



Bonus Career Skills: Computers, Cool, Mechanics, Melee

DESIGN FLAW

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

COST 5**SPEAKS BINARY**

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

COST 5**GRIT**

Gain +1 strain threshold.




COST 5**TOUGHENED**

Gain +2 wound threshold.

COST 5**HIDDEN STORAGE**

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


COST 10**COMBAT PROGRAMMING**

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


COST 10**REPAIR PATCH SPECIALIZATION**

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

COST 10**GEARHEAD**

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

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
COST 15**MACHINE MENDER**

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


COST 15**HIDDEN STORAGE**

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




COST 15**SPEAKS BINARY**

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

COST 15**DESIGN FLAW**

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

COST 20**DESPERATE REPAIRS**

Once per session may make a Hard () Mechanics check on one engaged allied droid. If successful, the droid becomes immobilized and staggered for 1 round, then heals all strain and one Critical Injury with a severity rating no greater than Hard.

COST 20**MACHINE MENDER**

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


COST 20**GRIT**

Gain +1 strain threshold.



COST 20**REPAIR PATCH SPECIALIZATION**

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

COST 25**MASTER ARTISAN**

Once per round, may take the Master Artisan incidental; suffer 2 strain to decrease the difficulty of next Mechanics check by 1, to a minimum of Easy (.

COST 25**REROUTE PROCESSORS**

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

COST 25**DEDICATION**

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

COST 25*SIGNATURE ABILITY*

Mechanic Bonus Career Skills: **Brawl, Mechanics, Piloting (Space), Skulduggery****GEARHEAD**

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

COST 5**TOUGHENED**

Gain +2 wound threshold.

COST 5**FINE TUNING**

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

COST 5**SOLID REPAIRS**

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

COST 5**REDUNDANT SYSTEMS**

Once per session, may take a Redundant Systems action; make an Easy (◆) Mechanics check to harvest components from a functioning device to repair a broken one without breaking the first device.

COST 10**SOLID REPAIRS**

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

COST 10**GEARHEAD**

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

COST 10**GRIT**

Gain +1 strain threshold.

COST 10**SOLID REPAIRS**

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

COST 15**ENDURING**

Gain +1 soak value.

COST 15**BAD MOTIVATOR**

Once per session, may take a Bad Motivator action; make a Hard (◆◆◆) Mechanics check to cause one targeted device to spontaneously fail.

COST 15**TOUGHENED**

Gain +2 wound threshold.

COST 15**CONTRAPTION**

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

COST 20**SOLID REPAIRS**

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

COST 20**FINE TUNING**

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

COST 20**HARD HEADED**

When staggered or disoriented, perform the Hard Headed action; make a Daunting (◆◆◆◆) Discipline check to remove status. Difficulty reduced per rank of Hard Headed.

COST 20**NATURAL TINKERER**

Once per session, may re-roll any 1 Mechanics check.

COST 25**HOLD TOGETHER**

Spend 1 Destiny Point to perform a Hold Together incidental immediately after vehicle or starship takes damage to turn it into system strain.

COST 25**DEDICATION**

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

COST 25**IMPROVED HARD HEADED**

When incapacitated due to strain exceeding threshold, may take a more difficult Hard Headed action to reduce strain to 1 below threshold.

COST 25*SIGNATURE ABILITY*

Saboteur Bonus Career Skills: **Coordination, Mechanics, Skulduggery, Stealth****RESOLVE**

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

COST 5**SECOND WIND**

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

COST 5**GRIT**

Gain +1 strain threshold.

COST 5**RAPID RECOVERY**

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

COST 5**GRIT**

Gain +1 strain threshold.

COST 10**POWERFUL BLAST**

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

COST 10**TOUGHENED**

Gain +2 wound threshold.

COST 10**SECOND WIND**

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

COST 10**TIME TO GO**

The character may spend 1 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.

COST 15**RAPID RECOVERY**

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

COST 15**RESOLVE**

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

COST 15**HARD HEADED**

When staggered or disoriented, perform the Hard Headed action; make a Daunting (◆◆◆◆) Discipline check to remove status. Difficulty reduced per rank of Hard Headed.

COST 15**IMPROVED TIME TO GO**

When activating Time to Go, allow 1 engaged ally to also perform an out of turn Move maneuver as an incidental to attempt to move into cover or out of the blast range of a weapon or explosion.

COST 20**POWERFUL BLAST**

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

COST 20**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.

COST 20**TOUGHENED**

Gain +2 wound threshold.

COST 20**DEDICATION**

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

COST 25**MASTER GRENADE**

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

COST 25**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.

COST 25**IMPROVED HARD HEADED**

When incapacitated due to strain exceeding threshold, may take a more difficult Hard Headed action to reduce strain to 1 below threshold.

COST 25*SIGNATURE ABILITY*

Bonus Career Skills: Athletics, Knowledge (Warfare), Mechanics, Survival

CONSTRUCTION SPECIALIST

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

COST 5

TOUGHENED

Gain +2 wound threshold.

COST 5

DURABLE

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

COST 5

GRIT

Gain +1 strain threshold.

COST 5

KNOW SCHEMATIC

Once per session, may perform the Know Schematic maneuver; make a Hard (◆◆◆) Knowledge (Education) check. Success grants familiarity with a building or ship's design.

COST 10

CONTRAPTION

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

COST 10

CONSTRUCTION SPECIALIST

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

COST 10

POWERFUL BLAST

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

COST 10

GRIT

Gain +1 strain threshold.

COST 15

DURABLE

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

COST 15

IMPROVISED DEFENSES

May make an Average (◆◆) Survival check to fashion small defenses. It provides cover for up to 4 characters for the rest of the encounter.

COST 15

POWERFUL BLAST

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

COST 15

UTILITY BELT

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

COST 20

STRONG ARM

Treat thrown weapons as if they had 1 greater range.

COST 20

IMPROVISED DETONATION

Once per session, make a Hard (◆◆◆) Mechanics check to perform the Improvised Detonation action and build an explosive device, dealing damage equal to ranks in Intellect + ranks in Mechanics + ✨.

COST 20

MASTER GRENADEIER

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

COST 20

WEAK FOUNDATION

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

COST 25

DEDICATION

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

COST 25

IMPROVISED POSITION

The character may make a Hard (◆◆◆) Mechanics check to construct a secure position. This provides cover for the group and its vehicles.

COST 25

MASTER DEMOLITIONIST

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

COST 25

SIGNATURE ABILITY



Scientist Bonus Career Skills: **Computers, Knowledge (Education), Knowledge (Lore), Medicine**

KNOWLEDGE SPECIALIZATION

When acquired, choose 1 Knowledge skill. When making that skill check, may spend 1 result to gain additional successes equal to ranks in Knowledge Specialization.

COST 5**RESPECTED SCHOLAR**

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

COST 5**RESEARCHER**

Removes 1 per rank of Researcher from all Knowledge checks. Researching a subject takes half the time.

COST 5**SPEAKS BINARY**

When directing NPC droids, may grant them 1 per rank of Speaks Binary on checks.

COST 5**RESEARCHER**

Removes 1 per rank of Researcher from all Knowledge checks. Researching a subject takes half the time.

COST 10**KNOWLEDGE SPECIALIZATION**

When acquired, choose 1 Knowledge skill. When making that skill check, may spend 1 result to gain additional successes equal to ranks in Knowledge Specialization.

COST 10**HIDDEN STORAGE**

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

COST 10**TINKERER**

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

COST 10**RESPECTED SCHOLAR**

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

COST 15**MENTAL FORTRESS**

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

COST 15**SPEAKS BINARY**

When directing NPC droids, may grant them 1 per rank of Speaks Binary on checks.

COST 15**INVENTOR**

When constructing new items or modifying attachments, add 1 or remove 1 per rank of Inventor.

COST 15**NATURAL SCHOLAR**

Once per session, may re-roll any 1 Knowledge skill check.

COST 20**STROKE OF GENIUS**

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

COST 20**INVENTOR**

When constructing new items or modifying attachments, add 1 or remove 1 per rank of Inventor.

COST 20**TINKERER**

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

COST 20**INTENSE FOCUS**

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

COST 25**CAREFUL PLANNING**

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

COST 25**DEDICATION**

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

COST 25**UTILITY BELT**

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

COST 25*SIGNATURE ABILITY*

Bonus Career Skills: Gunner, Knowledge (Education), Mechanics, Piloting (Space)

DOCKYARD EXPERTISE

May make an Average (◆◆) Knowledge (Education) check when at a space dock. If successful, the cost and time for repairs is reduced by 25% per rank of Dockyard Expertise.

COST 5**EYE FOR DETAIL**

After making a Mechanics of Computers check, may suffer strain up to ranks in Eye for Detail to convert that many ☆ to ☹.

COST 5**GRIT**

Gain +1 strain threshold.

COST 5**CREATIVE DESIGN**

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

COST 5**SOLID REPAIRS**

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

COST 10**FINE TUNING**

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

COST 10**EYE FOR DETAIL**

After making a Mechanics of Computers check, may suffer strain up to ranks in Eye for Detail to convert that many ☆ to ☹.

COST 10**DEBILITATING SHOT**

Upon Successful attack with a starship or vehicle weapon, may spend ☹☹ to reduce the maximum speed of the target by 1 until the end of the next round.

COST 10**KNOW SCHEMATIC**

Once per session, may perform the Know Schematic maneuver; make a Hard (◆◆◆) Knowledge (Education) check. Success grants familiarity with a building or ship's design.

COST 15**DOCKYARD EXPERTISE**

May make an Average (◆◆) Knowledge (Education) check when at a space dock. If successful, the cost and time for repairs is reduced by 25% per rank of Dockyard Expertise.

COST 15**SMART HANDLING**

Once per session, take the 'Smart Handling action' making a Hard (◆◆◆) Knowledge (Education) check. Until start of the next round the ships handling increase by 2 plus an amount equal to ☹ scored on the check to a maximum of handling +4.

COST 15**CREATIVE DESIGN**

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

COST 15**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 on ☆.

COST 20**PUSH THE SPECS**

Perform the Push the Specs action when in a starship or vehicle, making an Average (◆◆) Knowledge (Education) check. With success, the ship's top speed increases by 1 for a number of rounds equal to the character's Intellect.

COST 20**SOLID REPAIRS**

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

COST 20**CREATIVE DESIGN**

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

COST 20**DEDICATION**

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

COST 25**MASTER ARTISAN**

Once per round, may take the Master Artisan incidental; suffer 2 strain to decrease the difficulty of next Mechanics check by 1, to a minimum of Easy (◆).

COST 25**STROKE OF GENIUS**

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

COST 25**EXHAUST PORT**

Before attacking a starship or vehicle, the character may spend 1 Destiny Point to ignore the effects of the Massive rule for the attack.

COST 25*SIGNATURE ABILITY*

SIGNATURE ABILITY

ATTACHED TO

THE HARDER THEY FALL BASE ABILITY

Once per game session as an incidental, the character may spend 2 Destiny Points and make a Hard (◆◆◆) Mechanics check. If successful, for the remainder of the encounter, combat checks the character makes against vehicles, structures, or droids that inflict wounds or hull trauma automatically inflict a Critical Injury or Critical Hit (depending on the target). ☹ or ☹ can be spent to trigger the attack's critical rating additional times, adding +10 to the critical roll as usual.

COST 30**INCREASE NUMBER**

The effects of The Harder They Fall extend to a number of allies within medium range equal to ranks in Increase Number.

COST 10**CHANGE SKILL**

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

COST 10**INCREASE NUMBER**

The effects of The Harder They Fall extend to a number of allies within medium range equal to ranks in Increase Number.

COST 10**IGNORE DEFENSES**

While The Harder They Fall is active, combat checks that the character makes ignore one point of defense rating per Ignore Defenses.

COST 10**IGNORE DEFENSES**

While The Harder They Fall is active, combat checks that the character makes ignore one point of defense rating per Ignore Defenses.

COST 15**DESTINY**

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

COST 15**REDUCE DIFFICULTY**

The difficulty of the skill check to activate The Harder They Fall is Average (◆◆) instead of Hard (◆◆◆).

COST 15**FREQUENCY**

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

COST 15

SIGNATURE ABILITY

ATTACHED TO

UNMATCHED INGENUITY BASE ABILITY

Once per game session as an action, the character may spend 2 Destiny Points and make a Hard (◆◆◆) Mechanics check. If successful, he can add one item quality (except Breach or Concussive) to a weapon or item he is holding or operating. If applicable, the item quality has a rating of 1. The character may spend Ⓢ to add one additional quality to the same item, and Ⓢ to increase an item qualities rating by 1. This alteration lasts for 2 rounds or ten minutes of narrative time.

COST 30**ADD BOOST**

When making the skill check to activate Unmatched Ingenuity, the character adds ■ per Add Boost upgrade.

COST 10**DURATION**

The alteration from using Unmatched Ingenuity lasts for 1 additional round per Duration upgrade.

COST 10**ADD BOOST**

When making the skill check to activate Unmatched Ingenuity, the character adds ■ per Add Boost upgrade.

COST 10**DURATION**

The alteration from using Unmatched Ingenuity lasts for 1 additional round per Duration upgrade.

COST 10**QUALITY**

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

COST 15**DESTINY**

To activate Unmatched Ingenuity, the character needs to spend only 1 Destiny Point instead of the normal 2 Destiny Points.

COST 15**REDUCE DIFFICULTY**

The difficulty of the skill check to activate Unmatched Ingenuity is Average (◆◆) instead of Hard (◆◆◆).

COST 15**QUALITY**

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

COST 15