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

COST 25

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

COST 10

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

COST 15

COST 20

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

COST 15

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

COST 20

COST 20

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

COST 20

COST 20

COST 25

GRIT
Gain +1 strain threshold.

COST 5

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

COST 15

COST 20

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

COST 10

COST 20

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

COST 10

COST 20

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

COST 10

COST 20

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

COST 10

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

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

COST 15

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

COST 25

EDGE OF THE EMPIRE • VERSION 7 • 2015-02
Gadgeteer Bonus Career Skills: Brawl, Coercion, Mechanics, Ranged (Light)

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

**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.

**Toughened**
Gain +2 wound threshold.

**Armorer Master**
When wearing armor, increase total soak value by 1.

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

**Toughened**
Gain +2 wound threshold.

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

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

**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.

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

**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 1 round per 🤘.

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

**Improver Armorer Master**
When wearing armor with a soak value of 2 or higher, increase defense by 1.

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

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

**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.

**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.

**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.

**Toughened**
Gain +2 wound threshold.

**Armorer Master**
When wearing armor, increase total soak value by 1.

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

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

**Improved Armorer Master**
When wearing armor with a soak value of 2 or higher, increase defense by 1.

**Toughened**
Gain +2 wound threshold.

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

**Toughened**
Gain +2 wound threshold.

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

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

**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 1 round per 🤘.

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

**Improver Armorer Master**
When wearing armor with a soak value of 2 or higher, increase defense by 1.
## Bounty Hunter Survivalist

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

<table>
<thead>
<tr>
<th>Skill</th>
<th>Description</th>
<th>Cost</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Toughened</strong></td>
<td>Gain +2 wound threshold.</td>
<td></td>
</tr>
<tr>
<td><strong>Forager</strong></td>
<td>Remove up to 1- from skill checks to find food, water, or shelter. Survival checks to forage take half the time.</td>
<td></td>
</tr>
<tr>
<td><strong>Stalker</strong></td>
<td>Add 1 per rank of Stalker to all Stealth and Coordination checks.</td>
<td></td>
</tr>
<tr>
<td><strong>Outdoorsman</strong></td>
<td>Remove 1 per rank of Outdoorsman from checks to move through terrain or manage environmental effects. Decrease overland travel times by half.</td>
<td></td>
</tr>
<tr>
<td><strong>Swift</strong></td>
<td>Do not suffer usual penalties for moving through difficult terrain.</td>
<td></td>
</tr>
<tr>
<td><strong>Hunter</strong></td>
<td>Add 1 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.</td>
<td></td>
</tr>
<tr>
<td><strong>Expert Tracker</strong></td>
<td>Remove 1 per rank of Expert Tracker from checks to find tracks or track targets. Decrease time to track a target by half.</td>
<td></td>
</tr>
<tr>
<td><strong>SOFT SPOT</strong></td>
<td>After making a successful attack, may spend 1 Destiny Point to add damage equal to Cunning to one hit.</td>
<td></td>
</tr>
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<td><strong>Outdoorsman</strong></td>
<td>Remove 1 per rank of Outdoorsman from checks to move through terrain or manage environmental effects. Decrease overland travel times by half.</td>
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<td><strong>FORAGER</strong></td>
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<td><strong>HUNTER</strong></td>
<td>Add 1 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.</td>
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<td><strong>SWIFT</strong></td>
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**Active**

**Passive**

**Ranked**
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.

REDUCE SETBACK
Remove  from skill check to activate Insightful Revelation.

DESTINY
Insightful Revelation costs 1 Destiny Point instead of 2.

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

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

ADD BOOST
Add  to skill check to activate Insightful Revelation.

REDUCE SETBACK
Remove  from skill check to activate Insightful Revelation.

INCREASE EFFECT
If the check is successful, the character may spend to gain another piece of equally useful information..

DURATION
The character may perform the Insightful Revelation action one additional time per session.

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

REDUCE SETBACK
Remove  from career skill checks made while Unmatched Expertise is activated.

ACTIVATION
Activate Unmatched Expertise as a maneuver instead of an action.

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

REDUCE SETBACK
Remove  from career skill checks made while Unmatched Expertise is activated.

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

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

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

REDUCE DIFFICULTY
The minimum difficulty of all career skill checks is reduced to Simple (–) instead of .
STIM APPLICATION

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

IMPROVED STIM APPLICATION

When performing a Stim Application action, may increase the difficulty to another Medicine check. Target only suffers 1 strain.

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.

SURGEON

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

BACTA SPECIALIST

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

GRIT

Gain +1 strain threshold.

SURGEON

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

RESOLVE

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

IMPROVED STIM APPLICATION

When performing a Stim Application action, may increase the difficulty to another Medicine check. Target only suffers 1 strain.

GRIT

Gain +1 strain threshold.

BACTA SPECIALIST

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

RESOLVE

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

IMPROVED STIM APPLICATION

When performing a Stim Application action, may increase the difficulty to another Medicine check. Target only suffers 1 strain.

GRIT

Gain +1 strain threshold.

BACTA SPECIALIST

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

RESOLVE

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

SUPREME STIM APPLICATION

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

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.

SURGEON

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

BACTA SPECIALIST

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

GRIT

Gain +1 strain threshold.

SURGEON

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

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GRIT

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SURGEON

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

RESOLVE

When a character involuntarily suffers strain, he suffers 1 less strain per rank of Resolve, minimum 1.
IMPROVED INSPIRING RHETORIC
Each ally affected by Inspiring Rhetoric gains bonus on all skill checks for a number of rounds equal to ranks in Leadership.

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

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

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

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

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

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

**Spec Bonus Career Skills:** Knowledge (Outer Rim), Knowledge (Underworld), Knowledge (Xenology), Perception

<table>
<thead>
<tr>
<th>Skill</th>
<th>Description</th>
<th>Cost</th>
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<tbody>
<tr>
<td>Respected Scholar</td>
<td>May downgrade difficulty of checks to interact with institutes of learning by one level per rank of Respected Scholar.</td>
<td>5</td>
</tr>
<tr>
<td>Speaks Binary</td>
<td>When directing NPC droids, may grant them + per rank of Speaks Binary on checks.</td>
<td>5</td>
</tr>
<tr>
<td>Grit</td>
<td>Gain +1 strain threshold.</td>
<td>15</td>
</tr>
<tr>
<td>Brace</td>
<td>Perform the Brace maneuver to remove - per rank of Brace from your Action. This may only remove added by environmental circumstances.</td>
<td>5</td>
</tr>
<tr>
<td>Researcher</td>
<td>Remove - per rank of Researcher from all Knowledge checks. Researching a subject takes half the time.</td>
<td>10</td>
</tr>
<tr>
<td>Respected Scholar</td>
<td>May downgrade difficulty of checks to interact with institutes of learning by one level per rank of Respected Scholar.</td>
<td>15</td>
</tr>
<tr>
<td>Resolve</td>
<td>When a character involuntarily suffers strain, he suffers 1 less strain per rank of Resolve, minimum 1.</td>
<td>10</td>
</tr>
<tr>
<td>Researcher</td>
<td>Remove - per rank of Researcher from all Knowledge checks. Researching a subject takes half the time.</td>
<td>10</td>
</tr>
<tr>
<td>Codebreaker</td>
<td>Remove - per rank in Codebreaker from checks to break codes or decrypt communications. Decrease difficulty of checks to break codes or decrypt communications by 1.</td>
<td>15</td>
</tr>
<tr>
<td>Knowledge Specialization</td>
<td>When acquired, choose 1 Knowledge skill. When making that skill check, may spend result to gain + equal to ranks in Knowledge Specialization.</td>
<td>15</td>
</tr>
<tr>
<td>Intense Focus</td>
<td>Perform an Intense Focus maneuver; suffer 1 strain and upgrade the ability of the next skill check once.</td>
<td>20</td>
</tr>
<tr>
<td>Confidence</td>
<td>May decrease difficulty of Discipline checks to avoid fear by 1 per rank of Confidence.</td>
<td>20</td>
</tr>
<tr>
<td>Resolve</td>
<td>When a character involuntarily suffers strain, he suffers 1 less strain per rank of Resolve, minimum 1.</td>
<td>20</td>
</tr>
<tr>
<td>Stroke of Genius</td>
<td>Once per session, make one skill check using Intellect rather than the characteristic linked to that skill.</td>
<td>25</td>
</tr>
<tr>
<td>Mental Fortress</td>
<td>Spend 1 Destiny Point to ignore effects of Critical Injuries on Intellect or Cunning checks until end of encounter.</td>
<td>25</td>
</tr>
<tr>
<td>Dedication</td>
<td>Gain +1 to a single characteristic. This cannot bring a characteristic above 6.</td>
<td>25</td>
</tr>
<tr>
<td>Toughened</td>
<td>Gain +2 wound threshold.</td>
<td>25</td>
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</table>

**Colonist Scholar**

Spec Bonus Career Skills: Knowledge (Outer Rim), Knowledge (Underworld), Knowledge (Xenology), Perception

- **Cost:** 5
- **Cost:** 10
- **Cost:** 15
- **Cost:** 20
- **Cost:** 25

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**Colonist Scholar**

Spec Bonus Career Skills: Knowledge (Outer Rim), Knowledge (Underworld), Knowledge (Xenology), Perception

- **Cost:** 5
- **Cost:** 10
- **Cost:** 15
- **Cost:** 20
- **Cost:** 25
THROWING CREDITS
At the beginning of a session, spend 100 credits to ignore the strain threshold penalty due to a triggered Obligation.

TOUGHENED
Gain +2 wound threshold.

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

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

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

GRIT
Gain +1 strain threshold.

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.

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

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

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

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

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.

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

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

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

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

COLONIST ENTREPRENEUR
Spec Bonus Career Skills: Discipline, Knowledge (Education), Knowledge (Underworld), Negotiation

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EDGE OF THE EMPIRE • VERSION 7 • 2015-02
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 2 to skill check to activate Sudden Discovery.

REDUCE SETBACK

Remove 2 from skill check to activate Sudden Discovery.

REDUCE SETBACK

Remove 2 from skill check to activate Sudden Discovery.

CHANGE SKILL

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

ADD BOOST

Add 2 to skill check to activate Sudden Discovery.

REDUCE DIFFICULTY

Reduce the difficulty of the skill check to activate Sudden Discovery to 2.

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.

MELEE DEFENSE

Gain +1 melee defense while Unmatched Mobility is active.

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.

RANGED DEFENSE

Gain +1 ranged defense while Unmatched Mobility is active.

DESTINY

Unmatched Mobility costs 1 Destiny Point instead of 2.
**MASTER STARHOPPER**
Remove 2 per rank of Master Starhopper from Astrogation checks.
Astrogation checks take half normal time.

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

**SKILLED JOCKEY**
Remove 2 per rank of Skilled Jockey from all Piloting (Planetary) and Piloting (Space) checks.

**GALAXY MAPPER**
Remove 2 per rank of Galaxy Mapper from Astrogation checks. Astrogation checks take half normal time.

**STREET SMARTS**
Remove 2 per rank of Street Smarts from Streetwise or Knowledge (Underworld) checks.

**GRIT**
Gain +1 strain threshold.

**TOUGHENED**
Gain +2 wound threshold.

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

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

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

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

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

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

**GALAXY MAPPER**
Remove 2 per rank of Galaxy Mapper from Astrogation checks.

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

**STREET SMARTS**
Remove 2 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.

**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.
Explorer Trader
Spec Bonus Career Skills: Deception, Knowledge (Core Worlds), Knowledge (Underworld), Negotiation

- **Know Somebody**: Once per session, when attempting to purchase a legally available item, reduce its rarity by 1 per rank of Know Somebody.
- **Convincing Demeanor**: Remove 1 per rank of Convincing Demeanor from Deception or Skulduggery checks.
- **Wheel and Deal**: When selling goods legally, gain 10% more credits per rank of Wheel and Deal.
- **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.
- **Toughened**: Gain +2 wound threshold.
- **Know Somebody**: Once per session, when attempting to purchase a legally available item, reduce its rarity by 1 per rank of Know Somebody.
- **Nobody's Fool**: May upgrade difficulty of incoming Charm, Coercion, or Deception checks once per rank of Nobody's Fool.
- **Smooth Talker**: When first acquired, choose Charm, Coercion, Deception, or Negotiation. When making checks with that skill, spend to gain additional equal to ranks in Smooth Talker.
- **Nobody's Fool**: May upgrade difficulty of incoming Charm, Coercion, or Deception checks once per rank of Nobody's Fool.
- **Steely Nerves**: Spend 1 Destiny Point to ignore effects of Critical Injuries on Willpower or Presence checks until the end of the encounter.
- **Black Market Contacts**: When purchasing illegal goods, may reduce rarity by 1 per rank, increasing cost by 50% of base cost per reduction.
- **Black Market Contacts**: When purchasing illegal goods, may reduce rarity by 1 per rank, increasing cost by 50% of base cost per reduction.
- **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.
- **Master Merchant**: When buying/selling goods, or paying off/taking more Obligation, suffer 2 strain to buy for 25% less, sell for 25% more, pay off 1 more Obligation, or take 1 less.
**STUNNING BLOW**
When making Melee checks, may inflict damage as strain instead of wounds. This does not ignore soak.

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

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

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

**TOUGHENED**
Gain +2 wound threshold.

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

**ENDURING**
Gain +1 soak value.

**GRIT**
Gain +1 strain threshold.

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

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

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

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

**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. May spend Knowledge (Education) check to gain information regarding a relic, ruin, or piece of history.
**FORAGER**
Remove up to **2** 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.

**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.

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

**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.

**HEIGHTENED AWARENESS**
Allies within short range add **1** to Perception or Vigilance checks. Engaged allies add **2**.

**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.

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

**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: **Cool, Gunnery, Mechanics, Piloting (Planetary)**

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

Cost: 5

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

Cost: 5

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

Cost: 5

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

Cost: 5

### GRIT
Gain +1 strain threshold.

Cost: 5

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

Cost: 5

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

Cost: 5

### GRIT
Gain +1 strain threshold.

Cost: 5

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

Cost: 5

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

Cost: 5

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

Cost: 5

### TOUGHENED
Gain +2 wound threshold.

Cost: 5

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

Cost: 5

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

Cost: 5

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

Cost: 5

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

Cost: 5

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

Cost: 5

### FULL STOP
When piloting a ship or vehicle, take a Full Stop maneuver to reduce speed to zero. Suffer system strain equal to the speed reduced.

Cost: 5

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

Cost: 5

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

Cost: 5
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.

ADD BOOST
Add to skill check to activate Last One Standing.

REDUCE SETBACK
Remove from skill check to activate Last One Standing.

REDUCE DIFFICULTY
Reduce the difficulty of the skill check to activate Last One Standing to .

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

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.

SOAK
Gain +1 soak while Unmatched Protection is active.

DURATION
Unmatched Protection lasts for one additional round.

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

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

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

COST 30
COST 10
COST 15
COST 10
COST 15
COST 10
COST 15
**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.

**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.

**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.

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

**Enduring**
Gain +1 soak value.

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

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

**IMPROVED FIELD COMMANDER**

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

**SECOND WIND**

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

**CONFIDENCE**

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

**STRONG ARM**

Treat thrown weapons as if they had 1 greater range.

**COMMAND**

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

**POINT BLANK**

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

**SIDE STEP**

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

**SECONDS WIND**

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

**NATURAL MARKSMAN**

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

**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.

**DEDICATION**

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

**TRUE AIM**

Once per round, may perform a True Aim maneuver to gain benefits of aiming and upgrade combat check once per rank of True Aim.

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### LOOM
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.

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

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

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

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

### 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.

### 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.

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

### TUGHENED
Gain +2 wound threshold.

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

### 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.

### 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.

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

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

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

### TUGHENED
Gain +2 wound threshold.

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

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

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

### 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.

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

### 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.
**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 1 to exclude 1 target that would be affected by the explosion, up to ranks in Selective Detonation.

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

**TIME TO GO**
The character may spend 1 Destiny Point to perform a Move maneuver as an incidental to move into cover or out of the blast range of a weapon or explosion.

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

**GRIT**
Gain +1 strain threshold.

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

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

**TOUGHENED**
Gain +2 wound threshold.

**IMPROVED TIME TO GO**
When activating Time to Go, allow 1 engaged ally to perform an out of turn Move maneuver as an incidental to move into cover or out of a blast range.

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

**GRIT**
Gain +1 strain threshold.

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

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

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

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

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

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.
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.

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

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

ADD BOOST
Add 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.

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.

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

DESTINY
Unmatched Fortune costs 1 Destiny Point instead of 2.

改变类别
Narrow Escape can also be used on negative dice.

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

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

INCREASE EFFECT
Unmatched Fortune affects one additional die per Increase Effect upgrade purchased.

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

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

DESTINY
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.

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

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.

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

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

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

---

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

**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.

**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.

---

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

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

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

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

---

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

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

**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.

---

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

**QUICK STRIKE**
Add \( m \) per rank of Quick Strike to combat checks against targets that have not acted yet this encounter.
STREET SMARTS
Remove 1 per rank of Street Smarts from Streetwise or Knowledge (Underworld) checks.

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

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

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

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

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.

GRIT
Gain +1 strain threshold.

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

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

GRIT
Gain +1 strain threshold.

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

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

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

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

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

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

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

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

DEDICATION
Gain +1 to a single characteristic. This cannot bring a characteristic above 6.
SMUGGLER
CHARMER
Spec Bonus Career Skills: Charm, Cool, Leadership, Negotiation

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

KILL WITH KINDNESS
Remove \( \text{#} \) per rank of Kill with Kindness from all Charm and Leadership checks.

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.

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

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

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.

KILL WITH KINDNESS
Remove \( \text{#} \) per rank of Kill with Kindness from all Charm and Leadership checks.

IMPROVED INSPIRING RHETORIC
Each ally affected by Inspiring Rhetoric gains \( \text{#} \) per rank on all skill checks for a number of rounds equal to ranks in Leadership.

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.

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

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

JUST KIDDING
Once per round as an incidental, spend 1 Destiny Point to ignore \( \text{#} \) generated on a social check by the character or any ally in short range.

DON’T SHOOT
Once per session as an action, make a \( \text{#} \) Charm check. On success, cannot be the target of combat checks until the end of the encounter or until making a combat check.

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

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

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

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.

IMPROVED INSPIRING RHETORIC
Each ally affected by Inspiring Rhetoric gains \( \text{#} \) per rank on all skill checks for a number of rounds equal to ranks in Leadership.

GRIT
Gain +1 strain threshold.

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.

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

INSPIRING RHETORIC
Take an Inspiring Rhetoric action; make a \( \text{#} \) Leadership check. One ally for each \( \text{#} \), in short range, recovers 1 strain. Spend \( \text{#} \) for 1 affected ally to recover 1 additional strain.

Plausible Deniability
Remove \( \text{#} \) per rank of Plausible Deniability from all Coercion and Deception checks.

JUST KIDDING
Once per round as an incidental, spend 1 Destiny Point to ignore \( \text{#} \) generated on a social check by the character or any ally in short range.

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

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

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.

KILL WITH KINDNESS
Remove \( \text{#} \) per rank of Kill with Kindness from all Charm and Leadership checks.

IMPROVED INSPIRING RHETORIC
Each ally affected by Inspiring Rhetoric gains \( \text{#} \) per rank on all skill checks for a number of rounds equal to ranks in Leadership.

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.

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

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

INSPIRING RHETORIC
Take an Inspiring Rhetoric action; make a \( \text{#} \) Leadership check. One ally for each \( \text{#} \), in short range, recovers 1 strain. Spend \( \text{#} \) for 1 affected ally to recover 1 additional strain.

DON’T SHOOT
Once per session as an action, make a \( \text{#} \) Charm check. On success, cannot be the target of combat checks until the end of the encounter or until making a combat check.

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

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

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.

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

IMPROVED INSPIRING RHETORIC
Each ally affected by Inspiring Rhetoric gains \( \text{#} \) per rank on all skill checks for a number of rounds equal to ranks in Leadership.

GRIT
Gain +1 strain threshold.

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.

KILL WITH KINDNESS
Remove \( \text{#} \) 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 \( \text{#} \) generated on a social check by the character or any ally in short range.

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

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

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.

KILL WITH KINDNESS
Remove \( \text{#} \) per rank of Kill with Kindness from all Charm and Leadership checks.

IMPROVED INSPIRING RHETORIC
Each ally affected by Inspiring Rhetoric gains \( \text{#} \) per rank on all skill checks for a number of rounds equal to ranks in Leadership.

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.

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

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

INSPIRING RHETORIC
Take an Inspiring Rhetoric action; make a \( \text{#} \) Leadership check. One ally for each \( \text{#} \), in short range, recovers 1 strain. Spend \( \text{#} \) for 1 affected ally to recover 1 additional strain.

DON’T SHOOT
Once per session as an action, make a \( \text{#} \) Charm check. On success, cannot be the target of combat checks until the end of the encounter or until making a combat check.

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

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

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

INSPIRING RHETORIC
Take an Inspiring Rhetoric action; make a \( \text{#} \) Leadership check. One ally for each \( \text{#} \), in short range, recovers 1 strain. Spend \( \text{#} \) for 1 affected ally to recover 1 additional strain.

DON’T SHOOT
Once per session as an action, make a \( \text{#} \) Charm check. On success, cannot be the target of combat checks until the end of the encounter or until making a combat check.

DEDICATION
Gain +1 to a single characteristic. This cannot bring a characteristic above 6.
**Spec Bonus Career Skills: Computers, Cool, Deception, Skulduggery**

- **Convincing Demeanor**: Remove \( \text{b} \) per rank of Convincing Demeanor from Deception or Skulduggery checks. (Cost 5)
- **Grit**: Gain +1 strain threshold. (Cost 5)
- **Toughened**: Gain +2 wound threshold. (Cost 5)
- **Up the Ante**: When gambling, win 10% more credits per rank of Up the Ante. (Cost 5)
- **Second Chances**: Once per encounter, choose a number of positive dice equal to ranks in Second Chances and re-roll them. (Cost 10)
- **Dedication**: Gain +1 to a single characteristic. This cannot bring a characteristic above 6. (Cost 15)
- **Supreme Double or Nothing**: When performing the Double or Nothing incidental, also double the number of \( \text{a} \) and \( \text{b} \). (Cost 10)
- **Convincing Demeanor**: Remove \( \text{b} \) per rank of Convincing Demeanor from Deception or Skulduggery checks. (Cost 15)
- **Fortune Favors the Bold**: Once per session as an incidental, suffer 2 strain to flip one dark side Destiny Point to light side. (Cost 15)
- **Natural Rogue**: Once per session re-roll any 1 Skulduggery or Stealth check. (Cost 15)
- **Double or Nothing**: Suffer 2 strain to perform the Double or Nothing incidental. Increase the difficulty of the next check by one. Then after canceling opposing symbols, double the remaining \( \text{b} \). (Cost 20)
- **Smooth Talker**: When first acquired, choose Charm, Coercion, Deception, or Negotiation. When making checks with that skill, spend \( \text{a} \) to gain additional \( \text{r} \) equal to ranks in Smooth Talker. (Cost 25)
- **Natural Negotiator**: Once per session, may re-roll any 1 Cool or Negotiation check. (Cost 25)
- **Second Chances**: Once per encounter, choose a number of positive dice equal to ranks in Second Chances and re-roll them. (Cost 20)
- **Improved Double or Nothing**: When performing the Double or Nothing incidental, after canceling opposing symbols, also double the remaining \( \text{b} \). (Cost 25)
### Technician Mechanic

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

<table>
<thead>
<tr>
<th>Ability</th>
<th>Description</th>
<th>Cost</th>
<th>Remarks</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Gearhead</strong></td>
<td>Remove 1 rank of Gearhead from Mechanics checks. Halve the credit cost to add mods to attachments.</td>
<td>5</td>
<td></td>
</tr>
<tr>
<td><strong>Enduring</strong></td>
<td>Gain +1 soak value.</td>
<td>5</td>
<td></td>
</tr>
<tr>
<td><strong>Bad Motivator</strong></td>
<td>Once per session, may take a Bad Motivator action; make a Mechanics check to cause one targeted device to spontaneously fail.</td>
<td>5</td>
<td></td>
</tr>
<tr>
<td><strong>Solid Repairs</strong></td>
<td>The character repairs 1 additional hull trauma per rank of Solid Repairs whenever he repairs a starship or vehicle.</td>
<td>10</td>
<td></td>
</tr>
<tr>
<td><strong>Grit</strong></td>
<td>Gain +1 strain threshold.</td>
<td>10</td>
<td></td>
</tr>
<tr>
<td><strong>Contraption</strong></td>
<td>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.</td>
<td>15</td>
<td></td>
</tr>
<tr>
<td><strong>Fine Tuning</strong></td>
<td>When reducing the amount of system strain a starship or vehicle suffers, reduce 1 additional strain per rank of Fine Tuning.</td>
<td>15</td>
<td></td>
</tr>
<tr>
<td><strong>Harden</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>20</td>
<td></td>
</tr>
<tr>
<td><strong>Natural Tinkerer</strong></td>
<td>Once per session, re-roll any 1 Mechanics check.</td>
<td>25</td>
<td></td>
</tr>
<tr>
<td><strong>Hold Together</strong></td>
<td>Spend 1 Destiny Point to perform a Hold Together incidental immediately after vehicle or starship takes damage to turn it to system strain.</td>
<td>25</td>
<td></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>
<td></td>
</tr>
<tr>
<td><strong>Improved Hard Headed</strong></td>
<td>When incapacitated due to strain exceeding threshold, take a Disci-pline check per rank of Hard Headed to reduce strain to 1 below threshold.</td>
<td>25</td>
<td></td>
</tr>
</tbody>
</table>

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**Note:**
- Costs are represented by symbols where 1 symbol equals 1 credit.
- Additional effects and conditions may apply as described in the text.

Find more handouts at BeggingForXP.com
**TECHNICIAN**

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

---

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

*COST 5*

---

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

*COST 5*

---

**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*

---

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

*COST 5*

---

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

*COST 5*

---

**TOUGHENED**  
Gain +2 wound threshold.

*COST 10*

---

**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*

---

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

*COST 15*

---

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

*COST 15*

---

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

*COST 15*

---

**DEFENSIVE STANCE**  
Once per round, as a maneuver suffer a number of strain up to ranks in Defensive Stance to upgrade difficulty of all incoming melee attacks by an equal number for the next round.

*COST 15*

---

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

*COST 20*

---

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

*COST 20*

---

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

*COST 20*

---

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

*COST 25*

---

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

*COST 25*

---

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

*COST 25*
**DEFENSIVE SLICING**
When defending computer systems, add \( \text{b} \) per rank of Defensive Slicing to opponents’ checks.

**CODEBREAKER**
Remove \( \text{b} \) per rank in Codebreaker from checks to break codes or decrypt communications. Decrease difficulty of checks to break codes or decrypt communications by 1.

**GRIT**
Gain +1 strain threshold.

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

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

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

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

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

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

**GRIT**
Gain +1 strain threshold.

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

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

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

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

**DEDICATION**
Gain +1 to a single characteristic. This cannot bring a characteristic above 6.
UNCOMMON SENSES
Add | per rank of Uncanny Senses to all Perception checks.

INSIGHT
Perception and Discipline become career skills.

FORAGER
Remove up to 20% from skill checks to find food, water, or shelter. Survival checks to forage take half the time.

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

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

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

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

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

SENSE DANGER
Once per session, remove 20% from any 1 check.

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

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

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

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

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

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

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

SIXTH SENSE
Gain +1 ranged defense.

FORCE RATING
Gain +1 Force Rating.

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

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

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

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

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

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

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

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

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

**CONTROL**
Effect: Spend $\text{F}$. The Force user senses the current thoughts of one living target with whom he is engaged.

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

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

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

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

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

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

**CONTROL**
Effect: Spend $\text{F}$. The Force user senses the current thoughts of one living target with whom he is engaged.

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

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

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

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

**MAGNITUDE**
Spend $\text{F}$ 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 (Z/z use):* When guiding and shaping thoughts, only Z may be used to generate negative emotions such as rage, fear, and hatred. Only z may be used to generate positive emotions such as peace, tranquility, and friendliness. Other emotions such as confusion can be generated with either Z or z.

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

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

**MAGNITUDE**
Spend z 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 Z 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.

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

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

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

**MAGNITUDE**
Spend z to increase targets affected equal to Magnitude upgrades purchased.

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

**DURATION**
Spend Z 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 \(\bigcirc\) to move one object of silhouette 0 that is within short range up to his maximum range. The default maximum range is short range.

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

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

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

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

**RANGE**
The Force user can hurl objects to damage targets, by making a Discipline check combined with a Move Power check, dealing damage equal to 10 times silhouette.

**STRENGTH**
Spend \(\bigcirc\) 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.

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

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

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

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

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Prerequisites: Force Rating 1+