

	nimi	kuvaus
1-3	Exceptional ability to judge angles	+25 finding traps/secret doors
4-6	Acute Hearing	+25 all hearing perception, pinpoint the location of sounds.
7-9	Sparkling Eyes	+15 all social influence actions.
10-12	Nimble skeleton	+20 all moving maneuvers.
13-15	Animal empathy	+25 all actions with a type of animal, animal familiar of the same type.
16-18	Tremendous spring.	+20 all leap, lockpick, rowing, pulling, bows and bowcasters.
19-21	outdoorsman	+40 resilience and survival, +20 xenology and vigilance.
22-24	Inner reserve	+3 each roll determining your available concussion hits.
27-30	Fine Wrists	+20 Throwing attacks and actions.
31-33	Lightning Reactions	+5 DB, OB, +20 Initiative.
34-36	Infravision	Can see sources of heat up to 100' away as long as it's dark.
39-42	Soothing voice	+20 verbal actions
43-45	Quiet stride	+20 stealth, always ambush from behind, +2 ambush skill rank.
46-48	Unusually strong stat	+10 stat bonus.
51-53	Natural weapons master	All combat category development points halved (round up).
54-56	Directed weapons master	One combat category yields 3 ranks for 2 developed, other ranks are 25% more expensive.
57-59	Natural physique	Half development point cost for Body Development. Maximum racial body hits are increased by 50%
60-63	Assassin training	+40 athletics, stealth and underworld.
64-65	Immovable will	Immune to charm and fear, sleep and stunn halved(round up).
66	Ruthless reputation	+40 Coercion, discipline. Character is well known in the outer rim for his cruelty against enemies he encounters.
67-68	Look of Eagles	Those who are allies, troops or henchmen under the PC never panic while he is well & in sight.
69-72	Soldier of the Streets	+40 Streetwise, +20 skullduggery.
73-75	Educated	+10 all lore skills and start with 6 free development points for lore skills.
76-79	Silver tongue	+40 charm, negotiation. -20 coercion,(verbal intimidation only).
80-82	Codebreaker	+20 Computers. Decrypt/passkey breaking/computer hacking 1 tier easier.
83-85	Dodger	Adrenal defence development point cost halved.
86-87	Vagabond	Half Astrogation time / +20 all piloting skills.
88	Never tell me the odds.	After rolling a fate roll, you can choose to roll once more.
89-92	Comprehend technology	Any technology related rolls, roll twice and choose.
93-95	Imperial training	Armor penalties halved.
96	Tolerance	50% more hitpoints
97	One in a million shot	10% of time ignore defectors if target has any.
98	Rebel Alliance training.	+40 leadership, +20 lore(rebels), +20 lore(empire). You are know to some rebels as a friend and a sympathiser.
99	Imperial background.	Any imperial security device is 2 tiers easier to bypass. +40lore(empire), you have a chance to talk yourself out of some imperial entanglements or maybe you have some older passcodes.
100	Natural 100.	Pick freely from the list.