

CHARACTER NAME _____

FORCE ADHERENT - UNIVERSAL

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

PASSIVE TALENT

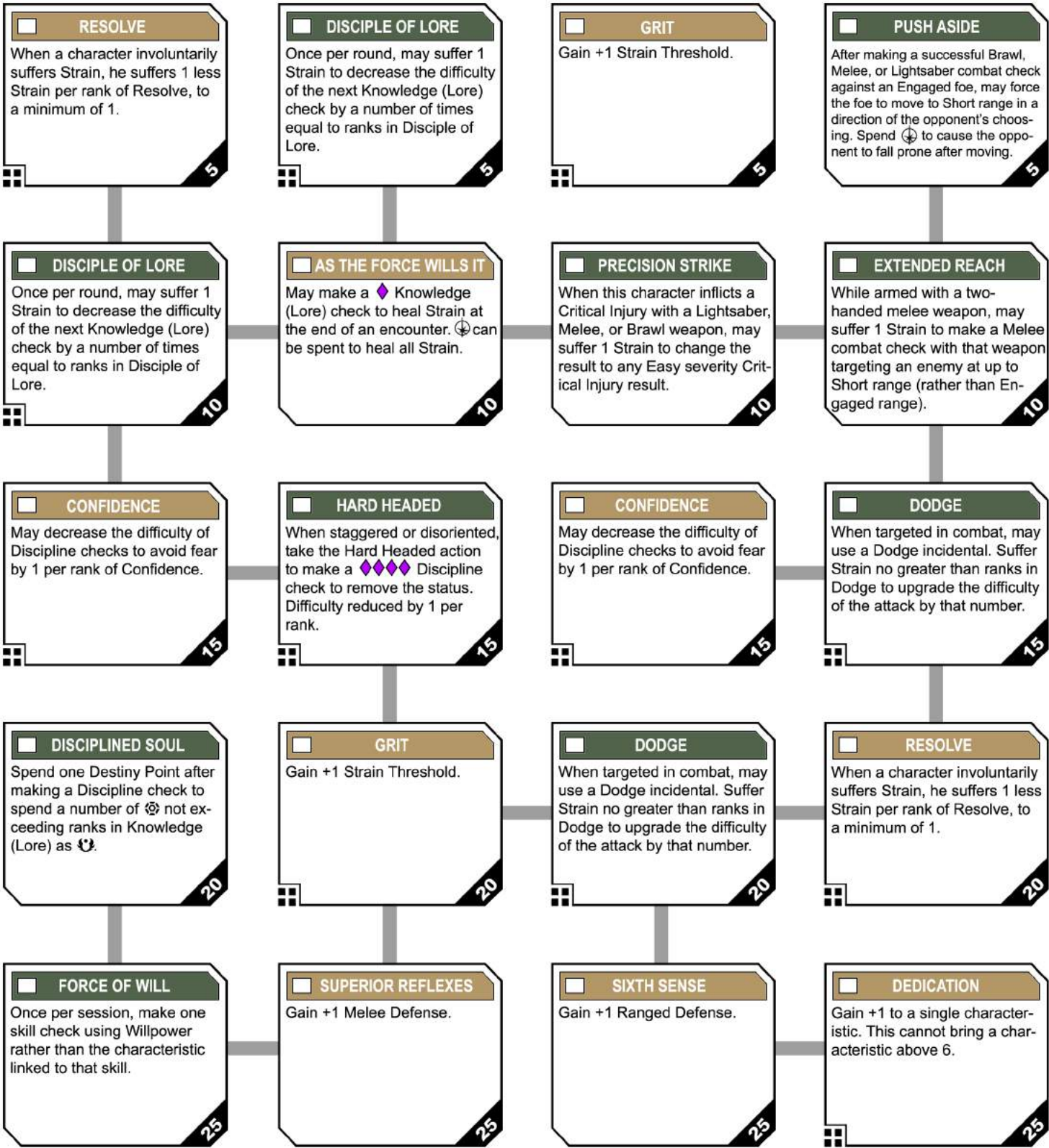
ACTIVE TALENT

RANKED TALENT

TALENT COST

FORCE TALENT

CONFLICT TALENT





CHARACTER NAME _____

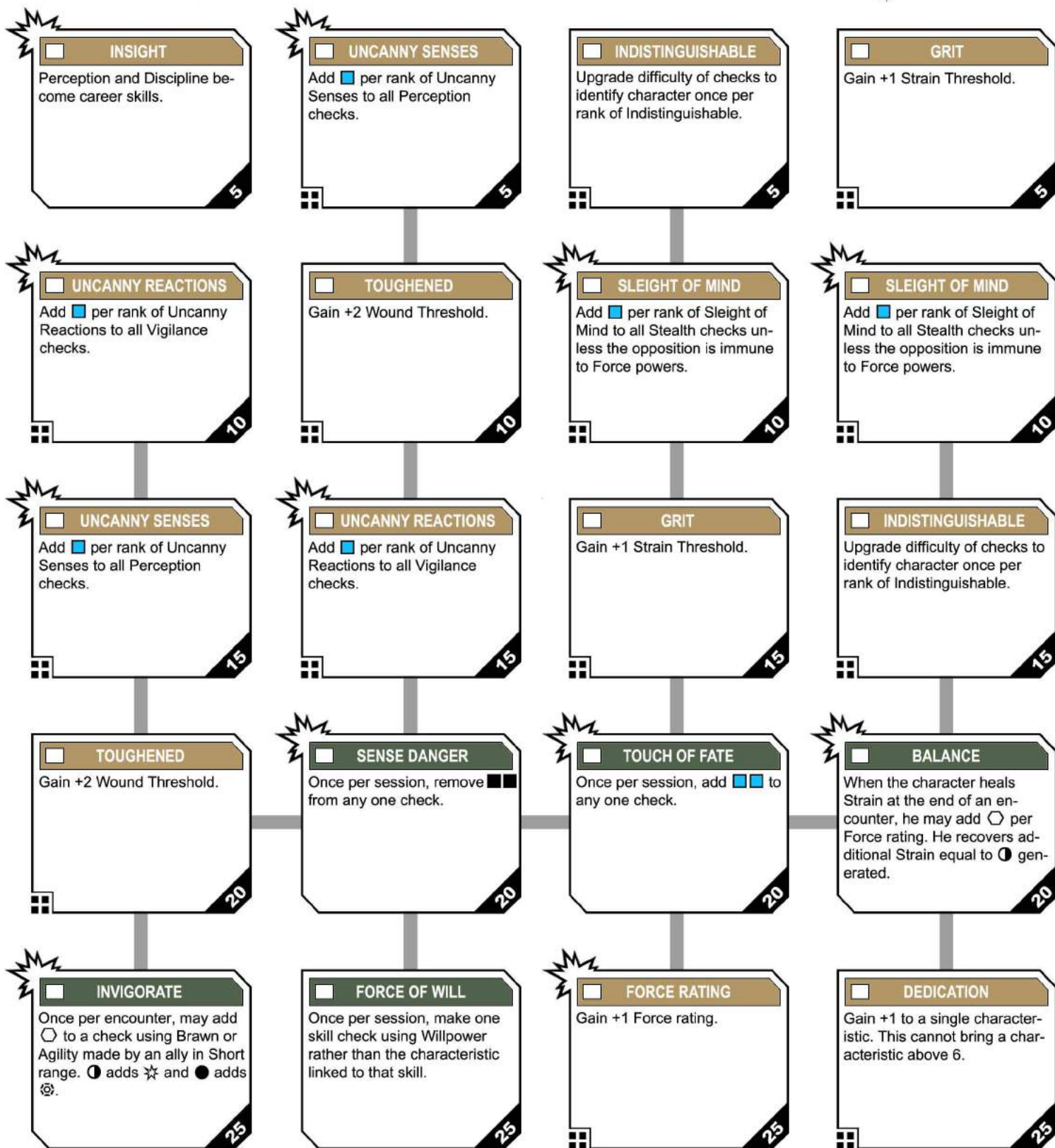
FORCE-SENSITIVE EMERGENT - UNIVERSAL

GAIN FORCE RATING 1

PASSIVE TALENT  ACTIVE TALENT 

RANKED TALENT  TALENT COST 

FORCE TALENT  CONFLICT TALENT 





CHARACTER NAME _____

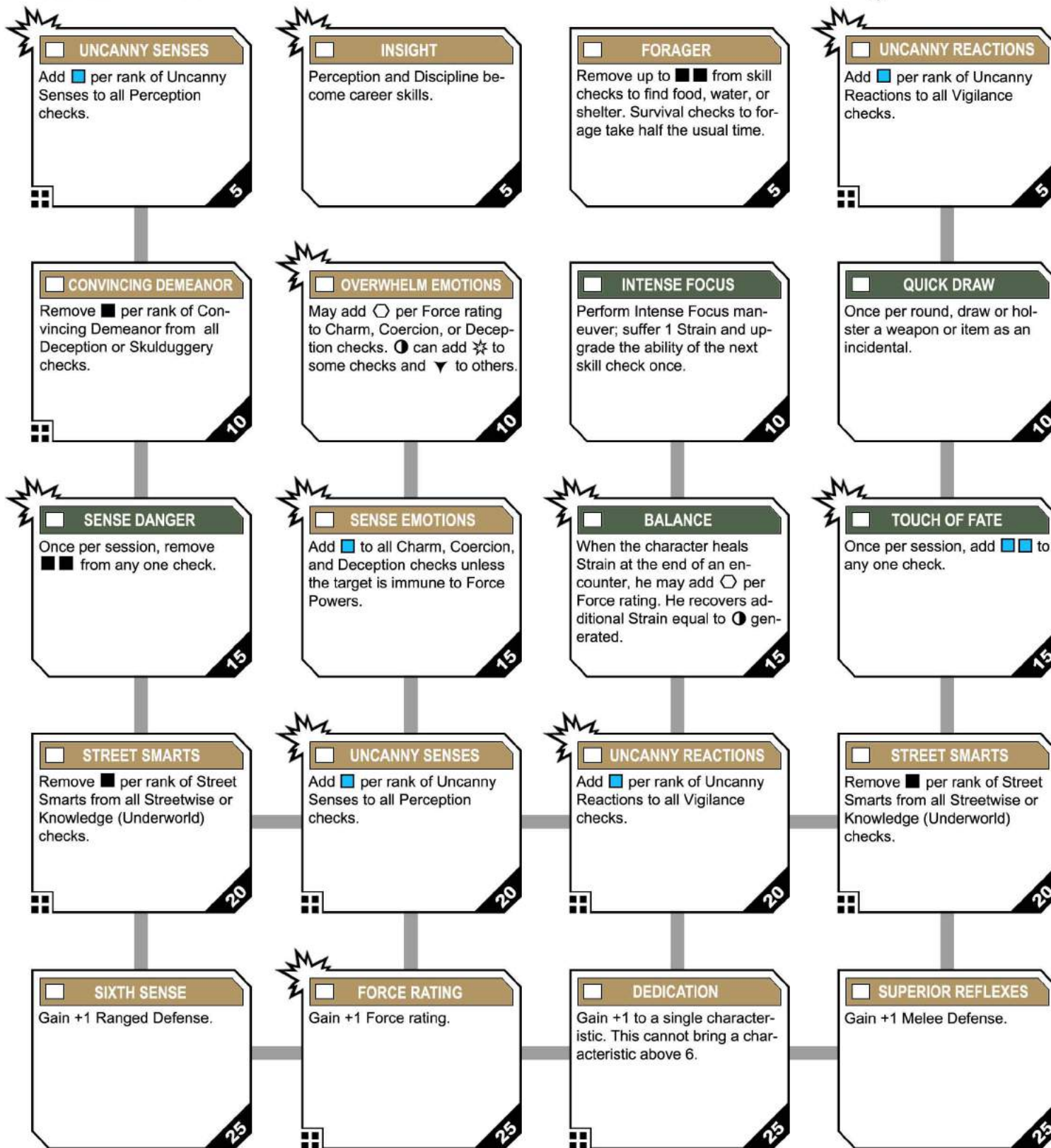
FORCE-SENSITIVE EXILE - UNIVERSAL

GAIN FORCE RATING 1

PASSIVE TALENT  ACTIVE TALENT 

RANKED TALENT  TALENT COST 

FORCE TALENT  CONFLICT TALENT 



CHARACTER NAME _____

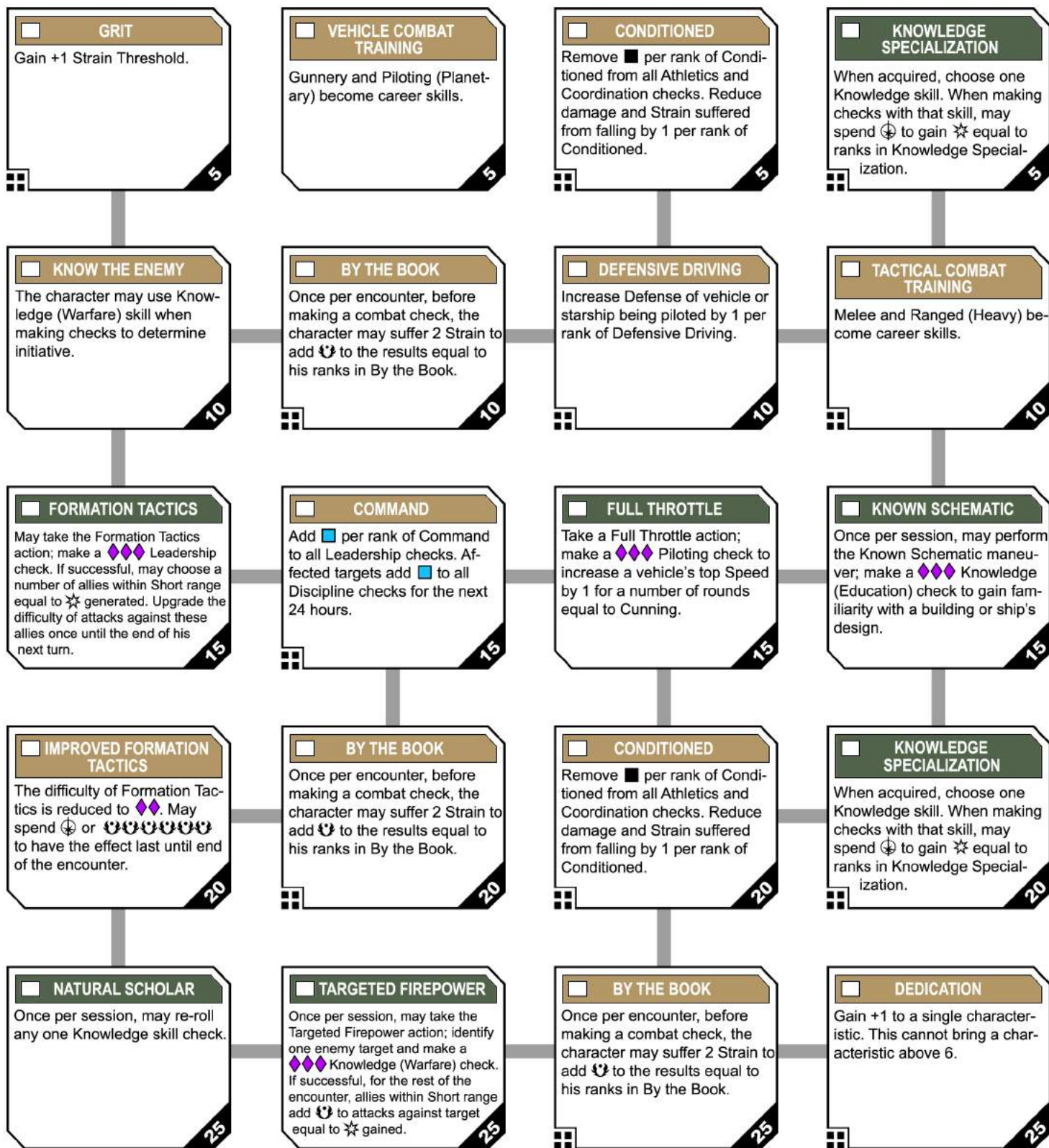
PASSIVE TALENT  ACTIVE TALENT 

IMPERIAL ACADEMY CADET - UNIVERSAL

RANKED TALENT  TALENT COST 

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

FORCE TALENT  CONFLICT TALENT 





CHARACTER NAME _____

PADAWAN SURVIVOR - UNIVERSAL

GAIN FORCE RATING 1



PASSIVE TALENT  ACTIVE TALENT 

RANKED TALENT  TALENT COST 

FORCE TALENT  CONFLICT TALENT 

☐ **PARRY**

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

  5

☐ **CONSTANT VIGILANCE**

May always use Vigilance when making checks to determine initiative.

 5


☐ **STREET SMARTS**

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

 5


☐ **NOBODY'S FOOL**


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

 5


☐ **TOUGHENED**


Gain +2 Wound Threshold.


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 ☐ **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


 ☐ **SLEIGHT OF MIND**

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

 10


☐ **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 .



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☐ **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


 ☐ **BALANCE**

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

 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.



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☐ **MASTER OF SHADOWS**


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


 15


☐ **DISORIENTING STRIKE**

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



 20


 ☐ **UNCANNY REACTIONS**

Add  per rank of Uncanny Reactions to all Vigilance checks.

 20

☐ **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.

 20


☐ **TRUST NO ONE**

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

 20

☐ **IMPROVED SECRETS OF THE JEDI**


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

 25


 ☐ **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).

 25


 ☐ **FORCE RATING**

Gain +1 Force rating.

 25

☐ **DEDICATION**

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

 25


CHARACTER NAME _____

PIRATE - UNIVERSAL

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

PASSIVE TALENT  ACTIVE TALENT 

RANKED TALENT  TALENT COST 

FORCE TALENT  CONFLICT TALENT 


☐ **BLACK MARKET CONTACTS**

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

 **5**


☐ **TOUGHENED**

Gain +2 Wound Threshold.


 **5**

☐ **QUICK DRAW**

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

 **5**


☐ **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.

 **5**


☐ **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.


 **10**


☐ **TOUGHENED**

Gain +2 Wound Threshold.


 **10**


☐ **FEARSOME REP**

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

 **10**

☐ **COMMANDING PRESENCE**

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



 **10**


☐ **BLACK MARKET CONTACTS**

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


 **15**


☐ **DOUBLE-TALK**

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

 **15**


☐ **STREET SMARTS**

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


 **15**


☐ **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.

 **15**


☐ **FEARSOME REP**

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


 **20**


☐ **INTENSE PRESENCE**

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

 **20**


☐ **COMMANDING PRESENCE**

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




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☐ **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**


☐ **PREPARE TO BE BOARDED!**

Once per encounter, make an opposed Coercion vs. Discipline check against an enemy ship captain. If successful, the enemy suffers 1 Strain per  and surrenders his ship if he exceeds his Strain Threshold. May spend  or  to inflict Strain equal to ranks in Coercion.

 **25**


☐ **ALTERED DEAL**

Once per session, may take the Altered Deal action; make a  Coercion check to radically change a previously made deal or bargain to the character's advantage.

 **25**


☐ **NATURAL ROGUE**

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

 **25**

☐ **DEDICATION**

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

 **25**

CHARACTER NAME _____

RECRUIT - UNIVERSAL

CAREER SKILLS: ATHLETICS, DISCIPLINE, SURVIVAL, VIGILANCE

PASSIVE TALENT

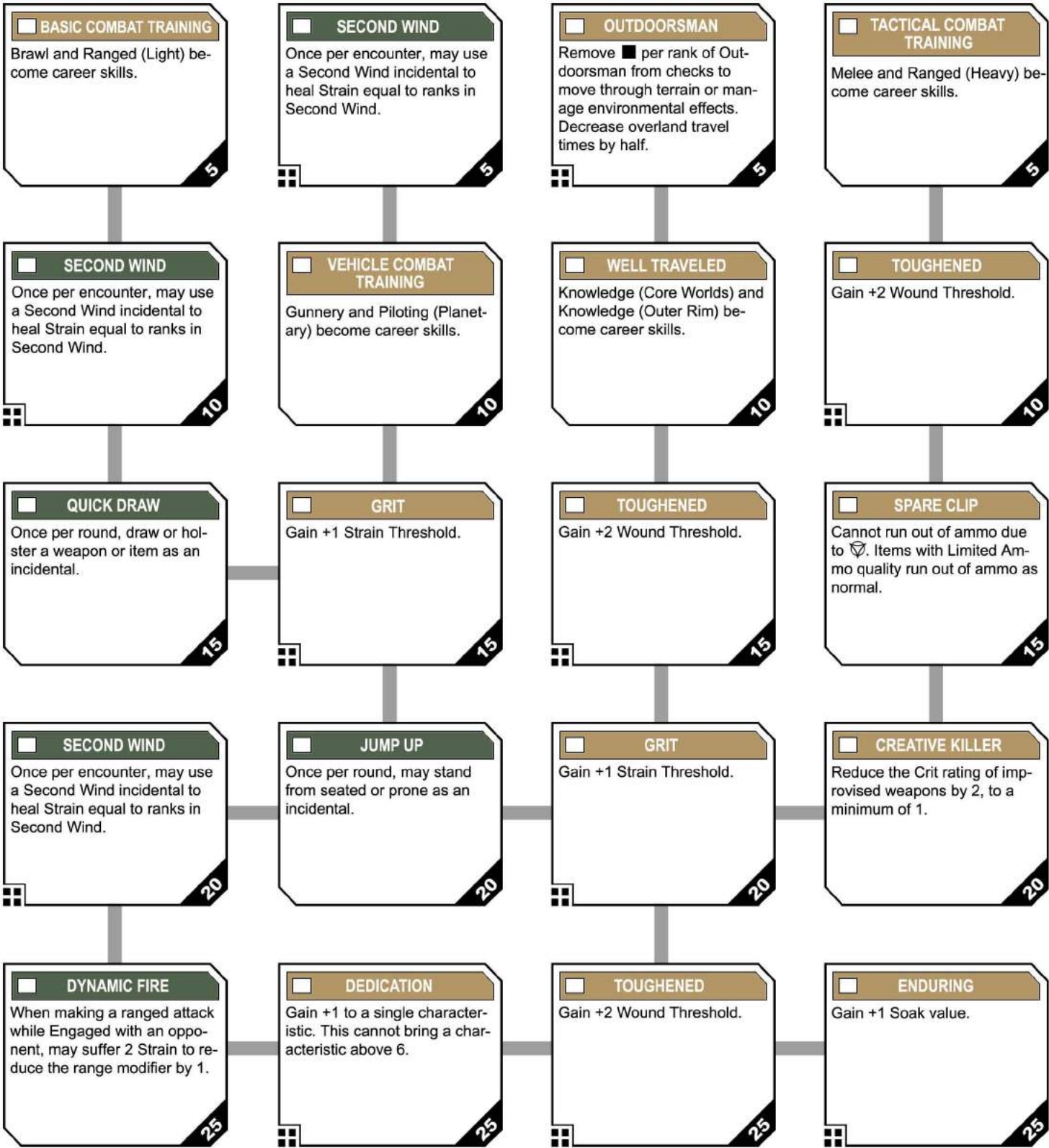
ACTIVE TALENT

RANKED TALENT

TALENT COST

FORCE TALENT

CONFLICT TALENT



CHARACTER NAME _____

RETIRED CLONE TROOPER - UNIVERSAL

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

PASSIVE TALENT

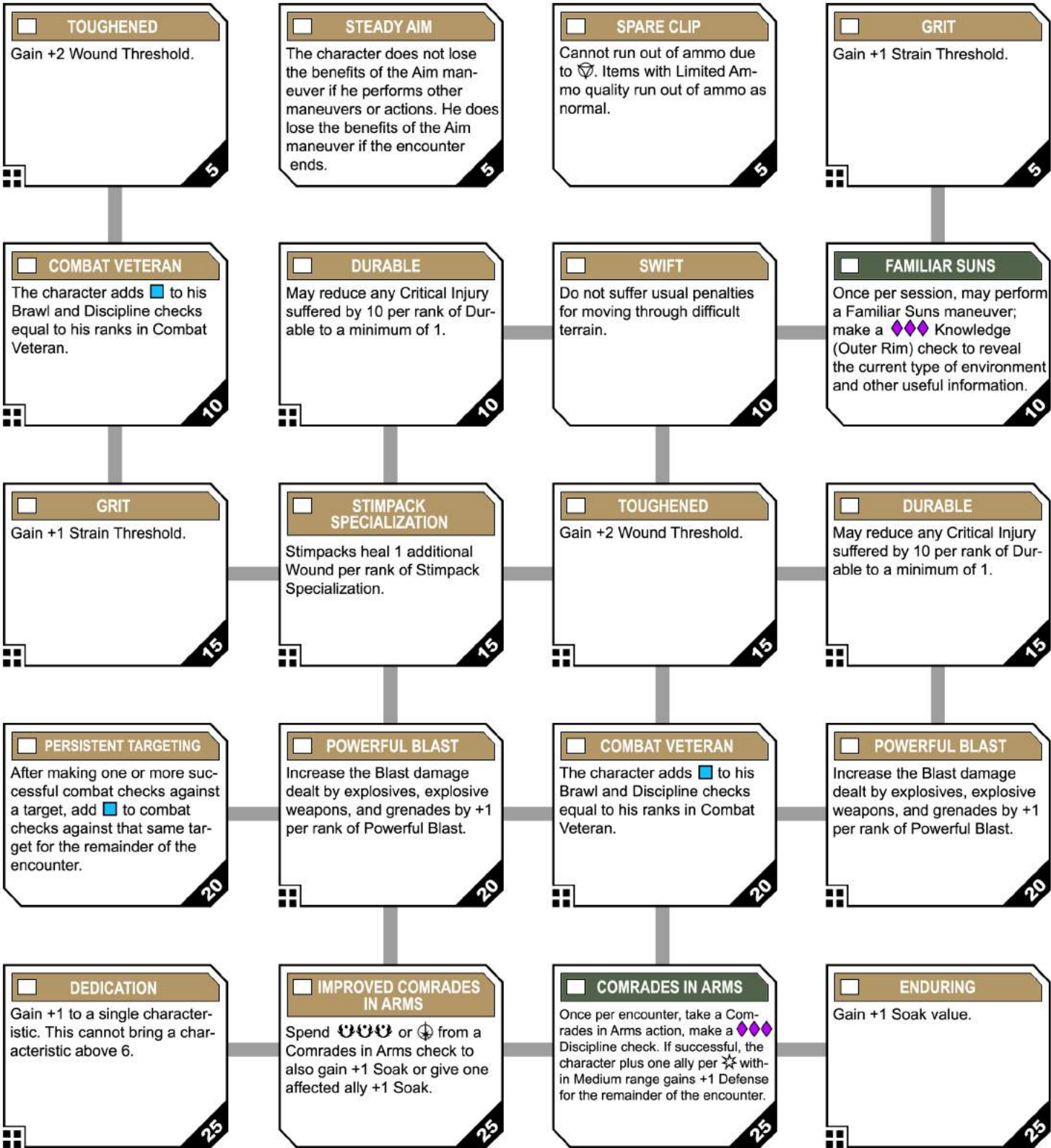
ACTIVE TALENT

RANKED TALENT

TALENT COST

FORCE TALENT

CONFLICT TALENT



CHARACTER NAME _____

SHIP CAPTAIN - UNIVERSAL

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

PASSIVE TALENT 
 ACTIVE TALENT 

RANKED TALENT 
 TALENT COST 

FORCE TALENT 
 CONFLICT TALENT 

