COLONIST

DOCTOR

PASSIVE
ACTIVE
RANKED

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

SURGEON
When making a Medicine check to help a character heal wounds, the target heals 1 additional would per rank of Surgeon.
COST 5

BACTA SPECIALIST
Patients regain 1 additional wound per rank of Bacta Specialist when they recover wounds from bacta tanks or long term care.
COST 5

GRIT
Gain +1 strain threshold.
COST 5

RESOLVE
When a character involuntarily suffers strain, he suffers 1 less strain per rank of Resolve to a minimum of 1.
COST 5

STIM APPLICATION
Take the Stim Application Action: make an average (◆◆) Medicine check. If successful, 1 engaged ally increases 1 characteristic by 1 for the encounter and suffers 4 strain.
COST 10

GRIT
Gain +1 strain threshold.
COST 10

SURGEON
When making a Medicine check to help a character heal wounds, the target heals 1 additional would per rank of Surgeon.
COST 10

RESOLVE
When a character involuntarily suffers strain, he suffers 1 less strain per rank of Resolve to a minimum of 1.
COST 10

SURGEON
When making a Medicine check to help a character heal wounds, the target heals 1 additional would per rank of Surgeon.
COST 15

GRIT
Gain +1 strain threshold.
COST 15

BACTA SPECIALIST
Patients regain 1 additional wound per rank of Bacta Specialist when they recover wounds from bacta tanks or long term care.
COST 15

PRESSURE POINT
When making a Brawl check against an opponent, instead of dealing damage, may deal equivalent strain plus additional strain equal to ranks of Medicine (this ignores soak).
COST 15

IMPROVED STIM APPLICATION
When performing Stim Application Action, may increase difficulty of check to Hard (◆◆◆), and target only suffers 1 strain.
COST 20

NATURAL DOCTOR
Once per session, may re-roll any 1 Medicine check.
COST 20

TOUGHENED
Gain +2 wound threshold.
COST 20

ANATOMY LESSONS
After making a successful attack, may spend 1 Destiny Point to add damage equal to Intellect to one hit.
COST 20

SUPREME STIM APPLICATION
When performing the Stim Application Action, spend ⊕ to increase an additional Characteristic by 1.
COST 25

MASTER DOCTOR
Once per round, suffer 2 strain to decrease the difficulty of a Medicine check by 1.
COST 25

DEDICATION
Gain +1 to a single characteristic. This cannot bring a characteristic above 6.
COST 25

DODGE
When targeted by combat check, may perform a Dodge incidental to suffer a number of strain no greater than ranks of Dodge, then upgrade the difficulty of the check by that number.
COST 25

SIGNATURE ABILITY

COLONIST

ENTREPRENEUR

PASSIVE
ACTIVE
RANKED

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

SOUND INVESTMENTS
At the start of each session, gain 100 credits for each rank of Sound Investments.
COST 5

PLAUSIBLE DENIABILITY
Remove ■ per rank of Plausible Deniability from all Coercion and Deception checks.
COST 5

RAPID RECOVERY
When healing strain after an encounter, heal 1 additional strain per rank of Rapid Recovery.
COST 5

GRIT
Gain +1 strain threshold.
COST 5

RAPID RECOVERY
When healing strain after an encounter, heal 1 additional strain per rank of Rapid Recovery.
COST 10

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

SOUND INVESTMENTS
At the start of each session, gain 100 credits for each rank of Sound Investments.
COST 10

WHEEL AND DEAL
When selling goods legally, gain 10% more credits per rank of Wheel and Deal.
COST 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 spent.
COST 15

THROWING CREDITS
At beginning of session, spend 100 credits to ignore strain threshold penalty due to triggered Obligation.
COST 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 on ☆.
COST 15

SOUND INVESTMENTS
At the start of each session, gain 100 credits for each rank of Sound Investments.
COST 15

SOUND INVESTMENTS
At the start of each session, gain 100 credits for each rank of Sound Investments.
COST 20

TOUGHENED
Gain +2 wound threshold.
COST 20

MASTER MERCHANT
When buying or selling goods, or paying off or taking Obligation, may suffer 2 strain to sell for 25% more, buy for 25% less, pay off 1 more Obligation, or take on 1 less.
COST 20

KNOW SOMEBODY
Once per session, when attempting to purchase a legally available item, reduce its rarity by 1 per rank of Know Somebody.
COST 20

NATURAL MERCHANT
Once per session, may reroll any 1 Streetwise or Negotiation check.
COST 25

INTENSE FOCUS
Perform an Intense Focus maneuver; suffer 1 strain and upgrade the ability of the next skill check once.
COST 25

DEDICATION
Gain +1 to a single characteristic. This cannot bring a characteristic above 6.
COST 25

SOUND INVESTMENTS
At the start of each session, gain 100 credits for each rank of Sound Investments.
COST 25

SIGNATURE ABILITY

COLONIST

MARSHAL

PASSIVE
ACTIVE
RANKED

Marshal Bonus Career Skills: **Coercion, Knowledge (Underworld), Ranged (Light), Vigilance**

HARD HEADED (Ranked)
When staggered or disoriented, perform the Hard Headed action; make a Daunting (◆◆◆◆) Discipline check to remove status. Difficulty reduced per rank of Hard Headed.
COST 5

GRIT (Passive)
Gain +1 strain threshold.
COST 5

STREET SMARTS (Passive)
Remove ■ per rank of Street Smarts from Streetwise or Knowledge (Underworld) checks.
COST 5

TOUGHENED (Passive)
Gain +2 wound threshold.
COST 5

DURABLE (Passive)
May reduce any Critical Injury suffered by 10 per rank of Durable to a minimum of 1.
COST 10

GOOD COP (Passive)
May spend ☯☯ from Charm or Negotiation check to upgrade ability of a single ally's subsequent Social Interaction check against the target a number of times equal to ranks in Good Cop.
COST 10

BAD COP (Passive)
May spend ☯☯ from a Deception or Coercion check to upgrade ability of a single ally's subsequent Social Interaction check against the target a number of times equal to ranks in Bad Cop.
COST 10

QUICK DRAW (Ranked)
Once per round, draw or holster a weapon or accessible item as an incidental.
COST 10

HARD HEADED (Ranked)
When staggered or disoriented, perform the Hard Headed action; make a Daunting (◆◆◆◆) Discipline check to remove status. Difficulty reduced per rank of Hard Headed.
COST 15

GRIT (Passive)
Gain +1 strain threshold.
COST 15

GOOD COP (Passive)
May spend ☯☯ from Charm or Negotiation check to upgrade ability of a single ally's subsequent Social Interaction check against the target a number of times equal to ranks in Good Cop.
COST 15

POINT BLANK (Ranked)
Add 1 damage per rank of Point Blank to damage of one hit of successful attack while using Ranged (Heavy) or Ranged (Light) skills at close range or engaged.
COST 15

DURABLE (Passive)
May reduce any Critical Injury suffered by 10 per rank of Durable to a minimum of 1.
COST 20

UNRELENTING SKEPTIC (Passive)
When targeted by a Deception check, the character automatically adds ▼ to the check equal to ranks in Vigilance.
COST 20

BAD COP (Passive)
May spend ☯☯ from a Deception or Coercion check to upgrade ability of a single ally's subsequent Social Interaction check against the target a number of times equal to ranks in Bad Cop.
COST 20

POINT BLANK (Ranked)
Add 1 damage per rank of Point Blank to damage of one hit of successful attack while using Ranged (Heavy) or Ranged (Light) skills at close range or engaged.
COST 20

IMPROVED HARD HEADED (Ranked)
When incapacitated due to strain exceeding threshold, may take a more difficult Hard Headed action to reduce strain to 1 below threshold.
COST 25

IMPROVED UNRELENTING SKEPTIC (Ranked)
When targeted by a Deception check that fails, may spend 1 Destiny Point to add ▽ to result.
COST 25

DEDICATION (Passive)
Gain +1 to a single characteristic. This cannot bring a characteristic above 6.
COST 25

NATURAL MARKSMAN (Ranked)
Once per session, may re-roll any 1 Ranged (Light) or Ranged (Heavy) check.
COST 25

SIGNATURE ABILITY

COLONIST

PERFORMER

PASSIVE
ACTIVE
RANKED

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

SMOOTH TALKER
When first acquired, choose 1 skill; Charm, Coercion, Deception, or Negotiation. When making checks with that skill, spend ⨁ to gain additional ✲ equal to ranks in Smooth Talker.
COST 5

KILL WITH KINDNESS
Remove ■ per rank of Kill with Kindness from all Charm and Leadership checks.
COST 5

DISTRACTING BEHAVIOR
Make a Distracting Behavior maneuver and suffer strain no greater than ranks in Cunning. Until beginning of next turn, equal number of NPCs suffer ⚙ on checks. Range increases with additional ranks.
COST 5

CONVINCING DEMEANOR
Remove ■ per rank of Convincing Demeanor from Deception or Skulduggery checks.
COST 5

DISTRACTING BEHAVIOR
Make a Distracting Behavior maneuver and suffer strain no greater than ranks in Cunning. Until beginning of next turn, equal number of NPCs suffer ⚙ on checks. Range increases with additional ranks.
COST 10

CONGENIAL
May suffer a number of strain to downgrade difficulty of Charm or Negotiation checks or upgrade difficulty when targeted by Charm or Negotiation checks, by an equal number. Strain suffered this way cannot exceed ranks in Congenial.
COST 10

DODGE
When targeted by combat check, may perform a Dodge incidental to suffer a number of strain no greater than ranks of Dodge, then upgrade the difficulty of the check by that number.
COST 10

JUMP UP
Once per round, may stand from seated or prone as an incidental.
COST 10

DISTRACTING BEHAVIOR
Make a Distracting Behavior maneuver and suffer strain no greater than ranks in Cunning. Until beginning of next turn, equal number of NPCs suffer ⚙ on checks. Range increases with additional ranks.
COST 15

INTENSE PRESENCE
Spend 1 Destiny Point to recover strain equal to Presence rating.
COST 15

NATURAL athlete
Once per session, may reroll any 1 Athletics or Coordination check.
COST 15

SECOND WIND
Once per encounter, may use Second Wind incidental to heal strain equal to ranks in Second Wind.
COST 15

SMOOTH TALKER
When first acquired, choose 1 skill; Charm, Coercion, Deception, or Negotiation. When making checks with that skill, spend ⨁ to gain additional ✲ equal to ranks in Smooth Talker.
COST 20

IMPROVED DISTRACTING BEHAVIOR
The Distracting Behavior maneuver inflicts ⚙⚙ on NPCs' checks when NPCs target character's allies.
COST 20

GRIT
Gain +1 strain threshold.
COST 20

TOUGHENED
Gain +2 wound threshold.
COST 20

BIGGEST FAN
Once per session, may take a Biggest Fan action; make a Hard (◆◆◆) Charm check to turn one NPC into the character's biggest fam.
COST 25

DECEPTIVE TAUNT
Once per session, may make Deceptive Taunt action. Make opposed Deception check. If successful, one adversary must attack the character during adversary's next turn.
COST 25

COODRINATION DODGE
When targeted by a combat check, may spend 1 Destiny Point to add ▼ equal to ranks in Coordination to check.
COST 25

DEDICATION
Gain +1 to a single characteristic. This cannot bring a characteristic above 6.
COST 25

SIGNATURE ABILITY

COLONIST

POLITICO

PASSIVE
ACTIVE
RANKED

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

KILL WITH KINDNESS
Remove ■ per rank of Kill with Kindness from all Charm and Leadership checks.
COST 5

GRIT
Gain +1 strain threshold.
COST 5

PLAUSIBLE DENIABILITY
Remove ■ per rank of Plausible Deniability from all Coercion and Deception checks.
COST 5

TOUGHENED
Gain +2 wound threshold.
COST 5

INSPIRING RHETORIC
Take the Inspiring Rhetoric action: make an Average (◆◆) Leadership check. Each ✲ causes 1 ally in close range to recover 1 strain. Spend Ⓐ to cause 1 affected ally to recover 1 additional strain.
COST 10

KILL WITH KINDNESS
Remove ■ per rank of Kill with Kindness from all Charm and Leadership checks.
COST 10

SCATHING TIRADE
Take a Scathing Tirade action: make an Average (◆◆) Coercion check. Each ✲ causes one enemy in close range to suffer 1 strain. Spend Ⓐ to cause 1 affected enemy to suffer 1 additional strain.
COST 10

PLAUSIBLE DENIABILITY
Remove ■ per rank of Plausible Deniability from all Coercion and Deception checks.
COST 10

DODGE
When targeted by combat check, may perform a Dodge incidental to suffer a number of strain no greater than ranks of Dodge, then upgrade the difficulty of the check by that number.
COST 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.
COST 15

IMPROVED SCATHING TIRADE
Each enemy affected by Scathing Tirade suffers ■ on all skill checks for a number of rounds equal to ranks in Coercion.
COST 15

WELL ROUNDED
Choose any 2 skills. They permanently become career skills.
COST 15

GRIT
Gain +1 strain threshold.
COST 20

SUPREME INSPIRING RHETORIC
Suffer 1 strain to perform Inspiring Rhetoric as a maneuver, not an action.
COST 20

SUPREME SCATHING TIRADE
Suffer 1 strain to perform Scathing Tirade as a maneuver, not an action.
COST 20

NOBODY'S FOOL
May upgrade difficulty of incoming Charm, Coercion, or Deception checks once per rank of Nobody's Fool.
COST 20

STEELY NERVES
Spend 1 Destiny Point to ignore effects of Critical Injuries on Willpower or Presence checks until the end of the encounter.
COST 25

DEDICATION
Gain +1 to a single characteristic. This cannot bring a characteristic above 6.
COST 25

NATURAL CHARMER
Once per session, may re-roll any 1 Charm or Deception check.
COST 25

INTENSE PRESENCE
Spend 1 Destiny Point to recover strain equal to Presence rating.
COST 25

SIGNATURE ABILITY

COLONIST

SCHOLAR

PASSIVE
ACTIVE
RANKED

Scholar Bonus Career Skills: **Knowledge (Outer Rim), Knowledge (Underworld), Knowledge (Xenology), Perception**

RESPECTED SCHOLAR
May downgrade difficulty of checks to interact with institutes of learning by one level per rank of Respected Scholar.
COST 5

SPEAKS BINARY
When directing NPC droids, may grant them ■ per rank of Speaks Binary on checks.
COST 5

GRIT
Gain +1 strain threshold.
COST 5

BRACE
Perform a Brace maneuver to remove ■ per rank of Brace from next Action. This may only remove ■ added by environmental circumstances.
COST 5

RESEARCHER
Removes ■ per rank of Researcher from all Knowledge checks. Researching a subject takes half the time.
COST 10

RESPECTED SCHOLAR
May downgrade difficulty of checks to interact with institutes of learning by one level per rank of Respected Scholar.
COST 10

RESOLVE
When a character involuntarily suffers strain, he suffers 1 less strain per rank of Resolve to a minimum of 1.
COST 10

RESEARCHER
Removes ■ per rank of Researcher from all Knowledge checks. Researching a subject takes half the time.
COST 10

CODEBREAKER
Remove ■ per rank in Codebreaker from checks to break codes or decrypt communications. Decrease difficulty of checks to break codes or decrypt communications by 1.
COST 15

KNOWLEDGE SPECIALIZATION
When acquired, choose 1 Knowledge skill. When making that skill check, may spend ⊕ result to gain additional successes equal to ranks in Knowledge Specialization.
COST 15

NATURAL SCHOLAR
Once per session, may re-roll any 1 Knowledge skill check.
COST 15

WELL ROUNDED
Choose any 2 skills. They permanently become career skills.
COST 15

KNOWLEDGE SPECIALIZATION
When acquired, choose 1 Knowledge skill. When making that skill check, may spend ⊕ result to gain additional successes equal to ranks in Knowledge Specialization.
COST 20

INTENSE FOCUS
Perform an Intense Focus maneuver; suffer 1 strain and upgrade the ability of the next skill check once.
COST 20

CONFIDENCE
May decrease difficulty of Discipline checks to avoid fear by 1 per rank of Confidence.
COST 20

RESOLVE
When a character involuntarily suffers strain, he suffers 1 less strain per rank of Resolve to a minimum of 1.
COST 20

STROKE OF GENIUS
Once per session, make one skill check using Intellect rather than the characteristic linked to that skill.
COST 25

MENTAL FORTRESS
Spend 1 Destiny Point to ignore effects of Critical Injuries on Intellect or Cunning checks until end of encounter.
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

SIGNATURE ABILITY

COLONIST

INSIGHTFUL REVELATION

SIGNATURE ABILITY

ATTACHED TO

INSIGHTFUL REVELATION BASE ABILITY

Once per game session, the character may perform an Insightful Revelation action and spend 2 Destiny points to make a Hard (♦♦♦) Knowledge (Education) check. If he succeeds, he learns some valuable information that he did not previously possess pertaining to his current situation. What he learns is up to the GM, but it must be valuable to the player overcoming his immediate encounter or situation, and the information cannot be obtainable by any other immediately available means.

COST 30

REDUCE SETBACK

Remove ■ from skill check to activate Insightful Revelation.

COST 10

DESTINY

Insightful Revelation costs 1 Destiny Point instead of 2.

COST 10

REDUCE DIFFICULTY

Reduce the difficulty of the skill check to activate Insightful Revelation to Average (♦♦).

COST 10

ADDITIONAL SKILLS

When making the Insightful Revelation action, the character may replace Knowledge (Education) with any other Knowledge skill.

COST 10

ADD BOOST

Add ■ to skill check to activate Insightful Revelation.

COST 15

REDUCE SETBACK

Remove ■ from skill check to activate Insightful Revelation.

COST 15

INCREASE EFFECT

If the check is successful, the character may spend ⨁ to gain one additional piece of equally useful information.

COST 15

DURATION

The character may perform the Insightful Revelation action one additional time per game session.

COST 15

COLONIST

UNMATCHED EXPERTISE

SIGNATURE ABILITY

ATTACHED TO

UNMATCHED EXPERTISE BASE ABILITY

Once per game session as an action, the character may spend two Destiny Points to reduce the difficulty of all career skill checks he makes by one to a minimum of Easy for the remainder of the encounter.

COST 30

REDUCE SETBACK

Remove ■ from career skill checks made while Unmatched Expertise is activated.

COST 10

ACTIVATION

Activate Unmatched Expertise as a maneuver instead of as an action.

COST 10

ACTIVATION

Activate Unmatched Expertise as an Incidental instead of as a maneuver.

COST 10

REDUCE SETBACK

Remove ■ from career skill checks made while Unmatched Expertise is activated.

COST 10

REDUCE DIFFICULTY

Reduce the difficulty of career skill checks by 2 instead of 1.

COST 15

SUPERIOR REDUCTION

Once per session, while Unmatched Expertise is activated, may reduce the difficulty of one non-career skill.

COST 15

DESTINY

Unmatched Expertise costs 1 Destiny Point to activate instead of 2.

COST 15

REDUCE DIFFICULTY

The difficulty of all career skill checks is reduced to a minimum of Simple instead of Easy.

COST 15