

ACE

CAREER SKILLS: ASTROGATION, COOL, MECHANICS, PERCEPTION, PILOTING (PLANETARY), PILOTING (SPACE), GUNNERY, RANGED (LIGHT)

THIS ONE IS MINE

Once per game session, when piloting a starship or vehicle, the character may spend two Destiny Points to challenge another starship or vehicle in the battle with an equal Silhouette. For two rounds, the two are locked in a duel. For the duration of the duel, the two dueling ships can only make attacks targeting each other, and no other starships or characters can target the dueling ships with attacks.

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CHANGE SILHOUETTE

This One Is Mine can target ships or vehicles with a Silhouette 1 higher or lower.

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DURATION

This One Is Mine lasts for one additional round.

10

DURATION

This One Is Mine lasts for one additional round.

10

EVASION

Upgrade the difficulty of all incoming attacks once while This One Is Mine is active.

10

CHANGE SILHOUETTE

This One Is Mine can target ships or vehicles with a Silhouette 1 higher or lower.

15

FREQUENCY

This One Is Mine may be used one additional time each game session.

15

DESTINY

This One Is Mine costs one Destiny Point instead of two.

15

EVASION

Upgrade the difficulty of all incoming attacks once while This One Is Mine is active.

15

UNMATCHED SURVIVABILITY

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 two Destiny Points as an incidental. The starship or vehicle operates as if it is not crippled for the next three rounds, acting as if its Hull Trauma is equal to its Hull Trauma Threshold.

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CHANGE SILHOUETTE

Unmatched Survivability affects ships or vehicles with a Silhouette 1 higher or lower.

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FREQUENCY

Unmatched Survivability may be used one additional time each game session.

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DURABILITY

Critical Hits suffered by the ship or vehicle are reduced by 10 while Unmatched Survivability is active.

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DURABILITY

Critical Hits suffered by the ship or vehicle are reduced by 10 while Unmatched Survivability is active.

10

CHANGE SILHOUETTE

Unmatched Survivability affects ships or vehicles with a Silhouette 1 higher or lower.

15

DESTINY

Unmatched Survivability costs one Destiny Point instead of two.

15

DURATION

Unmatched Survivability lasts until the end of the encounter.

15

REINFORCEMENT

The Critical rating of all weapons targeting the ship or vehicle count as 1 higher while Unmatched Survivability is active.

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CHARACTER NAME _____

BEAST RIDER - ACE

CAREER SKILLS: ATHLETICS, PERCEPTION, 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

TOUGHENED

Gain +2 Wound Threshold.

5

OUTDOORSMAN

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

5

BEAST WRANGLER

Add **■** per rank of Beast Wrangler to checks to tame or wrangle creatures.

5

OUTDOORSMAN

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

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

TOUGHENED

Gain +2 Wound Threshold.

10

EXPERT HANDLER

Remove **■** per rank of Expert Handler from all Survival checks made to ride beasts.

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.

15

BEAST WRANGLER

Add **■** per rank of Beast Wrangler to checks to tame or wrangle creatures.

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.

15

GRIT

Gain +1 Strain Threshold.

15

IMPROVED SPUR

Suffer 1 Strain to perform Spur as a maneuver and decrease its difficulty to **◆ ◆**.

20

SPUR

Take a Spur action; make a **◆ ◆ ◆** Survival check to increase a beast's top Speed by 1. The beast suffers 2 Strain every round it stays spurred.

20

NATURAL OUTDOORSMAN

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

20

EXPERT HANDLER

Remove **■** per rank of Expert Handler from all Survival checks made to ride creatures.

20

SUPREME SPUR

When activating and maintaining Spur, the beast only suffers 1 Strain instead of 2.

25

DEDICATION

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

25

GRIT

Gain +1 Strain Threshold.

25

SOOTHING TONE

Once per encounter when riding, take a Soothing Tone action; make a **◆ ◆** Knowledge (Xenology) check to allow the beast to recover Strain equal to **★**.

25



SIGNATURE ABILITY _____

CHARACTER NAME _____

DRIVER - ACE

CAREER SKILLS: COOL, MECHANICS, PILOTING (PLANETARY), GUNNERY

PASSIVE TALENT  ACTIVE TALENT 

RANKED TALENT  TALENT COST 

FORCE TALENT  CONFLICT TALENT 

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.

 5

ALL-TERRAIN DRIVER

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

 5

FINE TUNING

When repairing the amount of System Strain a starship or vehicle suffered, repair 1 additional Strain per rank of Fine Tuning.

 5

GEARHEAD

Remove  per rank of Gearhead from all Mechanics checks. Halve the credit cost to add mods to attachments.

 5

GRIT

Gain +1 Strain Threshold.

 10

SKILLED JOCKEY

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

 10

RAPID REACTION

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

 10

GRIT

Gain +1 Strain Threshold.

 10

IMPROVED FULL THROTTLE

Suffer 1 Strain to attempt Full Throttle as a maneuver and decrease its difficulty to .

 15

TRICKY TARGET

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

 15

FINE TUNING

When repairing the amount of System Strain a starship or vehicle suffered, repair 1 additional Strain per rank of Fine Tuning.

 15

TOUGHENED

Gain +2 Wound Threshold.

 15

DEFENSIVE DRIVING

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

 20

SKILLED JOCKEY

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

 20

NATURAL DRIVER

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

 20

GEARHEAD

Remove  per rank of Gearhead from all Mechanics checks. Halve the credit cost to add mods to attachments.

 20

SUPREME FULL THROTTLE

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

 25

FULL STOP

When piloting a vehicle or starship, perform a Full Stop maneuver to reduce Speed to zero. Suffer System Strain equal to the Speed reduced.

 25

MASTER DRIVER

Once per round when driving a vehicle, may suffer 2 Strain to perform any action as a maneuver.

 25

DEDICATION

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

 25



SIGNATURE ABILITY _____

CHARACTER NAME _____

GUNNER - ACE

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

PASSIVE TALENT  ACTIVE TALENT 

RANKED TALENT  TALENT COST 

FORCE TALENT  CONFLICT TALENT 

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

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

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.

5

TOUGHENED

Gain +2 Wound Threshold.

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

TRUE AIM

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

10

DURABLE

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

15

ENDURING

Gain +1 Soak value.

15

JURY RIGGED

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

15

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.

15

TOUGHENED

Gain +2 Wound Threshold.

20

ENDURING

Gain +1 Soak value.

20

BRACE

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

20

EXHAUST PORT

Before attacking a starship or vehicle, may spend a Destiny Point to ignore the effects of the Massive rule for the attack.

20

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

JURY RIGGED

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

25

DEDICATION

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

25

TRUE AIM

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

25



SIGNATURE ABILITY _____

CHARACTER NAME _____

HOTSHOT - ACE

CAREER SKILLS: COOL, COORDINATION, PILOTING (PLANETARY), PILOTING (SPACE)

PASSIVE TALENT  ACTIVE TALENT 

RANKED TALENT  TALENT COST 

FORCE TALENT  CONFLICT TALENT 

SHORTCUT

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

  5

HIGH-G TRAINING

When a starship or vehicle being piloted would suffer System Strain, may suffer Strain up to ranks in High-G Training to prevent an equal amount of System Strain.

  5

SKILLED JOCKEY

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

  5

GRIT

Gain +1 Strain Threshold.

  5

SECOND CHANCES

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

  10

GRIT

Gain +1 Strain Threshold.

  10

SHORTCUT

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

  10

HIGH-G TRAINING

When a starship or vehicle being piloted would suffer System Strain, may suffer Strain up to ranks in High-G Training to prevent an equal amount of System Strain.

  10

DEAD TO RIGHTS

May spend a Destiny Point to add additional damage equal to half Agility to one hit of a successful attack made with ship or vehicle weaponry.

  15

HIGH-G TRAINING

When a starship or vehicle being piloted would suffer System Strain, may suffer Strain up to ranks in High-G Training to prevent an equal amount of System Strain.

  15

GRIT

Gain +1 Strain Threshold.

  15

INTENSE PRESENCE

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

  15

SECOND CHANCES

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

  20

CORELLIAN SENDOFF

Take a Corellian Sendoff action targeting two ships or vehicles at Close range; make a    Cool check to cause the targets to suffer a minor collision.

  20

KOIIGRAN TURN

When an opponent has gained the advantage on a starship or vehicle being piloted, may perform a Koiigran Turn maneuver to remove the effects.

  20

GRIT

Gain +1 Strain Threshold.

  20

IMPROVED DEAD TO RIGHTS

May spend a Destiny Point to add additional damage equal to Agility to one hit of a successful attack made with ship or vehicle weaponry.

  25

IMPROVED CORELLIAN SENDOFF

When performing a Corellian Sendoff, the targets suffer a major collision instead.

  25

DEDICATION

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

  25

SHOWBOAT

When making a check in a starship or vehicle, may suffer 2 Strain to gain  on success or  on failure.

  25



SIGNATURE ABILITY _____

CHARACTER NAME _____

PILOT - ACE

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

PASSIVE TALENT  ACTIVE TALENT 

RANKED TALENT  TALENT COST 

FORCE TALENT  CONFLICT TALENT 

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.

5

SKILLED JOCKEY

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

 5

GALAXY MAPPER

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

 5

LET'S RIDE

Once per round, may mount or dismount a vehicle or beast, or enter a cockpit or weapon station on a vehicle as an incidental.

5

SKILLED JOCKEY

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

 10

DEAD TO RIGHTS

May spend a Destiny Point to add additional damage equal to half Agility to one hit of a successful attack made with ship or vehicle weaponry.

10

GALAXY MAPPER

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

 10

RAPID RECOVERY

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

 10

IMPROVED FULL THROTTLE

Suffer 1 Strain to attempt Full Throttle as a maneuver and decrease its difficulty to .

15

IMPROVED DEAD TO RIGHTS

May spend a Destiny Point to add additional damage equal to Agility to one hit of a successful attack made with ship or vehicle weaponry.

15

GRIT

Gain +1 Strain Threshold.

 15

NATURAL PILOT

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

15

GRIT

Gain +1 Strain Threshold.

 20

SUPREME FULL THROTTLE

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

20

TRICKY TARGET

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

20

DEFENSIVE DRIVING

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

 20

MASTER PILOT

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

25

DEDICATION

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

 25

TOUGHENED

Gain +2 Wound Threshold.

 25

BRILLIANT EVASION

Once per encounter, may take the Brilliant Evasion action; select one opponent and make an opposed Piloting check to stop opponent from attacking character for rounds equal to Agility.

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SIGNATURE ABILITY _____

CHARACTER NAME _____

RIGGER - ACE

CAREER SKILLS: MECHANICS, RESILIENCE, KNOWLEDGE (UNDERWORLD), GUNNERY

PASSIVE TALENT  ACTIVE TALENT 

RANKED TALENT  TALENT COST 

FORCE TALENT  CONFLICT TALENT 

BLACK MARKET CONTACTS

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

  5

TOUGHENED

Gain +2 Wound Threshold.

  5

GEARHEAD

Remove  per rank of Gearhead from all Mechanics checks. Halve the credit cost to add mods to attachments.

  5

LARGER PROJECT

Signature Vehicle can have a Silhouette 1 larger per rank of Larger Project.

  5

GRIT

Gain +1 Strain Threshold.

  10

FANCY PAINT JOB

Upgrade all Charm, Deception, and Negotiation checks made in the presence of the Signature Vehicle once.

  10

SIGNATURE VEHICLE

Choose one starship or vehicle of Silhouette 3 or lower as Signature Vehicle. Upgrade all Mechanics checks made on that vehicle once.

  10

LARGER PROJECT

Signature Vehicle can have a Silhouette 1 larger per rank of Larger Project.

  10

BLACK MARKET CONTACTS

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

  15

OVERSTOCKED AMMO

Increase the value of the Limited Ammo quality of any weapons mounted on the Signature Vehicle by 1 per rank of Overstocked Ammo.

  15

TUNED MANEUVERING THRUSTERS

Increase the Handling of the Signature Vehicle by 1 per rank of Tuned Maneuvering Thrusters.

  15

BOLSTERED ARMOR

Increase the Armor value of the Signature Vehicle by 1 per rank of Bolstered Armor.

  15

TOUGHENED

Gain +2 Wound Threshold.

  20

CUSTOMIZED COOLING UNIT

Increase the System Strain Threshold of the Signature Vehicle by 2 per rank of Customized Cooling Unit.

  20

GEARHEAD

Remove  per rank of Gearhead from all Mechanics checks. Halve the credit cost to add mods to attachments.

  20

FORTIFIED VACUUM SEAL

Increase the Hull Trauma Threshold of the Signature Vehicle by 1 per rank of Fortified Vacuum Seal.

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DEDICATION

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

  25

TUNED MANEUVERING THRUSTERS

Increase the Handling of the Signature Vehicle by 1 per rank of Tuned Maneuvering Thrusters.

  25

NOT TODAY

Once per session, may spend a Destiny Point to save the Signature Vehicle from destruction.

  25

REINFORCED FRAME

The Signature Vehicle gains the Massive 1 quality.

  25



SIGNATURE ABILITY _____

CHARACTER NAME _____

COMMODORE - COMMANDER

CAREER SKILLS: ASTROGATION, COMPUTERS, KNOWLEDGE (EDUCATION), KNOWLEDGE (OUTER RIM)

PASSIVE TALENT  ACTIVE TALENT 

RANKED TALENT  TALENT COST 

FORCE TALENT  CONFLICT TALENT 

SOLID REPAIRS

The character repairs +1 Hull Trauma per rank of Solid Repairs whenever he repairs a starship or vehicle.

COMMAND

Add  per rank of Command to all Leadership checks. Affected targets add  to all Discipline checks for the next 24 hours.

RAPID REACTION

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

GALAXY MAPPER

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

KNOWN SCHEMATIC

Once per session, may perform the Known Schematic maneuver; make a  Knowledge (Education) check to gain familiarity with a building or ship's design.

COMMANDING PRESENCE

Remove  per rank of Commanding Presence from all Leadership and Cool checks.

GRIT

Gain +1 Strain Threshold.

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.

SOLID REPAIRS

The character repairs +1 Hull Trauma per rank of Solid Repairs whenever he repairs a starship or vehicle.

COMMAND

Add  per rank of Command to all Leadership checks. Affected targets add  to all Discipline checks for the next 24 hours.

RAPID REACTION

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

GALAXY MAPPER

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

HOLD TOGETHER

May spend a Destiny Point to use a Hold Together incidental immediately after the vehicle or starship takes damage to turn it into System Strain instead.

COMMANDING PRESENCE

Remove  per rank of Commanding Presence from all Leadership and Cool checks.

GRIT

Gain +1 Strain Threshold.

MASTER STARHOPPER

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

SOLID REPAIRS

The character repairs +1 Hull Trauma per rank of Solid Repairs whenever he repairs a starship or vehicle.

FIRE CONTROL

Take the Fire Control action; all combat checks made from this starship or vehicle count their target's Silhouette as 1 higher until the beginning of the next turn.

DEDICATION

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

GALAXY MAPPER

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



SIGNATURE ABILITY _____

CHARACTER NAME _____

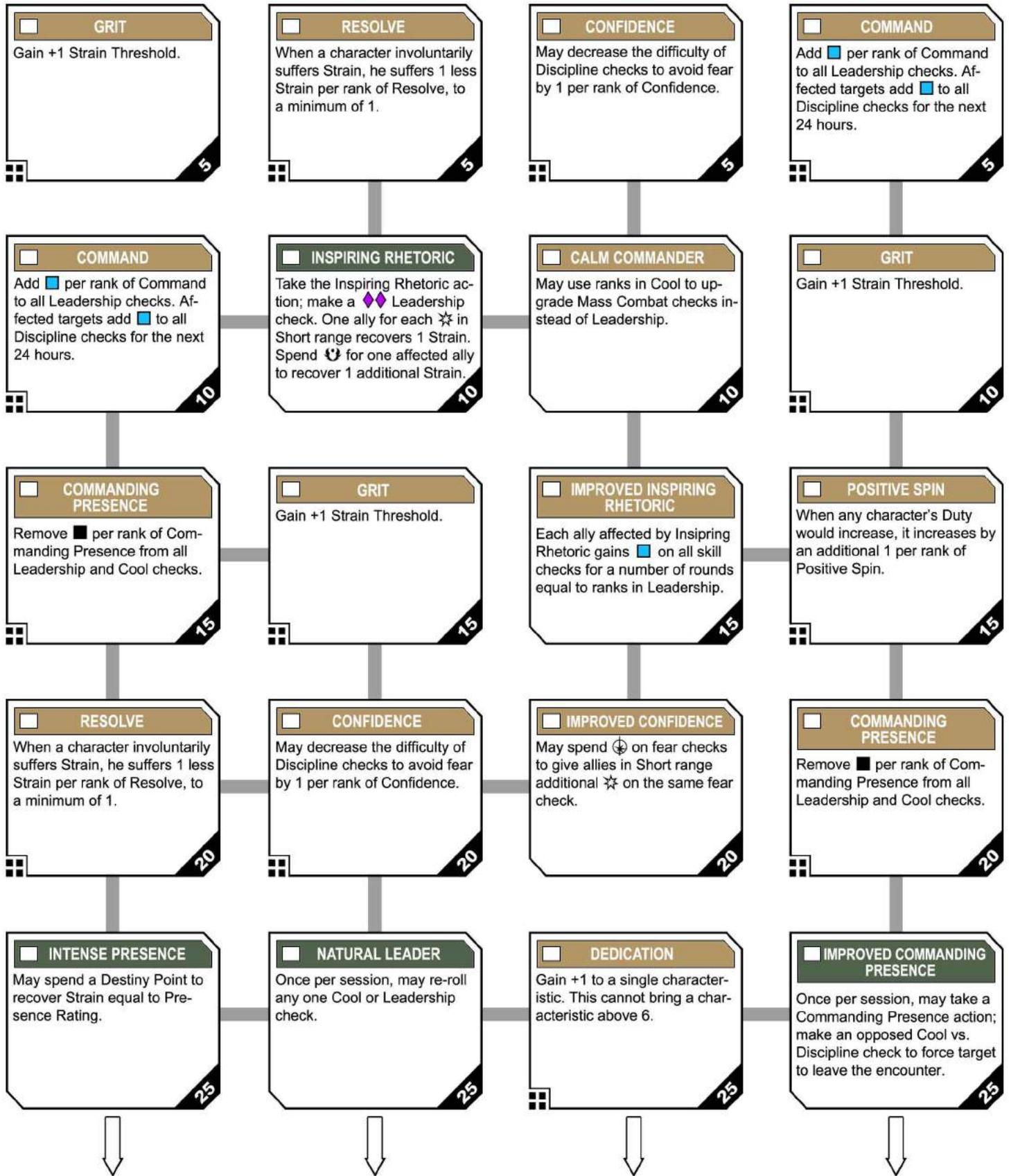
FIGUREHEAD - COMMANDER

CAREER SKILLS: COOL, LEADERSHIP, NEGOTIATION, KNOWLEDGE (CORE WORLDS)

PASSIVE TALENT  ACTIVE TALENT 

RANKED TALENT  TALENT COST 

FORCE TALENT  CONFLICT TALENT 



SIGNATURE ABILITY _____

CHARACTER NAME _____

INSTRUCTOR - COMMANDER

CAREER SKILLS: DISCIPLINE, MEDICINE, KNOWLEDGE (EDUCATION), RANGED (HEAVY)

PASSIVE TALENT  ACTIVE TALENT 

RANKED TALENT  TALENT COST 

FORCE TALENT  CONFLICT TALENT 

CONDITIONED

Remove  per rank of Conditioned from all Athletics and Coordination checks. Reduce damage and Strain suffered from falling by 1 per rank of Conditioned.

  5

PHYSICAL TRAINING

Add  per rank of Physical Training to all Athletics and Resilience checks.

  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.

  5

GRIT

Gain +1 Strain Threshold.

  5

TOUGHENED

Gain +2 Wound Threshold.

  10

ENCOURAGING WORDS

After an Engaged ally fails a check, may suffer 1 Strain to assist that ally's next check this encounter as an out of turn incidental.

  10

CONDITIONED

Remove  per rank of Conditioned from all Athletics and Coordination checks. Reduce damage and Strain suffered from falling by 1 per rank of Conditioned.

  10

STIMPACK SPECIALIZATION

Stimpacks heal 1 additional Wound per rank of Stimpack Specialization.

  10

PHYSICAL TRAINING

Add  per rank of Physical Training to all Athletics and Resilience checks.

  15

MASTER INSTRUCTOR

Once per round, as an out of turn incidental, may suffer 2 Strain to allow ally to use character's ranks in Discipline for the next Discipline check they make.

  15

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

IMPROVED BODY GUARD

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

  15

FIELD COMMANDER

Take the Field Commander action; make a  Leadership check. A number of allies equal to Presence may immediately suffer 1 Strain to perform one free maneuver.

  20

GRIT

Gain +1 Strain Threshold.

  20

STIMPACK SPECIALIZATION

Stimpacks heal 1 additional Wound per rank of Stimpack Specialization.

  20

TOUGHENED

Gain +2 Wound Threshold.

  20

IMPROVED FIELD COMMANDER

The Field Commander action affects allies equal to double Presence, and may spend  to allow allies to suffer 1 Strain to perform 1 action instead.

  25

NATURAL INSTRUCTOR

Once per session, may re-roll any one Discipline or Leadership check.

  25

THAT'S HOW IT'S DONE

May suffer 1 Strain on a successful skill check to add  to the same skill check made during the next round by a number of allies in Short range equal to Willpower.

  25

DEDICATION

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

  25



SIGNATURE ABILITY _____

CHARACTER NAME _____

SQUADRON LEADER - COMMANDER

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

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

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.

5

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

5

FIELD COMMANDER
Take the Field Commander action; make a  Leadership check. A number of allies equal to Presence may immediately suffer 1 Strain to perform one free maneuver.

10

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

10

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

10

SITUATIONAL AWARENESS
Allies within Short range of the vehicle add  to all of their Perception and Vigilance checks. Allies within Close range add  instead.

10

COMMAND
Add  per rank of Command to all Leadership checks. Affected targets add  to all Discipline checks for the next 24 hours.

15

GRIT
Gain +1 Strain Threshold.

15

FULL STOP
When piloting a vehicle or starship, perform a Full Stop maneuver to reduce Speed to zero. Suffer System Strain equal to the Speed reduced.

15

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

15

IMPROVED FIELD COMMANDER
The Field Commander action affects allies equal to double Presence, and may spend  to allow allies to suffer 1 Strain to perform 1 action instead.

20

COMMAND
Add  per rank of Command to all Leadership checks. Affected targets add  to all Discipline checks for the next 24 hours.

20

FORM ON ME
Allies equal to ranks of Leadership in Close range gain the benefits of the Gain the Advantage action.

20

TRICKY TARGET
Count vehicle or starship piloted as having a Silhouette 1 lower when being attacked.

20

MASTER LEADER
Once per round, may suffer 2 Strain to decrease difficulty of the next Leadership check by 1, to a minimum of .

25

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

25

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

25

BRILLIANT EVASION
Once per encounter, may take the Brilliant Evasion action; select one opponent and make an opposed Piloting check to stop opponent from attacking character for rounds equal to Agility.

25



SIGNATURE ABILITY _____

CHARACTER NAME _____

STRATEGIST - COMMANDER

CAREER SKILLS: COMPUTERS, COOL, VIGILANCE, KNOWLEDGE (WARFARE)

PASSIVE TALENT  ACTIVE TALENT 

RANKED TALENT  TALENT COST 

FORCE TALENT  CONFLICT TALENT 

RESEARCHER

Remove  per rank of Researcher from all Knowledge checks. Researching a subject takes half the usual time.

  5

GRIT

Gain +1 Strain Threshold.

  5

READY FOR ANYTHING

Remove  per rank of Ready For Anything on Mass Combat checks and Cool or Vigilance checks to determine initiative.

  5

GRIT

Gain +1 Strain Threshold.

  5

GRIT

Gain +1 Strain Threshold.

  10

CLEVER COMMANDER

May use ranks in Knowledge (Warfare) to upgrade Mass Combat checks instead of Leadership.

  10

COMMAND

Add  per rank of Command to all Leadership checks. Affected targets add  to all Discipline checks for the next 24 hours.

  10

WELL READ

Choose any three Knowledge skills. They permanently become career skills.

  10

KNOWLEDGE SPECIALIZATION

When acquired, choose one Knowledge skill. When making checks with that skill, may spend  to gain  equal to ranks in Knowledge Specialization.

  15

RESEARCHER

Remove  per rank of Researcher from all Knowledge checks. Researching a subject takes half the usual time.

  15

READY FOR ANYTHING

Remove  per rank of Ready For Anything on Mass Combat checks and Cool or Vigilance checks to determine initiative.

  15

MASTER STRATEGIST

Once per phase during mass combat, may suffer 2 Strain to decrease the difficulty of a Mass Combat check once.

  15

IMPROVED RESEARCHER

On a successful Knowledge check, character and allies gain automatic  per rank of Researcher on checks to act on those facts until the end of the next turn.

  20

KNOWLEDGE SPECIALIZATION

When acquired, choose one Knowledge skill. When making checks with that skill, may spend  to gain  equal to ranks in Knowledge Specialization.

  20

COORDINATED ASSAULT

Perform a Coordinated Assault maneuver to add  to combat checks for a number of Engaged allies equal to Leadership until the beginning of the next turn. Increase range per rank.

  20

COMMAND

Add  per rank of Command to all Leadership checks. Affected targets add  to all Discipline checks for the next 24 hours.

  20

THOROUGH ASSESSMENT

Once per session, may take a Thorough Assessment action; make a  Knowledge check to gain  equal to  that can be distributed during the encounter.

  25

CAREFUL PLANNING

Once per session, may introduce a "fact" into the narrative as if a Destiny Point was being spent.

  25

IMPROVED READY FOR ANYTHING

When making Cool or Vigilance checks to determine initiative, may spend  to add  equal to ranks in Ready For Anything.

  25

DEDICATION

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

  25



SIGNATURE ABILITY _____

CHARACTER NAME _____

TACTICIAN - COMMANDER

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

PASSIVE TALENT  ACTIVE TALENT 

RANKED TALENT  TALENT COST 

FORCE TALENT  CONFLICT TALENT 

OUTDOORSMAN

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

 **5**

COMMANDING PRESENCE

Remove ■ per rank of Commanding Presence from all Leadership and Cool checks.

 **5**

TOUGHENED

Gain +2 Wound Threshold.

 **5**

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.

 **5**

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**

QUICK DRAW

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

 **10**

SWIFT

Do not suffer usual penalties for moving through difficult terrain.

 **10**

NATURAL OUTDOORSMAN

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

 **15**

TOUGHENED

Gain +2 Wound Threshold.

 **15**

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**

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**

CONFIDENCE

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

 **20**

COMMANDING PRESENCE

Remove ■ per rank of Commanding Presence from all Leadership and Cool checks.

 **20**

FIELD COMMANDER

Take the Field Commander action; make a ♦ Leadership check. A number of allies equal to Presence may immediately suffer 1 Strain to perform one free maneuver.

 **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**

COORDINATED ASSAULT

Perform a Coordinated Assault maneuver to add ♣ to combat checks for a number of Engaged allies equal to Leadership until the beginning of the next turn. Increase range per rank.

 **25**

NATURAL LEADER

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

 **25**

IMPROVED FIELD COMMANDER

The Field Commander action affects allies equal to double Presence, and may spend ⊕ to allow allies to suffer 1 Strain to perform 1 action instead.

 **25**

DEDICATION

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

 **25**

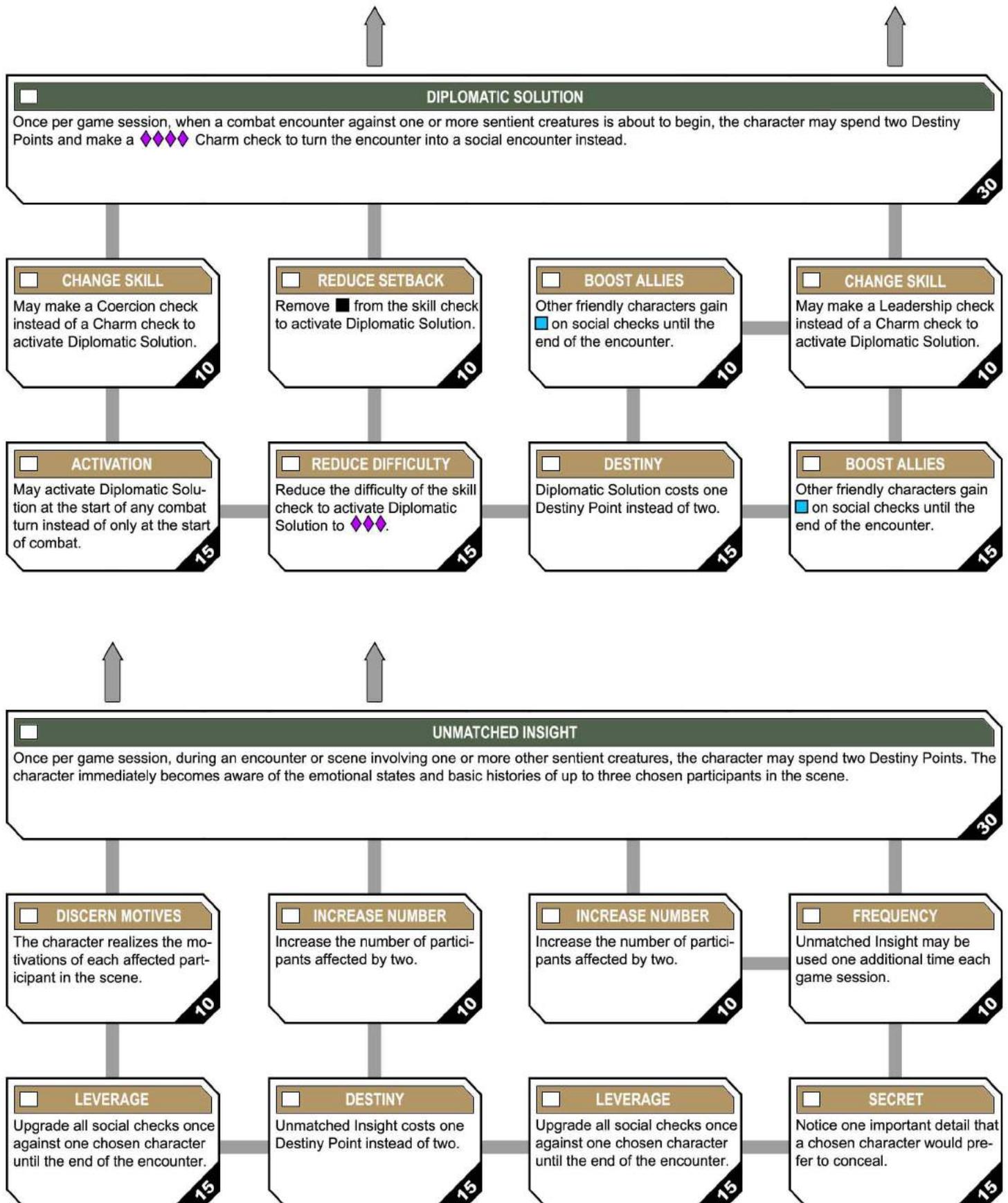


SIGNATURE ABILITY _____

CHARACTER NAME _____

DIPLOMAT

CAREER SKILLS: CHARM, DECEPTION, LEADERSHIP, NEGOTIATION, KNOWLEDGE (CORE WORLDS), KNOWLEDGE (LORE), KNOWLEDGE (OUTER RIM), KNOWLEDGE (XENOLOGY)



CHARACTER NAME _____

ADVOCATE - DIPLOMAT

CAREER SKILLS: COERCION, DECEPTION, NEGOTIATION, VIGILANCE

PASSIVE TALENT  ACTIVE TALENT 

RANKED TALENT  TALENT COST 

FORCE TALENT  CONFLICT TALENT 

PLAUSIBLE DENIABILITY

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

  5

NOBODY'S FOOL

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

  5

GRIT

Gain +1 Strain Threshold.

  5

CONFIDENCE

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

  5

DISCREDIT

Once per encounter, may take a Discredit action; make a    Deception check to upgrade the difficulty of a target's social checks once plus once for every   until the end of the encounter.

  10

PLAUSIBLE DENIABILITY

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

  10

SUPPORTING EVIDENCE

When assisting an ally with a Charm, Deception, Leadership, or Negotiation check, add an automatic  per rank of Supporting Evidence.

  10

NOBODY'S FOOL

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

  10

TWISTED WORDS

When targeted by a social check, may spend  or  and suffer 1 Strain as an out-of-turn incidental to inflict Strain equal to ranks in Coercion onto the speaker.

  15

IMPROVED PLAUSIBLE DENIABILITY

May take an Improved Plausible Deniability action; make a    Coercion check to convince one bystander per rank of Plausible Deniability to depart quietly.

  15

GRIT

Gain +1 Strain Threshold.

  15

ENCOURAGING WORDS

After an Engaged ally fails a check, may suffer 1 Strain to assist that ally's next check this encounter as an out of turn incidental.

  15

PLAUSIBLE DENIABILITY

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

  20

GRIT

Gain +1 Strain Threshold.

  20

SUPPORTING EVIDENCE

When assisting an ally with a Charm, Deception, Leadership, or Negotiation check, add an automatic  per rank of Supporting Evidence.

  20

GRIT

Gain +1 Strain Threshold.

  20

BLACKMAIL

When an NPC exceeds his Strain Threshold, may spend a Destiny Point to convince that NPC to perform a single task of choice instead.

  25

DEDICATION

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

  25

INTERJECTION

After another character makes a social check, may use an Interjection incidental; suffer 3 Strain to make a    Vigilance check to add  or  equal to , and  or  equal to  to the check.

  25

CONTINGENCY PLAN

May spend one Destiny Point to recover Strain equal to ranks in Cunning.

  25



SIGNATURE ABILITY _____

CHARACTER NAME _____

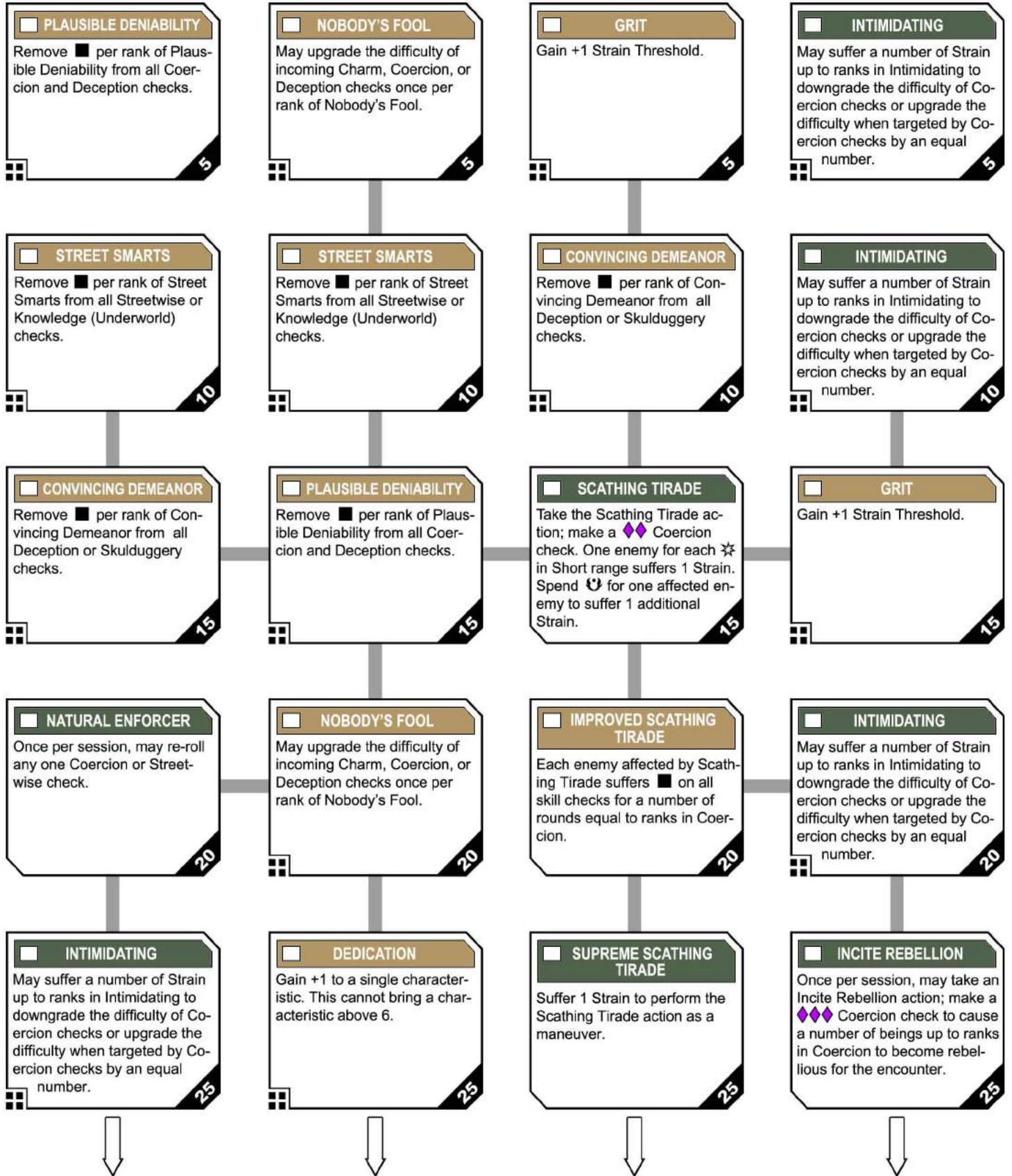
AGITATOR - DIPLOMAT

CAREER SKILLS: COERCION, DECEPTION, STREETWISE, KNOWLEDGE (UNDERWORLD)

PASSIVE TALENT  ACTIVE TALENT 

RANKED TALENT  TALENT COST 

FORCE TALENT  CONFLICT TALENT 



SIGNATURE ABILITY _____

CHARACTER NAME _____

AMBASSADOR - DIPLOMAT

CAREER SKILLS: CHARM, DISCIPLINE, NEGOTIATION, KNOWLEDGE (CORE WORLDS)

PASSIVE TALENT  ACTIVE TALENT 

RANKED TALENT  TALENT COST 

FORCE TALENT  CONFLICT TALENT 

INDISTINGUISHABLE

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

 **5**

KILL WITH KINDNESS

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

 **5**

NOBODY'S FOOL

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

 **5**

CONFIDENCE

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

 **5**

INDISTINGUISHABLE

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

 **10**

GRIT

Gain +1 Strain Threshold.

 **10**

GRIT

Gain +1 Strain Threshold.

 **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**

KILL WITH KINDNESS

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

 **15**

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.

 **15**

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.

 **15**

CONFIDENCE

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

 **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.

 **20**

INTENSE PRESENCE

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

 **20**

WORKS LIKE A CHARM

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

 **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**

SUPREME INSPIRING RHETORIC

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

 **25**

NATURAL CHARMER

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

 **25**

DEDICATION

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

 **25**

SIXTH SENSE

Gain +1 Ranged Defense.

 **25**



SIGNATURE ABILITY _____

CHARACTER NAME _____

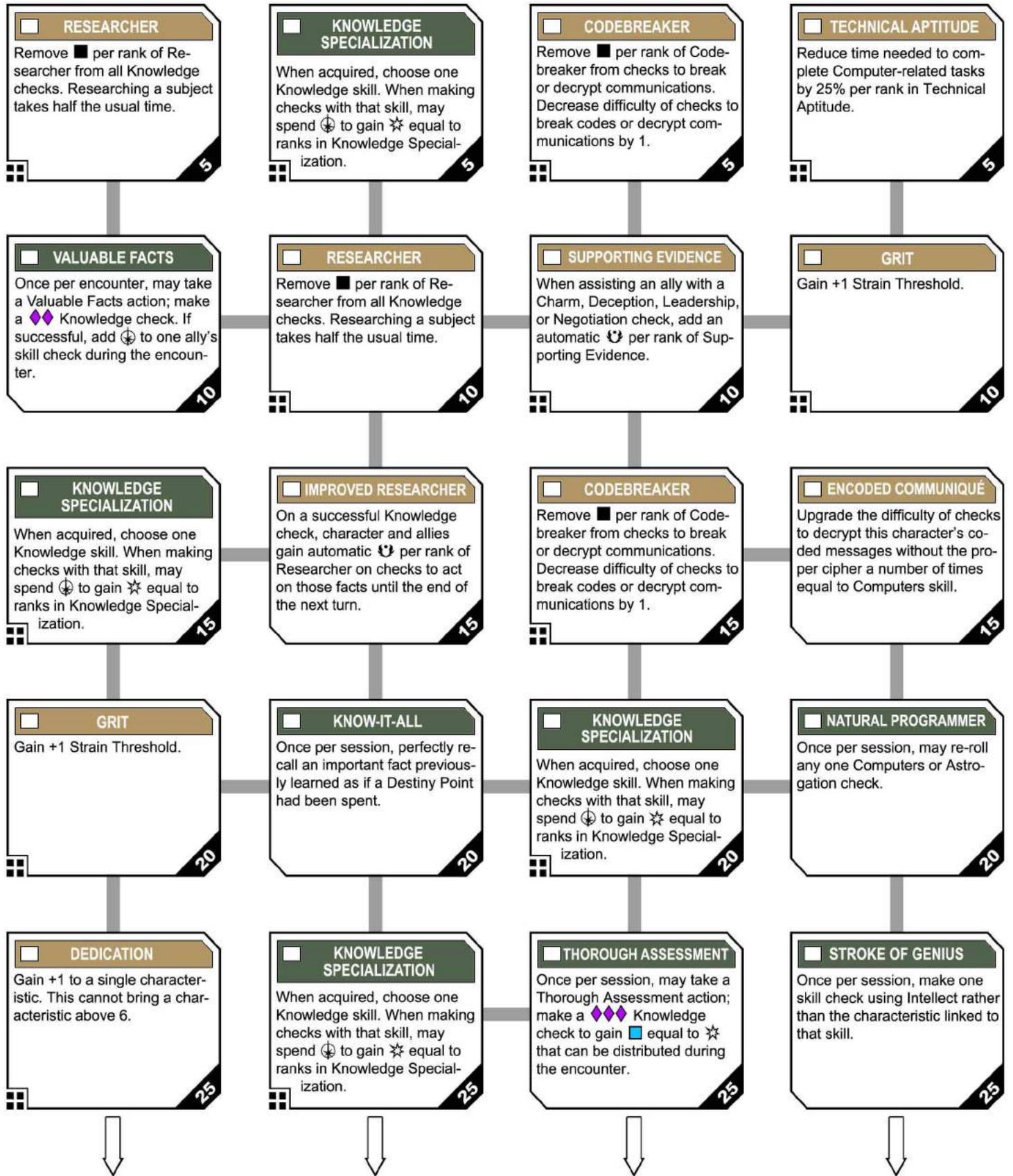
ANALYST - DIPLOMAT

CAREER SKILLS: COMPUTERS, PERCEPTION, KNOWLEDGE (EDUCATION), KNOWLEDGE (WARFARE)

PASSIVE TALENT  ACTIVE TALENT 

RANKED TALENT  TALENT COST 

FORCE TALENT  CONFLICT TALENT 



SIGNATURE ABILITY _____

CHARACTER NAME _____

PROPAGANDIST - DIPLOMAT

CAREER SKILLS: CHARM, DECEPTION, PERCEPTION, KNOWLEDGE (WARFARE)

PASSIVE TALENT  ACTIVE TALENT 

RANKED TALENT  TALENT COST 

FORCE TALENT  CONFLICT TALENT 

GRIT

Gain +1 Strain Threshold.

5

POSITIVE SPIN

When any character's Duty would increase, it increases by an additional 1 per rank of Positive Spin.

5

IN THE KNOW

Remove  up to ranks of In The Know from checks to get information from people or to disseminate news. Minion NPCs do not realize this character's allegiance in interviews.

5

CUTTING QUESTION

Once per encounter, when making a Coercion check, the character may use Deception instead.

5

IN THE KNOW

Remove  up to ranks of In The Know from checks to get information from people or to disseminate news. Minion NPCs do not realize this character's allegiance in interviews.

10

IMPROVED POSITIVE SPIN

Once per session, if no PC's Duty triggered, make a  Charm check, reducing the difficulty by 1 per rank of Positive Spin, to have one PC's Duty trigger.

10

POSITIVE SPIN

When any character's Duty would increase, it increases by an additional 1 per rank of Positive Spin.

10

TOUGHENED

Gain +2 Wound Threshold.

10

BAD PRESS

Once per session, choose an organization and make a  Deception check. On success, members reduce their Wound Thresholds by 1, plus 1 per  until the end of the session.

15

WELL ROUNDED

Choose any two skills. They permanently become career skills.

15

GRIT

Gain +1 Strain Threshold.

15

CONFIDENCE

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

15

TOUGHENED

Gain +2 Wound Threshold.

20

CONFIDENCE

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

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

INFORMANT

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

20

POSITIVE SPIN

When any character's Duty would increase, it increases by an additional 1 per rank of Positive Spin.

25

DEDICATION

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

25

IMPROVED IN THE KNOW

Once per session, make an opposed Deception vs. Vigilance check, downgrading the difficulty once per rank of In The Know, to have the target believe specific false intelligence.

25

IN THE KNOW

Remove  up to ranks of In The Know from checks to get information from people or to disseminate news. Minion NPCs do not realize this character's allegiance in interviews.

25



SIGNATURE ABILITY _____

CHARACTER NAME _____

QUARTERMASTER - DIPLOMAT

CAREER SKILLS: COMPUTERS, NEGOTIATION, SKULDUGGERY, VIGILANCE

PASSIVE TALENT  ACTIVE TALENT 

RANKED TALENT  TALENT COST 

FORCE TALENT  CONFLICT TALENT 

KNOW SOMEBODY

Once per session, when attempting to purchase a legally available item, reduce its Rarity by 1 per rank of Know Somebody.

 **5**

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.

 **5**

WHEEL AND DEAL

When selling goods legally, gain 10% more credits per rank of Wheel and Deal.

 **5**

GRIT

Gain +1 Strain Threshold.

 **5**

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.

 **10**

GREASED PALMS

Before making a social check, may spend up to 50 credits per rank of Greased Palms to upgrade the ability of the check once for every 50 credits spent.

 **10**

MASTER MERCHANT

When buying/selling goods, or paying off/taking more Obligation, suffer 2 Strain to buy for 25% less, sell for 25% more, buy off 1 more Obligation, or take 1 less.

 **10**

TOUGHENED

Gain +2 Wound Threshold.

 **10**

GRIT

Gain +1 Strain Threshold.

 **15**

WHEEL AND DEAL

When selling goods legally, gain 10% more credits per rank of Wheel and Deal.

 **15**

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 .

 **15**

GRIT

Gain +1 Strain Threshold.

 **15**

KNOW SOMEBODY

Once per session, when attempting to purchase a legally available item, reduce its Rarity by 1 per rank of Know Somebody.

 **20**

SOUND INVESTMENTS

At the start of each session, gain 100 credits for each rank of Sound Investments.

 **20**

SOUND INVESTMENTS

At the start of each session, gain 100 credits for each rank of Sound Investments.

 **20**

INTENSE FOCUS

Perform Intense Focus maneuver; suffer 1 Strain and upgrade the ability of the next skill check once.

 **20**

DEDICATION

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

 **25**

NATURAL NEGOTIATOR

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

 **25**

SUPERIOR REFLEXES

Gain +1 Melee Defense.

 **25**

TOUGHENED

Gain +2 Wound Threshold.

 **25**



SIGNATURE ABILITY _____

ENGINEER

CAREER SKILLS: ATHLETICS, COMPUTERS, MECHANICS, PERCEPTION, PILOTING (SPACE), VIGILANCE, KNOWLEDGE (EDUCATION), RANGED (LIGHT)



THE HARDER THEY FALL

Once per game session as an incidental, the character may spend two Destiny Points and make a **◆◆◆** Mechanics check. If successful, for the remainder of the encounter, combat checks the character makes that inflict wounds or Hull Trauma against vehicles, structures, or droids automatically inflict a Critical Injury or Critical Hit (depending on the target). **⚡** or **⚡** can be spent to trigger the attack's Critical rating additional times, adding +10 to the critical roll as normal.

30

INCREASE NUMBER

The effects of The Harder They Fall extend to one additional ally within Medium range.

10

CHANGE SKILL

The skill check to activate The Harder They Fall can be made using Knowledge (Education) or Knowledge (Warfare) instead of Mechanics.

10

INCREASE NUMBER

The effects of The Harder They Fall extend to one additional ally within Medium range.

10

IGNORE DEFENSES

While The Harder They Fall is active, combat checks the character makes ignore one point of Defense rating.

10

IGNORE DEFENSES

While The Harder They Fall is active, combat checks the character makes ignore one point of Defense rating.

15

DESTINY

To activate The Harder They Fall, the character needs to spend only one Destiny Point instead of the normal two.

15

REDUCE DIFFICULTY

The difficulty of the skill check to activate The Harder They Fall is **◆◆** instead of **◆◆◆**.

15

FREQUENCY

The Harder They Fall can be used one additional time per game session.

15



UNMATCHED INGENUITY

Once per game session as an action, the character may spend two Destiny Points and make a **◆◆◆** Mechanics check. If successful, he can add one item quality (except Breach or Concussive) to a weapon or item he is holding or operating. If applicable, the item quality has a rating of 1. The character may spend **⚡** to add one additional item quality to the same item, and may spend **⚡** to increase an item quality's rating by 1. This alteration lasts for two rounds of structured time, or 10 minutes of narrative time.

30

ADD BOOST

When making the skill check to activate Unmatched Ingenuity, the character adds **⚡**.

10

DURATION

The alteration from using Unmatched Ingenuity lasts for one additional round in structured time, or five additional minutes in narrative time.

10

ADD BOOST

When making the skill check to activate Unmatched Ingenuity, the character adds **⚡**.

10

DURATION

The alteration from using Unmatched Ingenuity lasts for one additional round in structured time, or five additional minutes in narrative time.

10

QUALITY

The character may also apply the Breach item quality to the weapon or item.

15

DESTINY

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

15

REDUCE DIFFICULTY

The difficulty of the skill check to activate Unmatched Ingenuity is **◆◆** instead of **◆◆◆**.

15

QUALITY

The character may also apply the Concussive item quality to the weapon or item.

15

CHARACTER NAME _____

DROID SPECIALIST - ENGINEER

CAREER SKILLS: COMPUTERS, COOL, MECHANICS, MELEE

PASSIVE TALENT  ACTIVE TALENT 

RANKED TALENT  FORCE TALENT 

CONFLICT TALENT 

DESIGN FLAW

When making a combat check with a personal scale weapon against a droid, may add  equal to ranks of Design Flaw.

5

SPEAKS BINARY

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

5

GRIT

Gain +1 Strain Threshold.

5

TOUGHENED

Gain +2 Wound Threshold.

5

HIDDEN STORAGE

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

10

COMBAT PROGRAMMING

Once per encounter make a  Computers check while repairing or working on a droid. For the remainder of the encounter, the droid gains 1 rank in two different combat skills.

10

REPAIR PATCH SPECIALIZATION

Whenever using an emergency repair patch, the target heals an additional Wound per rank of Repair Patch Specialization.

10

GEARHEAD

Remove  per rank of Gearhead from all Mechanics checks. Halve the credit cost to add mods to attachments.

10

GEARHEAD

Remove  per rank of Gearhead from all Mechanics checks. Halve the credit cost to add mods to attachments.

15

MACHINE MENDER

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

15

HIDDEN STORAGE

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

15

SPEAKS BINARY

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

15

DESIGN FLAW

When making a combat check with a personal scale weapon against a droid, may add  equal to ranks of Design Flaw.

20

DESPERATE REPAIRS

Once per session, may make a  Mechanics check on one Engaged allied droid. If successful, the droid becomes immobilized and staggered for one round, then heals all Strain and one critical injury with a severity rating no greater than .

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

GRIT

Gain +1 Strain Threshold.

20

REPAIR PATCH SPECIALIZATION

Whenever using an emergency repair patch, the target heals an additional Wound per rank of Repair Patch Specialization.

25

MASTER ARTISAN

Once per round, may use the Master Artisan incidental; suffer 2 Strain to decrease the difficulty of the next Mechanics check by 1, to a minimum of .

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



SIGNATURE ABILITY _____

CHARACTER NAME _____

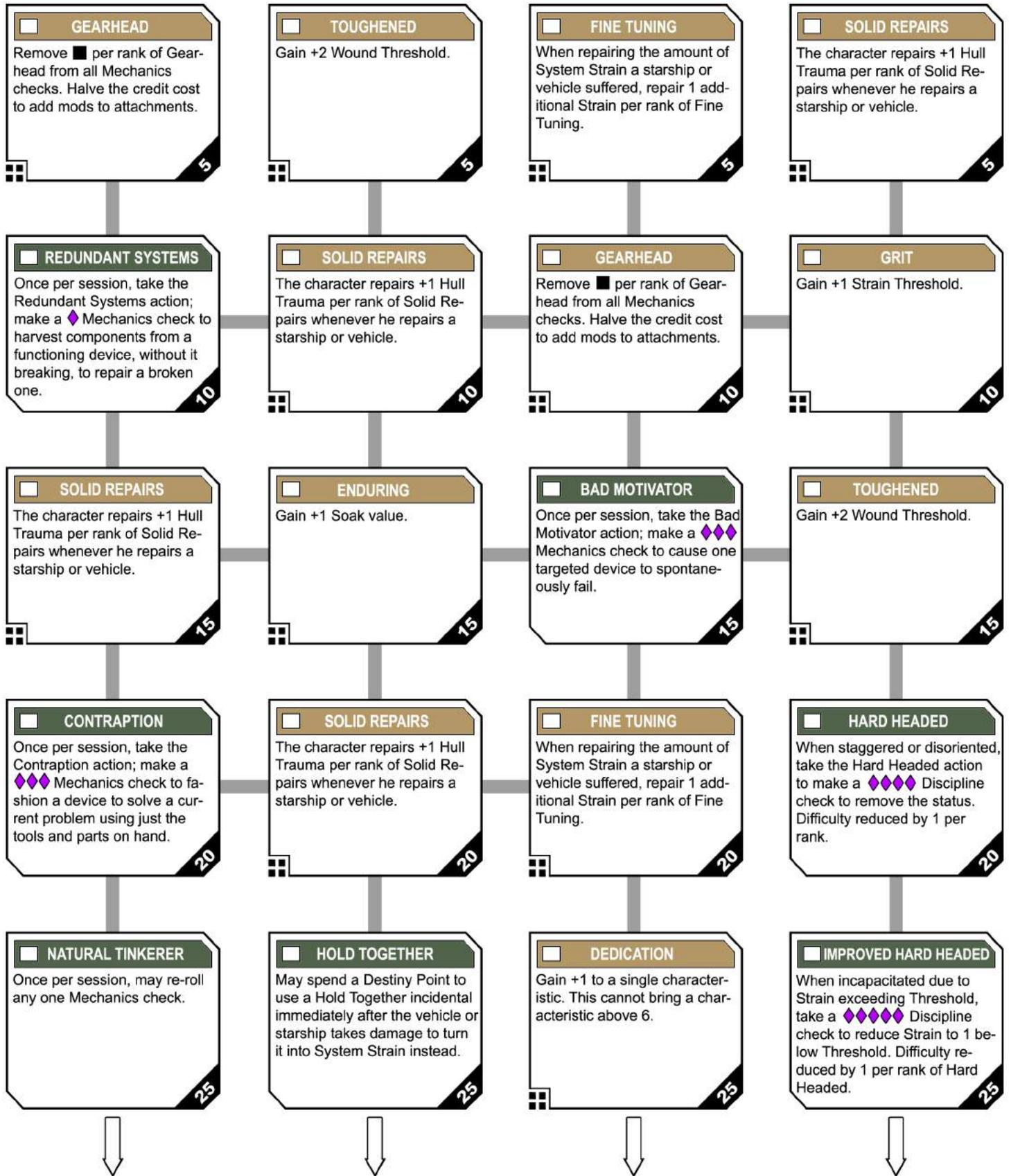
MECHANIC - ENGINEER

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

PASSIVE TALENT  ACTIVE TALENT 

RANKED TALENT  TALENT COST 

FORCE TALENT  CONFLICT TALENT 



SIGNATURE ABILITY _____

CHARACTER NAME _____

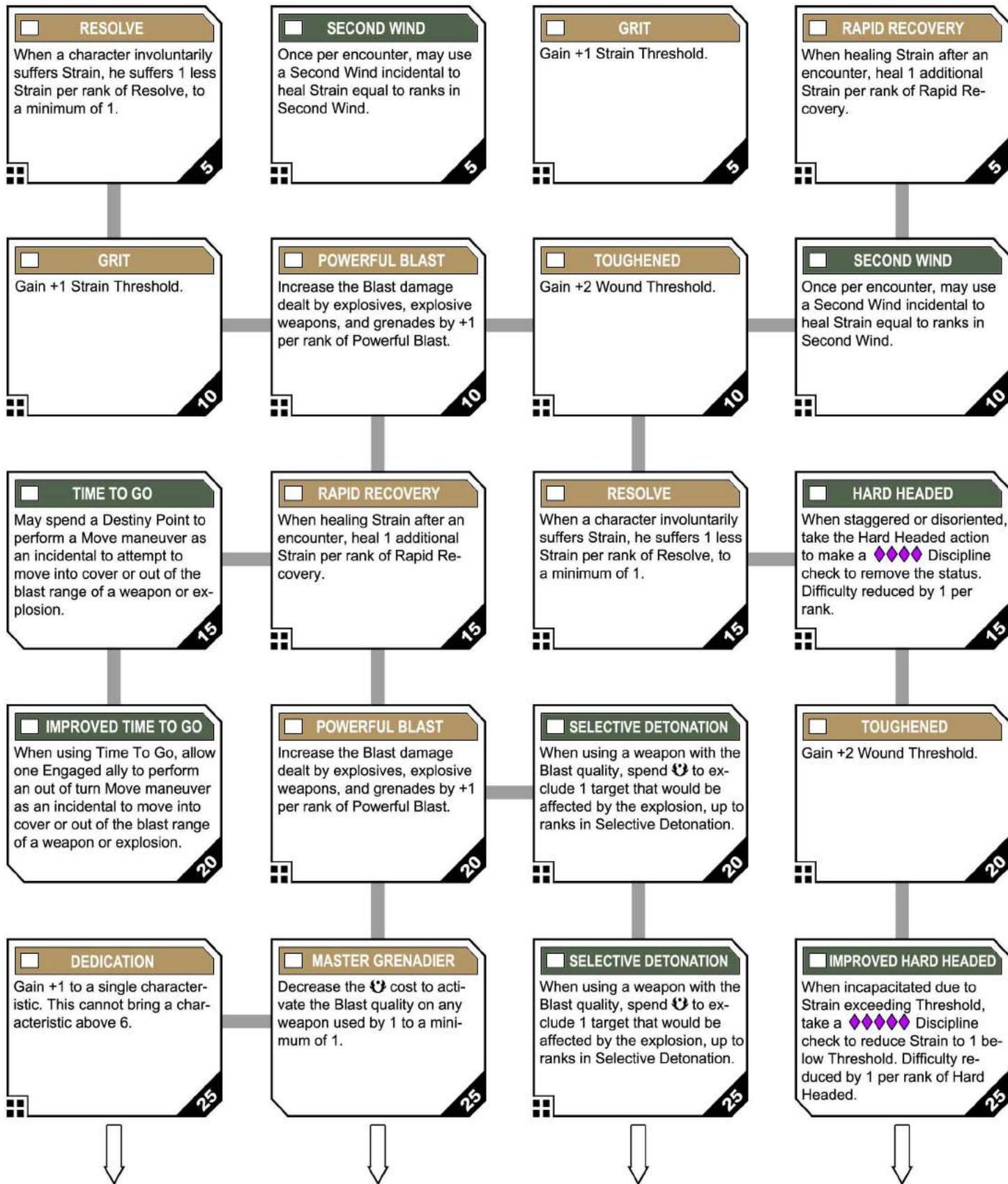
SABOTEUR - ENGINEER

CAREER SKILLS: COORDINATION, MECHANICS, SKULDUGGERY, STEALTH

PASSIVE TALENT  ACTIVE TALENT 

RANKED TALENT  TALENT COST 

FORCE TALENT  CONFLICT TALENT 



SIGNATURE ABILITY _____

CHARACTER NAME _____

SAPPER - ENGINEER

CAREER SKILLS: ATHLETICS, MECHANICS, SURVIVAL, KNOWLEDGE (WARFARE)

PASSIVE TALENT  ACTIVE TALENT 

RANKED TALENT  FORCE TALENT 

CONFLICT TALENT 

CONSTRUCTION SPECIALIST

Remove  equal to ranks in Construction Specialist from checks to construct defenses, positions, fortifications, and similar projects.

 **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.

 **5**

GRIT

Gain +1 Strain Threshold.

 **5**

KNOWN SCHEMATIC

Once per session, may perform the Known Schematic maneuver; make a  Knowledge (Education) check to gain familiarity with a building or ship's design.

10

CONTRAPTION

Once per session, take the Contraption action; make a  Mechanics check to fashion a device to solve a current problem using just the tools and parts on hand.

10

CONSTRUCTION SPECIALIST

Remove  equal to ranks in Construction Specialist from checks to construct defenses, positions, fortifications, and similar projects.

 **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.

 **15**

DURABLE

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

 **15**

IMPROVED DEFENSES

May make a  Survival check to fashion small defenses. It providing cover for up to four characters for the rest of the encounter.

15

POWERFUL BLAST

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

 **15**

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

STRONG ARM

Treat thrown weapons as if they had 1 greater Range.

20

IMPROVED DETONATION

Once per session, take an Improved Detonation action; make a  Mechanics check to build an explosive device whose damage equals ranks in Intellect + ranks in Mechanics + .

20

MASTER GRENADEIER

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

20

WEAK FOUNDATION

Once per session, take the Weak Foundation action; make a  Knowledge (Warfare) check. If successful, for the remainder of the encounter, the character and allies add automatic  or  to all combat checks made targeting the identified fixed structure.

25

DEDICATION

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

 **25**

IMPROVED POSITION

The character may make a  Mechanics check to construct a secure position. This provides cover for the group and its vehicles.

25

MASTER DEMOLITIONIST

When resolving an attack from a personal explosive or ordinance weapon, may spend  or  to have the weapon's Blast quality act at Short range, or Medium if it already acts at Short.

25



SIGNATURE ABILITY _____

CHARACTER NAME _____

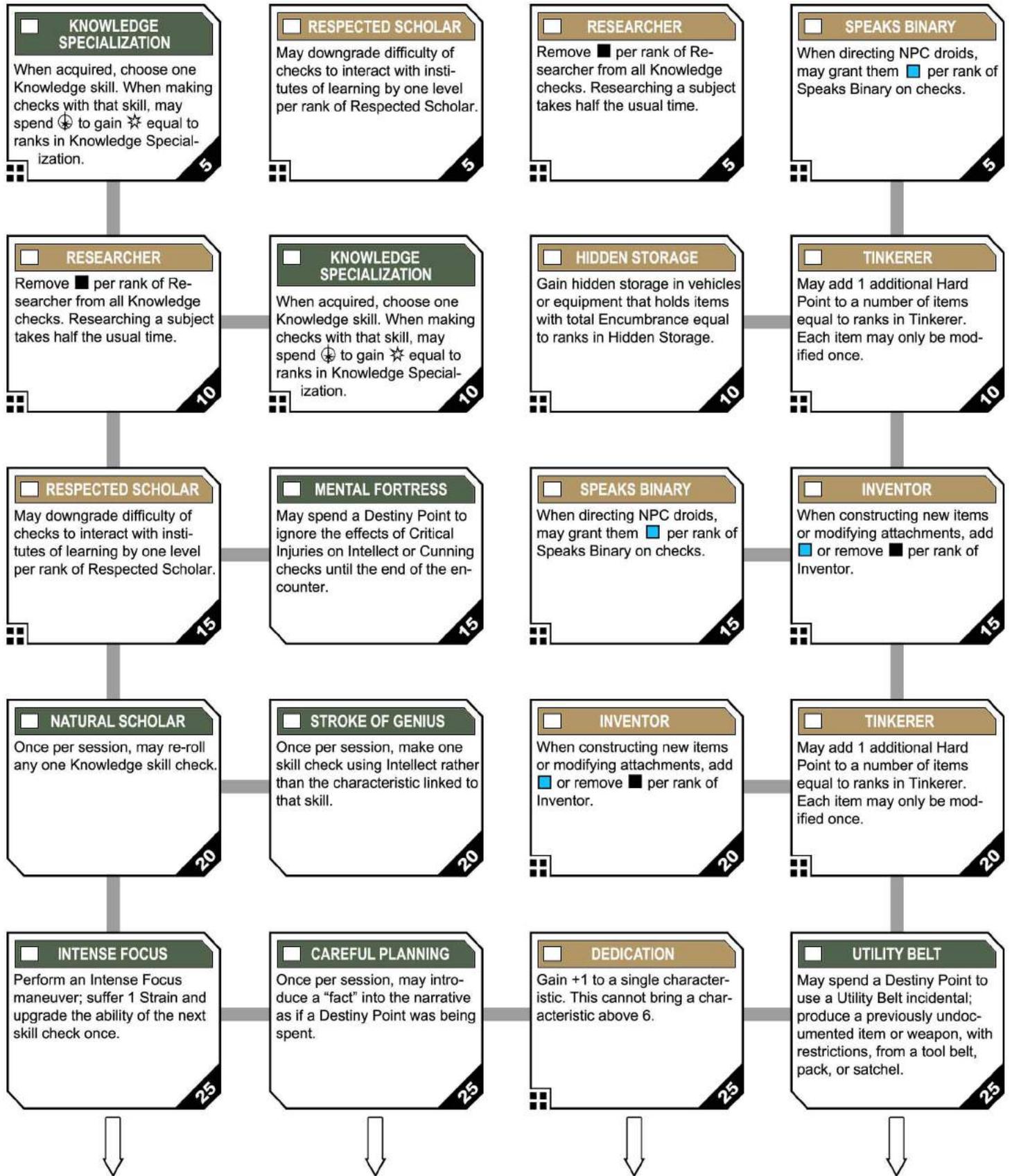
SCIENTIST - ENGINEER

CAREER SKILLS: COMPUTERS, MEDICINE, KNOWLEDGE (EDUCATION), KNOWLEDGE (LORE)

PASSIVE TALENT  ACTIVE TALENT 

RANKED TALENT  TALENT COST 

FORCE TALENT  CONFLICT TALENT 



SIGNATURE ABILITY _____

CHARACTER NAME _____

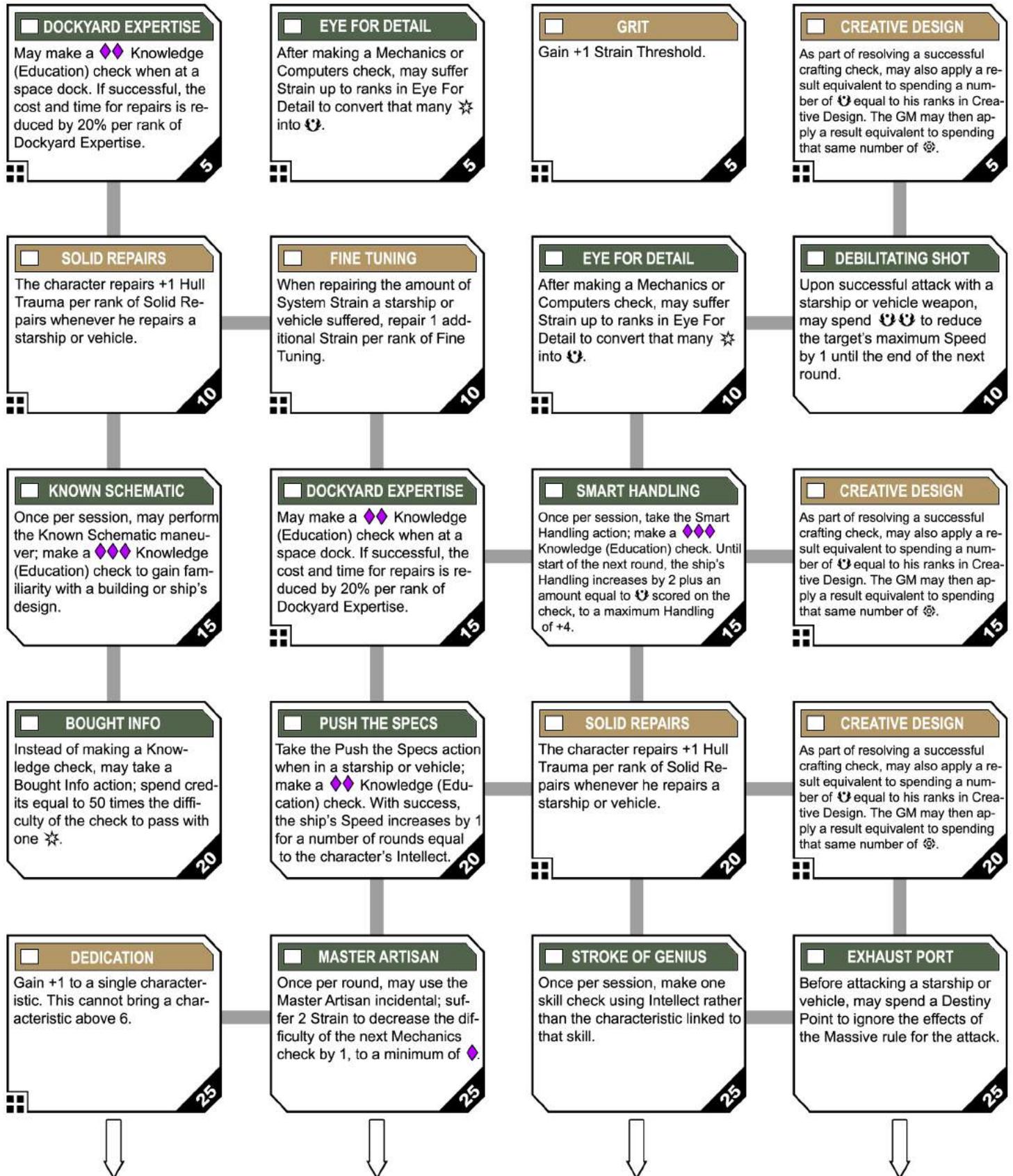
SHIPWRIGHT - ENGINEER

CAREER SKILLS: MECHANICS, PILOTING (SPACE), KNOWLEDGE (EDUCATION), GUNNERY

PASSIVE TALENT  ACTIVE TALENT 

RANKED TALENT  FORCE TALENT 

CONFLICT TALENT 



SIGNATURE ABILITY _____

CHARACTER NAME _____

SOLDIER

CAREER SKILLS: ATHLETICS, MEDICINE, SURVIVAL, KNOWLEDGE (WARFARE), BRAWL, MELEE, RANGED (LIGHT), RANGED (HEAVY)

↑

↑

THE BIGGER THEY ARE...

Once per game session as an action, the character may spend two Destiny Points, nominate one vehicle, starship, or living creature of Silhouette 2 or smaller that he can see, and make a **◆◆◆ Knowledge (Warfare)** check. If he succeeds, for the next three 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.

30

INCREASE SILHOUETTE

Increase the Silhouette of target that can be affected by The Bigger They Are... by 1 per rank of Increase Silhouette upgrades purchased.

10

CHANGE SKILL

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

10

DURATION

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

10

CHANGE SKILL

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

10

ONGOING SALVO

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

15

DESTINY

The Bigger They Are... costs one Destiny Point instead of two.

15

REDUCE DIFFICULTY

Reduce the difficulty of the skill check to activate The Bigger They Are... to **◆◆**.

15

INCREASE SILHOUETTE

Increase the Silhouette of target that can be affected by The Bigger They Are... by 1 per rank of Increase Silhouette upgrades purchased.

15

↑

↑

UNMATCHED COURAGE

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

30

INCREASE EFFECT

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

10

DURATION

Unmatched Courage lasts for two additional rounds per rank of Duration upgrades purchased.

10

SURVIVOR

While Unmatched Courage is active, add **■** to checks to remove Critical Injuries per rank of Survivor upgrades purchased.

10

DURATION

Unmatched Courage lasts for two additional rounds per rank of Duration upgrades purchased.

10

SEE IT THROUGH

While Unmatched Courage is active, the character does not become incapacitated when his Wounds exceed his Wound Threshold.

15

FINISH THE JOB

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

15

SURVIVOR

While Unmatched Courage is active, add **■** to checks to remove Critical Injuries per rank of Survivor upgrades purchased.

15

TOO TOUGH TO DIE

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

15

CHARACTER NAME _____

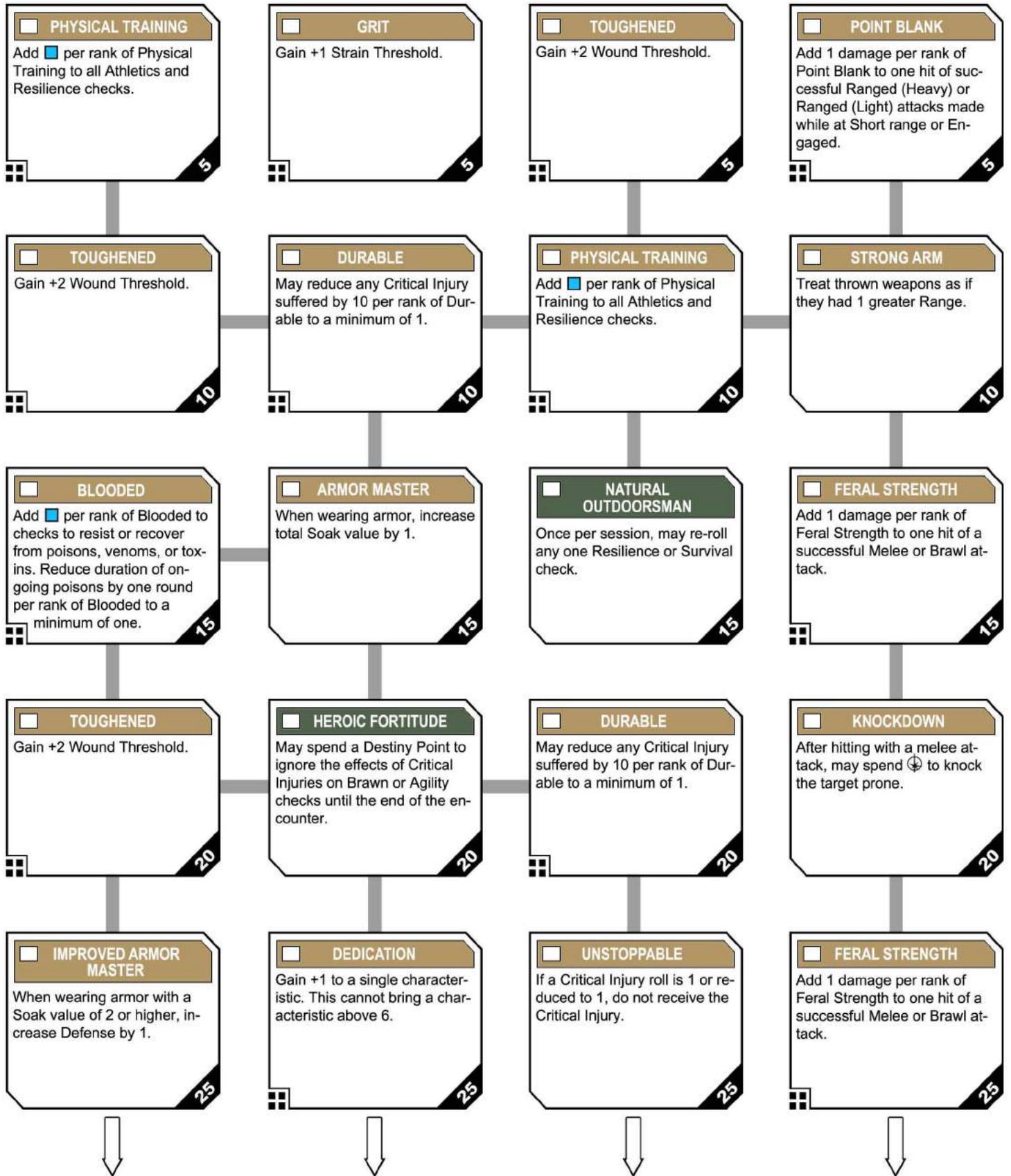
COMMANDO - SOLDIER

CAREER SKILLS: RESILIENCE, SURVIVAL, BRAWL, MELEE

PASSIVE TALENT  ACTIVE TALENT 

RANKED TALENT  TALENT COST 

FORCE TALENT  CONFLICT TALENT 



SIGNATURE ABILITY _____

CHARACTER NAME _____

HEAVY - SOLDIER

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 _____

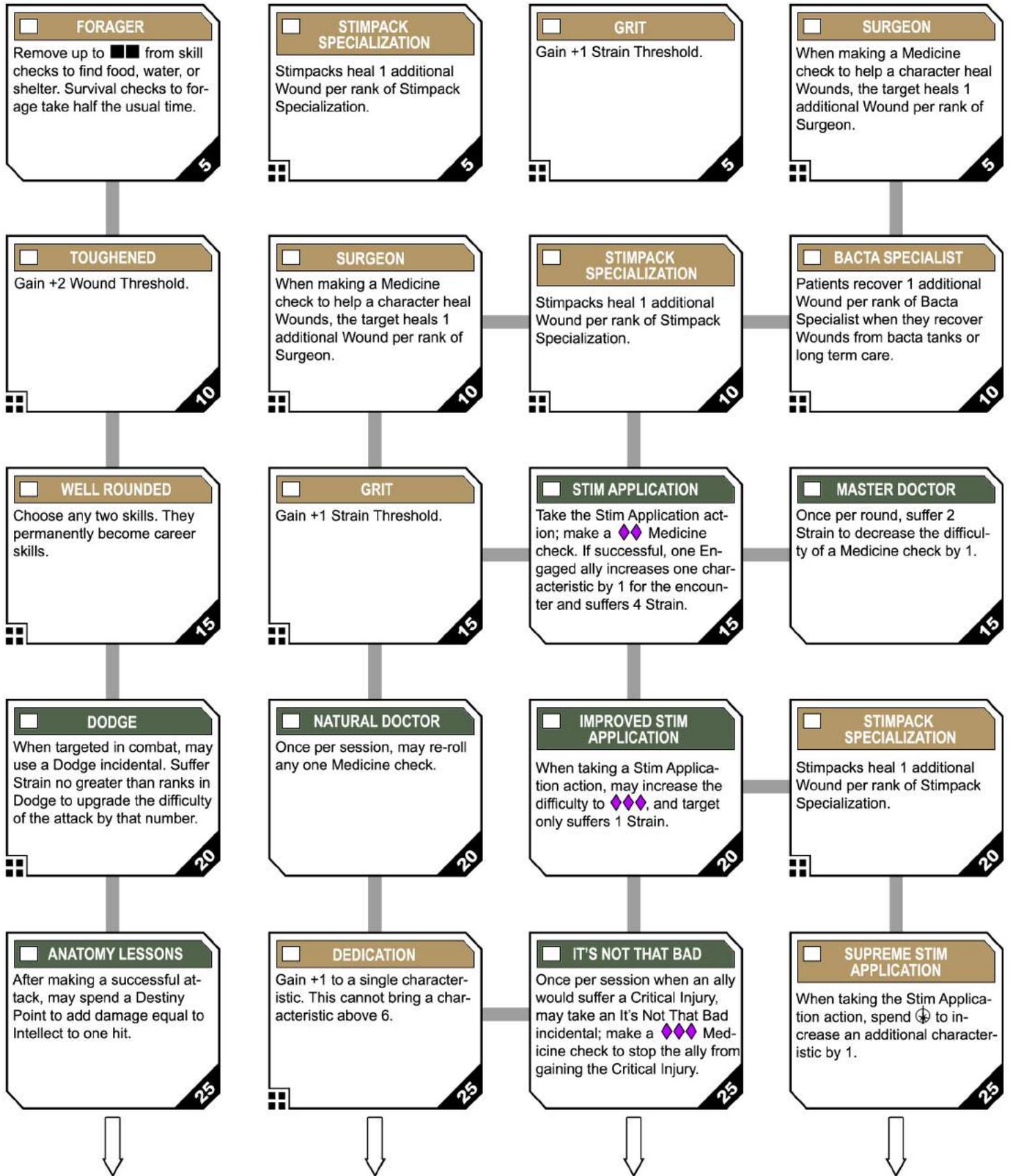
MEDIC - SOLDIER

CAREER SKILLS: MEDICINE, RESILIENCE, VIGILANCE, KNOWLEDGE (XENOLOGY)

PASSIVE TALENT  ACTIVE TALENT 

RANKED TALENT  TALENT COST 

FORCE TALENT  CONFLICT TALENT 



SIGNATURE ABILITY _____

CHARACTER NAME _____

SHARPSHOOTER - SOLDIER

CAREER SKILLS: COOL, PERCEPTION, RANGED (LIGHT), RANGED (HEAVY)

PASSIVE TALENT  ACTIVE TALENT 

RANKED TALENT  TALENT COST 

FORCE TALENT  CONFLICT TALENT 

EXPERT TRACKER

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

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.

BRACE

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

GRIT

Gain +1 Strain Threshold.

GRIT

Gain +1 Strain Threshold.

TRUE AIM

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

DEADLY ACCURACY

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

LETHAL BLOWS

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

BRACE

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

LETHAL BLOWS

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

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.

TRUE AIM

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

EXPERT TRACKER

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

DEADLY ACCURACY

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

TOUGHENED

Gain +2 Wound Threshold.

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.

QUICK FIX

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

NATURAL MARKSMAN

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

DEDICATION

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

TARGETED BLOW

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



SIGNATURE ABILITY _____

CHARACTER NAME _____

TRAILBLAZER - SOLDIER

CAREER SKILLS: PERCEPTION, STEALTH, SURVIVAL, KNOWLEDGE (OUTER RIM)

PASSIVE TALENT  ACTIVE TALENT 

RANKED TALENT  TALENT COST 

FORCE TALENT  CONFLICT TALENT 

STALKER

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

  5

TOUGHENED

Gain +2 Wound Threshold.

  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

DISORIENT

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

  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.

  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 it.

  10

OUTDOORSMAN

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

  10

GRIT

Gain +1 Strain Threshold.

  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

BLIND SPOT

This character and allies within Short range add  to combat checks while benefitting from cover.

  15

TOUGHENED

Gain +2 Wound Threshold.

  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.

  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.

  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

ONE WITH NATURE

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

  20

DEDICATION

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

  25

AMBUSH

Once per round while in cover, may perform the Ambush maneuver. Add damage equal to Stealth skill to one hit of next successful combat check against a target within Short range.

  25

DISORIENT

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

  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.

  25



SIGNATURE ABILITY _____

CHARACTER NAME _____

VANGUARD - SOLDIER

CAREER SKILLS: ATHLETICS, COOL, RESILIENCE, VIGILANCE

PASSIVE TALENT  ACTIVE TALENT 

RANKED TALENT  TALENT COST 

FORCE TALENT  CONFLICT TALENT 

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.

 5

CONDITIONED

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

 5

TOUGHENED

Gain +2 Wound Threshold.

 5

RAPID REACTION

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

 5

TOUGHENED

Gain +2 Wound Threshold.

 10

MOVING TARGET

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

 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

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.

 10

CONDITIONED

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

 15

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

TOUGHENED

Gain +2 Wound 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

IMPROVED BODY GUARD

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

 20

TOUGHENED

Gain +2 Wound Threshold.

 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.

 20

MOVING TARGET

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

 20

DEDICATION

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

 25

SUPREME BODY GUARD

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

 25

DYNAMIC FIRE

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

 25

SEIZE THE INITIATIVE

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

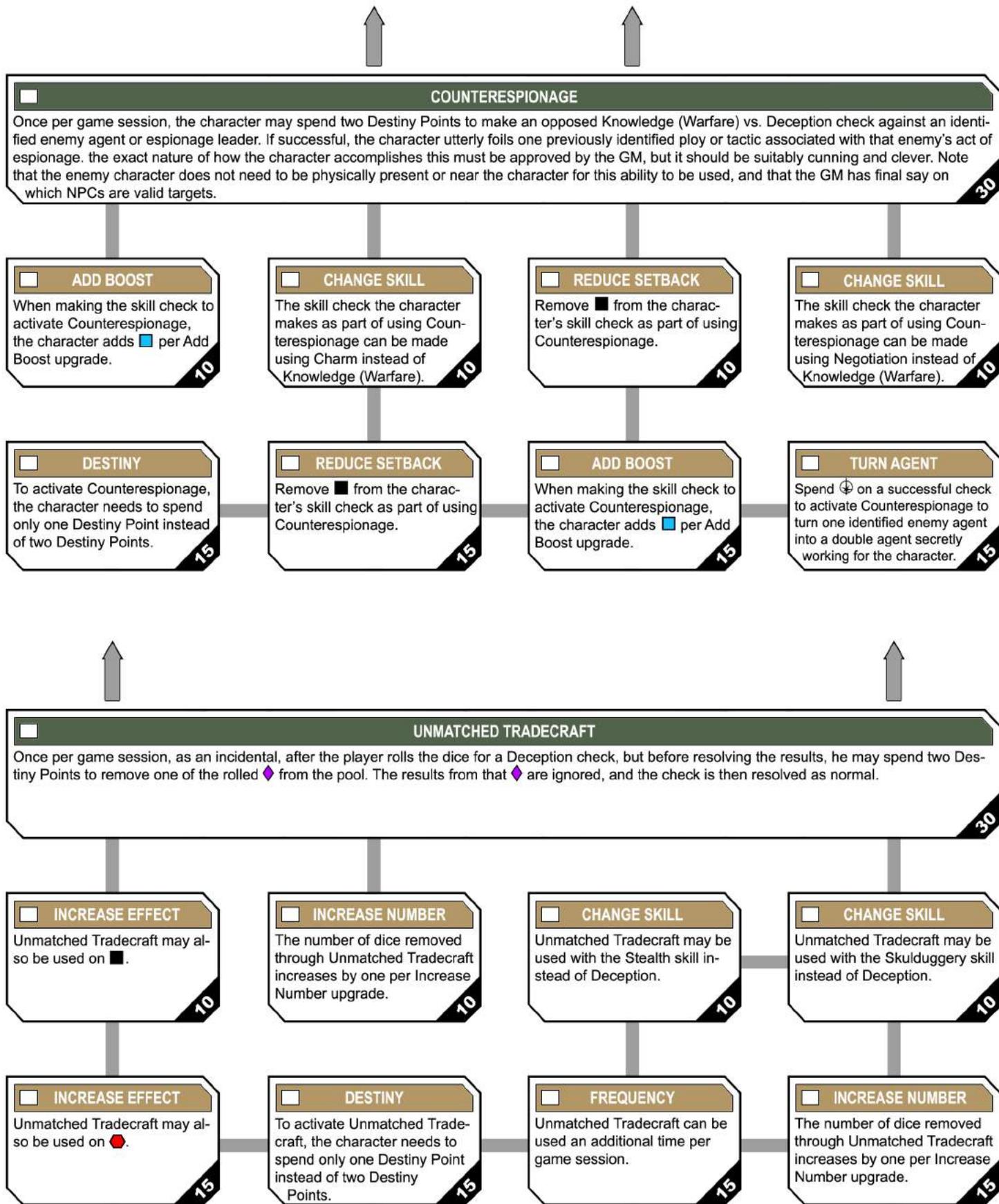
 25



SIGNATURE ABILITY _____

SPY

CAREER SKILLS: COMPUTERS, COOL, COORDINATION, DECEPTION, PERCEPTION, SKULDUGGERY, STEALTH, KNOWLEDGE (WARFARE)



CHARACTER NAME _____

COURIER - SPY

CAREER SKILLS: ATHLETICS, DECEPTION, STREETWISE, VIGILANCE

PASSIVE TALENT  ACTIVE TALENT 

RANKED TALENT  TALENT COST 

FORCE TALENT  CONFLICT TALENT 

INDISTINGUISHABLE

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

 **5**

SHORTCUT

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

 **5**

WELL TRAVELED

Knowledge (Core Worlds) and Knowledge (Outer Rim) become career skills.

 **5**

PILOT TRAINING

Piloting (Planetary) and Piloting (Space) become career skills.

 **5**

HIDDEN STORAGE

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

 **10**

SWIFT

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

 **10**

SECOND WIND

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

 **10**

GRIT

Gain +1 Strain Threshold.

 **10**

GRIT

Gain +1 Strain Threshold.

 **15**

INDISTINGUISHABLE

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

 **15**

FREERUNNING

Suffer 1 Strain when making a Move maneuver to move to any location within Short range.

 **15**

SHORTCUT

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

 **15**

IMPROVED HIDDEN STORAGE

The character may use Hidden Storage to store an item within his own suitably modified body.

 **20**

HIDDEN STORAGE

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

 **20**

IMPROVED INDISTINGUISHABLE

The character may extend the effects of Indistinguishable to a number of allies within Short range equal to ranks in Deception.

 **20**

SECOND WIND

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

 **20**

INCITE DISTRACTION

While in a crowd, may take the Incite Distraction action. Make a  Deception check. If successful, enemies treat the area as difficult terrain. May spend  to make the location impassable terrain instead.

 **25**

DEDICATION

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

 **25**

LOSE THEM

When being followed or chased, may take the Lose Them action. Make a  Stealth check. If successful, add  to checks to follow the character for the remainder of the encounter. May spend  to have the pursuers lose him completely.

 **25**

NATURAL ATHLETE

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

 **25**



SIGNATURE ABILITY _____

CHARACTER NAME _____

INFILTRATOR - SPY

CAREER SKILLS: DECEPTION, SKULDUGGERY, STREETWISE, MEELE

PASSIVE TALENT  ACTIVE TALENT 

RANKED TALENT  TALENT COST 

FORCE TALENT  CONFLICT TALENT 

GRIT (Passive Talent)

Gain +1 Strain Threshold.

5

DODGE (Active Talent)

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

FRENZIED ATTACK (Active Talent)

When making a Melee or Brawl attack, suffer Strain up to ranks in Frenzied Attack to upgrade the attack by an equal amount.

5

DEFENSIVE STANCE (Active Talent)

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

STUNNING BLOW (Active Talent)

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

10

GRIT (Passive Talent)

Gain +1 Strain Threshold.

10

SOFT SPOT (Active Talent)

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

10

JUMP UP (Active Talent)

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

10

KNOCKDOWN (Passive Talent)

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

15

FRENZIED ATTACK (Active Talent)

When making a Melee or Brawl attack, suffer Strain up to ranks in Frenzied Attack to upgrade the attack by an equal amount.

15

GRIT (Passive Talent)

Gain +1 Strain Threshold.

15

DODGE (Active Talent)

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

NATURAL BRAWLER (Passive Talent)

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

20

TOUGHENED (Passive Talent)

Gain +2 Wound Threshold.

20

IMPROVED STUNNING BLOW (Active Talent)

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

20

DEFENSIVE STANCE (Active Talent)

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.

20

DEDICATION (Passive Talent)

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

25

CLEVER SOLUTION (Active Talent)

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

25

MASTER OF SHADOWS (Active Talent)

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

25

NATURAL ROGUE (Active Talent)

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

25



SIGNATURE ABILITY _____

CHARACTER NAME _____

INTERROGATOR - SPY

CAREER SKILLS: CHARM, COERCION, MEDICINE, PERCEPTION

PASSIVE TALENT  ACTIVE TALENT 

RANKED TALENT  TALENT COST 

FORCE TALENT  CONFLICT TALENT 

INTIMIDATING

May suffer a number of Strain up to ranks in Intimidating to downgrade the difficulty of Coercion checks or upgrade the difficulty when targeted by Coercion checks by an equal number.

 5

GRIT

Gain +1 Strain Threshold.

 5

SURGEON

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

 5

NOBODY'S FOOL

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

 5

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

GRIT

Gain +1 Strain Threshold.

 10

SURGEON

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

 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

RESIST QUESTIONING

When targeted by an opposed social skill check, may suffer 2 Strain to perform the Resist Questioning incidental, adding  to the check. If the check fails, may spend  to indicate he has provided false information to the foe.

 15

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.

 15

NOBODY'S FOOL

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

 15

KNOW THEIR WEAKNESS

Once per session, take the Know Their Weakness action. Choose one target within Short range and make a  Perception check to downgrade the difficulty of social skill checks against the target once per rank of Know Their Weakness.

 15

IMPROVED RESIST QUESTIONING

When one ally within Short range is targeted by an opposed social check, the character may perform Resist Questioning to affect the check. If the check fails, may spend  to indicate the ally provided false info.

 20

INTIMIDATING

May suffer a number of Strain up to ranks in Intimidating to downgrade the difficulty of Coercion checks or upgrade the difficulty when targeted by Coercion checks by an equal number.

 20

KNOW THEIR WEAKNESS

Once per session, take the Know Their Weakness action. Choose one target within Short range and make a  Perception check to downgrade the difficulty of social skill checks against the target once per rank of Know Their Weakness.

 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 her Presence.

 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 in Medicine (ignoring Soak).

 25

EXHAUSTIVE QUESTIONING

With 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.

 25

MADE YOU TALK

Once per session, may make an opposed social skill check against a captured enemy NPC 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.

 25

DEDICATION

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

 25



SIGNATURE ABILITY _____

CHARACTER NAME _____

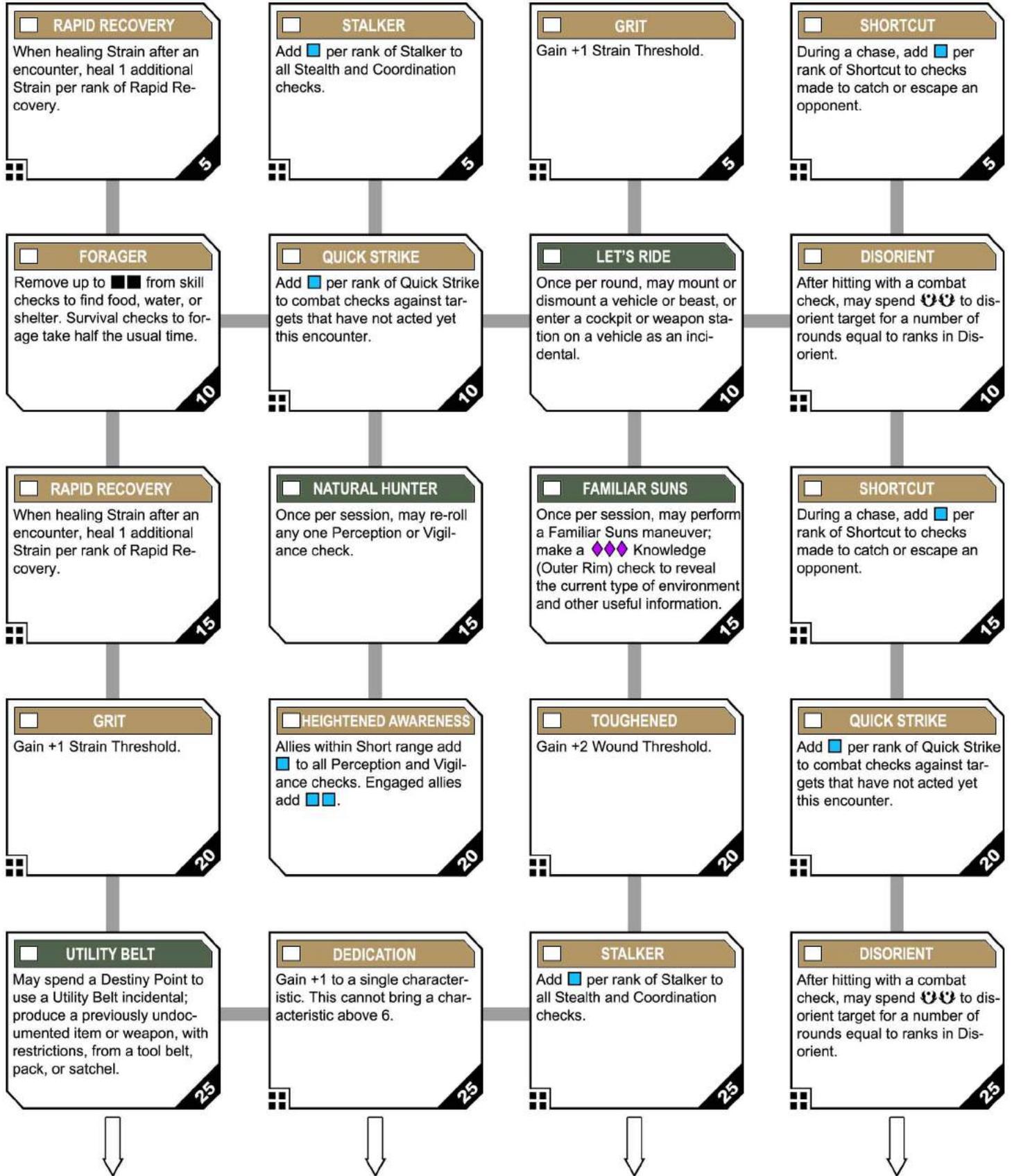
SCOUT - SPY

CAREER SKILLS: ATHLETICS, MEDICINE, SURVIVAL, PILOTING (PLANETARY)

PASSIVE TALENT  ACTIVE TALENT 

RANKED TALENT  TALENT COST 

FORCE TALENT  CONFLICT TALENT 



SIGNATURE ABILITY _____

CHARACTER NAME _____

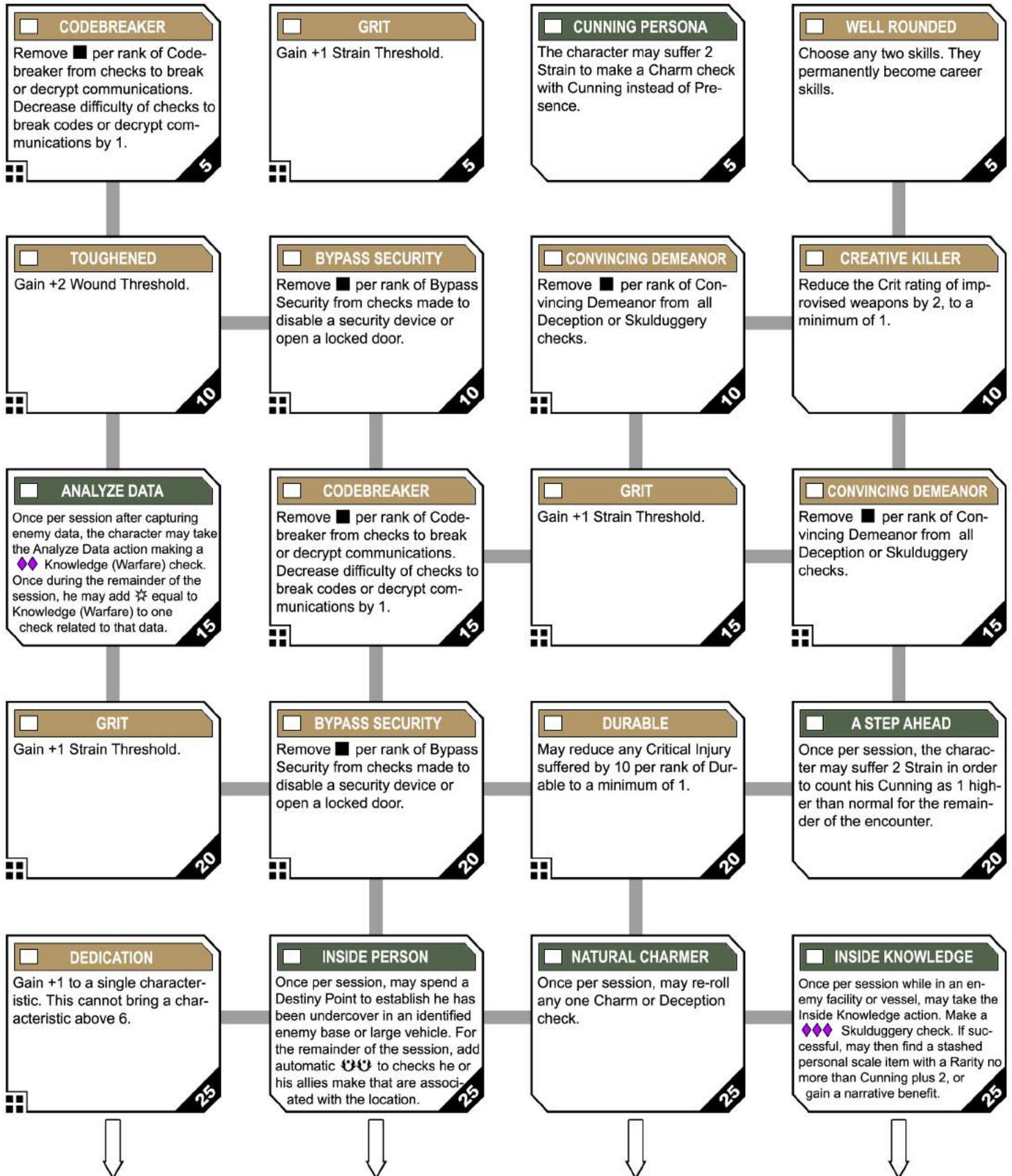
SLEEPER AGENT - SPY

CAREER SKILLS: CHARM, COOL, DISCIPLINE, KNOWLEDGE (EDUCATION)

PASSIVE TALENT  ACTIVE TALENT 

RANKED TALENT  TALENT COST 

FORCE TALENT  CONFLICT TALENT 



SIGNATURE ABILITY _____

CHARACTER NAME _____

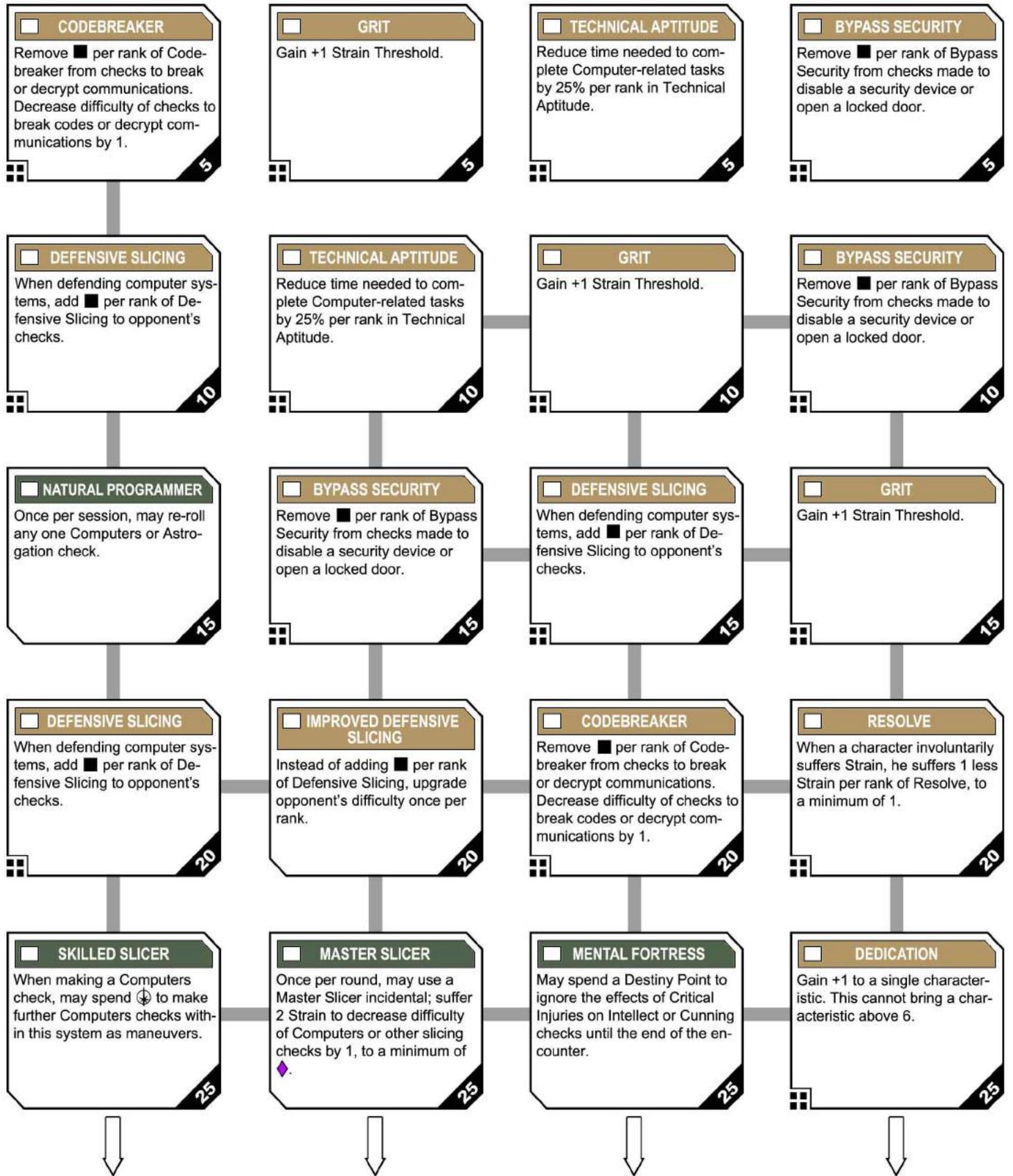
SLICER - SPY

CAREER SKILLS: COMPUTERS, STEALTH, KNOWLEDGE (EDUCATION), KNOWLEDGE (UNDERWORLD)

PASSIVE TALENT  ACTIVE TALENT 

RANKED TALENT  TALENT COST 

FORCE TALENT  CONFLICT TALENT 



SIGNATURE ABILITY _____