



Ataru Striker Bonus Career Skills: Athletics, Coordination, Lightsaber, Perception

CONDITIONED

Remove ■ per rank of Conditioned from Athletics and Coordination checks. Reduce the damage and strain suffered from falling by 1 per rank of Conditioned.

COST 5**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**QUICK STRIKE**

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

COST 15**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 20**PARRY**

When hit by a melee attack, suffer 3 strain to reduce damage by 2 plus ranks in Parry.

COST 25**PARRY**

When hit by a melee attack, suffer 3 strain to reduce damage by 2 plus ranks in Parry.

COST 5**REFLECT**

When hit by a ranged attack, suffer 3 strain to reduce damage by 2 plus ranks in Reflect.

COST 10**REFLECT**

When hit by a ranged attack, suffer 3 strain to reduce damage by 2 plus ranks in Reflect.

COST 15**HAWK BAT SWOOP**

Take the Hawk Bat Swoop action. Perform a Lightsaber (Agility) combat check against the target within short range, adding ◊ no greater than Force rating. Spend ● to engage target and spend ● to add ◊ to check.

COST 20**DEDICATION**

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

COST 25**JUMP UP**

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

COST 5**ATARU TECHNIQUE**

When making a check using the Lightsaber skill, the character may use Agility instead of Brawn.

COST 10**PARRY**

When hit by a melee attack, suffer 3 strain to reduce damage by 2 plus ranks in Parry.

COST 15**SABER SWARM**

Perform the Saber Swarm maneuver, suffer 1 strain to make next Lightsaber (Agility) combat check this turn gain the Linked item quality equal to Force rating during turn.

COST 20**SABER THROW**

Perform Saber Throw action; make Lightsaber combat check as ranged attack at target within medium range, adding ◊ no greater than Force rating. Must spend ● and succeed to hit target; spend ● to have weapon return to hand.

COST 25**QUICK DRAW**

Once per round, draw or holster a weapon or accessible item as an incidental.

COST 5**QUICK STRIKE**

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

COST 10**IMPROVED PARRY**

When parrying a hit that generated ◊ or ◊◊◊, may hit attacker once with Lightsaber, Brawl, or Melee weapon (dealing base damage) after original attack resolves.

COST 15**CONDITIONED**

Remove ■ per rank of Conditioned from Athletics and Coordination checks. Reduce the damage and strain suffered from falling by 1 per rank of Conditioned.

COST 20**BALANCE**

When the character heals strain at the end of the encounter, he may add ◊ Force Rating. He regains additional strain equal to ● generated.

COST 25*SIGNATURE ABILITY*

Bonus Career Skills: Discipline, Melee, Perception, Ranged (Heavy)

GRIT

Gain +1 strain threshold.

COST 5

QUICK STRIKE

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

COST 5

TOUGHENED

Gain +2 wound threshold.

COST 5

QUICK DRAW

Once per round, draw or holster a weapon or accessible item as an incidental.

COST 5

MIND OVER MATTER

The character may spend one Destiny Point to recover strain equal to his Willpower rating.

COST 10

HUNTER'S QUARRY

Take Hunter's Quarry action; make a Hard (◆◆◆) Survival check to upgrade the ability of all attacks made against a target at long range until the end of the character's next turn.

COST 10

GRIT

Gain +1 strain threshold.

COST 10

LETHAL BLOWS

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

COST 10

LETHAL BLOWS

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

COST 15

IMPROVED HUNTER'S QUARRY

Suffer 2 strain to perform Hunter's Quarry action as a maneuver.

COST 15

QUICK STRIKE

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

COST 15

PRECISE AIM

Once per round, may perform a Precise Aim maneuver. Suffer a number of strain no greater than ranks in Precise Aim, then reduce target's melee and ranged defense by that number.

COST 15

TERRIFYING KILL

The character may spend 1 Destiny Point to take the Terrifying Kill maneuver after incapacitating or inflicting a Critical Injury. Roll ○ no greater than Force rating and spend ● to inflict 1 strain on each character within short range of target.

COST 20

PRECISE AIM

Once per round, may perform a Precise Aim maneuver. Suffer a number of strain no greater than ranks in Precise Aim, then reduce target's melee and ranged defense by that number.

COST 20

MARKED FOR DEATH

take the Marked for Death maneuver, committing ○. Add ☹☹ to combat checks against target while ○ remains committed, but cannot use this talent again until the original target is incapacitated or the session ends.

COST 20

DEATHBLOW

After making a successful attack with a non-starship/vehicle weapon, the character may spend one Destiny Point to add damage equal to his Willpower to one hit of the successful attack.

COST 20

LETHAL BLOWS

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

COST 25

ESSENTIAL KILL

when making a non-Gunnery combat check, the character may add ○ no greater than Force rating to the check. the character may spend ● to add ☹, or ●●● to add ☹☹ (character's choice) to the result.

COST 25

FORCE RATING

Gain +1 Force Rating.

COST 25

DEDICATION

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

COST 25

SIGNATURE ABILITY

Bonus Career Skills: Discipline, Knowledge (Xenology), Stealth, Survival

FORAGER

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

COST 5**SOOTHING TONE**

Once per encounter, when riding a beast, take a Soothing Tone action; make an Average (◆◆) Knowledge (Xenology) check to allow a beast to recover strain (or wounds if it has no strain threshold) equal to ☆.

COST 5**GRIT**

Gain +1 strain threshold.

COST 5**ONE WITH NATURE**

When in the wilderness, the character may make a Simple (-) Survival check (instead of Discipline or Cool) to recover strain at the end of an encounter.

COST 5**CONDITIONED**

Remove ■ per rank of Conditioned from Athletics and Coordination checks. Reduce the damage and strain suffered from falling by 1 per rank of Conditioned.

COST 10**GRIT**

Gain +1 strain threshold.

COST 10**MENACE**

Character guides bonded animal to perform Menace Maneuver: Enemy within short range of the bonded animal adds ■ to next Combat checks made against the character.

COST 10**ANIMAL BOND**

Develop long-term bond with single animal of silhouette no greater than half Force rating rounded down.

COST 10**ENDURING**

Gain +1 soak value.

COST 15**CONDITIONED**

Remove ■ per rank of Conditioned from Athletics and Coordination checks. Reduce the damage and strain suffered from falling by 1 per rank of Conditioned.

COST 15**SURVIVAL OF THE FITTEST**

Once per session, when making a single check, the character may treat his Force rating as being equal to ranks in Survival.

COST 15**GRIT**

Gain +1 strain threshold.

COST 15**FORCE RATING**

Gain +1 Force Rating.

COST 20**IMPROVED ANIMAL BOND**

When spending a maneuver to direct a bonded animal, the character may suffer 1 strain to add ■ to the animal's next check.

COST 20**HARASS**

Whenever the character's bonded animal makes a successful combat check against a target, it may forgo inflicting damage to upgrade the difficulty of the target's next check once instead.

COST 20**FORCE CONNECTION**

When the character performs a Survival or Knowledge (Xenology) skill check, he may roll ◊ no greater than his Force rating. The character may spend ● to add ☆ or ☪ (character's choice) to the result.

COST 20**GRIT**

Gain +1 strain threshold.

COST 25**NATURAL OUTDOORSMAN**

Once per session, reroll any 1 Resilience or Survival check.

COST 25**FORCE RATING**

Gain +1 Force Rating.

COST 25**SHROUD**

The character may spend 1 Destiny Point to make himself undetectable via Force powers and make his own powers go unnoticed for the remainder of the encounter.

COST 25*SIGNATURE ABILITY*

Hunter Bonus Career Skills: Coordination, Ranged (Heavy), Stealth, Vigilance

RAPID RECOVERY

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

COST 5**HUNTER**

Add ■ per rank of Hunter to all checks when interacting with beast or animals (including combat checks). Add +10 to Critical Injury results against beasts or animals per rank of Hunter.

COST 5**EXPERT TRACKER**

Remove ■ per rank of Expert Tracker to find tracks or track targets. Decrease time to track a target by half.

COST 5**TOUGHENED**

Gain +2 wound threshold.

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COST 10**EXPERT TRACKER**

Remove ■ per rank of Expert Tracker to find tracks or track targets. Decrease time to track a target by half.

COST 10**HUNTER**

Add ■ per rank of Hunter to all checks when interacting with beast or animals (including combat checks). Add +10 to Critical Injury results against beasts or animals per rank of Hunter.

COST 10**UNCANNY SENSES**

Add ■ per rank of Uncanny Senses to all Perception checks.

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**KEEN EYED**

Remove ■ per rank of Keen Eyed from Perception and Vigilance checks. Decrease time to search a specific area by half.

COST 15**NATURAL HUNTER**

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

COST 15**UNCANNY REACTIONS**

Add ■ per rank of Uncanny Reactions to all Vigilance checks.

COST 15**RAPID RECOVERY**

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

COST 20**SOFT SPOT**

After making a successful attack, spend 1 Destiny Point to add damage equal to Cunning to one hit.

COST 20**SIXTH SENSE**

Gain +1 ranged defense.

COST 20**RAPID RECOVERY**

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

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 25**DEDICATION**

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

COST 25**INTUITIVE SHOT**

When making a Ranged (Heavy) or Ranged (Light) combat check, add ○ no greater than Force rating to check. May spend ● to add ☆ or ☹.

COST 25**FORCE RATING**

Gain +1 Force Rating.

COST 25*SIGNATURE ABILITY*

Bonus Career Skills: Astrogation, Knowledge (Outer Rim), Perception, Survival

STUDIOUS PLOTTING

When making a Streetwise or Survival skill check to navigate on a world, the character may use Intellect instead of Cunning.

COST 5
EXPERT TRACKER

Remove ■ per rank of Expert Tracker to find tracks or track targets. Decrease time to track a target by half.

COST 5
SHORTCUT

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

COST 5
GRIT

Gain +1 strain threshold.

COST 5
GALAXY MAPPER

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

COST 10
IMPROVED SHORTCUT

When engaging in a chase or race, may suffer 2 strain to add ✨ equal to ranks in Shortcut to the check.

COST 10
PLANET MAPPER

Remove ■ per rank of Planet Mapper from Streetwise or Survival checks used for navigation on a world. Such checks also take half normal time.

COST 10
PREEMPTIVE AVOIDANCE

May spend 1 Destiny Point to disengage from engaged enemy as an out-of-turn incidental.

COST 10
SHORTCUT

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

COST 15
SWIFT

Do not suffer the usual penalties for moving through difficult terrain.

COST 15
UNCANNY SENSES

Add ■ per rank of Uncanny Senses to all Perception checks.

COST 15
TOUGHENED

Gain +2 wound threshold.

COST 15
GALAXY MAPPER

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

COST 20
HOLISTIC NAVIGATION

When making an Astrogation skill check, the character may spend one Destiny Point to remove ☉, or to remove ☾ equal to his ranks in Perception.

COST 20
FORCE RATING

Gain +1 Force Rating.

COST 20
PLANET MAPPER

Remove ■ per rank of Planet Mapper from Streetwise or Survival checks used for navigation on a world. Such checks also take half normal time.

COST 20
ONE WITH THE UNIVERSE

Once per session, meditate, then perform One with the Universe action: make Average (◆◆) Astrogation check. If successful, add ○ to all Force power checks in next encounter. If successful with ☾, add ● instead.

COST 25
INTUITIVE NAVIGATION

When performing an Astrogation or Knowledge (Outer Rim) Skill check, the character may roll ☐ no greater than his Force rating. The character may spend ☾ to add ✨ or ☾ (character's choice) to the result.

COST 25
MASTER STARHOPPER

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

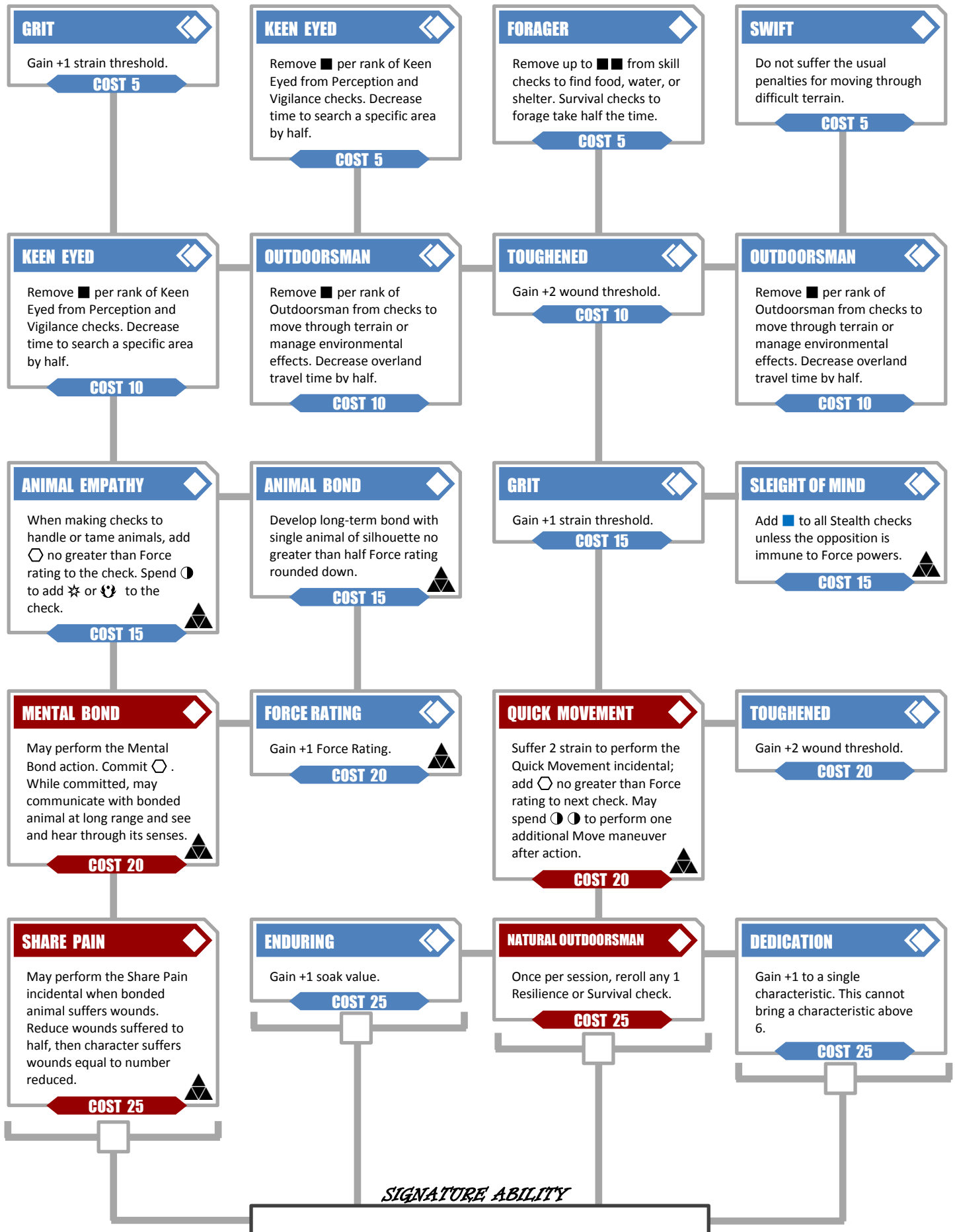
COST 25
DEDICATION

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

COST 25
SIGNATURE ABILITY

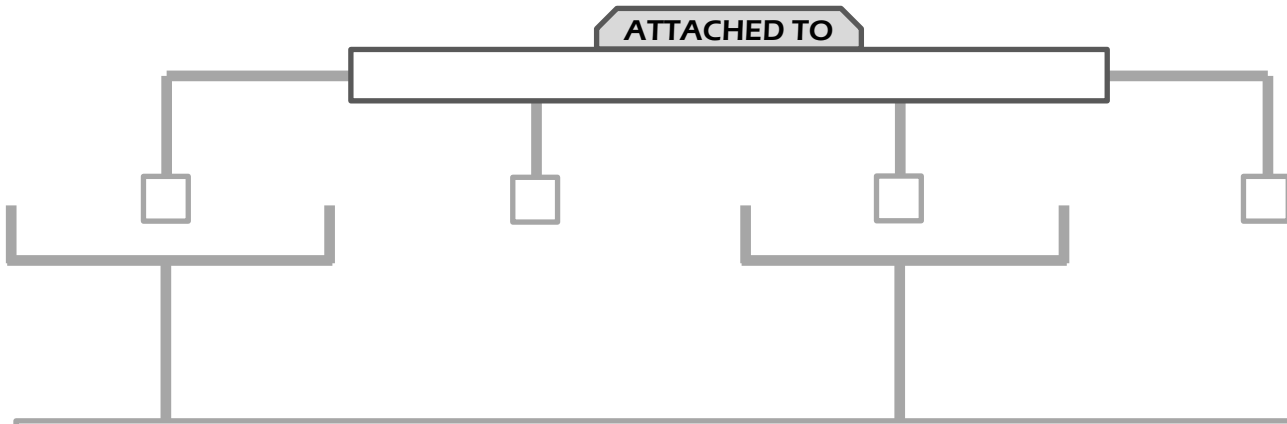


Pathfinder Bonus Career Skills: Medicine, Ranged (Light), Resilience, Survival



SIGNATURE ABILITY

ATTACHED TO

**UNEXPECTED DEMISE BASE ABILITY**

Once per session as an action, the character may spend 2 Destiny Points and make a Hard (◆◆◆) Perception check. If successful, for the next 2 rounds the character may spend 1 maneuver to add 1 automatic ⊕ to his next combat check made in that turn. In addition, for the next 2 rounds when the character inflicts a Critical Injury on a rival NPC, the target is immediately incapacitated in the same way as a minion NPC (see page 400 of the Force and Destiny Core Rulebook).

COST 30**REDUCE SETBACK**

When making a combat check while Unexpected Demise is active, the character removes ■.

COST 10**DURATION**

Unexpected Demise lasts for 1 additional round per Duration Upgrade.

COST 10**REDUCE SETBACK**

When making a combat check while Unexpected Demise is active, the character removes ■.

COST 10**REDUCE DIFFICULTY**

The skill check difficulty to activate Unexpected Demise is Average (◆◆) instead of Hard (◆◆◆).

COST 10**DURATION**

Unexpected Demise lasts for 1 additional round per Duration Upgrade.

COST 15**DESTINY**

To activate Unexpected Demise, the character only needs to spend 1 Destiny Point instead of the normal 2 Destiny Points.

COST 15**DURATION**

Unexpected Demise lasts for 1 additional round per Duration Upgrade.

COST 15**CHANGE SKILL**

To activate Unexpected Demise, the character can use Discipline.

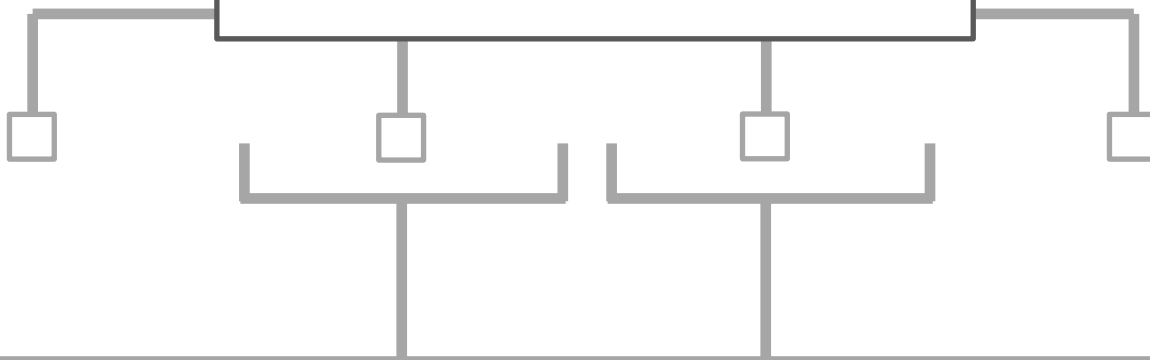
COST 15

SEEKER

UNMATCHED PURSUIT

SIGNATURE ABILITY

ATTACHED TO



UNMATCHED PURSUIT BASE ABILITY

Once per game session, as an out of turn incidental, the character may spend 2 Destiny Points and designate one enemy character or vehicle within medium range (either personal or planetary scale) as the quarry. For the next 3 rounds, if the designated target would successfully elude pursuit, the character may voluntarily suffer 2 strain to keep pace, preventing the target from escaping.

COST 30

DURATION

Unmatched Pursuit lasts for 1 additional round per Duration Upgrade purchased.

COST 10

INCREASE RANGE

Increase the maximum range at which a target can be selected to long range.

COST 10

ENDURANCE

Reduce the strain cost to keep pace with the target by 1 (to a minimum of 0) per Endurance Upgrade.

COST 10

DESTINY

To activate Unmatched Pursuit, the character only needs to spend 1 Destiny Point instead of the normal 2 Destiny Points.

COST 10

MANEUVER

Should the target of Unmatched Pursuit spend a maneuver to increase the distance from the character, the character may immediately perform a Move maneuver as an out of turn incidental to close the distance between them.

COST 15

ENDURANCE

Reduce the strain cost to keep pace with the target by 1 (to a minimum of 0) per Endurance Upgrade.

COST 15

FREQUENCY

Unmatched Pursuit can be used twice per game session instead of once.

COST 15

DURATION

Unmatched Pursuit lasts for 1 additional round per Duration Upgrade purchased.

COST 15