



Bonus Career Skills: Charm, Cool, Leadership, Negotiation

SMOOTH TALKER

When first acquired, choose 1 skill; Charm, Coercion, Deception, or Negotiation. When making checks with that skill, spend ☉ to gain additional ✨ equal to ranks in Smooth Talker.

COST 5**INSPIRING RHETORIC**

Take the Inspiring Rhetoric action: make an Average (◆◆) Leadership check. Each ✨ causes 1 ally in close range to recover 1 strain. Spend ☉ to cause 1 affected ally to recover 1 additional strain.

COST 5**KILL WITH KINDNESS**

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

COST 5**GRIT**

Gain +1 strain threshold.

COST 5**KILL WITH KINDNESS**

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

COST 10**IMPROVED INSPIRING RHETORIC**

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

COST 10**CONGENIAL**

May suffer a number of strain to downgrade difficulty of Charm or Negotiation checks or upgrade difficulty when targeted by Charm or Negotiation checks, by an equal number. Strain suffered this way cannot exceed ranks in Congenial.

COST 10**PLAUSIBLE DENIABILITY**

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

COST 10**DISARMING SMILE**

Take the Disarming Smile action; succeed at an opposed Charm check to lower all defenses of a target by ranks in Disarming Smile until the end of encounter.

COST 15**WORKS LIKE A CHARM**

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

COST 15**DISARMING SMILE**

Take the Disarming Smile action; succeed at an opposed Charm check to lower all defenses of a target by ranks in Disarming Smile until the end of encounter.

COST 15**GRIT**

Gain +1 strain threshold.

COST 15**SMOOTH TALKER**

When first acquired, choose 1 skill; Charm, Coercion, Deception, or Negotiation. When making checks with that skill, spend ☉ to gain additional ✨ equal to ranks in Smooth Talker.

COST 20**CONGENIAL**

May suffer a number of strain to downgrade difficulty of Charm or Negotiation checks or upgrade difficulty when targeted by Charm or Negotiation checks, by an equal number. Strain suffered this way cannot exceed ranks in Congenial.

COST 20**JUST KIDDING**

Once per round as an incidental, spend 1 Destiny Point to ignore ☉ generated on a social check by the character or any ally in short range.

COST 20**INTENSE PRESENCE**

Spend 1 Destiny Point to recover strain equal to Presence rating.

COST 20**NATURAL CHARMER**

Once per session, may re-roll any 1 Charm or Deception check.

COST 25**DEDICATION**

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

COST 25**DON'T SHOOT!**

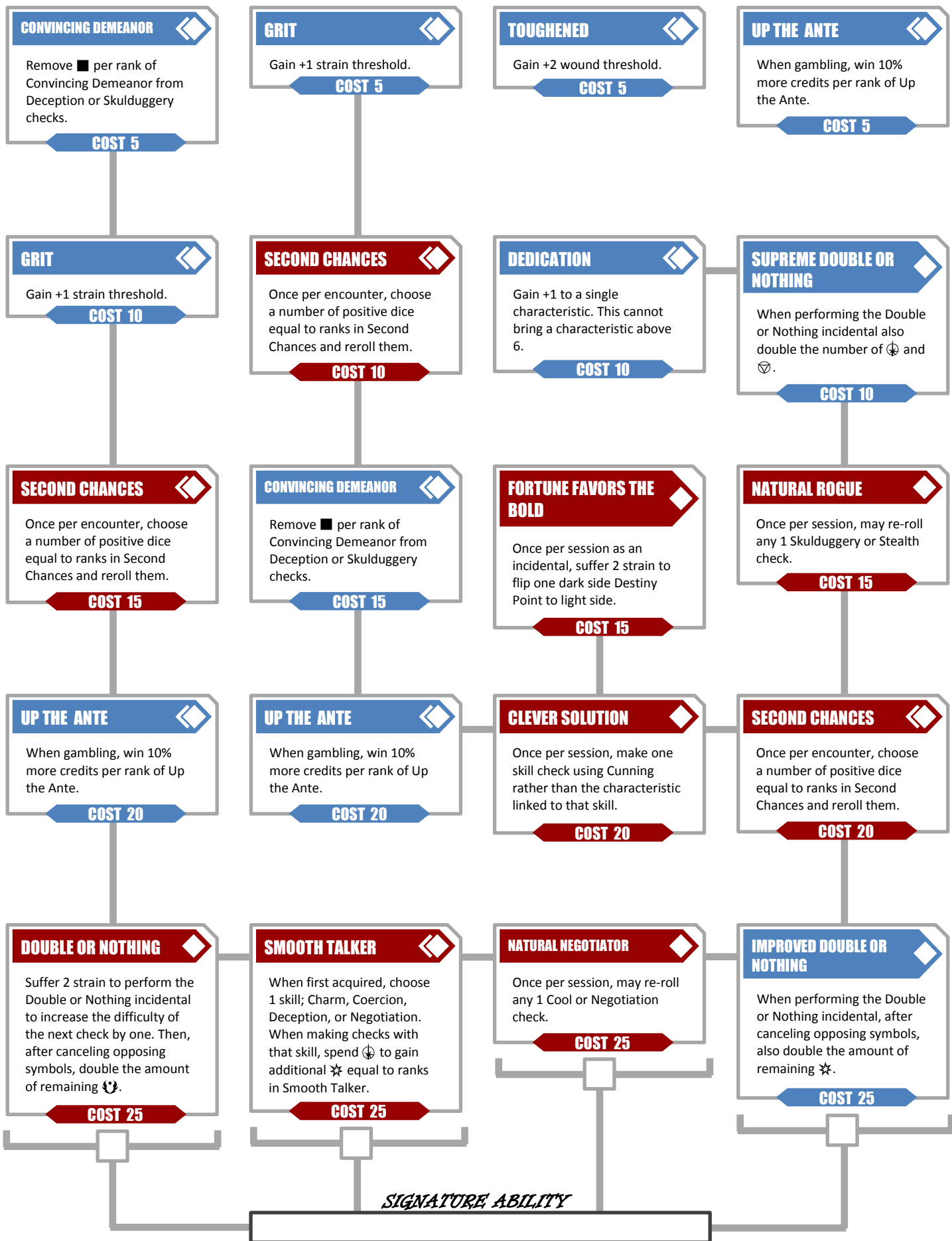
Once per session as an action, make a Hard (◆◆◆) charm check. On success, cannot be the target of combat checks until the end of the encounter or until making a combat check.

COST 25**RESOLVE**

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

COST 25*SIGNATURE ABILITY*

Bonus Career Skills: Computers, Cool, Deception, Skulduggery





Bonus Career Skills: Coercion, Cool, Knowledge (Outer Rim), Ranged (Light)

GRIT

Gain +1 strain threshold.

COST 5

QUICK STRIKE

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

COST 5

RAPID REACTION

Suffer a number of strain to add an equal number of ✨ to initiative checks. Strain suffered cannot exceed ranks in Rapid Reaction.

COST 5

QUICK DRAW

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

COST 5

LETHAL BLOWS

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

COST 10

GRIT

Gain +1 strain threshold.

COST 10

QUICK STRIKE

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

COST 10

IMPROVED QUICK DRAW

May use Quick Draw twice per round.

COST 10

TOUGHENED

Gain +2 wound threshold.

COST 15

CALL 'EM

Do not add ■ to combat checks due to the use of the Aim maneuver.

COST 15

DODGE

When targeted by combat check, may perform a Dodge incidental to suffer a number of strain no greater than ranks of Dodge, then upgrade the difficulty of the check by that number.

COST 15

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 encounter.

COST 15

CONFIDENCE

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

COST 20

LETHAL BLOWS

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

COST 20

GUNS BLAZING

As an incidental, suffer 2 Strain to avoid increasing the difficulty of a Ranged (Light) check to attack with two weapons.

COST 20

RAPID REACTION

Suffer a number of strain to add an equal number of ✨ to initiative checks. Strain suffered cannot exceed ranks in Rapid Reaction.

COST 20

DEDICATION

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

COST 25

SPITFIRE

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

COST 25

NATURAL MARKSMAN

Once per session, may re-roll any 1 Ranged (Light) or Ranged (Heavy) check.

COST 25

DEADLY ACCURACY

When acquired, choose 1 combat skill. Add damage equal to ranks in that skill to one hit of successful attack made using that skill.

COST 25

SIGNATURE ABILITY

Pilot Bonus Career Skills: **Astrogation, Gunnery, Piloting (Planetary), Piloting (Space)**

FULL THROTTLE

Take a Full Throttle action; make a Hard (◆◆◆) Piloting check to increase a vehicle's top speed by 1 for a number of rounds equal to Cunning.

COST 5**SKILLED JOCKEY**

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

COST 5**GALAXY MAPPER**

Remove ■ per rank of Galaxy Mapper from all Astrogation checks. Astrogation checks take half normal time.

COST 5**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.

COST 5**SKILLED JOCKEY**

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

COST 10**DEAD TO RIGHTS**

Spend 1 Destiny Point to add additional damage equal to half Agility (rounded up) to one hit of successful attack made with ship or vehicle-mounted weaponry.

COST 10**GALAXY MAPPER**

Remove ■ per rank of Galaxy Mapper from all Astrogation checks. Astrogation checks take half normal time.

COST 10**RAPID RECOVERY**

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

COST 10**IMPROVED FULL THROTTLE**

Suffer 1 strain to attempt Full throttle as a maneuver and decrease its difficulty to Average (◆◆).

COST 15**IMPROVED DEAD TO RIGHTS**

Spend 1 Destiny Point to add additional damage equal to Agility (rounded up) to one hit of successful attack made with ship or vehicle-mounted weaponry.

COST 15**GRIT**

Gain +1 strain threshold.

COST 15**NATURAL PILOT**

Once per session, may re-roll any 1 Piloting (Space) or Gunnery check.

COST 15**GRIT**

Gain +1 strain threshold.

COST 20**SUPREME FULL THROTTLE**

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

COST 20**TRICKY TARGET**

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

COST 20**DEFENSIVE DRIVING**

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

COST 20**MASTER PILOT**

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

COST 25**DEDICATION**

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

COST 25**TOUGHENED**

Gain +2 wound threshold.

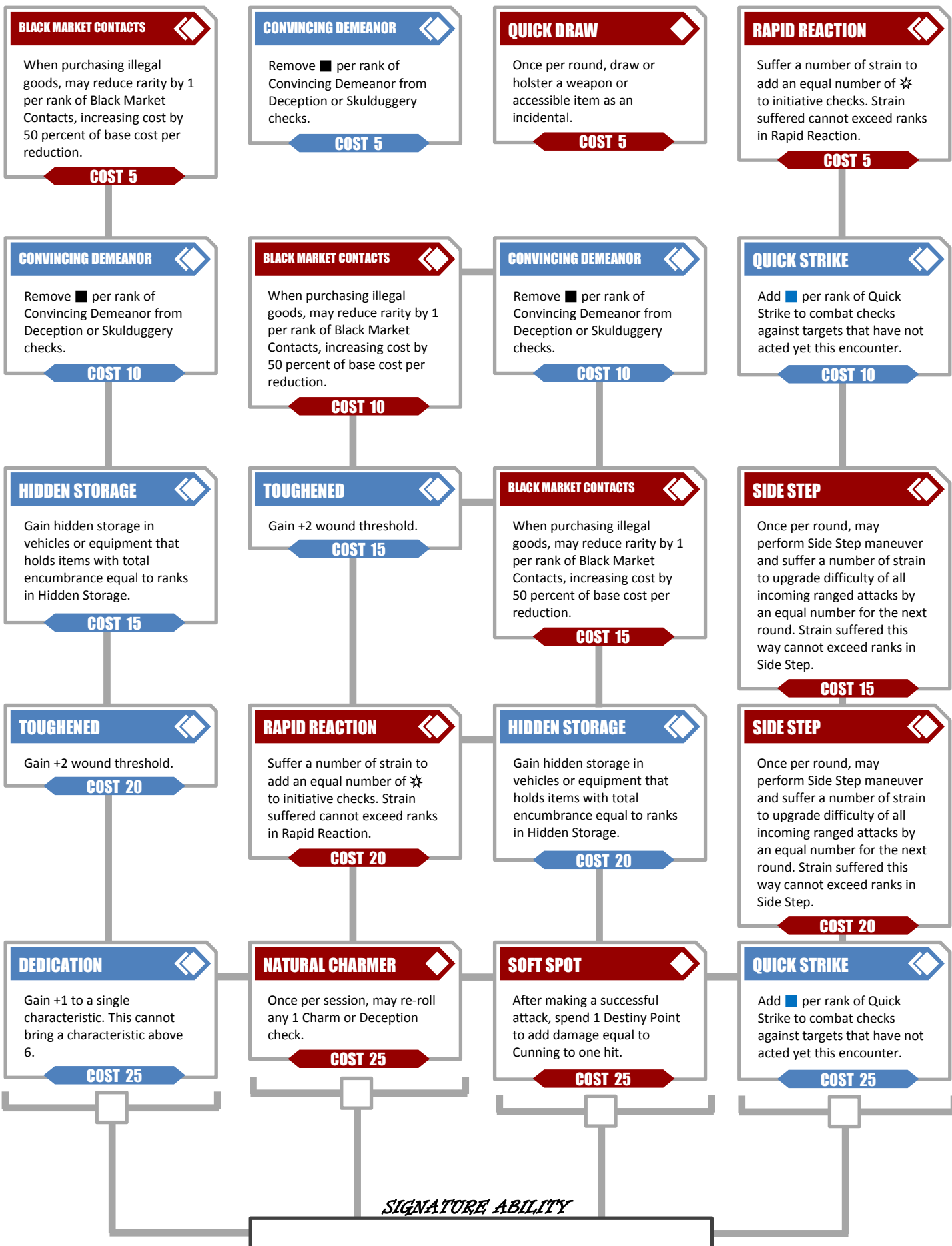
COST 25**BRILLIANT EVASION**

Once per encounter may take Brilliant Evasion action; select 1 opponent and make Opposed Piloting (Planetary or Space) check to stop opponent from attacking character for rounds equal to Agility.

COST 25*SIGNATURE ABILITY*



Scoundrel Bonus Career Skills: Charm, Cool Deception, Ranged (Light)



Thief Bonus Career Skills: **Computers, Skulduggery, Stealth, Vigilance****STREET SMARTS**

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

COST 5**BLACK MARKET CONTACTS**

When purchasing illegal goods, may reduce rarity by 1 per rank of Black Market Contacts, increasing cost by 50 percent of base cost per reduction.

COST 5**INDISTINGUISHABLE**

Upgrade difficulty of checks to identify character once per rank of Indistinguishable.

COST 5**BYPASS SECURITY**

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

COST 5**BLACK MARKET CONTACTS**

When purchasing illegal goods, may reduce rarity by 1 per rank of Black Market Contacts, increasing cost by 50 percent of base cost per reduction.

COST 10**DODGE**

When targeted by combat check, may perform a Dodge incidental to suffer a number of strain no greater than ranks of Dodge, then upgrade the difficulty of the check by that number.

COST 10**GRIT**

Gain +1 strain threshold.

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**STALKER**

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

COST 15**GRIT**

Gain +1 strain threshold.

COST 15**RAPID REACTION**

Suffer a number of strain to add an equal number of ✨ to initiative checks. Strain suffered cannot exceed ranks in Rapid Reaction.

COST 15**SHORTCUT**

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

COST 15**BYPASS SECURITY**

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

COST 20**NATURAL ROGUE**

Once per session, may re-roll any 1 Skulduggery or Stealth check.

COST 20**STREET SMARTS**

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

COST 20**JUMP UP**

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

COST 20**MASTER OF SHADOWS**

Once Per round, suffer 2 strain to decrease difficulty of next Stealth or Subterfuge check by one.

COST 25**DODGE**

When targeted by combat check, may perform a Dodge incidental to suffer a number of strain no greater than ranks of Dodge, then upgrade the difficulty of the check by that number.

COST 25**INDISTINGUISHABLE**

Upgrade difficulty of checks to identify character once per rank of Indistinguishable.

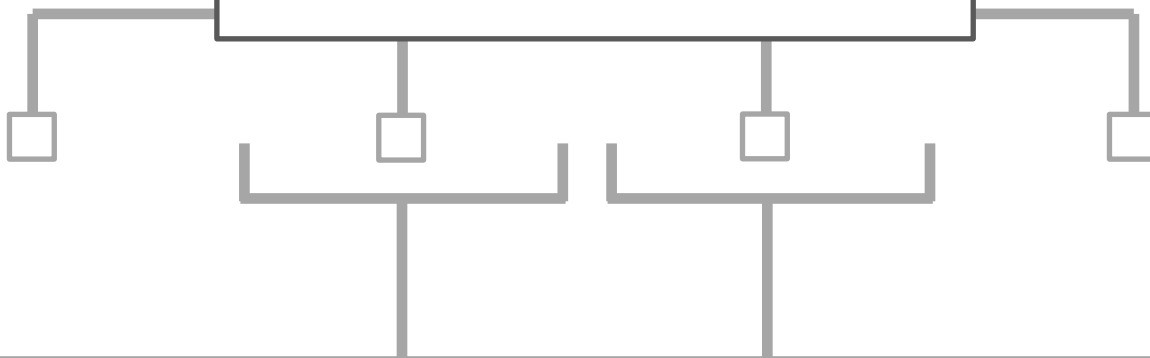
COST 25**DEDICATION**

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

COST 25*SIGNATURE ABILITY*

SIGNATURE ABILITY

ATTACHED TO

**NARROW ESCAPE BASE ABILITY**

Once per game session, the character may spend two Destiny Points to make a Hard (◆◆◆) 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 (see Narrative abilities on page 38), but should be suitably creative or daring.

COST 30**REDUCE SETBACK**

Remove ■ from the skill check to activate Narrow Escape.

COST 10**INCREASE EFFECT**

Affect an additional number of allied characters equal to Cunning per Increase Effect upgrade purchased.

COST 10**ADD BOOST**

Add ■ to the skill check to activate Narrow Escape.

COST 10**CHANGE SCALE**

Narrow Escape can be activated in a vehicle with the Piloting (Planetary) or Piloting (Space) skill.

COST 10**REDUCE DIFFICULTY**

Reduce the difficulty of the skill check to activate Narrow Escape to Average (◆◆).

COST 15**INCREASE EFFECT**

Affect an additional number of allied characters equal to Cunning per Increase Effect upgrade purchased.

COST 15**CHANGE SKILL**

Narrow Escape can be activated during social encounters with the Deception skill.

COST 15**DESTINY**


Narrow Escape costs 1 Destiny Point instead of 2.

COST 15

SIGNATURE ABILITY

ATTACHED TO

UNMATCHED FORTUNE BASE ABILITY

Once per game session as an incidental, the character may spend 2 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 any die face sharing an edge – not a point – with the rolled face. Unmatched Fortune cannot be used on a .

COST 30

FREQUENCY

Unmatched Fortune can be used one additional time each game session per Frequency upgrade purchased.

COST 10

INCREASE NUMBER

Unmatched Fortune affects one additional die per Increase Number upgrade purchased.

COST 10

SHARED LUCK

Unmatched Fortune can also be used on the dice pool of a willing ally within short range.

COST 10

INCREASE NUMBER

Unmatched Fortune affects one additional die per Increase Number upgrade purchased.

COST 10

DESTINY

Unmatched Fortune costs 1 Destiny Point instead of 2.

COST 15

INCREASE EFFECT

Unmatched Fortune can also be used on negative dice.

COST 15

INCREASE RANGE

Increases the maximum range at which Unmatched Fortune can affect willing allies by 1 per Increase Range upgrade purchased.

COST 15

FREQUENCY

Unmatched Fortune can be used one additional time each game session per Frequency upgrade purchased.

COST 15