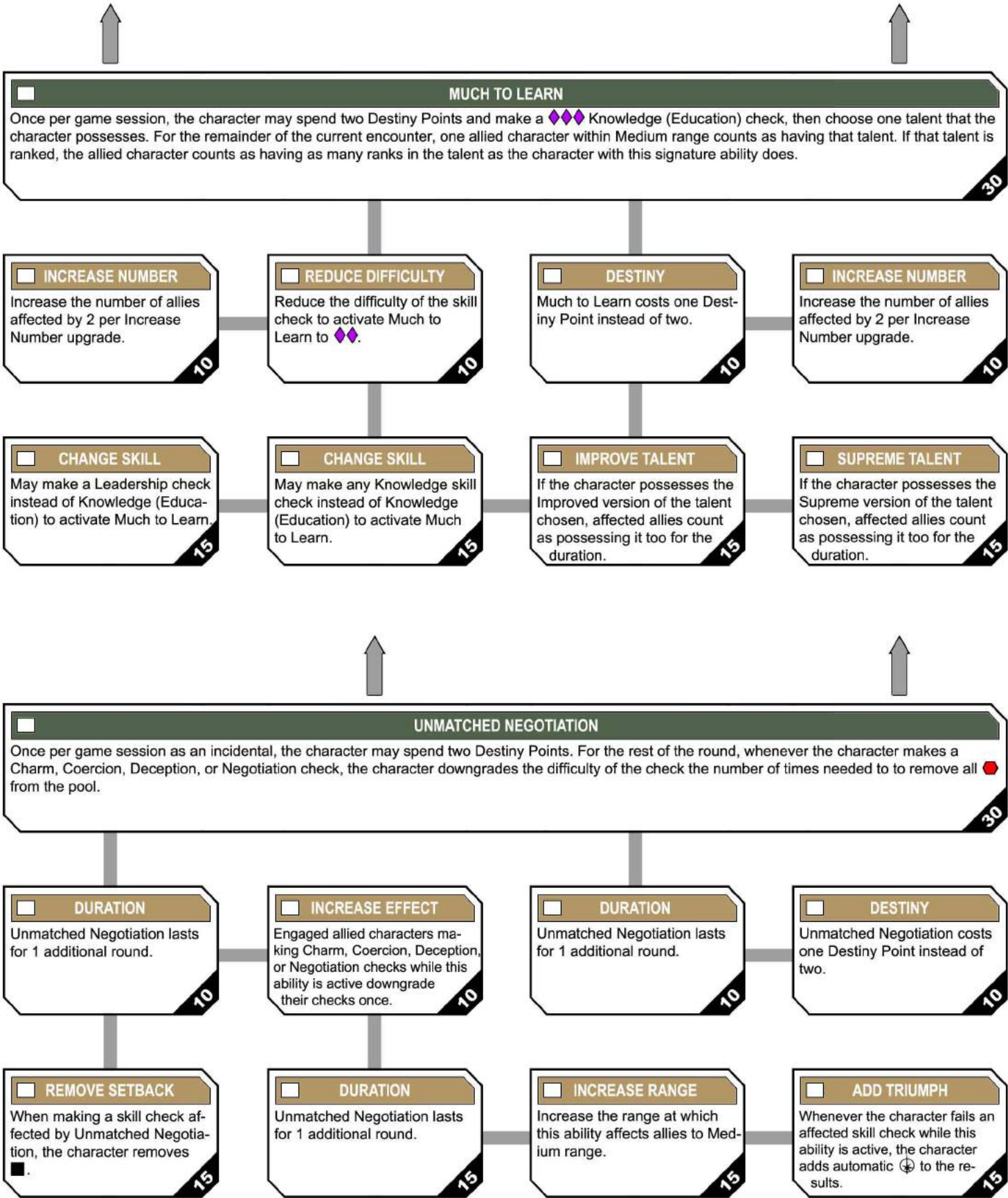


CAREER SKILLS: COOL, DISCIPLINE, LEADERSHIP, NEGOTIATION, KNOWLEDGE (EDUCATION), KNOWLEDGE (LORE)



CHARACTER NAME _____

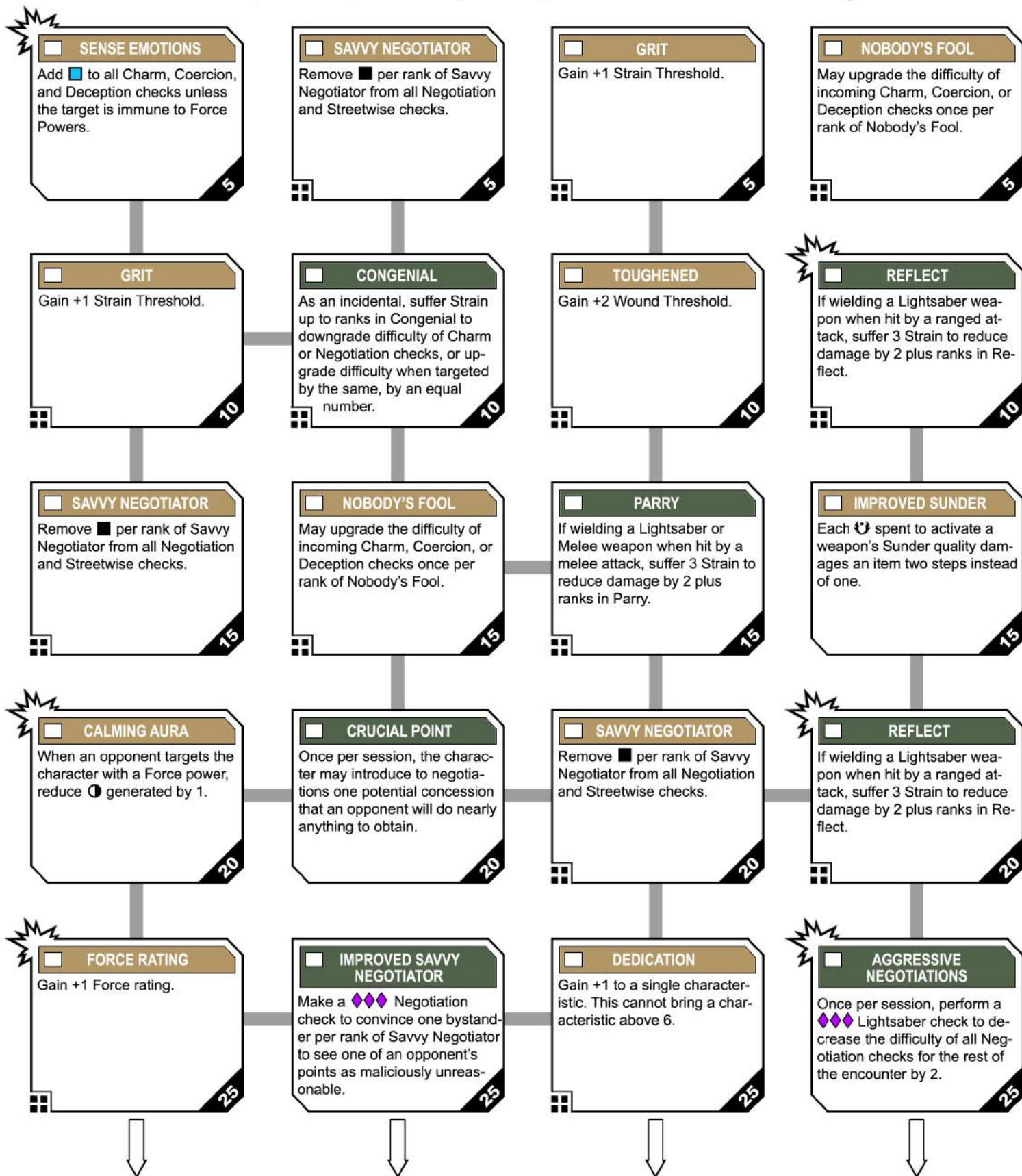
ARBITER - CONSULAR

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 _____

HEALER - CONSULAR

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


PASSIVE TALENT  ACTIVE TALENT 

RANKED TALENT  TALENT COST 

FORCE TALENT  CONFLICT TALENT 

☐ **SURGEON**

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

 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.


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 ☐ **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.


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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.



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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  Astroagation 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**

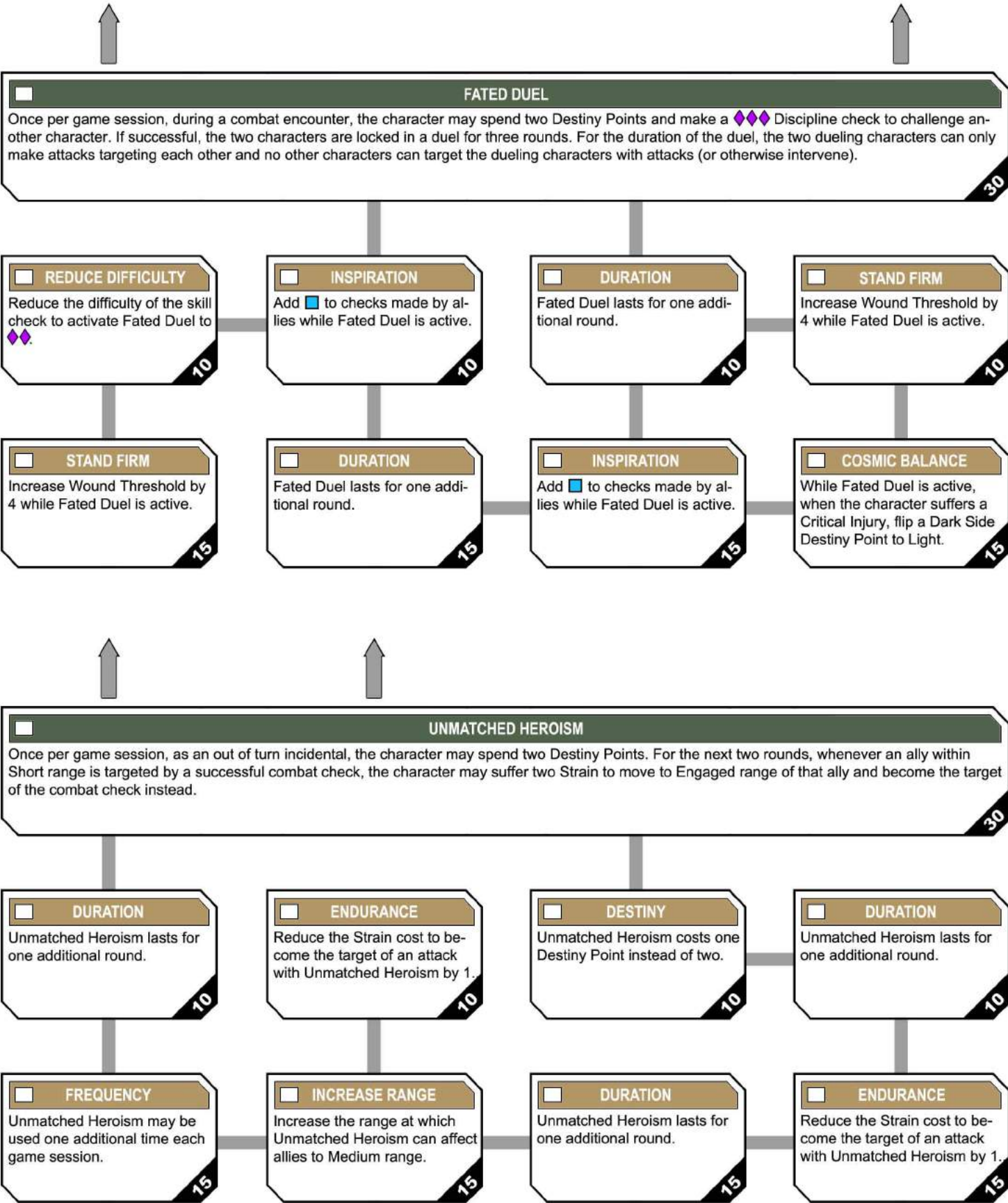
Gain +1 to Force rating.

  25

SIGNATURE ABILITY _____

GUARDIAN

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



CHARACTER NAME _____

ARMORER - GUARDIAN

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

PASSIVE TALENT

ACTIVE TALENT

RANKED TALENT

TALENT COST

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 _____

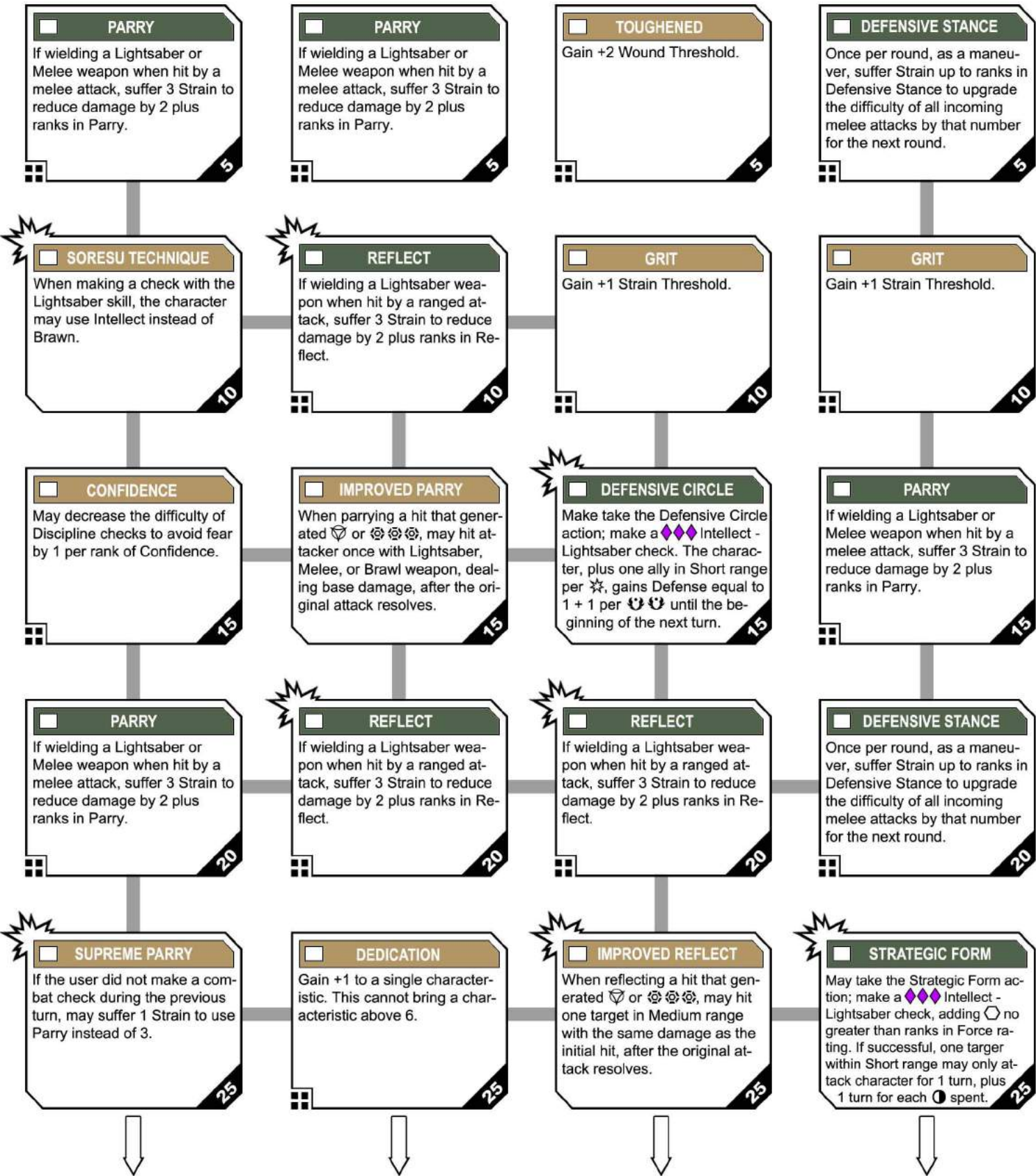
SORESU DEFENDER - GUARDIAN

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

PASSIVE TALENT 
 ACTIVE TALENT 

RANKED TALENT 
 TALENT COST 

FORCE TALENT 
 CONFLICT TALENT 



SIGNATURE ABILITY _____



CHARACTER NAME _____

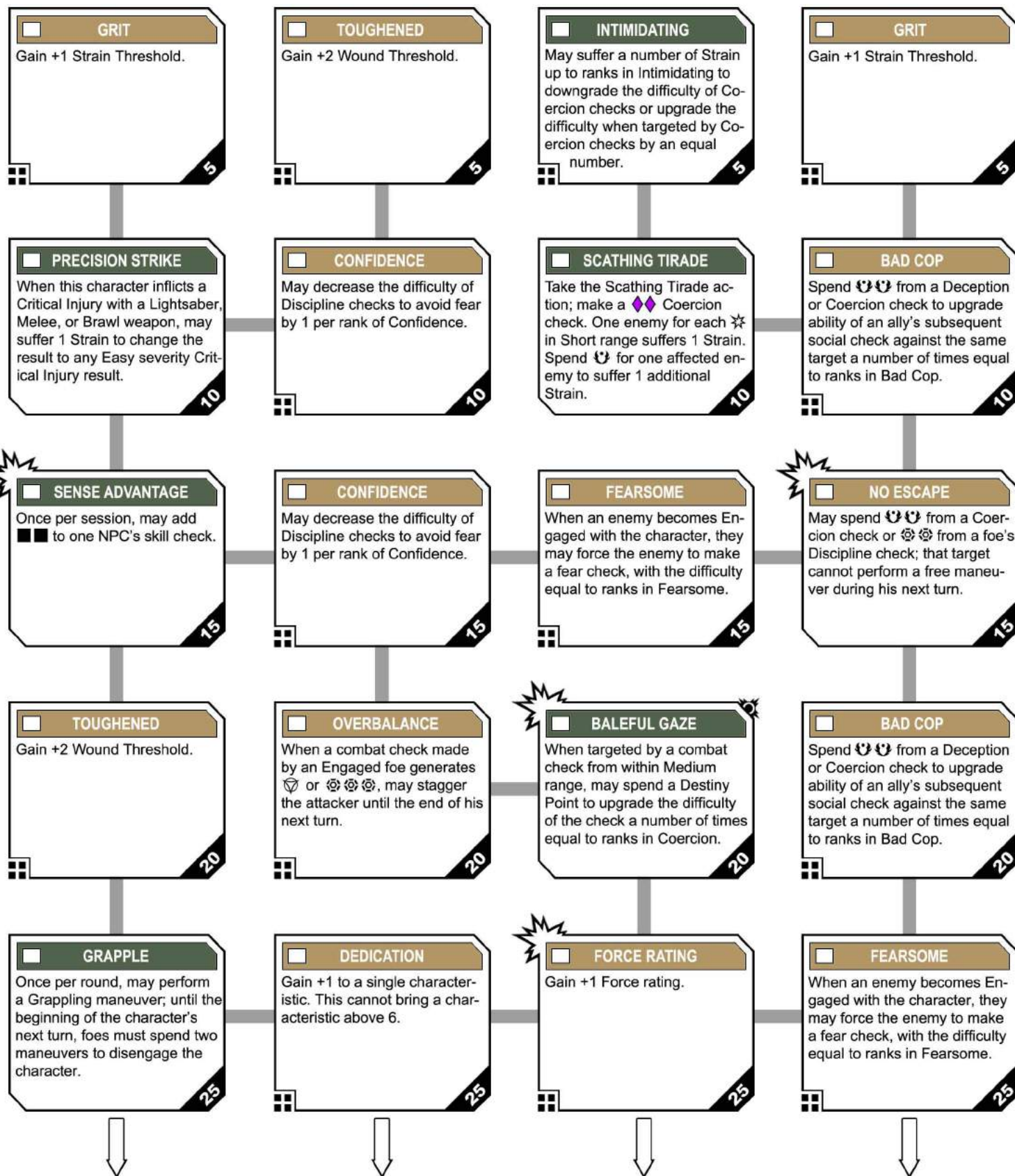
WARDEN - GUARDIAN

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

PASSIVE TALENT  ACTIVE TALENT 

RANKED TALENT  TALENT COST 

FORCE TALENT  CONFLICT TALENT 



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.


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.

GRIT

Gain +1 Strain Threshold.

UNCANNY SENSES

Add  per rank of Uncanny Senses to all Perception checks.


GRIT

Gain +1 Strain Threshold.

CAREFUL PLANNING

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

SENSE DANGER

Once per session, remove  from any one check.

SWIFT

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


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.

GRIT

Gain +1 Strain Threshold.

UNCANNY SENSES

Add  per rank of Uncanny Senses to all Perception checks.

PRESCIENT SHOT

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

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.

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.

BLIND SPOT

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

FOREWARNING

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

CLEVER SOLUTION

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

DEDICATION

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

FORCE RATING

Gain +1 Force rating.

PROPHETIC AIM

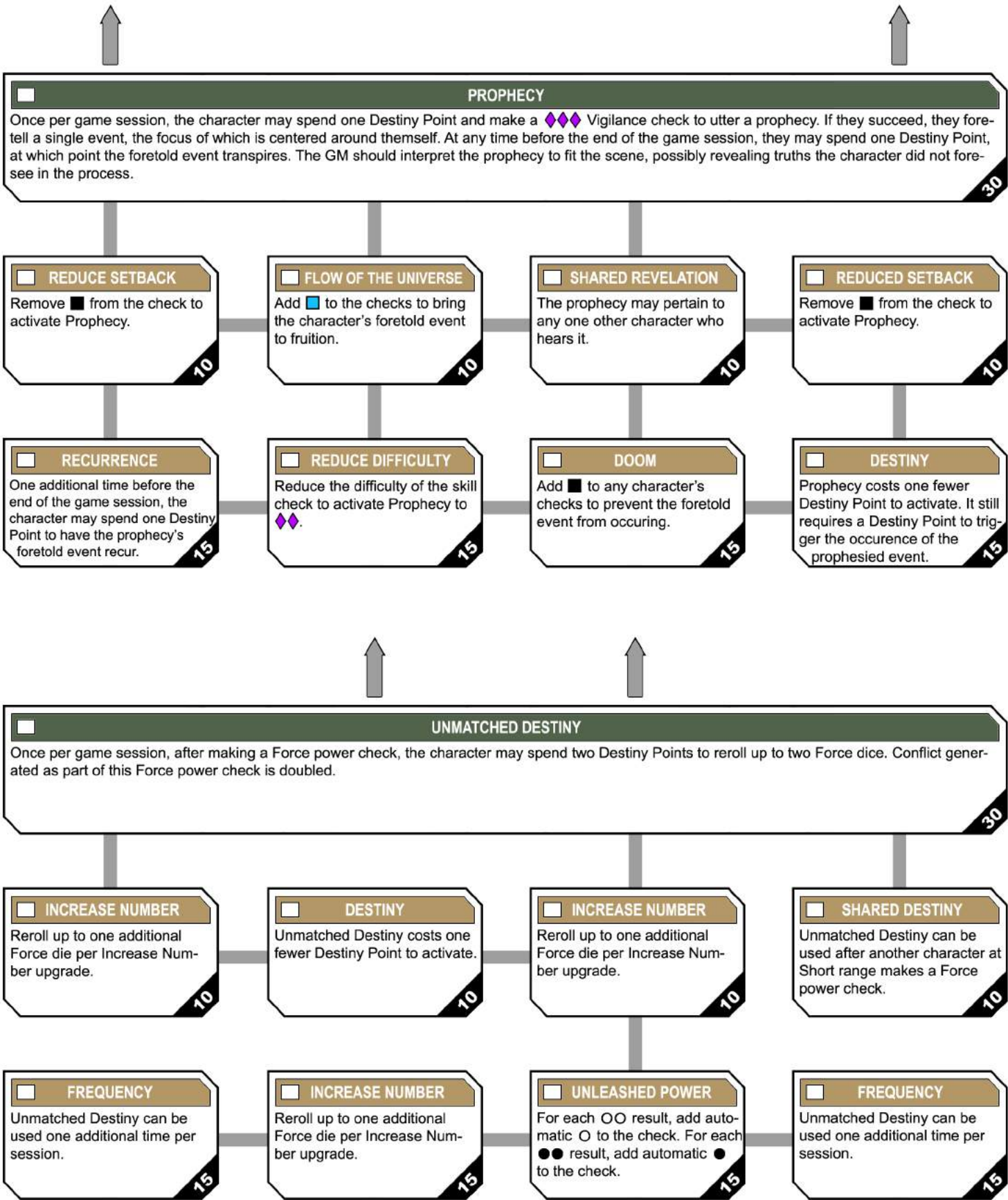
While benefitting from an Aim maneuver, ☹ from this character's Ranged (Heavy) and Ranged (Light) checks cannot cause attacks to hit allies Engaged with the target.

SIGNATURE ABILITY _____

CHARACTER NAME _____

MYSTIC

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



CHARACTER NAME _____

ADVISOR - MYSTIC

CAREER SKILLS: CHARM, DECEPTION, NEGOTIATION, STREETWISE

PASSIVE TALENT

ACTIVE TALENT

RANKED TALENT

TALENT COST

FORCE TALENT

CONFLICT TALENT

PLAUSIBLE DENIABILITY

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

5

KNOW SOMEBODY

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

5

GRIT

Gain +1 Strain Threshold.

5

KILL WITH KINDNESS

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

5

TOUGHENED

Gain +2 Wound Threshold.

10

KNOW SOMEBODY

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

10

KNOWLEDGE IS POWER

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

10

NOBODY'S FOOL

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

10

GRIT

Gain +1 Strain Threshold.

15

SMOOTH TALKER

When first acquired, choose Charm, Coercion, Deception, or Negotiation. When making checks with that skill, spend ⊕ to gain additional ✨ equal to ranks in Smooth Talker.

15

SMOOTH TALKER

When first acquired, choose Charm, Coercion, Deception, or Negotiation. When making checks with that skill, spend ⊕ to gain additional ✨ equal to ranks in Smooth Talker.

15

PLAUSIBLE DENIABILITY

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

15

NOBODY'S FOOL

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

20

NATURAL CHARMER

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

20

CONTINGENCY PLAN

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

20

SENSE EMOTIONS

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

20

DEDICATION

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

25

STEELY NERVES

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

25

FORCE RATING

Gain +1 Force rating.

25

SENSE ADVANTAGE

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

25

SIGNATURE ABILITY _____



CHARACTER NAME _____

ALCHEMIST - MYSTIC

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

PASSIVE TALENT  ACTIVE TALENT 

RANKED TALENT  TALENT COST 

FORCE TALENT  CONFLICT TALENT 

☐ **GRIT**

Gain +1 Strain Threshold.


 



☐ **STIMPACK SPECIALIZATION**

Stimpacks heal 1 additional Wound per rank of Stimpack Specialization.


 



☐ **RESEARCHER**

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


 



☐ **BLOODED**

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


 



☐ **RESEARCHER**

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

☐ **STIM APPLICATION**

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

 ☐ **ALCHEMICAL ARTS**

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

☐ **GRIT**

Gain +1 Strain Threshold.


 



☐ **STIMPACK SPECIALIZATION**

Stimpacks heal 1 additional Wound per rank of Stimpack Specialization.



 



☐ **BLOODED**


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






 



☐ **IMPROVED BLOODED**

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

 ☐ **TRANSMOGRIFY**

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



☐ **IMPROVED STIM APPLICATION**

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

☐ **KNOWLEDGEABLE HEALING**

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


 

☐ **GRIT**


Gain +1 Strain Threshold.

 ☐ **ALCHEMICAL ARTS**


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



 



 ☐ **FORCE RATING**

Gain +1 Force rating.



 ☐ **IDENTIFY INGREDIENTS**

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





 


☐ **DEDICATION**

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

 ☐ **IMPROVED CONCOCTION**

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

SIGNATURE ABILITY _____

CHARACTER NAME _____

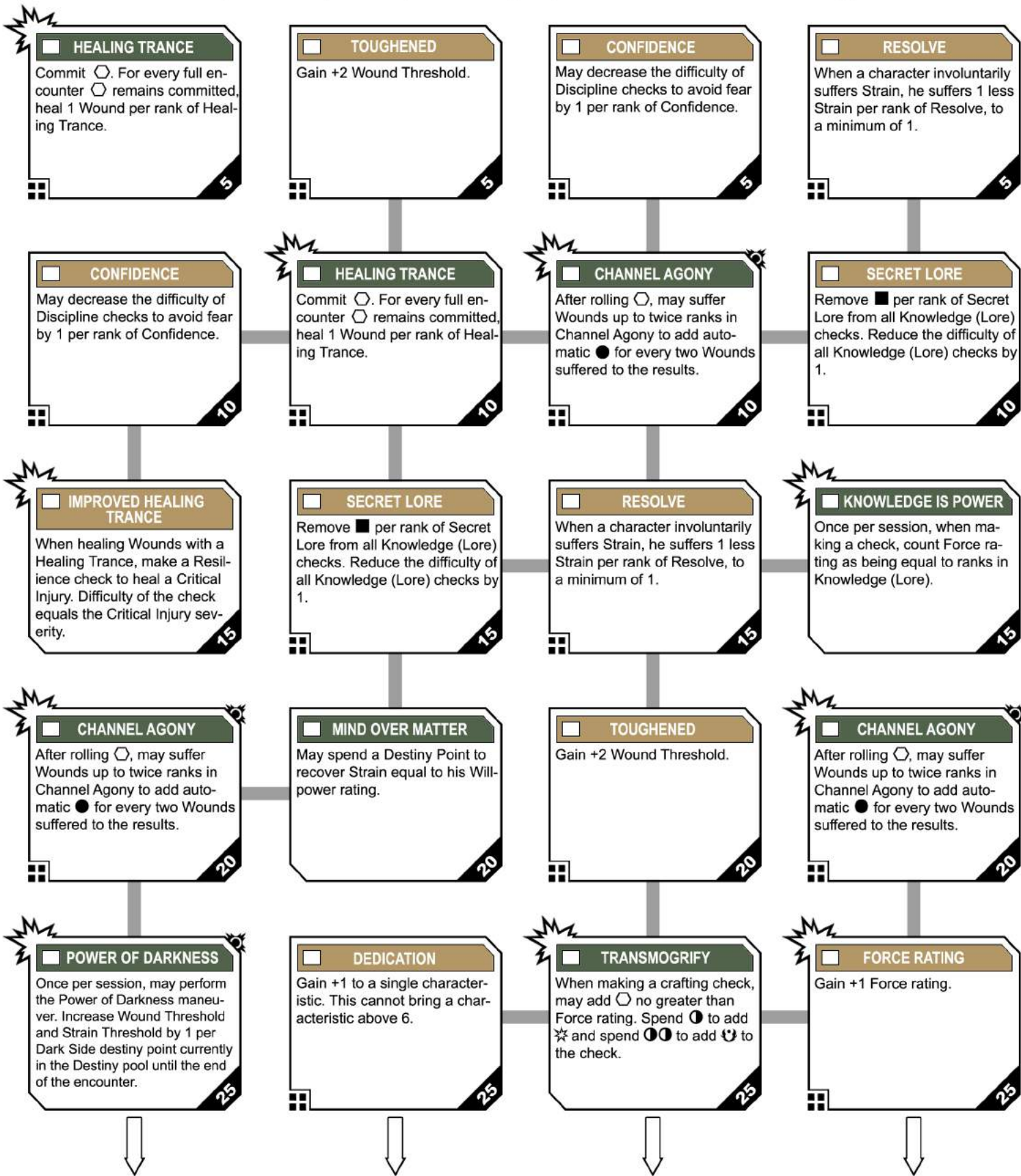
MAGUS - MYSTIC

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

PASSIVE TALENT 
 ACTIVE TALENT 

RANKED TALENT 
 TALENT COST 

FORCE TALENT 
 CONFLICT TALENT 



SIGNATURE ABILITY _____

CHARACTER NAME _____

MAKASHI DUELIST - MYSTIC

CAREER SKILLS: CHARM, COOL, COORDINATION, LIGHTSABER

PASSIVE TALENT

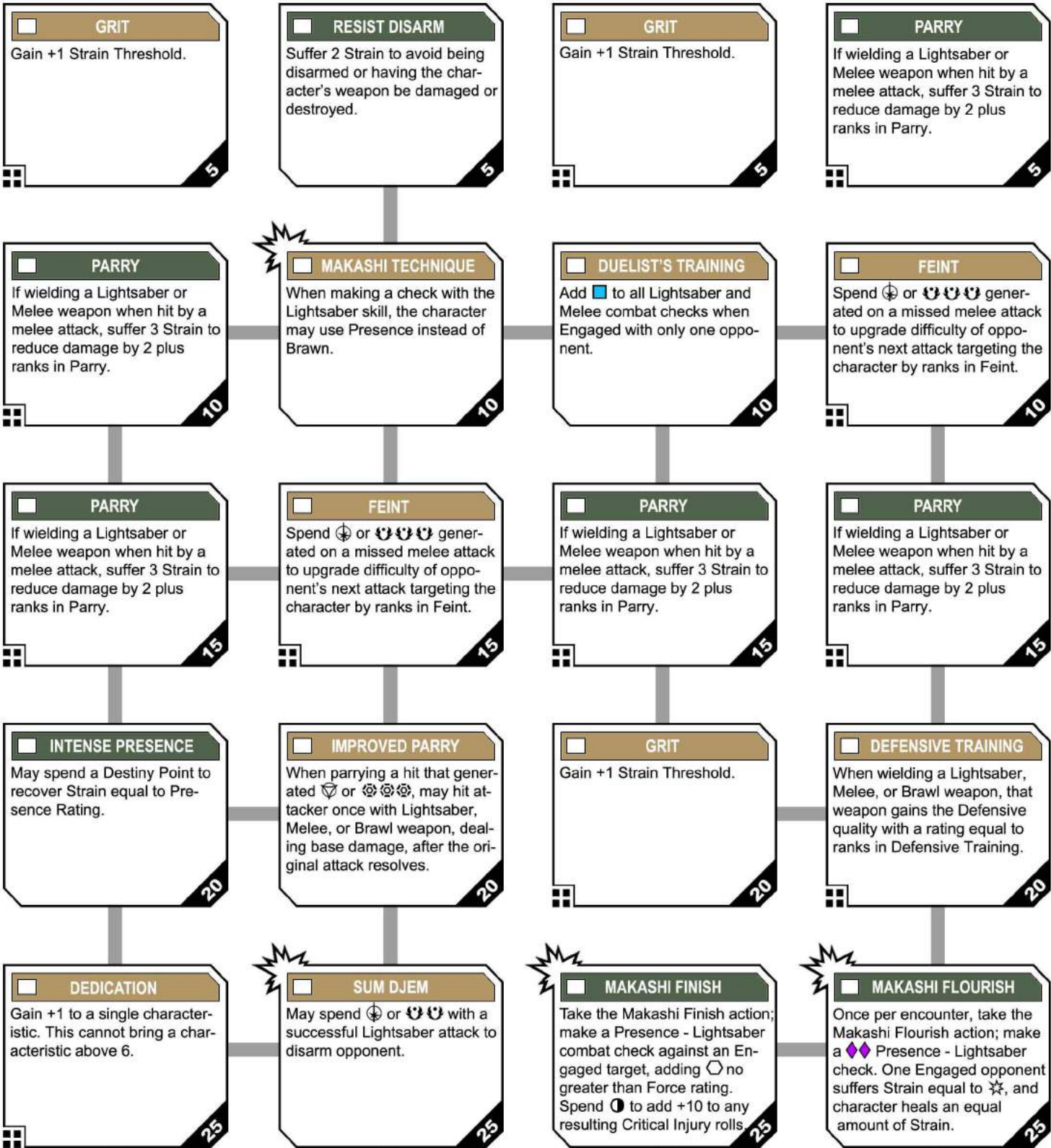
ACTIVE TALENT

RANKED TALENT

TALENT COST

FORCE TALENT

CONFLICT TALENT



SIGNATURE ABILITY _____



CHARACTER NAME _____

PROPHET - MYSTIC

CAREER SKILLS: CHARM, COERCION, DECEPTION, LEADERSHIP

PASSIVE TALENT  ACTIVE TALENT 

RANKED TALENT  TALENT COST 






FORCE TALENT  CONFLICT TALENT 

GRIT

Gain +1 Strain Threshold.

5

OVERWHELMING AURA

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

5

RAPID RECOVERY

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




5

CONGENIAL

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


5

SCATHING TIRADE

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

10

PLAUSIBLE DENIABILITY

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

10

INSPIRING RHETORIC

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

10

RAPID RECOVERY

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






10

RAPID RECOVERY

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

15

OVERWHELMING AURA

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



15

GRIT

Gain +1 Strain Threshold.

15

TWISTED WORDS

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

15

FEARSOME

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

20

GRIT

Gain +1 Strain Threshold.

20

IMPROVED INSPIRING RHETORIC

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



20

CONGENIAL

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

20

IMPROVED OVERWHELMING AURA

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



25

FORCE RATING

Gain +1 Force rating.

25

FONT OF POWER

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

25

DEDICATION

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

25

SIGNATURE ABILITY _____

CHARACTER NAME _____

SEER - MYSTIC

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

PASSIVE TALENT

ACTIVE TALENT

RANKED TALENT

TALENT COST

FORCE TALENT

CONFLICT TALENT

FORAGER

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

5

UNCANNY REACTIONS

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

5

GRIT

Gain +1 Strain Threshold.

5

EXPERT TRACKER

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

5

RAPID REACTION

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

10

KEEN EYED

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

10

UNCANNY REACTIONS

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

10

TOUGHENED

Gain +2 Wound Threshold.

10

SENSE DANGER

Once per session, remove 2 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 2 to one NPC's skill check.

20

THE FORCE IS MY ALLY

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

20

DODGE

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

20

RAPID REACTION

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

25

TOUGHENED

Gain +2 Wound Threshold.

25

NATURAL MYSTIC

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

25

FORCE RATING

Gain +1 Force rating.

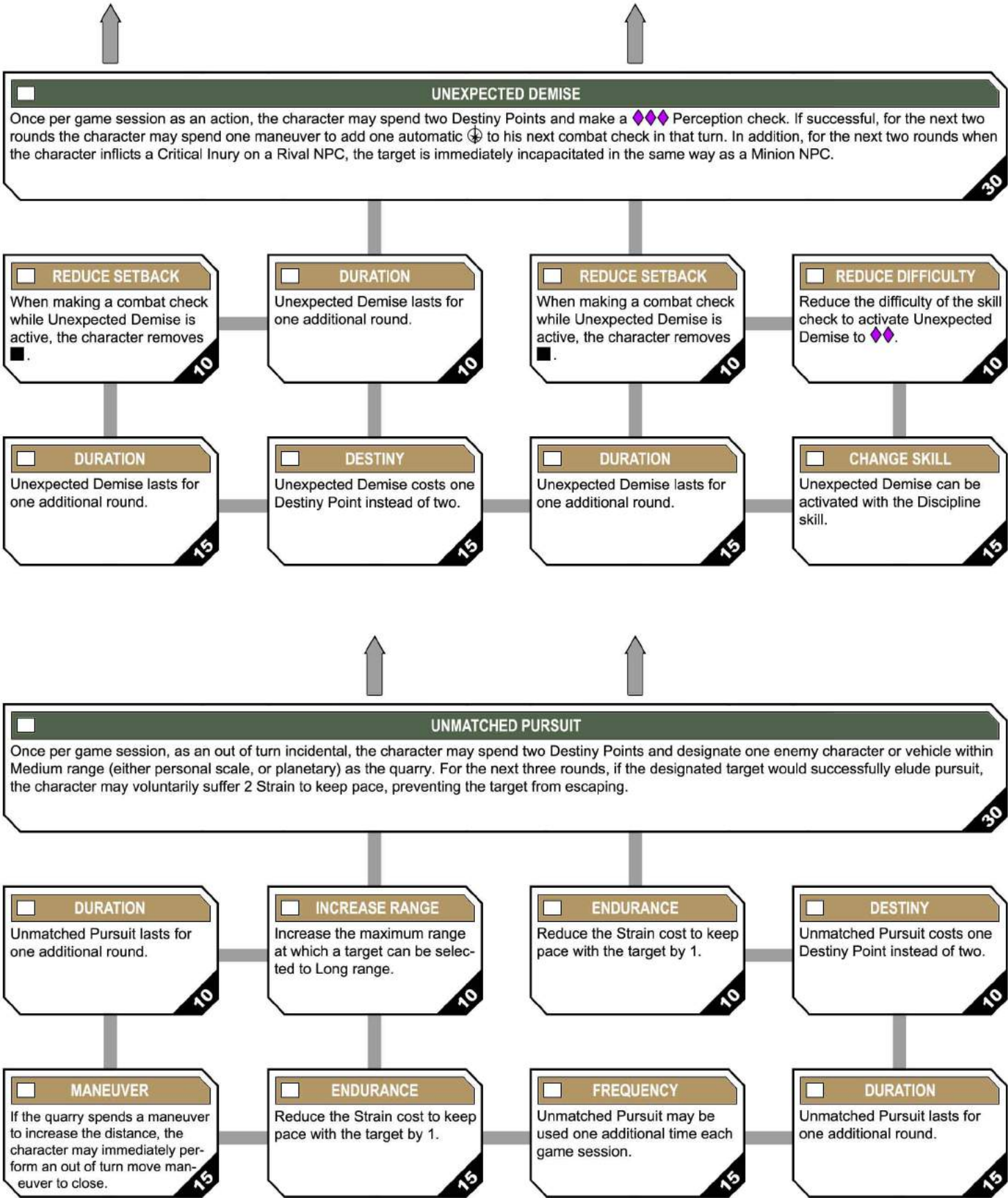
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SIGNATURE ABILITY _____

CHARACTER NAME _____

SEEKER

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




CHARACTER NAME _____

ATARU STRIKER - SEEKER

CAREER SKILLS: ATHLETICS, COORDINATION, PERCEPTION, LIGHTSABER

PASSIVE TALENT  ACTIVE TALENT 

RANKED TALENT  TALENT COST 

FORCE TALENT  CONFLICT TALENT 

CONDITIONED

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

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.


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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 

☐ **FORAGER**

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

5

☐ **SOOTHING TONE**

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

5

☐ **GRIT**

Gain +1 Strain Threshold.


5

☐ **ONE WITH NATURE**

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

5

☐ **CONDITIONED**

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


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☐ **GRIT**

Gain +1 Strain Threshold.

10

☐ **MENACE**

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

10

☐ **ANIMAL BOND**

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


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☐ **ENDURING**

Gain +1 Soak value.

15

☐ **CONDITIONED**

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

15

☐ **SURVIVAL OF THE FITTEST**

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

15

☐ **GRIT**

Gain +1 Strain Threshold.


15

☐ **FORCE RATING**

Gain +1 Force rating.

20

☐ **IMPROVED ANIMAL BOND**

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





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☐ **HARASS**

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

20

☐ **FORCE CONNECTION**

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

20

☐ **GRIT**

Gain +1 Strain Threshold.

25

☐ **NATURAL OUTDOORSMAN**

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

25

☐ **FORCE RATING**

Gain +1 Force rating.

25

☐ **SHROUD**

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

25

SIGNATURE ABILITY _____

CHARACTER NAME _____

HUNTER - SEEKER

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

PASSIVE TALENT

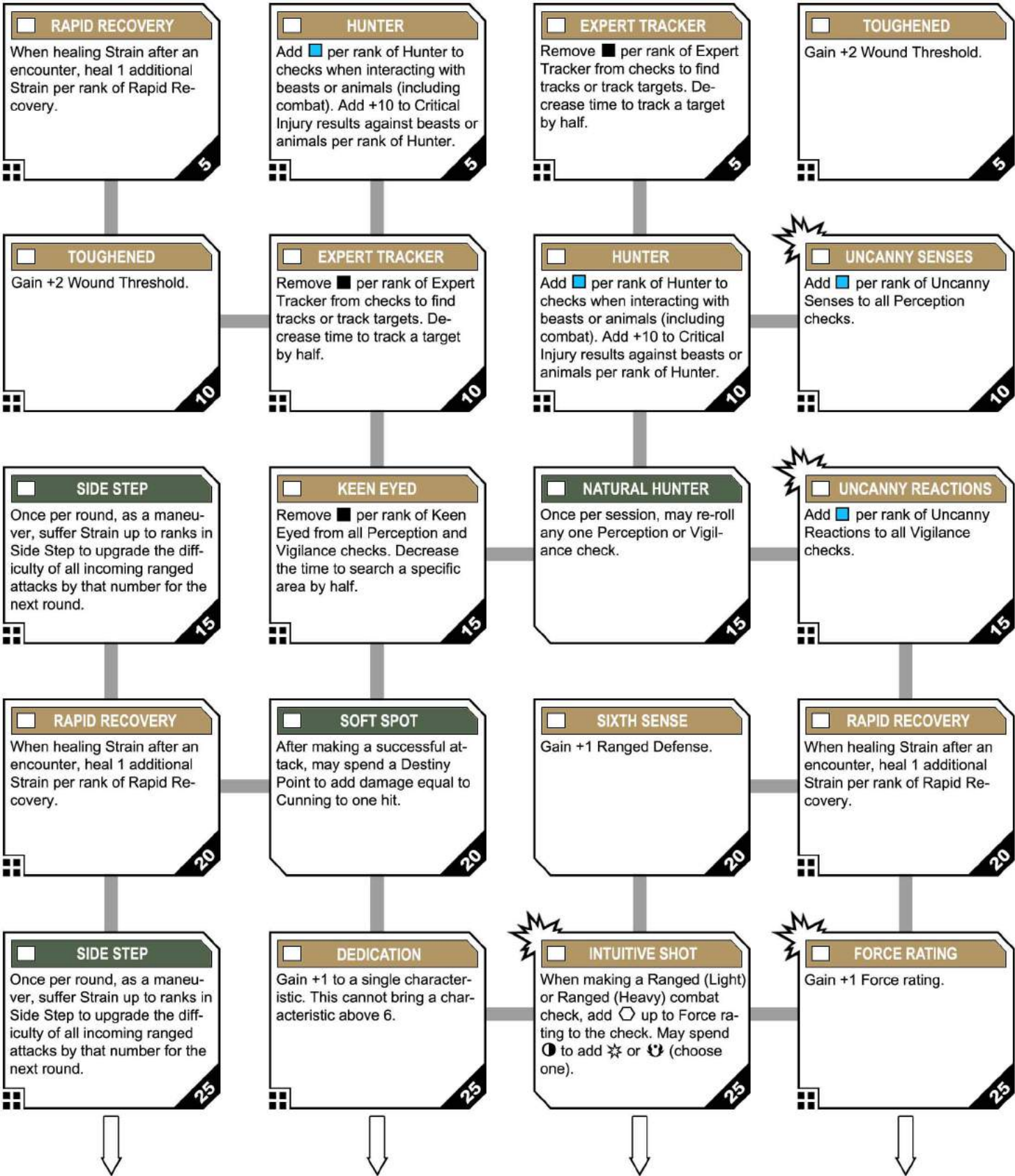
ACTIVE TALENT

RANKED TALENT

TALENT COST

FORCE TALENT

CONFLICT TALENT



SIGNATURE ABILITY _____


CHARACTER NAME _____

NAVIGATOR - SEEKER

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

PASSIVE TALENT  ACTIVE TALENT 

RANKED TALENT  TALENT COST 


FORCE TALENT  CONFLICT TALENT 


☐
STUDIOUS PLOTTING

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


5


☐
EXPERT TRACKER

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


5

☐
SHORTCUT

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


5


☐
GRIT

Gain +1 Strain Threshold.



5


☐
GALAXY MAPPER

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


10

☐
IMPROVED SHORTCUT


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


10


☐
PLANET MAPPER

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



10



☐
PREEMPTIVE AVOIDANCE

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


10


☐
SHORTCUT


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



15


☐
SWIFT

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


15


☐
UNCANNY SENSES

Add  per rank of Uncanny Senses to all Perception checks.


15

☐
TOUGHENED


Gain +2 Wound Threshold.




15


☐
GALAXY MAPPER


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


20



☐
HOLISTIC NAVIGATION

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


20


☐
FORCE RATING

Gain +1 Force rating.


20

☐
PLANET MAPPER


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






20



☐
ONE WITH THE UNIVERSE

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


25


☐
INTUITIVE NAVIGATION

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


25


☐
MASTER STARHOPPER

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


25

☐
DEDICATION

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


25

SIGNATURE ABILITY _____



CHARACTER NAME _____

PATHFINDER - SEEKER

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

PASSIVE TALENT  ACTIVE TALENT 

RANKED TALENT  TALENT COST 

FORCE TALENT  CONFLICT TALENT 


☐ **GRIT**

Gain +1 Strain Threshold.



 



☐ **KEEN EYED**

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



☐ **FORAGER**

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


 



☐ **SWIFT**

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


 



☐ **KEEN EYED**

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


☐ **OUTDOORSMAN**

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


 



☐ **TOUGHENED**


Gain +2 Wound Threshold.





 



☐ **OUTDOORSMAN**


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



 ☐ **ANIMAL EMPATHY**

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

 ☐ **ANIMAL BOND**


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


 



☐ **GRIT**


Gain +1 Strain Threshold.


 



 ☐ **SLEIGHT OF MIND**

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

 ☐ **MENTAL BOND**


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




 



 ☐ **FORCE RATING**

Gain +1 Force rating.

 ☐ **QUICK MOVEMENT**


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



☐ **TOUGHENED**

Gain +2 Wound Threshold.



 ☐ **SHARE PAIN**

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

☐ **ENDURING**

Gain +1 Soak value.



☐ **NATURAL OUTDOORSMAN**

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

☐ **DEDICATION**

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

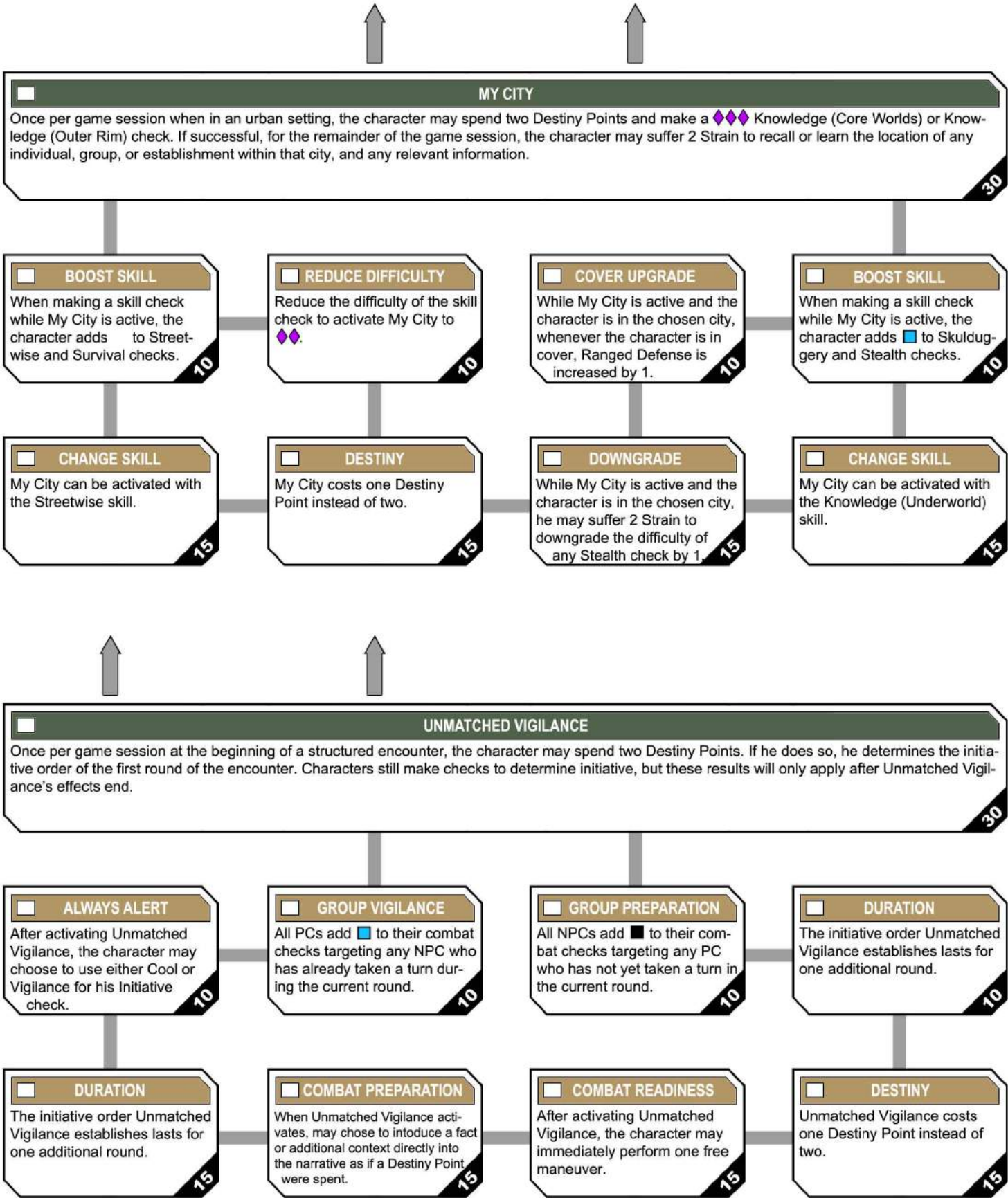
 

SIGNATURE ABILITY _____

CHARACTER NAME _____

SENTINEL

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



CHARACTER NAME _____

ARTISAN - SENTINEL

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

PASSIVE TALENT

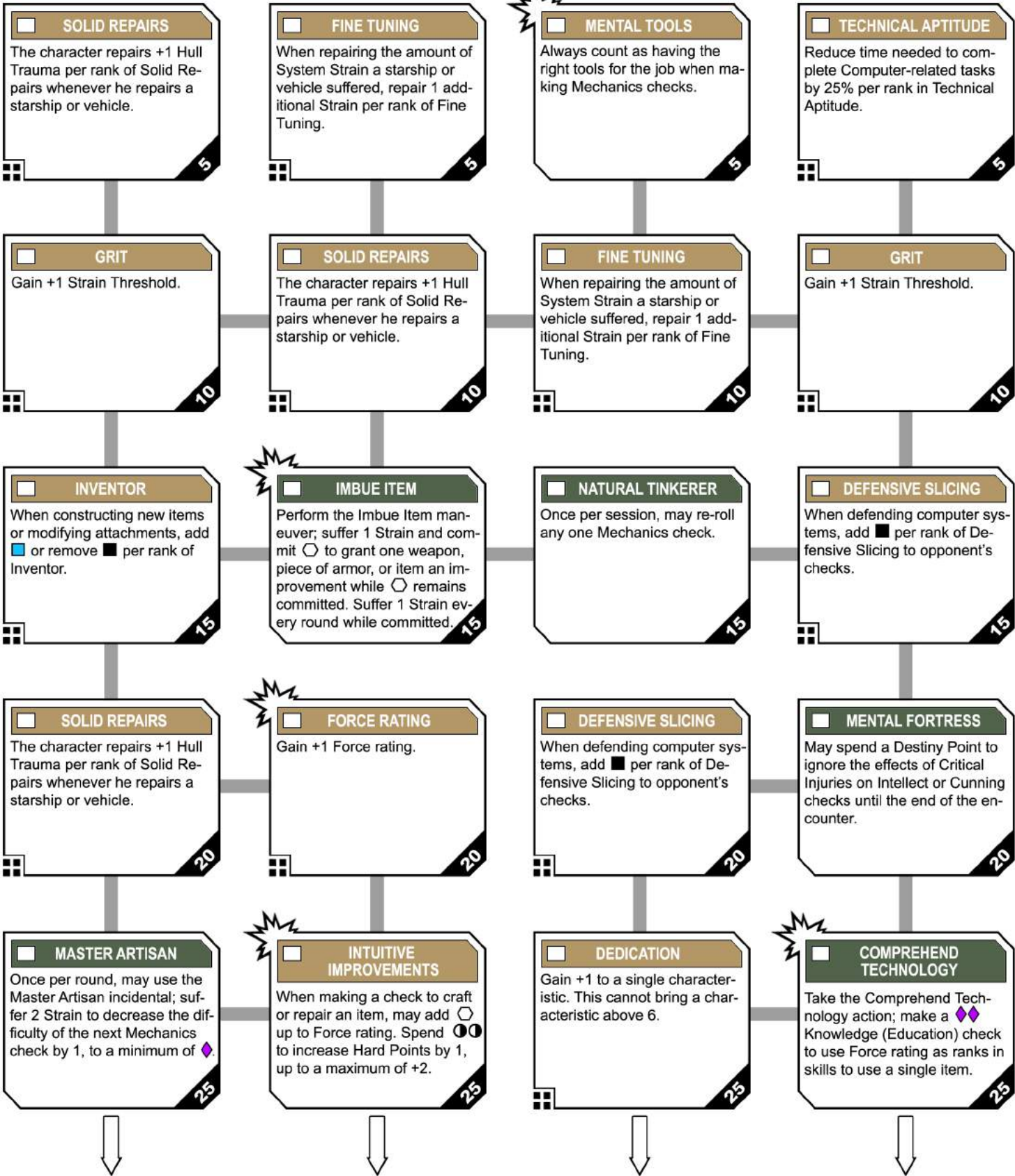
ACTIVE TALENT

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.



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☐ **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

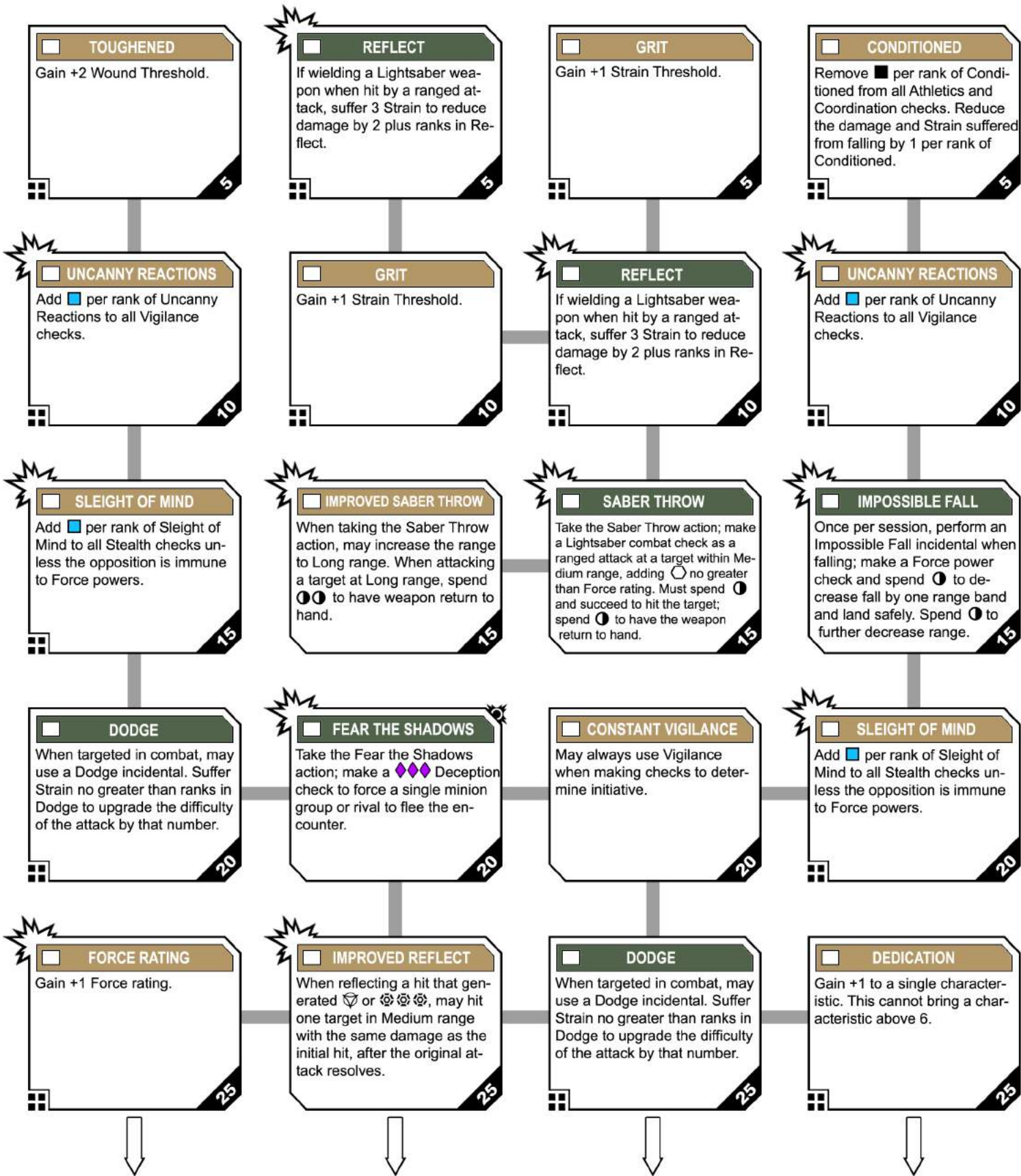
ACTIVE TALENT

RANKED TALENT

TALENT COST

FORCE TALENT

CONFLICT TALENT



SIGNATURE ABILITY _____



CHARACTER NAME _____

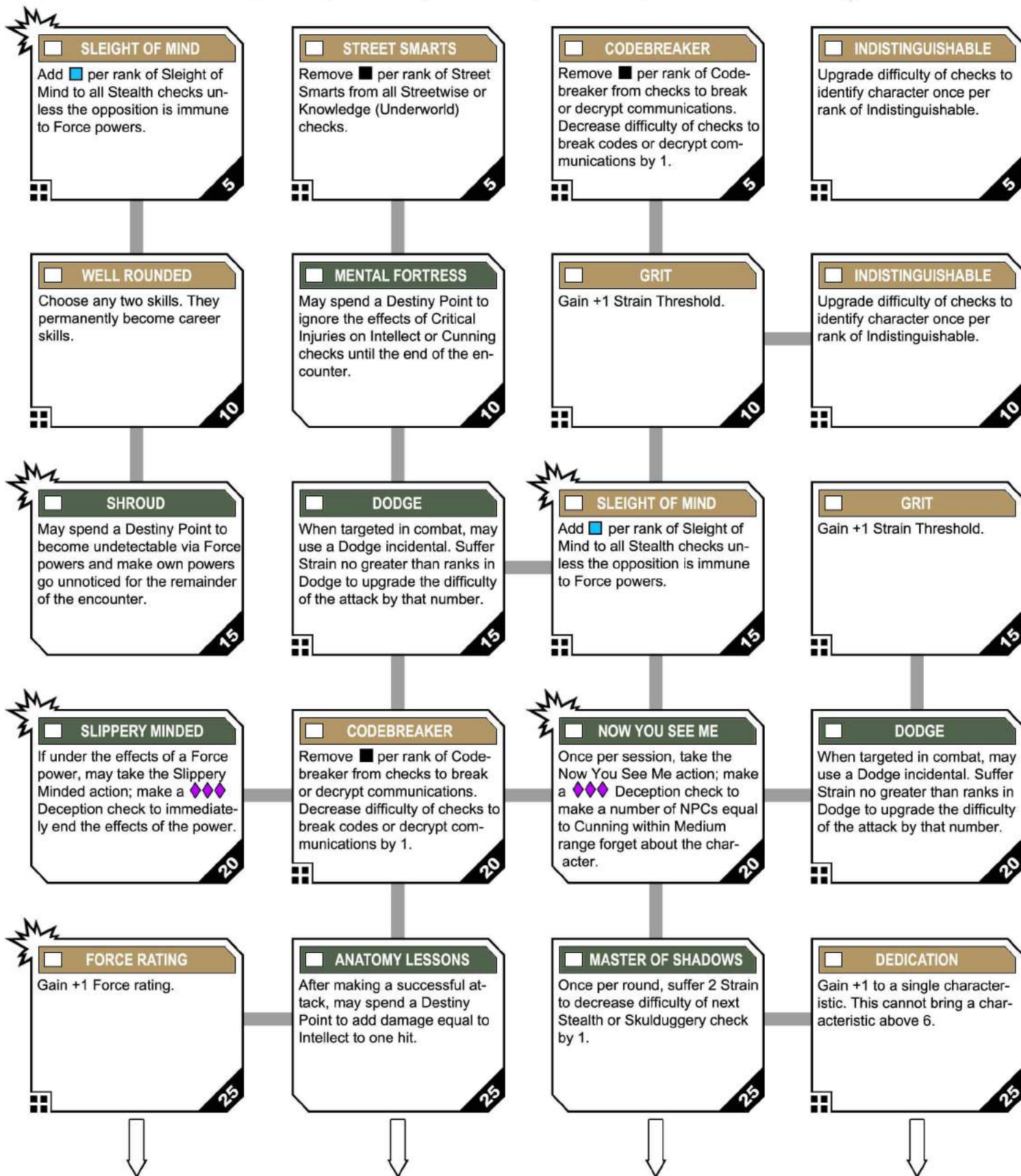
SHADOW - SENTINEL

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**

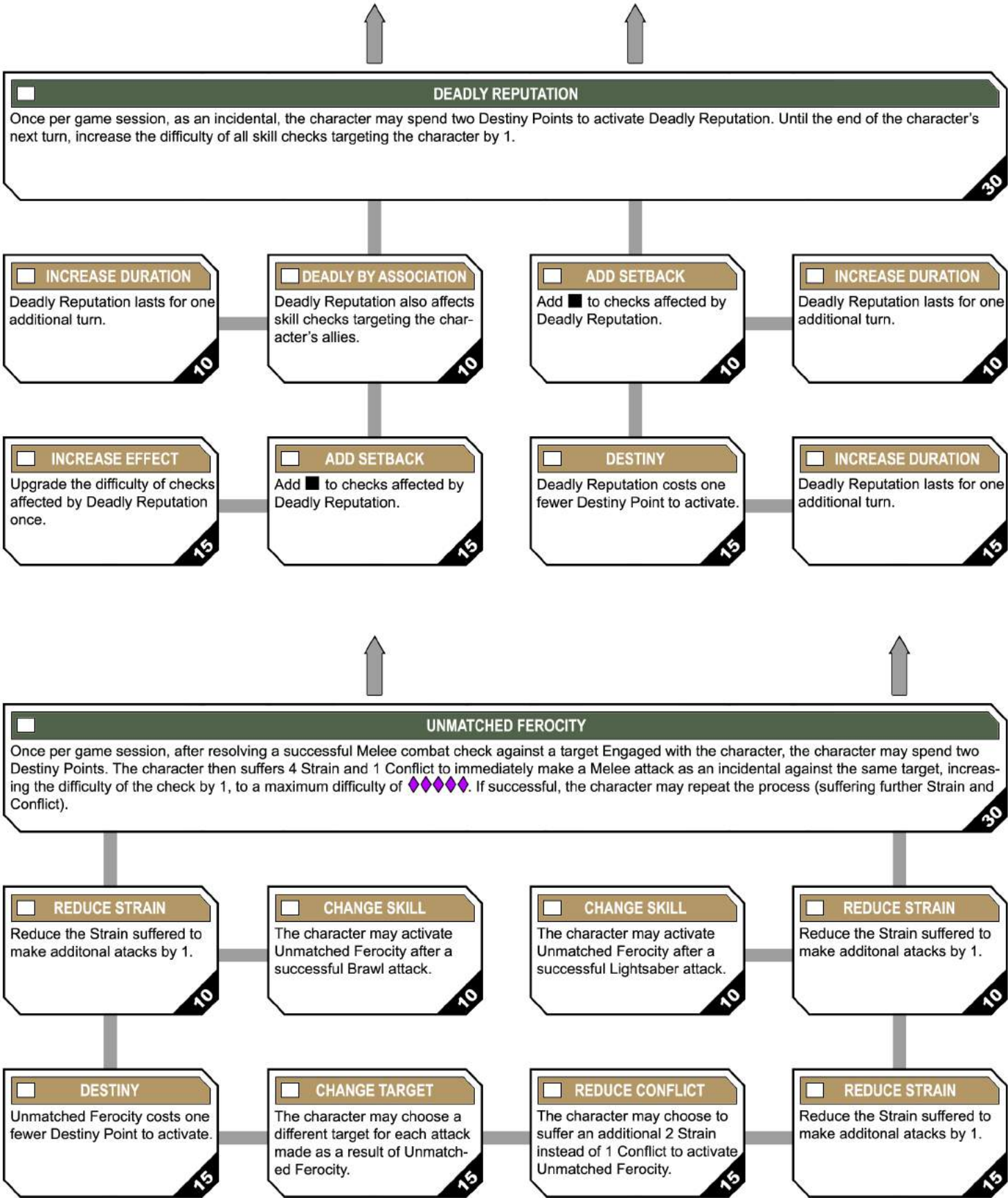
If the user did not make a combat check during the previous turn, may suffer 1 Strain to use Reflect instead of 3.

 25

SIGNATURE ABILITY _____

WARRIOR

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




CHARACTER NAME _____

AGGRESSOR - WARRIOR

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


PASSIVE TALENT 
 ACTIVE TALENT 

RANKED TALENT 
 TALENT COST 


FORCE TALENT 
 CONFLICT TALENT 


☐
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 1 per Force rating. He recovers additional Strain equal to 1 generated.

15

LETHAL BLOWS

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

15

QUICK STRIKE

Add 1 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 1 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 1 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

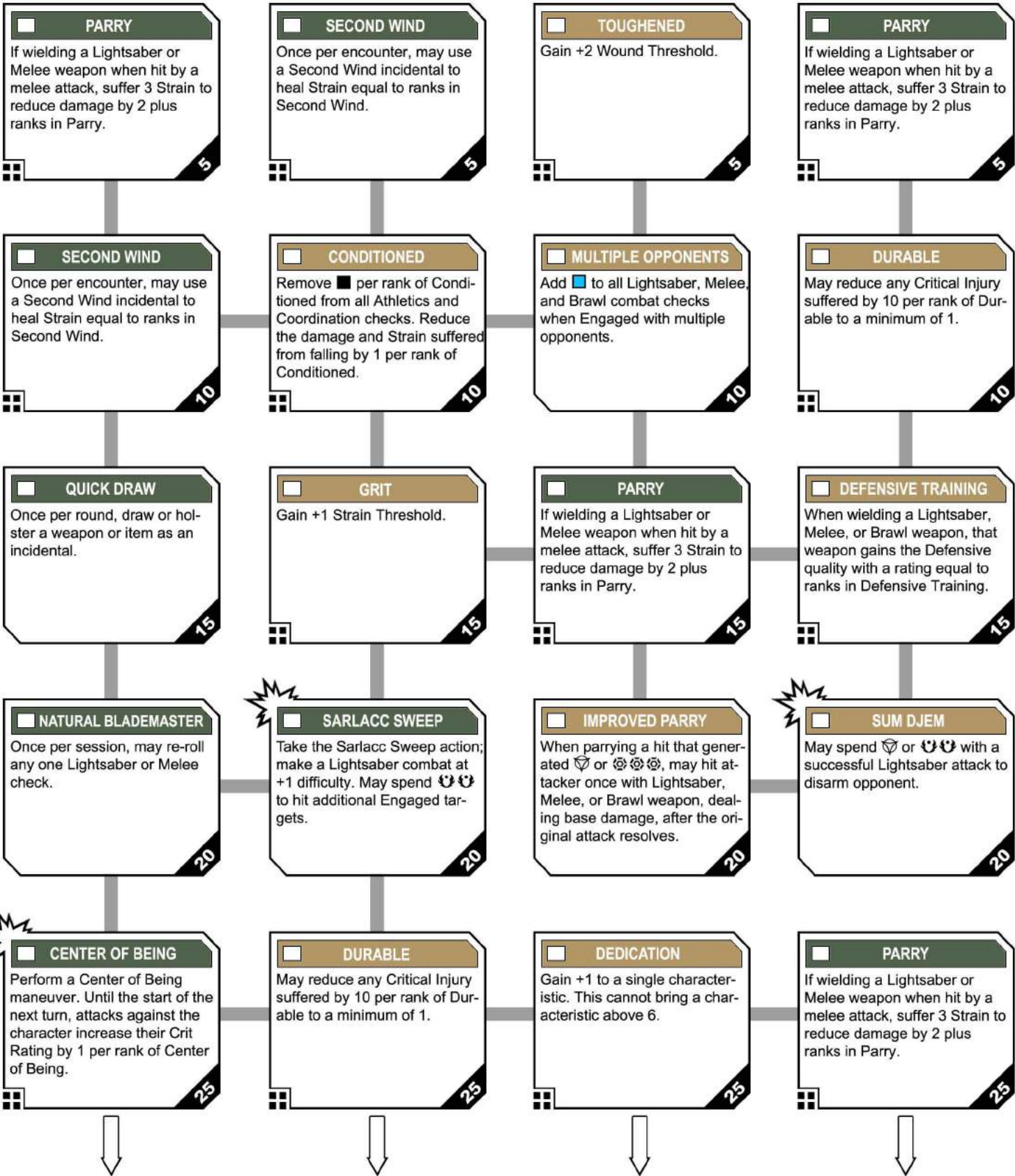
ACTIVE TALENT

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.




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☐ **GRIT**


Gain +1 Strain Threshold.



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 ☐ **INTUITIVE STRIKE**

When making a combat check with a planetary scale weapon, add  up to Force rating to the check. Spend  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.


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☐ **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 +1 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 _____