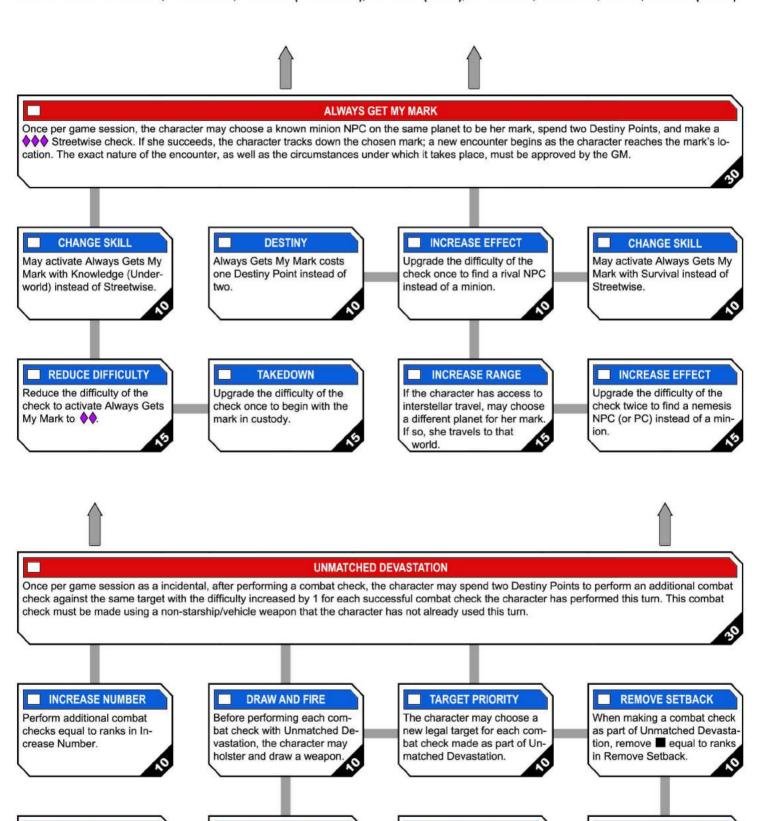
# **BOUNTY HUNTER**

CAREER SKILLS: ATHLETICS, PERCEPTION, PILOTING (PLANETARY), PILOTING (SPACE), STREETWISE, VIGILANCE, BRAWL, RANGED (HEAVY)



# INCREASE NUMBER

Perform additional combat checks equal to ranks in Increase Number.

#### REMOVE SETBACK

When making a combat check as part of Unmatched Devastation, remove ■ equal to ranks in Remove Setback.

# IMPROVE MOBILITY

Before performing a combat check as part of Unmatched Devastation, suffer 2 Strain to perform the Move maneuver as an incidental.

#### INCREASE NUMBER

Perform additional combat checks equal to ranks in Increase Number.

CHARACTER NAME		PASSIVE TA	ALENT ACTIVE TALENT
	DUNTY HUNTER	RANKED TA	_
CAREER SKILLS: SKULDUGGERY, ST	TEALTH, MELEE, RANGED (HEAVY)	FORCE TA	LENT TO CONFLICT TALENT
GRIT Gain +1 Strain Threshold.	LETHAL BLOWS  Add +10 per rank of Lethal Blows to any Critical Injury result inflicted on opponents.	STALKER  Add per rank of Stalker to all Stealth and Coordination checks.	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.
Once per round, may perform a Precise Aim maneuver. Suffer Strain up to ranks in Precise Aim and reduce target's Melee and Ranged Defense by that number.	JUMP UP  Once per round, may stand from seated or prone as an incidental.	Add per rank of Quick Strike to combat checks against targets that have not acted yet this encounter.	Once per round, draw or holster a weapon or item as an incidental.
After making a successful attack, may spend a Destiny Point to add damage equal to Agility to one hit.	STALKER  Add per rank of Stalker to all Stealth and Coordination checks.	LETHAL BLOWS  Add +10 per rank of Lethal Blows to any Critical Injury result inflicted on opponents.	ANATOMY LESSONS  After making a successful attack, may spend a Destiny Point to add damage equal to Intellect to one hit.
		# <b>*</b>	
STALKER  Add per rank of Stalker to all Stealth and Coordination checks.	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.	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.	LETHAL BLOWS  Add +10 per rank of Lethal Blows to any Critical Injury result inflicted on opponents.
PRECISE AIM  Once per round, may perform a Precise Aim maneuver.  Suffer Strain up to ranks in Precise Aim and reduce target's Melee and Ranged Defense by that number.	When acquired, choose one combat skill. Add damage equal to ranks in that skill to one hit of a successful attack with that skill.	DEDICATION  Gain +1 to a single characteristic. This cannot bring a characteristic above 6.	MASTER OF SHADOWS  Once per round, suffer 2 Strain to decrease difficulty of next Stealth or Skulduggery check by 1.
	$\bigcup$	$\bigcup$	$\bigcap$
	SIGNATURE ABILITY		

**GADGETEER - BOUNTY HUNTER** 

#### PASSIVE TALENT

ACTIVE TALENT

#### RANKED TALENT



TALENT COST



CAREER SKILLS: COERCION, MECHANICS, BRAWL, RANGED (LIGHT)

# FORCE TALENT

# CONFLICT TALENT

## BRACE

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

#### TOUGHENED

Gain +2 Wound Threshold.

#### INTIMIDATING

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

#### DEFENSIVE STANCE

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

#### SPARE CLIP

Cannot run out of ammo due to 

. Items with Limited Ammo quality run out of ammo as normal.

#### JURY RIGGED

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

#### 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.

#### DISORIENT

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

## TOUGHENED

Gain +2 Wound Threshold.

## ARMOR MASTER

When wearing armor, increase total Soak value by 1.

#### NATURAL ENFORCER

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

#### STUNNING BLOW

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

#### JURY RIGGED

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

#### **TINKERER**

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

#### DEADLY ACCURACY

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

# IMPROVED STUNNING BLOW

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

#### INTIMIDATING

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

## DEDICATION

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

# IMPROVED ARMOR MASTER

When wearing armor with a Soak value of 2 or higher, increase Defense by 1.

#### CRIPPLING BLOW

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

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CAREER SKILLS: ATHLETICS, COORDINATION, DISCIPLINE, BRAWL

**MARTIAL ARTIST - BOUNTY HUNTER** 

#### PASSIVE TALENT

## **ACTIVE TALENT**





TALENT COST

FORCE TALENT



CONFLICT TALENT

# **IRON BODY**

Remove per rank of Iron Body from Coordination and Resilience checks. Reduce the critical rating of unarmed attacks by 1 per rank of Iron Body (to a minimum of 1).

#### PARRY

If wielding a Lightsaber or Melee weapon when hit by a melee attack, suffer 3 Strain to reduce damage by 2 plus ranks in Parry.

#### GRIT

Gain +1 Strain Threshold.

#### **PRECISION STRIKE**

When this character inflicts a Critical Injury with a Lightsaber. Melee, or Brawl weapon, may suffer 1 Strain to change the result to any Easy severity Critical Injury result.

#### PARRY

If wielding a Lightsaber or Melee weapon when hit by a melee attack, suffer 3 Strain to reduce damage by 2 plus ranks in Parry.

#### TOUGHENED

Gain +2 Wound Threshold.

#### **MARTIAL GRACE**

Once per round, suffer 2 Strain to add damage equal to ranks in Coordination to one hit of a successful Brawl check.

#### **GRIT**

Gain +1 Strain Threshold.

## **UNARMED PARRY**

May Parry while unarmed. Reduce Strain cost to Parry while unarmed by 1 (to a minimum of

#### **GRAPPLE**

Once per round, may perform a Grappling maneuver; until the beginning of the character's next turn, foes must spend two maneuvers to disengage the character.

#### **IRON BODY**

Remove per rank of Iron Body from Coordination and Resilience checks. Reduce the critical rating of unarmed attacks by 1 per rank of Iron Body (to a minimum of 1).

#### IMPROVED PRECISION STRIKE

Once per round, when inflicting a Critical Injury with a Brawl or Melee weapon, may suffer 2 Strain to change the result to any Average severity Critical

# **OVERBALANCE**

When a combat check made by an Engaged foe generates or ② ② ②, may stagger the attacker until the end of his next turn.

#### **TOUGHENED**

Gain +2 Wound Threshold.

#### MIND OVER MATTER

May spend a Destiny Point to recover Strain equal to his Willpower rating.

#### **GRIT**

Gain +1 Strain Threshold.

#### COORDINATION DODGE

When targeted by a combat check, may spend a Destiny Point to add Y equal to ranks in Coordination to check.

#### DEDICATION

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

#### NATURAL BRAWLER

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

#### SUPREME PRECISION **STRIKE**

Once per session, when inflicting a Critical Injury with an unarmed attack, may suffer 3 Strain to change the result to any Hard severity Critical Injury.

#### PASSIVE TALENT

RANKED TALENT

**ACTIVE TALENT** 







# **OPERATOR - BOUNTY HUNTER**

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

**FORCE TALENT** 

CONFLICT TALENT



# GRIT

Gain +1 Strain Threshold.

#### GALAXY MAPPER

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

#### SHORTCUT

During a chase, add per rank of Shortcut to checks made to catch or escape an opponent.

#### 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.

#### **FULL THROTTLE**

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

#### PLANET MAPPER

Remove per rank of Planet Mapper from all Streetwise or Survival checks for navigation. Such checks take half the usual time.

#### GRIT

Gain +1 Strain Threshold.

#### 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

## SKILLED JOCKEY

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

# ALL-TERRAIN DRIVER

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

### **OFFENSIVE DRIVING**

As a maneuver, suffer System Strain up to vehicle's highest Defense to upgrade the difficulty of target's next Piloting check that many times.

#### GRIT

Gain +1 Strain Threshold.

#### 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.

#### SHORTCUT

During a chase, add per rank of Shortcut to checks made to catch or escape an opponent.

#### **GRIT**

Gain +1 Strain Threshold.

#### OVERWHELM DEFENSES

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

#### DEDICATION

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

#### IMPROVED SHORTCUT

When involved in a chase or race, may suffer 2 Strain to add 会 equal to ranks in Shortcut to the check.

#### SKILLED JOCKEY

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

#### **HINDERING SHOT**

Increase the difficulty of next Gunnery check by 1. If check deals damage, target ship or vehicle suffers System Strain equal to speed when it moves until the end of the encounter.

SKIP TRACER - BOUNTY HUNTER

CAREER SKILLS: COOL, NEGOTIATION, SKULDUGGERY, KNOWLEDGE (UNDERWORLD)

#### PASSIVE TALENT

**ACTIVE TALENT** 





TALENT COST

FORCE TALENT

CONFLICT TALENT

#### BYPASS SECURITY

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

#### HARD-BOILED

When recovering Strain after an encounter, may spend 😲 up to ranks in Hard-Boiled to recover 1 Wound per 😲 spent.

#### GOOD COP

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

#### RAPID RECOVERY

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

#### **TOUGHENED**

Gain +2 Wound Threshold.

#### **EXPERT TRACKER**

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

#### STREET SMARTS

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

#### **BOUGHT INFO**

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

# HARD-BOILED

When recovering Strain after an encounter, may spend U up to ranks in Hard-Boiled to recover 1 Wound per \* spent.

### RAPID RECOVERY

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

#### IMPROVED STREET **SMARTS**

Once per session, take the Improved Street Smarts action; make ♦♦♦♦♦ Street Smarts or Knowledge (Underworld) check to learn one vital clue from the GM.

## STREET SMARTS

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

#### BYPASS SECURITY

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

#### NODODY'S FOOL

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

#### **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.

#### INFORMANT

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

#### RECONSTRUCT THE SCENE

Take the Reconstruct the Scene action; make a Perception check to identify the physical characteristics of one person present at the scene within 24 hours.

#### HARD-BOILED

When recovering Strain after an encounter, may spend \*\* up to ranks in Hard-Boiled to recover 1 Wound per \* spent.

#### DEDICATION

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

#### SOFT SPOT

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



**SURVIVALIST - BOUNTY HUNTER** 

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

#### PASSIVE TALENT

**ACTIVE TALENT** 





TALENT COST



**FORCE TALENT** 



CONFLICT TALENT



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

#### STALKER

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

#### **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.

#### **OUTDOORSMAN**

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

#### **SWIFT**

Do not suffer usual penalties for moving through difficult terrain.

#### HUNTER

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

#### SOFT SPOT

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

## TOUGHENED

Gain +2 Wound Threshold.

# **EXPERT TRACKER**

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

#### STALKER

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

#### NATURAL **OUTDOORSMAN**

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

#### **TOUGHENED**

Gain +2 Wound Threshold.

# HUNTER

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

#### **EXPERT TRACKER**

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

#### **BLOODED**

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

#### **ENDURING**

Gain +1 Soak value.

#### DEDICATION

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

#### GRIT

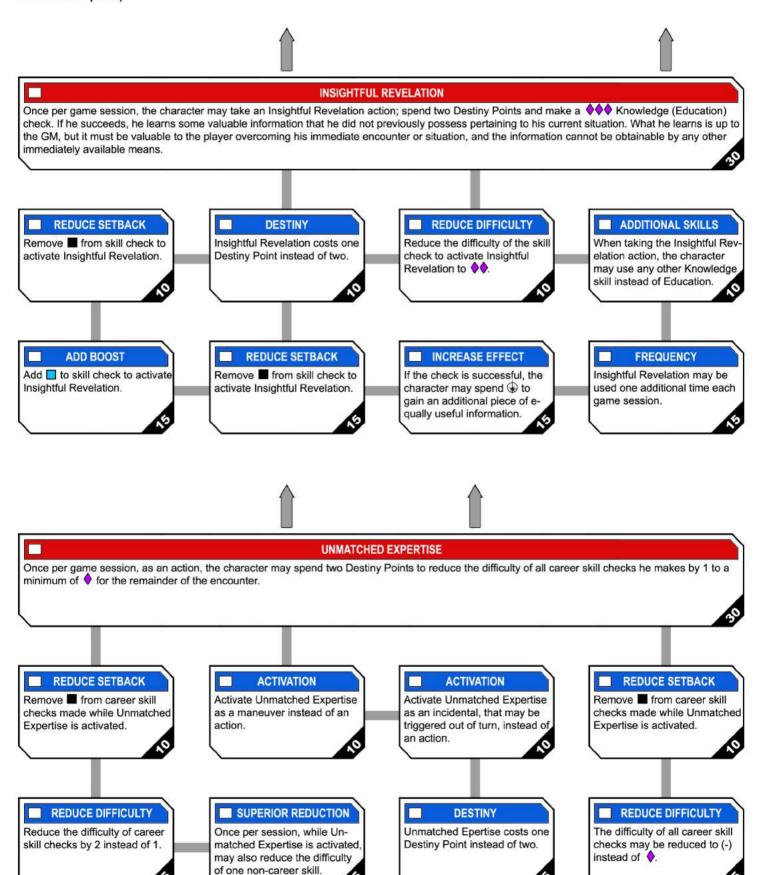
Gain +1 Strain Threshold.

#### 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.

# COLONIST

CAREER SKILLS: CHARM, DECEPTION, LEADERSHIP, NEGOTIATION, STREETWISE, KNOWLEDGE (CORE WORLDS), KNOWLEDGE (EDUCATION), KNOWLEDGE (LORE)



CAREER SKILLS: COOL, MEDICINE, RESILIENCE, KNOWLEDGE (EDUCATION)

# PASSIVE TALENT

**ACTIVE TALENT** 

RANKED TALENT



TALENT COST



FORCE TALENT



CONFLICT TALENT

# T

#### SURGEON

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

#### BACTA SPECIALIST

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

#### GRIT

Gain +1 Strain Threshold.

#### RESOLVE

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

## 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.

#### GRIT

Gain +1 Strain Threshold.

#### SURGEON

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

#### RESOLVE

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

## SURGEON

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

#### GRIT

Gain +1 Strain Threshold.

# BACTA SPECIALIST

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

### 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).

# IMPROVED STIM APPLICATION

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

#### NATURAL DOCTOR

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

#### TOUGHENED

Gain +2 Wound Threshold.

# ANATOMY LESSONS

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

# SUPREME STIM APPLICATION

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

#### MASTER DOCTOR

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

#### DEDICATION

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

#### DODGE

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

#### PASSIVE TALENT

**ACTIVE TALENT** 

# RANKED TALENT



TALENT COST



# **ENTREPRENEUR - COLONIST**

CAREER SKILLS: DISCIPLINE, NEGOTIATION, KNOWLEDGE (EDUCATION), KNOWLEDGE (UNDERWORLD)

**FORCE TALENT** 



CONFLICT TALENT

#### SOUND INVESTMENTS

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

#### PLAUSIBLE DENIABILITY

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

#### RAPID RECOVERY

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

#### GRIT

Gain +1 Strain Threshold.

## RAPID RECOVERY

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

## WHEEL AND DEAL

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

#### SOUND INVESTMENTS

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

#### WHEEL AND DEAL

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

#### **GREASED PALMS**

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

### THROWING CREDITS

At the beginning of a session, spend 100 credits to ignore the Strain Threshold penalty due to a triggered Obligation.

#### **BOUGHT INFO**

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

#### 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.

#### **TOUGHENED**

Gain +2 Wound Threshold.

#### 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.

# **KNOW SOMEBODY**

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

#### NATURAL MERCHANT

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

#### **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.

#### SOUND INVESTMENTS

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

## PASSIVE TALENT

**ACTIVE TALENT** 

# RANKED TALENT



TALENT COST



**FORCE TALENT** 



CONFLICT TALENT

#### 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.

#### GRIT

Gain +1 Strain Threshold.

CAREER SKILLS: COERCION, VIGILANCE, KNOWLEDGE (UNDERWORLD), RANGED (LIGHT)

#### STREET SMARTS

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

#### TOUGHENED

Gain +2 Wound Threshold.

#### DURABLE

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

#### GOOD COP

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

#### **BAD COP**

Spend **UU** 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.

#### QUICK DRAW

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

#### 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.

#### GRIT

Gain +1 Strain Threshold.

#### **GOOD COP**

Spend UU 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.

# 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.

## DURABLE

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

#### UNRELENTING SKEPTIC

When targeted by a Deception check, the character automatically adds Y to the check equal to ranks in Vigilance.

#### **BAD COP**

Spend UU 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.

#### 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.

#### 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.

#### **IMPROVED** UNRELENTING SKEPTIC

When targeted by a Deception check that fails, may spend a Destiny Point to add 🔯 to the results.

#### DEDICATION

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

#### NATURAL MARKSMAN

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



# PERFORMER - COLONIST

CAREER SKILLS: CHARM, COORDINATION, DECEPTION, MELEE

# PASSIVE TALENT

**ACTIVE TALENT** 

RANKED TALENT



TALENT COST







CONFLICT TALENT



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

#### KILL WITH KINDNESS

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

#### DISTRACTING BEHAVIOR

As a maneuver, suffer Strain up to ranks in Cunning. Until start of next turn, equal number of Engaged NPCs suffer <a></a> on checks. Ranks increase range.

## CONVINCING DEMEANOR

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

#### DISTRACTING BEHAVIOR

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

#### CONGENIAL

As an incidental, suffer Strain up to ranks in Congenial to downgrade difficulty of Charm or Negotiation checks, or upgrade difficulty when targeted by the same, by an equal number.

#### 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.

#### JUMP UP

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

#### DISTRACTING BEHAVIOR

As a maneuver, suffer Strain up to ranks in Cunning. Until start of next turn, equal number of Engaged NPCs suffer <a></a> on checks. Ranks increase range.

#### INTENSE PRESENCE

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

#### NATURAL ATHLETE

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

#### SECOND WIND

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

#### 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.

# IMPROVED DISTRACTING BEHAVIOR

The Distracting Behavior maneuver inflicts ﴿ ② On NPC's checks when NPCs target character's allies.

#### GRIT

Gain +1 Strain Threshold.

#### TOUGHENED

Gain +2 Wound Threshold.

#### BIGGEST FAN

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

## DECEPTIVE TAUNT

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

#### COORDINATION DODGE

When targeted by a combat check, may spend a Destiny Point to add ▼ equal to ranks in Coordination to check.

#### DEDICATION

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

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

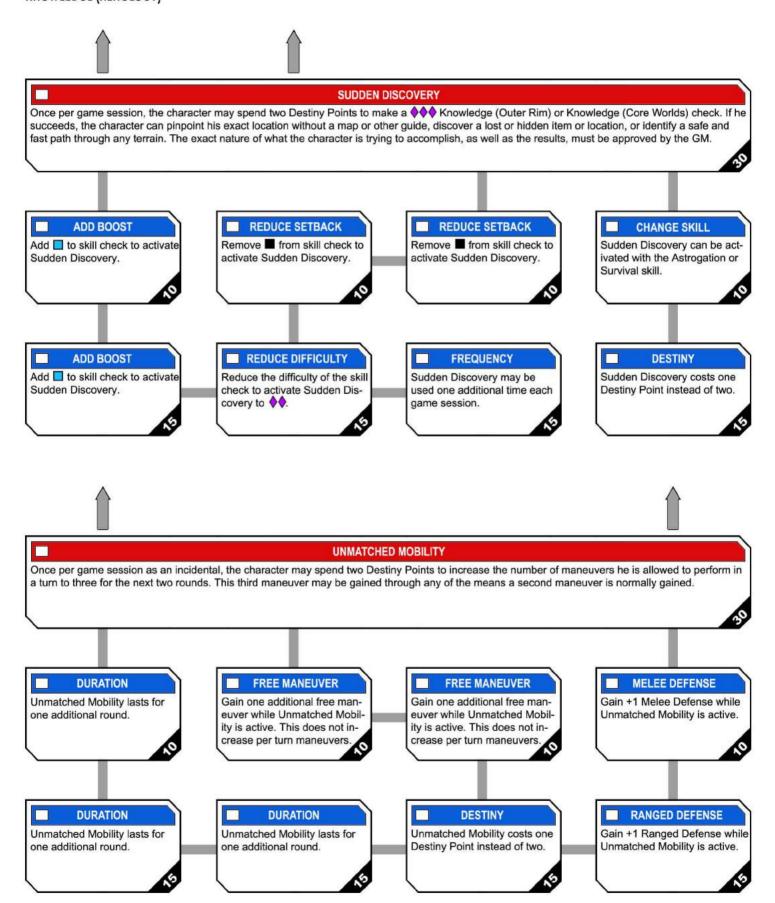
Gain +1 to a single characteristic. This cannot bring a characteristic above 6.

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

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

# **EXPLORER**

CAREER SKILLS: ASTROGATION, COOL, PERCEPTION, PILOTING (SPACE), SURVIVAL, KNOWLEDGE (LORE), KNOWLEDGE (OUTER RIM), KNOWLEDGE (XENOLOGY)



# PASSIVE TALENT

**ACTIVE TALENT** 

RANKED TALENT



TALENT COST



CAREER SKILLS: ATHLETICS, DISCIPLINE, KNOWLEDGE (EDUCATION), KNOWLEDGE (LORE)

FORCE TALENT



CONFLICT TALENT

# WELL ROUNDED

Choose any two skills. They permanently become career skills.

#### 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.

#### RESEARCHER

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

#### GRIT

Gain +1 Strain Threshold.

#### DURABLE

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

#### TOUGHENED

Gain +2 Wound Threshold.

#### RESOLVE

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

#### KNOWLEDGE SPECIALIZATION

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

## STUNNING BLOW

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

### KNOCKDOWN

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

#### RESPECTED SCHOLAR

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

# RESEARCHER

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

# 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.

#### **ENDURING**

Gain +1 Soak.

#### **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.

#### PIN

Take Pin action; make an opposed Athletics check to immobilize an Engaged opponent until the end of the character's next turn. Spend to extend duration one round.

#### DEDICATION

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

#### RESPECTED SCHOLAR

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

#### MUSEUM WORTHY

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

**BIG-GAME HUNTER - EXPLORER** 

# PASSIVE TALENT

**ACTIVE TALENT** 





TALENT COST



CAREER SKILLS: STEALTH, SURVIVAL, KNOWLEDGE (XENOLOGY), RANGED (HEAVY)

**FORCE TALENT** 





#### **FORAGER**

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

#### GRIT

Gain +1 Strain Threshold.

#### STALKER

Add per rank of Stalker to all Stealth and Coordination checks

#### **OUTDOORSMAN**

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

# **TOUGHENED**

Gain +2 Wound Threshold.

#### 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.

#### **SWIFT**

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

#### STALKER

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

### NATURAL HUNTER

Once per session, may re-roll any one Perception or Vigilance check.

#### **EXPERT TRACKER**

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

#### HEIGHTENED **AWARENESS**

Allies within Short range add to all Perception and Vigilance checks. Engaged allies add

#### **GRIT**

Gain +1 Strain Threshold.

# **HUNTER'S QUARRY**

Take Hunter's Quarry action; make a ♦♦♦ Survival check to upgrade the ability of all attacks made against a target at Long range until the end of the character's next turn.

#### **QUICK STRIKE**

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

# EXPERT TRACKER

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

#### **BRING IT DOWN**

Once per attack, may spend a Destiny Point to add damage to a single hit equal to target's Brawn value.

#### IMPROVED HUNTER'S **QUARRY**

Suffer 2 Strain to perform the Hunter's Quarry action as a maneuver.

#### **DEDICATION**

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

#### SUPERIOR REFLEXES

Gain +1 Melee Defense.

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

**DRIVER - EXPLORER** 

# PASSIVE TALENT

**ACTIVE TALENT** 



# TALENT COST

FORCE 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.

#### 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.



CAREER SKILLS: ASTROGATION, COORDINATION, NEGOTIATION, STREETWISE

FRINGER - EXPLORER

# PASSIVE TALENT

#### **ACTIVE TALENT**







**FORCE TALENT** 



CONFLICT TALENT



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

#### STREET SMARTS

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

#### RAPID RECOVERY

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

#### STREET SMARTS

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

# SKILLED JOCKEY

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

#### **GALAXY MAPPER**

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

#### **GRIT**

Gain +1 Strain Threshold.

#### TOUGHENED

Gain +2 Wound 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.

## DEFENSIVE DRIVING

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

### RAPID RECOVERY

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

# DURABLE

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

#### RAPID RECOVERY

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

#### JUMP UP

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

#### **GRIT**

Gain +1 Strain Threshold.

# **KNOCKDOWN**

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

#### DEDICATION

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

#### 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.

#### 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.

SIGNATURE ABILITY \_\_\_\_\_

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

**SCOUT - EXPLORER** 

## PASSIVE TALENT

## **ACTIVE TALENT**

RANKED TALENT



TALENT COST

#### **FORCE TALENT**

# CONFLICT TALENT



#### RAPID RECOVERY

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

#### STALKER

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

#### GRIT

Gain +1 Strain Threshold.

#### SHORTCUT

During a chase, add per rank of Shortcut to checks made to catch or escape an opponent.

## **FORAGER**

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

#### 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.

#### DISORIENT

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

## RAPID RECOVERY

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

### NATURAL HUNTER

Once per session, may re-roll any one Perception or Vigilance check.

### **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.

### SHORTCUT

During a chase, add per rank of Shortcut to checks made to catch or escape an opponent.

# GRIT

Gain +1 Strain Threshold.

#### HEIGHTENED **AWARENESS**

Allies within Short range add to all Perception and Vigilance checks. Engaged allies add ......

#### **TOUGHENED**

Gain +2 Wound Threshold.

# QUICK STRIKE

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

#### **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.

#### DEDICATION

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

#### STALKER

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

#### DISORIENT

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

#### PASSIVE TALENT

**ACTIVE TALENT** 

# RANKED TALENT



TALENT COST



# TRADER - EXPLORER

CAREER SKILLS: DECEPTION, NEGOTIATION, KNOWLEDGE (CORE WORLDS), KNOWLEDGE (UNDERWORLD) FORCE TALENT

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.

#### CONVINCING DEMEANOR

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

#### WHEEL AND DEAL

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

#### **SMOOTH TALKER**

When first acquired, choose Charm, Coercion, Deception, or Negotiation. When making checks with that skill, spend & 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.

#### SPARE CLIP

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

#### TOUGHENED

Gain +2 Wound Threshold.

## **KNOW SOMEBODY**

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

### NOBODY'S FOOL

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

### **SMOOTH TALKER**

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

#### NOBODY'S FOOL

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

#### WHEEL AND DEAL

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

#### STEELY NERVES

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

#### **BLACK MARKET** CONTACTS

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

#### **BLACK MARKET** CONTACTS

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

#### **KNOW SOMEBODY**

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

#### NATURAL NEGOTIATOR

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

#### DEDICATION

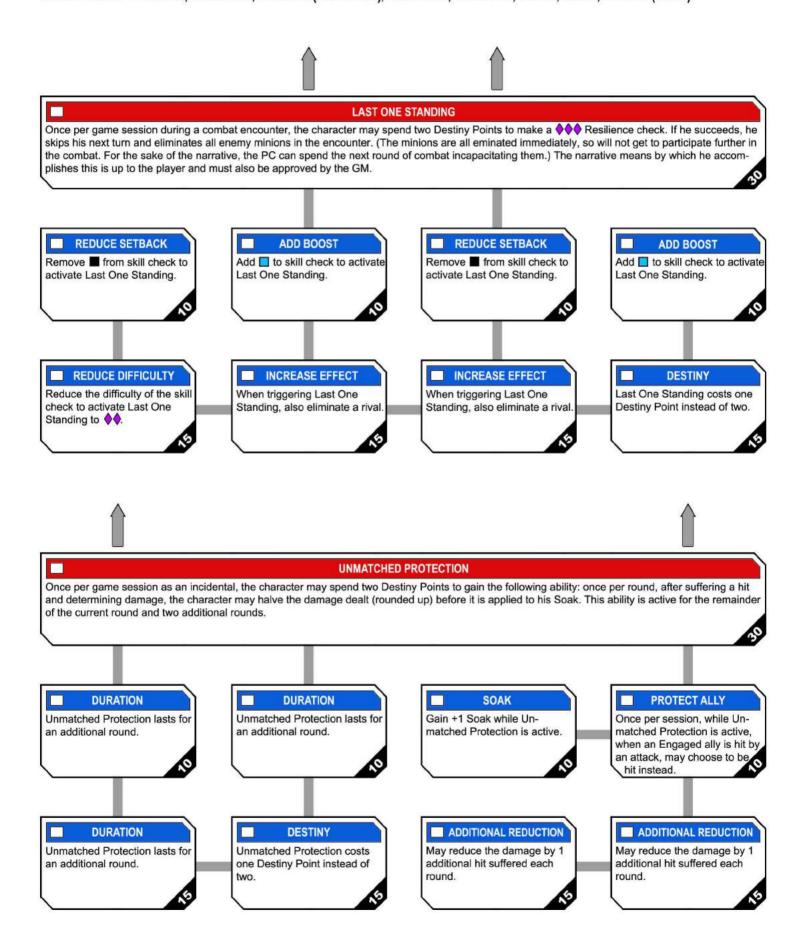
Gain +1 to a single characteristic. This cannot bring a characteristic above 6.

#### MASTER MERCHANT

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

# **HIRED GUN**

CAREER SKILLS: ATHLETICS, DISCIPLINE, PILOTING (PLANETARY), RESILIENCE, VIGILANCE, BRAWL, MELEE, RANGED (LIGHT)



**BODYGUARD - HIRED GUN** 

#### PASSIVE TALENT

**ACTIVE TALENT** 



RANKED TALENT



TALENT COST

**FORCE TALENT** 



CONFLICT TALENT

#### TOUGHENED

Gain +2 Wound Threshold.

## BARRAGE

CAREER SKILLS: PERCEPTION, PILOTING (PLANETARY), GUNNERY, RANGED (HEAVY)

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.

#### DURABLE

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

#### GRIT

Gain +1 Strain 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.

#### 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.

#### BARRAGE

Add 1 damage per rank of Bar rage 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.

## **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.

#### 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.

#### **DEFENSIVE STANCE**

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

# BRACE

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

#### **ENDURING**

Gain +1 Soak value.

#### 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.

#### DEFENSIVE STANCE

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

# 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.

# DEDICATION

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

#### 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.

SIGNATURE ABILITY

#### TOUGHENED

Gain +2 Wound Threshold.

#### 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.

# **DEMOLITIONIST - HIRED GUN**

CAREER SKILLS: COMPUTERS, COOL, MECHANICS, SKULDUGGERY

PASSIVE TALENT

**ACTIVE TALENT** 

RANKED TALENT



TALENT COST







CONFLICT TALENT

# 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.

#### SELECTIVE DETONATION

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

#### STEADY NERVES

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

#### **TOUGHENED**

Gain +2 Wound Threshold.

#### 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.

#### 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.

# **ENDURING**

Gain +1 Soak value.

## 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.

## STEADY NERVES

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

#### **RAPID REACTION**

Suffer a number of Strain up to ranks in Rapid Reaction to add an equal number of 2 to initiative checks.

#### **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 + 答.

#### 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.

#### SELECTIVE DETONATION

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

#### **IMPROVED** IMPROVISED DETONATION

to twice the ranks in Mechanics.

#### DEDICATION

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

#### MASTER GRENADIER

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

#### SELECTIVE DETONATION

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

Reduce the difficulty of the Improvised Detonation action to **♦** and increase damage

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

**ENFORCER - HIRED GUN** 

#### PASSIVE TALENT

**ACTIVE TALENT** 



TALENT COST



RANKED TALENT

**FORCE TALENT** 



CONFLICT TALENT

### TOUGHENED

Gain +2 Wound 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.

#### **FEARSOME**

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

#### STREET SMARTS

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

# DURABLE

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

#### STUNNING BLOW

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

#### NATURAL ENFORCER

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

#### TALK THE TALK

May spend a Destiny Point when making a Knowledge check to substitute Streetwise or Knowledge (Underworld) for the required skill.

#### 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.

#### DEFENSIVE STANCE

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

#### TOUGHENED

Gain +2 Wound Threshold.

### LOOM

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

#### SECOND WIND

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

#### STREET SMARTS

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

#### WALK THE WALK

May spend a Destiny Point to add damage equal to ranks in Streetwise to one hit of a successful Brawl attack.

#### 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.

#### **FEARSOME**

When an enemy becomes Enmay force the enemy to make a fear check, with the difficulty equal to ranks in Fearsome.

#### DEDICATION

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

#### **BLACK MARKET** CONTACTS

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

#### **FEARSOME**

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

gaged with the character, they

# PASSIVE TALENT

**ACTIVE TALENT** 

# RANKED TALENT



**FORCE TALENT** 



CONFLICT TALENT

#### BURLY

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

**HEAVY - HIRED GUN** 

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

## 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 . 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.

SIGNATURE ABILITY \_\_\_\_

#### PASSIVE TALENT

**ACTIVE TALENT** 

RANKED TALENT



TALENT COST



**MERCENARY SOLDIER - HIRED GUN** 

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

# **FORCE TALENT**



## COMMAND

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

#### **SECOND WIND**

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

#### 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.

#### 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.

## **SECOND WIND**

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

#### CONFIDENCE

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

#### STRONG ARM

Treat thrown weapons as if they had 1 greater Range.

#### POINT BLANK

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

# 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.

#### COMMAND

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

#### NATURAL MARKSMAN

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

#### **SNIPER SHOT**

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

#### 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.

#### **GRIT**

Gain +1 Strain Threshold.

#### **TOUGHENED**

Gain +2 Wound Threshold.

# **LETHAL BLOWS**

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

#### DEADLY ACCURACY

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

#### TRUE AIM

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

#### DEDICATION

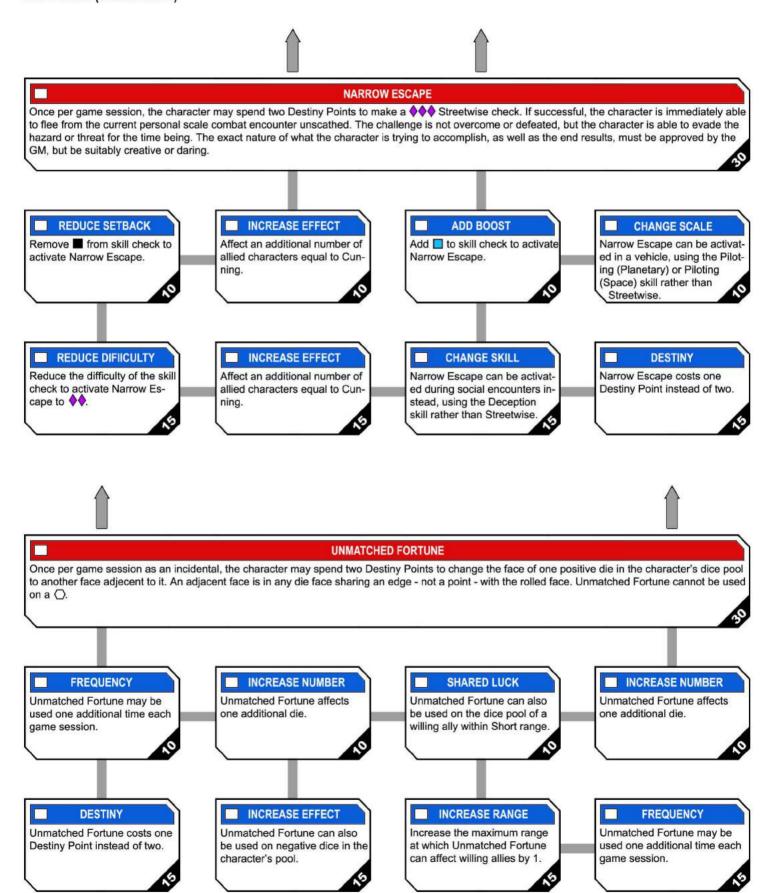
Gain +1 to a single characteristic. This cannot bring a characteristic above 6.

#### TRUE AIM

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

# **SMUGGLER**

CAREER SKILLS: COORDINATION, DECEPTION, PERCEPTION, PILOTING (SPACE), SKULDUGGERY, STREETWISE, VIGILANCE, KNOWLEDGE (UNDERWORLD)



any one Charm or Deception check.

istic. This cannot bring a characteristic above 6.

SIGNATURE ABILITY

Shoot action; make a ��� Charm check. On success, cannot be the target of combat checks until the end of the encounter or until making a combat check.

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

**GUNSLINGER - SMUGGLER** 

# PASSIVE TALENT

**ACTIVE TALENT** 





TALENT COST



# CAREER SKILLS: COERCION, COOL, KNOWLEDGE (OUTER RIM), RANGED (LIGHT)

**FORCE TALENT** 



CONFLICT TALENT





## QUICK STRIKE

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

## RAPID REACTION

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

## QUICK DRAW

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

# **LETHAL BLOWS**

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

#### GRIT

Gain +1 Strain Threshold.

#### QUICK STRIKE

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

#### IMPROVED QUICK DRAW

May use the Quick Draw incidental twice per round.

# **TOUGHENED**

Gain +2 Wound Threshold.

# CALL 'EM

Do not add 
to combat checks due to performing the Aim maneuver.

#### 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.

## SORRY ABOUT THE MESS

Decrease the Critical rating of a weapon by 1, to a minimum of 1, against targets that have not yet acted this round.

# CONFIDENCE

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

#### **LETHAL BLOWS**

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

#### **GUNS BLAZING**

Use the Guns Blazing incidental; suffer 2 Strain to avoid increasing the difficulty of a Ranged (Light) check to attack with more than one weapon.

#### RAPID REACTION

Suffer a number of Strain up to ranks in Rapid Reaction to add an equal number of 25 to initiative checks.

#### DEDICATION

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

## SPITFIRE

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

#### NATURAL MARKSMAN

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

#### DEADLY ACCURACY

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

PILOT - SMUGGLER

#### PASSIVE TALENT

#### **ACTIVE TALENT**



# TALENT COST

# O

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

FORCE TALENT



# FULL THROTTLE

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

#### SKILLED JOCKEY

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

#### GALAXY MAPPER

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

#### LET'S RIDE

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

## SKILLED JOCKEY

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

#### DEAD TO RIGHTS

May spend a Destiny Point to add additional damage equal to half Agility to one hit of a successful attack made with ship or vehicle weaponry.

#### GALAXY MAPPER

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

#### RAPID RECOVERY

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

# IMPROVED FULL THROTTLE

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

# IMPROVED DEAD TO RIGHTS

May spend a Destiny Point to add additional damage equal to Agility to one hit of a successful attack made with ship or vehicle weaponry.

#### GRIT

Gain +1 Strain Threshold.

### NATURAL PILOT

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

#### GRIT

Gain +1 Strain Threshold.

# SUPREME FULL THROTTLE

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

#### TRICKY TARGET

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

#### DEFENSIVE DRIVING

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

#### MASTER PILOT

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

#### DEDICATION

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

#### TOUGHENED

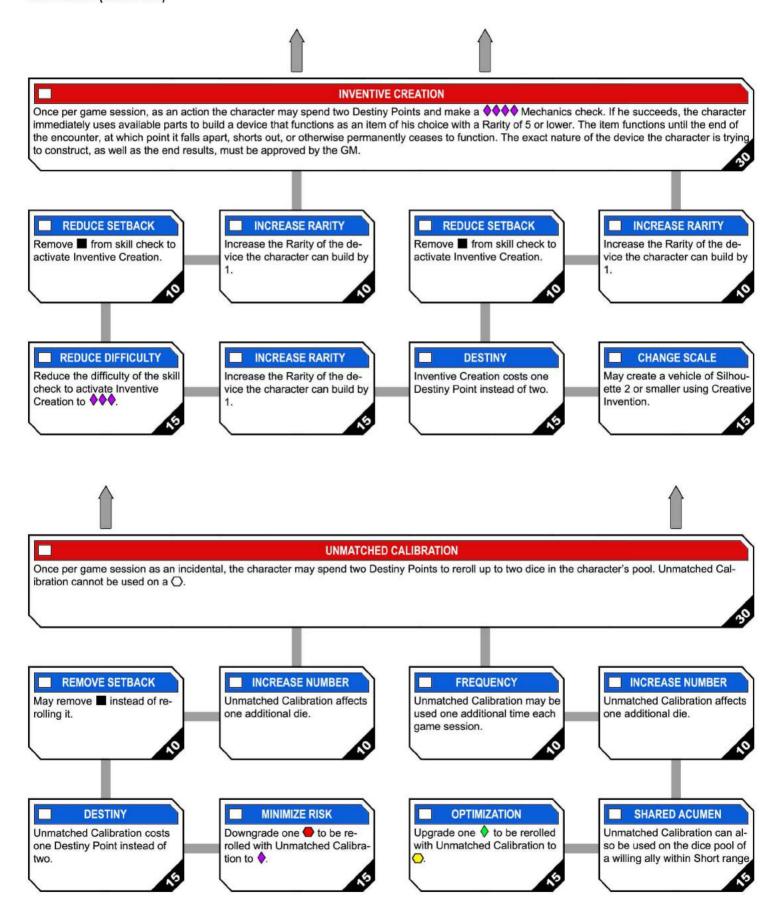
Gain +2 Wound Threshold.

#### 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.

# **TECHNICIAN**

CAREER SKILLS: ASTROGATION, COMPUTERS, COORDINATION, DISCIPLINE, MECHANICS, PERCEPTION, PILOTING (PLANETARY) KNOWLEDGE (OUTER RIM)



**MECHANIC - TECHNICIAN** 

# PASSIVE TALENT

**ACTIVE TALENT** 



TALENT COST



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

RANKED TALENT

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.



**MODDER - TECHNICIAN** 

# PASSIVE TALENT

**ACTIVE TALENT** 



TALENT COST



# CAREER SKILLS: MECHANICS, PILOTING (SPACE), STREETWISE, GUNNERY

RANKED TALENT

**FORCE TALENT** 



CONFLICT TALENT

# **TINKERER**

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

#### RESOLVE

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

#### KNOW SOMEBODY

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

#### SIGNATURE VEHICLE

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

#### **GEARHEAD**

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

#### TINKERER

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

#### FANCY PAINT JOB

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

#### LARGER PROJECT

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

# RESOURCEFUL REFIT

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

### RESOLVE

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

## LARGER PROJECT

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

# **TOUGHENED**

Gain +2 Wound Threshold.

#### **JURY RIGGED**

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

#### HIDDEN STORAGE

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

#### **TINKERER**

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

#### **GEARHEAD**

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

#### **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.

#### NATURAL TINKERER

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

#### CUSTOM LOADOUT

May add 2 additional Hard Points to the Signature Vehicle.

#### PASSIVE TALENT

RANKED TALENT

**ACTIVE TALENT** 



TALENT COST



# **OUTLAW TECH - TECHNICIAN**

**FORCE TALENT** 



CONFLICT TALENT

# **TINKERER**

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

#### **UTINNI!**

CAREER SKILLS: MECHANICS, STREETWISE, KNOWLEDGE (EDUCATION), KNOWLEDGE (UNDERWORLD)

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

#### SPEAKS BINARY

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

## **TINKERER**

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

## SOLID REPAIRS

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

#### GRIT

Gain +1 Strain Threshold.

#### **UTINNI!**

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

## TOUGHENED

Gain +2 Wound Threshold.

#### **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.

#### 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.

#### BRACE

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

### **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.

# **JURY RIGGED**

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

#### **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.

# **JURY RIGGED**

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

#### INVENTOR

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

#### DEDICATION

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

#### 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.

#### BRACE

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

#### **ACTIVE TALENT**

# **SLICER - TECHNICIAN**

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.

#### 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.

