

UNIVERSAL

FORCE-SENSITIVE EMERGENT

PASSIVE

ACTIVE

RANKED



Force Sensitive only

Gain Force Rating 1

INSIGHT

Perception and Discipline become career skills.

COST 5

UNCANNY SENSES

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

COST 5

INDISTINGUISHABLE

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

COST 5

GRIT

Gain +1 strain threshold.

COST 5

UNCANNY REACTIONS

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

COST 10

TOUGHENED

Gain +2 wound threshold.

COST 10

SLEIGHT OF MIND

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

COST 10

SLEIGHT OF MIND

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

COST 10

UNCANNY SENSES

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

COST 15

UNCANNY REACTIONS

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

COST 15

GRIT

Gain +1 strain threshold.

COST 15

INDISTINGUISHABLE

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

COST 15

TOUGHENED

Gain +2 wound threshold.

COST 20

SENSE DANGER

Once per session, remove ■■ from any 1 check.

COST 20

TOUCH OF FATE

Once per session, add ■■ to any 1 check.

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 20

INVIGORATE

Once per encounter, may add ○ to a check using Brawn or Agility made by an ally in short range. ○ add ☆ and ● add ☆.

COST 25

FORCE OF WILL

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

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

UNIVERSAL

FORCE SENSITIVE EXILE

PASSIVE

ACTIVE

RANKED



Force Sensitive only

Gain Force Rating 1

UNCANNY SENSES

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

COST 5

INSIGHT

Perception and Discipline become career skills.

COST 5

FORAGER

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

COST 5

UNCANNY REACTIONS

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

COST 5

CONVINCING DEemeanor

Remove ■ per rank of Convincing Demeanor from Deception or Skulduggery checks.

COST 10

OVERWHELM EMOTIONS

May add ◊ per Force Rating to Charm, Coercion, or Deceit checks ○ and ● add ✨ to some checks and ▼ to others.

COST 10

INTENSE FOCUS

Perform an Intense Focus maneuver; suffer 1 strain and upgrade the ability of the next skill check once.

COST 10

QUICK DRAW

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

COST 10

SENSE DANGER

Once per session, remove ■■ from any 1 check.

COST 15

SENSE EMOTIONS

Add ■ to all Charm, Coercion, and Deception checks unless the target is immune to Force powers.

COST 15

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 15

TOUCH OF FATE

Once per session, add ■■ to any 1 check.

COST 15

STREET SMARTS

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

COST 20

UNCANNY SENSES

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

COST 20

UNCANNY REACTIONS

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

COST 20

STREET SMARTS

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

COST 20

SIXTH SENSE

Gain +1 ranged defense.

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

SUPERIOR REFLEXES

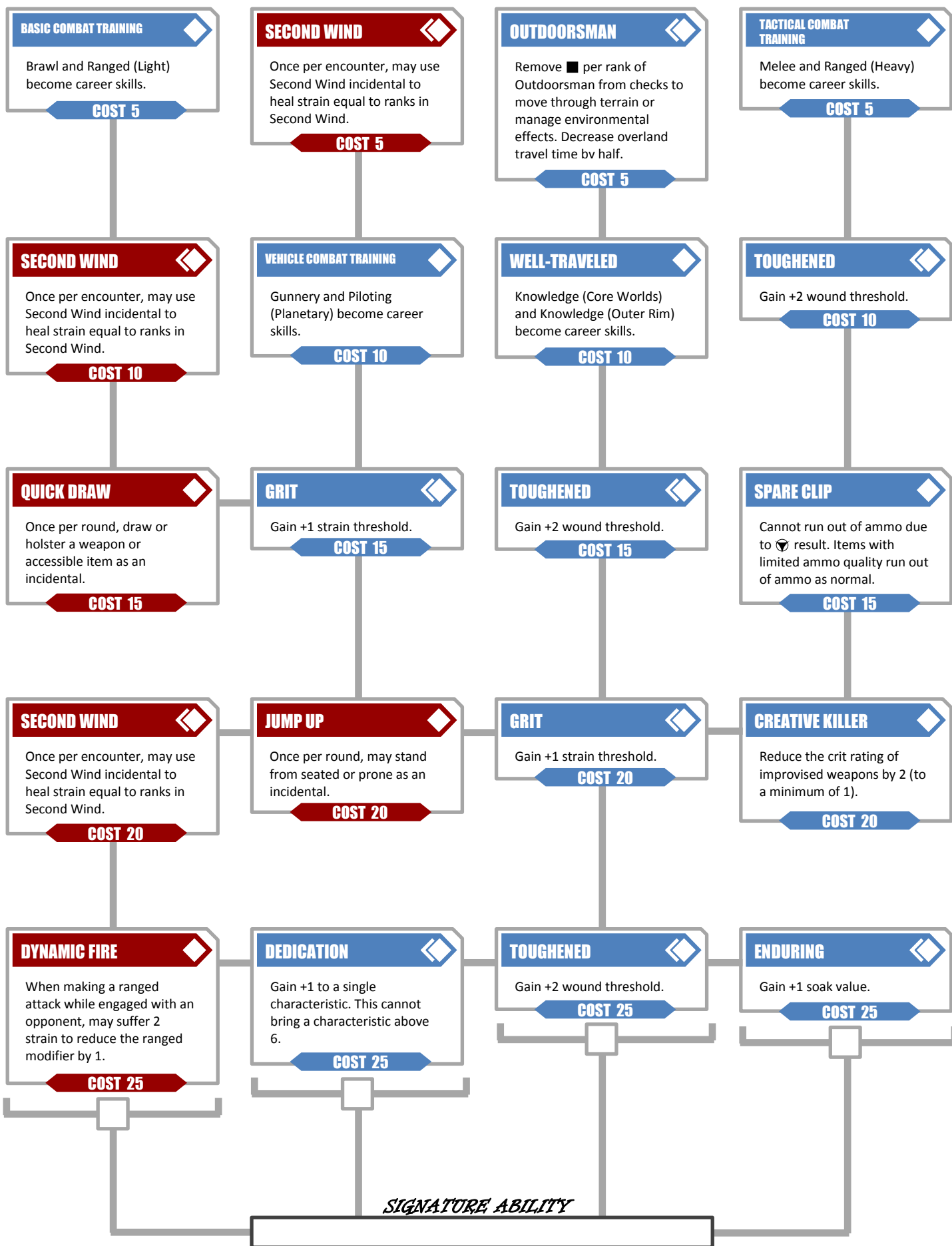
Gain +1 melee defense.

COST 25

SIGNATURE ABILITY



Bonus Career Skills: Athletics, Discipline, Survival, Vigilance



SIGNATURE ABILITY