

CONSULAR

CAREER SKILLS: COOL, DISCIPLINE, LEADERSHIP, NEGOTIATION, KNOWLEDGE (EDUCATION), KNOWLEDGE (LORE)



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.

30

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.

30

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 _____

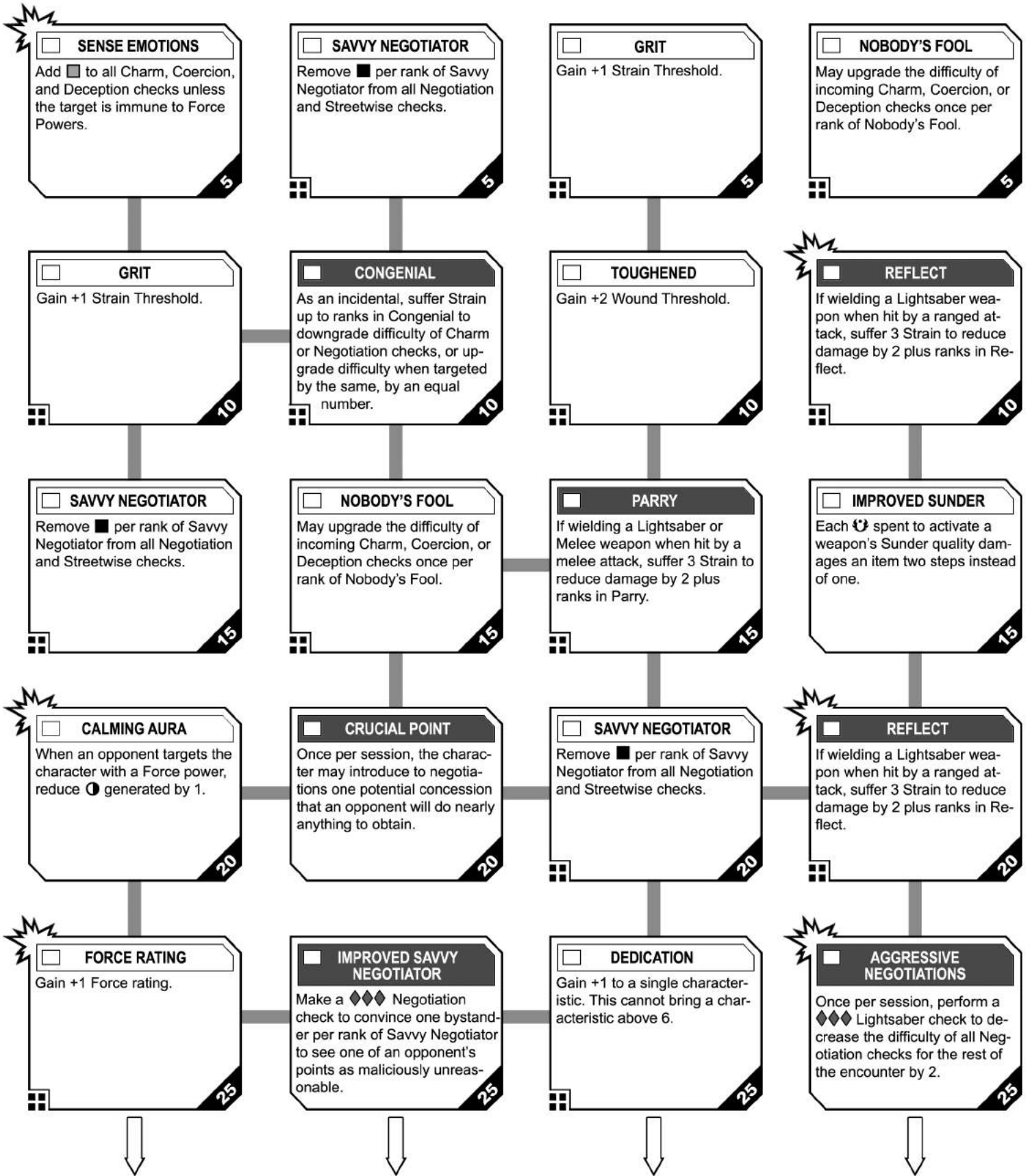
ARBITER - CONSULAR

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

Gain +1 Strain Threshold.

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 _____

PASSIVE TALENT ACTIVE TALENT

HEALER - CONSULAR

RANKED TALENT TALENT COST

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

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.

5

HEALING TRANCE

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

5

RAPID RECOVERY

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

5

PHYSICIAN

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

5

PHYSICIAN

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

10

PHYSICIAN

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

10

GRIT

Gain +1 Strain Threshold.

10

HEALING TRANCE

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

10

HEALING TRANCE

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

15

GRIT

Gain +1 Strain Threshold.

15

KNOWLEDGEABLE HEALING

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

15

RAPID RECOVERY

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

15

SURGEON

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

20

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.

20

CALMING AURA

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

20

TOUGHENED

Gain +2 Wound Threshold.

20

DEDICATION

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

25

NATURAL DOCTOR

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

25

FORCE RATING

Gain +1 Force rating.

25

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.

25



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.

25

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



FATED DUEL

Once per game session, during a combat encounter, the character may spend two Destiny Points and make a **Discipline** check to challenge another character. If successful, the two characters are locked in a duel for three rounds. For the duration of the duel, the two dueling characters can only make attacks targeting each other and no other characters can target the dueling characters with attacks (or otherwise intervene).

30

REDUCE DIFFICULTY

Reduce the difficulty of the skill check to activate Fated Duel to **2**.

10

INSPIRATION

Add **1** to checks made by allies while Fated Duel is active.

10

DURATION

Fated Duel lasts for one additional round.

10

STAND FIRM

Increase Wound Threshold by 4 while Fated Duel is active.

10

STAND FIRM

Increase Wound Threshold by 4 while Fated Duel is active.

15

DURATION

Fated Duel lasts for one additional round.

15

INSPIRATION

Add **1** to checks made by allies while Fated Duel is active.

15

COSMIC BALANCE

While Fated Duel is active, when the character suffers a Critical Injury, flip a Dark Side Destiny Point to Light.

15



UNMATCHED HEROISM

Once per game session, as an out of turn incidental, the character may spend two Destiny Points. For the next two rounds, whenever an ally within Short range is targeted by a successful combat check, the character may suffer two Strain to move to Engaged range of that ally and become the target of the combat check instead.

30

DURATION

Unmatched Heroism lasts for one additional round.

10

ENDURANCE

Reduce the Strain cost to become the target of an attack with Unmatched Heroism by 1.

10

DESTINY

Unmatched Heroism costs one Destiny Point instead of two.

10

DURATION

Unmatched Heroism lasts for one additional round.

10

FREQUENCY

Unmatched Heroism may be used one additional time each game session.

15

INCREASE RANGE

Increase the range at which Unmatched Heroism can affect allies to Medium range.

15

DURATION

Unmatched Heroism lasts for one additional round.

15

ENDURANCE

Reduce the Strain cost to become the target of an attack with Unmatched Heroism by 1.

15

CHARACTER NAME _____

PASSIVE TALENT ACTIVE TALENT

ARMORER - GUARDIAN

RANKED TALENT TALENT COST

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

FORCE TALENT CONFLICT TALENT

GRIT
Gain +1 Strain Threshold.

5

TOUGHENED
Gain +2 Wound Threshold.

5

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

5

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

5

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.

10

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

10

GRIT
Gain +1 Strain Threshold.

10

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

10

TOUGHENED
Gain +2 Wound Threshold.

15

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

15

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

15

MENTAL TOOLS
Always count as having the right tools for the job when making Mechanics checks.

15

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.

20

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

20

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

20

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.

20

FORCE RATING
Gain +1 Force rating.

25

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

25

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.

25

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

25



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.

5

CONFIDENCE

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

5

SECOND WIND

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

5

COMMANDING PRESENCE

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

5

COMMANDING PRESENCE

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

10

TOUGHENED

Gain +2 Wound Threshold.

10

SECOND WIND

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

10

CONFIDENCE

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

10

TOUGHENED

Gain +2 Wound Threshold.

15

ENHANCED LEADER

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

15

COMMAND

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

15

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.

15

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.

20

SECOND WIND

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

20

TOUGHENED

Gain +2 Wound Threshold.

20

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.

20

UNITY ASSAULT

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

25

DEDICATION

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

25

FORCE RATING

Gain +1 Force rating.

25

NATURAL LEADER

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

25



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

TOUGHENED
Gain +2 Wound Threshold.

5

BODY GUARD
Once per round, as a maneuver, guard an Engaged ally. Suffer Strain up to ranks in Body Guard to upgrade the difficulty of attacks against that ally by that number until the start of the next turn.

5

GRIT
Gain +1 Strain Threshold.

5

TOUGHENED
Gain +2 Wound Threshold.

5

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

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

10

STIMPACK SPECIALIZATION
Stimpacks heal 1 additional Wound per rank of Stimpack Specialization.

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

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

STIMPACK SPECIALIZATION
Stimpacks heal 1 additional Wound per rank of Stimpack Specialization.

15

HEIGHTENED AWARENESS
Allies within Short range add to all Perception and Vigilance checks. Engaged allies add .

15

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.

15

CIRCLE OF SHELTER
When an Engaged ally suffers a hit, may use a Parry or Reflect incidental against the hit.

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

GRIT
Gain +1 Strain Threshold.

20

BODY GUARD
Once per round, as a maneuver, guard an Engaged ally. Suffer Strain up to ranks in Body Guard to upgrade the difficulty of attacks against that ally by that number until the start of the next turn.

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.

25

FORCE RATING
Gain +1 Force rating.

25

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

25

IMPROVED BODY GUARD
Once per session, when an ally protected by the Body Guard maneuver suffers a hit, suffer the hit instead.

25



SIGNATURE ABILITY _____

CHARACTER NAME _____

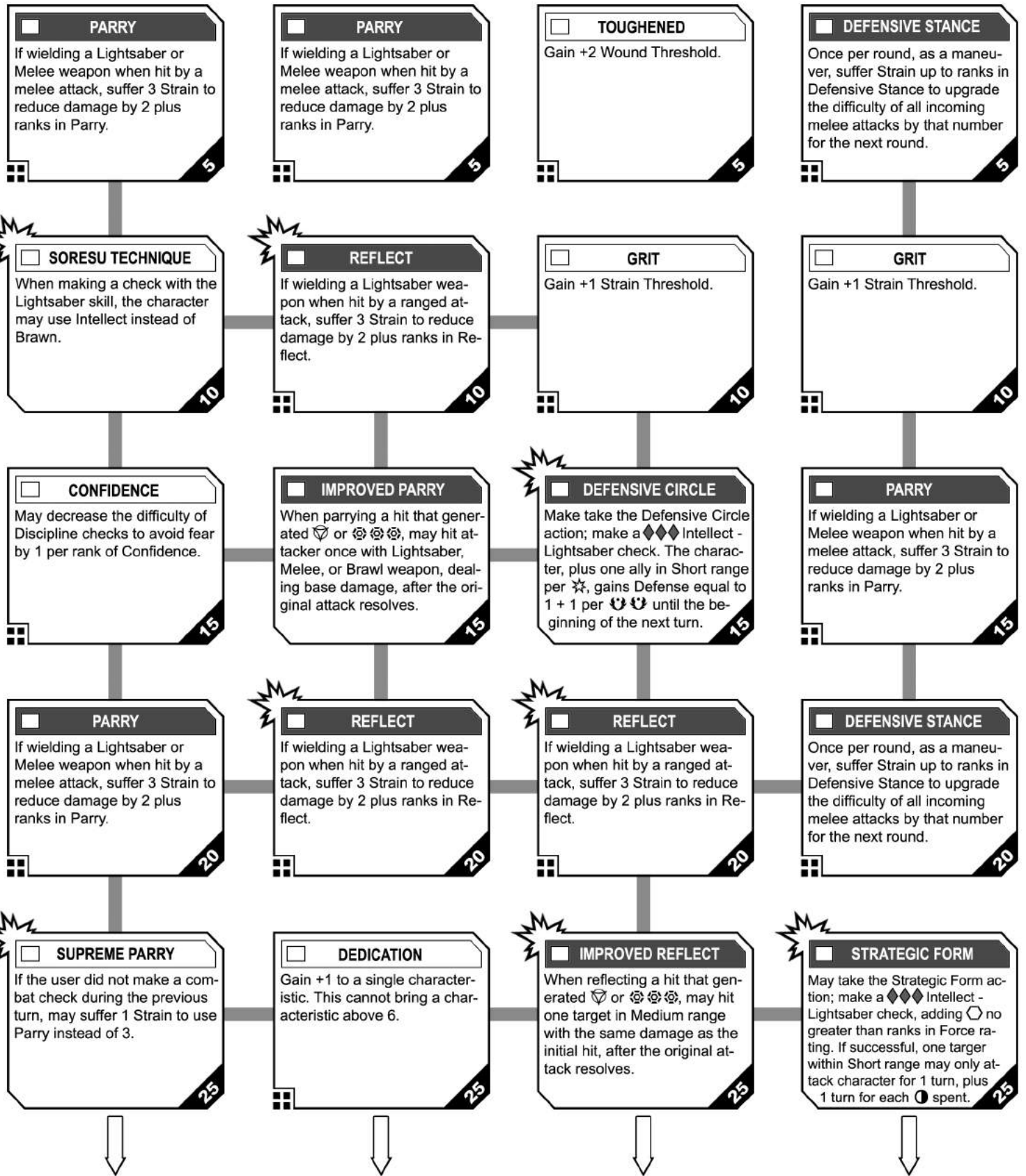
SORESU DEFENDER - GUARDIAN

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.

10

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

10

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

PRIME POSITIONS

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

5

SUPPRESSING FIRE

Character and allies in Short range may spend  on failed combat checks once per round to inflict 1 Strain per rank of Suppressing Fire on the target.

5

GRIT

Gain +1 Strain Threshold.

5

UNCANNY SENSES

Add per rank of Uncanny Senses to all Perception checks.

5

GRIT

Gain +1 Strain Threshold.

10

CAREFUL PLANNING

Once per session, may introduce a "fact" into the narrative as if a Destiny Point was being spent.

10

SENSE DANGER

Once per session, remove from any one check.

10

SWIFT

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

10

SUPPRESSING FIRE

Character and allies in Short range may spend  on failed combat checks once per round to inflict 1 Strain per rank of Suppressing Fire on the target.

15

GRIT

Gain +1 Strain Threshold.

15

UNCANNY SENSES

Add per rank of Uncanny Senses to all Perception checks.


15

PRESCIENT SHOT

Add to all Ranged (Light) checks unless the target is immune to Force powers.

15

COORDINATED ASSAULT

Perform a Coordinated Assault maneuver to add  to combat checks for a number of Engaged allies equal to Leadership until the beginning of the next turn. Increase range per rank.


20

PRIME POSITIONS

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

20

BLIND SPOT

This character and allies within Short range add  to combat checks while benefitting from cover.

20

FOREWARNING

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

20

CLEVER SOLUTION

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

25

DEDICATION

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


25

FORCE RATING

Gain +1 Force rating.

25

PROPHETIC AIM

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

25



SIGNATURE ABILITY _____

MYSTIC

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

PROPHECY

Once per game session, the character may spend one Destiny Point and make a **◆◆◆** Vigilance check to utter a prophecy. If they succeed, they foretell a single event, the focus of which is centered around themselves. At any time before the end of the game session, they may spend one Destiny Point, at which point the foretold event transpires. The GM should interpret the prophecy to fit the scene, possibly revealing truths the character did not foresee in the process.

30

REDUCE SETBACK

Remove **■** from the check to activate Prophecy.

10

FLOW OF THE UNIVERSE

Add **■** to the checks to bring the character's foretold event to fruition.

10

SHARED REVELATION

The prophecy may pertain to any one other character who hears it.

10

REDUCED SETBACK

Remove **■** from the check to activate Prophecy.

10

RECURRENCE

One additional time before the end of the game session, the character may spend one Destiny Point to have the prophecy's foretold event recur.

15

REDUCE DIFFICULTY

Reduce the difficulty of the skill check to activate Prophecy to **◆◆**.

15

DOOM

Add **■** to any character's checks to prevent the foretold event from occurring.

15

DESTINY

Prophecy costs one fewer Destiny Point to activate. It still requires a Destiny Point to trigger the occurrence of the prophesied event.

15

UNMATCHED DESTINY

Once per game session, after making a Force power check, the character may spend two Destiny Points to reroll up to two Force dice. Conflict generated as part of this Force power check is doubled.

30

INCREASE NUMBER

Reroll up to one additional Force die per Increase Number upgrade.

10

DESTINY

Unmatched Destiny costs one fewer Destiny Point to activate.

10

INCREASE NUMBER

Reroll up to one additional Force die per Increase Number upgrade.

10

SHARED DESTINY

Unmatched Destiny can be used after another character at Short range makes a Force power check.

10

FREQUENCY

Unmatched Destiny can be used one additional time per session.

15

INCREASE NUMBER

Reroll up to one additional Force die per Increase Number upgrade.

15

UNLEASHED POWER

For each **○○** result, add automatic **○** to the check. For each **●●** result, add automatic **●** to the check.

15

FREQUENCY

Unmatched Destiny can be used one additional time per session.

15

CHARACTER NAME _____

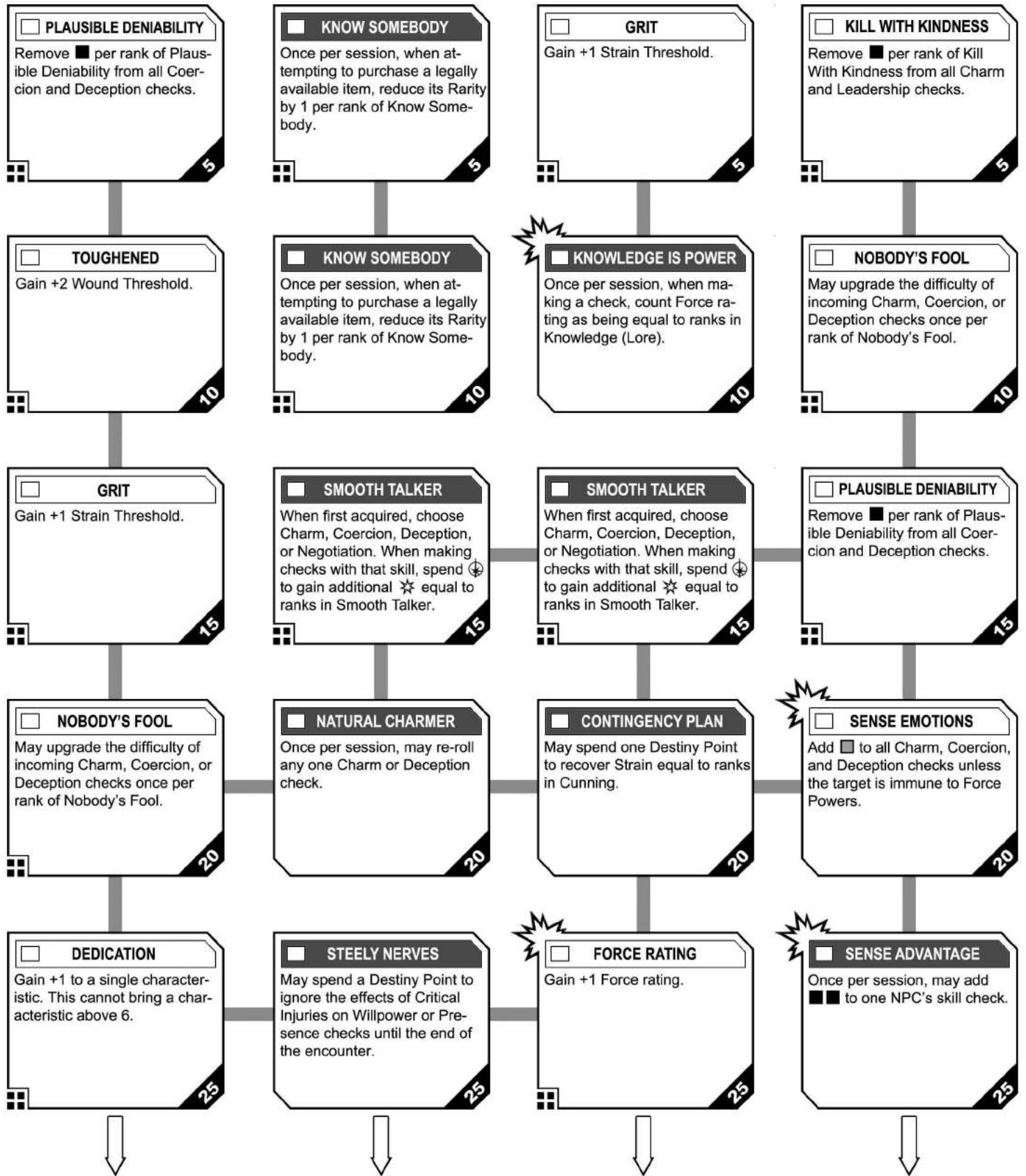
ADVISOR - MYSTIC

CAREER SKILLS: CHARM, DECEPTION, NEGOTIATION, STREETWISE

PASSIVE TALENT  ACTIVE TALENT 

RANKED TALENT  TALENT COST 

FORCE TALENT  CONFLICT TALENT 



SIGNATURE ABILITY _____

CHARACTER NAME _____

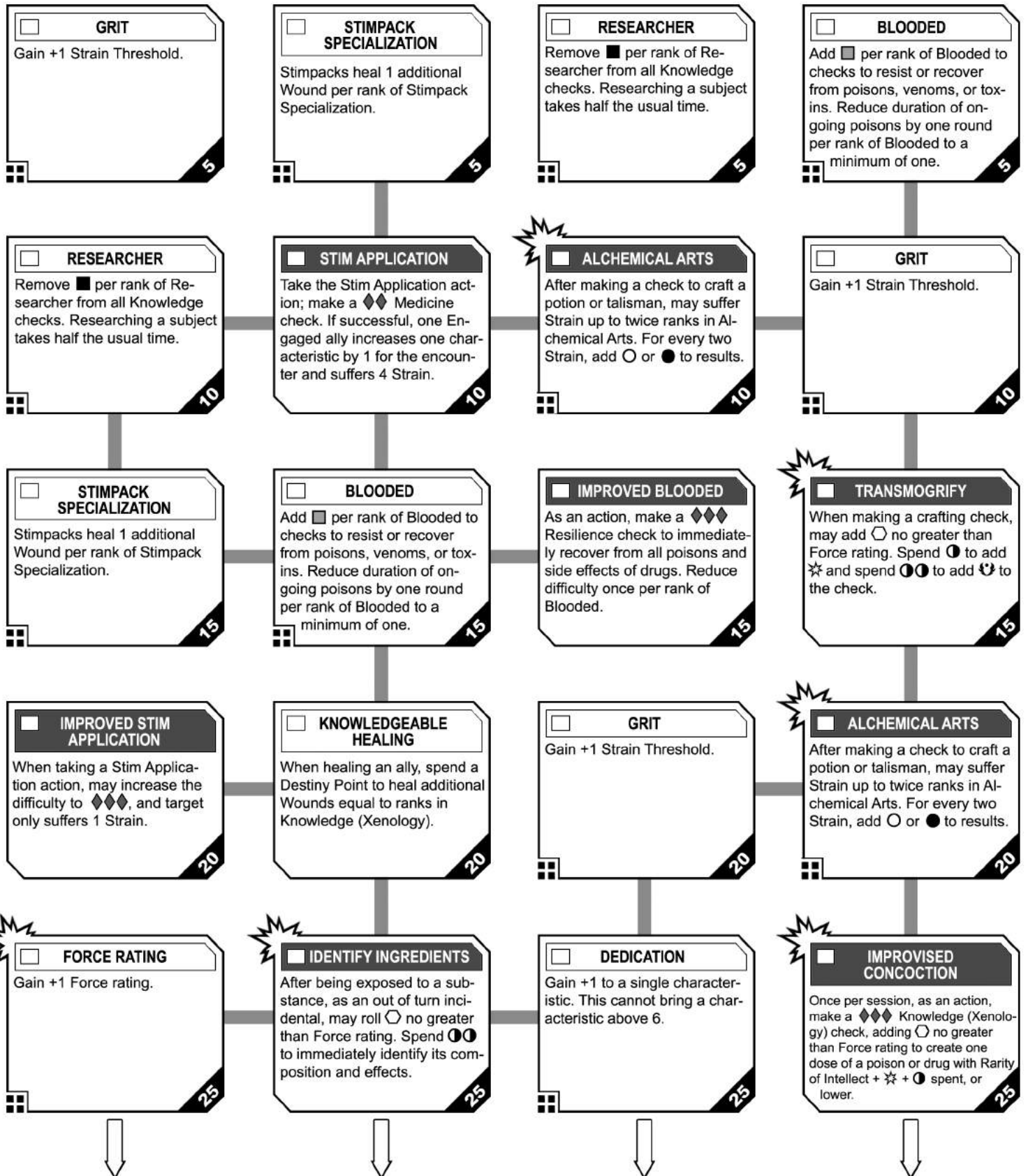
PASSIVE TALENT ACTIVE TALENT

ALCHEMIST - MYSTIC

RANKED TALENT TALENT COST

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

FORCE TALENT CONFLICT TALENT



SIGNATURE ABILITY _____

CHARACTER NAME _____

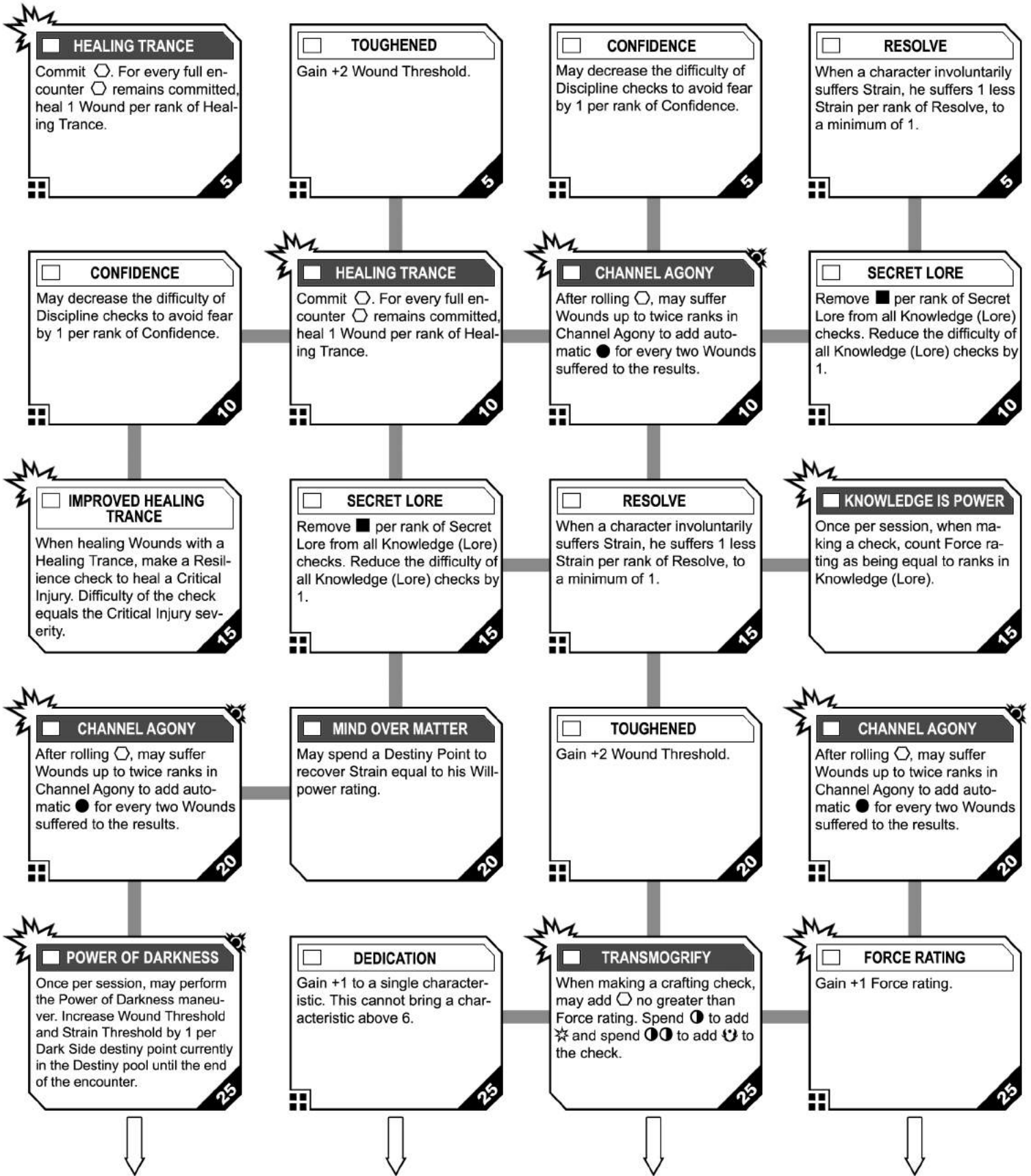
MAGUS - MYSTIC

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

PASSIVE TALENT ACTIVE TALENT

RANKED TALENT TALENT COST

FORCE TALENT CONFLICT TALENT




SIGNATURE ABILITY _____



CHARACTER NAME _____

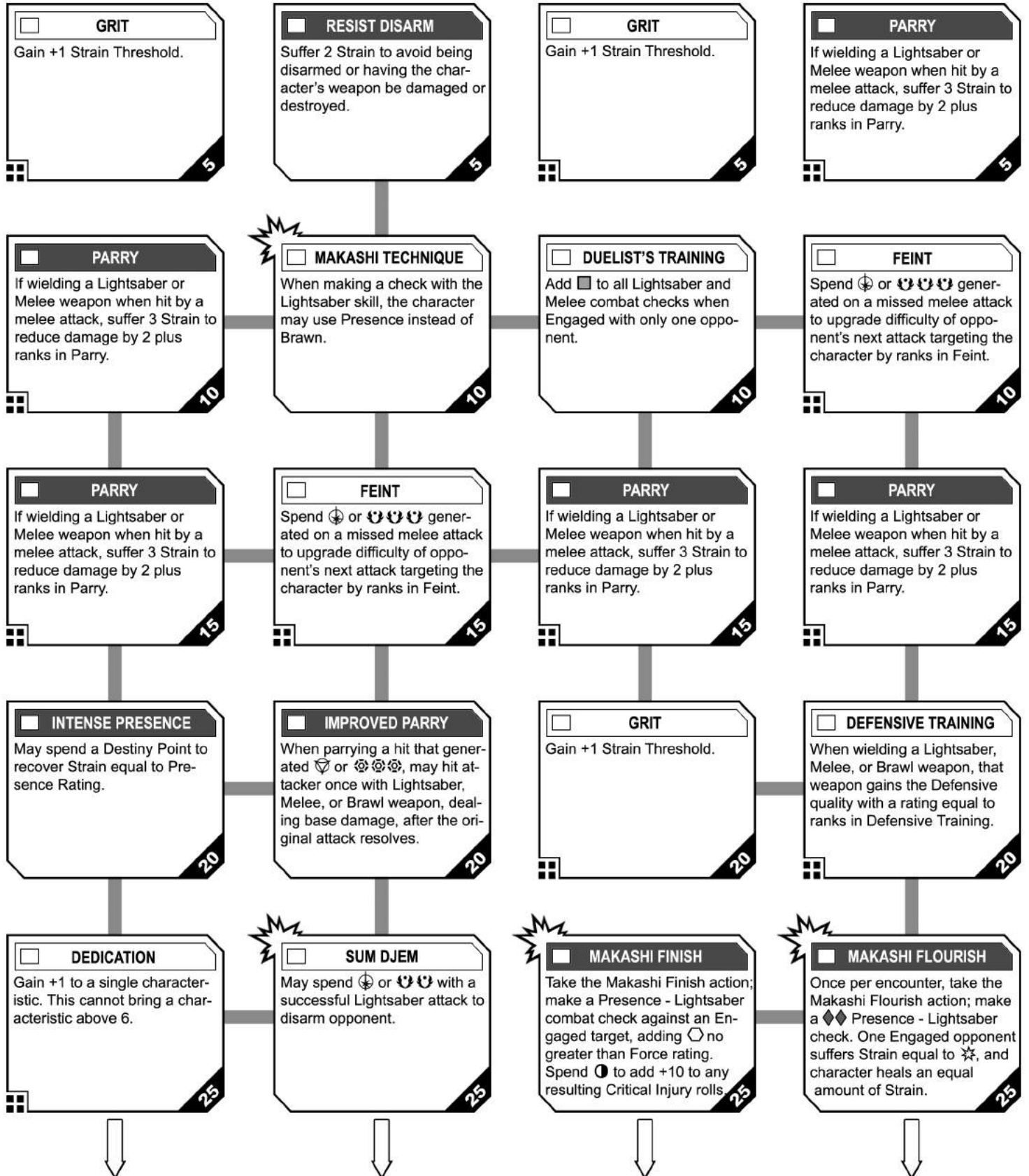
MAKASHI DUELIST - MYSTIC

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.

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.

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

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.

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.

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

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.

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

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

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.

GRIT
Gain +1 Strain Threshold.

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.

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.

GRIT
Gain +1 Strain Threshold.

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

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.

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.

FORCE RATING
Gain +1 Force rating.

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.

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



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

5

UNCANNY REACTIONS

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

5

GRIT

Gain +1 Strain Threshold.

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

RAPID REACTION

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

10

KEEN EYED

Remove ■ 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 ■ per rank of Uncanny Reactions to all Vigilance checks.

10

TOUGHENED

Gain +2 Wound Threshold.

10

SENSE DANGER

Once per session, remove ■■ 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 ■■ 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 ✨ 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 _____

SEEKER

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



UNEXPECTED DEMISE

Once per game session as an action, the character may spend two Destiny Points and make a **◆◆◆** Perception check. If successful, for the next two rounds the character may spend one maneuver to add one automatic **⊕** to his next combat check in that turn. In addition, for the next two rounds when the character inflicts a Critical Injury on a Rival NPC, the target is immediately incapacitated in the same way as a Minion NPC.

30

REDUCE SETBACK

When making a combat check while Unexpected Demise is active, the character removes **■**.

10

DURATION

Unexpected Demise lasts for one additional round.

10

REDUCE SETBACK

When making a combat check while Unexpected Demise is active, the character removes **■**.

10

REDUCE DIFFICULTY

Reduce the difficulty of the skill check to activate Unexpected Demise to **◆◆**.

10

DURATION

Unexpected Demise lasts for one additional round.

15

DESTINY

Unexpected Demise costs one Destiny Point instead of two.

15

DURATION

Unexpected Demise lasts for one additional round.

15

CHANGE SKILL

Unexpected Demise can be activated with the Discipline skill.

15



UNMATCHED PURSUIT

Once per game session, as an out of turn incidental, the character may spend two Destiny Points and designate one enemy character or vehicle within Medium range (either personal scale, or planetary) as the quarry. For the next three rounds, if the designated target would successfully elude pursuit, the character may voluntarily suffer 2 Strain to keep pace, preventing the target from escaping.

30

DURATION

Unmatched Pursuit lasts for one additional round.

10

INCREASE RANGE

Increase the maximum range at which a target can be selected to Long range.

10

ENDURANCE

Reduce the Strain cost to keep pace with the target by 1.

10

DESTINY

Unmatched Pursuit costs one Destiny Point instead of two.

10

MANEUVER

If the quarry spends a maneuver to increase the distance, the character may immediately perform an out of turn move maneuver to close.

15

ENDURANCE

Reduce the Strain cost to keep pace with the target by 1.

15

FREQUENCY

Unmatched Pursuit may be used one additional time each game session.

15

DURATION

Unmatched Pursuit lasts for one additional round.

15

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.

 **5**


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**


JUMP UP

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

 **5**


QUICK DRAW


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

 **5**


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.

 **10**


 **REFLECT**

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


 **10**


 **ATARU TECHNIQUE**

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


 **10**


QUICK STRIKE


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

 **10**


QUICK STRIKE

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

 **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**


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**


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.





 **15**


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**


 **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  to Engage target and spend  to add  to the check.


 **20**


 **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.

 **20**


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.

 **20**


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.




 **25**


DEDICATION


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



 **25**


 **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.

 **25**

 **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.

 **25**



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.

5

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

5

TOUGHENED
Gain +2 Wound Threshold.

5

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

5

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

10

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.

10

GRIT
Gain +1 Strain Threshold.

10

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

10

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

15

IMPROVED HUNTER'S QUARRY
Suffer 2 Strain to perform the Hunter's Quarry action as a maneuver.

15

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

15

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.

15

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.

20

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.

20

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.

20

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.

20

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

25

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.

25

FORCE RATING
Gain +1 Force rating.

25

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

25



SIGNATURE ABILITY _____

CHARACTER NAME _____

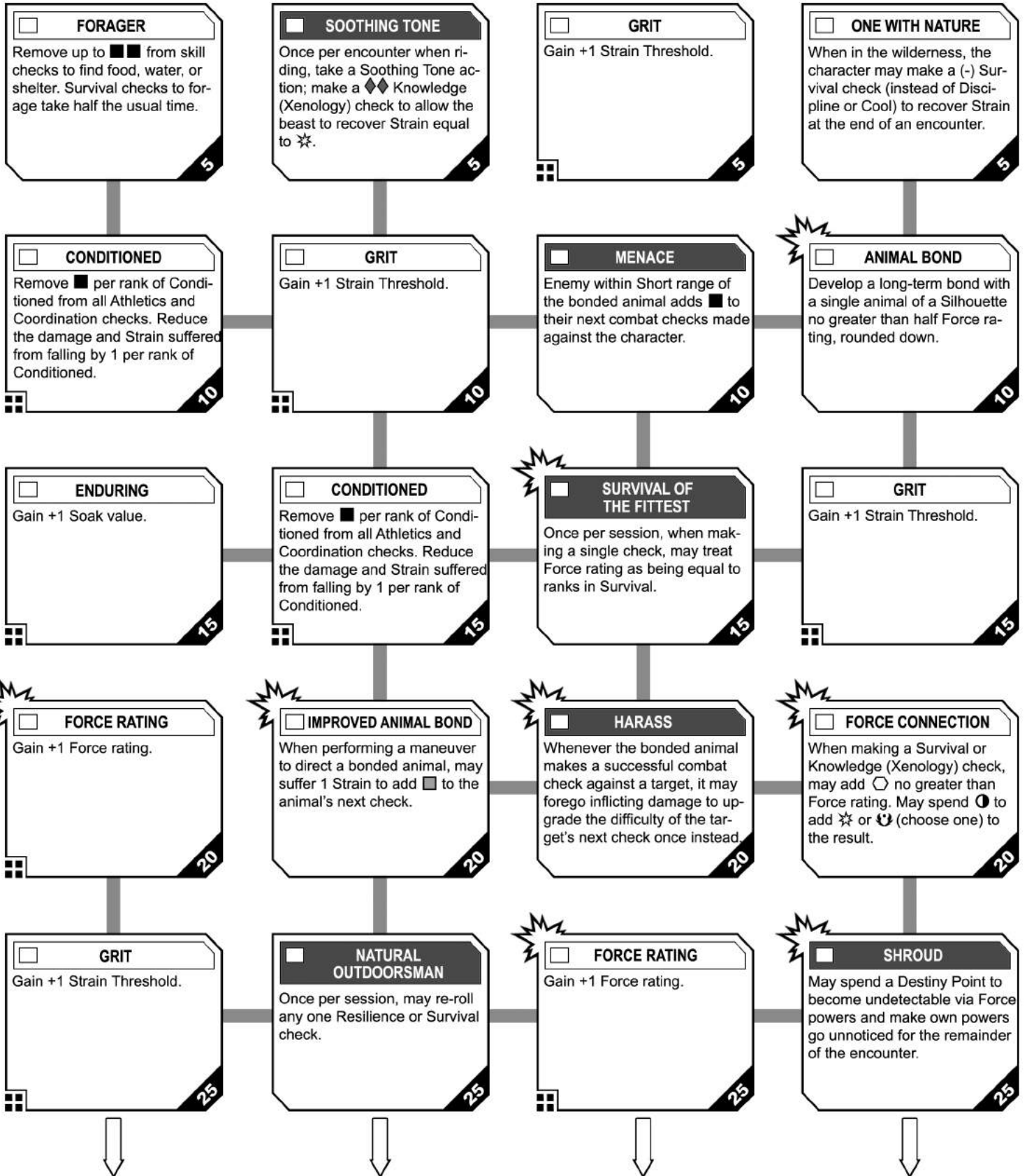
HERMIT - SEEKER

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

PASSIVE TALENT ACTIVE TALENT

RANKED TALENT TALENT COST

FORCE TALENT CONFLICT TALENT



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

RAPID RECOVERY

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

5

HUNTER

Add per rank of Hunter to checks when interacting with beasts or animals (including combat). Add +10 to Critical Injury results against beasts or animals per rank of Hunter.

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

TOUGHENED

Gain +2 Wound Threshold.

5

TOUGHENED

Gain +2 Wound Threshold.

10

EXPERT TRACKER

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

10

HUNTER

Add per rank of Hunter to checks when interacting with beasts or animals (including combat). Add +10 to Critical Injury results against beasts or animals per rank of Hunter.

10

UNCANNY SENSES

Add per rank of Uncanny Senses to all Perception checks.

10

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.

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

NATURAL HUNTER

Once per session, may re-roll any one Perception or Vigilance check.

15

UNCANNY REACTIONS

Add per rank of Uncanny Reactions to all Vigilance checks.

15

RAPID RECOVERY

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

20

SOFT SPOT

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

20

SIXTH SENSE

Gain +1 Ranged Defense.

20

RAPID RECOVERY

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

20

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.

25

DEDICATION

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

25

INTUITIVE SHOT

When making a Ranged (Light) or Ranged (Heavy) combat check, add up to Force rating to the check. May spend to add or (choose one).

25

FORCE RATING

Gain +1 Force rating.

25



SIGNATURE ABILITY _____

CHARACTER NAME _____

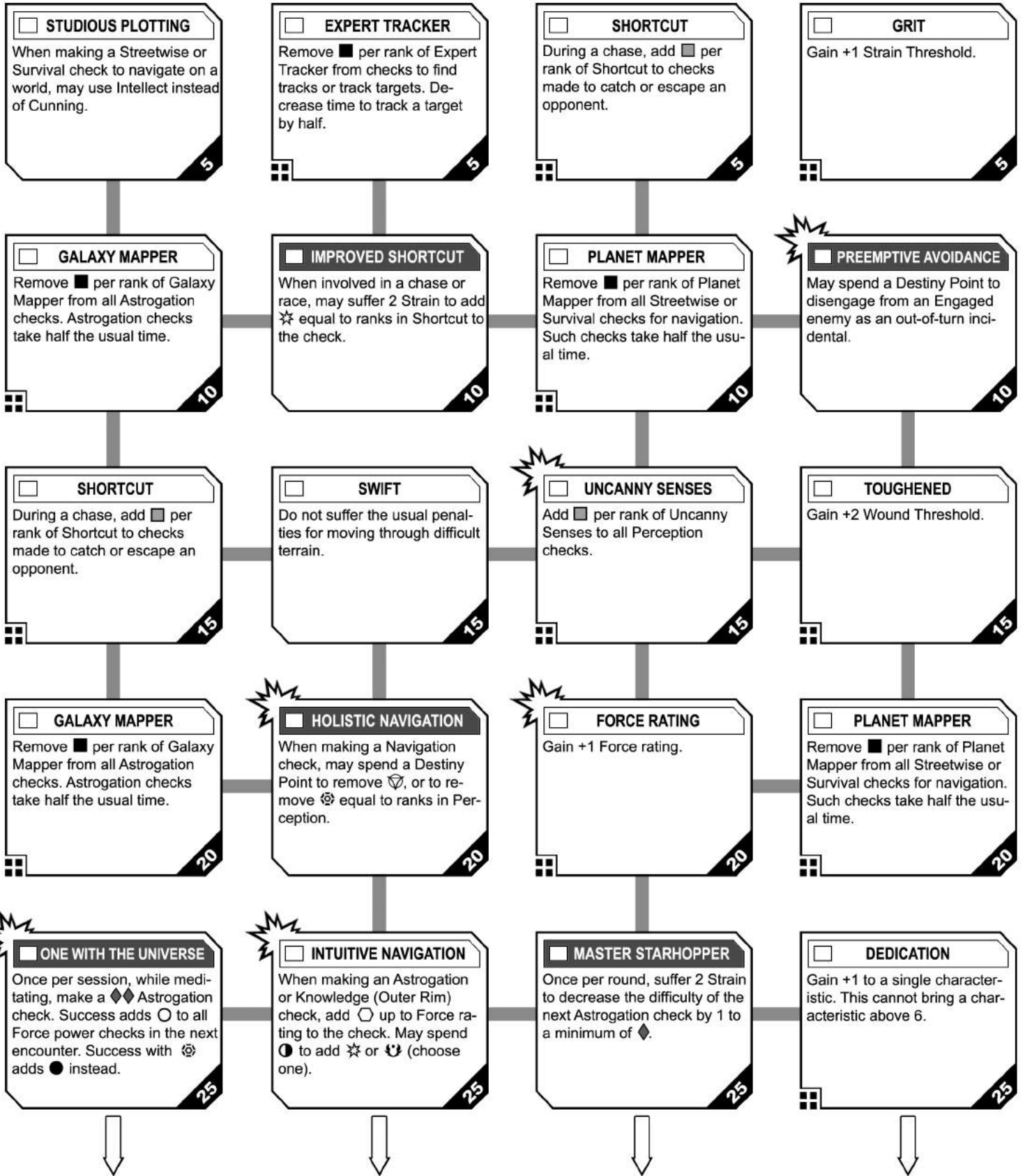
NAVIGATOR - SEEKER

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

PASSIVE TALENT  ACTIVE TALENT 

RANKED TALENT  TALENT COST 

FORCE TALENT  CONFLICT TALENT 



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.

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

FORAGER

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

5

SWIFT

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

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.

10

OUTDOORSMAN

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

10

TOUGHENED

Gain +2 Wound Threshold.

10

OUTDOORSMAN

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

10

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.

15

ANIMAL BOND

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

15

GRIT

Gain +1 Strain Threshold.

15

SLEIGHT OF MIND

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

15

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.

20

FORCE RATING

Gain +1 Force rating.

20

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.

20

TOUGHENED

Gain +2 Wound Threshold.

20

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.

25

ENDURING

Gain +1 Soak value.

25

NATURAL OUTDOORSMAN

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

25

DEDICATION

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

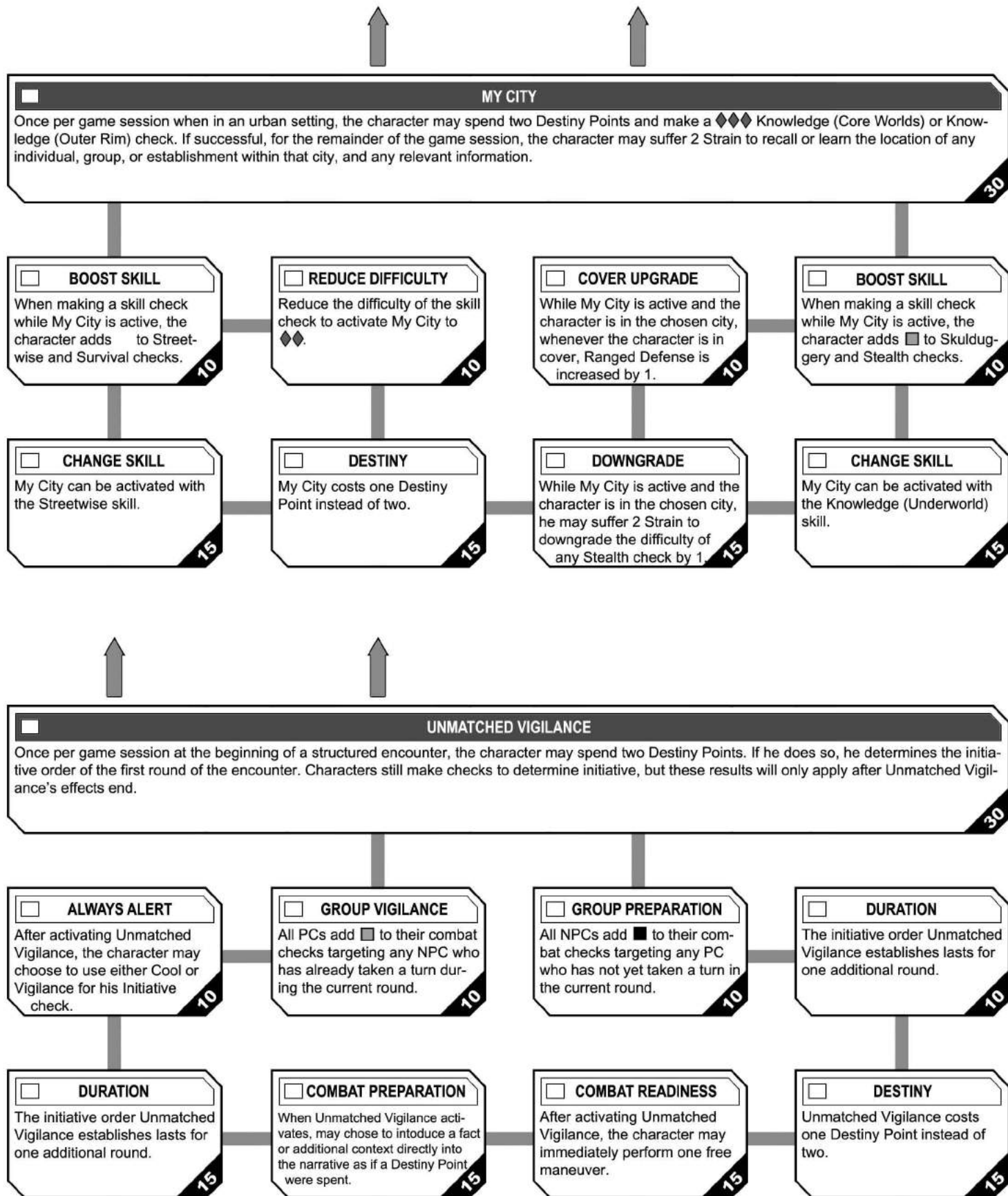
25



SIGNATURE ABILITY _____

SENTINEL

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



CHARACTER NAME _____

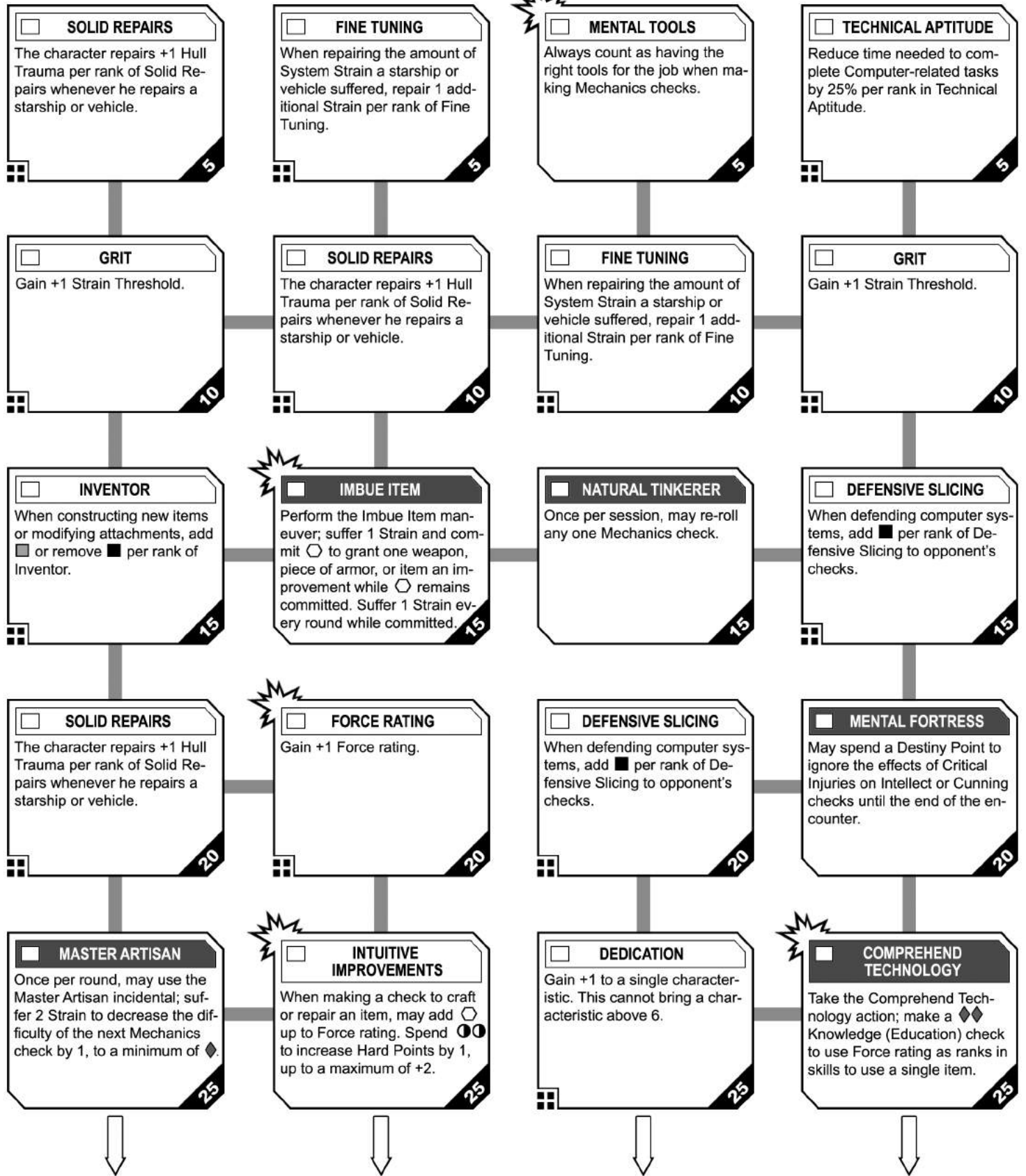
ARTISAN - SENTINEL

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.

5

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

TOUGHENED

Gain +2 Wound Threshold.

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

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

UNCANNY REACTIONS

Add per rank of Uncanny Reactions to all Vigilance checks.

10

GRIT

Gain +1 Strain Threshold.

10

REFLECT

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

10

UNCANNY REACTIONS

Add per rank of Uncanny Reactions to all Vigilance checks.

10

SLEIGHT OF MIND

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

15

IMPROVED SABER THROW

When taking the Saber Throw action, may increase the range to Long range. When attacking a target at Long range, spend to have weapon return to hand.

15

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.

15

IMPOSSIBLE FALL

Once per session, perform an Impossible Fall incidental when falling; make a Force power check and spend to decrease fall by one range band and land safely. Spend to further decrease range.

15

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

FEAR THE SHADOWS

Take the Fear the Shadows action; make a Deception check to force a single minion group or rival to flee the encounter.

20

CONSTANT VIGILANCE

May always use Vigilance when making checks to determine initiative.

20

SLEIGHT OF MIND

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

20

FORCE RATING

Gain +1 Force rating.

25

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.

25

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.

25

DEDICATION

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

25



SIGNATURE ABILITY _____

CHARACTER NAME _____

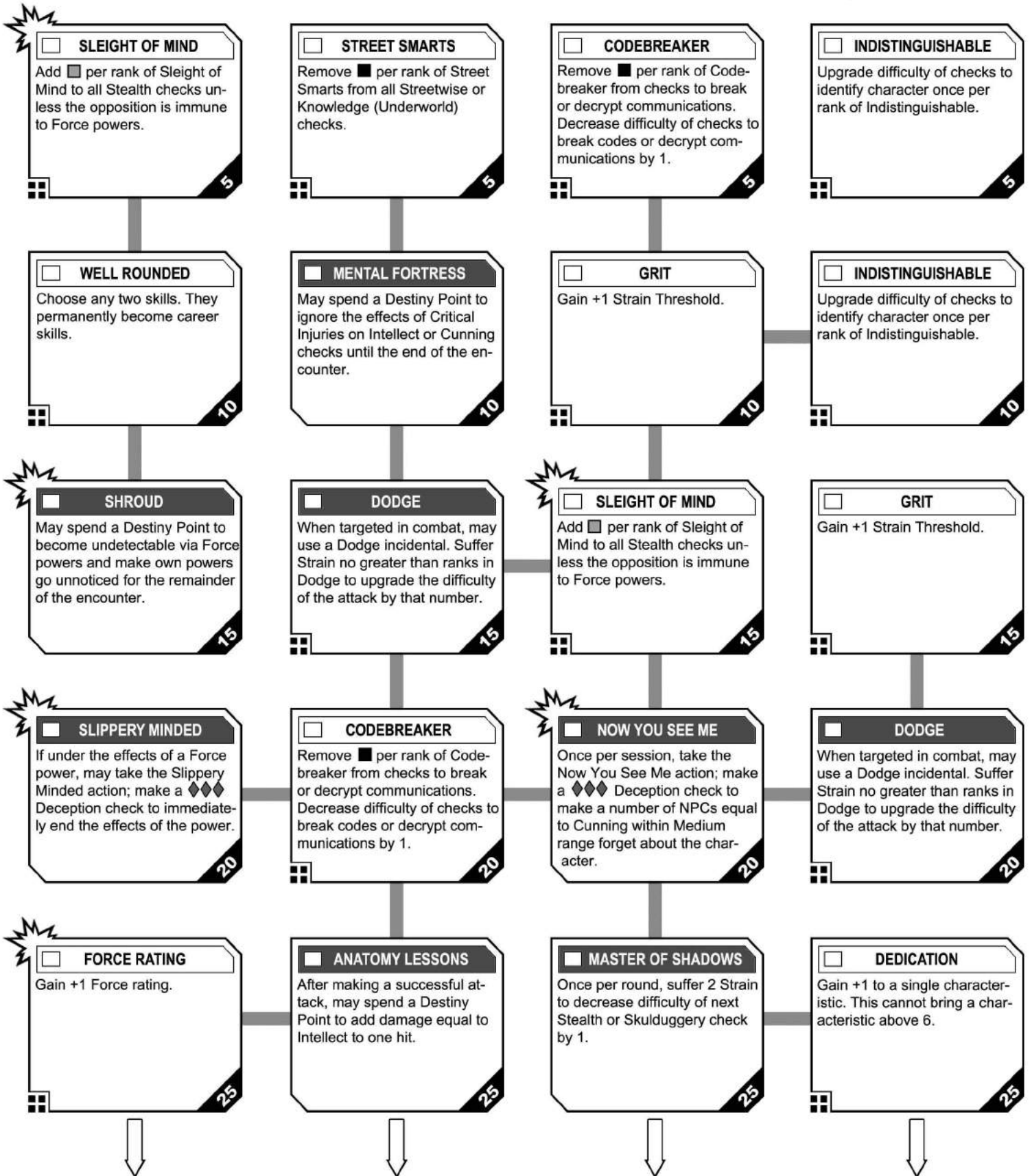
SHADOW - SENTINEL

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.

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

STREET SMARTS

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

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

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

SHIEN TECHNIQUE

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

10

REFLECT

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

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

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.

15

GRIT

Gain +1 Strain Threshold.

15

IMPROVED REFLECT

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

15

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.

20

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.

20

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.

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

FALLING AVALANCHE

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

25

DEDICATION

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

25

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.

25

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.

25



SIGNATURE ABILITY _____

CHARACTER NAME _____

AGGRESSOR - WARRIOR

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

PASSIVE TALENT ACTIVE TALENT

RANKED TALENT TALENT COST

FORCE TALENT CONFLICT TALENT

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

PLAUSIBLE DENIABILITY

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

5

GRIT

Gain +1 Strain Threshold.

5

TOUGHENED

Gain +2 Wound Threshold.

5

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.

10

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.

10

PREY ON THE WEAK

Add +1 damage to one hit on all successful combat checks against disoriented targets per rank of Prey on the Weak.

10

SENSE ADVANTAGE

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

10

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

TERRIFY

Take the Terrify action; make a Coercion check, adding up to Force rating. Disorient one target within Medium range per . Spend to extend duration and spend to immobilize the affected target.

15

CRIPPLING BLOW

Increase the difficulty of next combat check by 1. If check deals damage, target suffers 1 Strain whenever he moves for the remainder of the encounter.

15

TOUGHENED

Gain +2 Wound Threshold.

15

GRIT

Gain +1 Strain Threshold.

20

IMPROVED TERRIFY

Reduce the difficulty of Terrify to and may spend to stagger an affected target.

20

PREY ON THE WEAK

Add +1 damage to one hit on all successful combat checks against disoriented targets per rank of Prey On The Weak.

20

HEROIC FORTITUDE

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

20

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

DEDICATION

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

25

AGAINST ALL ODDS

When incapacitated, may take the Against All Odds action; make a Resilience check with equal to Force rating. Heal Wounds equal to ; spend to add .

25



SIGNATURE ABILITY _____

CHARACTER NAME _____

COLOSSUS - WARRIOR

CAREER SKILLS: DISCIPLINE, RESILIENCE, BRAWL, MELEE

PASSIVE TALENT ACTIVE TALENT

RANKED TALENT TALENT COST

FORCE TALENT CONFLICT TALENT

TOUGHENED
Gain +2 Wound Threshold.

5

DURABLE
May reduce any Critical Injury suffered by 10 per rank of Durable to a minimum of 1.

5

HARD HEADED
When staggered or disoriented, take the Hard Headed action to make a Discipline check to remove the status. Difficulty reduced by 1 per rank.

5

GRIT
Gain +1 Strain Threshold.

5

TOUGHENED
Gain +2 Wound Threshold.

10

DURABLE
May reduce any Critical Injury suffered by 10 per rank of Durable to a minimum of 1.

10

HARD HEADED
When staggered or disoriented, take the Hard Headed action to make a Discipline check to remove the status. Difficulty reduced by 1 per rank.

10

GRIT
Gain +1 Strain Threshold.

10

TOUGHENED
Gain +2 Wound Threshold.

15

DURABLE
May reduce any Critical Injury suffered by 10 per rank of Durable to a minimum of 1.

15

HEADBUTT
Perform Headbutt incidental, suffering 2 Wounds to knock down and disorient an enemy.

15

ENDURING
Gain +1 Soak value.

15

TOUGHENED
Gain +2 Wound Threshold.

20

UNSTOPPABLE
If a Critical Injury roll is 1 or reduced to 1, do not receive the Critical Injury.

20

IMPROVED HARD HEADED
When incapacitated due to Strain exceeding Threshold, take a Discipline check to reduce Strain to 1 below Threshold. Difficulty reduced by 1 per rank of Hard Headed.

20

INDOMITABLE WILL
Once per encounter as a maneuver, suffer 3 Strain to commit up to Force rating and reduce all damage suffered by an equal amount, but suffer 1 Strain each turn.

20

IMPROVED TOUGHENED
Once per session, may heal Wounds equal to ranks in Toughened.

25

HEROIC FORTITUDE
May spend a Destiny Point to ignore the effects of Critical Injuries on Brawn or Agility checks until the end of the encounter.

25

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

25

POWER FROM PAIN
Once per session as an incidental, may spend one Destiny Point to gain +1 Force rating for each Critical Injury the character is suffering until the end of the encounter.

25



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

TOUGHENED

Gain +2 Wound Threshold.

5

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

GRIT

Gain +1 Strain 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

INNER PEACE

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

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

VAAPAD CONTROL

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

10

LETHAL BLOWS

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

10

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.

15

LETHAL BLOWS

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

15

QUICK STRIKE

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

15

EMBRACE YOUR HATE

May spend one Destiny Point and then suffer Conflict equal to dark side Destiny Points in the Destiny pool to add equal damage to melee attack. May use this ability once per encounter per rank.

15

INNER PEACE

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

20

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.

20

JUYO SAVAGERY

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

20

QUICK STRIKE

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

20

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.

25

EMBRACE YOUR HATE

May spend one Destiny Point and then suffer Conflict equal to dark side Destiny Points in the Destiny pool to add equal damage to melee attack. May use this ability once per encounter per rank.

25

DEDICATION

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

25

MULTIPLE OPPONENTS

Add to all Lightsaber, Melee, and Brawl combat checks when Engaged with multiple opponents.

25



SIGNATURE ABILITY _____



CHARACTER NAME _____

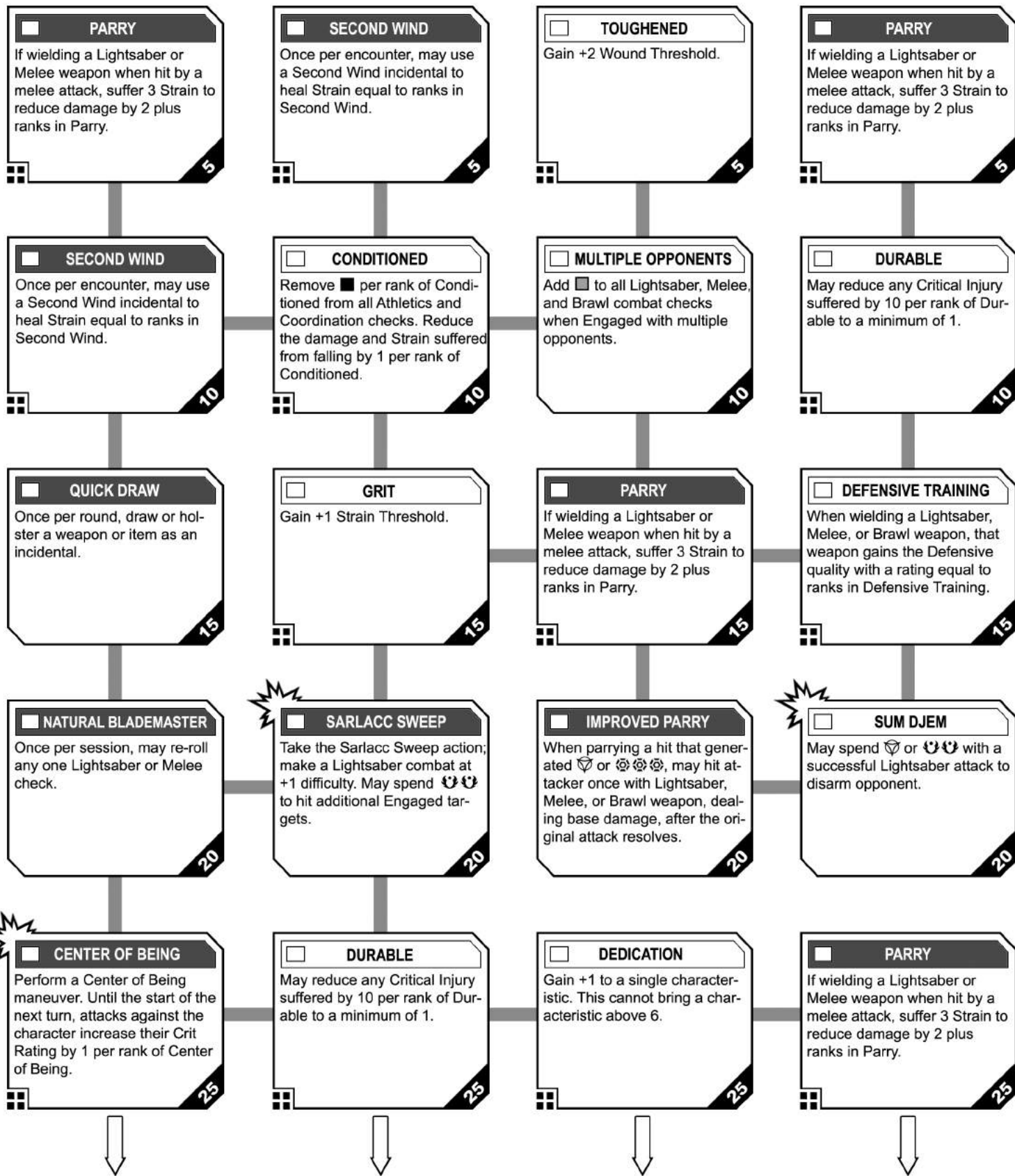
SHII-CHO KNIGHT - WARRIOR

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

GRIT
Gain +1 Strain Threshold.

5

IRON BODY
Remove ■ per rank of Iron Body from Coordination and Resilience checks. Reduce the critical rating of unarmed attacks by 1 per rank of Iron Body (to a minimum of 1).

5

IRON BODY
Remove ■ per rank of Iron Body from Coordination and Resilience checks. Reduce the critical rating of unarmed attacks by 1 per rank of Iron Body (to a minimum of 1).

5

TOUGHENED
Gain +2 Wound Threshold.

5

MARTIAL GRACE
Once per round, suffer 2 Strain to add damage equal to ranks in Coordination to one hit of a successful Brawl check.

10

ACKLAY'S SCYTHING ATTACK
Brawl attacks gain Pierce equal to Force rating.

10

UNARMED PARRY
May Parry while unarmed. Reduce Strain cost to Parry while unarmed by 1 (to a minimum of 1).

10

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.

10

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.

15

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

15

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

IMPROVED PRECISION STRIKE
Once per round, when inflicting a Critical Injury with a Brawl or Melee weapon, may suffer 2 Strain to change the result to any Average severity Critical Injury.

15

IMPROVED DODGE
After using Dodge, can make a move maneuver as an out-of-turn incidental.

20

TOUGHENED
Gain +2 Wound Threshold.

20

GRIT
Gain +1 Strain Threshold.

20

SAPITH SUNDERING
May add ○ up to Force rating to Brawl checks; the attack gains the Sunder quality, and character may spend ● generated on the check as ⚡ to activate the Sunder quality.

20

FORCE RATING
Gain +1 Force rating.

25

FAR STRIKE
As an action, make a Brawl check as a ranged attack, adding ○ up to Force rating. Increase the range of the attack by one band for each ● spent, to a maximum of Long range.

25

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

25

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.

25

SIGNATURE ABILITY _____