



Infiltrator Bonus Career Skills: **Deception, Melee, Skulduggery, Streetwise**

GRIT

Gain +1 strain threshold.

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 5

FRENZIED ATTACK

When making a Melee or Brawl check, suffer a number of strain to upgrade the attack an equal number of times. The strain suffered may not exceed ranks in Frenzied Attack.

COST 5

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 5

STUNNING BLOW

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

COST 10

GRIT

Gain +1 strain threshold.

COST 10

SOFT SPOT

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

COST 10

JUMP UP

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

COST 10

KNOCKDOWN

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

COST 15

FRENZIED ATTACK

When making a Melee or Brawl check, suffer a number of strain to upgrade the attack an equal number of times. The strain suffered may not exceed ranks in Frenzied Attack.

COST 15

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

NATURAL BRAWLER

Once per session, may re-roll any 1 Brawl or Melee check.

COST 20

TOUGHENED

Gain +2 wound threshold.

COST 20

IMPROVED STUNNING BLOW

When dealing strain damage with Melee or Brawl, spend Ⓞ to stagger target for 1 round per Ⓞ spent.

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

DEDICATION

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

COST 25

CLEVER SOLUTION

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

COST 25

MASTER OF SHADOWS

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

COST 25

NATURAL ROGUE

Once per session, may re-roll any 1 Skulduggery or Stealth check.

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 beast, 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



Slicer Bonus Career Skills: **Computers, Knowledge (Education), Knowledge (Underworld), Stealth**

