to give allies in short range additional on the same fear check.

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

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

**GRIT**
Gain +1 strain threshold.

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

**CONSOLED PRESENCE**
Remove per rank of Consoled Presence from Leadership and Cool checks.

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

**IMPROVED CONFIDENCE**
May spend on fear checks to give allies in short range additional on the same fear check.

**GRIT**
Gain +1 strain threshold.

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

**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 Instructor**

Once per round, as an out of turn incidental, may suffer 2 strain to allow ally to use character's ranks in Discipline for the next Discipline check they make.

**Conditioned**

Remove 1 per rank of Conditioned from Athletics and Coordination checks. Reduce damage and strain suffered from falling by 1 per rank of Conditioned.

**物理训练**

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

**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.

**Grit**

Gain +1 strain threshold.

**Conditioned**

Remove 1 per rank of Conditioned from Athletics and Coordination checks. Reduce damage and strain suffered from falling by 1 per rank of Conditioned.

**Encouraging Words**

After an engaged ally fails a check, may suffer 1 strain to assist that ally's next check this encounter as an out of turn incidental.

**Stimpack Specialization**

Stimpacks heal 1 additional wound per rank of Stimpack Specialization.

**TOUGHENED**

Gain +2 wound threshold.

**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.

**IMPROVED BODY GUARD**

Once per session, when an ally protected by the Body Guard maneuver suffers a hit, suffer the hit instead.

**GRIT**

Gain +1 strain threshold.

**Stimpack Specialization**

Stimpacks heal 1 additional wound per rank of Stimpack Specialization.

**Toughened**

Gain +2 wound threshold.

**Field Commander**

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

**Natural Instructor**

Once per session, may re-roll one Discipline or Leadership check.

**Dedication**

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

**That’s How It’s Done**

May suffer 1 strain on a successful skill check to add 1 to the same skill check made during the next round by a number of allies in short range equal to Willpower.

**Improved Field Commander**

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

**Active**

**Passive**

**Ranged**

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**Age of Rebellion • Version 4 • 2016-02**
**MASTER STRATEGIST**

Once per phase during mass combat, may suffer 2 strain to decrease the difficulty of a Mass Combat check once.

**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.

**RESEARCHER**

Remove $b$ per rank in Researcher from all Knowledge checks. Researching a subject takes half the time.

**GRIT**

Gain +1 strain threshold.

**CLEVER COMMANDER**

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

**COORDINATED ASSAULT**

Take a maneuver to add $a$ to combat checks for a number of engaged allies equal to Leadership until beginning of next turn. Increase range per rank.

**RESEARCHER**

When acquired, choose 1 knowledge skill. May spend $+$ when rolling that skill to gain $\times$ equal to ranks in Knowledge Specialization.

**COORDINATED ASSAULT**

When acquired, choose 1 knowledge skill. May spend $+$ when rolling that skill to gain $\times$ equal to ranks in Knowledge Specialization.

**GRIT**

Gain +1 strain threshold.

**COMMAND**

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

**COMMANDER STRATEGIST**

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

**KNOWLEDGE SPECIALIZATION**

When acquired, choose 1 knowledge skill. May spend $+$ when rolling that skill to gain $\times$ equal to ranks in Knowledge Specialization.

**THOROUGH ASSESSMENT**

Once per session, as an action make a $+$ Knowledge check to gain $\times$ equal to $\times$ that can be distributed during the encounter.

**DEDICATION**

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

**CAREFUL PLANNING**

Once per session, may introduce a “fact” into the narrative as if a Destiny Point had been spent.

**IMPROVED READY FOR ANYTHING**

When making Cool or Vigilance checks to determine initiative order, may spend $+$ to add $\times$ equal to ranks in Ready for Anything.
### 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 **dddd** 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.

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

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

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

**Boost Allies**
Other friendly characters gain a step 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.

### 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.

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

**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.

**Frequency**
Unmatched Insight may be used twice per game session.

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**Career Skills:** Charm, Deception, Knowledge (Core Worlds), Knowledge (Lore), Knowledge (Outer Rim), Knowledge (Xenology), Leadership, Negotiation
WORKS LIKE A CHARM
Once per session, make one skill check using Presence rather than the characteristic linked to that skill.

GRIT
Gain +1 strain threshold.

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

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

GRIT
Gain +1 strain threshold.

GRIT
Gain +1 strain threshold.

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

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

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

SIXTH SENSE
Gain +1 ranged defense.

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.

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

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

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

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

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

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

WORKS LIKE A CHARM
Once per session, make one skill check using Presence rather than the characteristic linked to that skill.

DODGE
When targeted in combat, may perform a Dodge incidental. Suffer strain no greater than ranks in Dodge to upgrade the difficulty of the attack by that number.

IMPROVED INSPIRING RHETORIC
Each ally affected by Inspiring Rhetoric gains +1 on all skill checks for a number of rounds equal to ranks in Leadership.

SUPREME INSPIRING RHETORIC
Suffer 1 strain to perform Inspiring Rhetoric as a maneuver, not an action.
INCITE REBELLION
Once per session, may take an Incite Rebellion action; make a Coercion check to cause a number of beings up to ranks in Coercion to become rebellious for the encounter.

GRIT
Gain +1 strain threshold.

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

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

IMPROVED SCATHING TIRADE
Each enemy affected by Scathing Tirade suffers strain on all skill checks for a number of rounds equal to ranks in Coercion.

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.

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

PLAUSIBLE DENIABILITY
Remove  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.

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

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.

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

GRIT
Gain +1 strain threshold.

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

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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.

DEDICATION
Gain +1 to a single characteristic. This cannot bring a characteristic above 6.
**KNOW SOMEBODY**
Once per session, when attempting to purchase a legally available item, reduce its rarity by 1 per rank of Know Somebody.

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

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

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

**GRIT**
Gain +1 strain threshold.

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

**BOUGHT INFO**
Instead of making a Knowledge check, may take a Bought Info action; spend credits equal to 50 times the difficulty of the check to pass with one \( \# \).

**GRIT**
Gain +1 strain threshold.

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

**LOSS INVESTMENTS**
At the start of each session, gain 100 credits for each rank of Sound Investments.

**SUPERIOR REFLEXES**
Gain +1 melee defence.

**TOUGHNESS**
Gain +2 wound threshold.

**SOUND INVESTMENTS**
At the start of each session, gain 100 credits for each rank of Sound Investments.

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

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

**GRIT**
Gain +1 strain threshold.

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

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

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

**GRIT**
Gain +1 strain threshold.

**TOUGHNESS**
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**TOUGHNESS**
Gain +2 wound threshold.

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

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

**DEDICATION**
Gain +1 to a single characteristic. This cannot bring a characteristic above 6.
**Twisted Words**
When an incoming social check generates & or ❤, may suffer 1 strain as an incidental to inflict strain equal to ranks in Coercion on speaker.

**Plausible Deniability**
Remove □ 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.

**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.

**Impressed Plausible Deniability**
As an action, make a 💧💧💧💧 Coercion check to convince one bystander per rank of Plausible Deniability to depart quietly.

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

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

**Grit**
Gain +1 strain threshold.

**Election**
Gain +1 strain threshold.

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

**Contingency Plan**
Spend 1 Destiny Point to recover strain equal to Cunning rating.

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

**No One’s Fool**
May upgrade difficulty of incoming Charm, Coercion, or Deception checks once per rank of Nobody’s Fool.

**Encouraging Words**
After an engaged ally fails a check, may suffer 1 strain to assist that ally’s next check this encounter as an out of turn incidental.

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

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.

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.

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

GRIT
Gain +1 strain threshold.

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

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

GRIT
Gain +1 strain threshold.

DODGE
When targeted in combat, may perform a Dodge incidental. Suffer strain no greater than other ranks in Dodge to upgrade the difficulty of the attack by that number.

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

DIPLOMAT

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

ACTIVE

PASSIVE

RANKED

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**ENGINEER**

**MECHANIC**

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

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

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

**FINE TUNING**
- Cost: 5
- When reducing the amount of system strain a starship or vehicle suffers, reduce 1 additional strain per rank of Fine Tuning.

**SOLID REPAIRS**
- Cost: 5
- The character repairs 1 additional hull trauma per rank of Solid Repairs whenever he repairs a starship or vehicle.

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**REdundant Systems**
- Cost: 10
- 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.

**SOLID REPAIRS**
- Cost: 10
- The character repairs 1 additional hull trauma per rank of Solid Repairs whenever he repairs a starship or vehicle.

**GEARHEAD**
- Cost: 10
- Remove 1 per rank of Gearhead from Mechanics checks. Halve the credit cost to add mods to attachments.

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

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**SOLID REPAIRS**
- Cost: 15
- The character repairs 1 additional hull trauma per rank of Solid Repairs whenever he repairs a starship or vehicle.

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

**BAD MOTIVATOR**
- Cost: 15
- Once per session, may take a Bad Motivator action; make a Mechanics check to cause one targeted device to spontaneously fail.

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

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**CONTRAPTION**
- Cost: 20
- 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.

**SOLID REPAIRS**
- Cost: 20
- The character repairs 1 additional hull trauma per rank of Solid Repairs whenever he repairs a starship or vehicle.

**FINE TUNING**
- Cost: 20
- When reducing the amount of system strain a starship or vehicle suffers, reduce 1 additional strain per rank of Fine Tuning.

**HARD HEADED**
- Cost: 20
- When staggered or disoriented, perform the Hard Headed action to make a Discipline check to remove the status. Difficulty reduced by 1 per rank.

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**NATURAL TinkerER**
- Cost: 25
- Once per session, re-roll any 1 Mechanics check.

**HOLD TOGETHER**
- Cost: 25
- Spend 1 Destiny Point to perform a Hold Together incidental immediately after vehicle or starship takes damage to turn it to system strain.

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

**IMPROVED HARD HEADED**
- Cost: 25
- When incapacitated due to strain exceeding threshold, take a Discipline check (– per rank of Hard Headed) to reduce strain to 1 below threshold.
**GRIT**
Gain +1 strain threshold.

**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.

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

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

**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.

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

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

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**Engineer:**

**Scientist**

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

**Knowledge Specialization**
- When acquired, choose 1 knowledge skill. May spend \( \equiv \) when rolling that skill to gain \( \equiv \) equal to ranks in Knowledge Specialization.

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

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

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

**Knowledge Specialization**
- When acquired, choose 1 knowledge skill. May spend \( \equiv \) when rolling that skill to gain \( \equiv \) equal to ranks in Knowledge Specialization.

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

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

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

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

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

**Natural Scholar**
- Once per session, may re-roll any 1 Knowledge skill check.

**Stroke of Genius**
- Once per session, make one skill check using Intellect rather than the characteristic linked to that skill.

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

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

**Careful Planning**
- Once per session, may introduce a “fact” into the narrative as if a Destiny Point had been spent.

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

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

COST 5

TOUGHENED
Gain +2 wound threshold.

COST 10

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

COST 10

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

COST 5

GRIT
Gain +1 strain threshold.

COST 5

PHYSICAL TRAINING
Add \textbullet per rank of Physical Training to Athletics and Resilience checks.

COST 5

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

COST 10

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

COST 10

BLOODED
Add \textbullet 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.

COST 15

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

COST 15

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

COST 20

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 20

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

COST 20

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

COST 20

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

COST 25

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

COST 25

FERAL STRENGTH
Add 1 damage per rank of Feral Strength to one hit of a successful Melee or Brawl attack.

COST 25

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

COST 15

FERAL STRENGTH
Add 1 damage per rank of Feral Strength to one hit of a successful Melee or Brawl attack.

COST 15

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

COST 25

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

COST 15

SOLDIER COMMANDO
Spec Bonus Career Skills: Brawl, Melee, Resilience, Survival

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AGE OF REBELLION • VERSION 4 • 2016-02
**QUICK FIX**
Once per session, make one skill check using Agility rather than the characteristic linked to that skill.

**EXPERT TRACKER**
Remove 1 per rank of Expert Tracker from checks to find tracks or track targets. Decrease time to track a target by half.

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

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

**GRIT**
Gain +1 strain threshold.

**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.

**DEADLY ACCURACY**
When acquired, choose 1 combat skill. Add damage equal to ranks in that skill to one hit of a successful attack with that skill.

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

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

**DEADLY ACCURACY**
When acquired, choose 1 combat skill. Add damage equal to ranks in that skill to one hit of a successful attack with that skill.

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

**TOUGHENED**
Gain +2 wound threshold.

**CRIPPLING BLOW**
Increase the difficulty of next combat check by 1. If check deals damage, target suffers 1 strain whenever he moves for the remainder of the encounter.

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

**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.

**NATURAL MARKSMAN**
Once per session, may re-roll any 1 Ranged (Light) or Ranged (Heavy) check.

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

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**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.

**GRIT**
Gain +1 strain threshold.

**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 x to knock the target prone.

**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.

**DODGE**
When targeted in combat, may perform a Dodge incidental. Suffer strain no greater than ranks in Dodge to upgrade the difficulty of the attack by that number.

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

**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.

**NATURAL BRAWLER**
Once per session, may reroll any 1 Melee or Brawl check.

**TOUGHENED**
Gain +2 wound threshold.

**DEFEINITIVE STANCE**
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.

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

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

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

LET’S RIDE
Once per round, may mount or dismount a vehicle or beast, or enter a cockpit or weapon station on a vehicle, as an incidental.

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

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

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.

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.

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

TOUGHENED
Gain +2 wound threshold.

GRIT
Gain +1 strain threshold.

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

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.

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

GRIT
Gain +1 strain threshold.

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

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

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COST

RANKED

ACTIVE

PASSIVE

3

5

7

9

11

13

15

17

19

21

23

25

AGE OF REBELLION • VERSION 4 • 2016-02
Spec Bonus Career Skills: Computers, Knowledge (Education), Knowledge (Underworld), Stealth

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

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

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

**GRIT**
Gain +1 strain threshold.

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

**IMPROVED DEFENSIVE SLICING**
Defensive Slicing now upgrades opponents; difficulty once per rank of Defensive Slicing; this replaces the usual benefits.

**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.

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

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

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

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

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

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

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

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

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

**PROPERTY**
Gain +1 strain threshold.

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

**RANKED**

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

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

**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.
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*

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

**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 25*

**GRIT**
Gain +1 strain threshold.  
*COST 25*

**TOUGHENED**
Gain +2 wound threshold.  
*COST 25*

**ENDURING**
Gain +1 soak value.  
*COST 25*

**SECOND WIND**
Once per encounter, may use Second Wind incidental to heal strain equal to ranks in Second Wind.  
*COST 15*

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

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

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

**VEHICLE COMBAT TRAINING**
Gunnery and Piloting (Planetary) become career skills.  
*COST 15*

**WELL TRAVELED**
Knowledge (Core Worlds) and Knowledge (Outer Rim) become career skills.  
*COST 15*

**TOUGHENED**
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*COST 15*

**DYNAMIC FIRE**
When making a ranged attack while engaged with an opponent, may suffer 2 strain to reduce the ranged modifier by 1.  
*COST 25*

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

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Once per encounter, may use Second Wind incidental to heal strain equal to ranks in Second Wind.  
*COST 15*

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*COST 25*

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Once per round, draw or holster a weapon or item as an incidental.  
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When making a ranged attack while engaged with an opponent, may suffer 2 strain to reduce the ranged modifier by 1.  
*COST 25*

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

**SECOND WIND**
Once per encounter, may use Second Wind incidental to heal strain equal to ranks in Second Wind.  
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**TOUGHENED**
Gain +2 wound threshold.  
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**SPARE CLIP**
Cannot run out of ammo due to ❌ . Items with Limited Ammo quality run out of ammo as normal.  
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**OUTDOORSMAN**
Remove ❏ per rank of Outdoorsman from checks to move through terrain or manage environmental effects. Decrease overland travel times by half.  
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Once per encounter, may use Second Wind incidental to heal strain equal to ranks in Second Wind.  
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Gunnery and Piloting (Planetary) become career skills.  
*COST 15*

**WELL TRAVELED**
Knowledge (Core Worlds) and Knowledge (Outer Rim) become career skills.  
*COST 15*

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

**CREATIVE KILLER**
Reduce the crit rating of improvised weapons by 2 (to a minimum of 1).  
*COST 15*

**DYNAMIC FIRE**
When making a ranged attack while engaged with an opponent, may suffer 2 strain to reduce the ranged modifier by 1.  
*COST 25*

**DEDICATION**
Gain +1 to a single characteristic. This cannot bring a characteristic above 6.  
*COST 25*
**SLEIGHT OF MIND**
Add ⌦ to all Stealth checks unless the opposition is immune to Force powers.

**UNCANNY REACTIONS**
Add ⌦ per rank of Uncanny Reactions to all Vigilance checks.

**UNCANNY SENSES**
Add ⌦ per rank of Uncanny Senses to all Perception checks.

**TOUGHENED**
Gain +2 wound threshold.

**TOUGHENED**
Gain +2 wound threshold.

**INVIGORATE**
Once per encounter, may add ⌦ to a check using Brawn or Agility made by an ally in short range. ⌦ add ⏞ and ⏞ add ⏞.

**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.

**SLEIGHT OF MIND**
Add ⌦ per rank of Uncanny Senses to all Perception checks.

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

**GRIT**
Gain +1 strain threshold.

**GRIT**
Gain +1 strain threshold.

**SENSE DANGER**
Once per session, remove ⏞ from any 1 check.

**TOUGHENED**
Gain +2 wound threshold.

**TOUGHENED**
Gain +2 wound threshold.

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

**DEDICATION**
Gain +1 to a single characteristic. This cannot bring a characteristic above 6.
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 \( \Delta \) 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 \( \Delta \) to increase targets affected equal to Magnitude upgrades purchased.

COST 5

STRENGTH
Spend \( \Delta \) to increase silhouette able to be targeted equal to Strength upgrades purchased.

COST 10

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

COST 10

COST 10

COST 10

COST 10

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

COST 5

STRENGTH
Spend \( \Delta \) 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

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

COST 5

COST 15

COST 5

COST 10

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

COST 10

STRENGTH
Spend \( \Delta \) 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

COST 15

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

COST 10

COST 20

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

COST 10

STRENGTH
Spend \( \Delta \) 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

COST 15

COST 10

COST 10

COST 10

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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 ⚷ to gain ⚫ or ⚪ (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 ⚫. The user increases his Agility characteristic by 1 (to a maximum of 6).

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

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

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

**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 ⚷ to gain ⚫ or ⚪ (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 $\text{\textdollar}$ 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 $\text{\textdollar}$ to gain $\text{\textdollar}$ per point on the check.

STRENGTH

Spend $\text{\textdollar}$ to pick out specific details equal to Strength upgrades purchased.

MAGNITUDE

Spend $\text{\textdollar}$ to increase targets affected equal to Magnitude upgrades purchased.

DURATION

Spend $\text{\textdollar}$ to increase days into the future the user may see equal to Duration upgrades purchased.

RANGE

Spend $\text{\textdollar}$ to increase power’s range by a number of range bands equal to Range upgrades purchased.

RANGE

Spend $\text{\textdollar}$ to increase power’s range by a number of range bands equal to Range upgrades purchased.

STRENGTH

Spend $\text{\textdollar}$ 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 $\text{\textdollar}$ to allow all affected targets to take one free maneuver before the first round of combat begins.

DURATION

Spend $\text{\textdollar}$ to increase days into the future the user may see equal to Duration upgrades purchased.