

CAREER ACE


BASE ABILITY 

UPGRADE 

RANKED 


Career Skills: **Astrogation, Cool, Gunnery, Mechanics, Perception, Piloting (Planetary), Piloting (Space), Ranged (light)**

Find more handouts at BeggingForXP.com 

THIS ONE IS MINE BASE ABILITY 


Once per game session, when piloting a starship or vehicle, the character may spend 2 Destiny Points to challenge another starship or vehicle in the battle with equal silhouette. For 2 rounds, the two ships are locked in a duel. For the duration of the duel, the two duelling ships can only make attacks targeting each other and no other starships or characters can target the duelling ships with attacks.

COST 30

CHANGE SILHOUETTE 


This One is Mine can target ships or vehicles with a silhouette 1 higher or lower.

COST 10

DURATION 


This One is Mine lasts for 1 additional round.

COST 10

DURATION 


This One is Mine lasts for 1 additional round.

COST 10

EVASION 


Upgrade the difficulty of all incoming attacks once while This One is Mine is active.

COST 10

CHANGE SILHOUETTE 


This One is Mine can target ships or vehicles with a silhouette 1 higher or lower.

COST 15

FREQUENCY 


This One is Mine may be used twice per game session.

COST 15

DESTINY 


This One is Mine costs 1 Destiny Point instead of 2.

COST 15

EVASION 


Upgrade the difficulty of all incoming attacks once while This One is Mine is active.

COST 15

UNMATCHED SURVIVABILITY BASE ABILITY 


Once per game session, when piloting a starship or vehicle with a silhouette of 3 or less that is crippled (has hull trauma in excess of its hull trauma threshold), the character may spend 2 Destiny Points as an incidental. The starship or vehicle operates as if it is not crippled for the next 3 rounds, acting as if its hull trauma is equal to its hull trauma threshold.

COST 30

CHANGE SILHOUETTE 


Unmatched Survivability affects ships and vehicles with 1 greater silhouette.

COST 10

FREQUENCY 


Unmatched Survivability may be used twice per game session.

COST 10

DURABILITY 


Reduce Critical Hits suffered by the ship or vehicle by 10 while Unmatched Survivability is active.

COST 10

DURABILITY 


Reduce Critical Hits suffered by the ship or vehicle by 10 while Unmatched Survivability is active.

COST 10

CHANGE SILHOUETTE 


Unmatched Survivability affects ships and vehicles with 1 greater silhouette.

COST 15

DESTINY 


Unmatched Survivability costs 1 Destiny Point instead of 2.

COST 15

DURATION 

Unmatched Survivability lasts until the end of the encounter.

COST 15

REINFORCEMENT 


The Critical Rating of all weapons targeting the ship or vehicle counts as 1 higher while active.

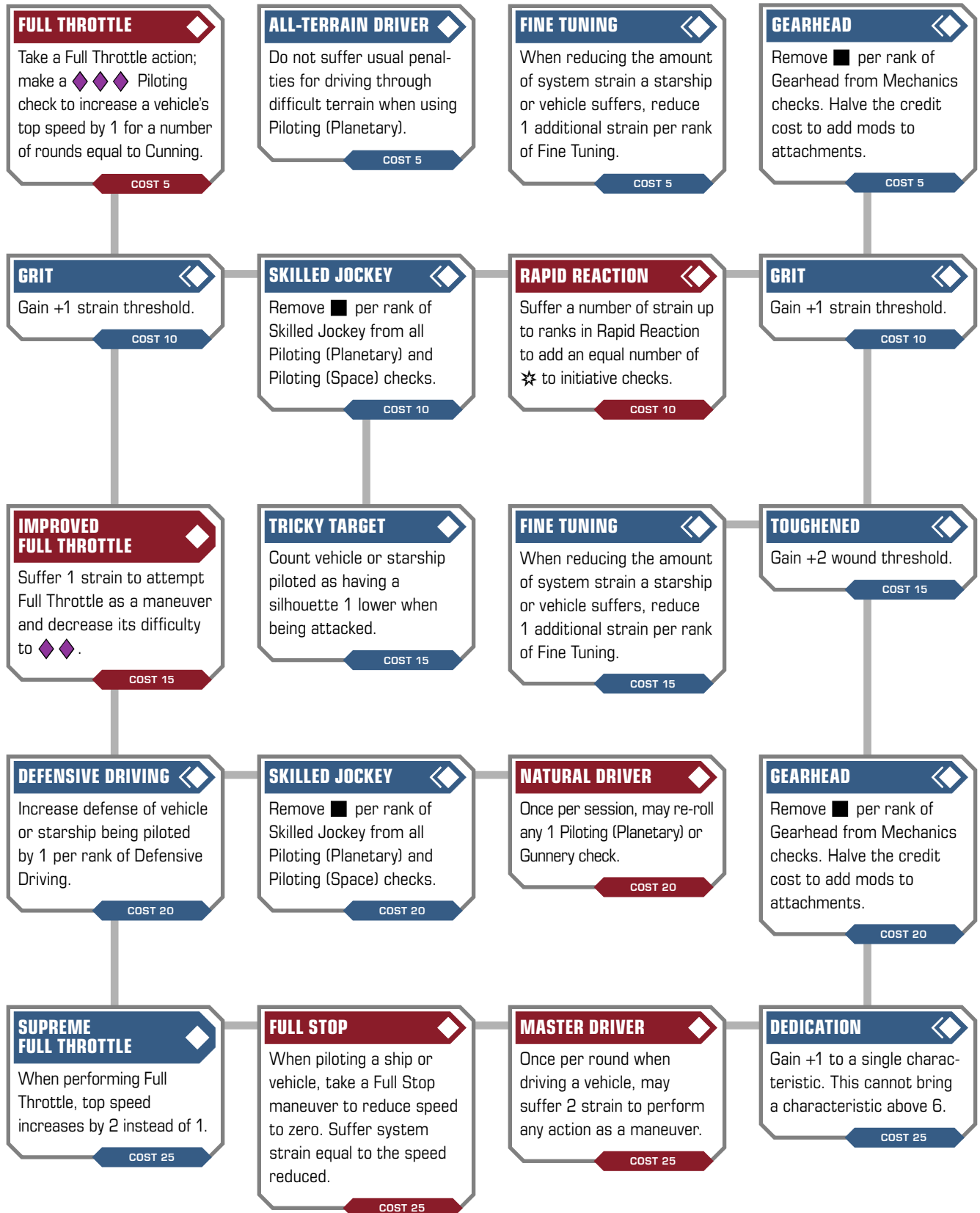
COST 15

ACE DRIVER

ACTIVE 
 PASSIVE 
 RANKED 

Spec Bonus Career Skills: **Cool, Gunnery, Mechanics, Piloting (Planetary)**


Find more handouts at BeggingForXP.com 

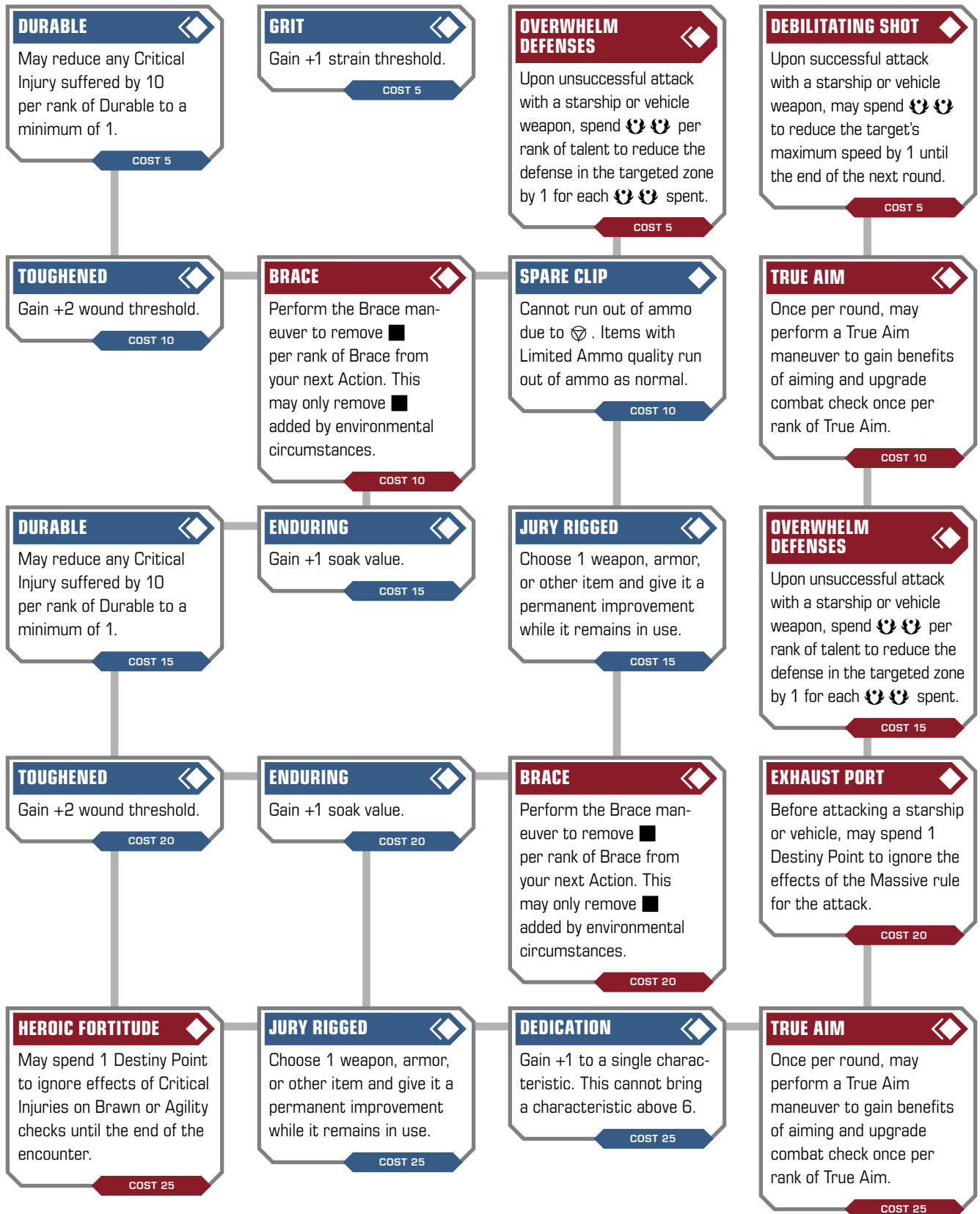


ACE GUNNER

ACTIVE 
 PASSIVE 
 RANKED 

Spec Bonus Career Skills: **Discipline, Gunnery, Ranged (Heavy), Resilience**


Find more handouts at BeggingForXP.com 

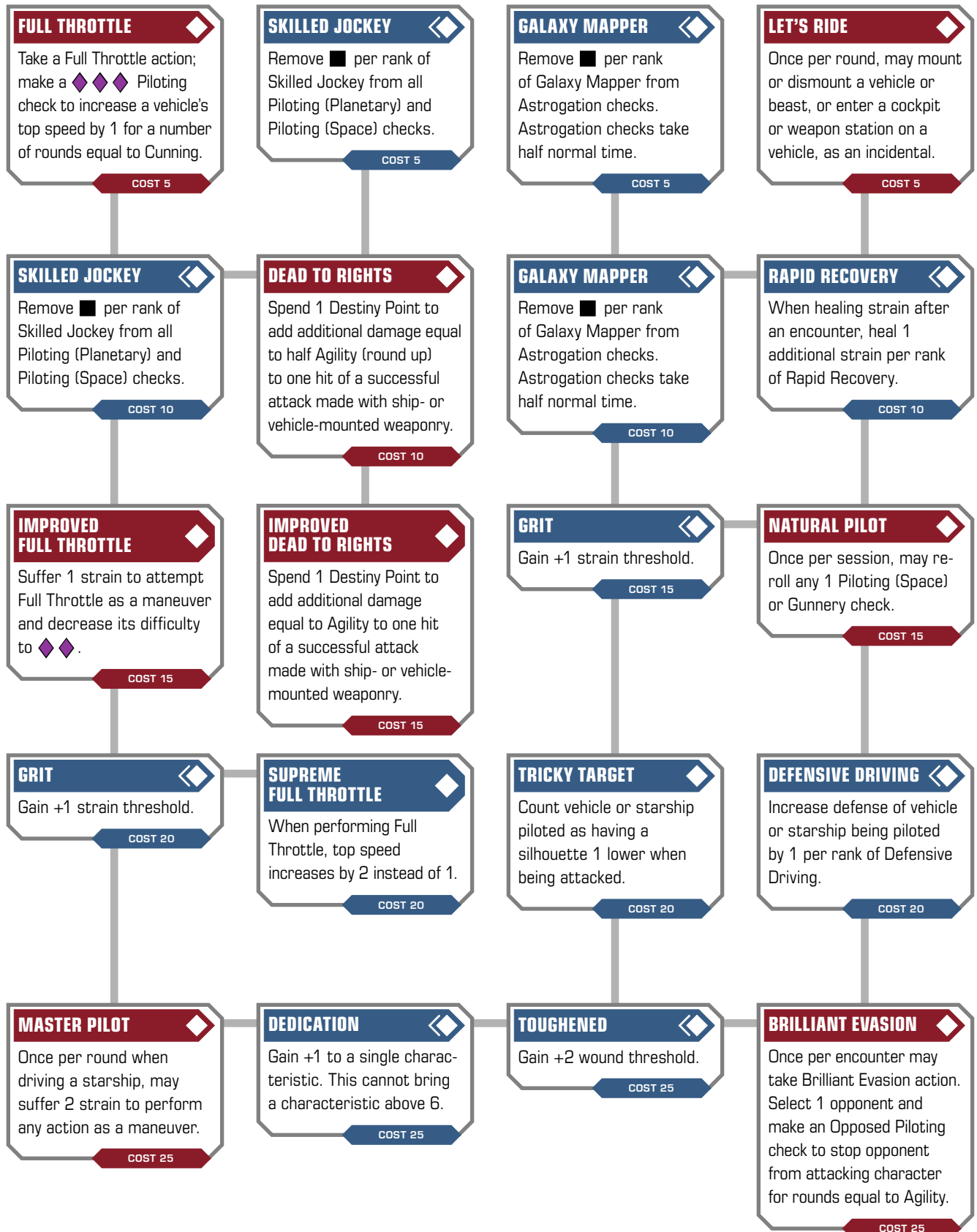


ACE PILOT

ACTIVE 
 PASSIVE 
 RANKED 

Spec Bonus Career Skills: **Astrogation, Gunnery, Piloting (Planetary), Piloting (Space)**


Find more handouts at BeggingForXP.com 

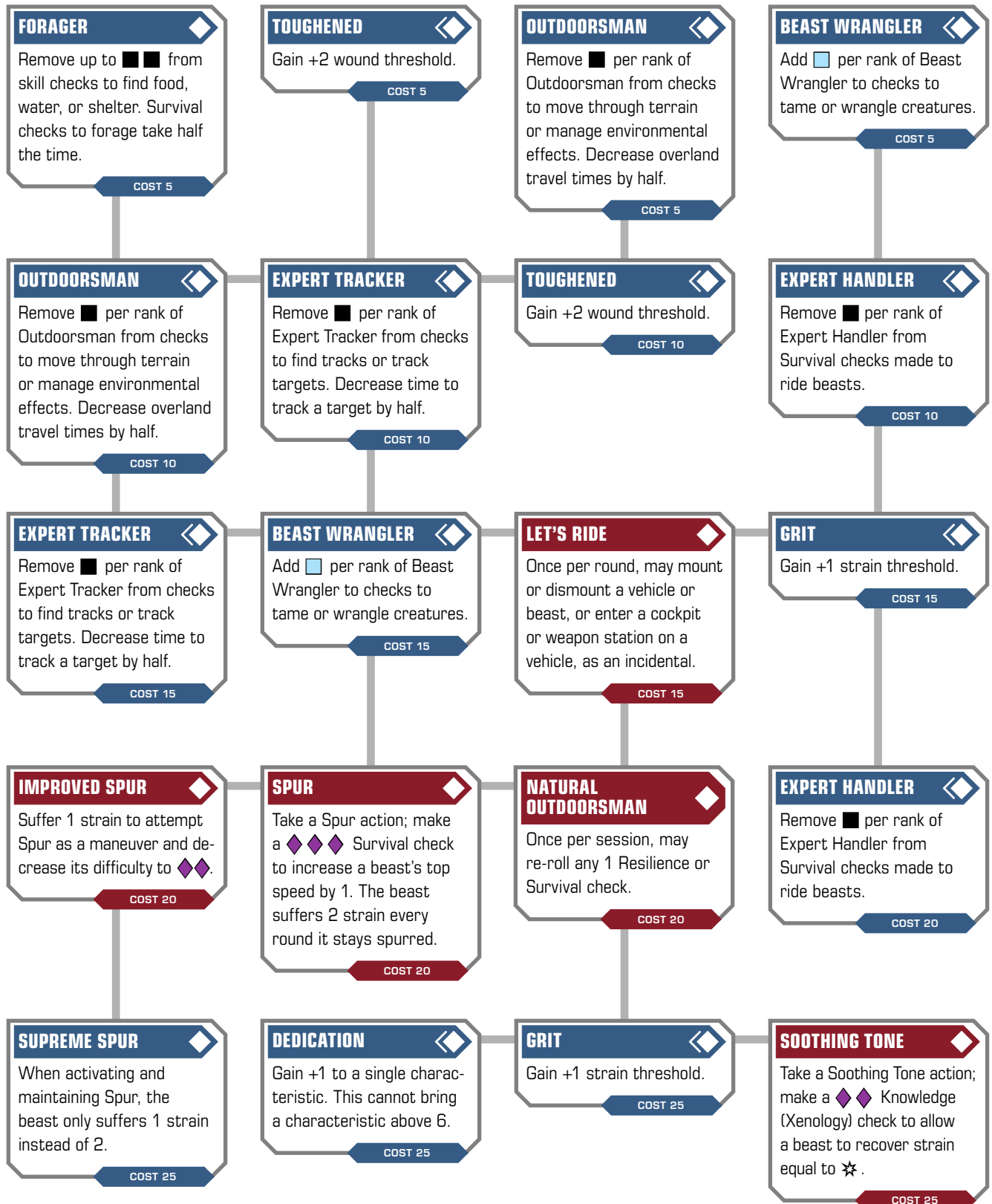


ACE BEAST RIDER

ACTIVE 
 PASSIVE 
 RANKED 

Spec Bonus Career Skills: **Athletics, Knowledge (Xenology), Perception, Survival**


Find more handouts at BeggingForXP.com 

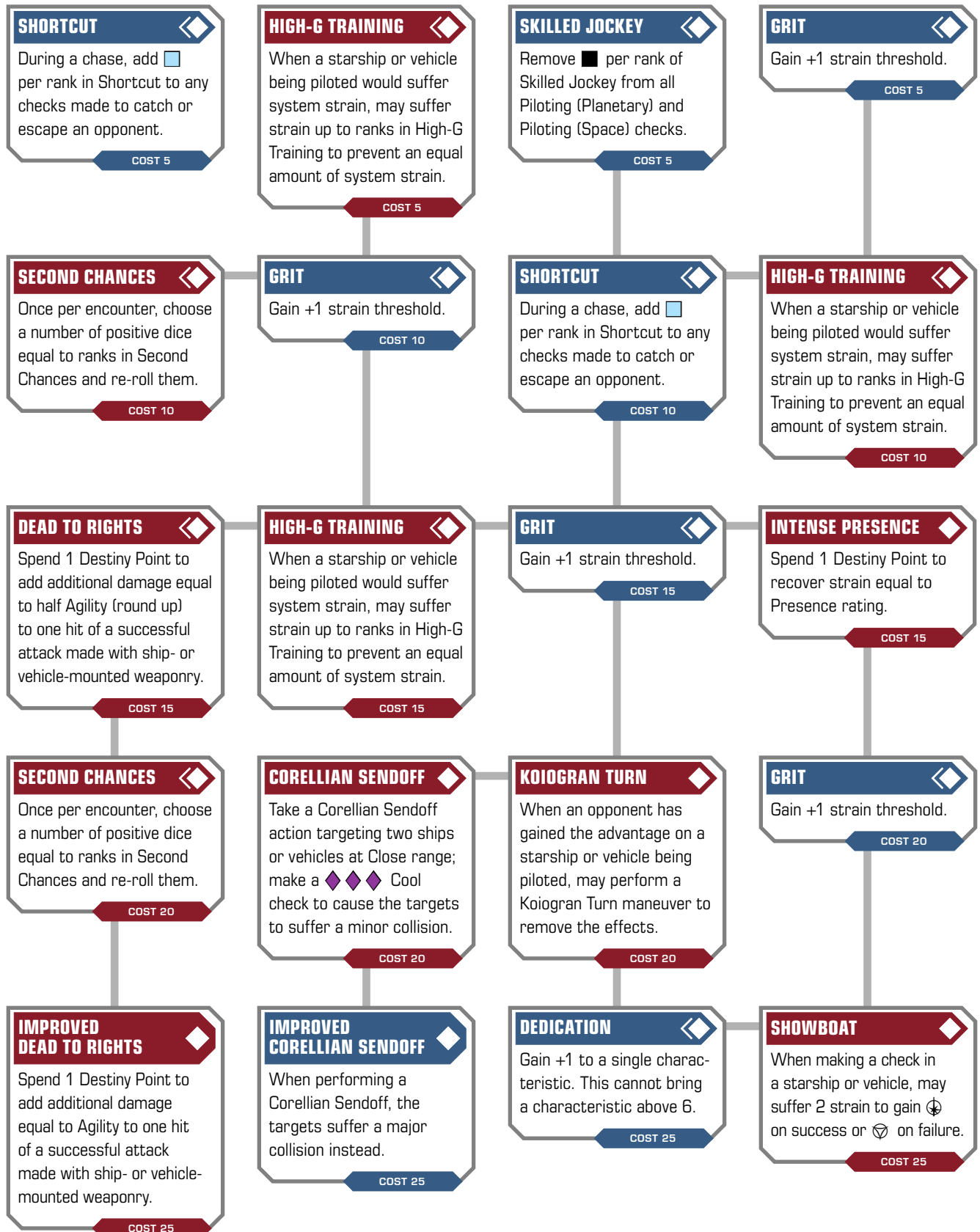


ACE HOTSHOT

ACTIVE 
 PASSIVE 
 RANKED 

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


Find more handouts at BeggingForXP.com 

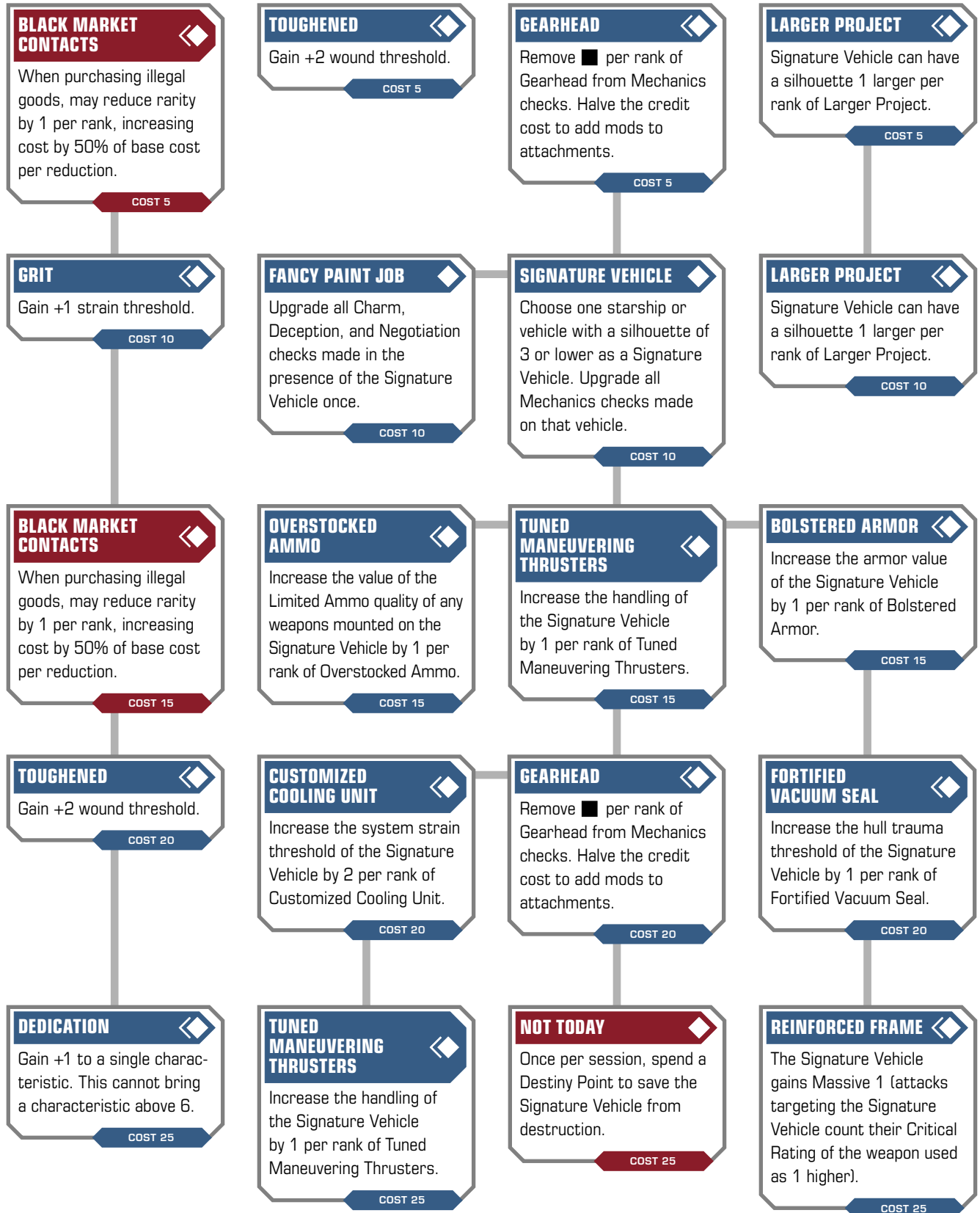


ACE RIGGER

ACTIVE 
 PASSIVE 
 RANKED 


Spec Bonus Career Skills: **Gunnery, Knowledge (Underworld), Mechanics, Resilience**

Find more handouts at BeggingForXP.com 



CAREER COMMANDER

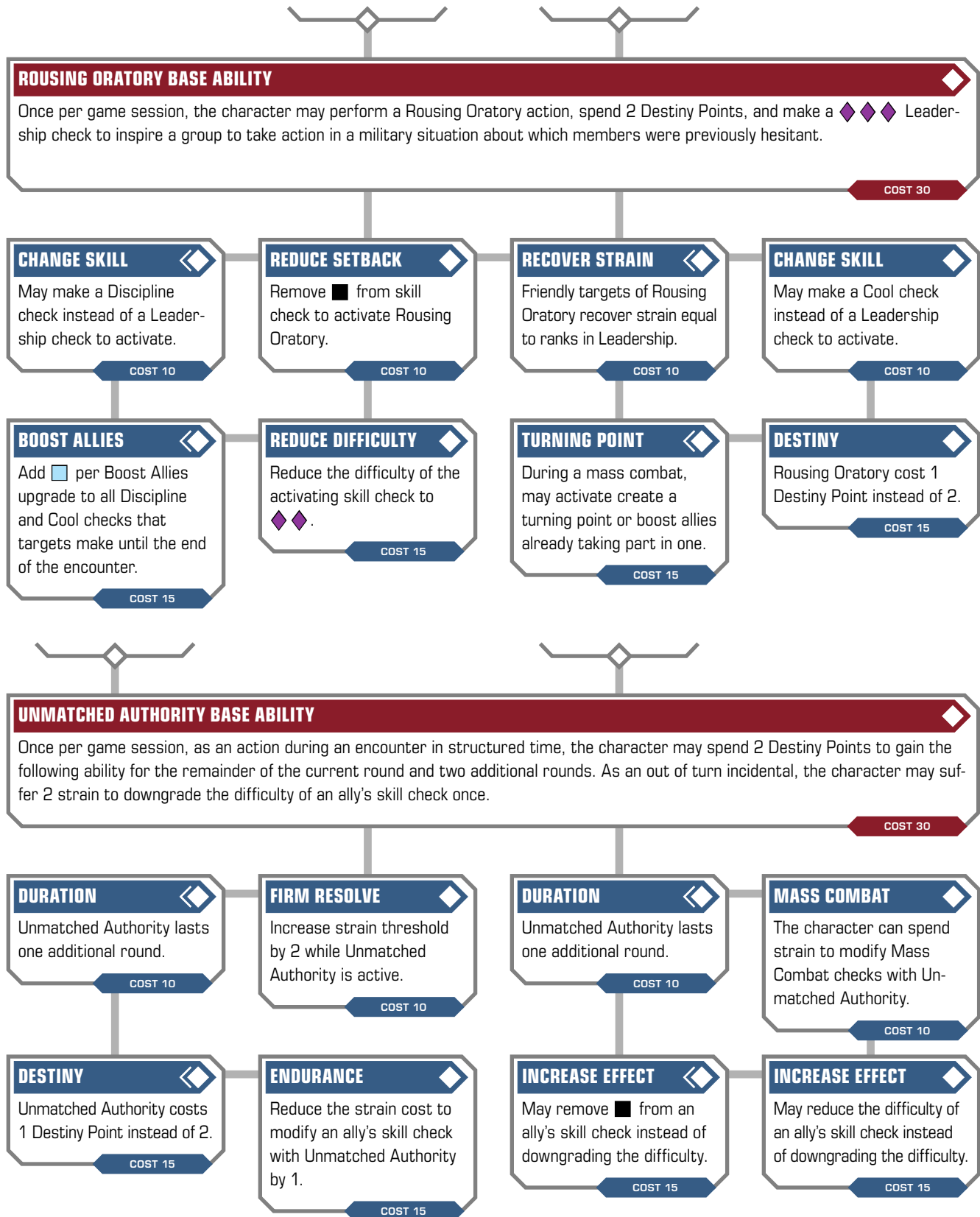
BASE ABILITY 

UPGRADE 

RANKED 

Career Skills: **Coercion, Cool, Discipline, Knowledge (Warfare), Leadership, Perception, Ranged (Light), Vigilance**


Find more handouts at BeggingForXP.com 

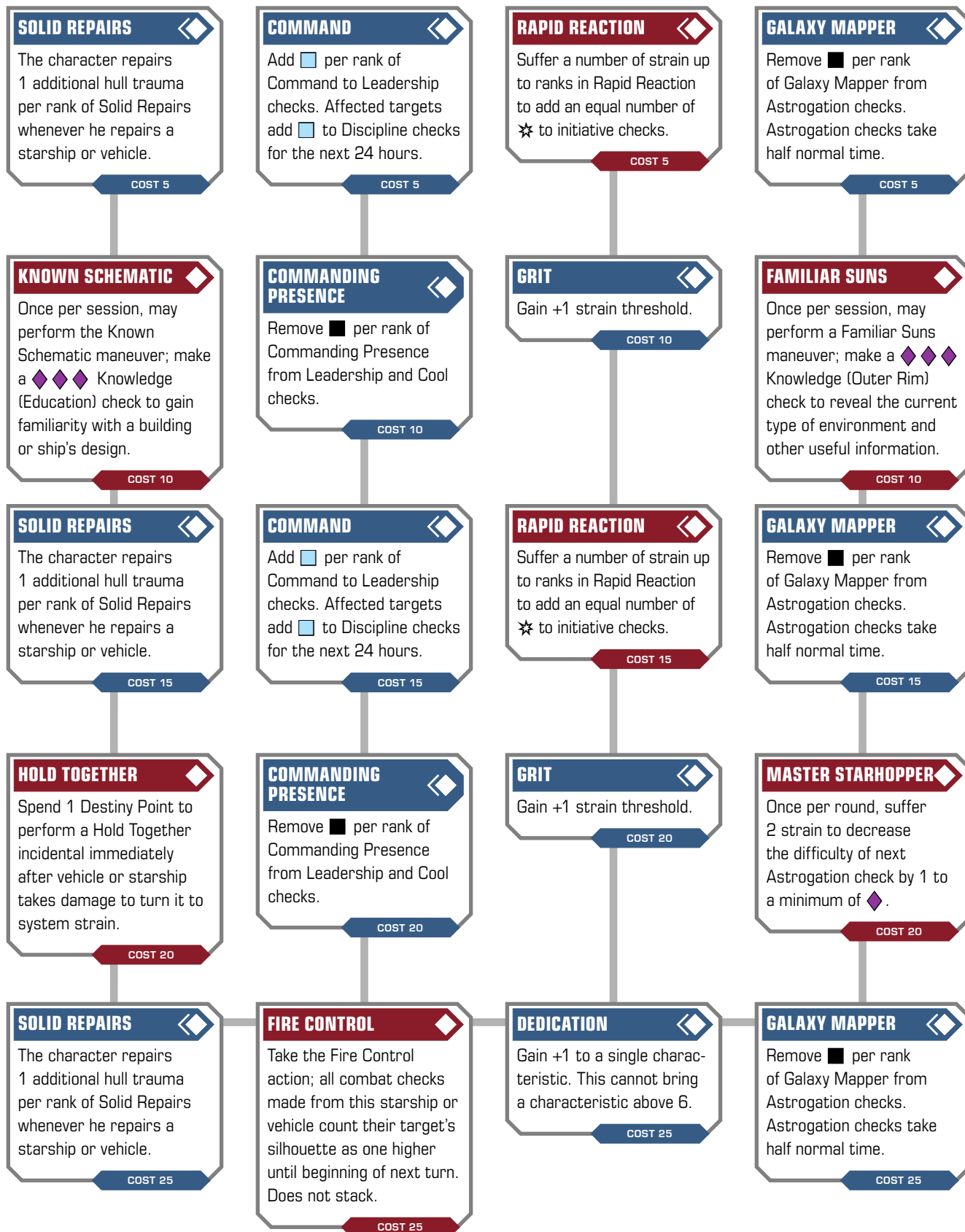


COMMANDER COMMODORE

ACTIVE 
 PASSIVE 
 RANKED 

Spec Bonus Career Skills: **Astrogation, Computers, Knowledge (Education), Knowledge (Outer Rim)**


Find more handouts at BeggingForXP.com 

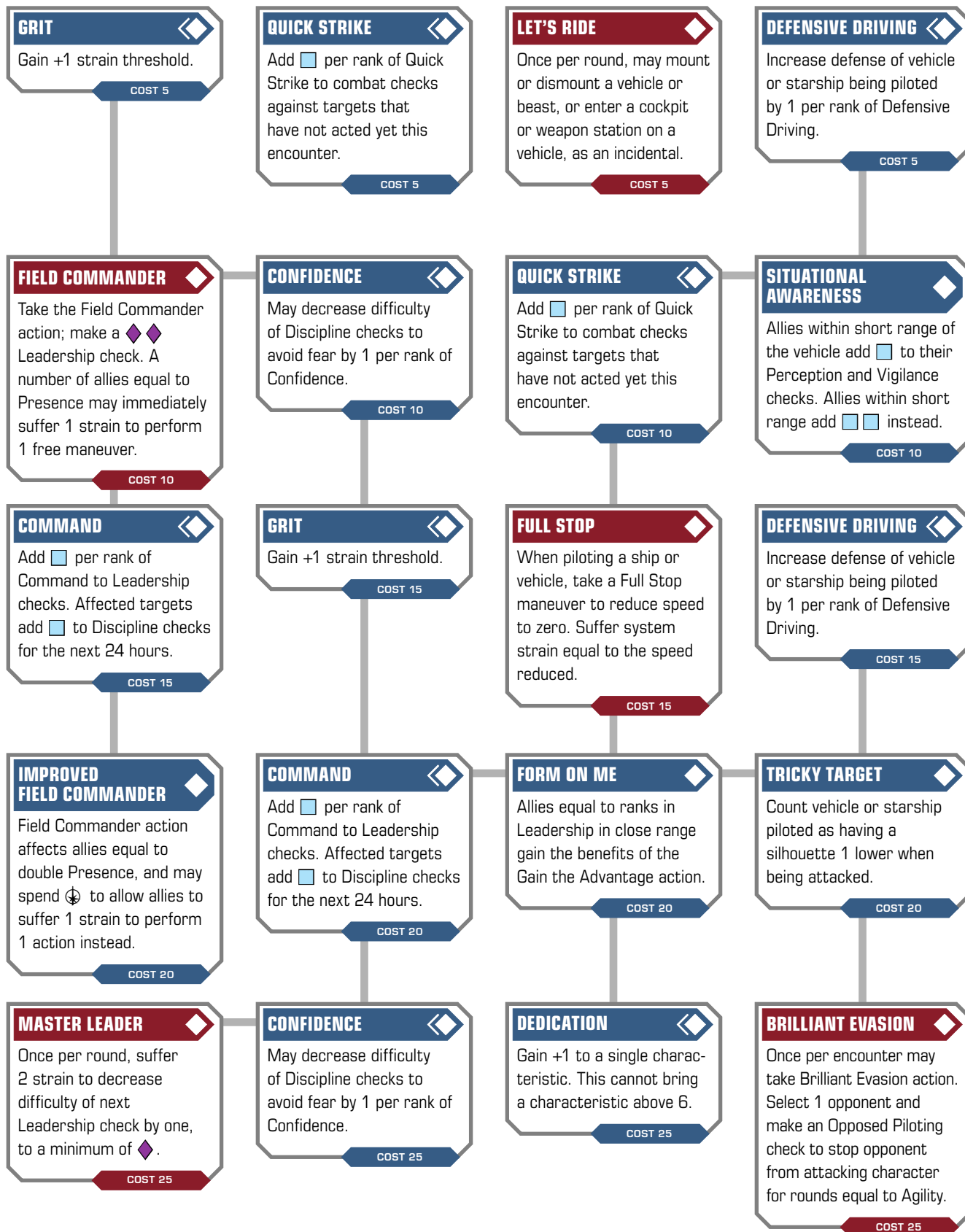


COMMANDER SQUADRON LEADER

ACTIVE 
 PASSIVE 
 RANKED 

Spec Bonus Career Skills: **Gunnery, Mechanics, Piloting (Planetary), Piloting (Space)**


Find more handouts at BeggingForXP.com 

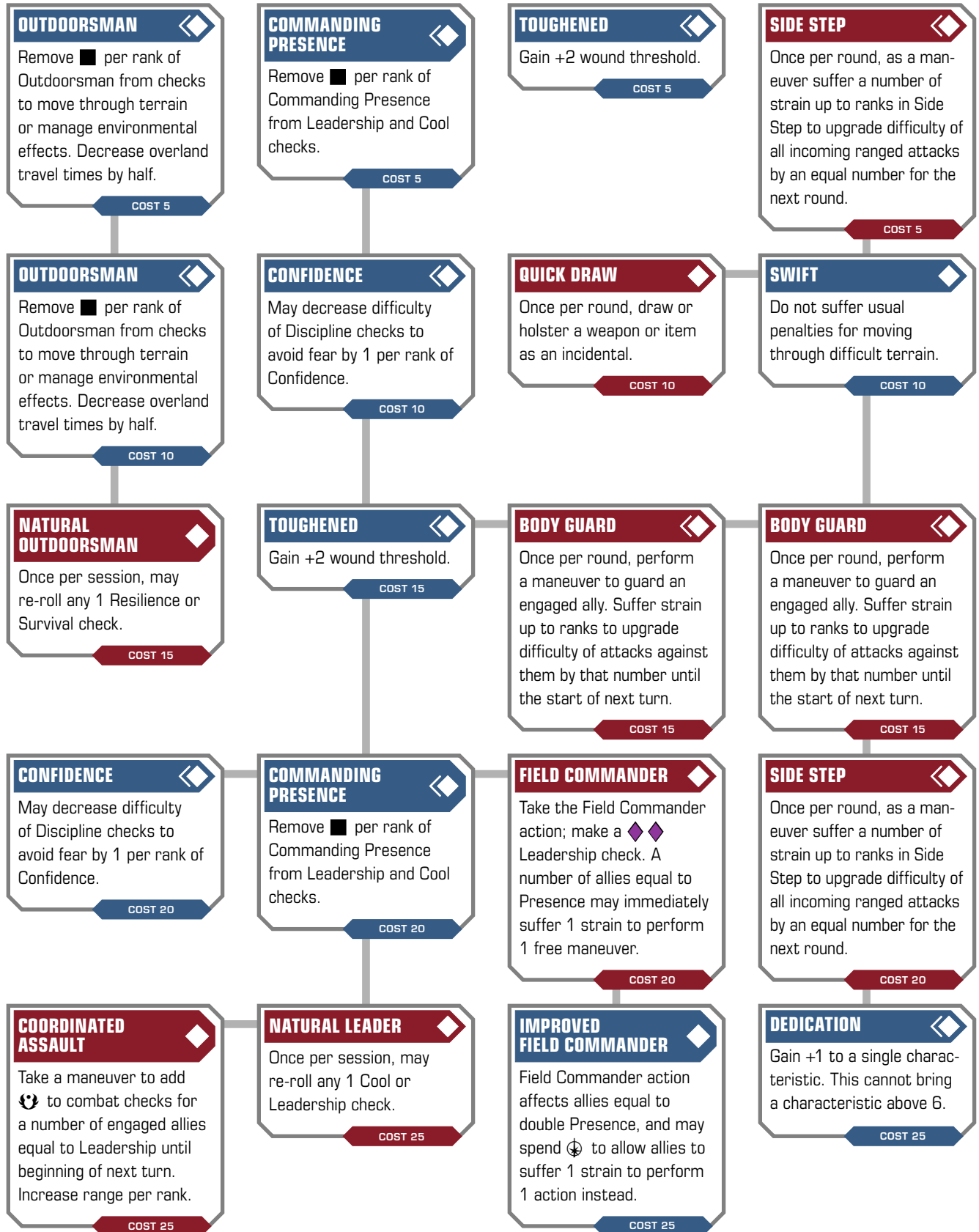


COMMANDER TACTICIAN

ACTIVE 
 PASSIVE 
 RANKED 

Spec Bonus Career Skills: **Brawl, Discipline, Leadership, Ranged (Heavy)**

Find more handouts at BeggingForXP.com 

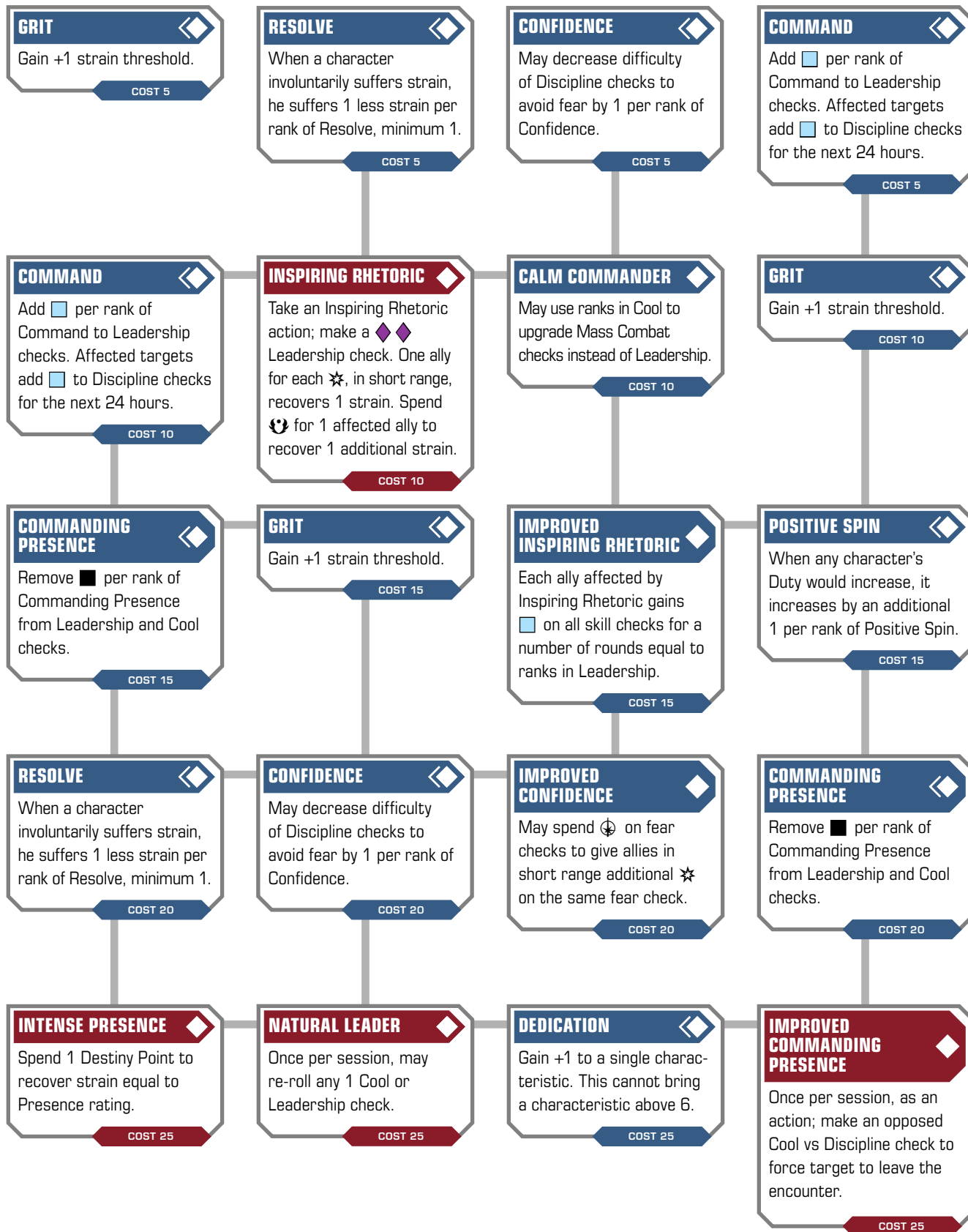


COMMANDER FIGUREHEAD

ACTIVE 
 PASSIVE 
 RANKED 

Spec Bonus Career Skills: **Cool, Leadership, Negotiation, Knowledge (Core Worlds)**


Find more handouts at BeggingForXP.com 

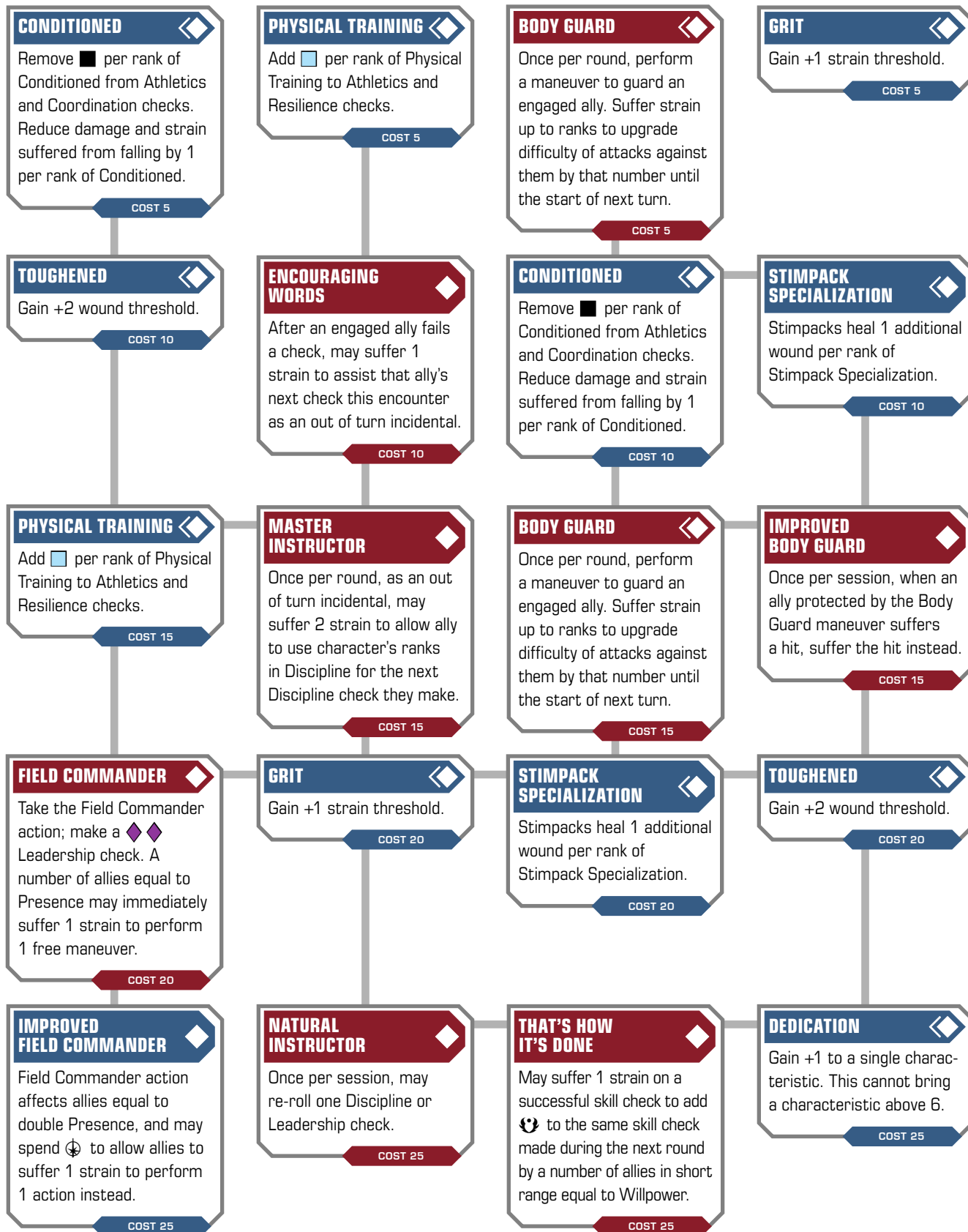


COMMANDER INSTRUCTOR

ACTIVE 
 PASSIVE 
 RANKED 

Spec Bonus Career Skills: **Discipline, Medicine, Ranged (Heavy), Knowledge (Education)**


Find more handouts at BeggingForXP.com 

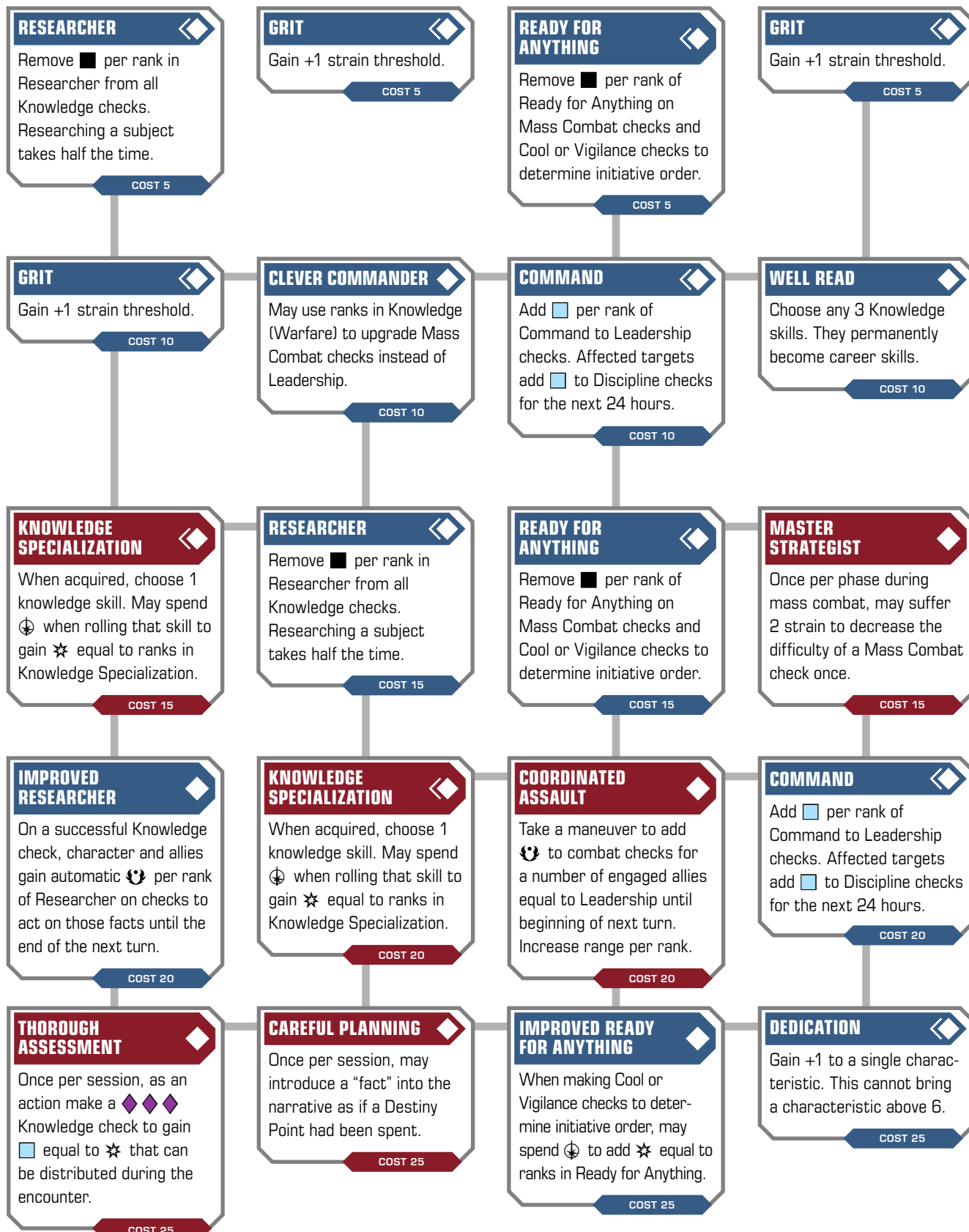


COMMANDER STRATEGIST

ACTIVE 
 PASSIVE 
 RANKED 

Spec Bonus Career Skills: **Computers, Cool, Vigilance, Knowledge (Warfare)**

Find more handouts at BeggingForXP.com 




CAREER DIPLOMAT

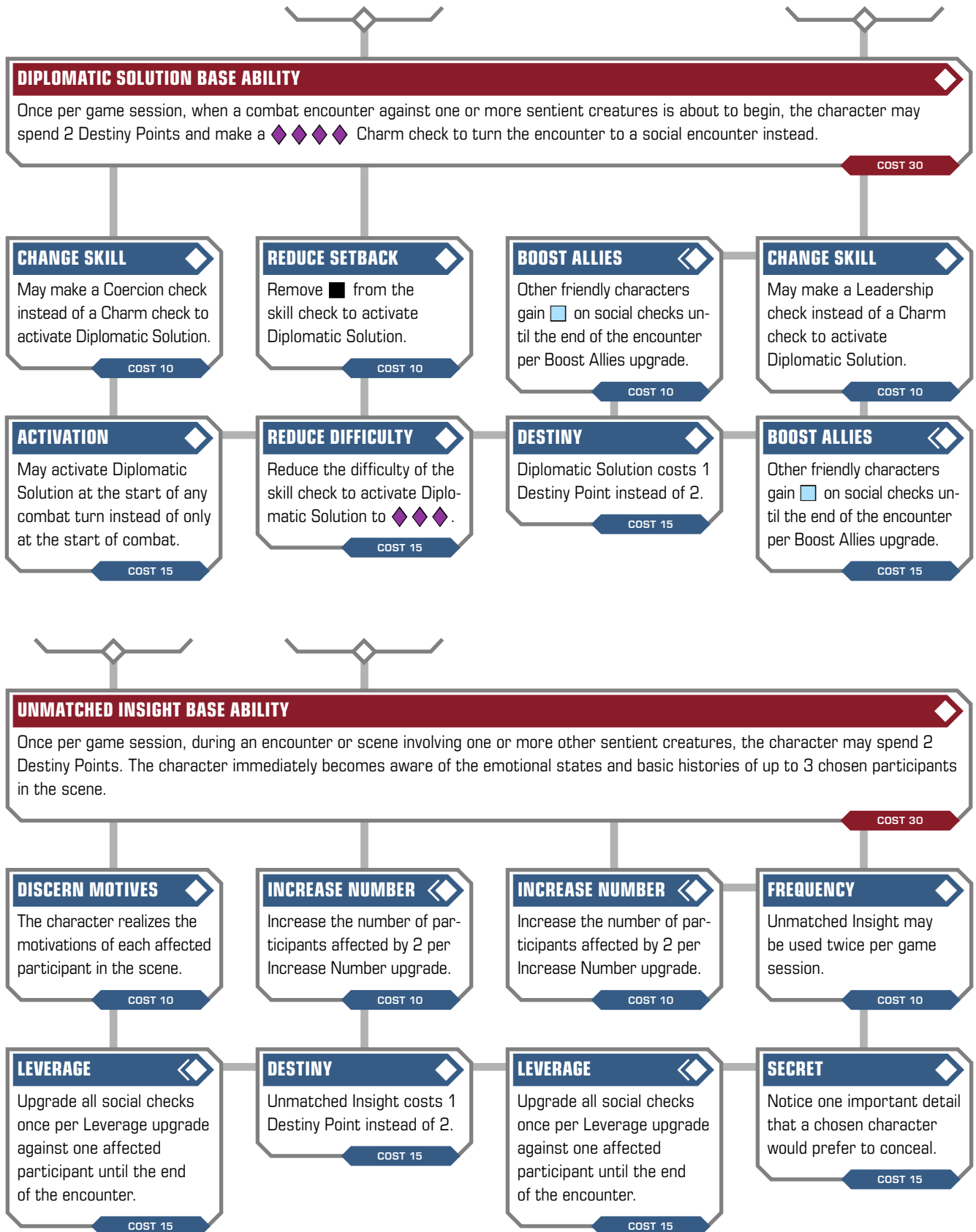
BASE ABILITY 

UPGRADE 

RANKED 

Career Skills: **Charm, Deception, Knowledge (Core Worlds), Knowledge (Lore), Knowledge (Outer Rim), Knowledge (Xenology), Leadership, Negotiation**


Find more handouts at BeggingForXP.com 

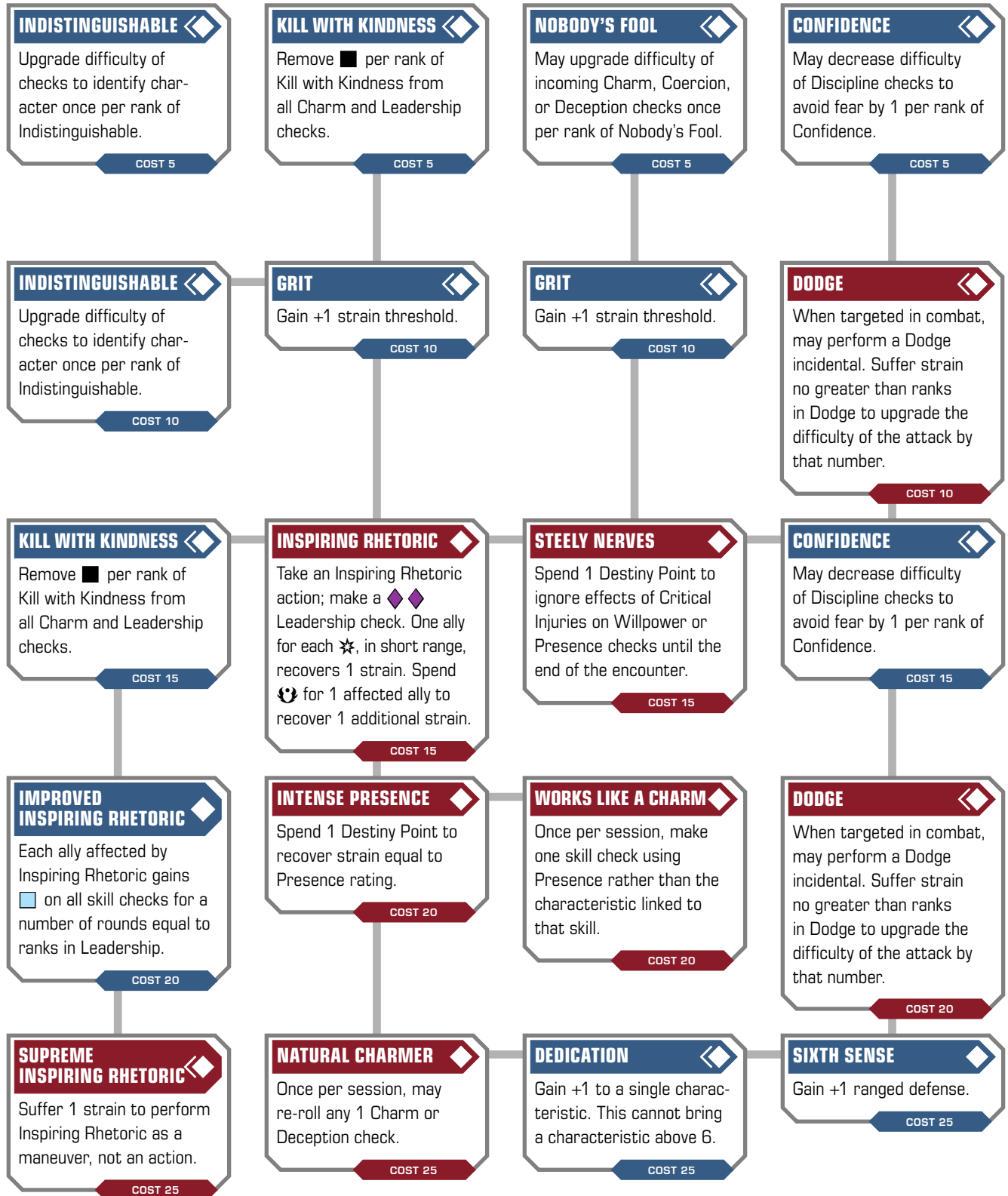


DIPLOMAT AMBASSADOR

ACTIVE 
 PASSIVE 
 RANKED 

Spec Bonus Career Skills: **Charm, Discipline, Knowledge (Core Worlds), Negotiation**


Find more handouts at BeggingForXP.com 

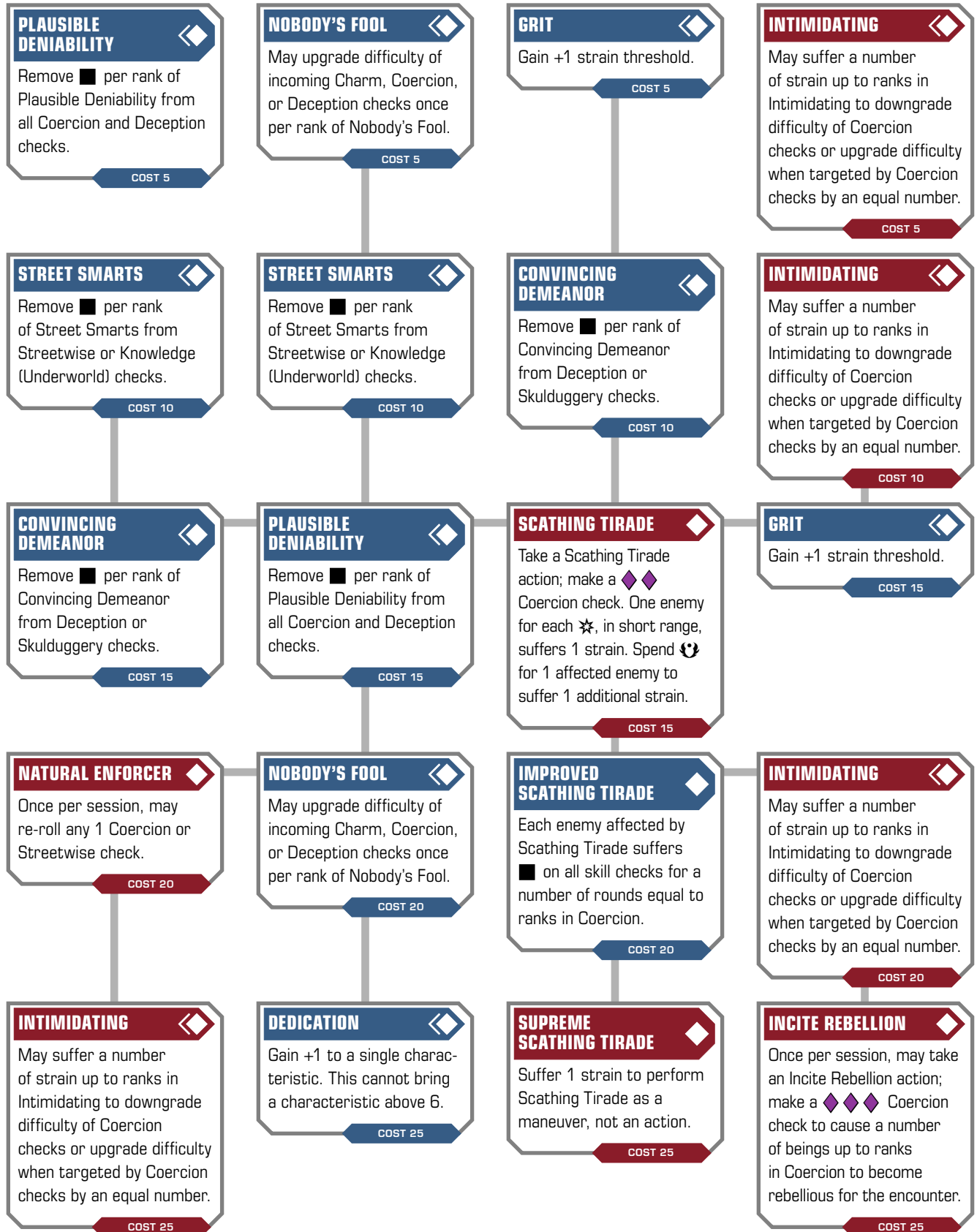


DIPLOMAT AGITATOR

ACTIVE 
 PASSIVE 
 RANKED 

Spec Bonus Career Skills: **Coercion, Deception, Knowledge (Underworld), Streetwise**


Find more handouts at BeggingForXP.com 

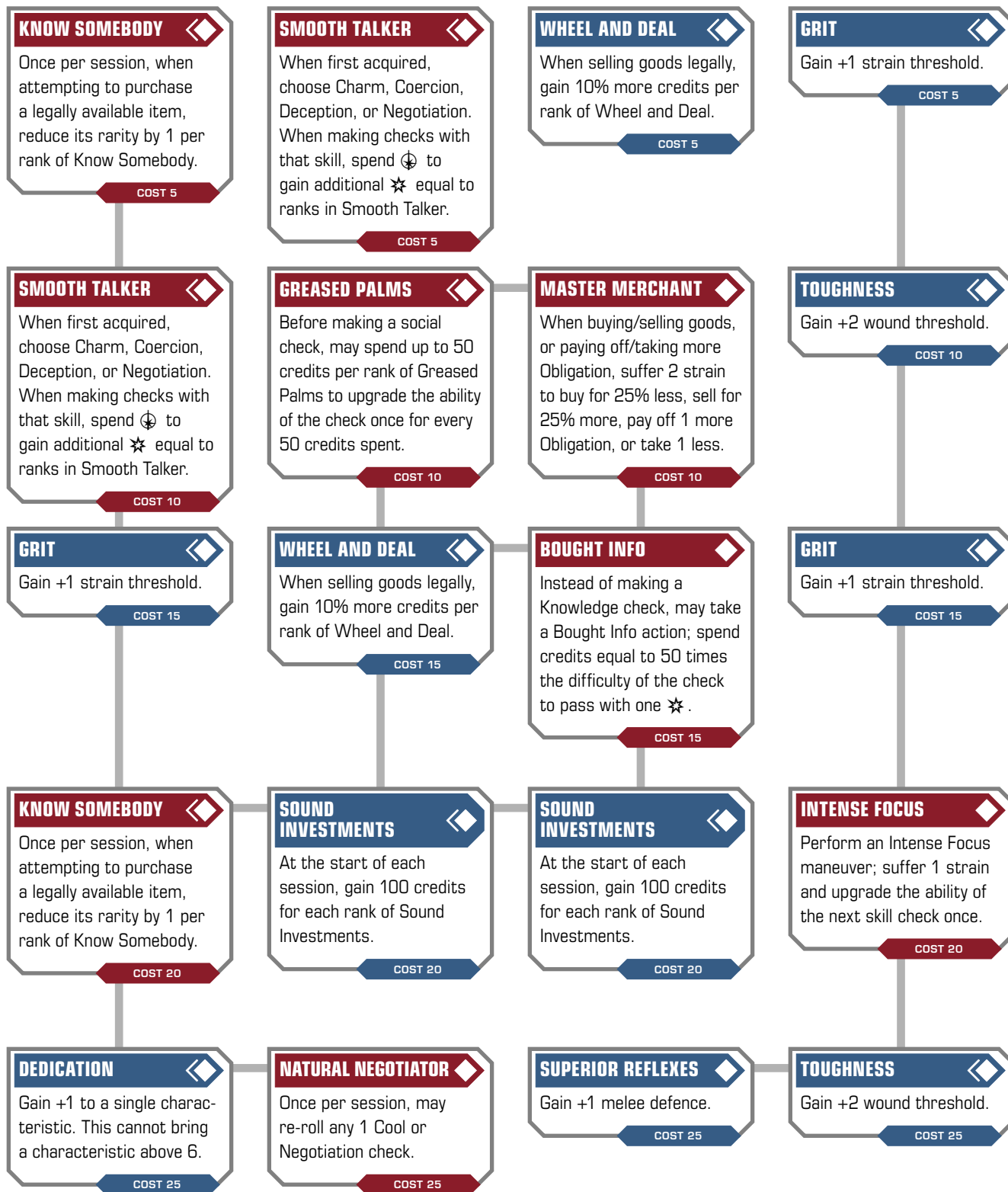


DIPLOMAT QUARTERMASTER

ACTIVE 
 PASSIVE 
 RANKED 

Spec Bonus Career Skills: **Computers, Negotiation, Skulduggery, Vigilance**


Find more handouts at BeggingForXP.com 

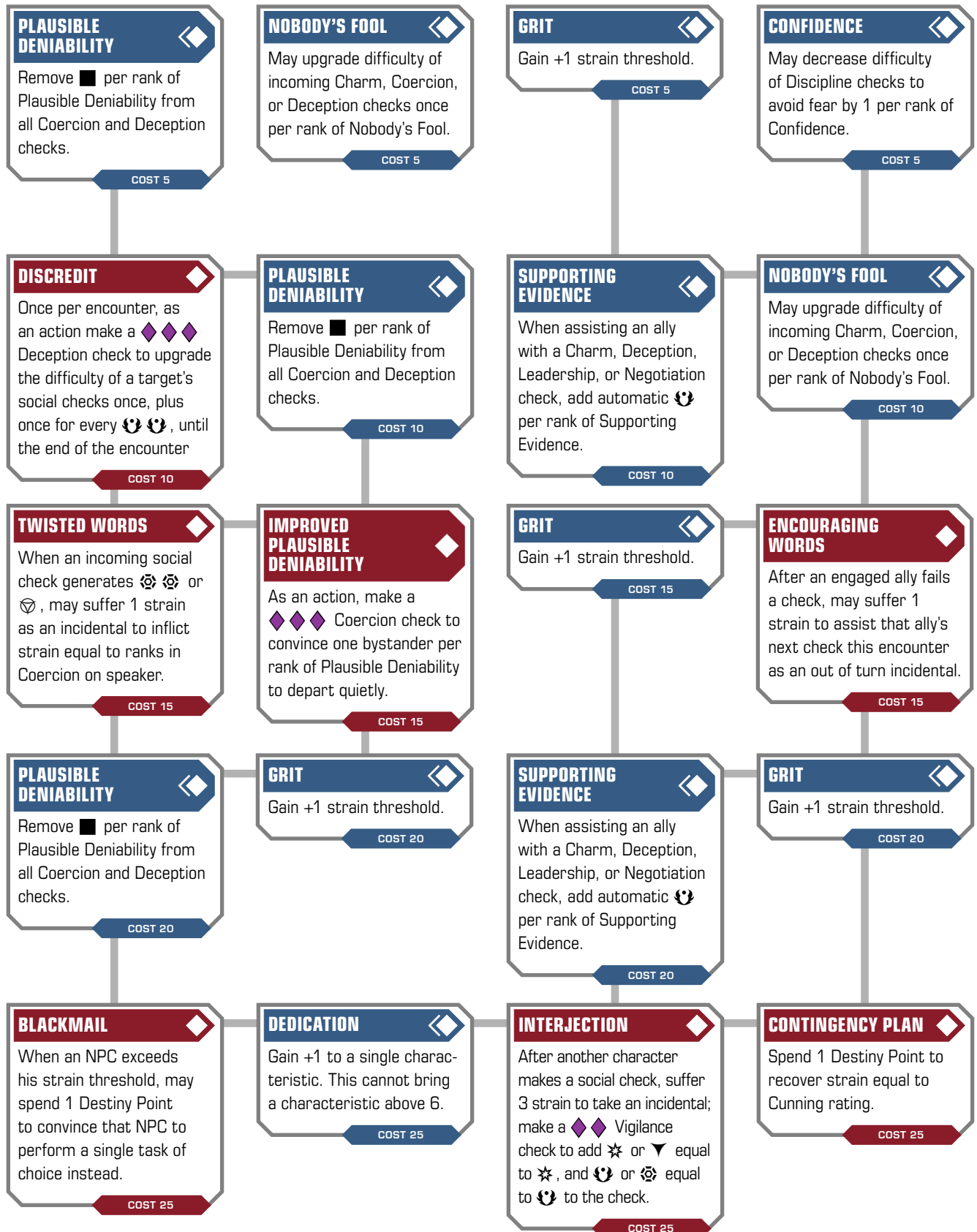


DIPLOMAT ADVOCATE

ACTIVE 
 PASSIVE 
 RANKED 

Spec Bonus Career Skills: **Coercion, Deception, Negotiation, Vigilance**


Find more handouts at BeggingForXP.com 

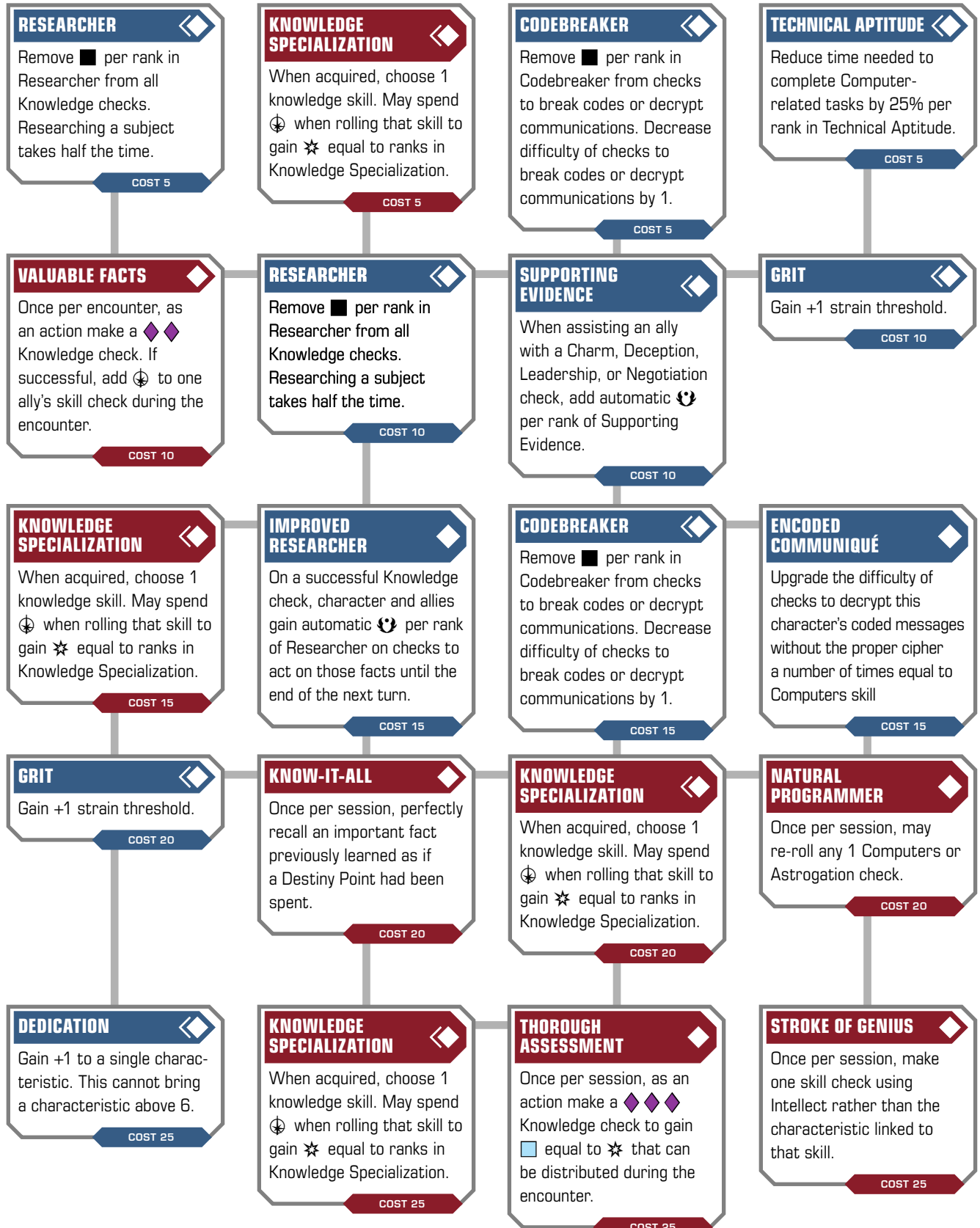


DIPLOMAT ANALYST

ACTIVE 
 PASSIVE 
 RANKED 

Spec Bonus Career Skills: **Computers, Knowledge (Education), Knowledge (Warfare), Perception**

Find more handouts at BeggingForXP.com 

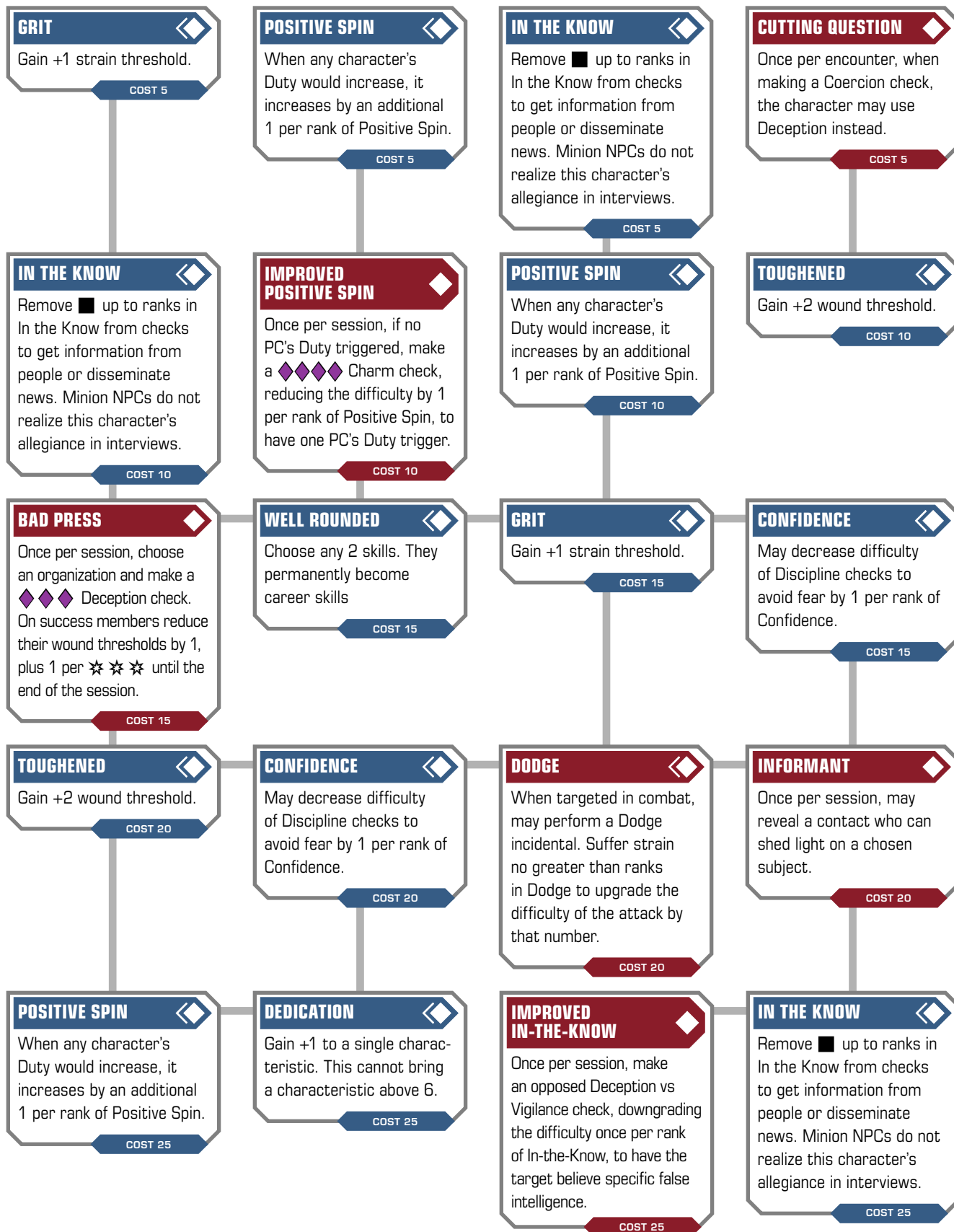


DIPLOMAT PROPAGANDIST

ACTIVE 
 PASSIVE 
 RANKED 

Spec Bonus Career Skills: **Charm, Deception, Knowledge (Warfare), Perception**


Find more handouts at BeggingForXP.com 

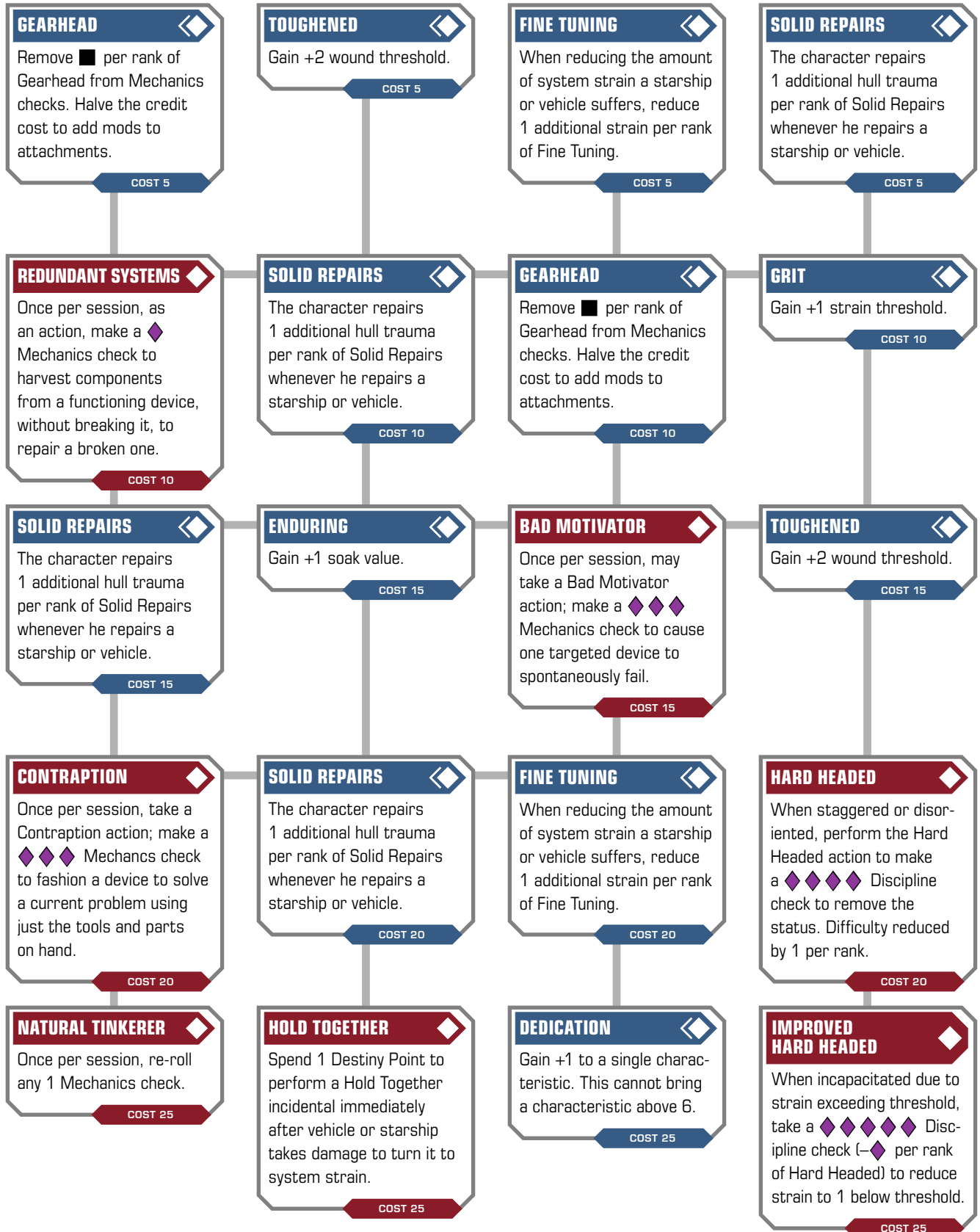


ENGINEER MECHANIC

ACTIVE 
 PASSIVE 
 RANKED 

Spec Bonus Career Skills: **Brawl, Mechanics, Piloting (Space), Skulduggery**


Find more handouts at BeggingForXP.com 

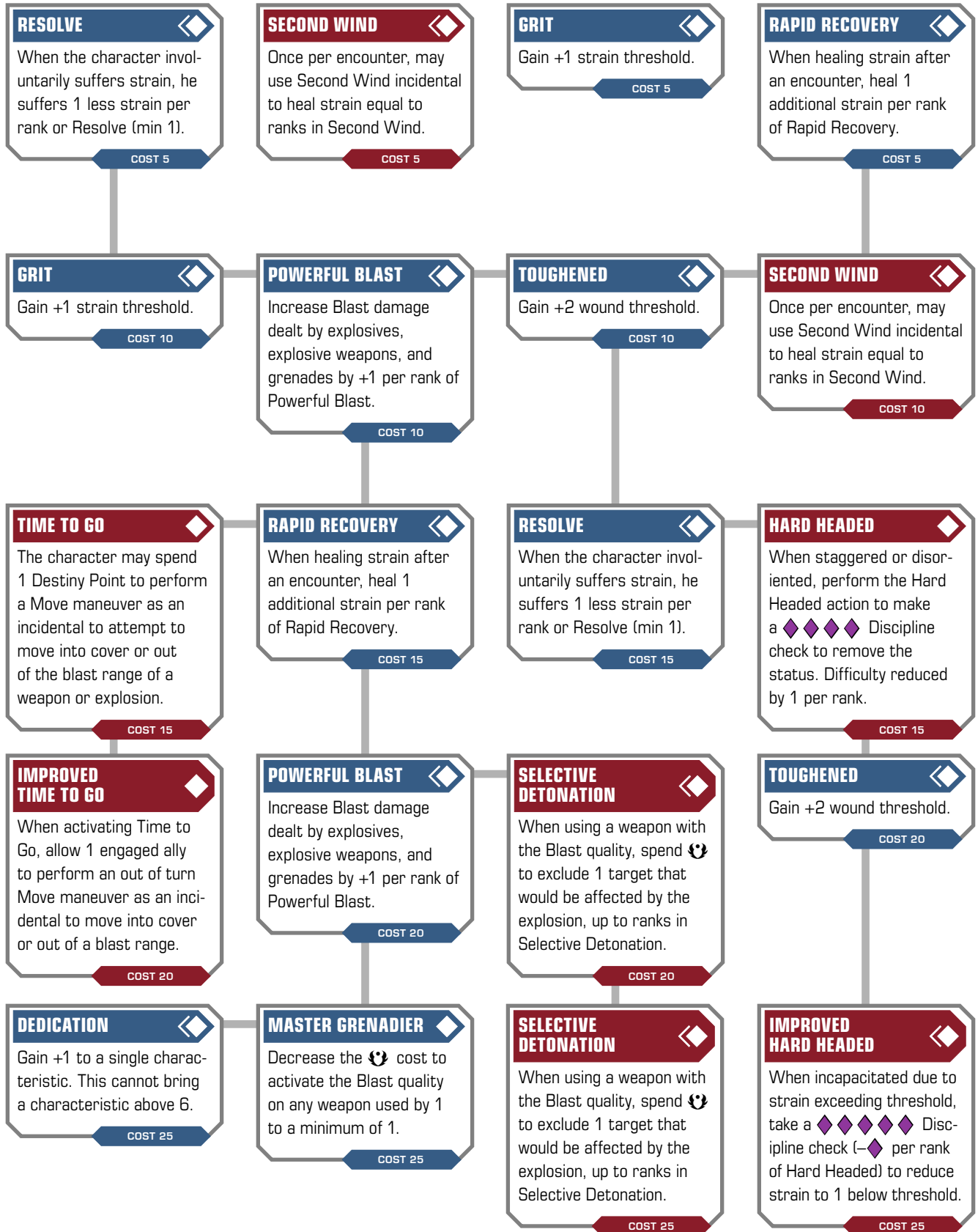


ENGINEER SABOTEUR

ACTIVE 
 PASSIVE 
 RANKED 

Spec Bonus Career Skills: **Coordination, Mechanics, Skulduggery, Stealth**

Find more handouts at BeggingForXP.com 



ENGINEER SCIENTIST

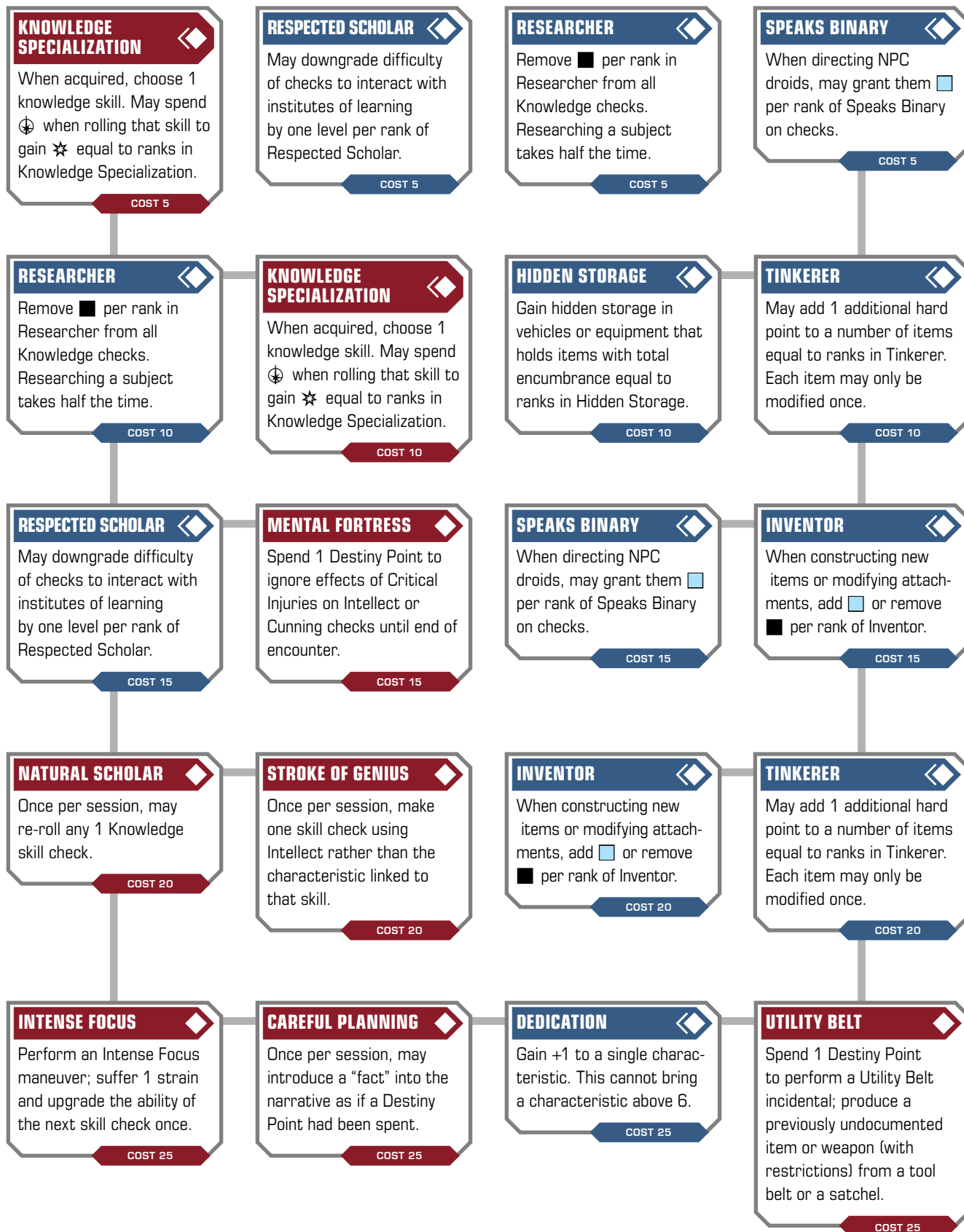
ACTIVE 

PASSIVE 

RANKED 

Spec Bonus Career Skills: **Computers, Knowledge (Education), Knowledge (Lore), Medicine**

Find more handouts at BeggingForXP.com 

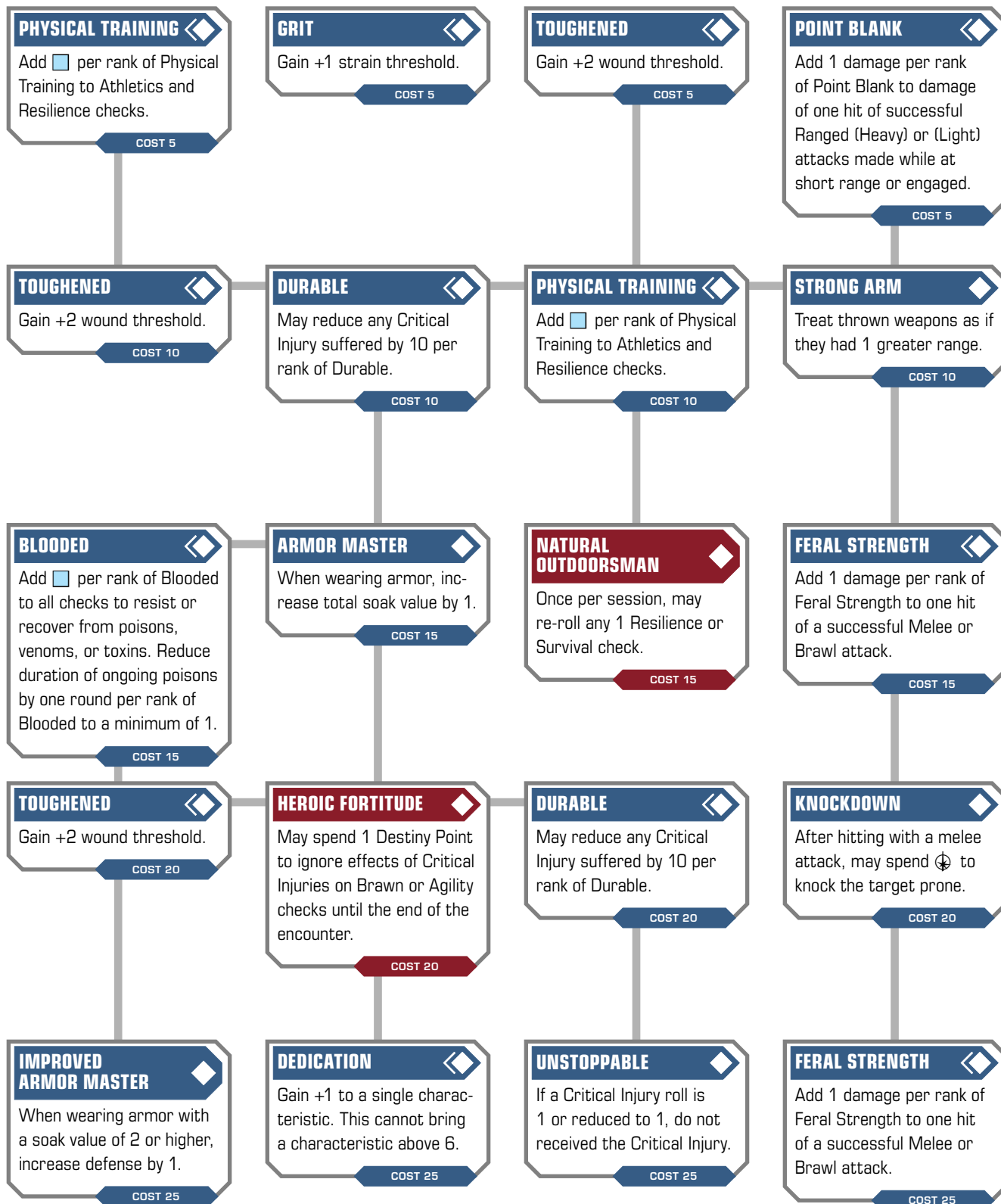


SOLDIER COMMANDO

ACTIVE 
 PASSIVE 
 RANKED 

Spec Bonus Career Skills: **Brawl, Melee, Resilience, Survival**


Find more handouts at BeggingForXP.com 

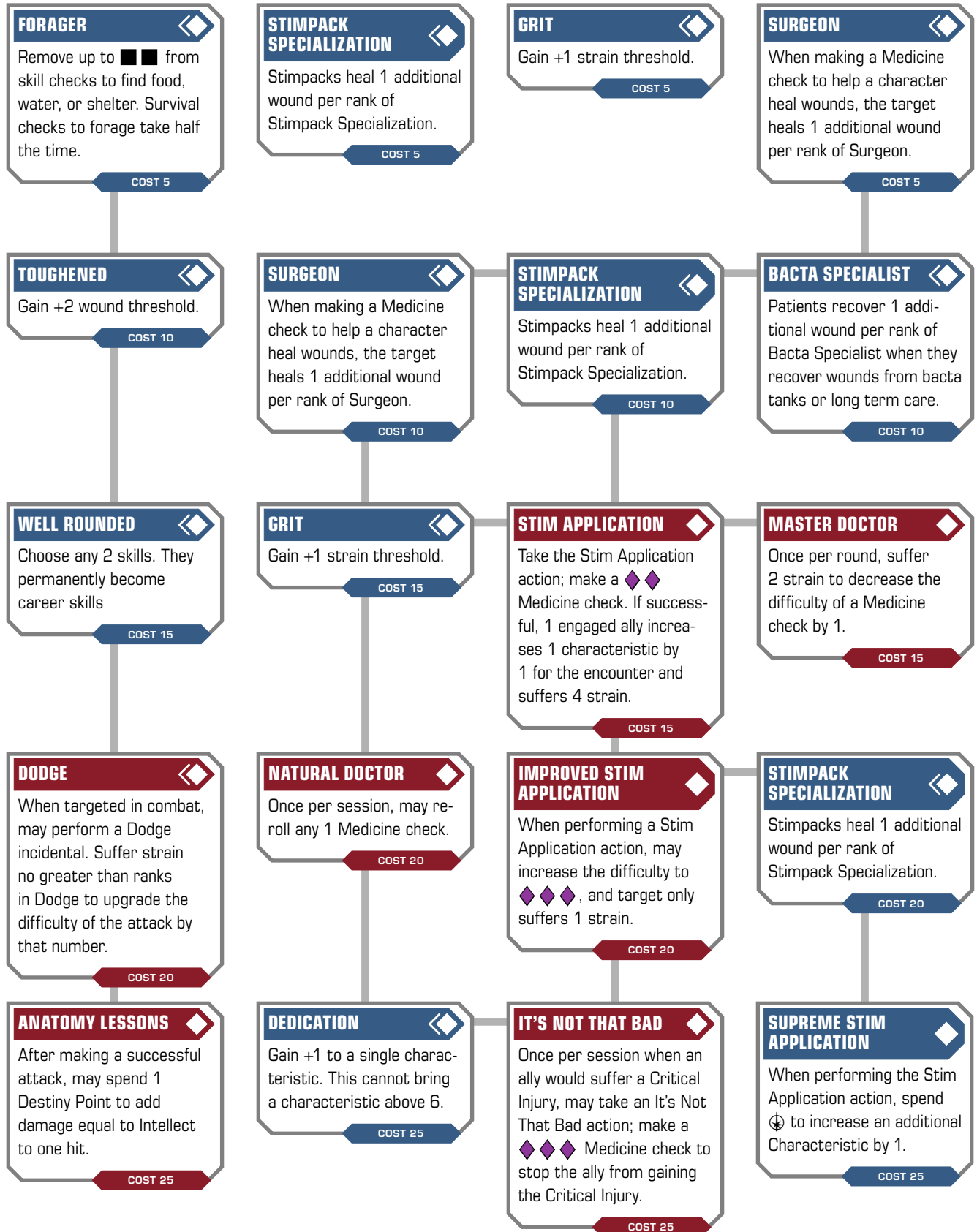


SOLDIER MEDIC

ACTIVE 
 PASSIVE 
 RANKED 

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

Find more handouts at BeggingForXP.com 




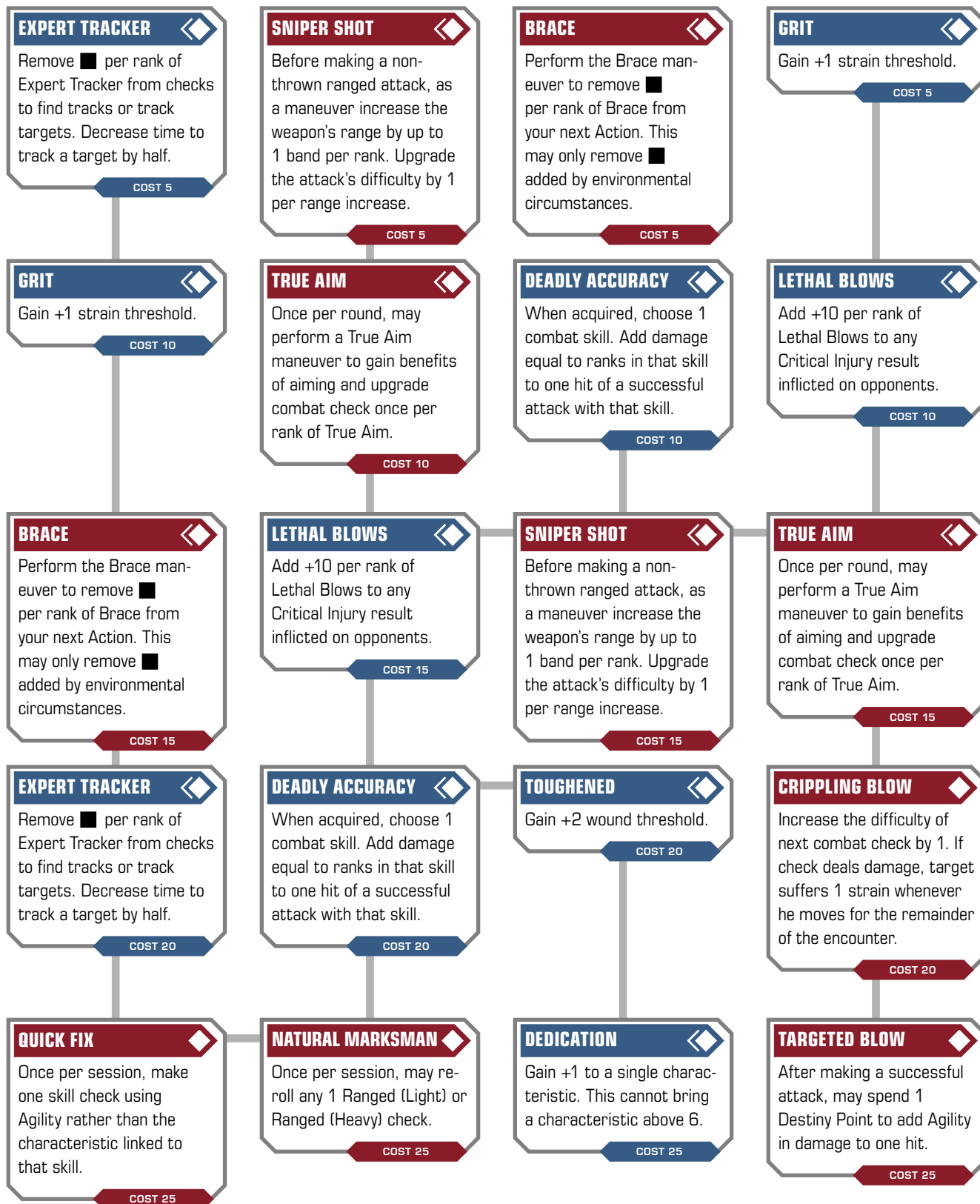
SOLDIER

SHARPSHOOTER

ACTIVE 
 PASSIVE 
 RANKED 

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


Find more handouts at BeggingForXP.com 

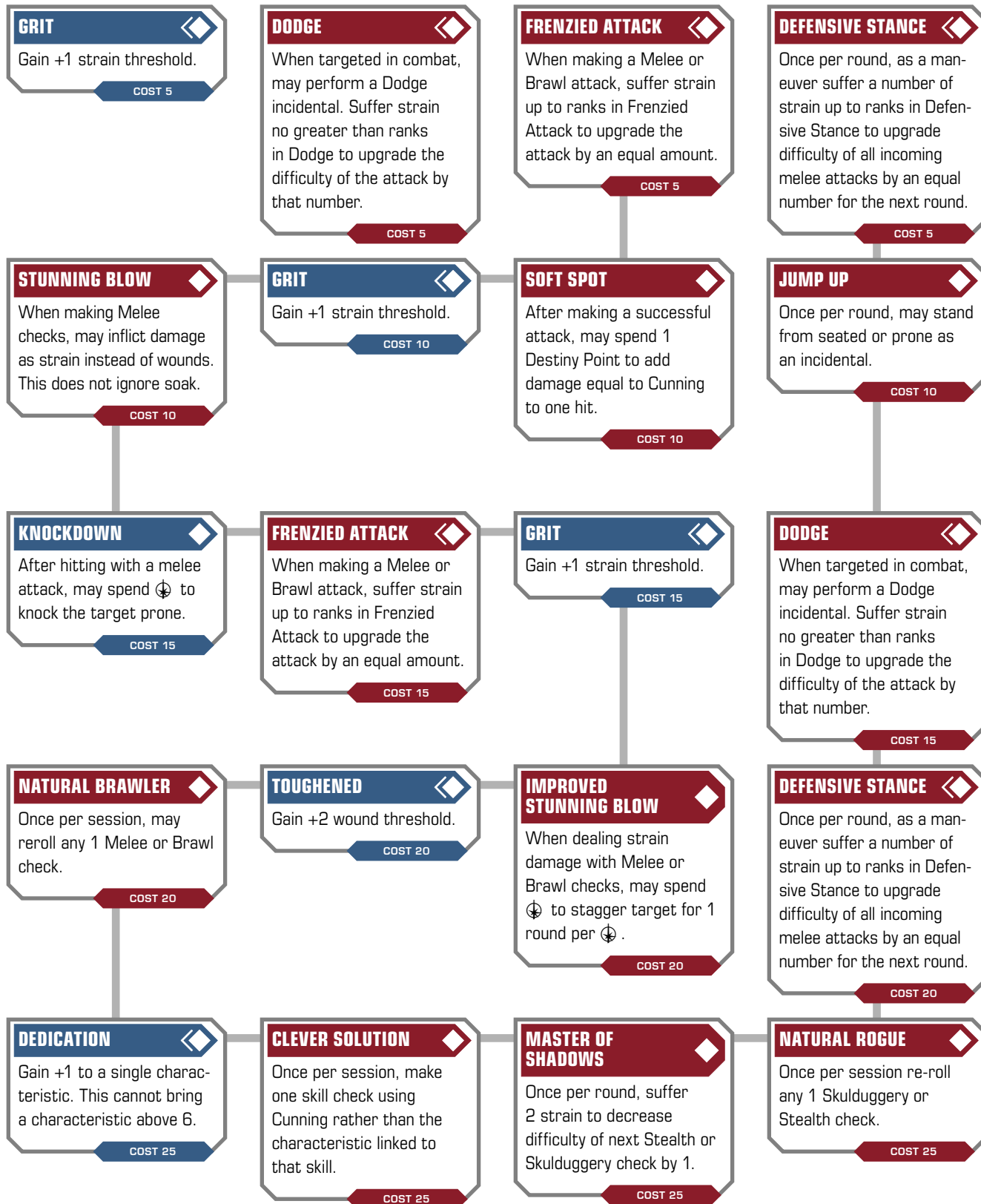


SPY INFILTRATOR

ACTIVE 
 PASSIVE 
 RANKED 

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

Find more handouts at BeggingForXP.com 

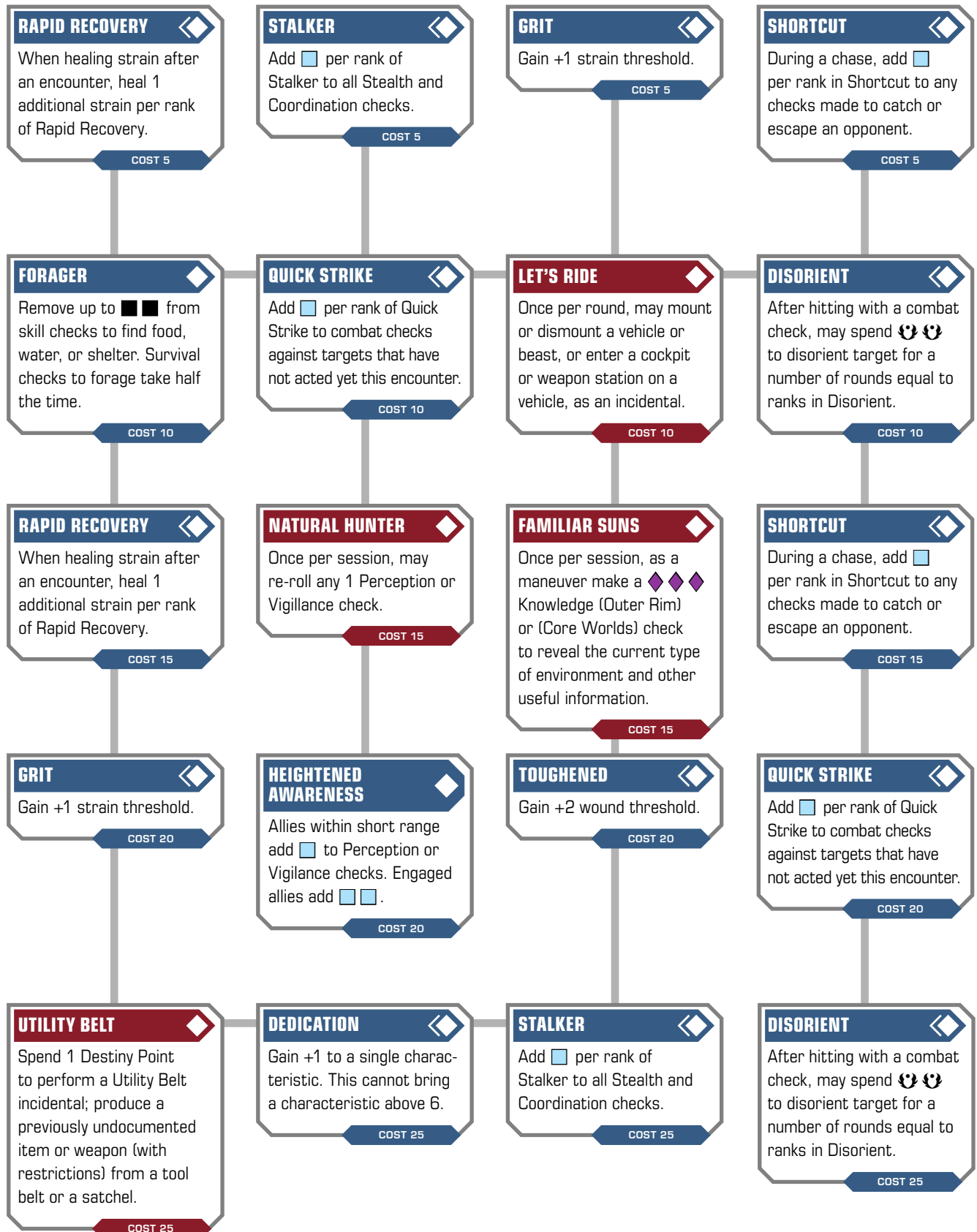


SPY SCOUT

ACTIVE 
 PASSIVE 
 RANKED 

Spec Bonus Career Skills: **Athletics, Medicine, Piloting (Planetary), Survival**


Find more handouts at BeggingForXP.com 

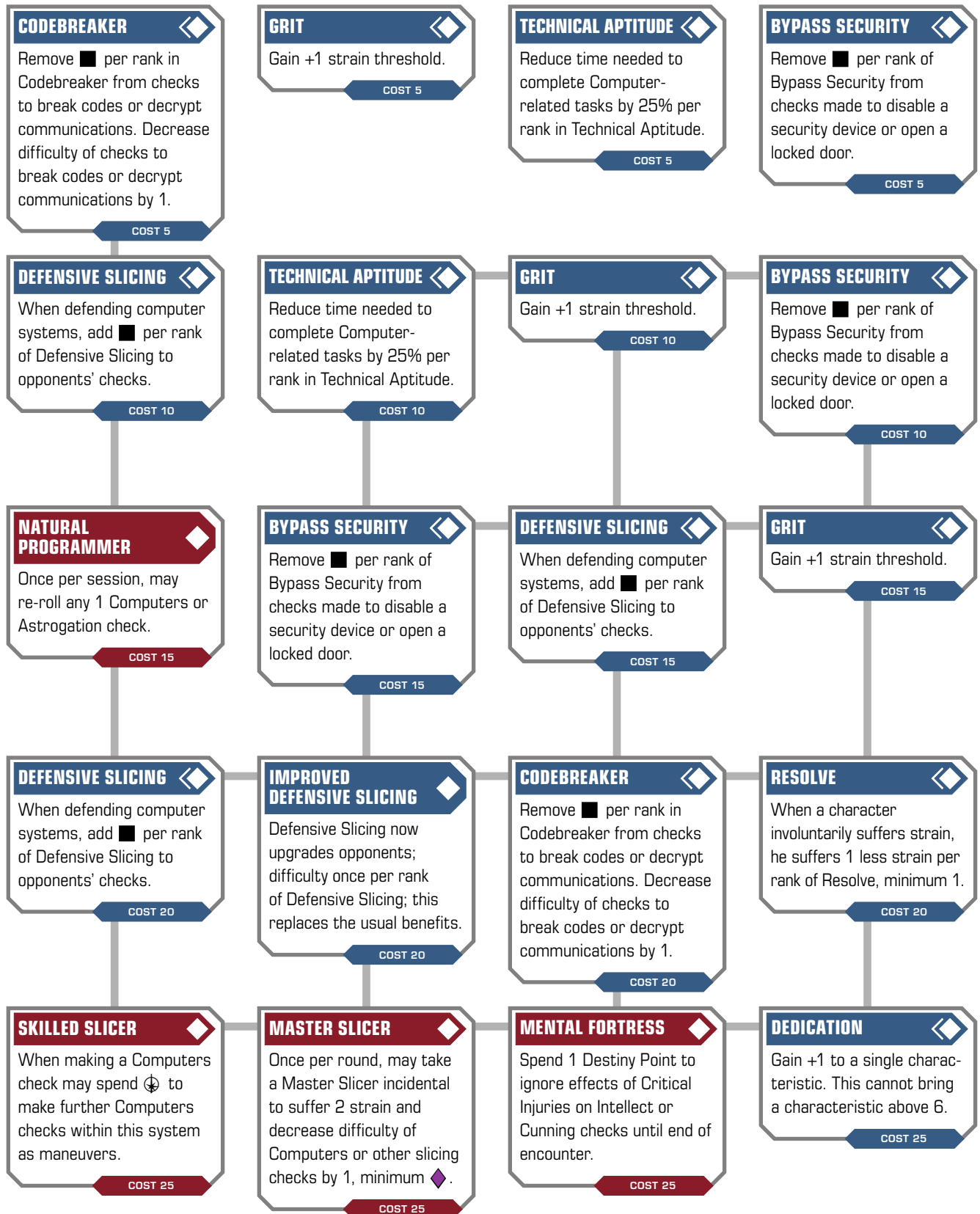


SPY SLICER

ACTIVE 
 PASSIVE 
 RANKED 

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

Find more handouts at BeggingForXP.com 

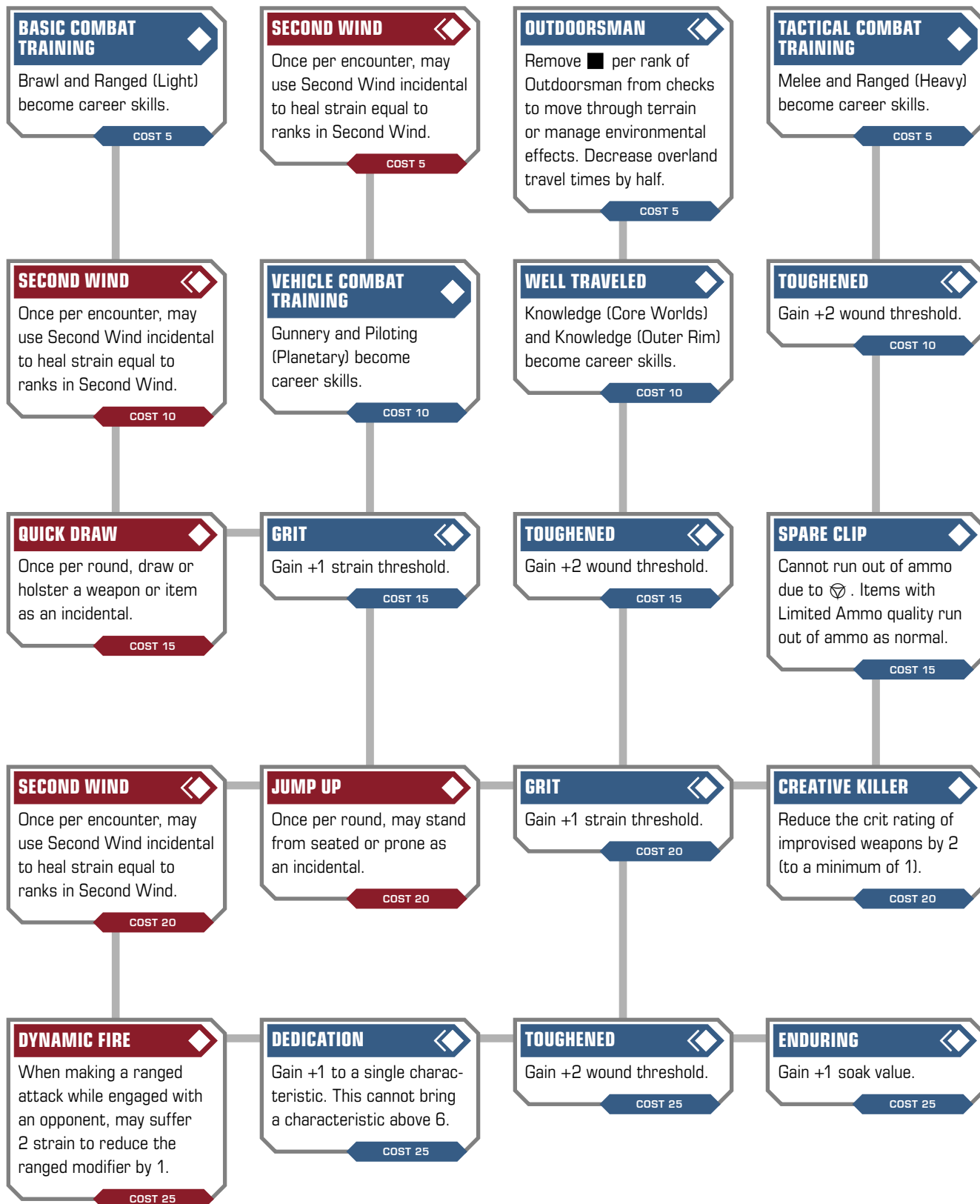


UNIVERSAL RECRUIT

ACTIVE 
 PASSIVE 
 RANKED 

Spec Bonus Career Skills: **Athletics, Discipline, Survival, Vigilance**


Find more handouts at BeggingForXP.com 



UNIVERSAL FORCE-SENSITIVE EMERGENT


ACTIVE 

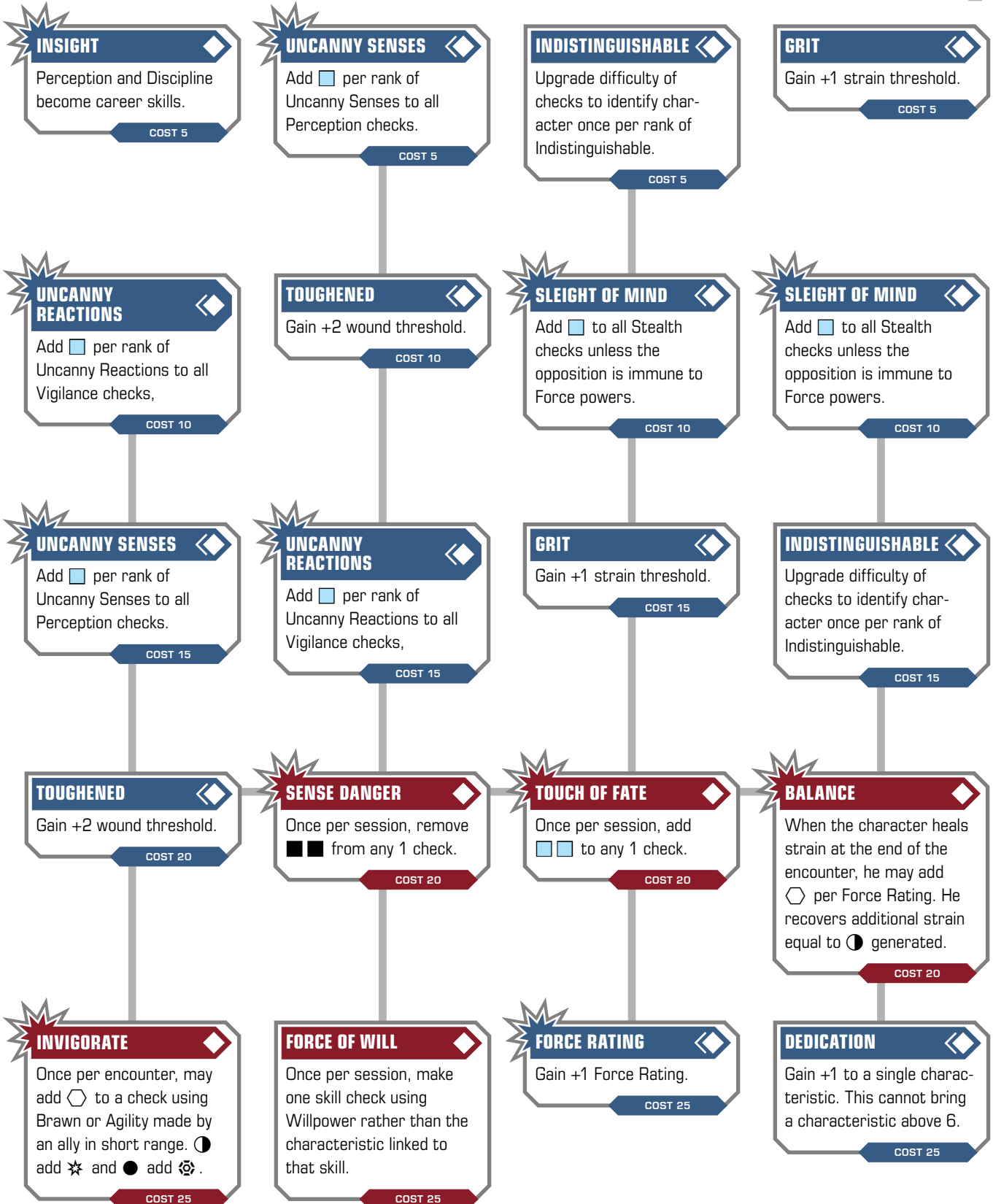
PASSIVE 

RANKED 

FORCE TALENT 

Gain: **Force Rating 1**

Find more handouts at BeggingForXP.com 



FORCE POWER MOVE

RANKED 

Prerequisites: **Force Rating 1+**

Find more handouts at BeggingForXP.com 

MOVE BASIC POWER

The Force user can move small objects via the power of the Force.

The user may spend 1 to move one object of silhouette 0 that is within short range up to his maximum range. The default maximum range is short range.

COST 10

MAGNITUDE

Spend 1 to increase targets affected equal to Magnitude upgrades purchased.

COST 5

STRENGTH

Spend 1 to increase silhouette able to be targeted equal to Strength upgrades purchased.

COST 10

RANGE

Spend 1 to increase power's range by a number of range bands equal to Range upgrades purchased.

COST 5

RANGE

Spend 1 to increase power's range by a number of range bands equal to Range upgrades purchased.

COST 5

MAGNITUDE

Spend 1 to increase targets affected equal to Magnitude upgrades purchased.

COST 5

STRENGTH

Spend 1 to increase silhouette able to be targeted equal to Strength upgrades purchased.

COST 10

CONTROL

The Force user can hurl objects to damage targets, by making a Discipline check combined with a Move Power check, dealing damage equal to 10 times silhouette.

COST 10

MAGNITUDE

Spend 1 to increase targets affected equal to Magnitude upgrades purchased.

COST 10

STRENGTH

Spend 1 to increase silhouette able to be targeted equal to Strength upgrades purchased.

COST 15

CONTROL

The Force user can pull objects out of secure mountings or out of an opponent's grasp.

COST 5

RANGE

Spend 1 to increase power's range by a number of range bands equal to Range upgrades purchased.

COST 15

MAGNITUDE

Spend 1 to increase targets affected equal to Magnitude upgrades purchased.

COST 10

STRENGTH

Spend 1 to increase silhouette able to be targeted equal to Strength upgrades purchased.


COST 20

CONTROL


The character can perform fine manipulation of items, allowing him to do whatever he would normally with his hands via this power at this power's range.

COST 15

FORCE POWER ENHANCE

RANKED 

Prerequisites: **Force Rating 1+**

Find more handouts at BeggingForXP.com 

ENHANCE BASIC POWER

When making an Athletics check, the Force user may roll an Enhance power check as part of the pool. The user may spend 1 to gain * or (user's choice) on the check.

COST 10

CONTROL

Enhance can be used with the Coordination skill.

COST 5

CONTROL

Enhance can be used with the Resilience skill.

COST 5

CONTROL

Take a Force leap action; make an Enhance power check. The user may spend 1 to jump horizontally to any location in short range.

COST 10

CONTROL

Enhance can be used with the Piloting (Planetary) skill.

COST 5

CONTROL

Enhance can be used with the Brawl skill.

COST 5

CONTROL

When performing a Force Leap, the user can jump vertically in addition to horizontally.

COST 10

CONTROL

Enhance can be used with the Piloting (Space) skill.

COST 5

CONTROL

Ongoing effect: Commit (hexagon). The user increases his Brawn characteristic by 1 (to a maximum of 6).

COST 10

RANGE

Spend 1 to increase power's range by a number of range bands equal to Range upgrades purchased.

COST 10

CONTROL

Ongoing effect: Commit (hexagon). The user increases his Agility characteristic by 1 (to a maximum of 6).

COST 10

CONTROL


The user can perform a Force Leap as a maneuver instead of an action.

COST 10

FORCE POWER FORESEE

RANKED 

Prerequisites: **Force Rating 1+**

Find more handouts at BeggingForXP.com 

FORESEE BASIC POWER

The Force user can feel the Force flowing around everything, seeing what is and what will be. The user may spend ○ to gain vague hints of events to come up to a day into his future.

COST 10

CONTROL

When making a skill check to determine initiative, the Force user may roll a Foresee power check as part of the pool. He may spend ○ to gain ✨ per point on the check.

COST 10

STRENGTH

Spend ○ to pick out specific details equal to Strength upgrades purchased.

COST 5

MAGNITUDE

Spend ○ to increase targets affected equal to Magnitude upgrades purchased.

COST 5

RANGE

Spend ○ to increase power's range by a number of range bands equal to Range upgrades purchased.

COST 5

CONTROL

Affected targets increase their ranged and melee defense by 2 for the first round of combat.

COST 10

DURATION

Spend ○ to increase days into the future the user may see equal to Duration upgrades purchased.

COST 5

MAGNITUDE

Spend ○ to increase targets affected equal to Magnitude upgrades purchased.

COST 5

RANGE

Spend ○ to increase power's range by a number of range bands equal to Range upgrades purchased.

COST 5

RANGE

Spend ○ to increase power's range by a number of range bands equal to Range upgrades purchased.

COST 5

STRENGTH

Spend ○ to pick out specific details equal to Strength upgrades purchased.

COST 5

CONTROL

When performing a Foresee power check as part of an initiative check, the Force user may spend ○ to allow all affected targets to take one free maneuver before the first round of combat begins.

COST 15

DURATION

Spend ○ to increase days into the future the user may see equal to Duration upgrades purchased.

COST 5