ALWAYS GET MY MARK BASE ABILITY

Once per game session, the character may choose a known minion NPC to be her mark, spend 2 Destiny Points, and make a Streetwise check. If she succeeds, the character tracks down the chosen mark; a new encounter begins as the character reaches the mark’s location. The exact nature of the encounter, as well as the circumstances under which it takes place, must be approved by the GM.

CHANGE SKILL
Always Get My Mark can be activated with Knowledge (Underworld).

DESTINY
Always Get My Mark costs 1 Destiny Point instead of 2.

INCREASE EFFECT
Upgrade the difficulty of the check once to find a rival NPC instead of a minion.

CHANGE SKILL
Always Get My Mark can be activated with Survival.

REDUCE DIFFICULTY
Reduce the difficulty of the skill check to activate Always Get My Mark to .

TAKE-DOWN
Upgrade the difficulty of the check once to begin with the mark in custody.

INCREASE RANGE
If the character has access to space travel, she may choose a mark on a different planet.

INCREASE EFFECT
Upgrade the difficulty of the check twice to find a PC or nemesis NPC instead of a minion.

INCREASE NUMBER
Perform additional combat checks equal to ranks in Increase Number upgrade.

DRAW AND FIRE
Before performing each combat check, the character may holster and draw a weapon.

TARGET PRIORITY
The character may choose a new legal target for each combat check made with Unmatched Devastation.

REDUCE SETBACK
Remove from combat checks made as part of Unmatched Devastation.

INCREASE NUMBER
Perform additional combat checks equal to ranks in Increase Number upgrade.

REDUCE SETBACK
Remove from combat checks made as part of Unmatched Devastation.

IMPROVE MOBILITY
Before performing each combat check, the character may suffer 2 strain to perform a Move maneuver.

INCREASE NUMBER
Perform additional combat checks equal to ranks in Increase Number upgrade.

UNMATCHED DEVASTATION BASE ABILITY

Once per game session as an incidental, after performing a combat check, the character may spend two Destiny Points to perform an additional combat check against the same target with a difficulty increased by 1 for each successful combat check performed this turn. This check must be made with a non-starship/vehicle weapon that the character has not already used this turn.

INCREASE NUMBER
Perform additional combat checks equal to ranks in Increase Number upgrade.

TARGET PRIORITY
The character may choose a new legal target for each combat check made with Unmatched Devastation.

REDUCE SETBACK
Remove from combat checks made as part of Unmatched Devastation.

INCREASE NUMBER
Perform additional combat checks equal to ranks in Increase Number upgrade.

CAREER BOUNTY HUNTER

Career Skills: Athletics, Brawl, Perception, Piloting (Planetary), Piloting (Space), Ranged (Heavy), Streetwise, Vigilance

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

COST 25

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

COST 10

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

COST 15

COST 20

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

COST 25

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

COST 25

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

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

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

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

COST 15

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

COST 25

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

COST 15

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

COST 20

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

COST 10

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

COST 15

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

COST 10

PRECE A IM
Once per round, may perform a Precise Aim maneuver. Suffer strain up to ranks in Precise Aim and reduce target’s Melee and Ranged Defense by that number.

COST 10

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

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

COST 20

COST 25

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

COST 20

PRECE A IM
Once per round, may perform a Precise Aim maneuver. Suffer strain up to ranks in Precise Aim and reduce target’s Melee and Ranged Defense by that number.

COST 25

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

COST 15

PRECE A IM
Once per round, may perform a Precise Aim maneuver. Suffer strain up to ranks in Precise Aim and reduce target’s Melee and Ranged Defense by that number.

COST 25

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

COST 20

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

COST 15

COST 20

GRIT
Gain +1 strain threshold.

COST 5

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

COST 10

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

COST 10

COST 15

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

COST 25

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

COST 10

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

COST 15

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

COST 20

COST 5

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

COST 15

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

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

COST 15

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

COST 20

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

COST 15

ACTIVE
PASSIVE
RANKED

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

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

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

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

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

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

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

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

**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.

**DEFENSIVE STANCE**
Once per round, as a maneuver may spend to disorient target for a number of rounds equal to ranks in Disorient.

**TOUGHENED**
Gain +2 wound 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.

**DEFENSIVE STANCE**
Once per round, as a maneuver may spend to disorient target for a number of rounds equal to ranks in Disorient.

**TOUGHENED**
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**DEFENSIVE STANCE**
Once per round, as a maneuver may spend to disorient target for a number of rounds equal to ranks in Disorient.

**TOUGHENED**
Gain +2 wound 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.

**DEFENSIVE STANCE**
Once per round, as a maneuver may spend to disorient target for a number of rounds equal to ranks in Disorient.
UNARMED PARRY
May Parry while unarmed. 
Reduce the strain cost to 
Parry while unarmed by 1 
(minimum 1).

IRON BODY
Remove \( b \) per rank of Iron 
Body from Coordination 
and Resilience checks. 
Reduce the critical rating 
of unarmed attacks per 
rank of Iron Body (min 1).

PARRY
When hit by a melee attack while wielding a melee 
weapon or lightsaber, suffer 
3 strain to reduce damage 
by 2 plus ranks in Parry.

MARTIAL GRACE
Once per round, suffer 2 
strain to add damage equal 
to ranks in Coordination 
to the next Brawl check made 
this turn.

OVERBALANCE
When a combat check 
made by an engaged foe 
generates \( \spadesuit \) or \( \clubsuit \), 
may stagger attacker until 
the end of his next turn.

PEACEKEEPER
When this character 
inflicts a Critical Injury 
with a Brawl, Melee, or 
Lightsaber weapon, may 
suffer 1 strain to change 
the result to any Easy \( \spadesuit \) 
Critical Injury result.

GRAPPLE
Once per round, may 
perform the Grapple 
maneuver. Until the 
beginning of the character's 
next turn, foes must spend 
2 maneuvers to disengage 
the character.

MARTIAL ARTIST
Spec Bonus Career Skills: Athletics, Brawl, Coordination, Discipline

GRIT
Gain +1 strain threshold.

Toughened
Gain +2 wound threshold.

GRIT
Gain +1 strain threshold.

Toughened
Gain +2 wound threshold.

GRIT
Gain +1 strain threshold.

Iron Body
Remove \( b \) per rank of Iron 
Body from Coordination 
and Resilience checks. 
Reduce the critical rating 
of unarmed attacks per 
rank of Iron Body (min 1).

GRIT
Gain +1 strain threshold.

Toughened
Gain +2 wound threshold.

GRIT
Gain +1 strain threshold.

Toughened
Gain +2 wound threshold.

GRIT
Gain +1 strain threshold.

PRIDE
Gain +1 wound threshold.

GRIT
Gain +1 strain threshold.

Toughened
Gain +2 wound threshold.

GRIT
Gain +1 strain threshold.

Toughened
Gain +2 wound threshold.

GRIT
Gain +1 strain threshold.
**HINDERING SHOT**
Increase the difficulty of the next Gunnery check by 1 if check deals damage, target starship or vehicle suffers system strain equal to its speed when it moves until the end of the encounter.

**IMPROVED SHORTCUT**
When engaging in a chase or race, suffer 2 strain to add * equal to ranks in Shortcut to the check.

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

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

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

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

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

**GRIT**
Gain +1 strain threshold.

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

**PLANET MAPPER**
Remove * per rank of Planet Mapper from Streetwise or Survival checks used for navigation on a planet. Such checks take half normal time.

**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.

**COST 5**

**COST 10**

**COST 15**

**OFFENSIVE DRIVING**
As a maneuver, suffer system strain up to the vehicle’s highest defense to upgrade the difficulty of target’s next Piloting check that many times.

**COST 15**

**COST 20**

**COST 25**

**PLANET MAPPER**
Remove * per rank of Planet Mapper from Streetwise or Survival checks used for navigation on a planet. Such checks take half normal time.

**COST 5**

**COST 10**

**COST 15**

**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.

**COST 10**

**COST 15**

**COST 20**

**COST 25**

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

**GRIT**
Gain +1 strain threshold.

**COST 5**

**COST 10**

**COST 15**

**COST 20**

**COST 25**

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

**COST 5**

**COST 10**

**COST 15**

**COST 20**

**COST 25**

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

**GRIT**
Gain +1 strain threshold.

**COST 5**

**COST 10**

**COST 15**

**COST 20**

**COST 25**

**GRIT**
Gain +1 strain threshold.

**COST 10**

**COST 20**

**COST 25**

**COST 25**

**COST 30**

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

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

**HARD BOILED**
When recovering strain after an encounter, may spend 1 up to ranks in Hard Boiled to recover 1 wound per 2 spent.

**GOOD COP**
Spend 1 from a Charm or Negotiation check to upgrade ability of an ally's subsequent social check against the same target a number of times equal to ranks in Good Cop.

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

**TOUGHENED**
Gain +2 wound 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.

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

**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 ✦.

**HARD BOILED**
When recovering strain after an encounter, may spend 1 up to ranks in Hard Boiled to recover 1 wound per 2 spent.

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

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

**GOOD COP**
Spend 1 from a Charm or Negotiation check to upgrade ability of an ally's subsequent social check against the same target a number of times equal to ranks in Good Cop.

**IMPROVED STREET SMARTS**
Once per session, as an action make a Streetwise or Knowledge (Underworld) check to learn one clue. Reduce the difficulty by 1 per rank of Street Smarts.

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

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

**GOOD COP**
Spend 1 from a Charm or Negotiation check to upgrade ability of an ally’s subsequent social check against the same target a number of times equal to ranks in Good Cop.

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

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

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

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

- **Add Boost**: Add to skill check to activate Insightful Revelation.
- **Reduce Difficulty**: Reduce the difficulty of the skill check to activate Insightful Revelation.
- **Additional Skills**: When making the Insightful Revelation action, the character may use any Knowledge skill.
- **Cost**: 30

UNMATCHED EXPERTISE BASE ABILITY

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

- **Reduce Setback**: Remove from career skill checks made while Unmatched Expertise is activated.
- **Activation**: Activate Unmatched Expertise as a maneuver instead of an action.
- **Activation**: Activate Unmatched Expertise as an incidental that can be triggered out of turn instead of a maneuver.
- **Reduce Difficulty**: The minimum difficulty of all career skill checks is reduced to Simple (−) instead of .
- **Cost**: 30

CAREER COLONIST

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

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**STIM APPLICATION**

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

**IMPROVED STIM APPLICATION**

When performing a Stim Application action, may increase the difficulty to 3, and target only suffers 1 strain.

**SUPREME STIM APPLICATION**

When performing the Stim Application action, spend 4 to increase an additional characteristic by 1.

---

**SURGEON**

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

**BACTA SPECIALIST**

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

---

**GRIT**

Gain +1 strain threshold.

**PRESSURE POINT**

When making a Brawl check against an opponent, instead of dealing damage, may deal equivalent strain plus additional strain equal to ranks in Medicine (ignoring soak).

**NATURAL DOCTOR**

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

---

**SURGEON**

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

**RESOLVE**

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

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**GRIT**

Gain +1 strain threshold.

**Toughened**

Gain +2 wound threshold.

**ANATOMY LESSONS**

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

---

**SURGEON**

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

**RESOLVE**

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

---

**BACTA SPECIALIST**

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

**DEDICATION**

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

---

**RESOLVE**

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

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

**Grit**
Gain +1 strain threshold.

**Plausible Deniability**
Remove $b$ per rank of Plausible Deniability from all Coercion and Deception checks.

**Toughened**
Gain +2 wound threshold.

**Inspiring Rhetoric**
Take an Inspiring Rhetoric action; make a $\dd$ Leadership check. One ally for each $s$, in short range, recovers 1 strain. Spend $a$ for 1 affected ally to recover 1 additional strain.

**Scathing Tirade**
Take a Scathing Tirade action; make a $\dd$ Coercion check. One enemy for each $s$, in short range, suffers 1 strain. Spend $a$ for 1 affected enemy to suffer 1 additional strain.

**Plausible Deniability**
Remove $b$ per rank of Plausible Deniability from all Coercion and Deception checks.

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

**Supreme Scathing Tirade**
Each enemy affected by Scathing Tirade suffers $b$ on all skill checks for a number of rounds equal to ranks in Coercion.

**Well Rounded**
Choose any 2 skills. They permanently become career skills.

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

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

**Improved Scathing Tirade**
Each enemy affected by Scathing Tirade suffers $b$ on all skill checks for a number of rounds equal to ranks in Coercion.

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

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

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

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

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

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

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

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

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

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

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

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

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

**GRIT**
Gain +1 strain threshold.

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

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

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

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

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

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

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

**TOUGHENED**
Gain +2 wound threshold.

**GRIT**
Gain +1 strain threshold.
THROWING CREDITS
At the beginning of a session, spend 100 credits to ignore the strain threshold penalty due to a triggered Obligation.

TOUGHENED
Gain +2 wound threshold.

NATURAL MERCHANT
Once per session, may re-roll any 1 Streetwise or Negotiation check.

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

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

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

GRIT
Gain +1 strain threshold.

PLAUSIBLE DENIABILITY
Remove 5 per rank of Plausible Deniability from all Coercion and Deception checks.

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

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

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

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.

THROWING CREDITS
At the beginning of a session, spend 100 credits to ignore the strain threshold penalty due to a triggered Obligation.

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 ✯.

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

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

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

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

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

SOUND INVESTMENTS
At the start of each session, gain 100 credits for each rank of Sound Investments.
**GOOD COP**
Spend a rank from a Charm or Negotiation check to upgrade ability of an ally's subsequent social check against the same target a number of times equal to ranks in Good Cop.

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

**UNRELENTING SKEPTIC**
When targeted by a Deception check, the character automatically adds 1 to the check equal to ranks in Vigilance.

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

**GRIT**
Gain +1 strain threshold.

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

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

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

**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.

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

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

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

**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.

**Toughened**
Gain +2 wound threshold.

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

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

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

**IMPROVED HARDS HEADED**
Once per round, draw or holster a weapon or item as an incidental.

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

**UNRELENTING SKEPTIC**
When targeted by a Deception check, the character automatically adds 1 to the check equal to ranks in Vigilance.

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

**IMPROVED UNRELENTING SKEPTIC**
Gain +1 to a single characteristic. This cannot bring a characteristic above 6.

**DEDICATION**
Once per session, may re-roll any 1 Ranged (Light) or Ranged (Heavy) check.
**SMOOTH TALKER**
- When first acquired, choose Charm, Coercion, Deception, or Negotiation. When making checks with that skill, spend 1 to gain additional 2 equal to ranks in Smooth Talker.

**DISTRACTING BEHAVIOR**
- As a maneuver, suffer strain up to ranks in Cunning. Until start of next turn, equal number of engaged NPCs suffer 2 on checks. Ranks increase range.

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

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

**IMPROVED DISTRACTING BEHAVIOR**
- The Distraction Behavior maneuver inflicts 2 on NPC’s checks when NPCs target character’s allies.

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

**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.

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

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

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

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

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

**COORDINATION DODGE**
- When targeted by a combat check, may spend 1 Destiny Point to add 2 equal to ranks in Coordination to check.
**SUDDEN DISCOVERY BASE ABILITY**

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

- **ADD BOOST**
  Add \( b \) to skill check to activate Sudden Discovery.
  - COST 10

- **REDUCE SETBACK**
  Remove \( b \) from skill check to activate Sudden Discovery.
  - COST 10

- **REDUCE DIFFICULTY**
  Reduce the difficulty of the skill check to activate Sudden Discovery to \( b \).
  - COST 15

- **CHANGE SKILL**
  Sudden Discovery can be activated with the Astrogation or Survival skills.
  - COST 10

- **FREQUENCY**
  Sudden Discovery may be used twice per game session.
  - COST 15

- **DESTINY**
  Sudden Discovery costs 1 Destiny Point instead of 2.
  - COST 15

**UNMATCHED MOBILITY BASE ABILITY**

Once per game session as an incidental, the character may spend 2 Destiny Points to increase the number of maneuvers he is allowed to perform in a turn to three for the next two rounds. This third maneuver may be gained through any of the means a second maneuver is normally gained.

- **DURATION**
  Unmatched Mobility lasts for one additional round.
  - COST 10

- **FREE MANEUVER**
  Gain one additional free maneuver while base ability is active. This does not increase per turn maneuvers.
  - COST 10

- **FREE MANEUVER**
  Gain one additional free maneuver while base ability is active. This does not increase per turn maneuvers.
  - COST 15

- **MELEE DEFENSE**
  Gain +1 melee defense while Unmatched Mobility is active.
  - COST 15

- **RANGED DEFENSE**
  Gain +1 ranged defense while Unmatched Mobility is active.
  - COST 15

**CAREER:** Explorer

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

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

**Cost:** 5

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

**Cost:** 10

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

**Cost:** 15

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

**Cost:** 5

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

**Cost:** 15

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

**Cost:** 15

### GRIT
Gain +1 strain threshold.

**Cost:** 10

### TOUGHENED
Gain +2 wound threshold.

**Cost:** 10

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

**Cost:** 20

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

**Cost:** 20

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

**Cost:** 15

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

**Cost:** 25

### TOUGHENED
Gain +2 wound threshold.

**Cost:** 25

### 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:** 25

### SPEC BONUS CAREER SKILLS:
Astrogation, Coordination, Negotiation, Streetwise
**NATURAL HUNTER**
Once per session, may re-roll any 1 Perception or Vigilance check.

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

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

**STALKER**
Add \( \square \) per rank of Stalker to all Stealth and Coordination checks.

**DISORIENT**
After hitting with a combat check, may spend \( \mathnormal{\mathfrak{x}} \) to disorient target for a number of rounds equal to ranks in Disorient.

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

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

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

**Grit**
Gain +1 strain threshold.

**Toughened**
Gain +2 wound threshold.

**GRIT**
Gain +1 strain threshold.

**HEIGHTENED AWARENESS**
Allies within short range add \( \square \) to Perception or Vigilance checks. Engaged allies add \( \mathfrak{x} \).

**TOUGHENED**
Gain +2 wound threshold.

**STALKER**
Add \( \square \) per rank of Stalker to all Stealth and Coordination checks.

**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.

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

**DISORIENT**
After hitting with a combat check, may spend \( \mathfrak{x} \) to disorient target for a number of rounds equal to ranks in Disorient.

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

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

**FAMOUS 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.

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

**FORAGER**
Remove up to \( \square \) from skill checks to find food, water, or shelter. Survival checks to forage take half the time.
**KNOW SOMEBODY**
Once per session, when attempting to purchase a legally available item, reduce its rarity by 1 per rank of Know Somebody.

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

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

**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.

**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.

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

**GRIT**
Gain +1 strain threshold.

**TOUGHENED**
Gain +2 wound threshold.

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

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

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

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

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

**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.

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

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

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

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

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

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

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

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

**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.

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

**TOUGHENED**
Gain +2 wound threshold.

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

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

**TOUGHENED**
Gain +2 wound threshold.

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

**ENDURING**
Gain +1 soak value.

**GRIT**
Gain +1 strain threshold.

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

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

**GRIT**
Gain +1 strain threshold.

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

**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.

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

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

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

**PIN**
Take Pin action: make an Opposed Athletics check to immobilize an engaged opponent until the end of the character’s next turn. Spend $$x$$ to extend duration one round.

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

**GRIT**
Gain +1 strain threshold.

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

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

**ENDURING**
Gain +1 soak value.

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

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

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**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.

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**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.

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**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.

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**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.
LAST ONE STANDING BASE ABILITY

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

UNMATCHED PROTECTION BASE ABILITY

Once per game session as an incidental, the character may spend 2 Destiny Points to gain the following ability: once per round, after suffering a hit and determining damage, the character may halve the damage (rounded up) dealt before it is applied to his soak. This ability is active for the remainder of the current round and two additional rounds.
**ENDURING**
Gain +1 soak value.

**TOUGHENED**
Gain +2 wound threshold.

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

**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.

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

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

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

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

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

**TOUGHENED**
Gain +2 wound threshold.

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

**TOUGHENED**
Gain +2 wound threshold.

**ENDURING**
Gain +1 soak value.

**TOUGHENED**
Gain +2 wound threshold.

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

**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.

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

**TOUGHENED**
Gain +2 wound threshold.

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

**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.
**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.

**Command**

Add \( \frac{1}{4} \) per rank of Command to Leadership checks. Affected targets add \( \frac{1}{4} \) to Discipline checks for the next 24 hours.

**Second Wind**

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

**Confidence**

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

**Strong Arm**

Treat thrown weapons as if they had 1 greater range.

**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.

**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.

**Improved Field Commander**

Field Commander action affects allies equal to double Presence, and may spend \( \frac{1}{4} \) to allow allies to suffer 1 strain to perform 1 action instead.

**Grit**

Gain +1 strain threshold.

**Toughened**

Gain +2 wound threshold.

**Lethal Blows**

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

**Deadly Accuracy**

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

**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.

**Dedication**

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

**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.
When an ally engaged with the character makes a successful Charm, Deception, or Negotiation check, the character adds a per rank in Coercion to the ally's check.

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

When making a Knowledge check, the character may spend 1 Destiny Point to substitute Knowledge (Underworld) or Streetwise for the required skill.

The character may spend 1 Destiny Point to add damage equal to his ranks in Streetwise to one hit of a successful Brawl check.

Gain +2 wound threshold.

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.

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.

May suffer a number of strain up to ranks in Intimidating to downgrading difficulty of Coercion checks by an equal number.

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

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.

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

When an enemy becomes engaged with the character, they may force the enemy to make a fear check, with the difficulty equal to ranks in Fearsome.

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.

When an enemy becomes engaged with the character, they may force the enemy to make a fear check, with the difficulty equal to ranks in Fearsome.

When an enemy becomes engaged with the character, they may force the enemy to make a fear check, with the difficulty equal to ranks in Fearsome.
**Hired Gun Demolitionist**

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

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**Powerful Blast**

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

Cost: 10

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**Grit**

Gain +1 strain threshold.

Cost: 5

---

**Selective Detonation**

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

Cost: 5

---

**Toughened**

Gain +2 wound threshold.

Cost: 10

---

**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.

Cost: 15

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**Enduring**

Gain +1 soak value.

Cost: 15

---

**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.

Cost: 20

---

**Improvised Detonation**

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

Cost: 20

---

**Powerful Blast**

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

Cost: 20

---

**Steady Nerves**

Remove 1 per rank of Steady Nerves from Cool or Skulduggery checks.

Cost: 5

---

**Rapid Reaction**

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

Cost: 15

---

**Grit**

Gain +1 strain threshold.

Cost: 10

---

**Selective Detonation**

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

Cost: 20

---

**Dedication**

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

Cost: 25

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**Master Grenadier**

Decrease the ✨ cost to activate the Blast quality on any weapon used by 1 to a minimum of 1.

Cost: 25

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**Selecte Detonation**

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

Cost: 25

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**Improvised Detonation**

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

Cost: 25

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RAIN OF DEATH
Perform the Rain of Death maneuver to ignore the increased difficulty due to Auto-fire attacks made this turn.

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

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

BARRAGE
Add 1 damage per rank of Barrage to 1 hit of a successful attack while using Ranged (Heavy) or Gunnery at long or extreme range.

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

TOUGHENED
Gain +2 wound threshold.

GRIT
Gain +1 strain threshold.

BARRAGE
Add 1 damage per rank of Barrage to 1 hit of a successful attack while using Ranged (Heavy) or Gunnery at long or extreme range.

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

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

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

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

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

TOUGHENED
Gain +2 wound threshold.

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

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

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

BARRAGE
Add 1 damage per rank of Barrage to 1 hit of a successful attack while using Ranged (Heavy) or Gunnery at long or extreme range.

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

HIRED GUN
HEAVY
Spec Bonus Career Skills: Gunnery, Perception, Ranged (Heavy), Resilience

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

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

REDUCE SETBACK
Remove a from the skill check to activate Narrow Escape.

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

ADD BOOST
Add a to the skill check to activate Narrow Escape.

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

REDUCE DIFFICULTY
Reduce the difficulty of the skill check to activate Narrow Escape to 3.

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

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

DESTINY
Narrow Escape costs 1 Destiny Point instead of 2.

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

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

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

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

DESTINY
Unmatched Fortune costs 1 Destiny Point instead of 2.

INCREASE EFFECT
Unmatched Fortune can also be used on negative dice.

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

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

**FULL THROTTLE**
Take a Full Throttle action; make a 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.

**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.

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

**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.

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

**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.

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

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

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

**GRIT**
Gain +1 strain threshold.

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

**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.

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

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

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

**SUPREME FULL THROTTLE**
Count vehicle or starship piloted as having a silhouette 1 lower when being attacked.

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

**TOUGHENED**
Gain +2 wound threshold.

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

- **Black Market Contacts**
  - When purchasing illegal goods, may reduce rarity by 1 per rank, increasing cost by 50% of base cost per reduction. (Cost: 9)

- **Convincing Demeanor**
  - Remove 2 per rank of Convincing Demeanor from Deception or Skulduggery checks. (Cost: 10)

- **Hidden Storage**
  - Gain hidden storage in vehicles or equipment that holds items with total encumbrance equal to ranks in Hidden Storage. (Cost: 15)

- **Toughened**
  - Gain +2 wound threshold. (Cost: 20)

- **Dedication**
  - Gain +1 to a single characteristic. This cannot bring a characteristic above 6. (Cost: 20)

- **Natural Charmer**
  - Once per session, may re-roll any 1 Charm or Deception check. (Cost: 20)

- **Soft Spot**
  - After making a successful attack, may spend 1 Destiny Point to add damage equal to Cunning to one hit. (Cost: 20)

- **Quick Strike**
  - Add 3 per rank of Quick Strike to combat checks against targets that have not acted yet this encounter. (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: 15)

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

- **Convincing Demeanor**
  - Remove 2 per rank of Convincing Demeanor from Deception or Skulduggery checks. (Cost: 10)

- **Hidden Storage**
  - Gain hidden storage in vehicles or equipment that holds items with total encumbrance equal to ranks in Hidden Storage. (Cost: 15)

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

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

- **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)

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  - 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)

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  - Remove 2 per rank of Convincing Demeanor from Deception or Skulduggery checks. (Cost: 10)

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

- **Hidden Storage**
  - Gain hidden storage in vehicles or equipment that holds items with total encumbrance equal to ranks in Hidden Storage. (Cost: 15)

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

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

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

<table>
<thead>
<tr>
<th>Skill</th>
<th>Description</th>
<th>Cost</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Street Smarts</strong></td>
<td>Remove 1 per rank of Street Smarts from Streetwise or Knowledge (Underworld) checks.</td>
<td>9</td>
</tr>
<tr>
<td><strong>Black Market Contacts</strong></td>
<td>When purchasing illegal goods, may reduce rarity by 1 per rank, increasing cost by 50% of base cost per reduction.</td>
<td>10</td>
</tr>
<tr>
<td><strong>Indistinguishable</strong></td>
<td>Upgrade difficulty of checks to identify character once per rank of Indistinguishable.</td>
<td>5</td>
</tr>
<tr>
<td><strong>Bypass Security</strong></td>
<td>Remove 1 per rank of Bypass Security from checks made to disable a security device or open a locked door.</td>
<td>5</td>
</tr>
<tr>
<td><strong>Stalker</strong></td>
<td>Add 1 per rank of Stalker to all Stealth and Coordination checks.</td>
<td>15</td>
</tr>
<tr>
<td><strong>Grit</strong></td>
<td>Gain +1 strain threshold.</td>
<td>10</td>
</tr>
<tr>
<td><strong>Rapid Reaction</strong></td>
<td>Suffer a number of strain up to ranks in Rapid Reaction to add an equal number of ⭐ to initiative checks.</td>
<td>15</td>
</tr>
<tr>
<td><strong>Shortcut</strong></td>
<td>During a chase, add 1 per rank in Shortcut to any checks made to catch or escape an opponent.</td>
<td>15</td>
</tr>
<tr>
<td><strong>Bypass Security</strong></td>
<td>Remove 1 per rank of Bypass Security from checks made to disable a security device or open a locked door.</td>
<td>20</td>
</tr>
<tr>
<td><strong>Natural Rogue</strong></td>
<td>Once per session re-roll any 1 Skulduggery or Stealth check.</td>
<td>20</td>
</tr>
<tr>
<td><strong>Street Smarts</strong></td>
<td>Remove 1 per rank of Street Smarts from Streetwise or Knowledge (Underworld) checks.</td>
<td>20</td>
</tr>
<tr>
<td><strong>Jump Up</strong></td>
<td>Once per round, may stand from seated or prone as an incidental.</td>
<td>25</td>
</tr>
<tr>
<td><strong>Master of Shadows</strong></td>
<td>Once per round, suffer 2 strain to decrease difficulty of next Stealth or Skulduggery check by 1.</td>
<td>25</td>
</tr>
<tr>
<td><strong>Dodge</strong></td>
<td>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.</td>
<td>25</td>
</tr>
<tr>
<td><strong>Indistinguishable</strong></td>
<td>Upgrade difficulty of checks to identify character once per rank of Indistinguishable.</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>
</tbody>
</table>

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**CHARMER**

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

- **SMOOTH TALKER**
  - When first acquired, choose Charm, Coercion, Deception, or Negotiation. When making checks with that skill, spend \( \star \) to gain additional \( \star \) equal to ranks in Smooth Talker.
  - **COST 15**

- **KILL WITH KINDNESS**
  - Remove \( \star \) per rank of Kill with Kindness from all Charm and Leadership checks.
  - **COST 10**

- **DISARMING SMILE**
  - Take the Disarming Smile action; succeed at an opposed Charm check to lower the target's defense rating by ranks in Disarming Smile until the end of the encounter.
  - **COST 15**

- **WORKS LIKE A CHARM**
  - Once per session, make one skill check, using Presence rather than the characteristic linked to that skill.
  - **COST 15**

- **INSPIRING RHETORIC**
  - Take an Inspiring Rhetoric action; make a Leadership check. One ally for each \( \star \), in short range, recovers 1 strain. Spend \( \star \) for 1 affected ally to recover 1 additional strain.
  - **COST 5**

- **IMPROVED INSPIRING RHETORIC**
  - Each ally affected by Inspiring Rhetoric gains \( \star \) on all skill checks for a number of rounds equal to ranks in Leadership.
  - **COST 10**

- **CONGENIAL**
  - May suffer a number of strain to downgrade the difficulty of a Charm or Negotiation check, by an equal number. Strain suffered in this way cannot exceed ranks in Congenial.
  - **COST 10**

- **JUST KIDDING**
  - Once per round as an incidental, spend 1 Destiny Point to ignore damage generated on a social check by the character or any ally in short range.
  - **COST 15**

- **GRIT**
  - Gain +1 strain threshold.
  - **COST 5**

- **SMOOTH TALKER**
  - When first acquired, choose Charm, Coercion, Deception, or Negotiation. When making checks with that skill, spend \( \star \) to gain additional \( \star \) equal to ranks in Smooth Talker.
  - **COST 20**

- **CONGENIAL**
  - May suffer a number of strain to downgrade the difficulty of a Charm or Negotiation check, by an equal number. Strain suffered in this way cannot exceed ranks in Congenial.
  - **COST 20**

- **INTENSE PRESENCE**
  - Spend 1 Destiny Point to recover strain equal to Presence rating.
  - **COST 20**

- **SMUGGLER**
  - CHARMER
  - Spec Bonus Career Skills: *Charm, Cool, Leadership, Negotiation*
  - **Find more handouts at BeggingForXP.com**

- **NATURAL CHARMER**
  - Once per session, may re-roll any 1 Charm or Deception check.
  - **COST 25**

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

- **DON’T SHOOT**
  - Once per session as an action, make a Charm check. On success, cannot be the target of combat checks until the end of the encounter or until making a combat check.
  - **COST 25**

- **RESOLVE**
  - When the character involuntarily suffers strain, he suffers 1 less strain per rank or Resolve (\( \star \)).
  - **COST 25**

- **KILL WITH KINDNESS**
  - Remove \( \star \) per rank of Kill with Kindness from all Charm and Leadership checks.
  - **COST 5**

- **PLAUSIBLE DENIABILITY**
  - Remove \( \star \) per rank of Plausible Deniability from all Coercion and Deception checks.
  - **COST 10**

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

- **RESOLVE**
  - When the character involuntarily suffers strain, he suffers 1 less strain per rank or Resolve (\( \star \)).
  - **COST 25**
**FORTUNE FAVORS THE BOLD**
Once per session as an incidental, suffer 2 strain to flip one dark side Destiny Point to light side.

**SUPREME DOUBLE OR NOTHING**
When performing the Double or Nothing incidental, also double the number of \(x\) and \(y\).

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

**UP THE ANTE**
When gambling, win 10% more credits per rank of Up the Ante.

**CONVINCING DEMEANOR**
Remove \(b\) per rank of Conving Demeanor from Deception or Skulduggery checks.

**GRIT**
Gain +1 strain threshold.

**TOUGUENED**
Gain +2 wound threshold.

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

**SUPREME DOUBLE OR NOTHING**
When performing the Double or Nothing incidental, after canceling opposing symbols, also double the remaining \(s\).

**UP THE ANTE**
When gambling, win 10% more credits per rank of Up the Ante.

**GRIT**
Gain +1 strain threshold.

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

**CONVINCING DEMEANOR**
Remove \(b\) per rank of Conving Demeanor from Deception or Skulduggery checks.

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

**UP THE ANTE**
When gambling, win 10% more credits per rank of Up the Ante.

**UP THE ANTE**
When gambling, win 10% more credits per rank of Up the Ante.

**CONVINCING DEMEANOR**
Remove \(b\) per rank of Conving Demeanor from Deception or Skulduggery checks.

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

**GRIT**
Gain +1 strain threshold.

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

**IMPROVED DOUBLE OR NOTHING**
When performing the Double or Nothing incidental, after canceling opposing symbols, also double the remaining \(b\).

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

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

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

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

- **Grit**
  - Gain +1 strain threshold.
  - **Cost 5**

- **Quick Strike**
  - Add \( \frac{b}{2} \) per rank of Quick Strike to combat checks against targets that have not acted yet this encounter.
  - **Cost 5**

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

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

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

- **Grit**
  - Gain +1 strain threshold.
  - **Cost 10**

- **Quick Strike**
  - Add \( \frac{b}{2} \) per rank of Quick Strike to combat checks against targets that have not acted yet this encounter.
  - **Cost 10**

- **Improved Quick Draw**
  - May use Quick Draw twice per round.
  - **Cost 10**

- **Toughened**
  - Gain +2 wound threshold.
  - **Cost 15**

- **Call ‘Em**
  - Do not add \( b \) to combat checks due to the use of the Aim maneuver.
  - **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 15**

- **Sorry About The Mess**
  - Decrease the Critical Rating of a weapon by 1 (minimum 1) against targets that have not yet acted this encounter.
  - **Cost 15**

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

- **Lethal Blows**
  - Add +10 per rank of Lethal Blows to any Critical Injury result inflicted on opponents.
  - **Cost 20**

- **Guns Blazing**
  - As an incidental, suffer 2 strain to avoid increasing the difficulty of a Ranged (Light) check to attack with both weapons.
  - **Cost 20**

- **Rapid Reaction**
  - Suffer a number of strain up to ranks in Rapid Reaction to add an equal number of \( * \) to initiative checks.
  - **Cost 20**

- **Spitfire**
  - After a successful combine check with two Ranged (Light) weapons, additional hits can be allocated to other targets within range of the weapon.
  - **Cost 25**

- **Natural Marksman**
  - Once per session, may re-roll any 1 Ranged (Light) or Ranged (Heavy) check.
  - **Cost 25**

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

- **Deadly Accuracy**
  - When acquired, choose 1 combat skill. Add damage equal to ranks in that skill to one hit of a successful attack made using that skill.
  - **Cost 25**
**INVENTIVE CREATION**

Once per game session, as an action, the character may spend 2 Destiny Points and make a Mechanics check. If successful, the character immediately uses available parts to build a device that functions as an item of their choice with a rarity of 5 or lower. The item functions until the end of the encounter, at which point it falls apart, shorts out, or otherwise ceases to work. The exact nature of the device the character is trying to construct, as well as the end results, must be approved by the GM.

- **Reduce Setback**: Remove a from skill check to activate Inventive Creation.
- **Increase Rarity**: Remove a from skill check to activate Inventive Creation.
- **Reduce Difficulty**: Reduce the difficulty of the skill check to activate Inventive Creation to 0.
- **Increase Rarity**: Increase the rarity of the device the character can build by 1.
- **Destiny**: Inventive Creation costs 1 Destiny Point instead of 2.

**UNMATCHED CALIBRATION**

Once per game session as an incidental, after rolling dice for a check but before interpreting the results, the character may spend 2 Destiny Points to reroll up to two dice in the character’s dice pool. Unmatched Calibration cannot be used on a.

- **Remove Setback**: May remove a instead of rerolling it.
- **Increase Number**: Unmatched Calibration affects one additional die, per Increase Number upgrade purchased.
- **Frequency**: Unmatched Calibration can be used one additional time each game session.
- **Increase Number**: Unmatched Calibration affects one additional die, per Increase Number upgrade purchased.
ENDURING
Gain +1 soak value.

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

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.

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

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

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.

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

GRIT
Gain +1 strain threshold.

GEARHEAD
The character repairs 1 additional hull trauma per rank of Gearhead from Mechanics checks. Halve the credit cost to add mods to attachments.

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

ENDURING
Gain +1 soak value.

NATURAL TINKERER
Once per session, re-roll any 1 Mechanics check.

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.

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

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.

TOUGHENED
Gain +2 wound threshold.

TOUGHENED
Gain +2 wound threshold.

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

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.

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

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.

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.

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

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

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.

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

GRIT
Gain +1 strain threshold.

GEARHEAD
The character repairs 1 additional hull trauma per rank of Gearhead from Mechanics checks. Halve the credit cost to add mods to attachments.

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

ENDURING
Gain +1 soak value.

NATURAL TINKERER
Once per session, re-roll any 1 Mechanics check.

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.

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

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.

TOUGHENED
Gain +2 wound threshold.

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

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

**TINKERER**
May add 1 additional hard point to a number of items equal to ranks in Tinkerer. Each item may only be modified once. **COST 5**

**UTINNI!**
Remove □ per rank of Utinni! from checks to find or scavenge items or gear. Such checks take half the time. **COST 5**

**SPEAKS BINARY**
When directing NPC droids, may grant them □ per rank of Speaks Binary on checks. **COST 5**

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

**GRIT**
Gain +1 strain threshold. **COST 10**

**UTINNI!**
Remove □ per rank of Utinni! from checks to find or scavenge items or gear. Such checks take half the time. **COST 10**

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

**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. **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**

**BRACE**
Perform the Brace maneuver to remove □ per rank of Brace from your next Action. This may only remove □ added by environmental circumstances. **COST 15**

**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. **COST 15**

**JURY RIGGED**
Choose 1 weapon, armor, or other item and give it a permanent improvement while it remains in use. **COST 20**

**SPEAKS BINARY**
When directing NPC droids, may grant them □ per rank of Speaks Binary on checks. **COST 20**

**INVENTOR**
When constructing new items or modifying attachments, add □ or remove □ per rank of Inventor. **COST 20**

**INVENTOR**
When constructing new items or modifying attachments, add □ or remove □ per rank of Inventor. **COST 25**

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

**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. **COST 25**

**BRACE**
Perform the Brace maneuver to remove □ per rank of Brace from your next Action. This may only remove □ added by environmental circumstances. **COST 25**

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**TECHNICIAN**
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**OUTLAW TECH**

**ACTIVE**

**PASSIVE**

**RANKED**

**EDGE OF THE EMPIRE • VERSION 8 • 2018-01**
Defensive Slicing
When defending computer systems, add \( b \) per rank of Defensive Slicing to opponents' checks.

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.

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.

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

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

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

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

DEDICATION
Gain +1 to a single characteristic. This cannot bring a characteristic above 6.
**Technician: Cyber Tech**

**Spec Bonus Career Skills:** Athletics, Mechanics, Medicine, Vigilance

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**Cyberneticist**
- Remove  per rank of Cyberneticist from checks to build, repair, and install cybernetic implants. Cybernetics cost 50% less.

**Cost:** 5

---

**Eye for Detail**
- After making a Mechanics or Computers check, may suffer strain up to ranks in Eye for Detail to convert that many ✭ to ✯.

**Cost:** 10

---

**Overcharge**
- Once per encounter, as an action make a Mechanics check. On a success one installed cybernetic implant provides additional benefits. On ✯ overcharged implant shorts out.

**Cost:** 15

---

**Improved Overcharge**
- May spend ✯ or ✯ from Overcharge action to immediately take another action.

**Cost:** 20

---

**More Machine Than Man**
- Increase cybernetic implant cap by 1 per rank of More Machine Than Man.

**Cost:** 25

---

**Engineered Redundancies**
- Gain the ability to use emergency repair patches to heal. Additionally can be healed with Mechanics checks.

**Cost:** 5

---

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

**Cost:** 5

---

**Energy Transfer**
- May suffer 1 strain to use the Energy Transfer maneuver to power up an unpowered device or replenish exhausted ammunition for an energy weapon.

**Cost:** 10

---

**Cyberneticist**
- Remove  per rank of Cyberneticist from checks to build, repair, and install cybernetic implants. Cybernetics cost 50% less.

**Cost:** 10

---

**More Machine Than Man**
- Increase cybernetic implant cap by 1 per rank of More Machine Than Man.

**Cost:** 15

---

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

**Cost:** 15

---

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

**Cost:** 15

---

**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.

**Cost:** 20

---

**More Machine Than Man**
- Increase cybernetic implant cap by 1 per rank of More Machine Than Man.

**Cost:** 20

---

**More Machine Than Man**
- Increase cybernetic implant cap by 1 per rank of More Machine Than Man.

**Cost:** 25

---

**Supreme Overcharge**
- May perform the Overcharge action on any number of installed cybernetic implants. On ✯, one implant shorts out.

**Cost:** 25

---

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

**Cost:** 25

---

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**MACHINE MENDER**
When making a Mechanics check to help a character heal wounds, the target heals 1 additional wound per rank of Machine Mender.

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

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

**GRIT**
Gain +1 strain threshold.

**DEFT MAKER**
Remove \[\] per rank of Deft Maker from checks to repair, modify, construct, or program droids. Reduce the material cost to craft droids by 50%.

**EYE FOR DETAIL**
After making a Mechanics or Computers check, may suffer strain up to ranks in Eye for Detail to convert that many \[\] to \[\].

**SUPREME SPEAKS BINARY**
Once per encounter, as a maneuver allow a number of droids up to ranks in Speaks Binary to use the character's ranks in 1 skill of their choice.

**IMPROVED SPEAKS BINARY**
When directing NPC droids, those droids grant an additional \[\] in addition to other benefits.

**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.

**MACHINE MENDER**
When making a Mechanics check to help a character heal wounds, the target heals 1 additional wound per rank of Machine Mender.

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

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

**MACHINE MENDER**
When making a Mechanics check to help a character heal wounds, the target heals 1 additional wound per rank of Machine Mender.
Tinkerer
May add 1 additional hard point to a number of items equal to ranks in Tinkerer. Each item may only be modified once.

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

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

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.

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

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

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

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

Toughened
Gain +2 wound threshold.

Resourceful Refit
As an action make a Mechanics check to scavenge an old attachment to construct a new one, reducing its price by that of the dismantled attachment.

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

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

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.

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

Jury Rigged
Choose 1 weapon, armor, or other item and give it a permanent improvement while it remains in use.

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

Natural Tinkerer
Once per session, re-roll any 1 Mechanics check.

Custom Loadout
May add 2 additional hard points to Signature Vehicle.

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

NATURAL TINKERER
Once per session, re-roll any 1 Mechanics check.

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

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.

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

Toughened
Gain +2 wound threshold.

Resourceful Refit
As an action make a Mechanics check to scavenge an old attachment to construct a new one, reducing its price by that of the dismantled attachment.

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

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

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

Jury Rigged
Choose 1 weapon, armor, or other item and give it a permanent improvement while it remains in use.

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

Natural Tinkerer
Once per session, re-roll any 1 Mechanics check.

Custom Loadout
May add 2 additional hard points to Signature Vehicle.

Jury Rigged
Choose 1 weapon, armor, or other item and give it a permanent improvement while it remains in use.
SENSE DANGER
Once per session, remove [ ] from any 1 check.

SENSE EMOTIONS
Add [ ] to all Charm, Coercion, and Deception checks unless the target is immune to Force Powers.

BALANCE
When the character heals strain at the end of the encounter, he may add [ ] per Force Rating. He recovers additional strain equal to [ ] generated.

TOUCH OF FATE
Once per session, add [ ] to any one check.

INSIGHT
Perception and Discipline become career skills.

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

UNCANNY SENSES
Add [ ] per rank of Uncanny Senses to all Perception checks.

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

OVERWHELM EMOTIONS
May add [ ] per Force Rating to Charm, Coerce, or Deceit checks. [ ] and [ ] add [ ] to some checks and [ ] to others.

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

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

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

UNCANNY SENSES
Add [ ] per rank of Uncanny Senses to all Perception checks.

UNCANNY REACTIONS
Add [ ] per rank of Uncanny Reactions to all Vigilance checks.

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

UNCANNY SENSES
Add [ ] per rank of Uncanny Senses to all Perception checks.

UNCANNY REACTIONS
Add [ ] per rank of Uncanny Reactions to all Vigilance checks.

SUPERIOR REFLEKSES
Gain +1 melee defense.

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

SIXTH SENSE
Gain +1 ranged defense.
**SENSE BASIC POWER**
The Force User can sense the Force interacting with the world around him.
The user may spend $\text{O}$ to sense all living things within short range (including sentient and non-sentient beings).
The user may spend $\text{O}$ to sense the current emotional state of one living target with whom he is engaged.

**CONTROL**
Ongoing effect: Commit $\text{C}$. Once per round, when an attack targets the Force user, he upgrades the difficulty of the pool once.

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

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

**CONTROL**
Ongoing effect: Commit $\text{C}$. Once per round, when making a combat check, he upgrades the ability of that check once.

**RANGE**
Spend $\text{O}$ to increase power's range by a number of range bands equal to Range upgrades purchased.

**MAGNITUDE**
Spend $\text{O}$ to increase number of targets affected by power equal to Magnitude upgrades purchased.

**RANGE**
Spend $\text{O}$ to increase power's range by a number of range bands equal to Range upgrades purchased.

**MAGNITUDE**
Spend $\text{O}$ to increase number of targets affected by power equal to Magnitude upgrades purchased.

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

**RANGE**
Spend $\text{O}$ to increase power's range by a number of range bands equal to Range upgrades purchased.

**MAGNITUDE**
Spend $\text{O}$ to increase number of targets affected by power equal to Magnitude upgrades purchased.

**RANGE**
Spend $\text{O}$ to increase power's range by a number of range bands equal to Range upgrades purchased.

**MAGNITUDE**
Spend $\text{O}$ to increase number of targets affected by power equal to Magnitude upgrades purchased.
When making a Coercion, Charm, Deception, Leadership, or Negotiation check, the Force user may roll an Influence Power check as part of his dice pool. He may spend \( \Box \) to gain \( \& \) or \( \% \) (user's choice) on the check.

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

- **Strength**: When stressing the mind of a target, the character inflicts 2 strain.

- **Range**: Spend \( \Box \) to increase power's range by a number of Range bands equal to range upgrades purchased.

- **Magnitude**: Spend \( \Box \) to increase targets affected equal to Magnitude upgrades purchased.

- **Duration**: Spend \( \Box \) to increase duration by number of rounds (or minutes) equal to Duration upgrades purchased.

Prerequisites: **Force Rating 1+**

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

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

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

**STRENGTH**

Spend 0 to increase silhouette able to be targeted equal to Strength upgrades purchased.

**MAGNITUDE**

Spend 0 to increase targets affected equal to Magnitude upgrades purchased.

**RANGE**

Spend 0 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.

**CONTROL**

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

**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.