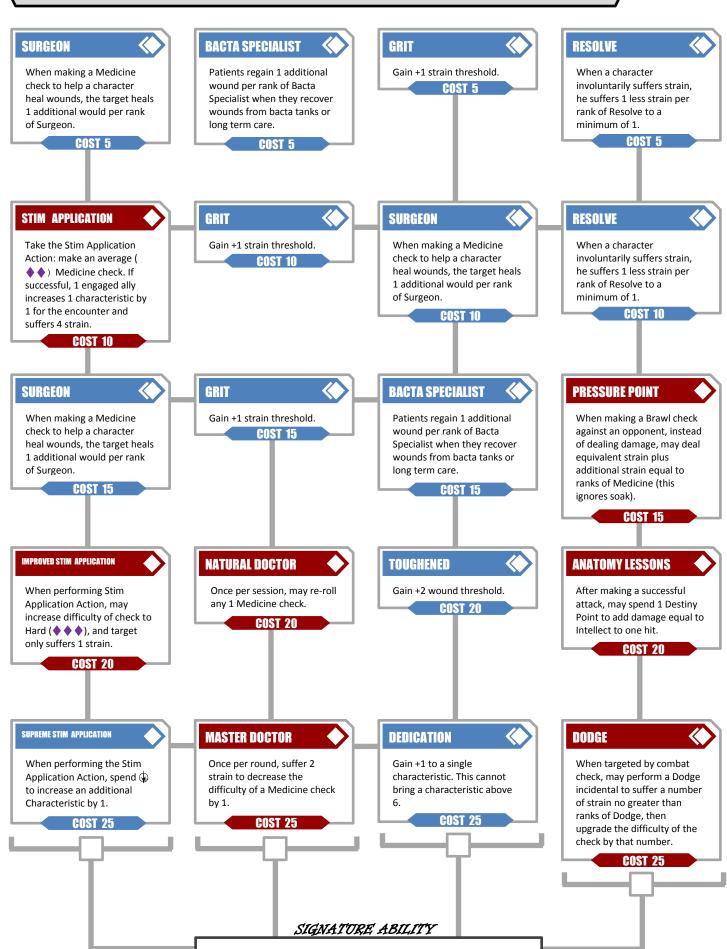
DOCTOR



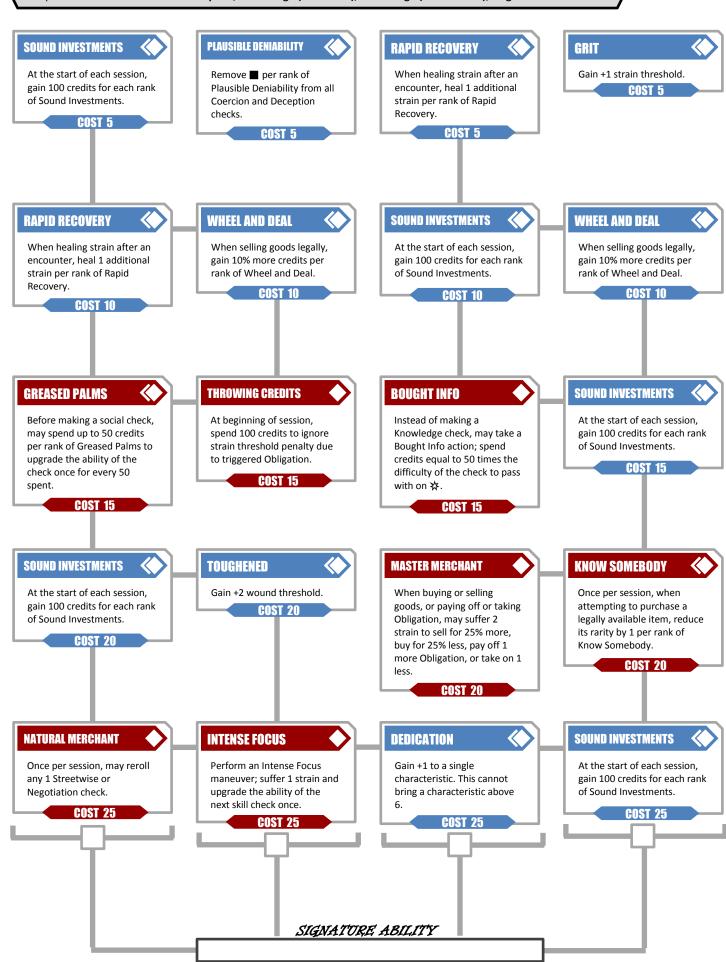
Doctor Bonus Career Skills: Cool, Knowledge (Education), Medicine, Resilience



ENTREPRENEUR



Entrepreneur Bonus Career Skills: Discipline, Knowledge (Education), Knowledge (Underworld), Negotiation



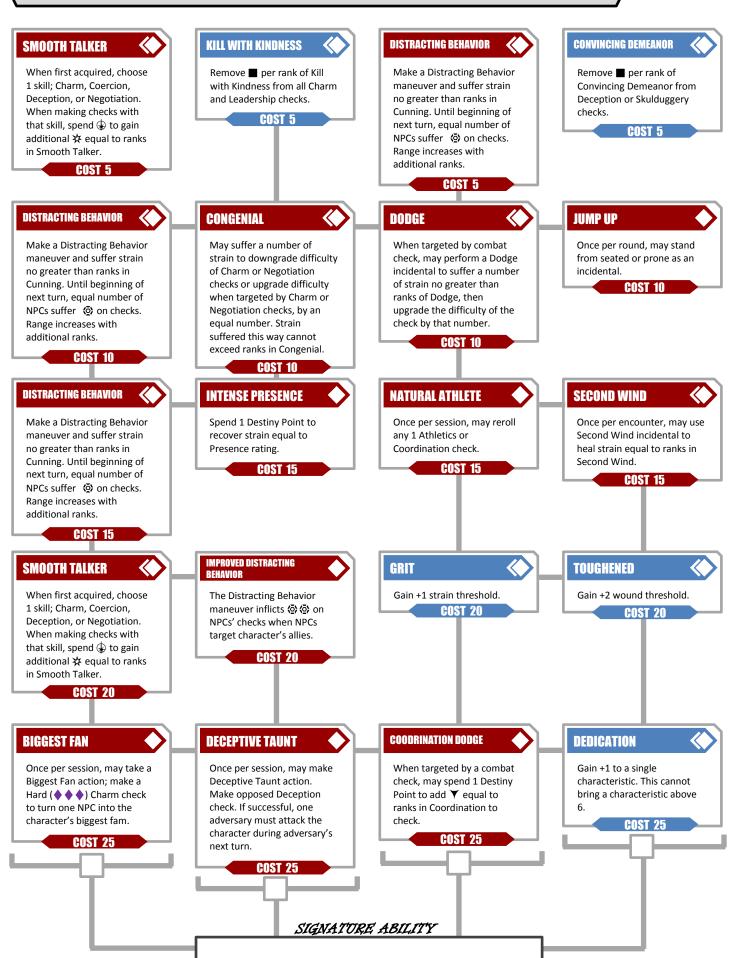
RANKED

COLONIST MARSHAL Marshal Bonus Career Skills: Coercion, Knowledge (Underworld), Ranged (Light), Vigilance HARD HEADED **STREET SMARTS** GRIT TOUGHENED When staggered or Gain +1 strain threshold. Remove per rank of Street Gain +2 wound threshold. disoriented, perform the COST 5 Smarts from Streetwise or COST 5 Hard Headed action; make a Knowledge (Underworld) Daunting ($\blacklozenge \diamondsuit \diamondsuit$) checks. Discipline check to remove COST 5 status. Difficulty reduced per rank of Hard Headed. COST 5 DURABLE GOOD COP $\langle \langle \rangle$ BAD COP **OUICK DRAW** May reduce any Critical May spend 😲 😲 from May spend 😲 😲 from a Once per round, draw or Injury suffered by 10 per rank Charm or Negotiation check Deception or Coercion check holster a weapon or of Durable to a minimum of to upgrade ability of a single to upgrade ability of a single accessible item as an ally's subsequent Social ally's subsequent Social incidental. 1. Interaction check against the Interaction check against the **COST 10 COST 10** target a number of times target a number of times equal to ranks in Good Cop. equal to ranks in Bad Cop. **COST 10 COST 10** HARD HEADED GRIT **GOOD COP POINT BLANK** When staggered or Gain +1 strain threshold. May spend 😲 😲 from Add 1 damage per rank of disoriented, perform the Charm or Negotiation check Point Blank to damage of one **COST 15** Hard Headed action; make a to upgrade ability of a single hit of successful attack while using Ranged (Heavy) or Daunting (ally's subsequent Social Ranged (Light) skills at close Discipline check to remove Interaction check against the status. Difficulty reduced per target a number of times range or engaged. rank of Hard Headed. equal to ranks in Good Cop. COST 15 **COST 15 COST 15 UNRELENTING SKEPTIC** BAD COP **POINT BLANK** DURABLE May reduce any Critical When targeted by a May spend 😲 😲 from a Add 1 damage per rank of Injury suffered by 10 per rank Deception check, the Point Blank to damage of one Deception or Coercion check of Durable to a minimum of character automatically adds to upgrade ability of a single hit of successful attack while 1. ▼ to the check equal to ally's subsequent Social using Ranged (Heavy) or Ranged (Light) skills at close ranks in Vigilance. Interaction check against the COST 20 target a number of times range or engaged. **COST 20** equal to ranks in Bad Cop. COST 20 **COST 20 IMPROVED UNRELENTING IMPROVED HARD HEADED** DEDICATION NATURAL MARKSMAN SKEPTIC When incapacitated due to When targeted by a Gain +1 to a single Once per session, may re-roll strain exceeding threshold, Deception check that fails. characteristic. This cannot any 1 Ranged (Light) or may take a more difficult may spend 1 Destiny Point to bring a characteristic above Ranged (Heavy) check. Hard Headed action to add 🐨 to result. 6. **COST 25** reduce strain to 1 below COST 25 COST 25 threshold. **COST 25**

PERFORMER



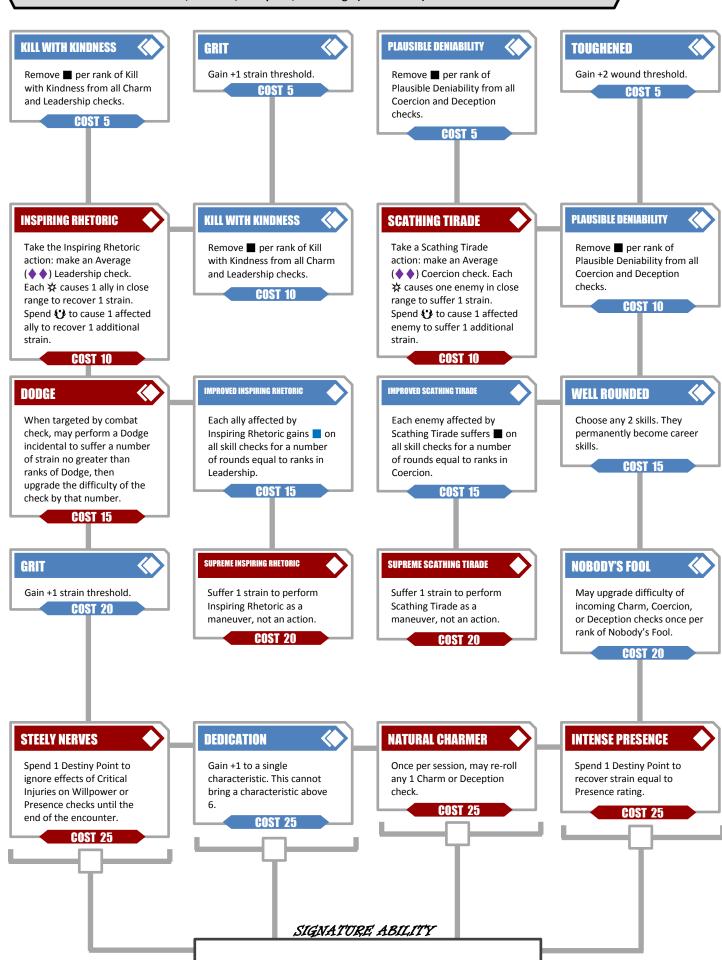
Performer Bonus Career Skills: Charm, Coordination, Deception, Melee



POLITICO



Politico Bonus Career Skills: Charm, Coercion, Deception, Knowledge (Core Worlds)

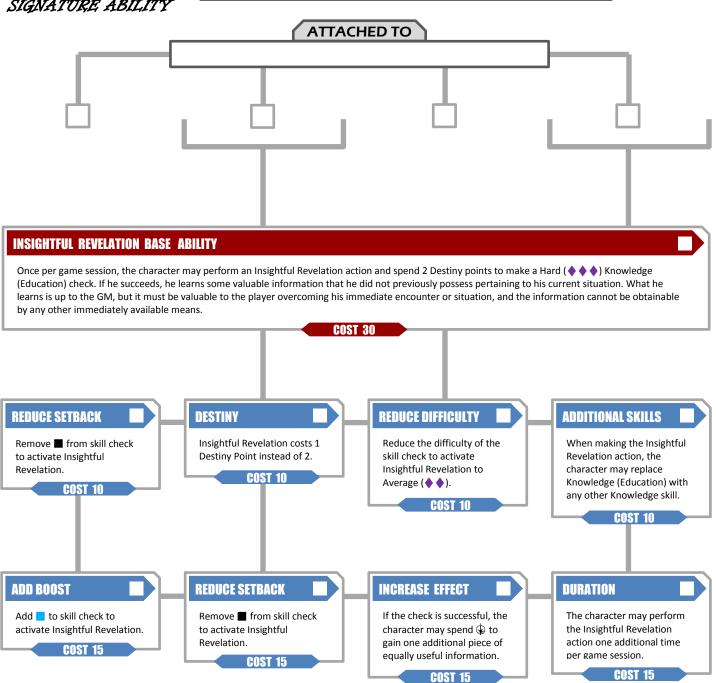


SCHOLAR



Scholar Bonus Career Skills: Knowledge (Outer Rim), Knowledge (Underworld), Knowledge (Xenology), Perception **RESPECTED SCHOLAR SPEAKS BINARY** GRIT BRACE May downgrade difficulty of When directing NPC droids, Gain +1 strain threshold. Perform a Brace maneuver to checks to interact with may grant them per rank COST 5 remove per rank of Brace institutes of learning by one of Speaks Binary on checks. from next Action. This may level per rank of Respected only remove 🔳 added by COST 5 Scholar. environmental circumstances. COST 5 COST 5 RESEARCHER **RESPECTED SCHOLAR** RESOLVE RESEARCHER May downgrade difficulty of When a character Removes per rank of Removes per rank of checks to interact with involuntarily suffers strain, Researcher from all Researcher from all Knowledge checks. institutes of learning by one he suffers 1 less strain per Knowledge checks. Researching a subject takes level per rank of Respected rank of Resolve to a Researching a subject takes half the time. Scholar. minimum of 1. half the time. COST 10 **COST 10** COST 10 **COST 10** KNOWLEDGE SPECIALIZATION CODEBREAKER NATURAL SCHOLAR WELL ROUNDED When acquired, choose 1 Once per session, may re-roll Choose any 2 skills. They Remove E per rank in Codebreaker from checks to Knowledge skill. When any 1 Knowledge skill check. permanently become career making that skill check, may skills. break codes or decrypt **COST 15** spend result to gain communications. Decrease COST 15 difficulty of checks to break additional successes equal to ranks in Knowledge codes or decrypt communications by 1. Specialization. COST 15 COST 15 KNOWLEDGE SPECIALIZATION CONFIDENCE **INTENSE FOCUS** RESOLVE When acquired, choose 1 May decrease difficulty of Perform an Intense Focus When a character involuntarily suffers strain, Knowledge skill. When maneuver; suffer 1 strain and Discipline checks to avoid making that skill check, may upgrade the ability of the fear by 1 per rank of he suffers 1 less strain per spend result to gain next skill check once. Confidence. rank of Resolve to a minimum of 1. additional successes equal to COST 20 **COST 20** ranks in Knowledge **COST 20** Specialization. **COST 20 MENTAL FORTRESS** DEDICATION TOUGHENED **STROKE OF GENIUS** Spend 1 Destiny Point to Gain +1 to a single Gain +2 wound threshold. Once per session, make one skill check using Intellect ignore effects of Critical characteristic. This cannot **COST 25** rather than the characteristic Injuries on Intellect or bring a characteristic above linked to that skill. Cunning checks until end of 6. encounter. **COST 25** COST 25 COST 25

INSIGHTFUL REVELATION



UNMATCHED EXPERTISE

