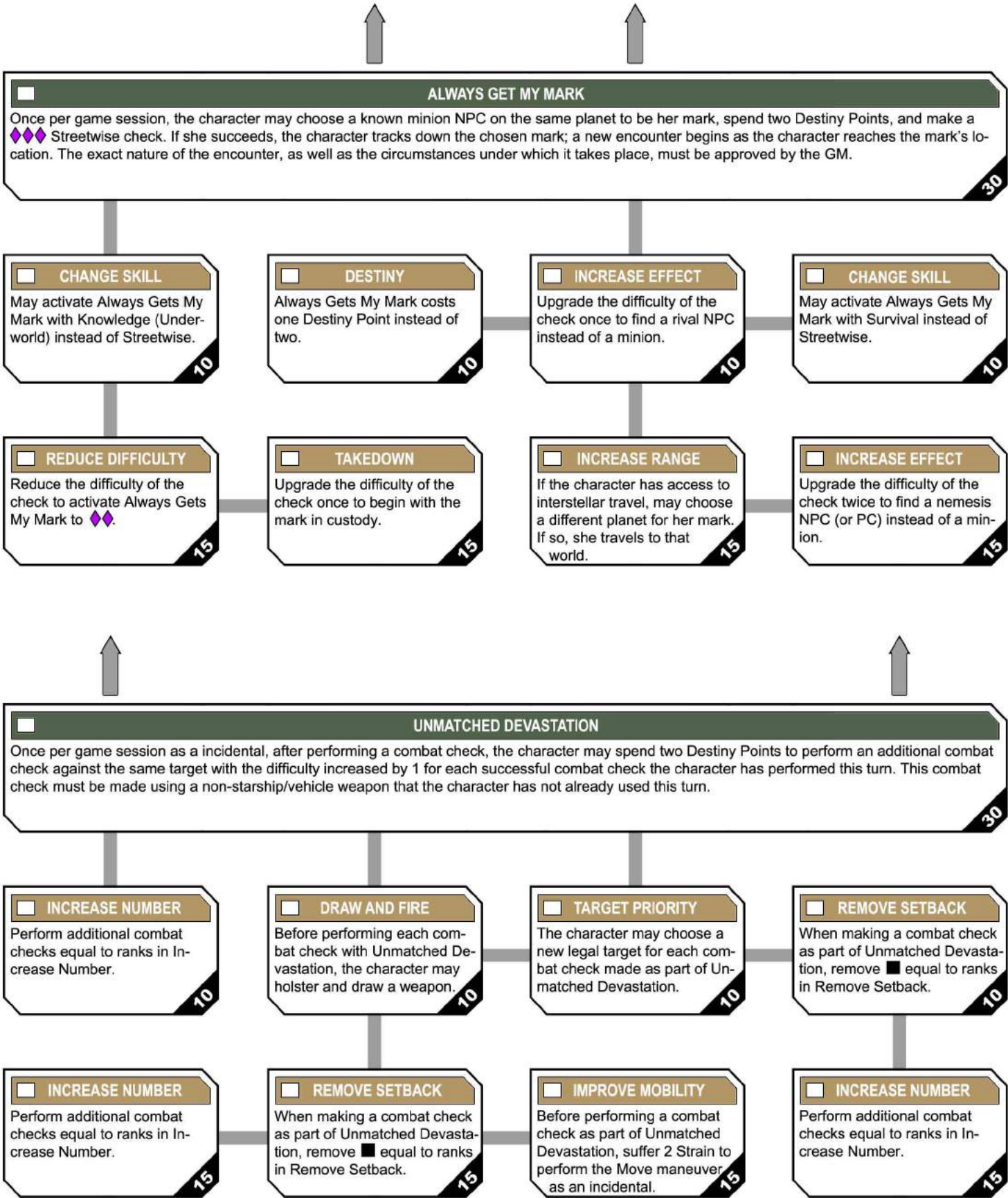


# BOUNTY HUNTER







CAREER SKILLS: ATHLETICS, PERCEPTION, PILOTING (PLANETARY), PILOTING (SPACE), STREETWISE, VIGILANCE, BRAWL, RANGED (HEAVY)



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

# ASSASSIN - BOUNTY HUNTER

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

PASSIVE TALENT  ACTIVE TALENT   
 RANKED TALENT  TALENT COST   
 FORCE TALENT  CONFLICT TALENT 


☐
**GRIT**

Gain +1 Strain Threshold.



5


☐
**LETHAL BLOWS**

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


5


☐
**STALKER**

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


5


☐
**DODGE**

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


5


☐
**PRECISE AIM**

Once per round, may perform a Precise Aim maneuver. Suffer Strain up to ranks in Precise Aim and reduce target's Melee and Ranged Defense by that number.



10


☐
**JUMP UP**

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


10


☐
**QUICK STRIKE**

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


10

☐
**QUICK DRAW**

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



10


☐
**TARGETED BLOW**

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


15


☐
**STALKER**

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


15


☐
**LETHAL BLOWS**

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



15


☐
**ANATOMY LESSONS**

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


15


☐
**STALKER**

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


20


☐
**SNIPER SHOT**

Before making a non-thrown ranged attack, as a maneuver increase the weapon's Range by up to one band per rank. Upgrade the attack's difficulty by 1 per range increase.


20


☐
**DODGE**

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


20


☐
**LETHAL BLOWS**

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


20


☐
**PRECISE AIM**

Once per round, may perform a Precise Aim maneuver. Suffer Strain up to ranks in Precise Aim and reduce target's Melee and Ranged Defense by that number.


25


☐
**DEADLY ACCURACY**

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


25


☐
**DEDICATION**

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


25

☐
**MASTER OF SHADOWS**

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


25



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



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

# GADGETEER - BOUNTY HUNTER



CAREER SKILLS: COERCION, MECHANICS, BRAWL, RANGED (LIGHT)



PASSIVE TALENT  ACTIVE TALENT 

RANKED TALENT  TALENT COST 

FORCE TALENT  CONFLICT TALENT 



☐ **BRACE**

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



☐ **TOUGHENED**

Gain +2 Wound Threshold.



☐ **INTIMIDATING**

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


 



☐ **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.


☐ **SPARE CLIP**

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



☐ **JURY RIGGED**

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



 



☐ **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.

☐ **DISORIENT**

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

☐ **TOUGHENED**

Gain +2 Wound Threshold.


☐ **ARMOR MASTER**

When wearing armor, increase total Soak value by 1.



☐ **NATURAL ENFORCER**

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

☐ **STUNNING BLOW**

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



☐ **JURY RIGGED**

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



☐ **TINKERER**

May add 1 additional Hard Point to a number of items equal to ranks in Tinkerer. Each item may only be modified once.


 

☐ **DEADLY ACCURACY**

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



☐ **IMPROVED STUNNING BLOW**

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



☐ **INTIMIDATING**

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

☐ **DEDICATION**

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



☐ **IMPROVED ARMOR MASTER**

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

☐ **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.



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

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

# MARTIAL ARTIST - BOUNTY HUNTER

CAREER SKILLS: ATHLETICS, COORDINATION, DISCIPLINE, BRAWL

PASSIVE TALENT

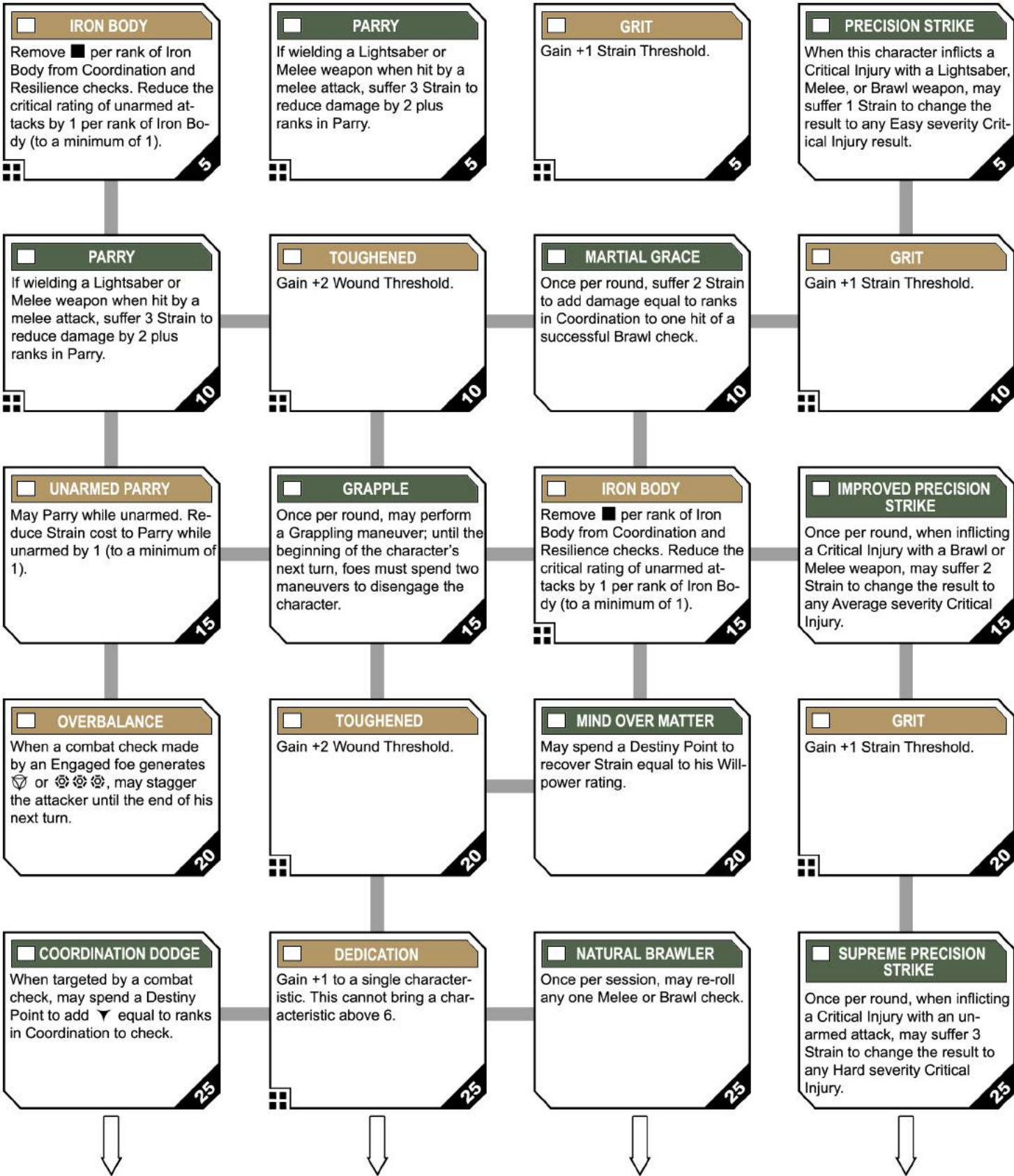
ACTIVE TALENT

RANKED TALENT

TALENT COST

FORCE TALENT

CONFLICT TALENT



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





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

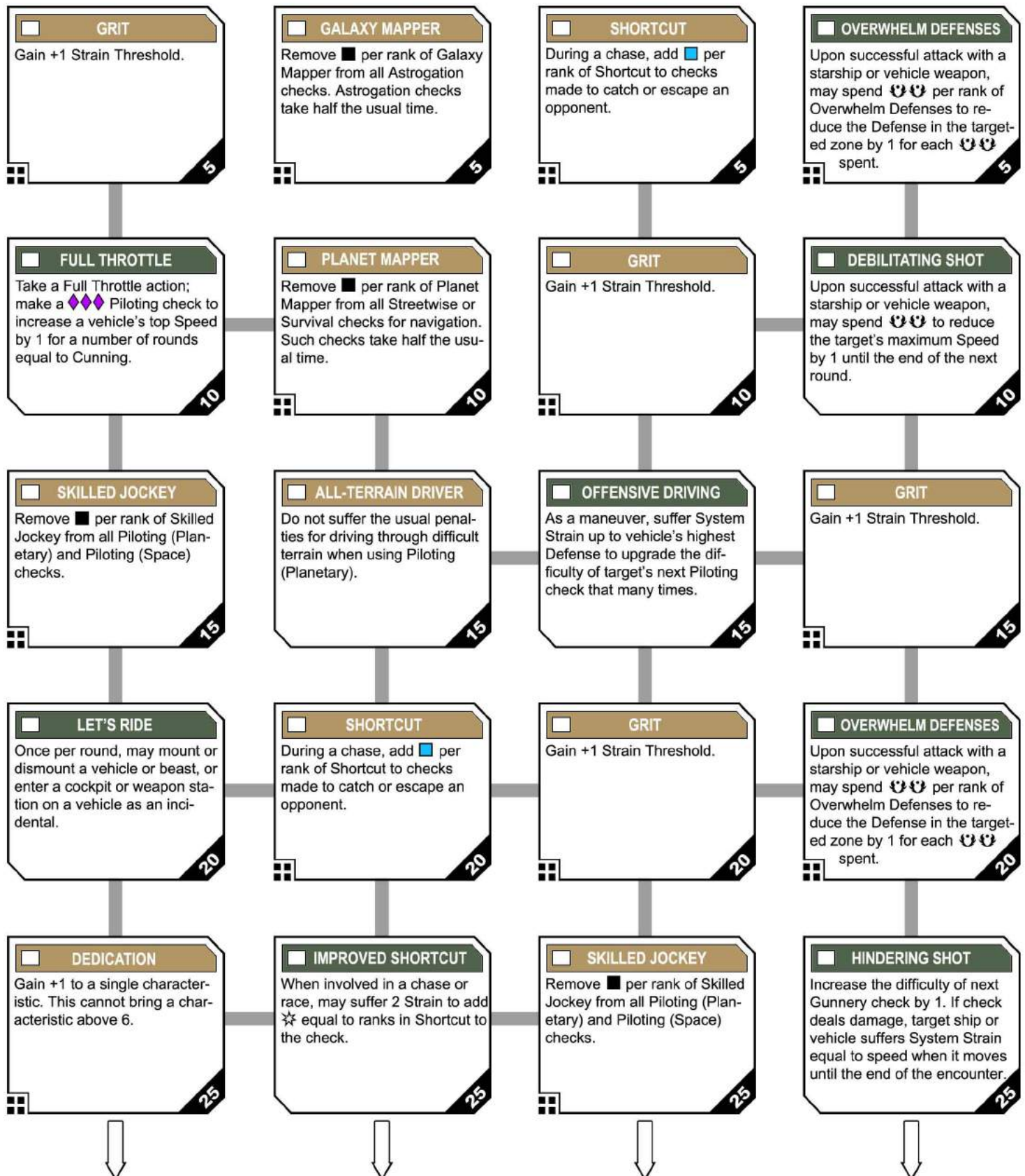
# OPERATOR - BOUNTY HUNTER

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

PASSIVE TALENT  ACTIVE TALENT 

RANKED TALENT  TALENT COST 

FORCE TALENT  CONFLICT TALENT 



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

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

# SKIP TRACER - BOUNTY HUNTER

CAREER SKILLS: COOL, NEGOTIATION, SKULDUGGERY, KNOWLEDGE (UNDERWORLD)

PASSIVE TALENT

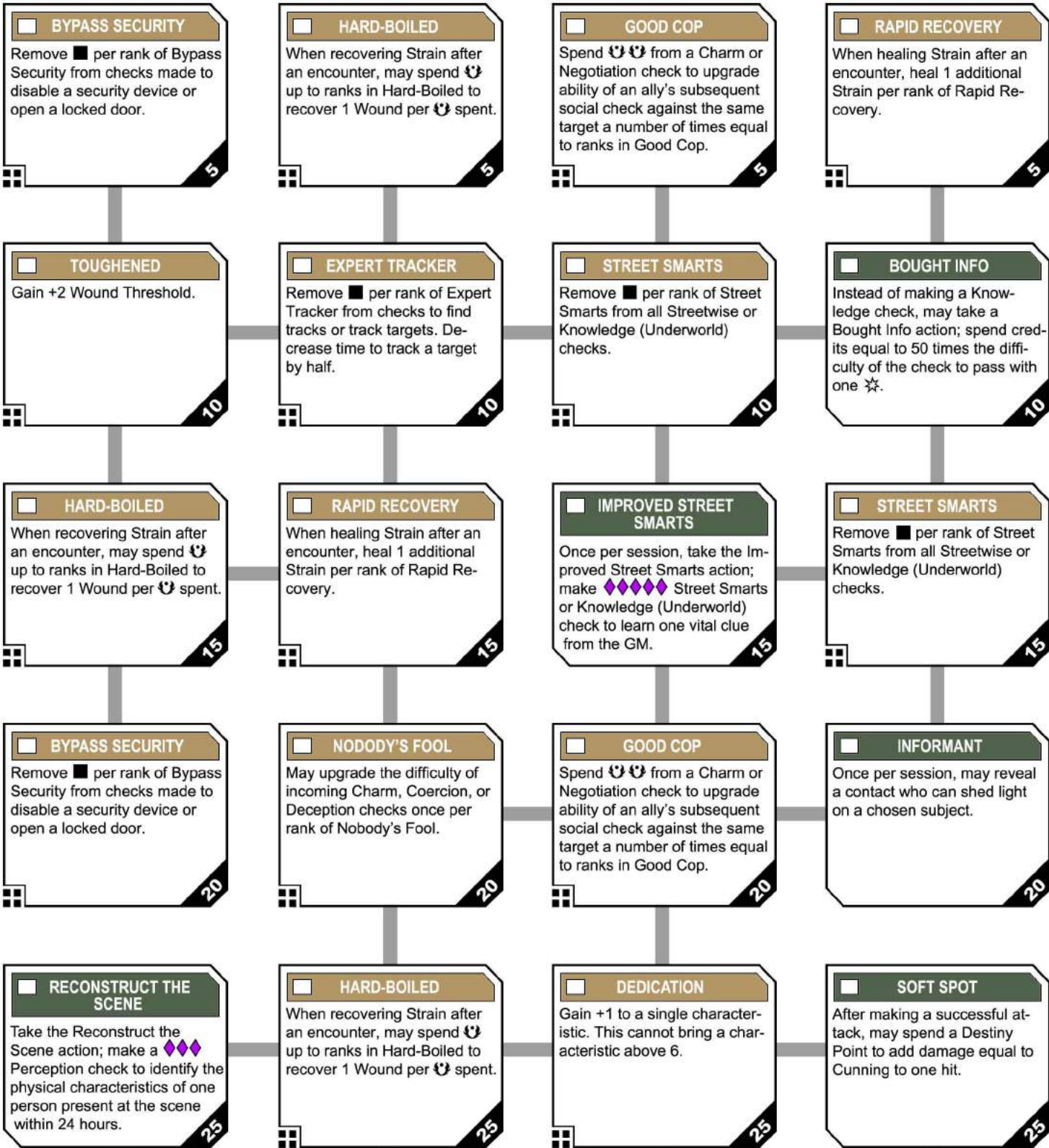
ACTIVE TALENT

RANKED TALENT

TALENT COST

FORCE TALENT

CONFLICT TALENT



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



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

# SURVIVALIST - BOUNTY HUNTER

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

PASSIVE TALENT

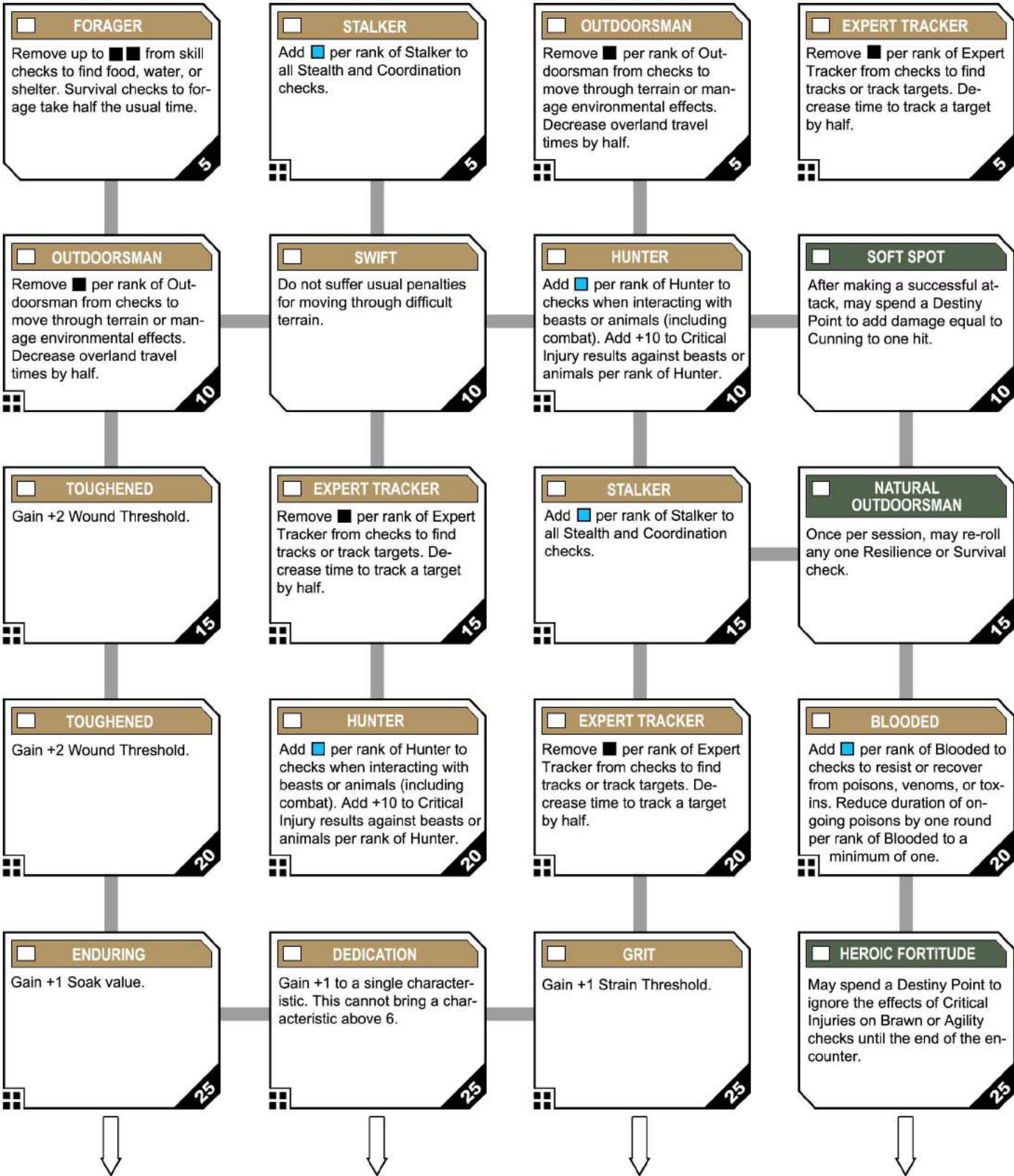
ACTIVE TALENT

RANKED TALENT

TALENT COST

FORCE TALENT

CONFLICT TALENT

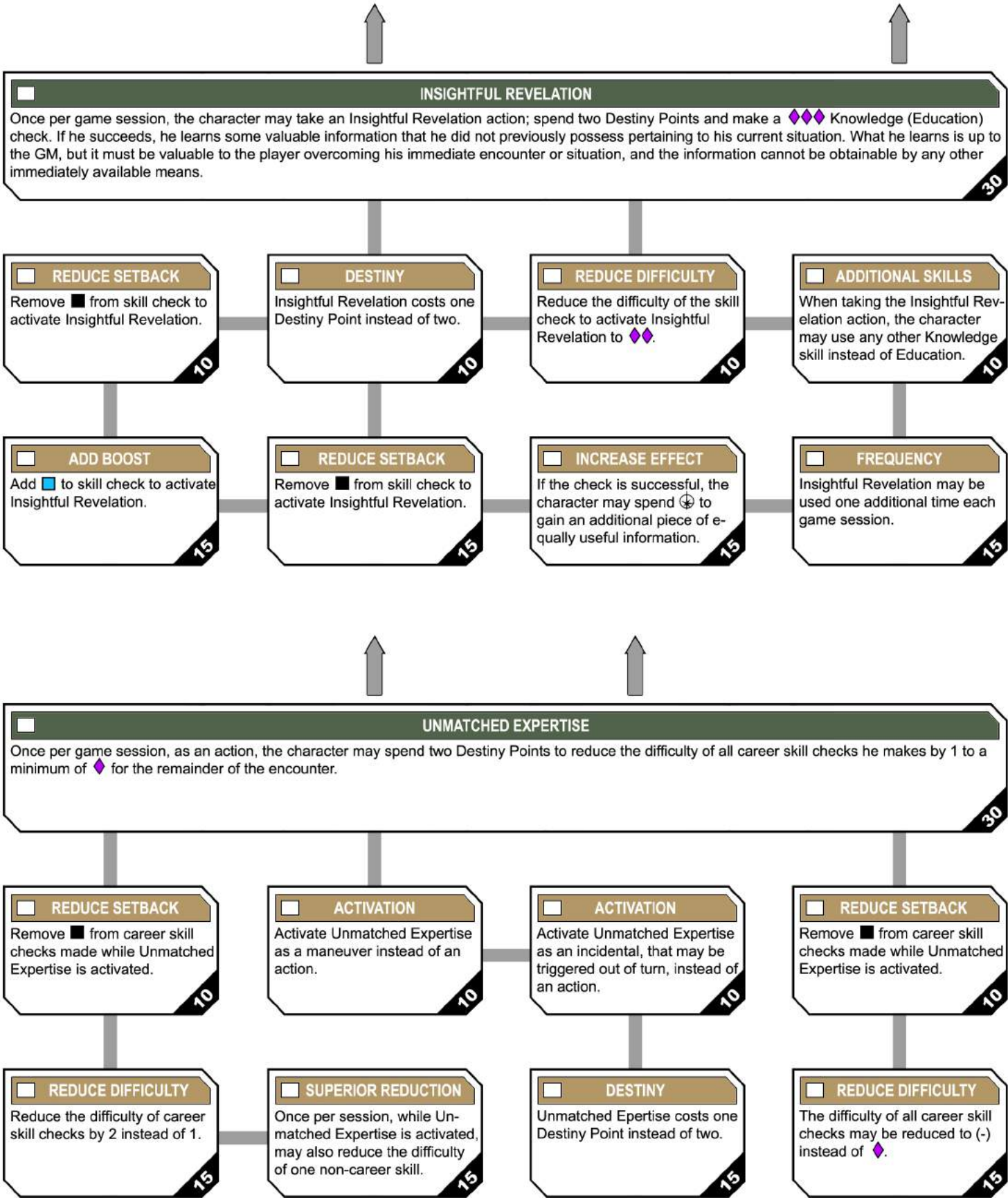


SIGNATURE ABILITY \_\_\_\_\_

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

# COLONIST

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







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

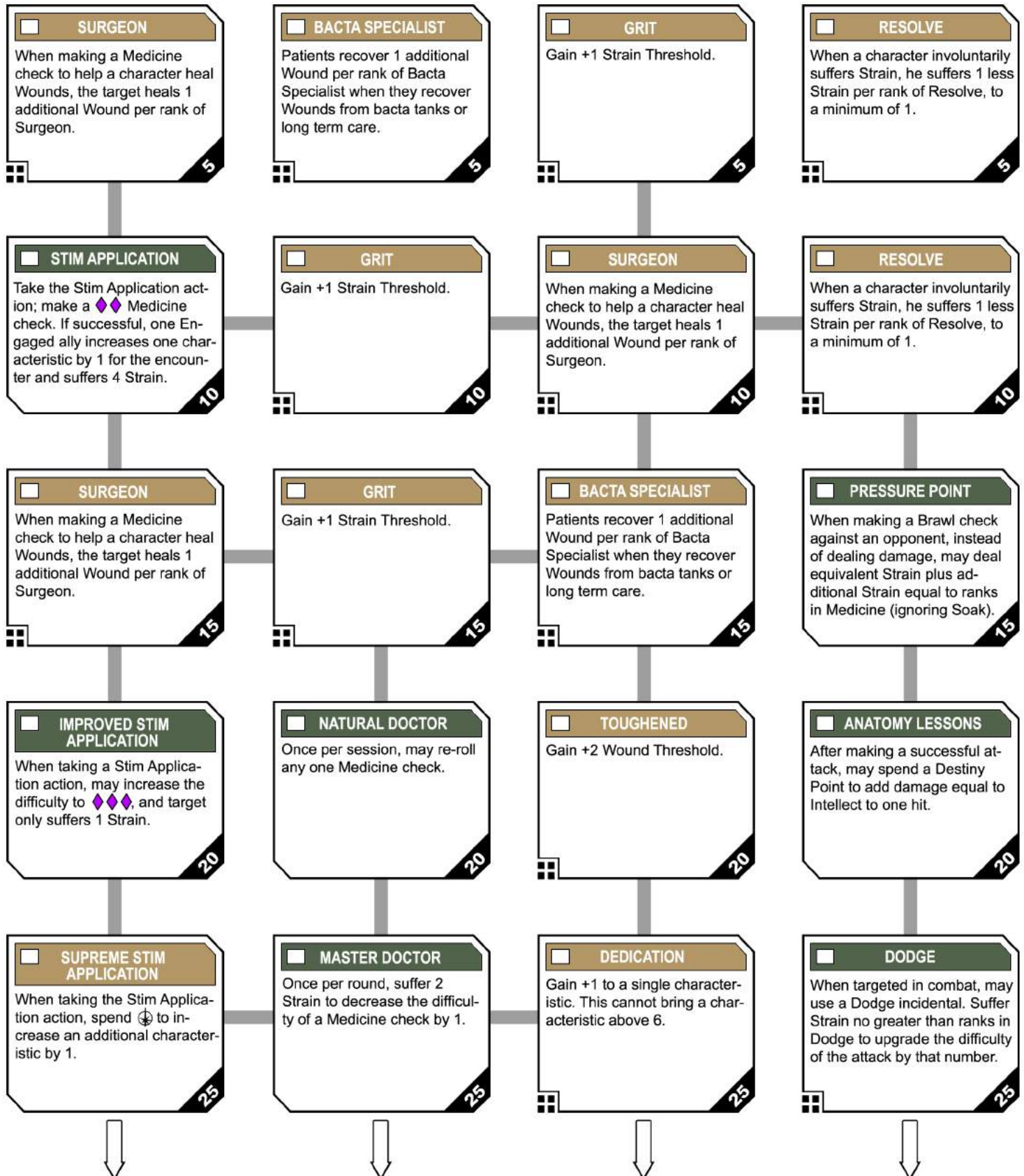
# DOCTOR - COLONIST

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

PASSIVE TALENT  ACTIVE TALENT 

RANKED TALENT  TALENT COST 

FORCE TALENT  CONFLICT TALENT 



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

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

# ENTREPRENEUR - COLONIST

CAREER SKILLS: DISCIPLINE, NEGOTIATION, KNOWLEDGE (EDUCATION), KNOWLEDGE (UNDERWORLD)

PASSIVE TALENT

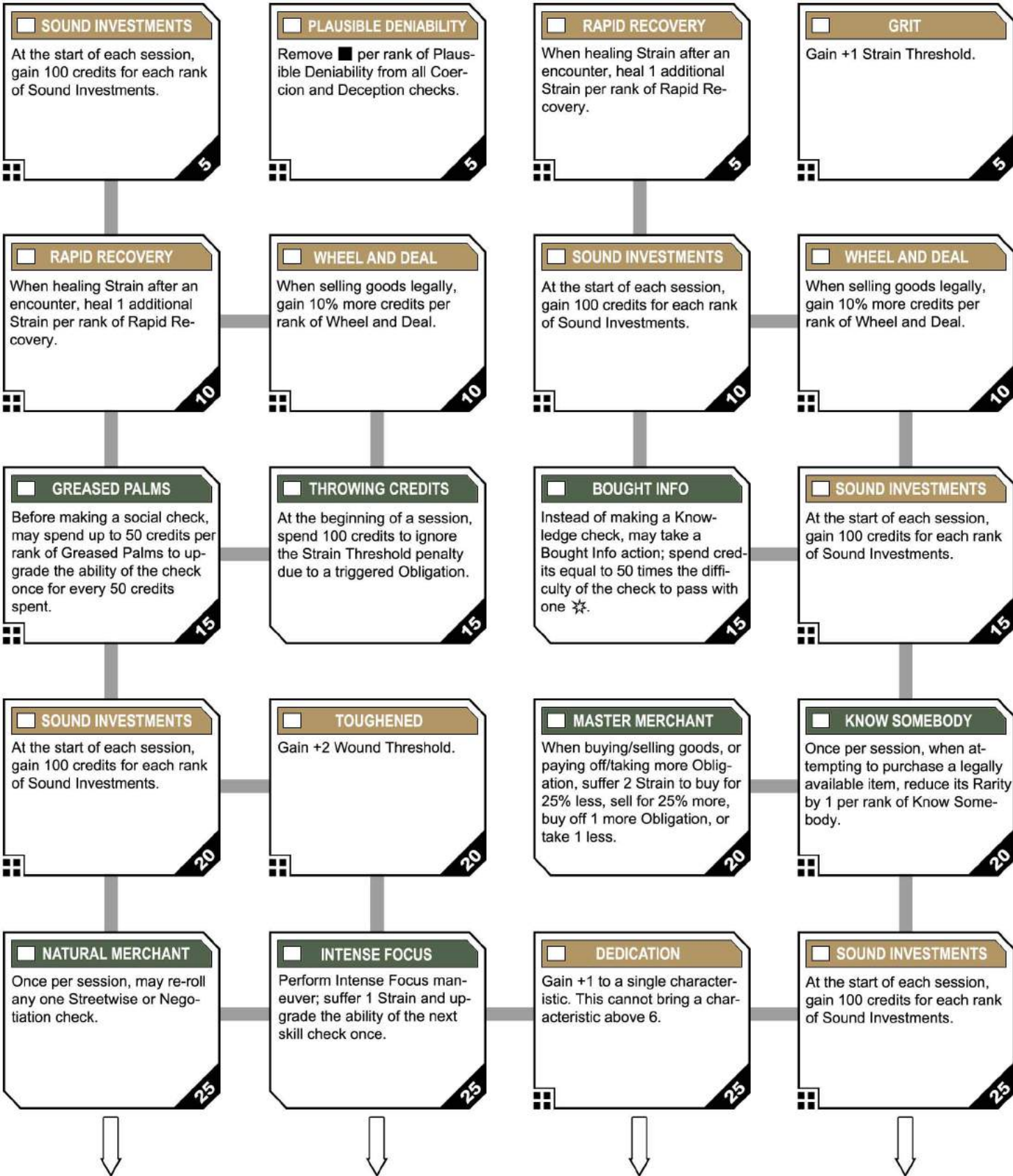
ACTIVE TALENT

RANKED TALENT

TALENT COST

FORCE TALENT

CONFLICT TALENT



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



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

# MARSHAL - COLONIST

CAREER SKILLS: COERCION, VIGILANCE, KNOWLEDGE (UNDERWORLD), RANGED (LIGHT)

PASSIVE TALENT

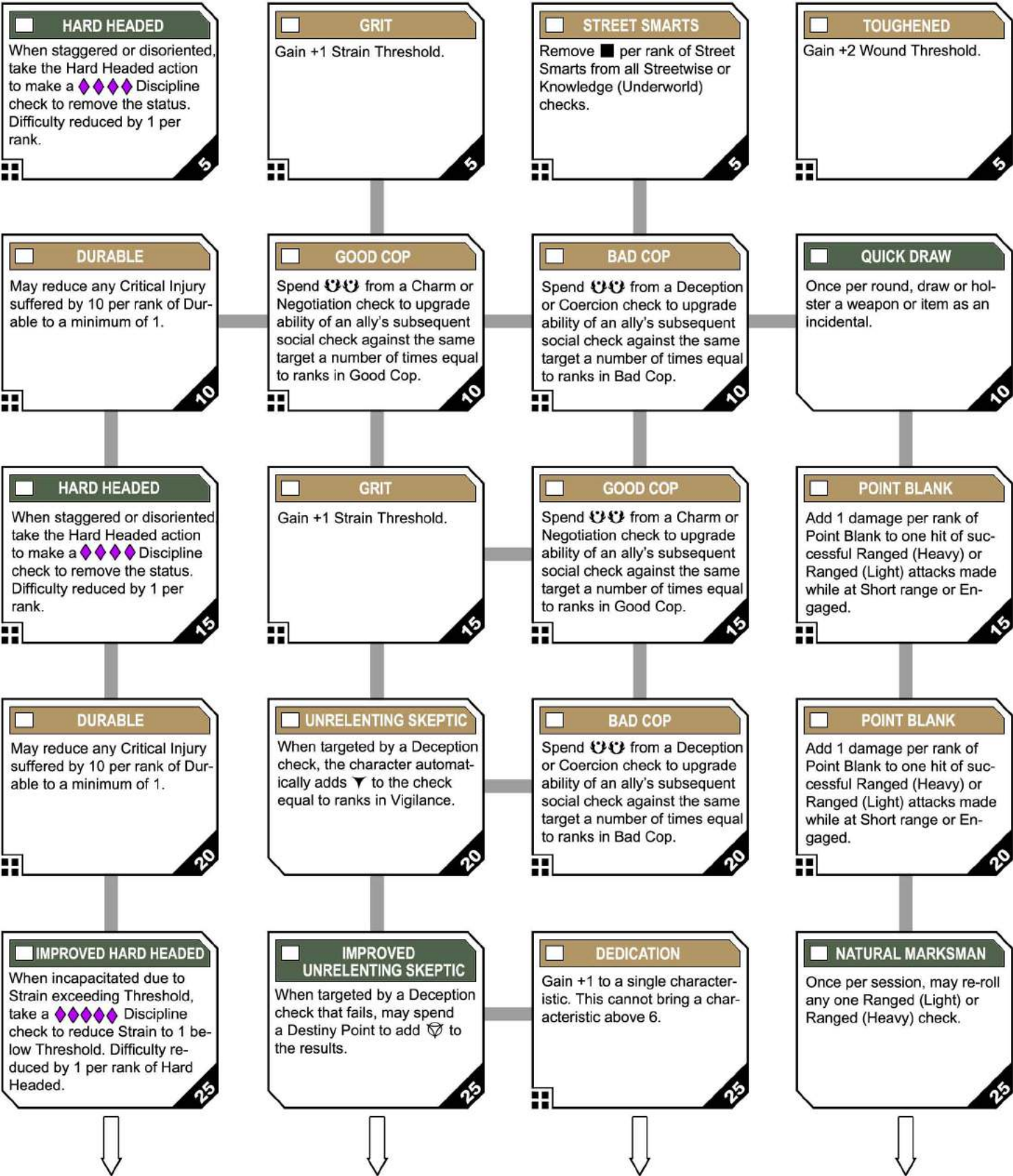
ACTIVE TALENT

RANKED TALENT

TALENT COST

FORCE TALENT

CONFLICT TALENT



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



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

# PERFORMER - COLONIST



CAREER SKILLS: CHARM, COORDINATION, DECEPTION, MELEE


PASSIVE TALENT  ACTIVE TALENT 

RANKED TALENT  TALENT COST 

FORCE TALENT  CONFLICT TALENT 

**SMOOTH TALKER**

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


 **5**


**KILL WITH KINDNESS**

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


 **5**


**DISTRACTING BEHAVIOR**

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


 **5**


**CONVINCING DEMEANOR**

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

 **5**


**DISTRACTING BEHAVIOR**

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

 **10**


**CONGENIAL**

As an incidental, suffer Strain up to ranks in Congenial to downgrade difficulty of Charm or Negotiation checks, or upgrade difficulty when targeted by the same, by an equal number.

 **10**


**DODGE**

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


 **10**


**JUMP UP**

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

 **10**


**DISTRACTING BEHAVIOR**

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

 **15**


**INTENSE PRESENCE**

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

 **15**


**NATURAL ATHLETE**

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



 **15**


**SECOND WIND**

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


 **15**


**SMOOTH TALKER**

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

 **20**

**IMPROVED DISTRACTING BEHAVIOR**

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

 **20**

**GRIT**

Gain +1 Strain Threshold.


 **20**


**TOUGHENED**

Gain +2 Wound Threshold.

 **20**

**BIGGEST FAN**

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


 **25**


**DECEPTIVE TAUNT**

Once per session, may make Deceptive Taunt action; make opposed Deception check to force one adversary to attack the character on the adversary's next turn.

 **25**


**COORDINATION DODGE**

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

 **25**

**DEDICATION**

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

 **25**

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





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

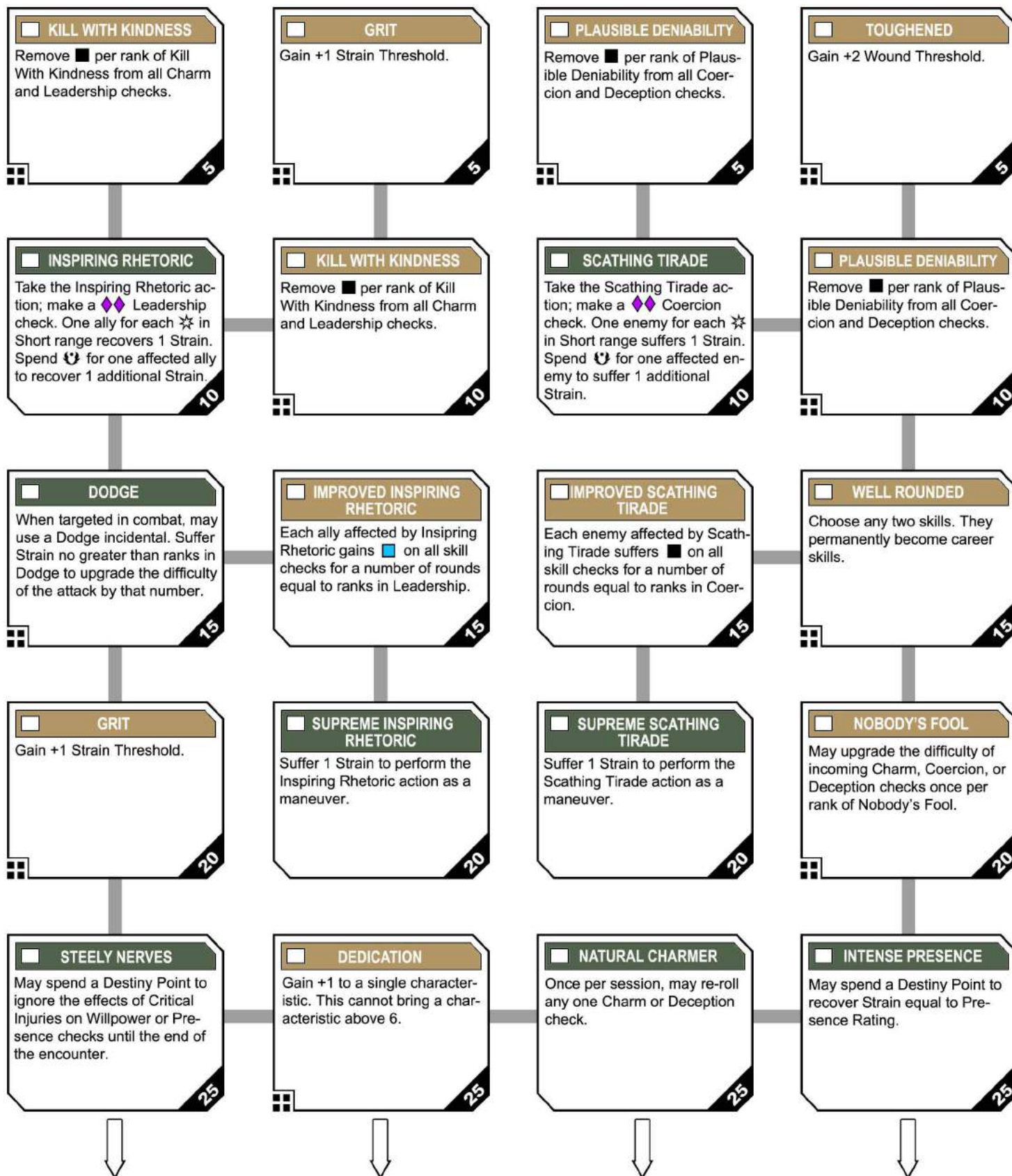
# POLITICO - COLONIST

CAREER SKILLS: CHARM, COERCION, DECEPTION, KNOWLEDGE (CORE WORLDS)

PASSIVE TALENT  ACTIVE TALENT 

RANKED TALENT  TALENT COST 

FORCE TALENT  CONFLICT TALENT 



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

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

# SCHOLAR - COLONIST

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

PASSIVE TALENT

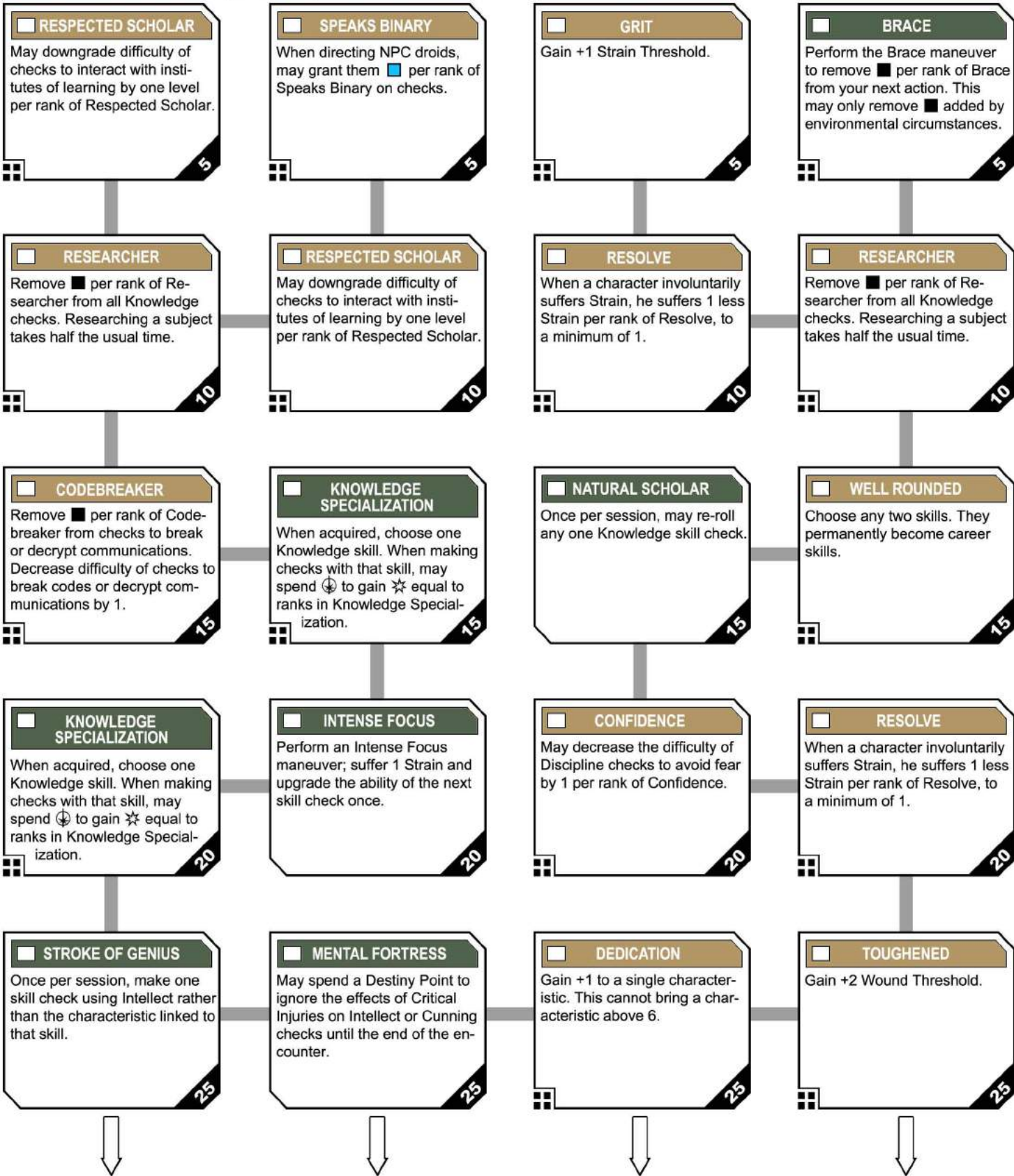
ACTIVE TALENT

RANKED TALENT

TALENT COST

FORCE TALENT

CONFLICT TALENT





# EXPLORER


CAREER SKILLS: ASTROGATION, COOL, PERCEPTION, PILOTING (SPACE), SURVIVAL, KNOWLEDGE (LORE), KNOWLEDGE (OUTER RIM), KNOWLEDGE (XENOLOGY)

SUDDEN DISCOVERY

Once per game session, the character may spend two Destiny Points to make a ♦♦ Knowledge (Outer Rim) or Knowledge (Core Worlds) check. If he succeeds, the character can pinpoint his exact location without a map or other guide, discover a lost or hidden item or location, or identify a safe and fast path through any terrain. The exact nature of what the character is trying to accomplish, as well as the results, must be approved by the GM.


30

ADD BOOST

Add  to skill check to activate Sudden Discovery.


10

REDUCE SETBACK

Remove  from skill check to activate Sudden Discovery.

10

REDUCE SETBACK

Remove  from skill check to activate Sudden Discovery.


10

CHANGE SKILL

Sudden Discovery can be activated with the Astrogation or Survival skill.

10

ADD BOOST

Add  to skill check to activate Sudden Discovery.

15

REDUCE DIFFICULTY

Reduce the difficulty of the skill check to activate Sudden Discovery to ♦♦.

15

FREQUENCY

Sudden Discovery may be used one additional time each game session.

15

DESTINY

Sudden Discovery costs one Destiny Point instead of two.

15

UNMATCHED MOBILITY

Once per game session as an incidental, the character may spend two Destiny Points to increase the number of maneuvers he is allowed to perform in a turn to three for the next two rounds. This third maneuver may be gained through any of the means a second maneuver is normally gained.

30

DURATION

Unmatched Mobility lasts for one additional round.

10

FREE MANEUVER

Gain one additional free maneuver while Unmatched Mobility is active. This does not increase per turn maneuvers.

10

FREE MANEUVER

Gain one additional free maneuver while Unmatched Mobility is active. This does not increase per turn maneuvers.

10

MELEE DEFENSE

Gain +1 Melee Defense while Unmatched Mobility is active.

10

DURATION

Unmatched Mobility lasts for one additional round.

15

DURATION

Unmatched Mobility lasts for one additional round.

15

DESTINY

Unmatched Mobility costs one Destiny Point instead of two.

15

RANGED DEFENSE

Gain +1 Ranged Defense while Unmatched Mobility is active.

15

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

# ARCHAEOLOGIST - EXPLORER

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

PASSIVE TALENT

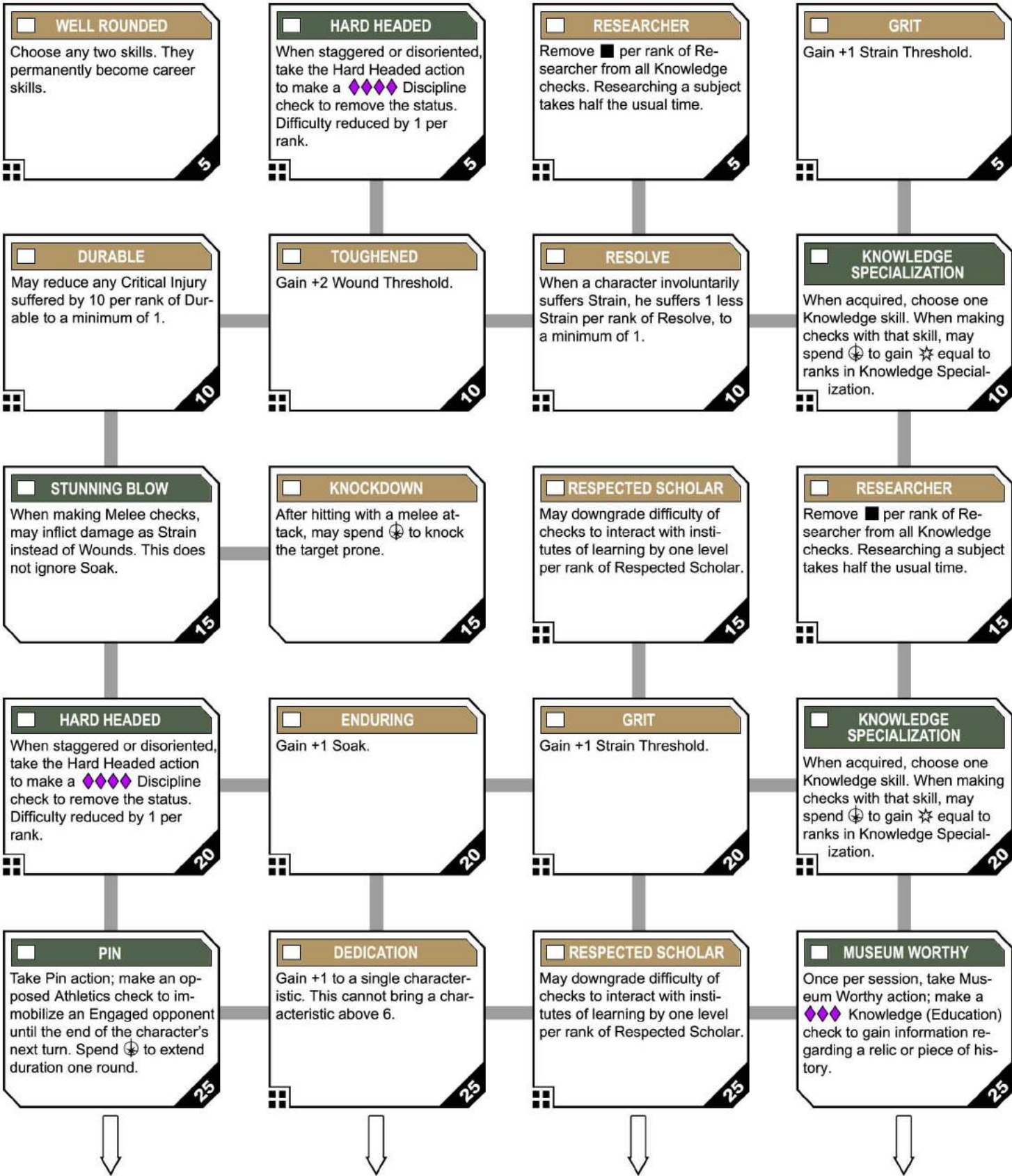
ACTIVE TALENT

RANKED TALENT

TALENT COST

FORCE TALENT

CONFLICT TALENT



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



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

# BIG-GAME HUNTER - EXPLORER

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

PASSIVE TALENT

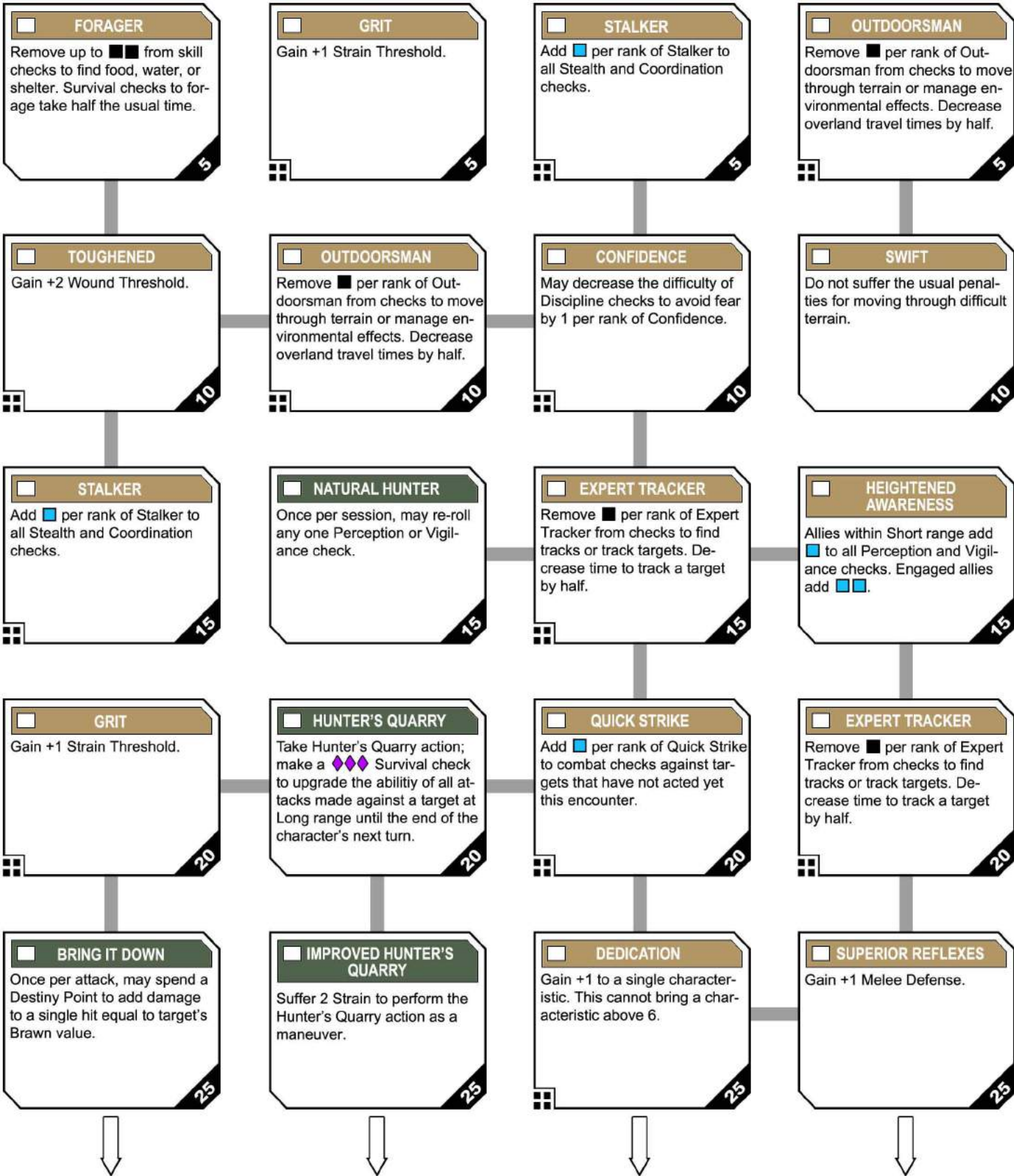
ACTIVE TALENT

RANKED TALENT

TALENT COST

FORCE TALENT

CONFLICT TALENT



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

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

# DRIVER - EXPLORER

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

PASSIVE TALENT

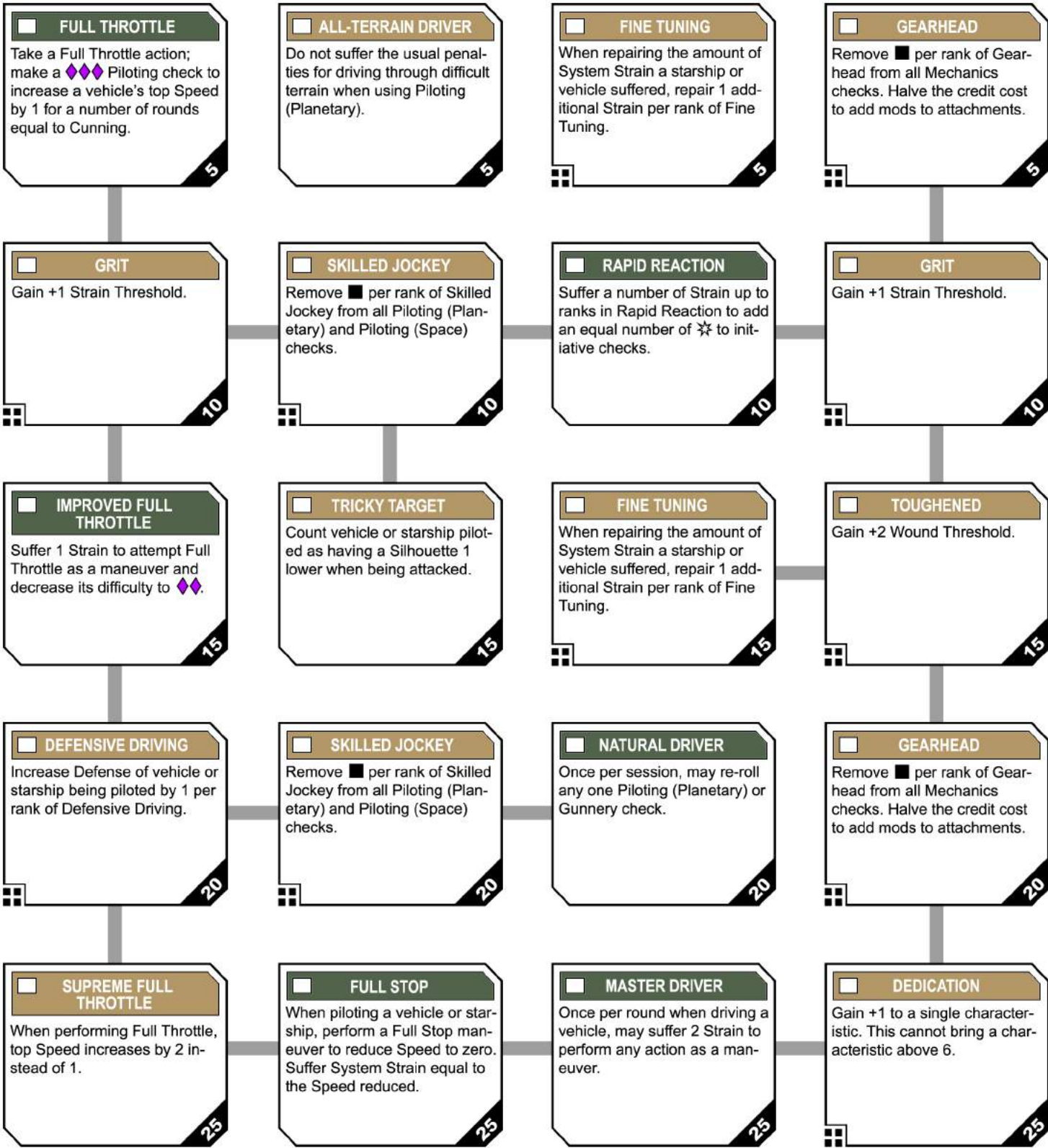
ACTIVE TALENT

RANKED TALENT

TALENT COST

FORCE TALENT

CONFLICT TALENT



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



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

# FRINGER - EXPLORER

CAREER SKILLS: ASTROGATION, COORDINATION, NEGOTIATION, STREETWISE

PASSIVE TALENT

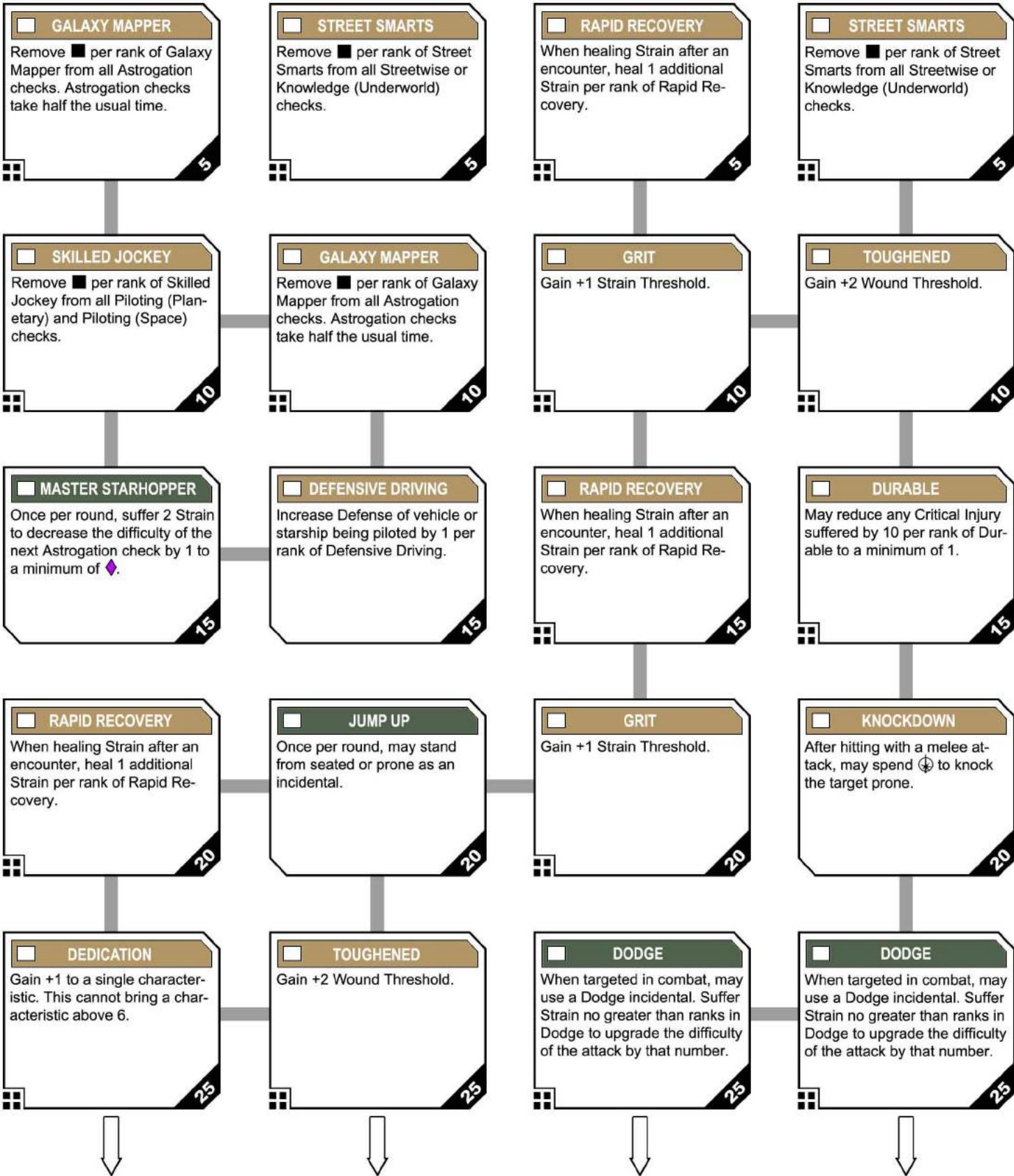
ACTIVE TALENT

RANKED TALENT

TALENT COST

FORCE TALENT

CONFLICT TALENT



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

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

# SCOUT - EXPLORER

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

PASSIVE TALENT

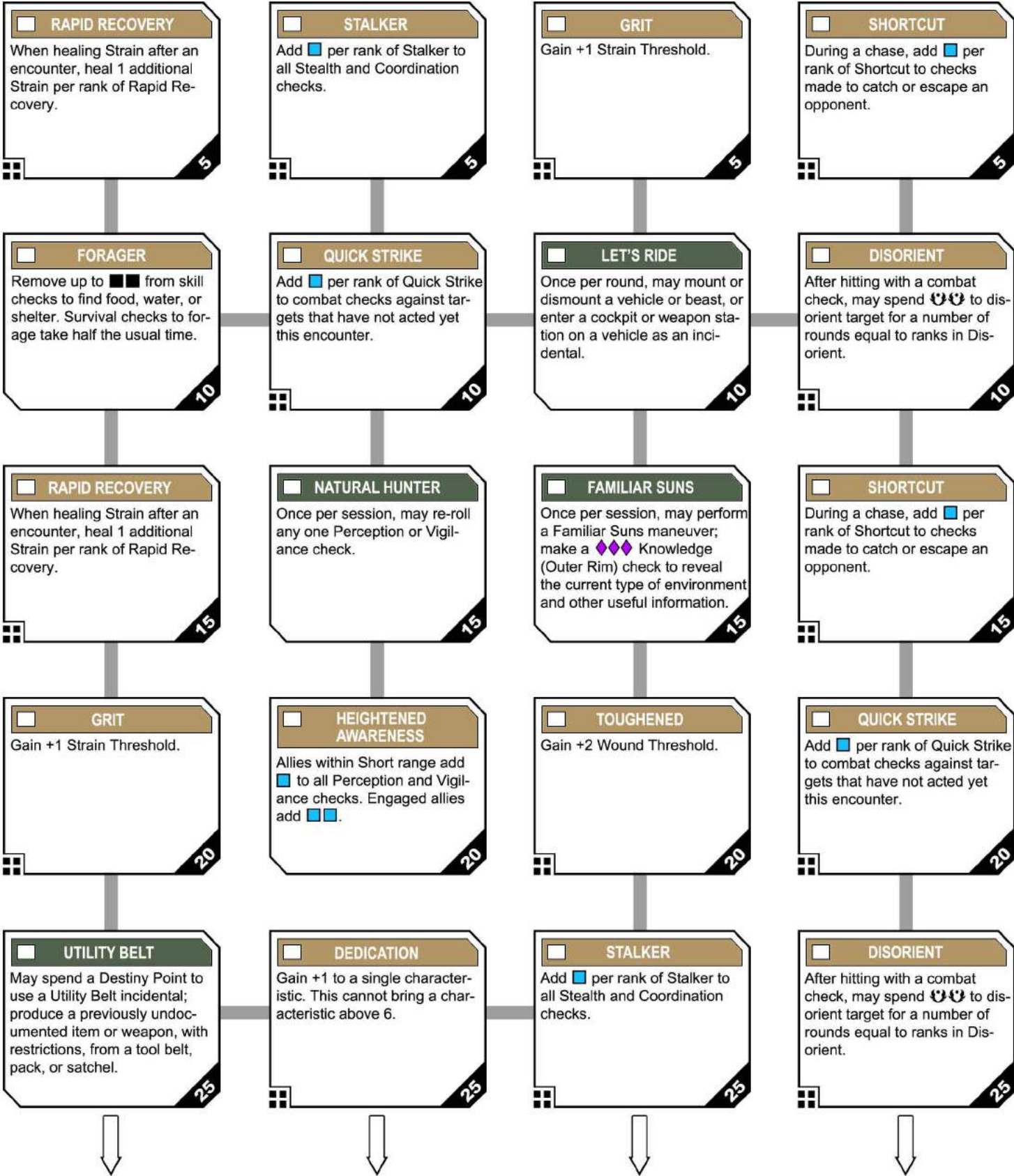
ACTIVE TALENT

RANKED TALENT

TALENT COST

FORCE TALENT

CONFLICT TALENT



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



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

# TRADER - EXPLORER

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

PASSIVE TALENT

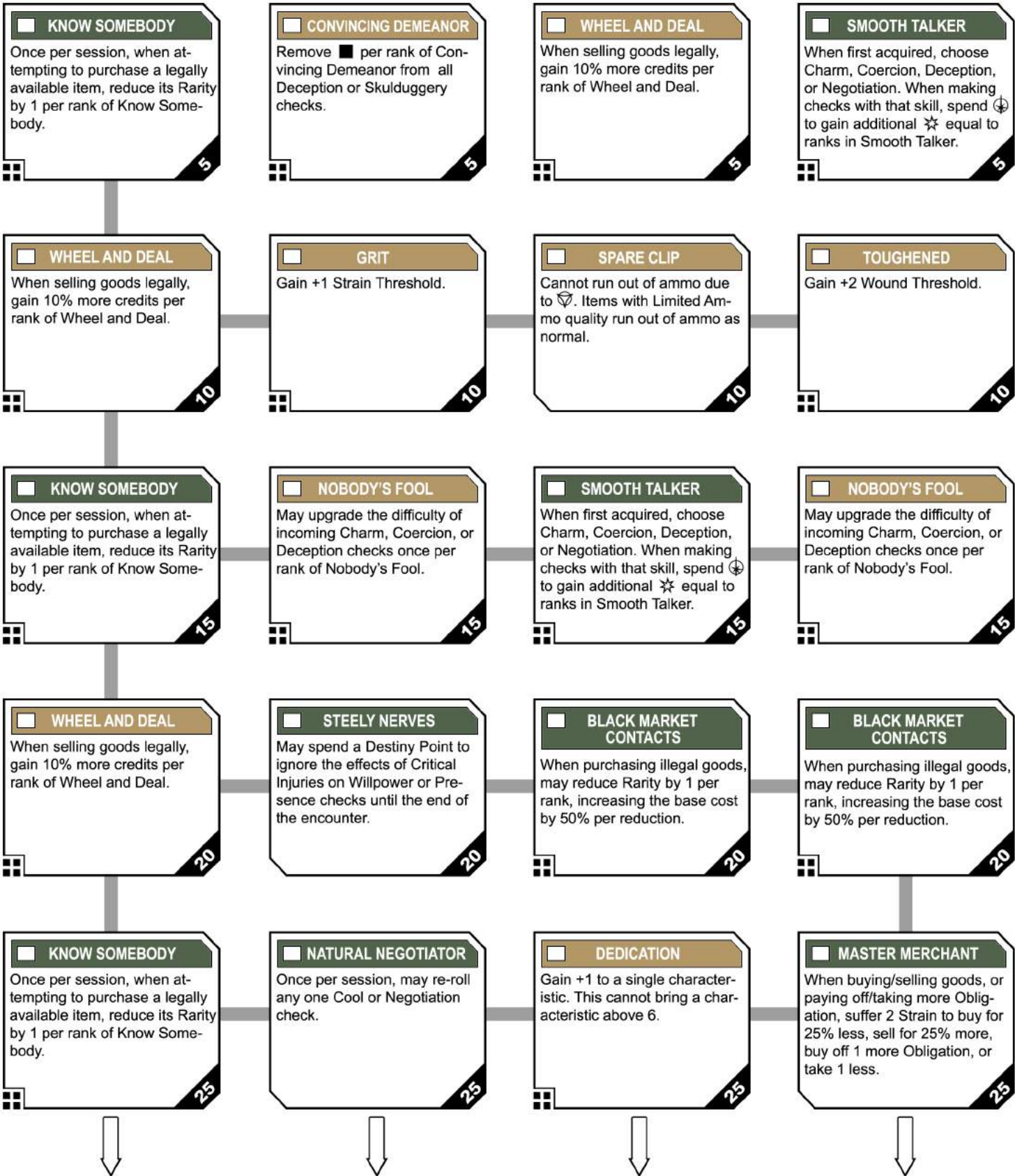
ACTIVE TALENT

RANKED TALENT

TALENT COST

FORCE TALENT

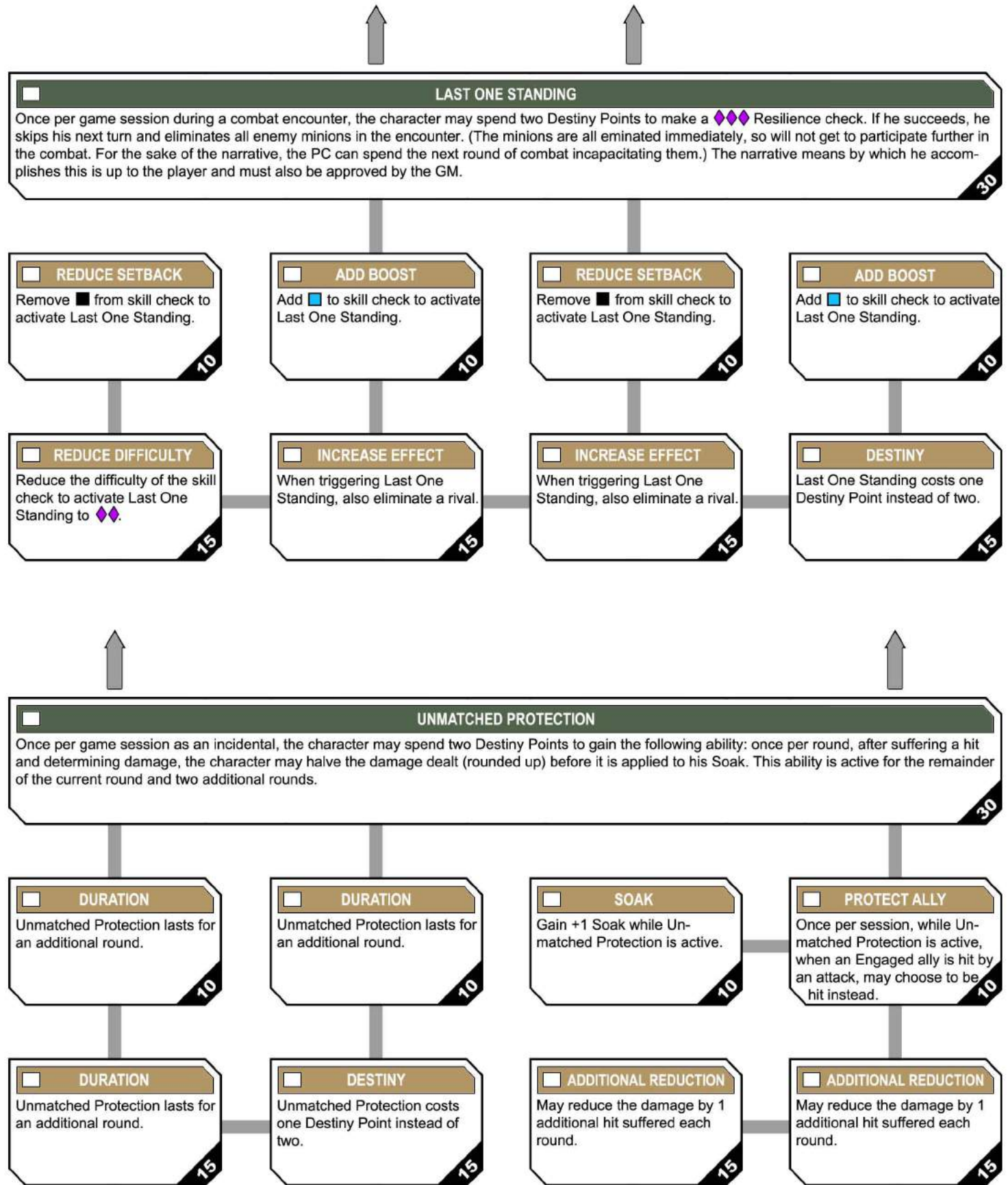
CONFLICT TALENT



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

# HIRED GUN

CAREER SKILLS: ATHLETICS, DISCIPLINE, PILOTING (PLANETARY), RESILIENCE, VIGILANCE, BRAWL, MELEE, RANGED (LIGHT)





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

# BODYGUARD - HIRED GUN

CAREER SKILLS: PERCEPTION, PILOTING (PLANETARY), GUNNERY, RANGED (HEAVY)

PASSIVE TALENT

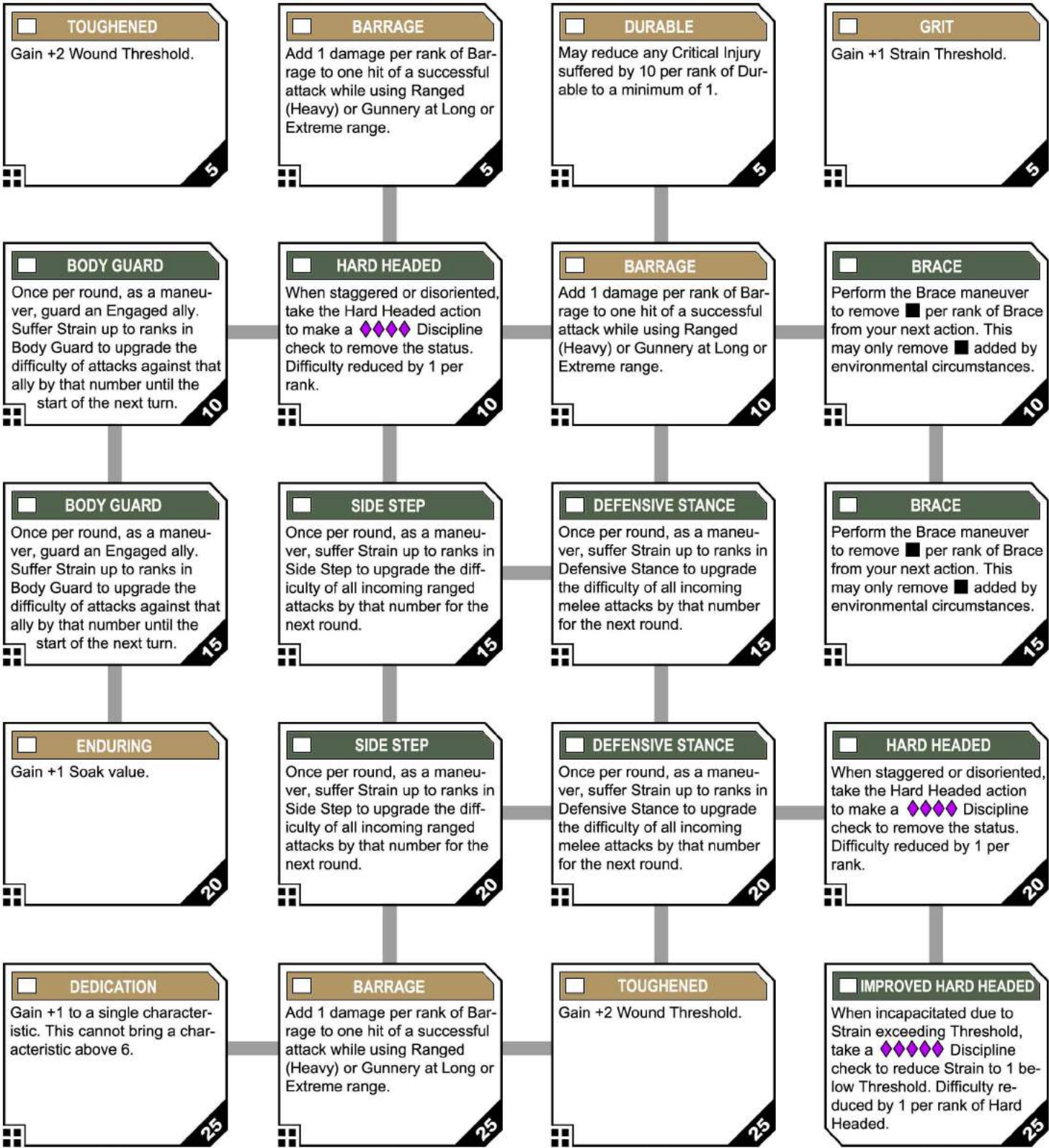
ACTIVE TALENT

RANKED TALENT

TALENT COST

FORCE TALENT

CONFLICT TALENT



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

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

# DEMOLITIONIST - HIRED GUN

CAREER SKILLS: COMPUTERS, COOL, MECHANICS, SKULDUGGERY

PASSIVE TALENT

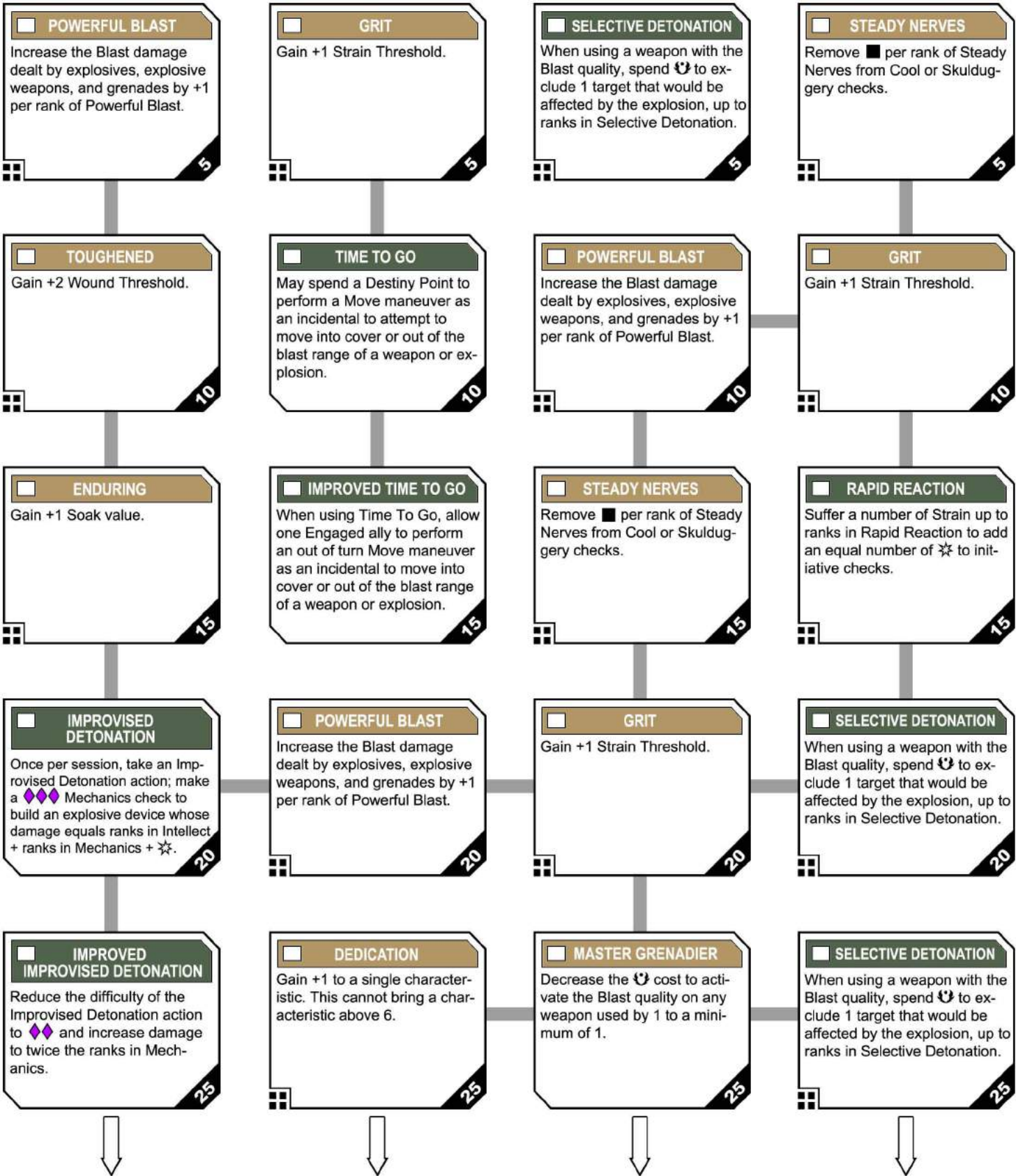
ACTIVE TALENT

RANKED TALENT

TALENT COST

FORCE TALENT

CONFLICT TALENT



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





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

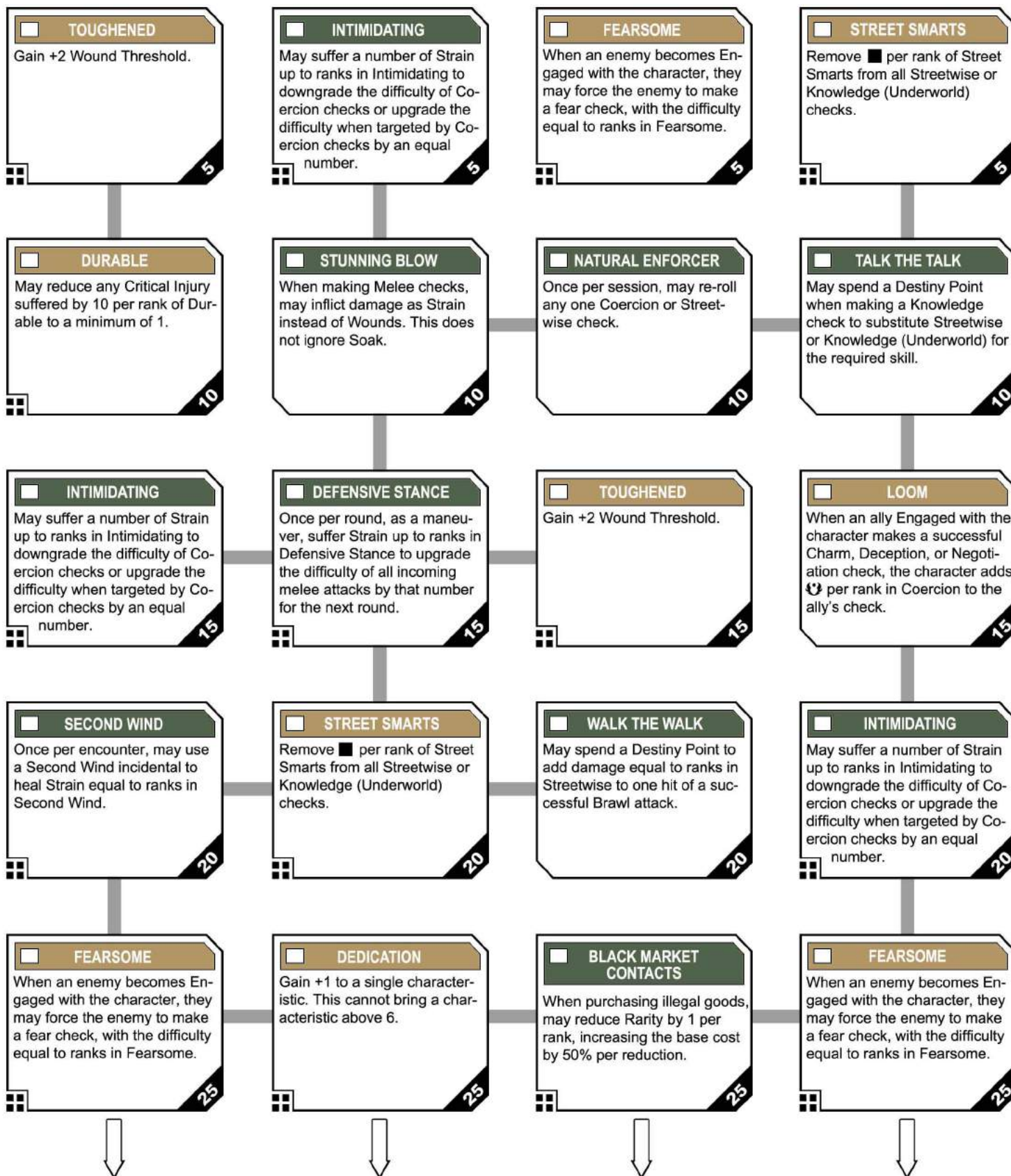
# ENFORCER - HIRED GUN

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

PASSIVE TALENT  ACTIVE TALENT 

RANKED TALENT  TALENT COST 

FORCE TALENT  CONFLICT TALENT 



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

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

# HEAVY - HIRED GUN

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

PASSIVE TALENT

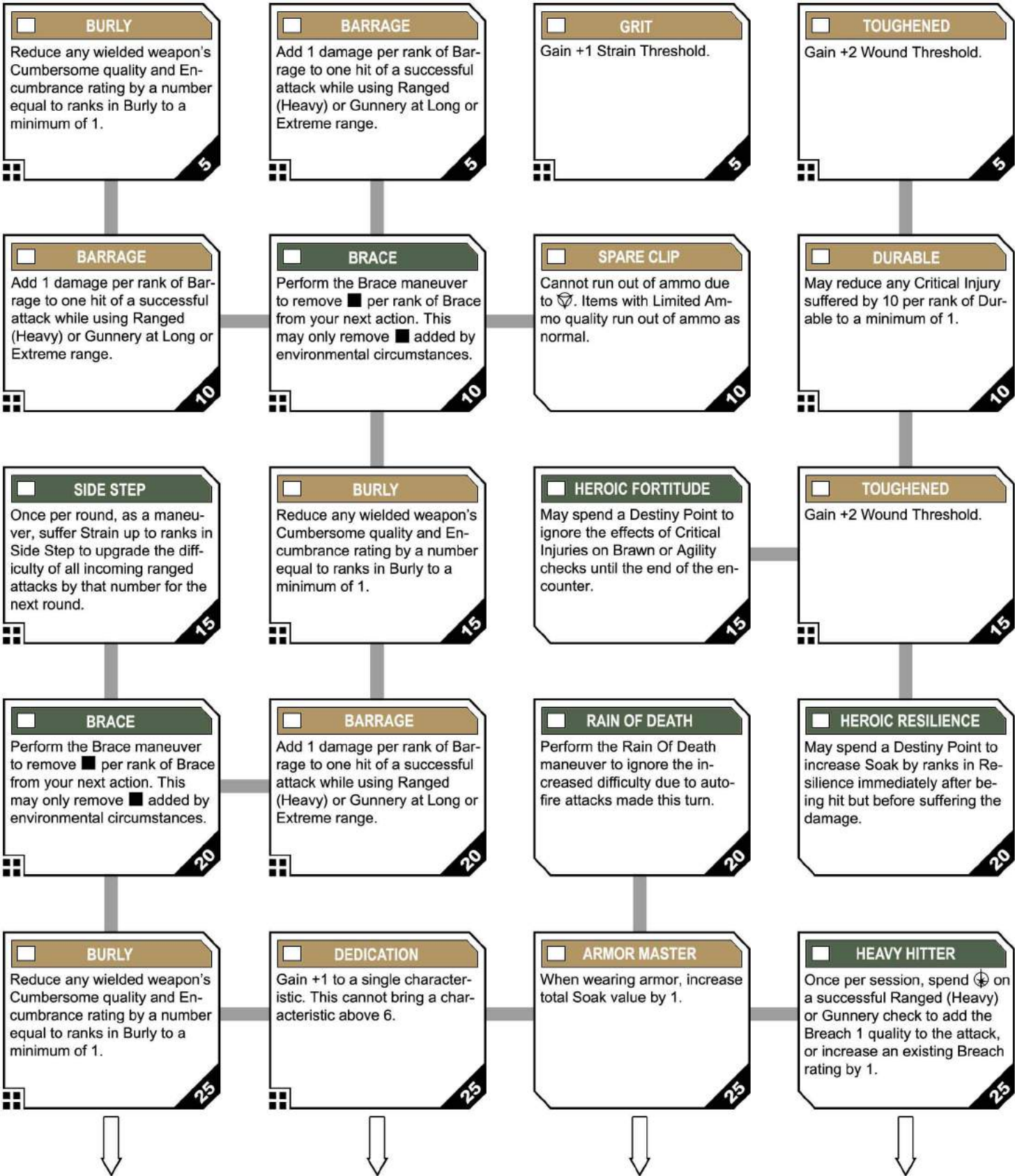
ACTIVE TALENT

RANKED TALENT

TALENT COST

FORCE TALENT

CONFLICT TALENT



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



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

# MARAUDER - HIRED GUN

CAREER SKILLS: COERCION, RESILIENCE, SURVIVAL, MELEE

PASSIVE TALENT

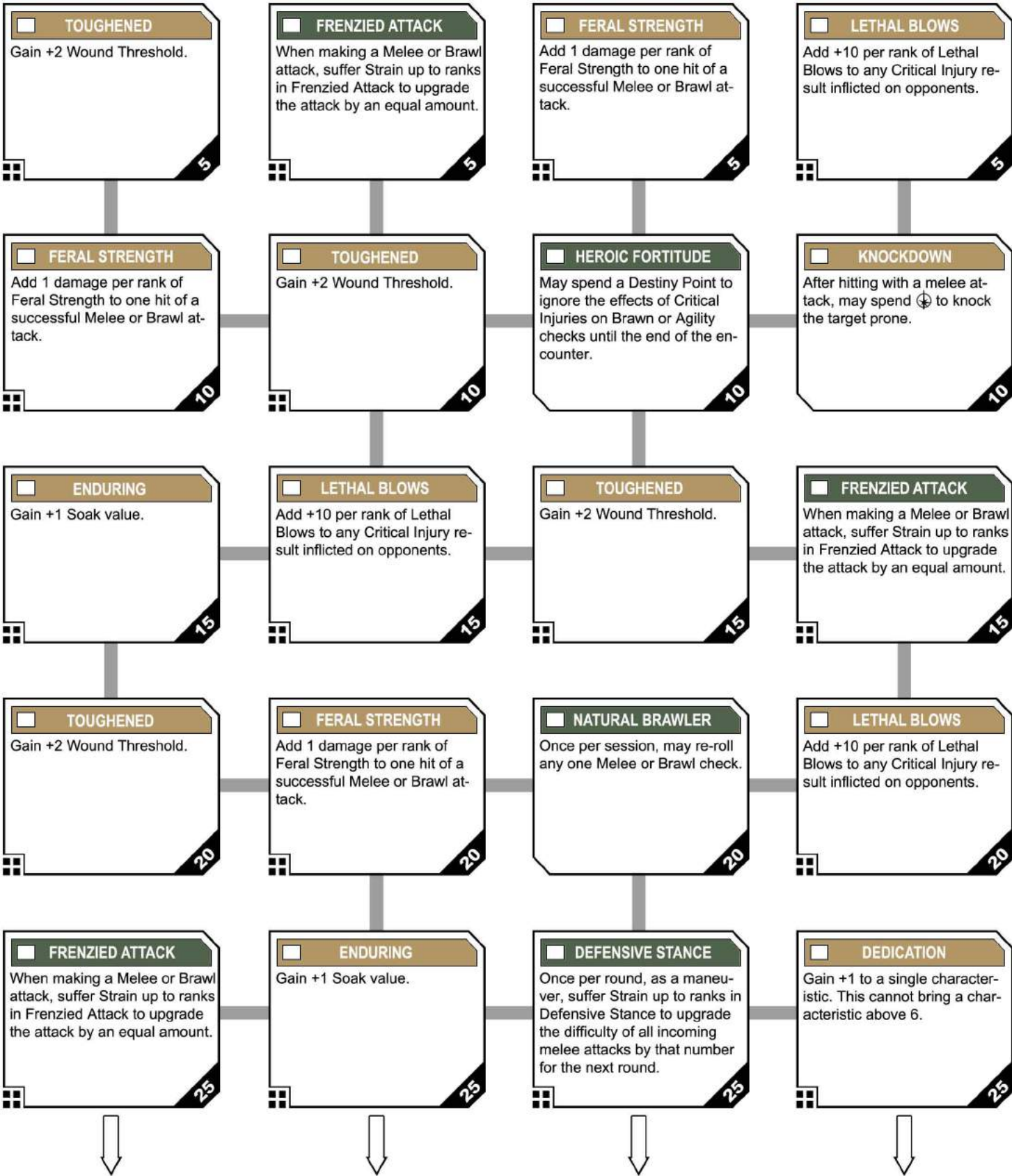
ACTIVE TALENT

RANKED TALENT

TALENT COST

FORCE TALENT

CONFLICT TALENT



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

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

# MERCENARY SOLDIER - HIRED GUN

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

PASSIVE TALENT

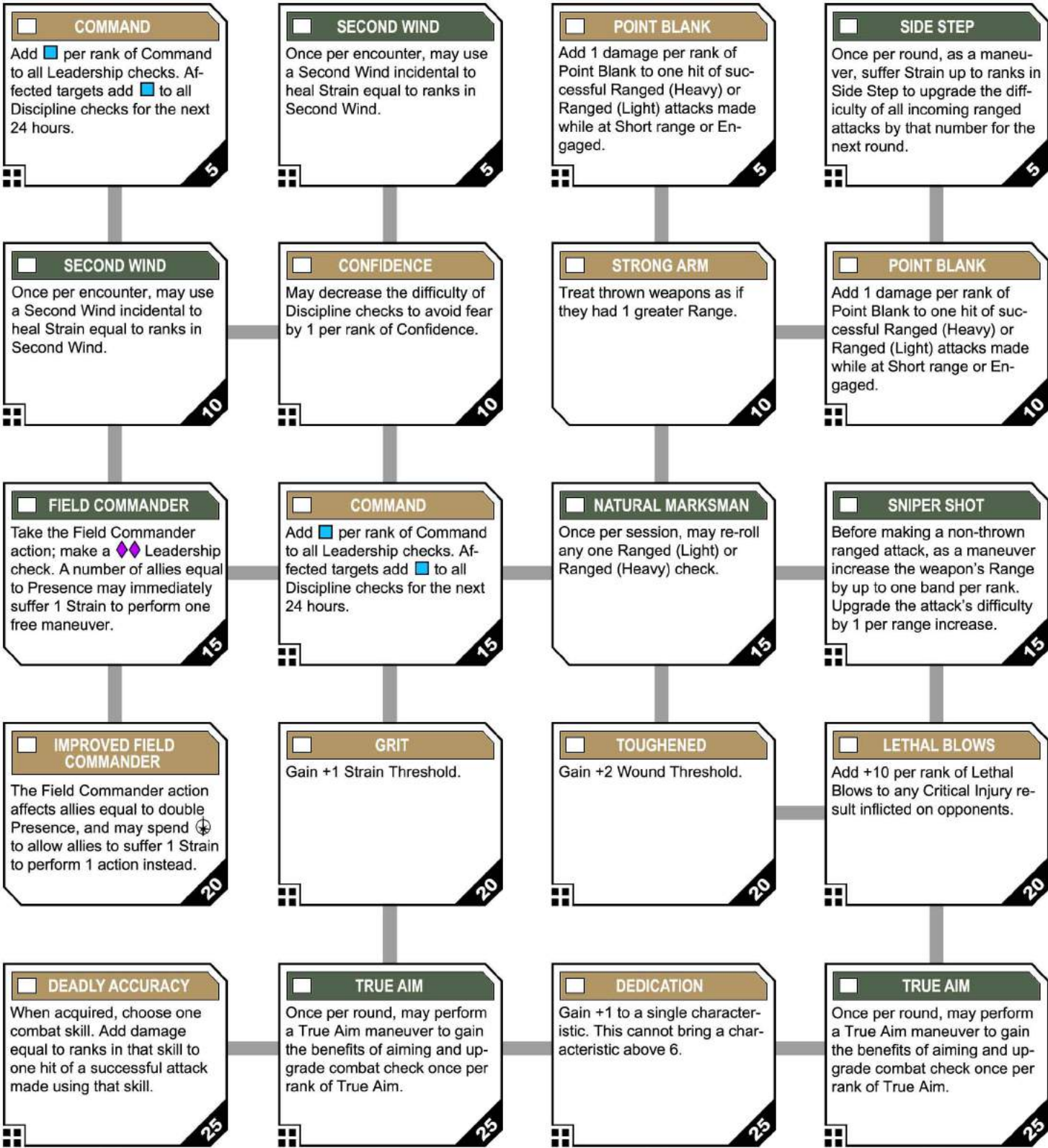
ACTIVE TALENT

RANKED TALENT

TALENT COST

FORCE TALENT

CONFLICT TALENT



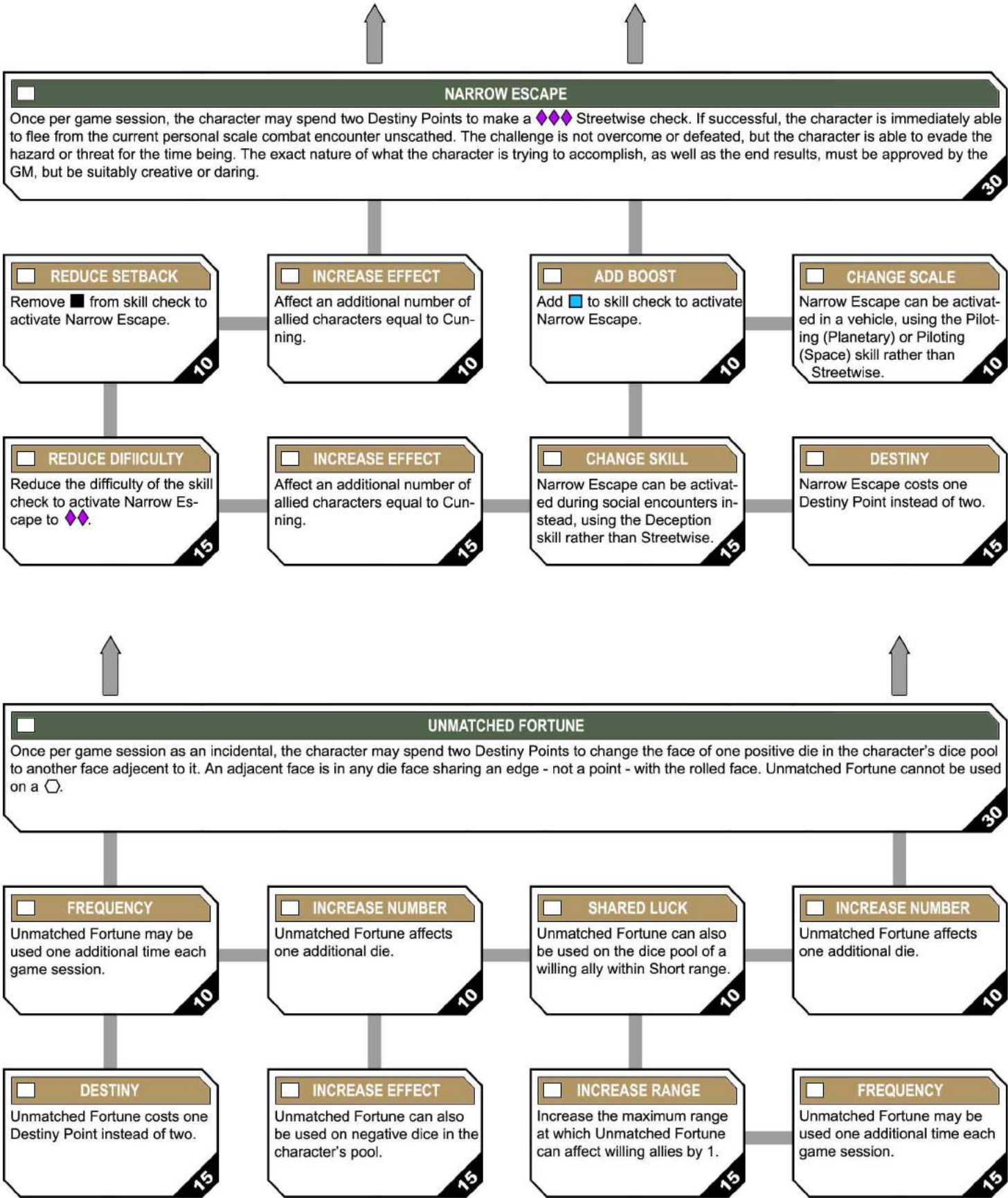
SIGNATURE ABILITY \_\_\_\_\_



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

# SMUGGLER

CAREER SKILLS: COORDINATION, DECEPTION, PERCEPTION, PILOTING (SPACE), SKULDUGGERY, STREETWISE, VIGILANCE, KNOWLEDGE (UNDERWORLD)





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

# CHARMER - SMUGGLER



CAREER SKILLS: CHARM, COOL, LEADERSHIP, NEGOTIATION



PASSIVE TALENT  ACTIVE TALENT 

RANKED TALENT  TALENT COST 

FORCE TALENT  CONFLICT TALENT 

☐ **SMOOTH TALKER**

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


  5



☐ **INSPIRING RHETORIC**

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

  5

☐ **KILL WITH KINDNESS**

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


  5



☐ **GRIT**

Gain +1 Strain Threshold.

  5


☐ **KILL WITH KINDNESS**

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

  10



☐ **IMPROVED INSPIRING RHETORIC**

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


  10



☐ **CONGENIAL**

As an incidental, suffer Strain up to ranks in Congenial to downgrade difficulty of Charm or Negotiation checks, or upgrade difficulty when targeted by the same, by an equal number.

  10



☐ **PLAUSIBLE DENIABILITY**

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

  10



☐ **DISARMING SMILE**

Take the Disarming Smile action; succeed at an opposed Charm check to lower the target's Defense rating by ranks in Disarming Smile until the end of the encounter.

  15



☐ **WORKS LIKE A CHARM**

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

  15

☐ **DISARMING SMILE**

Take the Disarming Smile action; succeed at an opposed Charm check to lower the target's Defense rating by ranks in Disarming Smile until the end of the encounter.



  15



☐ **GRIT**

Gain +1 Strain Threshold.

  15



☐ **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.

  20

☐ **CONGENIAL**

As an incidental, suffer Strain up to ranks in Congenial to downgrade difficulty of Charm or Negotiation checks, or upgrade difficulty when targeted by the same, by an equal number.

  20



☐ **JUST KIDDING!**

Once per round as an incidental, spend a Destiny Point to ignore  generated on a social check by the character or any ally in Short range.

  20

☐ **INTENSE PRESENCE**

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

  20



☐ **NATURAL CHARMER**

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


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

☐ **DEDICATION**

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

  25



☐ **DON'T SHOOT!**

Once per session, take a Don't Shoot action; make a  Charm check. On success, cannot be the target of combat checks until the end of the encounter or until making a combat check.

  25

☐ **RESOLVE**

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

  25

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





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

# GAMBLER - SMUGGLER


CAREER SKILLS: COMPUTERS, COOL, DECEPTION, SKULDUGGERY



PASSIVE TALENT  ACTIVE TALENT 

RANKED TALENT  TALENT COST 

FORCE TALENT  CONFLICT TALENT 

☐ **CONVINCING DEMEANOR**

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

  5

☐ **GRIT**

Gain +1 Strain Threshold.

  5


☐ **TOUGHENED**

Gain +2 Wound Threshold.

  5

☐ **UP THE ANTE**

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

  5



☐ **GRIT**

Gain +1 Strain Threshold.

  10



☐ **SECOND CHANCES**

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



  10



☐ **DEDICATION**

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

  10



☐ **SUPREME DOUBLE OR NOTHING**

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


  10



☐ **SECOND CHANCES**

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

  15



☐ **CONVINCING DEMEANOR**

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

  15



☐ **FORTUNE FAVORS THE BOLD**

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

  15



☐ **NATURAL ROGUE**

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

  15



☐ **UP THE ANTE**

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

  20



☐ **UP THE ANTE**

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

  20



☐ **CLEVER SOLUTION**

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


  20



☐ **SECOND CHANCES**

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


  20



☐ **DOUBLE OR NOTHING**

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

  25

☐ **SMOOTH TALKER**

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


  25



☐ **NATURAL NEGOTIATOR**

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

  25

☐ **IMPROVED DOUBLE OR NOTHING**

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

  25

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



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

# GUNSLINGER - SMUGGLER

CAREER SKILLS: COERCION, COOL, KNOWLEDGE (OUTER RIM), RANGED (LIGHT)

PASSIVE TALENT  ACTIVE TALENT 

RANKED TALENT  TALENT COST 


FORCE TALENT  CONFLICT TALENT 




☐ **GRIT**

Gain +1 Strain Threshold.


  




☐ **QUICK STRIKE**

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




☐ **RAPID REACTION**

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




☐ **QUICK DRAW**

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

☐ **LETHAL BLOWS**

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


  




☐ **GRIT**

Gain +1 Strain Threshold.




☐ **QUICK STRIKE**

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


☐ **IMPROVED QUICK DRAW**

May use the Quick Draw incidental twice per round.


  




☐ **TOUGHENED**

Gain +2 Wound Threshold.




☐ **CALL 'EM**

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




☐ **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.




☐ **SORRY ABOUT THE MESS**

Decrease the Critical rating of a weapon by 1, to a minimum of 1, against targets that have not yet acted this round.




☐ **CONFIDENCE**

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




☐ **LETHAL BLOWS**

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


  




☐ **GUNS BLAZING**

Use the Guns Blazing incidental; suffer 2 Strain to avoid increasing the difficulty of a Ranged (Light) check to attack with more than one weapon.

☐ **RAPID REACTION**

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




☐ **DEDICATION**

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

☐ **SPITFIRE**

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




☐ **NATURAL MARKSMAN**

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

☐ **DEADLY ACCURACY**

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

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



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

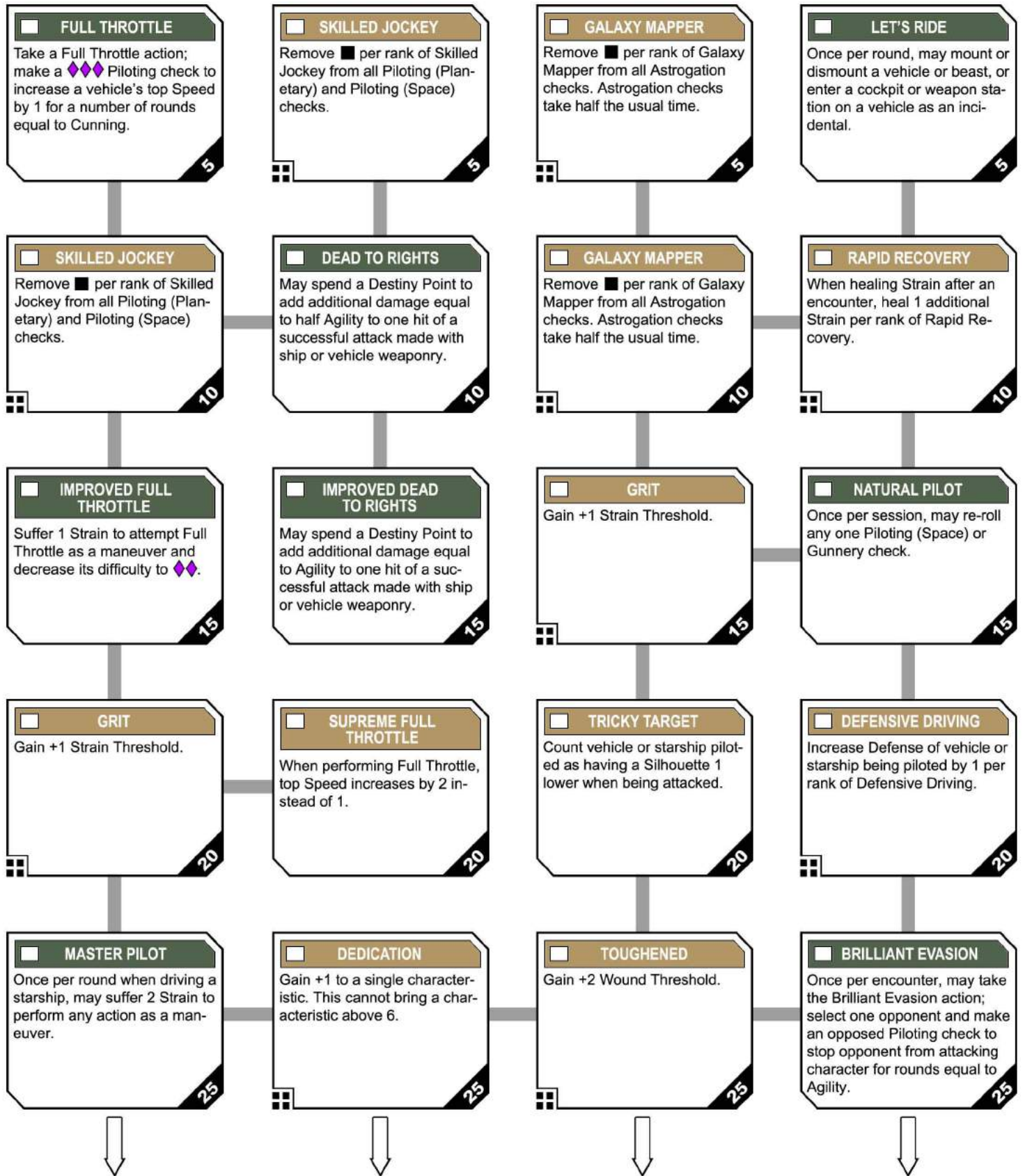
# PILOT - SMUGGLER

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

PASSIVE TALENT  ACTIVE TALENT 

RANKED TALENT  TALENT COST 

FORCE TALENT  CONFLICT TALENT 



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

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

# SCOUNDREL - SMUGGLER

CAREER SKILLS: CHARM, COOL, DECEPTION, RANGED (LIGHT)

PASSIVE TALENT

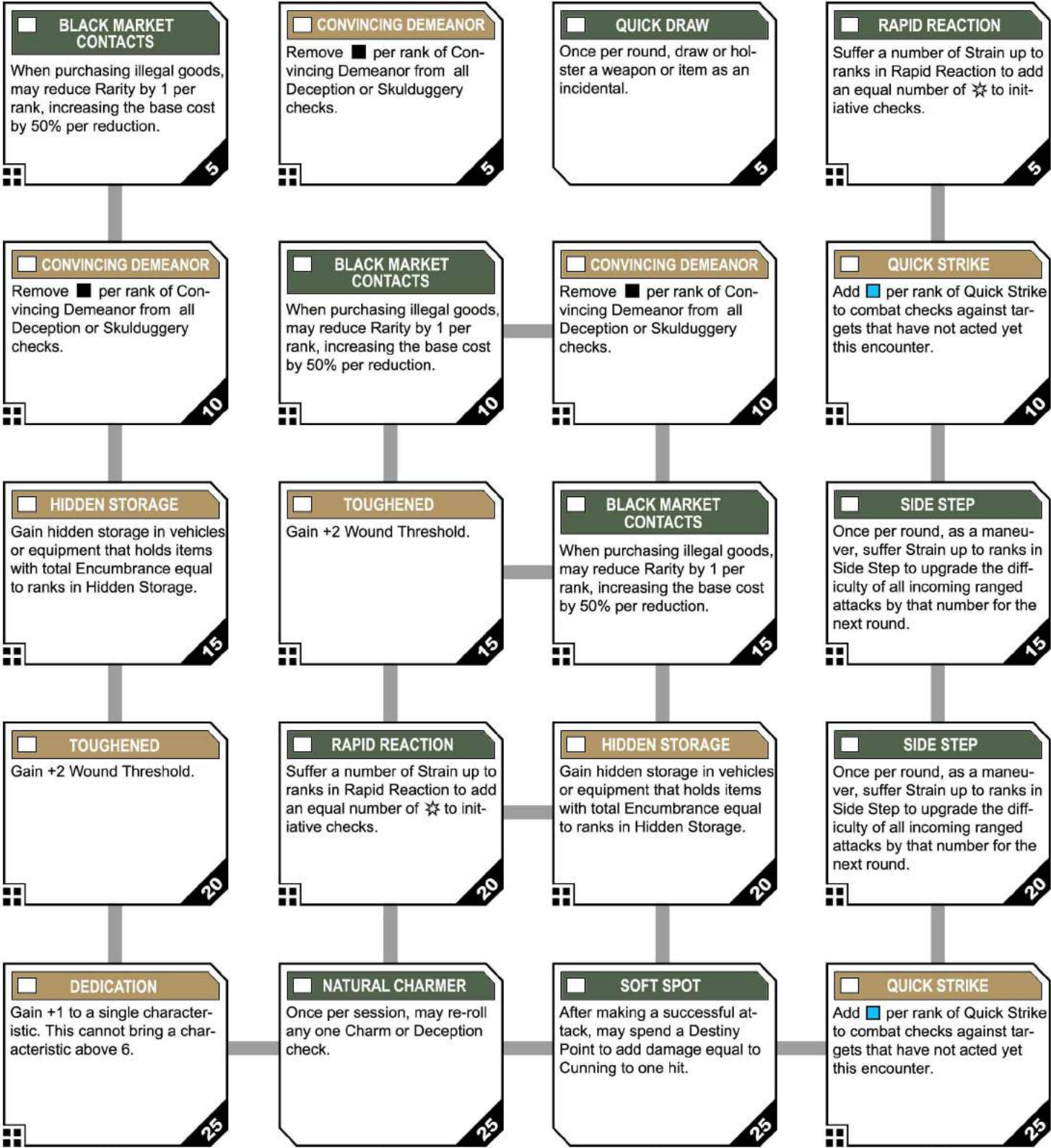
ACTIVE TALENT

RANKED TALENT

TALENT COST

FORCE TALENT

CONFLICT TALENT





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

# THIEF - SMUGGLER

CAREER SKILLS: COMPUTERS, SKULDUGGERY, STEALTH, VIGILANCE

PASSIVE TALENT

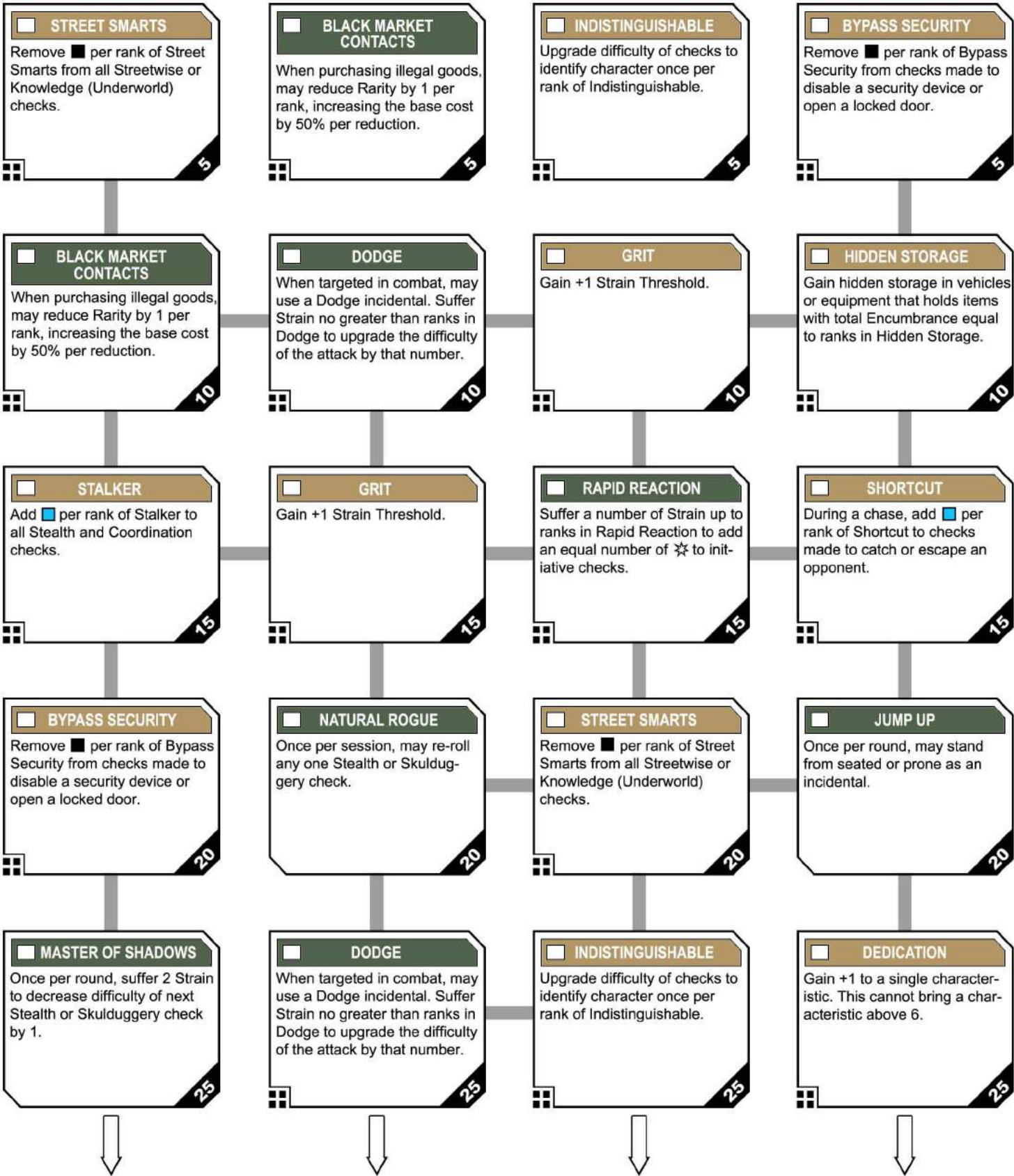
ACTIVE TALENT

RANKED TALENT

TALENT COST

FORCE TALENT

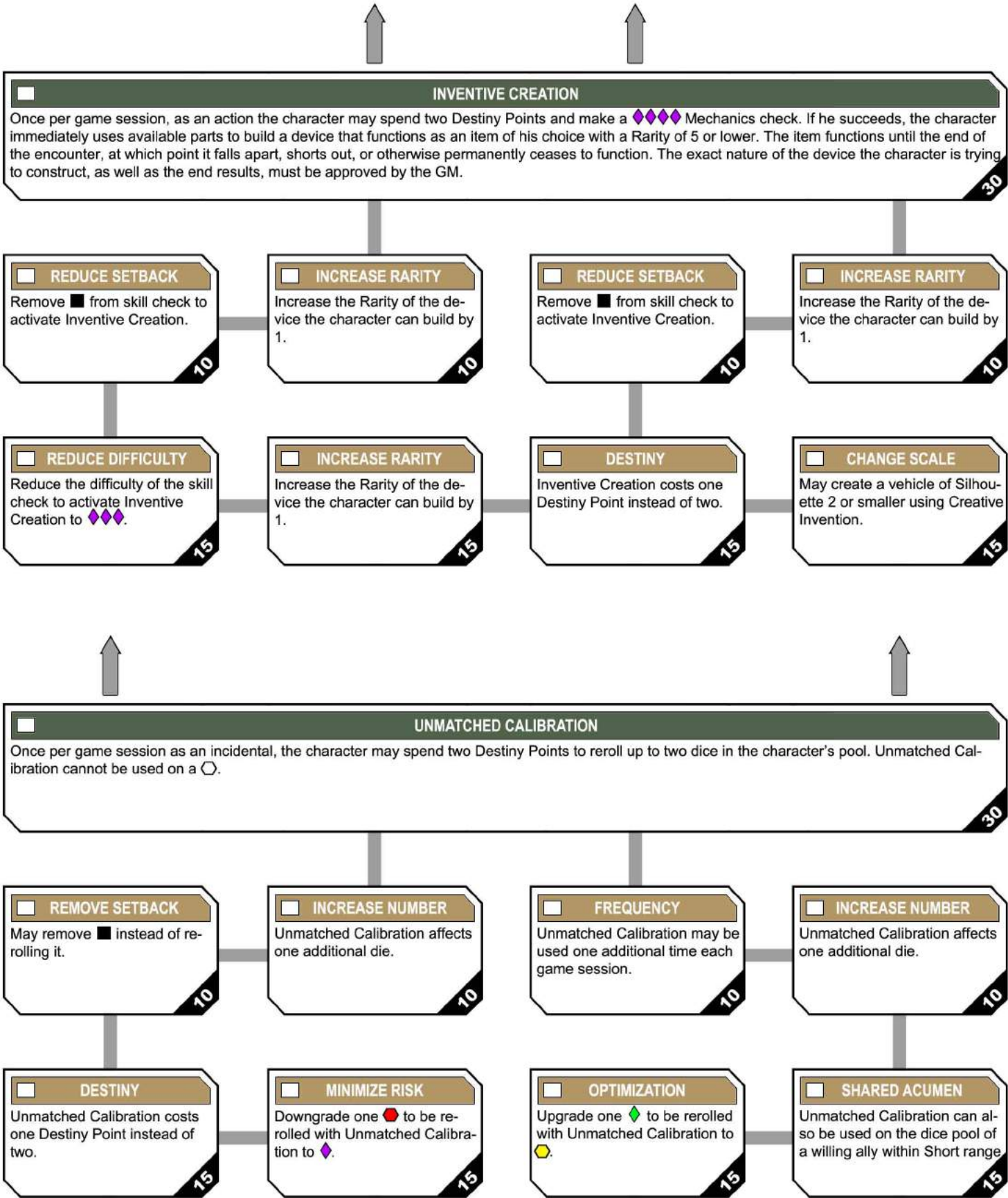
CONFLICT TALENT



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

# TECHNICIAN

CAREER SKILLS: ASTROGATION, COMPUTERS, COORDINATION, DISCIPLINE, MECHANICS, PERCEPTION, PILOTING (PLANETARY) KNOWLEDGE (OUTER RIM)





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

# CYBER TECH - TECHNICIAN

CAREER SKILLS: ATHLETICS, MECHANICS, MEDICINE, VIGILANCE

PASSIVE TALENT

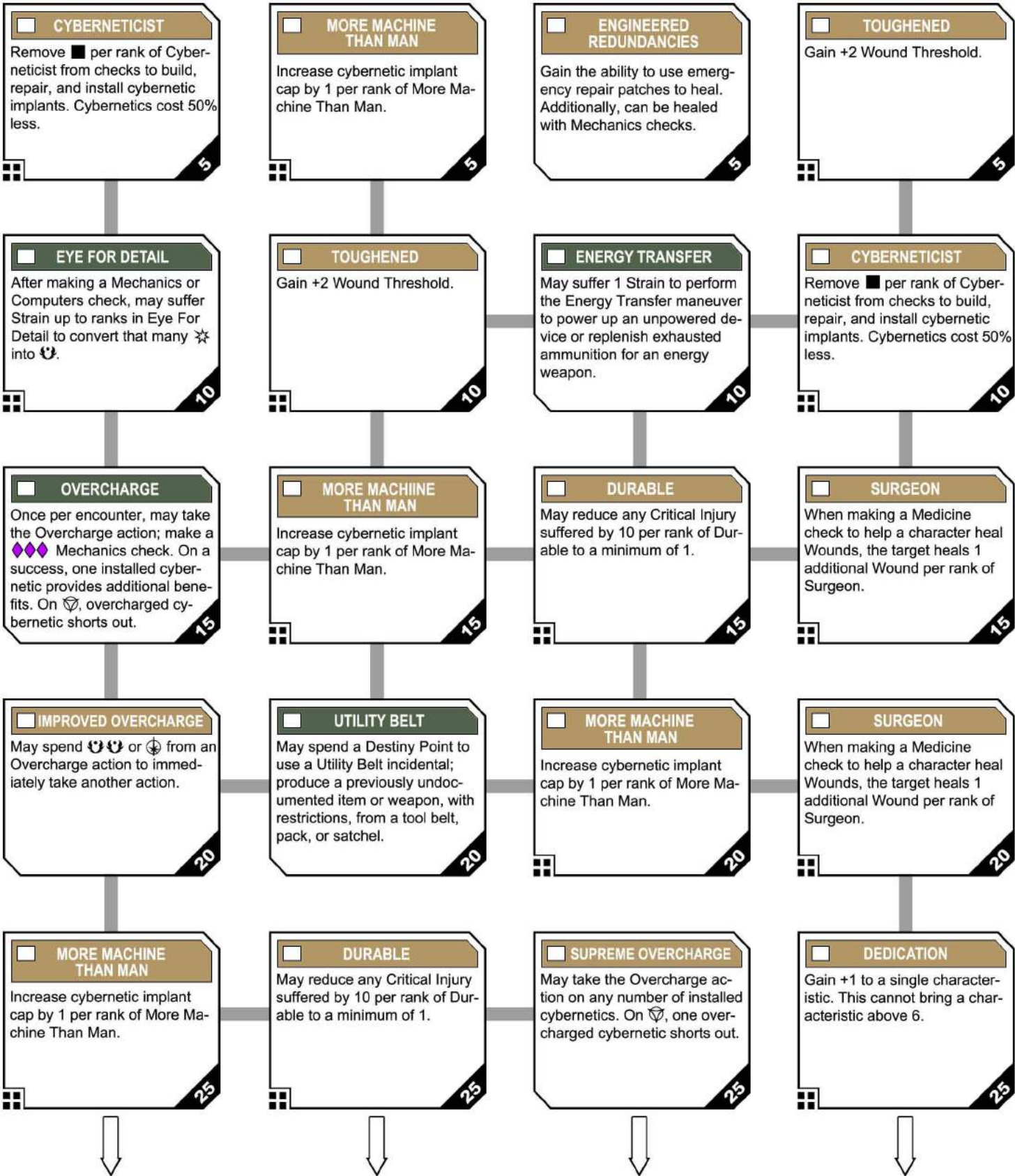
ACTIVE TALENT

RANKED TALENT

TALENT COST

FORCE TALENT

CONFLICT TALENT



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

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

# DROID TECH - TECHNICIAN

CAREER SKILLS: COMPUTERS, COOL, LEADERSHIP, MECHANICS

PASSIVE TALENT

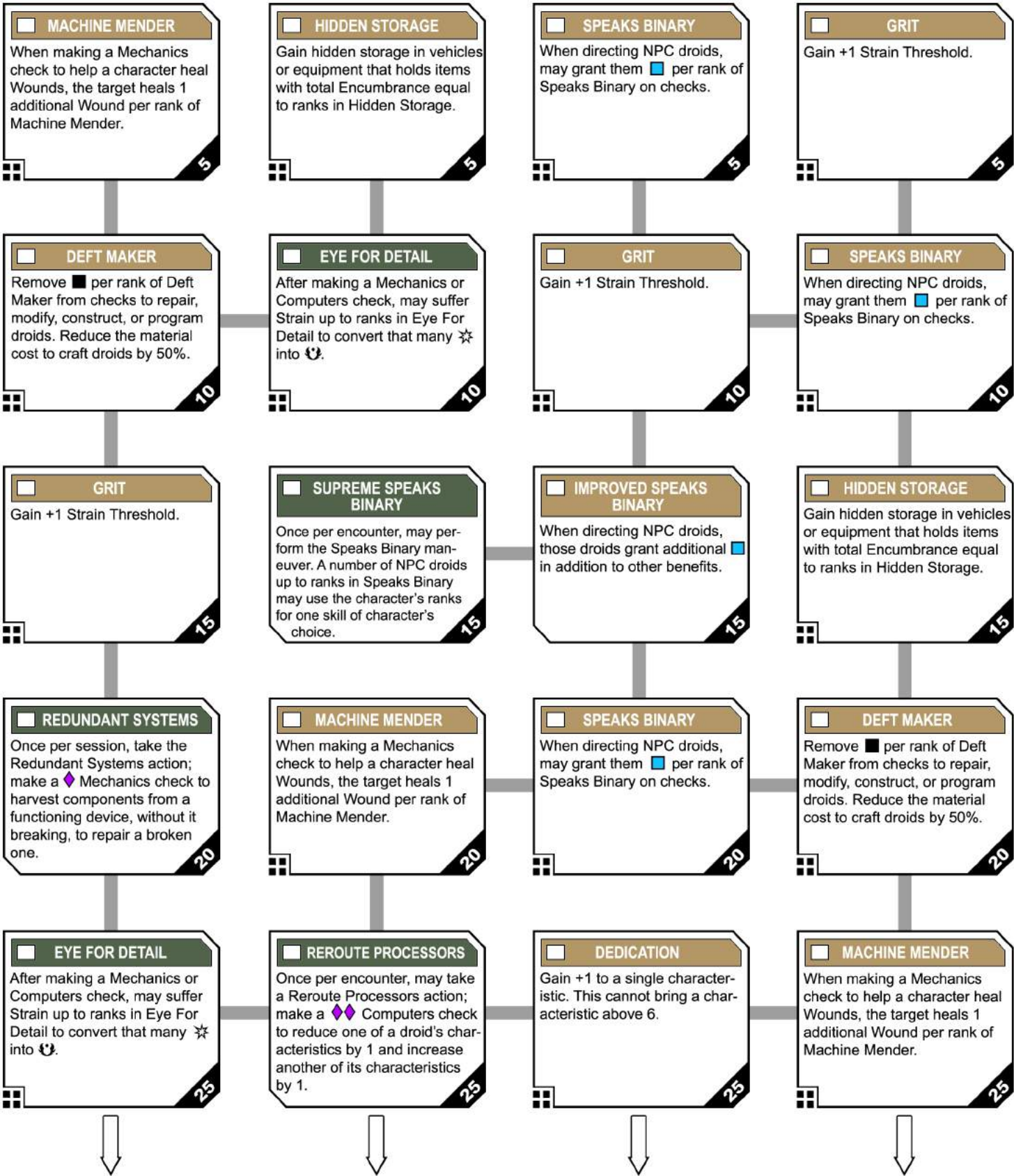
ACTIVE TALENT

RANKED TALENT

TALENT COST

FORCE TALENT

CONFLICT TALENT



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



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

# MECHANIC - TECHNICIAN

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

PASSIVE TALENT

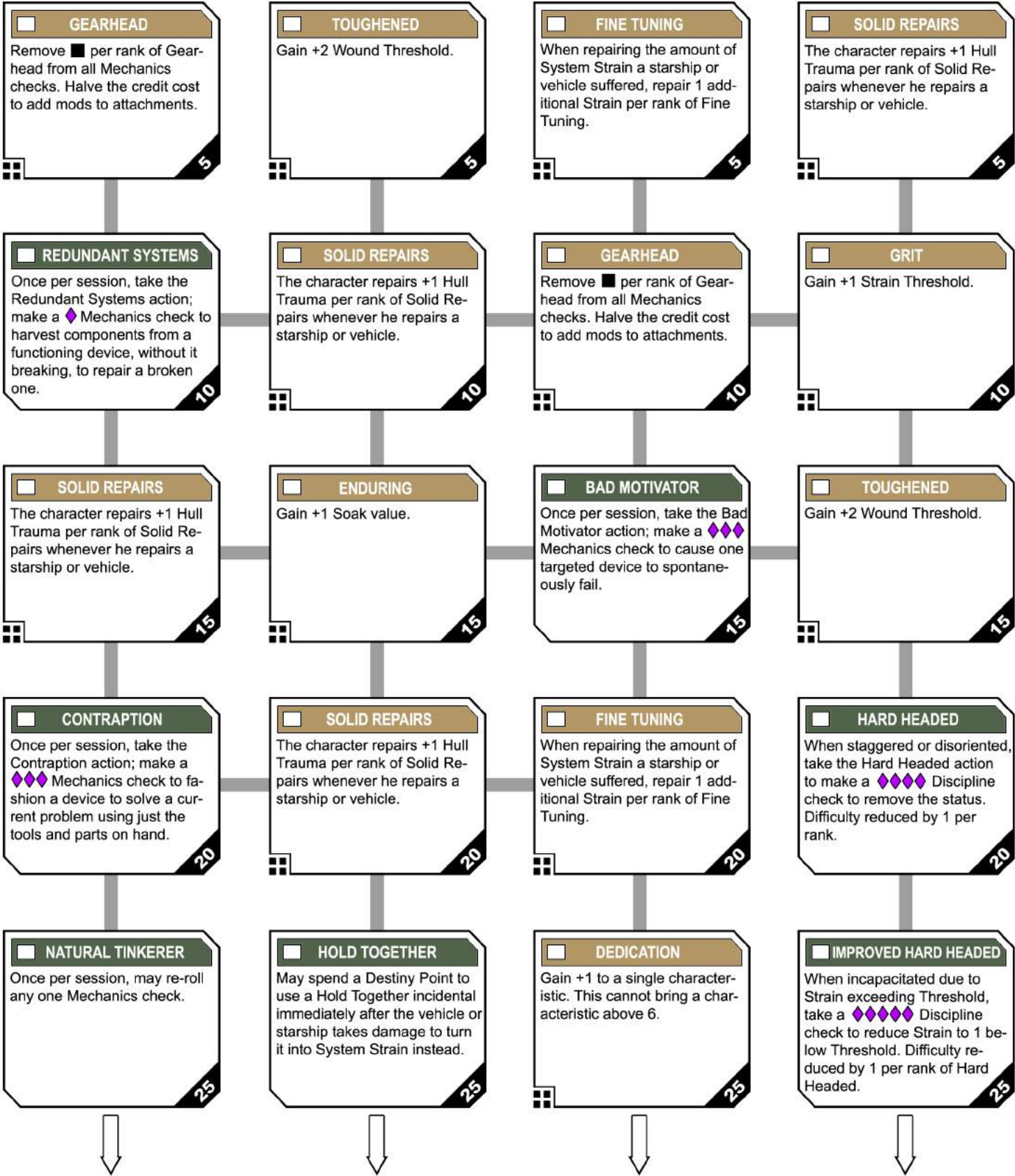
ACTIVE TALENT

RANKED TALENT

TALENT COST

FORCE TALENT

CONFLICT TALENT



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

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

# MODDER - TECHNICIAN

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

PASSIVE TALENT

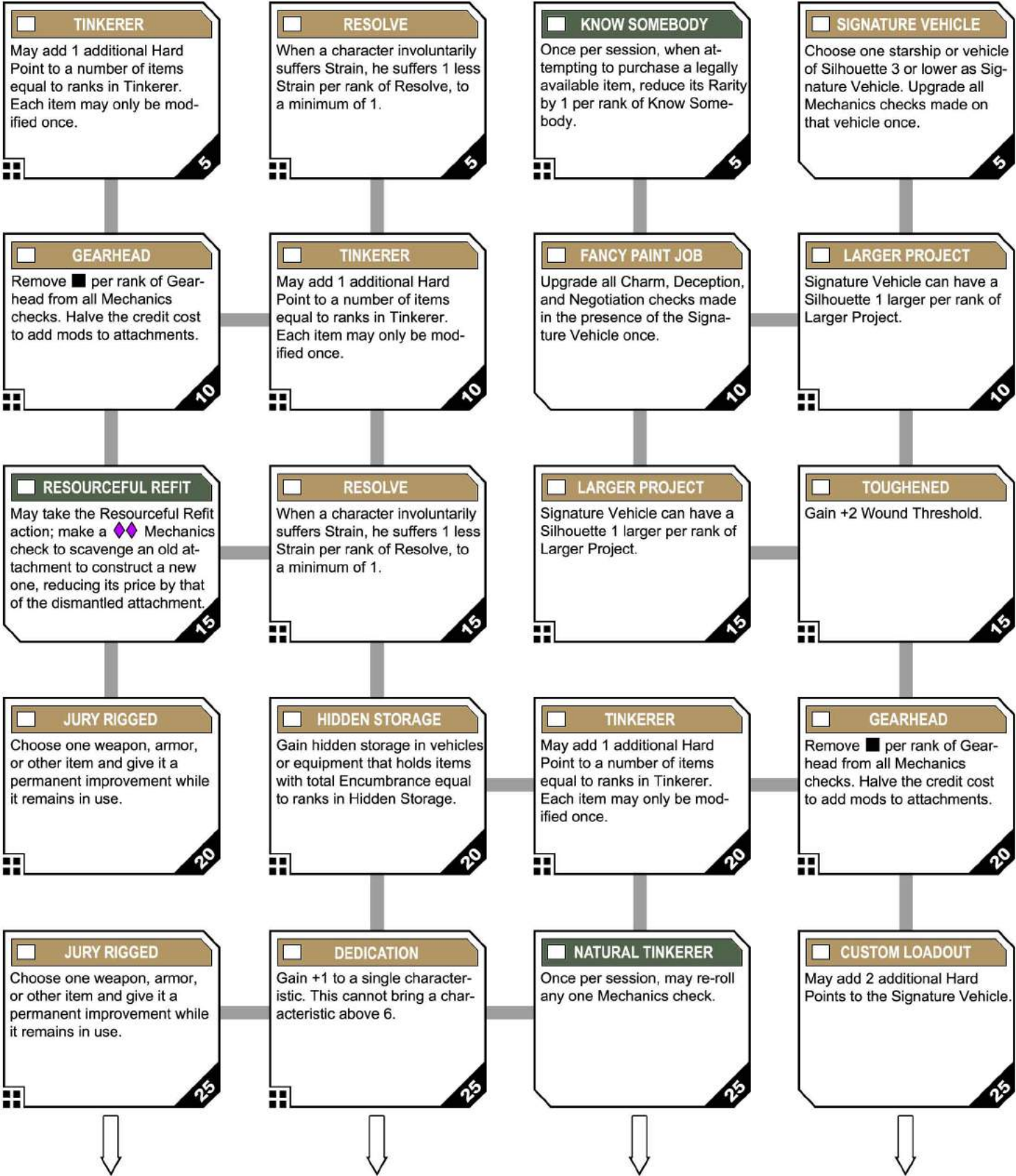
ACTIVE TALENT

RANKED TALENT

TALENT COST

FORCE TALENT

CONFLICT TALENT



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



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

# OUTLAW TECH - TECHNICIAN

CAREER SKILLS: MECHANICS, STREETWISE, KNOWLEDGE (EDUCATION), KNOWLEDGE (UNDERWORLD)

PASSIVE TALENT

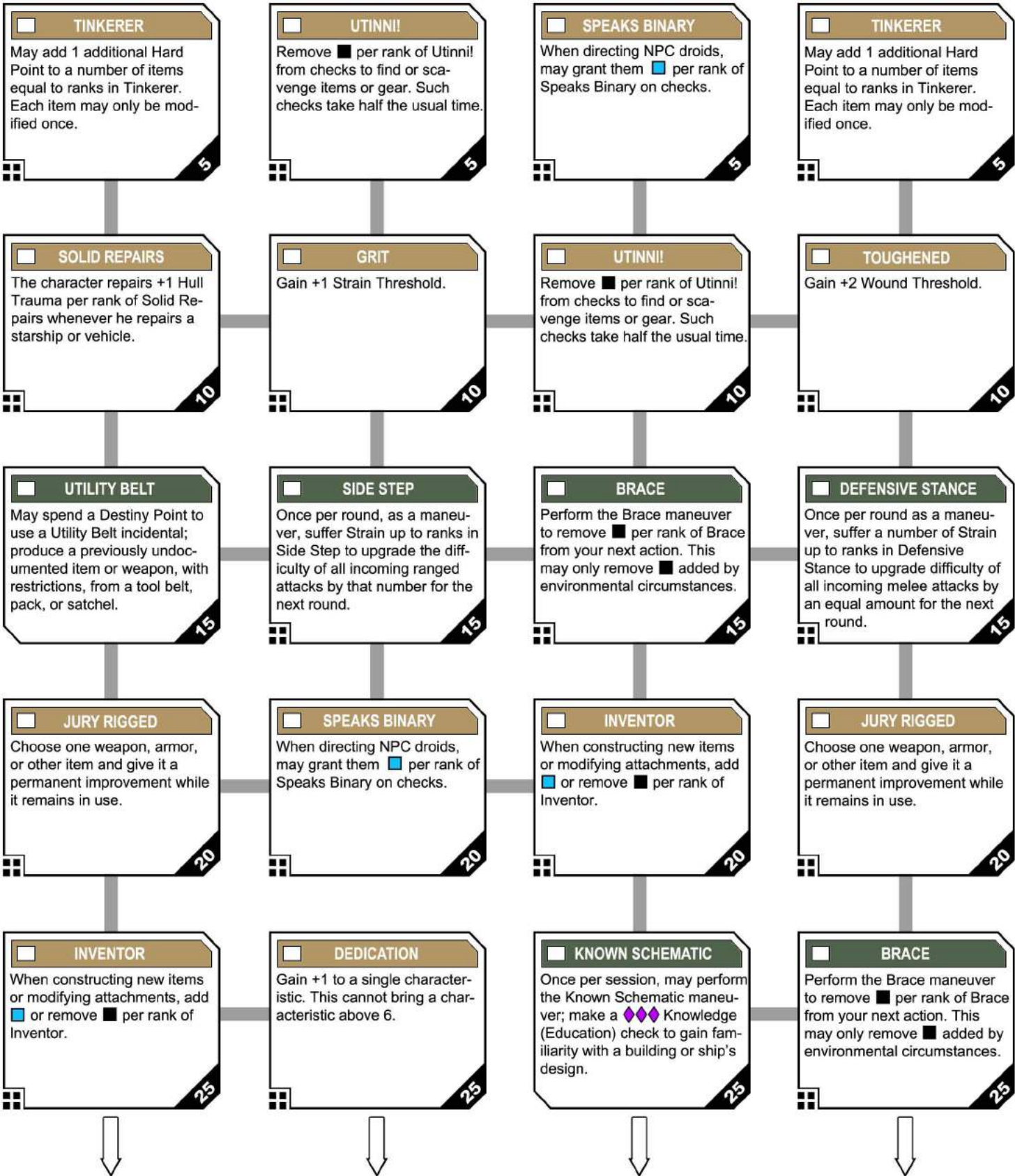
ACTIVE TALENT

RANKED TALENT

TALENT COST

FORCE TALENT

CONFLICT TALENT



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

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

# SLICER - TECHNICIAN

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

PASSIVE TALENT 

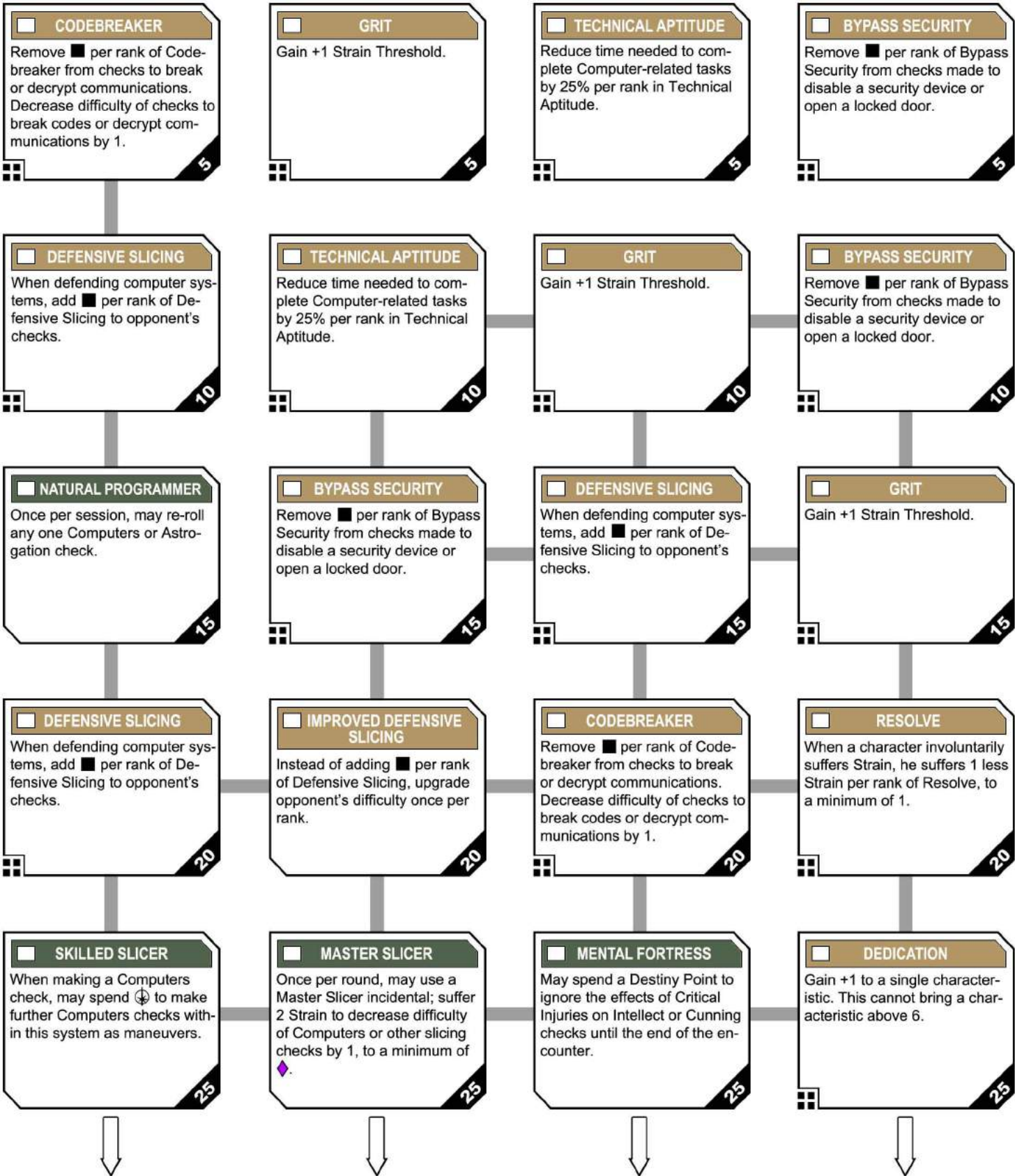
ACTIVE TALENT 

RANKED TALENT 

TALENT COST 

FORCE TALENT 

CONFLICT TALENT 



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