



Bonus Career Skills: Coercion, Deception, Negotiation, Vigilance

PLAUSIBLE DENIABILITY

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

COST 5

NOBODY'S FOOL

May upgrade difficulty of incoming Charm, Coercion, or Deception checks once per rank of Nobody's Fool.

COST 5

GRIT

Gain +1 strain threshold.

COST 5

CONFIDENCE

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

COST 5

DISCREDIT

Once per encounter, take the Discredit action, make a Hard (◆◆◆) Deception check to upgrade the difficulty of one character's social checks once, plus once for every ☹☹, until the end of the encounter.

COST 10

PLAUSIBLE DENIABILITY

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

COST 10

SUPPORTING EVIDENCE

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

COST 10

NOBODY'S FOOL

May upgrade difficulty of incoming Charm, Coercion, or Deception checks once per rank of Nobody's Fool.

COST 10

TWISTED WORDS

When an incoming social check generates ☹☹ or ☹, may suffer 1 strain as an incidental to inflict strain equal to ranks in Coercion on speaker.

COST 15

IMPROVED PLAUSIBLE DENIABILITY

Take an Improved Plausible Deniability action: make a Hard (◆◆◆) Coercion check to convince one bystander per rank of Plausible Deniability to depart quietly.

COST 15

GRIT

Gain +1 strain threshold.

COST 15

ENCOURAGING WORDS

After an engaged ally fails a check, may suffer 1 strain to assist that ally's next check this encounter as an out of turn Incidental.

COST 15

PLAUSIBLE DENIABILITY

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

COST 20

GRIT

Gain +1 strain threshold.

COST 20

SUPPORTING EVIDENCE

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

COST 20

GRIT

Gain +1 strain threshold.

COST 20

BLACKMAIL

When an NPC exceeds his strain threshold, may spend 1 Destiny Point to convince that NPC to perform a single task of choice instead.

COST 25

DEDICATION

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

COST 25

INTERJECTION

After another character makes a social check, suffer 3 strain to take an Interjection incidental: make an Average (◆◆) Vigilance check to add ☆ or ▼ equal to ☆, and ☹ or ☹ equal to ☹ to the check.

COST 25

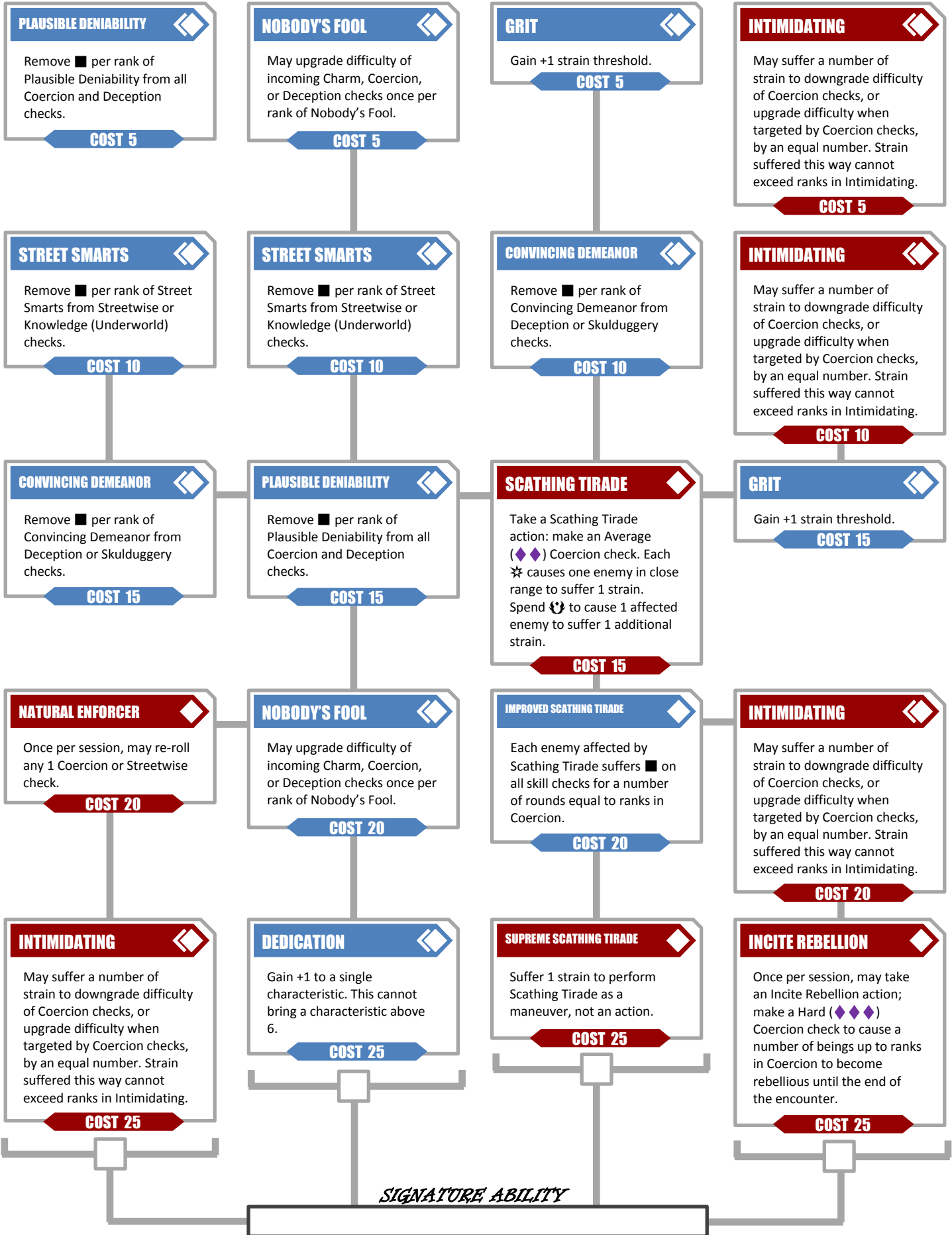
CONTINGENCY PLAN

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

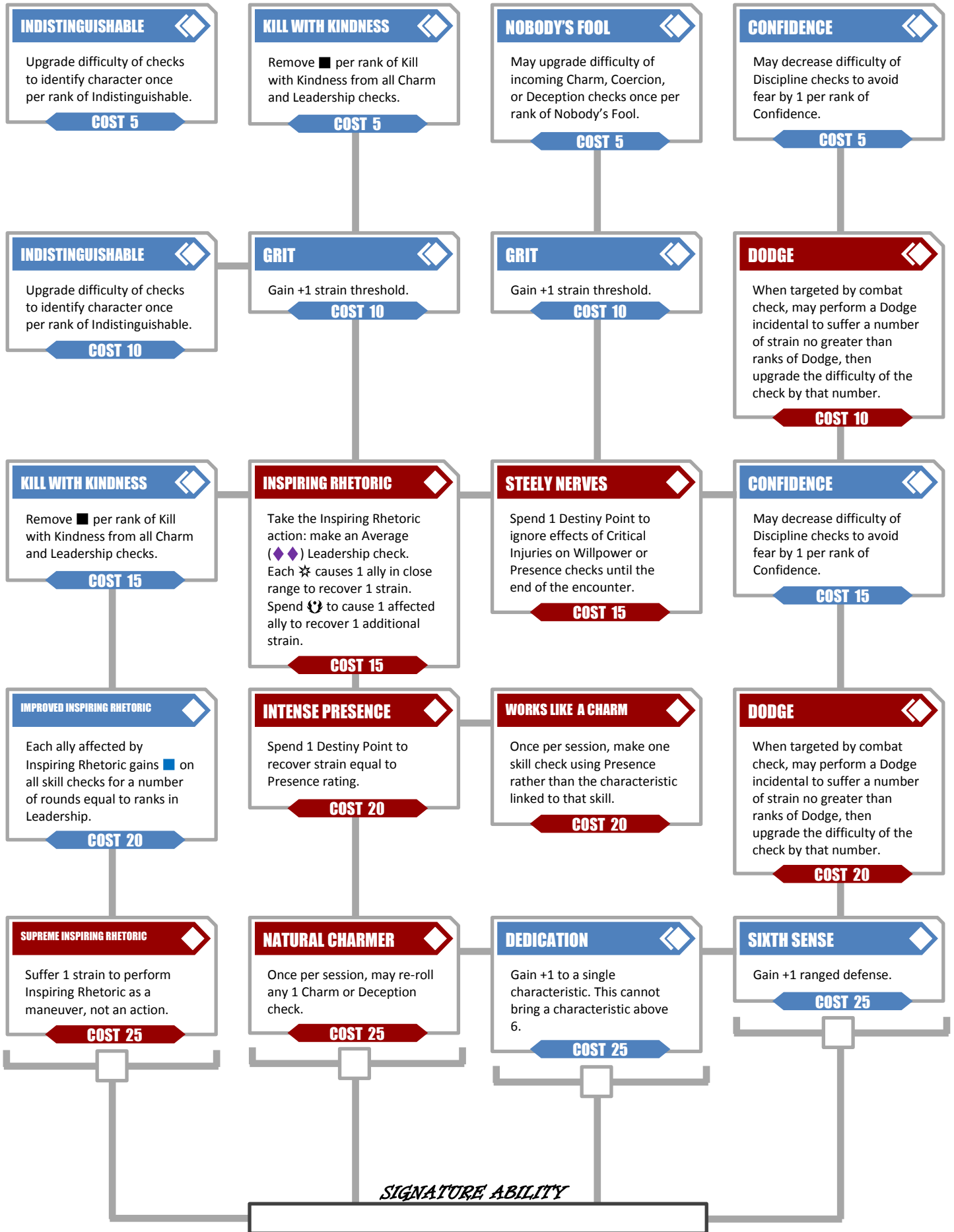
COST 25

SIGNATURE ABILITY

Agitator Bonus Career Skills: **Coercion, Deception, Knowledge (Underworld), Streetwise**



Diplomat Bonus Career Skills: Charm, Discipline, Knowledge (Core Worlds), Negotiation





Bonus Career Skills: Computers, Knowledge (Education), Knowledge (Warfare), Perception

RESEARCHER

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

COST 5

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 5

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 5

TECHNICAL APTITUDE

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

COST 5

VALUABLE FACTS

Once per encounter perform a Valuable Facts action: make an Average (◆◆) Knowledge check. If successful, add ☉ to one ally's skill check during the encounter.

COST 10

RESEARCHER

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

COST 10

SUPPORTING EVIDENCE

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

COST 10

GRIT

Gain +1 strain threshold.

COST 10

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

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 his next turn.

COST 15

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

ENCODED COMMUNIQUE

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

COST 15

GRIT

Gain +1 strain threshold.

COST 20

KNOW-IT-ALL

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

COST 20

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

NATURAL PROGRAMMER

Once per session, may re-roll any 1 Computers or Astrogation check.

COST 20

DEDICATION

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

COST 25

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 25

THOROUGH ASSESSMENT

Once per session, take a Thorough Assessment action: make a Hard (◆◆) Knowledge check to gain Boost dice equal to ☆ that can be distributed during the encounter.

COST 25

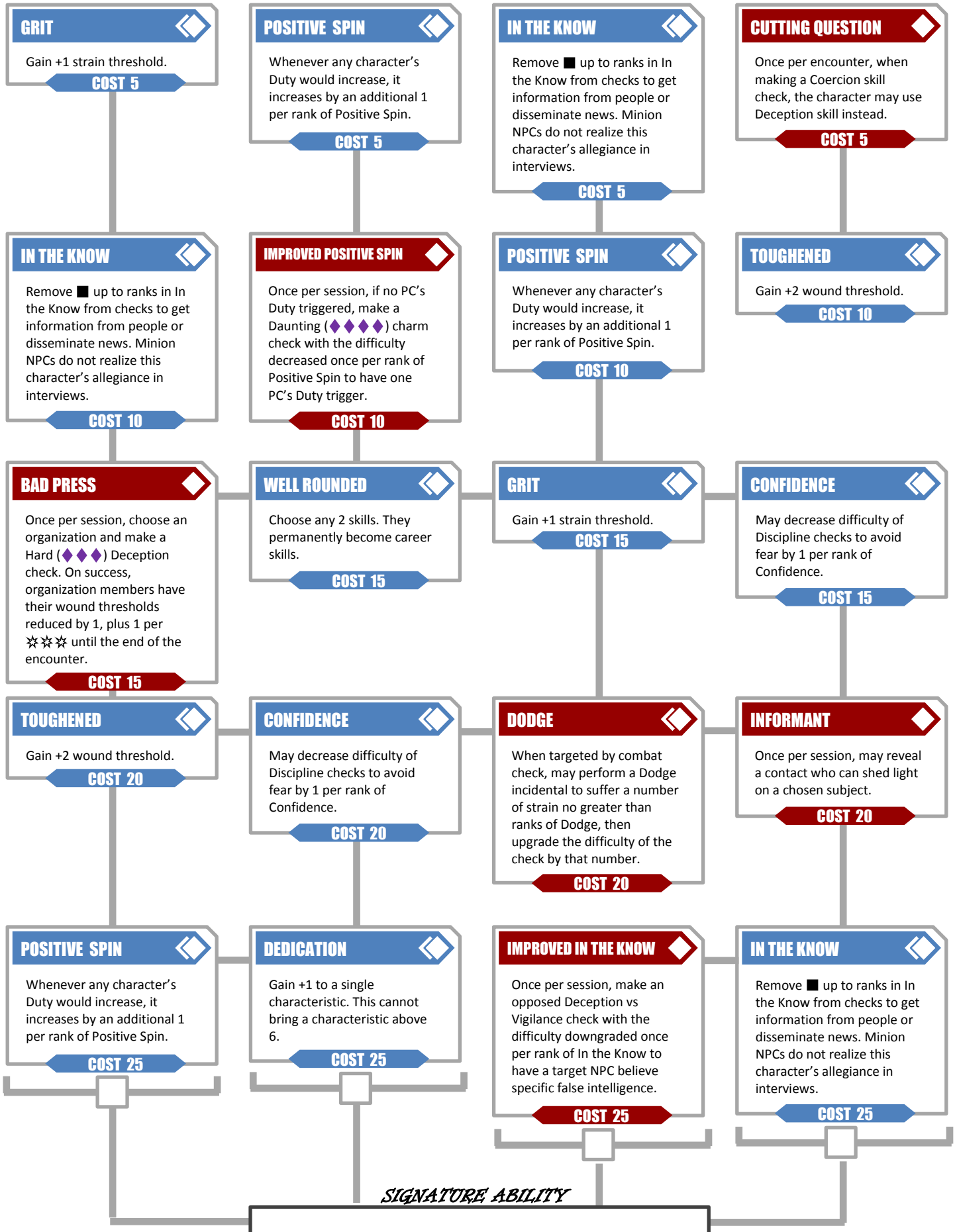
STROKE OF GENIUS

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

COST 25

SIGNATURE ABILITY

Bonus Career Skills: Charm, Deception, Knowledge (Warfare), Perception



Quartermaster Bonus Career Skills: **Computers, Negotiation, Skulduggery, Vigilance**

KNOW SOMEBODY

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

COST 5

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

WHEEL AND DEAL

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

COST 5

GRIT

Gain +1 strain threshold.

COST 5

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 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 10

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 10

TOUGHENED

Gain +2 wound threshold.

COST 10

GRIT

Gain +1 strain threshold.

COST 15

WHEEL AND DEAL

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

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

GRIT

Gain +1 strain threshold.

COST 15

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

SOUND INVESTMENTS

At the start of each session, gain 100 credits for each rank of Sound Investments.

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At the start of each session, gain 100 credits for each rank of Sound Investments.

COST 20

INTENSE FOCUS

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

COST 20

DEDICATION

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

COST 25

NATURAL NEGOTIATOR

Once per session, may re-roll any 1 Cool or Negotiation check.

COST 25

SUPERIOR REFLEXES

Gain +1 melee defense.

COST 25

TOUGHENED

Gain +2 wound threshold.

COST 25

SIGNATURE ABILITY

SIGNATURE ABILITY

ATTACHED TO

DIPLOMATIC SOLUTION BASE ABILITY

Once per game session, when a combat encounter against one or more sentient creatures is about to begin, the character may spend 2 Destiny Points and make a Daunting (◆◆◆◆) Charm check to turn the encounter into a social encounter instead.

COST 30

CHANGE SKILL

Make a Coercion check instead of a Charm check to activate Diplomatic Solution

COST 10

REDUCE SETBACK

Remove ■ from skill check to activate Diplomatic Solution.

COST 10

BOOST ALLIES

Other friendly characters gain ■ on social checks until the end of the encounter per Boost Allies Upgrade.

COST 10

CHANGE SKILL

Make a Leadership check instead of a Charm check to activate Diplomatic Solution

COST 10

ACTIVATION

May activate Diplomatic Solution at the start of any combat turn instead of only at the start of combat.

COST 15

REDUCE DIFFICULTY

Reduce the difficulty of the skill check to activate Diplomatic Solution to Hard (◆◆◆).

COST 15

DESTINY

Diplomatic Solution costs 1 Destiny Point instead of 2.

COST 15

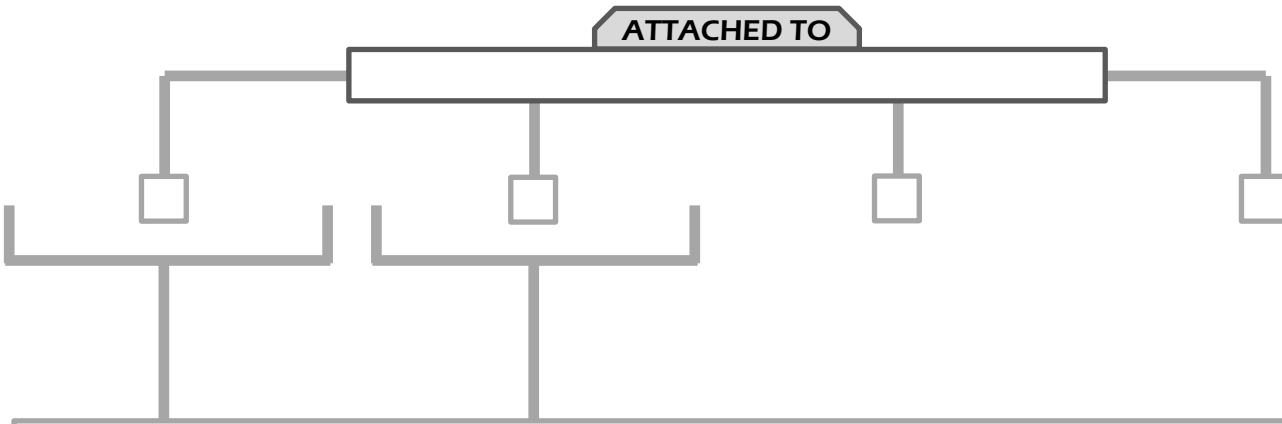
BOOST ALLIES

Other friendly characters gain ■ on social checks until the end of the encounter per Boost Allies Upgrade.

COST 15

SIGNATURE ABILITY

ATTACHED TO



UNMATCHED INSIGHT BASE ABILITY

Once per game session, during an encounter or scene involving one or more other sentient creatures, the character may spend 2 Destiny Points. The character immediately becomes aware of the emotional states and basic histories of up to 3 chosen participants in the scene.

COST 30

DISCERN MOTIVES

The character realizes the motivations of each other participant in the scene.

COST 10

INCREASE NUMBER

Increase the number of participants affected by 2 per Increased Number upgrade.

COST 10

INCREASE NUMBER

Increase the number of participants affected by 2 per Increased Number upgrade.

COST 10

FREQUENCY

Unmatched Insight may be used twice per game session.

COST 10

LEVERAGE

Choose 1 character, Upgrade the ability of all social checks once per Leverage Upgrade against that character until the end of the encounter.

COST 15

DESTINY

Unmatched Insight costs 1 Destiny Point instead of 2.

COST 15

LEVERAGE

Choose 1 character, Upgrade the ability of all social checks once per Leverage Upgrade against that character until the end of the encounter.

COST 15

SECRET

Notice one important detail that a chosen character would prefer to conceal.

COST 15