

MUCH TO LEARN

Once per game session, the character may spend two Destiny Points and make a Knowledge (Education) check, then choose one talent that the character possesses. For the remainder of the current encounter, one 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.

INCREASE NUMBER
Increase the number of allies affected by 2 per Increase Number upgrade. **10**

REDUCE DIFFICULTY
Reduce the difficulty of the skill check to activate Much to Learn to . **10**

DESTINY
Much to Learn costs one Destiny Point instead of two. **10**

INCREASE NUMBER
Increase the number of allies affected by 2 per Increase Number upgrade. **10**

CHANGE SKILL
May make a Leadership check instead of Knowledge (Education) to activate Much to Learn. **15**

CHANGE SKILL
May make any Knowledge skill check instead of Knowledge (Education) to activate Much to Learn. **15**

IMPROVE TALENT
If the character possesses the Improved version of the talent chosen, affected allies count as possessing it too for the duration. **15**

SUPREME TALENT
If the character possesses the Supreme version of the talent chosen, affected allies count as possessing it too for the duration. **15**

UNMATCHED NEGOTIATION

Once per game session as an incidental, the character may spend two Destiny Points. For the rest of the round, whenever the character makes a Charm, Coercion, Deception, or Negotiation check, the character downgrades the difficulty of the check the number of times needed to to remove all from the pool.

DURATION
Unmatched Negotiation lasts for 1 additional round. **10**

INCREASE EFFECT
Engaged allied characters making Charm, Coercion, Deception, or Negotiation checks while this ability is active downgrade their checks once. **10**

DURATION
Unmatched Negotiation lasts for 1 additional round. **10**

DESTINY
Unmatched Negotiation costs one Destiny Point instead of two. **10**

REMOVE SETBACK
When making a skill check affected by Unmatched Negotiation, the character removes . **15**

DURATION
Unmatched Negotiation lasts for 1 additional round. **15**

INCREASE RANGE
Increase the range at which this ability affects allies to Medium range. **15**

ADD TRIUMPH
Whenever the character fails an affected skill check while this ability is active, the character adds automatic to the results. **15**



CHARACTER NAME _____

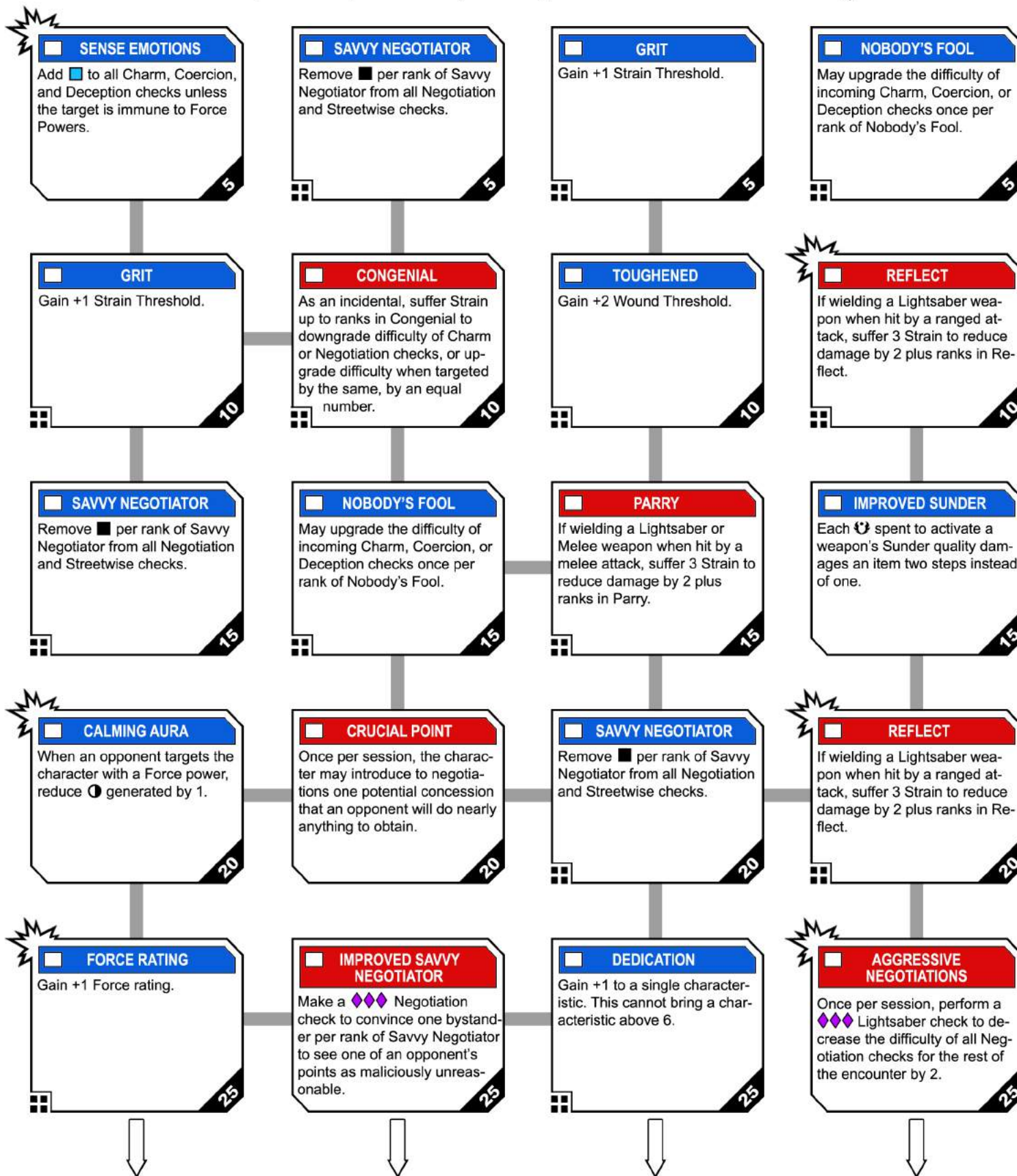
ARBITER - CONSULAR

CAREER SKILLS: NEGOTIATION, PERCEPTION, KNOWLEDGE (XENOLOGY), LIGHTSABER

PASSIVE TALENT  ACTIVE TALENT 

RANKED TALENT  TALENT COST 

FORCE TALENT  CONFLICT TALENT 



SIGNATURE ABILITY _____

CHARACTER NAME _____

ASCETIC - CONSULAR

CAREER SKILLS: ATHLETICS, DISCIPLINE, RESILIENCE, VIGILANCE

PASSIVE TALENT

ACTIVE TALENT


RANKED TALENT

TALENT COST

FORCE TALENT

CONFLICT TALENT

PHYSICAL TRAINING

Add  per rank of Physical Training to all Athletics and Resilience checks.

5

CONFIDENCE

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

5

GRIT

Gain +1 Strain Threshold.

5

GRIT

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

5

GRIT

Gain +1 Strain Threshold.

10

FORCE PROTECTION

Perform a Force Protection maneuver; suffer 1 Strain and commit  up to ranks of Force Protection. Increase Soak by the number of committed  until the beginning of the next turn. Suffer 1 Strain every round while  committed.

10

GRIT

Gain +1 Strain Threshold.

10

GO WITHOUT

Once per session, the character counts as having the right tools for the job when making a skill check.


10

MEDITATIVE TRANCE

When suffocating, the character suffers 1 Strain each round instead of 3. When exposed to vacuum, the character suffers 1 Wound each round instead of 3.

15

SLIPPERY MINDED

If under the effects of a Force power, may take the Slippery Minded action; make a  Deception check to immediately end the effects of the power.


15

INTENSE FOCUS

Perform Intense Focus maneuver; suffer 1 Strain and upgrade the ability of the next skill check once.

15

PHYSICAL TRAINING

Add  per rank of Physical Training to all Athletics and Resilience checks.

15

CONFIDENCE

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




20

MIND BLEED

When attacked, the character may choose to suffer Strain no greater than the number of Wounds suffered from the attack. If he does so, the attacker then suffers a number of Wounds equal to the Strain suffered by the character.

20

FORCE PROTECTION

Perform a Force Protection maneuver; suffer 1 Strain and commit  up to ranks of Force Protection. Increase Soak by the number of committed  until the beginning of the next turn. Suffer 1 Strain every round while  committed.

20

IRON SOUL

When carrying items that total 2 Encumbrance or less, at the end of each encounter, heal all Strain the character is suffering.

20

DEDICATION

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


25

GRIT

Gain +1 Strain Threshold.

25

EMPTY SOUL

If the character is carrying items that total 2 Encumbrance or less, add  to Force power checks.

25

FORCE RATING

Gain +1 Force rating.

25

SIGNATURE ABILITY _____



CHARACTER NAME _____

HEALER - CONSULAR

CAREER SKILLS: DISCIPLINE, MEDICINE, KNOWLEDGE (EDUCATION), KNOWLEDGE (XENOLOGY)



PASSIVE TALENT  ACTIVE TALENT 

RANKED TALENT  TALENT COST 

FORCE TALENT  CONFLICT TALENT 

SURGEON

When making a Medicine check to help a character heal Wounds, the target heals 1 additional Wound per rank of Surgeon.

HEALING TRANCE

Commit . For every full encounter  remains committed, heal 1 Wound per rank of Healing Trance.



RAPID RECOVERY

When healing Strain after an encounter, heal 1 additional Strain per rank of Rapid Recovery.



PHYSICIAN

When making a Medicine check to help a character heal Wounds, the target heals 1 additional Strain per rank of Physician.



PHYSICIAN

When making a Medicine check to help a character heal Wounds, the target heals 1 additional Strain per rank of Physician.

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When making a Medicine check to help a character heal Wounds, the target heals 1 additional Strain per rank of Physician.

GRIT

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HEALING TRANCE

Commit . For every full encounter  remains committed, heal 1 Wound per rank of Healing Trance.

HEALING TRANCE

Commit . For every full encounter  remains committed, heal 1 Wound per rank of Healing Trance.



GRIT

Gain +1 Strain Threshold.

KNOWLEDGEABLE HEALING

When healing an ally, spend a Destiny Point to heal additional Wounds equal to ranks in Knowledge (Xenology).



RAPID RECOVERY

When healing Strain after an encounter, heal 1 additional Strain per rank of Rapid Recovery.

SURGEON

When making a Medicine check to help a character heal Wounds, the target heals 1 additional Wound per rank of Surgeon.


 



IMPROVED HEALING TRANCE

When healing Wounds with a Healing Trance, make a Resilience check to heal a Critical Injury. Difficulty of the check equals the Critical Injury severity.



CALMING AURA

When an opponent targets the character with a Force power, reduce  generated by 1.



TOUGHENED

Gain +2 Wound Threshold.

DEDICATION

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



NATURAL DOCTOR

Once per session, may re-roll any one Medicine check.



FORCE RATING

Gain +1 Force rating.

IMPROVED CALMING AURA

Spend a maneuver and suffer 2 Strain to extend Calming Aura's effects to allies equal to Willpower at Short range until the start of the next turn.

SIGNATURE ABILITY _____



CHARACTER NAME _____

NIMAN DISCIPLE - CONSULAR

CAREER SKILLS: DISCIPLINE, LEADERSHIP, NEGOTIATION, LIGHTSABER

PASSIVE TALENT  ACTIVE TALENT 

RANKED TALENT  TALENT COST 

FORCE TALENT  CONFLICT TALENT 

PARRY

If wielding a Lightsaber or Melee weapon when hit by a melee attack, suffer 3 Strain to reduce damage by 2 plus ranks in Parry.

5

NOBODY'S FOOL

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

5

REFLECT

If wielding a Lightsaber weapon when hit by a ranged attack, suffer 3 Strain to reduce damage by 2 plus ranks in Reflect.

5

GRIT

Gain +1 Strain Threshold.

5

DEFENSIVE TRAINING

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

10

NIMAN TECHNIQUE

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

10

TOUGHENED

Gain +2 Wound Threshold.

10

PARRY

If wielding a Lightsaber or Melee weapon when hit by a melee attack, suffer 3 Strain to reduce damage by 2 plus ranks in Parry.

10

PARRY

If wielding a Lightsaber or Melee weapon when hit by a melee attack, suffer 3 Strain to reduce damage by 2 plus ranks in Parry.

15

SENSE EMOTIONS

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

15

REFLECT

If wielding a Lightsaber weapon when hit by a ranged attack, suffer 3 Strain to reduce damage by 2 plus ranks in Reflect.

15

DEFENSIVE TRAINING

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

15

SUM DJEM

May spend or with a successful Lightsaber attack to disarm opponent.

20

REFLECT

If wielding a Lightsaber weapon when hit by a ranged attack, suffer 3 Strain to reduce damage by 2 plus ranks in Reflect.

20

DRAW CLOSER

Take the Draw Closer action; make a Willpower - Lightsaber combat check against one Silhouette 1 target within Medium range, adding no greater than Force rating. Spend to move target one range band closer or to add to check.

20

CENTER OF BEING

Perform a Center of Being maneuver. Until the start of the next turn, attacks against the character increase their Crit Rating by 1 per rank of Center of Being.

20

DEDICATION

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

25

FORCE ASSAULT

Spend or on a missed Willpower - Lightsaber attack to immediately perform a Move Force power action as a maneuver.

25

FORCE RATING

Gain +1 Force rating.

25

IMPROVED CENTER OF BEING

Suffer 1 Strain to use a Center of Being maneuver as an incidental.

25

SIGNATURE ABILITY _____

CHARACTER NAME _____

SAGE - CONSULAR

CAREER SKILLS: ASTROGATION, CHARM, COOL, KNOWLEDGE (LORE)

PASSIVE TALENT

ACTIVE TALENT

RANKED TALENT

TALENT COST

FORCE TALENT

CONFLICT TALENT

GRIT

Gain +1 Strain Threshold.

5

KILL WITH KINDNESS

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

5

RESEARCHER

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

5

GRIT

Gain +1 Strain Threshold.

5

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.

10

RESEARCHER

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

10

CONFIDENCE

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

10

KNOWLEDGE SPECIALIZATION

When acquired, choose one Knowledge skill. When making checks with that skill, may spend ⚡ to gain ⚡ equal to ranks in Knowledge Specialization.

10

VALUABLE FACTS

Once per encounter, may take a Valuable Facts action; make a ♦ Knowledge check. If successful, add ⚡ to one ally's skill check during the encounter.

15

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.

15

KNOWLEDGE SPECIALIZATION

When acquired, choose one Knowledge skill. When making checks with that skill, may spend ⚡ to gain ⚡ equal to ranks in Knowledge Specialization.

15

ONE WITH THE UNIVERSE

Once per session, while meditating, make a ♦♦ Astrogation check. Success adds ○ to all Force power checks in the next encounter. Success with ⚡ adds ● instead.

15

FORCE RATING

Gain +1 Force rating.

20

GRIT

Gain +1 Strain Threshold.

20

PREEMPTIVE AVOIDANCE

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

20

KNOWLEDGE SPECIALIZATION

When acquired, choose one Knowledge skill. When making checks with that skill, may spend ⚡ to gain ⚡ equal to ranks in Knowledge Specialization.

20

BALANCE

When the character heals Strain at the end of an encounter, he may add ○ per Force rating. He recovers additional Strain equal to ○ generated.

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THE FORCE IS MY ALLY

Once per session, may suffer 2 Strain to perform a Force power action as a maneuver.

25

NATURAL NEGOTIATOR

Once per session, may re-roll any one Cool or Negotiation skill check.

25

FORCE RATING

Gain +1 Force rating.

25

SIGNATURE ABILITY _____



CHARACTER NAME _____

TEACHER - CONSULAR


CAREER SKILLS: LEADERSHIP, PERCEPTION, KNOWLEDGE (EDUCATION), KNOWLEDGE (LORE)



PASSIVE TALENT  ACTIVE TALENT 

RANKED TALENT  TALENT COST 

FORCE TALENT  CONFLICT TALENT 



RESEARCHER

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



  5



RESPECTED SCHOLAR

May downgrade difficulty of checks to interact with institutes of learning by one level per rank of Respected Scholar.

  5



SENSE DANGER

Once per session, remove   from any one check.

  5



WELL ROUNDED

Choose any two skills. They permanently become career skills.

  5

WELL TRAVELED

Knowledge (Core Worlds) and Knowledge (Outer Rim) become career skills.

  10



GRIT

Gain +1 Strain Threshold.

  10



NOBODY'S FOOL

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

  10



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.


  10



TOUGHENED

Gain +2 Wound Threshold.

  15



SKILLED TEACHER

If an ally at Short range has lower ranks in a skill than the character, may perform a Skilled Teacher incidental to suffer Strain no greater than ranks of Skilled Teacher, then add an equal number of  to the ally's next check.

  15



MASTER INSTRUCTOR

Once per round, as an out of turn incidental, may suffer 2 Strain to allow ally to use character's ranks in Discipline for the next Discipline check they make.

  15



NOW THE MASTER

Once per session, choose one talent or Force power that any character in the current encounter possesses. Gain that talent or Force power until the end of the encounter.

  15



IMPROVED WISE WARRIOR

When performing the Wise Warrior incidental, one ally at Short range may use the same characteristic for the next combat check the ally makes before the end of the character's next turn.

  20

WISE WARRIOR

When making a combat check, may perform the Wise Warrior incidental; spend one Destiny Point and use any characteristic for the check.

  20



GRIT

Gain +1 Strain Threshold.

  20



ONCE THE LEARNER

As an action, suffer 4 Strain and let one ally within Short range increase the ally's Force rating by an amount equal to the character's Force rating until the end of the round.

  20

DEDICATION

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


  25



GRIT

Gain +1 Strain Threshold.

  25


SKILLED TEACHER

If an ally at Short range has lower ranks in a skill than the character, may perform a Skilled Teacher incidental to suffer Strain no greater than ranks of Skilled Teacher, then add an equal number of  to the ally's next check.

  25

FORCE RATING

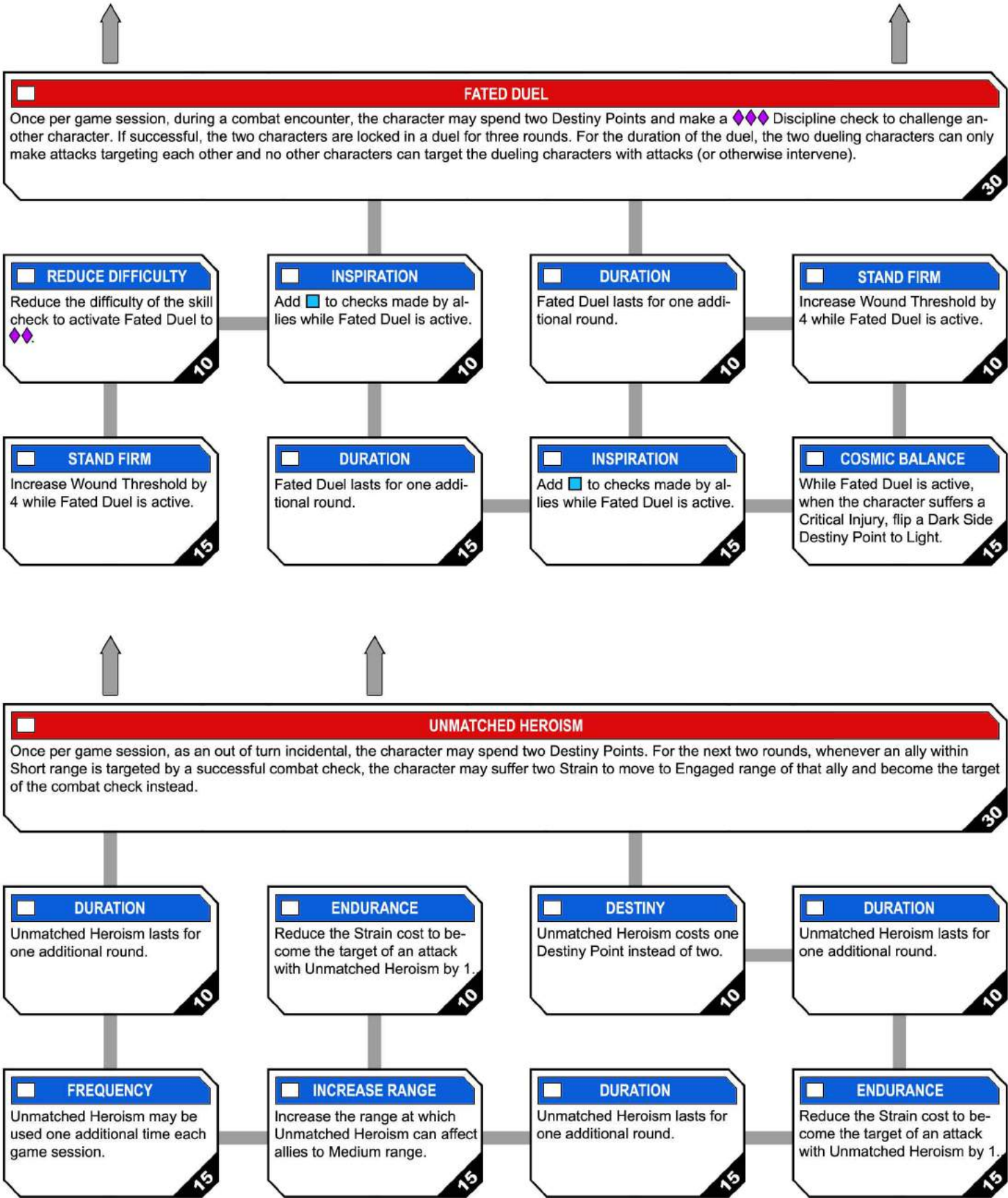
Gain +1 to Force rating.

  25

SIGNATURE ABILITY _____

GUARDIAN

CAREER SKILLS: COOL, DISCIPLINE, RESILIENCE, VIGILANCE, BRAWL, MELEE



CHARACTER NAME

ARMORER - GUARDIAN

CAREER SKILLS: MECHANICS, RESILIENCE, KNOWLEDGE (OUTER RIM), LIGHTSABER

PASSIVE TALENT



RANKED TALENT





FORCE TALENT



GRIT
Gain +1 Strain Threshold.

TOUGHENED
Gain +2 Wound Threshold.

GEARHEAD
Remove ■ per rank of Gearhead from all Mechanics checks. Halve the credit cost to add mods to attachments.

INVENTOR
When constructing new items or modifying attachments, add  or remove  per rank of Inventor.

SABER THROW

Take the Saber Throw action; make a Lightsaber combat check as a ranged attack at a target within Medium range, adding \square no greater than Force rating. Must spend 1 and succeed to hit the target; spend 1 to have the weapon return to hand.



ARMOR MASTER
When wearing armor, increase total Soak value by 1.

GEARHEAD
Remove ■ per rank of Gearhead from all Mechanics checks. Halve the credit cost to add mods to attachments.

A blue-bordered card icon with a white square in the top-left corner. The word "TOUGHENED" is written in white on a blue background. Below it, the text "Gain +2 Wound Threshold." is written in black. The card is slightly tilted and has a 3D effect.

IMPROVED ARMOR MASTER
When wearing armor with a Soak value of 2 or higher, increase Defense by 1.

INVENTOR

When constructing new items or modifying attachments, add  or remove  per rank of Inventor.

COMPREHEND TECHNOLOGY

Take the Comprehend Technology action; make a ♦♦ Knowledge (Education) check to use Force rating as ranks in skills to use a single item.



TINKERER
May add 1 additional Hard Point to a number of items equal to ranks in Tinkerer. Each item may only be modified once.

FALLING AVALANCHE
Suffer 2 Strain to add damage equal to Brawn to next Lightsaber combat check made that turn.

SUPREME ARMOR MASTER

Once per round, may suffer 3 Strain to use an Armor Master incidental; reduce the next Critical Injury suffered by 10 per point of Soak, to a minimum of 1.

IMBUE ITEM
Perform the Imbue Item maneuver; suffer 1 Strain and commit \diamond to grant one weapon, piece of armor, or item an improvement while \diamond remains committed. Suffer 1 Strain every round while committed.

REINFORCE ITEM
Perform the Reinforce Item maneuver; commit  to grant one weapon or piece of armor the Cortosis quality while  remains committed. Suffer 3 Strain every round while committed.

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

SIGNATURE ABILITY _____



CHARACTER NAME _____

PEACEKEEPER - GUARDIAN



CAREER SKILLS: DISCIPLINE, LEADERSHIP, PERCEPTION, PILOTING (PLANETARY)



PASSIVE TALENT  ACTIVE TALENT 

RANKED TALENT  TALENT COST 

FORCE TALENT  CONFLICT TALENT 



COMMAND

Add  per rank of Command to all Leadership checks. Affected targets add  to all Discipline checks for the next 24 hours.



CONFIDENCE

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


 



SECOND WIND

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


 



COMMANDING PRESENCE

Remove  per rank of Commanding Presence from all Leadership and Cool checks.



COMMANDING PRESENCE

Remove  per rank of Commanding Presence from all Leadership and Cool checks.



TOUGHENED

Gain +2 Wound Threshold.



SECOND WIND

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



CONFIDENCE

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



 



TOUGHENED

Gain +2 Wound Threshold.



 



ENHANCED LEADER

When making a Leadership check, add  up to Force rating. Spend  to add  or  to the result.

COMMAND

Add  per rank of Command to all Leadership checks. Affected targets add  to all Discipline checks for the next 24 hours.



FIELD COMMANDER

Take the Field Commander action; make a  Leadership check. A number of allies equal to Presence may immediately suffer 1 Strain to perform one free maneuver.



STEELY NERVES

May spend a Destiny Point to ignore the effects of Critical Injuries on Willpower or Presence checks until the end of the encounter.



SECOND WIND

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


 



TOUGHENED

Gain +2 Wound Threshold.



 



IMPROVED FIELD COMMANDER

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



UNITY ASSAULT

If a missed combat check generates  or , may spend to perform a Force power targeting allies as a maneuver.



DEDICATION

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



FORCE RATING

Gain +1 Force rating.

NATURAL LEADER

Once per session, may re-roll any one Cool or Leadership check.

SIGNATURE ABILITY _____

CHARACTER NAME _____

PROTECTOR - GUARDIAN

CAREER SKILLS: ATHLETICS, MEDICINE, RESILIENCE, RANGED (LIGHT)

PASSIVE TALENT

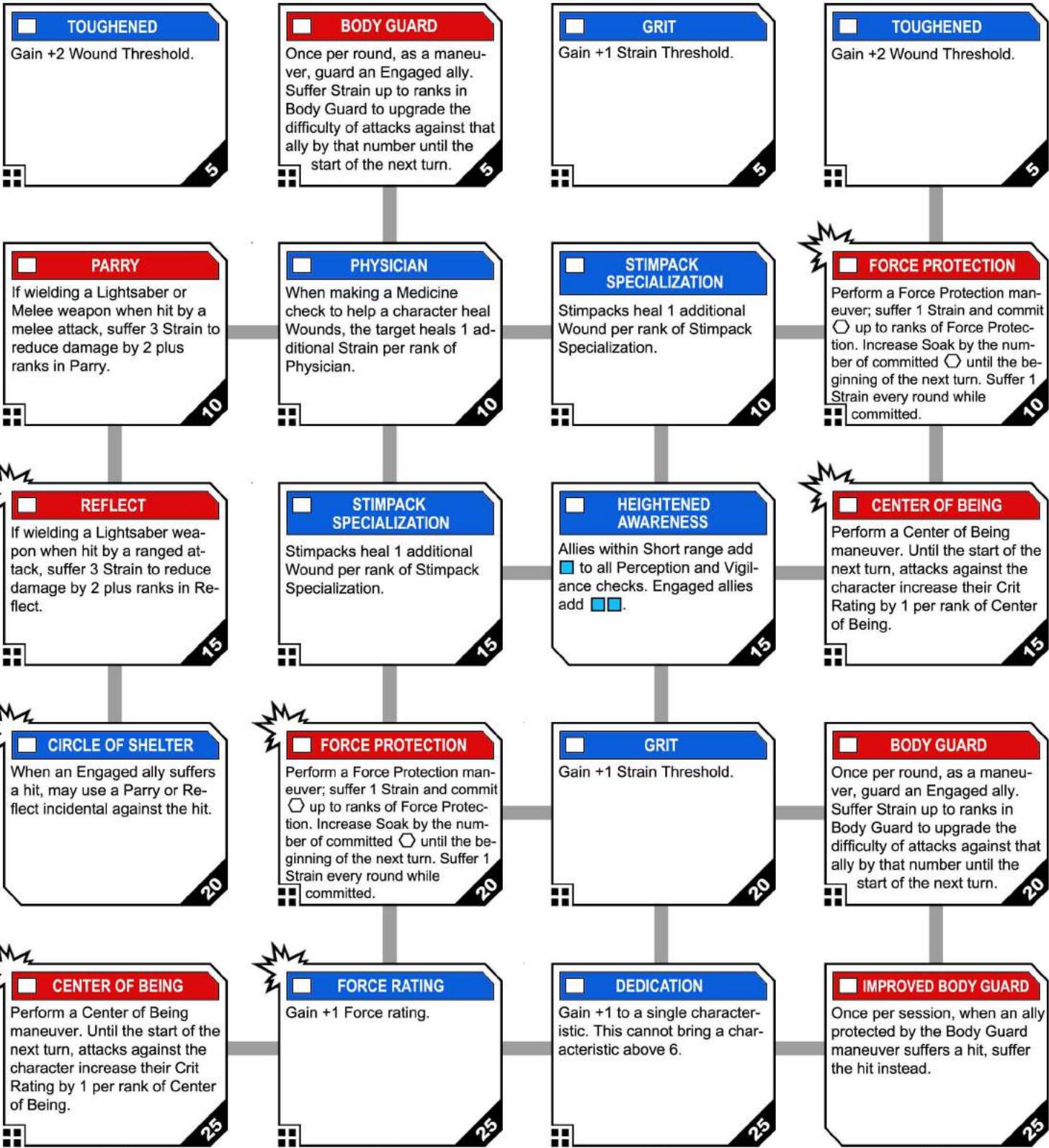
ACTIVE TALENT

RANKED TALENT

TALENT COST

FORCE TALENT

CONFLICT TALENT



SIGNATURE ABILITY _____

CHARACTER NAME _____

SORESU DEFENDER - GUARDIAN

CAREER SKILLS: DISCIPLINE, VIGILANCE, KNOWLEDGE (LORE), LIGHTSABER

PASSIVE TALENT

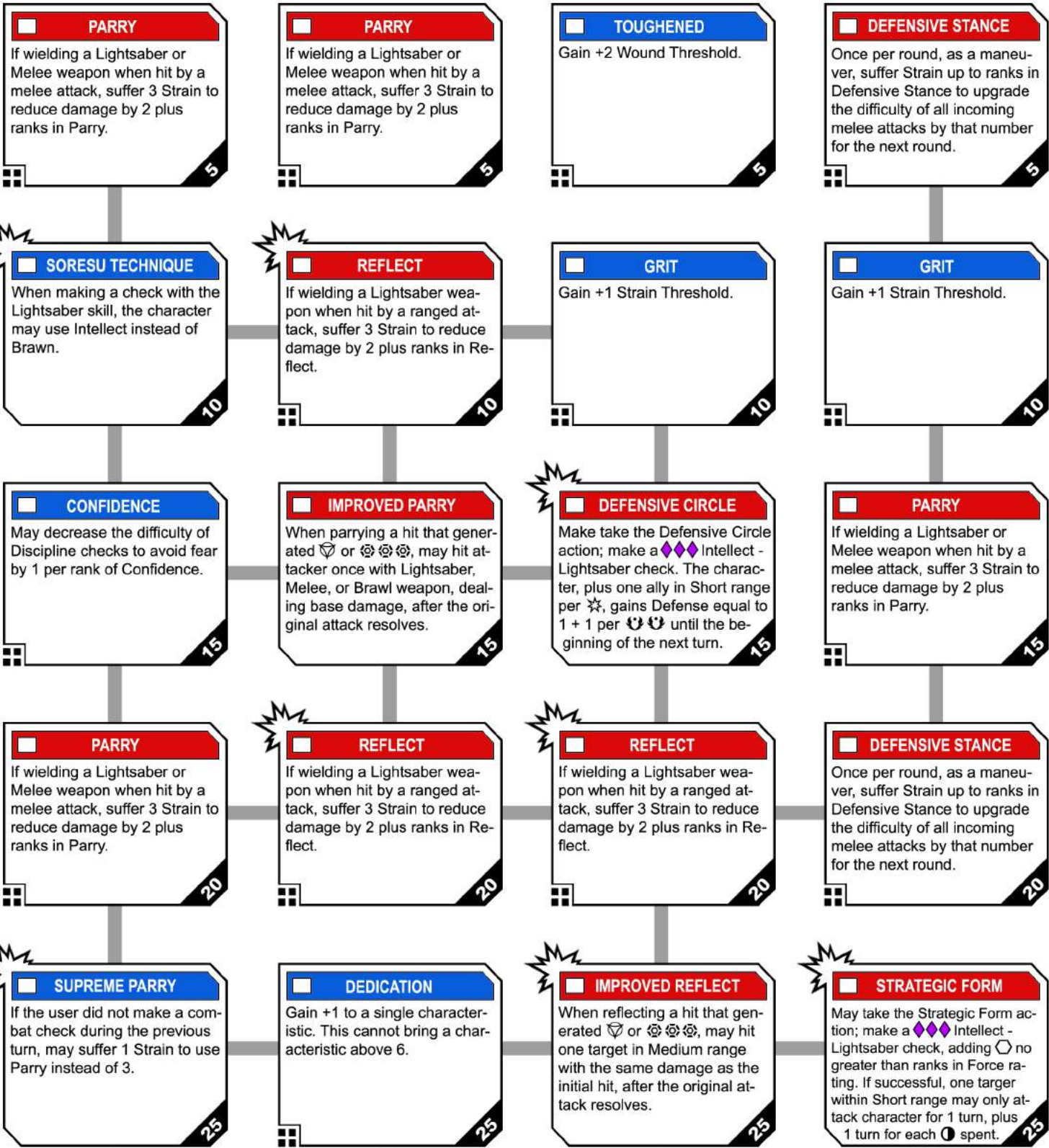
ACTIVE TALENT

RANKED TALENT

TALENT COST

FORCE TALENT

CONFLICT TALENT



SIGNATURE ABILITY _____



CHARACTER NAME _____

WARDEN - GUARDIAN

CAREER SKILLS: COERCION, DISCIPLINE, KNOWLEDGE (UNDERWORLD), BRAWL

PASSIVE TALENT  ACTIVE TALENT 

RANKED TALENT  TALENT COST 

FORCE TALENT  CONFLICT TALENT 

GRIT

Gain +1 Strain Threshold.

5

TOUGHENED

Gain +2 Wound Threshold.

5

INTIMIDATING

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

5

GRIT

Gain +1 Strain Threshold.

5

PRECISION STRIKE

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




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CONFIDENCE

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


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SCATHING TIRADE

Take the Scathing Tirade action; make a  Coercion check. One enemy for each  in Short range suffers 1 Strain. Spend  for one affected enemy to suffer 1 additional Strain.


10

BAD COP

Spend  from a Deception or Coercion check to upgrade ability of an ally's subsequent social check against the same target a number of times equal to ranks in Bad Cop.

10

SENSE ADVANTAGE

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

15

CONFIDENCE

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


15

FEARSOME

When an enemy becomes Engaged with the character, they may force the enemy to make a fear check, with the difficulty equal to ranks in Fearsome.

15

NO ESCAPE

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



15

TOUGHENED

Gain +2 Wound Threshold.

20

OVERBALANCE

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


20

BALEFUL GAZE

When targeted by a 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.

20

BAD COP

Spend  from a Deception or Coercion check to upgrade ability of an ally's subsequent social check against the same target a number of times equal to ranks in Bad Cop.

20

GRAPPLE

Once per round, may perform a Grappling maneuver; until the beginning of the character's next turn, foes must spend two maneuvers to disengage the character.

25

DEDICATION

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

25

FORCE RATING

Gain +1 Force rating.

25

FEARSOME

When an enemy becomes Engaged with the character, they may force the enemy to make a fear check, with the difficulty equal to ranks in Fearsome.

25

SIGNATURE ABILITY _____

CHARACTER NAME _____

WARLEADER - GUARDIAN

CAREER SKILLS: LEADERSHIP, PERCEPTION, SURVIVAL, RANGED (LIGHT)

PASSIVE TALENT

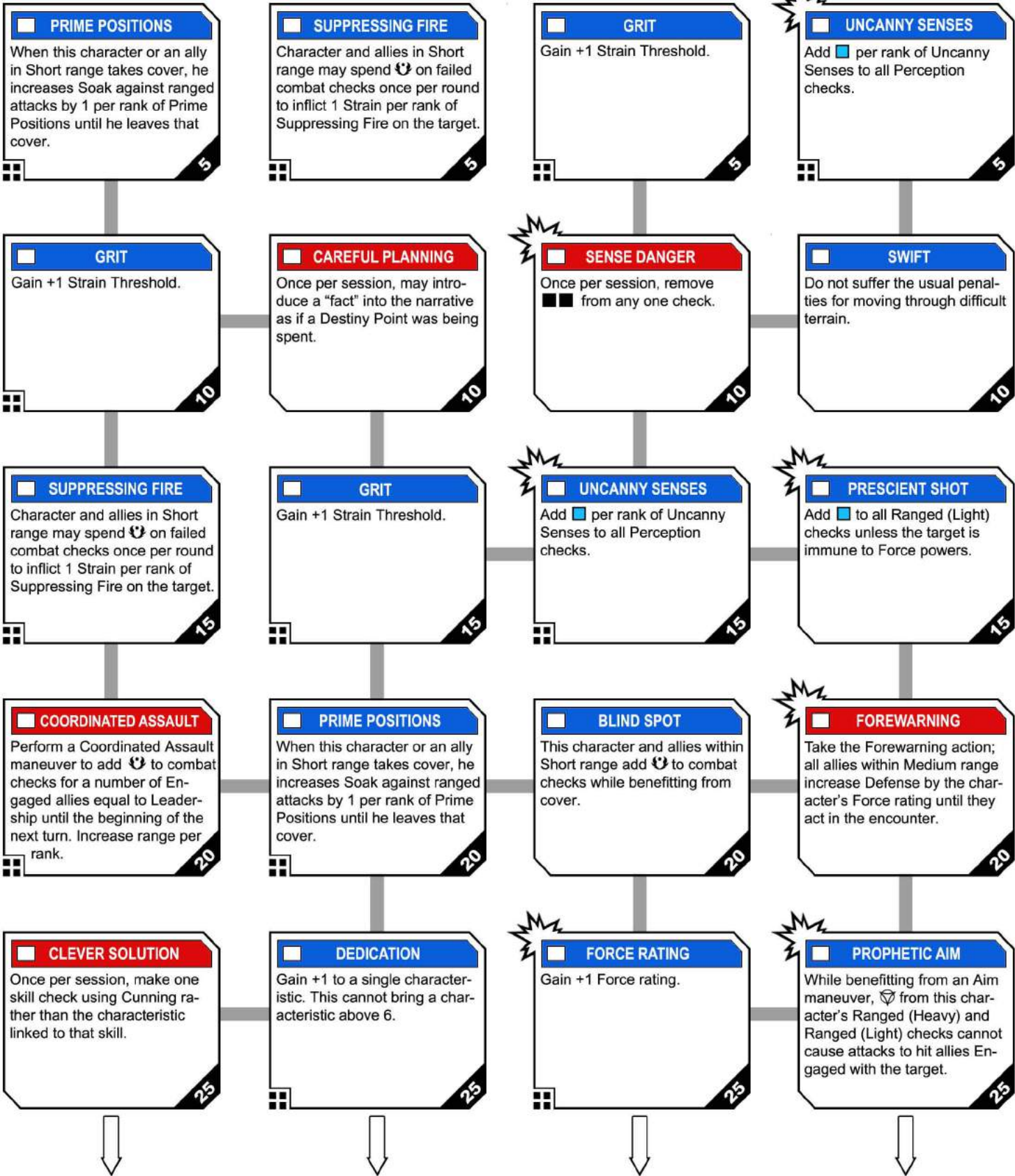
ACTIVE TALENT

RANKED TALENT

TALENT COST

FORCE TALENT

CONFLICT TALENT

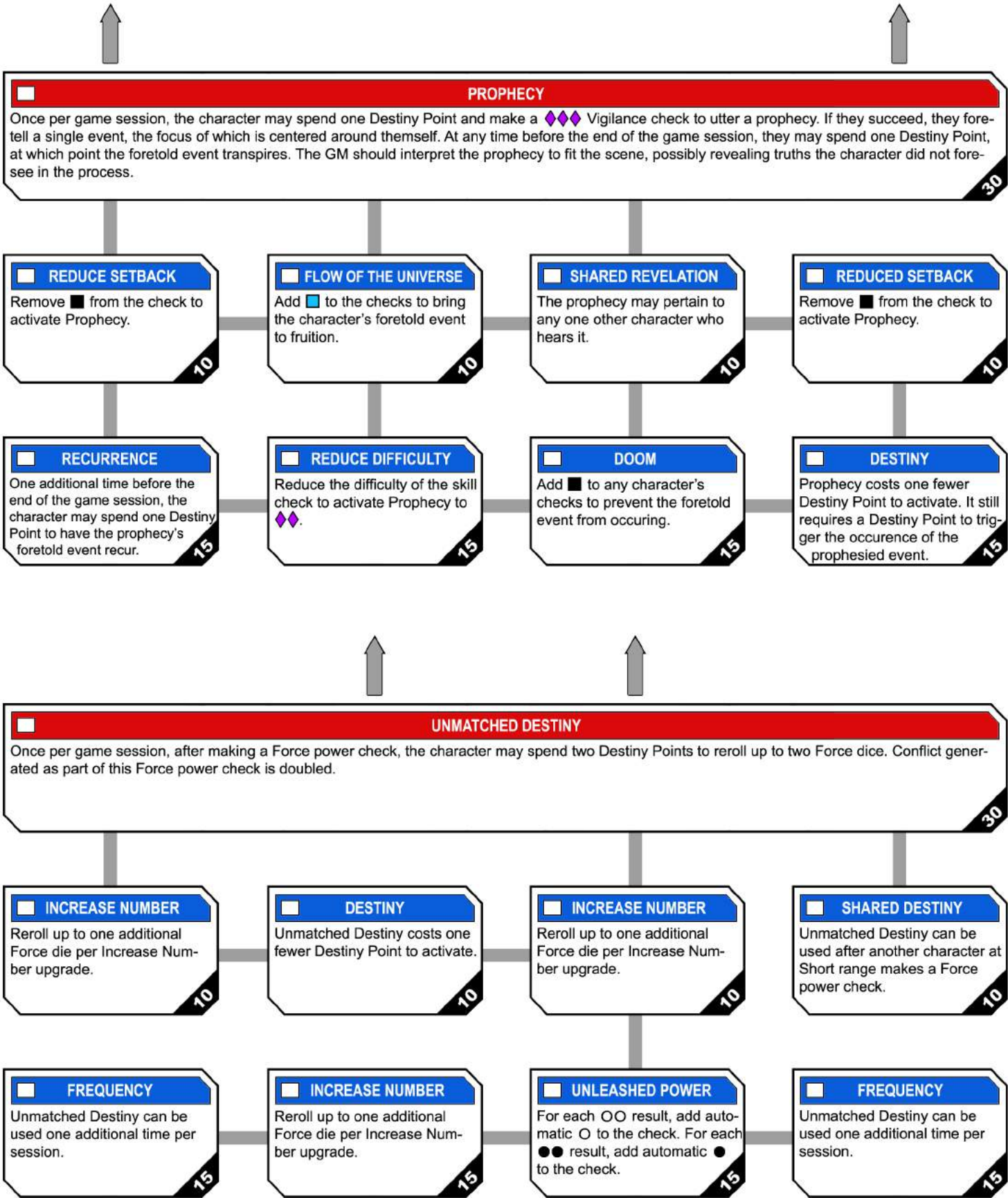


SIGNATURE ABILITY _____

CHARACTER NAME _____

MYSTIC

CAREER SKILLS: CHARM, COERCION, PERCEPTION, VIGILANCE, KNOWLEDGE (LORE), KNOWLEDGE (OUTER RIM)



CHARACTER NAME _____

ADVISOR - MYSTIC

CAREER SKILLS: CHARM, DECEPTION, NEGOTIATION, STREETWISE

PASSIVE TALENT

ACTIVE TALENT

RANKED TALENT

TALENT COST

FORCE TALENT

CONFLICT TALENT

PLAUSIBLE DENIABILITY

Remove ■ per rank of Plausible Deniability from all Coercion and Deception checks.

5

KNOW SOMEBODY

Once per session, when attempting to purchase a legally available item, reduce its Rarity by 1 per rank of Know Somebody.

5

GRIT

Gain +1 Strain Threshold.

5

KILL WITH KINDNESS

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

5

TOUGHENED

Gain +2 Wound Threshold.

10

KNOW SOMEBODY

Once per session, when attempting to purchase a legally available item, reduce its Rarity by 1 per rank of Know Somebody.

10

KNOWLEDGE IS POWER

Once per session, when making a check, count Force rating as being equal to ranks in Knowledge (Lore).

10

NOBODY'S FOOL

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

10

GRIT

Gain +1 Strain Threshold.

15

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.

15

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.

15

PLAUSIBLE DENIABILITY

Remove ■ per rank of Plausible Deniability from all Coercion and Deception checks.

15

NOBODY'S FOOL

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

20

NATURAL CHARMER

Once per session, may re-roll any one Charm or Deception check.

20

CONTINGENCY PLAN

May spend one Destiny Point to recover Strain equal to ranks in Cunning.

20

SENSE EMOTIONS

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

20

DEDICATION

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

25

STEELY NERVES

May spend a Destiny Point to ignore the effects of Critical Injuries on Willpower or Presence checks until the end of the encounter.

25

FORCE RATING

Gain +1 Force rating.

25

SENSE ADVANTAGE

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

25

SIGNATURE ABILITY _____

CHARACTER NAME _____

ALCHEMIST - MYSTIC

CAREER SKILLS: MEDICINE, RESILIENCE, KNOWLEDGE (EDUCATION, KNOWLEDGE (XENOLOGY)

PASSIVE TALENT

ACTIVE TALENT

RANKED TALENT

TALENT COST

FORCE TALENT

CONFLICT TALENT

GRIT

Gain +1 Strain Threshold.

5

STIMPACK SPECIALIZATION

Stimpacks heal 1 additional Wound per rank of Stimpack Specialization.

5

RESEARCHER

Remove ■ per rank of Re-searcher from all Knowledge checks. Researching a subject takes half the usual time.

5

BLOODED

Add ■ per rank of Blooded to checks to resist or recover from poisons, venoms, or toxins. Reduce duration of on-going poisons by one round per rank of Blooded to a minimum of one.

5

RESEARCHER

Remove ■ per rank of Re-searcher from all Knowledge checks. Researching a subject takes half the usual time.

10

STIM APPLICATION

Take the Stim Application action; make a ♦♦ Medicine check. If successful, one Engaged ally increases one characteristic by 1 for the encounter and suffers 4 Strain.

10

ALCHEMICAL ARTS

After making a check to craft a potion or talisman, may suffer Strain up to twice ranks in Al-chemical Arts. For every two Strain, add ○ or ● to results.

10

GRIT

Gain +1 Strain Threshold.

10

STIMPACK SPECIALIZATION

Stimpacks heal 1 additional Wound per rank of Stimpack Specialization.

15

BLOODED

Add ■ per rank of Blooded to checks to resist or recover from poisons, venoms, or toxins. Reduce duration of on-going poisons by one round per rank of Blooded to a minimum of one.

15

IMPROVED BLOODED

As an action, make a ♦♦♦ Resilience check to immediately recover from all poisons and side effects of drugs. Reduce difficulty once per rank of Blooded.

15

TRANSMOGRIFY

When making a crafting check, may add ○ no greater than Force rating. Spend ● to add ☆ and spend ○● to add ☉ to the check.

15

IMPROVED STIM APPLICATION

When taking a Stim Application action, may increase the difficulty to ♦♦♦, and target only suffers 1 Strain.

20

KNOWLEDGEABLE HEALING

When healing an ally, spend a Destiny Point to heal additional Wounds equal to ranks in Knowledge (Xenology).

20

GRIT

Gain +1 Strain Threshold.

20

ALCHEMICAL ARTS

After making a check to craft a potion or talisman, may suffer Strain up to twice ranks in Al-chemical Arts. For every two Strain, add ○ or ● to results.

20

FORCE RATING

Gain +1 Force rating.

25

IDENTIFY INGREDIENTS

After being exposed to a substance, as an out of turn incidental, may roll ○ no greater than Force rating. Spend ○● to immediately identify its composition and effects.

25

DEDICATION

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

25

IMPROVED CONCOCTION

Once per session, as an action, make a ♦♦♦ Knowledge (Xenology) check, adding ○ no greater than Force rating to create one dose of a poison or drug with Rarity of Intellect + ☆ + ● spent, or lower.

25

SIGNATURE ABILITY _____

CHARACTER NAME _____

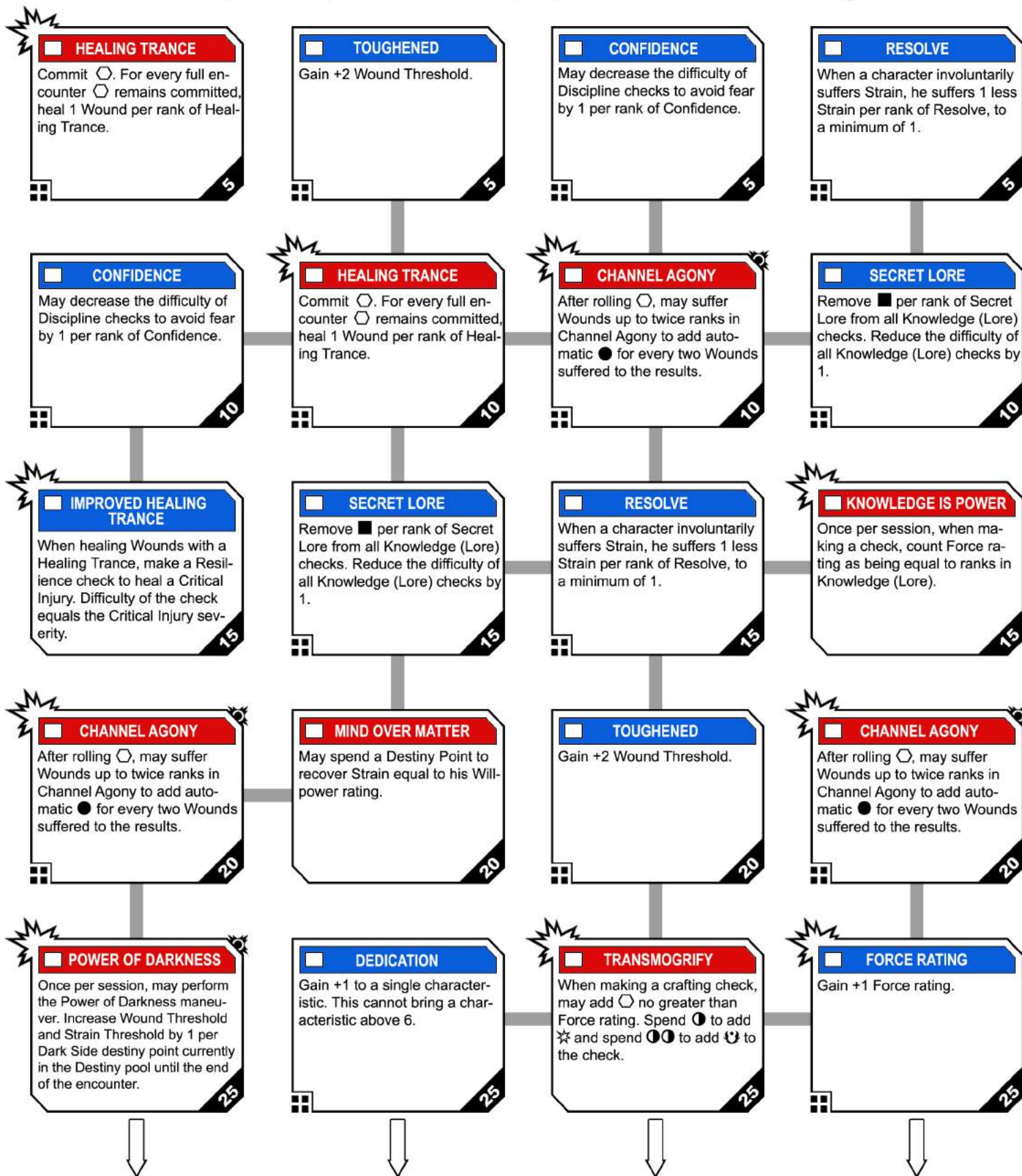
MAGUS - MYSTIC

CAREER SKILLS: COERCION, DISCIPLINE, MEDICINE, KNOWLEDGE (LORE)

PASSIVE TALENT  ACTIVE TALENT 

RANKED TALENT  TALENT COST 

FORCE TALENT  CONFLICT TALENT 



SIGNATURE ABILITY _____

CHARACTER NAME _____

MAKASHI DUELIST - MYSTIC

CAREER SKILLS: CHARM, COOL, COORDINATION, LIGHTSABER

PASSIVE TALENT

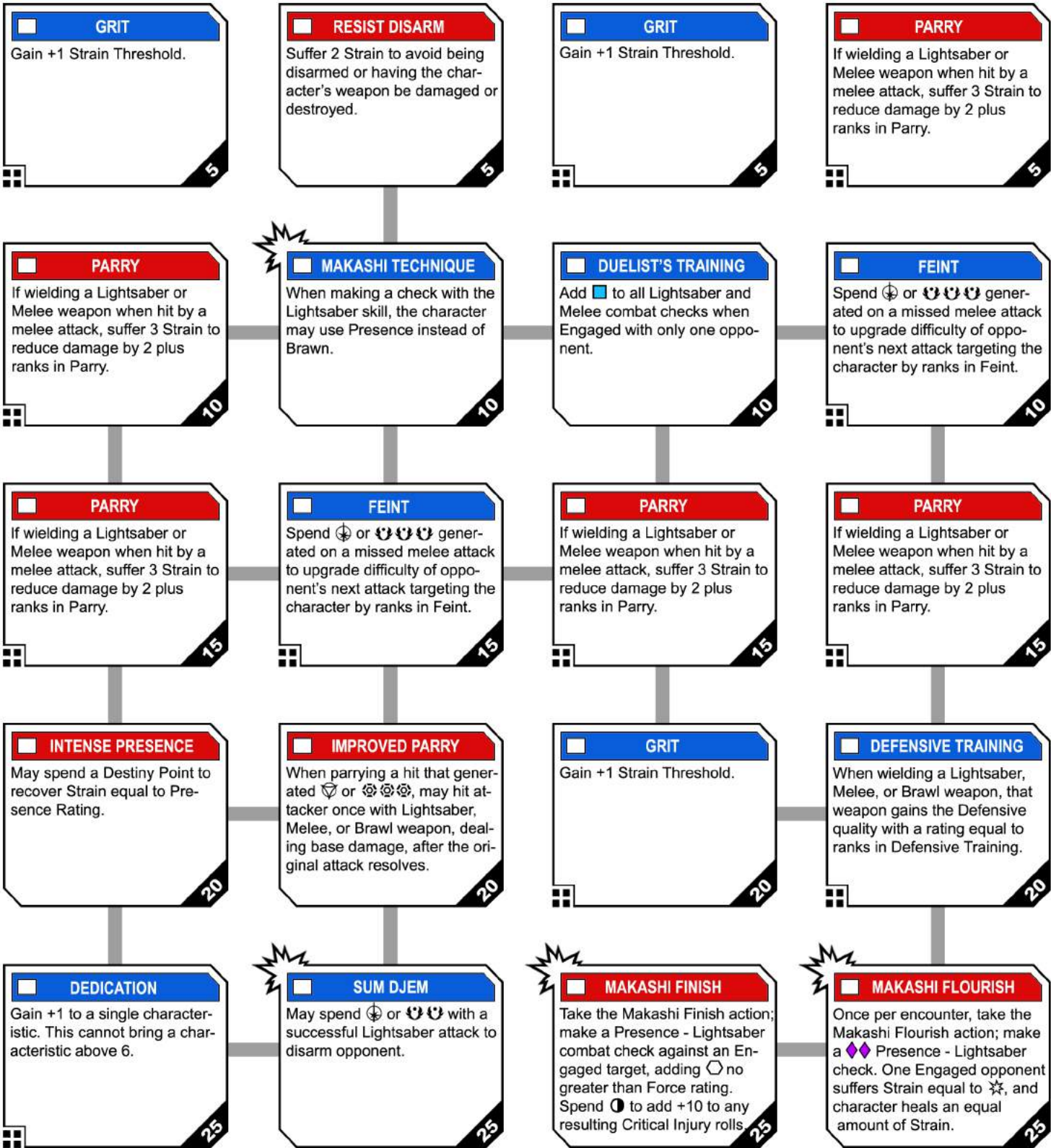
ACTIVE TALENT

RANKED TALENT

TALENT COST

FORCE TALENT

CONFLICT TALENT



SIGNATURE ABILITY _____



CHARACTER NAME _____

PROPHET - MYSTIC

CAREER SKILLS: CHARM, COERCION, DECEPTION, LEADERSHIP

PASSIVE TALENT  ACTIVE TALENT 


RANKED TALENT  TALENT COST 






FORCE TALENT  CONFLICT TALENT 



 **GRIT**

Gain +1 Strain Threshold.

  5

 **OVERWHELMING AURA**


Suffer 1 Strain and commit  no greater than Force rating or ranks in Overwhelming Aura. Add  to social checks equal to  committed. Add  equal to  committed to enemy social checks within Short range.

  5



 **RAPID RECOVERY**


When healing Strain after an encounter, heal 1 additional Strain per rank of Rapid Recovery.




  5



 **CONGENIAL**


As an incidental, suffer Strain up to ranks in Congenial to downgrade difficulty of Charm or Negotiation checks, or upgrade difficulty when targeted by the same, by an equal number.


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 **SCATHING TIRADE**

Take the Scathing Tirade action; make a  Coercion check. One enemy for each  in Short range suffers 1 Strain. Spend  for one affected enemy to suffer 1 additional Strain.

  10

 **PLAUSIBLE DENIABILITY**


Remove  per rank of Plausible Deniability from all Coercion and Deception checks.

  10



 **INSPIRING RHETORIC**


Take the Inspiring Rhetoric action; make a  Leadership check. One ally for each  in Short range recovers 1 Strain. Spend  for one affected ally to recover 1 additional Strain.

  10



 **RAPID RECOVERY**


When healing Strain after an encounter, heal 1 additional Strain per rank of Rapid Recovery.






  10



 **RAPID RECOVERY**

When healing Strain after an encounter, heal 1 additional Strain per rank of Rapid Recovery.

  15

 **OVERWHELMING AURA**


Suffer 1 Strain and commit  no greater than Force rating or ranks in Overwhelming Aura. Add  to social checks equal to  committed. Add  equal to  committed to enemy social checks within Short range.



  15



 **GRIT**


Gain +1 Strain Threshold.

  15



 **TWISTED WORDS**


When targeted by a social check, may spend  or  and suffer 1 Strain as an out-of-turn incidental to inflict Strain equal to ranks in Coercion onto the speaker.

  15



 **FEARSOME**

When an enemy becomes Engaged with the character, they may force the enemy to make a fear check, with the difficulty equal to ranks in Fearsome.

  20

 **GRIT**


Gain +1 Strain Threshold.

  20



 **IMPROVED INSPIRING RHETORIC**


Each ally affected by Inspiring Rhetoric gains  on all skill checks for a number of rounds equal to ranks in Leadership.



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

 **CONGENIAL**


As an incidental, suffer Strain up to ranks in Congenial to downgrade difficulty of Charm or Negotiation checks, or upgrade difficulty when targeted by the same, by an equal number.

  20



 **IMPROVED OVERWHELMING AURA**


Characters affected by Overwhelming Aura add automatic  to fear checks the character causes and automatic  to fear checks not caused by the character.



  25



 **FORCE RATING**

Gain +1 Force rating.

  25

 **FONT OF POWER**

Once per session, may take the Font of Power action. Until the end of the encounter, characters within Medium range add automatic  or  to checks based on alignment.

  25

 **DEDICATION**

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

  25

SIGNATURE ABILITY _____

CHARACTER NAME _____

SEER - MYSTIC

CAREER SKILLS: DISCIPLINE, SURVIVAL, VIGILANCE, KNOWLEDGE (LORE)

PASSIVE TALENT

ACTIVE TALENT

RANKED TALENT

TALENT COST

FORCE TALENT

CONFLICT TALENT

FORAGER

Remove up to 2 from skill checks to find food, water, or shelter. Survival checks to forage take half the usual time.

5

UNCANNY REACTIONS

Add 1 per rank of Uncanny Reactions to all Vigilance checks.

5

GRIT

Gain +1 Strain Threshold.

5

EXPERT TRACKER

Remove 1 per rank of Expert Tracker from checks to find tracks or track targets. Decrease time to track a target by half.

5

RAPID REACTION

Suffer a number of Strain up to ranks in Rapid Reaction to add an equal number of 1 to initiative checks.

10

KEEN EYED

Remove 1 per rank of Keen Eyed from all Perception and Vigilance checks. Decrease the time to search a specific area by half.

10

UNCANNY REACTIONS

Add 1 per rank of Uncanny Reactions to all Vigilance checks.

10

TOUGHENED

Gain +2 Wound Threshold.

10

SENSE DANGER

Once per session, remove 1 from any one check.

15

GRIT

Gain +1 Strain Threshold.

15

FOREWARNING

Take the Forewarning action; all allies within Medium range increase Defense by the character's Force rating until they act in the encounter.

15

PREEMPTIVE AVOIDANCE

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

15

FORCE RATING

Gain +1 Force rating.

20

SENSE ADVANTAGE

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

20

THE FORCE IS MY ALLY

Once per session, may suffer 2 Strain to perform a Force power action as a maneuver.

20

DODGE

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

20

RAPID REACTION

Suffer a number of Strain up to ranks in Rapid Reaction to add an equal number of 1 to initiative checks.

25

TOUGHENED

Gain +2 Wound Threshold.

25

NATURAL MYSTIC

Once per session, may re-roll any one Force power check.

25

FORCE RATING

Gain +1 Force rating.

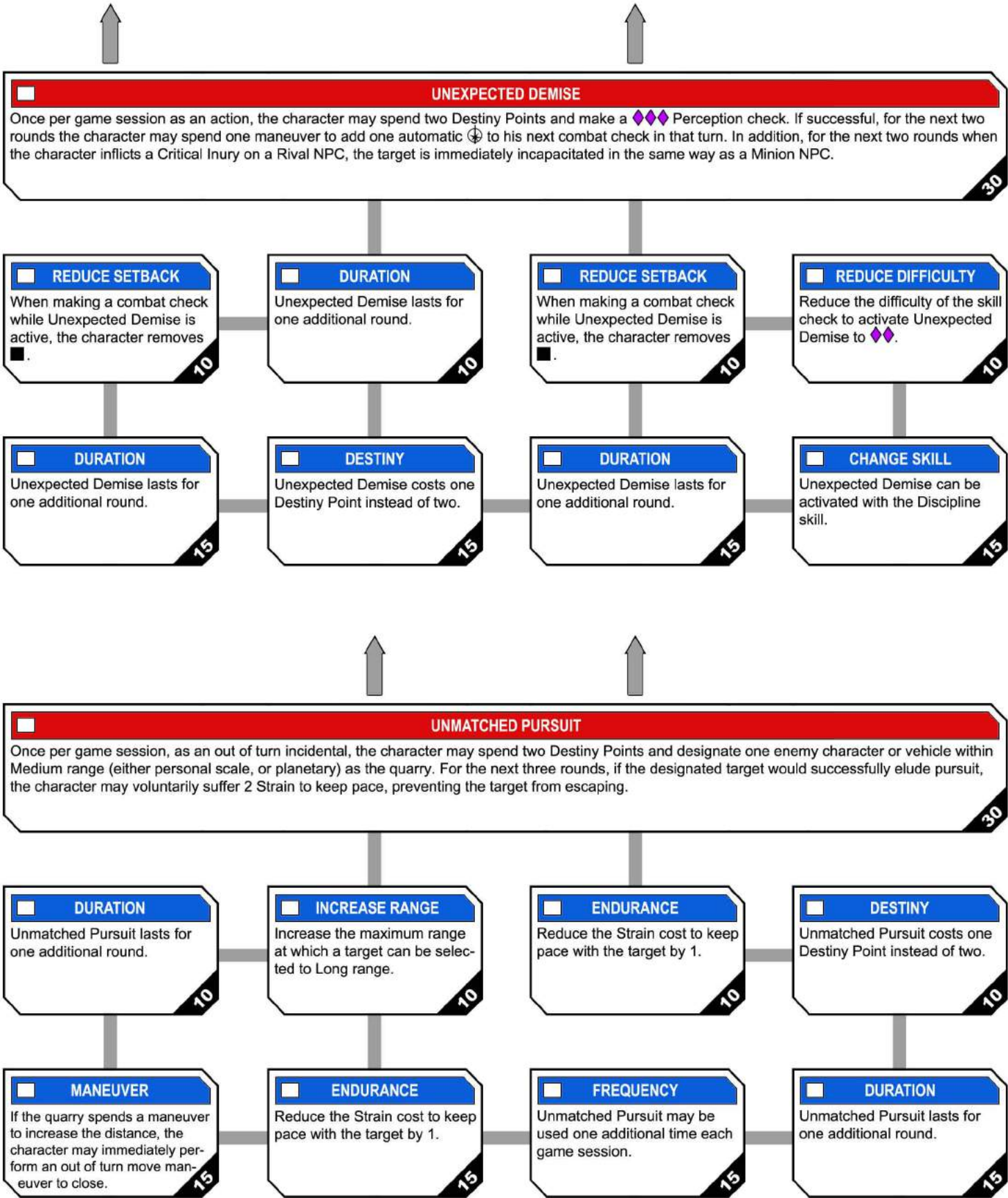
25

SIGNATURE ABILITY _____

CHARACTER NAME _____

SEEKER



CAREER SKILLS: PILOTING (PLANETARY), PILOTING (SPACE), SURVIVAL, VIGILANCE, KNOWLEDGE (XENOLOGY), RANGED (HEAVY)







CHARACTER NAME _____


ATARU STRIKER - SEEKER

CAREER SKILLS: ATHLETICS, COORDINATION, PERCEPTION, LIGHTSABER



PASSIVE TALENT 
 ACTIVE TALENT 

RANKED TALENT 
 TALENT COST 

FORCE TALENT 
 CONFLICT TALENT 


CONDITIONED


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



PARRY


If wielding a Lightsaber or Melee weapon when hit by a melee attack, suffer 3 Strain to reduce damage by 2 plus ranks in Parry.






JUMP UP


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






QUICK DRAW


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






DODGE


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



REFLECT


If wielding a Lightsaber weapon when hit by a ranged attack, suffer 3 Strain to reduce damage by 2 plus ranks in Reflect.




ATARU TECHNIQUE


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






QUICK STRIKE


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




QUICK STRIKE


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




REFLECT

If wielding a Lightsaber weapon when hit by a ranged attack, suffer 3 Strain to reduce damage by 2 plus ranks in Reflect.


PARRY


If wielding a Lightsaber or Melee weapon when hit by a melee attack, suffer 3 Strain to reduce damage by 2 plus ranks in Parry.




IMPROVED PARRY


When parrying a hit that generated ⚔ or ⚔⚔⚔, may hit attacker once with Lightsaber, Melee, or Brawl weapon, dealing base damage, after the original attack resolves.






DODGE


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



HAWK BAT SWOOP


Take the Hawk Bat Swoop action; make a Agility - Lightsaber combat check against a target within Short range, adding ○ up to Force rating. Spend ① to Engage target and spend ① to add ○ to the check.




SABER SWARM


Perform a Saber Swarm maneuver; suffer 1 Strain to have the next Agility - Lightsaber combat check this turn gain the Linked quality equal to Force rating during check.





CONDITIONED


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




PARRY


If wielding a Lightsaber or Melee weapon when hit by a melee attack, suffer 3 Strain to reduce damage by 2 plus ranks in Parry.



DEDICATION


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



SABER THROW

Take the Saber Throw action; make a Lightsaber combat check as a ranged attack at a target within Medium range, adding ○ no greater than Force rating. Must spend ① and succeed to hit the target; spend ① to have the weapon return to hand.




BALANCE

When the character heals Strain at the end of an encounter, he may add ○ per Force rating. He recovers additional Strain equal to ① generated.



SIGNATURE ABILITY _____



CHARACTER NAME _____

EXECUTIONER - SEEKER

CAREER SKILLS: DISCIPLINE, PERCEPTION, MELEE, RANGED (HEAVY)

PASSIVE TALENT  ACTIVE TALENT 

RANKED TALENT  TALENT COST 


FORCE TALENT  CONFLICT TALENT 



GRIT

Gain +1 Strain Threshold.

QUICK STRIKE

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



TOUGHENED

Gain +2 Wound Threshold.



QUICK DRAW

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


 



MIND OVER MATTER

May spend a Destiny Point to recover Strain equal to his Willpower rating.

HUNTER'S QUARRY

Take Hunter's Quarry action; make a  Survival check to upgrade the ability of all attacks made against a target at Long range until the end of the character's next turn.



GRIT

Gain +1 Strain Threshold.



LETHAL BLOWS

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



LETHAL BLOWS

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


 



IMPROVED HUNTER'S QUARRY

Suffer 2 Strain to perform the Hunter's Quarry action as a maneuver.



QUICK STRIKE

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



 



PRECISE AIM

Once per round, may perform a Precise Aim maneuver. Suffer Strain up to ranks in Precise Aim and reduce target's Melee and Ranged Defense by that number.



TERRIFYING KILL

May spend a Destiny Point to perform a Terrifying Kill maneuver after incapacitating or inflicting a Critical Injury. Roll  no greater than Force rating, and spend  to inflict 1 Strain on each person within Short range of the target.




 



PRECISE AIM

Once per round, may perform a Precise Aim maneuver. Suffer Strain up to ranks in Precise Aim and reduce target's Melee and Ranged Defense by that number.



MARKED FOR DEATH

Perform a Marked For Death maneuver, committing . Add  to combat checks against target while  remains committed. Cannot use this talent again until original target is incapacitated.



DEATHBLOW

After making a successful attack with a non-starship/vehicle weapon, may spend a Destiny Point to add damage equal to his Willpower to one hit of the successful attack.







 



LETHAL BLOWS

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



ESSENTIAL KILL

When making a non-Gunnery combat check, may add  no greater than Force rating. May spend  to add , or  to add  (choose one) to the result.  cannot be used to recover Strain.



FORCE RATING

Gain +1 Force rating.

DEDICATION

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

SIGNATURE ABILITY _____


CHARACTER NAME _____

HERMIT - SEEKER


CAREER SKILLS: DISCIPLINE, STEALTH, SURVIVAL, KNOWLEDGE (XENOLOGY)

PASSIVE TALENT  ACTIVE TALENT 

RANKED TALENT  TALENT COST 



FORCE TALENT  CONFLICT TALENT 

FORAGER

Remove up to  from skill checks to find food, water, or shelter. Survival checks to forage take half the usual time.

5

SOOTHING TONE

Once per encounter when riding, take a Soothing Tone action; make a  Knowledge (Xenology) check to allow the beast to recover Strain equal to .

5

GRIT

Gain +1 Strain Threshold.


5

ONE WITH NATURE

When in the wilderness, the character may make a (-) Survival check (instead of Discipline or Cool) to recover Strain at the end of an encounter.

5

CONDITIONED

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


10

GRIT

Gain +1 Strain Threshold.

10

MENACE

Enemy within Short range of the bonded animal adds  to their next combat checks made against the character.

10

ANIMAL BOND

Develop a long-term bond with a single animal of a Silhouette no greater than half Force rating, rounded down.


10

ENDURING

Gain +1 Soak value.

15

CONDITIONED

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

15

SURVIVAL OF THE FITTEST

Once per session, when making a single check, may treat Force rating as being equal to ranks in Survival.

15

GRIT

Gain +1 Strain Threshold.


15

FORCE RATING

Gain +1 Force rating.

20

IMPROVED ANIMAL BOND

When performing a maneuver to direct a bonded animal, may suffer 1 Strain to add  to the animal's next check.





20

HARASS

Whenever the bonded animal makes a successful combat check against a target, it may forego inflicting damage to upgrade the difficulty of the target's next check once instead.

20

FORCE CONNECTION

When making a Survival or Knowledge (Xenology) check, may add  no greater than Force rating. May spend  to add  or  (choose one) to the result.

20

GRIT

Gain +1 Strain Threshold.

25

NATURAL OUTDOORSMAN

Once per session, may re-roll any one Resilience or Survival check.

25

FORCE RATING

Gain +1 Force rating.

25

SHROUD

May spend a Destiny Point to become undetectable via Force powers and make own powers go unnoticed for the remainder of the encounter.

25

SIGNATURE ABILITY _____



CHARACTER NAME _____

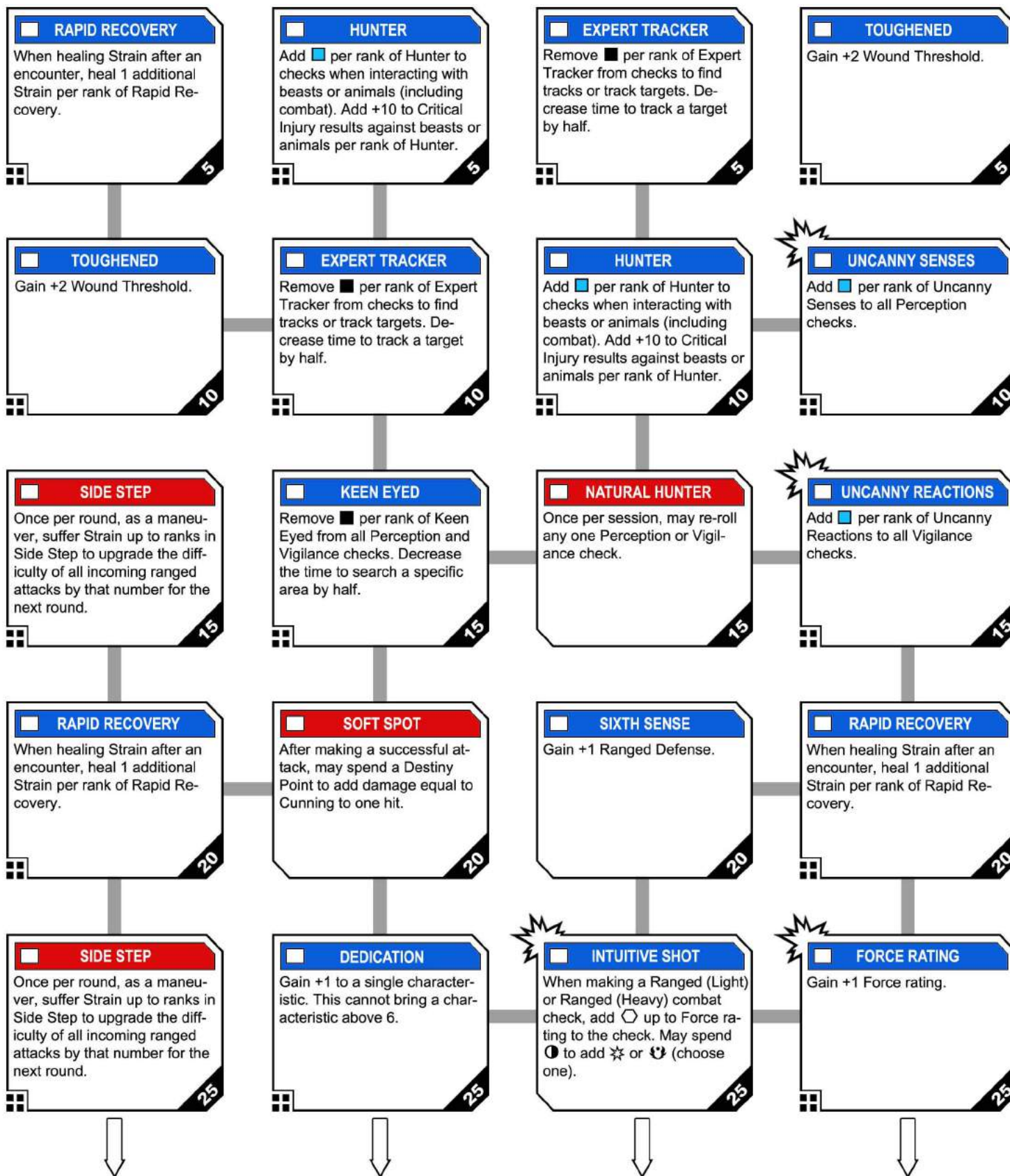
HUNTER - SEEKER

CAREER SKILLS: COORDINATION, STEALTH, VIGILANCE, RANGED (HEAVY)

PASSIVE TALENT  ACTIVE TALENT 

RANKED TALENT  TALENT COST 

FORCE TALENT  CONFLICT TALENT 







SIGNATURE ABILITY _____



CHARACTER NAME _____


NAVIGATOR - SEEKER

CAREER SKILLS: ASTROGATION, PERCEPTION, SURVIVAL, KNOWLEDGE (OUTER RIM)


PASSIVE TALENT 
 ACTIVE TALENT 


RANKED TALENT 
 TALENT COST 


FORCE TALENT 
 CONFLICT TALENT 



STUDIOUS PLOTTING


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



5



EXPERT TRACKER


Remove  per rank of Expert Tracker from checks to find tracks or track targets. Decrease time to track a target by half.


5



SHORTCUT


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



5



GRIT

Gain +1 Strain Threshold.


5


GALAXY MAPPER

Remove  per rank of Galaxy Mapper from all Astrogation checks. Astrogation checks take half the usual time.


10



IMPROVED SHORTCUT


When involved in a chase or race, may suffer 2 Strain to add  equal to ranks in Shortcut to the check.


10



PLANET MAPPER


Remove  per rank of Planet Mapper from all Streetwise or Survival checks for navigation. Such checks take half the usual time.



10



PREEMPTIVE AVOIDANCE


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


10



SHORTCUT


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



15



SWIFT


Do not suffer the usual penalties for moving through difficult terrain.


15



UNCANNY SENSES


Add  per rank of Uncanny Senses to all Perception checks.



15



TOUGHENED


Gain +2 Wound Threshold.




15



GALAXY MAPPER


Remove  per rank of Galaxy Mapper from all Astrogation checks. Astrogation checks take half the usual time.


20



HOLISTIC NAVIGATION


When making a Navigation check, may spend a Destiny Point to remove  or to remove  equal to ranks in Perception.



20



FORCE RATING

Gain +1 Force rating.


20


PLANET MAPPER


Remove  per rank of Planet Mapper from all Streetwise or Survival checks for navigation. Such checks take half the usual time.






20



ONE WITH THE UNIVERSE

Once per session, while meditating, make a  Astrogation check. Success adds  to all Force power checks in the next encounter. Success with  adds  instead.


25


INTUITIVE NAVIGATION


When making an Astrogation or Knowledge (Outer Rim) check, add  up to Force rating to the check. May spend  to add  or  (choose one).


25



MASTER STARHOPPER

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


25


DEDICATION

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


25

SIGNATURE ABILITY _____



CHARACTER NAME _____

PATHFINDER - SEEKER

CAREER SKILLS: MEDICINE, RESILIENCE, SURVIVAL, RANGED (LIGHT)

PASSIVE TALENT  ACTIVE TALENT 

RANKED TALENT  TALENT COST 


FORCE TALENT  CONFLICT TALENT 



☐ **GRIT**

Gain +1 Strain Threshold.


 



☐ **KEEN EYED**

Remove  per rank of Keen Eyed from all Perception and Vigilance checks. Decrease the time to search a specific area by half.



☐ **FORAGER**

Remove up to  from skill checks to find food, water, or shelter. Survival checks to forage take half the usual time.


 



☐ **SWIFT**

Do not suffer the usual penalties for moving through difficult terrain.


 



☐ **KEEN EYED**

Remove  per rank of Keen Eyed from all Perception and Vigilance checks. Decrease the time to search a specific area by half.



☐ **OUTDOORSMAN**

Remove  per rank of Outdoorsman from checks to move through terrain or manage environmental effects. Decrease overland travel times by half.


 



☐ **TOUGHENED**


Gain +2 Wound Threshold.





 



☐ **OUTDOORSMAN**


Remove  per rank of Outdoorsman from checks to move through terrain or manage environmental effects. Decrease overland travel times by half.



 ☐ **ANIMAL EMPATHY**

When making checks to handle or tame animals, add  up to Force rating to the check. Spend  to add  or  to the check.

 ☐ **ANIMAL BOND**


Develop a long-term bond with a single animal of a Silhouette no greater than half Force rating, rounded down.


 



☐ **GRIT**


Gain +1 Strain Threshold.


 



 ☐ **SLEIGHT OF MIND**


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



 ☐ **MENTAL BOND**


Take the Mental Bond action; commit . While committed, may communicate with the bonded animal at Long range and see and hear through its senses.



 



 ☐ **FORCE RATING**

Gain +1 Force rating.

 ☐ **QUICK MOVEMENT**


Suffer 2 Strain to use the Quick Movement incidental; add  up to Force rating to the next check. May spend  to perform one additional Move maneuver after the action.



☐ **TOUGHENED**

Gain +2 Wound Threshold.



 ☐ **SHARE PAIN**

May use the Share Pain incidental when the bonded animal suffers Wounds. Reduce the Wounds suffered to half, the character suffers Wounds equal to the number of Wounds reduced.

☐ **ENDURING**

Gain +1 Soak value.

☐ **NATURAL OUTDOORSMAN**

Once per session, may re-roll any one Resilience or Survival check.

☐ **DEDICATION**

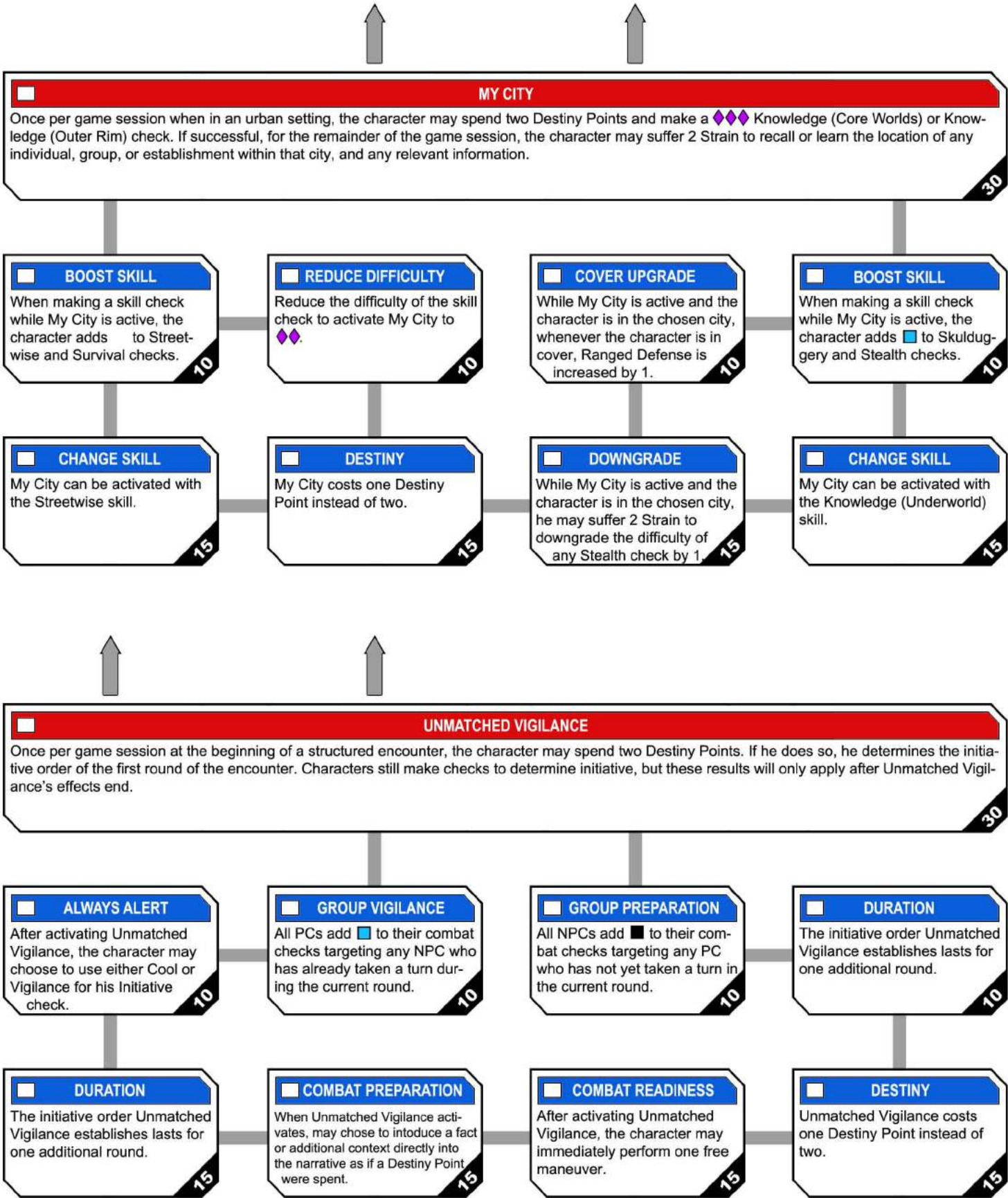
Gain +1 to a single characteristic. This cannot bring a characteristic above 6.

SIGNATURE ABILITY _____

SENTINEL

CAREER SKILLS: COMPUTERS, DECEPTION, PERCEPTION, SKULDUGGERY, STEALTH, KNOWLEDGE (CORE WORLDS)



CHARACTER NAME _____

ARTISAN - SENTINEL

CAREER SKILLS: ASTROGATION, COMPUTERS, MECHANICS, KNOWLEDGE (EDUCATION)

PASSIVE TALENT

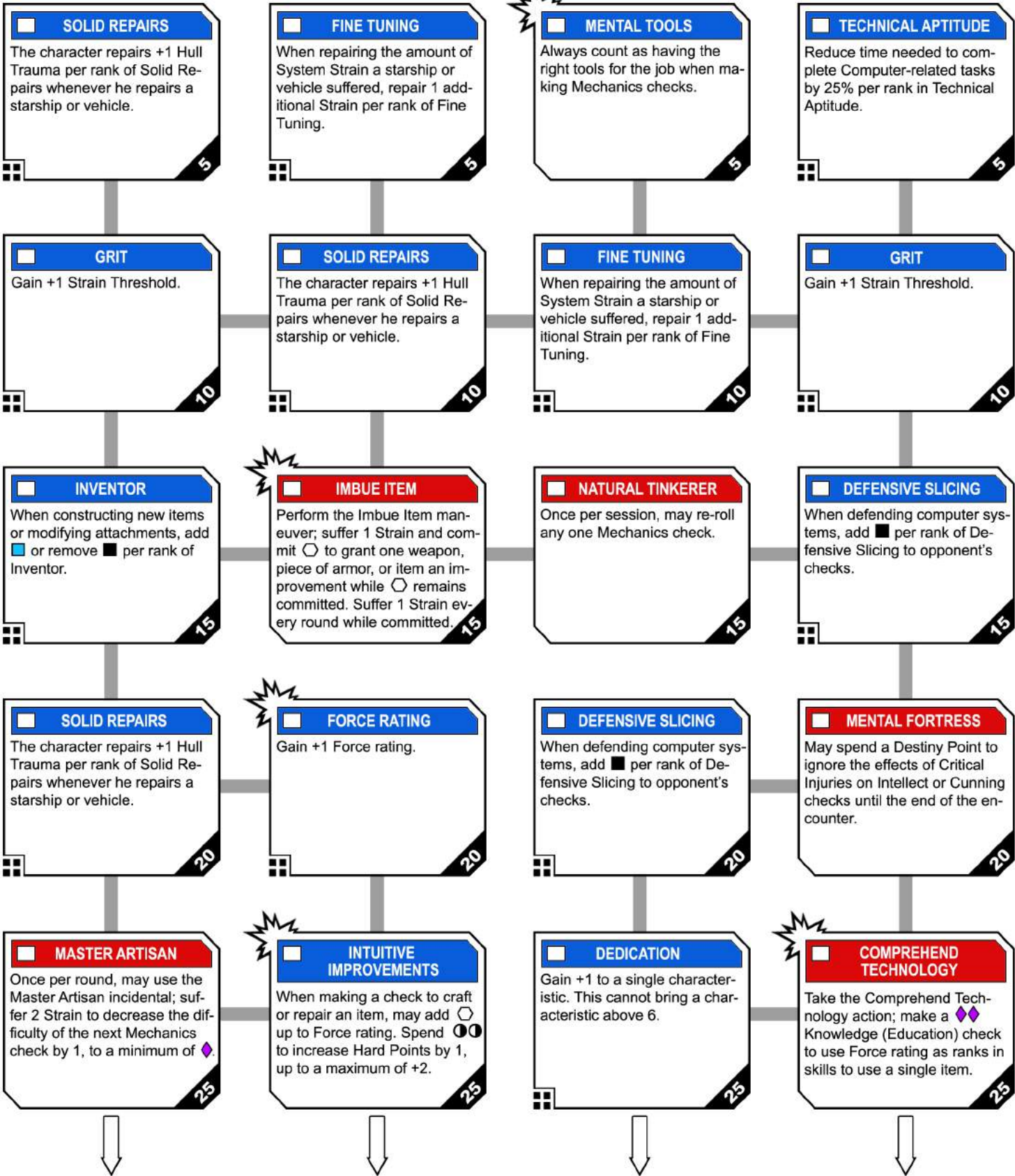
ACTIVE TALENT

RANKED TALENT

TALENT COST

FORCE TALENT

CONFLICT TALENT



SIGNATURE ABILITY _____



CHARACTER NAME _____

INVESTIGATOR - SENTINEL

CAREER SKILLS: PERCEPTION, STREETWISE, KNOWLEDGE (EDUCATION), KNOWLEDGE (UNDERWORLD)

PASSIVE TALENT  ACTIVE TALENT 

RANKED TALENT  TALENT COST 

FORCE TALENT  CONFLICT TALENT 

STREET SMARTS

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

5

KEEN EYED

Remove ■ per rank of Keen Eyed from all Perception and Vigilance checks. Decrease the time to search a specific area by half.

5

UNCANNY SENSES

Add □ per rank of Uncanny Senses to all Perception checks.

5

GRIT

Gain +1 Strain Threshold.

5

TALK THE TALK

May spend a Destiny Point when making a Knowledge check to substitute Streetwise or Knowledge (Underworld) for the required skill.

10

GRIT

Gain +1 Strain Threshold.

10

STREET SMARTS

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

10

TOUGHENED

Gain +2 Wound Threshold.

10

TOUGHENED

Gain +2 Wound Threshold.

15

KEEN EYED

Remove ■ per rank of Keen Eyed from all Perception and Vigilance checks. Decrease the time to search a specific area by half.

15

STREET SMARTS

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

15

RECONSTRUCT THE SCENE

Take the Reconstruct the Scene action; make a ♦♦♦ Perception check to identify the physical characteristics of one person present at the scene within 24 hours.

15

SENSE ADVANTAGE

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

20

UNRELENTING SKEPTIC

When targeted by a Deception check, the character automatically adds ▼ to the check equal to ranks in Vigilance.

20

CLEVER SOLUTION

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

20

SENSE THE SCENE

Take the Sense the Scene action; make a ♦♦♦ Perception check and add ○ up to Force rating. If successful, spend ● to identify the emotional characteristics of one person involved.

20

VALUABLE FACTS

Once per encounter, may take a Valuable Facts action; make a ♦♦ Knowledge check. If successful, add ⊕ to one ally's skill check during the encounter.

25

DEDICATION

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

25

IMPROVED STREET SMARTS

Once per session, take the Improved Street Smarts action; make ♦♦♦♦ Street Smarts or Knowledge (Underworld) check to learn one vital clue from the GM.

25

FORCE RATING

Gain +1 Force rating.

25

SIGNATURE ABILITY _____



CHARACTER NAME _____

RACER - SENTINEL

CAREER SKILLS: COOL, COORDINATION, PILOTING (PLANETARY), PILOTING (SPACE)

PASSIVE TALENT  ACTIVE TALENT 

RANKED TALENT  TALENT COST 

FORCE TALENT  CONFLICT TALENT 

 **GRIT**


Gain +1 Strain Threshold.


  5



 **SKILLED JOCKEY**


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


  5



 **CONDITIONED**


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


  5



 **SHORTCUT**


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




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 **SHORTCUT**


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


  10



 **FULL THROTTLE**


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


  10



 **SHORTCUT**

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


  10



 **CONDITIONED**

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

  10

 **SKILLED JOCKEY**

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

  15

 **IMPROVED FULL THROTTLE**

Suffer 1 Strain to attempt Full Throttle as a maneuver and decrease its difficulty to .

  15

 **FREERUNNING**

Suffer 1 Strain when making a Move maneuver to move to any location within Short range.

  15

 **IMPROVED FREERUNNING**

Suffer 4 Strain when making a Move maneuver to move to any location within Medium range.

  15

 **GRIT**


Gain +1 Strain Threshold.

  20



 **SUPREME FULL THROTTLE**

When performing Full Throttle, top Speed increases by 2 instead of 1.

  20

 **FORCE RATING**


Gain +1 Force rating.




  20



 **BETTER LUCK NEXT TIME**


Take a Better Luck Next Time action; make a  Cool check to force a competitor to suffer a major misfortune.

  20



 **SUPERHUMAN REFLEXES**

Once per session, after generating  on a Piloting check, cancel a  and add  equal to ranks in Cool.

  25

 **DEDICATION**


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


  25



 **IMPROVED SHORTCUT**

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

  25

 **INTUITIVE EVASION**

Perform the Intuitive Evasion maneuver; suffer 1 Strain and commit  up to ranks of Intuitive Evasion. Upgrade difficulty of attacks targeting starship or vehicle by an equal amount. Suffer 1 Strain per turn.

  25

SIGNATURE ABILITY _____

CHARACTER NAME _____

SENTRY - SENTINEL

CAREER SKILLS: COORDINATION, STEALTH, VIGILANCE, LIGHTSABER

PASSIVE TALENT

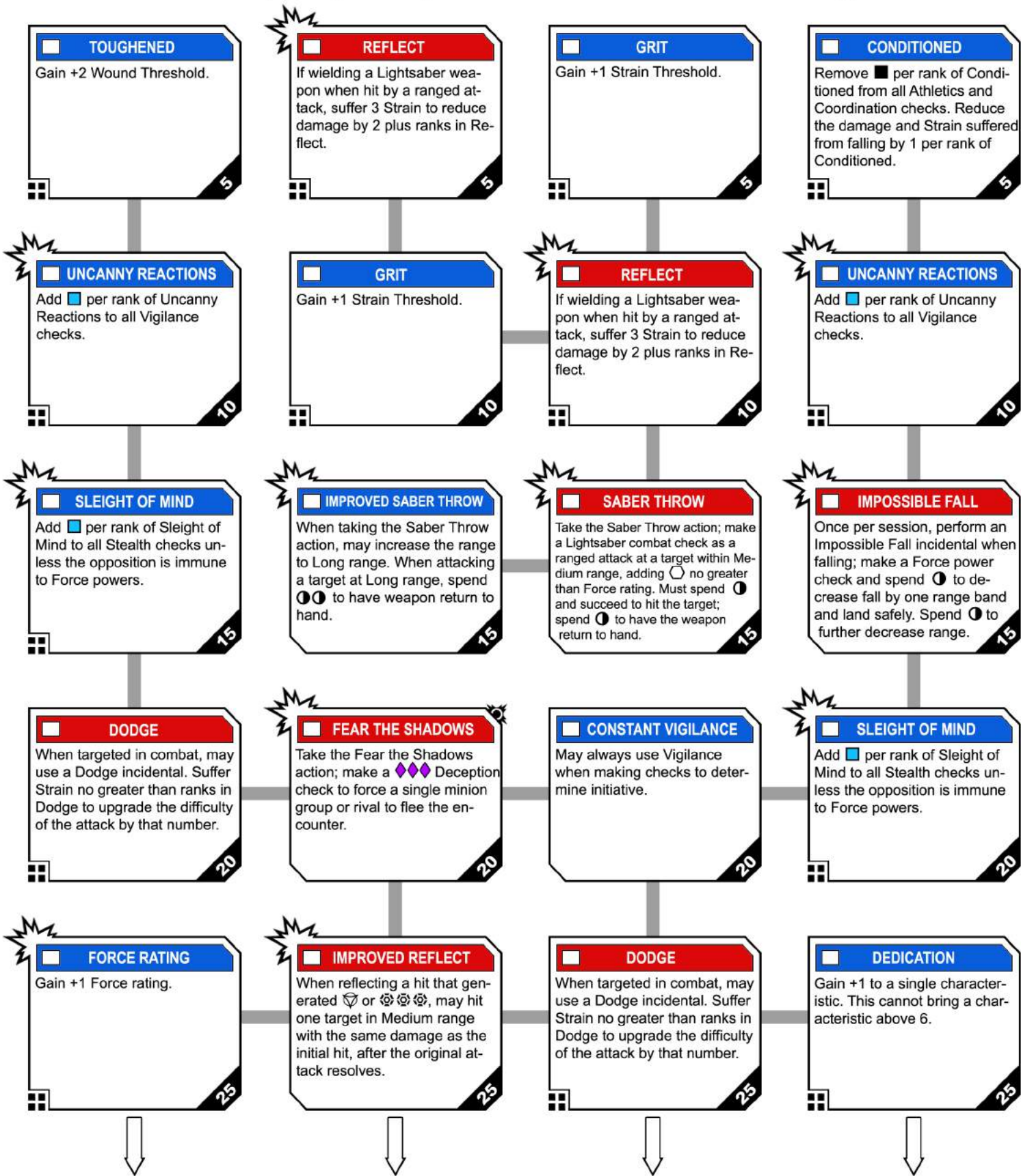
ACTIVE TALENT

RANKED TALENT

TALENT COST

FORCE TALENT

CONFLICT TALENT



SIGNATURE ABILITY _____



CHARACTER NAME _____

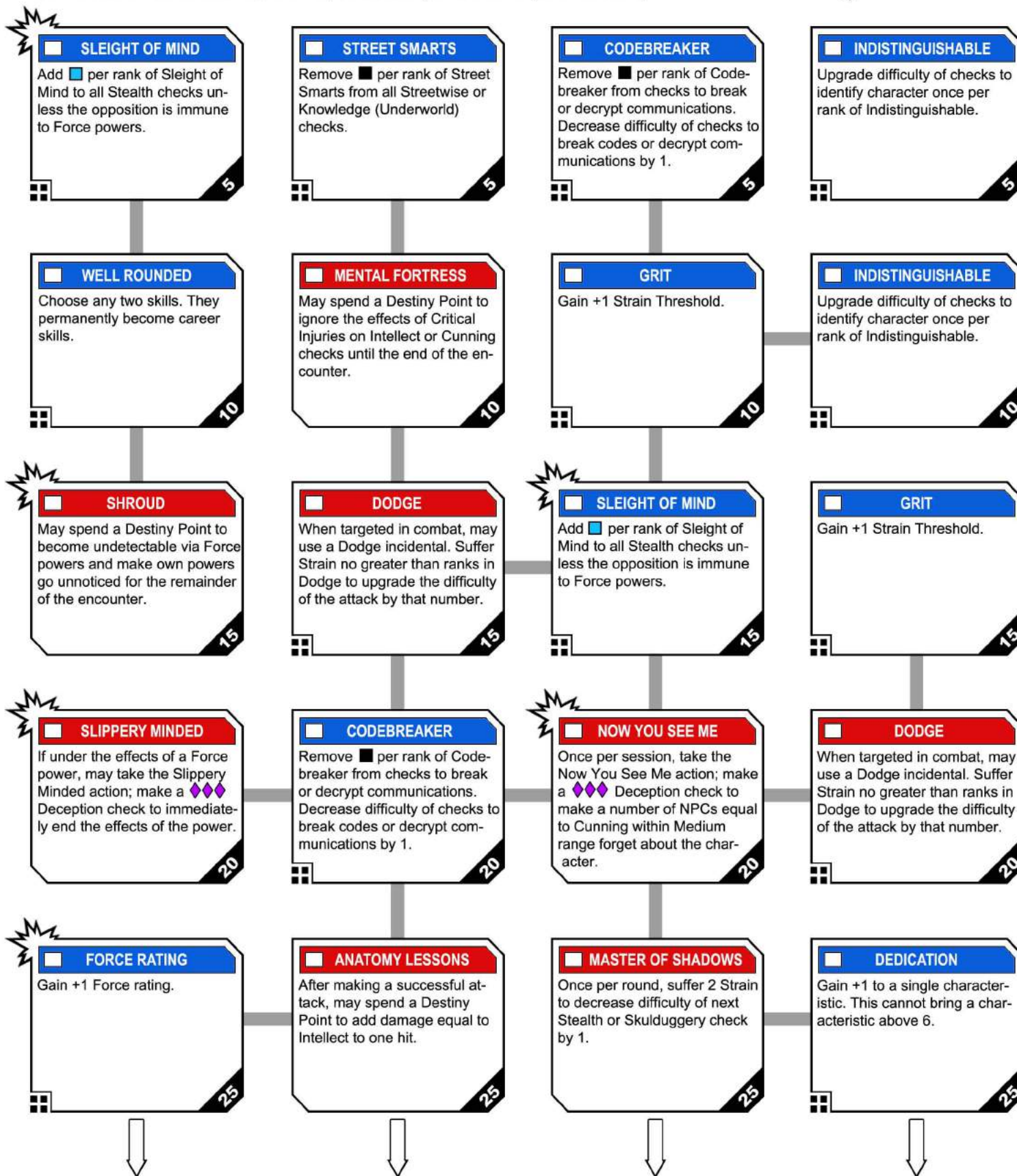
SHADOW - SENTINEL

CAREER SKILLS: SKULDUGGERY, STEALTH, STREETWISE, KNOWLEDGE (UNDERWORLD)

PASSIVE TALENT  ACTIVE TALENT 

RANKED TALENT  TALENT COST 

FORCE TALENT  CONFLICT TALENT 





SIGNATURE ABILITY _____


CHARACTER NAME _____


SHIEN EXPERT - SENTINEL


CAREER SKILLS: ATHLETICS, RESILIENCE, SKULDUGGERY, LIGHTSABER


PASSIVE TALENT 

ACTIVE TALENT 

RANKED TALENT 


TALENT COST 


FORCE TALENT 


CONFLICT TALENT 



**SIDE STEP**


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






**CONDITIONED**


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





**STREET SMARTS**


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





**REFLECT**

If wielding a Lightsaber weapon when hit by a ranged attack, suffer 3 Strain to reduce damage by 2 plus ranks in Reflect.



**TOUGHENED**


Gain +2 Wound Threshold.





**PARRY**

If wielding a Lightsaber or Melee weapon when hit by a melee attack, suffer 3 Strain to reduce damage by 2 plus ranks in Parry.




**SHIEN TECHNIQUE**

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



**REFLECT**


If wielding a Lightsaber weapon when hit by a ranged attack, suffer 3 Strain to reduce damage by 2 plus ranks in Reflect.







**PARRY**


If wielding a Lightsaber or Melee weapon when hit by a melee attack, suffer 3 Strain to reduce damage by 2 plus ranks in Parry.





**COUNTERSTRIKE**


When an attack misses the character and generates  or , may upgrade the next Cunning - Lightsaber check by one against the attacker during the encounter.







**GRIT**


Gain +1 Strain Threshold.





**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 the original attack resolves.





**DJEM SO DEFLECTION**


After a Reflect, may spend a Destiny Point to use a Move maneuver as an out-of-turn incidental to close the distance with, or Engage the opponent.








**DEFENSIVE STANCE**

Once per round, as a maneuver, suffer Strain up to ranks in Defensive Stance to upgrade the difficulty of all incoming melee attacks by that number for the next round.




**SABER THROW**

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



**REFLECT**


If wielding a Lightsaber weapon when hit by a ranged attack, suffer 3 Strain to reduce damage by 2 plus ranks in Reflect.





**FALLING AVALANCHE**

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



**DEDICATION**


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





**DISRUPTIVE STRIKE**

Take the Disruptive Strike action; make a Cunning - Lightsaber combat check, adding  up to Force rating. Spend  to add  to the next combat check the target makes.



**SUPREME REFLECT**

If the user did not make a combat check during the previous turn, may suffer 1 Strain to use Reflect instead of 3.

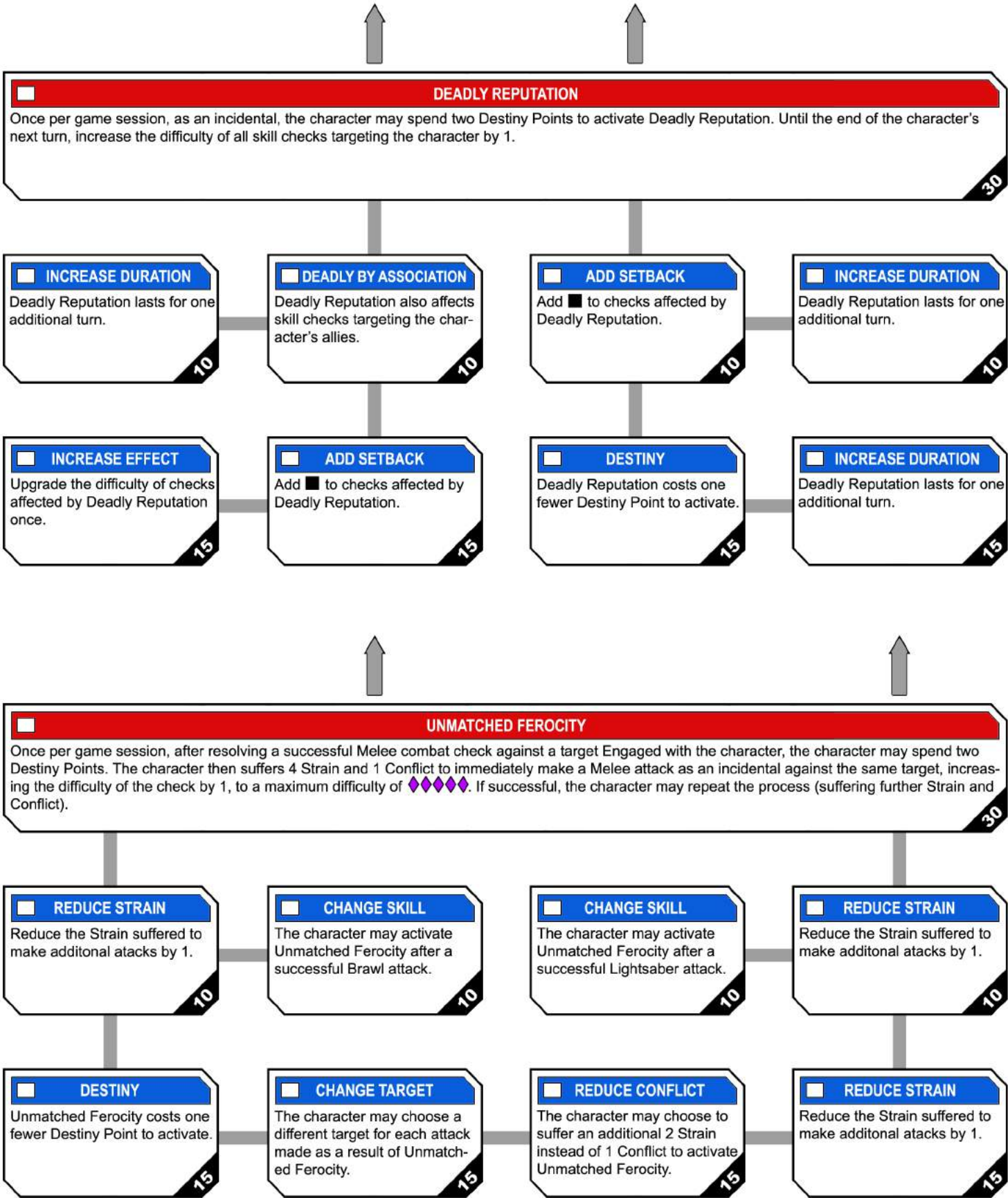


SIGNATURE ABILITY _____

CHARACTER NAME _____

WARRIOR

CAREER SKILLS: ATHLETICS, COOL, PERCEPTION, SURVIVAL, BRAWL, MELEE





CHARACTER NAME _____

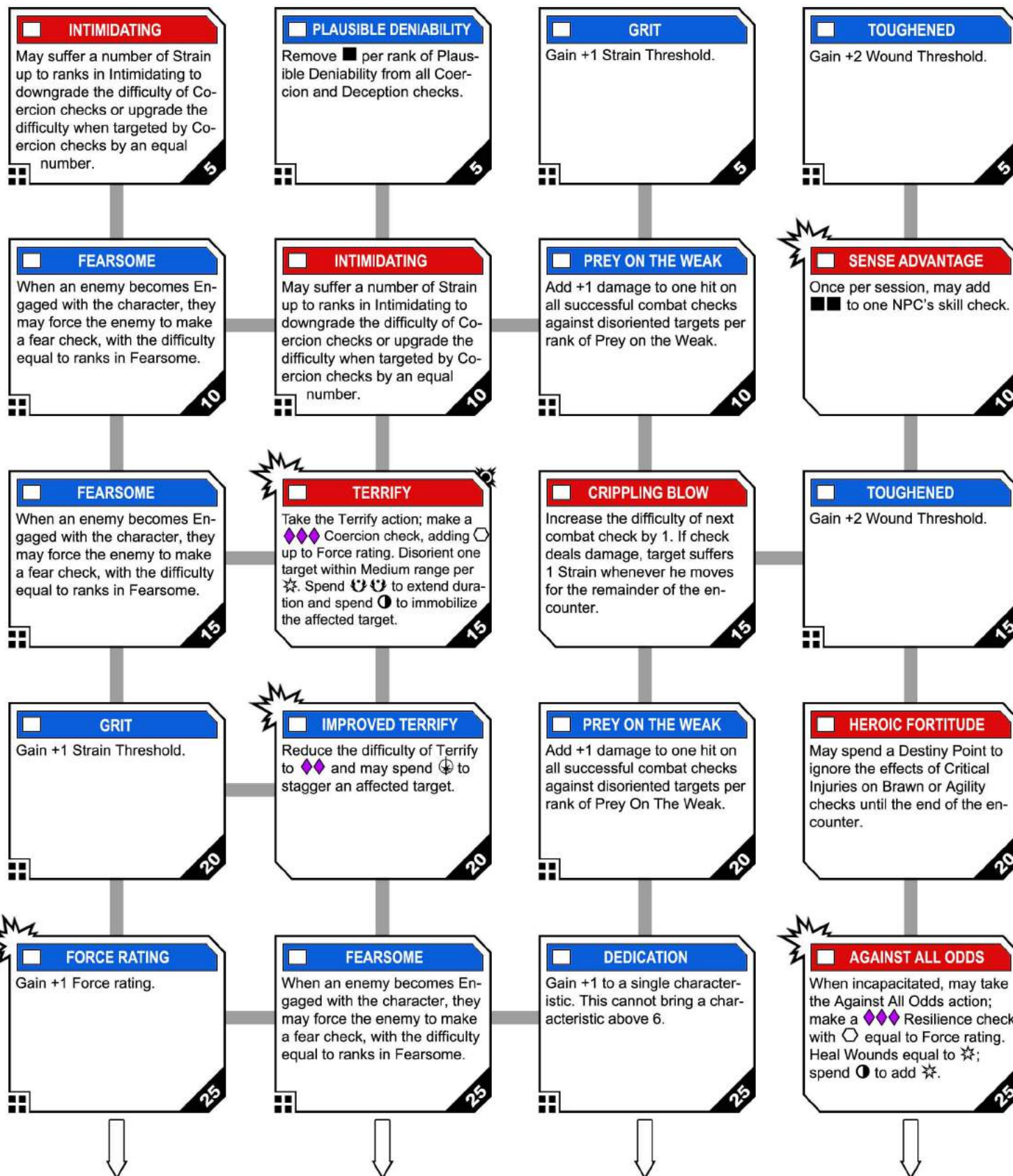
AGGRESSOR - WARRIOR

CAREER SKILLS: COERCION, STREETWISE, KNOWLEDGE (UNDERWORLD), RANGED (LIGHT)

PASSIVE TALENT  ACTIVE TALENT 

RANKED TALENT  TALENT COST 

FORCE TALENT  CONFLICT TALENT 



SIGNATURE ABILITY _____

CHARACTER NAME _____

COLOSSUS - WARRIOR

CAREER SKILLS: DISCIPLINE, RESILIENCE, BRAWL, MELEE

PASSIVE TALENT

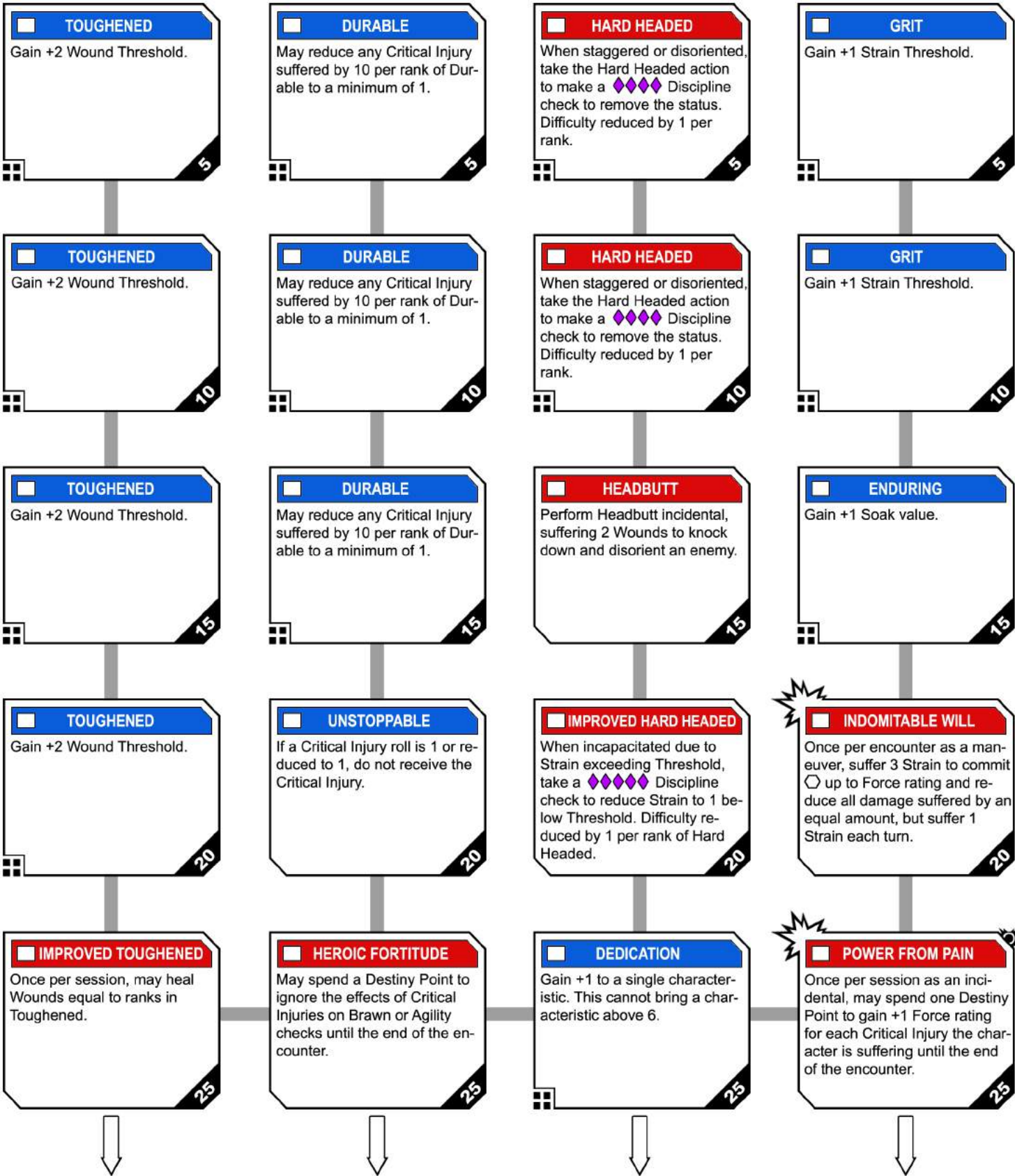
ACTIVE TALENT

RANKED TALENT

TALENT COST

FORCE TALENT

CONFLICT TALENT



SIGNATURE ABILITY _____

CHARACTER NAME _____

JUYO BERSERKER - WARRIOR

CAREER SKILLS: COERCION, DISCIPLINE, LIGHTSABER, MELEE

PASSIVE TALENT

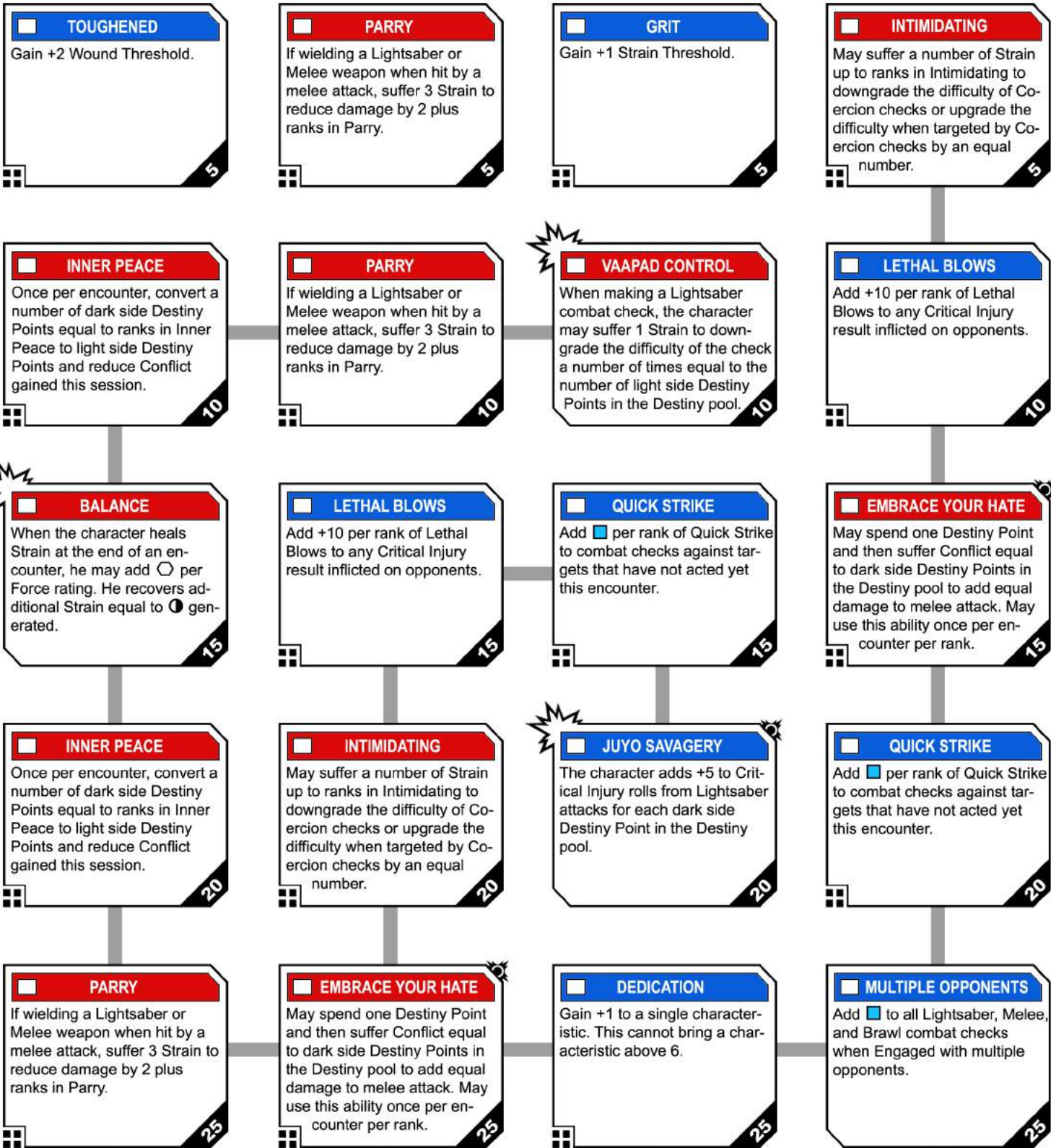
ACTIVE TALENT

RANKED TALENT

TALENT COST

FORCE TALENT

CONFLICT TALENT



SIGNATURE ABILITY _____

CHARACTER NAME _____

SHII-CHO KNIGHT - WARRIOR

CAREER SKILLS: ATHLETICS, COORDINATION, LIGHTSABER, MELEE

PASSIVE TALENT

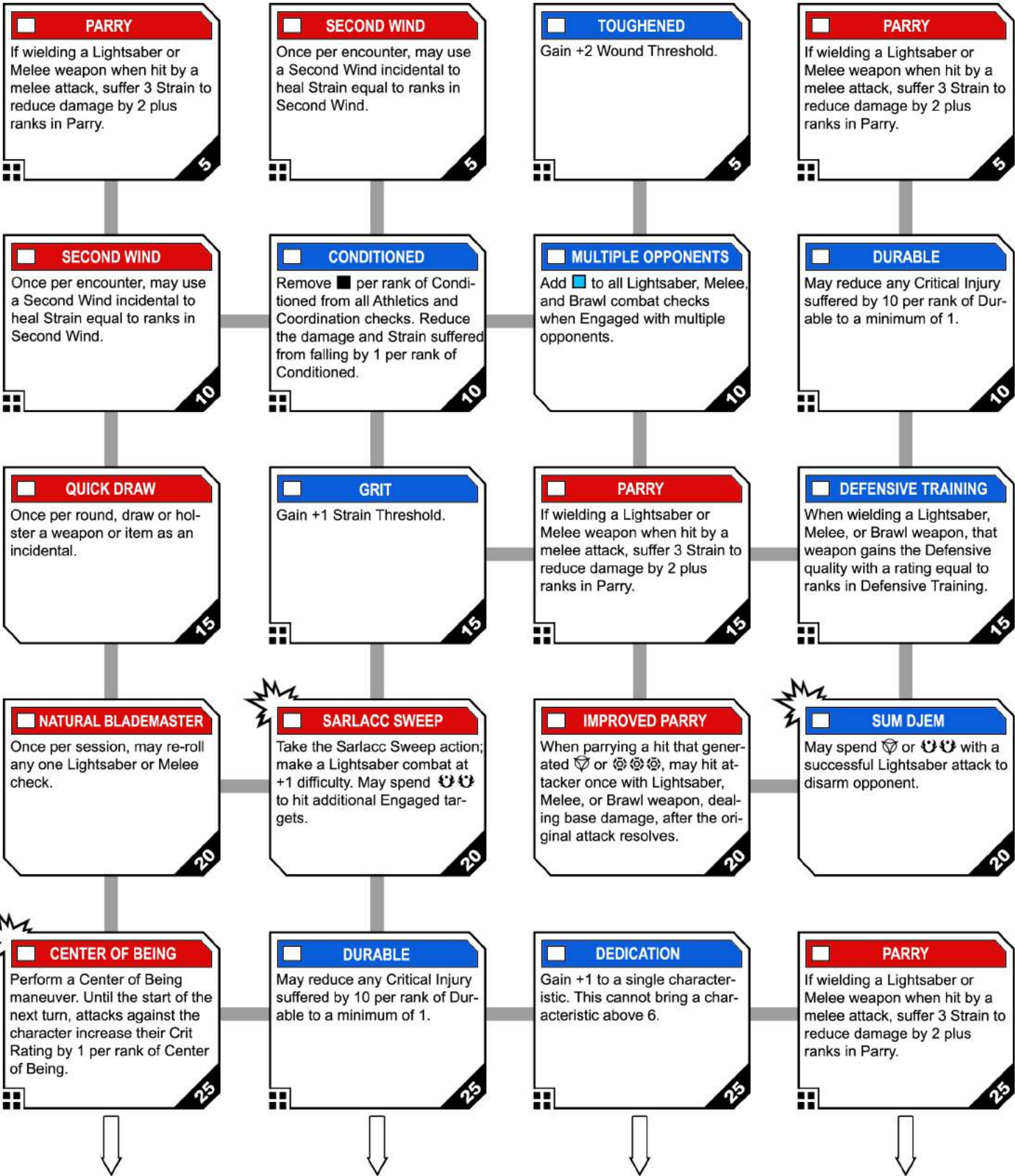
ACTIVE TALENT

RANKED TALENT

TALENT COST

FORCE TALENT

CONFLICT TALENT



SIGNATURE ABILITY _____

CHARACTER NAME _____

STARFIGHTER ACE - WARRIOR

CAREER SKILLS: ASTROGATION, MECHANICS, PILOTING (SPACE), GUNNERY

PASSIVE TALENT

ACTIVE TALENT

RANKED TALENT

TALENT COST

FORCE TALENT

CONFLICT TALENT

GRIT

Gain +1 Strain Threshold.

5

SKILLED JOCKEY

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

5

RAPID REACTION

Suffer a number of Strain up to ranks in Rapid Reaction to add an equal number of ☆ to initiative checks.

5

SOLID REPAIRS

The character repairs +1 Hull Trauma per rank of Solid Repairs whenever he repairs a starship or vehicle.

5

INTUITIVE EVASION

Perform the Intuitive Evasion maneuver; suffer 1 Strain and commit ○ up to ranks of Intuitive Evasion. Upgrade difficulty of attacks targeting starship or vehicle by an equal amount. Suffer 1 Strain per turn.

10

CONFIDENCE

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

10

SOLID REPAIRS

The character repairs +1 Hull Trauma per rank of Solid Repairs whenever he repairs a starship or vehicle.

10

GALAXY MAPPER

Remove ■ per rank of Galaxy Mapper from all Astrogation checks. Astrogation checks take half the usual time.

10

FULL THROTTLE

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

15

RAPID REACTION

Suffer a number of Strain up to ranks in Rapid Reaction to add an equal number of ☆ to initiative checks.

15

EXHAUST PORT

Before attacking a starship or vehicle, may spend a Destiny Point to ignore the effects of the Massive rule for the attack.

15

GRIT

Gain +1 Strain Threshold.

15

INTUITIVE STRIKE

When making a combat check with a planetary scale weapon, add ○ up to Force rating to the check. Spend ○○ to add ☆ or ⚡ (choose one).

20

TOUCH OF FATE

Once per session, add ■■ to any one check.

20

GRIT

Gain +1 Strain Threshold.

20

SKILLED JOCKEY

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

20

FORCE RATING

Gain +1 Force rating.

25

TRICKY TARGET

Count vehicle or starship piloted as having a Silhouette 1 lower when being attacked.

25

DEDICATION

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

25

INTUITIVE EVASION

Perform the Intuitive Evasion maneuver; suffer 1 Strain and commit ○ up to ranks of Intuitive Evasion. Upgrade difficulty of attacks targeting starship or vehicle by an equal amount. Suffer 1 Strain per turn.

25

SIGNATURE ABILITY _____

CHARACTER NAME _____

STEEL HAND ADEPT - WARRIOR

CAREER SKILLS: COORDINATION, DISCIPLINE, VIGILANCE, BRAWL

PASSIVE TALENT

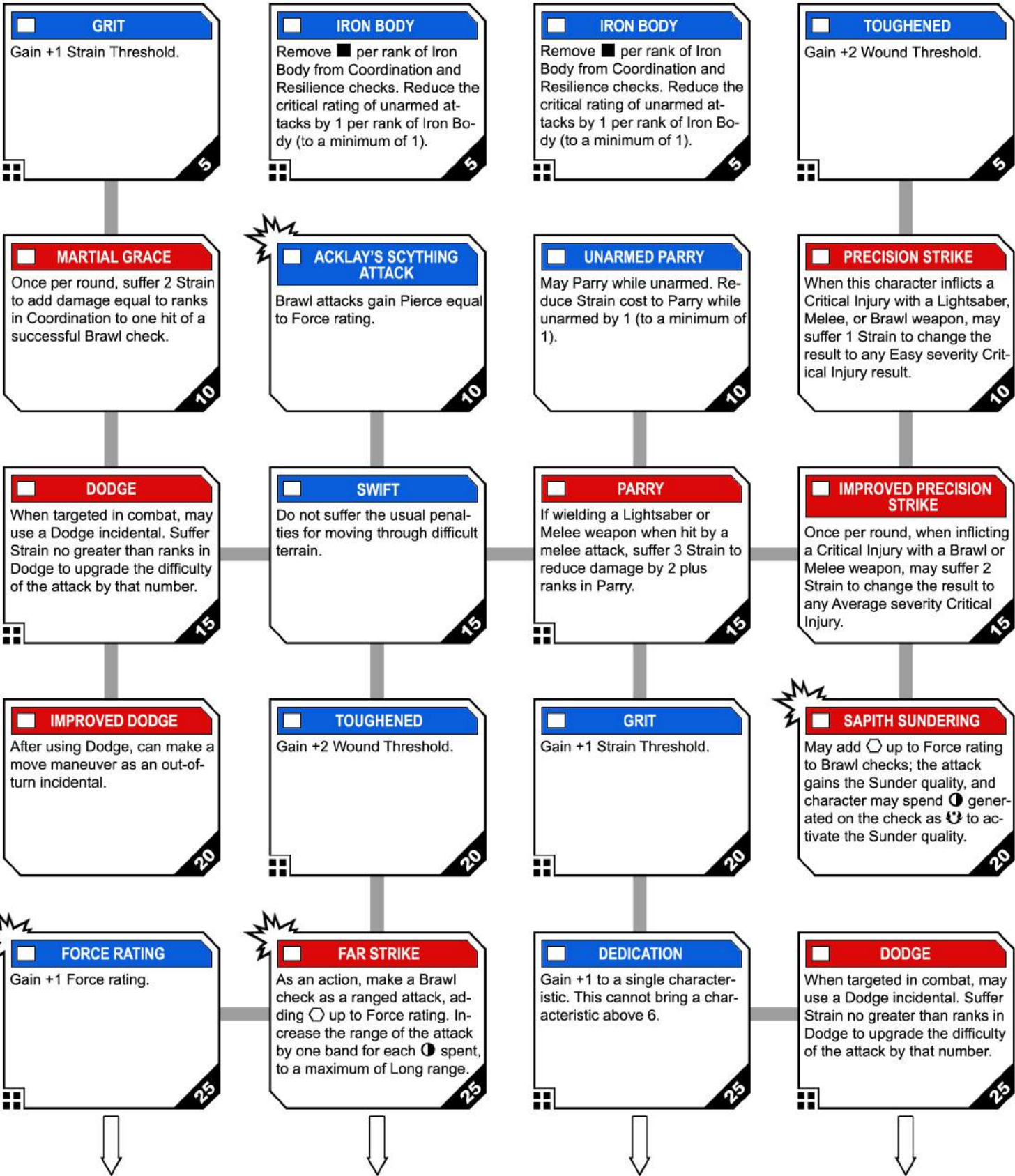
ACTIVE TALENT

RANKED TALENT

TALENT COST

FORCE TALENT

CONFLICT TALENT



SIGNATURE ABILITY _____