

# ACE BEAST RIDER

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

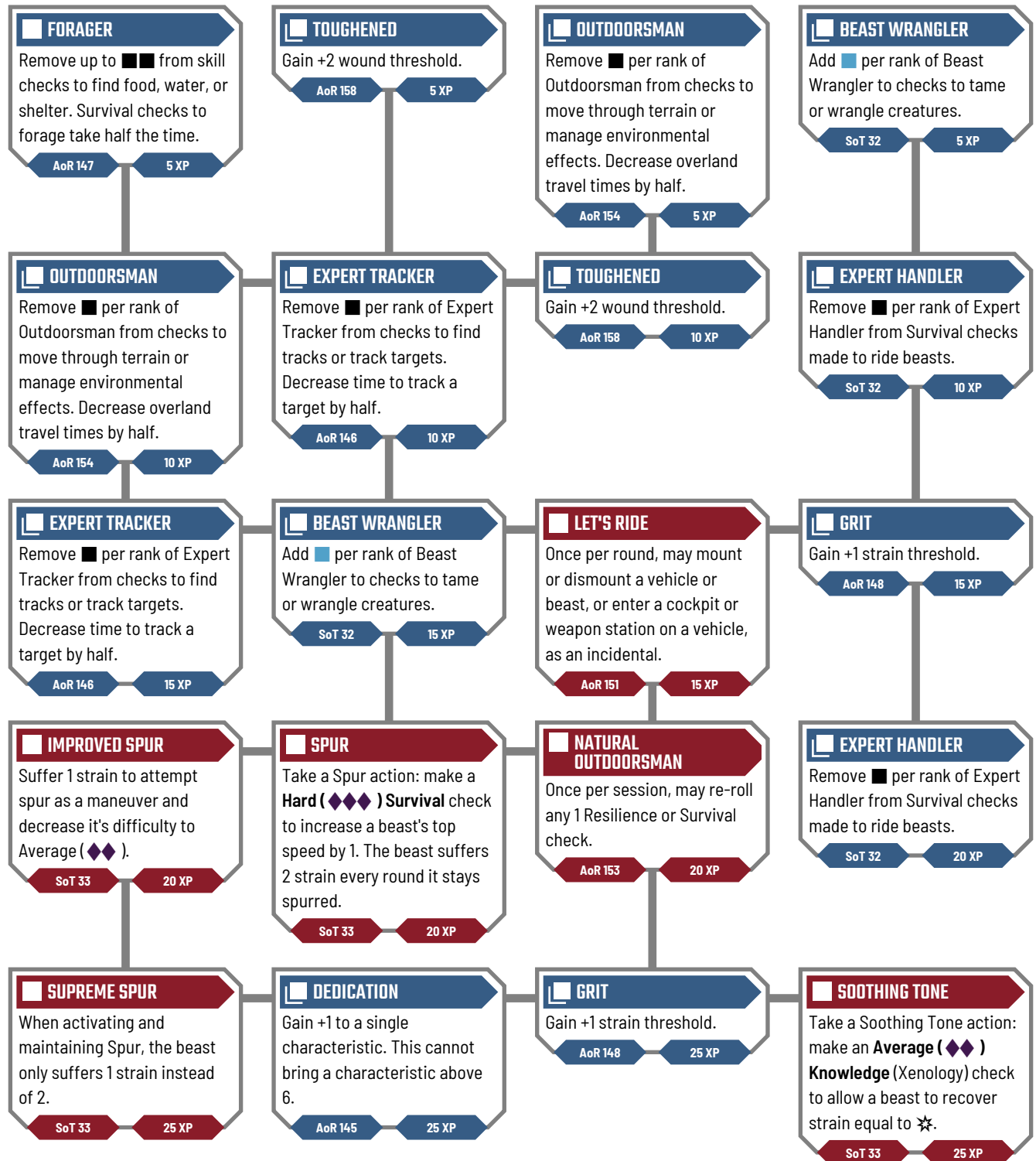
**Beast Rider Bonus Career Skills:** Athletics, Knowledge (Xenology), Perception, Survival

Stay on Target 27

Active

Passive

Ranked



# ACE DRIVER

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

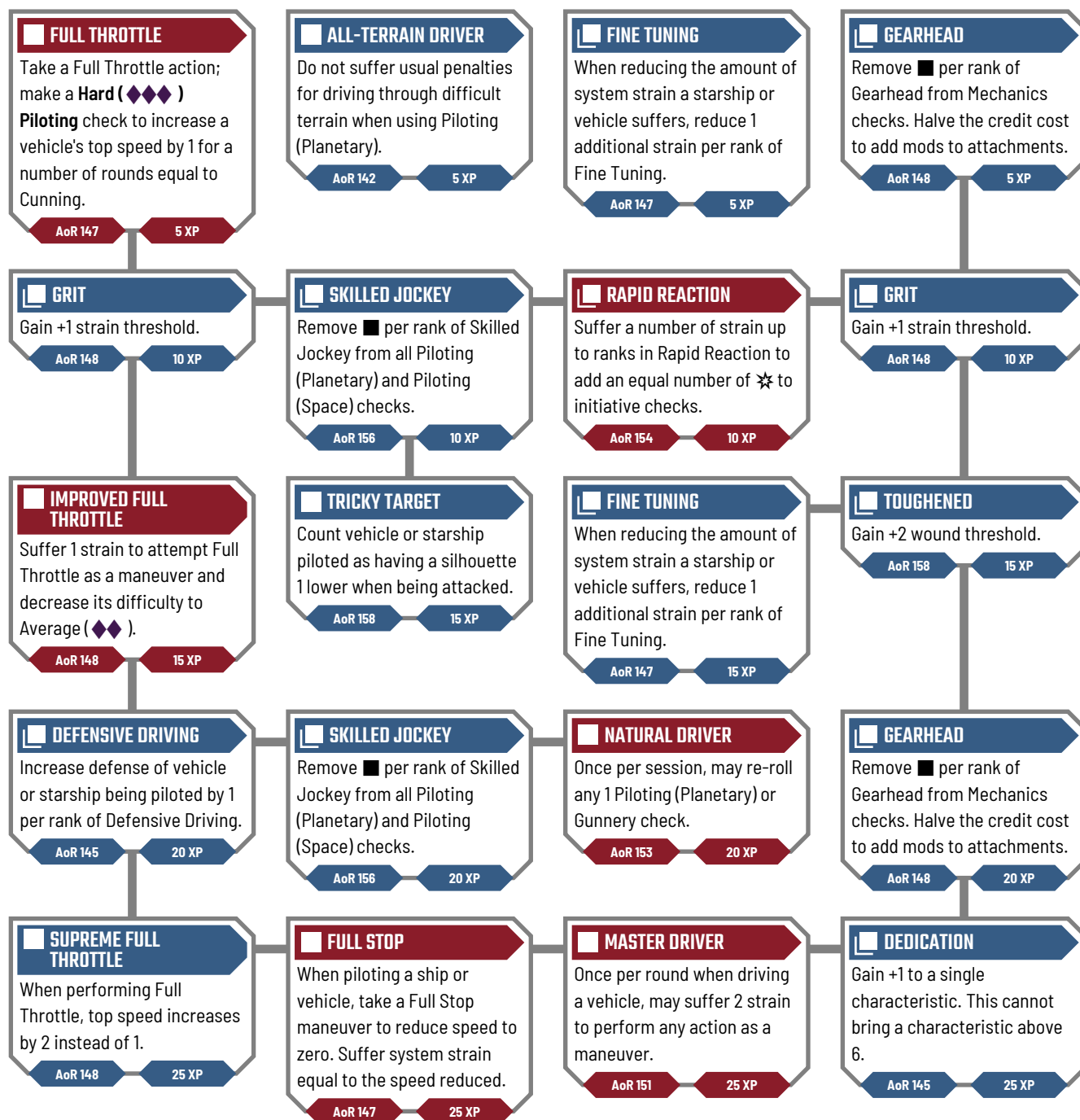
**Driver Bonus Career Skills:** Cool, Gunnery, Mechanics, Piloting (Planetary)

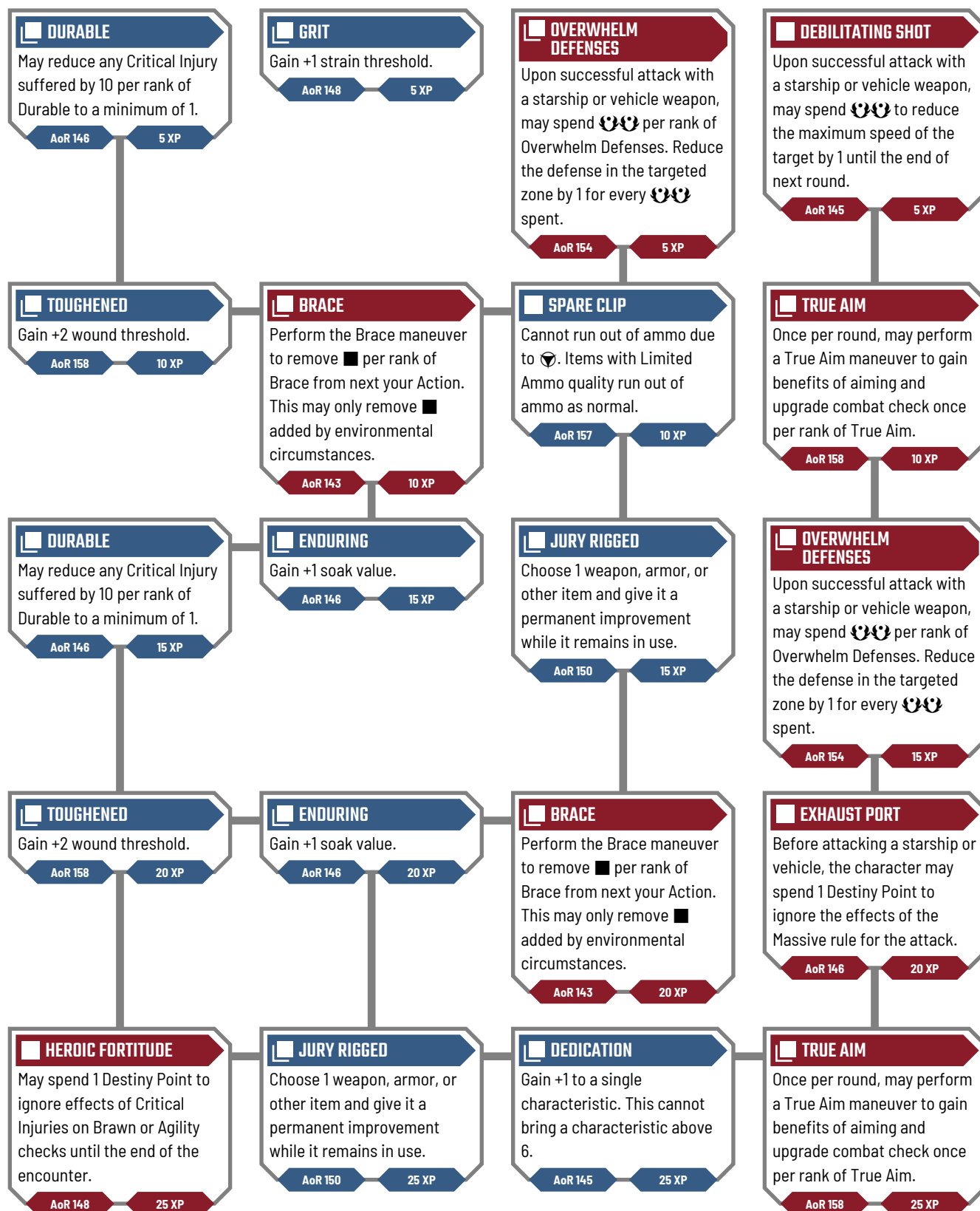
Age of Rebellion core 67

Active

Passive

Ranked





# ACE HOTSHOT

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

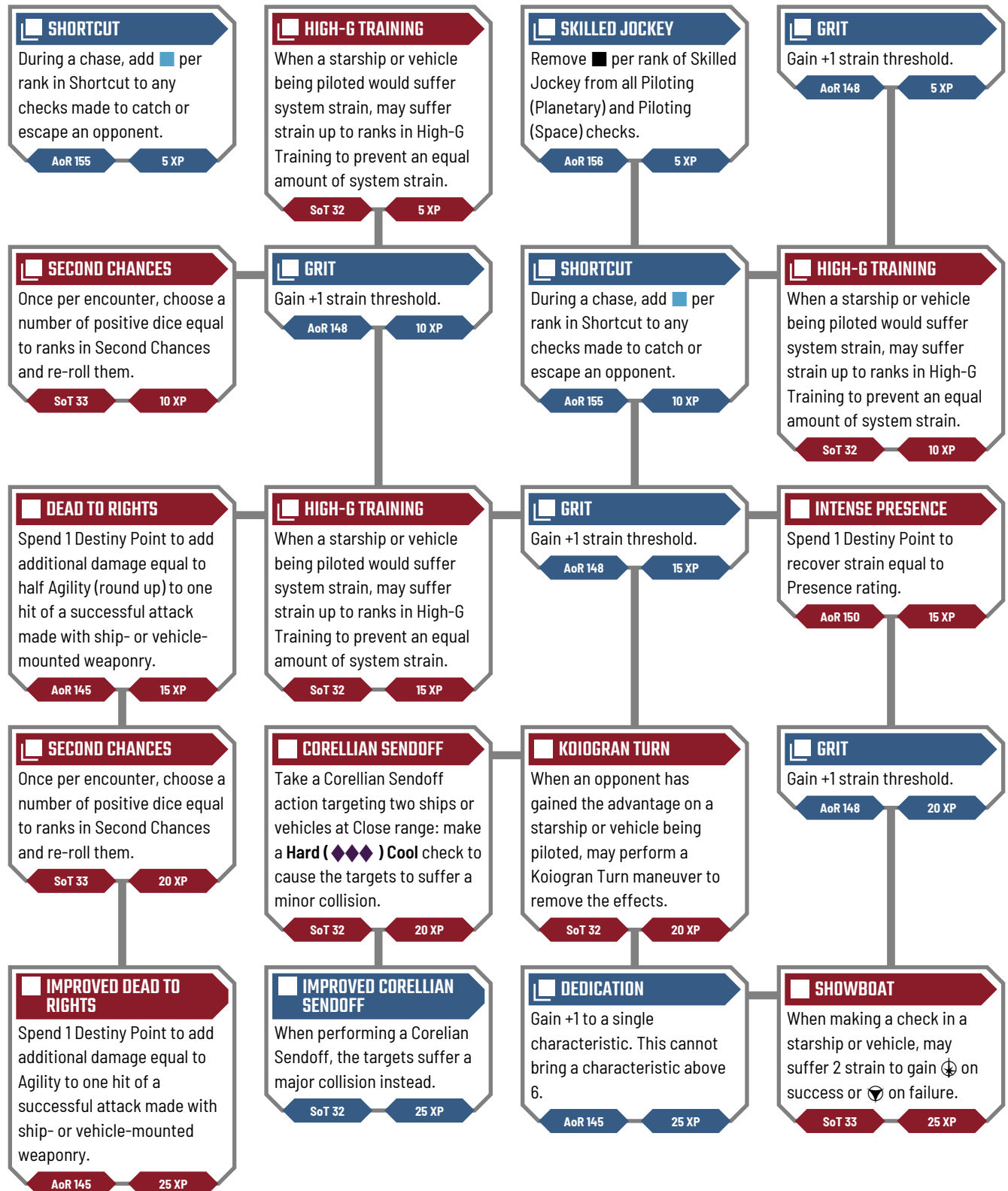
**Hotshot Bonus Career Skills:** Cool, Coordination, Piloting (Planetary), Piloting (Space)

Stay on Target 29

Active

Passive

Ranked



# ACE PILOT

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

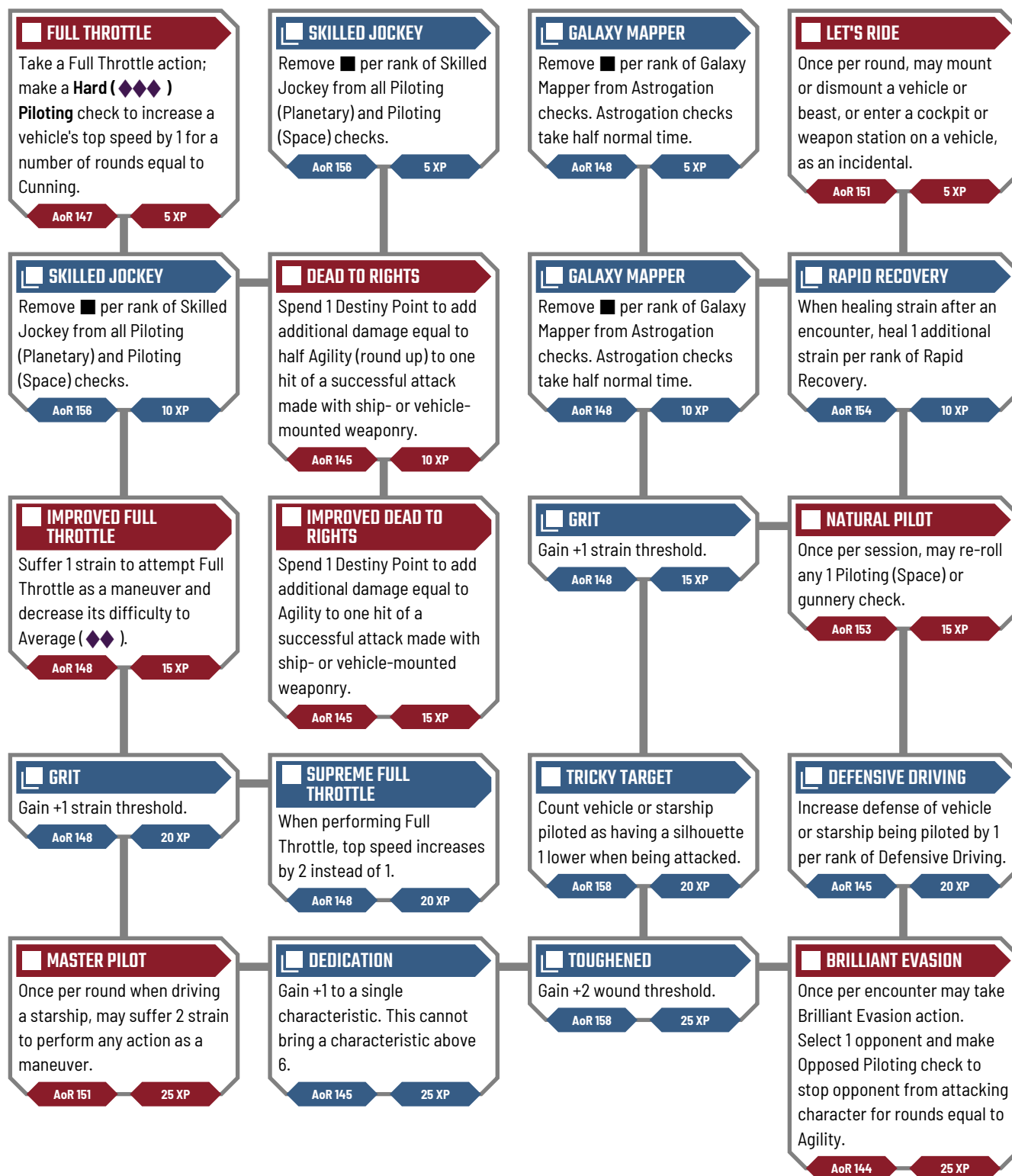
**Pilot Bonus Career Skills:** Astrogation, Gunnery, Piloting (Planetary), Piloting (Space)

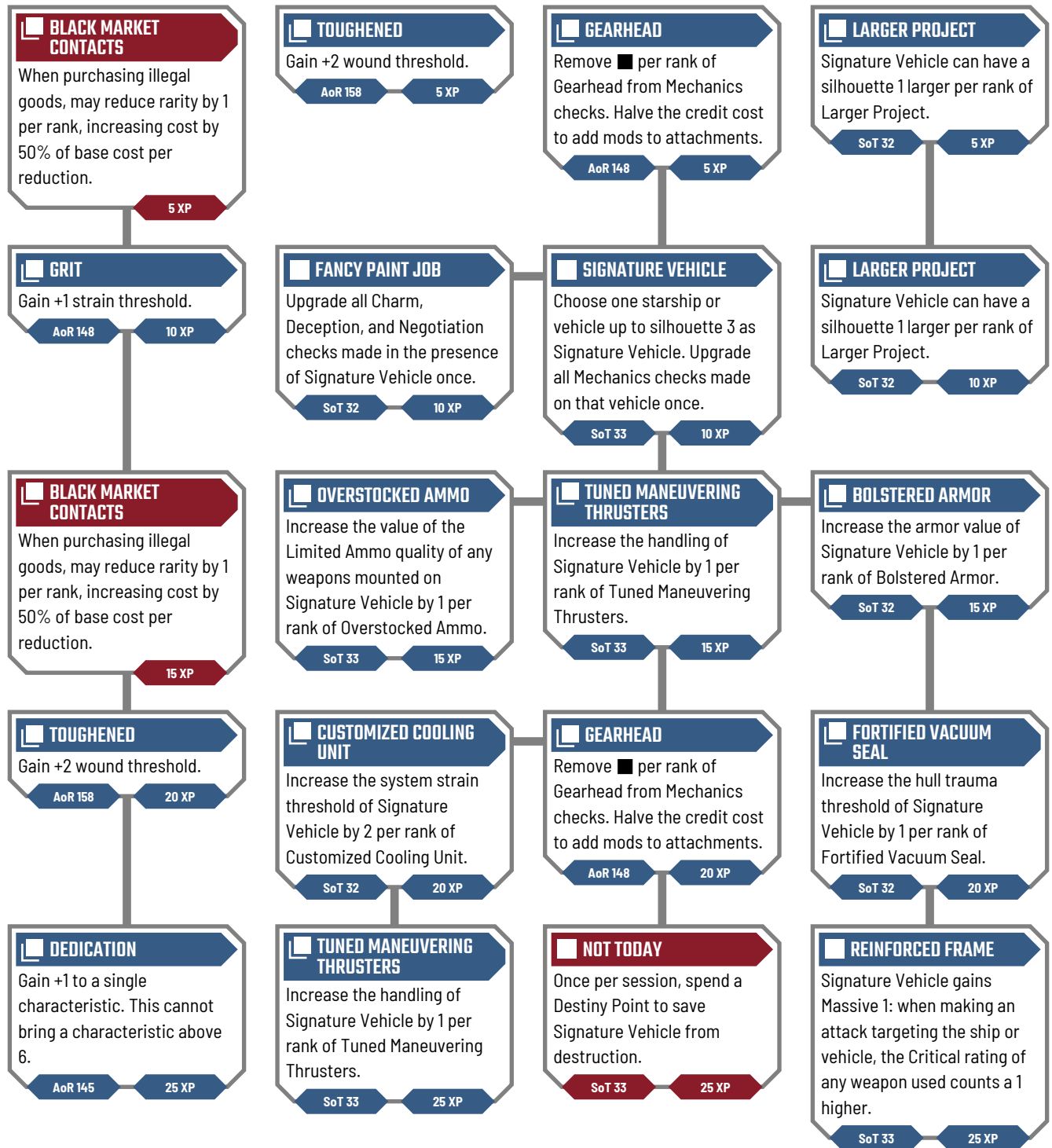
Age of Rebellion core 69

Active 

Passive 

Ranked 






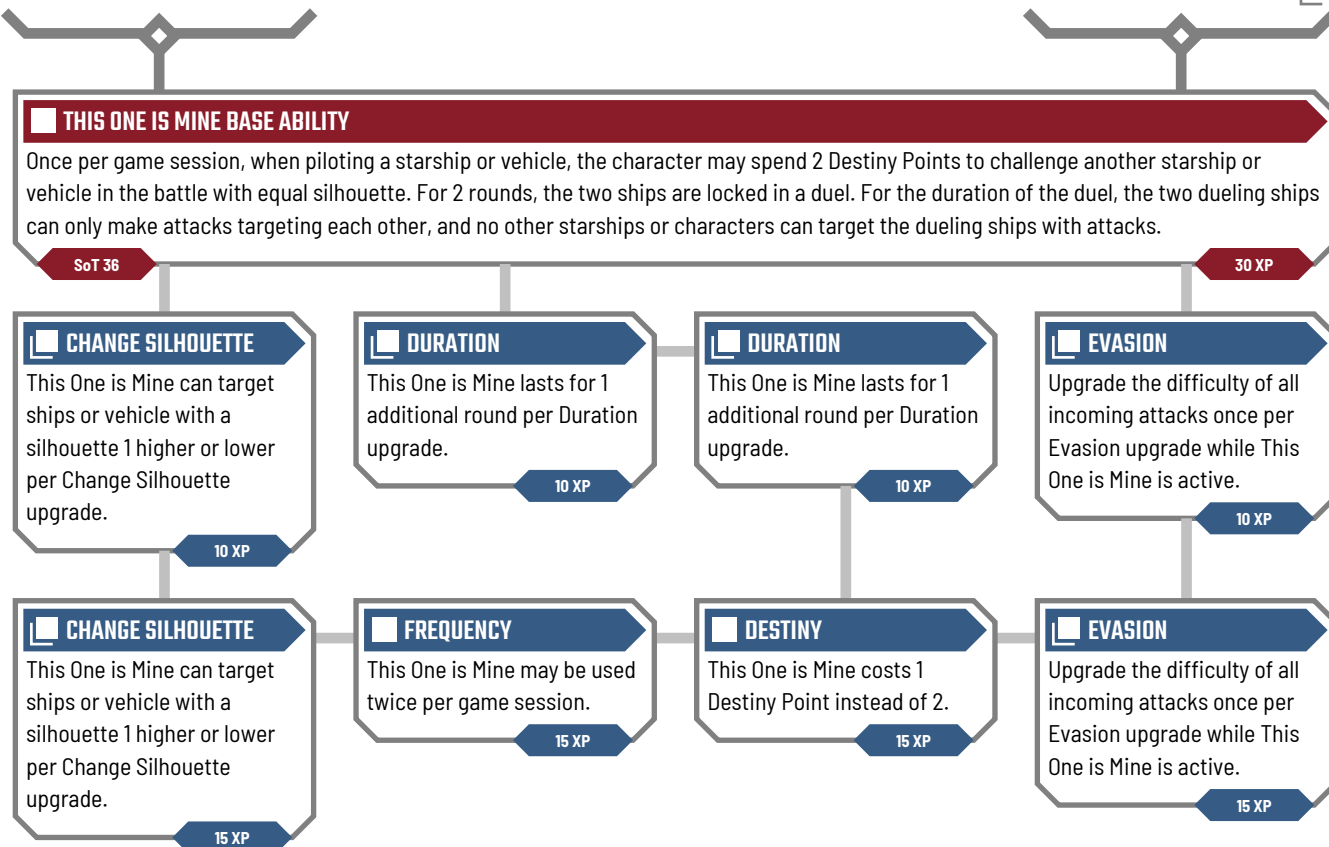


# ACE SIGNATURE ABILITY TREE

## THIS ONE IS MINE

Stay on Target 36




Active   
 Passive   
 Ranked 

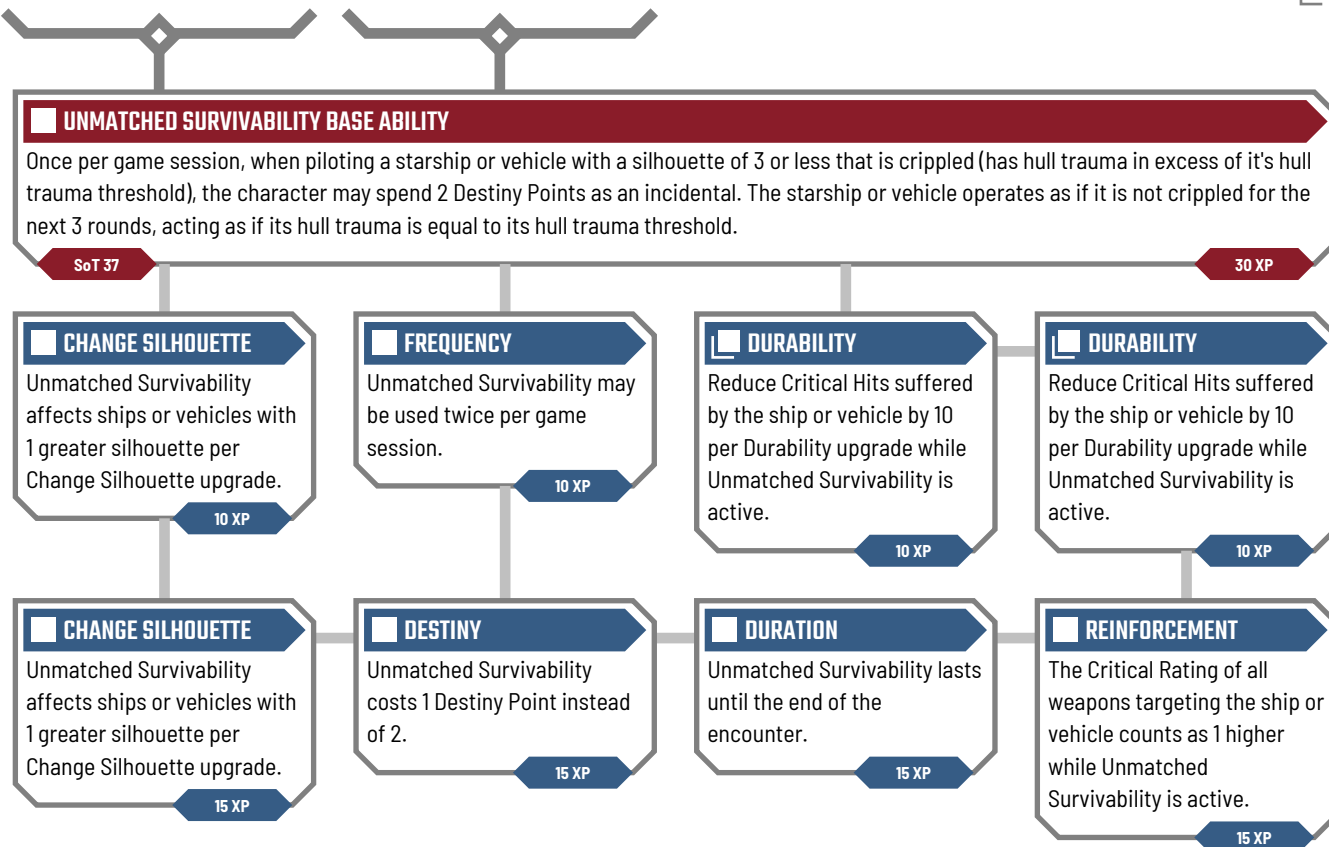


# ACE SIGNATURE ABILITY TREE

## UNMATCHED SURVIVABILITY

Stay on Target 37

Active   
 Passive   
 Ranked 





# BOUNTY HUNTER ASSASSIN

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

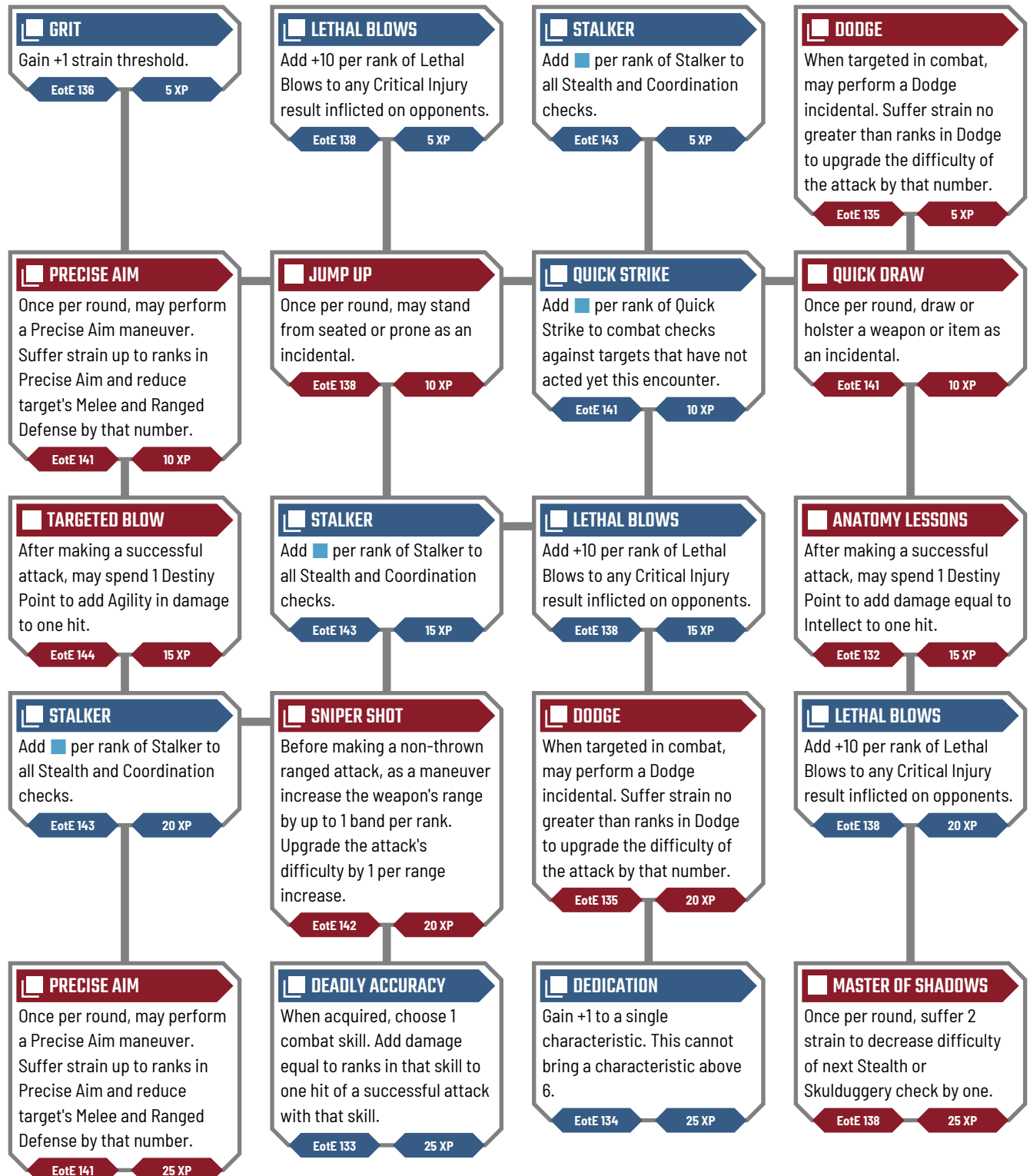
**Assassin Bonus Career Skills:** Melee, Ranged (Heavy), Skulduggery, Stealth

Edge of the Empire core 59

Active


Passive


Ranked

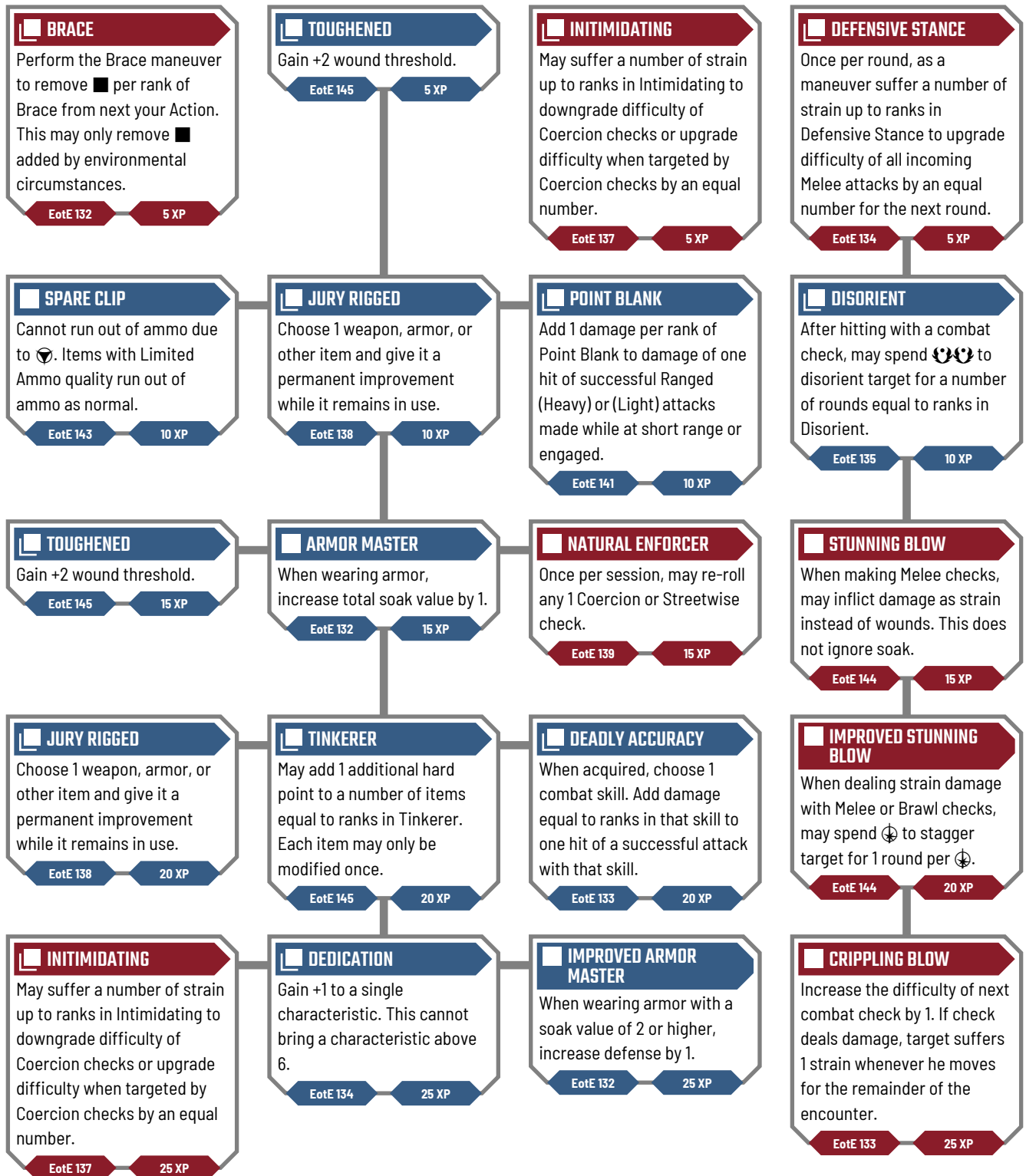


**Gadgeteer Bonus Career Skills:** Brawl, Coercion, Mechanics, Ranged (Light)

Active 

Passive 

Ranked 



# BOUNTY HUNTER MARTIAL ARTIST

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

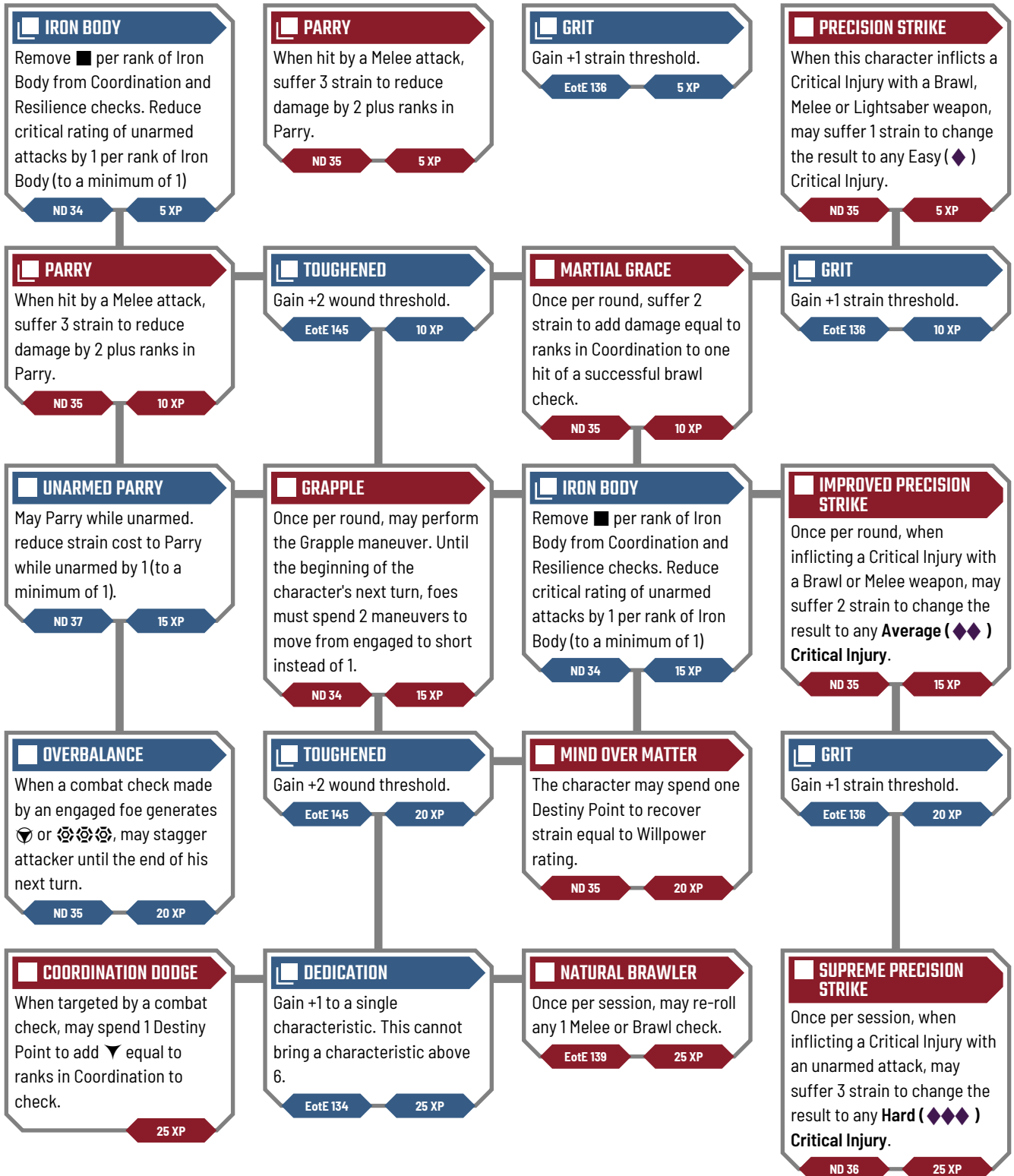
**Martial Artist Bonus Career Skills:** Athletics, Brawl, Coordination, Discipline

No Disintegrations 29

Active

Passive


Ranked

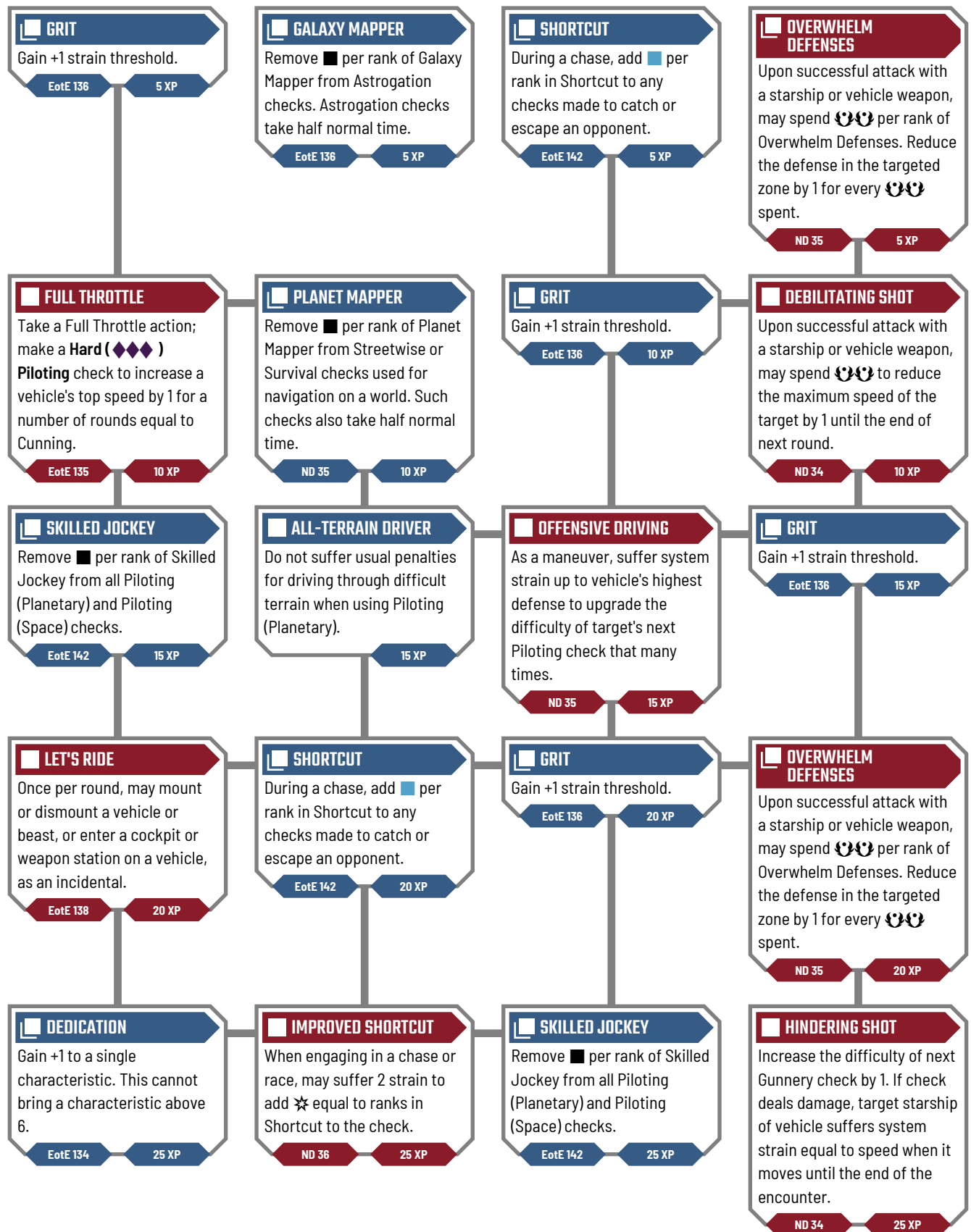


**Operator Bonus Career Skills:** Astrogation, Gunnery, Piloting (Planetary), Piloting (Space)

Active 

Passive 

Ranked 



# BOUNTY HUNTER SKIP TRACER

No Disintegrations 33

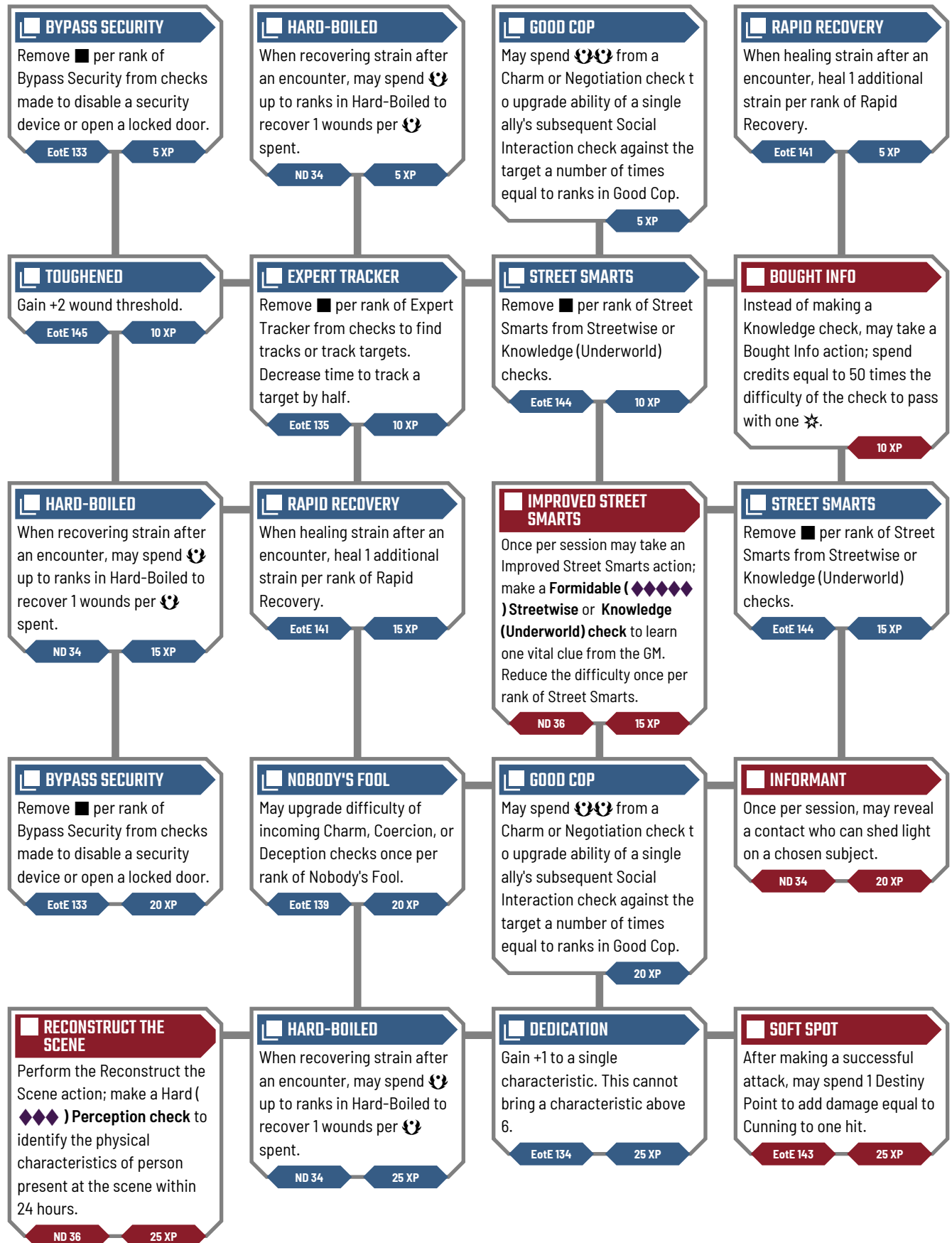
**Career Skills:** Athletics, Brawl, Perception, Piloting (Planetary), Piloting (Space), Ranged (Heavy), Streetwise, Vigilance

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

Active

Passive

Ranked



# BOUNTY HUNTER SURVIVALIST

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

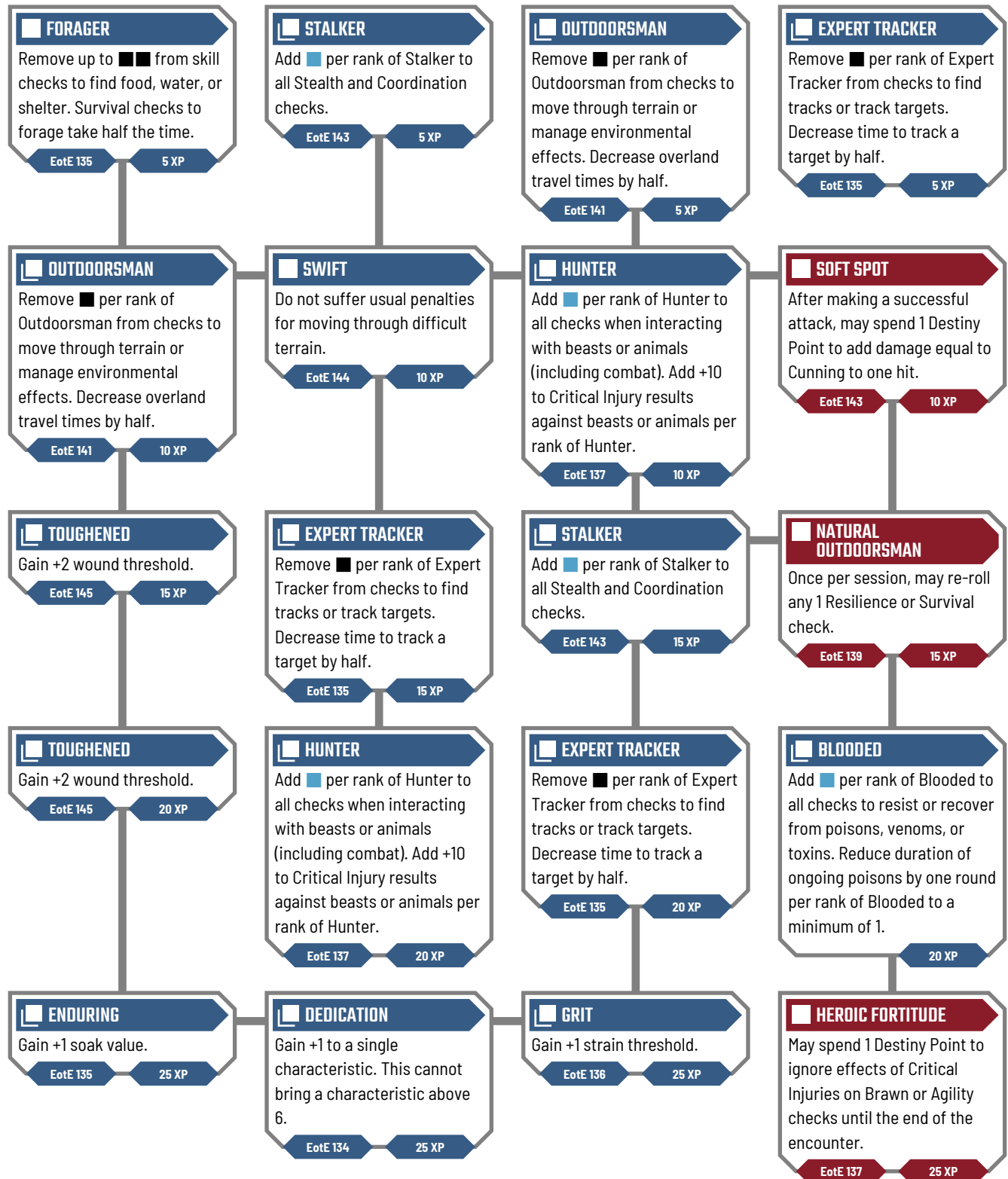
**Survivalist Bonus Career Skills:** Knowledge (Xenology), Perception, Resilience, Survival




Edge of the Empire core 61

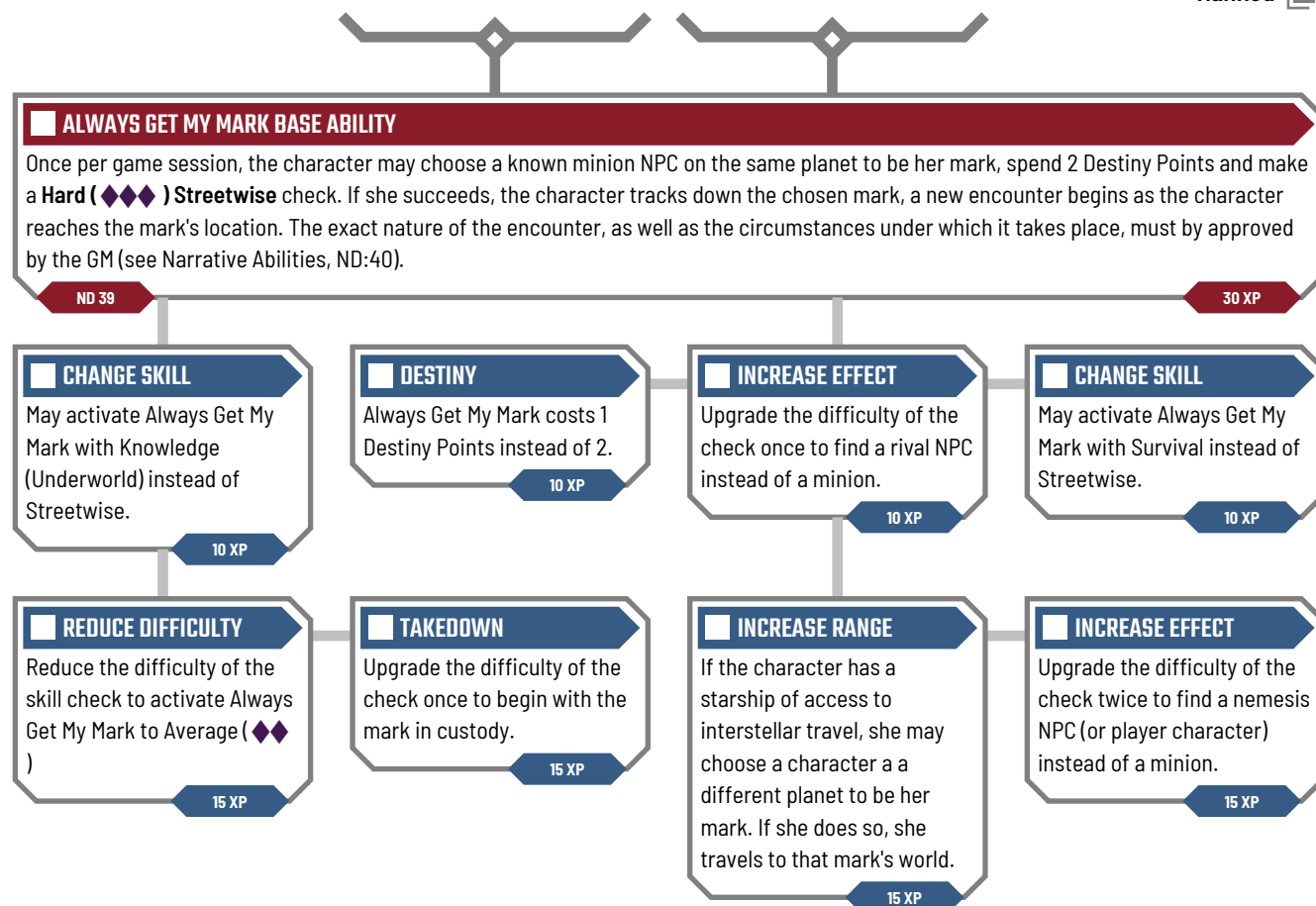
Active

Passive

Ranked





Active   
 Passive   
 Ranked 

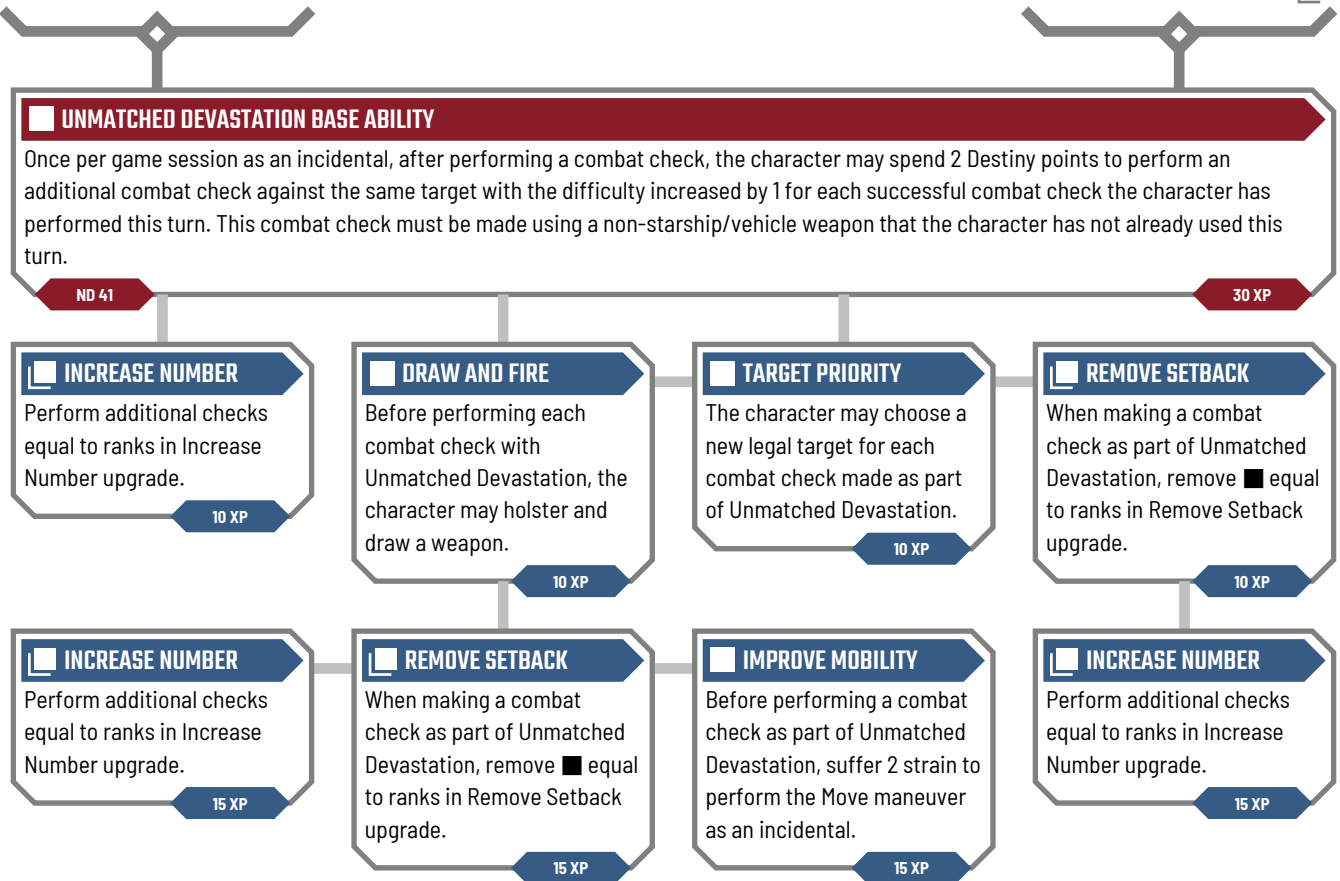


# BOUNTY HUNTER SIGNATURE ABILITY TREE

## UNMATCHED DEVASTATION

No Disintegrations 41

Active   
Passive   
Ranked 





# CLONE SOLDIER ARC TROOPER

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

**Arc Trooper Bonus Career Skills:** Coordination, Mechanics, Piloting (Planetary), Stealth

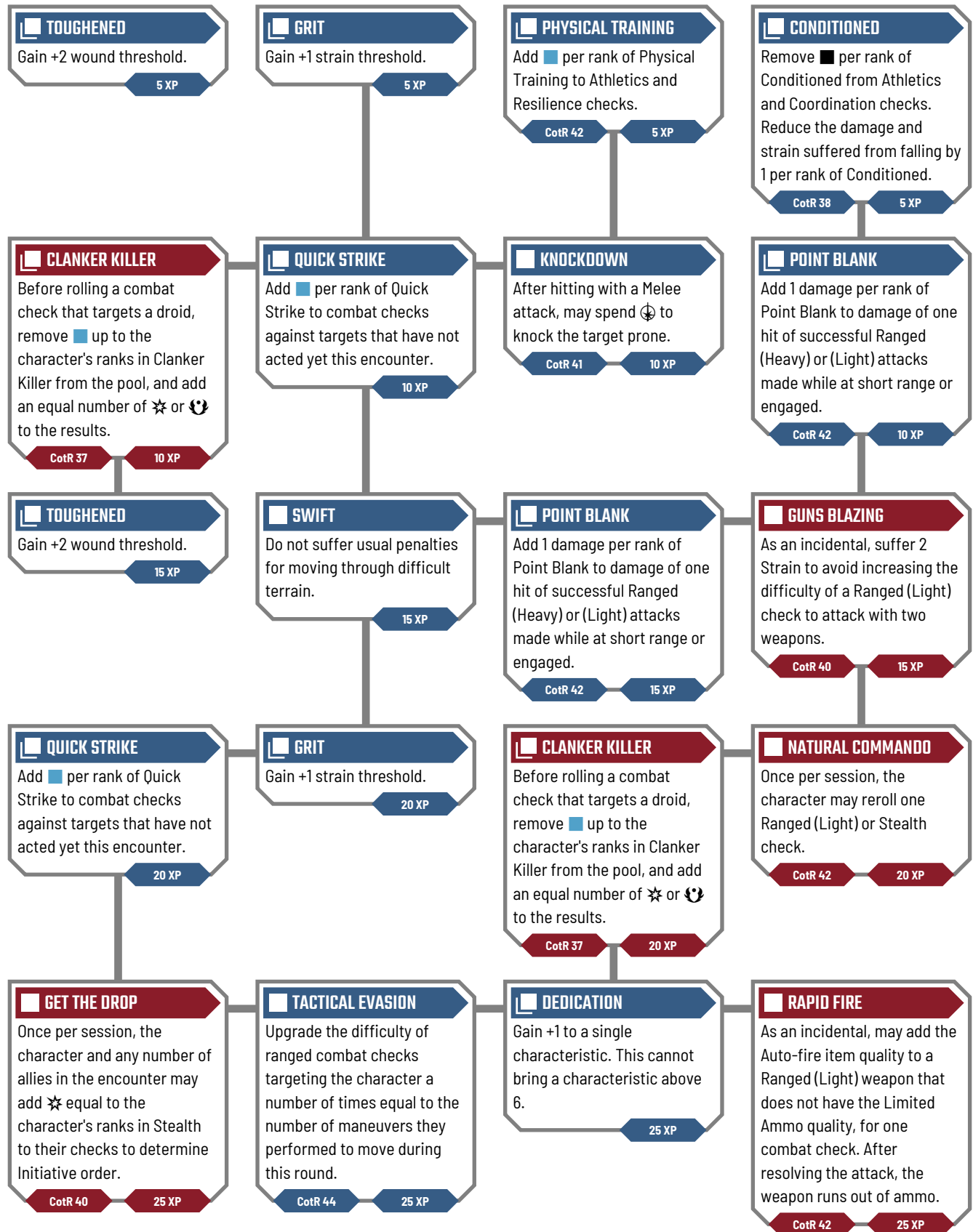
**Prerequisite:** Clone

Collapse of the Republic 21

Active 

Passive 

Ranked 



# CLONE SOLDIER 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

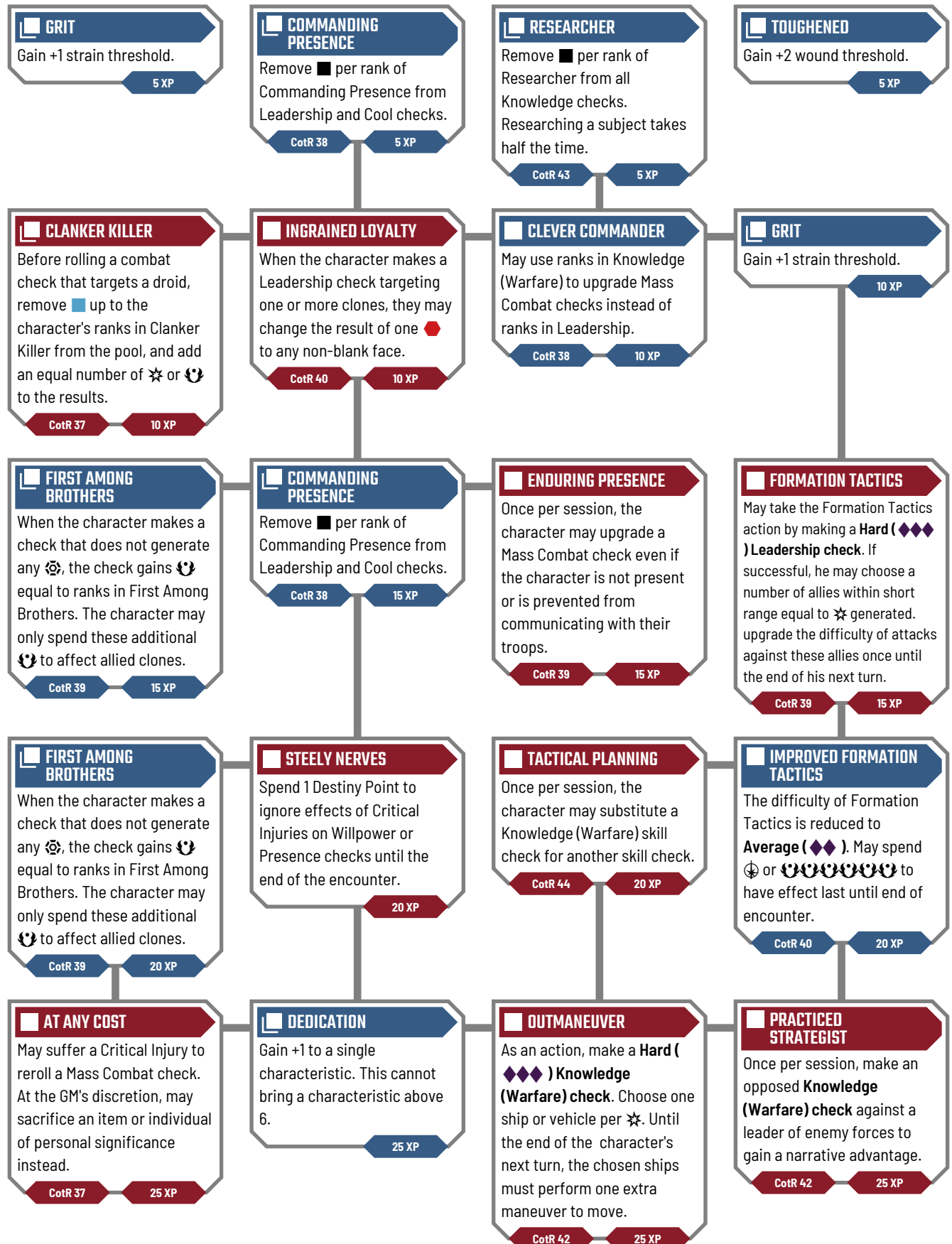
**Prerequisite:** Clone

Collapse of the Republic 22

Active 

Passive 

Ranked 



# CLONE SOLDIER CLONE 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

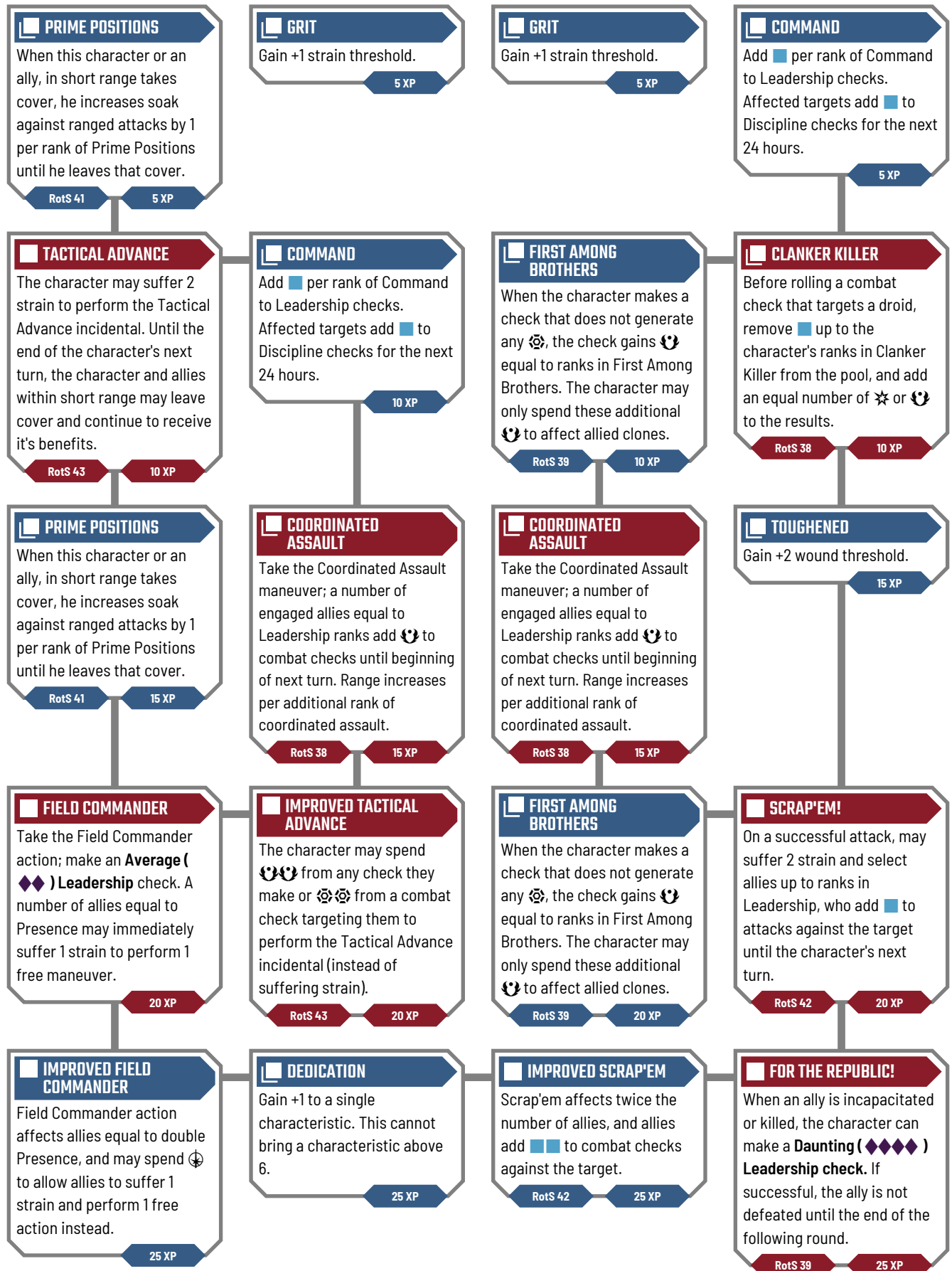
**Prerequisite:** Clone

Rise of the Separatists 21

Active 

Passive 

Ranked 



# CLONE SOLDIER CLONE PILOT

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

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

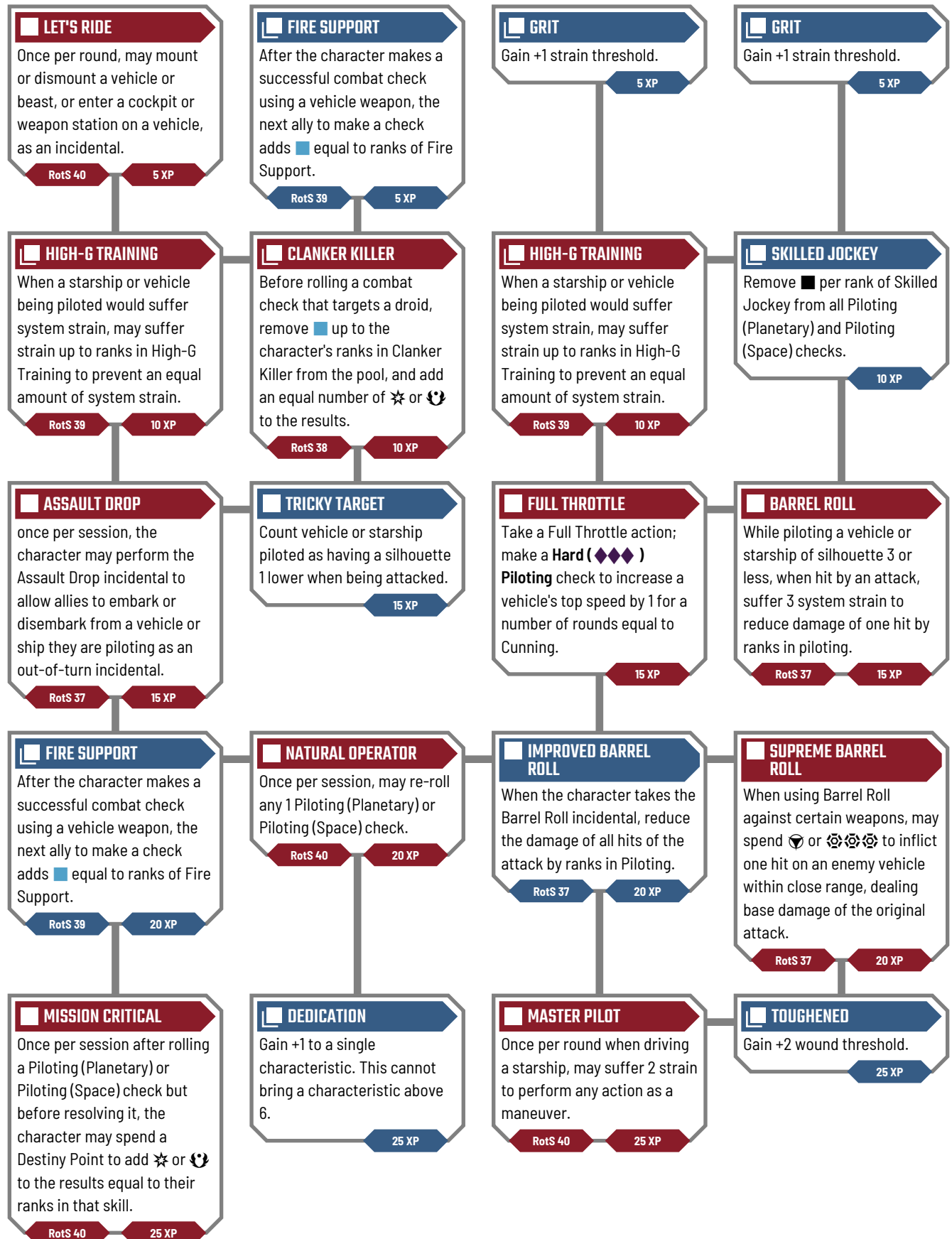
**Prerequisite:** Clone

Rise of the Separatists 22

Active 

Passive 

Ranked 



# CLONE SOLDIER CLONE TROOPER

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

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

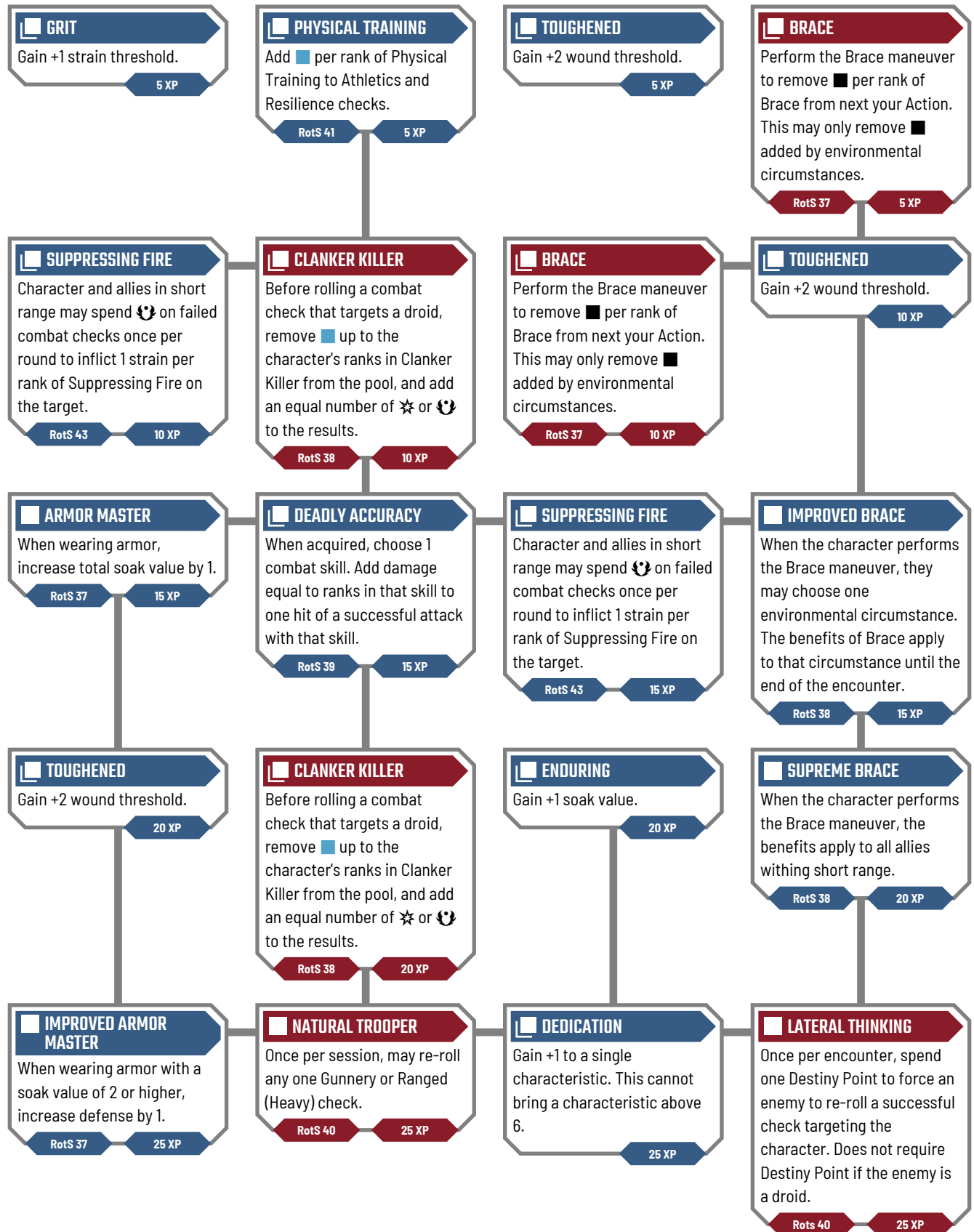
**Prerequisite:** Clone

Rise of the Separatists 22

Active

Passive

Ranked



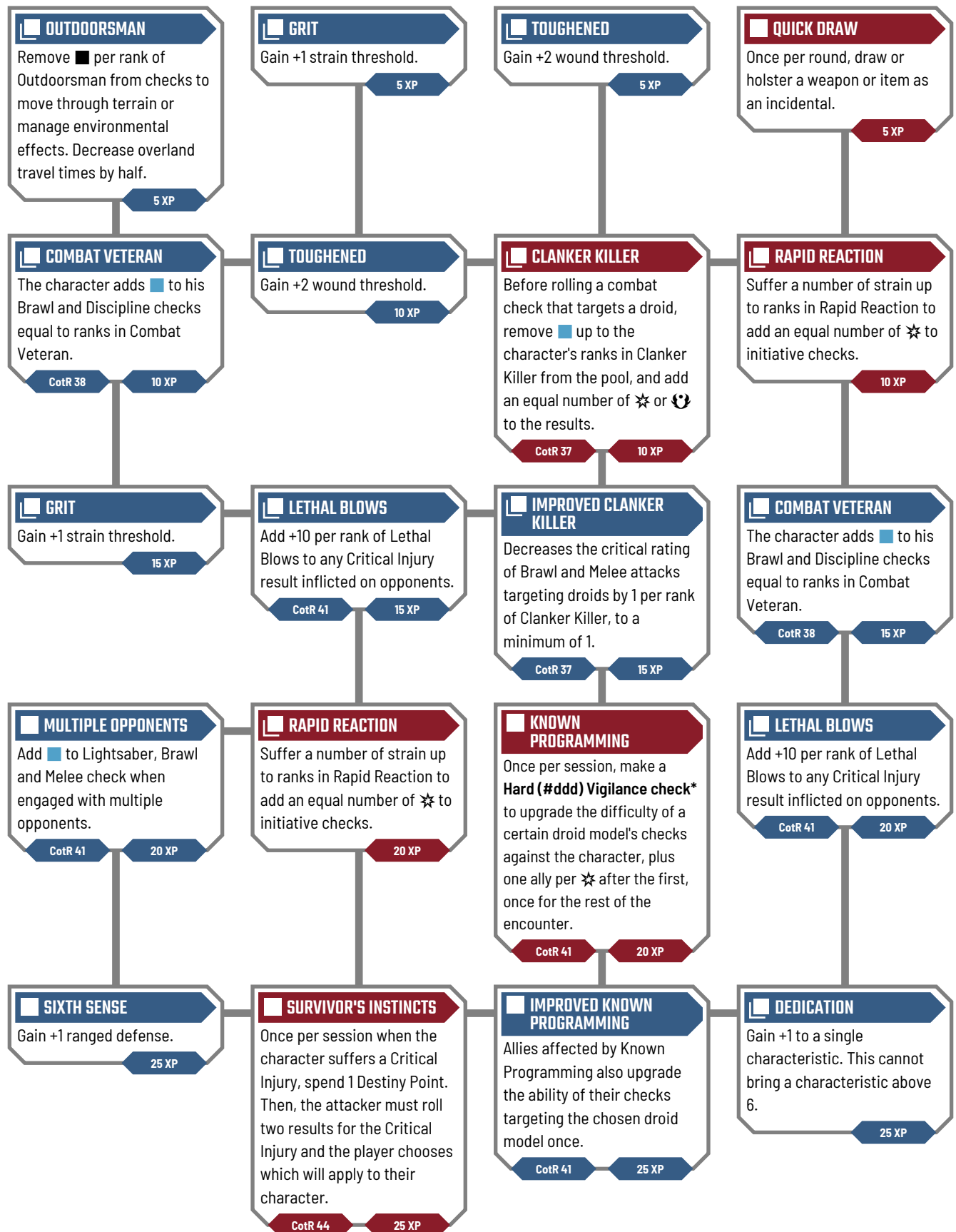
**Career Skills:** Athletics, Brawl, Cool, Discipline, Medicine, Ranged (Heavy), Ranged (Light), Vigilance  
**Clone Veteran Bonus Career Skills:** Melee, Resilience, Skulduggery, Survival  
**Prerequisite:** Clone

**Prerequisite:** Clone

Active 

Passive 




Ranked 

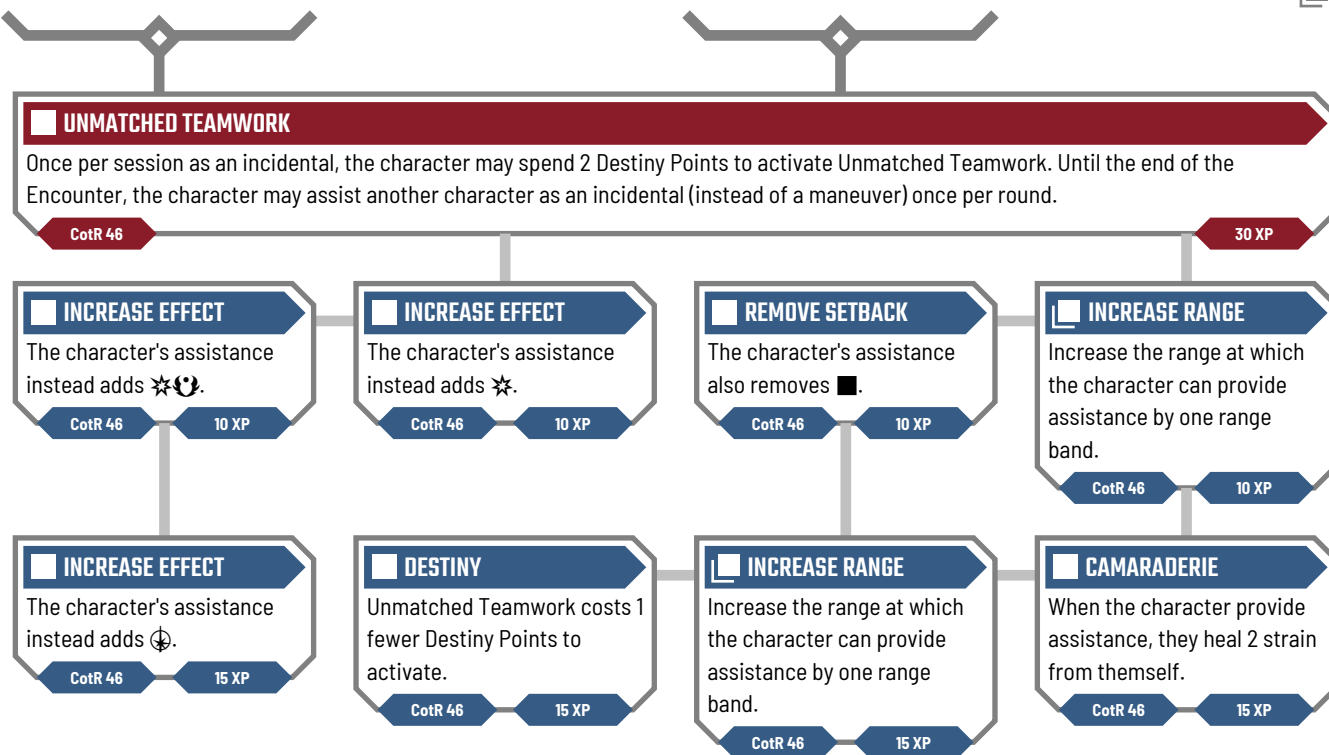


# CLONE SOLDIER SIGNATURE ABILITY TREE

## UNMATCHED TEAMWORK

Collapse of the Republic 46

Active   
 Passive   
 Ranked 



# COLONIST DOCTOR

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

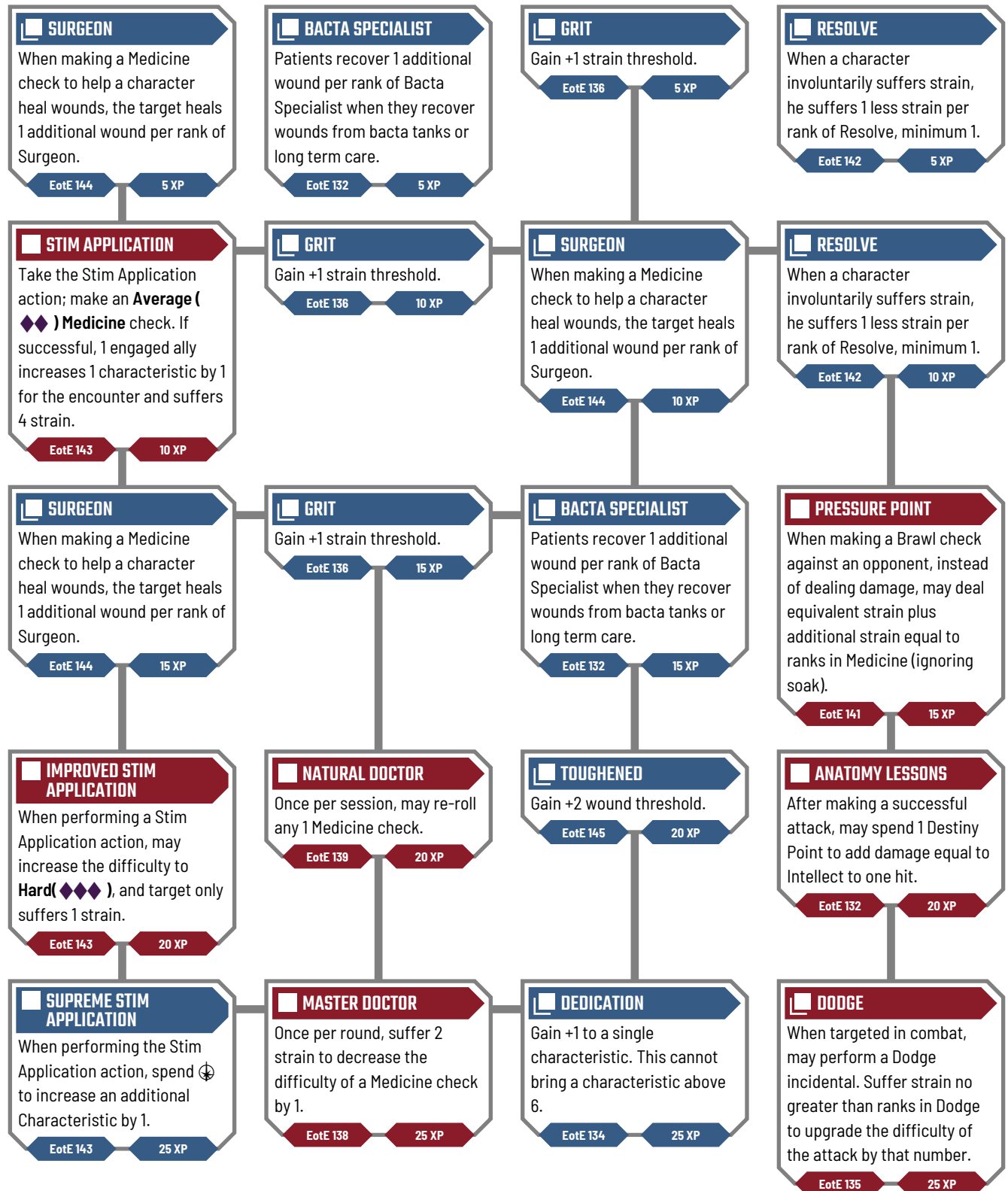
**Doctor Bonus Career Skills:** Cool, Knowledge (Education), Medicine, Resilience

Edge of the Empire core 65

Active 

Passive 

Ranked 








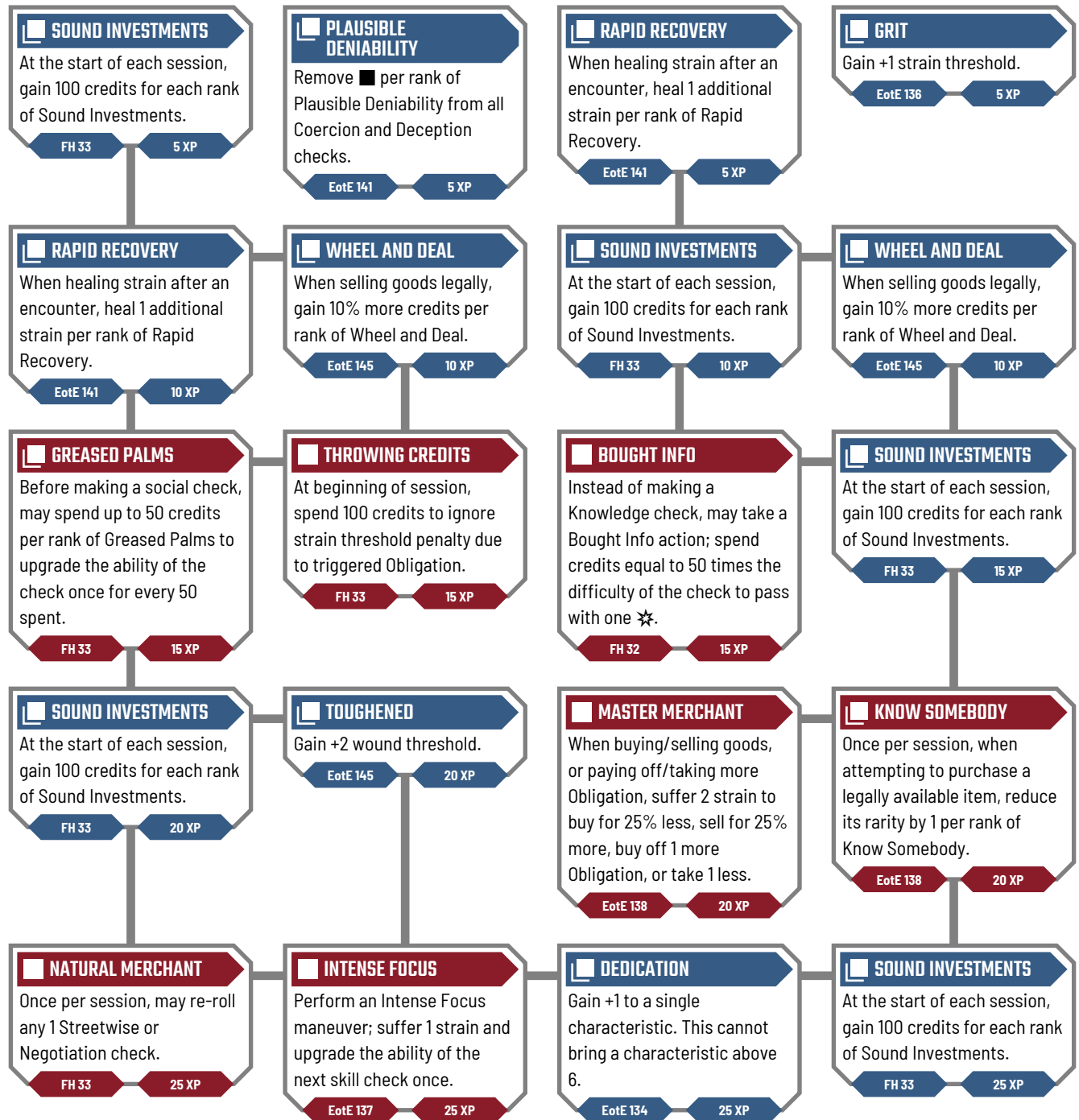
# COLONIST ENTREPRENEUR

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

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

Far Horizons 27

**Active**   
**Passive**   
**Ranked** 



# COLONIST MARSHAL

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

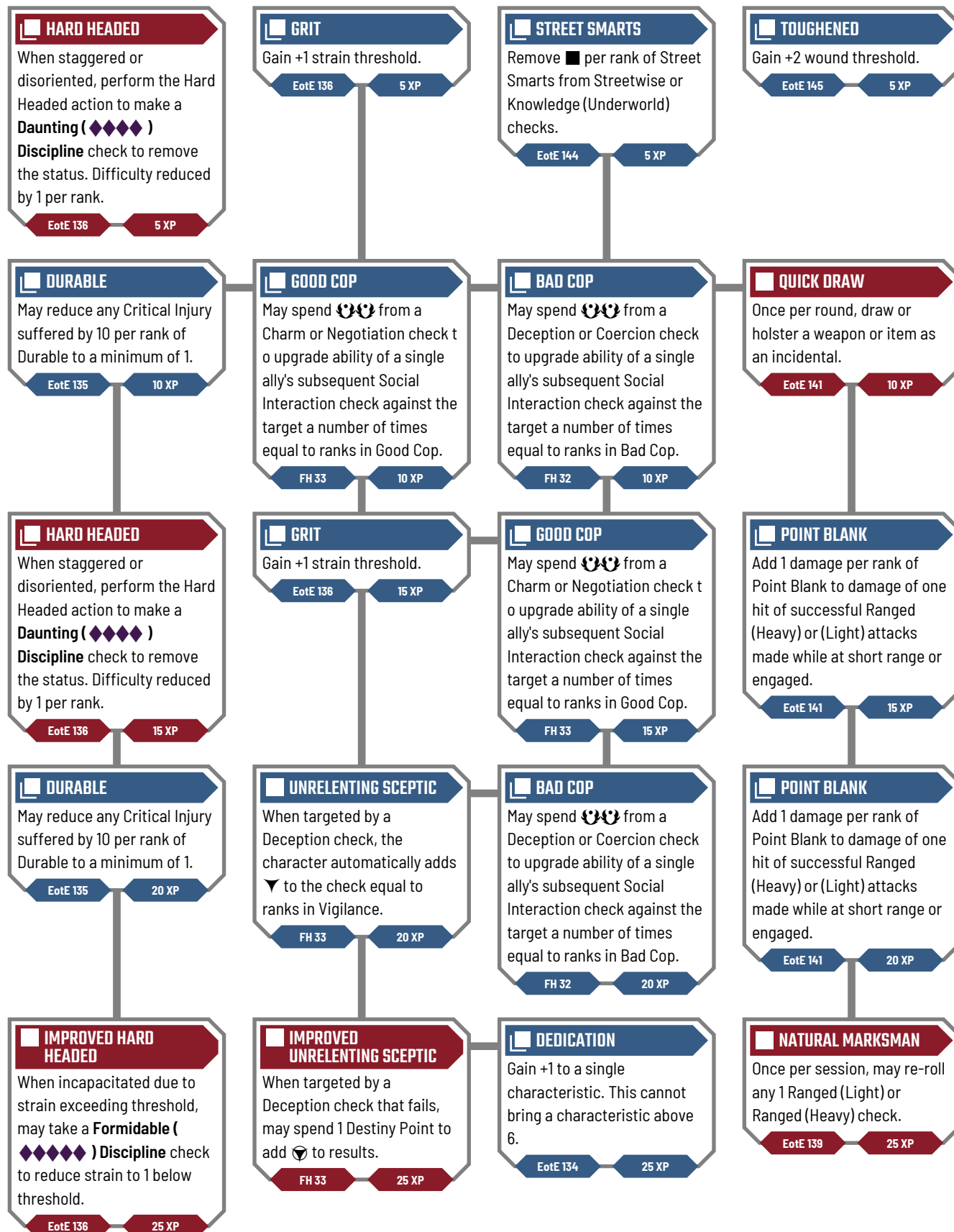
**Marshal Bonus Career Skills:** Coercion, Knowledge (Underworld), Ranged (Light), Vigilance

Far Horizons 29

Active 

Passive 

Ranked 



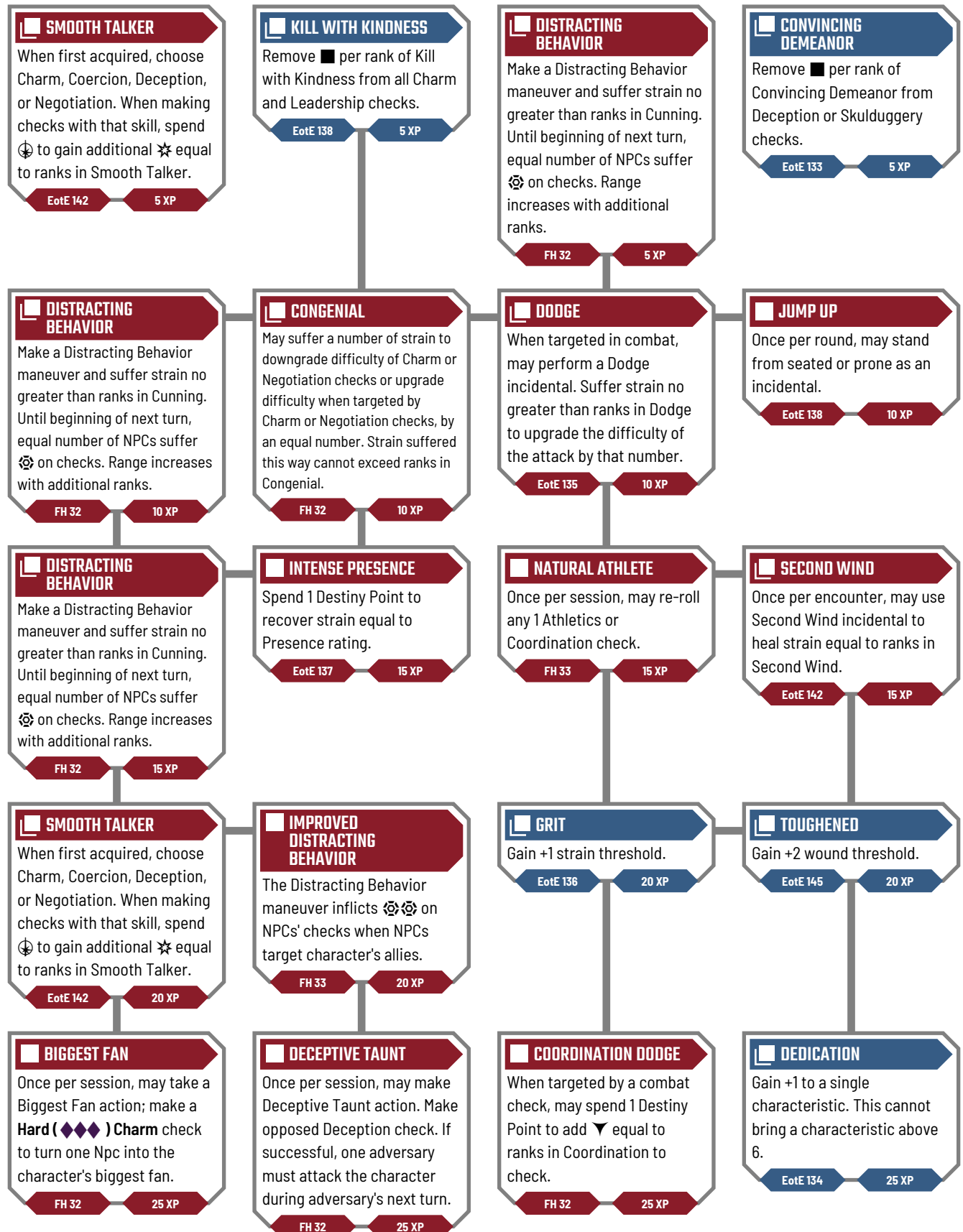
# COLONIST PERFORMER

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

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

Far Horizons 31

Active   
Passive   
Ranked 



# COLONIST POLITICO

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

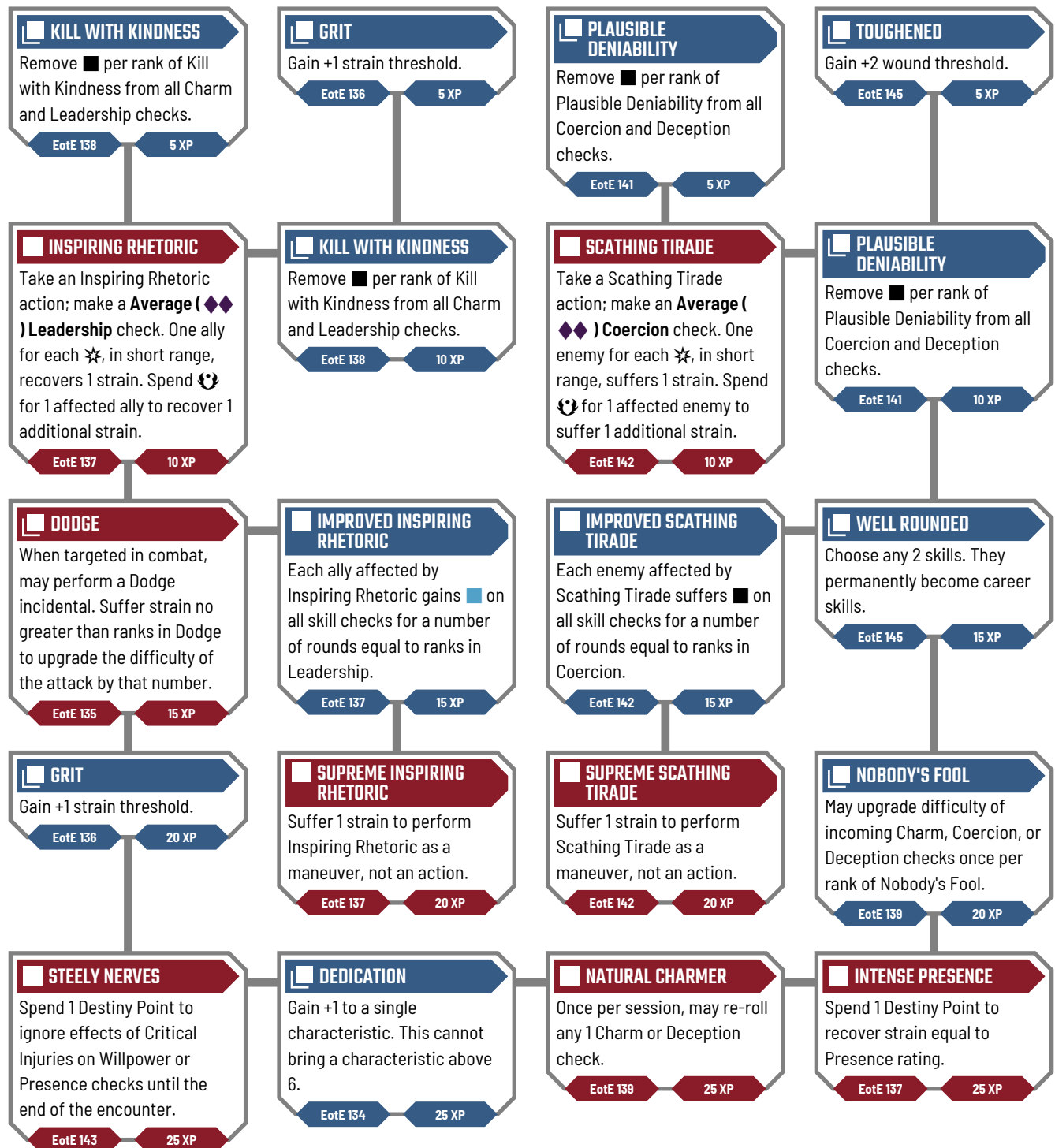
**Politico Bonus Career Skills:** Charm, Coercion, Deception, Knowledge (Core Worlds)

Edge of the Empire core 66

Active 

Passive 

Ranked 



# COLONIST SCHOLAR

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

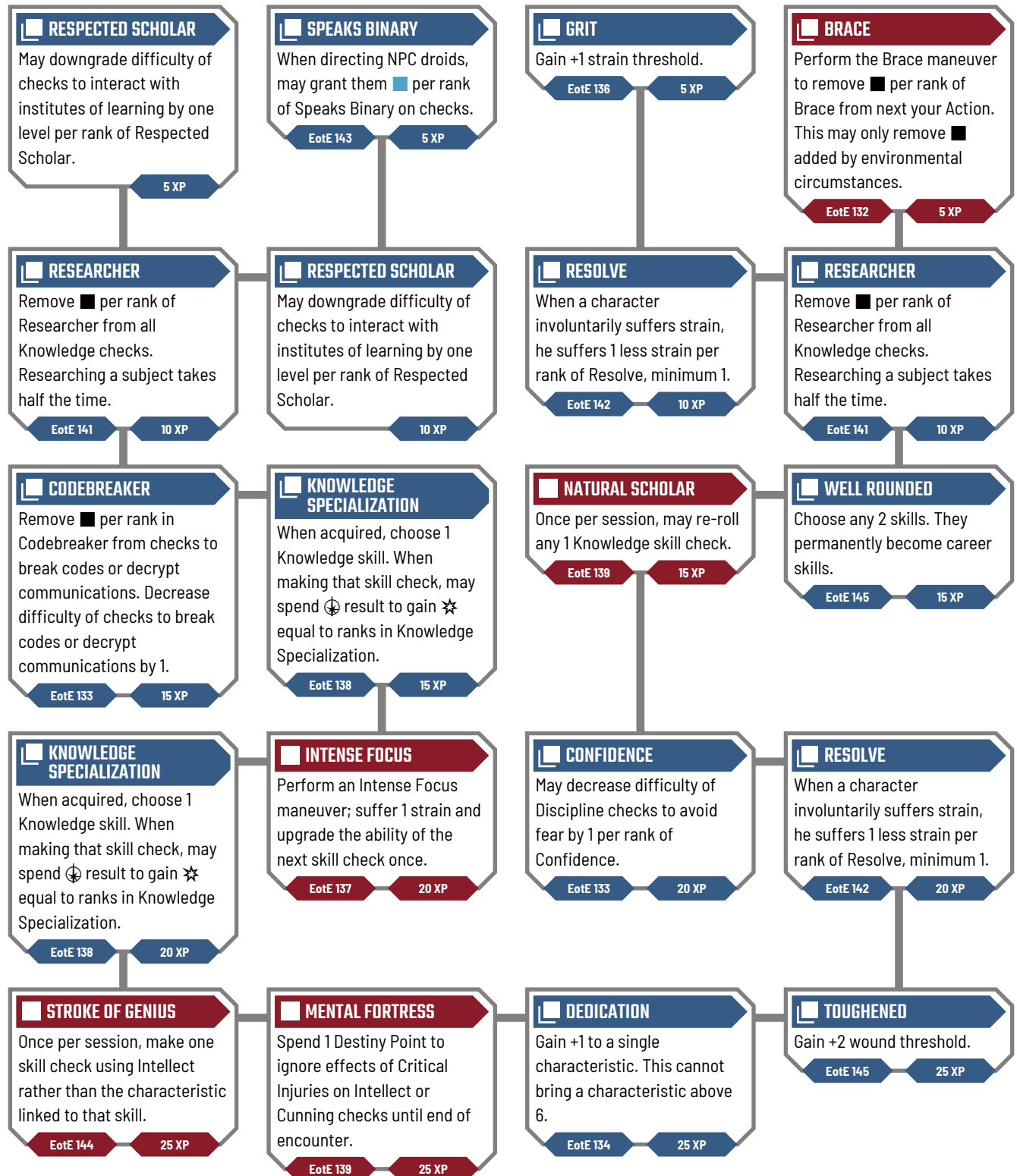
**Scholar Bonus Career Skills:** Knowledge (Outer Rim), Knowledge (Underworld), Knowledge (Xenology), Perception

Edge of the Empire core 67

Active

Passive



Ranked

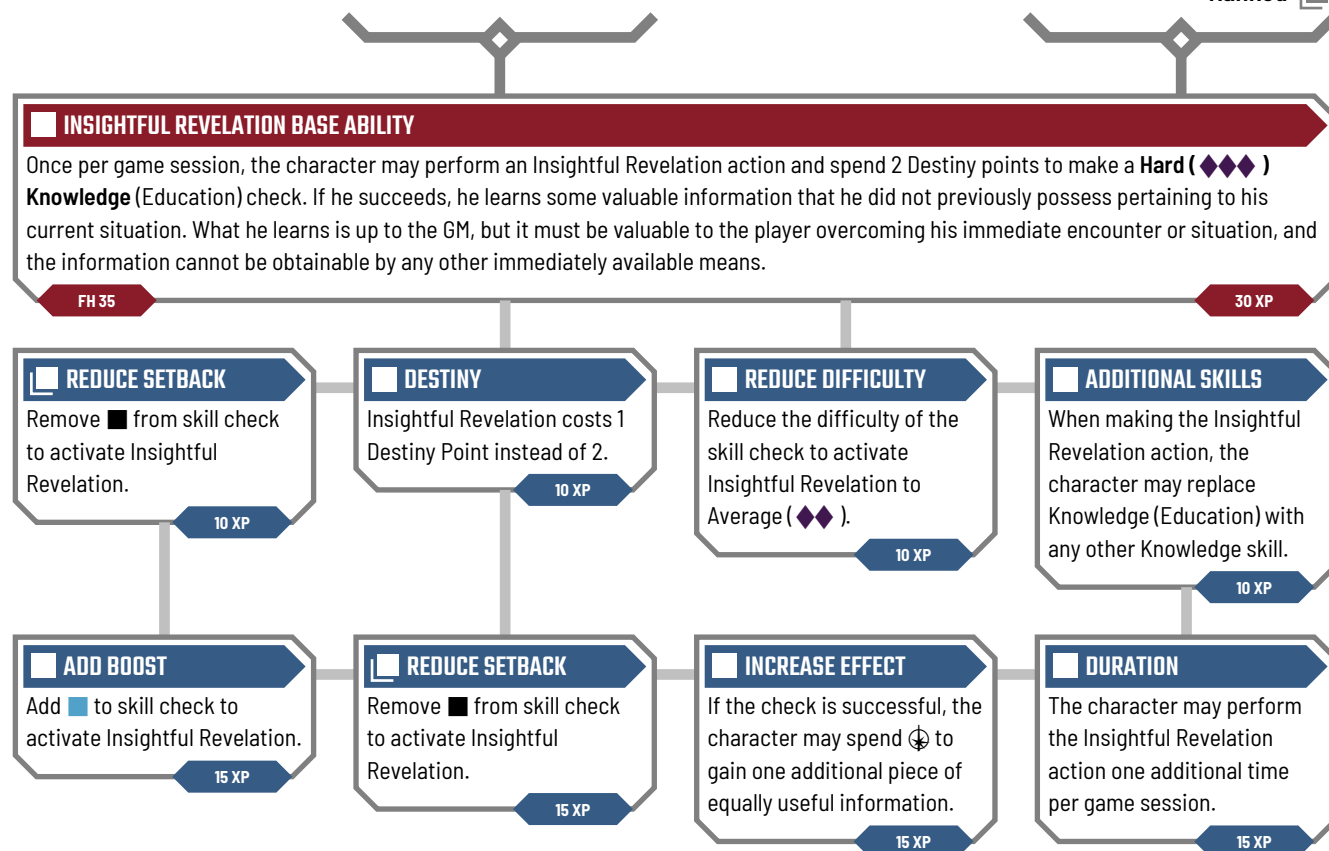


# COLONIST SIGNATURE ABILITY TREE

## INSIGHTFUL REVELATION

Far Horizons 36




Active   
 Passive   
 Ranked 

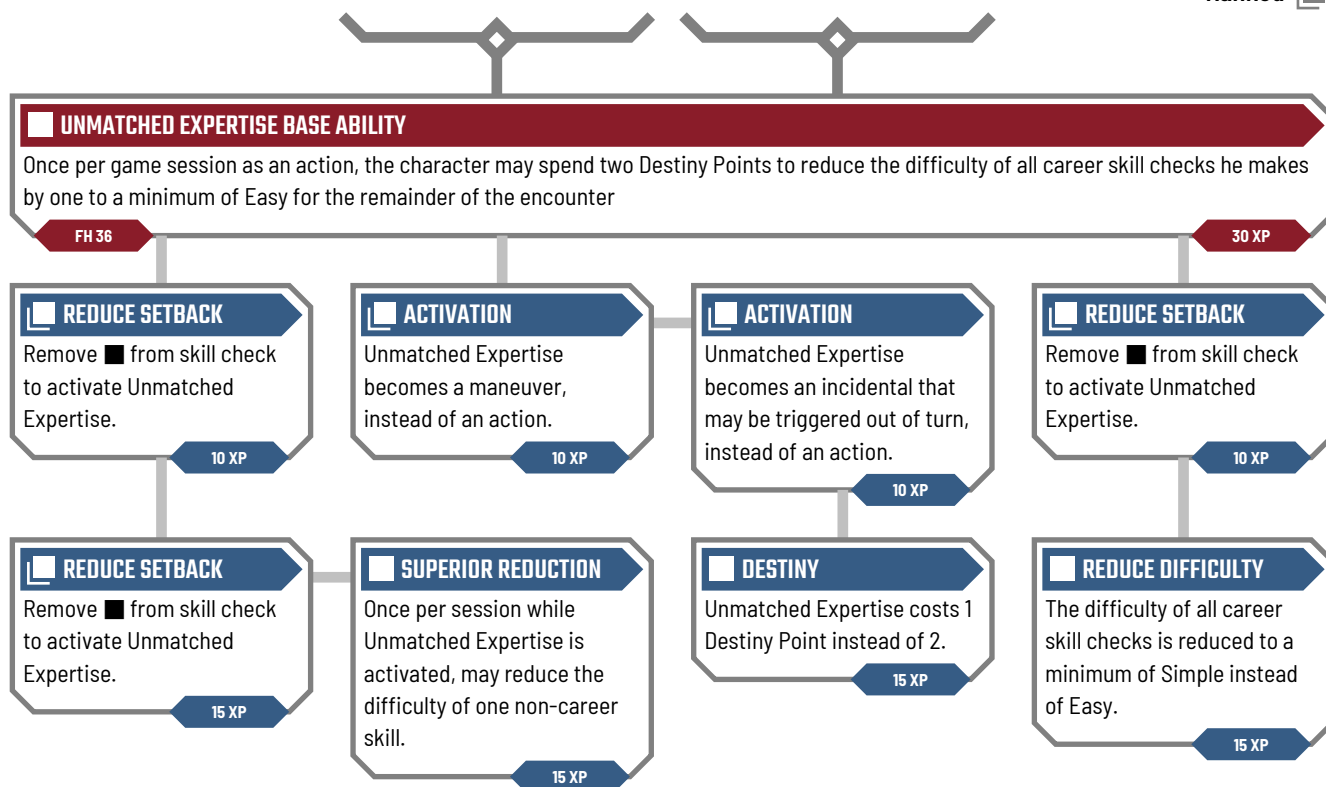


# COLONIST SIGNATURE ABILITY TREE

## UNMATCHED EXPERTISE

Far Horizons 37

Active   
 Passive   
 Ranked 



# COMMANDER COMMODORE

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

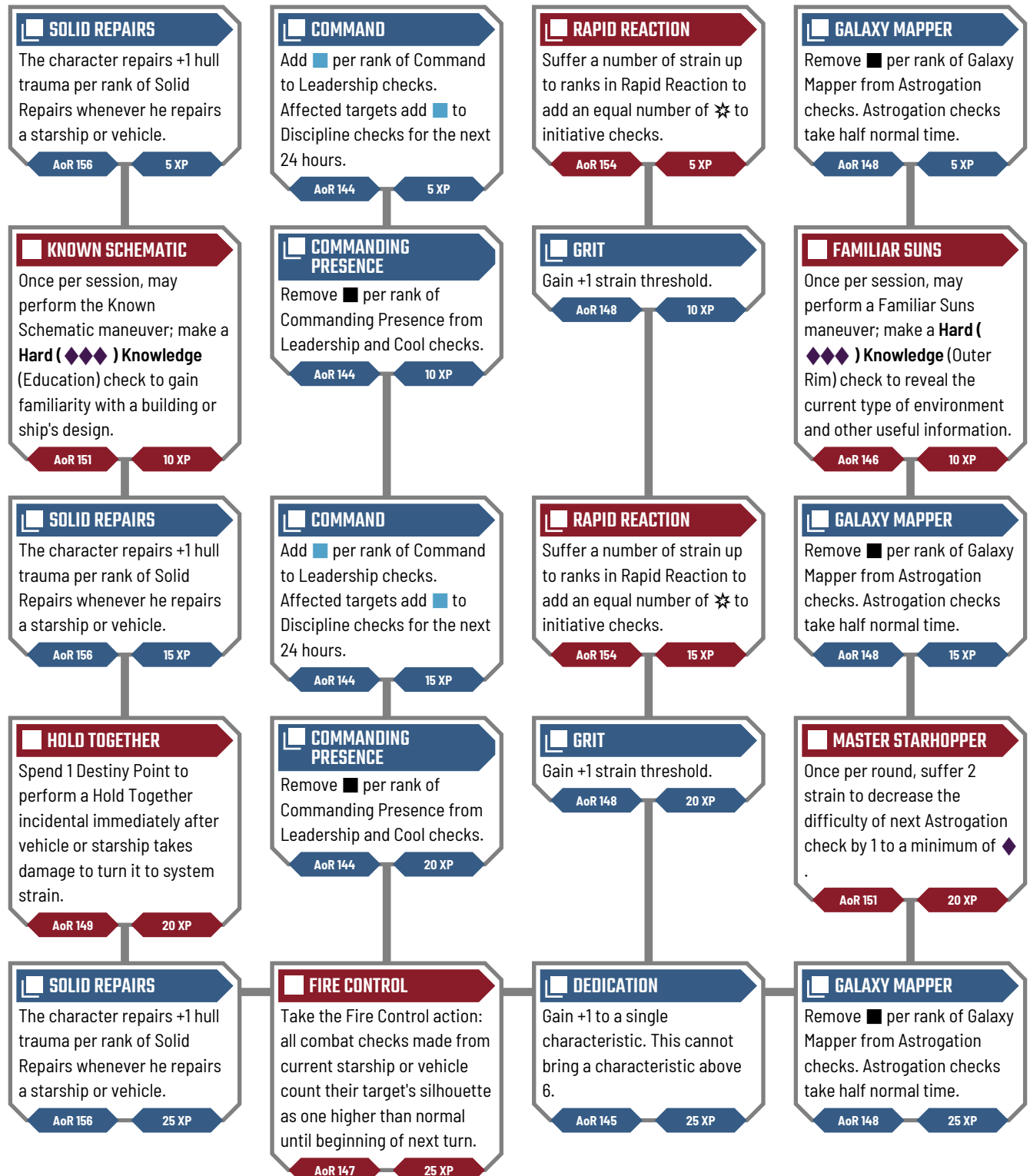
**Commodore Bonus Career Skills:** Astrogation, Computers, Knowledge (Education), Knowledge (Outer Rim)

Age of Rebellion core 73

Active 

Passive 

Ranked 





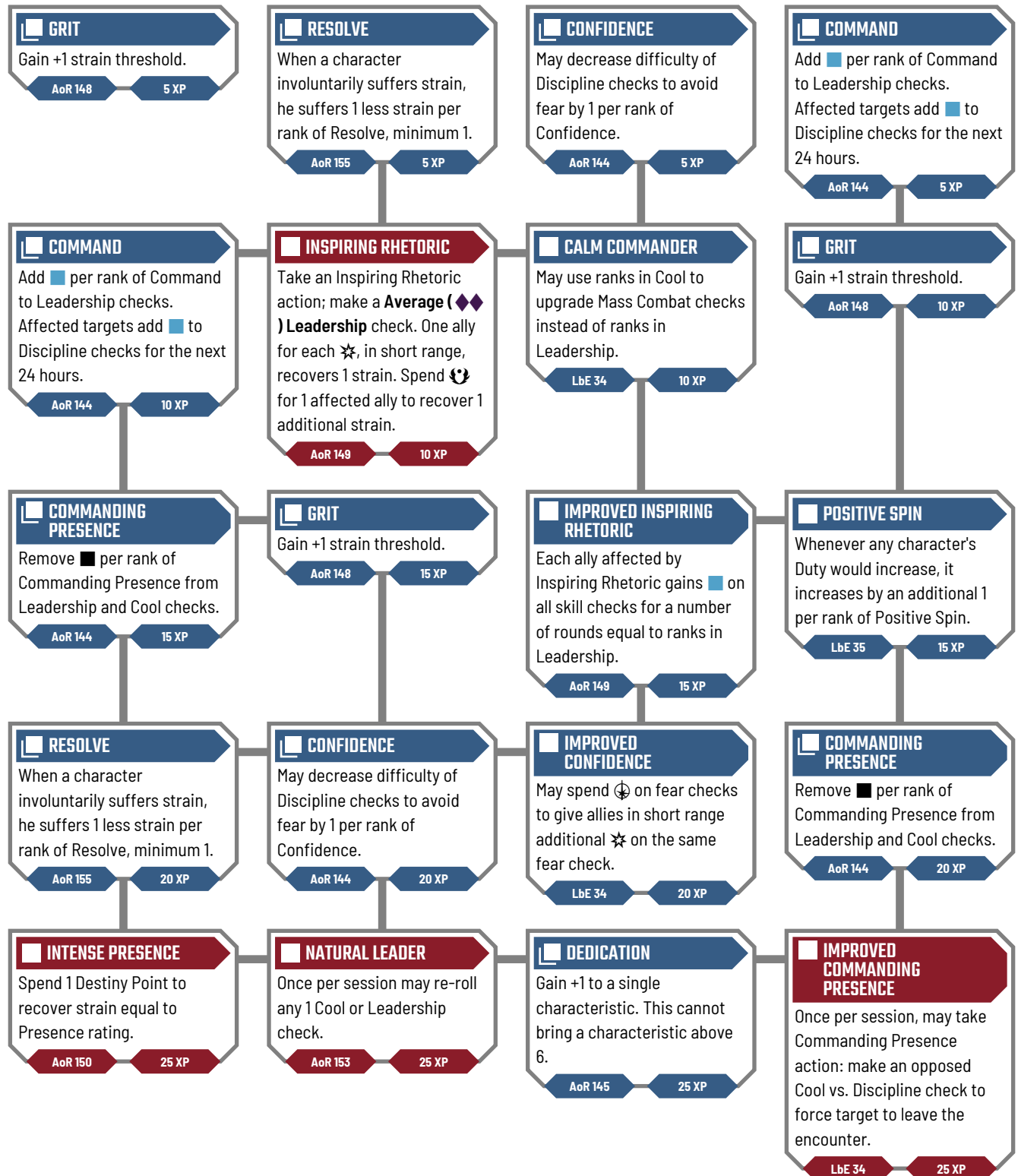
# COMMANDER FIGUREHEAD

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

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

Lead by Example 29

Active   
Passive   
Ranked 



# COMMANDER INSTRUCTOR

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

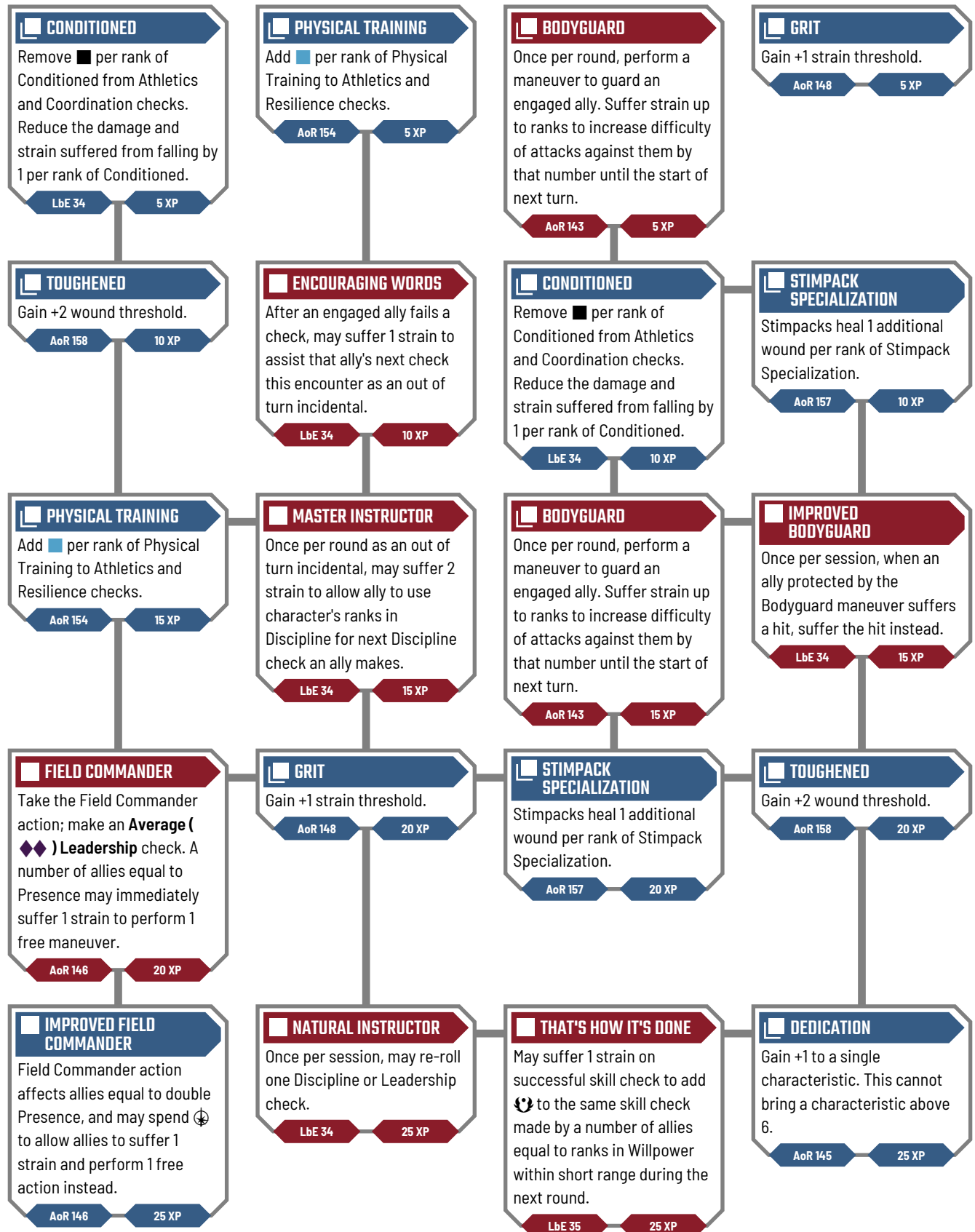
**Instructor Bonus Career Skills:** Discipline, Knowledge (Education), Medicine, Ranged (Heavy)

Lead by Example 31

Active 

Passive 

Ranked 



# COMMANDER SQUADRON LEADER

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

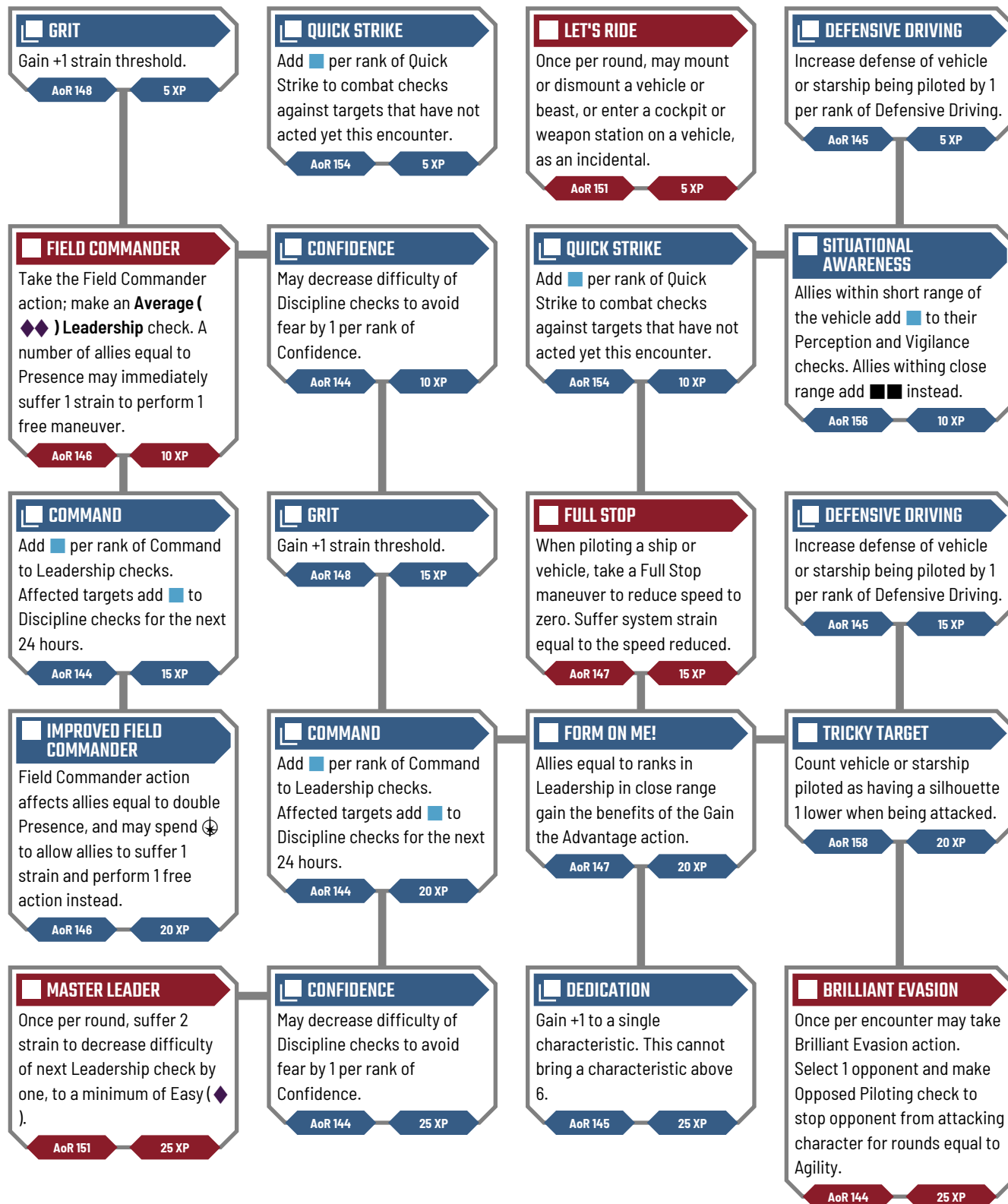
**Squadron Leader Bonus Career Skills:** Gunnery, Mechanics, Piloting (Planetary), Piloting (Space)

Age of Rebellion core 74

Active 

Passive 

Ranked 



# COMMANDER STRATEGIST

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

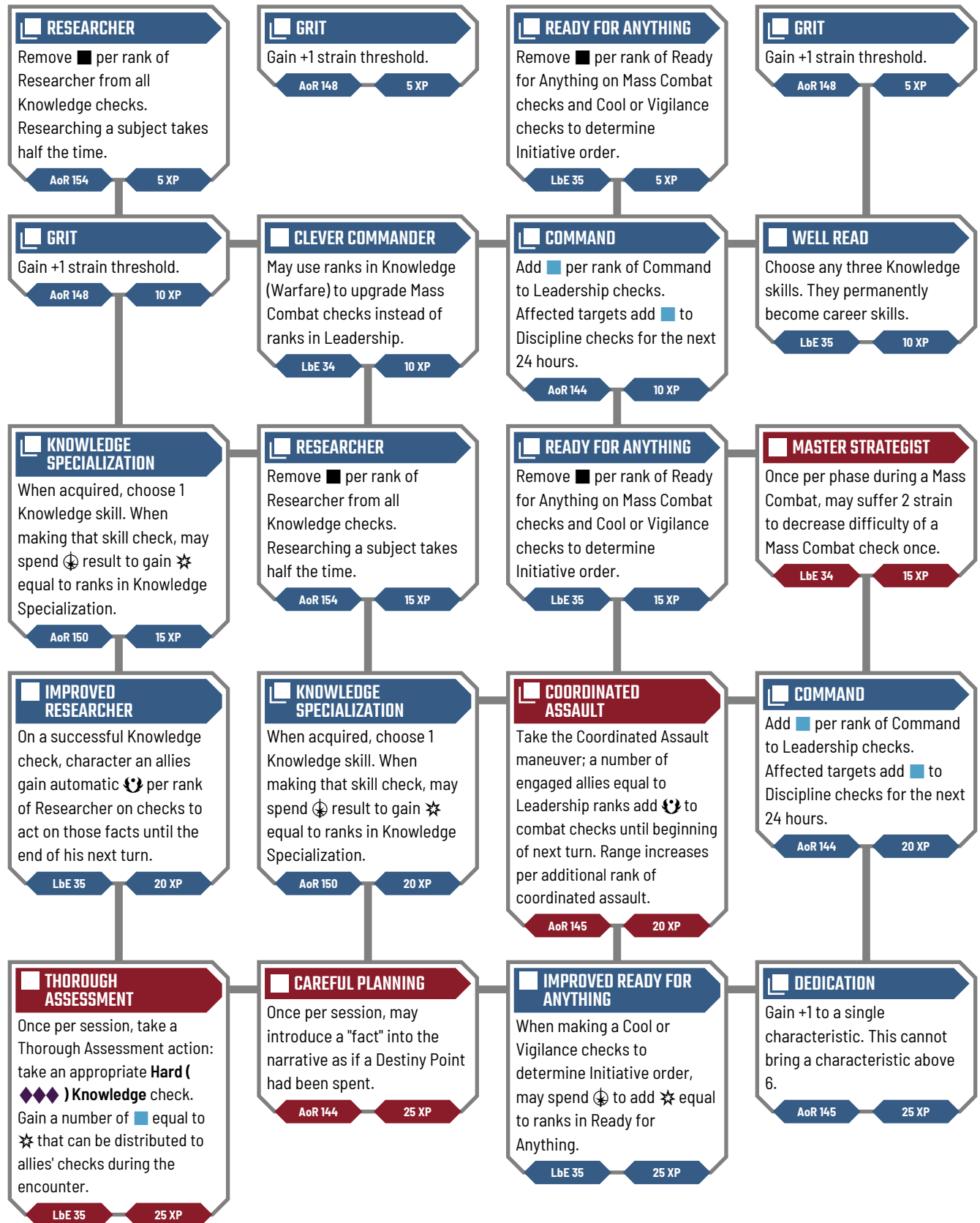
**Strategist Bonus Career Skills:** Computers, Cool, Knowledge (Warfare), Vigilance

Lead by Example 33

Active 

Passive 

Ranked 



# COMMANDER TACTICIAN

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

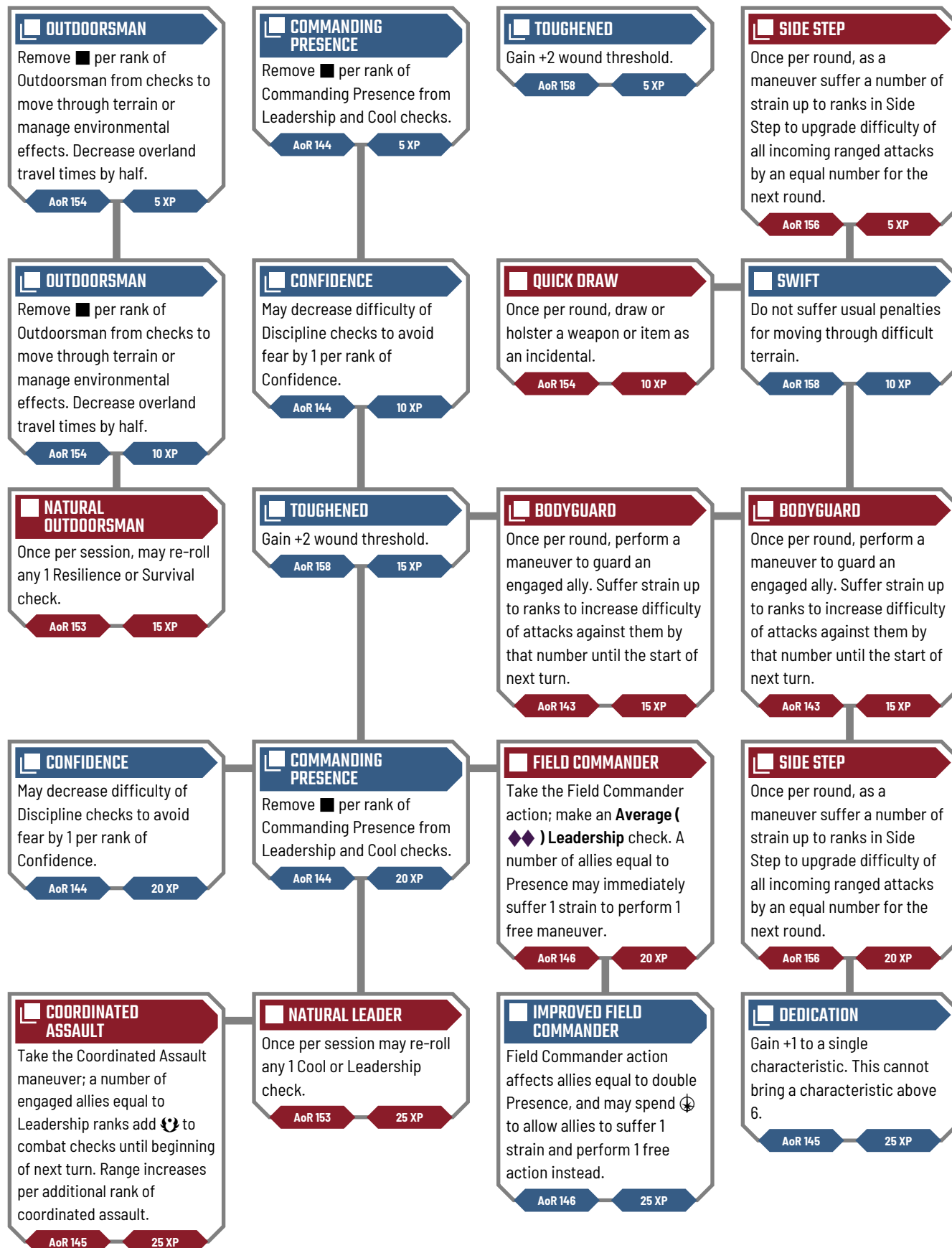
**Tactician Bonus Career Skills:** Brawl, Discipline, Leadership, Ranged (Heavy)

Age of Rebellion core 75

Active

Passive




Ranked

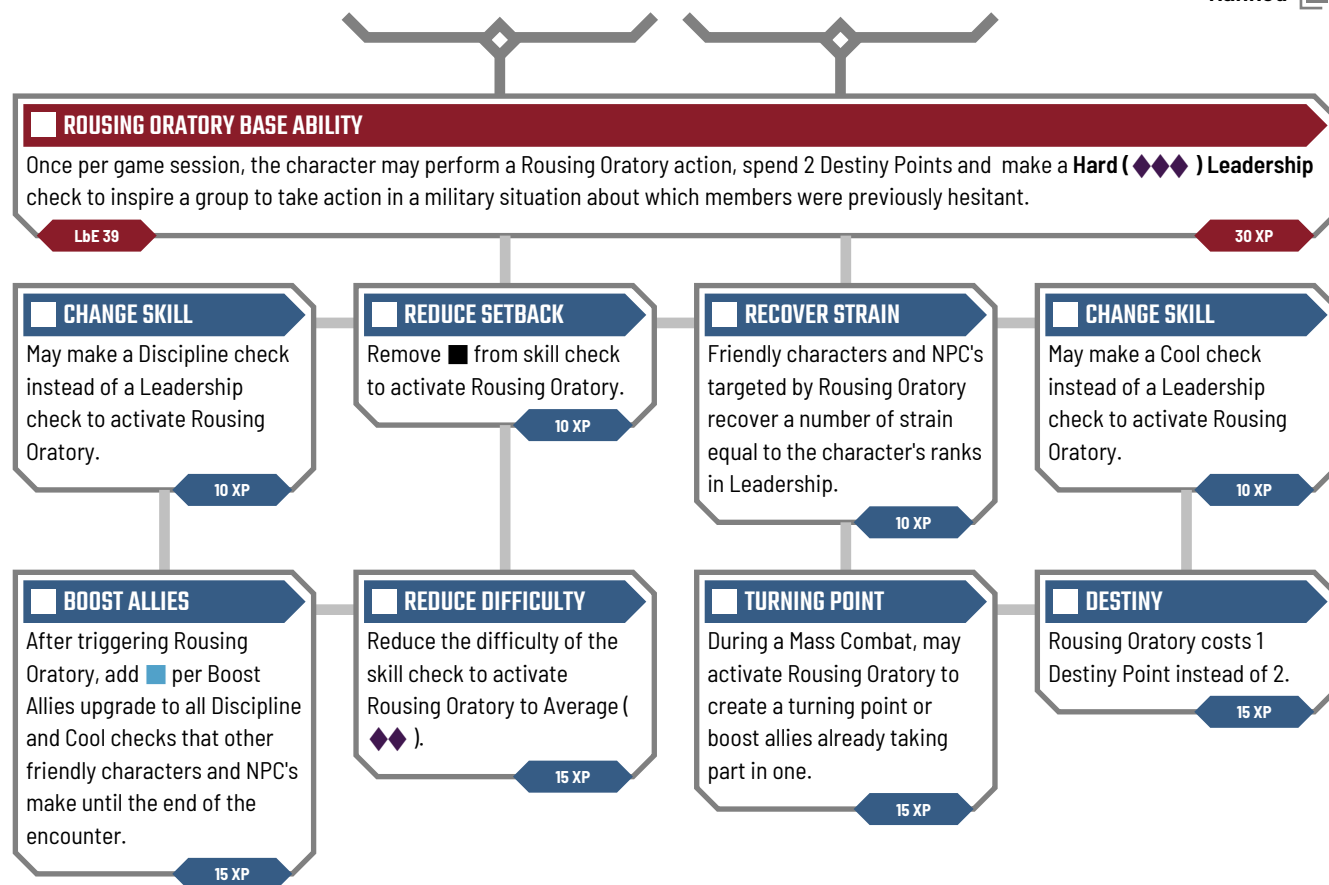


# COMMANDER SIGNATURE ABILITY TREE

## ROUSING ORATORY

Lead by Example 39




Active   
 Passive   
 Ranked 

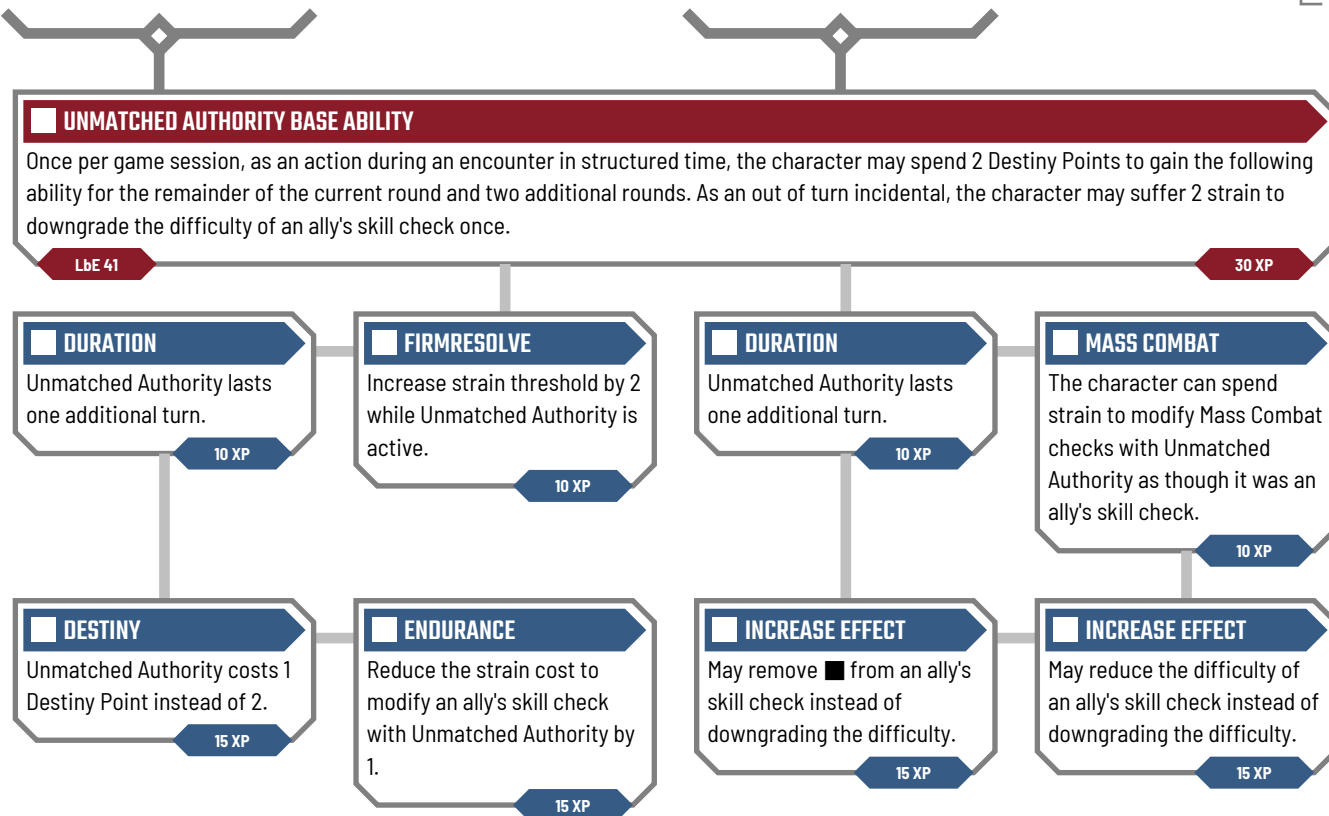


# COMMANDER SIGNATURE ABILITY TREE

## UNMATCHED AUTHORITY

Lead by Example 41

Active   
Passive   
Ranked 



# CONSULAR ARBITER

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

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

**Gain:** Beginning characters gain Force Rating 1

**Prerequisite:** Force rating 1+

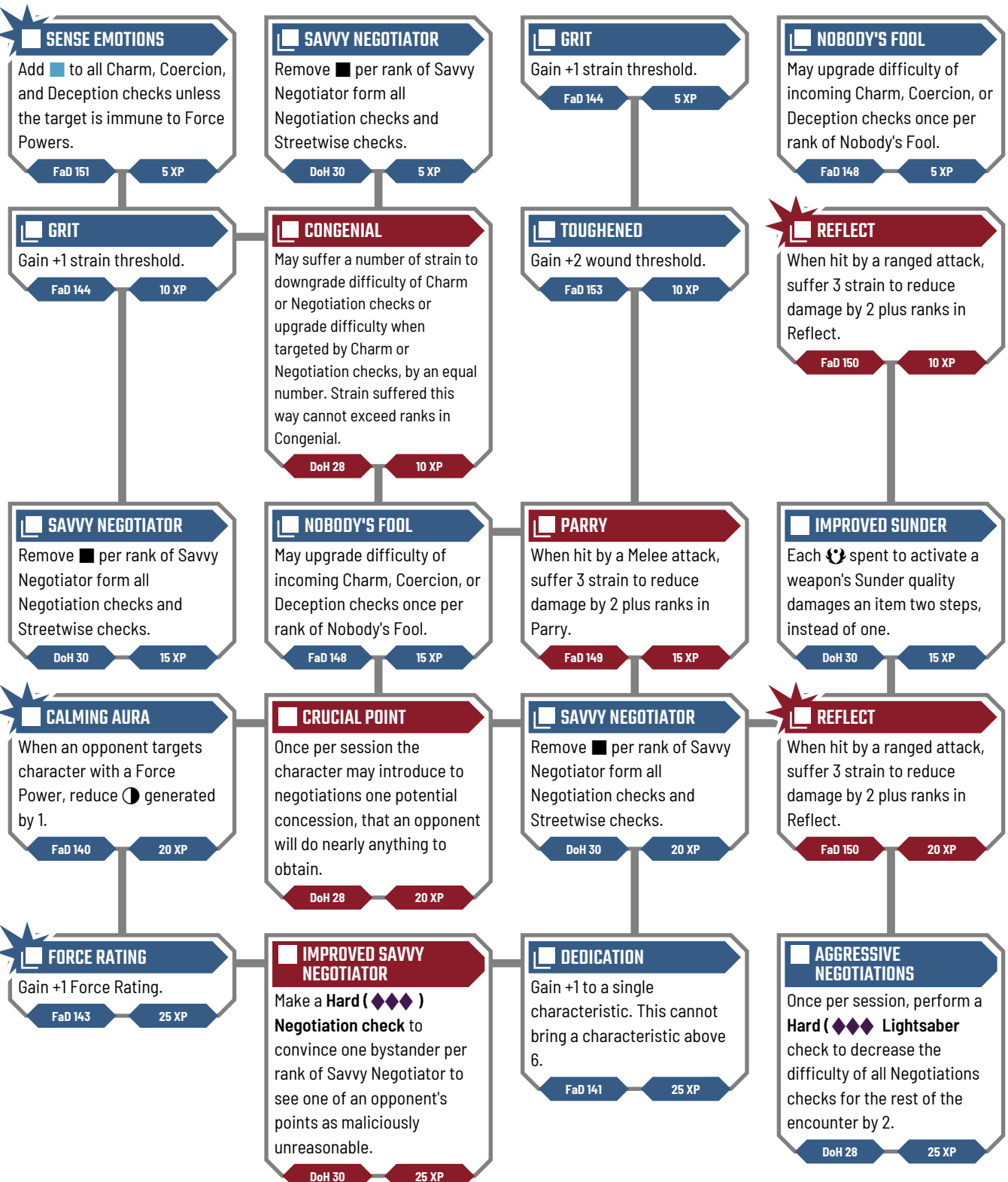
Disciples of Harmony 23

Active

Passive

Ranked

Force talent





# CONSULAR ASCETIC

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

**Ascetic Bonus Career Skills:** Athletics, Discipline, Resilience, Vigilance

**Gain:** Beginning characters gain Force Rating 1

**Prerequisite:** Force rating 1+

Disciples of Harmony 25

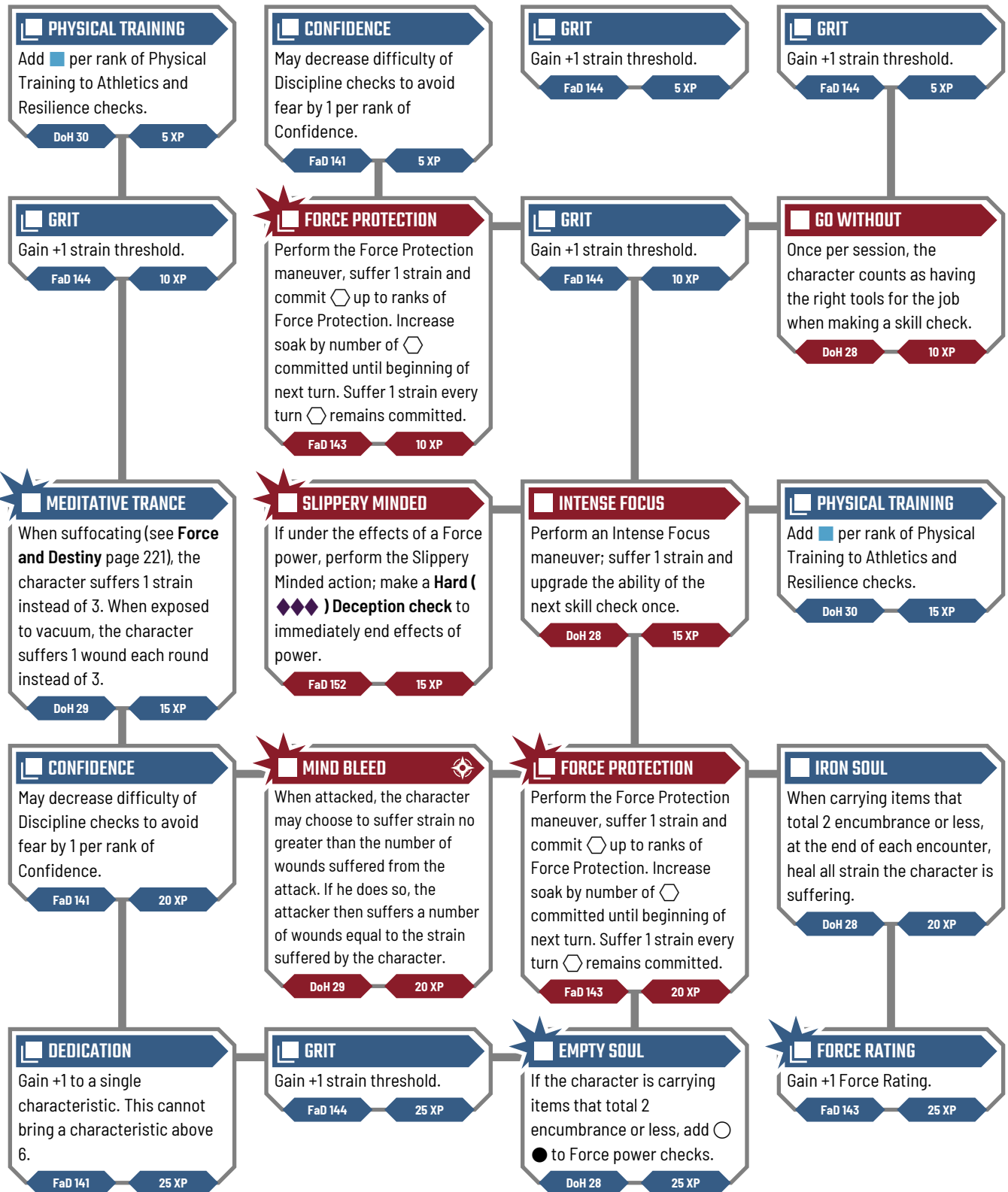
Active

Passive

Ranked

Force talent

Conflict talent



# 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+

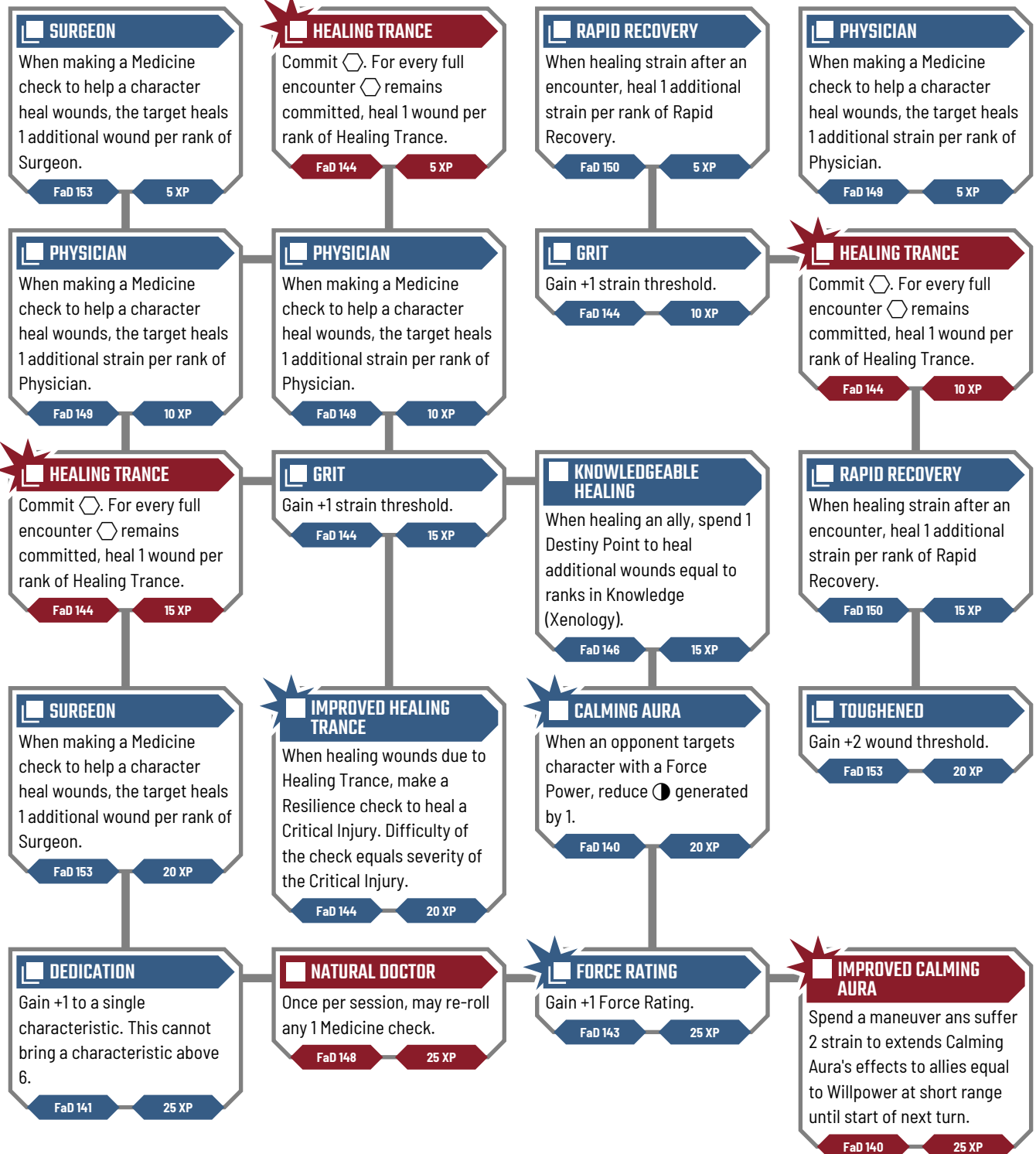
Force and Destiny core 69

Active

Passive

Ranked

Force talent



# 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

**Prerequisite:** Force rating 1+

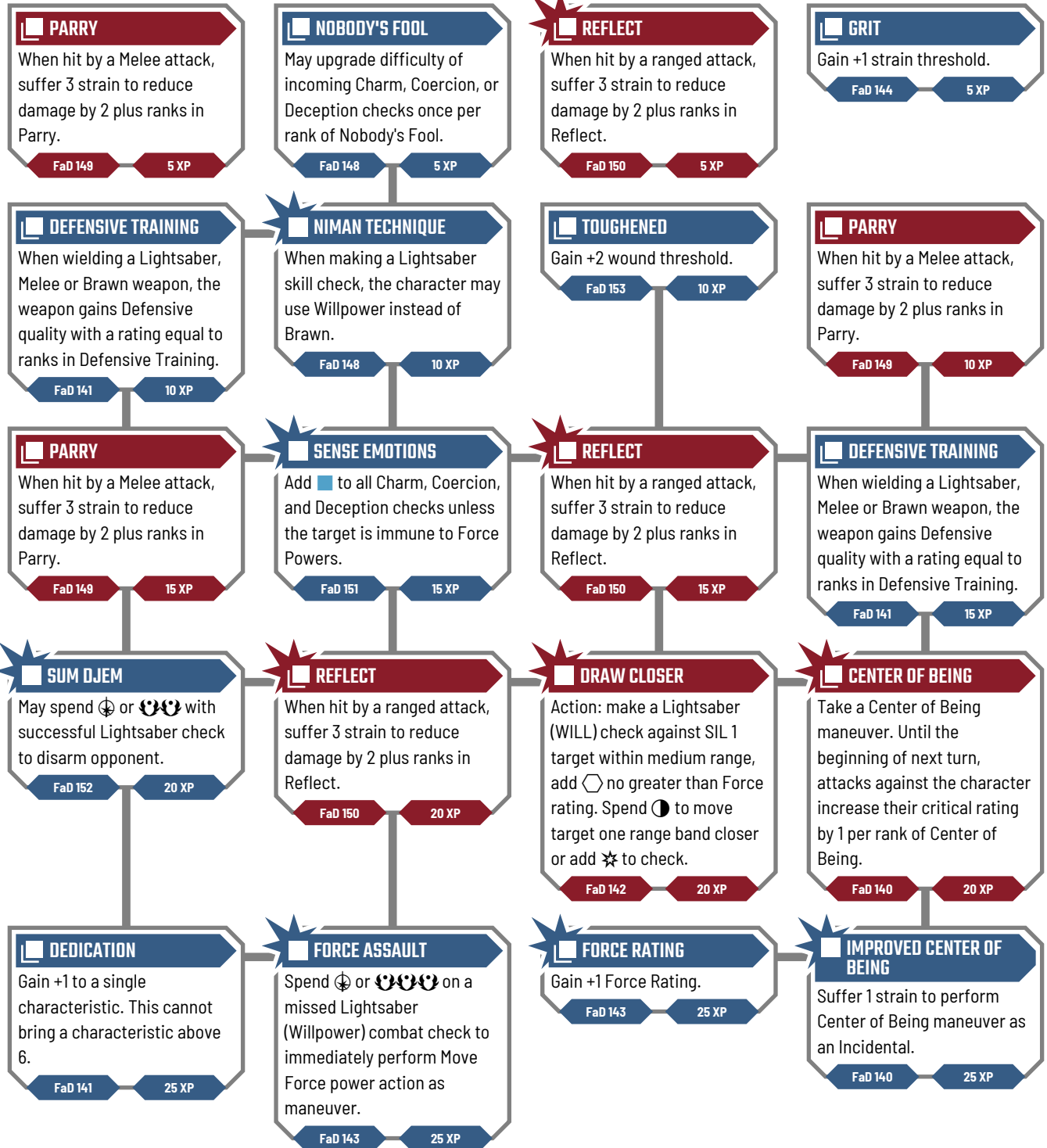
Force and Destiny core 70

Active

Passive

Ranked

Force talent



# CONSULAR SAGE

**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+

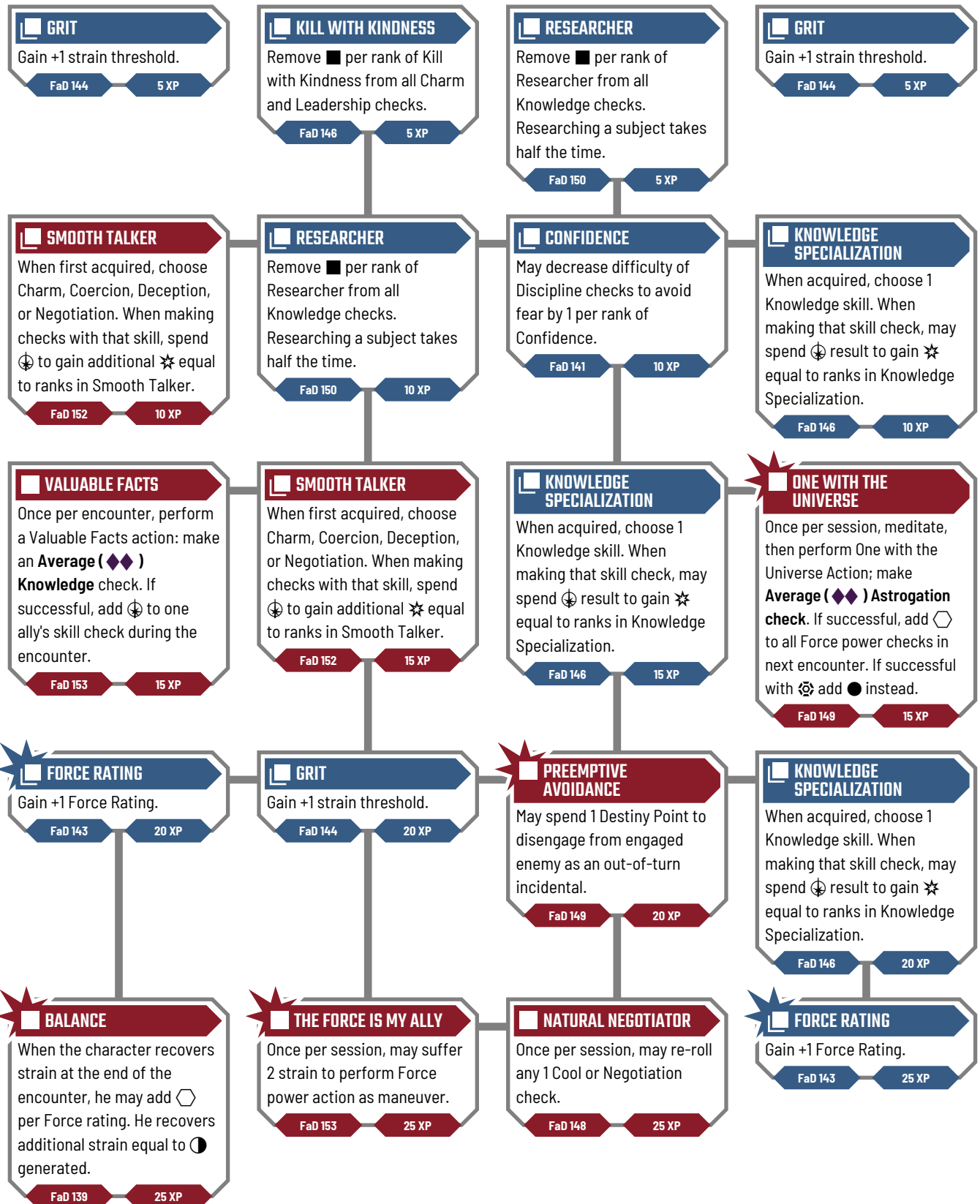
Force and Destiny core 71

Active

Passive

Ranked

Force talent



# CONSULAR TEACHER

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

**Teacher Bonus Career Skills:** Knowledge (Education), Knowledge (Lore), Leadership, Perception

**Gain:** Beginning characters gain Force Rating 1

**Prerequisite:** Force rating 1+

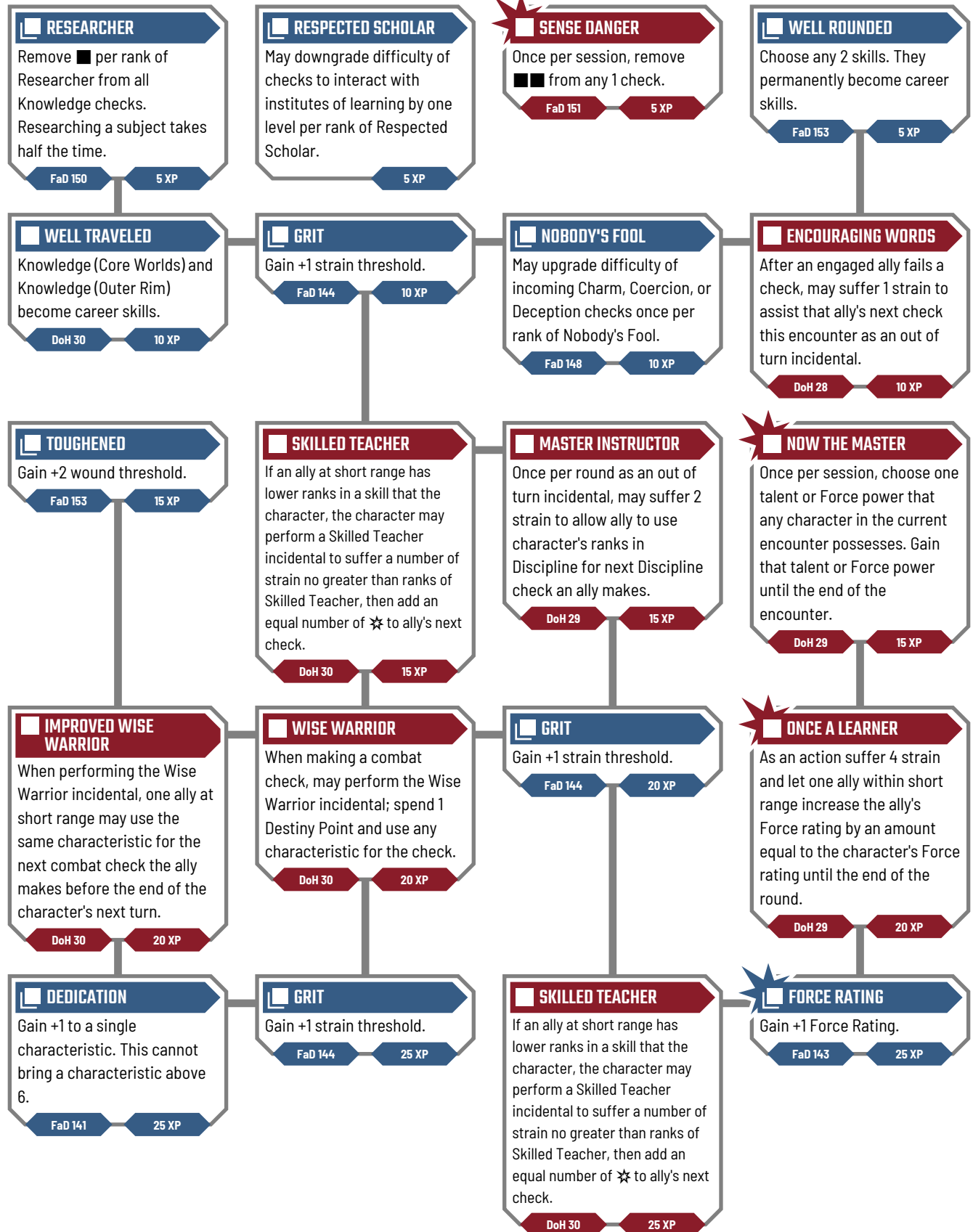
Disciples of Harmony 27

Active

Passive

Ranked

Force talent



Active   
 Passive   
 Ranked 

## MUCH TO LEARN BASE ABILITY

Once per game session the character may spend 2 Destiny Points and make a **Hard (◆◆◆)** **Knowledge (Education)** check, then choose one talent that the character possesses for the remainder of the current encounter, on allied character within medium range counts as having that talent. If that talent is ranked, the allied character counts as having as many ranks in the talent as the character with this signature ability does.

DoH 34

30 XP

### INCREASE NUMBER

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

10 XP

### REDUCE DIFFICULTY

Reduce the difficulty of the skill check to activate Much to Learn to **Average (◆◆)**.

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.

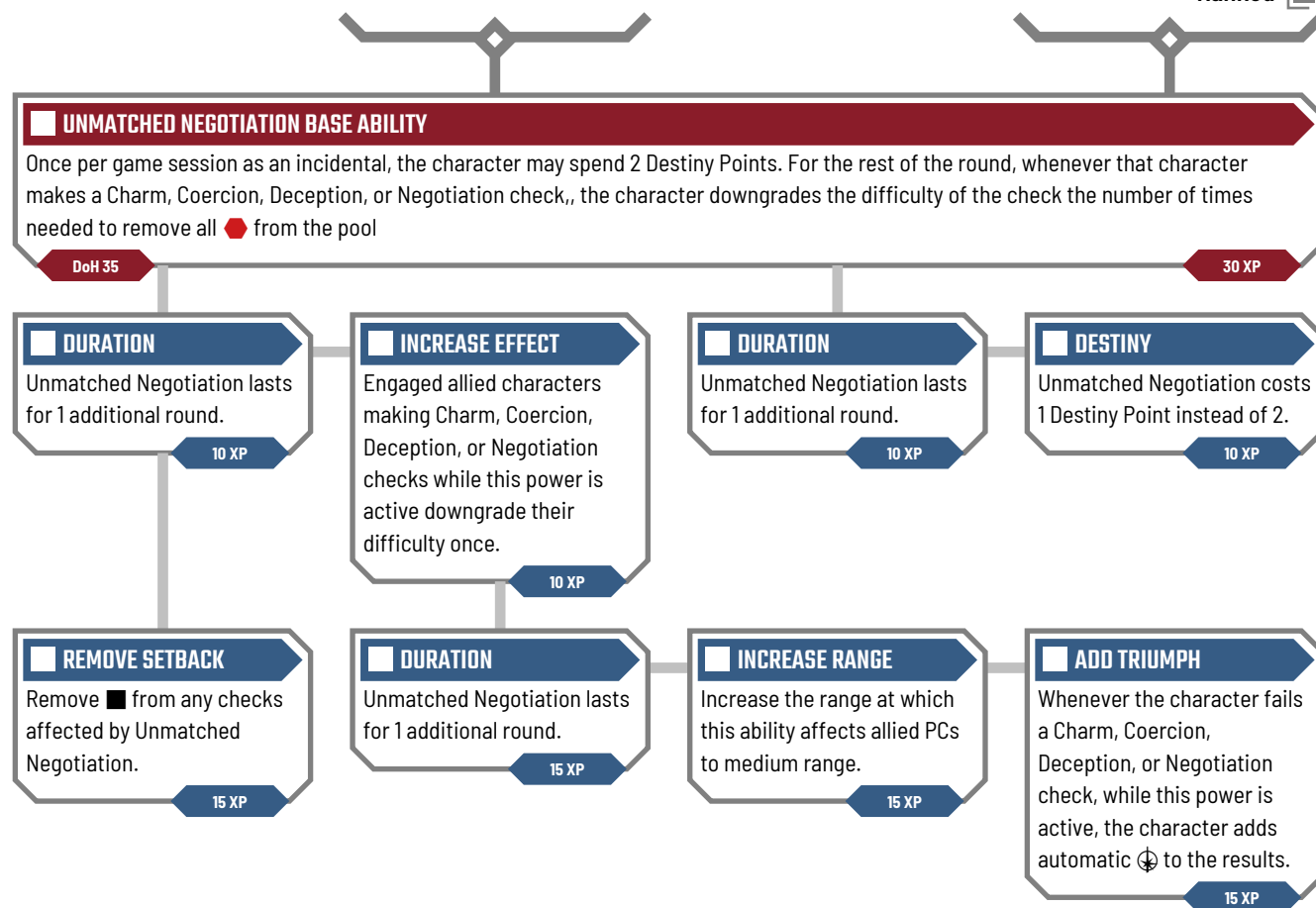
15 XP

# CONSULAR SIGNATURE ABILITY TREE

## UNMATCHED NEGOTIATION

Disciples of Harmony 35

Active   
 Passive   
 Ranked 



# DIPLOMAT ADVOCATE

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

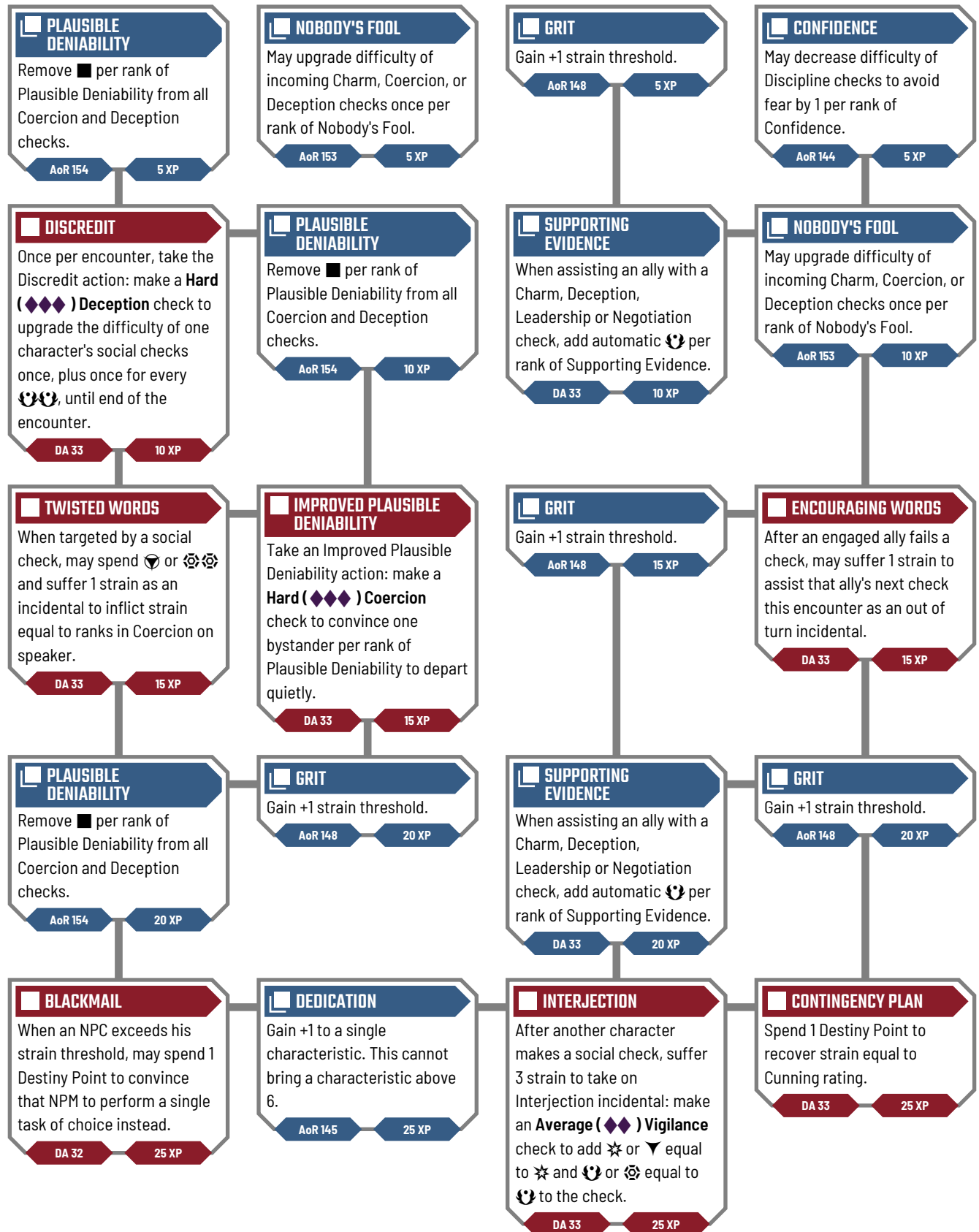
**Advocate Bonus Career Skills:** Coercion, Deception, Negotiation, Vigilance

Desperate Allies 27

Active 

Passive 

Ranked 





# DIPLOMAT AGITATOR

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

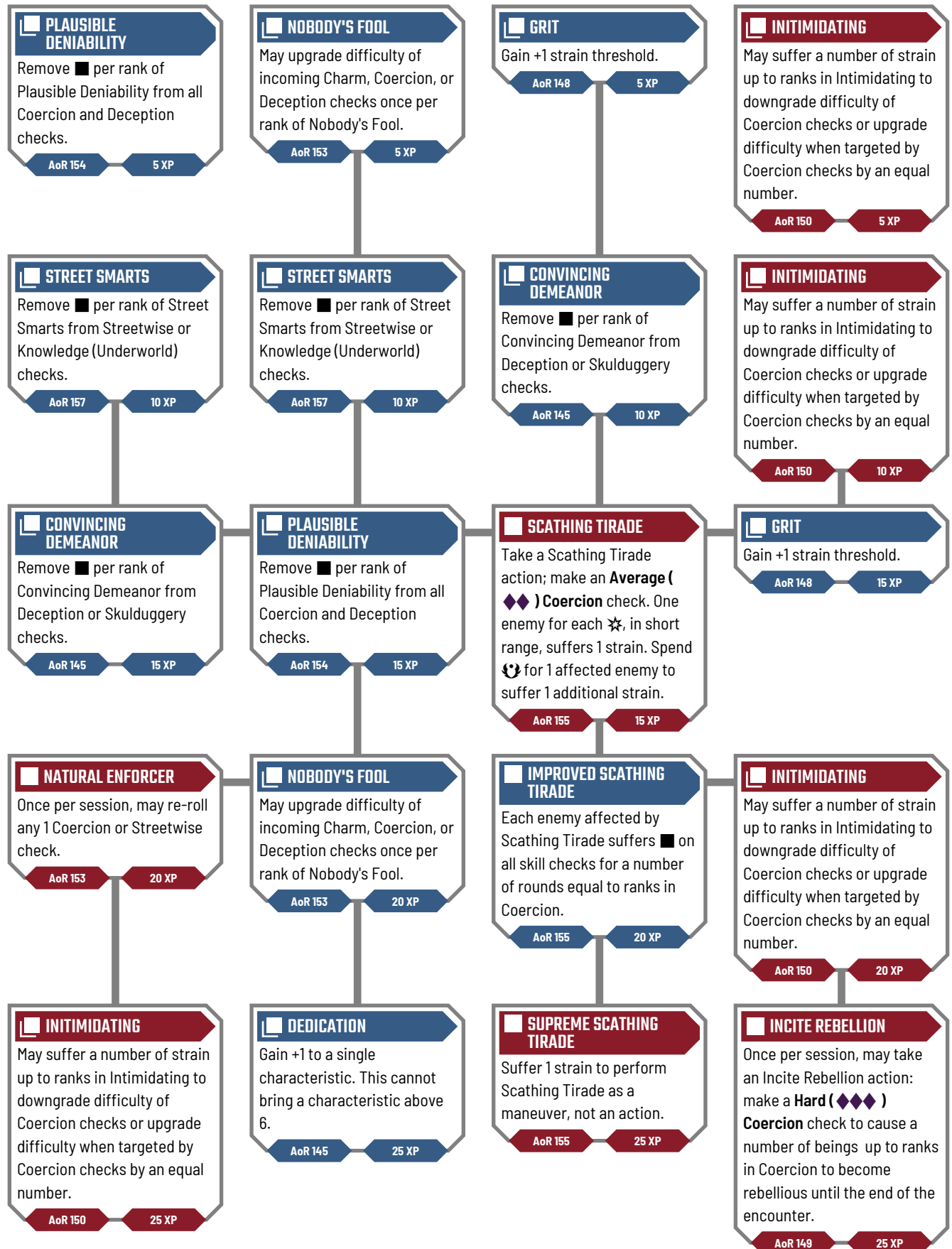
**Agitator Bonus Career Skills:** Coercion, Deception, Knowledge (Underworld), Streetwise

Age of Rebellion core 80

Active 

Passive 

Ranked 

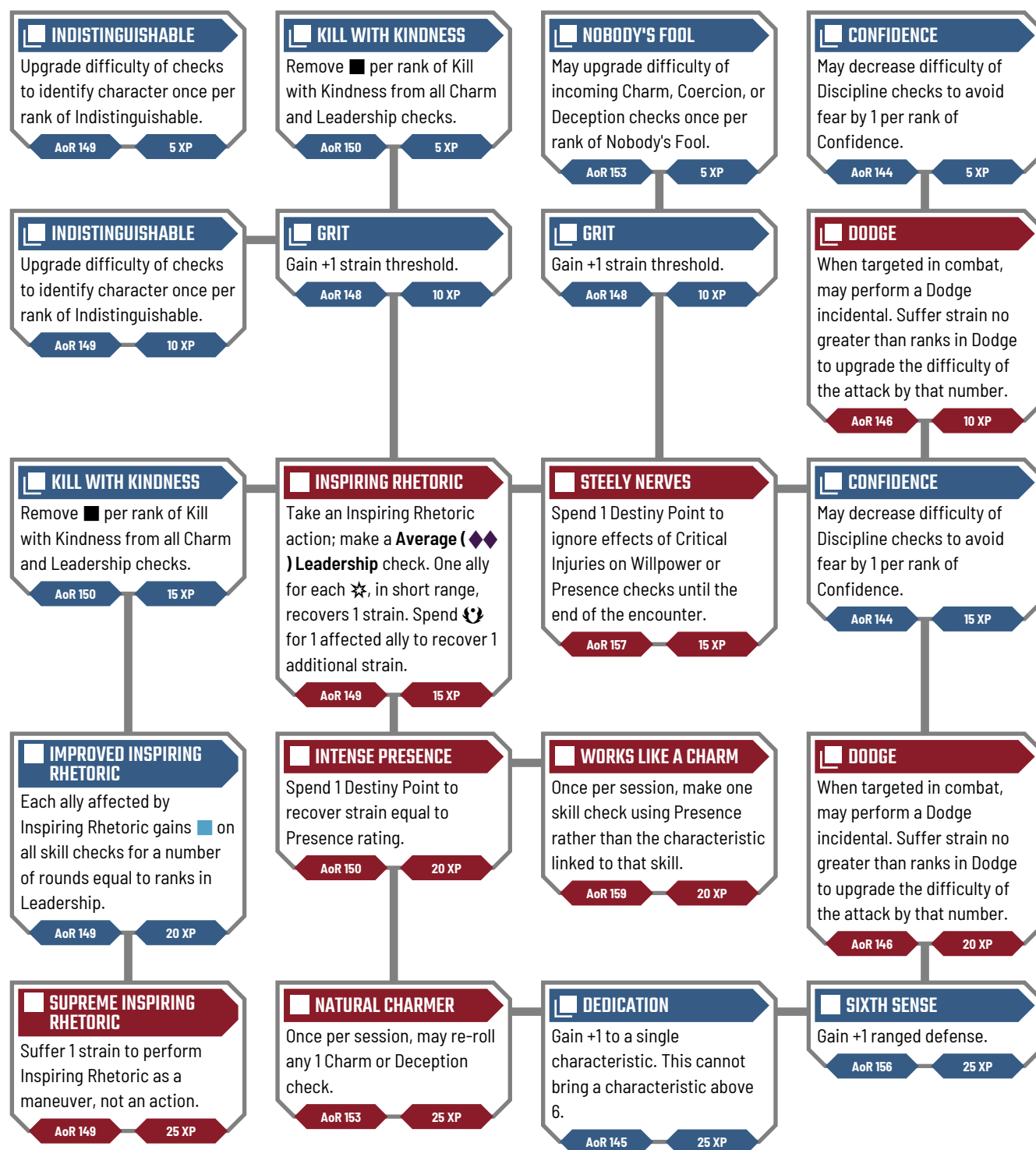


# DIPLOMAT AMBASSADOR

**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

### Age of Rebellion core 79

Active Passive Ranked | 

# DIPLOMAT ANALYST

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

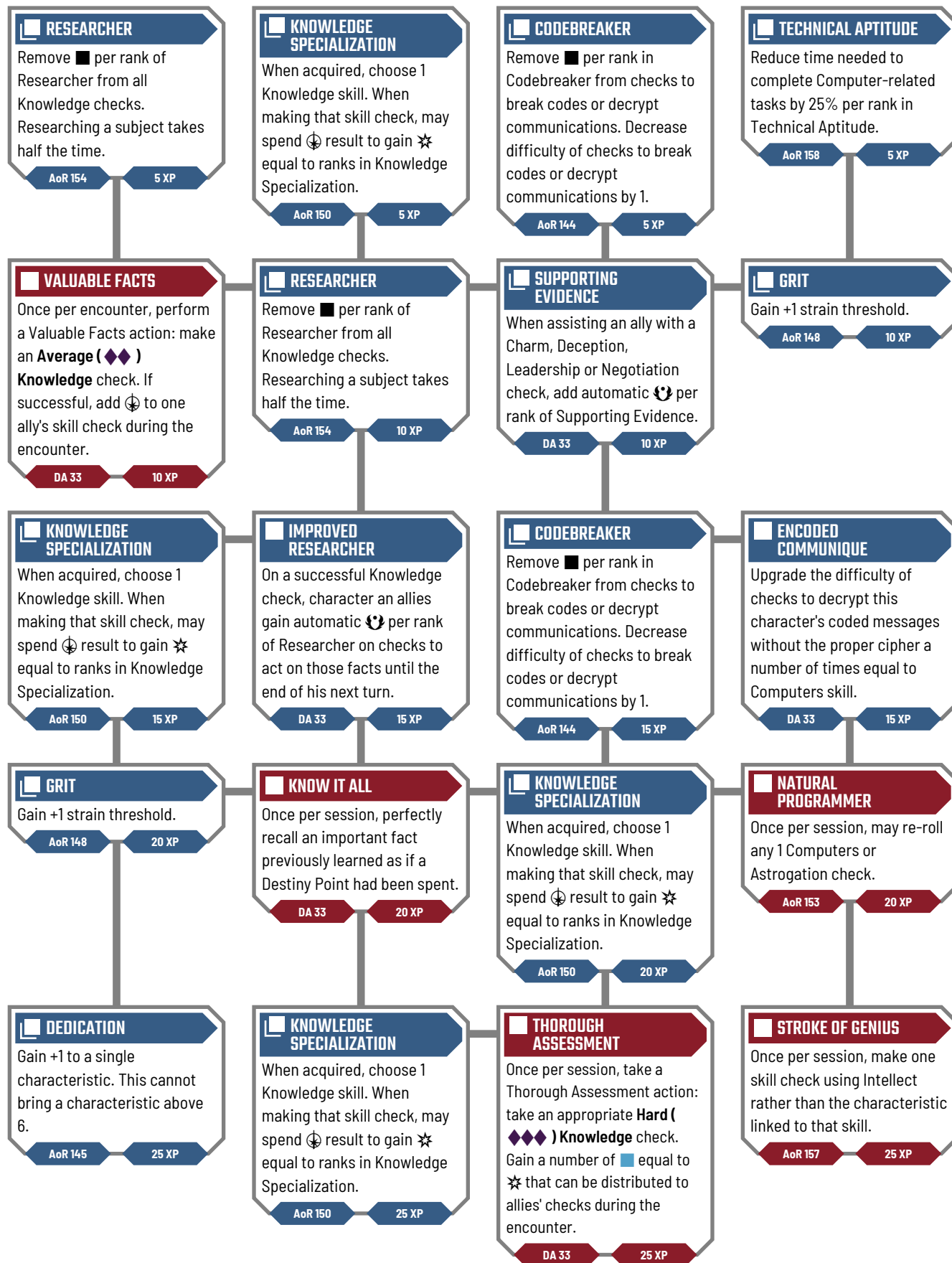
**Analyst Bonus Career Skills:** Computers, Knowledge (Education), Knowledge (Warfare), Perception

Desperate Allies 29

Active 

Passive 

Ranked 



# DIPLOMAT PROPAGANDIST

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

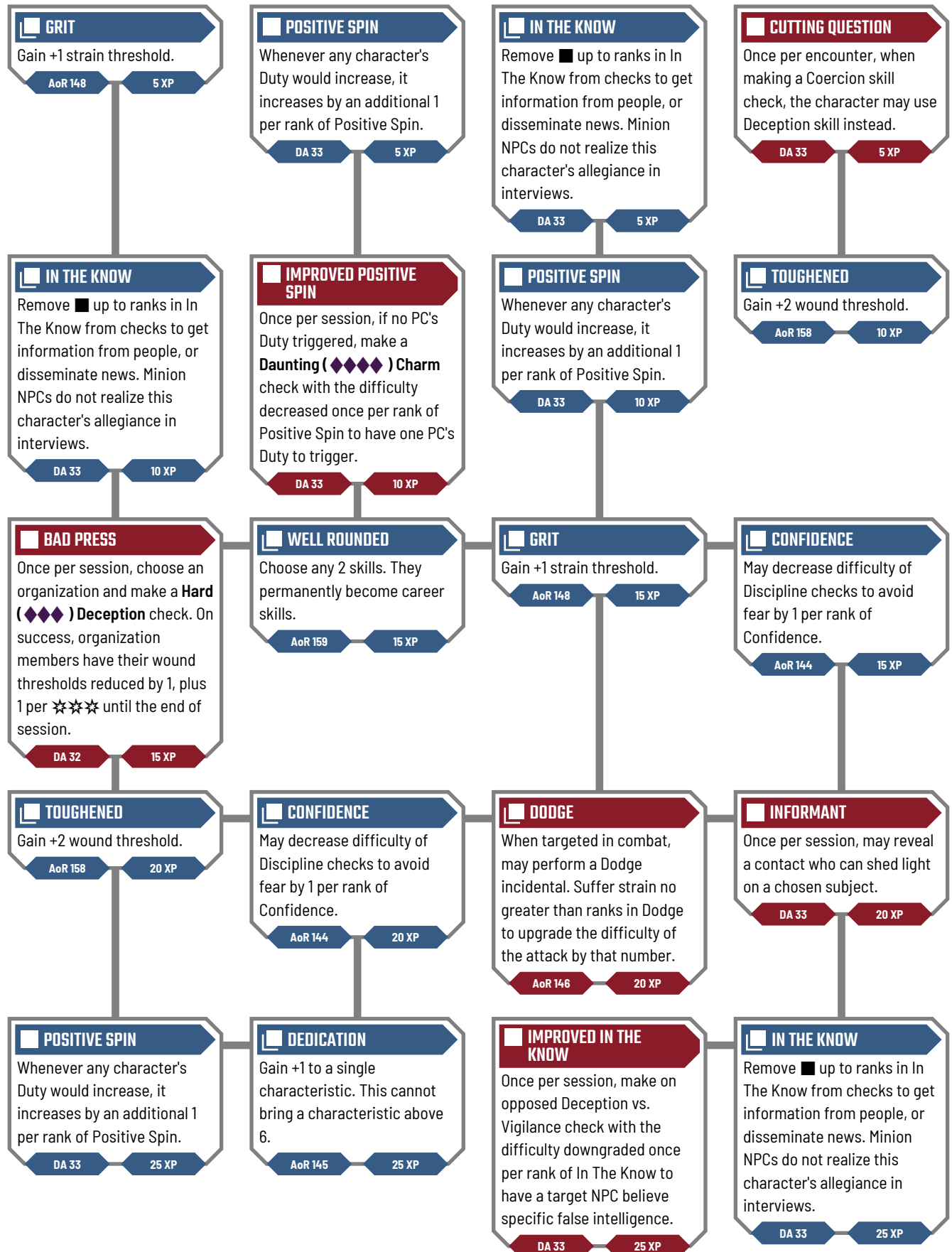
**Propagandist Bonus Career Skills:** Charm, Deception, Knowledge (Warfare), Perception

Desperate Allies 31

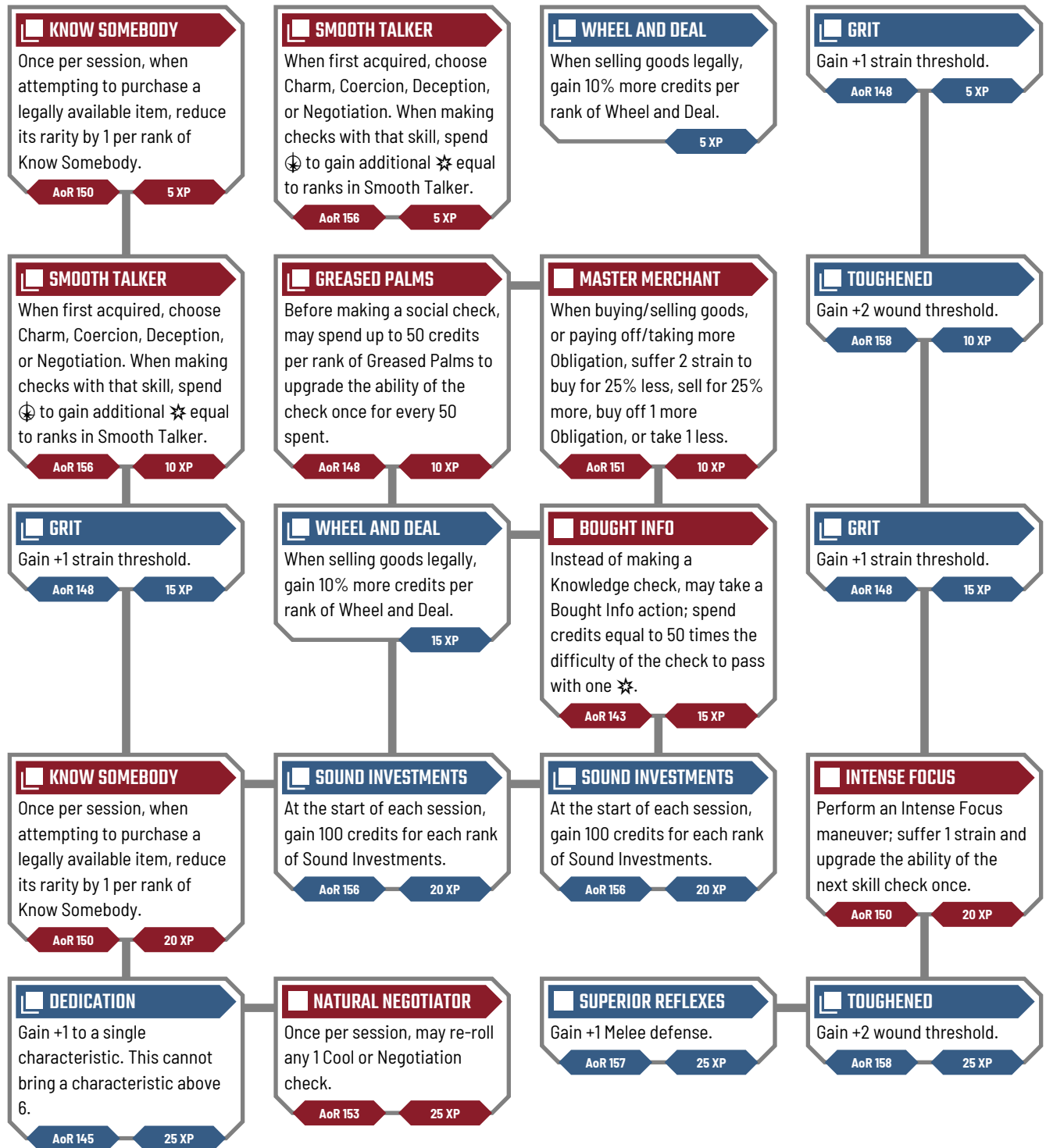
Active 

Passive 

Ranked 






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

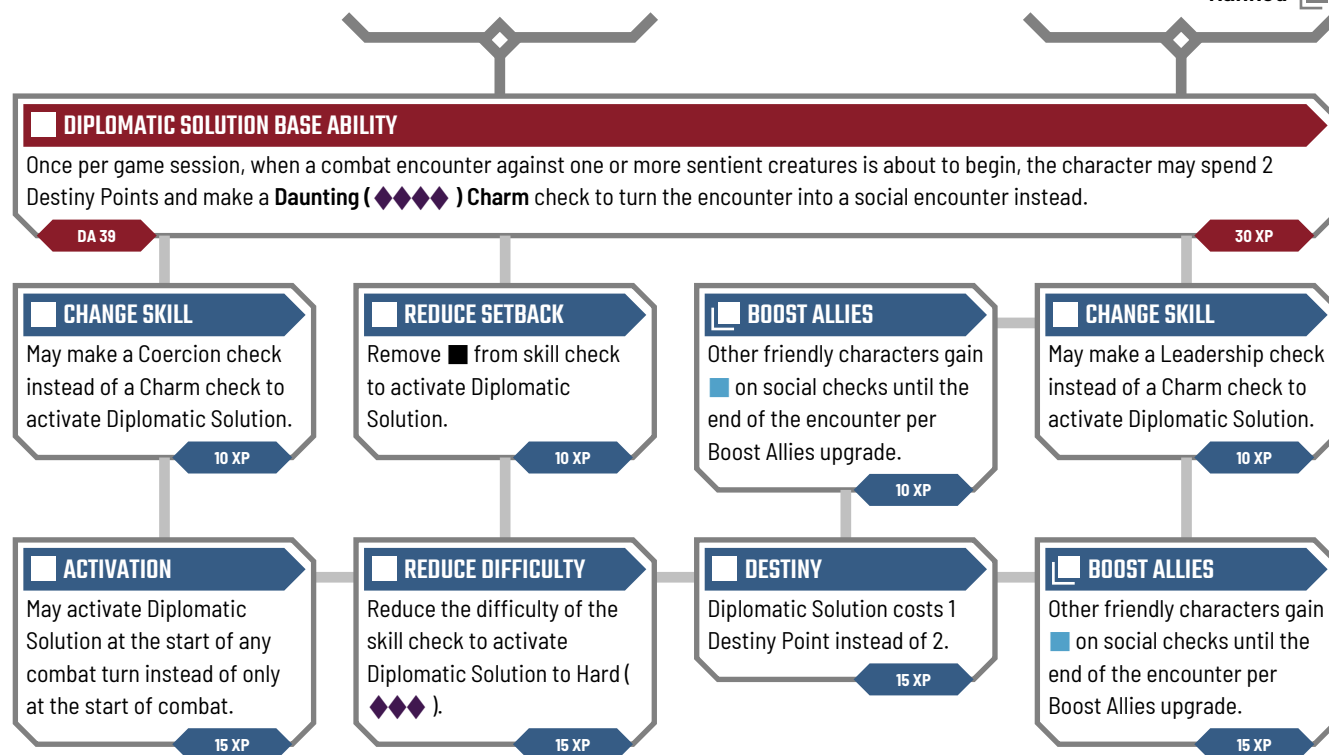
Ranked 

# DIPLOMAT SIGNATURE ABILITY TREE

## DIPLOMATIC SOLUTION

Desperate Allies 39

Active   
 Passive   
 Ranked 



# DIPLOMAT SIGNATURE ABILITY TREE

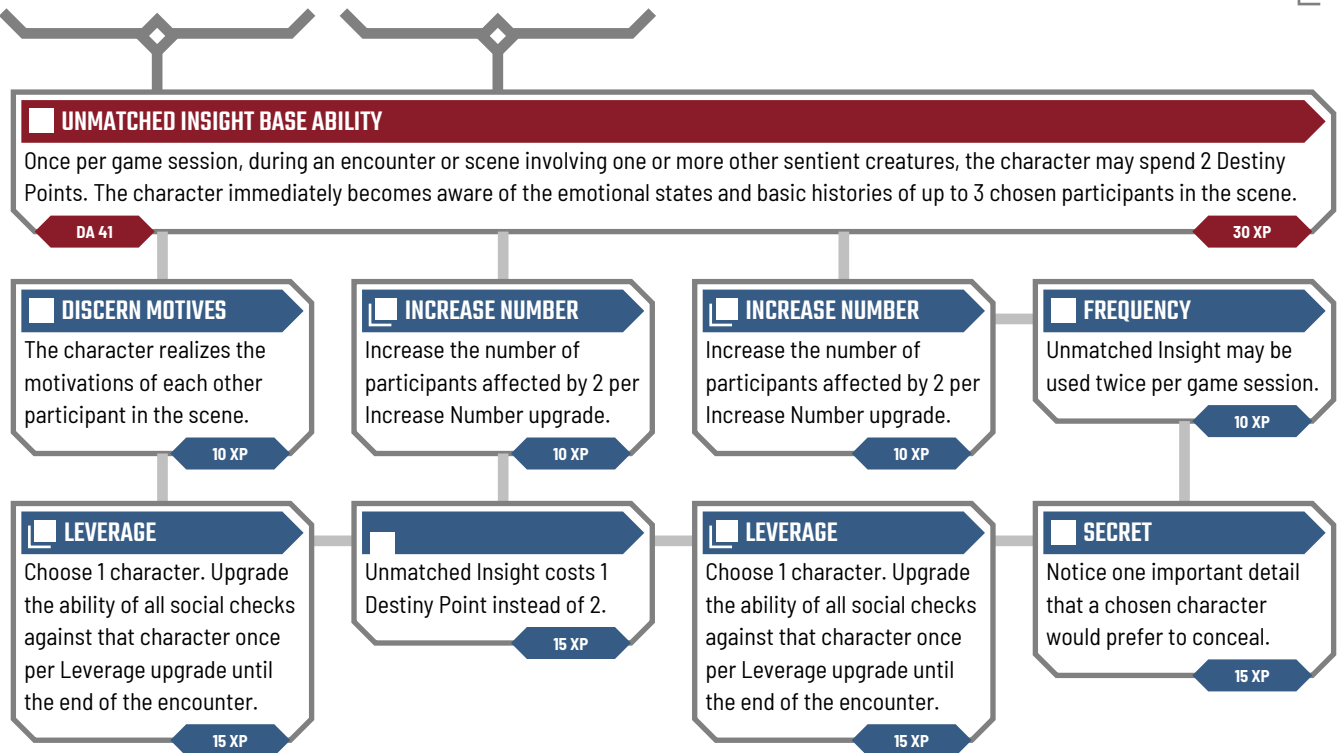
## UNMATCHED INSIGHT

Desperate Allies 41

Active 

Passive 

Ranked 



# ENGINEER DROID SPECIALIST

Fully Operational 25

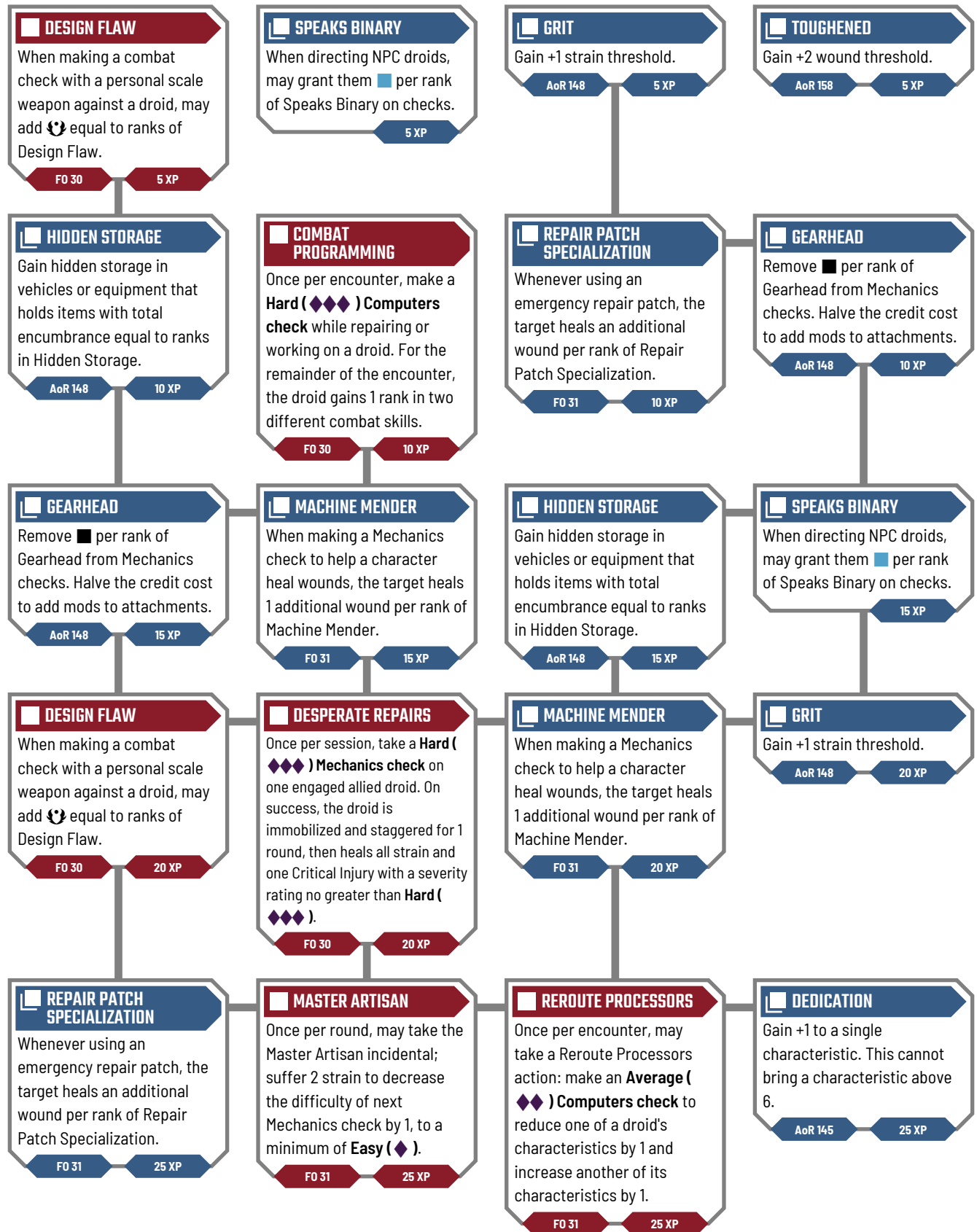
**Career Skills:** Athletics, Computers, Knowledge (Education), Mechanics, Perception, Piloting (Space), Ranged (Light), Vigilance

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

Active 

Passive 

Ranked 





# ENGINEER MECHANIC

Age of Rebellion core 85

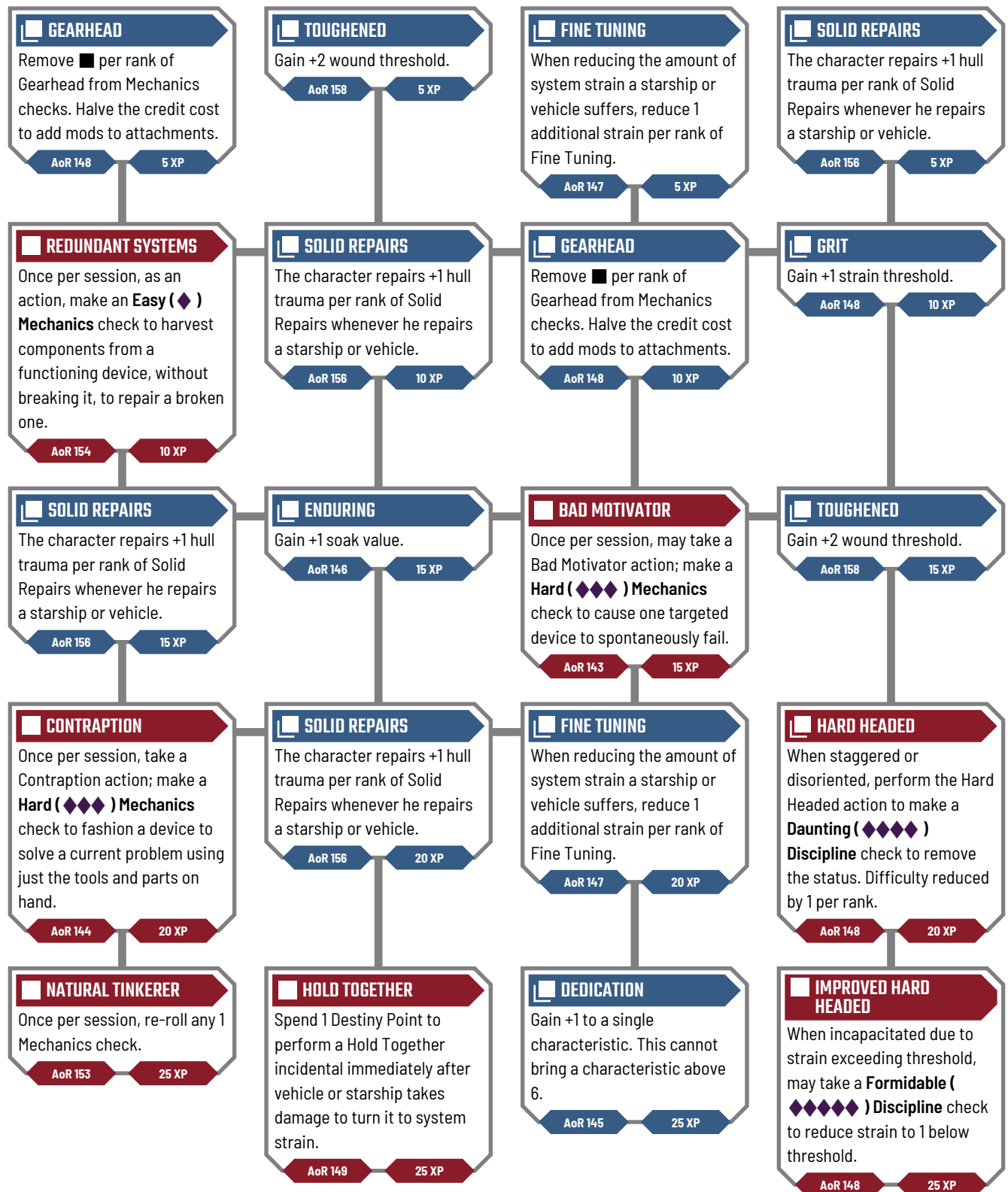
**Career Skills:** Athletics, Computers, Knowledge (Education), Mechanics, Perception, Piloting (Space), Ranged (Light), Vigilance

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

Active

Passive

Ranked



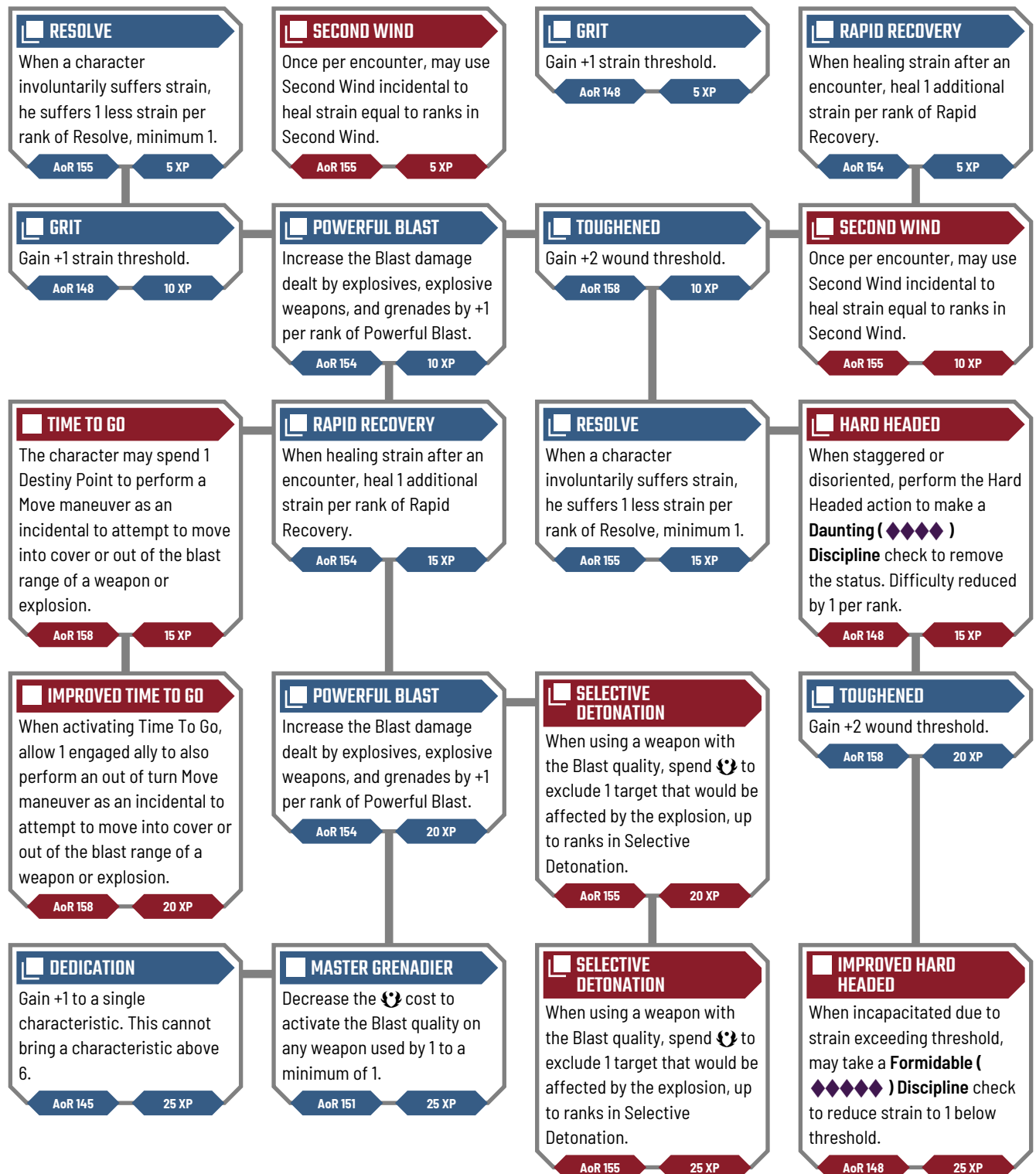
**Career Skills:** Athletics, Computers, Knowledge (Education), Mechanics, Perception, Piloting (Space), Ranged (Light), Vigilance

### Age of Rebellion core 86

Active 

Passive 

Ranked 



# ENGINEER SAPPER

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

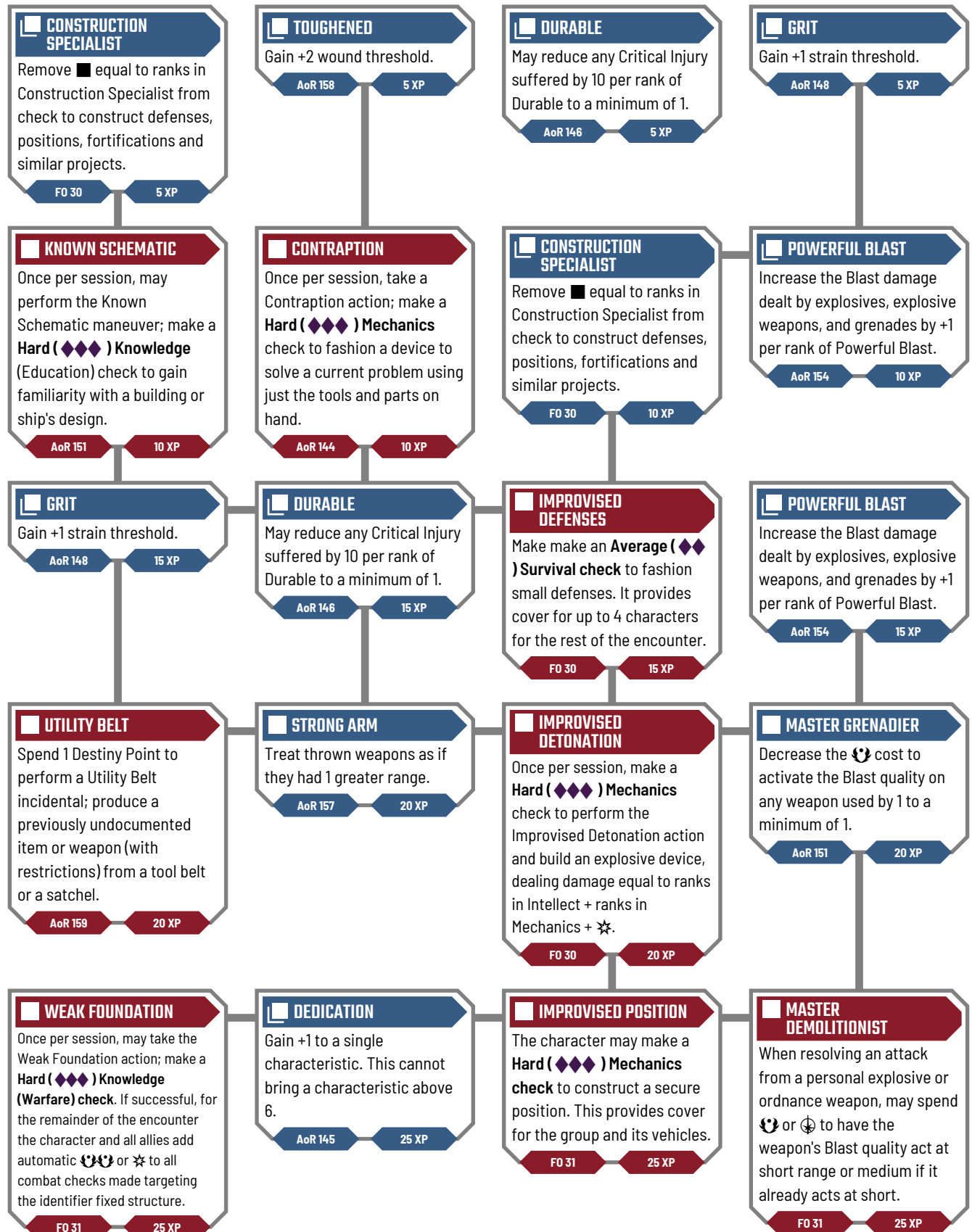
**Sapper Bonus Career Skills:** Athletics, Knowledge (Warfare), Mechanics, Survival

Fully Operational 27

Active

Passive

Ranked



# ENGINEER SCIENTIST

Age of Rebellion core 87

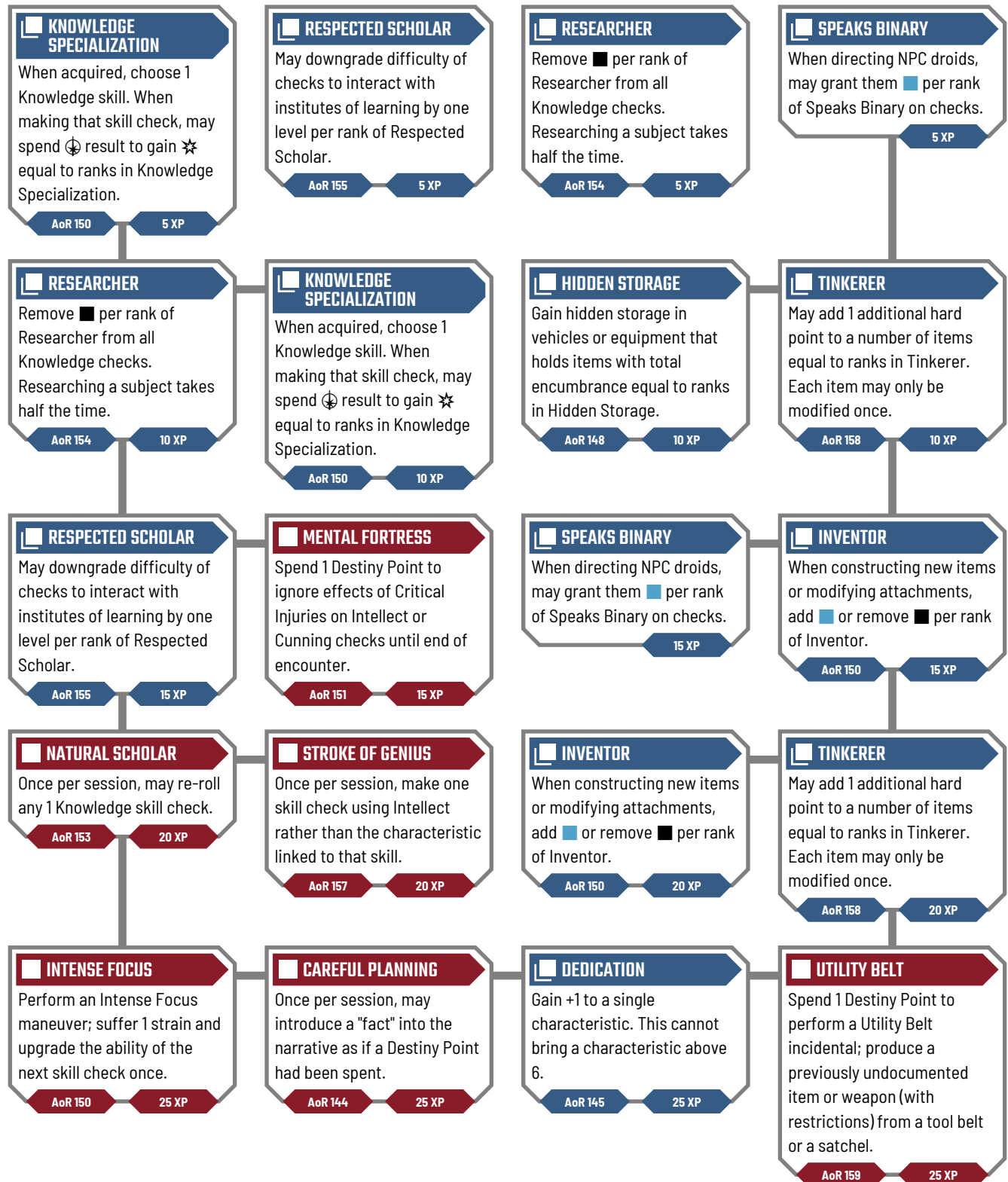
**Career Skills:** Athletics, Computers, Knowledge (Education), Mechanics, Perception, Piloting (Space), Ranged (Light), Vigilance

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

Active 

Passive 

Ranked 



# ENGINEER SHIPWRIGHT

Fully Operational 29

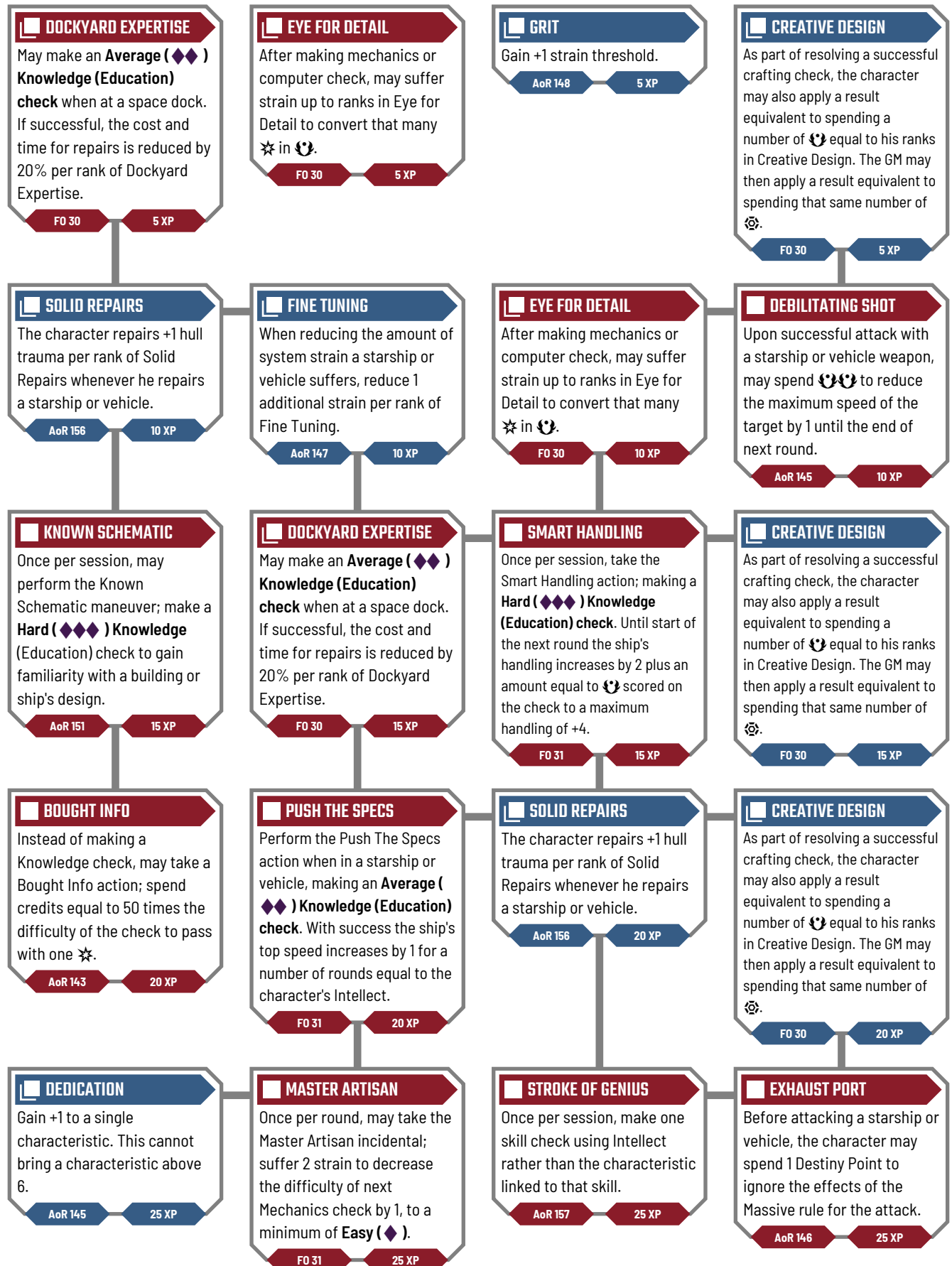
**Career Skills:** Athletics, Computers, Knowledge (Education), Mechanics, Perception, Piloting (Space), Ranged (Light), Vigilance

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

Active 

Passive 

Ranked 





# ENGINEER SIGNATURE ABILITY TREE

## THE HARDER THEY FALL

Fully Operational 34

Active   
 Passive   
 Ranked 

### THE HARDER THEY FALL BASE ABILITY

Once per game session as an incidental, the character may spend 2 Destiny Points and make a **Hard (◆◆◆)** **Mechanics** check. If successful, for the remainder of the encounter, combat checks the character makes against vehicles, structures, or droids that inflict wounds or hull trauma automatically inflict Critical Injury or Critical Hit (depending on the target).  or  can be spent to trigger the attack's critical rating additional times, adding +10 to the critical roll as usual.

FO 34

30 XP

#### INCREASE NUMBER

The effects of The Harder They Fall extend to a number of allies withing medium range equal to ranks in Increase Number.

10 XP

#### CHANGE SKILL

The skill check to activate The Harder They Fall can be made using Knowledge (Education) or Knowledge (Warfare) instead of Mechanics.

10 XP

#### INCREASE NUMBER

The effects of The Harder They Fall extend to a number of allies withing medium range equal to ranks in Increase Number.

10 XP

#### IGNOREDEFENSES

While The Harder They Fall is active, combat checks that the character makes ignore one point of defense rating per Ignore Defenses.

10 XP

#### IGNOREDEFENSES

While The Harder They Fall is active, combat checks that the character makes ignore one point of defense rating per Ignore Defenses.

15 XP

#### DESTINY

The Harder They Fall costs 1 Destiny Point instead of 2.

15 XP

#### REDUCE DIFFICULTY




The difficulty of the skill check to activate The Harder They Fall is **Average (◆◆◆)** instead of **Hard (◆◆◆)**.

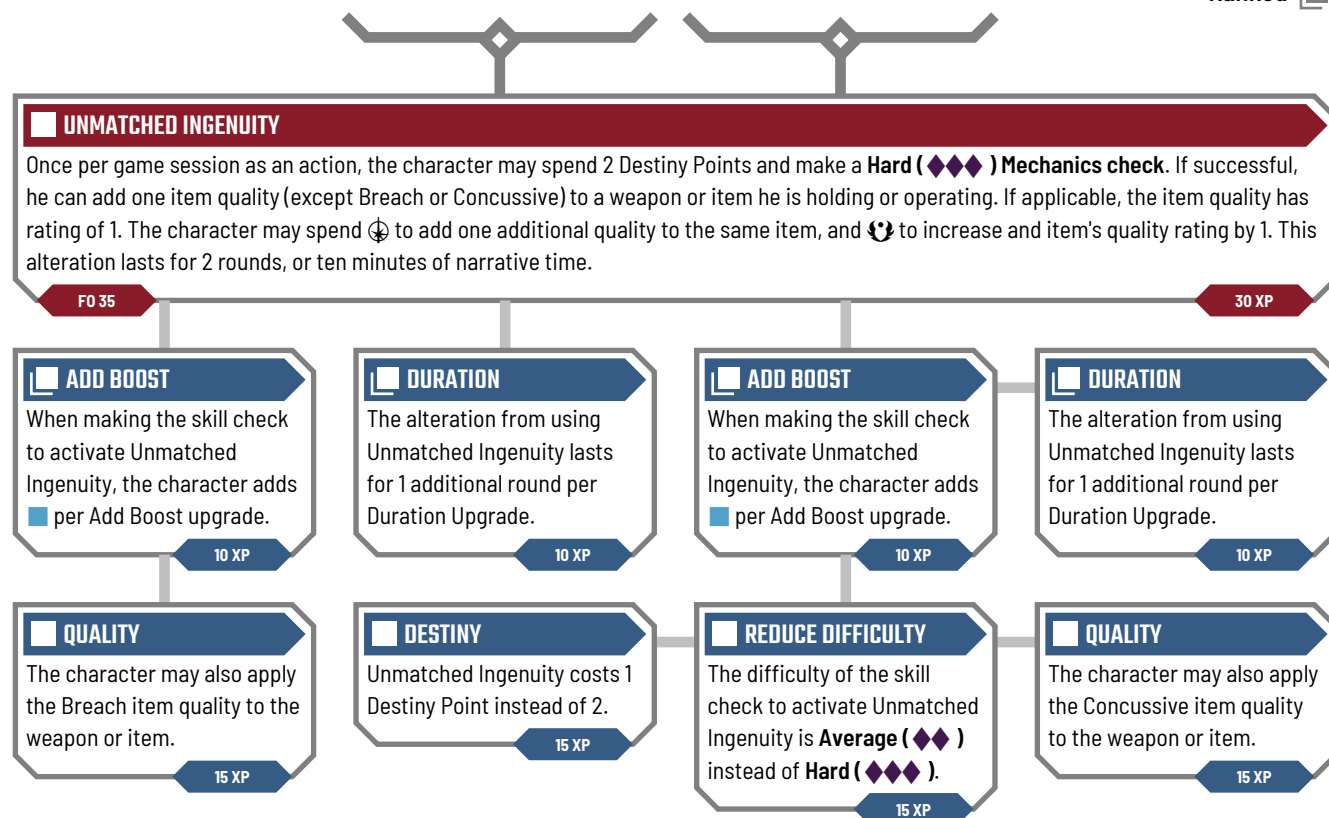
15 XP

#### FREQUENCY

The hHarder They Fall can be used on e additional time per game session.

15 XP

Active   
 Passive   
 Ranked 



# EXPLORER ARCHAEOLOGIST

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

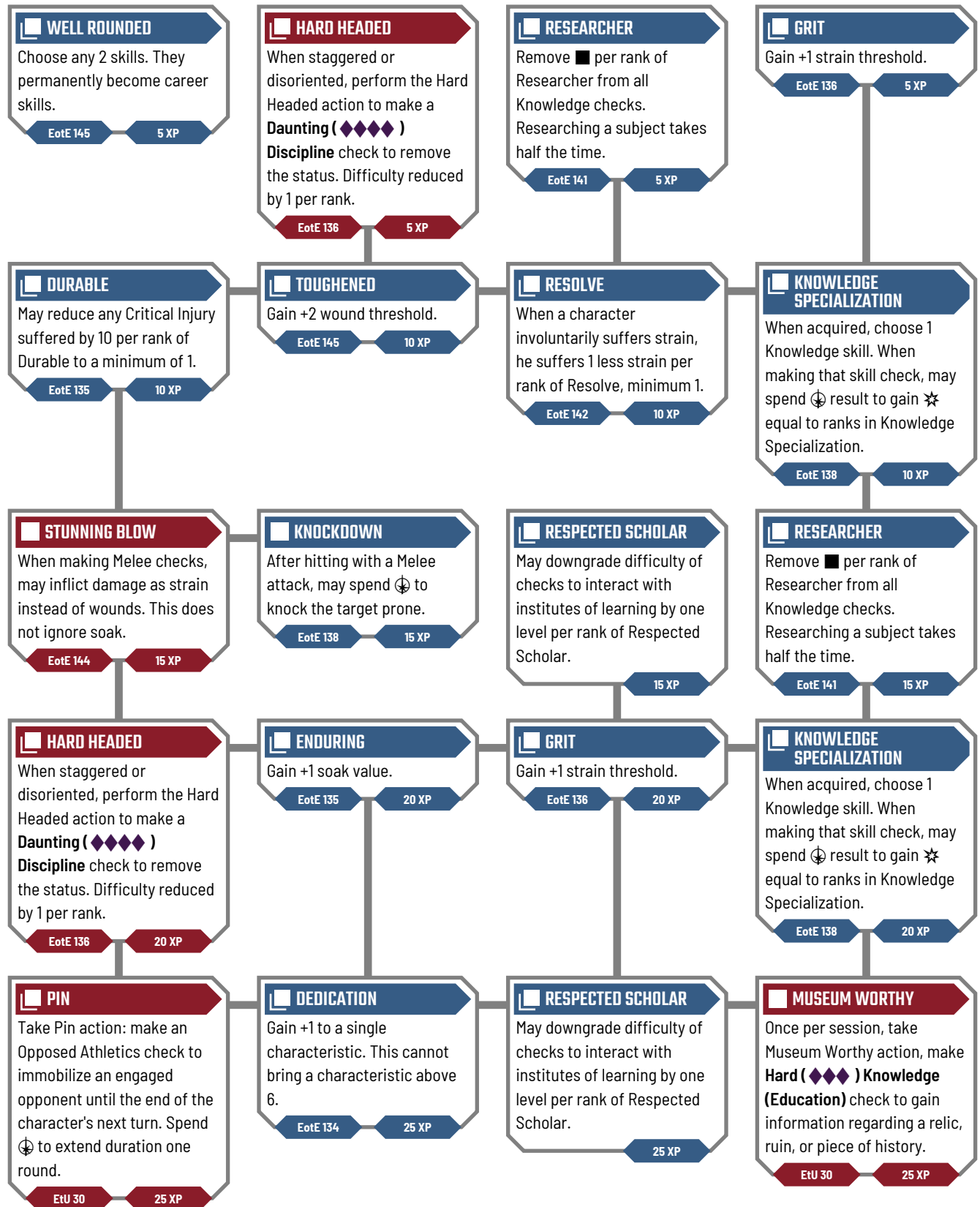
**Archaeologist Bonus Career Skills:** Athletics, Discipline, Knowledge (Education), Knowledge (Lore)

Enter the Unknown 25

Active

Passive

Ranked





# EXPLORER BIG-GAME HUNTER

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

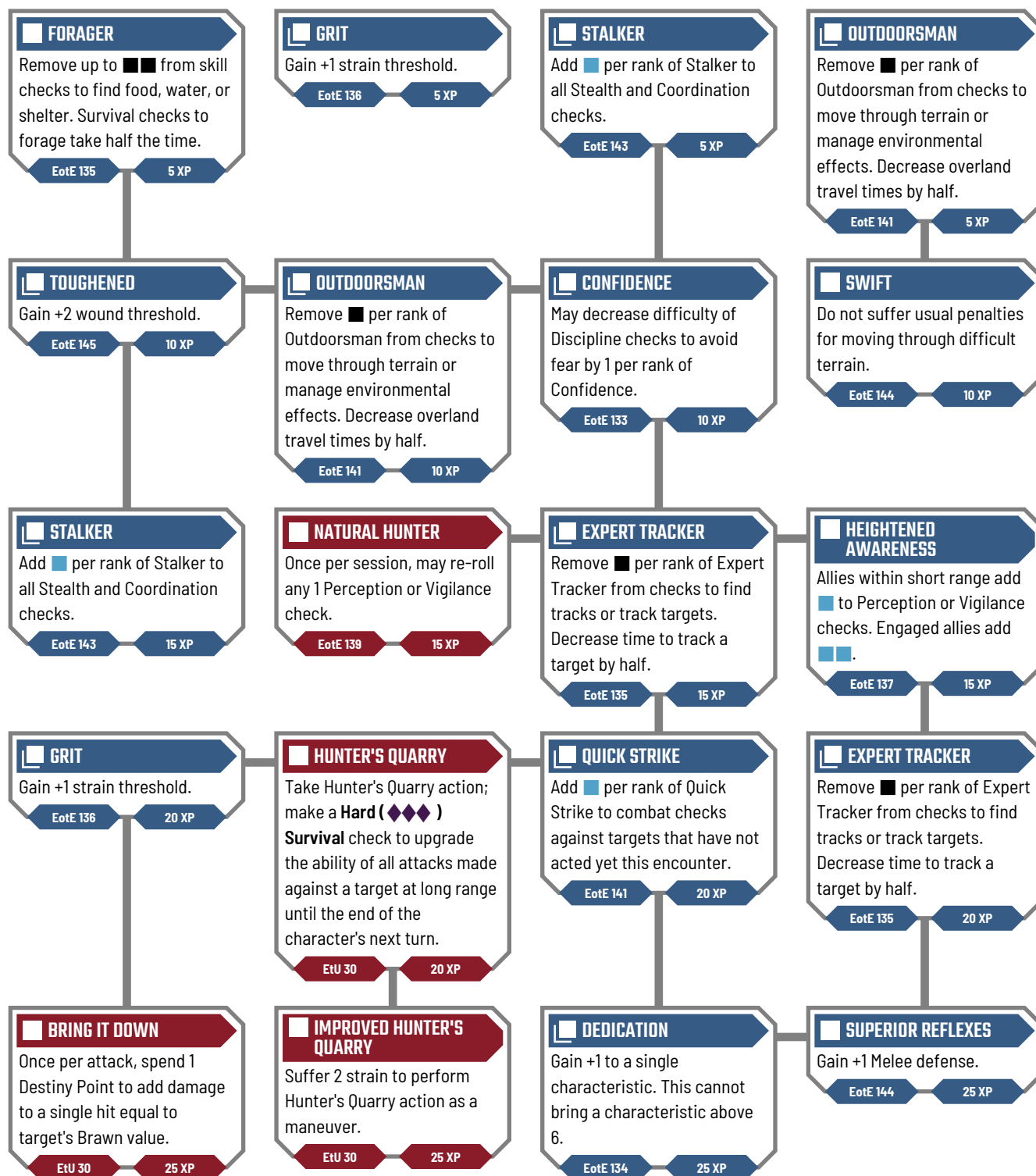
**Big-Game Hunter Bonus Career Skills:** Knowledge (Xenology), Ranged (Heavy), Stealth, Survival

Enter the Unknown 27

Active 

Passive 

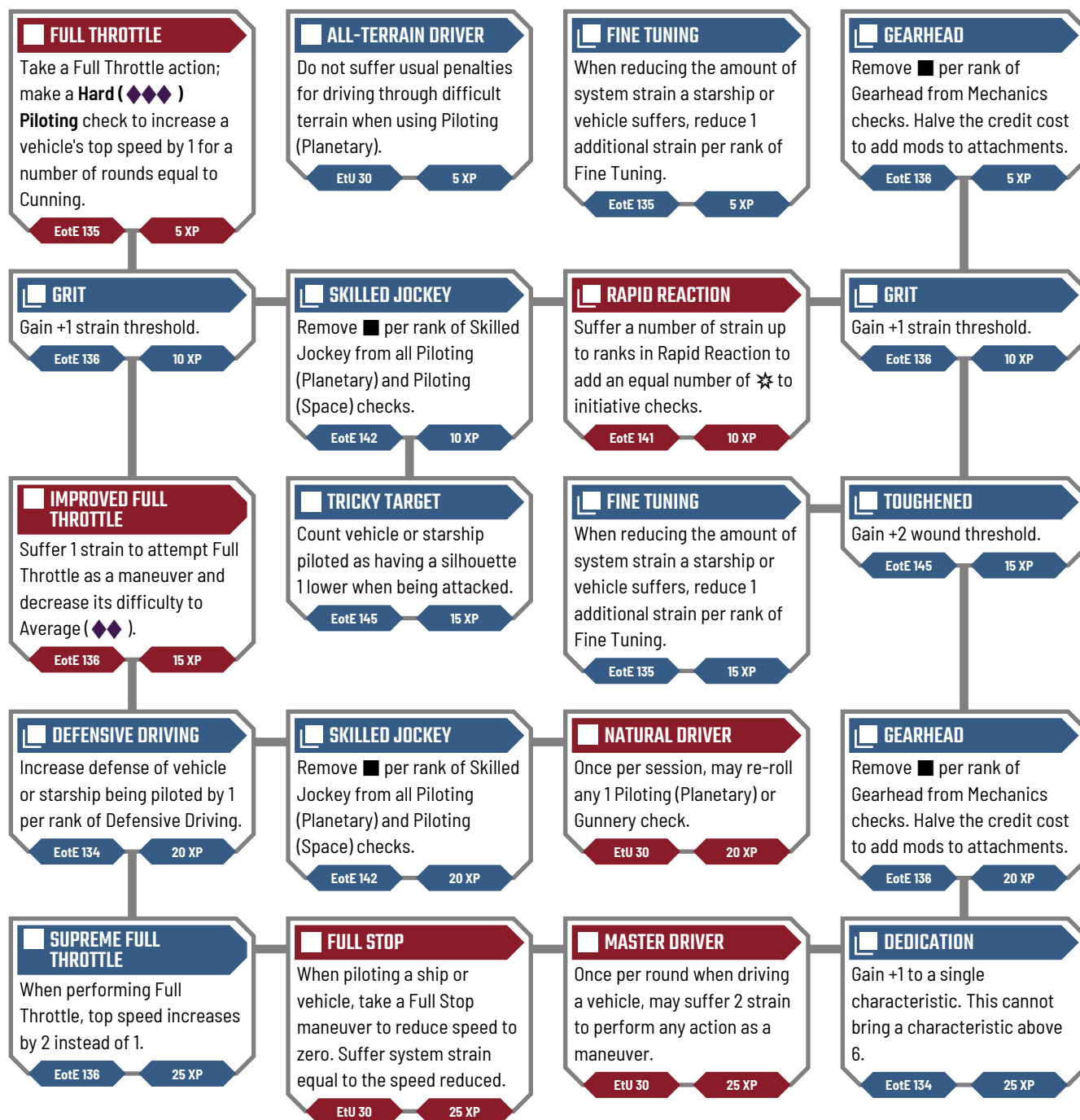
Ranked 



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

Passive 

Ranked | 



# EXPLORER FRINGER

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

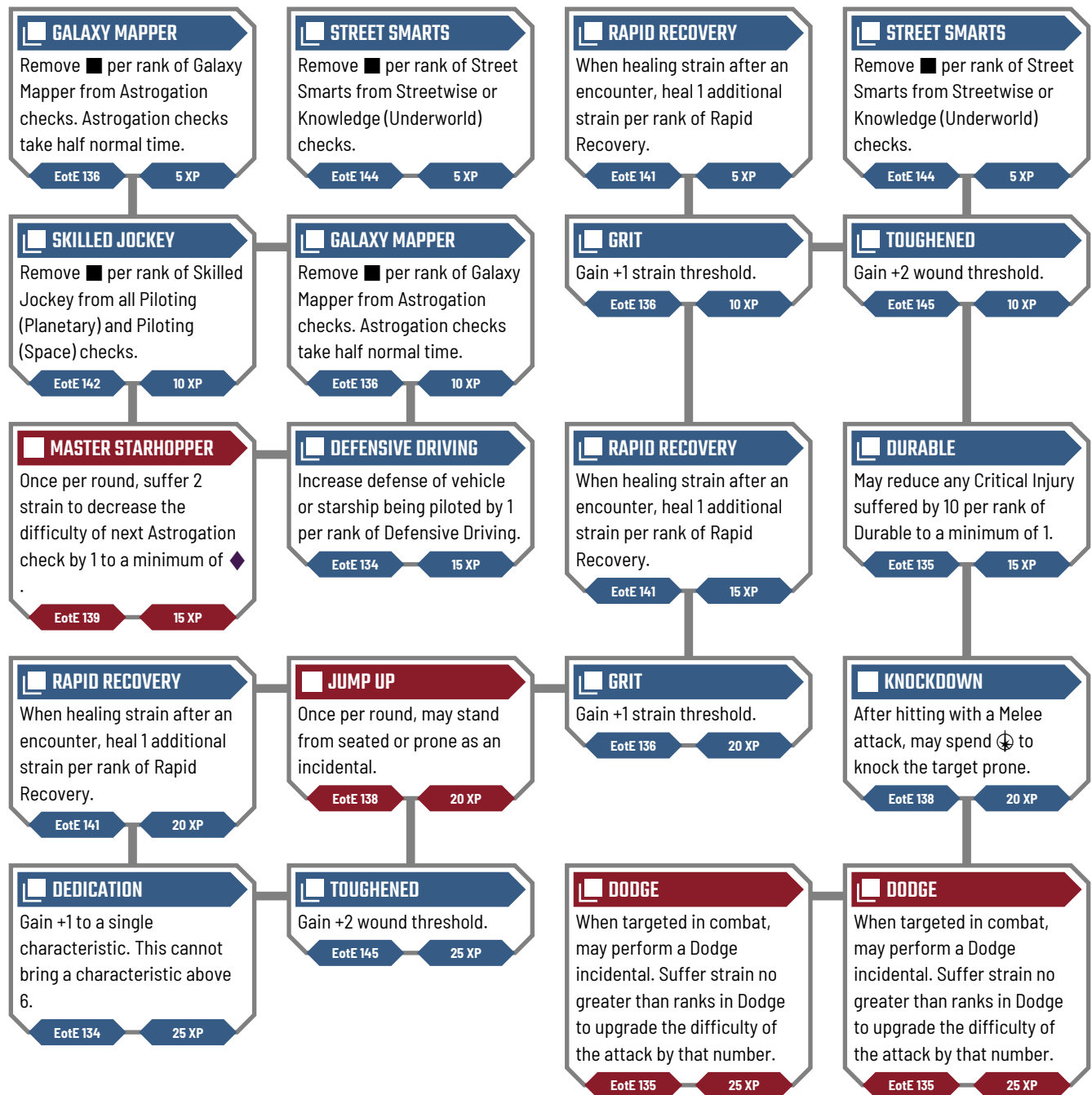
**Fringer Bonus Career Skills:** Astrogation, Coordination, Negotiation, Streetwise

Edge of the Empire core 71

Active 

Passive 

Ranked 



# EXPLORER SCOUT

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

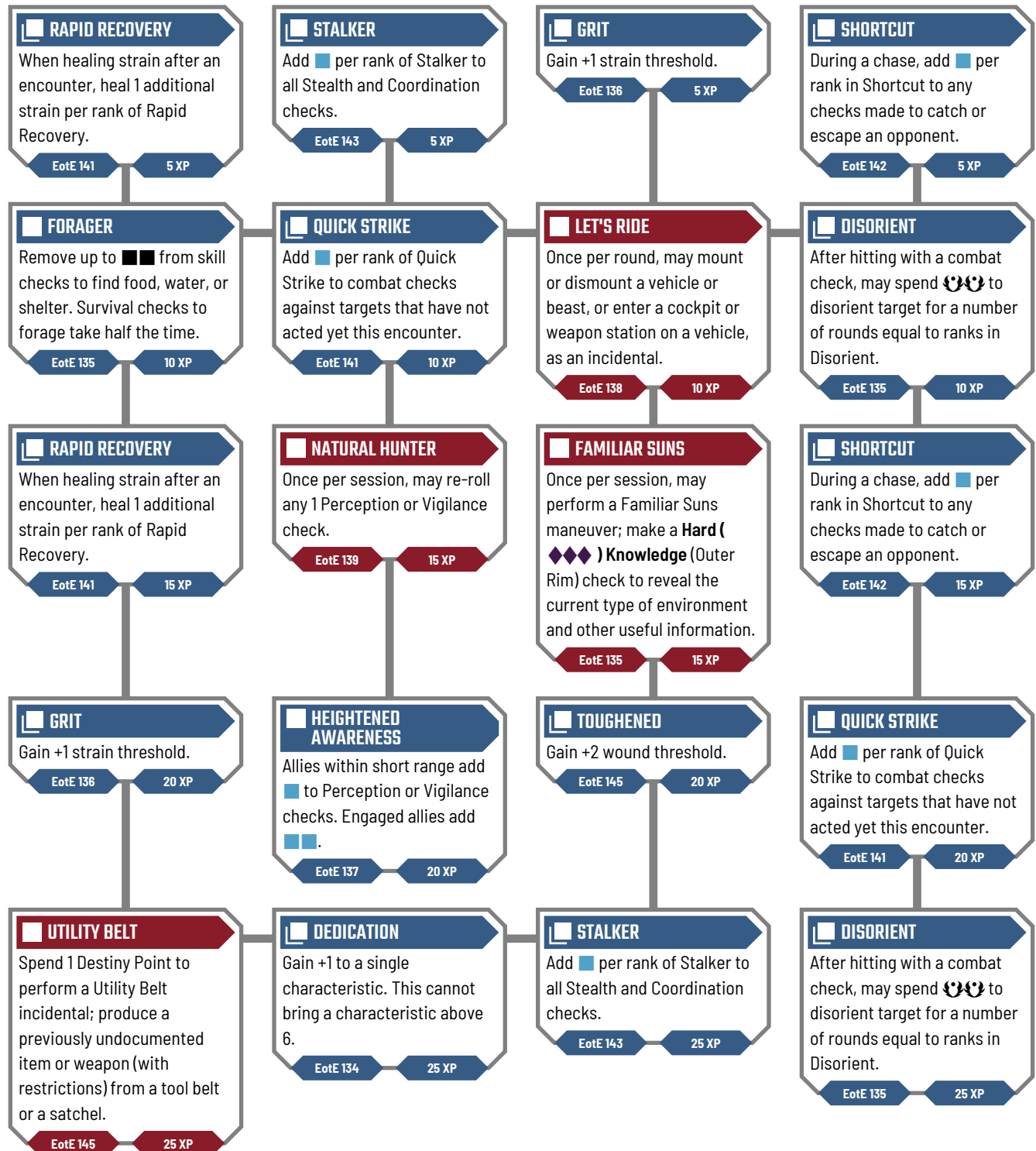
**Scout Bonus Career Skills:** Athletics, Medicine, Piloting (Planetary), Survival

Edge of the Empire core 72

Active 

Passive 

Ranked 



# EXPLORER TRADER

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

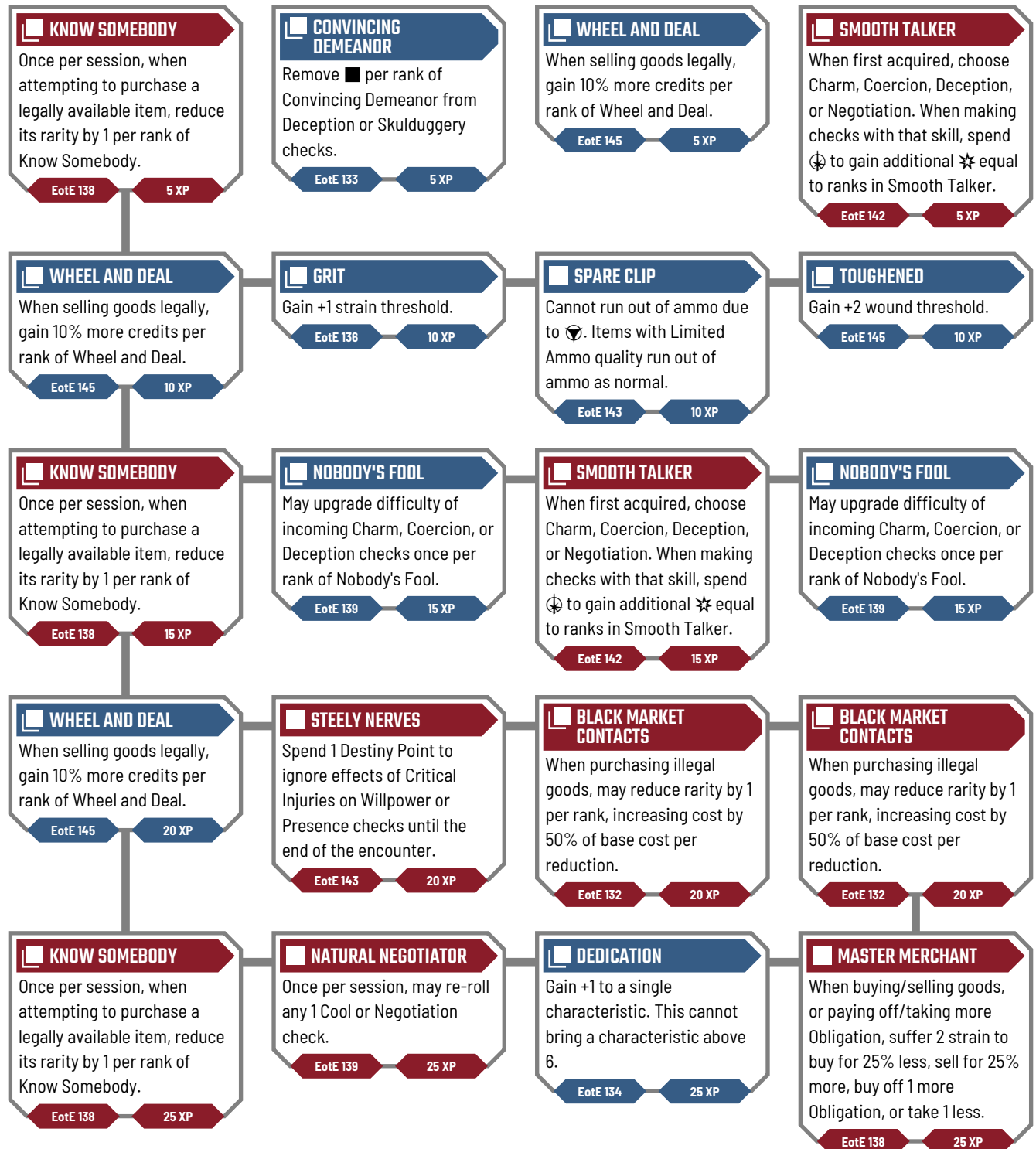
**Trader Bonus Career Skills:** Deception, Knowledge (Core Worlds), Knowledge (Underworld), Negotiation




Edge of the Empire core 73

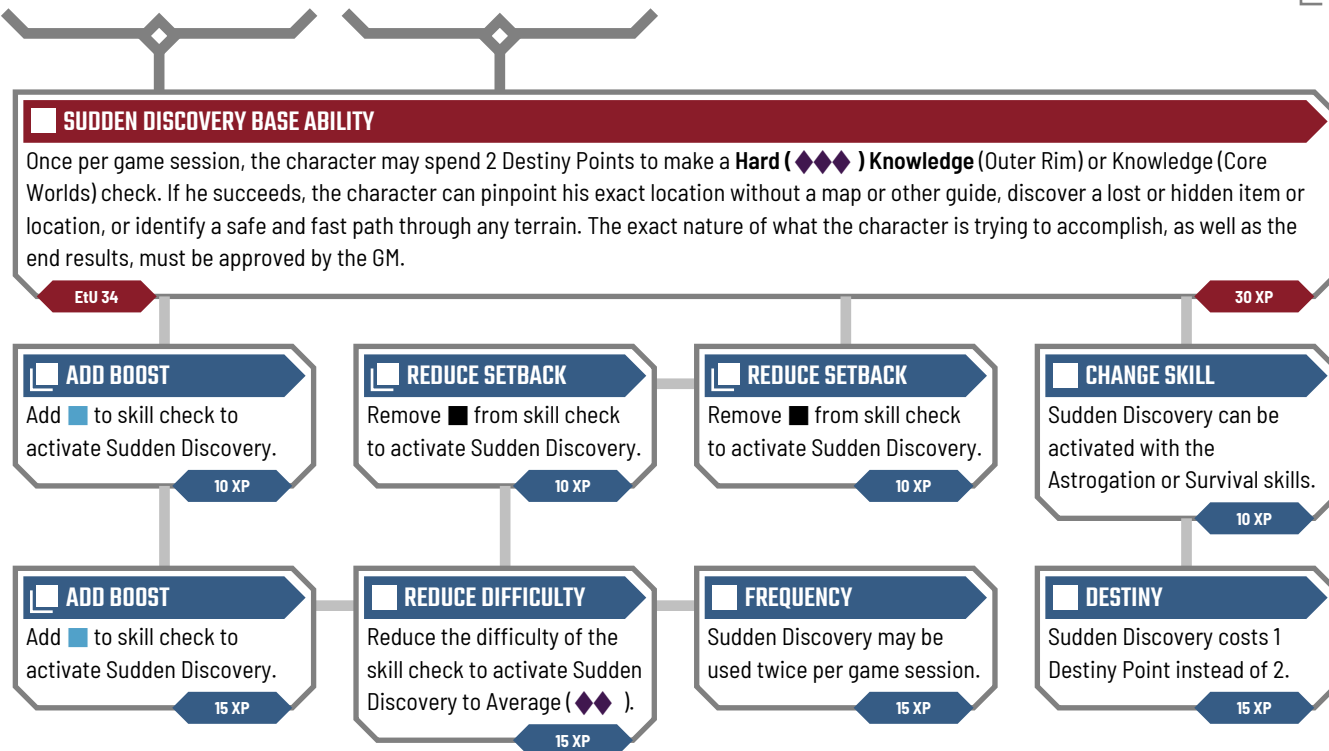
Active 

Passive 

Ranked 





Active   
Passive   
Ranked 

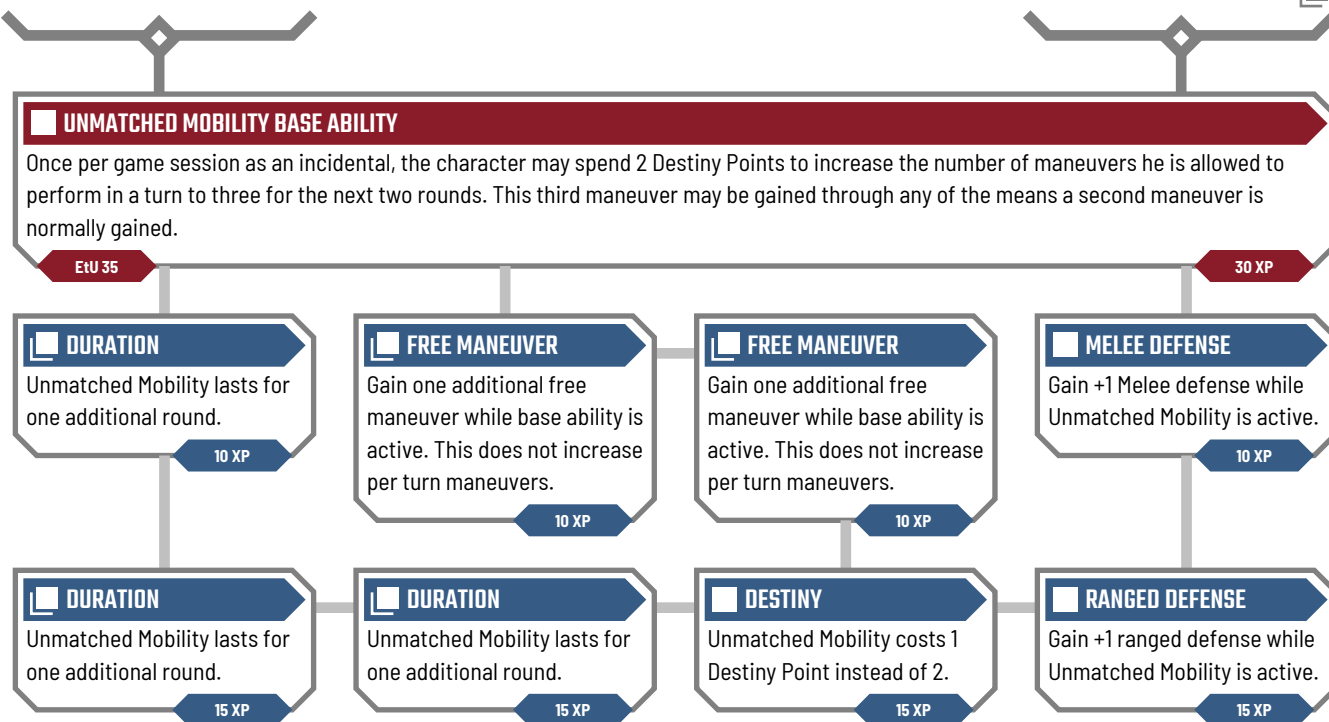


# EXPLORER SIGNATURE ABILITY TREE

## UNMATCHED MOBILITY

Enter the Unknown 35

Active   
 Passive   
 Ranked 



# GUARDIAN ARMORER

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

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

**Gain:** Beginning characters gain Force Rating 1

**Prerequisite:** Force rating 1+

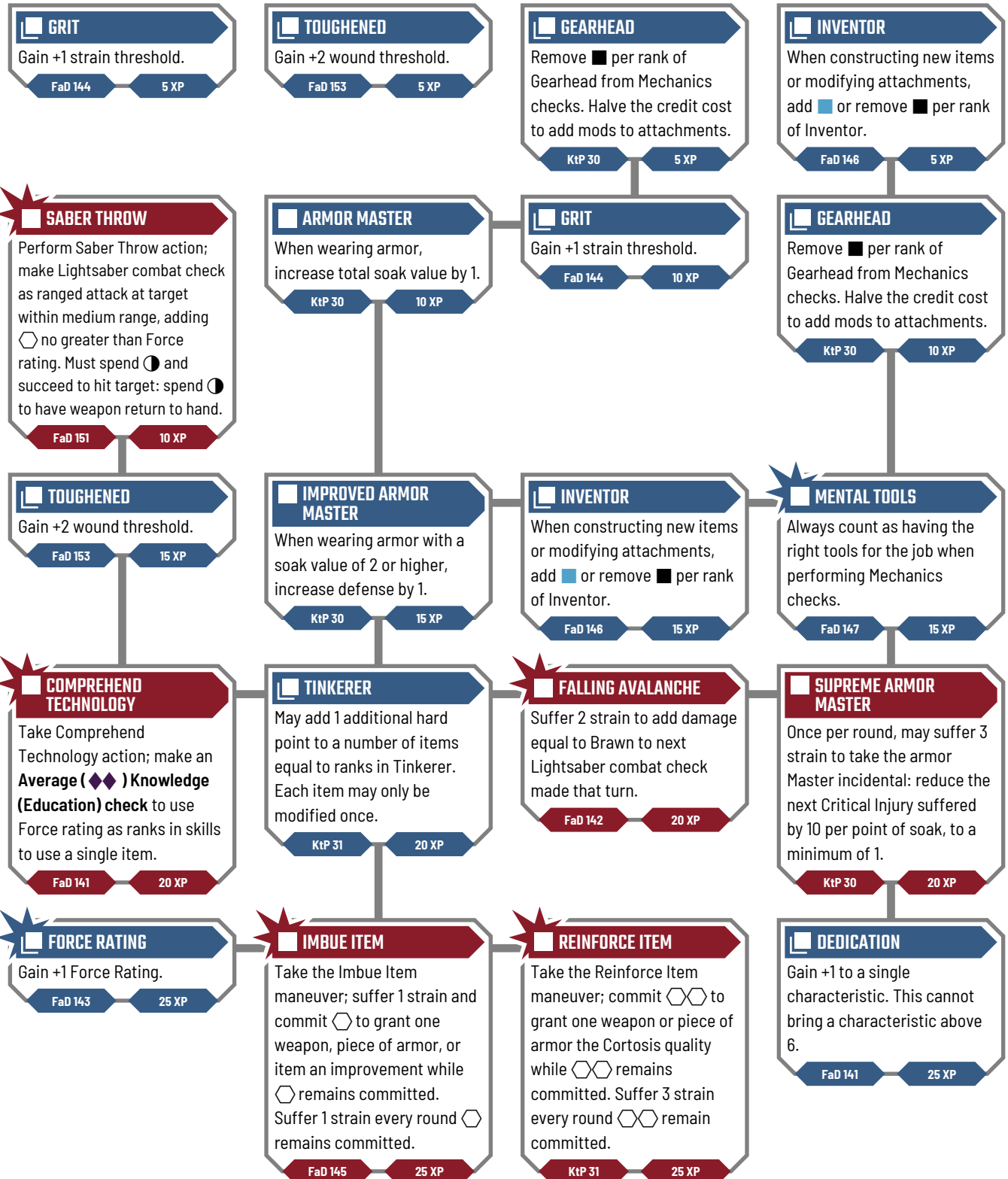
Keeping the Peace 25

Active

Passive

Ranked

Force talent





# 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+

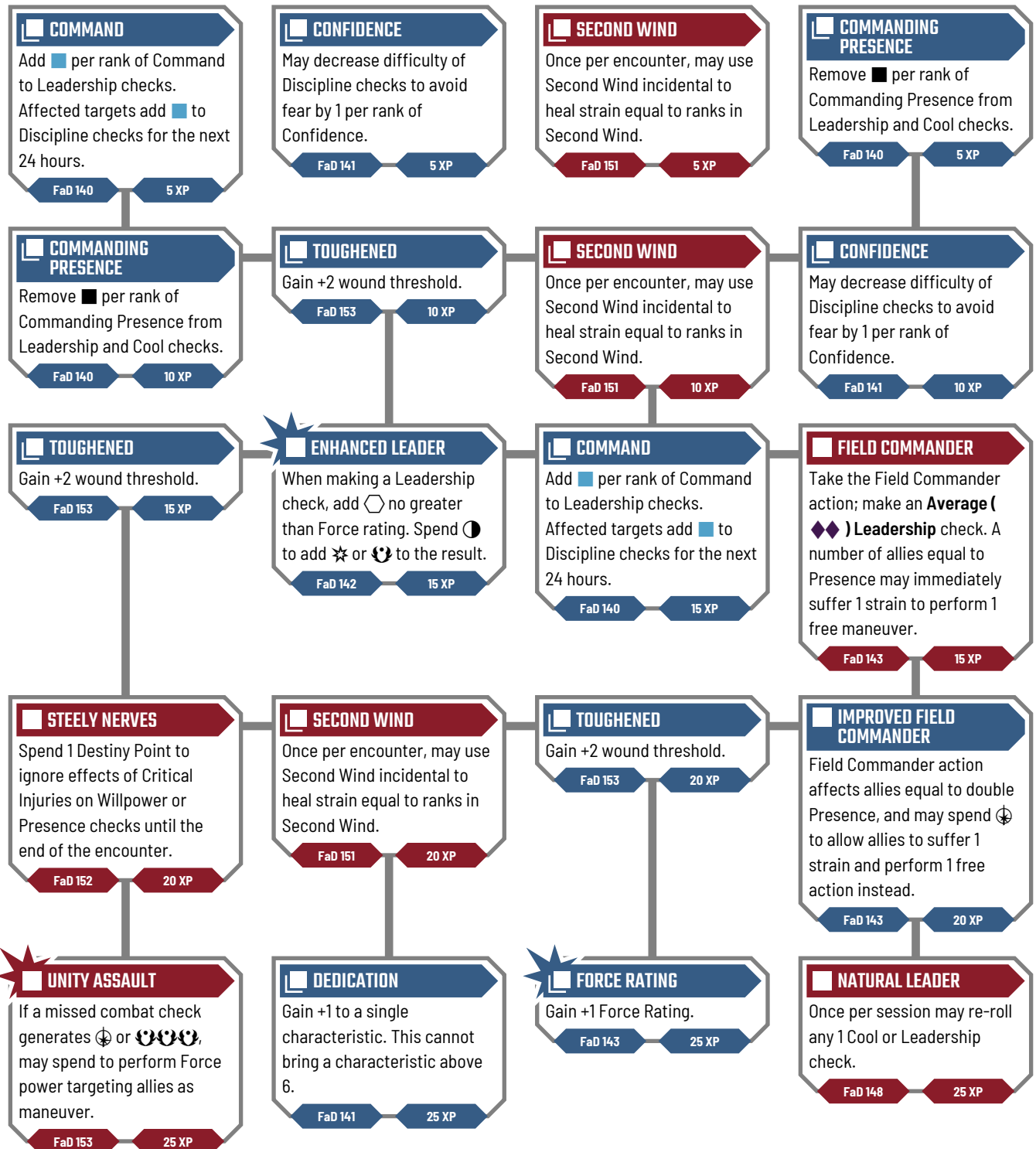
Force and Destiny core 75

Active

Passive

Ranked

Force talent



# 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+

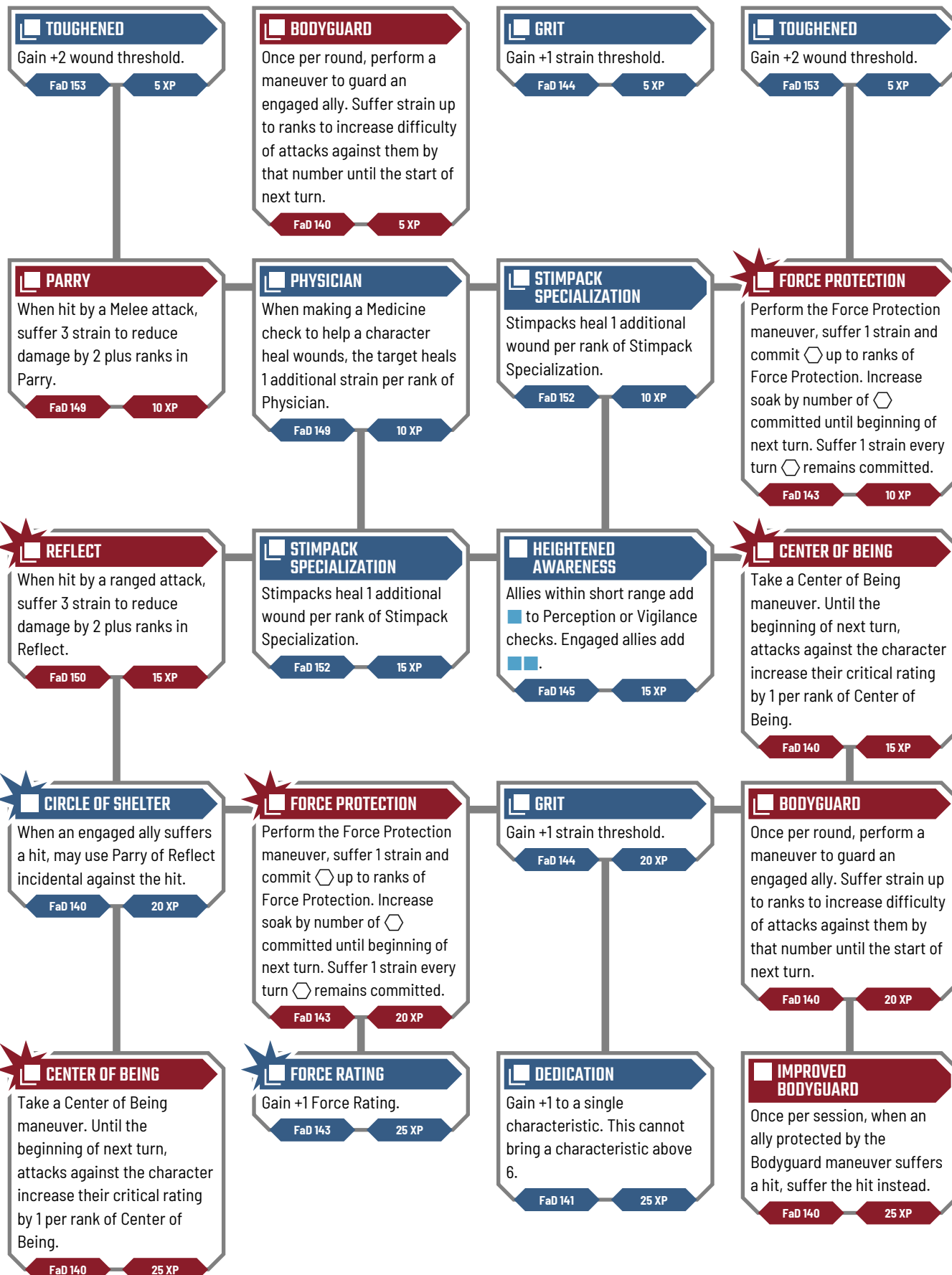
Force and Destiny core 76

Active

Passive

Ranked

Force talent



# GUARDIAN 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+

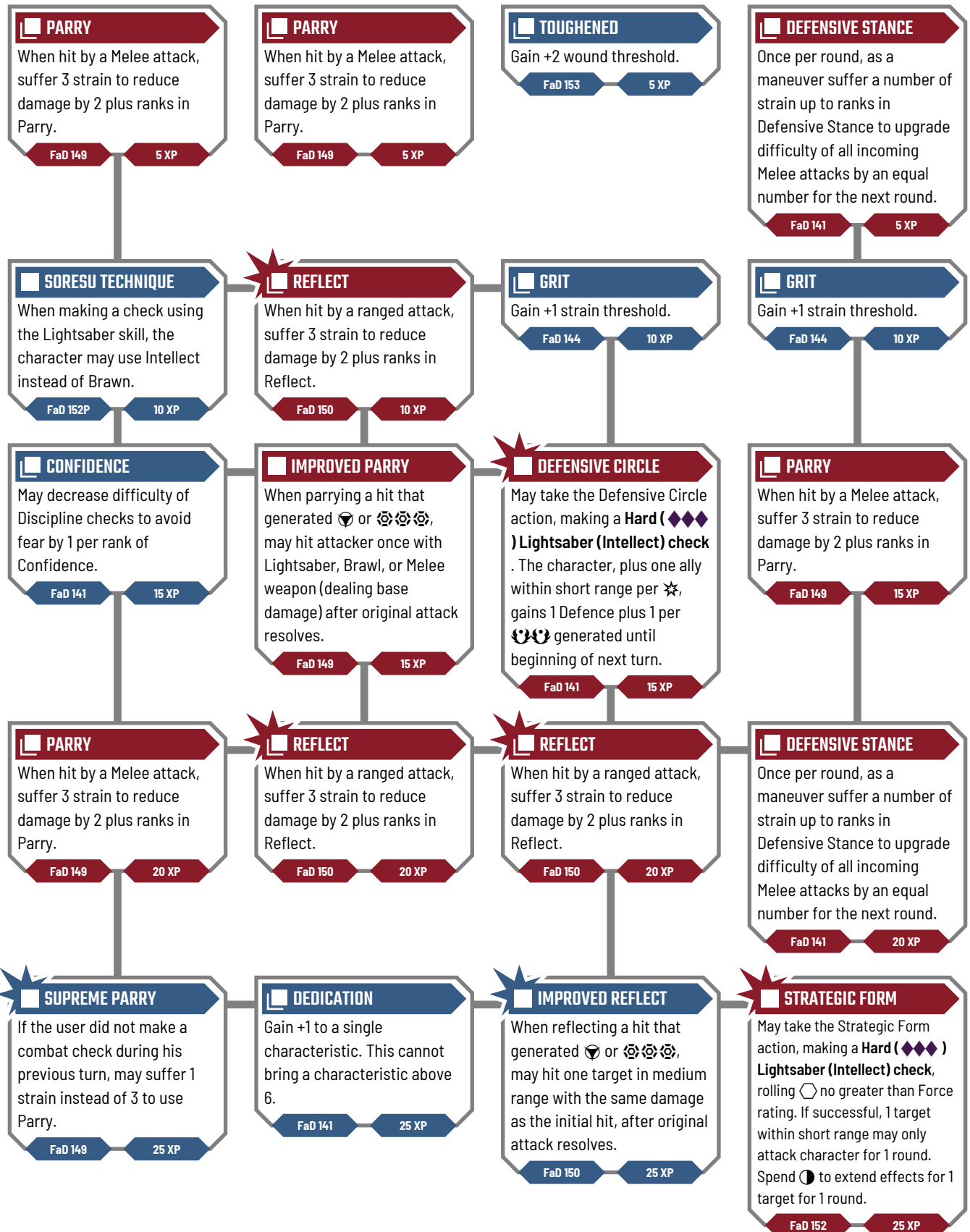
Force and Destiny core 77

Active

Passive

Ranked

Force talent



# 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+

Keeping the Peace 27

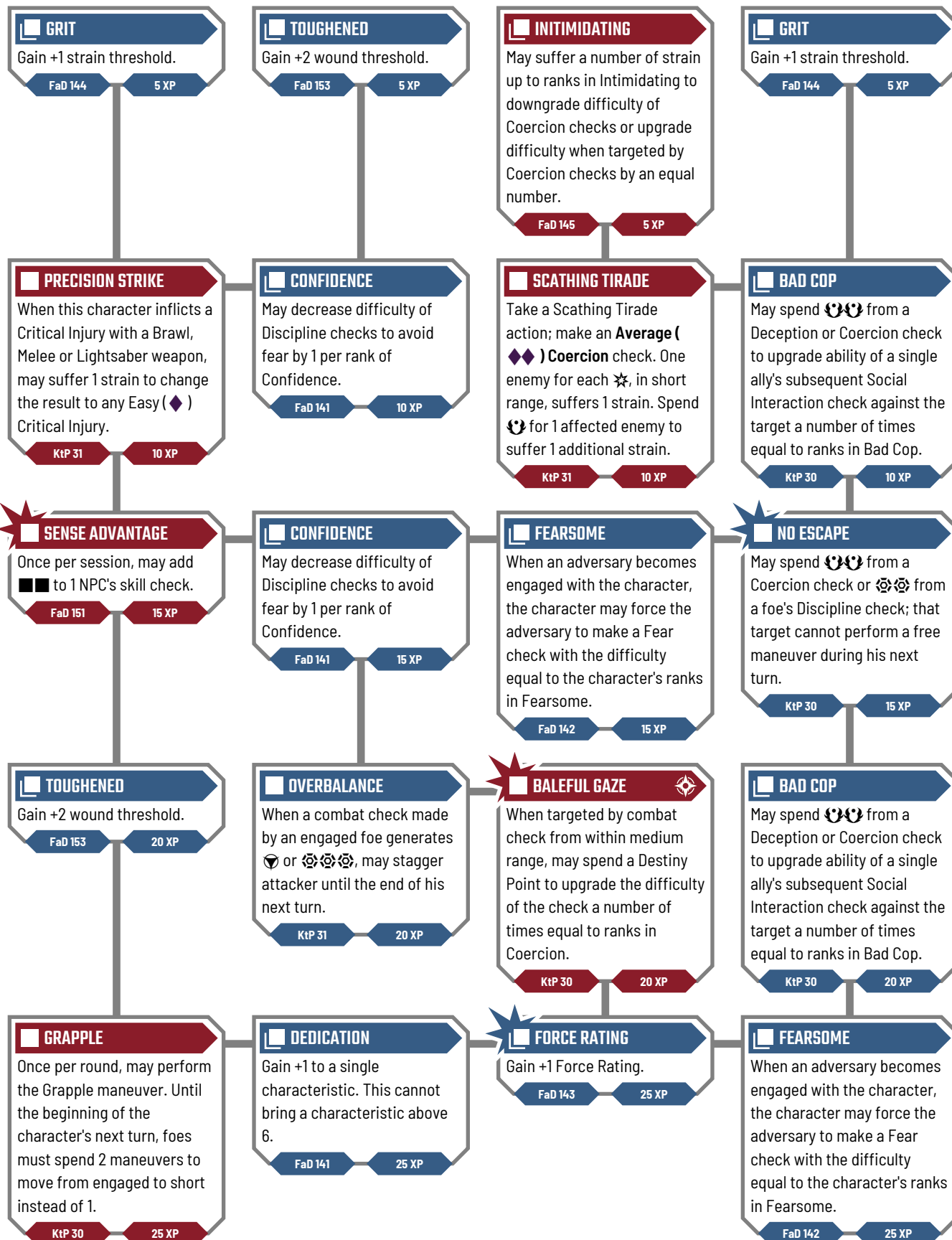
Active

Passive

Ranked

Force talent

Conflict talent



# GUARDIAN WARLEADER

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

**Warleader Bonus Career Skills:** Leadership, Perception, Ranged (Light), Survival

**Gain:** Beginning characters gain Force Rating 1

**Prerequisite:** Force rating 1+

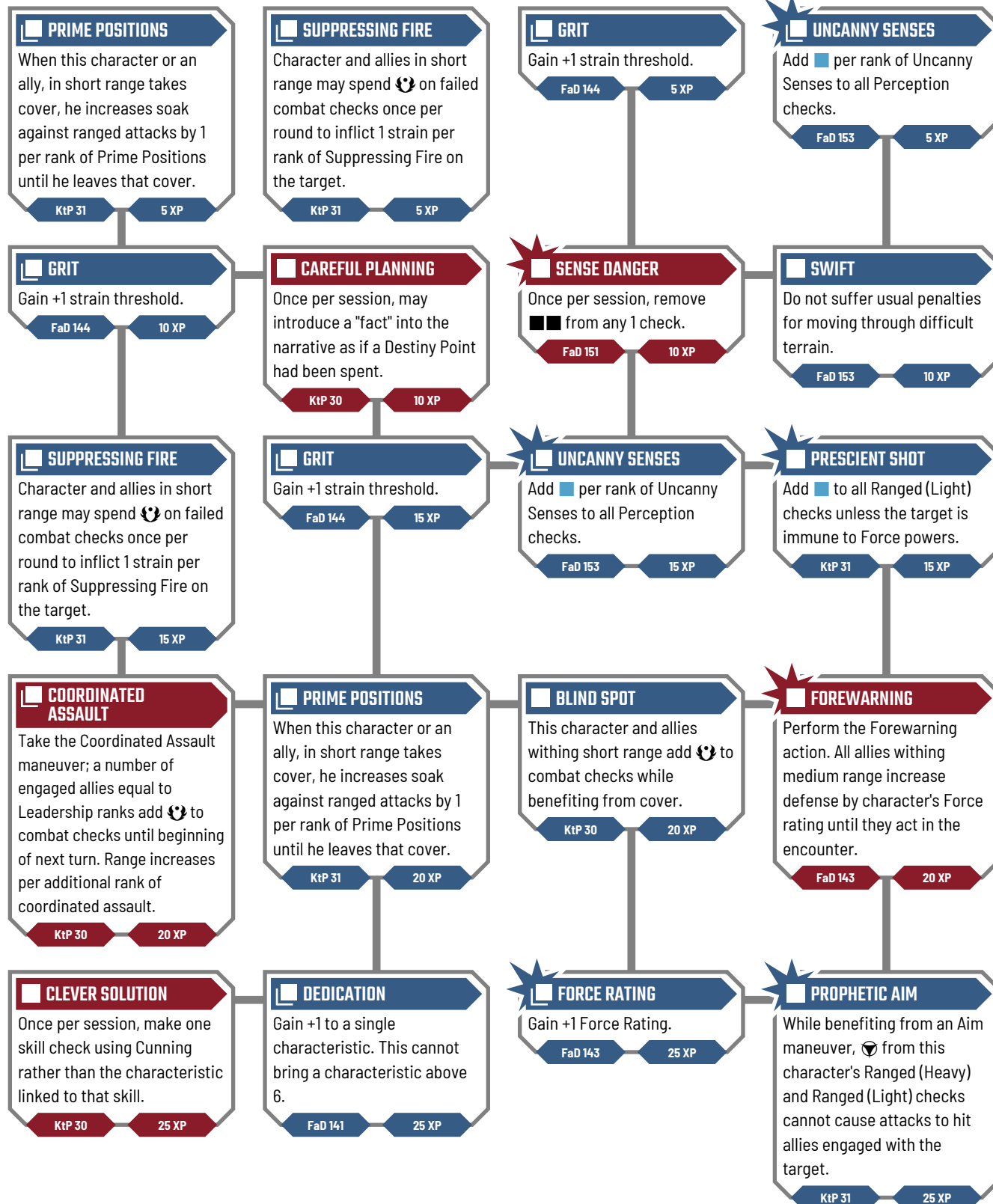
Keeping the Peace 29



Active

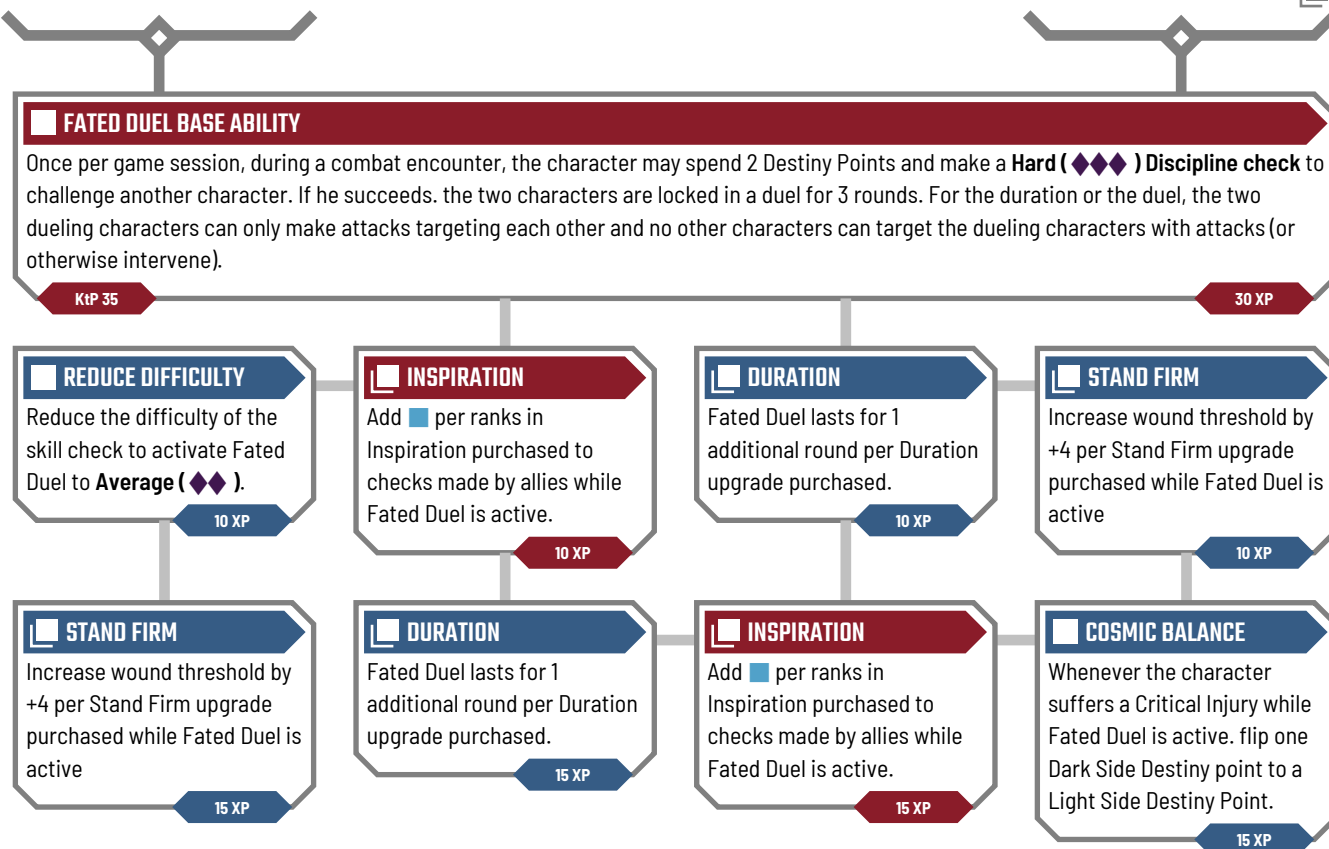
Passive

Ranked

Force talent






Active   
 Passive   
 Ranked 

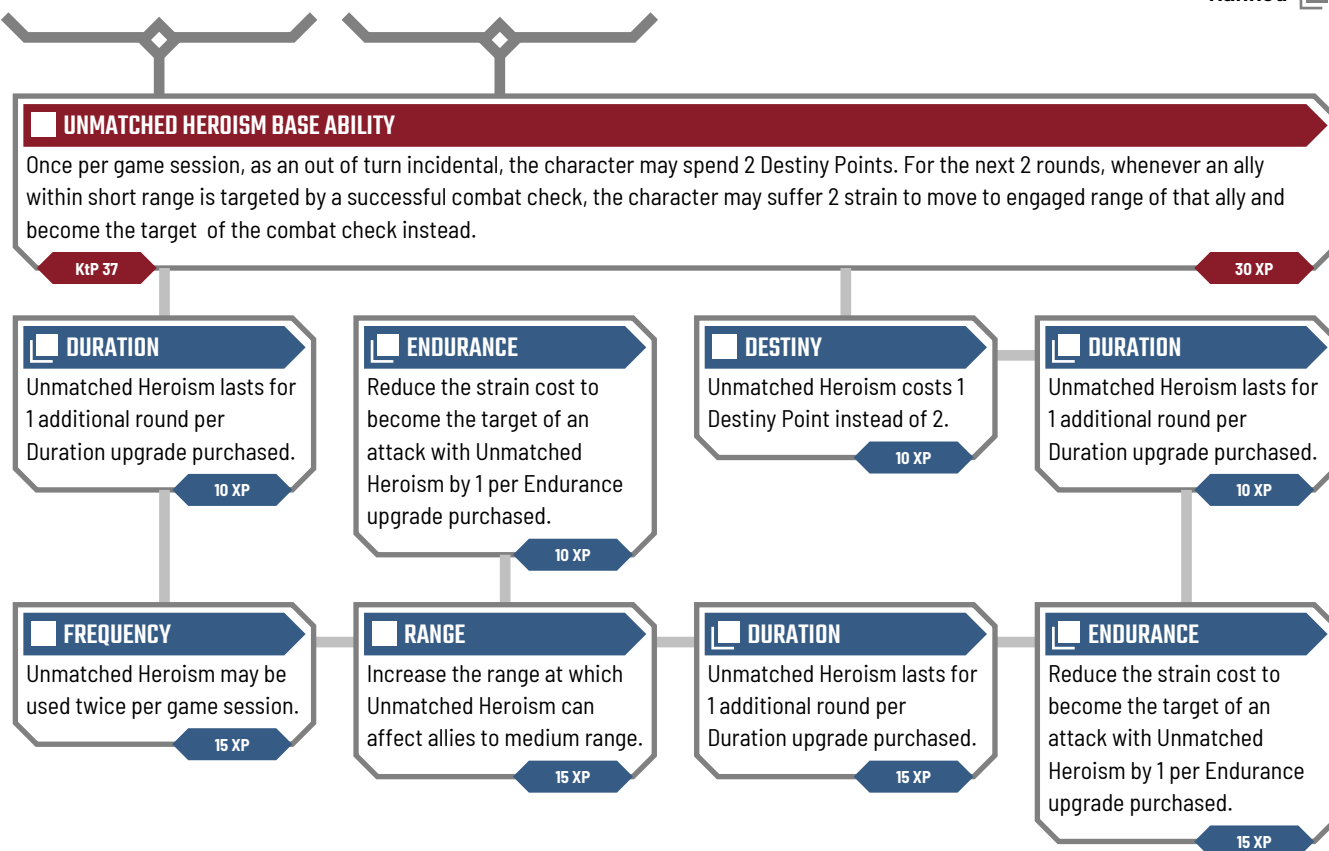


# GUARDIAN SIGNATURE ABILITY TREE

## UNMATCHED HEROISM

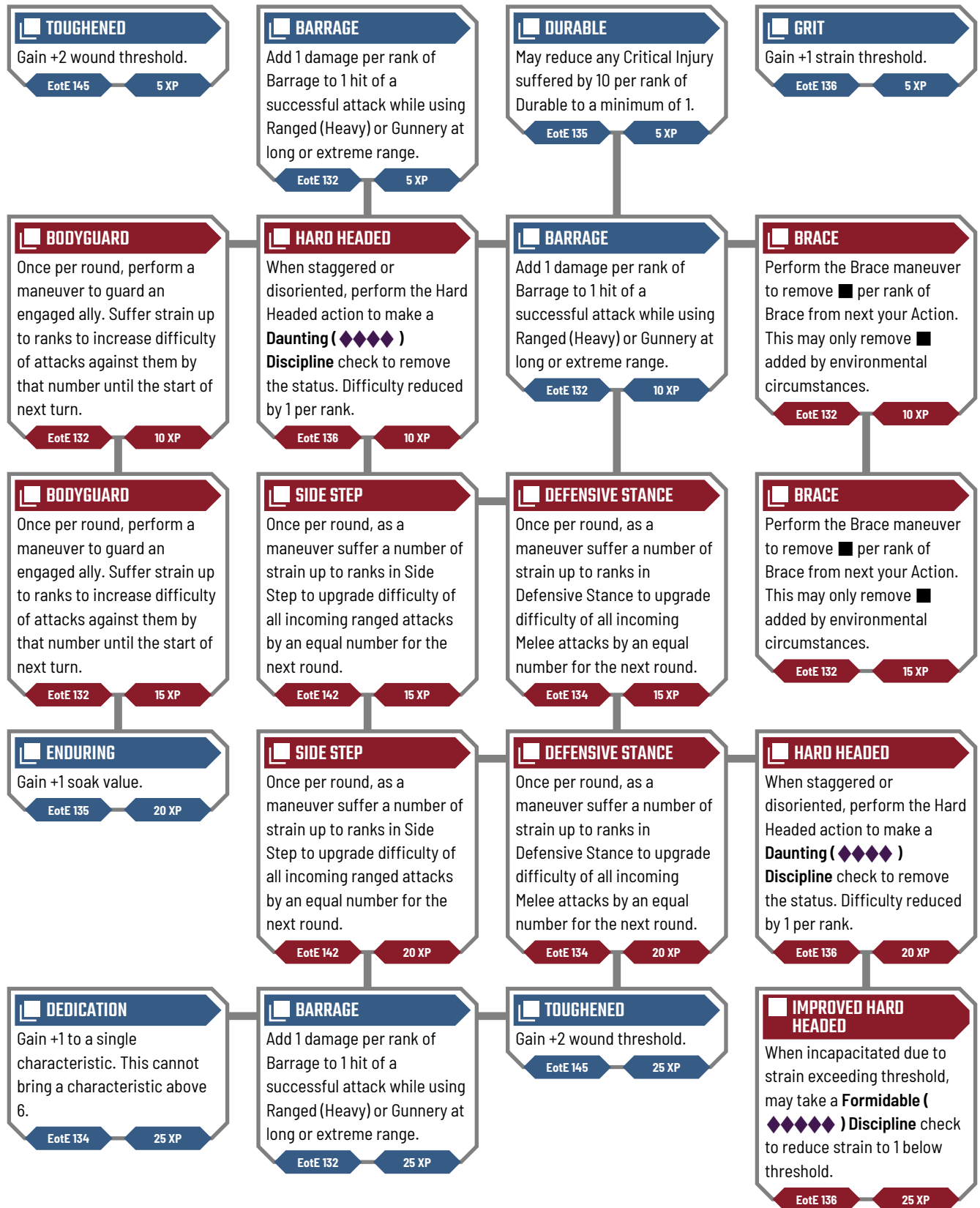
Keeping the Peace 37

Active   
 Passive   
 Ranked 



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

Ranked ☐





# HIRED GUN DEMOLITIONIST

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

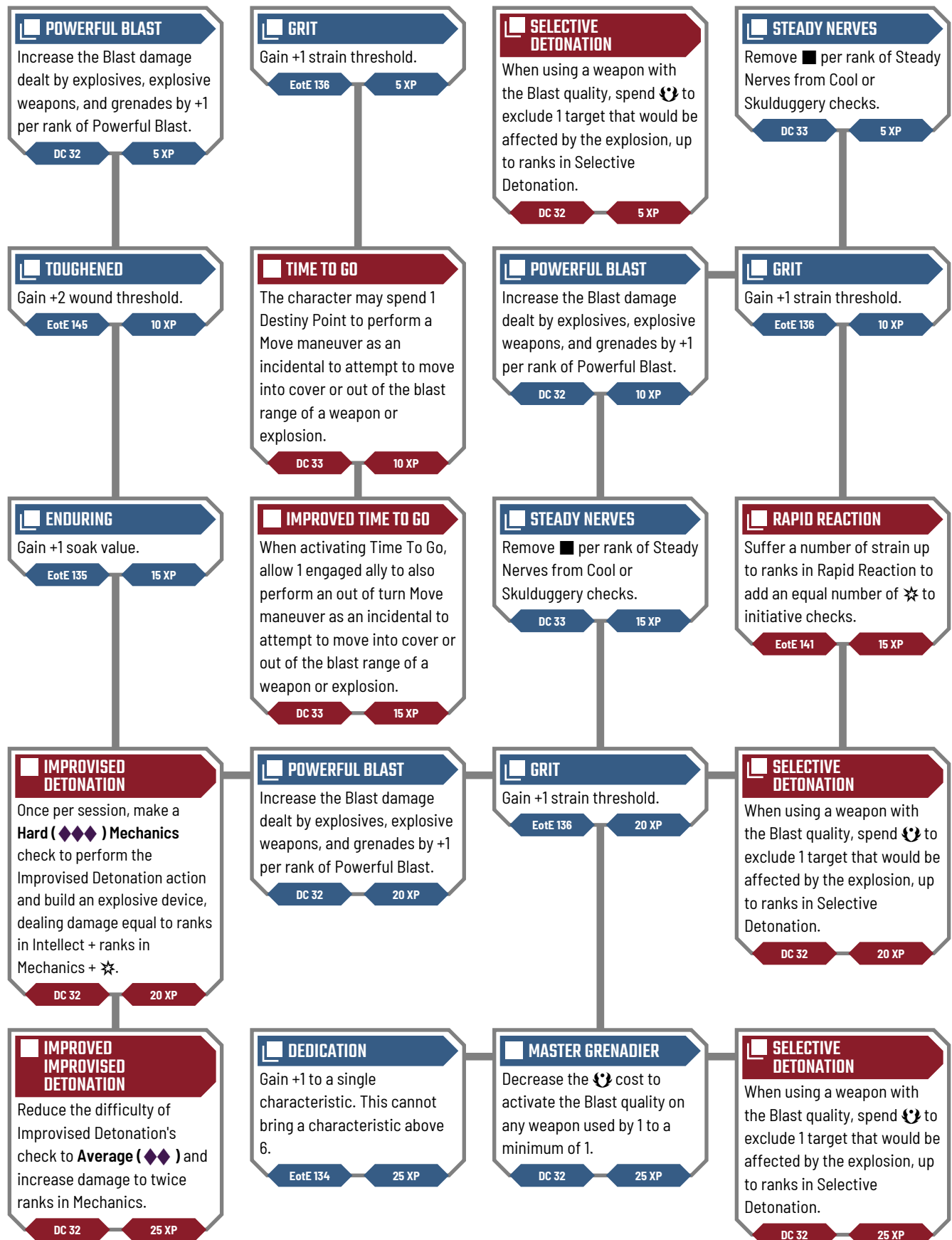
**Demolitionist Bonus Career Skills:** Computers, Cool, Mechanics, Skulduggery

Dangerous Covenants 29

Active

Passive

Ranked



# HIRED GUN ENFORCER

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

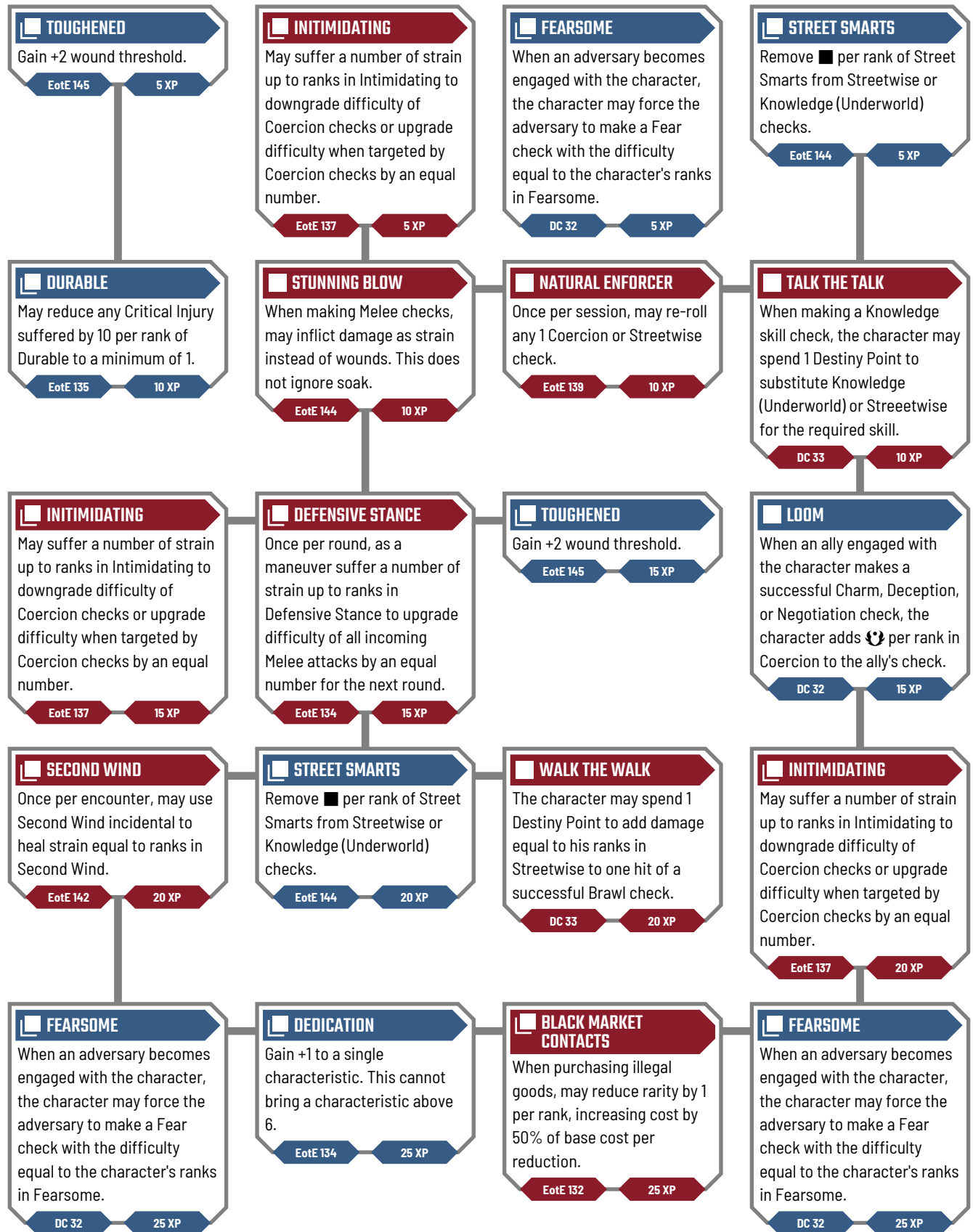
**Enforcer Bonus Career Skills:** Brawl, Coercion, Knowledge (Underworld), Streetwise

Dangerous Covenants 27

Active

Passive

Ranked



# HIRED GUN HEAVY

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

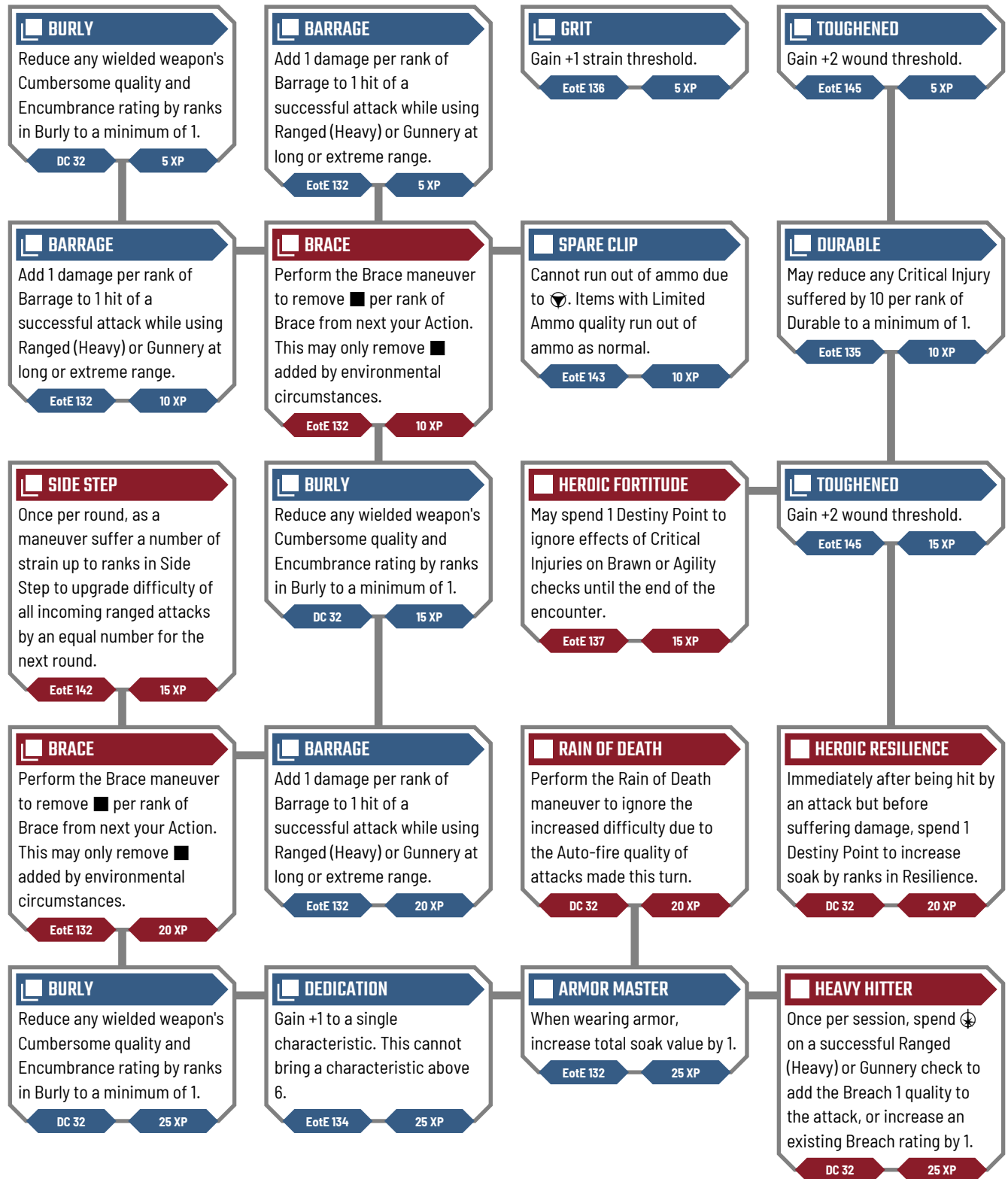
**Heavy Bonus Career Skills:** Gunnery, Perception, Ranged (Heavy), Resilience

Dangerous Covenants 31

Active

Passive

Ranked



# HIRED GUN MARAUDER

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

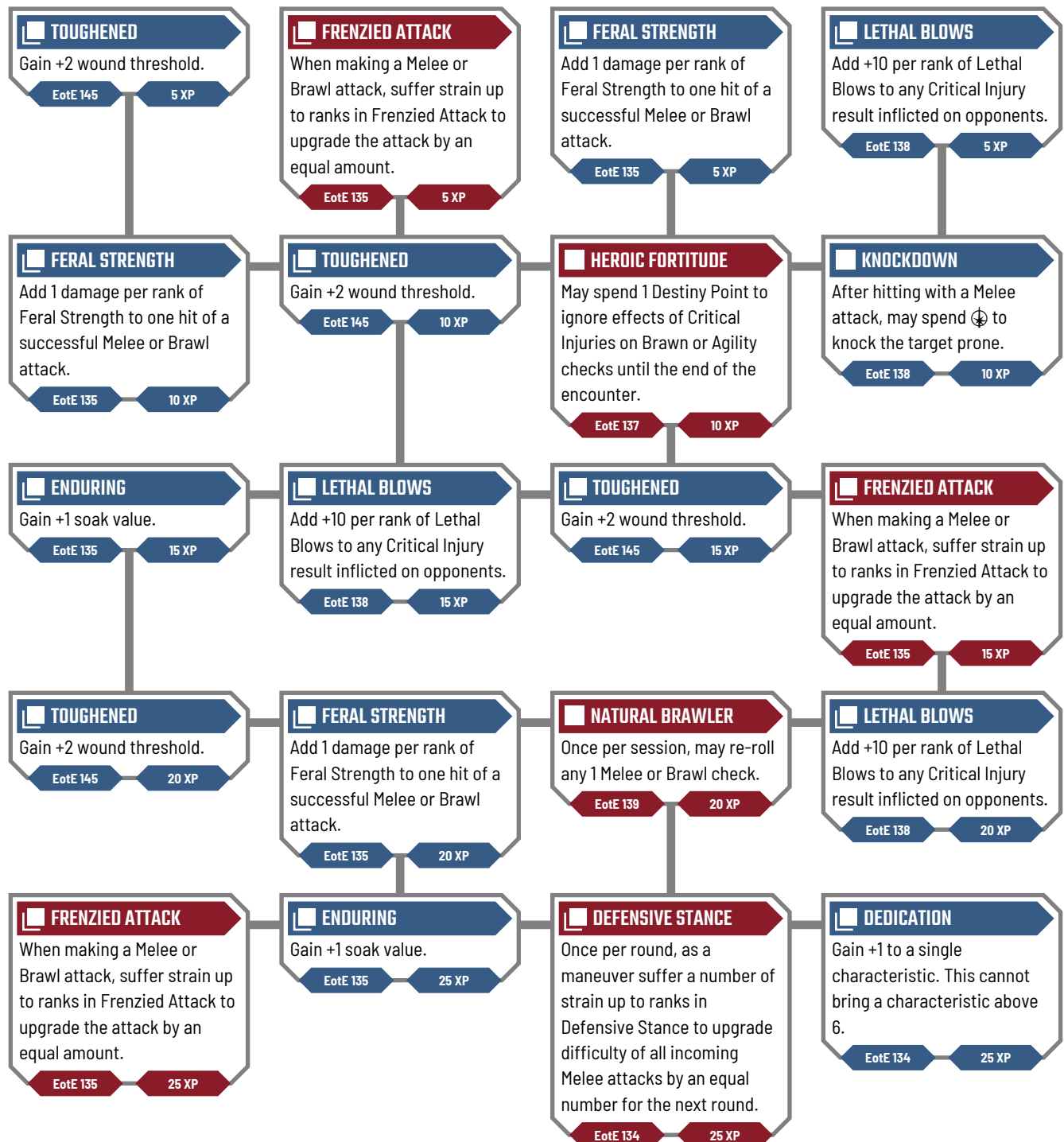
**Marauder Bonus Career Skills:** Coercion, Melee, Resilience, Survival

Edge of the Empire core 78

Active 

Passive 

Ranked 



# HIRED GUN MERCENARY SOLDIER

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

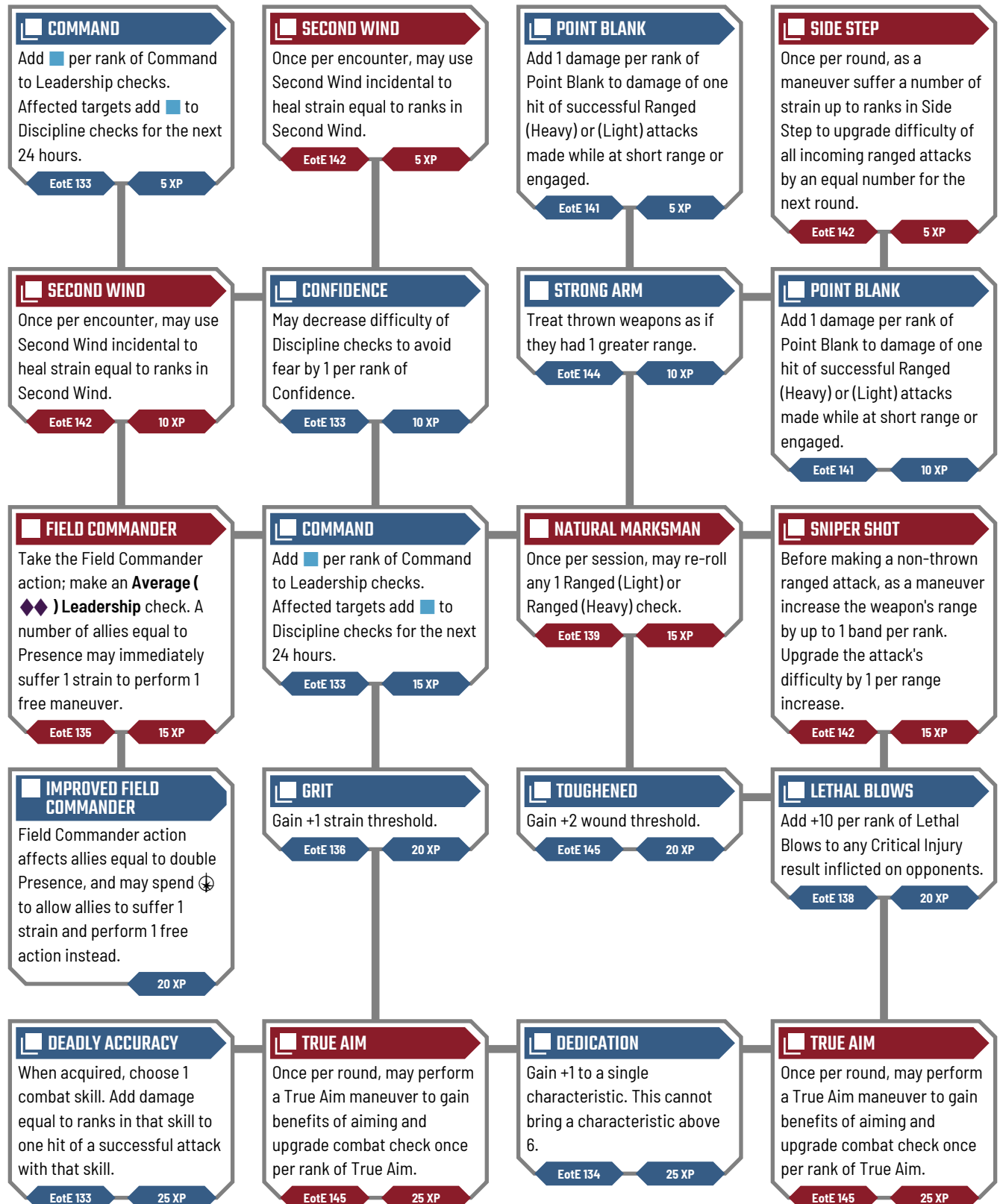
**Mercenary Soldier Bonus Career Skills:** Discipline, Gunnery, Leadership, Ranged (Heavy)




Edge of the Empire core 79

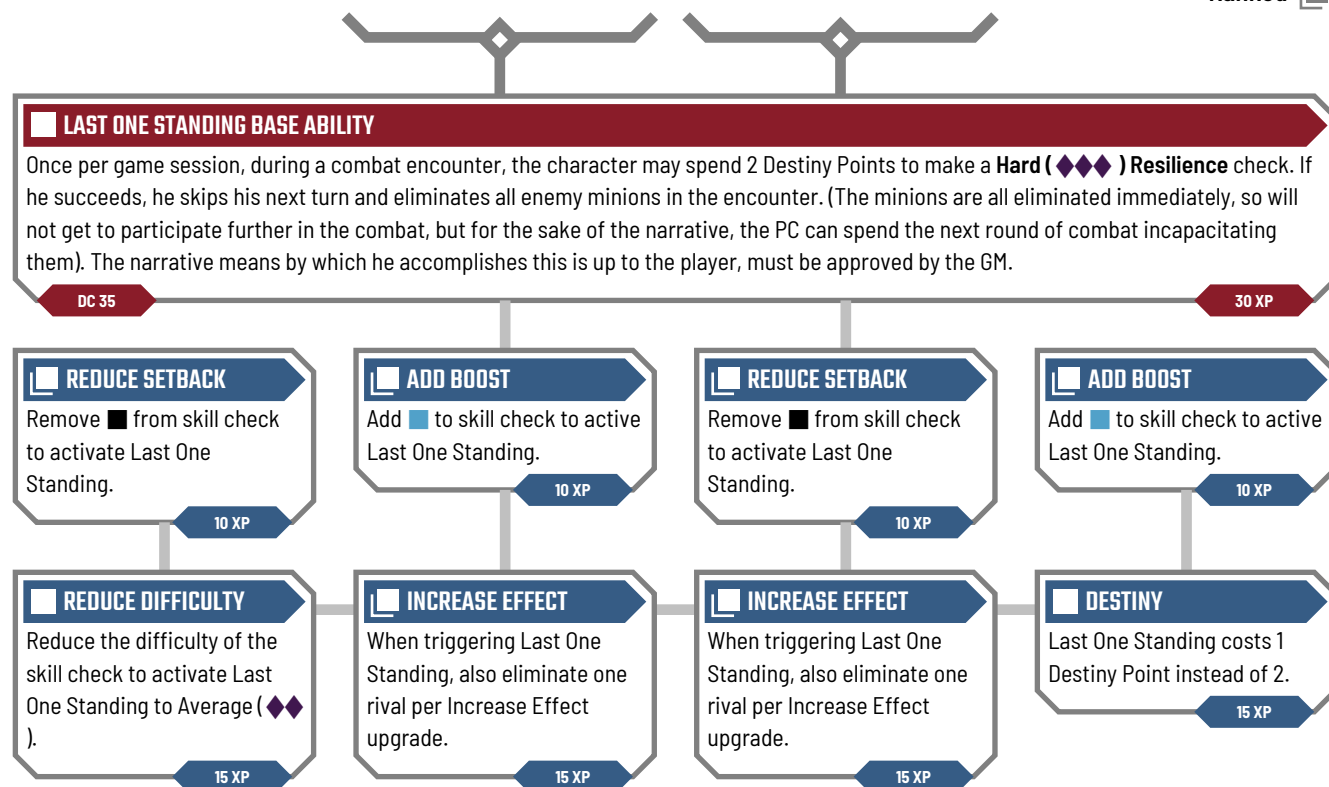
Active

Passive

Ranked



Active   
 Passive   
 Ranked 

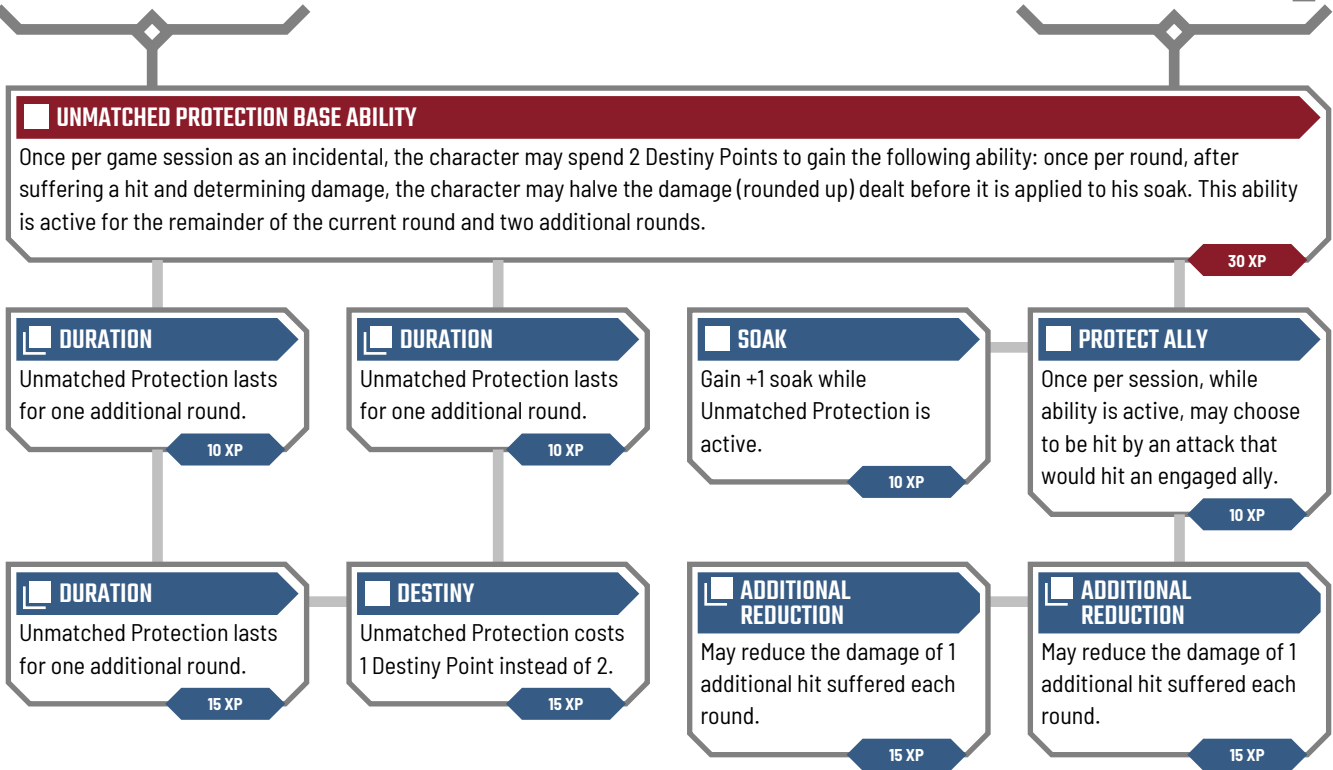


HIRED GUN SIGNATURE ABILITY TREE

# UNMATCHED PROTECTION

Dangerous Covenants 37

Active   
Passive   
Ranked 



# JEDI

## JEDI GENERAL

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

**Jedi General Bonus Career Skills:** Knowledge (Warfare), Leadership, Piloting (Planetary), Vigilance

**Prerequisite:** Force rating 2+

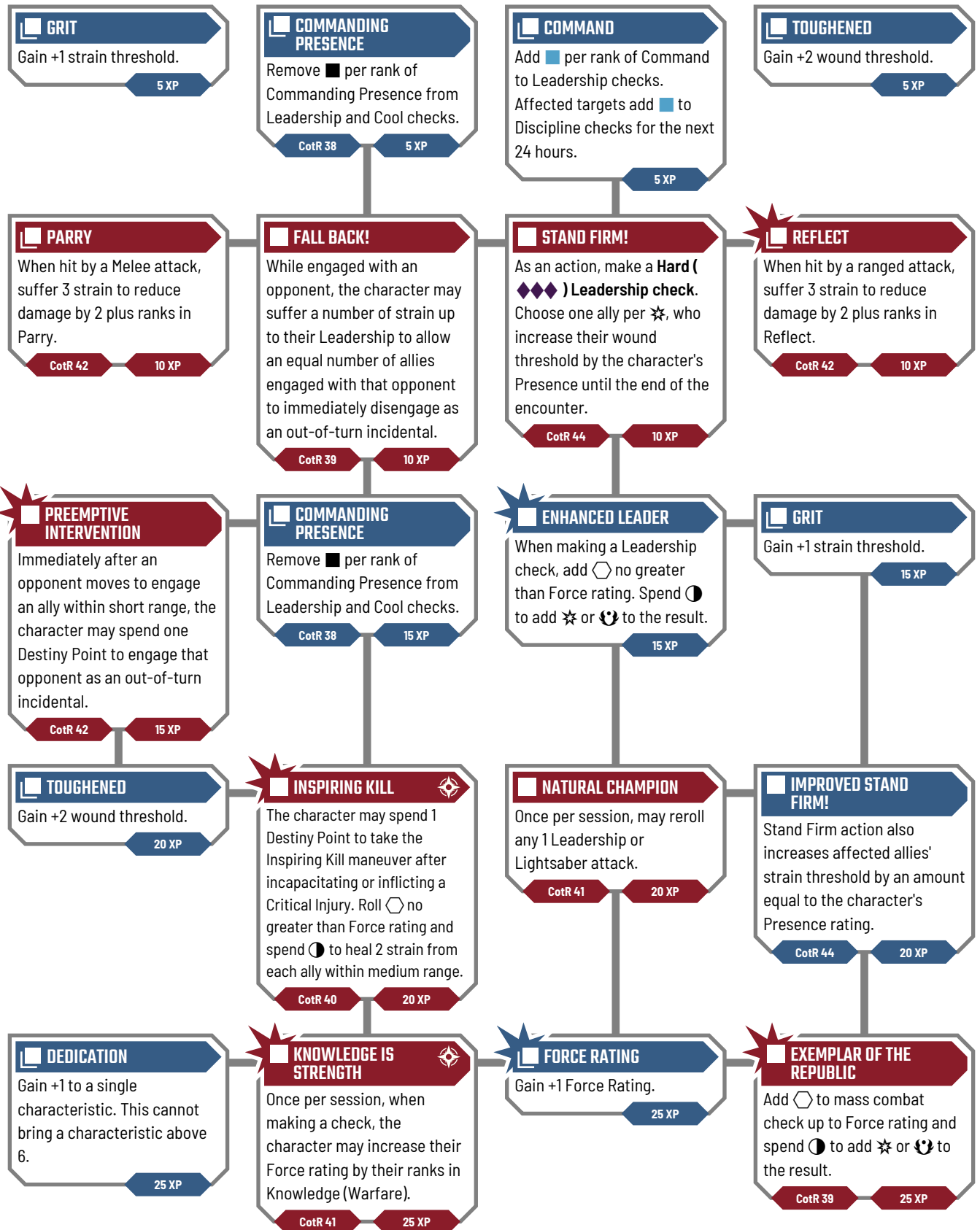
Active

Passive

Ranked

Force talent

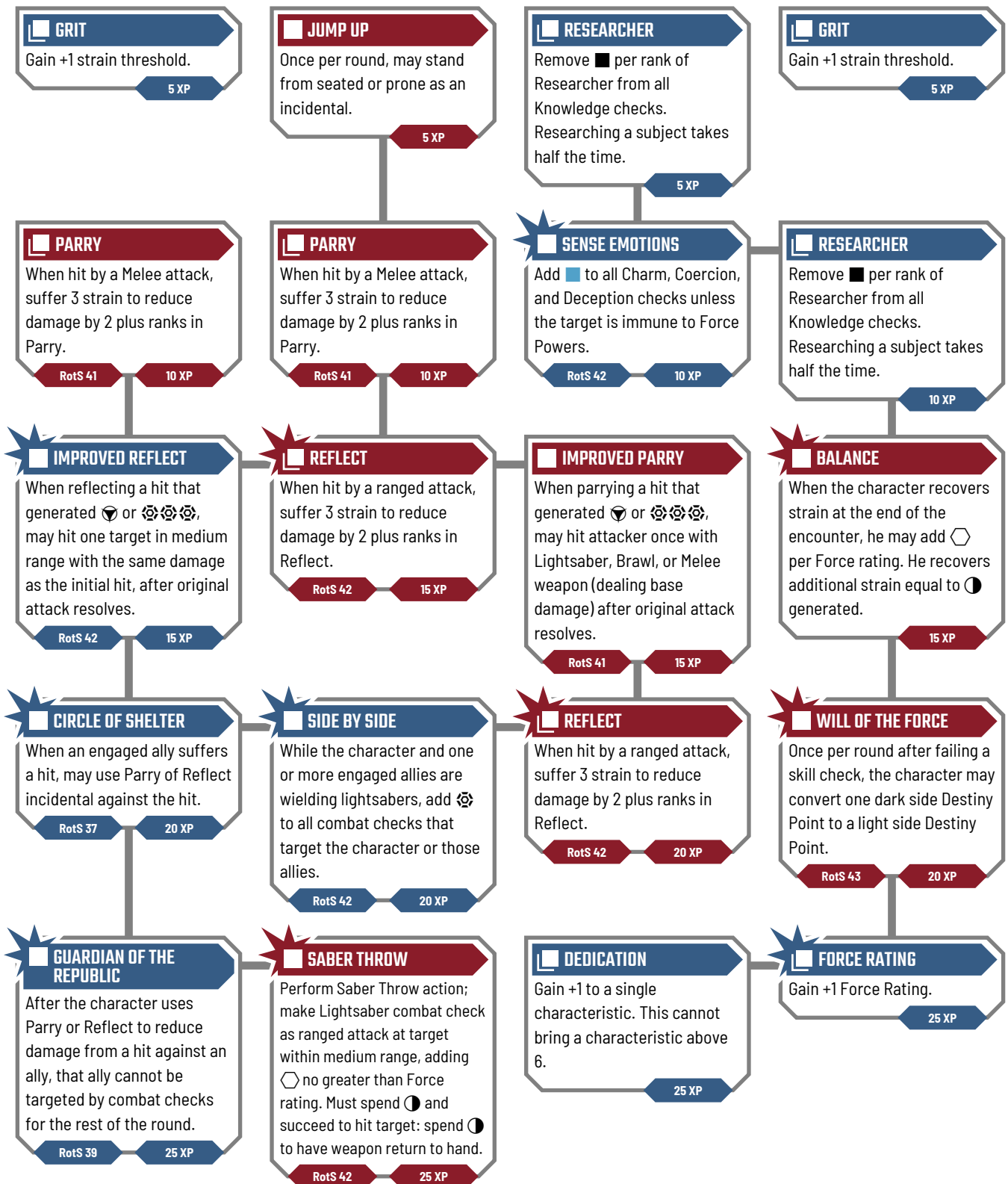
Conflict talent





**Prerequisite:** Force rating 2+

**Force talent** 



# JEDI 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+

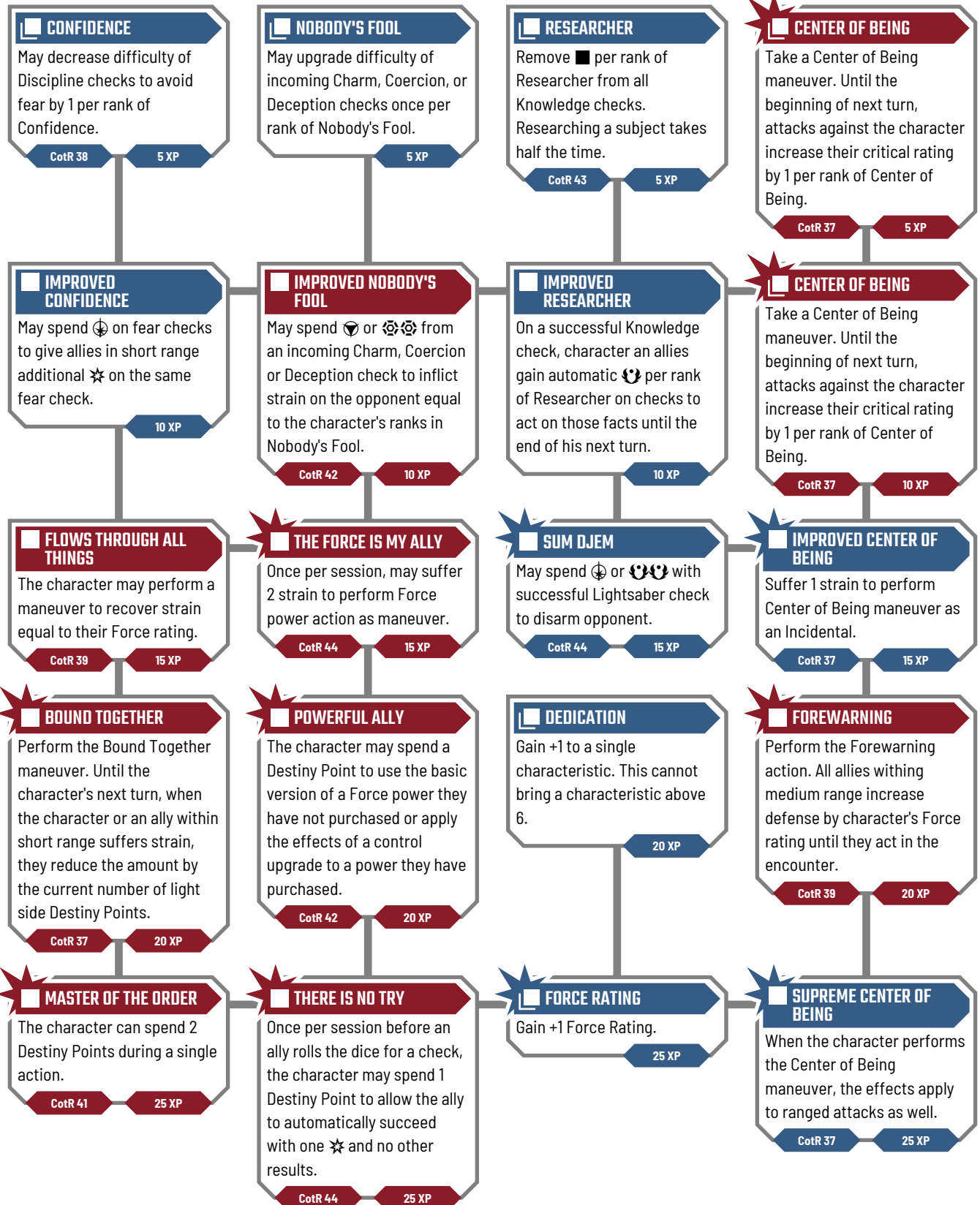
Collapse of the Republic 27

Active

Passive

Ranked

Force talent



# JEDI PADAWAN

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

**Padawan Bonus Career Skills:** Coordination, Knowledge (Education), Mechanics, Vigilance

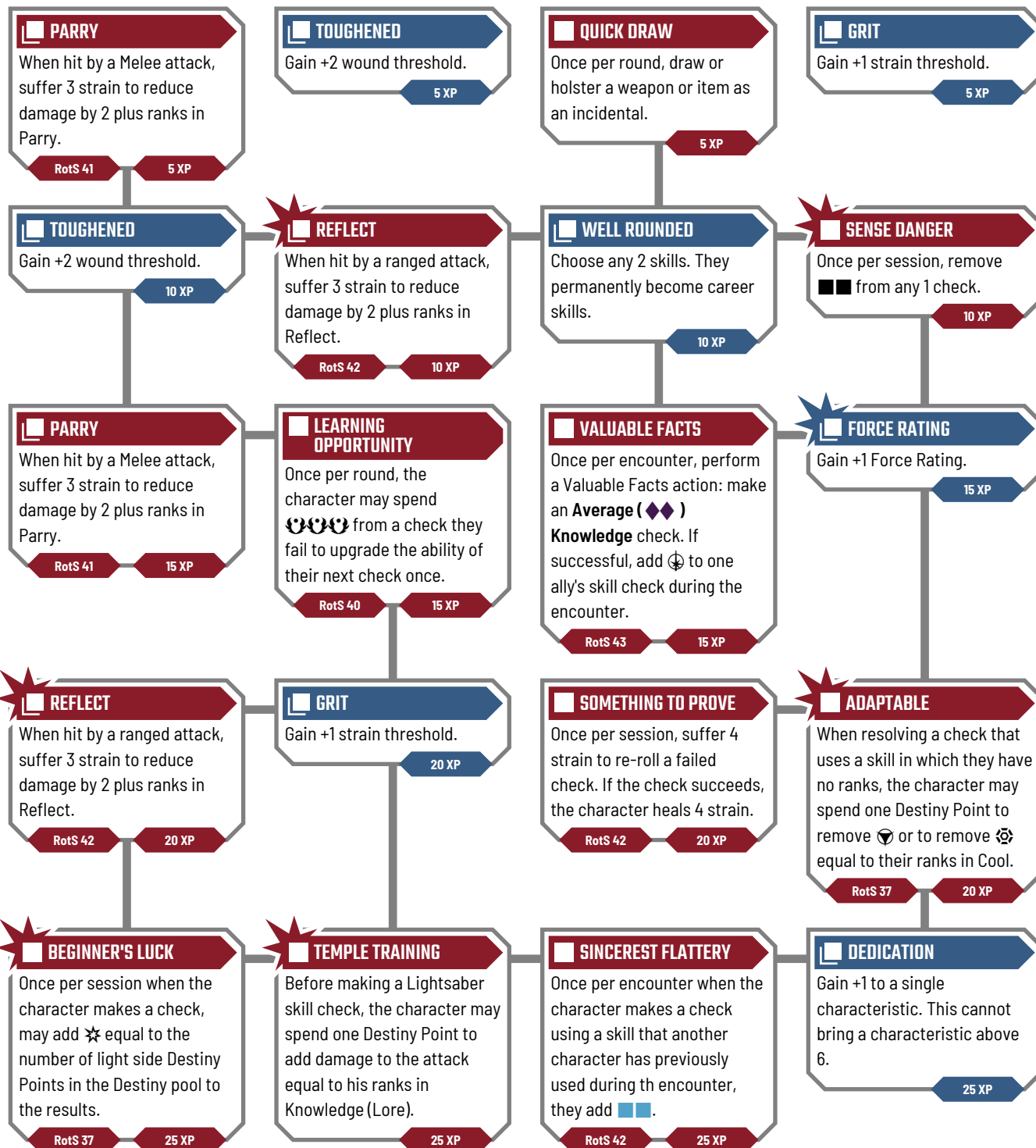
Rise of the Separatists 27

Active 

Passive 

Ranked 



Force talent 

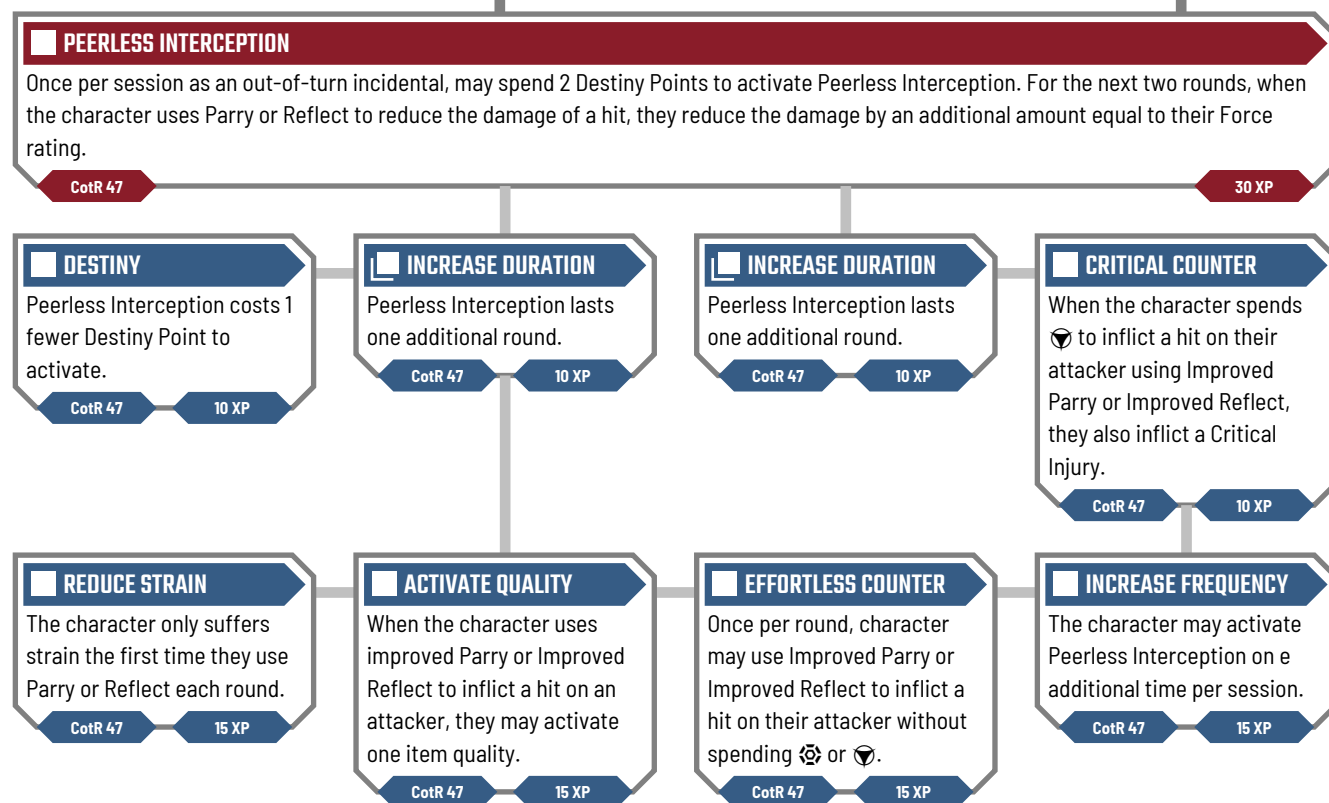


# JEDI SIGNATURE ABILITY TREE

## PEERLESS INTERCEPTION

Collapse of the Republic 47

Active   
 Passive   
 Ranked 



# MYSTIC 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+

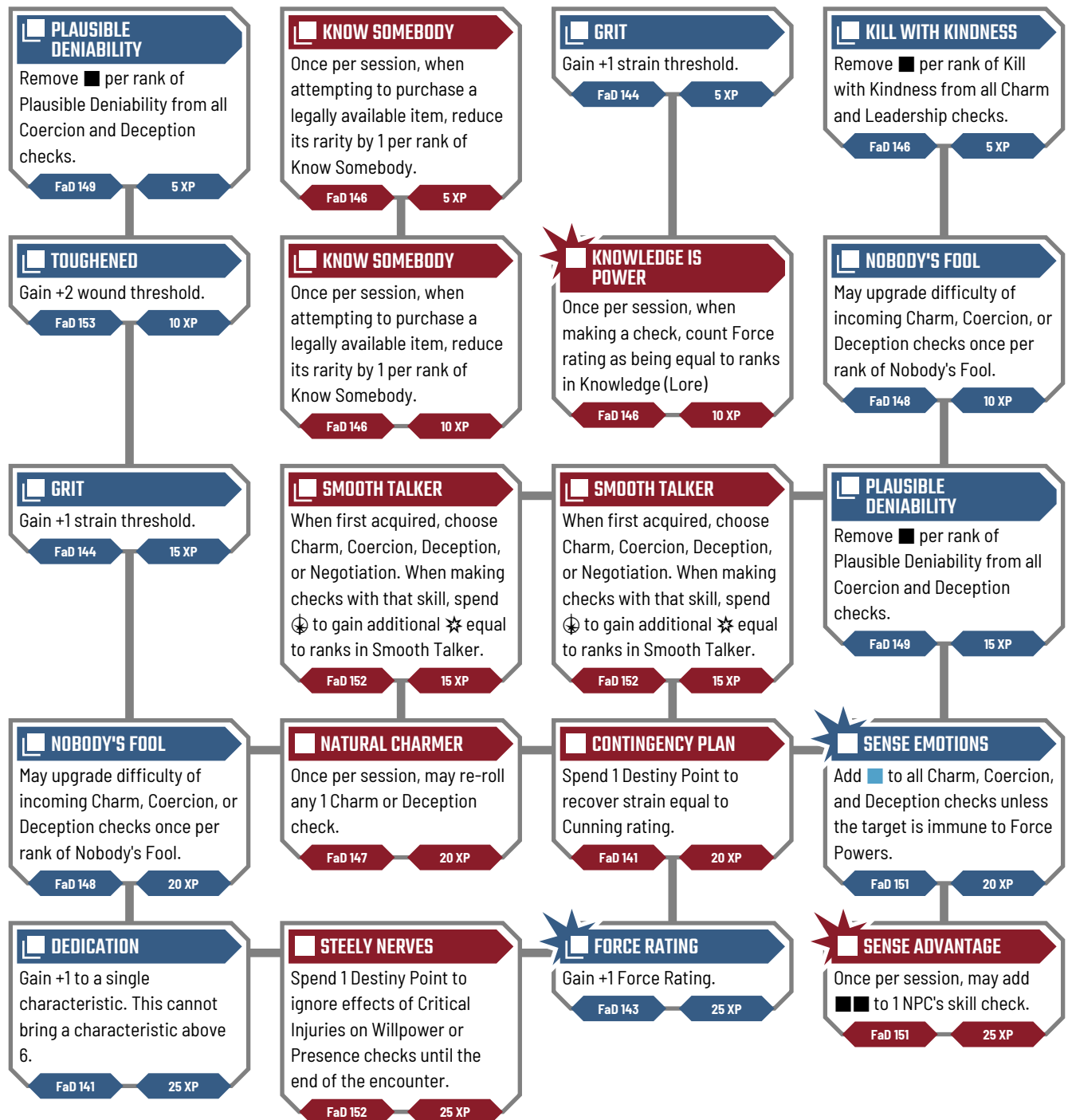
Force and Destiny core 81

Active

Passive

Ranked

Force talent



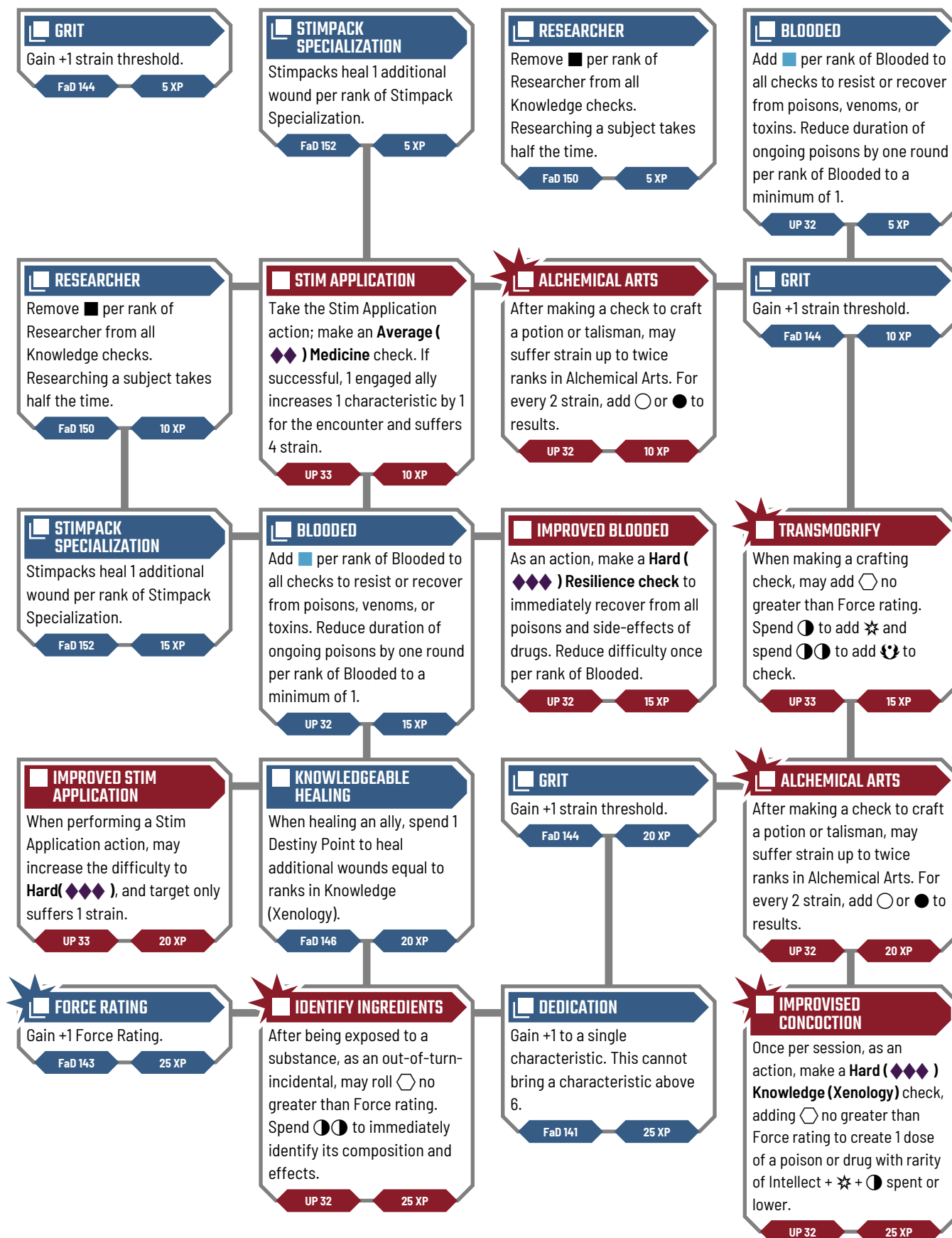
**Alchemist Bonus Career Skills:** Knowledge (Education), Knowledge (Xenology), Medicine, Resilience

**Prerequisite:** Force rating 1+

Active Passive 

Ranked | 

**Force talent** 



# MYSTIC MAGUS

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

**Magus Bonus Career Skills:** Coercion, Discipline, Knowledge (Lore), Medicine

**Gain:** Beginning characters gain Force Rating 1

**Prerequisite:** Force rating 1+

Unlimited Power 29

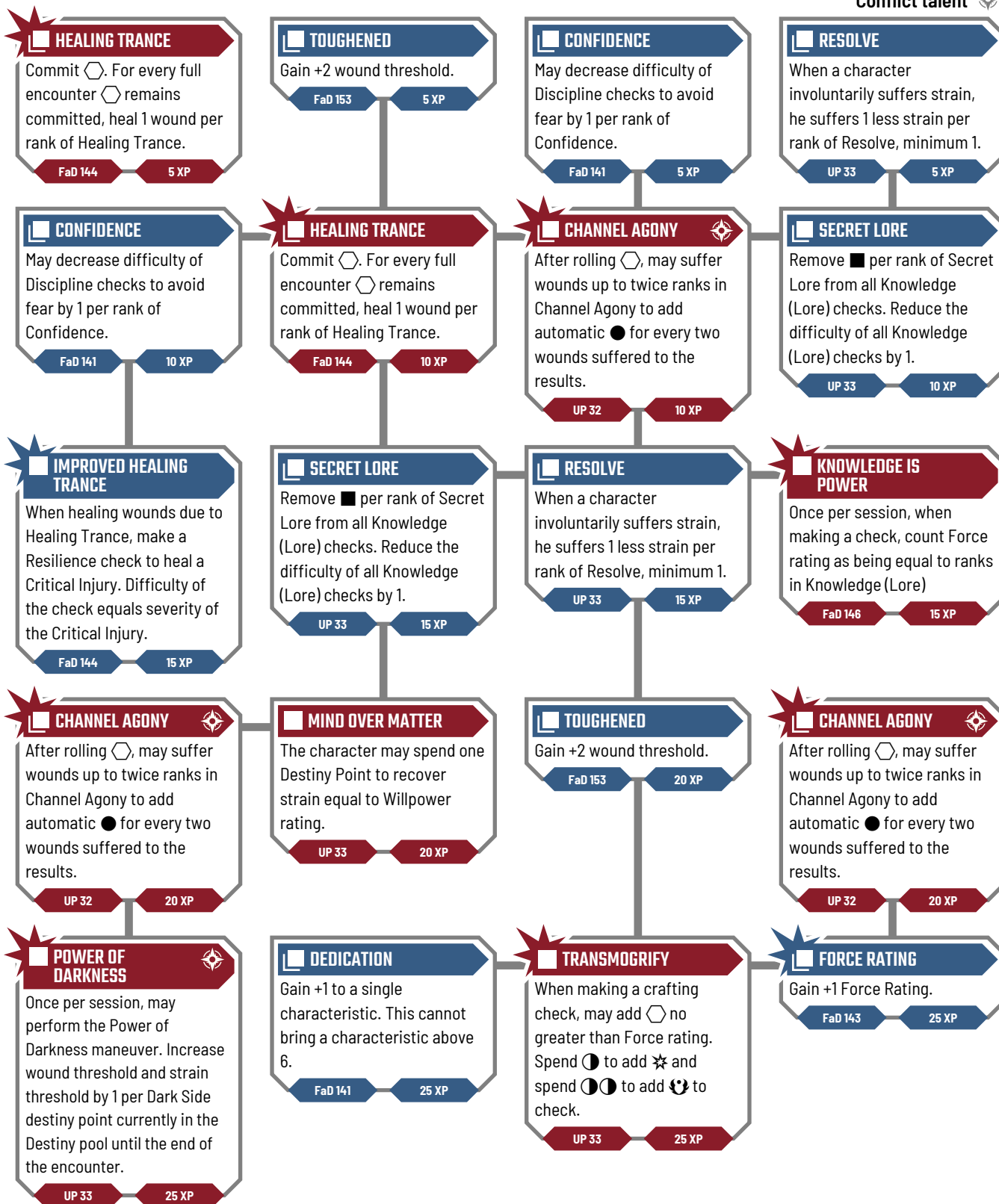
Active

Passive

Ranked

Force talent

Conflict talent



# MYSTIC 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

**Prerequisite:** Force rating 1+

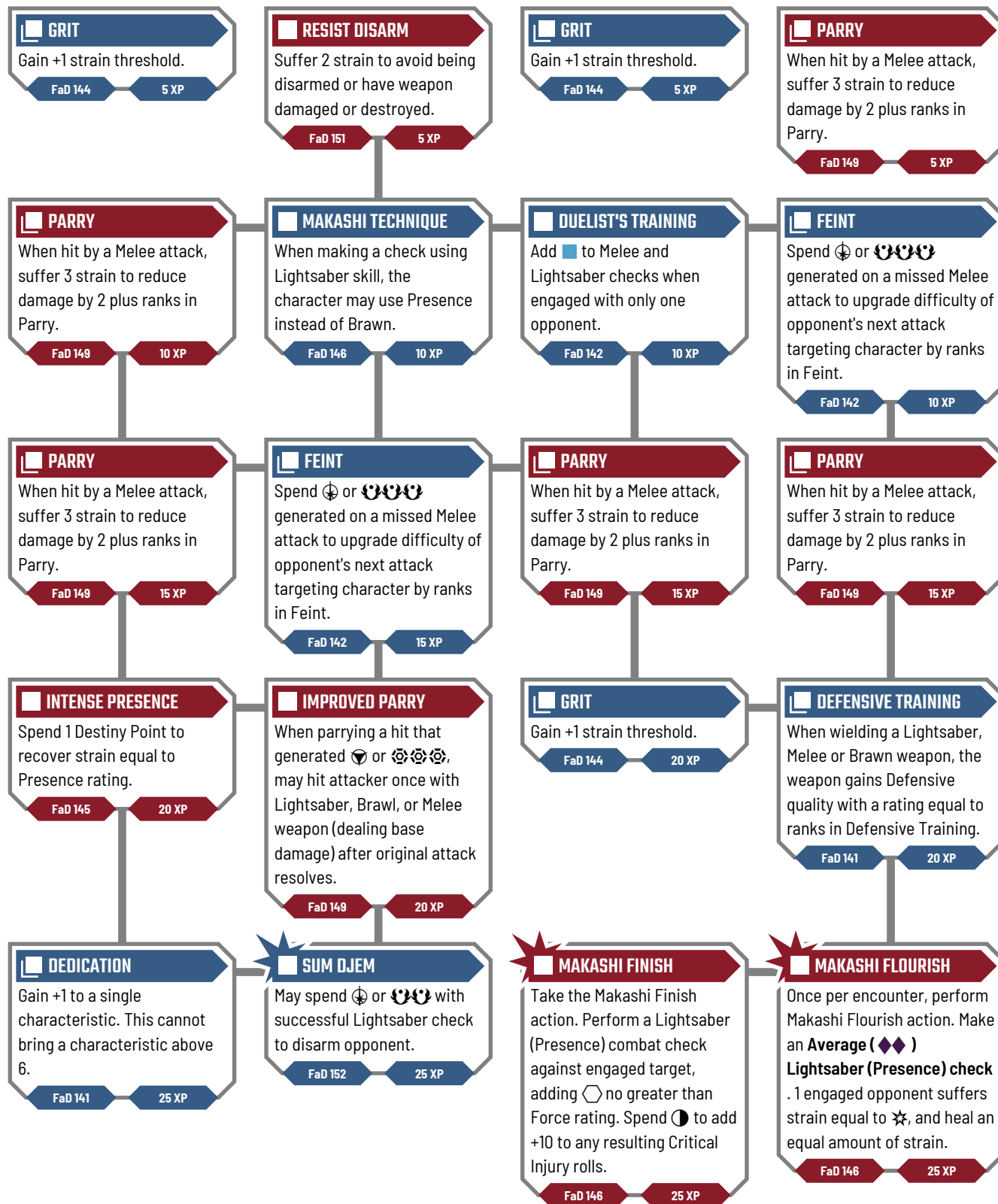
Force and Destiny core 82

Active

Passive

Ranked

Force talent





# MYSTIC PROPHET

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

**Prophet Bonus Career Skills:** Charm, Coercion, Deception, Leadership

**Gain:** Beginning characters gain Force Rating 1

**Prerequisite:** Force rating 1+

Unlimited Power 31

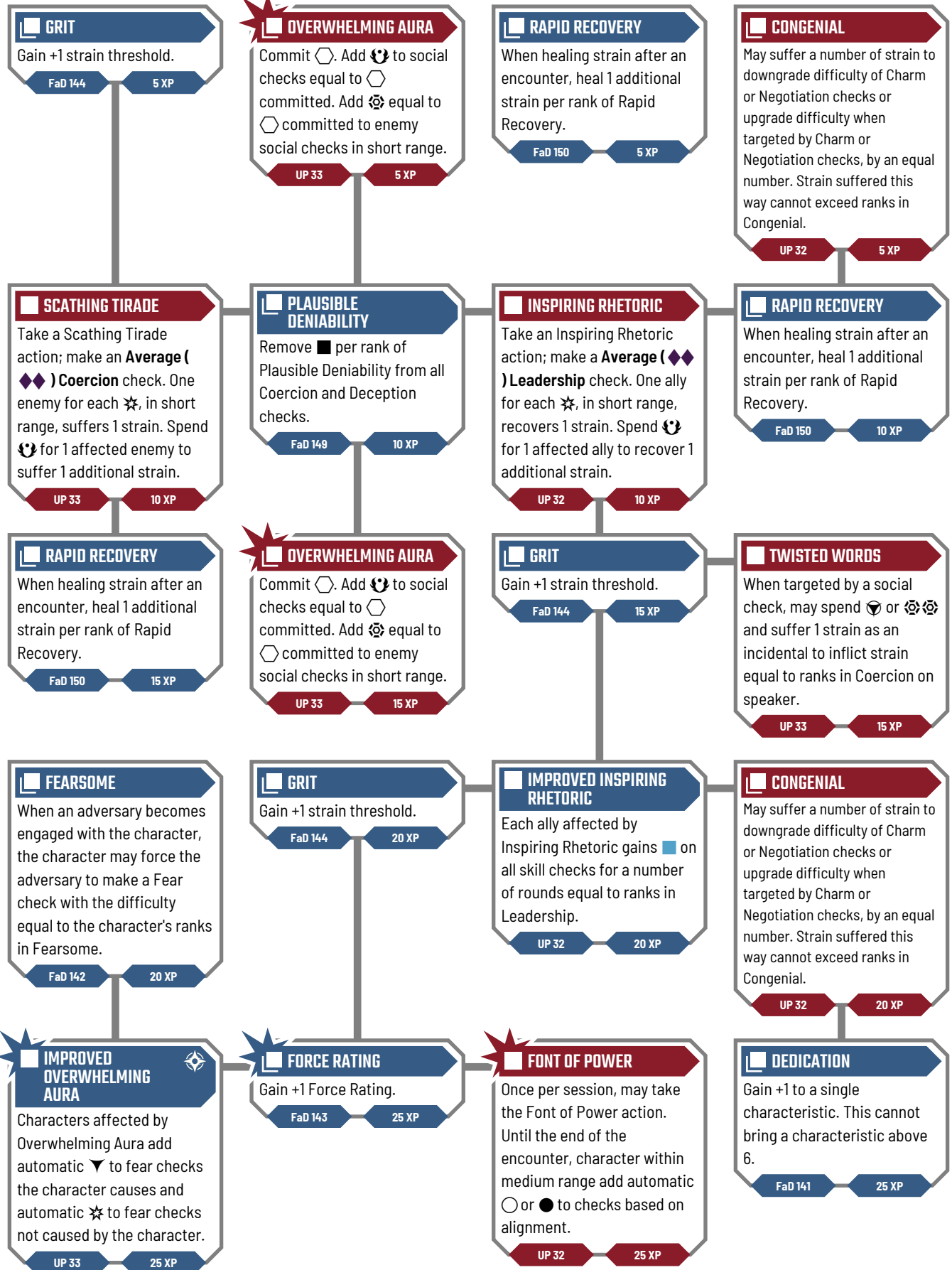
Active

Passive

Ranked

Force talent

Conflict talent



# MYSTIC SEER

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

**Seer Bonus Career Skills:** Discipline, Knowledge (Lore), Survival, Vigilance

**Gain:** Beginning characters gain Force Rating 1

**Prerequisite:** Force rating 1+

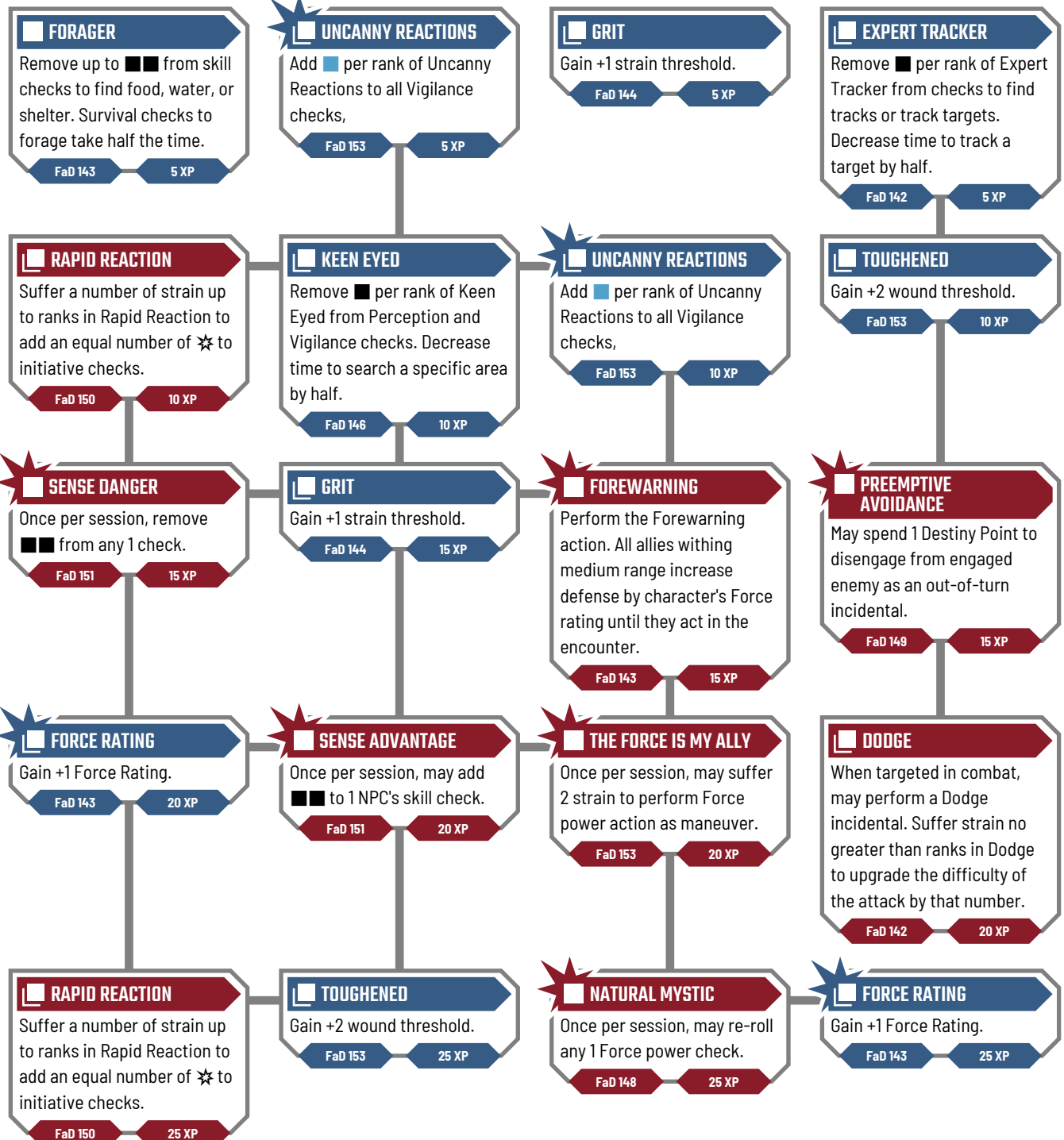
Force and Destiny core 83




Active

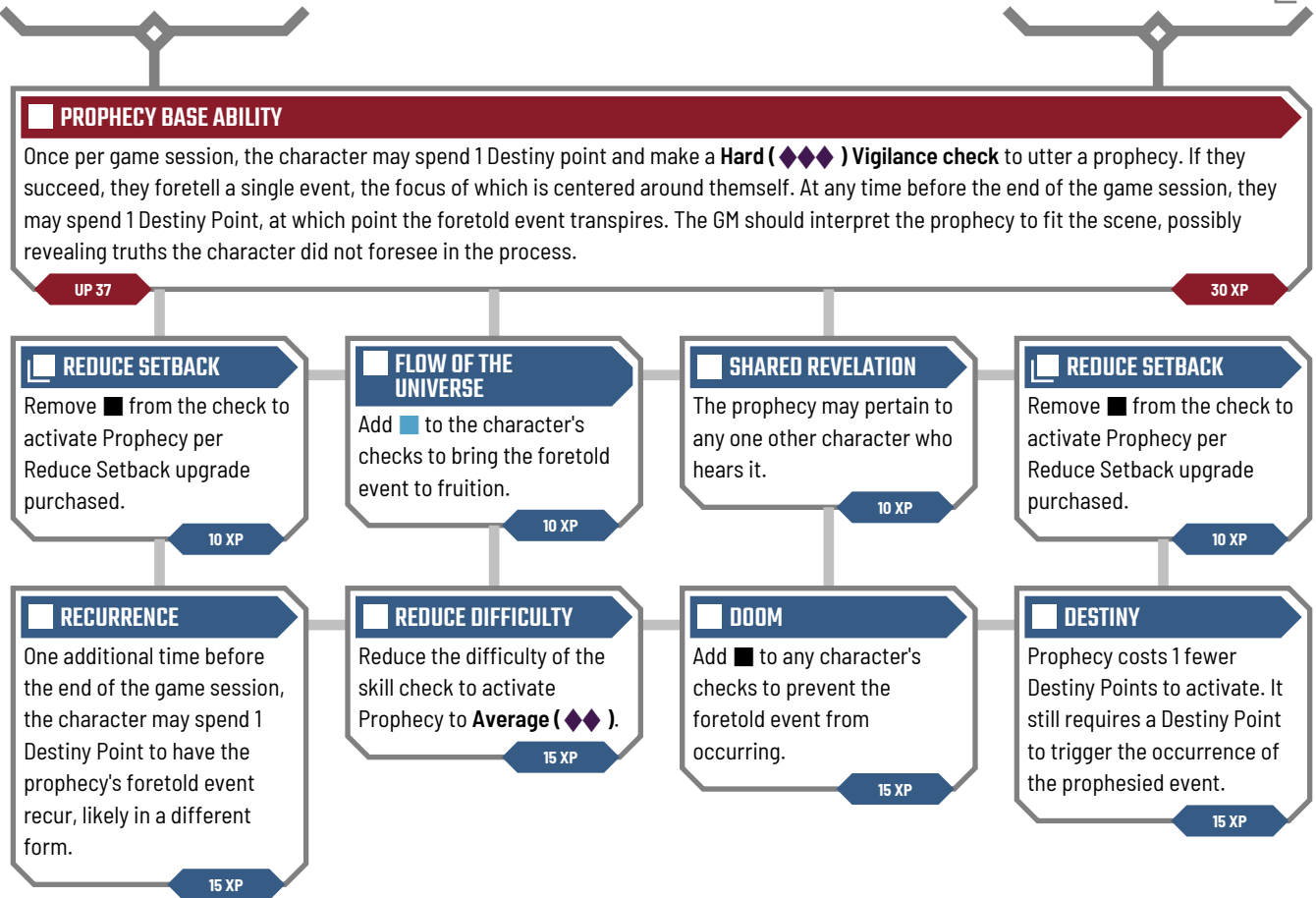
Passive

Ranked

Force talent






Active   
Passive   
Ranked 

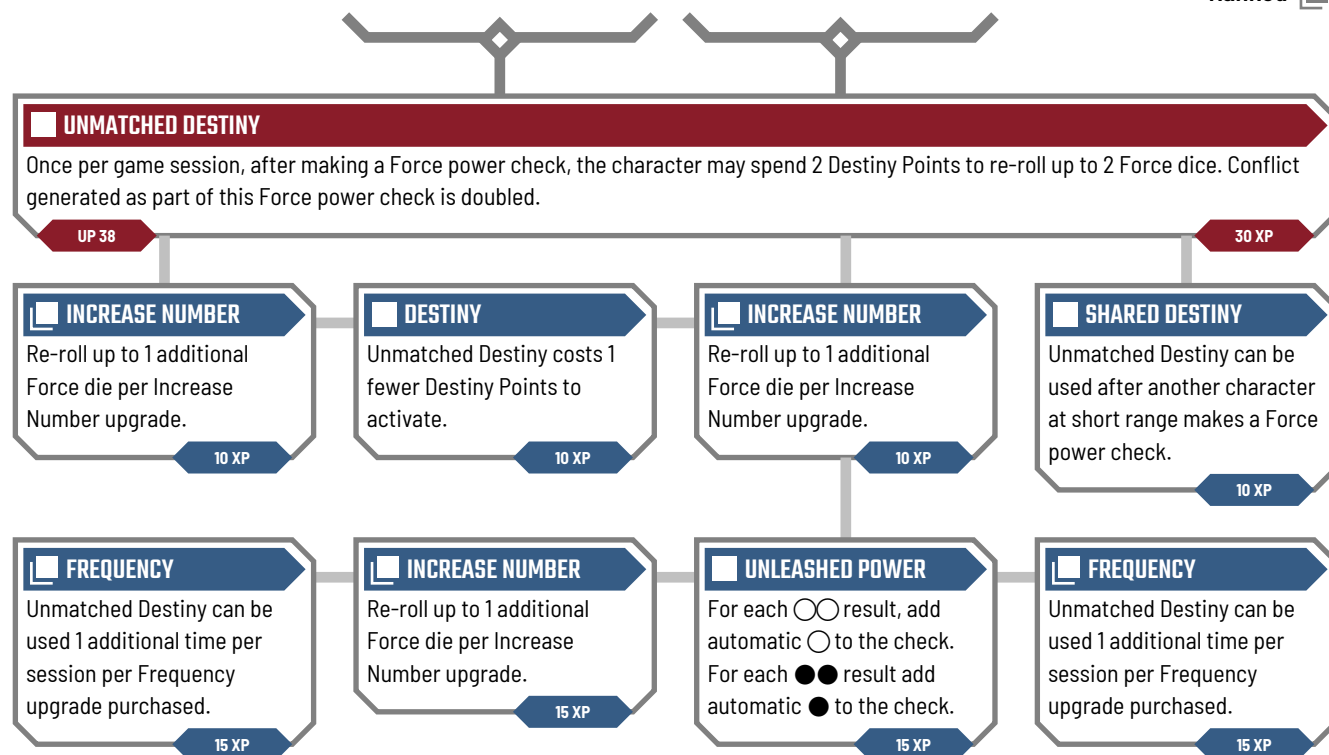


# MYSTIC SIGNATURE ABILITY TREE

## UNMATCHED DESTINY

Unlimited Power 37

Active   
 Passive   
 Ranked 



# SEEKER ATARU STRIKER

Force and Destiny core 87

**Career Skills:** 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

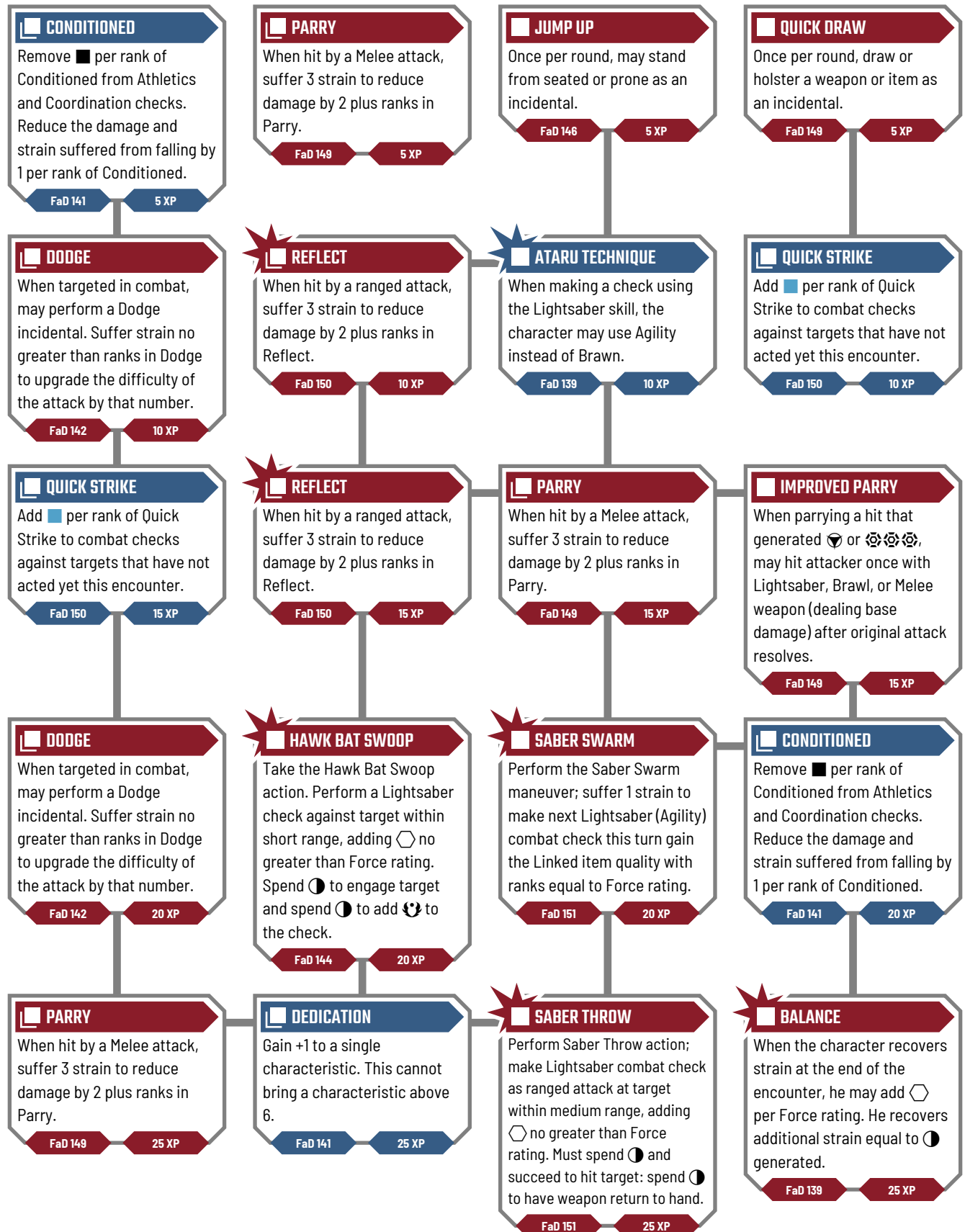
**Prerequisite:** Force rating 1+

Active 

Passive 

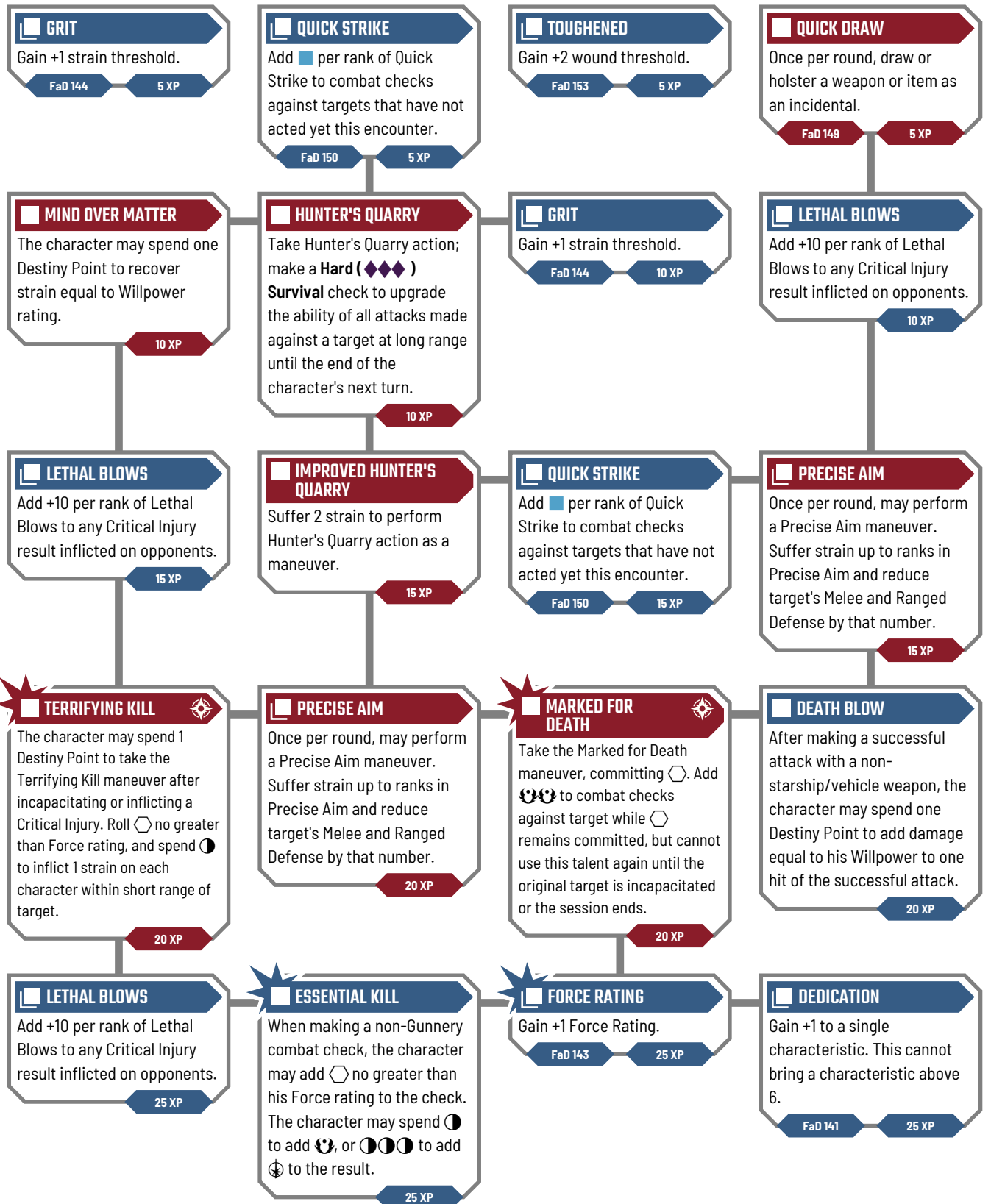
Ranked 

Force talent 



**Prerequisite:** Force rating 1+

**Conflict talent** 



# SEEKER 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+

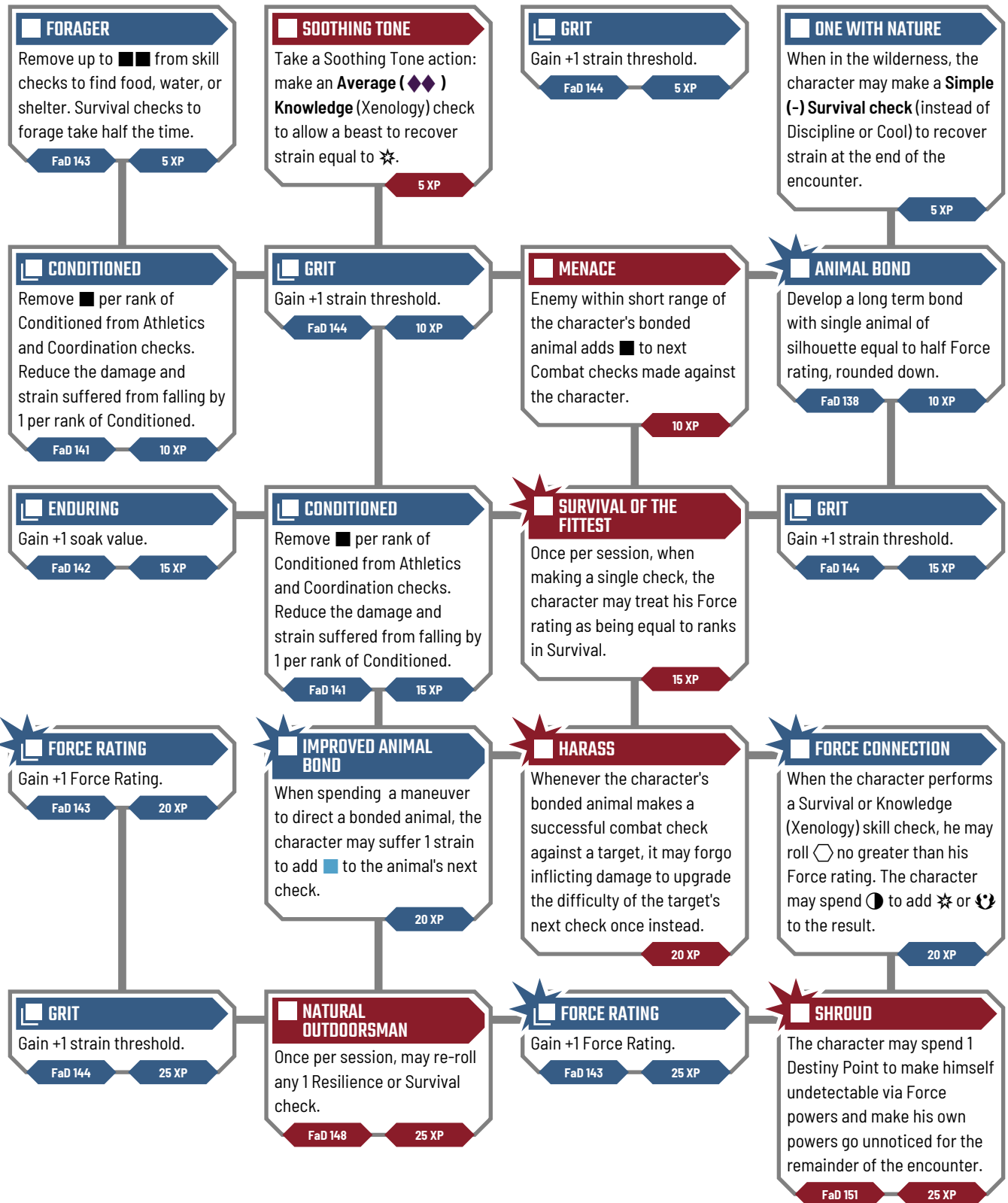
Force and Destiny core 87

Active

Passive

Ranked

Force talent



# SEEKER HUNTER

**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+

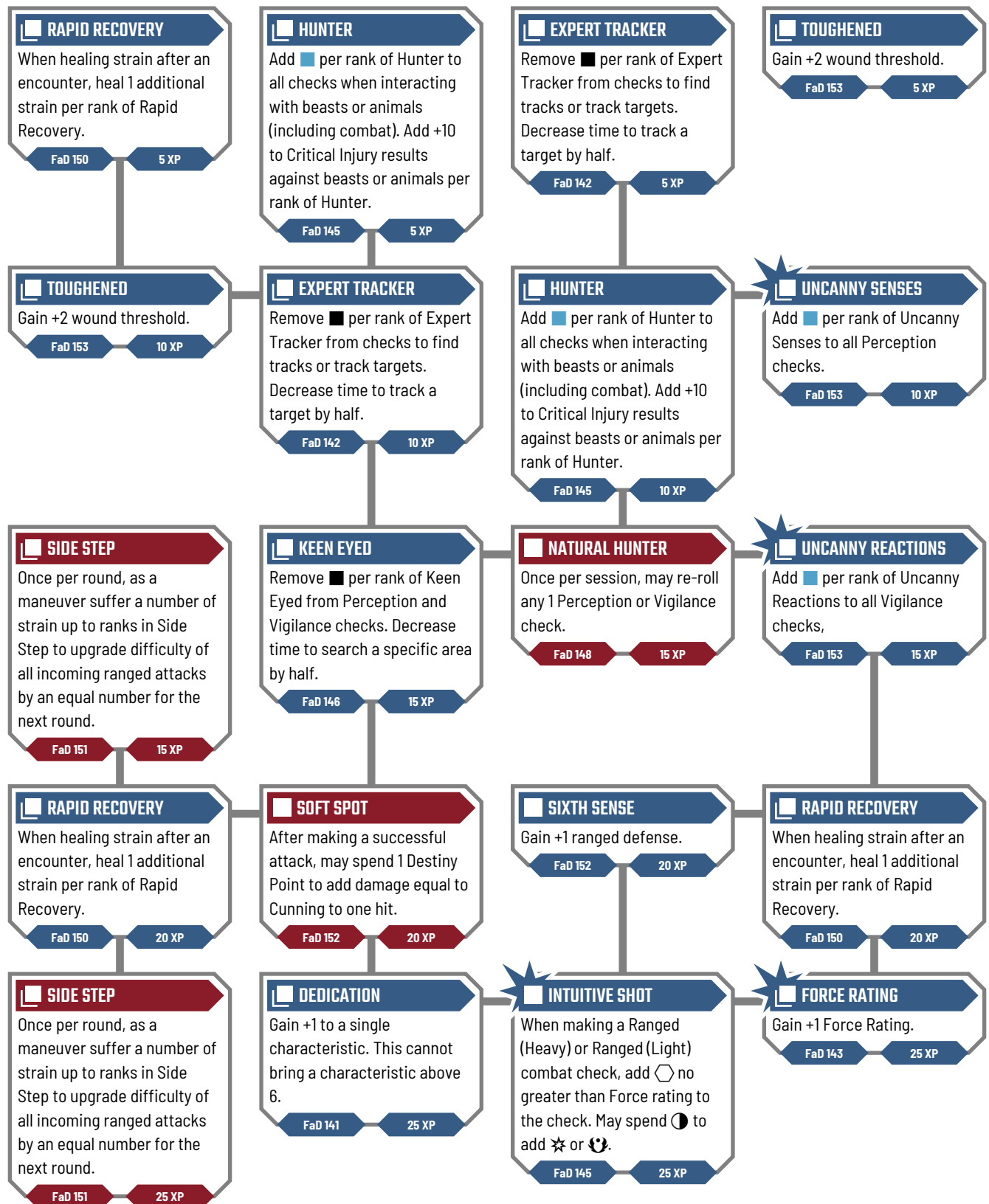
### Force and Destiny core 88

Active 

### Passive

Ranked | 

**Force talent** 





# SEEKER NAVIGATOR

**Career Skills:** 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+

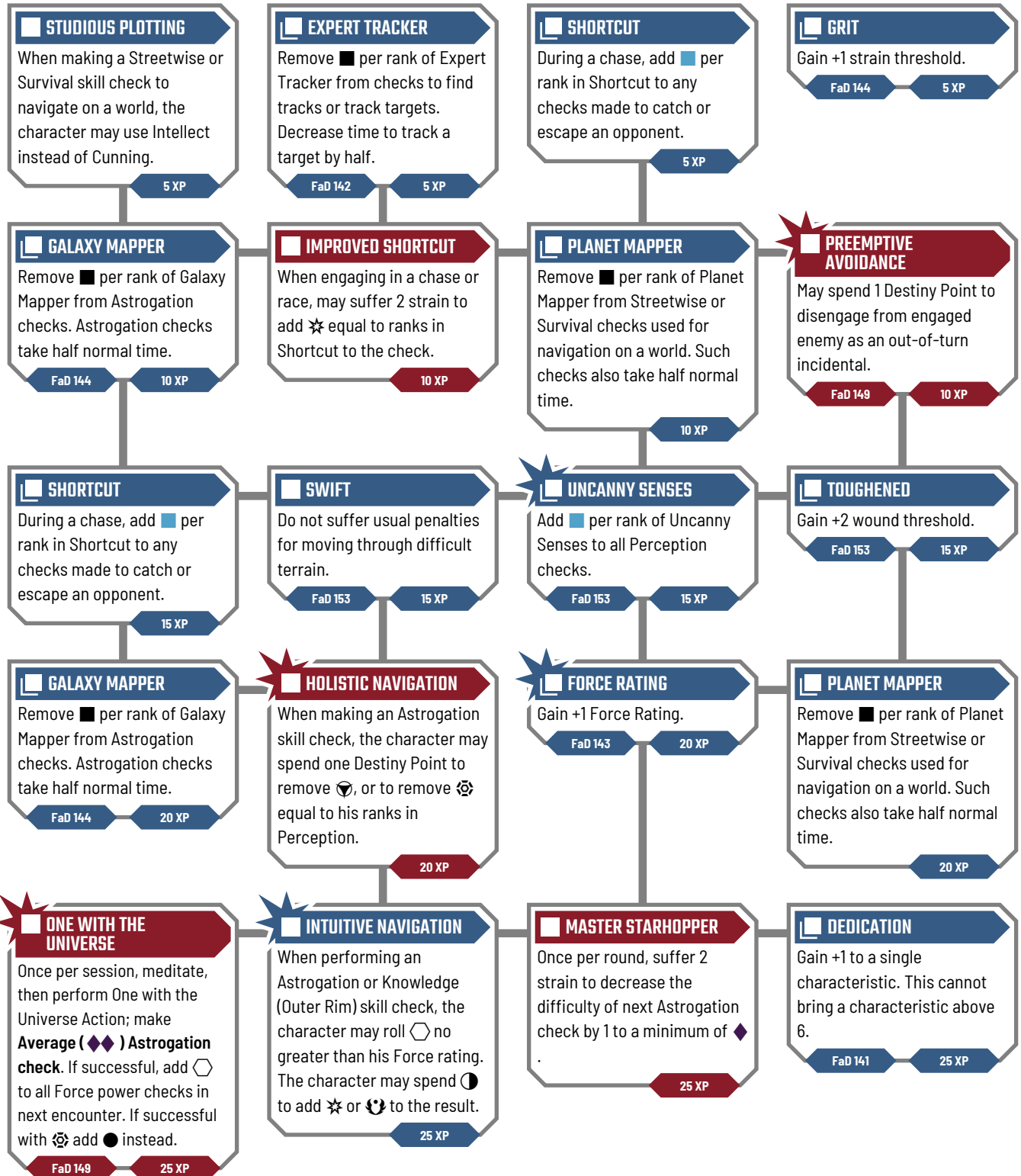
Force and Destiny core 87

Active

Passive

Ranked

Force talent



# SEEKER 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+

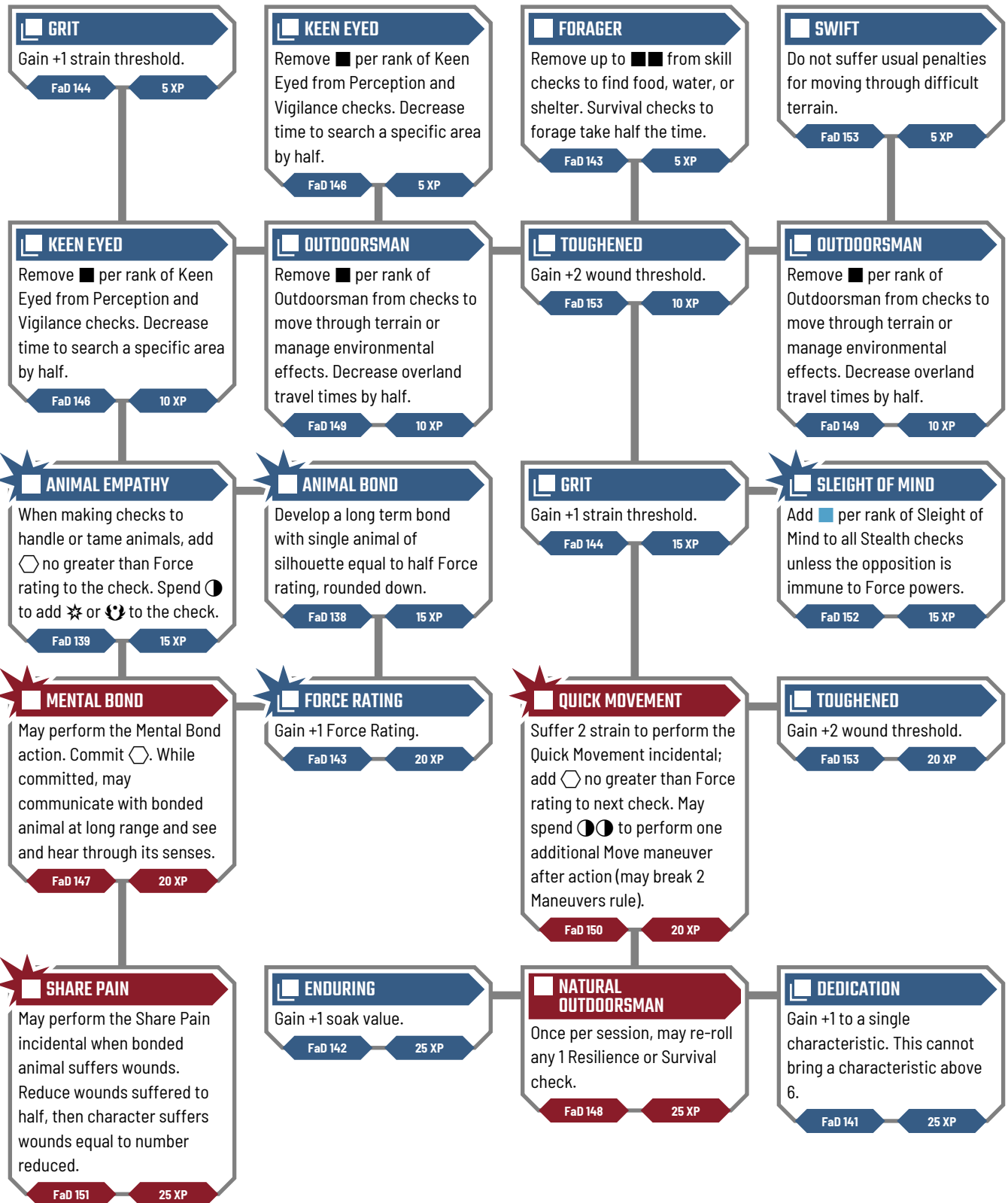
Force and Destiny core 89

Active

Passive

Ranked




Force talent

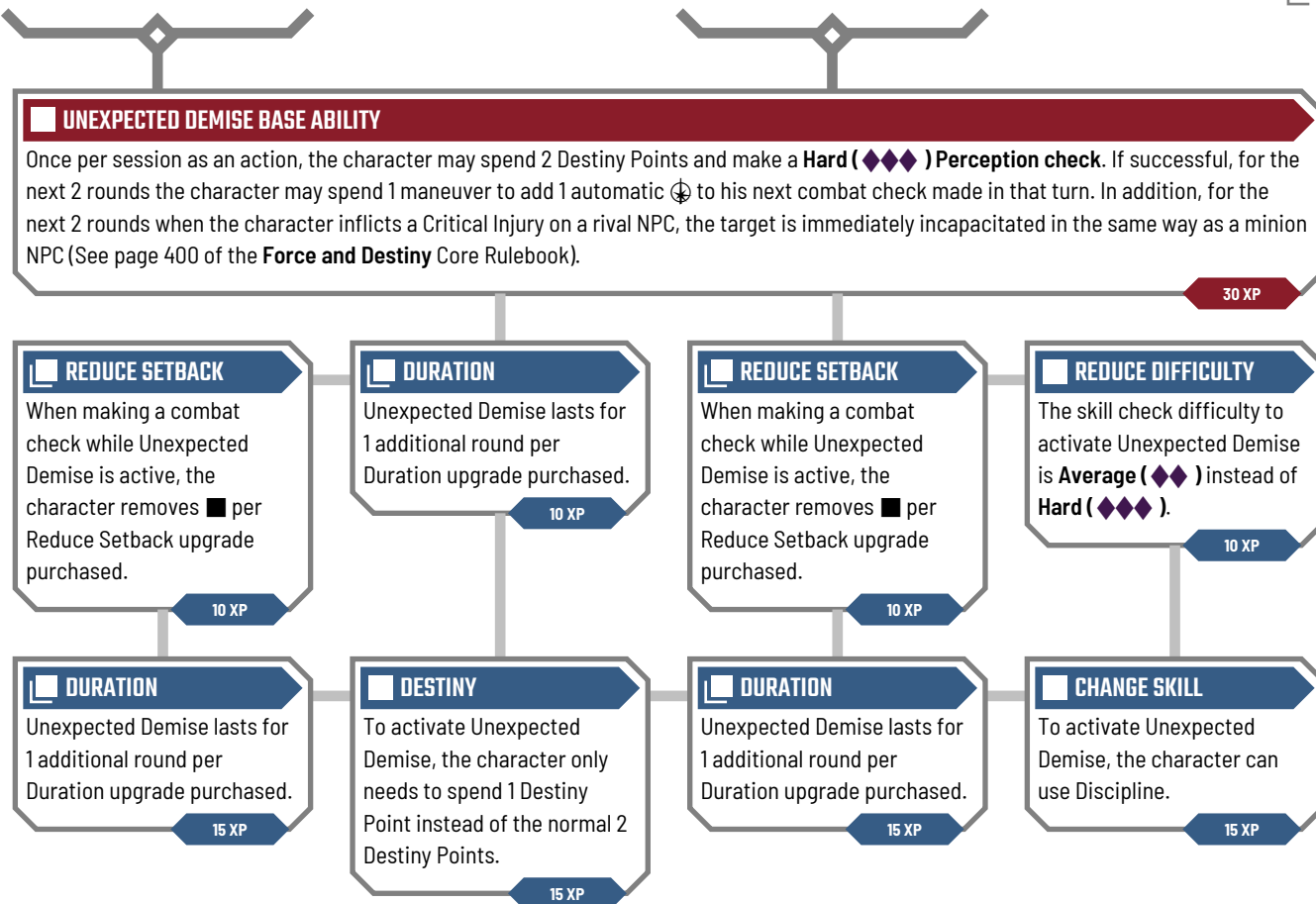


# SEEKER SIGNATURE ABILITY TREE

## UNEXPECTED DEMISE

Unlimited Power 35




Active   
 Passive   
 Ranked 

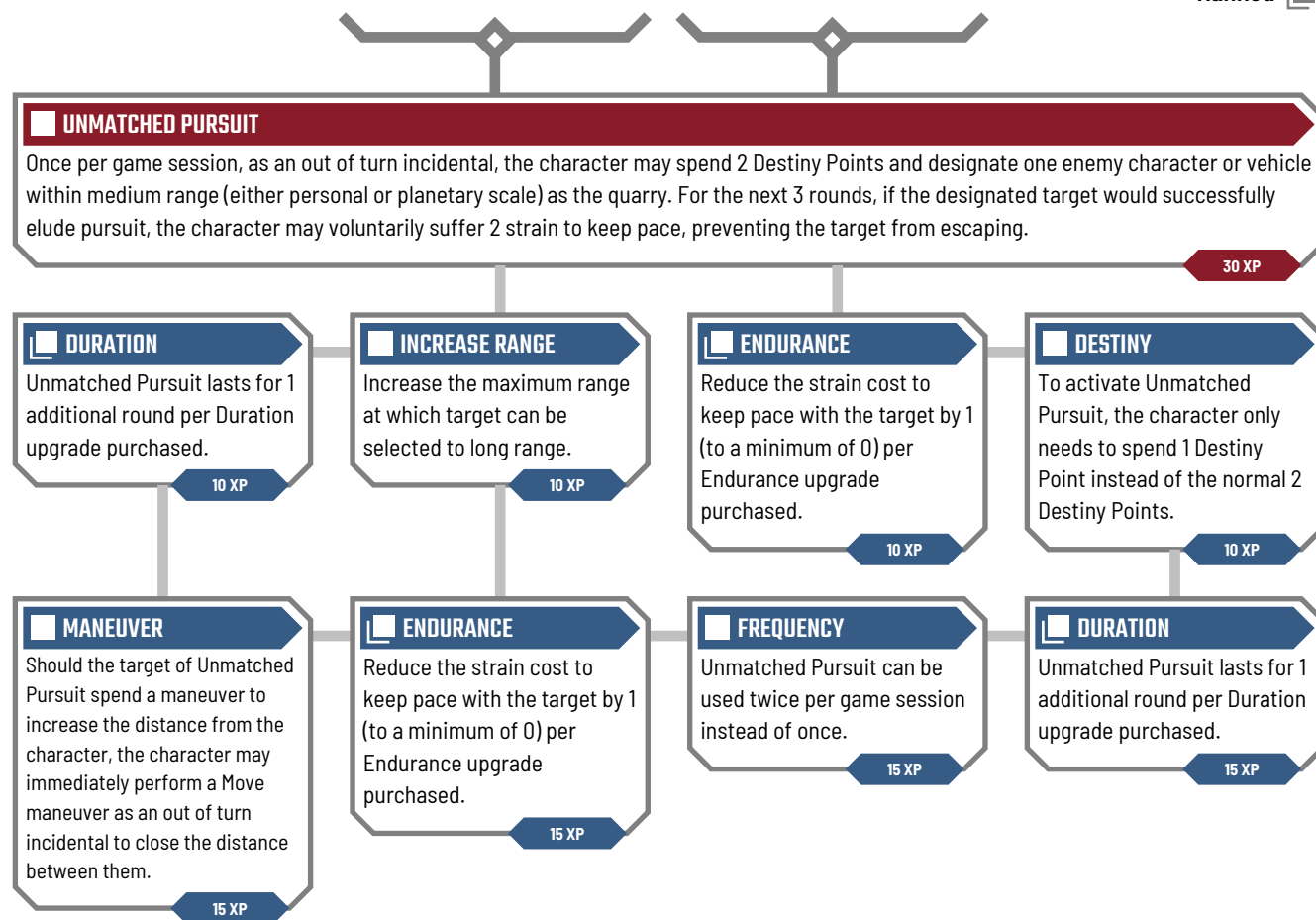


# SEEKER SIGNATURE ABILITY TREE

## UNMATCHED PURSUIT

Unlimited Power 37

Active   
 Passive   
 Ranked 



# SENTINEL 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+

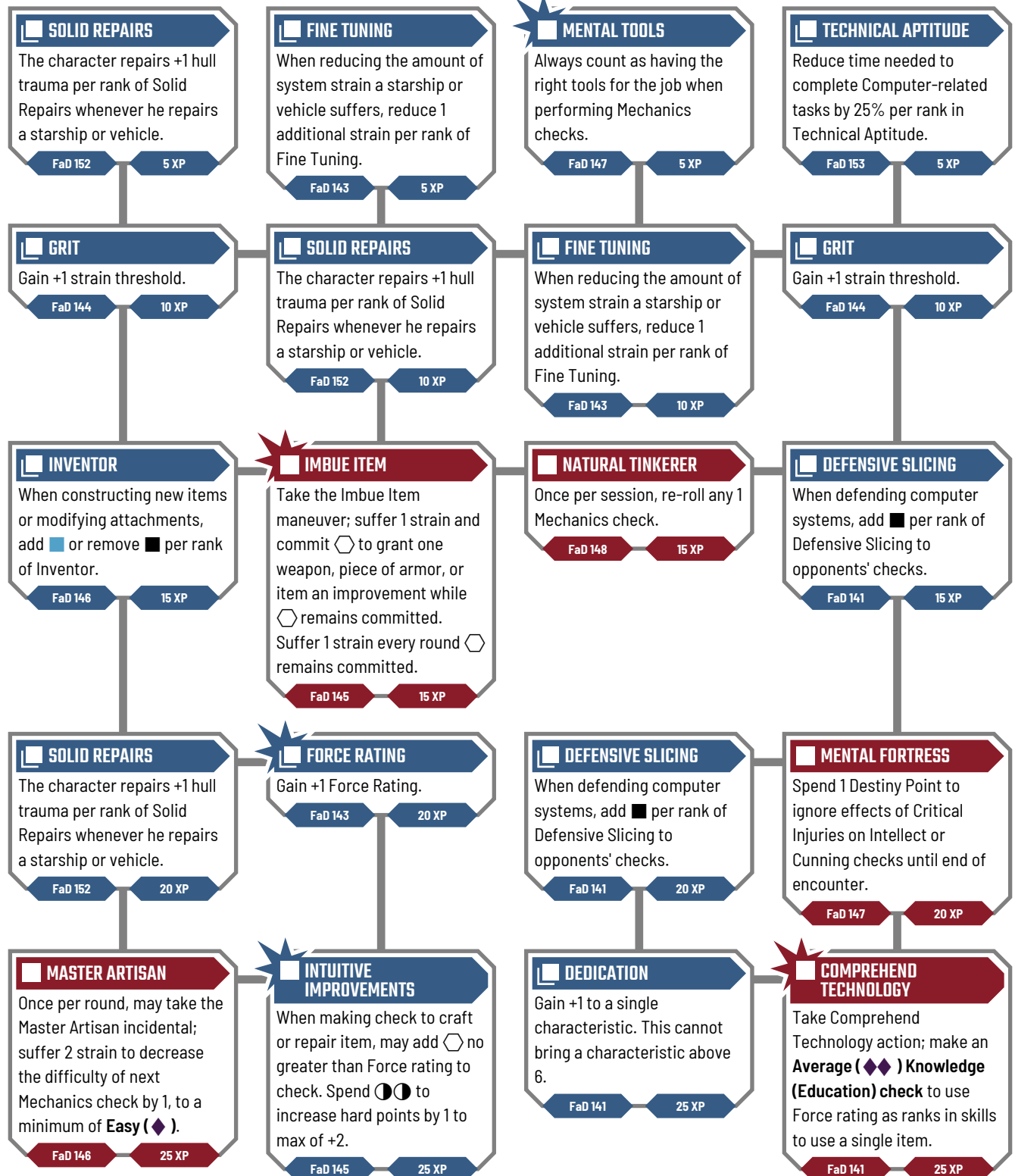
Force and Destiny core 93

Active

Passive

Ranked

Force talent



# SENTINEL 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+

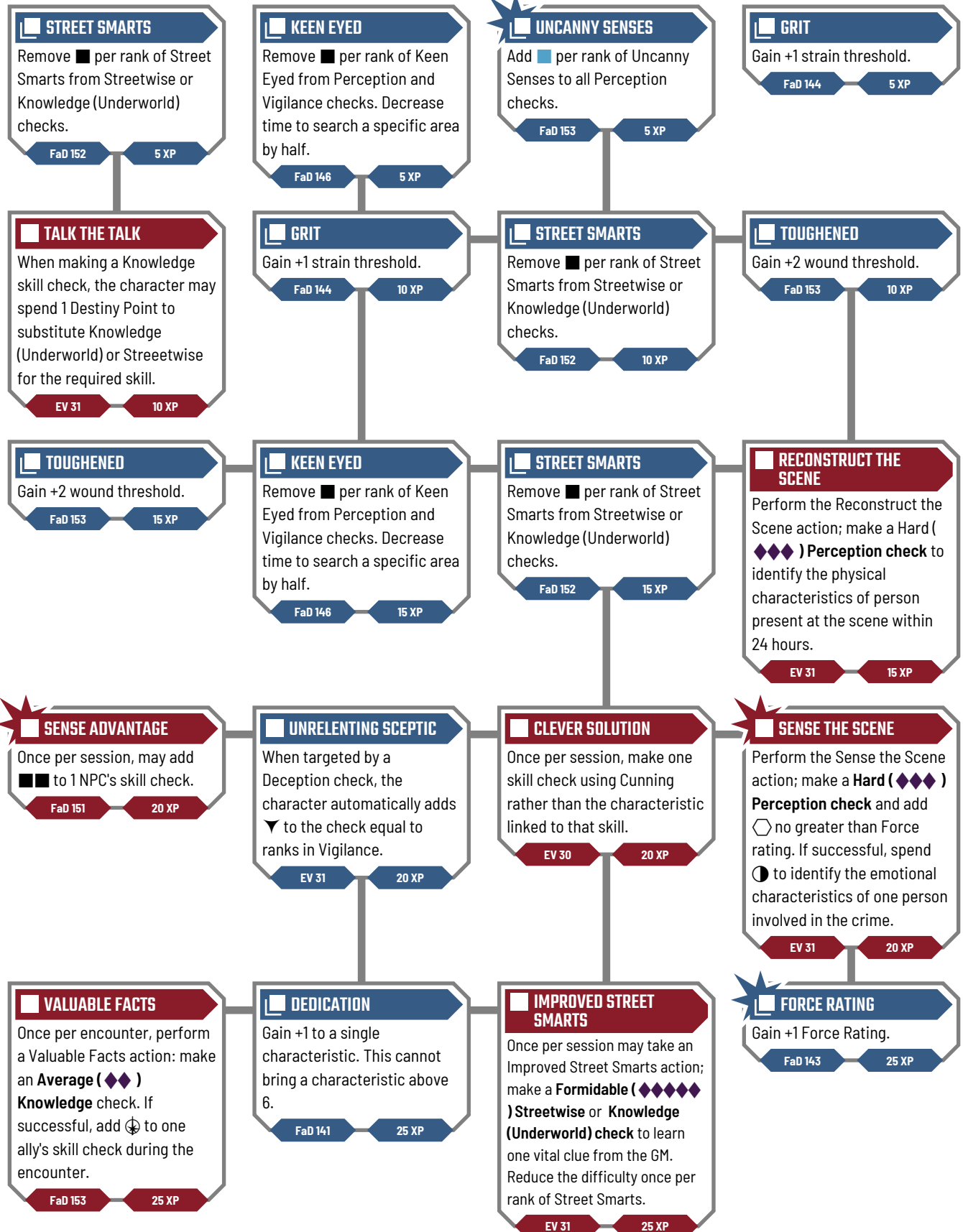
Endless Vigil 25

Active

Passive

Ranked

Force talent

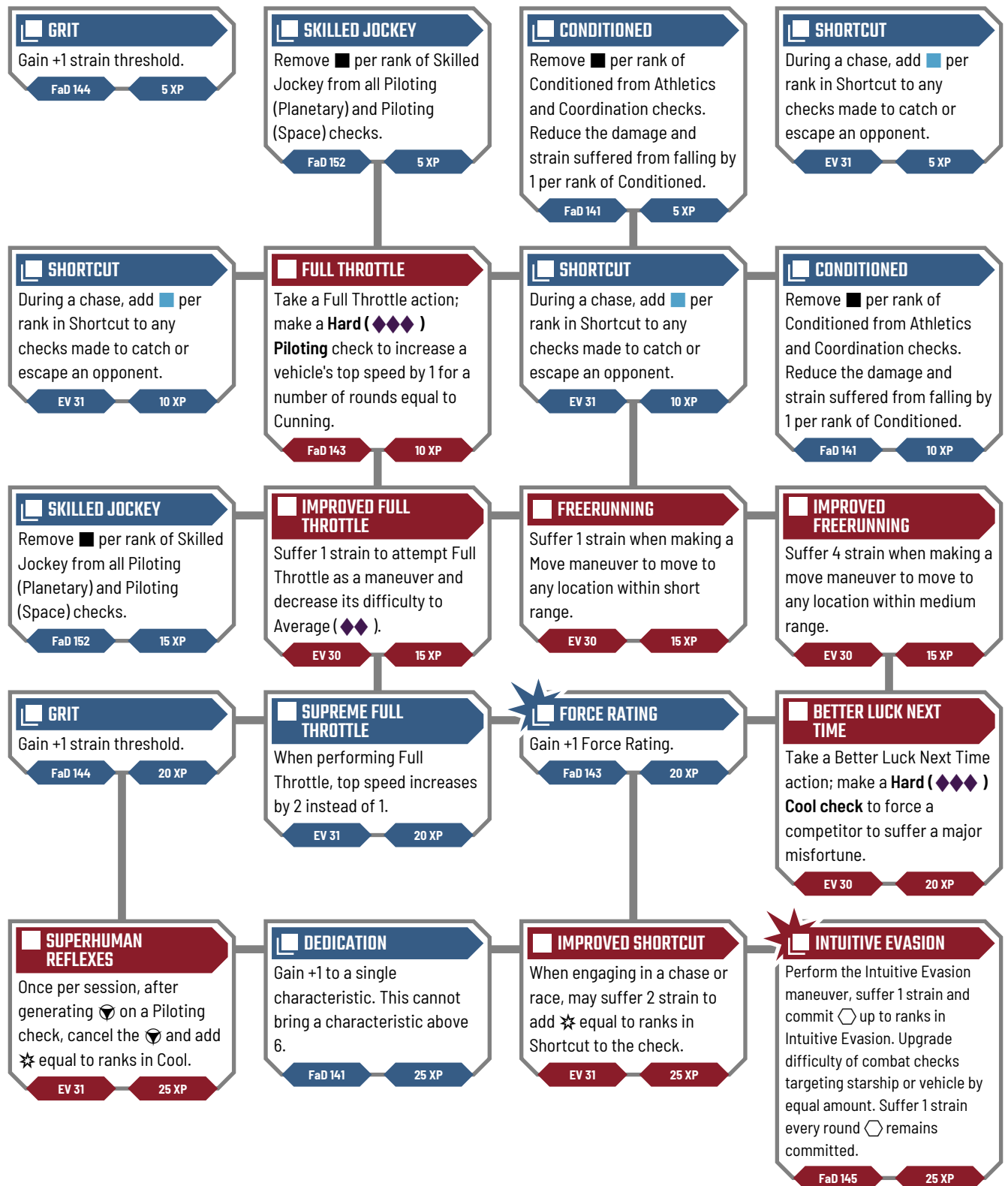


**Active** 

Passive 

Ranked ☐

**Force talent** 



# SENTINEL SENTRY

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

**Sentry Bonus Career Skills:** Coordination, Lightsaber, Stealth, Vigilance

**Gain:** Beginning characters gain Force Rating 1

**Prerequisite:** Force rating 1+

Endless Vigil 29

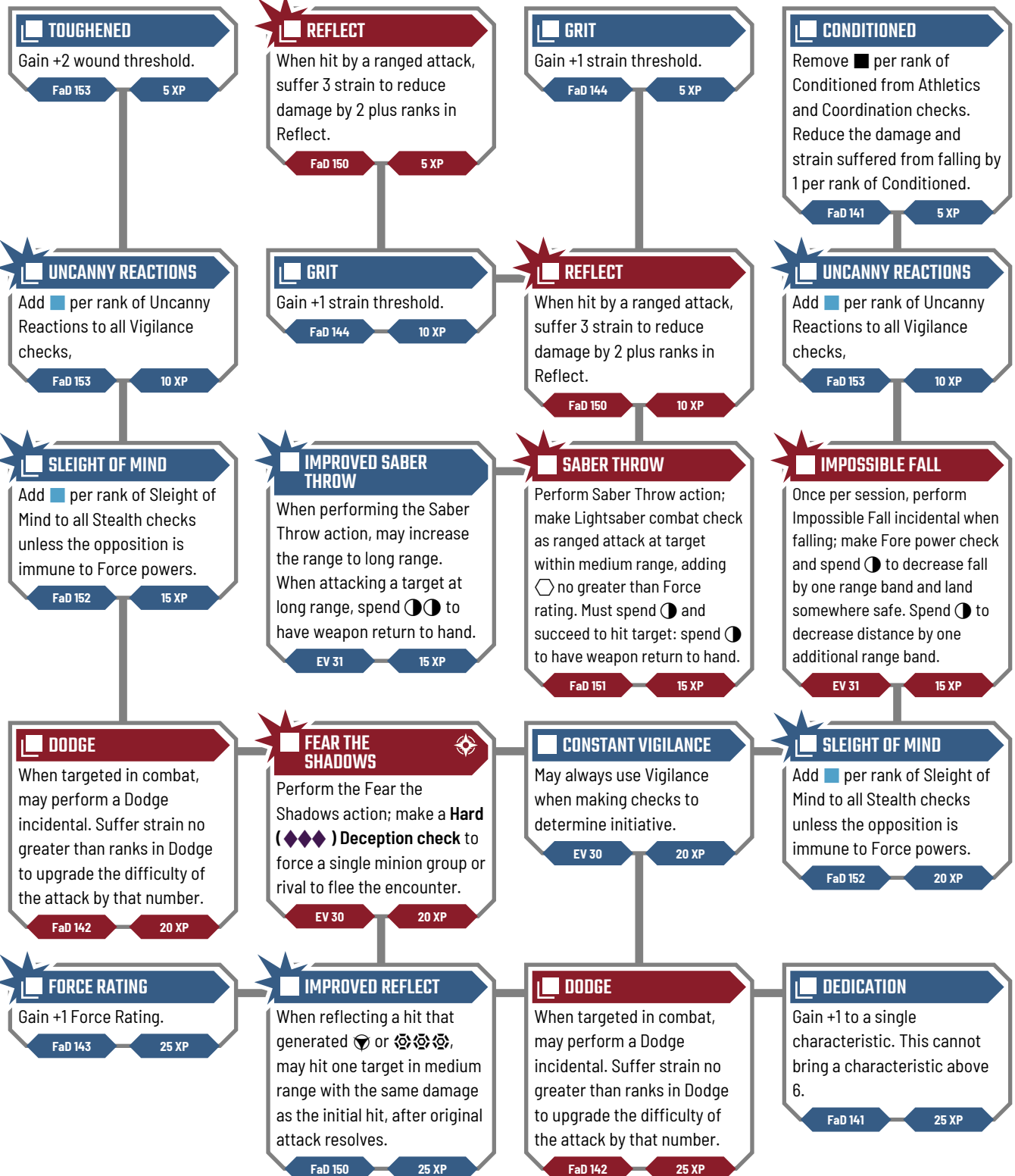
Active

Passive

Ranked

Force talent

Conflict talent





# SENTINEL 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+

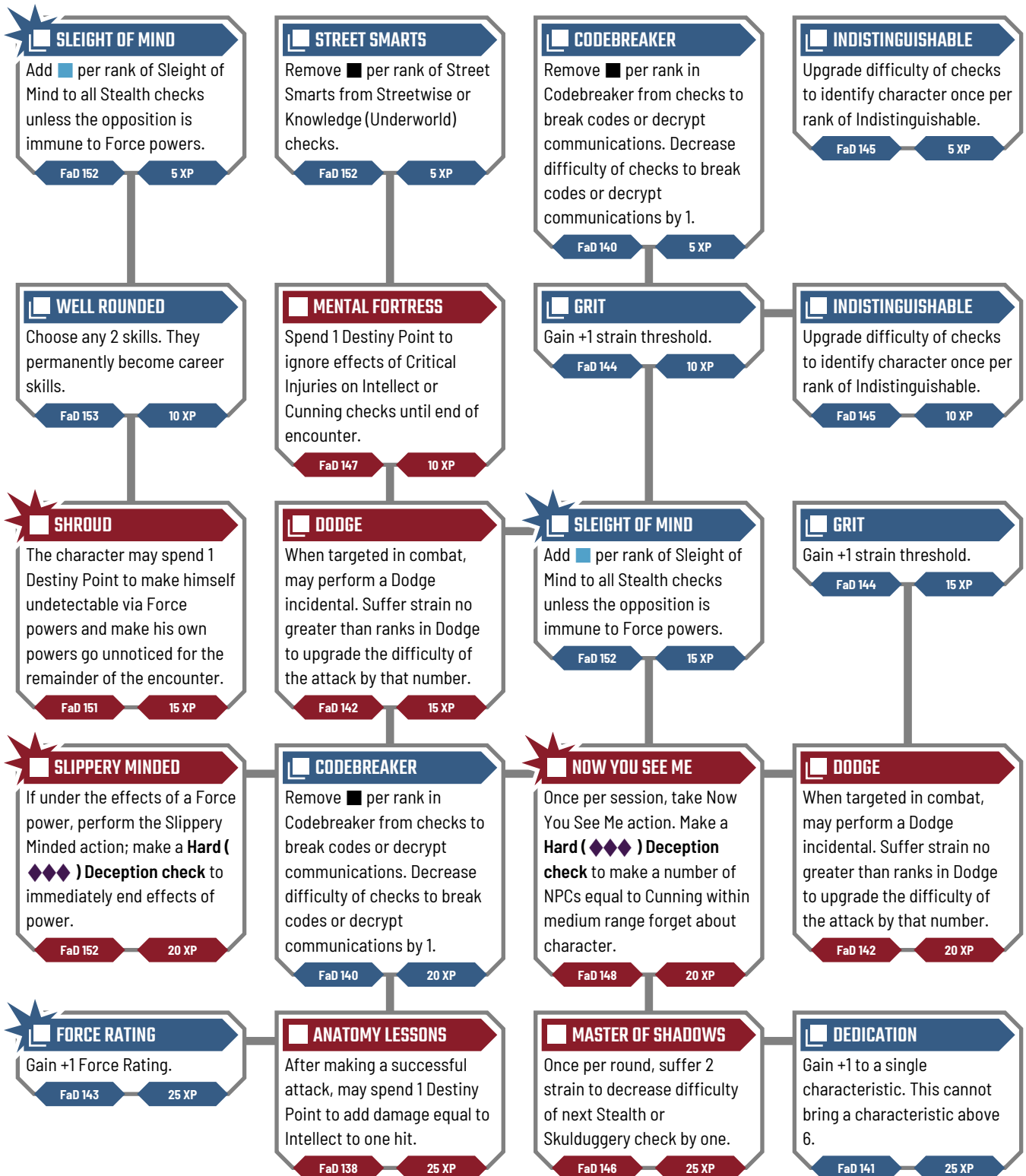
Force and Destiny core 94

Active

Passive

Ranked

Force talent



# SENTINEL 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+

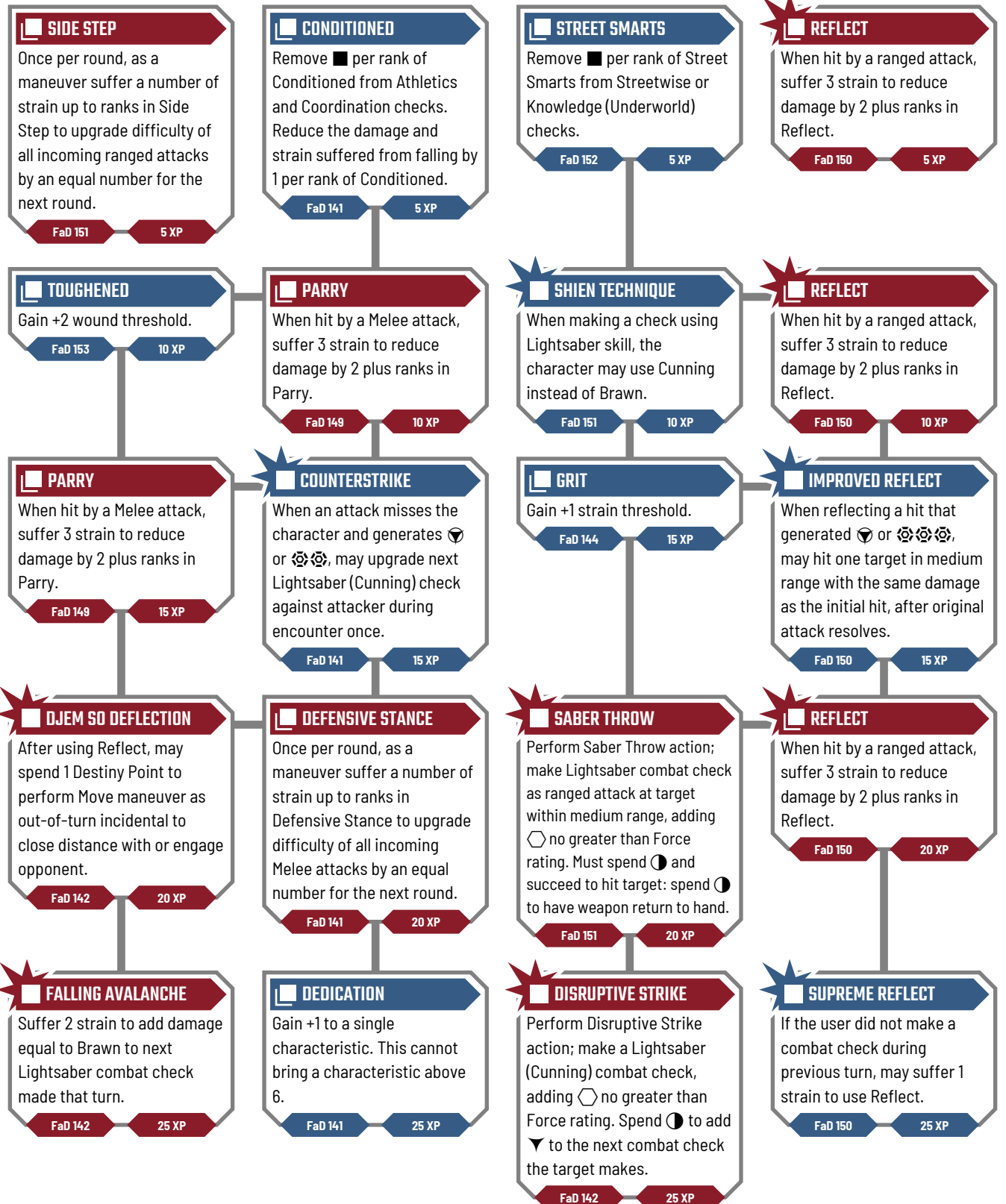
Force and Destiny core 95




Active

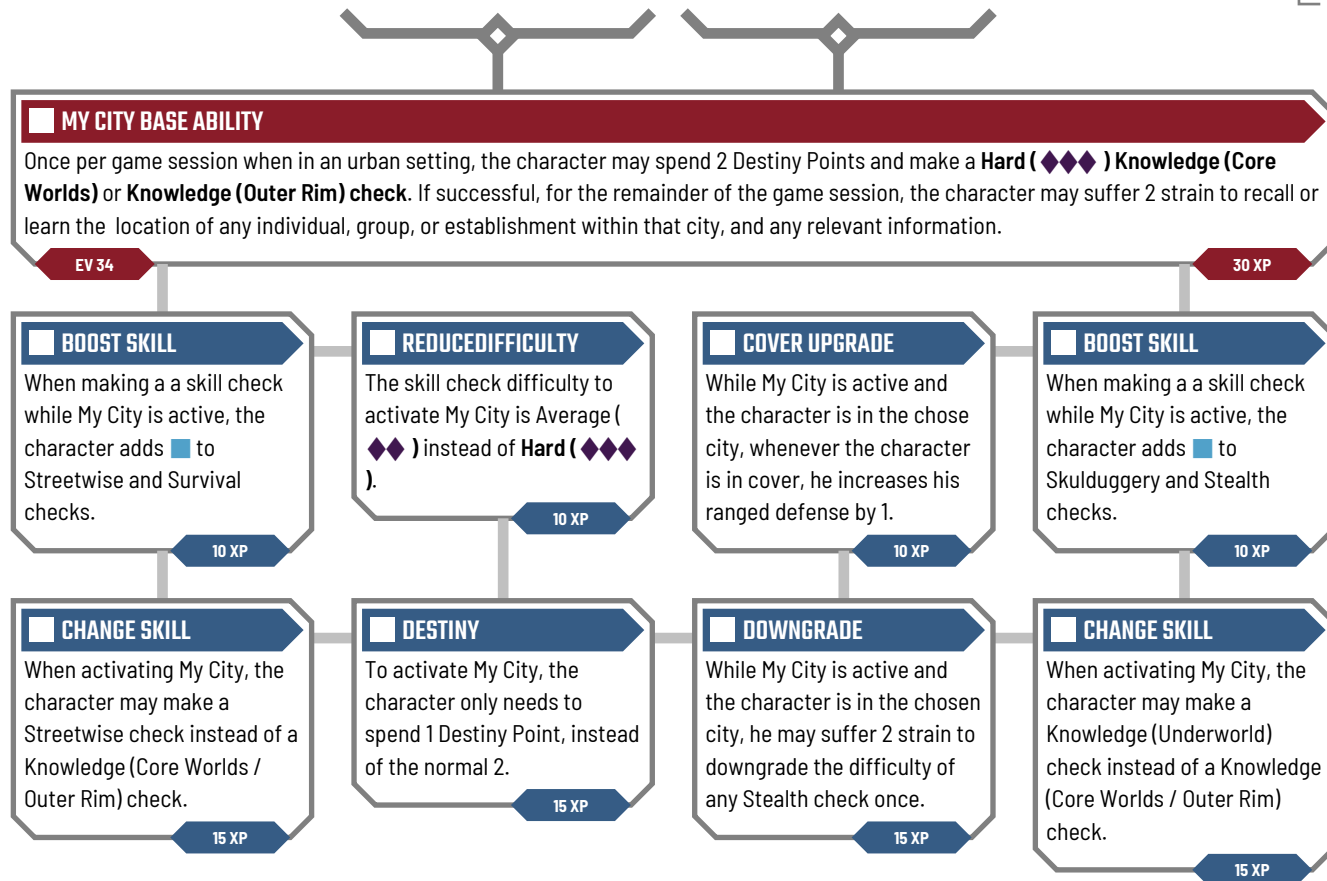
Passive

Ranked

Force talent






Active   
Passive   
Ranked 

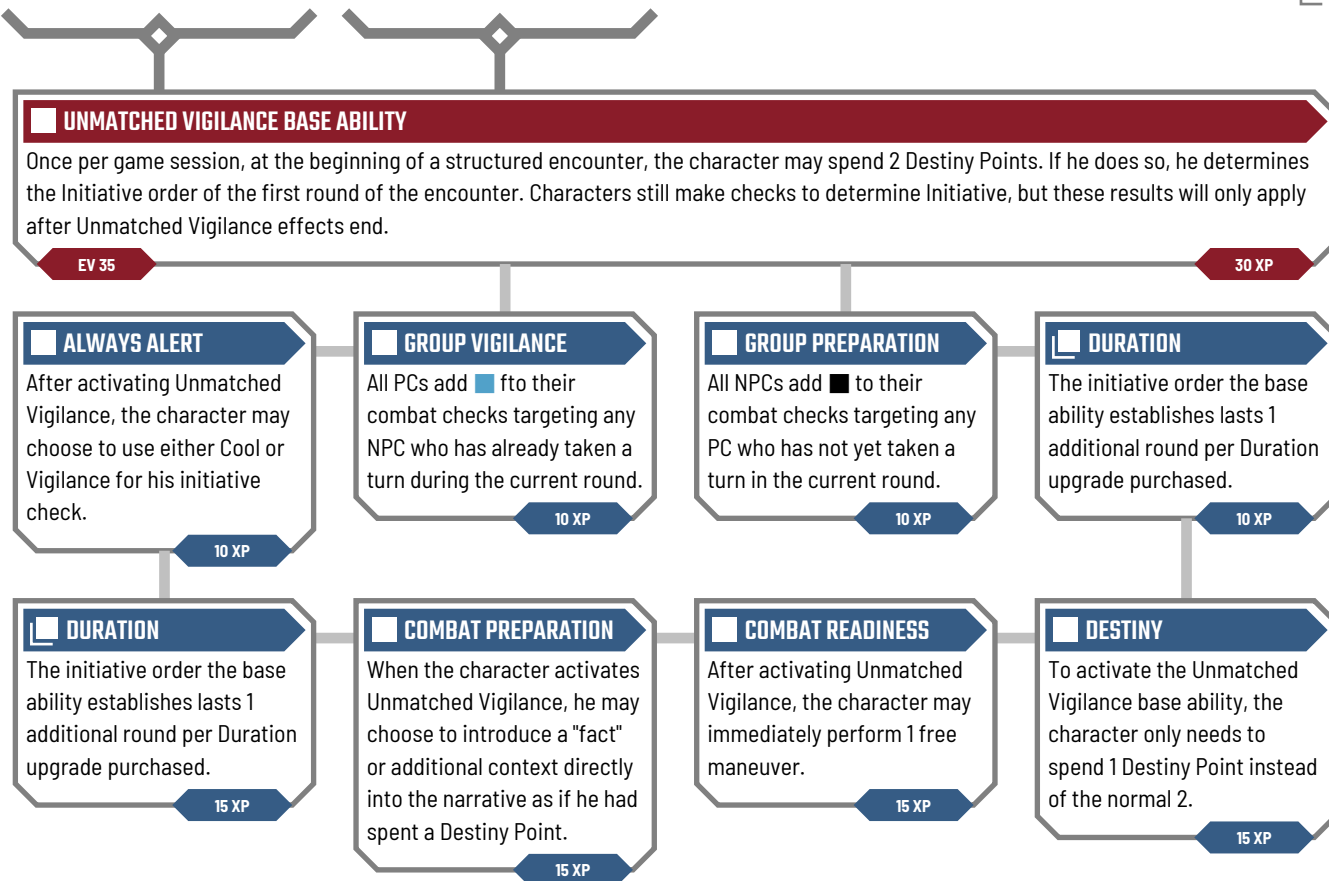


# SENTINEL SIGNATURE ABILITY TREE

## UNMATCHED VIGILANCE

Endless Vigil 35

Active   
 Passive   
 Ranked 



# SMUGGLER CHARMER

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

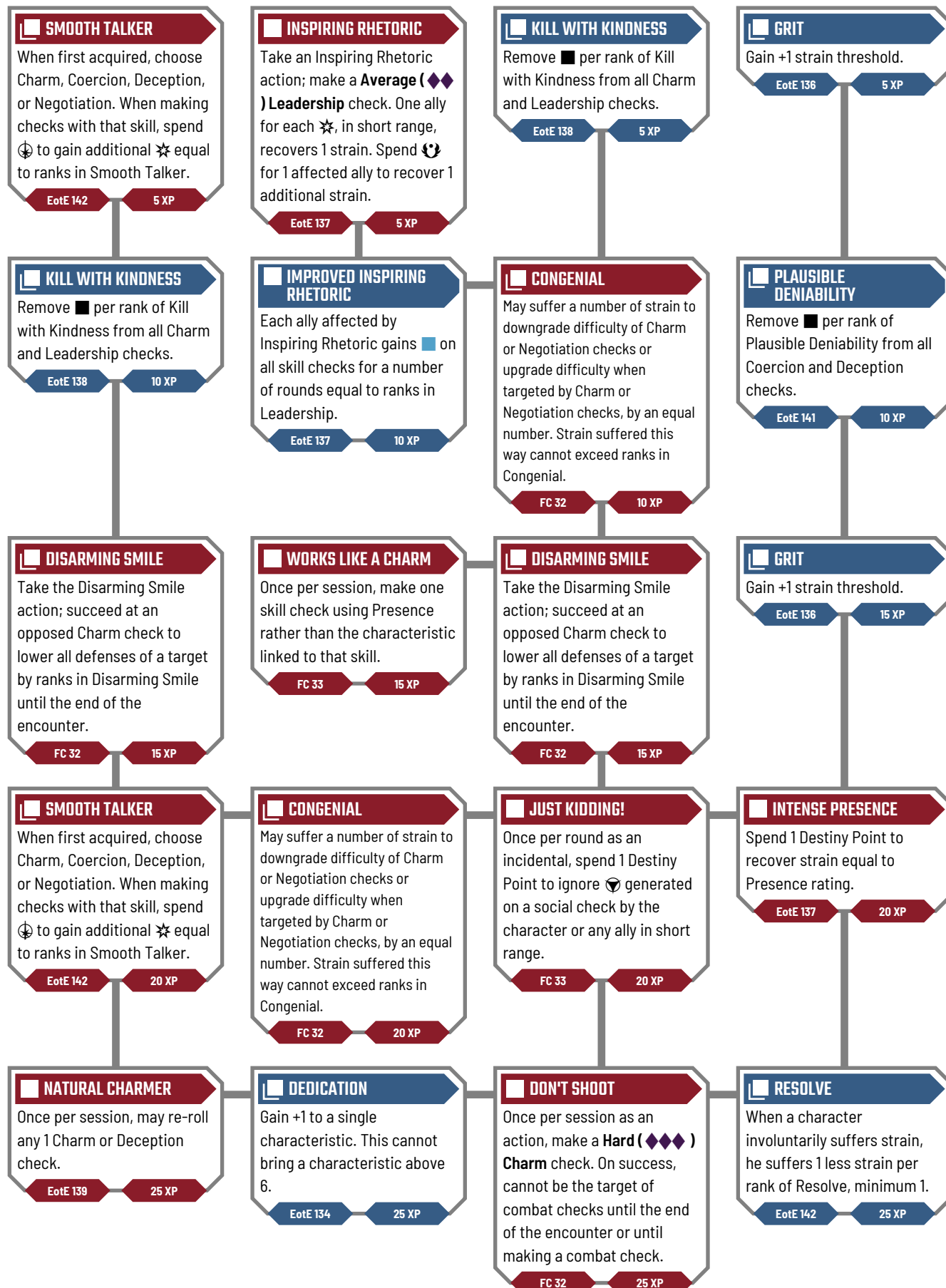
**Charmer Bonus Career Skills:** Charm, Cool, Leadership, Negotiation

Fly Casual 27

Active 

Passive 

Ranked 



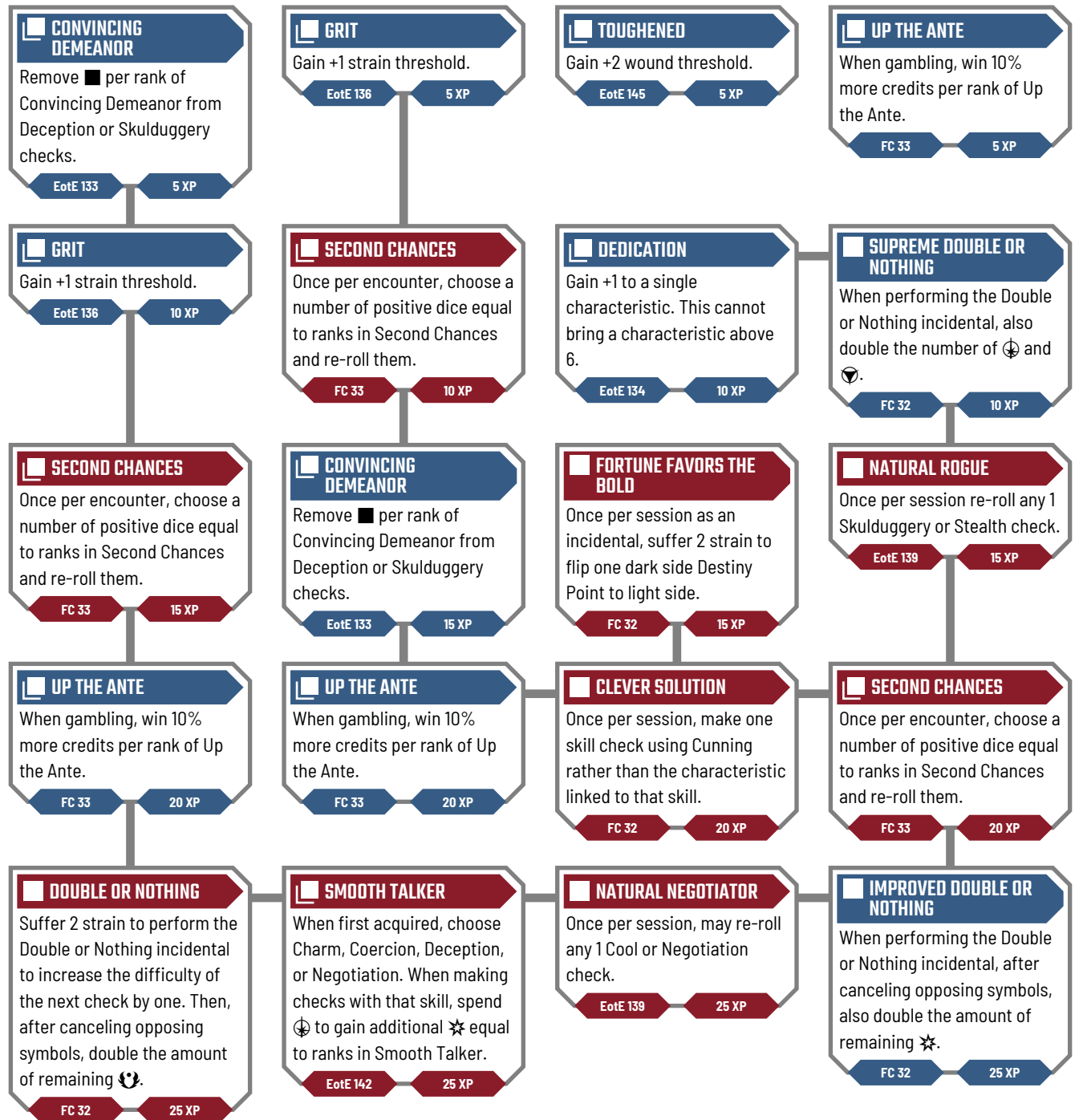
# SMUGGLER GAMBLER

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

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

Fly Casual 29

**Active**   
**Passive**   
**Ranked** 



# SMUGGLER GUNSLINGER

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

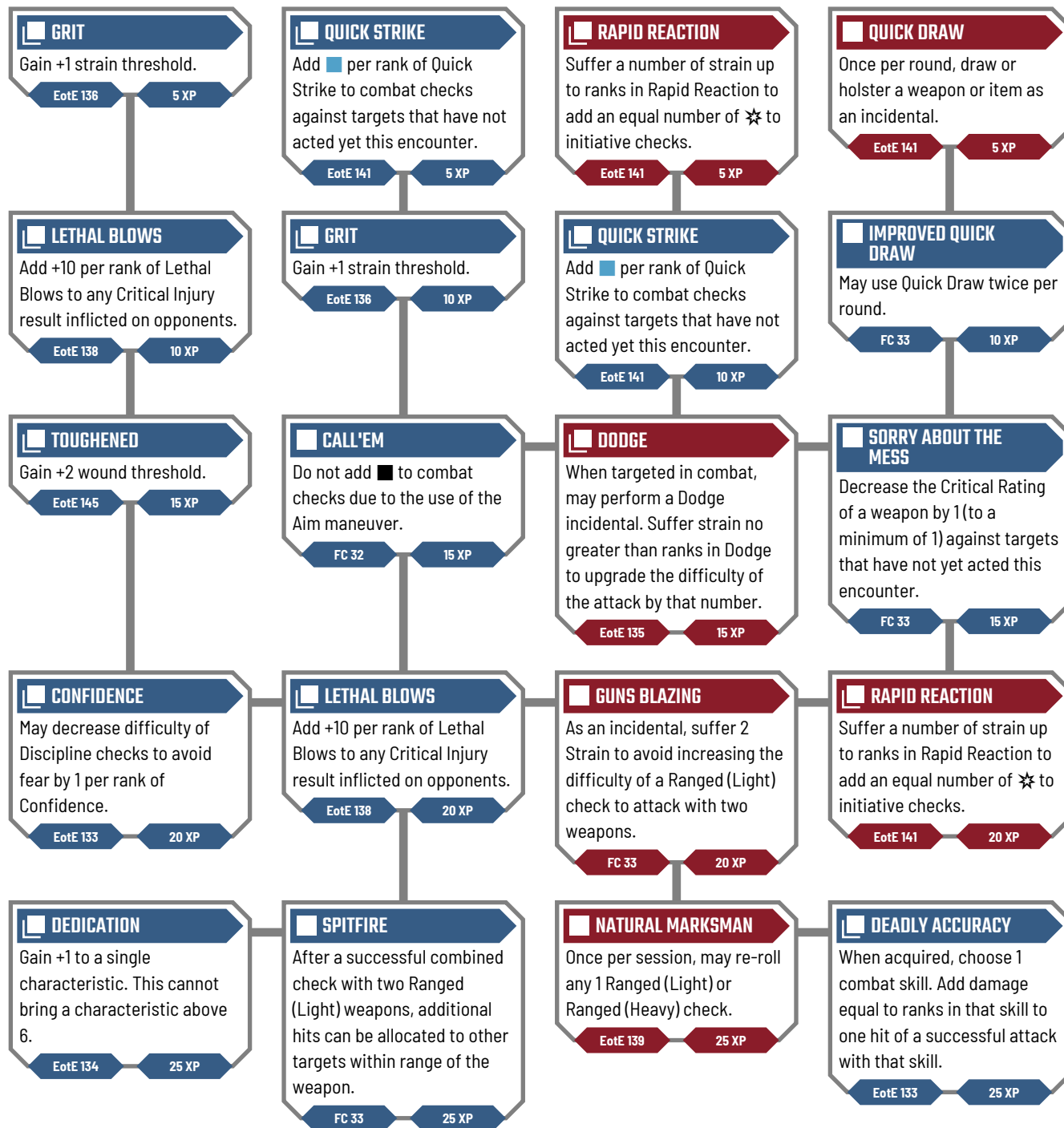
**Gunslinger Bonus Career Skills:** Coercion, Cool, Knowledge (Outer Rim), Ranged (Light)

Fly Casual 31

Active 

Passive 

Ranked 



# SMUGGLER PILOT

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

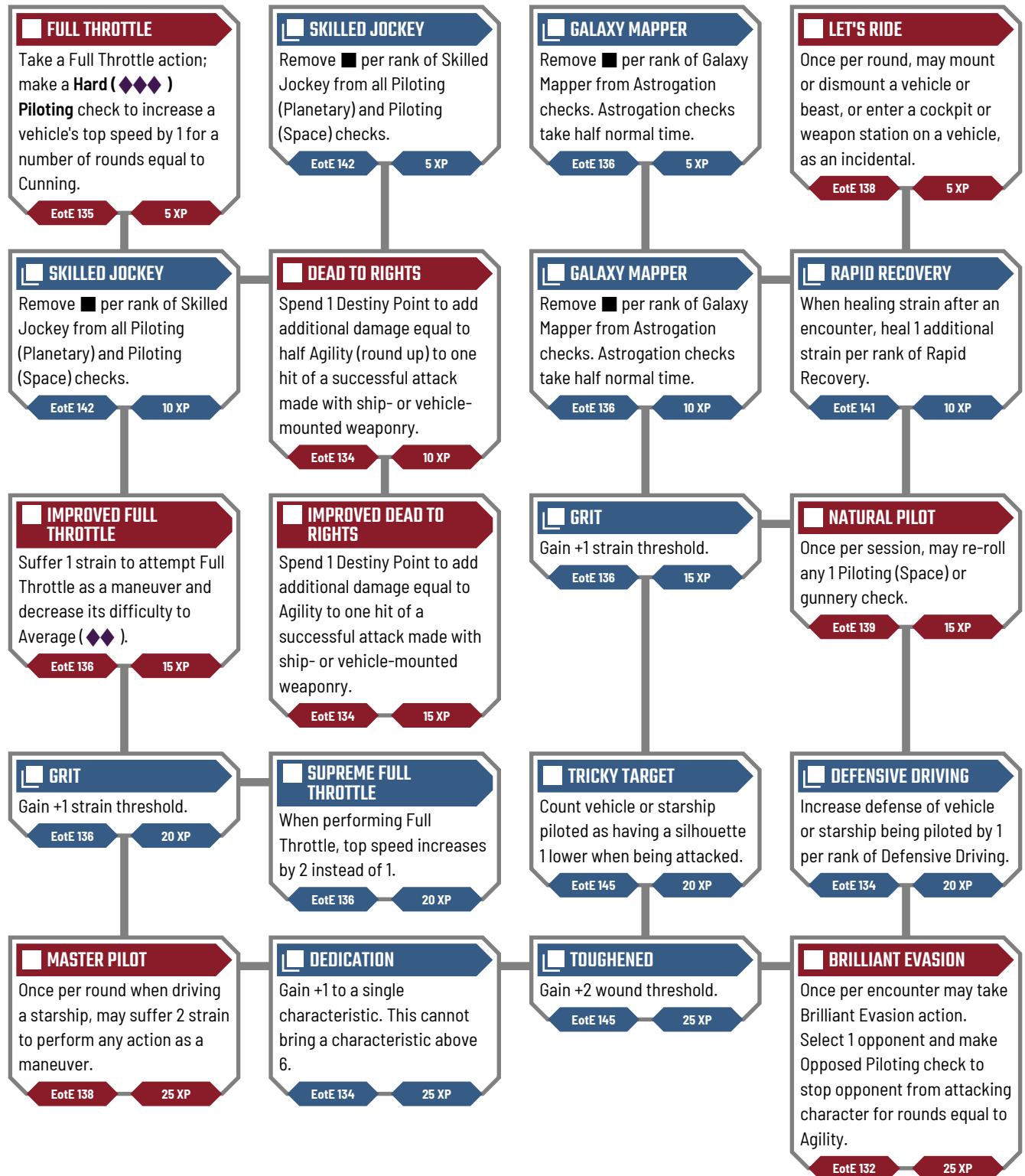
**Pilot Bonus Career Skills:** Astrogation, Gunnery, Piloting (Planetary), Piloting (Space)

Edge of the Empire core 83

Active 

Passive 

Ranked 





# SMUGGLER SCOUNDREL

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

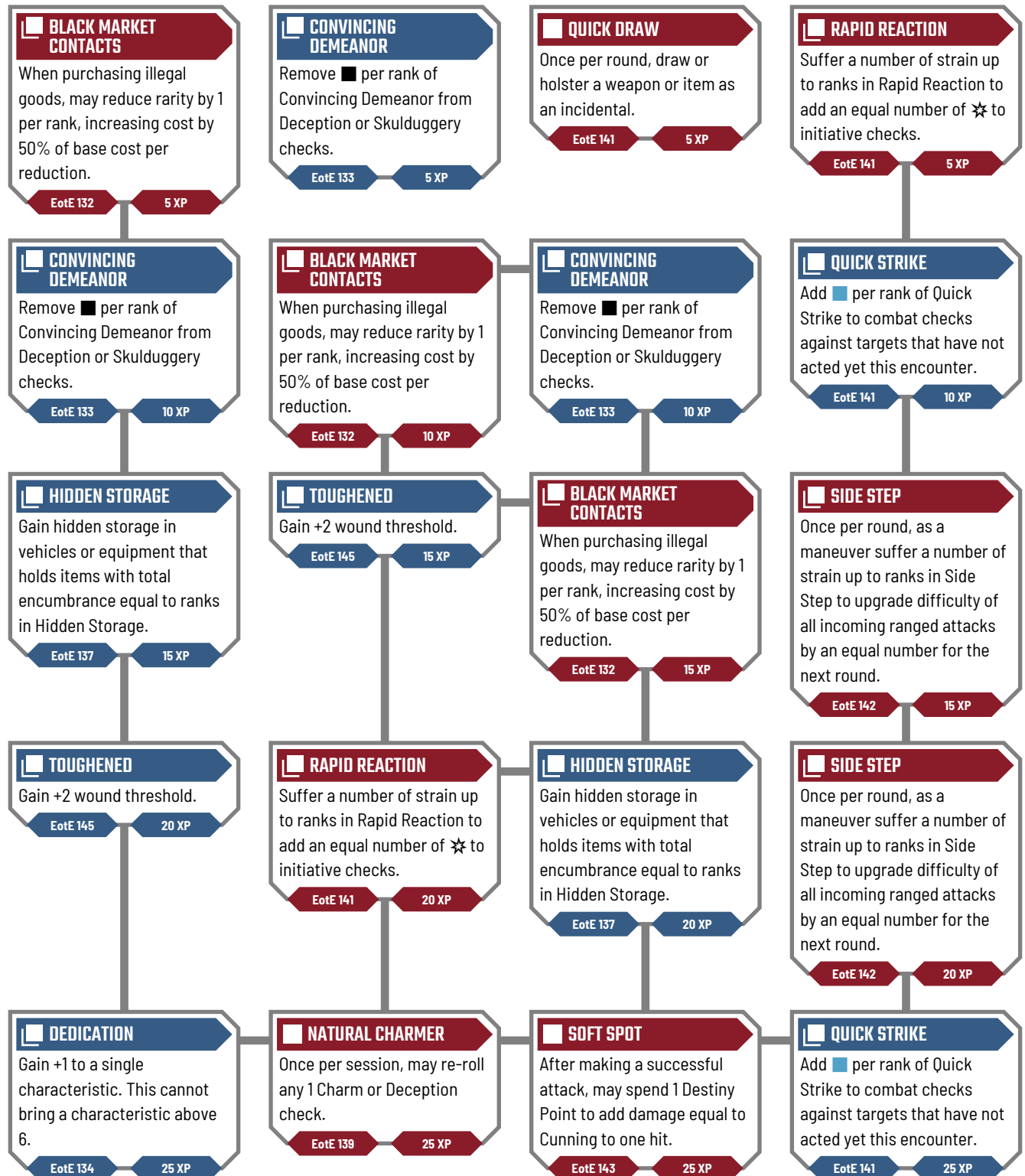
**Scoundrel Bonus Career Skills:** Charm, Cool, Deception, Ranged (Light)

Edge of the Empire core 84

Active 

Passive 

Ranked 



# SMUGGLER THIEF

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

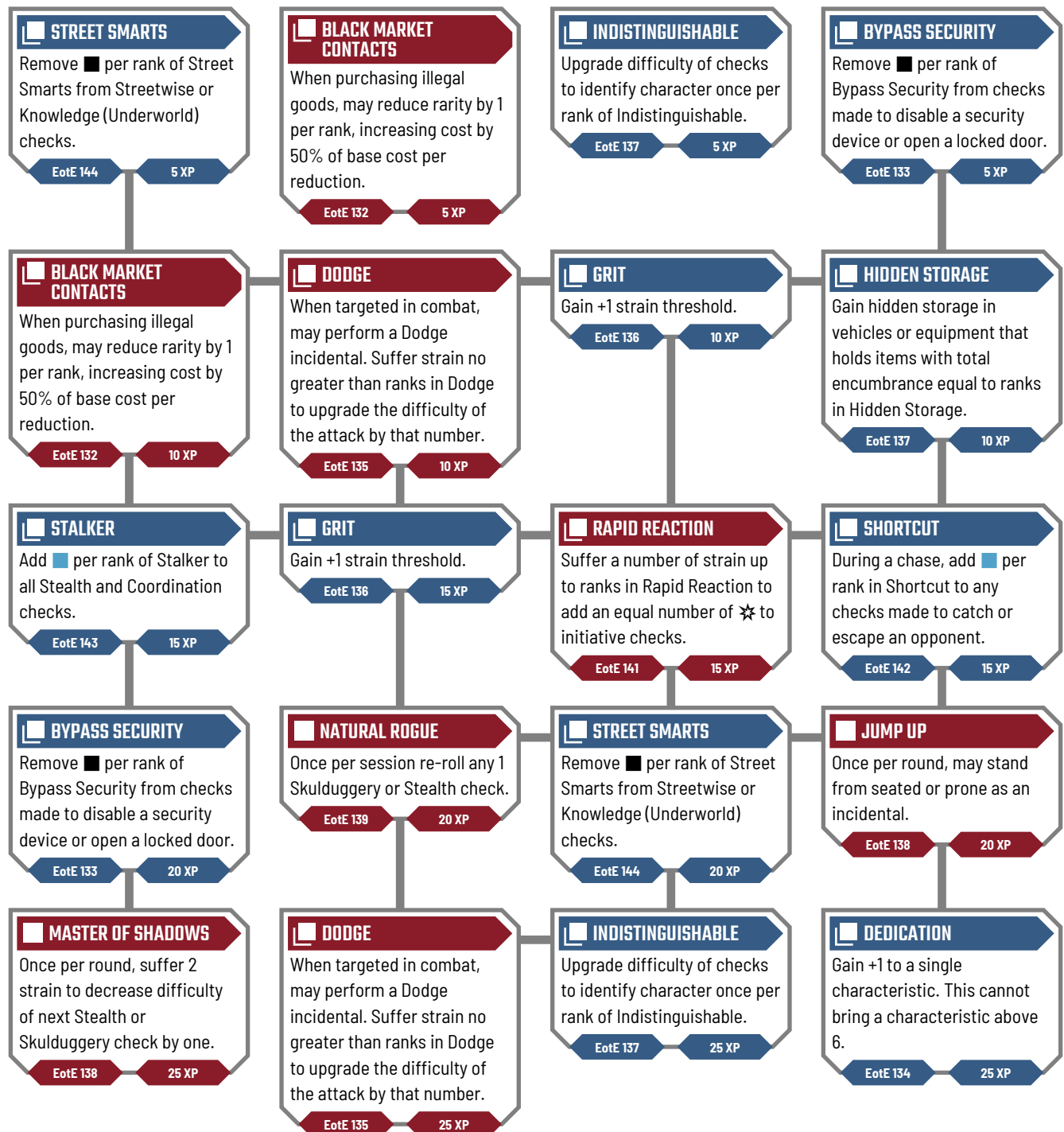
**Thief Bonus Career Skills:** Computers, Skulduggery, Stealth, Vigilance


Edge of the Empire core 85


Active 


Passive 

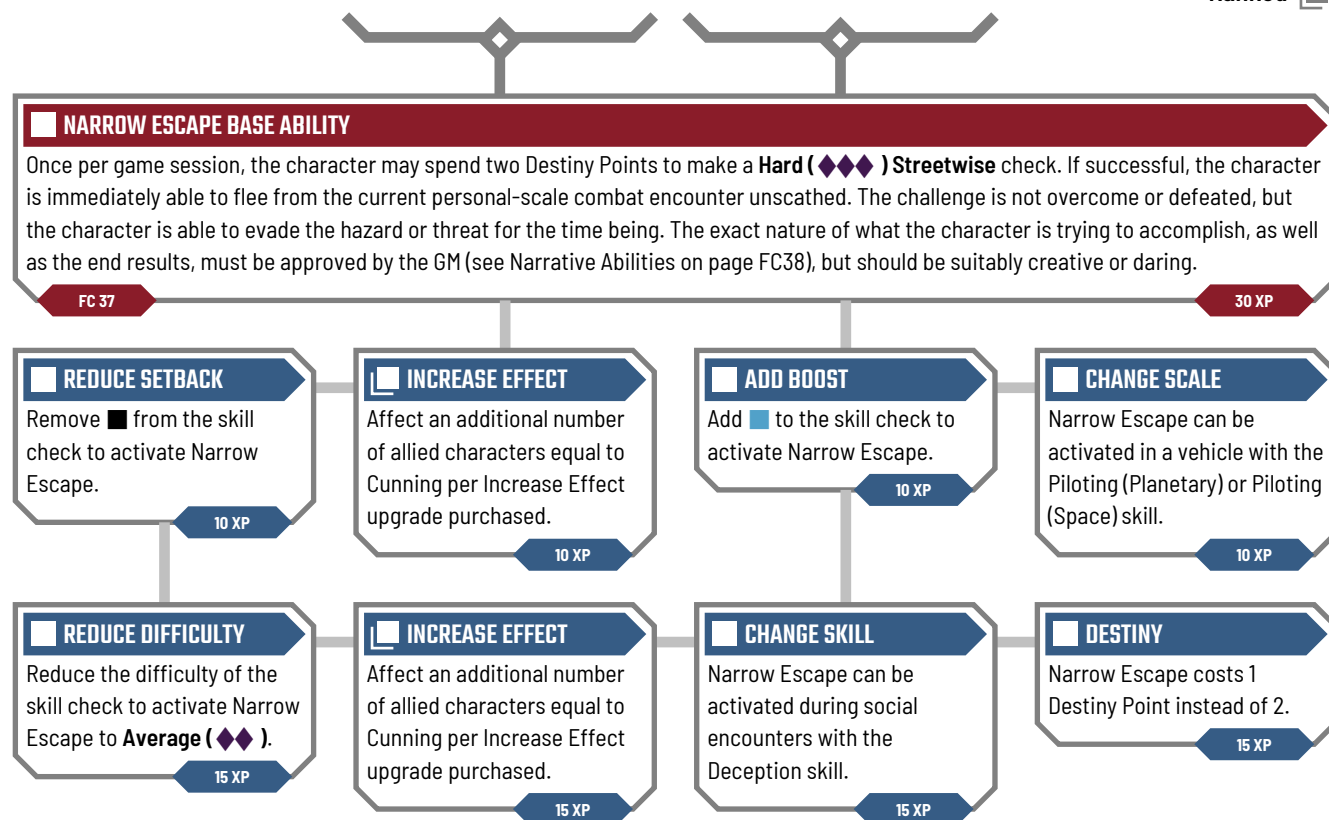
Ranked 



Active 

Passive 




Ranked 

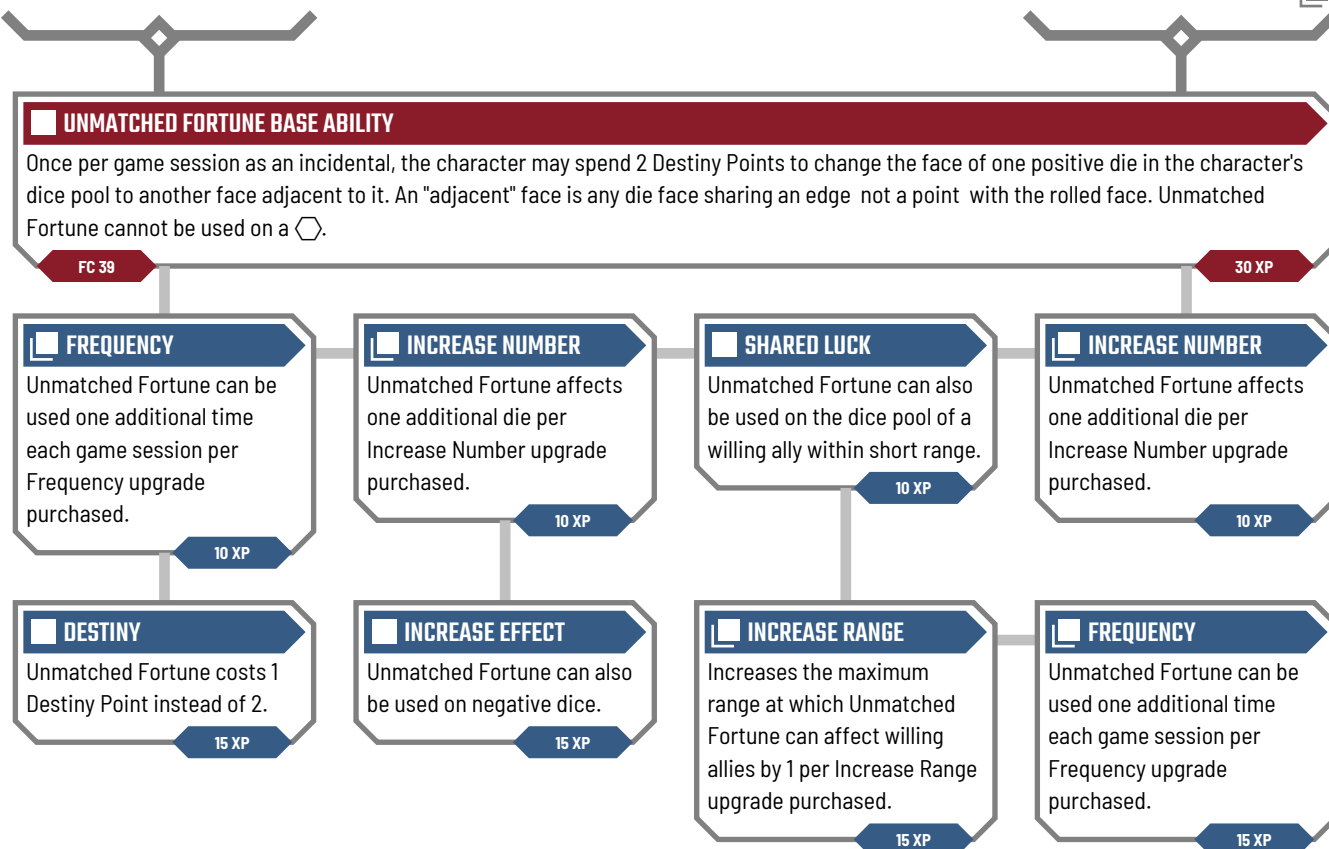


# SMUGGLER SIGNATURE ABILITY TREE

## UNMATCHED FORTUNE

Fly Casual 39

Active   
 Passive   
 Ranked 



# SOLDIER COMMANDO

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

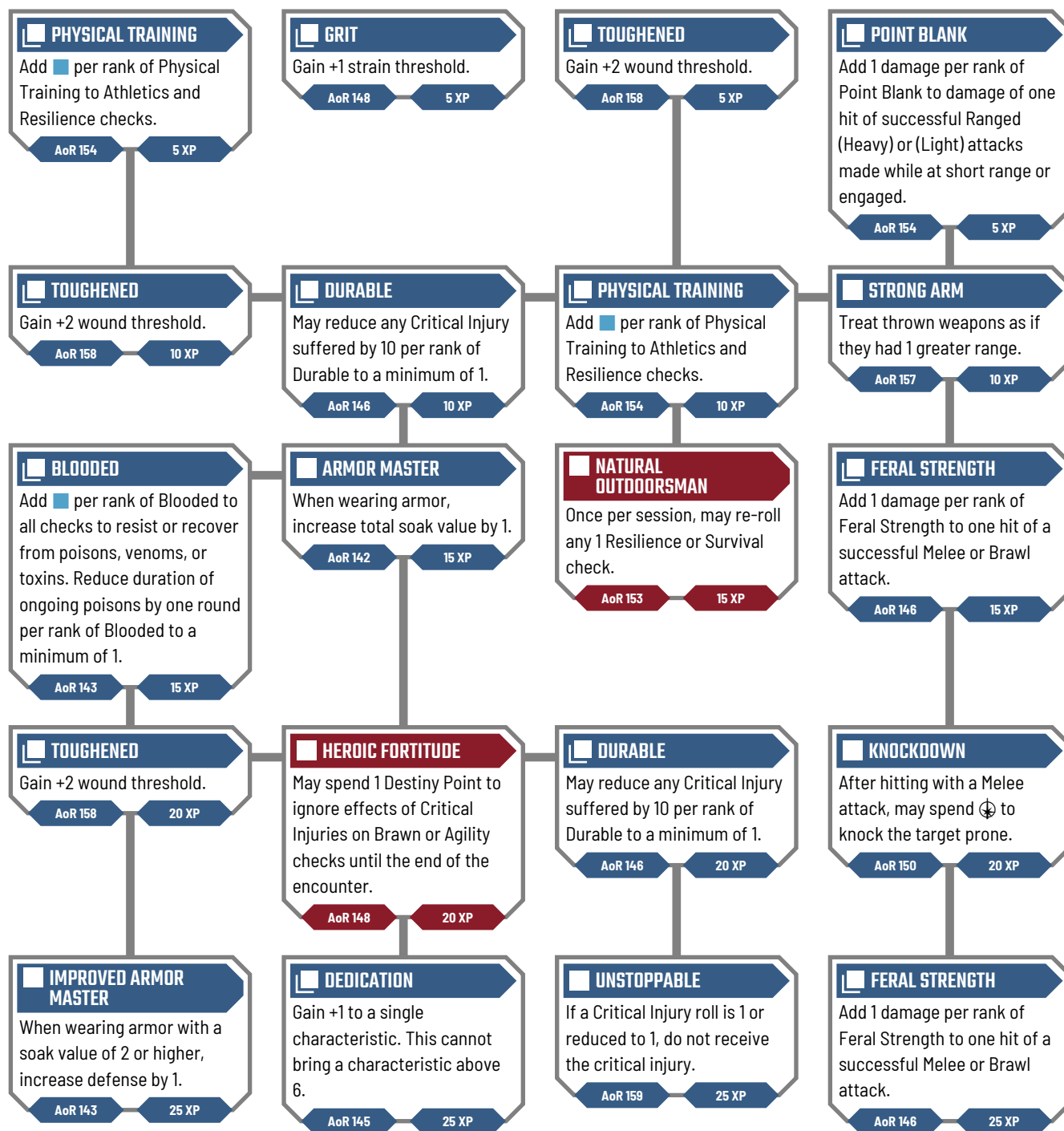
**Commando Bonus Career Skills:** Brawl, Melee, Resilience, Survival

Age of Rebellion core 91

Active 

Passive 

Ranked 



# SOLDIER HEAVY

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

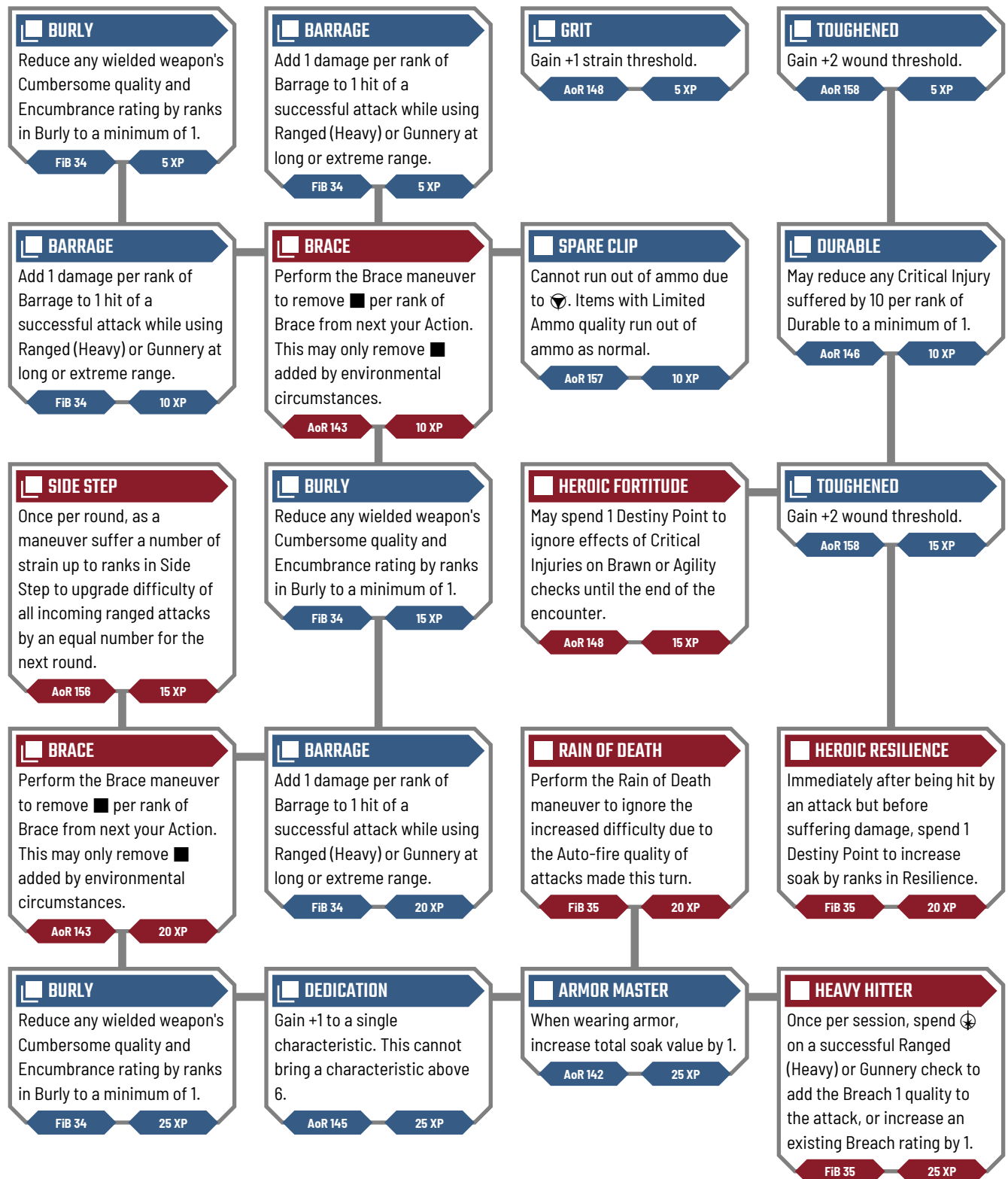
**Heavy Bonus Career Skills:** Gunnery, Perception, Ranged (Heavy), Resilience

Forged in Battle 29

Active 

Passive 

Ranked 



# SOLDIER MEDIC

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

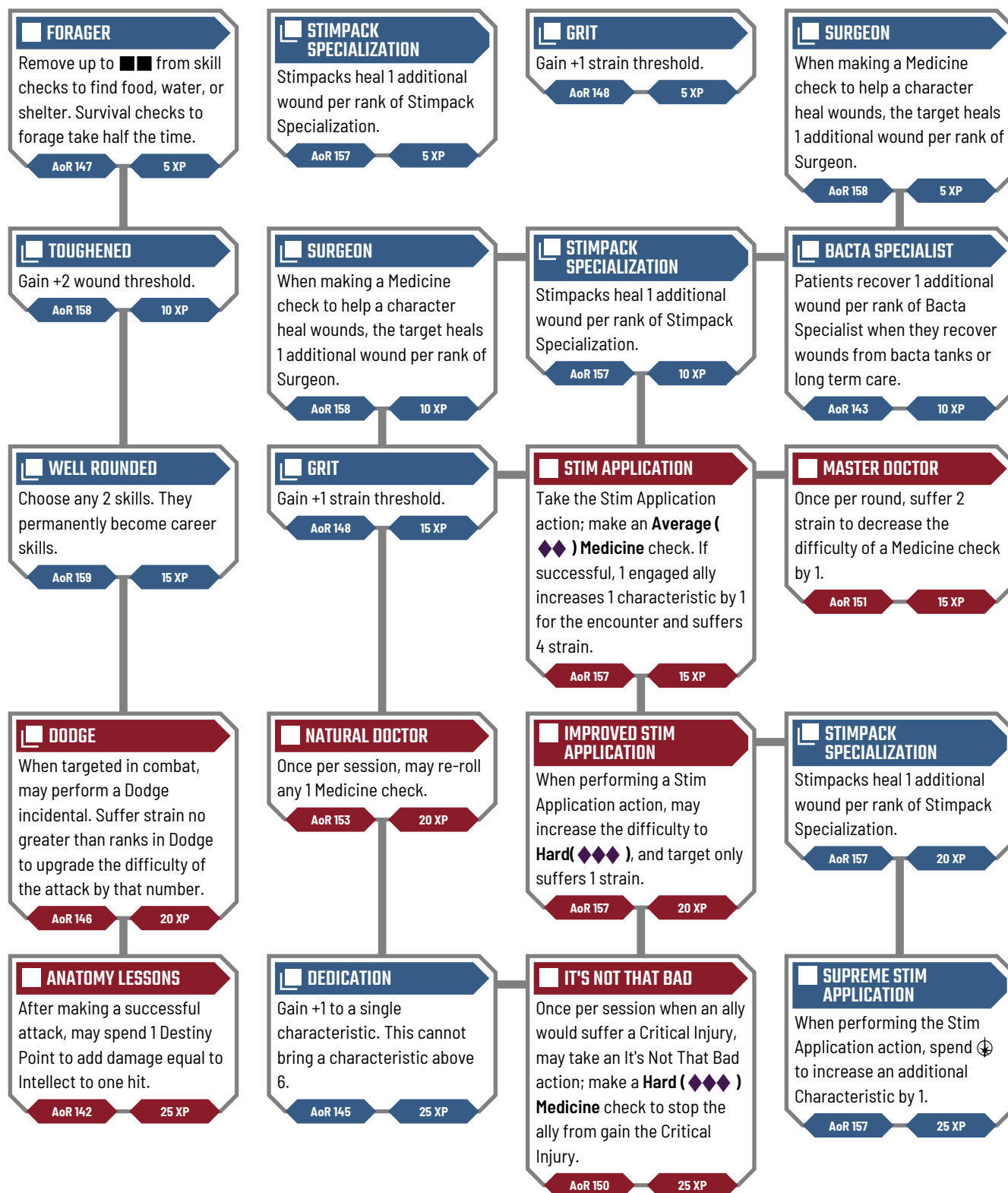
**Medic Bonus Career Skills:** Knowledge (Xenology), Medicine, Resilience, Vigilance

Age of Rebellion core 92

Active

Passive

Ranked



# SOLDIER SHARPSHOOTER

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

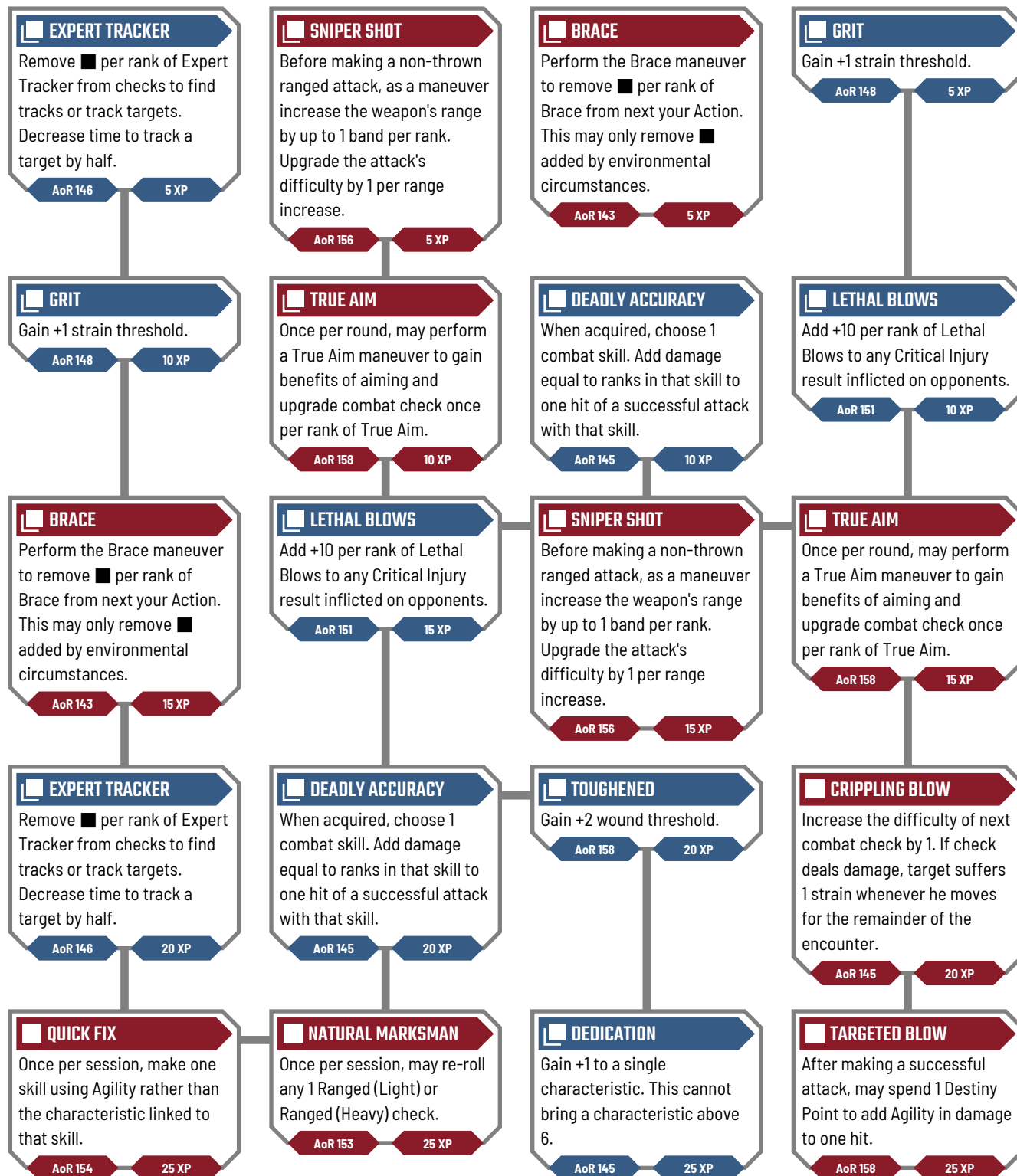
**Sharpshooter Bonus Career Skills:** Cool, Perception, Ranged (Heavy), Ranged (Light)

Age of Rebellion core 93

Active

Passive

Ranked





# SOLDIER TRAILBLAZER

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

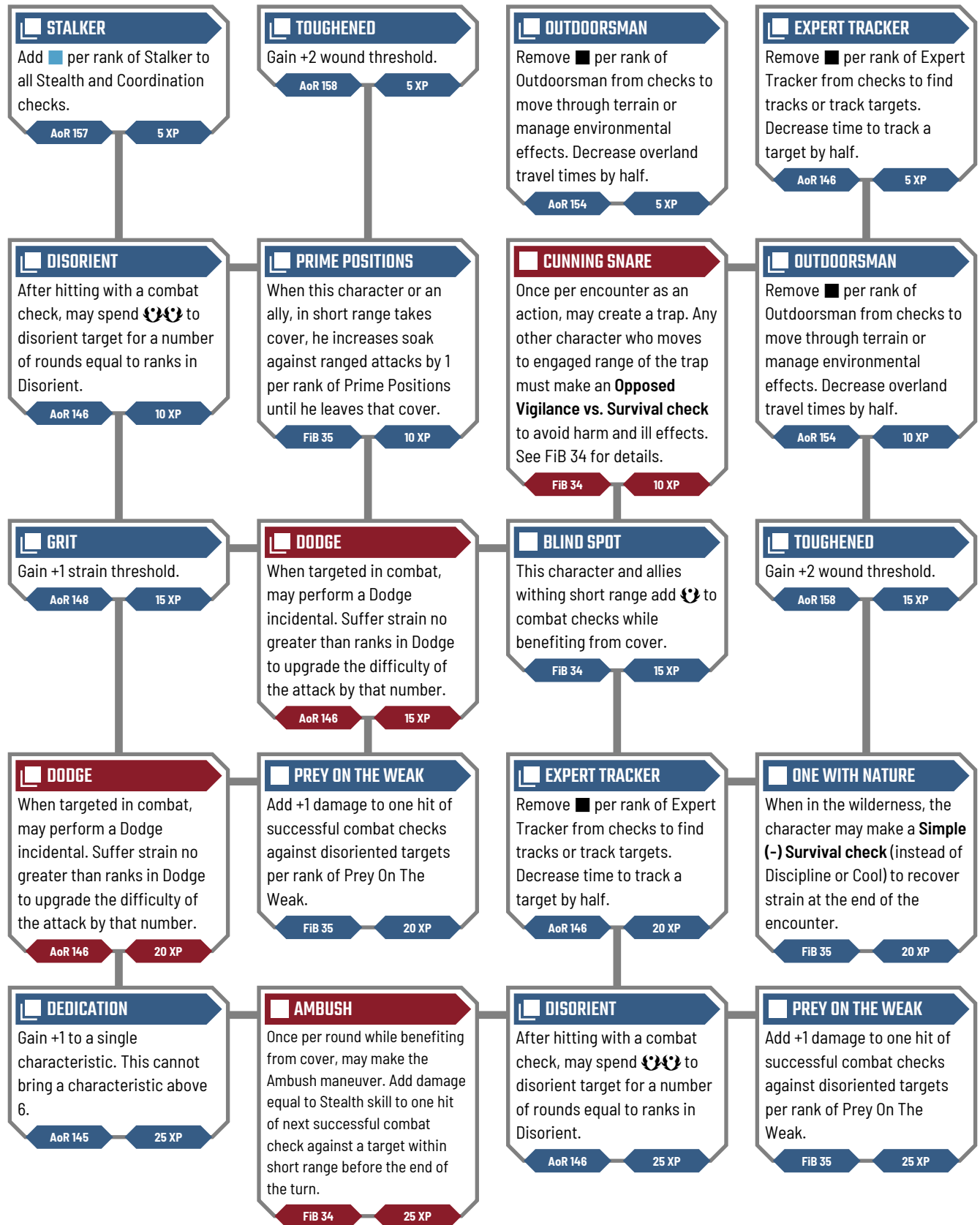
**Trailblazer Bonus Career Skills:** Knowledge (Outer Rim), Perception, Stealth, Survival

Forged in Battle 31

Active 

Passive 

Ranked 



# SOLDIER VANGUARD

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

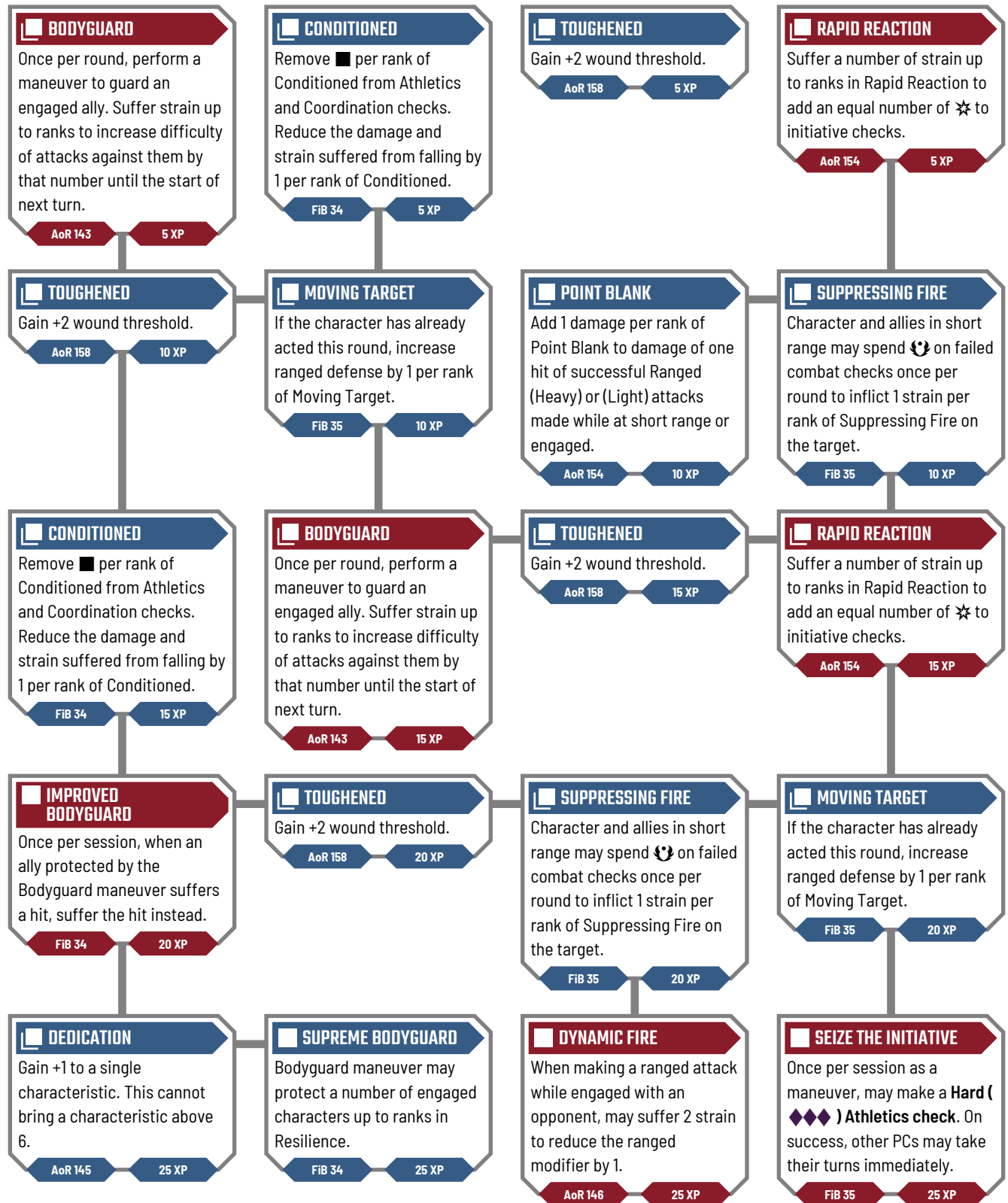
**Vanguard Bonus Career Skills:** Athletics, Cool, Resilience, Vigilance

Forged in Battle 33

Active 

Passive 

Ranked 

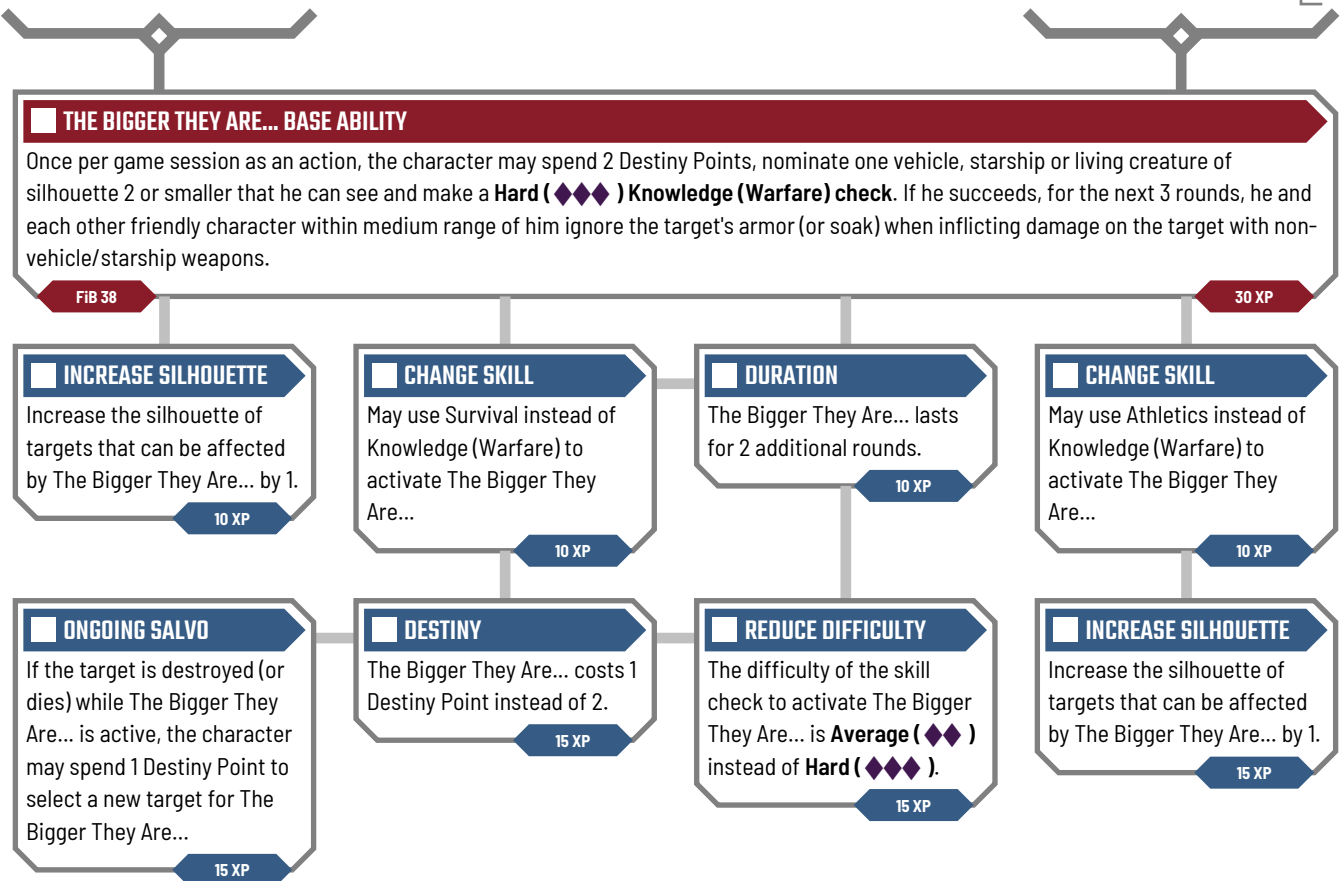


# SOLDIER SIGNATURE ABILITY TREE

## THE BIGGER THEY ARE...

Forged in Battle 38




Active   
 Passive   
 Ranked 

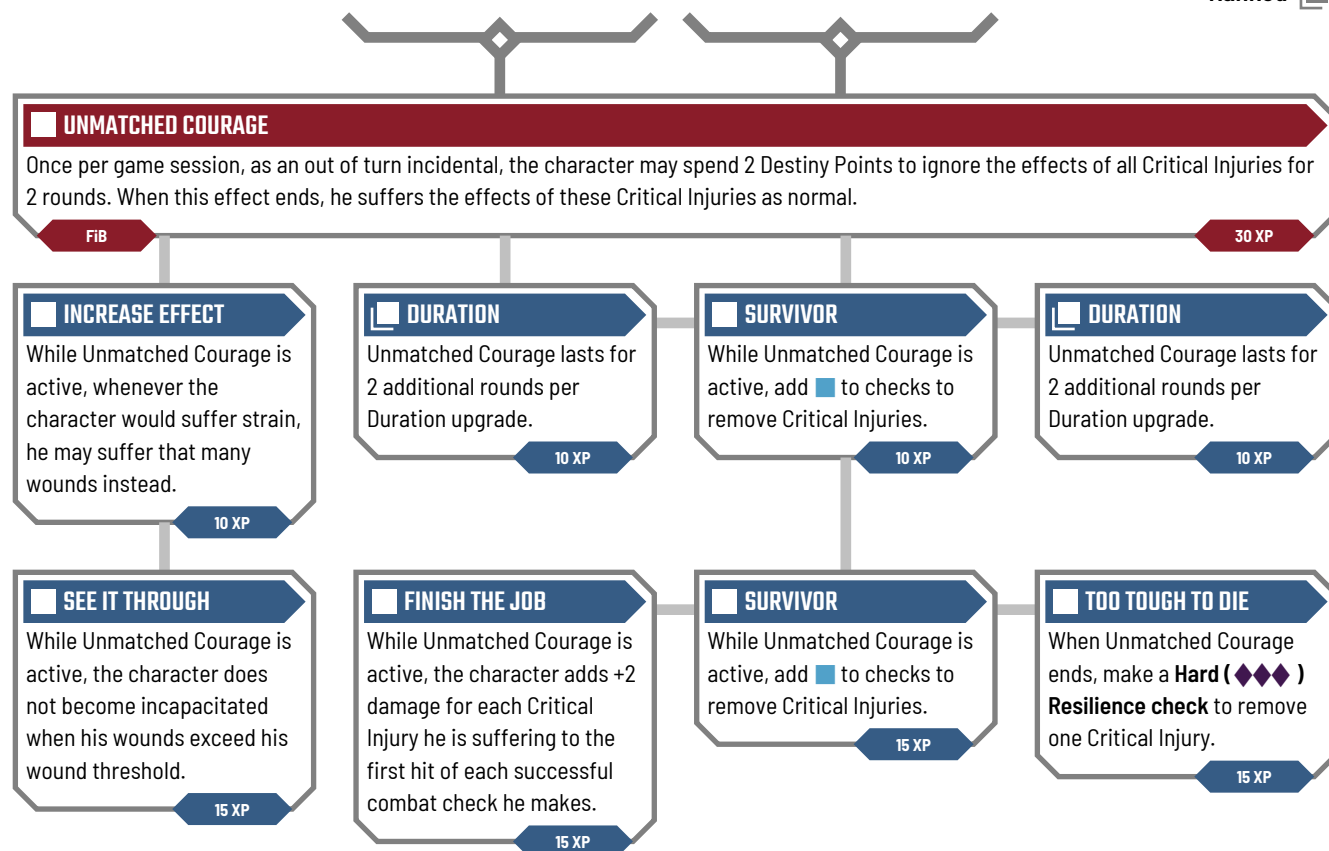


# SOLDIER SIGNATURE ABILITY TREE

## UNMATCHED COURAGE

Forged in Battle 39

Active   
Passive   
Ranked 



# SPY COURIER

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

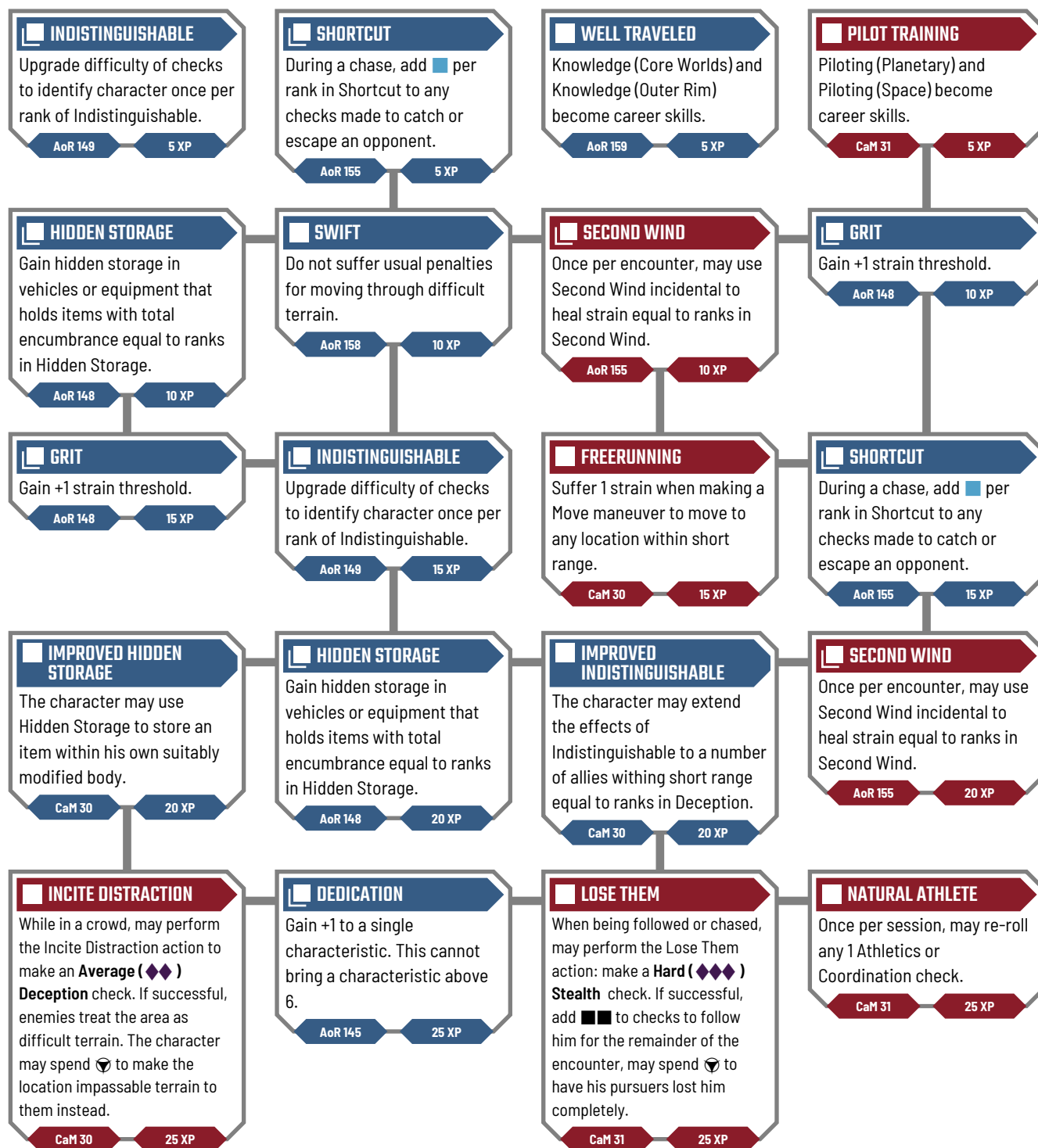
**Courier Bonus Career Skills:** Athletics, Deception, Streetwise, Vigilance

Cyphers and Masks 25

Active 

Passive 

Ranked 



# SPY INFILTRATOR

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

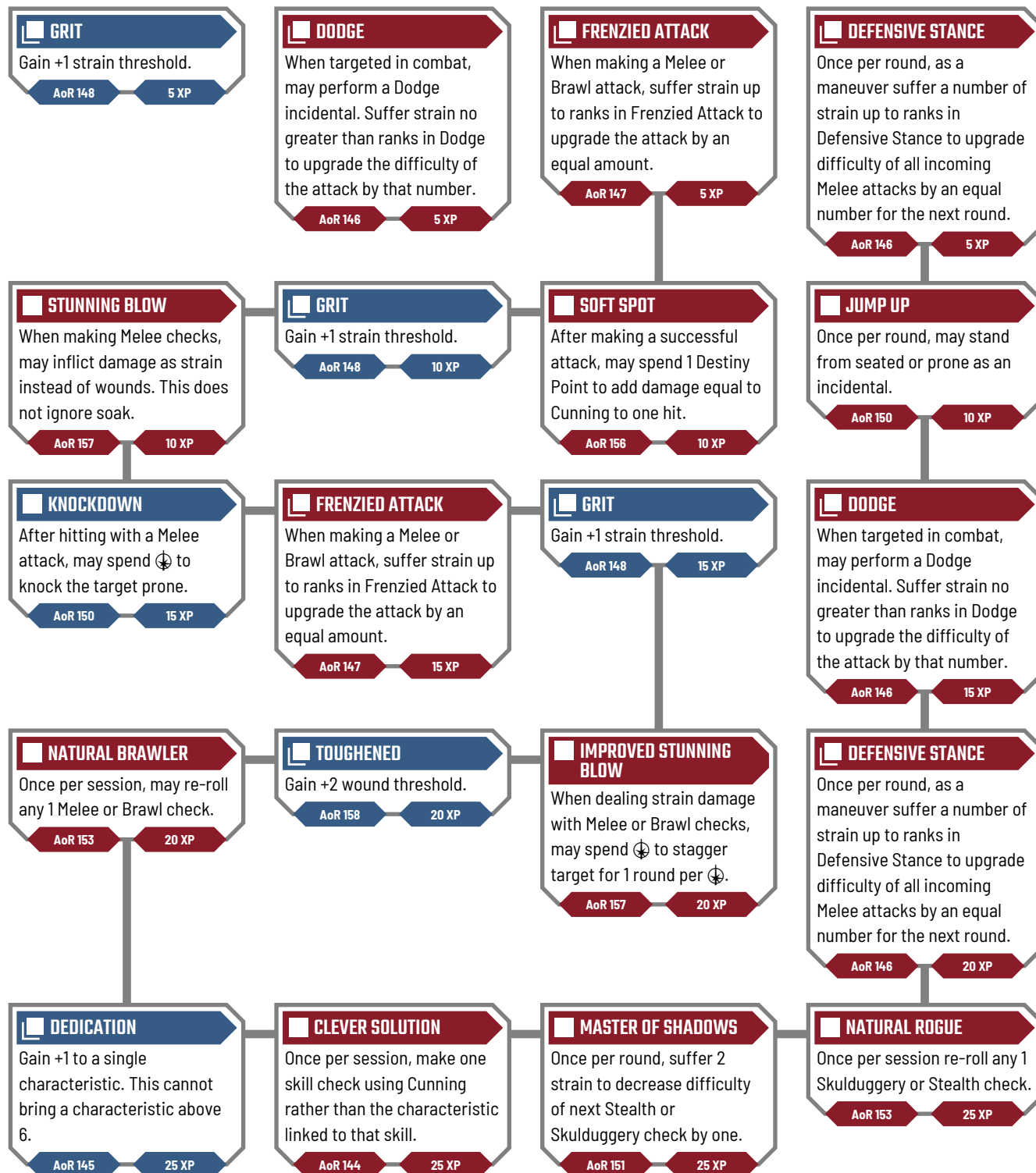
**Infiltrator Bonus Career Skills:** Deception, Melee, Skulduggery, Streetwise

Age of Rebellion core 97

Active

Passive

Ranked



# INTERROGATOR

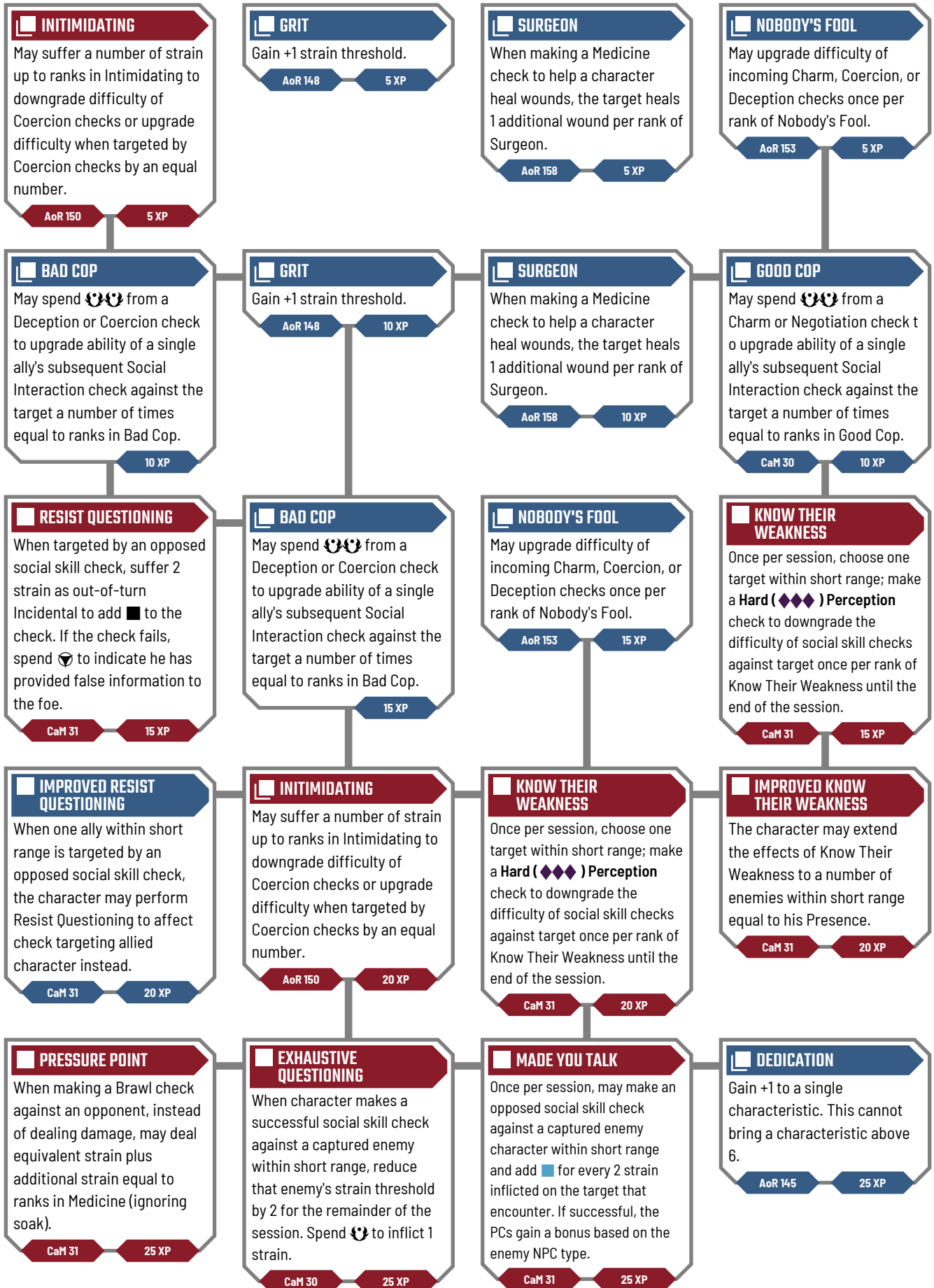
**Career Skills:** Computers, Cool, Coordination, Deception, Knowledge (Warfare), Perception, Skulduggery, Stealth

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

Active 

Passive 

Ranked 



# SPY SCOUT

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

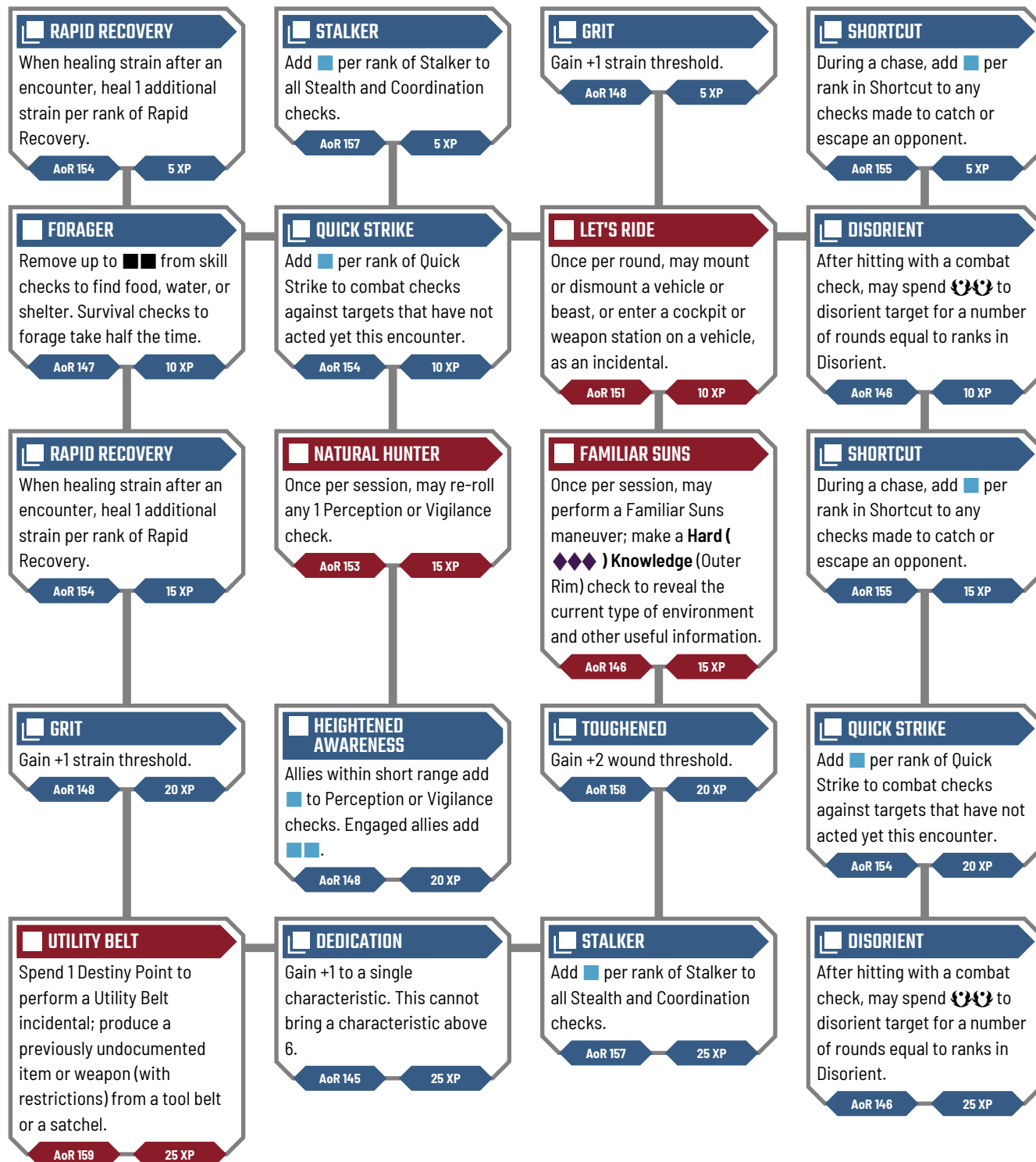
**Scout Bonus Career Skills:** Athletics, Medicine, Piloting (Planetary), Survival

Age of Rebellion core 98

Active 

Passive 

Ranked 





## SPY

## SLEEPER AGENT

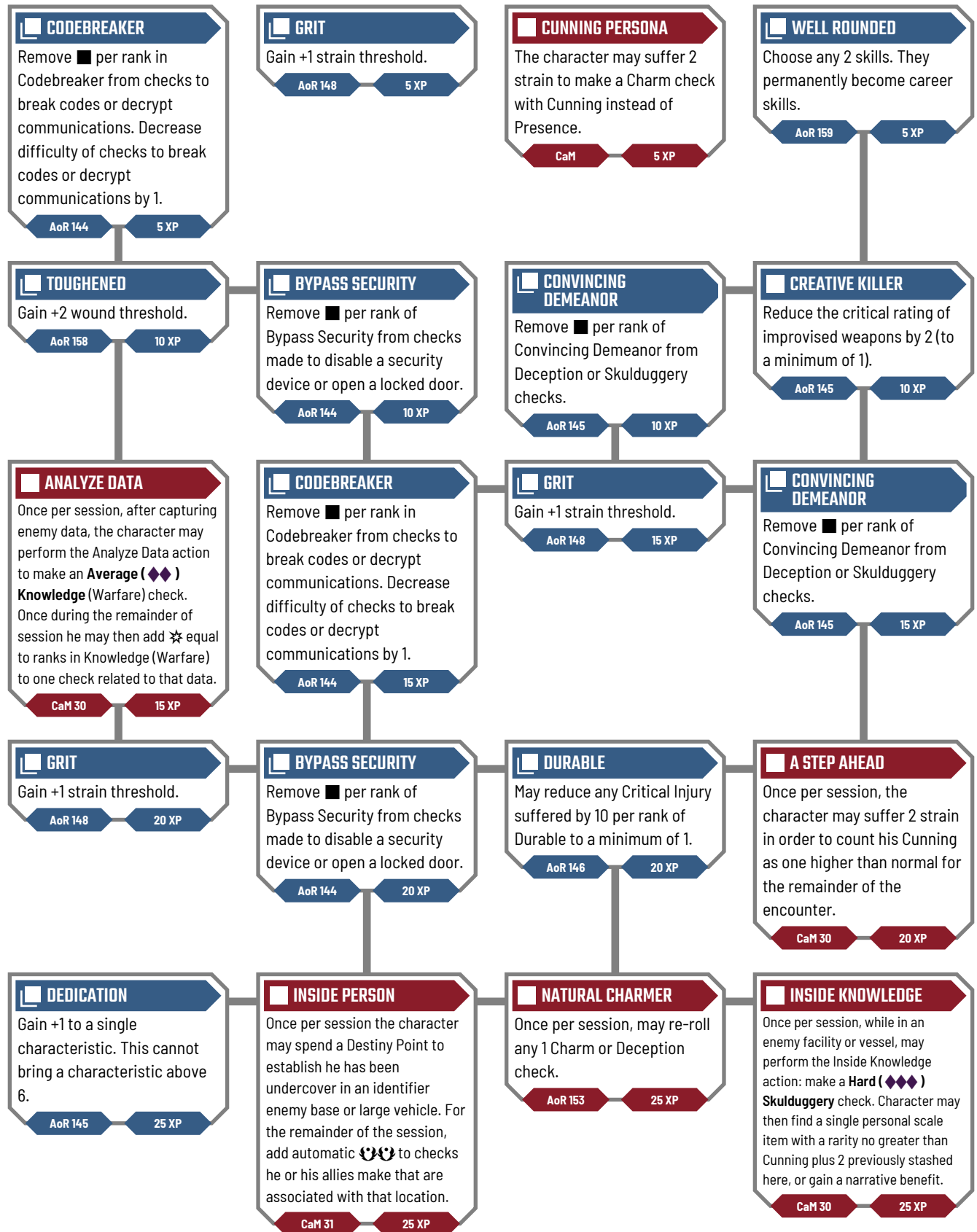
**Career Skills:** Computers, Cool, Coordination, Deception, Knowledge (Warfare), Perception, Skulduggery, Stealth

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

Active

Passive

Ranked



# SPY SLICER

Age of Rebellion core 99

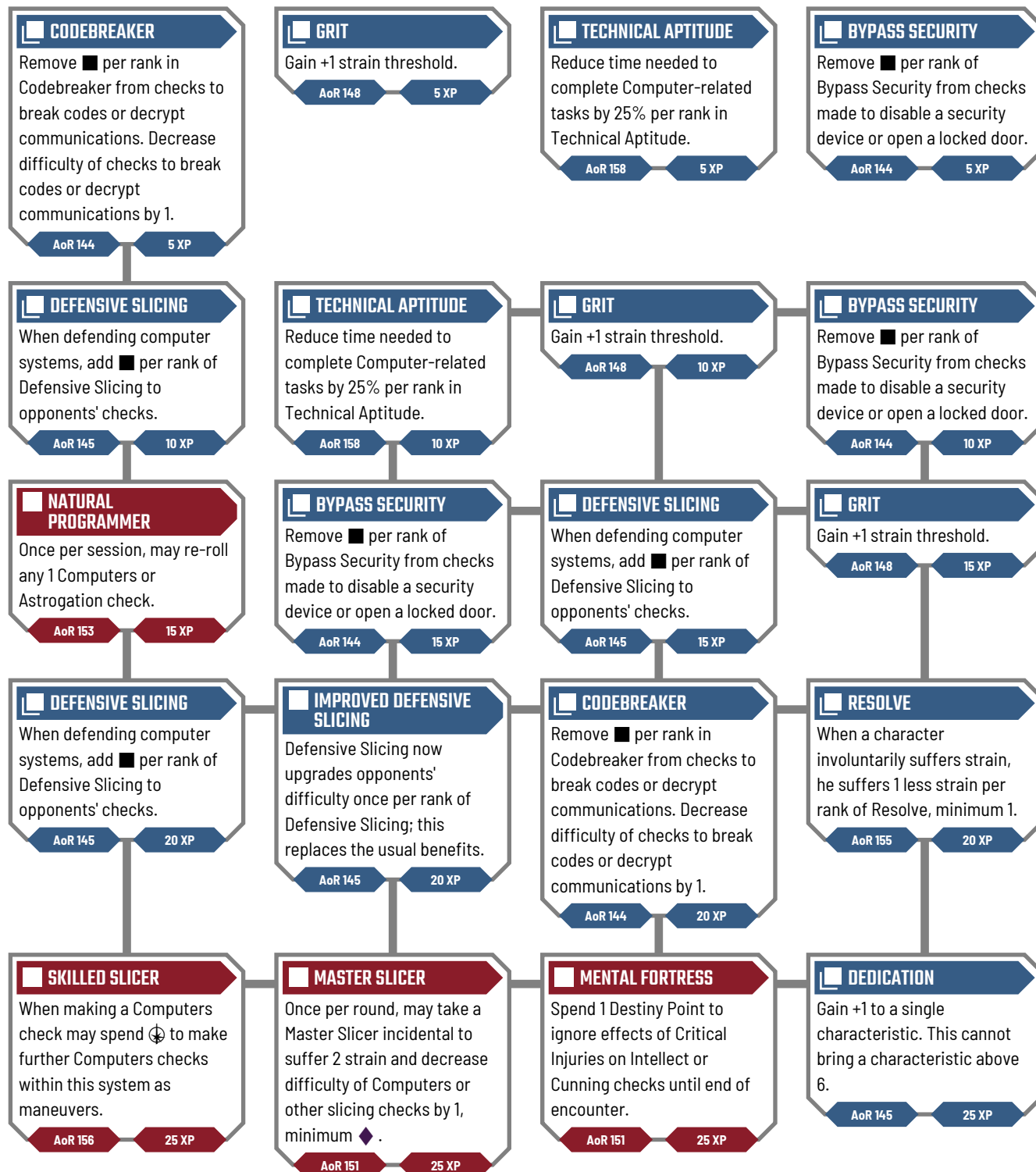
**Career Skills:** Computers, Cool, Coordination, Deception, Knowledge (Warfare), Perception, Skulduggery, Stealth



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

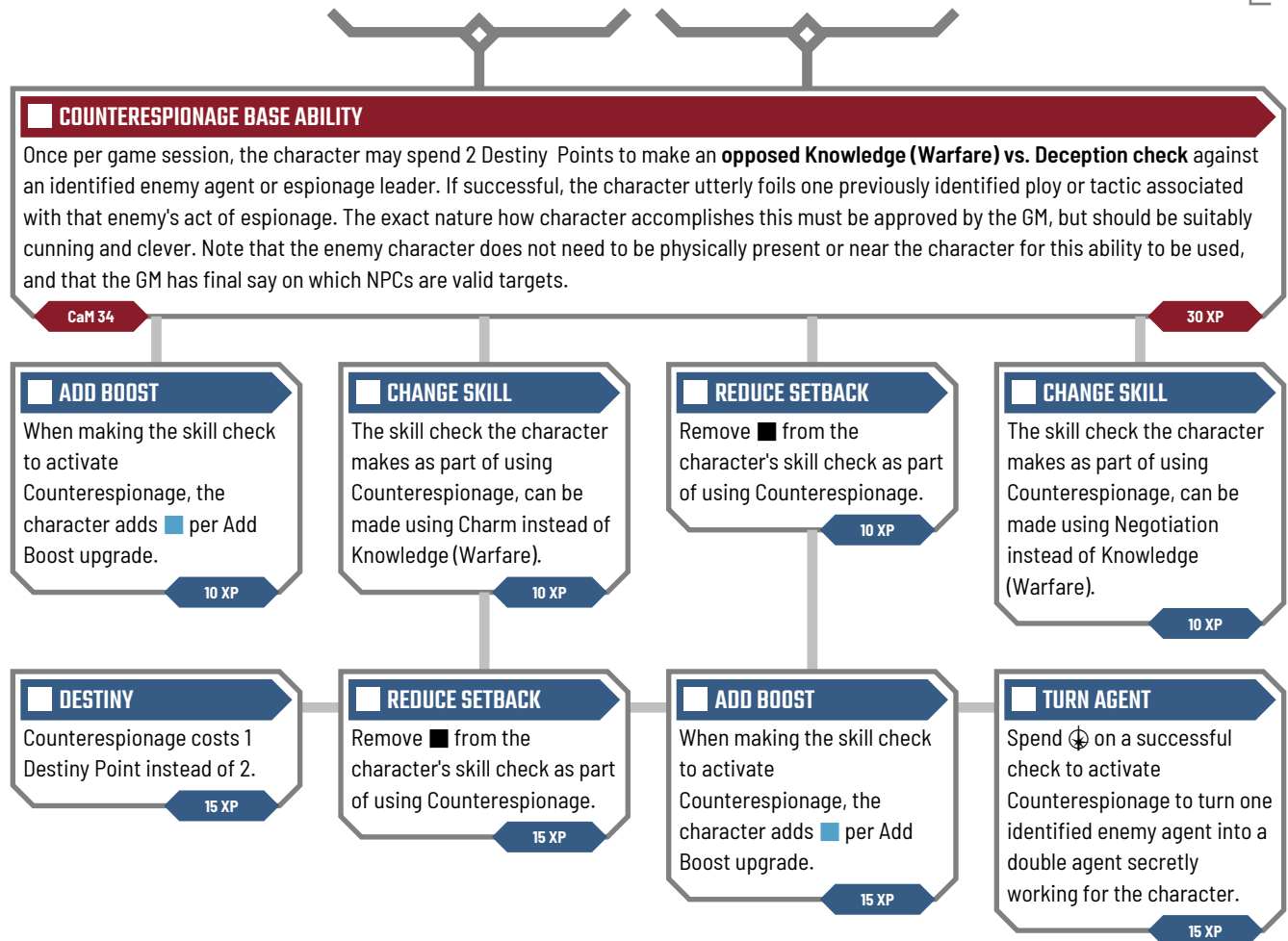
Active

Passive

Ranked

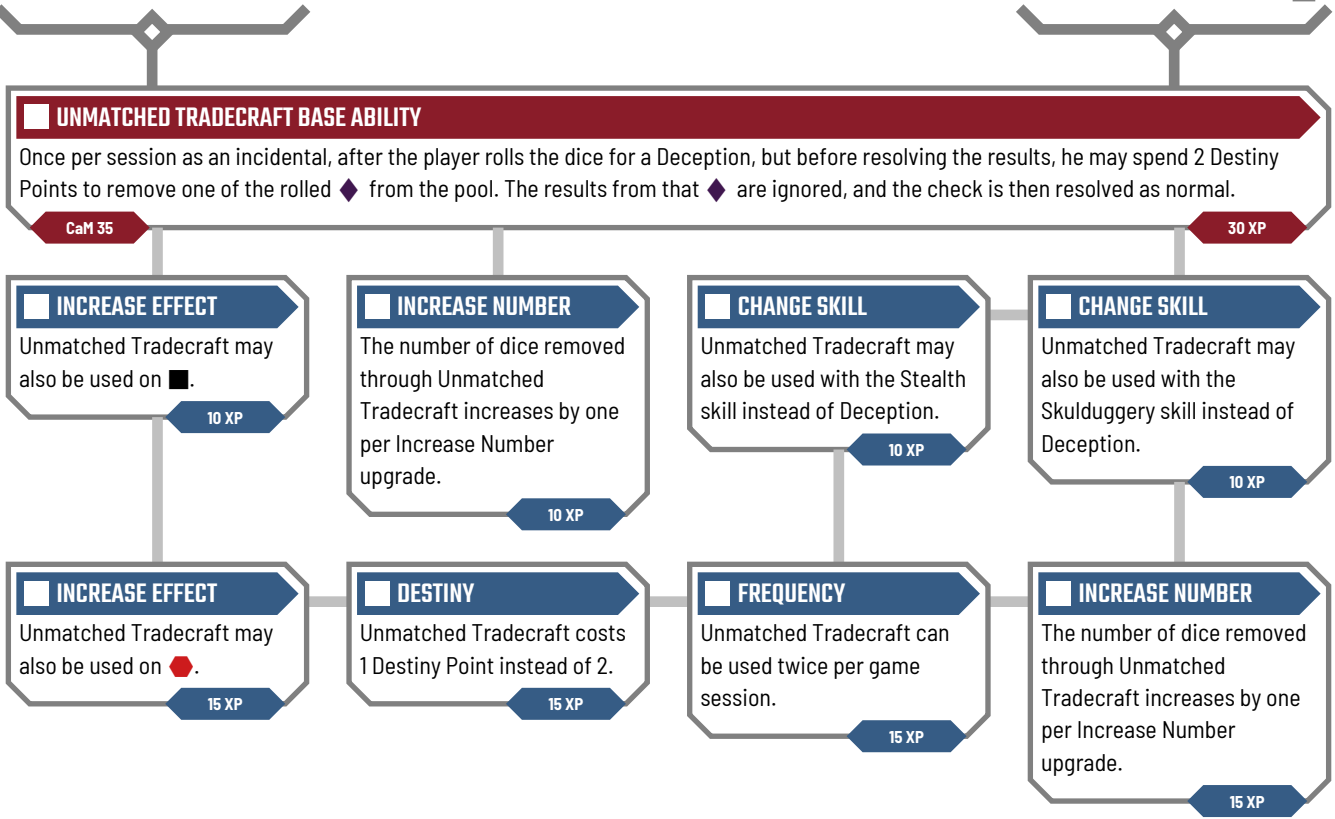


Active   
 Passive   
 Ranked 



# UNMATCHED TRADECRAFT

Active   
Passive   
Ranked 



# TECHNICIAN CYBER TECH

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

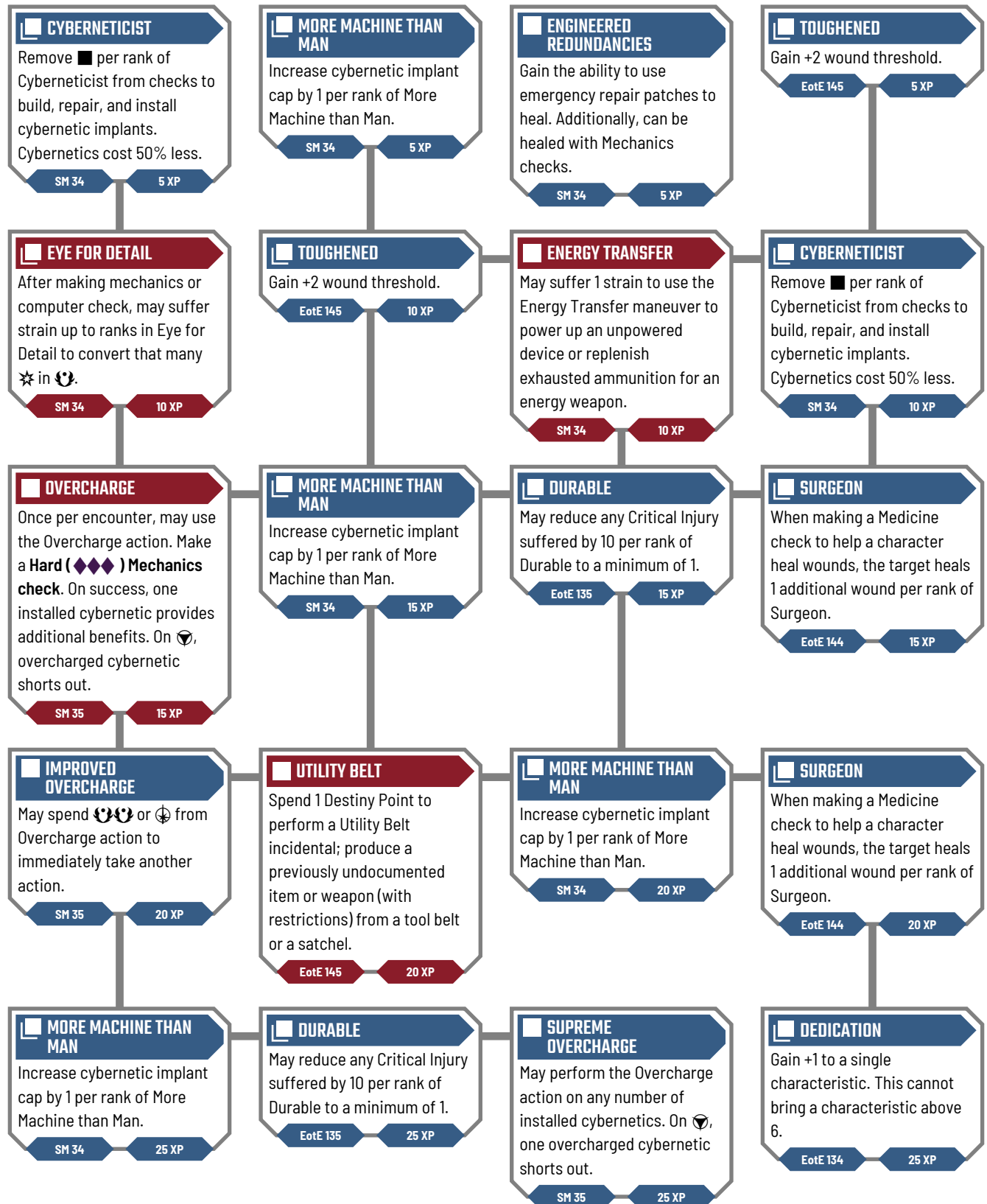
**Cyber Tech Bonus Career Skills:** Athletics, Mechanics, Medicine, Vigilance

Special Modifications 29

Active 

Passive 

Ranked 



# TECHNICIAN DROID TECH

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

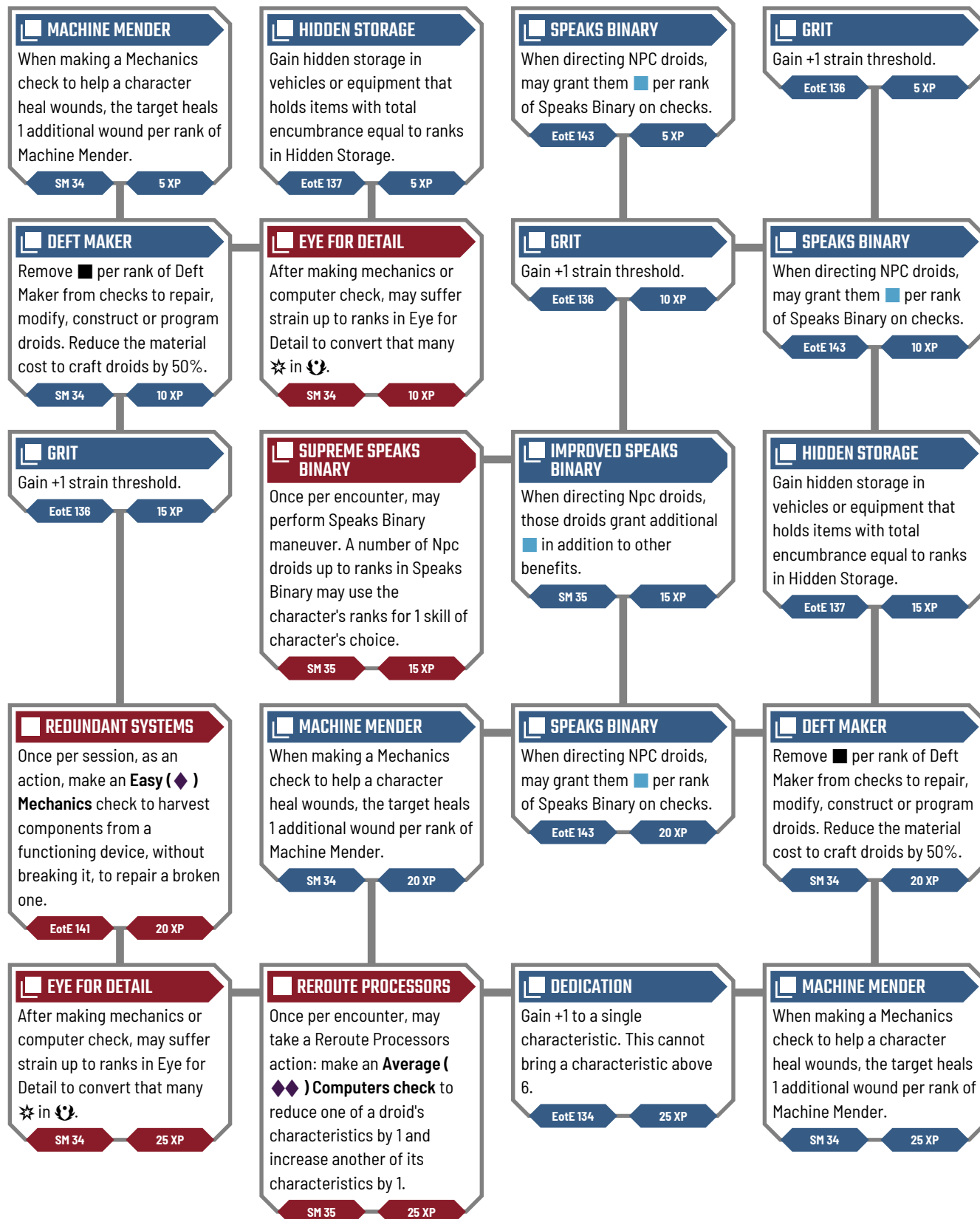
**Droid Tech Bonus Career Skills:** Computers, Cool, Leadership, Mechanics

Special Modifications 31

Active 

Passive 

Ranked 



# TECHNICIAN MECHANIC

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

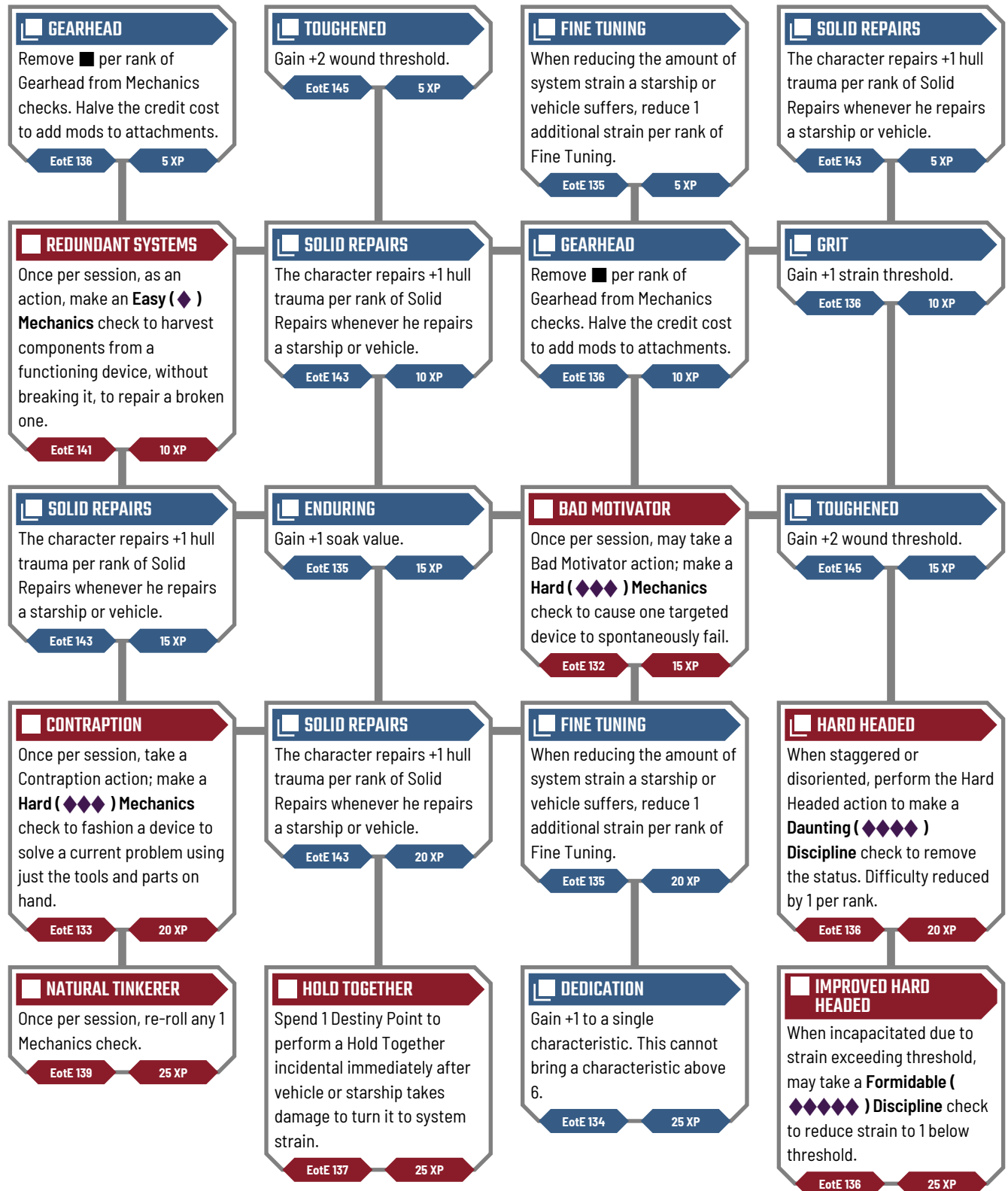
**Mechanic Bonus Career Skills:** Brawl, Mechanics, Piloting (Space), Skulduggery

Edge of the Empire core 89

Active 

Passive 

Ranked 



# TECHNICIAN MODDER

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

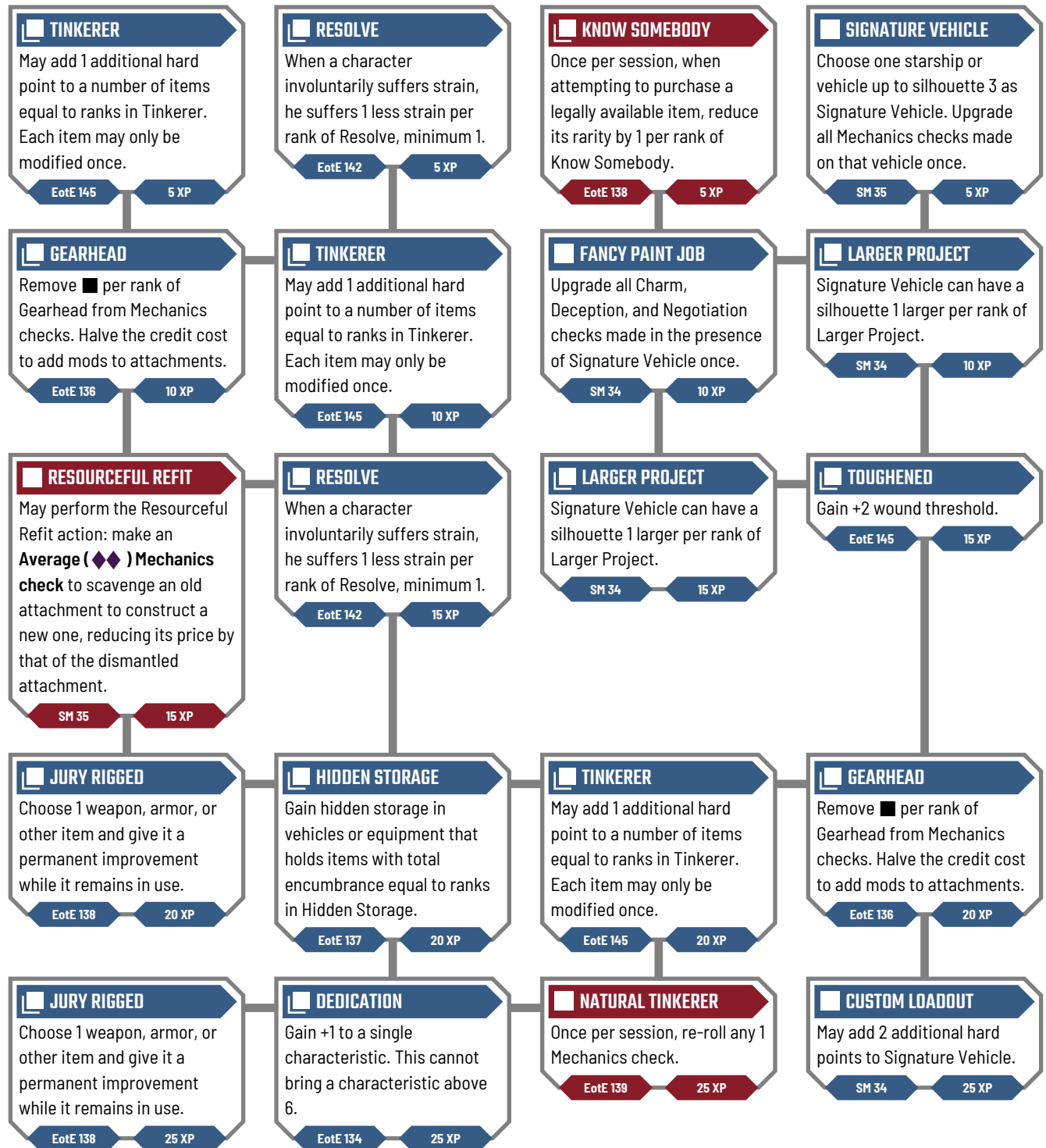
**Modder Bonus Career Skills:** Gunnery, Mechanics, Piloting (Space), Streetwise

Special Modifications 33

Active 

Passive 

Ranked 





# TECHNICIAN OUTLAW TECH

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

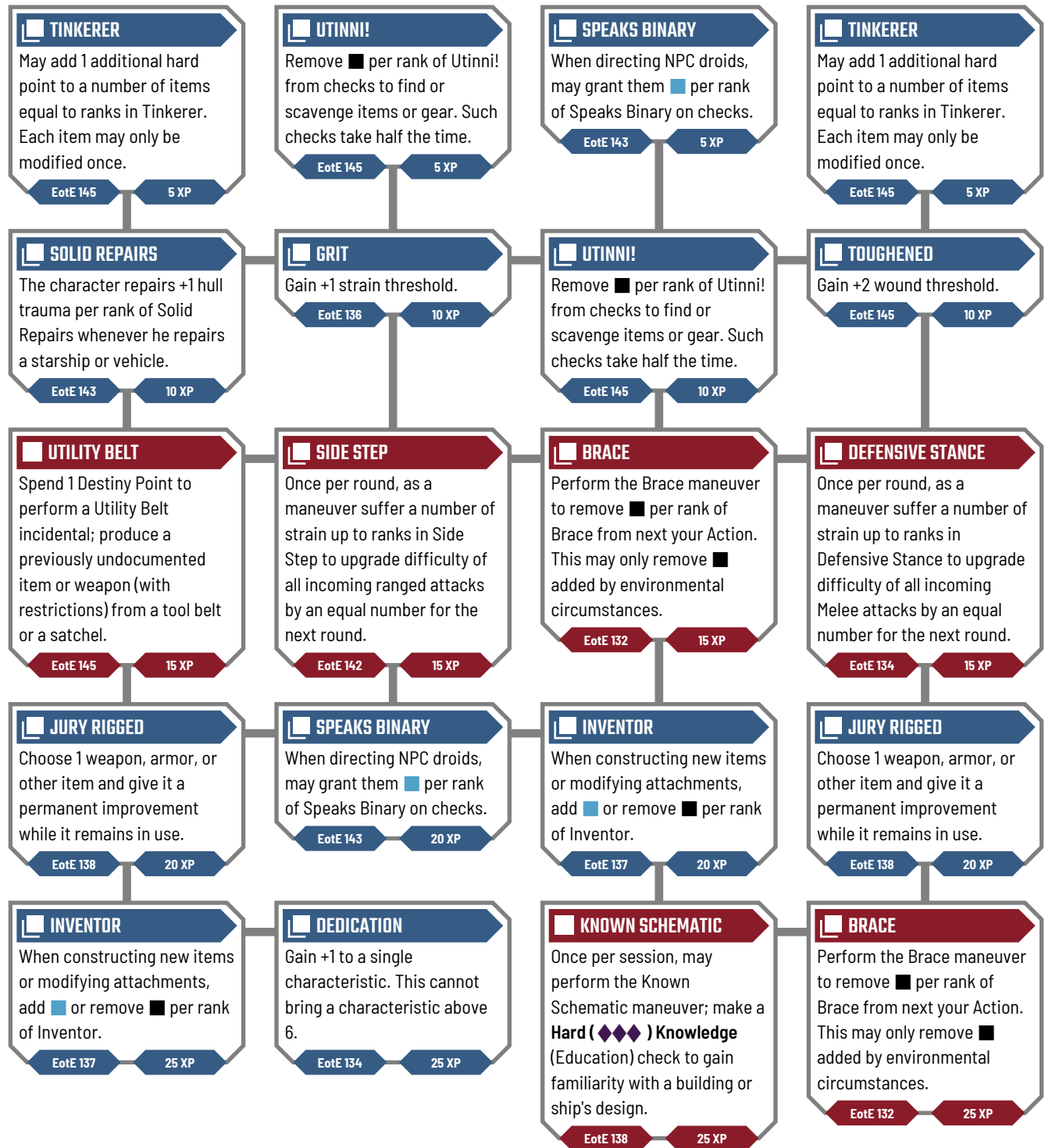
**Outlaw Tech Bonus Career Skills:** Knowledge (Education), Knowledge (Underworld), Mechanics, Streetwise

Edge of the Empire core 90

Active 

Passive 

Ranked 



# TECHNICIAN SLICER

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

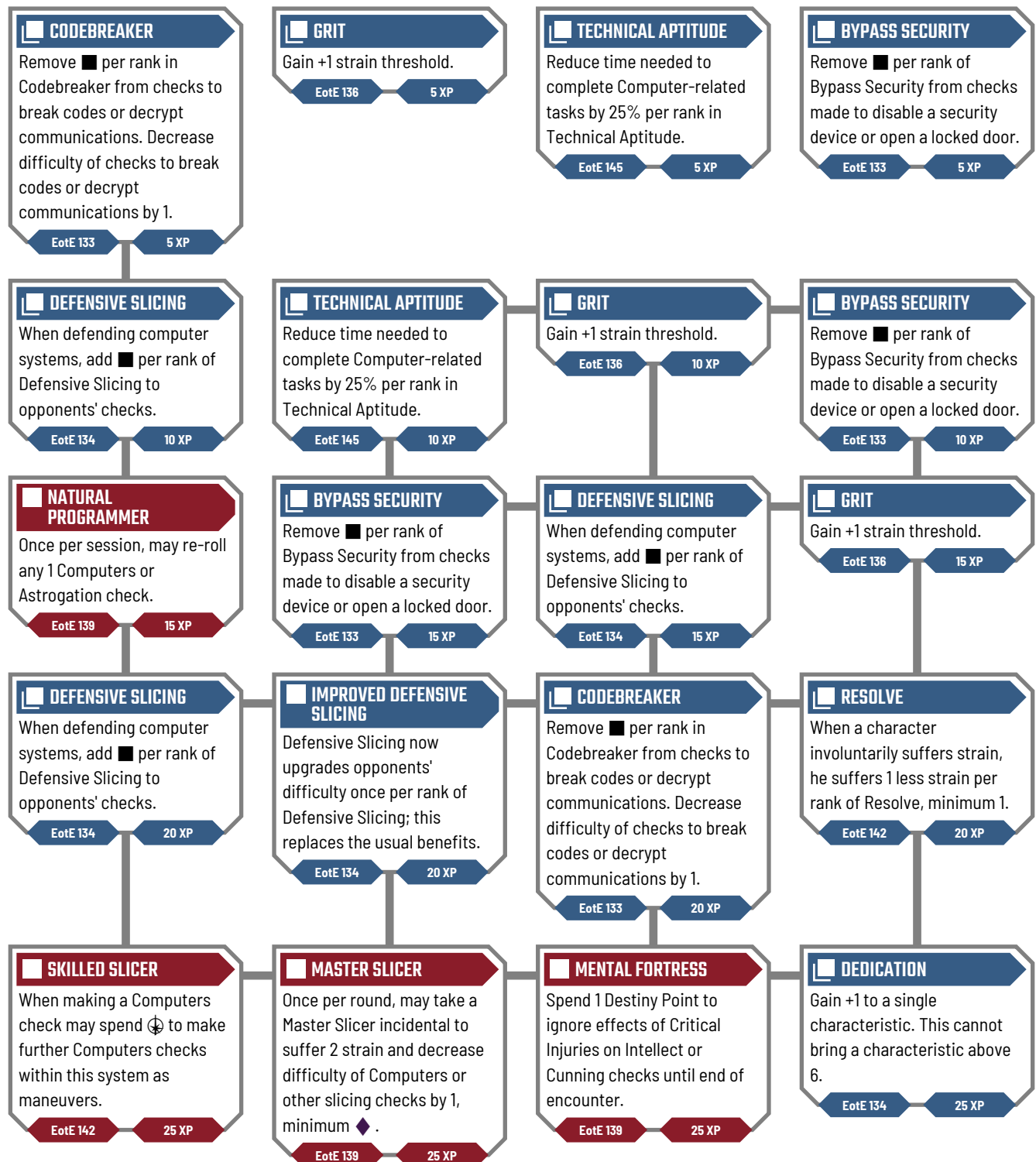
**Slicer Bonus Career Skills:** Computers, Knowledge (Education), Knowledge (Underworld), Stealth

Edge of the Empire core 91

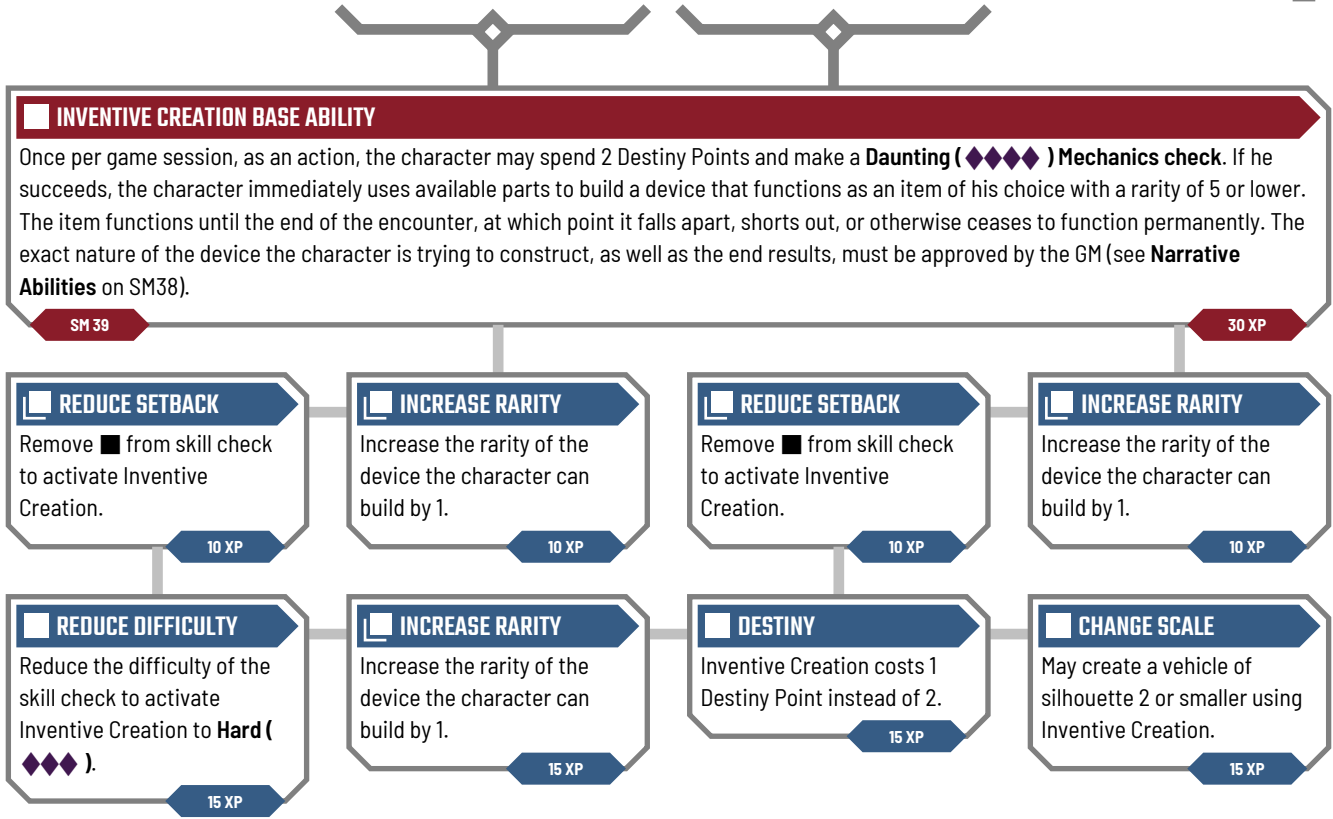
Active 

Passive 

Ranked 



Active   
Passive   
Ranked 

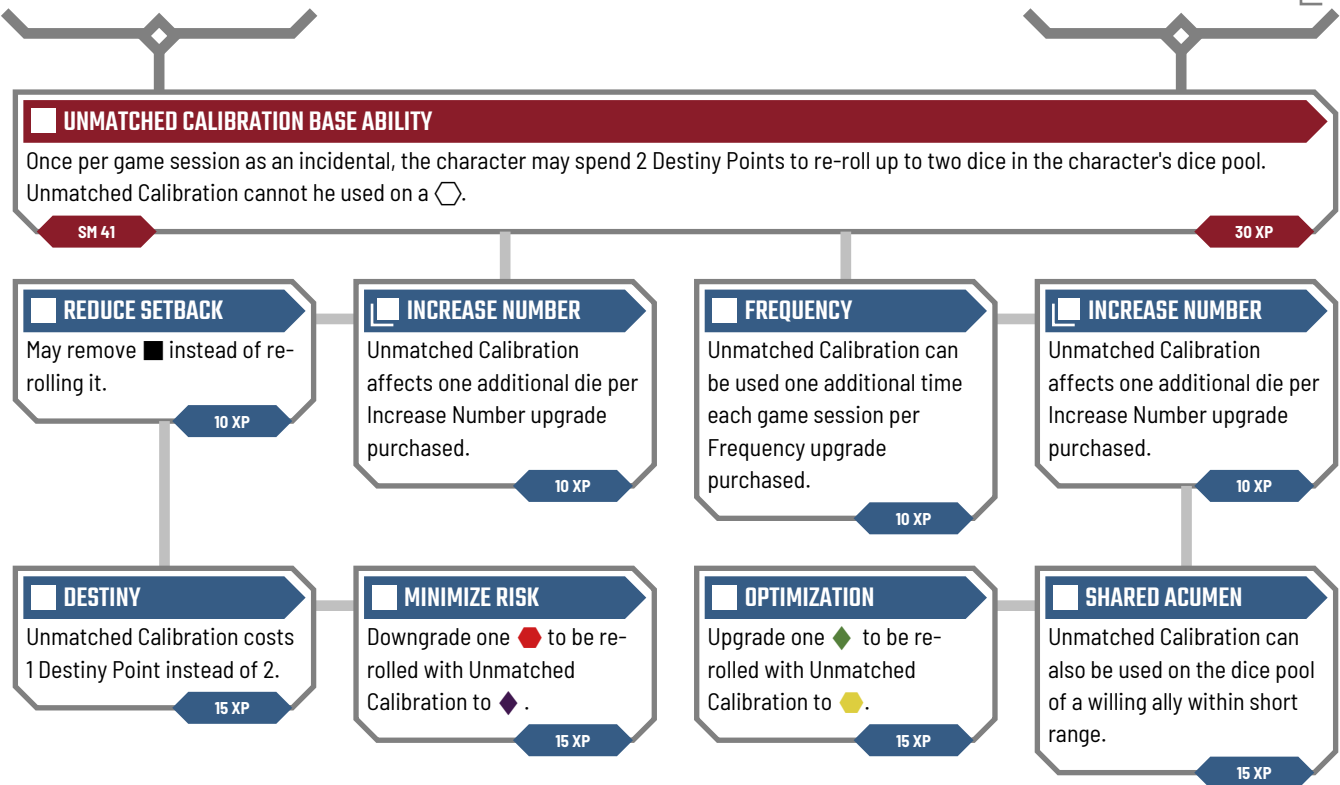


# TECHNICIAN SIGNATURE ABILITY TREE

## UNMATCHED CALIBRATION

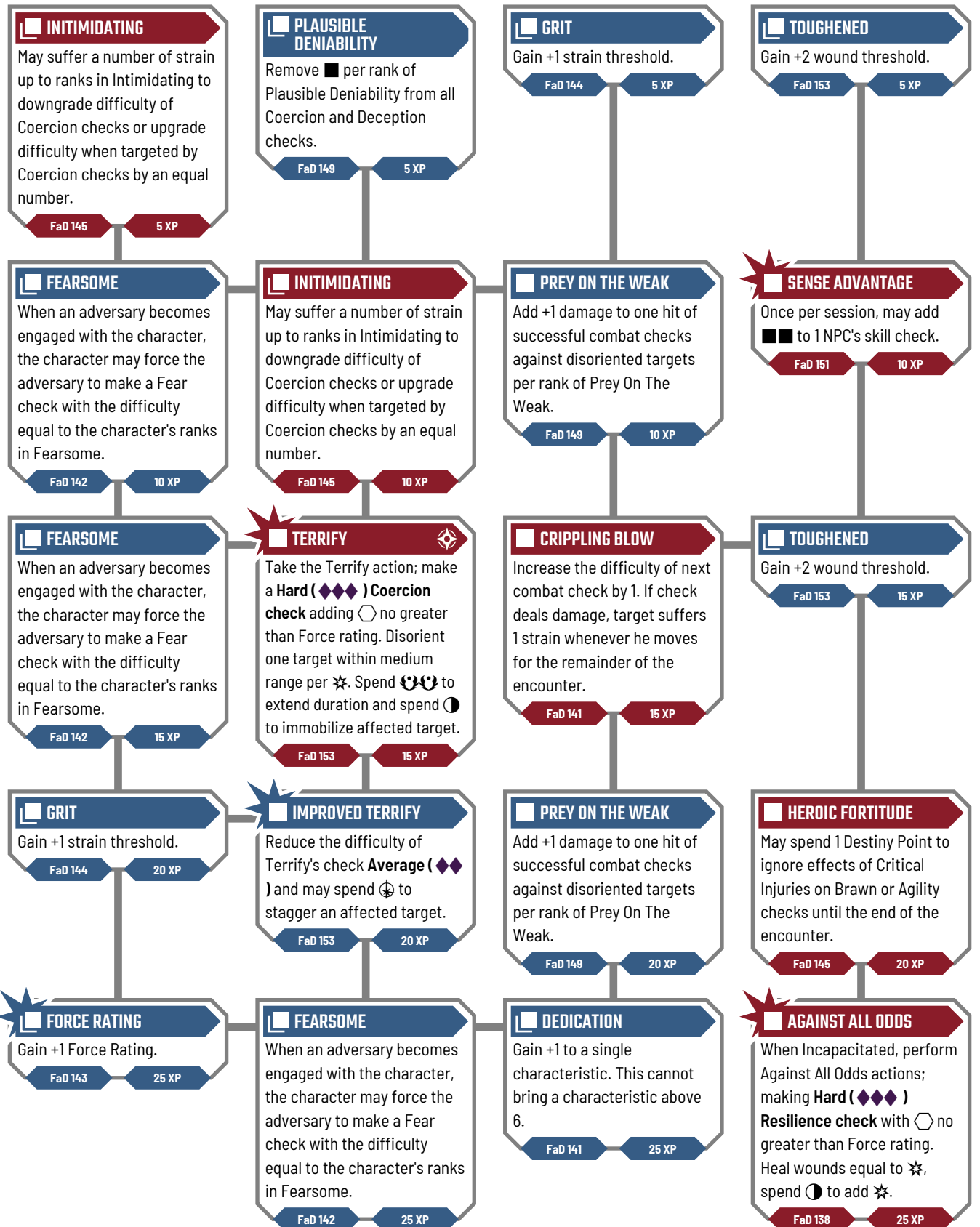
Special Modifications 40

Active   
 Passive   
 Ranked 



**Prerequisite:** Force rating 1+

**Conflict talent** 



# 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+


Knights of Fate 25

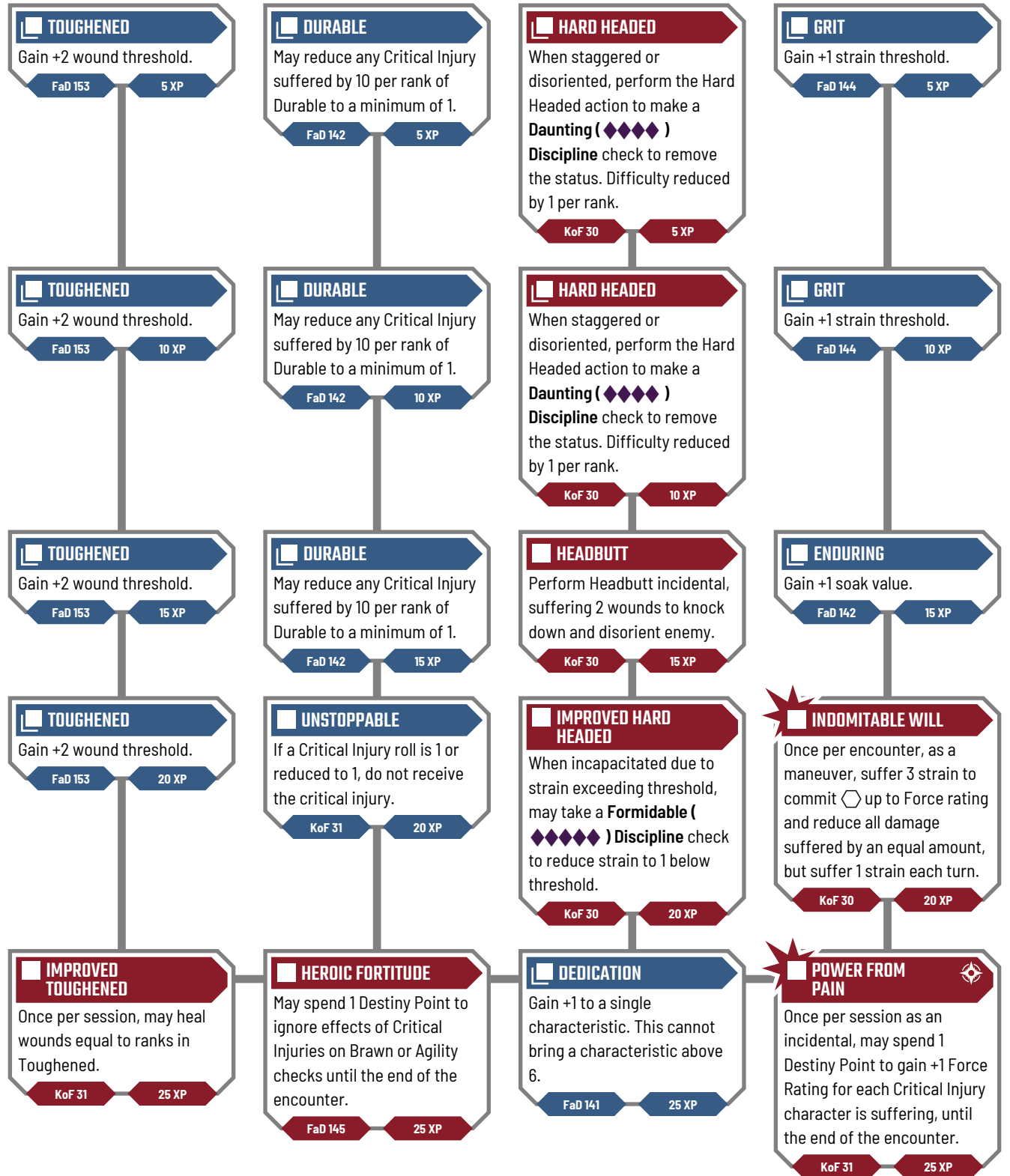
Active 

Passive 

Ranked 

Force talent 

Conflict talent 



# WARRIOR JUJO 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+


Knights of Fate 27

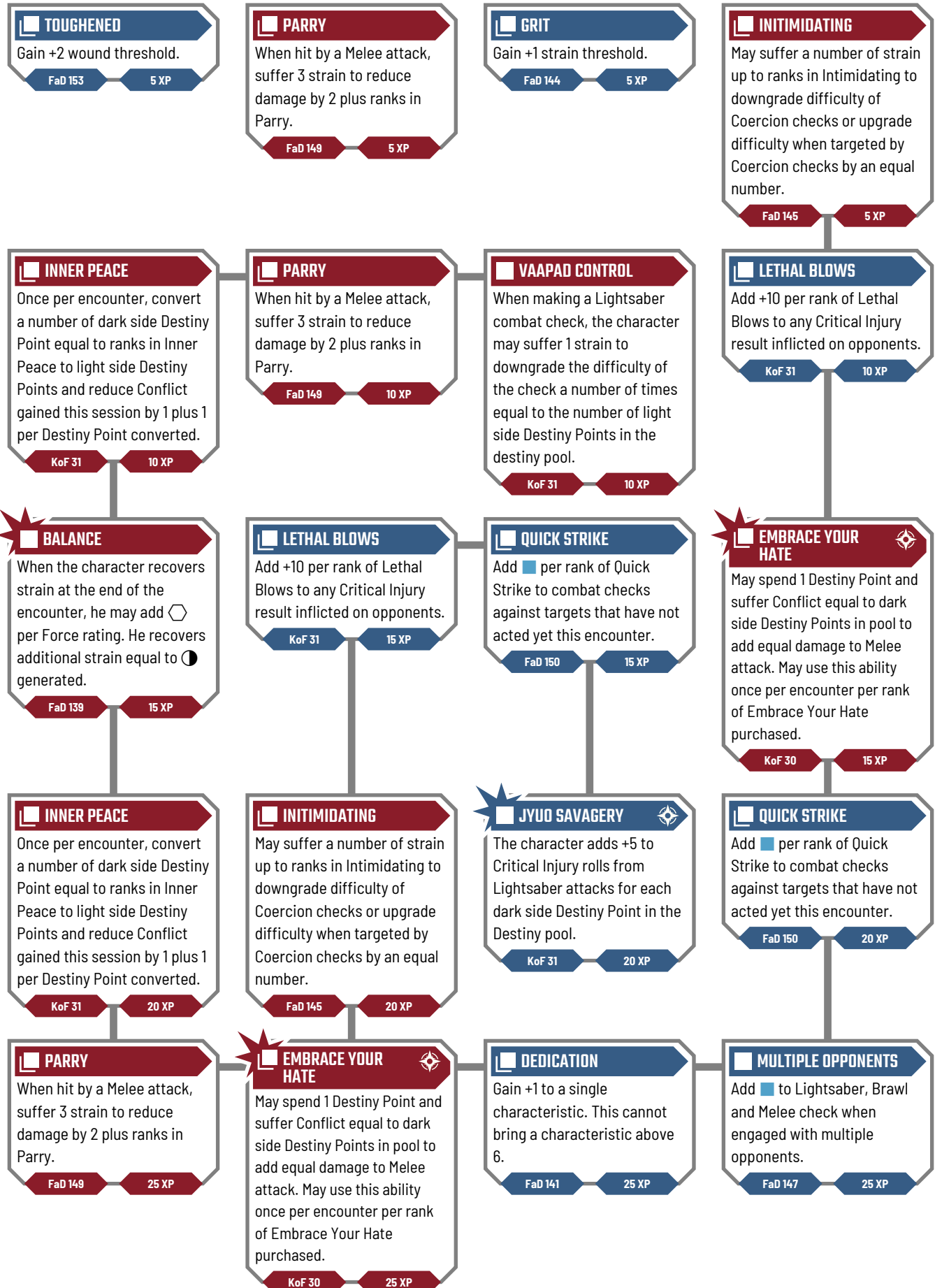
Active 

Passive 

Ranked 

Force talent 

Conflict talent 



# 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+

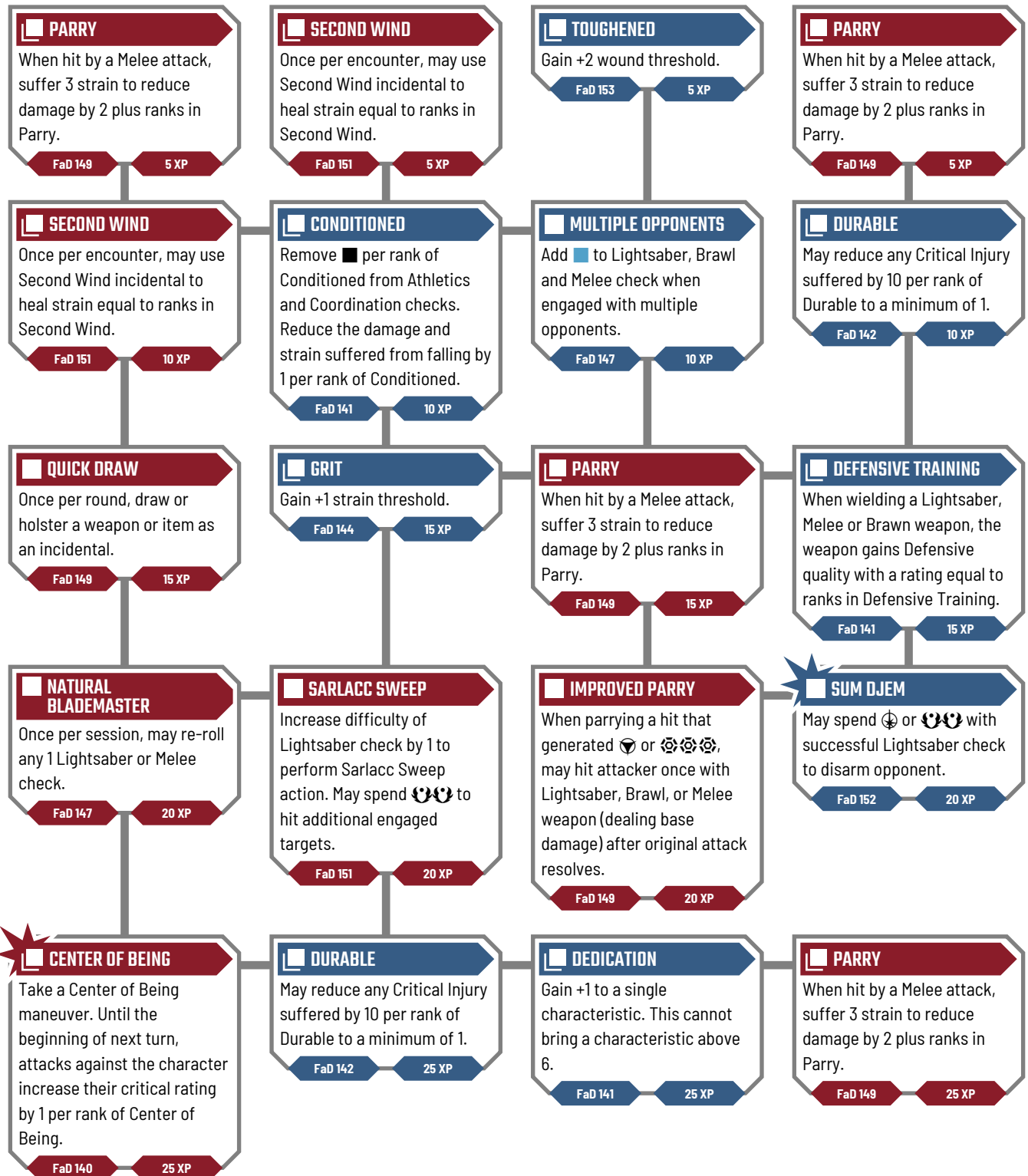
Force and Destiny core 100

Active 

Passive 

Ranked 

Force talent 





# WARRIOR STARFIGHTER ACE

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

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

**Gain:** Beginning characters gain Force Rating 1

**Prerequisite:** Force rating 1+

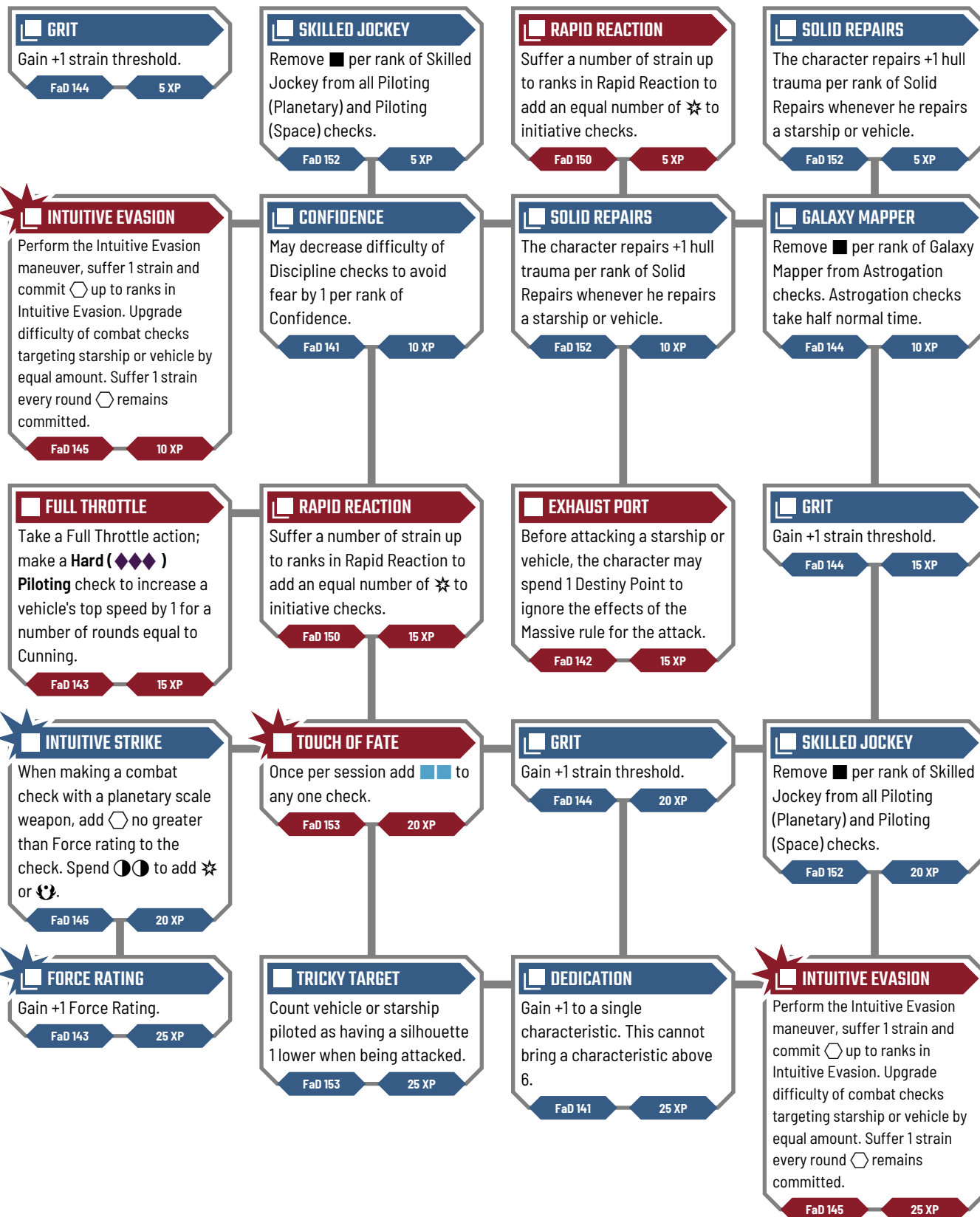
Force and Destiny core 101

Active

Passive

Ranked

Force talent



# WARRIOR STEEL HAND ADEPT

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

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

**Gain:** Beginning characters gain Force Rating 1

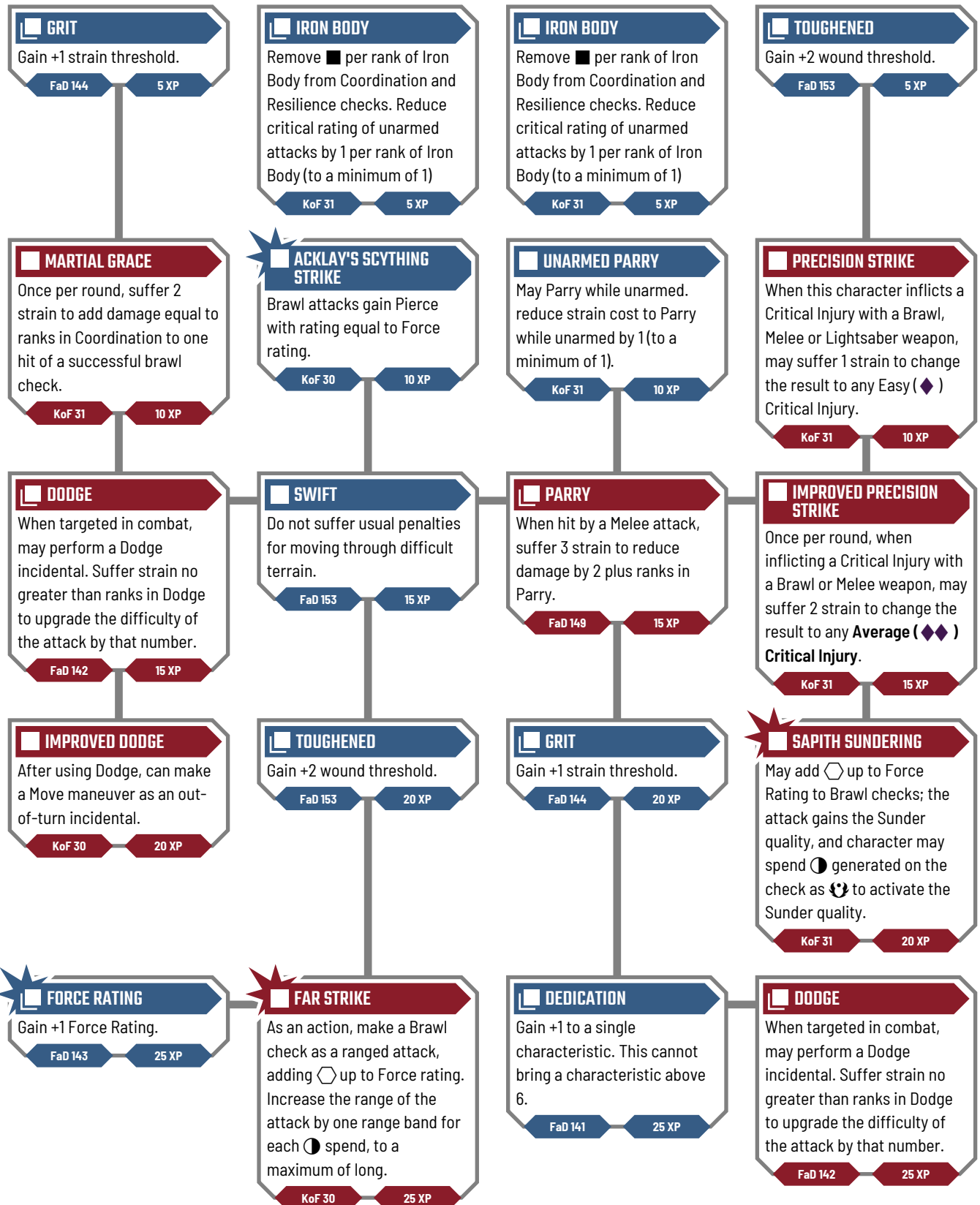
**Prerequisite:** Force rating 1+

Active

Passive

Ranked




Force talent

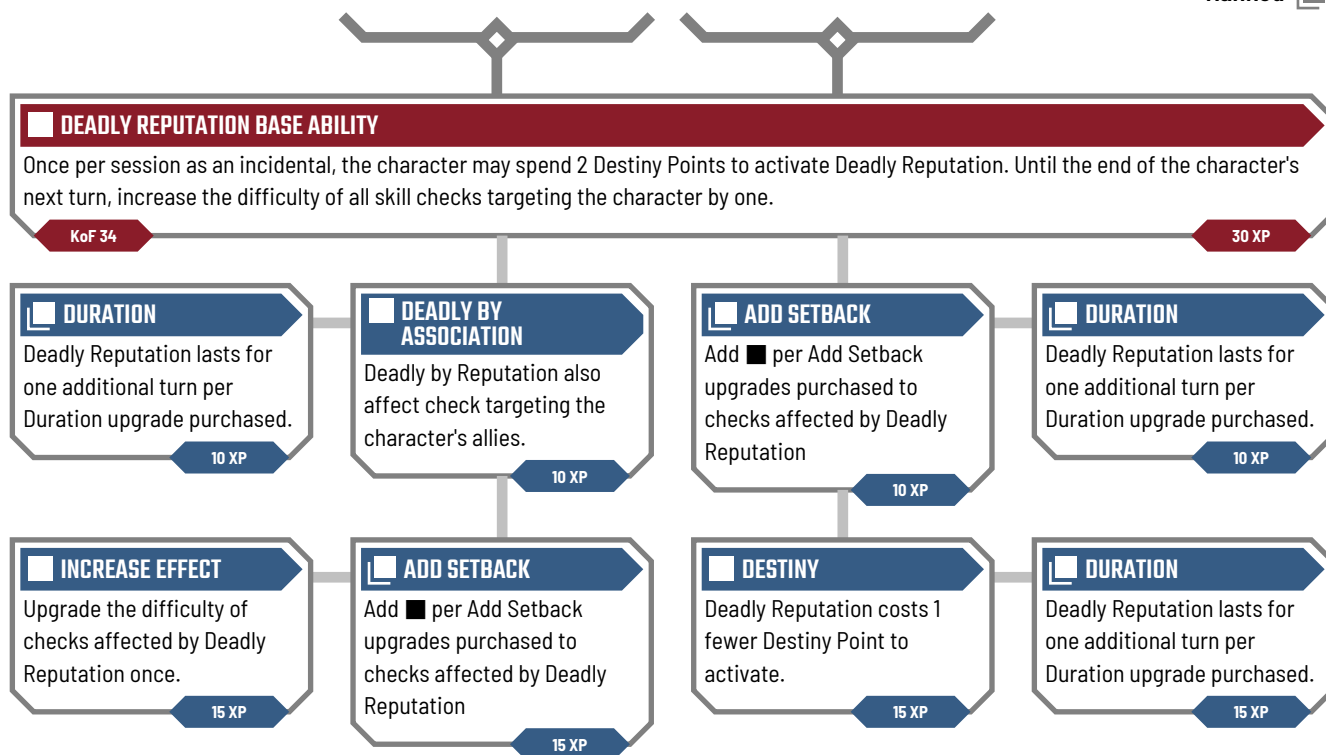


# WARRIOR SIGNATURE ABILITY TREE

## DEADLY BY REPUTATION

Knights of Fate 34




Active   
 Passive   
 Ranked 

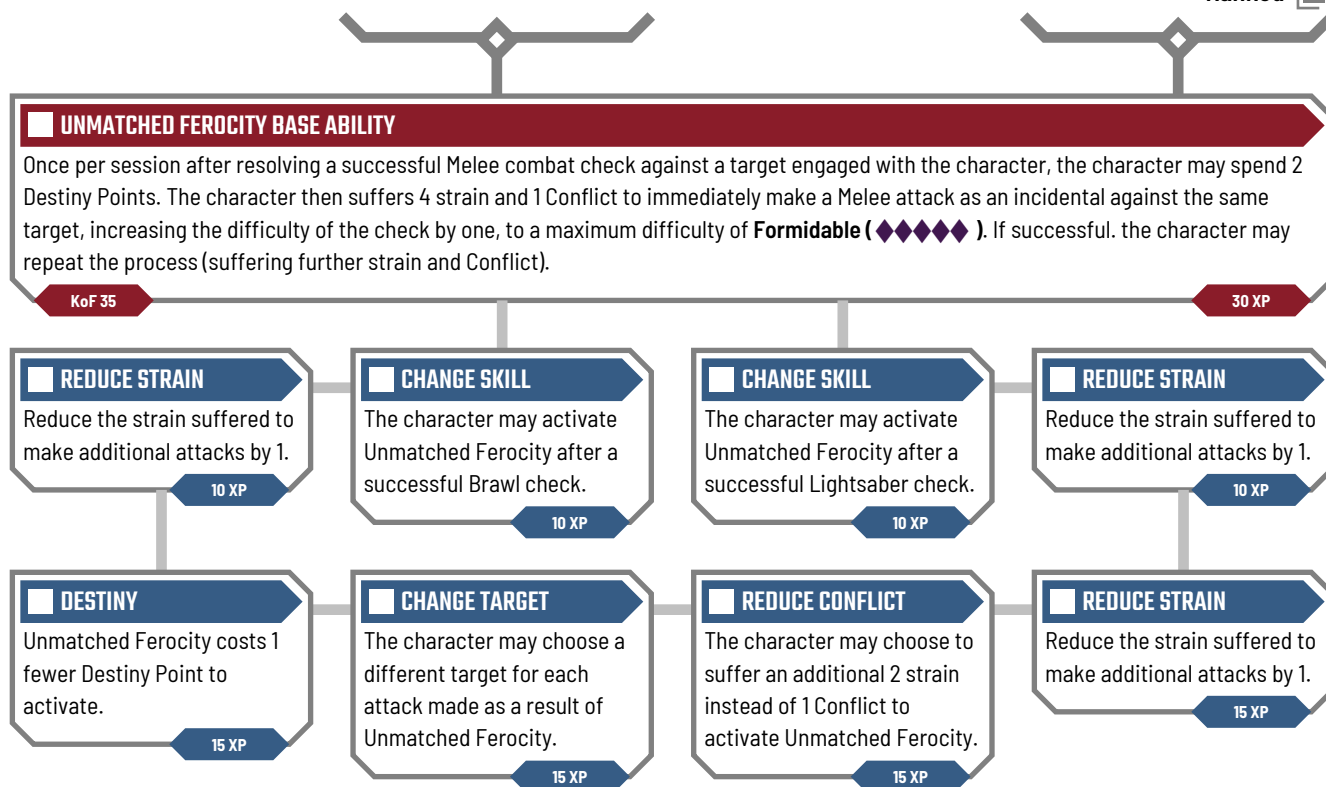


# WARRIOR SIGNATURE ABILITY TREE

## UNMATCHED FEROCITY

Knights of Fate 35

Active   
 Passive   
 Ranked 



# UNIVERSAL DEATH WATCH WARRIOR

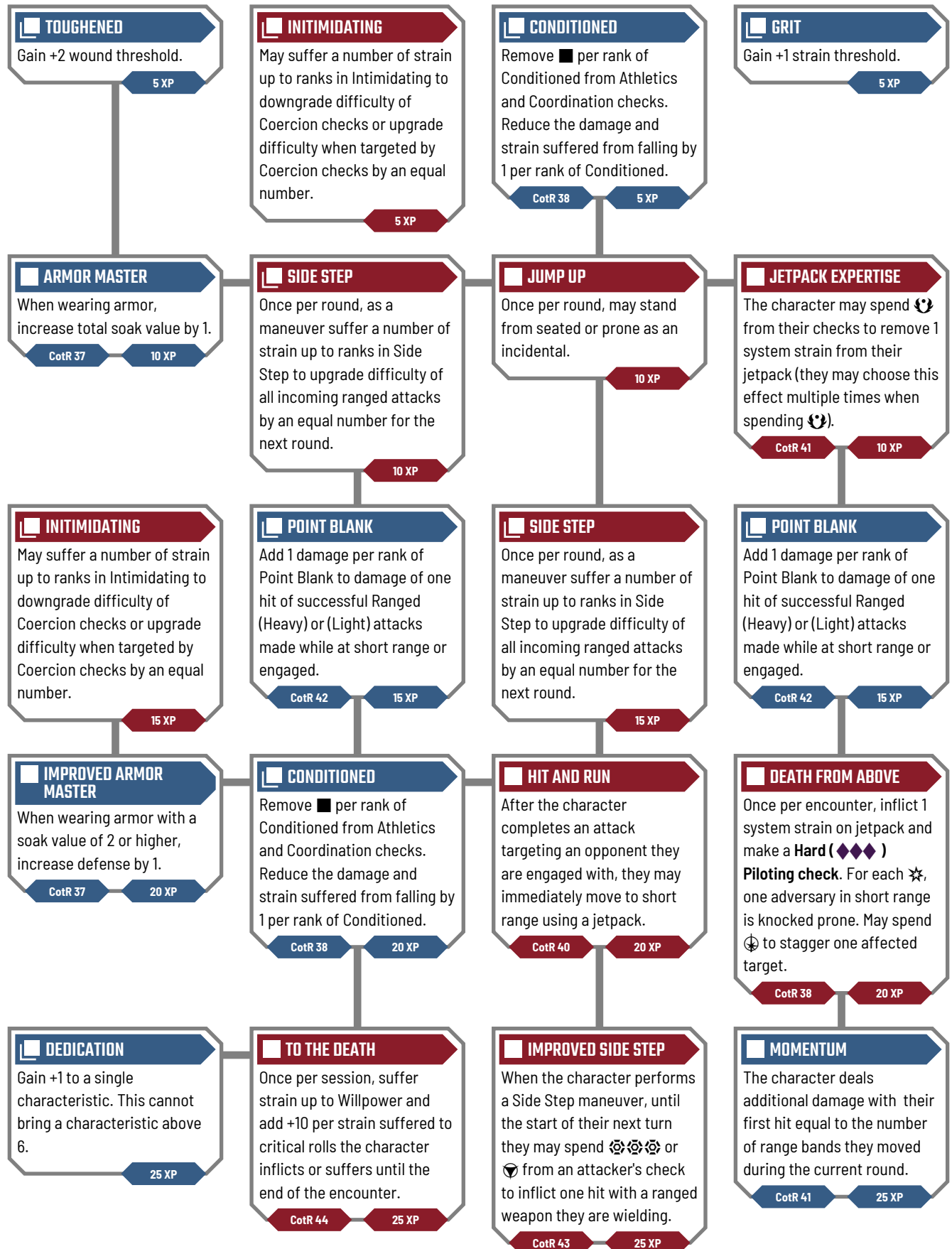
Death Watch Warrior Bonus Career Skills: Coercion, Mechanics, Piloting (Planetary), Ranged (Light)

Collapse of the Republic 29

Active

Passive

Ranked



# UNIVERSAL FORCE ADHERENT

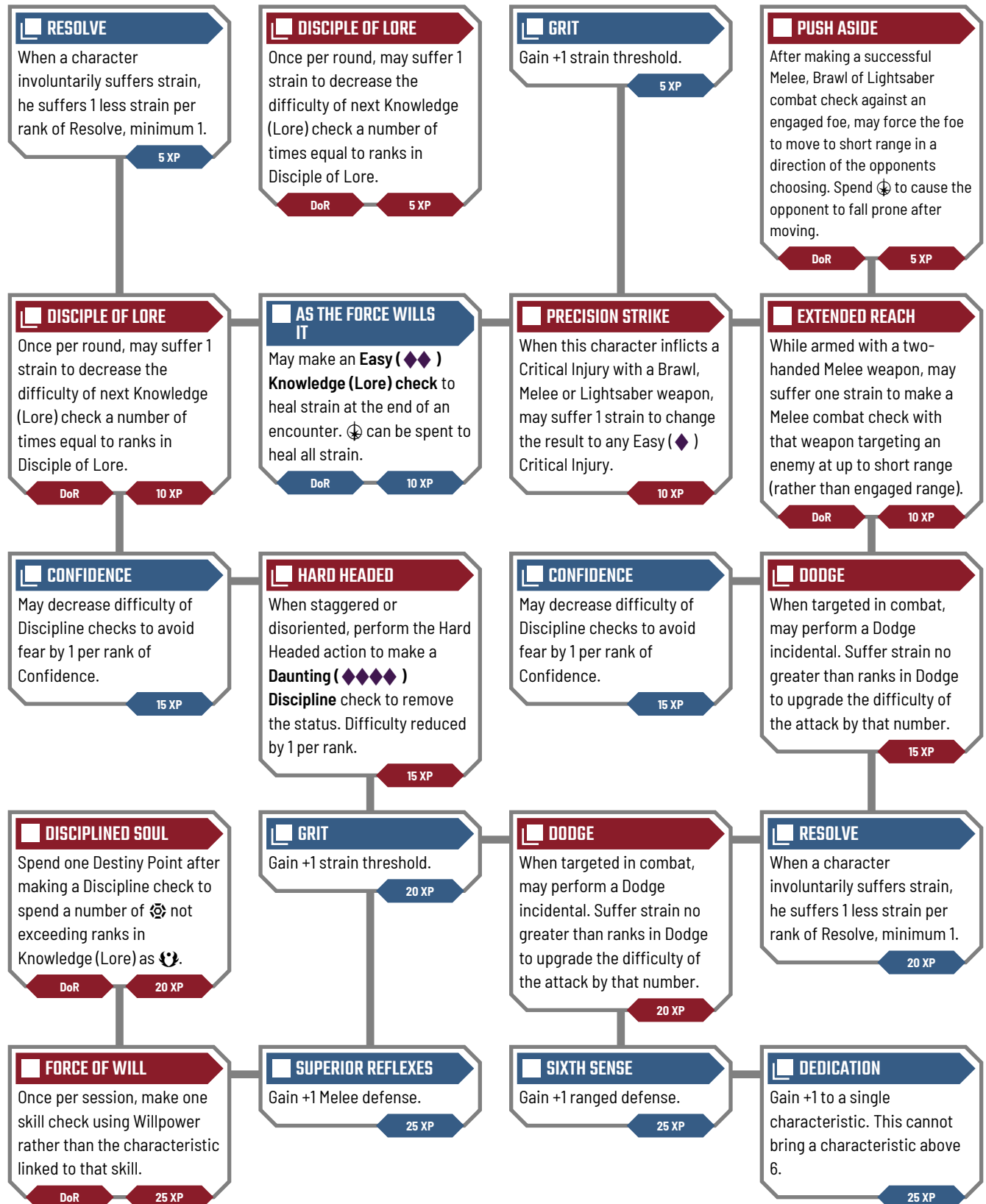
**Force Adherent Bonus Career Skills:** Discipline, Knowledge (Lore), Melee, Vigilance

Down of Rebellion 99

Active 

Passive 

Ranked 



# UNIVERSAL FORCE SENSITIVE EMERGENT

Gain: Force Rating 1

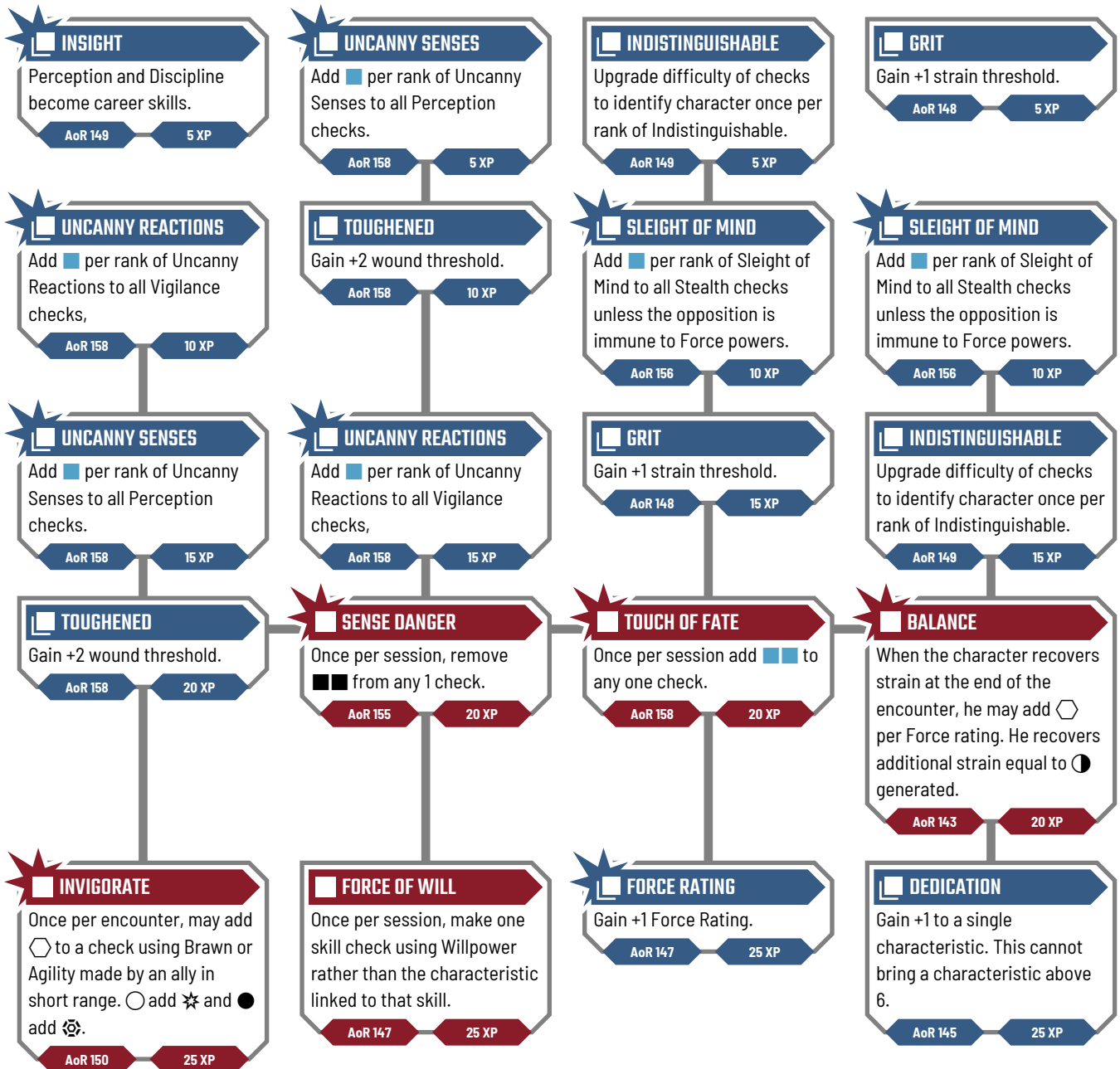
Age of Rebellion core

Active 

Passive 

Ranked 

Force talent 



# UNIVERSAL FORCE SENSITIVE EXILE

Gain: Force Rating 1

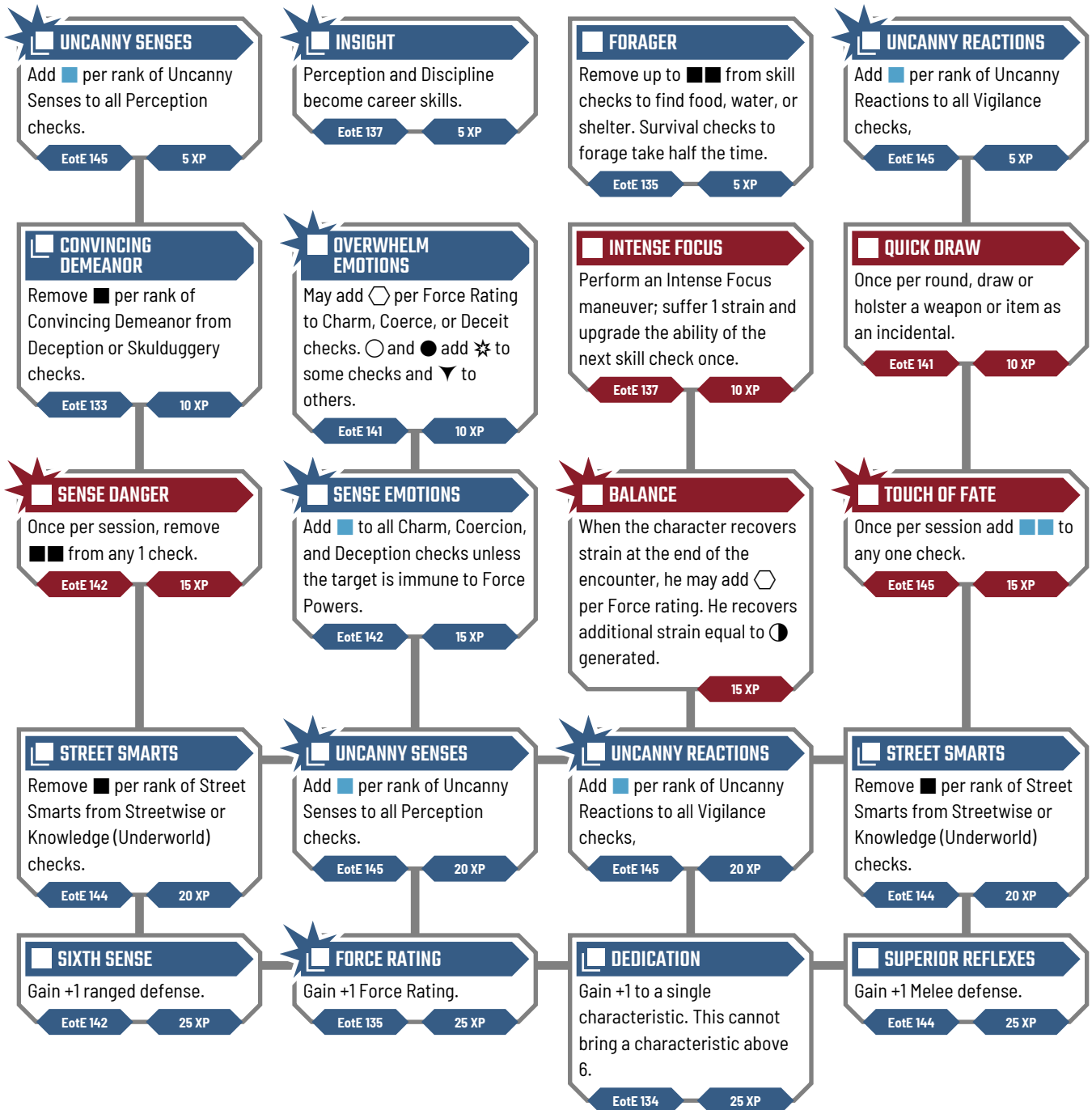
Edge of the Empire core

Active 

Passive 

Ranked 

Force talent 





# UNIVERSAL FORCE SENSITIVE OUTCAST

Gain: Force Rating 1

Rise of the Separatists 29

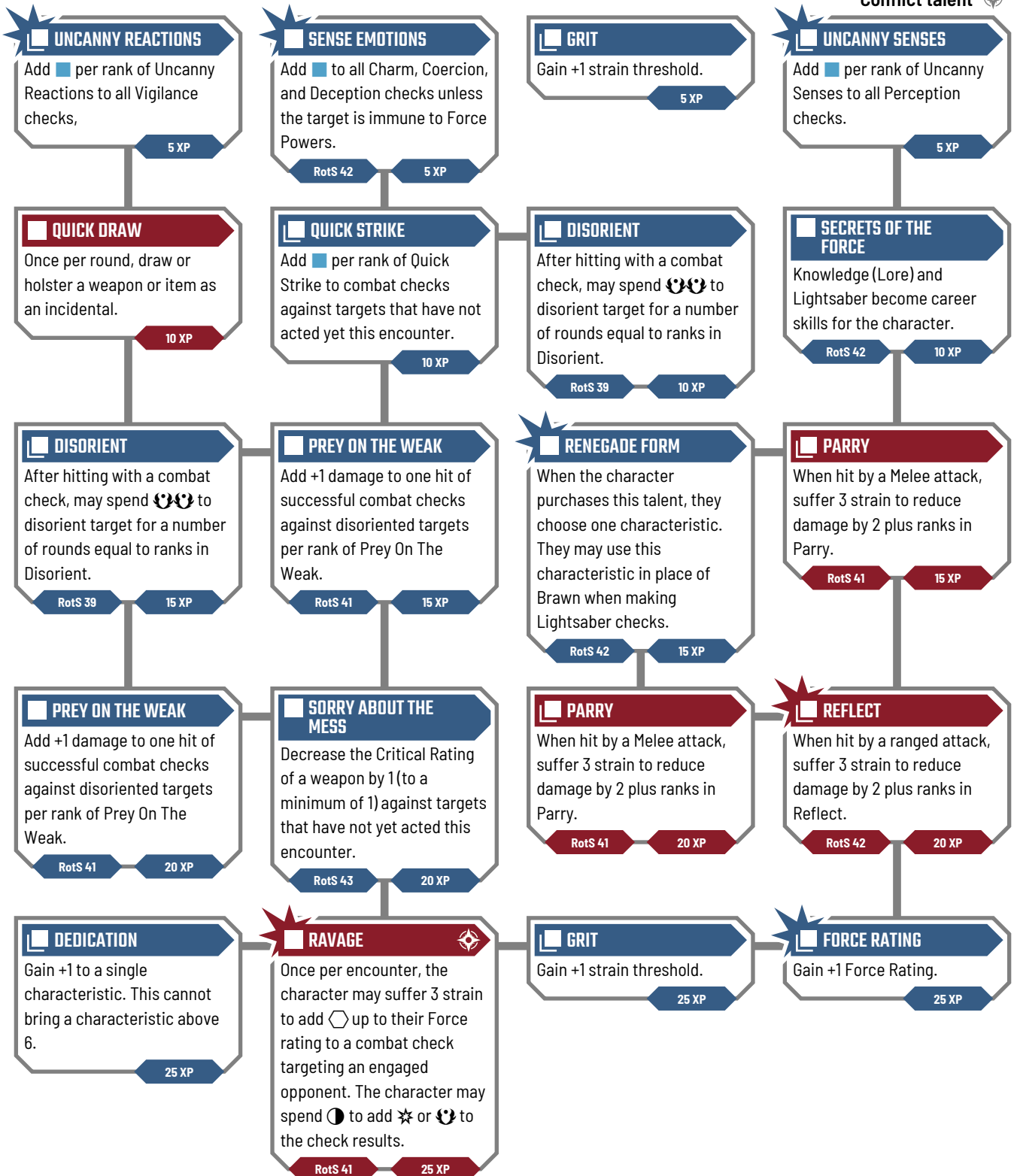
Active

Passive

Ranked

Force talent

Conflict talent



# UNIVERSAL IMPERIAL ACADEMY CADET

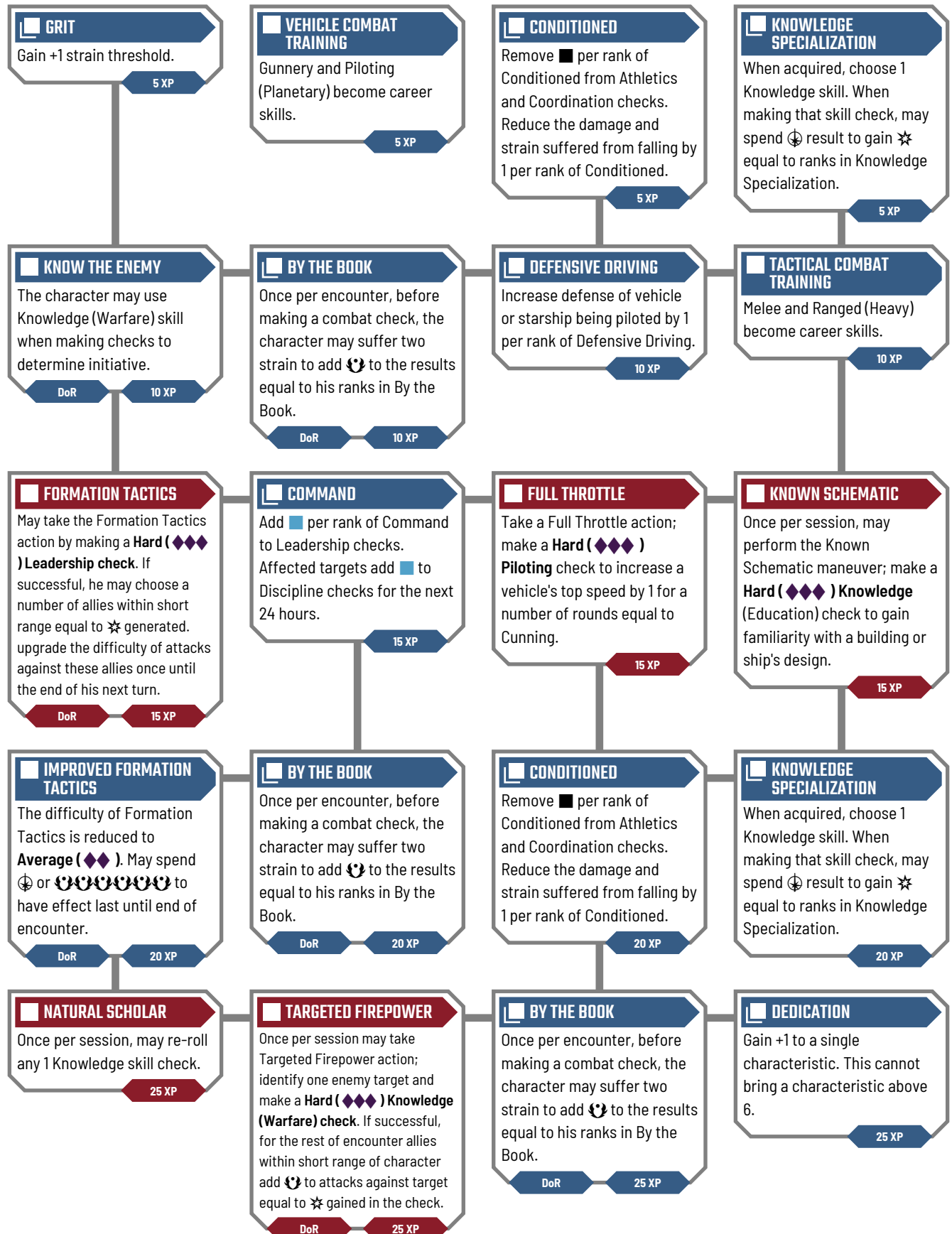
**Imperial Academy Cadet Bonus Career Skills:** Knowledge (Warfare), Leadership, Piloting (Space), Ranged (Light)

Down of Rebellion 101

Active 

Passive 

Ranked 



# UNIVERSAL NIGHTSISTER

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

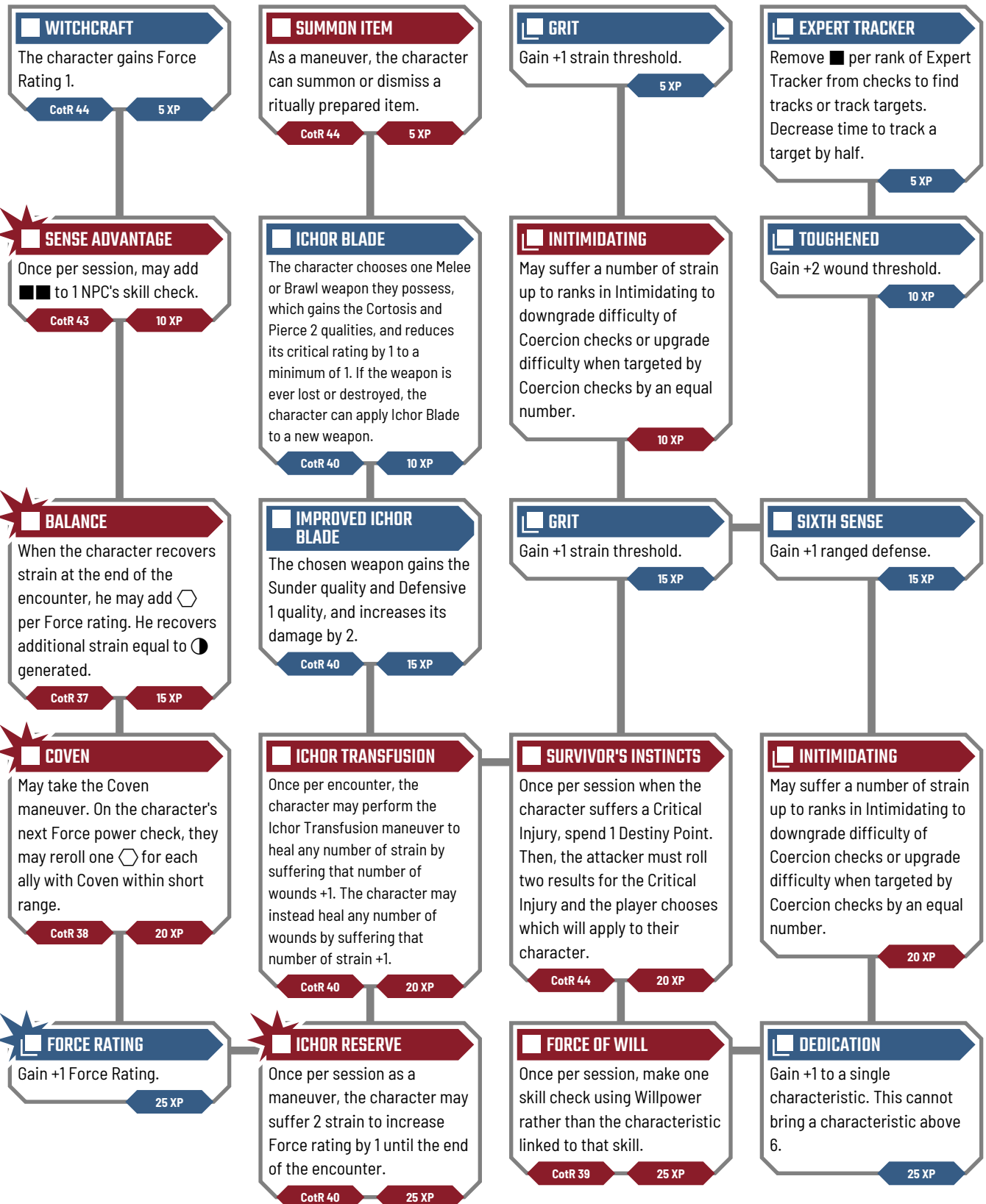
Collapse of the Republic 31

Active 

Passive 

Ranked 

Force talent 



# UNIVERSAL PADAWAN SURVIVOR

Gain: Force Rating 1

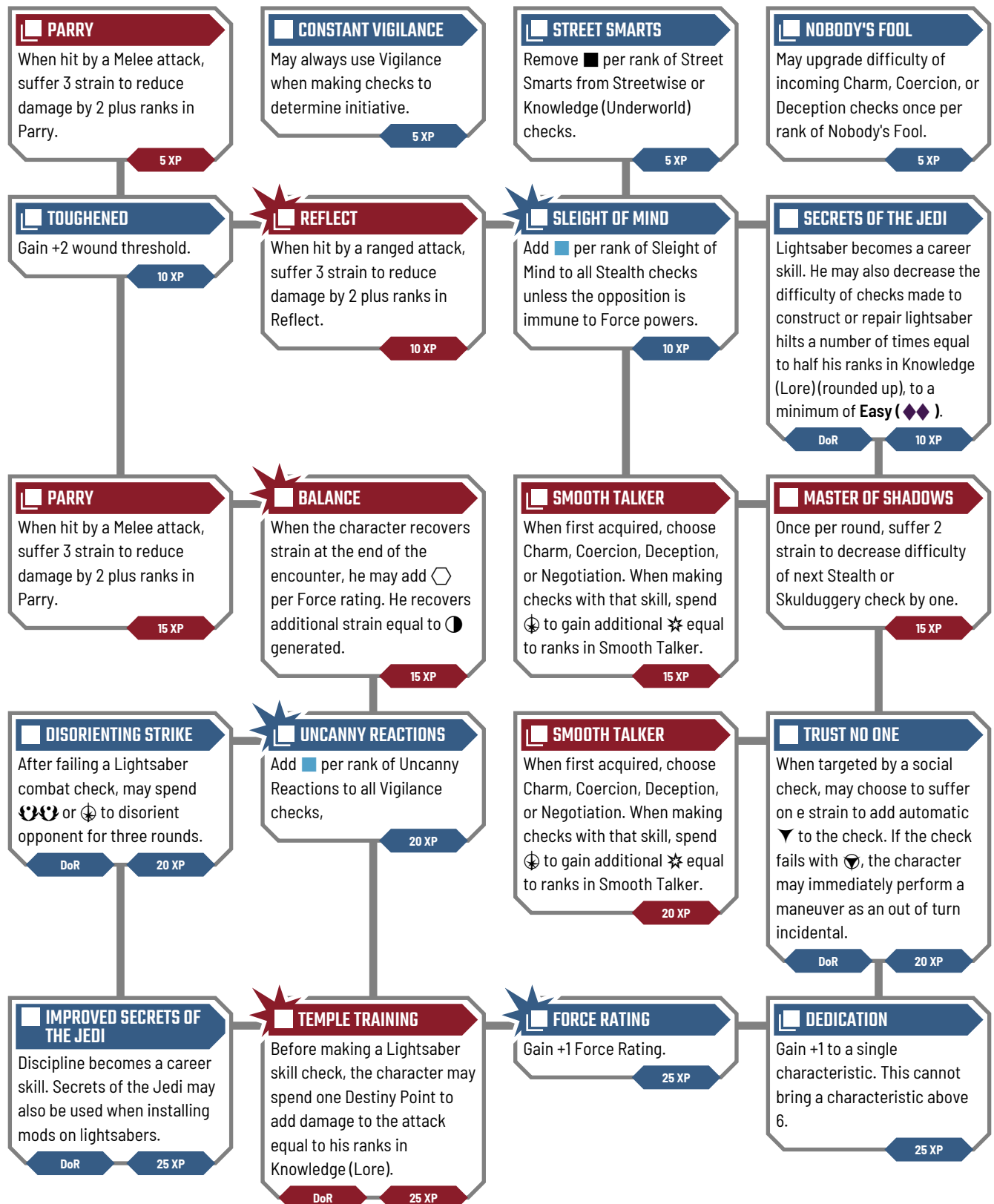
Dawn of Rebellion 103

Active 

Passive 

Ranked 

Force talent 

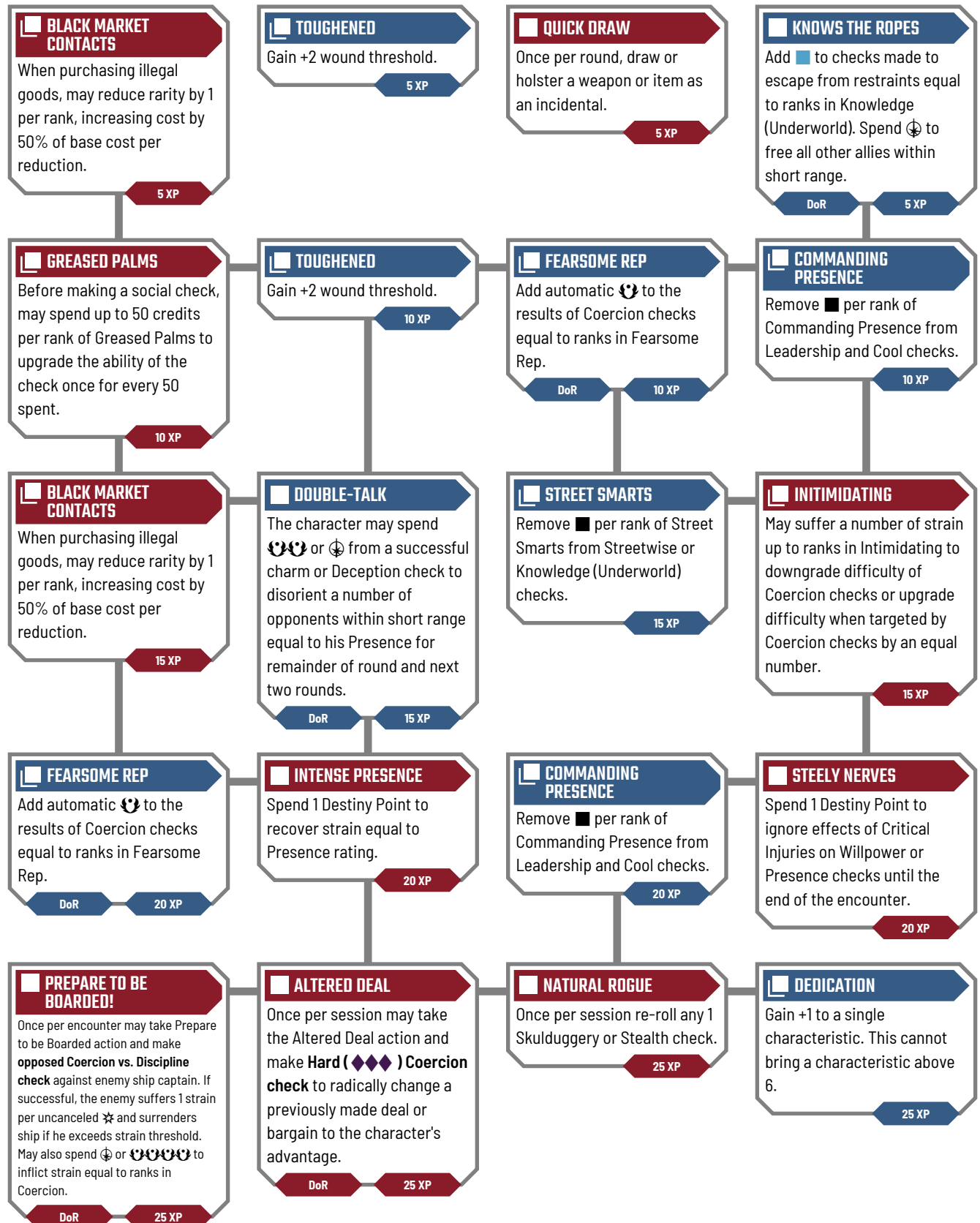


**Pirate Bonus Career Skills:** Coercion, Deception, Knowledge (Underworld), Skulduggery

Active 

Passive 

Ranked 



# UNIVERSAL RECRUIT

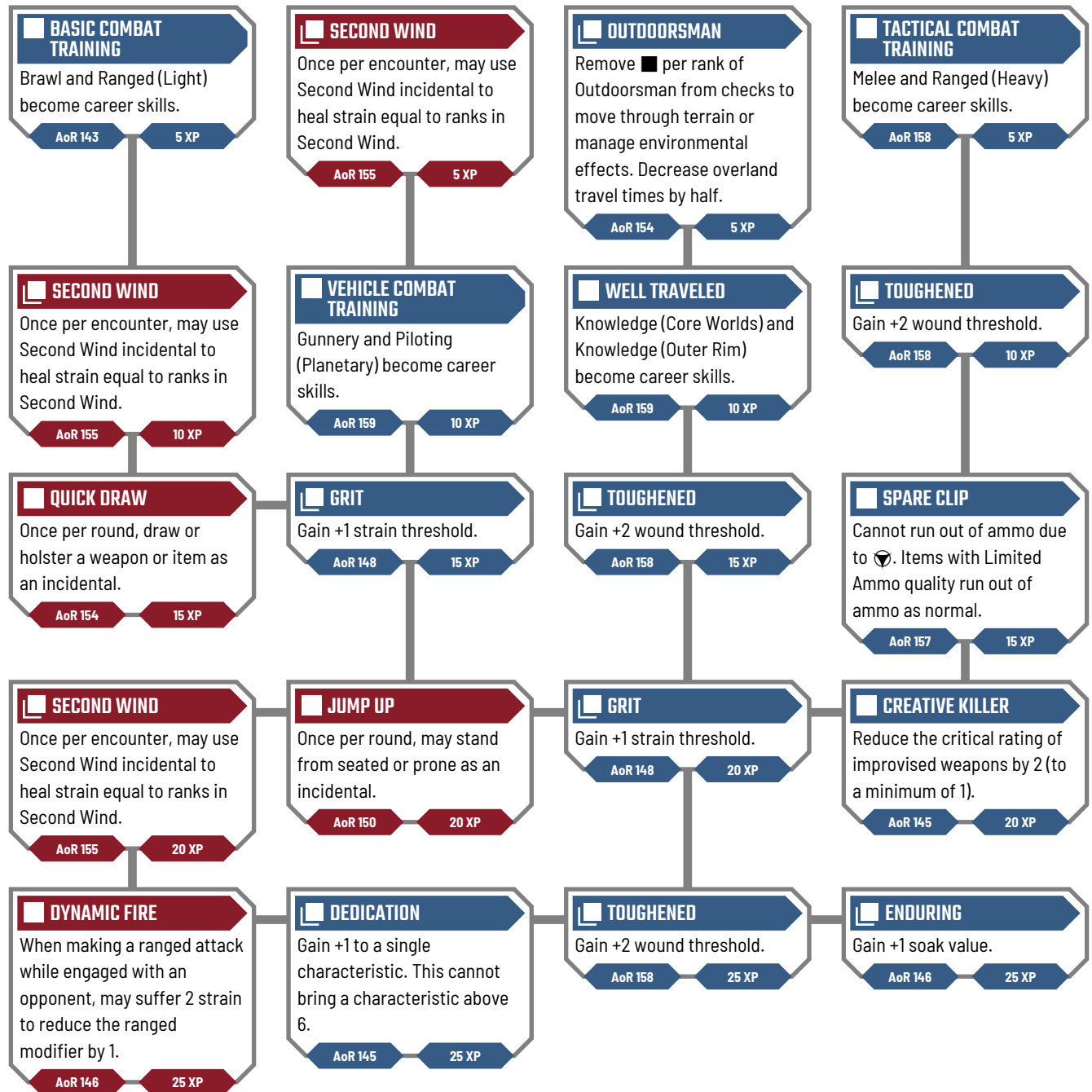
Recruit Bonus Career Skills: Athletics, Discipline, Survival, Vigilance

Age of Rebellion core

Active 

Passive 

Ranked 



# UNIVERSAL REPUBLIC NAVY OFFICER

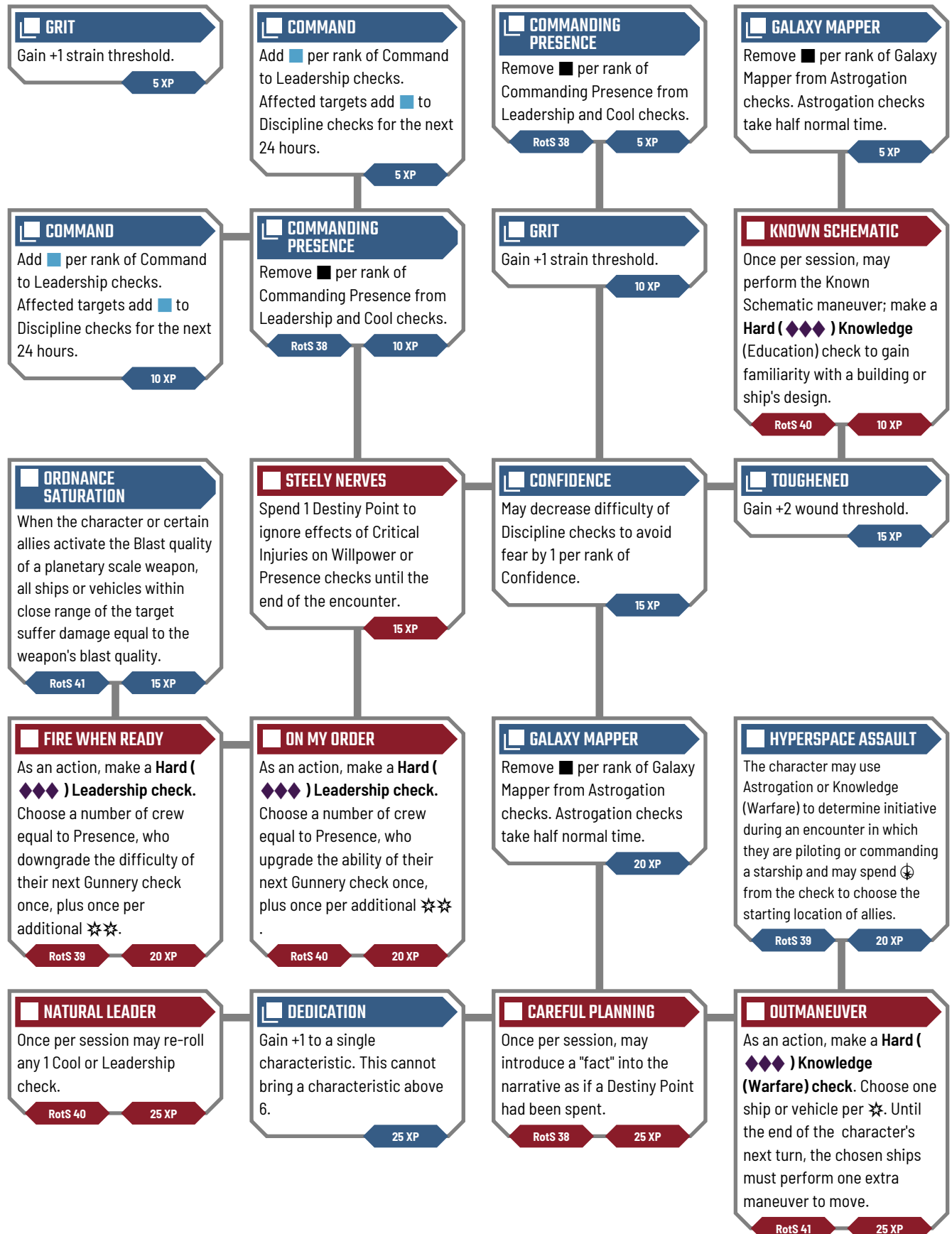
Republic Navy Officer Bonus Career Skills: Astrogation, Discipline, Knowledge (Warfare), Leadership

Rise of the Separatists 31

Active

Passive

Ranked



# UNIVERSAL REPUBLIC REPRESENTATIVE

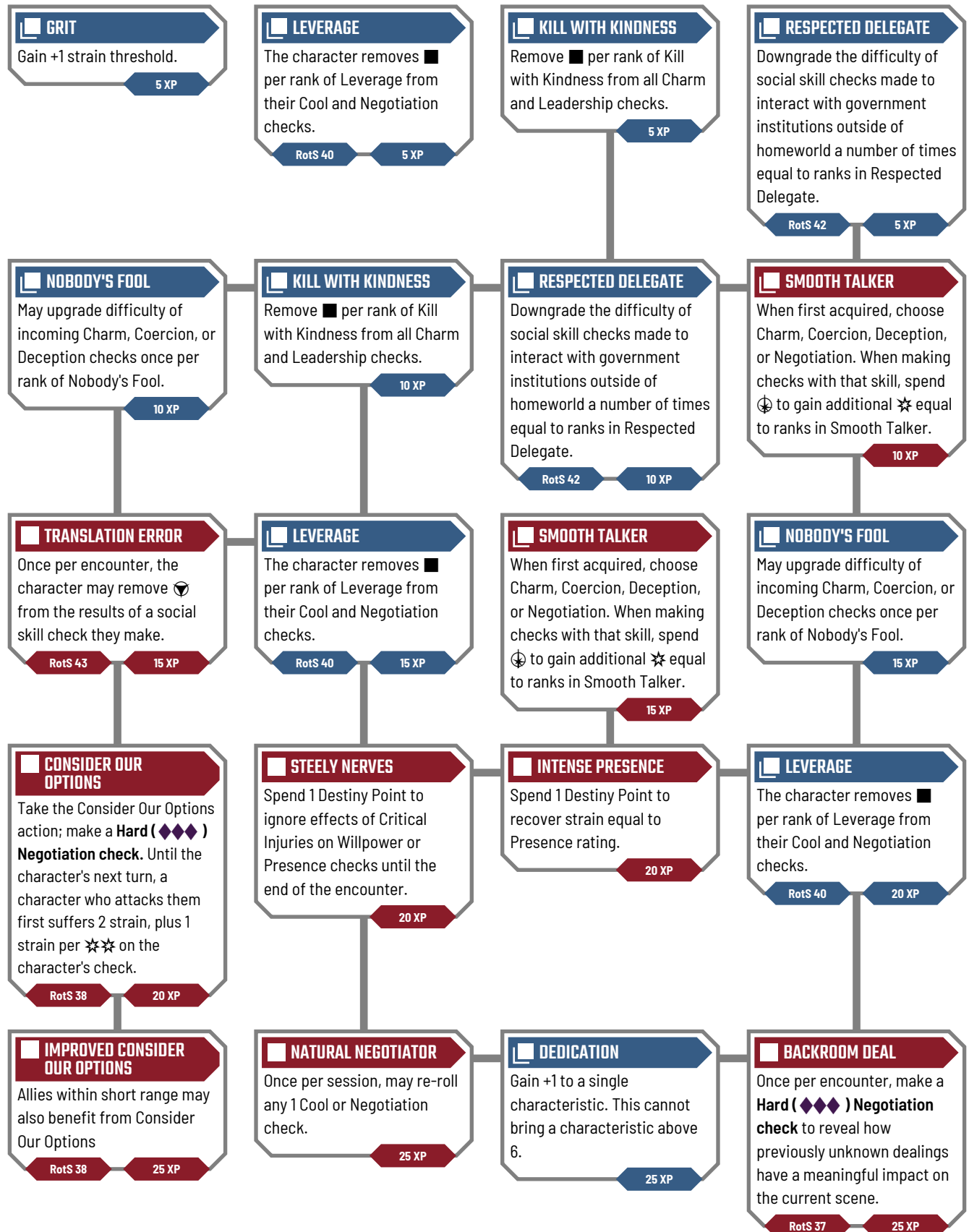
Republic Representative Bonus Career Skills: Charm, Cool, Knowledge ([choose any one]), Negotiation

Rise of the Separatists 33

Active 

Passive 

Ranked 





# UNIVERSAL RETIRED CLONE TROOPER

**Retired Clone Trooper Bonus Career Skills:** Discipline, Knowledge (Warfare), Ranged (Heavy), Ranged (Light), Resilience, Vigilance

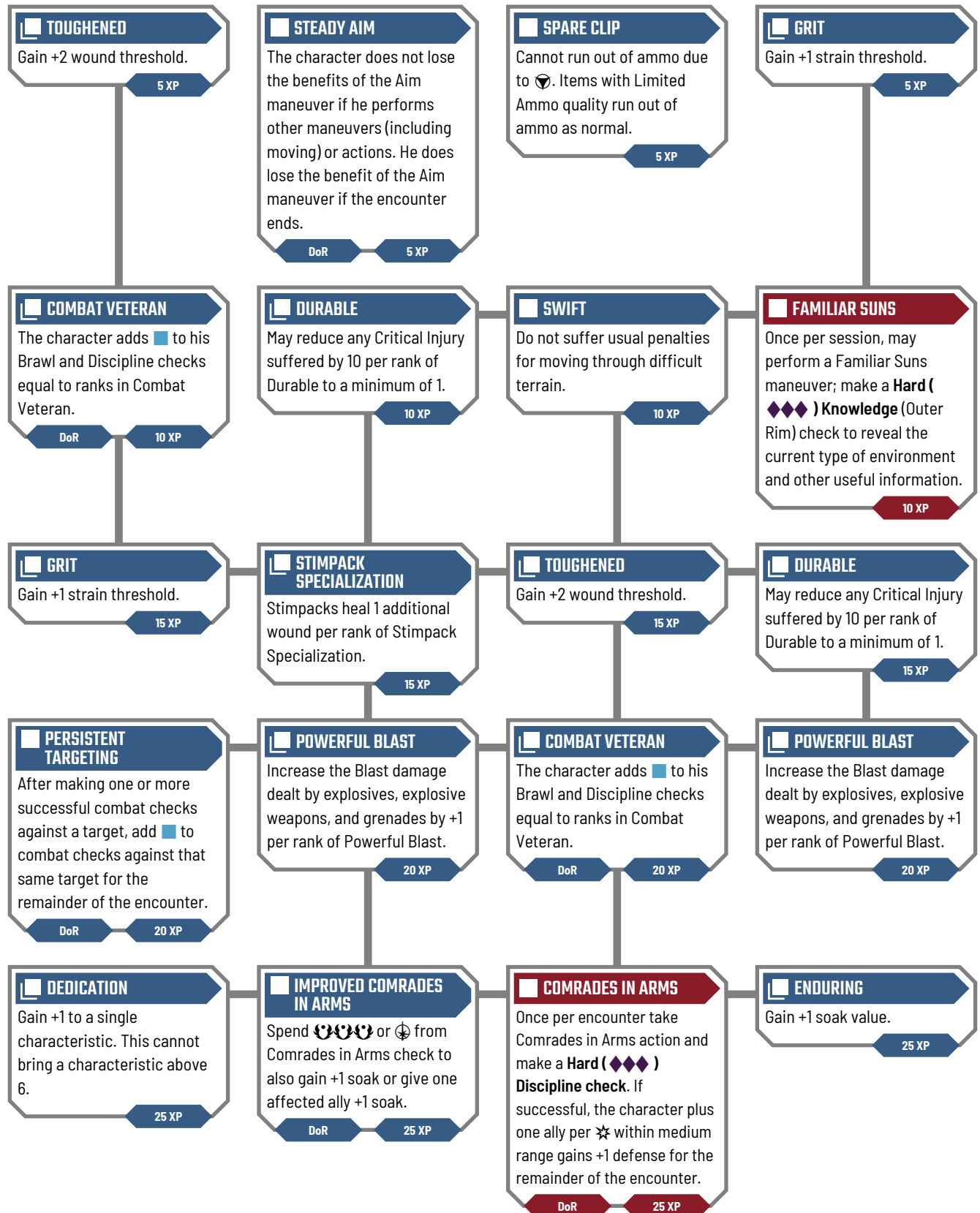
**Prerequisite:** Clone

Dawn of Rebellion 103

Active 

Passive 

Ranked 



# UNIVERSAL SCAVENGER

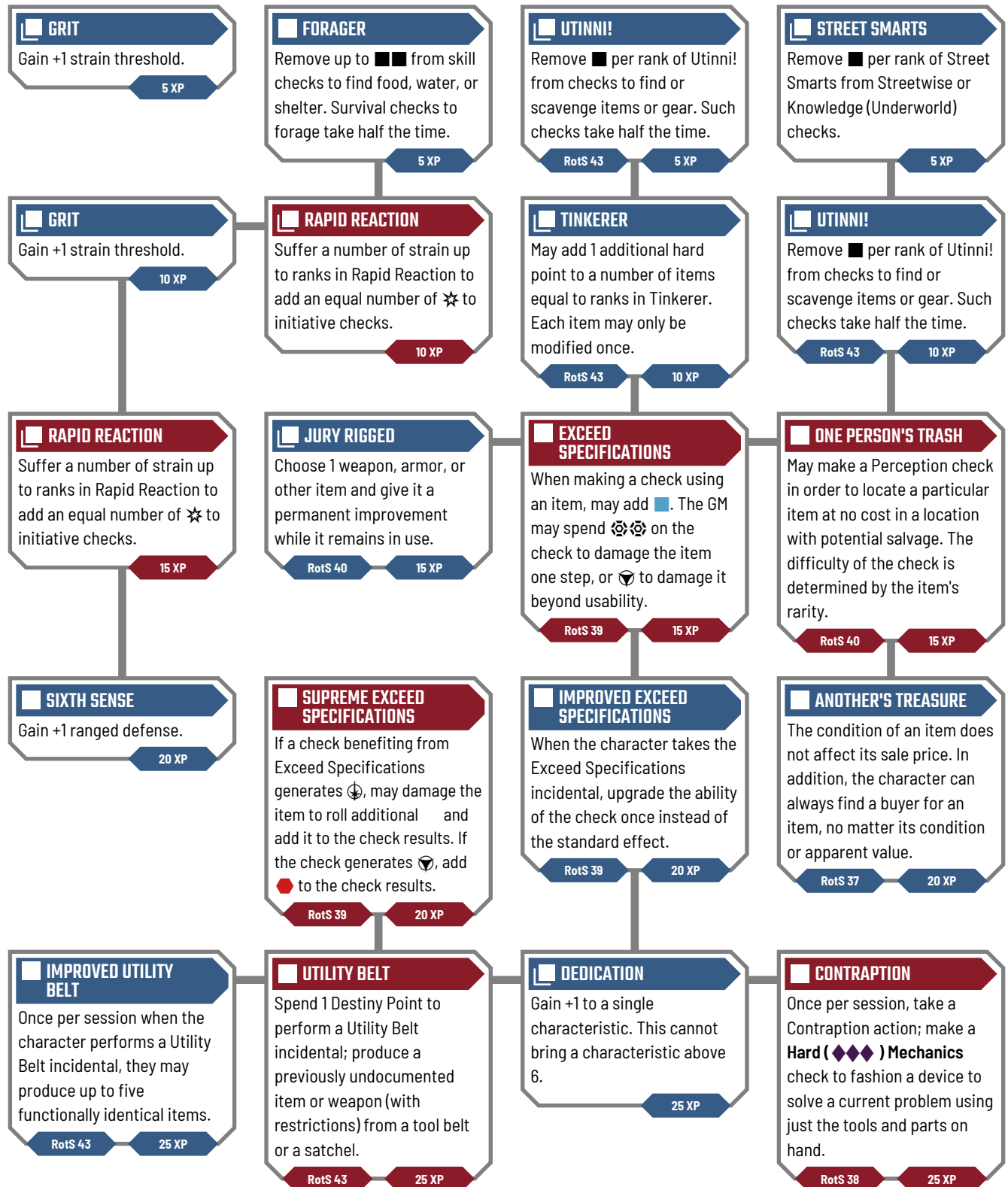
Scavenger Bonus Career Skills: Mechanics, Perception, Streetwise, Survival

Rise of the Separatists 35

Active 

Passive 

Ranked 



# UNIVERSAL SENATOR

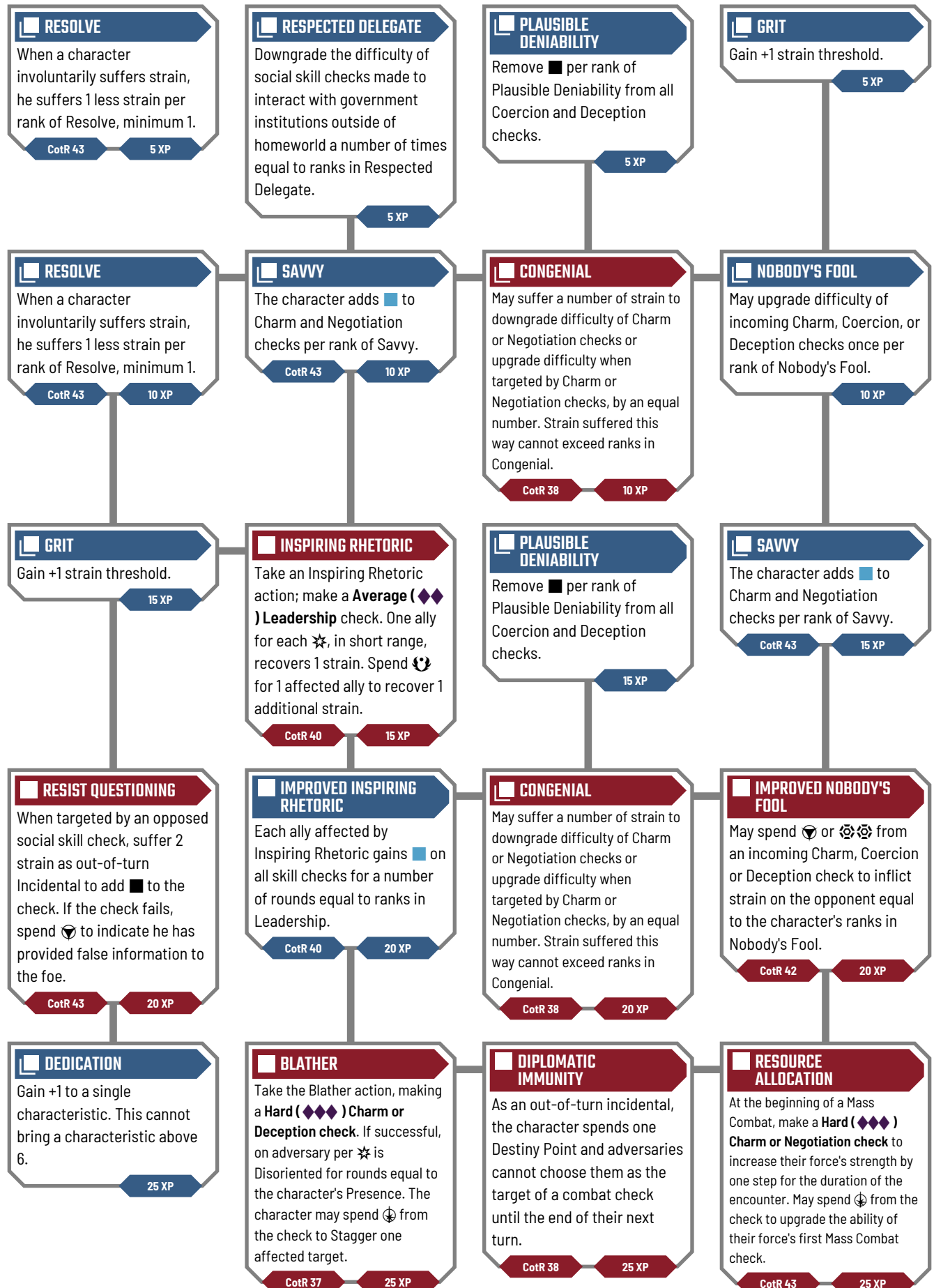
**Senator Bonus Career Skills:** Charm, Deception, Knowledge (Education), Negotiation

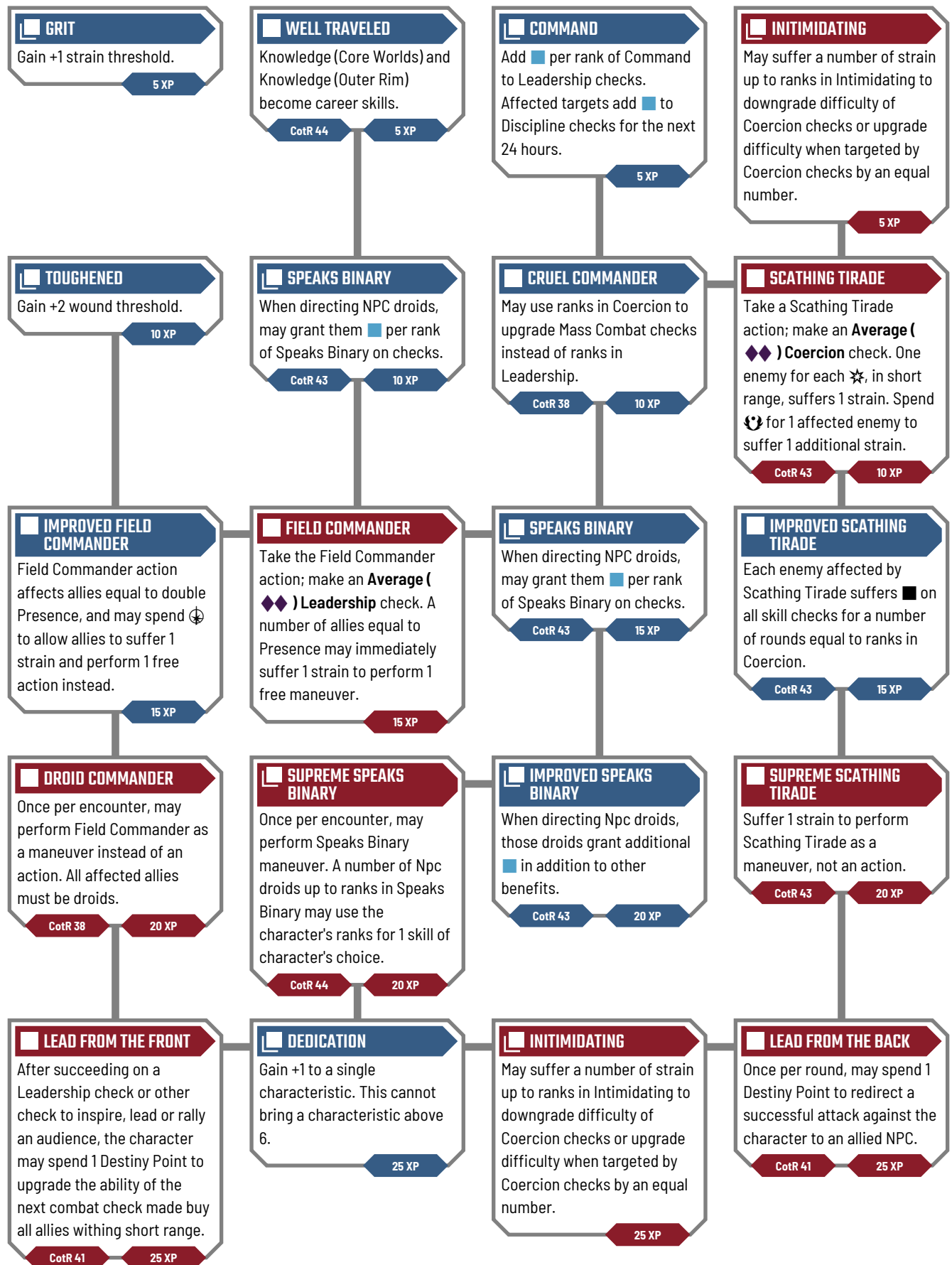
Collapse of the Republic 33

Active 

Passive 

Ranked 





# UNIVERSAL SHIP CAPTAIN

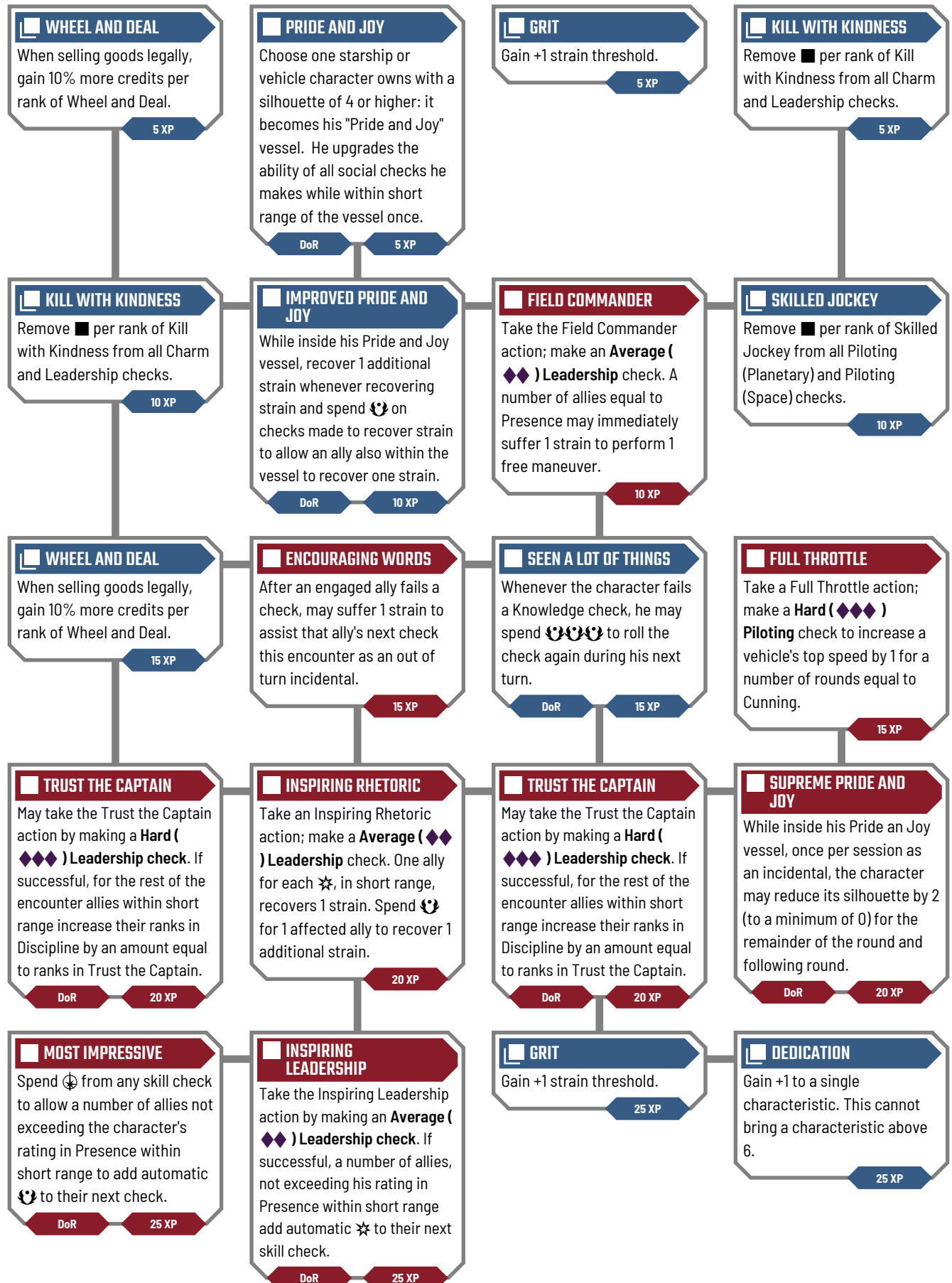
Ship Captain Bonus Career Skills: Charm, Leadership, Negotiation, Piloting (Space)

Down of Rebellion 103

Active 

Passive 

Ranked 



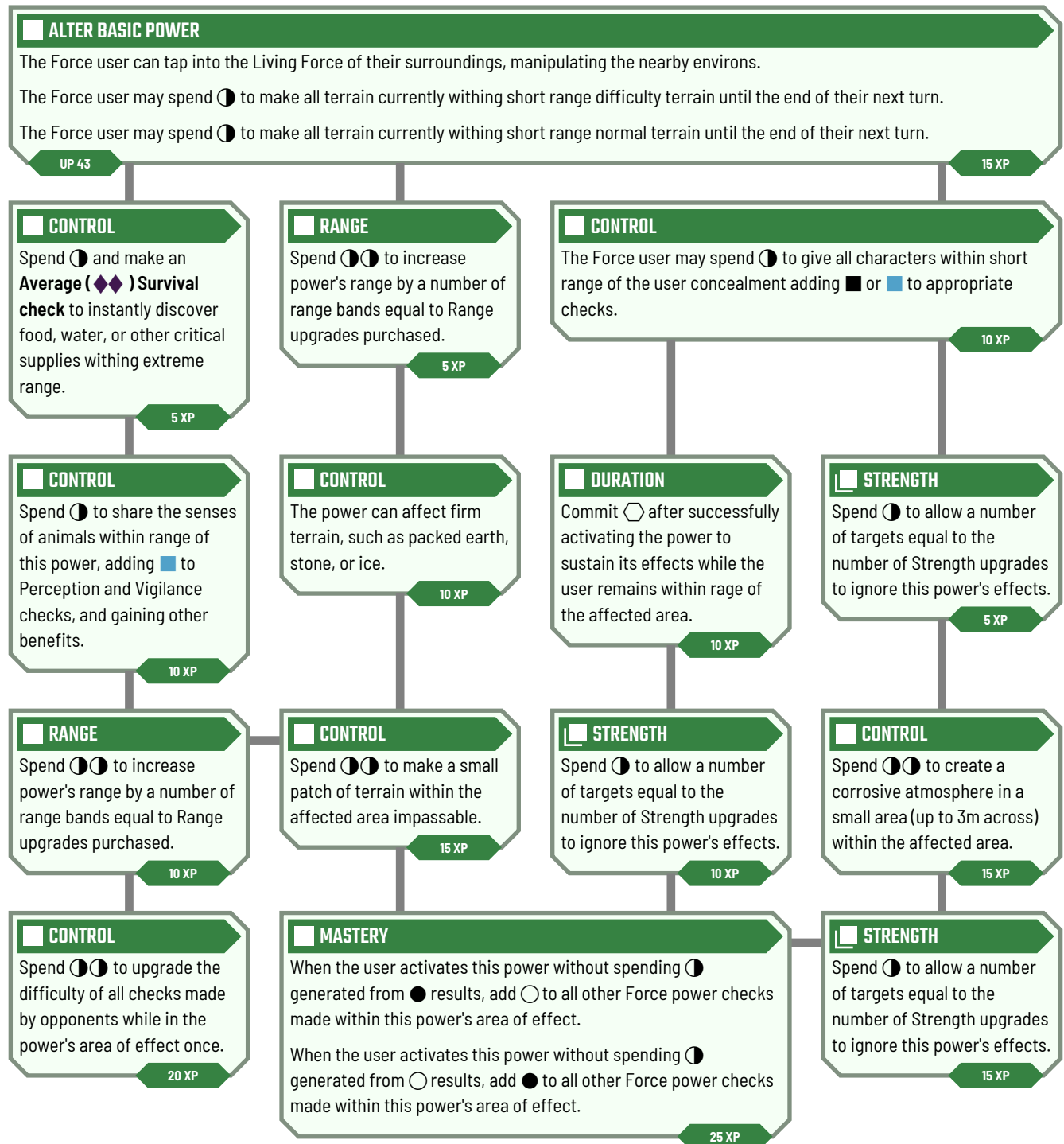
# FORCE POWER ALTER

Prerequisite: Force rating 1+

Unlimited Power 42

Force Power 

Ranked 



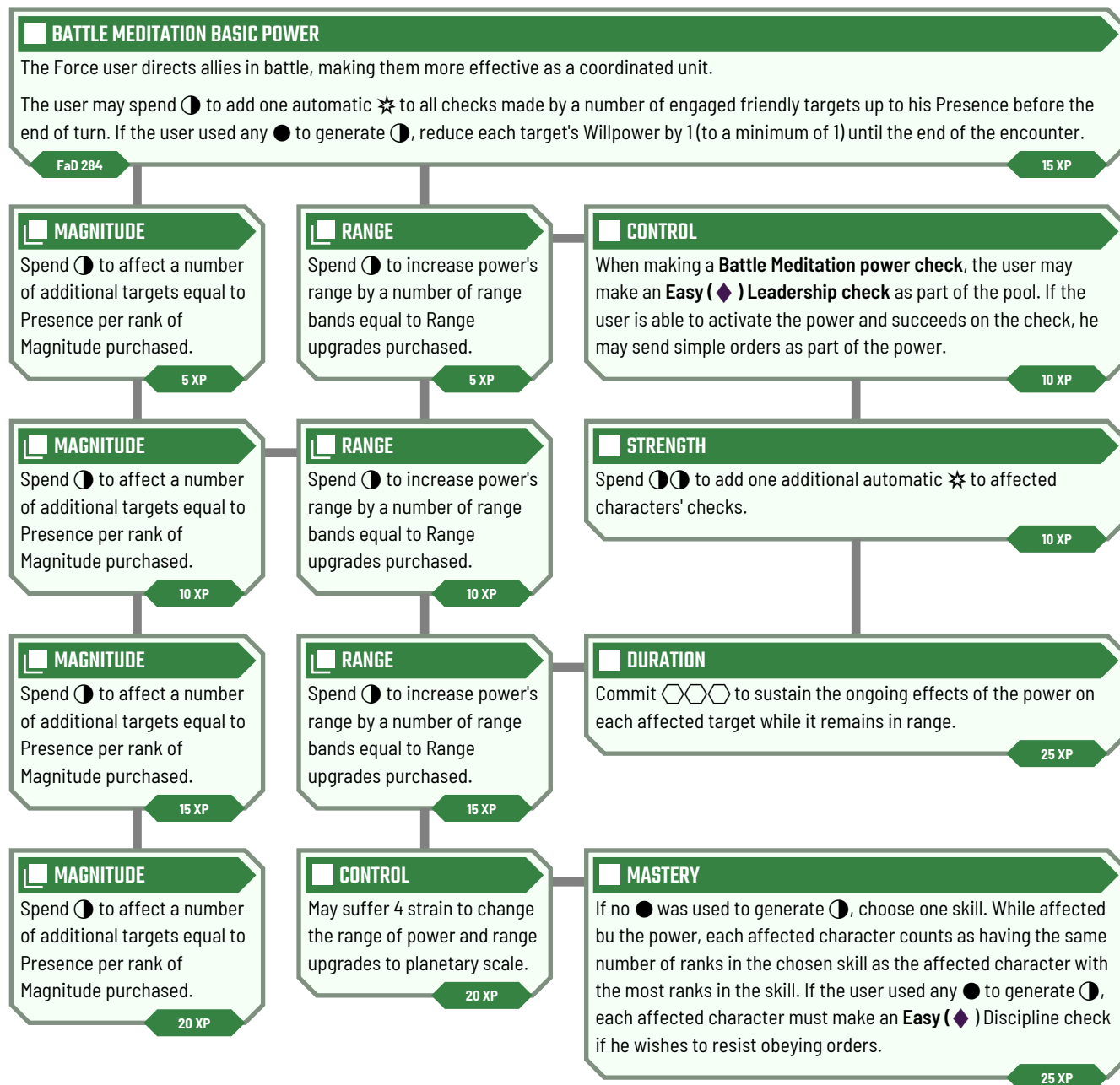
# FORCE POWER BATTLE MEDITATION

Prerequisite: Force rating 2+

Force and Destiny core 284

Force Power 

Ranked 



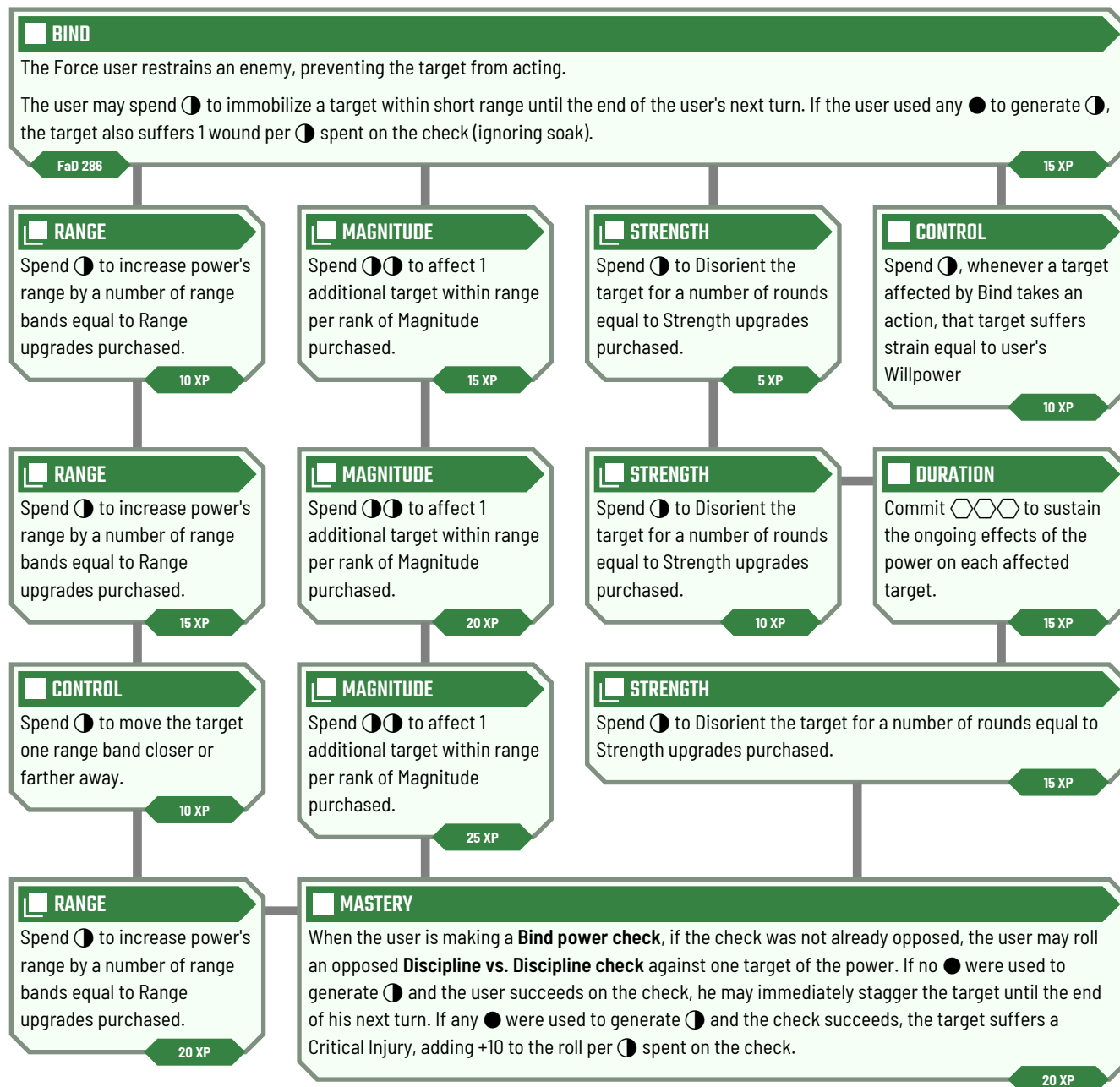
# FORCE POWER BIND

Prerequisite: Force rating 2+

Force and Destiny core 286

Force Power 

Ranked 





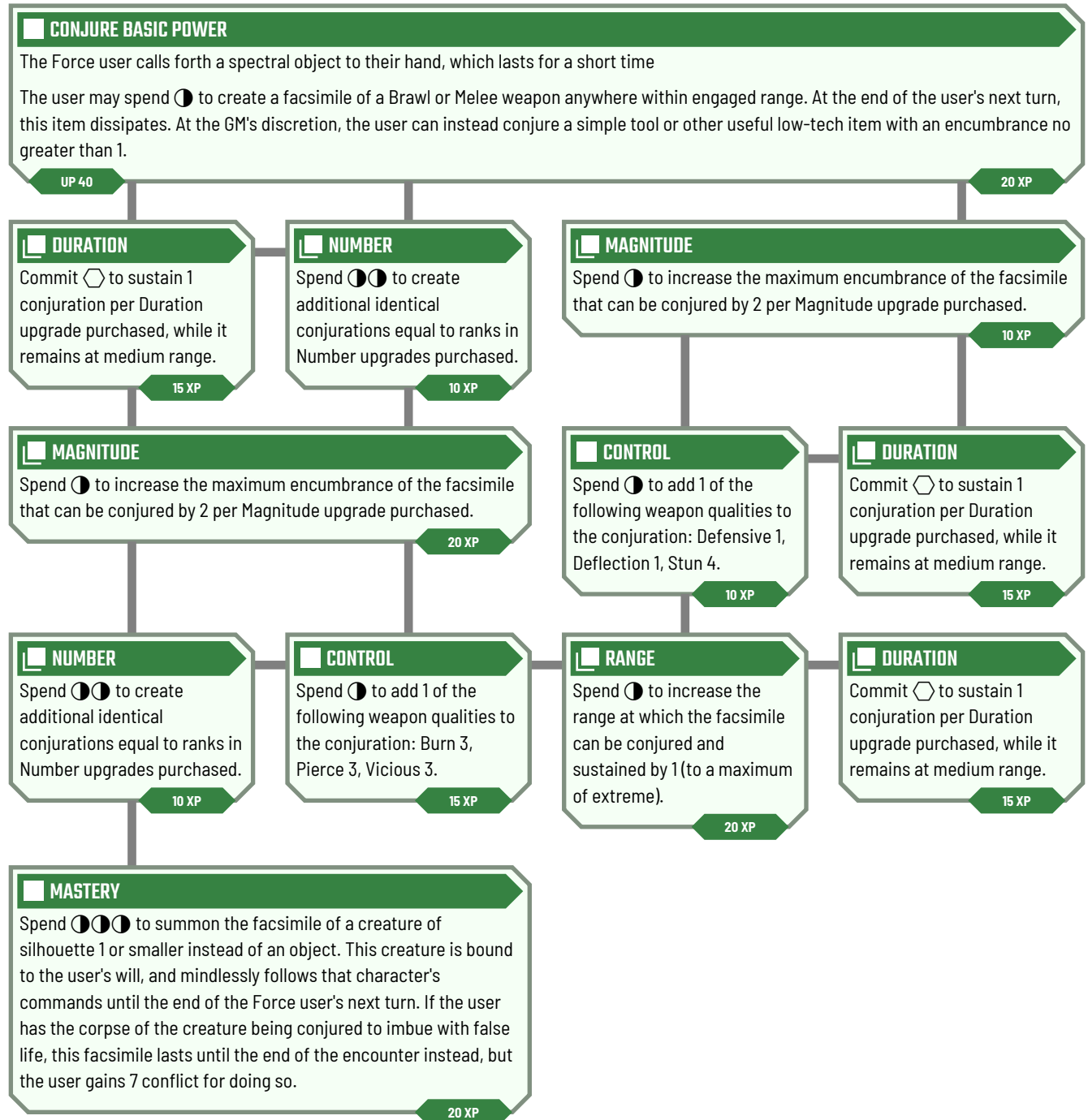
# FORCE POWER CONJURE

Prerequisite: Force rating 1+

Unlimited Power 40

Force Power 

Ranked 



# FORCE POWER EBB/FLOW

Prerequisite: Force rating 1+

Disciples of Harmony 38

Force Power 

Ranked 

## EBB/FLOW BASIC POWER

The Force user's actions empower himself or sap strength from this foes.

**Ebb:** When the Force user makes a skill check, he may roll an **Ebb power check** as part of roll. The user may spend 1 to suffer 1 strain, then inflict 1 strain on all other engaged characters. The Force user may not activate this multiple times.

**Flow:** When the Force user makes a skill check, he may roll a **Flow power check** as part of the roll. The user may spend 1 to heal 1 strain. The Force user may not activate this multiple times.

DoH 39

10 XP

### MAGNITUDE

Spend 1 to exclude number of targets equal to Magnitude upgrades purchased from being affected.

5 XP

### RANGE

Spend 11 to affect all other characters at short range.

10 XP

### STRENGTH

The Force user may spend 1 to increase the strain healed or inflicted by 1.

10 XP

### CONTROL

Spend 111 once per encounter to ask the GM a single yes/no question.

10 XP

### CONTROL

**Ebb:** When making a **combined Ebb power check** may spend 1 to add 1 to any checks made by the engaged opponents until next turn.

**Flow:** When making a **combined Flow power check** may spend 1 to add 1 to any checks using the same skill until the end of next turn.

10 XP

### STRENGTH

The Force user may spend 1 to increase the 1 or 1 added by 1.

10 XP

### MAGNITUDE

Spend 1 to exclude number of targets equal to Magnitude upgrades purchased from being affected.

5 XP

### CONTROL

**Ebb:** When making a **combined Ebb power check** may spend 1 to add 1 to any checks made by the engaged opponents until next turn.

**Flow:** When making a **combined Flow power check** may spend 1 to add 1 to any checks using the same skill until the end of next turn.

10 XP

### STRENGTH

The Force user may spend 1 to increase the 1 or 1 added by 1.

10 XP

### CONTROL

Commit 1 until the end of the current encounter. For the remainder of the current encounter, add 1 to all skill checks. Each 1 and 1 adds either 1 or 1 to the check; each 1 causes the user to suffer 1 strain and gain 1 conflict.

10 XP

### CONTROL

**Ebb:** Once per session, if a target suffered at least 5 strain from this power, add 1 to the target's next check.

**Flow:** Once per session, if the user healed at least 5 strain from this power, add 1 to user's next check.

20 XP

# FORCE POWER ENDURE



Prerequisite: Force rating 1+

Knights of Fate 36

Force Power 

Ranked 

## ENDURE BASIC POWER

When the character suffers a Critical Injury with a severity no greater than **Easy (◆)** the character may activate Endure as an out-of-turn incidental and commit  to temporarily ignore the effects of that injury. The character does not apply any results from the Critical Injury or add +10 to further rolls on the Critical Injury Result table while  remains committed. When this ongoing effect ends, the character suffers all effects of the Critical Injury (unless it has been treated).

KoF 37


10 XP

### STRENGTH

Increase the severity of Critical Injury that can be affected by one per Strength upgrade purchased.

5 XP

### CONTROL

The character can commit one additional  to temporarily ignore one additional Critical Injury per Control upgrade purchased.


5 XP

### DURATION

As an incidental, the character can activate Endure to temporarily ignore a Critical Injury the character is already suffering, and which is of a severity that Endure could affect normally.

10 XP

### CONTROL

The character can commit one additional  to temporarily ignore one additional Critical Injury per Control upgrade purchased.

10 XP

### STRENGTH

Increase the severity of Critical Injury that can be affected by one per Strength upgrade purchased.

10 XP

### MAGNITUDE

The character can use Endure to affect allies at short range. The ongoing effect ends if the distance between the characters increases beyond short for any reason.


10 XP

### STRENGTH

Increase the severity of Critical Injury that can be affected by one per Strength upgrade purchased.

15 XP

### CONTROL

The character can commit one additional  to temporarily ignore one additional Critical Injury per Control upgrade purchased.

15 XP

### STRENGTH

Increase the severity of Critical Injury that can be affected by one per Strength upgrade purchased.



5 XP

### RANGE

The character can use Endure to affect allies within medium range. The ongoing effect ends if the distance between the characters increases beyond medium for any reason.

10 XP

### MASTERY

When activating Endure, the character may make an Endure power check, making a Discipline check with a difficulty equal to the severity of the Critical Injury and adding  up the character's Force rating. If the character succeeds on the check and generates  equal to the Severity of the Critical Injury, the Critical Injury is not suffered.

20 XP

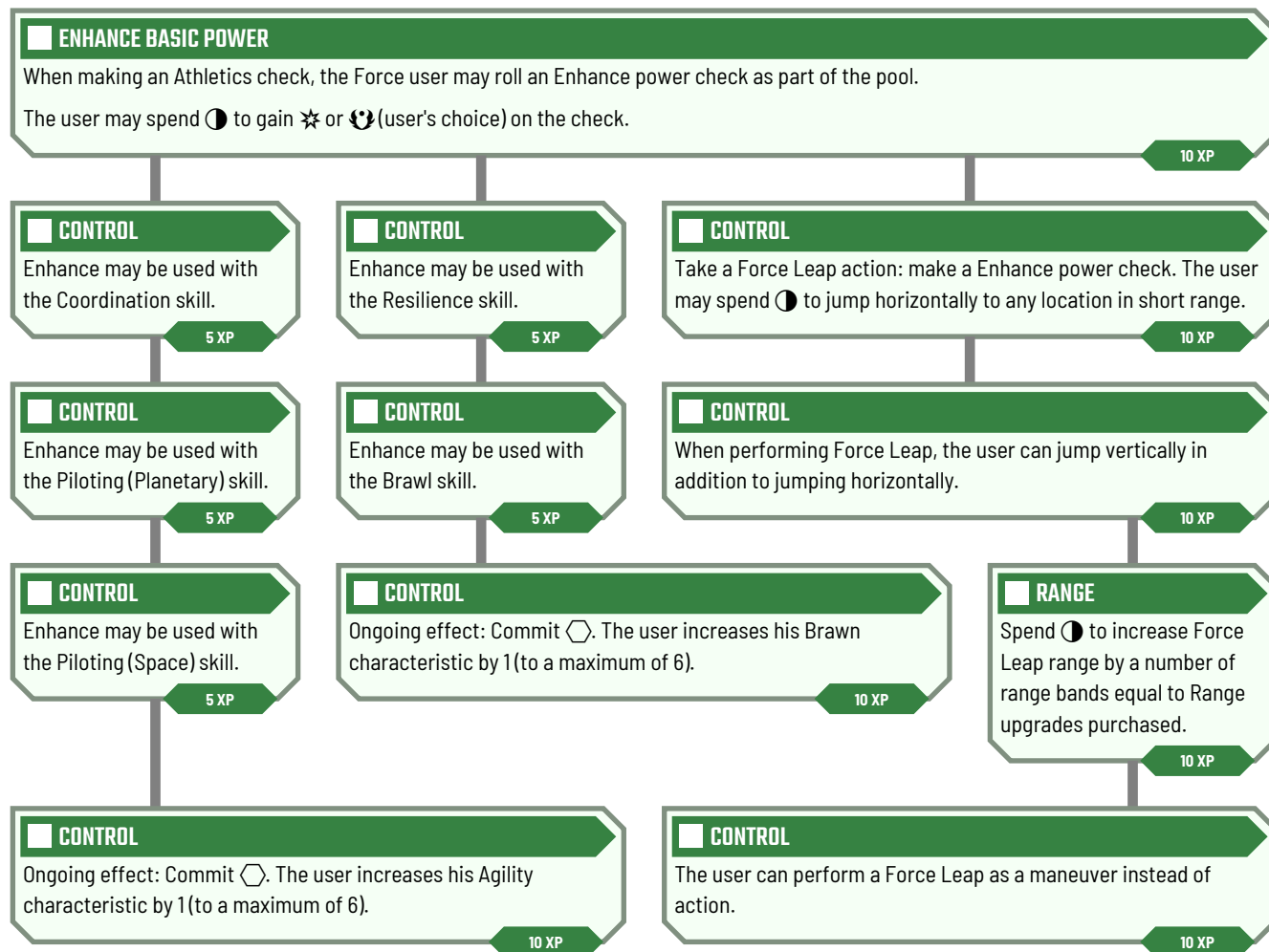
# FORCE POWER ENHANCE

Prerequisite: Force rating 1+

Age of Rebellion core 298, Force and Destiny core 288

Force Power 

Ranked 



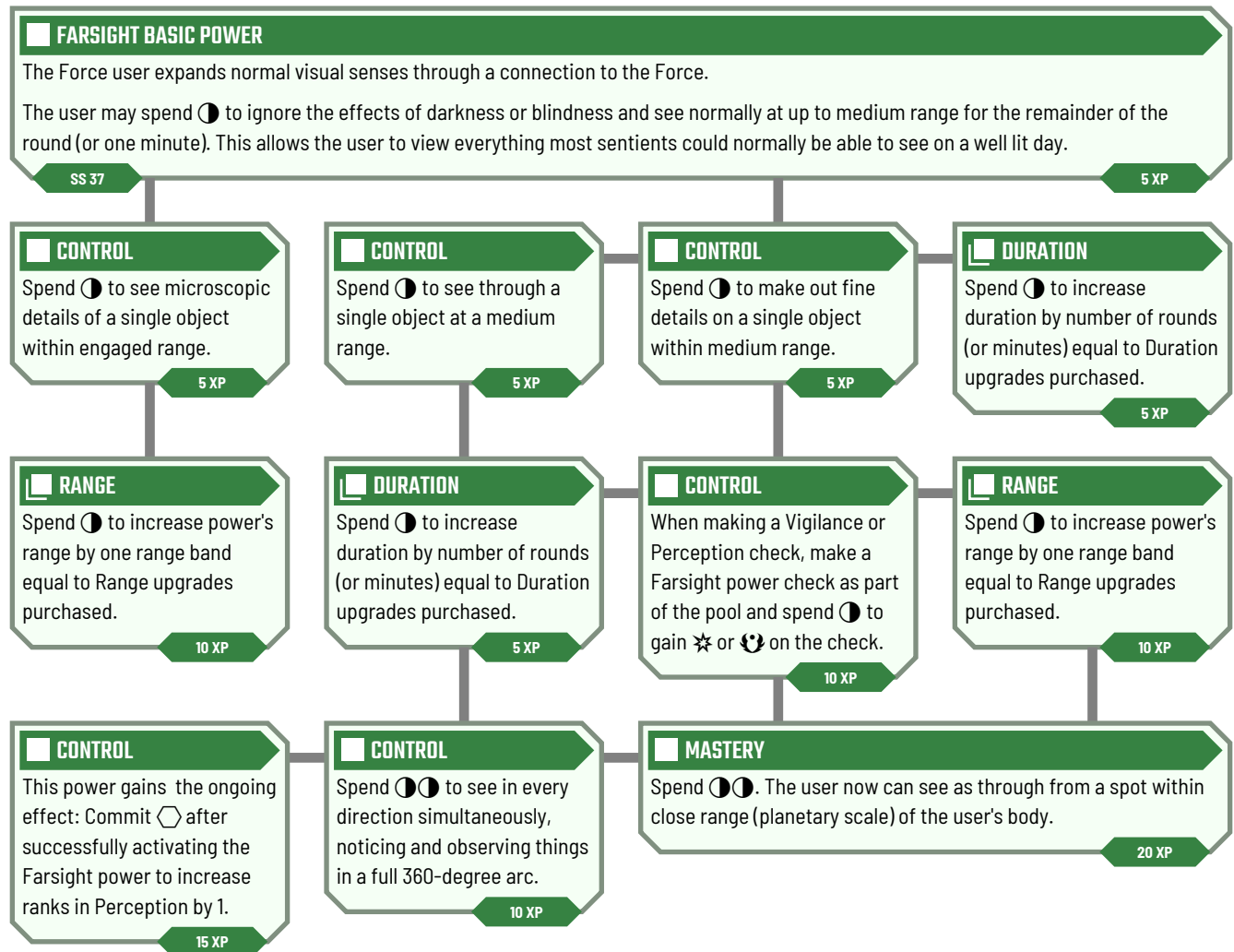
# FORCE POWER FARSIGHT

Prerequisite: Force rating 1+

Savage Spirits 36

Force Power 

Ranked 



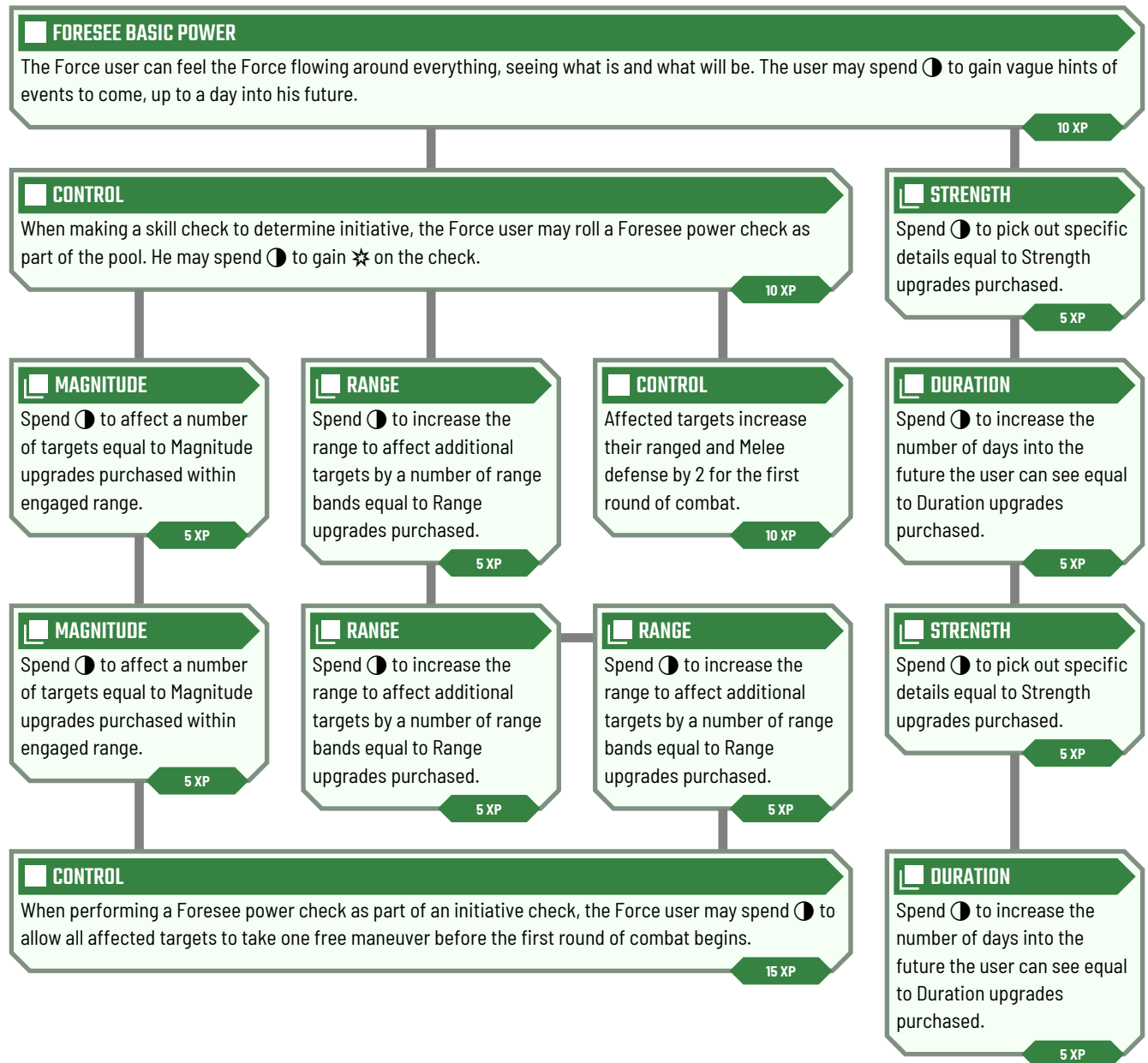
# FORCE POWER FORESEE

Prerequisite: Force rating 1+

Age of Rebellion core 300, Force and Destiny core 290

Force Power 

Ranked 



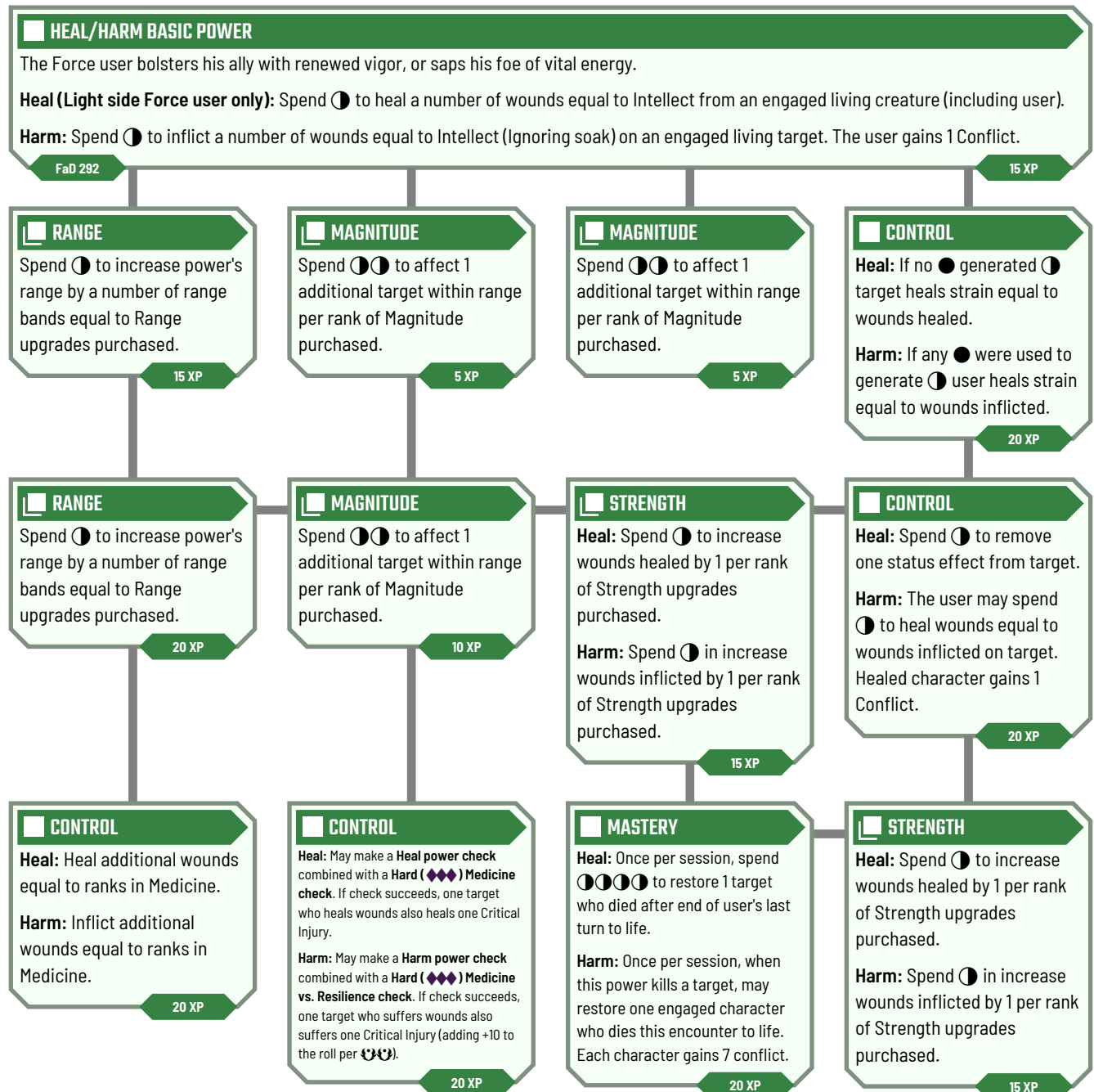
# FORCE POWER HEAL / HARM

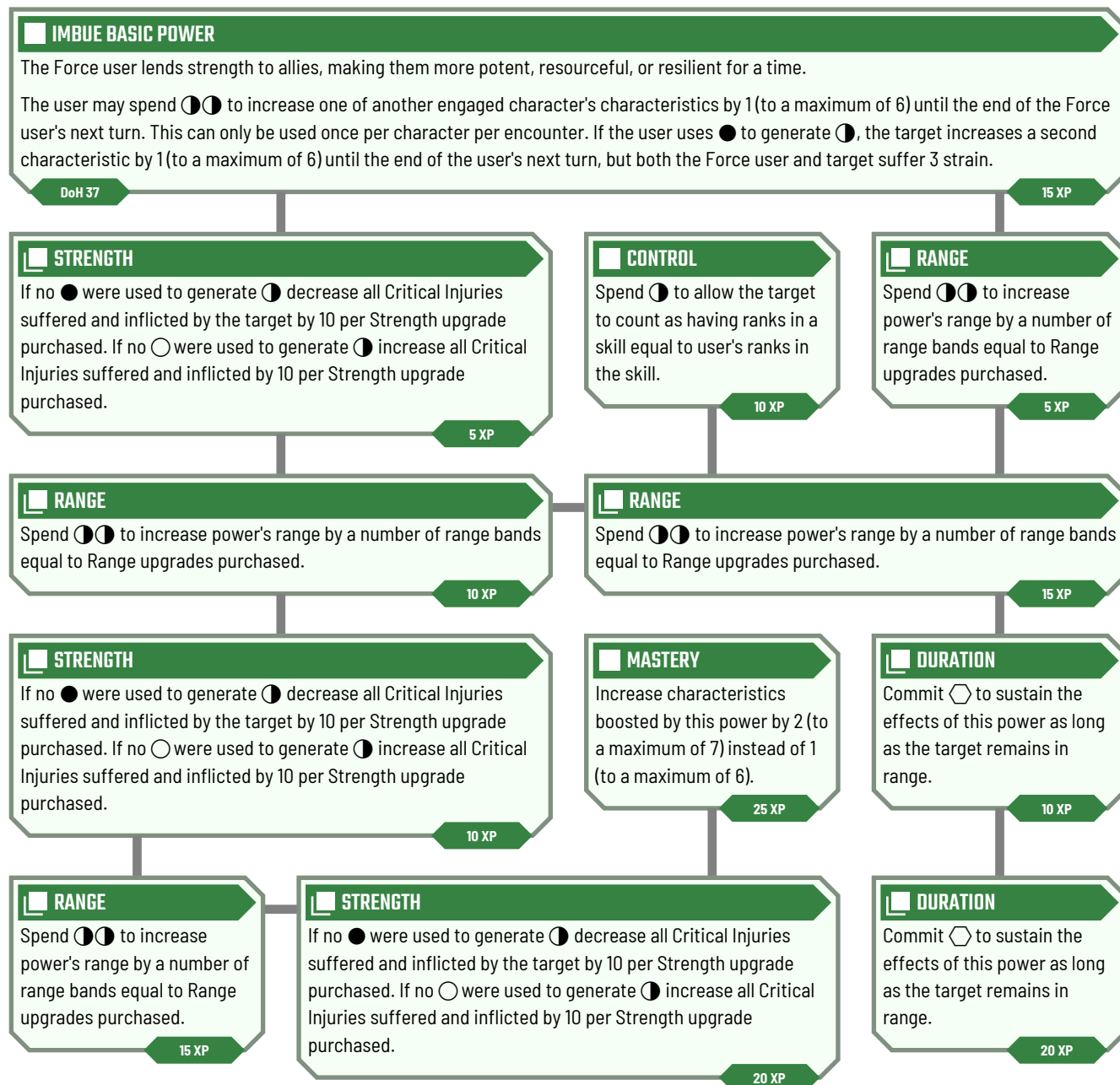
Prerequisite: Force rating 1+

Force and Destiny core 292

Force Power 

Ranked 







# FORCE POWER INFLUENCE

Prerequisite: Force rating 1+

Edge of the Empire core 282, Force and Destiny core 294

Force Power 

Ranked 

## INFLUENCE BASIC POWER

The character may attempt to guide, shape, and even twist the thoughts and feelings of others.

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

10 XP

### RANGE

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

5 XP

### MAGNITUDE

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

5 XP

### CONTROL

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

10 XP

### CONTROL

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

15 XP

### STRENGTH

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

10 XP

### RANGE

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

10 XP

### MAGNITUDE

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

5 XP

### DURATION

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

5 XP

### DURATION

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

5 XP

### RANGE

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

10 XP

### MAGNITUDE

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

5 XP

### DURATION

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

5 XP

### DURATION

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

5 XP

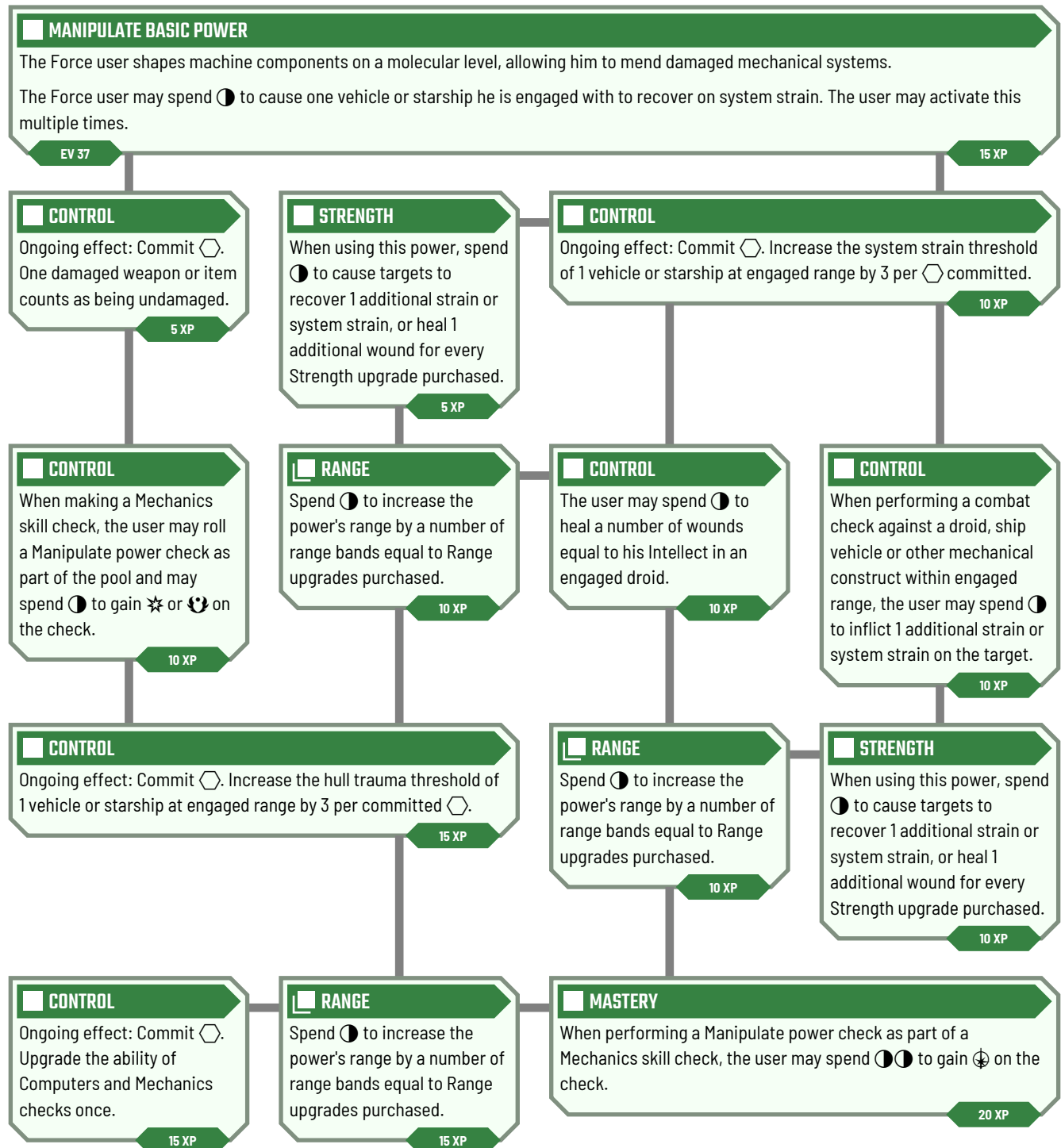
# FORCE POWER MANIPULATE

Prerequisite: Force rating 1+

Endless Vigil 36

Force Power 

Ranked 



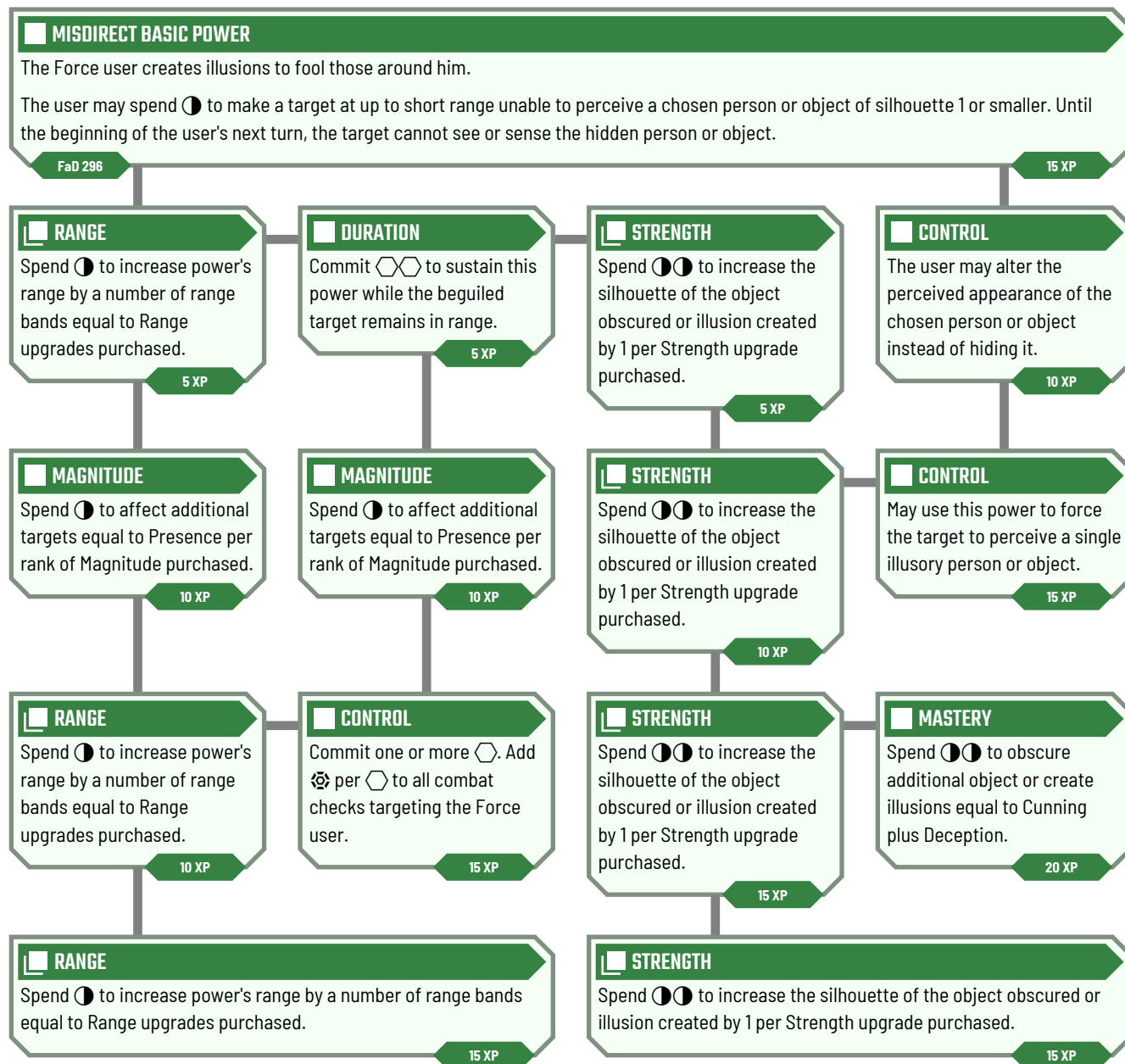
# FORCE POWER MISDIRECT

Prerequisite: Force rating 1+

Force and Destiny core 296

Force Power 

Ranked 



# FORCE POWER MOVE

Prerequisite: Force rating 1+

Age of Rebellion core 296, Edge of the Empire core 284, Force and Destiny core 298

Force Power 

Ranked 

## MOVE BASIC POWER

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

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

10 XP

### MAGNITUDE

Spend 1 to increase number of targets affected by power equal to magnitude upgrades purchased.

5 XP

### STRENGTH

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

10 XP

### RANGE

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

5 XP

### RANGE

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

5 XP

### MAGNITUDE

Spend 1 to increase number of targets affected by power equal to magnitude upgrades purchased.

5 XP

### STRENGTH

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

10 XP

### CONTROL

The Force user can hurl objects to damage targets, by making a Discipline check (difficulty equal to the SIL of the object being thrown) combined with a Move Power check, dealing damage equal to 10 times silhouette (SIL 0 equals 5 damage).

10 XP

### MAGNITUDE

Spend 1 to increase number of targets affected by power equal to magnitude upgrades purchased.

10 XP

### STRENGTH

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

15 XP

### CONTROL

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

5 XP

### RANGE

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

15 XP

### MAGNITUDE

Spend 1 to increase number of targets affected by power equal to magnitude upgrades purchased.

10 XP

### STRENGTH

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

20 XP

### CONTROL

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

15 XP

# FORCE POWER PROTECT / UNLEASH

Prerequisite: Force rating 3+

Force and Destiny core 300

Force Power 

Ranked 

## PROTECT / UNLEASH BASIC POWER

The Force user guides the flow of energy, protecting himself and others or unleashing blasts of power upon his foes.

**Protect:** The user makes a **Protect power check** and rolls **Average (◆◆)** Discipline check as part of the pool. Spend 1 to reduce damage from an energy-based weapon that this himself or an engaged character by amount equal to Willpower plus 1 per ☆. Dark side Force users may only protect themselves.

**Unleash:** The user makes an **Unleash power check** as ranged attack and rolls an **Average (◆◆)** Discipline check for difficulty. If check succeeds and spends 1 the attack hits. It has a range of short, a base damage equal to Willpower, and a critical rating of 4. User gains 1 Conflict.

FaD 300

20 XP

### RANGE

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

5 XP

### STRENGTH

Spend 1 to decrease damage equal to ranks of Strength upgrades purchased.

5 XP

### STRENGTH

Spend 1 to decrease damage equal to ranks of Strength upgrades purchased.

5 XP

### CONTROL

**Protect:** Spend 1 to gain +1 defense.

**Unleash:** Spend 1 to inflict 1 strain on target.

10 XP

### RANGE

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

10 XP

### MAGNITUDE

Spend 1 to affect 1 additional target within range per rank of Magnitude purchased.

10 XP

### RANGE

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

10 XP

### CONTROL

**Protect:** Spend 1 to allow power to protect against all types of attack.

**Unleash:** Spend 1 to give the attack Ensnare 2.

15 XP

### RANGE

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

20 XP

### STRENGTH

Spend 1 to decrease damage equal to ranks of Strength upgrades purchased.

15 XP

### STRENGTH

Spend 1 to decrease damage equal to ranks of Strength upgrades purchased.

20 XP

### DURATION

**Protect:** If no 1 generated the power reduces damage of all attacks hitting the target.

**Unleash:** Spend 1 to give the attack Burn 2.

15 XP

### CONTROL

**Protect:** Light side Force users may spend 1 Destiny Point to use Protect as an out-of-turn-incident once per session.

**Unleash:** Dark side Force users may spend 1 Destiny Point to use Unleash as a maneuver once per session.

25 XP

### MASTERY

**Protect:** Light side Force user may spend 1 to reflect all attacks they reduce to 0 damage, dealing damage equal to initial attack to attacker.

**Unleash:** Dark side Force users may spend 1 to reduce critical rating of attacks to 1.

25 XP

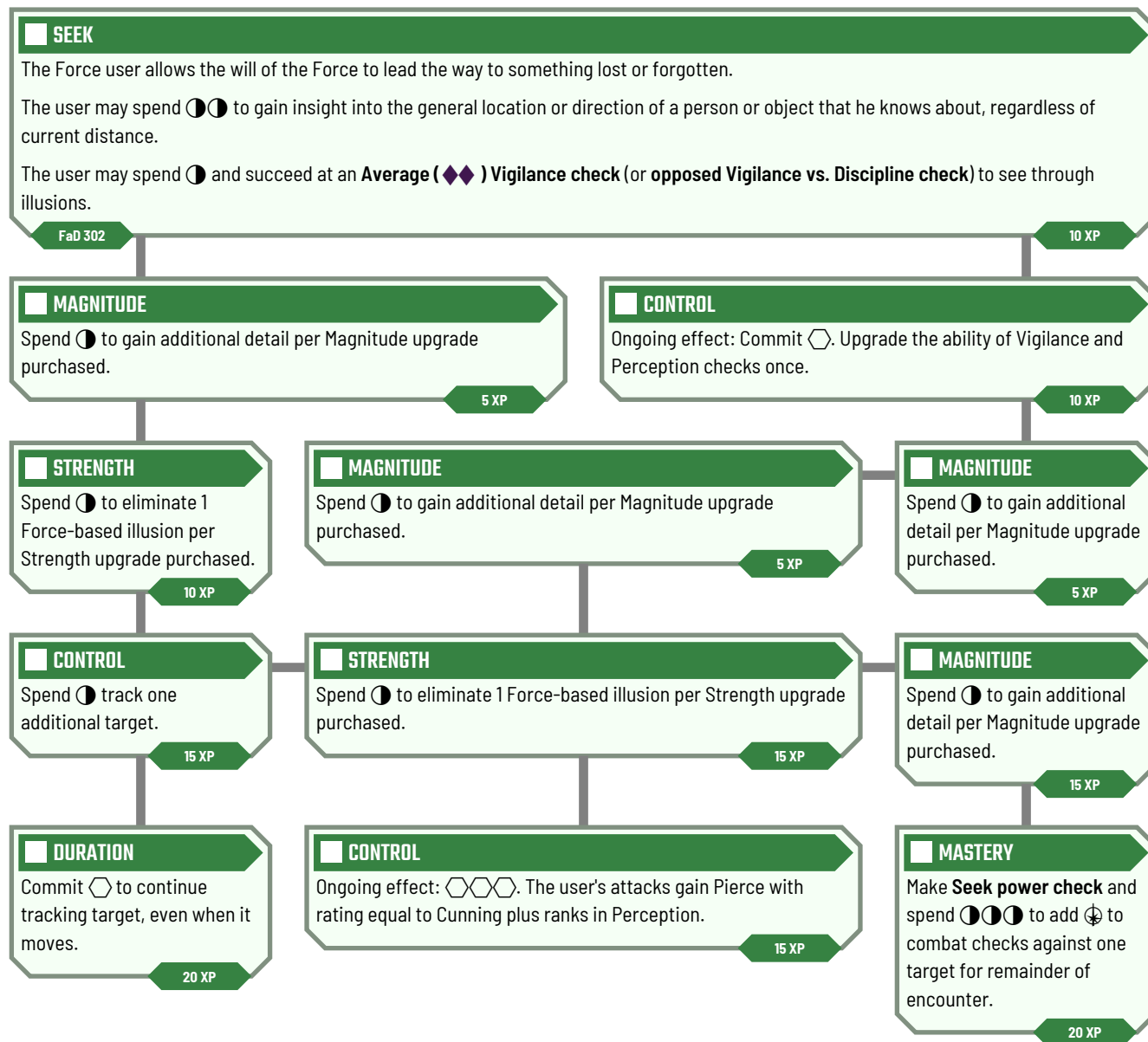
# FORCE POWER SEEK

Prerequisite: Force rating 1+

Force and Destiny core 302

Force Power 

Ranked 



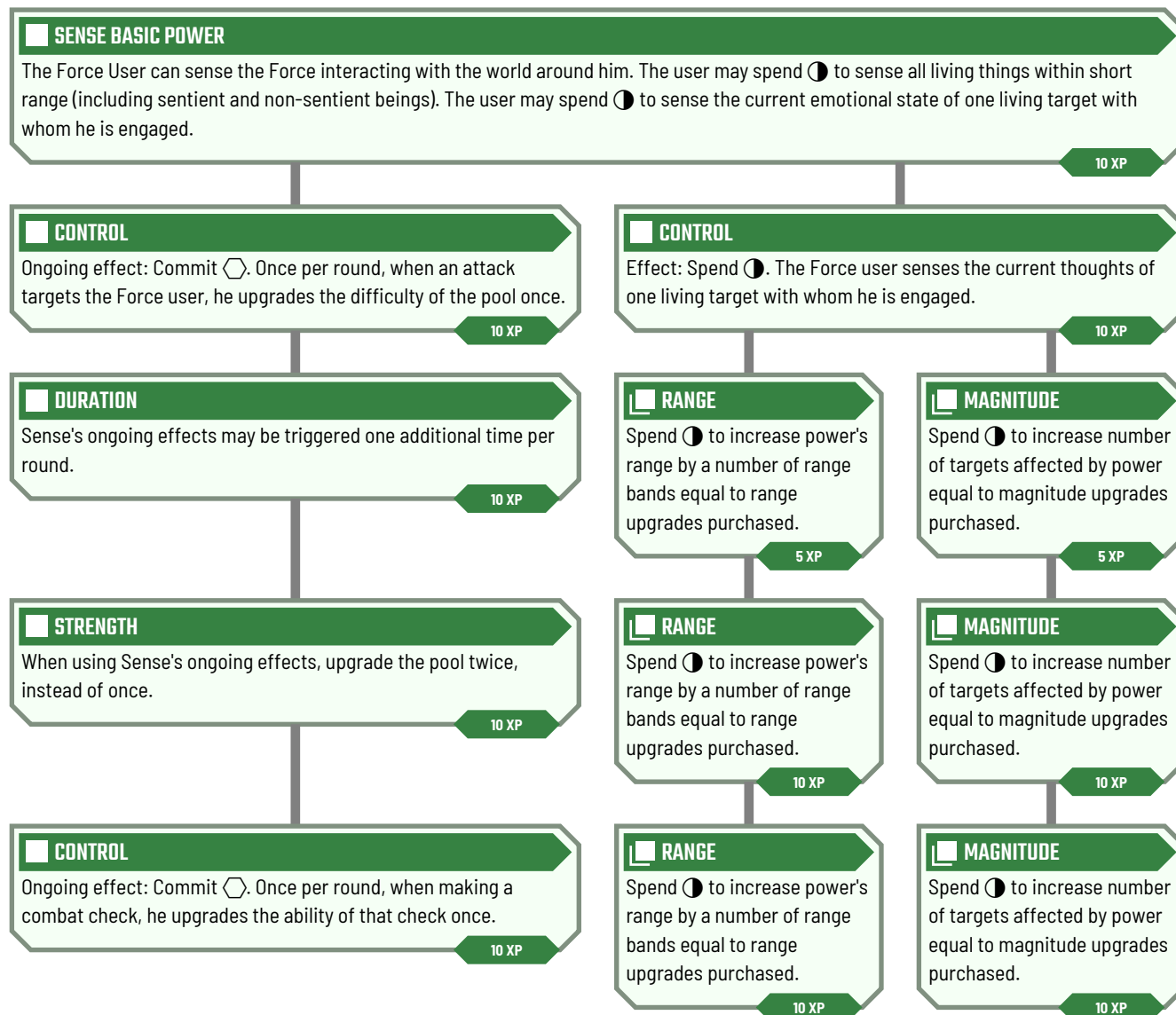
# FORCE POWER SENSE

Prerequisite: Force rating 1+

Edge of the Empire core 280, Force and Destiny core 304

Force Power 

Ranked 



# FORCE POWER SUPPRESS

Prerequisite: Force rating 1+

Keeping the Peace 39

Force Power 

Ranked 

