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.

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

TAKEOWN
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.

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.

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.
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

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

COST 20

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

COST 5

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

COST 25

PRECEDE AAIM
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 20

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

COST 15

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

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

COST 10

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

COST 10

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

COST 15

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

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

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

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

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 20

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

COST 25

GRIT
Gain +1 strain threshold.

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 15

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

COST 15

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

COST 10

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

COST 10

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

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

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

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 20

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

COST 25
**BOUNTY HUNTER**

**GADGETEER**

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

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

**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 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.

**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.

**POINT BLANK**
Add __ 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.

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

**TOUGHENED**
Gain +2 wound threshold.

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

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

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

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

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

**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.

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

**INTIMIDATING**
May suffer a number of strain up to ranks in Intimidating to downgrade difficulty of Coercion checks or upgrade difficulty when targeted by Coercion checks by an equal number.

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

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

**CRIPPLING BLOW**
Increase the difficulty of next combat check by 1. If check deals damage, target suffers __ strain whenever he moves for the remainder of the encounter.
Toughened
Gain +2 wound threshold.

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

Toughened
Gain +2 wound threshold.

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

Enduring
Gain +1 soak value.

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

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

Hunter
Add □ per rank of Hunter to all checks when interacting with beasts or animals (including combat). Add +10 to Critical Injury results against beasts or animals per rank of Hunter.

Grit
Gain +1 strain threshold.

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

Bounty Hunter
Survivalist
Spec Bonus Career Skills: Knowledge (Xenology), Perception, Resilience, Survival

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

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

Outdoorsman
Remove □ per rank of Outdoorsman from checks to find tracks or track targets. Decrease time to track a target by half.

Swift
Do not suffer usual penalties for moving through difficult terrain.

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

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

Hunter
Add □ per rank of Hunter to all checks when interacting with beasts or animals (including combat). Add +10 to Critical Injury results against beasts or animals per rank of Hunter.

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

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

Heroic Fortitude
May spend 1 Destiny Point to ignore effects of Critical Injuries on Brawn or Agility checks until the end of the encounter.
**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 $\star$ equal to ranks in Shortcut to the check.

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

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

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

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**GRIT**
Gain +1 strain threshold.

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

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

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

**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.

**RECONSTRUCT THE SCENE**
As an action make a Perception check to identify the physical characteristics of a person present at a scene within 24 hours.

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

**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.

**BOUNTY HUNTER**
**SKIP TRACER**
Spec Bonus Career Skills: Cool, Knowledge (Underworld), Negotiation, Skulduggery

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**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.

- **DESTINY**
  - Insightful Revelation costs 1 Destiny Point instead of 2.

- **REDUCE DIFFICULTY**
  - Reduce the difficulty of the skill check to activate Insightful Revelation to 1.

- **ADDITIONAL SKILLS**
  - When making the Insightful Revelation action, the character may use any Knowledge skill.

- **REDUCE SETBACK**
  - Remove the setback from the skill check to activate Insightful Revelation.

**ADD BOOST**

Add a boost to the skill check to activate Insightful Revelation.

**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 1 for the remainder of the encounter.

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

- **REDUCE SETBACK**
  - Remove the setback from the skill check to activate Unmatched Expertise.

- **REDUCE DIFFICULTY**
  - Reduce the difficulty of all career skill checks by 2 instead of 1.

- **REDUCE DIFFICULTY**
  - The minimum difficulty of all career skill checks is reduced to Simple (–) instead of 1.

- **ACTIVATION**
  - Unmatched Expertise can be triggered out of turn instead of a maneuver.

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

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

- **REDUCE SETBACK**
  - Remove the setback from the skill check to activate Unmatched Expertise.
### 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.

<table>
<thead>
<tr>
<th>Characteristic</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>Medicine</td>
<td>4</td>
</tr>
</tbody>
</table>

### IMPROVED STIM APPLICATION
When performing a Stim Application action, may increase the difficulty to 4, and target only suffers 1 strain.

### NATURAL DOCTOR
Once per session, may re-roll any Medicine check.

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

### GRIT
Gain +1 strain threshold.

### TOUGHENED
Gain +2 wound threshold.

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

### GRIT
Gain +1 strain threshold.

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

### 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).

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

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

### 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
- **5**: 25, 10, 20, 15, 10, 25
- **10**: 25, 15, 20
- **15**: 25, 20
- **20**: 25
- **25**: 25

### EDGE OF THE EMPIRE • VERSION 8 • 2018-01
<table>
<thead>
<tr>
<th>Skill</th>
<th>Effect</th>
<th>Cost</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Kill With Kindness</strong></td>
<td>Remove ( b ) per rank of Kill with Kindness from all Charm and Leadership checks.</td>
<td>5</td>
</tr>
<tr>
<td><strong>Grit</strong></td>
<td>Gain +1 strain threshold.</td>
<td>5</td>
</tr>
<tr>
<td><strong>Plausible Deniability</strong></td>
<td>Remove ( b ) per rank of Plausible Deniability from all Coercion and Deception checks.</td>
<td>5</td>
</tr>
<tr>
<td><strong>Toughened</strong></td>
<td>Gain +2 wound threshold.</td>
<td>5</td>
</tr>
<tr>
<td><strong>Inspiring Rhetoric</strong></td>
<td>Take an Inspiring Rhetoric action; make a ( \clubsuit ) Leadership check. One ally for each ( \heartsuit ), in short range, recovers 1 strain. Spend ( \heartsuit ) for 1 affected ally to recover 1 additional strain.</td>
<td>10</td>
</tr>
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<td>Remove ( b ) per rank of Kill with Kindness from all Charm and Leadership checks.</td>
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<tr>
<td><strong>Scathing Tirade</strong></td>
<td>Take a Scathing Tirade action; make a ( \clubsuit ) Coercion check. One enemy for each ( \heartsuit ), in short range, suffers 1 strain. Spend ( \heartsuit ) for 1 affected enemy to suffer 1 additional strain.</td>
<td>10</td>
</tr>
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<td><strong>Plausible Deniability</strong></td>
<td>Remove ( b ) per rank of Plausible Deniability from all Coercion and Deception checks.</td>
<td>10</td>
</tr>
<tr>
<td><strong>Well Rounded</strong></td>
<td>Choose any 2 skills. They permanently become career skills.</td>
<td>15</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>15</td>
</tr>
<tr>
<td><strong>Improved Inspiring Rhetoric</strong></td>
<td>Each ally affected by Inspiring Rhetoric gains ( b ) on all skill checks for a number of rounds equal to ranks in Leadership.</td>
<td>15</td>
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<tr>
<td><strong>Improved Scathing Tirade</strong></td>
<td>Each enemy affected by Scathing Tirade suffers ( b ) on all skill checks for a number of rounds equal to ranks in Coercion.</td>
<td>15</td>
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<tr>
<td><strong>Supreme Inspiring Rhetoric</strong></td>
<td>Suffer 1 strain to perform Inspiring Rhetoric as a maneuver, not an action.</td>
<td>20</td>
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<td><strong>Supreme Scathing Tirade</strong></td>
<td>Suffer 1 strain to perform Scathing Tirade as a maneuver, not an action.</td>
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<td><strong>Grit</strong></td>
<td>Gain +1 strain threshold.</td>
<td>20</td>
</tr>
<tr>
<td><strong>Steeley Nerves</strong></td>
<td>Spend 1 Destiny Point to ignore effects of Critical Injuries on Willpower or Presence checks until the end of the encounter.</td>
<td>25</td>
</tr>
<tr>
<td><strong>Dedication</strong></td>
<td>Gain +1 to a single characteristic. This cannot bring a characteristic above 6.</td>
<td>25</td>
</tr>
<tr>
<td><strong>Natural Charming</strong></td>
<td>Once per session, may re-roll any 1 Charm or Deception check.</td>
<td>25</td>
</tr>
<tr>
<td><strong>Intense Presence</strong></td>
<td>Spend 1 Destiny Point to recover strain equal to Presence rating.</td>
<td>25</td>
</tr>
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<td><strong>Grit</strong></td>
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<td>25</td>
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</table>

**Colonist Politico**

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

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

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

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

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

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 strain added by environmental circumstances.

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.

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

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

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

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

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.

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.

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

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.

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

GRIT
Gain +1 strain threshold.

COST 5

COST 10

COST 15

COST 20

COST 25

COST 5

COST 10

COST 15

COST 20

COST 25

COST 5

COST 10

COST 15

COST 20

COST 25

EDGE OF THE EMPIRE • VERSION 8 • 2018-01
**INTENSE PRESENCE**

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

**NATURAL ATHLETE**

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

**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.

**IMPROVED DISTRACTING BEHAVIOR**

The Distraction Behavior maneuver inflicts ⚫ on NPC’s checks when NPCs target character’s allies.

**DEDICATION**

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

**KILL WITH KINDNESS**

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

**GRIT**

Gain +1 strain threshold.

**DISTRACTING BEHAVIOR**

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

**TOUGHENED**

Gain +2 wound threshold.

**BIGGEST FAN**

Once per session, may take a Biggest Fan action; make a ⚫ Charm check to turn one NPC into the character’s biggest fan.

**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 ⚫ equal to ranks in Coordination to check.

**COGNERATION**

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

**SMOOTH TALKER**

When first acquired, choose Charm, Coercion, Deception, or Negotiation. When making checks with that skill, spend ⚫ to gain additional ⚫ equal to ranks in Smooth Talker.

**JUMP UP**

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

**SECOND WIND**

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

**CONVINCING DEMEANOR**

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

**DETECTIVE 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.

**DEDICATION**

Gain +1 to a single characteristic. This cannot bring a characteristic above 6.
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 1 to skill check to activate Sudden Discovery.

REDUCE SETBACK
Remove 1 from skill check to activate Sudden Discovery.

REDUCE SETBACK
Remove 1 from skill check to activate Sudden Discovery.

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

ADD BOOST
Add 1 to skill check to activate Sudden Discovery.

REDUCE DIFFICULTY
Reduce the difficulty of the skill check to activate Sudden Discovery to 1.

FREQUENCY
Sudden Discovery may be used twice per game session.

DESTINY
Sudden Discovery costs 1 Destiny Point instead of 2.

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.

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

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

MELEE DEFENSE
Gain +1 melee defense while Unmatched Mobility is active.

RANGED DEFENSE
Gain +1 ranged defense while Unmatched Mobility is active.
**MASTER STARHOPPER**
Once per round, suffer 2 strain to decrease the difficulty of next Astrogation check by 1 to a minimum of 1.

**SKILLED JOCKEY**
Remove 1 per rank of Skilled Jockey from all Piloting (Planetary) and Piloting (Space) checks.

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

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

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

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

**GRIT**
Gain +1 strain threshold.

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

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

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

**GRIT**
Gain +1 strain threshold.

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

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

**TOUGHENED**
Gain +2 wound threshold.

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

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

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

**TOUGHENED**
Gain +2 wound threshold.
**EXPLORE SCOUT**

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

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

**Stalker**
- Add \[ \square \] per rank of Stalker to all Stealth and Coordination checks.

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

**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.

**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.

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

**Familiar Suns**
- Once per session, as a maneuver make a \[ \clubsuit \clubsuit \clubsuit \] Knowledge (Outer Rim) or (Core Worlds) check to reveal the current type of environment and other useful information.

**Shortcut**
- During a chase, add \[ \square \] per rank in Shortcut to any checks made to catch or escape an opponent.

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

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

**Heightened Awareness**
- Allies within short range add \[ \square \] to Perception or Vigilance checks. Engaged allies add \[ \square \square \].

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

**Stalker**
- Add \[ \square \] per rank of Stalker to all Stealth and Coordination checks.

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

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

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

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

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

**Heightened Awareness**
- Allies within short range add \[ \square \] to Perception or Vigilance checks. Engaged allies add \[ \square \square \].

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

**Stalker**
- Add \[ \square \] per rank of Stalker to all Stealth and Coordination checks.

**Disorient**
- After hitting with a combat check, may spend \[ \spadesuit \spadesuit \] to disorient target for a number of rounds equal to ranks in Disorient.
Spec Bonus Career Skills: Deception, Knowledge (Core Worlds), Knowledge (Underworld), Negotiation

**NOBODY'S FOOL**
Once per session, when attempting to purchase a legally available item, reduce its rarity by 1 per rank of Nobody's Fool.

**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.

**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.

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

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

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

**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 y 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.

**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.

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

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

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

**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.

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

**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.

**COST**

- 5
- 10
- 15
- 20
- 25
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.

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

GRIT
Gain +1 strain threshold.

DURABLE
Choose any 2 skills. They permanently become career skills.

TOUGHENED
Gain +2 wound threshold.

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

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

GRIT
Gain +1 strain threshold.

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.

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

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

ENDURING
Gain +1 soak value.

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

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.

MUSEUM WORTHY
Once per session, take Museum Worthy action, make Knowledge (Education) check to gain information regarding a relic, ruin, or piece of history.
**FORAGER**
Remove up to 3 from skill checks to find food, water, or shelter. Survival checks to forage take half the time.

**GRIT**
Gain +1 strain threshold.

**STALKER**
Add 1 per rank of Stalker to all Stealth and Coordination checks.

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

**TOUGHENED**
Gain +2 wound threshold.

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

**STALKER**
Add 1 per rank of Stalker to all Stealth and Coordination checks.

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

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

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

**GRIT**
Gain +1 strain threshold.

**HUNTER’S QUARRY**
Take Hunter’s Quarry action; make a Survival check to upgrade the ability of all attacks made against a target at long range until the end of the character’s next turn.

**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.

**RESTORE**
Add 1 per rank of Expert Tracker to short range finding checks. Engaged allies add 1.

**GRIT**
Gain +1 strain threshold.

**QUICK STRIKE**
Add 1 per rank of Quick Strike to combat checks against targets that have not acted yet this encounter.

**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.

**BRING IT DOWN**
Once per attack, spend 1 Destiny Point to add damage to a single hit equal to target’s Brawn value.

**IMPROVED HUNTER'S QUARRY**
Suffer 2 strain to perform Hunter’s Quarry action as a maneuver.

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

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

Spec Bonus Career Skills: Knowledge (Xenology), Ranged (Heavy), Stealth, Survival
Spec Bonus Career Skills: Cool, Gunnery, Mechanics, Piloting (Planetary)
**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.

**REDUCE SETBACK**
Remove \( \square \) from skill check to activate Last One Standing.

**ADD BOOST**
Add \( \square \) to skill check to activate Last One Standing.

**REDUCE SETBACK**
Remove \( \square \) from skill check to activate Last One Standing.

**ADD BOOST**
Add \( \square \) to skill check to activate Last One Standing.

**REDUCE DIFFICULTY**
Reduce the difficulty of the skill check to activate Last One Standing to \( \square \).

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

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

**DESTINY**
Last One Standing costs 1 Destiny Point instead of 2.

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**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.

**DURATION**
Unmatched Protection lasts for one additional round.

**DURATION**
Unmatched Protection lasts for one additional round.

**SOAK**
Gain +1 soak while Unmatched Protection is active.

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

**DURATION**
Unmatched Protection lasts for one additional round.

**DESTINY**
Unmatched Protection costs 1 Destiny Point instead of 2.

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

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

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EDGE OF THE EMPIRE • VERSION 8 • 2018-01
<table>
<thead>
<tr>
<th>Ability</th>
<th>Description</th>
<th>Cost</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Toughened</strong></td>
<td>Gain +2 wound threshold.</td>
<td>5</td>
</tr>
<tr>
<td><strong>Hard Headed</strong></td>
<td>When staggered or disoriented, perform the Hard Headed action to make a Discipline check to remove the status. Difficulty reduced by 1 per rank.</td>
<td>10</td>
</tr>
<tr>
<td><strong>Barrage</strong></td>
<td>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.</td>
<td>15</td>
</tr>
<tr>
<td><strong>Durable</strong></td>
<td>May reduce any Critical Injury suffered by 10 per rank of Durable.</td>
<td>5</td>
</tr>
<tr>
<td><strong>Grit</strong></td>
<td>Gain +1 strain threshold.</td>
<td>5</td>
</tr>
<tr>
<td><strong>Body Guard</strong></td>
<td>Once per round, perform a maneuver to guard an engaged ally. Suffer strain up to ranks to upgrade difficulty of attacks against them by that number until the start of next turn.</td>
<td>10</td>
</tr>
<tr>
<td><strong>Enduring</strong></td>
<td>Gain +1 soak value.</td>
<td>15</td>
</tr>
<tr>
<td><strong>Side Step</strong></td>
<td>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.</td>
<td>15</td>
</tr>
<tr>
<td><strong>Defensive Stance</strong></td>
<td>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.</td>
<td>15</td>
</tr>
<tr>
<td><strong>Brace</strong></td>
<td>Perform the Brace maneuver to remove 1 damage per rank of Brace from your next Action. This may only remove 1 added by environmental circumstances.</td>
<td>10</td>
</tr>
<tr>
<td><strong>Improved Hard Headed</strong></td>
<td>When incapacitated due to strain exceeding threshold, take a Discipline check (–1 per rank of Hard Headed) to reduce strain to 1 below threshold.</td>
<td>25</td>
</tr>
</tbody>
</table>
Spec Bonus Career Skills: Coercion, Melee, Resilience, Survival

**TOUGHENED**
Gain +2 wound threshold.
-COST 5-

**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.
-COST 5-

**FERAL STRENGTH**
Add 1 damage per rank of Feral Strength to one hit of a successful Melee or Brawl attack.
-COST 5-

**LETHAL BLOWS**
Add +10 per rank of Lethal Blows to any Critical Injury result inflicted on opponents.
-COST 5-

**FERAL STRENGTH**
Add 1 damage per rank of Feral Strength to one hit of a successful Melee or Brawl attack.
-COST 10-

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

**HEROIC FORTITUDE**
May spend 1 Destiny Point to ignore effects of Critical Injuries on Brawn or Agility checks until the end of the encounter.
-COST 10-

**KNOCKDOWN**
After hitting with a melee attack, may spend to knock the target prone.
-COST 10-

**ENDURING**
Gain +1 soak value.
-COST 15-

**LETHAL BLOWS**
Add +10 per rank of Lethal Blows to any Critical Injury result inflicted on opponents.
-COST 15-

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

**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.
-COST 15-

**FERAL STRENGTH**
Add 1 damage per rank of Feral Strength to one hit of a successful Melee or Brawl attack.
-COST 20-

**NATURAL BRAWLER**
Once per session, may reroll any 1 Melee or Brawl check.
-COST 20-

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

**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.
-COST 25-

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

**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 25-

**DEDICATION**
Gain +1 to a single characteristic. This cannot bring a characteristic above 6.
-COST 25-
FIELD COMMANDER
Take the Field Commander action; make a \[\text{Leadership}\] check. A number of allies equal to \[\text{Presence}\] may immediately suffer 1 strain to perform 1 free maneuver.

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.

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

IMPROVED FIELD COMMANDER
Field Commander action affects allies equal to double \[\text{Presence}\], and may spend \[\text{x}\] to allow allies to suffer 1 strain to perform 1 action instead.

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.

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

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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 made using that skill.

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

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.

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.

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.

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.

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.

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

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

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

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

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.

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.

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

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.

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

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.

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

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 the blast range of a weapon or explosion.

TOUGHENED
Gain +2 wound threshold.

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

GRIT
Gain +1 strain threshold.

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

STRENGTH
Gain +3 damage.

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

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

Grunt
Gain +1 strain threshold.

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

STEADY NERVES
Remove ▲ per rank of Steady Nerves from Cool or Skulduggery checks.

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

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

IMPROVED
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.

IMPROVED
IMPROVISED
DETONATION
Reduce the difficulty of Improvised Detonation’s check to ♦ and increase damage to twice ranks in Mechanics.

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

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

GRIT
Gain +1 strain threshold.

STEADY NERVES
Remove ▲ per rank of Steady Nerves from Cool or Skulduggery checks.

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

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

Grit
Gain +1 strain threshold.

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

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

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

MASTER GRENADE
Decrease the ▲ cost to activate the Blast quality on any weapon used by 1 to a minimum of 1.
**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.

**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.

**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 items with Limited Ammo quality run out of ammo as normal.

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

**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.

**GRIT**
Gain +1 strain threshold.

**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.

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

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

**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.

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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.

**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.

**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.

**TOUGHENED**
Gain +2 wound threshold.

**TOUGHENED**
Gain +2 wound threshold.

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

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When wearing armor, increase total soak value by 1.

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

UNCONFIRMED DICE
Remove 1 from the skill check to activate Narrow Escape.

REDUCE DIFFICULTY
Reduce the difficulty of the skill check to activate Narrow Escape to 2.

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

ADD BOOST
Add 1 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 SETBACK
Remove 1 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.

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

DESTINY
Narrow Escape costs 1 Destiny Point instead of 2.

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

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

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

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.

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

INCREASE EFFECT
Unmatched Fortune can affect willing allies by 1 per Increase Effect upgrade purchased.

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

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

CAREER
SMUGGLER
Career Skills: Coordination, Deception, Knowledge (Underworld), Perception, Piloting (Space), Skullduggery, Streetwise, Vigilance

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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.
  - Cost: 5

- **SKILLED JOCKEY**: Remove rank of Skilled Jockey from all Piloting (Planetary) and Piloting (Space) checks.
  - Cost: 10

- **DEAD TO RIGHTS**: Spend 1 Destiny Point to add additional damage equal to Agility (round up) to one hit of a successful attack made with ship- or vehicle-mounted weaponry.
  - Cost: 10

- **IMPROVED FULL THROTTLE**: Suffer 1 strain to attempt Full Throttle as a maneuver and decrease its difficulty to .
  - Cost: 15

- **SKILLED JOCKEY**: Remove rank of Skilled Jockey from all Piloting (Planetary) and Piloting (Space) checks.
  - Cost: 10

- **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.
  - Cost: 15

- **GRIT**: Gain +1 strain threshold.
  - Cost: 20

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

- **MASTER PILOT**: Once per round when driving a starship, may suffer 2 strain to perform any action as a maneuver.
  - Cost: 25

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

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

- **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.
  - Cost: 25

- **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.
  - Cost: 5

- **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.
  - Cost: 15

- **GRIT**: Gain +1 strain threshold.
  - Cost: 20

- **NATURAL PILOT**: Once per session, may re-roll any 1 Piloting (Space) or Gunnery check.
  - Cost: 15

- **DEFENSIVE DRIVING**: Increase defense of vehicle or starship being piloted as having a silhouette 1 lower when being attacked.
  - Cost: 20

- **TRICKY TARGET**: Count vehicle or starship piloted as having a silhouette 1 lower when being attacked.
  - Cost: 20

- **RAPID RECOVERY**: When healing strain after an encounter, heal additional strain per rank of Rapid Recovery.
  - Cost: 10

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

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**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:** 5

---

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

- **Cost:** 10

---

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

- **Cost:** 5

---

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

- **Cost:** 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

---

**Toughened**
Gain +2 wound threshold.

- **Cost:** 20

---

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

- **Cost:** 20

---

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

- **Cost:** 25

---

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

- **Cost:** 25

---

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

- **Cost:** 25

---

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

- **Cost:** 25
<table>
<thead>
<tr>
<th>Spec Bonus Career Skills: Computers, Skulduggery, Stealth, Vigilance</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>STREET SMARTS</strong></td>
</tr>
<tr>
<td>Remove 1 per rank of Street Smarts from Streetwise or Knowledge (Underworld) checks.</td>
</tr>
<tr>
<td>COST 9</td>
</tr>
</tbody>
</table>

- **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 1 per rank of Stalker to all Stealth and Coordination checks.
  - COST 15

- **BYPASS SECURITY**
  - Remove 1 per rank of Bypass Security from checks made to disable a security device or open a locked door.
  - COST 20

- **NATURAL ROGUE**
  - Once per session re-roll any 1 Skulduggery or Stealth check.
  - 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 15

- **SHORTCUT**
  - During a chase, add 1 per rank in Shortcut to any checks made to catch or escape an opponent.
  - COST 15

- **STREET SMARTS**
  - Remove 1 per rank of Street Smarts from Streetwise or Knowledge (Underworld) 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 25

- **INDISTINGUISHABLE**
  - Upgrade difficulty of checks to identify character once per rank of Indistinguishable.
  - COST 25

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

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**SMUGGLER**

**THIEF**

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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.

WORKS LIKE A CHARM

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

INSPIRING RHETORIC

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

KILL WITH KINDNESS

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

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.

JUST KIDDING

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

DEDICATION

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

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.

GRIT

Gain +1 strain threshold.

SMOOTH TALKER

When first acquired, choose Charm, Coercion, Deception, or Negotiation. When making checks with that skill, spend ◊ to gain additional ◊ equal to ranks in Smooth Talker.

KILL WITH KINDNESS

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

IMPROVED INSPIRING RHETORIC

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

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.

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.

NATURAL CHARMER

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

DEDICATION

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

INTENSE PRESENCE

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

SMOOTH TALKER

When first acquired, choose Charm, Coercion, Deception, or Negotiation. When making checks with that skill, spend ◊ to gain additional ◊ equal to ranks in Smooth Talker.

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.

GRIT

Gain +1 strain threshold.

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.

PLAUSIBLE DENIABILITY

Remove ◊ per rank of Plausible Deniability from all Coercion and Deception checks.

RESOLVE

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

**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.

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

**CONVINCING DEMEANOR**
Remove $n$ per rank of Convincing 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.

**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.

**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 $n$ per rank of Convincing Demeanor from Deception or Skulduggery checks.

**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.

**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.

**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 $n$ per rank of Convincing Demeanor from Deception or Skulduggery checks.

**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.

**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.

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

**SMOOTH TALKER**
When first acquired, choose Charm, Coercion, Deception, or Negotiation. When making checks with that skill, spend $\oplus$ to gain additional $\frak{Y}$ equal to ranks in Smooth Talker.
**Gunslinger**

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

---

**Grit**
Gain +1 strain threshold.

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

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

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

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

**Grit**
Gain +1 strain threshold.

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

**Improved Quick Draw**
May use Quick Draw twice per round.

**Toughened**
Gain +2 wound threshold.

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

**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.

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

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

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

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

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

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

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

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

**Grit**
Gain +1 strain threshold.

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

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

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

**Cost 5**

**Cost 10**

**Cost 15**

**Cost 20**

**Cost 25**

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** EDGE OF THE EMPIRE • VERSION 8 • 2018-01**
**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**
Increase the rarity of the device the character can build by 1.

**REDUCE SETBACK**
Remove a **-** from skill check to activate Inventive Creation.

**INCREASE RARITY**
Increase the rarity of the device the character can build by 1.

**REDUCE DIFFICULTY**
Reduce the difficulty of the skill check to activate Inventive Creation to **5**.

**INCREASE RARITY**
Increase the rarity of the device the character can build by 1.

**DESTINY**
Inventive Creation costs 1 Destiny Point instead of 2.

**CHANGE SCALE**
May create a vehicle of silhouette 2 or smaller using Inventive Creation.

---

**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.

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Career Skills: **Astrogation, Computers, Coordination, Discipline, Knowledge (Outer Rim), Mechanics, Perception, Piloting (Planetary)**
**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.

**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.

**Toughened**
Gain +2 wound threshold.

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

**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 (–1 per rank of Hard Headed) to reduce strain to 1 below threshold.

**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**
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.

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

**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 (–1 per rank of Hard Headed) to reduce strain to 1 below threshold.
# Outlaw Tech

## 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 1 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 1 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 1 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 1 per rank of Brace from your next Action. This may only remove 1 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 1 per rank of Speaks Binary on checks.

**Cost:** 20

## Inventor
When constructing new items or modifying attachments, add 1 or remove 1 per rank of Inventor.

**Cost:** 20

## 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 4 Knowledge (Education) check to gain familiarity with a building or ship’s design.

**Cost:** 25

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

**Cost:** 25

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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.

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

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

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.

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.

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

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

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

GRIT
Gain +1 strain threshold.

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 .

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.

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

TECHNICAL APTITUDE
Reduce time needed to complete Computer-related tasks by 25% per rank in Technical Aptitude.
**Cyberneticist**
Remove 1 per rank of Cyberneticist from checks to build, repair, and install cybernetic implants. Cybernetics cost 50% less.

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

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

**Toughened**
Gain +2 wound threshold.

**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 ⚫.

**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.

**Improved Overcharge**
May spend ✦ or ☑ from Overcharge action to immediately take another action.

**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.

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

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

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

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

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

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

**Cyberneticist**
Remove 1 per rank of Cyberneticist from checks to build, repair, and install cybernetic implants. Cybernetics cost 50% less.
**TECHNICIAN**

**DROID TECH**

Spec Bonus Career Skills: Computers, Cool, Mechanics, Leadership

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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 $\ast$ to $\diamondsuit$.

**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 $\blacksquare$ in addition to other benefits.

**HIDDEN STORAGE**

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

**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.

**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%.

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**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.

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

**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).

**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.

**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.

**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 1 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.

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

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**Technician**

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

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**SENSE BASIC POWER**
The Force User can sense the Force interacting with the world around him. The user may spend ☐ to sense all living things within short range (including sentient and non-sentient beings). The user may spend ☐ to sense the current emotional state of one living target with whom he is engaged.

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

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

**MAGNITUDE**
Spend ☐ to increase number of targets affected by power equal to Magnitude upgrades purchased.

**RANGE**
The Force user senses the current thoughts of one living target with whom he is engaged.

**MAGNITUDE**
Spend ☐ to increase number of targets affected by power equal to Magnitude upgrades purchased.

**RANGE**
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Spend ☐ to increase number of targets affected by power equal to Magnitude upgrades purchased.
FORCE POWER
INFLUENCE

Prerequisites: Force Rating 1+

INFLUENCE BASIC POWER

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

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

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

RANGE

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

MAGNITUDE

Spend to increase targets affected equal to Magnitude upgrades purchased.

CONTROL

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

STRENGTH

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

RANGE

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

MAGNITUDE

Spend to increase targets affected equal to Magnitude upgrades purchased.

DURATION

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

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Spend to increase duration by number of rounds (or minutes) equal to Duration upgrades purchased.
**MOVE BASIC POWER**

The Force user can move small objects via the power of the Force. The user may spend \( \bullet \) 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 \( \bullet \) to increase silhouette able to be targeted equal to Strength upgrades purchased.

**RANGE**

Spend \( \bullet \) 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.

**RANGE**

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

**MAGNITUDE**

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

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

**STRENGTH**

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

**CONTROL**

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

**RANGE**

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

**STRENGTH**

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

**CONTROL**

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