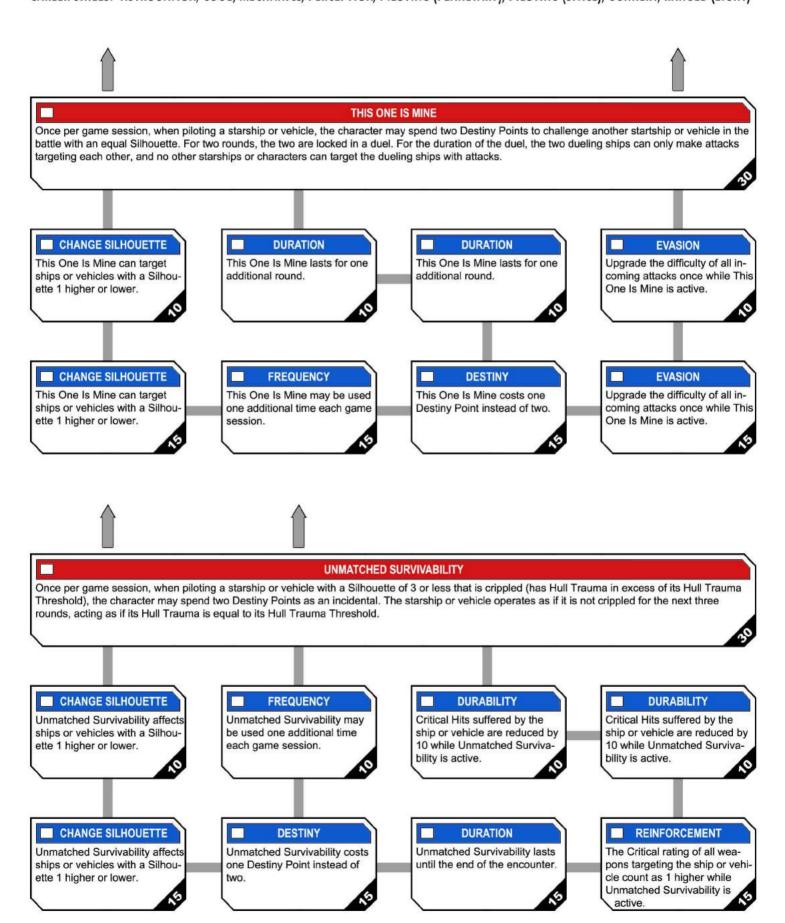
# **ACE**

CAREER SKILLS: ASTROGATION, COOL, MECHANICS, PERCEPTION, PILOTING (PLANETARY), PILOTING (SPACE), GUNNERY, RANGED (LIGHT)



CAREER SKILLS: COOL, MECHANICS, PILOTING (PLANETARY), GUNNERY

### PASSIVE TALENT

# **ACTIVE TALENT**

# RANKED TALENT



TALENT COST

FORCE TALENT



CONFLICT TALENT

# **FULL THROTTLE**

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

DRIVER - ACE

#### ALL-TERRAIN DRIVER

Do not suffer the usual penalties for driving through difficult terrain when using Piloting (Planetary).

#### **FINE TUNING**

When repairing the amount of System Strain a starship or vehicle suffered, repair 1 additional Strain per rank of Fine Tuning.

#### **GEARHEAD**

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

# GRIT

Gain +1 Strain Threshold.

#### SKILLED JOCKEY

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

#### RAPID REACTION

Suffer a number of Strain up to ranks in Rapid Reaction to add an equal number of \$\text{\$\foatie}\$ to initiative checks.

#### **GRIT**

Gain +1 Strain Threshold.

## IMPROVED FULL **THROTTLE**

Suffer 1 Strain to attempt Full Throttle as a maneuver and decrease its difficulty to .

# TRICKY TARGET

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

## **FINE TUNING**

When repairing the amount of System Strain a starship or vehicle suffered, repair 1 additional Strain per rank of Fine Tuning.

# **TOUGHENED**

Gain +2 Wound Threshold.

#### DEFENSIVE DRIVING

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

#### SKILLED JOCKEY

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

#### NATURAL DRIVER

Once per session, may re-roll any one Piloting (Planetary) or Gunnery check.

#### **GEARHEAD**

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

# SUPREME FULL THROTTLE

When performing Full Throttle, top Speed increases by 2 instead of 1.

# **FULL STOP**

When piloting a vehicle or starship, perform a Full Stop maneuver to reduce Speed to zero. Suffer System Strain equal to the Speed reduced.

#### **MASTER DRIVER**

Once per round when driving a vehicle, may suffer 2 Strain to perform any action as a maneuver.

#### DEDICATION

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

# PASSIVE TALENT

**ACTIVE TALENT** 

# RANKED TALENT



TALENT COST



CAREER SKILLS: DISCIPLINE, RESILIENCE, GUNNERY, RANGED (HEAVY)

FORCE TALENT

CONFLICT TALENT

# NT 🕺

#### DURABLE

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

**GUNNER - ACE** 

#### GRIT

Gain +1 Strain Threshold.

#### OVERWHELM DEFENSES

Upon successful attack with a starship or vehicle weapon, may spend 😲 😲 per rank of Overwhelm Defenses to reduce the Defense in the targeted zone by 1 for each 😲 😘 spent.

#### DEBILITATING SHOT

Upon successful attack with a starship or vehicle weapon, may spend vv to reduce the target's maximum Speed by 1 until the end of the next round.

# TOUGHENED

Gain +2 Wound Threshold.

#### BRACE

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

#### SPARE CLIP

Cannot run out of ammo due to \$\overline{\pi}\$. Items with Limited Ammo quality run out of ammo as normal.

# TRUE AIM

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

#### DURABLE

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

# ENDURING

Gain +1 Soak value.

## JURY RIGGED

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

# OVERWHELM DEFENSES

Upon successful attack with a starship or vehicle weapon, may spend 😲 per rank of Overwhelm Defenses to reduce the Defense in the targeted zone by 1 for each 😲 pert.

#### TOUGHENED

Gain +2 Wound Threshold.

# ENDURING

Gain +1 Soak value.

#### BRACE

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

# EXHAUST PORT

Before attacking a starship or vehicle, may spend a Destiny Point to ignore the effects of the Massive rule for the attack.

#### HEROIC FORTITUDE

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

#### JURY RIGGED

Choose one 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.

#### TRUE AIM

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

# \_\_\_\_\_

# **ACTIVE TALENT**

# RANKED TALENT



TALENT COST

# FORCE TALENT



CONFLICT TALENT

#### **BLACK MARKET** CONTACTS

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

RIGGER - ACE

# TOUGHENED

CAREER SKILLS: MECHANICS, RESILIENCE, KNOWLEDGE (UNDERWORLD), GUNNERY

Gain +2 Wound Threshold.

#### **GEARHEAD**

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

#### LARGER PROJECT

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

# GRIT

Gain +1 Strain Threshold.

### **FANCY PAINT JOB**

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

#### SIGNATURE VEHICLE

Choose one starship or vehicle of Silhouette 3 or lower as Signature Vehicle. Upgrade all Mechanics checks made on that vehicle once.

#### LARGER PROJECT

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

#### **BLACK MARKET** CONTACTS

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

#### OVERSTOCKED AMMO

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

#### **TUNED MANEUVERING THRUSTERS**

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

#### **BOLSTERED ARMOR**

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

#### **TOUGHENED**

Gain +2 Wound Threshold.

#### CUSTOMIZED COOLING UNIT

Increase the System Strain Threshold of the Signature Vehicle by 2 per rank of Customized Cooling Unit.

#### **GEARHEAD**

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

#### FORTIFIED VACUUM SEAL

Increase the Hull Trauma Threshold of the Signature Vehicle by 1 per rank of Fortified Vacuum Seal.

# DEDICATION

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

#### **TUNED MANEUVERING THRUSTERS**

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

#### **NOT TODAY**

Once per session, may spend a Destiny Point to save the Signature Vehicle from destruction.

#### REINFORCED FRAME

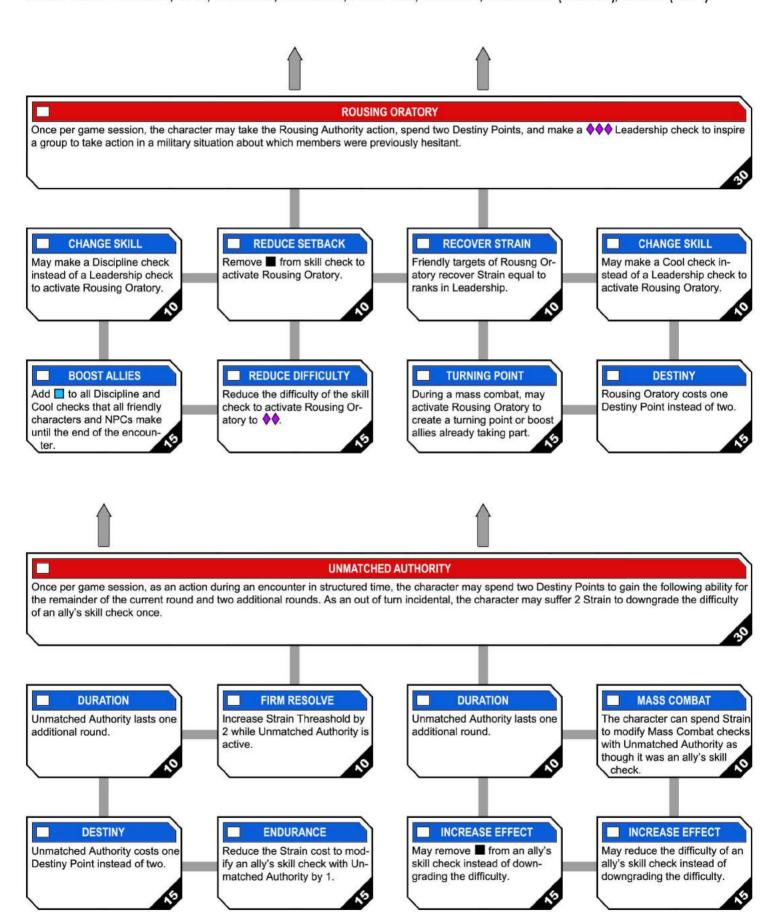
The Signature Vehicle gains the Massive 1 quality.





# COMMANDER

CAREER SKILLS: COERCION, COOL, DISCIPLINE, LEADERSHIP, PERCEPTION, VIGILANCE, KNOWLEDGE (WARFARE), RANGED (LIGHT)



**COMMODORE - COMMANDER** 

#### PASSIVE TALENT

**ACTIVE TALENT** 





TALENT COST



CAREER SKILLS: ASTROGATION, COMPUTERS, KNOWLEDGE (EDUCATION), KNOWLEDGE (OUTER RIM)

**FORCE TALENT** 

CONFLICT TALENT

#### SOLID REPAIRS

The character repairs +1 Hull Trauma per rank of Solid Repairs whenever he repairs a starship or vehicle.

# COMMAND

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

#### **RAPID REACTION**

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

#### GALAXY MAPPER

Remove per rank of Galaxy Mapper from all Astrogation checks. Astrogation checks take half the usual time.

# KNOWN SCHEMATIC

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

#### COMMANDING PRESENCE

Remove per rank of Commanding Presence from all Leadership and Cool checks.

#### GRIT

Gain +1 Strain Threshold.

# **FAMILIAR SUNS**

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

# SOLID REPAIRS

The character repairs +1 Hull Trauma per rank of Solid Repairs whenever he repairs a starship or vehicle.

# COMMAND

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

## **RAPID REACTION**

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

# **GALAXY MAPPER**

Remove per rank of Galaxy Mapper from all Astrogation checks. Astrogation checks take half the usual time.

# **HOLD TOGETHER**

May spend a Destiny Point to use a Hold Together incidental immediately after the vehicle or starship takes damage to turn it into System Strain instead.

#### COMMANDING **PRESENCE**

Remove per rank of Commanding Presence from all Leadership and Cool checks.

#### **GRIT**

Gain +1 Strain Threshold.

# MASTER STARHOPPER

Once per round, suffer 2 Strain to decrease the difficulty of the next Astrogation check by 1 to a minimum of 0.

# **SOLID REPAIRS**

The character repairs +1 Hull Trauma per rank of Solid Repairs whenever he repairs a starship or vehicle.

#### **FIRE CONTROL**

Take the Fire Control action; all combat checks made from this starship or vehicle count their target's Silhouette as 1 higher until the beginning of the next

#### DEDICATION

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

#### **GALAXY MAPPER**

Remove per rank of Galaxy Mapper from all Astrogation checks. Astrogation checks take half the usual time.

FIGUREHEAD - COMMANDER

### PASSIVE TALENT

**ACTIVE TALENT** 

RANKED TALENT



TALENT COST



# CAREER SKILLS: COOL, LEADERSHIP, NEGOTIATION, KNOWLEDGE (CORE WORLDS)

**FORCE TALENT** 

CONFLICT TALENT

# GRIT

Gain +1 Strain Threshold.

#### RESOLVE

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

#### CONFIDENCE

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

# COMMAND

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

# COMMAND

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

# INSPIRING RHETORIC

Take the Inspiring Rhetoric action; make a ♦♦ Leadership check. One ally for each 🔅 in Short range recovers 1 Strain. Spend V for one affected ally to recover 1 additional Strain.

### CALM COMMANDER

May use ranks in Cool to upgrade Mass Combat checks instead of Leadership.

#### **GRIT**

Gain +1 Strain Threshold.

#### COMMANDING **PRESENCE**

Remove per rank of Commanding Presence from all Leadership and Cool checks.

#### **GRIT**

Gain +1 Strain Threshold.

#### IMPROVED INSPIRING RHETORIC

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

## **POSITIVE SPIN**

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

#### RESOLVE

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

# CONFIDENCE

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

#### IMPROVED CONFIDENCE

May spend on fear checks to give allies in Short range additional 25 on the same fear check

#### COMMANDING PRESENCE

Remove per rank of Commanding Presence from all Leadership and Cool checks.

#### INTENSE PRESENCE

May spend a Destiny Point to recover Strain equal to Presence Rating.

### NATURAL LEADER

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

#### DEDICATION

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

#### IMPROVED COMMANDING PRESENCE

Once per session, may take a Commanding Presence action; make an opposed Cool vs. Discipline check to force target to leave the encounter.

# **INSTRUCTOR - COMMANDER**

CAREER SKILLS: DISCIPLINE, MEDICINE, KNOWLEDGE (EDUCATION), RANGED (HEAVY)

PASSIVE TALENT

**ACTIVE TALENT** 

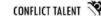
RANKED TALENT



TALENT COST









# CONDITIONED

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

# PHYSICAL TRAINING

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

#### **BODY GUARD**

Once per round, as a maneuver, guard an Engaged ally. Suffer Strain up to ranks in Body Guard to upgrade the difficulty of attacks against that ally by that number until the start of the next turn.

#### GRIT

Gain +1 Strain Threshold.

### **TOUGHENED**

Gain +2 Wound Threshold.

# ENCOURAGING WORDS

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

#### CONDITIONED

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

# STIMPACK SPECIALIZATION

Stimpacks heal 1 additional Wound per rank of Stimpack Specialization.

### PHYSICAL TRAINING

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

# MASTER INSTRUCTOR

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

## **BODY GUARD**

Once per round, as a maneuver, guard an Engaged ally. Suffer Strain up to ranks in Body Guard to upgrade the difficulty of attacks against that ally by that number until the start of the next turn.

# IMPROVED BODY GUARD

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

#### 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 one free maneuver.

#### **GRIT**

Gain +1 Strain Threshold.

#### STIMPACK **SPECIALIZATION**

Stimpacks heal 1 additional Wound per rank of Stimpack Specialization.

# **TOUGHENED**

Gain +2 Wound Threshold.

#### IMPROVED FIELD COMMANDER

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

#### NATURAL INSTRUCTOR

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

#### THAT'S HOW IT'S DONE

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

### DEDICATION

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

#### PASSIVE TALENT

**ACTIVE TALENT** 

RANKED TALENT



TALENT COST



CAREER SKILLS: MECHANICS, PILOTING (PLANETARY), PILOTING (SPACE), GUNNERY

**SQUADRON LEADER - COMMANDER** 

**FORCE TALENT** 

CONFLICT TALENT

GRIT

Gain +1 Strain Threshold.

# QUICK STRIKE

Add 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.

#### DEFENSIVE DRIVING

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

# FIELD COMMANDER

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

# CONFIDENCE

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

#### **QUICK STRIKE**

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

#### SITUATIONAL **AWARENESS**

Allies within Short range of the vehicle add \_ to all of their Perception and Vigilance checks. Allies within Close range add . instead.

# COMMAND

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

#### **GRIT**

Gain +1 Strain Threshold.

#### **FULL STOP**

When piloting a vehicle or starship, perform a Full Stop maneuver to reduce Speed to zero. Suffer System Strain equal to the Speed reduced.

#### DEFENSIVE DRIVING

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

### IMPROVED FIELD COMMANDER

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

#### COMMAND

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

#### FORM ON ME

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

#### TRICKY TARGET

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

# MASTER LEADER

Once per round, may suffer 2 Strain to decrease difficulty of the next Leadership check by 1, to a minimum of  $\diamondsuit$ .

#### CONFIDENCE

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

#### DEDICATION

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

### **BRILLIANT EVASION**

Once per encounter, may take the Brilliant Evasion action; select one opponent and make an opposed Piloting check to stop opponent from attacking character for rounds equal to Agility.

# STRATEGIST - COMMANDER

CAREER SKILLS: COMPUTERS, COOL, VIGILANCE, KNOWLEDGE (WARFARE)

PASSIVE TALENT

**ACTIVE TALENT** 

RANKED TALENT







CONFLICT TALENT



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

#### GRIT

Gain +1 Strain Threshold.

#### READY FOR ANYTHING

Remove per rank of Ready For Anything on Mass Combat checks and Cool or Vigilance checks to determine initiative.

#### GRIT

Gain +1 Strain Threshold.

#### GRIT

Gain +1 Strain Threshold.

#### CLEVER COMMANDER

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

#### COMMAND

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

# WELL READ

Choose any three Knowledge skills. They permanently become career skills.

#### KNOWLEDGE **SPECIALIZATION**

When acquired, choose one Knowledge skill. When making checks with that skill, may spend & to gain \* equal to ranks in Knowledge Specialization.

#### RESEARCHER

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

# READY FOR ANYTHING

Remove per rank of Ready For Anything on Mass Combat checks and Cool or Vigilance checks to determine initiative.

#### MASTER STRATEGIST

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

#### IMPROVED RESEARCHER

On a successful Knowledge check, character and allies gain automatic 😲 per rank of Researcher on checks to act on those facts until the end of the next turn.

#### KNOWLEDGE **SPECIALIZATION**

When acquired, choose one Knowledge skill. When making checks with that skill, may spend & to gain \* equal to ranks in Knowledge Specialization.

#### COORDINATED ASSAULT

Perform a Coordinated Assault maneuver to add 19 to combat checks for a number of Engaged allies equal to Leadership until the beginning of the next turn. Increase range per rank.

#### COMMAND

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

### THOROUGH ASSESSMENT

Once per session, may take a check to gain ☐ equal to 🛠 that can be distributed during

#### **CAREFUL PLANNING**

Once per session, may introduce a "fact" into the narrative as if a Destiny Point was being spent.

#### IMPROVED READY FOR ANYTHING

When making Cool or Vigilance checks to determine initiative, may spend & to add \* equal to ranks in Ready For Anything

#### DEDICATION

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

Thorough Assessment action; make a ♦♦♦ Knowledge the encounter.

# TACTICIAN - COMMANDER

CAREER SKILLS: DISCIPLINE, LEADERSHIP, BRAWL, RANGED (HEAVY)

PASSIVE TALENT

**ACTIVE TALENT** 

RANKED TALENT



TALENT COST







CONFLICT TALENT



# **OUTDOORSMAN**

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

#### COMMANDING PRESENCE

Remove per rank of Commanding Presence from all Leadership and Cool checks.

### TOUGHENED

Gain +2 Wound Threshold.

# SIDE STEP

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

# **OUTDOORSMAN**

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

#### CONFIDENCE

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

#### QUICK DRAW

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

#### **SWIFT**

Do not suffer usual penalties for moving through difficult terrain.

## NATURAL **OUTDOORSMAN**

Once per session, may re-roll any one Resilience or Survival check.

#### **TOUGHENED**

Gain +2 Wound Threshold.

#### **BODY GUARD**

Once per round, as a maneuver, guard an Engaged ally. Suffer Strain up to ranks in Body Guard to upgrade the difficulty of attacks against that ally by that number until the start of the next turn.

#### **BODY GUARD**

Once per round, as a maneuver, guard an Engaged ally. Suffer Strain up to ranks in Body Guard to upgrade the difficulty of attacks against that ally by that number until the start of the next turn.

#### CONFIDENCE

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

#### COMMANDING **PRESENCE**

Remove per rank of Commanding Presence from all Leadership and Cool checks.

#### FIELD COMMANDER

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

#### SIDE STEP

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

# COORDINATED ASSAULT

checks for a number of Engaged allies equal to Leadership until the beginning of the next turn. Increase range per

#### NATURAL LEADER

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

#### IMPROVED FIELD COMMANDER

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

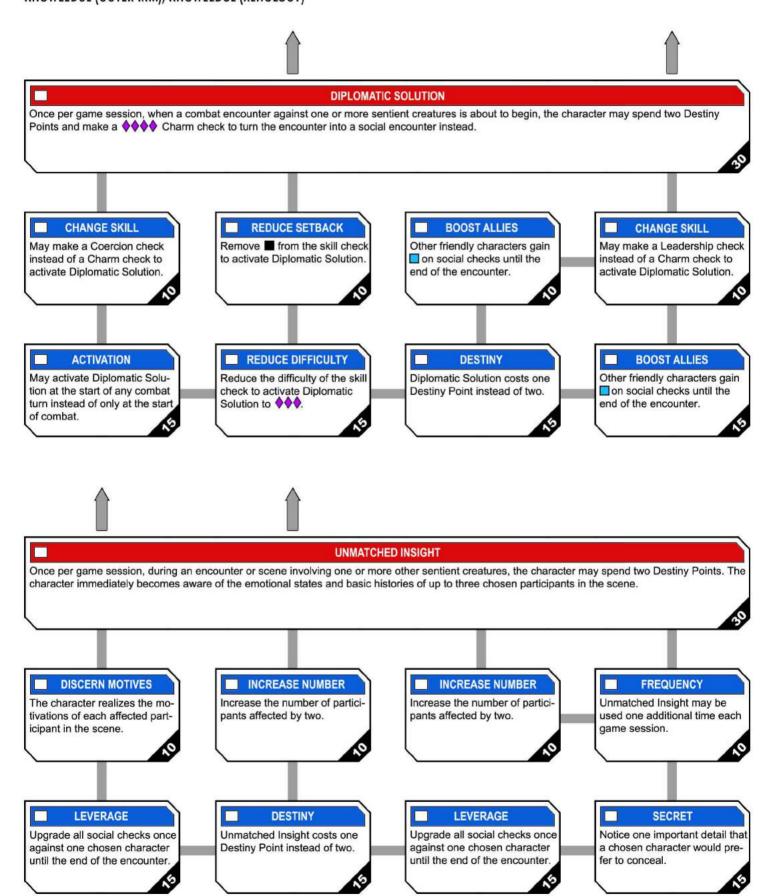
#### DEDICATION

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

Perform a Coordinated Assault maneuver to add **v** to combat rank.

# **DIPLOMAT**

CAREER SKILLS: CHARM, DECEPTION, LEADERSHIP, NEGOTIATION, KNOWLEDGE (CORE WORLDS), KNOWLEDGE (LORE), KNOWLEDGE (OUTER RIM), KNOWLEDGE (XENOLOGY)



**AGITATOR - DIPLOMAT** 

### PASSIVE TALENT

**ACTIVE TALENT** 





# TALENT COST

# RANKED TALENT

# **FORCE TALENT**

# CONFLICT TALENT

## PLAUSIBLE DENIABILITY

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

### NOBODY'S FOOL

CAREER SKILLS: COERCION, DECEPTION, STREETWISE, KNOWLEDGE (UNDERWORLD)

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

#### GRIT

Gain +1 Strain Threshold.

#### INTIMIDATING

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

#### STREET SMARTS

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

#### STREET SMARTS

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

### CONVINCING DEMEANOR

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

#### INTIMIDATING

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

# CONVINCING DEMEANOR

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

# PLAUSIBLE DENIABILITY

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

#### **SCATHING TIRADE**

Take the Scathing Tirade action; make a **\( \lambda \)** Coercion check. One enemy for each 🛠 in Short range suffers 1 Strain. Spend U for one affected enemy to suffer 1 additional Strain.

## GRIT

Gain +1 Strain Threshold.

#### NATURAL ENFORCER

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

#### NOBODY'S FOOL

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

#### IMPROVED SCATHING TIRADE

Each enemy affected by Scathing Tirade suffers 
on all skill checks for a number of rounds equal to ranks in Coer-

#### INTIMIDATING

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

#### INTIMIDATING

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

#### DEDICATION

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

#### SUPREME SCATHING TIRADE

Suffer 1 Strain to perform the Scathing Tirade action as a maneuver.

### **INCITE REBELLION**

Once per session, may take an Incite Rebellion action; make a ♦♦♦ Coercion check to cause a number of beings up to ranks in Coercion to become rebellious for the encounter.



#### PASSIVE TALENT

**ACTIVE TALENT** 

#### ACTIVE TALENT





TALENT COST

# Ø

ANALYST - DIPLOMAT

CAREER SKILLS: COMPUTERS, PERCEPTION, KNOWLEDGE (EDUCATION), KNOWLEDGE (WARFARE)

FORCE TALENT

CONFLICT TALENT

# M.

## RESEARCHER

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

#### KNOWLEDGE SPECIALIZATION

When acquired, choose one Knowledge skill. When making checks with that skill, may spend to gain to ranks in Knowledge Specialization.

### CODEBREAKER

Remove ■ per rank of Codebreaker from checks to break or decrypt communications. Decrease difficulty of checks to break codes or decrypt communications by 1.

### TECHNICAL APTITUDE

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

# VALUABLE FACTS

Once per encounter, may take a Valuable Facts action; make a �� Knowledge check. If successful, add � to one ally's skill check during the encounter.

#### RESEARCHER

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

# SUPPORTING EVIDENCE

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

#### GRIT

Gain +1 Strain Threshold.

#### KNOWLEDGE SPECIALIZATION

When acquired, choose one Knowledge skill. When making checks with that skill, may spend to gain equal to ranks in Knowledge Specialization.

#### IMPROVED RESEARCHER

On a successful Knowledge check, character and allies gain automatic  $\mathfrak{O}$  per rank of Researcher on checks to act on those facts until the end of the next turn.

#### CODEBREAKER

Remove ■ per rank of Codebreaker from checks to break or decrypt communications. Decrease difficulty of checks to break codes or decrypt communications by 1.

#### ENCODED COMMUNIQUÉ

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

#### GRIT

Gain +1 Strain Threshold.

#### KNOW-IT-ALL

Once per session, perfectly recall an important fact previously learned as if a Destiny Point had been spent.

#### KNOWLEDGE SPECIALIZATION

When acquired, choose one Knowledge skill. When making checks with that skill, may spend to gain to equal to ranks in Knowledge Specialization.

# NATURAL PROGRAMMER

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

# DEDICATION

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

#### KNOWLEDGE SPECIALIZATION

When acquired, choose one Knowledge skill. When making checks with that skill, may spend to gain equal to ranks in Knowledge Specialization.

# THOROUGH ASSESSMENT

Once per session, may take a Thorough Assessment action; make a ♦♦♦♦ Knowledge check to gain ■ equal to ☆ that can be distributed during the encounter.

### STROKE OF GENIUS

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



PROPAGANDIST - DIPLOMAT

# PASSIVE TALENT

### **ACTIVE TALENT**





TALENT COST



CAREER SKILLS: CHARM, DECEPTION, PERCEPTION, KNOWLEDGE (WARFARE)

**FORCE TALENT** 





#### GRIT

Gain +1 Strain Threshold.

### **POSITIVE SPIN**

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

### IN THE KNOW

Remove up to ranks of In The Know from checks to get information from people or to disseminate news. Minion NPCs do not realize this character's allegiance in interviews.

#### CUTTING QUESTION

Once per encounter, when making a Coercion check, the character may use Deception instead.

#### IN THE KNOW

Remove up to ranks of In The Know from checks to get information from people or to disseminate news. Minion NPCs do not realize this character's allegiance in interviews.

#### IMPROVED POSITIVE SPIN

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

#### **POSITIVE SPIN**

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

# **TOUGHENED**

Gain +2 Wound Threshold.

# **BAD PRESS**

Once per session, choose an organization and make a Deception check. On success. members reduce their Wound Thresholds by 1, plus 1 per 容容容 until the end of the session.

## **WELL ROUNDED**

Choose any two skills. They permanently become career

#### GRIT

Gain +1 Strain Threshold.

## CONFIDENCE

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

#### **TOUGHENED**

Gain +2 Wound Threshold.

#### CONFIDENCE

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

#### DODGE

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

#### INFORMANT

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

#### **POSITIVE SPIN**

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

#### DEDICATION

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

#### IMPROVED IN THE KNOW

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

# IN THE KNOW

Remove up to ranks of In The Know from checks to get information from people or to disseminate news. Minion NPCs do not realize this character's allegiance in interviews.

# **QUARTERMASTER - DIPLOMAT**

CAREER SKILLS: COMPUTERS, NEGOTIATION, SKULDUGGERY, VIGILANCE

PASSIVE TALENT

ACTIVE TALENT

RANKED TALENT



TALENT COST







CONFLICT TALENT

# KNOW SOMEBODY

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

#### SMOOTH TALKER

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

#### WHEEL AND DEAL

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

#### 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.

#### GREASED PALMS

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

#### MASTER MERCHANT

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

# TOUGHENED

Gain +2 Wound Threshold.

# GRIT

Gain +1 Strain Threshold.

# WHEEL AND DEAL

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

## BOUGHT INFO

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

## GRIT

Gain +1 Strain Threshold.

# KNOW SOMEBODY

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

#### SOUND INVESTMENTS

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

#### SOUND INVESTMENTS

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

# INTENSE FOCUS

Perform 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.

#### MATURAL NEGOTIATOR

Once per session, may re-roll any one Cool or Negotiation check.

#### SUPERIOR REFLEXES

Gain +1 Melee Defense.

#### TOUGHENED

Gain +2 Wound Threshold.

# **ENGINEER**

CAREER SKILLS: ATHLETICS, COMPUTERS, MECHANICS, PERCEPTION, PILOTING (SPACE), VIGILANCE, KNOWLEDGE (EDUCATION), RANGED (LIGHT)



#### THE HARDER THEY FALL

Once per game session as an incidental, the character may spend two Destiny Points and make a Mo Mechanics check. If successful, for the remainder of the encounter, combat checks the character makes that inflict wounds or Hull Trauma against vehicles, structures, or droids automatically inflict a Critical Injury or Critical Hit (depending on the target). or can be spent to trigger the attack's Critical rating additional times, adding +10 to the critical roll as normal.

# INCREASE NUMBER

The effects of The Harder They Fall extend to one additional ally within Medium range.

# CHANGE SKILL

The skill check to activate The Harder They Fall can be made using Knowledge (Education) or Knowledge (Warfare) instead of Mechanics.

# INCREASE NUMBER

The effects of The Harder They Fall extend to one additional ally within Medium range.

# IGNORE DEFENSES

While The Harder They Fall is active, combat checks the character makes ignore one point of Defense rating.

#### IGNORE DEFENSES

While The Harder They Fall is active, combat checks the character makes ignore one point of Defense rating.

#### DESTINY

To activate The Harder They Fall, the character needs to spend only one Destiny Point instead of the normal two.

#### REDUCE DIFFICULTY

The difficulty of the skill check to activate The Harder They Fall is  $\Diamond \Diamond$  instead of  $\Diamond \Diamond \Diamond$ .

#### FREQUENCY

The Harder They Fall can be used one additional time per game session.





#### **UNMATCHED INGENUITY**

Once per game session as an action, the character may spend two Destiny Points and make a ��� Mechanics check. If successful, he can add one item quality (except Breach or Concussive) to a weapon or item he is holding or operating. If applicable, the item quality has a rating of 1. The character may spend �� to add one additional item quality to the same item, and may spend �� to increase an item quality's rating by 1. This alteration lasts for two rounds of structured time, or 10 minutes of narrative time.

# ADD BOOST

When making the skill check to activate Unmatched Ingenuity, the character adds .

### DURATION

The alteration from using Unmatched Ingenuity lasts for one additional round in structured time, or five additional minutes in narrative time.

# ADD BOOST

When making the skill check to activate Unmatched Ingenuity, the character adds .

# DURATION

The alteration from using Unmatched Ingenuity lasts for one additional round in structured time, or five additional minutes in narrative time.

# QUALITY

The character may also apply the Breach item quality to the weapon or item.

# DESTINY

To activate Unmatched Ingenuity, the character needs to spend only one Destiny Point instead of the normal two.

# REDUCE DIFFICULTY

The difficulty of the skill check to activate Unmatched Ingenuity is  $\diamondsuit \diamondsuit$  instead of  $\diamondsuit \diamondsuit \diamondsuit$ .

### QUALITY

The character may also apply the Concussive item quality to the weapon or item. **DROID SPECIALIST - ENGINEER** 

#### PASSIVE TALENT

**ACTIVE TALENT** 





FORCE TALENT



CAREER SKILLS: COMPUTERS, COOL, MECHANICS, MELEE

CONFLICT TALENT

#### **DESIGN FLAW**

When making a combat check with a personal scale weapon against a droid, may add 😲 equal to ranks of Design Flaw.

#### **SPEAKS BINARY**

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

#### GRIT

Gain +1 Strain Threshold.

#### 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.

#### COMBAT PROGRAMMING

Once per encounter make a ♦♦♦ Computers check while repairing or working on a droid. For the remainder of the encounter, the droid gains 1 rank in two different combat skills

#### **REPAIR PATCH SPECIALIZATION**

Whenever using an emergency repair patch, the target heals an additional Wound per rank of Repair Patch Specialization.

#### **GEARHEAD**

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

#### **GEARHEAD**

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

#### 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 <a> per rank of</a> Speaks Binary on checks.

#### **DESIGN FLAW**

When making a combat check with a personal scale weapon against a droid, may add 😲 equal to ranks of Design Flaw.

#### DESPERATE REPAIRS

Once per session, may make a ♦♦♦ Mechanics check on one Engaged allied droid. If successful, the droid becomes immobilized and staggered for one round, then heals all Strain and one critical injury with a severity rating no greater than

#### MACHINE MENDER

When making a Mechanics check to help a character heal Wounds, the target heals 1 additional Wound per rank of Machine Mender.

# GRIT

Gain +1 Strain Threshold.

#### REPAIR PATCH **SPECIALIZATION**

Whenever using an emergency repair patch, the target heals an additional Wound per rank of Repair Patch Specialization.

# **MASTER ARTISAN**

Once per round, may use the Master Artisan incidental; suffer 2 Strain to decrease the difficulty of the next Mechanics check by 1, to a minimum of

### REROUTE PROCESSORS

Once per encounter, may take a Reroute Processors action; make a **♦** Computers check to reduce one of a droid's characteristics by 1 and increase another of its characteristics

### DEDICATION

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



CAREER SKILLS: MECHANICS, PILOTING (SPACE), SKULDUGGERY, BRAWL

**MECHANIC - ENGINEER** 

# PASSIVE TALENT

**ACTIVE TALENT** 





# TALENT COST

# FORCE TALENT



CONFLICT TALENT

#### **GEARHEAD**

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

#### TOUGHENED

Gain +2 Wound Threshold.

#### **FINE TUNING**

When repairing the amount of System Strain a starship or vehicle suffered, repair 1 additional Strain per rank of Fine Tuning.

#### SOLID REPAIRS

The character repairs +1 Hull Trauma per rank of Solid Repairs whenever he repairs a starship or vehicle.

# REDUNDANT SYSTEMS

Once per session, take the Redundant Systems action; make a Mechanics check to harvest components from a functioning device, without it breaking, to repair a broken

#### SOLID REPAIRS

The character repairs +1 Hull Trauma per rank of Solid Repairs whenever he repairs a starship or vehicle.

#### **GEARHEAD**

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

#### **GRIT**

Gain +1 Strain Threshold.

## **SOLID REPAIRS**

The character repairs +1 Hull Trauma per rank of Solid Repairs whenever he repairs a starship or vehicle.

## **ENDURING**

Gain +1 Soak value.

#### **BAD MOTIVATOR**

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

# **TOUGHENED**

Gain +2 Wound Threshold.

# CONTRAPTION

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

#### **SOLID REPAIRS**

The character repairs +1 Hull Trauma per rank of Solid Repairs whenever he repairs a starship or vehicle.

#### **FINE TUNING**

When repairing the amount of System Strain a starship or vehicle suffered, repair 1 additional Strain per rank of Fine Tuning.

#### HARD HEADED

When staggered or disoriented take the Hard Headed action to make a ���� Discipline check to remove the status. Difficulty reduced by 1 per

### NATURAL TINKERER

Once per session, may re-roll any one Mechanics check.

#### **HOLD TOGETHER**

May spend a Destiny Point to use a Hold Together incidental immediately after the vehicle or starship takes damage to turn it into System Strain instead.

# **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 to reduce Strain to 1 below Threshold. Difficulty reduced by 1 per rank of Hard Headed.

# **SABOTEUR - ENGINEER**

CAREER SKILLS: COORDINATION, MECHANICS, SKULDUGGERY, STEALTH

PASSIVE TALENT

**ACTIVE TALENT** 

RANKED TALENT



TALENT COST



FORCE TALENT



CONFLICT TALENT

# RESOLVE

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

### SECOND WIND

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

# GRIT

Gain +1 Strain Threshold.

### RAPID RECOVERY

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

#### GRIT

Gain +1 Strain Threshold.

# POWERFUL BLAST

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

#### TOUGHENED

Gain +2 Wound Threshold.

#### SECOND WIND

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

#### TIME TO GO

May spend a Destiny Point to perform a Move maneuver as an incidental to attempt to move into cover or out of the blast range of a weapon or explosion.

# RAPID RECOVERY

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

#### RESOLVE

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

#### HARD HEADED

When staggered or disoriented take the Hard Headed action to make a ���� Discipline check to remove the status. Difficulty reduced by 1 per rank.

#### IMPROVED TIME TO GO

When using Time To Go, allow one 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.

#### POWERFUL BLAST

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

#### SELECTIVE DETONATION

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

#### TOUGHENED

Gain +2 Wound Threshold.

#### DEDICATION

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

#### MASTER GRENADIER

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

SIGNATURE ABILITY

# SELECTIVE DETONATION

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

### IMPROVED HARD HEADED

When incapacitated due to Strain exceeding Threshold, take a ����� Discipline check to reduce Strain to 1 below Threshold. Difficulty reduced by 1 per rank of Hard Headed.

# V

### PASSIVE TALENT

#### ACTIVE TALENT







# SAPPER - ENGINEER

CAREER SKILLS: ATHLETICS, MECHANICS, SURVIVAL, KNOWLEDGE (WARFARE)

CONFLICT TALENT

# CONSTRUCTION SPECIALIST

Remove ■ equal to ranks in Construction Specialist from checks to construct defenses, positions, fortifications, and similar projects.

#### TOUGHENED

Gain +2 Wound Threshold.

#### DURABLE

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

#### **GRIT**

Gain +1 Strain Threshold.

#### 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.

#### CONTRAPTION

# CONSTRUCTION SPECIALIST

Remove equal to ranks in Construction Specialist from checks to construct defenses, positions, fortifications, and similar projects.

### POWERFUL BLAST

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

### GRIT

Gain +1 Strain Threshold.

## DURABLE

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

# IMPROVISED DEFENSES

May make a ♦♦ Survival check to fashion small defenses. It providing cover for up to four characters for the rest of the encounter.

## POWERFUL BLAST

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

#### UTILITY BELT

May spend a Destiny Point to use a Utility Belt incidental; produce a previously undocumented item or weapon, with restrictions, from a tool belt, pack, or satchel.

#### STRONG ARM

Treat thrown weapons as if they had 1 greater Range.

#### IMPROVISED DETONATION

Once per session, take an Improvised Detonation action; make a ��� Mechanics check to build an explosive device whose damage equals ranks in Intellect + ranks in Mechanics + 🔆.

#### MASTER GRENADIER

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

### WEAK FOUNDATION

Once per session, take the Weak Foundation action; make a 
Knowledge (Warfare) check. If successful, for the remainder of the encounter, the character and allies adautomatic or or to all combat checks made targeting the identified fixed structure.

#### DEDICATION

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

#### IMPROVISED POSITION

The character may make a

The character may make a

Mechanics check to construct a secure position. This provides cover for the group and its vehicles.

### MASTER DEMOLITIONIST

When resolving an attack from a personal explosive or ordnance weapon, may spend to or to have the weapon's Blast quality act at Short range, or Medium if it already acts at Short.



**SCIENTIST - ENGINEER** 

#### PASSIVE TALENT

# **ACTIVE TALENT**





TALENT COST

# CAREER SKILLS: COMPUTERS, MEDICINE, KNOWLEDGE (EDUCATION), KNOWLEDGE (LORE)

**FORCE TALENT** 



CONFLICT TALENT



When acquired, choose one Knowledge skill. When making checks with that skill, may spend & to gain \* equal to ranks in Knowledge Specialization.

#### RESPECTED SCHOLAR

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

### RESEARCHER

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

## **SPEAKS BINARY**

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

#### RESEARCHER

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

#### KNOWLEDGE **SPECIALIZATION**

When acquired, choose one Knowledge skill. When making checks with that skill, may spend & to gain \* equal to ranks in Knowledge Specialization.

#### HIDDEN STORAGE

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

#### **TINKERER**

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

#### RESPECTED SCHOLAR

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

#### **MENTAL FORTRESS**

May spend a Destiny Point to ignore the effects of Critical Injuries on Intellect or Cunning checks until the end of the encounter.

#### **SPEAKS BINARY**

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

#### **INVENTOR**

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

#### NATURAL SCHOLAR

Once per session, may re-roll any one Knowledge skill check.

#### STROKE OF GENIUS

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

#### **INVENTOR**

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

#### TINKERER

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

### INTENSE FOCUS

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

#### **CAREFUL PLANNING**

Once per session, may introduce a "fact" into the narrative as if a Destiny Point was being spent.

### DEDICATION

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

#### **UTILITY BELT**

May spend a Destiny Point to use a Utility Belt incidental; produce a previously undocumented item or weapon, with restrictions, from a tool belt. pack, or satchel.





# **ACTIVE TALENT**

# RANKED TALENT



FORCE TALENT



CAREER SKILLS: MECHANICS, PILOTING (SPACE), KNOWLEDGE (EDUCATION), GUNNERY

SHIPWRIGHT - ENGINEER

CONFLICT TALENT

# DOCKYARD EXPERTISE

May make a �� Knowledge (Education) check when at a space dock. If successful, the cost and time for repairs is reduced by 20% per rank of Dockyard Expertise.

### **EYE FOR DETAIL**

After making a Mechanics or Computers check, may suffer Strain up to ranks in Eye For Detail to convert that many 🛠 into ().

#### GRIT

Gain +1 Strain Threshold.

#### **CREATIVE DESIGN**

As part of resolving a successful crafting check, may also apply a result equivalent to spending a number of Cequal to his ranks in Creative Design. The GM may then apply a result equivalent to spending that same number of .

# SOLID REPAIRS

The character repairs +1 Hull Trauma per rank of Solid Repairs whenever he repairs a starship or vehicle.

#### **FINE TUNING**

When repairing the amount of System Strain a starship or vehicle suffered, repair 1 additional Strain per rank of Fine Tuning.

#### **EYE FOR DETAIL**

After making a Mechanics or Computers check, may suffer Strain up to ranks in Eye For Detail to convert that many 25 into ().

#### DEBILITATING SHOT

Upon successful attack with a starship or vehicle weapon, may spend 😲 😲 to reduce the target's maximum Speed by 1 until the end of the next round



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

#### DOCKYARD EXPERTISE

May make a **♦** Knowledge (Education) check when at a space dock. If successful, the cost and time for repairs is reduced by 20% per rank of Dockvard Expertise.

#### **SMART HANDLING**

Once per session, take the Smart Handling action; make a Knowledge (Education) check. Until start of the next round, the ship's Handling increases by 2 plus an amount equal to U scored on the check, to a maximum Handling of +4.

#### **CREATIVE DESIGN**

As part of resolving a successful crafting check, may also apply a result equivalent to spending a number of **U** equal to his ranks in Creative Design. The GM may then apply a result equivalent to spending that same number of .

#### **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 3.

#### **PUSH THE SPECS**

Take the Push the Specs action when in a starship or vehicle; make a �� Knowledge (Education) check. With success, the ship's Speed increases by 1 for a number of rounds equal to the character's Intellect.

#### **SOLID REPAIRS**

The character repairs +1 Hull Trauma per rank of Solid Repairs whenever he repairs a starship or vehicle.

#### **CREATIVE DESIGN**

As part of resolving a successful crafting check, may also apply a result equivalent to spending a number of the equal to his ranks in Creative Design. The GM may then apply a result equivalent to spending that same number of .

#### DEDICATION

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

#### **MASTER ARTISAN**

Once per round, may use the Master Artisan incidental; suffer 2 Strain to decrease the difficulty of the next Mechanics check by 1, to a minimum of

#### STROKE OF GENIUS

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

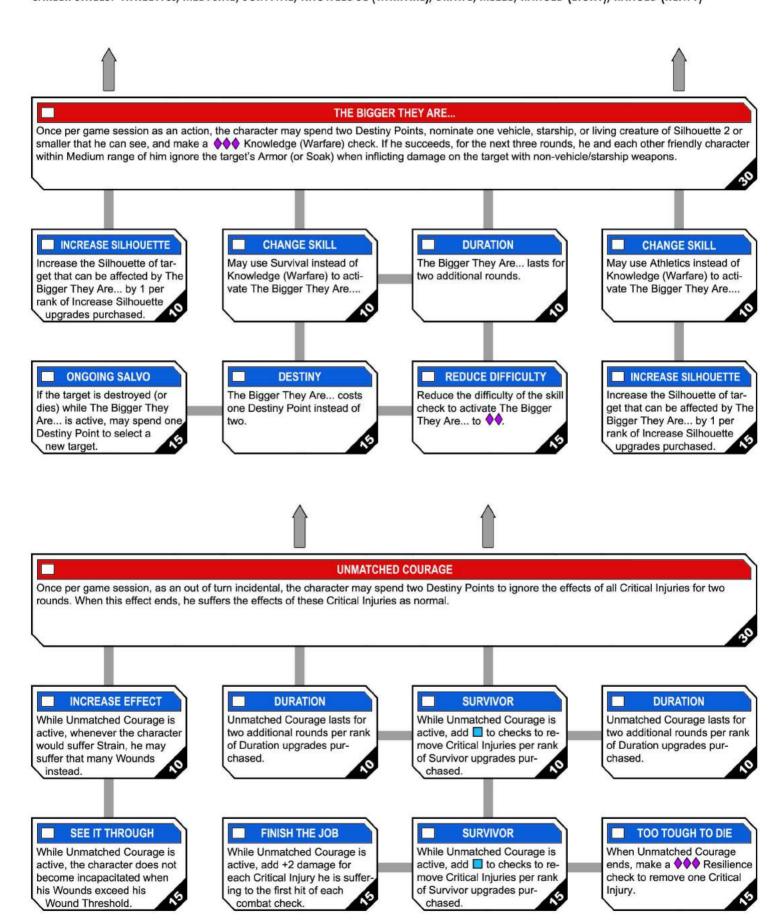
#### **EXHAUST PORT**

Before attacking a starship or vehicle, may spend a Destiny Point to ignore the effects of the Massive rule for the attack.



# **SOLDIER**

CAREER SKILLS: ATHLETICS, MEDICINE, SURVIVAL, KNOWLEDGE (WARFARE), BRAWL, MELEE, RANGED (LIGHT), RANGED (HEAVY)



# **HEAVY - SOLDIER**

CAREER SKILLS: PERCEPTION, RESILIENCE, GUNNERY, RANGED (HEAVY)

# PASSIVE TALENT

ACTIVE TALENT

RANKED TALENT



TALENT COST







CONFLICT TALENT



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

### BARRAGE

Add 1 damage per rank of Barrage to one hit of a successful attack while using Ranged (Heavy) or Gunnery at Long or Extreme Range.

#### GRIT

Gain +1 Strain Threshold.

# TOUGHENED

Gain +2 Wound Threshold.

#### BARRAGE

Add 1 damage per rank of Barrage to one hit of a successful attack while using Ranged (Heavy) or Gunnery at Long or Extreme Range.

#### BRACE

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

#### SPARE CLIP

Cannot run out of ammo due to \$\overline{\pi}\$. Items with Limited Ammo quality run out of ammo as normal.

#### DURABLE

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

# SIDE STEP

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

#### BURLY

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

#### HEROIC FORTITUDE

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

# TOUGHENED

Gain +2 Wound Threshold.

#### BRACE

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

#### BARRAGE

Add 1 damage per rank of Barrage to one hit of a successful attack while using Ranged (Heavy) or Gunnery at Long or Extreme Range.

#### RAIN OF DEATH

Perform the Rain Of Death maneuver to ignore the increased difficulty due to autofire attacks made this turn.

#### HEROIC RESILIENCE

May spend a Destiny Point to increase Soak by ranks in Resilience immediately after being hit but before suffering the damage.

#### BURLY

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

#### DEDICATION

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

#### ARMOR MASTER

When wearing armor, increase total Soak value by 1.

#### HEAVY HITTER

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

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# PASSIVE TALENT

# **ACTIVE TALENT**

# RANKED TALENT



# FORCE TALENT





## **FORAGER**

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

**MEDIC - SOLDIER** 

#### STIMPACK SPECIALIZATION

CAREER SKILLS: MEDICINE, RESILIENCE, VIGILANCE, KNOWLEDGE (XENOLOGY)

Stimpacks heal 1 additional Wound per rank of Stimpack Specialization.

#### 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.

# **TOUGHENED**

Gain +2 Wound Threshold.

#### SURGEON

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

#### STIMPACK **SPECIALIZATION**

Stimpacks heal 1 additional Wound per rank of Stimpack Specialization.

#### BACTA SPECIALIST

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

#### **WELL ROUNDED**

Choose any two skills. They permanently become career

#### GRIT

Gain +1 Strain Threshold.

#### STIM APPLICATION

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

## MASTER DOCTOR

Once per round, suffer 2 Strain to decrease the difficulty of a Medicine check by 1.

#### DODGE

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

#### **NATURAL DOCTOR**

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

#### IMPROVED STIM APPLICATION

When taking a Stim Application action, may increase the difficulty to  $\diamondsuit\diamondsuit$ , and target only suffers 1 Strain.

#### STIMPACK **SPECIALIZATION**

Stimpacks heal 1 additional Wound per rank of Stimpack Specialization.

#### ANATOMY LESSONS

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

#### DEDICATION

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

# IT'S NOT THAT BAD

Once per session when an ally would suffer a Critical Injury, may take an It's Not That Bad incidental; make a \*\* Medicine check to stop the ally from gaining the Critical Injury.

#### SUPREME STIM **APPLICATION**

When taking the Stim Application action, spend & to increase an additional characteristic by 1.

# **SHARPSHOOTER - SOLDIER**

CAREER SKILLS: COOL, PERCEPTION, RANGED (LIGHT), RANGED (HEAVY)

PASSIVE TALENT

ACTIVE TALENT

RANKED TALENT

TALENT COST







CONFLICT TALENT

# EXPERT TRACKER

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

### SNIPER SHOT

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

#### BRACE

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

#### GRIT

Gain +1 Strain Threshold.

### GRIT

Gain +1 Strain Threshold.

#### TRUE AIM

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

#### DEADLY ACCURACY

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

### LETHAL BLOWS

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

#### BRACE

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

# LETHAL BLOWS

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

#### SNIPER SHOT

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

## TRUE AIM

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

#### **EXPERT TRACKER**

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

#### DEADLY ACCURACY

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

#### TOUGHENED

Gain +2 Wound Threshold.

#### CRIPPLING BLOW

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

#### QUICK FIX

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

# NATURAL MARKSMAN

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

#### DEDICATION

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

### TARGETED BLOW

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

TRAILBLAZER - SOLDIER

# RANKED TALENT



TALENT COST



CAREER SKILLS: PERCEPTION, STEALTH, SURVIVAL, KNOWLEDGE (OUTER RIM)

**FORCE TALENT** 





#### STALKER

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

#### 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.

#### **EXPERT TRACKER**

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

# DISORIENT

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

#### PRIME POSITIONS

When this character or an ally in Short range takes cover, he increases Soak against ranged attacks by 1 per rank of Prime Positions until he leaves that cover

#### **CUNNING SNARE**

Once per encounter as an action, may create a trap. Any other character who moves to Engaged range of the trap must make an opposed Vigilance vs. Survival check to avoid it.

#### **OUTDOORSMAN**

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

### **GRIT**

Gain +1 Strain Threshold.

#### DODGE

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

# **BLIND SPOT**

This character and allies within Short range add **v** to combat checks while benefitting from cover.

# TOUGHENED

Gain +2 Wound Threshold.

#### DODGE

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

#### PREY ON THE WEAK

Add +1 damage to one hit of successful combat checks against disoriented targets per rank of Prey On The Weak.

#### **EXPERT TRACKER**

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

#### ONE WITH NATURE

When in the wilderness, the character may make a (-) Survival check (instead of Discipline or Cool) to recover Strain at the end of an encounter.

#### DEDICATION

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

#### **AMBUSH**

Once per round while in cover, may perform the Ambush maneuver. Add damage equal to Stealth skill to one hit of next successful combat check against a target within Short range.

#### DISORIENT

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

# PREY ON THE WEAK

Add +1 damage to one hit of successful combat checks against disoriented targets per rank of Prey On The Weak.

CAREER SKILLS: ATHLETICS, COOL, RESILIENCE, VIGILANCE

# PASSIVE TALENT

**ACTIVE TALENT** 

RANKED TALENT



TALENT COST



FORCE TALENT



CONFLICT TALENT

# <u>4</u> (

#### BODY GUARD

Once per round, as a maneuver, guard an Engaged ally. Suffer Strain up to ranks in Body Guard to upgrade the difficulty of attacks against that ally by that number until the start of the next turn.

#### CONDITIONED

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

#### TOUGHENED

Gain +2 Wound Threshold

# 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.

#### MOVING TARGET

If the character has already acted this round, increase Ranged Defense by 1 per rank of Moving Target.

#### POINT BLANK

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

#### SUPPRESSING FIRE

Character and allies in Short range may spend 😲 on failed combat checks once per round to inflict 1 Strain per rank of Suppressing Fire on the target.

# CONDITIONED

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

#### BODY GUARD

Once per round, as a maneuver, guard an Engaged ally.
Suffer Strain up to ranks in
Body Guard to upgrade the
difficulty of attacks against that
ally by that number until the

#### TOUGHENED

Gain +2 Wound Threshold.

## RAPID REACTION

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

#### IMPROVED BODY GUARD

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

#### TOUGHENED

Gain +2 Wound Threshold.

#### SUPPRESSING FIRE

Character and allies in Short range may spend  ${\bf v}$  on failed combat checks once per round to inflict 1 Strain per rank of Suppressing Fire on the target.

#### MOVING TARGET

If the character has already acted this round, increase Ranged Defense by 1 per rank of Moving Target.

#### DEDICATION

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

#### SUPREME BODY GUARD

Body Guard maneuver may protect a number of Engaged characters up to ranks in Resilience.

# DYNAMIC FIRE

When making a ranged attack while Engaged with an opponent, may suffer 2 Strain to reduce the range modifier by 1.

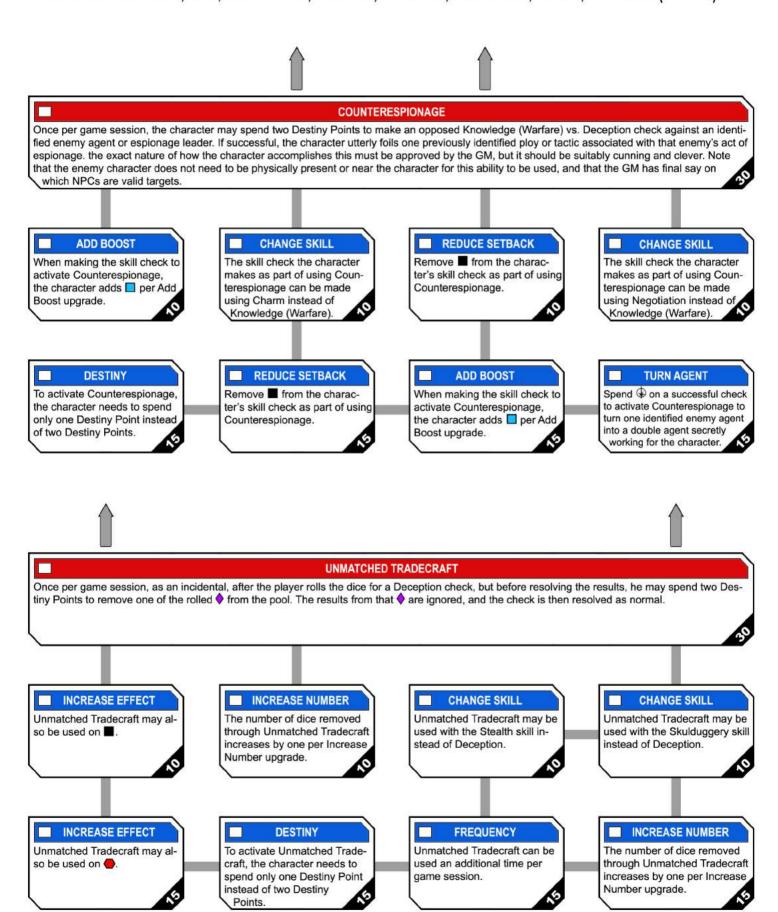
### SEIZE THE INITIATIVE

Once per session as a maneuver, may make a ��� Athletics check. On success, other PCs may take their turns immediately.



# SPY

CAREER SKILLS: COMPUTERS, COOL, COORDINATION, DECEPTION, PERCEPTION, SKULDUGGERY, STEALTH, KNOWLEDGE (WARFARE)



lose him completely.

# **INTERROGATOR - SPY**

CAREER SKILLS: CHARM, COERCION, MEDICINE, PERCEPTION

# PASSIVE TALENT

**ACTIVE TALENT** 

RANKED TALENT



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FORCE TALENT



CONFLICT TALENT



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

#### 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.

#### NOBODY'S FOOL

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

### BAD COP

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

### 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.

#### GOOD COP

Spend 😲 😲 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.

### RESIST QUESTIONING

When targeted by an opposed social skill check, may suffer 2 Strain to perform the Resist Questioning incidental, adding ■ to the check. If the check fails, may spend 

to the information to the foe.

#### BAD COP

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

#### NOBODY'S FOOL

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

#### KNOW THEIR WEAKNESS

Once per session, take the Know Their Weakness action. Choose one target within Short range and make a ��� Perception check to downgrade the difficulty of social skill checks against the target once per rank of Know Their Weakness.

# IMPROVED RESIST QUESTIONING

When one ally within Short range is targeted by an opposed social check, the character may perform Resist Questioning to affect the check. If the check fails, may spend to indicate the ally provided false info.

#### INTIMIDATING

May suffer a number of Strain up to ranks in Intimidating to downgrade the difficulty of Coercion checks or upgrade the difficulty when targeted by Coercion checks by an equal

#### KNOW THEIR WEAKNESS

Once per session, take the Know Their Weakness action. Choose one target within Short range and make a Perception check to downgrade the difficulty of social skill checks against the target once per rank of Know Their Weakness.

# IMPROVED KNOW THEIR WEAKNESS

The character may extend the effects of Know Their Weakness to a number of enemies within Short range equal to her Presence.

### 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).

# EXHAUSTIVE QUESTIONING

With a successful social skill check against a captured enemy within Short range, may reduce that enemy's Strain threshold by 2 for the remainder of the session and can spend 😲 to inflict 1 Strain.

#### MADE YOU TALK

Once per session, may make an opposed social skill check against a captured enemy NPC within Short range and add for every 2 Strain inflicted on the target that encounter. If successful, the PCs gain a bonus based on the enemy NPC type.

### DEDICATION

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

**SLEEPER AGENT - SPY** 

#### PASSIVE TALENT

**ACTIVE TALENT** 

# RANKED TALENT



TALENT COST



CAREER SKILLS: CHARM, COOL, DISCIPLINE, KNOWLEDGE (EDUCATION)

# FORCE TALENT





#### CODEBREAKER

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

#### GRIT

Gain +1 Strain Threshold.

#### CUNNING PERSONA

The character may suffer 2 Strain to make a Charm check with Cunning instead of Presence.

#### **WELL ROUNDED**

Choose any two skills. They permanently become career skills.

# **TOUGHENED**

Gain +2 Wound Threshold.

# **BYPASS SECURITY**

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

#### CONVINCING DEMEANOR

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

# CREATIVE KILLER

Reduce the Crit rating of improvised weapons by 2, to a minimum of 1.

#### **ANALYZE DATA**

Once per session after capturing enemy data, the character may take the Analyze Data action making a ♦♦ Knowledge (Warfare) check. Once during the remainder of the session, he may add # equal to Knowledge (Warfare) to one check related to that data.

#### CODEBREAKER

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

#### GRIT

Gain +1 Strain Threshold.

# CONVINCING DEMEANOR

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

#### GRIT

Gain +1 Strain Threshold.

#### **BYPASS SECURITY**

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

#### **DURABLE**

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

### A STEP AHEAD

Once per session, the character may suffer 2 Strain in order to count his Cunning as 1 higher than normal for the remainder of the encounter.

#### DEDICATION

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

#### **INSIDE PERSON**

Once per session, may spend a Destiny Point to establish he has been undercover in an identified enemy base or large vehicle. For the remainder of the session, add automatic vv to checks he or his allies make that are associ ated with the location.

SIGNATURE ABILITY

# NATURAL CHARMER

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

### INSIDE KNOWLEDGE

Once per session while in an enemy facility or vessel, may take the Inside Knowledge action. Make a Skulduggery check. If successful, may then find a stashed personal scale item with a Rarity no more than Cunning plus 2, or gain a narrative benefit.

#### **ACTIVE TALENT**

# RANKED TALENT



TALENT COST



# CAREER SKILLS: COMPUTERS, STEALTH, KNOWLEDGE (EDUCATION), KNOWLEDGE (UNDERWORLD) FORCE TALENT

CONFLICT TALENT

# CODEBREAKER

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

SLICER - SPY

#### GRIT

Gain +1 Strain Threshold.

#### TECHNICAL APTITUDE

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

#### BYPASS SECURITY

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

# DEFENSIVE SLICING

When defending computer sys tems, add per rank of Defensive Slicing to opponent's checks.

### TECHNICAL APTITUDE

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

#### **GRIT**

Gain +1 Strain Threshold.

#### BYPASS SECURITY

Remove 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 one Computers or Astrogation check.

# BYPASS SECURITY

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

# DEFENSIVE SLICING

When defending computer systems, add per rank of Defensive Slicing to opponent's checks.

#### GRIT

Gain +1 Strain Threshold.

#### DEFENSIVE SLICING

When defending computer systems, add per rank of Defensive Slicing to opponent's checks

#### IMPROVED DEFENSIVE SLICING

Instead of adding per rank of Defensive Slicing, upgrade opponent's difficulty once per rank.

#### CODEBREAKER

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

#### RESOLVE

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

#### SKILLED SLICER

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

# MASTER SLICER

Once per round, may use a Master Slicer incidental; suffer 2 Strain to decrease difficulty of Computers or other slicing checks by 1, to a minimum of

# **MENTAL FORTRESS**

May spend a Destiny Point to ignore the effects of Critical Injuries on Intellect or Cunning checks until the end of the encounter.

#### DEDICATION

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