

CHARACTER NAME _____

FORCE ADHERENT - UNIVERSAL

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

PASSIVE TALENT

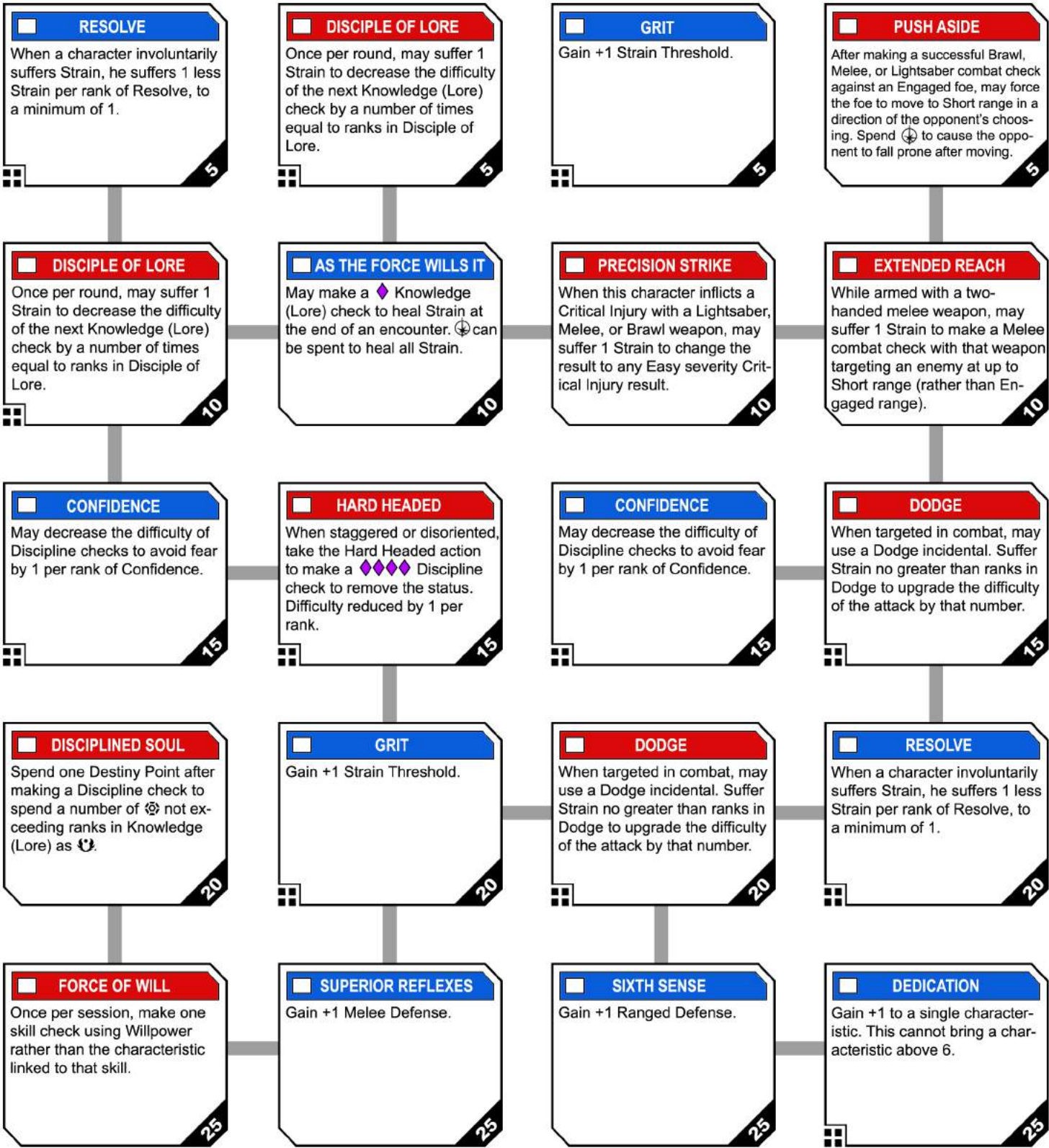
ACTIVE TALENT

RANKED TALENT

TALENT COST

FORCE TALENT

CONFLICT TALENT

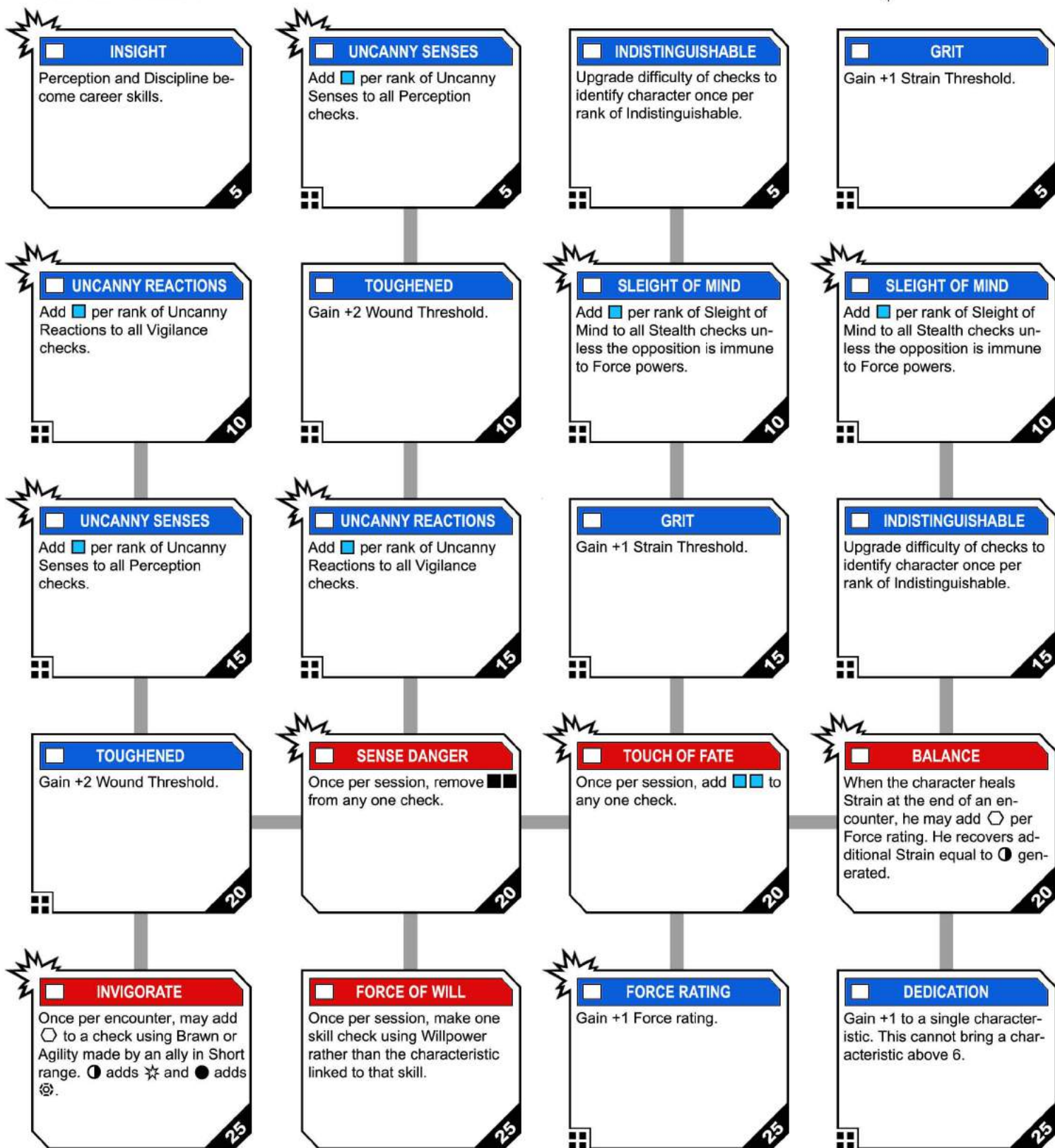


CHARACTER NAME _____

FORCE-SENSITIVE EMERGENT - UNIVERSAL

GAIN FORCE RATING 1

PASSIVE TALENT  ACTIVE TALENT 
 RANKED TALENT  TALENT COST 
 FORCE TALENT  CONFLICT TALENT 



CHARACTER NAME _____

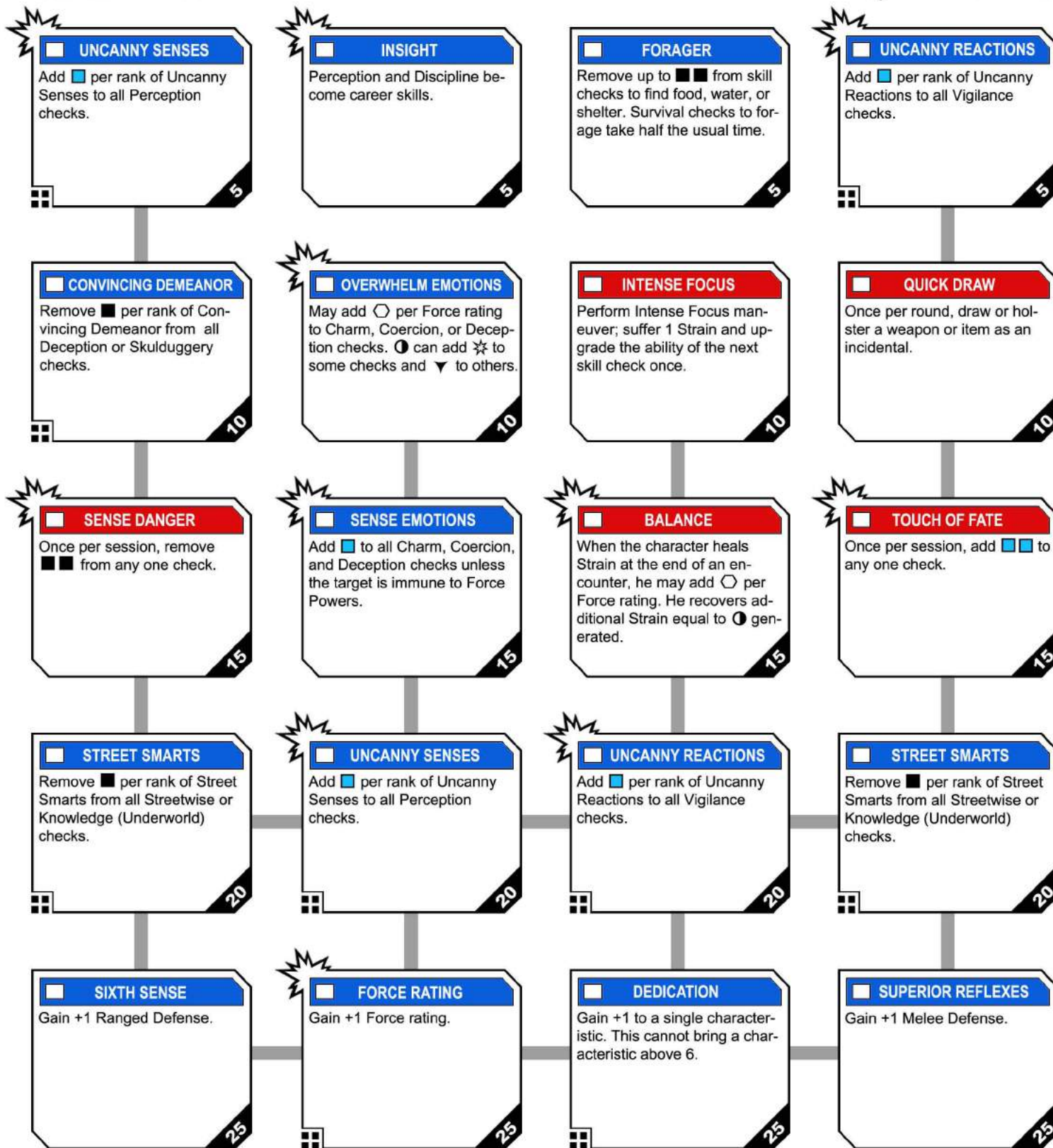
FORCE-SENSITIVE EXILE - UNIVERSAL

GAIN FORCE RATING 1

PASSIVE TALENT  ACTIVE TALENT 

RANKED TALENT  TALENT COST 

FORCE TALENT  CONFLICT TALENT 



CHARACTER NAME _____

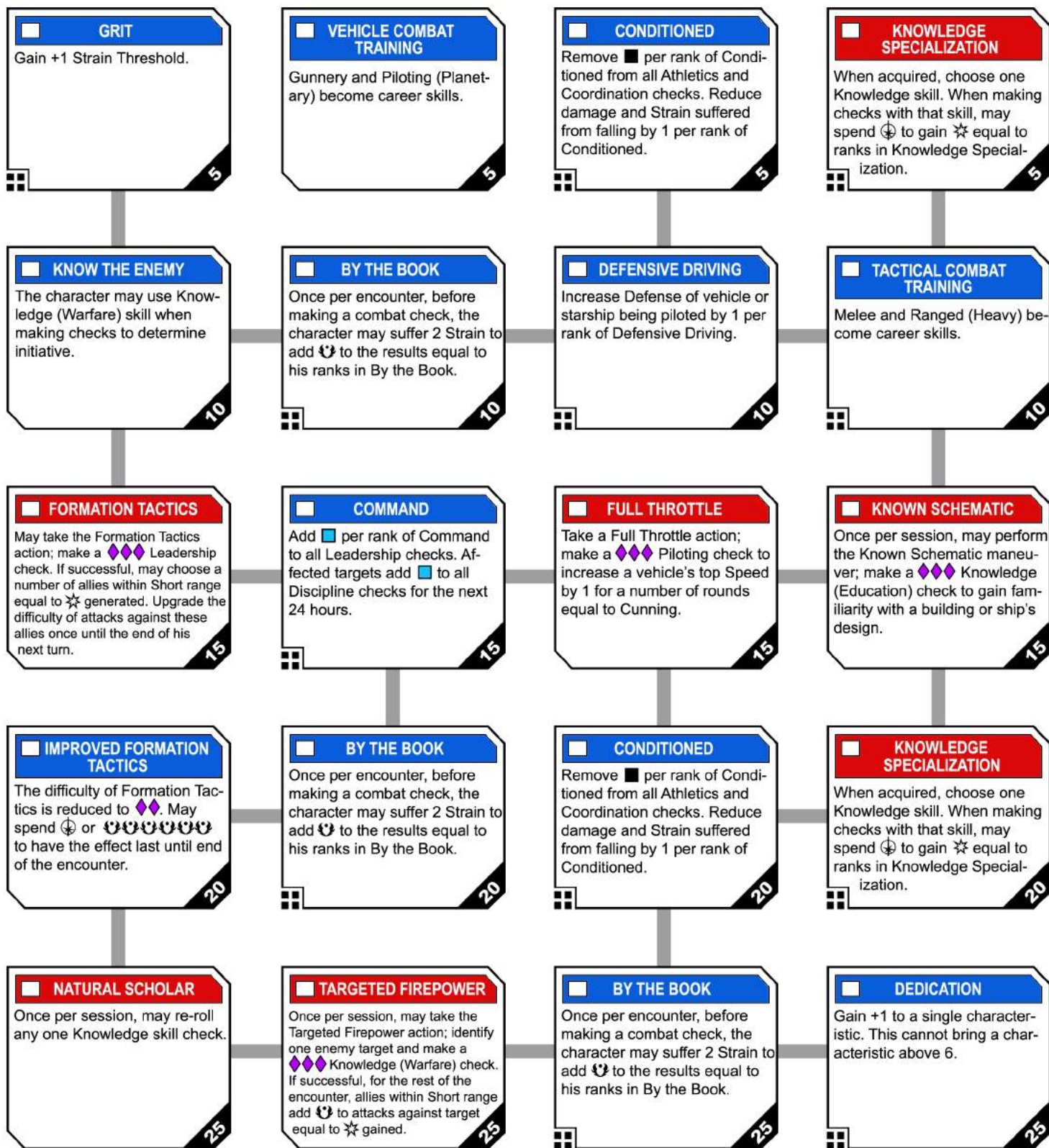
PASSIVE TALENT  ACTIVE TALENT 

IMPERIAL ACADEMY CADET - UNIVERSAL

RANKED TALENT  TALENT COST 

CAREER SKILLS: LEADERSHIP, PILOTING (SPACE), KNOWLEDGE (WARFARE), RANGED (LIGHT)

FORCE TALENT  CONFLICT TALENT 



CHARACTER NAME _____

PADAWAN SURVIVOR - UNIVERSAL

GAIN FORCE RATING 1

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.




☐
CONSTANT VIGILANCE

May always use Vigilance when making checks to determine initiative.



☐
STREET SMARTS

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




☐
NOBODY'S FOOL

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




☐
TOUGHENED

Gain +2 Wound Threshold.




☐
REFLECT

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




☐
SLEIGHT OF MIND

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




☐
SECRETS OF THE JEDI

Lightsaber becomes a career skill. He may also decrease the difficulty of checks made to construct or repair lightsaber hilts a number of times equal to half his ranks in Knowledge (Lore), rounded up, to .




☐
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.




☐
BALANCE

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




☐
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.




☐
MASTER OF SHADOWS

Once per round, suffer 2 Strain to decrease difficulty of next Stealth or Skulduggery check by 1.




☐
DISORIENTING STRIKE

After failing a Lightsaber combat check, may spend  or  to disorient her opponent for three rounds.




☐
UNCANNY REACTIONS

Add  per rank of Uncanny Reactions to all Vigilance checks.




☐
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.




☐
TRUST NO ONE

When targeted by a social check, may choose to suffer 1 Strain to add automatic  to the check. If the check fails with , the character may immediately perform an out-of-turn incidental maneuver.




☐
IMPROVED SECRETS OF THE JEDI

Discipline becomes a career skill. Secrets of the Jedi may also be used when installing mods on lightsabers.




☐
TEMPLE TRAINING

Before making a Lightsaber skill check, the character may spend one Destiny Point to add damage to the attack equal to her ranks in Knowledge (Lore).




☐
FORCE RATING

Gain +1 Force rating.




☐
DEDICATION

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




CHARACTER NAME _____

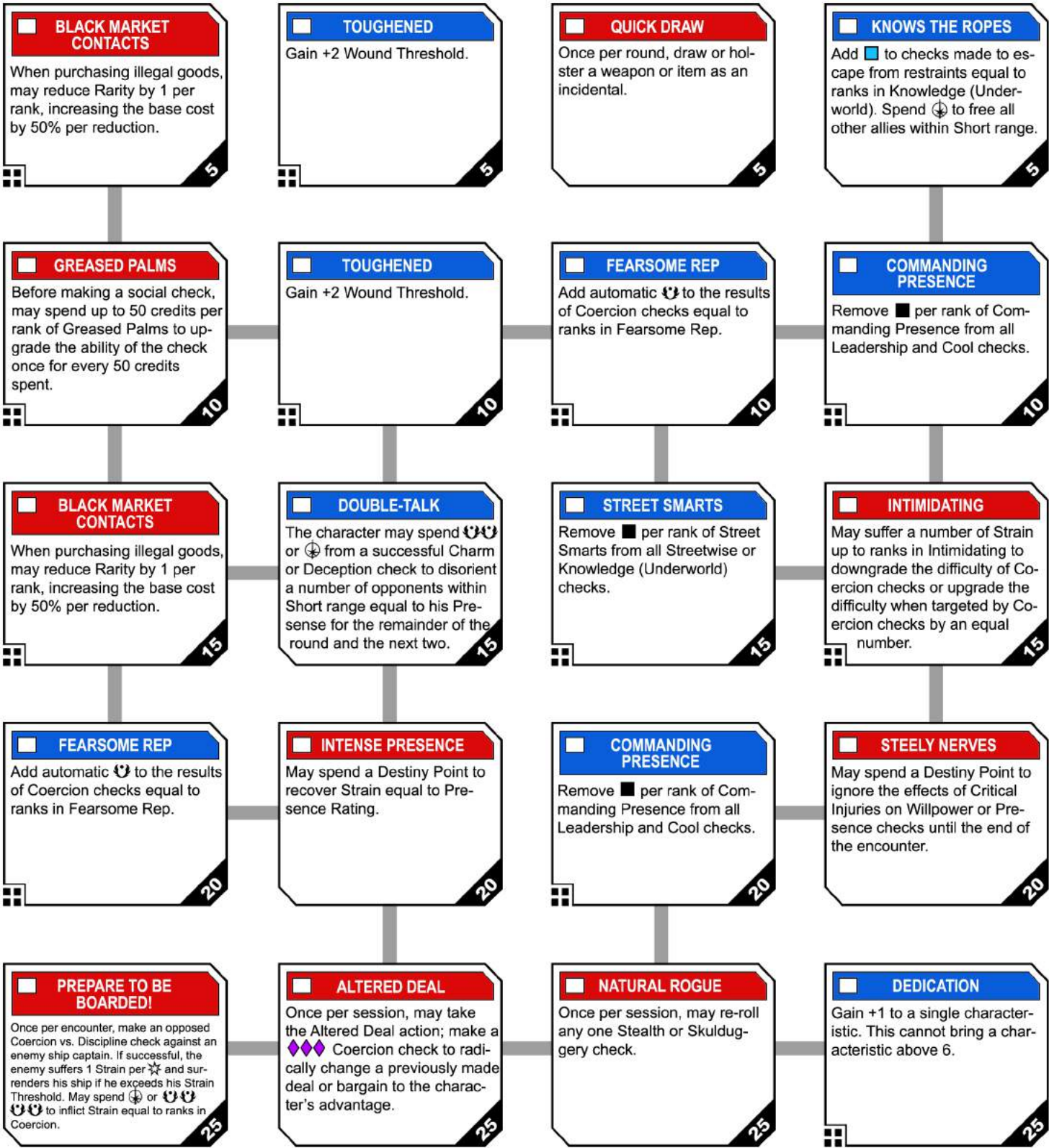
PIRATE - UNIVERSAL

CAREER SKILLS: COERCION, DECEPTION, SKULDUGGERY, KNOWLEDGE (UNDERWORLD)

PASSIVE TALENT 
 ACTIVE TALENT 

RANKED TALENT 
 TALENT COST 

FORCE TALENT 
 CONFLICT TALENT 



CHARACTER NAME _____

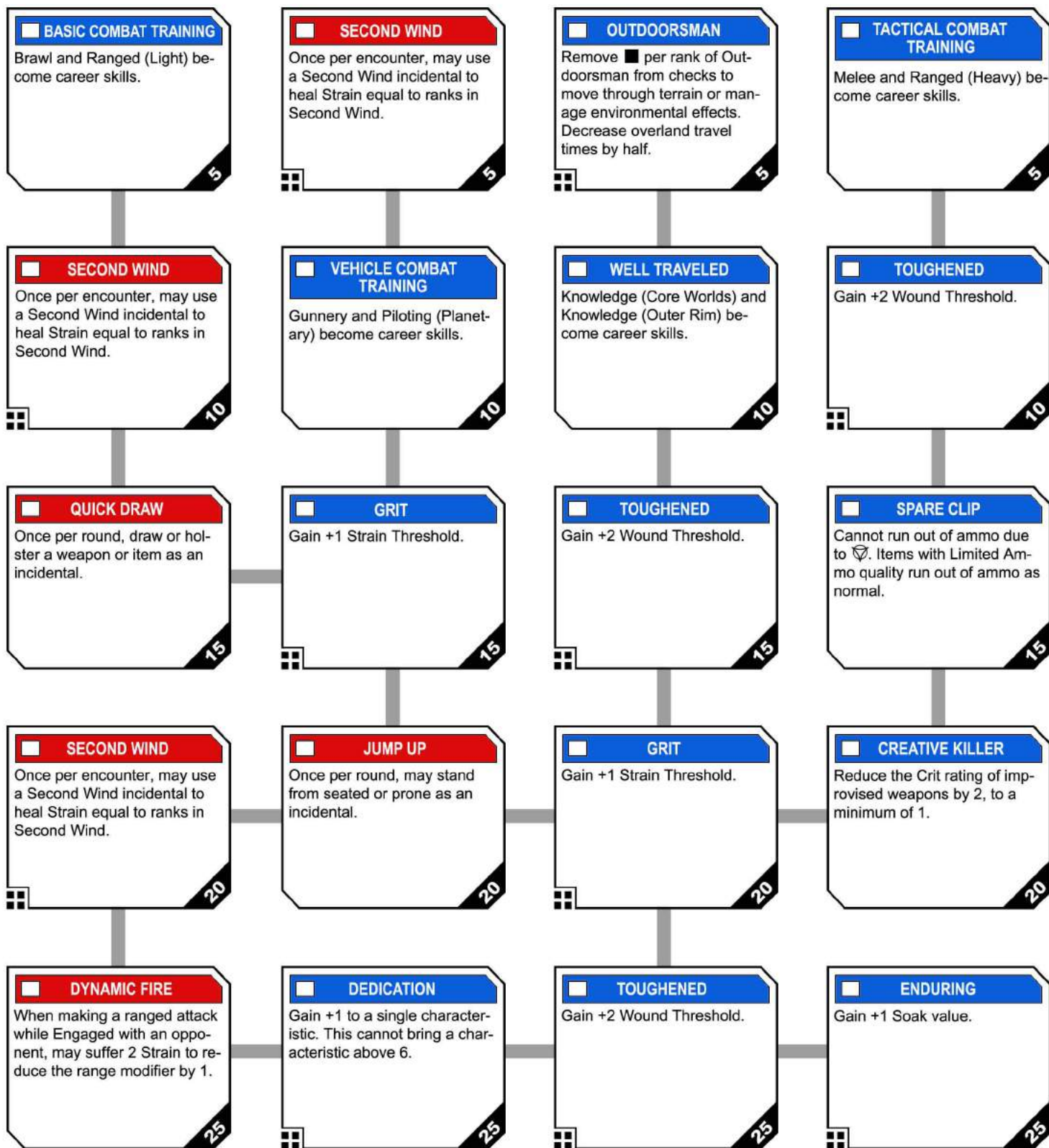
RECRUIT - UNIVERSAL

CAREER SKILLS: ATHLETICS, DISCIPLINE, SURVIVAL, VIGILANCE

PASSIVE TALENT  ACTIVE TALENT 

RANKED TALENT  TALENT COST 

FORCE TALENT  CONFLICT TALENT 



CHARACTER NAME _____

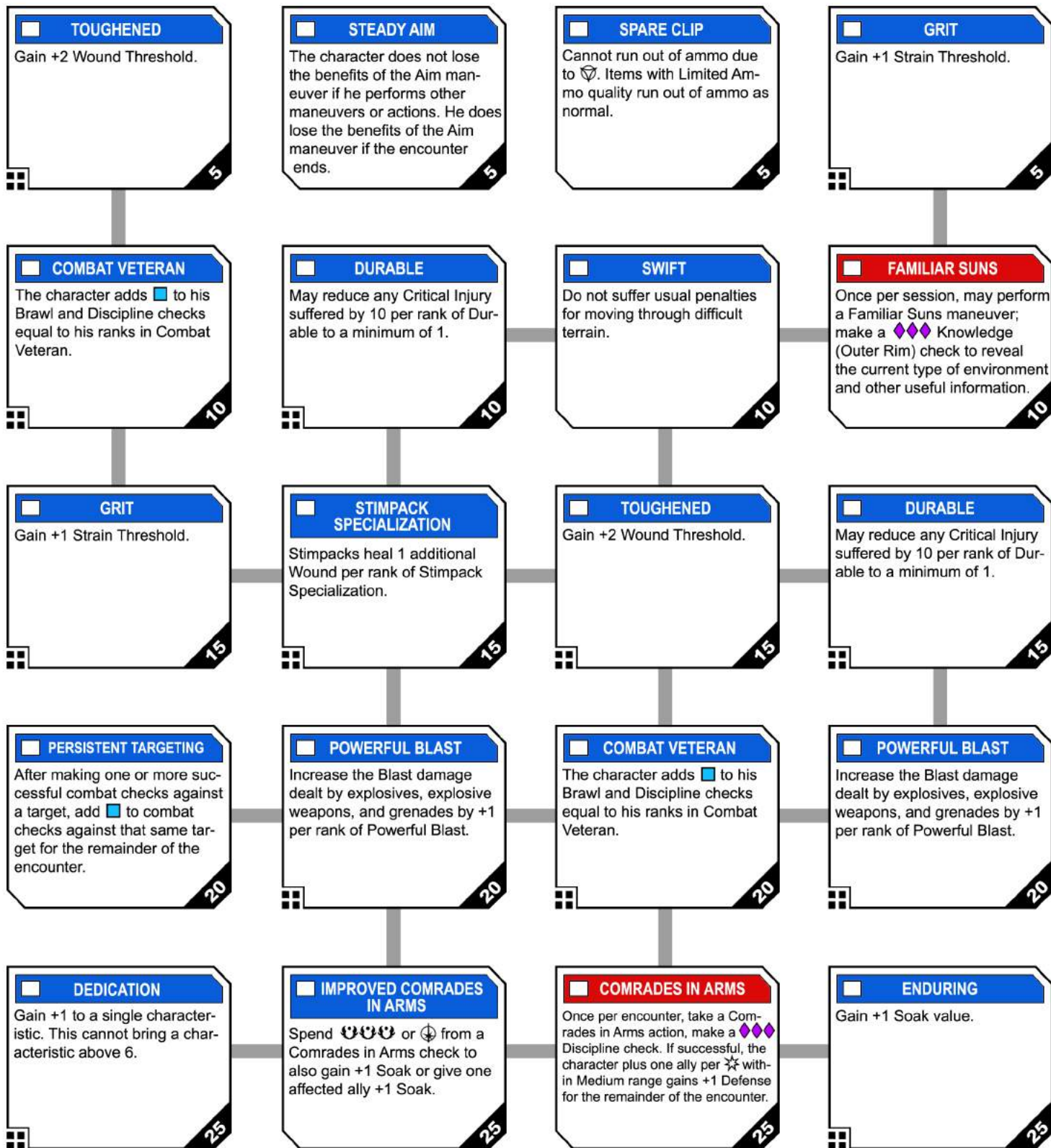
PASSIVE TALENT  ACTIVE TALENT 

RANKED TALENT  TALENT COST 

FORCE TALENT  CONFLICT TALENT 

RETIRED CLONE TROOPER - UNIVERSAL

CAREER SKILLS: DISCIPLINE, RESILIENCE, VIGILANCE, KNOWLEDGE (WARFARE),
RANGED (HEAVY), RANGED (LIGHT)



CHARACTER NAME _____

SCAVENGER - UNIVERSAL

CAREER SKILLS: MECHANICS, PERCEPTION, STREETWISE, SURVIVAL

PASSIVE TALENT

ACTIVE TALENT

RANKED TALENT

TALENT COST

FORCE TALENT

CONFLICT TALENT

GRIT

Gain +1 Strain Threshold.

5

FORAGER

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

5

UTINNI!

Remove ■ per rank of Utinni! from checks to find or scavenge items or gear. Such checks take half the usual time.

5

STREET SMARTS

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

5

GRIT

Gain +1 Strain Threshold.

10

RAPID REACTION

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

10

TINKERER

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

10

UTINNI!

Remove ■ per rank of Utinni! from checks to find or scavenge items or gear. Such checks take half the usual time.

10

RAPID REACTION

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

15

JURY RIGGED

Choose one weapon, armor, or other item and give it a permanent improvement while it remains in use.

15

EXCEED SPECIFICATIONS

When making a check using an item, may add ■. The GM may spend ⚙ on the check to damage the item one step, or ⚙ to damage the item beyond usability.

15

ONE PERSON'S TRASH

May make a Perception check in order to locate a particular item at no cost in a location with potential salvage. The difficulty of the check is determined by the item's Rarity.

15

SIXTH SENSE

Gain +1 Ranged Defense.

20

SUPREME EXCEED SPECIFICATIONS

If a check benefitting from Exceed Specifications generates ⚙, may damage the item to roll additional ● and add it to the check results. If ⚙, add ● to the check results.

20

IMPROVED EXCEED SPECIFICATIONS

When the character takes the Exceed Specifications incidental, upgrade the ability of the check once instead of the standard effect.

20

ANOTHER'S TREASURE

The condition of an item does not affect its sale price. In addition, the character can always find a buyer for an item, no matter its condition or apparent value.

20

IMPROVED UTILITY BELT

Once per session when the character performs a Utility Belt incidental, they may produce up to five functionally identical items.

25

UTILITY BELT

May spend a Destiny Point to use a Utility Belt incidental; produce a previously undocumented item or weapon, with restrictions, from a tool belt, pack, or satchel.

25

DEDICATION

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

25

CONTRAPTION

Once per session, take the Contraption action; make a ♦♦♦ Mechanics check to fashion a device to solve a current problem using just the tools and parts on hand.

25

CHARACTER NAME _____

SHIP CAPTAIN - UNIVERSAL

CAREER SKILLS: CHARM, LEADERSHIP, NEGOTIATION, PILOTING (SPACE)

PASSIVE TALENT

ACTIVE TALENT

RANKED TALENT

TALENT COST

FORCE TALENT

CONFLICT TALENT

