

# Bounty Hunter: Assassin

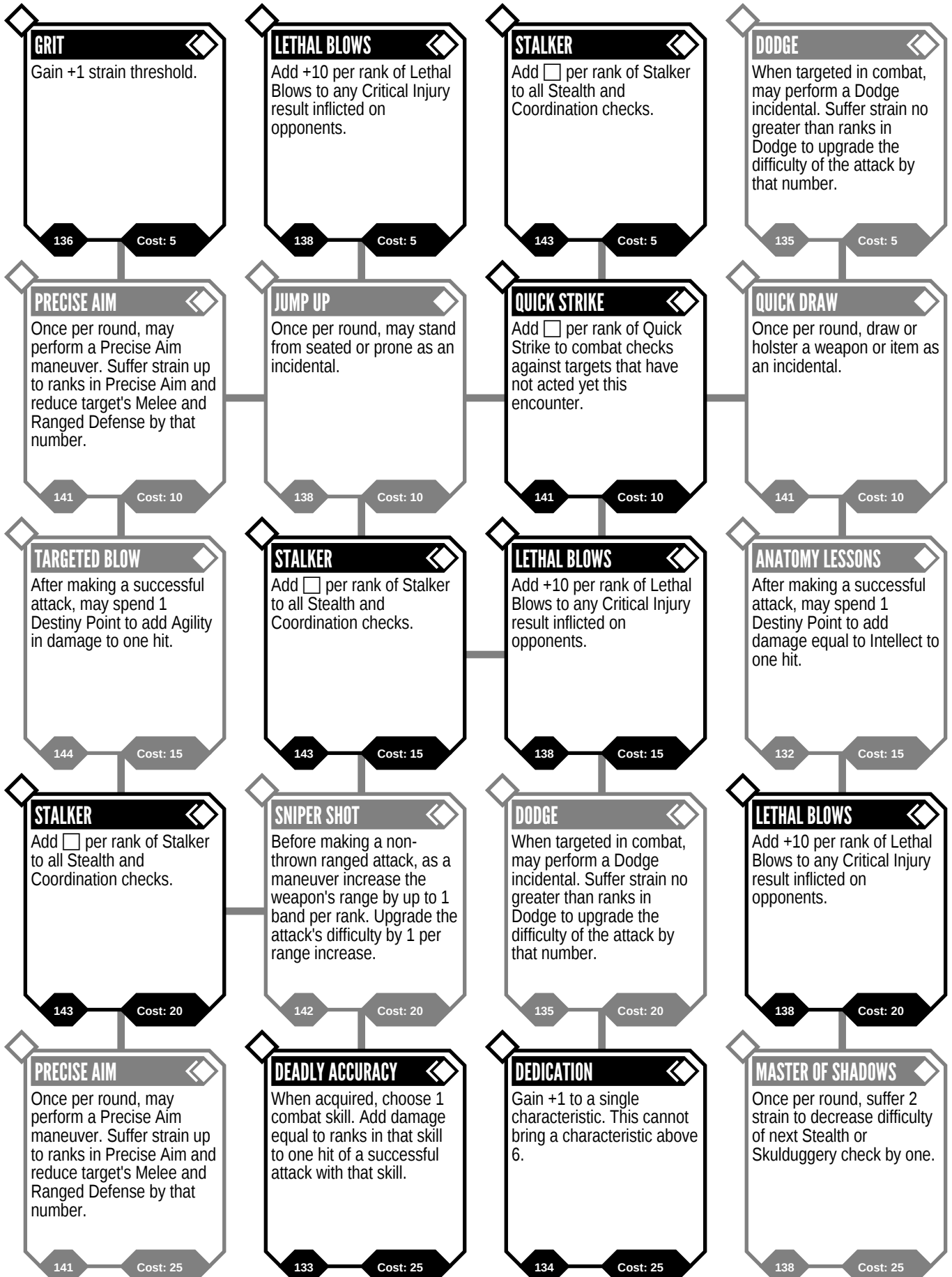
**Career Skills:** Athletics, Brawl, Perception, Piloting (Planetary), Piloting (Space), Ranged (Heavy), Streetwise, Vigilance

**Assassin Bonus Career Skills:** Melee, Ranged (Heavy), Skulduggery, Stealth

Active

Passive

Ranked



# Bounty Hunter: Gadgeteer

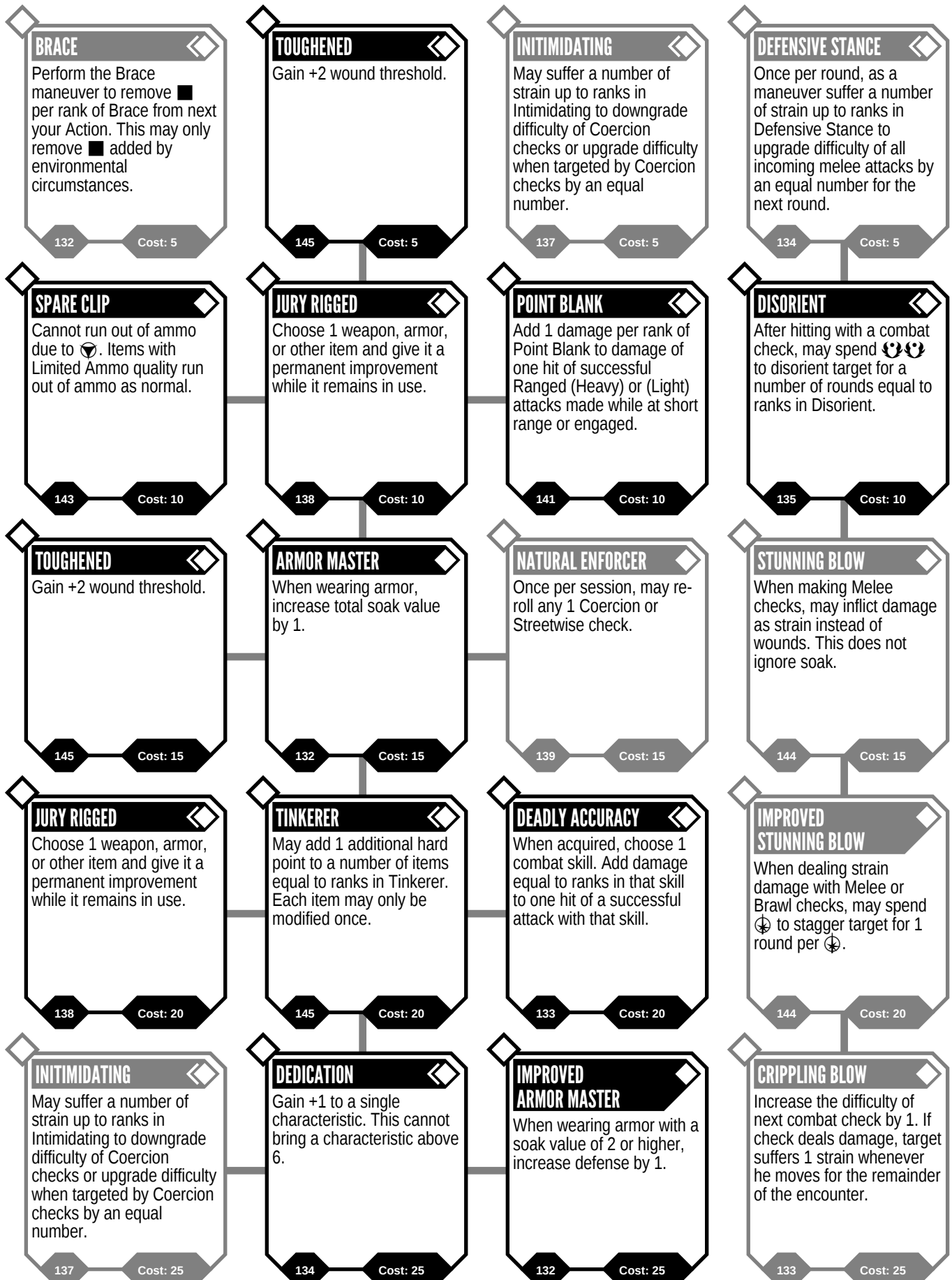
**Career Skills:** Athletics, Brawl, Perception, Piloting (Planetary), Piloting (Space), Ranged (Heavy), Streetwise, Vigilance

**Gadgeteer Bonus Career Skills:** Brawl, Coercion, Mechanics, Ranged (Light)

Active

Passive

Ranked



# Bounty Hunter: Survivalist

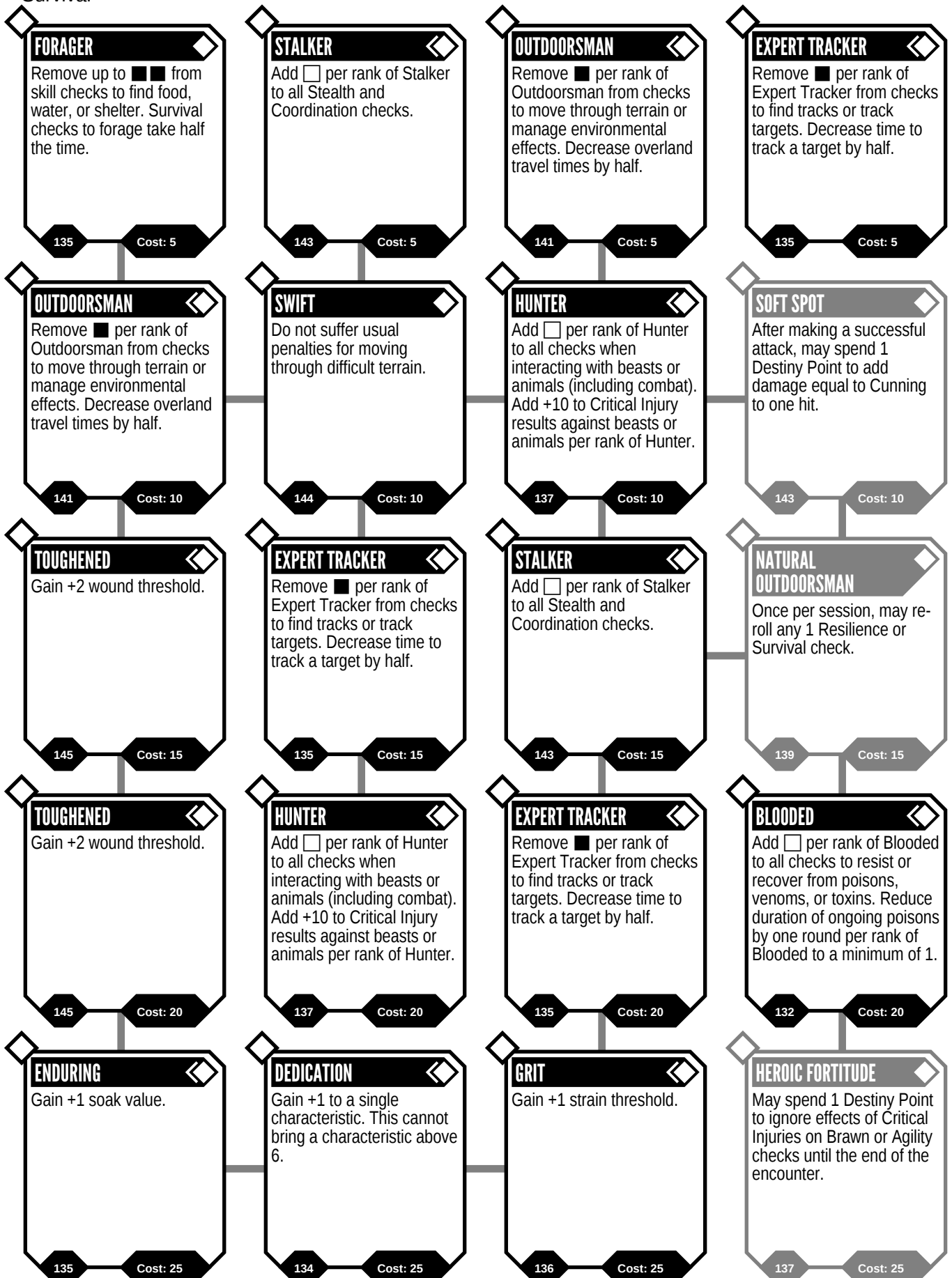
**Career Skills:** Athletics, Brawl, Perception, Piloting (Planetary), Piloting (Space), Ranged (Heavy), Streetwise, Vigilance

**Survivalist Bonus Career Skills:** Knowledge (Xenology), Perception, Resilience, Survival

Active

Passive

Ranked



# Colonist: Doctor

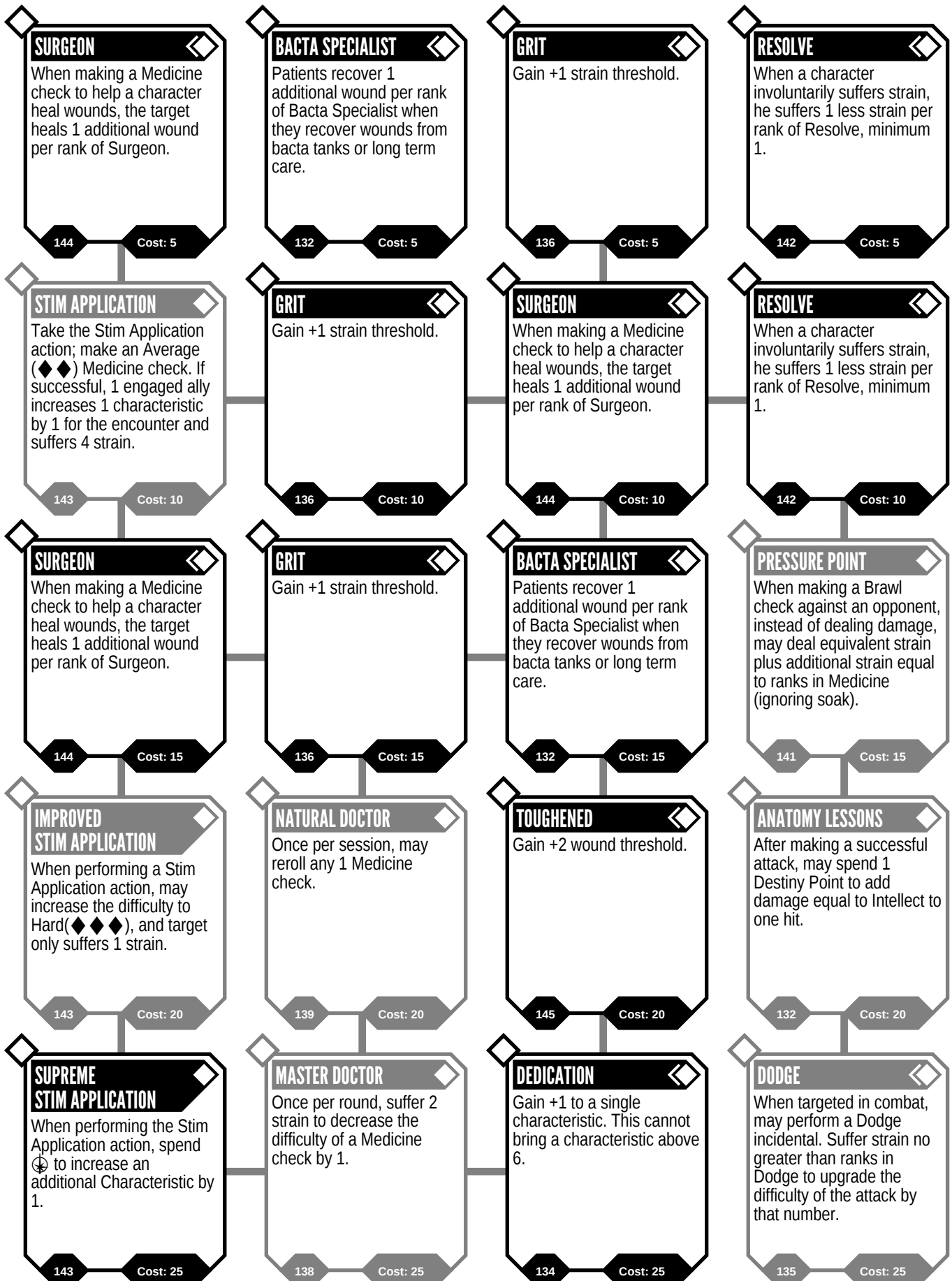
**Career Skills:** Charm, Deception, Knowledge (Core Worlds), Knowledge (Education), Knowledge (Lore), Leadership, Negotiation, Streetwise

**Doctor Bonus Career Skills:** Cool, Knowledge (Education), Medicine, Resilience

Active

Passive

Ranked



# Colonist: Entrepreneur

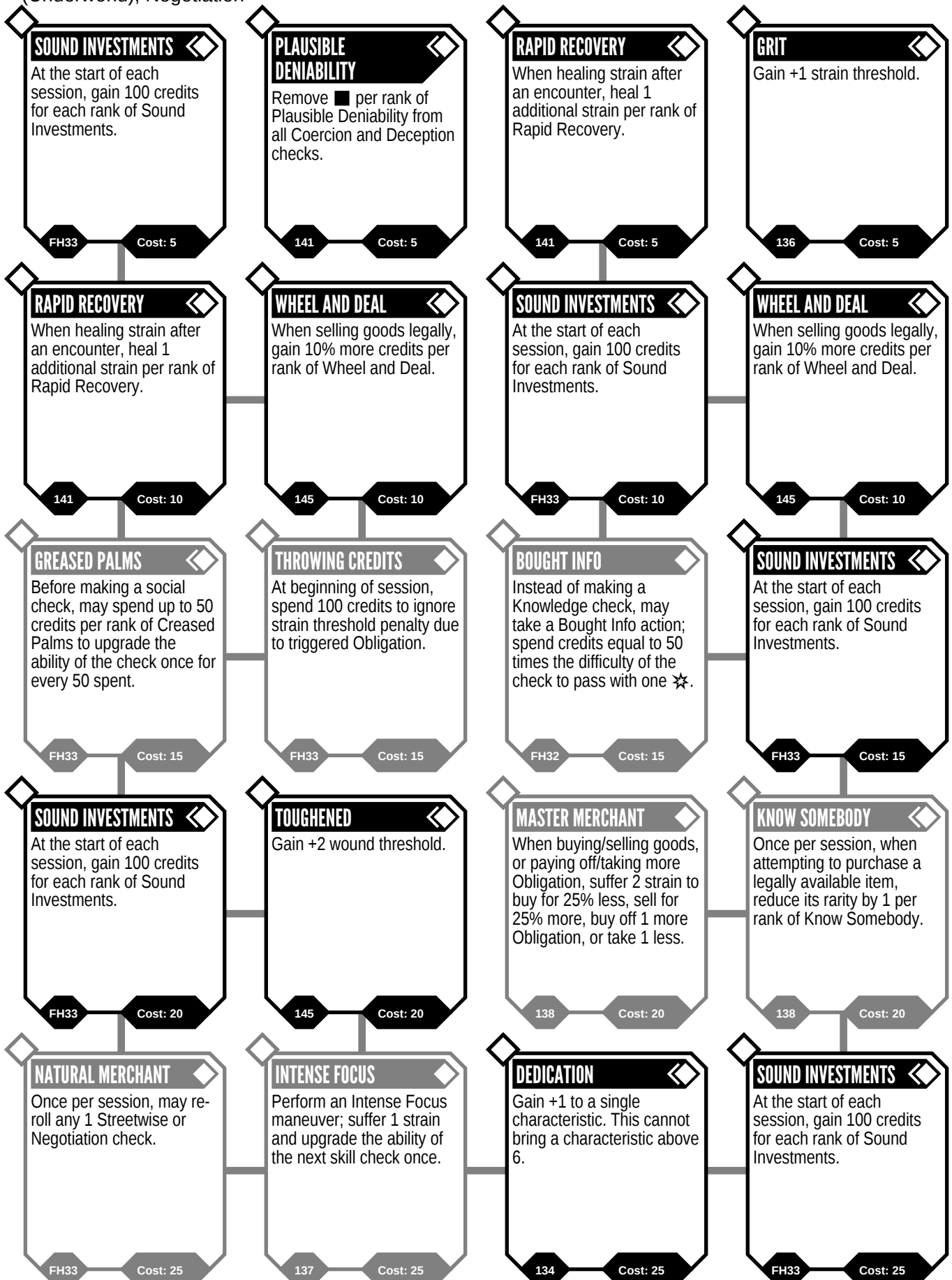
**Career Skills:** Charm, Deception, Knowledge (Core Worlds), Knowledge (Education), Knowledge (Lore), Leadership, Negotiation, Streetwise

**Entrepreneur Bonus Career Skills:** Discipline, Knowledge (Education), Knowledge (Underworld), Negotiation

Active

Passive

Ranked



# Colonist: Marshal

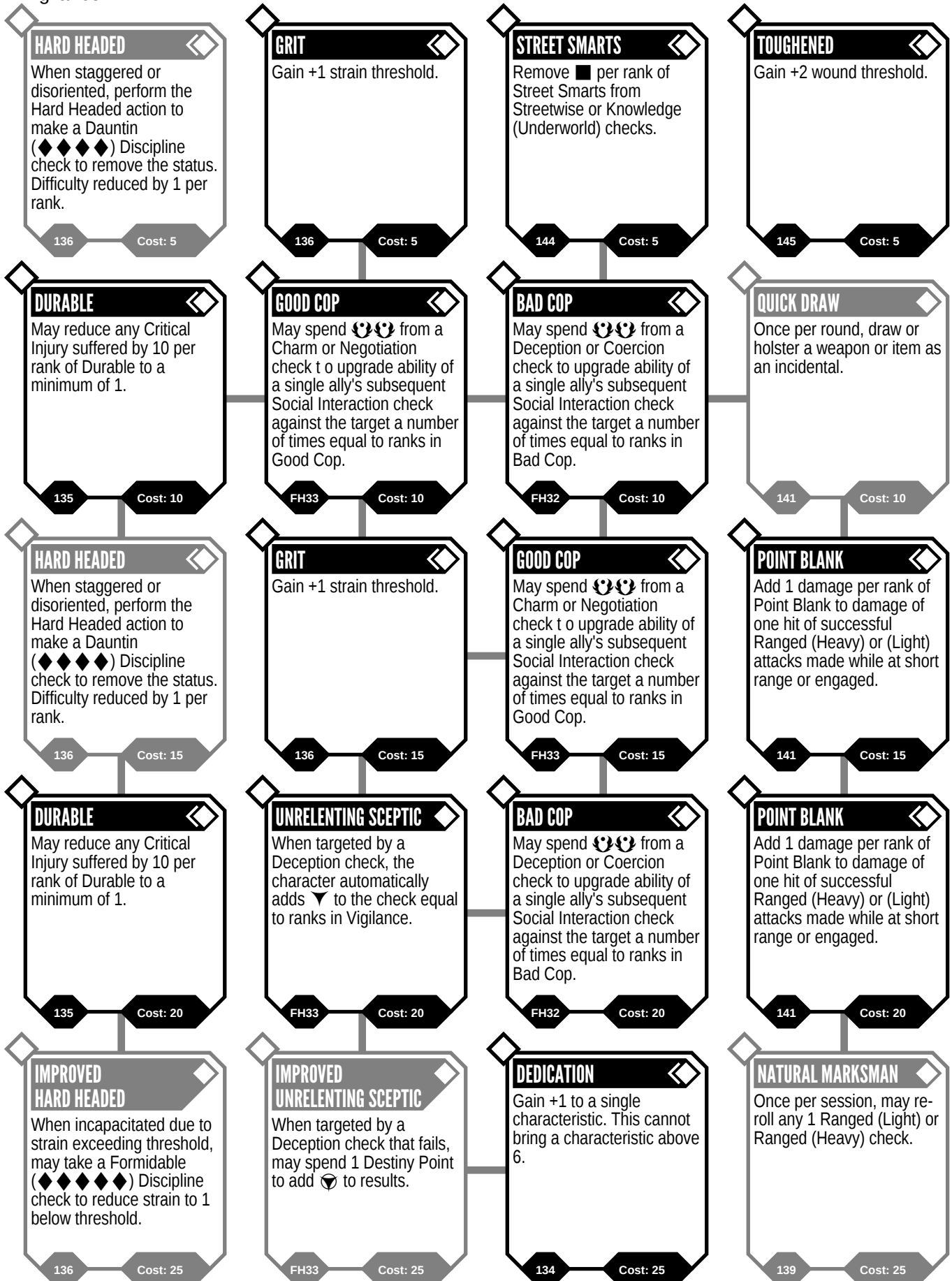
**Career Skills:** Charm, Deception, Knowledge (Core Worlds), Knowledge (Education), Knowledge (Lore), Leadership, Negotiation, Streetwise

**Marshal Bonus Career Skills:** Coercion, Knowledge (Underworld), Ranged (Light), Vigilance

Active

Passive

Ranked



# Colonist: Performer

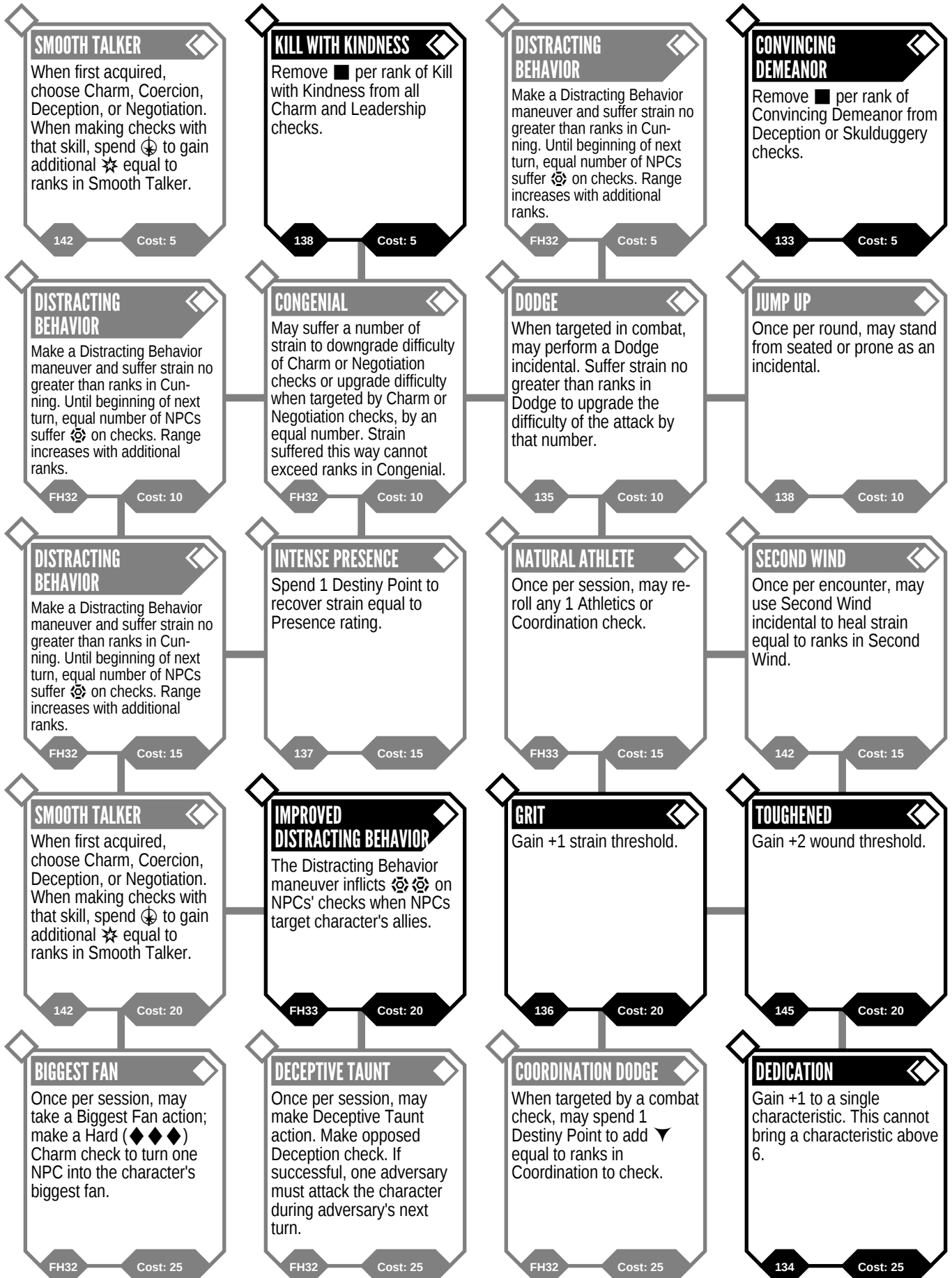
**Career Skills:** Charm, Deception, Knowledge (Core Worlds), Knowledge (Education), Knowledge (Lore), Leadership, Negotiation, Streetwise

**Performer Bonus Career Skills:** Charm, Coordination, Deception, Melee

Active

Passive

Ranked



# Colonist: Politico

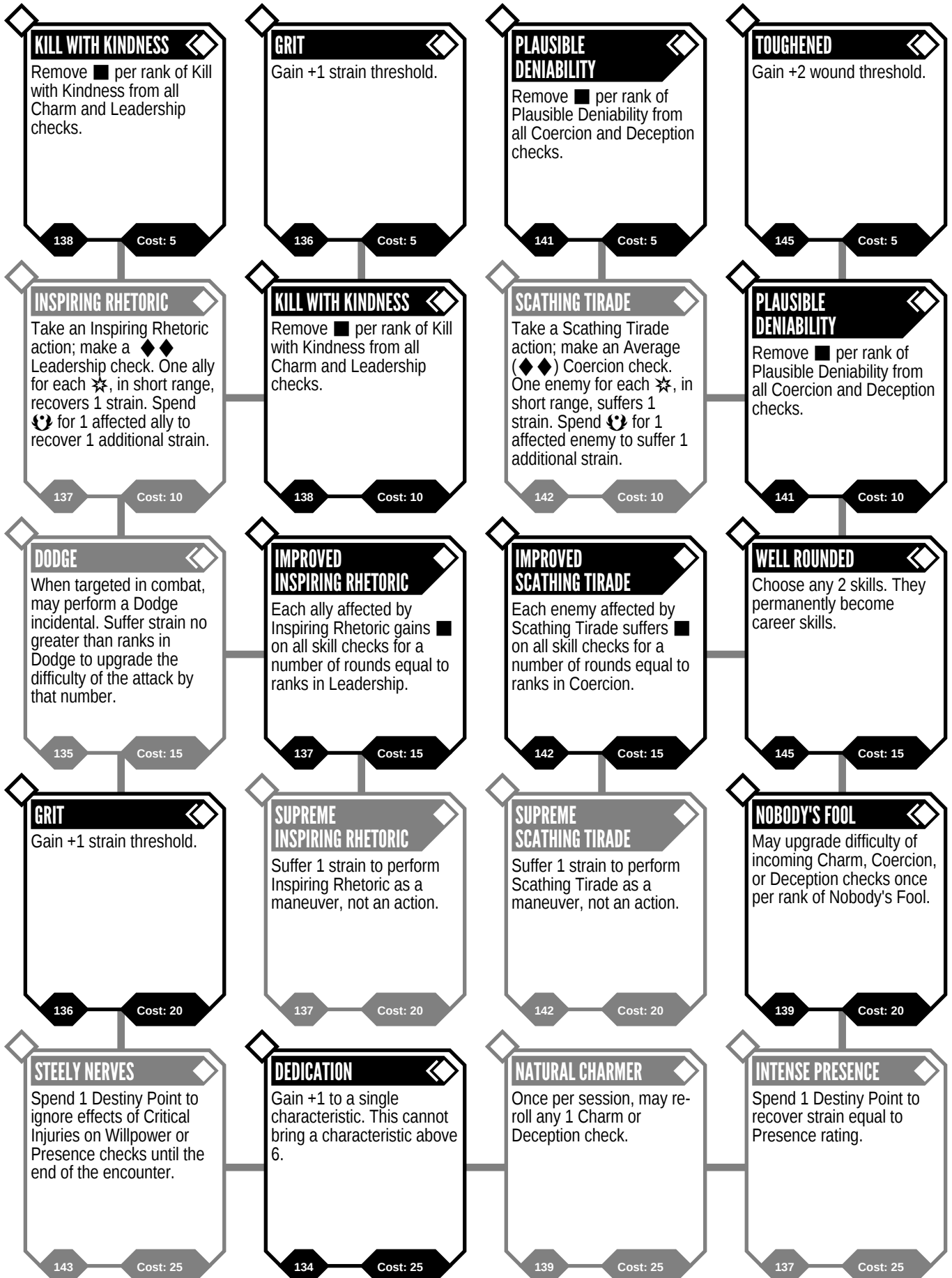
**Career Skills:** Charm, Deception, Knowledge (Core Worlds), Knowledge (Education), Knowledge (Lore), Leadership, Negotiation, Streetwise

**Politico Bonus Career Skills:** Charm, Coercion, Deception, Knowledge (Core Worlds)

Active

Passive

Ranked


































# Colonist: Scholar

**Career Skills:** Charm, Deception, Knowledge (Core Worlds), Knowledge (Education), Knowledge (Lore), Leadership, Negotiation, Streetwise




**Scholar Bonus Career Skills:** Knowledge (Outer Rim), Knowledge (Underworld), Knowledge (Xenology), Perception

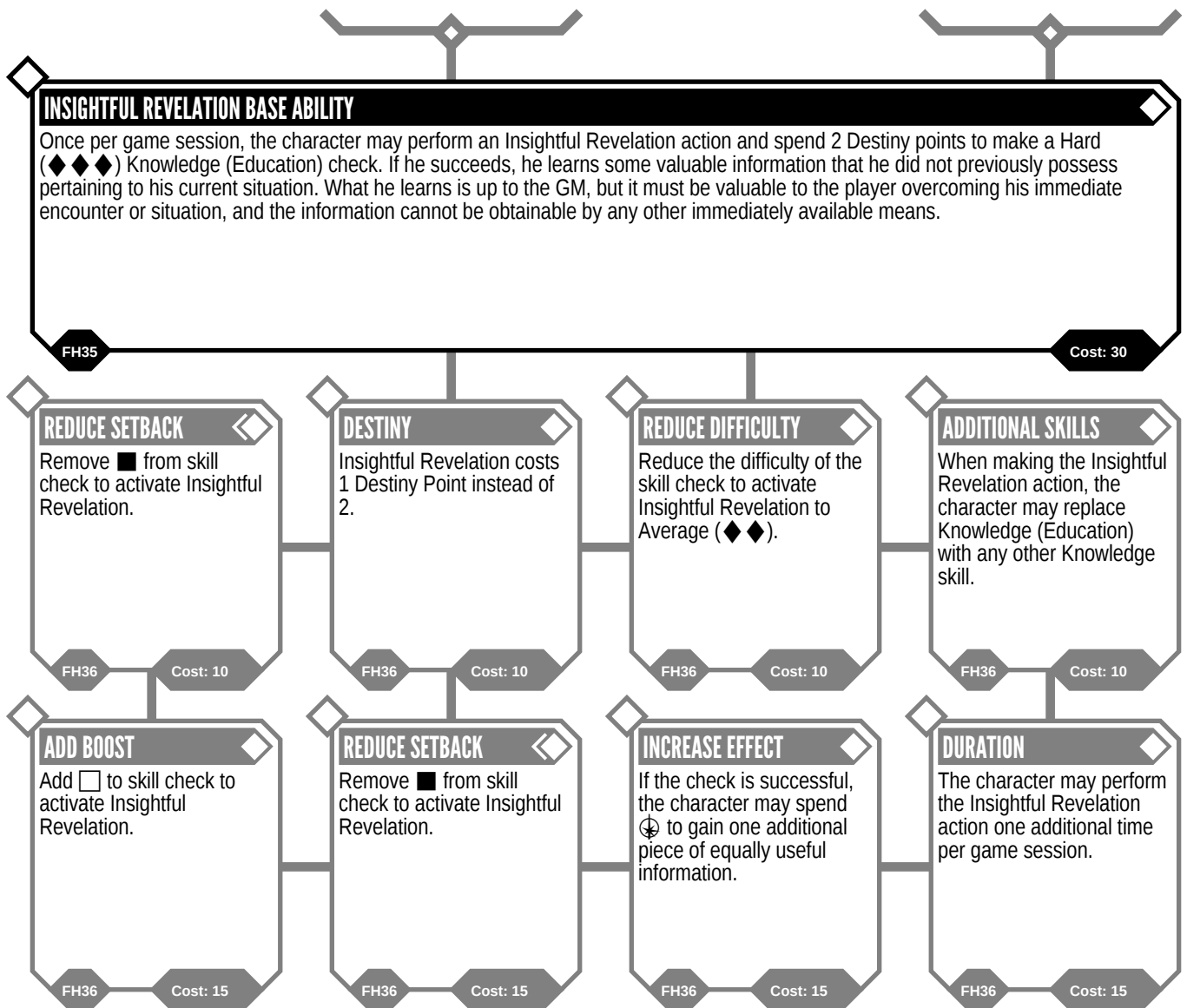
Active   
 Passive   
 Ranked 

<p><b>RESPECTED SCHOLAR</b> </p> <p>May downgrade difficulty of checks to interact with institutes of learning by one level per rank of Respected Scholar.</p> <p>0001 Cost: 5</p>	<p><b>SPEAKS BINARY</b> </p> <p>When directing NPC droids, may grant them <input type="checkbox"/> per rank of Speaks Binary on checks.</p> <p>143 Cost: 5</p>	<p><b>GRIT</b> </p> <p>Gain +1 strain threshold.</p> <p>136 Cost: 5</p>	<p><b>BRACE</b> </p> <p>Perform the Brace maneuver to remove  per rank of Brace from next your Action. This may only remove  added by environmental circumstances.</p> <p>132 Cost: 5</p>
<p><b>RESEARCHER</b> </p> <p>Remove  per rank of Researcher from all Knowledge checks. Researching a subject takes half the time.</p> <p>141 Cost: 10</p>	<p><b>RESPECTED SCHOLAR</b> </p> <p>May downgrade difficulty of checks to interact with institutes of learning by one level per rank of Respected Scholar.</p> <p>0001 Cost: 10</p>	<p><b>RESOLVE</b> </p> <p>When a character involuntarily suffers strain, he suffers 1 less strain per rank of Resolve, minimum 1.</p> <p>142 Cost: 10</p>	<p><b>RESEARCHER</b> </p> <p>Remove  per rank of Researcher from all Knowledge checks. Researching a subject takes half the time.</p> <p>141 Cost: 10</p>
<p><b>CODEBREAKER</b> </p> <p>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.</p> <p>133 Cost: 15</p>	<p><b>KNOWLEDGE SPECIALIZATION</b> </p> <p>When acquired, choose 1 Knowledge skill. When making that skill check, may spend  result to gain  equal to ranks in Knowledge Specialization.</p> <p>138 Cost: 15</p>	<p><b>NATURAL SCHOLAR</b> </p> <p>Once per session, may re-roll any 1 Knowledge skill check.</p> <p>139 Cost: 15</p>	<p><b>WELL ROUNDED</b> </p> <p>Choose any 2 skills. They permanently become career skills.</p> <p>145 Cost: 15</p>
<p><b>KNOWLEDGE SPECIALIZATION</b> </p> <p>When acquired, choose 1 Knowledge skill. When making that skill check, may spend  result to gain  equal to ranks in Knowledge Specialization.</p> <p>138 Cost: 20</p>	<p><b>INTENSE FOCUS</b> </p> <p>Perform an Intense Focus maneuver; suffer 1 strain and upgrade the ability of the next skill check once.</p> <p>137 Cost: 20</p>	<p><b>CONFIDENCE</b> </p> <p>May decrease difficulty of Discipline checks to avoid fear by 1 per rank of Confidence.</p> <p>133 Cost: 20</p>	<p><b>RESOLVE</b> </p> <p>When a character involuntarily suffers strain, he suffers 1 less strain per rank of Resolve, minimum 1.</p> <p>142 Cost: 20</p>
<p><b>STROKE OF GENIUS</b> </p> <p>Once per session, make one skill check using Intellect rather than the characteristic linked to that skill.</p> <p>144 Cost: 25</p>	<p><b>MENTAL FORTRESS</b> </p> <p>Spend 1 Destiny Point to ignore effects of Critical Injuries on Intellect or Cunning checks until end of encounter.</p> <p>139 Cost: 25</p>	<p><b>DEDICATION</b> </p> <p>Gain +1 to a single characteristic. This cannot bring a characteristic above 6.</p> <p>134 Cost: 25</p>	<p><b>TOUGHENED</b> </p> <p>Gain +2 wound threshold.</p> <p>145 Cost: 25</p>

# Colonist Signature Ability Tree

## Insightful Revelation

- Base Ability 
- Upgrade 
- Ranked 



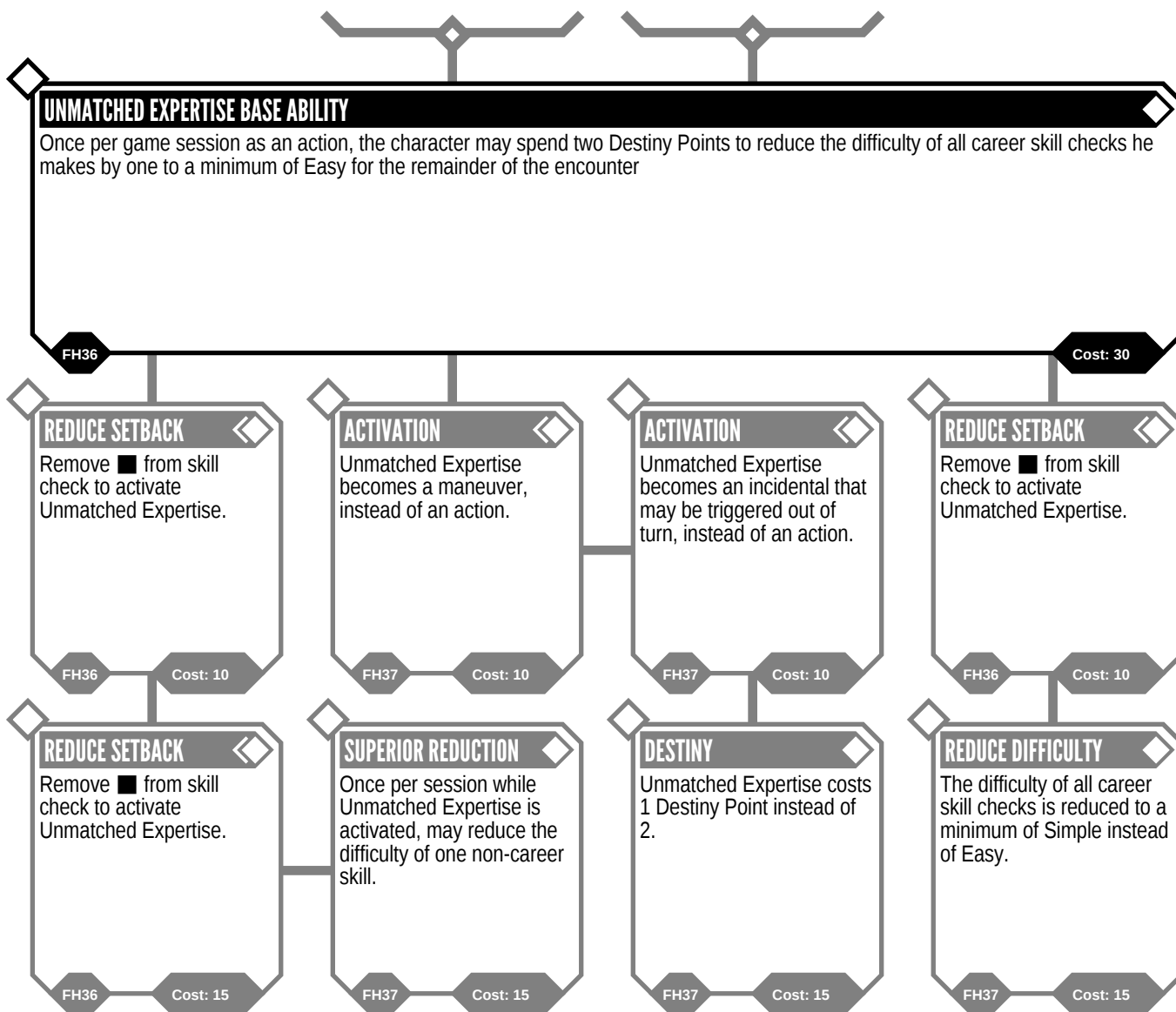
# Colonist Signature Ability Tree

## Unmatched Expertise

Base Ability 

Upgrade 

Ranked 



# Explorer: Archaeologist

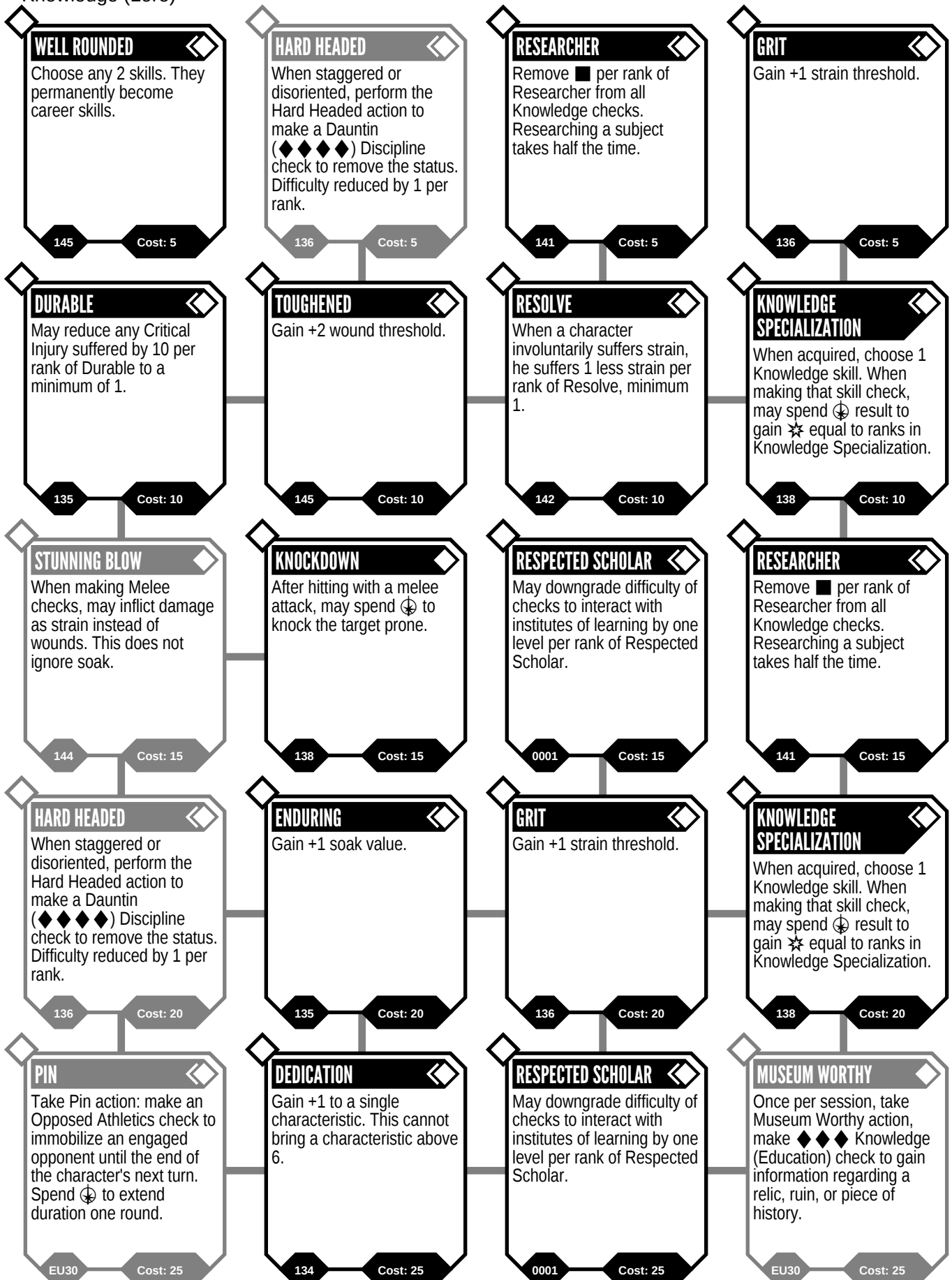
**Career Skills:** Astrogation, Cool, Knowledge (Lore), Knowledge (Outer Rim), Knowledge (Xenology), Perception, Piloting (Space), Survival

**Archaeologist Bonus Career Skills:** Athletics, Discipline, Knowledge (Education), Knowledge (Lore)

Active

Passive

Ranked



# Explorer: Big-Game Hunter

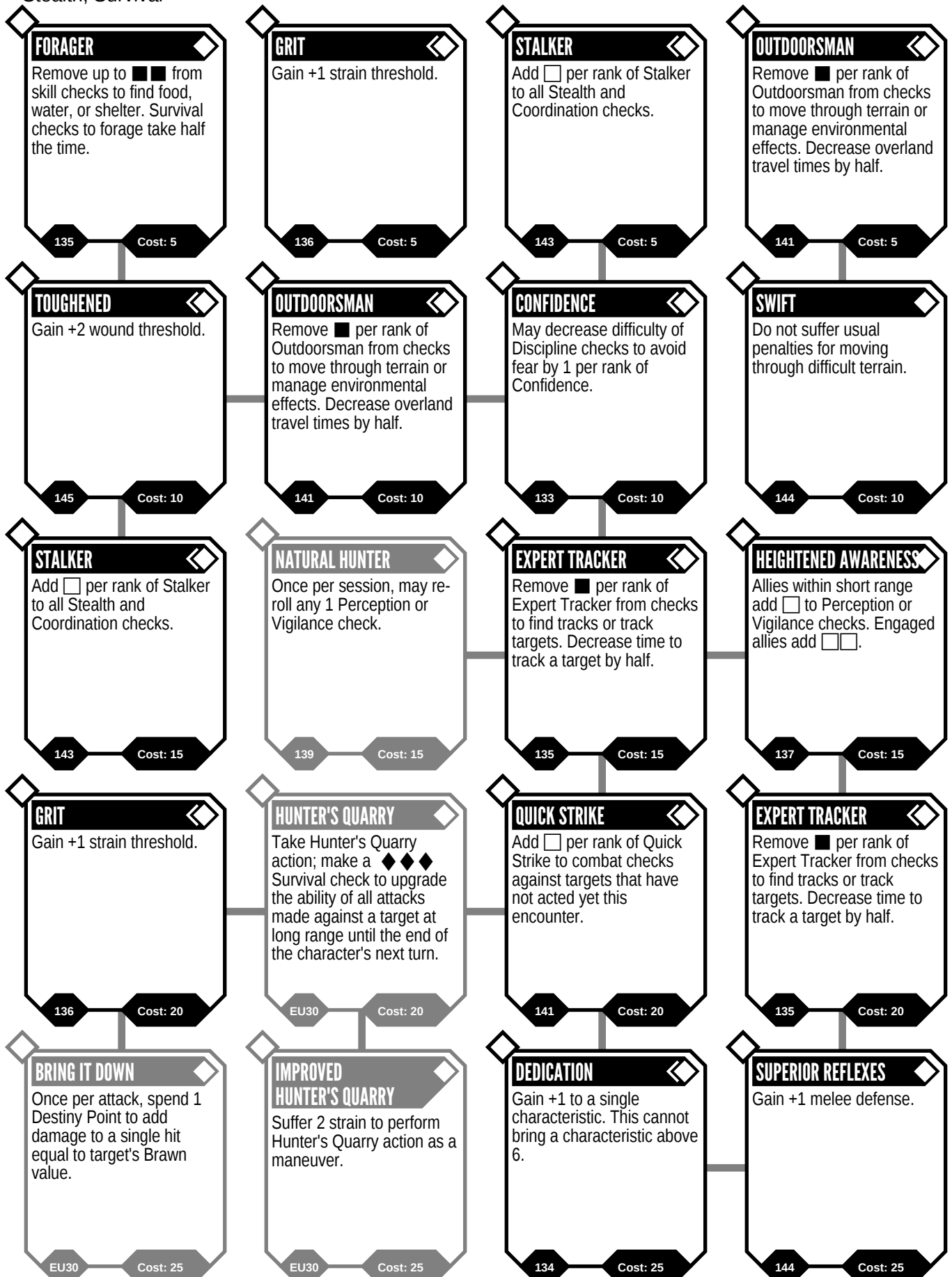
**Career Skills:** Astrogation, Cool, Knowledge (Lore), Knowledge (Outer Rim), Knowledge (Xenology), Perception, Piloting (Space), Survival

**Big-Game Hunter Bonus Career Skills:** Knowledge (Xenology), Ranged (Heavy), Stealth, Survival

Active

Passive

Ranked



# Explorer: Driver

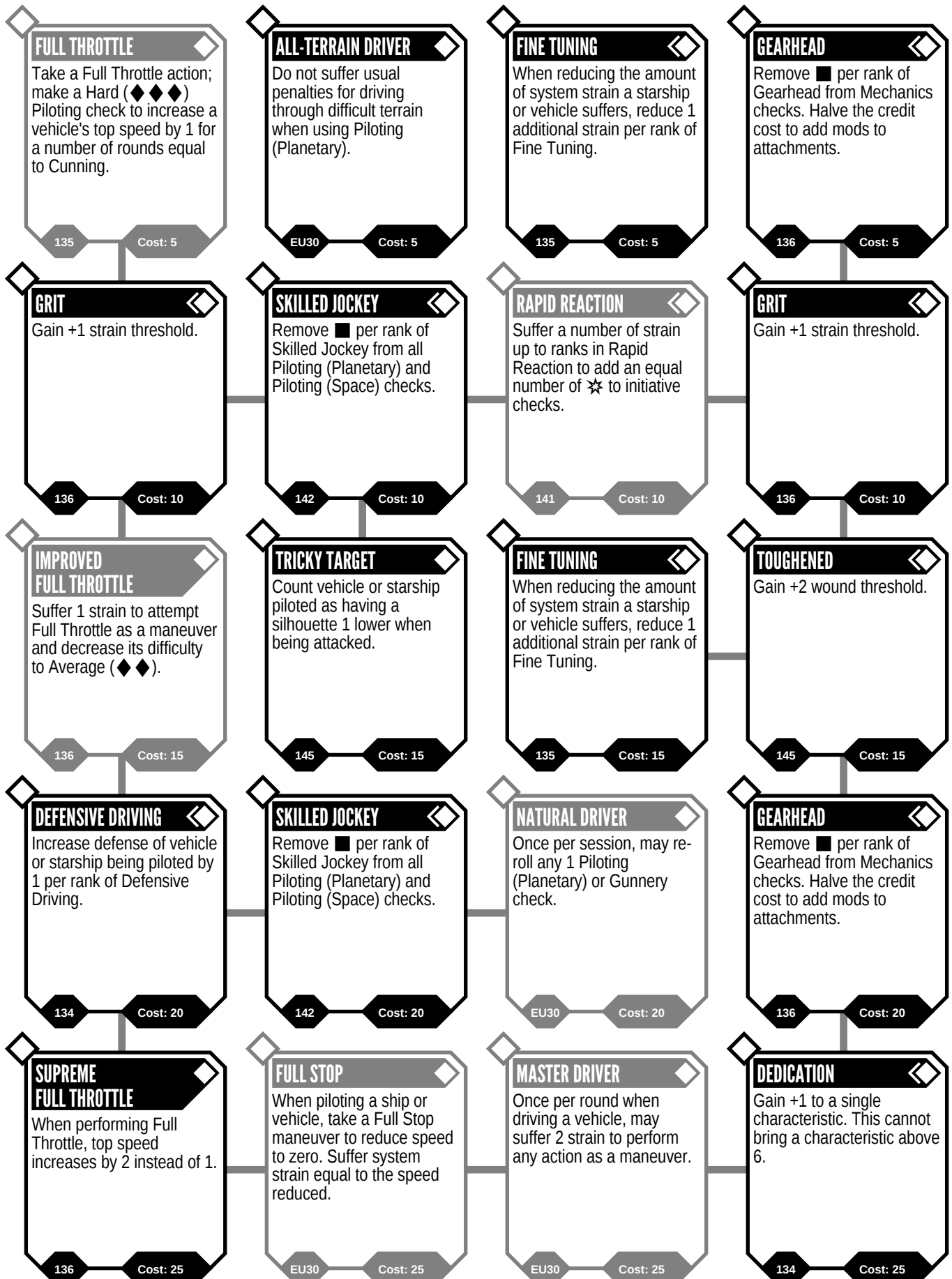
**Career Skills:** Astrogation, Cool, Knowledge (Lore), Knowledge (Outer Rim), Knowledge (Xenology), Perception, Piloting (Space), Survival

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

Active

Passive

Ranked



# Explorer: Fringer

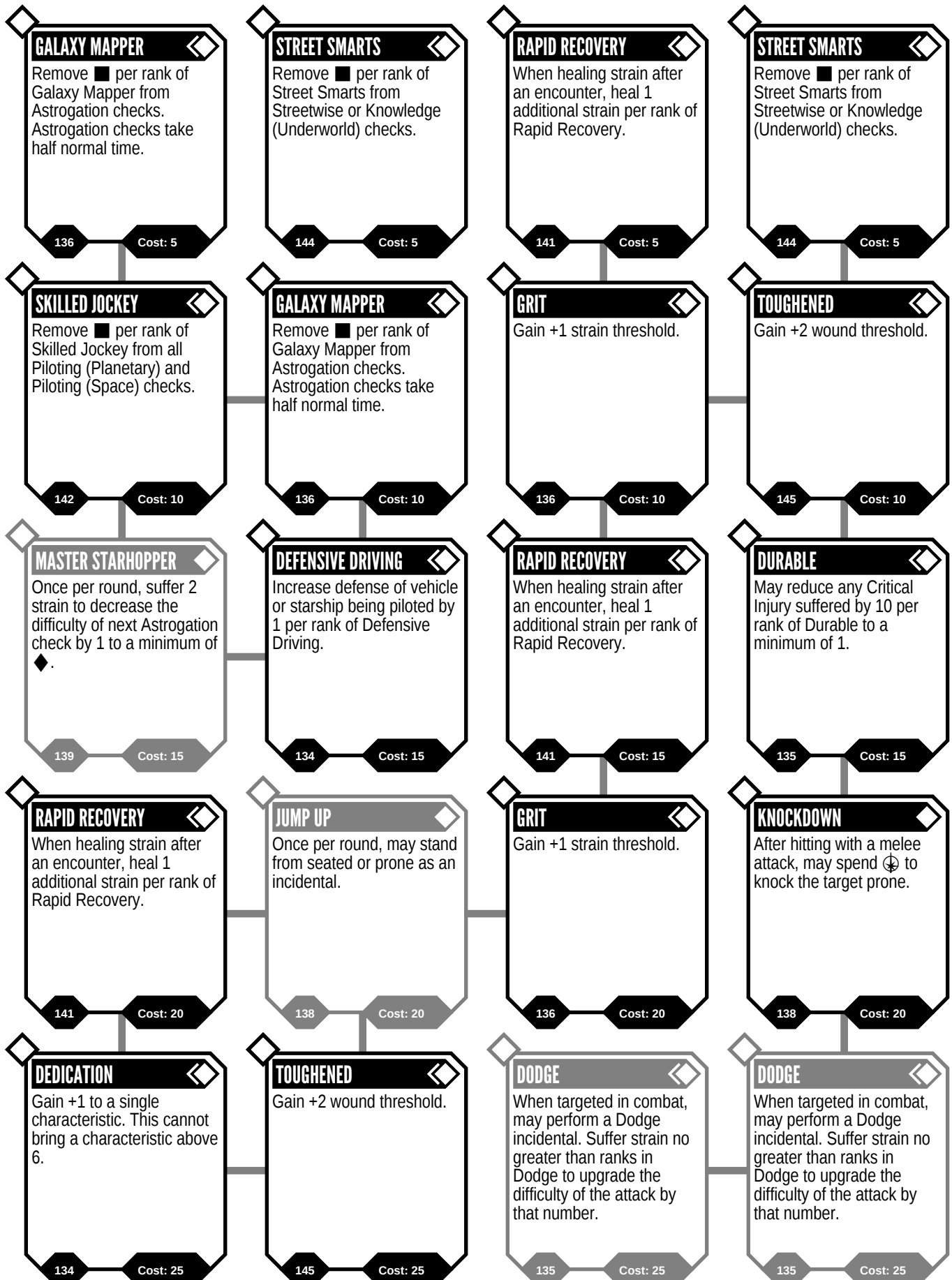
**Career Skills:** Astrogation, Cool, Knowledge (Lore), Knowledge (Outer Rim), Knowledge (Xenology), Perception, Piloting (Space), Survival

**Fringer Bonus Career Skills:** Astrogation, Coordination, Negotiation, Streetwise

Active

Passive

Ranked



# Explorer: Scout

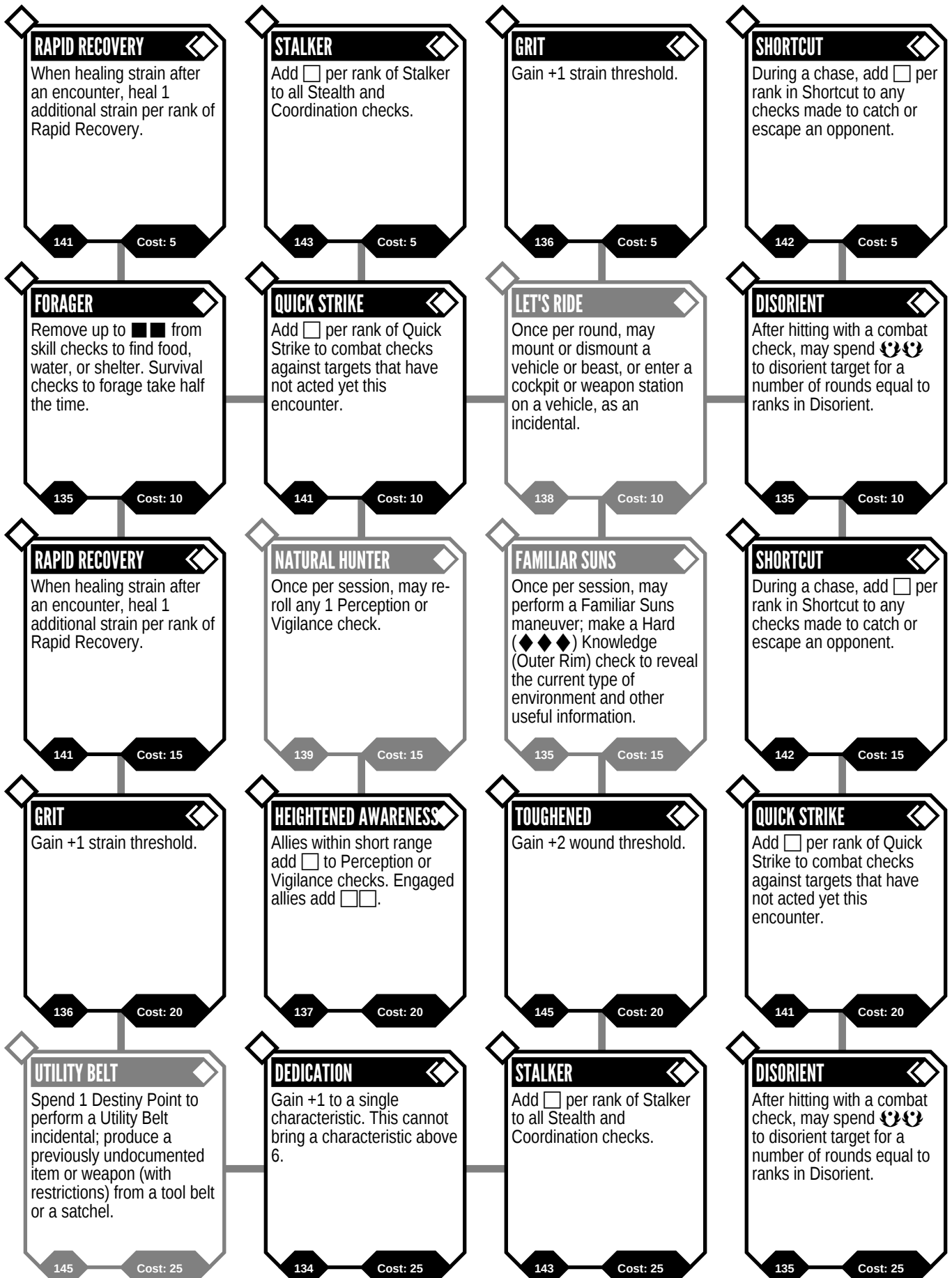
**Career Skills:** Astrogation, Cool, Knowledge (Lore), Knowledge (Outer Rim), Knowledge (Xenology), Perception, Piloting (Space), Survival

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

Active

Passive

Ranked





# Explorer: Trader

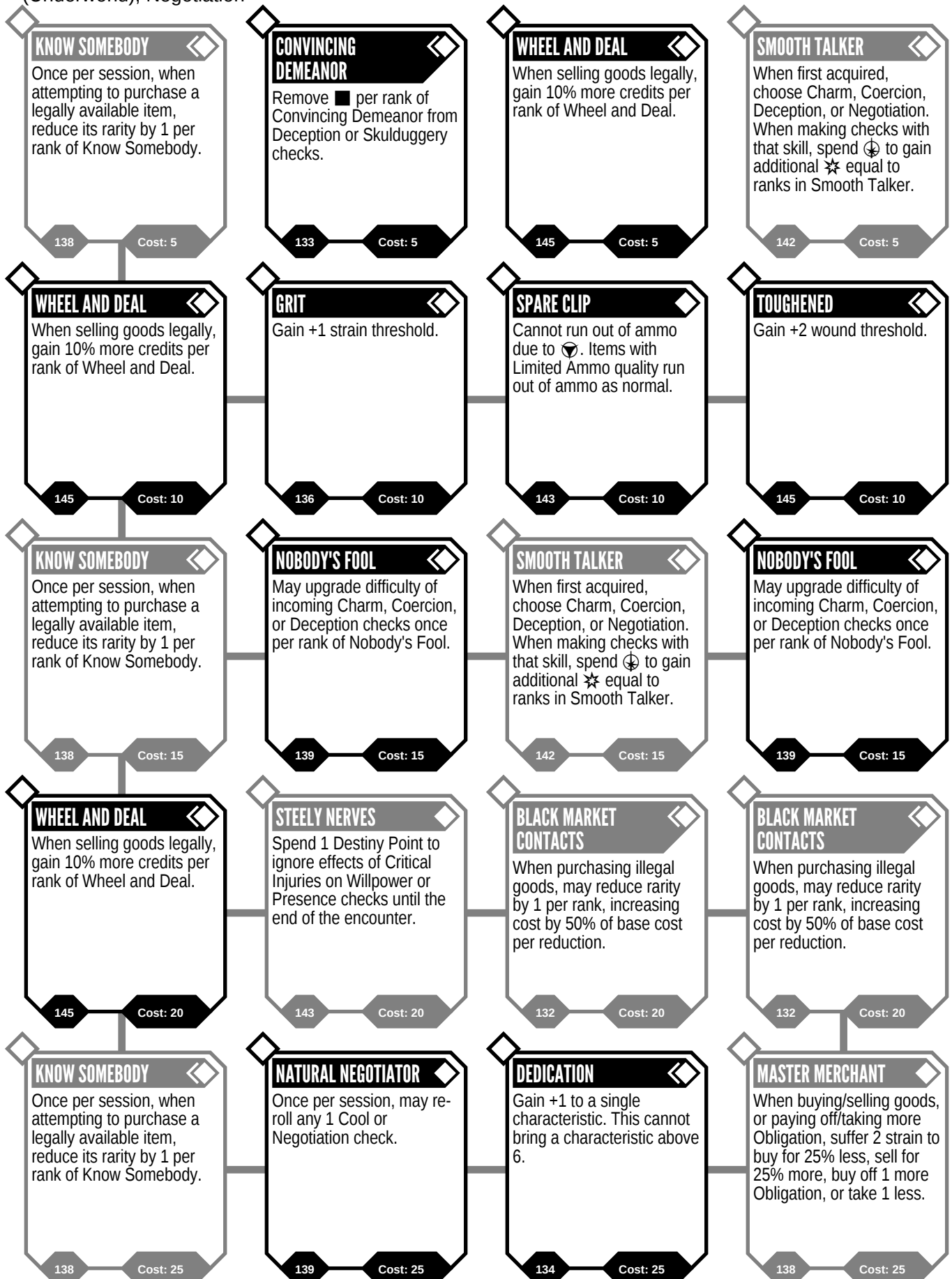
**Career Skills:** Astrogation, Cool, Knowledge (Lore), Knowledge (Outer Rim), Knowledge (Xenology), Perception, Piloting (Space), Survival

**Trader Bonus Career Skills:** Deception, Knowledge (Core Worlds), Knowledge (Underworld), Negotiation

Active

Passive

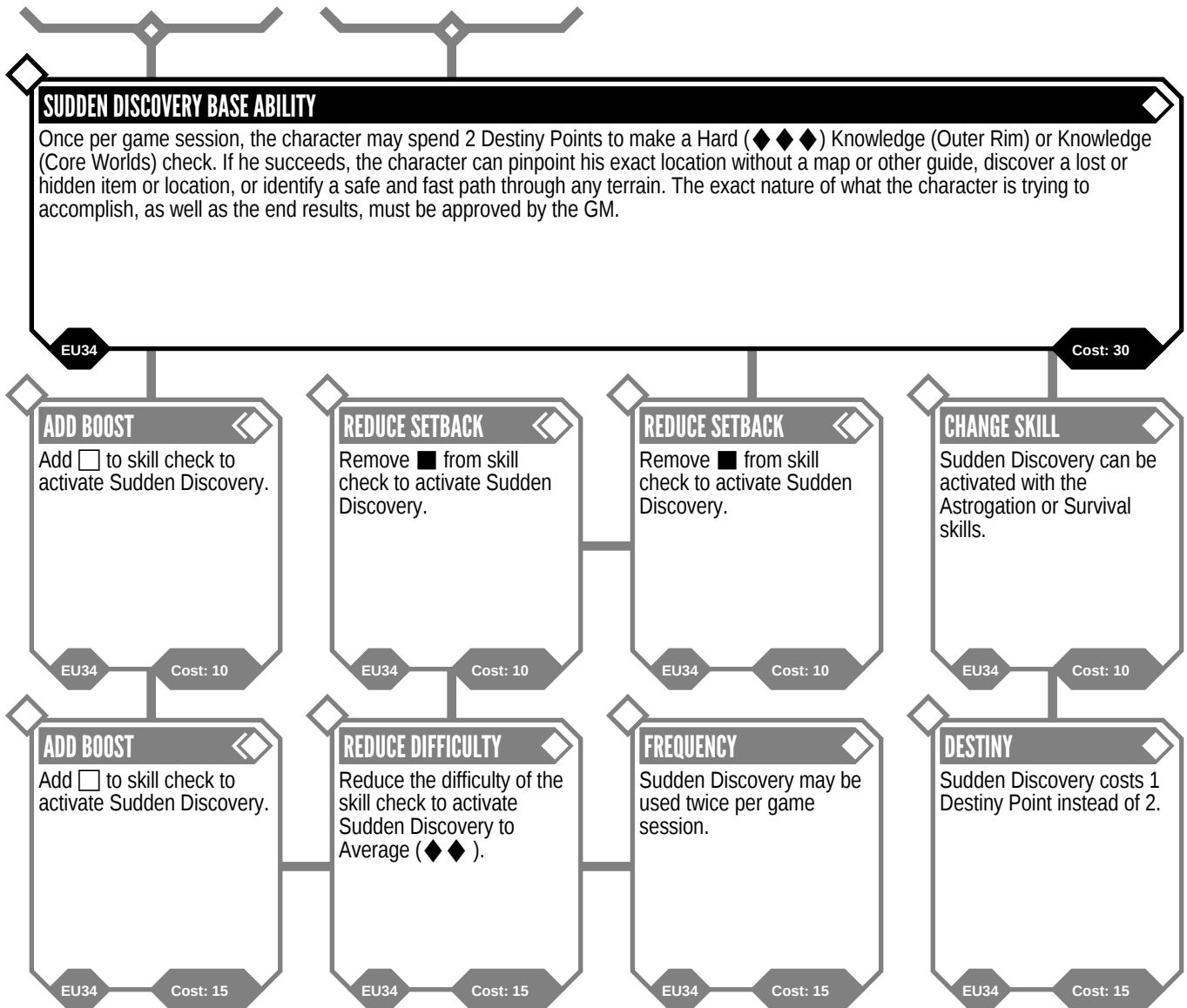
Ranked



# Explorer Signature Ability Tree

## Sudden Discovery

- Base Ability
- Upgrade
- Ranked



# Explorer Signature Ability Tree

## Unmatched Mobility

Base Ability 

Upgrade 

Ranked 

### UNMATCHED MOBILITY BASE ABILITY

Once per game session as an incidental, the character may spend 2 Destiny Points to increase the number of maneuvers he is allowed to perform in a turn to three for the next two rounds. This third maneuver may be gained through any of the means a second maneuver is normally gained.

EU35

Cost: 30

#### DURATION

Unmatched Mobility lasts for one additional round.

EU35

Cost: 10

#### FREE MANEUVER

Gain one additional free maneuver while base ability is active. This does not increase per turn maneuvers.

EU35

Cost: 10

#### FREE MANEUVER

Gain one additional free maneuver while base ability is active. This does not increase per turn maneuvers.

EU35

Cost: 10

#### MELEE DEFENSE

Gain +1 melee defense while Unmatched Mobility is active.

EU35

Cost: 10

#### DURATION

Unmatched Mobility lasts for one additional round.

EU35

Cost: 15

#### DURATION

Unmatched Mobility lasts for one additional round.

EU35

Cost: 15

#### DESTINY

Unmatched Mobility costs 1 Destiny Point instead of 2.

EU35

Cost: 15

#### RANGED DEFENSE

Gain +1 ranged defense while Unmatched Mobility is active.

EU35

Cost: 15

# Hired Gun: Bodyguard

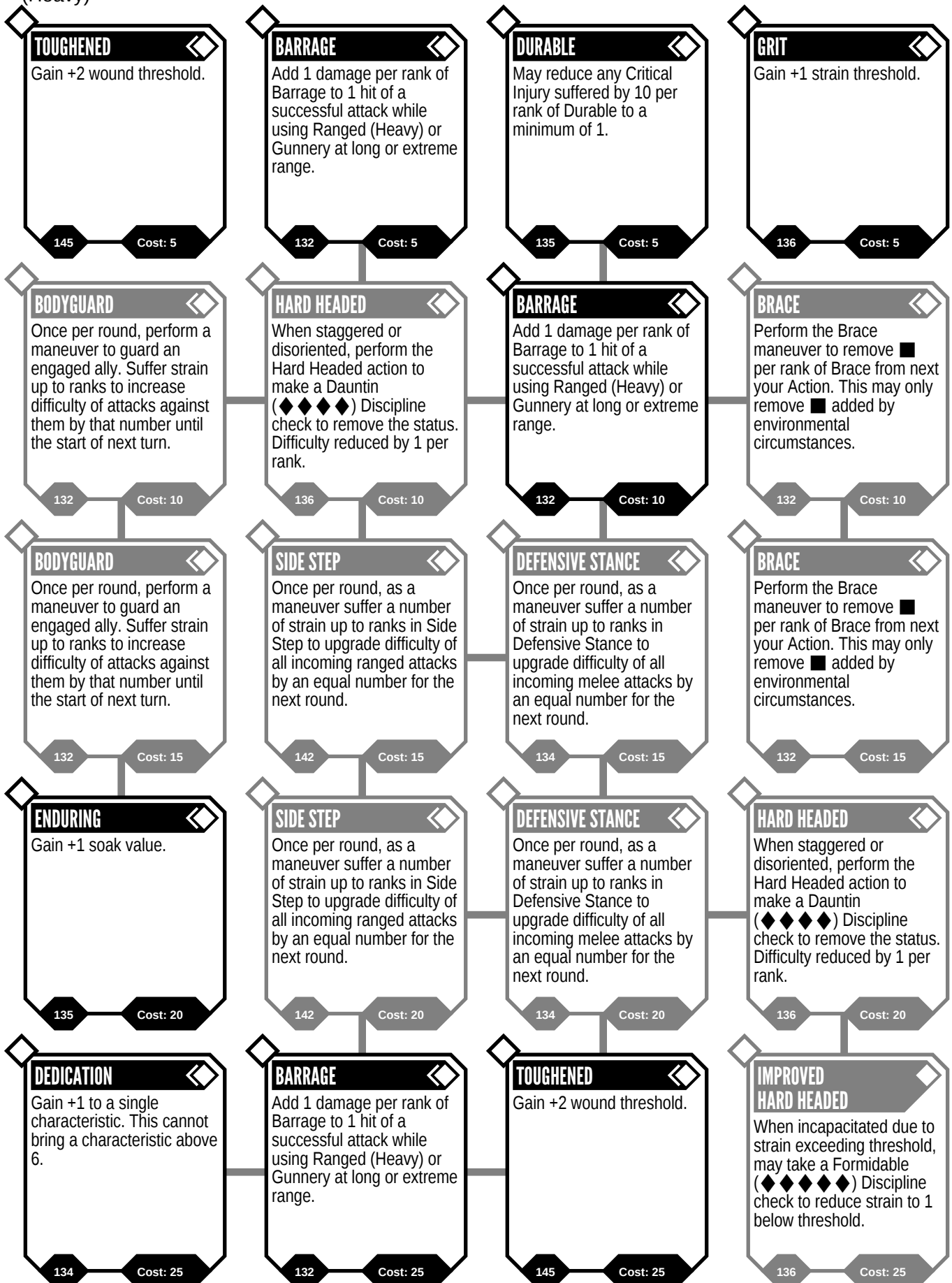
**Career Skills:** Athletics, Brawl, Discipline, Melee, Piloting (Planetary), Ranged (Light), Resilience, Vigilance

**Bodyguard Bonus Career Skills:** Gunnery, Perception, Piloting (Planetary), Ranged (Heavy)

Active

Passive

Ranked



# Hired Gun: Demolitionist

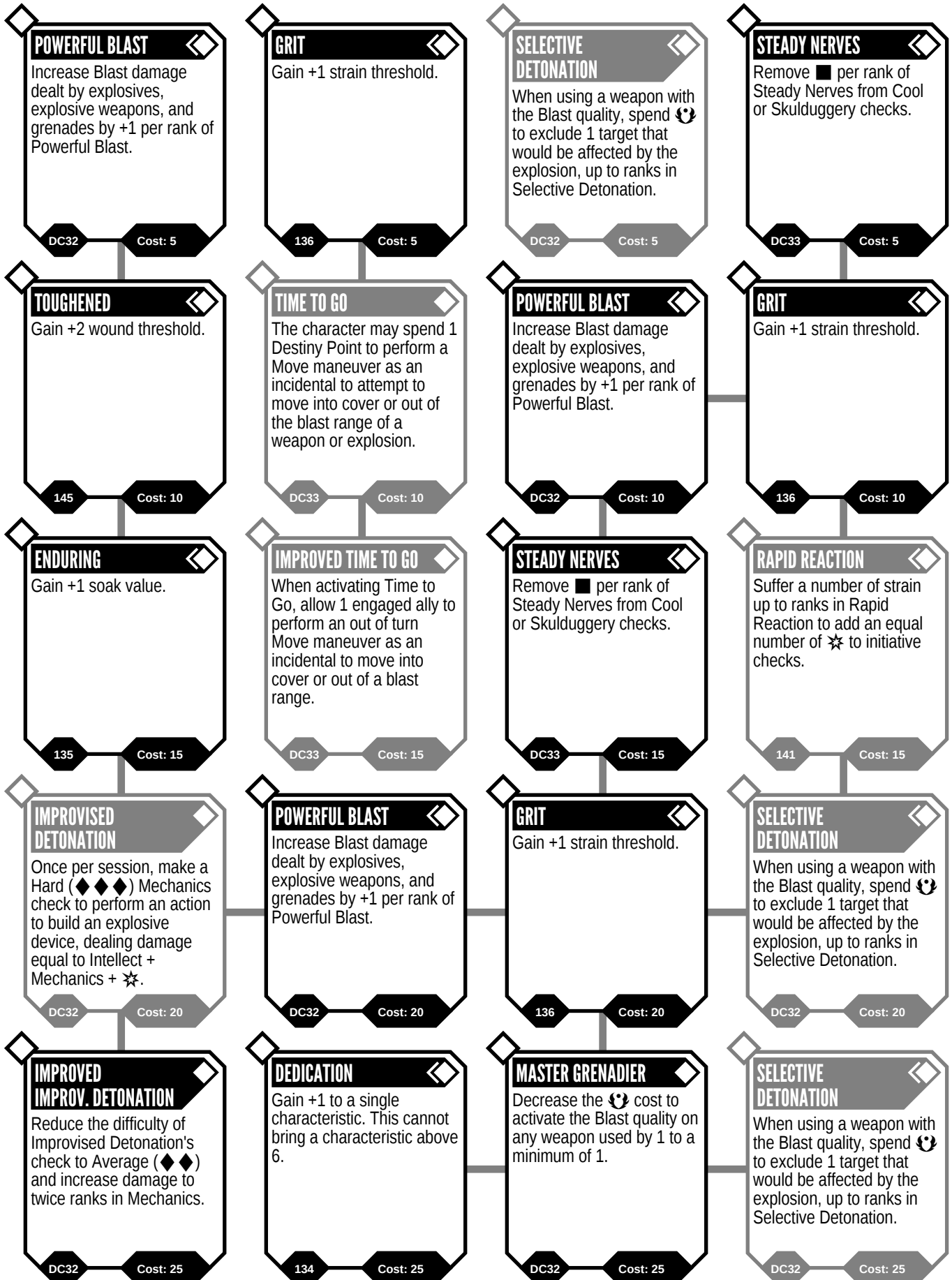
**Career Skills:** Athletics, Brawl, Discipline, Melee, Piloting (Planetary), Ranged (Light), Resilience, Vigilance

**Demolitionist Bonus Career Skills:** Computers, Cool, Mechanics, Skulduggery

Active

Passive

Ranked



# Hired Gun: Enforcer

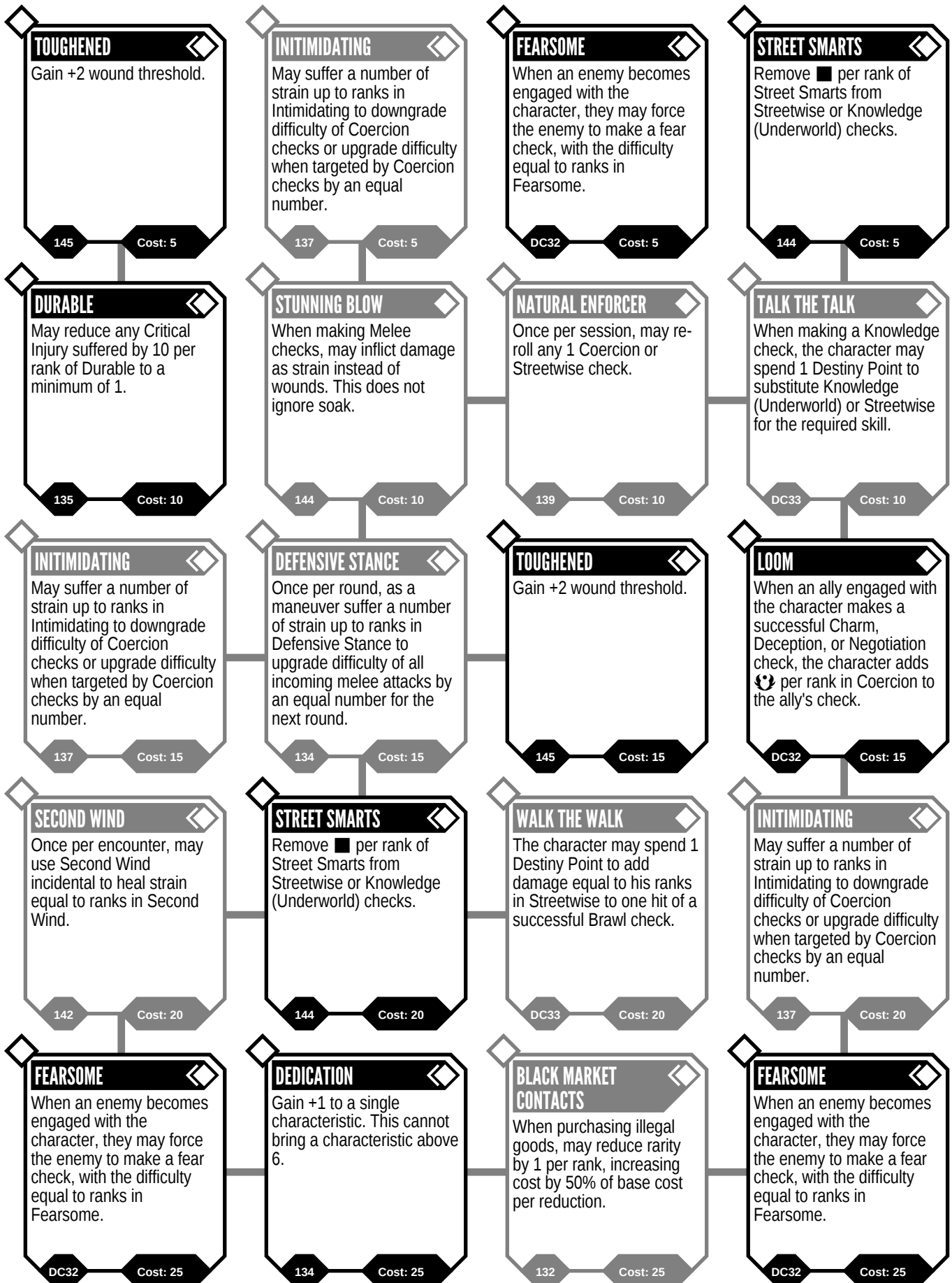
**Career Skills:** Athletics, Brawl, Discipline, Melee, Piloting (Planetary), Ranged (Light), Resilience, Vigilance

**Enforcer Bonus Career Skills:** Brawl, Coercion, Knowledge (Underworld), Streetwise

Active

Passive

Ranked

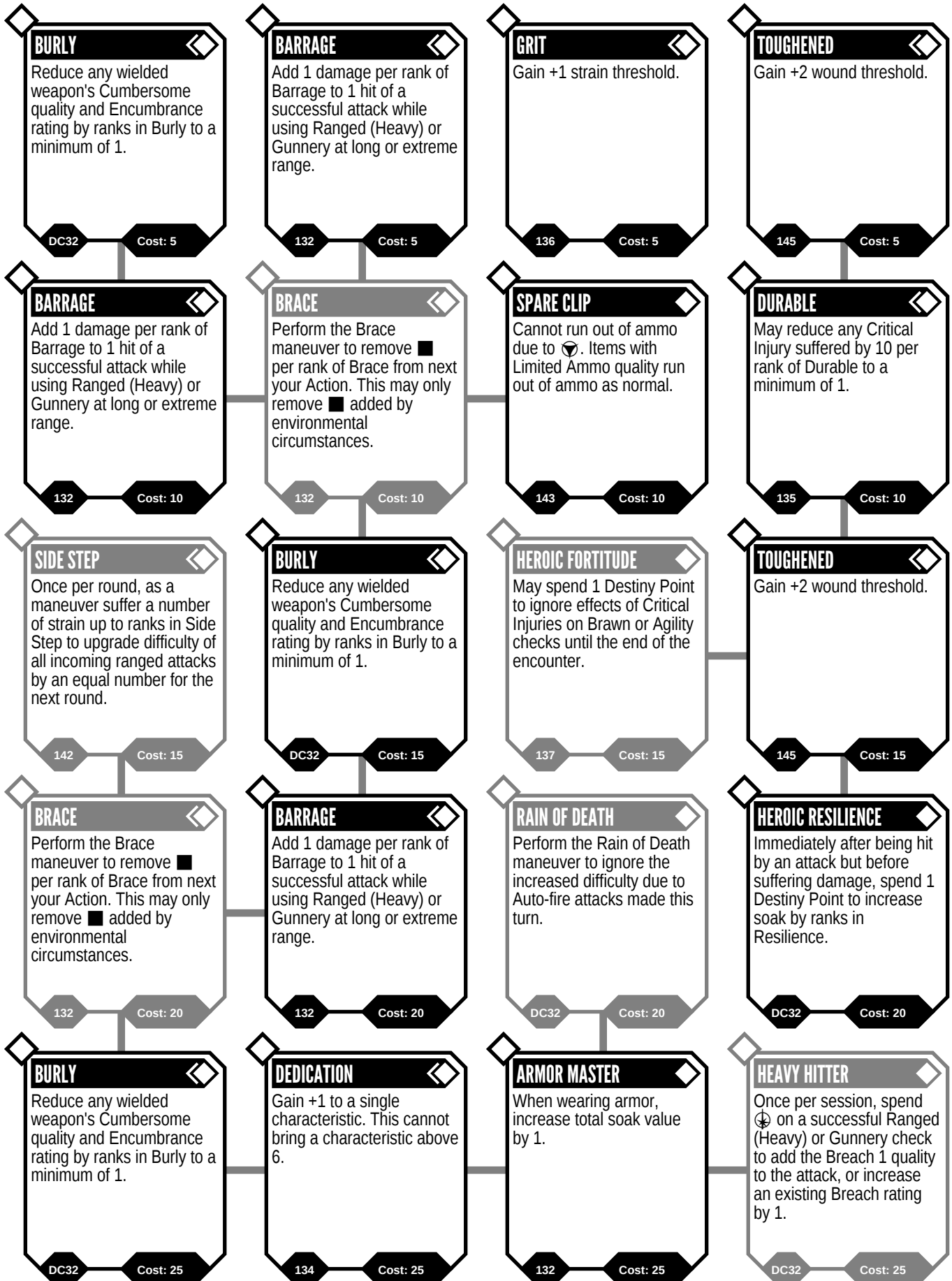


# Hired Gun: Heavy

**Career Skills:** Athletics, Brawl, Discipline, Melee, Piloting (Planetary), Ranged (Light), Resilience, Vigilance

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

Active   
 Passive   
 Ranked 



# Hired Gun: Marauder

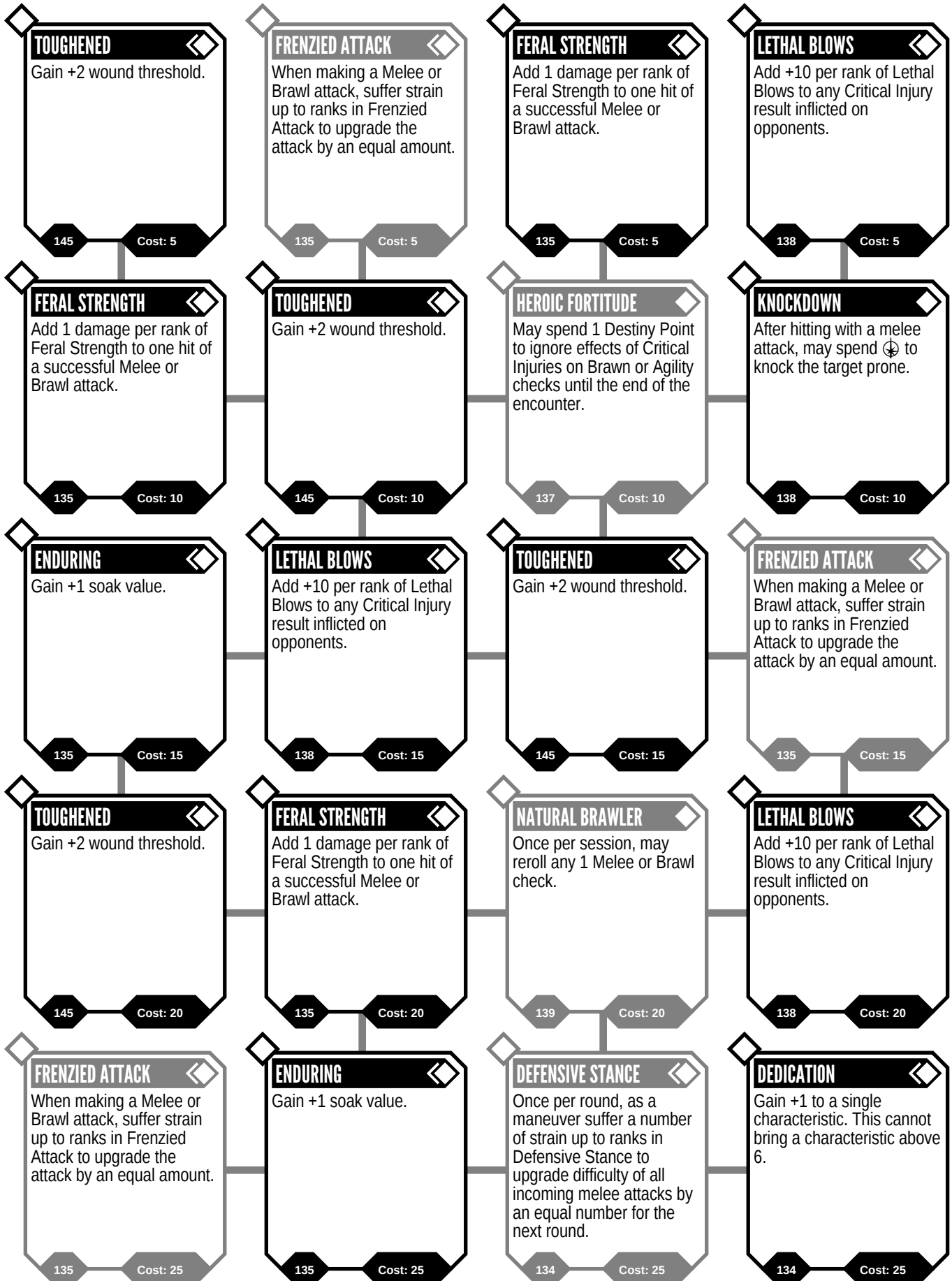
**Career Skills:** Athletics, Brawl, Discipline, Melee, Piloting (Planetary), Ranged (Light), Resilience, Vigilance

**Marauder Bonus Career Skills:** Coercion, Melee, Resilience, Survival

Active

Passive

Ranked



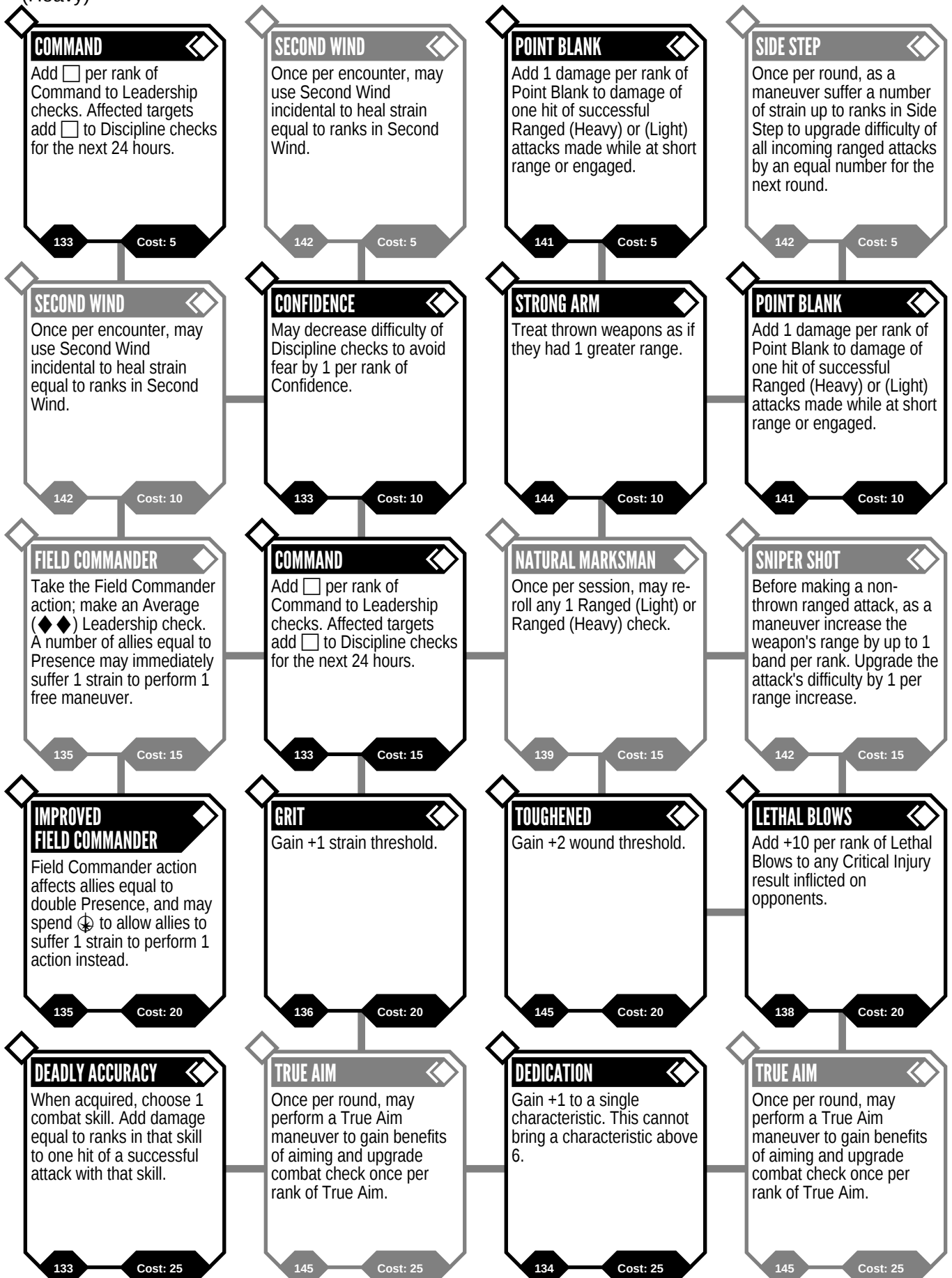


# Hired Gun: Mercenary Soldier

**Career Skills:** Athletics, Brawl, Discipline, Melee, Piloting (Planetary), Ranged (Light), Resilience, Vigilance




**Mercenary Soldier Bonus Career Skills:** Discipline, Gunnery, Leadership, Ranged (Heavy)

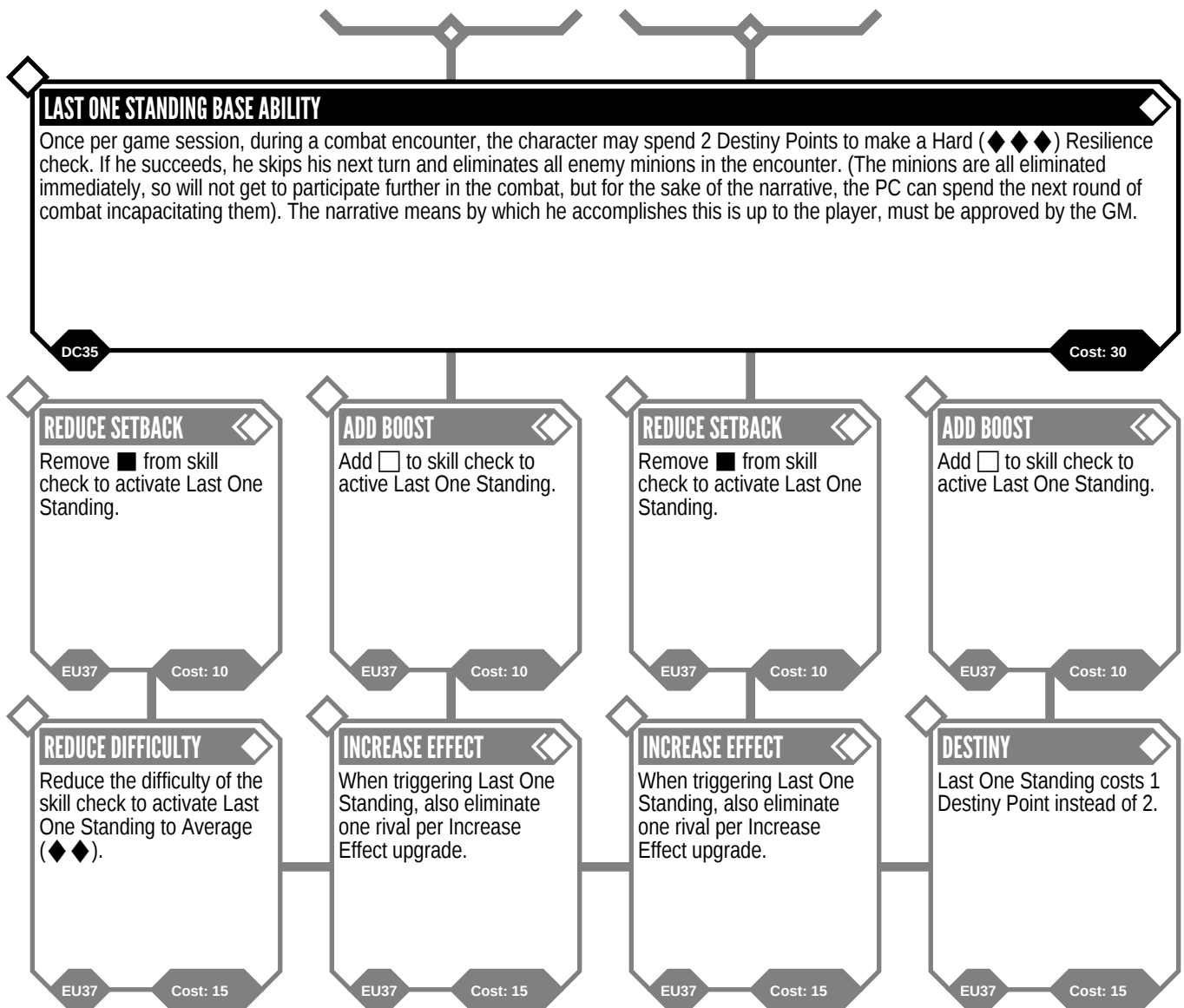
Active   
 Passive   
 Ranked 



# Hired Gun Signature Ability Tree




## Last One Standing

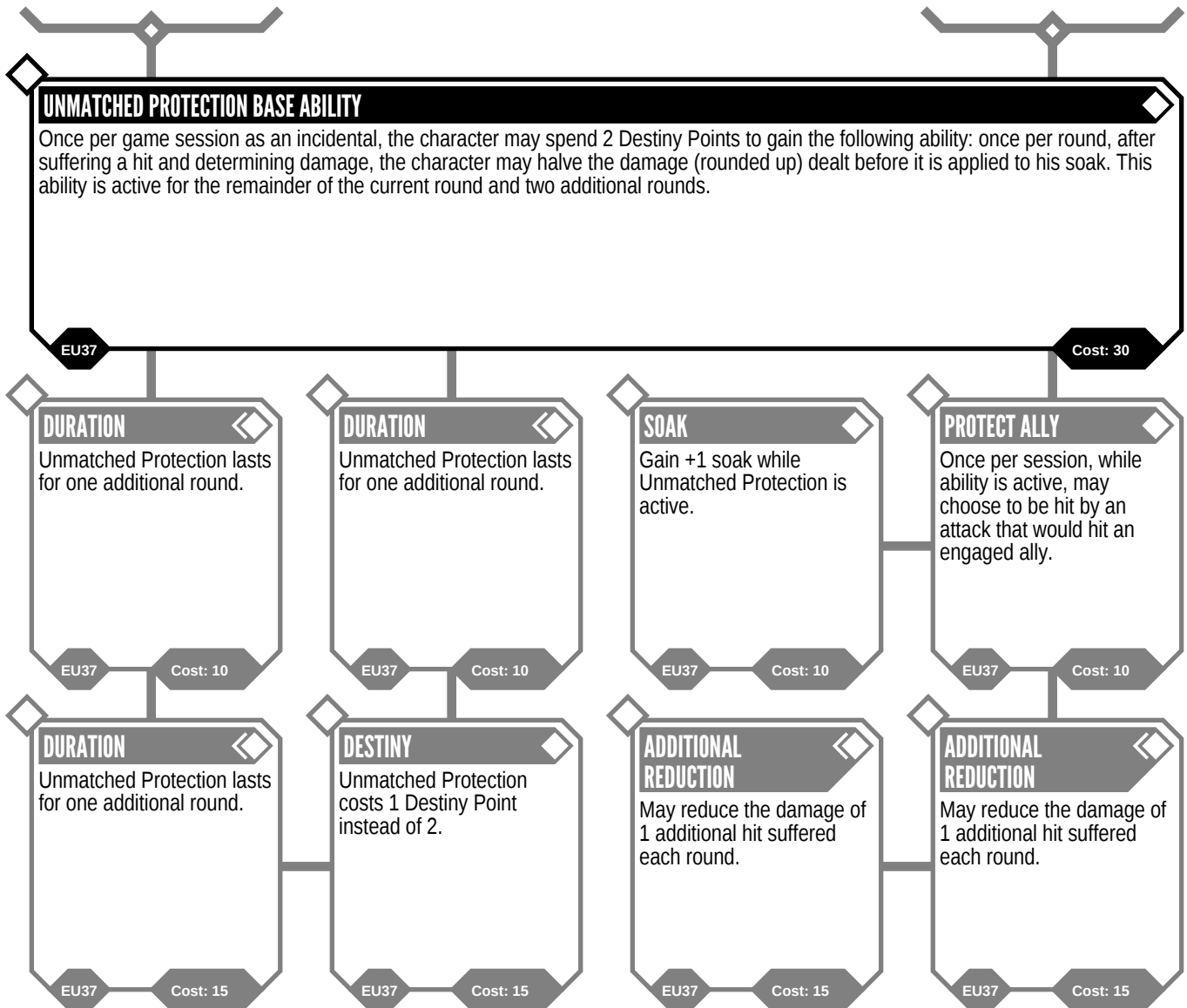
- Base Ability 
- Upgrade 
- Ranked 



# Hired Gun Signature Ability Tree

## Unmatched Protection

- Base Ability 
- Upgrade 
- Ranked 



# Smuggler: Charmer

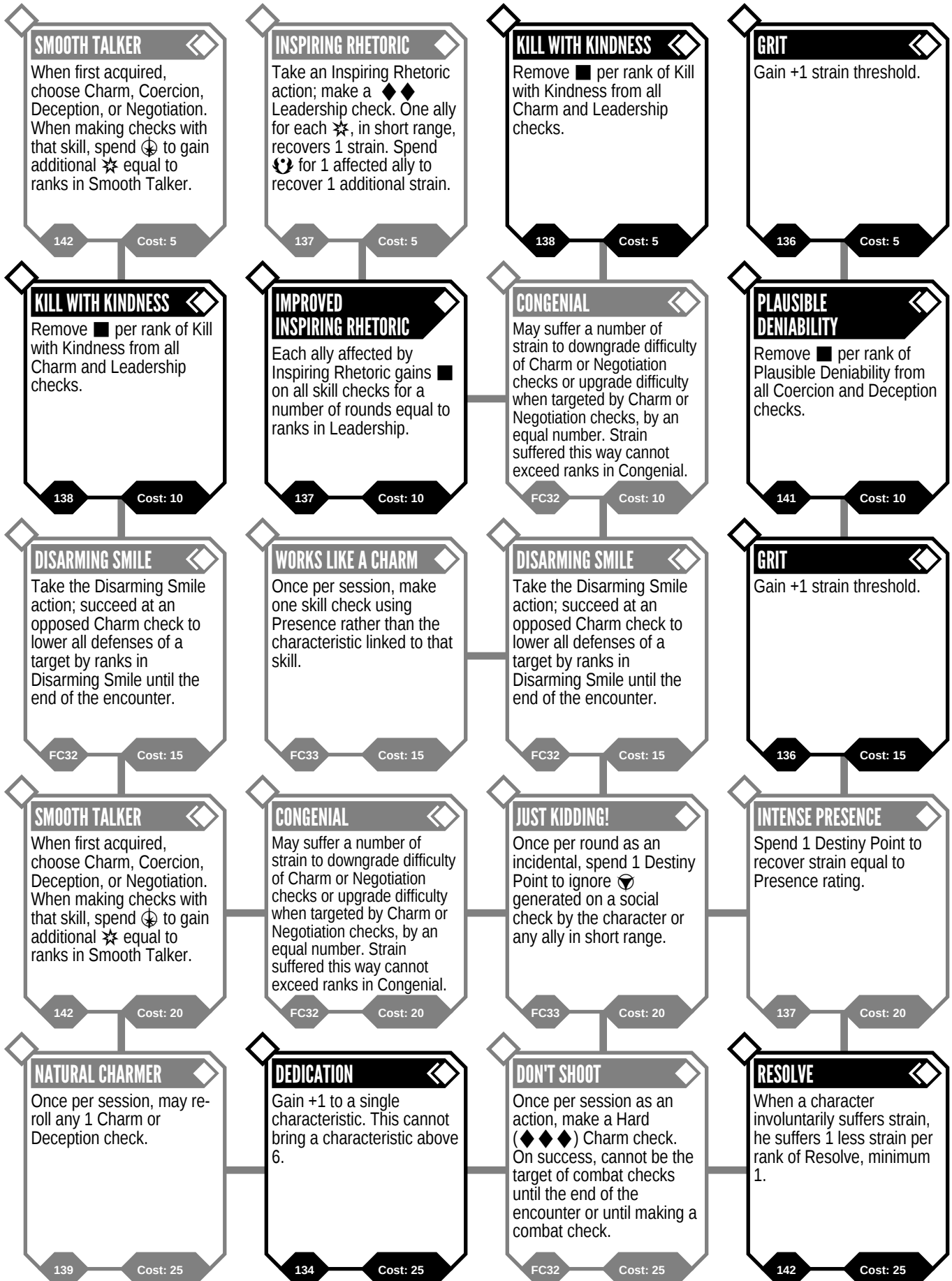
**Career Skills:** Coordination, Deception, Knowledge (Underworld), Perception, Piloting (Space), Skulduggery, Streetwise, Vigilance

**Charmer Bonus Career Skills:** Charm, Cool, Leadership, Negotiation

Active

Passive

Ranked



# Smuggler: Gambler

**Career Skills:** Coordination, Deception, Knowledge (Underworld), Perception, Piloting (Space), Skulduggery, Streetwise, Vigilance

**Gambler Bonus Career Skills:** Computers, Cool, Deception, Skulduggery

Active

Passive

Ranked

<p><b>CONVINCING DEMEANOR</b></p> <p>Remove  per rank of Convincing Demeanor from Deception or Skulduggery checks.</p> <p>133 Cost: 5</p>	<p><b>GRIT</b></p> <p>Gain +1 strain threshold.</p> <p>136 Cost: 5</p>	<p><b>TOUGHENED</b></p> <p>Gain +2 wound threshold.</p> <p>145 Cost: 5</p>	<p><b>UP THE ANTE</b></p> <p>When gambling, win 10% more credits per rank of Up the Ante.</p> <p>FC33 Cost: 5</p>
<p><b>GRIT</b></p> <p>Gain +1 strain threshold.</p> <p>136 Cost: 10</p>	<p><b>SECOND CHANCES</b></p> <p>Once per encounter, choose a number of positive dice equal to ranks in Second Chances and reroll them.</p> <p>FC33 Cost: 10</p>	<p><b>DEDICATION</b></p> <p>Gain +1 to a single characteristic. This cannot bring a characteristic above 6.</p> <p>134 Cost: 10</p>	<p><b>SUPREME DOUBLE OR NOTHING</b></p> <p>When performing the Double or Nothing incidental, also double the number of  and .</p> <p>FC32 Cost: 10</p>
<p><b>SECOND CHANCES</b></p> <p>Once per encounter, choose a number of positive dice equal to ranks in Second Chances and reroll them.</p> <p>FC33 Cost: 15</p>	<p><b>CONVINCING DEMEANOR</b></p> <p>Remove  per rank of Convincing Demeanor from Deception or Skulduggery checks.</p> <p>133 Cost: 15</p>	<p><b>FORTUNE FAVORS THE BOLD</b></p> <p>Once per session as an incidental, suffer 2 strain to flip one dark side Destiny Point to light side.</p> <p>FC32 Cost: 15</p>	<p><b>NATURAL ROGUE</b></p> <p>Once per session re-roll any 1 Skulduggery or Stealth check.</p> <p>139 Cost: 15</p>
<p><b>UP THE ANTE</b></p> <p>When gambling, win 10% more credits per rank of Up the Ante.</p> <p>FC33 Cost: 20</p>	<p><b>UP THE ANTE</b></p> <p>When gambling, win 10% more credits per rank of Up the Ante.</p> <p>FC33 Cost: 20</p>	<p><b>CLEVER SOLUTION</b></p> <p>Once per session, make one skill check using Cunning rather than the characteristic linked to that skill.</p> <p>FC32 Cost: 20</p>	<p><b>SECOND CHANCES</b></p> <p>Once per encounter, choose a number of positive dice equal to ranks in Second Chances and reroll them.</p> <p>FC33 Cost: 20</p>
<p><b>DOUBLE OR NOTHING</b></p> <p>Suffer 2 strain to perform the Double or Nothing incidental to increase the difficulty of the next check by one. Then, after canceling opposing symbols, double the amount of remaining .</p> <p>FC32 Cost: 25</p>	<p><b>SMOOTH TALKER</b></p> <p>When first acquired, choose Charm, Coercion, Deception, or Negotiation. When making checks with that skill, spend  to gain additional  equal to ranks in Smooth Talker.</p> <p>142 Cost: 25</p>	<p><b>NATURAL NEGOTIATOR</b></p> <p>Once per session, may re-roll any 1 Cool or Negotiation check.</p> <p>139 Cost: 25</p>	<p><b>IMPROVED DOUBLE OR NOTHING</b></p> <p>When performing the Double or Nothing incidental, after canceling opposing symbols, also double the amount of remaining .</p> <p>FC32 Cost: 25</p>

# Smuggler: Gunslinger

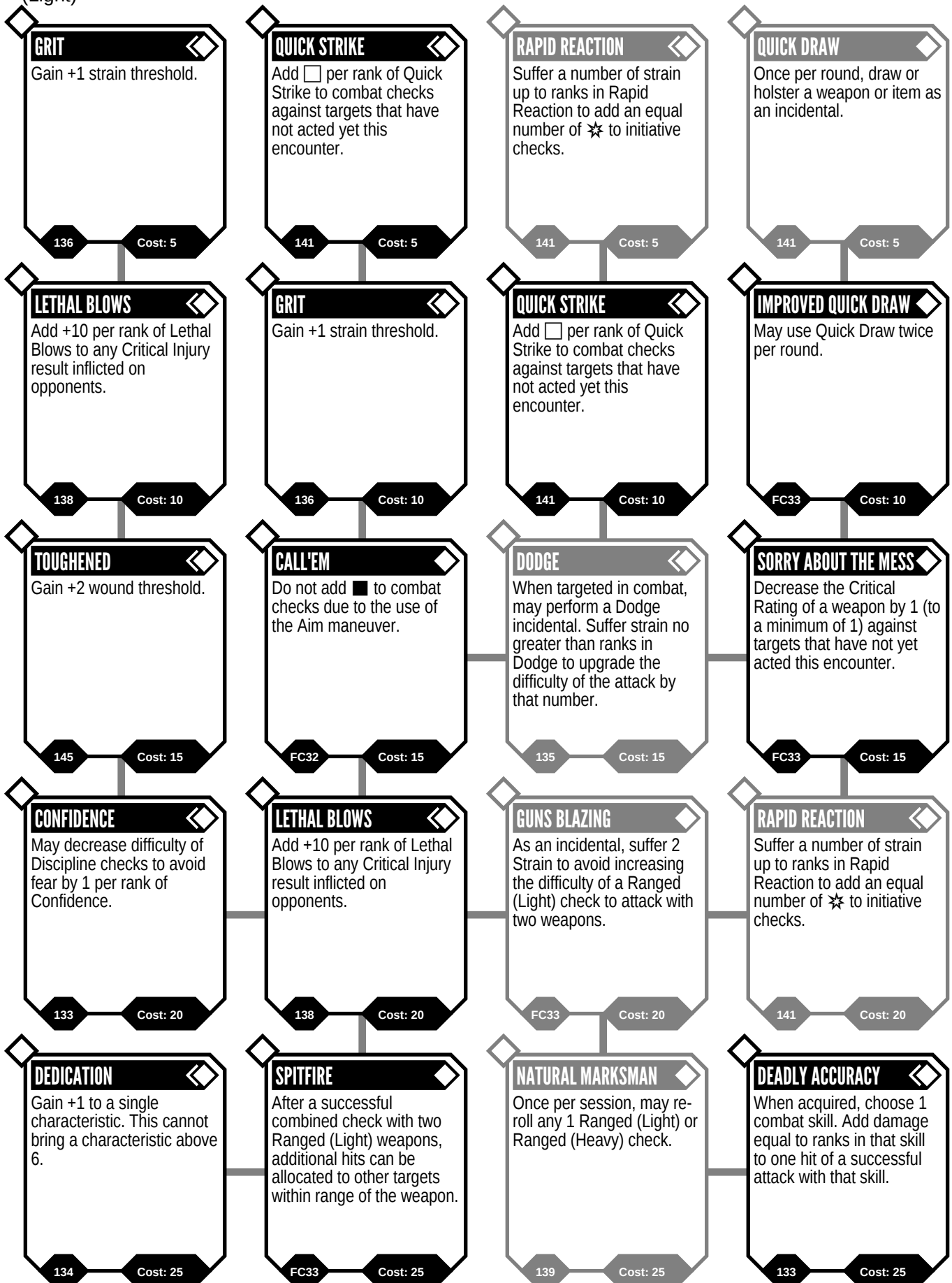
**Career Skills:** Coordination, Deception, Knowledge (Underworld), Perception, Piloting (Space), Skulduggery, Streetwise, Vigilance

**Gunslinger Bonus Career Skills:** Coercion, Cool, Knowledge (Outer Rim), Ranged (Light)

Active

Passive

Ranked



# Smuggler: Pilot

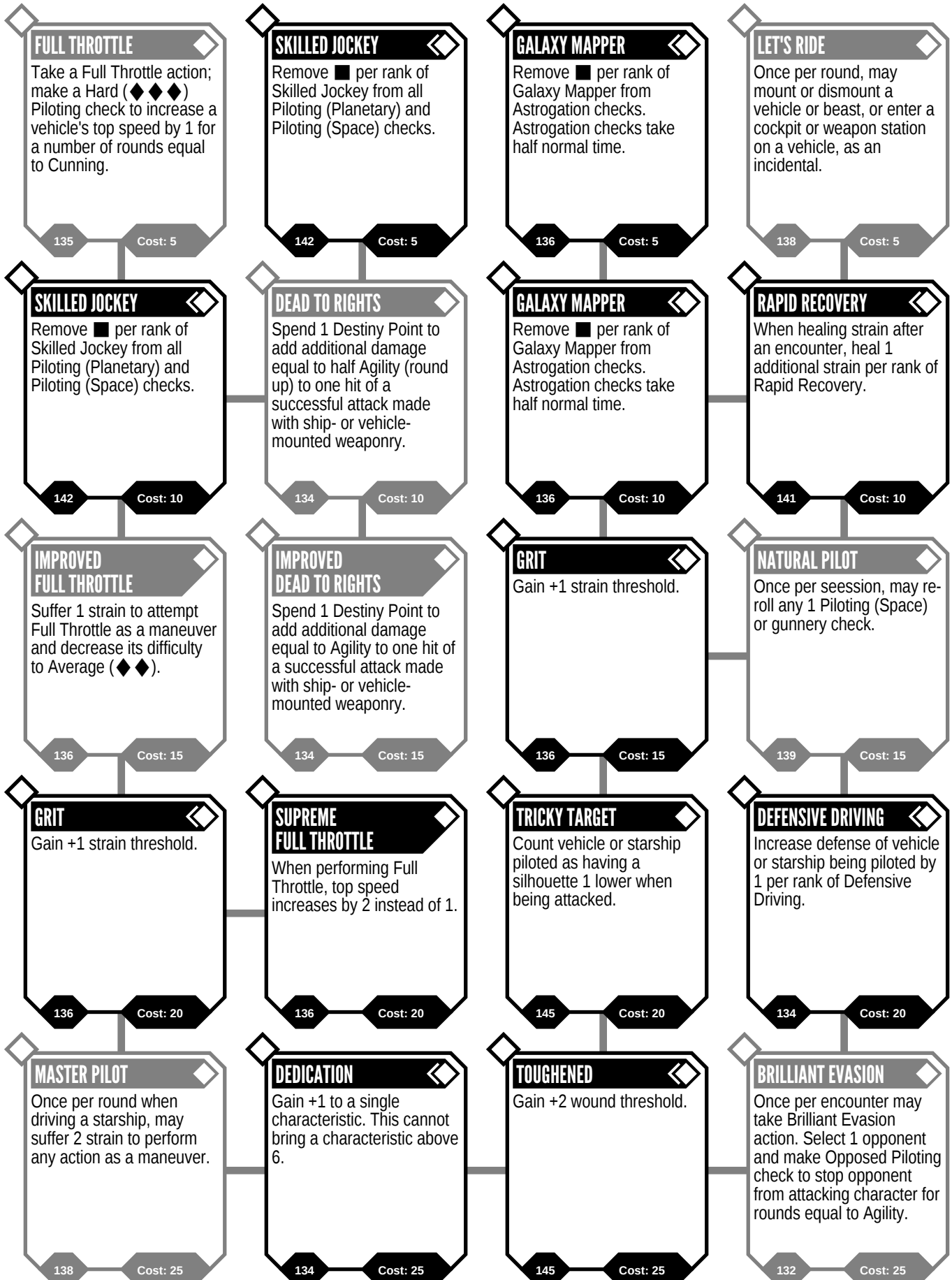
**Career Skills:** Coordination, Deception, Knowledge (Underworld), Perception, Piloting (Space), Skulduggery, Streetwise, Vigilance

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

Active

Passive

Ranked



# Smuggler: Scoundrel

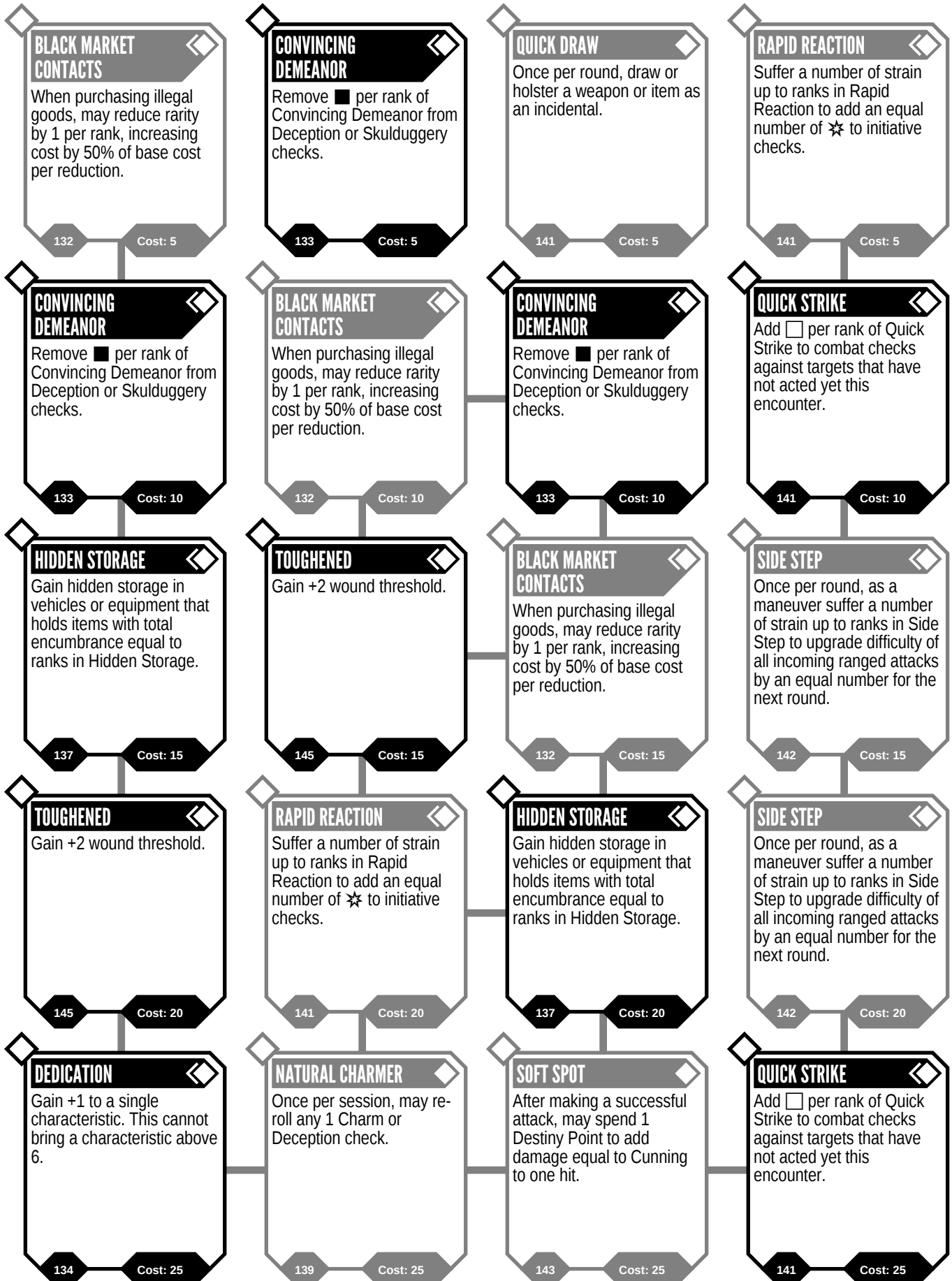
**Career Skills:** Coordination, Deception, Knowledge (Underworld), Perception, Piloting (Space), Skulduggery, Streetwise, Vigilance

**Scoundrel Bonus Career Skills:** Charm, Cool, Deception, Ranged (Light)

Active

Passive

Ranked





# Smuggler: Thief

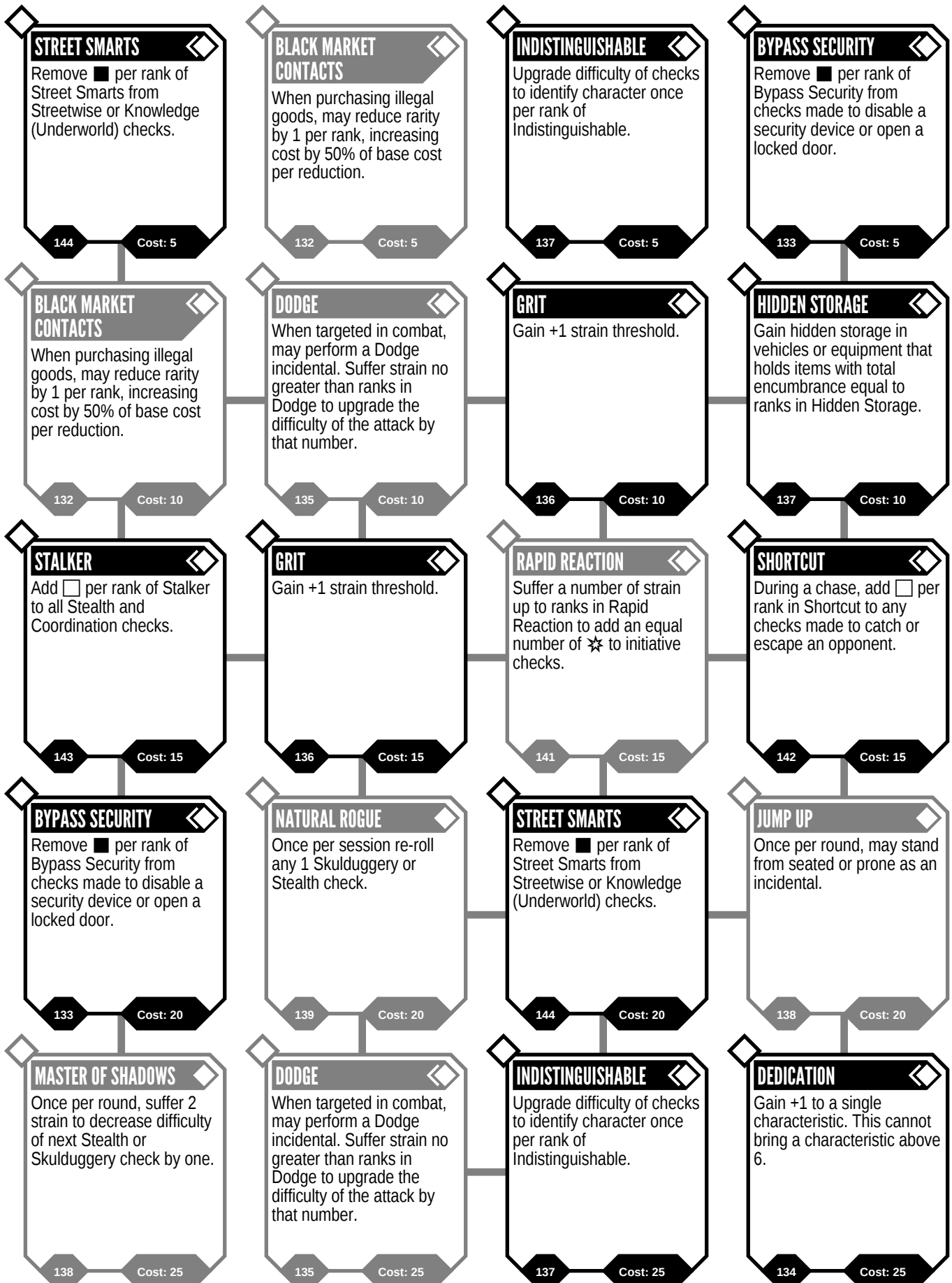
**Career Skills:** Coordination, Deception, Knowledge (Underworld), Perception, Piloting (Space), Skulduggery, Streetwise, Vigilance

**Thief Bonus Career Skills:** Computers, Skulduggery, Stealth, Vigilance

Active

Passive

Ranked



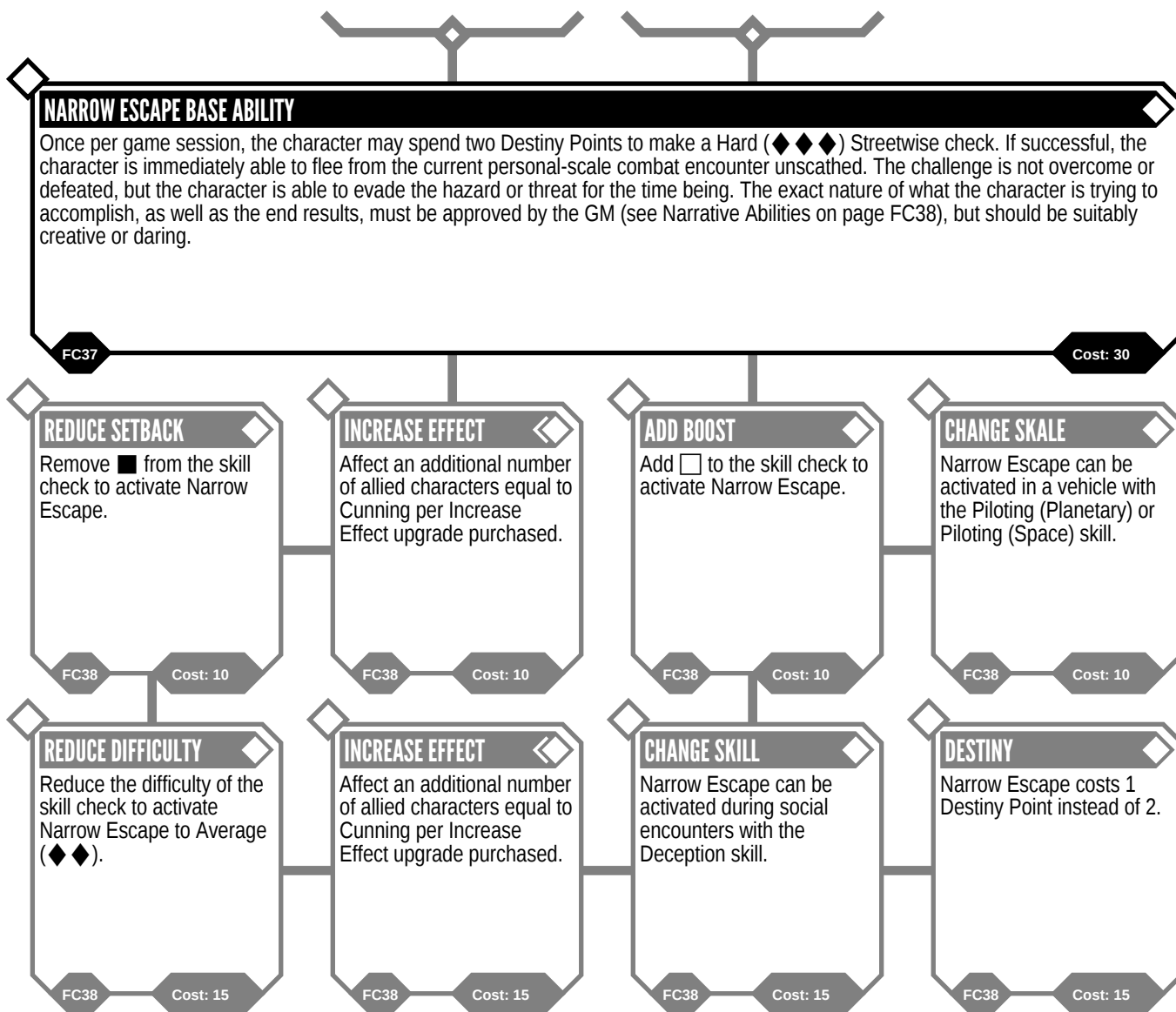
# Smuggler Signature Ability Tree

## Narrow Escape

Base Ability 

Upgrade 

Ranked 



# Smuggler Signature Ability Tree


## Unmatched Fortune

Base Ability 

Upgrade 

Ranked 

### UNMATCHED FORTUNE BASE ABILITY

Once per game session as an incidental, the character may spend 2 Destiny Points to change the face of one positive die in the character's dice pool to another face adjacent to it. An "adjacent" face is any die face sharing an edge — not a point — with the rolled face. Unmatched Fortune cannot be used on a .

FC39

Cost: 30

#### FREQUENCY

Unmatched Fortune can be used one additional time each game session per Frequency upgrade purchased.

FC39

Cost: 10

#### INCREASE NUMBER

Unmatched Fortune affects one additional die per Increase Number upgrade purchased.

FC39

Cost: 10

#### SHARED LUCK

Unmatched Fortune can also be used on the dice pool of a willing ally within short range.

FC39

Cost: 10

#### INCREASE NUMBER

Unmatched Fortune affects one additional die per Increase Number upgrade purchased.

FC39

Cost: 10

#### DESTINY

Unmatched Fortune costs 1 Destiny Point instead of 2.

FC39

Cost: 15

#### INCREASE EFFECT

Unmatched Fortune can also be used on negative dice.

FC39

Cost: 15

#### INCREASE RANGE

Increases the maximum range at which Unmatched Fortune can affect willing allies by 1 per Increase Range upgrade purchased.

FC39

Cost: 15

#### FREQUENCY

Unmatched Fortune can be used one additional time each game session per Frequency upgrade purchased.

FC39

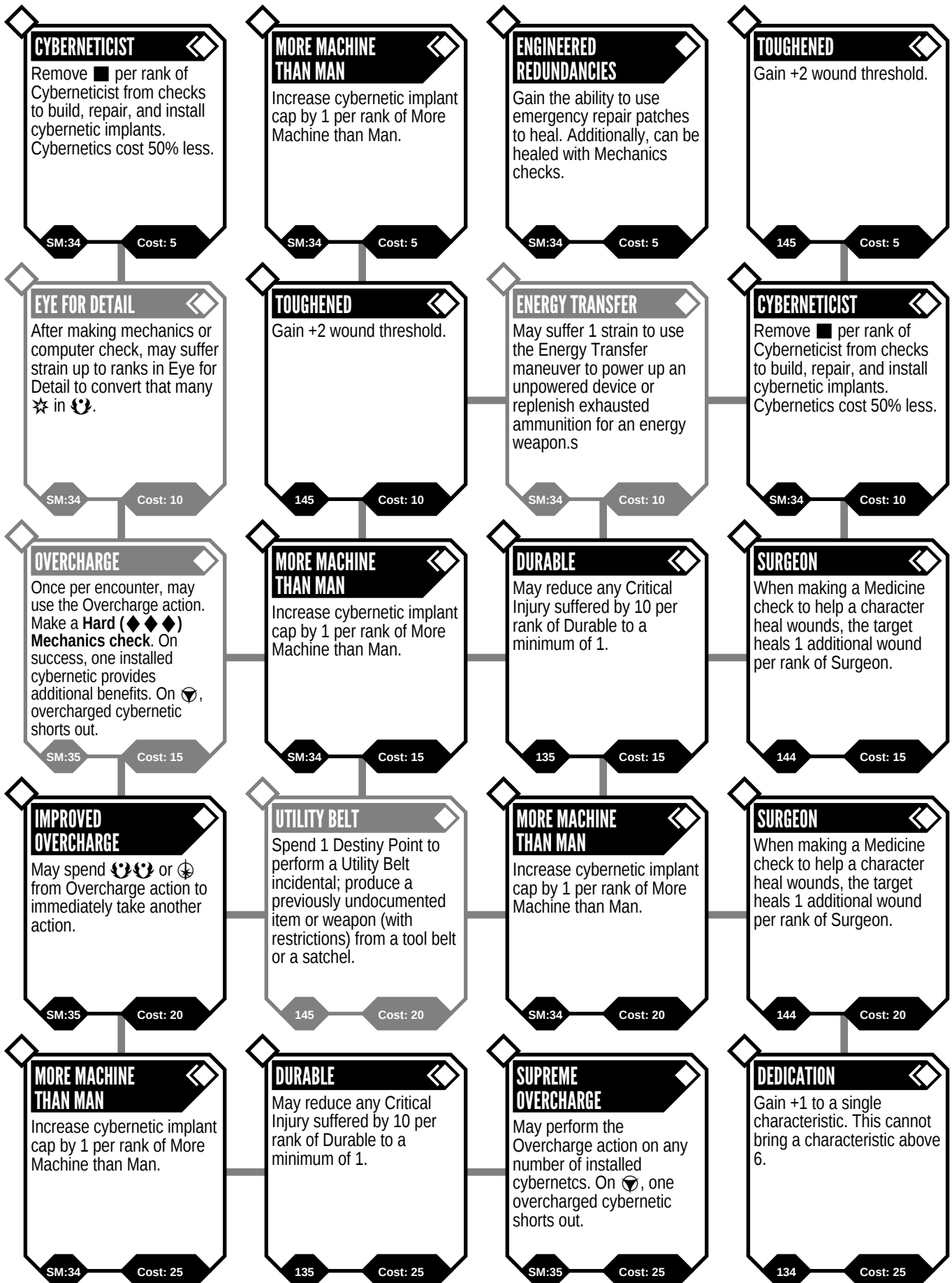
Cost: 15

# Technician: Cyber Tech

**Career Skills:** Astrogation, Computers, Coordination, Discipline, Knowledge (Outer Rim), Mechanics, Perception, Piloting (Planetary)

**Cyber Tech Bonus Career Skills:** Athletics, Mechanics, Medicine, Vigilance

Active   
 Passive   
 Ranked 

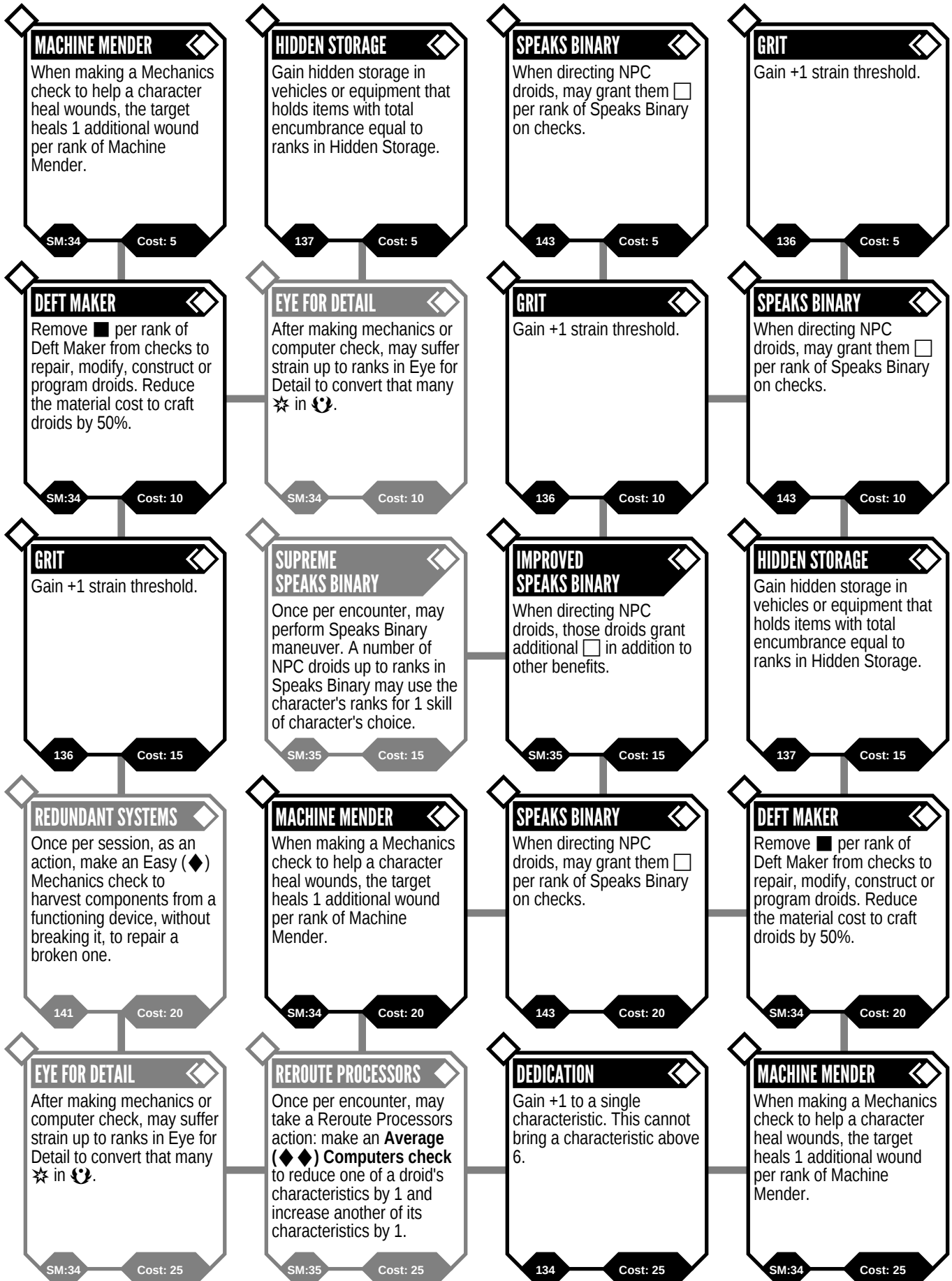


# Technician: Droid Tech

**Career Skills:** Astrogation, Computers, Coordination, Discipline, Knowledge (Outer Rim), Mechanics, Perception, Piloting (Planetary)

**Droid Tech Bonus Career Skills:** Computers, Cool, Leadership, Mechanics

Active   
 Passive   
 Ranked 



# Technician: Mechanic

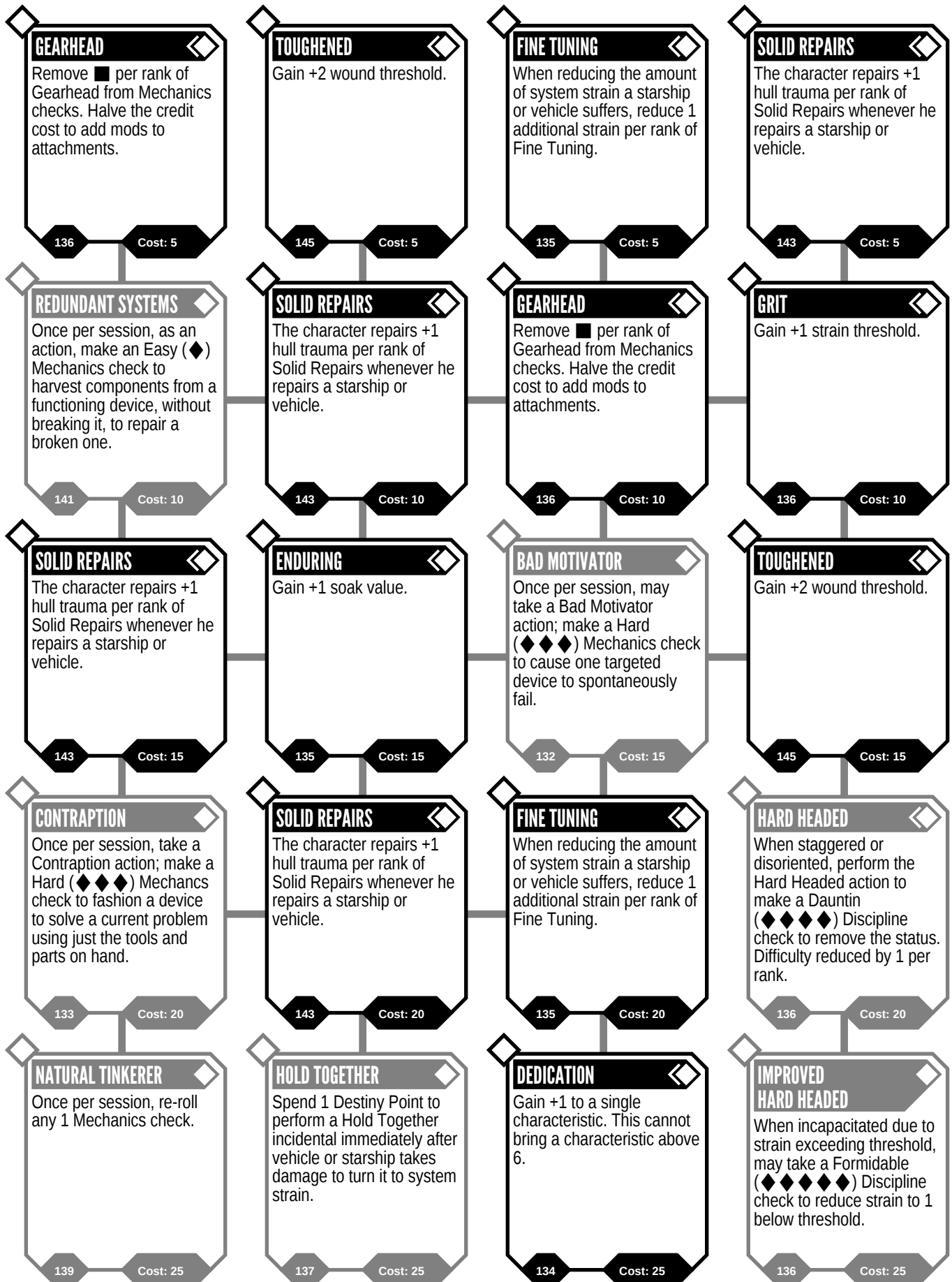
**Career Skills:** Astrogation, Computers, Coordination, Discipline, Knowledge (Outer Rim), Mechanics, Perception, Piloting (Planetary)

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

Active

Passive

Ranked



# Technician: Modder

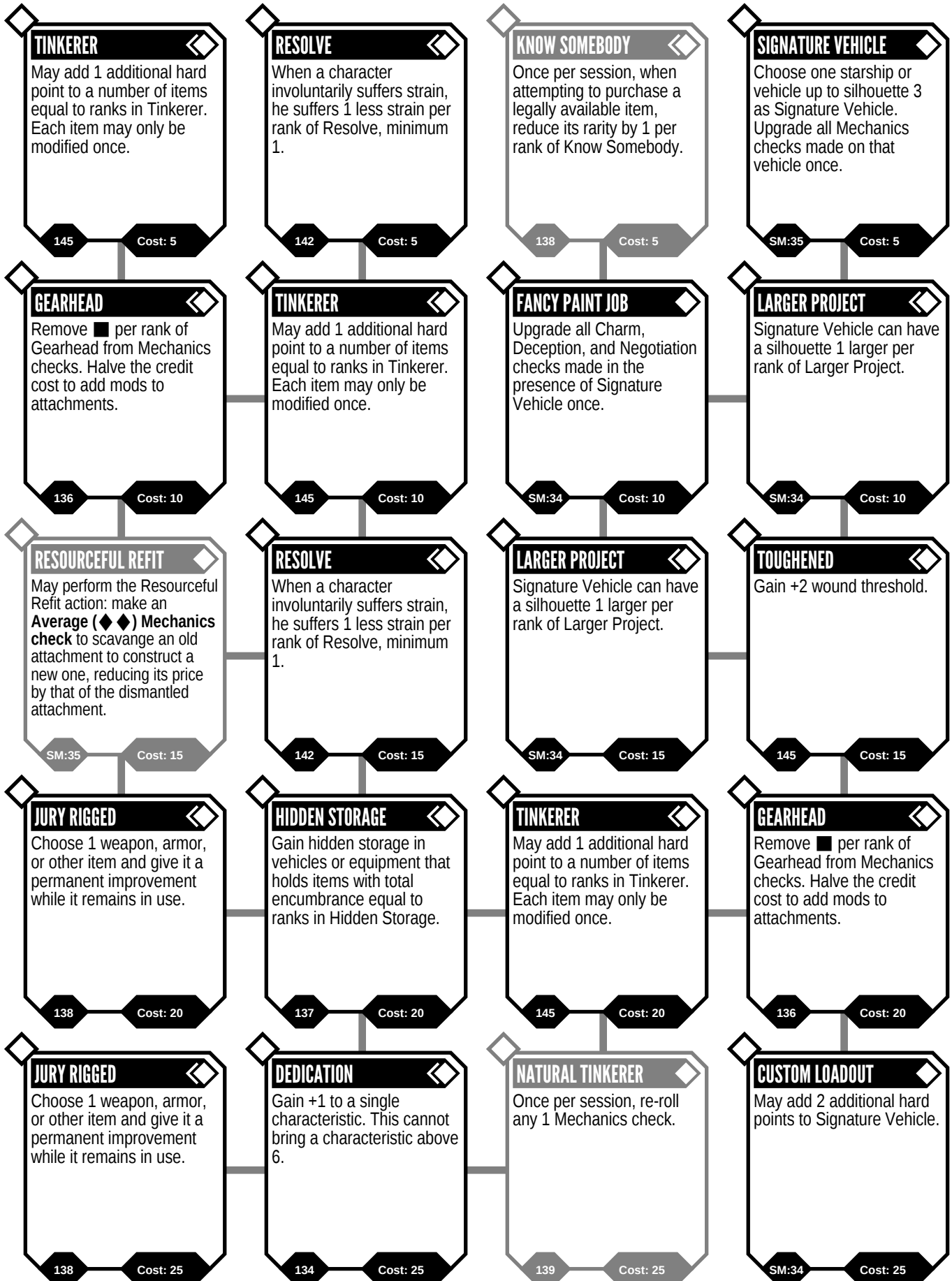
**Career Skills:** Astrogation, Computers, Coordination, Discipline, Knowledge (Outer Rim), Mechanics, Perception, Piloting (Planetary)

**Modder Bonus Career Skills:** Gunnery, Mechanics, Piloting (Space), Streetwise

Active

Passive

Ranked



# Technician: Outlaw Tech

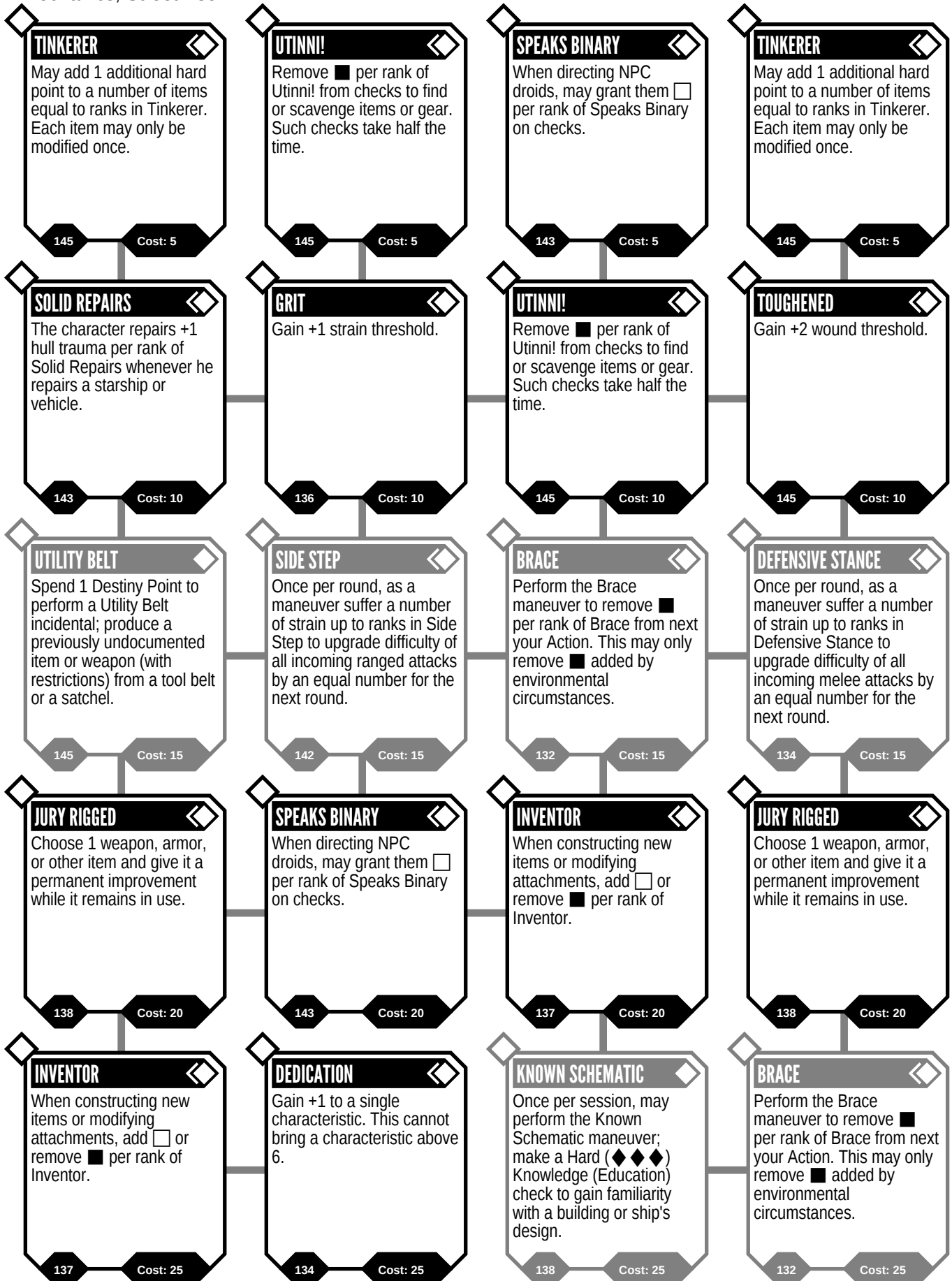
**Career Skills:** Astrogation, Computers, Coordination, Discipline, Knowledge (Outer Rim), Mechanics, Perception, Piloting (Planetary)

**Outlaw Tech Bonus Career Skills:** Knowledge (Education), Knowledge (Underworld), Mechanics, Streetwise

Active

Passive

Ranked





# Technician: Slicer

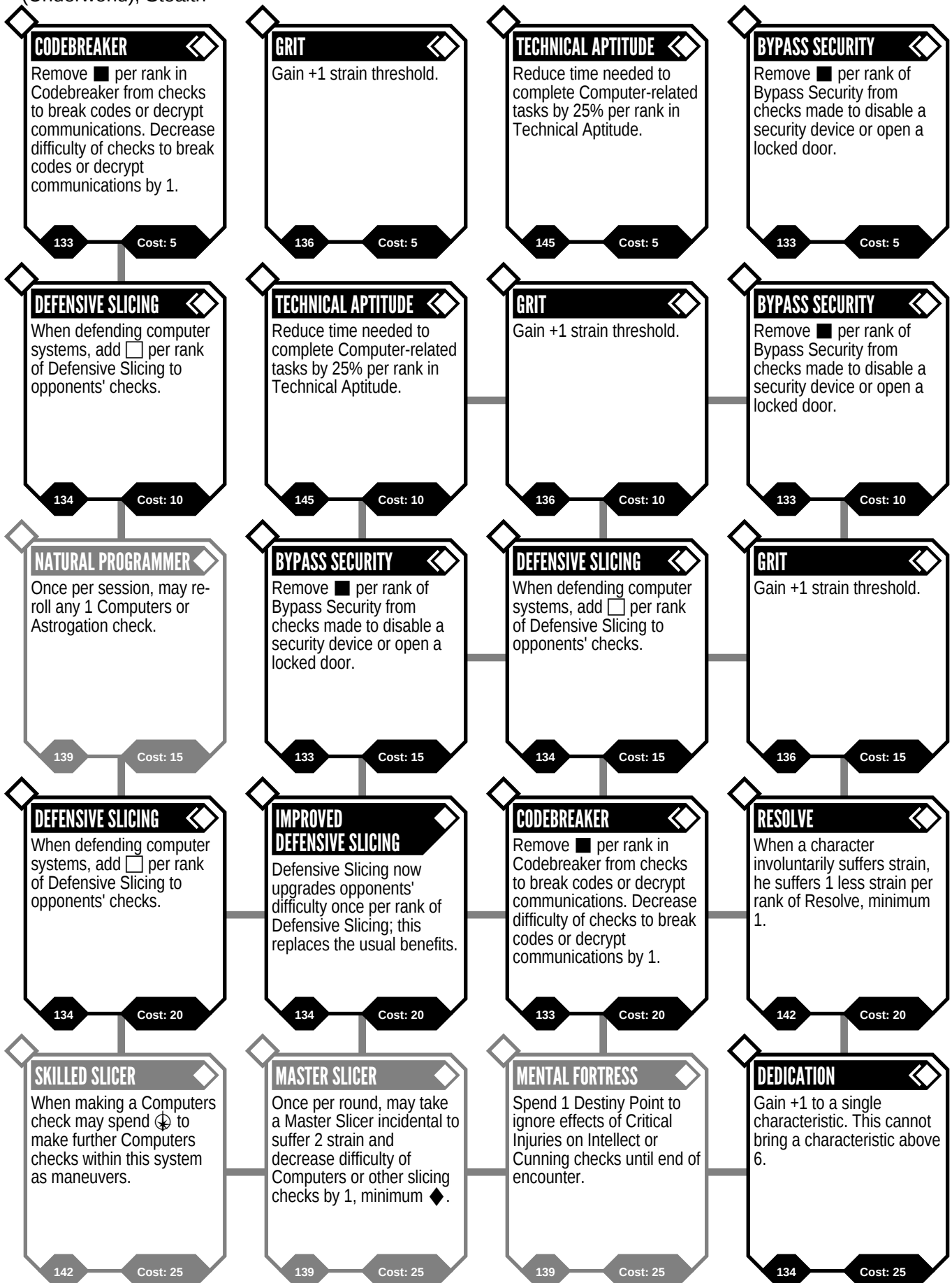
**Career Skills:** Astrogation, Computers, Coordination, Discipline, Knowledge (Outer Rim), Mechanics, Perception, Piloting (Planetary)

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

Active




Passive

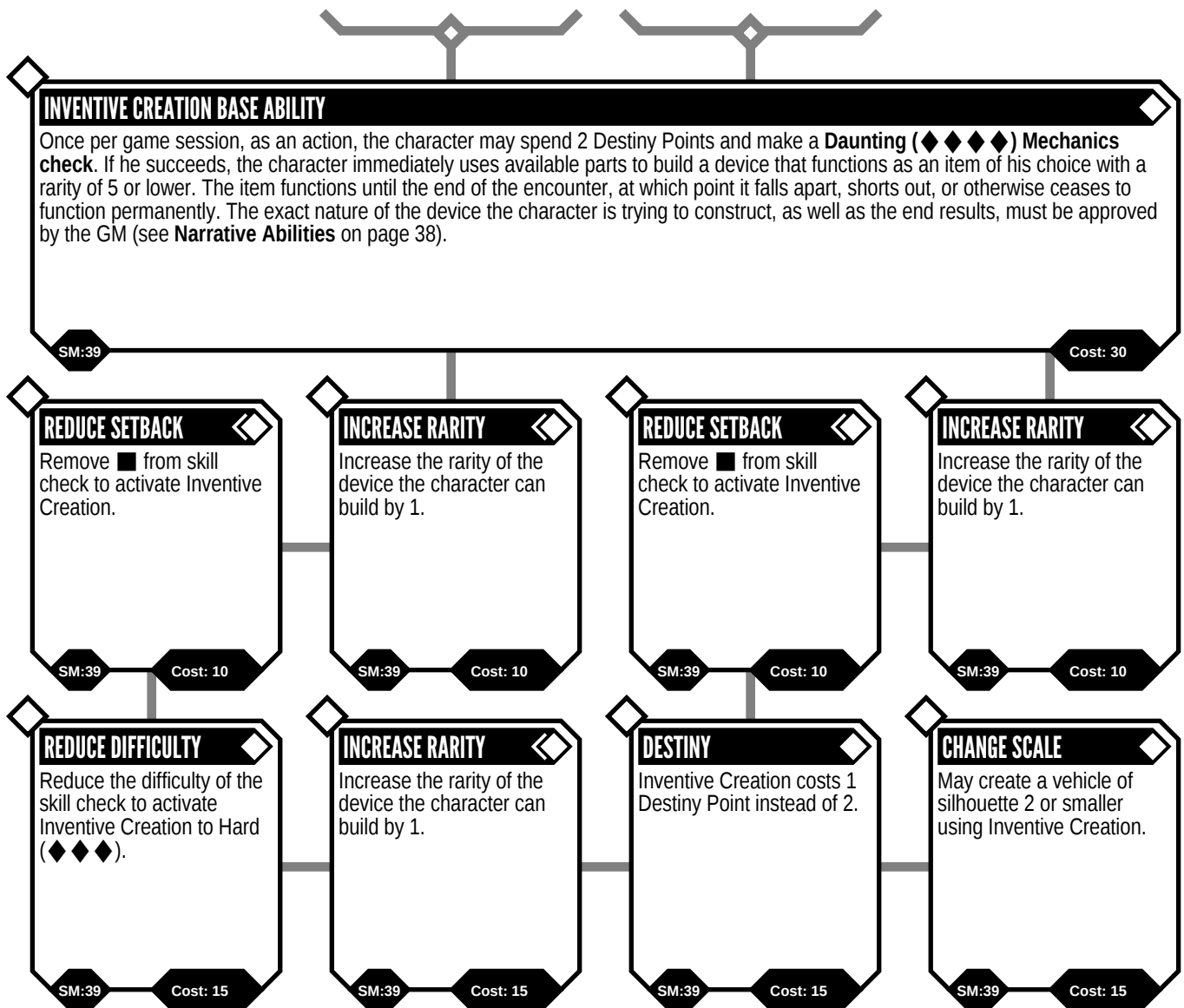
Ranked



# Technician Signature Ability Tree




## Inventive Creation

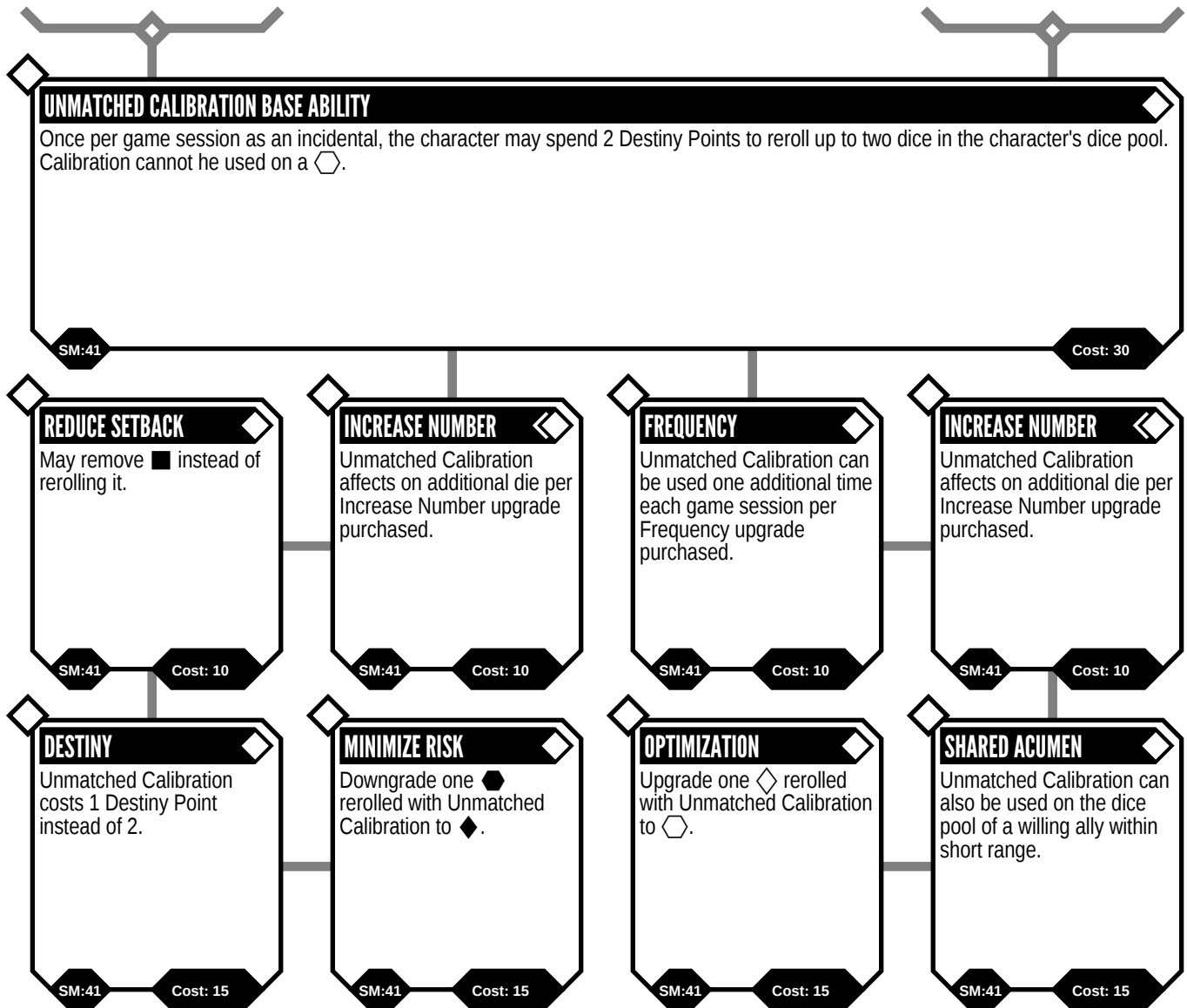
- Base Ability 
- Upgrade 
- Ranked 



# Technician Signature Ability Tree

## Unmatched Calibration

- Base Ability 
- Upgrade 
- Ranked 



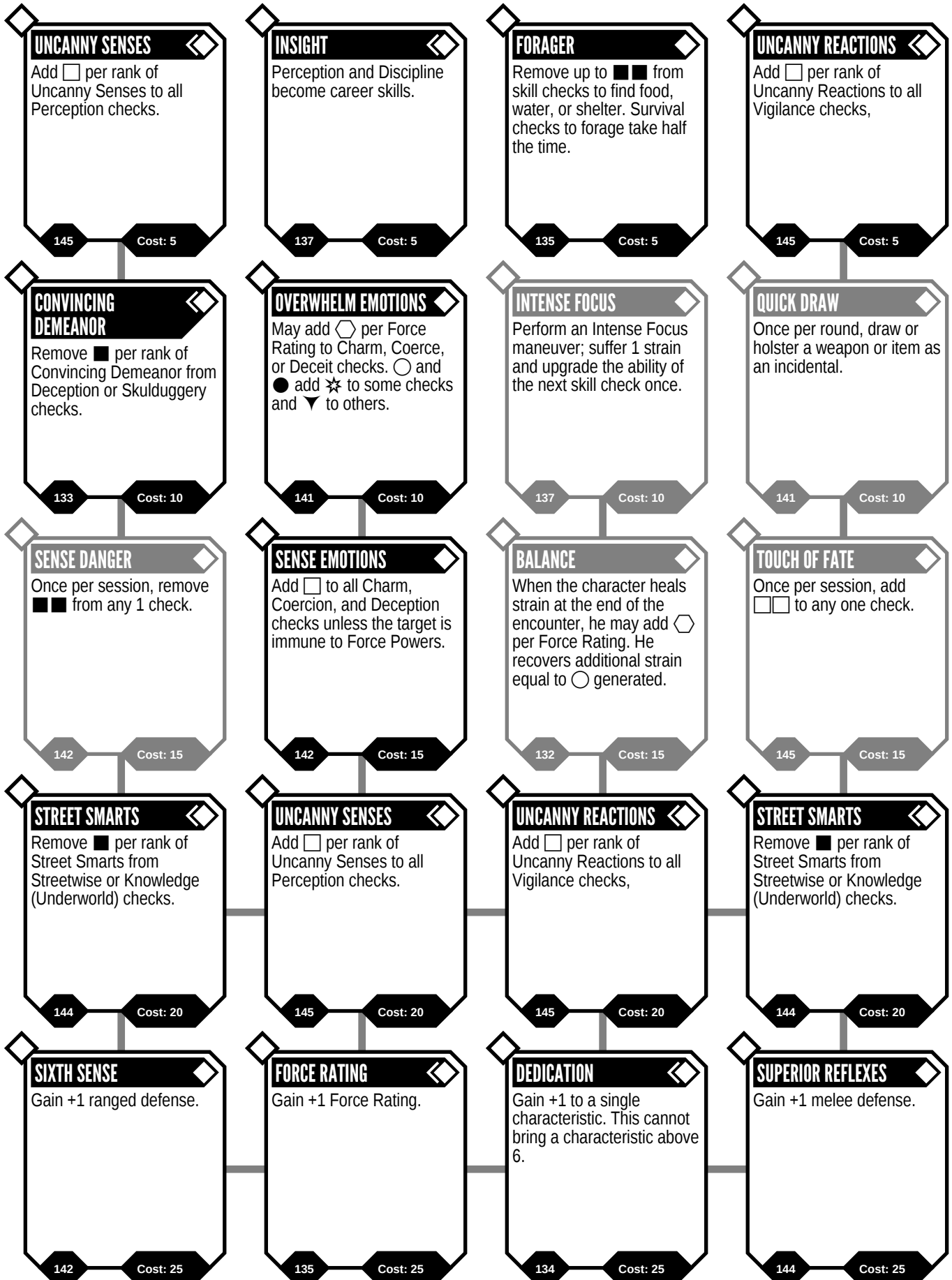
# Universal: Force Sensitive Exile

Gain: Force Rating 1

Active

Passive

Ranked



# Force Power: Influence

Force Power 

Prerequisites: Force Rating 1+

Ranked 

## INFLUENCE BASIC POWER

The character may attempt to guide, shape, and even twist the thoughts and feelings of others.  
 Special Rule (○/● use): When guiding and shaping thoughts, only ● may be used to generate negative emotions such as rage, fear, and hatred. Only ○ may be used to generate positive emotions such as peace, tranquility, and friendliness. Other emotions such as confusion can be generated with either ○ or ●.  
 The character may spend ○ to stress the mind of one living target he is engaged with, inflicting 1 strain.

281

Cost: 10

### RANGE

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

283

Cost: 5

### MAGNITUDE

Spend ○ to increase number of targets affected by power equal to magnitude upgrades purchased.

283

Cost: 5

### CONTROL

The Force user may make an opposed Discipline vs Discipline check combined with an Influence Power check. If the user spends ○ and succeeds on the check, he can force the target to adopt an emotional state or believe something untrue, lasting for 1 round or 5 minutes.

282

Cost: 10

### CONTROL

When making a Coercion, Charm, Deception, Leadership, or Negotiation check, the Force user may roll an Influence Power check as part of his dice pool. He may spend ○ to gain ☆ or ☹ (user's choice) on the check.

283

Cost: 15

### STRENGTH

When stressing the mind of a target, the character inflicts 2 strain.

283

Cost: 10

### RANGE

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

283

Cost: 10

### MAGNITUDE

Spend ○ to increase number of targets affected by power equal to magnitude upgrades purchased.

283

Cost: 5

### DURATION

Spend ○ to increase duration by number of rounds (or minutes) equal to duration upgrades purchased.

283

Cost: 5

### DURATION

Spend ○ to increase duration by number of rounds (or minutes) equal to duration upgrades purchased.

283

Cost: 5

### RANGE

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

283

Cost: 10

### MAGNITUDE

Spend ○ to increase number of targets affected by power equal to magnitude upgrades purchased.

283

Cost: 5

### DURATION

Spend ○ to increase duration by number of rounds (or minutes) equal to duration upgrades purchased.

283

Cost: 5

### DURATION

Spend ○ to increase duration by number of rounds (or minutes) equal to duration upgrades purchased.

283

Cost: 5

# Force Power: Move

Force Power 

Prerequisites: Force Rating 1+

Ranked 

## MOVE BASIC POWER

The Force user can move small objects via the power of the Force. The user may spend ○ to move one object of silhouette 0 that is within short range up to his maximum range. The default maximum range is short range.

283

Cost: 10

### MAGNITUDE

Spend ○ to increase number of targets affected by power equal to magnitude upgrades purchased.

285

Cost: 5

### STRENGTH

Spend ○ to increase silhouette able to be targeted equal to strength upgrades purchased.

284

Cost: 10

### RANGE

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

284

Cost: 5

### RANGE

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

284

Cost: 5

### MAGNITUDE

Spend ○ to increase number of targets affected by power equal to magnitude upgrades purchased.

285

Cost: 5

### STRENGTH

Spend ○ to increase silhouette able to be targeted equal to strength upgrades purchased.

284

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.

284

Cost: 10

### MAGNITUDE

Spend ○ to increase number of targets affected by power equal to magnitude upgrades purchased.

285

Cost: 10

### STRENGTH

Spend ○ to increase silhouette able to be targeted equal to strength upgrades purchased.

284

Cost: 15

### CONTROL

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

284

Cost: 5

### RANGE

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

284

Cost: 15

### MAGNITUDE

Spend ○ to increase number of targets affected by power equal to magnitude upgrades purchased.

285

Cost: 10

### STRENGTH

Spend ○ to increase silhouette able to be targeted equal to strength upgrades purchased.

284

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.

284

Cost: 15

# Force Power: Sense

Force Power 

Prerequisites: Force Rating 1+

Ranked 

## SENSE BASIC POWER

The Force User can sense the Force interacting with the world around him.  
The user may spend ○ to sense all living things within short range (including sentient and non-sentient beings).  
The user may spend ○ to sense the current emotional state of one living target with whom he is engaged.

280

Cost: 10

## CONTROL

Ongoing effect: Commit ○. Once per round, when an attack targets the Force user, he upgrades the difficulty of the pool once.

280

Cost: 10

## CONTROL

Effect: Spend ○. The Force user senses the current thoughts of one living target with whom he is engaged.

281

Cost: 10

## DURATION

Sense's ongoing effects may be triggered one additional time per round.

281

Cost: 10

## RANGE

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

281

Cost: 5

## MAGNITUDE

Spend ○ to increase number of targets affected by power equal to magnitude upgrades purchased.

281

Cost: 5

## STRENGTH

When using Sense's ongoing effects, upgrade the pool twice, instead of once.

281

Cost: 10

## RANGE

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

281

Cost: 10

## MAGNITUDE

Spend ○ to increase number of targets affected by power equal to magnitude upgrades purchased.

281

Cost: 10

## CONTROL

Ongoing effect: Commit ○. Once per round, when making a combat check, he upgrades the ability of that check once.

281

Cost: 10

## RANGE

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

281

Cost: 10

## MAGNITUDE

Spend ○ to increase number of targets affected by power equal to magnitude upgrades purchased.

281

Cost: 10