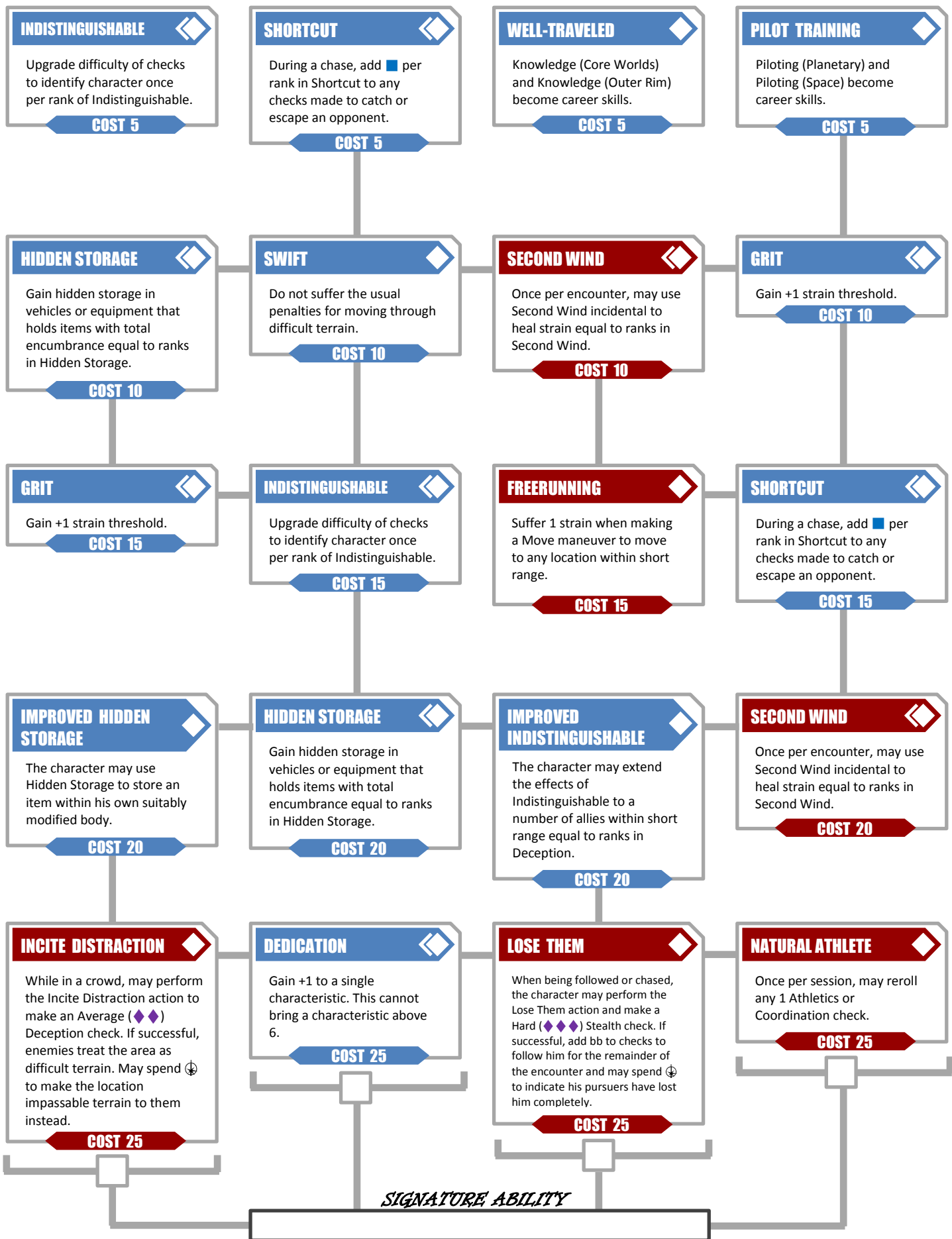


Bonus Career Skills: Athletics, Deception, Streetwise, Vigilance





Infiltrator Bonus Career Skills: **Deception, Melee, Skulduggery, Streetwise**

GRIT

Gain +1 strain threshold.

COST 5

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 5

FRENZIED ATTACK

When making a Melee or Brawl check, suffer a number of strain to upgrade the attack an equal number of times. The strain suffered may not exceed ranks in Frenzied Attack.

COST 5

DEFENSIVE STANCE

Once per round, may perform Defensive Stance maneuver and suffer a number of strain to upgrade difficulty of all incoming melee attacks by an equal number. Strain suffered this way cannot exceed ranks in Defensive Stance.

COST 5

STUNNING BLOW

When making Melee checks, may inflict damage as strain instead of wounds. This does not ignore soak

COST 10

GRIT

Gain +1 strain threshold.

COST 10

SOFT SPOT

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

COST 10

JUMP UP

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

COST 10

KNOCKDOWN

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

COST 15

FRENZIED ATTACK

When making a Melee or Brawl check, suffer a number of strain to upgrade the attack an equal number of times. The strain suffered may not exceed ranks in Frenzied Attack.

COST 15

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

NATURAL BRAWLER

Once per session, may re-roll any 1 Brawl or Melee check.

COST 20

TOUGHENED

Gain +2 wound threshold.

COST 20

IMPROVED STUNNING BLOW

When dealing strain damage with Melee or Brawl, spend Ⓞ to stagger target for 1 round per Ⓞ spent.

COST 20

DEFENSIVE STANCE

Once per round, may perform Defensive Stance maneuver and suffer a number of strain to upgrade difficulty of all incoming melee attacks by an equal number. Strain suffered this way cannot exceed ranks in Defensive Stance.

COST 20

DEDICATION

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

COST 25

CLEVER SOLUTION

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

COST 25

MASTER OF SHADOWS

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

COST 25

NATURAL ROGUE

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

COST 25

SIGNATURE ABILITY

Bonus Career Skills: Charm, Coercion, Medicine, Perception

INTIMIDATING

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

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 would per rank of Surgeon.

COST 5**NOBODY'S FOOL**

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

COST 5**BAD COP**

May spend ☹☹ from a Deception or Coercion check to upgrade ability of a single ally's subsequent Social Interaction check against the target a number of times equal to ranks in Bad Cop.

COST 10**GRIT**

Gain +1 strain threshold.

COST 10**SURGEON**

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

COST 10**GOOD COP**

May spend ☹☹ from Charm or Negotiation check to upgrade ability of a single ally's subsequent Social Interaction check against the target a number of times equal to ranks in Good Cop.

COST 10**RESIST QUESTIONING**

When targeted by an opposed social skill check, the character may suffer 2 strain to perform the Resist Questioning (out of turn) incidental, adding b to the check. If the check fails, may spend ☹ to indicate he has provided false information to foe.

COST 15**BAD COP**

May spend ☹☹ from a Deception or Coercion check to upgrade ability of a single ally's subsequent Social Interaction check against the target a number of times equal to ranks in Bad Cop.

COST 15**NOBODY'S FOOL**

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

COST 15**KNOW THEIR WEAKNESS**

Once per session, may perform the Know Their Weakness action and choose one target within short range; make a Hard (◆◆◆) Perception check to downgrade the difficulty of social skill checks against target once per rank of Know Their Weakness until end of the session.

COST 15**IMPROVED RESIST QUESTIONING**

When one ally within short range is targeted by an opposed social skill check, the character may perform Resist Questioning to affect this check instead. If the check fails, may spend ☹ to indicate the ally provided false information to foe.

COST 20**INTIMIDATING**

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

COST 20**KNOW THEIR WEAKNESS**

Once per session, may perform the Know Their Weakness action and choose one target within short range; make a Hard (◆◆◆) Perception check to downgrade the difficulty of social skill checks against target once per rank of Know Their Weakness until end of the session.

COST 20**IMPROVED KNOW THEIR WEAKNESS**

The character may extend the effects of Know Their Weakness to a number of enemies within short range equal to his Presence.

COST 20**PRESSURE POINT**

When making a Brawl check against an opponent, instead of dealing damage, may deal equivalent strain plus additional strain equal to ranks of Medicine (this ignores soak).

COST 25**EXHAUSTIVE QUESTIONING**

Whenever the character makes a successful social skill check against a captured enemy within short range, may reduce that enemy's strain threshold by 2 for the remainder of the session and can spend ☹ to inflict 1 strain.

COST 25**MADE YOU TALK**

Once per session, may make an opposed social skill check against a captured enemy character within short range and add ■ for every 2 strain inflicted on the target that encounter. If successful, the PCs gain a bonus based on the enemy NPC type.

COST 25**DEDICATION**

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

COST 25*SIGNATURE ABILITY*



Scout Bonus Career Skills: Athletics, Medicine, Piloting (Planetary), Survival

RAPID RECOVERY

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

COST 5

STALKER

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

COST 5

GRIT

Gain +1 strain threshold.

COST 5

SHORTCUT

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

COST 5

FORAGER

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

COST 10

QUICK STRIKE

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

COST 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.

COST 10

DISORIENT

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

COST 10

RAPID RECOVERY

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

COST 15

NATURAL HUNTER

Once per session, may re-roll any 1 Perception or Vigilance check.

COST 15

FAMILIAR SUNS

Once per session, may perform a Familiar Suns maneuver; make a Hard (◆◆◆) Knowledge (Outer Rim) or (Core Worlds) check to reveal the current type of planetary environment and other useful information.

COST 15

SHORTCUT

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

COST 15

GRIT

Gain +1 strain threshold.

COST 20

HEIGHTENED AWARENESS

Allies within close range add ■ to Perception or Vigilance checks. Engaged allies add ■■.

COST 20

TOUGHENED

Gain +2 wound threshold.

COST 20

QUICK STRIKE

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

COST 20

UTILITY BELT

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

COST 25

DEDICATION

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

COST 25

STALKER

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

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

SIGNATURE ABILITY

Bonus Career Skills: Charm, Cool, Discipline, Knowledge (Education)

CODEBREAKER ◆◆

Remove ■ per rank in Codebreaker from checks to break codes or decrypt communications. Decrease difficulty of checks to break codes or decrypt communications by 1.

COST 5

GRIT ◆◆

Gain +1 strain threshold.

COST 5

CUNNING PERSONA ◆◆

The character may suffer 2 strain to make a Charm check with Cunning instead of Presence.

COST 5

WELL ROUNDED ◆◆

Choose any 2 skills. They permanently become career skills.

COST 5

TOUGHENED ◆◆

Gain +2 wound threshold.

COST 10

BYPASS SECURITY ◆◆

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

COST 10

CONVINCING DEMEANOR ◆◆

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

COST 10

CREATIVE KILLER ◆◆

Reduce the crit rating of improvised weapons by 2 (to a minimum of 1).

COST 10

ANALYZE DATA ◆◆

Once per session, after capturing enemy data, may perform the Analyze Data action to make an Average (◆◆) Knowledge (Warfare) check. Once during the remainder of the session he may then add ☆ equal to ranks in Knowledge (Warfare) to one check related to that data.

COST 15

CODEBREAKER ◆◆

Remove ■ per rank in Codebreaker from checks to break codes or decrypt communications. Decrease difficulty of checks to break codes or decrypt communications by 1.

COST 15

GRIT ◆◆

Gain +1 strain threshold.

COST 15

CONVINCING DEMEANOR ◆◆

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

COST 15

GRIT ◆◆

Gain +1 strain threshold.

COST 20

BYPASS SECURITY ◆◆

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

COST 20

DURABLE ◆◆

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

COST 20

A STEP AHEAD ◆◆

Once per session, the character may suffer 2 strain in order to count his Cunning as one higher than normal for the remainder of the encounter.

COST 20

DEDICATION ◆◆

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

COST 25

INSIDE PERSON ◆◆

Once per session the character may spend a Destiny Point to establish he has been undercover in an identified enemy base or large vehicle. For the remainder of the session, add automatic ○○ to checks he or his allies make that are associated with that location.

COST 25

NATURAL CHARMER ◆◆

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

COST 25

INSIDE KNOWLEDGE ◆◆

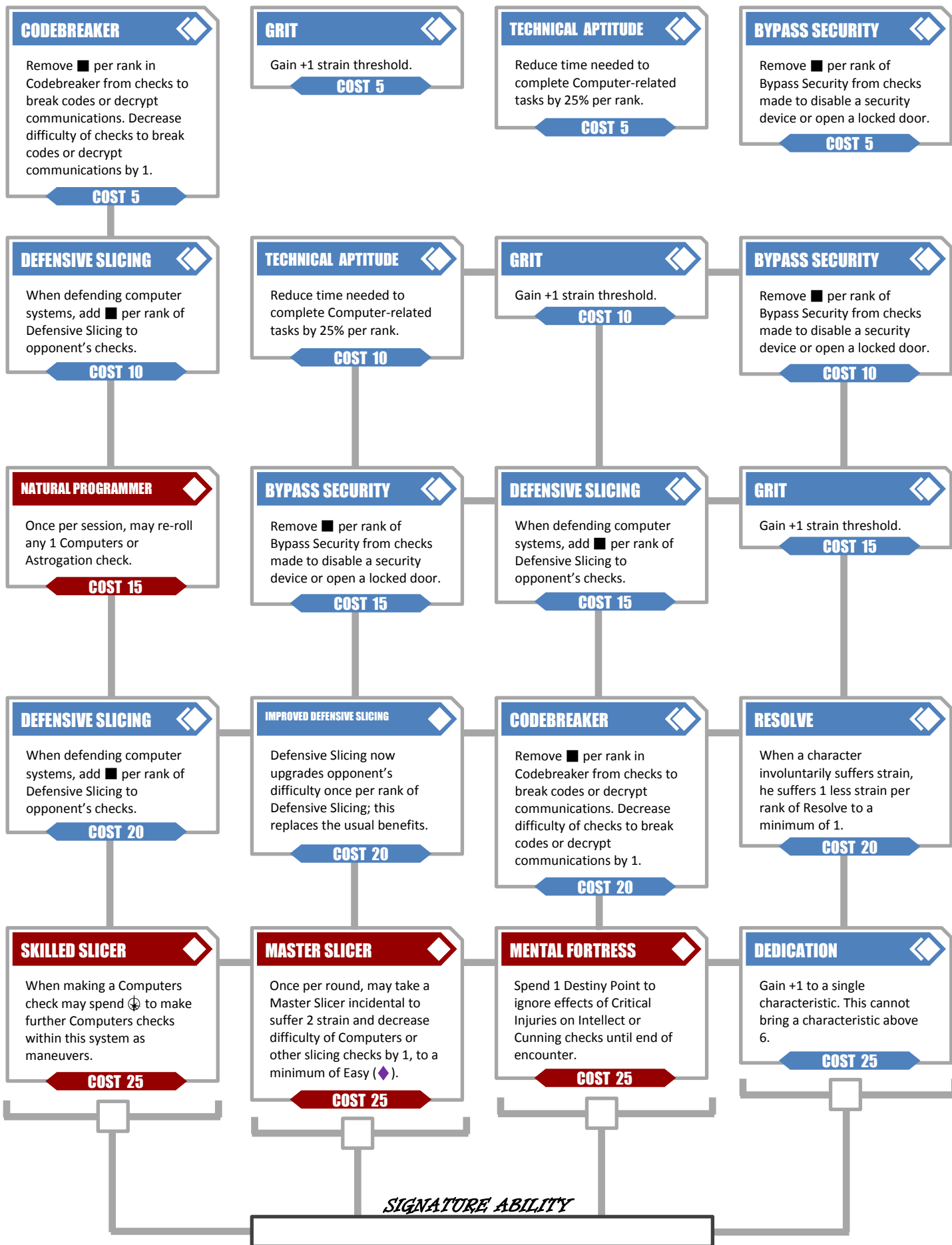
Once per session while in an enemy facility or vessel, may perform the Inside Knowledge action; make a Hard (◆◆◆) Skulduggery check. Character may then find a single personal scale item with a rarity no greater than Cunning plus 2, previously stashed here, or gain a narrative benefit.

COST 25

SIGNATURE ABILITY



Slicer Bonus Career Skills: **Computers, Knowledge (Education), Knowledge (Underworld), Stealth**



SIGNATURE ABILITY

ATTACHED TO

COUNTERESPIONAGE BASE ABILITY

Once per game session, the character may spend 2 Destiny Points to make an **opposed Knowledge (Warfare) vs. Deception check** against an identified enemy agent or espionage leader. If successful, the character utterly foils one previously identified ploy or tactic associated with that enemy's act of espionage. The exact nature of how the character accomplishes this must be approved by the GM, but should be suitably cunning and clever. Note that the enemy character does not need to be physically present or near the character for this ability to be used, and that the GM has final say on which NPCs are valid targets.

COST 30

ADD BOOST

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

COST 10

CHANGE SKILL

The skill check the character makes as part of using Counterespionage can be made using Charm instead of Knowledge (Warfare).

COST 10

REDUCE SETBACK

Remove ■ from the character's skill check as part of using Counterespionage.

COST 10

CHANGE SKILL

The skill check the character makes as part of using Counterespionage can be made using Negotiation instead of Knowledge (Warfare).

COST 10

DESTINY

To activate Counterespionage, the character needs to spend only one Destiny Point instead of the normal two Destiny Points.

COST 15

REDUCE SETBACK

Remove ■ from the character's skill check as part of using Counterespionage.

COST 15

ADD BOOST

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

COST 15

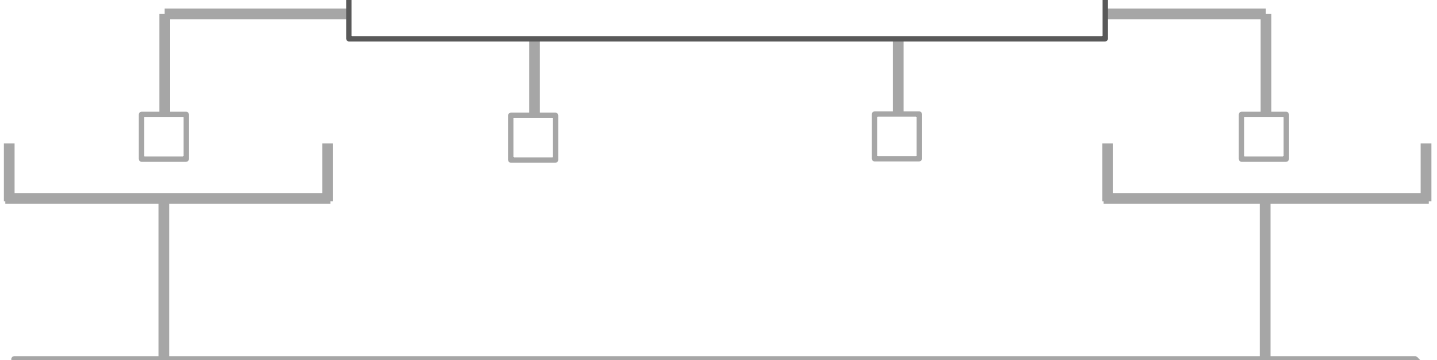
TURN AGENT

Spend \oplus on a successful check to activate Counterespionage to turn one identified enemy agent into a double agent secretly working for the character.

COST 15

SIGNATURE ABILITY

ATTACHED TO



UNMATCHED TRADECRAFT BASE ABILITY

Once per session as an incidental, after the player rolls the dice for a Deception check but before resolving the results, he may spend 2 Destiny Points to remove one of the rolled ♦ from the pool. The results from that ♦ are ignored, and the check is then resolved as normal.

COST 30

INCREASE EFFECT

Unmatched Tradecraft may also be used on ■.

COST 10

INCREASE NUMBER

The number of dice removed through Unmatched Tradecraft increases by one per Increase Number upgrade.

COST 10

CHANGE SKILL

Unmatched Tradecraft may be used with the Stealth skill instead of Deception.

COST 10

CHANGE SKILL

Unmatched Tradecraft may be used with the Skulduggery skill instead of Deception.

COST 10

INCREASE EFFECT

Unmatched Tradecraft may also be used on ♦.

COST 15

DESTINY

To activate Unmatched Tradecraft, the character needs to spend only one Destiny Point instead of the normal two Destiny Points.

COST 15

FREQUENCY

Unmatched Tradecraft can be used an additional time per game session.

COST 15

INCREASE NUMBER

The number of dice removed through Unmatched Tradecraft increases by one per Increase Number upgrade.

COST 15