

CHARACTER NAME _____

ASSASSIN - BOUNTY HUNTER

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

PASSIVE TALENT ACTIVE TALENT

RANKED TALENT TALENT COST

FORCE TALENT CONFLICT TALENT

GRIT

Gain +1 Strain Threshold.

5

LETHAL BLOWS

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

5

STALKER

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

5

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.

5

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.

10

JUMP UP

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

10

QUICK STRIKE

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

10

QUICK DRAW

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

10

TARGETED BLOW

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

15

STALKER

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

15

LETHAL BLOWS

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

15

ANATOMY LESSONS

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

15

STALKER

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

20

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.

20

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.

20

LETHAL BLOWS

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

20

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.

25

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.

25

DEDICATION

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

25

MASTER OF SHADOWS

Once per round, suffer 2 Strain to decrease difficulty of next Stealth or Skulduggery check by 1.

25



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

BRACE

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

5

TOUGHENED

Gain +2 Wound Threshold.

5

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.

5

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.

5

SPARE CLIP

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

10

JURY RIGGED

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

10

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.

10

DISORIENT

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

10

TOUGHENED

Gain +2 Wound Threshold.

15

ARMOR MASTER

When wearing armor, increase total Soak value by 1.

15

NATURAL ENFORCER

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

15

STUNNING BLOW

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

15

JURY RIGGED

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

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.

20

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.

20

IMPROVED STUNNING BLOW

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

20

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.

25

DEDICATION

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

25

IMPROVED ARMOR MASTER

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

25

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.

25



SIGNATURE ABILITY _____

CHARACTER NAME _____

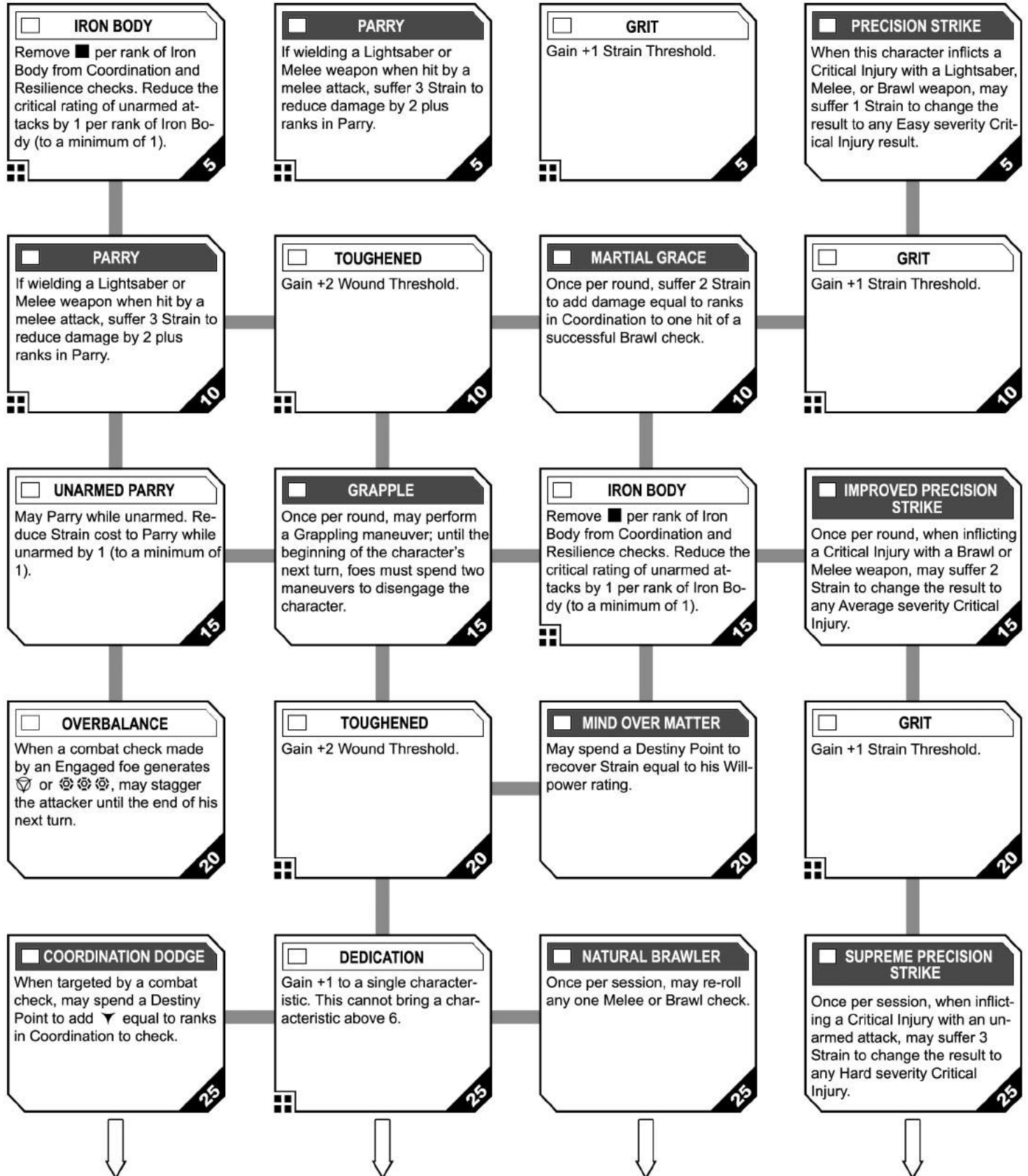
MARTIAL ARTIST - BOUNTY HUNTER

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

GRIT
Gain +1 Strain Threshold.

5

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

5

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

5

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.

5

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.

10

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

10

GRIT
Gain +1 Strain Threshold.

10

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.

10

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

15

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

15

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.

15

GRIT
Gain +1 Strain Threshold.

15

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.

20

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

20

GRIT
Gain +1 Strain Threshold.

20

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.

20

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

25

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

25

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

25

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.

25



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

BYPASS SECURITY

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

5

HARD-BOILED

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

5

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.

5

RAPID RECOVERY

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

5

TOUGHENED

Gain +2 Wound Threshold.

10

EXPERT TRACKER

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

10

STREET SMARTS

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

10

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 ☆.

10

HARD-BOILED

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

15

RAPID RECOVERY

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

15

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.

15

STREET SMARTS

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

15

BYPASS SECURITY

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

20

NODODY'S FOOL

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

20

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.

20

INFORMANT

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

20

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.

25

HARD-BOILED

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

25

DEDICATION

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

25

SOFT SPOT

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

25



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

FORAGER

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

5

STALKER

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

5

OUTDOORSMAN

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

5

EXPERT TRACKER

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

5

OUTDOORSMAN

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

10

SWIFT

Do not suffer usual penalties for moving through difficult terrain.

10

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.

10

SOFT SPOT

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

10

TOUGHENED

Gain +2 Wound Threshold.

15

EXPERT TRACKER

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

15

STALKER

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

15

NATURAL OUTDOORSMAN

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

15

TOUGHENED

Gain +2 Wound Threshold.

20

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.

20

EXPERT TRACKER

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

20

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.

20

ENDURING

Gain +1 Soak value.

25

DEDICATION

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

25

GRIT

Gain +1 Strain Threshold.

25

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.

25



SIGNATURE ABILITY _____

CHARACTER NAME _____

COLONIST

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

↑

↑

INSIGHTFUL REVELATION

Once per game session, the character may take an Insightful Revelation action; spend two Destiny Points and make a **◆◆◆** Knowledge (Education) check. If he succeeds, he learns some valuable information that he did not previously possess pertaining to his current situation. What he learns is up to the GM, but it must be valuable to the player overcoming his immediate encounter or situation, and the information cannot be obtainable by any other immediately available means.

30

REDUCE SETBACK

Remove **■** from skill check to activate Insightful Revelation.

10

DESTINY

Insightful Revelation costs one Destiny Point instead of two.

10

REDUCE DIFFICULTY

Reduce the difficulty of the skill check to activate Insightful Revelation to **◆◆**.

10

ADDITIONAL SKILLS

When taking the Insightful Revelation action, the character may use any other Knowledge skill instead of Education.

10

ADD BOOST

Add **■** to skill check to activate Insightful Revelation.

15

REDUCE SETBACK

Remove **■** from skill check to activate Insightful Revelation.

15

INCREASE EFFECT

If the check is successful, the character may spend **⊕** to gain an additional piece of equally useful information.

15

FREQUENCY

Insightful Revelation may be used one additional time each game session.

15

↑

↑

UNMATCHED EXPERTISE

Once per game session, as an action, the character may spend two Destiny Points to reduce the difficulty of all career skill checks he makes by 1 to a minimum of **◆** for the remainder of the encounter.

30

REDUCE SETBACK

Remove **■** from career skill checks made while Unmatched Expertise is activated.

10

ACTIVATION

Activate Unmatched Expertise as a maneuver instead of an action.

10

ACTIVATION

Activate Unmatched Expertise as an incidental, that may be triggered out of turn, instead of an action.

10

REDUCE SETBACK

Remove **■** from career skill checks made while Unmatched Expertise is activated.

10

REDUCE DIFFICULTY

Reduce the difficulty of career skill checks by 2 instead of 1.

15

SUPERIOR REDUCTION

Once per session, while Unmatched Expertise is activated, may also reduce the difficulty of one non-career skill.

15

DESTINY

Unmatched Expertise costs one Destiny Point instead of two.

15

REDUCE DIFFICULTY

The difficulty of all career skill checks may be reduced to (-) instead of **◆**.

15

CHARACTER NAME _____

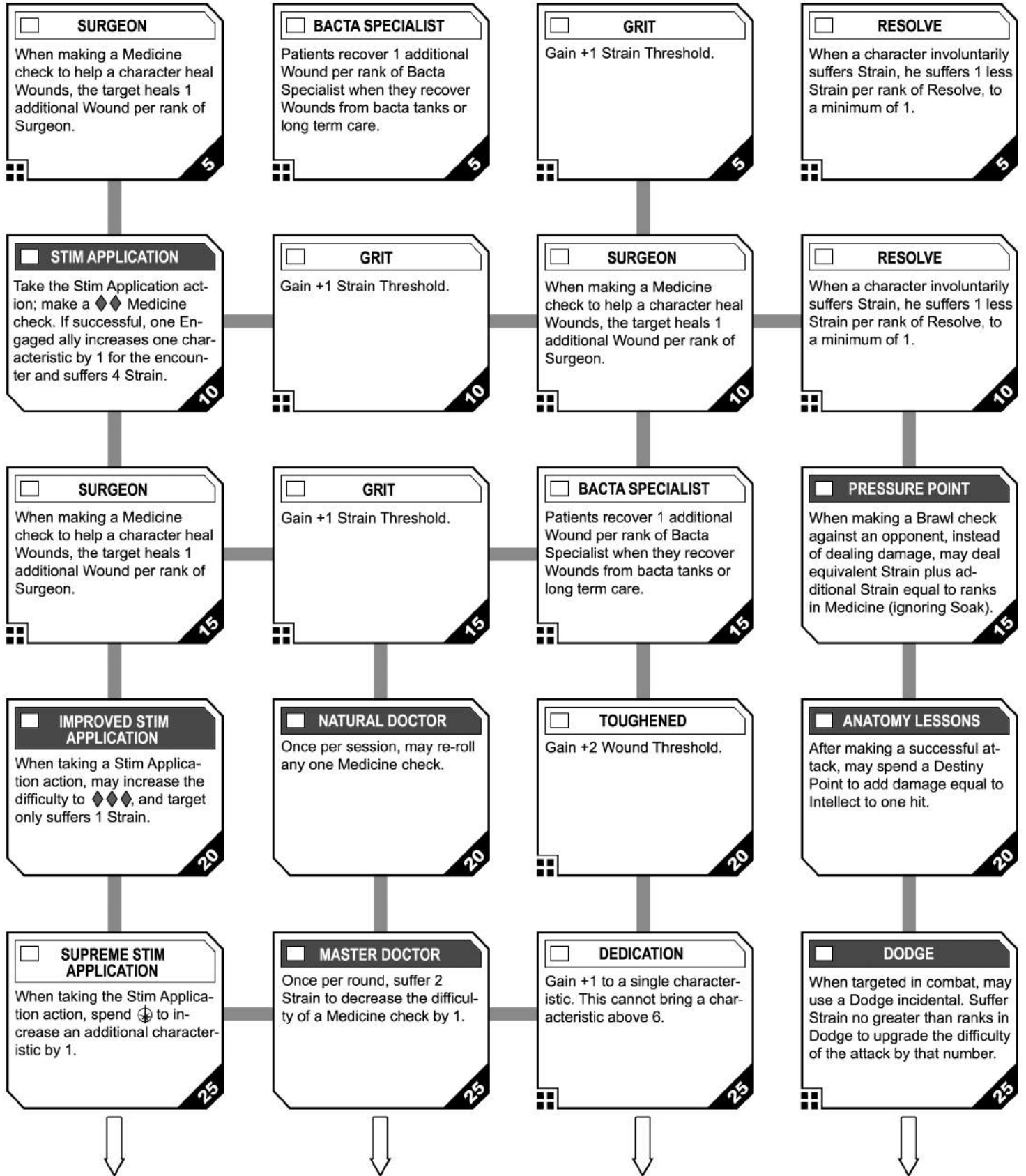
DOCTOR - COLONIST

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

PASSIVE TALENT ACTIVE TALENT

RANKED TALENT TALENT COST

FORCE TALENT CONFLICT TALENT



SIGNATURE ABILITY _____

CHARACTER NAME _____

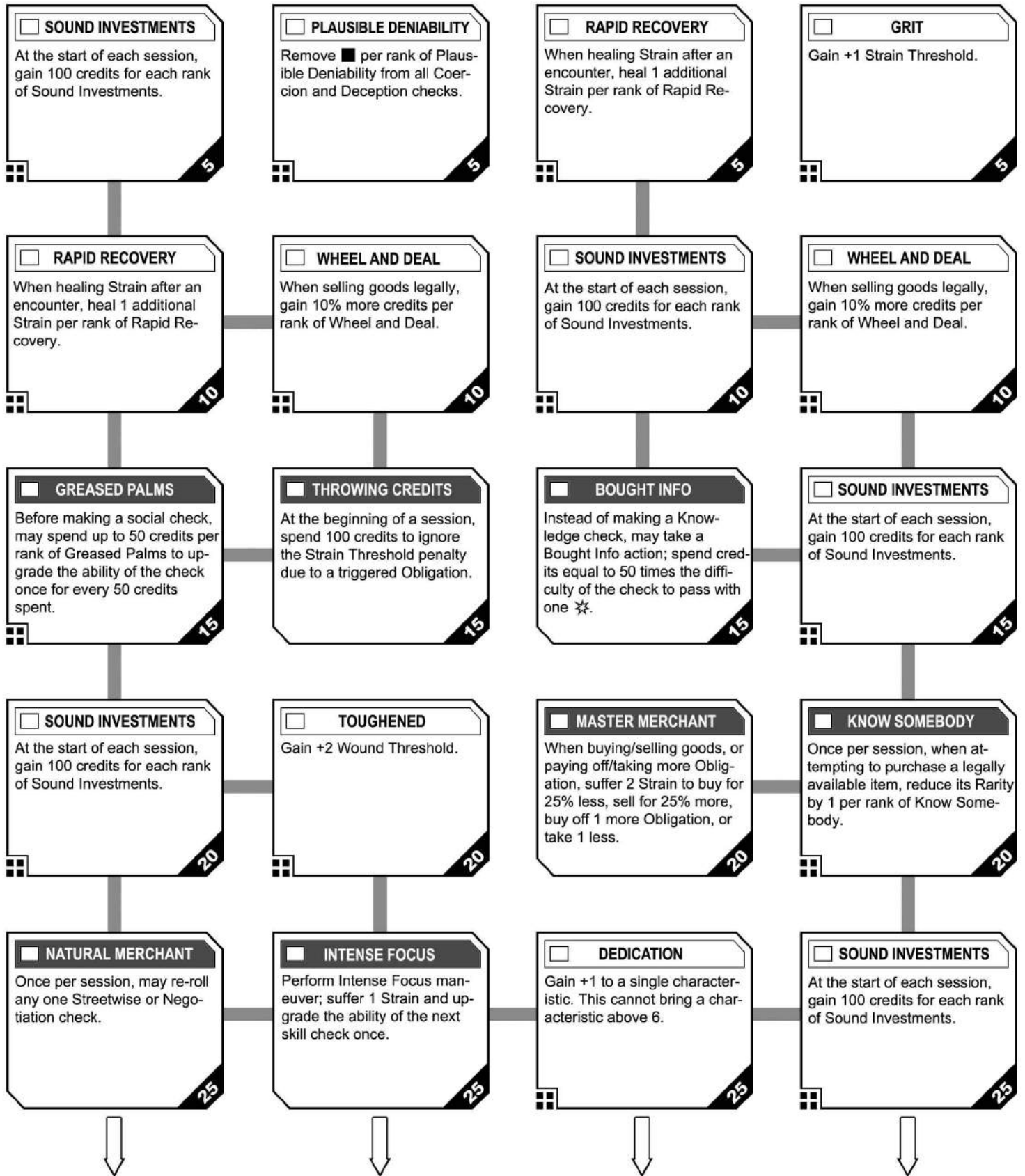
ENTREPRENEUR - COLONIST

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.

5

GRIT

Gain +1 Strain Threshold.

5

STREET SMARTS

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

5

TOUGHENED

Gain +2 Wound Threshold.

5

DURABLE

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

10

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.

10

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.

10

QUICK DRAW

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

10

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.

15

GRIT

Gain +1 Strain Threshold.

15

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.

15

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.

15

DURABLE

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

20

UNRELENTING SKEPTIC

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

20

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.

20

POINT BLANK

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

20

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.

25

IMPROVED UNRELENTING SKEPTIC

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

25

DEDICATION

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

25

NATURAL MARKSMAN

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

25



SIGNATURE ABILITY _____

CHARACTER NAME _____

PERFORMER - COLONIST

CAREER SKILLS: CHARM, COORDINATION, DECEPTION, MELEE

PASSIVE TALENT ACTIVE TALENT

RANKED TALENT TALENT COST

FORCE TALENT CONFLICT TALENT

SMOOTH TALKER

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

5

KILL WITH KINDNESS

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

5

DISTRACTING BEHAVIOR

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

5

CONVINCING DEMEANOR

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

5

DISTRACTING BEHAVIOR

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

10

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.

10

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.

10

JUMP UP

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

10

DISTRACTING BEHAVIOR

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

15

INTENSE PRESENCE

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

15

NATURAL ATHLETE

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

15

SECOND WIND

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

15

SMOOTH TALKER

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

20

IMPROVED DISTRACTING BEHAVIOR

The Distracting Behavior maneuver inflicts $\otimes\otimes$ on NPC's checks when NPCs target character's allies.

20

GRIT

Gain +1 Strain Threshold.

20

TOUGHENED

Gain +2 Wound Threshold.

20

BIGGEST FAN

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

25

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.

25

COORDINATION DODGE

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

25

DEDICATION

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

25



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

KILL WITH KINDNESS

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

5

GRIT

Gain +1 Strain Threshold.

5

PLAUSIBLE DENIABILITY

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

5

TOUGHENED

Gain +2 Wound Threshold.

5

INSPIRING RHETORIC

Take the Inspiring Rhetoric action; make a ♦♦ Leadership check. One ally for each ☆ in Short range recovers 1 Strain. Spend ♻️ for one affected ally to recover 1 additional Strain.

10

KILL WITH KINDNESS

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

10

SCATHING TIRADE

Take the Scathing Tirade action; make a ♦♦ Coercion check. One enemy for each ☆ in Short range suffers 1 Strain. Spend ♻️ for one affected enemy to suffer 1 additional Strain.

10

PLAUSIBLE DENIABILITY

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

10

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.

15

IMPROVED INSPIRING RHETORIC

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

15

IMPROVED SCATHING TIRADE

Each enemy affected by Scathing Tirade suffers ■ on all skill checks for a number of rounds equal to ranks in Coercion.

15

WELL ROUNDED

Choose any two skills. They permanently become career skills.

15

GRIT

Gain +1 Strain Threshold.

20

SUPREME INSPIRING RHETORIC

Suffer 1 Strain to perform the Inspiring Rhetoric action as a maneuver.

20

SUPREME SCATHING TIRADE

Suffer 1 Strain to perform the Scathing Tirade action as a maneuver.

20

NOBODY'S FOOL

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

20

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.

25

DEDICATION

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

25

NATURAL CHARMER

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

25

INTENSE PRESENCE

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

25



SIGNATURE ABILITY _____

CHARACTER NAME _____

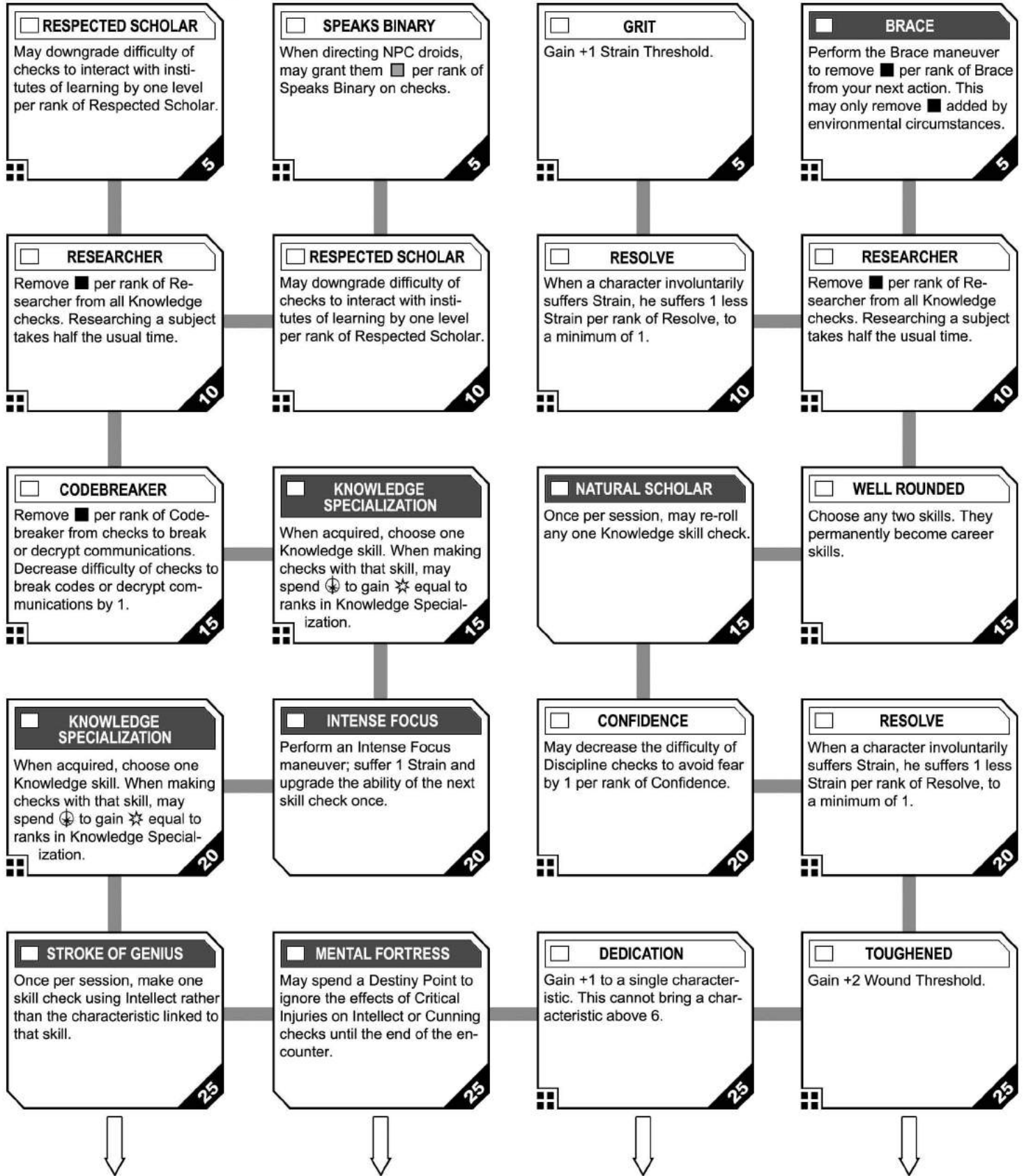
PASSIVE TALENT ACTIVE TALENT

SCHOLAR - COLONIST

RANKED TALENT TALENT COST

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

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 _____

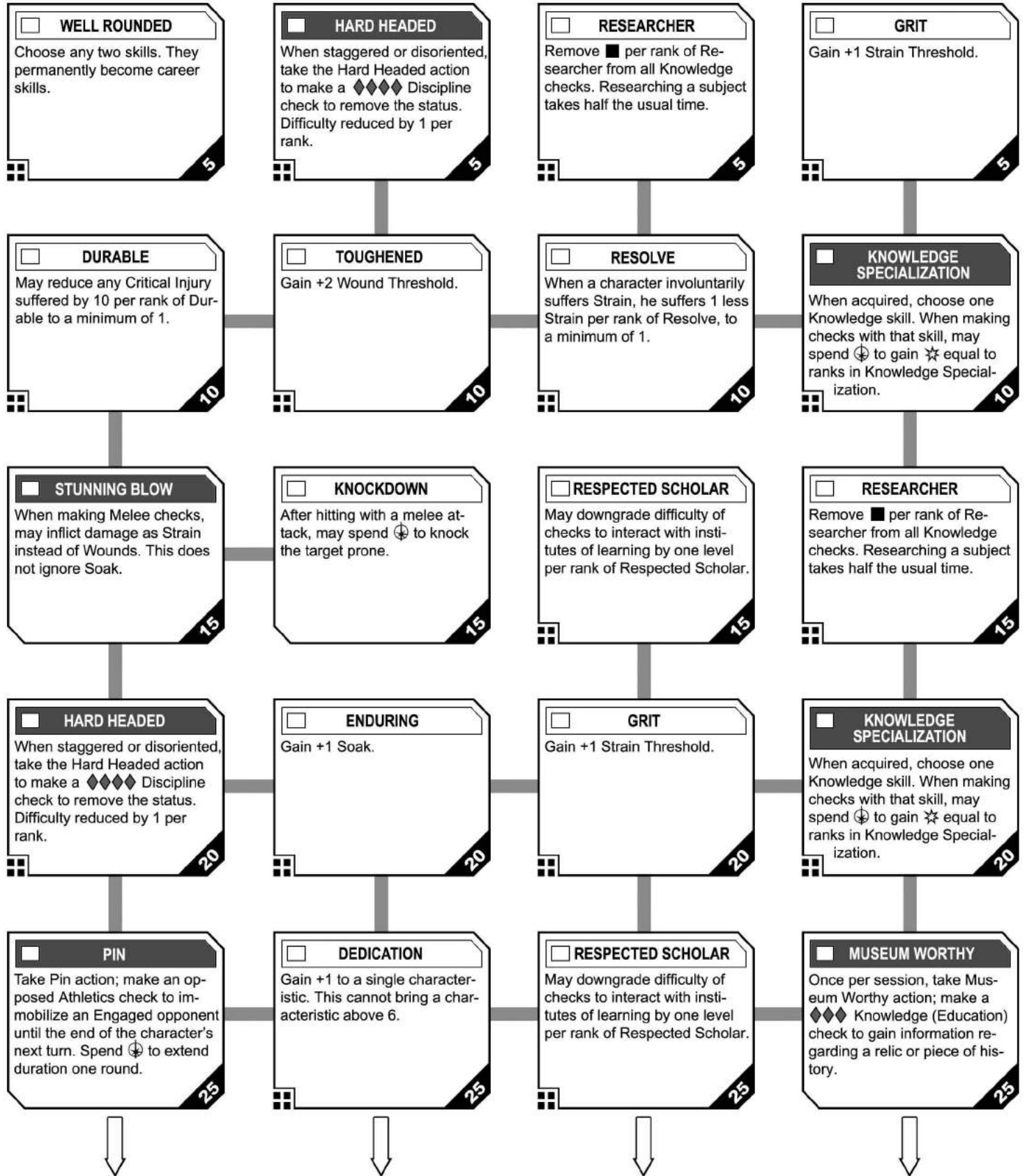
ARCHAEOLOGIST - EXPLORER

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

PASSIVE TALENT ACTIVE TALENT

RANKED TALENT TALENT COST

FORCE TALENT CONFLICT TALENT



SIGNATURE ABILITY _____

CHARACTER NAME _____

PASSIVE TALENT ACTIVE TALENT

BIG-GAME HUNTER - EXPLORER

RANKED TALENT TALENT COST

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

FORCE TALENT CONFLICT TALENT

FORAGER

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

5

GRIT

Gain +1 Strain Threshold.

5

STALKER

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

5

OUTDOORSMAN

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

5

TOUGHENED

Gain +2 Wound Threshold.

10

OUTDOORSMAN

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

10

CONFIDENCE

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

10

SWIFT

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

10

STALKER

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

15

NATURAL HUNTER

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

15

EXPERT TRACKER

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

15

HEIGHTENED AWARENESS

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

15

GRIT

Gain +1 Strain Threshold.

20

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.

20

QUICK STRIKE

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

20

EXPERT TRACKER

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

20

BRING IT DOWN

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

25

IMPROVED HUNTER'S QUARRY

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

25

DEDICATION

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

25

SUPERIOR REFLEXES

Gain +1 Melee Defense.

25



SIGNATURE ABILITY _____

CHARACTER NAME _____

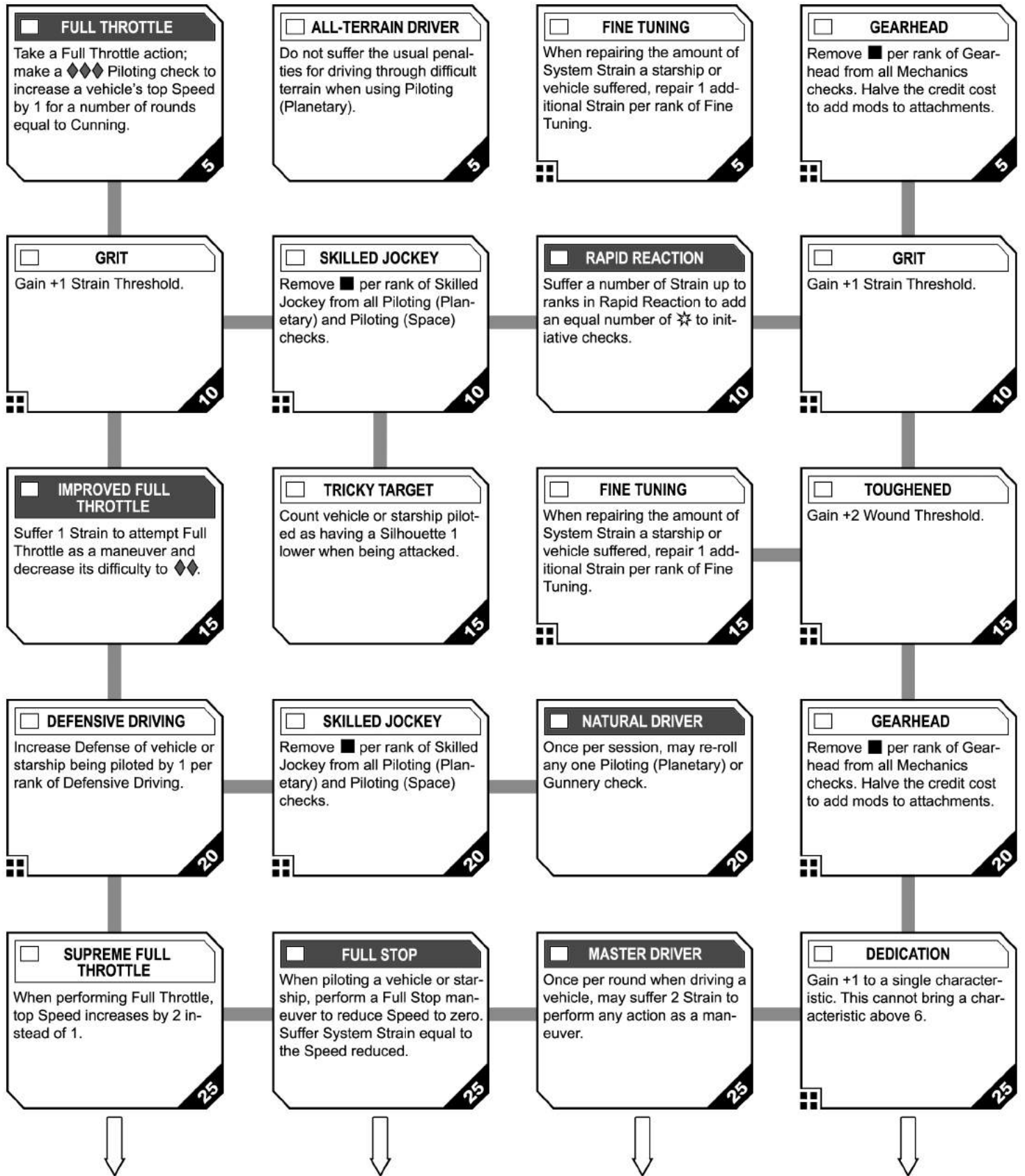
DRIVER - EXPLORER

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

GALAXY MAPPER

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

5

STREET SMARTS

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

5

RAPID RECOVERY

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

5

STREET SMARTS

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

5

SKILLED JOCKEY

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

10

GALAXY MAPPER

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

10

GRIT

Gain +1 Strain Threshold.

10

TOUGHENED

Gain +2 Wound Threshold.

10

MASTER STARHOPPER

Once per round, suffer 2 Strain to decrease the difficulty of the next Astrogation check by 1 to a minimum of ♦.

15

DEFENSIVE DRIVING

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

15

RAPID RECOVERY

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

15

DURABLE

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

15

RAPID RECOVERY

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

20

JUMP UP

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

20

GRIT

Gain +1 Strain Threshold.

20

KNOCKDOWN

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

20

DEDICATION

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

25

TOUGHENED

Gain +2 Wound Threshold.

25

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.

25

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.

25



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

RAPID RECOVERY

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

5

STALKER

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

5

GRIT

Gain +1 Strain Threshold.

5

SHORTCUT

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

5

FORAGER

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

10

QUICK STRIKE

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

10

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.

10

DISORIENT

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

10

RAPID RECOVERY

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

15

NATURAL HUNTER

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

15

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.

15

SHORTCUT

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

15

GRIT

Gain +1 Strain Threshold.

20

HEIGHTENED AWARENESS

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

20

TOUGHENED

Gain +2 Wound Threshold.

20

QUICK STRIKE

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

20

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.

25

DEDICATION

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

25

STALKER

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

25

DISORIENT

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

25



SIGNATURE ABILITY _____

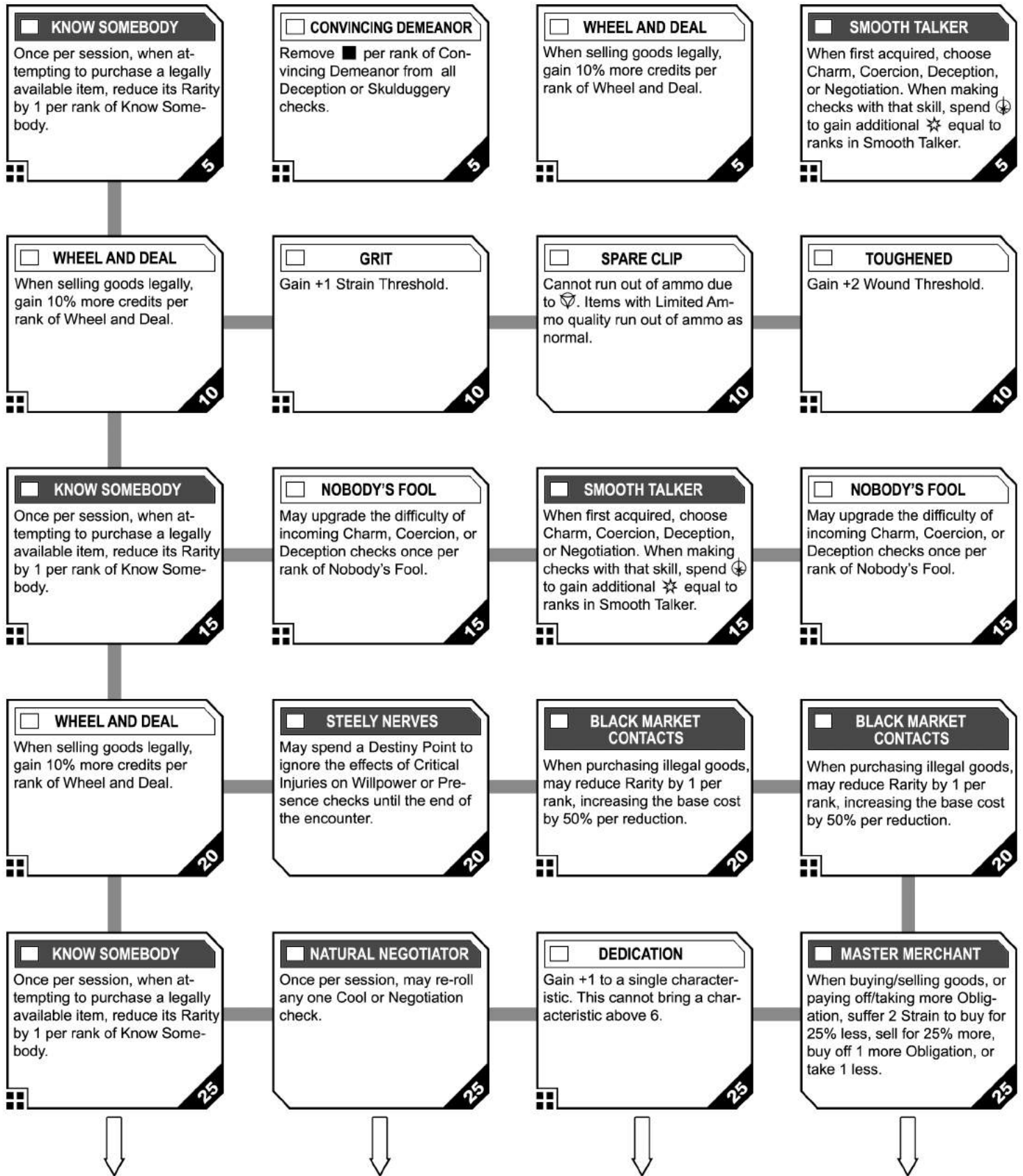
CHARACTER NAME _____

PASSIVE TALENT ACTIVE TALENT

TRADER - EXPLORER

RANKED TALENT TALENT COST

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



SIGNATURE ABILITY _____

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

TOUGHENED

Gain +2 Wound Threshold.

5

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.

5

DURABLE

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

5

GRIT

Gain +1 Strain Threshold.

5

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.

10

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.

10

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.

10

BRACE

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

10

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.

15

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.

15

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.

15

BRACE

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

15

ENDURING

Gain +1 Soak value.

20

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.

20

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.

20

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.

20

DEDICATION

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

25

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.

25

TOUGHENED

Gain +2 Wound Threshold.

25

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.

25



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

POWERFUL BLAST

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

5

GRIT

Gain +1 Strain Threshold.

5

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.

5

STEADY NERVES

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

5

TOUGHENED

Gain +2 Wound Threshold.

10

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.

10

POWERFUL BLAST

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

10

GRIT

Gain +1 Strain Threshold.

10

ENDURING

Gain +1 Soak value.

15

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.

15

STEADY NERVES

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

15

RAPID REACTION

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

15

IMPROVED 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 + ⚡.

20

POWERFUL BLAST

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

20

GRIT

Gain +1 Strain Threshold.

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.

20

IMPROVED IMPROVED DETONATION

Reduce the difficulty of the Improved Detonation action to ⚡⚡ and increase damage to twice the ranks in Mechanics.

25

DEDICATION

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

25

MASTER GRENADE

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

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.

25



SIGNATURE ABILITY _____

CHARACTER NAME _____

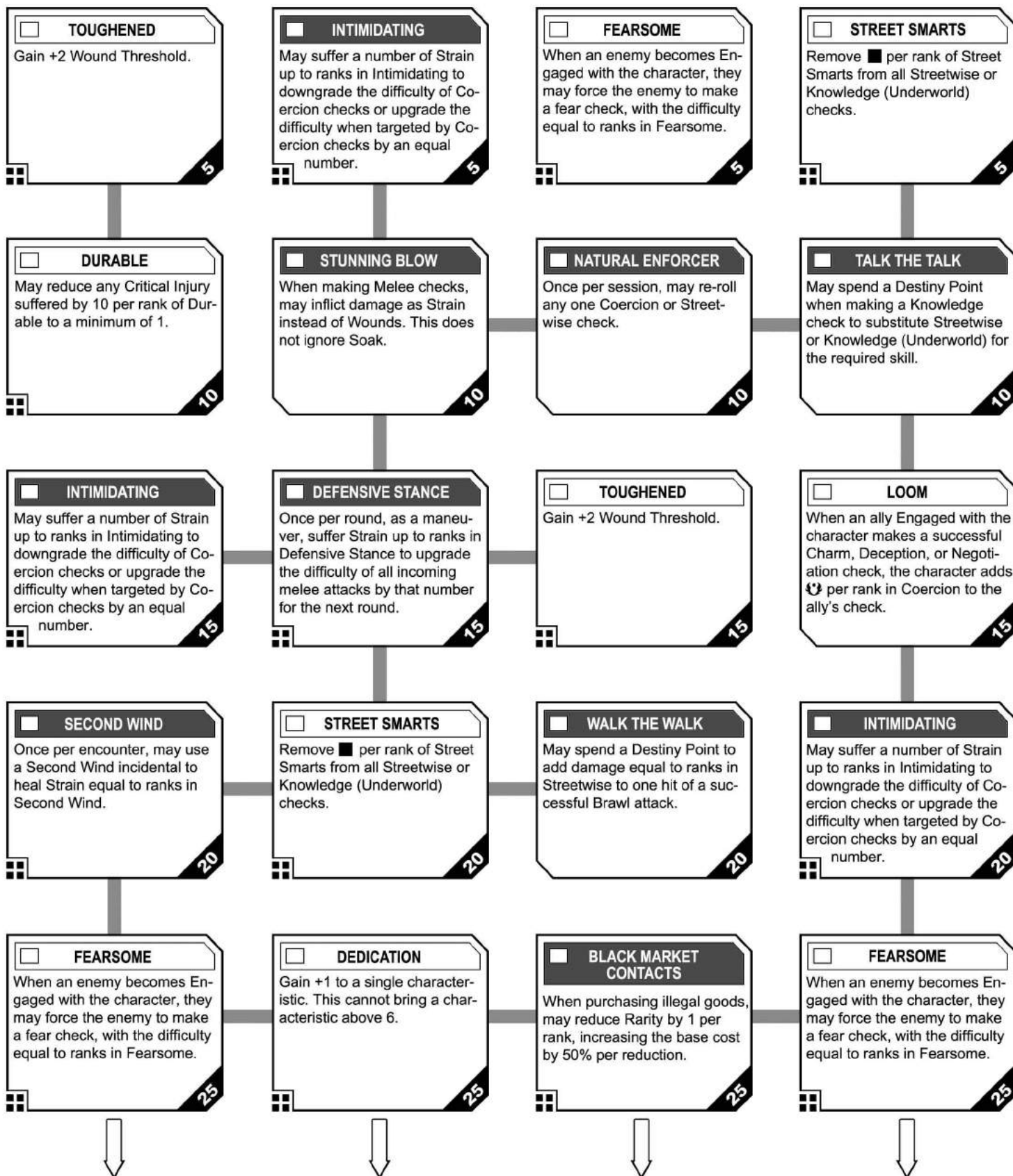
ENFORCER - HIRED GUN

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

BURLY

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

5

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.

5

GRIT

Gain +1 Strain Threshold.

5

TOUGHENED

Gain +2 Wound Threshold.

5

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.

10

BRACE

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

10

SPARE CLIP

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

10

DURABLE

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

10

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.

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.

15

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.

15

TOUGHENED

Gain +2 Wound Threshold.

15

BRACE

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

20

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.

20

RAIN OF DEATH

Perform the Rain Of Death maneuver to ignore the increased difficulty due to auto-fire attacks made this turn.

20

HEROIC RESILIENCE

May spend a Destiny Point to increase Soak by ranks in Resilience immediately after being hit but before suffering the damage.

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.

25

DEDICATION

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

25

ARMOR MASTER

When wearing armor, increase total Soak value by 1.

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.

25



SIGNATURE ABILITY _____

CHARACTER NAME _____

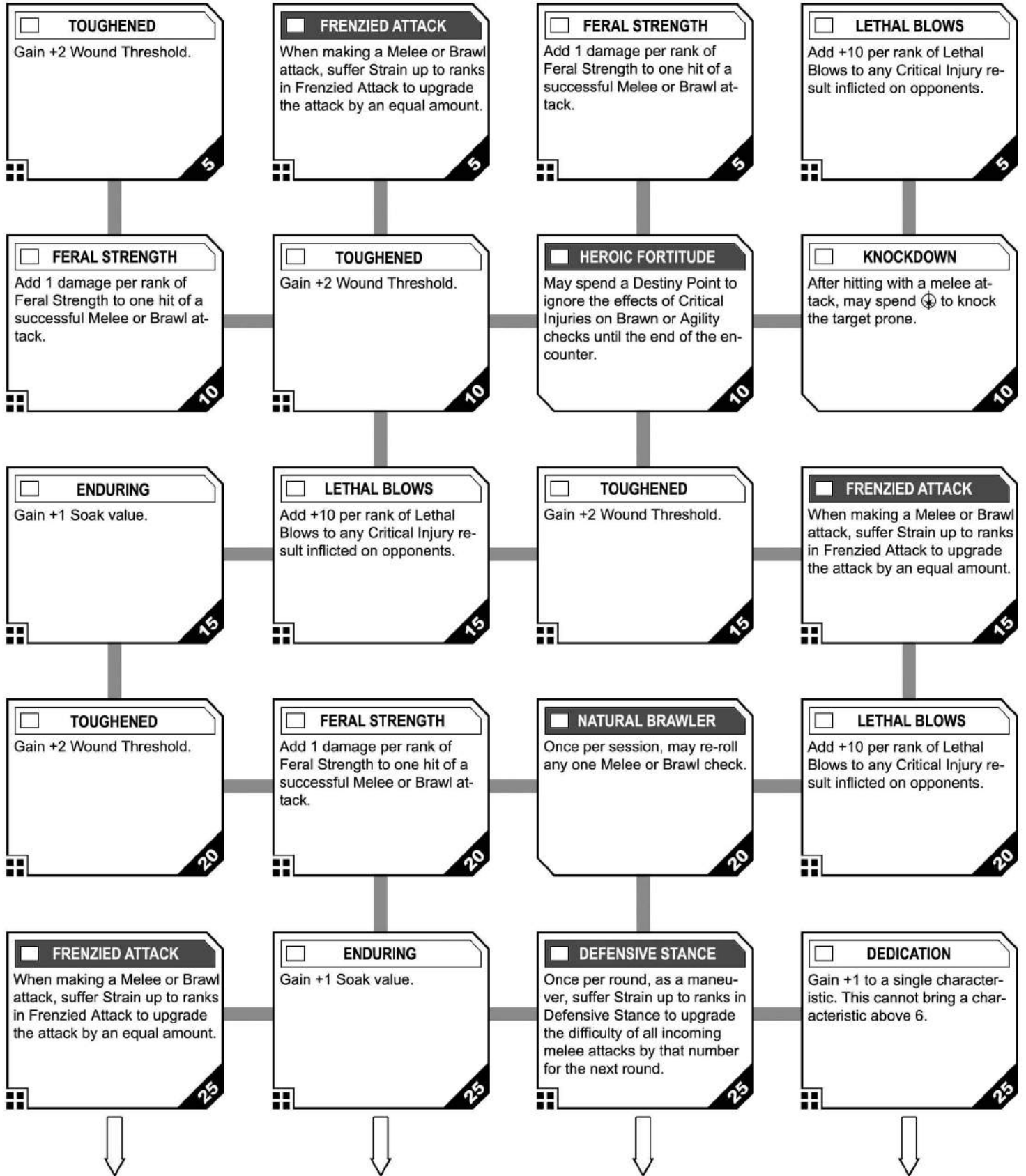
MARAUDER - HIRED GUN

CAREER SKILLS: COERCION, RESILIENCE, SURVIVAL, MELEE

PASSIVE TALENT ACTIVE TALENT

RANKED TALENT TALENT COST

FORCE TALENT CONFLICT TALENT



SIGNATURE ABILITY _____

CHARACTER NAME _____

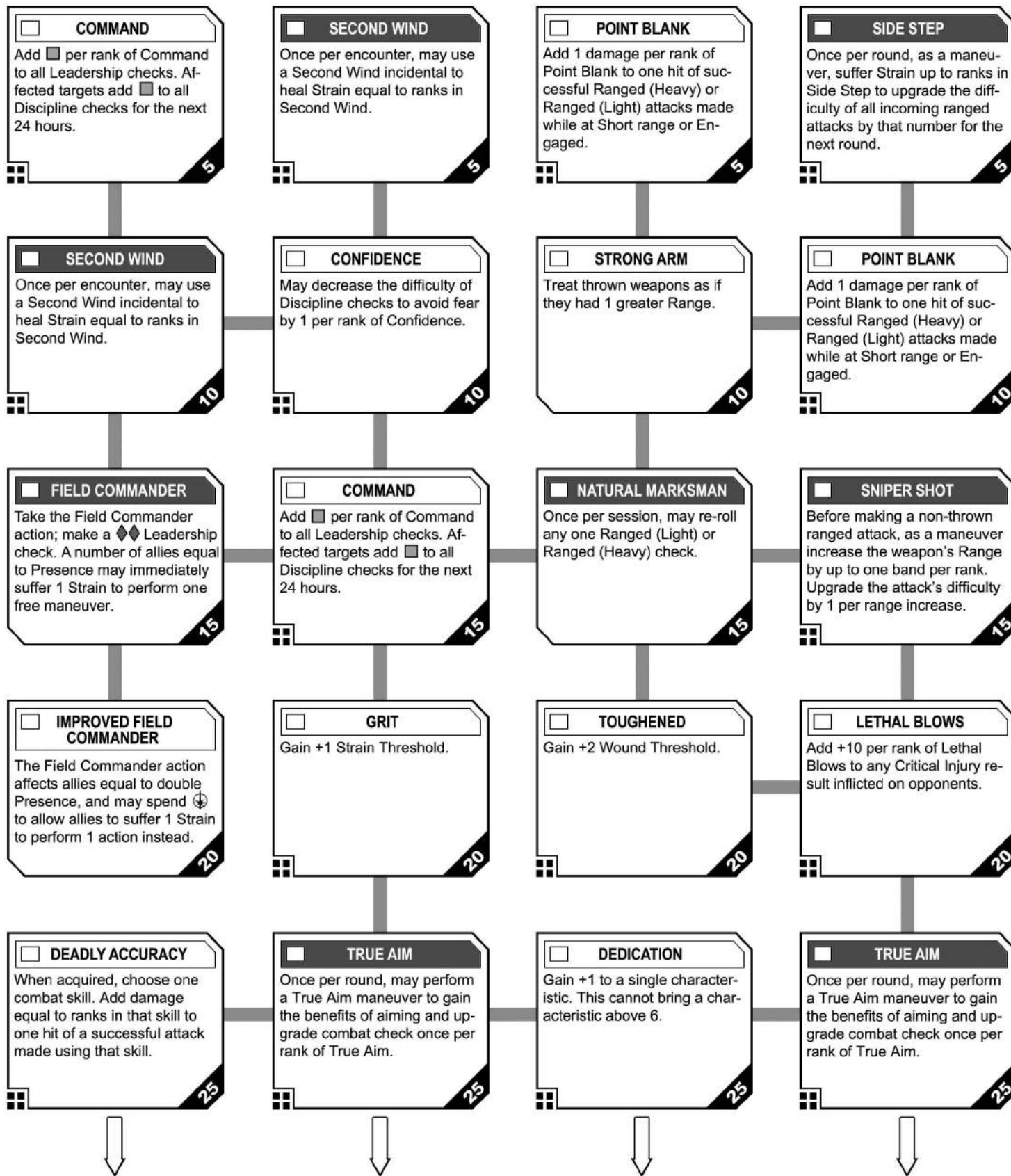
MERCENARY SOLDIER - HIRED GUN

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

PASSIVE TALENT ACTIVE TALENT

RANKED TALENT TALENT COST

FORCE TALENT CONFLICT TALENT



SIGNATURE ABILITY _____



CHARACTER NAME _____

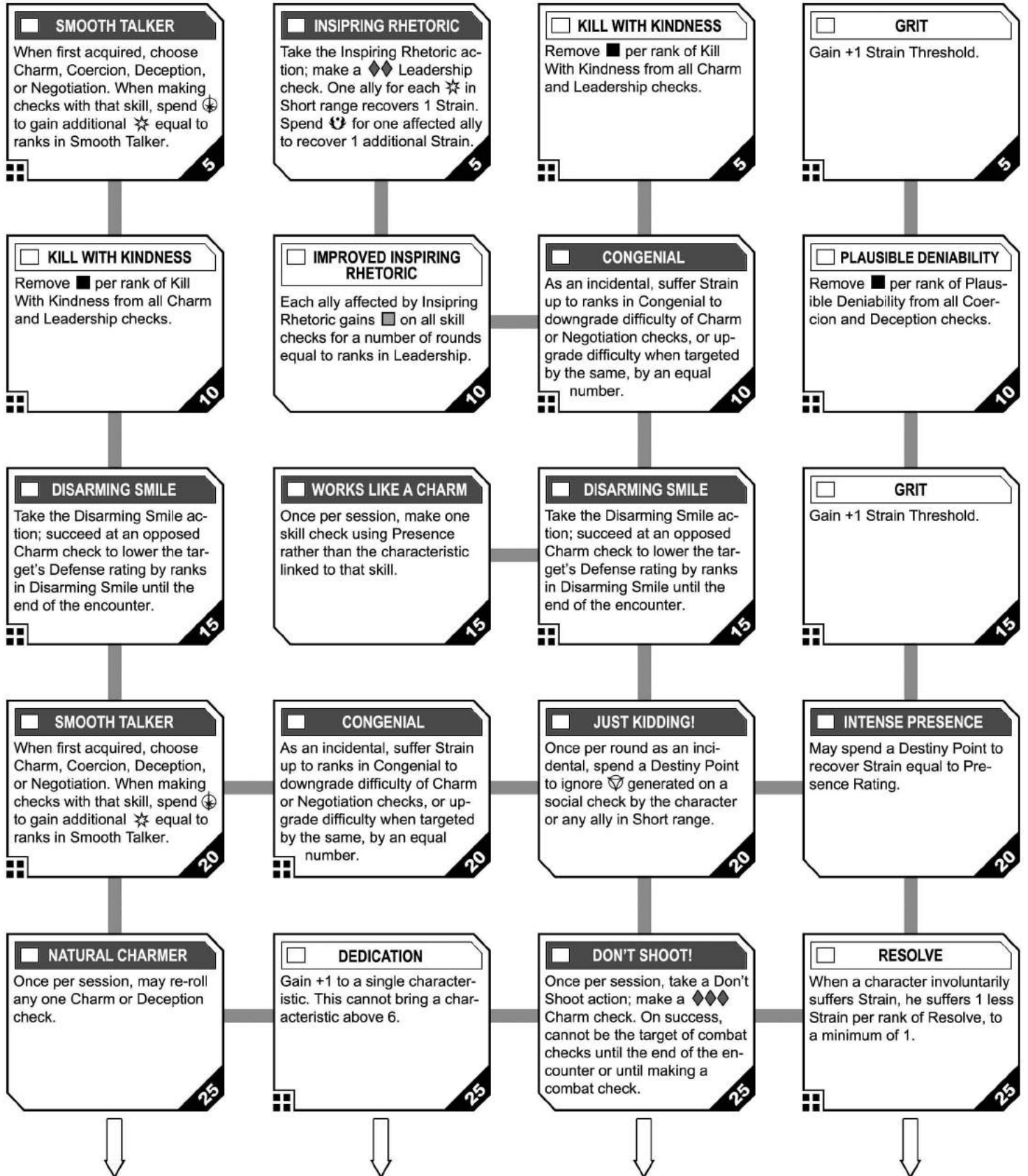
CHARMER - SMUGGLER

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

CONVINCING DEMEANOR

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

5

GRIT

Gain +1 Strain Threshold.

5

TOUGHENED

Gain +2 Wound Threshold.

5

UP THE ANTE

When gambling, win 10% more credits per rank of Up the Ante.

5

GRIT

Gain +1 Strain Threshold.

10

SECOND CHANCES

Once per encounter, choose a number of positive dice equal to ranks in Second Chances and re-roll them.

10

DEDICATION

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

10

SUPREME DOUBLE OR NOTHING

When using the Double Or Nothing incidental, also double the number of and .

10

SECOND CHANCES

Once per encounter, choose a number of positive dice equal to ranks in Second Chances and re-roll them.

15

CONVINCING DEMEANOR

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

15

FORTUNE FAVORS THE BOLD

Once per session as an incidental, suffer 2 Strain to flip a dark side Destiny Point to the light side.

15

NATURAL ROGUE

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

15

UP THE ANTE

When gambling, win 10% more credits per rank of Up the Ante.

20

UP THE ANTE

When gambling, win 10% more credits per rank of Up the Ante.

20

CLEVER SOLUTION

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

20

SECOND CHANCES

Once per encounter, choose a number of positive dice equal to ranks in Second Chances and re-roll them.

20

DOUBLE OR NOTHING

Use the Double Or Nothing Incidental; suffer 2 Strain to increase the difficulty of the next check by 1. After canceling the opposing symbols, double the remaining .

25

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.

25

NATURAL NEGOTIATOR

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

25

IMPROVED DOUBLE OR NOTHING

When using the Double Or Nothing incidental, also double the remaining .

25



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.

5

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

5

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

5

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

5

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

10

GRIT
Gain +1 Strain Threshold.

10

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

10

IMPROVED QUICK DRAW
May use the Quick Draw incidental twice per round.

10

TOUGHENED
Gain +2 Wound Threshold.

15

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

15

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.

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 round.

15

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

20

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

20

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.

20

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

20

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

25

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

25

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

25

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.

25



SIGNATURE ABILITY _____

CHARACTER NAME _____

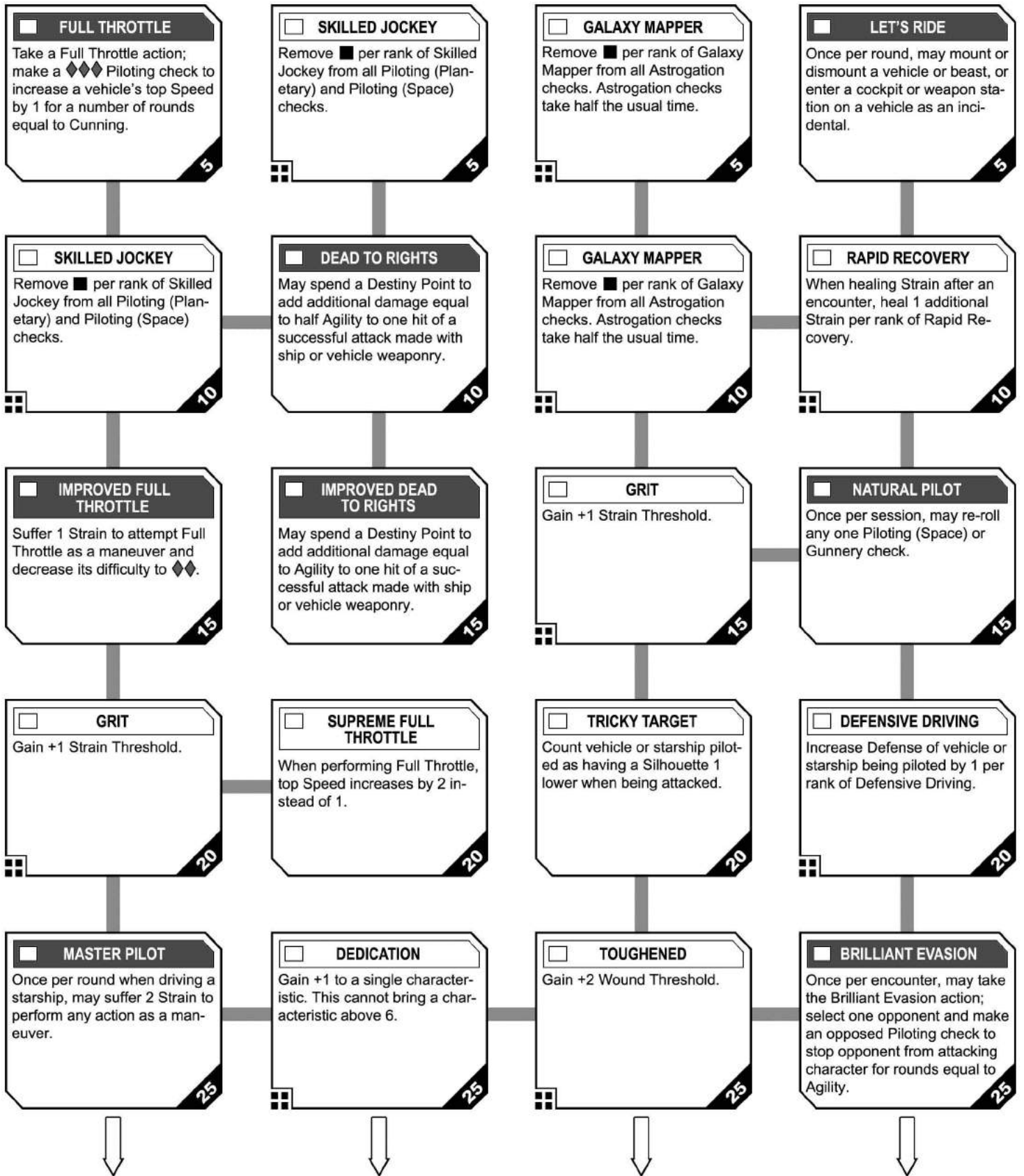
PILOT - SMUGGLER

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

PASSIVE TALENT ACTIVE TALENT

RANKED TALENT TALENT COST

FORCE TALENT CONFLICT TALENT



SIGNATURE ABILITY _____

CHARACTER NAME _____

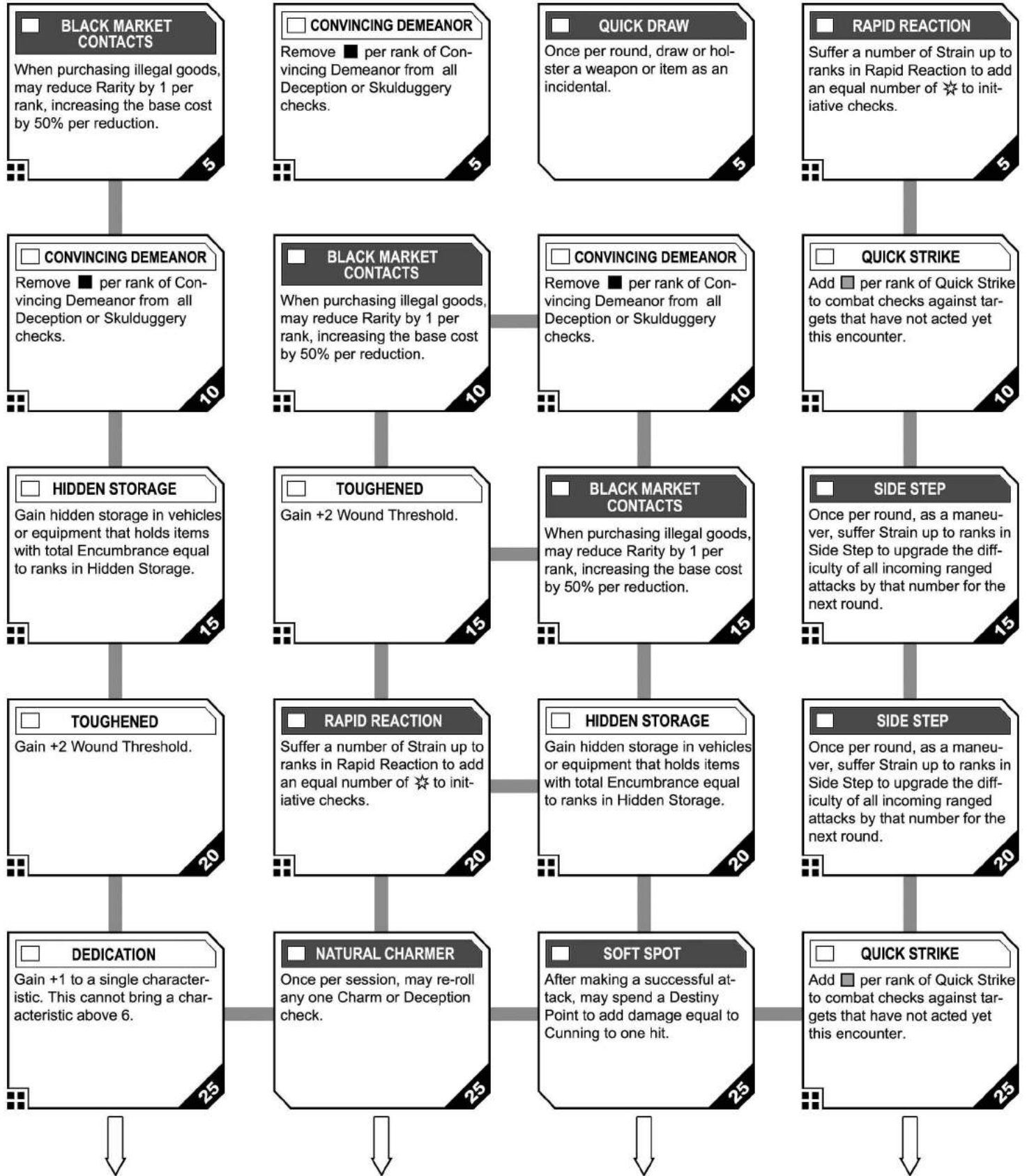
SCOUNDREL - SMUGGLER

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

STREET SMARTS

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

5

BLACK MARKET CONTACTS

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

5

INDISTINGUISHABLE

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

5

BYPASS SECURITY

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

5

BLACK MARKET CONTACTS

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

10

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.

10

GRIT

Gain +1 Strain Threshold.

10

HIDDEN STORAGE

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

10

STALKER

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

15

GRIT

Gain +1 Strain Threshold.

15

RAPID REACTION

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

15

SHORTCUT

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

15

BYPASS SECURITY

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

20

NATURAL ROGUE

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

20

STREET SMARTS

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

20

JUMP UP

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

20

MASTER OF SHADOWS

Once per round, suffer 2 Strain to decrease difficulty of next Stealth or Skulduggery check by 1.

25

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.

25

INDISTINGUISHABLE

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

25

DEDICATION

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

25



SIGNATURE ABILITY _____

CHARACTER NAME _____

CYBER TECH - TECHNICIAN

CAREER SKILLS: ATHLETICS, MECHANICS, MEDICINE, VIGILANCE

PASSIVE TALENT ACTIVE TALENT

RANKED TALENT TALENT COST

FORCE TALENT CONFLICT TALENT

CYBERNETICIST

Remove ■ per rank of Cyberneticist from checks to build, repair, and install cybernetic implants. Cybernetics cost 50% less.

5

MORE MACHINE THAN MAN

Increase cybernetic implant cap by 1 per rank of More Machine Than Man.

5

ENGINEERED REDUNDANCIES

Gain the ability to use emergency repair patches to heal. Additionally, can be healed with Mechanics checks.

5

TOUGHENED

Gain +2 Wound Threshold.

5

EYE FOR DETAIL

After making a Mechanics or Computers check, may suffer Strain up to ranks in Eye For Detail to convert that many into ⚙.

10

TOUGHENED

Gain +2 Wound Threshold.

10

ENERGY TRANSFER

May suffer 1 Strain to perform the Energy Transfer maneuver to power up an unpowered device or replenish exhausted ammunition for an energy weapon.

10

CYBERNETICIST

Remove ■ per rank of Cyberneticist from checks to build, repair, and install cybernetic implants. Cybernetics cost 50% less.

10

OVERCHARGE

Once per encounter, may take the Overcharge action; make a ♦♦♦ Mechanics check. On a success, one installed cybernetic provides additional benefits. On ⚡, overcharged cybernetic shorts out.

15

MORE MACHINE THAN MAN

Increase cybernetic implant cap by 1 per rank of More Machine Than Man.

15

DURABLE

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

15

SURGEON

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

15

IMPROVED OVERCHARGE

May spend ⚡⚡ or ⚡ from an Overcharge action to immediately take another action.

20

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.

20

MORE MACHINE THAN MAN

Increase cybernetic implant cap by 1 per rank of More Machine Than Man.

20

SURGEON

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

20

MORE MACHINE THAN MAN

Increase cybernetic implant cap by 1 per rank of More Machine Than Man.

25

DURABLE

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

25

SUPREME OVERCHARGE

May take the Overcharge action on any number of installed cybernetics. On ⚡, one overcharged cybernetic shorts out.

25

DEDICATION

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

25



SIGNATURE ABILITY _____

CHARACTER NAME _____

DROID TECH - TECHNICIAN

CAREER SKILLS: COMPUTERS, COOL, LEADERSHIP, MECHANICS

PASSIVE TALENT ACTIVE TALENT

RANKED TALENT TALENT COST

FORCE TALENT CONFLICT TALENT

MACHINE MENDER

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

5

HIDDEN STORAGE

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

5

SPEAKS BINARY

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

5

GRIT

Gain +1 Strain Threshold.

5

DEFT MAKER

Remove per rank of Deft Maker from checks to repair, modify, construct, or program droids. Reduce the material cost to craft droids by 50%.

10

EYE FOR DETAIL

After making a Mechanics or Computers check, may suffer Strain up to ranks in Eye For Detail to convert that many into .

10

GRIT

Gain +1 Strain Threshold.

10

SPEAKS BINARY

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

10

GRIT

Gain +1 Strain Threshold.

15

SUPREME SPEAKS BINARY

Once per encounter, may perform the Speaks Binary maneuver. A number of NPC droids up to ranks in Speaks Binary may use the character's ranks for one skill of character's choice.

15

IMPROVED SPEAKS BINARY

When directing NPC droids, those droids grant additional in addition to other benefits.

15

HIDDEN STORAGE

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

15

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 one.

20

MACHINE MENDER

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

20

SPEAKS BINARY

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

20

DEFT MAKER

Remove per rank of Deft Maker from checks to repair, modify, construct, or program droids. Reduce the material cost to craft droids by 50%.

20

EYE FOR DETAIL

After making a Mechanics or Computers check, may suffer Strain up to ranks in Eye For Detail to convert that many into .

25

REROUTE PROCESSORS

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

25

DEDICATION

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

25

MACHINE MENDER

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

25



SIGNATURE ABILITY _____

CHARACTER NAME _____

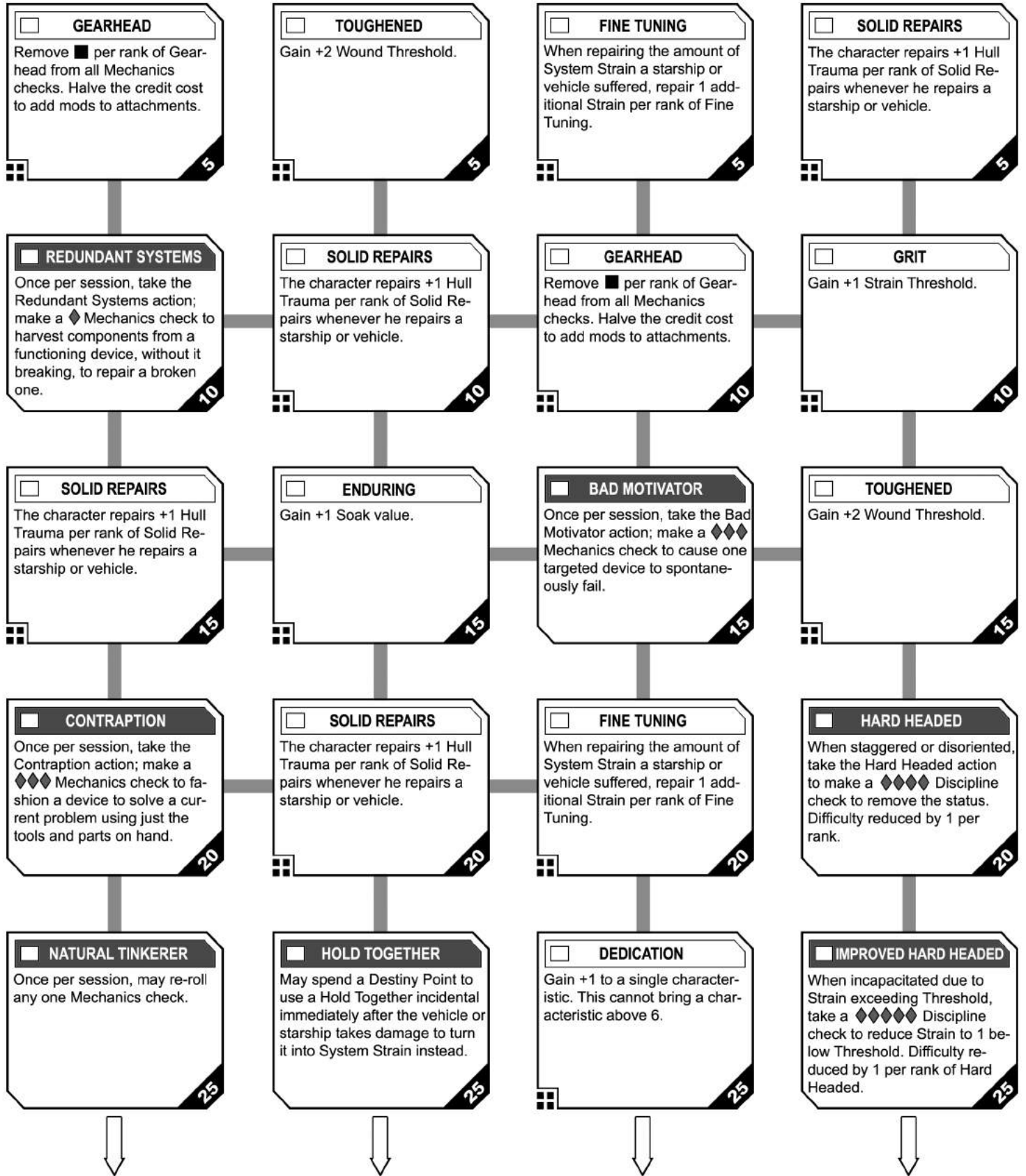
MECHANIC - TECHNICIAN

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

PASSIVE TALENT ACTIVE TALENT

RANKED TALENT TALENT COST

FORCE TALENT CONFLICT TALENT



SIGNATURE ABILITY _____

CHARACTER NAME _____

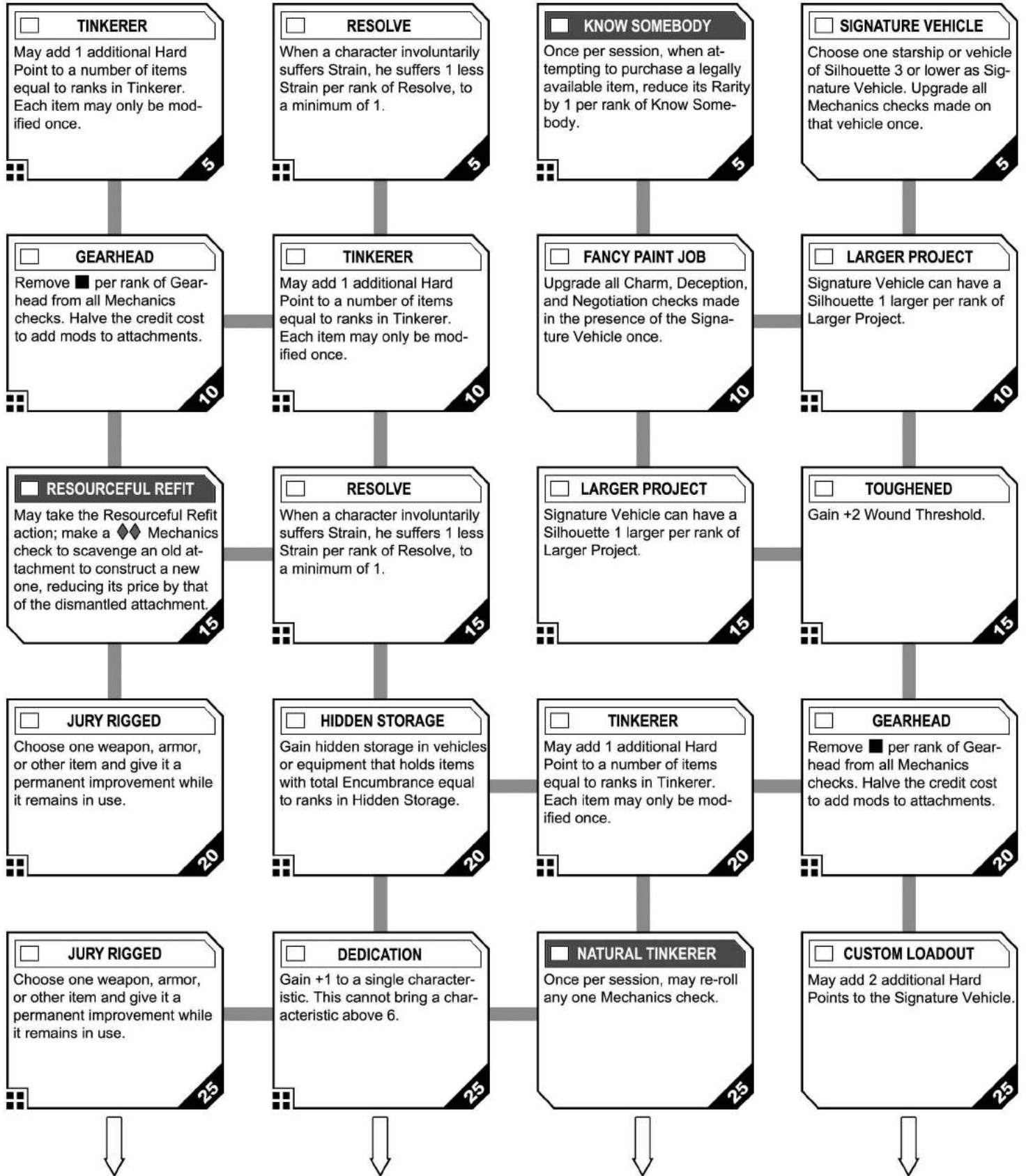
MODDER - TECHNICIAN

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

PASSIVE TALENT ACTIVE TALENT

RANKED TALENT TALENT COST

FORCE TALENT CONFLICT TALENT



SIGNATURE ABILITY _____

CHARACTER NAME _____

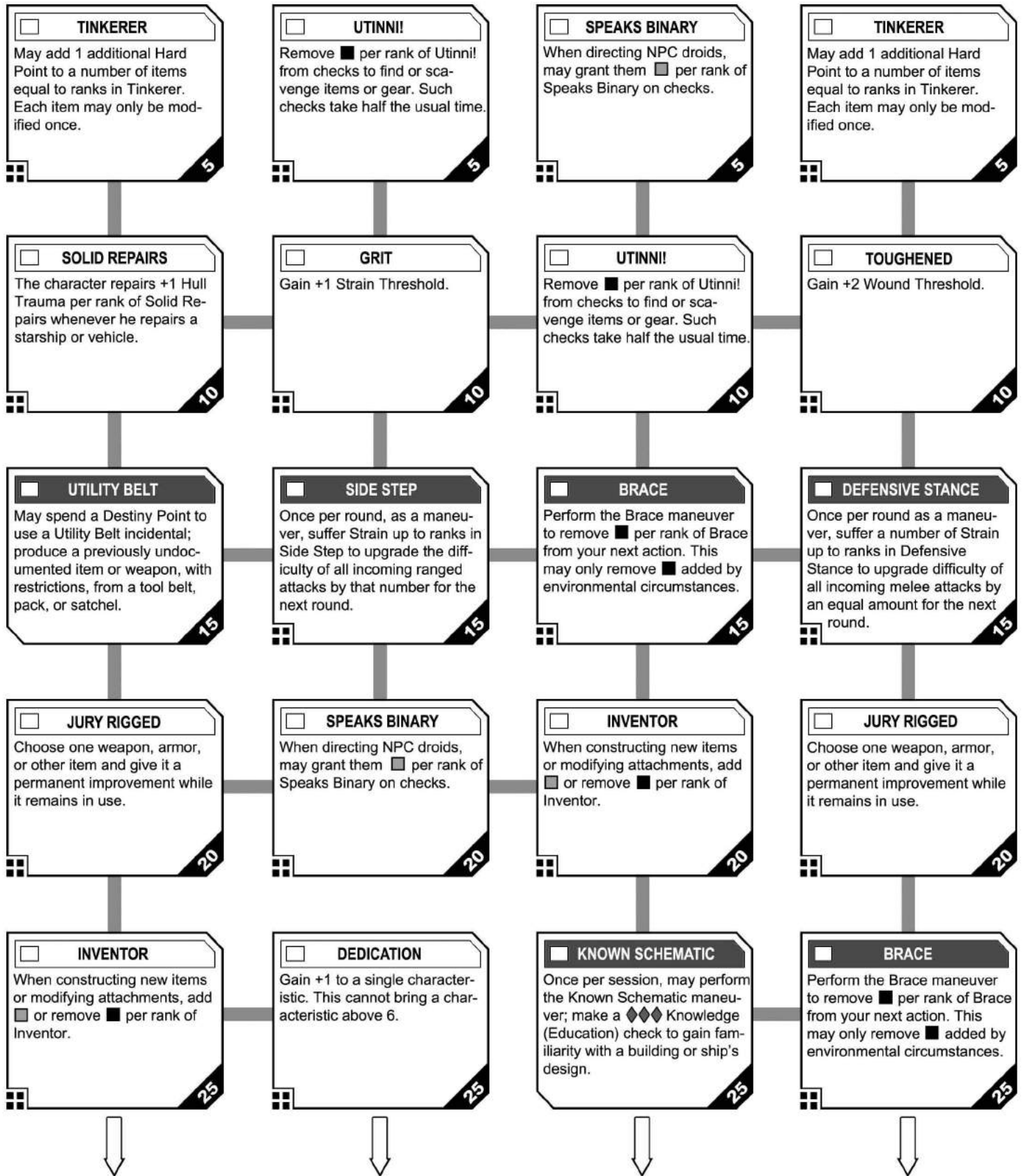
OUTLAW TECH - TECHNICIAN

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

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.

5

GRIT

Gain +1 Strain Threshold.

5

TECHNICAL APTITUDE

Reduce time needed to complete Computer-related tasks by 25% per rank in Technical Aptitude.

5

BYPASS SECURITY

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

5

DEFENSIVE SLICING

When defending computer systems, add ■ per rank of Defensive Slicing to opponent's checks.

10

TECHNICAL APTITUDE

Reduce time needed to complete Computer-related tasks by 25% per rank in Technical Aptitude.

10

GRIT

Gain +1 Strain Threshold.

10

BYPASS SECURITY

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

10

NATURAL PROGRAMMER

Once per session, may re-roll any one Computers or Astrogration check.

15

BYPASS SECURITY

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

15

DEFENSIVE SLICING

When defending computer systems, add ■ per rank of Defensive Slicing to opponent's checks.

15

GRIT

Gain +1 Strain Threshold.

15

DEFENSIVE SLICING

When defending computer systems, add ■ per rank of Defensive Slicing to opponent's checks.

20

IMPROVED DEFENSIVE SLICING

Instead of adding ■ per rank of Defensive Slicing, upgrade opponent's difficulty once per rank.

20

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.

20

RESOLVE

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

20

SKILLED SLICER

When making a Computers check, may spend ⚡ to make further Computers checks within this system as maneuvers.

25

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 1.

25

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.

25

DEDICATION

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

25



SIGNATURE ABILITY _____