

Mechanic Bonus Career Skills: **Brawl, Mechanics, Piloting (Space), Skulduggery****GEARHEAD**

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

COST 5**TOUGHENED**

Gain +2 wound threshold.

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**SOLID REPAIRS**

The character repairs +1 hull trauma per rank of Solid Repairs whenever he repairs a starship or vehicle.

COST 5**REDUNDANT SYSTEMS**

Once per session, may take a Redundant Systems action; make an Easy (◆) Mechanics check to harvest components from a functioning device to repair a broken one without breaking the first device.

COST 10**SOLID REPAIRS**

The character repairs +1 hull trauma per rank of Solid Repairs whenever he repairs a starship or vehicle.

COST 10**GEARHEAD**

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

COST 10**GRIT**

Gain +1 strain threshold.

COST 10**SOLID REPAIRS**

The character repairs +1 hull trauma per rank of Solid Repairs whenever he repairs a starship or vehicle.

COST 15**ENDURING**

Gain +1 soak value.

COST 15**BAD MOTIVATOR**

Once per session, may take a Bad Motivator action; make a Hard (◆◆◆) Mechanics check to cause one targeted device to spontaneously fail.

COST 15**TOUGHENED**

Gain +2 wound threshold.

COST 15**CONTRAPTION**

Once per session, take Contraption action; make a Hard (◆◆◆) Mechanics check to fashion a device to solve a current problem using just the tools and parts on hand.

COST 20**SOLID REPAIRS**

The character repairs +1 hull trauma per rank of Solid Repairs whenever he repairs a starship or vehicle.

COST 20**FINE TUNING**

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

COST 20**HARD HEADED**

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 20**NATURAL TINKERER**

Once per session, may re-roll any 1 Mechanics check.

COST 25**HOLD TOGETHER**

Spend 1 Destiny Point to perform a Hold Together incidental immediately after vehicle or starship takes damage to turn it into system strain.

COST 25**DEDICATION**

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

COST 25**IMPROVED HARD HEADED**

When incapacitated due to strain exceeding threshold, may take a more difficult Hard Headed action to reduce strain to 1 below threshold.

COST 25*SIGNATURE ABILITY*

Saboteur Bonus Career Skills: **Coordination, Mechanics, Skulduggery, Stealth****RESOLVE**

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

COST 5**SECOND WIND**

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

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 5**GRIT**

Gain +1 strain threshold.

COST 10**POWERFUL BLAST**

Increase Blast damage dealt by explosives, explosive weapons, and grenades by +1 per rank of Powerful Blast.

COST 10**TOUGHENED**

Gain +2 wound threshold.

COST 10**SECOND WIND**

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

COST 10**TIME TO GO**

The character may spend 1 Destiny Point to perform a Move maneuver as an incidental to attempt to move into cover or out of the blast range of a weapon or explosion.

COST 15**RAPID RECOVERY**

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

COST 15**RESOLVE**

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

COST 15**HARD HEADED**

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**IMPROVED TIME TO GO**

When activating Time to Go, allow 1 engaged ally to also perform an out of turn Move maneuver as an incidental to attempt to move into cover or out of the blast range of a weapon or explosion.

COST 20**POWERFUL BLAST**

Increase Blast damage dealt by explosives, explosive weapons, and grenades by +1 per rank of Powerful Blast.

COST 20**SELECTIVE DETONATION**

When using a weapon with the Blast quality, spend ☹ to exclude 1 target that would be affected by the explosion, up to ranks in Selective Detonation.

COST 20**TOUGHENED**

Gain +2 wound threshold.

COST 20**DEDICATION**

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

COST 25**MASTER GRENADE**

Decrease the ☹ cost to activate the Blast quality on any weapon used by 1 to a minimum of 1.

COST 25**SELECTIVE DETONATION**

When using a weapon with the Blast quality, spend ☹ to exclude 1 target that would be affected by the explosion, up to ranks in Selective Detonation.

COST 25**IMPROVED HARD HEADED**

When incapacitated due to strain exceeding threshold, may take a more difficult Hard Headed action to reduce strain to 1 below threshold.

COST 25*SIGNATURE ABILITY*



Scientist Bonus Career Skills: **Computers, Knowledge (Education), Knowledge (Lore), Medicine**

KNOWLEDGE SPECIALIZATION

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

COST 5**RESPECTED SCHOLAR**

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

COST 5**RESEARCHER**

Removes 1 per rank of Researcher from all Knowledge checks. Researching a subject takes half the time.

COST 5**SPEAKS BINARY**

When directing NPC droids, may grant them 1 per rank of Speaks Binary on checks.

COST 5**RESEARCHER**

Removes 1 per rank of Researcher from all Knowledge checks. Researching a subject takes half the time.

COST 10**KNOWLEDGE SPECIALIZATION**

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

COST 10**HIDDEN STORAGE**

Gain hidden storage in vehicles or equipment that holds items with total encumbrance equal to ranks in Hidden Storage.

COST 10**TINKERER**

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

COST 10**RESPECTED SCHOLAR**

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

COST 15**MENTAL FORTRESS**

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

COST 15**SPEAKS BINARY**

When directing NPC droids, may grant them 1 per rank of Speaks Binary on checks.

COST 15**INVENTOR**

When constructing new items or modifying attachments, add 1 or remove 1 per rank of Inventor.

COST 15**NATURAL SCHOLAR**

Once per session, may re-roll any 1 Knowledge skill check.

COST 20**STROKE OF GENIUS**

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

COST 20**INVENTOR**

When constructing new items or modifying attachments, add 1 or remove 1 per rank of Inventor.

COST 20**TINKERER**

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

COST 20**INTENSE FOCUS**

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

COST 25**CAREFUL PLANNING**

Once per session, may introduce a "fact" into the narrative as if a Destiny Point had been spent.

COST 25**DEDICATION**

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

COST 25**UTILITY BELT**

Spend 1 Destiny Point to perform a Utility Belt incidental; produce a previously undocumented item or weapon (with restrictions) from a tool belt or satchel.

COST 25*SIGNATURE ABILITY*