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ACTIVE TALENT

RANKED TALENT



TALENT COST



FORCE TALENT



CONFLICT TALENT

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RESOLVE

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

DISCIPLE OF LORE

FORCE ADHERENT - UNIVERSAL

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

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.

GRIT

Gain +1 Strain Threshold.

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.

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.

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.

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.

EXTENDED REACH

While armed with a twohanded 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).

CONFIDENCE

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

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.

CONFIDENCE

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

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.

DISCIPLINED SOUL

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

GRIT

Gain +1 Strain Threshold.

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.

RESOLVE

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

FORCE OF WILL

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

SUPERIOR REFLEXES

Gain +1 Melee Defense.

SIXTH SENSE

Gain +1 Ranged Defense.

DEDICATION

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

ACTIVE TALENT

ACTIVE TALENT

IMPERIAL ACADEMY CADET - UNIVERSAL

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

FORCE TALENT



TALENT COST



GRIT

Gain +1 Strain Threshold.

VEHICLE COMBAT TRAINING

Gunnery and Piloting (Planetary) become career skills.

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.

KNOWLEDGE SPECIALIZATION

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

KNOW THE ENEMY

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

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.

DEFENSIVE DRIVING

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

TACTICAL COMBAT

Melee and Ranged (Heavy) become career skills.

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.

COMMAND

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

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.

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.

IMPROVED FORMATION

The difficulty of Formation Tactics is reduced to . May spend ⊕ or ບບບບບບ to have the effect last until end of the encounter

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.

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.

KNOWLEDGE **SPECIALIZATION**

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

NATURAL SCHOLAR

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

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.

DEDICATION

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

PADAWAN SURVIVOR - UNIVERSAL

PASSIVE TALENT

ACTIVE TALENT

RANKED TALENT



TALENT COST



GAIN FORCE RATING 1

FORCE TALENT

CONFLICT TALENT

PARRY

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

CONSTANT VIGILANCE

May always use Vigilance when making checks to determine initiative.

STREET SMARTS

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

NOBODY'S FOOL

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

TOUGHENED

Gain +2 Wound Threshold.

REFLECT

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

SLEIGHT OF MIND

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

SECRETS OF THE JEDI

Lightsaber becomes a career skill. He may also decrease the difficulty of checks made to construct or repair lightsaber hilts a number of times equal to half his ranks in Knowledge (Lore), rounded up, to 0

PARRY

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

BALANCE

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

SMOOTH TALKER

When first acquired, choose Charm, Coercion, Deception, or Negotiation. When making checks with that skill, spend to gain additional 2 equal to ranks in Smooth Talker.

MASTER OF SHADOWS

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

DISORIENTING STRIKE

After failing a Lightsaber combat check, may spend 00 or to disorient her opponent for three rounds.

UNCANNY REACTIONS

Add per rank of Uncanny Reactions to all Vigilance checks.

SMOOTH TALKER

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

TRUST NO ONE

When targeted by a social check, may choose to suffer 1 Strain to add automatic Y to the check. If the check fails with \$\overline{\pi}\$, the character may immediately perform an out-ofturn incidental maneuver.

IMPROVED SECRETS OF THE JEDI

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

TEMPLE TRAINING

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

FORCE RATING

Gain +1 Force rating.

DEDICATION

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

ACTIVE TALENT

RANKED TALENT



TALENT COST



PIRATE - UNIVERSAL

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

FORCE TALENT



CONFLICT TALENT



When purchasing illegal goods may reduce Rarity by 1 per rank, increasing the base cost by 50% per reduction.

TOUGHENED

Gain +2 Wound Threshold.

QUICK DRAW

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

KNOWS THE ROPES

Add to checks made to escape from restraints equal to ranks in Knowledge (Underworld). Spend to free all other allies within Short range.

GREASED PALMS

Before making a social check, may spend up to 50 credits per rank of Greased Palms to upgrade the ability of the check once for every 50 credits spent.

TOUGHENED

Gain +2 Wound Threshold

FEARSOME REP

Add automatic to the results of Coercion checks equal to ranks in Fearsome Rep.

COMMANDING PRESENCE

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

BLACK MARKET CONTACTS

When purchasing illegal goods may reduce Rarity by 1 per rank, increasing the base cost by 50% per reduction.

DOUBLE-TALK

The character may spend to or from a successful Charm or Deception check to disorient a number of opponents within Short range equal to his Presense for the remainder of the round and the next two.

STREET SMARTS

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

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.

FEARSOME REP

Add automatic 😲 to the results of Coercion checks equal to ranks in Fearsome Rep.

INTENSE PRESENCE

May spend a Destiny Point to recover Strain equal to Presence Rating.

COMMANDING PRESENCE

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

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.

PREPARE TO BE BOARDED!

ALTERED DEAL

NATURAL ROGUE

Once per session, may re-roll any one Stealth or Skulduggery check.

DEDICATION

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

TOUGHENED

Gain +2 Wound Threshold.

ENDURING

Gain +1 Soak value.

DEDICATION

Gain +1 to a single character-

istic. This cannot bring a char-

acteristic above 6.

DYNAMIC FIRE

When making a ranged attack

while Engaged with an oppo-

nent, may suffer 2 Strain to re-

duce the range modifier by 1.

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

TOUGHENED

Gain +2 Wound Threshold.

STEADY AIN

The character does not lose the benefits of the Aim maneuver if he performs other maneuvers or actions. He does lose the benefits of the Aim maneuver if the encounter ends

SPARE CLIP

Cannot run out of ammo due to . Items with Limited Ammo quality run out of ammo as normal.

GRIT

Gain +1 Strain Threshold.

COMBAT VETERAN

The character adds _ to his Brawl and Discipline checks equal to his ranks in Combat Veteran.

DURABLE

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

SWIFT

Do not suffer usual penalties for moving through difficult terrain.

FAMILIAR SUNS

Once per session, may perform a Familiar Suns maneuver; make a ��� Knowledge (Outer Rim) check to reveal the current type of environment and other useful information.

GRIT

Gain +1 Strain Threshold.

SPECIALIZATION

Stimpacks heal 1 additional Wound per rank of Stimpack Specialization.

TOUGHENED

Gain +2 Wound Threshold.

DURABLE

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

PERSISTENT TARGETING

After making one or more successful combat checks against a target, add to combat checks against that same target for the remainder of the encounter.

POWERFUL BLAST

Increase the Blast damage dealt by explosives, explosive weapons, and grenades by +1 per rank of Powerful Blast.

COMBAT VETERAN

The character adds _ to his Brawl and Discipline checks equal to his ranks in Combat Veteran.

POWERFUL BLAST

Increase the Blast damage dealt by explosives, explosive weapons, and grenades by +1 per rank of Powerful Blast.

DEDICATION

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

IMPROVED COMRADES

Spend UUU or from a Comrades in Arms check to also gain +1 Soak or give one affected ally +1 Soak.

COMRADES IN ARMS

Once per encounter, take a Comrades in Arms action, make a Discipline check. If successful, the character plus one ally per 3 within Medium range gains +1 Defense for the remainder of the encounter.

ENDURING

Gain +1 Soak value.

SHIP CAPTAIN - UNIVERSAL

PASSIVE TALENT

ACTIVE TALENT

RANKED TALENT



TALENT COST



FORCE TALENT



CONFLICT TALENT

WHEEL AND DEAL

When selling goods legally, gain 10% more credits per rank of Wheel and Deal.

PRIDE AND JOY

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

Choose one starship or vehicle the character owns with a Silhouette of 4 or higher; it becomes her "Pride and Joy" vessel. She upgrades the ability of all social checks she makes while within Short range of the vessel once.

GRIT

Gain +1 Strain Threshold.

KILL WITH KINDNESS

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

KILL WITH KINDNESS

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

IMPROVED PRIDE AND JOY

While inside the Pride and Joy vessel, recover 1 additional Strain whenever recovering Strain and spend * on checks made to allow an ally also within the vessel to recover one Strain.

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.

SKILLED JOCKEY

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

WHEEL AND DEAL

When selling goods legally, gain 10% more credits per rank of Wheel and Deal.

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.

SEEN A LOT OF THINGS

Whenever the character fails a Knowledge check, he may spend UUU to roll the check again during his next turn.

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.

TRUST THE CAPTAIN

May take the Trust the Captain action; make a ♦♦♦ Leadership check. If successful, for the remainder of the encounter, allies within Short range increase their ranks in Discipline by an amount equal to the ranks in Trust the Captain.

INSPIRING RHETORIC

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

TRUST THE CAPTAIN

May take the Trust the Captain action; make a ♦♦♦ Leadership check. If successful, for the remainder of the encounter, allies within Short range increase their ranks in Discipline by an amount equal to the ranks in Trust the Captain.

SUPREME PRIDE AND JOY

While inside her Pride and Joy vessel, once per session, as an incidental, she may reduce its Silhouette by 2 for the remainder of the round and the following round.

MOST IMPRESSIVE

Spend from any skill check to allow a number of allies not exceeding the character's rating in Presence within Short range to add automatic (3) to their next skill check.

INSPIRING LEADERSHIP

Take the Inspiring Leadership action; make a 🔷 Leadership check. If successful, a number of allies not exceeding his rating in Presence within Short range add automatic 蓉 to their next skill check.

GRIT

Gain +1 Strain Threshold.

DEDICATION

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