

ALWAYS GET MY MARK

Once per game session, the character may choose a known minion NPC on the same planet to be her mark, spend two Destiny Points, and make a ♦♦♦ Streetwise check. If she succeeds, the character tracks down the chosen mark; a new encounter begins as the character reaches the mark's location. The exact nature of the encounter, as well as the circumstances under which it takes place, must be approved by the GM.

CHANGE SKILL
May activate Always Gets My Mark with Knowledge (Underworld) instead of Streetwise. 10

DESTINY
Always Gets My Mark costs one Destiny Point instead of two. 10

INCREASE EFFECT
Upgrade the difficulty of the check once to find a rival NPC instead of a minion. 10

CHANGE SKILL
May activate Always Gets My Mark with Survival instead of Streetwise. 10

REDUCE DIFFICULTY
Reduce the difficulty of the check to activate Always Gets My Mark to ♦♦. 15

TAKEDOWN
Upgrade the difficulty of the check once to begin with the mark in custody. 15

INCREASE RANGE
If the character has access to interstellar travel, may choose a different planet for her mark. If so, she travels to that world. 15

INCREASE EFFECT
Upgrade the difficulty of the check twice to find a nemesis NPC (or PC) instead of a minion. 15

UNMATCHED DEVASTATION

Once per game session as a incidental, after performing a combat check, the character may spend two Destiny Points to perform an additional combat check against the same target with the difficulty increased by 1 for each successful combat check the character has performed this turn. This combat check must be made using a non-starship/vehicle weapon that the character has not already used this turn.

INCREASE NUMBER
Perform additional combat checks equal to ranks in Increase Number. 10

DRAW AND FIRE
Before performing each combat check with Unmatched Devastation, the character may holster and draw a weapon. 10

TARGET PRIORITY
The character may choose a new legal target for each combat check made as part of Unmatched Devastation. 10

REMOVE SETBACK
When making a combat check as part of Unmatched Devastation, remove ■ equal to ranks in Remove Setback. 10

INCREASE NUMBER
Perform additional combat checks equal to ranks in Increase Number. 15

REMOVE SETBACK
When making a combat check as part of Unmatched Devastation, remove ■ equal to ranks in Remove Setback. 15

IMPROVE MOBILITY
Before performing a combat check as part of Unmatched Devastation, suffer 2 Strain to perform the Move maneuver as an incidental. 15

INCREASE NUMBER
Perform additional combat checks equal to ranks in Increase Number. 15



CHARACTER NAME _____

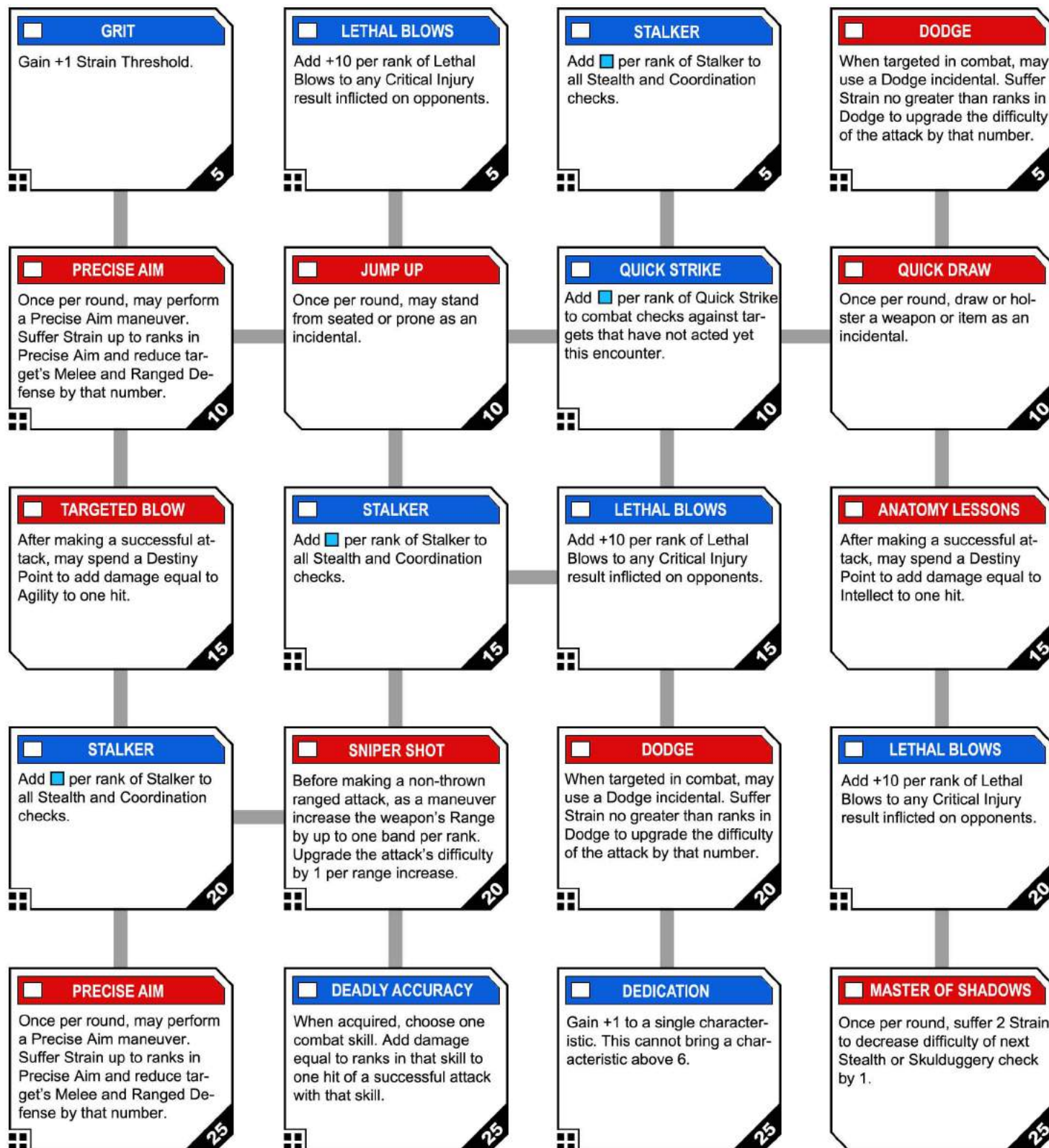
ASSASSIN - BOUNTY HUNTER

CAREER SKILLS: SKULDUGGERY, STEALTH, MELEE, RANGED (HEAVY)

PASSIVE TALENT  ACTIVE TALENT 

RANKED TALENT  TALENT COST 

FORCE TALENT  CONFLICT TALENT 



SIGNATURE ABILITY _____

CHARACTER NAME _____

GADGETEER - BOUNTY HUNTER

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

PASSIVE TALENT

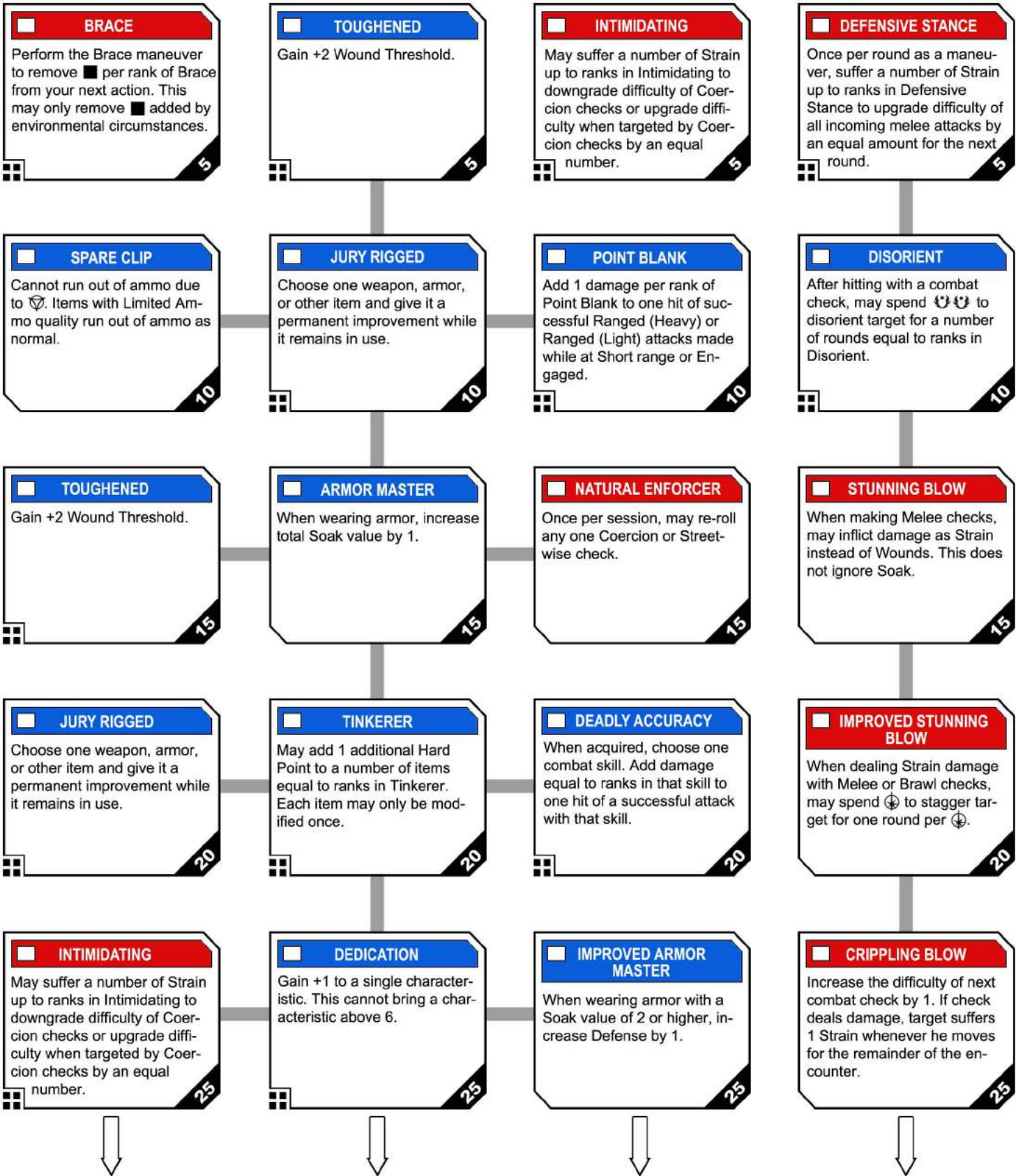
ACTIVE TALENT

RANKED TALENT

TALENT COST

FORCE TALENT

CONFLICT TALENT



SIGNATURE ABILITY _____

CHARACTER NAME _____

MARTIAL ARTIST - BOUNTY HUNTER

CAREER SKILLS: ATHLETICS, COORDINATION, DISCIPLINE, BRAWL

PASSIVE TALENT

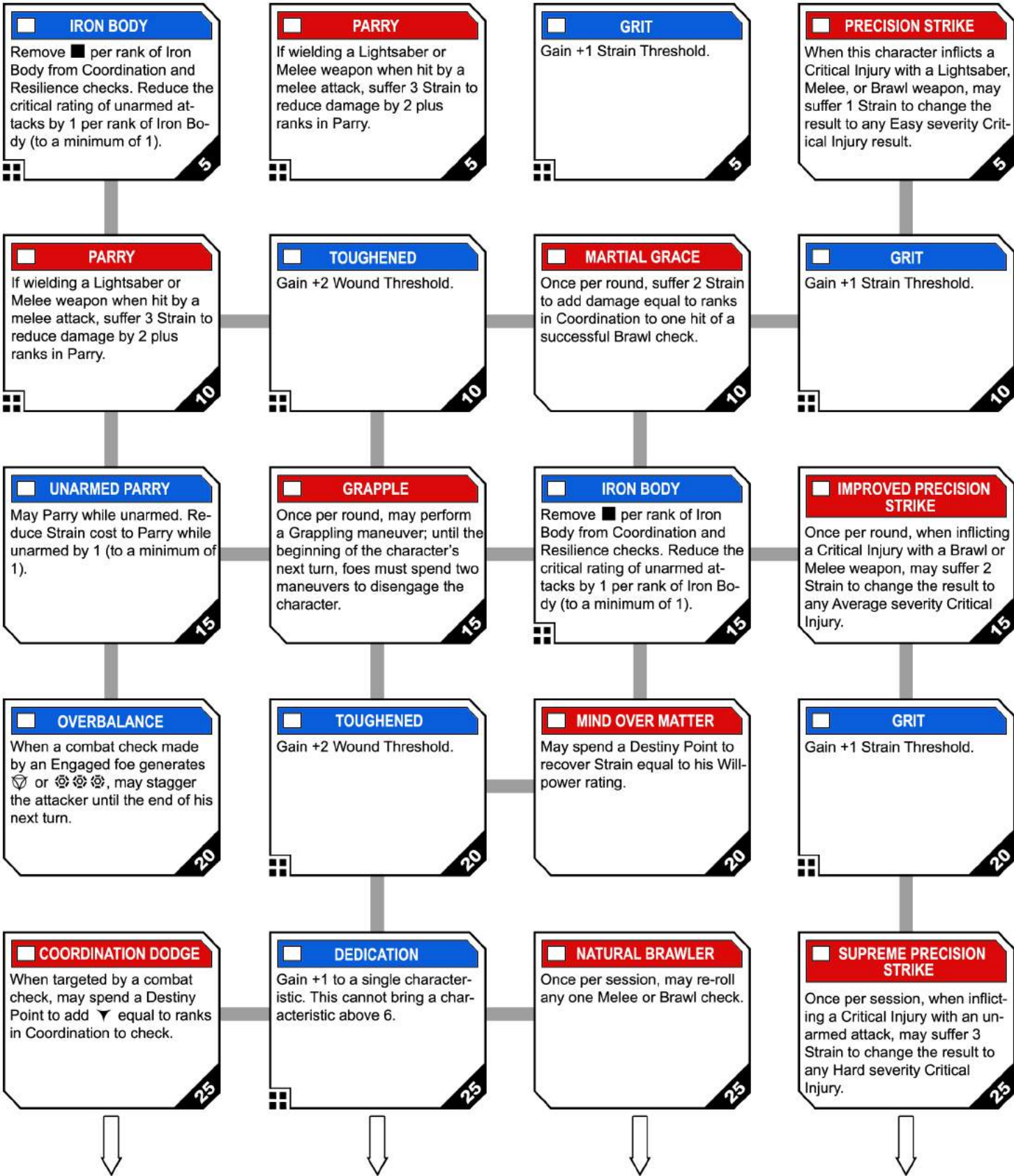
ACTIVE TALENT

RANKED TALENT

TALENT COST

FORCE TALENT

CONFLICT TALENT



SIGNATURE ABILITY _____



CHARACTER NAME _____

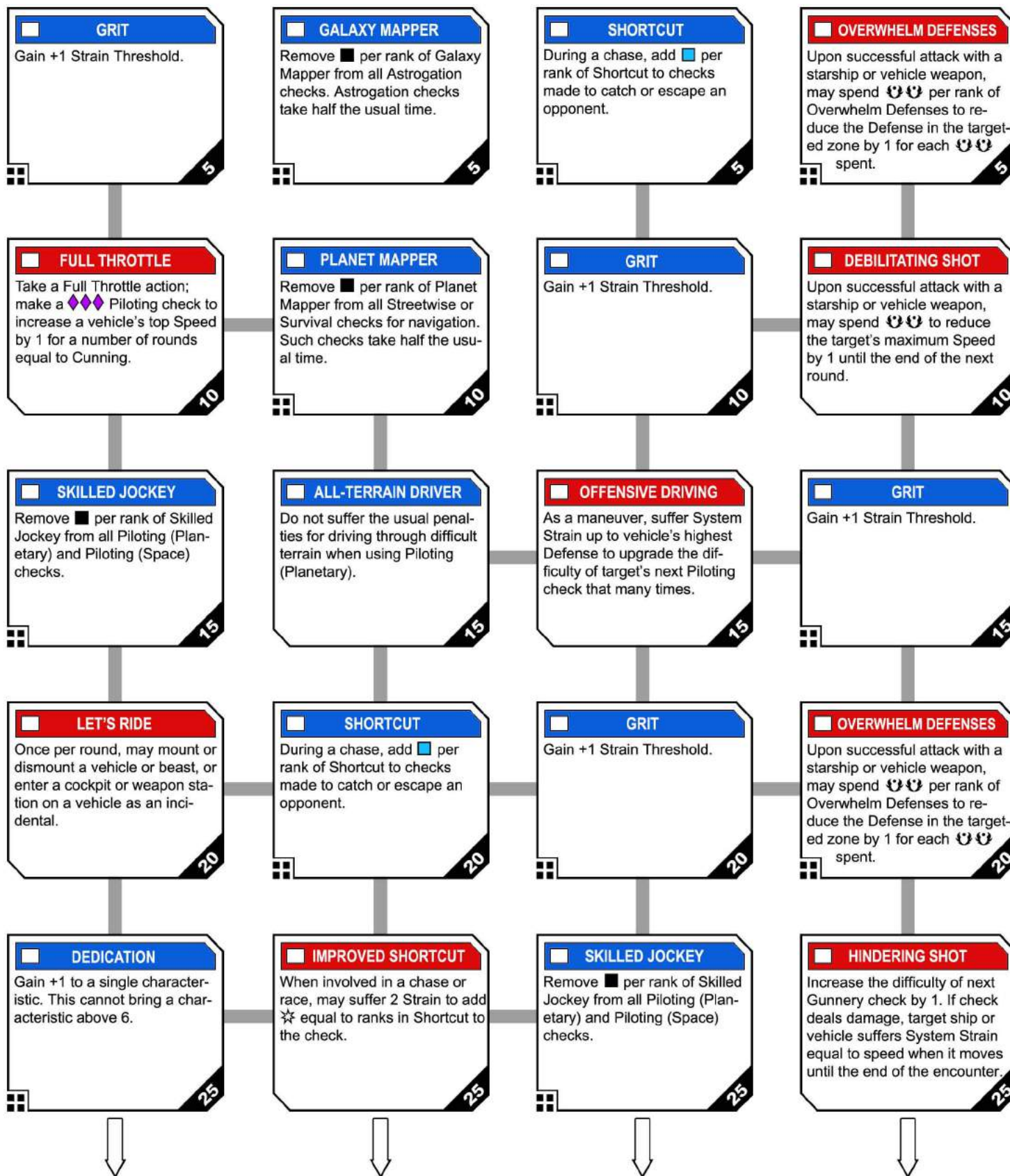
OPERATOR - BOUNTY HUNTER

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

PASSIVE TALENT  ACTIVE TALENT 

RANKED TALENT  TALENT COST 

FORCE TALENT  CONFLICT TALENT 



SIGNATURE ABILITY _____

CHARACTER NAME _____

SKIP TRACER - BOUNTY HUNTER

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

PASSIVE TALENT

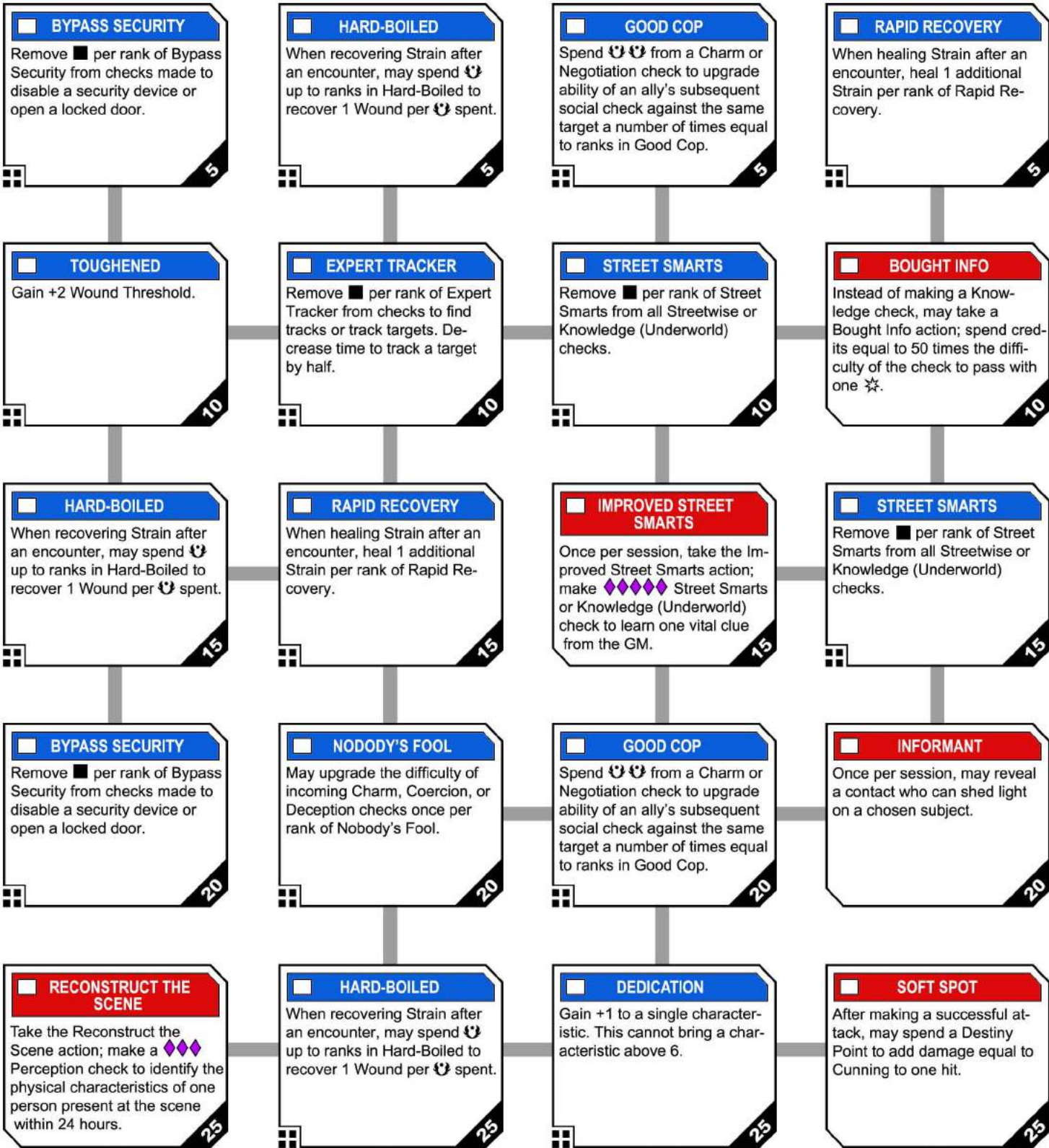
ACTIVE TALENT

RANKED TALENT

TALENT COST

FORCE TALENT

CONFLICT TALENT



SIGNATURE ABILITY _____

CHARACTER NAME _____

SURVIVALIST - BOUNTY HUNTER

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

PASSIVE TALENT

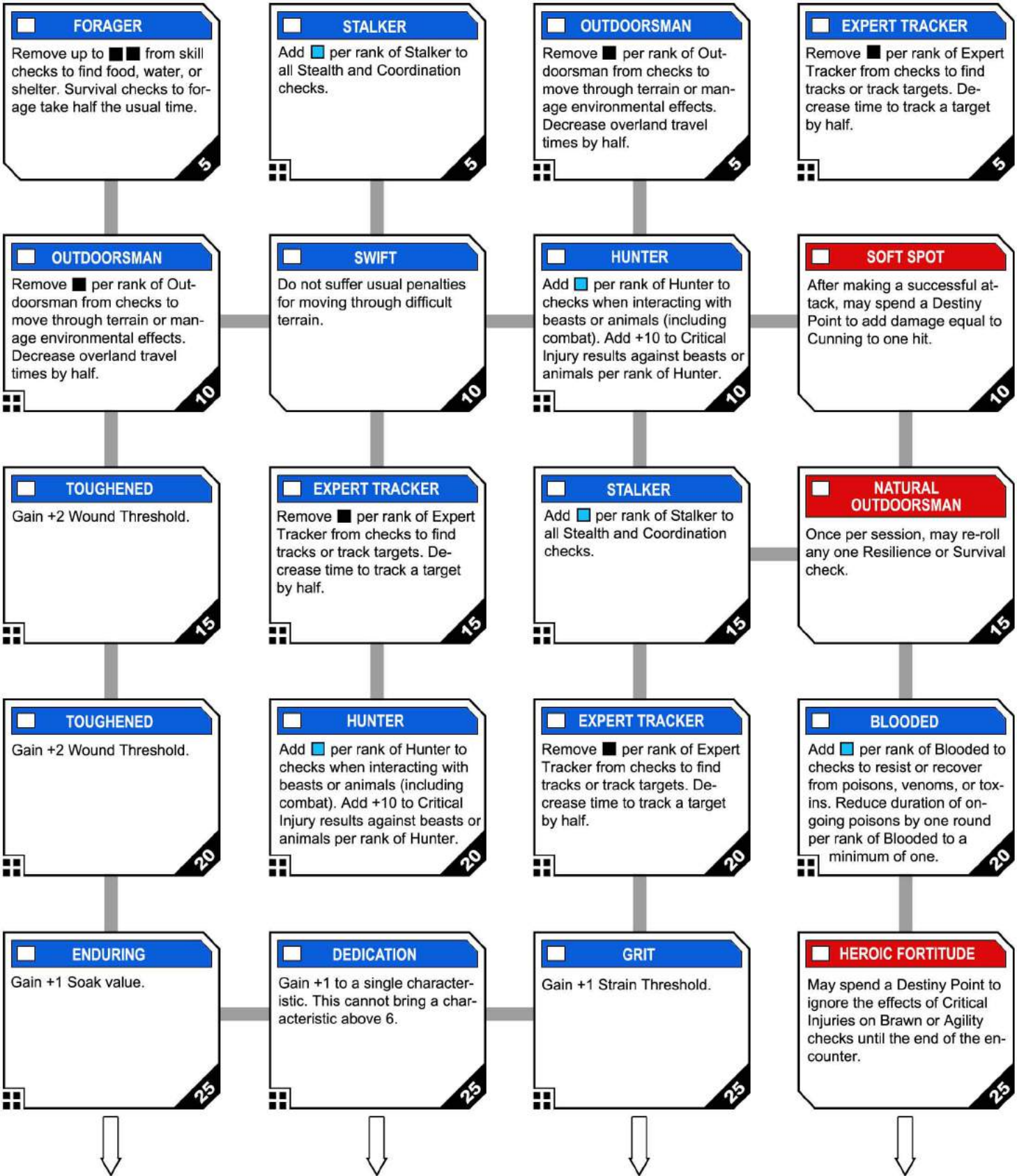
ACTIVE TALENT

RANKED TALENT

TALENT COST

FORCE TALENT

CONFLICT TALENT

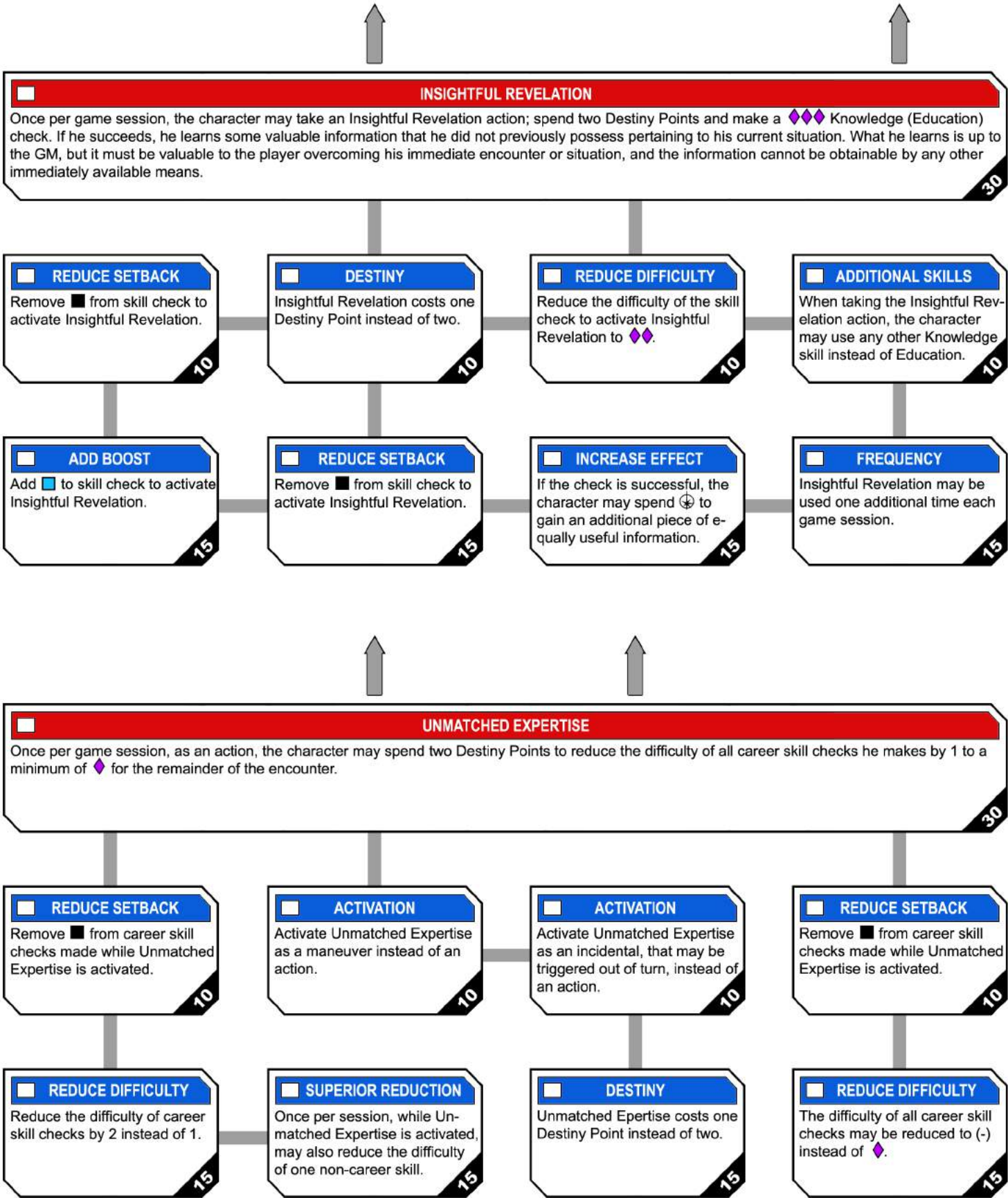


SIGNATURE ABILITY _____

CHARACTER NAME _____

COLONIST

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





CHARACTER NAME _____

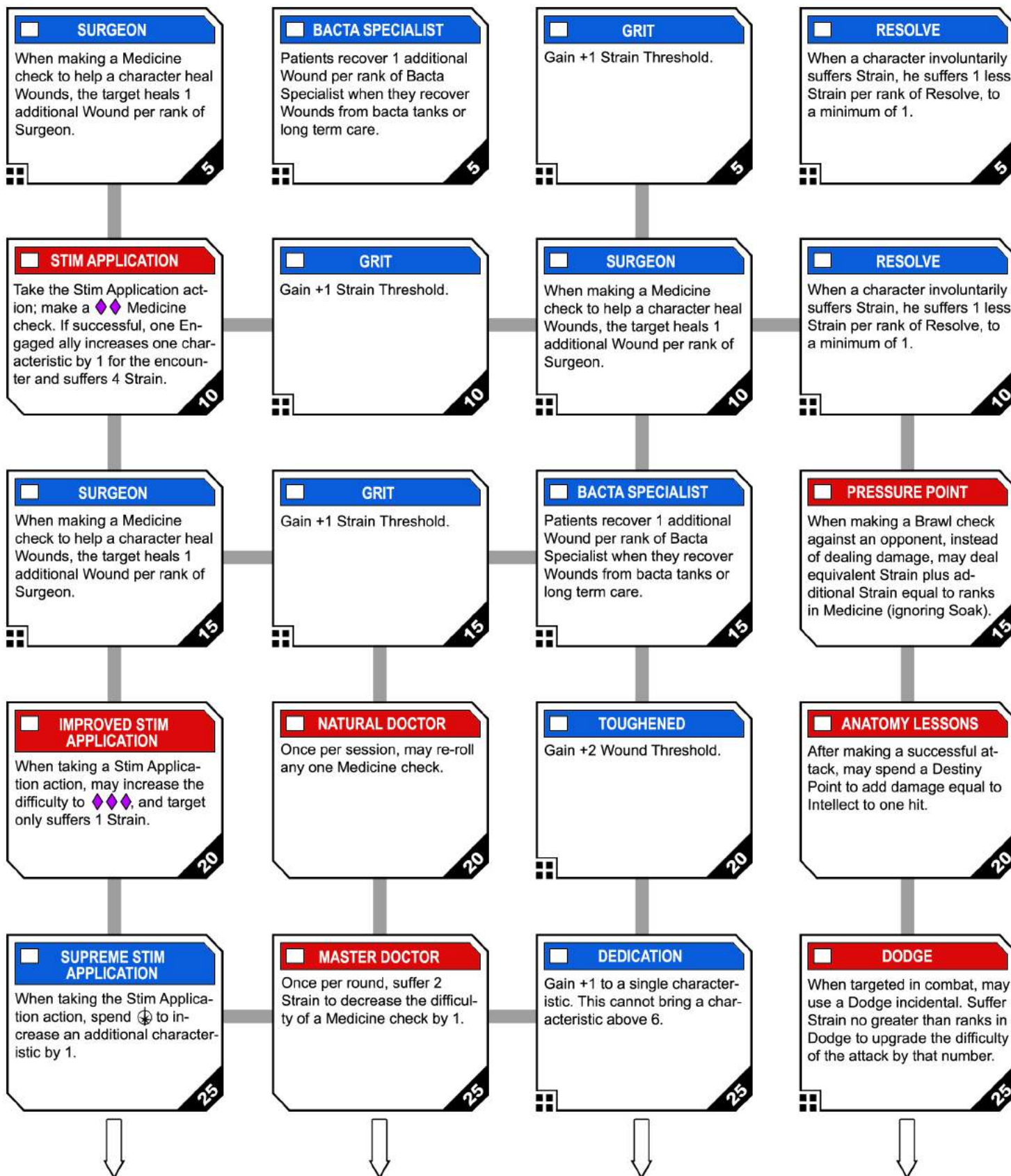
DOCTOR - COLONIST

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

PASSIVE TALENT  ACTIVE TALENT 

RANKED TALENT  TALENT COST 

FORCE TALENT  CONFLICT TALENT 



SIGNATURE ABILITY _____

CHARACTER NAME _____

ENTREPRENEUR - COLONIST

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

PASSIVE TALENT

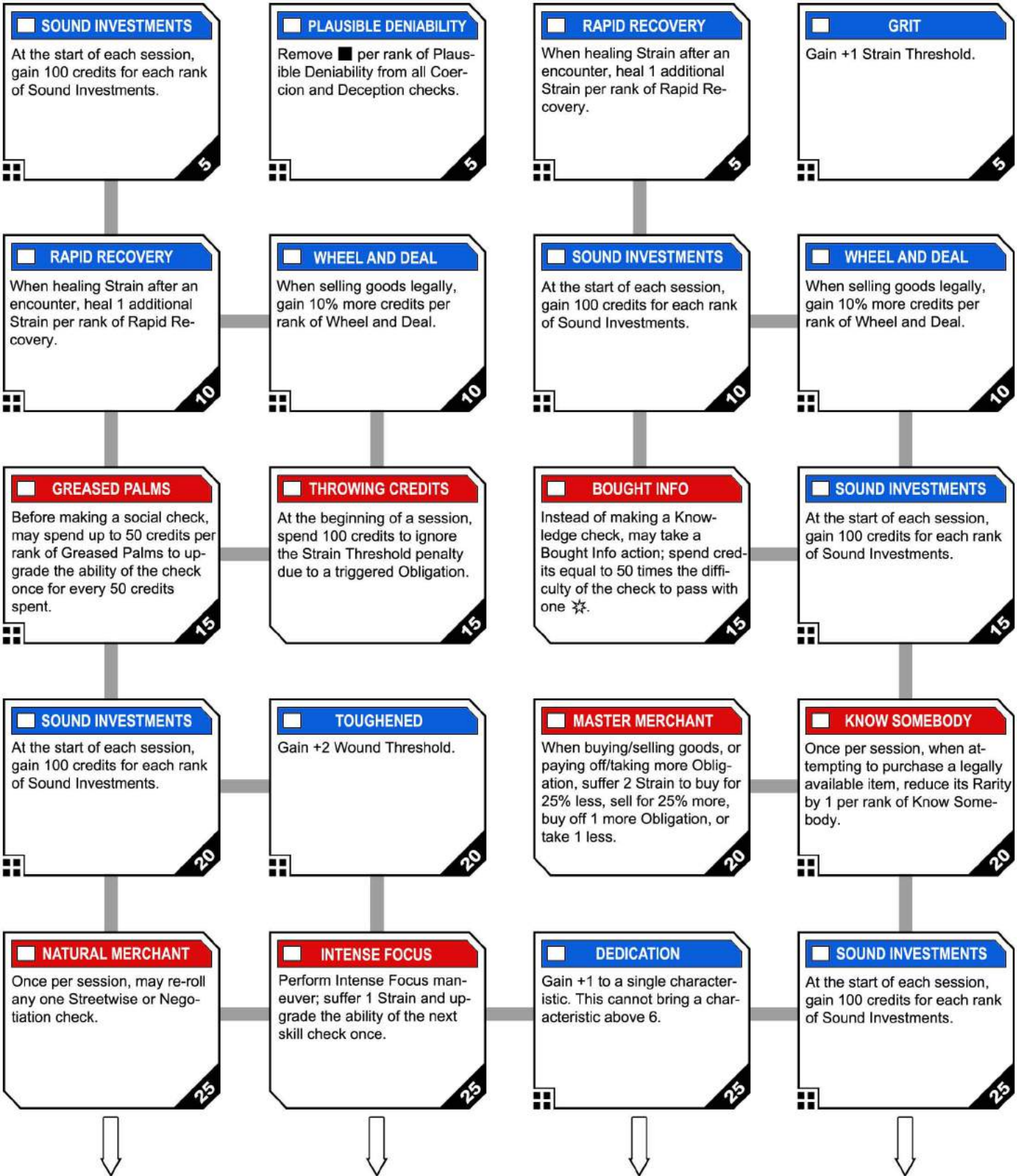
ACTIVE TALENT

RANKED TALENT

TALENT COST

FORCE TALENT

CONFLICT TALENT



SIGNATURE ABILITY _____

CHARACTER NAME

MARSHAL - COLONIST

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

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.

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 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 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 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 to the check equal to ranks in Vigilance.

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

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.

SIGNATURE ABILITY _____

CHARACTER NAME _____

PERFORMER - COLONIST

CAREER SKILLS: CHARM, COORDINATION, DECEPTION, MELEE

PASSIVE TALENT

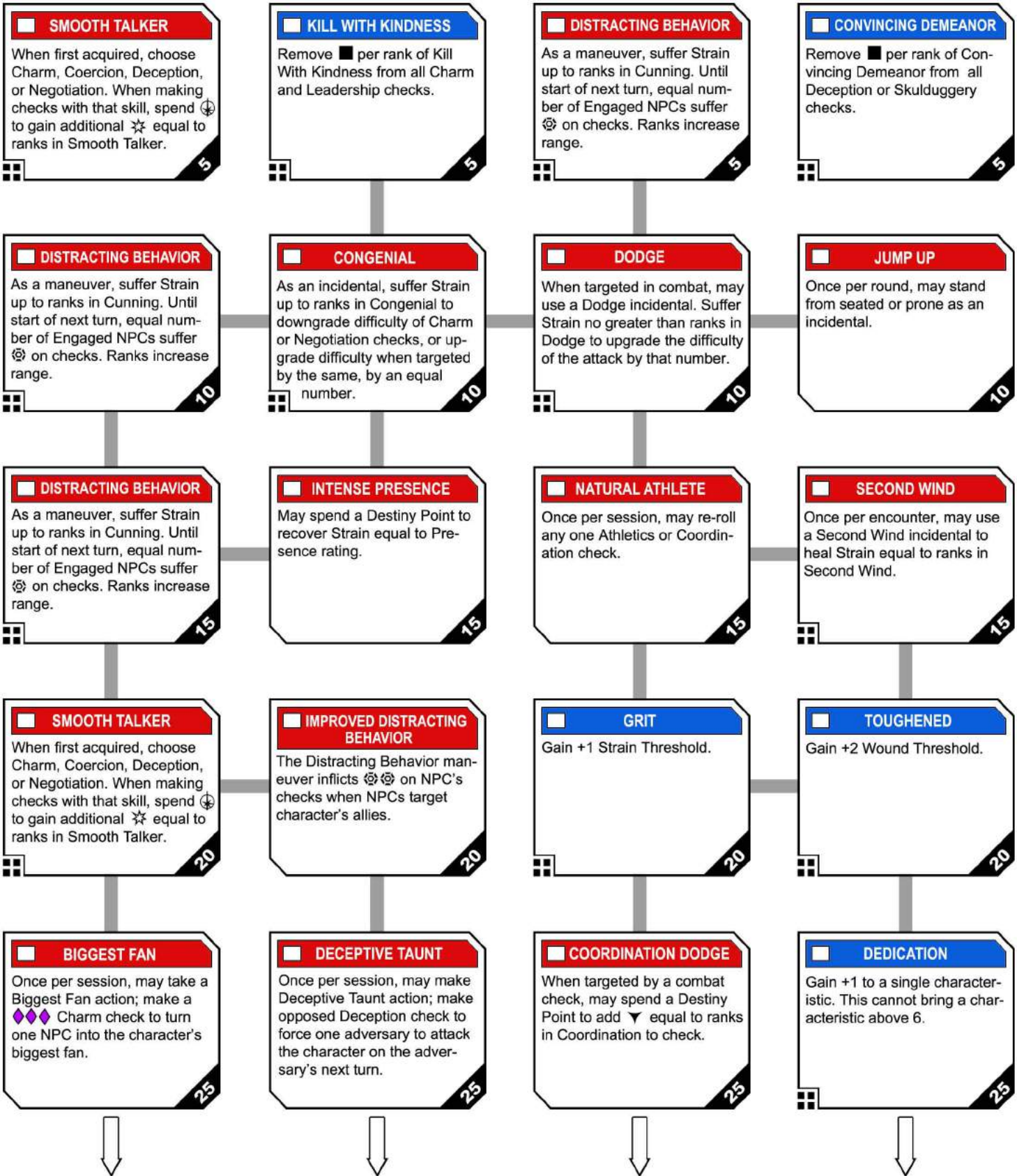
ACTIVE TALENT

RANKED TALENT

TALENT COST

FORCE TALENT

CONFLICT TALENT



SIGNATURE ABILITY _____



CHARACTER NAME _____

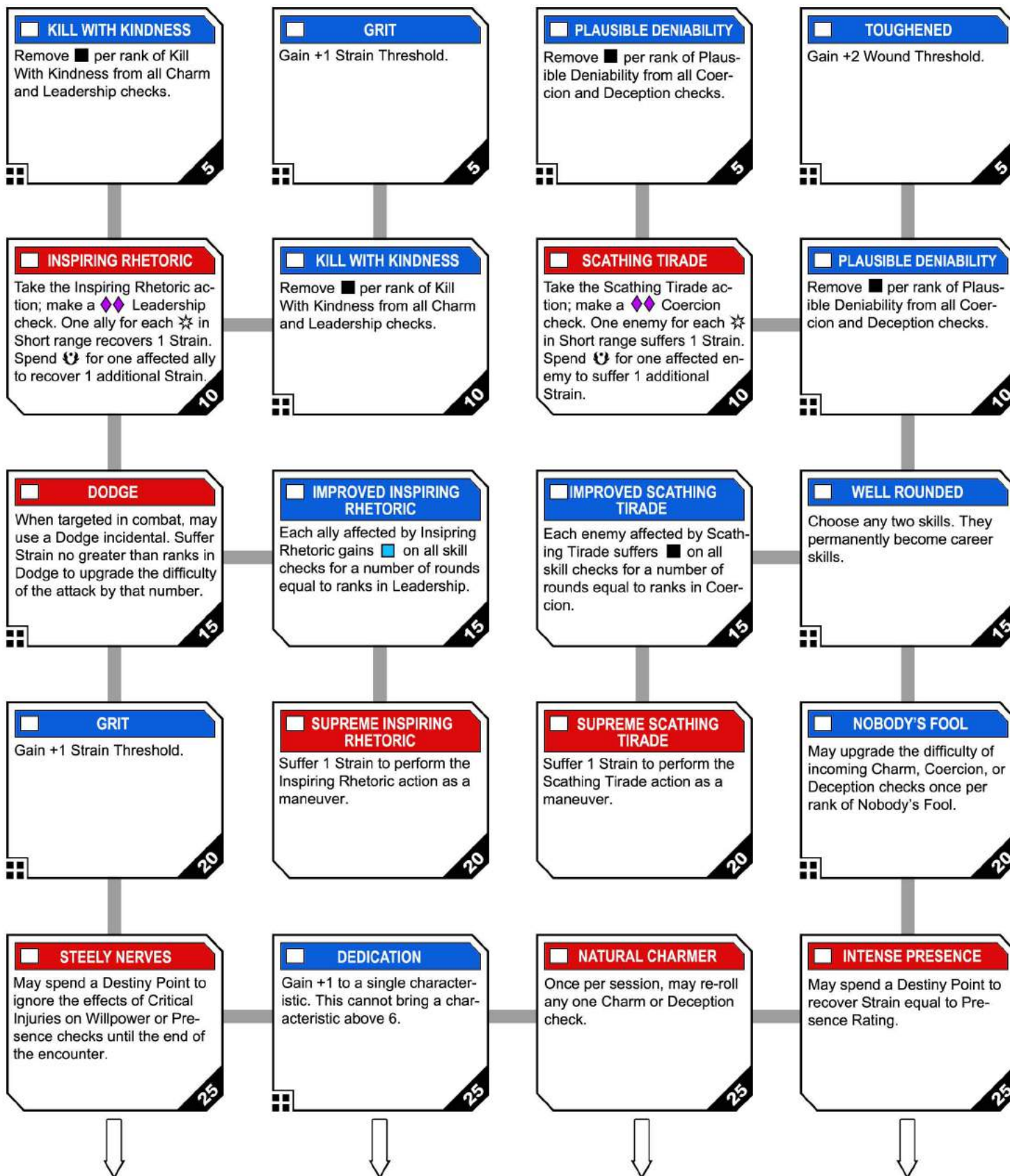
POLITICO - COLONIST

CAREER SKILLS: CHARM, COERCION, DECEPTION, KNOWLEDGE (CORE WORLDS)

PASSIVE TALENT  ACTIVE TALENT 

RANKED TALENT  TALENT COST 

FORCE TALENT  CONFLICT TALENT 



SIGNATURE ABILITY _____

CHARACTER NAME _____

SCHOLAR - COLONIST

CAREER SKILLS: PERCEPTION, KNOWLEDGE (OUTER RIM), KNOWLEDGE (UNDERWORLD),
KNOWLEDGE (XENOLOGY)

PASSIVE TALENT

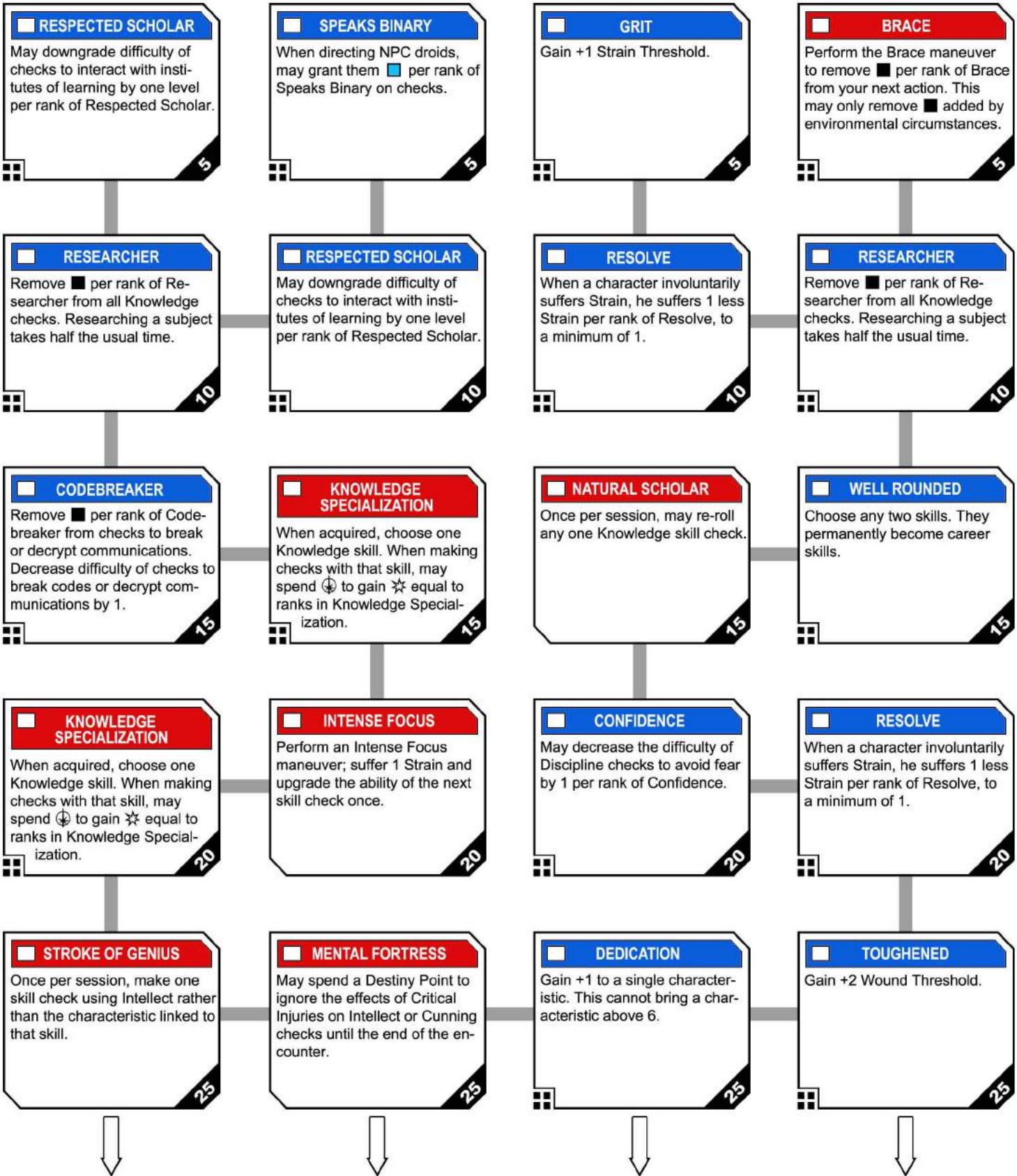
ACTIVE TALENT

RANKED TALENT

TALENT COST

FORCE TALENT

CONFLICT TALENT



SIGNATURE ABILITY _____

EXPLORER


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

SUDDEN DISCOVERY

Once per game session, the character may spend two Destiny Points to make a ♦♦ Knowledge (Outer Rim) or Knowledge (Core Worlds) check. If he succeeds, the character can pinpoint his exact location without a map or other guide, discover a lost or hidden item or location, or identify a safe and fast path through any terrain. The exact nature of what the character is trying to accomplish, as well as the results, must be approved by the GM.


30

ADD BOOST

Add  to skill check to activate Sudden Discovery.


10

REDUCE SETBACK

Remove  from skill check to activate Sudden Discovery.

10

REDUCE SETBACK

Remove  from skill check to activate Sudden Discovery.


10

CHANGE SKILL

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

10

ADD BOOST

Add  to skill check to activate Sudden Discovery.

15

REDUCE DIFFICULTY

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

15

FREQUENCY

Sudden Discovery may be used one additional time each game session.

15

DESTINY

Sudden Discovery costs one Destiny Point instead of two.

15

UNMATCHED MOBILITY

Once per game session as an incidental, the character may spend two Destiny Points to increase the number of maneuvers he is allowed to perform in a turn to three for the next two rounds. This third maneuver may be gained through any of the means a second maneuver is normally gained.

30

DURATION

Unmatched Mobility lasts for one additional round.

10

FREE MANEUVER

Gain one additional free maneuver while Unmatched Mobility is active. This does not increase per turn maneuvers.

10

FREE MANEUVER

Gain one additional free maneuver while Unmatched Mobility is active. This does not increase per turn maneuvers.

10

MELEE DEFENSE

Gain +1 Melee Defense while Unmatched Mobility is active.

10

DURATION

Unmatched Mobility lasts for one additional round.

15

DURATION

Unmatched Mobility lasts for one additional round.

15

DESTINY

Unmatched Mobility costs one Destiny Point instead of two.

15

RANGED DEFENSE

Gain +1 Ranged Defense while Unmatched Mobility is active.

15

CHARACTER NAME _____

ARCHAEOLOGIST - EXPLORER

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

PASSIVE TALENT

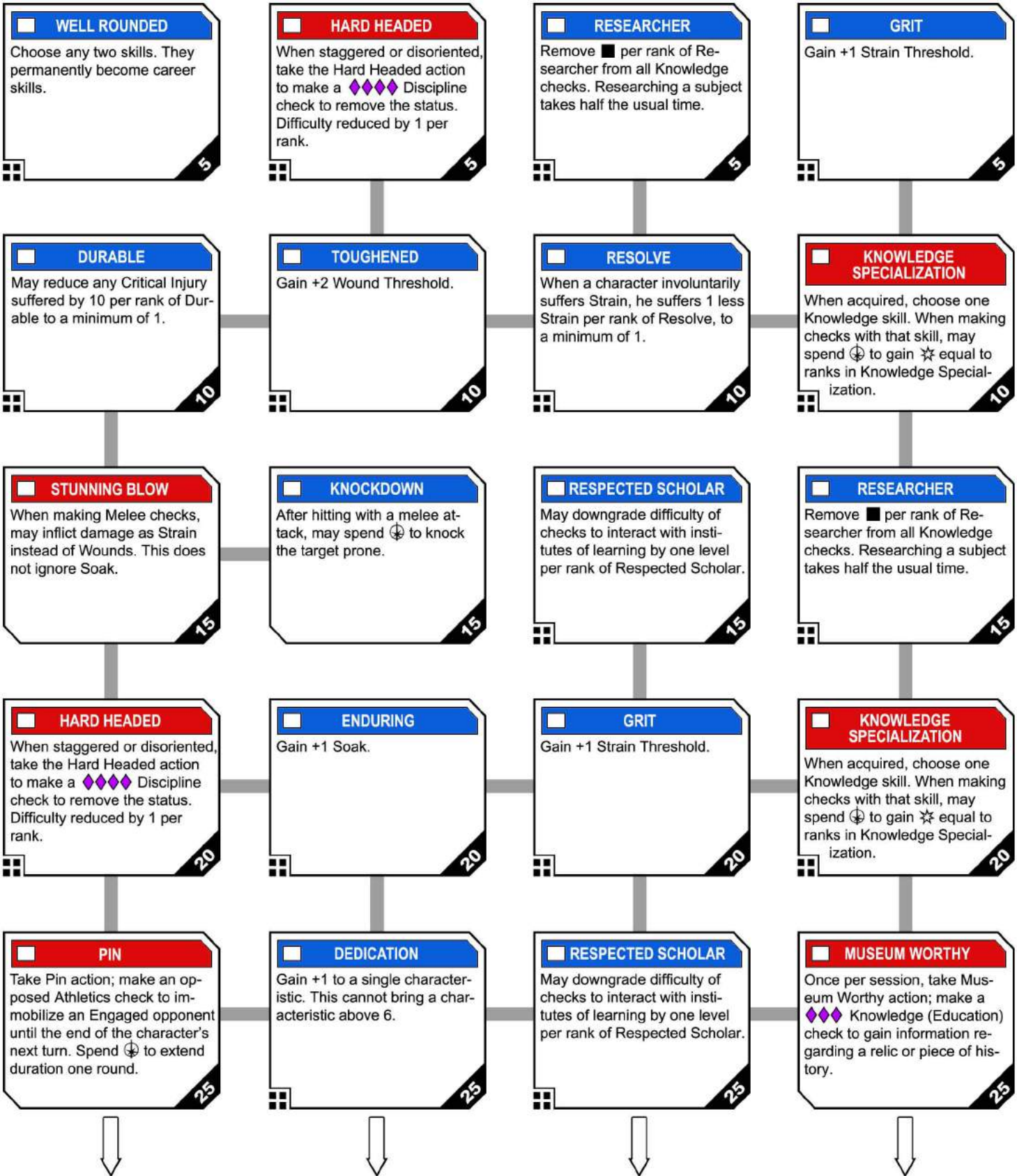
ACTIVE TALENT

RANKED TALENT

TALENT COST

FORCE TALENT

CONFLICT TALENT



SIGNATURE ABILITY _____



CHARACTER NAME _____

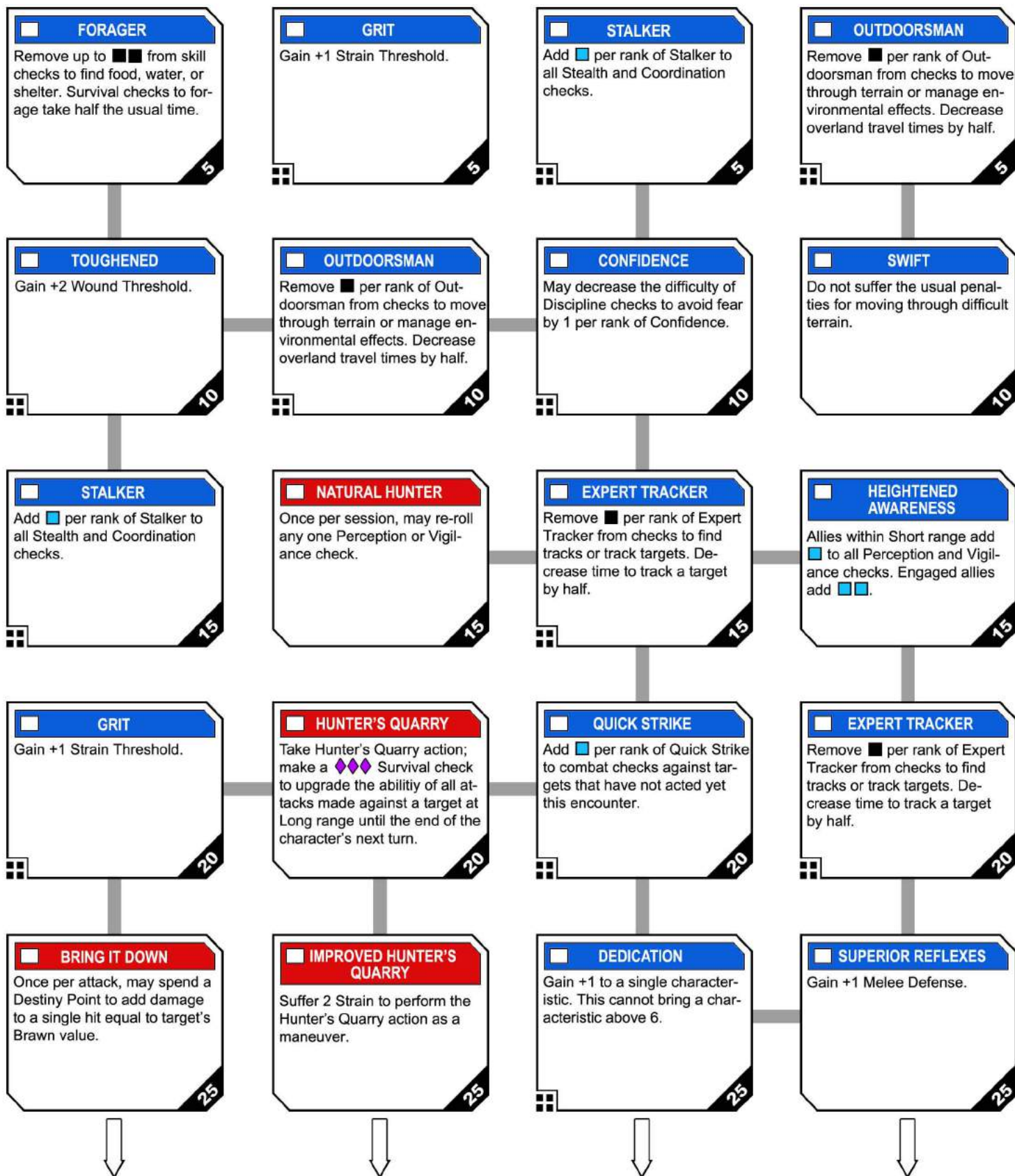
BIG-GAME HUNTER - EXPLORER

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

PASSIVE TALENT  ACTIVE TALENT 

RANKED TALENT  TALENT COST 

FORCE TALENT  CONFLICT TALENT 



SIGNATURE ABILITY _____

CHARACTER NAME _____

DRIVER - EXPLORER

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

PASSIVE TALENT

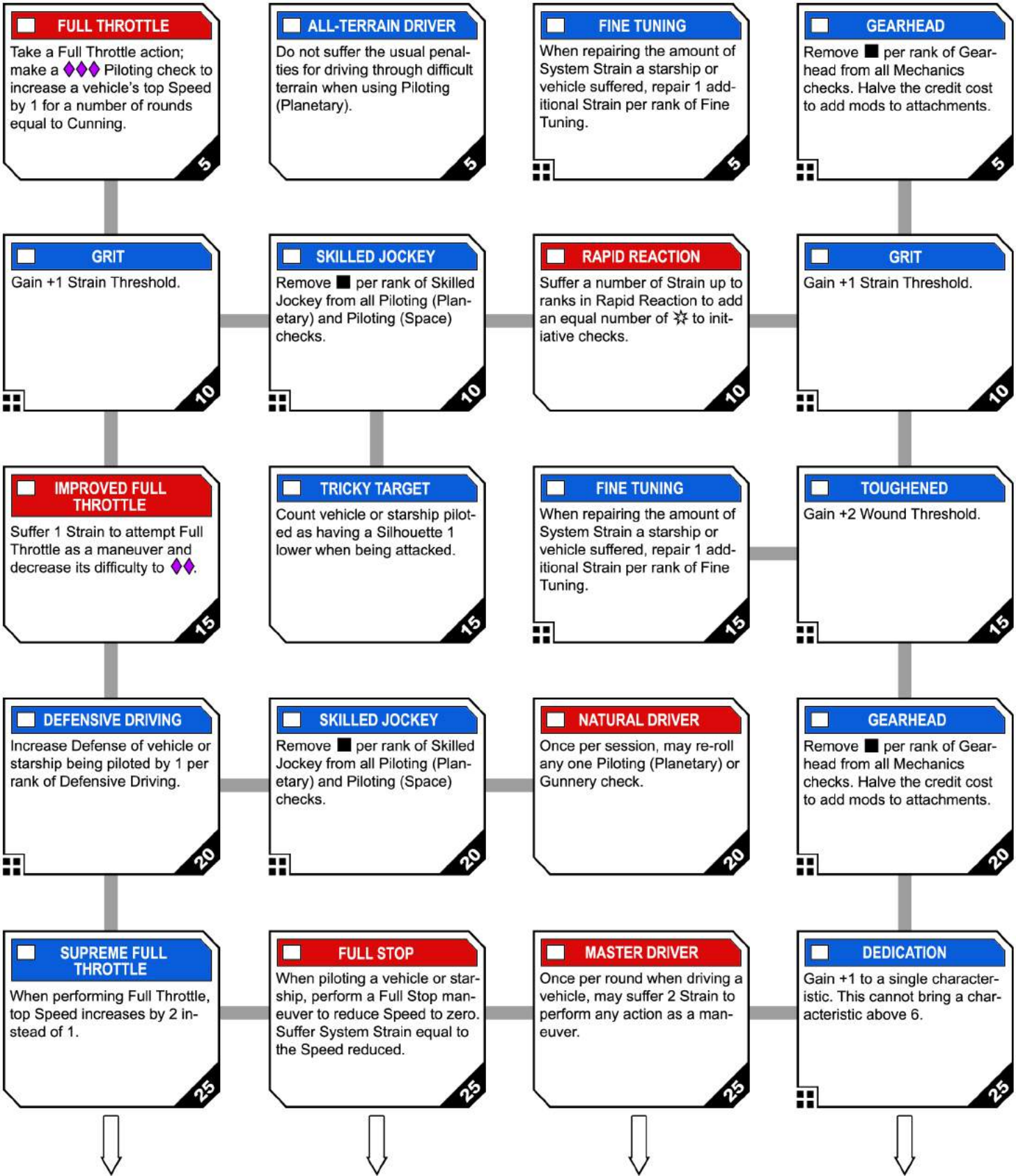
ACTIVE TALENT

RANKED TALENT

TALENT COST

FORCE TALENT

CONFLICT TALENT



SIGNATURE ABILITY _____



CHARACTER NAME _____

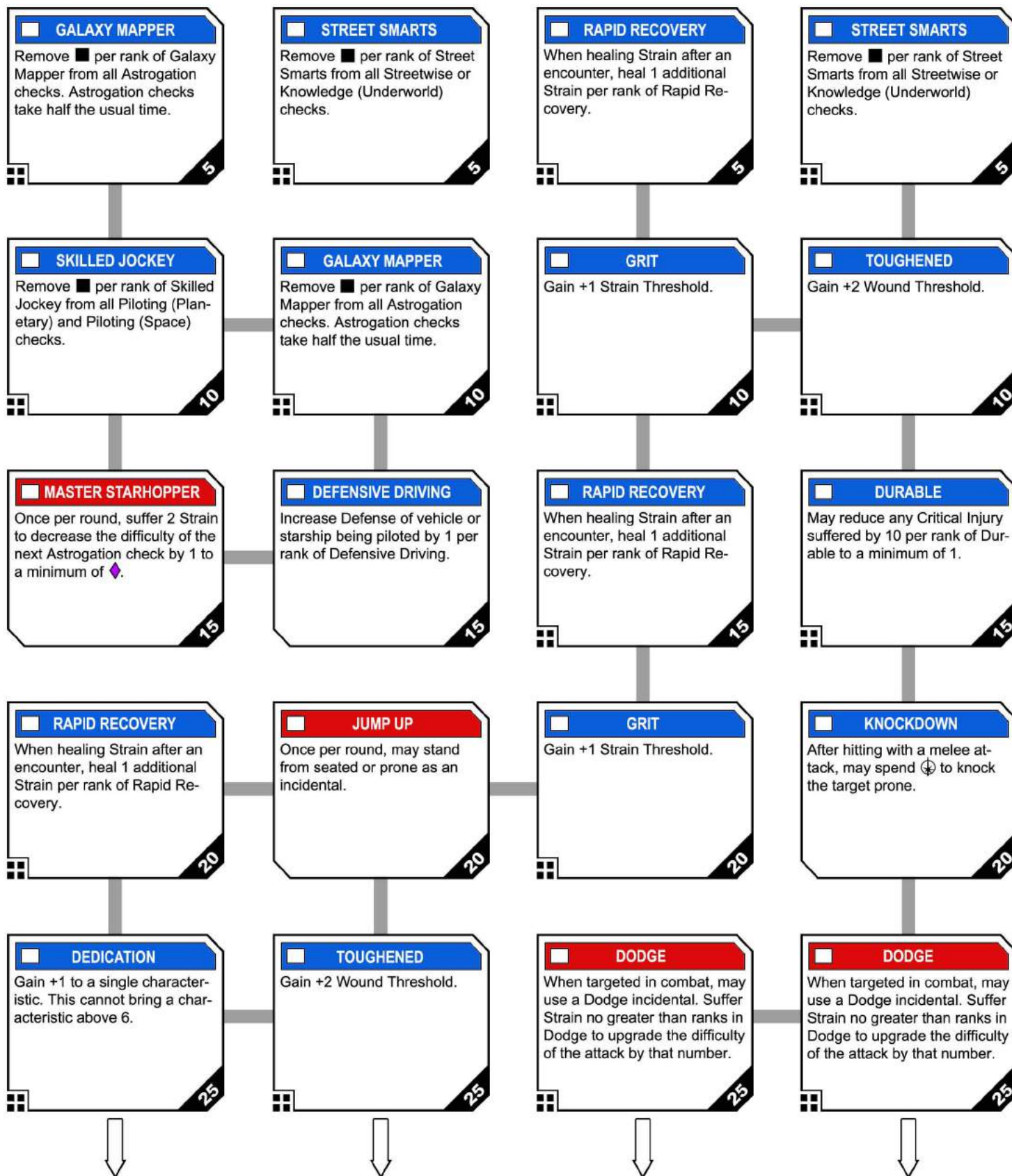
FRINGER - EXPLORER

CAREER SKILLS: ASTROGATION, COORDINATION, NEGOTIATION, STREETWISE

PASSIVE TALENT  ACTIVE TALENT 

RANKED TALENT  TALENT COST 

FORCE TALENT  CONFLICT TALENT 



SIGNATURE ABILITY _____

CHARACTER NAME _____

SCOUT - EXPLORER

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

PASSIVE TALENT

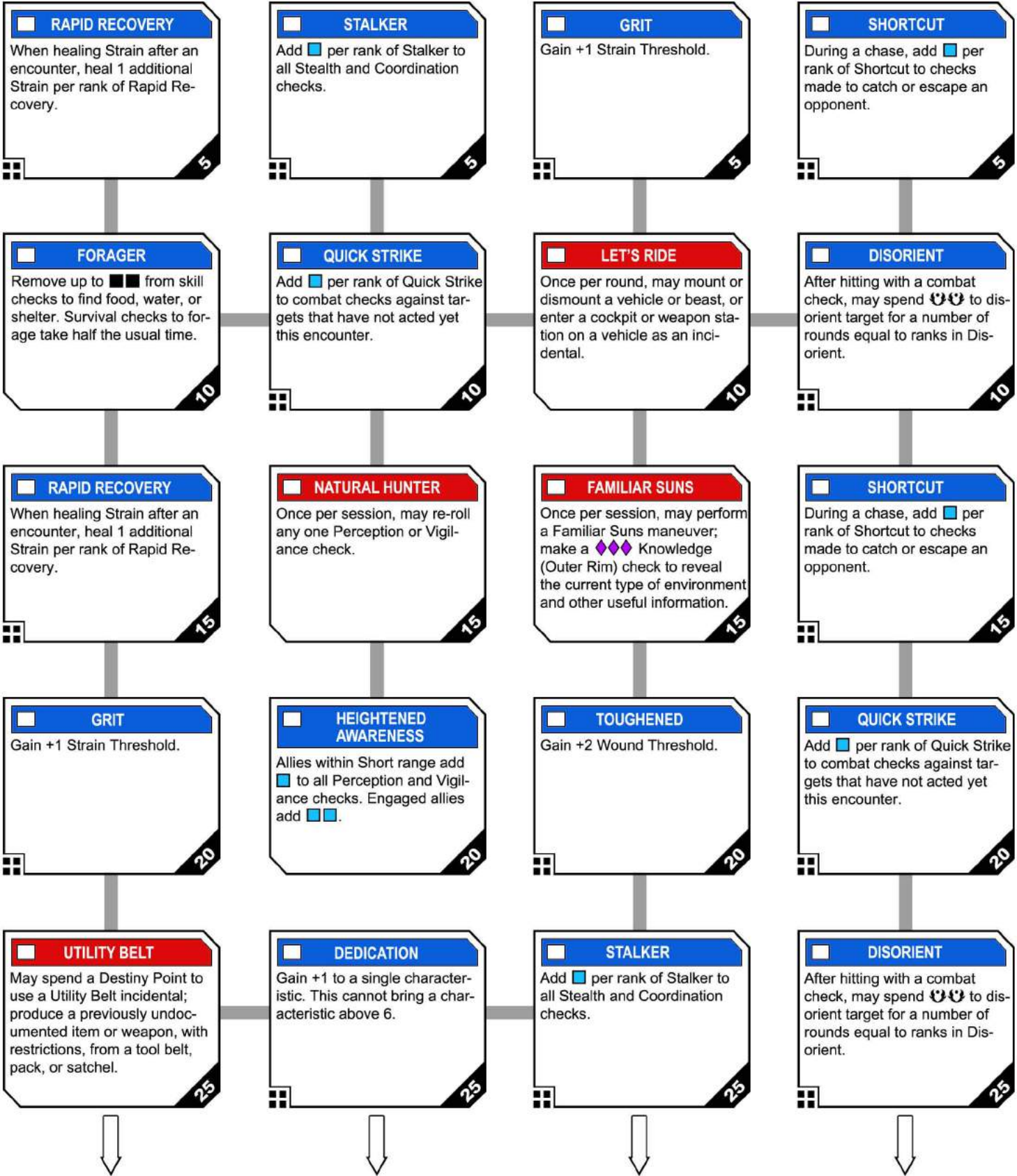
ACTIVE TALENT

RANKED TALENT

TALENT COST

FORCE TALENT

CONFLICT TALENT



SIGNATURE ABILITY _____



CHARACTER NAME _____

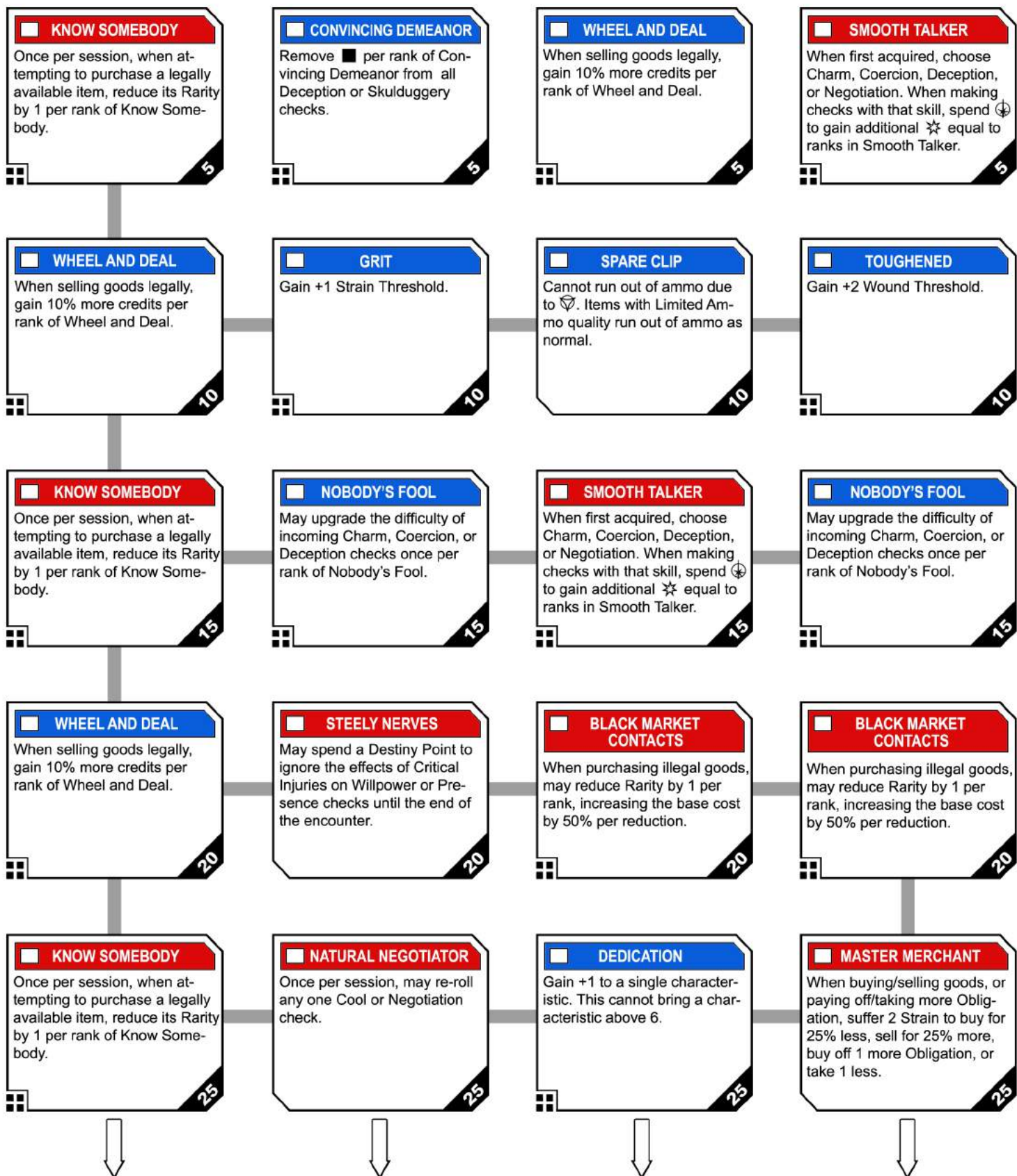
TRADER - EXPLORER

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

PASSIVE TALENT  ACTIVE TALENT 

RANKED TALENT  TALENT COST 

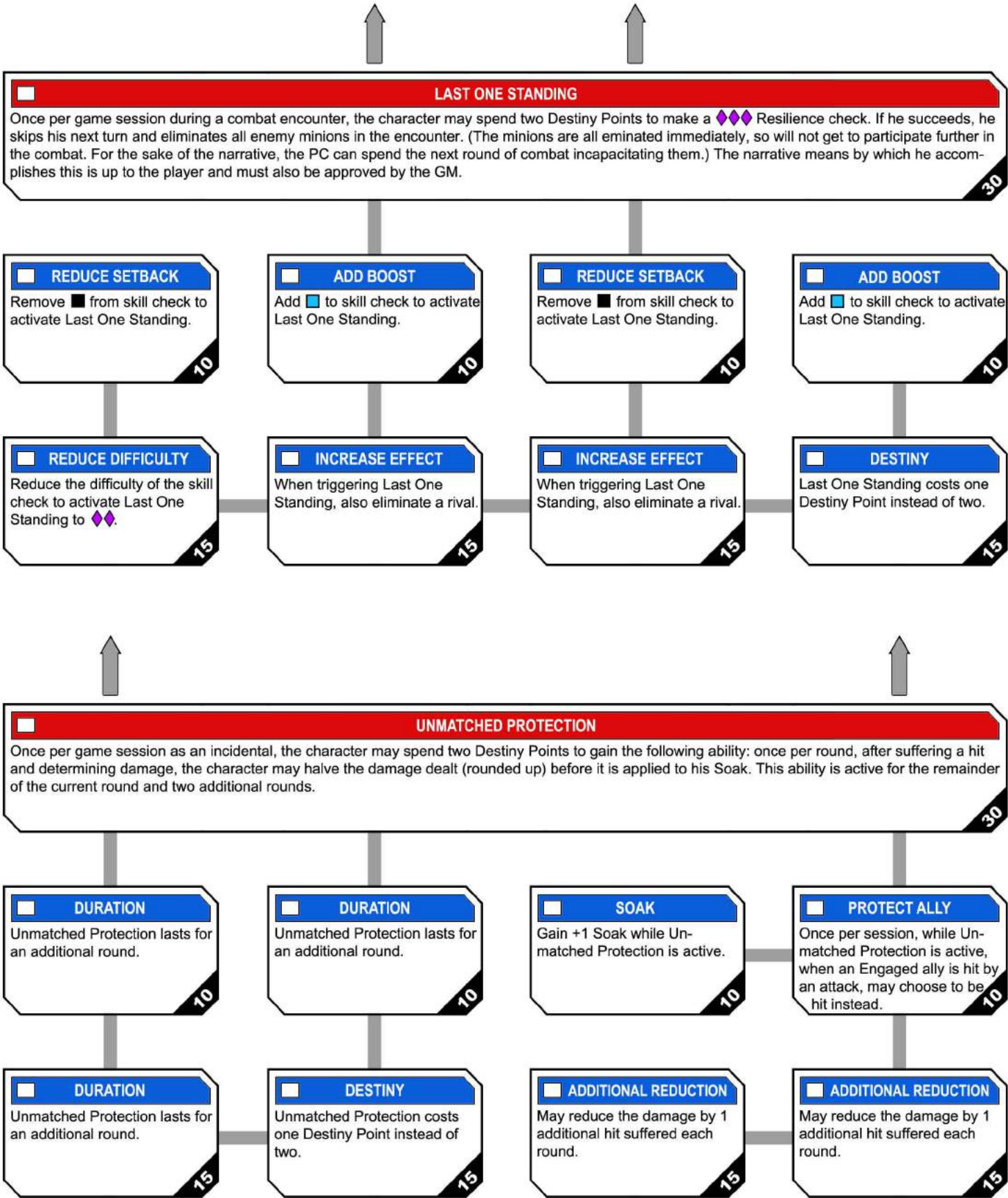
FORCE TALENT  CONFLICT TALENT 



SIGNATURE ABILITY _____

HIRED GUN

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



CHARACTER NAME _____

BODYGUARD - HIRED GUN

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

PASSIVE TALENT

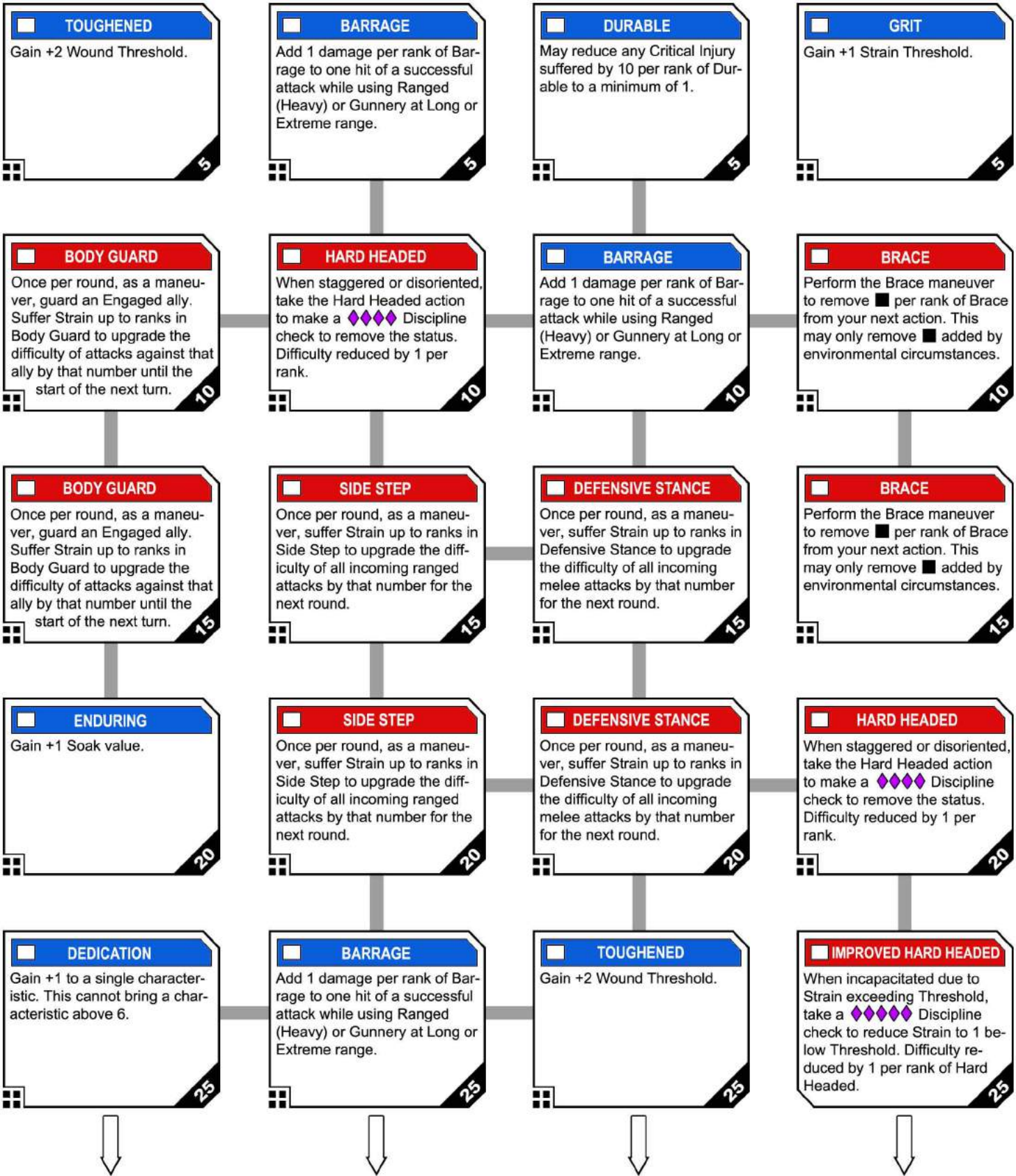
ACTIVE TALENT

RANKED TALENT

TALENT COST

FORCE TALENT

CONFLICT TALENT



SIGNATURE ABILITY _____



CHARACTER NAME _____

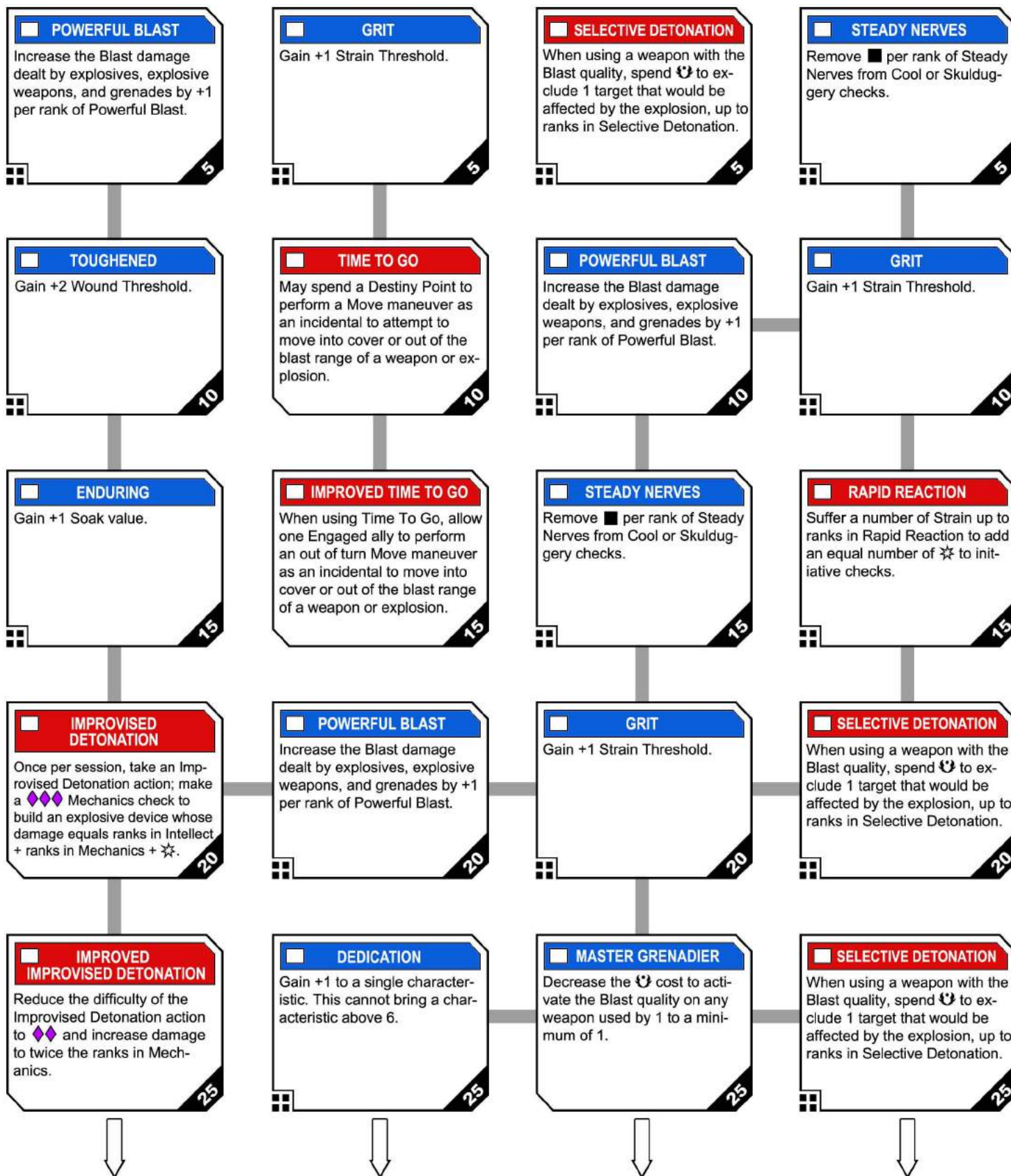
DEMOLITIONIST - HIRED GUN

CAREER SKILLS: COMPUTERS, COOL, MECHANICS, SKULDUGGERY

PASSIVE TALENT  ACTIVE TALENT 

RANKED TALENT  TALENT COST 

FORCE TALENT  CONFLICT TALENT 



SIGNATURE ABILITY _____



CHARACTER NAME _____

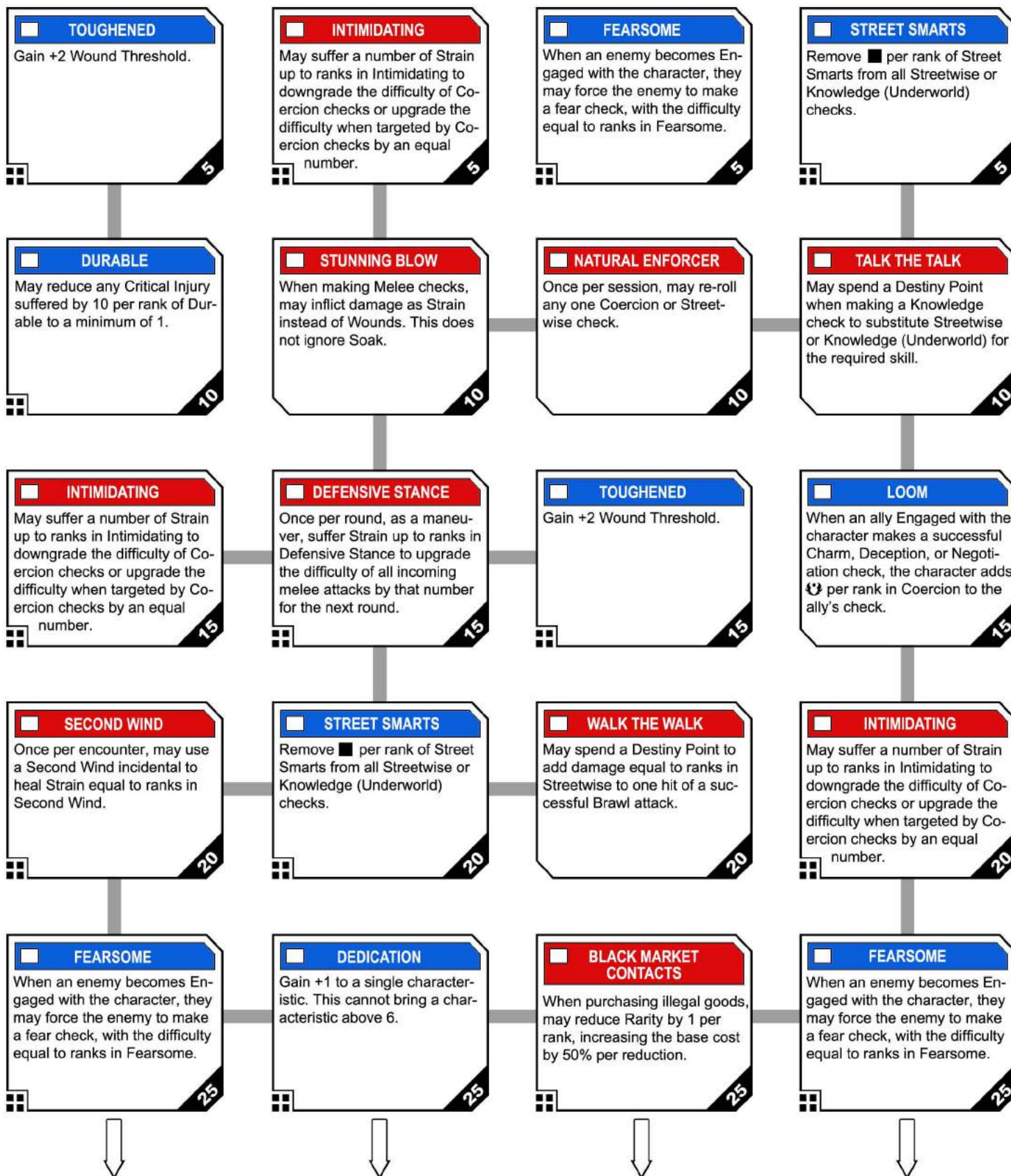
ENFORCER - HIRED GUN

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

PASSIVE TALENT  ACTIVE TALENT 

RANKED TALENT  TALENT COST 

FORCE TALENT  CONFLICT TALENT 



SIGNATURE ABILITY _____



CHARACTER NAME _____

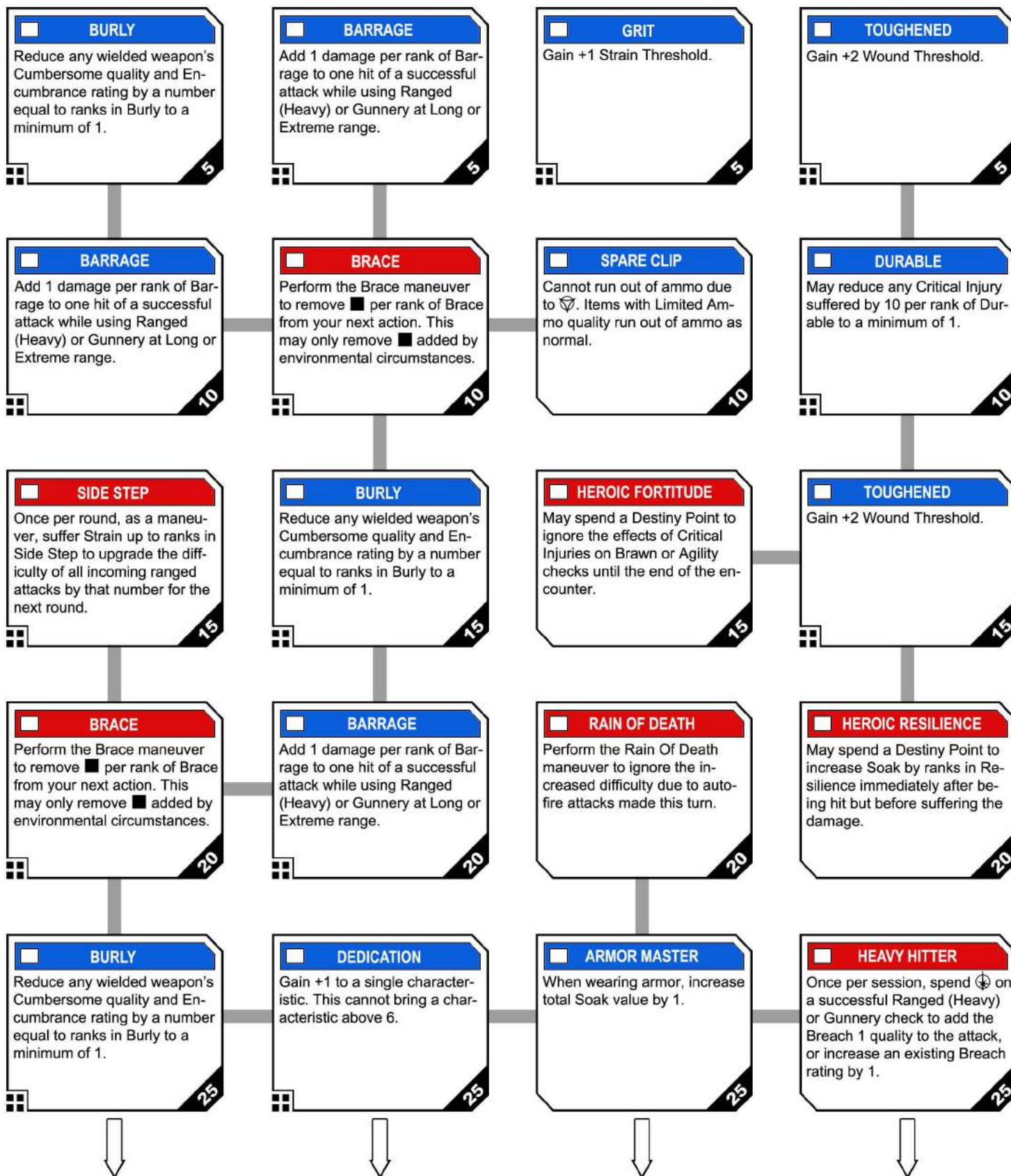
HEAVY - HIRED GUN

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

PASSIVE TALENT  ACTIVE TALENT 

RANKED TALENT  TALENT COST 

FORCE TALENT  CONFLICT TALENT 



SIGNATURE ABILITY _____

CHARACTER NAME _____

MARAUDER - HIRED GUN

CAREER SKILLS: COERCION, RESILIENCE, SURVIVAL, MELEE

PASSIVE TALENT

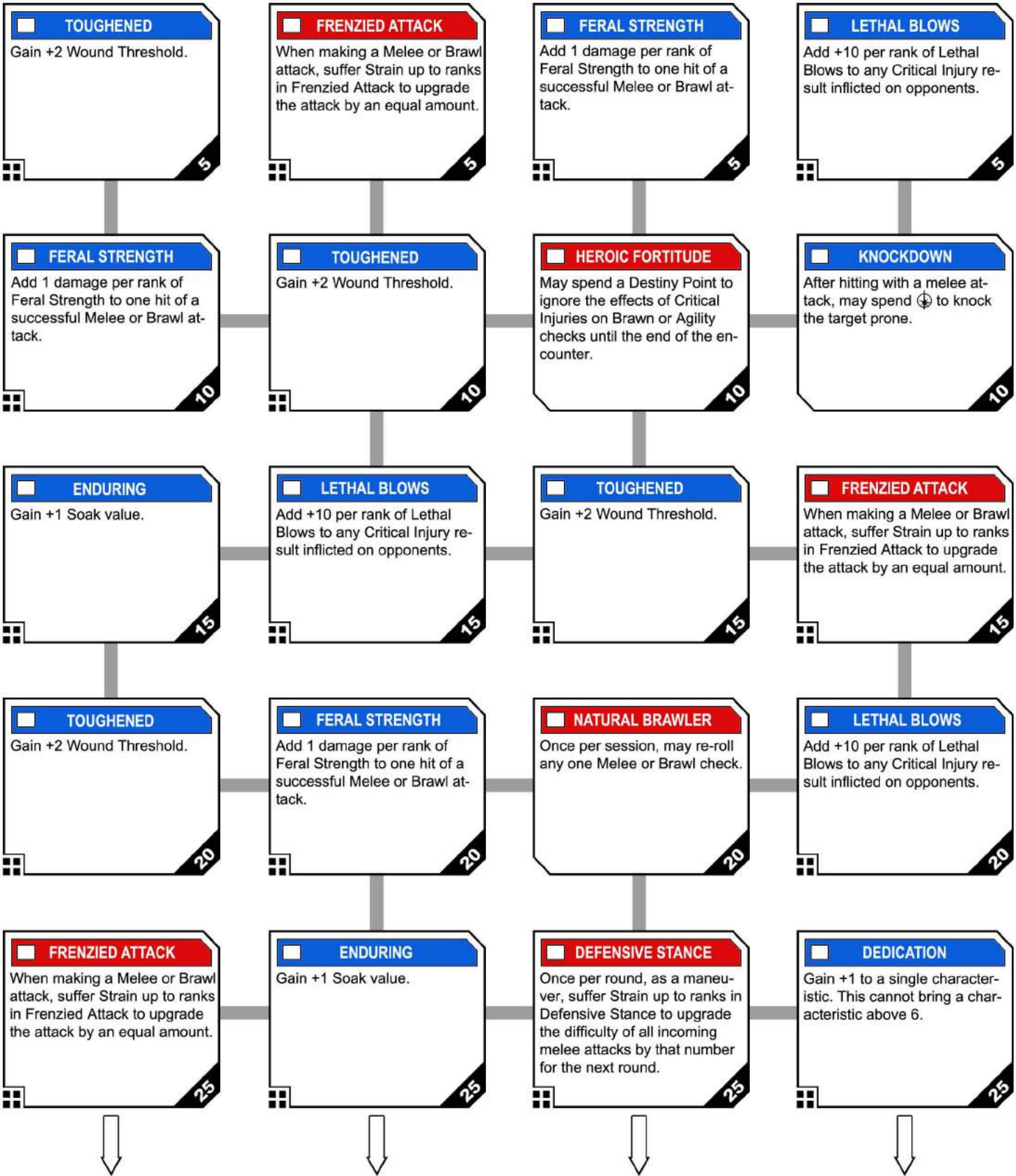
ACTIVE TALENT

RANKED TALENT

TALENT COST

FORCE TALENT

CONFLICT TALENT



SIGNATURE ABILITY _____

CHARACTER NAME _____

MERCENARY SOLDIER - HIRED GUN

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

PASSIVE TALENT

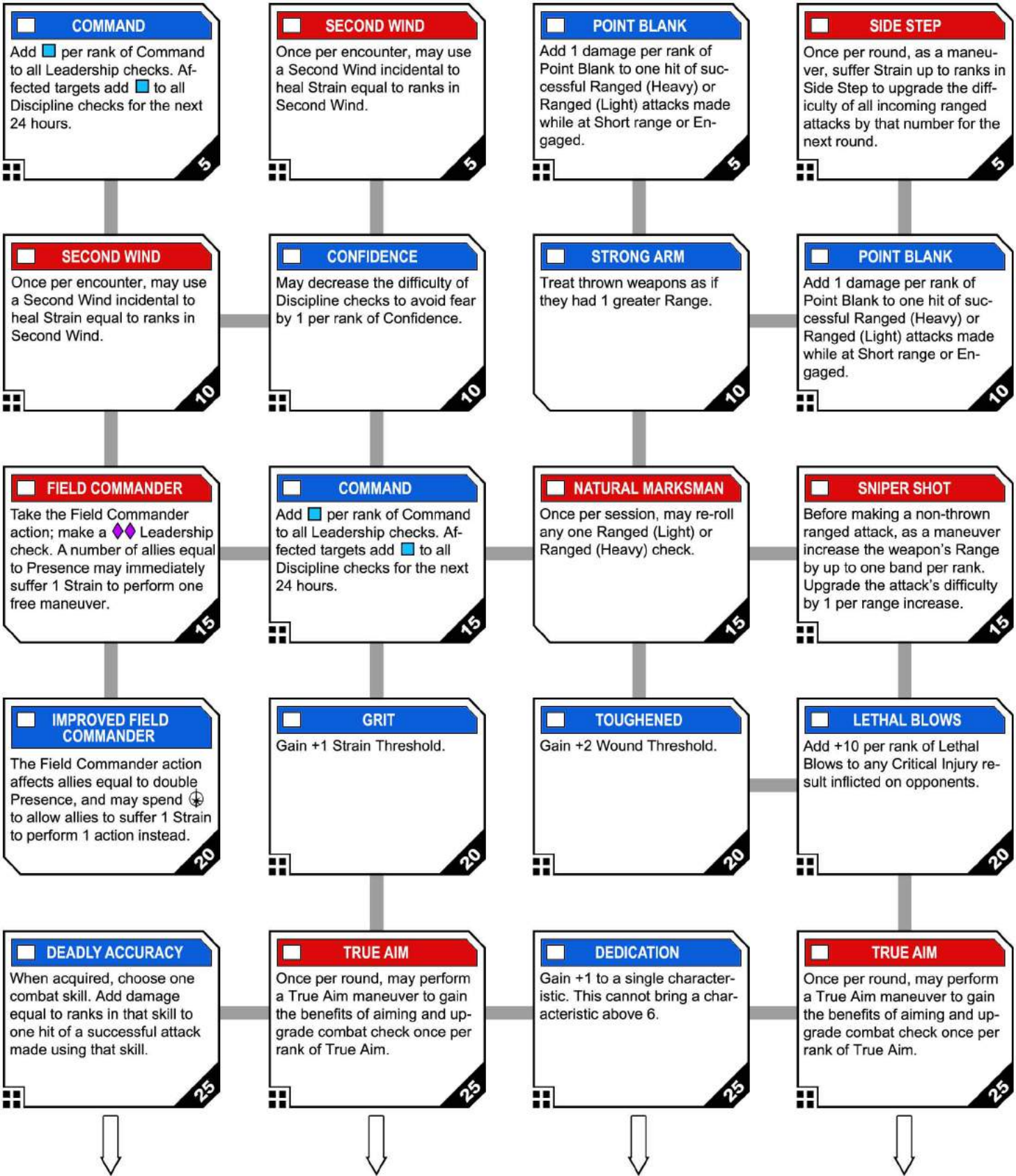
ACTIVE TALENT

RANKED TALENT

TALENT COST

FORCE TALENT

CONFLICT TALENT



SIGNATURE ABILITY _____

SMUGGLER

NARROW ESCAPE

Once per game session, the character may spend two Destiny Points to make a **Streetwise** check. If successful, the character is immediately able to flee from the current personal scale combat encounter unscathed. The challenge is not overcome or defeated, but the character is able to evade the hazard or threat for the time being. The exact nature of what the character is trying to accomplish, as well as the end results, must be approved by the GM, but be suitably creative or daring.

- REDUCE SETBACK**
Remove **1** from skill check to activate Narrow Escape. **10**
- INCREASE EFFECT**
Affect an additional number of allied characters equal to Cunning. **10**
- ADD BOOST**
Add **1** to skill check to activate Narrow Escape. **10**
- CHANGE SCALE**
Narrow Escape can be activated in a vehicle, using the Piloting (Planetary) or Piloting (Space) skill rather than Streetwise. **10**
- REDUCE DIFFICULTY**
Reduce the difficulty of the skill check to activate Narrow Escape to **2**. **15**
- INCREASE EFFECT**
Affect an additional number of allied characters equal to Cunning. **15**
- CHANGE SKILL**
Narrow Escape can be activated during social encounters instead, using the Deception skill rather than Streetwise. **15**
- DESTINY**
Narrow Escape costs one Destiny Point instead of two. **15**

UNMATCHED FORTUNE

Once per game session as an incidental, the character may spend two Destiny Points to change the face of one positive die in the character's dice pool to another face adjacent to it. An adjacent face is in any die face sharing an edge - not a point - with the rolled face. Unmatched Fortune cannot be used on a **0**.

- FREQUENCY**
Unmatched Fortune may be used one additional time each game session. **10**
- INCREASE NUMBER**
Unmatched Fortune affects one additional die. **10**
- SHARED LUCK**
Unmatched Fortune can also be used on the dice pool of a willing ally within Short range. **10**
- INCREASE NUMBER**
Unmatched Fortune affects one additional die. **10**
- DESTINY**
Unmatched Fortune costs one Destiny Point instead of two. **15**
- INCREASE EFFECT**
Unmatched Fortune can also be used on negative dice in the character's pool. **15**
- INCREASE RANGE**
Increase the maximum range at which Unmatched Fortune can affect willing allies by 1. **15**
- FREQUENCY**
Unmatched Fortune may be used one additional time each game session. **15**

CHARACTER NAME _____

CHARMER - SMUGGLER

CAREER SKILLS: CHARM, COOL, LEADERSHIP, NEGOTIATION

PASSIVE TALENT

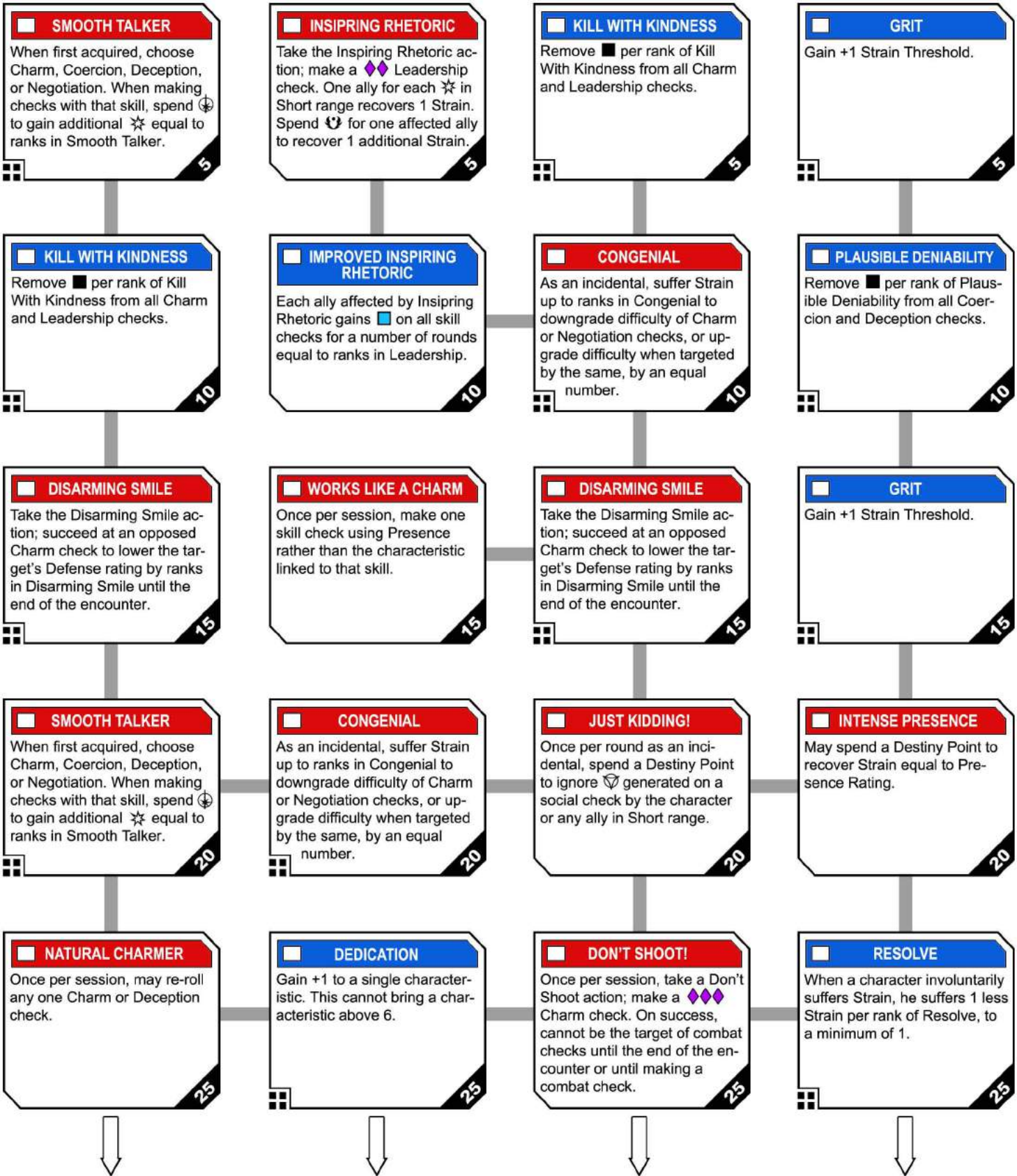
ACTIVE TALENT

RANKED TALENT

TALENT COST

FORCE TALENT

CONFLICT TALENT



SIGNATURE ABILITY _____

CHARACTER NAME _____

GAMBLER - SMUGGLER

CAREER SKILLS: COMPUTERS, COOL, DECEPTION, SKULDUGGERY

PASSIVE TALENT

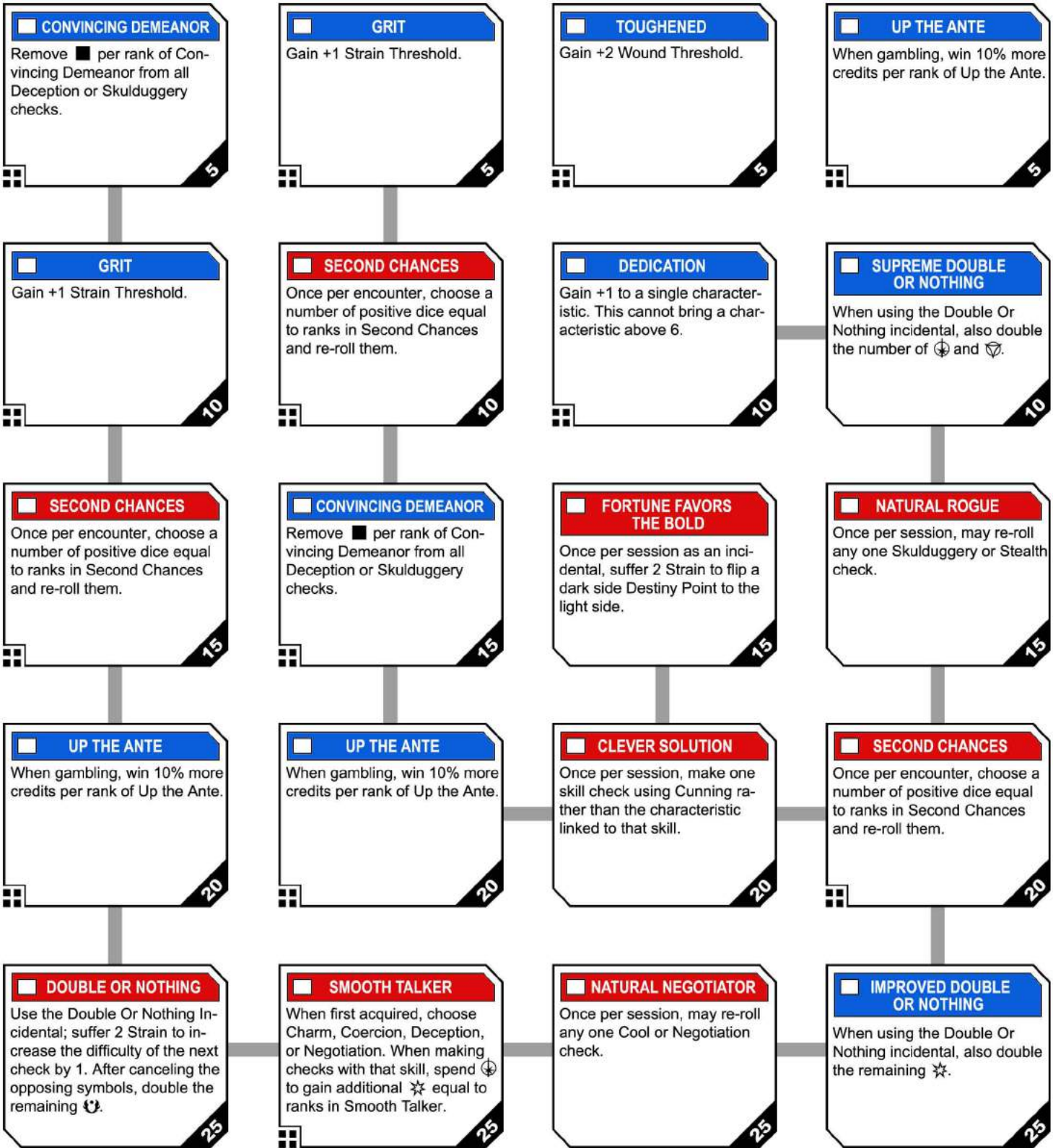
ACTIVE TALENT

RANKED TALENT

TALENT COST

FORCE TALENT

CONFLICT TALENT



SIGNATURE ABILITY _____

CHARACTER NAME _____

GUNSLINGER - SMUGGLER

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

PASSIVE TALENT  ACTIVE TALENT 

RANKED TALENT  TALENT COST 


FORCE TALENT  CONFLICT TALENT 



GRIT

Gain +1 Strain Threshold.


 



QUICK STRIKE

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



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  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.

SIGNATURE ABILITY _____



CHARACTER NAME _____

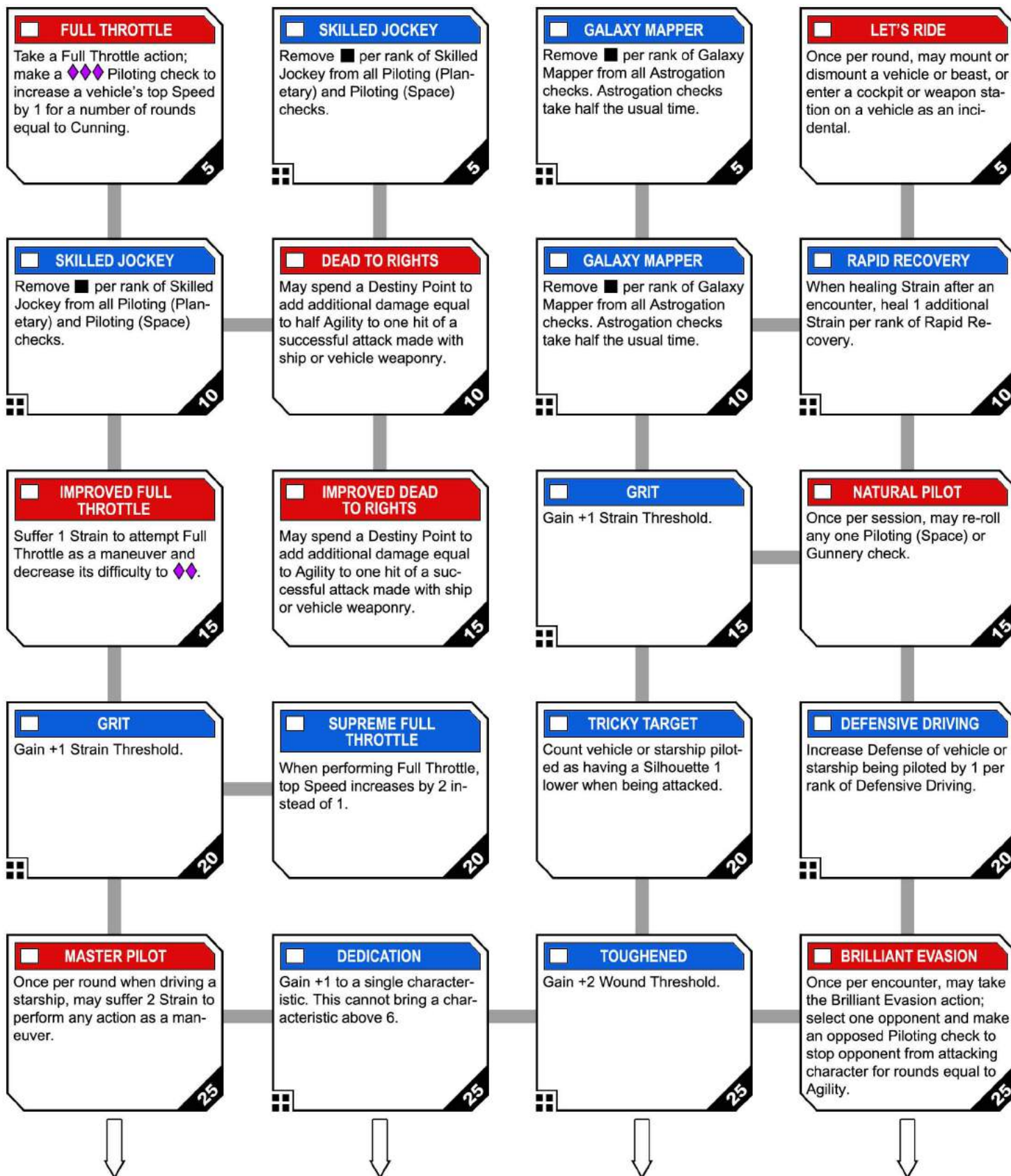
PILOT - SMUGGLER

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

PASSIVE TALENT  ACTIVE TALENT 

RANKED TALENT  TALENT COST 

FORCE TALENT  CONFLICT TALENT 



SIGNATURE ABILITY _____

CHARACTER NAME _____

SCOUNDREL - SMUGGLER

CAREER SKILLS: CHARM, COOL, DECEPTION, RANGED (LIGHT)

PASSIVE TALENT

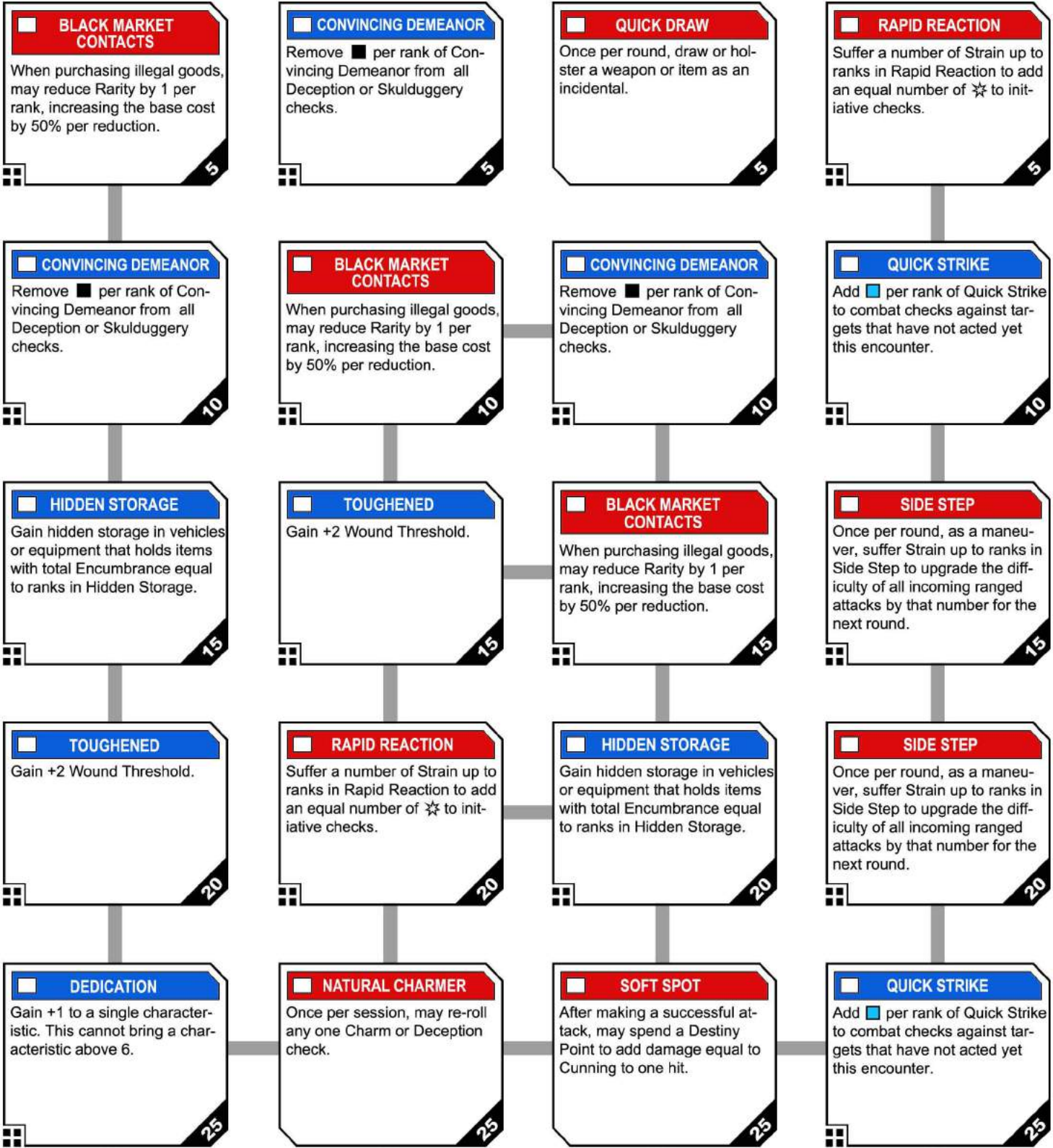
ACTIVE TALENT

RANKED TALENT

TALENT COST

FORCE TALENT

CONFLICT TALENT



SIGNATURE ABILITY _____

CHARACTER NAME _____

THIEF - SMUGGLER

CAREER SKILLS: COMPUTERS, SKULDUGGERY, STEALTH, VIGILANCE

PASSIVE TALENT

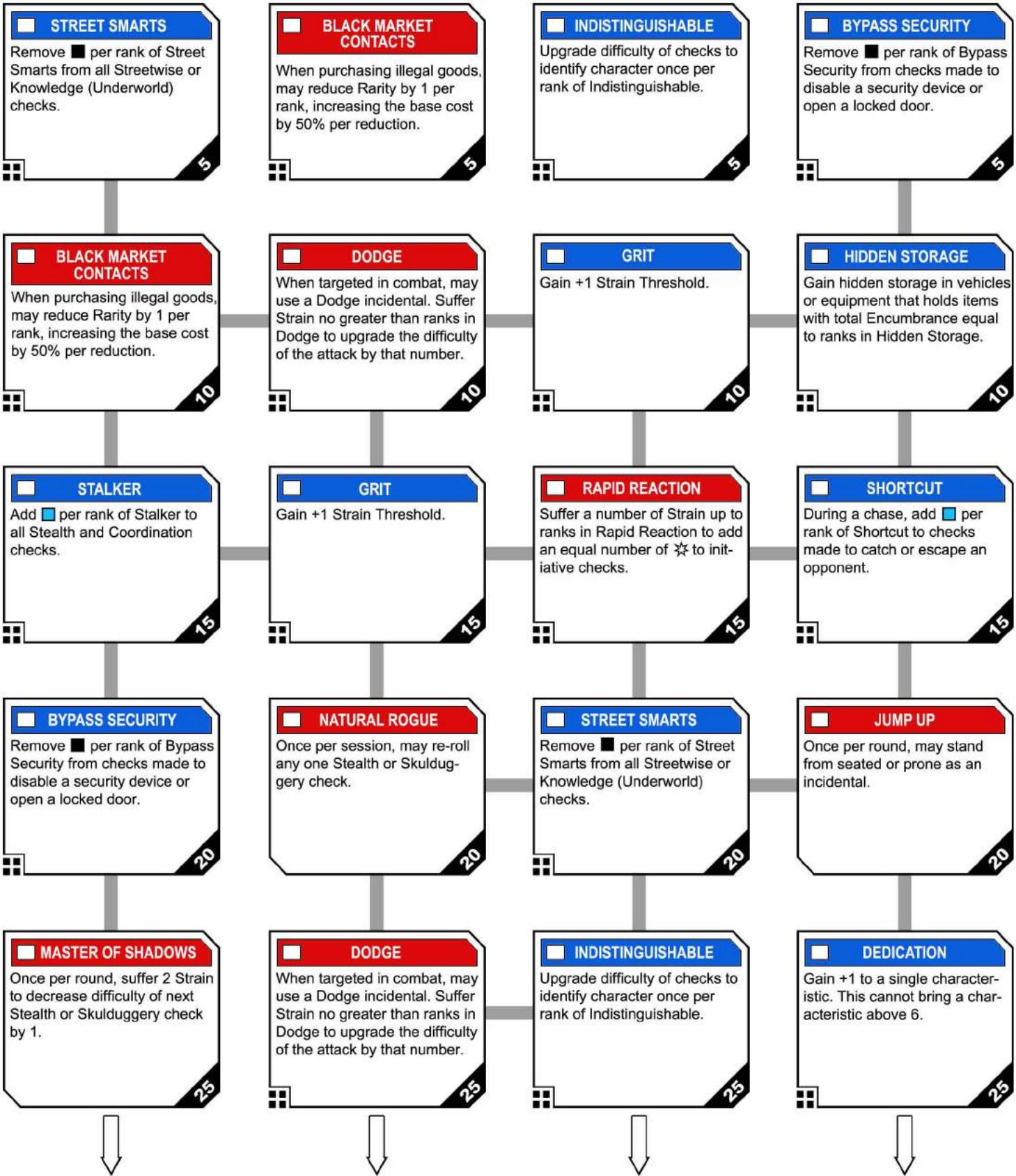
ACTIVE TALENT

RANKED TALENT

TALENT COST

FORCE TALENT

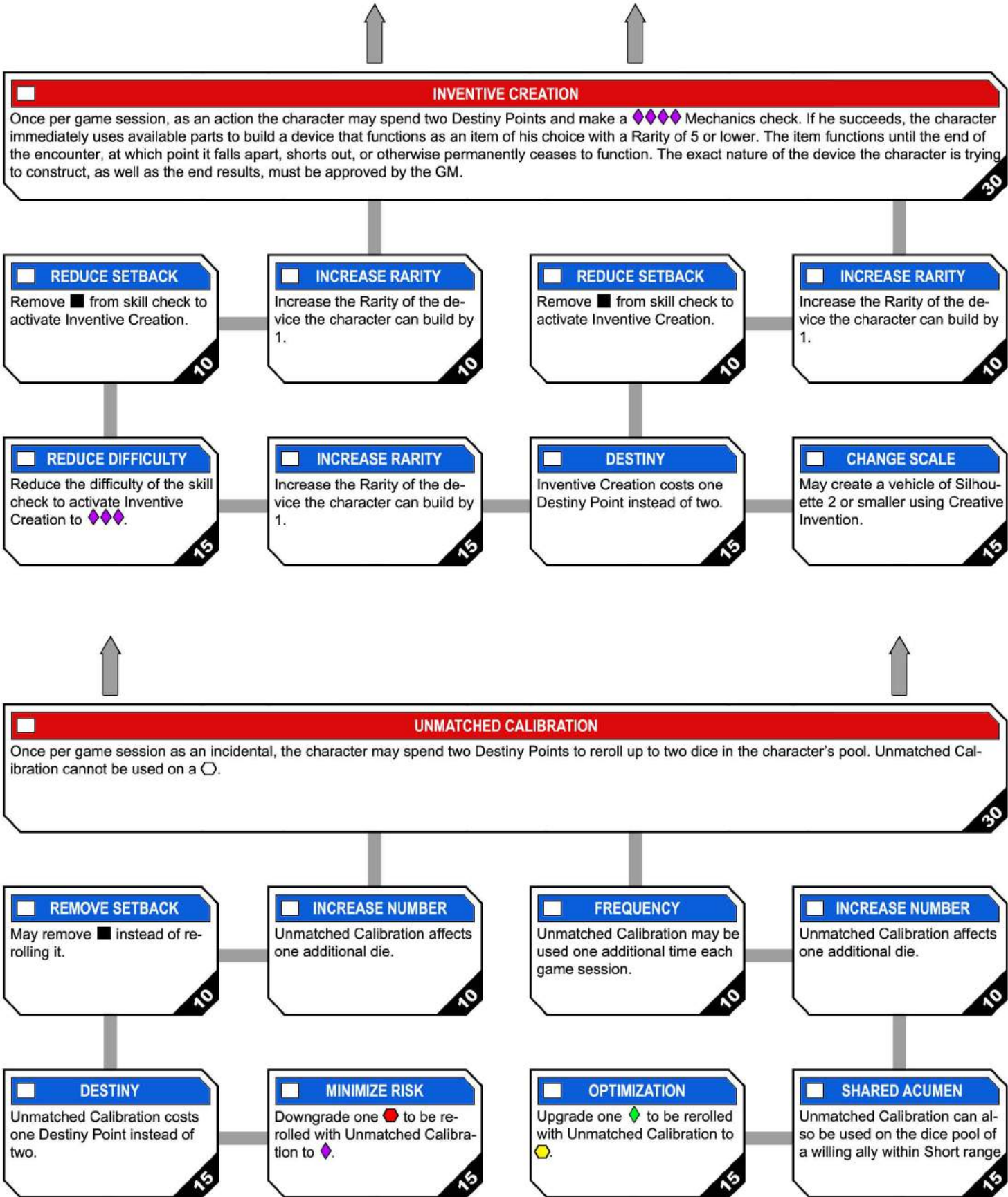
CONFLICT TALENT



SIGNATURE ABILITY _____

TECHNICIAN

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



CHARACTER NAME _____

CYBER TECH - TECHNICIAN

CAREER SKILLS: ATHLETICS, MECHANICS, MEDICINE, VIGILANCE

PASSIVE TALENT

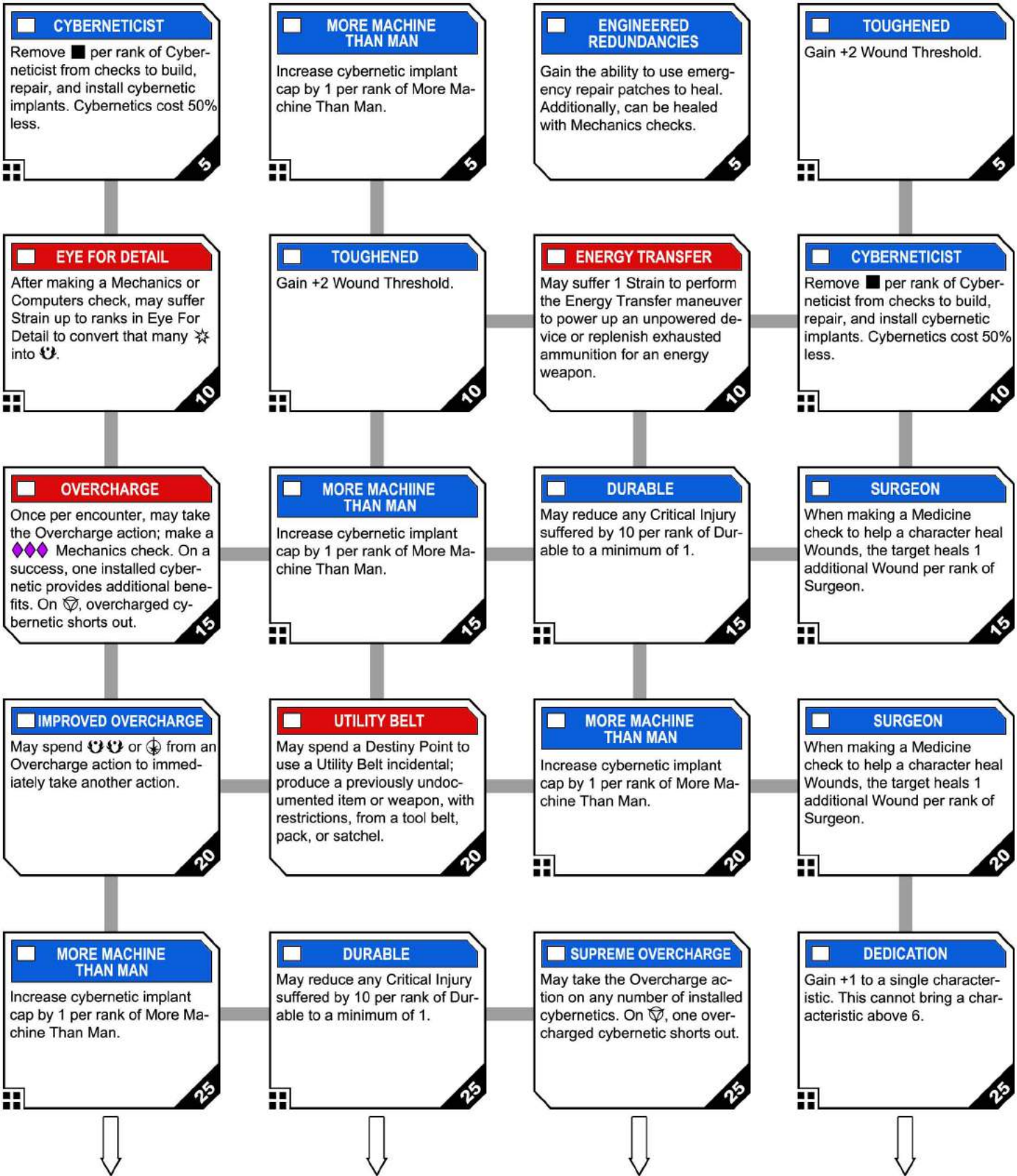
ACTIVE TALENT

RANKED TALENT

TALENT COST

FORCE TALENT

CONFLICT TALENT



CHARACTER NAME _____

DROID TECH - TECHNICIAN

CAREER SKILLS: COMPUTERS, COOL, LEADERSHIP, MECHANICS

PASSIVE TALENT

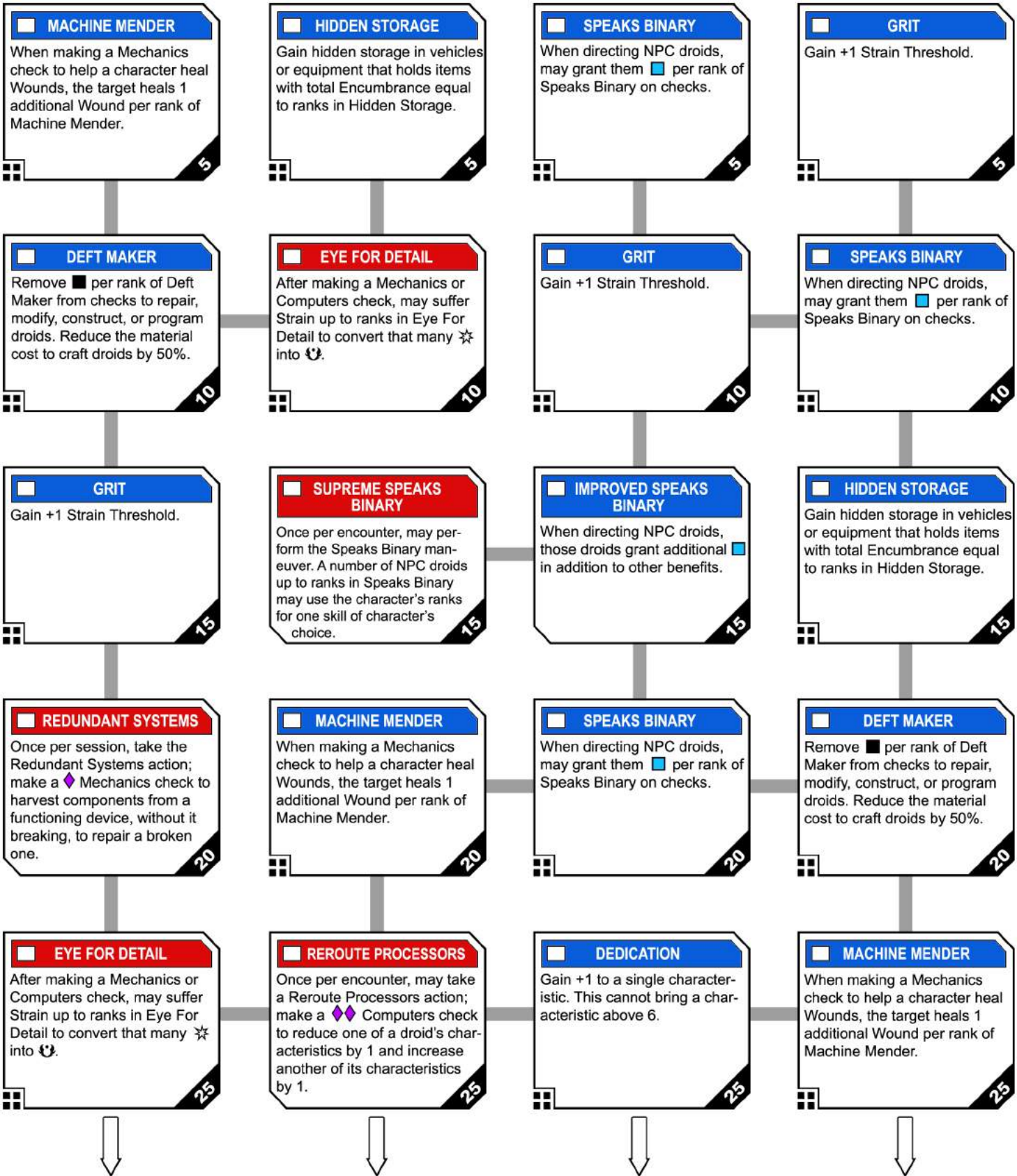
ACTIVE TALENT

RANKED TALENT

TALENT COST

FORCE TALENT

CONFLICT TALENT



SIGNATURE ABILITY _____

CHARACTER NAME _____

MECHANIC - TECHNICIAN

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

PASSIVE TALENT

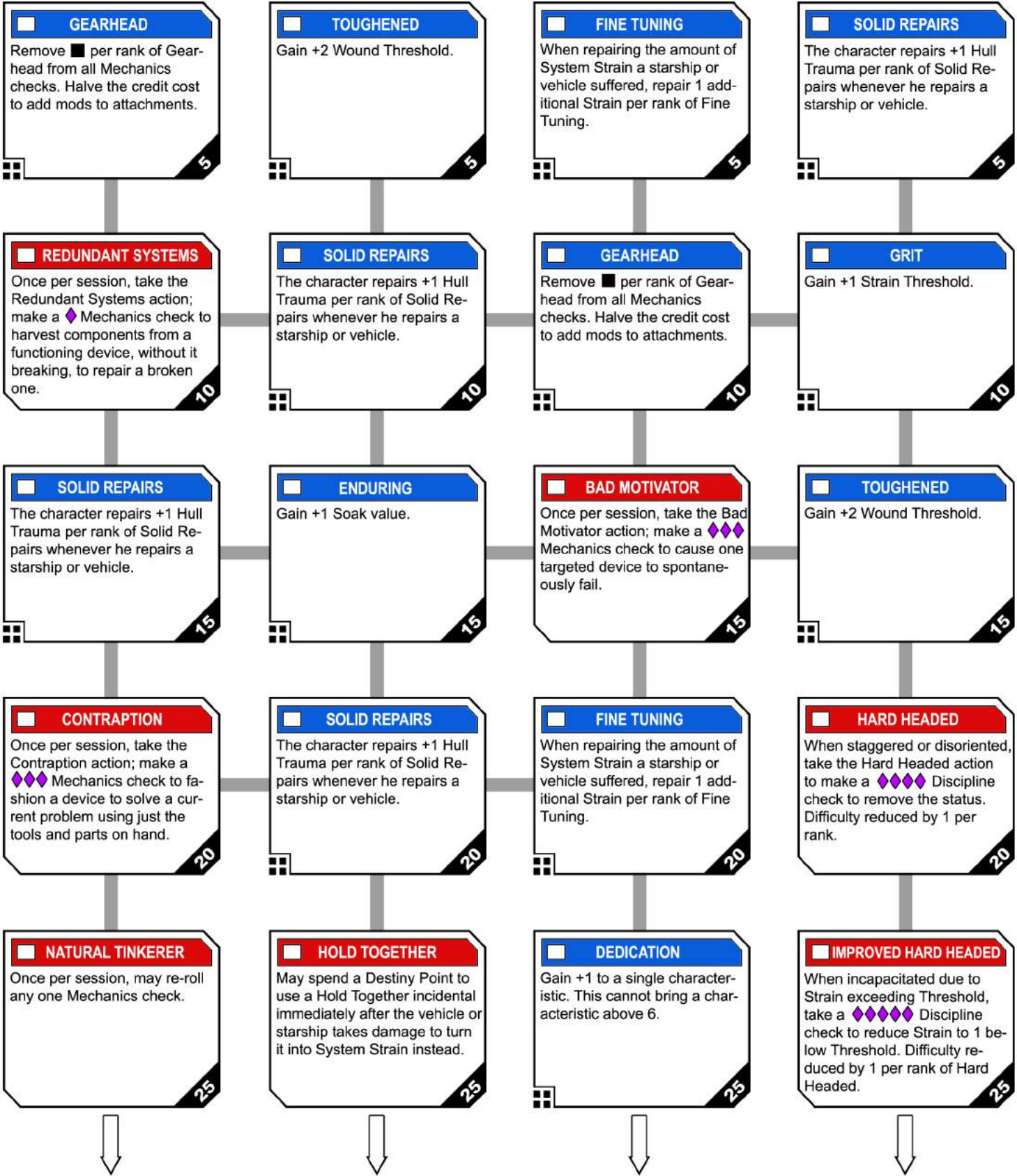
ACTIVE TALENT

RANKED TALENT

TALENT COST

FORCE TALENT

CONFLICT TALENT



SIGNATURE ABILITY _____

CHARACTER NAME _____

MODDER - TECHNICIAN

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

PASSIVE TALENT

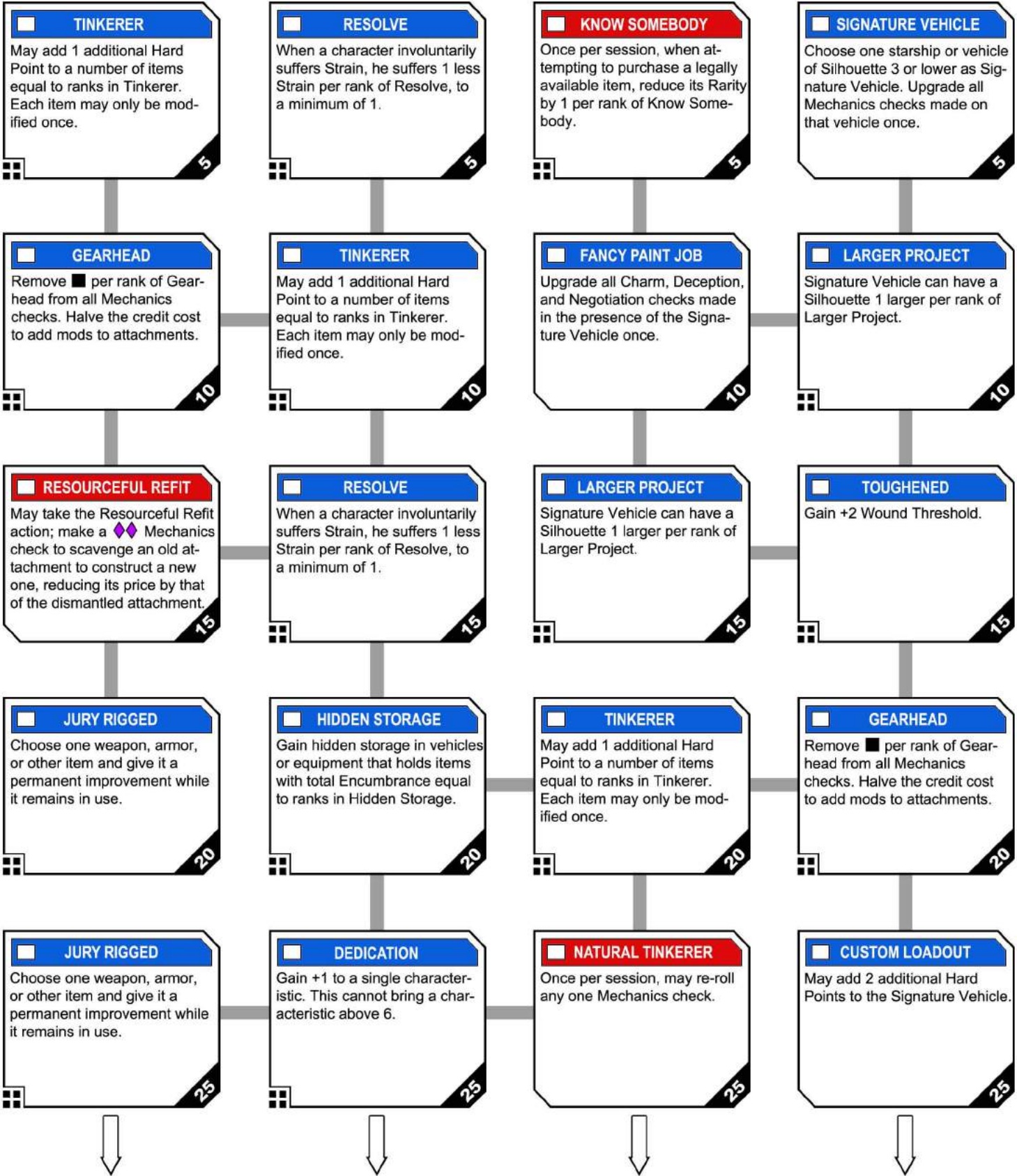
ACTIVE TALENT

RANKED TALENT

TALENT COST

FORCE TALENT

CONFLICT TALENT



SIGNATURE ABILITY _____

CHARACTER NAME _____

OUTLAW TECH - TECHNICIAN

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

PASSIVE TALENT

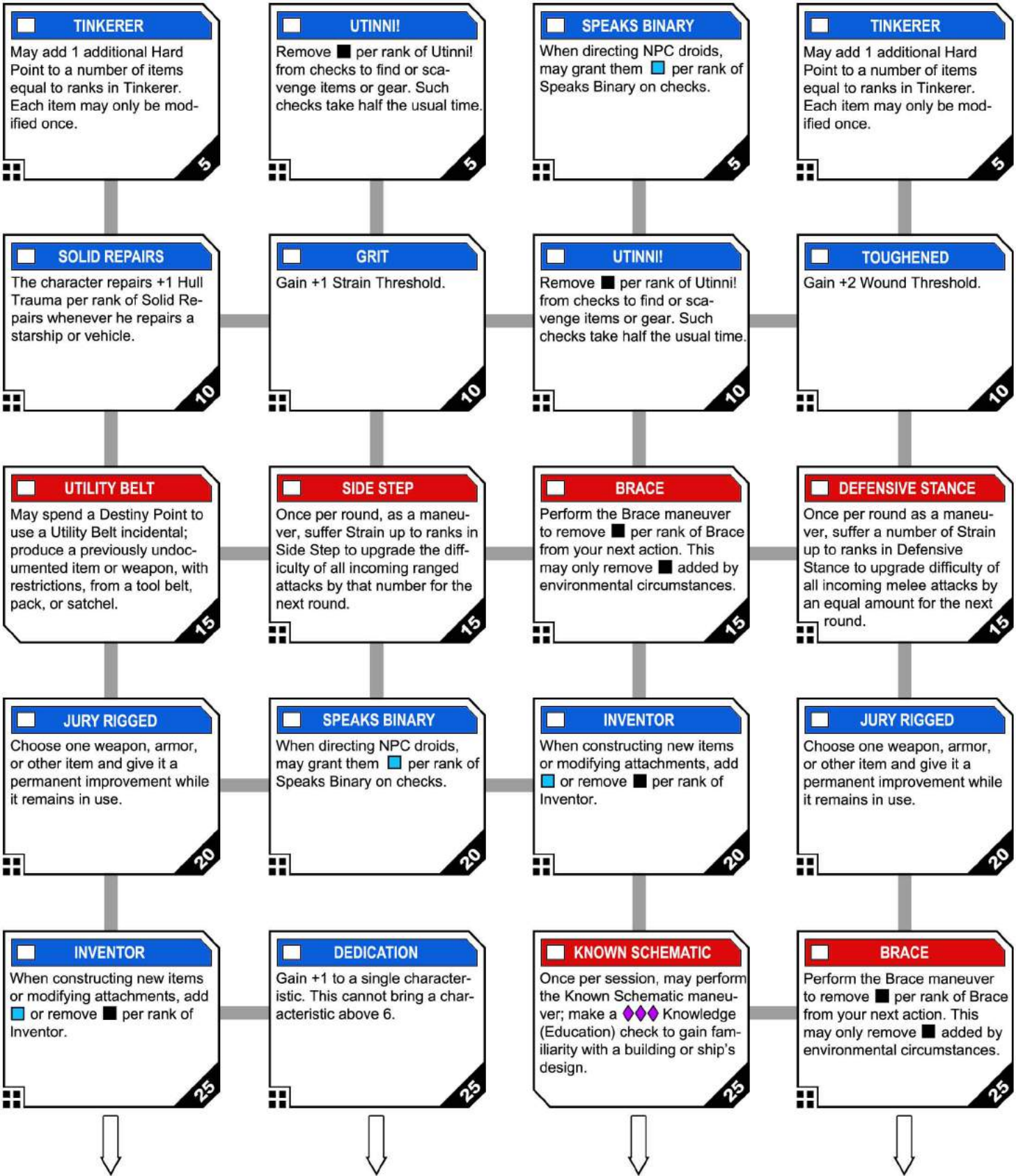
ACTIVE TALENT

RANKED TALENT

TALENT COST

FORCE TALENT

CONFLICT TALENT



SIGNATURE ABILITY _____

CHARACTER NAME _____

SLICER - TECHNICIAN

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

PASSIVE TALENT

ACTIVE TALENT

RANKED TALENT

TALENT COST

FORCE TALENT

CONFLICT TALENT

