

Commando Bonus Career Skills: **Brawl, Melee, Resilience, Survival****PHYSICAL TRAINING**Add ■ per rank of Physical Training to Athletics and Resilience checks.**COST 5****GRIT**

Gain +1 strain threshold.

**COST 5****TOUGHENED**

Gain +2 wound threshold.

**COST 5****POINT BLANK**

Add 1 damage per rank of Point Blank to damage of one hit of successful attack while using Ranged (Heavy) or Ranged (Light) skills at close range or engaged.

**COST 5****TOUGHENED**

Gain +2 wound threshold.

**COST 10****DURABLE**

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

**COST 10****PHYSICAL TRAINING**Add ■ per rank of Physical Training to Athletics and Resilience checks.**COST 10****STRONG ARM**

Treat thrown weapons as if they had 1 greater range.

**COST 10****BLOODED**Add ■ per rank of Blooded to all checks to resist or recover from poisons, venoms, or toxins. Reduce duration of ongoing poisons by 1 round per rank of Blooded to a minimum of 1.**COST 15****ARMOR MASTER**

When wearing armor, increase total soak value by 1.

**COST 15****NATURAL OUTDOORSMAN**

Once per session, reroll any 1 Resilience or Survival check.

**COST 15****FERAL STRENGTH**

Add 1 damage per rank of Feral Strength to one hit of successful attacks made using Brawl or Melee skills.

**COST 15****TOUGHENED**

Gain +2 wound threshold.

**COST 20****HEROIC FORTITUDE**

May spend 1 Destiny Point to ignore effects of Critical Injuries on Brawn or Agility checks until the end of the encounter.

**COST 20****DURABLE**

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

**COST 20****KNOCKDOWN**

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

**COST 20****IMPROVED ARMOR MASTER**

When wearing armor with soak of 2 or higher, increase defense by 1.

**COST 25****DEDICATION**

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

**COST 25****UNSTOPPABLE**

If a Critical Injury roll is 1 or reduced to 1, do not receive the critical injury.

**COST 25****FERAL STRENGTH**

Add 1 damage per rank of Feral Strength to one hit of successful attacks made using Brawl or Melee skills.

**COST 25***SIGNATURE ABILITY*

Heavy Bonus Career Skills: **Gunnery, Perception, Ranged (Heavy), Resilience****BURLY**

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

**COST 5****BARRAGE**

Add 1 damage per rank of Barrage to 1 hit of successful attack while using Ranged (Heavy) or Gunnery skills at long or extreme range.

**COST 5****GRIT**

Gain +1 strain threshold.

**COST 5****TOUGHENED**

Gain +2 wound threshold.

**COST 5****BARRAGE**

Add 1 damage per rank of Barrage to 1 hit of successful attack while using Ranged (Heavy) or Gunnery skills at long or extreme range.

**COST 10****BRACE**

Perform a Brace maneuver to remove ■ per rank of Brace from next Action. This may only remove ■ added by environmental circumstances.

**COST 10****SPARE CLIP**

Cannot run out of ammo due to ☹ result. Items with limited ammo quality run out of ammo as normal.

**COST 10****DURABLE**

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

**COST 10****SIDE STEP**

Once per round, may perform Side Step maneuver and suffer a number of strain to upgrade difficulty of all incoming ranged attacks by an equal number for the next round. Strain suffered this way cannot exceed ranks in Side Step.

**COST 15****BURLY**

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

**COST 15****HEROIC FORTITUDE**

May spend 1 Destiny Point to ignore effects of Critical Injuries on Brawn or Agility checks until the end of the encounter.

**COST 15****TOUGHENED**

Gain +2 wound threshold.

**COST 15****BRACE**

Perform a Brace maneuver to remove ■ per rank of Brace from next Action. This may only remove ■ added by environmental circumstances.

**COST 20****BARRAGE**

Add 1 damage per rank of Barrage to 1 hit of successful attack while using Ranged (Heavy) or Gunnery skills at long or extreme range.

**COST 20****RAIN OF DEATH**

Perform the Rain of Death maneuver to ignore the increased difficulty due to the Auto-fire quality of attacks made this turn.

**COST 20****HEROIC RESILIENCE**

Immediately after being hit by an attack but before suffering damage, spend 1 Destiny Point to increase soak by ranks in Resilience.

**COST 20****BURLY**

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

**COST 25****DEDICATION**

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

**COST 25****ARMOR MASTER**

When wearing armor, increase total soak value by 1.

**COST 25****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.

**COST 25***SIGNATURE ABILITY*



Medic Bonus Career Skills: Knowledge (Xenology), Medicine, Resilience, Vigilance

**FORAGER**

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

**COST 5****STIMPACK SPECIALIZATION**

Stimpacks heal 1 additional wound per rank of Stimpack Specialization.

**COST 5****GRIT**

Gain +1 strain threshold.

**COST 5****SURGEON**

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

**COST 5****TOUGHENED**

Gain +2 wound threshold.

**COST 10****SURGEON**

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

**COST 10****STIMPACK SPECIALIZATION**

Stimpacks heal 1 additional wound per rank of Stimpack Specialization.

**COST 10****BACTA SPECIALIST**

Patients regain 1 additional wound per rank of Bacta Specialist when they recover wounds from bacta tanks or long term care.

**COST 10****WELL ROUNDED**

Choose any 2 skills. They permanently become career skills.

**COST 15****GRIT**

Gain +1 strain threshold.

**COST 15****STIM APPLICATION**

Take the Stim Application Action: make an average (◆◆) Medicine check. If successful, 1 engaged ally increases 1 characteristic by 1 for the encounter and suffers 4 strain.

**COST 15****MASTER DOCTOR**

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

**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 20****NATURAL DOCTOR**

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

**COST 20****IMPROVED STIM APPLICATION**

When performing Stim Application Action, may increase difficulty of check to Hard (◆◆◆), and target only suffers 1 strain.

**COST 20****STIMPACK SPECIALIZATION**

Stimpacks heal 1 additional wound per rank of Stimpack Specialization.

**COST 20****ANATOMY LESSONS**

After making a successful attack, may spend 1 Destiny Point to add damage equal to Intellect to one hit.

**COST 25****DEDICATION**

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

**COST 25****IT'S NOT THAT BAD**

Once per session when an ally would suffer a Critical Injury, may take an It's Not That Bad action; make a Hard (◆◆◆) Medicine check to stop the ally from gaining the Critical Injury.

**COST 25****SUPREME STIM APPLICATION**

When performing the Stim Application Action, spend ⊕ to increase an additional Characteristic by 1.

**COST 25***SIGNATURE ABILITY*



Sharpshooter Bonus Career Skills: Cool, Perception, Ranged (Light), Ranged (Heavy)

**EXPERT TRACKER**

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

**COST 5****GRIT**

Gain +1 strain threshold.

**COST 10****BRACE**

Perform a Brace maneuver to remove ■ per rank of Brace from next Action. This may only remove ■ added by environmental circumstances.

**COST 15****EXPERT TRACKER**

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

**COST 20****QUICK FIX**

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

**COST 25****SNIPER SHOT**

Before making a non-thrown ranged attack, may perform a Sniper Shot maneuver to increase the weapon's range by 1 range band per rank in Sniper Shot. Upgrade the difficulty of the attack by 1 per range band increase.

**COST 5****TRUE AIM**

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

**COST 10****LETHAL BLOWS**

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

**COST 15****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 20****NATURAL MARKSMAN**

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

**COST 25****BRACE**

Perform a Brace maneuver to remove ■ per rank of Brace from next Action. This may only remove ■ added by environmental circumstances.

**COST 5****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 10****SNIPER SHOT**

Before making a non-thrown ranged attack, may perform a Sniper Shot maneuver to increase the weapon's range by 1 range band per rank in Sniper Shot. Upgrade the difficulty of the attack by 1 per range band increase.

**COST 15****TOUGHENED**

Gain +2 wound threshold.

**COST 20****DEDICATION**

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

**COST 25****GRIT**

Gain +1 strain threshold.

**COST 5****LETHAL BLOWS**

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

**COST 10****TRUE AIM**

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

**COST 15****CRIPPLING BLOW**

Increase the difficulty of next combat check by 1. If check deals damage, target suffers 1 strain whenever they move for the rest of the encounter.

**COST 20****TARGETED BLOW**


After making a successful attack, may spend 1 Destiny Point to add damage equal to Agility to one hit.

**COST 25***SIGNATURE ABILITY*

Bonus Career Skills: Knowledge (Outer Rim), Perception, Stealth, Survival

**STALKER**
 Add ■ per rank of Stalker to all Stealth and Coordination checks.
**COST 5****TOUGHENED**

Gain +2 wound threshold.

**COST 5****OUTDOORSMAN**
 Remove ■ per rank of Outdoorsman from checks to move through terrain or manage environmental effects. Decrease overland travel time by half.
**COST 5****EXPERT TRACKER**
 Remove ■ per rank of Expert Tracker to find tracks or track targets. Decrease time to track a target by half.
**COST 5****DISORIENT**
 After hitting with a combat check, may spend  to disorient target for a number of rounds equal to ranks in Disorient.
**COST 10****PRIME POSITIONS**

When this character or an ally in short range takes cover, he increases soak against ranged attacks by 1 per rank of Prime Positions until he leaves that cover.

**COST 10****CUNNING SNARE**


Once per encounter as an action, may create a trap. Any other character who moves to engaged range of the trap must make an Opposed Vigilance vs. Survival check to avoid harm and ill effects.

**COST 10****OUTDOORSMAN**
 Remove ■ per rank of Outdoorsman from checks to move through terrain or manage environmental effects. Decrease overland travel time by half.
**COST 10****GRIT**

Gain +1 strain threshold.

**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****BLIND SPOT**
 This character and allies within short range add  to combat checks while benefiting from cover.
**COST 15****TOUGHENED**

Gain +2 wound threshold.

**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 20****PREY ON THE WEAK**

Add +1 damage to one hit of successful combat checks against disoriented targets per rank of Prey on the Weak.

**COST 20****EXPERT TRACKER**
 Remove ■ per rank of Expert Tracker to find tracks or track targets. Decrease time to track a target by half.
**COST 20****ONE WITH NATURE**


When in the wilderness, the character may make a Simple (-) Survival check (instead of Discipline or Cool) to recover strain at the end of an encounter.

**COST 20****DEDICATION**

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

**COST 25****AMBUSH**

Once per round while benefiting from cover, may make the Ambush maneuver. Add damage equal to Stealth skill to one hit of next successful combat check against a target within Short range before the end of the turn.

**COST 25****DISORIENT**
 After hitting with a combat check, may spend  to disorient target for a number of rounds equal to ranks in Disorient.
**COST 25****PREY ON THE WEAK**

Add +1 damage to one hit of successful combat checks against disoriented targets per rank of Prey on the Weak.

**COST 25***SIGNATURE ABILITY*

Bonus Career Skills: Athletics, Cool, Vigilance, Resilience

**BODYGUARD** 

Once per round, perform the Body Guard maneuver to guard an engaged character. Suffer a number of strain no greater than ranks of Body Guard, then until the beginning of the next turn upgrade the difficulty of combat checks targeting the character by that number.

**COST 5****CONDITIONED** 

Remove ■ per rank of Conditioned from Athletics and Coordination checks. Reduce the damage and strain suffered from falling by 1 per rank of Conditioned.

**COST 5****TOUGHENED** 

Gain +2 wound threshold.

**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****TOUGHENED** 

Gain +2 wound threshold.

**COST 10****MOVING TARGET** 

If the character has already acted this round, increase ranged defense by 1 per rank of Moving Target.

**COST 10****POINT BLANK** 

Add 1 damage per rank of Point Blank to damage of one hit of successful attack while using Ranged (Heavy) or Ranged (Light) skills at short range or engaged.

**COST 10****SUPPRESSING FIRE** 

Character and allies in short range may spend ☹ on failed combat checks once per round to inflict 1 strain per rank of Suppressing Fire on the target.

**COST 10****CONDITIONED** 

Remove ■ per rank of Conditioned from Athletics and Coordination checks. Reduce the damage and strain suffered from falling by 1 per rank of Conditioned.

**COST 15****BODYGUARD** 

Once per round, perform the Body Guard maneuver to guard an engaged character. Suffer a number of strain no greater than ranks of Body Guard, then until the beginning of the next turn upgrade the difficulty of combat checks targeting the character by that number.

**COST 15****TOUGHENED** 

Gain +2 wound 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****IMPROVED BODYGUARD** 

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

**COST 20****TOUGHENED** 

Gain +2 wound threshold.

**COST 20****SUPPRESSING FIRE** 

Character and allies in short range may spend ☹ on failed combat checks once per round to inflict 1 strain per rank of Suppressing Fire on the target.

**COST 20****MOVING TARGET** 

If the character has already acted this round, increase ranged defense by 1 per rank of Moving Target.

**COST 20****DEDICATION** 

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

**COST 25****SUPREME BODYGUARD** 

Body Guard maneuver may protect a number of engaged characters up to ranks in Resilience.

**COST 25****DYNAMIC FIRE** 

When making a ranged attack while engaged with an opponent, may suffer 2 strain to reduce the ranged modifier by 1.

**COST 25****SEIZE THE INITIATIVE** 

Once per session as a maneuver, may make a Hard (◆◆◆) Athletics check. On success, other PCs may take their turns immediately.

**COST 25***SIGNATURE ABILITY*

*SIGNATURE ABILITY*

ATTACHED TO

**THE BIGGER THEY ARE... BASE ABILITY**

Once per game session as an action, the character may spend 2 Destiny Points, nominate one vehicle, starship, or living creature of silhouette 2 or smaller that he can see and make a Hard (◆◆◆) Knowledge (Warfare) check. If he succeeds, for the next 3 rounds, he and each other friendly character within medium range of him ignore the target's armor (or soak) when inflicting damage on the target with non-vehicle/starship weapons.

**COST 30**

**INCREASE SILHOUETTE**

Increase the silhouette of targets that can be affected by The Bigger They Are... by 1.

**COST 10**

**CHANGE SKILL**

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

**COST 10**

**DURATION**

The Bigger They Are... lasts for 2 additional rounds.

**COST 10**

**CHANGE SKILL**

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

**COST 10**

**ONGOING SALVO**

If the target is destroyed (or dies) while The Bigger They Are... is active, the character may spend 1 Destiny Point to select a new target for The Bigger They Are....

**COST 15**

**DESTINY**

The Bigger They Are... costs 1 Destiny Point instead of 2

**COST 15**

**REDUCE DIFFICULTY**

Reduce the difficulty of the skill check to activate The Bigger They Are... to Average (◆◆).

**COST 15**

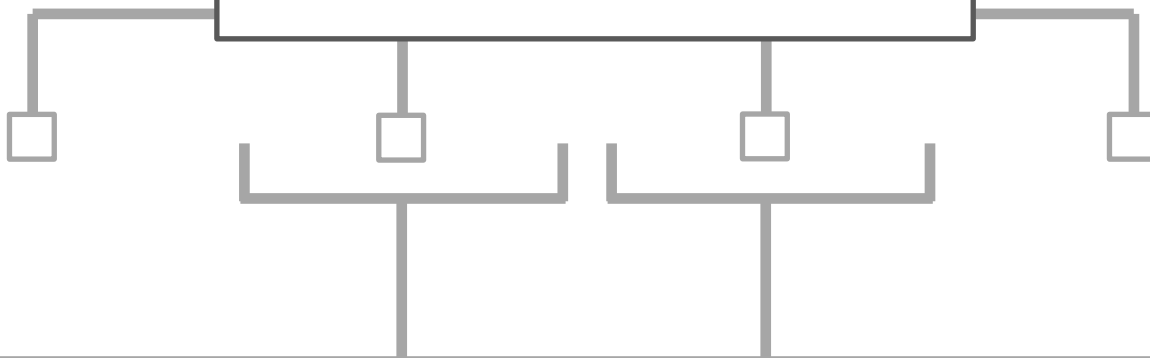
**INCREASE SILHOUETTE**

Increase the silhouette of targets that can be affected by The Bigger They Are... by 1.

**COST 15**

*SIGNATURE ABILITY*

ATTACHED TO



## UNMATCHED COURAGE BASE ABILITY

Once per game session, as an out of turn incidental, the character may spend 2 destiny Points to ignore the effects of all Critical Injuries for 2 rounds. When this effect ends, he suffers the effects of these Critical Injuries as normal.

**COST 30**

### INCREASE EFFECT

While Unmatched Courage is active, whenever the character would suffer strain, he may suffer that many wounds instead.

**COST 10**

### DURATION

Unmatched Courage lasts for 2 additional rounds.

**COST 10**

### SURVIVOR

While Unmatched Courage is active, add ■ to checks to remove Critical Injuries.

**COST 10**

### DURATION

Unmatched Courage lasts for 2 additional rounds.

**COST 10**

### SEE IT THROUGH

While Unmatched Courage is active, the character does not become incapacitated when his wounds exceed his wound threshold.

**COST 15**

### FINISH THE JOB

While Unmatched Courage is active, the character adds +2 damage for each Critical Injury he is suffering to the first hit of each successful combat check he makes.

**COST 15**

### SURVIVOR

While Unmatched Courage is active, add ■ to checks to remove Critical Injuries.

**COST 15**

### TOO TOUGH TO DIE

When Unmatched Courage ends, make a Hard (◆◆◆) Resilience check to remove one Critical Injury.

**COST 15**