



Archaeologist Bonus Career Skills: Athletics, Discipline, Knowledge (Education), Knowledge (Lore)

**WELL ROUNDED**

Choose any 2 skills. They permanently become career skills.

**COST 5****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 5****RESEARCHER**

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

**COST 5****GRIT**

Gain +1 strain threshold.

**COST 5****DURABLE**

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

**COST 10****TOUGHENED**

Gain +2 wound threshold.

**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****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 10****STUNNING BLOW**

When making Melee checks, may inflict damage as strain instead of wounds. This does not ignore soak.

**COST 15****KNOCKDOWN**

After hitting with a melee attack, may spend ⊕ to knock the target prone.

**COST 15****RESPECTED SCHOLAR**

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

**COST 15****RESEARCHER**

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

**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 20****ENDURING**

Gain +1 soak value.

**COST 20****GRIT**

Gain +1 strain threshold.

**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****PIN**

Take Pin action; make an Opposed Athletics check to immobilize an engaged opponent until the end of the character's next turn. Spend ⊕ to extend duration one round.

**COST 25****DEDICATION**

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

**COST 25****RESPECTED SCHOLAR**

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

**COST 25****MUSEUM WORTHY**

Once per session, take Museum Worthy action; make a Hard (◆◆◆◆) Knowledge (Education) check to ascertain information regarding a relic, ruin, or piece of history.

**COST 25***SIGNATURE ABILITY*





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*

Fringer Bonus Career Skills: **Astrogation, Coordination, Negotiation, Streetwise****GALAXY MAPPER**

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

**COST 5****STREET SMARTS**

Remove ■ per rank of Street Smarts from Streetwise or Knowledge (Underworld) checks.

**COST 5****RAPID RECOVERY**

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

**COST 5****STREET SMARTS**

Remove ■ per rank of Street Smarts from Streetwise or Knowledge (Underworld) checks.

**COST 5****SKILLED JOCKEY**

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

**COST 10****GALAXY MAPPER**

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

**COST 10****GRIT**

Gain +1 strain threshold.

**COST 10****TOUGHENED**

Gain +2 wound threshold.

**COST 10****MASTER STARHOPPER**

Once per round, suffer 2 strain to decrease the difficulty of next Astrogation check by 1 to a minimum of Easy (◆).

**COST 15****DEFENSIVE DRIVING**

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

**COST 15****RAPID RECOVERY**

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

**COST 15****DURABLE**

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

**COST 15****RAPID RECOVERY**

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

**COST 20****JUMP UP**

Once per round, may stand from seated or prone as an incidental.

**COST 20****GRIT**

Gain +1 strain threshold.

**COST 20****KNOCKDOWN**

After hitting with a melee attack, may spend ⚔ to knock the target prone.

**COST 20****DEDICATION**

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

**COST 25****TOUGHENED**

Gain +2 wound threshold.

**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.

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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*



Scout Bonus Career Skills: Athletics, Medicine, Piloting (Planetary), Survival

**RAPID RECOVERY**

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

**COST 5****STALKER**

Add ■ per rank of Stalker to all Stealth and Coordination checks.

**COST 5****GRIT**

Gain +1 strain threshold.

**COST 5****SHORTCUT**

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

**COST 5****FORAGER**

Remove up to ■■ from skill checks to find food, water, or shelter. Survival checks to forage take half the time.

**COST 10****QUICK STRIKE**

Add ■ per rank of Quick Strike to combat checks against targets that have not acted yet this encounter.

**COST 10****LET'S RIDE**

Once per round, may mount or dismount a vehicle or enter a cockpit or weapon station on a vehicle, as an incidental.

**COST 10****DISORIENT**

After hitting with a combat check, may spend ☹☹ to disorient target for a number of rounds equal to ranks in Disorient.

**COST 10****RAPID RECOVERY**

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

**COST 15****NATURAL HUNTER**

Once per session, may re-roll any 1 Perception or Vigilance check.

**COST 15****FAMILIAR SUNS**

Once per session, may perform a Familiar Suns maneuver; make a Hard (◆◆◆) Knowledge (Outer Rim) or (Core Worlds) check to reveal the current type of planetary environment and other useful information.

**COST 15****SHORTCUT**

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

**COST 15****GRIT**

Gain +1 strain threshold.

**COST 20****HEIGHTENED AWARENESS**

Allies within close range add ■ to Perception or Vigilance checks. Engaged allies add ■■.

**COST 20****TOUGHENED**

Gain +2 wound threshold.

**COST 20****QUICK STRIKE**

Add ■ per rank of Quick Strike to combat checks against targets that have not acted yet this encounter.

**COST 20****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****DEDICATION**

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

**COST 25****STALKER**

Add ■ per rank of Stalker to all Stealth and Coordination checks.

**COST 25****DISORIENT**

After hitting with a combat check, may spend ☹☹ to disorient target for a number of rounds equal to ranks in Disorient.

**COST 25***SIGNATURE ABILITY*



Trader Bonus Career Skills: Deception, Knowledge (Core Worlds), Knowledge (Underworld), Negotiation

**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****CONVINCING DEMEANOR**

Remove ■ per rank of Convincing Demeanor from Deception or Skulduggery checks.

**COST 5****WHEEL AND DEAL**

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

**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 10****GRIT**

Gain +1 strain threshold.

**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****TOUGHENED**

Gain +2 wound threshold.

**COST 10****KNOW SOMEBODY**

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

**COST 15****NOBODY'S FOOL**

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

**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 15****NOBODY'S FOOL**

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

**COST 15****WHEEL AND DEAL**

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

**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 20****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.

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**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 25****NATURAL NEGOTIATOR**

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

**COST 25****DEDICATION**

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

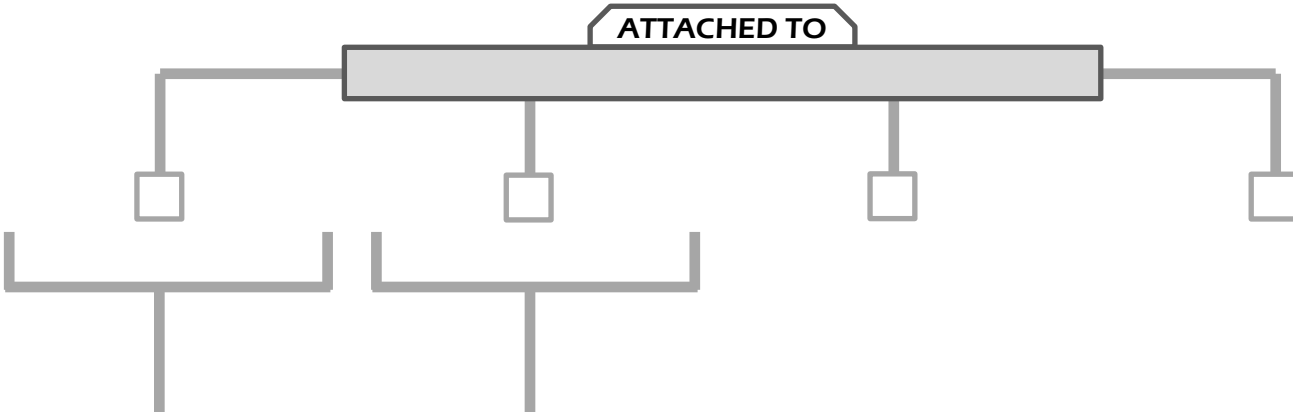
**COST 25****MASTER MERCHANT**

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 25***SIGNATURE ABILITY*

*SIGNATURE ABILITY*

ATTACHED TO



## SUDDEN DISCOVERY BASE ABILITY

Once per game session, the character may spend 2 Destiny Points to make a Hard (◆◆◆) Knowledge (Outer Rim) or Knowledge (Core Worlds) check. If he succeeds, the character can pinpoint his exact location without a map or other guide, discover a lost or hidden item or location, or identify a safe and fast path through any terrain. The exact nature of what the character is trying to accomplish, as well as the end results, must be approved by the GM.

**COST 30**

### ADD BOOST

Add ■ to skill check to activate Sudden Discovery.

**COST 10**

### REDUCE SETBACK

Remove ■ from skill check to activate Sudden Discovery.

**COST 10**

### REDUCE SETBACK

Remove ■ from skill check to activate Sudden Discovery.

**COST 10**

### CHANGE SKILL

Sudden Discovery Can be activated with the Astrogation or Survival skills.

**COST 10**

### ADD BOOST

Add ■ to skill check to activate Sudden Discovery.

**COST 15**

### REDUCE DIFFICULTY

Reduce the difficulty of the skill check to activate Sudden Discovery to Average (◆◆).

**COST 15**

### FREQUENCY

Sudden Discovery may be used twice per game session.

**COST 15**

### DESTINY

Sudden Discovery costs 1 Destiny Point instead of 2.

**COST 15**

*SIGNATURE ABILITY*

ATTACHED TO

## UNMATCHED MOBILITY BASE ABILITY

Once per game session as an incidental, the character may spend 2 Destiny Points to increase the number of maneuvers he is allowed to perform in a turn to three for the next two rounds. This third maneuver may be gained through any of the means a second maneuver is normally gained.

**COST 30**

### DURATION

Unmatched Mobility lasts for one additional round.

**COST 10**

### FREE MANEUVER

Gain one additional free maneuver while base ability is active. This does not increase per-turn maneuvers.

**COST 10**

### FREE MANEUVER

Gain one additional free maneuver while base ability is active. This does not increase per-turn maneuvers.

**COST 10**

### MELEE DEFENSE

Gain +1 melee defense while Unmatched Mobility is active.

**COST 10**

### DURATION

Unmatched Mobility lasts for one additional round.

**COST 15**

### DURATION

Unmatched Mobility lasts for one additional round.

**COST 15**

### DESTINY

Unmatched Mobility costs 1 Destiny Point instead of 2.

**COST 15**

### RANGED DEFENSE

Gain +1 ranged defense while Unmatched Mobility is active.

**COST 15**