

CHARACTER NAME \_\_\_\_\_

# FORCE ADHERENT - UNIVERSAL

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



PASSIVE TALENT  ACTIVE TALENT 

RANKED TALENT  TALENT COST 

FORCE TALENT  CONFLICT TALENT 



**RESOLVE**

When a character involuntarily suffers Strain, he suffers 1 less Strain per rank of Resolve, to a minimum of 1.

  **5**


**DISCIPLE OF LORE**

Once per round, may suffer 1 Strain to decrease the difficulty of the next Knowledge (Lore) check by a number of times equal to ranks in Disciple of Lore.


  **5**



**GRIT**

Gain +1 Strain Threshold.

  **5**



**PUSH ASIDE**

After making a successful Brawl, Melee, or Lightsaber combat check against an Engaged foe, may force the foe to move to Short range in a direction of the opponent's choosing. Spend  to cause the opponent to fall prone after moving.



  **5**



**DISCIPLE OF LORE**

Once per round, may suffer 1 Strain to decrease the difficulty of the next Knowledge (Lore) check by a number of times equal to ranks in Disciple of Lore.

  **10**



**AS THE FORCE WILLS IT**

May make a  Knowledge (Lore) check to heal Strain at the end of an encounter.  can be spent to heal all Strain.

  **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**



**EXTENDED REACH**

While armed with a two-handed melee weapon, may suffer 1 Strain to make a Melee combat check with that weapon targeting an enemy at up to Short range (rather than Engaged range).


  **10**



**CONFIDENCE**

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

  **15**



**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.

  **15**



**CONFIDENCE**

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



  **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.

  **15**

**DISCIPLINED SOUL**

Spend one Destiny Point after making a Discipline check to spend a number of  not exceeding ranks in Knowledge (Lore) as .

  **20**



**GRIT**

Gain +1 Strain Threshold.

  **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**



**RESOLVE**

When a character involuntarily suffers Strain, he suffers 1 less Strain per rank of Resolve, to a minimum of 1.

  **20**



**FORCE OF WILL**

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

  **25**



**SUPERIOR REFLEXES**

Gain +1 Melee Defense.

  **25**



**SIXTH SENSE**

Gain +1 Ranged Defense.

  **25**

**DEDICATION**

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

  **25**

CHARACTER NAME \_\_\_\_\_

# FORCE-SENSITIVE EMERGENT - UNIVERSAL

GAIN FORCE RATING 1

PASSIVE TALENT  ACTIVE TALENT

RANKED TALENT  TALENT COST

FORCE TALENT  CONFLICT TALENT

**INSIGHT**  
Perception and Discipline become career skills.

5

**UNCANNY SENSES**  
Add  per rank of Uncanny Senses to all Perception checks.

5

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

5

**GRIT**  
Gain +1 Strain Threshold.

5

**UNCANNY REACTIONS**  
Add  per rank of Uncanny Reactions to all Vigilance checks.

10

**TOUGHENED**  
Gain +2 Wound Threshold.

10

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

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

10

**UNCANNY SENSES**  
Add  per rank of Uncanny Senses to all Perception checks.

15

**UNCANNY REACTIONS**  
Add  per rank of Uncanny Reactions to all Vigilance checks.

15

**GRIT**  
Gain +1 Strain Threshold.

15

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

15

**TOUGHENED**  
Gain +2 Wound Threshold.

20

**SENSE DANGER**  
Once per session, remove  from any one check.

20

**TOUCH OF FATE**  
Once per session, add  to any one check.

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.

20

**INVIGORATE**  
Once per encounter, may add  to a check using Brawn or Agility made by an ally in Short range.  adds  and  adds .

25

**FORCE OF WILL**  
Once per session, make one skill check using Willpower rather than the characteristic linked to that skill.

25

**FORCE RATING**  
Gain +1 Force rating.

25

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

25

CHARACTER NAME \_\_\_\_\_

# FORCE-SENSITIVE EXILE - UNIVERSAL

GAIN FORCE RATING 1

PASSIVE TALENT  ACTIVE TALENT

RANKED TALENT  TALENT COST

FORCE TALENT  CONFLICT TALENT

**UNCANNY SENSES**  
Add  per rank of Uncanny Senses to all Perception checks.

5

**INSIGHT**  
Perception and Discipline become career skills.

5

**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

**CONVINCING DEMEANOR**  
Remove  per rank of Convincing Demeanor from all Deception or Skulduggery checks.

10

**OVERWHELM EMOTIONS**  
May add  per Force rating to Charm, Coercion, or Deception checks.  can add  to some checks and  to others.

10

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

10

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

10

**SENSE DANGER**  
Once per session, remove  from any one check.

15

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

15

**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

**TOUCH OF FATE**  
Once per session, add  to any one check.

15

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

20

**UNCANNY SENSES**  
Add  per rank of Uncanny Senses to all Perception checks.

20

**UNCANNY REACTIONS**  
Add  per rank of Uncanny Reactions to all Vigilance checks.

20

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

20

**SIXTH SENSE**  
Gain +1 Ranged Defense.

25

**FORCE RATING**  
Gain +1 Force rating.

25

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

25

**SUPERIOR REFLEXES**  
Gain +1 Melee Defense.

25

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

**GRIT**  
Gain +1 Strain Threshold.

5

**VEHICLE COMBAT TRAINING**  
Gunnery and Piloting (Planetary) become career skills.

5

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

5

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

5

**KNOW THE ENEMY**  
The character may use Knowledge (Warfare) skill when making checks to determine initiative.

10

**BY THE BOOK**  
Once per encounter, before making a combat check, the character may suffer 2 Strain to add ⚡ to the results equal to his ranks in By the Book.

10

**DEFENSIVE DRIVING**  
Increase Defense of vehicle or starship being piloted by 1 per rank of Defensive Driving.

10

**TACTICAL COMBAT TRAINING**  
Melee and Ranged (Heavy) become career skills.

10

**FORMATION TACTICS**  
May take the Formation Tactics action; make a ⚡ Leadership check. If successful, may choose a number of allies within Short range equal to ⚡ generated. Upgrade the difficulty of attacks against these allies once until the end of his next turn.

15

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

15

**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

**KNOWN SCHEMATIC**  
Once per session, may perform the Known Schematic maneuver; make a ⚡ Knowledge (Education) check to gain familiarity with a building or ship's design.

15

**IMPROVED FORMATION TACTICS**  
The difficulty of Formation Tactics is reduced to ⚡. May spend ⚡ or ⚡ to have the effect last until end of the encounter.

20

**BY THE BOOK**  
Once per encounter, before making a combat check, the character may suffer 2 Strain to add ⚡ to the results equal to his ranks in By the Book.

20

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

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

**NATURAL SCHOLAR**  
Once per session, may re-roll any one Knowledge skill check.

25

**TARGETED FIREPOWER**  
Once per session, may take the Targeted Firepower action; identify one enemy target and make a ⚡ Knowledge (Warfare) check. If successful, for the rest of the encounter, allies within Short range add ⚡ to attacks against target equal to ⚡ gained.

25

**BY THE BOOK**  
Once per encounter, before making a combat check, the character may suffer 2 Strain to add ⚡ to the results equal to his ranks in By the Book.

25

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

25

CHARACTER NAME \_\_\_\_\_

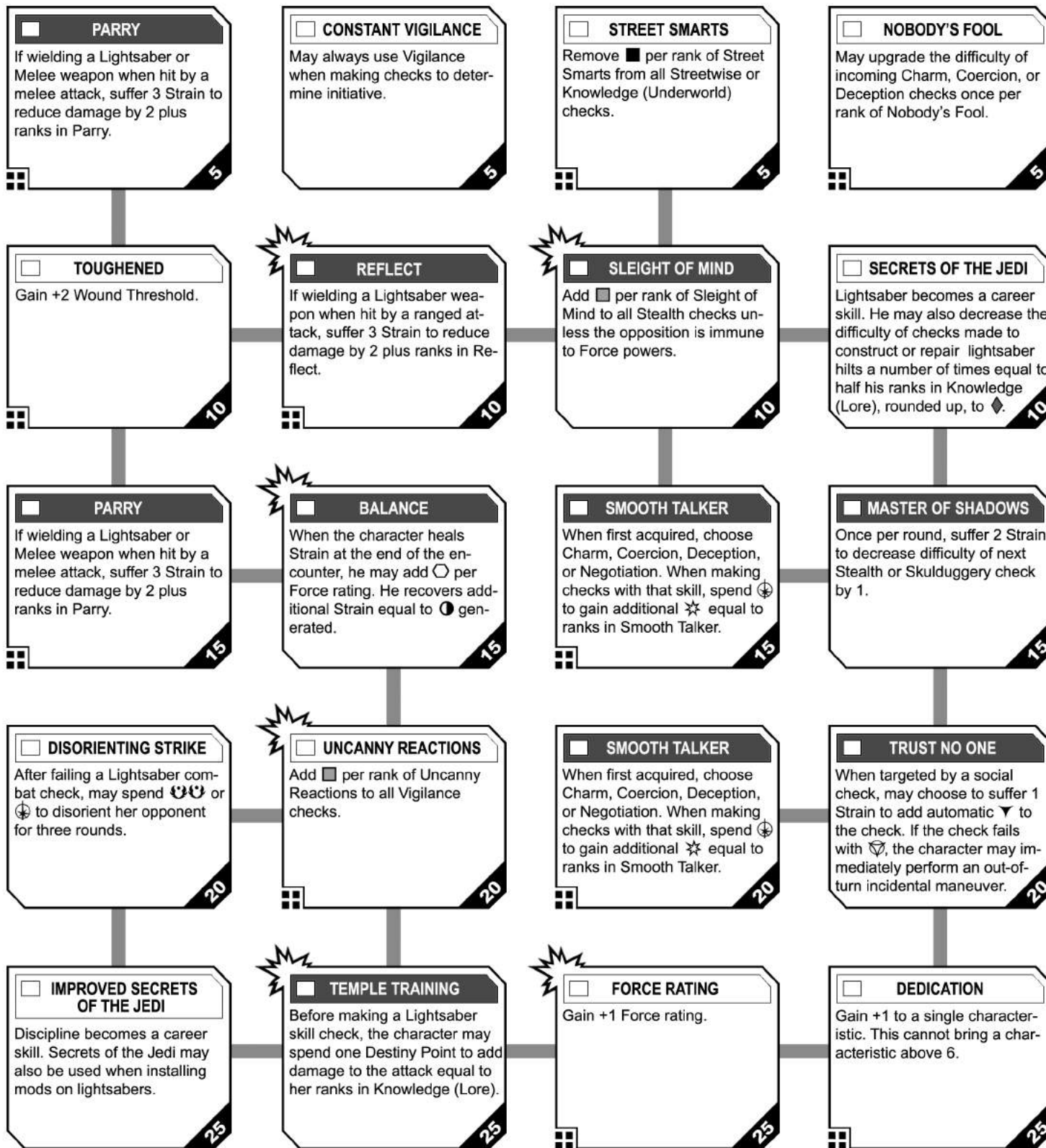
# PADAWAN SURVIVOR - UNIVERSAL

GAIN FORCE RATING 1

PASSIVE TALENT  ACTIVE TALENT

RANKED TALENT  TALENT COST

FORCE TALENT  CONFLICT TALENT





CHARACTER NAME \_\_\_\_\_

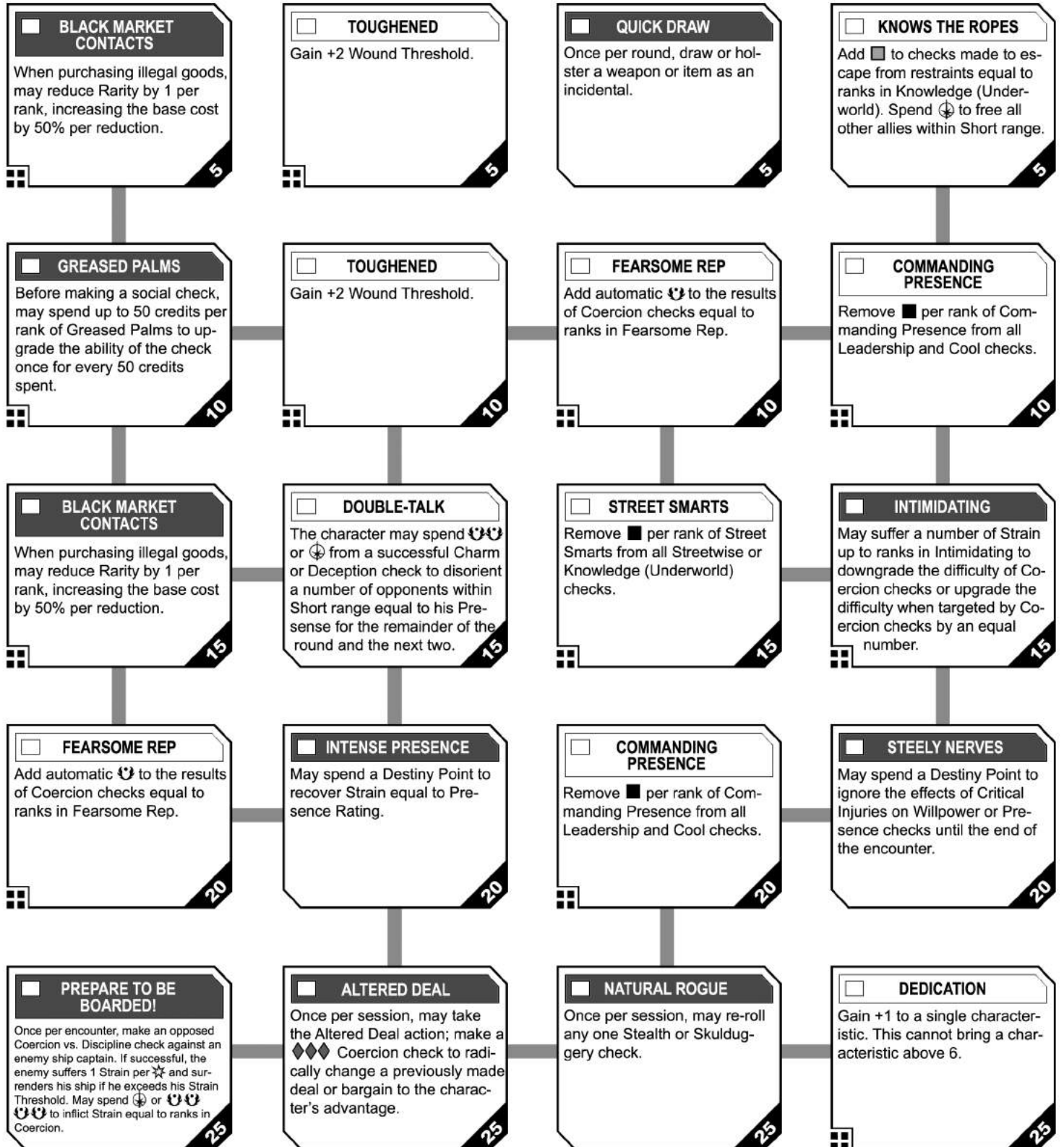
# PIRATE - UNIVERSAL

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

PASSIVE TALENT  ACTIVE TALENT 

RANKED TALENT  TALENT COST 

FORCE TALENT  CONFLICT TALENT 



CHARACTER NAME \_\_\_\_\_

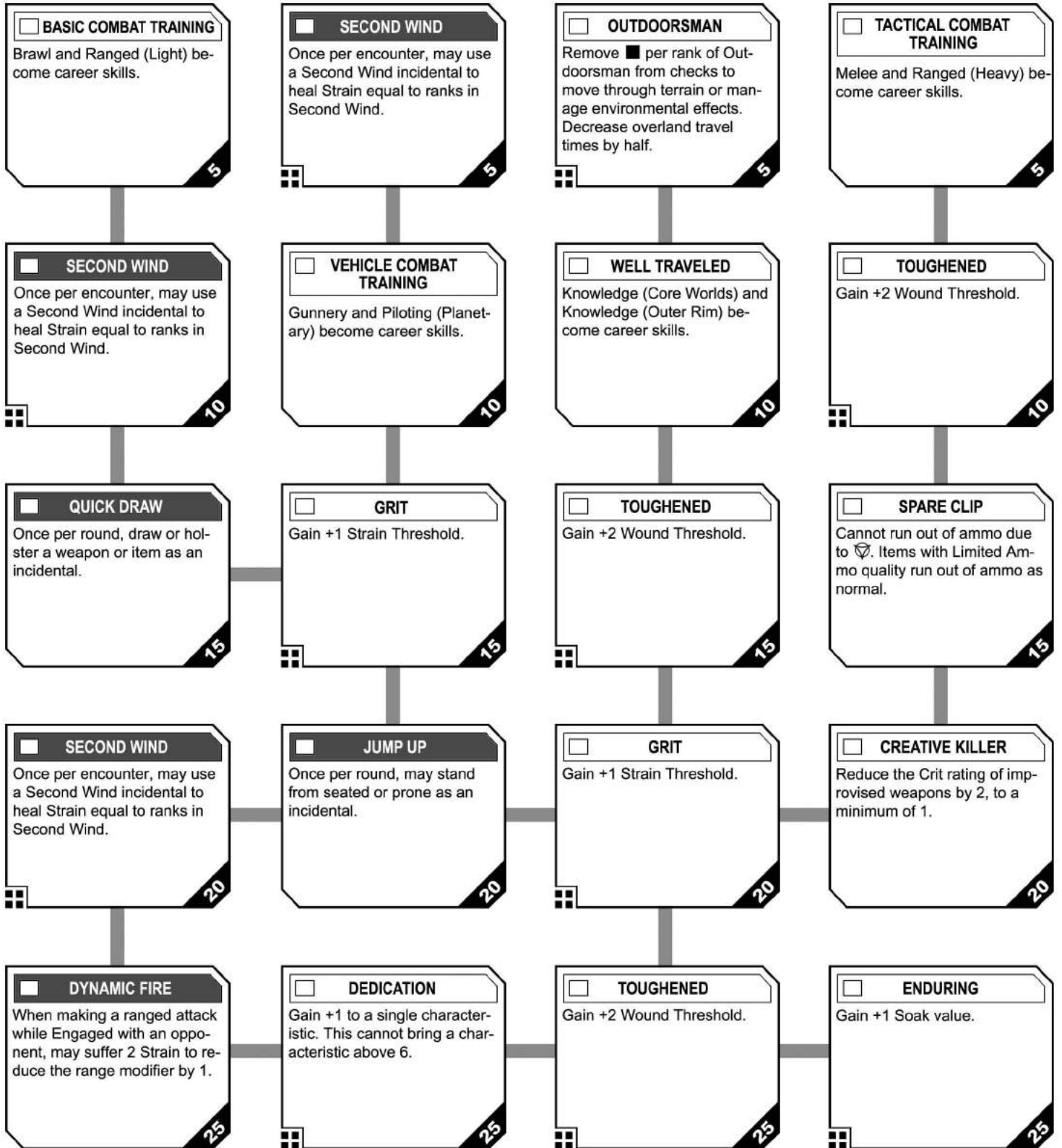
# RECRUIT - UNIVERSAL

CAREER SKILLS: ATHLETICS, DISCIPLINE, SURVIVAL, VIGILANCE

PASSIVE TALENT  ACTIVE TALENT

RANKED TALENT  TALENT COST

FORCE TALENT  CONFLICT TALENT



CHARACTER NAME \_\_\_\_\_

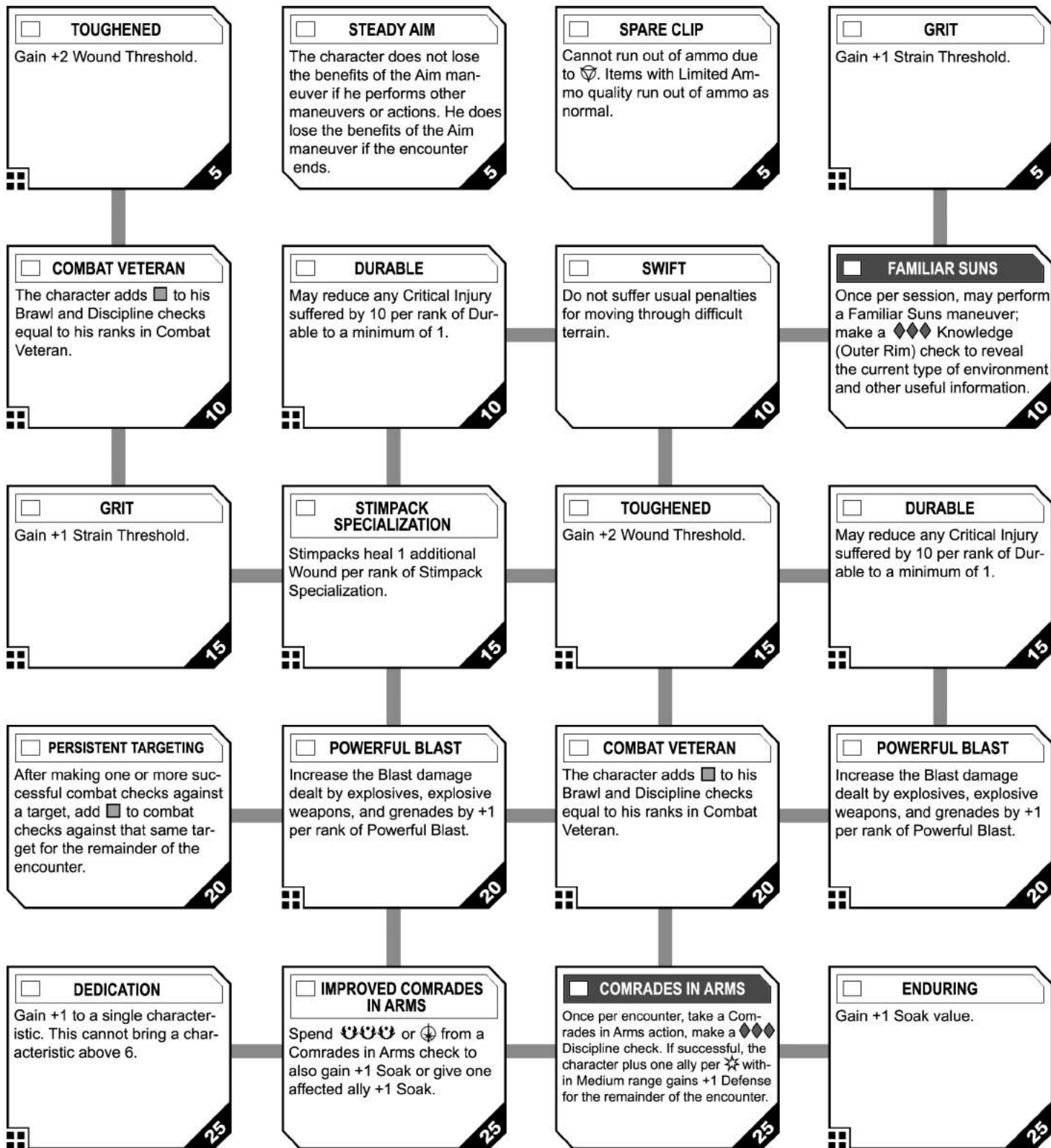
PASSIVE TALENT  ACTIVE TALENT

# RETIRED CLONE TROOPER - UNIVERSAL

RANKED TALENT  TALENT COST

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

FORCE TALENT  CONFLICT TALENT





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.


 



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



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


 



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



**GRIT**  
Gain +1 Strain Threshold.


 



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


 



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



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




 



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



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



**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.





 



**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.



**SIXTH SENSE**  
Gain +1 Ranged Defense.



**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.



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



**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.



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

**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.

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

**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.

CHARACTER NAME \_\_\_\_\_

# SHIP CAPTAIN - UNIVERSAL

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

PASSIVE TALENT  ACTIVE TALENT 

RANKED TALENT  TALENT COST 

FORCE TALENT  CONFLICT TALENT 

