

Commando Bonus Career Skills: **Brawl, Melee, Resilience, Survival****PHYSICAL TRAINING**Add ■ per rank of Physical Training to Athletics and Resilience checks.**COST 5****GRIT**

Gain +1 strain threshold.

COST 5**TOUGHENED**

Gain +2 wound threshold.

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**TOUGHENED**

Gain +2 wound threshold.

COST 10**DURABLE**

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

COST 10**PHYSICAL TRAINING**Add ■ per rank of Physical Training to Athletics and Resilience checks.**COST 10****STRONG ARM**

Treat thrown weapons as if they had 1 greater range.

COST 10**BLOODED**Add ■ per rank of Blooded to all checks to resist or recover from poisons, venoms, or toxins. Reduce duration of ongoing poisons by 1 round per rank of Blooded to a minimum of 1.**COST 15****ARMOR MASTER**

When wearing armor, increase total soak value by 1.

COST 15**NATURAL OUTDOORSMAN**

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

COST 15**FERAL STRENGTH**

Add 1 damage per rank of Feral Strength to one hit of successful attacks made using Brawl or Melee skills.

COST 15**TOUGHENED**

Gain +2 wound threshold.

COST 20**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 20**DURABLE**

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

COST 20**KNOCKDOWN**

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

COST 20**IMPROVED ARMOR MASTER**

When wearing armor with soak of 2 or higher, increase defense by 1.

COST 25**DEDICATION**

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

COST 25**UNSTOPPABLE**

If a Critical Injury roll is 1 or reduced to 1, do not receive the critical injury.

COST 25**FERAL STRENGTH**

Add 1 damage per rank of Feral Strength to one hit of successful attacks made using Brawl or Melee skills.

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*



Medic Bonus Career Skills: Knowledge (Xenology), Medicine, Resilience, Vigilance

FORAGER

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

COST 5**STIMPACK SPECIALIZATION**

Stimpacks heal 1 additional wound per rank of Stimpack Specialization.

COST 5**GRIT**

Gain +1 strain threshold.

COST 5**SURGEON**

When making a Medicine check to help a character heal wounds, the target heals 1 additional wound per rank of Surgeon.

COST 5**TOUGHENED**

Gain +2 wound threshold.

COST 10**SURGEON**

When making a Medicine check to help a character heal wounds, the target heals 1 additional wound per rank of Surgeon.

COST 10**STIMPACK SPECIALIZATION**

Stimpacks heal 1 additional wound per rank of Stimpack Specialization.

COST 10**BACTA SPECIALIST**

Patients regain 1 additional wound per rank of Bacta Specialist when they recover wounds from bacta tanks or long term care.

COST 10**WELL ROUNDED**

Choose any 2 skills. They permanently become career skills.

COST 15**GRIT**

Gain +1 strain threshold.

COST 15**STIM APPLICATION**

Take the Stim Application Action: make an average (◆◆) Medicine check. If successful, 1 engaged ally increases 1 characteristic by 1 for the encounter and suffers 4 strain.

COST 15**MASTER DOCTOR**

Once per round, suffer 2 strain to decrease the difficulty of a Medicine check by 1.

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**NATURAL DOCTOR**

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

COST 20**IMPROVED STIM APPLICATION**

When performing Stim Application Action, may increase difficulty of check to Hard (◆◆◆), and target only suffers 1 strain.

COST 20**STIMPACK SPECIALIZATION**

Stimpacks heal 1 additional wound per rank of Stimpack Specialization.

COST 20**ANATOMY LESSONS**

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

COST 25**DEDICATION**

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

COST 25**IT'S NOT THAT BAD**

Once per session when an ally would suffer a Critical Injury, may take an It's Not That Bad action; make a Hard (◆◆◆) Medicine check to stop the ally from gaining the Critical Injury.

COST 25**SUPREME STIM APPLICATION**

When performing the Stim Application Action, spend ⊕ to increase an additional Characteristic by 1.

COST 25*SIGNATURE ABILITY*



Sharpshooter Bonus Career Skills: Cool, Perception, Ranged (Light), Ranged (Heavy)

EXPERT TRACKER

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

COST 5**GRIT**

Gain +1 strain threshold.

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 15**EXPERT TRACKER**

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

COST 20**QUICK FIX**

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

COST 25**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 5**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 10**LETHAL BLOWS**

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

COST 15**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 20**NATURAL MARKSMAN**

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

COST 25**BRACE**

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

COST 5**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 10**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**TOUGHENED**

Gain +2 wound threshold.

COST 20**DEDICATION**

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

COST 25**GRIT**

Gain +1 strain threshold.

COST 5**LETHAL BLOWS**

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

COST 10**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 15**CRIPPLING BLOW**

Increase the difficulty of next combat check by 1. If check deals damage, target suffers 1 strain whenever they move for the rest of the encounter.

COST 20**TARGETED BLOW**


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

COST 25*SIGNATURE ABILITY*

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

STALKER
 Add ■ per rank of Stalker to all Stealth and Coordination checks.
COST 5**TOUGHENED**

Gain +2 wound threshold.

COST 5**OUTDOORSMAN**
 Remove ■ per rank of Outdoorsman from checks to move through terrain or manage environmental effects. Decrease overland travel time by half.
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**DISORIENT**
 After hitting with a combat check, may spend  to disorient target for a number of rounds equal to ranks in Disorient.
COST 10**PRIME POSITIONS**

When this character or an ally in short range takes cover, he increases soak against ranged attacks by 1 per rank of Prime Positions until he leaves that cover.

COST 10**CUNNING SNARE**


Once per encounter as an action, may create a trap. Any other character who moves to engaged range of the trap must make an Opposed Vigilance vs. Survival check to avoid harm and ill effects.

COST 10**OUTDOORSMAN**
 Remove ■ per rank of Outdoorsman from checks to move through terrain or manage environmental effects. Decrease overland travel time by half.
COST 10**GRIT**

Gain +1 strain threshold.

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**BLIND SPOT**
 This character and allies within short range add  to combat checks while benefiting from cover.
COST 15**TOUGHENED**

Gain +2 wound threshold.

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**PREY ON THE WEAK**

Add +1 damage to one hit of successful combat checks against disoriented targets per rank of Prey on the Weak.

COST 20**EXPERT TRACKER**
 Remove ■ per rank of Expert Tracker to find tracks or track targets. Decrease time to track a target by half.
COST 20**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 20**DEDICATION**

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

COST 25**AMBUSH**

Once per round while benefiting from cover, may make the Ambush maneuver. Add damage equal to Stealth skill to one hit of next successful combat check against a target within Short range before the end of the turn.

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**PREY ON THE WEAK**

Add +1 damage to one hit of successful combat checks against disoriented targets per rank of Prey on the Weak.

COST 25*SIGNATURE ABILITY*

Bonus Career Skills: Athletics, Cool, Vigilance, Resilience

BODYGUARD 

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 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**TOUGHENED** 

Gain +2 wound threshold.

COST 5**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 5**TOUGHENED** 

Gain +2 wound threshold.

COST 10**MOVING TARGET** 

If the character has already acted this round, increase ranged defense by 1 per rank of Moving Target.

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 short range or engaged.

COST 10**SUPPRESSING FIRE** 

Character and allies in short range may spend ☹ on failed combat checks once per round to inflict 1 strain per rank of Suppressing Fire on the target.

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 15**BODYGUARD** 

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**TOUGHENED** 

Gain +2 wound threshold.

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**IMPROVED BODYGUARD** 

Once per session, when an ally protected by the Body Guard maneuver suffers a hit, suffer the hit instead.

COST 20**TOUGHENED** 

Gain +2 wound threshold.

COST 20**SUPPRESSING FIRE** 

Character and allies in short range may spend ☹ on failed combat checks once per round to inflict 1 strain per rank of Suppressing Fire on the target.

COST 20**MOVING TARGET** 

If the character has already acted this round, increase ranged defense by 1 per rank of Moving Target.

COST 20**DEDICATION** 

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

COST 25**SUPREME BODYGUARD** 

Body Guard maneuver may protect a number of engaged characters up to ranks in Resilience.

COST 25**DYNAMIC FIRE** 

When making a ranged attack while engaged with an opponent, may suffer 2 strain to reduce the ranged modifier by 1.

COST 25**SEIZE THE INITIATIVE** 

Once per session as a maneuver, may make a Hard (◆◆◆) Athletics check. On success, other PCs may take their turns immediately.

COST 25*SIGNATURE ABILITY*

SIGNATURE ABILITY

ATTACHED TO

THE BIGGER THEY ARE... BASE ABILITY

Once per game session as an action, the character may spend 2 Destiny Points, nominate one vehicle, starship, or living creature of silhouette 2 or smaller that he can see and make a Hard (◆◆◆) Knowledge (Warfare) check. If he succeeds, for the next 3 rounds, he and each other friendly character within medium range of him ignore the target's armor (or soak) when inflicting damage on the target with non-vehicle/starship weapons.

COST 30

INCREASE SILHOUETTE

Increase the silhouette of targets that can be affected by The Bigger They Are... by 1.

COST 10

CHANGE SKILL

Ma use Survival instead of Knowledge (Warfare) to activate The Bigger They Are....

COST 10

DURATION

The Bigger They Are... lasts for 2 additional rounds.

COST 10

CHANGE SKILL

Ma use Athletics instead of Knowledge (Warfare) to activate The Bigger They Are....

COST 10

ONGOING SALVO

If the target is destroyed (or dies) while The Bigger They Are... is active, the character may spend 1 Destiny Point to select a new target for The Bigger They Are....

COST 15

DESTINY

The Bigger They Are... costs 1 Destiny Point instead of 2

COST 15

REDUCE DIFFICULTY

Reduce the difficulty of the skill check to activate The Bigger They Are... to Average (◆◆).

COST 15

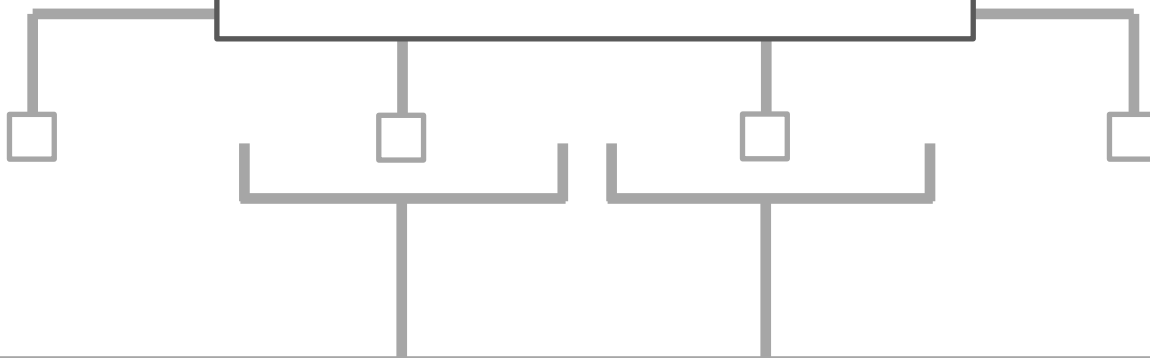
INCREASE SILHOUETTE

Increase the silhouette of targets that can be affected by The Bigger They Are... by 1.

COST 15

SIGNATURE ABILITY

ATTACHED TO



UNMATCHED COURAGE BASE ABILITY

Once per game session, as an out of turn incidental, the character may spend 2 destiny Points to ignore the effects of all Critical Injuries for 2 rounds. When this effect ends, he suffers the effects of these Critical Injuries as normal.

COST 30

INCREASE EFFECT

While Unmatched Courage is active, whenever the character would suffer strain, he may suffer that many wounds instead.

COST 10

DURATION

Unmatched Courage lasts for 2 additional rounds.

COST 10

SURVIVOR

While Unmatched Courage is active, add ■ to checks to remove Critical Injuries.

COST 10

DURATION

Unmatched Courage lasts for 2 additional rounds.

COST 10

SEE IT THROUGH

While Unmatched Courage is active, the character does not become incapacitated when his wounds exceed his wound threshold.

COST 15

FINISH THE JOB

While Unmatched Courage is active, the character adds +2 damage for each Critical Injury he is suffering to the first hit of each successful combat check he makes.

COST 15

SURVIVOR

While Unmatched Courage is active, add ■ to checks to remove Critical Injuries.

COST 15

TOO TOUGH TO DIE

When Unmatched Courage ends, make a Hard (◆◆◆) Resilience check to remove one Critical Injury.

COST 15