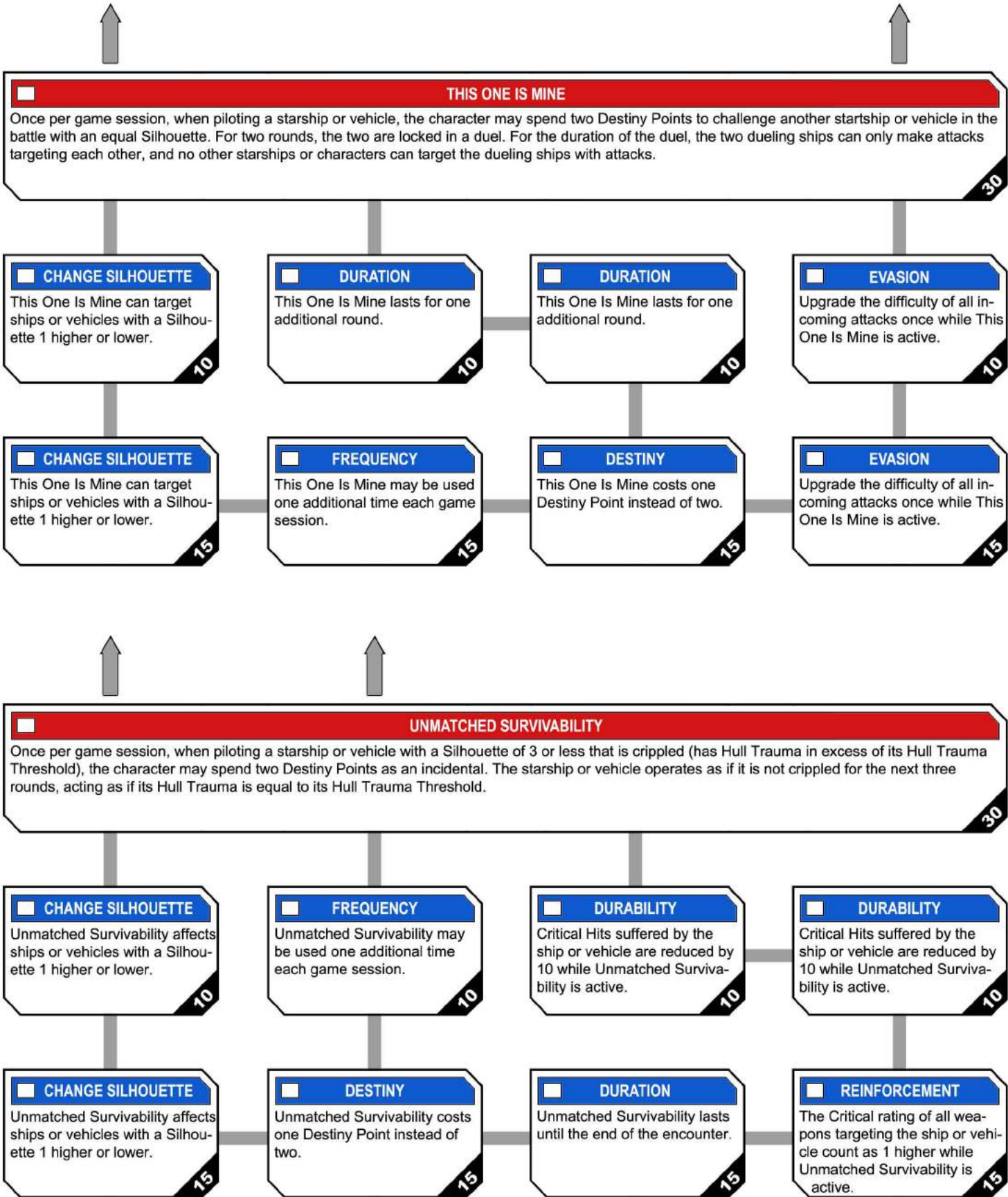


ACE

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





CHARACTER NAME _____

BEAST RIDER - ACE


CAREER SKILLS: ATHLETICS, PERCEPTION, SURVIVAL, KNOWLEDGE (XENOLOGY)

PASSIVE TALENT  ACTIVE TALENT 

RANKED TALENT  TALENT COST 

FORCE TALENT  CONFLICT TALENT 

FORAGER

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


5

TOUGHENED

Gain +2 Wound Threshold.

5

OUTDOORSMAN

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


5

BEAST WRANGLER

Add  per rank of Beast Wrangler to checks to tame or wrangle creatures.


5

OUTDOORSMAN

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

10

EXPERT TRACKER

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

10

TOUGHENED

Gain +2 Wound Threshold.


10

EXPERT HANDLER

Remove  per rank of Expert Handler from all Survival checks made to ride beasts.

10

EXPERT TRACKER

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

15

BEAST WRANGLER

Add  per rank of Beast Wrangler to checks to tame or wrangle creatures.

15

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.

15

GRIT

Gain +1 Strain Threshold.


15

IMPROVED SPUR

Suffer 1 Strain to perform Spur as a maneuver and decrease its difficulty to .

20

SPUR

Take a Spur action; make a  Survival check to increase a beast's top Speed by 1. The beast suffers 2 Strain every round it stays spurred.

20

NATURAL OUTDOORSMAN

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

20

EXPERT HANDLER

Remove  per rank of Expert Handler from all Survival checks made to ride creatures.

20

SUPREME SPUR

When activating and maintaining Spur, the beast only suffers 1 Strain instead of 2.

25

DEDICATION

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



25

GRIT

Gain +1 Strain Threshold.

25

SOOTHING TONE

Once per encounter when riding, take a Soothing Tone action; make a  Knowledge (Xenology) check to allow the beast to recover Strain equal to .

25

SIGNATURE ABILITY _____

CHARACTER NAME _____

DRIVER - ACE

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

PASSIVE TALENT

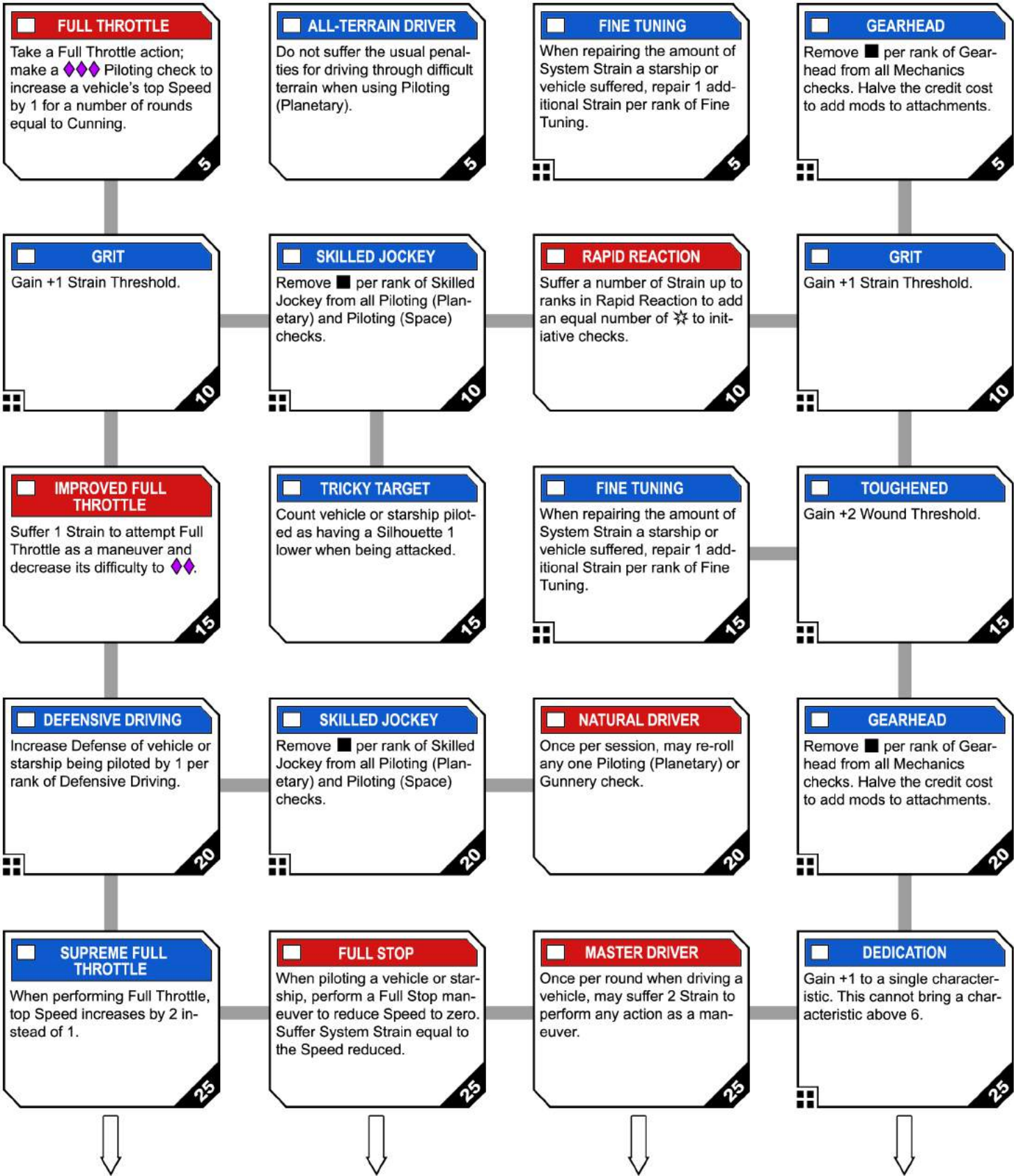
ACTIVE TALENT

RANKED TALENT

TALENT COST

FORCE TALENT

CONFLICT TALENT



SIGNATURE ABILITY _____

CHARACTER NAME _____

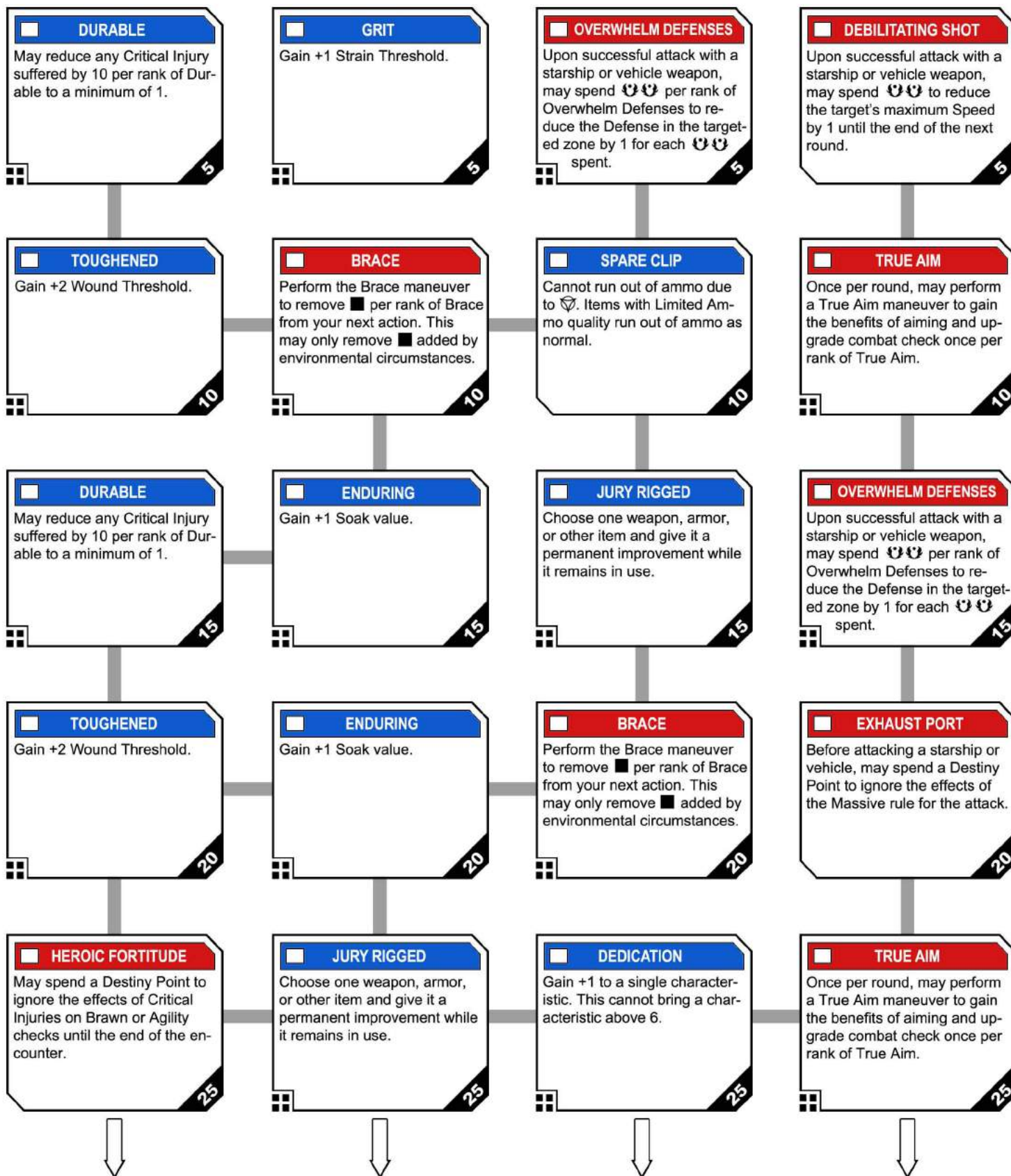
GUNNER - ACE

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

PASSIVE TALENT  ACTIVE TALENT 

RANKED TALENT  TALENT COST 

FORCE TALENT  CONFLICT TALENT 



SIGNATURE ABILITY _____



CHARACTER NAME _____

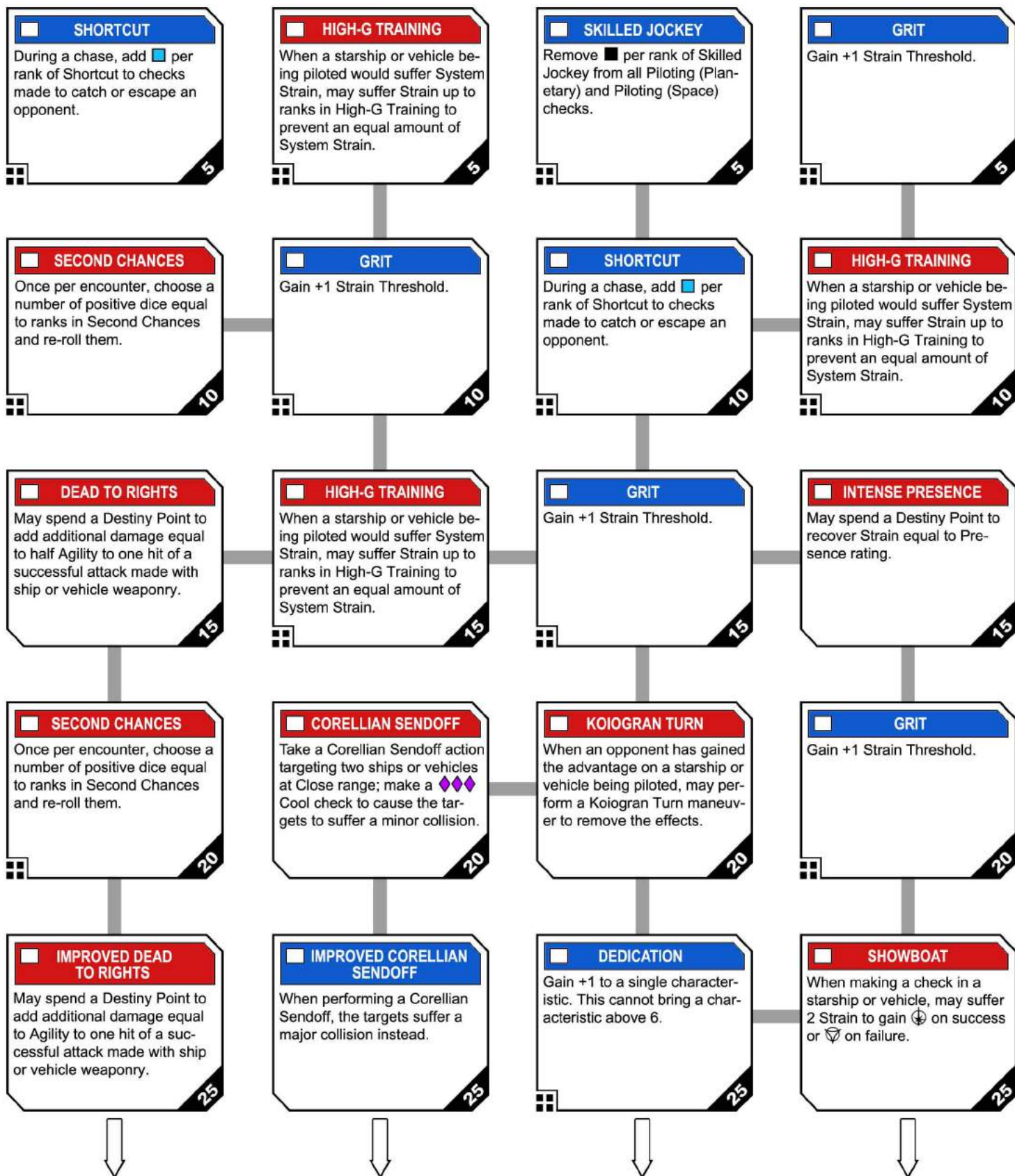
HOTSHOT - ACE

CAREER SKILLS: COOL, COORDINATION, PILOTING (PLANETARY), PILOTING (SPACE)

PASSIVE TALENT  ACTIVE TALENT 

RANKED TALENT  TALENT COST 

FORCE TALENT  CONFLICT TALENT 







SIGNATURE ABILITY _____



CHARACTER NAME _____

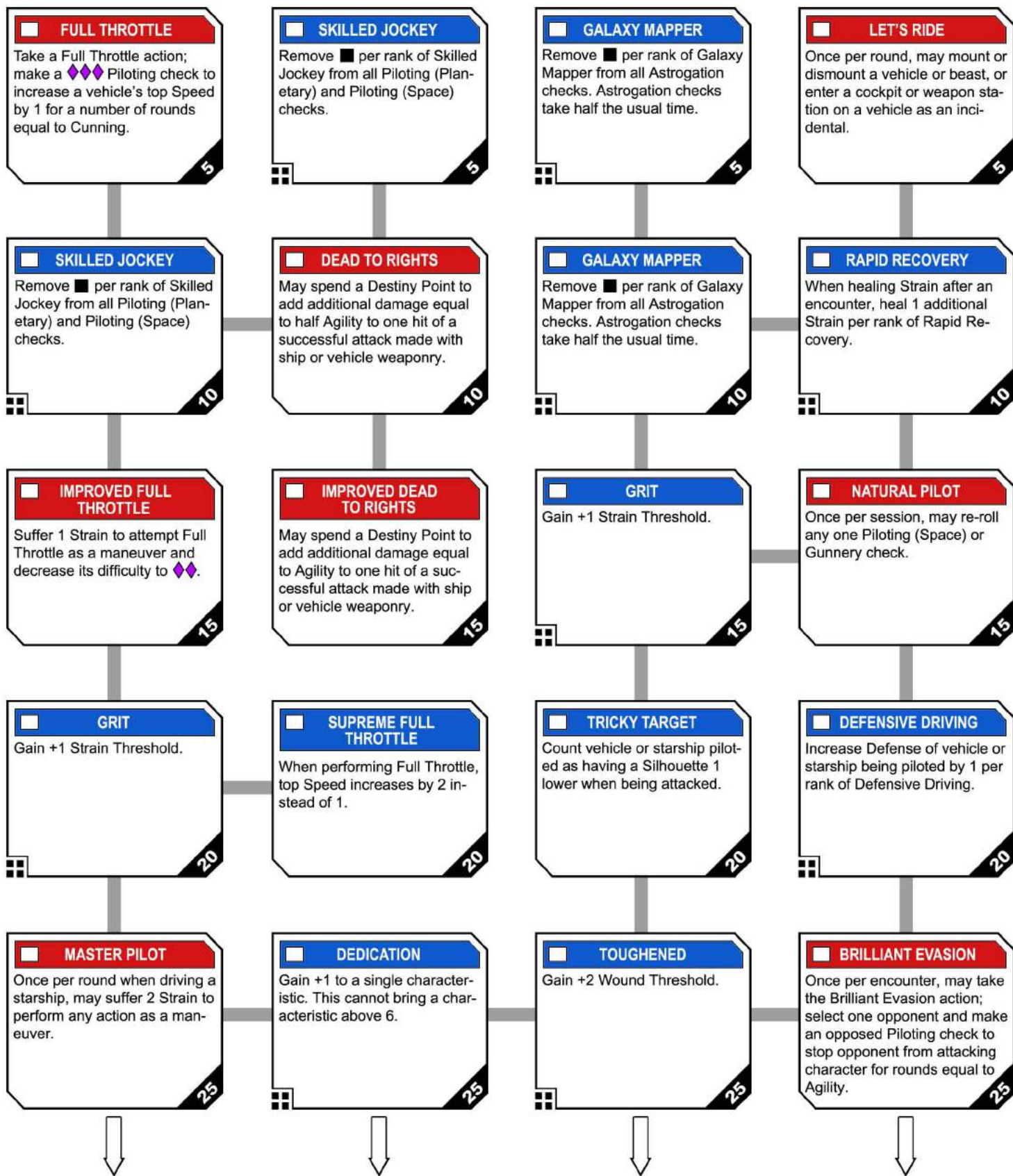
PILOT - ACE

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

PASSIVE TALENT 
 ACTIVE TALENT 

RANKED TALENT 
 TALENT COST 

FORCE TALENT 
 CONFLICT TALENT 



SIGNATURE ABILITY _____

CHARACTER NAME _____

RIGGER - ACE

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

PASSIVE TALENT

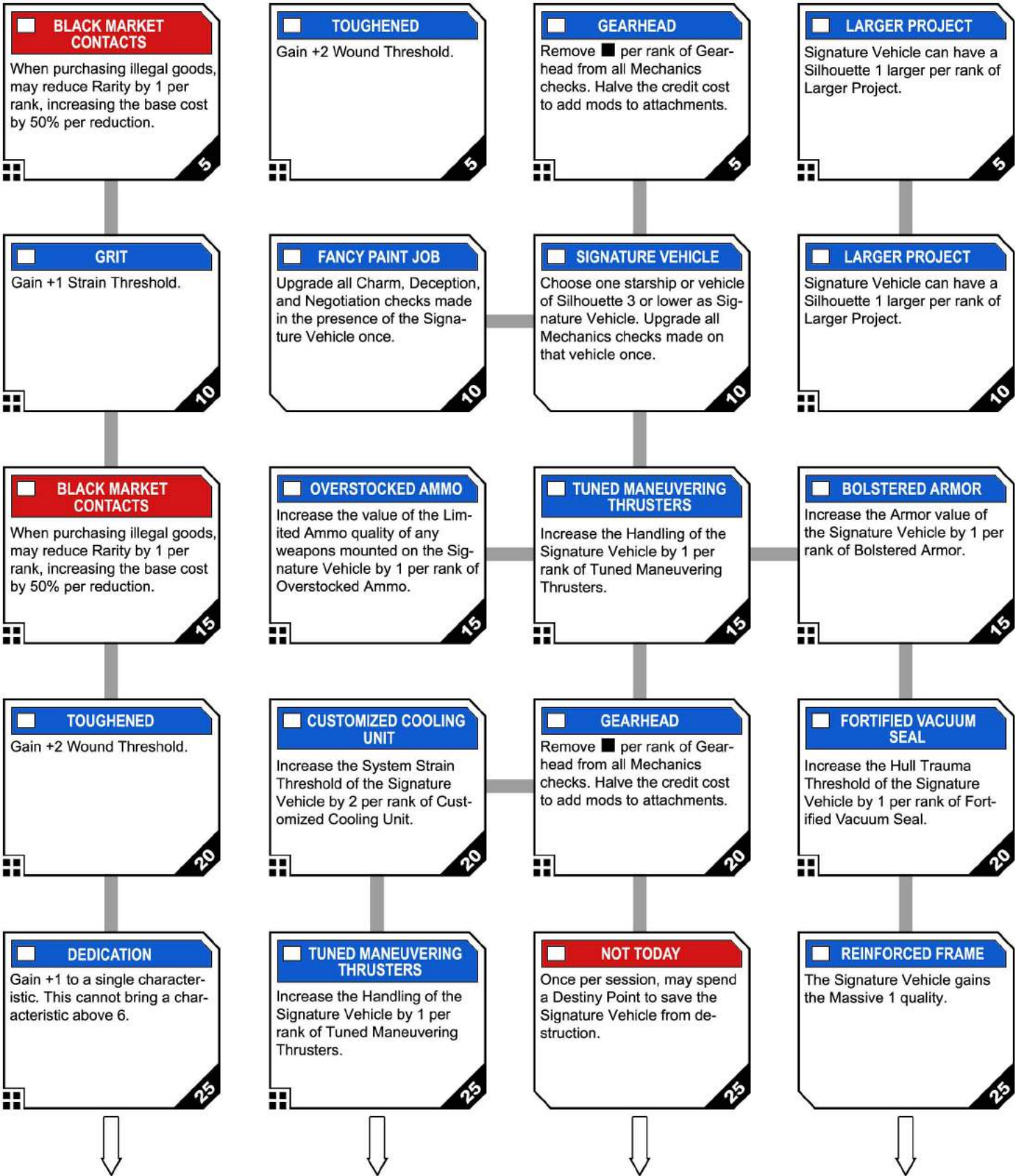
ACTIVE TALENT

RANKED TALENT

TALENT COST

FORCE TALENT

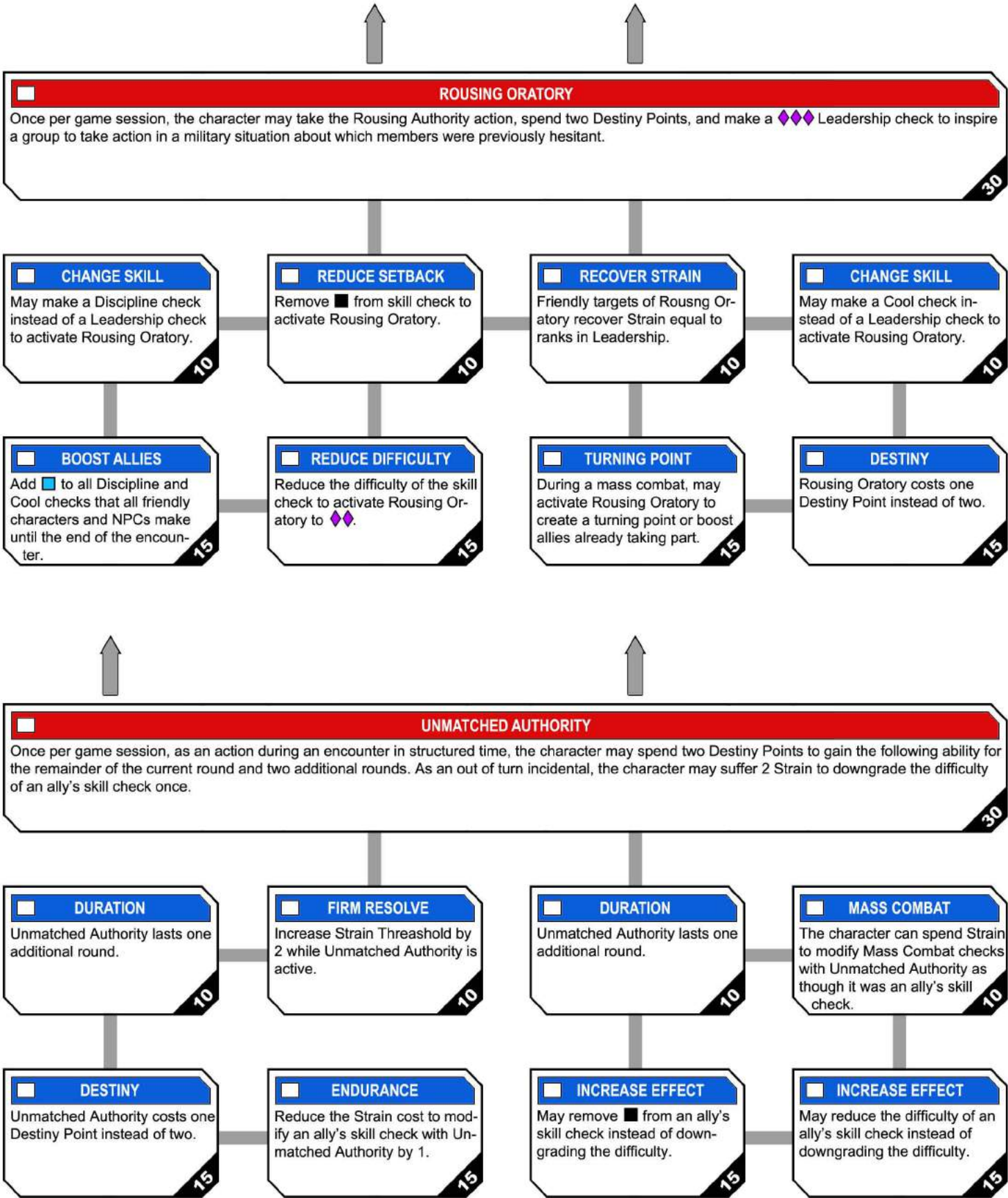
CONFLICT TALENT



SIGNATURE ABILITY _____

COMMANDER

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



CHARACTER NAME _____

COMMODORE - COMMANDER

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

PASSIVE TALENT

ACTIVE TALENT

RANKED TALENT

TALENT COST

FORCE TALENT

CONFLICT TALENT

SOLID REPAIRS

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

5

COMMAND

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

5

RAPID REACTION

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

5

GALAXY MAPPER

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

5

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.

10

COMMANDING PRESENCE

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

10

GRIT

Gain +1 Strain Threshold.

10

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.

10

SOLID REPAIRS

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

15

COMMAND

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

15

RAPID REACTION

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

15

GALAXY MAPPER

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

15

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.

20

COMMANDING PRESENCE

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

20

GRIT

Gain +1 Strain Threshold.

20

MASTER STARHOPPER

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

20

SOLID REPAIRS

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

25

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 turn.

25

DEDICATION

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

25

GALAXY MAPPER

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

25

SIGNATURE ABILITY _____

CHARACTER NAME _____

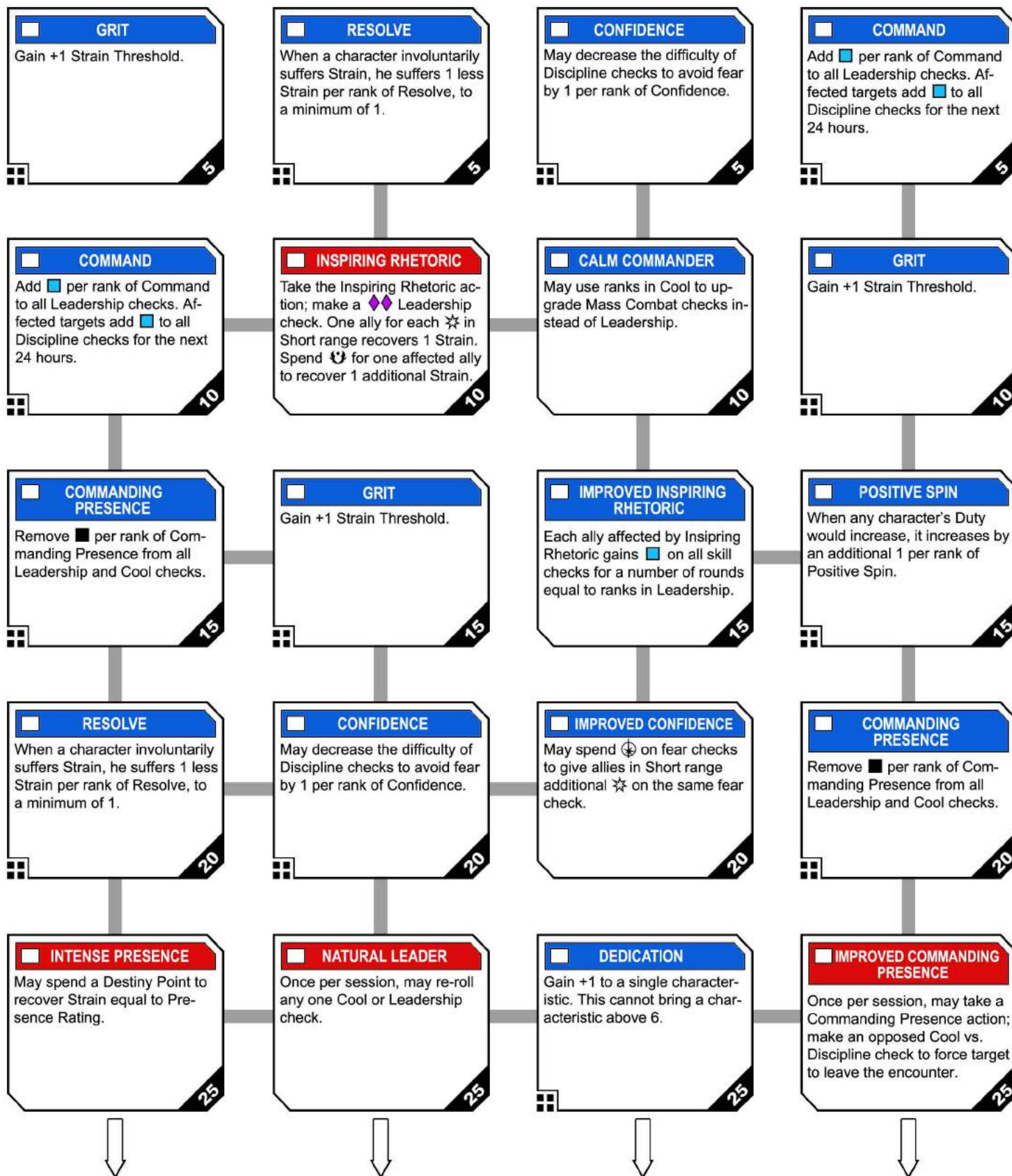
FIGUREHEAD - COMMANDER

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

PASSIVE TALENT  ACTIVE TALENT 

RANKED TALENT  TALENT COST 

FORCE TALENT  CONFLICT TALENT 



SIGNATURE ABILITY _____


CHARACTER NAME _____

INSTRUCTOR - COMMANDER


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



PASSIVE TALENT  ACTIVE TALENT 

RANKED TALENT  TALENT COST 


FORCE TALENT  CONFLICT TALENT 



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.

  5



PHYSICAL TRAINING

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

  5

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.

  5



GRIT

Gain +1 Strain Threshold.

  5



TOUGHENED

Gain +2 Wound Threshold.


  10



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.

  10


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.


  10



STIMPACK SPECIALIZATION

Stimpacks heal 1 additional Wound per rank of Stimpack Specialization.

  10



PHYSICAL TRAINING

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

  15



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.

  15

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.


  15

IMPROVED BODY GUARD

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

  15

FIELD COMMANDER

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

  20

GRIT

Gain +1 Strain Threshold.

  20

STIMPACK SPECIALIZATION

Stimpacks heal 1 additional Wound per rank of Stimpack Specialization.

  20

TOUGHENED

Gain +2 Wound Threshold.

  20

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.

  25

NATURAL INSTRUCTOR

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

  25



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.

  25

DEDICATION

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

  25

SIGNATURE ABILITY _____

CHARACTER NAME _____

SQUADRON LEADER - COMMANDER

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

PASSIVE TALENT

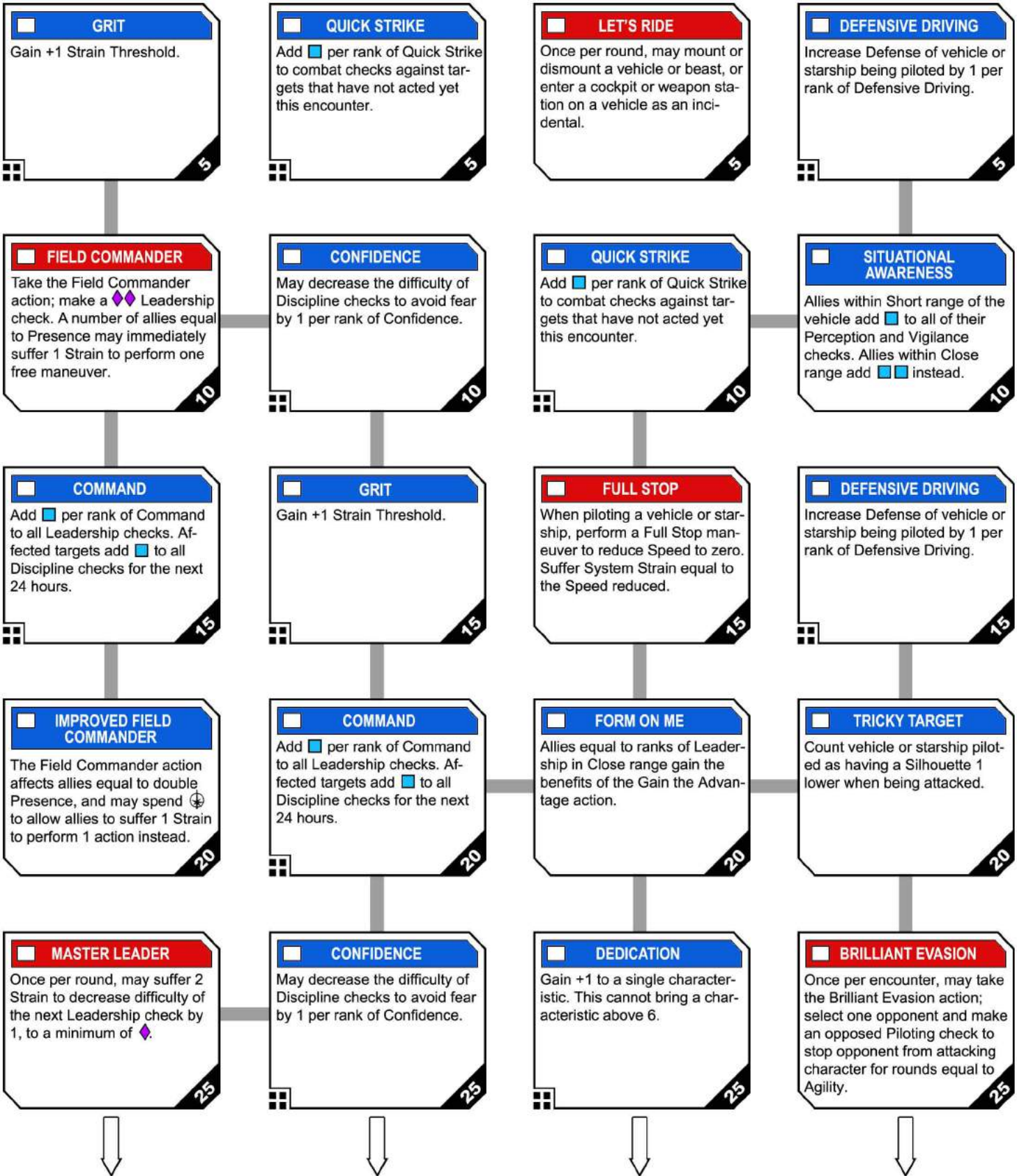
ACTIVE TALENT

RANKED TALENT

TALENT COST

FORCE TALENT

CONFLICT TALENT



SIGNATURE ABILITY _____

CHARACTER NAME _____

STRATEGIST - COMMANDER

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

PASSIVE TALENT

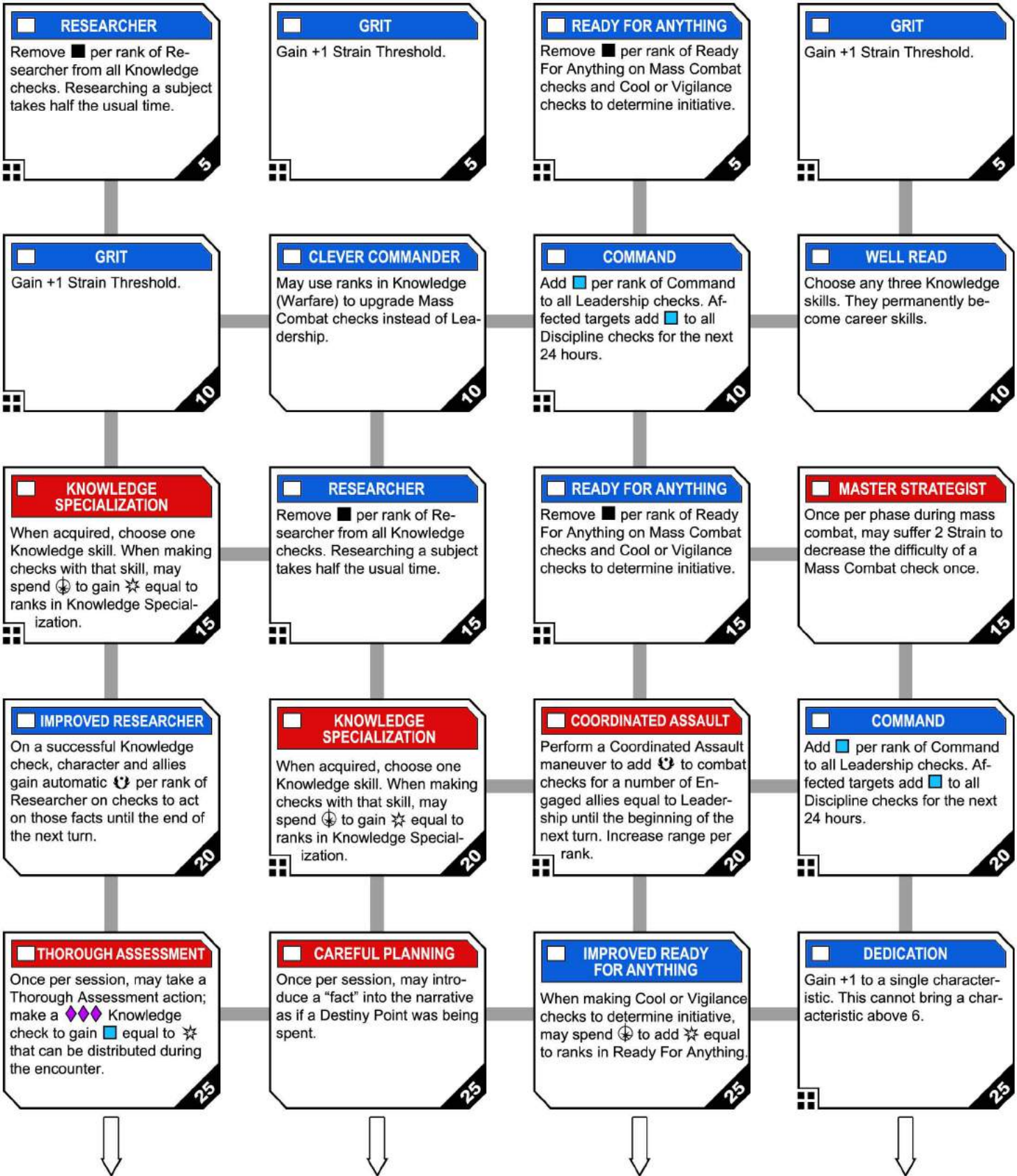
ACTIVE TALENT

RANKED TALENT

TALENT COST

FORCE TALENT

CONFLICT TALENT



SIGNATURE ABILITY _____

CHARACTER NAME _____

TACTICIAN - COMMANDER

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

PASSIVE TALENT

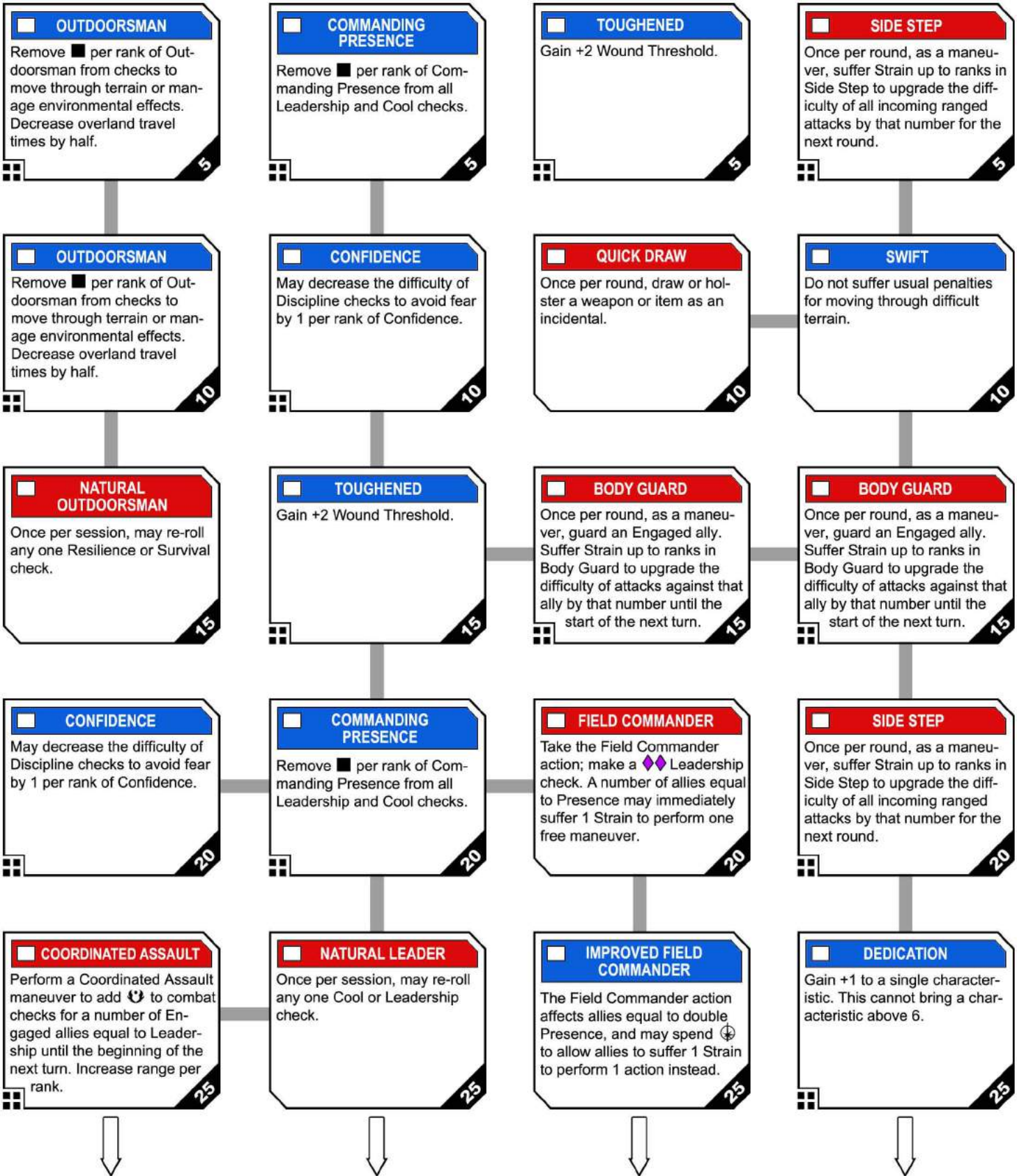
ACTIVE TALENT

RANKED TALENT

TALENT COST

FORCE TALENT

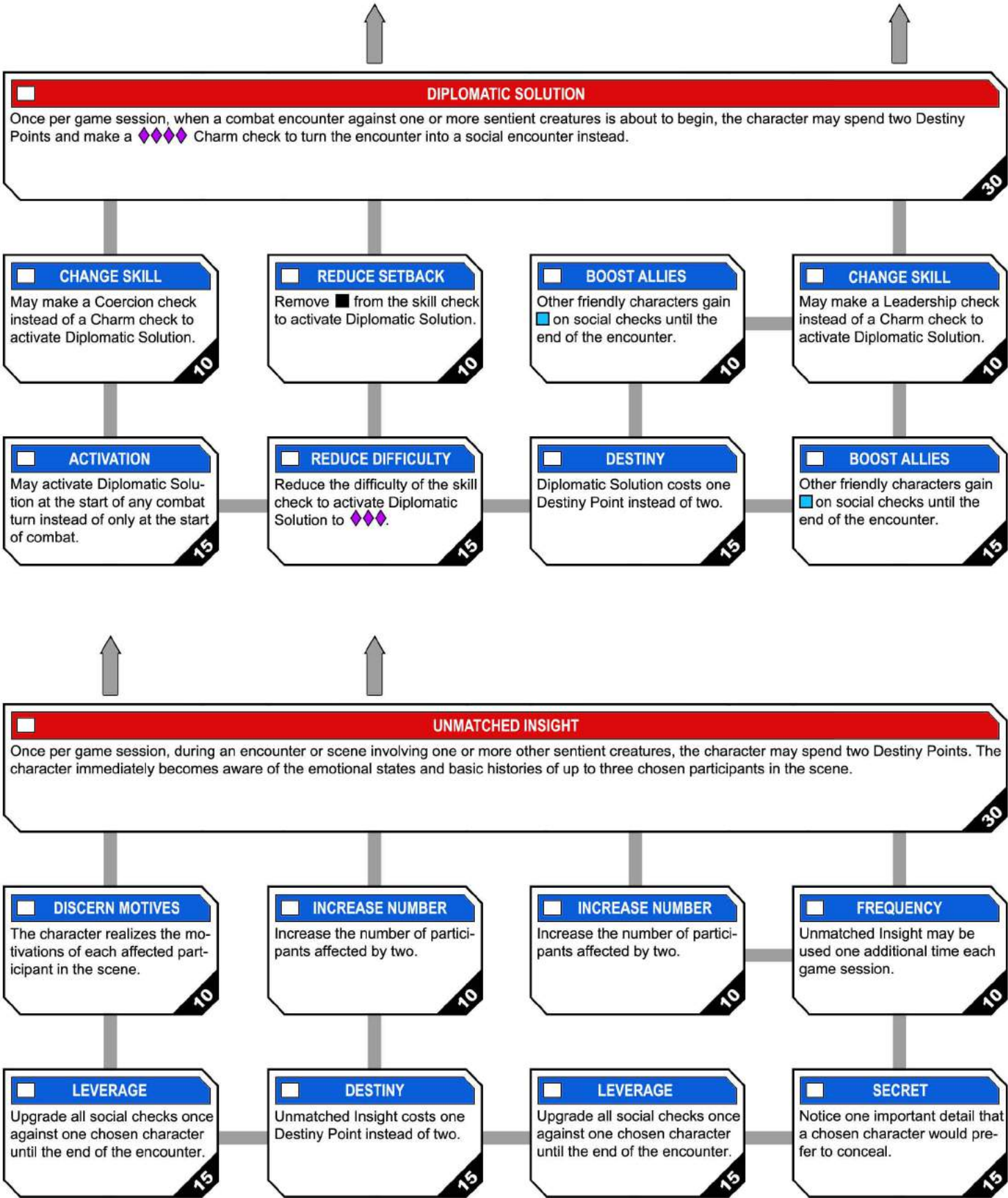
CONFLICT TALENT



SIGNATURE ABILITY _____

DIPLOMAT

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



CHARACTER NAME _____

ADVOCATE - DIPLOMAT

CAREER SKILLS: COERCION, DECEPTION, NEGOTIATION, VIGILANCE

PASSIVE TALENT

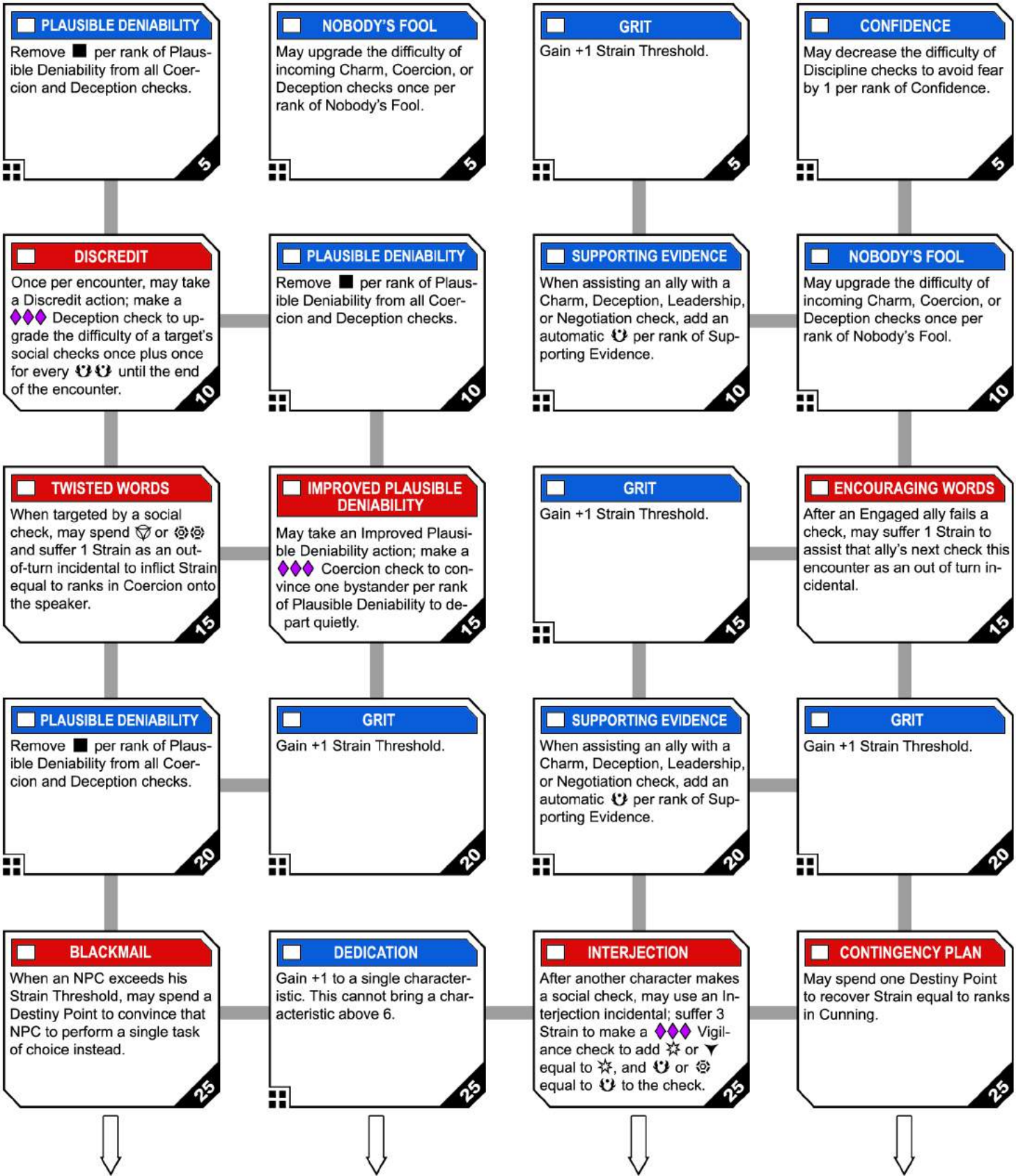
ACTIVE TALENT

RANKED TALENT

TALENT COST

FORCE TALENT

CONFLICT TALENT



SIGNATURE ABILITY _____

CHARACTER NAME _____

AGITATOR - DIPLOMAT

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

PASSIVE TALENT

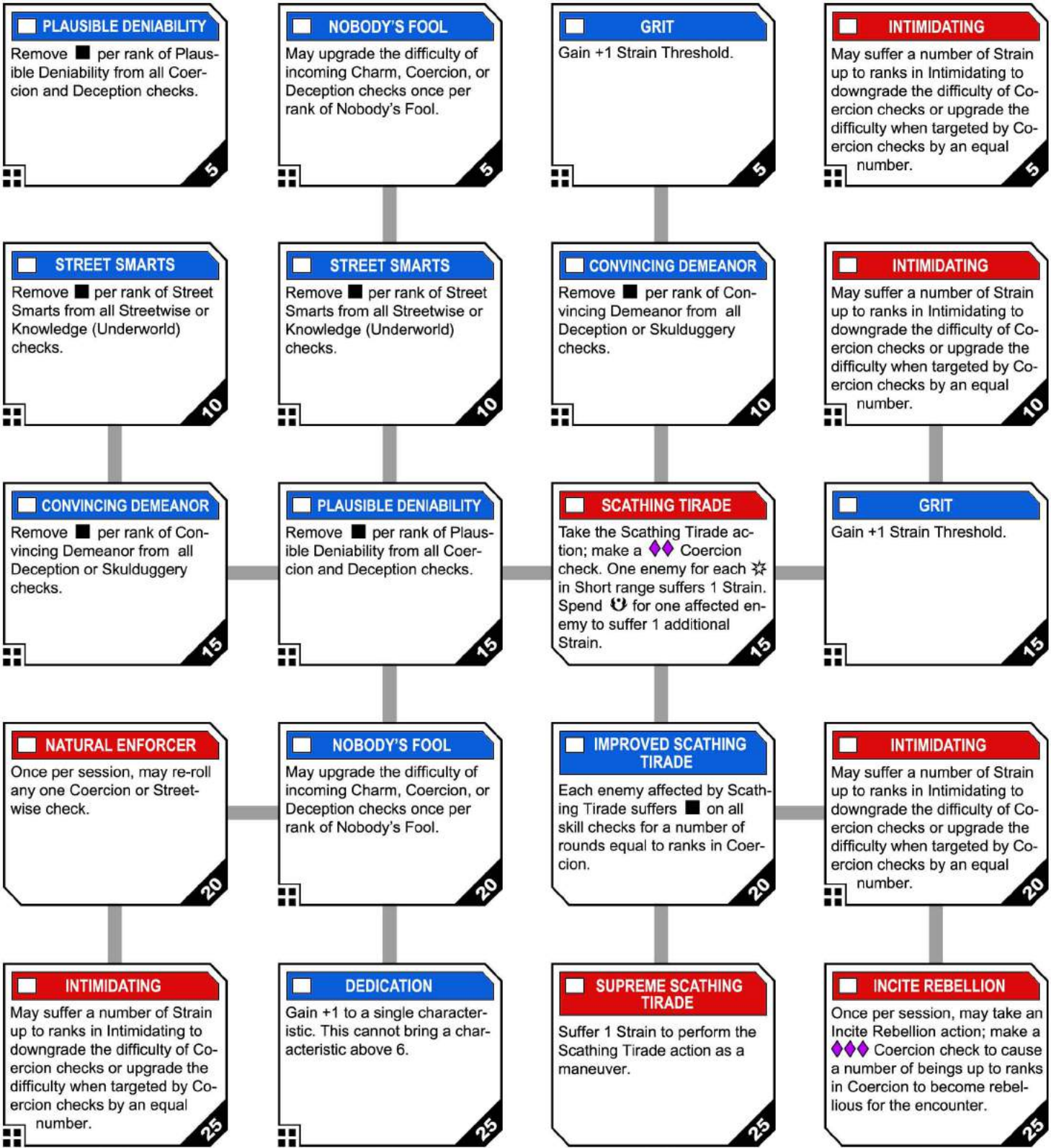
ACTIVE TALENT

RANKED TALENT

TALENT COST

FORCE TALENT

CONFLICT TALENT



SIGNATURE ABILITY _____

CHARACTER NAME _____

AMBASSADOR - DIPLOMAT

CAREER SKILLS: CHARM, DISCIPLINE, NEGOTIATION, KNOWLEDGE (CORE WORLDS)

PASSIVE TALENT

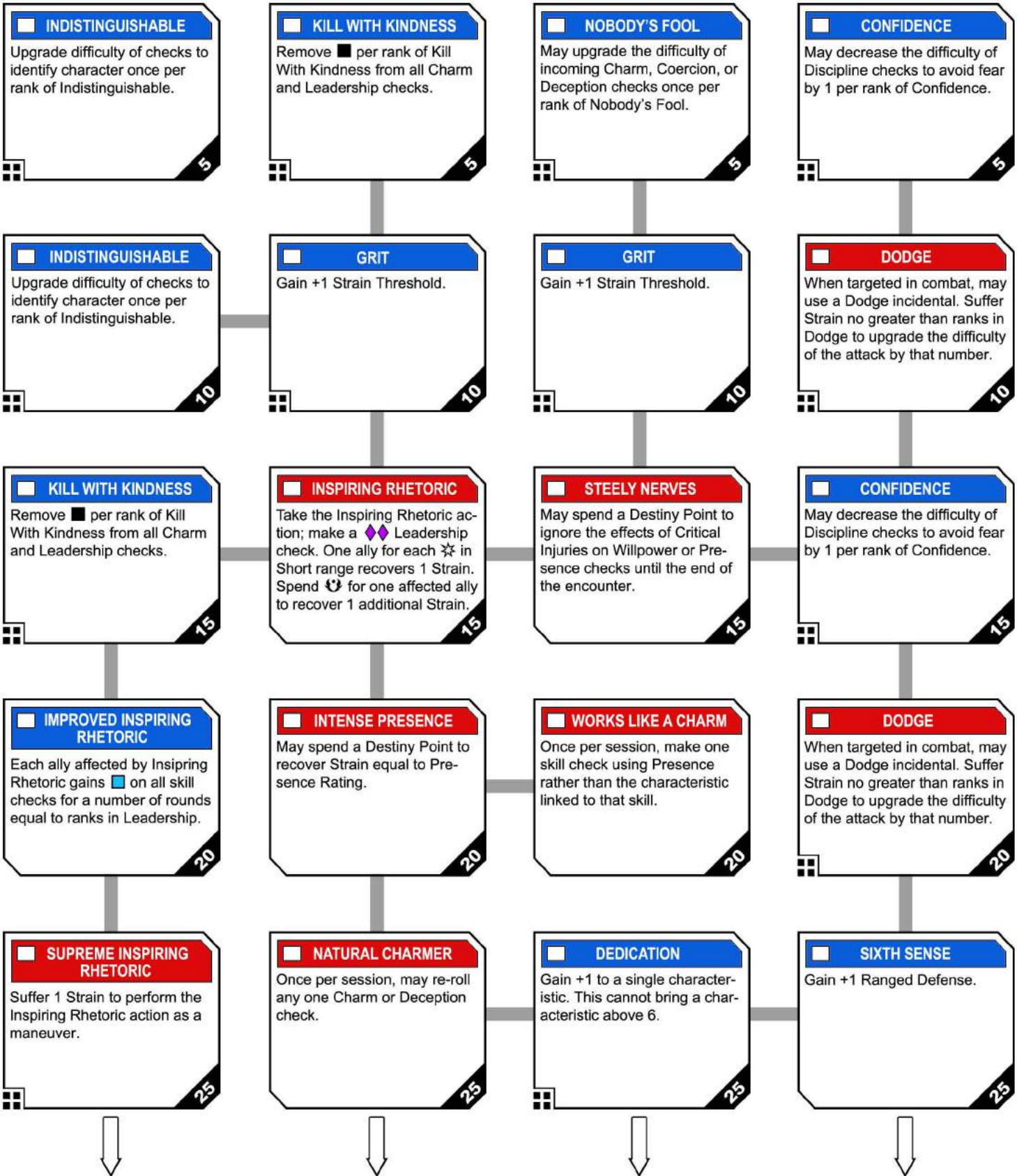
ACTIVE TALENT

RANKED TALENT

TALENT COST

FORCE TALENT

CONFLICT TALENT



SIGNATURE ABILITY _____

CHARACTER NAME _____

ANALYST - DIPLOMAT

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

PASSIVE TALENT

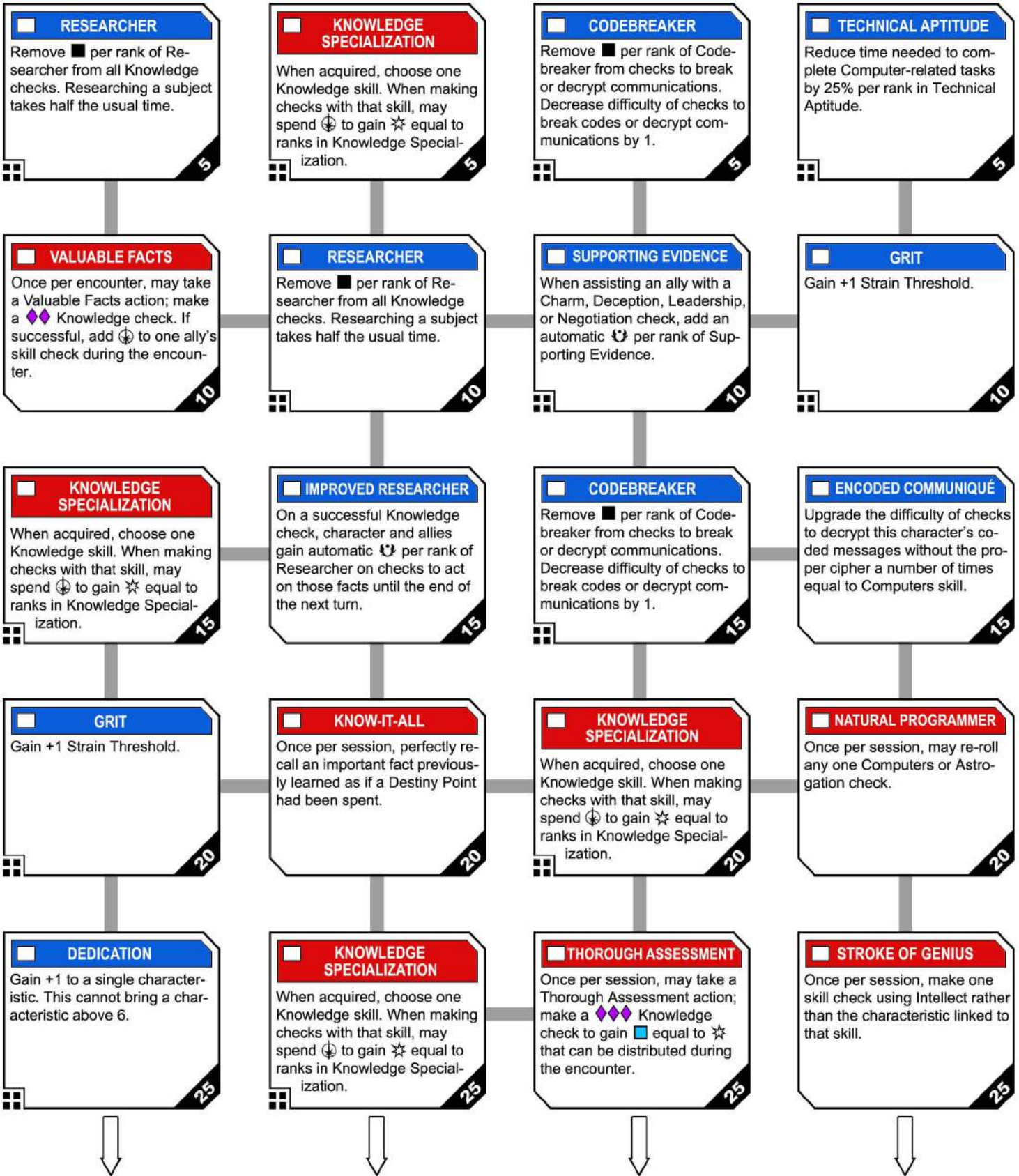
ACTIVE TALENT

RANKED TALENT

TALENT COST

FORCE TALENT

CONFLICT TALENT



SIGNATURE ABILITY _____



CHARACTER NAME _____

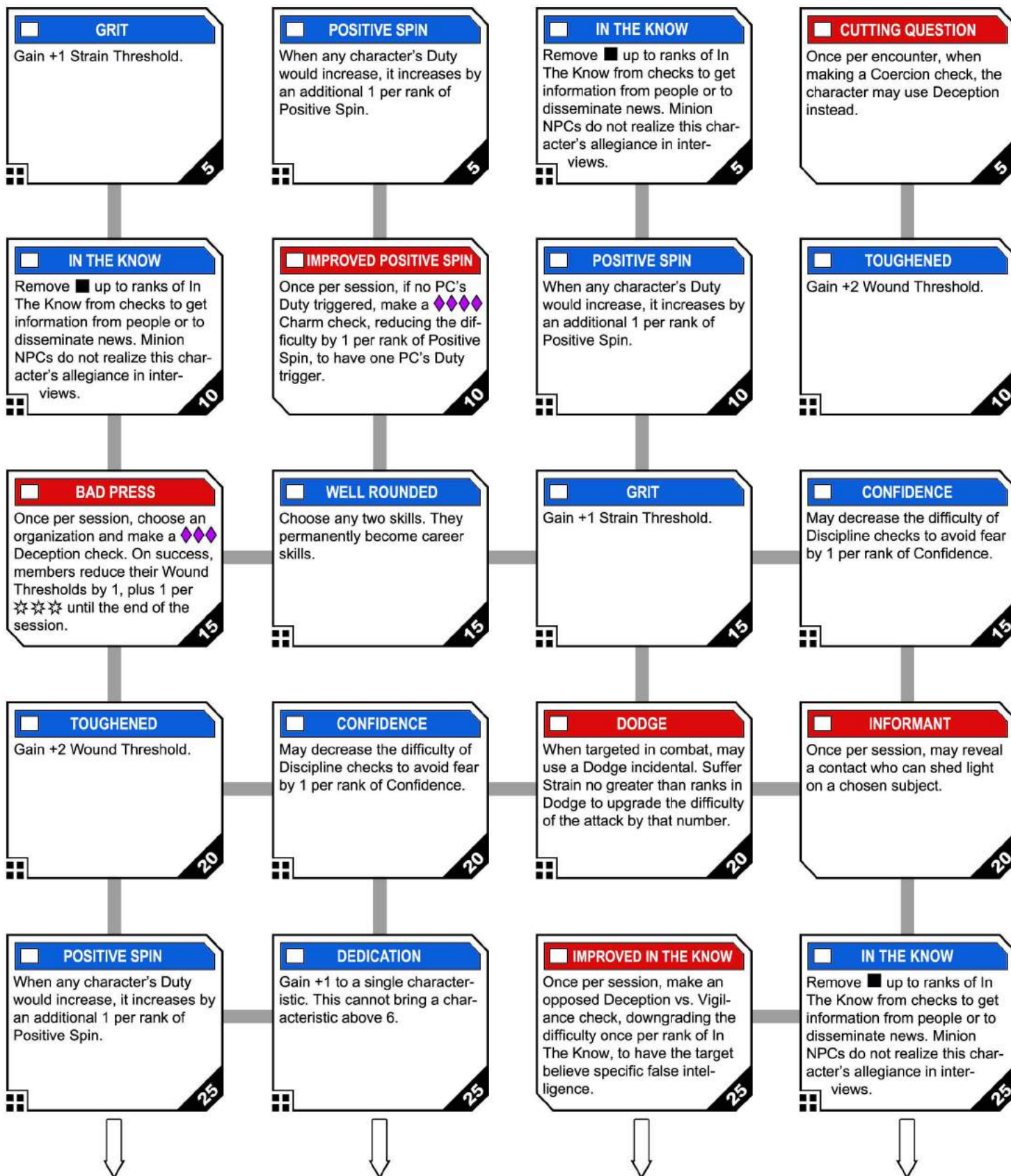
PROPAGANDIST - DIPLOMAT

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

PASSIVE TALENT  ACTIVE TALENT 

RANKED TALENT  TALENT COST 

FORCE TALENT  CONFLICT TALENT 



SIGNATURE ABILITY _____

CHARACTER NAME _____

QUARTERMASTER - DIPLOMAT

CAREER SKILLS: COMPUTERS, NEGOTIATION, SKULDUGGERY, VIGILANCE

PASSIVE TALENT

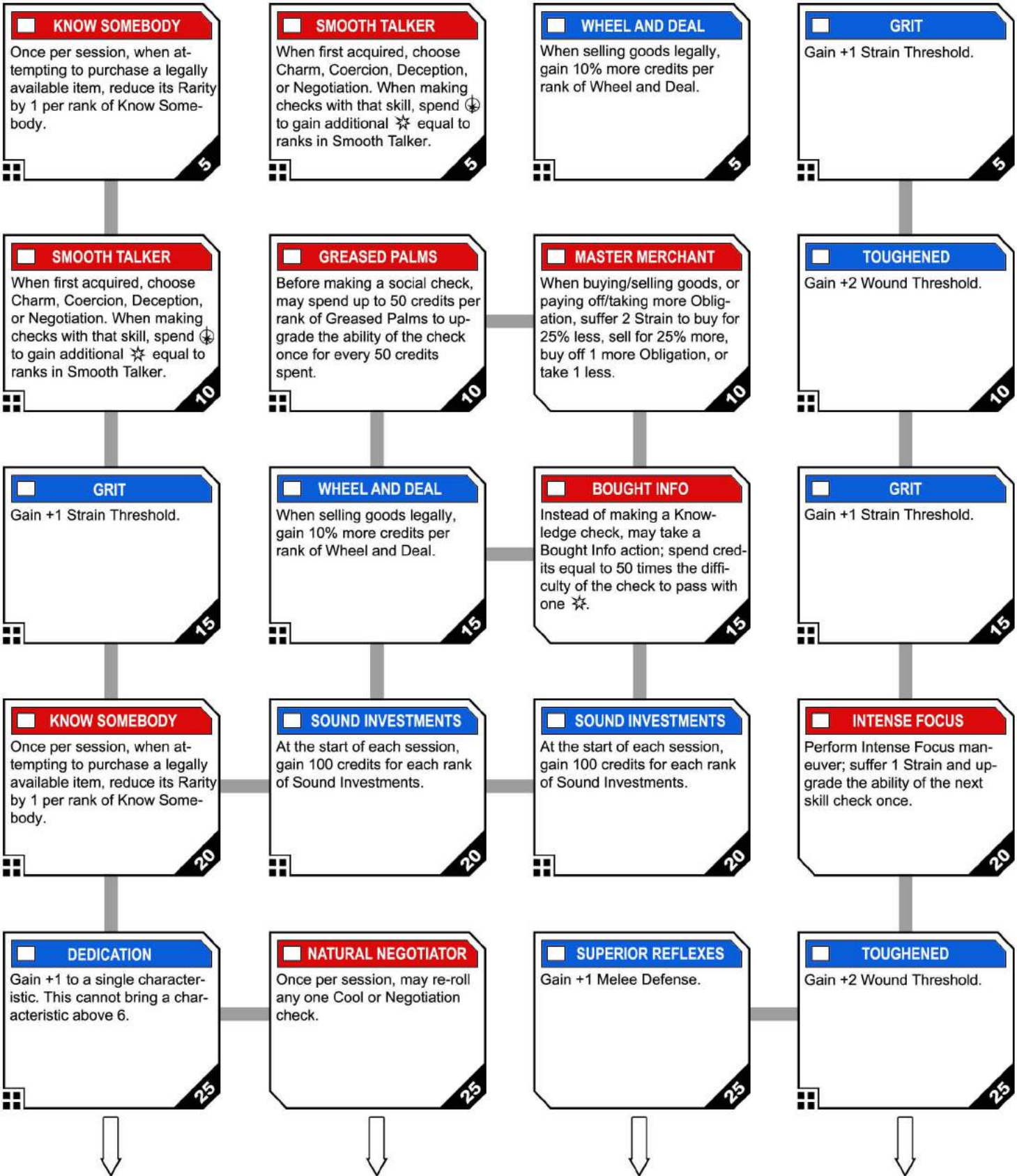
ACTIVE TALENT

RANKED TALENT

TALENT COST

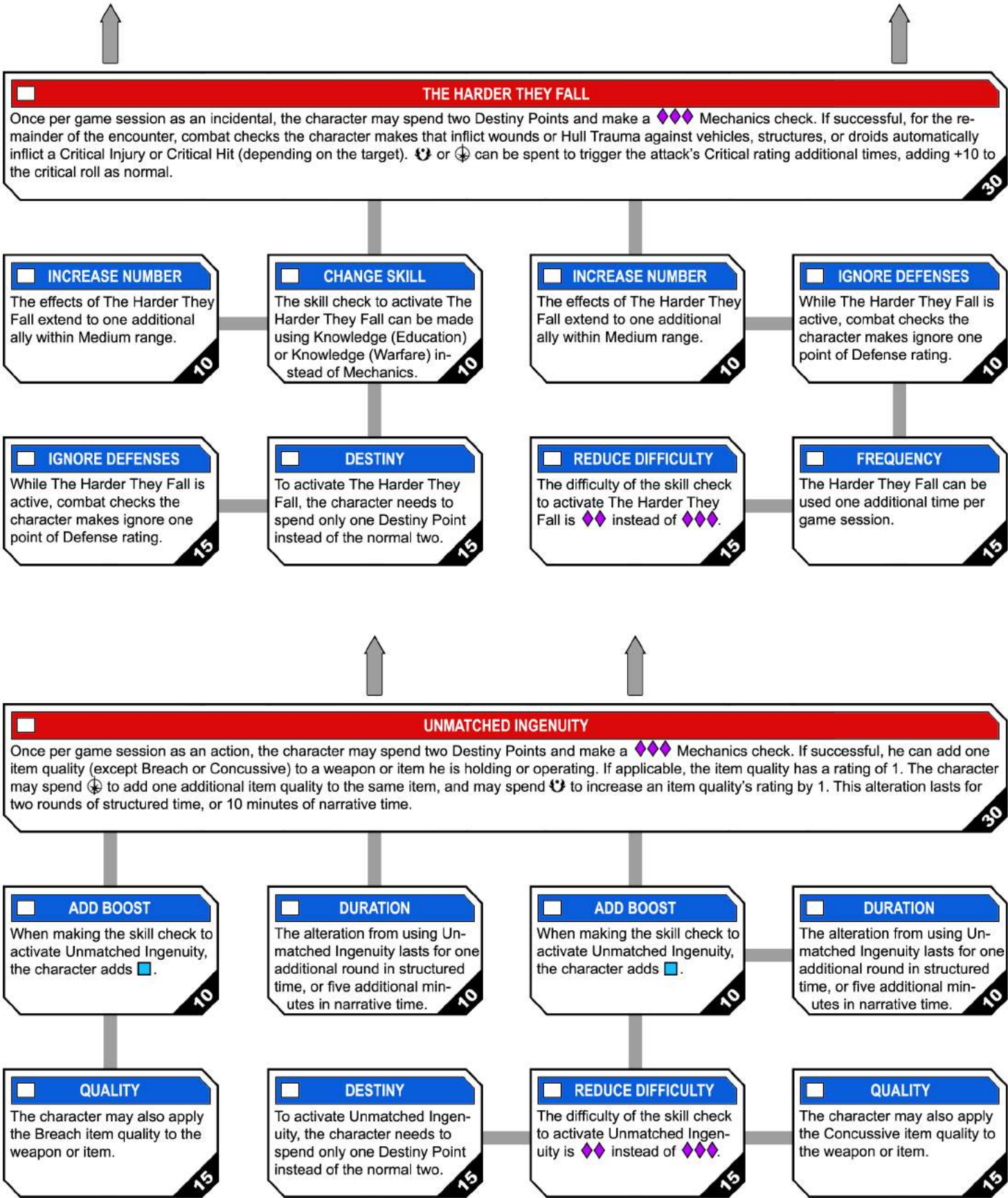
FORCE TALENT

CONFLICT TALENT



SIGNATURE ABILITY _____

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




CHARACTER NAME _____


DROID SPECIALIST - ENGINEER

CAREER SKILLS: COMPUTERS, COOL, MECHANICS, MELEE

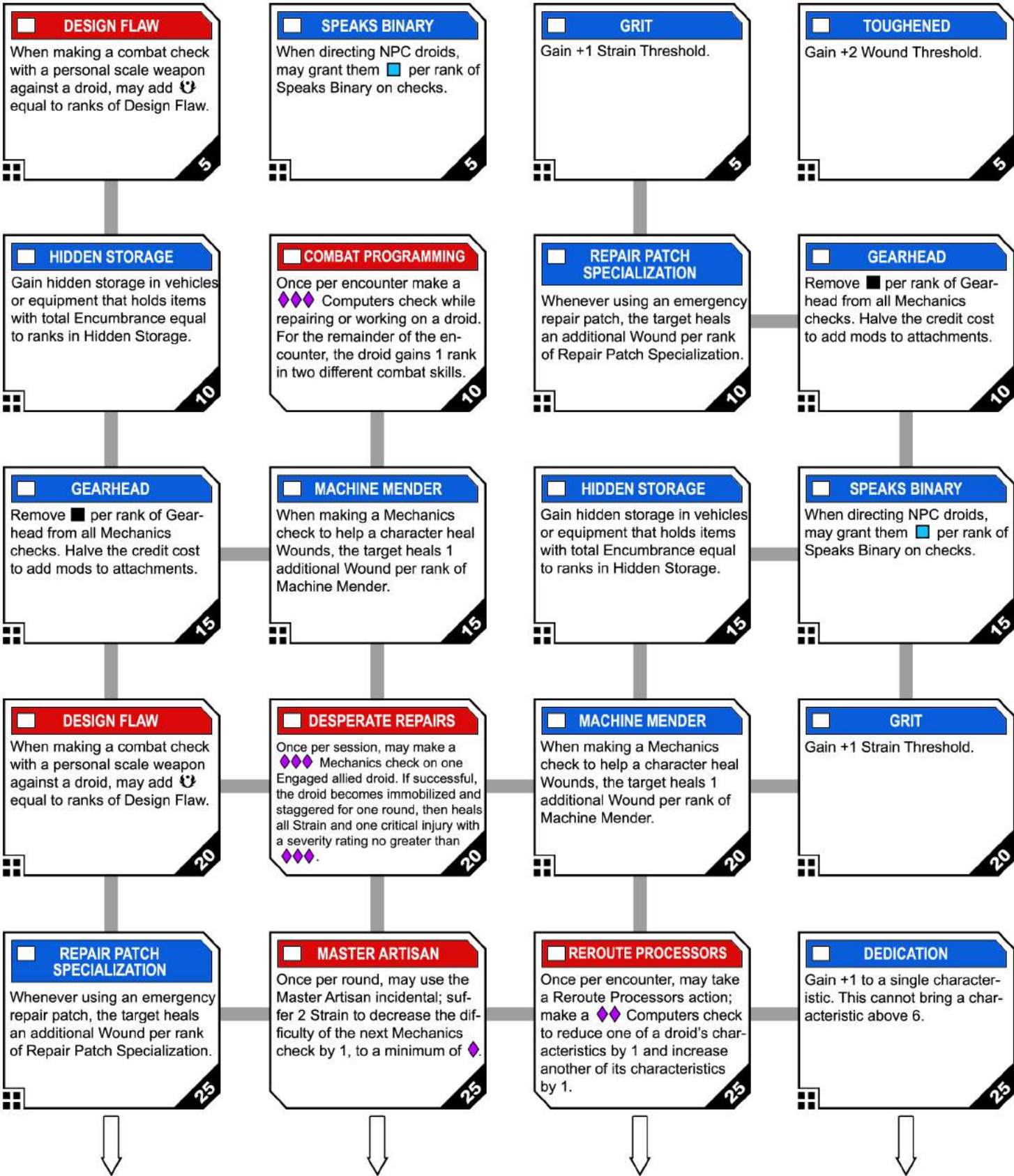
PASSIVE TALENT 

ACTIVE TALENT 

RANKED TALENT 

FORCE TALENT 

CONFLICT TALENT 



SIGNATURE ABILITY _____

CHARACTER NAME _____

MECHANIC - ENGINEER

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

PASSIVE TALENT

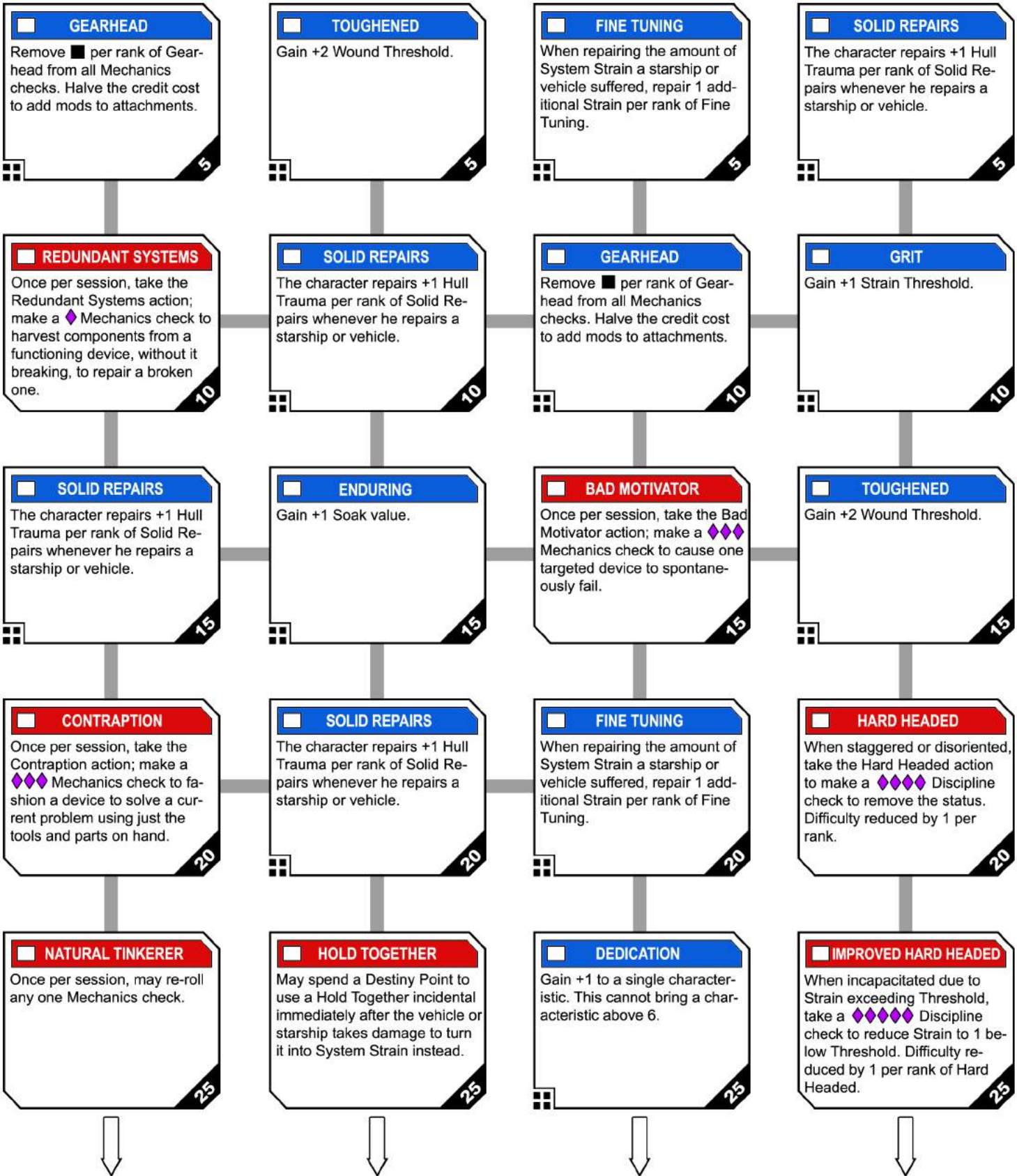
ACTIVE TALENT

RANKED TALENT

TALENT COST

FORCE TALENT

CONFLICT TALENT



SIGNATURE ABILITY _____

CHARACTER NAME _____

SABOTEUR - ENGINEER

CAREER SKILLS: COORDINATION, MECHANICS, SKULDUGGERY, STEALTH

PASSIVE TALENT

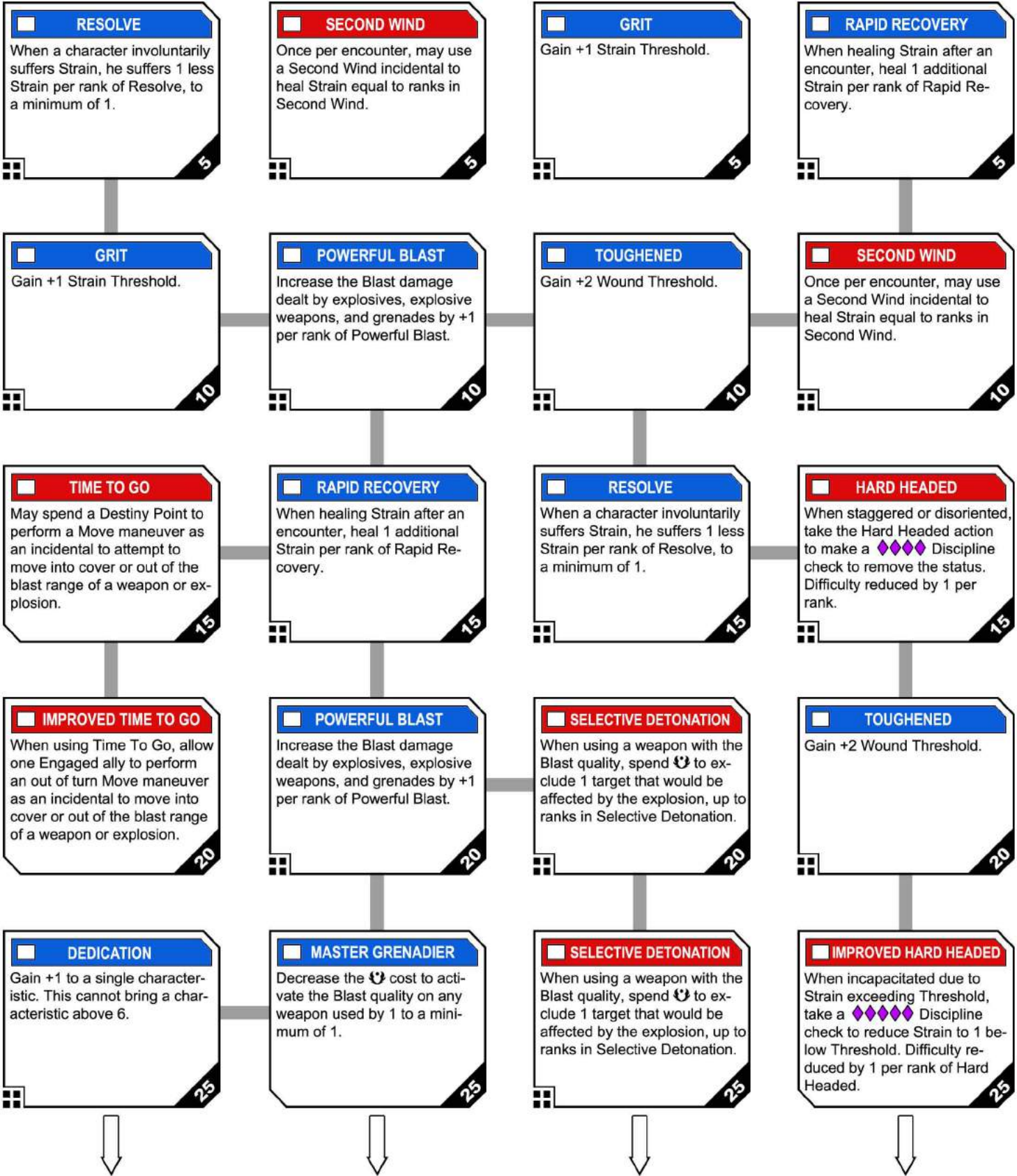
ACTIVE TALENT

RANKED TALENT

TALENT COST

FORCE TALENT

CONFLICT TALENT



SIGNATURE ABILITY _____

CHARACTER NAME _____

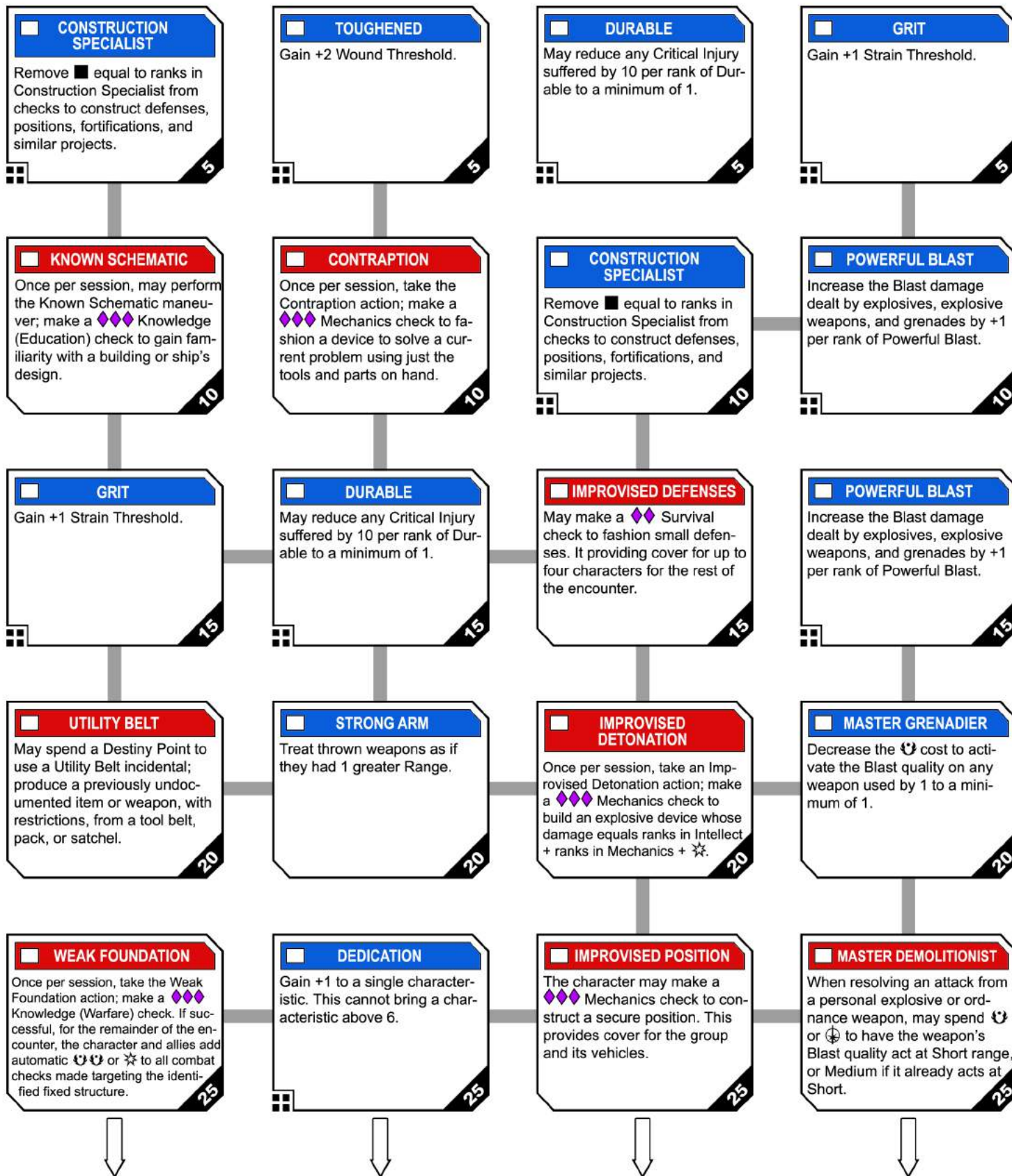
SAPPER - ENGINEER

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

PASSIVE TALENT  ACTIVE TALENT 

RANKED TALENT  FORCE TALENT 

CONFLICT TALENT 



SIGNATURE ABILITY _____

CHARACTER NAME _____

SCIENTIST - ENGINEER

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

PASSIVE TALENT

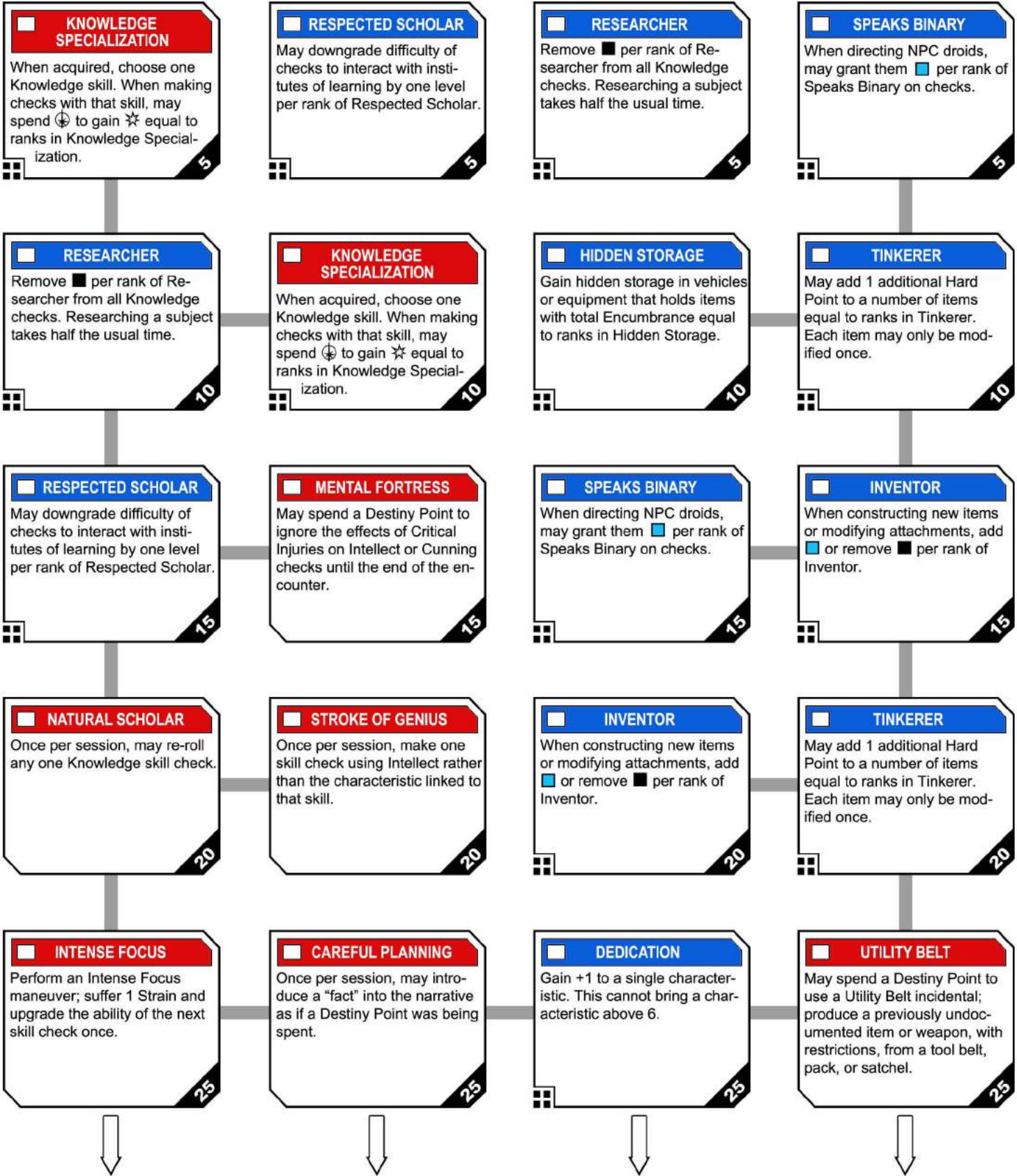
ACTIVE TALENT

RANKED TALENT

TALENT COST

FORCE TALENT

CONFLICT TALENT



SIGNATURE ABILITY _____

CHARACTER NAME _____

SHIPWRIGHT - ENGINEER

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

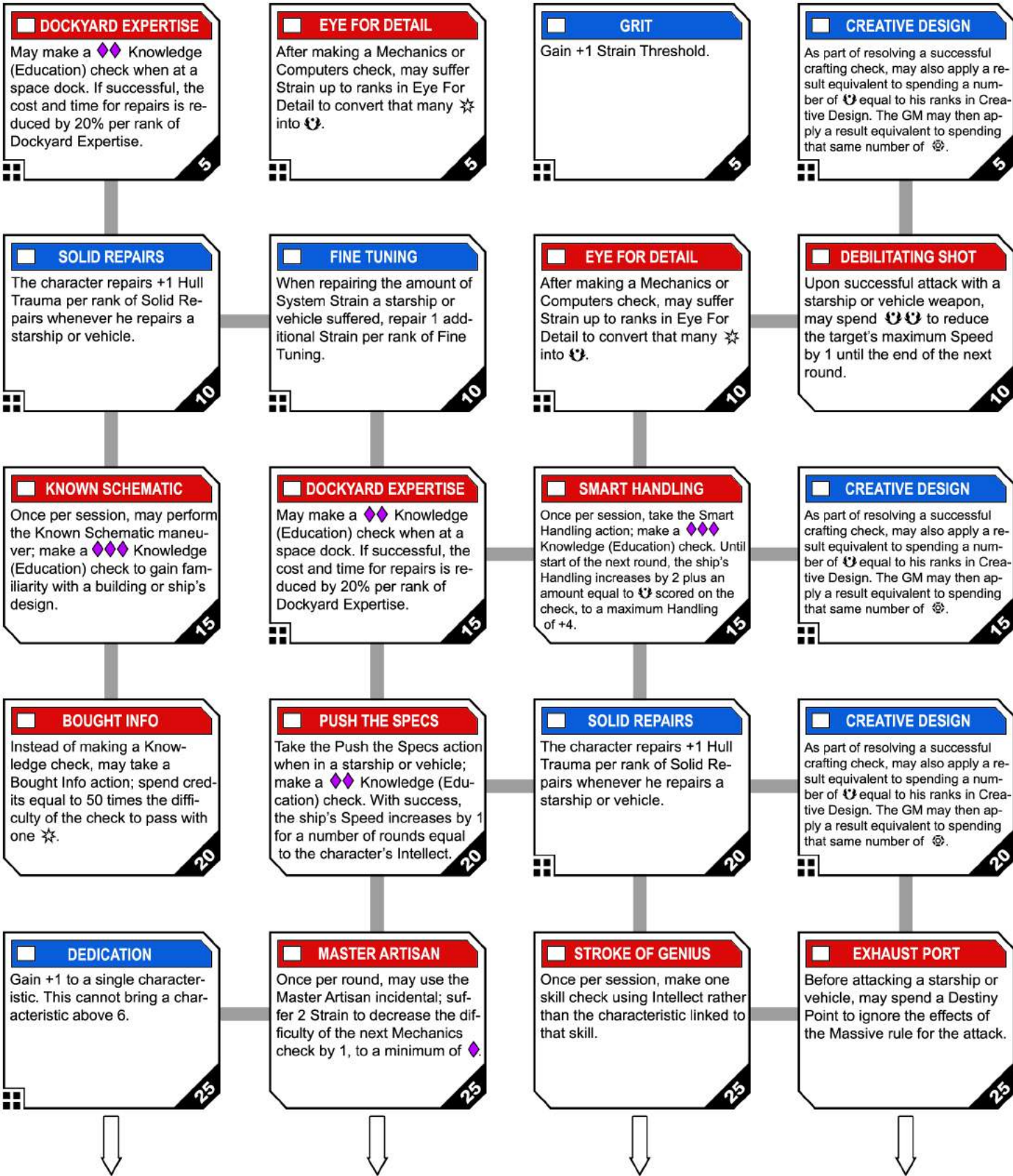
PASSIVE TALENT

ACTIVE TALENT

RANKED TALENT

FORCE TALENT

CONFLICT TALENT



SIGNATURE ABILITY _____

SOLDIER

THE BIGGER THEY ARE...

Once per game session as an action, the character may spend two Destiny Points, nominate one vehicle, starship, or living creature of Silhouette 2 or smaller that he can see, and make a **Knowledge (Warfare)** check. If he succeeds, for the next three rounds, he and each other friendly character within Medium range of him ignore the target's Armor (or Soak) when inflicting damage on the target with non-vehicle/starship weapons.

INCREASE SILHOUETTE
Increase the Silhouette of target that can be affected by The Bigger They Are... by 1 per rank of Increase Silhouette upgrades purchased. **10**

CHANGE SKILL
May use Survival instead of Knowledge (Warfare) to activate The Bigger They Are.... **10**

DURATION
The Bigger They Are... lasts for two additional rounds. **10**

CHANGE SKILL
May use Athletics instead of Knowledge (Warfare) to activate The Bigger They Are.... **10**

ONGOING SALVO
If the target is destroyed (or dies) while The Bigger They Are... is active, may spend one Destiny Point to select a new target. **15**

DESTINY
The Bigger They Are... costs one Destiny Point instead of two. **15**

REDUCE DIFFICULTY
Reduce the difficulty of the skill check to activate The Bigger They Are... to **2**. **15**

INCREASE SILHOUETTE
Increase the Silhouette of target that can be affected by The Bigger They Are... by 1 per rank of Increase Silhouette upgrades purchased. **15**

UNMATCHED COURAGE

Once per game session, as an out of turn incidental, the character may spend two Destiny Points to ignore the effects of all Critical Injuries for two rounds. When this effect ends, he suffers the effects of these Critical Injuries as normal.

INCREASE EFFECT
While Unmatched Courage is active, whenever the character would suffer Strain, he may suffer that many Wounds instead. **10**

DURATION
Unmatched Courage lasts for two additional rounds per rank of Duration upgrades purchased. **10**

SURVIVOR
While Unmatched Courage is active, add **1** to checks to remove Critical Injuries per rank of Survivor upgrades purchased. **10**

DURATION
Unmatched Courage lasts for two additional rounds per rank of Duration upgrades purchased. **10**

SEE IT THROUGH
While Unmatched Courage is active, the character does not become incapacitated when his Wounds exceed his Wound Threshold. **15**

FINISH THE JOB
While Unmatched Courage is active, add +2 damage for each Critical Injury he is suffering to the first hit of each combat check. **15**

SURVIVOR
While Unmatched Courage is active, add **1** to checks to remove Critical Injuries per rank of Survivor upgrades purchased. **15**

TOO TOUGH TO DIE
When Unmatched Courage ends, make a **Resilience** check to remove one Critical Injury. **15**

CHARACTER NAME _____

COMMANDO - SOLDIER

CAREER SKILLS: RESILIENCE, SURVIVAL, BRAWL, MELEE

PASSIVE TALENT

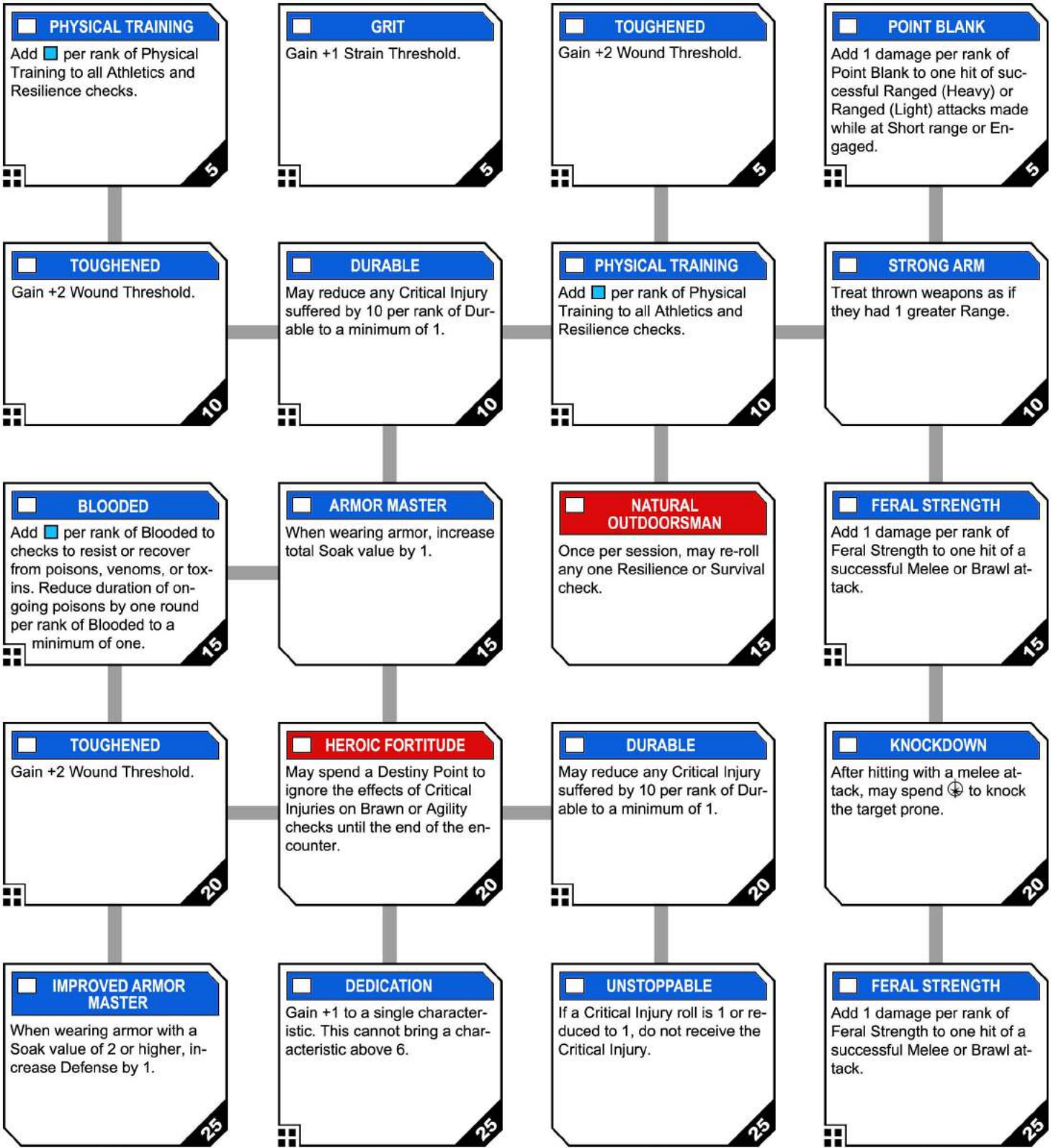
ACTIVE TALENT

RANKED TALENT

TALENT COST

FORCE TALENT

CONFLICT TALENT



SIGNATURE ABILITY _____

CHARACTER NAME _____

HEAVY - SOLDIER

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

PASSIVE TALENT

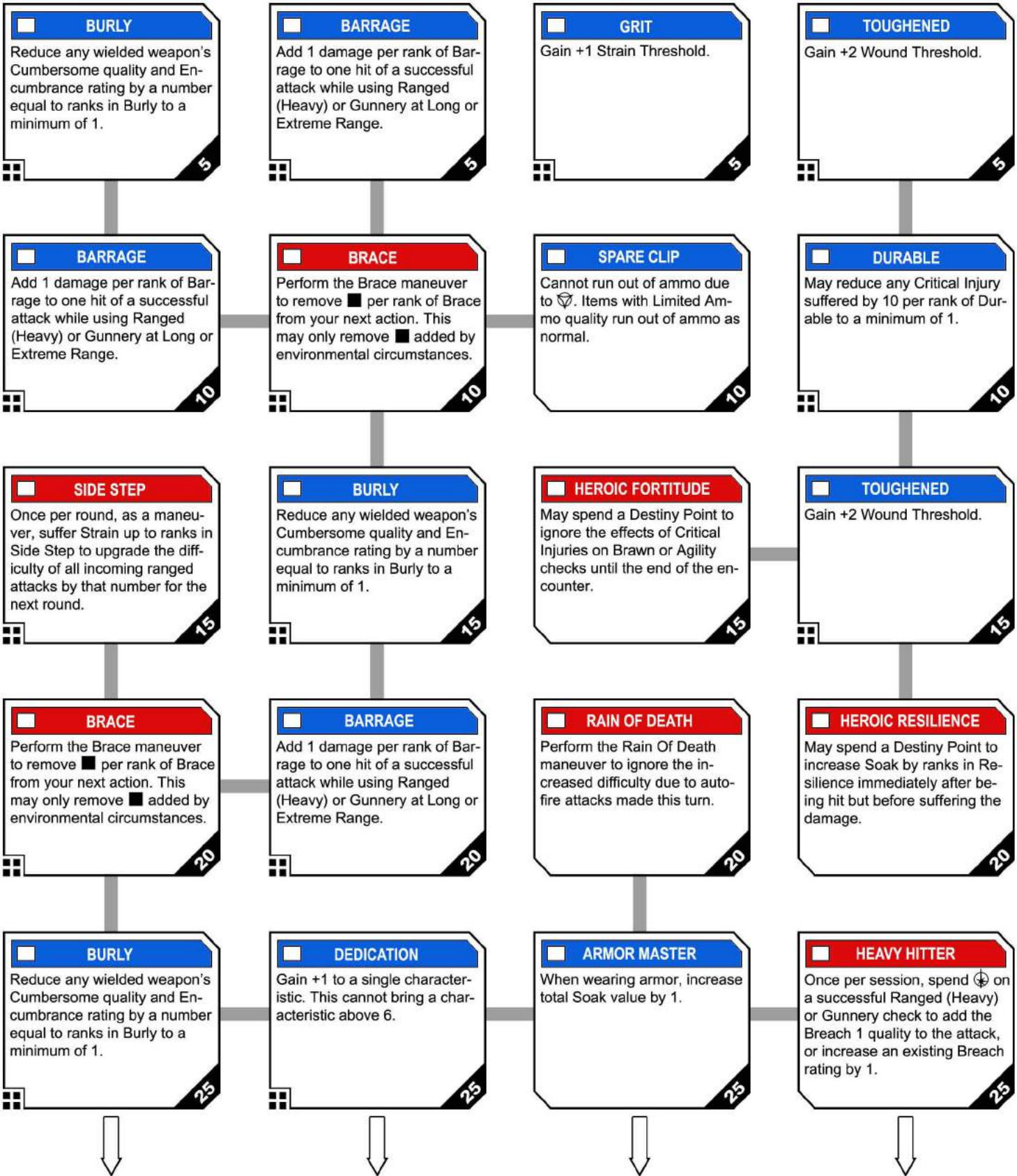
ACTIVE TALENT

RANKED TALENT

TALENT COST

FORCE TALENT

CONFLICT TALENT





SIGNATURE ABILITY _____

MEDIC - SOLDIER

PASSIVE TALENT  ACTIVE TALENT 

RANKED TALENT  TALENT COST  10

FORCE TALENT  CONFLICT TALENT 





CHARACTER NAME _____

SHARPSHOOTER - SOLDIER

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


PASSIVE TALENT  ACTIVE TALENT 

RANKED TALENT  TALENT COST 

FORCE TALENT  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.

 5


☐ **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.

 5


☐ **BRACE**

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

 5


☐ **GRIT**

Gain +1 Strain Threshold.

 5


☐ **GRIT**

Gain +1 Strain Threshold.

 10


☐ **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.

 10


☐ **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.

 10


☐ **LETHAL BLOWS**

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

 10

☐ **BRACE**

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

 15


☐ **LETHAL BLOWS**

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

 15


☐ **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.

 15


☐ **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.

 15


☐ **EXPERT TRACKER**

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

 20


☐ **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.

 20


☐ **TOUGHENED**

Gain +2 Wound Threshold.

 20


☐ **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.

 20

☐ **QUICK FIX**

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

 25


☐ **NATURAL MARKSMAN**

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

 25


☐ **DEDICATION**

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

 25

☐ **TARGETED BLOW**

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

 25

SIGNATURE ABILITY _____

CHARACTER NAME _____

TRAILBLAZER - SOLDIER

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

PASSIVE TALENT

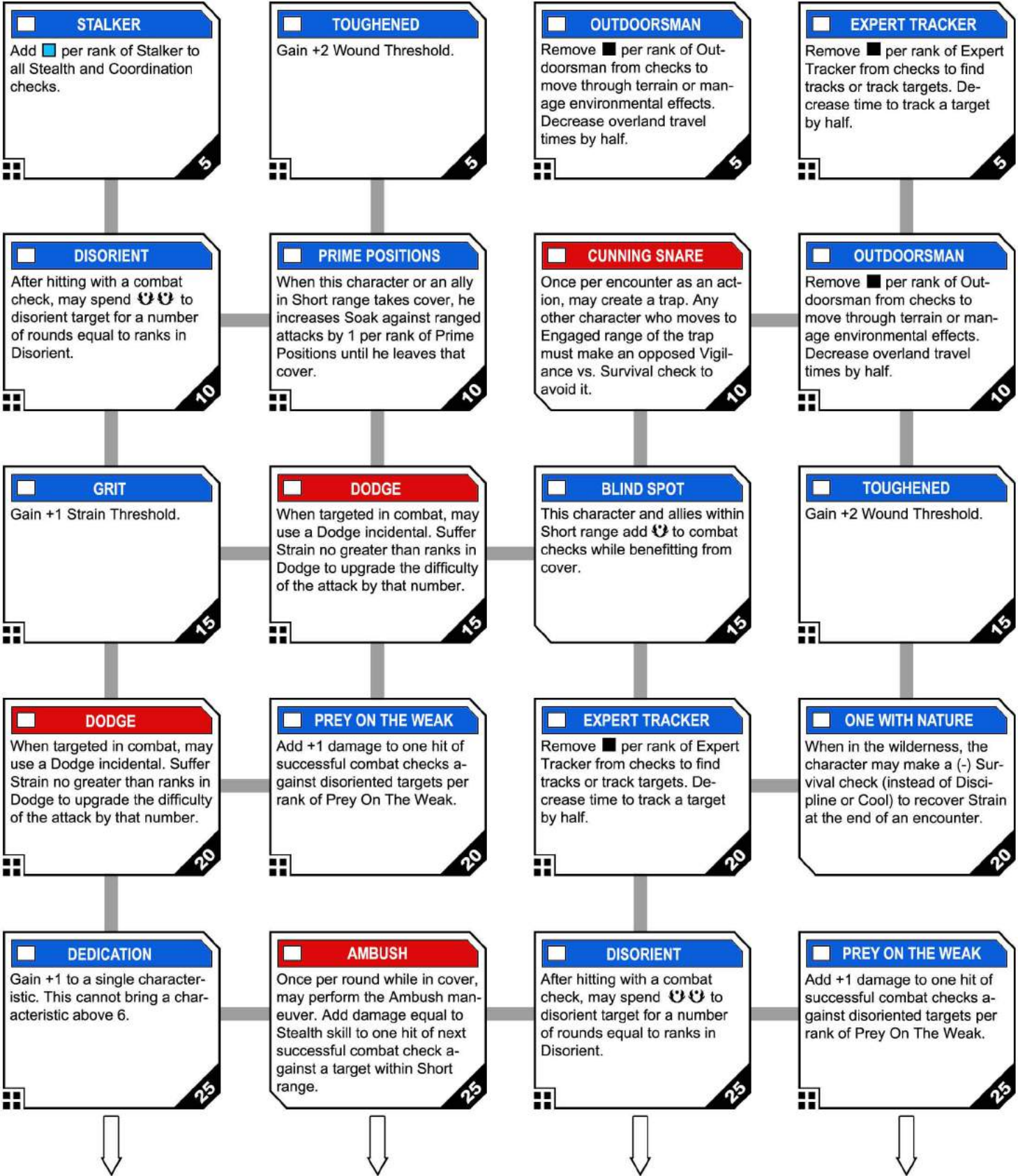
ACTIVE TALENT

RANKED TALENT

TALENT COST

FORCE TALENT

CONFLICT TALENT



SIGNATURE ABILITY _____

CHARACTER NAME _____

VANGUARD - SOLDIER

CAREER SKILLS: ATHLETICS, COOL, RESILIENCE, VIGILANCE

PASSIVE TALENT

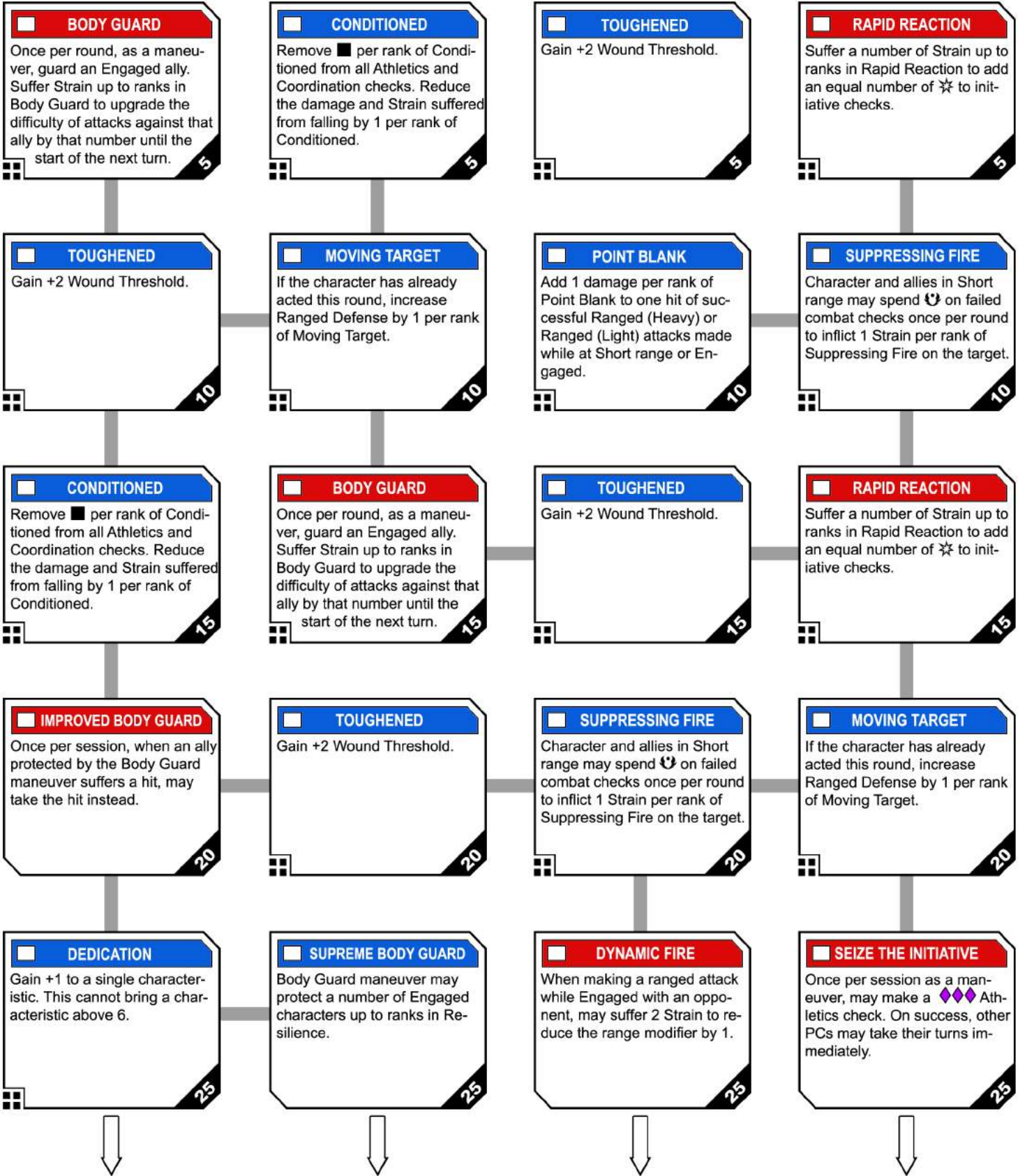
ACTIVE TALENT

RANKED TALENT

TALENT COST

FORCE TALENT

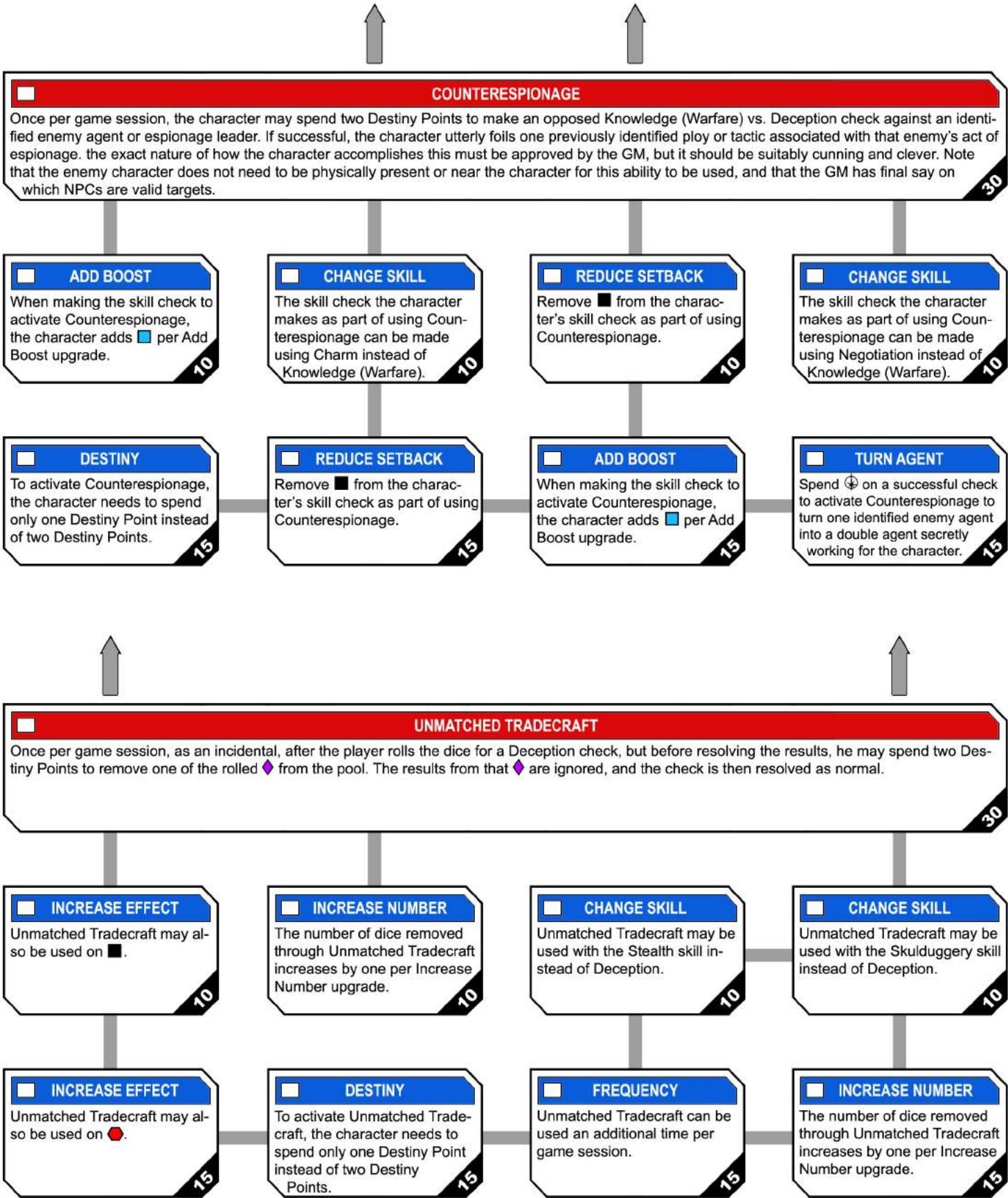
CONFLICT TALENT



SIGNATURE ABILITY _____

SPY

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



CHARACTER NAME _____

COURIER - SPY

CAREER SKILLS: ATHLETICS, DECEPTION, STREETWISE, VIGILANCE

PASSIVE TALENT

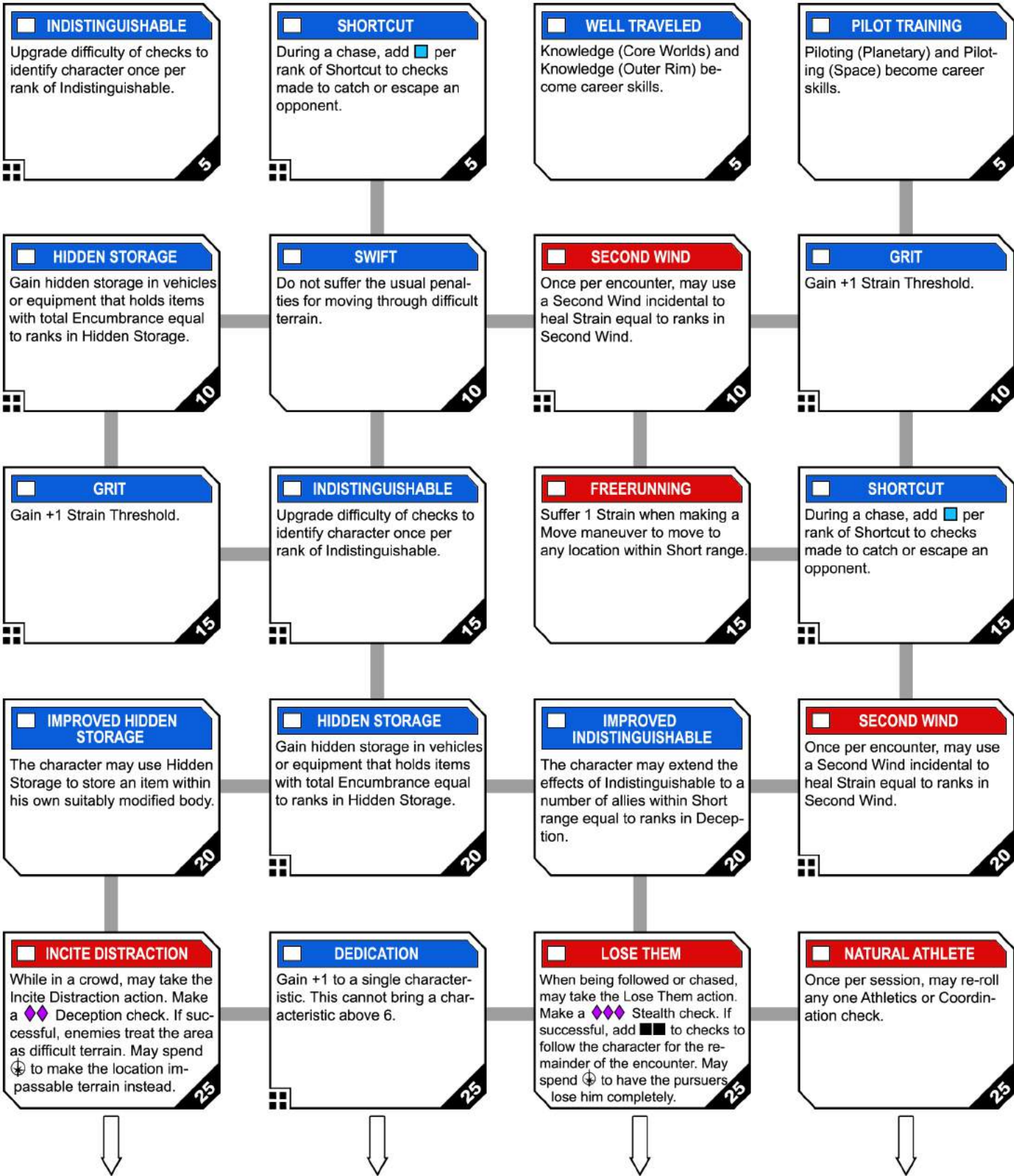
ACTIVE TALENT

RANKED TALENT

TALENT COST

FORCE TALENT

CONFLICT TALENT



SIGNATURE ABILITY _____



CHARACTER NAME _____

INFILTRATOR - SPY

CAREER SKILLS: DECEPTION, SKULDUGGERY, STREETWISE, MELEE

PASSIVE TALENT  ACTIVE TALENT 


RANKED TALENT  TALENT COST 

FORCE TALENT  CONFLICT TALENT 


 **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.

 **FRENZIED ATTACK**


When making a Melee or Brawl attack, suffer Strain up to ranks in Frenzied Attack to upgrade the attack by an equal amount.



 **DEFENSIVE STANCE**

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

 **STUNNING BLOW**

When making Melee checks, may inflict damage as Strain instead of Wounds. This does not ignore Soak.



 **GRIT**


Gain +1 Strain Threshold.



 **SOFT SPOT**


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


 



 **JUMP UP**


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



 **KNOCKDOWN**

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

 **FRENZIED ATTACK**


When making a Melee or Brawl attack, suffer Strain up to ranks in Frenzied Attack to upgrade the attack by an equal amount.



 **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.


 **NATURAL BRAWLER**

Once per session, may re-roll any one Melee or Brawl check.

 **TOUGHENED**


Gain +2 Wound Threshold.


 **IMPROVED STUNNING BLOW**


When dealing Strain damage with Melee or Brawl checks, may spend  to stagger target for one round per .



 **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 amount for the next round.



 **DEDICATION**


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



 **CLEVER SOLUTION**


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



 **MASTER OF SHADOWS**

Once per round, suffer 2 Strain to decrease difficulty of next Stealth or Skulduggery check by 1.

 **NATURAL ROGUE**

Once per session, may re-roll any one Stealth or Skulduggery check.



SIGNATURE ABILITY _____


CHARACTER NAME _____

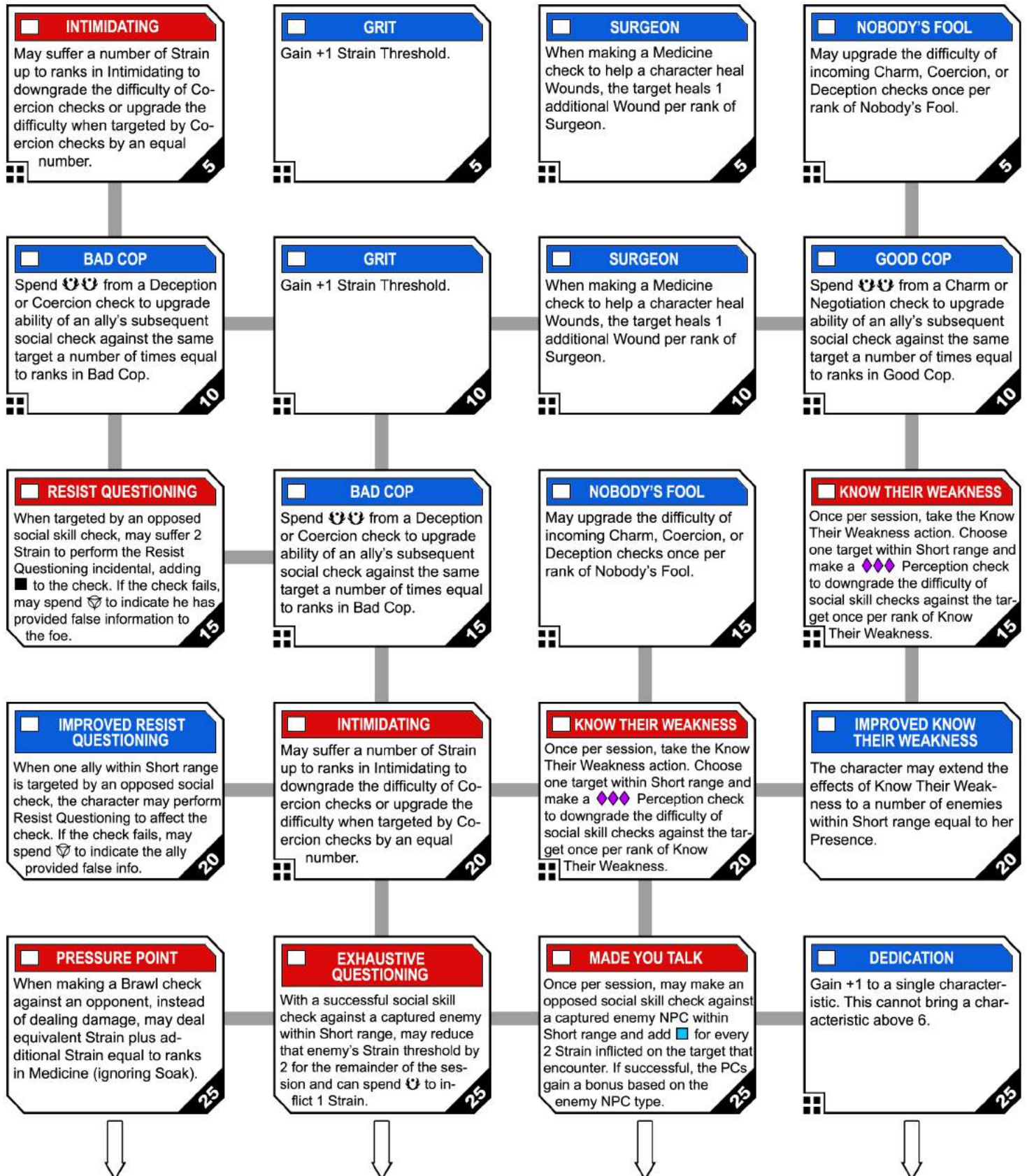
INTERROGATOR - SPY

CAREER SKILLS: CHARM, COERCION, MEDICINE, PERCEPTION

PASSIVE TALENT  ACTIVE TALENT 

RANKED TALENT  TALENT COST 

FORCE TALENT  CONFLICT TALENT 



SIGNATURE ABILITY _____

CHARACTER NAME _____

SCOUT - SPY

CAREER SKILLS: ATHLETICS, MEDICINE, SURVIVAL, PILOTING (PLANETARY)

PASSIVE TALENT

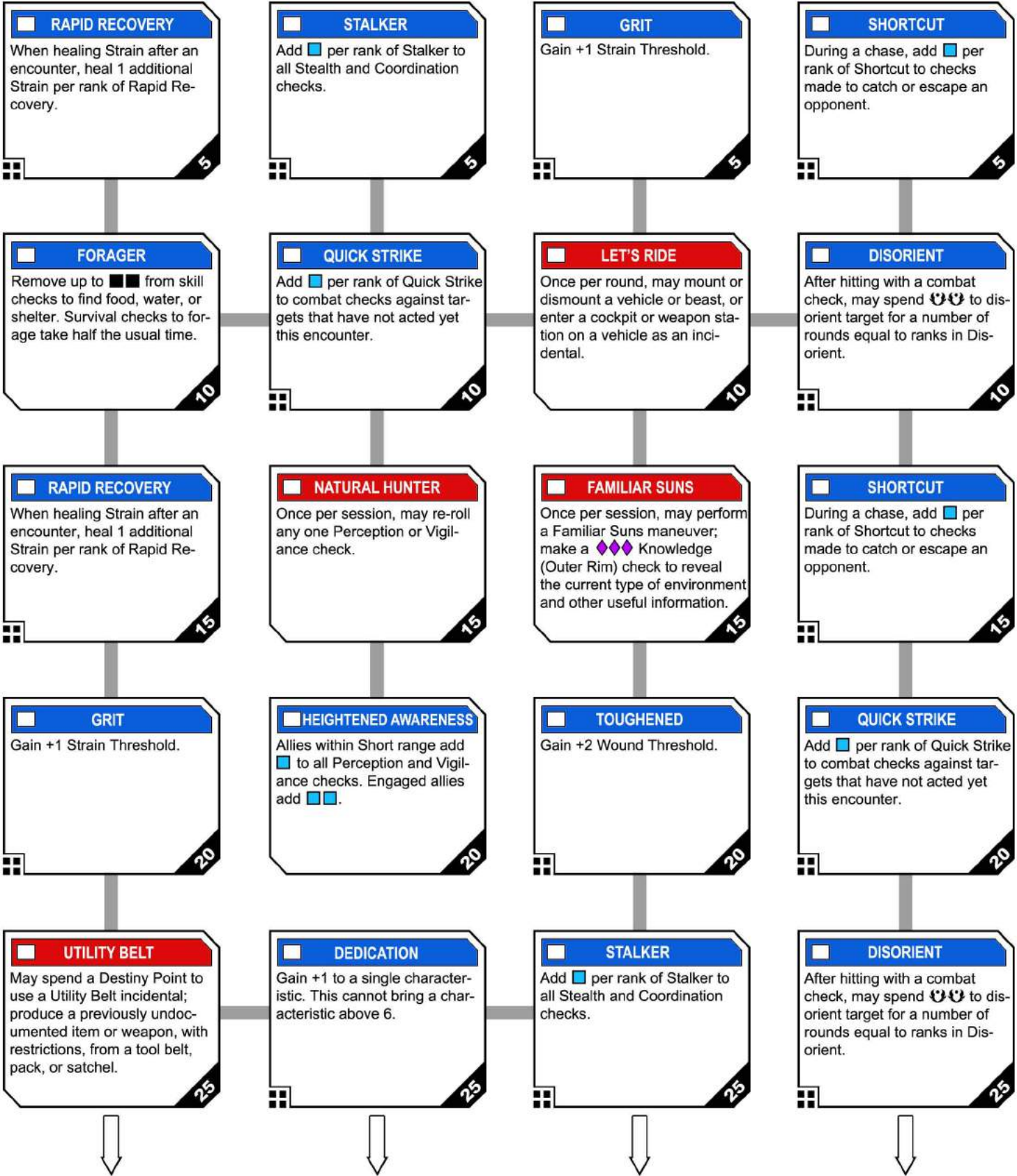
ACTIVE TALENT

RANKED TALENT

TALENT COST

FORCE TALENT

CONFLICT TALENT



SIGNATURE ABILITY _____

CHARACTER NAME _____

SLEEPER AGENT - SPY

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

PASSIVE TALENT

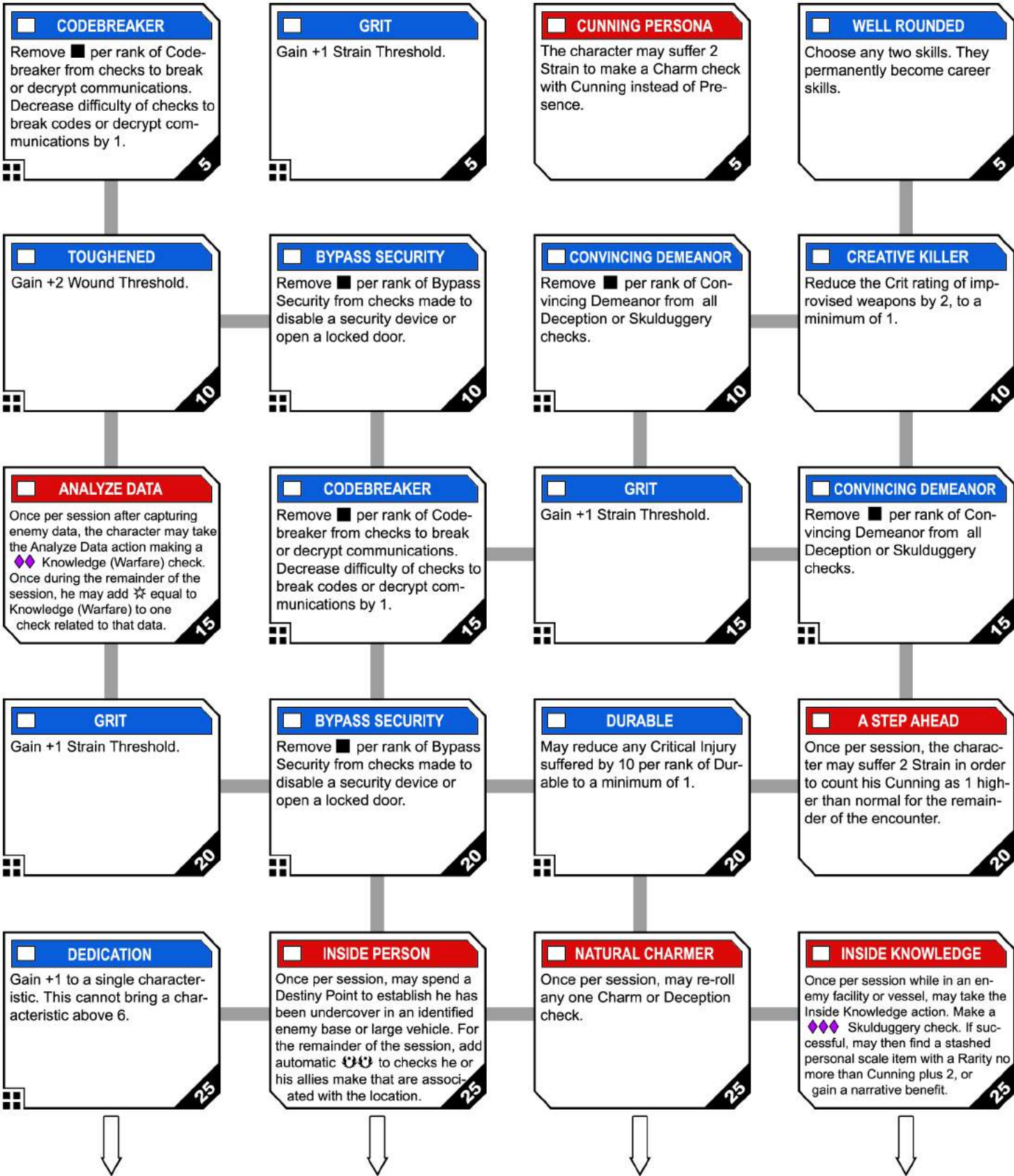
ACTIVE TALENT

RANKED TALENT

TALENT COST

FORCE TALENT

CONFLICT TALENT



SIGNATURE ABILITY _____

CHARACTER NAME _____

SLICER - SPY

CAREER SKILLS: COMPUTERS, STEALTH, KNOWLEDGE (EDUCATION), KNOWLEDGE (UNDERWORLD)

PASSIVE TALENT

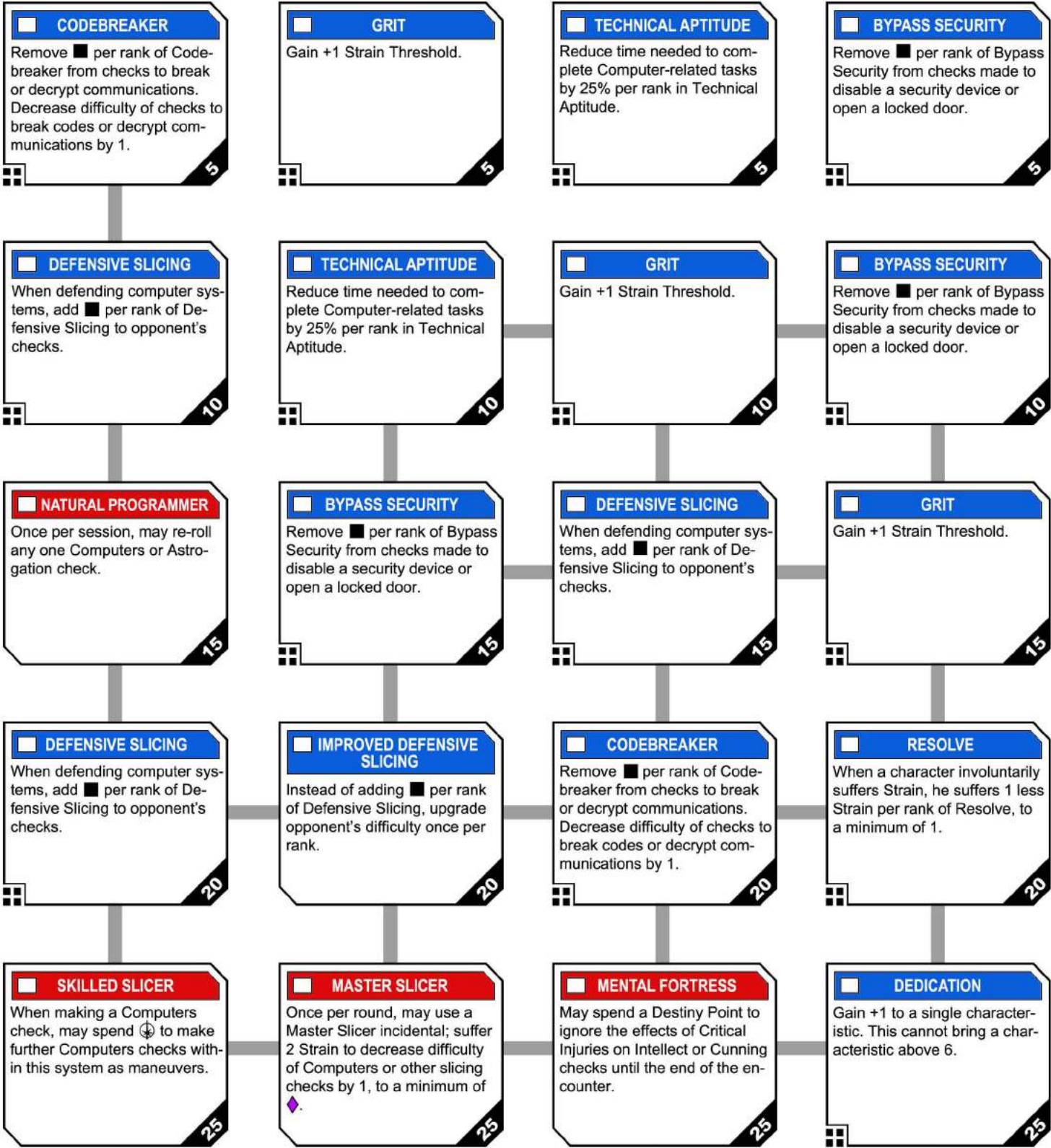
ACTIVE TALENT

RANKED TALENT

TALENT COST

FORCE TALENT

CONFLICT TALENT



SIGNATURE ABILITY _____