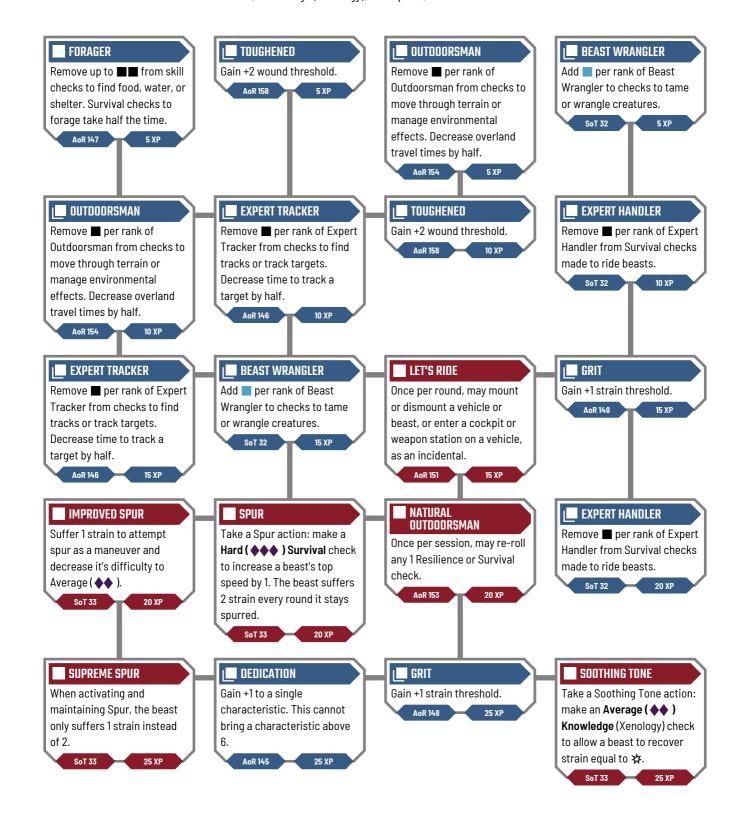
BEAST RIDER

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

Beast Rider Bonus Career Skills: Athletics, Knowledge (Xenology), Perception, Survival

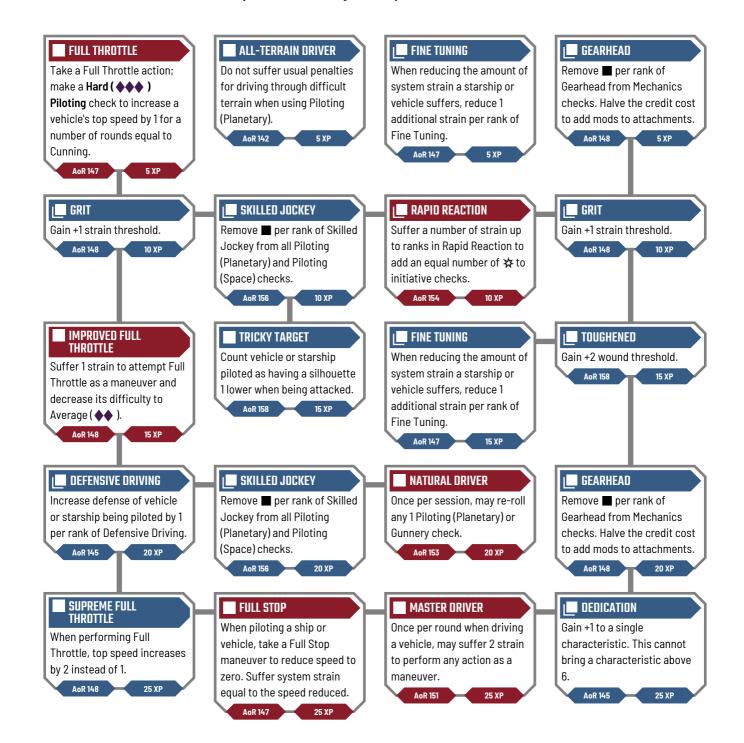


DRIVER

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

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

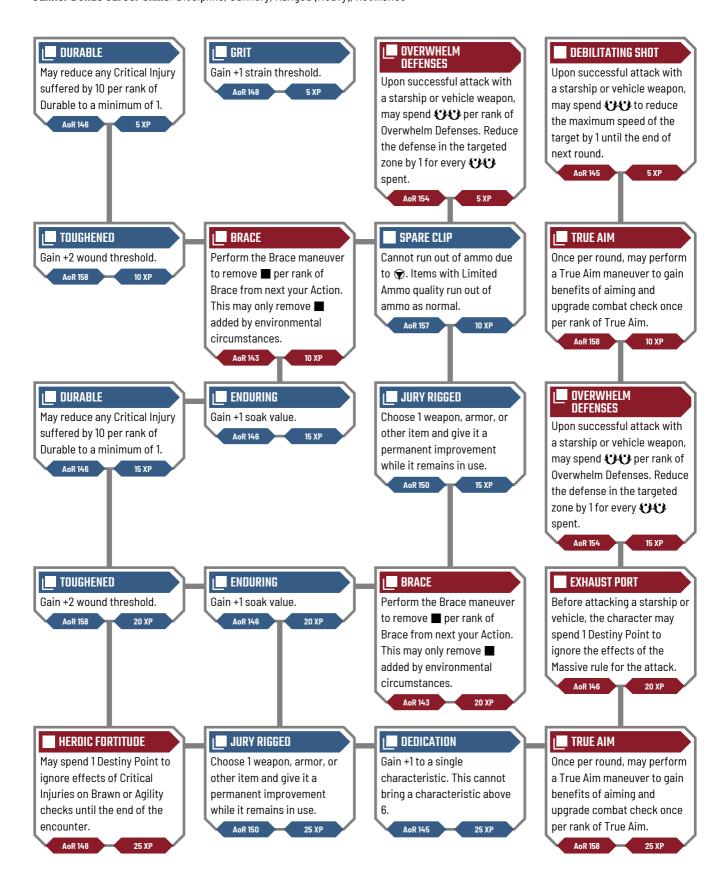




GUNNER

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

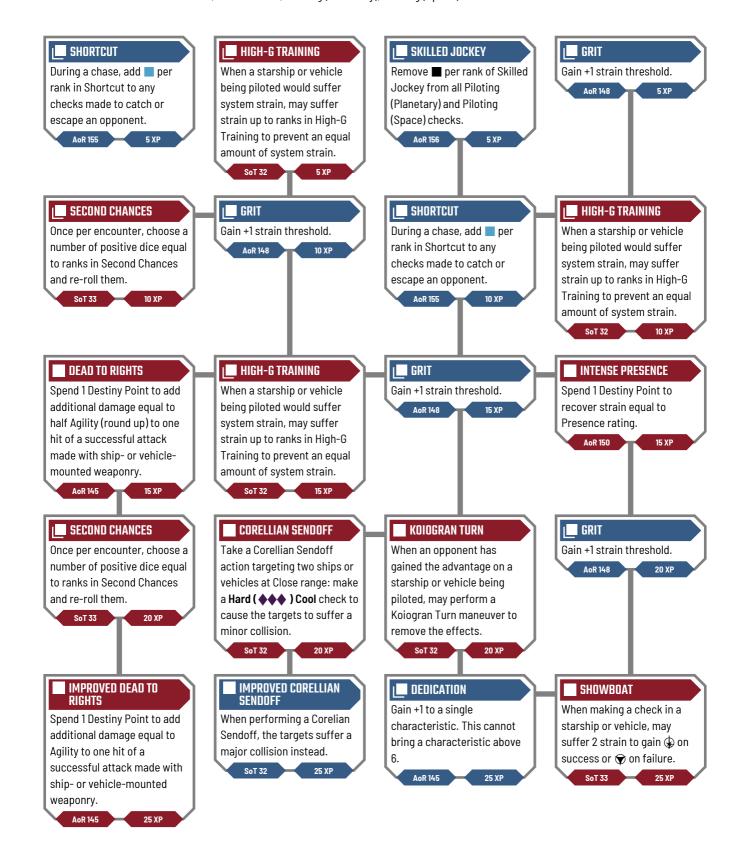
Gunner Bonus Career Skills: Discipline, Gunnery, Ranged (Heavy), Resilience



HOTSHOT

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

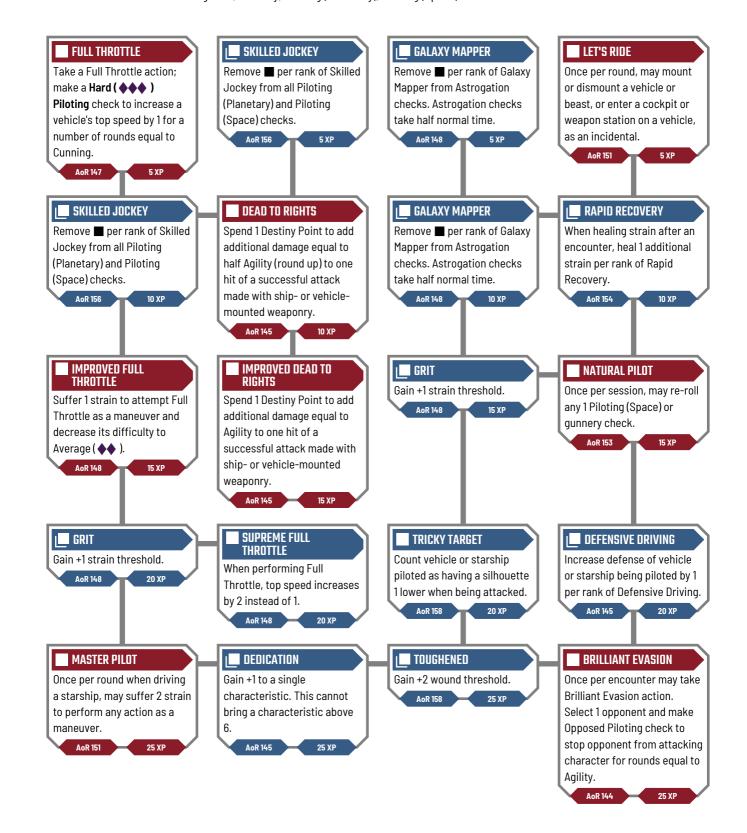
Hotshot Bonus Career Skills: Cool, Coordination, Piloting (Planetary), Piloting (Space)





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

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

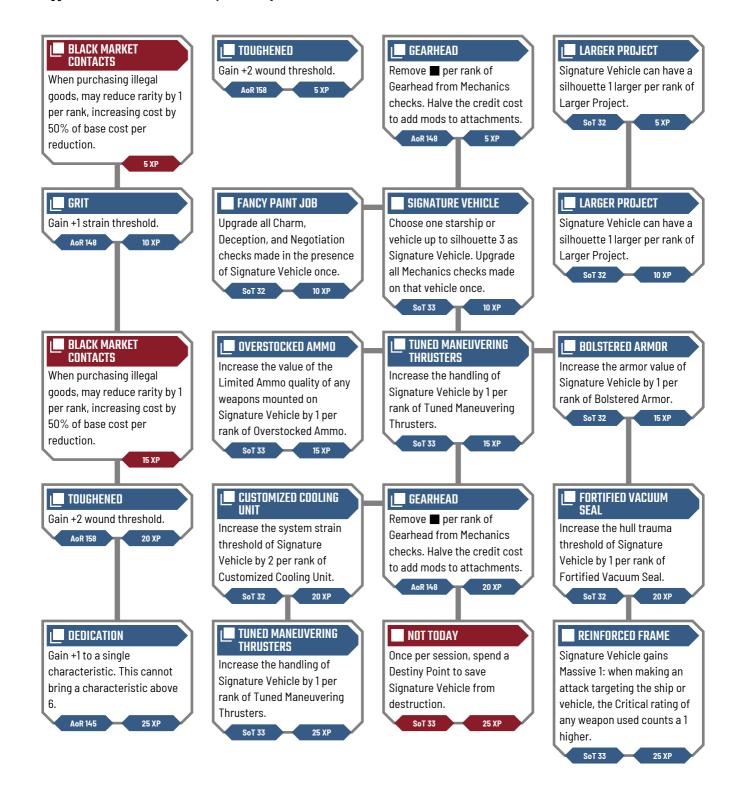


RIGGER

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

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





15 XP

encounter.

15 XP

1 greater silhouette per

Change Silhouette upgrade.

of 2.

15 XP

Stay on Target 37

vehicle counts as 1 higher

15 XP

while Unmatched

Survivability is active.

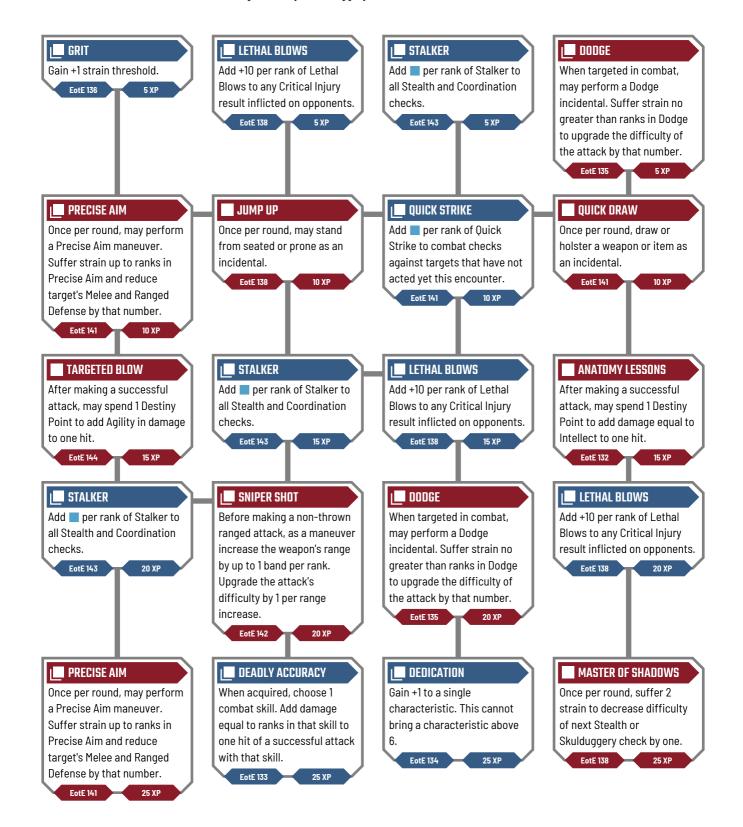
BOUNTY HUNTER ASSASSIN

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

Passive | Ranked |

Active |

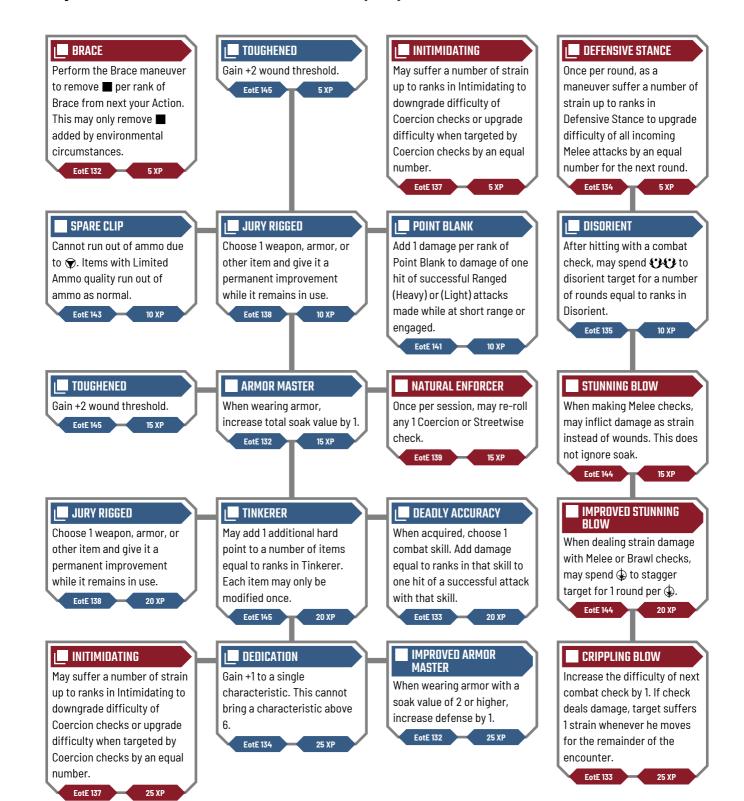
Assassin Bonus Career Skills: Melee, Ranged (Heavy), Skulduggery, Stealth



BOUNTY HUNTER GADGETEER

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

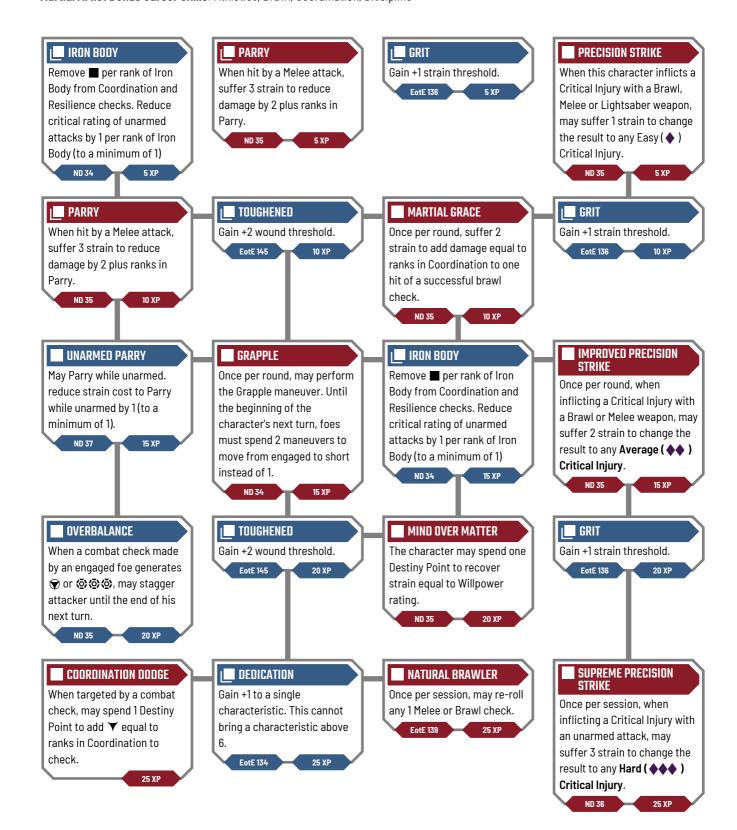
Gadgeteer Bonus Career Skills: Brawl, Coercion, Mechanics, Ranged (Light)



BOUNTY HUNTER MARTIST

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

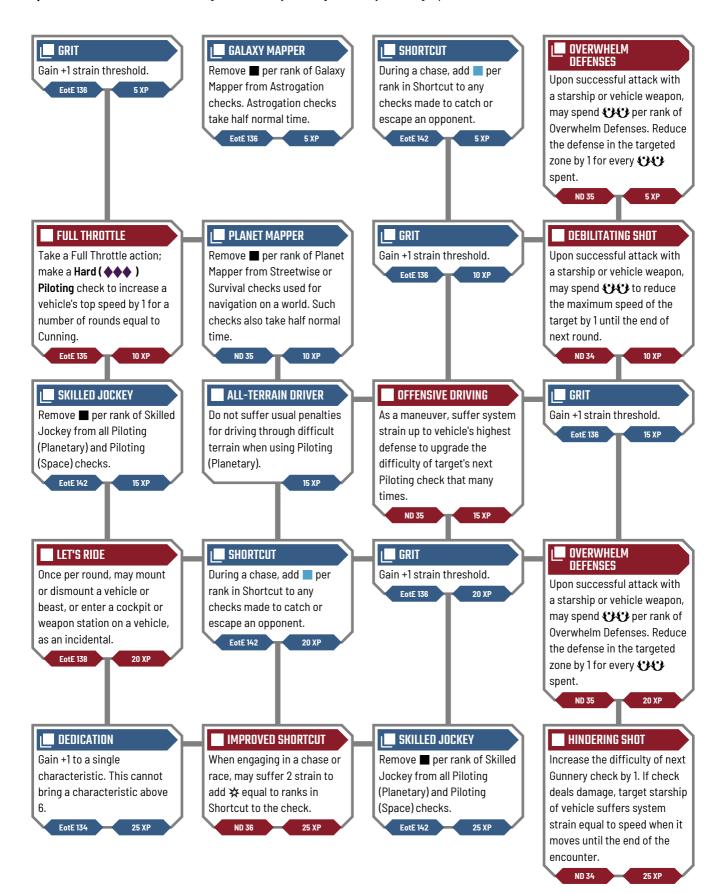
Martial Artist Bonus Career Skills: Athletics, Brawl, Coordination, Discipline



OPERATOR

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

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

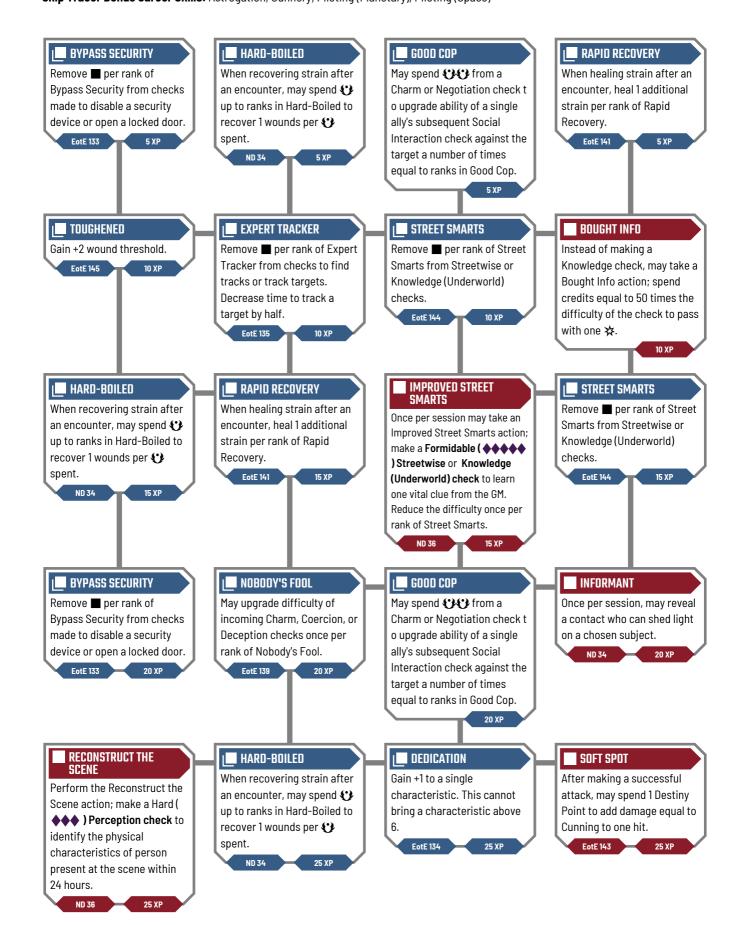


SKIP TRACER

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

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

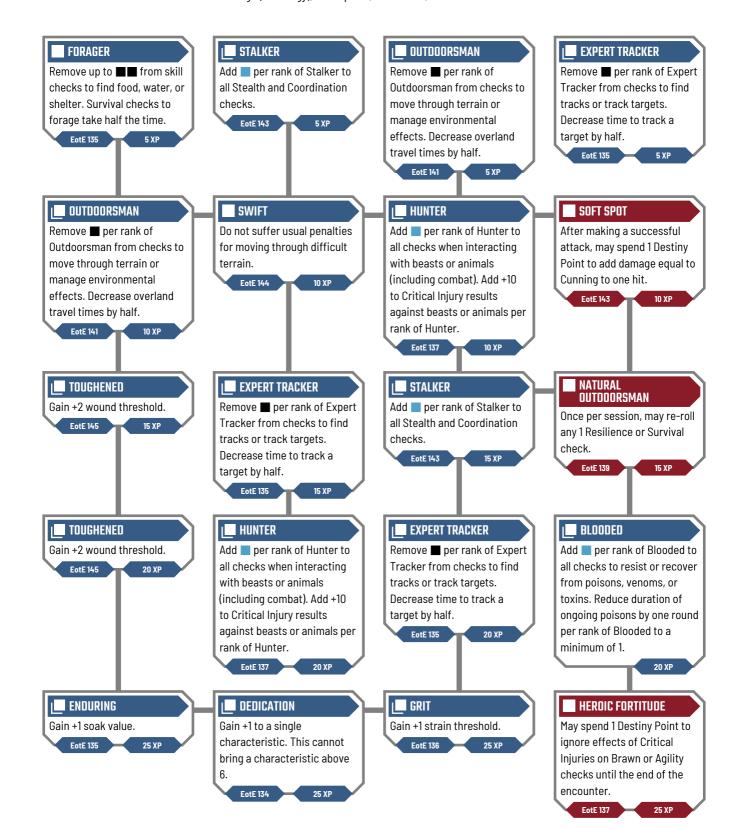




BOUNTY HUNTER SURVIVALIST

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

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







ALWAYS GET MY MARK BASE ABILITY

ND 39

30 XP

CHANGE SKILL

May activate Always Get My Mark with Knowledge (Underworld) instead of Streetwise.

10 XP

DESTINY

Always Get My Mark costs 1 Destiny Points instead of 2.

10 XP

INCREASE EFFECT

Upgrade the difficulty of the check once to find a rival NPC instead of a minion.

10 XP

CHANGE SKILL

May activate Always Get My Mark with Survival instead of Streetwise.

10 XP

REDUCE DIFFICULTY

Reduce the difficulty of the skill check to activate Always Get My Mark to Average (◆◆
)

15 XP

TAKEDOWN

Upgrade the difficulty of the check once to begin with the mark in custody.

15 XP

INCREASE RANGE

If the character has a starship of access to interstellar travel, she may choose a character a a different planet to be her mark. If she does so, she travels to that mark's world.

INCREASE EFFECT

Upgrade the difficulty of the check twice to find a nemesis NPC (or player character) instead of a minion.

15 XP

Devastation, suffer 2 strain to

15 XP

perform the Move maneuver

as an incidental.

Number upgrade.

15 XP

Devastation, remove ■ equal

15 XP

to ranks in Remove Setback

upgrade.

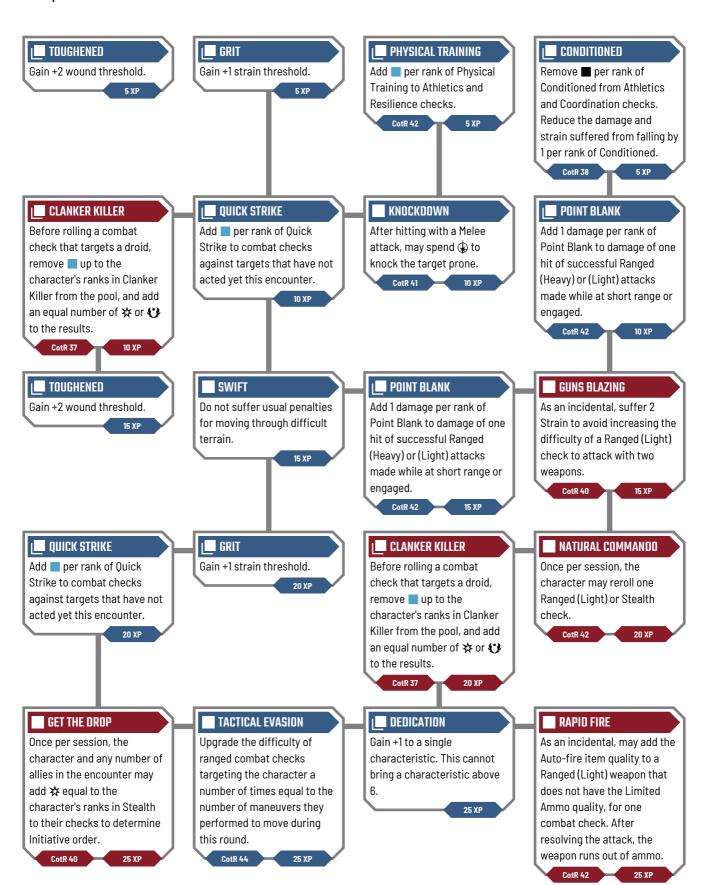
Number upgrade.

15 XP

ARC TROOPER

Career Skills: Athletics, Brawl, Cool, Discipline, Medicine, Ranged (Heavy), Ranged (Light), Vigilance **Arc Trooper Bonus Career Skills:** Coordination, Mechanics, Piloting (Planetary), Stealth

Prerequisite: Clone



Active I

Passive |

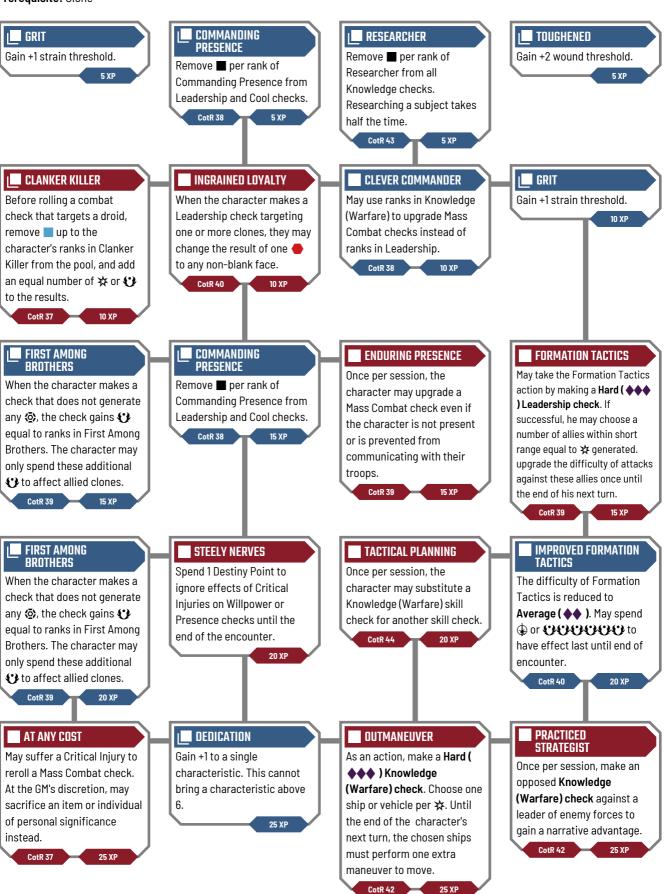
Ranked |

CLONE COMMANDER

Career Skills: Athletics, Brawl, Cool, Discipline, Medicine, Ranged (Heavy), Ranged (Light), Vigilance **Clone Commander Bonus Career Skills:** Knowledge (Core Worlds), Knowledge (Warfare), Leadership,

Perception

Prerequisite: Clone



CLONE SOLDIER OFFICER

Career Skills: Athletics, Brawl, Cool, Discipline, Medicine, Ranged (Heavy), Ranged (Light), Vigilance **Clone Officer Bonus Career Skills:** Cool, Knowledge (Outer Rim), Knowledge (Warfare), Leadership

Prerequisite: Clone



PRIME POSITIONS

When this character or an ally, in short range takes cover, he increases soak against ranged attacks by 1 per rank of Prime Positions until he leaves that cover.

Gain +1 strain threshold

5 XP

GRIT

Gain +1 strain threshold.

5 XP

| COMMAND

Add per rank of Command to Leadership checks.

Affected targets add to Discipline checks for the next 24 hours.

5 XP

TACTICAL ADVANCE

RotS 41

The character may suffer 2 strain to perform the Tactical Advance incidental. Until the end of the character's next turn, the character and allies within short range may leave cover and continue to receive it's benefits.

RotS 43

10 XP

5 XP

COMMAND

Add per rank of Command to Leadership checks.

Affected targets add to Discipline checks for the next 24 hours.

10 XP

FIRST AMONG BROTHERS

When the character makes a check that does not generate any (5), the check gains (1) equal to ranks in First Among Brothers. The character may only spend these additional (1) to affect allied clones.

RotS 39

10 XP

CLANKER KILLER

Before rolling a combat check that targets a droid, remove up to the character's ranks in Clanker Killer from the pool, and add an equal number of of to the results.

RotS 38

10 XP

PRIME POSITIONS

When this character or an ally, in short range takes cover, he increases soak against ranged attacks by 1 per rank of Prime Positions until he leaves that cover.

RotS 41

15 XP

COORDINATED ASSAULT

Take the Coordinated Assault maneuver; a number of engaged allies equal to Leadership ranks add to combat checks until beginning of next turn. Range increases per additional rank of coordinated assault.

RotS 38

15 XP

COORDINATED ASSAULT

Take the Coordinated Assault maneuver; a number of engaged allies equal to Leadership ranks add to combat checks until beginning of next turn. Range increases per additional rank of coordinated assault.

RotS 38

15 XP

TOUGHENED

Gain +2 wound threshold.

15 XF

FIELD COMMANDER

20 XP

IMPROVED TACTICAL ADVANCE

The character may spend from any check they make or \$\sigma\sigma\frac{1}{2}\sigma\frac{1}{

RotS 43

20 XP

FIRST AMONG BROTHERS

When the character makes a check that does not generate any (2), the check gains (2) equal to ranks in First Among Brothers. The character may only spend these additional (2) to affect allied clones.

RotS 39

20 XP

SCRAP'EM!

On a successful attack, may suffer 2 strain and select allies up to ranks in Leadership, who add to attacks against the target until the character's next turn.

RotS 42

20 XP

IMPROVED FIELD COMMANDER

Field Commander action affects allies equal to double Presence, and may spend to allow allies to suffer 1 strain and perform 1 free action instead.

DEDICATION

Gain +1 to a single characteristic. This cannot bring a characteristic above 6.

25 XP

IMPROVED SCRAP'EM

Scrap'em affects twice the number of allies, and allies add to combat checks against the target.

RotS 42

25 XP

FOR THE REPUBLIC!

RotS 39

25 XP

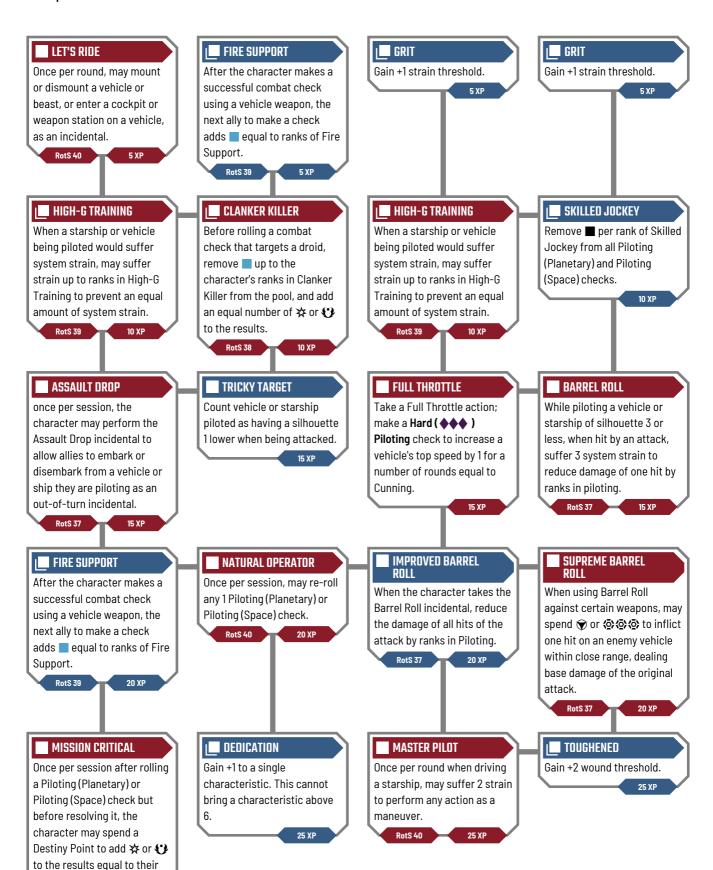
CLONE SOLDIER CLONE SOLDIER

Career Skills: Athletics, Brawl, Cool, Discipline, Medicine, Ranged (Heavy), Ranged (Light), Vigilance **Clone Pilot Bonus Career Skills:** Gunnery, Mechanics, Piloting (Planetary), Piloting (Space)

Prerequisite: Clone

ranks in that skill.





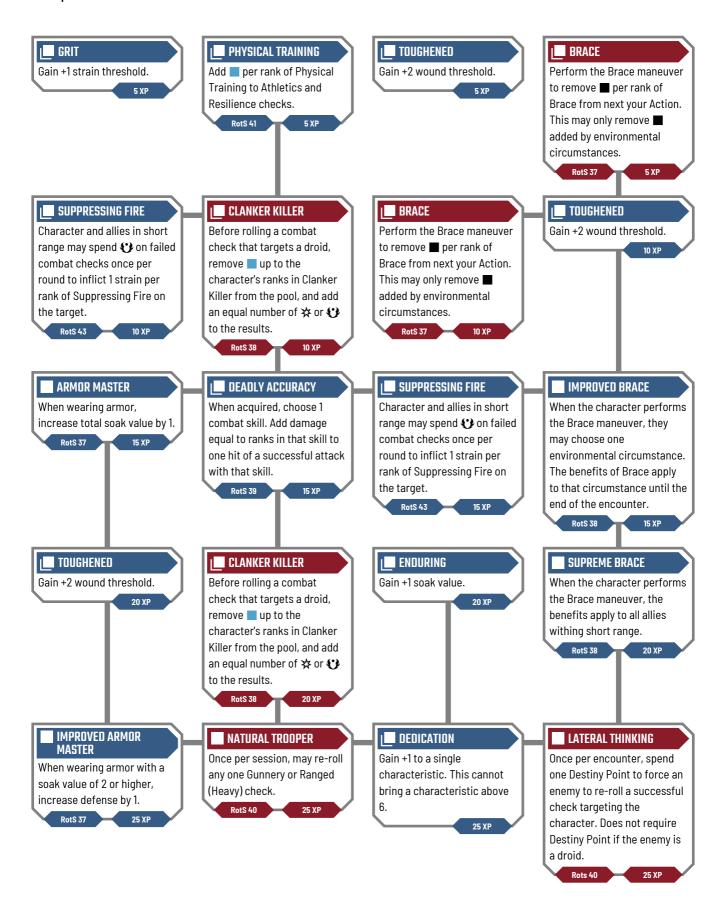
CLONE TROOPER

Career Skills: Athletics, Brawl, Cool, Discipline, Medicine, Ranged (Heavy), Ranged (Light), Vigilance

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

Prerequisite: Clone





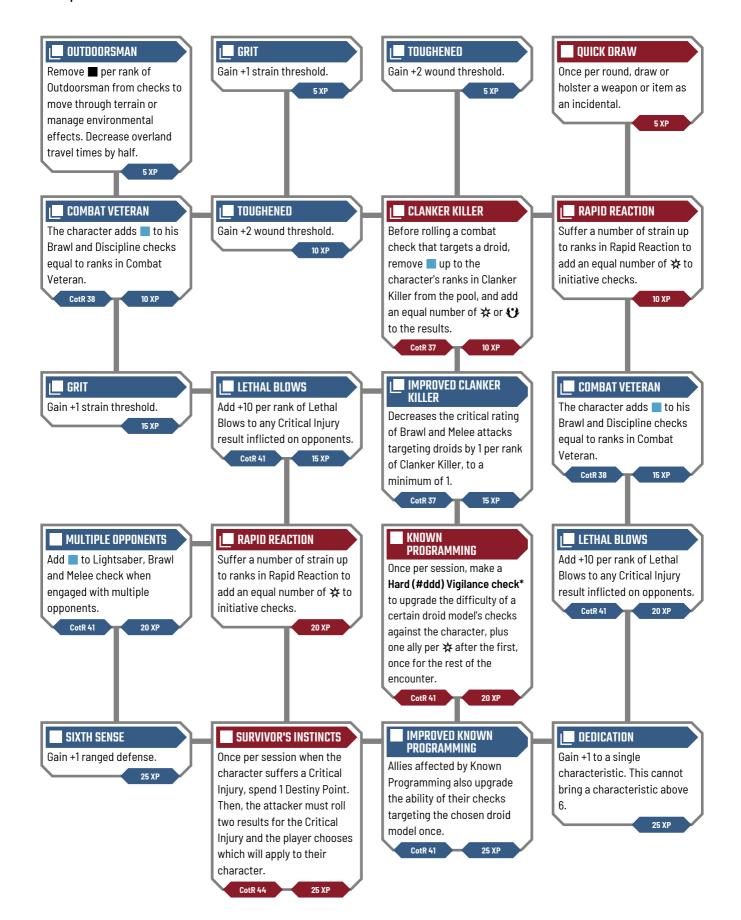
CLONE SOLDIER CLONE VETERAN

Career Skills: Athletics, Brawl, Cool, Discipline, Medicine, Ranged (Heavy), Ranged (Light), Vigilance

Clone Veteran Bonus Career Skills: Melee, Resilience, Skulduggery, Survival

Prerequisite: Clone

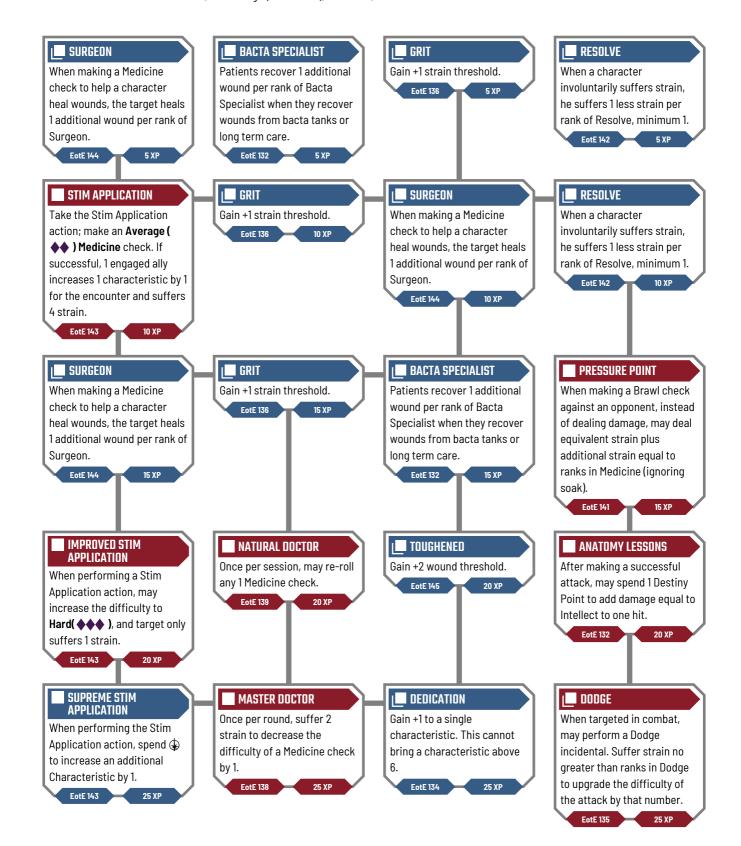




DOCTOR

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

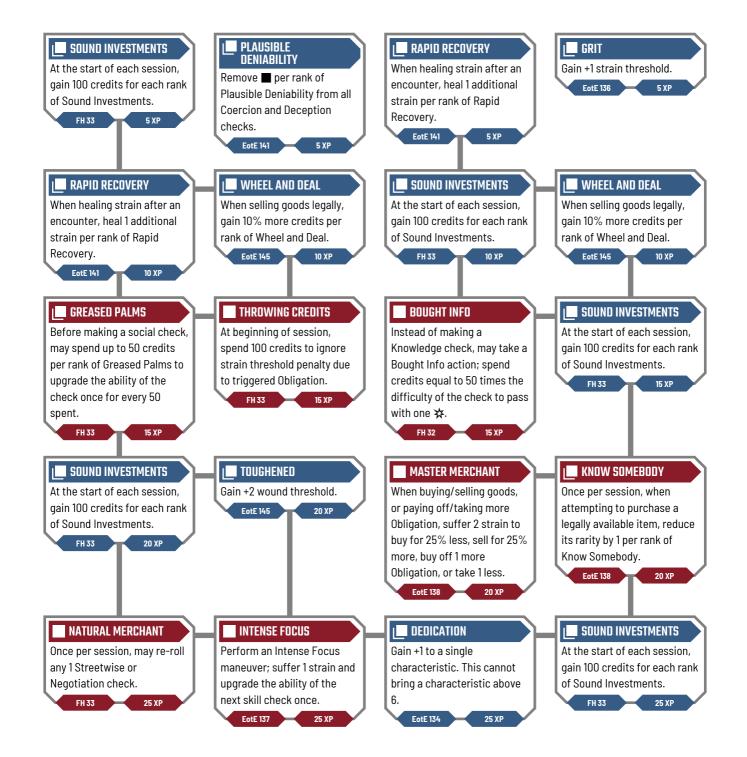
Doctor Bonus Career Skills: Cool, Knowledge (Education), Medicine, Resilience



ENTREPRENEUR

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

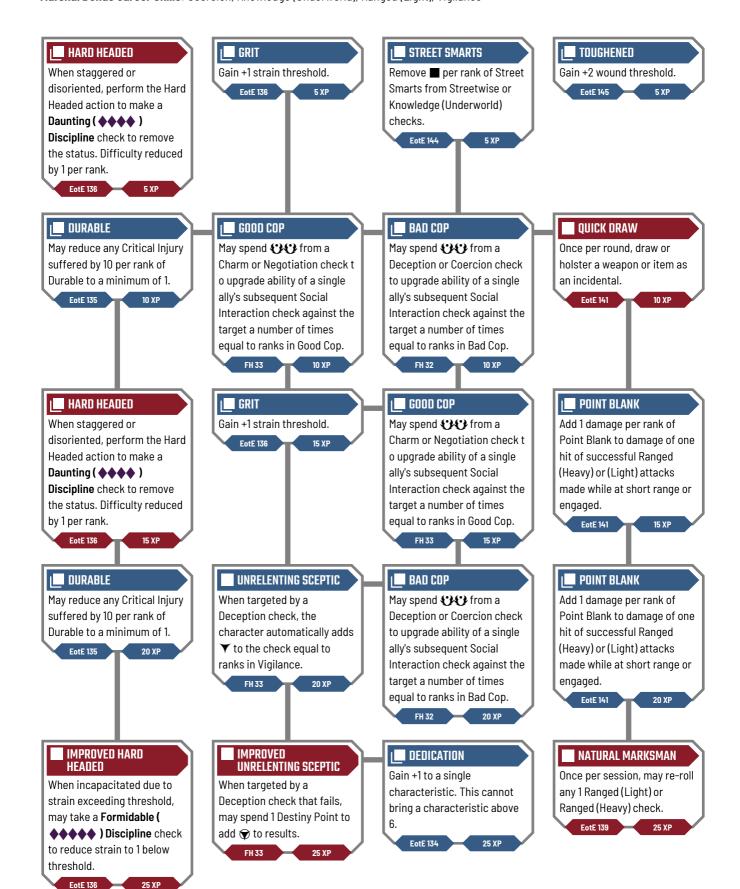
Entrepreneur Bonus Career Skills: Discipline, Knowledge (Education), Knowledge (Underworld), Negotiation



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



PERFORMER

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

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





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.

EotE 142

| KILL WITH KINDNESS

Remove per rank of Kill with Kindness from all Charm and Leadership checks.

EotE 138

DISTRACTING BEHAVIOR

Make a Distracting Behavior maneuver and suffer strain no greater than ranks in Cunning. Until beginning of next turn, equal number of NPCs suffer ♦ on checks. Range increases with additional

FH 32

CONVINCING DEMEANOR

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

EotE 133

DISTRACTING **BEHAVIOR**

Make a Distracting Behavior maneuver and suffer strain no greater than ranks in Cunning. Until beginning of next turn, equal number of NPCs suffer ⋄ on checks. Range increases with additional ranks.

FH 32

10 XP

CONGENIAL

May suffer a number of strain to downgrade difficulty of Charm or Negotiation checks or upgrade difficulty when targeted by Charm or Negotiation checks, by an equal number. Strain suffered this way cannot exceed ranks in Congenial.

FH 32

I DODGE

When targeted in combat, may perform a Dodge incidental. Suffer strain no greater than ranks in Dodge to upgrade the difficulty of the attack by that number.

EotE 135

JUMP UP

Once per round, may stand from seated or prone as an incidental.

EotE 138

10 XP

DISTRACTING BEHAVIOR

Make a Distracting Behavior maneuver and suffer strain no greater than ranks in Cunning. Until beginning of next turn, equal number of NPCs suffer ⋄ on checks. Range increases with additional ranks.

FH 32

15 XP

INTENSE PRESENCE

Spend 1 Destiny Point to recover strain equal to Presence rating.

EotE 137

10 XP

NATURAL ATHLETE

Once per session, may re-roll any 1 Athletics or Coordination check.

FH 33

SECOND WIND

Once per encounter, may use Second Wind incidental to heal strain equal to ranks in Second Wind.

EotE 142

15 XP

| SMOOTH TALKER

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.

EotE 142

IMPROVED DISTRACTING **BEHAVIOR**

The Distracting Behavior maneuver inflicts 🖏 🖏 on NPCs' checks when NPCs target character's allies.

FH 33

20 XP

GRIT

Gain +1 strain threshold.

EotE 136 20 XP TOUGHENED

Gain +2 wound threshold.

EotE 145

BIGGEST FAN

Once per session, may take a Biggest Fan action; make a Hard (♦♦♦) Charm check to turn one Npc into the character's biggest fan.

DECEPTIVE TAUNT

Once per session, may make Deceptive Taunt action. Make opposed Deception check. If successful, one adversary must attack the character during adversary's next turn.

FH 32

COORDINATION DODGE

When targeted by a combat check, may spend 1 Destiny Point to add ▼ equal to ranks in Coordination to check.

FH 32

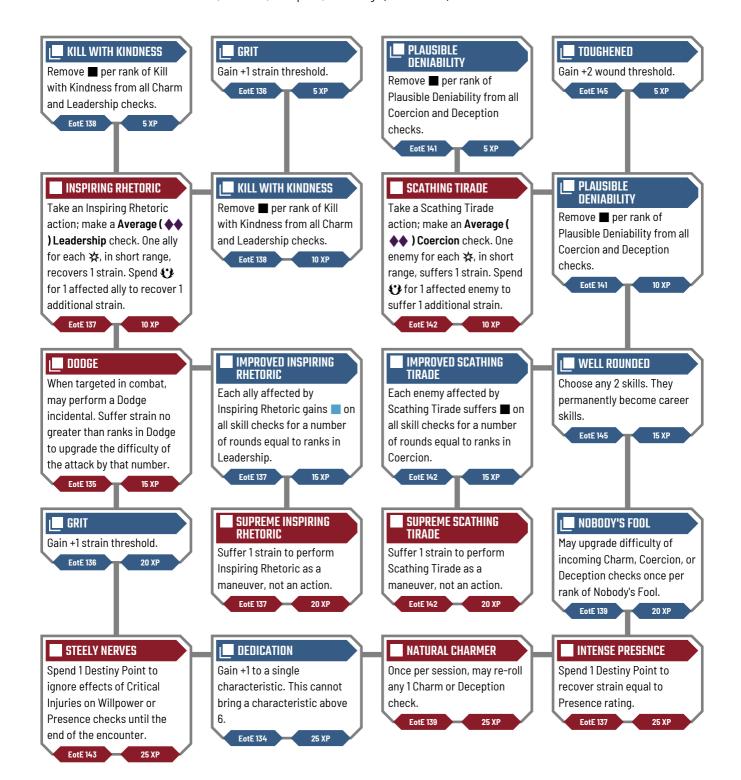
DEDICATION

Gain +1 to a single characteristic. This cannot bring a characteristic above

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)

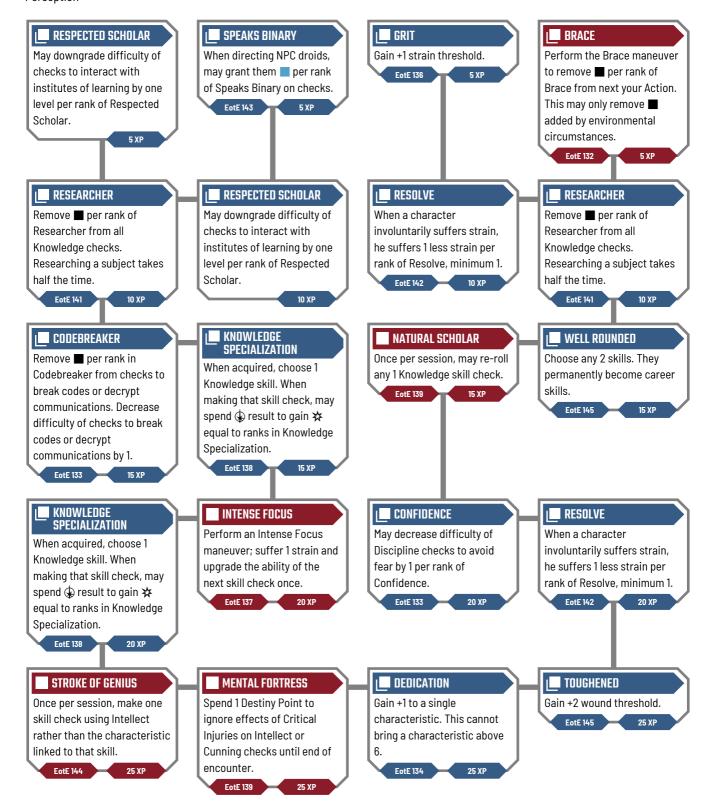


SCHOLAR

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





15 XP

15 XP

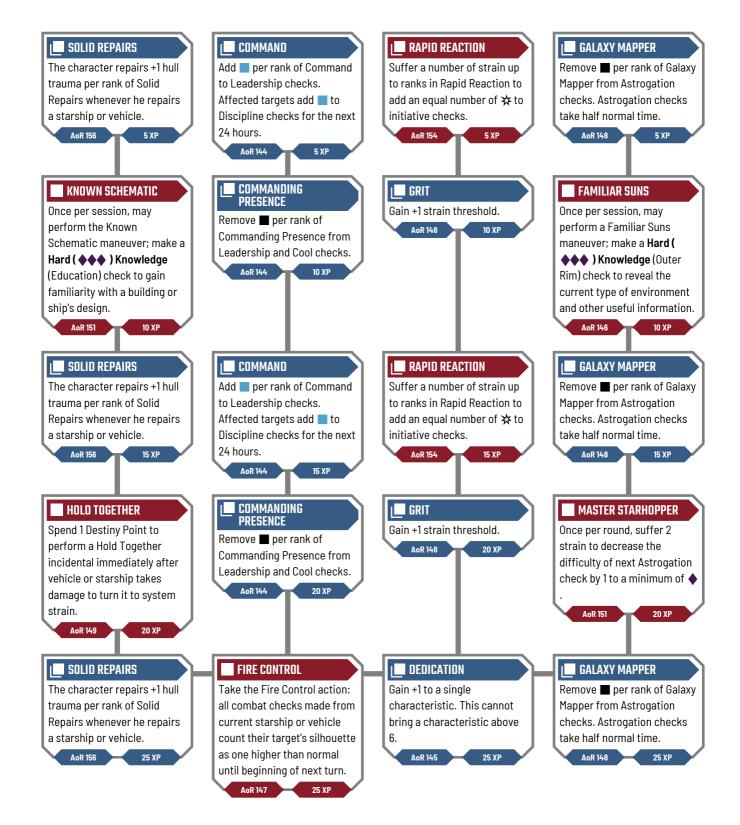
15 XP

COMMODORE

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

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

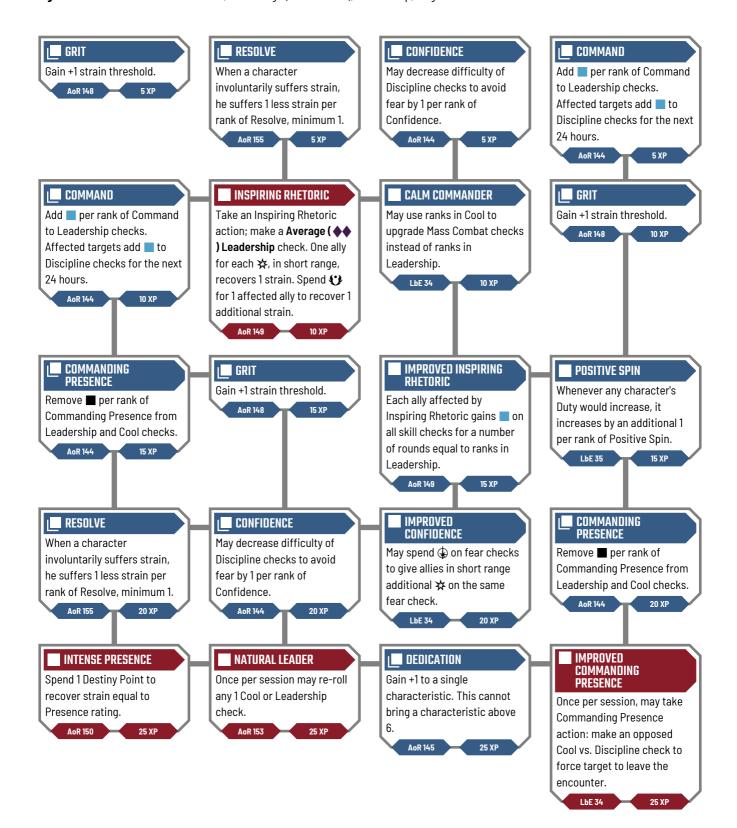




COMMANDER FIGUREHEAD

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

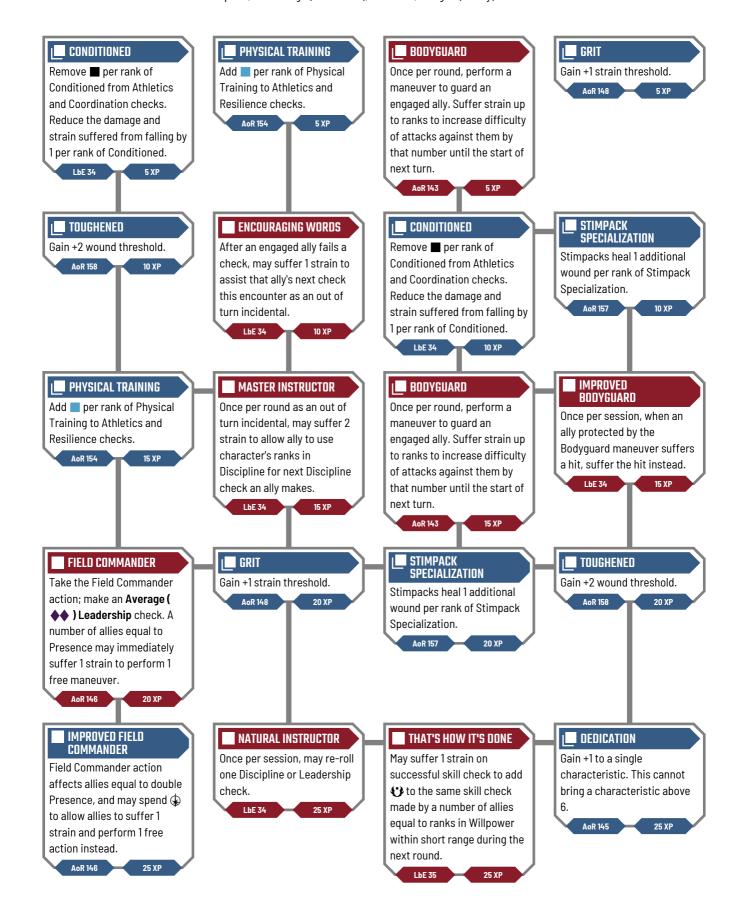
Figurehead Bonus Career Skills: Cool, Knowledge (Core Worlds), Leadership, Negotiation



COMMANDER

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

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

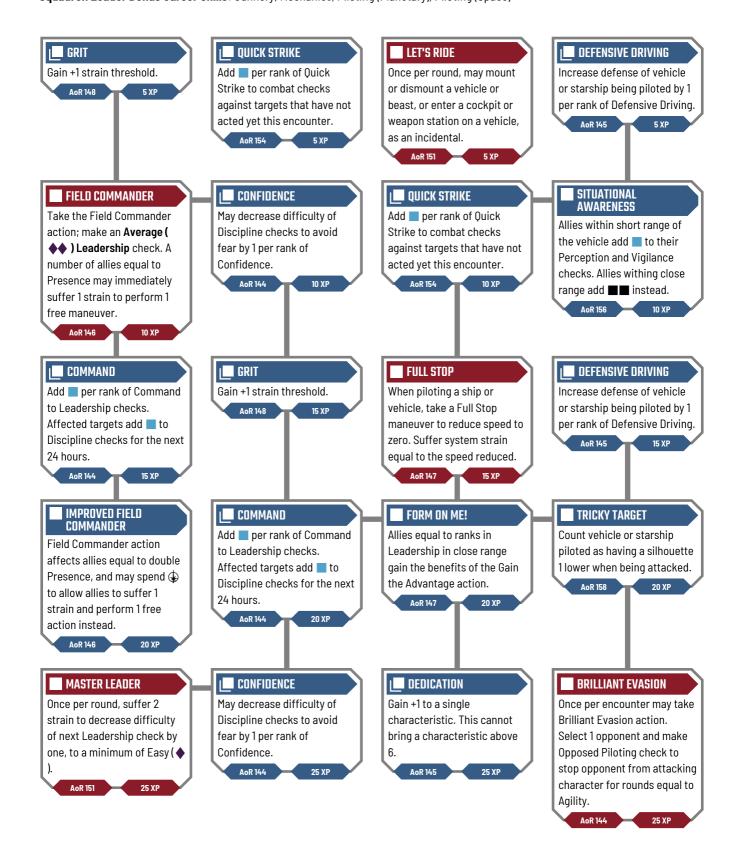


SQUADRON LEADER

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

Squadron Leader Bonus Career Skills: Gunnery, Mechanics, Piloting (Planetary), Piloting (Space)

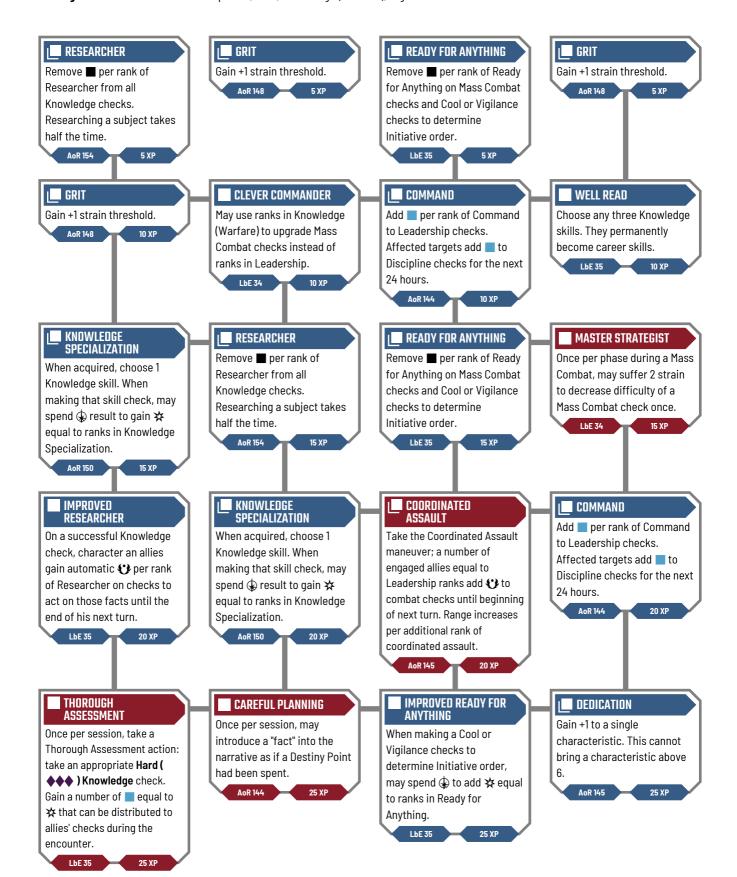




COMMANDER STRATEGIST

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

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

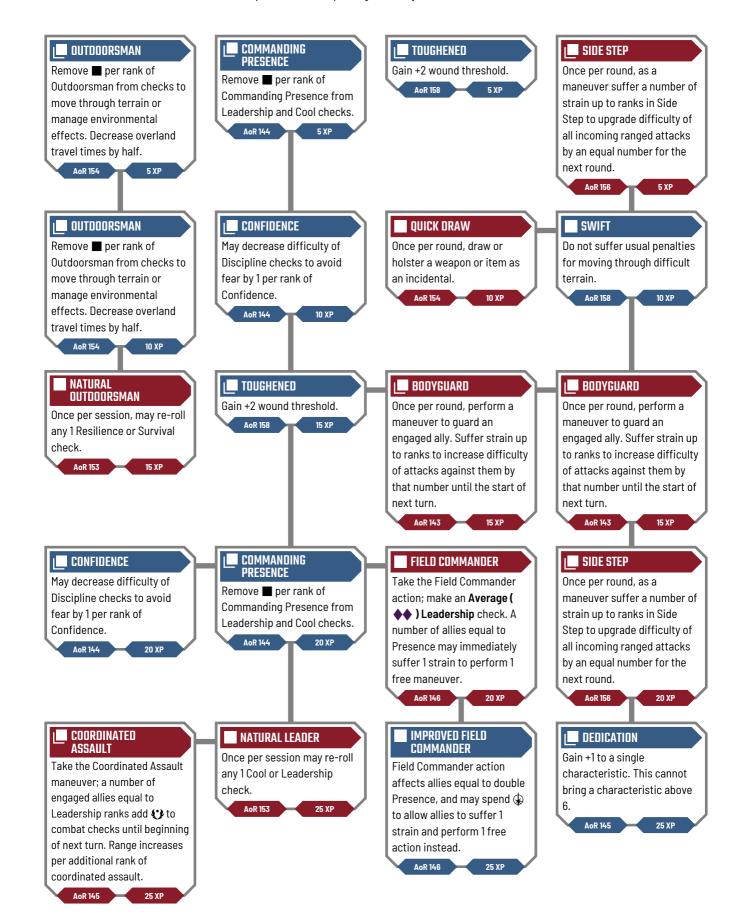


COMMANDER TACTICIAN

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

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





CONSULAR ARBITER

Career Skills: Cool, Discipline, Knowledge (Education), Knowledge (Lore), Leadership, Negotiation

Arbiter Bonus Career Skills: Knowledge (Xenology), Lightsaber, Negotiation, Perception

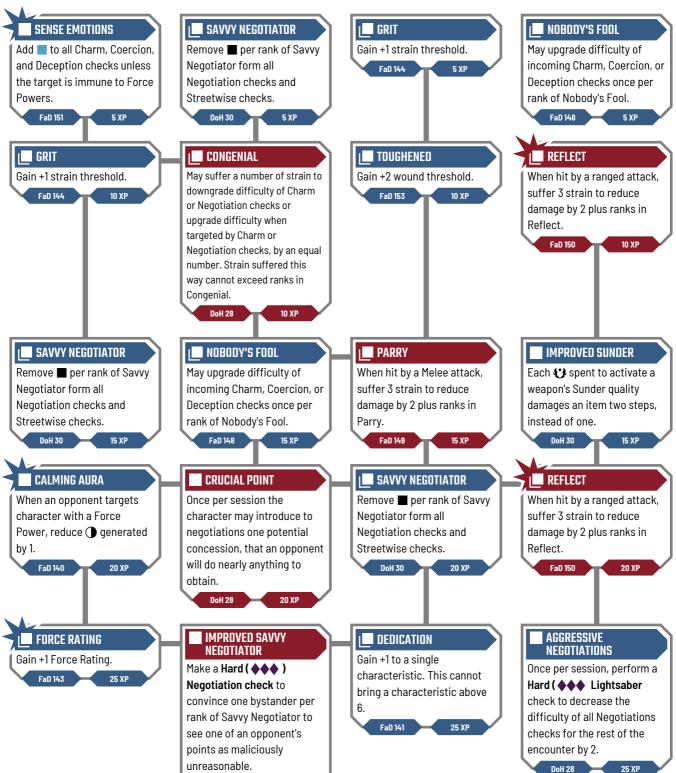
DoH 30

25 XP

Gain: Beginning characters gain Force Rating 1

Prerequisite: Force rating 1+





DoH 28

FaD 141

CONSULAR HEALER

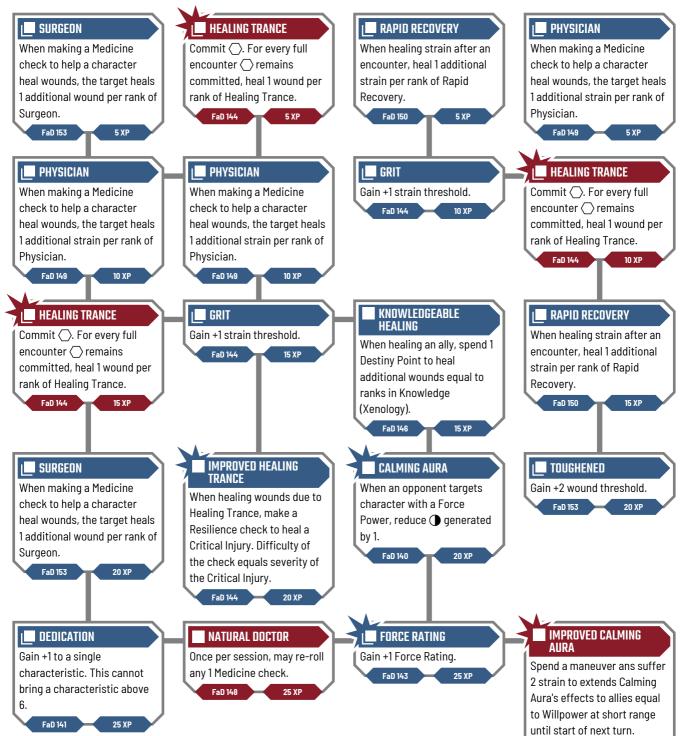
Career Skills: Cool, Discipline, Knowledge (Education), Knowledge (Lore), Leadership, Negotiation Healer Bonus Career Skills: Discipline, Knowledge (Education), Knowledge (Xenology), Medicine

Gain: Beginning characters gain Force Rating 1

Prerequisite: Force rating 1+



FaD 140



CONSULAR NIMAN DISCIPLE

Career Skills: Cool, Discipline, Knowledge (Education), Knowledge (Lore), Leadership, Negotiation

Niman Disciple Bonus Career Skills: Discipline, Leadership, Lightsaber, Negotiation

Gain: Beginning characters gain Force Rating 1

5 XP

Prerequisite: Force rating 1+





When hit by a Melee attack, suffer 3 strain to reduce damage by 2 plus ranks in

FaD 149

| NOBODY'S FOOL

May upgrade difficulty of incoming Charm, Coercion, or Deception checks once per rank of Nobody's Fool.

FaD 148 5 X

REFLECT

When hit by a ranged attack, suffer 3 strain to reduce damage by 2 plus ranks in Reflect.

FaD 150 5 X

GRIT

Gain +1 strain threshold.

FaD 144

5 XP

DEFENSIVE TRAINING

When wielding a Lightsaber, Melee or Brawn weapon, the weapon gains Defensive quality with a rating equal to ranks in Defensive Training.

FaD 141

10 XP

15 XP

NIMAN TECHNIQUE

When making a Lightsaber skill check, the character may use Willpower instead of Brawn.

FaD 148 10 XI

TOUGHENED

Gain +2 wound threshold.

FaD 153 10 XI

PARRY

When hit by a Melee attack, suffer 3 strain to reduce damage by 2 plus ranks in Parry.

FaD 149

10 XP

PARRY

When hit by a Melee attack, suffer 3 strain to reduce damage by 2 plus ranks in Parry.

FaD 149

SENSE EMOTIONS

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

FaD 151

REFLECT

When hit by a ranged attack, suffer 3 strain to reduce damage by 2 plus ranks in Reflect.

FaD 150

DEFENSIVE TRAINING

When wielding a Lightsaber, Melee or Brawn weapon, the weapon gains Defensive quality with a rating equal to ranks in Defensive Training.

FaD 141

15 XP

SUM DJEM

May spend $\textcircled{\bullet}$ or $\textcircled{\bullet}$ with successful Lightsaber check to disarm opponent.

FaD 152

REFLECT

When hit by a ranged attack, suffer 3 strain to reduce damage by 2 plus ranks in Reflect.

FaD 150

20 VP

15 XP

DRAW CLOSER

Action: make a Lightsaber (WILL) check against SIL 1 target within medium range, add on o greater than Force rating. Spend to move target one range band closer or add to check.

FaD 142

20 XP

15 XP

CENTER OF BEING

Take a Center of Being maneuver. Until the beginning of next turn, attacks against the character increase their critical rating by 1 per rank of Center of Being.

FaD 140

20 XP

DEDICATION

Gain +1 to a single characteristic. This cannot bring a characteristic above 6.

FaD 141

25 XP

FORCE ASSAULT

Spend or or on a missed Lightsaber (Willpower) combat check to immediately perform Move Force power action as maneuver.

FaD 143

OF VD

FORCE RATING

Gain +1 Force Rating.

FaD 143 25 XP

ľ

Suffer 1 strain to perform Center of Being maneuver as an Incidental.

IMPROVED CENTER OF

FaD 140

CONSULAR

Career Skills: Cool, Discipline, Knowledge (Education), Knowledge (Lore), Leadership, Negotiation

Sage Bonus Career Skills: Astrogation, Charm, Cool, Knowledge (Lore)

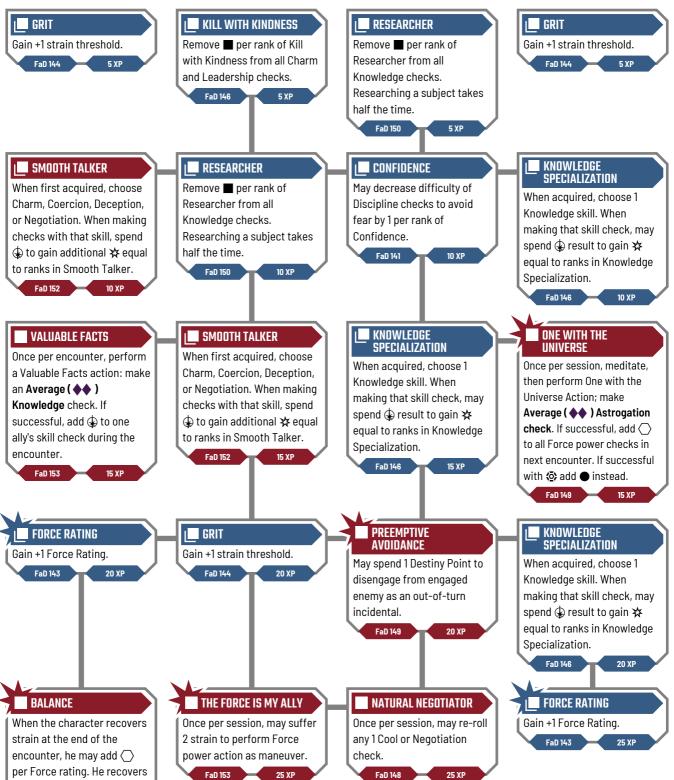
Gain: Beginning characters gain Force Rating 1

Prerequisite: Force rating 1+

additional strain equal to

generated.





CONSULAR TEACHER

FaD 141

Active ■ Career Skills: Cool, Discipline, Knowledge (Education), Knowledge (Lore), Leadership, Negotiation Passive | Teacher Bonus Career Skills: Knowledge (Education), Knowledge (Lore), Leadership, Perception Ranked | Gain: Beginning characters gain Force Rating 1 Force talent Prerequisite: Force rating 1+ I RESEARCHER RESPECTED SCHOLAR WELL ROUNDED **SENSE DANGER** Remove per rank of May downgrade difficulty of Once per session, remove Choose any 2 skills. They Researcher from all checks to interact with from any 1 check. permanently become career Knowledge checks. institutes of learning by one skills. FaD 151 Researching a subject takes level per rank of Respected FaD 153 half the time. Scholar. FaD 150 5 XP 5 XP **WELL TRAVELED** NOBODY'S FOOL GRIT **ENCOURAGING WORDS** Knowledge (Core Worlds) and Gain +1 strain threshold. May upgrade difficulty of After an engaged ally fails a Knowledge (Outer Rim) incoming Charm, Coercion, or check, may suffer 1 strain to FaD 144 10 XP become career skills. Deception checks once per assist that ally's next check rank of Nobody's Fool. this encounter as an out of DoH 30 turn incidental. FaD 148 DoH 28 10 XP TOUGHENED **SKILLED TEACHER MASTER INSTRUCTOR** NOW THE MASTER Gain +2 wound threshold. If an ally at short range has Once per session, choose one Once per round as an out of lower ranks in a skill that the turn incidental, may suffer 2 talent or Force power that FaD 153 character, the character may strain to allow ally to use any character in the current perform a Skilled Teacher character's ranks in encounter possesses. Gain incidental to suffer a number of Discipline for next Discipline that talent or Force power strain no greater than ranks of check an ally makes. until the end of the Skilled Teacher, then add an encounter. DoH 29 equal number of 🛠 to ally's next check. DoH 29 15 XP DoH 30 15 XP **IMPROVED WISE** WISE WARRIOR GRIT ONCE A LEARNER WARRIOR Gain +1 strain threshold. When making a combat As an action suffer 4 strain When performing the Wise check, may perform the Wise and let one ally within short FaD 144 Warrior incidental, one ally at Warrior incidental; spend 1 range increase the ally's short range may use the Destiny Point and use any Force rating by an amount same characteristic for the characteristic for the check. equal to the character's Force next combat check the ally rating until the end of the 20 XP makes before the end of the round. character's next turn. DoH 29 DoH 30 20 XP FORCE RATING DEDICATION **SKILLED TEACHER** GRIT If an ally at short range has Gain +1 to a single Gain +1 strain threshold. Gain +1 Force Rating. lower ranks in a skill that the characteristic. This cannot FaD 144 25 XP FaD 143 character, the character may bring a characteristic above

perform a Skilled Teacher incidental to suffer a number of

check.

DoH 30

strain no greater than ranks of Skilled Teacher, then add an equal number of 🌣 to ally's next

CONSULAR SIGNATURE ABILITY TREE MUCH TO LEARN

Active Passive Ranked

MUCH TO LEARN BASE ABILITY

DoH 34

30 XP

INCREASE NUMBER

Increase number of allies affected by 2 per Increase Number upgrade.

10 XP

REDUCE DIFFICULTY

10 XP

DESTINY

Much to Learn costs 1 Destiny Point instead of 2.

10 XP

INCREASE NUMBER

Increase number of allies affected by 2 per Increase Number upgrade.

10 XP

CHANGE SKILL

May make a Leadership check instead of a Knowledge (Education) check to activate Much to Learn.

15 XP

CHANGE SKILL

May make any Knowledge skill check instead of Knowledge (Education) to activate Much to Learn.

15 XP

IMPROVE TALENT

If the character possesses the improved version of the chosen talent, allies affected count as possessing it too for the duration of the encounter.

15 XP

SUPREME TALENT

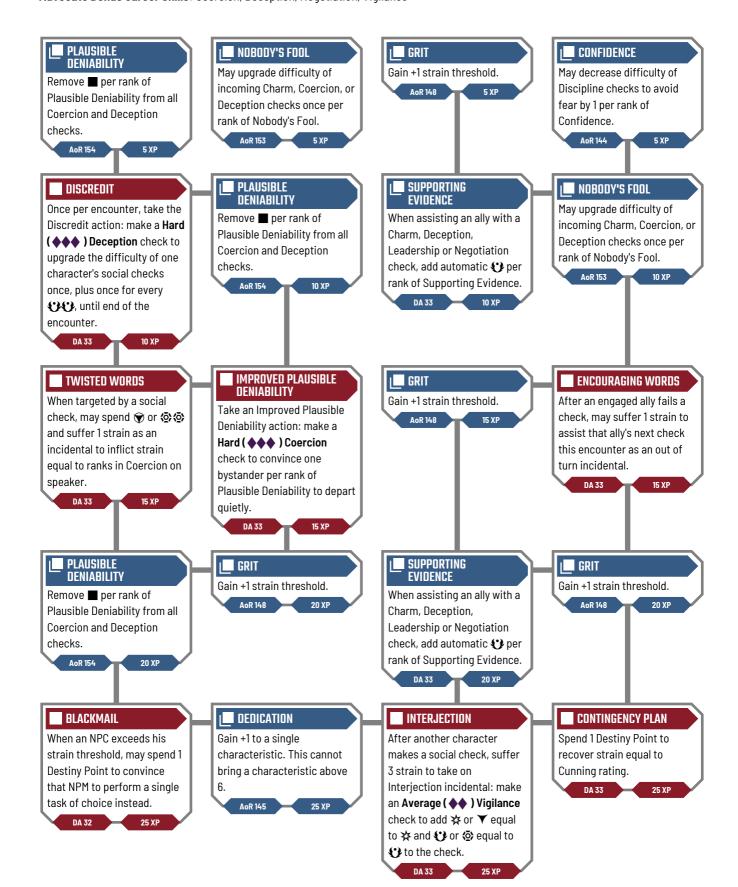
If the character possesses the supreme version of the chosen talent, allies affected count as possessing it too for the duration of the encounter.

ADVOCATE

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

Advocate Bonus Career Skills: Coercion, Deception, Negotiation, Vigilance

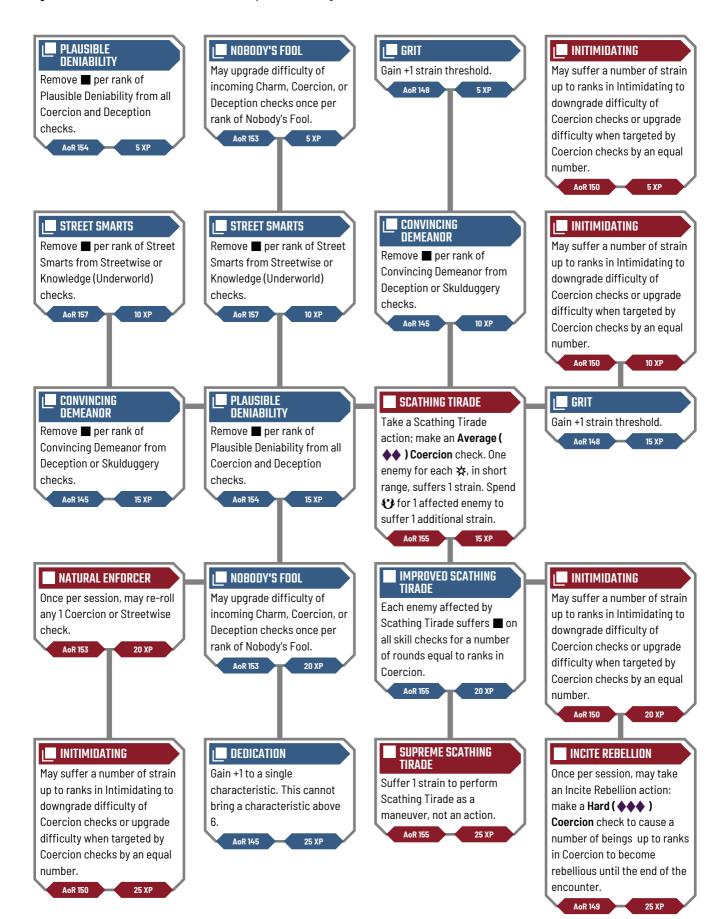




AGITATOR

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

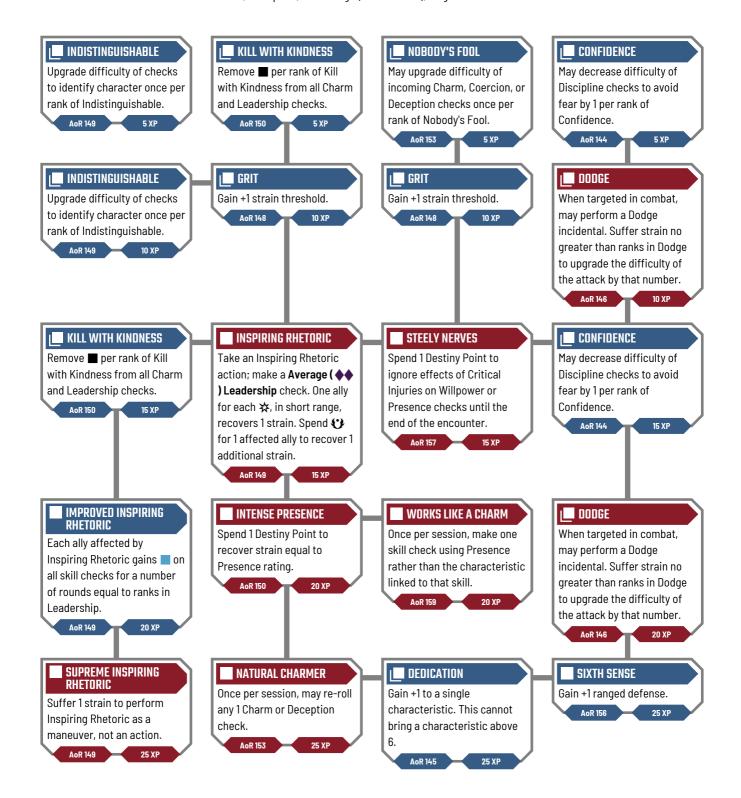
Agitator Bonus Career Skills: Coercion, Deception, Knowledge (Underworld), Streetwise



AMBASSADOR

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

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

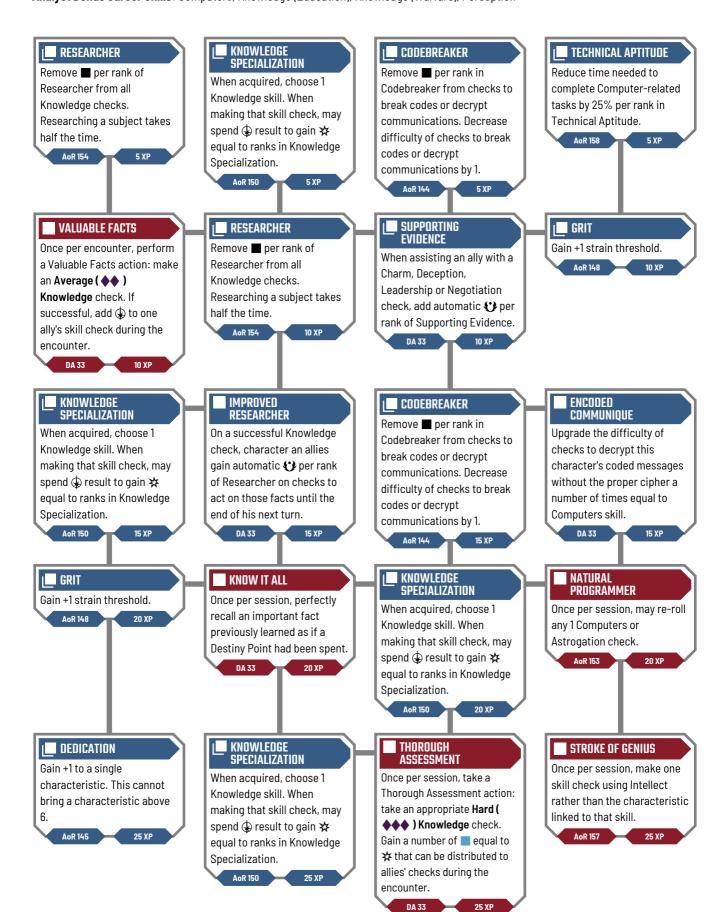


ANALYST

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

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

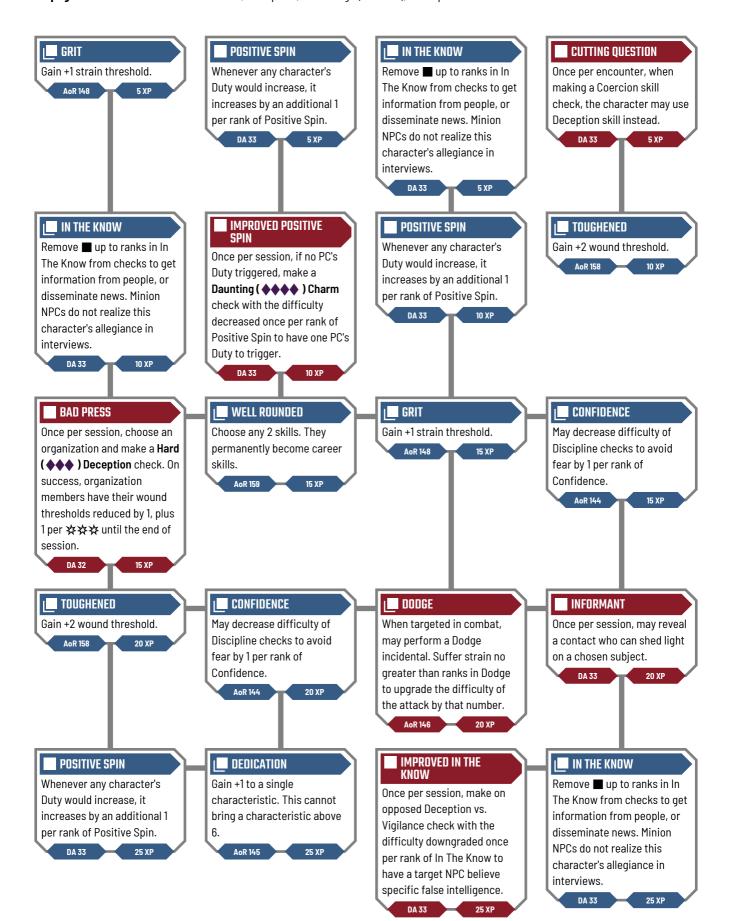




PROPAGANDIST

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

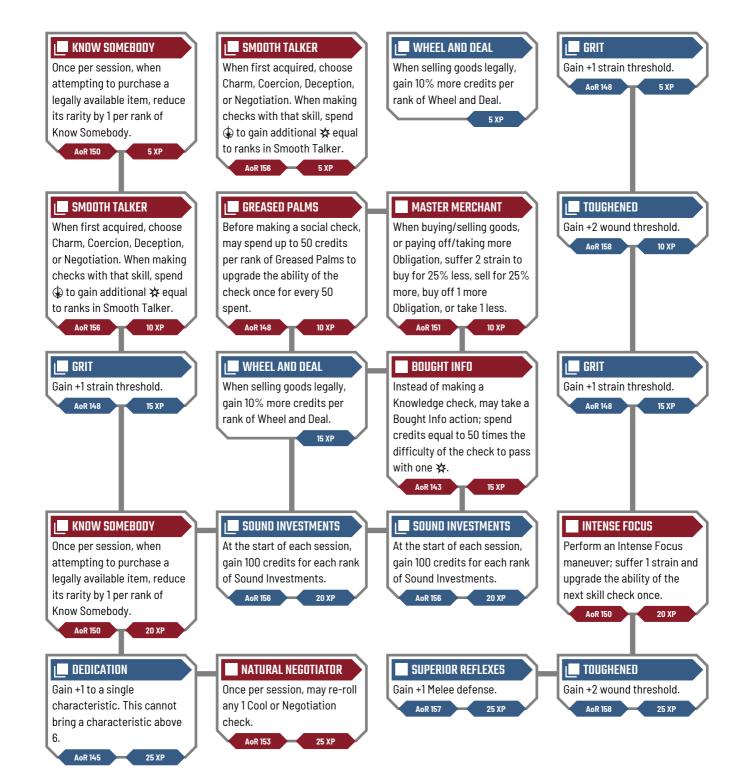
Propagandist Bonus Career Skills: Charm, Deception, Knowledge (Warfare), Perception

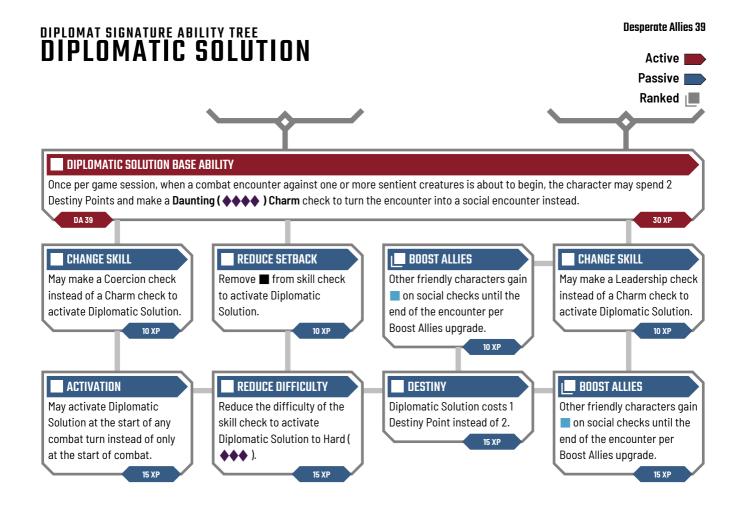


QUARTERMASTER

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

Quartermaster Bonus Career Skills: Computers, Negotiation, Skulduggery, Vigilance





per Leverage upgrade until

the end of the encounter.

per Leverage upgrade until

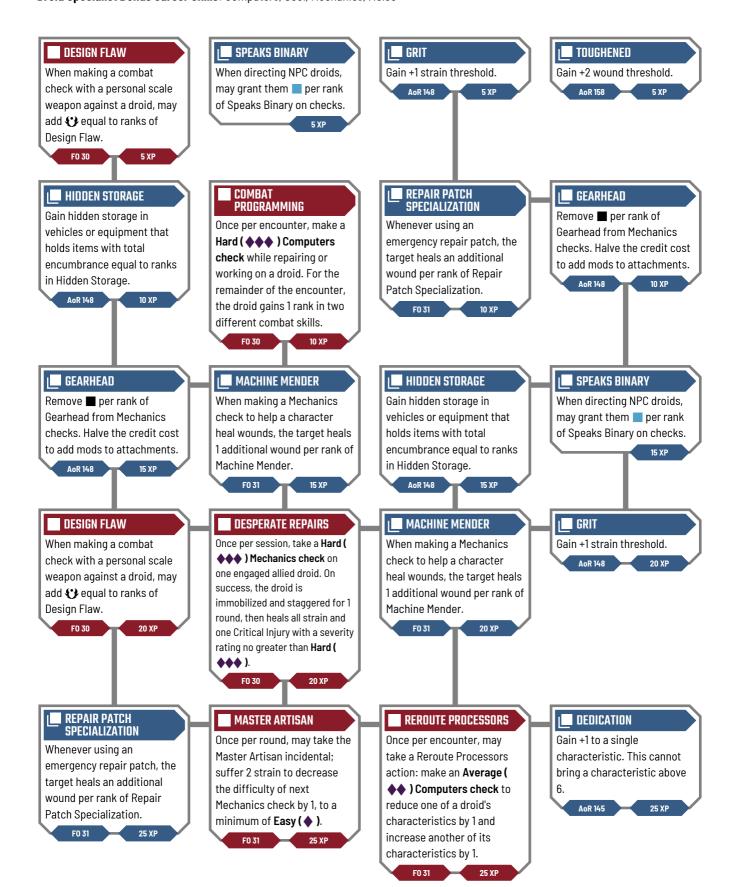
the end of the encounter.

Desperate Allies 41

ENGINEER DROID SPECIALIST

Career Skills: Athletics, Computers, Knowledge (Education), Mechanics, Perception, Piloting (Space), Ranged (Light), Vigilance

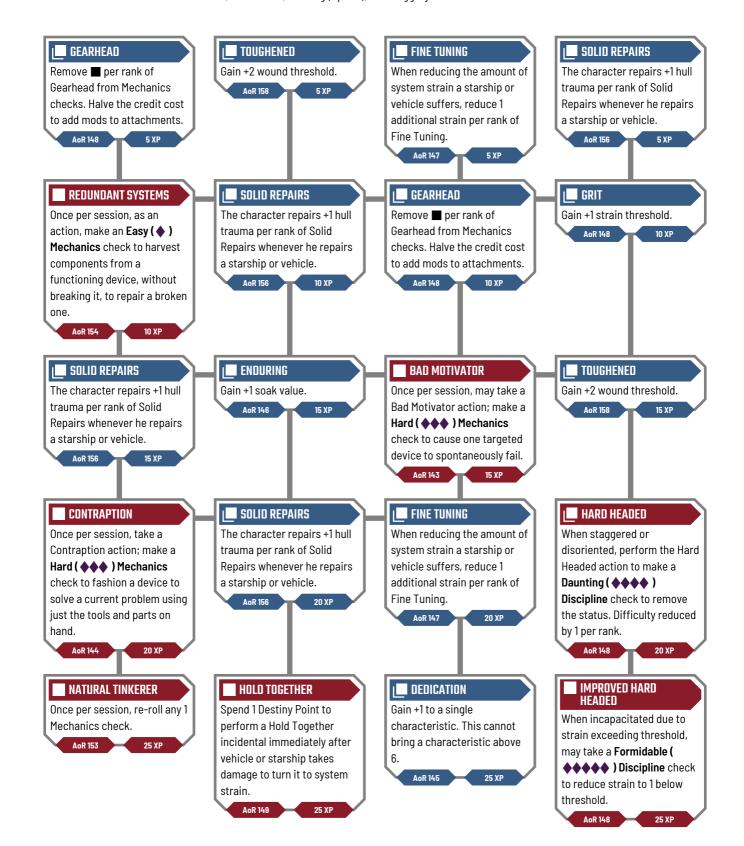
Droid Specialist Bonus Career Skills: Computers, Cool, Mechanics, Melee



ENGINEER MECHANIC

Career Skills: Athletics, Computers, Knowledge (Education), Mechanics, Perception, Piloting (Space), Ranged (Light), Vigilance

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

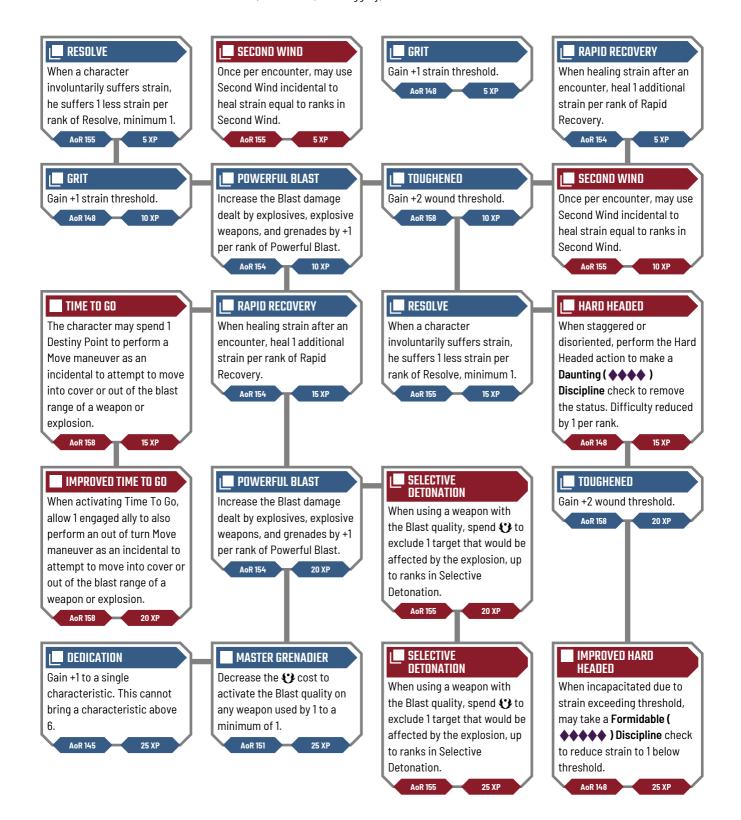


ENGINEER SABOTEUR

Career Skills: Athletics, Computers, Knowledge (Education), Mechanics, Perception, Piloting (Space), Ranged (Light), Vigilance

Saboteur Bonus Career Skills: Coordination, Mechanics, Skulduggery, Stealth

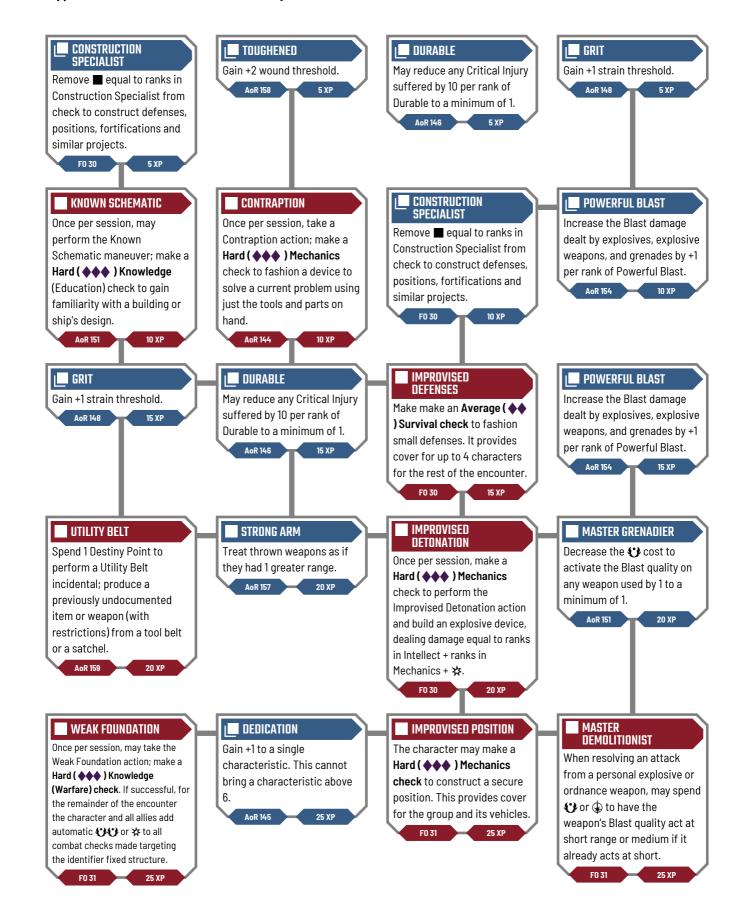




SAPPER

Career Skills: Athletics, Computers, Knowledge (Education), Mechanics, Perception, Piloting (Space), Ranged (Light), Vigilance

Sapper Bonus Career Skills: Athletics, Knowledge (Warfare), Mechanics, Survival

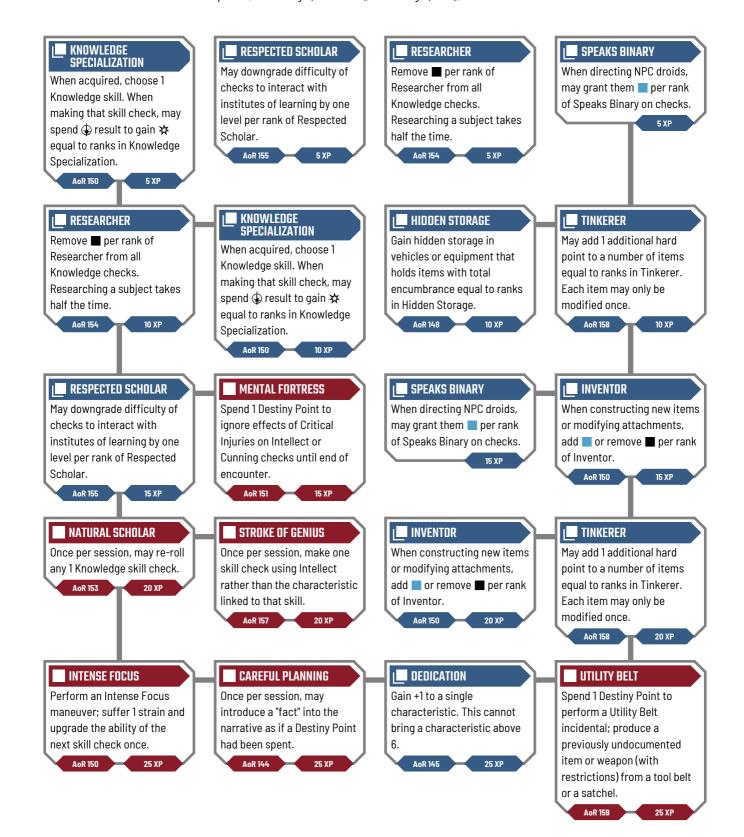


ENGINEER SCIENTIST

Career Skills: Athletics, Computers, Knowledge (Education), Mechanics, Perception, Piloting (Space), Ranged (Light), Vigilance

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



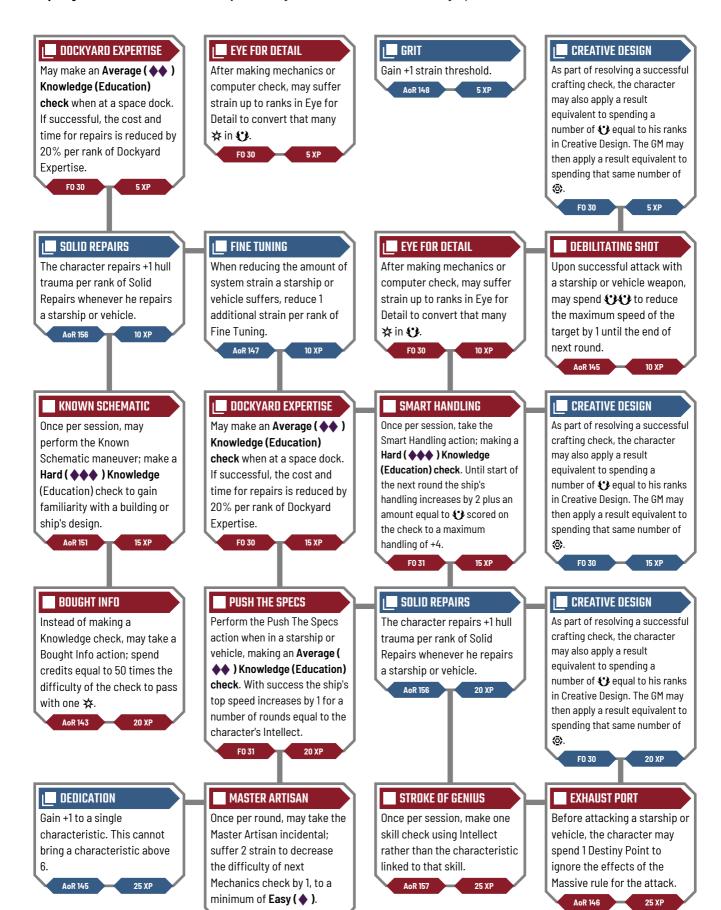


SHIPWRIGHT

Career Skills: Athletics, Computers, Knowledge (Education), Mechanics, Perception, Piloting (Space), Ranged (Light), Vigilance

Shipwright Bonus Career Skills: Gunnery, Knowledge (Education), Mechanics, Piloting (Space)

FO 31



per Ignore Defenses.

15 XP

Ingenuity is Average ()

15 XP

instead of Hard (\).

to the weapon or item.

15 XP

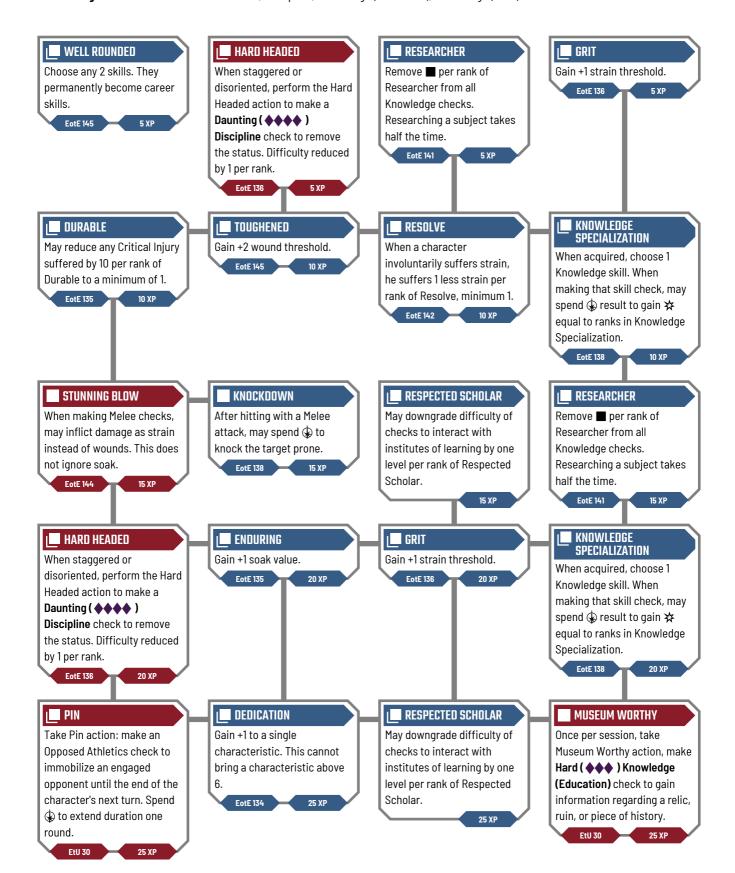
weapon or item.

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)

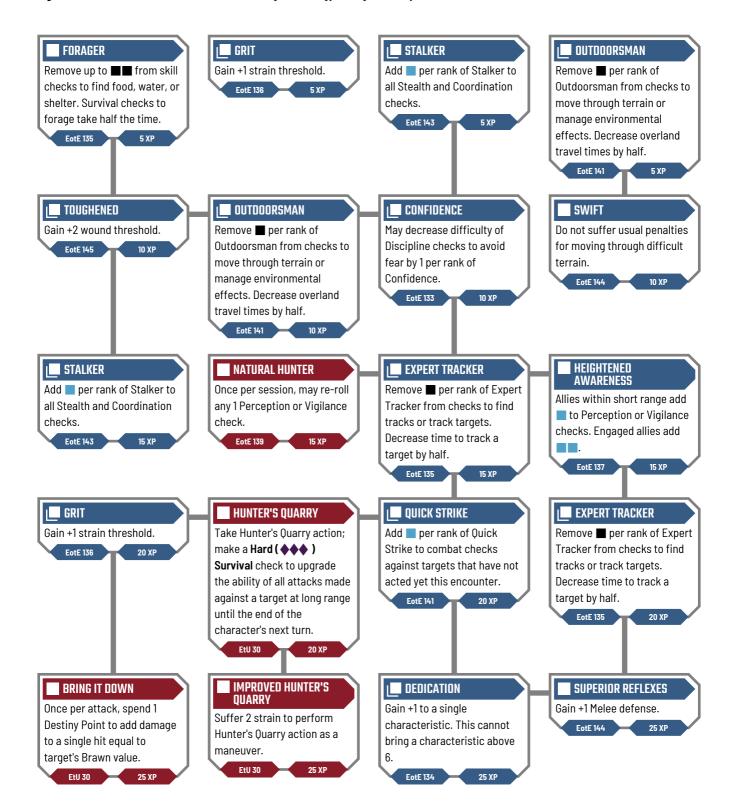




EXPLORER BIG-GAME HUNTER

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



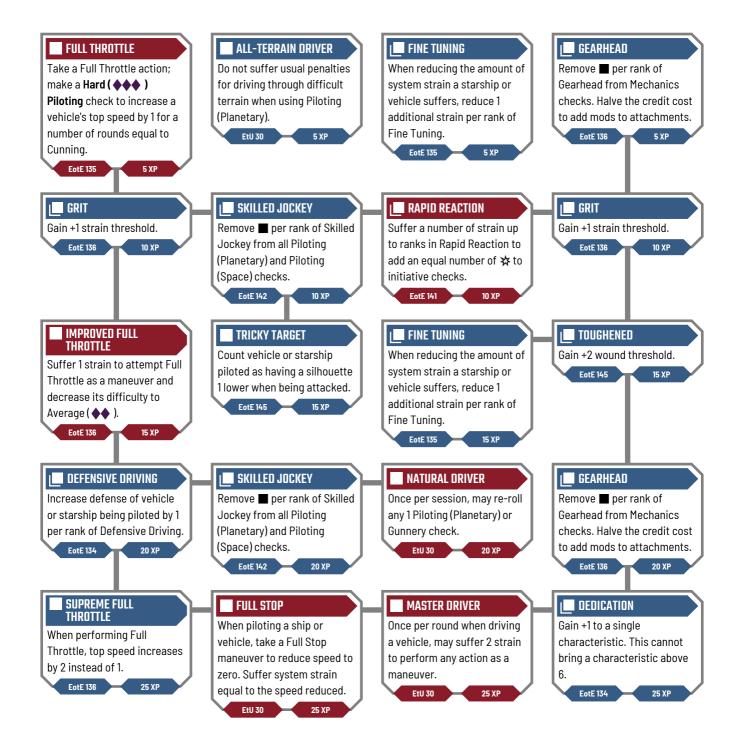
DRIVER

 $\textbf{Career Skills:} \ \, \textbf{Astrogation, Cool, Knowledge (Lore), Knowledge (Outer Rim), Knowledge (Xenology),} \\$

Perception, Piloting (Space), Survival

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



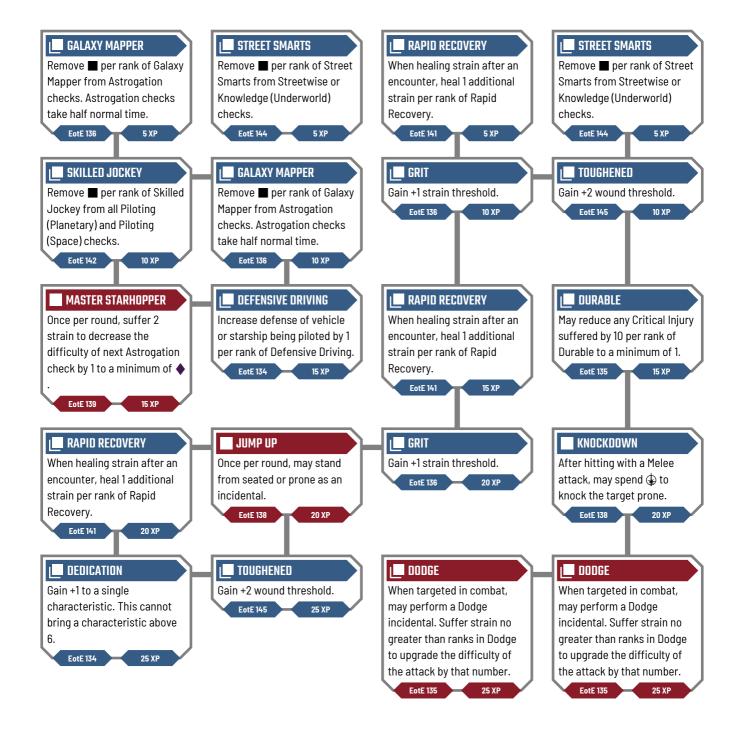


EXPLORER

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

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



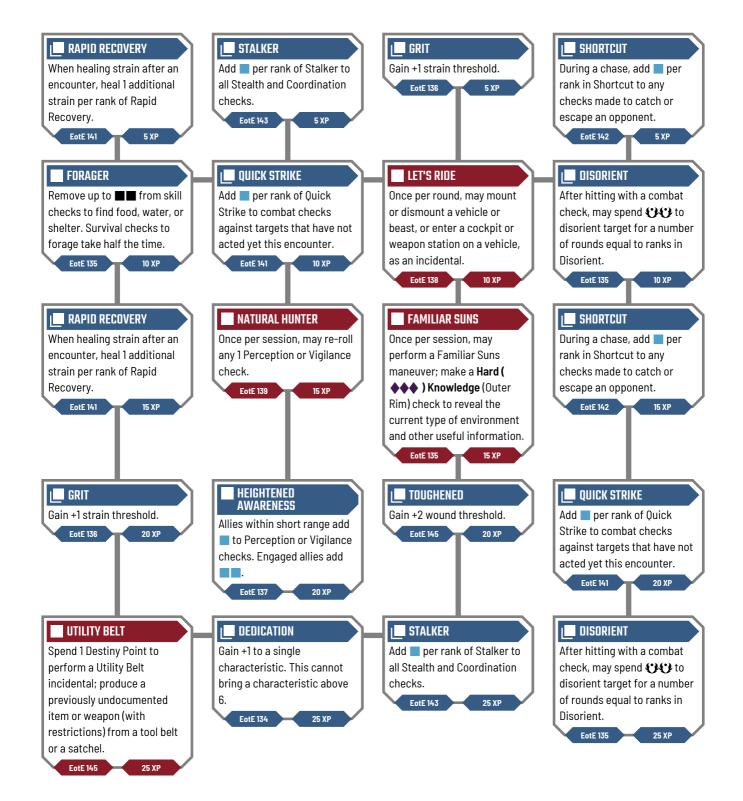


EXPLORER SCOUT

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

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



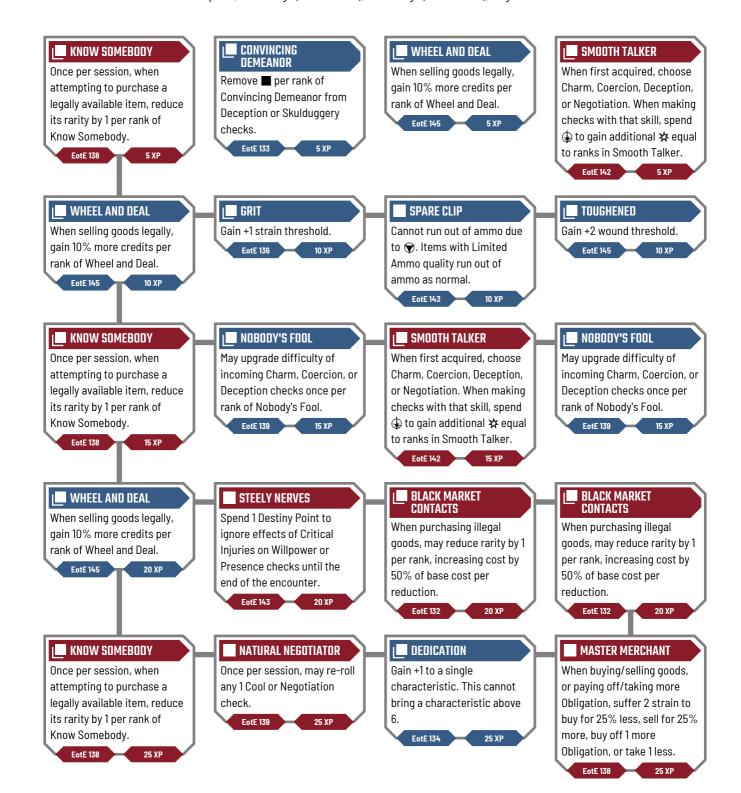


TRADER

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

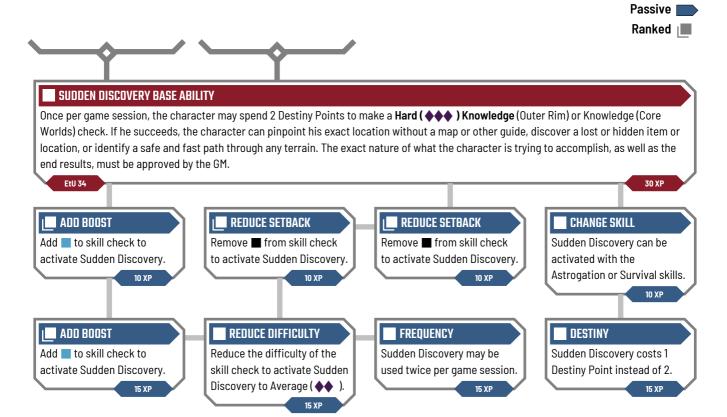
Trader Bonus Career Skills: Deception, Knowledge (Core Worlds), Knowledge (Underworld), Negotiation





Active

EXPLORER SIGNATURE ABILITY TREE SUDDEN DISCOVERY



ARMORER

Career Skills: Brawl, Cool, Discipline, Melee, Resilience, Vigilance

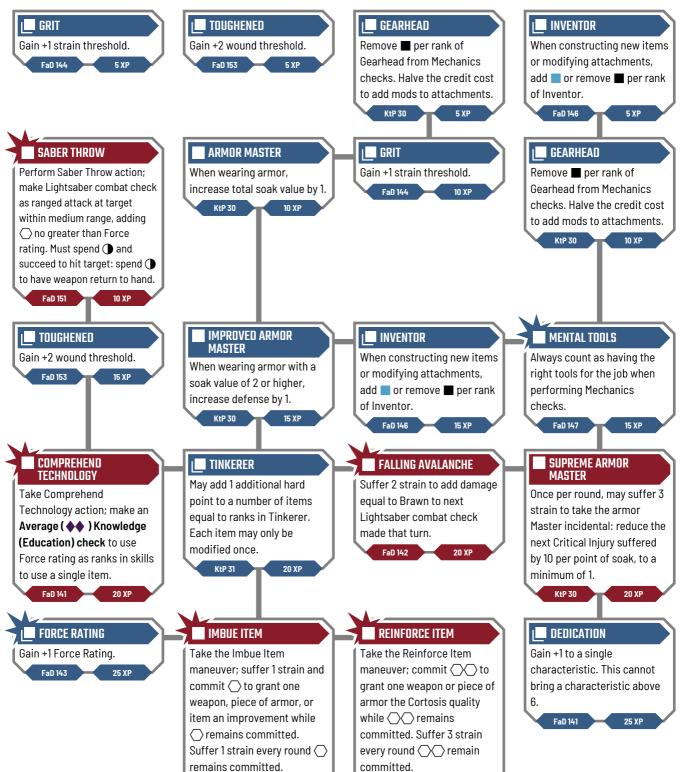
Armorer Bonus Career Skills: Knowledge (Outer Rim), Lightsaber, Mechanics, Resilience

FaD 145

Gain: Beginning characters gain Force Rating 1

Prerequisite: Force rating 1+





KtP 31

GUARDIAN PEACEKEEPER

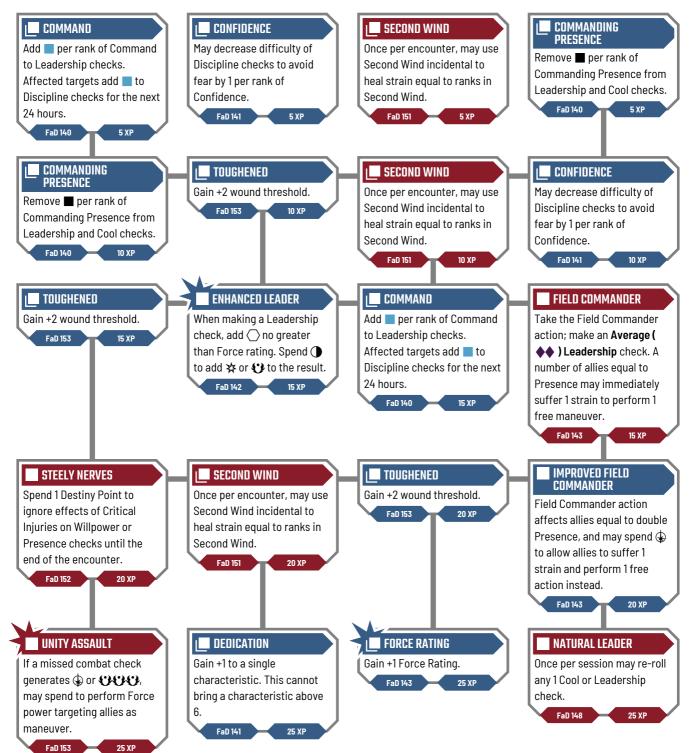
Career Skills: Brawl, Cool, Discipline, Melee, Resilience, Vigilance

Peacekeeper Bonus Career Skills: Discipline, Leadership, Perception, Piloting (Planetary)

Gain: Beginning characters gain Force Rating 1

Prerequisite: Force rating 1+





GUARDIAN PROTECTOR

Career Skills: Brawl, Cool, Discipline, Melee, Resilience, Vigilance

Protector Bonus Career Skills: Athletics, Medicine, Ranged (Light), Resilience

Gain: Beginning characters gain Force Rating 1

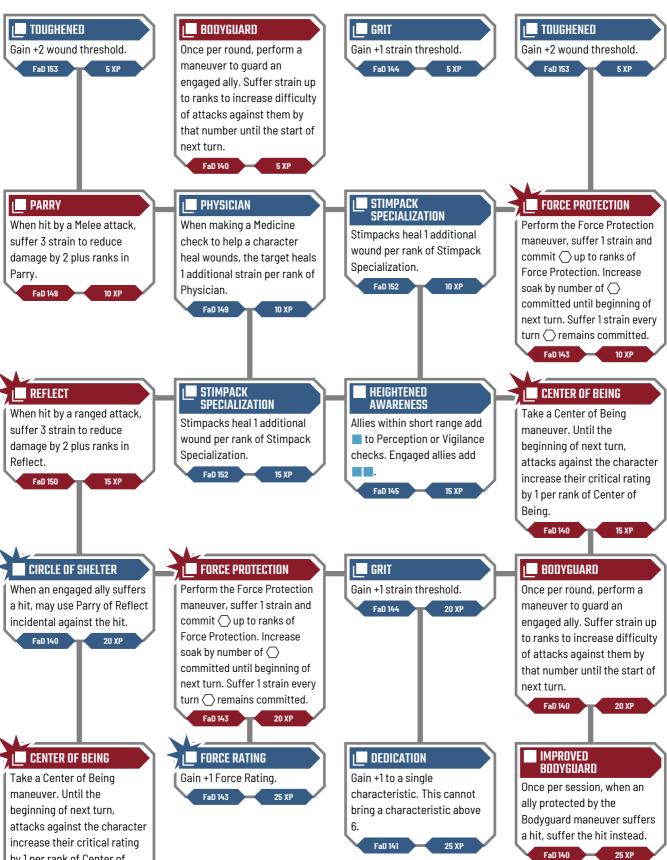
Prerequisite: Force rating 1+

by 1 per rank of Center of

FaD 140

Being.





SORESU DEFENDER

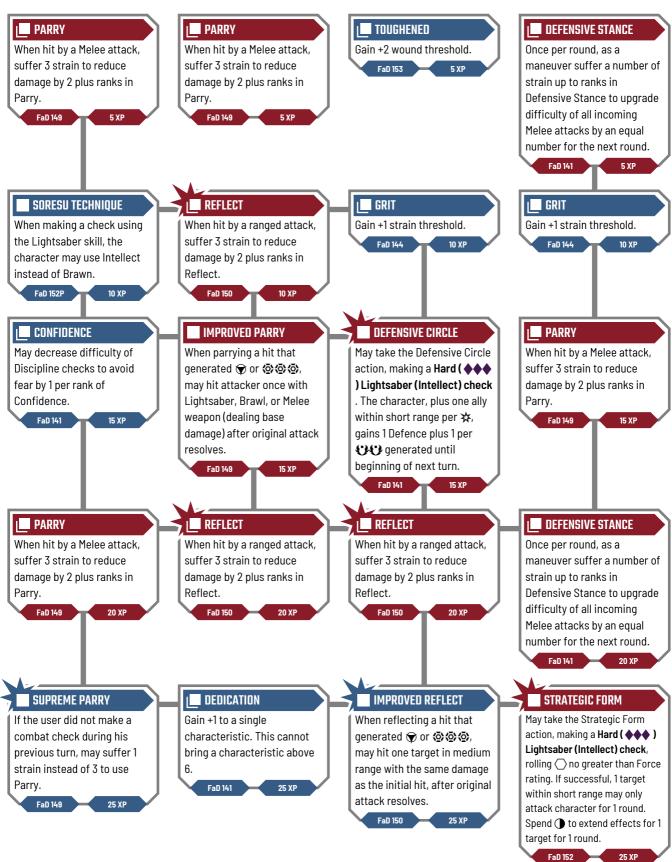
Career Skills: Brawl, Cool, Discipline, Melee, Resilience, Vigilance

Soresu Defender Bonus Career Skills: Discipline, Knowledge (Lore), Lightsaber, Vigilance

Gain: Beginning characters gain Force Rating 1

Prerequisite: Force rating 1+





GUARDIAN WARDEN

Career Skills: Brawl, Cool, Discipline, Melee, Resilience, Vigilance

Warden Bonus Career Skills: Brawl, Coercion, Discipline, Knowledge (Underworld)

Gain: Beginning characters gain Force Rating 1

Prerequisite: Force rating 1+





May suffer a number of strain up to ranks in Intimidating to downgrade difficulty of Coercion checks or upgrade difficulty when targeted by Coercion checks by an equal

INITIMIDATING

number. FaD 145

Gain +1 strain threshold.

FaD 144

PRECISION STRIKE

When this character inflicts a Critical Injury with a Brawl, Melee or Lightsaber weapon, may suffer 1 strain to change the result to any Easy () Critical Injury.

CONFIDENCE

May decrease difficulty of Discipline checks to avoid fear by 1 per rank of Confidence.

FaD 141

SCATHING TIRADE

Take a Scathing Tirade action; make an Average (♦♦) Coercion check. One enemy for each 🔅, in short range, suffers 1 strain. Spend for 1 affected enemy to suffer 1 additional strain.

KtP 31

BAD COP

I GRIT

May spend 😲 😲 from a Deception or Coercion check to upgrade ability of a single ally's subsequent Social Interaction check against the target a number of times equal to ranks in Bad Cop.

10 XP



KtP 31

Once per session, may add ■■ to 1 NPC's skill check.

FaD 151

CONFIDENCE

May decrease difficulty of Discipline checks to avoid fear by 1 per rank of Confidence.

FEARSOME

When an adversary becomes engaged with the character, the character may force the adversary to make a Fear check with the difficulty equal to the character's ranks in Fearsome.

FaD 142

NO ESCAPE

KtP 30

May spend 😗 😗 from a Coercion check or 🔆 🖒 from a foe's Discipline check; that target cannot perform a free maneuver during his next turn.

> KtP 30 15 XP



Gain +2 wound threshold.

FaD 153

OVERBALANCE

When a combat check made by an engaged foe generates 🗑 or 🖏েউ্টের্, may stagger attacker until the end of his next turn.

KtP 31

BALEFUL GAZE

When targeted by combat check from within medium range, may spend a Destiny Point to upgrade the difficulty of the check a number of times equal to ranks in Coercion.

> KtP 30 20 XP

BAD COP

May spend 😗 😲 from a Deception or Coercion check to upgrade ability of a single ally's subsequent Social Interaction check against the target a number of times equal to ranks in Bad Cop.

> KtP 30 20 XP

GRAPPLE

Once per round, may perform the Grapple maneuver. Until the beginning of the character's next turn, foes must spend 2 maneuvers to move from engaged to short instead of 1.

DEDICATION

Gain +1 to a single characteristic. This cannot bring a characteristic above

FaD 141

FORCE RATING

Gain +1 Force Rating.

FaD 143

FEARSOME

When an adversary becomes engaged with the character, the character may force the adversary to make a Fear check with the difficulty equal to the character's ranks in Fearsome.

FaD 142

25 XP

KtP 30

CLEVER SOLUTION

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

KtP 30

DEDICATION

Gain +1 to a single characteristic. This cannot bring a characteristic above

FaD 141

Gain +1 Force Rating.

FaD 143

PROPHETIC AIM

While benefiting from an Aim maneuver, from this character's Ranged (Heavy) and Ranged (Light) checks cannot cause attacks to hit allies engaged with the target.

KtP 31

checks made by allies while

Fated Duel is active.

Fated Duel is active. flip one

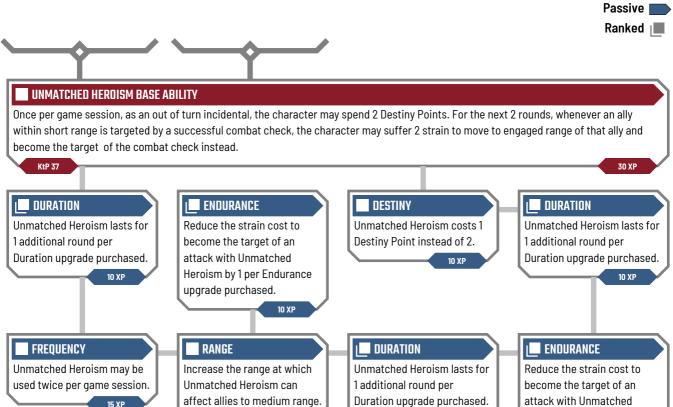
Dark Side Destiny point to a

15 XP

Light Side Destiny Point.

upgrade purchased.

15 XP



15 XP

Keeping the Peace 37

Active |

Heroism by 1 per Endurance

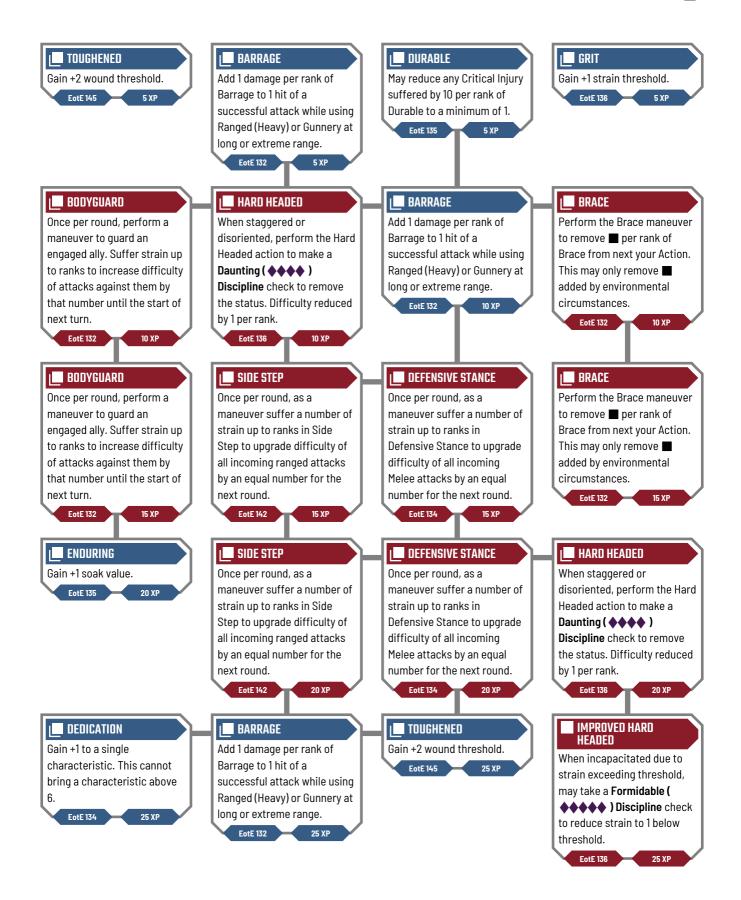
15 XP

upgrade purchased.

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)

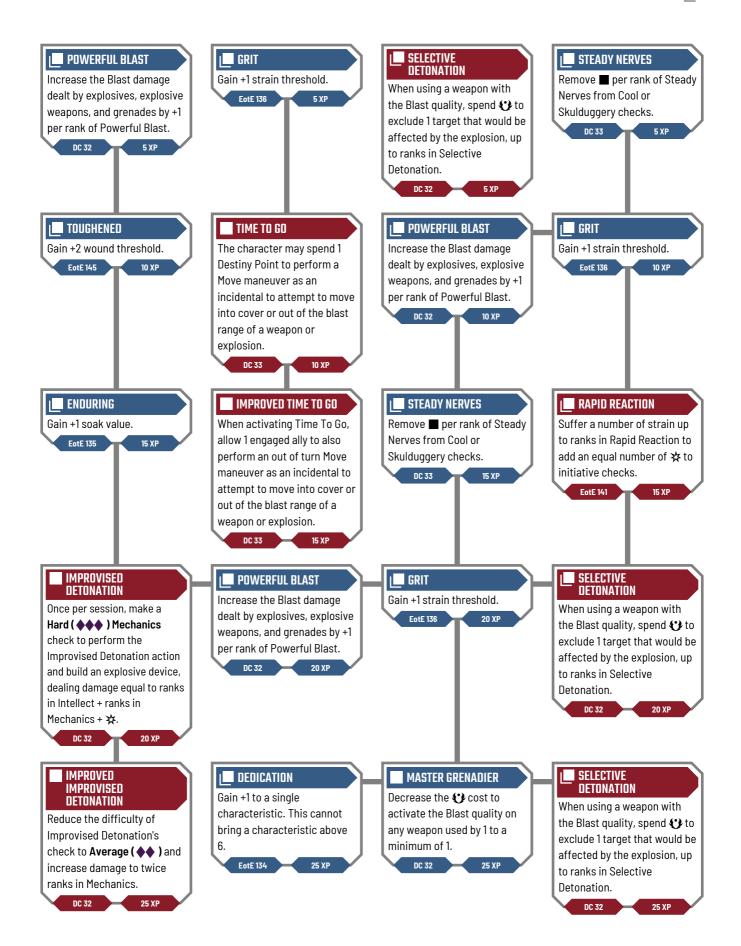




DEMOLITIONIST

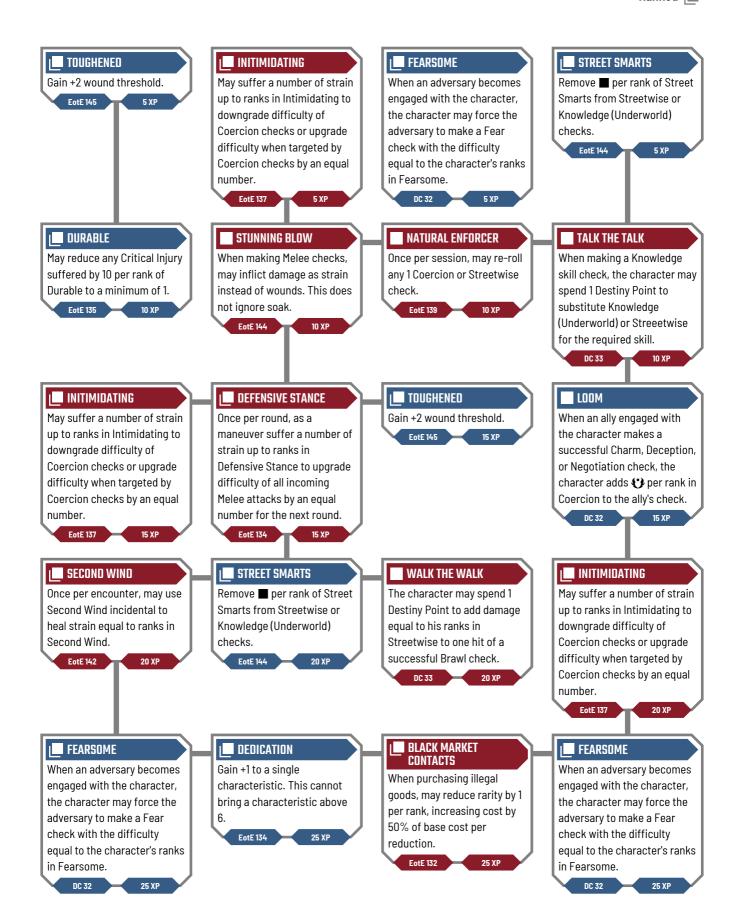
Career Skills: Athletics, Brawl, Discipline, Melee, Piloting (Planetary), Ranged (Light), Resilience, Vigilance **Demolitionist Bonus Career Skills:** Computers, Cool, Mechanics, Skulduggery





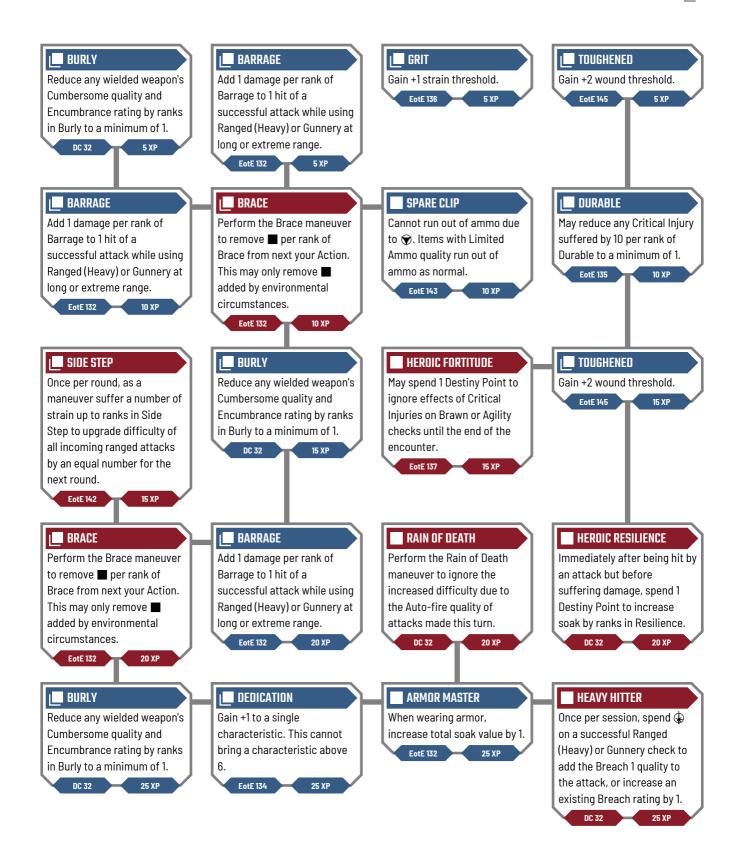
ENFORCER

Career Skills: Athletics, Brawl, Discipline, Melee, Piloting (Planetary), Ranged (Light), Resilience, Vigilance **Enforcer Bonus Career Skills:** Brawl, Coercion, Knowledge (Underworld), Streetwise



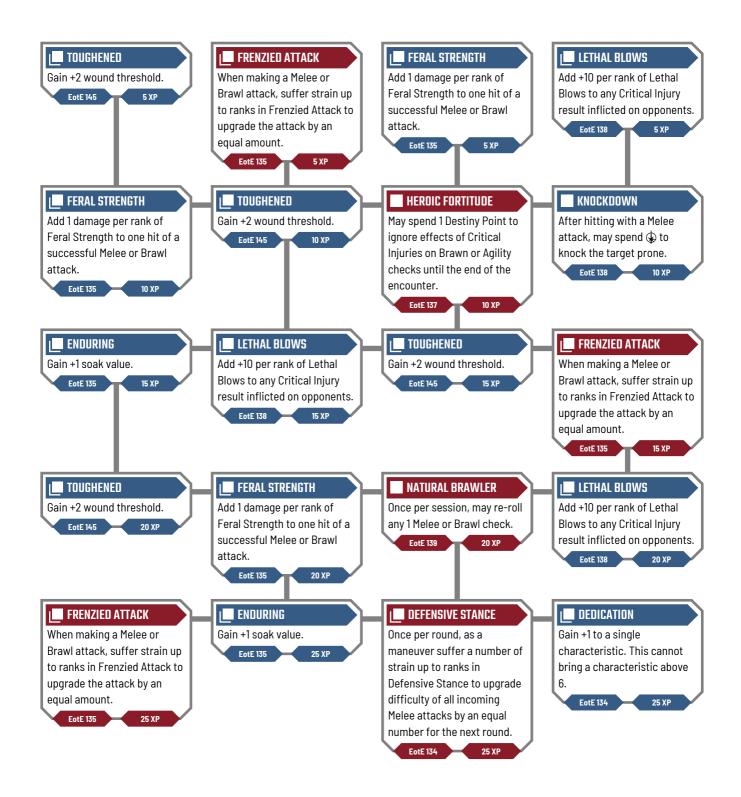


Career Skills: Athletics, Brawl, Discipline, Melee, Piloting (Planetary), Ranged (Light), Resilience, Vigilance **Heavy Bonus Career Skills:** Gunnery, Perception, Ranged (Heavy), Resilience



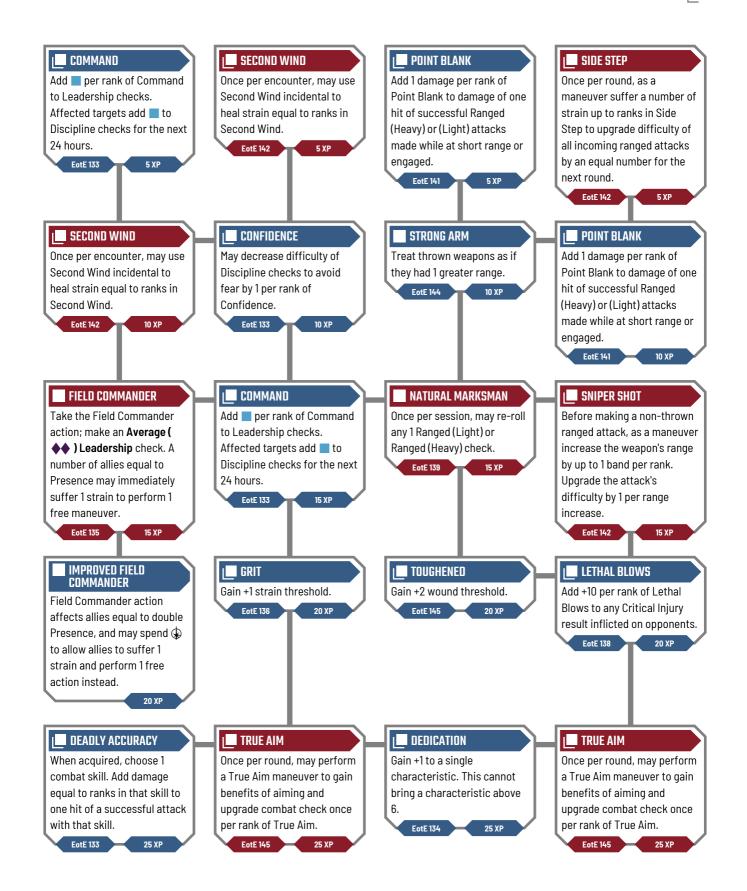
MARAUDER

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



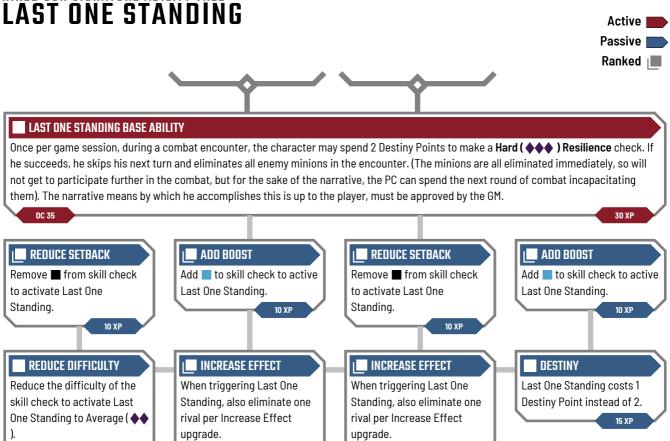
MERCENARY SOLDIER

Career Skills: Athletics, Brawl, Discipline, Melee, Piloting (Planetary), Ranged (Light), Resilience, Vigilance **Mercenary Soldier Bonus Career Skills:** Discipline, Gunnery, Leadership, Ranged (Heavy)



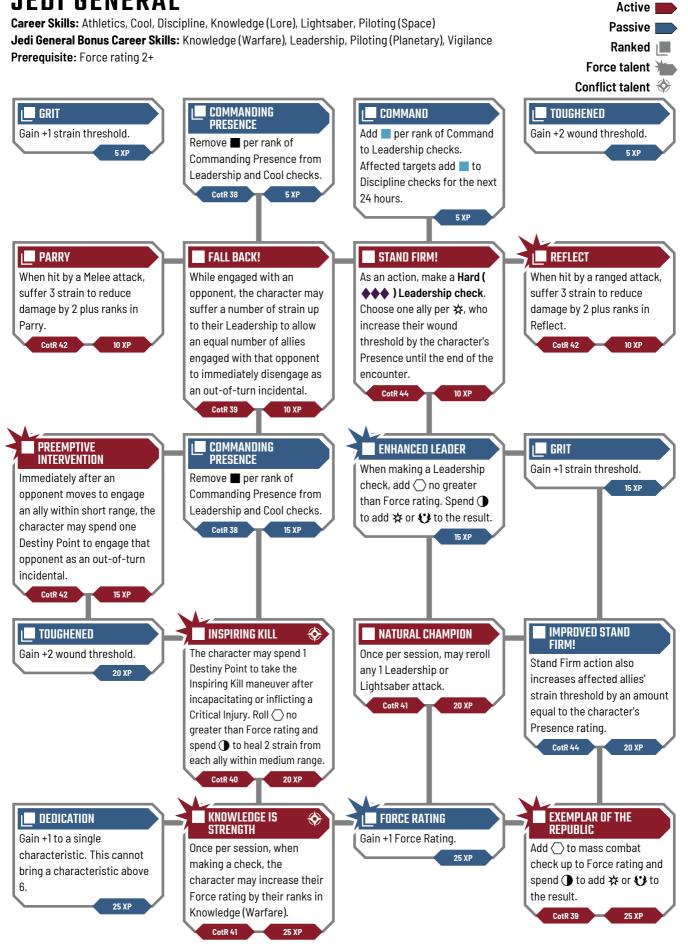
HIRED GUN SIGNATURE ABILITY TREE

15 XP



15 XP

JEDI GENERAL



JEDI KNIGHT

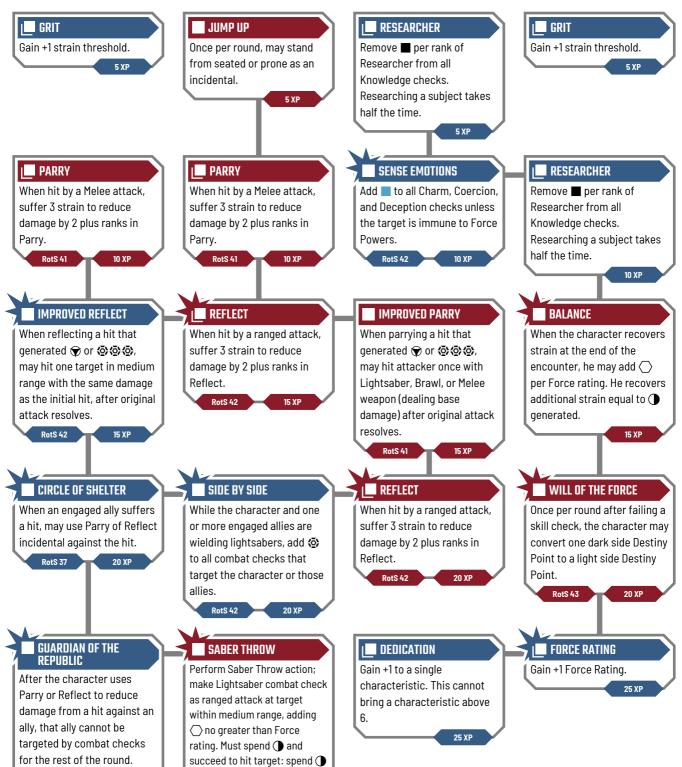
Career Skills: Athletics, Cool, Discipline, Knowledge (Lore), Lightsaber, Piloting (Space)

Jedi Knight Bonus Career Skills: Cool, Leadership, Lightsaber, Negotiation

Prerequisite: Force rating 2+

RotS 39





to have weapon return to hand.

25 XP

RotS 42

JEDI MASTER

Career Skills: Athletics, Cool, Discipline, Knowledge (Lore), Lightsaber, Piloting (Space) Jedi Master Bonus Career Skills: Charm, Knowledge (Core Worlds), Knowledge (Education), Perception

Prerequisite: Force rating 3+

Active | Passive | Ranked | Force talent

CONFIDENCE

May decrease difficulty of Discipline checks to avoid fear by 1 per rank of Confidence.

CotR 38

NOBODY'S FOOL

May upgrade difficulty of incoming Charm, Coercion, or Deception checks once per rank of Nobody's Fool.

RESEARCHER

Remove per rank of Researcher from all Knowledge checks. Researching a subject takes half the time.

CotR 43

CENTER OF BEING

Take a Center of Being maneuver. Until the beginning of next turn, attacks against the character increase their critical rating by 1 per rank of Center of Being.

> CotR 37 5 XP

CENTER OF BEING

Take a Center of Being

maneuver. Until the

CotR 37

IMPROVED CONFIDENCE

May spend � on fear checks to give allies in short range additional * on the same fear check.

IMPROVED NOBODY'S FOOL

May spend ♥ or ❖❖ from an incoming Charm, Coercion or Deception check to inflict strain on the opponent equal to the character's ranks in Nobody's Fool.

CotR 42

THE FORCE IS MY ALLY

Once per session, may suffer

2 strain to perform Force

CotR 44

power action as maneuver.

10 XP

IMPROVED RESEARCHER

On a successful Knowledge check, character an allies gain automatic (*) per rank of Researcher on checks to act on those facts until the end of his next turn.

10 XP

beginning of next turn, attacks against the character increase their critical rating

by 1 per rank of Center of Being.

FLOWS THROUGH ALL THINGS

The character may perform a maneuver to recover strain equal to their Force rating.

CotR 39

15 XP

SUM DJEM

May spend $\ \ \, \oplus \$ or $\ \ \, \bigcirc \ \ \,$ with successful Lightsaber check to disarm opponent.

CotR 44

<u>IMPROVED CENTER OF</u> BEING

Suffer 1 strain to perform Center of Being maneuver as an Incidental.

CotR 37

15 XP

10 XP

BOUND TOGETHER

Perform the Bound Together maneuver. Until the character's next turn, when the character or an ally within short range suffers strain, they reduce the amount by the current number of light side Destiny Points.

CotR 37 20 XP **POWERFUL ALLY**

The character may spend a Destiny Point to use the basic version of a Force power they have not purchased or apply the effects of a control upgrade to a power they have purchased.

> CotR 42 20 X

THERE IS NO TRY

Once per session before an

the character may spend 1

to automatically succeed

with one 🛪 and no other

results.

ally rolls the dice for a check,

Destiny Point to allow the ally

DEDICATION

Gain +1 to a single characteristic. This cannot bring a characteristic above

FOREWARNING

Perform the Forewarning action. All allies withing medium range increase defense by character's Force rating until they act in the encounter.

MASTER OF THE ORDER

The character can spend 2 Destiny Points during a single action.

CotR 41

FORCE RATING

Gain +1 Force Rating.

25 XP

SUPREME CENTER OF RFING

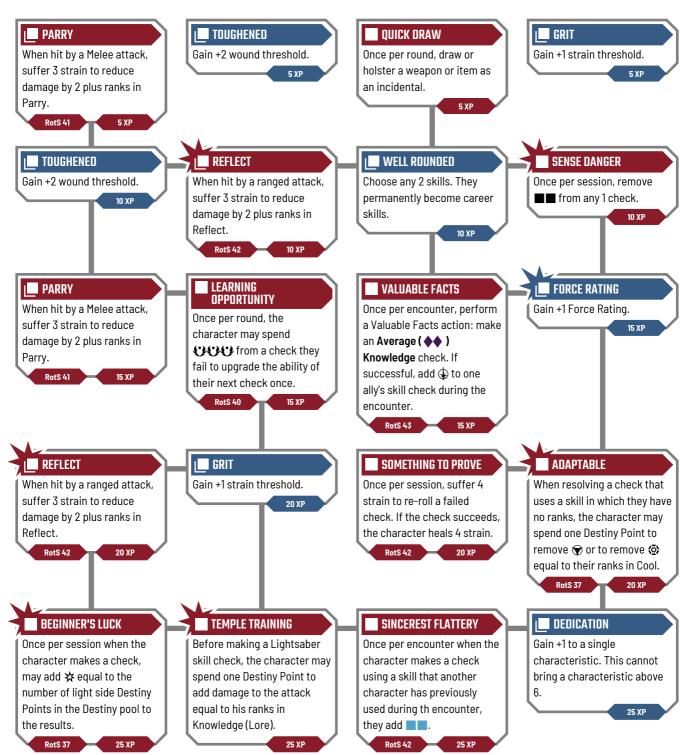
When the character performs the Center of Being maneuver, the effects apply to ranged attacks as well.

CotR 37

CotR 44



Career Skills: Athletics, Cool, Discipline, Knowledge (Lore), Lightsaber, Piloting (Space) **Padawan Bonus Career Skills:** Coordination, Knowledge (Education), Mechanics, Vigilance



ADVISOR

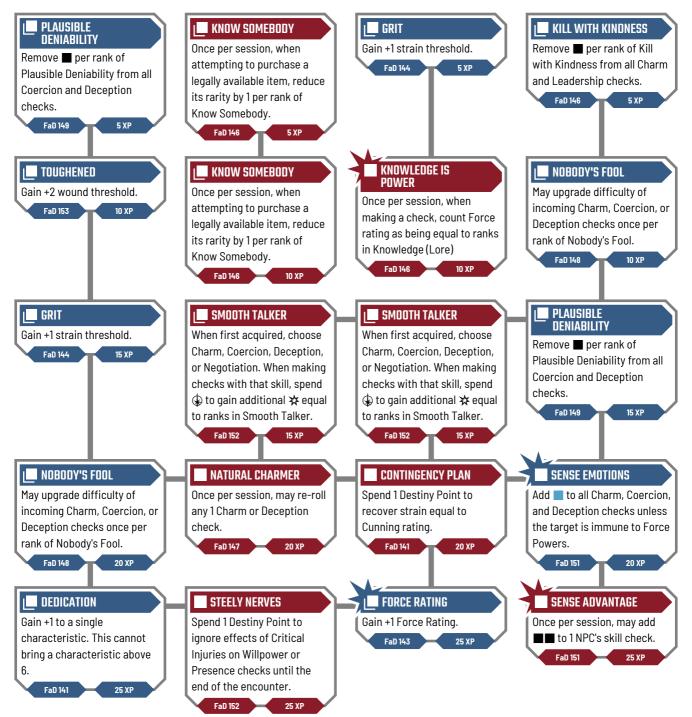
Career Skills: Charm, Coercion, Knowledge (Lore), Knowledge (Outer Rim), Perception, Vigilance

Advisor Bonus Career Skills: Charm, Deception, Negotiation, Streetwise

Gain: Beginning characters gain Force Rating 1

Prerequisite: Force rating 1+





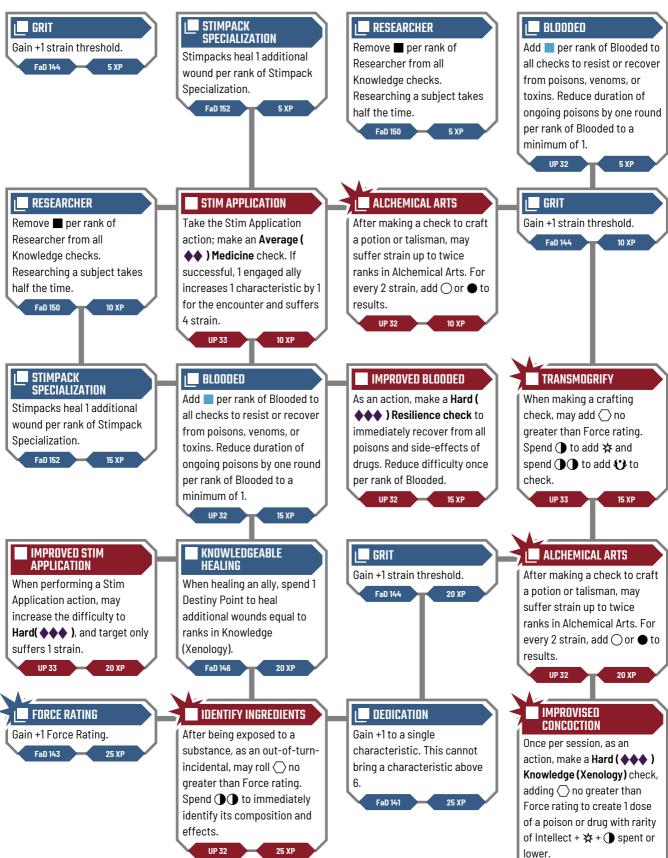
ALCHEMIST

Career Skills: Charm, Coercion, Knowledge (Lore), Knowledge (Outer Rim), Perception, Vigilance **Alchemist Bonus Career Skills:** Knowledge (Education), Knowledge (Xenology), Medicine, Resilience

Gain: Beginning characters gain Force Rating 1

Prerequisite: Force rating 1+





Active |

MAGUS

Career Skills: Charm, Coercion, Knowledge (Lore), Knowledge (Outer Rim), Perception, Vigilance Passive | Magus Bonus Career Skills: Coercion, Discipline, Knowledge (Lore), Medicine Ranked | Gain: Beginning characters gain Force Rating 1 Force talent Prerequisite: Force rating 1+ Conflict talent 💠 HEALING TRANCE **CONFIDENCE** RESOLVE **TOUGHENED** Commit (). For every full Gain +2 wound threshold. May decrease difficulty of When a character encounter \bigcirc remains Discipline checks to avoid involuntarily suffers strain, FaD 153 committed, heal 1 wound per fear by 1 per rank of he suffers 1 less strain per rank of Healing Trance. Confidence. rank of Resolve, minimum 1. FaD 141 5 XP UP 33 FaD 144 CONFIDENCE HEALING TRANCE CHANNEL AGONY | SECRET LORE May decrease difficulty of Commit (). For every full After rolling \bigcirc , may suffer Remove ■ per rank of Secret Discipline checks to avoid encounter 🔘 remains wounds up to twice ranks in Lore from all Knowledge fear by 1 per rank of committed, heal 1 wound per Channel Agony to add (Lore) checks. Reduce the Confidence. rank of Healing Trance. automatic • for every two difficulty of all Knowledge wounds suffered to the (Lore) checks by 1. FaD 141 FaD 144 results. UP 33 **UP 32 IMPROVED HEALING** KNOWLEDGE IS **SECRET LORE** RESOLVE **POWER** Remove **■** per rank of Secret When a character When healing wounds due to Once per session, when Lore from all Knowledge involuntarily suffers strain, Healing Trance, make a making a check, count Force (Lore) checks. Reduce the he suffers 1 less strain per Resilience check to heal a rating as being equal to ranks difficulty of all Knowledge rank of Resolve, minimum 1. Critical Injury. Difficulty of in Knowledge (Lore) (Lore) checks by 1. 15 XP UP 33 the check equals severity of FaD 146 UP 33 15 XP the Critical Injury. FaD 144 CHANNEL AGONY MIND OVER MATTER TOUGHENED CHANNEL AGONY After rolling \bigcirc , may suffer The character may spend one Gain +2 wound threshold. After rolling ○, may suffer wounds up to twice ranks in Destiny Point to recover wounds up to twice ranks in FaD 153 Channel Agony to add strain equal to Willpower Channel Agony to add automatic

for every two rating. automatic

for every two wounds suffered to the wounds suffered to the results. results. 20 XP **UP 32** UP 32 **POWER OF DEDICATION** TRANSMOGRIFY **FORCE RATING DARKNESS** Gain +1 to a single When making a crafting Gain +1 Force Rating. Once per session, may characteristic. This cannot check, may add () no FaD 143 perform the Power of bring a characteristic above greater than Force rating. Darkness maneuver. Increase Spend () to add ☆ and wound threshold and strain spend (1) to add (2) to FaD 141 25 XP threshold by 1 per Dark Side check. destiny point currently in the UP 33 Destiny pool until the end of the encounter. UP 33 25 XP

Active |

Passive |

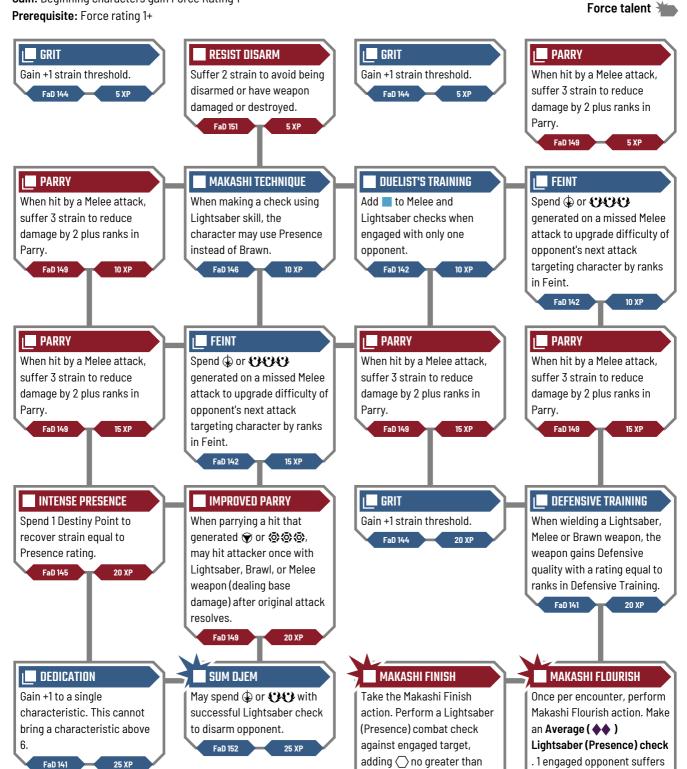
Ranked |

MAKASHI DUELIST

Career Skills: Charm, Coercion, Knowledge (Lore), Knowledge (Outer Rim), Perception, Vigilance

Makashi Duelist Bonus Career Skills: Charm, Cool, Coordination, Lightsaber

Gain: Beginning characters gain Force Rating 1



Force rating. Spend ① to add

+10 to any resulting Critical

Injury rolls.

FaD 146

strain equal to 🔅, and heal an

equal amount of strain.

FaD 146

PROPHET

automatic 🌣 to fear checks

not caused by the character.

25 XP

UP 33

Active | Career Skills: Charm, Coercion, Knowledge (Lore), Knowledge (Outer Rim), Perception, Vigilance Passive | Prophet Bonus Career Skills: Charm, Coercion, Deception, Leadership Ranked | Gain: Beginning characters gain Force Rating 1 Force talent Prerequisite: Force rating 1+ Conflict talent 💠 | GRIT OVERWHELMING AURA RAPID RECOVERY CONGENIAL Gain +1 strain threshold. Commit (). Add () to social When healing strain after an May suffer a number of strain to checks equal to 🔘 encounter, heal 1 additional downgrade difficulty of Charm FaD 144 or Negotiation checks or committed. Add 🥸 equal to strain per rank of Rapid upgrade difficulty when committed to enemy Recovery. targeted by Charm or social checks in short range. FaD 150 Negotiation checks, by an equal UP 33 number. Strain suffered this way cannot exceed ranks in Congenial. **UP 32** 5 XP PLAUSIBLE DENIABILITY **SCATHING TIRADE INSPIRING RHETORIC** RAPID RECOVERY Take a Scathing Tirade Take an Inspiring Rhetoric When healing strain after an Remove per rank of action; make an Average (action; make a Average (encounter, heal 1 additional Plausible Deniability from all ♦♦) Coercion check. One) Leadership check. One ally strain per rank of Rapid Coercion and Deception enemy for each 🔅, in short for each 🔅, in short range, Recovery. checks. range, suffers 1 strain. Spend recovers 1 strain. Spend 😲 FaD 150 10 XP FaD 149 for 1 affected enemy to for 1 affected ally to recover 1 suffer 1 additional strain. additional strain. UP 33 UP 32 10 XP 10 XP RAPID RECOVERY OVERWHELMING AURA | GRIT TWISTED WORDS Commit (). Add (*) to social When healing strain after an Gain +1 strain threshold. When targeted by a social encounter, heal 1 additional checks equal to check, may spend 🐨 or 🐼 🐼 FaD 144 strain per rank of Rapid committed. Add 🥸 equal to and suffer 1 strain as an Recovery. committed to enemy incidental to inflict strain equal to ranks in Coercion on social checks in short range. FaD 150 speaker. **UP 33** 15 XP IMPROVED INSPIRING **FEARSOME** GRIT CONGENIAL RHETORIC Gain +1 strain threshold. May suffer a number of strain to When an adversary becomes Each ally affected by downgrade difficulty of Charm engaged with the character, FaD 144 Inspiring Rhetoric gains \blacksquare on or Negotiation checks or the character may force the all skill checks for a number upgrade difficulty when adversary to make a Fear of rounds equal to ranks in targeted by Charm or check with the difficulty Leadership. Negotiation checks, by an equal equal to the character's ranks number. Strain suffered this UP 32 in Fearsome. way cannot exceed ranks in FaD 142 Congenial. UP 32 20 XP **IMPROVED FORCE RATING** DEDICATION **FONT OF POWER** OVERWHELMING Gain +1 Force Rating. Once per session, may take Gain +1 to a single AURA FaD 143 the Font of Power action. characteristic. This cannot 25 XP Characters affected by Until the end of the bring a characteristic above Overwhelming Aura add encounter, character within automatic \(\neg \) to fear checks medium range add automatic FaD 141 25 XP the character causes and

○ or ● to checks based on

25 XP

alignment.

UP 32

SEER

RAPID REACTION

initiative checks.

Suffer a number of strain up

to ranks in Rapid Reaction to

add an equal number of 🔅 to

TOUGHENED

FaD 153

Gain +2 wound threshold.

25 XP

Active | Career Skills: Charm, Coercion, Knowledge (Lore), Knowledge (Outer Rim), Perception, Vigilance Passive | Seer Bonus Career Skills: Discipline, Knowledge (Lore), Survival, Vigilance Ranked | Gain: Beginning characters gain Force Rating 1 Force talent Prerequisite: Force rating 1+ FORAGER **UNCANNY REACTIONS** | GRIT **EXPERT TRACKER** Remove up to
from skill Add per rank of Uncanny Gain +1 strain threshold. Remove **■** per rank of Expert checks to find food, water, or Reactions to all Vigilance Tracker from checks to find FaD 144 shelter. Survival checks to checks, tracks or track targets. forage take half the time. Decrease time to track a FaD 153 target by half. FaD 143 FaD 142 5 XP KEEN EYED **UNCANNY REACTIONS** TOUGHENED RAPID REACTION Add per rank of Uncanny Suffer a number of strain up Gain +2 wound threshold. Remove ■ per rank of Keen to ranks in Rapid Reaction to Eyed from Perception and Reactions to all Vigilance FaD 153 add an equal number of 🌣 to Vigilance checks. Decrease checks, initiative checks. time to search a specific area FaD 153 by half. FaD 150 10 XP FaD 146 10 XP **PREEMPTIVE SENSE DANGER** GRIT FOREWARNING AVOIDANCE Gain +1 strain threshold. Perform the Forewarning Once per session, remove May spend 1 Destiny Point to from any 1 check. action. All allies withing FaD 144 disengage from engaged medium range increase enemy as an out-of-turn defense by character's Force incidental. rating until they act in the FaD 149 15 XP encounter. FaD 143 15 XP FORCE RATING SENSE ADVANTAGE THE FORCE IS MY ALLY | DODGE Gain +1 Force Rating. Once per session, may add Once per session, may suffer When targeted in combat, ■■ to 1 NPC's skill check. 2 strain to perform Force may perform a Dodge FaD 143 20 XP power action as maneuver. incidental. Suffer strain no FaD 151 greater than ranks in Dodge to upgrade the difficulty of the attack by that number. FaD 142

NATURAL MYSTIC

any 1 Force power check.

FaD 148

Once per session, may re-roll

FORCE RATING

FaD 143

Gain +1 Force Rating.

Prophecy to Average (\(\leftrightarrow \rightarrow \)).

15 XP

the character may spend 1

Destiny Point to have the

prophecy's foretold event

recur, likely in a different

form.

foretold event from

15 XP

occurring.

still requires a Destiny Point

to trigger the occurrence of

15 XP

the prophesied event.

15 XP

ATARU STRIKER

 $\textbf{Career Skills:} \ \textbf{Knowledge (Xenology), Piloting (Planetary), Piloting (Space), Ranged (Heavy), Survival, Vigilance}$

Ataru Striker Bonus Career Skills: Athletics, Coordination, Lightsaber, Perception

Gain: Beginning characters gain Force Rating 1

5 XP

Prerequisite: Force rating 1+



CONDITIONED

Remove per rank of Conditioned from Athletics and Coordination checks. Reduce the damage and strain suffered from falling by 1 per rank of Conditioned.

FaD 141

PARRY

When hit by a Melee attack, suffer 3 strain to reduce damage by 2 plus ranks in Parry.

FaD 149 5 X

JUMP UP

Once per round, may stand from seated or prone as an incidental.

FaD 146 5 XP

QUICK DRAW

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

FaD 149

149 5 XP

DODGE

When targeted in combat, may perform a Dodge incidental. Suffer strain no greater than ranks in Dodge to upgrade the difficulty of the attack by that number.

FaD 142 10 XP

REFLECT

When hit by a ranged attack, suffer 3 strain to reduce damage by 2 plus ranks in Reflect.

FaD 150 10 XI

ATARU TECHNIQUE

When making a check using the Lightsaber skill, the character may use Agility instead of Brawn.

FaD 139

QUICK STRIKE

Add per rank of Quick
Strike to combat checks
against targets that have not
acted yet this encounter.

FaD 150

10 XP

QUICK STRIKE

Add per rank of Quick
Strike to combat checks
against targets that have not
acted yet this encounter.

FaD 150

REFLECT

When hit by a ranged attack, suffer 3 strain to reduce damage by 2 plus ranks in Reflect.

15 XP

FaD 150

PARRY

When hit by a Melee attack, suffer 3 strain to reduce damage by 2 plus ranks in Parry.

FaD 149

15 XP

IMPROVED PARRY

FaD 149

15 XP

DODGE

When targeted in combat, may perform a Dodge incidental. Suffer strain no greater than ranks in Dodge to upgrade the difficulty of the attack by that number.

FaD 142

HAWK BAT SWOOP

Take the Hawk Bat Swoop action. Perform a Lightsaber check against target within short range, adding

no greater than Force rating.

Spend
to engage target and spend
to add
to the check.

FaD 144

SABER SWARM

Perform the Saber Swarm maneuver; suffer 1 strain to make next Lightsaber (Agility) combat check this turn gain the Linked item quality with ranks equal to Force rating.

aD 151 20 XP

CONDITIONED

Remove per rank of Conditioned from Athletics and Coordination checks.
Reduce the damage and strain suffered from falling by 1 per rank of Conditioned.

FaD 141

20 XP

PARRY

When hit by a Melee attack, suffer 3 strain to reduce damage by 2 plus ranks in Parry.

FaD 149

25 XP

DEDICATION

Gain +1 to a single characteristic. This cannot bring a characteristic above 6.

FaD 141

25 XP

20 XP

SABER THROW

Perform Saber Throw action; make Lightsaber combat check as ranged attack at target within medium range, adding no greater than Force rating. Must spend and succeed to hit target: spend to have weapon return to hand.

151

BALANCE

When the character recovers strain at the end of the encounter, he may add \bigcirc per Force rating. He recovers additional strain equal to \bigcirc generated.

FaD 139

EXECUTIONER

Active | Career Skills: Knowledge (Xenology), Piloting (Planetary), Piloting (Space), Ranged (Heavy), Survival, Vigilance Passive | Executioner Bonus Career Skills: Discipline, Melee, Perception, Ranged (Heavy) Ranked | Gain: Beginning characters gain Force Rating 1 Force talent Prerequisite: Force rating 1+ Conflict talent 💠 **QUICK STRIKE TOUGHENED OUICK DRAW** | GRIT Gain +1 strain threshold. Add per rank of Quick Gain +2 wound threshold. Once per round, draw or Strike to combat checks holster a weapon or item as FaD 144 FaD 153 against targets that have not an incidental. acted yet this encounter. FaD 149 FaD 150 **HUNTER'S QUARRY** GRIT **LETHAL BLOWS** MIND OVER MATTER The character may spend one Take Hunter's Quarry action; Gain +1 strain threshold. Add +10 per rank of Lethal Destiny Point to recover make a Hard (***) Blows to any Critical Injury FaD 144 strain equal to Willpower Survival check to upgrade result inflicted on opponents. rating. the ability of all attacks made against a target at long range until the end of the character's next turn. LETHAL BLOWS **IMPROVED HUNTER'S QUICK STRIKE** PRECISE AIM QUARRY Add +10 per rank of Lethal Add per rank of Quick Once per round, may perform Suffer 2 strain to perform Blows to any Critical Injury Strike to combat checks a Precise Aim maneuver. Hunter's Quarry action as a result inflicted on opponents. against targets that have not Suffer strain up to ranks in maneuver. acted yet this encounter. Precise Aim and reduce 15 XP 15 XF target's Melee and Ranged FaD 150 Defense by that number. 15 XP MARKED FOR TERRIFYING KILL **PRECISE AIM DEATH BLOW** DEATH The character may spend 1 Once per round, may perform After making a successful Take the Marked for Death Destiny Point to take the a Precise Aim maneuver. attack with a nonmaneuver, committing (). Add Terrifying Kill maneuver after Suffer strain up to ranks in starship/vehicle weapon, the to combat checks incapacitating or inflicting a Precise Aim and reduce character may spend one against target while (Critical Injury. Roll () no greater target's Melee and Ranged Destiny Point to add damage remains committed, but cannot than Force rating, and spend ① equal to his Willpower to one Defense by that number. use this talent again until the to inflict 1 strain on each hit of the successful attack. original target is incapacitated character within short range of or the session ends. 20 XP target. 20 XP **LETHAL BLOWS ESSENTIAL KILL** FORCE RATING DEDICATION Gain +1 Force Rating. Add +10 per rank of Lethal When making a non-Gunnery Gain +1 to a single Blows to any Critical Injury combat check, the character characteristic. This cannot FaD 143 result inflicted on opponents. may add \bigcirc no greater than bring a characteristic above his Force rating to the check. The character may spend (FaD 141 25 XP to add 😲, or 🕦 🕦 to add to the result.

HERMIT

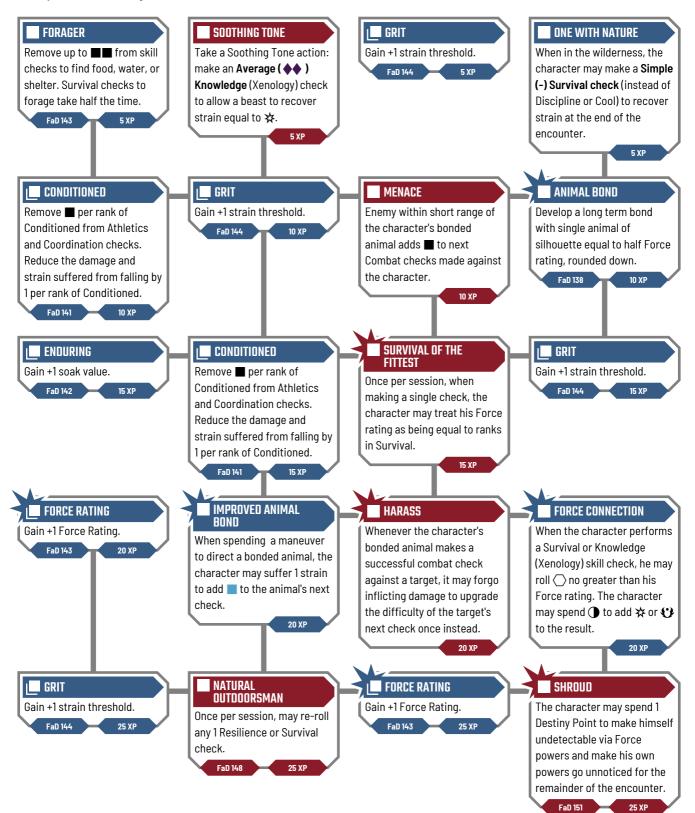
Career Skills: Knowledge (Xenology), Piloting (Planetary), Piloting (Space), Ranged (Heavy), Survival, Vigilance

Hermit Bonus Career Skills: Discipline, Knowledge (Xenology), Stealth, Survival

Gain: Beginning characters gain Force Rating 1

Prerequisite: Force rating 1+





SEEKER HUNTER

FaD 151

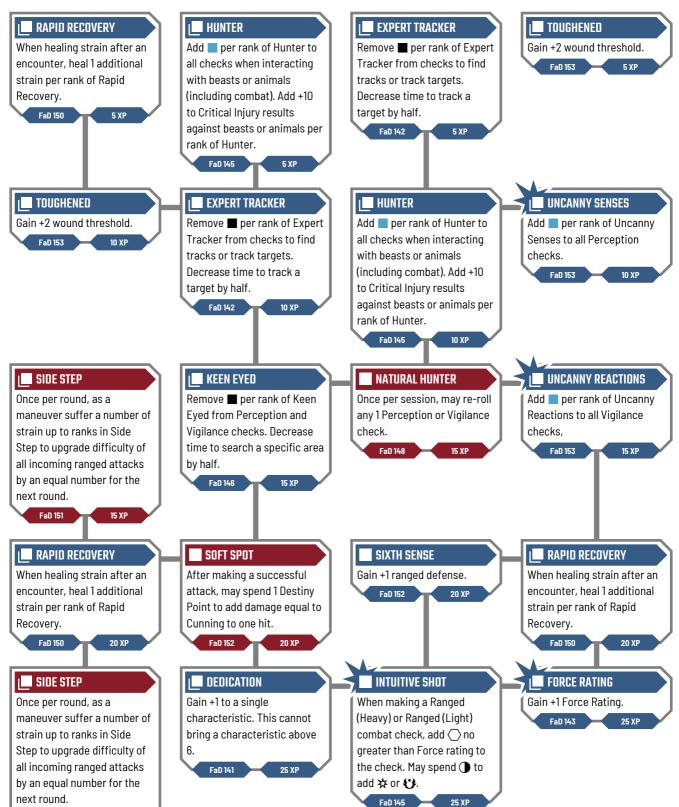
Career Skills: Knowledge (Xenology), Piloting (Planetary), Piloting (Space), Ranged (Heavy), Survival, Vigilance

Hunter Bonus Career Skills: Coordination, Ranged (Heavy), Stealth, Vigilance

Gain: Beginning characters gain Force Rating 1

Prerequisite: Force rating 1+





NAVIGATOR

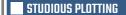
 $\textbf{Career Skills:} \ \textbf{Knowledge (Xenology), Piloting (Planetary), Piloting (Space), Ranged (Heavy), Survival, Vigilance \\$

Navigator Bonus Career Skills: Astrogation, Knowledge (Outer Rim), Perception, Survival

Gain: Beginning characters gain Force Rating 1

Prerequisite: Force rating 1+





When making a Streetwise or Survival skill check to navigate on a world, the character may use Intellect instead of Cunning.

5 XP

EXPERT TRACKER

Remove per rank of Expert Tracker from checks to find tracks or track targets.

Decrease time to track a target by half.

FaD 142 5 XP

| SHORTCUT

During a chase, add per rank in Shortcut to any checks made to catch or escape an opponent.

5 XP

| GRIT

Gain +1 strain threshold.

FaD 144

5 XP

GALAXY MAPPER

Remove per rank of Galaxy Mapper from Astrogation checks. Astrogation checks take half normal time.

FaD 144 10 XP

IMPROVED SHORTCUT

When engaging in a chase or race, may suffer 2 strain to add ☆ equal to ranks in Shortcut to the check.

10 XP

PLANET MAPPER

Remove per rank of Planet Mapper from Streetwise or Survival checks used for navigation on a world. Such checks also take half normal time.

O XP

PREEMPTIVE AVOIDANCE

May spend 1 Destiny Point to disengage from engaged enemy as an out-of-turn incidental.

FaD 149

10 XP

SHORTCUT

During a chase, add per rank in Shortcut to any checks made to catch or escape an opponent.

15 XP

SWIFT

Do not suffer usual penalties for moving through difficult terrain.

FaD 153 15 XP

UNCANNY SENSES

Add per rank of Uncanny Senses to all Perception checks.

FaD 153

TOUGHENED

Gain +2 wound threshold.

FaD 153

15 XP

GALAXY MAPPER

Remove per rank of Galaxy Mapper from Astrogation checks. Astrogation checks take half normal time.

FaD 144

20 XP

HOLISTIC NAVIGATION

When making an Astrogation skill check, the character may spend one Destiny Point to remove ♥, or to remove ♥ equal to his ranks in Perception.

20 XP

FORCE RATING

Gain +1 Force Rating.
FaD 143 20

20 XP

PLANET MAPPER

Remove per rank of Planet Mapper from Streetwise or Survival checks used for navigation on a world. Such checks also take half normal time.

20 XP

ONE WITH THE

Once per session, meditate, then perform One with the Universe Action; make

Average (♦♦) Astrogation check. If successful, add ♦ to all Force power checks in next encounter. If successful

FaD 149

with <a>♠ add <a>♠ instead.

2E VD

INTUITIVE NAVIGATION

When performing an
Astrogation or Knowledge
(Outer Rim) skill check, the
character may roll
 no
greater than his Force rating.
The character may spend
 to add
 or to the result.

25 XP

MASTER STARHOPPER

Once per round, suffer 2 strain to decrease the difficulty of next Astrogation check by 1 to a minimum of •

25 XP

DEDICATION

Gain +1 to a single characteristic. This cannot bring a characteristic above 6.

FaD 141

PATHFINDER

Career Skills: Knowledge (Xenology), Piloting (Planetary), Piloting (Space), Ranged (Heavy), Survival, Vigilance

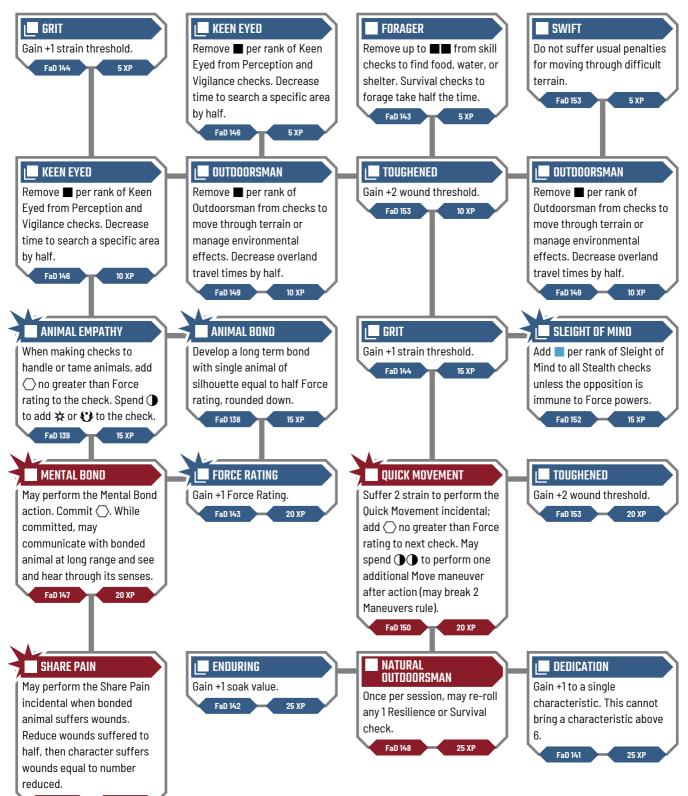
Pathfinder Bonus Career Skills: Medicine, Ranged (Light), Resilience, Survival

Gain: Beginning characters gain Force Rating 1

Prerequisite: Force rating 1+

FaD 151





To activate Unexpected

needs to spend 1 Destiny

Destiny Points.

Demise, the character only

Point instead of the normal 2

15 XP

Unexpected Demise lasts for

Duration upgrade purchased.

15 XP

1 additional round per

To activate Unexpected

use Discipline.

Demise, the character can

15 XP

Unexpected Demise lasts for

Duration upgrade purchased.

15 XP

1 additional round per

15 XP

incidental to close the distance

15 XP

between them.

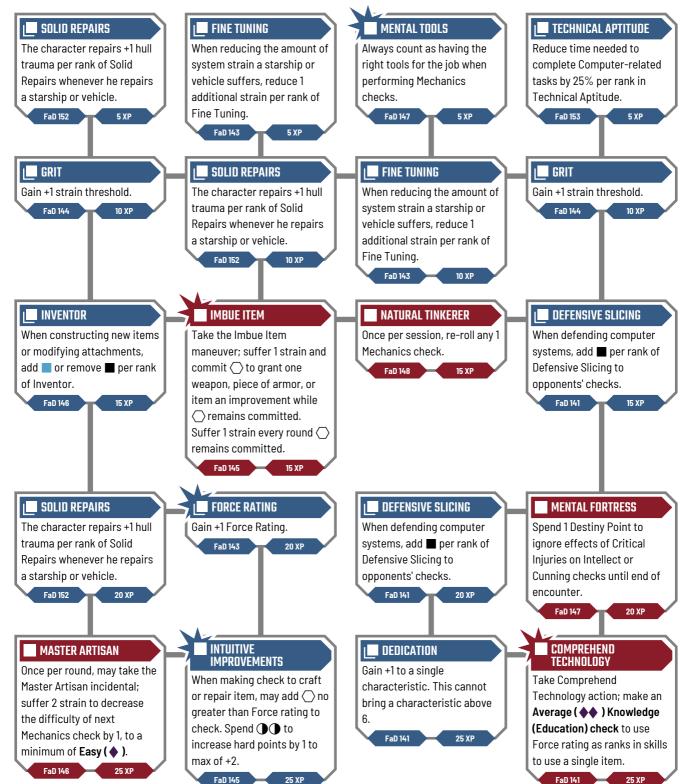
ARTISAN

Career Skills: Computers, Deception, Knowledge (Core Worlds), Perception, Skulduggery, Stealth **Artisan Bonus Career Skills:** Astrogation, Computers, Knowledge (Education), Mechanics

Gain: Beginning characters gain Force Rating 1

Prerequisite: Force rating 1+





INVESTIGATOR

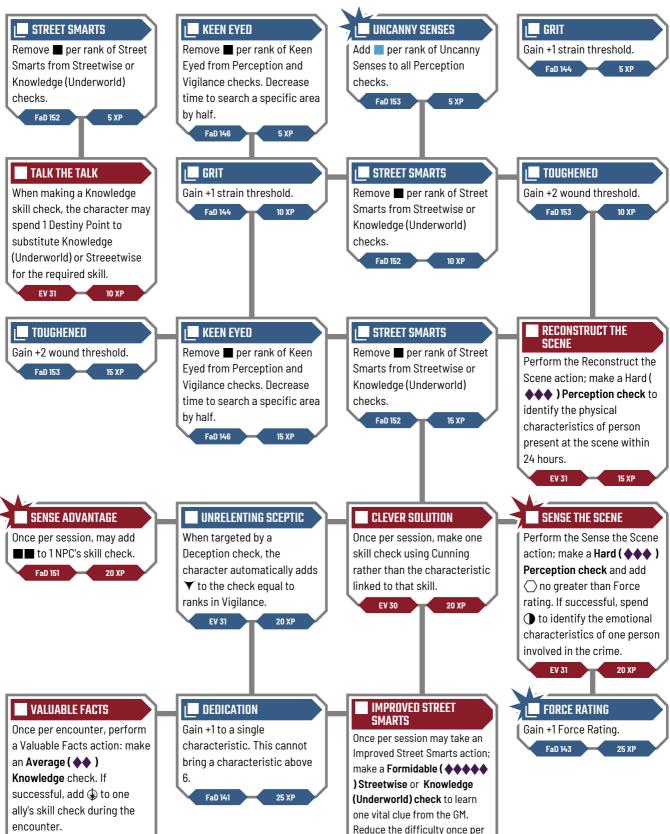
Career Skills: Computers, Deception, Knowledge (Core Worlds), Perception, Skulduggery, Stealth **Investigator Bonus Career Skills:** Knowledge (Education), Knowledge (Underworld), Perception, Streetwise

Gain: Beginning characters gain Force Rating 1

Prerequisite: Force rating 1+

FaD 153





rank of Street Smarts.

25 XP

EV 31

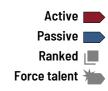
RACER

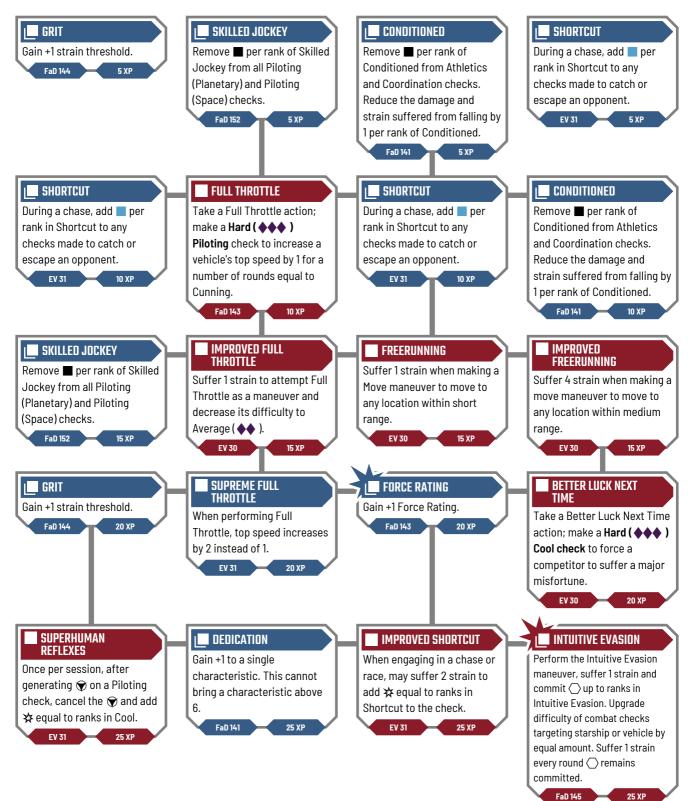
Career Skills: Computers, Deception, Knowledge (Core Worlds), Perception, Skulduggery, Stealth

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

Gain: Beginning characters gain Force Rating 1

Prerequisite: Force rating 1+





SENTINEL

Active | Career Skills: Computers, Deception, Knowledge (Core Worlds), Perception, Skulduggery, Stealth Passive | Sentry Bonus Career Skills: Coordination, Lightsaber, Stealth, Vigilance Ranked | Gain: Beginning characters gain Force Rating 1 Force talent Prerequisite: Force rating 1+ Conflict talent 💠 TOUGHENED | GRIT I CONDITIONED | REFLECT Gain +2 wound threshold. When hit by a ranged attack, Gain +1 strain threshold. Remove per rank of suffer 3 strain to reduce Conditioned from Athletics FaD 144 FaD 153 damage by 2 plus ranks in and Coordination checks. Reflect. Reduce the damage and strain suffered from falling by FaD 150 1 per rank of Conditioned. FaD 141 5 XP **UNCANNY REACTIONS** GRIT **UNCANNY REACTIONS** REFLECT Add per rank of Uncanny Gain +1 strain threshold. When hit by a ranged attack, Add per rank of Uncanny Reactions to all Vigilance suffer 3 strain to reduce Reactions to all Vigilance FaD 144 checks, damage by 2 plus ranks in checks, Reflect. FaD 153 FaD 153 FaD 150 **IMPROVED SABER** SLEIGHT OF MIND **SABER THROW** IMPOSSIBLE FALL Perform Saber Throw action; Add per rank of Sleight of Once per session, perform When performing the Saber make Lightsaber combat check Impossible Fall incidental when Mind to all Stealth checks Throw action, may increase as ranged attack at target falling; make Fore power check unless the opposition is the range to long range. within medium range, adding and spend ① to decrease fall immune to Force powers. When attacking a target at no greater than Force by one range band and land FaD 152 long range, spend 🕦 to rating. Must spend () and somewhere safe. Spend ① to have weapon return to hand. succeed to hit target: spend decrease distance by one to have weapon return to hand. additional range band. FaD 151 EV 31 DODGE FEAR THE **CONSTANT VIGILANCE** SLEIGHT OF MIND SHADOWS May always use Vigilance Add per rank of Sleight of When targeted in combat, Perform the Fear the may perform a Dodge when making checks to Mind to all Stealth checks Shadows action; make a Hard incidental. Suffer strain no determine initiative. unless the opposition is (♦♦♦) Deception check to greater than ranks in Dodge immune to Force powers. EV 30 force a single minion group or to upgrade the difficulty of FaD 152 rival to flee the encounter. the attack by that number. FaD 142

FORCE RATING

Gain +1 Force Rating.

FaD 143 25 XP

IMPROVED REFLECT

When reflecting a hit that generated ♥ or ♦♦♦♦, may hit one target in medium range with the same damage as the initial hit, after original attack resolves.

> FaD 150 25 XP

1 DODGE

When targeted in combat, may perform a Dodge incidental. Suffer strain no greater than ranks in Dodge to upgrade the difficulty of the attack by that number.

FaD 142

DEDICATION

Gain +1 to a single characteristic. This cannot bring a characteristic above

FaD 141

SHADOW

Career Skills: Computers, Deception, Knowledge (Core Worlds), Perception, Skulduggery, Stealth **Shadow Bonus Career Skills:** Knowledge (Underworld), Skulduggery, Stealth, Streetwise

Gain: Beginning characters gain Force Rating 1

Prerequisite: Force rating 1+





Add per rank of Sleight of Mind to all Stealth checks unless the opposition is immune to Force powers.

FaD 152 5 XP

STREET SMARTS

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

FaD 152 5 X

CODEBREAKER

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.

FaD 140 5 XP

INDISTINGUISHABLE

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

FaD 145

E VD

WELL ROUNDED

Choose any 2 skills. They permanently become career skills.

FaD 153 10 XP

MENTAL FORTRESS

Spend 1 Destiny Point to ignore effects of Critical Injuries on Intellect or Cunning checks until end of encounter.

FaD 147 10 XP

I GRIT

Gain +1 strain threshold.

FaD 144 10 XP

| INDISTINGUISHABLE

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

FaD 145

10 XP

SHROUD

The character may spend 1
Destiny Point to make himself
undetectable via Force
powers and make his own
powers go unnoticed for the
remainder of the encounter.

FaD 151

15 XP

I DODGE

When targeted in combat, may perform a Dodge incidental. Suffer strain no greater than ranks in Dodge to upgrade the difficulty of the attack by that number.

FaD 142

SLEIGHT OF MIND

Add per rank of Sleight of Mind to all Stealth checks unless the opposition is immune to Force powers.

FaD 152

5 XP

GRIT

Gain +1 strain threshold.

FaD 144 15 X

SLIPPERY MINDED

If under the effects of a Force power, perform the Slippery Minded action; make a **Hard (** •••) Deception check to

immediately end effects of power.

FaD 152

20 XP

| CODEBREAKER

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.

FaD 140

20

NOW YOU SEE ME

FaD 148

20 XP

| DODGE

When targeted in combat, may perform a Dodge incidental. Suffer strain no greater than ranks in Dodge to upgrade the difficulty of the attack by that number.

FaD 142

20 XP

FORCE RATING

Gain +1 Force Rating.

FaD 143

25 XP

ANATOMY LESSONS

After making a successful attack, may spend 1 Destiny Point to add damage equal to Intellect to one hit.

FaD 138

25 XP

MASTER OF SHADOWS

Once per round, suffer 2 strain to decrease difficulty of next Stealth or Skulduggery check by one.

FaD 146

25 XP

DEDICATION

Gain +1 to a single characteristic. This cannot bring a characteristic above 6.

FaD 141

SHIEN EXPERT

Career Skills: Computers, Deception, Knowledge (Core Worlds), Perception, Skulduggery, Stealth

Shien Expert Bonus Career Skills: Athletics, Lightsaber, Resilience, Skulduggery

Gain: Beginning characters gain Force Rating 1

Prerequisite: Force rating 1+



| SIDE STEP

Once per round, as a maneuver suffer a number of strain up to ranks in Side Step to upgrade difficulty of all incoming ranged attacks by an equal number for the next round.

FaD 151

D 151 5 XP

| CONDITIONED

Remove per rank of
Conditioned from Athletics
and Coordination checks.
Reduce the damage and
strain suffered from falling by
1 per rank of Conditioned.

FaD 141

STREET SMARTS

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

FaD 152

REFLECT

When hit by a ranged attack, suffer 3 strain to reduce damage by 2 plus ranks in Reflect.

FaD 150 5 XP

TOUGHENED

Gain +2 wound threshold.

FaD 153 10 XP

PARRY

When hit by a Melee attack, suffer 3 strain to reduce damage by 2 plus ranks in Parry.

FaD 149 10 XP

SHIEN TECHNIQUE

When making a check using Lightsaber skill, the character may use Cunning instead of Brawn.

FaD 151

REFLECT

When hit by a ranged attack, suffer 3 strain to reduce damage by 2 plus ranks in Reflect.

FaD 150

10 XP

PARRY

When hit by a Melee attack, suffer 3 strain to reduce damage by 2 plus ranks in Parry.

FaD 149 15 XP

COUNTERSTRIKE

When an attack misses the character and generates \odot or ﴿호·호·, may upgrade next Lightsaber (Cunning) check against attacker during encounter once.

FaD 141

15 XP

| GRIT

Gain +1 strain threshold.

FaD 144 15

IMPROVED REFLECT

When reflecting a hit that generated � or ����, may hit one target in medium range with the same damage as the initial hit, after original attack resolves.

FaD 150

15 XP

DJEM SO DEFLECTION

After using Reflect, may spend 1 Destiny Point to perform Move maneuver as out-of-turn incidental to close distance with or engage opponent.

FaD 142 20 XP

__ DEFENSIVE STANCE

Once per round, as a maneuver suffer a number of strain up to ranks in Defensive Stance to upgrade difficulty of all incoming Melee attacks by an equal number for the next round.

FaD 141 20 XP

SABER THROW

Perform Saber Throw action; make Lightsaber combat check as ranged attack at target within medium range, adding on o greater than Force rating. Must spend and succeed to hit target: spend to have weapon return to hand.

FaD 151

REFLECT

When hit by a ranged attack, suffer 3 strain to reduce damage by 2 plus ranks in Reflect.

FaD 150 2

FALLING AVALANCHE

Suffer 2 strain to add damage equal to Brawn to next Lightsaber combat check made that turn.

FaD 142

25 XP

DEDICATION

Gain +1 to a single characteristic. This cannot bring a characteristic above 6

FaD 141

25 X

DISRUPTIVE STRIKE

Perform Disruptive Strike action; make a Lightsaber (Cunning) combat check, adding

no greater than Force rating. Spend

to the next combat check the target makes.

FaD 142

OF VD

SUPREME REFLECT

If the user did not make a combat check during previous turn, may suffer 1 strain to use Reflect.

FaD 150

15 XP

check.

15 XP

Active |

Passive |



UNMATCHED VIGILANCE BASE ABILITY

Once per game session, at the beginning of a structured encounter, the character may spend 2 Destiny Points. If he does so, he determines the Initiative order of the first round of the encounter. Characters still make checks to determine Initiative, but these results will only apply after Unmatched Vigilance effects end.

EV 35

30 XP

ALWAYS ALERT

After activating Unmatched Vigilance, the character may choose to use either Cool or Vigilance for his initiative check.

GROUP VIGILANCE

All PCs add fto their combat checks targeting any NPC who has already taken a turn during the current round.

GROUP PREPARATION

All NPCs add ■ to their combat checks targeting any PC who has not yet taken a turn in the current round.

DURATION

The initiative order the base ability establishes lasts 1 additional round per Duration upgrade purchased.

DURATION

The initiative order the base ability establishes lasts 1 additional round per Duration upgrade purchased.

15 XP

10 XP

COMBAT PREPARATION

When the character activates Unmatched Vigilance, he may choose to introduce a "fact" or additional context directly into the narrative as if he had spent a Destiny Point.

COMBAT READINESS

After activating Unmatched Vigilance, the character may immediately perform 1 free maneuver.

15 XP

DESTINY

To activate the Unmatched Vigilance base ability, the character only needs to spend 1 Destiny Point instead of the normal 2.

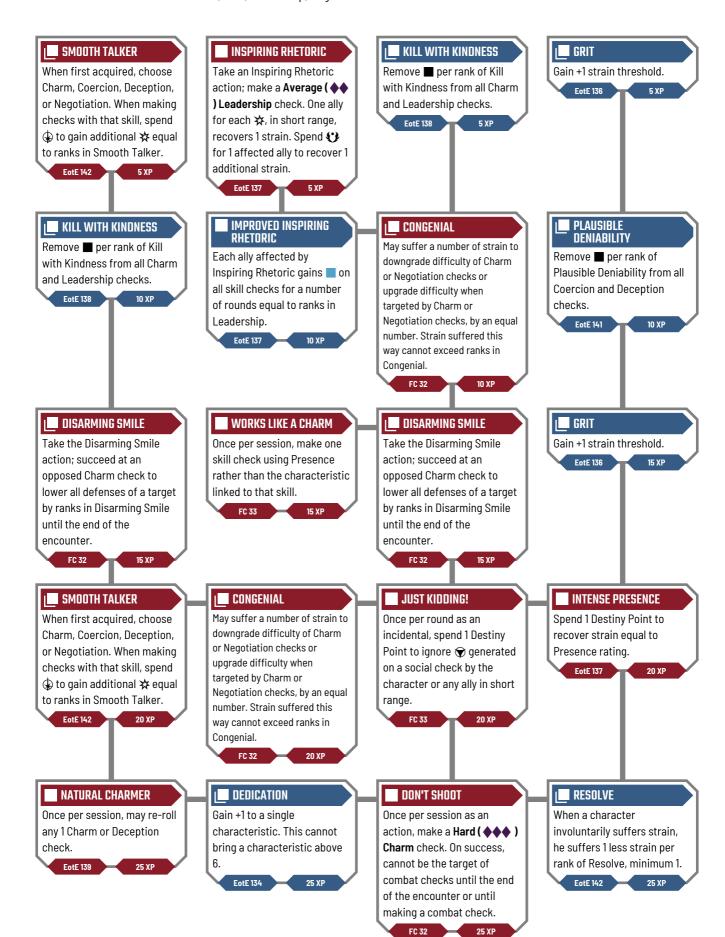
15 XP

SMUGGLER CHARMER

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

Streetwise, Vigilance

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

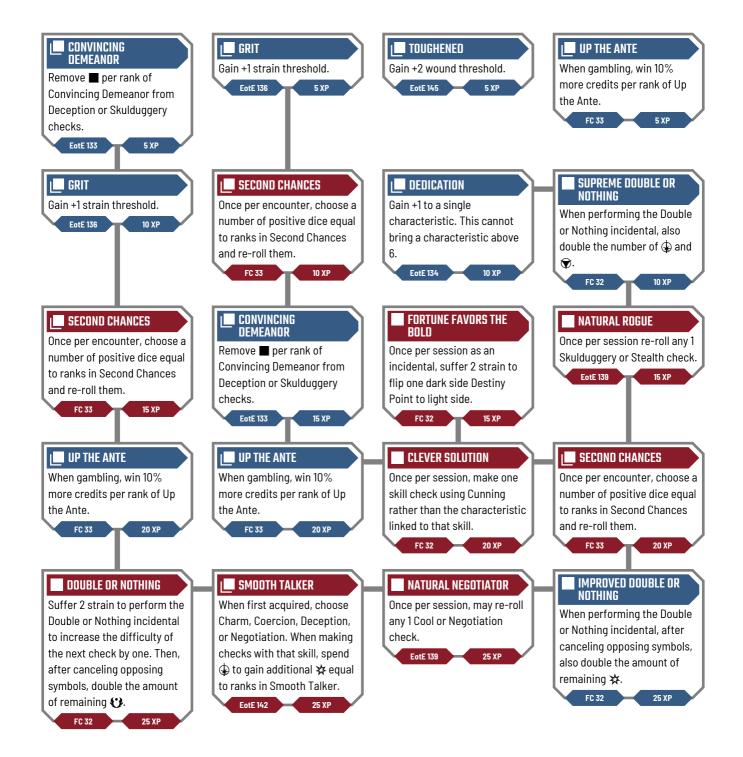


SMUGGLER GAMBLER

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

Streetwise, Vigilance

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

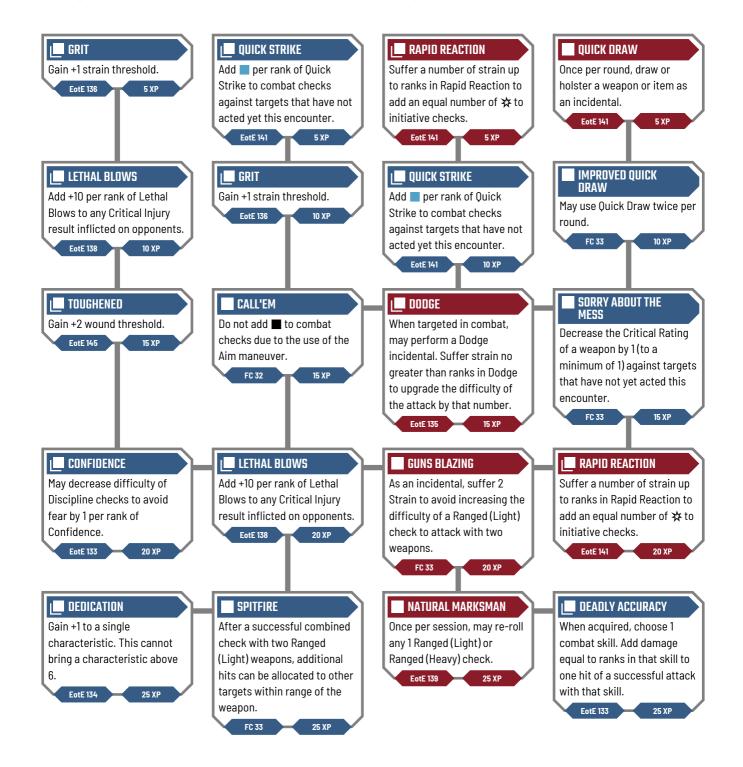


SMUGGLER GUNSLINGER

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

Streetwise, Vigilance

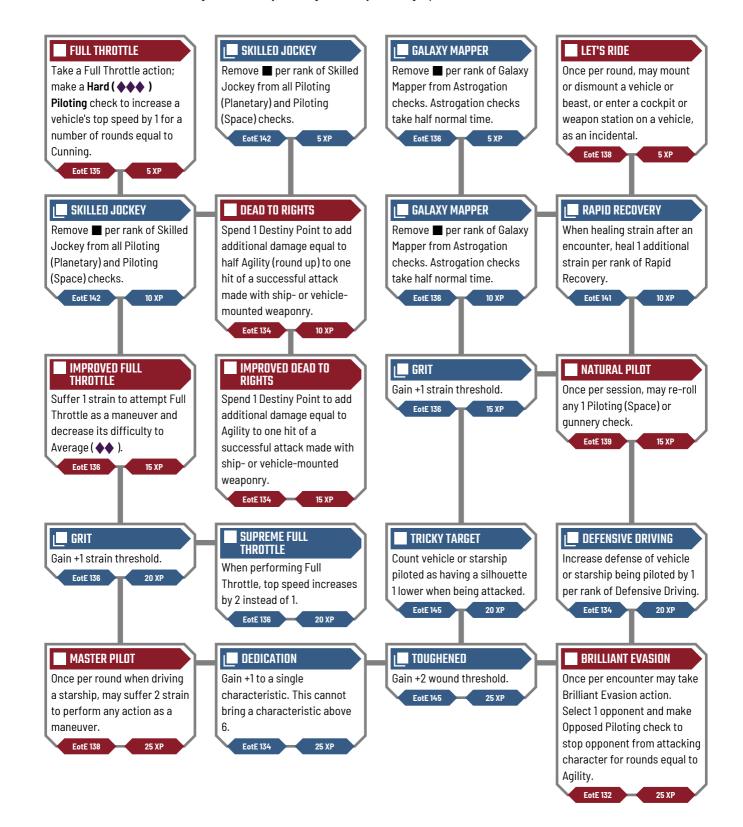
Gunslinger Bonus Career Skills: Coercion, Cool, Knowledge (Outer Rim), Ranged (Light)





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

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

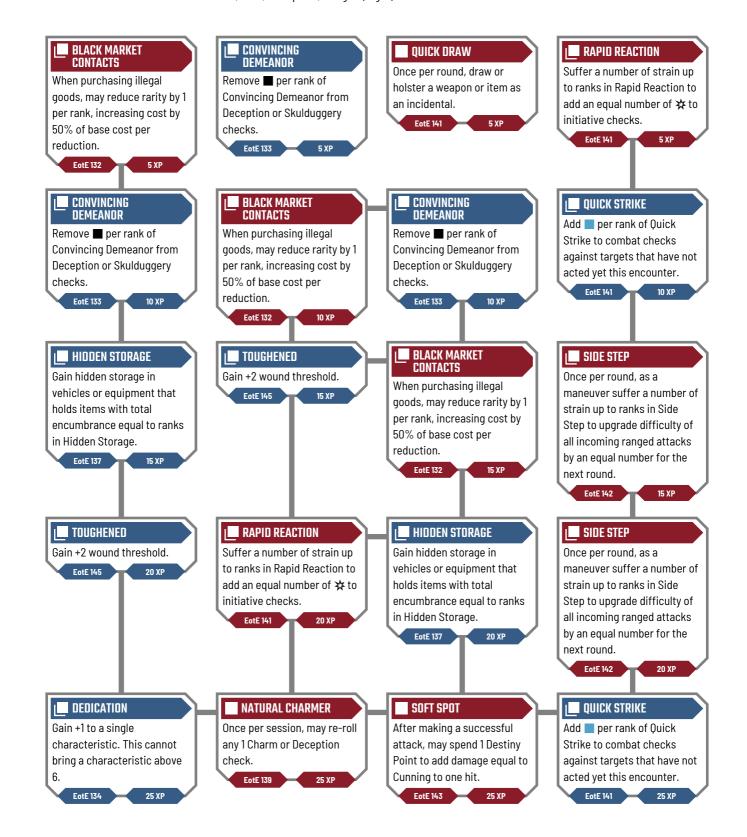


SCOUNDREL

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

Streetwise, Vigilance

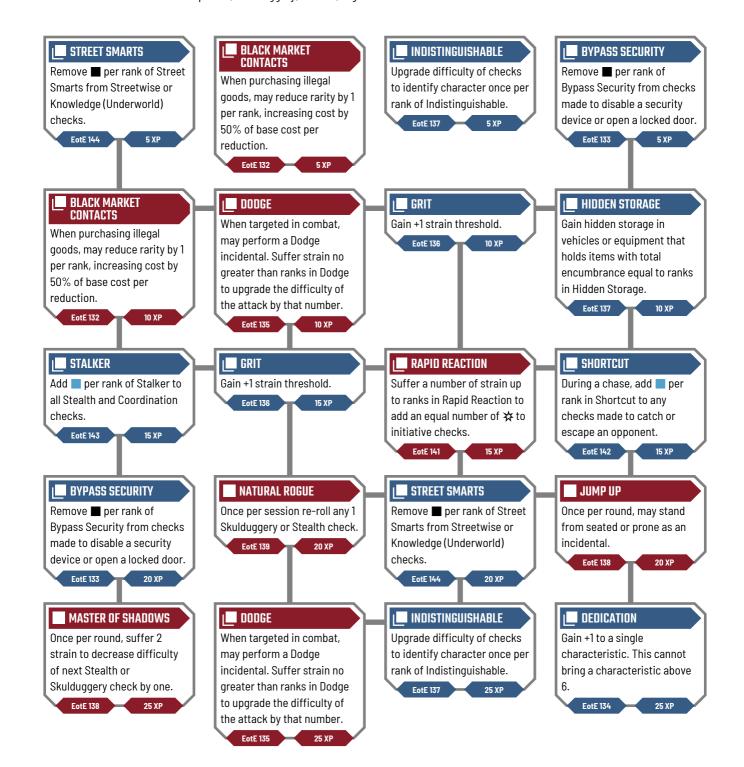
Scoundrel Bonus Career Skills: Charm, Cool, Deception, Ranged (Light)





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

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



activated during social

15 XP

encounters with the

Deception skill.

Destiny Point instead of 2.

of allied characters equal to

Cunning per Increase Effect

15 XP

upgrade purchased.

skill check to activate Narrow

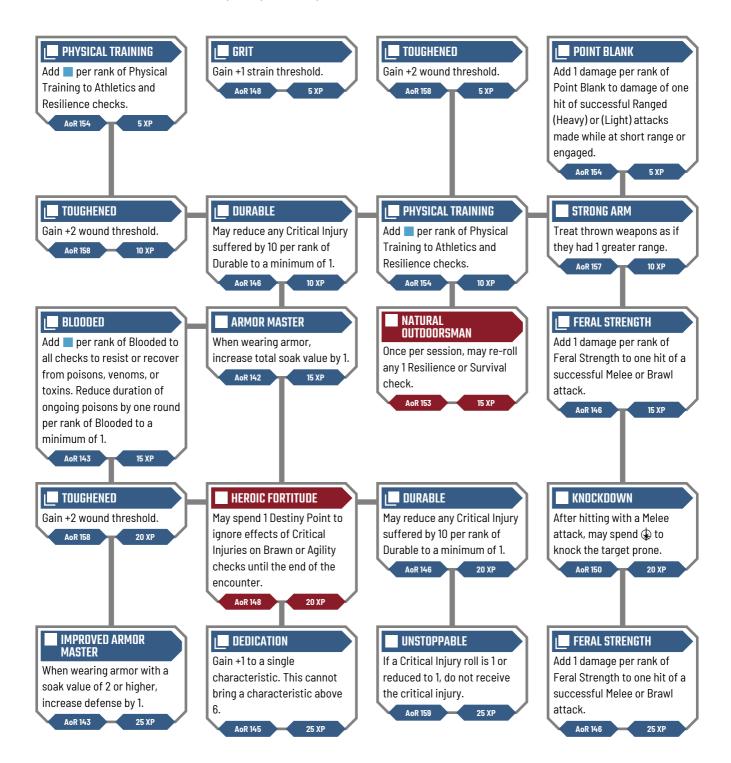
Escape to Average (.).

15 XP

SOLDIER COMMANDO

Career Skills: Athletics, Brawl, Knowledge (Warfare), Medicine, Melee, Ranged (Heavy), Ranged (Light), Survival

Commando Bonus Career Skills: Brawl, Melee, Resilience, Survival

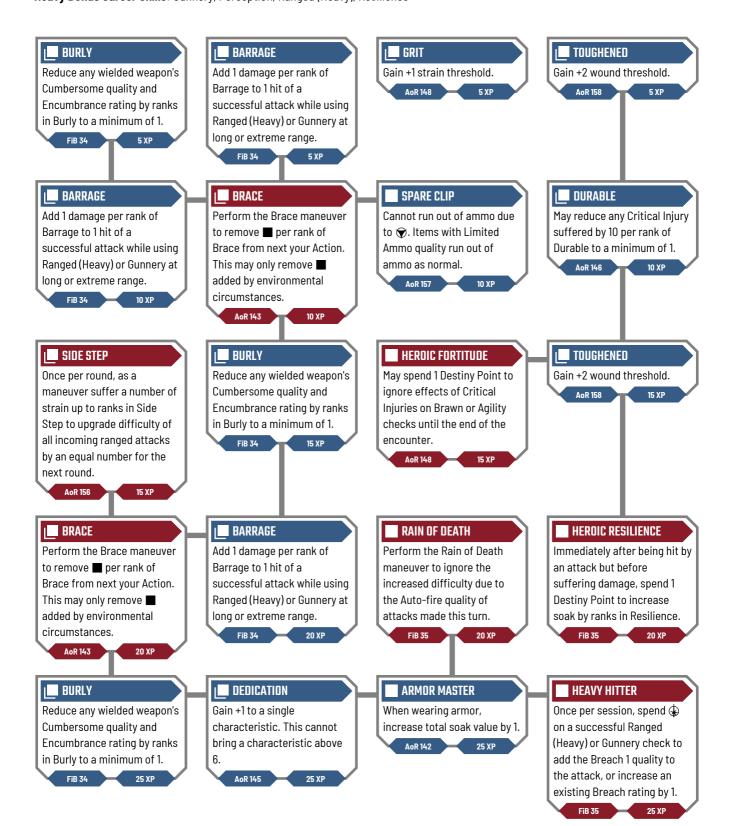


HEAVY

Career Skills: Athletics, Brawl, Knowledge (Warfare), Medicine, Melee, Ranged (Heavy), Ranged (Light), Survival

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



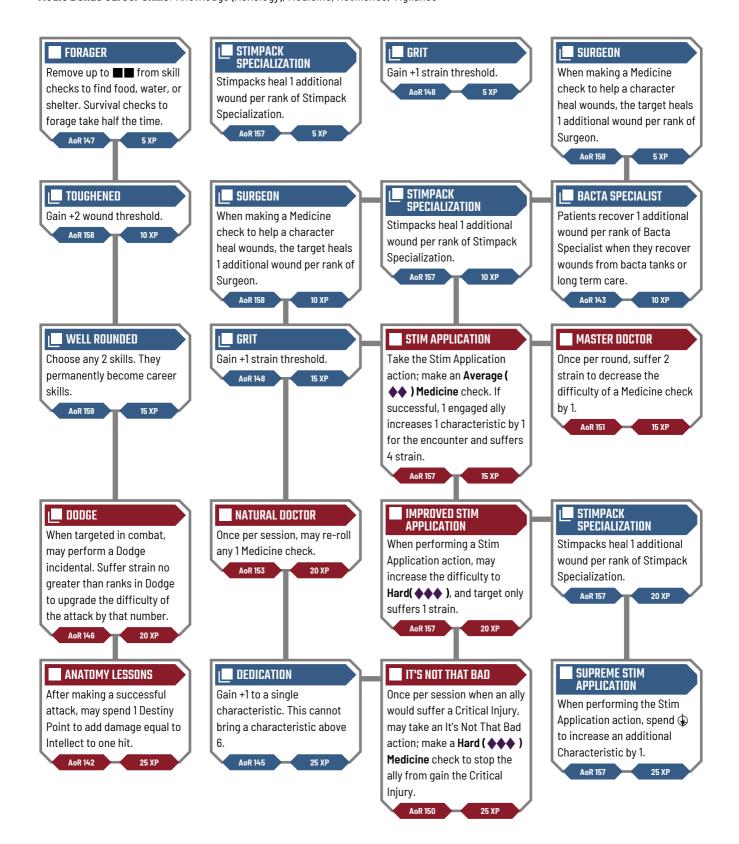


SOLDIER MEDIC

Career Skills: Athletics, Brawl, Knowledge (Warfare), Medicine, Melee, Ranged (Heavy), Ranged (Light), Survival

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

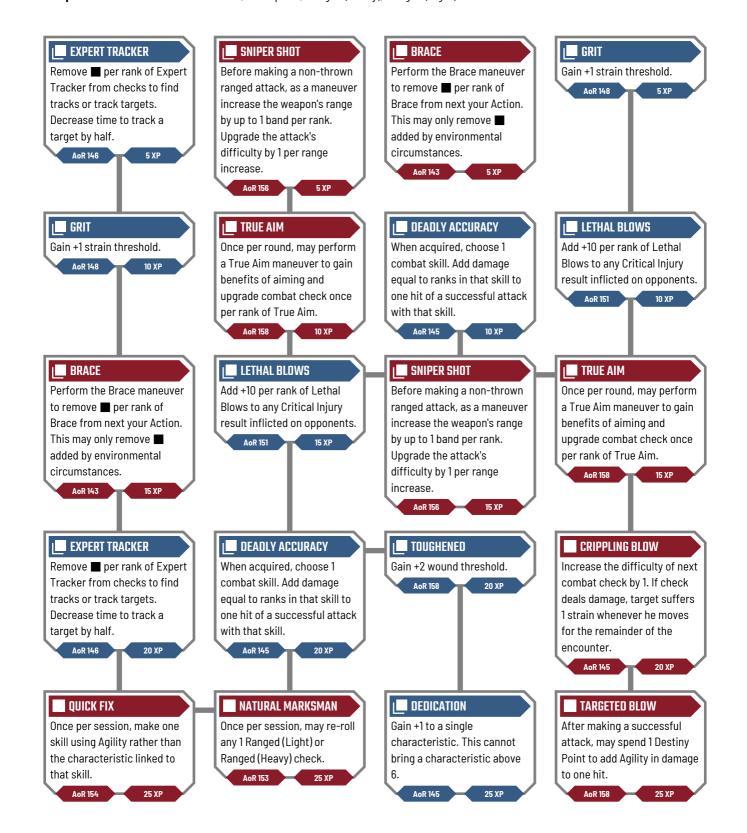




SHARPSHOOTER

Career Skills: Athletics, Brawl, Knowledge (Warfare), Medicine, Melee, Ranged (Heavy), Ranged (Light), Survival

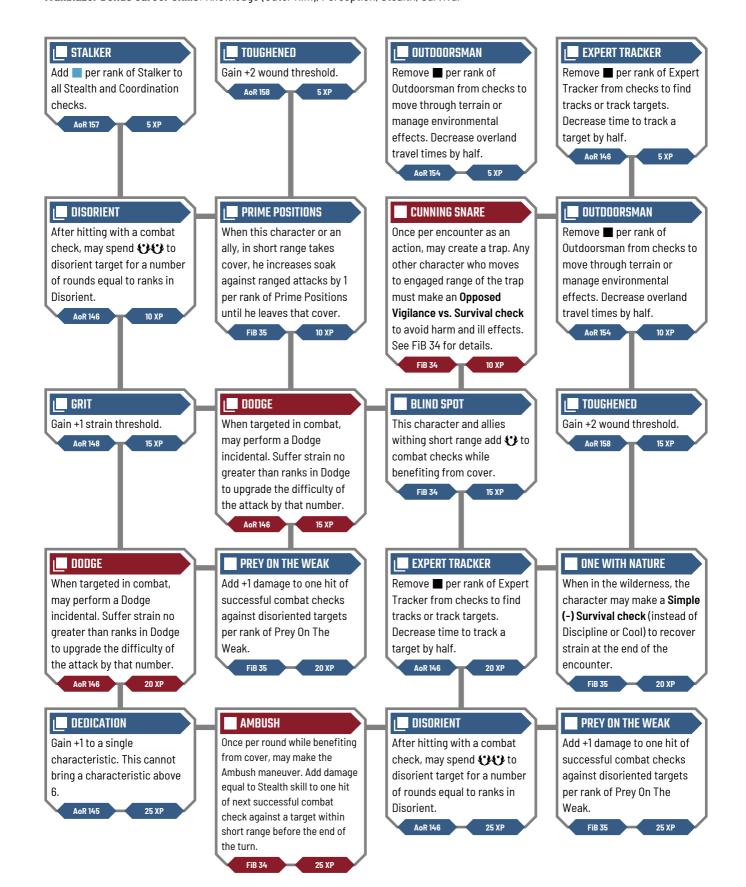
Sharpshooter Bonus Career Skills: Cool, Perception, Ranged (Heavy), Ranged (Light)



SOLDIER TRAILBLAZER

Career Skills: Athletics, Brawl, Knowledge (Warfare), Medicine, Melee, Ranged (Heavy), Ranged (Light), Survival

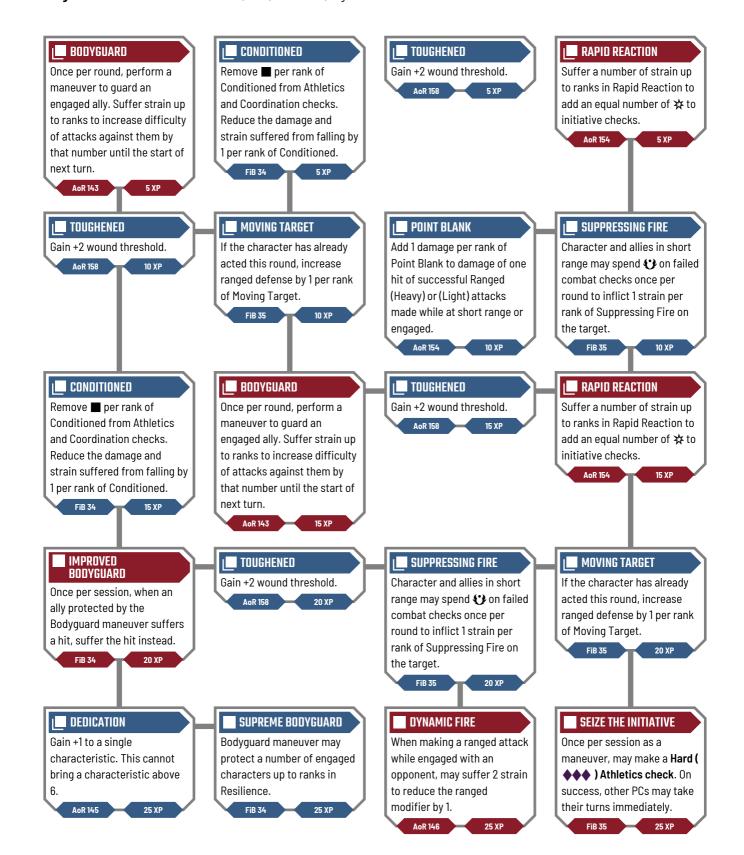
Trailblazer Bonus Career Skills: Knowledge (Outer Rim), Perception, Stealth, Survival



VANGUARD

Career Skills: Athletics, Brawl, Knowledge (Warfare), Medicine, Melee, Ranged (Heavy), Ranged (Light), Survival

Vanguard Bonus Career Skills: Athletics, Cool, Resilience, Vigilance



combat check he makes.

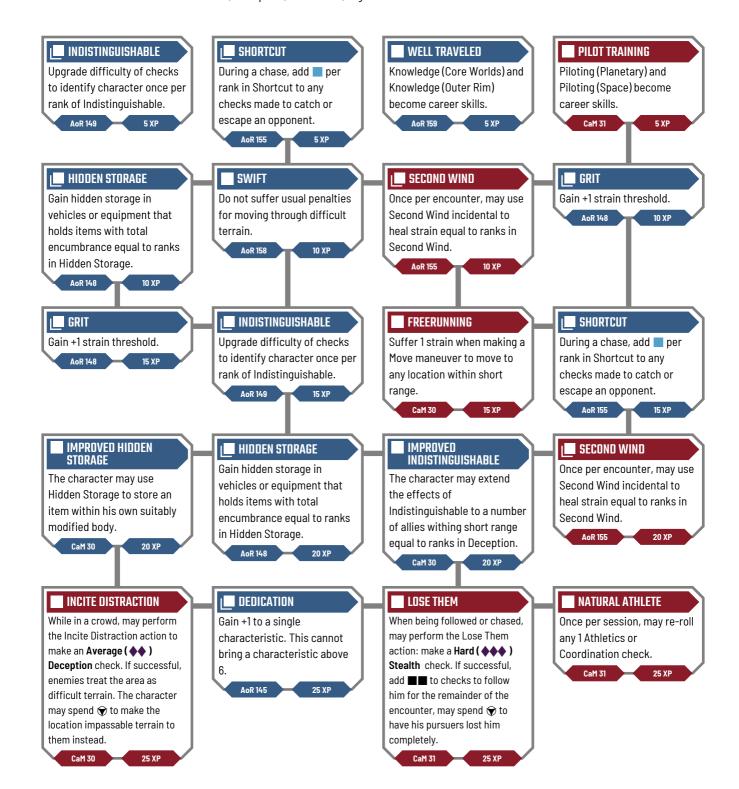
15 XP

COURIER

Career Skills: Computers, Cool, Coordination, Deception, Knowledge (Warfare), Perception, Skulduggery, Stealth

Courier Bonus Career Skills: Athletics, Deception, Streetwise, Vigilance

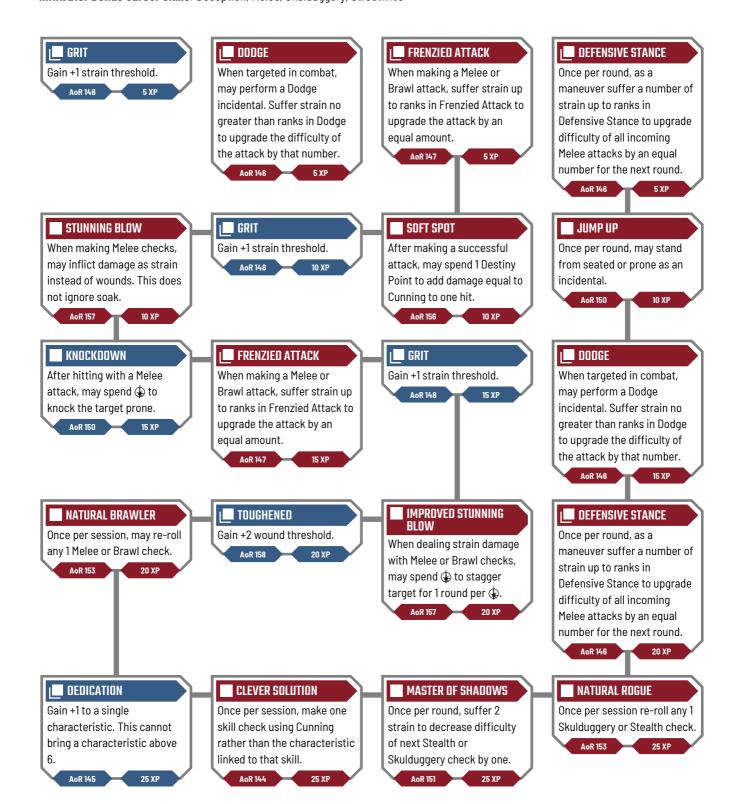




SPY INFILTRATOR

Career Skills: Computers, Cool, Coordination, Deception, Knowledge (Warfare), Perception, Skulduggery, Stealth

Infiltrator Bonus Career Skills: Deception, Melee, Skulduggery, Streetwise



INTERROGATOR

ranks in Medicine (ignoring

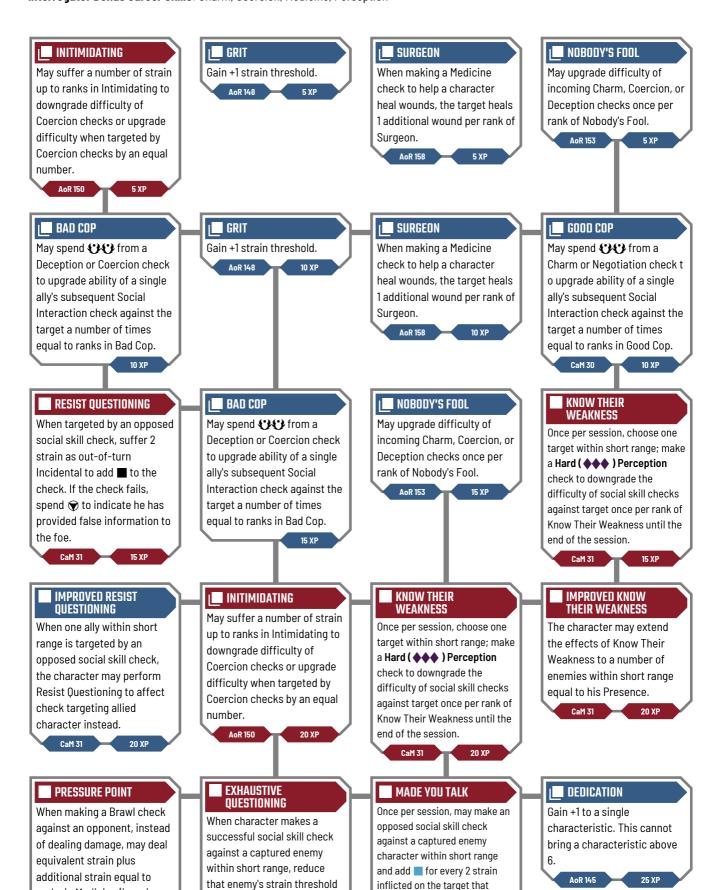
soak).

CaM 31

Career Skills: Computers, Cool, Coordination, Deception, Knowledge (Warfare), Perception, Skulduggery, Stealth

Interrogator Bonus Career Skills: Charm, Coercion, Medicine, Perception





inflicted on the target that

enemy NPC type.

CaM 31

encounter. If successful, the

PCs gain a bonus based on the

25 XP

by 2 for the remainder of the

session. Spend 😲 to inflict 1

25 XP

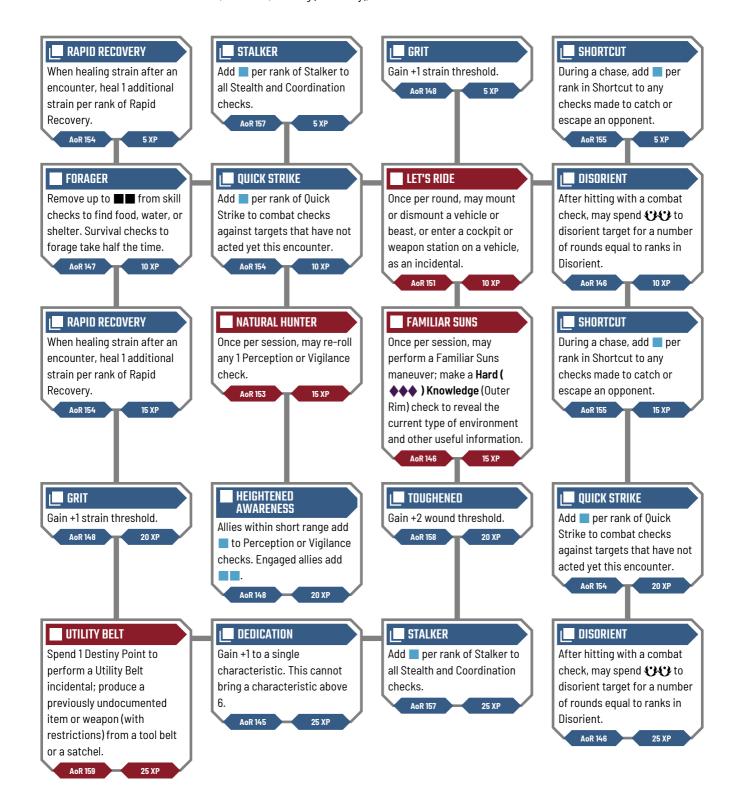
strain.

CaM 30

SCOUT

Career Skills: Computers, Cool, Coordination, Deception, Knowledge (Warfare), Perception, Skulduggery, Stealth

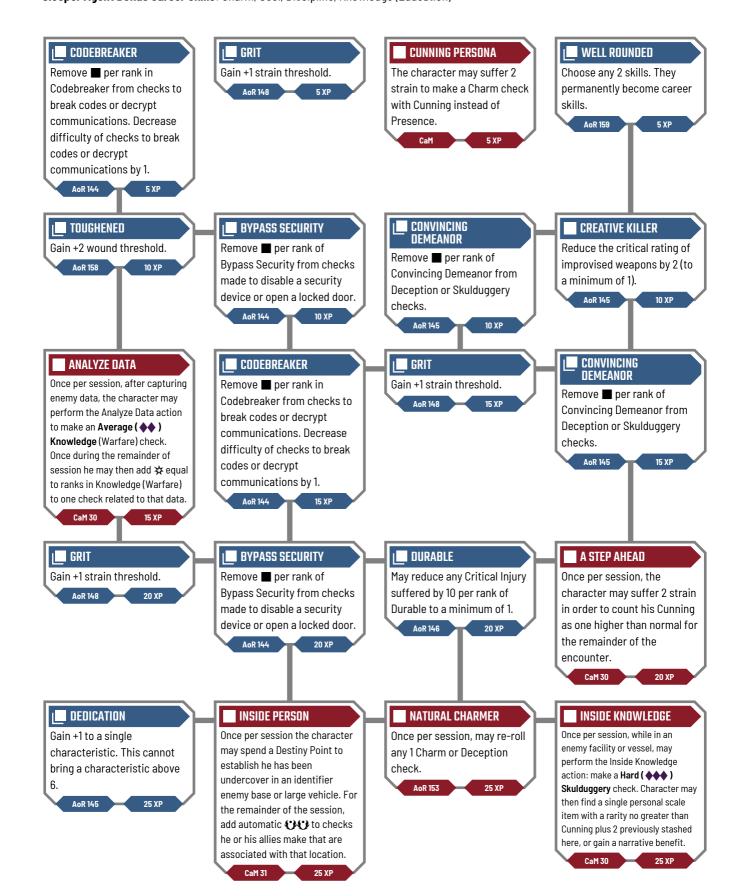
Scout Bonus Career Skills: Athletics, Medicine, Piloting (Planetary), Survival



SLEEPER AGENT

Career Skills: Computers, Cool, Coordination, Deception, Knowledge (Warfare), Perception, Skulduggery, Stealth

Sleeper Agent Bonus Career Skills: Charm, Cool, Discipline, Knowledge (Education)

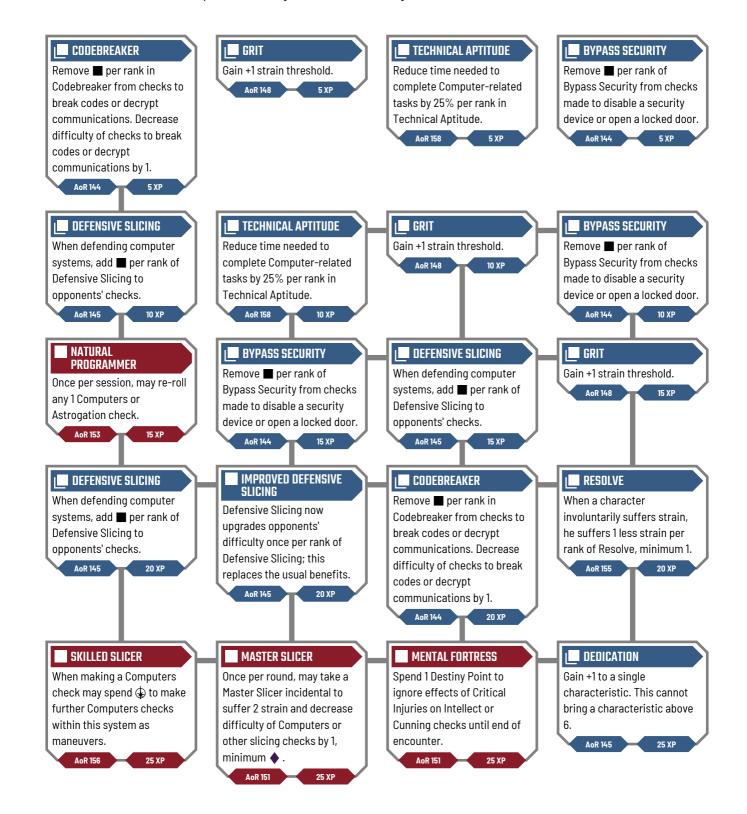


SLICER

Career Skills: Computers, Cool, Coordination, Deception, Knowledge (Warfare), Perception, Skulduggery, Stealth

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





working for the character.

15 XP

15 XP

SPY SIGNATURE ABILITY TREE COUNTERESPIONAGE

Active Passive Ranked

COUNTERESPIONAGE BASE ABILITY

Once per game session, the character may spend 2 Destiny Points to make an **opposed Knowledge (Warfare) vs. Deception check** against an identified enemy agent or espionage leader. If successful, the character utterly foils one previously identified ploy or tactic associated with that enemy's act of espionage. The exact nature how character accomplishes this must be approved by the GM, but should be suitably cunning and clever. Note that the enemy character does not need to be physically present or near the character for this ability to be used, and that the GM has final say on which NPCs are valid targets.

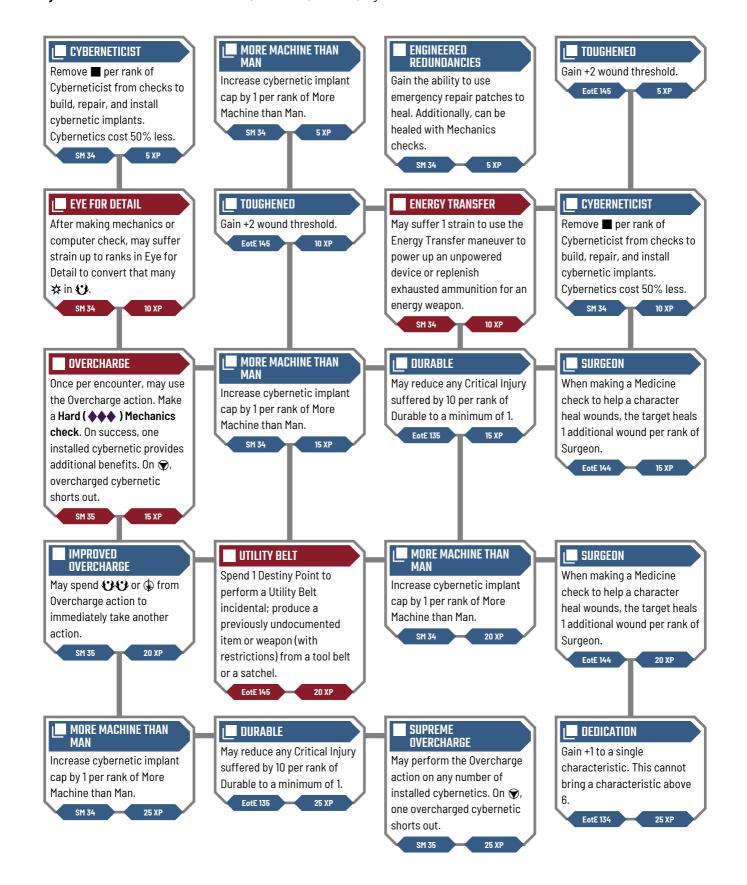
CaM 34 30 XP ADD BOOST **CHANGE SKILL REDUCE SETBACK CHANGE SKILL** When making the skill check The skill check the character Remove from the The skill check the character to activate makes as part of using character's skill check as part makes as part of using Counterespionage, the Counterespionage, can be of using Counterespionage. Counterespionage, can be character adds per Add made using Charm instead of made using Negotiation Knowledge (Warfare). instead of Knowledge Boost upgrade. (Warfare). 10 XP 10 XP REDUCE SETBACK ADD BOOST DESTINY **TURN AGENT** Counterespionage costs 1 Remove from the When making the skill check Spend on a successful Destiny Point instead of 2. character's skill check as part to activate check to activate Counterespionage to turn one 15 XP of using Counterespionage. Counterespionage, the character adds per Add identified enemy agent into a 15 XP double agent secretly Boost upgrade.

CYBER TECH

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

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



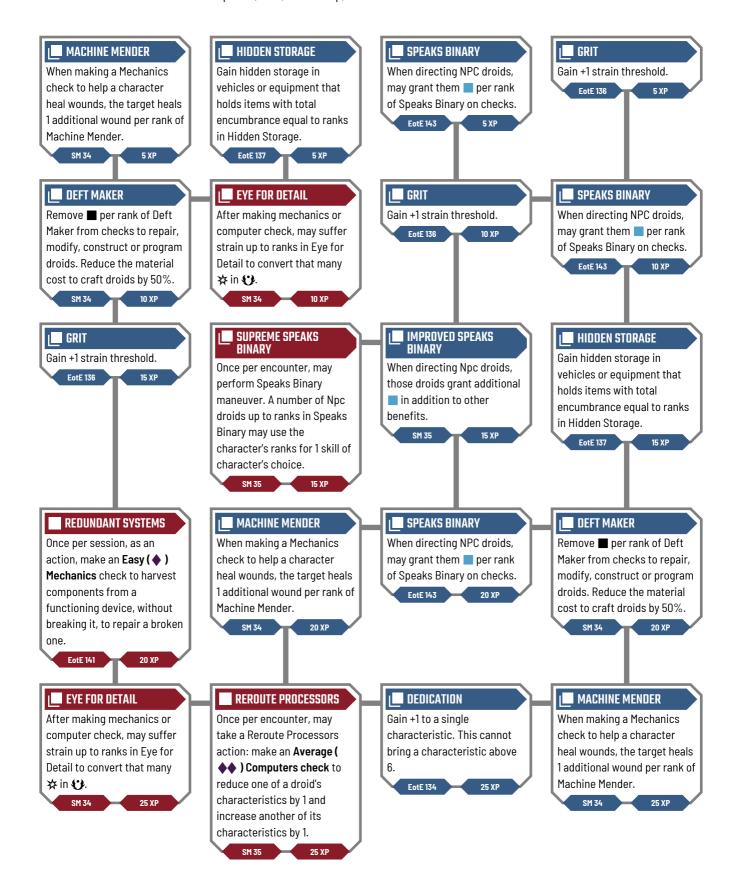


DROID TECH

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

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



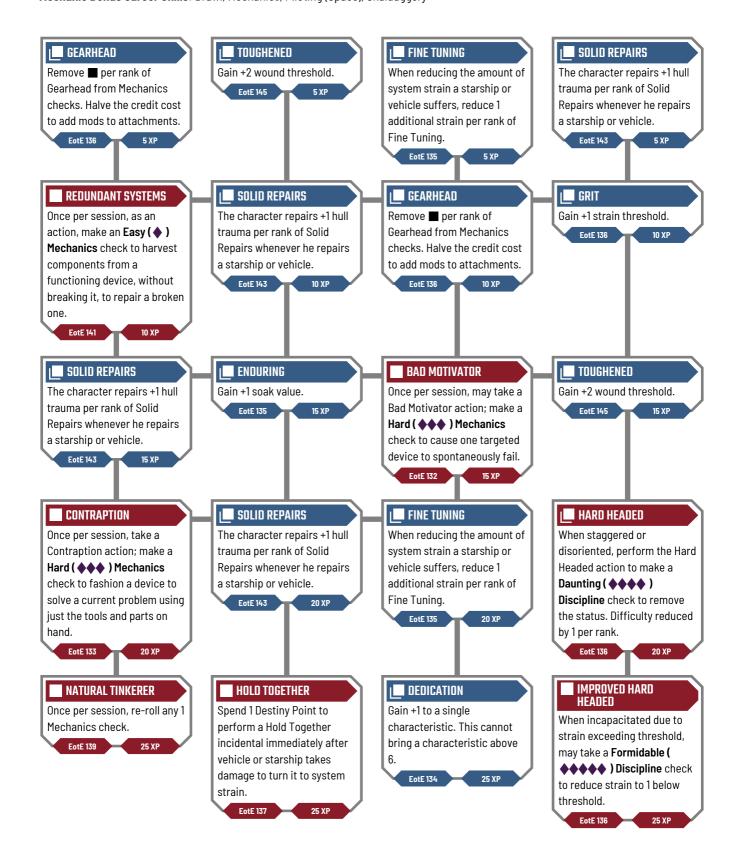


TECHNICIAN MECHANIC

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

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



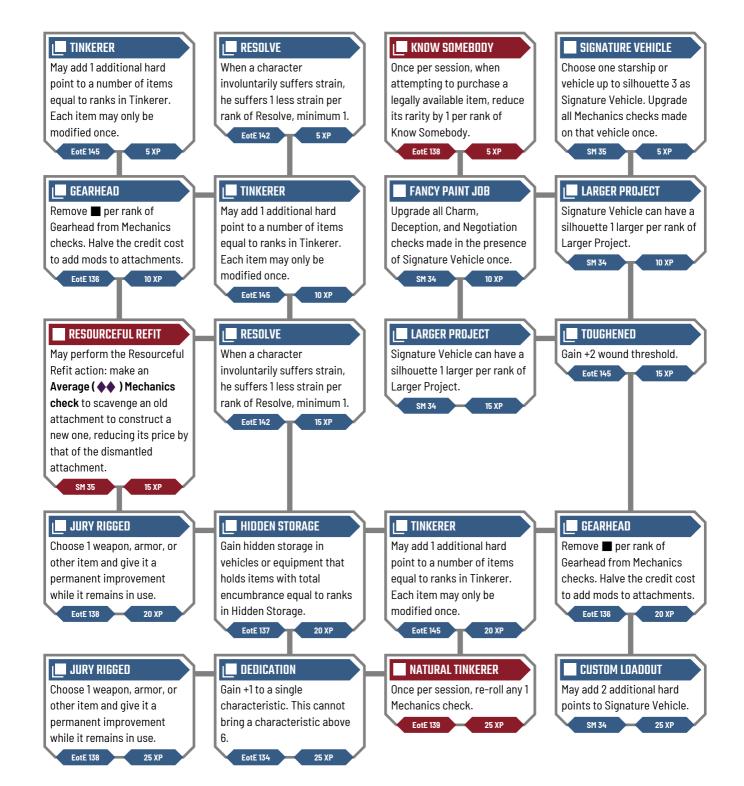


MODDER

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

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



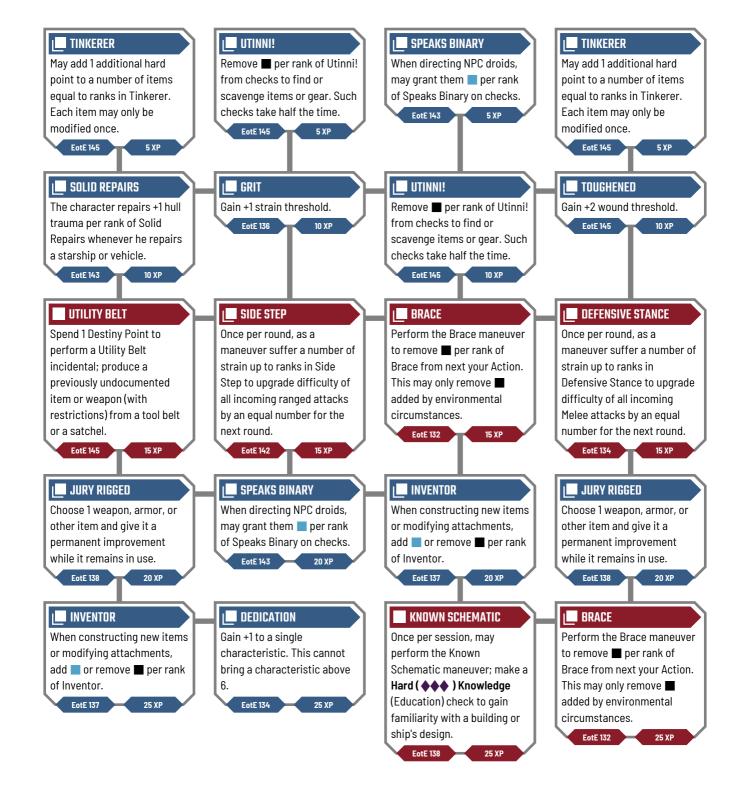


TECHNICIAN OUTLAW TECH

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

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



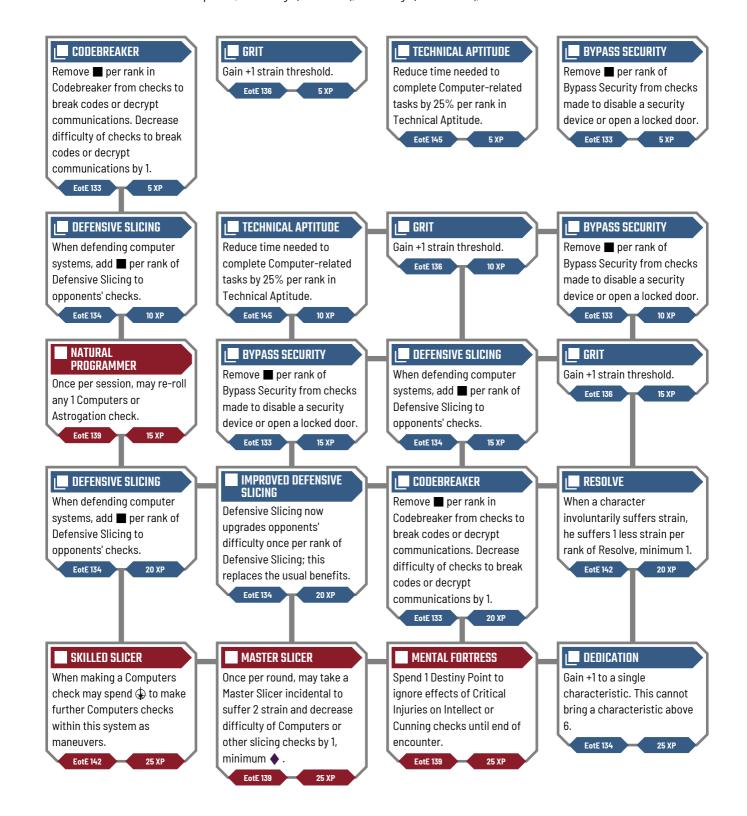


TECHNICIAN SLICER

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

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



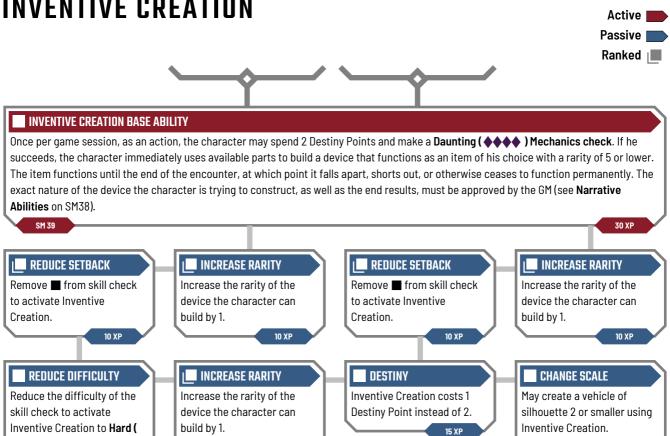


15 XP

TECHNICIAN SIGNATURE ABILITY TREE INVENTIVE CREATION

♦♦♦).

15 XP





WARRIOR

| INITIMIDATING

number. FaD 145

FEARSOME

in Fearsome. FaD 142

FEARSOME

in Fearsome.

FaD 142

20 XP FaD 153

Weak.

FaD 149 20 XP

characteristic. This cannot

bring a characteristic above

DEDICATION

Gain +1 to a single

FaD 141

When Incapacitated, perform Against All Odds actions; making Hard () Resilience check with \bigcirc no

FaD 138

AGAINST ALL ODDS

FaD 145

greater than Force rating. Heal wounds equal to 🔅, spend () to add ☆.

FORCE RATING

Gain +1 Force Rating.

FaD 143 25 XP FEARSOME

When an adversary becomes engaged with the character, the character may force the adversary to make a Fear check with the difficulty equal to the character's ranks in Fearsome.

> FaD 142 25 XP

Active |

Passive |

Force talent

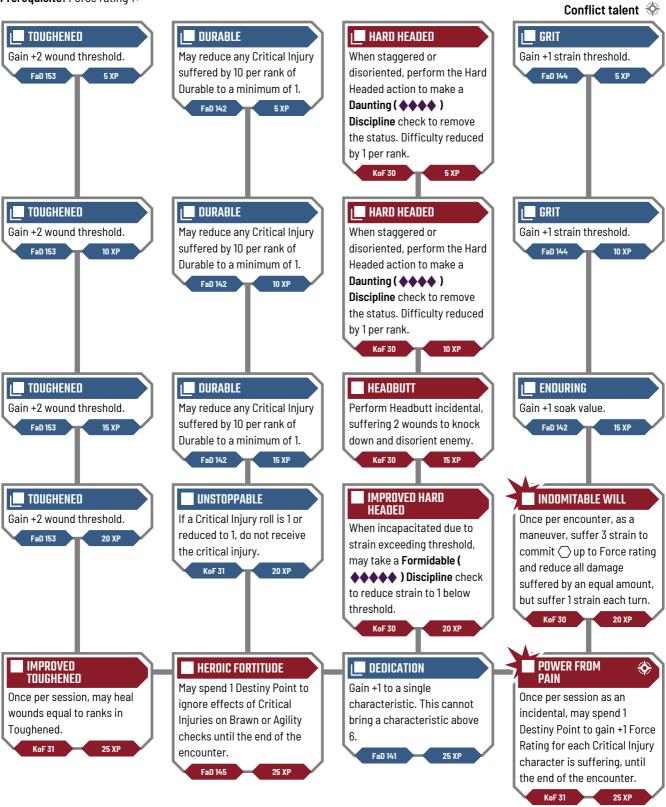
Ranked |

WARRIOR COLOSSUS

Career Skills: Athletics, Brawl, Cool, Melee, Perception, Survival Colossus Bonus Career Skills: Brawl, Discipline, Melee, Resilience

Gain: Beginning characters gain Force Rating 1

Prerequisite: Force rating 1+



Active I

Passive |

Force talent

Conflict talent 💠

Ranked |

WARRIOR JUYO BERSERKER

Career Skills: Athletics, Brawl, Cool, Melee, Perception, Survival

Juyo Berserker Bonus Career Skills: Coercion, Discipline, Lightsaber, Melee

Gain: Beginning characters gain Force Rating 1

Prerequisite: Force rating 1+





When hit by a Melee attack, suffer 3 strain to reduce damage by 2 plus ranks in Parry.

FaD 149 5)

| GRIT

Gain +1 strain threshold.

FaD 144 5 XI

| INITIMIDATING

May suffer a number of strain up to ranks in Intimidating to downgrade difficulty of Coercion checks or upgrade difficulty when targeted by Coercion checks by an equal number.

FaD 145

5 XP

INNER PEACE

Once per encounter, convert a number of dark side Destiny Point equal to ranks in Inner Peace to light side Destiny Points and reduce Conflict gained this session by 1 plus 1 per Destiny Point converted.

KoF 31 10 XP

PARRY

When hit by a Melee attack, suffer 3 strain to reduce damage by 2 plus ranks in Parry.

FaD 149 10 X

VAAPAD CONTROL

When making a Lightsaber combat check, the character may suffer 1 strain to downgrade the difficulty of the check a number of times equal to the number of light side Destiny Points in the destiny pool.

KoF 31 10 XP

| LETHAL BLOWS

Add +10 per rank of Lethal Blows to any Critical Injury result inflicted on opponents.

KoF 31 10 XP

BALANCE

When the character recovers strain at the end of the encounter, he may add \bigcirc per Force rating. He recovers additional strain equal to \bigcirc qenerated.

FaD 139

LETHAL BLOWS

Add +10 per rank of Lethal Blows to any Critical Injury result inflicted on opponents.

KoF 31 15 2

QUICK STRIKE

Add per rank of Quick
Strike to combat checks
against targets that have not
acted yet this encounter.

FaD 150

1E VD

EMBRACE YOUR Hate

May spend 1 Destiny Point and suffer Conflict equal to dark side Destiny Points in pool to add equal damage to Melee attack. May use this ability once per encounter per rank of Embrace Your Hate purchased.

KoF 30 15 XP

INNER PEACE

Once per encounter, convert a number of dark side Destiny Point equal to ranks in Inner Peace to light side Destiny Points and reduce Conflict gained this session by 1 plus 1 per Destiny Point converted.

KoF 31 20 XP

INITIMIDATING

May suffer a number of strain up to ranks in Intimidating to downgrade difficulty of Coercion checks or upgrade difficulty when targeted by Coercion checks by an equal number.

FaD 145

JYUO SAVAGERY

The character adds +5 to Critical Injury rolls from Lightsaber attacks for each dark side Destiny Point in the Destiny pool.

KoF 31 20 XF

___ QUICK STRIKE

Add per rank of Quick
Strike to combat checks
against targets that have not
acted yet this encounter.

FaD 150

20 XP

PARRY

When hit by a Melee attack, suffer 3 strain to reduce damage by 2 plus ranks in Parry.

FaD 149

25 X

EMBRACE YOUR Hate

May spend 1 Destiny Point and suffer Conflict equal to dark side Destiny Points in pool to add equal damage to Melee attack. May use this ability once per encounter per rank of Embrace Your Hate purchased.

DEDICATION

Gain +1 to a single characteristic. This cannot bring a characteristic above 6.

FaD 141 25)

MULTIPLE OPPONENTS

Add to Lightsaber, Brawl and Melee check when engaged with multiple opponents.

FaD 147

25 XP

KoF 30

WARRIOR SHII-CHO KNIGHT

Career Skills: Athletics, Brawl, Cool, Melee, Perception, Survival

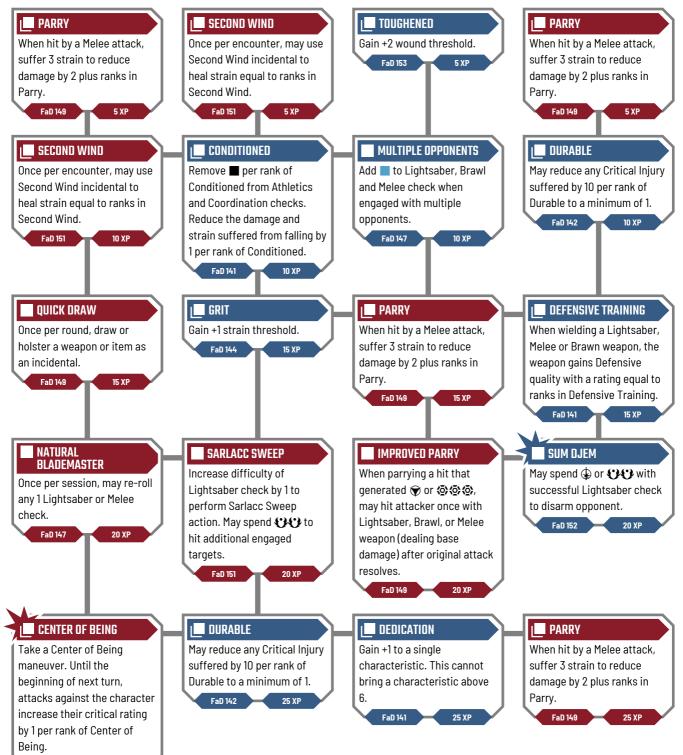
Shii-Cho Knight Bonus Career Skills: Athletics, Coordination, Lightsaber, Melee

Gain: Beginning characters gain Force Rating 1

Prerequisite: Force rating 1+

FaD 140





WARRIOR STARFIGHTER ACE

Career Skills: Athletics, Brawl, Cool, Melee, Perception, Survival

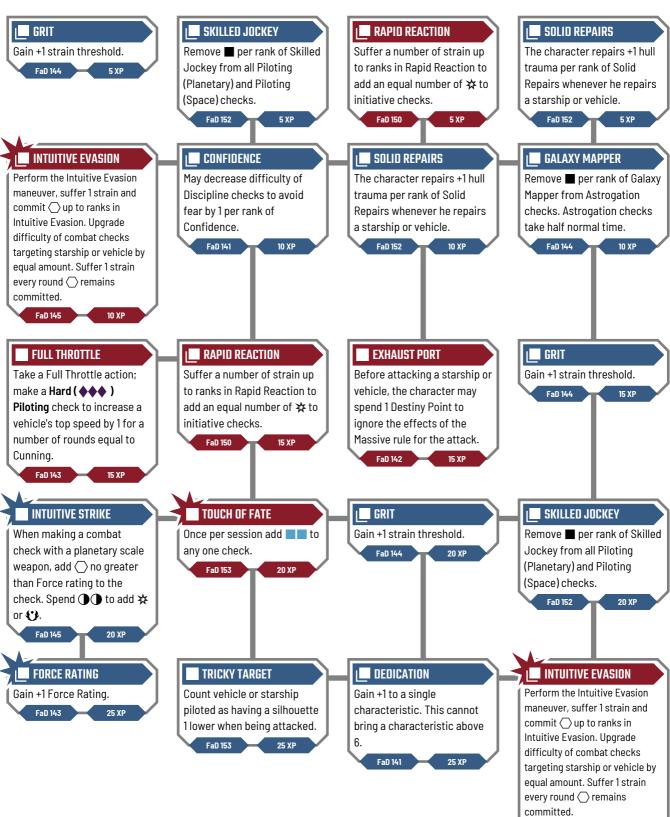
Starfighter Ace Bonus Career Skills: Astrogation, Gunnery, Mechanics, Piloting (Space)

Gain: Beginning characters gain Force Rating 1

Prerequisite: Force rating 1+



FaD 145



WARRIOR STEEL HAND ADEPT

Career Skills: Athletics, Brawl, Cool, Melee, Perception, Survival

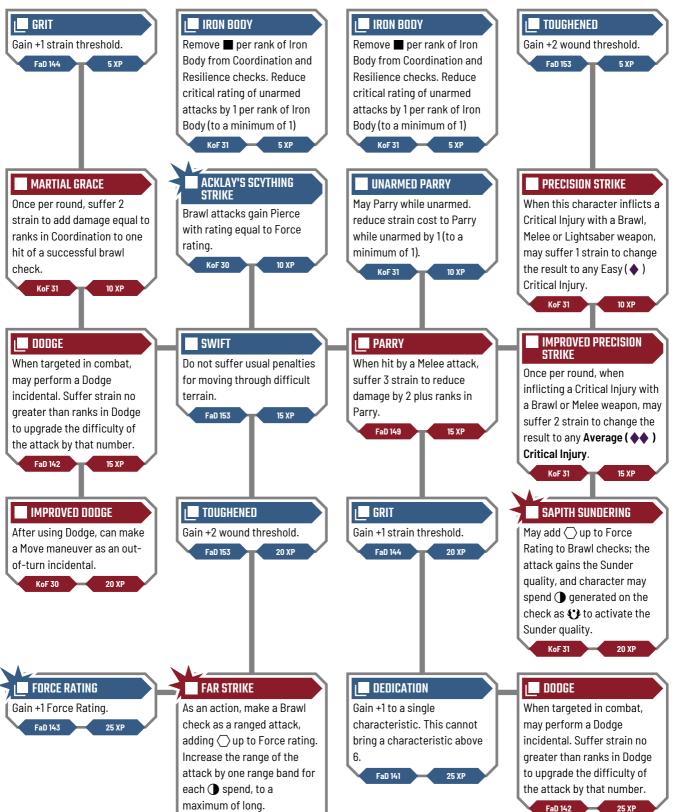
Steel Hand Adept Bonus Career Skills: Brawl, Coordination, Discipline, Vigilance

KoF 30

Gain: Beginning characters gain Force Rating 1

Prerequisite: Force rating 1+

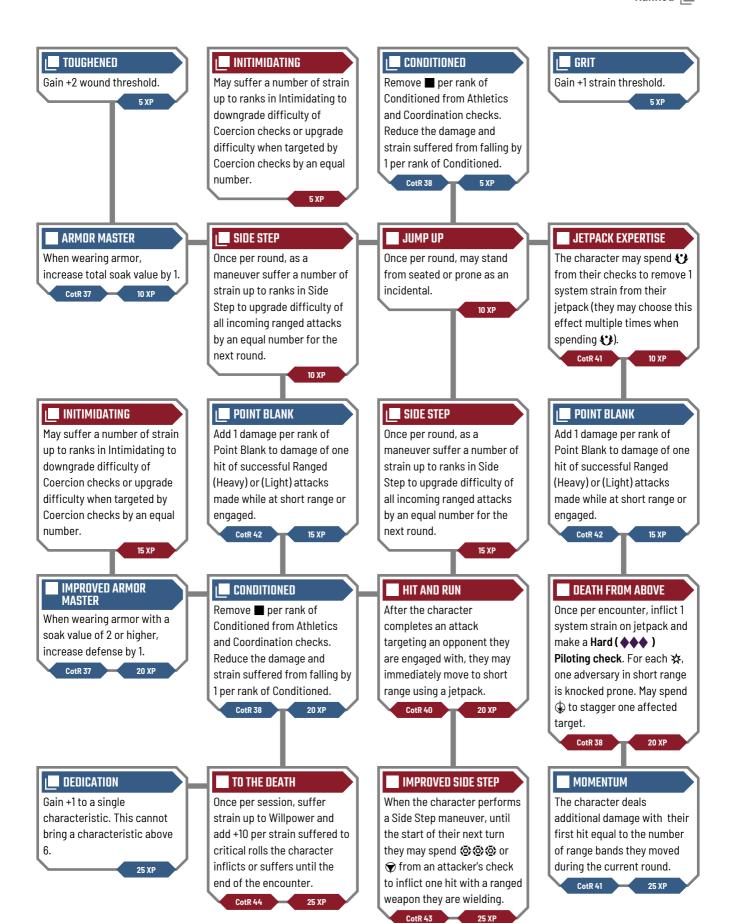




DEATH WATCH WARRIOR

Death Watch Warrior Bonus Career Skills: Coercion, Mechanics, Piloting (Planetary), Ranged (Light)

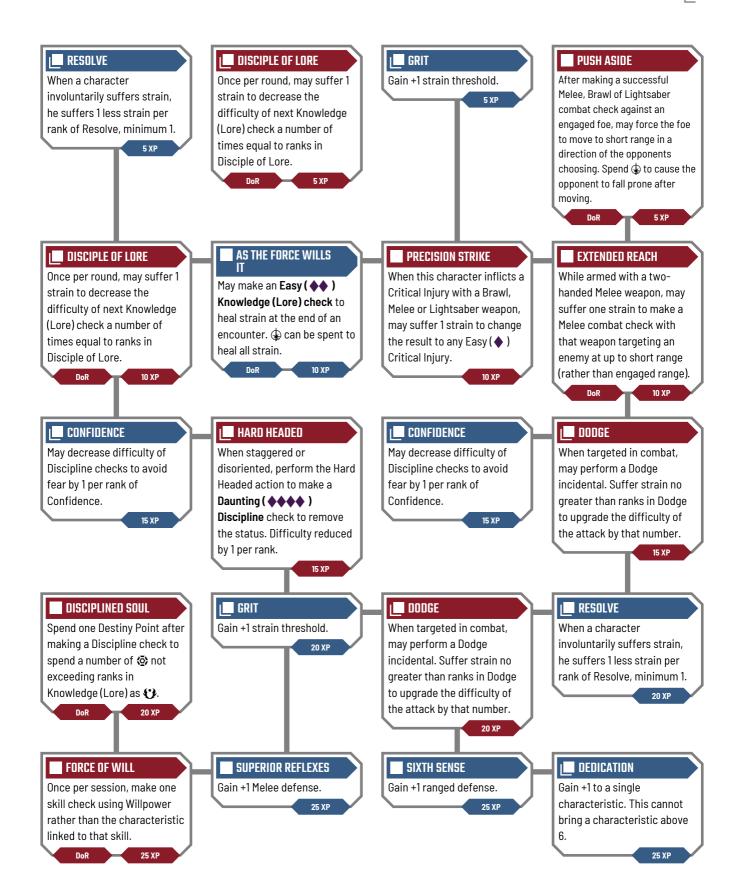
Active Passive Ranked



FORCE ADHERENT

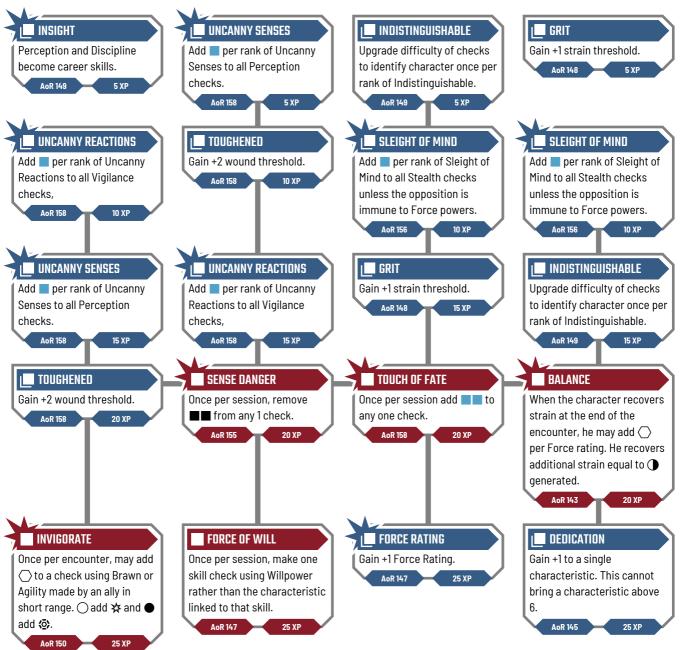
Force Adherent Bonus Career Skills: Discipline, Knowledge (Lore), Melee, Vigilance

Active Passive Ranked



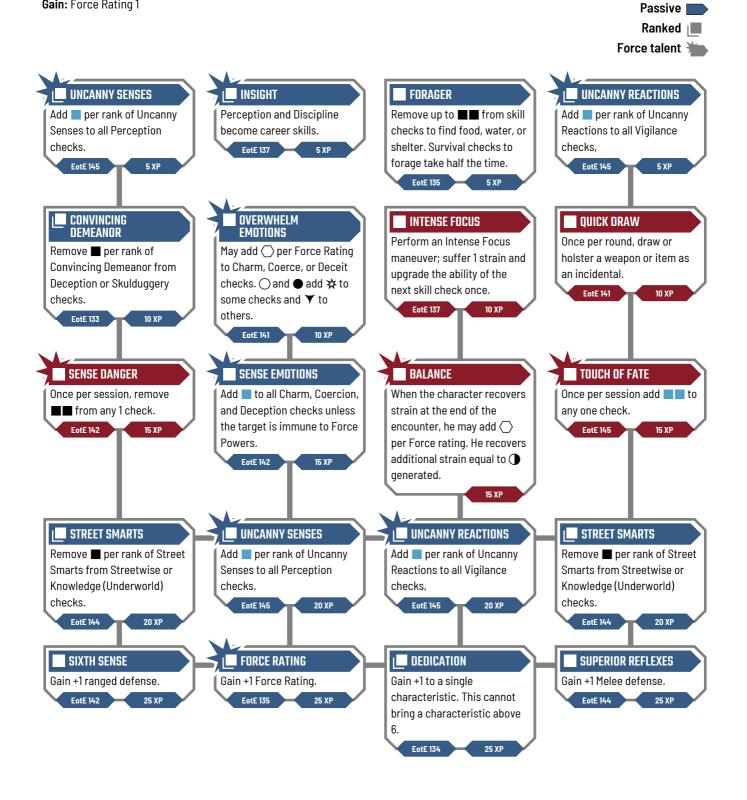
UNIVERSAL FORCE SENSITIVE EMERGENT



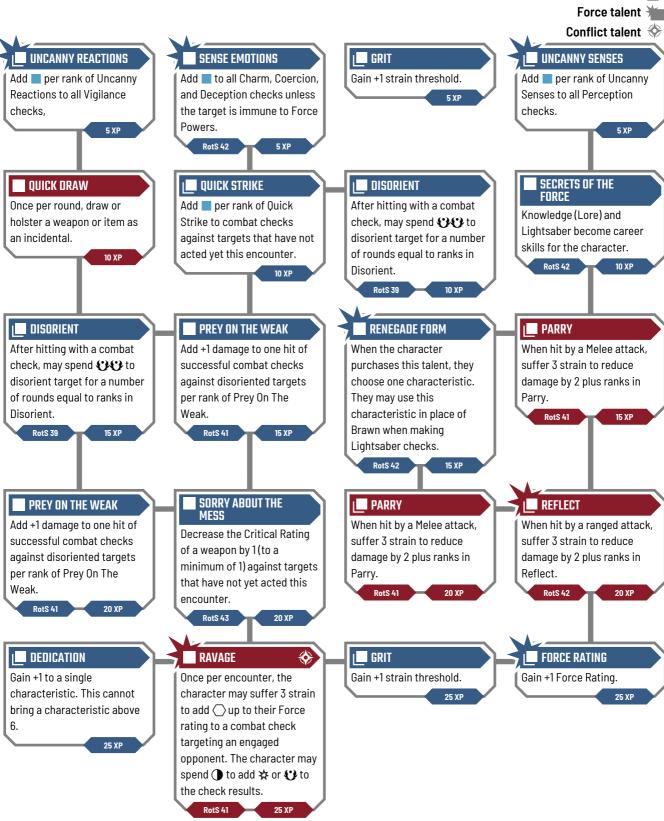


Active

UNIVERSAL FORCE SENSITIVE EXILE



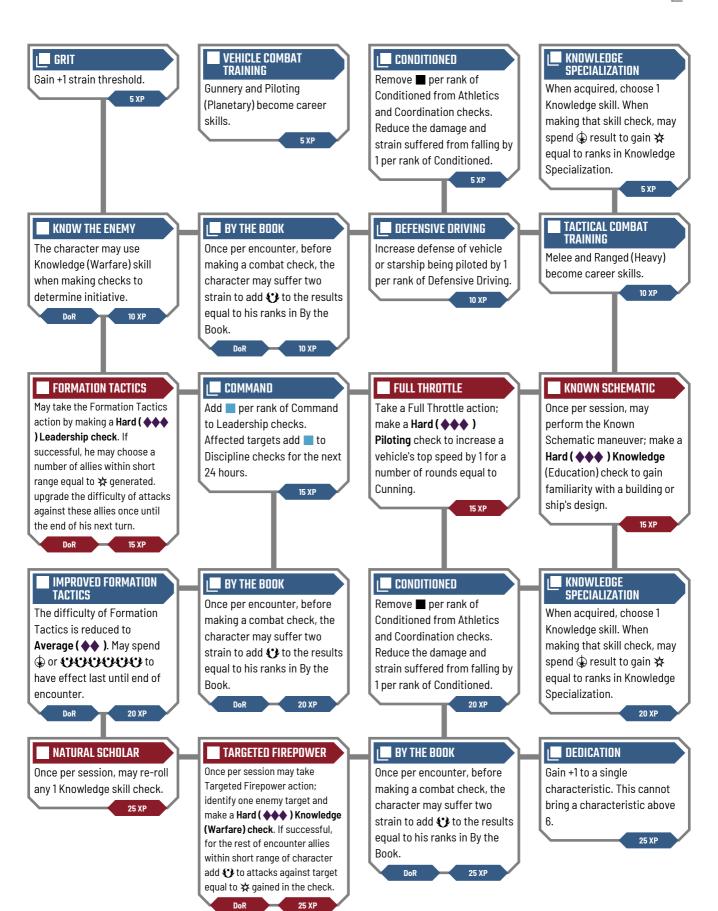
UNIVERSAL FORCE SENSITIVE OUTCAST



IMPERIAL ACADEMY CADET

Imperial Academy Cadet Bonus Career Skills: Knowledge (Warfare), Leadership, Piloting (Space), Ranged (Light)

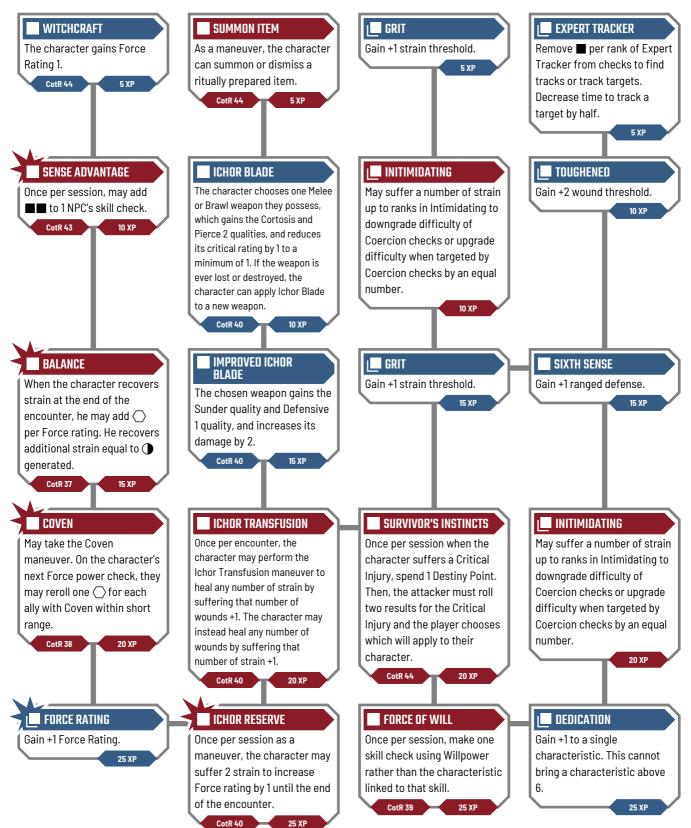




UNIVERSAL NIGHTSISTER

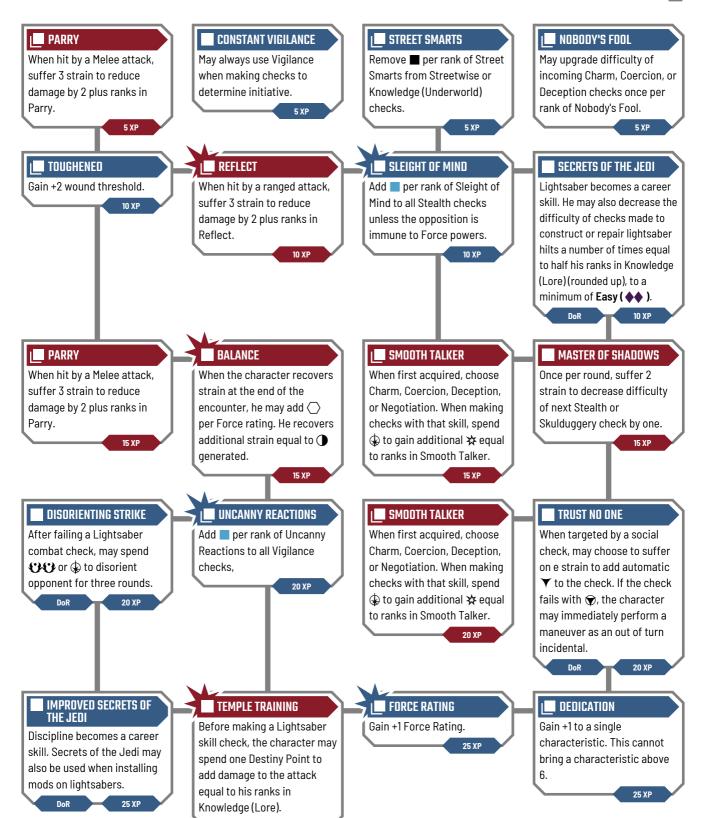
Nightsister Bonus Career Skills: Discipline, Knowledge (Lore), Stealth, Survival





UNIVERSAL PADAWAN SURVIVOR

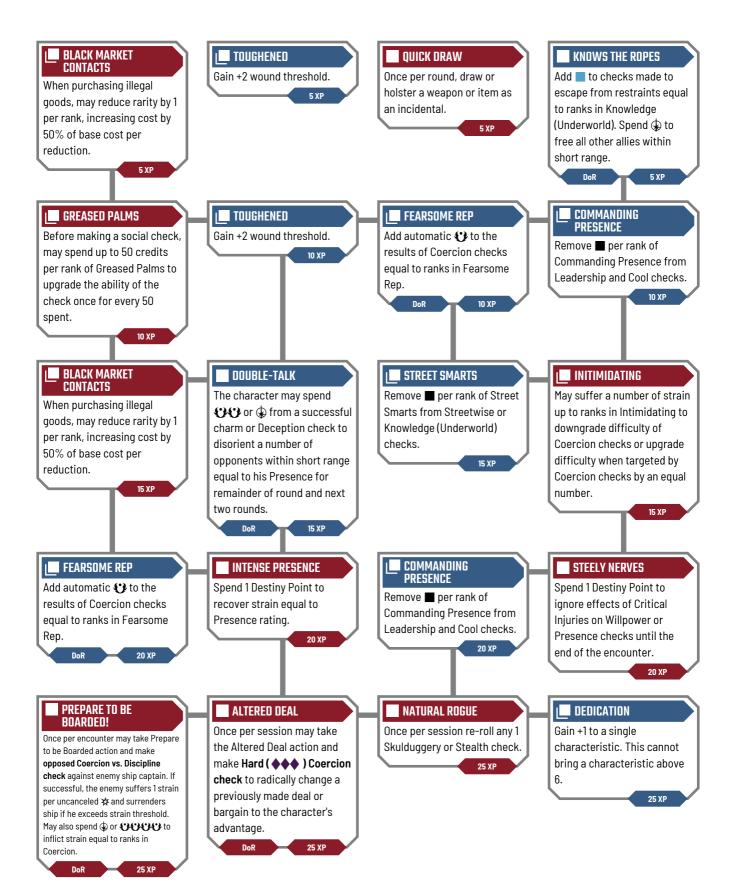






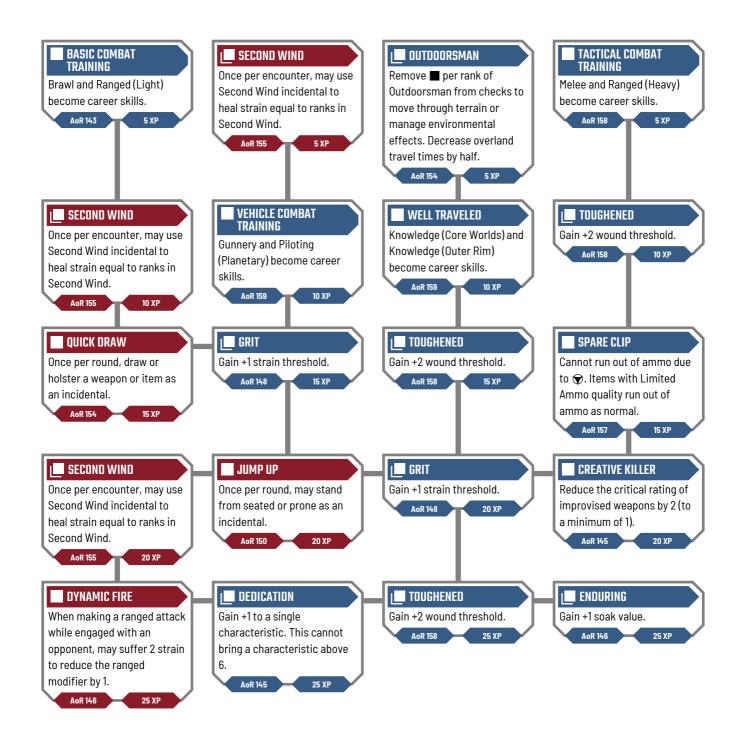
Pirate Bonus Career Skills: Coercion, Deception, Knowledge (Underworld), Skulduggery





Recruit Bonus Career Skills: Athletics, Discipline, Survival, Vigilance

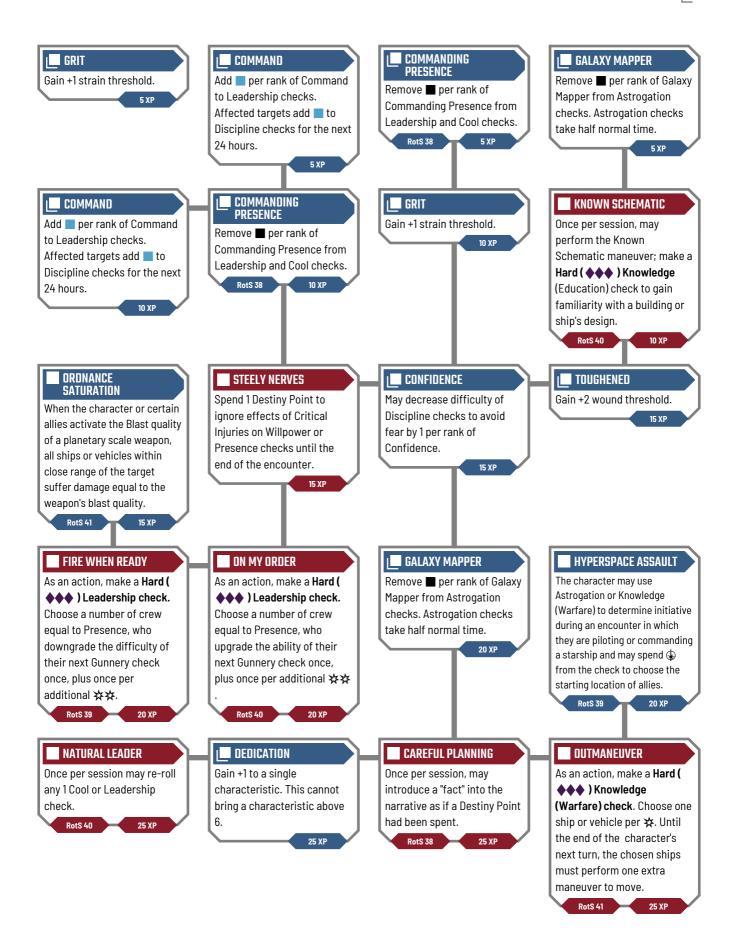




REPUBLIC NAVY OFFICER

Republic Navy Officer Bonus Career Skills: Astrogation, Discipline, Knowledge (Warfare), Leadership

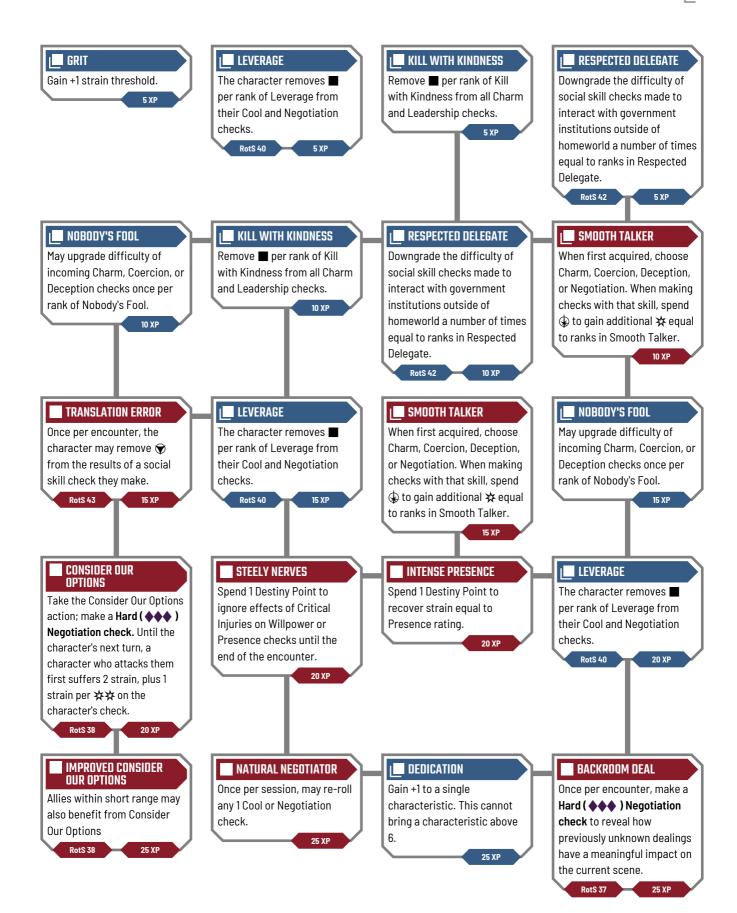
Active Passive Ranked



REPUBLIC REPRESENTATIVE

Republic Representative Bonus Career Skills: Charm, Cool, Knowledge ([choose any one]), Negotiation

Active Passive Ranked



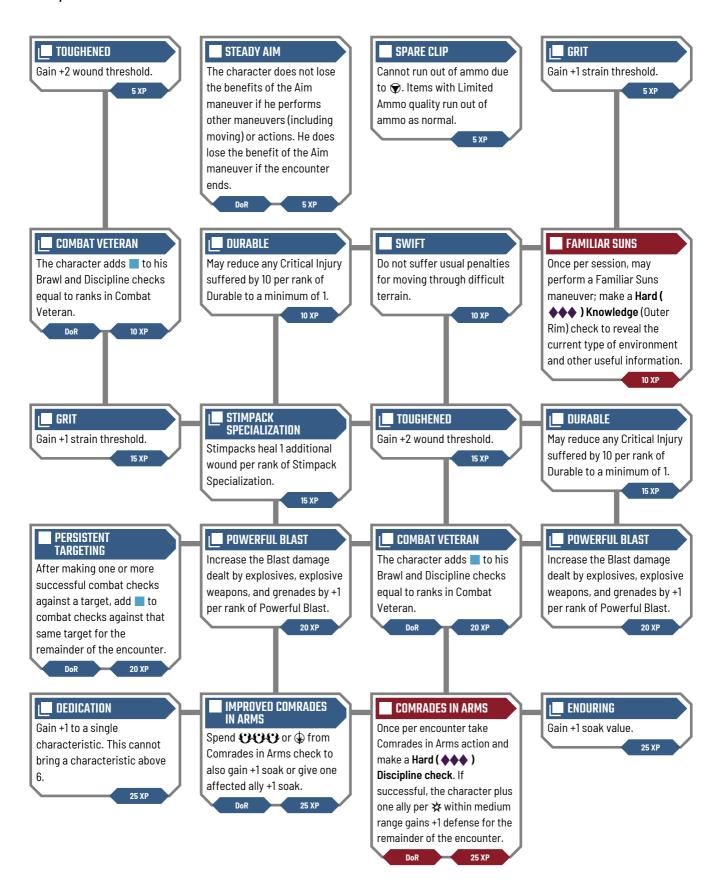
RETIRED CLONE TROOPER

Retired Clone Trooper Bonus Career Skills: Discipline, Knowledge (Warfare), Ranged (Heavy), Ranged

(Light), Resilience, Vigilance

Prerequisite: Clone

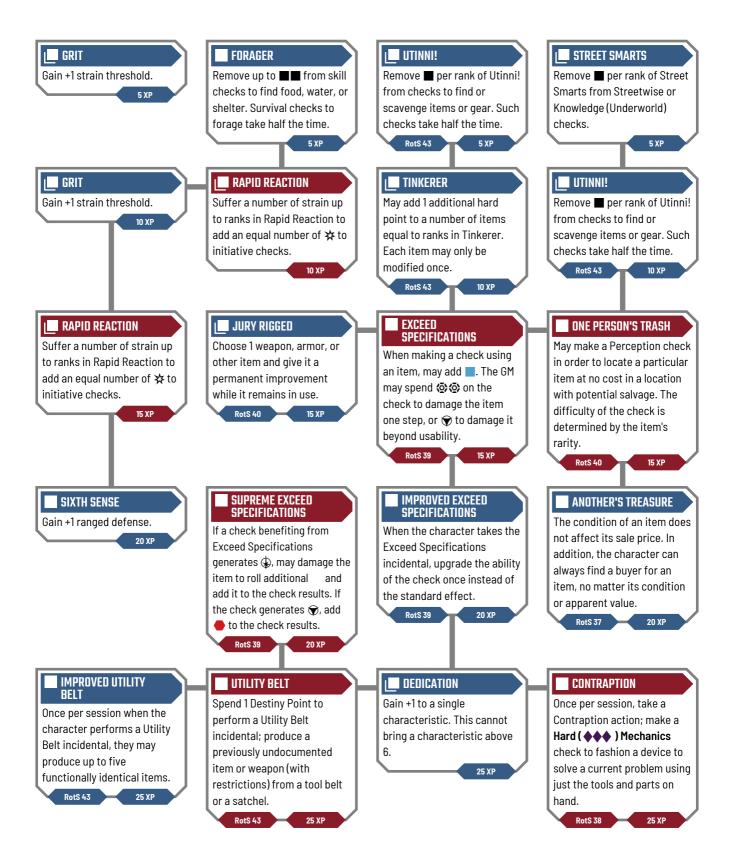




UNIVERSAL SCAVENGER

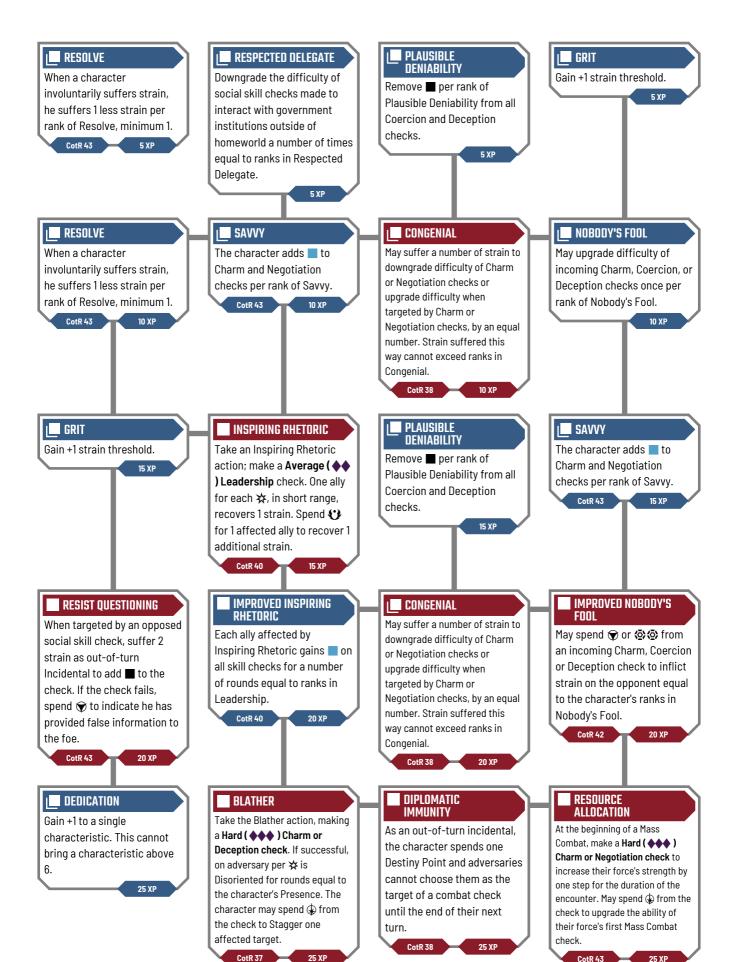
Scavenger Bonus Career Skills: Mechanics, Perception, Streetwise, Survival





Senator Bonus Career Skills: Charm, Deception, Knowledge (Education), Negotiation

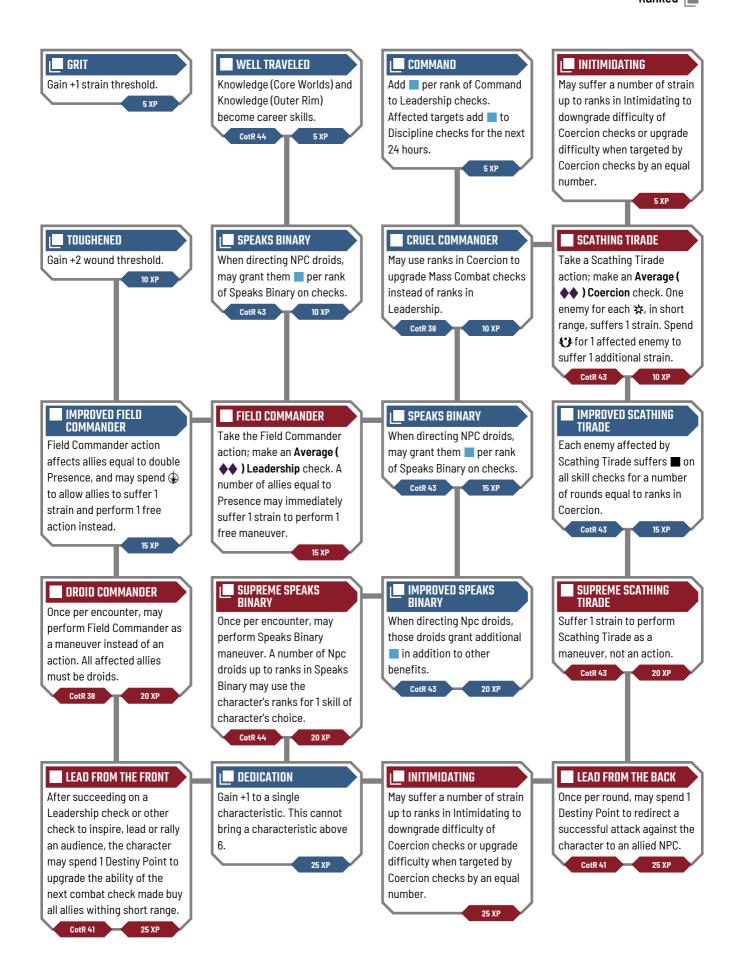




UNIVERSAL SEPARATIST COMMANDER

Separatist Commander Bonus Career Skills: Coercion, Knowledge (Warfare), Leadership, Vigilance

Active Passive Ranked



UNIVERSAL SHIP CAPTAIN

Ship Captain Bonus Career Skills: Charm, Leadership, Negotiation, Piloting (Space)



WHEEL AND DEAL

When selling goods legally, gain 10% more credits per rank of Wheel and Deal.

PRIDE AND JOY

Choose one starship or vehicle character owns with a silhouette of 4 or higher: it becomes his "Pride and Joy" vessel. He upgrades the ability of all social checks he makes while within short range of the vessel once.

GRIT

Gain +1 strain threshold.

| KILL WITH KINDNESS

Remove per rank of Kill with Kindness from all Charm and Leadership checks.

KILL WITH KINDNESS

Remove **■** per rank of Kill with Kindness from all Charm and Leadership checks.

IMPROVED PRIDE AND

While inside his Pride and Joy vessel, recover 1 additional strain whenever recovering strain and spend 😲 on checks made to recover strain to allow an ally also within the vessel to recover one strain.

FIELD COMMANDER

Take the Field Commander action; make an Average (♦♠) Leadership check. A

number of allies equal to Presence may immediately suffer 1 strain to perform 1 free maneuver.

10 XP

SKILLED JOCKEY

Remove **■** per rank of Skilled Jockey from all Piloting (Planetary) and Piloting (Space) checks.

10 XP

WHEEL AND DEAL

When selling goods legally, gain 10% more credits per rank of Wheel and Deal.

ENCOURAGING WORDS

After an engaged ally fails a check, may suffer 1 strain to assist that ally's next check this encounter as an out of turn incidental.

15 XP

SEEN A LOT OF THINGS

Whenever the character fails a Knowledge check, he may spend 🔾 🔾 to roll the check again during his next turn.

DoR

15 XP

FULL THROTTLE

Take a Full Throttle action; make a Hard () Piloting check to increase a vehicle's top speed by 1 for a number of rounds equal to Cunning.

15 XP

TRUST THE CAPTAIN

May take the Trust the Captain action by making a Hard (

◆◆◆) Leadership check. If successful, for the rest of the encounter allies within short range increase their ranks in Discipline by an amount equal to ranks in Trust the Captain.

INSPIRING RHETORIC

Take an Inspiring Rhetoric action; make a Average () Leadership check. One ally for each 🔅, in short range,

recovers 1 strain. Spend 😲 for 1 affected ally to recover 1 additional strain.

20 XP

TRUST THE CAPTAIN

May take the Trust the Captain action by making a Hard (

◆◆◆) Leadership check. If successful, for the rest of the encounter allies within short range increase their ranks in Discipline by an amount equal to ranks in Trust the Captain.

SUPREME PRIDE AND

While inside his Pride an Joy vessel, once per session as an incidental, the character may reduce its silhouette by 2 (to a minimum of 0) for the remainder of the round and following round.

DoR

MOST IMPRESSIVE

Spend from any skill check to allow a number of allies not exceeding the character's rating in Presence within short range to add automatic to their next check.

LEADERSHIP

Take the Inspiring Leadership action by making an Average (

♦♦) Leadership check. If successful, a number of allies, not exceeding his rating in Presence within short range add automatic 🗱 to their next

INSPIRING

skill check.

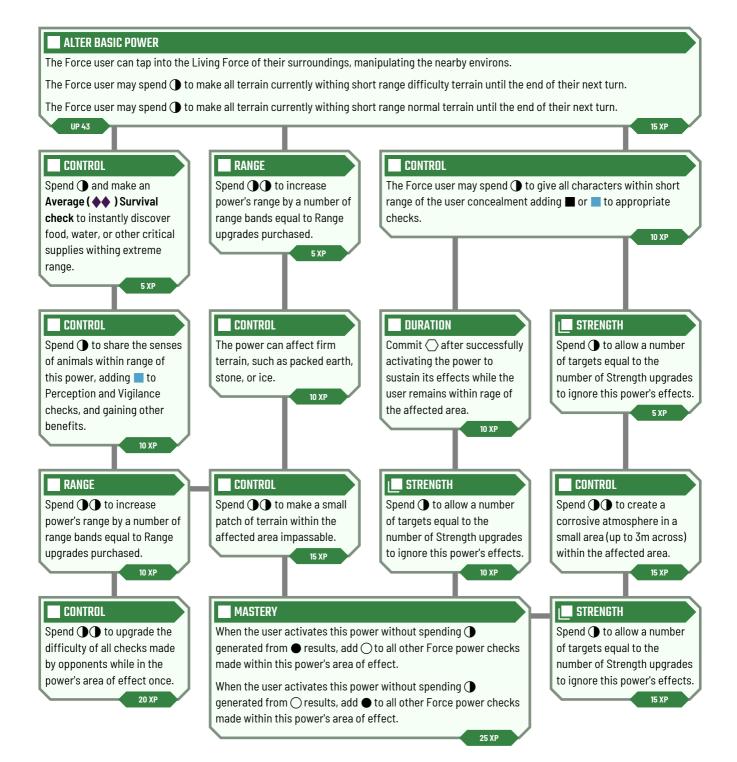
GRIT

Gain +1 strain threshold.

DEDICATION

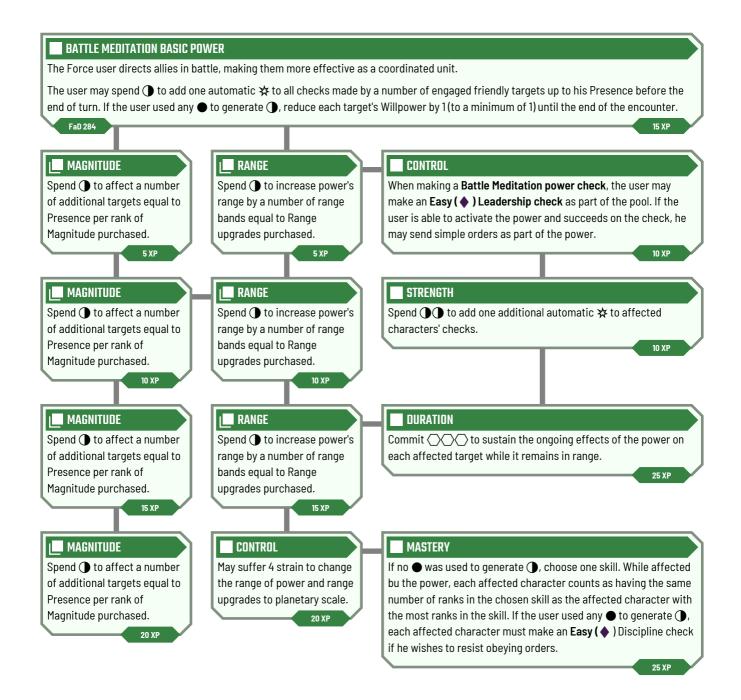
Gain +1 to a single characteristic. This cannot bring a characteristic above

Prerequisite: Force rating 1+

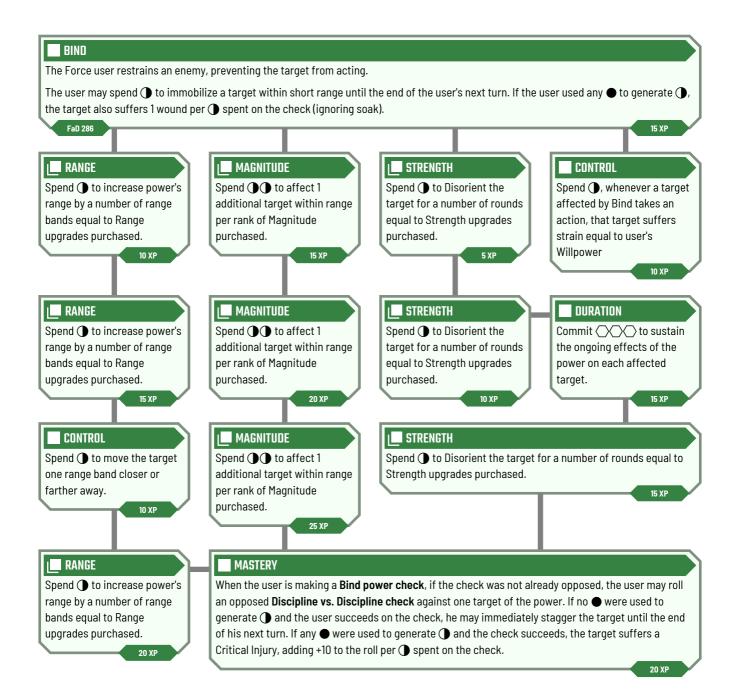


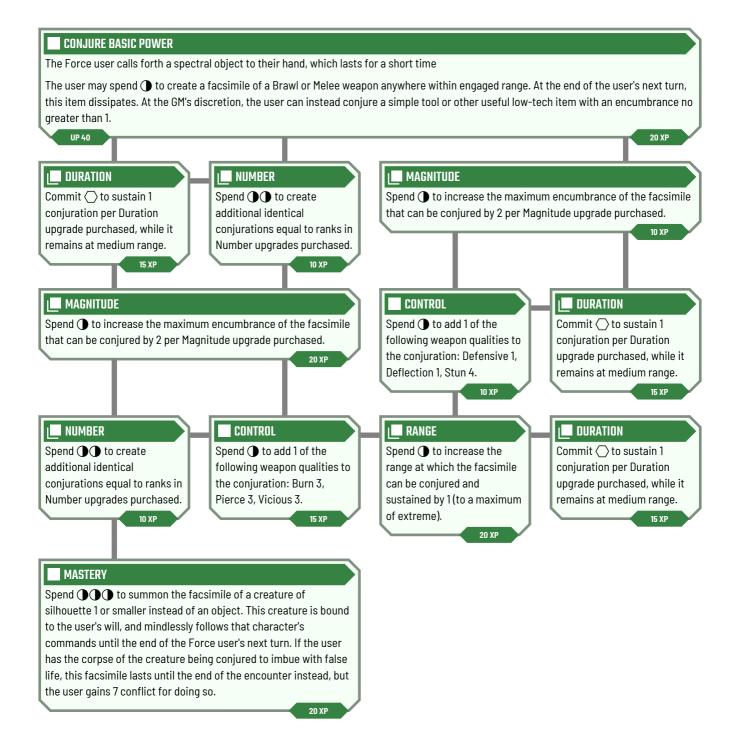
FORCE POWER MEDITATION

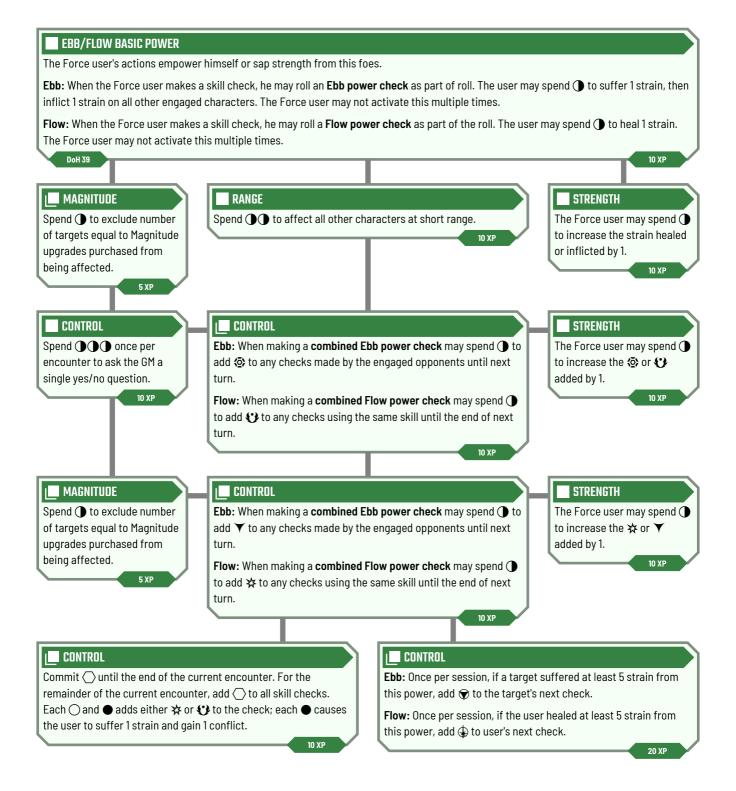
Prerequisite: Force rating 2+

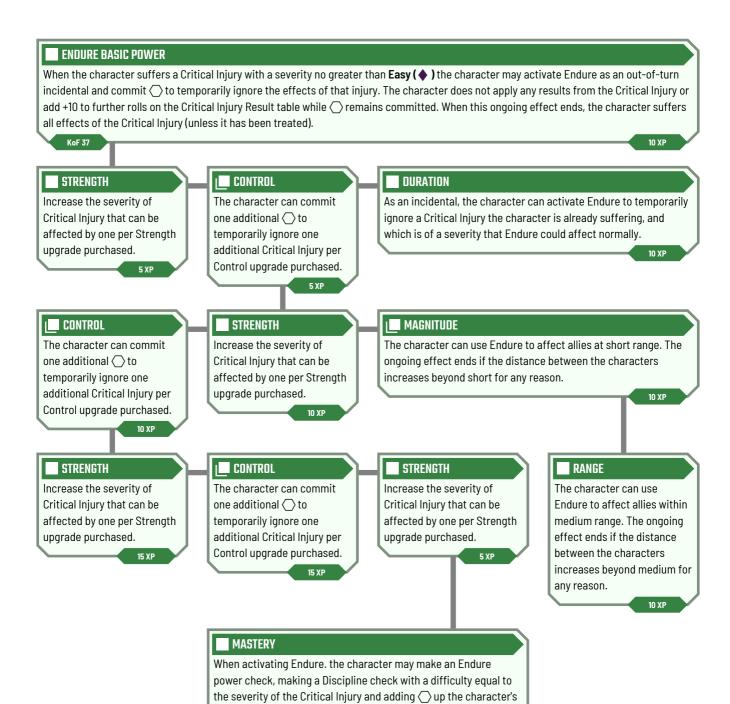


Prerequisite: Force rating 2+





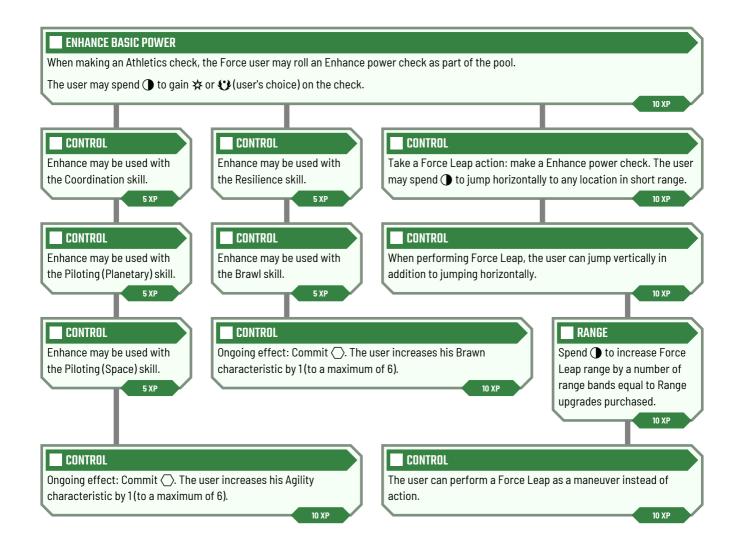


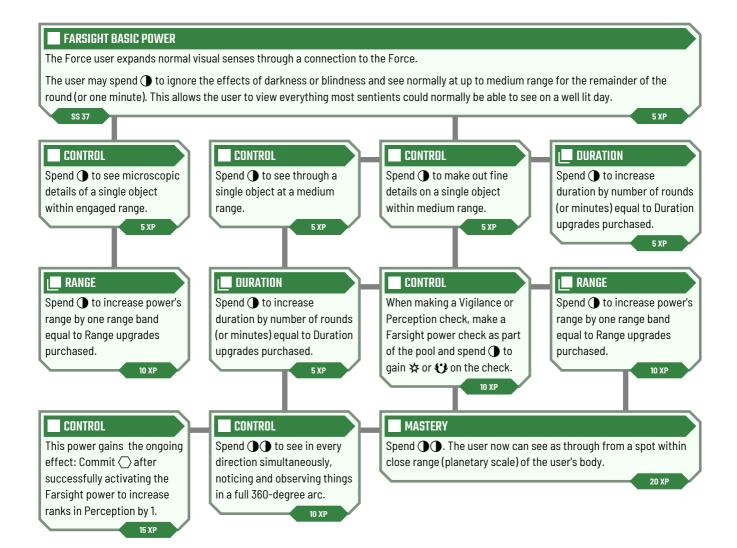


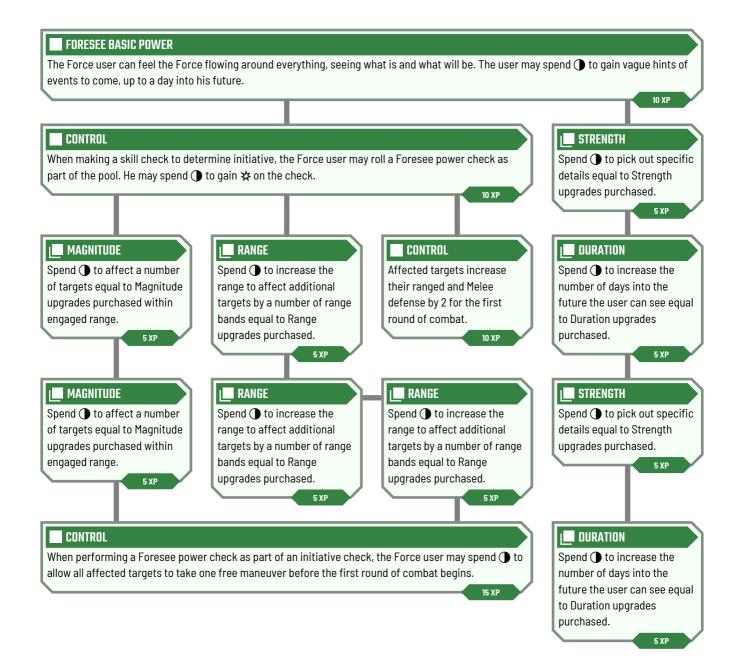
Force rating. If the character succeeds on the check and

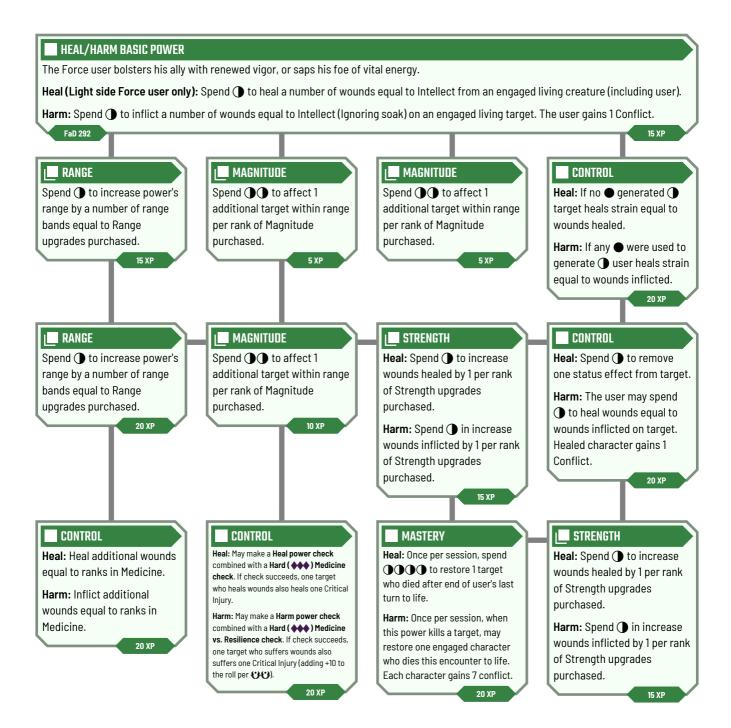
Injury is not suffered.

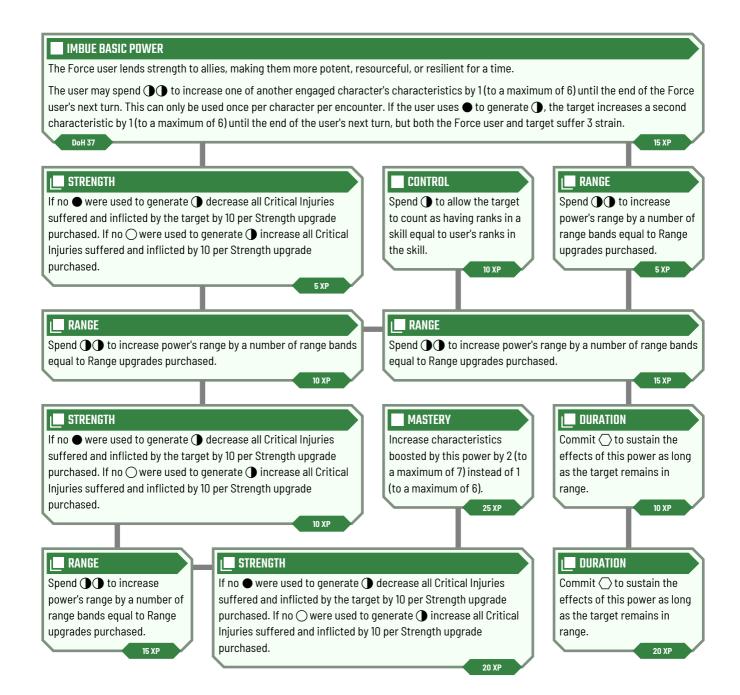
generates equal to the Severity of the Critical Injury, the Critical



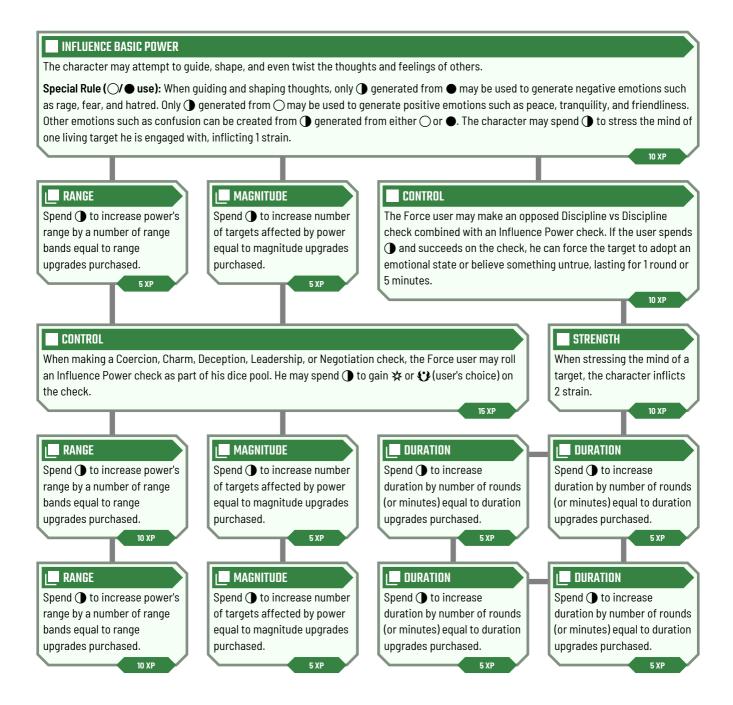


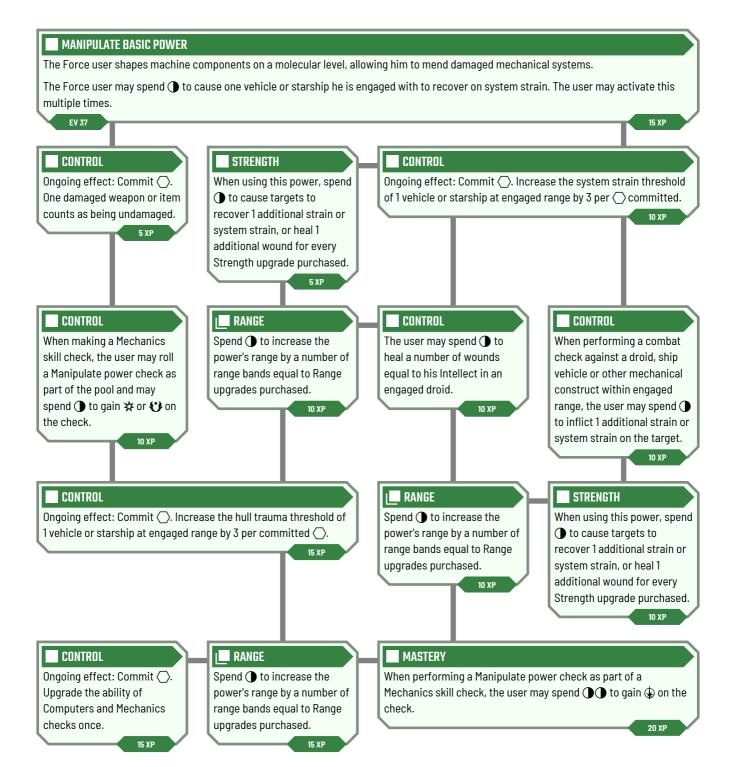




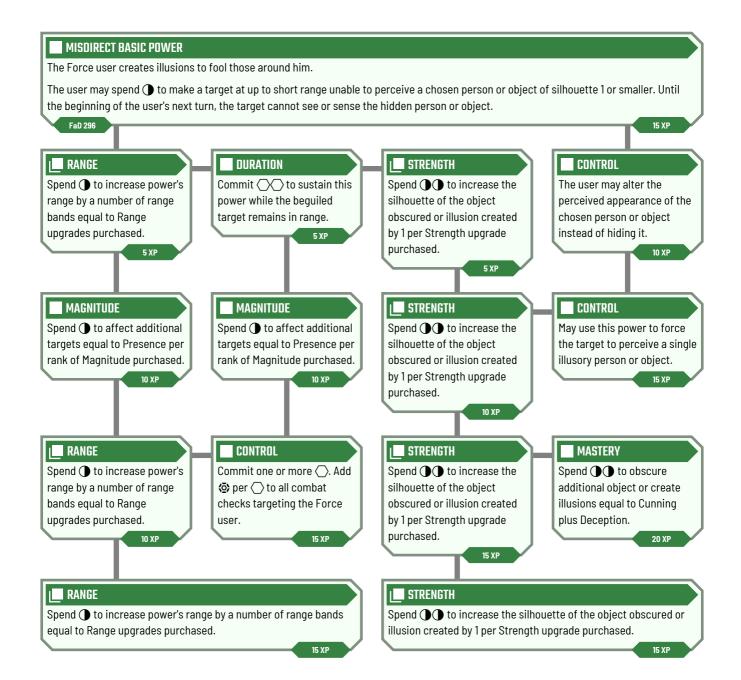






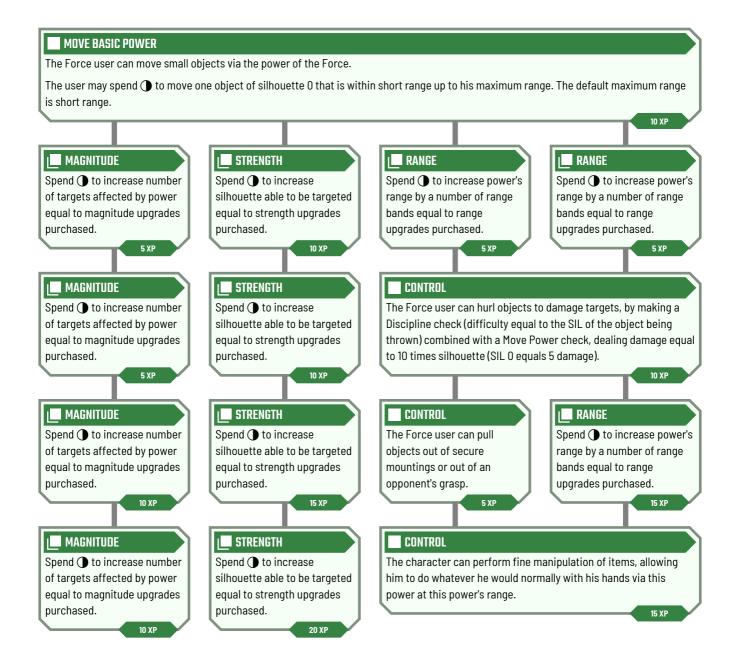






FORCE POWER **MOVE**

Prerequisite: Force rating 1+



PROTECT / UNLEASH

Prerequisite: Force rating 3+

