



Artisan Bonus Career Skills: Astrogration, Computers, Knowledge (Education), Mechanics

SOLID REPAIRS

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

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**MENTAL TOOLS**

Always count as having the right tools for the job when performing Mechanics checks.

COST 5**TECHNICAL APTITUDE**

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

COST 5**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 10**FINE TUNING**

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

COST 10**GRIT**

Gain +1 strain threshold.

COST 10**INVENTOR**

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

COST 15**IMBUE ITEM**

Take the Imbue Item maneuver; suffer 1 strain and commit ○ to grant one weapon, piece of armor, or item an improvement while ○ remains committed. Suffer 1 strain every round ○ remains committed.

COST 15**NATURAL TINKERER**

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

COST 15**DEFENSIVE SLICING**

When defending computer systems, add ■ per rank of Defensive Slicing to opponent's checks.

COST 15**SOLID REPAIRS**

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

COST 20**FORCE RATING**

Gain +1 Force Rating.

COST 20**DEFENSIVE SLICING**

When defending computer systems, add ■ per rank of Defensive Slicing to opponent's checks.

COST 20**MENTAL FORTRESS**

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

COST 20**MASTER ARTISAN**

Once per round, may take the Master Artisan incidental; suffer 2 strain to decrease the difficulty of next Mechanics check by 1, to a minimum of Easy (◆).

COST 25**INTUITIVE IMPROVEMENTS**

When making check to craft or repair item, may add ○ no greater than Force rating to check. Spend ●● to increase hard points by 1, to max of +2.

COST 25**DEDICATION**

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

COST 25**COMPREHEND TECHNOLOGY**

Take Comprehend Technology action; make an Average (◆◆) Knowledge (Education) check to use Force rating as ranks in skills to use a single item.

COST 25*SIGNATURE ABILITY*

Bonus Career Skills: Knowledge (Education), Knowledge (Underworld), Perception, Streetwise

Force Sensitive only

STREET SMARTS

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

COST 5

KEEN EYED

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

COST 5

UNCANNY SENSES

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

COST 5

GRIT

Gain +1 strain threshold.

COST 5

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

GRIT

Gain +1 strain threshold.

COST 10

STREET SMARTS

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

COST 10

TOUGHENED

Gain +2 wound threshold.

COST 10

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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

STREET SMARTS

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

COST 15

RECONSTRUCT THE SCENE

Perform the Reconstruct the Scene action; make a Hard (◆◆◆) Perception check to identify the physical characteristics of a person present at the scene within 24 hours.

COST 15

SENSE ADVANTAGE

Once per session, may add ■■ to 1 NPC's skill check.

COST 20

UNRELENTING SKEPTIC

When targeted by a Deception check, the character automatically adds ▼ to the check equal to ranks in Vigilance.

COST 20

CLEVER SOLUTION

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

COST 20

SENSE THE SCENE

Perform the Sense The Scene action; Make a Hard (◆◆◆) Perception check and add ◊ no greater than Force rating, if successful, spend ● to identify the emotional characteristics of one person involved in the crime.

COST 20

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 25

DEDICATION

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

COST 25

IMPROVED STREET SMARTS

Once per session, may take an Improved Street Smarts action; make a Formidable (◆◆◆◆) Streetwise or Knowledge (Underworld) check to learn one vital clue from the GM. Reduce the difficulty once per rank of street smarts.

COST 25

FORCE RATING

Gain +1 Force Rating.

COST 25

SIGNATURE ABILITY

Bonus Career Skills: Cool, Coordination, Piloting (Planetary), Piloting (Space)

GRIT

Gain +1 strain threshold.

COST 5**SKILLED JOCKEY**

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

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 5**SHORTCUT**

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

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COST 10**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 10**SHORTCUT**

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

COST 10**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**SKILLED JOCKEY**

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

COST 15**IMPROVED FULL THROTTLE**

Suffer 1 strain to attempt Full throttle as a maneuver and decrease its difficulty to Average (◆◆).

COST 15**FREERUNNING**

Suffer 1 strain when making a Move maneuver to move to any location within short range.

COST 15**IMPROVED FREERUNNING**

Suffer 4 strain when making a move maneuver to move to any location within medium range.

COST 15**GRIT**

Gain +1 strain threshold.

COST 20**SUPREME FULL THROTTLE**

When performing Full Throttle, top speed increases by 2 instead of 1.

COST 20**FORCE RATING**

Gain +1 Force Rating.

COST 20**BETTER LUCK NEXT TIME**

Take a Better Luck Next Time action; make a Hard (◆◆◆) Cool check to force a competitor to suffer a major misfortune.

COST 20**SUPERHUMAN REFLEXES**

Once per Session, after generating ☹ on a Piloting check, cancel the ☹ and add ✨ equal to ranks in Cool.

COST 25**DEDICATION**

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

COST 25**IMPROVED SHORTCUT**

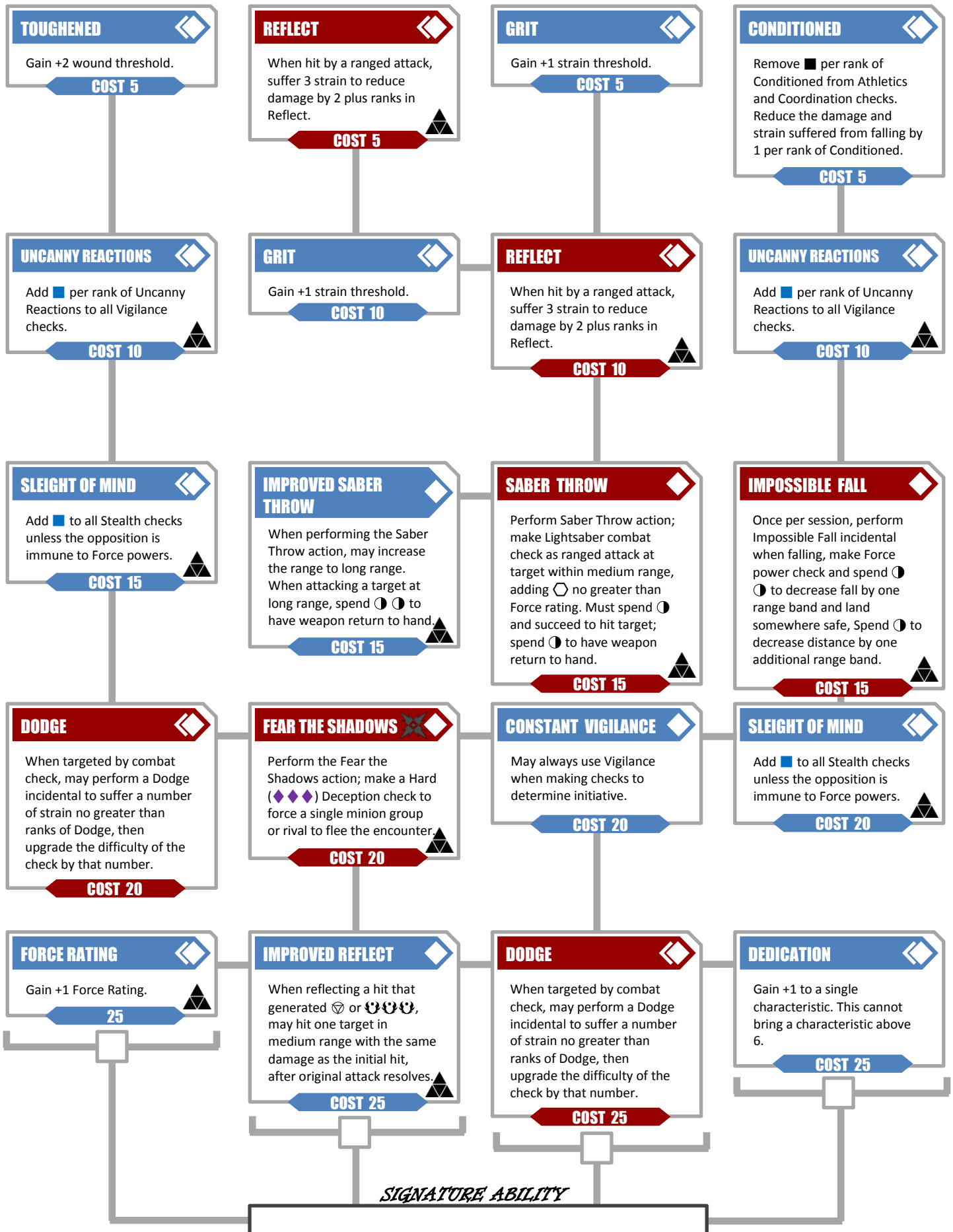
When engaging in a chase or race, may suffer 2 strain to add ✨ equal to ranks in Shortcut to the check.

COST 25**INTUITIVE EVASION**

Perform the Intuitive Evasion maneuver; suffer 1 strain and commit ☹ up to ranks of Intuitive Evasion. Upgrade difficulty of combat checks targeting starship or vehicle by equal amount. Suffer 1 strain every round ☹ remains committed.

COST 25*SIGNATURE ABILITY*

Bonus Career Skills: Coordination, Lightsaber, Stealth, Vigilance





Shadow Bonus Career Skills: Knowledge (Underworld), Skulduggery, Stealth, Streetwise

SLEIGHT OF MIND

Add ■ to all Stealth checks unless the opposition is immune to Force powers.

COST 5**STREET SMARTS**

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

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**INDISTINGUISHABLE**

Upgrade difficulty of checks to identify character once per rank of Indistinguishable.

COST 5**WELL ROUNDED**

Choose any 2 skills. They permanently become career skills.

COST 10**MENTAL FORTRESS**

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

COST 10**GRIT**

Gain +1 strain threshold.

COST 10**INDISTINGUISHABLE**

Upgrade difficulty of checks to identify character once per rank of Indistinguishable.

COST 10**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 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 15**SLEIGHT OF MIND**

Add ■ to all Stealth checks unless the opposition is immune to Force powers.

COST 15**GRIT**

Gain +1 strain threshold.

COST 15**SLIPPERY MINDED**

If under the effects of a Force power, perform the Slippery Minded action; make a Hard (◆◆◆) Deception check to immediately end effects of power.

COST 20**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 20**NOW YOU SEE ME**

Once per session, take Now You See Me action. Make a Hard (◆◆◆) Deception check to make a number of NPCs equal to Cunning within medium range forget about character.

COST 20**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**FORCE RATING**

Gain +1 Force Rating.

COST 25**ANATOMY LESSONS**

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

COST 25**MASTER OF SHADOWS**

Once per round, suffer 2 strain to decrease difficulty of next Stealth or Skulduggery check by 1.

COST 25**DEDICATION**

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

COST 25*SIGNATURE ABILITY*



Shien Expert Bonus Career Skills: Athletics, Lightsaber, Resilience, Skulduggery

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**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**STREET SMARTS**

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

COST 5**REFLECT**

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

COST 5**TOUGHENED**

Gain +2 wound threshold.

COST 10**PARRY**

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

COST 10**SHIEN TECHNIQUE**

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

COST 10**REFLECT**

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

COST 10**PARRY**

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

COST 15**COUNTERSTRIKE**

When an attack misses the character and generates ♠ or ♠♠, may upgrade next Lightsaber (Cunning) check against attacker during encounter once.

COST 15**GRIT**

Gain +1 strain threshold.

COST 15**IMPROVED REFLECT**

When reflecting a hit that generated ♠ or ♠♠♠, may hit one target in medium range with the same damage as the initial hit, after original attack resolves.

COST 15**DJEM SO DEFLECTION**

After using Reflect, may spend 1 Destiny Point to perform Move maneuver as out-of-turn incidental to close distance with or engage opponent.

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**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 20**REFLECT**

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

COST 20**FALLING AVALANCHE**

Suffer 2 strain to add damage equal to Brawn to next Lightsaber combat check made that turn.

COST 25**DEDICATION**

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

COST 25**DISRUPTIVE STRIKE**

Perform Disruptive Strike action; make a Lightsaber (Cunning) combat check, adding ♠ no greater than Force rating. Spend ♠ to add ♠ to the next combat check the target makes.

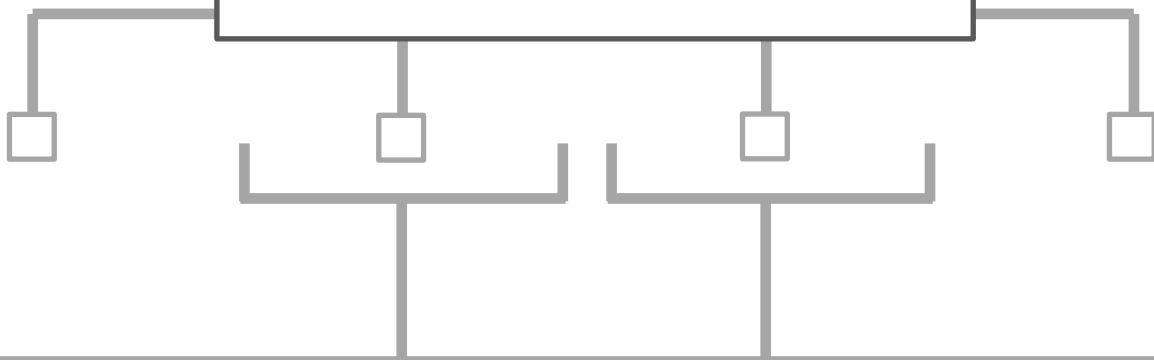
COST 25**SUPREME REFLECT**

If the user did not make a combat check during previous turn, may suffer 1 strain to use Reflect.

COST 25*SIGNATURE ABILITY*

SIGNATURE ABILITY

ATTACHED TO

**MY CITY BASE ABILITY**

Once per game session when in an urban setting, the character may spend 2 Destiny points and make a Hard (◆◆◆) Knowledge (Core Worlds) or Knowledge (Outer Rim) check. If successful, for the remainder of the game session, the character may suffer 2 strain to recall or learn the location of any individual, group, or establishment within that city, and any relevant information.

COST 30**BOOST SKILL**

When making a skill check while My City is active, the character adds 1 to Streetwise and Survival checks.

COST 10**REDUCE DIFFICULTY**

The Skill check difficulty to activate My City is Average (◆◆) instead of Hard (◆◆◆).

COST 10**COVER UPGRADE**

While My City is active and the character is in the chosen city, whenever the character is in cover, he increases his ranged defense by 1.

COST 10**BOOST SKILL**

When making a skill check while My City is active, the character adds 1 to Skulduggery and Stealth checks.

COST 10**CHANGE SKILL**

When activating My City, the character may make a Streetwise check instead of a Knowledge (Core Worlds/Outer Rim) check.

COST 15**DESTINY**

To activate My City, the character only needs to spend 1 Destiny Point instead of the normal 2.

COST 15**DOWNGRADE**

While My City is active and the character is in the chosen city, he may suffer 2 strain to downgrade the difficulty of any Stealth check once.

COST 15**CHANGE SKILL**

When activating My City, the character may make a Knowledge (Underworld) check instead of a Knowledge (Core Worlds/Outer Rim) check.

COST 15

SIGNATURE ABILITY

ATTACHED TO

UNMATCHED VIGILANCE BASE ABILITY

Once per game session at the beginning of a structured encounter, the character may spend 2 Destiny Points. If he does so, he determines the Initiative order of the first round of the encounter. Characters still make checks to determine Initiative, but these results will only apply after Unmatched Vigilance's effects end.

COST 30**ALWAYS ALERT**

After activating Unmatched Vigilance, the character may choose to use either Cool or Vigilance for his initiative check.

COST 10**GROUP VIGILANCE**

All PCs add ■ to their combat checks targeting any NPC who has already taken a turn during the current

COST 10**GROUP PREPARATION**

All NPCs add ■ to their combat checks targeting any PC who has not yet taken a turn in the current round.

COST 10**DURATION**

The Initiative order the base ability establishes lasts 1 additional round per Duration upgrade purchased.

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The Initiative order the base ability establishes lasts 1 additional round per Duration upgrade purchased.

COST 15**COMBAT PREPARATION**

When the character activates Unmatched Vigilance, he may choose to introduce a "fact" or additional context directly into the narrative as if he had spent a Destiny Point.

COST 15**COMBAT READINESS**

After activating Unmatched Vigilance, the character may immediately perform 1 free maneuver.

COST 15**DESTINY**

To activate the Unmatched Vigilance base ability, the character only needs to spend 1 Destiny Point instead of the normal 2.

COST 15