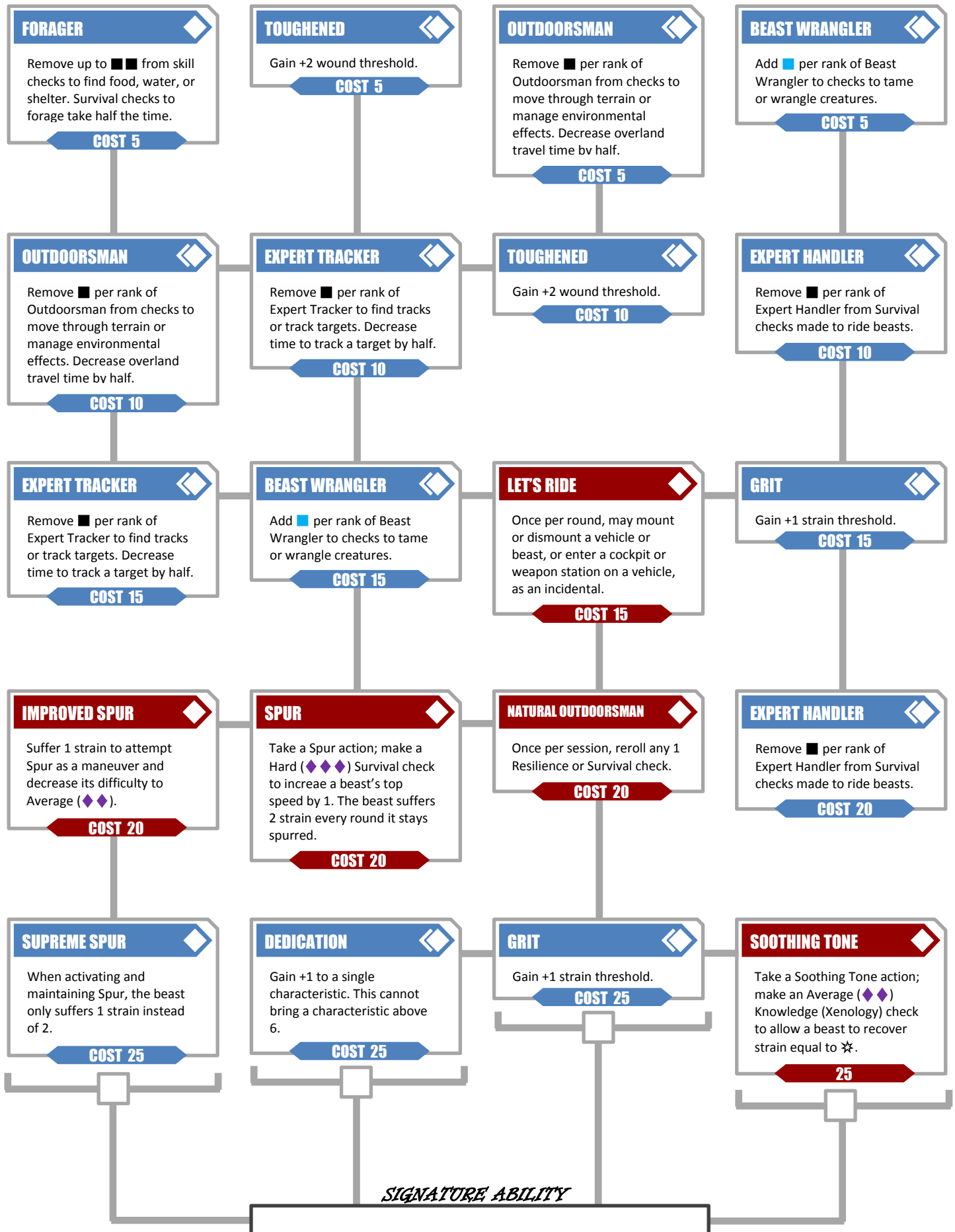




Bonus Career Skills: Athletics, Knowledge (Xenology), Perception, Survival





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

FULL THROTTLE

Take a Full Throttle action; make a Hard (◆◆◆) Piloting check to increase a vehicle's top speed by 1 for a number of rounds equal to Cunning.

COST 5**ALL-TERRAIN DRIVER**

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

COST 5**FINE TUNING**

When reducing the amount of system strain a starship or vehicle suffers, reduce 1 additional strain per rank of Fine Tuning.

COST 5**GEARHEAD**

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

COST 5**GRIT**

Gain +1 strain threshold.

COST 10**SKILLED JOCKEY**

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

COST 10**RAPID REACTION**

Suffer a number of strain to add an equal number of ☆ to initiative checks. Strain suffered cannot exceed ranks in Rapid Reaction.

COST 10**GRIT**

Gain +1 strain threshold.

COST 10**IMPROVED FULL THROTTLE**

Suffer 1 strain to attempt Full throttle as a maneuver and decrease its difficulty to Average (◆◆).

COST 15**TRICKY TARGET**

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

COST 15**FINE TUNING**

When reducing the amount of system strain a starship or vehicle suffers, reduce 1 additional strain per rank of Fine Tuning.

COST 15**TOUGHENED**

Gain +2 wound threshold.

COST 15**DEFENSIVE DRIVING**

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

COST 20**SKILLED JOCKEY**

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

COST 20**NATURAL DRIVER**

Once per session, may re-roll any 1 Piloting (Planetary) or Gunnery check.

COST 20**GEARHEAD**

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

COST 20**SUPREME FULL THROTTLE**

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

COST 25**FULL STOP**

When piloting a ship or vehicle, take a full-stop maneuver to reduce speed to zero and suffer system strain equal to the speed reduced.

COST 25**MASTER DRIVER**

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

COST 25**DEDICATION**

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

COST 25*SIGNATURE ABILITY*

ACE

GUNNER

PASSIVE

ACTIVE

RANKED



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

DURABLE

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

COST 5

GRIT

Gain +1 strain threshold.

COST 5

OVERWHELM DEFENSES

Upon unsuccessful attack with a starship or vehicle weapon, may spend ☹☹ per rank of Overwhelm Defenses. Reduce the defense in the targeted zone by 1 for every ☹☹ spent.

COST 5

DEBILITATING SHOT

Upon Successful attack with a starship or vehicle weapon, may spend ☹☹ to reduce the maximum speed of the target by 1 until the end of the next round.

COST 5

TOUGHENED

Gain +2 wound threshold.

COST 10

BRACE

Perform a Brace maneuver to remove ■ per rank of Brace from next Action. This may only remove ■ added by environmental circumstances.

COST 10

SPARE CLIP

Cannot run out of ammo due to ☹ result. Items with limited ammo quality run out of ammo as normal.

COST 10

TRUE AIM

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

COST 10

DURABLE

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

COST 15

ENDURING

Gain +1 soak value.

COST 15

JURRY RIGGED

Choose 1 weapon, armor or other item and give it a permanent improvement while it remains in use.

COST 15

OVERWHELM DEFENSES

Upon unsuccessful attack with a starship or vehicle weapon, may spend ☹☹ per rank of Overwhelm Defenses. Reduce the defense in the targeted zone by 1 for every ☹☹ spent.

COST 15

TOUGHENED

Gain +2 wound threshold.

COST 20

ENDURING

Gain +1 soak value.

COST 20

BRACE

Perform a Brace maneuver to remove ■ per rank of Brace from next Action. This may only remove ■ added by environmental circumstances.

COST 20

EXHAUST PORT

Before attacking a starship or vehicle, the character may spend 1 Destiny Point to ignore the effects of the Massive rule for the attack.

COST 20

HEROIC FORTITUDE

May spend 1 Destiny Point to ignore effects of Critical Injuries on Brawn or Agility checks until the end of the encounter.

COST 25

JURRY RIGGED

Choose 1 weapon, armor or other item and give it a permanent improvement while it remains in use.

COST 25

DEDICATION

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

COST 25

TRUE AIM

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

COST 25

SIGNATURE ABILITY



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

SHORTCUT

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

COST 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.

COST 5**SKILLED JOCKEY**

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

COST 5**GRIT**

Gain +1 strain threshold.

COST 5**SECOND CHANCES**

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

COST 10**GRIT**

Gain +1 strain threshold.

COST 10**SHORTCUT**

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

COST 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.

COST 10**DEAD TO RIGHTS**

Spend 1 Destiny Point to add additional damage equal to half Agility (rounded up) to one hit of successful attack made with ship or vehicle-mounted weaponry.

COST 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.

COST 15**GRIT**

Gain +1 strain threshold.

COST 15**INTENSE PRESENCE**

Spend 1 Destiny Point to recover strain equal to Presence rating.

COST 15**SECOND CHANCES**

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

COST 20**CORELLIAN SENDOFF**

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

COST 20**KOIOGRAN TURN**

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

COST 20**GRIT**

Gain +1 strain threshold.

COST 20**IMPROVED DEAD TO RIGHTS**

Spend 1 Destiny Point to add additional damage equal to Agility (rounded up) to one hit of successful attack made with ship or vehicle-mounted weaponry.

COST 25**IMPROVED CORELLIAN SENDOFF**

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

COST 25**DEDICATION**

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

COST 25**SHOWBOAT**

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

COST 25*SIGNATURE ABILITY*

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

FULL THROTTLE

Take a Full Throttle action; make a Hard (◆◆◆) Piloting check to increase a vehicle's top speed by 1 for a number of rounds equal to Cunning.

COST 5**SKILLED JOCKEY**

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

COST 5**GALAXY MAPPER**

Remove ■ per rank of Galaxy Mapper from all Astrogation checks. Astrogation checks take half normal time.

COST 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.

COST 5**SKILLED JOCKEY**

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

COST 10**DEAD TO RIGHTS**

Spend 1 Destiny Point to add additional damage equal to half Agility (rounded up) to one hit of successful attack made with ship or vehicle-mounted weaponry.

COST 10**GALAXY MAPPER**

Remove ■ per rank of Galaxy Mapper from all Astrogation checks. Astrogation checks take half normal time.

COST 10**RAPID RECOVERY**

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

COST 10**IMPROVED FULL THROTTLE**

Suffer 1 strain to attempt Full throttle as a maneuver and decrease its difficulty to Average (◆◆).

COST 15**IMPROVED DEAD TO RIGHTS**

Spend 1 Destiny Point to add additional damage equal to Agility (rounded up) to one hit of successful attack made with ship or vehicle-mounted weaponry.

COST 15**GRIT**

Gain +1 strain threshold.

COST 15**NATURAL PILOT**

Once per session, may re-roll any 1 Piloting (Space) or Gunnery check.

COST 15**GRIT**

Gain +1 strain threshold.

COST 20**SUPREME FULL THROTTLE**

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

COST 20**TRICKY TARGET**

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

COST 20**DEFENSIVE DRIVING**

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

COST 20**MASTER PILOT**

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

COST 25**DEDICATION**

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

COST 25**TOUGHENED**

Gain +2 wound threshold.

COST 25**BRILLIANT EVASION**

Once per encounter may take Brilliant Evasion action; select 1 opponent and make Opposed Piloting (Planetary or Space) check to stop opponent from attacking character for rounds equal to Agility.

COST 25*SIGNATURE ABILITY*



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

BLACK MARKET CONTACTS

When purchasing illegal goods, may reduce rarity by 1 per rank of Black Market Contacts, increasing cost by 50 percent of base cost per reduction.

COST 5**TOUGHENED**

Gain +2 wound threshold.

COST 5**GEARHEAD**

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

COST 5**LARGER PROJECT**

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

COST 5**GRIT**

Gain +1 strain threshold.

COST 10**FANCY PAIN JOB**

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

COST 10**SIGNATURE VEHICLE**

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

COST 10**LARGER PROJECT**

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

COST 10**BLACK MARKET CONTACTS**

When purchasing illegal goods, may reduce rarity by 1 per rank of Black Market Contacts, increasing cost by 50 percent of base cost per reduction.

COST 15**OVERSTOCKED AMMO**

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

COST 15**TUNED MANEUVERING THRUSTERS**

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

COST 15**BOLSTERED ARMOR**

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

COST 15**TOUGHENED**

Gain +2 wound threshold.

COST 20**CUSTOMIZED COOLING UNIT**

Increase the system strain threshold of Signature Vehicle by 2 per rank of Customized Cooling Unit.

COST 20**GEARHEAD**

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

COST 20**FORTIFIED VACUUM SEAL**

Increase the hull trauma threshold of Signature Vehicle by 1 per rank of Fortified Vacuum Seal.

COST 20**DEDICATION**

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

COST 25**TUNED MANEUVERING THRUSTERS**

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

COST 25**NOT TODAY**

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

COST 25**REINFORCED FRAME**

Signature Vehicle gains Massive 1: when making an attack targeting the ship or vehicle, the Critical rating of any weapon used counts as 1 higher.

COST 25*SIGNATURE ABILITY*

SIGNATURE ABILITY

ATTACHED TO

THIS ONE IS MINE BASE ABILITY

Once per game session, when piloting a starship or vehicle, the character may spend 2 Destiny Points to challenge another starship or vehicle in the battle with equal silhouette. For 2 rounds, the two ships 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.

COST 30

CHANGE SILHOUETTE

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

COST 10

DURATION

This One Is Mine lasts for 1 additional round.

COST 10

DURATION

This One Is Mine lasts for 1 additional round.

COST 10

EVASION

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

COST 10

CHANGE SILHOUETTE

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

COST 15

FREQUENCY

This One Is Mine may be used twice per game session.

COST 15

DESTINY

This One Is Mine costs 1 Destiny Point instead of 2.

COST 15

EVASION

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

COST 15

SIGNATURE ABILITY

ATTACHED TO

UNMATCHED SURVIVABILITY BASE ABILITY

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

COST 30

CHANGE SILHOUETTE

Unmatched Survivability affects ships or vehicles with 1 greater silhouette.

COST 10

FREQUENCY

Unmatched Survivability may be used twice per game session.

COST 10

DURABILITY

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

COST 10

DURABILITY

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

COST 10

CHANGE SILHOUETTE

Unmatched Survivability affects ships or vehicles with 1 greater silhouette.

COST 15

DESTINY

Unmatched Survivability costs 1 Destiny Point instead of 2.

COST 15

DURATION

Unmatched Survivability lasts until the end of the encounter.

COST 15

REINFORCEMENT

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

COST 15