CAREER ACE



UPGRADE ΒΔΝΚΕΠ

BASE ABILITY



Once per game session, when piloting a starship or vehicle with a silhouette of 3 or less that is crippled (has hull trauma in excess of its hull trauma threshold), the character may spend 2 Destiny Points as an incidental. The starship or vehicle operates as if it is not crippled for the next 3 rounds, acting as if its hull trauma is equal to its hull trauma threshold.



ACE DRIVER

ACTIVE

Spec Bonus Career Skills: Cool, Gunnery, Mechanics, Piloting (Planetary)



COST 25

ACE GUNNER

Spec Bonus Career Skills: Discipline, Gunnery, Ranged (Heavy), Resilience



ACE **PILOT**

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

ACTIVE PASSIVE RANKED



COST 25

ACE BEAST RIDER

Spec Bonus Career Skills: Athletics, Knowledge (Xenology), Perception, Survival

ACTIVE PASSIVE



ACE HOTSHOT

Spec Bonus Career Skills: Cool, Coordination, Piloting (Planetary), Piloting (Space)

ACTIVE



ACE RIGGER

Spec Bonus Career Skills: Gunnery, Knowledge (Underworld), Mechanics, Resilience

ACTIVE PASSIVE



CAREER COMMANDER



Career Skills: Coercion, Cool, Discipline, Knowledge (Warfare), Leadership, Perception, Ranged (Light), Vigilance



ROUSING ORATORY BASE ABILITY

Once per game session, the character may perform a Rousing Oratory action, spend 2 Destiny Points, and make a \diamond \diamond Leadership check to inspire a group to take action in a military situation about which members were previously hesitant.



UNMATCHED AUTHORITY BASE ABILITY

Once per game session, as an action during an encounter in structured time, the character may spend 2 Destiny Points to gain the following ability for the remainder of the current round and two additional rounds. As an out of turn incidental, the character may suffer 2 strain to downgrade the difficulty of an ally's skill check once.



COMMANDER COMMODORE

Spec Bonus Career Skills: Astrogation, Computers, Knowledge (Education), Knowledge (Outer Rim)

Find more handouts at BeggingForXP.com

ACTIVE

PASSIVE 📕 RANKED ≪



COMMANDER SQUADRON LEADER

Spec Bonus Career Skills: Gunnery, Mechanics, Piloting (Planetary), Piloting (Space)



COMMANDER TACTICIAN

Spec Bonus Career Skills: Brawl, Discipline, Leadership, Ranged (Heavy)



COMMANDER FIGUREHEAD

Spec Bonus Career Skills: Cool, Leadership, Negotiation, Knowledge (Core Worlds)

ACTIVE PASSIVE RANKED



COST 25

COMMANDER

Spec Bonus Career Skills: Discipline, Medicine, Ranged (Heavy), Knowledge (Education)

ACTIVE

PASSIVE



COMMANDER STRATEGIST

Spec Bonus Career Skills: Computers, Cool, Vigilance, Knowledge (Warfare)



CAREER DIPLOMAT

BASE ABILITY

Career Skills: Charm, Deception, Knowledge (Core Worlds), Knowledge (Lore), Knowledge (Outer Rim), Knowledge (Xenology), Leadership, Negotiation





UNMATCHED INSIGHT BASE ABILITY

Once per game session, during an encounter or scene involving one or more other sentient creatures, the character may spend 2 Destiny Points. The character immediately becomes aware of the emotional states and basic histories of up to 3 chosen participants in the scene.



DIPLOMAT AMBASSADOR

Spec Bonus Career Skills: Charm, Discipline, Knowledge (Core Worlds), Negotiation

Find more handouts at BeggingForXP.com

ACTIVE

PASSIVE



DIPLOMAT AGITATOR

Spec Bonus Career Skills: Coercion, Deception, Knowledge (Underworld), Streetwise

Find more handouts at BeggingForXP.com XP

ACTIVE

PASSIVE



GUARTERMASTER

Spec Bonus Career Skills: Computers, Negotiation, Skulduggery, Vigilance



ADVOCATE

Spec Bonus Career Skills: Coercion, Deception, Negotiation, Vigilance

ACTIVE PASSIVE



DIPLOMAT ANALYST

ACTIVE PASSIVE

Spec Bonus Career Skills: Computers, Knowledge (Education), Knowledge (Warfare), Perception

Find more handouts at BeggingForXP.com XP



DIPLOMAT PROPAGANDIST

Spec Bonus Career Skills: Charm, Deception, Knowledge (Warfare), Perception



ENGINEER MECHANIC

Spec Bonus Career Skills: Brawl, Mechanics, Piloting (Space), Skulduggery



ENGINEER SABOTEUR

Spec Bonus Career Skills: Coordination, Mechanics, Skulduggery, Stealth

ACTIVE PASSIVE



ENGINEER SCIENTIST

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

PASSIVE 📕 RANKED ᡧ

ACTIVE



SOLDIER COMMANDO

Spec Bonus Career Skills: Brawl, Melee, Resilience, Survival

Find more handouts at BeggingForXP.com

ACTIVE PASSIVE

RANKED 🌑



SOLDIER MEDIC

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

Find more handouts at BeggingForXP.com

ACTIVE

PASSIVE



SOLDIER SHARPSHOOTER

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

ACTIVE PASSIVE



SPY INFILTRATOR

Spec Bonus Career Skills: Deception, Melee, Skulduggery, Streetwise

ACTIVE PASSIVE RANKED

Find more handouts at BeggingForXP.com XP GRIT DODGE **FRENZIED ATTACK** DEFENSIVE STANCE $\langle\!\langle$ $\langle \diamond \rangle$ Gain +1 strain threshold. When targeted in combat, When making a Melee or Once per round, as a manmay perform a Dodge Brawl attack, suffer strain euver suffer a number of COST 5 incidental. Suffer strain up to ranks in Frenzied strain up to ranks in Defenno greater than ranks Attack to upgrade the sive Stance to upgrade in Dodge to upgrade the attack by an equal amount. difficulty of all incoming difficulty of the attack by melee attacks by an equal COST 5 that number. number for the next round. COST 5 COST 5 GRIT JUMP UP **STUNNING BLOW** SOFT SPOT $\langle \langle$ When making Melee Gain +1 strain threshold. After making a successful Once per round, may stand checks, may inflict damage attack, may spend 1 from seated or prone as COST 10 as strain instead of wounds. Destiny Point to add an incidental. damage equal to Cunning This does not ignore soak. COST 10 to one hit. COST 10 COST 10 KNOCKDOWN **FRENZIED ATTACK** GRIT DODGE $\langle \cdot \rangle$ After hitting with a melee When making a Melee or Gain +1 strain threshold. When targeted in combat, Brawl attack, suffer strain may perform a Dodge attack, may spend 🕁 to COST 15 knock the target prone. up to ranks in Frenzied incidental. Suffer strain Attack to upgrade the no greater than ranks COST 15 in Dodge to upgrade the attack by an equal amount. difficulty of the attack by COST 15 that number. COST 15 NATURAL BRAWLER TOUGHENED IMPROVED DEFENSIVE STANCE 巜 $\langle \langle$ **STUNNING BLOW** Gain +2 wound threshold. Once per session, may Once per round, as a man-When dealing strain reroll any 1 Melee or Brawl euver suffer a number of COST 20 damage with Melee or check. strain up to ranks in Defen-Brawl checks, may spend sive Stance to upgrade COST 20 ✤ to stagger target for 1 difficulty of all incoming round per 🕀 . melee attacks by an equal number for the next round. COST 20 COST 20 DEDICATION $\langle \diamond \rangle$ **CLEVER SOLUTION MASTER OF NATURAL ROGUE** SHADOWS Gain +1 to a single charac-Once per session, make Once per session re-roll Once per round, suffer teristic. This cannot bring any 1 Skulduggery or one skill check using 2 strain to decrease a characteristic above 6. Cunning rather than the Stealth check. difficulty of next Stealth or characteristic linked to COST 25 COST 25 Skulduggery check by 1. that skill. COST 25 COST 25

SCOUT

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

ACTIVE PASSIVE

Find more handouts at BeggingForXP.com XP **RAPID RECOVERY** $\langle \rangle$ **STALKER** GRIT SHORTCUT Gain +1 strain threshold. When healing strain after Add 📃 per rank of During a chase, add an encounter, heal 1 Stalker to all Stealth and per rank in Shortcut to any COST 5 additional strain per rank Coordination checks. checks made to catch or of Rapid Recovery. escape an opponent. COST 5 COST 5 COST 5 FORAGER QUICK STRIKE DISORIENT LET'S RIDE $\langle \rangle$ Remove up to **m** from Once per round, may mount After hitting with a combat Add per rank of Quick skill checks to find food. Strike to combat checks or dismount a vehicle or check, may spend 😲 😲 water, or shelter. Survival against targets that have beast, or enter a cockpit to disorient target for a checks to forage take half not acted yet this encounter. or weapon station on a number of rounds equal to the time. vehicle, as an incidental. ranks in Disorient. COST 10 COST 10 COST 10 COST 10 **RAPID RECOVERY NATURAL HUNTER FAMILIAR SUNS** SHORTCUT During a chase, add When healing strain after Once per session, may Once per session, as a per rank in Shortcut to any an encounter, heal 1 re-roll any 1 Perception or maneuver make a 🔶 🔶 🔶 additional strain per rank Vigillance check. Knowledge (Outer Rim) checks made to catch or of Rapid Recovery. or (Core Worlds) check escape an opponent. COST 15 to reveal the current type COST 15 COST 15 of environment and other useful information. COST 15 GRIT HEIGHTENED TOUGHENED QUICK STRIKE $\langle \langle$ \ll **AWARENESS** Gain +2 wound threshold. Gain +1 strain threshold. Add 📃 per rank of Quick Allies within short range Strike to combat checks COST 20 COST 20 add 📃 to Perception or against targets that have Vigilance checks. Engaged not acted yet this encounter. allies add 📃 📃 . COST 20 COST 20 DEDICATION STALKER **UTILITY BELT** $\langle \diamond \rangle$ DISORIENT \ll Spend 1 Destiny Point Gain +1 to a single charac-Add per rank of After hitting with a combat to perform a Utility Belt teristic. This cannot bring Stalker to all Stealth and check, may spend 😲 😲 incidental; produce a a characteristic above 6. Coordination checks. to disorient target for a previously undocumented number of rounds equal to COST 25 COST 25 item or weapon (with ranks in Disorient. restrictions) from a tool COST 25 belt or a satchel. COST 25

SLICER

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

Find more handouts at BeggingForXP.com

ACTIVE

PASSIVE



UNIVERSAL RECRUIT

Spec Bonus Career Skills: Athletics, Discipline, Survival, Vigilance

ACTIVE PASSIVE





FORCE POWER

Prerequisites: Force Rating 1+



FORCE POWER ENHANCE

Prerequisites: Force Rating 1+



FORCE POWER

Prerequisites: Force Rating 1+

Find more handouts at BeggingForXP.com (XP **FORESEE BASIC POWER** The Force user can feel the Force flowing around everything, seeing what is and what will be. The user may spend \bigcirc to gain vague hints of events to come up to a day into his future. COST 1C CONTROL STRENGTH When making a skill check to determine initiative, the Force user may roll a Foresee power check Spend () to pick out as part of the pool. He may spend 🔿 to gain 🗱 per point on the check. specific details equal to Strength upgrades purchased. COST 5 MAGNITUDE RANGE CONTROL DURATION $\langle \langle$ $\langle \rangle$ Affected targets increase Spend () to increase days Spend \bigcirc to increase Spend \bigcirc to increase targets affected equal power's range by a number their ranged and melee into the future the user to Magnitude upgrades of range bands equal to defense by 2 for the first may see equal to Duration purchased. Range upgrades purchased. round of combat. upgrades purchased. COST 5 COST 5 COST 10 COST 5 MAGNITUDE $\langle \langle$ RANGE RANGE STRENGTH $\langle \rangle$ Spend \bigcirc to increase Spend \bigcirc to increase Spend () to increase Spend () to pick out targets affected equal power's range by a number power's range by a number specific details equal to Magnitude upgrades of range bands equal to of range bands equal to to Strength upgrades purchased. Range upgrades purchased. Range upgrades purchased. purchased. COST 5 COST 5 COST 5 COST 5 CONTROL DURATION $\langle \langle$ When performing a Foresee power check as part of an initiative check, the Force user may spend Spend \bigcirc to increase days ○ to allow all affected targets to take one free maneuver before the first round of combat begins. into the future the user may see equal to Duration COST 15 upgrades purchased.

COST 5