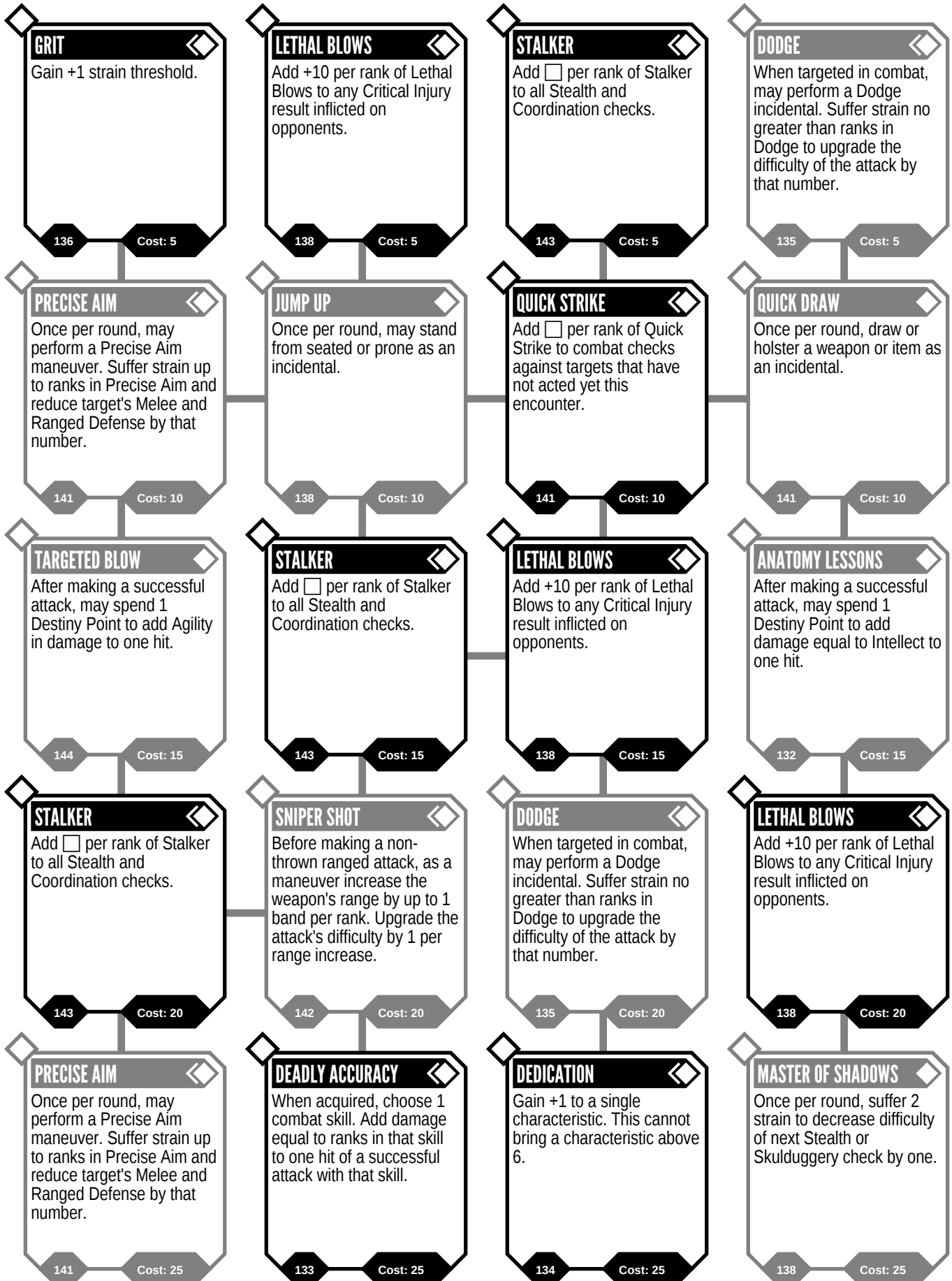


Bounty Hunter: Assassin

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

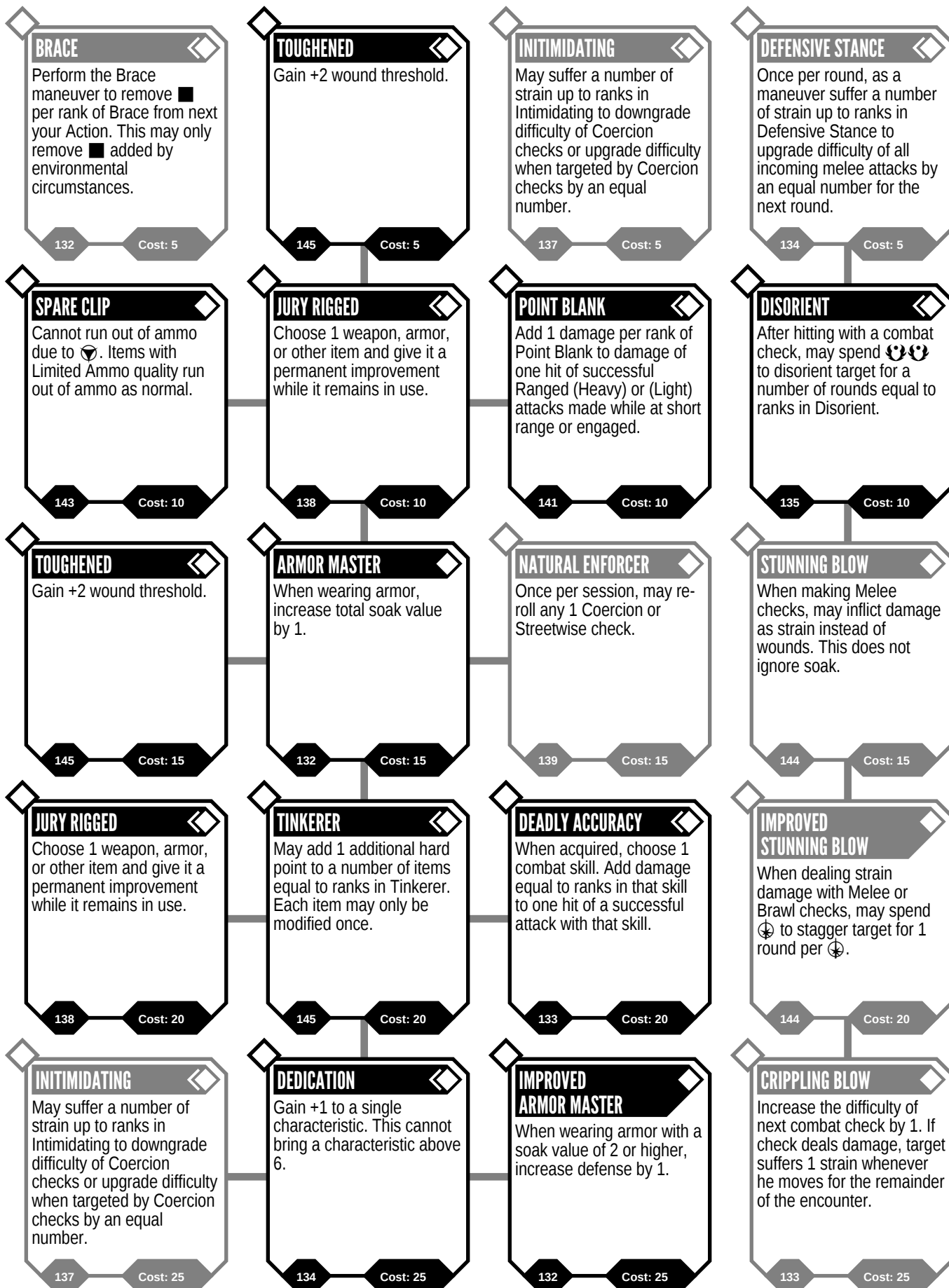
Career Skills: Athletics, Brawl, Perception, Piloting (Planetary), Piloting (Space), Ranged (Heavy), Streetwise, Vigilance

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

Active

Passive

Ranked

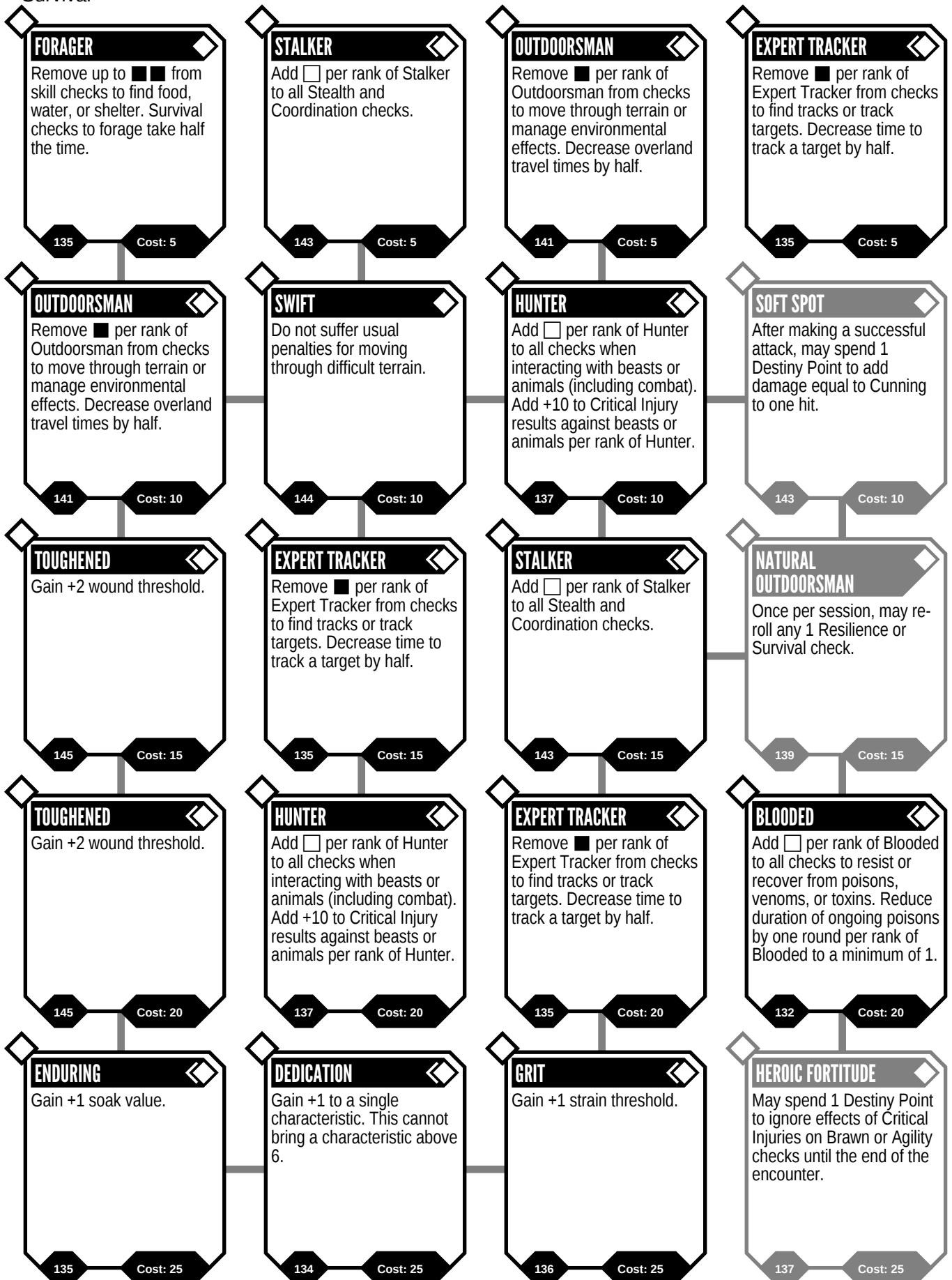


Bounty Hunter: Survivalist

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

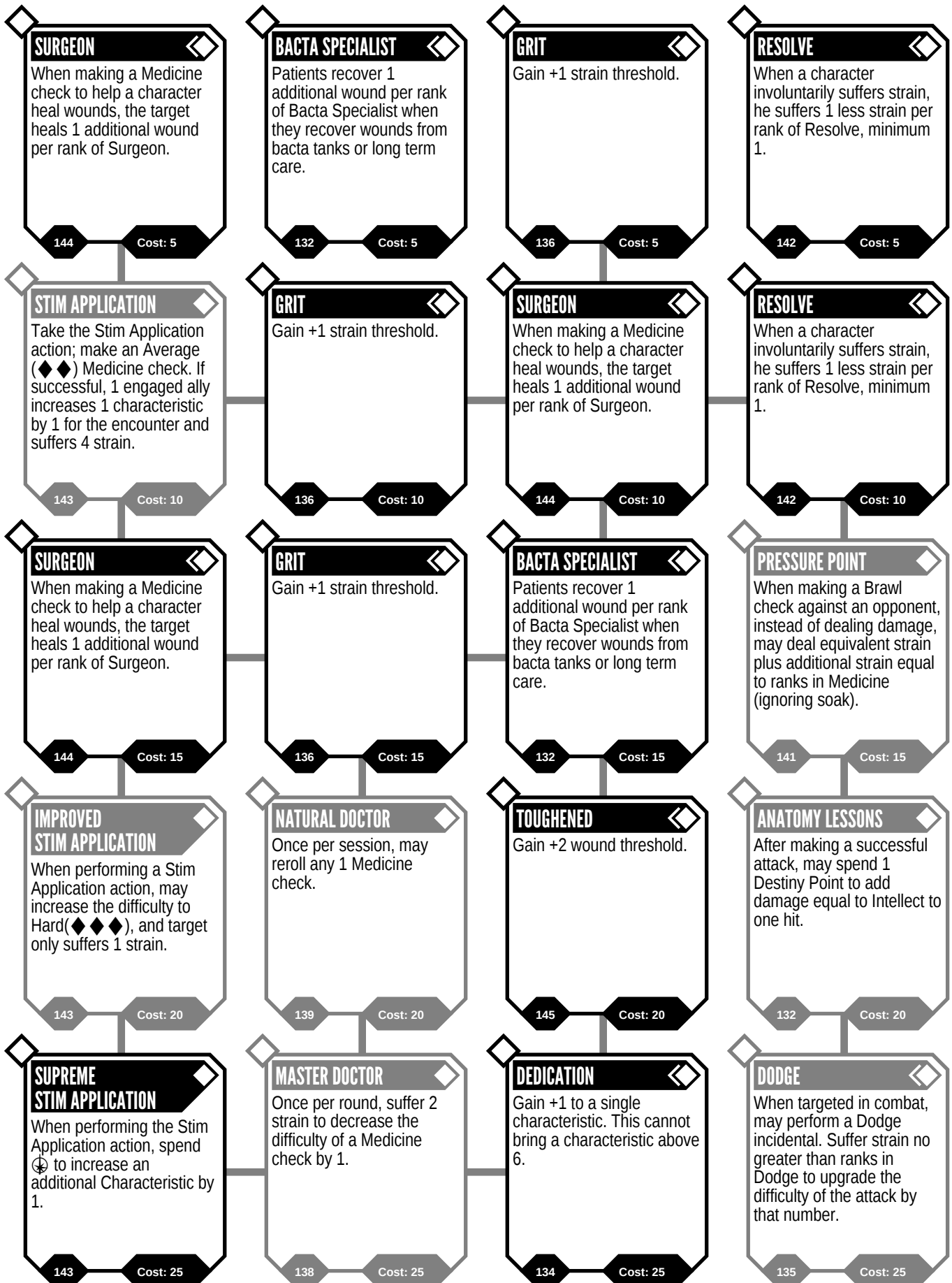
Career Skills: Charm, Deception, Knowledge (Core Worlds), Knowledge (Education), Knowledge (Lore), Leadership, Negotiation, Streetwise

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

Active

Passive

Ranked



Colonist: Entrepreneur

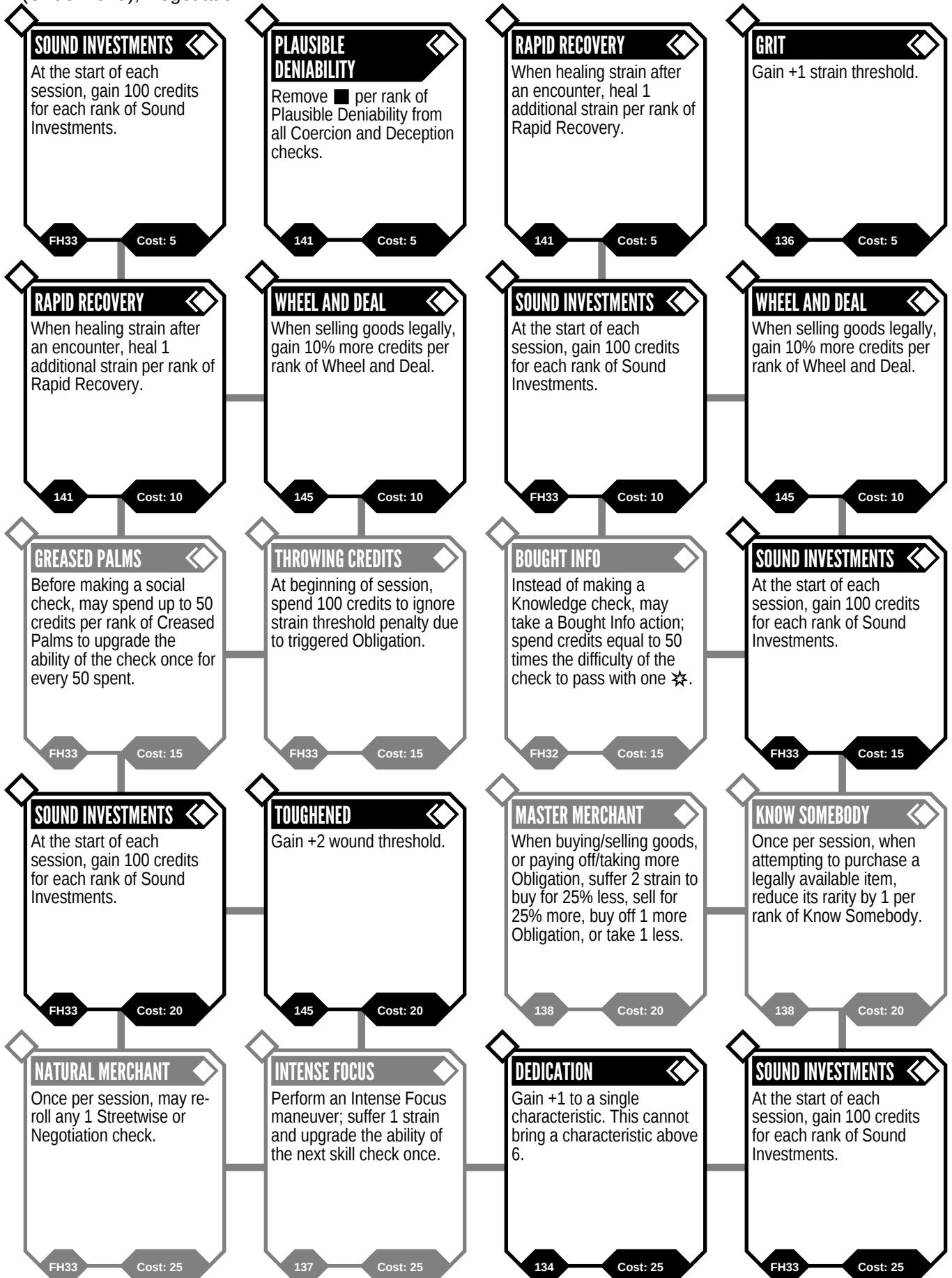
Career Skills: Charm, Deception, Knowledge (Core Worlds), Knowledge (Education), Knowledge (Lore), Leadership, Negotiation, Streetwise

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

Active

Passive

Ranked



Colonist: Marshal

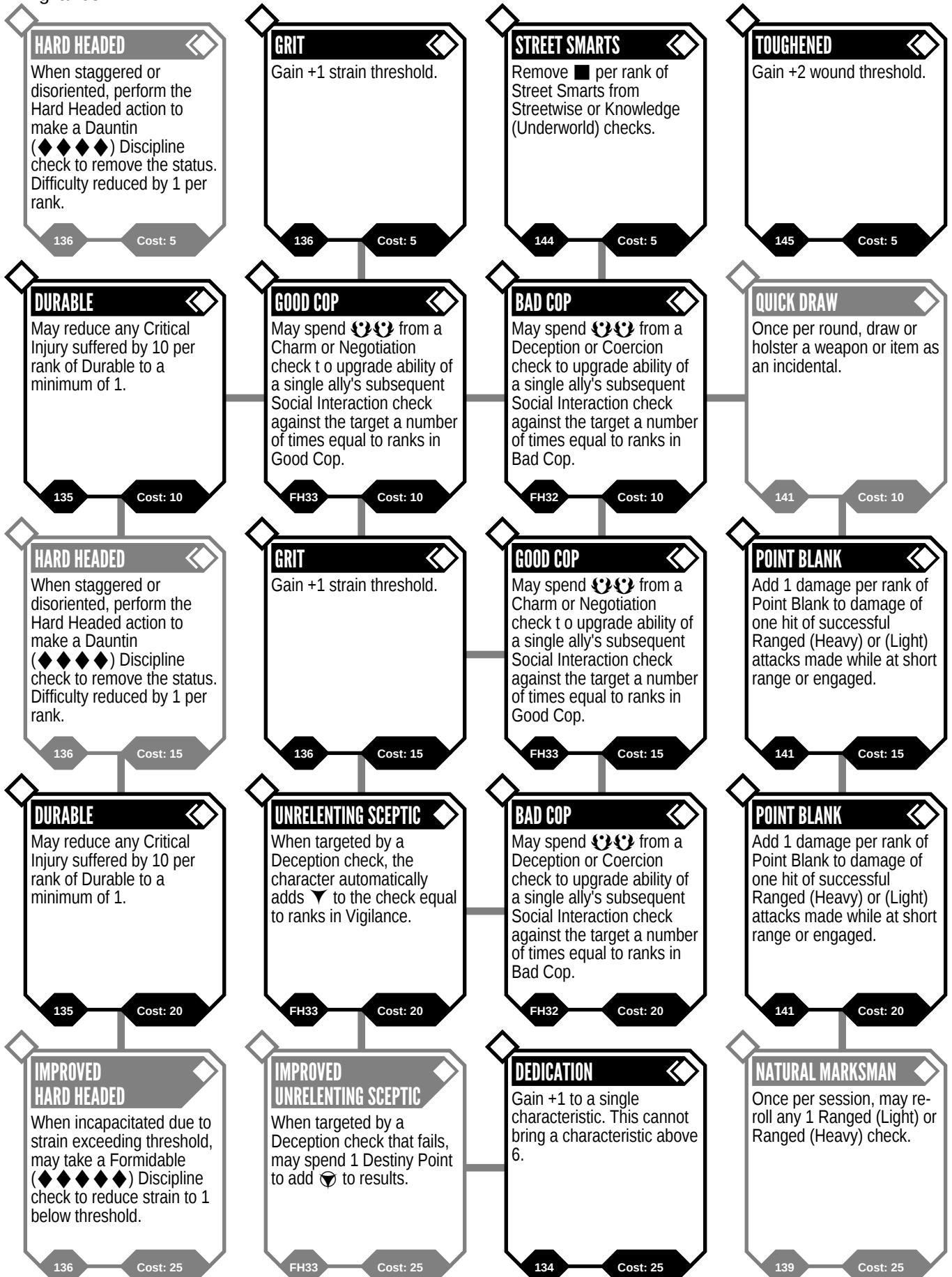
Career Skills: Charm, Deception, Knowledge (Core Worlds), Knowledge (Education), Knowledge (Lore), Leadership, Negotiation, Streetwise

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

Active

Passive

Ranked



Colonist: Performer

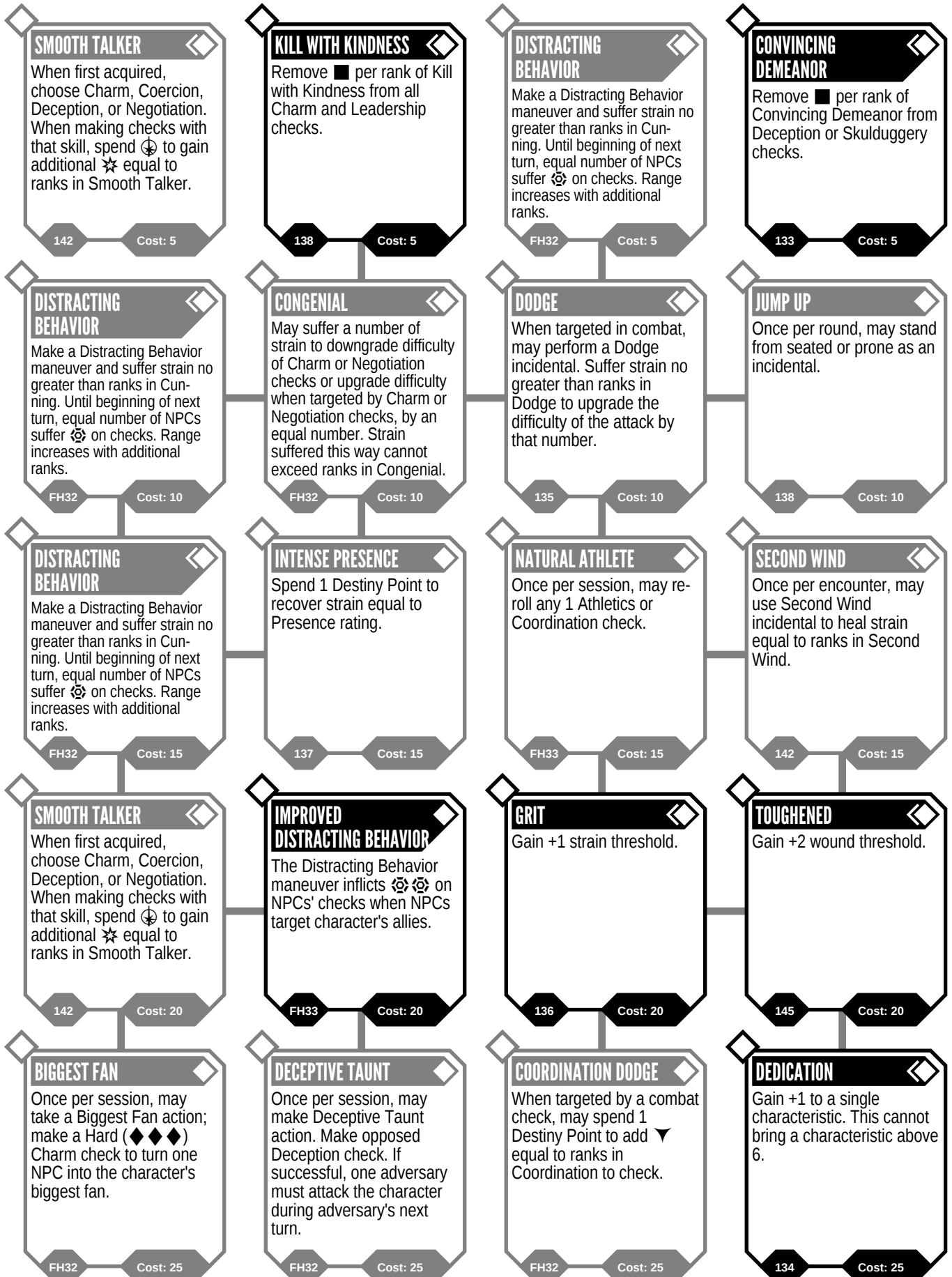
Career Skills: Charm, Deception, Knowledge (Core Worlds), Knowledge (Education), Knowledge (Lore), Leadership, Negotiation, Streetwise

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

Active

Passive

Ranked



Colonist: Politico

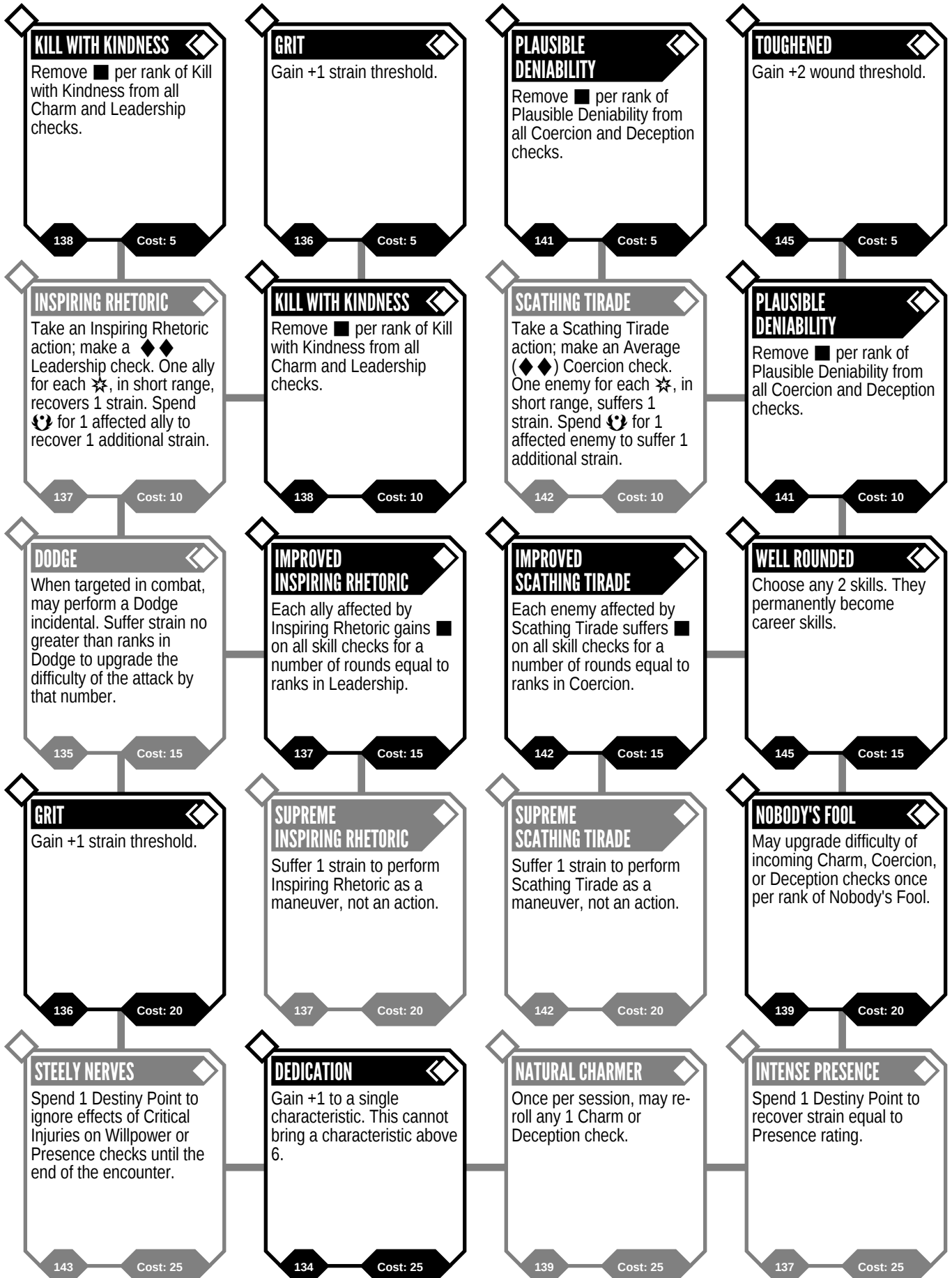
Career Skills: Charm, Deception, Knowledge (Core Worlds), Knowledge (Education), Knowledge (Lore), Leadership, Negotiation, Streetwise

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

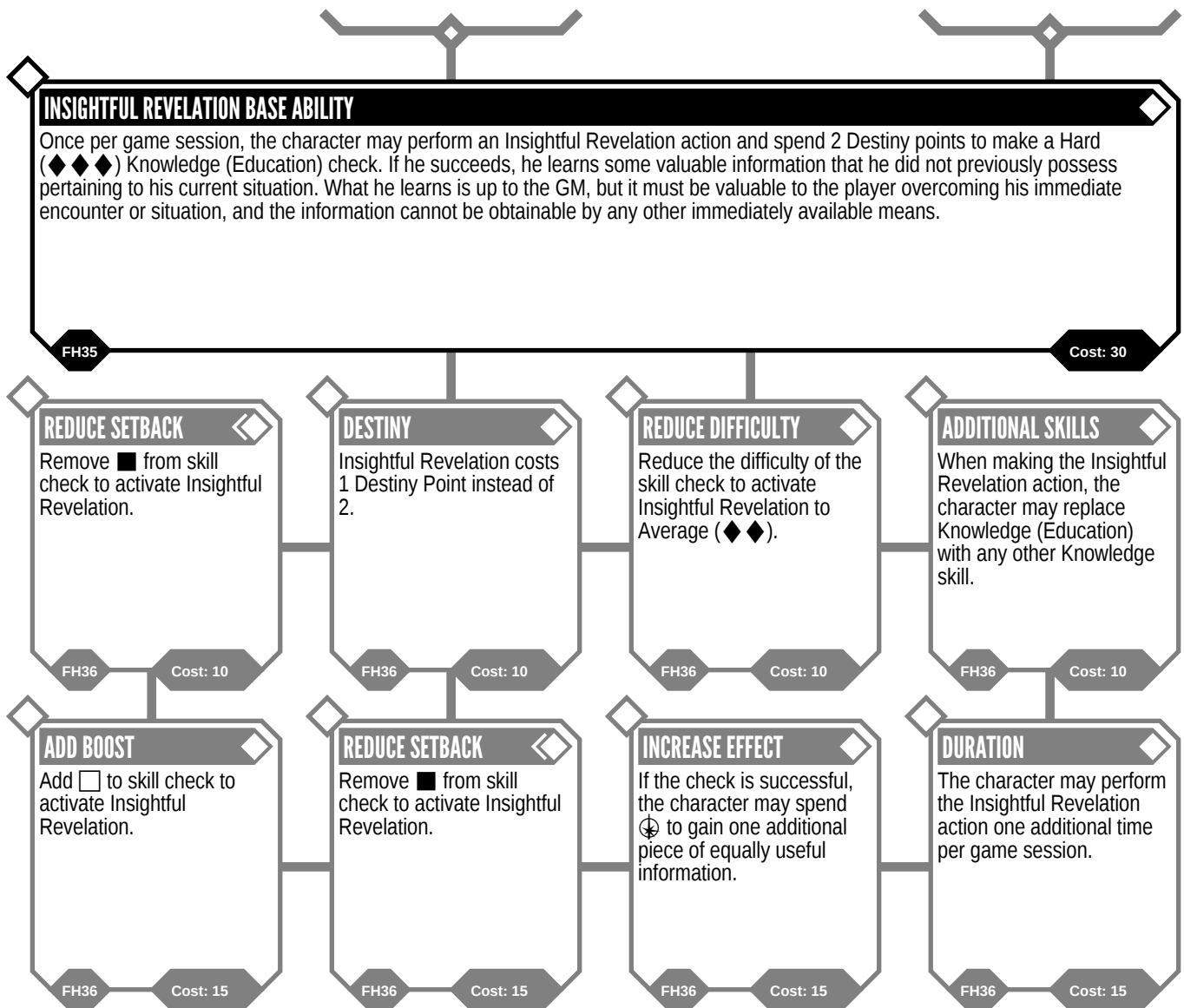
Active 
 Passive 
 Ranked 

<p>RESPECTED SCHOLAR </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>SPEAKS BINARY </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>GRIT </p> <p>Gain +1 strain threshold.</p> <p>136 Cost: 5</p>	<p>BRACE </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>RESEARCHER </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>RESPECTED SCHOLAR </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>RESOLVE </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>RESEARCHER </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>CODEBREAKER </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>KNOWLEDGE SPECIALIZATION </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>NATURAL SCHOLAR </p> <p>Once per session, may re-roll any 1 Knowledge skill check.</p> <p>139 Cost: 15</p>	<p>WELL ROUNDED </p> <p>Choose any 2 skills. They permanently become career skills.</p> <p>145 Cost: 15</p>
<p>KNOWLEDGE SPECIALIZATION </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>INTENSE FOCUS </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>CONFIDENCE </p> <p>May decrease difficulty of Discipline checks to avoid fear by 1 per rank of Confidence.</p> <p>133 Cost: 20</p>	<p>RESOLVE </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>STROKE OF GENIUS </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>MENTAL FORTRESS </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>DEDICATION </p> <p>Gain +1 to a single characteristic. This cannot bring a characteristic above 6.</p> <p>134 Cost: 25</p>	<p>TOUGHENED </p> <p>Gain +2 wound threshold.</p> <p>145 Cost: 25</p>

Colonist Signature Ability Tree




Insightful Revelation

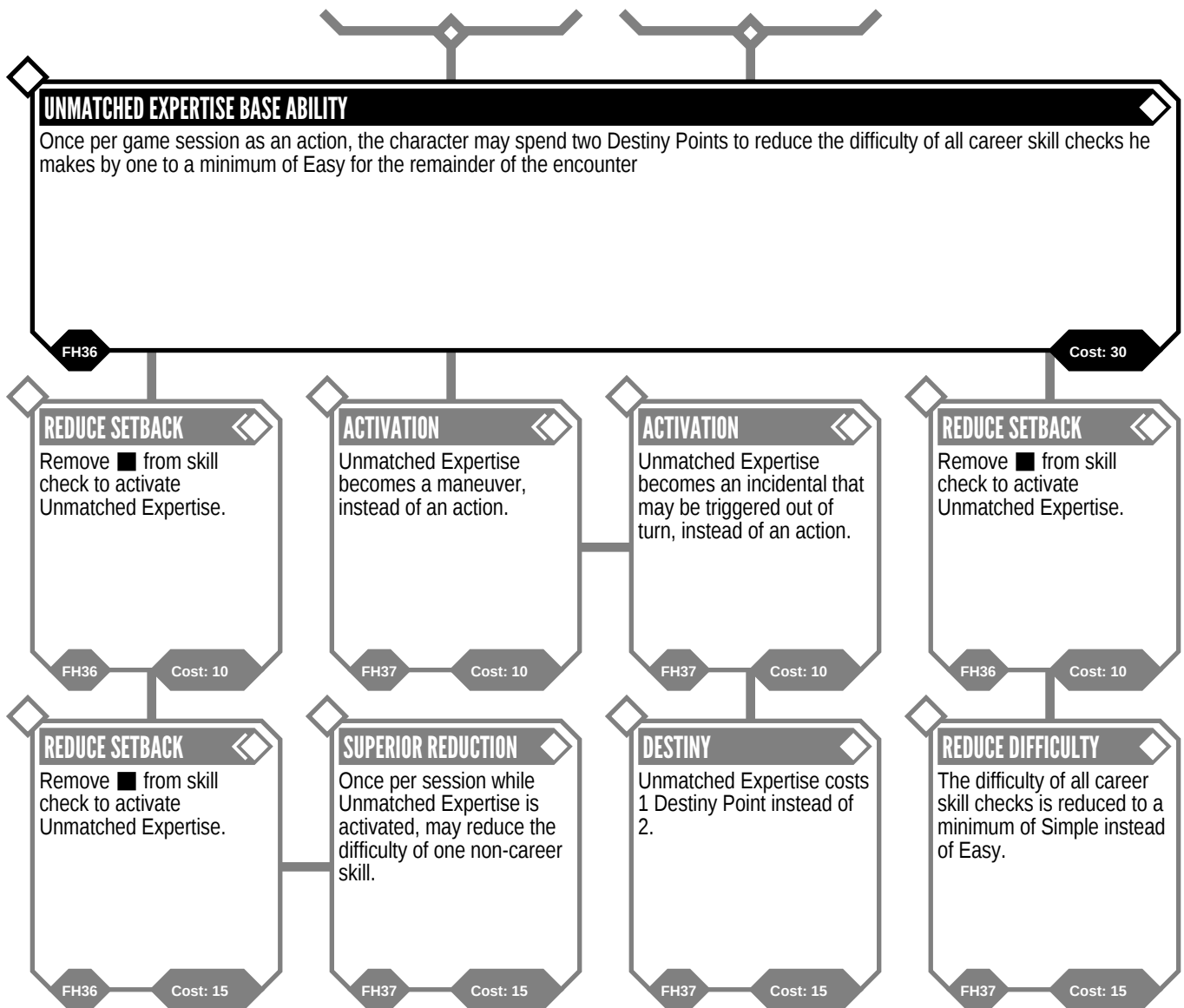
- Base Ability 
- Upgrade 
- Ranked 



Colonist Signature Ability Tree

Unmatched Expertise

- Base Ability 
- Upgrade 
- Ranked 



Explorer: Archaeologist

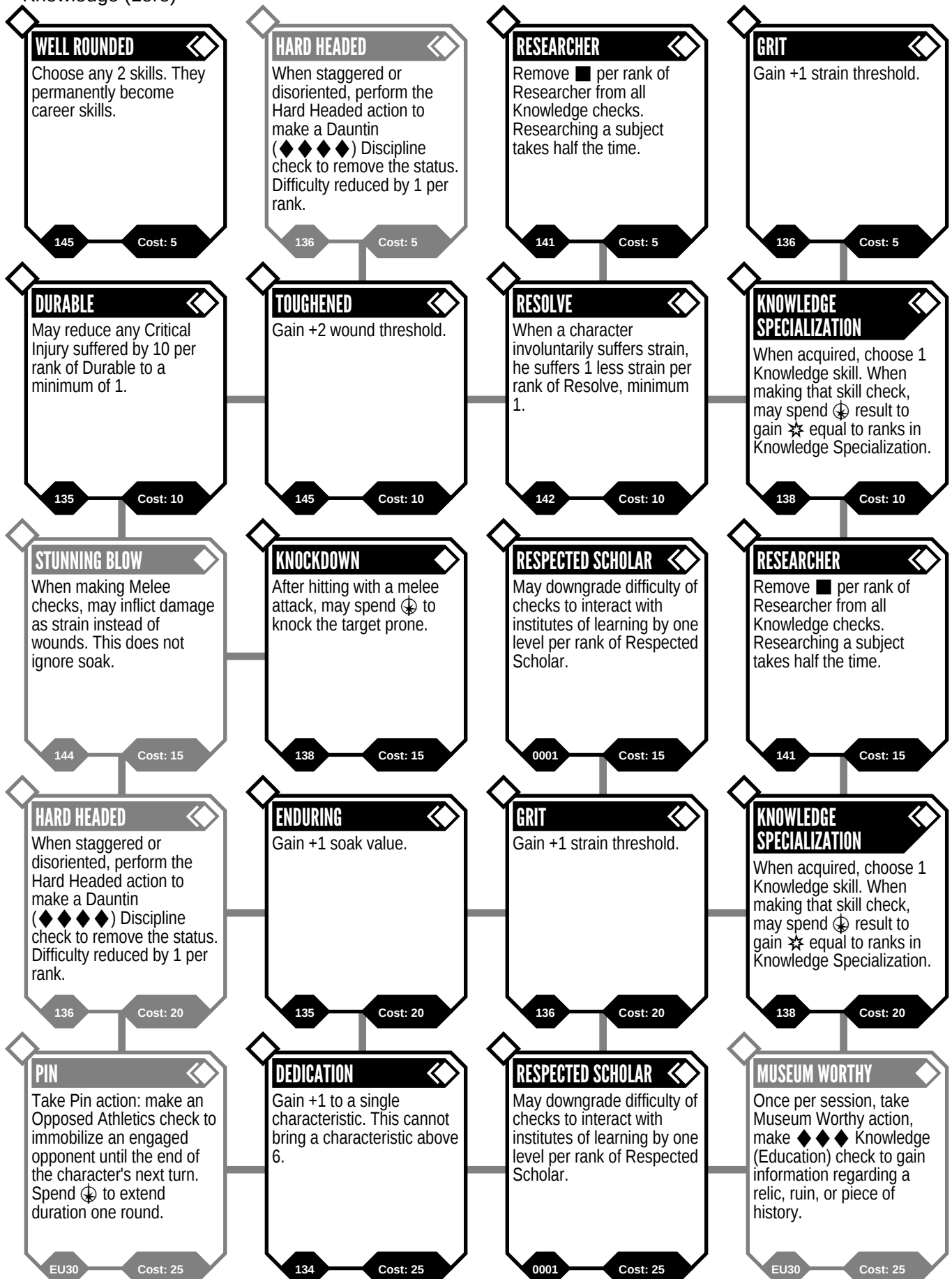
Career Skills: Astrogation, Cool, Knowledge (Lore), Knowledge (Outer Rim), Knowledge (Xenology), Perception, Piloting (Space), Survival

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

Active

Passive

Ranked



Explorer: Big-Game Hunter

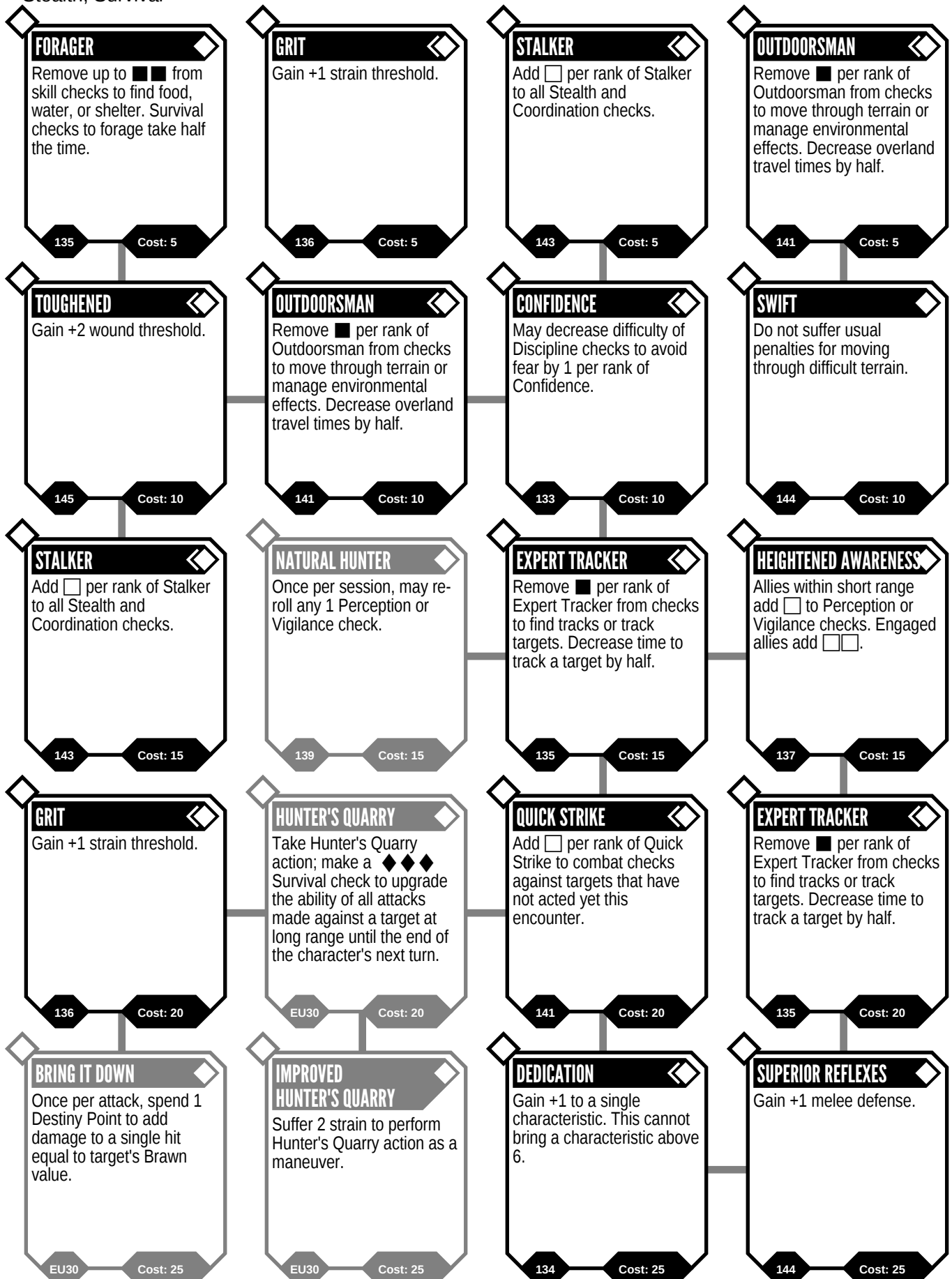
Career Skills: Astrogation, Cool, Knowledge (Lore), Knowledge (Outer Rim), Knowledge (Xenology), Perception, Piloting (Space), Survival

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

Active

Passive

Ranked



Explorer: Driver

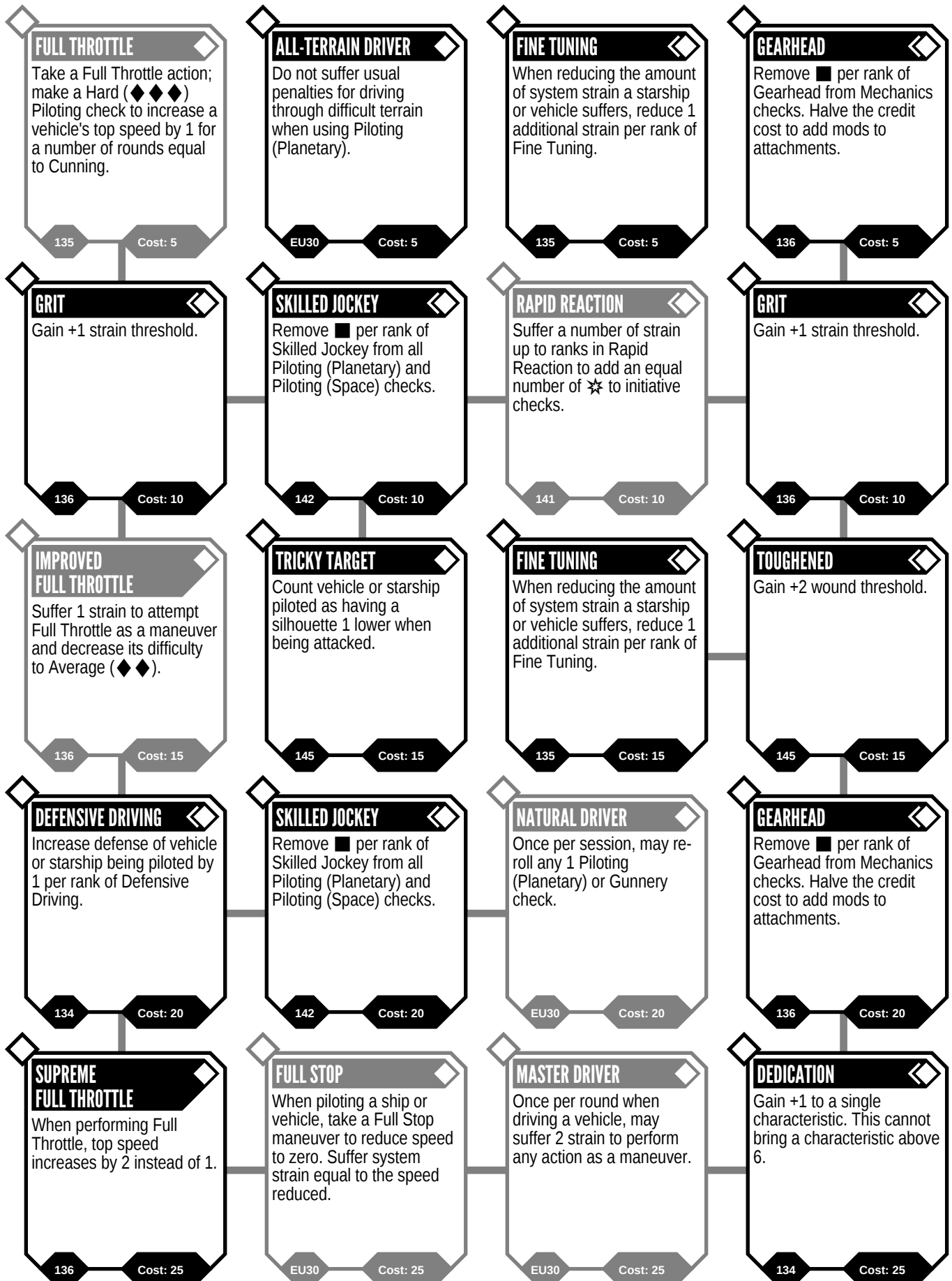
Career Skills: Astrogation, Cool, Knowledge (Lore), Knowledge (Outer Rim), Knowledge (Xenology), Perception, Piloting (Space), Survival

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

Active

Passive

Ranked



Explorer: Fringer

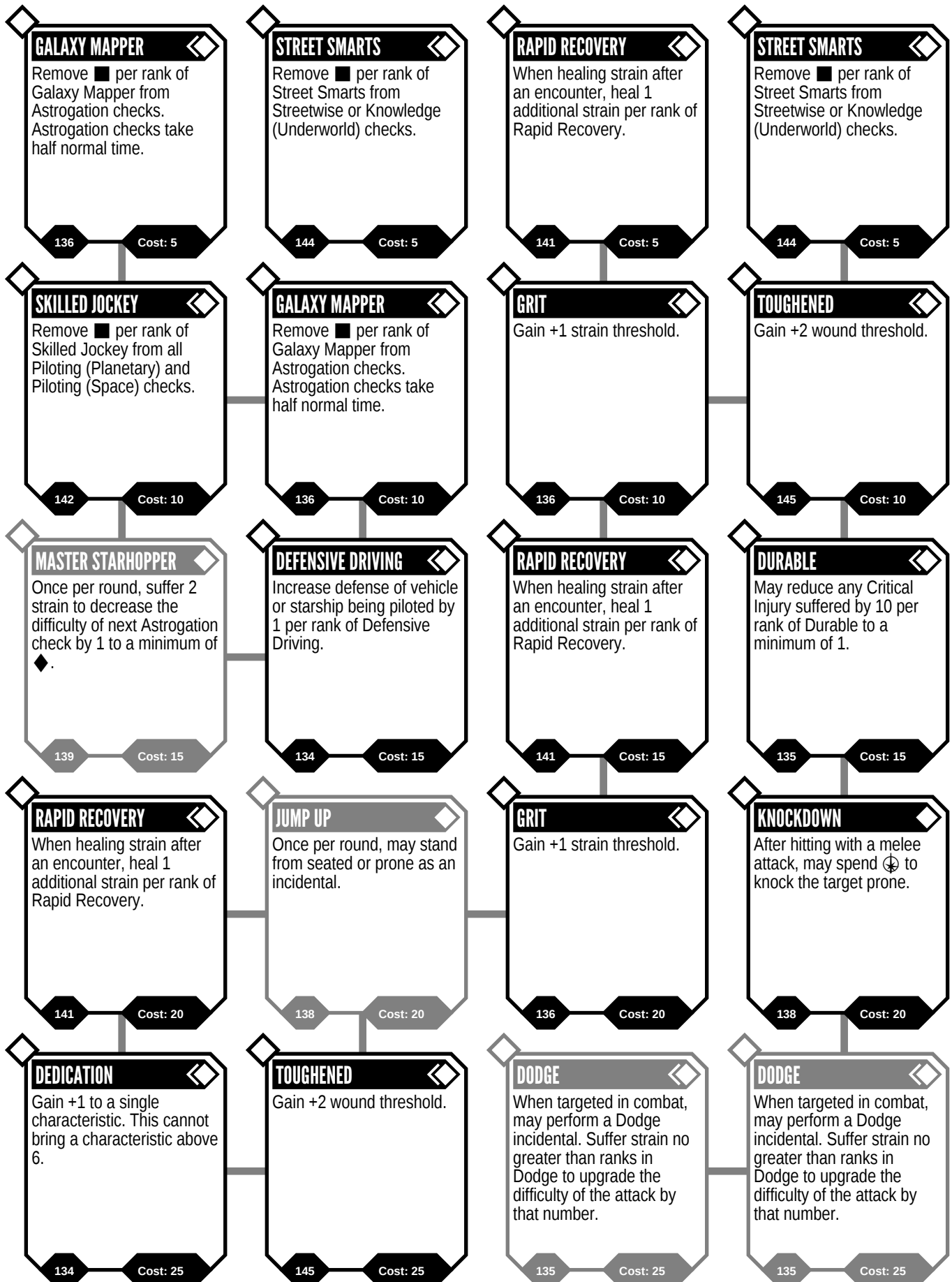
Career Skills: Astrogation, Cool, Knowledge (Lore), Knowledge (Outer Rim), Knowledge (Xenology), Perception, Piloting (Space), Survival

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

Active

Passive

Ranked



Explorer: Scout

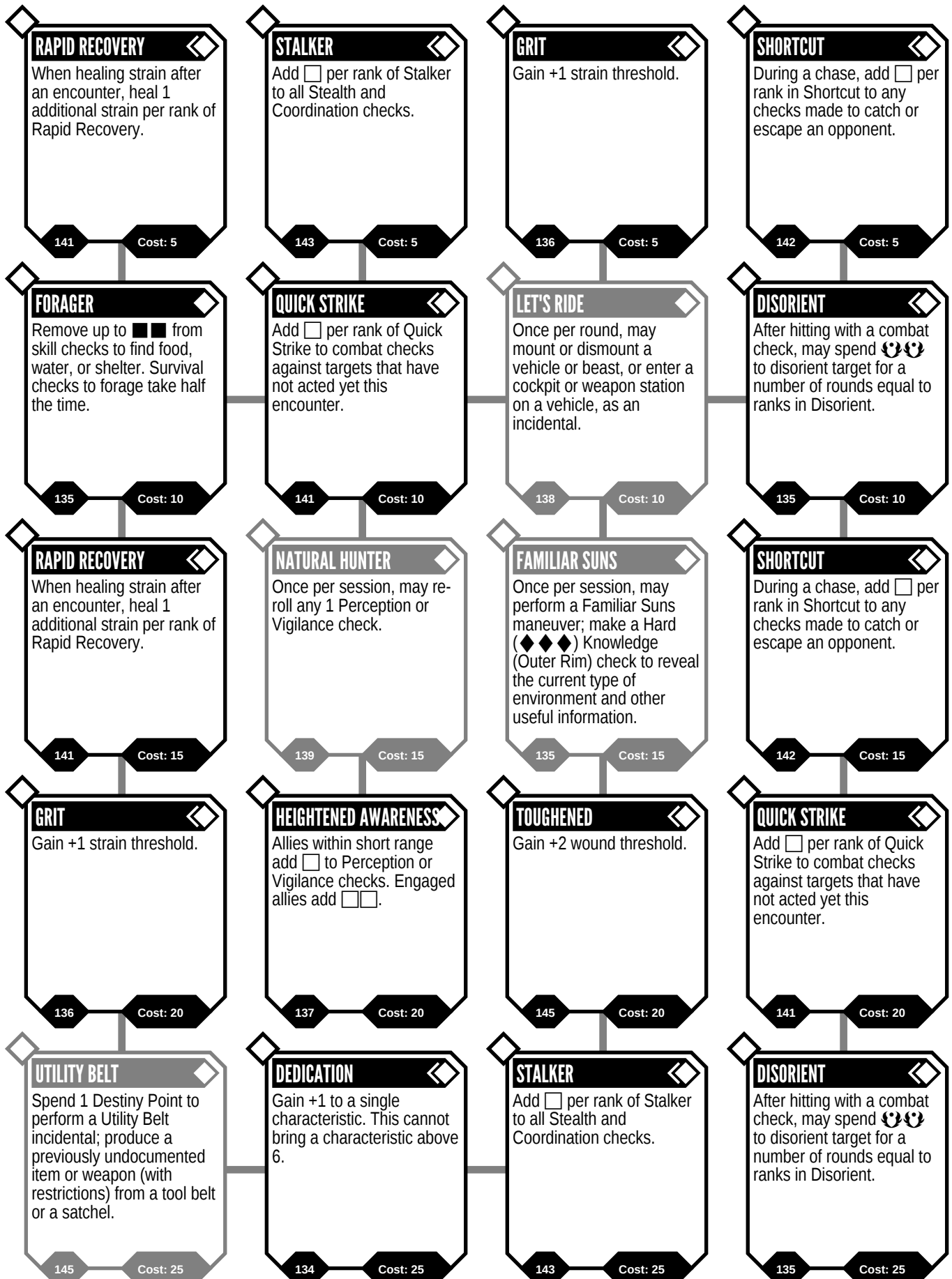
Career Skills: Astrogation, Cool, Knowledge (Lore), Knowledge (Outer Rim), Knowledge (Xenology), Perception, Piloting (Space), Survival

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

Active

Passive

Ranked



Explorer: Trader

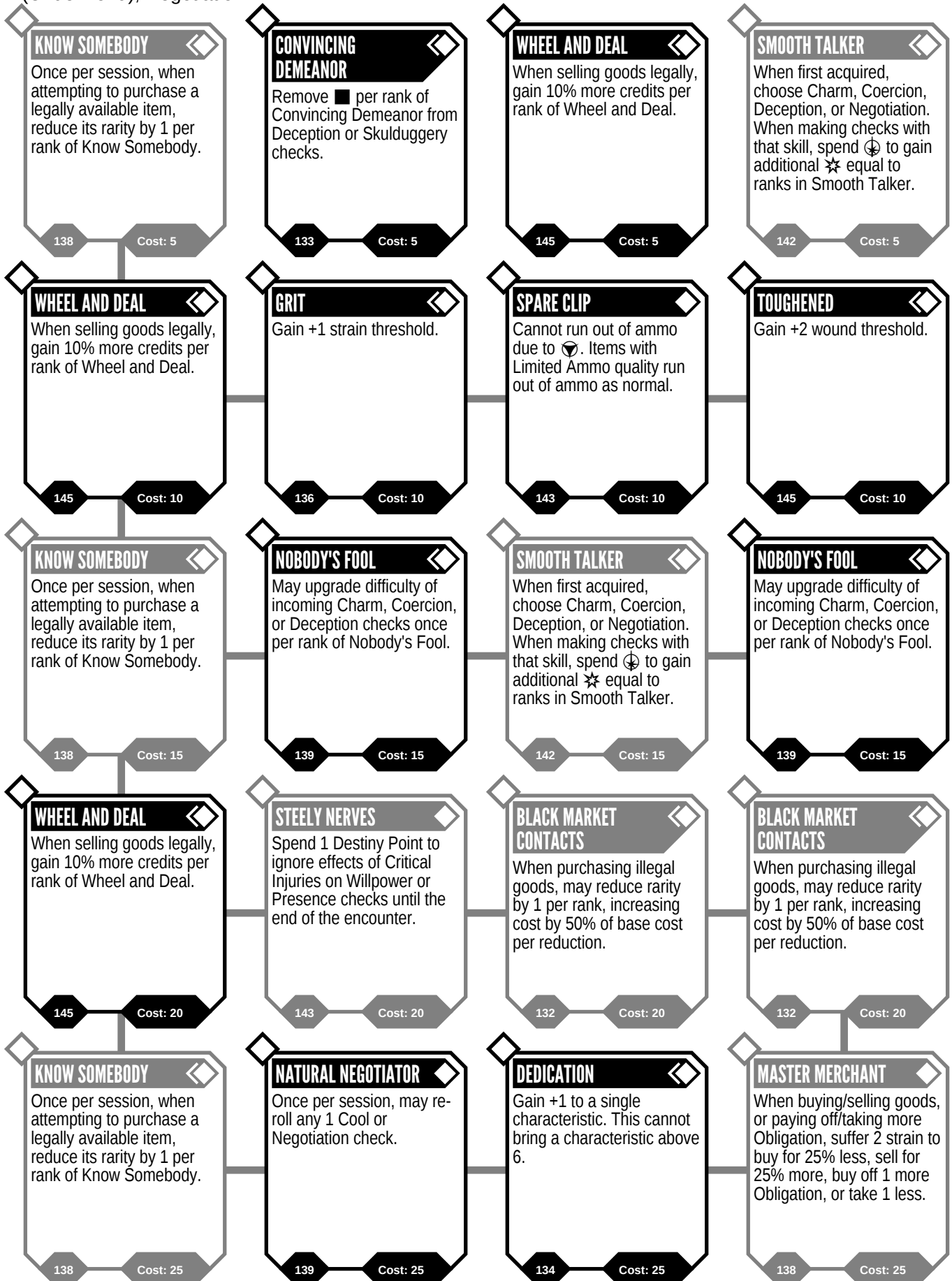
Career Skills: Astrogation, Cool, Knowledge (Lore), Knowledge (Outer Rim), Knowledge (Xenology), Perception, Piloting (Space), Survival

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

Active




Passive

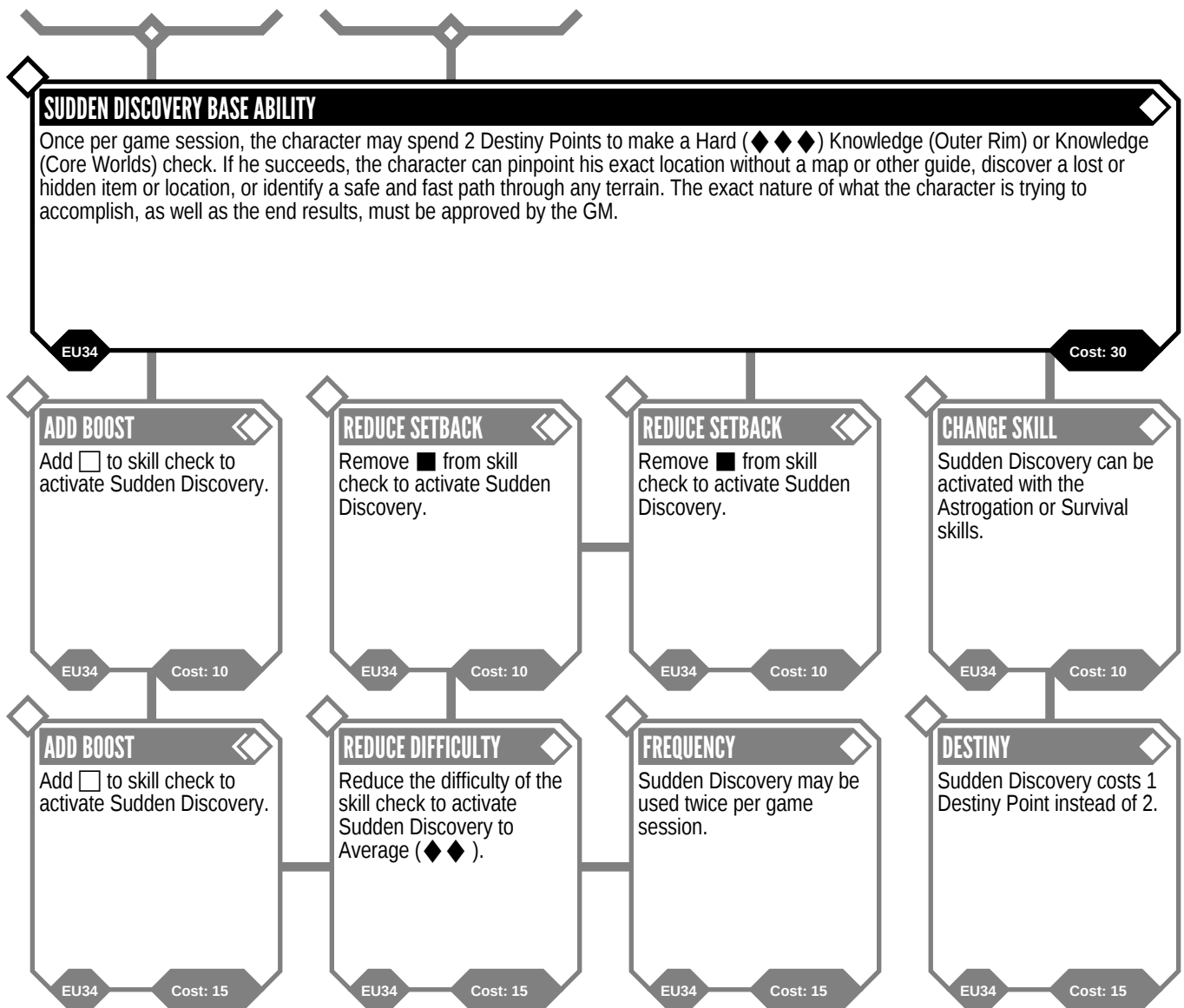
Ranked



Explorer Signature Ability Tree




Sudden Discovery

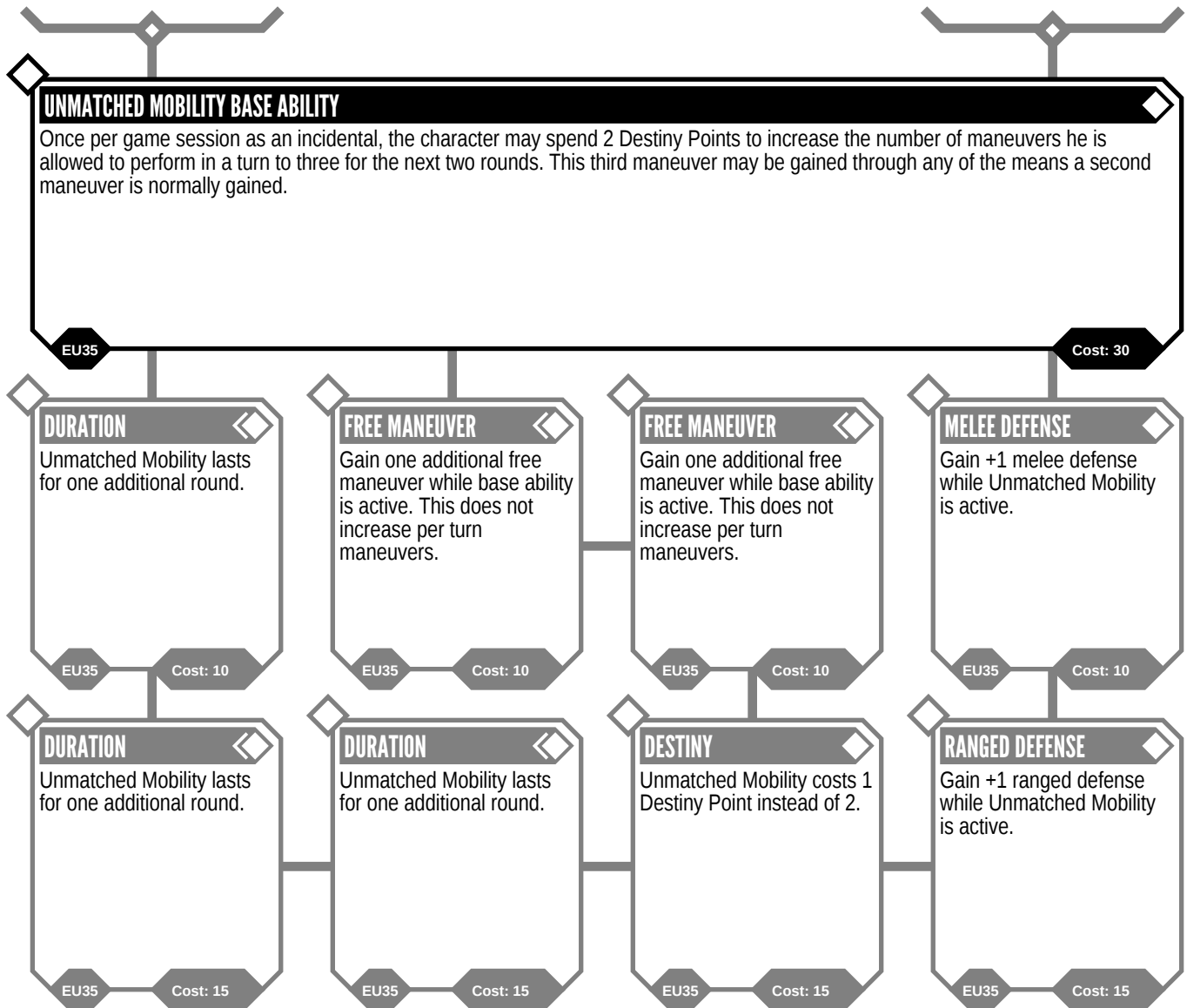
- Base Ability 
- Upgrade 
- Ranked 



Explorer Signature Ability Tree

Unmatched Mobility

- Base Ability 
- Upgrade 
- Ranked 



Hired Gun: Bodyguard

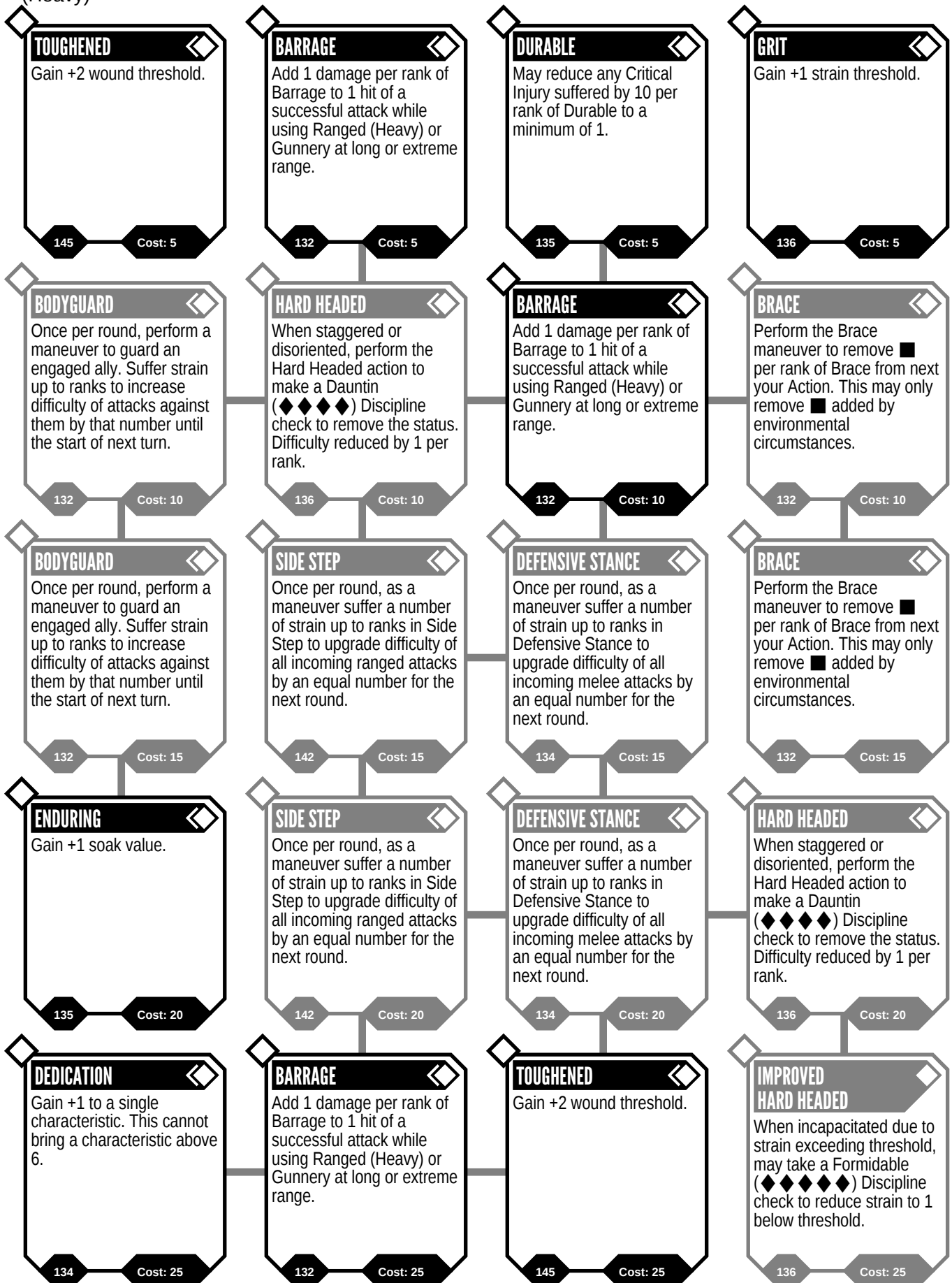
Career Skills: Athletics, Brawl, Discipline, Melee, Piloting (Planetary), Ranged (Light), Resilience, Vigilance

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

Active

Passive

Ranked



Hired Gun: Demolitionist

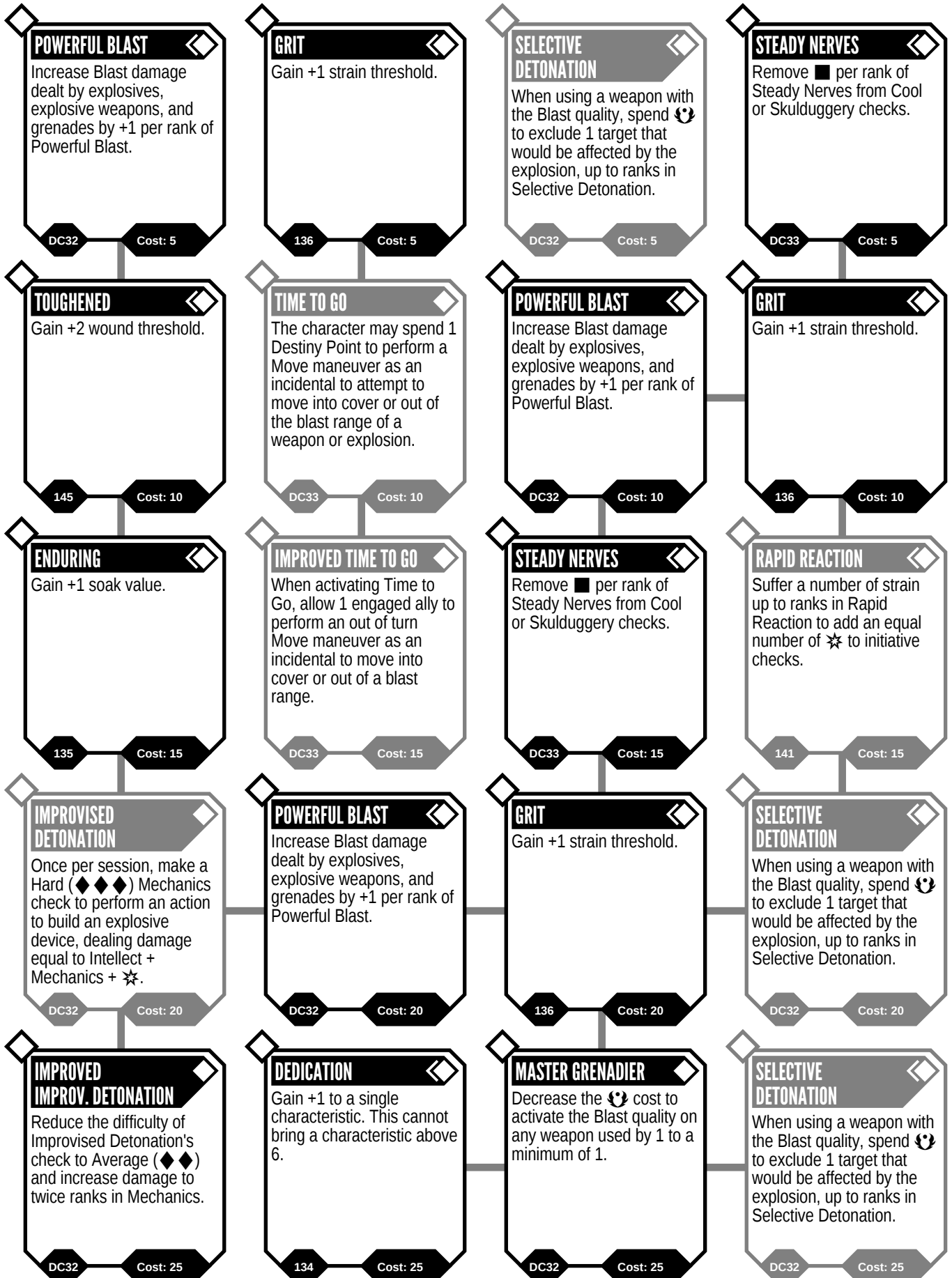
Career Skills: Athletics, Brawl, Discipline, Melee, Piloting (Planetary), Ranged (Light), Resilience, Vigilance

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

Active

Passive

Ranked



Hired Gun: Enforcer

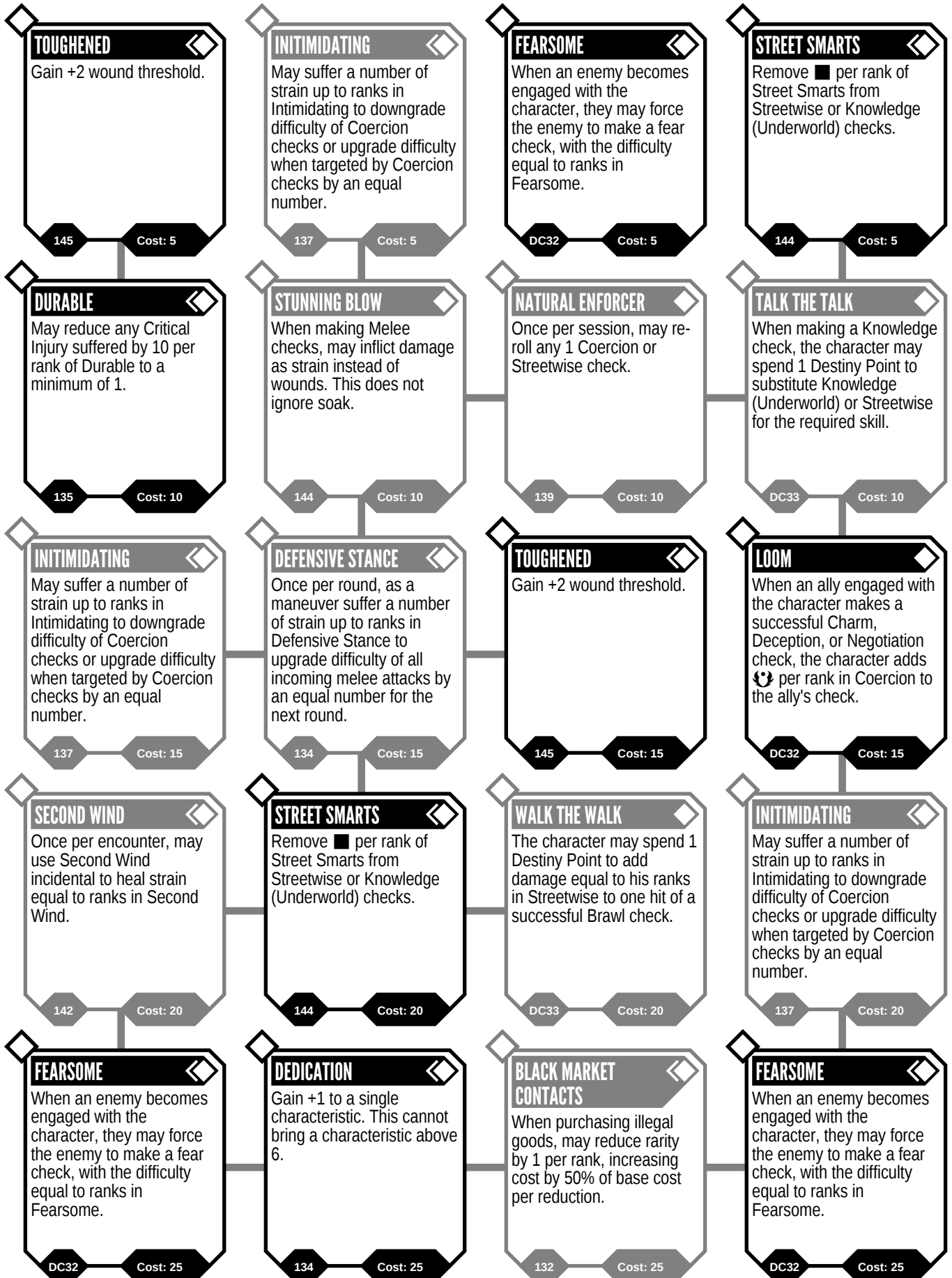
Career Skills: Athletics, Brawl, Discipline, Melee, Piloting (Planetary), Ranged (Light), Resilience, Vigilance

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

Active

Passive

Ranked

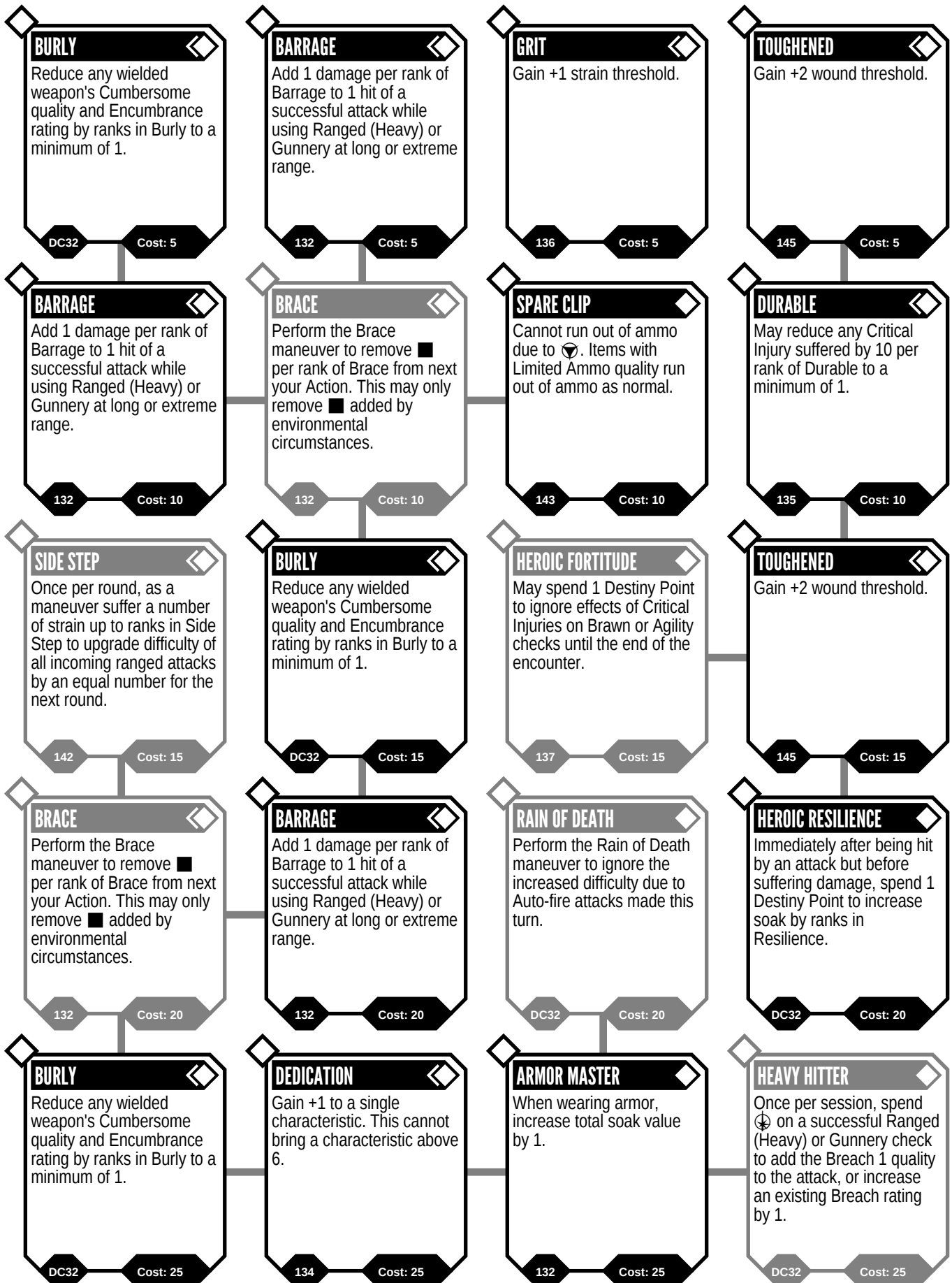


Hired Gun: Heavy

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

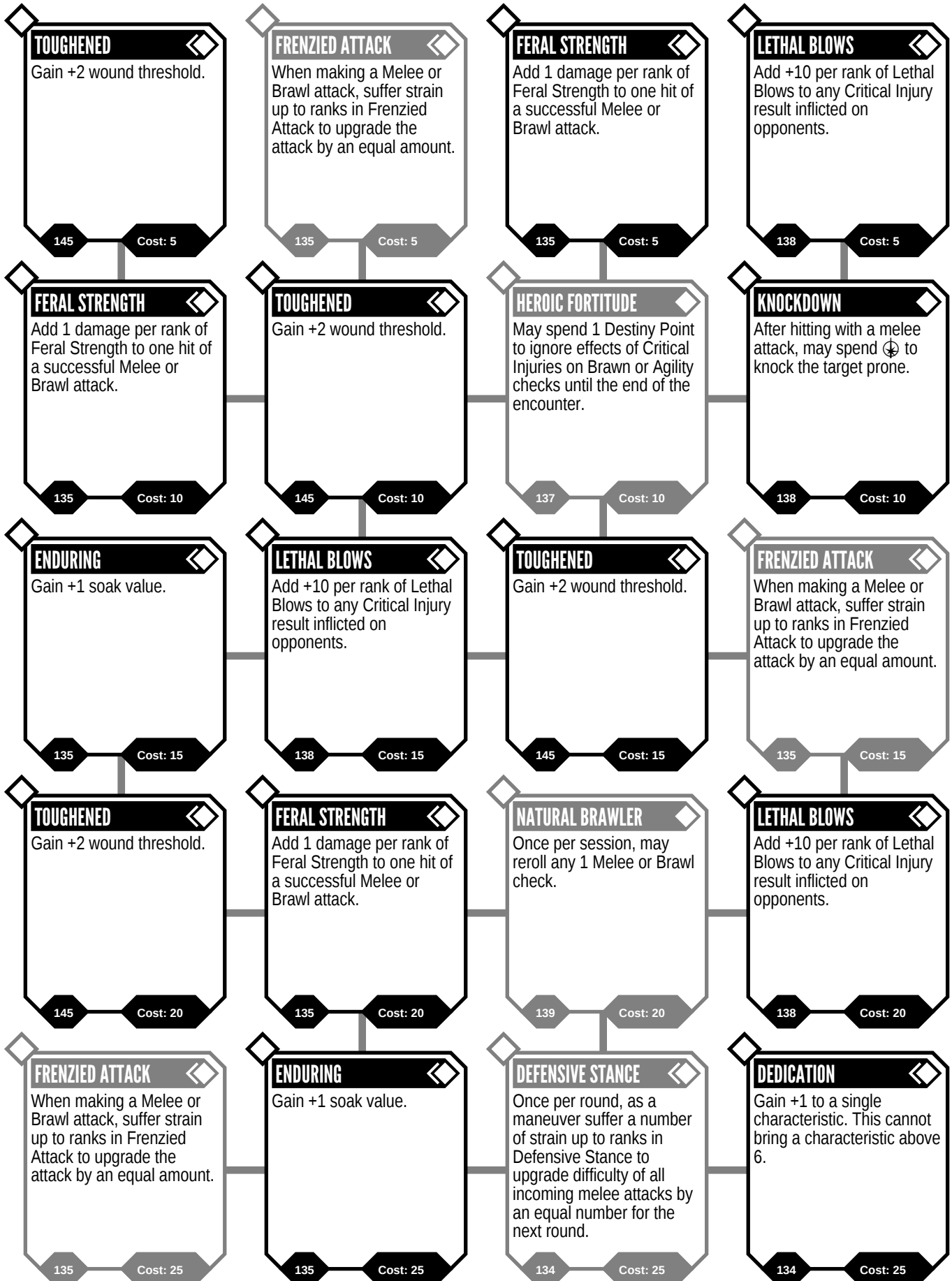
Career Skills: Athletics, Brawl, Discipline, Melee, Piloting (Planetary), Ranged (Light), Resilience, Vigilance

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

Active

Passive

Ranked

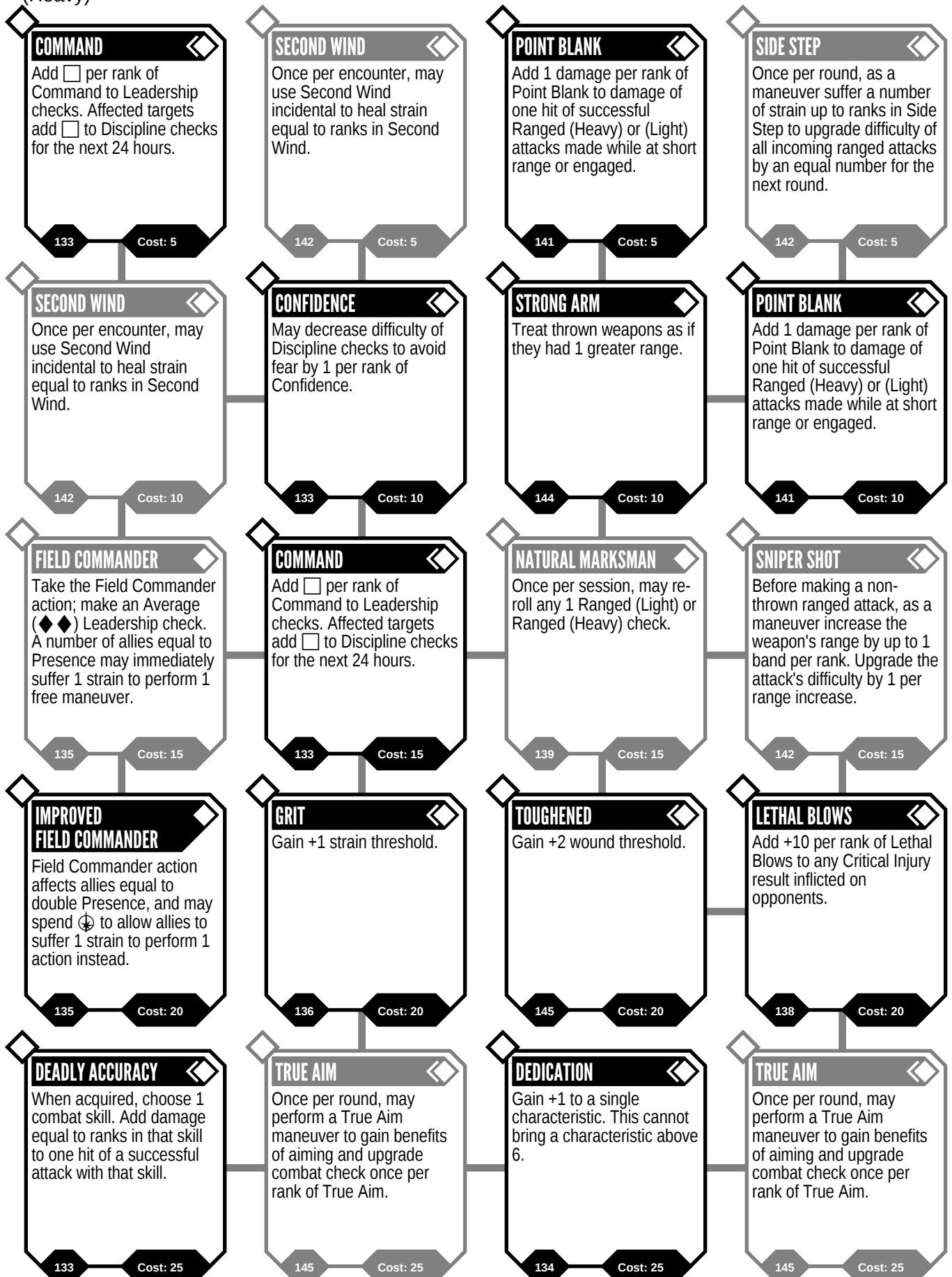


Hired Gun: Mercenary Soldier

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




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

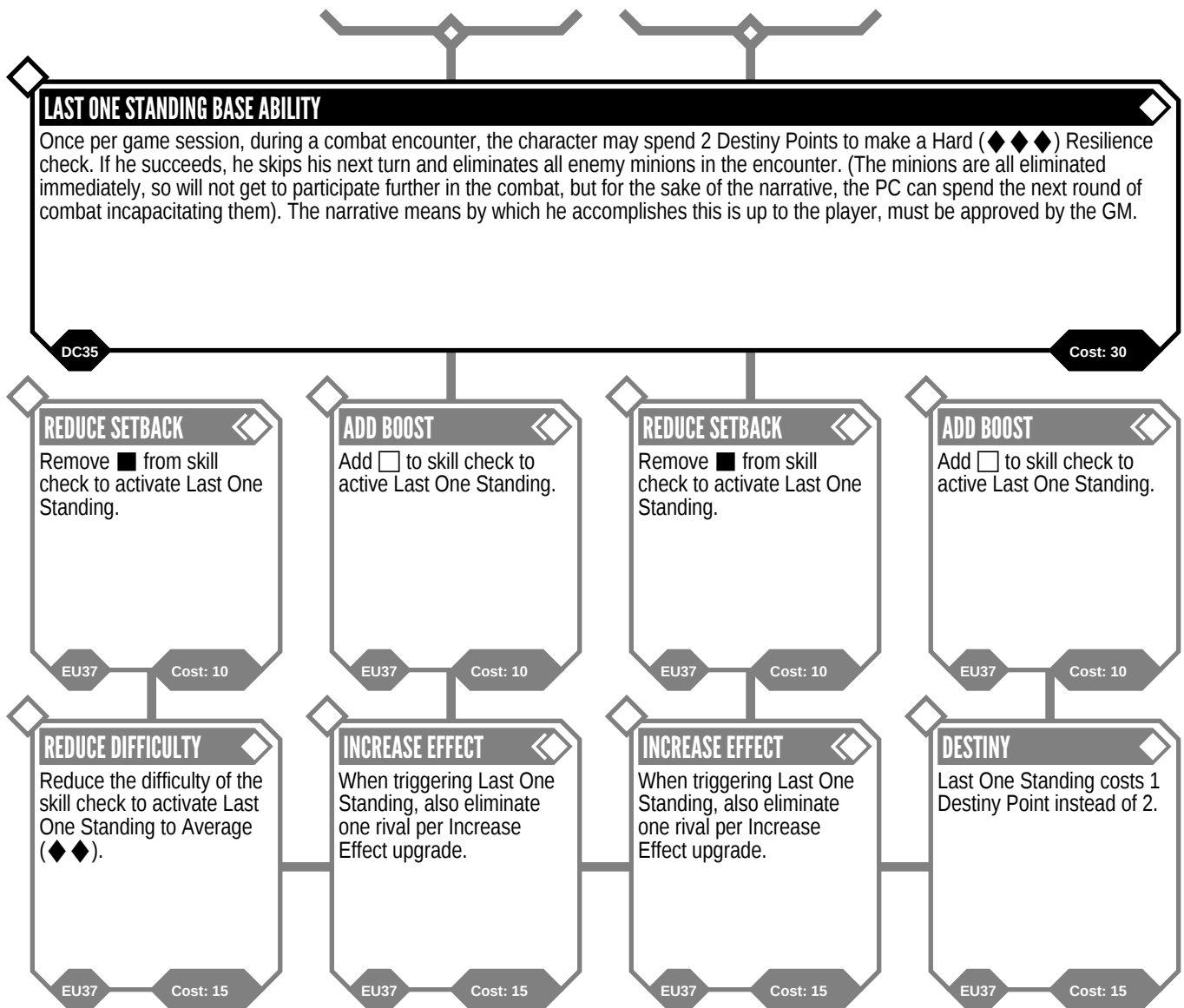
Active 
 Passive 
 Ranked 



Hired Gun Signature Ability Tree




Last One Standing

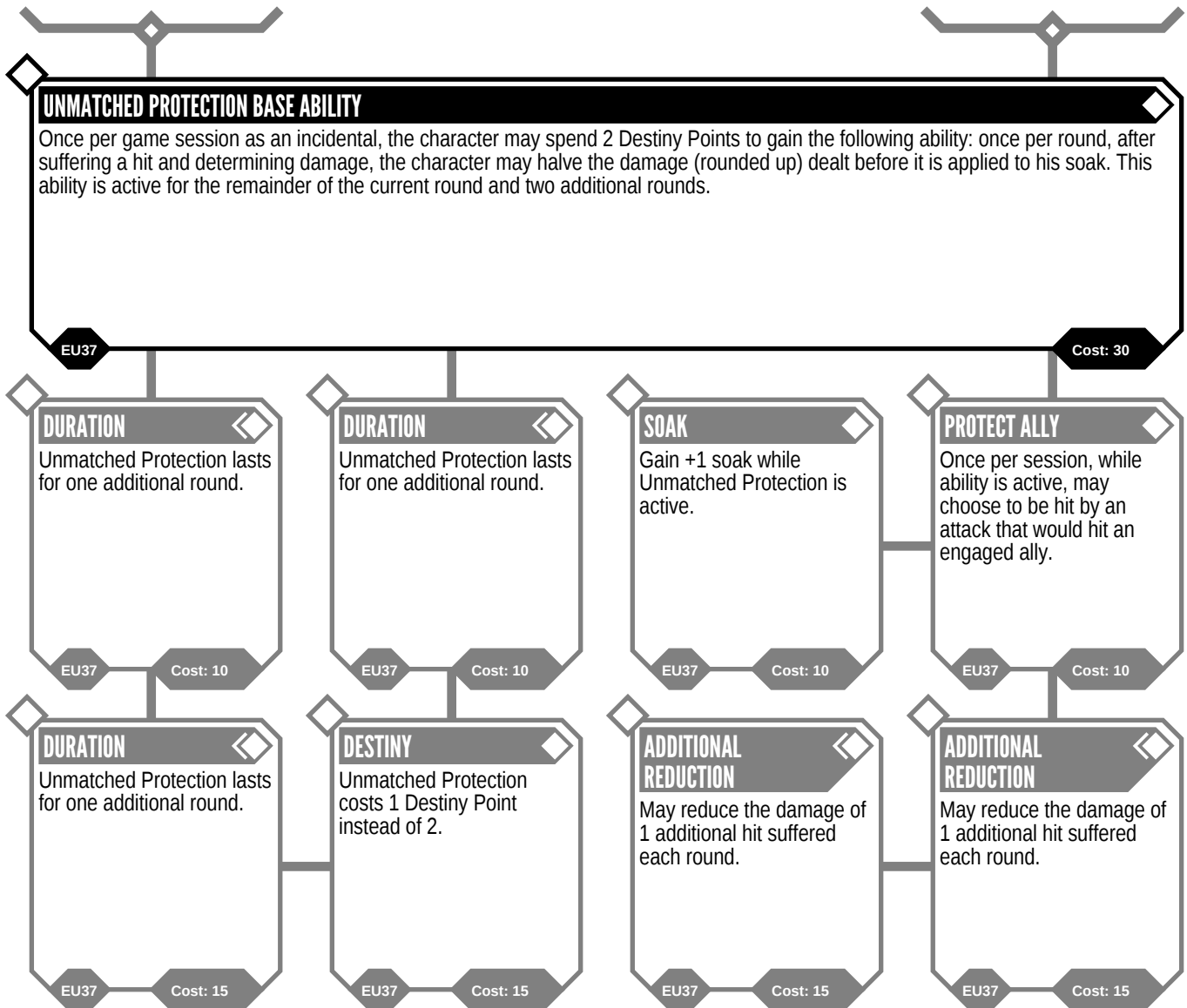
- Base Ability 
- Upgrade 
- Ranked 



Hired Gun Signature Ability Tree

Unmatched Protection

- Base Ability 
- Upgrade 
- Ranked 



Smuggler: Charmer

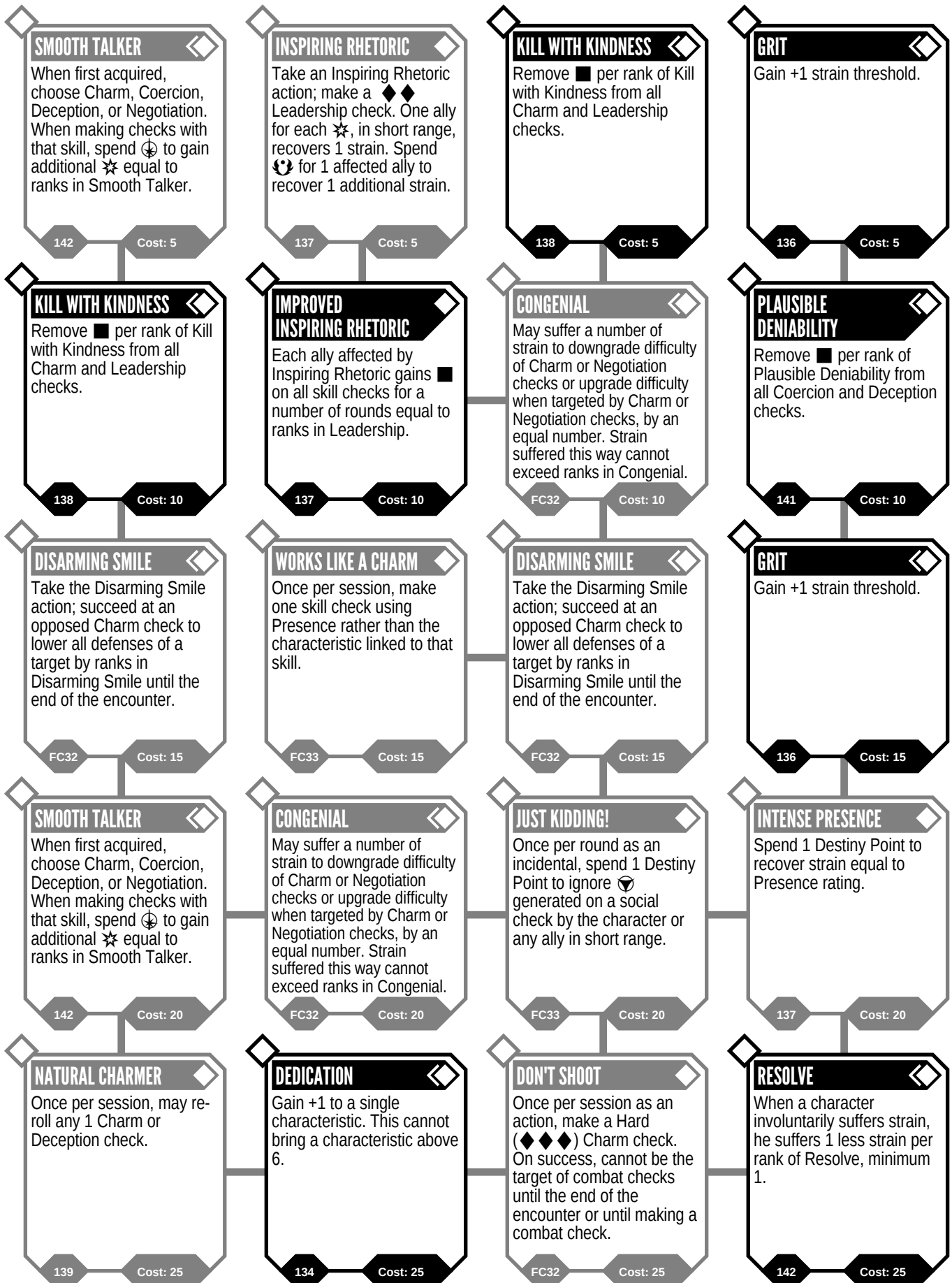
Career Skills: Coordination, Deception, Knowledge (Underworld), Perception, Piloting (Space), Skulduggery, Streetwise, Vigilance

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>CONVINCING DEMEANOR</p> <p>Remove per rank of Convincing Demeanor from Deception or Skulduggery checks.</p> <p>133 Cost: 5</p>	<p>GRIT</p> <p>Gain +1 strain threshold.</p> <p>136 Cost: 5</p>	<p>TOUGHENED</p> <p>Gain +2 wound threshold.</p> <p>145 Cost: 5</p>	<p>UP THE ANTE</p> <p>When gambling, win 10% more credits per rank of Up the Ante.</p> <p>FC33 Cost: 5</p>
<p>GRIT</p> <p>Gain +1 strain threshold.</p> <p>136 Cost: 10</p>	<p>SECOND CHANCES</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>DEDICATION</p> <p>Gain +1 to a single characteristic. This cannot bring a characteristic above 6.</p> <p>134 Cost: 10</p>	<p>SUPREME DOUBLE OR NOTHING</p> <p>When performing the Double or Nothing incidental, also double the number of and .</p> <p>FC32 Cost: 10</p>
<p>SECOND CHANCES</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>CONVINCING DEMEANOR</p> <p>Remove per rank of Convincing Demeanor from Deception or Skulduggery checks.</p> <p>133 Cost: 15</p>	<p>FORTUNE FAVORS THE BOLD</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>NATURAL ROGUE</p> <p>Once per session re-roll any 1 Skulduggery or Stealth check.</p> <p>139 Cost: 15</p>
<p>UP THE ANTE</p> <p>When gambling, win 10% more credits per rank of Up the Ante.</p> <p>FC33 Cost: 20</p>	<p>UP THE ANTE</p> <p>When gambling, win 10% more credits per rank of Up the Ante.</p> <p>FC33 Cost: 20</p>	<p>CLEVER SOLUTION</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>SECOND CHANCES</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>DOUBLE OR NOTHING</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>SMOOTH TALKER</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>NATURAL NEGOTIATOR</p> <p>Once per session, may re-roll any 1 Cool or Negotiation check.</p> <p>139 Cost: 25</p>	<p>IMPROVED DOUBLE OR NOTHING</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

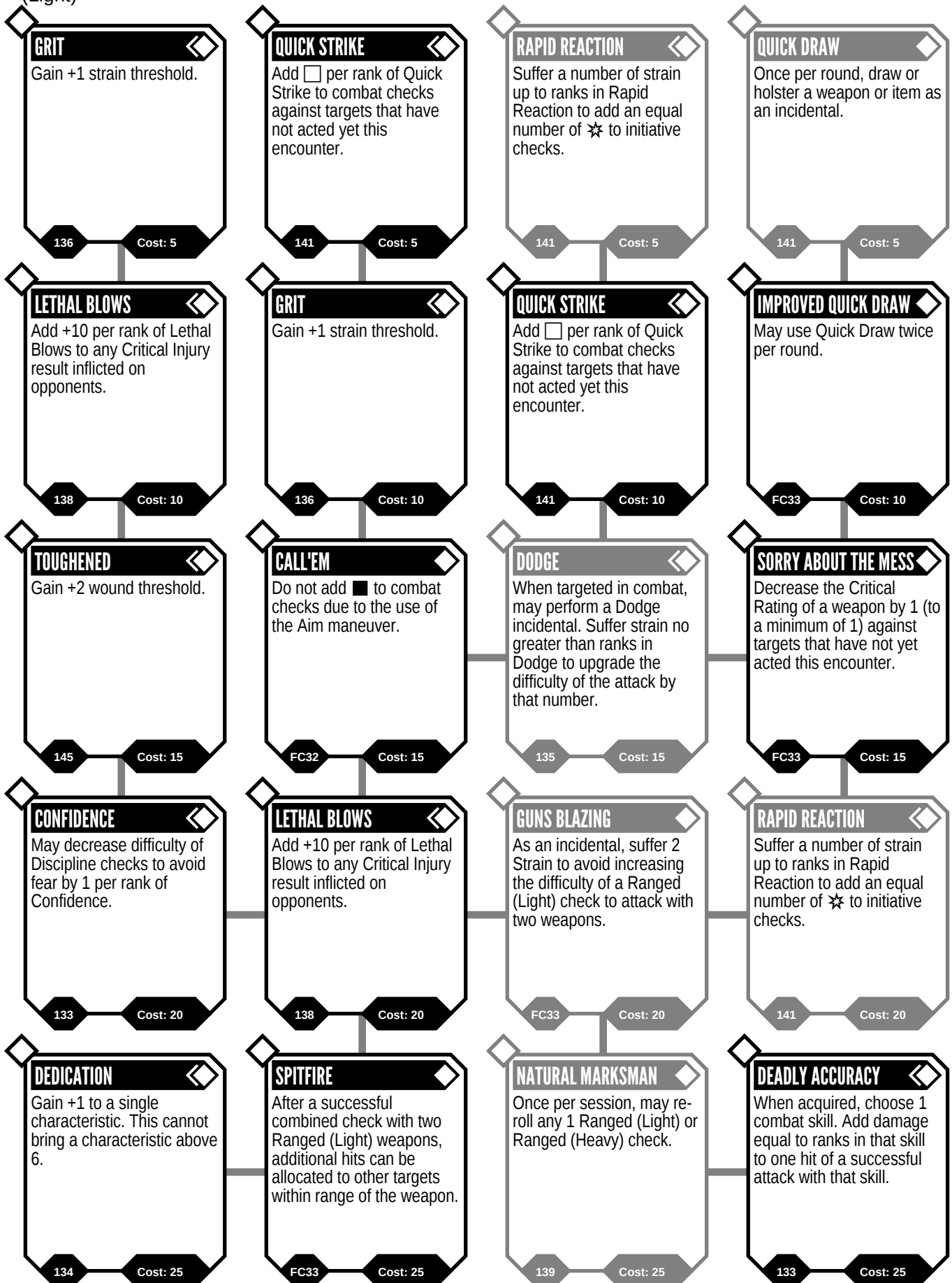
Career Skills: Coordination, Deception, Knowledge (Underworld), Perception, Piloting (Space), Skulduggery, Streetwise, Vigilance

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

Active

Passive

Ranked



Smuggler: Pilot

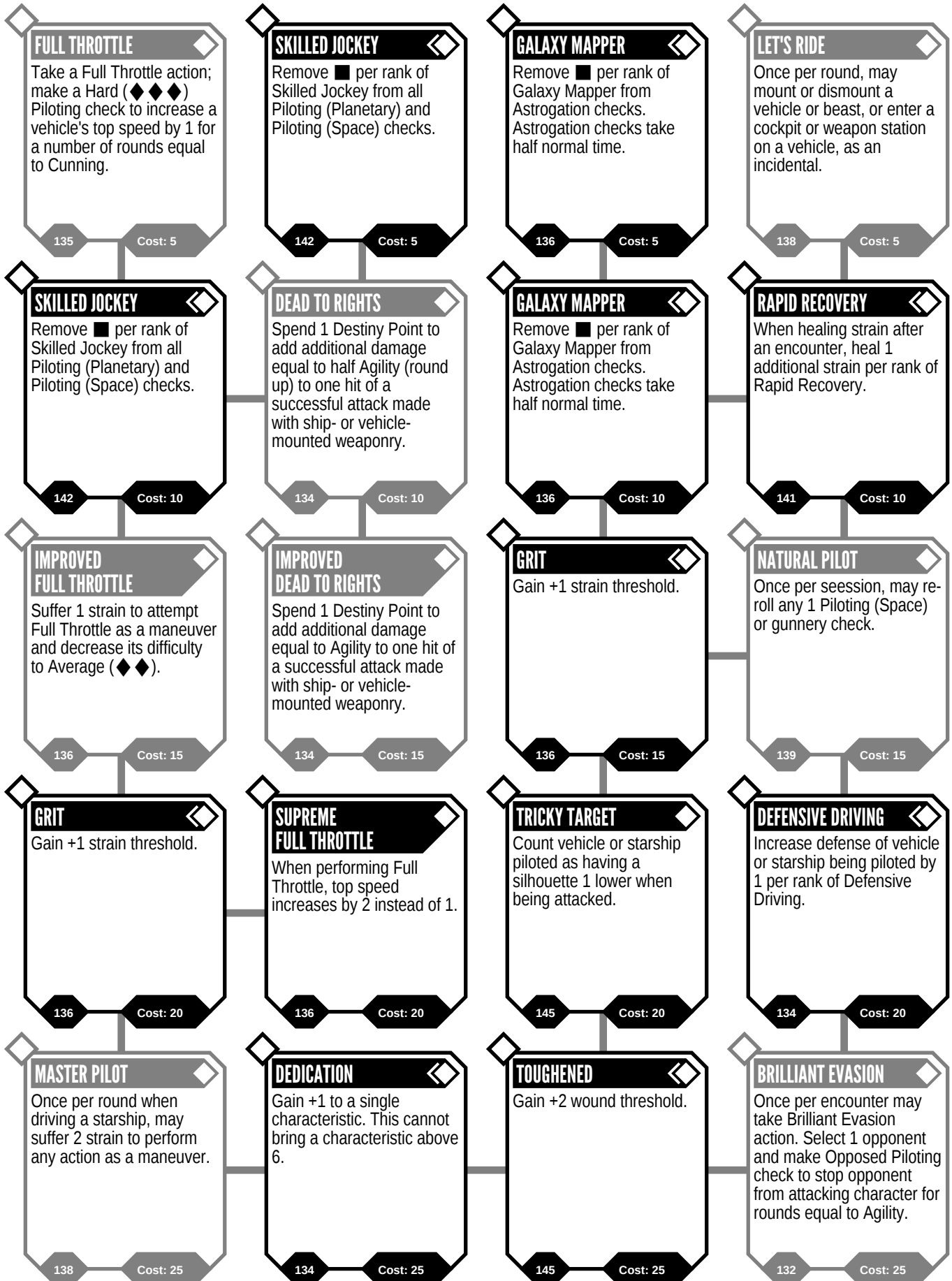
Career Skills: Coordination, Deception, Knowledge (Underworld), Perception, Piloting (Space), Skulduggery, Streetwise, Vigilance

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

Active

Passive

Ranked



Smuggler: Scoundrel

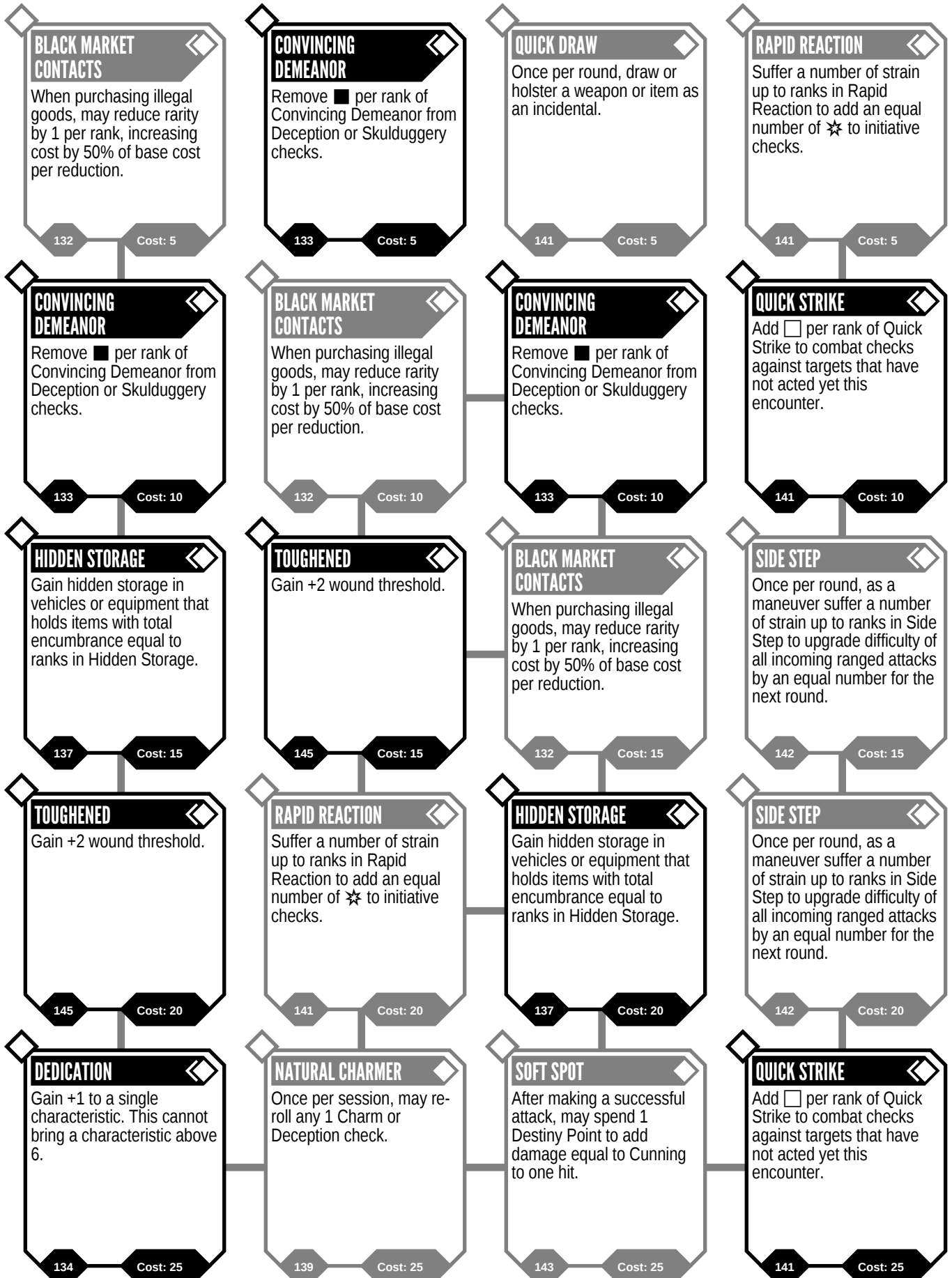
Career Skills: Coordination, Deception, Knowledge (Underworld), Perception, Piloting (Space), Skulduggery, Streetwise, Vigilance

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

Active

Passive

Ranked



Smuggler: Thief

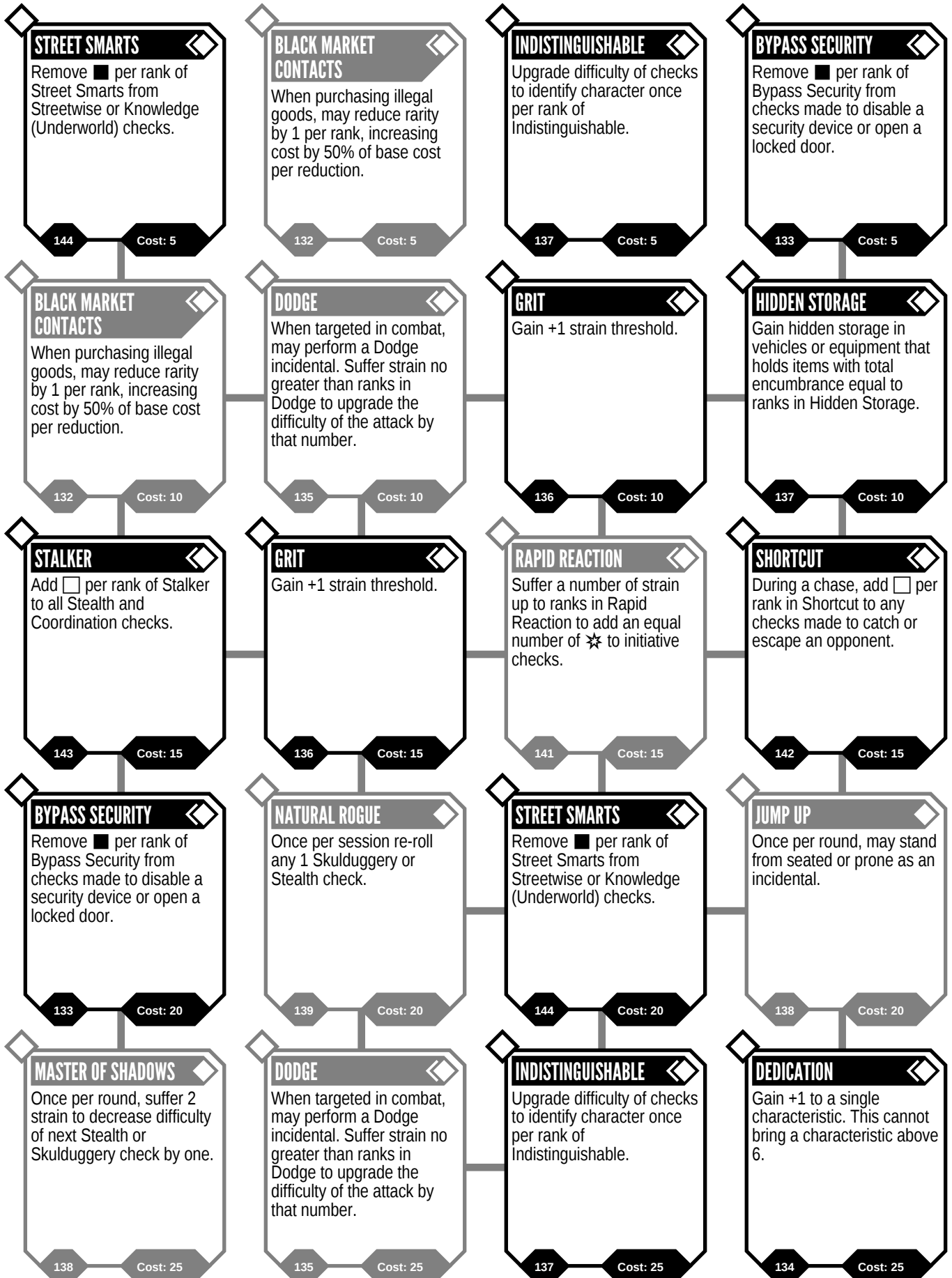
Career Skills: Coordination, Deception, Knowledge (Underworld), Perception, Piloting (Space), Skulduggery, Streetwise, Vigilance

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

Active

Passive

Ranked



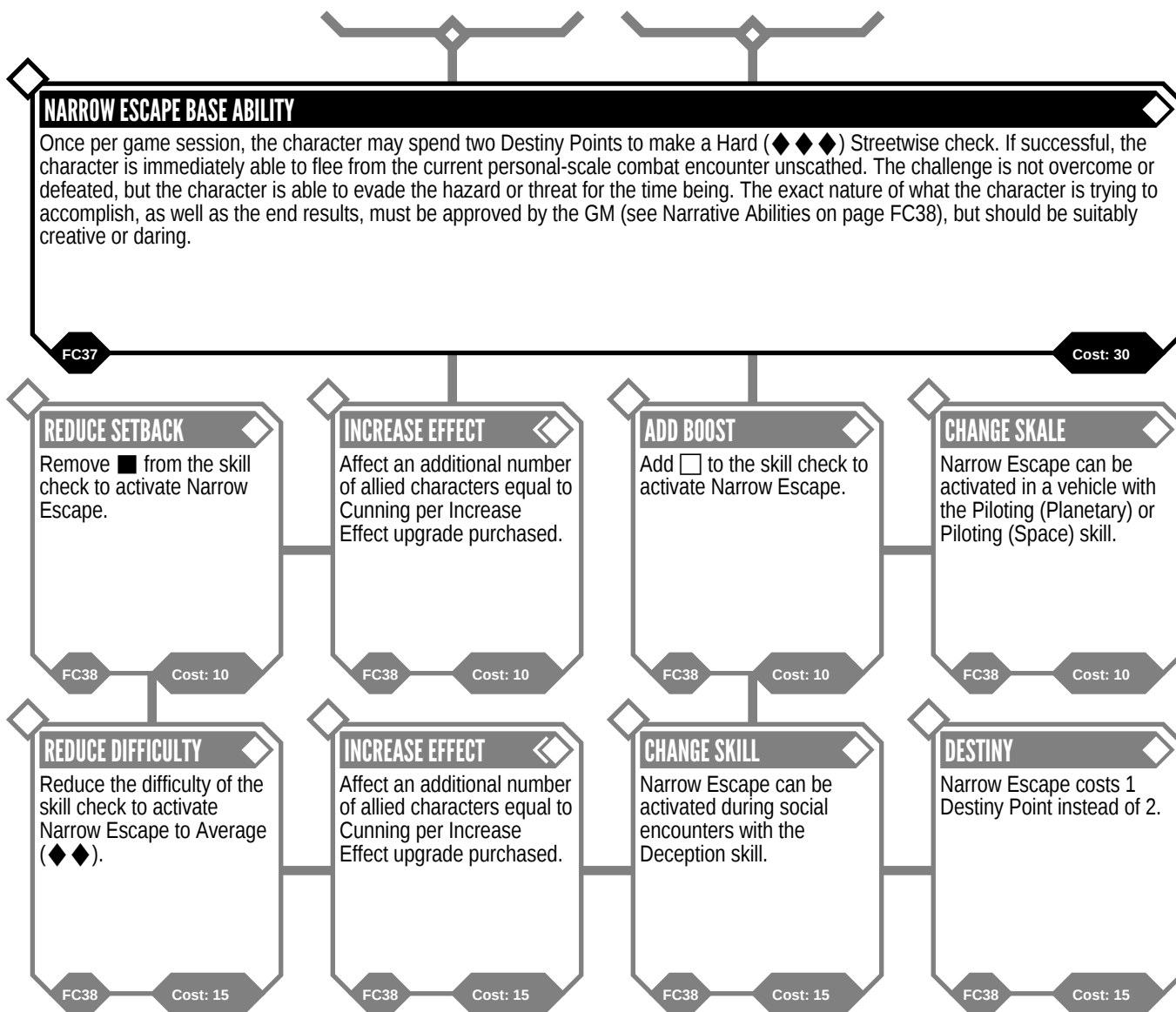
Smuggler Signature Ability Tree

Narrow Escape

Base Ability




Upgrade

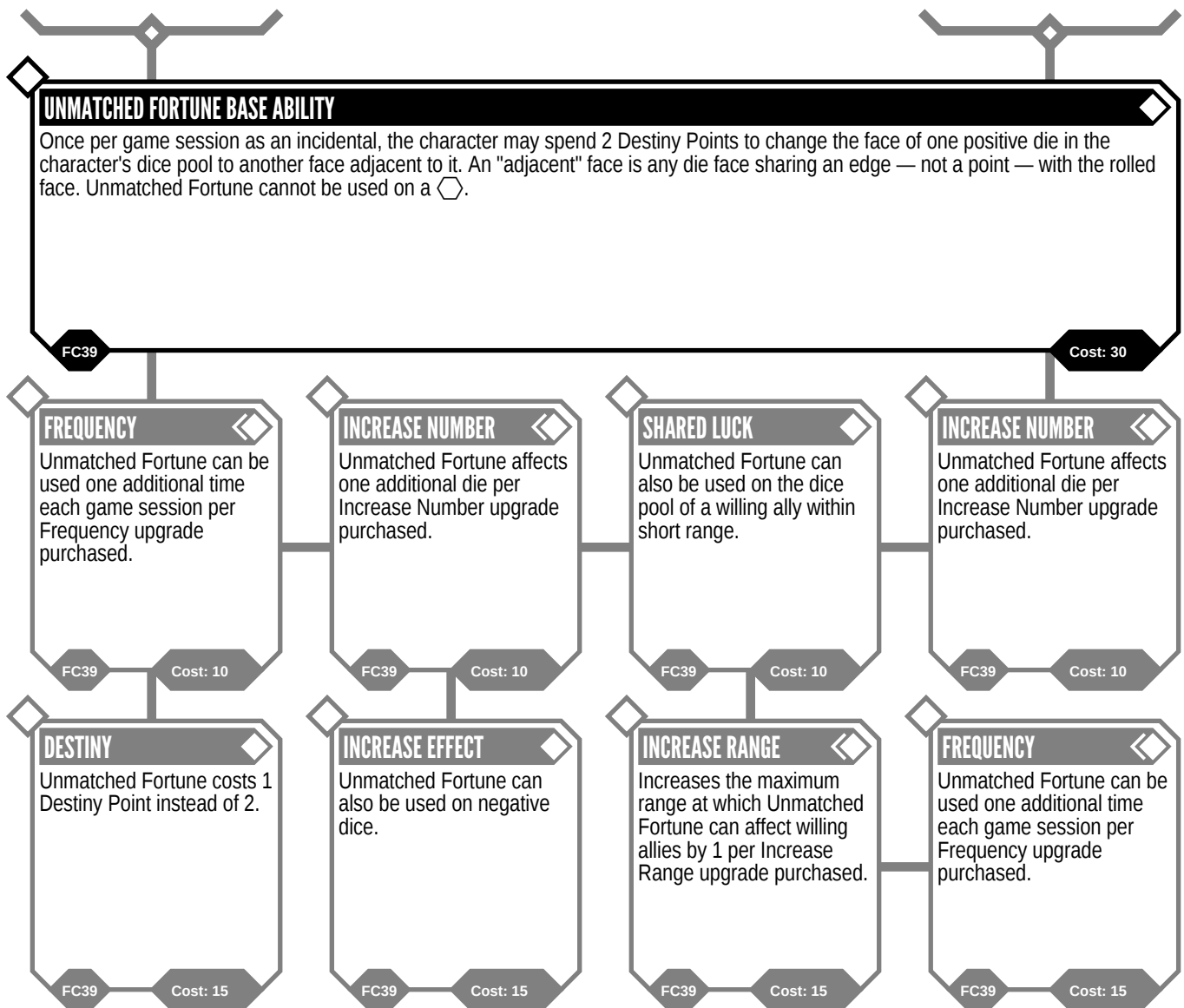
Ranked



Smuggler Signature Ability Tree

Unmatched Fortune

- Base Ability 
- Upgrade 
- Ranked 

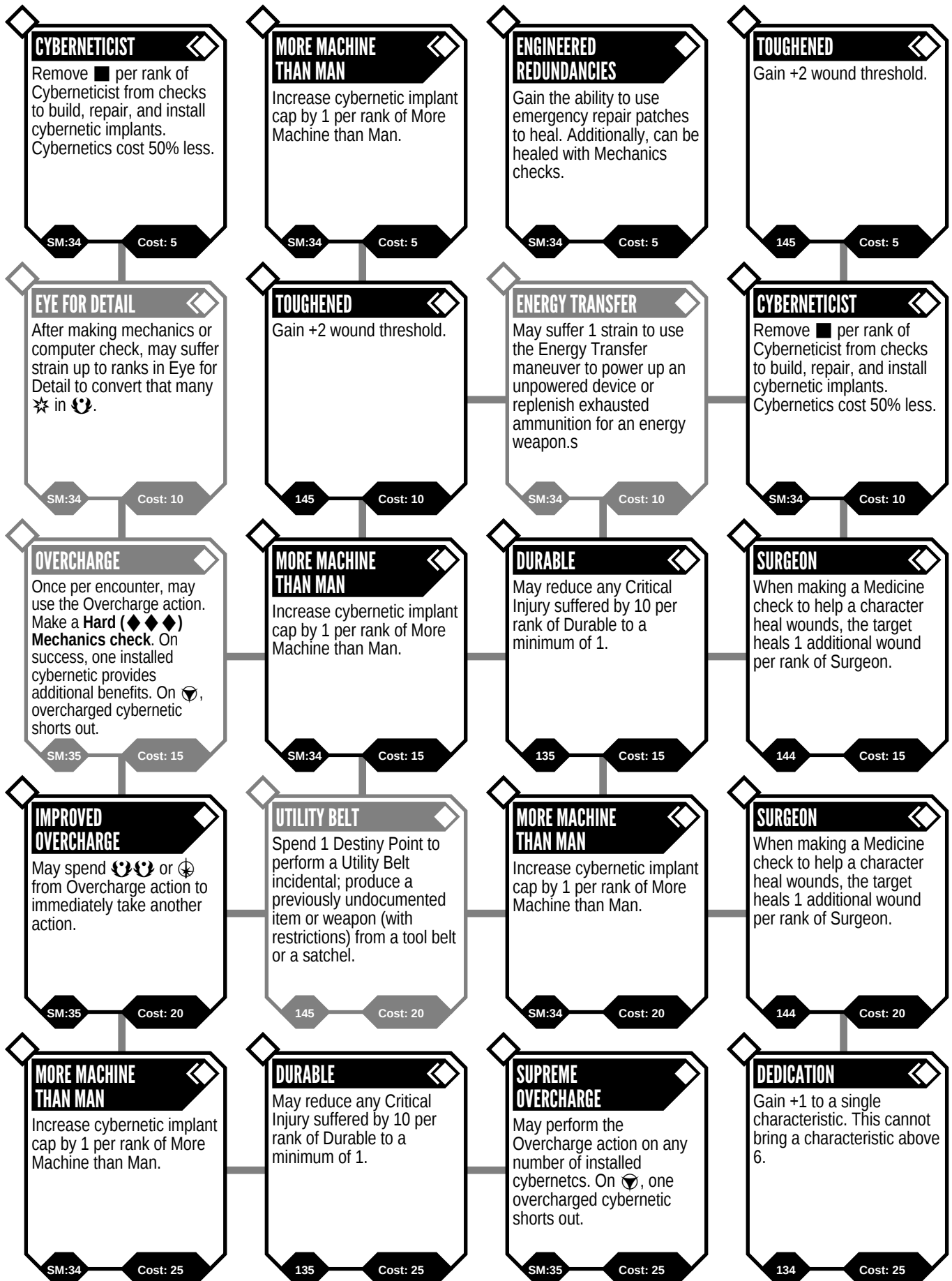


Technician: Cyber Tech

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 

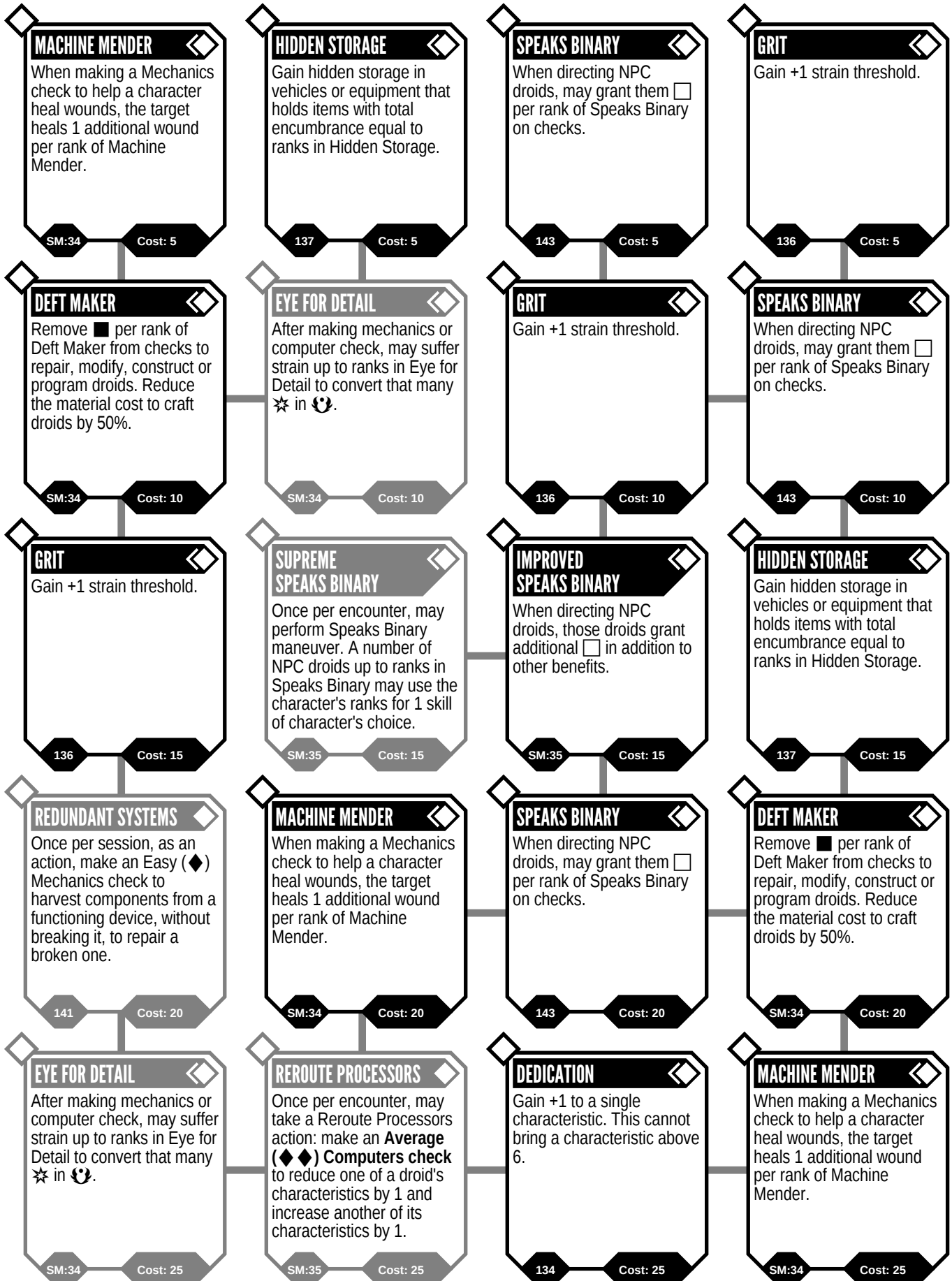


Technician: Droid Tech

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

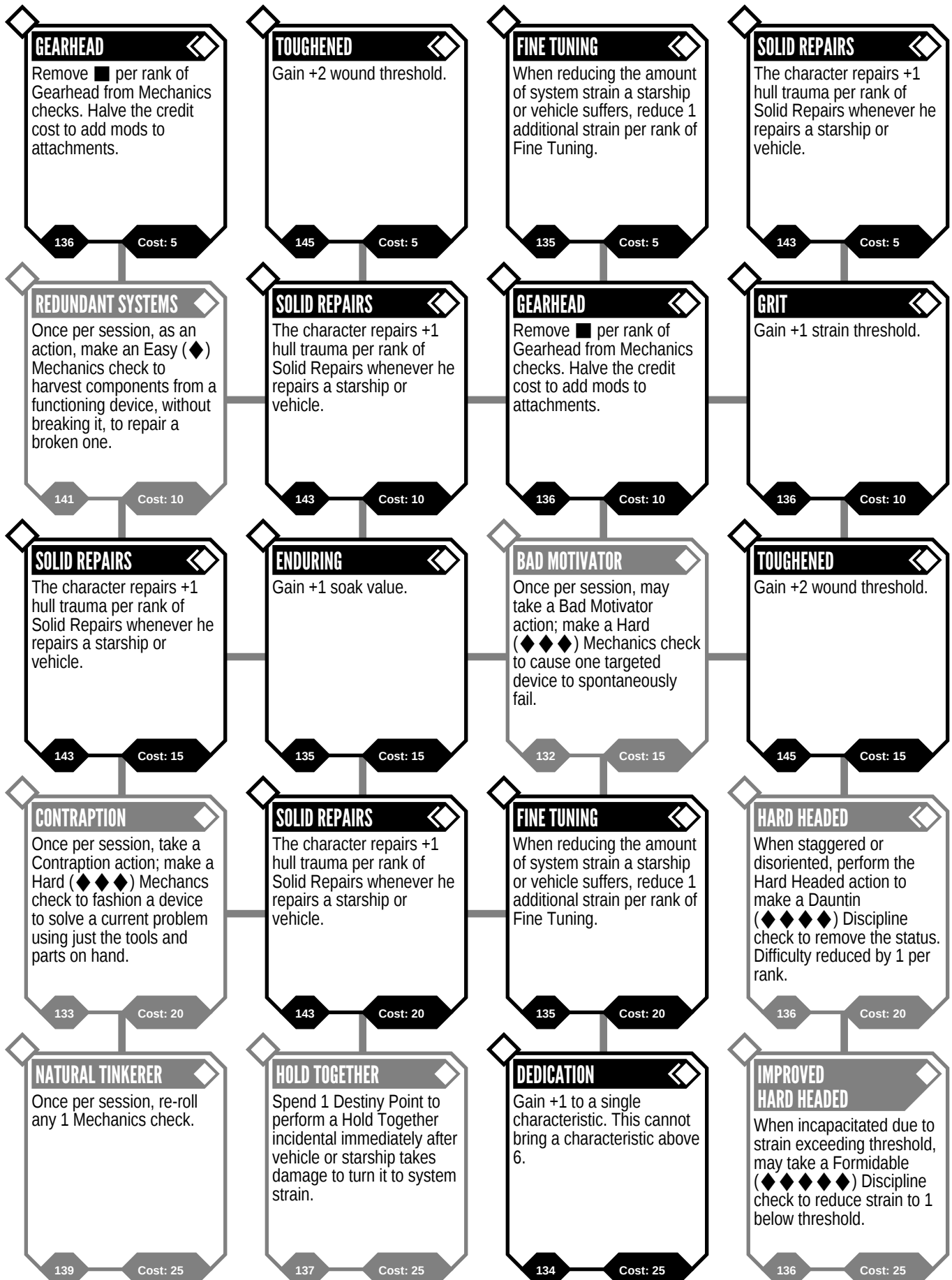
Career Skills: Astrogation, Computers, Coordination, Discipline, Knowledge (Outer Rim), Mechanics, Perception, Piloting (Planetary)

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

Active

Passive

Ranked



Technician: Modder

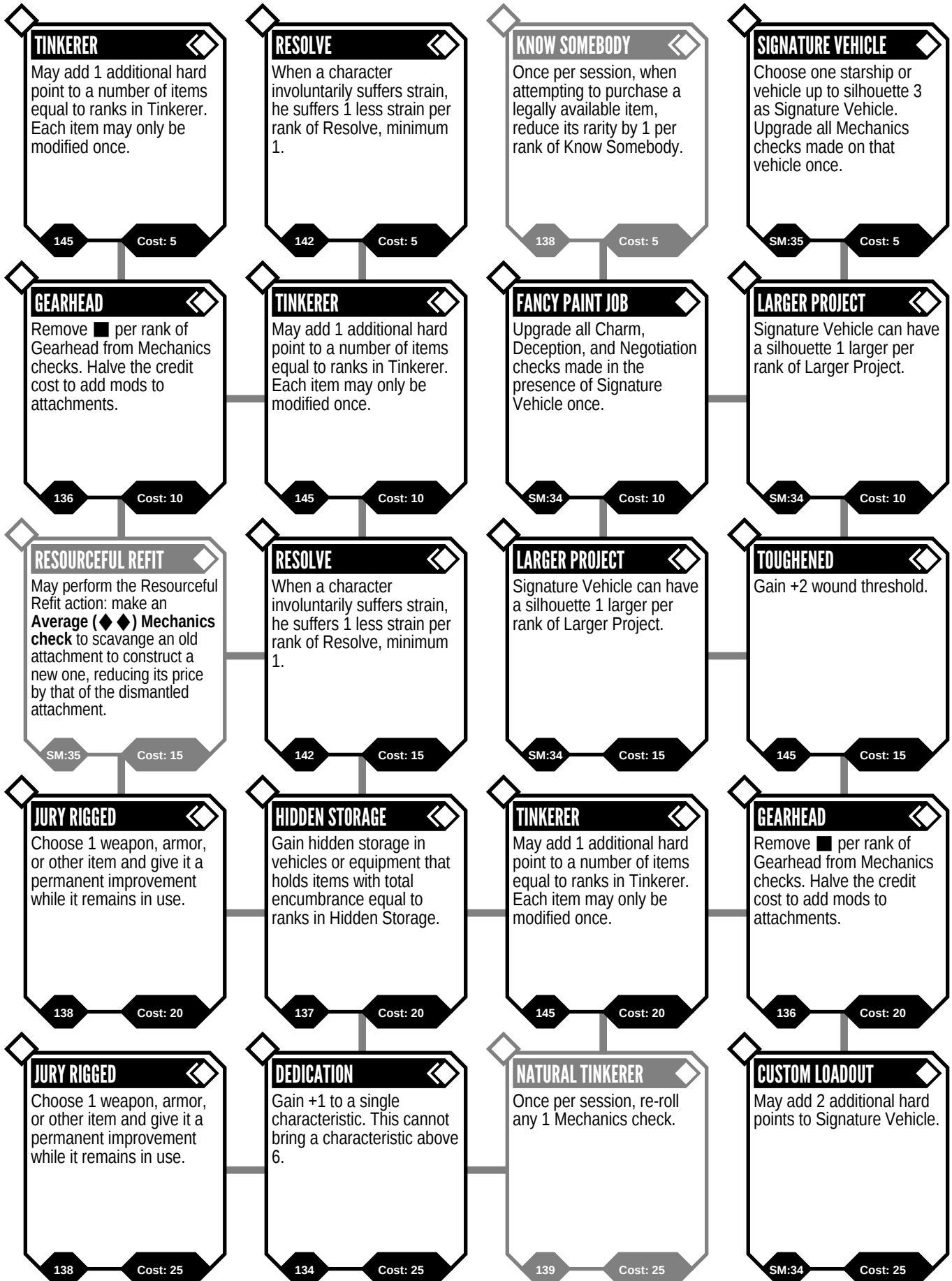
Career Skills: Astrogation, Computers, Coordination, Discipline, Knowledge (Outer Rim), Mechanics, Perception, Piloting (Planetary)

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

Active

Passive

Ranked



Technician: Outlaw Tech

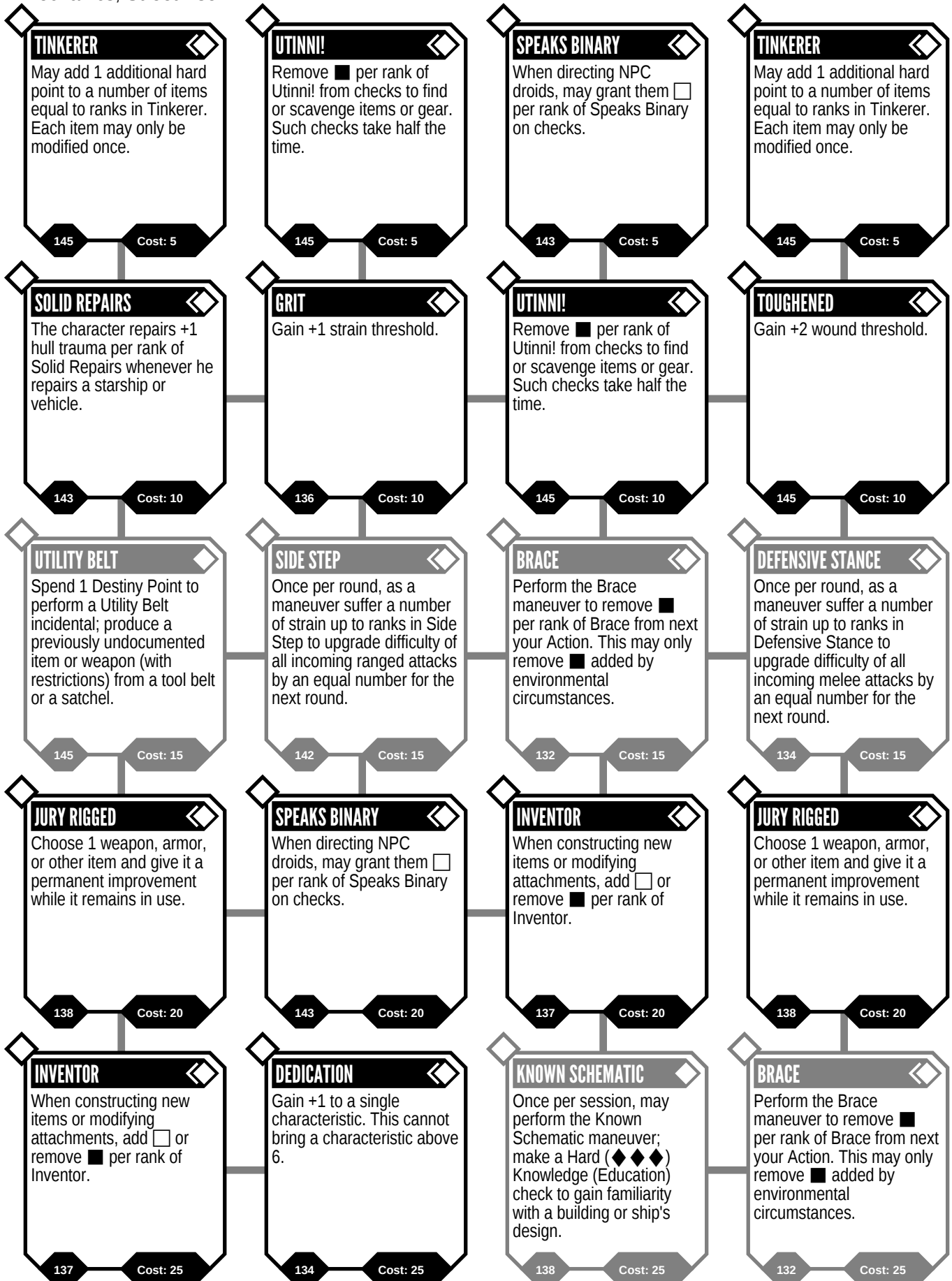
Career Skills: Astrogation, Computers, Coordination, Discipline, Knowledge (Outer Rim), Mechanics, Perception, Piloting (Planetary)

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

Active

Passive

Ranked



Technician: Slicer

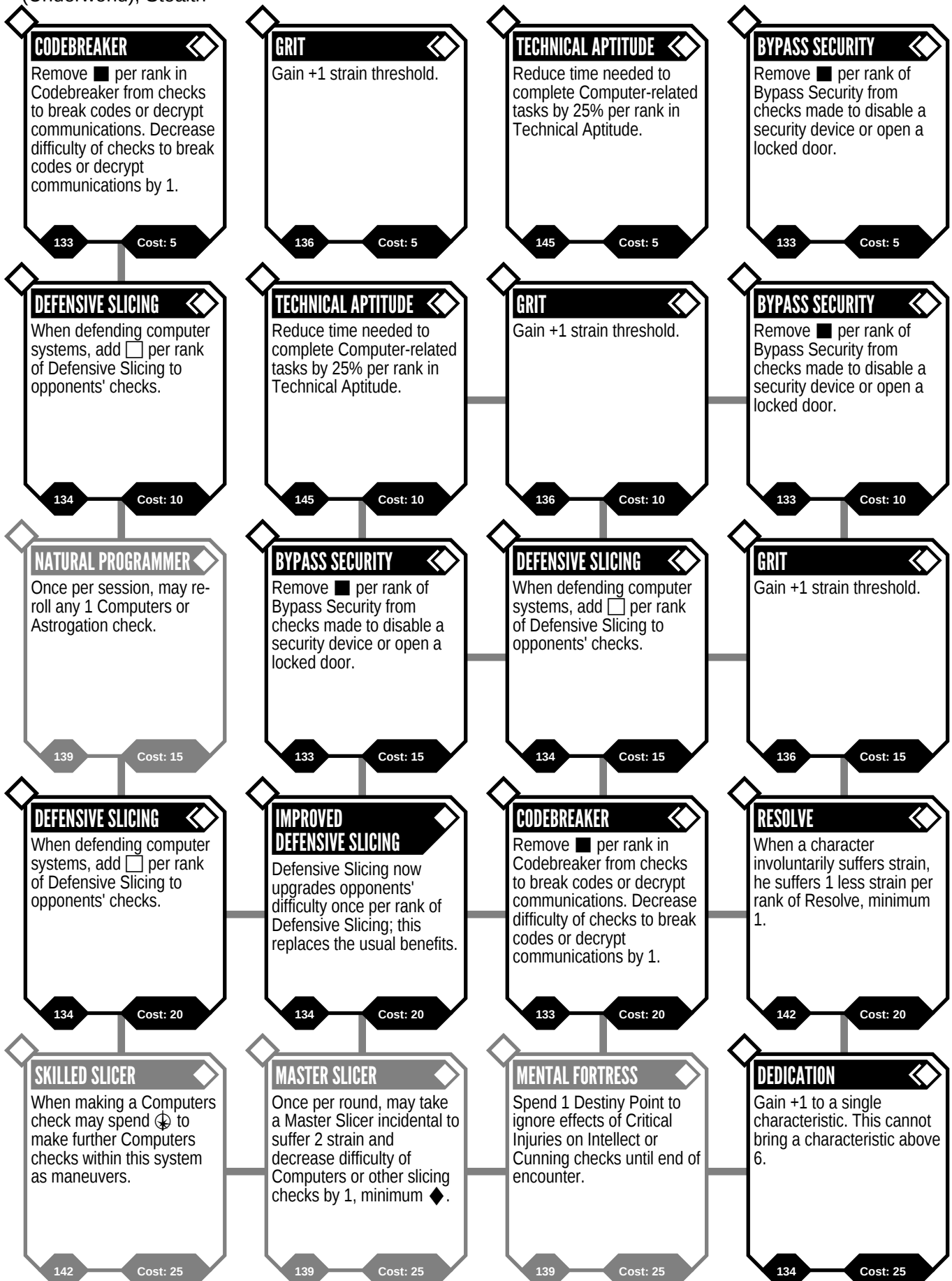
Career Skills: Astrogation, Computers, Coordination, Discipline, Knowledge (Outer Rim), Mechanics, Perception, Piloting (Planetary)

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

Active




Passive

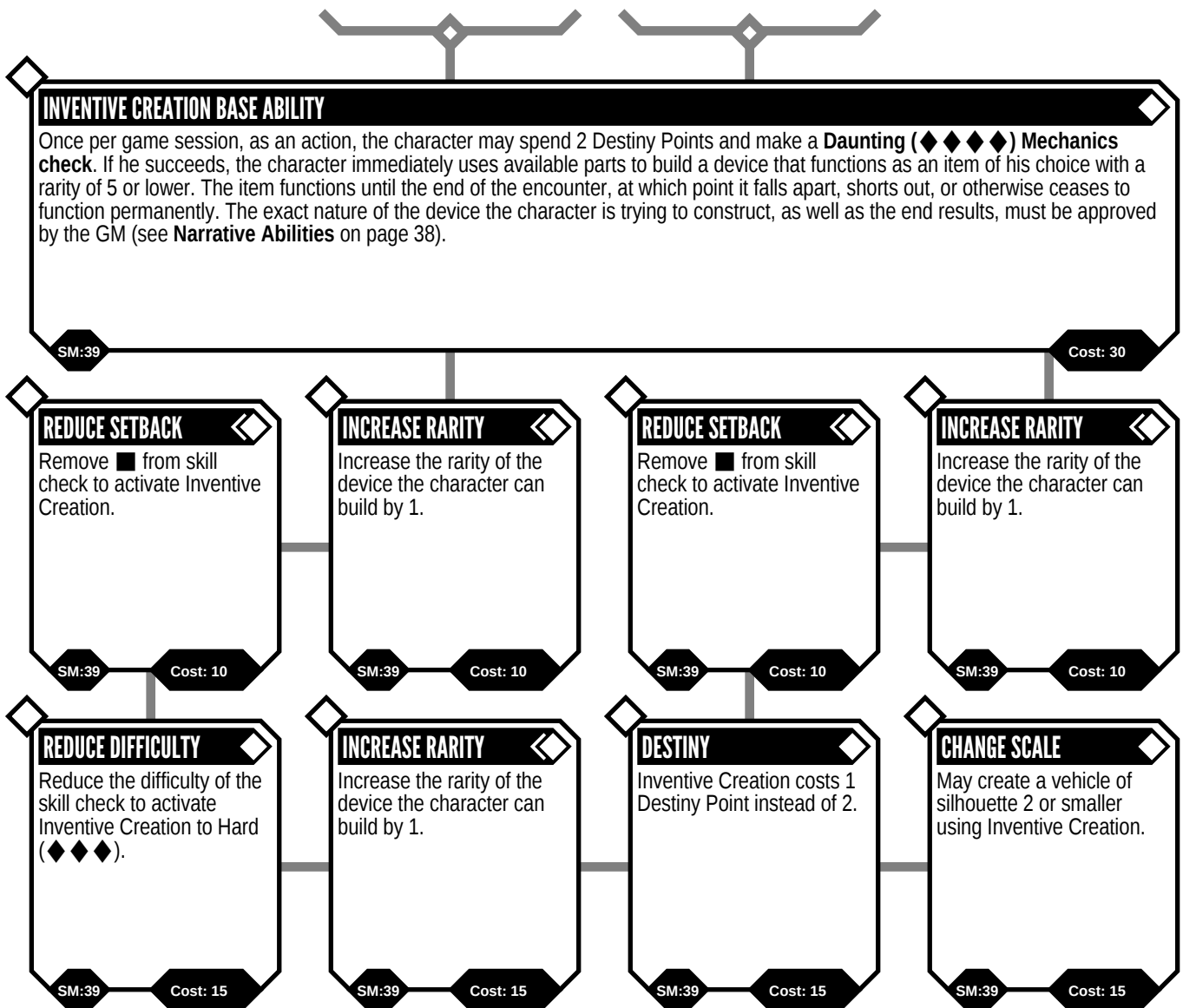
Ranked



Technician Signature Ability Tree




Inventive Creation

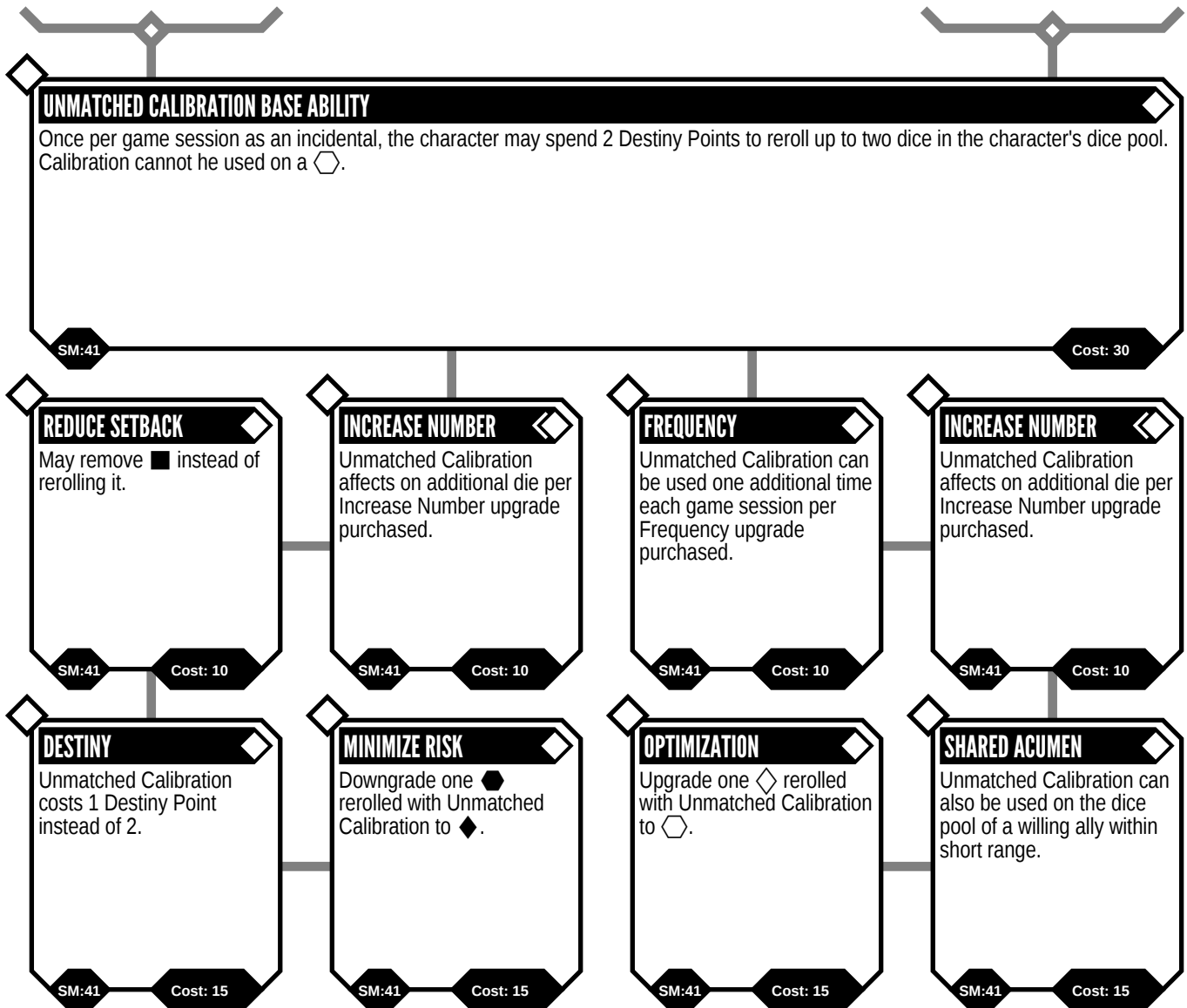
- Base Ability 
- Upgrade 
- Ranked 



Technician Signature Ability Tree

Unmatched Calibration

- Base Ability 
- Upgrade 
- Ranked 



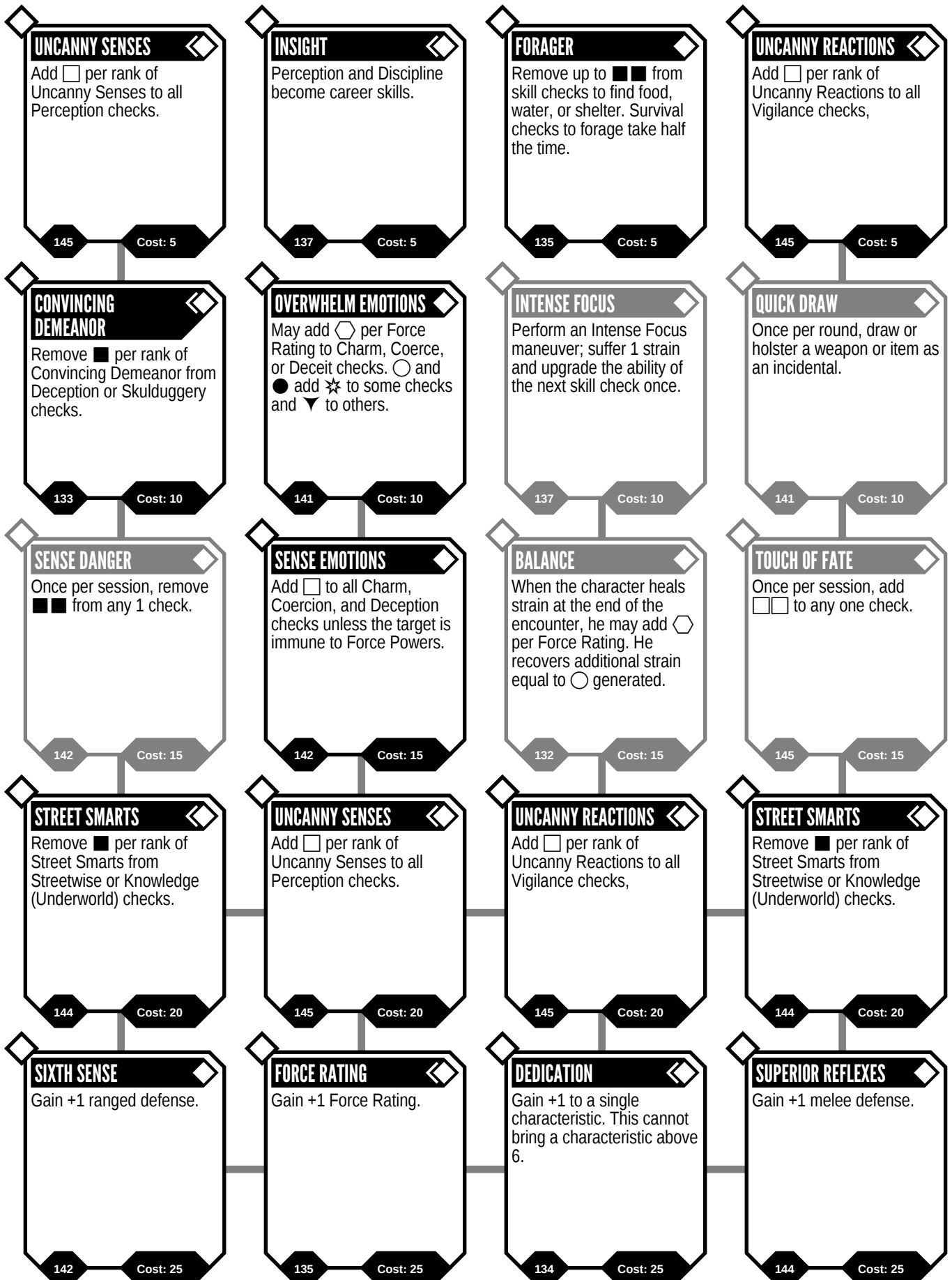
Universal: Force Sensitive Exile

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