



Body Guard Bonus Career Skills: **Gunnery, Perception, Piloting (Planetary), Ranged (Heavy)**

TOUGHENED

Gain +2 wound threshold.

COST 5

BARRAGE

Add 1 damage per rank of Barrage to 1 hit of successful attack while using Ranged (Heavy) or Gunnery skills at long or extreme range.

COST 5

DURABLE

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

COST 5

GRIT

Gain +1 strain threshold.

COST 5

BODY GUARD

Once per round, perform the Body Guard maneuver to guard an engaged character. Suffer a number of strain no greater than ranks of Body Guard, then until the beginning of the next turn upgrade the difficulty of combat checks targeting the character by that number.

COST 10

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 10

BARRAGE

Add 1 damage per rank of Barrage to 1 hit of successful attack while using Ranged (Heavy) or Gunnery skills at long or extreme range.

COST 10

BRACE

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

COST 10

BODY GUARD

Once per round, perform the Body Guard maneuver to guard an engaged character. Suffer a number of strain no greater than ranks of Body Guard, then until the beginning of the next turn upgrade the difficulty of combat checks targeting the character by that number.

COST 15

SIDE STEP

Once per round, may perform Side Step maneuver and suffer a number of strain to upgrade difficulty of all incoming ranged attacks by an equal number for the next round. Strain suffered this way cannot exceed ranks in Side Step.

COST 15

DEFENSIVE STANCE

Once per round, may perform Defensive Stance maneuver and suffer a number of strain to upgrade difficulty of all incoming melee attacks by an equal number. Strain suffered this way cannot exceed ranks in Defensive Stance.

COST 15

BRACE

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

COST 15

ENDURING

Gain +1 soak value.

COST 20

SIDE STEP

Once per round, may perform Side Step maneuver and suffer a number of strain to upgrade difficulty of all incoming ranged attacks by an equal number for the next round. Strain suffered this way cannot exceed ranks in Side Step.

COST 20

DEFENSIVE STANCE

Once per round, may perform Defensive Stance maneuver and suffer a number of strain to upgrade difficulty of all incoming melee attacks by an equal number. Strain suffered this way cannot exceed ranks in Defensive Stance.

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

DEDICATION

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

COST 25

BARRAGE

Add 1 damage per rank of Barrage to 1 hit of successful attack while using Ranged (Heavy) or Gunnery skills at long or extreme range.

COST 25

TOUGHENED

Gain +2 wound threshold.

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

Demolitionist Bonus Career Skills: **Computers, Cool, Mechanics, Skulduggery**

POWERFUL BLAST

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


COST 5

GRIT

Gain +1 strain threshold.


COST 5

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 5

STEADY NERVES

Remove  per rank of Steady Nerves from Cool or Skulduggery checks.

COST 5

TOUGHENED

Gain +2 wound threshold.

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 10

POWERFUL BLAST

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

COST 10

GRIT

Gain +1 strain threshold.

COST 10

ENDURING

Gain +1 soak value.


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 15

STEADY NERVES

Remove  per rank of Steady Nerves from Cool or Skulduggery checks.





COST 15

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 15

IMPROVISED DETONATION

Once per session, make a Hard (  ) Mechanics check to perform the Improvised Detonation action and build an explosive device, dealing damage equal to ranks in Intellect + ranks in Mechanics + .

COST 20

POWERFUL BLAST

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


COST 20

GRIT

Gain +1 strain threshold.



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

IMPROVED IMPROVISED DETONATION

Reduce the difficulty of Improvised Detonation's check to Average ( ) and increase damage to twice ranks in Mechanics.


COST 25

DEDICATION

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


COST 25

MASTER GRENADEIER

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

SIGNATURE ABILITY



Enforcer Bonus Career Skills: **Brawl, Coercion, Knowledge (Underworld), Streetwise**

TOUGHENED

Gain +2 wound threshold.

COST 5

INTIMIDATING

May suffer a number of strain to downgrade difficulty of Coercion checks, or upgrade difficulty when targeted by Coercion checks, by an equal number. Strain suffered this way cannot exceed ranks in Intimidating.

COST 5

FEARSOME

When an adversary becomes engaged with the character, the character may force the adversary to make a fear check, with the difficulty equal to the character's ranks in Fearsome.

COST 5

STREET SMARTS

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

COST 5

DURABLE

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

COST 10

STUNNING BLOW

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

COST 10

NATURAL ENFORCER

Once per session, may re-roll any 1 Coercion or Streetwise check.

COST 10

TALK THE TALK

When making a Knowledge skill check, the character may spend 1 Destiny Point to substitute Knowledge (Underworld) or Streetwise for the required skill.

COST 10

INTIMIDATING

May suffer a number of strain to downgrade difficulty of Coercion checks, or upgrade difficulty when targeted by Coercion checks, by an equal number. Strain suffered this way cannot exceed ranks in Intimidating.

COST 15

DEFENSIVE STANCE

Once per round, may perform Defensive Stance maneuver and suffer a number of strain to upgrade difficulty of all incoming melee attacks by an equal number. Strain suffered this way cannot exceed ranks in Defensive Stance.

COST 15

TOUGHENED

Gain +2 wound threshold.

COST 15

LOOM

When an ally engaged with the character makes a successful Charm, Deception, or Negotiation check, the character adds ♣ per rank in Coercion to the ally's check.

COST 15

SECOND WIND

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

COST 20

STREET SMARTS

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

COST 20

WALK THE WALK

The character may spend 1 Destiny Point to add damage equal to his ranks in Streetwise to one hit of a successful Brawl check.

COST 20

INTIMIDATING

May suffer a number of strain to downgrade difficulty of Coercion checks, or upgrade difficulty when targeted by Coercion checks, by an equal number. Strain suffered this way cannot exceed ranks in Intimidating.

COST 20

FEARSOME

When an adversary becomes engaged with the character, the character may force the adversary to make a fear check, with the difficulty equal to the character's ranks in Fearsome.

COST 25

DEDICATION

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

COST 25

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.

COST 25

FEARSOME

When an adversary becomes engaged with the character, the character may force the adversary to make a fear check, with the difficulty equal to the character's ranks in Fearsome.

COST 25

SIGNATURE ABILITY



Heavy Bonus Career Skills: **Gunnery, Perception, Ranged (Heavy), Resilience**

BURLY

Reduce any wielded weapon's Cumbersome quality and Encumbrance rating by a number equal to ranks in Burly to a minimum of 1.

COST 5

BARRAGE

Add 1 damage per rank of Barrage to 1 hit of successful attack while using Ranged (Heavy) or Gunnery skills at long or extreme range.

COST 5

GRIT

Gain +1 strain threshold.

COST 5

TOUGHENED

Gain +2 wound threshold.

COST 5

BARRAGE

Add 1 damage per rank of Barrage to 1 hit of successful attack while using Ranged (Heavy) or Gunnery skills at long or extreme range.

COST 10

BRACE

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

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

DURABLE

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

COST 10

SIDE STEP

Once per round, may perform Side Step maneuver and suffer a number of strain to upgrade difficulty of all incoming ranged attacks by an equal number for the next round. Strain suffered this way cannot exceed ranks in Side Step.

COST 15

BURLY

Reduce any wielded weapon's Cumbersome quality and Encumbrance rating by a number equal to ranks in Burly to a minimum of 1.

COST 15

HEROIC FORTITUDE

May spend 1 Destiny Point to ignore effects of Critical Injuries on Brawn or Agility checks until the end of the encounter.

COST 15

TOUGHENED

Gain +2 wound threshold.

COST 15

BRACE

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

COST 20

BARRAGE

Add 1 damage per rank of Barrage to 1 hit of successful attack while using Ranged (Heavy) or Gunnery skills at long or extreme range.

COST 20

RAIN OF DEATH

Perform the Rain of Death maneuver to ignore the increased difficulty due to the Auto-fire quality of attacks made this turn.

COST 20

HEROIC RESILIENCE

Immediately after being hit by an attack but before suffering damage, spend 1 Destiny Point to increase soak by ranks in Resilience.

COST 20

BURLY

Reduce any wielded weapon's Cumbersome quality and Encumbrance rating by a number equal to ranks in Burly to a minimum of 1.

COST 25

DEDICATION

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

COST 25

ARMOR MASTER

When wearing armor, increase total soak value by 1.

COST 25

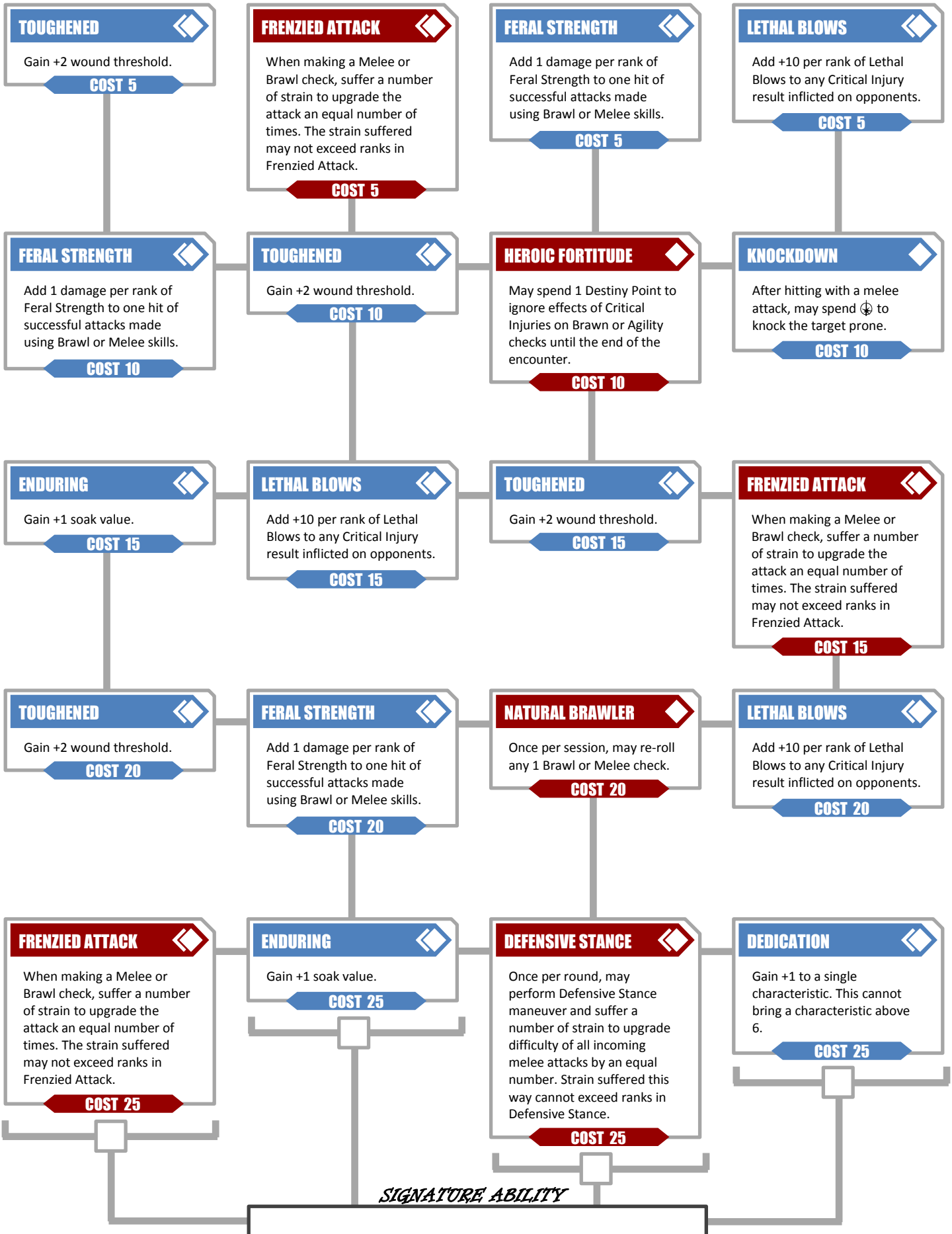
HEAVY HITTER

Once per session, spend ☹ on a successful Ranged (Heavy) or Gunnery check to add the Breach 1 quality to the attack, or increase an existing Breach rating by 1.

COST 25

SIGNATURE ABILITY

Marauder Bonus Career Skills: **Coercion, Melee, Resilience, Survival**



Mercenary Bonus Career Skills: **Discipline, Gunnery, Leadership, Ranged (Heavy)****COMMAND**

Add ■ per rank of Command when making Leadership checks. Affected targets add ■ to Discipline checks for next 24 hours.

COST 5**SECOND WIND**

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

COST 5**POINT BLANK**

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 5**SIDE STEP**

Once per round, may perform Side Step maneuver and suffer a number of strain to upgrade difficulty of all incoming ranged attacks by an equal number for the next round. Strain suffered this way cannot exceed ranks in Side Step.

COST 5**SECOND WIND**

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

COST 10**CONFIDENCE**

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

COST 10**STRONG ARM**

Treat thrown weapons as if they had 1 greater range.

COST 10**POINT BLANK**

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 10**FIELD COMMANDER**

Take the Field Commander action; make an Average (◆◆) Leadership check. A number of allies equal to Presence may immediately suffer 1 strain to perform 1 free maneuver.

COST 15**COMMAND**

Add ■ per rank of Command when making Leadership checks. Affected targets add ■ to Discipline checks for next 24 hours.

COST 15**NATURAL MARKSMAN**

Once per session, may re-roll any 1 Ranged (Light) or Ranged (Heavy) check.

COST 15**SNIPER SHOT**

Before making a non-thrown ranged attack, may perform a Sniper Shot maneuver to increase the weapon's range by 1 range band per rank in Sniper Shot. Upgrade the difficulty of the attack by 1 per range band increase.

COST 15**IMPROVED FIELD COMMANDER**

Field Commander action affects allies equal to double Presence, and may spend ⊕ to allow allies to suffer 1 strain and perform 1 free action instead.

COST 20**GRIT**

Gain +1 strain threshold.

COST 20**TOUGHENED**

Gain +2 wound threshold.

COST 20**LETHAL BLOWS**

Add +10 per rank of Lethal Blows to any Critical Injury result inflicted on opponents.

COST 20**DEADLY ACCURACY**

When acquired, choose 1 combat skill. Add damage equal to ranks in that skill to one hit of successful attack made using that skill.

COST 25**TRUE AIM**

Once per round, may perform a True Aim maneuver to gain benefits of aiming and upgrade combat check once per rank of True Aim.

COST 25**DEDICATION**

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

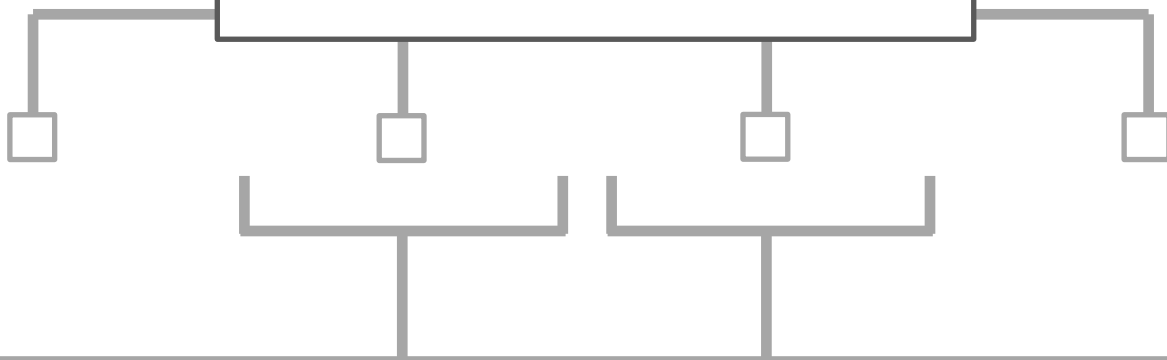
COST 25**TRUE AIM**

Once per round, may perform a True Aim maneuver to gain benefits of aiming and upgrade combat check once per rank of True Aim.

COST 25*SIGNATURE ABILITY*

SIGNATURE ABILITY

ATTACHED TO



LAST ONE STANDING BASE ABILITY

Once per game session during a combat encounter, the character may spend 2 Destiny Points to make a Hard (◆◆◆) Resilience check. If he succeeds, he skips his next turn and eliminates all enemy minions in the encounter. (The minions are all eliminated immediately, so will not get to participate further in the combat, but for the sake of the narrative, the PC can spend the next round of combat incapacitating them). The narrative means by which he accomplishes this is up to the player character, but should be suitably exciting, and must also be approved by the GM.

COST 30

REDUCED SETBACK

Remove ■ from skill check to activate Last One

COST 10

ADD BOOST

Add ■ To skill check to activate Last One Standing.

COST 10

REDUCED SETBACK

Remove ■ from skill check to activate Last One

COST 10

ADD BOOST

Add ■ To skill check to activate Last One Standing.

COST 10

REDUCE DIFFICULTY

Reduce the difficulty of the skill check to activate Last One Standing to Average (◆◆).

COST 15

INCREASE EFFECT

When triggering Last One Standing, eliminate one rival per increase effect upgrade in addition to the minions.

COST 15

INCREASE EFFECT

When triggering Last One Standing, eliminate one rival per increase effect upgrade in addition to the minions.

COST 15

DESTINY

Last One Standing costs 1 Destiny Point instead of 2.

COST 15

SIGNATURE ABILITY

ATTACHED TO

UNMATCHED PROTECTION BASE ABILITY

Once per game session as an incidental, the character may spend 2 Destiny Points to gain the following ability: once per round, after suffering a hit and determining damage, the character may halve the damage (rounded up) dealt before it is applied to his soak. This ability is active for the remainder of the current round and two additional rounds.

COST 30

DURATION

Unmatched Protection lasts for one additional round.

COST 10

DURATION

Unmatched Protection lasts for one additional round.

COST 10

SOAK

Gain +1 soak while Unmatched Protection is active.

COST 10

PROTECT ALLY

Once per session while Unmatched Protection is active, when an engaged ally is hit by an attack, may choose to be hit by that attack instead.

COST 10

DURATION

Unmatched Protection lasts for one additional round.

COST 15

DESTINY

Unmatched Protection costs 1 Destiny Point instead of 2.

COST 15

ADDITIONAL REDUCTION

May reduce the damage of 1 additional hit suffered each round.

COST 15

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May reduce the damage of 1 additional hit suffered each round.

COST 15