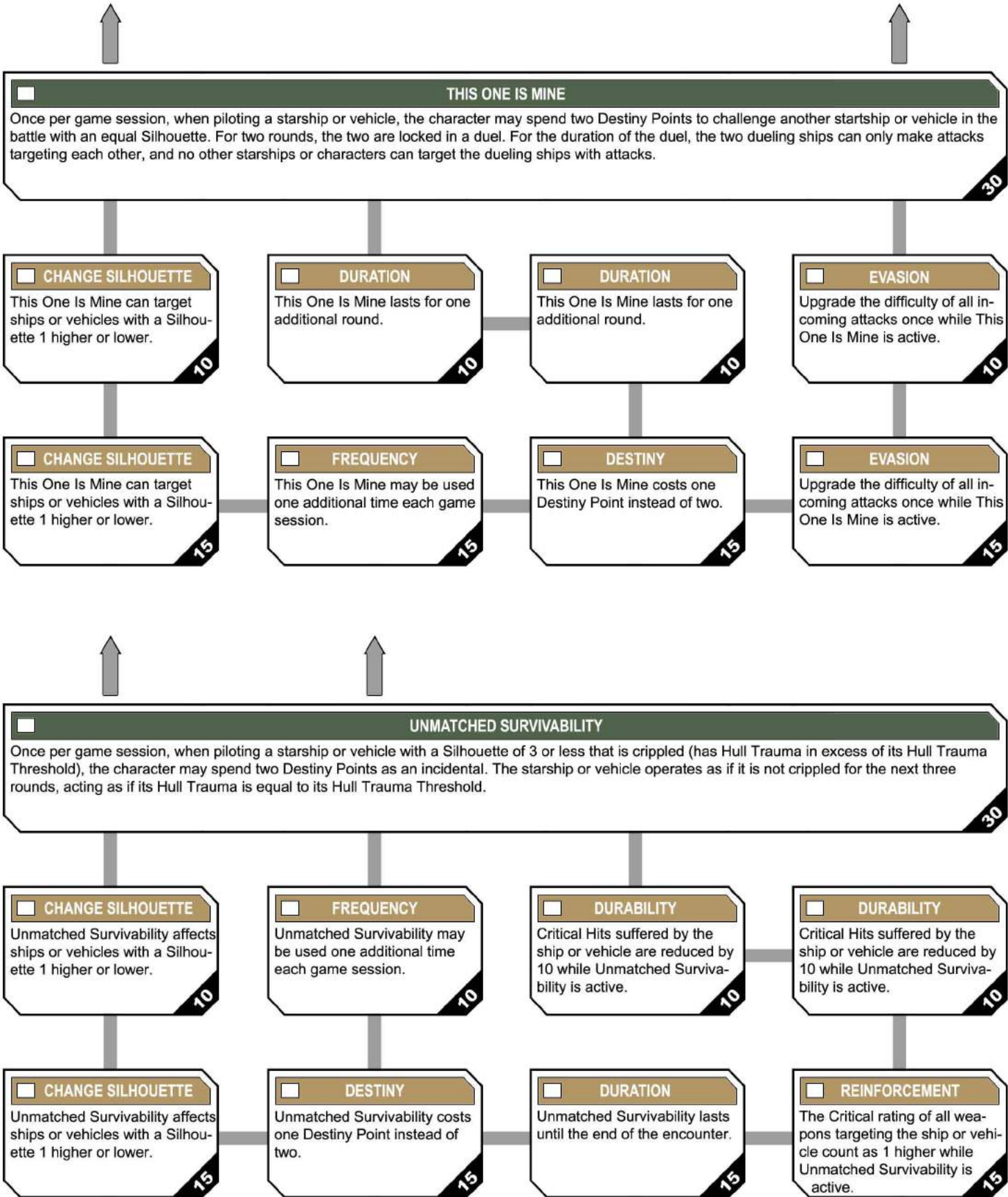


# ACE

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



CHARACTER NAME \_\_\_\_\_

# BEAST RIDER - ACE

CAREER SKILLS: ATHLETICS, PERCEPTION, SURVIVAL, KNOWLEDGE (XENOLOGY)

PASSIVE TALENT

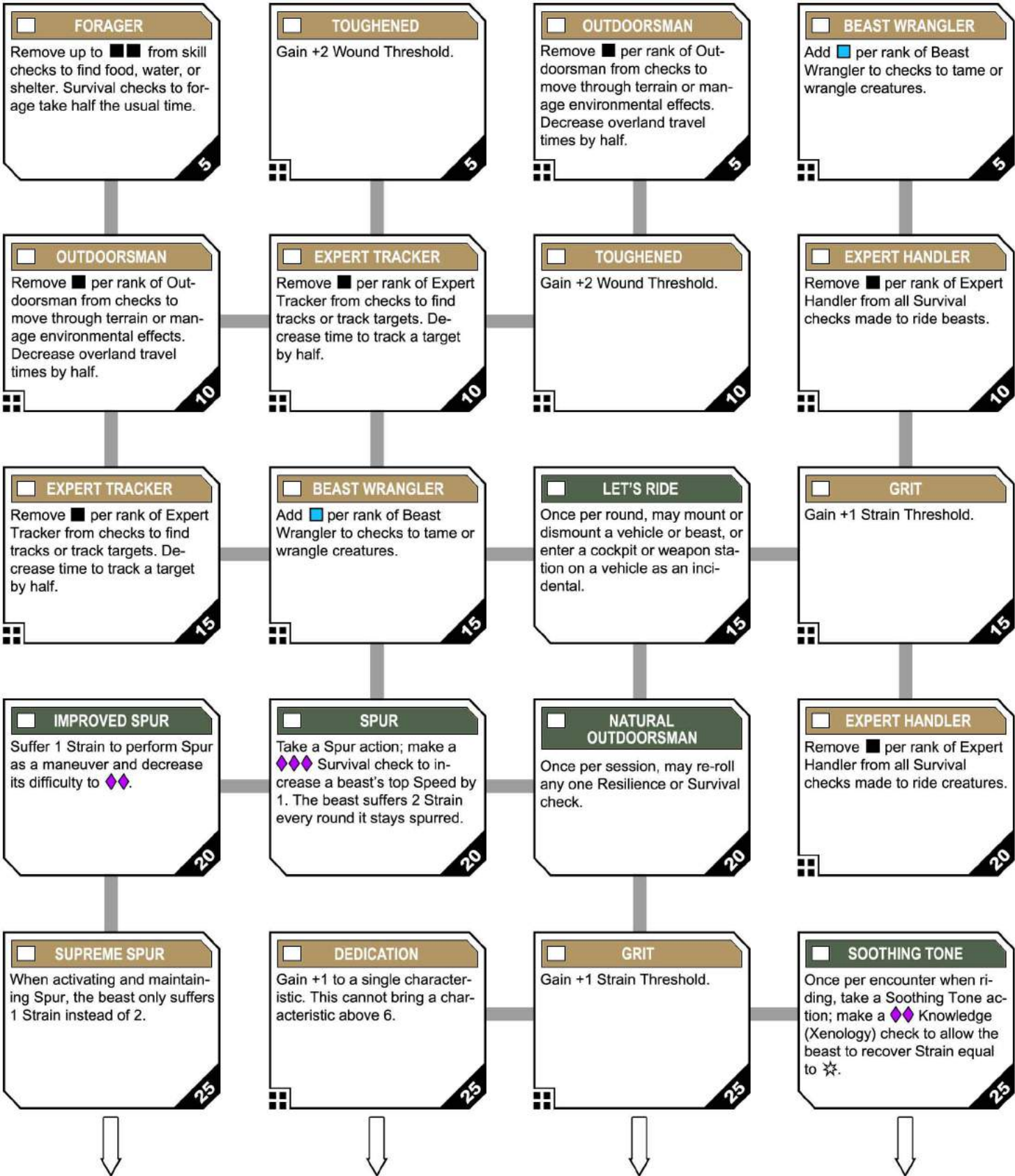
ACTIVE TALENT

RANKED TALENT

TALENT COST

FORCE TALENT

CONFLICT TALENT



SIGNATURE ABILITY \_\_\_\_\_



CHARACTER NAME \_\_\_\_\_

# DRIVER - ACE

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

PASSIVE TALENT

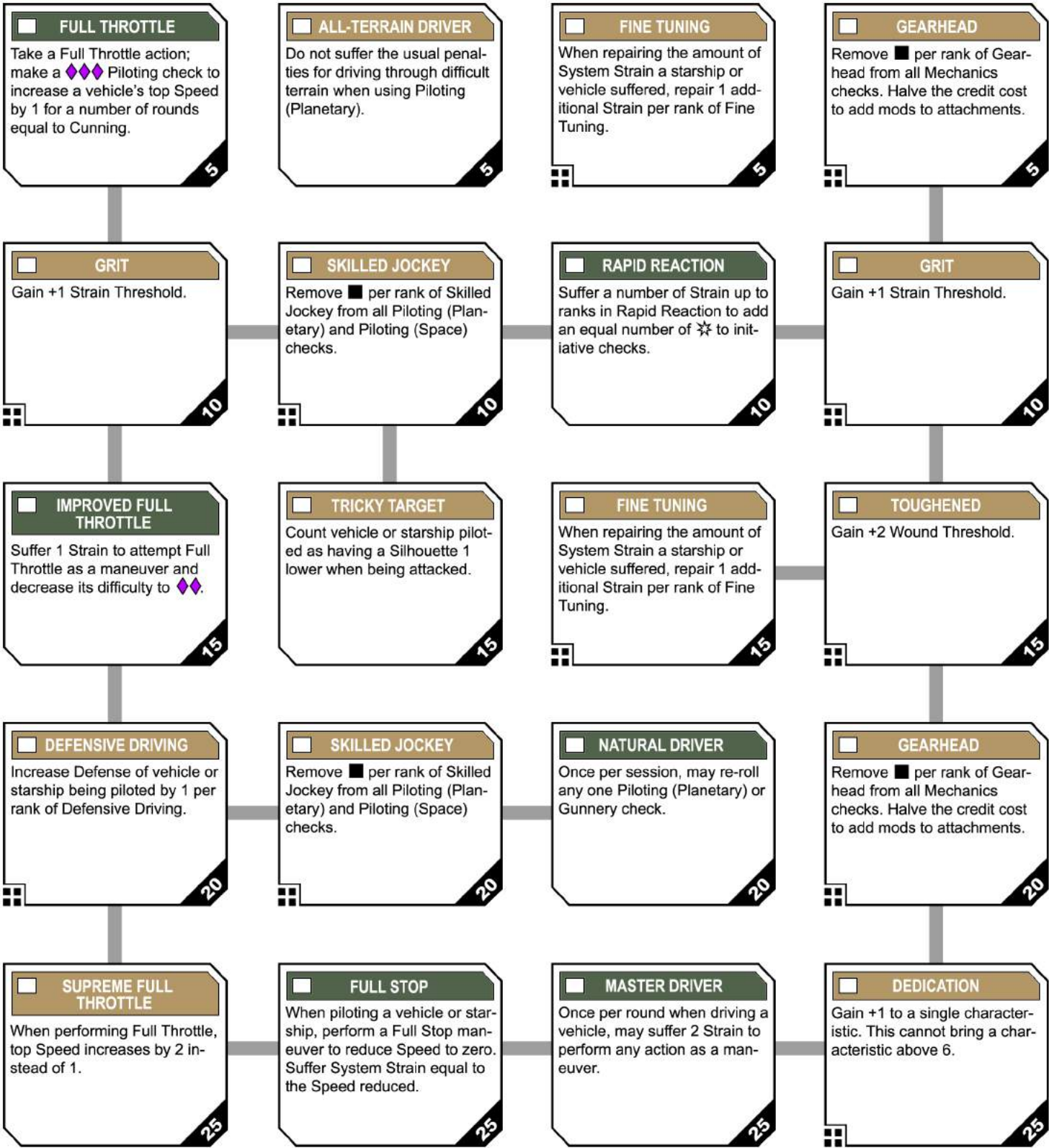
ACTIVE TALENT

RANKED TALENT

TALENT COST

FORCE TALENT

CONFLICT TALENT



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.



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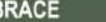
☐ **TOUGHENED**

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


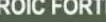
☐ **EXHAUST PORT**

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

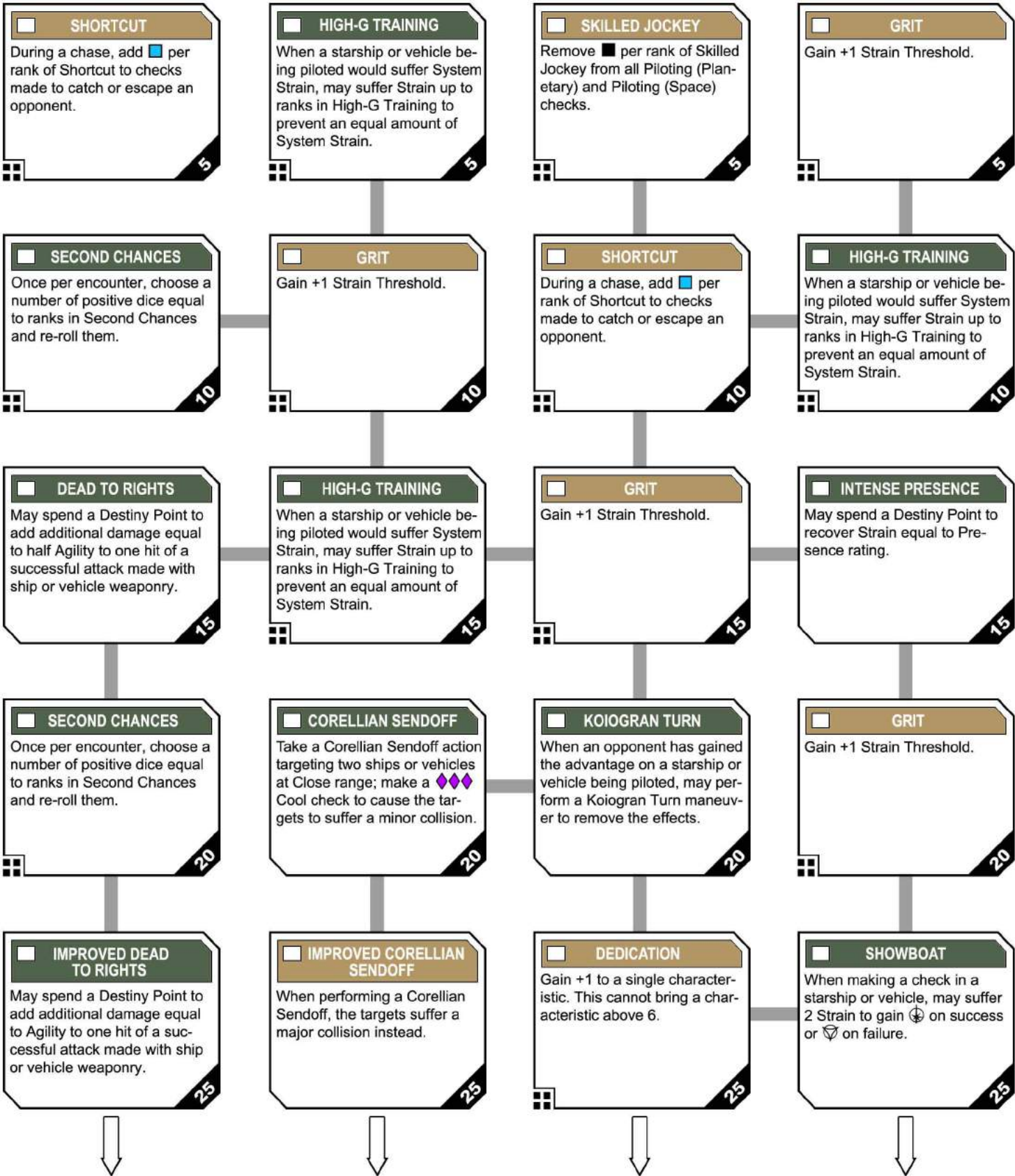
ACTIVE TALENT

RANKED TALENT

TALENT COST

FORCE TALENT

CONFLICT TALENT



SIGNATURE ABILITY \_\_\_\_\_



CHARACTER NAME \_\_\_\_\_

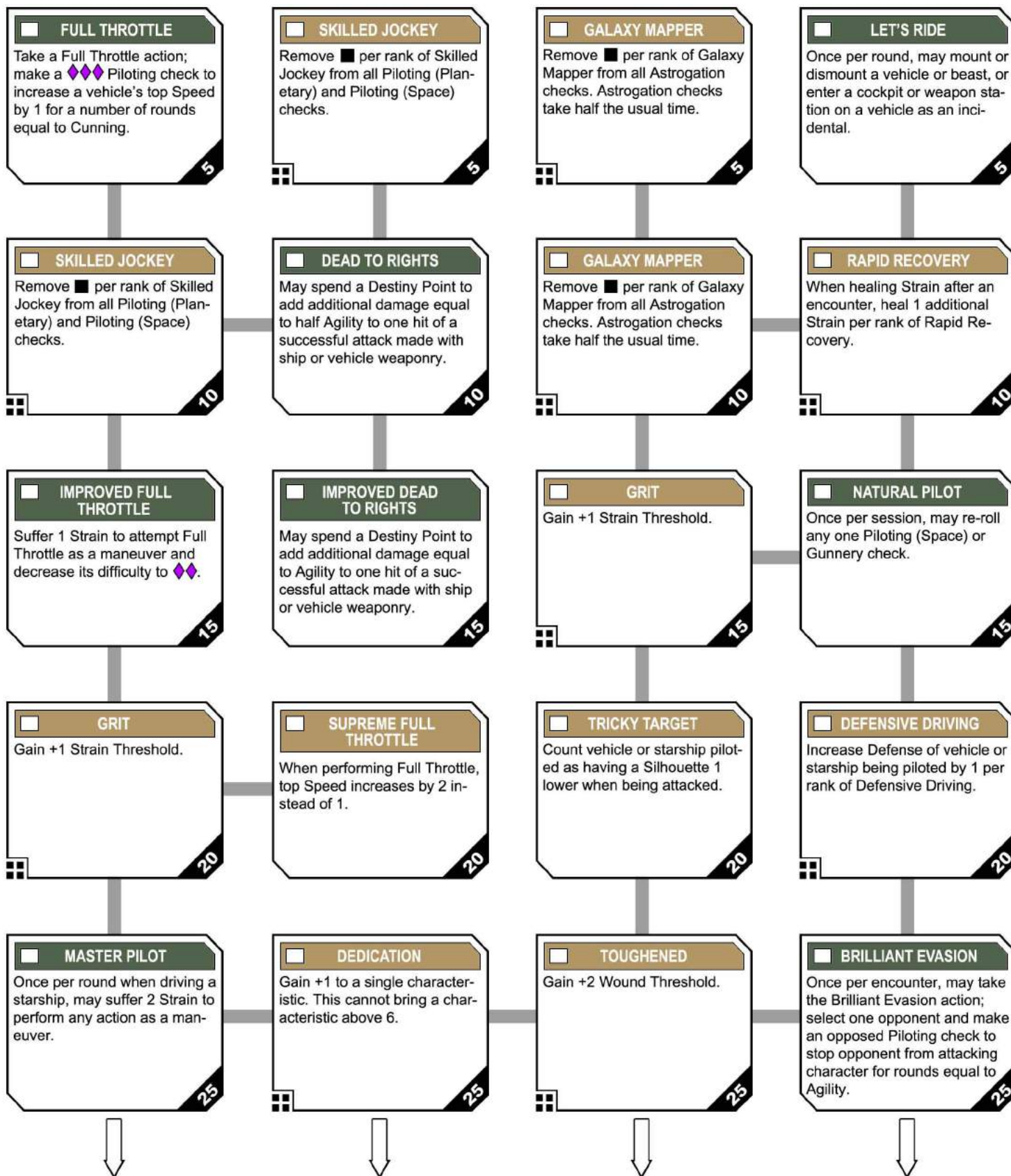
# PILOT - ACE

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

PASSIVE TALENT  ACTIVE TALENT 

RANKED TALENT  TALENT COST 

FORCE TALENT  CONFLICT TALENT 



SIGNATURE ABILITY \_\_\_\_\_





CHARACTER NAME \_\_\_\_\_

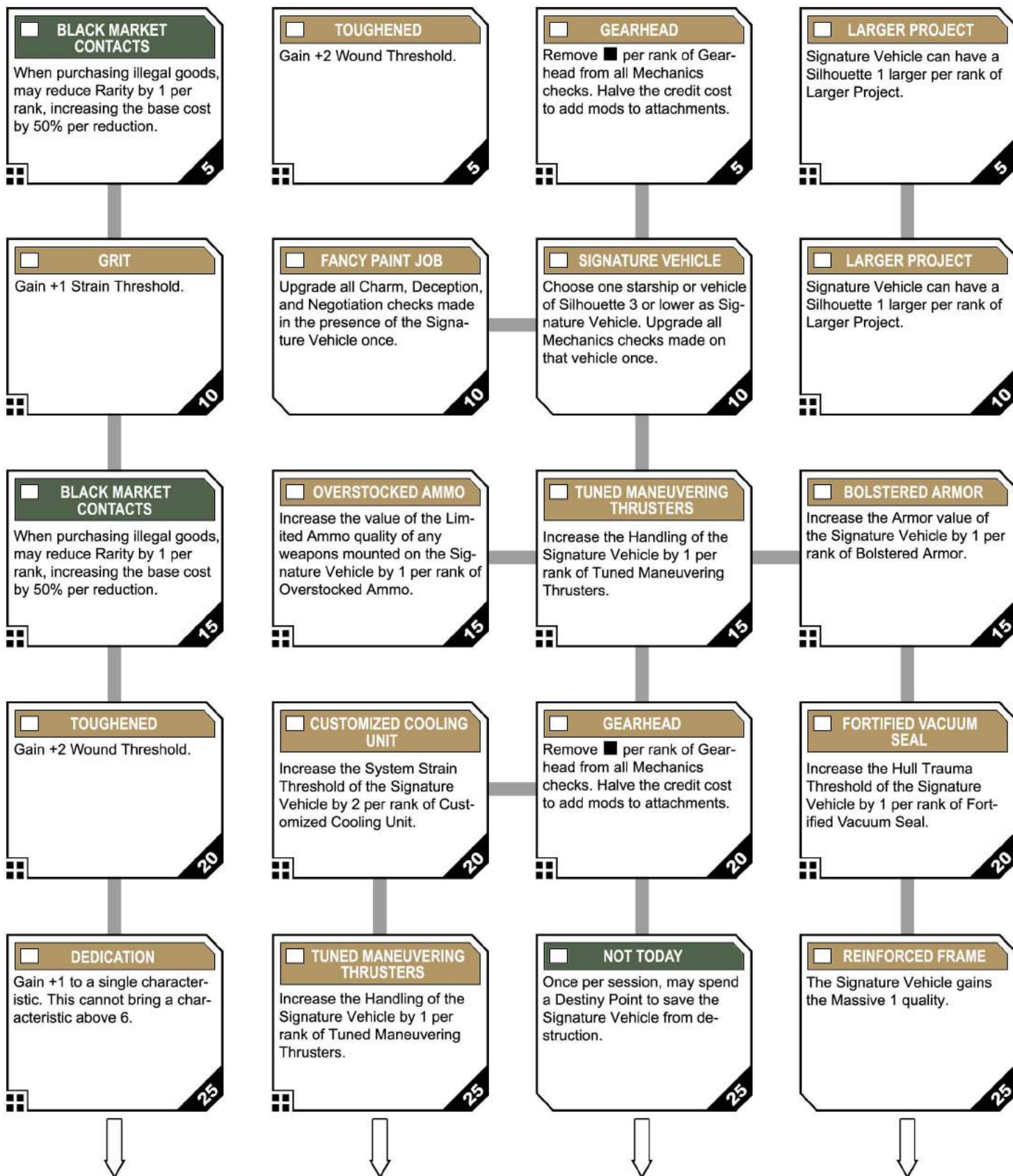
# RIGGER - ACE

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

PASSIVE TALENT  ACTIVE TALENT 

RANKED TALENT  TALENT COST 

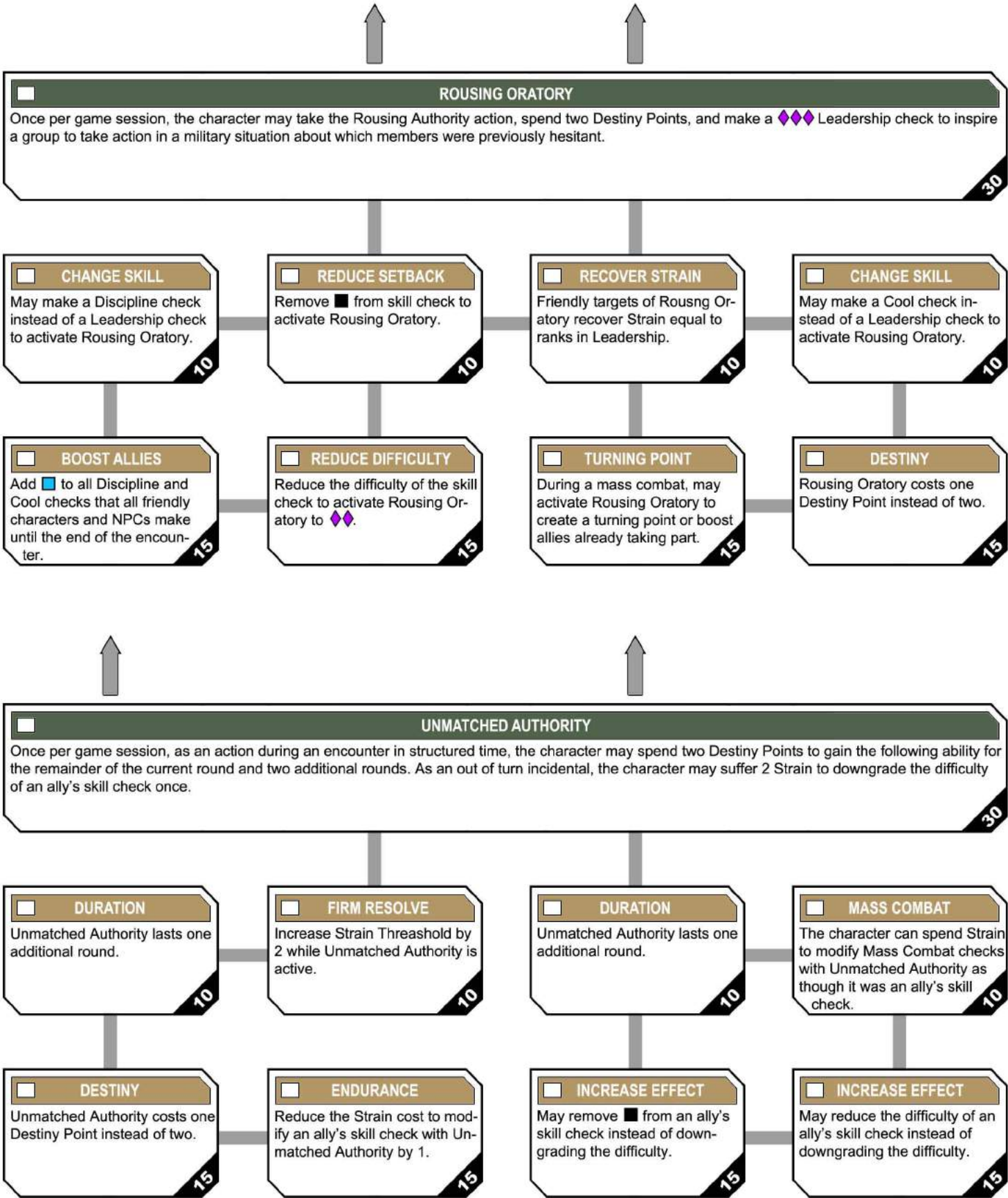
FORCE TALENT  CONFLICT TALENT 



SIGNATURE ABILITY \_\_\_\_\_

# COMMANDER

CAREER SKILLS: COERCION, COOL, DISCIPLINE, LEADERSHIP, PERCEPTION, VIGILANCE, KNOWLEDGE (WARFARE), RANGED (LIGHT)





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.


5

COMMAND

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

5

RAPID REACTION

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



5

GALAXY MAPPER

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

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

COMMANDING PRESENCE

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




10

GRIT

Gain +1 Strain Threshold.

10

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.



10

SOLID REPAIRS

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


15

COMMAND

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

15

RAPID REACTION

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

15

GALAXY MAPPER

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

15

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.

20

COMMANDING PRESENCE

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

20

GRIT

Gain +1 Strain Threshold.

20

MASTER STARHOPPER

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

20

SOLID REPAIRS

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

25

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.

25

DEDICATION

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

25

GALAXY MAPPER

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

25

SIGNATURE ABILITY \_\_\_\_\_

CHARACTER NAME \_\_\_\_\_

# FIGUREHEAD - COMMANDER

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

PASSIVE TALENT

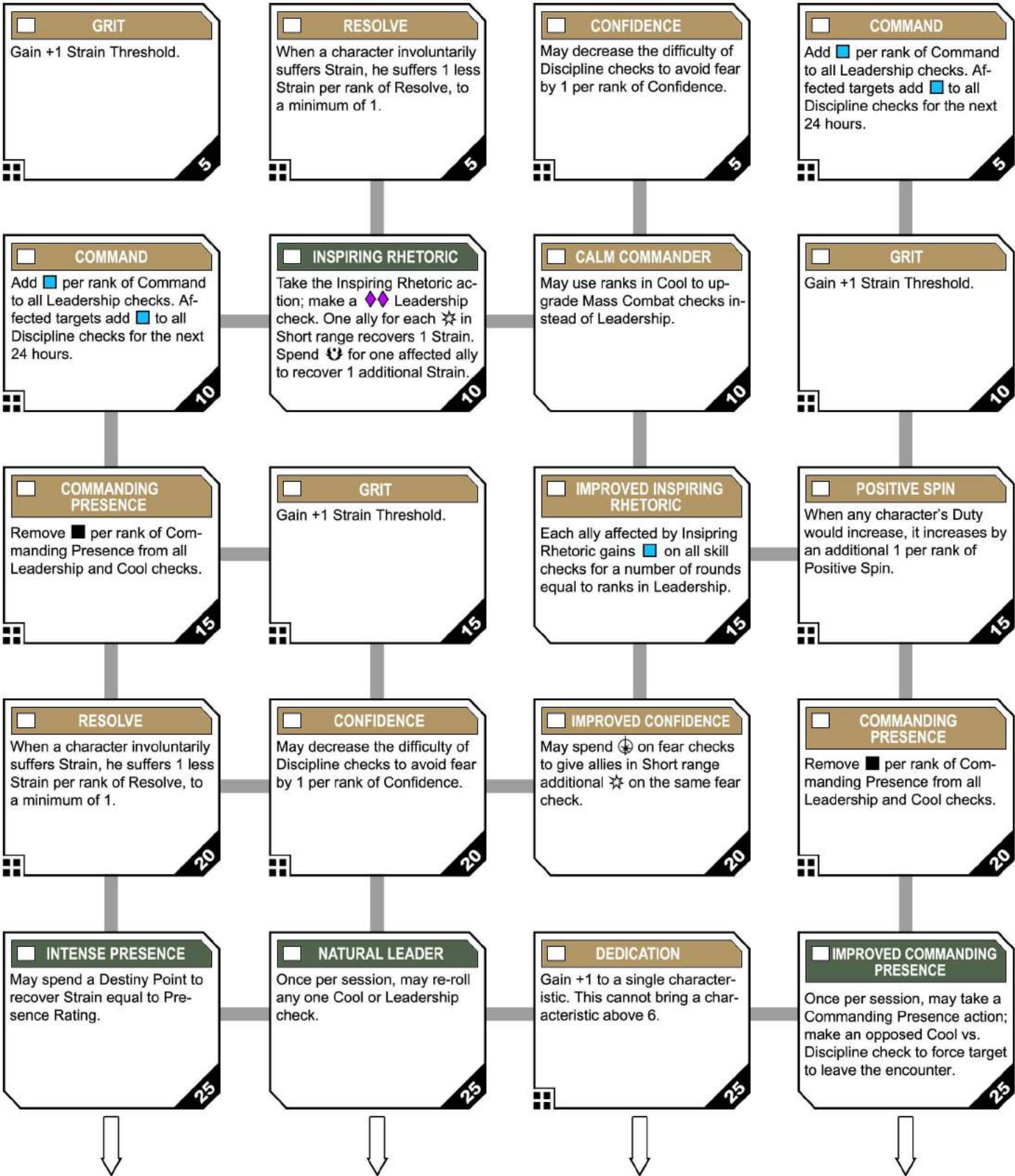
ACTIVE TALENT

RANKED TALENT

TALENT COST

FORCE TALENT

CONFLICT TALENT



SIGNATURE ABILITY \_\_\_\_\_





CHARACTER NAME \_\_\_\_\_

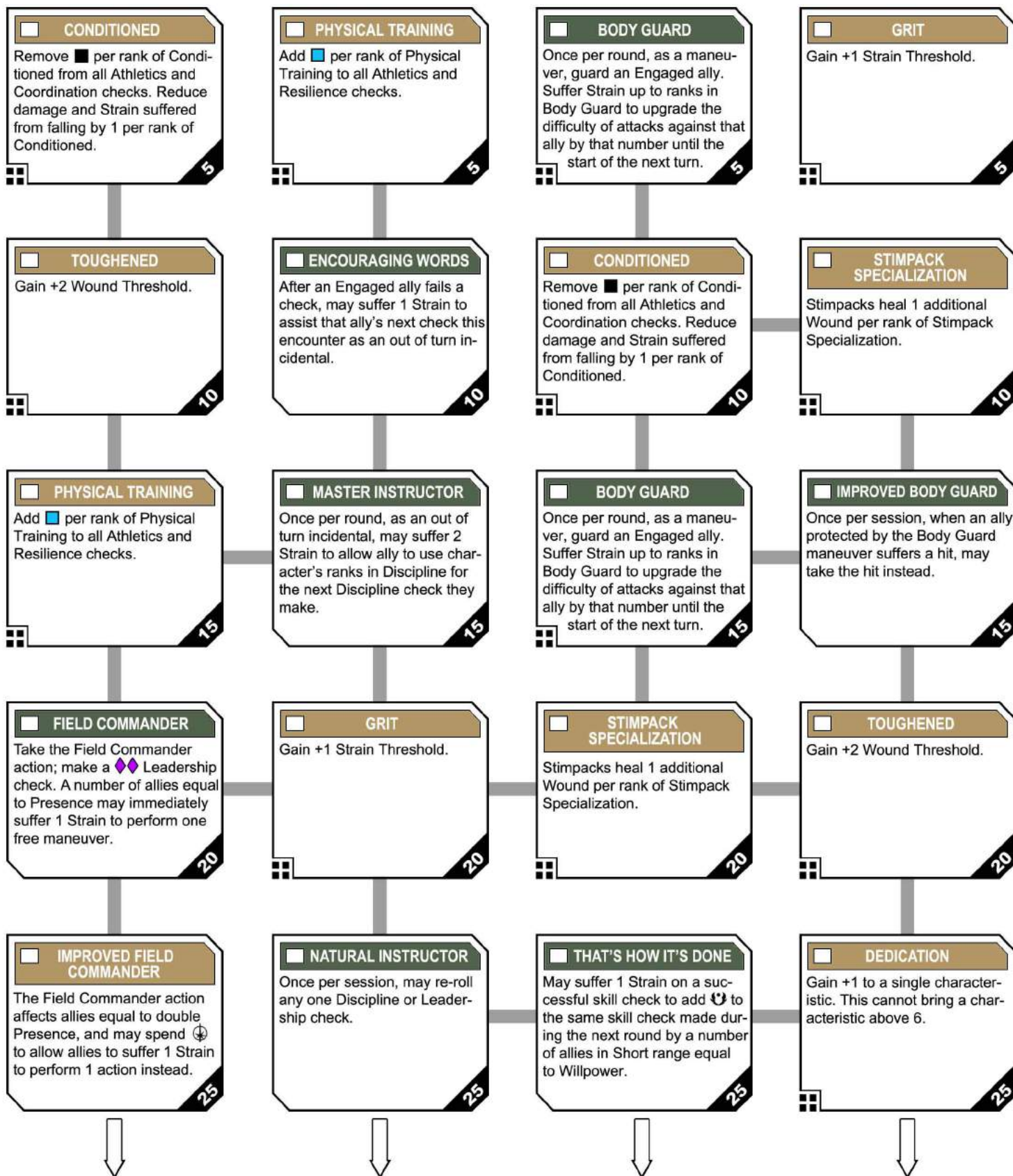
# INSTRUCTOR - COMMANDER

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

PASSIVE TALENT  ACTIVE TALENT 

RANKED TALENT  TALENT COST 

FORCE TALENT  CONFLICT TALENT 



SIGNATURE ABILITY \_\_\_\_\_

CHARACTER NAME \_\_\_\_\_

# SQUADRON LEADER - COMMANDER

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

PASSIVE TALENT

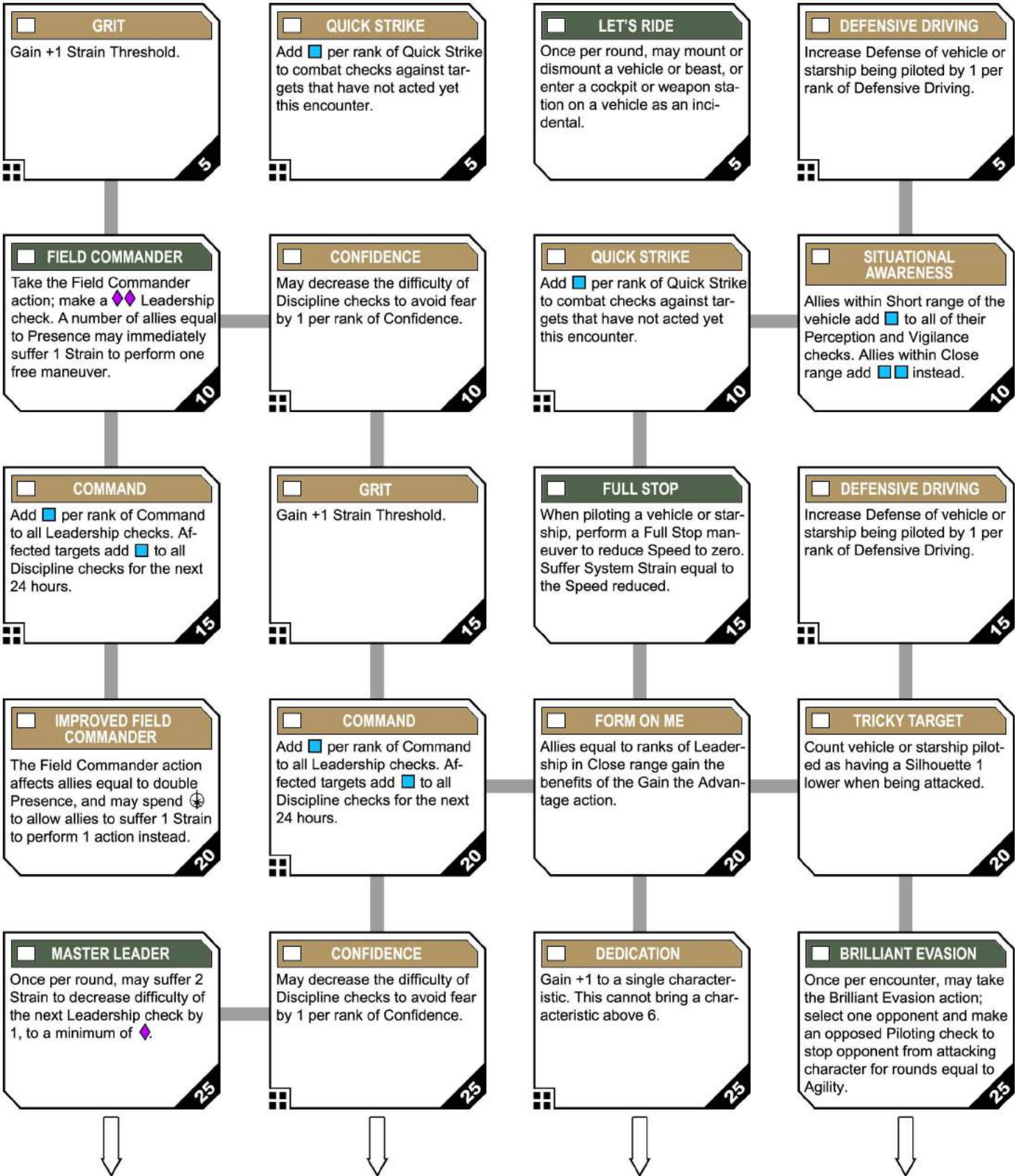
ACTIVE TALENT

RANKED TALENT

TALENT COST

FORCE TALENT

CONFLICT TALENT



SIGNATURE ABILITY \_\_\_\_\_



CHARACTER NAME \_\_\_\_\_

# STRATEGIST - COMMANDER

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

PASSIVE TALENT

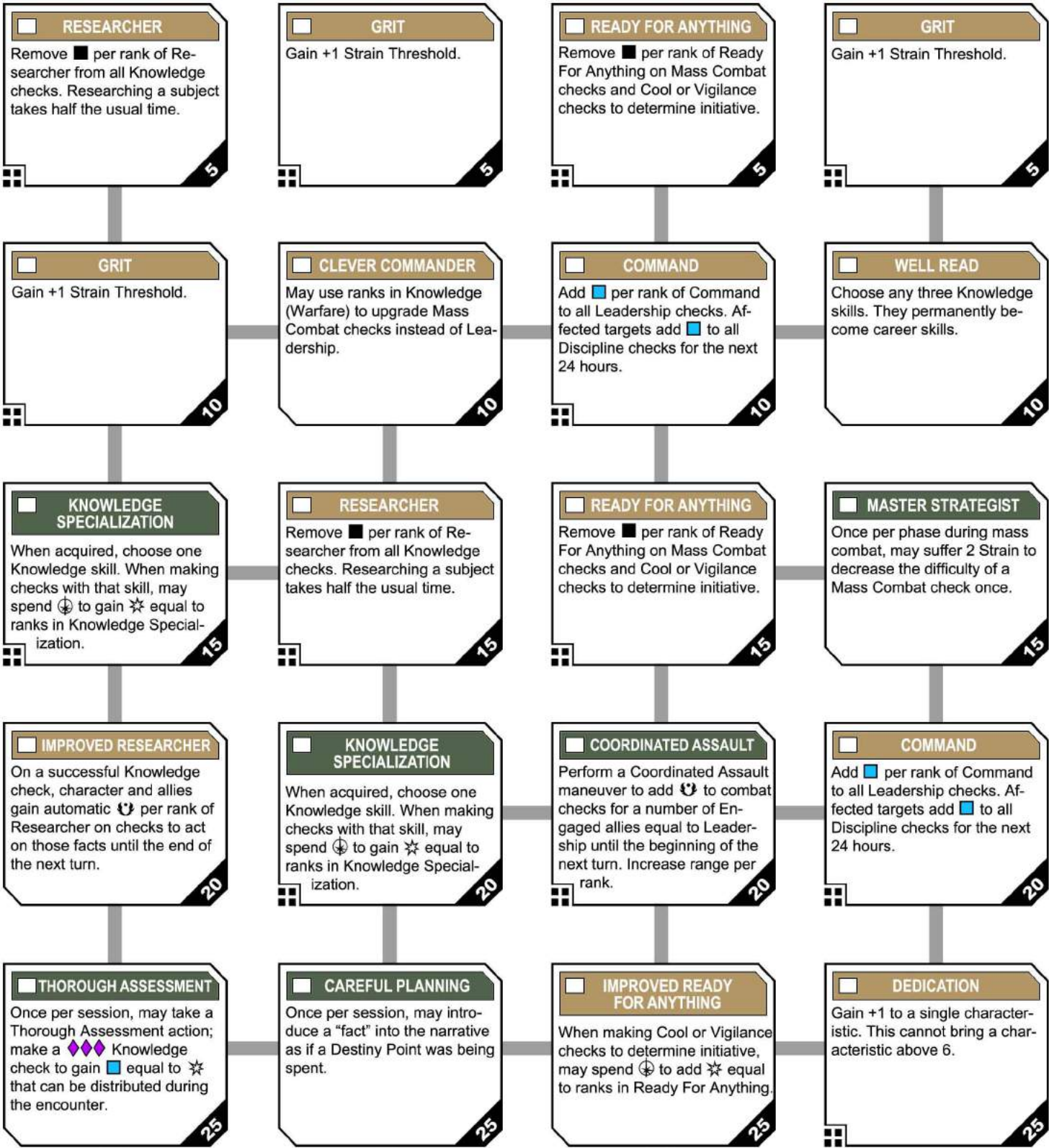
ACTIVE TALENT

RANKED TALENT

TALENT COST

FORCE TALENT

CONFLICT TALENT



SIGNATURE ABILITY \_\_\_\_\_

CHARACTER NAME \_\_\_\_\_

# TACTICIAN - COMMANDER

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

PASSIVE TALENT

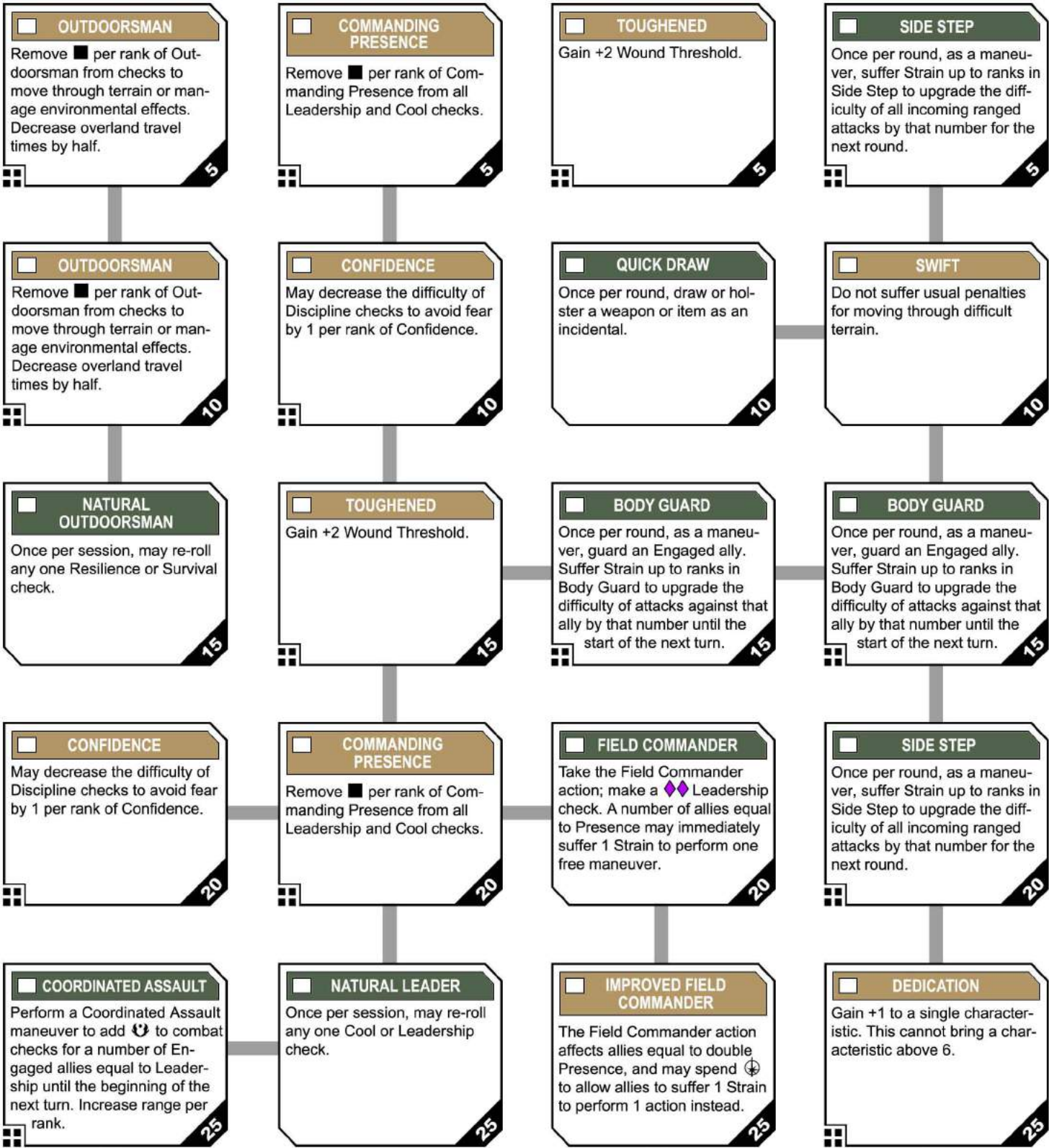
ACTIVE TALENT

RANKED TALENT

TALENT COST

FORCE TALENT

CONFLICT TALENT

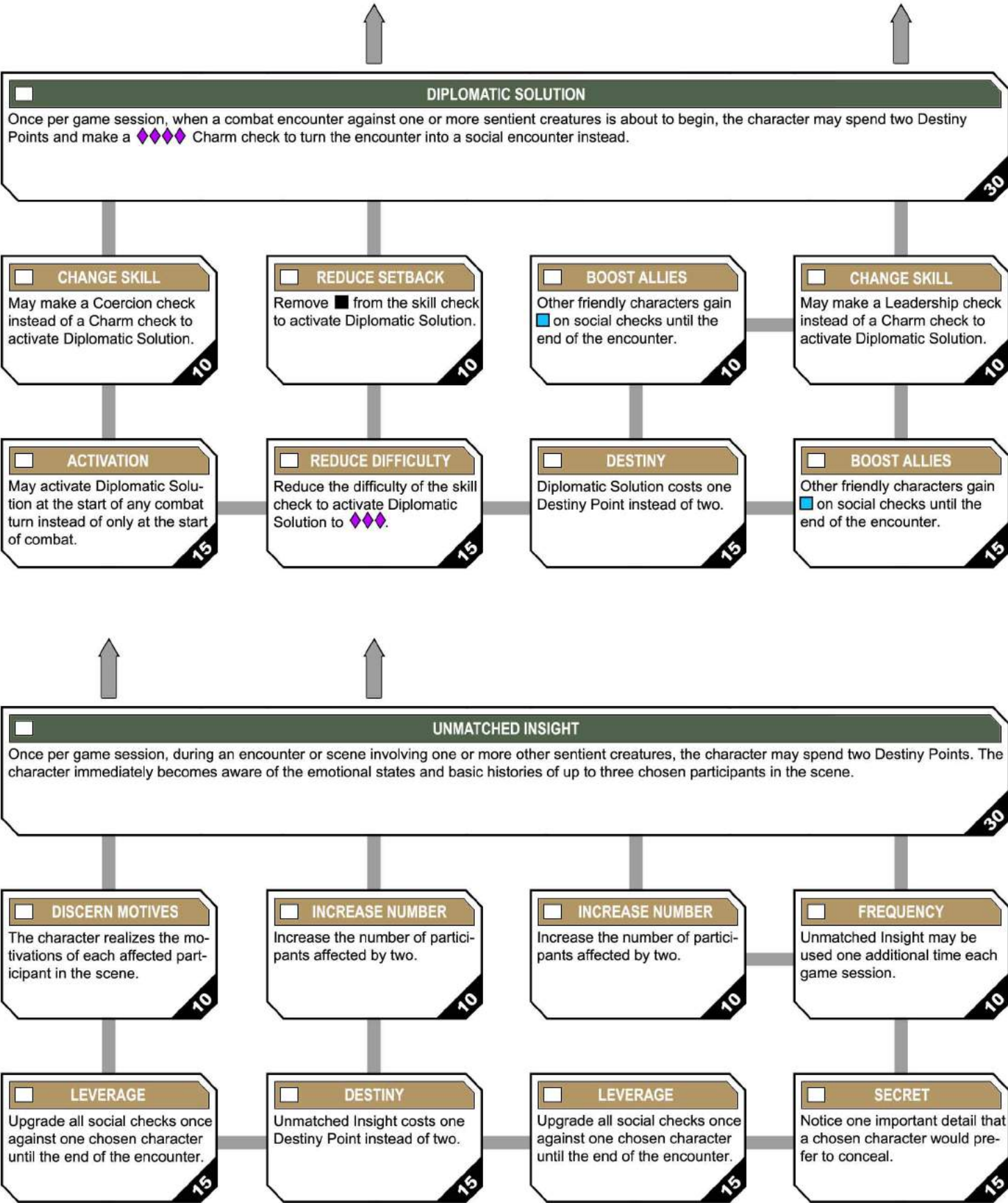


SIGNATURE ABILITY \_\_\_\_\_



# 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

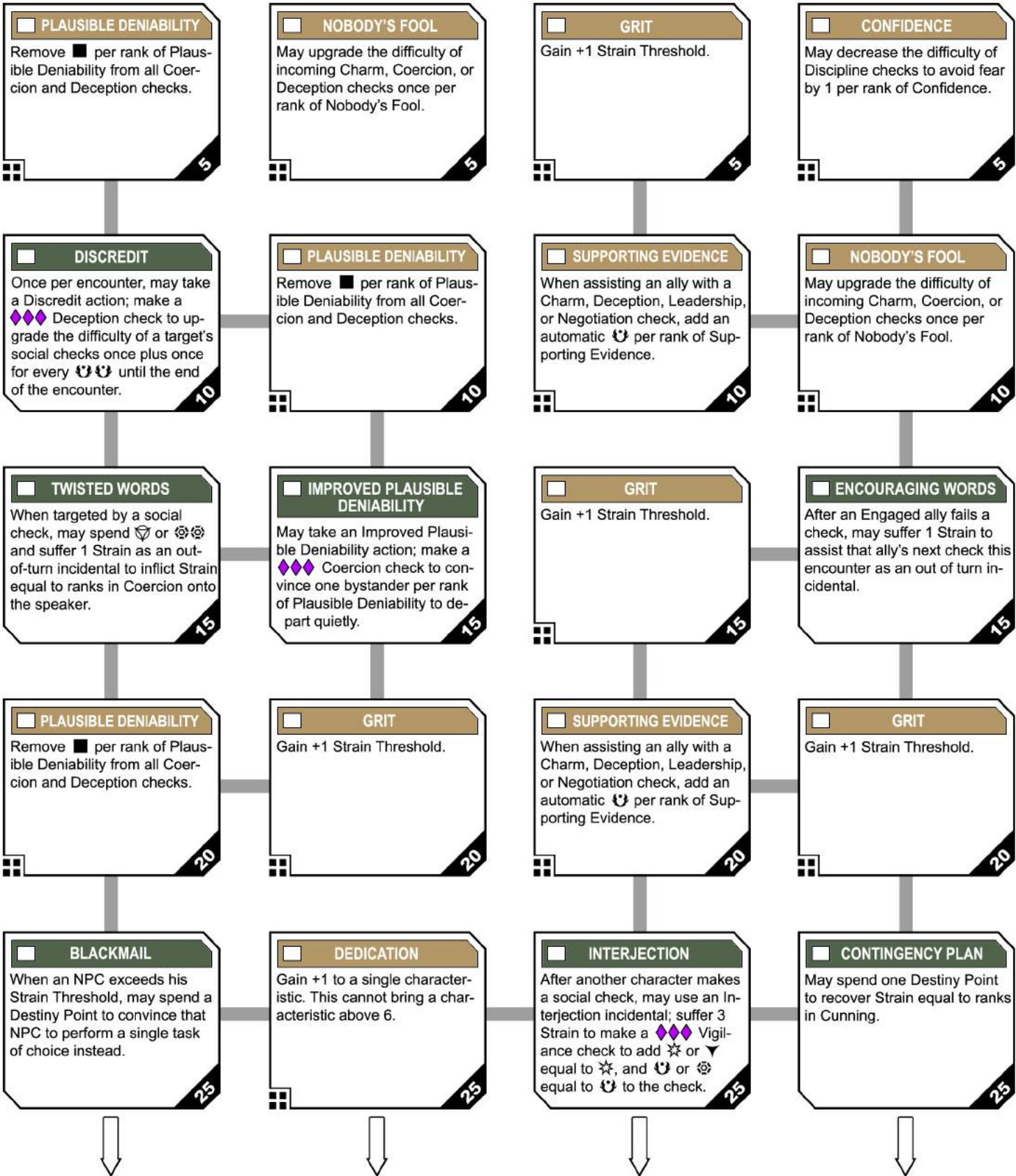
ACTIVE TALENT

RANKED TALENT

TALENT COST

FORCE TALENT

CONFLICT TALENT



SIGNATURE ABILITY \_\_\_\_\_



CHARACTER NAME \_\_\_\_\_

# AGITATOR - DIPLOMAT

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

PASSIVE TALENT

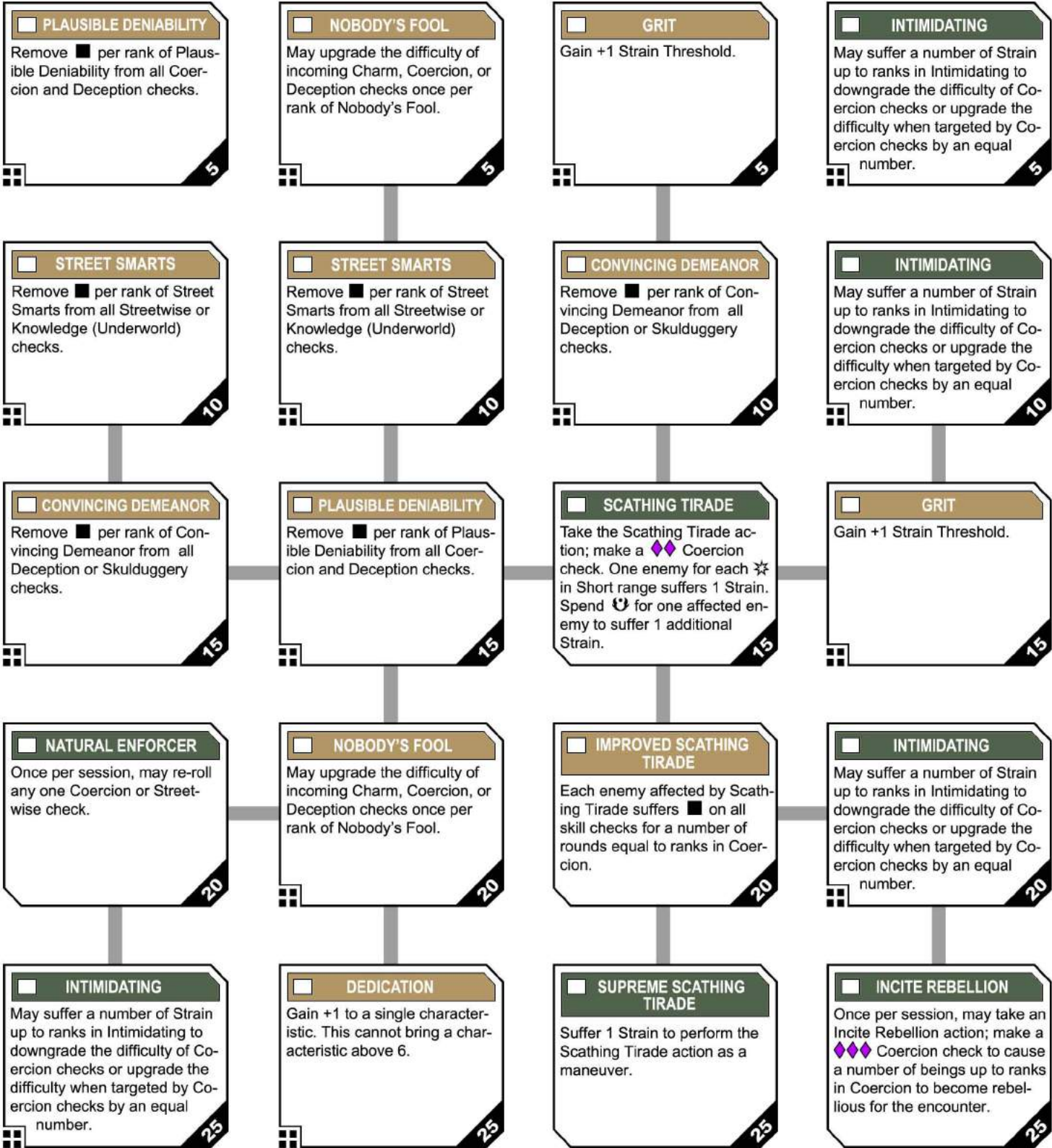
ACTIVE TALENT

RANKED TALENT

TALENT COST

FORCE TALENT

CONFLICT TALENT



SIGNATURE ABILITY \_\_\_\_\_

CHARACTER NAME \_\_\_\_\_

# AMBASSADOR - DIPLOMAT

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

PASSIVE TALENT

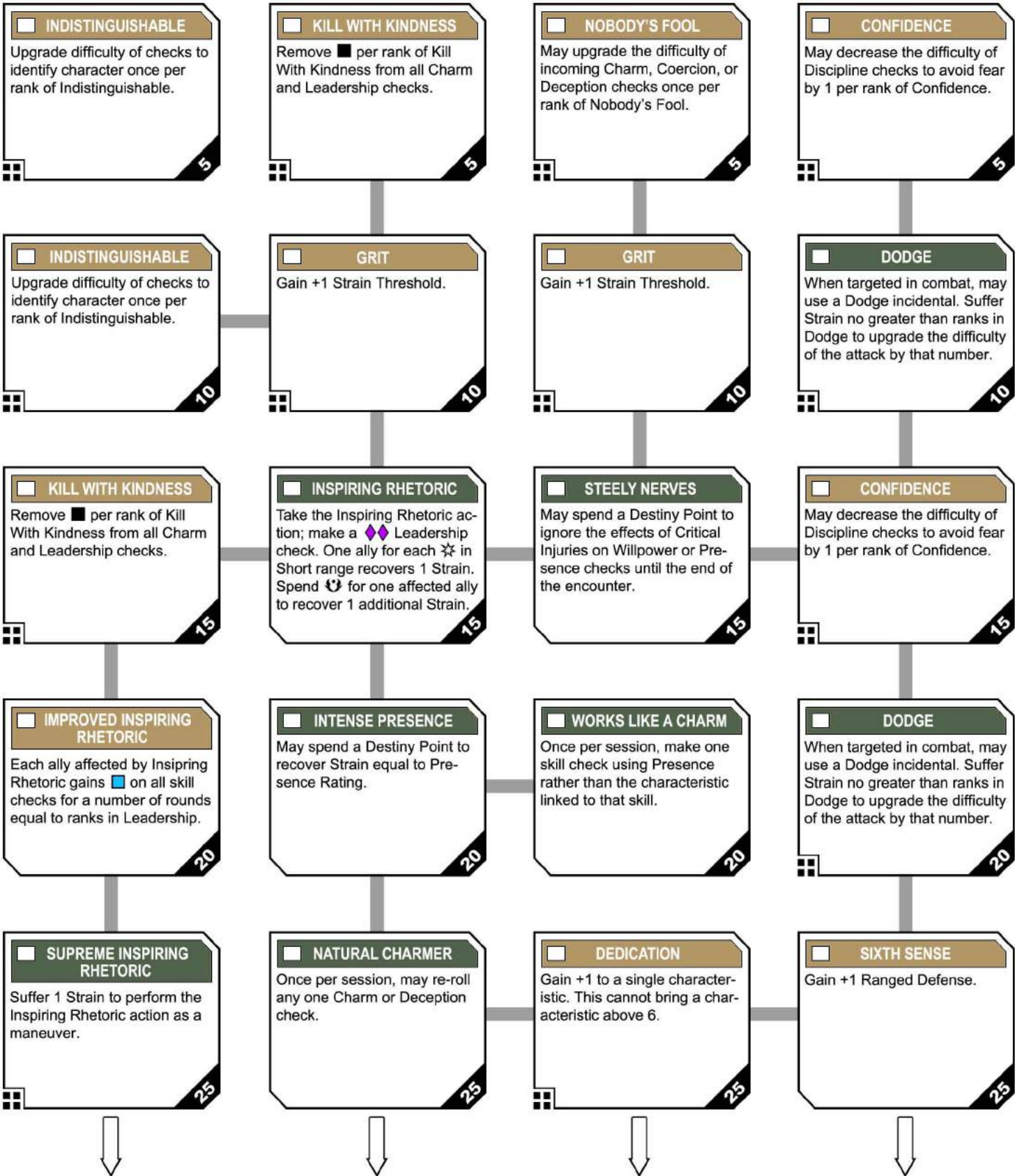
ACTIVE TALENT

RANKED TALENT

TALENT COST

FORCE TALENT

CONFLICT TALENT



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

RESEARCHER

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

5

KNOWLEDGE SPECIALIZATION

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

5

CODEBREAKER

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

5

TECHNICAL APTITUDE

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

5

VALUABLE FACTS

Once per encounter, may take a Valuable Facts action; make a ♦ Knowledge check. If successful, add ⚡ to one ally's skill check during the encounter.

10

RESEARCHER

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

10

SUPPORTING EVIDENCE

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

10

GRIT

Gain +1 Strain Threshold.

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

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.

15

CODEBREAKER

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

15

ENCODED COMMUNIQUE

Upgrade the difficulty of checks to decrypt this character's coded messages without the proper cipher a number of times equal to Computers skill.

15

GRIT

Gain +1 Strain Threshold.

20

KNOW-IT-ALL

Once per session, perfectly recall an important fact previously learned as if a Destiny Point had been spent.

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

NATURAL PROGRAMMER

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

20

DEDICATION

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

25

KNOWLEDGE SPECIALIZATION

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

25

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

STROKE OF GENIUS

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

25

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.


 



☐ **POSITIVE SPIN**

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



☐ **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.


 



☐ **CUTTING QUESTION**

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


 



☐ **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.



☐ **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.

☐ **POSITIVE SPIN**

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



 



☐ **TOUGHENED**

Gain +2 Wound Threshold.



☐ **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.

☐ **WELL ROUNDED**

Choose any two skills. They permanently become career skills.



☐ **GRIT**

Gain +1 Strain Threshold.



☐ **CONFIDENCE**

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



☐ **TOUGHENED**

Gain +2 Wound Threshold.



☐ **CONFIDENCE**

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



☐ **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.



☐ **INFORMANT**

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



☐ **POSITIVE SPIN**

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



☐ **DEDICATION**

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


 



☐ **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.

☐ **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.

SIGNATURE ABILITY \_\_\_\_\_



CHARACTER NAME \_\_\_\_\_

# QUARTERMASTER - DIPLOMAT

CAREER SKILLS: COMPUTERS, NEGOTIATION, SKULDUGGERY, VIGILANCE

PASSIVE TALENT

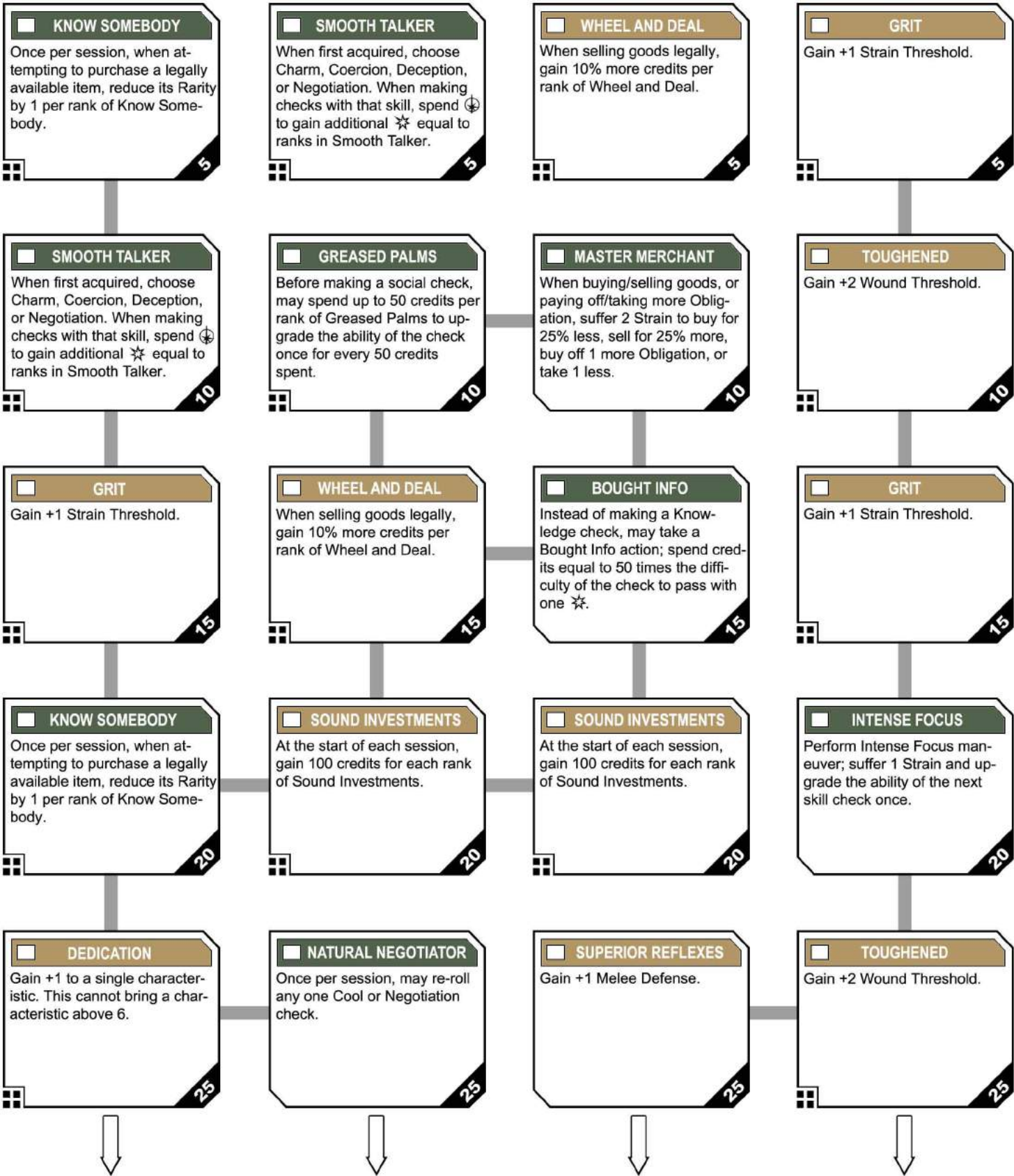
ACTIVE TALENT

RANKED TALENT

TALENT COST

FORCE TALENT

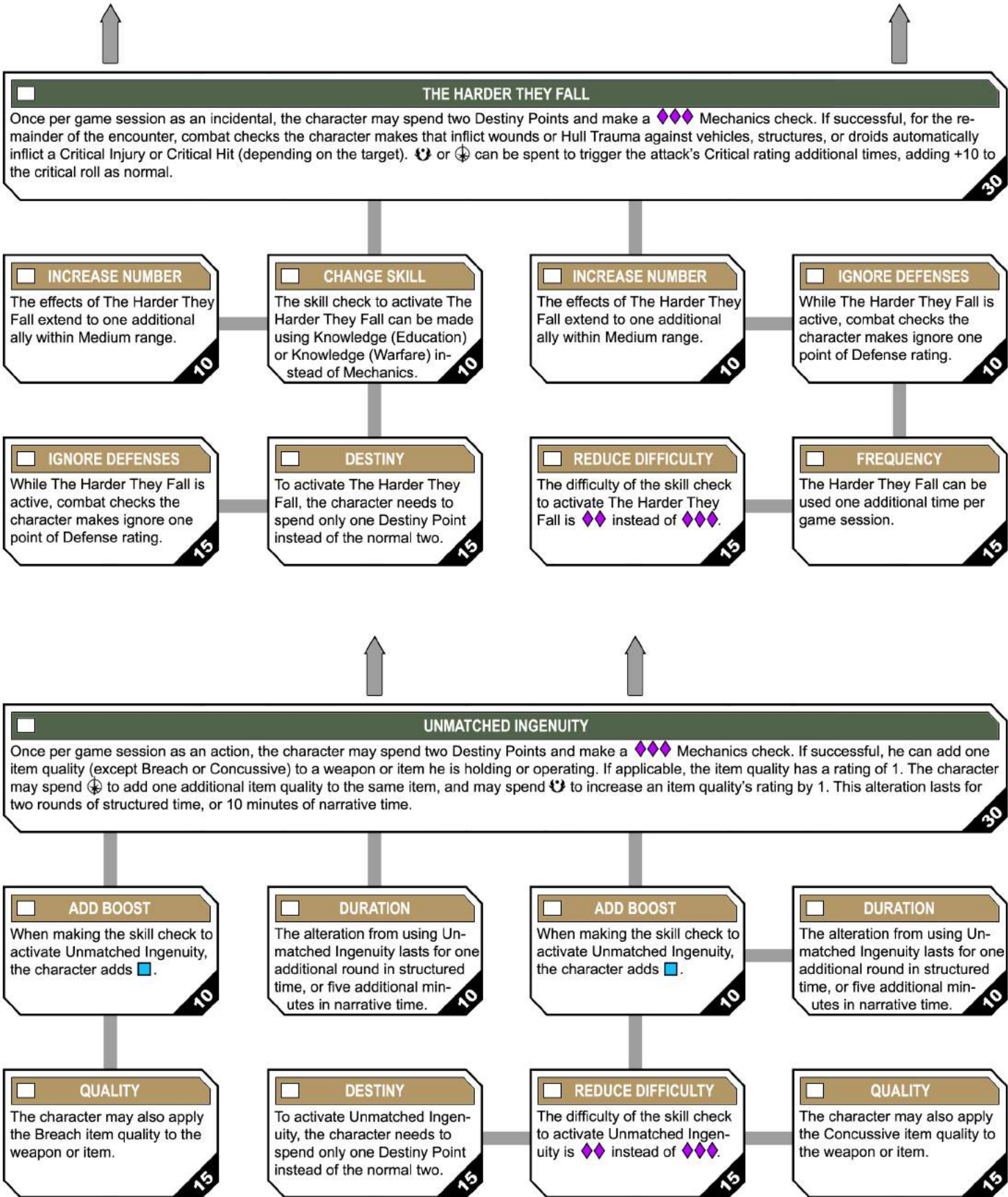
CONFLICT TALENT



SIGNATURE ABILITY \_\_\_\_\_

# ENGINEER

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





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

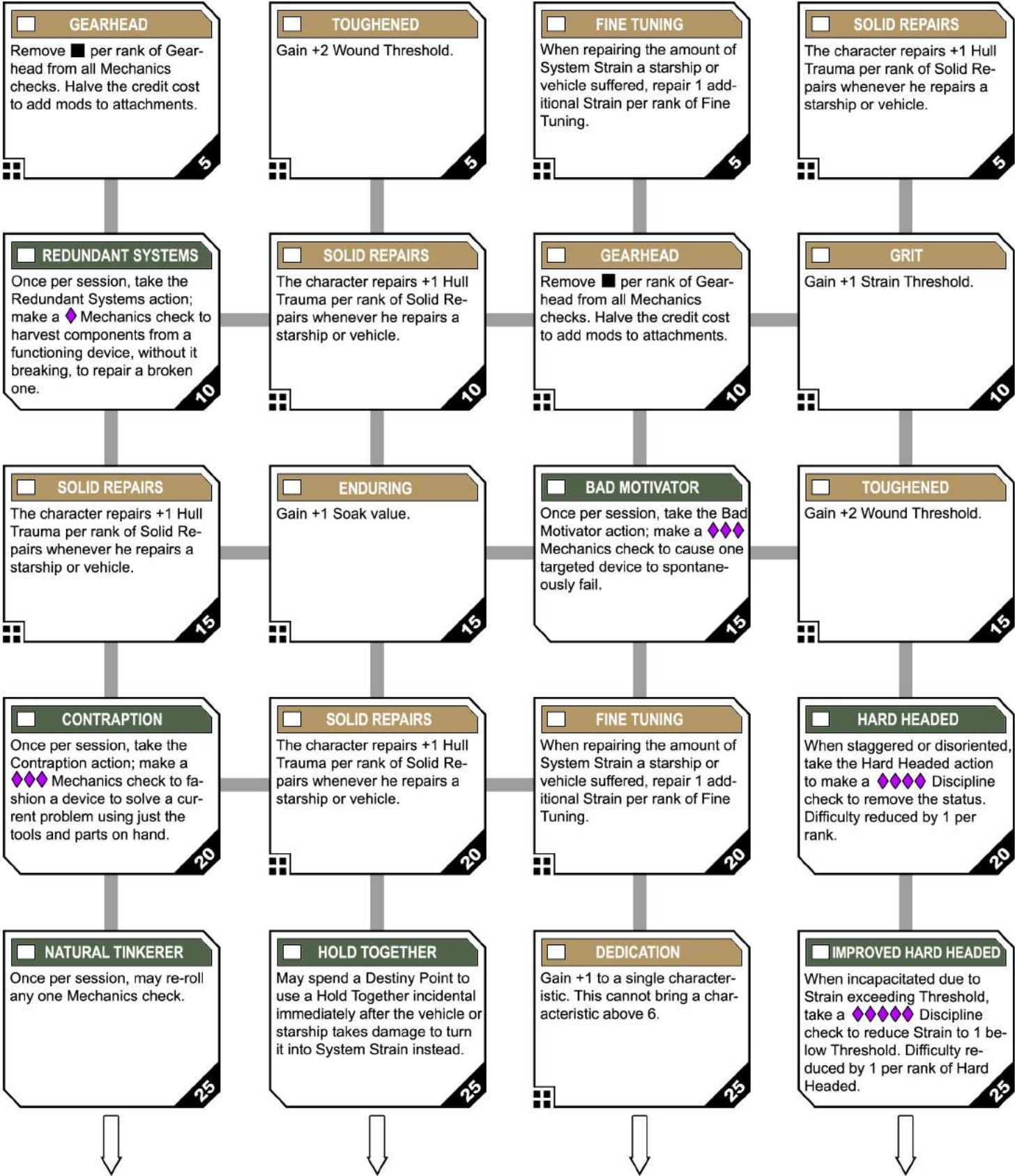
ACTIVE TALENT

RANKED TALENT

TALENT COST

FORCE TALENT

CONFLICT TALENT



SIGNATURE ABILITY \_\_\_\_\_



CHARACTER NAME \_\_\_\_\_

# SABOTEUR - ENGINEER

CAREER SKILLS: COORDINATION, MECHANICS, SKULDUGGERY, STEALTH

PASSIVE TALENT

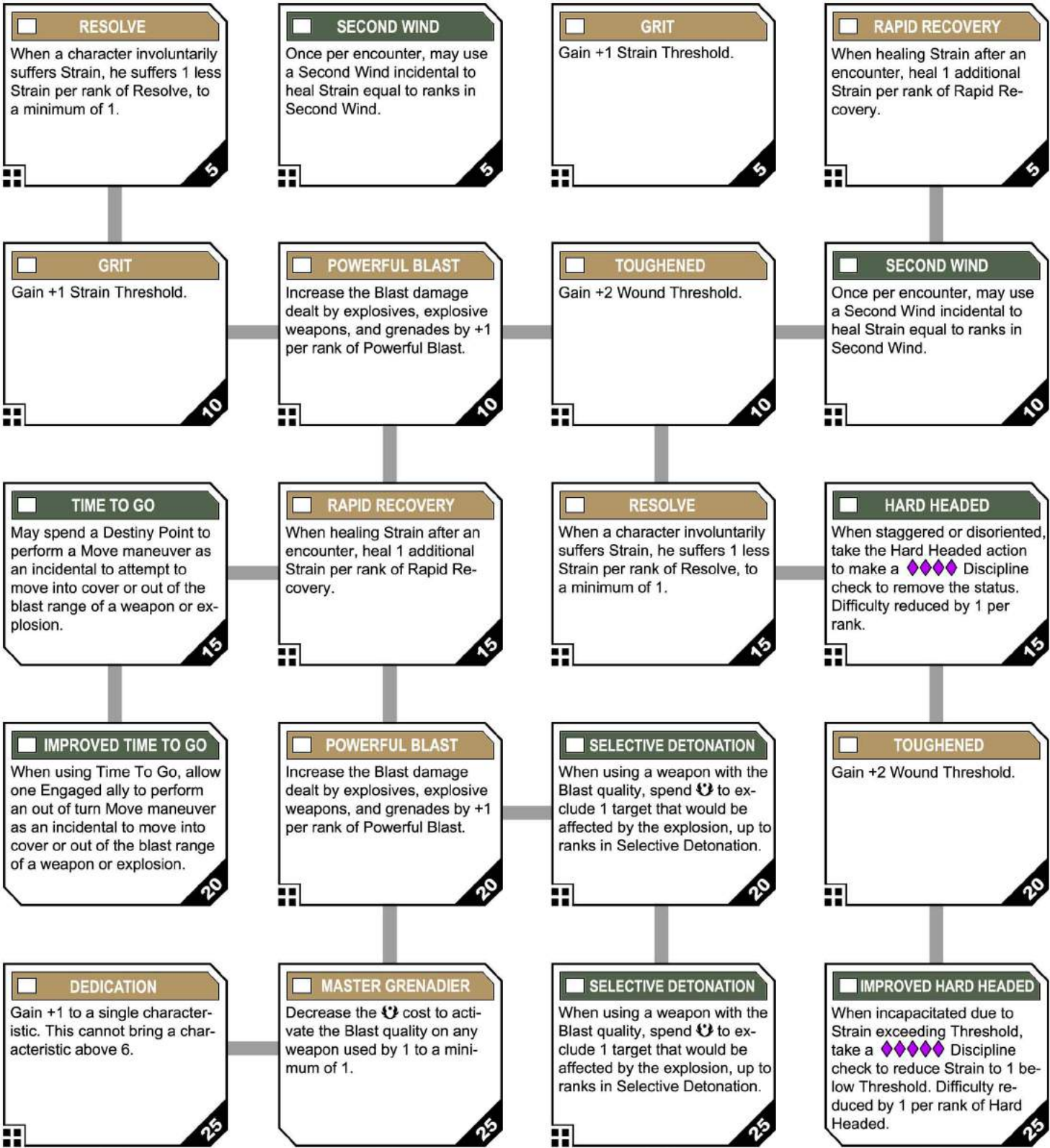
ACTIVE TALENT

RANKED TALENT

TALENT COST

FORCE TALENT

CONFLICT TALENT



SIGNATURE ABILITY \_\_\_\_\_

CHARACTER NAME \_\_\_\_\_

# SAPPER - ENGINEER

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

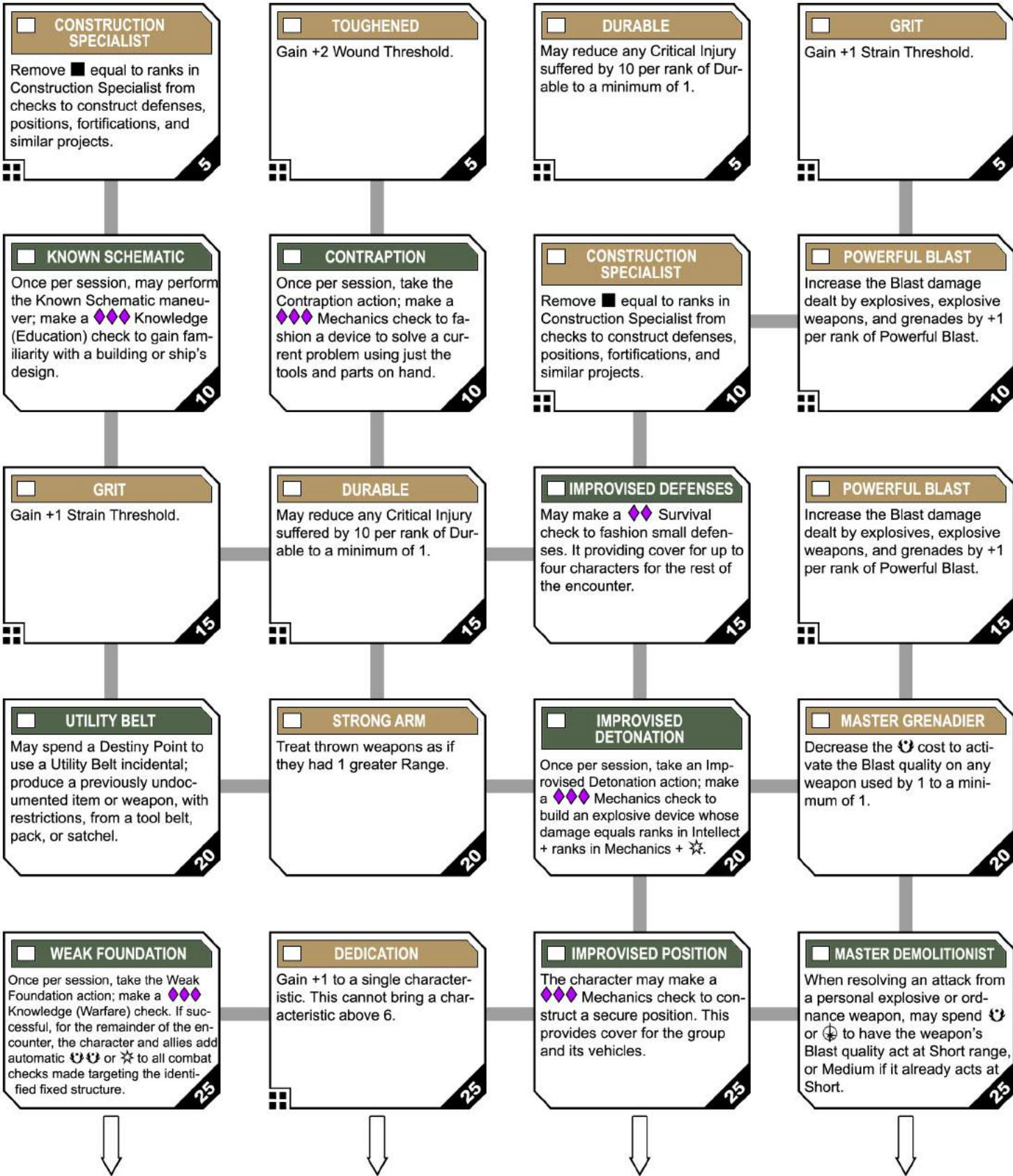
PASSIVE TALENT 

ACTIVE TALENT 

RANKED TALENT 

FORCE TALENT 

CONFLICT TALENT 



SIGNATURE ABILITY \_\_\_\_\_



CHARACTER NAME \_\_\_\_\_

# SCIENTIST - ENGINEER

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

PASSIVE TALENT

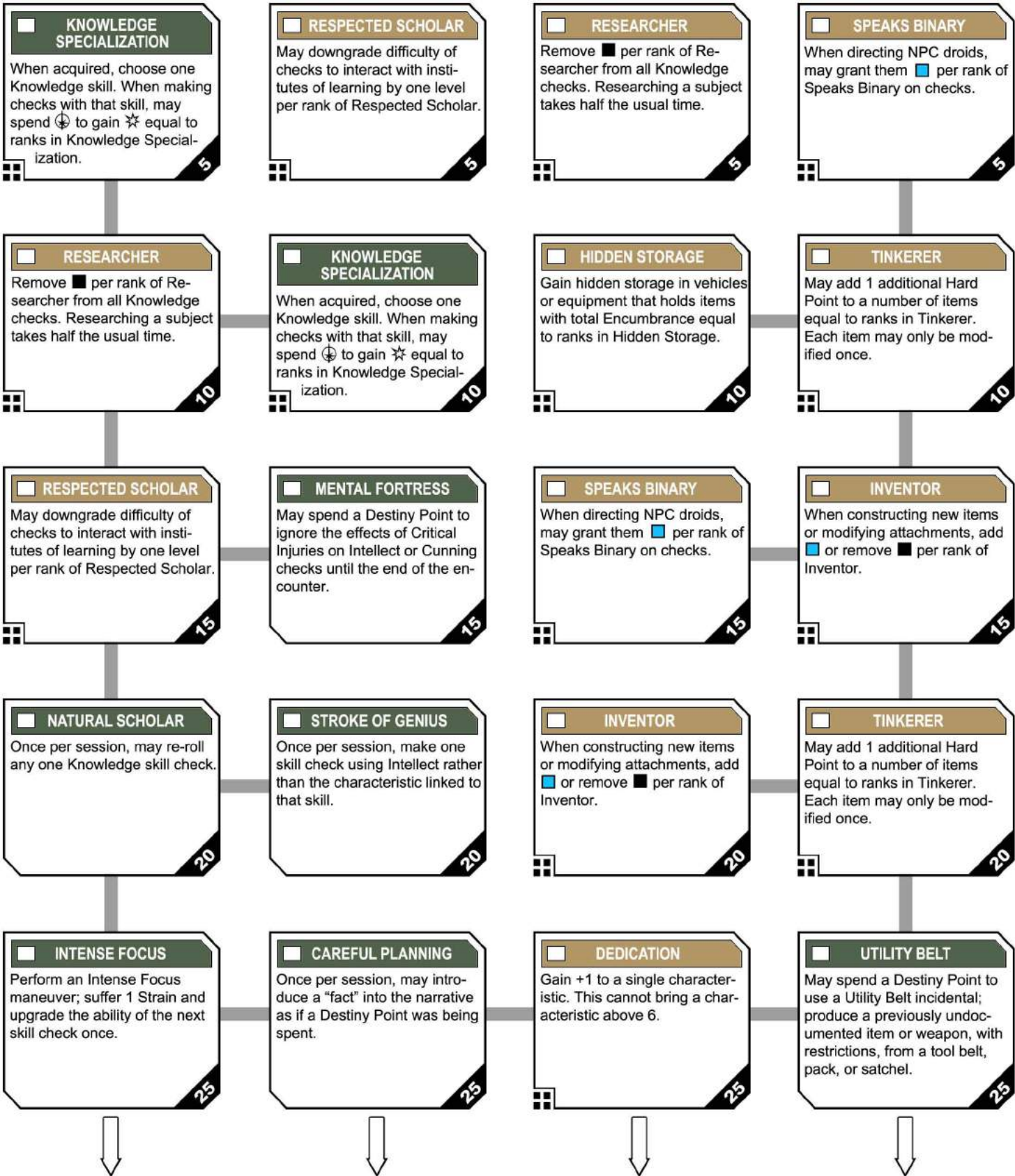
ACTIVE TALENT

RANKED TALENT

TALENT COST

FORCE TALENT

CONFLICT TALENT



SIGNATURE ABILITY \_\_\_\_\_

CHARACTER NAME \_\_\_\_\_

# SHIPWRIGHT - ENGINEER

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

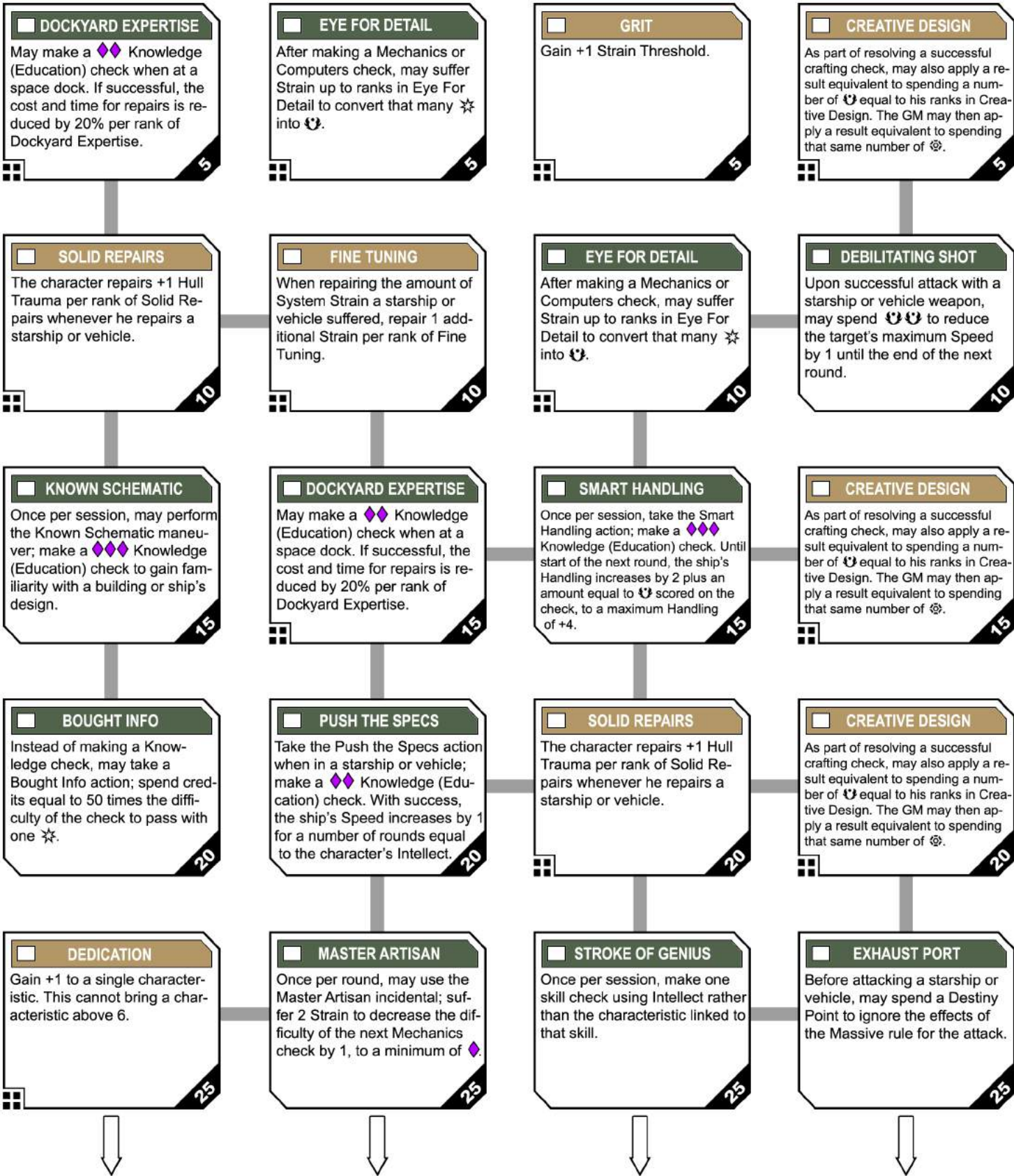
PASSIVE TALENT

ACTIVE TALENT

RANKED TALENT

FORCE TALENT

CONFLICT TALENT



SIGNATURE ABILITY \_\_\_\_\_



# SOLDIER

**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.

**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 **2**. **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.

**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 **1** 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 **1** 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

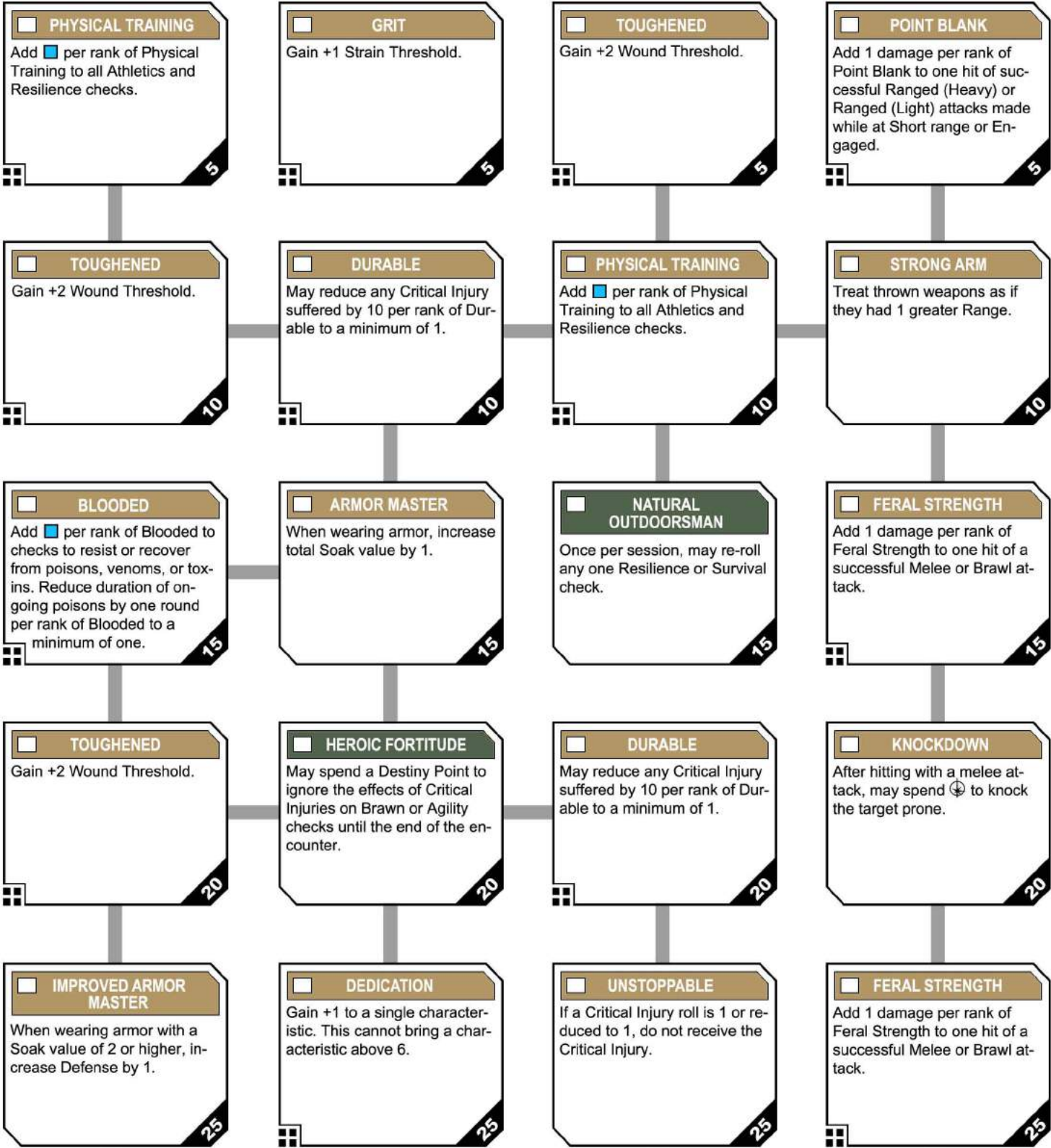
ACTIVE TALENT

RANKED TALENT

TALENT COST

FORCE TALENT

CONFLICT TALENT



SIGNATURE ABILITY \_\_\_\_\_



CHARACTER NAME \_\_\_\_\_

# HEAVY - SOLDIER

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

PASSIVE TALENT

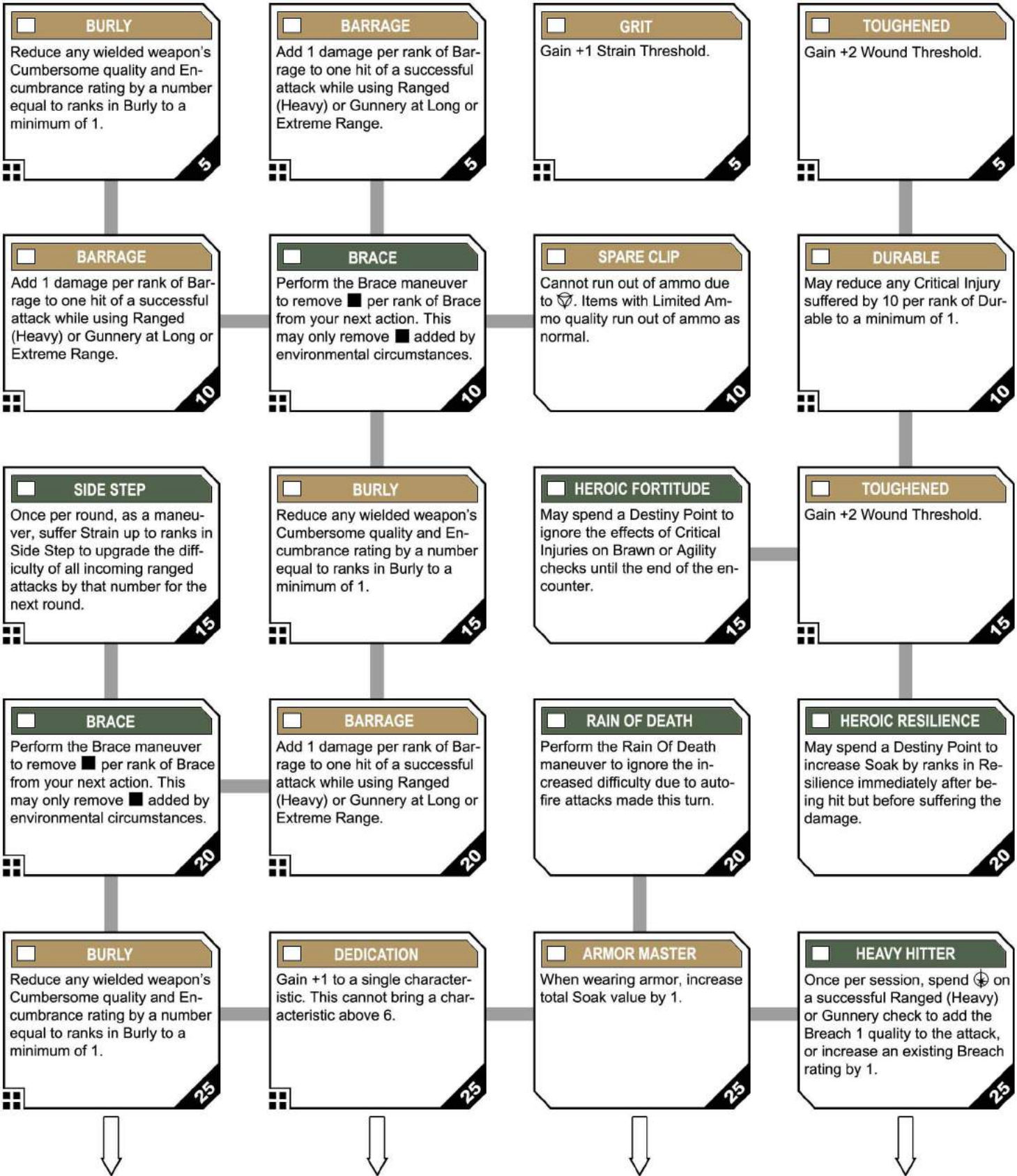
ACTIVE TALENT

RANKED TALENT

TALENT COST



FORCE TALENT

CONFLICT TALENT



SIGNATURE ABILITY \_\_\_\_\_

# MEDIC - SOLDIER

FORCE TALENT  CONFLICT TALENT 





CHARACTER NAME \_\_\_\_\_

# SHARPSHOOTER - SOLDIER

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

PASSIVE TALENT

ACTIVE TALENT

RANKED TALENT

TALENT COST

FORCE TALENT

CONFLICT TALENT



SIGNATURE ABILITY \_\_\_\_\_

CHARACTER NAME \_\_\_\_\_

# TRAILBLAZER - SOLDIER

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

PASSIVE TALENT

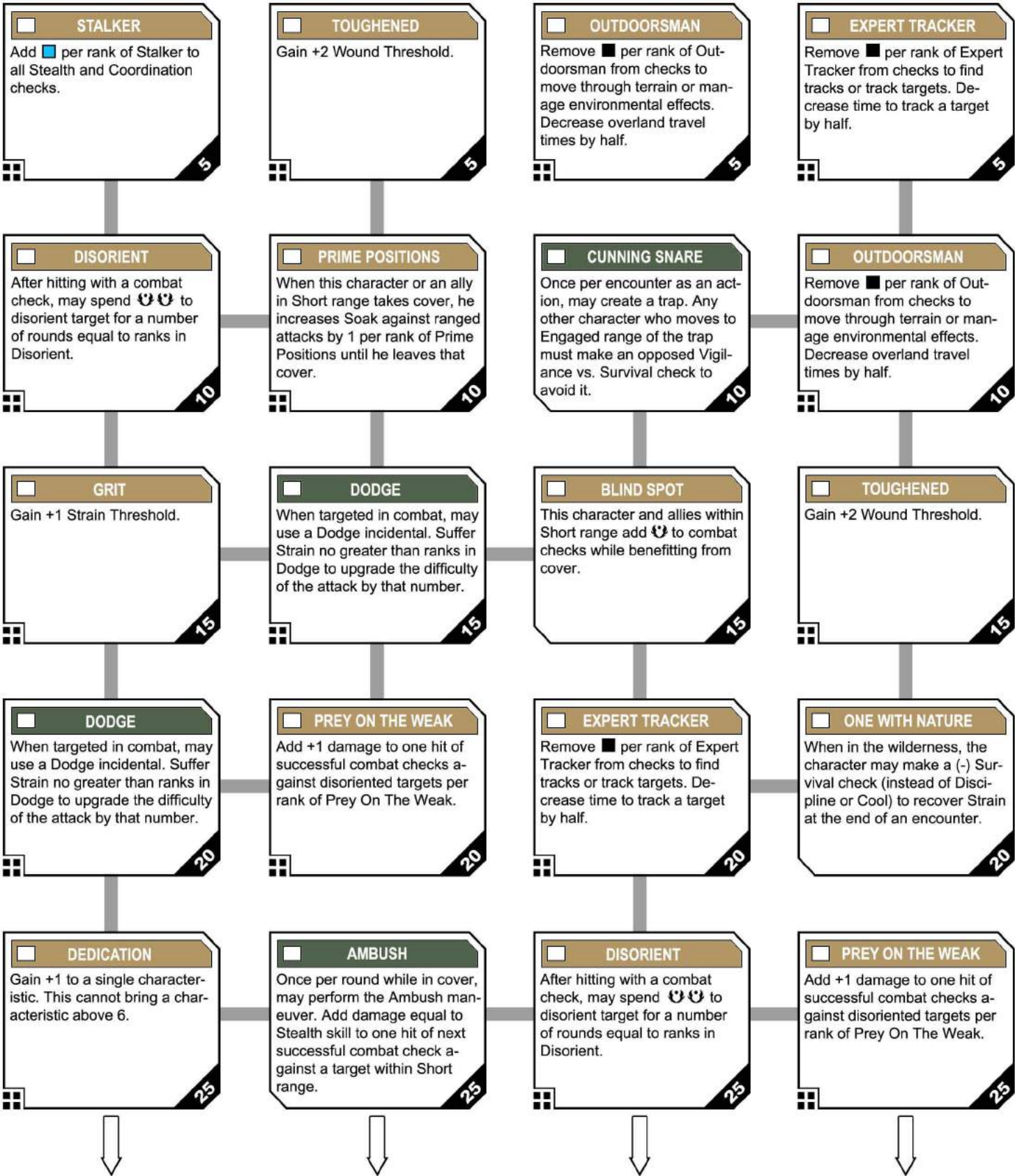
ACTIVE TALENT

RANKED TALENT

TALENT COST

FORCE TALENT

CONFLICT TALENT



SIGNATURE ABILITY \_\_\_\_\_



CHARACTER NAME \_\_\_\_\_

# VANGUARD - SOLDIER

CAREER SKILLS: ATHLETICS, COOL, RESILIENCE, VIGILANCE

PASSIVE TALENT

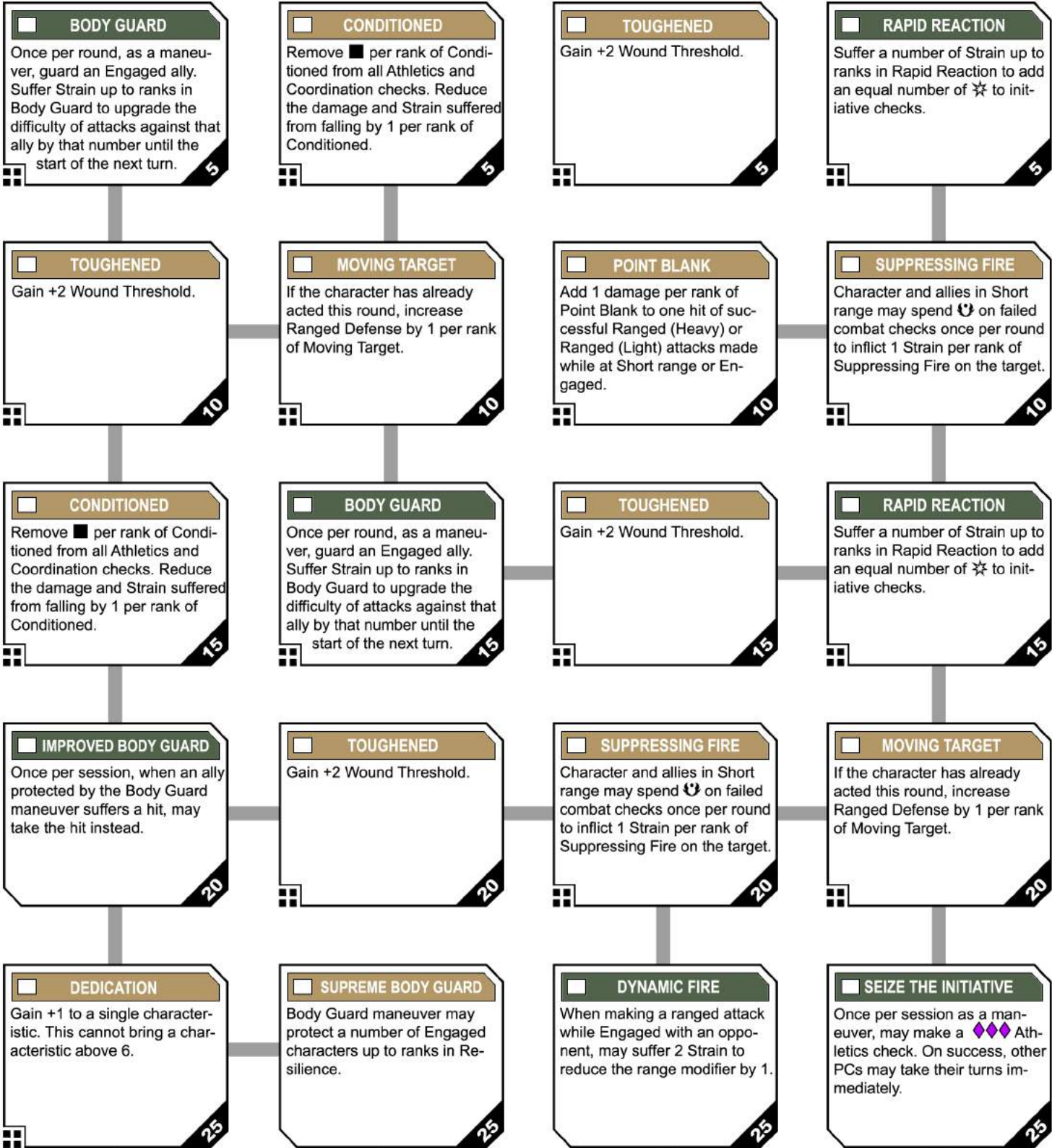
ACTIVE TALENT

RANKED TALENT

TALENT COST

FORCE TALENT

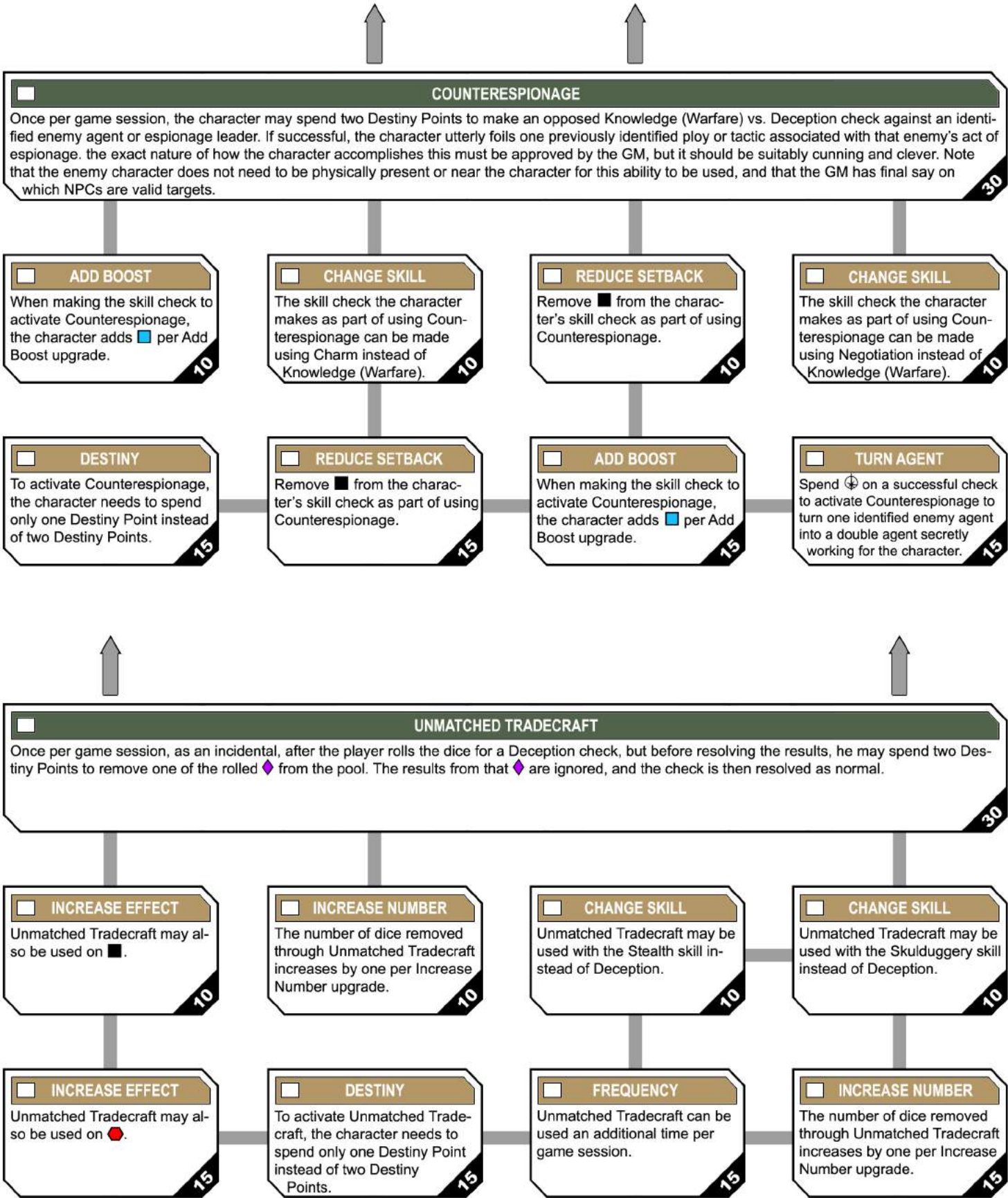
CONFLICT TALENT



SIGNATURE ABILITY \_\_\_\_\_

# SPY

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





CHARACTER NAME \_\_\_\_\_

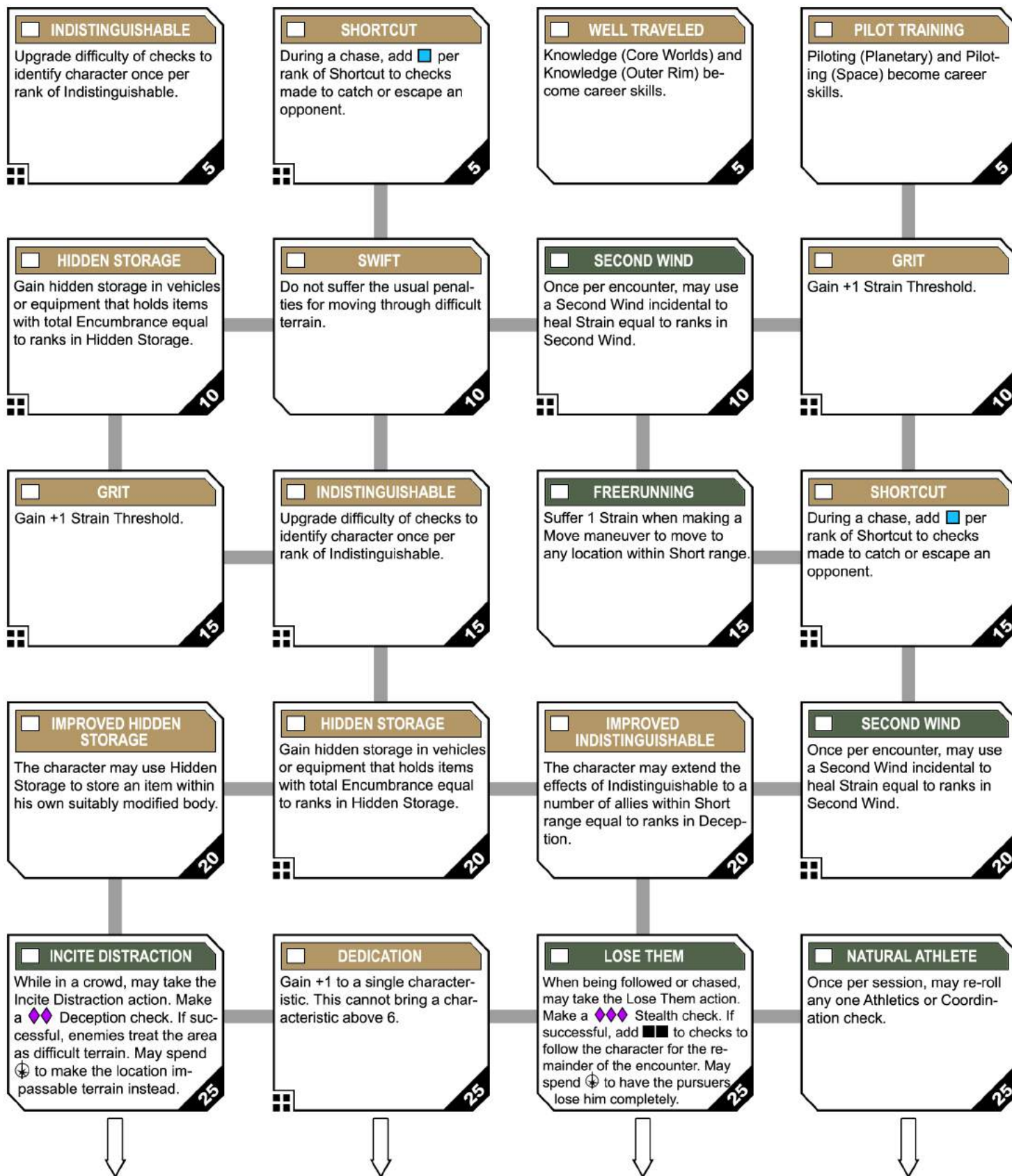
# COURIER - SPY

CAREER SKILLS: ATHLETICS, DECEPTION, STREETWISE, VIGILANCE

PASSIVE TALENT  ACTIVE TALENT 

RANKED TALENT  TALENT COST 

FORCE TALENT  CONFLICT TALENT 



SIGNATURE ABILITY \_\_\_\_\_



CHARACTER NAME \_\_\_\_\_

# INFILTRATOR - SPY

CAREER SKILLS: DECEPTION, SKULDUGGERY, STREETWISE, MELEE

PASSIVE TALENT  ACTIVE TALENT 

RANKED TALENT  TALENT COST 

FORCE TALENT  CONFLICT TALENT 



**GRIT**

Gain +1 Strain Threshold.

  5

**DODGE**

When targeted in combat, may use a Dodge incidental. Suffer Strain no greater than ranks in Dodge to upgrade the difficulty of the attack by that number.

  5



**FRENZIED ATTACK**

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**

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**

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

  10



**GRIT**

Gain +1 Strain Threshold.

  10



**SOFT SPOT**

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

  10

**JUMP UP**

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

  10



**KNOCKDOWN**

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

  15

**FRENZIED ATTACK**

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**

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


**NATURAL BRAWLER**

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

  20

**TOUGHENED**

Gain +2 Wound Threshold.

  20



**IMPROVED STUNNING BLOW**

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

  20



**DEFENSIVE STANCE**

Once per round as a maneuver, suffer a number of Strain up to ranks in Defensive Stance to upgrade difficulty of all incoming melee attacks by an equal amount for the next round.

  20



**DEDICATION**

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

  25



**CLEVER SOLUTION**

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

  25



**MASTER OF SHADOWS**

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

  25

**NATURAL ROGUE**

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

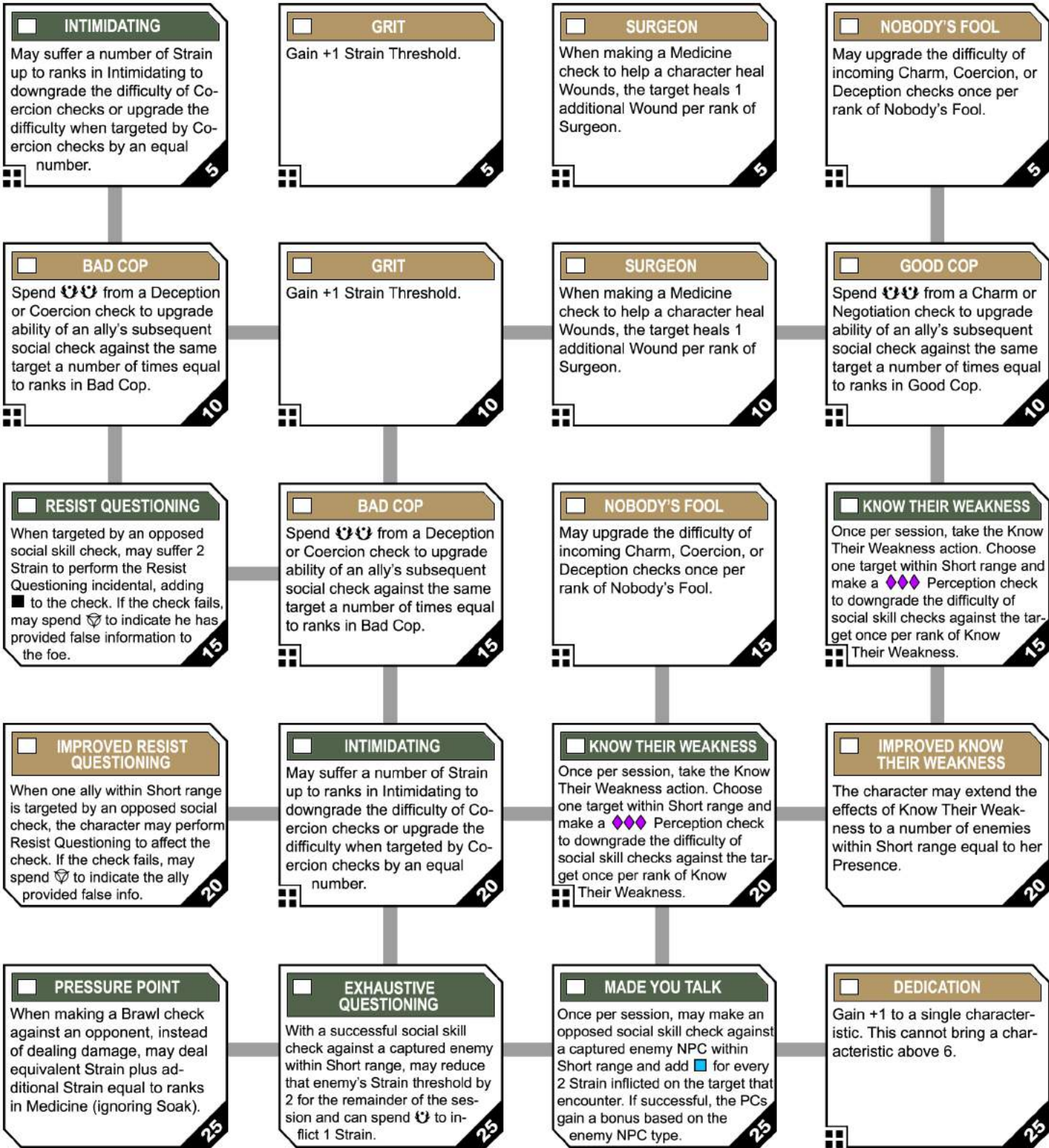
ACTIVE TALENT

RANKED TALENT

TALENT COST

FORCE TALENT

CONFLICT TALENT



CHARACTER NAME \_\_\_\_\_

# SCOUT - SPY

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

PASSIVE TALENT

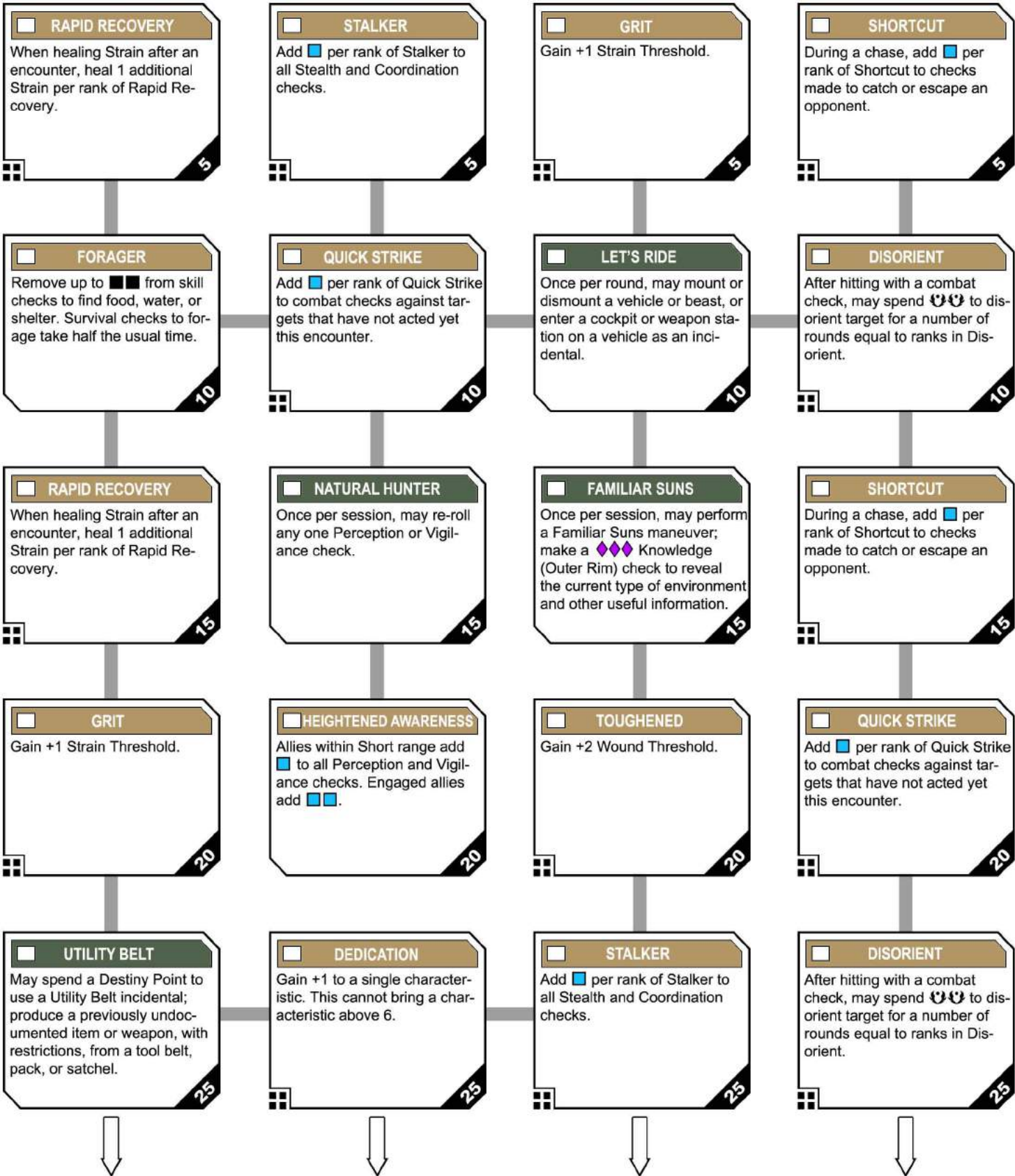
ACTIVE TALENT

RANKED TALENT

TALENT COST

FORCE TALENT

CONFLICT TALENT



SIGNATURE ABILITY \_\_\_\_\_



CHARACTER NAME \_\_\_\_\_

# SLEEPER AGENT - SPY

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

PASSIVE TALENT

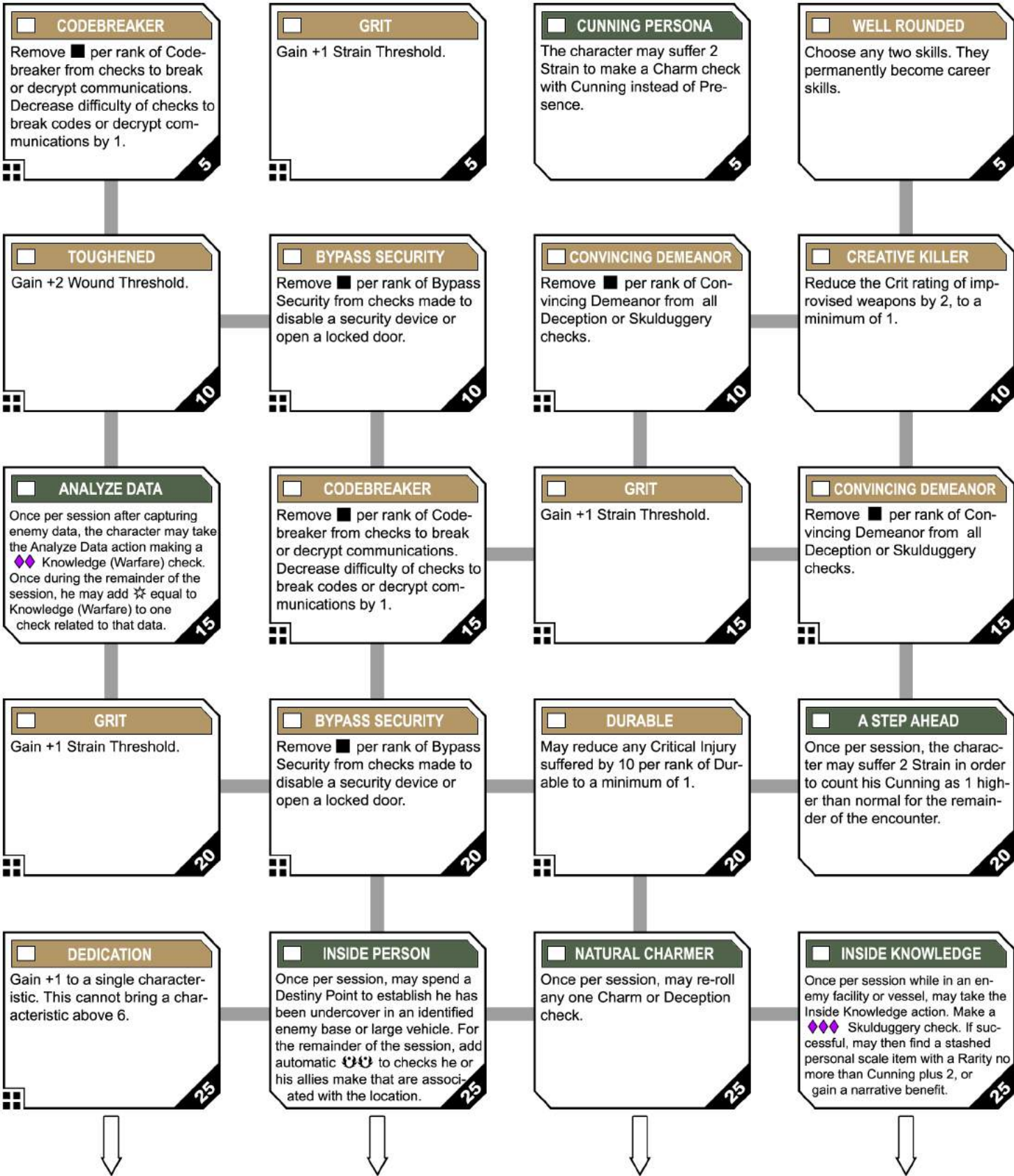
ACTIVE TALENT

RANKED TALENT

TALENT COST

FORCE TALENT

CONFLICT TALENT




SIGNATURE ABILITY \_\_\_\_\_

CHARACTER NAME \_\_\_\_\_


# SLICER - SPY


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

PASSIVE TALENT 

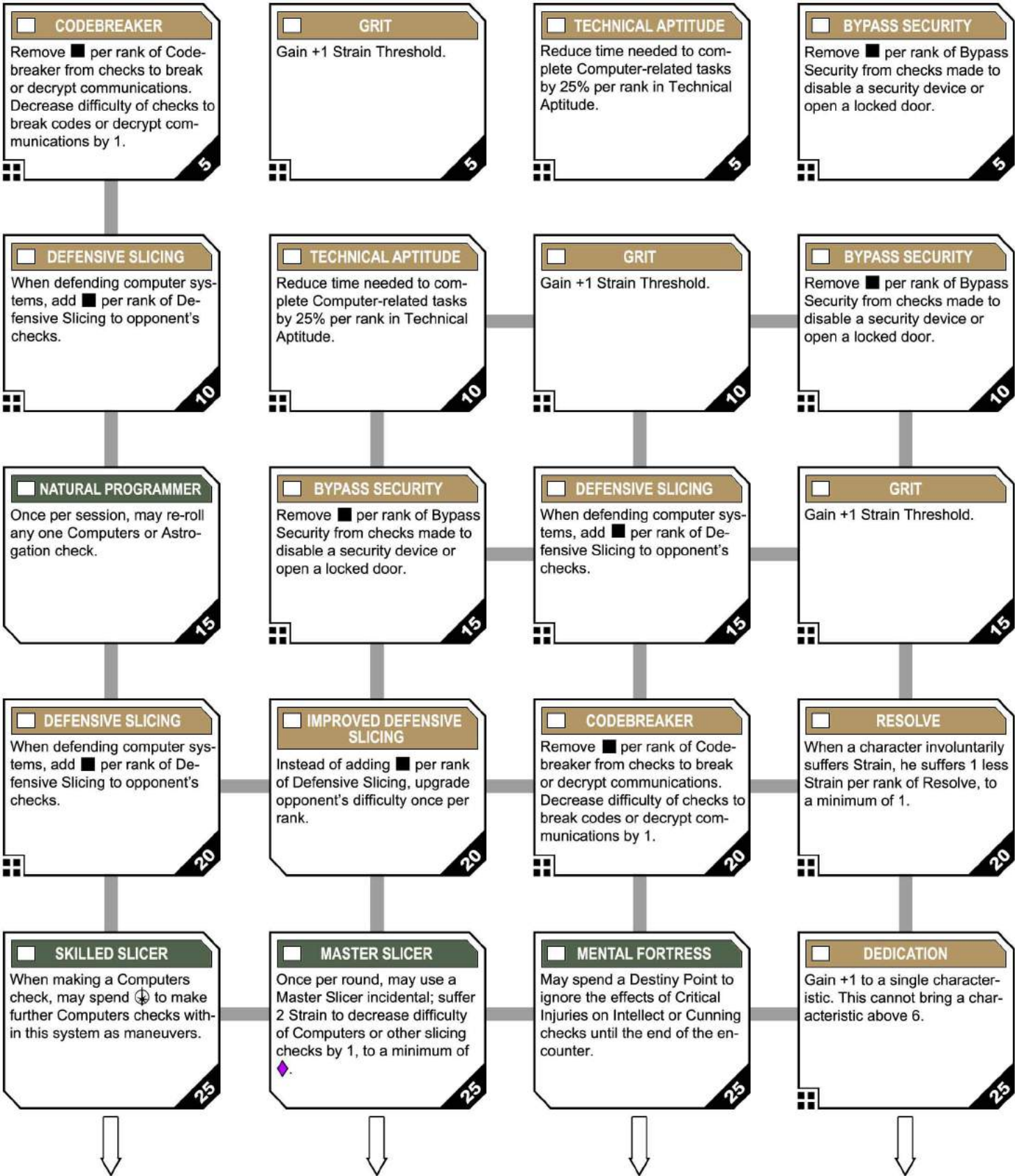
ACTIVE TALENT 

RANKED TALENT 

TALENT COST 

FORCE TALENT 

CONFLICT TALENT 



SIGNATURE ABILITY \_\_\_\_\_