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BOOKS

The books can all be found [here](#).

General Books	
Abbreviation	Book name
AaA	Allies and Adversaries
CotR	Collapse of the Republic
DoR	Dawn of Rebellion
GaG	Gadgets and Gear
RotS	Rise of the Separatists
SaS	Starships and Speeders

Age of Rebellion	
Abbreviation	Book name
AoR	Age of Rebellion
CaM	Cyphers and Masks
DA	Desperate Allies
FiB	Forged in Battle
FLT	Friends Like These
FO	Fully Operational
LbE	Lead by Example
OaAI	Onslaught at Arda I
RaGP	Rescue at Glare Peak
SoT	Stay on Target
SoR	Strongholds of Resistance

Edge of the Empire	
Abbreviation	Book name
BtR	Beyond the Rim
DC	Dangerous Covenants
EotE	Edge of the Empire
EtU	Enter the Unknown
FH	Far Horizons
FC	Fly Casual
LoNH	Lords of Nal Hutta
MotPQ	Mask of the Pirate Queen
ND	No Disintegrations
SM	Special Modifications
SoF	Suns of Fortune
TJoY	The Jewel of Yavin

Force and Destiny	
Abbreviation	Book name
CotG	Chronicles of the Gatekeeper
DoH	Disciples of Harmony
EV	Endless Vigil
FaD	Force and Destiny
KtP	Keeping the Peace
KoF	Knights of Fate
NoP	Nexus of Power
SS	Savage Spirits
UP	Unlimited Power

BASICS

SYMBOL KEY

Dice	Symbols
◆ Ability Dice	★ Success
◆ Difficulty Dice	▼ Failure
■ Boost Dice	☺ Advantage
■ Setback Dice	⚠ Threat
● Proficiency Dice	⚔ Triumph
● Challenge Dice	☹ Despair
○ Force Dice	○●● Force

DIFFICULTY (EOTE. 17)

Difficulty Level	Dice	Scope
Simple	-	Basic and routine.
Easy	◆	Poses little challenge, but something could go wrong.
Average	◆◆	Success expected, but failure is not surprising.
Hard	◆◆◆	Professionals fail as often as they succeed.
Daunting	◆◆◆◆	Pushes Professionals to their limits.
Formidable	◆◆◆◆◆	High impossible.
Impossible	-	With GM permission, spend Story Point to tackle as Formidable.

UPGRADING/DOWNGRADING DICE (EOTE. 21)

- **Increase:** Add ◆ or ◆.
- **Upgrade:** Convert ◆ to ● or ◆ to ●. If upgrading is impossible, increase instead.
- **Decrease:** Remove ◆ or ◆. If only ● or ● are left, ignore additional decreases.
- **Downgrade:** Convert ● to ◆ or ● to ◆. If only ◆ or ◆ are left, ignore additional downgrades.

DESTINY POINTS (EOTE. 28)

There are 2 pools of Destiny Points. The players' and the GM's. The players can use their pool to do things, and the GM can use their pool do similar things. When a story point is used, it is moved to the other pool.

The points can be used to:

- Upgrade your own or an ally's roll.
- Downgrade an opponent's roll.
- Activate an ability you have.
- Do anything the GM will allow a Destiny Point to do.

DICE POOL (EOTE. 18)

Assembling a dice pool has 4 steps:

1. **Base:** Collect ◆ equal to the characteristic.
2. **Upgrade:** Convert an amount of ◆ equal to your skill rank into ●.
Note: If your skill is higher than your characteristic, then use skill for the base and characteristic for the upgrade.
3. **Difficulty** GM adds ◆ and ● depending on the base difficulty of the task.
4. **Modifiers:** GM, actions, maneuvers or special abilities add ■ and ■ depending on situation-specific changes to the difficulty of the task.

INTERPRETING THE RESULT (EOTE. 23)

1. **Triumph and Despair:** A ⚔ symbol on the die counts as both a ★ and a ⚔. A ☹ symbol on the die counts as both a ▼ and a ☹.
2. **Cancel out:**
 - ☺ and ⚠ cancel each other out.
 - ★ and ▼ cancel each other out.
 - ⚔ and ☹ do **NOT** cancel each other out. The ★ and ▼ they generated do however count as regular ★ and ▼, and can be cancelled out normally.
3. If the roll generated more ★ than ▼, you succeed. If it generated the same amount or more ▼, you fail.
4. **Spend** ☺, ⚔, ⚠ and ☹: In combat, you spend the ☺ and ⚔ and the GM spends the ⚠ and ☹. Out of combat, the GM spends it all.

RANGE BANDS (EOTE. 208)

Engaged – Short – Medium – – Long – – Extreme


The lines symbolize how many "Move" maneuvers it takes to move between the bands.









COMBAT

INITIATIVE (EOTE. 199)

Initiative is decided in the beginning of combat with a simple (-) **Cool** or **Vigilance** check. **Cool** when the characters are ready for combat, **Vigilance** when they are not.


MANEUVERS (EOTE. 200)


Max 2 maneuvers per turn. First is free, the second either costs 2 strain, is exchanged for an action, or by spending  from a combat check.

- **Aim (steady aim):** Add  to next attack. If you spend two consecutive maneuvers aiming, it's  .
- **Aim (aim for limb/item):** Hobble or disarm on hit. Add   to attack. If 2 consecutive maneuvers, .
- **Assist:** Add  to ally's check.
- **Guarded stance:** +1 melee defense, add  to own attacks.
- **Interact** with environment or gear. This includes drawing your weapon.
- **Mount** or dismount.
- **Move:** Move between range bands according to the guide on the previous page.
- **Drop prone or stand from prone.**
- **Preparation:** Sometimes required by talent or ability.

ACTIONS (EOTE. 203)

You can spend your action to do a maneuver, activate an ability, perform a skill check, or perform a combat check.

Combat checks are much like regular skill checks. You assemble a dice pool based on the appropriate skill and roll it against a set difficulty.  can also be added based on the target's defense. If it succeeds, you hit your target.

The attack does an amount of damage equal to the damage characteristic of the weapon plus 1 for every uncancelled . Damage dealt is reduced by the target's **soak**.

WOUNDS AND STRAIN (EOTE. 215)


























Wounds are physical damage to your PC. If your wounds exceed your wound threshold, you are incapacitated and gain a critical injury.

Strain is psychological damage to your character. If you strain exceeds your strain threshold, you are incapacitated.















CRITICAL INJURIES (EOTE. 216)

Critical injuries are serious and sometimes permanent injuries sustained by your character. They can be gained when an enemy uses advantage gained from a combat roll to give you one, or if your character exceeds their wound threshold. When you gain a critical injury, roll 1d100 plus 10 times the amount of critical injuries you already have on the critical injuries table

ATTACK DIFFICULTIES (EOTE. 205)

RANGE	DIFFICULTY
Melee	 
Engaged (light)	 
Engaged (heavy)	  
Engaged (gunnery)	Not possible
Short	
Medium	 
Long	  
Extreme	   
MODIFIERS	
Engaged with ally	Upgrade 1  to  . Hit ally on  .
Target prone	Melee add  ; Ranged add  .
Attacker prone (melee)	
Aiming	Add  .
Engaged with target that made ranged attack	Add  to next melee attack against them.








SPENDING ADVANTAGE AND TRIUMPHS (EOTE. 206)

ROLL	RESULT
	<ul style="list-style-type: none"> - Recover 1 strain. - Add 1  to next allied character's check. - Inflict a critical injury (must deal damage past soak) ( cost may vary). - Activate an item quality ( cost may vary).
 	<ul style="list-style-type: none"> - Perform a free maneuver (only two total maneuvers per turn). - Add  to the target's next check. - Add  to any allied character's next check.
  	<ul style="list-style-type: none"> - Negate target's defense for rest of turn. - Ignore environment for rest of turn. - Gain +1 ranged or melee defense for 1 turn. - Force the target to drop something.
	<ul style="list-style-type: none"> - Upgrade difficulty of target's next check. - Upgrade ability of ally's next check. - Perform any one of the above actions
 	Destroy a piece of equipment the target is using.

THE FORCE

FORCE POWERS (FAD. 280)



Force powers take an action. They work in one of two ways:

- Make a force power check by rolling a number of , often equal to your force rating. For most characters, only  generate . You may, however, generate  using one or more , by using a destiny point for each  used. You also take strain and conflict equal to the number of  used.
- Commit a number of force dice. You cannot commit more than your force rating, and for the time those are committed, your force rating counts as that many less.

FORCE TALENTS (FAD. 282)







While specializations from force-sensitive classes can be obtained by non-force-sensitive characters, force talents cannot be bought unless you have a force rating of at least 1.

CONFLICT (FAD. 51)

You gain conflict by using  to generate  or when the DM feels like you've done something that goes against the light side of the force.

At the end of each session, roll 1d10 and subtract your conflict. Add that value to your morality. A roll of below your conflict will generate a negative result, which means your morality falls. Your morality cannot go lower than 0 or higher than 100. Your conflict then resets.

DARK SIDE CHARACTERS (FAD. 52)

If your morality drops below 30, you become a dark side force user. You now generate  with  instead of . Take conflict when using . It also now costs strain and destiny points to generate  with , as it does with the reverse for light side force users. Dark side force users PC's also use up 1 destiny point from the pool at the beginning of each session.

At fewer than 20 morality, your strain threshold decreases by 1 and your wound threshold increases by one. At fewer than 10 morality, they once again decrease and increase by 1.

LIGHT SIDE PARAGON CHARACTERS (FAD. 53)


At higher than 70 morality, you become a light side paragon. You generate 1 additional destiny point at the beginning of each session.

At more than 80 morality, your strain threshold increases by 1. At more than 90, it increases by 1 again.






RECOVERY AND HEALING

NATURAL REST

Regain 1 wound after a full night's rest.

After a week of rest, may attempt to recover from a critical injury with a resilience roll with difficulty equal to the injury's severity. On a success, you recover. May use  with a success to recover an additional critical injury.

MEDICAL ATTENTION

May receive 1 medical check per encounter. Difficulty of check is  if wounds is at half or less of wound threshold,  if wounds at more than half wound threshold, and  if wounds exceed wound threshold. On a success, heal a number of wounds equal to uncancelled , and strain equal to uncancelled .


Instead of healing wounds and strain, a medicine check may attempt to heal a critical injury. Difficulty equal to severity of critical injury.

Doing a medicine check without equipment increases the difficulty by one. Doing a medicine check on yourself increases the difficulty by 2.

STIMPACKS

The first stimpack of each day heals 5 wounds. The second, 4 wounds, etc. It costs a maneuver to inject a stimpack.

RECOVERING FROM STRAIN

After each encounter, make a simple (-) discipline or cool check. You heal strain for each uncancelled  you get.

CHARACTER CREATION

STEP 1: SPECIES

Select a species (list found on 9). Note your starting characteristics, wound and strain thresholds, starting experience, and special ability. You can read about the species in the book and page specified under the species name.

STEP 2: CAREER AND SPECIALIZATION

Choose one of the careers on page 32. You can read about the careers and specializations in the book and page specified at the bottom of each talent tree. You gain one rank in four of the career skills given to you by your career. If your chosen career has a star next to it on the list, you only gain a rank in 3 of the career skills, but you also gain a force rating of 1. At this point, you may also spend 30 xp to increase your force rating from 1 to 2.

Then choose a specialization, either from your chosen career, or from the list of universal specializations. You gain one level in 2 of the career skills you get from your specialization. If your chosen specialization has a star next to it on the list, you only gain a rank in 1 of the career skills, but you also gain a force rating of 1. **You do not gain a force rating of 2 if you chose both a career and a specialization that give you a force rating of 1.**

Note all your career skills on your character sheet.

STEP 3: OBLIGATION

You start with some sort of obligation. Roll on the table (EotE. 39), or chose one of the options to determine your obligation. Your obligation score starts at 10, but you can gain benefits by increasing it using one or multiple of the following options:

- 5 additional experience points for +5 obligation
- 10 additional experience points for +10 obligation
- 1.000 additional credits for +5 obligation
- 2.500 additional credits for +10 obligation

You may only choose each option once, for a total of 30 added to your obligation score.

The higher your obligation score is, the higher the chance for it to become relevant.

STEP 4: MORALITY

If you have a force rating of at least 1, you have a morality. Roll or chose on the table (FaD. 50). Your starting morality score is 50.

Every character, including those without a force rating, chose one of the following options:

- +10 starting experience
- +2.500 starting credits
- +5 starting experience and +1.000 starting credits
- Plus or minus 29 to your morality score (Only relevant for force sensitive characters). See page 5 for why you would want this.

STEP 5: SPEND EXPERIENCE POINTS

You gain an additional 150 experience, which you may not use to increase characteristic.

There are several options for you to spend your starting experience:

INCREASE CHARACTERISTICS

You can increase your characteristics, one level at a time. This costs of this is ten times the value it is being raised to. So raising a characteristic from 3 to 4 would cost 40, and raising it from 3 to 5 would cost $40+50=90$. You can increase your characteristics no higher than 5.

SKILL TRAINING

You can use your starting experience to raise your skill ranks, one rank at a time. It costs 5 times the rank it is being increased to. So raising a skill from 1 to 2 would cost 10 xp. Non-career skills cost 5 more experience points to raise a rank. You cannot raise a skill above rank 3.

PURCHASE TALENTS

You can buy talents from your specialization talent tree. The cost of each talent is noted on the tree. You may purchase any talent from the top row of the tree, or any talent connected to one you have. Ranked talents can be taken multiple times, which increases the rank. Non-ranked talents can only be taken once.

PURCHASE SPECIALIZATION

You can buy new specializations. It costs 10 times the number of specializations you have, including the new one. Specialization belonging to a career that is not yours costs an additional 10 experience points (Universal specializations don't cost extra).

PURCHASE FORCE POWERS

If you have a force rating of at least 1, you can purchase force powers. The cost is written on the power. You must purchase the basic power first, and then you can purchase upgrade connected to ones you own on the tree. You must meet the prerequisite before buying the basic power.

STEP 6: CALCULATE DERIVED ATTRIBUTES

Your wound and strain thresholds can be calculated now, based on your species. Your base soak is equal to your Brawn.

STEP 7: MOTIVATION

Roll for or chose a motivation (EoTE. 94, FaD. 105).

STEP 8: BUY GEAR

You start the game with 2.000 credits, which you can spend on gear. If you wish to purchase a lightsaber, check page 7.

GEAR

ENCUMBRANCE

Your encumbrance threshold is 5+Brawn. If the encumbrance values of everything you are carrying add up to more than your threshold, you add ■ to all Agility and Brawn checks. If you exceed your threshold by more than your brawn, you no longer get a free maneuver each turn.

ITEM QUALITIES

Passive qualities are always in effect and do not require activation. Active qualities require activation, by using a number of ☹️. Qualities also often have a rank.

ACCURATE (PASSIVE)

Add ■ to attacks with this weapon for each rank.

AUTO-FIRE (ACTIVE)

Can choose to either use or not use before attacking. If using Auto-Fire, add ♦ to the roll. Can spend ☹️ as many times as you can to hit an additional time.

BREACH (PASSIVE)

Ignore 10 soak per rank.

BURN (ACTIVE)

Target suffers the weapon's damage a number of rounds after being hit equal to rank.

BLAST (ACTIVE)

Activate with ☹️. Everyone engaged with target takes damage equal to rank, plus uncancelled ✨.

CONCUSSIVE (ACTIVE)

Activate with ☹️. Target is staggered for a number of rounds equal to rank.

CORTOSIS (PASSIVE)

Immune to sunder quality.

CUMBERSOME (PASSIVE)

To wield, must have Brawn equal to or greater than rank. If less, increase difficulty of attacks by number of points deficient.

DEFENSIVE (PASSIVE)

Increase melee defense by rank.

DEFLECTION (PASSIVE)

Increase ranged defense by rank.

DISORIENT (ACTIVE)

Activate with ☹️. Target is disoriented for a number of rounds equal to rank.

ENSNARE (ACTIVE)

Activate with ☹️. Target is immobilized for a number of rounds equal to rank.

GUIDED (ACTIVE)

If attack misses, can spend ☹️☹️ to make a new check. Difficulty is ♦♦ (or just ♦ if the target is silhouette 2 or larger), and the ability is rank. If successful, deal damage normally.

KNOCKDOWN (ACTIVE)

Spend ☹️ to knock prone.

INACCURATE (PASSIVE)

Add ■ to attacks for each rank.

INFERIOR (PASSIVE)

If weapon, add ☹️ to all checks and -1 base damage. If armor, +1 encumbrance and -1 defense. If no defense, -1 soak instead.

ION (PASSIVE)

Deals damage to system strain of vehicle, instead of normal damage.

LIMITED AMMO (PASSIVE)

Can only make a number of attacks equal to rank before having to be reloaded as maneuver.

LINKED (ACTIVE)

Can spend ☹️ an amount of times up to rank to hit an additional time.

PIERCE (PASSIVE)

Ignores 1 point of soak per rank.

PREPARE (PASSIVE)

Must use a number of maneuvers equal to rank to prepare before firing.

SLOW-FIRING (PASSIVE)

Must wait a number of rounds equal to rank before firing again

STUN (ACTIVE)

Can spend ☹️ cause strain damage equal to rank.

STUN DAMAGE (PASSIVE)

Deals damage to strain instead of wounds.

STUN SETTING (PASSIVE)

Before firing, can choose to deal damage to strain or wounds.

SUNDER (ACTIVE)

Spend ☹️ to damage an item wielded by the target one step: Undamaged -> Minor -> Moderate -> Major -> Destroyed. Can be used multiple times on the same attack.

SUPERIOR (PASSIVE)

If weapon, add ☹️ to all checks and +1 base damage. If armor, -1 encumbrance and +1 soak.

UNWIELDY (PASSIVE)

Need Agility of at least rank. If less, increase difficulty of attacks by number of points deficient.

VICIOUS (PASSIVE)

Add 10 times rank to critical roll.

WEAPONS

You can find a list of weapons in EotE. 160-161.

LIGHTSABER

Select a hilt and a kyber crystal, and add their properties. Two of the same quality do not stack with each other.

Name	Dam	Crit	Enc	HP	Price	Special	Other
Lightsaber Hilt							
Basic Lightsaber Hilt	0	-	1	5	300		
Shoto Hilt	0	-	1	3	300	Accurate 1	-1 to crystal damage
Double-Bladed Lightsaber Hilt	0	-	2	4	600	Linked 1, Unwieldy 3	Crystal costs double
Guard Shoto Hilt	0	-	1	3	700	Defensive 1, Deflection 2, Unwieldy 4	-1 to crystal damage
Great Lightsaber Hilt	0	-	2	5	700	Cumbersome 6	+1 to crystal damage
Crossguard Lightsaber Hilt	0	-	1	4	900	Defensive 1	
Lightsaber Crystals							
Illum Crystal	6	2	0	-2	1.800	Breach 1, Sunder	
Lorrdian Gemstone	7	2	0	-2	1.920	Breach 1, Defensive 1, Sunder	
Mephite Crystal	8	2	0	-2	2.000	Breach 1, Sunder	
Synthetic Crystal	7	1	0	-2	2.200	Breach 1, Sunder, Vicious 1	
Dantari Crystal	7	2	0	-2	2.400	Breach 1, Sunder	
Dragite Gem	7	3	0	-2	2.800	Breach 1, Disorient, Sunder	
Barab Ingot	8	3	0	-2	3.000	Breach 1, Burn 1, Sunder	
Krayt Dragon Pearl	9	1	0	-2	3.000	Breach 1, Sunder, Vicious 1	
Corrupted Crystal	6	2	0	-2	3.200	Breach 1, Sunder, Vicious 2	Automatically grants ● to all force power checks.

ARMOR

Defense does not stack, but soak does when applied from different types of armor.

You can find a list of armor in EotE. 170.

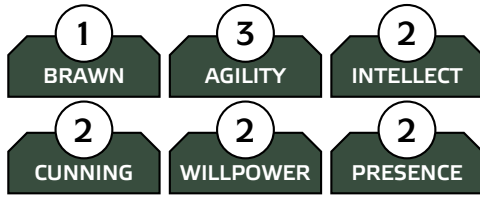
GEAR

Additional gear found in EotE. 182.

SPECIES

ALEENA

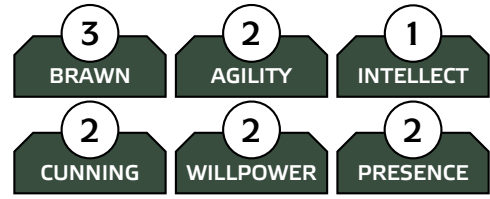
NoP. 98



- **Wound Threshold:** 8 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 95 XP
- **Special Ability:** One rank in coordination. Silhouette 0. One rank in the durable talent.

AQUALISH

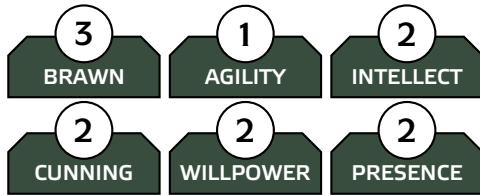
DC. 19



- **Wound Threshold:** 11 + Brawn
- **Strain Threshold:** 8 + Willpower
- **Starting Experience:** 90 XP
- **Special Ability:** Can breath underwater. One rank in brawl. Also subspecies. Look in book.

ANX

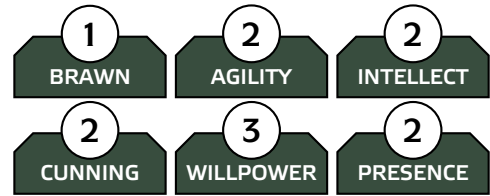
SS. 18





- **Wound Threshold:** 13 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 85 XP
- **Special Ability:** One rank of the kill with kindness talent. One rank of the lethal blows talent. Upgrade difficulty of deception checks.

ARCONA

FH. 19

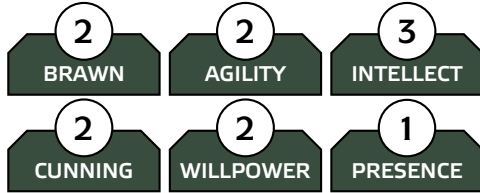


- **Wound Threshold:** 10 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 100 XP
- **Special Ability:** One rank in vigilance. May remove  imposed due to arid or hot environments. Add  to charm or negotiation checks.



ARKANIAN

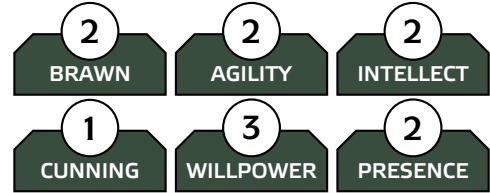
DoH. 16



- **Wound Threshold:** 10 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 100 XP
- **Special Ability:** One rank in medicine. When making medical checks, remove up to ■ ■ due to darkness.

BARDOTTAN

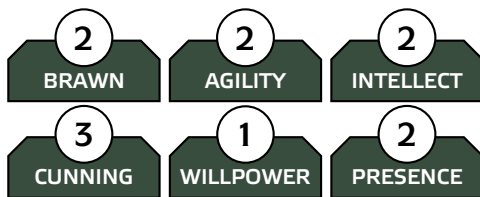
NoP. 98



- **Wound Threshold:** 9 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 105 XP
- **Special Ability:** One rank in knowledge (lore).

BALOSAR

CaM. 19



- **Wound Threshold:** 10 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 100 XP
- **Special Ability:** One rank in streetwise. Add ☹☹ to vigilance checks.

BESALISK

SM. 20



- **Wound Threshold:** 12 + Brawn
- **Strain Threshold:** 7 + Willpower
- **Starting Experience:** 85 XP
- **Special Ability:** One rank in resilience. One additional free maneuver. Still max of 2 total.



Arkanian



Balosar



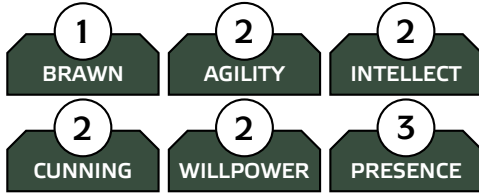
Bardottan



Besalisk

BITH

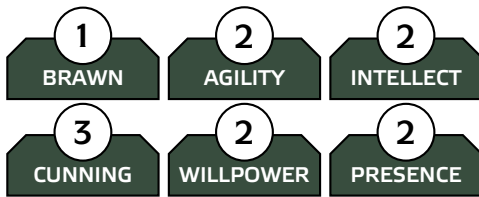
FO. 18



- **Wound Threshold:** 10 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 100 XP
- **Special Ability:** One rank in perception. Add ■ to hearing-based perception check. Double strain from loud noises.

BOTHAN

EotE. 43

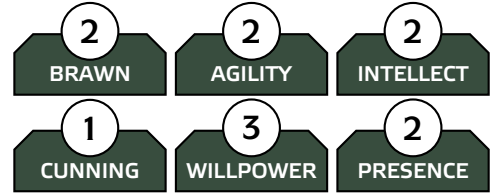


- **Wound Threshold:** 10 + Brawn
- **Strain Threshold:** 11 + Willpower
- **Starting Experience:** 100 XP
- **Special Ability:** One rank in Streetwise. One rank of the Convincing Demeanor talent.



CAAMASI

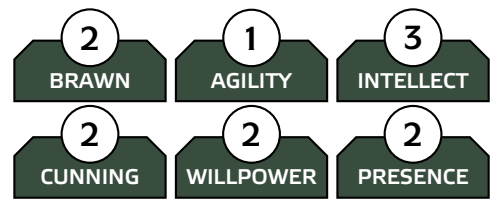
DA. 19



- **Wound Threshold:** 10 + Brawn
- **Strain Threshold:** 11 + Willpower
- **Starting Experience:** 100 XP
- **Special Ability:** One rank in charm or discipline. Form perfect memory once per session.

CEREAN

FaD. 55

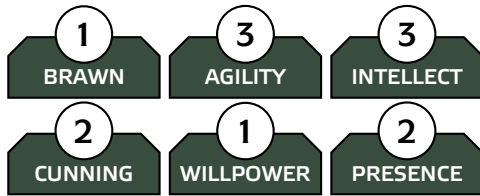


- **Wound Threshold:** 10 + Brawn
- **Strain Threshold:** 13 + Willpower
- **Starting Experience:** 90 XP
- **Special Ability:** One rank in vigilance. All knowledge skills are career skills.



CHADRA-FAN

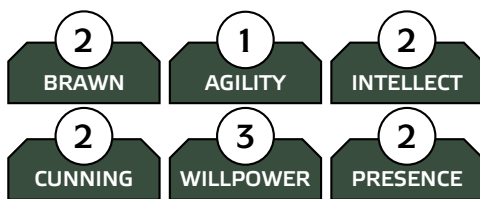
SoT. 20



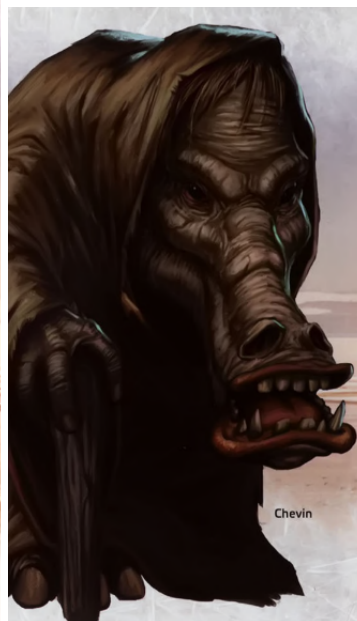
- **Wound Threshold:** 9 + Brawn
- **Strain Threshold:** 11 + Willpower
- **Starting Experience:** 90 XP
- **Special Ability:** Silhouette 0. One rank in mechanics. Remove up to ■■ from perception checks.

CHAGRIAN

LbE. 19

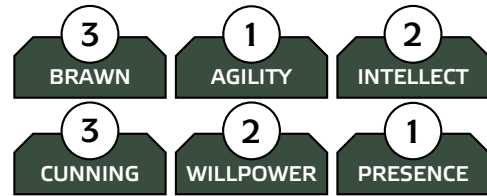


- **Wound Threshold:** 11 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 90 XP
- **Special Ability:** One rank in resilience. Can breath underwater. One rank in the knowledge specialization talent.



CHEVIN

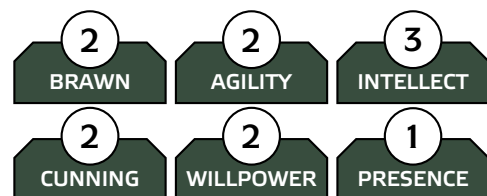
FH. 21



- **Wound Threshold:** 11 + Brawn
- **Strain Threshold:** 11 + Willpower
- **Starting Experience:** 80 XP
- **Special Ability:** One rank in negotiation. Add ■ to perception checks involving smell. One rank in durable talent.

CHISS

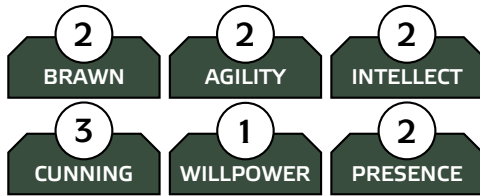
EtU. 20



- **Wound Threshold:** 10 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 100 XP
- **Special Ability:** One rank in cool. Remove up to ■ added to checks by lighting conditions.

CLAWDITE

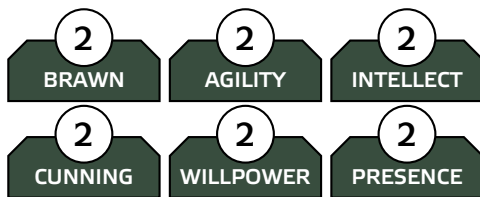
ND. 20



- **Wound Threshold:** 9 + Brawn
- **Strain Threshold:** 9 + Willpower
- **Starting Experience:** 95 XP
- **Special Ability:** One rank in resilience. Suffer 3 strain and succeed on average (◆◆) resilience check to change appearance.

CLONE

CotR. 11

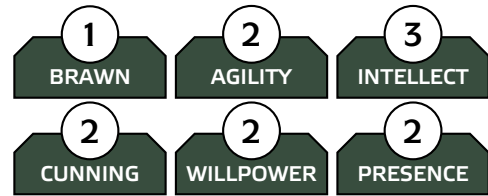


- **Wound Threshold:** 11 + Brawn
- **Strain Threshold:** 11 + Willpower
- **Starting Experience:** 100 XP
- **Special Ability:** One rank in knowledge (warfare) and resilience. One rank in the physical training talent.



COSIAN

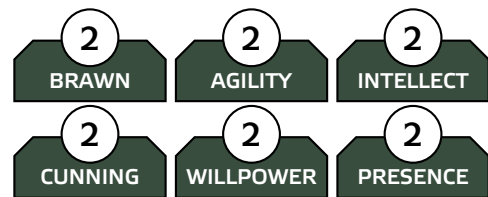
DoH. 18



- **Wound Threshold:** 10 + Brawn
- **Strain Threshold:** 11 + Willpower
- **Starting Experience:** 95 XP
- **Special Ability:** One rank in knowledge (lore). Encumbrance equals 10 + brawn.

DATHOMIRIAN

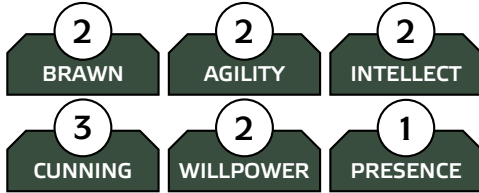
CotR. 12



- **Wound Threshold:** 10 + Brawn
- **Strain Threshold:** 11 + Willpower
- **Starting Experience:** 100 XP
- **Special Ability:** One rank in coercion and survival. One rank in the outdoorsman talent.

DEVARONIAN

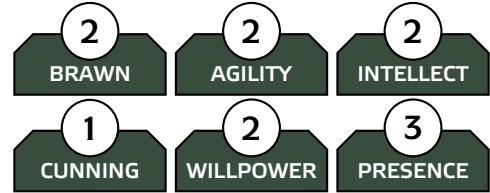
ND. 23



- **Wound Threshold:** 11 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 95 XP
- **Special Ability:** One rank in survival or deception. Add ★ to resilience checks.

DRABATAN

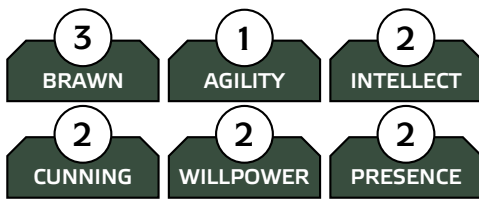
DoR. 92



- **Wound Threshold:** 10 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 100 XP
- **Special Ability:** One rank in charm or leadership. On leadership or coercion checks, may spend ☹ to affect one additional target.

DOWUTIN

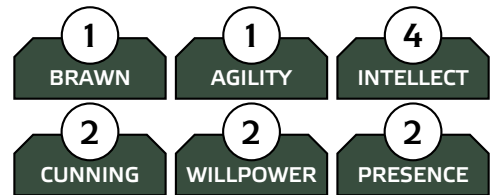
KoF. 18



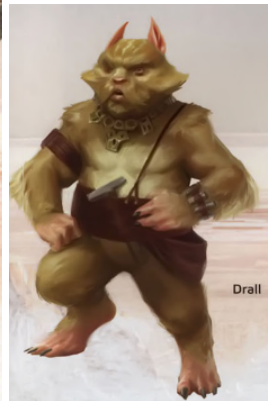
- **Wound Threshold:** 15 + Brawn
- **Strain Threshold:** 8 + Willpower
- **Starting Experience:** 85 XP
- **Special Ability:** One rank in resilience. Can choose at character creation to have Silhouette 1 or 2. Suffer 3 strain (1 if Silhouette 2) to avoid being knocked prone, immobilized, or moved against will.

DRALL

SoF. 90



- **Wound Threshold:** 8 + Brawn
- **Strain Threshold:** 12 + Willpower
- **Starting Experience:** 90 XP
- **Special Ability:** One rank in knowledge (education). Add ■ when providing skilled assistance.



DRESSELLIAN

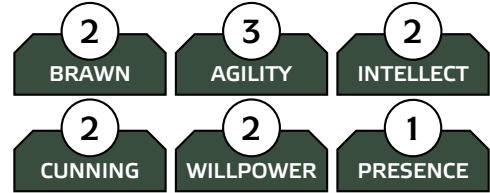
SoT. 22



- **Wound Threshold:** 11 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 110 XP
- **Special Ability:** One rank in survival. Upgrade difficulty of checks involving advanced technology; can spend 10 xp to remove this.

DUG

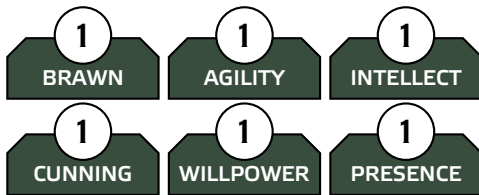
SM. 22



- **Wound Threshold:** 9 + Brawn
- **Strain Threshold:** 8 + Willpower
- **Starting Experience:** 90 XP
- **Special Ability:** One rank in brawl. One rank in the defensive driving talent.

DROID

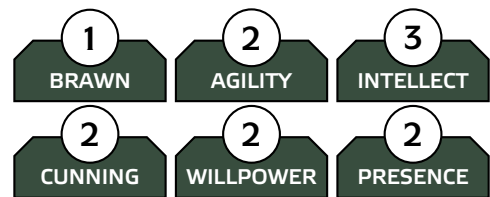
EotE. 45



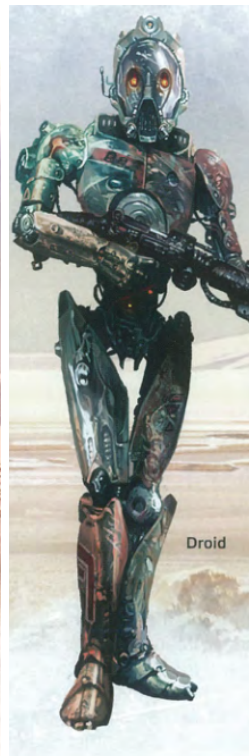
- **Wound Threshold:** 10 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 175 XP
- **Special Ability:** Do not eat or sleep. Unaffected by poison. Cybernetic implant cap of 6. One rank in 3 additional career skills, after those have been received. Cannot be healed normally. Cannot be force sensitive.

DUROS

AoR. 55

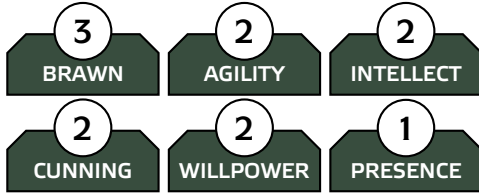


- **Wound Threshold:** 11 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 100 XP
- **Special Ability:** One rank in piloting (space). 🌀 to all astrogation checks.



ELOM

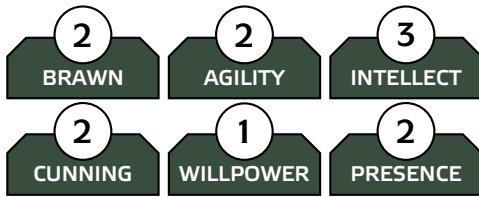
FIB. 18



- **Wound Threshold:** 10 + Brawn
- **Strain Threshold:** 9 + Willpower
- **Starting Experience:** 100 XP
- **Special Ability:** One rank in resilience. Diggy boy.

ELOMIN

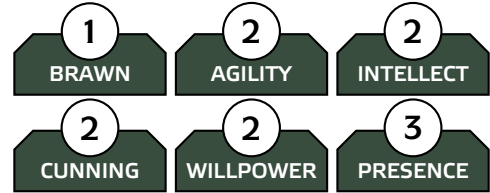
FIB. 18



- **Wound Threshold:** 9 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 105 XP
- **Special Ability:** One rank in charm and knowledge (education).

FALLEEN

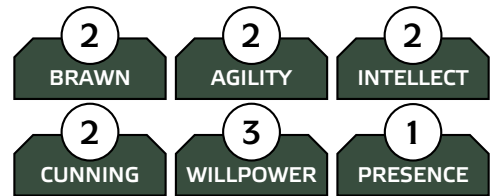
FC. 18



- **Wound Threshold:** 10 + Brawn
- **Strain Threshold:** 12 + Willpower
- **Starting Experience:** 90 XP
- **Special Ability:** One rank in charm. Can suffer 2 strain to upgrade ability of a charm, deception, or negotiation check against a living sentient being within short range.

GAND

EotE. 47



- **Wound Threshold:** 10 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 100 XP
- **Special Ability:** One rank in discipline. Either immune to suffocation or starts with +10 XP.



Elom



Elomin



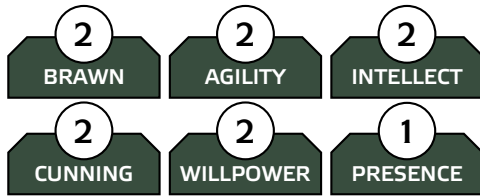
Falleen



Gand

GANK

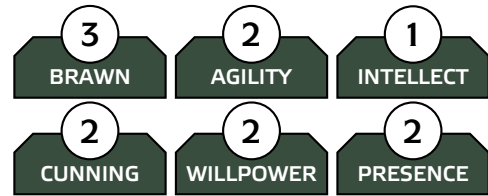
LoNH. 95



- **Wound Threshold:** 10 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 110 XP
- **Special Ability:** One rank in coercion or vigilance. Begin with up to two cybernetics (EotE. 173) that cost a total of up to 5.000 credits.

GIGORAN

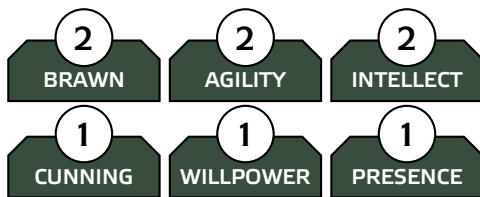
DoR. 93



- **Wound Threshold:** 12 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 100 XP
- **Special Ability:** One rank in brawl. Remove ■ due to cold. Upgrade difficulty of mechanics checks involving advanced technology.

GEONOSIAN

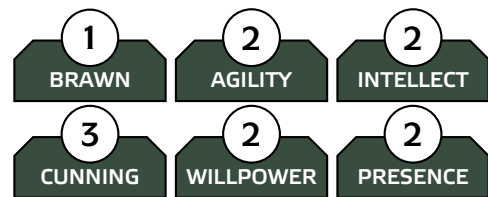
RotS. 12



- **Wound Threshold:** 9 + Brawn
- **Strain Threshold:** 9 + Willpower
- **Starting Experience:** 140 XP
- **Special Ability:** One rank in any skill. When assisting, add ■ and heal 1 strain. Can fly.

GOSSAM

DA. 22



- **Wound Threshold:** 9 + Brawn
- **Strain Threshold:** 11 + Willpower
- **Starting Experience:** 100 XP
- **Special Ability:** One rank in deception. Silhouette 0.



Gank



Geonosian



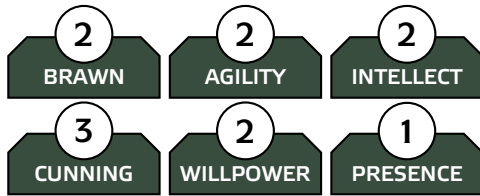
Gigoran



Gossam

GOTAL

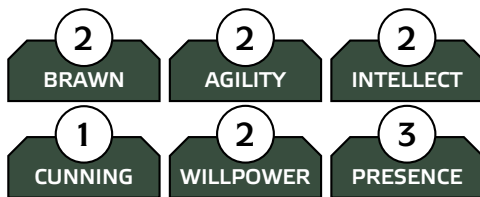
FC. 21



- **Wound Threshold:** 9 + Brawn
- **Strain Threshold:** 8 + Willpower
- **Starting Experience:** 100 XP
- **Special Ability:** One rank in perception. Once per encounter, as a maneuver, can sense the presence and emotional states of all living things within short range.

GRAN

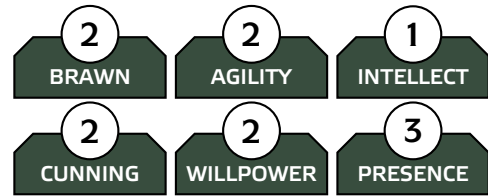
AoR. 56



- **Wound Threshold:** 10 + Brawn
- **Strain Threshold:** 9 + Willpower
- **Starting Experience:** 100 XP
- **Special Ability:** One rank in charm or negotiation. When making ranged combat or perception checks, remove up to ■■ imposed due to concealment.

GUNGAN

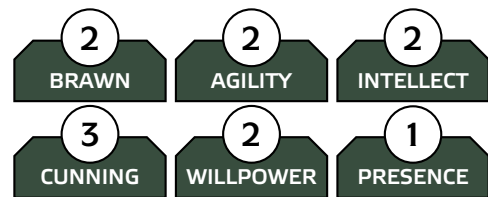
NoP. 101



- **Wound Threshold:** 10 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 100 XP
- **Special Ability:** One rank in athletics. Can breathe underwater.

HARCH

CotR. 14

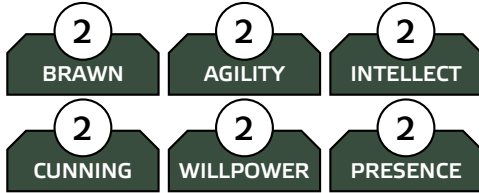


- **Wound Threshold:** 11 + Brawn
- **Strain Threshold:** 11 + Willpower
- **Starting Experience:** 75 XP
- **Special Ability:** One rank in perception. One extra maneuver per turn (still limit of 2 total). Brawl checks have stun 3 quality.



HUMAN

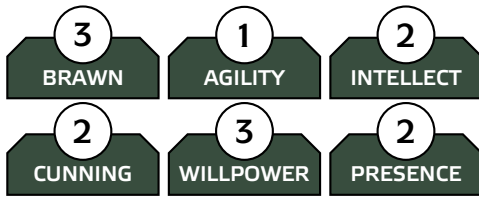
EotE. 48



- **Wound Threshold:** 10 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 110 XP
- **Special Ability:** One rank in 2 non-career skills.

HUTT

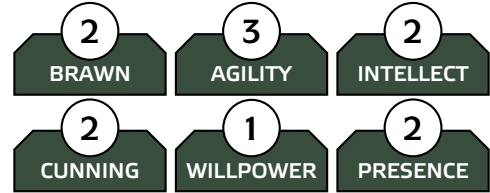
LoNH. 94



- **Wound Threshold:** 13 + Brawn
- **Strain Threshold:** 11 + Willpower
- **Starting Experience:** 70 XP
- **Special Ability:** One rank in the enduring talent. One rank in the nobody's fool talent. One rank in coercion or discipline. Can never spend more than one maneuver per turn.

IAKARU

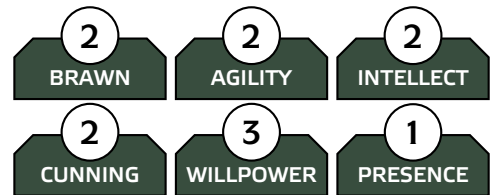
DoR. 94



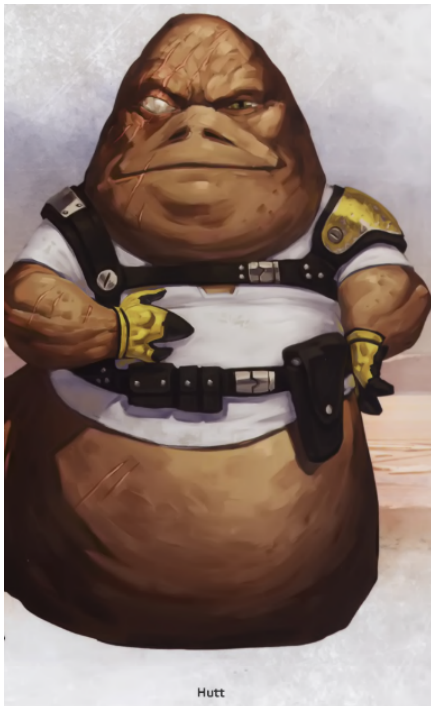
- **Wound Threshold:** 9 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 100 XP
- **Special Ability:** One rank in piloting (space). No penalties from being in a jungle. Add ■ to checks relating to climbing, swimming, and balancing.

IKTOTCHI

KtP. 18

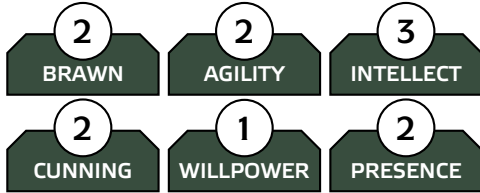


- **Wound Threshold:** 10 + Brawn
- **Strain Threshold:** 12 + Willpower
- **Starting Experience:** 90 XP
- **Special Ability:** One rank in vigilance. Can see the future. Can spend \oplus on initiative to do free maneuver.



ISHI TIB

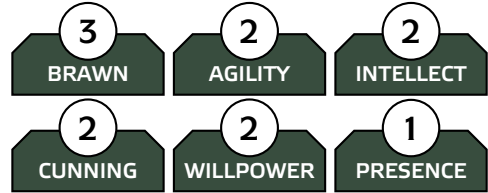
LbE. 21



- **Wound Threshold:** 12 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 100 XP
- **Special Ability:** One rank in discipline. Can breathe underwater. Has to be doused in salt water every day.

KALLERAN

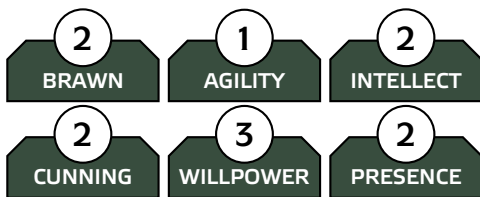
ND. 25



- **Wound Threshold:** 8 + Brawn
- **Strain Threshold:** 12 + Willpower
- **Starting Experience:** 90 XP
- **Special Ability:** One rank in streetwise. One rank in the heightened awareness talent.

ITHORIAN

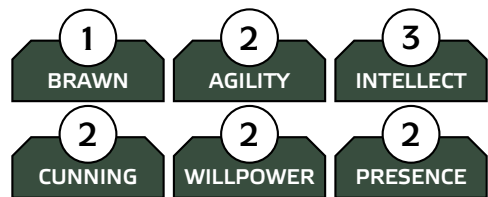
AoR. 58



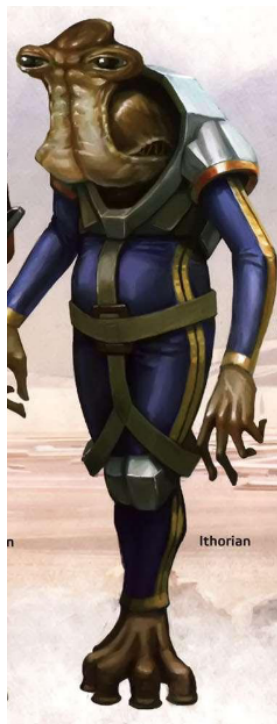
- **Wound Threshold:** 9 + Brawn
- **Strain Threshold:** 12 + Willpower
- **Starting Experience:** 90 XP
- **Special Ability:** One rank in survival. Ithorian bellow blast attack.

KAMINOAN

RotS. 14

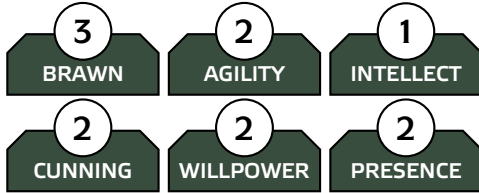


- **Wound Threshold:** 9 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 100 XP
- **Special Ability:** One rank in medicine. One rank in researcher talent. ■ to all charm checks. Others add ■ to all social checks against you.



KARKARODON

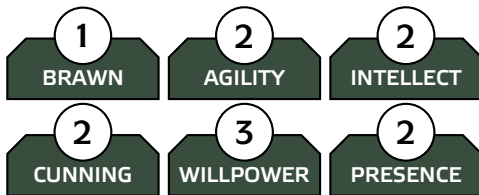
CotR. 15



- **Wound Threshold:** 12 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 75 XP
- **Special Ability:** One rank in athletics. Can breathe underwater. Brawl checks +1 damage and crit rating 3.

KEL DOR

FaD. 57

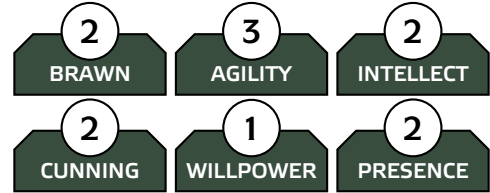


- **Wound Threshold:** 10 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 100 XP
- **Special Ability:** One rank in knowledge (education). Remove up to ■■ imposed due to darkness.



KLATOOINIAN

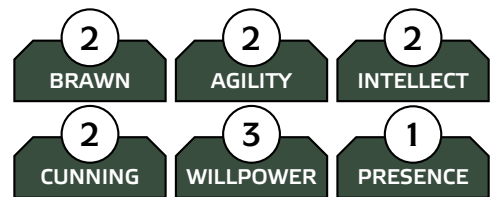
DC. 20



- **Wound Threshold:** 10 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 100 XP
- **Special Ability:** One rank in brawl, ranged (heavy), or ranged (light). One rank in a non-career skill.

KUBAZ

CaM. 20

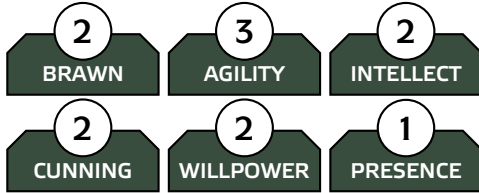


- **Wound Threshold:** 9 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 100 XP
- **Special Ability:** One rank in stealth or survival. Remove up to ■■ on ranged combat or perception imposed due to low visibility.



KYUZO

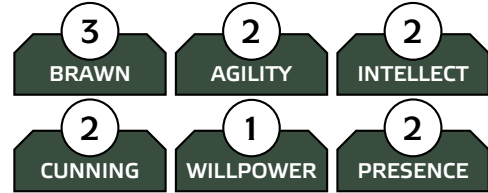
FIB. 22



- **Wound Threshold:** 11 + Brawn
- **Strain Threshold:** 11 + Willpower
- **Starting Experience:** 90 XP
- **Special Ability:** One rank in coordination. Maneuver: offer 3 strain to leap to any location in medium range.

MELITTO

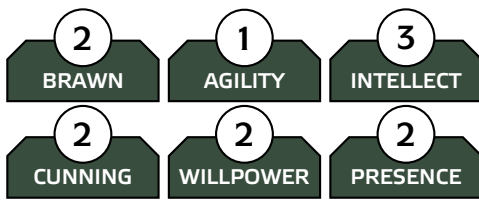
CaM. 21



- **Wound Threshold:** 9 + Brawn
- **Strain Threshold:** 11 + Willpower
- **Starting Experience:** 100 XP
- **Special Ability:** One rank in perception. Never suffer penalties on combat or perception checks due to darkness.

LANNIK

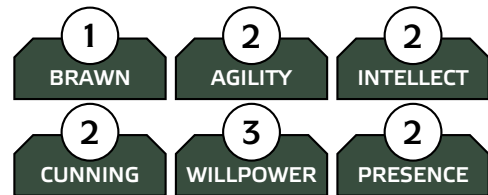
LbE. 23



- **Wound Threshold:** 8 + Brawn
- **Strain Threshold:** 12 + Willpower
- **Starting Experience:** 95 XP
- **Special Ability:** One rank in streetwise. Remove up to ■ caused by critical injuries, fear, or the disoriented condition.

MIKKIAN

KoF. 20



- **Wound Threshold:** 10 + Brawn
- **Strain Threshold:** 11 + Willpower
- **Starting Experience:** 100 XP
- **Special Ability:** One rank in discipline. Add ■ to all perception checks.



Kyuzo



Lannik



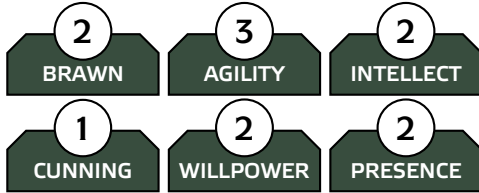
Melitto



Mikkian

MIRIALAN

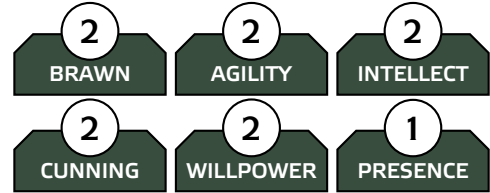
FaD. 58



- **Wound Threshold:** 11 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 100 XP
- **Special Ability:** One rank in discipline and one rank in cool.

MUSTAFARIAN

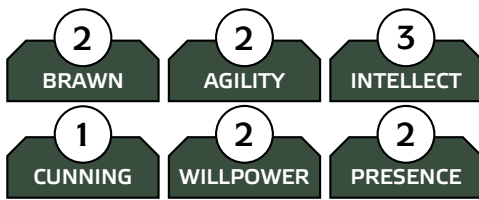
SM. 24



- **Wound Threshold:** 10 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 100 XP
- **Special Ability:** Subspecies. Look in book.

MON CALAMARI

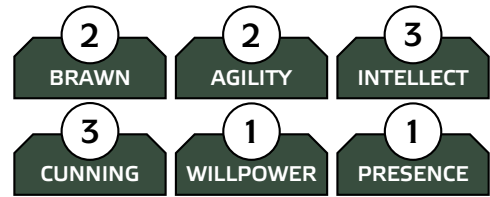
AoR. 59



- **Wound Threshold:** 10 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 100 XP
- **Special Ability:** One rank in knowledge (education). Breathe underwater.

MUUN

EV. 20

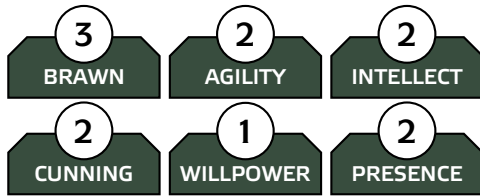


- **Wound Threshold:** 9 + Brawn
- **Strain Threshold:** 9 + Willpower
- **Starting Experience:** 90 XP
- **Special Ability:** One rank in knowledge (education) and knowledge (core worlds). Start game with an additional 1.000 credits.



NAUTOLAN

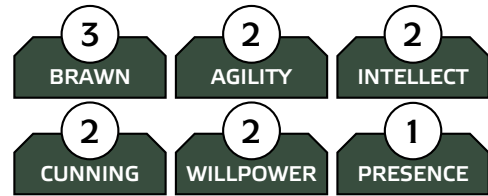
FaD. 59



- **Wound Threshold:** 11 + Brawn
- **Strain Threshold:** 9 + Willpower
- **Starting Experience:** 100 XP
- **Special Ability:** One rank in Athletics. Can breathe underwater.

NIKTO

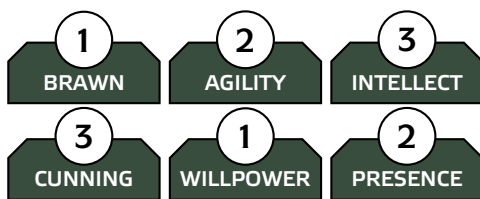
LoNH. 96



- **Wound Threshold:** 11 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 100 XP
- **Special Ability:** Subspecies. Look in book.

NEIMOIDIAN

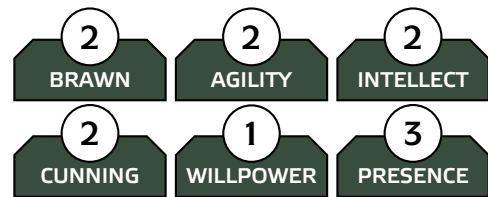
DA. 20



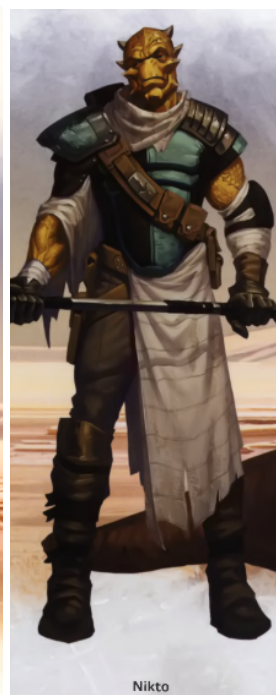
- **Wound Threshold:** 11 + Brawn
- **Strain Threshold:** 9 + Willpower
- **Starting Experience:** 90 XP
- **Special Ability:** One rank in deception or negotiation.

PANTORAN

EV. 22





- **Wound Threshold:** 10 + Brawn
- **Strain Threshold:** 11 + Willpower
- **Starting Experience:** 110 XP
- **Special Ability:** One rank in cool or negotiation. Remove ■ imposed due to cold environments.



PAU'AN

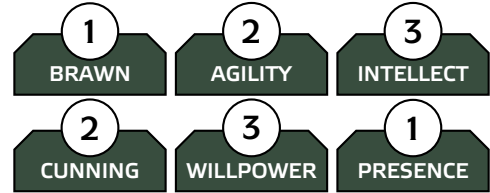
DoH. 19



- **Wound Threshold:** 12 + Brawn
- **Strain Threshold:** 8 + Willpower
- **Starting Experience:** 95 XP
- **Special Ability:** One rank in negotiation or coercion. Add  to all perception and vigilance checks when wearing protective earpieces. Add  to roll when not.

POLIS MASSAN

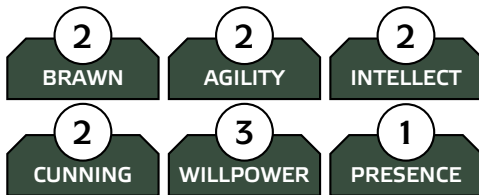
SoR. 98



- **Wound Threshold:** 8 + Brawn
- **Strain Threshold:** 11 + Willpower
- **Starting Experience:** 100 XP
- **Special Ability:** One rank in medicine. Can communicate telepathically. Does not have vocal chords; can spend 10 xp to have them.

PHYDOLON

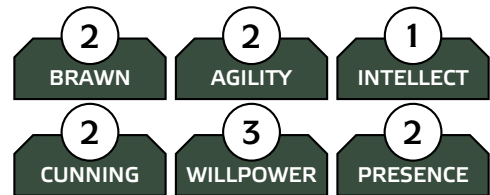
KoF. 21




- **Wound Threshold:** 10 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 100 XP
- **Special Ability:** One rank in cool or discipline. Recover 1 extra wound from rest. Can heal critical injuries after a night's rest instead of a week. Recover 1 less strain at end of encounter if no other phydolons around.

QUARREN

SoR. 100

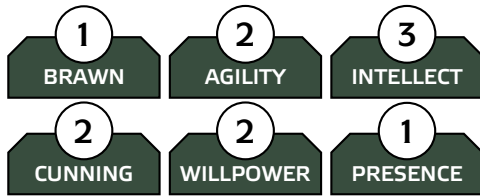


- **Wound Threshold:** 10 + Brawn
- **Strain Threshold:** 8 + Willpower
- **Starting Experience:** 95 XP
- **Special Ability:** One rank in negotiation. Can breathe underwater. Can suffer 2 strain to spray ink at target, adding  to next combat check.



QUERMIAN

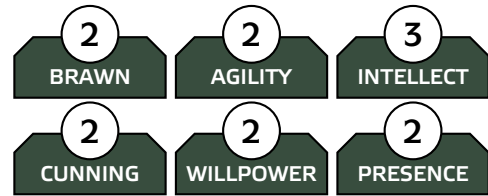
SS. 21



- **Wound Threshold:** 10 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 85 XP
- **Special Ability:** One rank in perception. Free maneuver. Still max of two per turn.

SAKIYAN

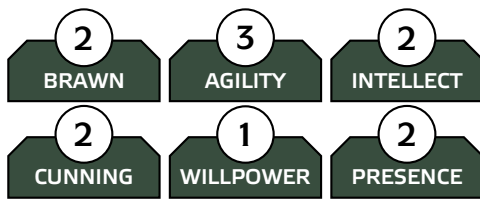
LoNH. 98



- **Wound Threshold:** 8 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 80 XP
- **Special Ability:** One rank in perception or vigilance. One rank in the expert tracker talent.

RODIAN

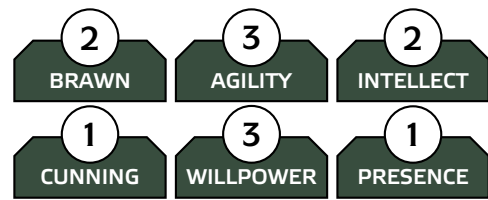
EotE. 49



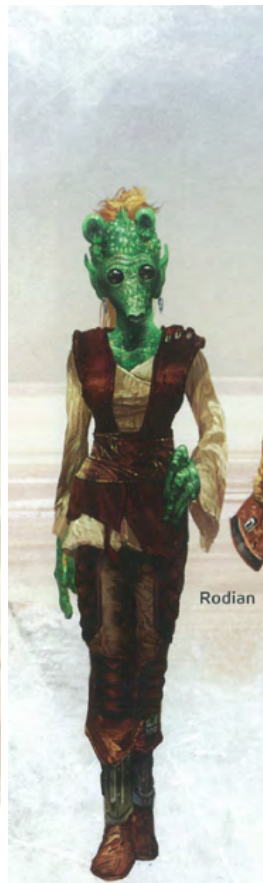
- **Wound Threshold:** 10 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 100 XP
- **Special Ability:** One rank in survival. One rank in the Expert Tracker talent.

SELONIAN

SoF. 91

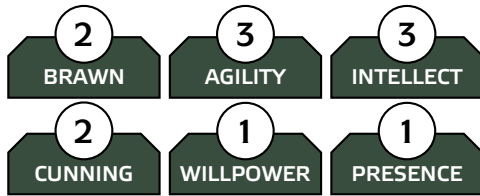


- **Wound Threshold:** 11 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 80 XP
- **Special Ability:** One rank in coordination. Remove all ■ added to checks due to darkness. Tail is brawl weapon. Look in book.



SHISTAVANEN

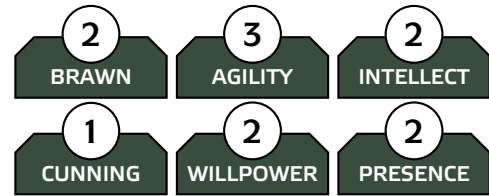
FIB. 24



- **Wound Threshold:** 12 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 80 XP
- **Special Ability:** One rank in brawl or survival. May use survival for initiative.

SULLUSTAN

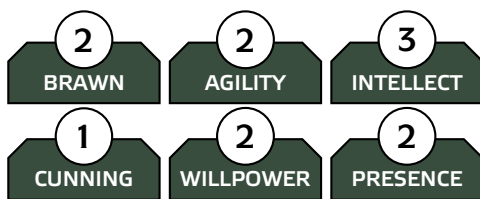
AoR. 60



- **Wound Threshold:** 10 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 100 XP
- **Special Ability:** One rank in astrogation. One rank in the skilled jockey talent.

SKAKOAN

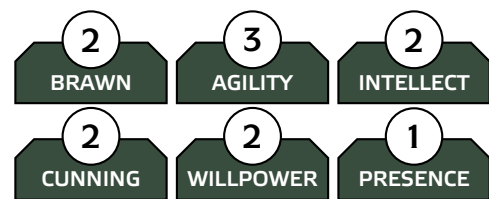
FO. 21



- **Wound Threshold:** 10 + Brawn
- **Strain Threshold:** 8 + Willpower
- **Starting Experience:** 80 XP
- **Special Ability:** One rank in knowledge (education) and mechanics.

THISSPIASIAN

UP. 18



- **Wound Threshold:** 10 + Brawn
- **Strain Threshold:** 8 + Willpower
- **Starting Experience:** 100 XP
- **Special Ability:** One rank in discipline. Only need two hours sleep. Once per session, heal strain equal to twice discipline from meditation.



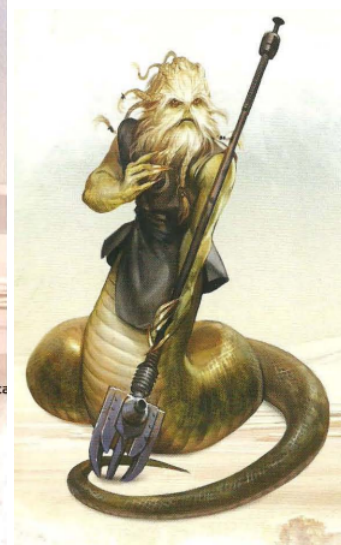
Shistavanen



Skakoan



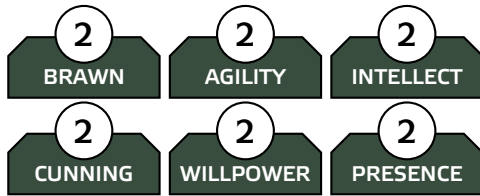
Sullustan



Thisspiasian

THOLOTHIAN

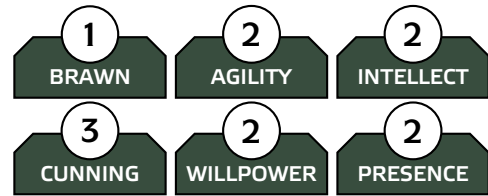
UP. 20



- **Wound Threshold:** 10 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 95 XP
- **Special Ability:** One rank in knowledge (xenology). Add 🗨️ to social checks against non-tholothians. Heal one extra strain when in natural environment.

TOGRUTA

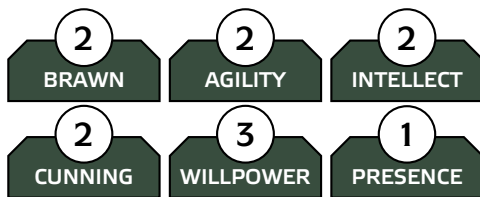
FaD. 60



- **Wound Threshold:** 10 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 100 XP
- **Special Ability:** One rank in perception. Grant ■■ instead of ■ with assist.

TOGNATH

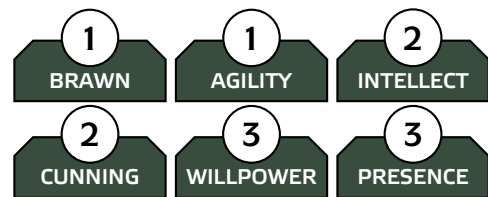
DoR. 96



- **Wound Threshold:** 9 + Brawn
- **Strain Threshold:** 9 + Willpower
- **Starting Experience:** 95 XP
- **Special Ability:** One rank in coordination and perception. Minus one limit of cybernetics. Add ■■ on coercion checks against other Tognaths.

TOYDARIAN

EtU. 22

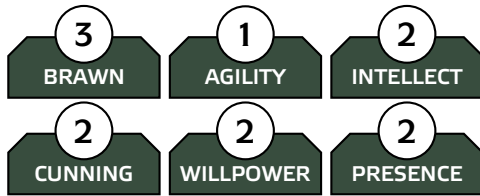


- **Wound Threshold:** 9 + Brawn
- **Strain Threshold:** 12 + Willpower
- **Starting Experience:** 90 XP
- **Special Ability:** Silhouette 0. Can hover.



TRANDOSHAN

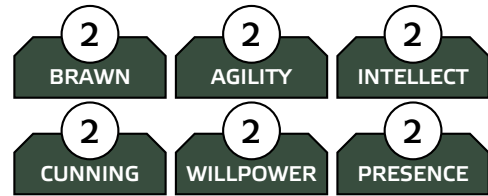
EotE. 50



- **Wound Threshold:** 12 + Brawn
- **Strain Threshold:** 9 + Willpower
- **Starting Experience:** 90 XP
- **Special Ability:** One rank in perception. When recovering wounds from natural rest, recover one additional wound. +1 damage with unarmed brawl checks, and critical rating 3.

UMBARAN

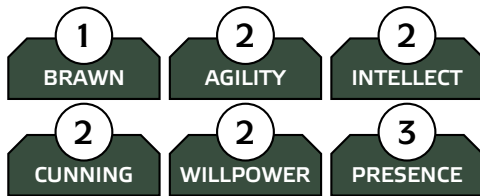
RotS. 15



- **Wound Threshold:** 10 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 100 XP
- **Special Ability:** One rank in deception. Add ■ to all charm, deception, and negotiation checks. Remove up to ■■ imposed due to darkness. Add ■ to all rolls while in bright light.

TWI'LEK

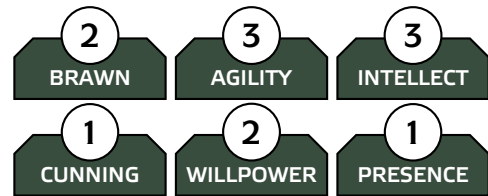
EotE. 51



- **Wound Threshold:** 10 + Brawn
- **Strain Threshold:** 11 + Willpower
- **Starting Experience:** 100 XP
- **Special Ability:** One rank in charm or deception. When making skill checks, remove ■ imposed due to hot environment.

VERPINE

SoR. 102

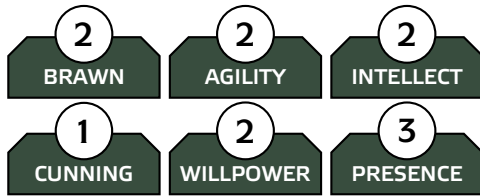


- **Wound Threshold:** 9 + Brawn
- **Strain Threshold:** 12 + Willpower
- **Starting Experience:** 80 XP
- **Special Ability:** One rank in mechanics. When examining small objects, add ■. Can make radio waves.



VURK

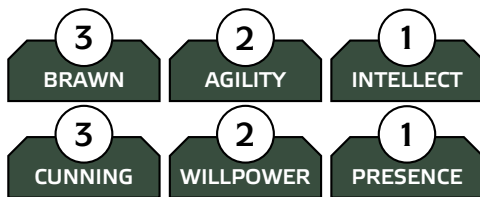
UP. 22



- **Wound Threshold:** 11 + Brawn
- **Strain Threshold:** 11 + Willpower
- **Starting Experience:** 100 XP
- **Special Ability:** One rank in negotiation. Can breathe underwater. Add ■ to all checks when in cold environments.

WEEQUAY

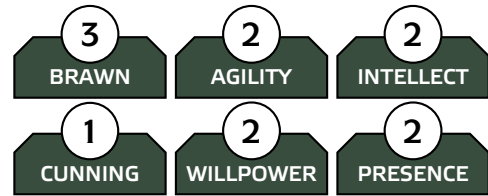
DC. 22



- **Wound Threshold:** 10 + Brawn
- **Strain Threshold:** 9 + Willpower
- **Starting Experience:** 90 XP
- **Special Ability:** One rank in resilience or athletics. Can communicate with other weequay with pheromones.

WHIPHID

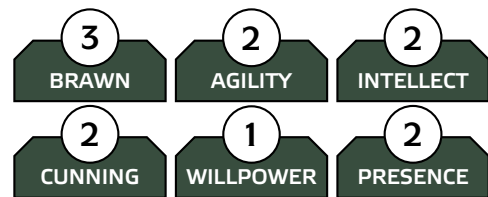
KtP. 21



- **Wound Threshold:** 12 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 80 XP
- **Special Ability:** One rank in survival. Add ✨ to survival checks. Tusks brawl weapon.

WOOKIEE

EotE. 52

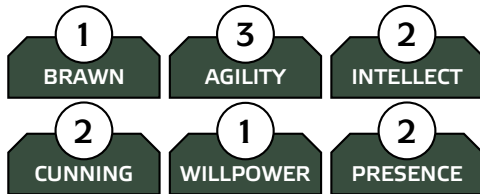


- **Wound Threshold:** 14 + Brawn
- **Strain Threshold:** 8 + Willpower
- **Starting Experience:** 90 XP
- **Special Ability:** One rank in brawl. +1 damage to brawl and melee when injured. +2 when critically injured.



XEXTO

SoT. 24

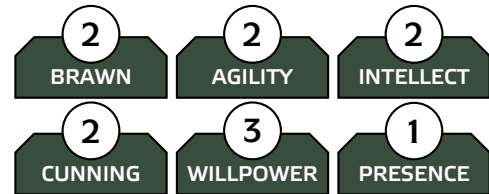



- **Wound Threshold:** 9 + Brawn
- **Strain Threshold:** 9 + Willpower
- **Starting Experience:** 85 XP
- **Special Ability:** One rank in confidence. Extra free maneuver, but still no more than 2 total.



ZABRAK

FaD. 62



- **Wound Threshold:** 10 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 100 XP
- **Special Ability:** One rank in survival. Automatic  on all coercion checks.



CAREERS

Ace

- Beast Rider
- Driver
- Gunner
- Hotshot
- Pilot
- Rigger

Bounty Hunter

- Assassin
- Gadgeteer
- Martial Artist
- Operator
- Skip Tracer
- Survivalist

Clone Soldier

- ARC Trooper
- Clone Commander
- Clone Officer
- Clone Pilot
- Clone Trooper
- Clone Veteran

Colonist

- Doctor
- Entrepreneur
- Marshal
- Performer
- Politico
- Scholar

Commander

- Commodore
- Figurehead
- Instructor
- Squadron Leader
- Strategist
- Tactician

Consular★

- Arbiter
- Ascetic
- Healer
- Niman Disciple
- Sage
- Teacher

Diplomat

- Advocate
- Ambassador
- Agitator
- Quartermaster
- Analyst
- Propagandist

Engineer

- Droid Specialist
- Mechanic
- Saboteur
- Sapper
- Scientist
- Shipwright

Explorer

- Archaeologist
- Big-Game Hunter
- Driver
- Fringer
- Scout
- Trader

Guardian★

- Armorer
- Peacekeeper
- Protector
- Soresu Defender
- Warden
- Warleader

Hired Gun

- Bodyguard
- Enforcer
- Demolitionist
- Heavy
- Marauder
- Mercenary

Jedi★

- General
- Knight
- Master
- Padawan

Mystic★

- Advisor
- Alchemist
- Magus
- Makashi Duelist
- Phophet
- Seer

Seeker★

- Ataru Striker
- Executioner
- Hermit
- Hunter
- Navigator
- Pathfinder

Sentinel★

- Artisan
- Investigator
- Racer
- Sentry
- Shadow
- Shien Expert

Smuggler

- Charmer
- Gambler
- Gunslinger
- Pilot
- Scoundrel
- Thief

Soldier

- Commando
- Heavy
- Medic
- Sharpshooter
- Trailblazer
- Vanguard

Spy

- Courier
- Infiltrator
- Interrogator
- Scout
- Sleeper Agent
- Slicer

Technician

- Mechanic
- Cyber Tech
- Droid Tech
- Modder
- Outlaw Tech
- Slicer

Warrior★

- Aggressor
- Colossus
- Juyo Berserker
- Shii-Cho Knight
- Steel Hand Adept
- Starfighter Ace

Universal

- Death Watch Warrior
- Force Adherent
- Force Sensitive Emergent★
- Force Sensitive Exile★
- Force Sensitive Outcast★
- Imperial Academy Cadet
- Nightsister
- Padawan Survivor★
- Pirate
- Recruit
- Republic Naval Officer
- Republic Representative
- Retired Clone Trooper
- Scavenger
- Senator
- Separatist Commander
- Ship Captain

Ace: Beast Rider

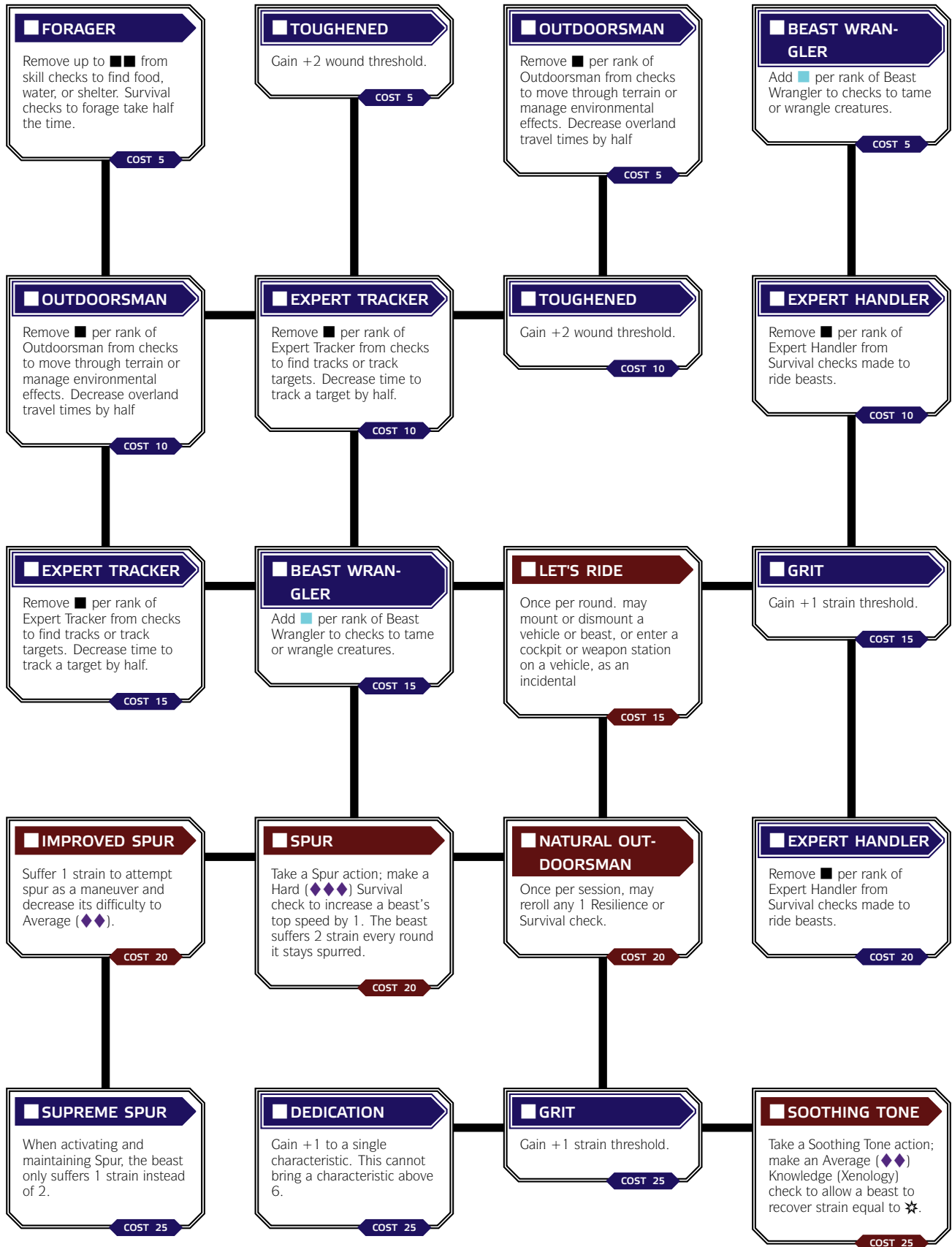
Career Skills: Astrogation, Cool, Gunnery, Mechanics, Perception, Piloting (Planetary), Piloting (Space), Ranged (Light)

Additional Career Skills: Athletics, Knowledge (Xenology), Perception, Survival

PASSIVE

ACTIVE

RANKED TALENT



Ace: Driver

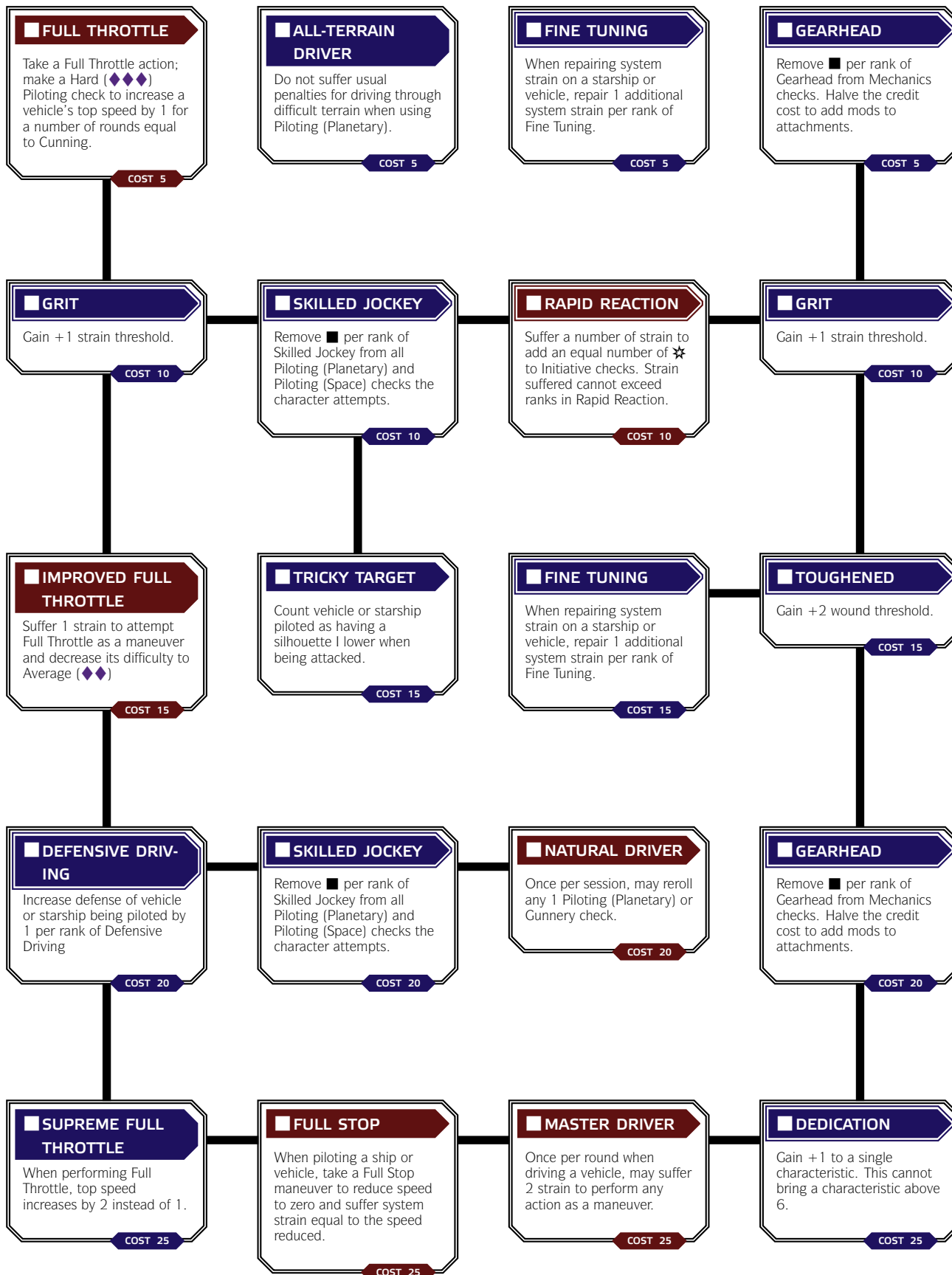
Career Skills: Astrogation, Cool, Gunnery, Mechanics, Perception, Piloting (Planetary), Piloting (Space), Ranged (Light)

Additional Career Skills: Cool, Gunnery, Mechanics, Piloting (Planetary)

PASSIVE

ACTIVE

RANKED TALENT



Ace: Gunner

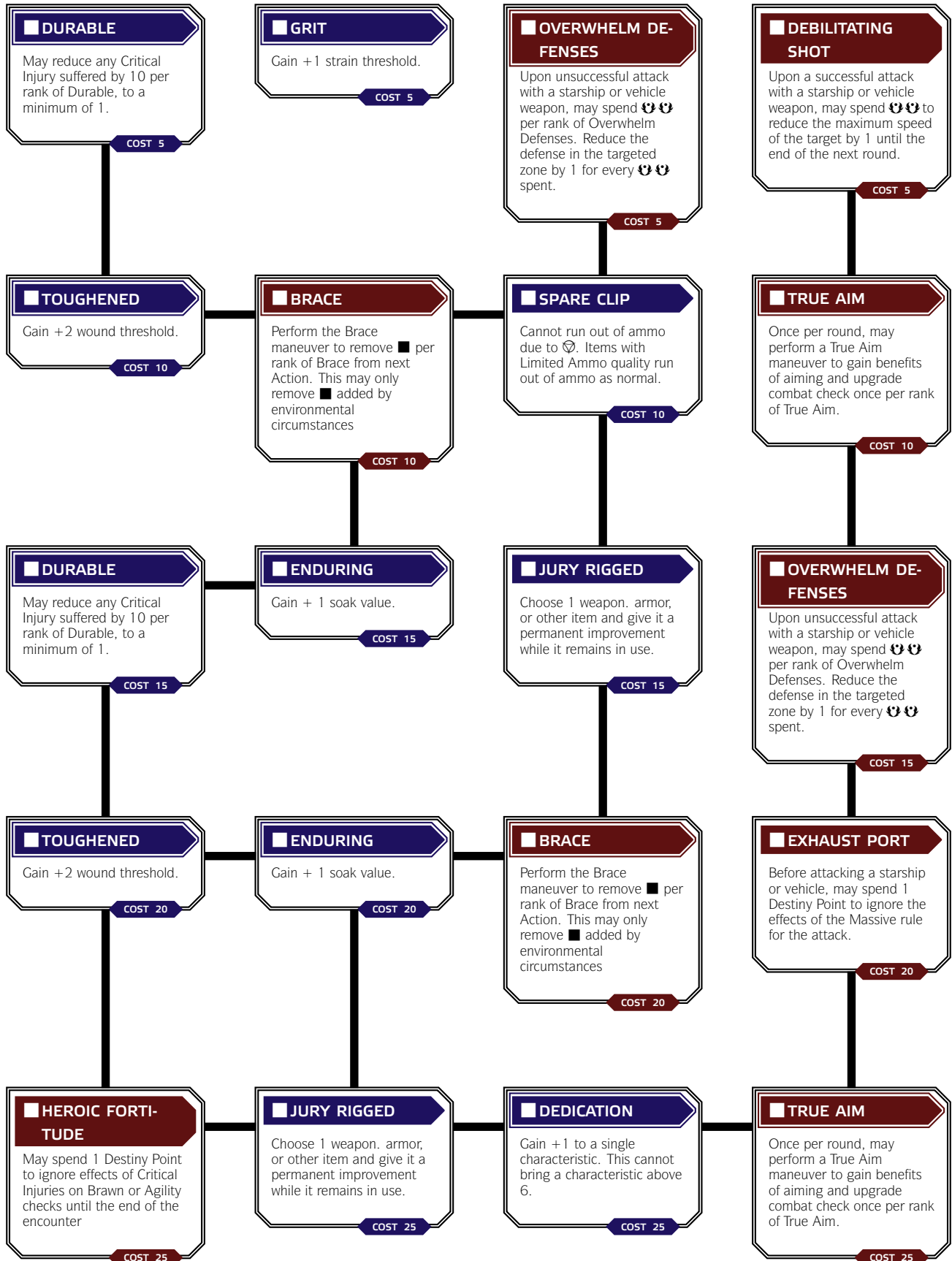
Career Skills: Astrogation, Cool, Gunnery, Mechanics, Perception, Piloting (Planetary), Piloting (Space), Ranged (Light)

Additional Career Skills: Discipline, Gunnery, Ranged (Heavy), Resilience

PASSIVE

ACTIVE

RANKED TALENT



Ace: Hotshot

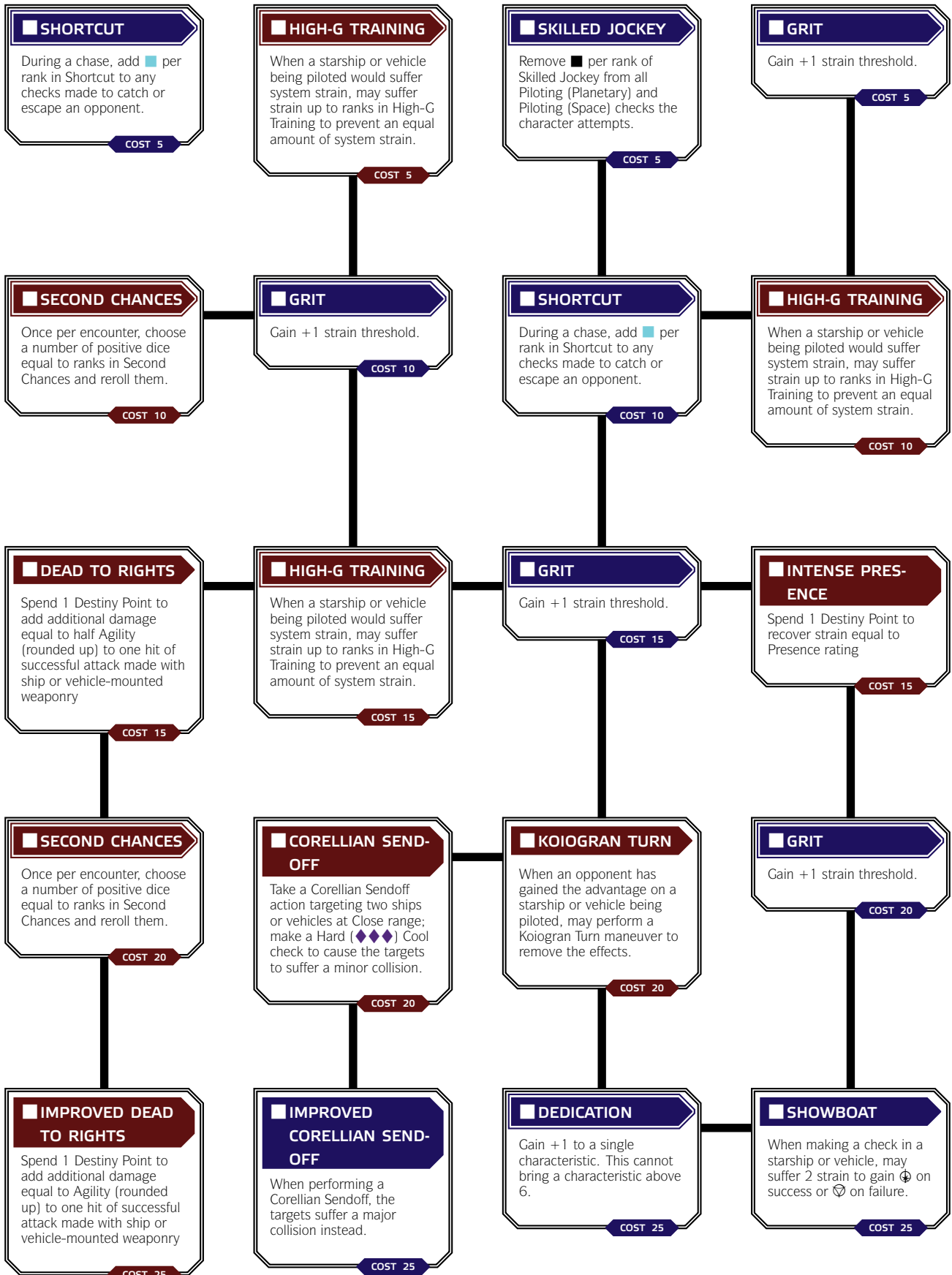
Career Skills: Astrogation, Cool, Gunnery, Mechanics, Perception, Piloting (Planetary), Piloting (Space), Ranged (Light)

Additional Career Skills: Cool, Coordination, Piloting (Planetary), Piloting (Space)

PASSIVE

ACTIVE

RANKED TALENT



Ace: Pilot

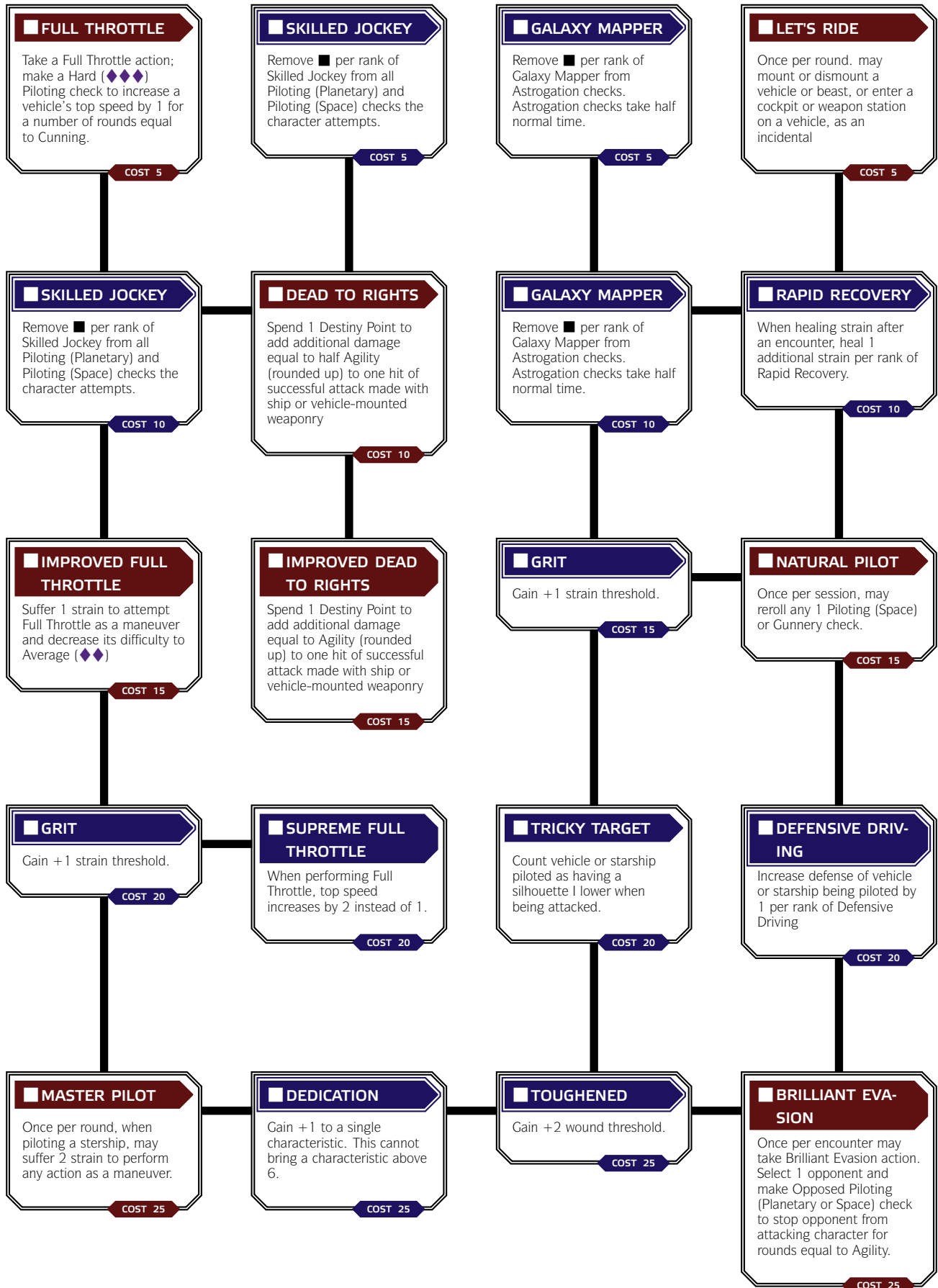
Career Skills: Astrogation, Cool, Gunnery, Mechanics, Perception, Piloting (Planetary), Piloting (Space), Ranged (Light)

Additional Career Skills: Astrogation, Gunnery, Piloting (Planetary), Piloting (Space)

PASSIVE

ACTIVE

RANKED TALENT



Ace: Rigger

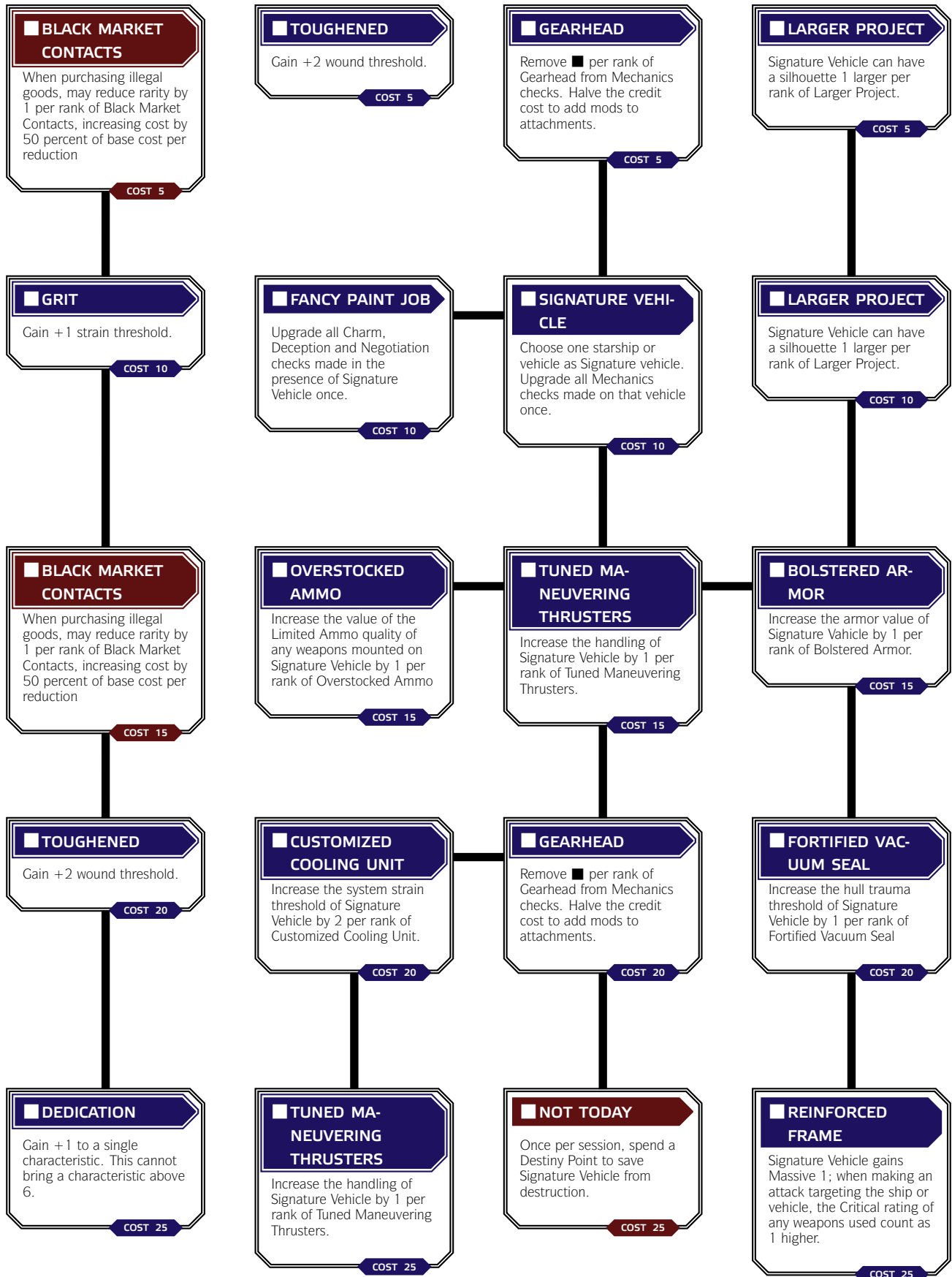
Career Skills: Astrogation, Cool, Gunnery, Mechanics, Perception, Piloting (Planetary), Piloting (Space), Ranged (Light)

Additional Career Skills: Gunnery, Knowledge (Underworld), Mechanics, Resilience

PASSIVE

ACTIVE

RANKED TALENT



Bounty Hunter: Assassin

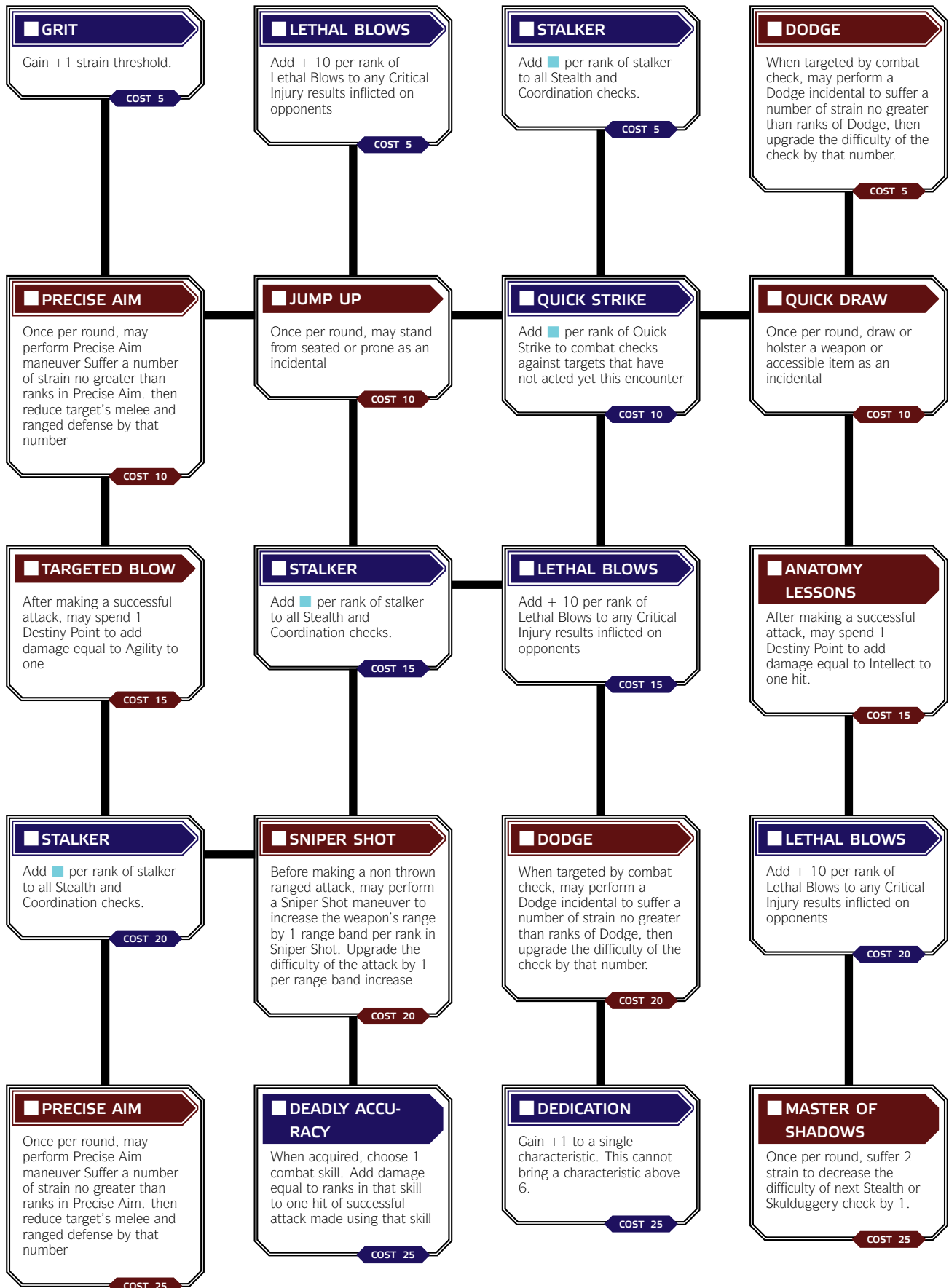
Career Skills: Athletics, Brawl, Perception, Piloting (Planetary), Piloting (Space), Ranged (Heavy), Streetwise, Vigilance

Additional Career Skills: Melee, Ranged (Heavy), Skulduggery, Stealth

PASSIVE

ACTIVE

RANKED TALENT



Bounty Hunter: Gadgeteer

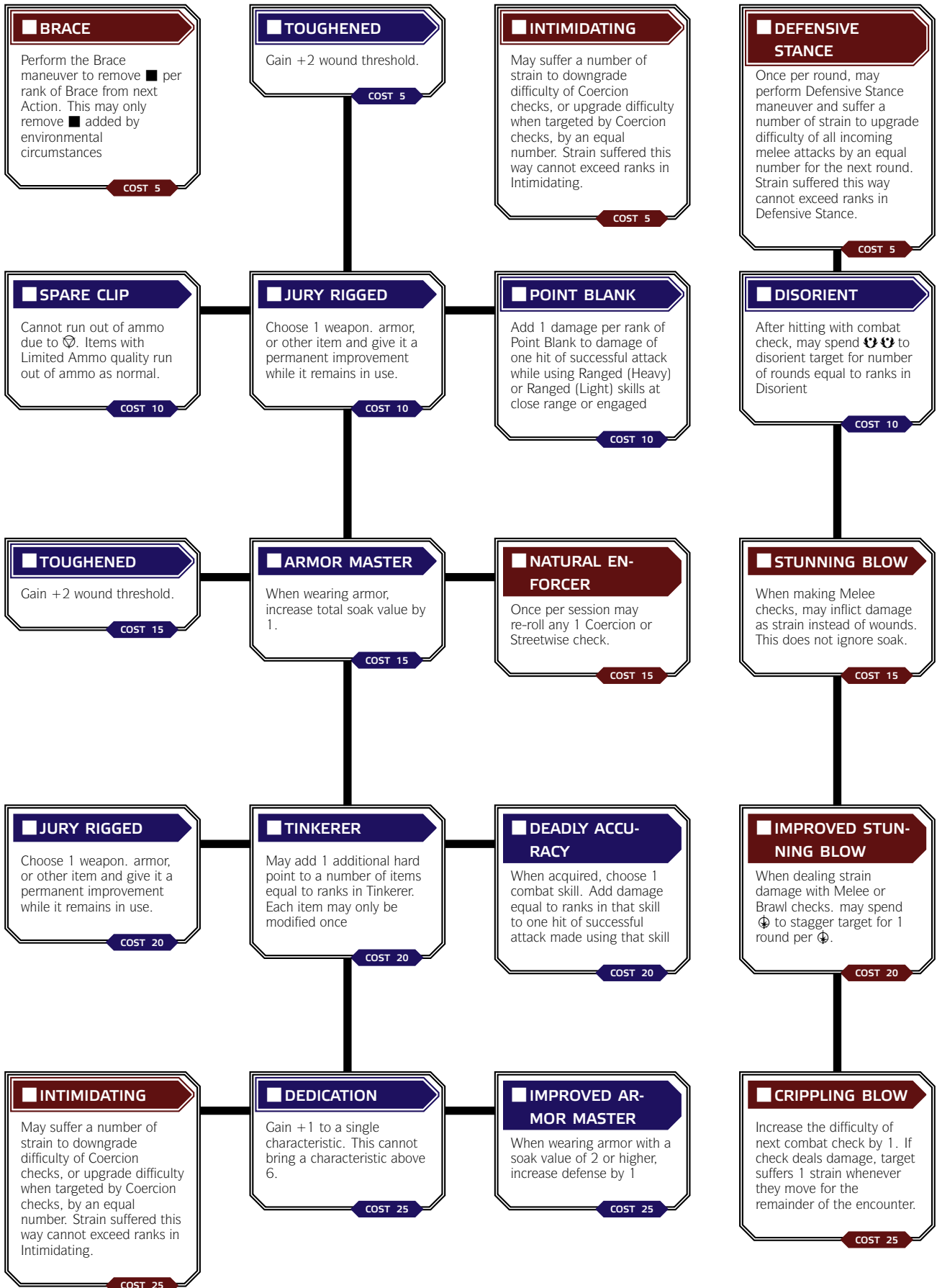
PASSIVE

ACTIVE

RANKED TALENT

Career Skills: Athletics, Brawl, Perception, Piloting (Planetary), Piloting (Space), Ranged (Heavy), Streetwise, Vigilance

Additional Career Skills: Brawl, Coercion, Mechanics, Ranged (Light)



Bounty Hunter: Martial Artist

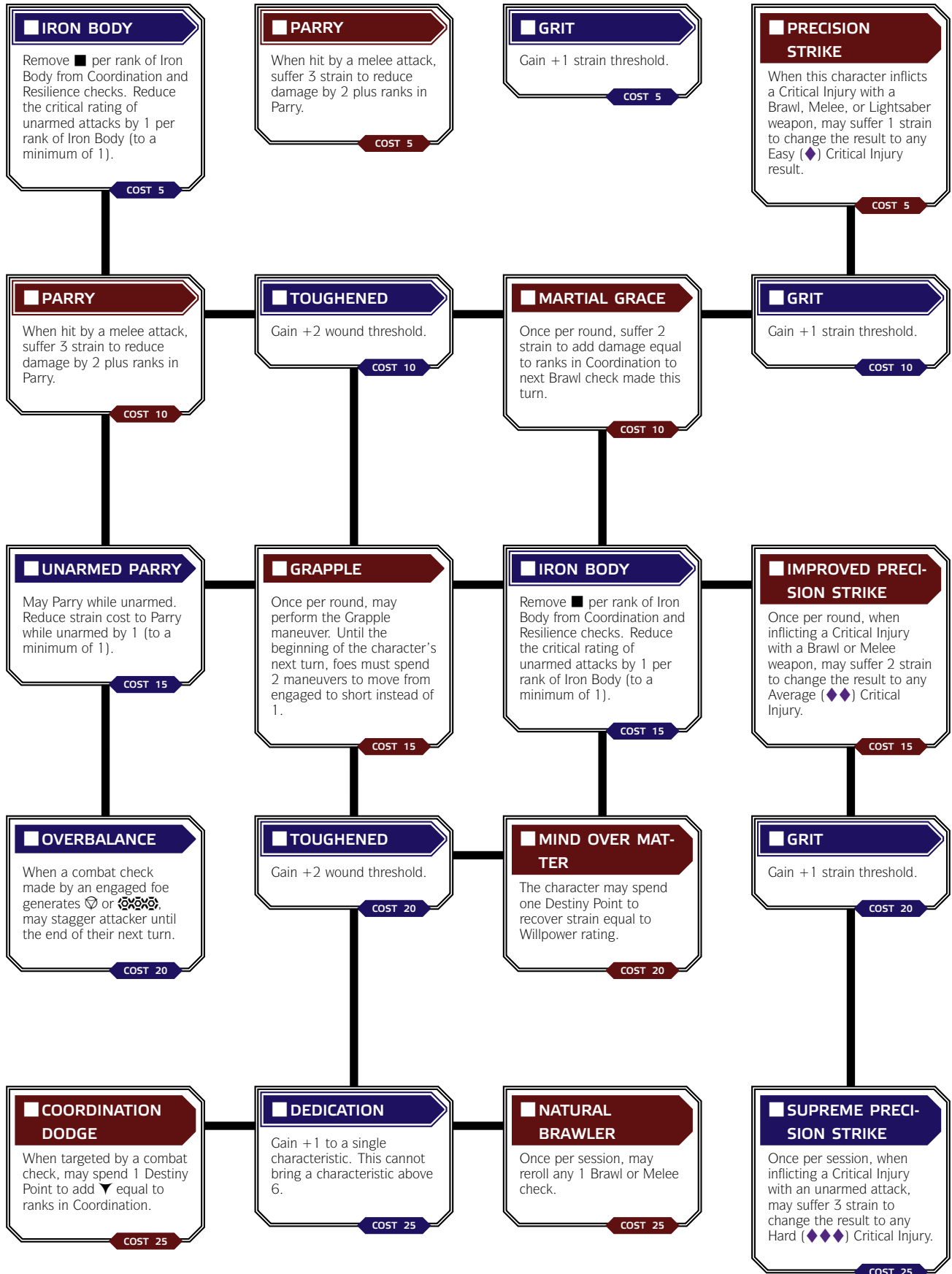
PASSIVE

ACTIVE

RANKED TALENT

Career Skills: Athletics, Brawl, Perception, Piloting (Planetary), Piloting (Space), Ranged (Heavy), Streetwise, Vigilance

Additional Career Skills: Athletics, Brawl, Coordination, Discipline



Bounty Hunter: Operator

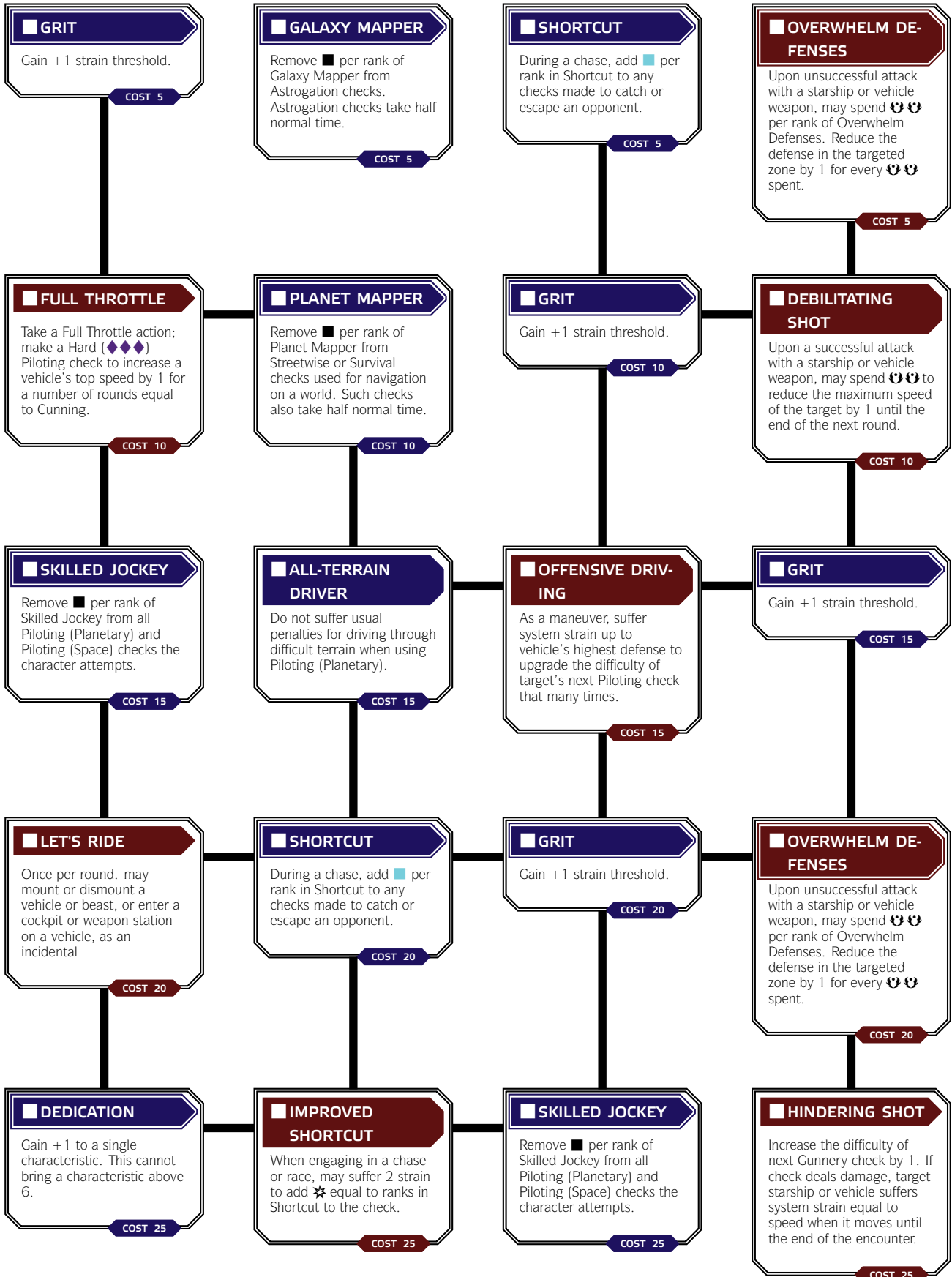
Career Skills: Athletics, Brawl, Perception, Piloting (Planetary), Piloting (Space), Ranged (Heavy), Streetwise, Vigilance

Additional Career Skills: Astrogation, Gunnery, Piloting (Planetary), Piloting (Space)

PASSIVE

ACTIVE

RANKED TALENT



Bounty Hunter: Skip Tracer

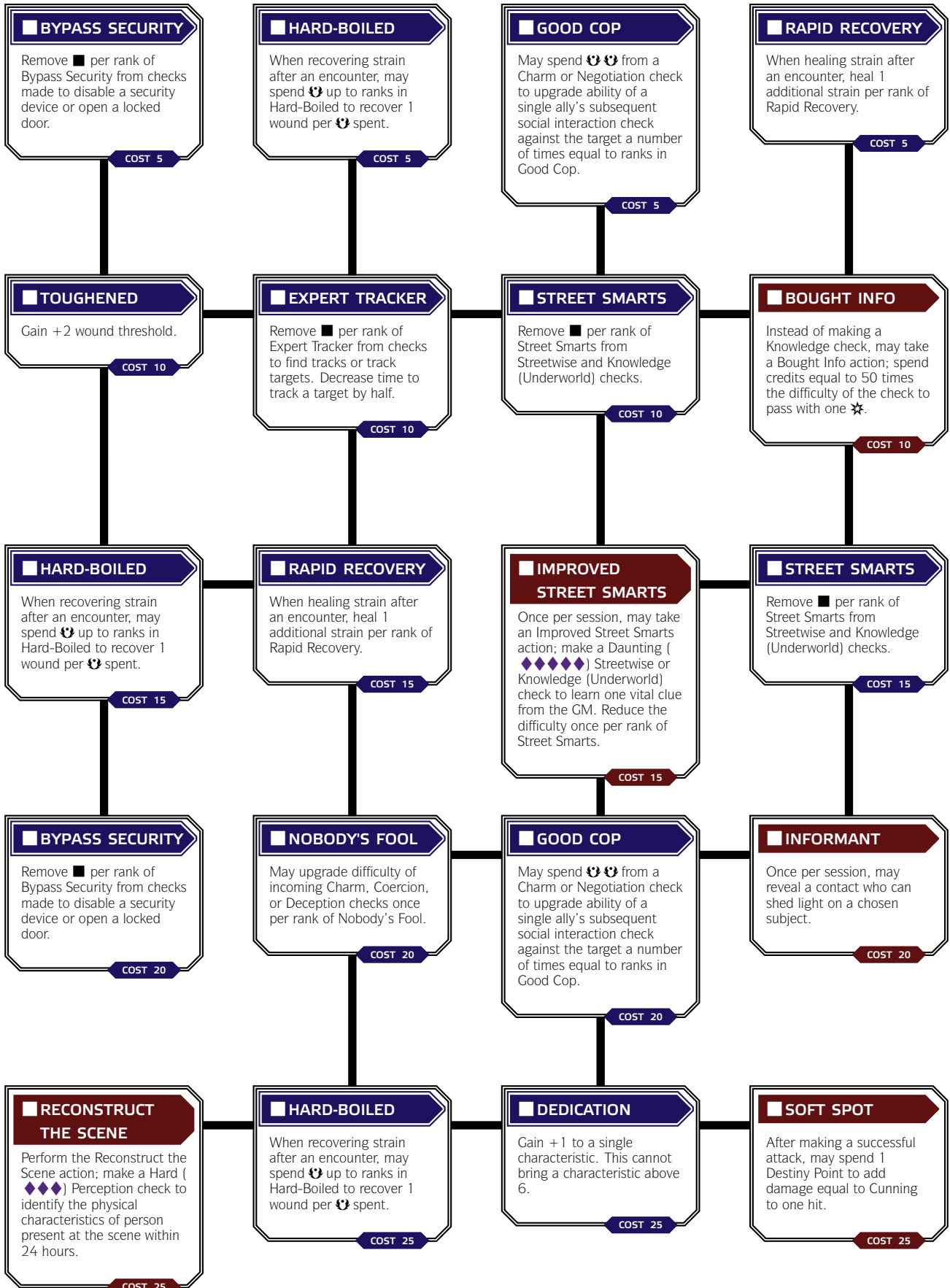
PASSIVE

ACTIVE

RANKED TALENT

Career Skills: Athletics, Brawl, Perception, Piloting (Planetary), Piloting (Space), Ranged (Heavy), Streetwise, Vigilance

Additional Career Skills: Cool, Knowledge (Underworld), Negotiation, Skulduggery



Bounty Hunter: Survivalist

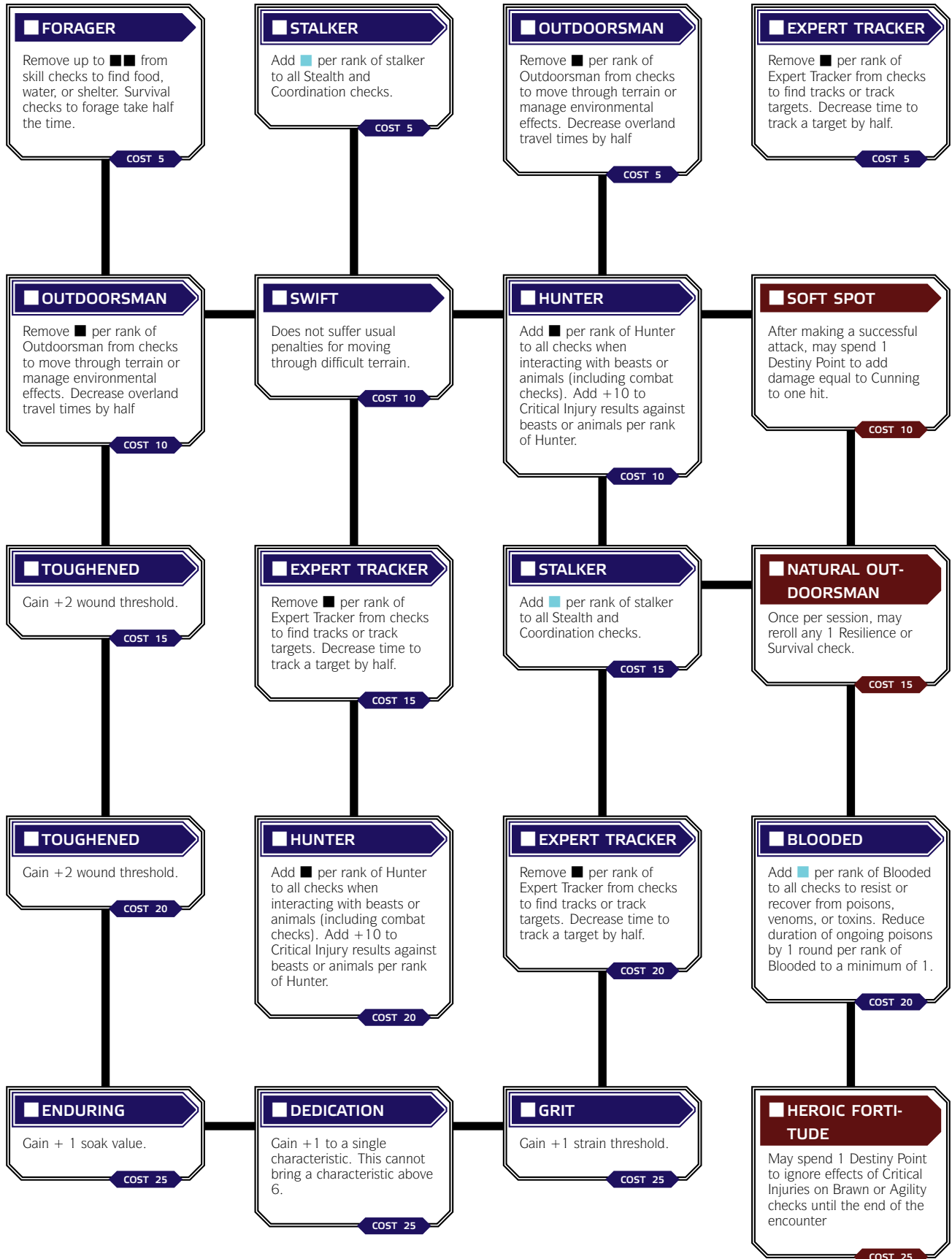
PASSIVE

ACTIVE

RANKED TALENT

Career Skills: Athletics, Brawl, Perception, Piloting (Planetary), Piloting (Space), Ranged (Heavy), Streetwise, Vigilance

Additional Career Skills: Brawl, Coercion, Mechanics, Ranged (Light)



Clone Soldier: ARC Trooper

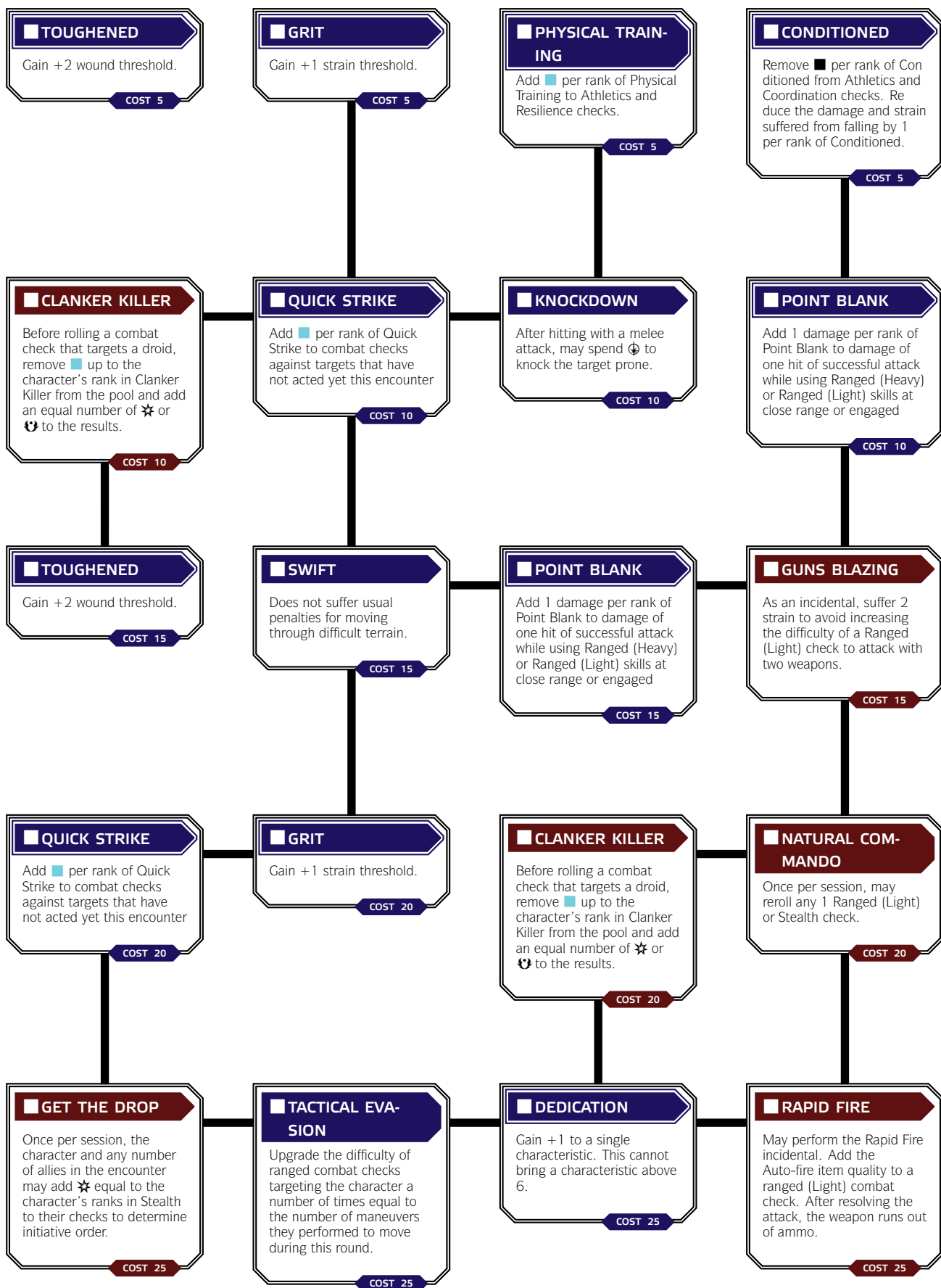
Career Skills: Athletics, Brawl, Cool, Discipline, Medicine, Ranged (Heavy), Ranged (Light), Vigilance

Additional Career Skills: Coordination, Mechanics, Piloting (Planetary), Stealth

PASSIVE

ACTIVE

RANKED TALENT



Clone Soldier: Clone Commander

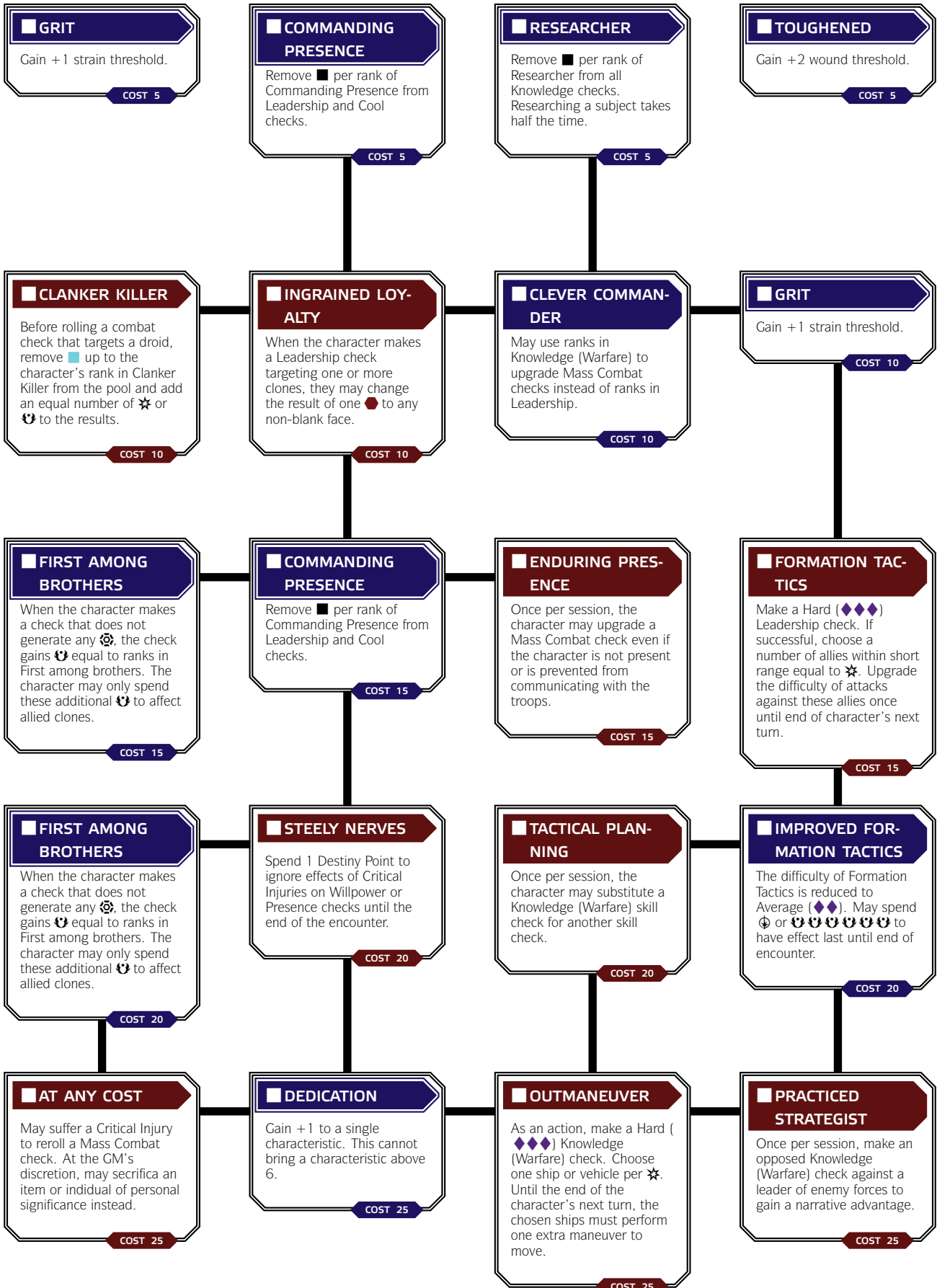
Career Skills: Athletics, Brawl, Cool, Discipline, Medicine, Ranged (Heavy), Ranged (Light), Vigilance

Additional Career Skills: Knowledge (Core Worlds), Knowledge (Warfare), Leadership, Perception

PASSIVE

ACTIVE

RANKED TALENT



Clone Soldier: Clone Officer

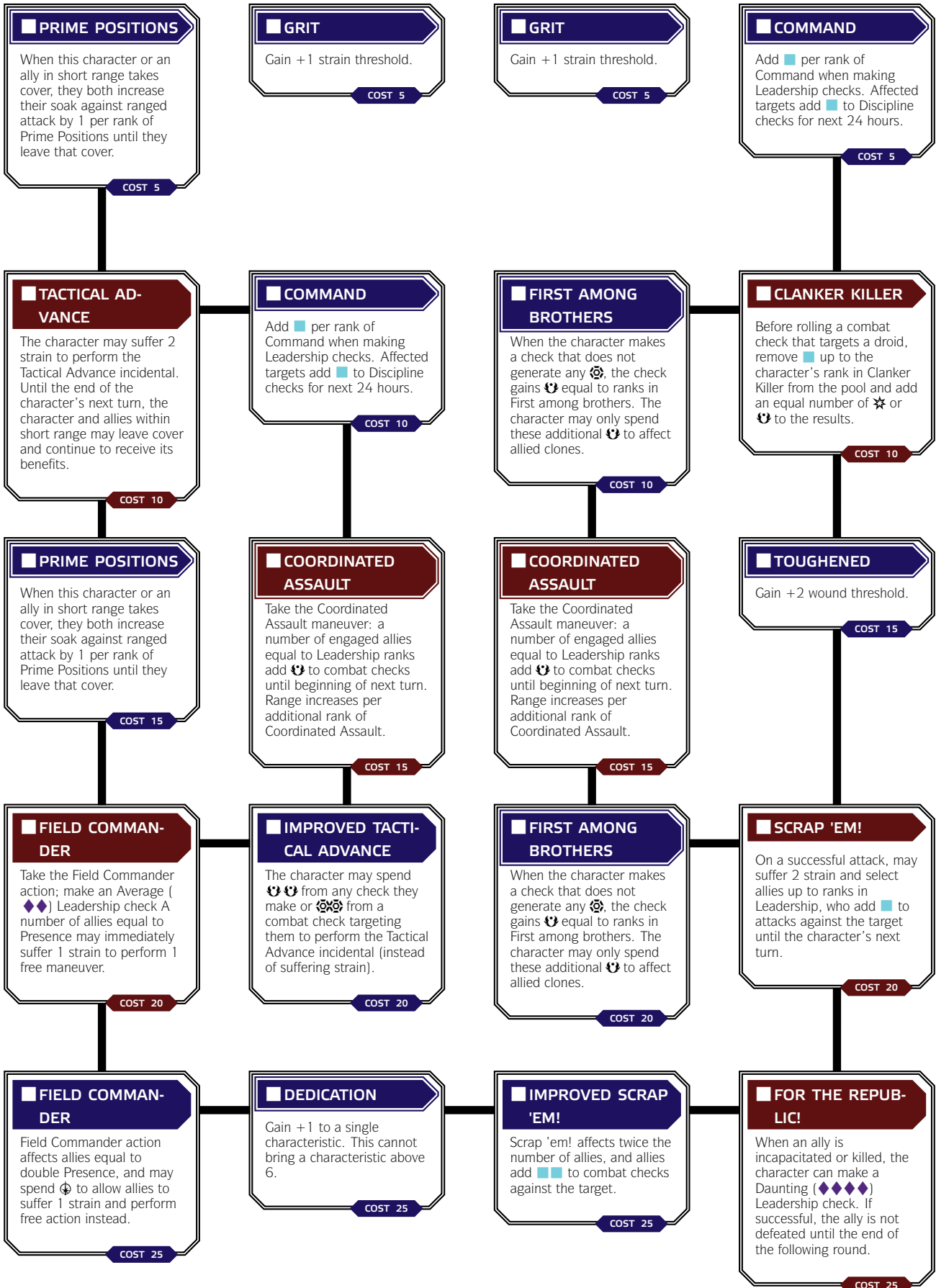
Career Skills: Athletics, Brawl, Cool, Discipline, Medicine, Ranged (Heavy), Ranged (Light), Vigilance

Additional Career Skills: Cool, Leadership, Knowledge (Outer Rim), Knowledge (Warfare)

PASSIVE

ACTIVE

RANKED TALENT



Clone Soldier: Clone Pilot

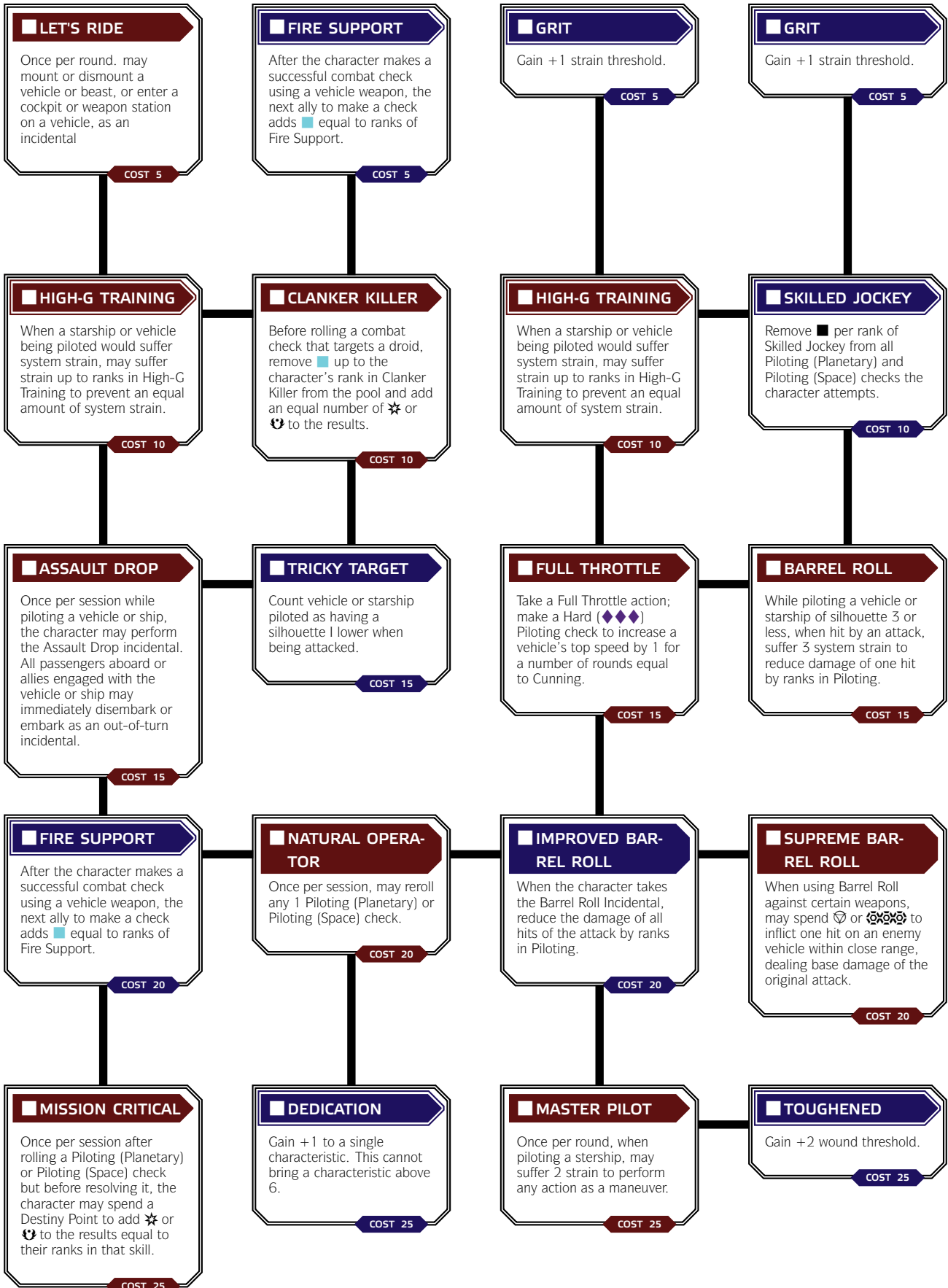
Career Skills: Athletics, Brawl, Cool, Discipline, Medicine, Ranged (Heavy), Ranged (Light), Vigilance

Additional Career Skills: Gunnery, Mechanics, Piloting (Planetary), Piloting (Space)

PASSIVE

ACTIVE

RANKED TALENT



Clone Soldier: Clone Trooper

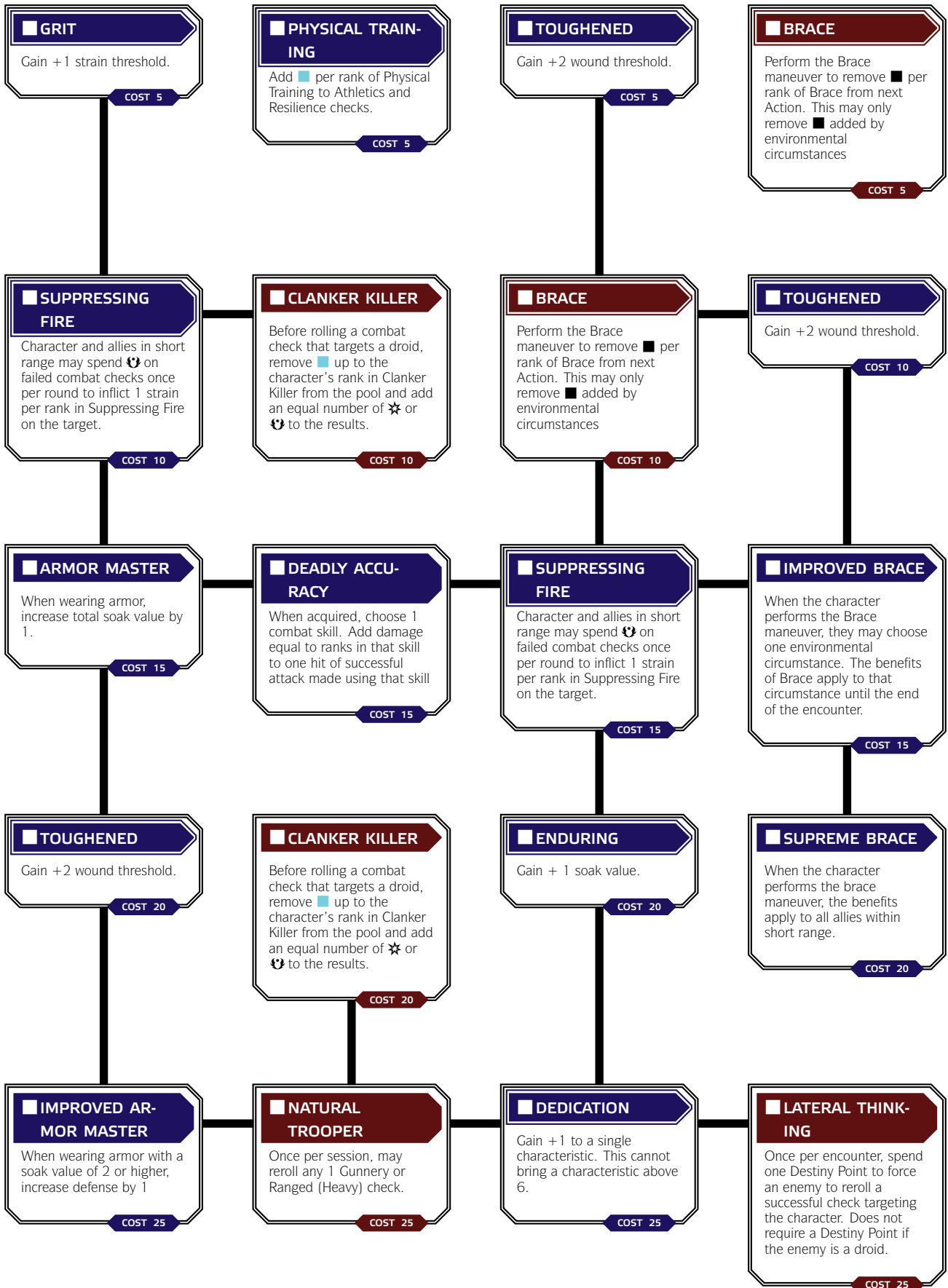
Career Skills: Athletics, Brawl, Cool, Discipline, Medicine, Ranged (Heavy), Ranged (Light), Vigilance

Additional Career Skills: Gunnery, Perception, Ranged (Heavy), Resilience

PASSIVE

ACTIVE

RANKED TALENT



Clone Soldier: Clone Veteran

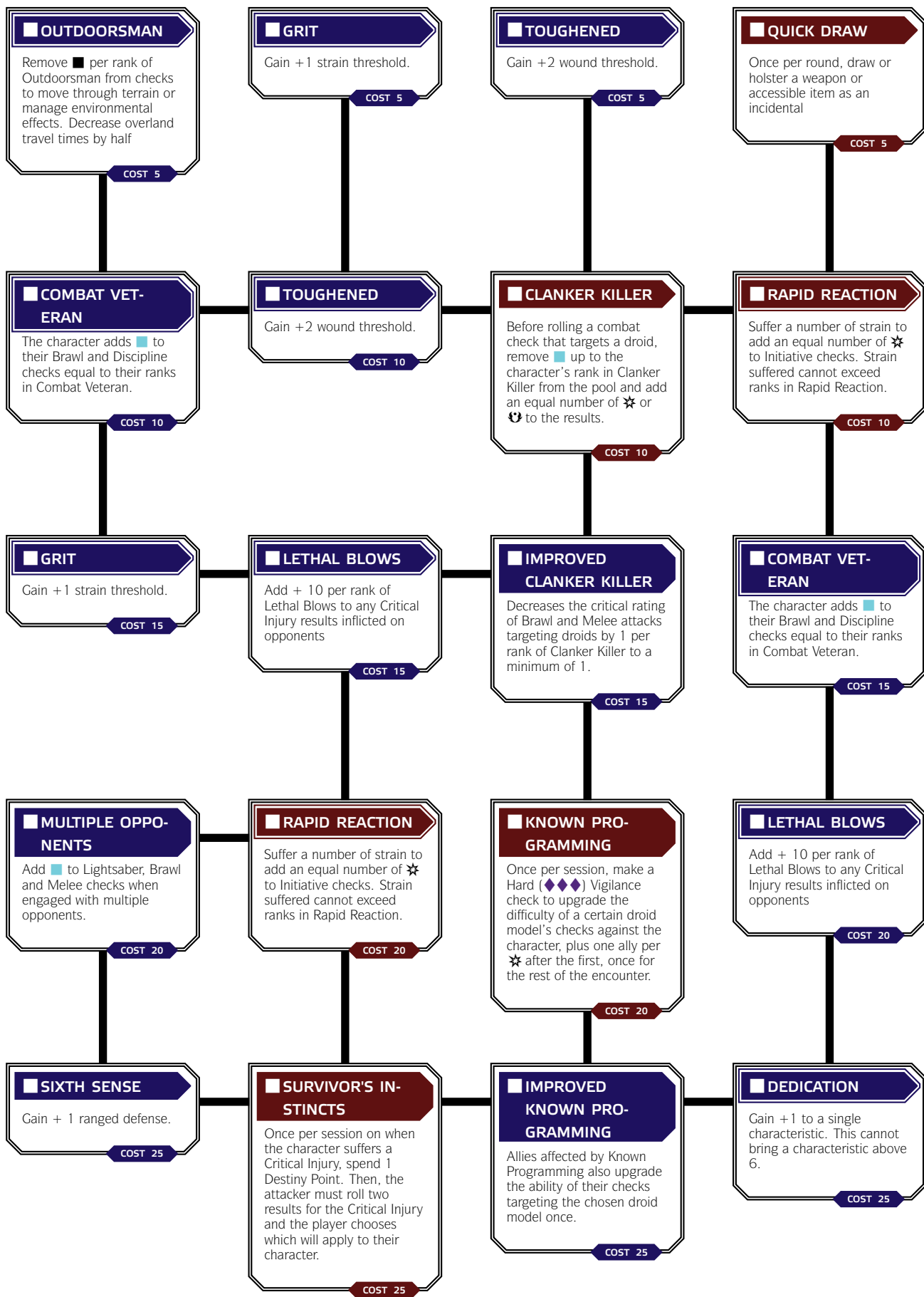
Career Skills: Athletics, Brawl, Cool, Discipline, Medicine, Ranged (Heavy), Ranged (Light), Vigilance

Additional Career Skills: Melee, Resilience, Skulduggery, Survival

PASSIVE

ACTIVE

RANKED TALENT



Colonist: Doctor

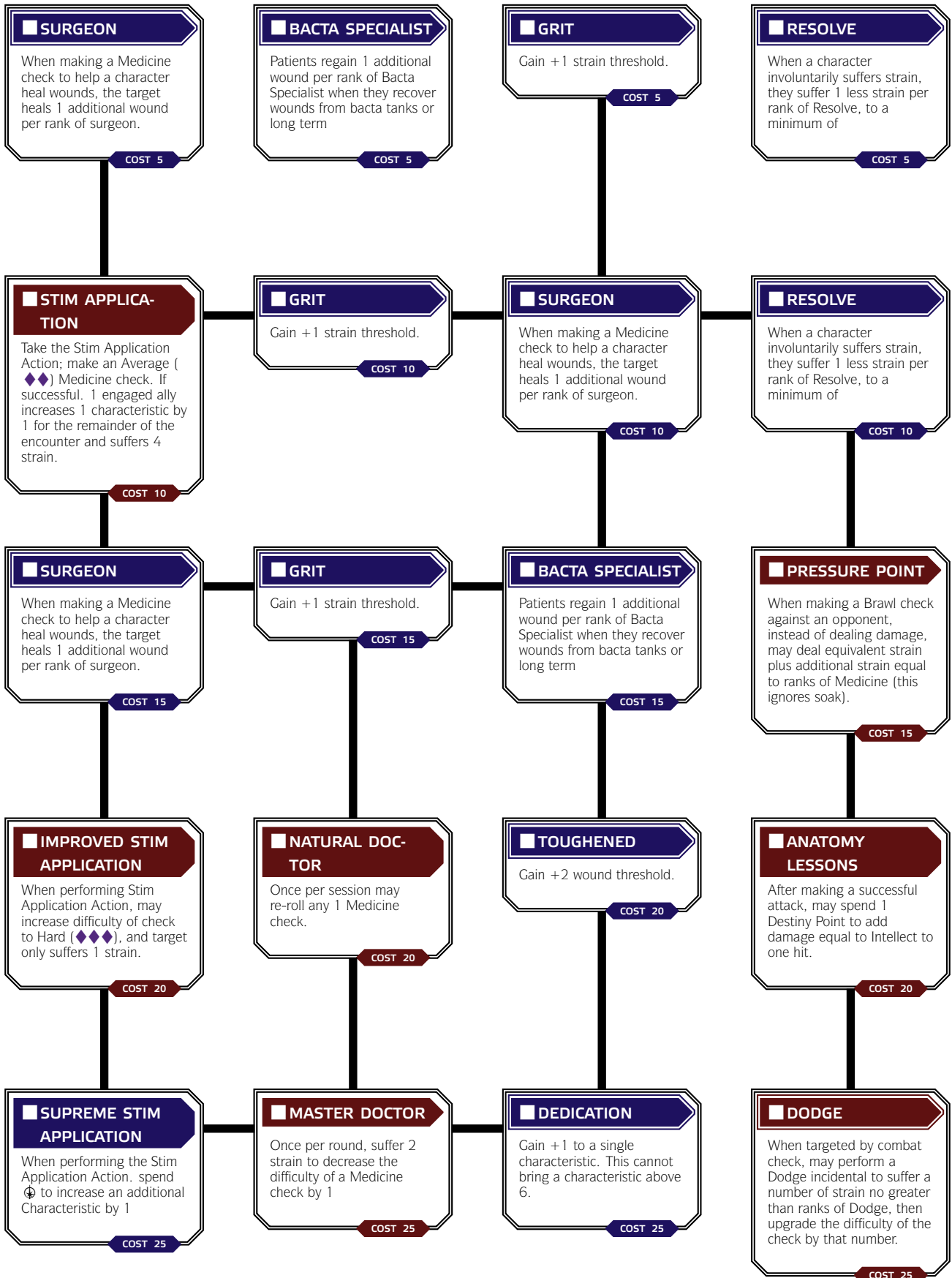
Career Skills: Charm, Deception, Knowledge (Core Worlds), Knowledge (Education), Knowledge (lore), Leadership, Negotiation, Streetwise

Additional Career Skills: Cool, Knowledge (Education), Medicine, Resilience

PASSIVE

ACTIVE

RANKED TALENT



Colonist: Entrepreneur

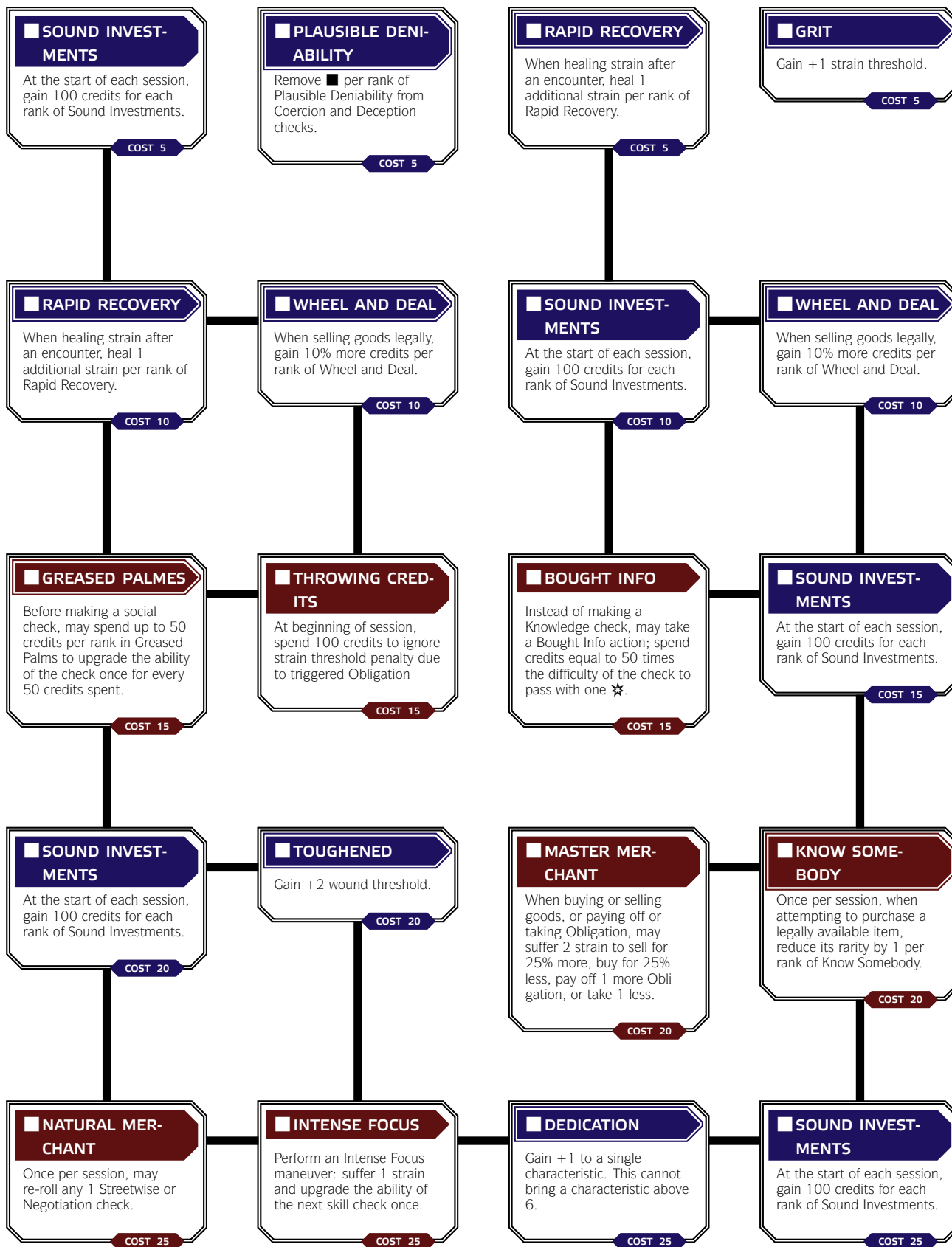
Career Skills: Charm, Deception, Knowledge (Core Worlds), Knowledge (Education), Knowledge (lore), Leadership, Negotiation, Streetwise

Additional Career Skills: Discipline, Knowledge (Education), Knowledge (Underworld), Negotiation

PASSIVE

ACTIVE

RANKED TALENT



Colonist: Marshal

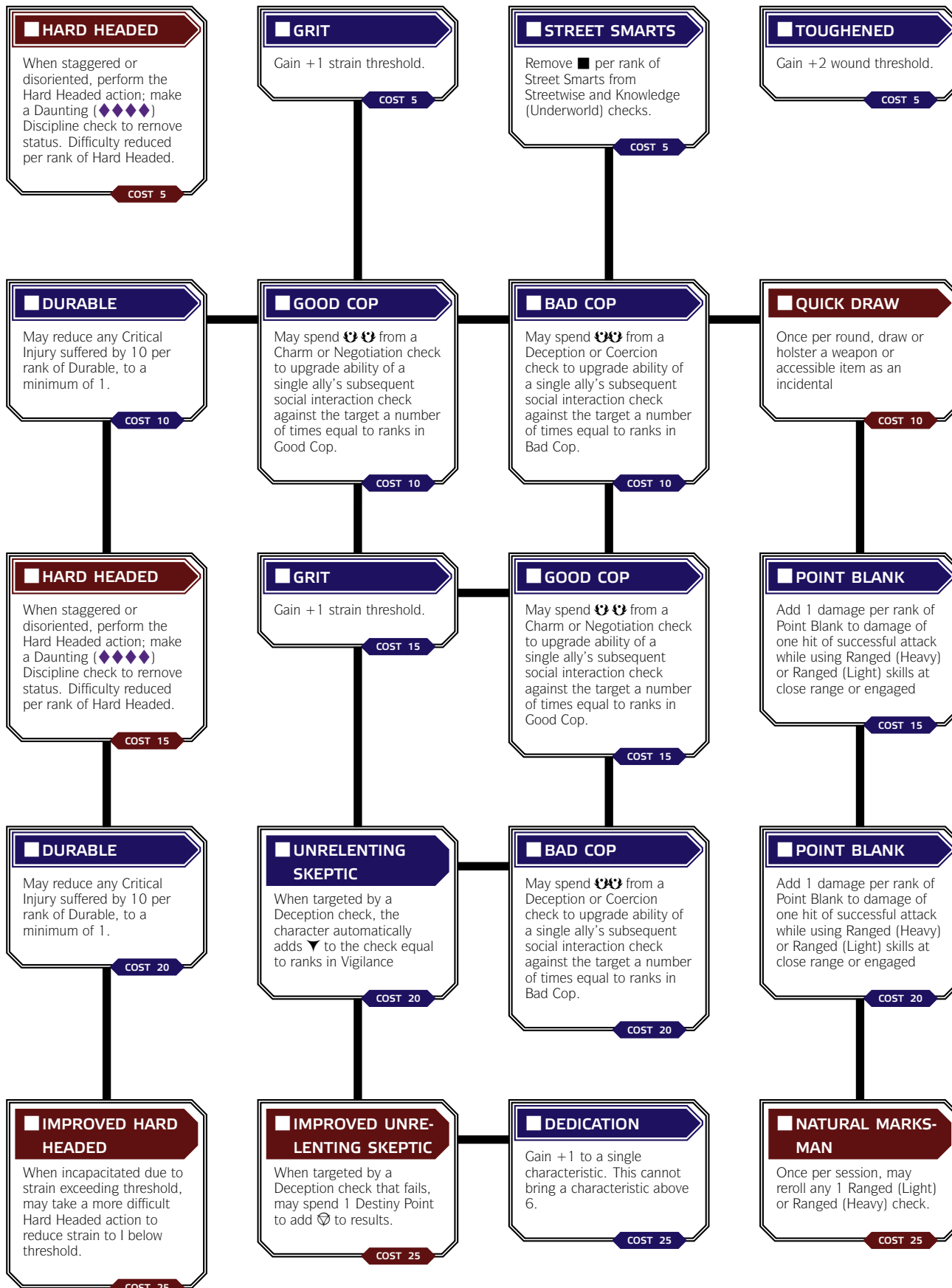
Career Skills: Charm, Deception, Knowledge (Core Worlds), Knowledge (Education), Knowledge (lore), Leadership, Negotiation, Streetwise

Additional Career Skills: Coercion, Knowledge (Underworld), Ranged (Light), Vigilance

PASSIVE

ACTIVE

RANKED TALENT



Colonist: Performer

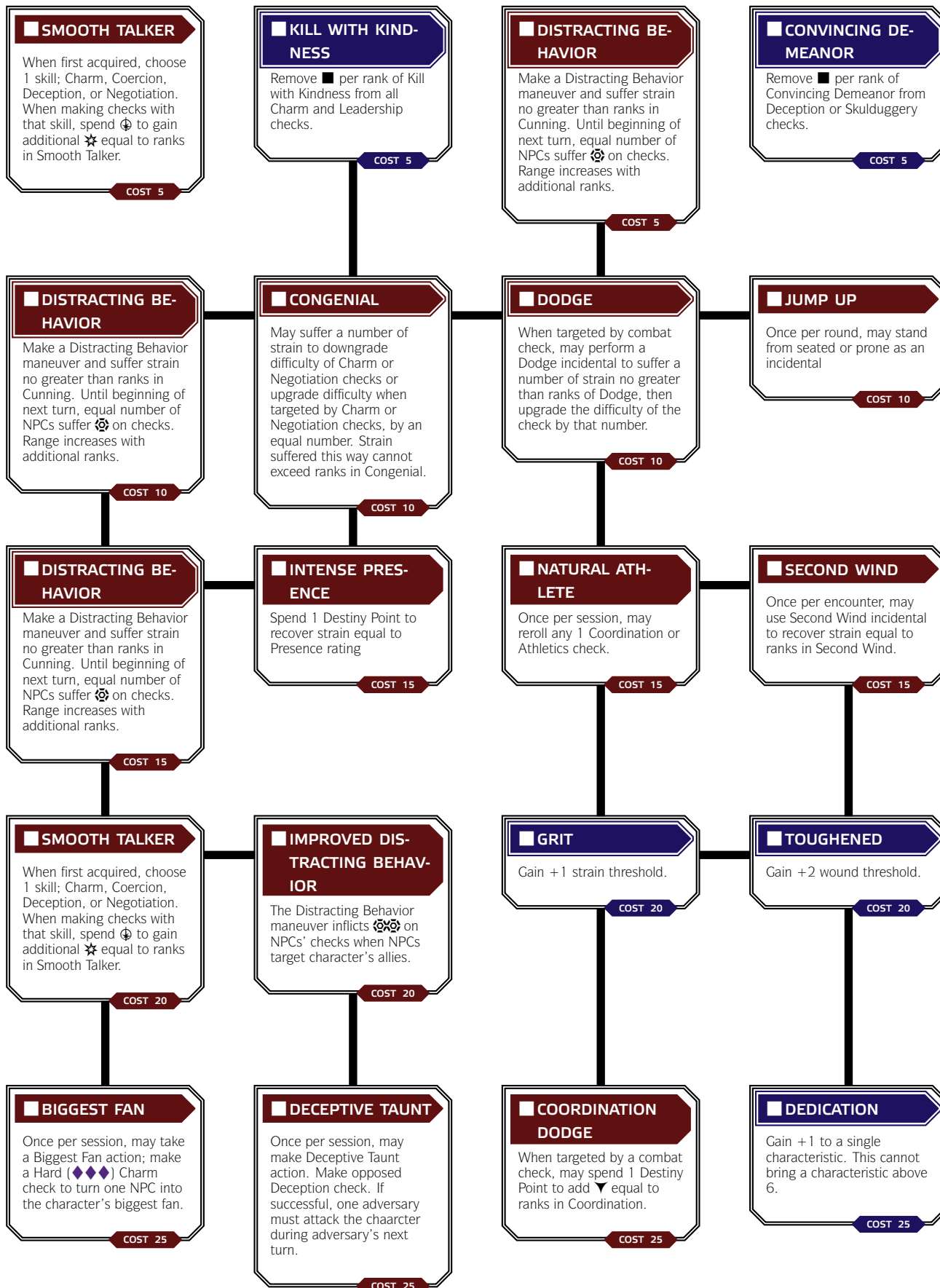
Career Skills: Charm, Deception, Knowledge (Core Worlds), Knowledge (Education), Knowledge (lore), Leadership, Negotiation, Streetwise

Additional Career Skills: Charm, Coordination, Deception, Melee

PASSIVE

ACTIVE

RANKED TALENT



Colonist: Politico

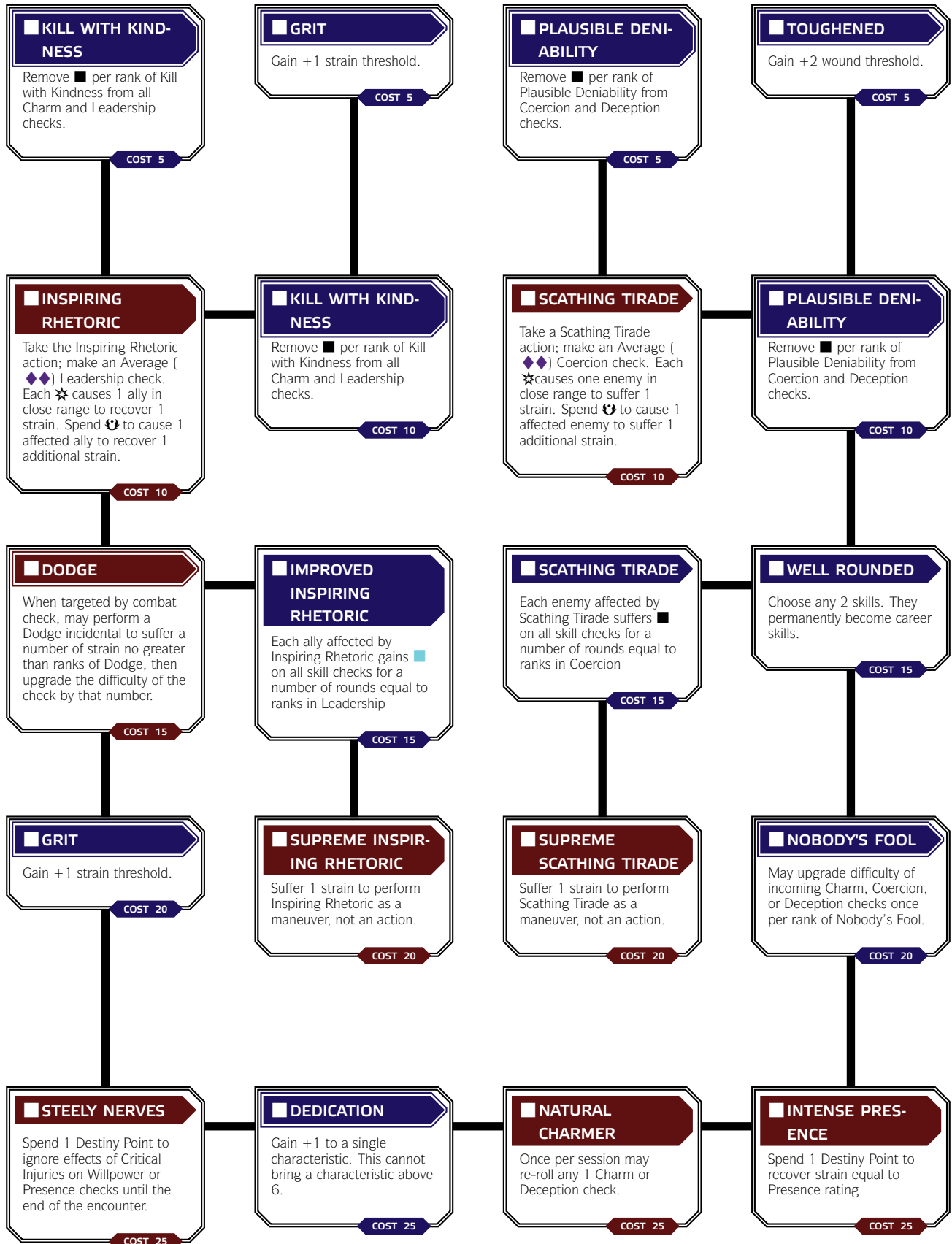
PASSIVE

ACTIVE

RANKED TALENT

Career Skills: Charm, Deception, Knowledge (Core Worlds), Knowledge (Education), Knowledge (lore), Leadership, Negotiation, Streetwise

Additional Career Skills: Charm, Coercion, Deception, Knowledge (Core Worlds)



Colonist: Scholar

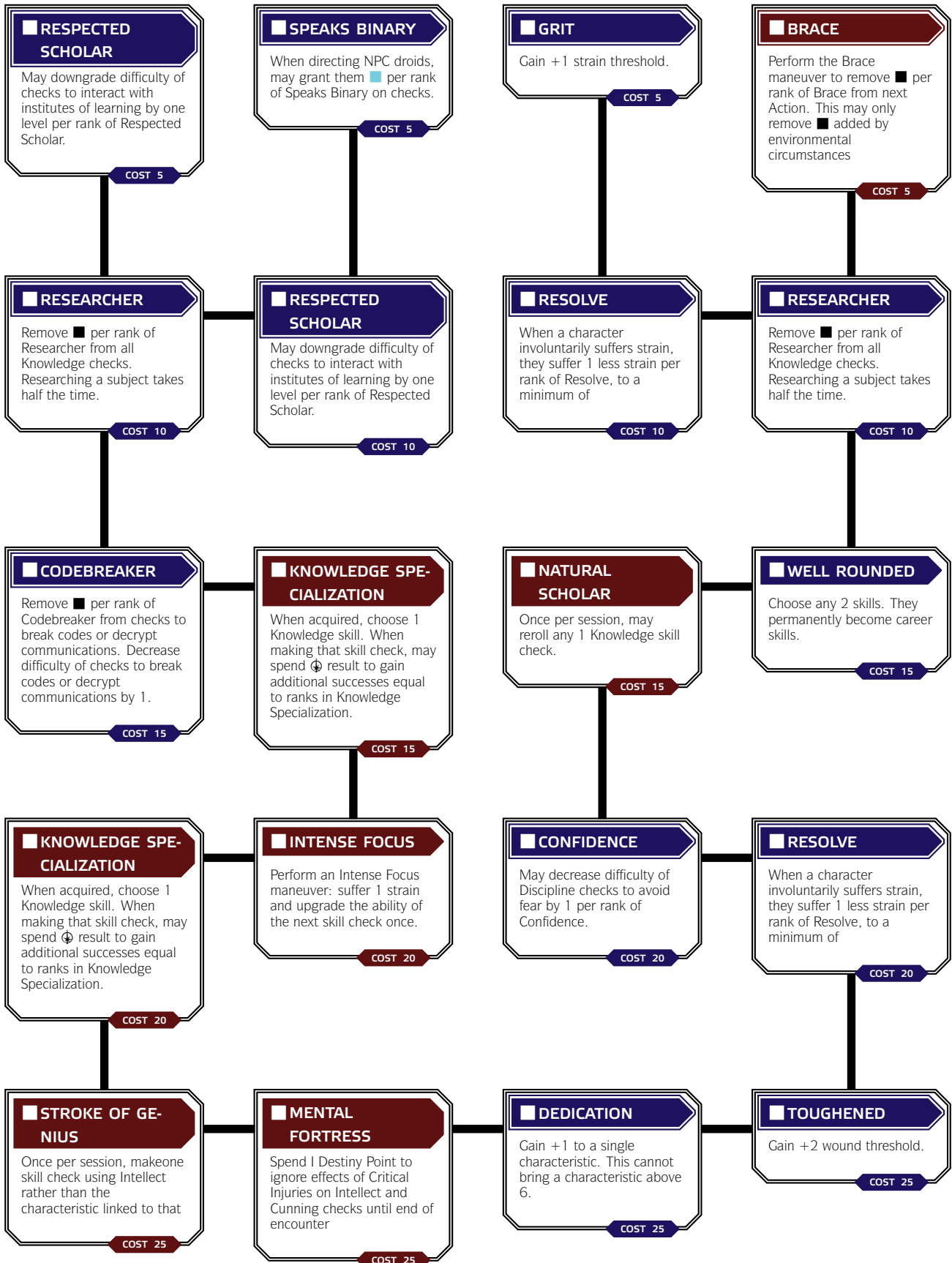
PASSIVE

ACTIVE

RANKED TALENT

Career Skills: Charm, Deception, Knowledge (Core Worlds), Knowledge (Education), Knowledge (lore), Leadership, Negotiation, Streetwise

Additional Career Skills: Knowledge (Outer Rim), Knowledge (Underworld), Knowledge (Xenology), Perception



Commander: Commadore

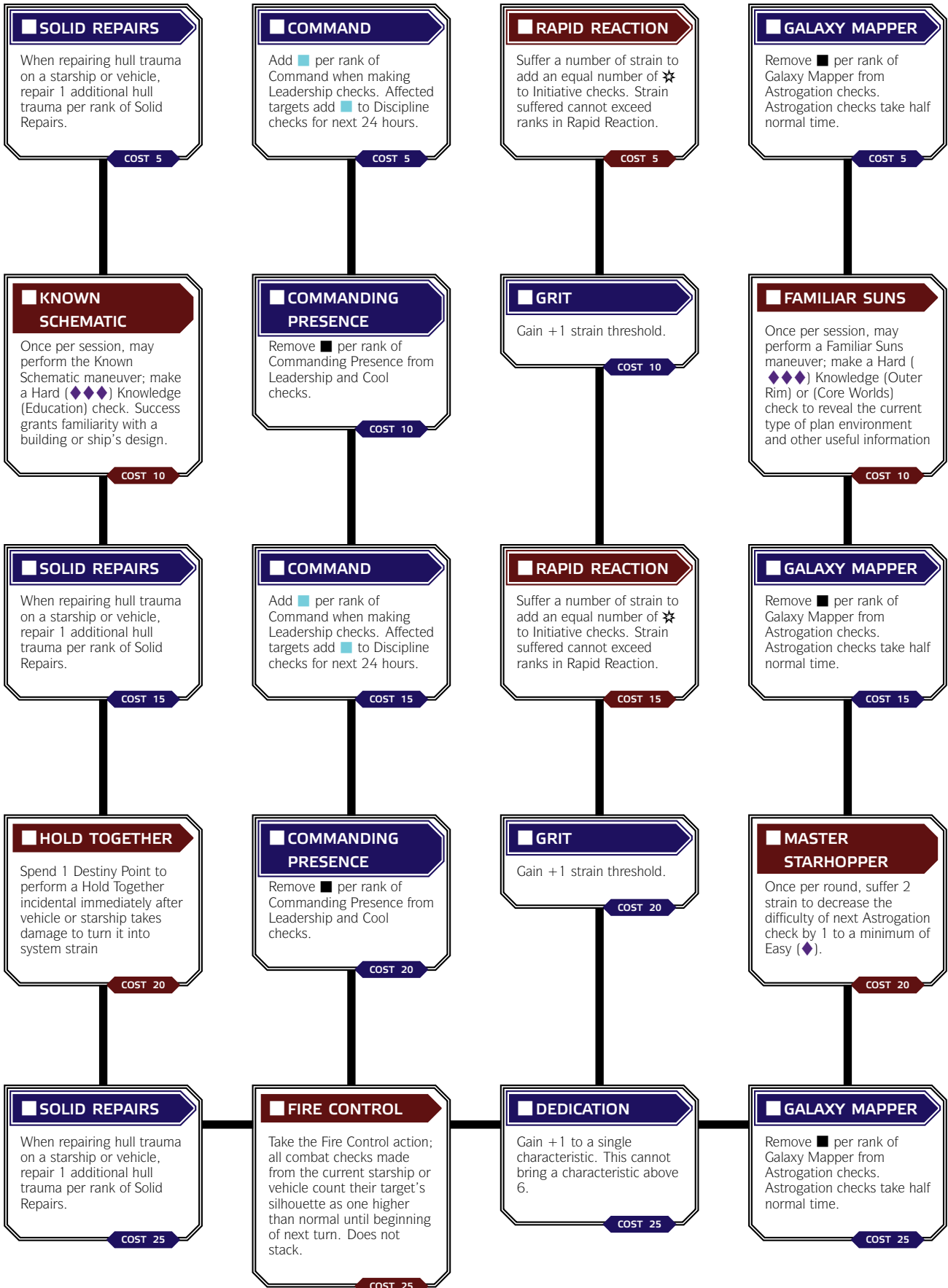
Career Skills: Coercion, Cool, Discipline, Knowledge (Warfare), Leadership, Perception, Ranged (Light), Vigilance

Additional Career Skills: Astrogation, Computers, Knowledge (Education), Knowledge (Outer Rim)

PASSIVE

ACTIVE

RANKED TALENT



Commander: Figurehead

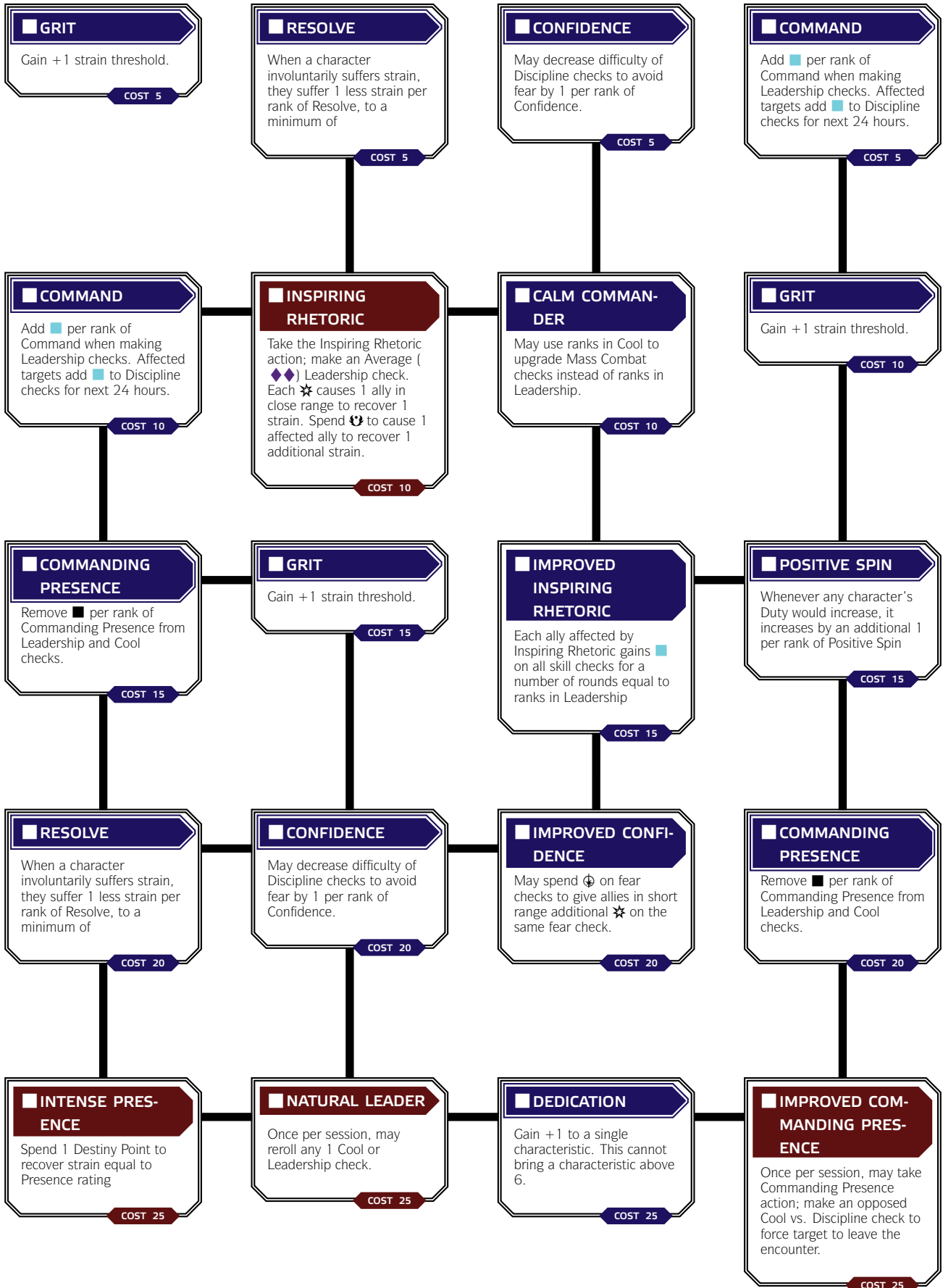
Career Skills: Coercion, Cool, Discipline, Knowledge (Warfare), Leadership, Perception, Ranged (Light), Vigilance

Additional Career Skills: Cool, Leadership, Negotiation, Knowledge (Core Worlds)

PASSIVE

ACTIVE

RANKED TALENT



Commander: Instructor

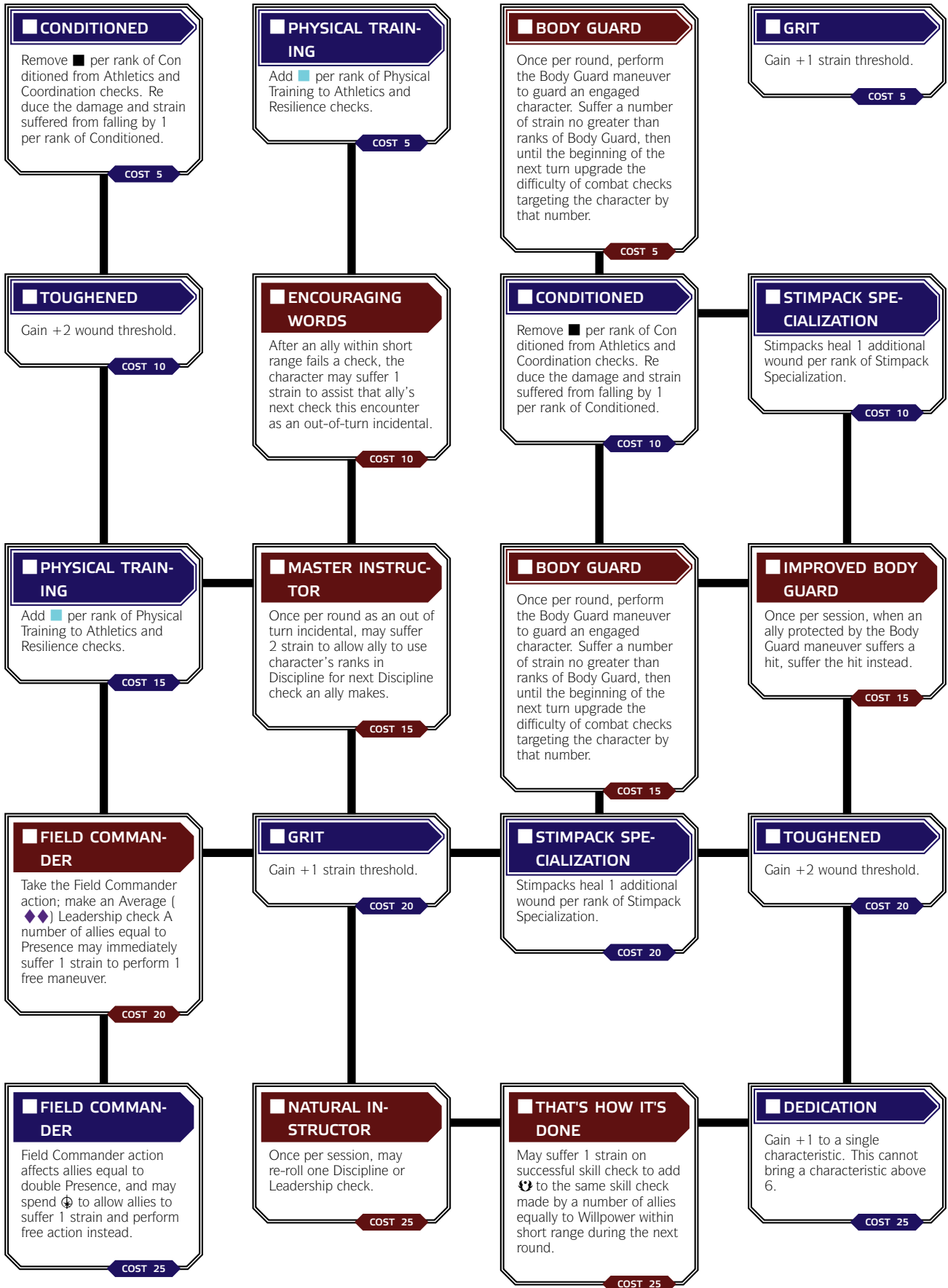
Career Skills: Coercion, Cool, Discipline, Knowledge (Warfare), Leadership, Perception, Ranged (Light), Vigilance

Additional Career Skills: Discipline, Medicine, Ranged (Heavy), Knowledge (Education)

PASSIVE

ACTIVE

RANKED TALENT



Commander: Squadron Leader

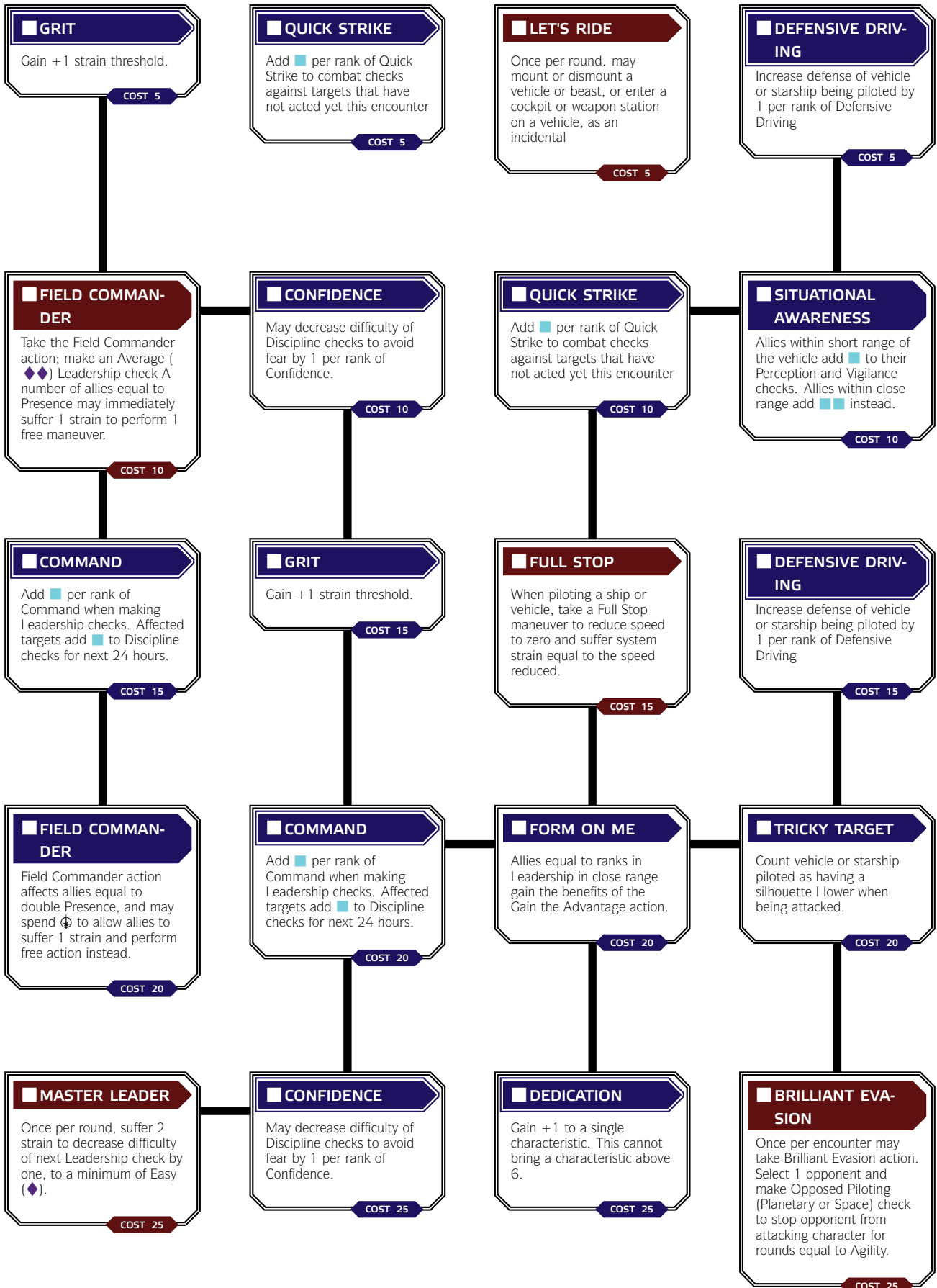
Career Skills: Coercion, Cool, Discipline, Knowledge (Warfare), Leadership, Perception, Ranged (Light), Vigilance

Additional Career Skills: Gunnery, Mechanics, Piloting (Planetary), Piloting (Space)

PASSIVE

ACTIVE

RANKED TALENT



Commander: Strategist

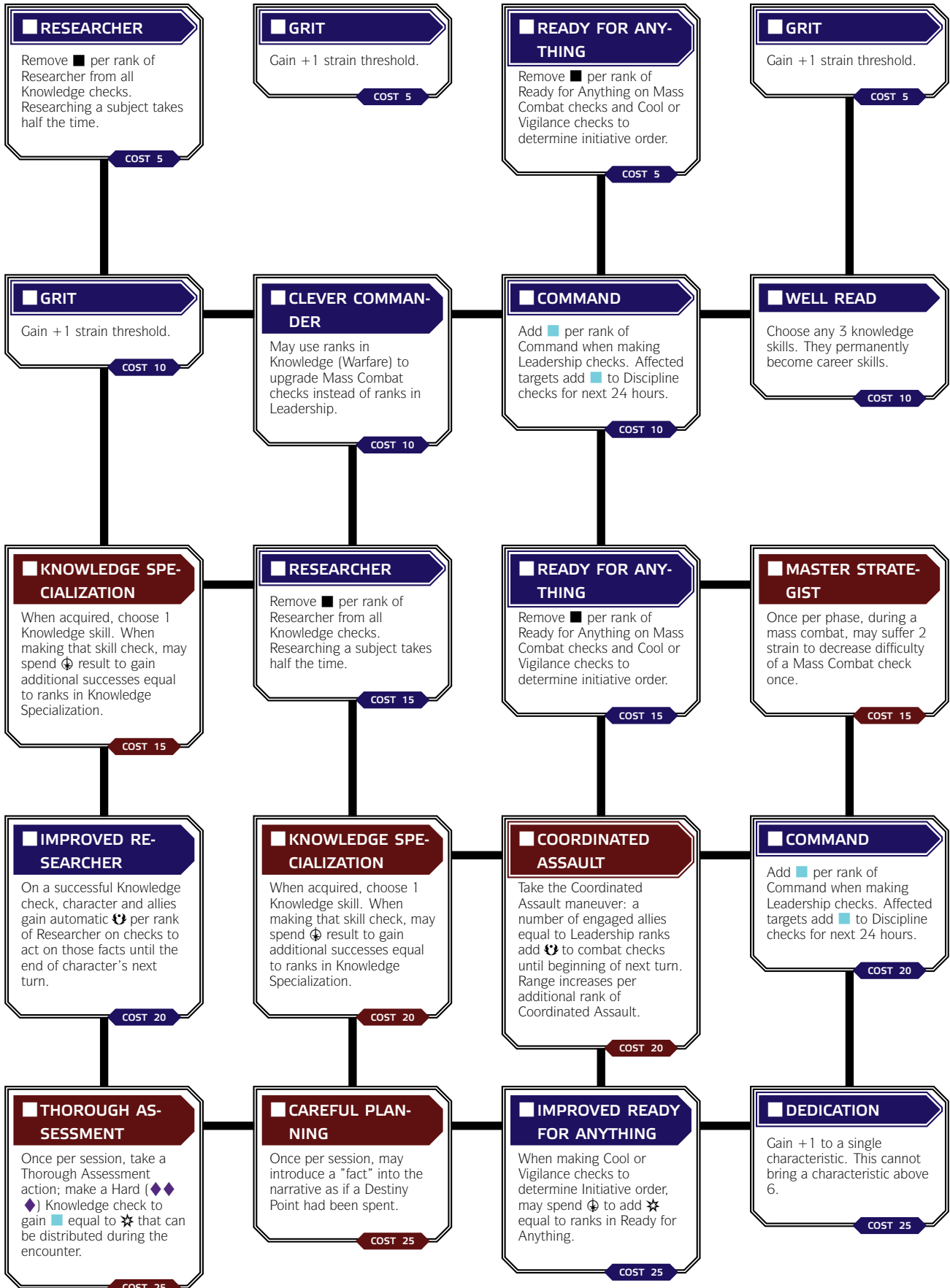
Career Skills: Coercion, Cool, Discipline, Knowledge (Warfare), Leadership, Perception, Ranged (Light), Vigilance

Additional Career Skills: Computers, Cool, Vigilance, Knowledge (Warfare)

PASSIVE

ACTIVE

RANKED TALENT



Commander: Tactician

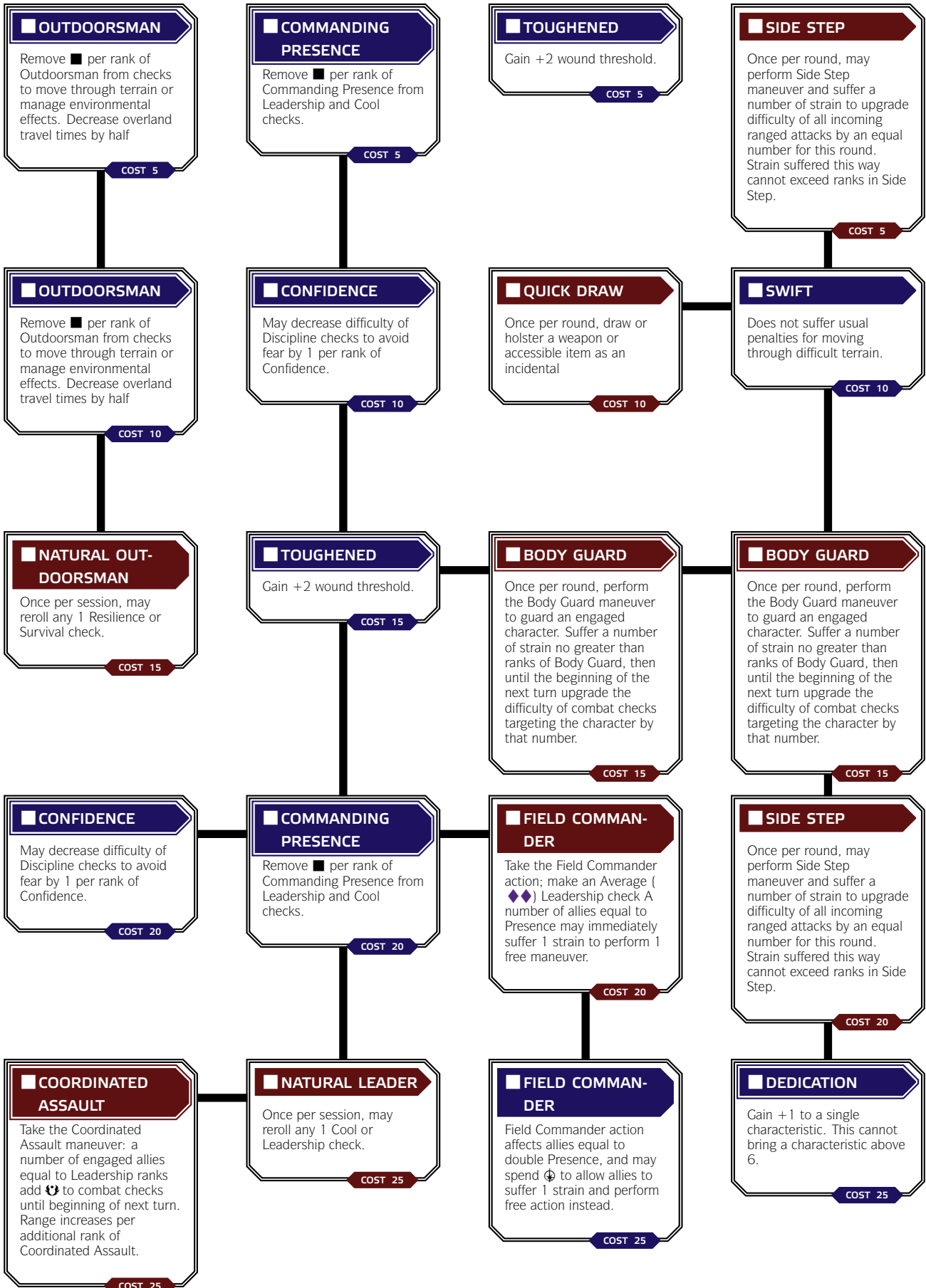
Career Skills: Coercion, Cool, Discipline, Knowledge (Warfare), Leadership, Perception, Ranged (Light), Vigilance

Additional Career Skills: Brawl, Discipline, Leadership, Ranged (Heavy)

PASSIVE

ACTIVE

RANKED TALENT



Consular: Arbiter

Career Skills: Cool, Discipline, Knowledge (Education), Knowledge (Lore), Leadership, Negotiation

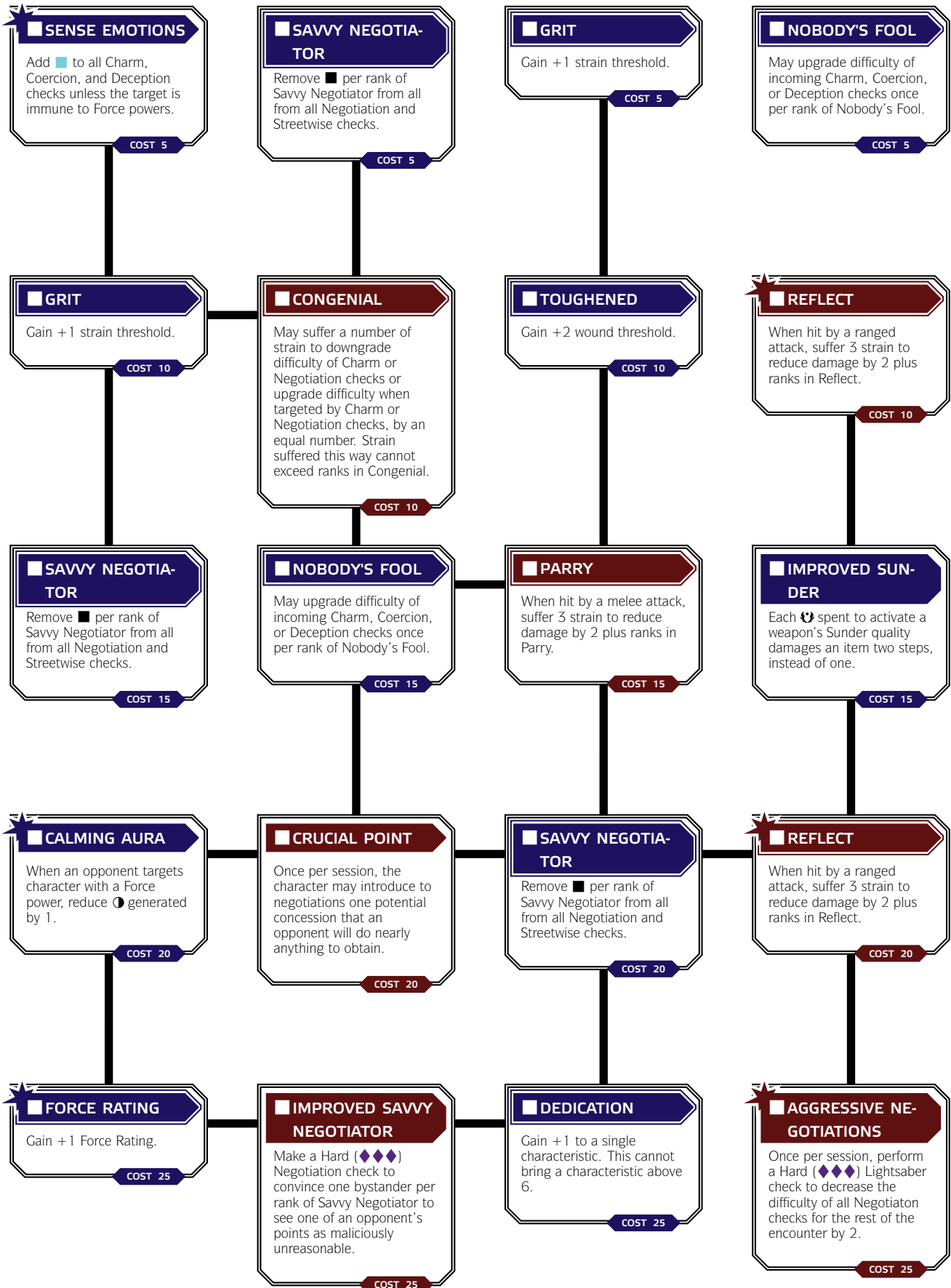
Additional Career Skills: Knowledge (Xenology), Lightsaber, Negotiation, Perception

PASSIVE

ACTIVE

RANKED TALENT

FORCE TALENT



Consular: Ascetic

Career Skills: Cool, Discipline, Knowledge (Education), Knowledge (Lore), Leadership, Negotiation

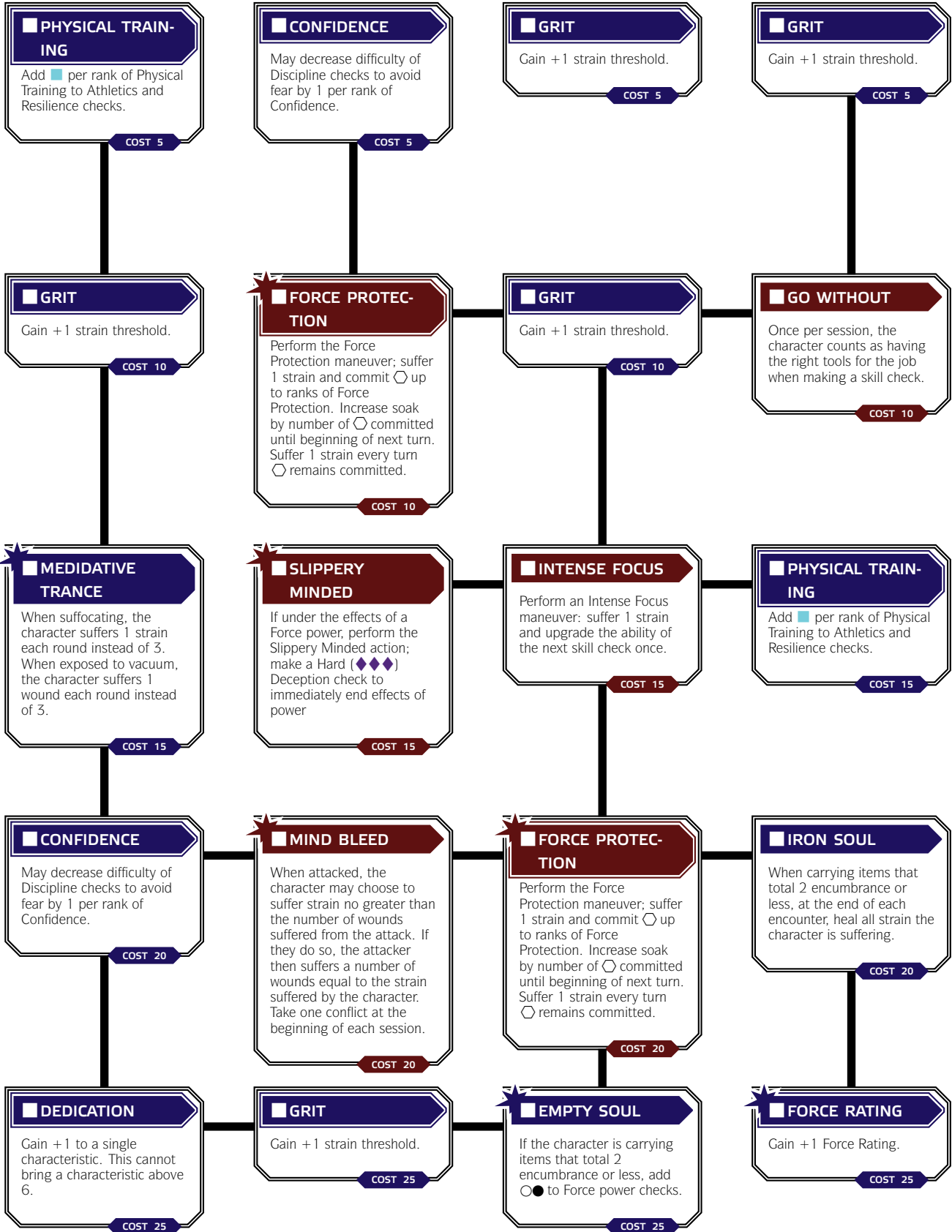
Additional Career Skills: Athletics, Discipline, Resilience, Vigilance

PASSIVE

ACTIVE

RANKED TALENT

FORCE TALENT



Consular: Healer

Career Skills: Cool, Discipline, Knowledge (Education), Knowledge (Lore), Leadership, Negotiation

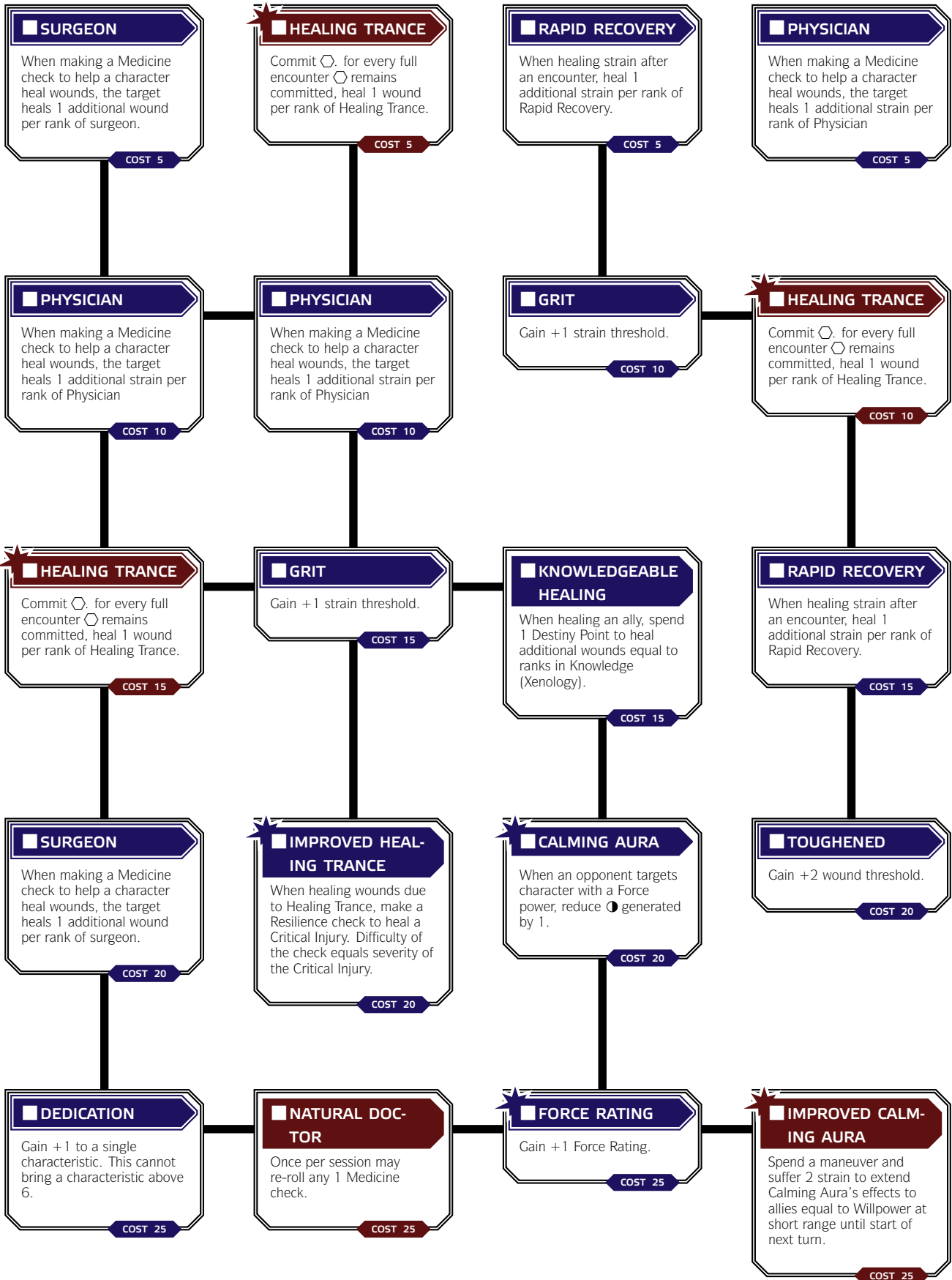
Additional Career Skills: Discipline, Knowledge (Education), Knowledge (Xenology), Medicine

PASSIVE

ACTIVE

RANKED TALENT

FORCE TALENT



Consular: Niman Disciple

Career Skills: Cool, Discipline, Knowledge (Education), Knowledge (Lore), Leadership, Negotiation

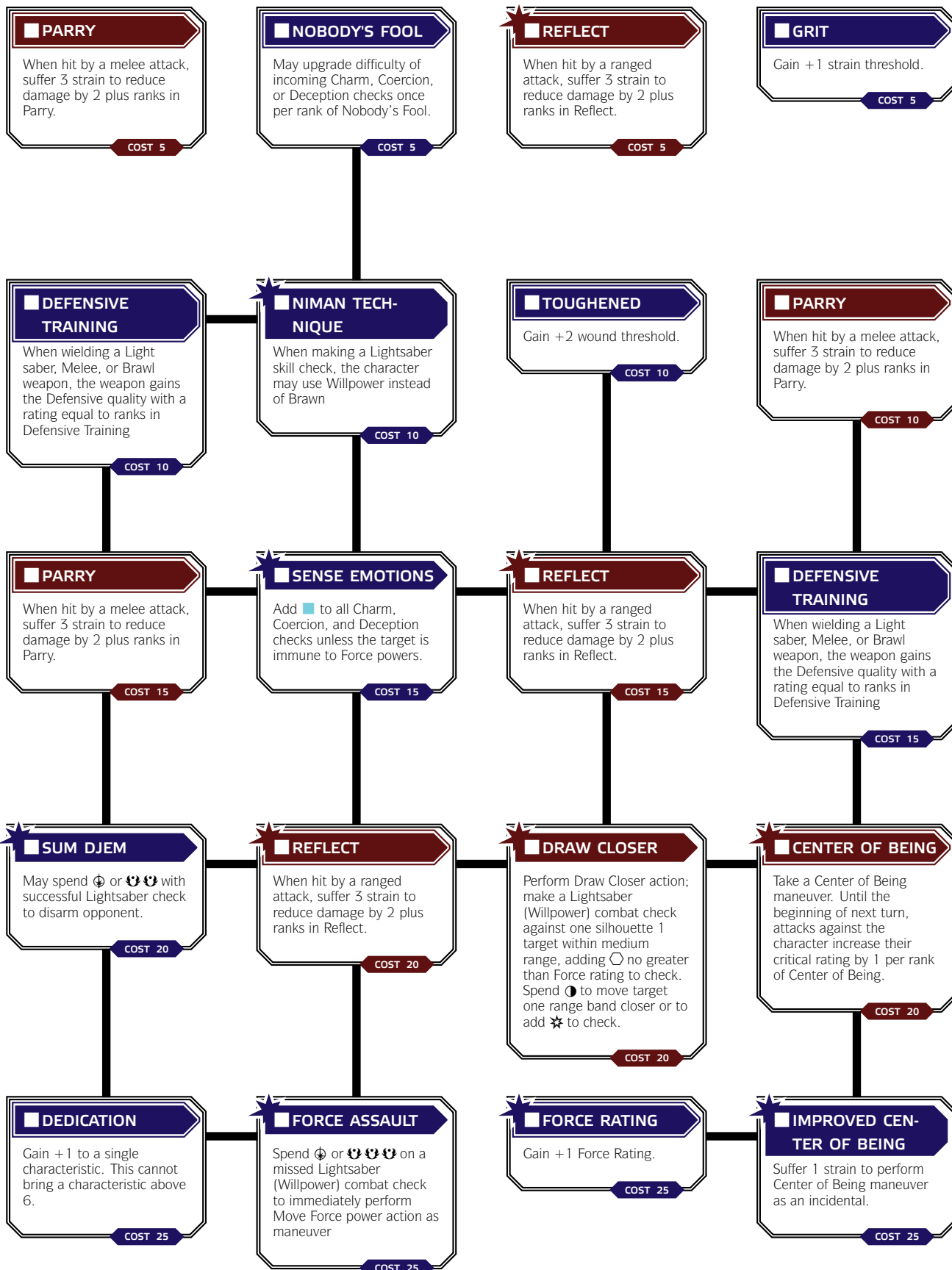
Additional Career Skills: Discipline, Leadership, Lightsaber, Negotiation

PASSIVE

ACTIVE

RANKED TALENT

FORCE TALENT



Consular: Sage

Career Skills: Cool, Discipline, Knowledge (Education), Knowledge (Lore), Leadership, Negotiation

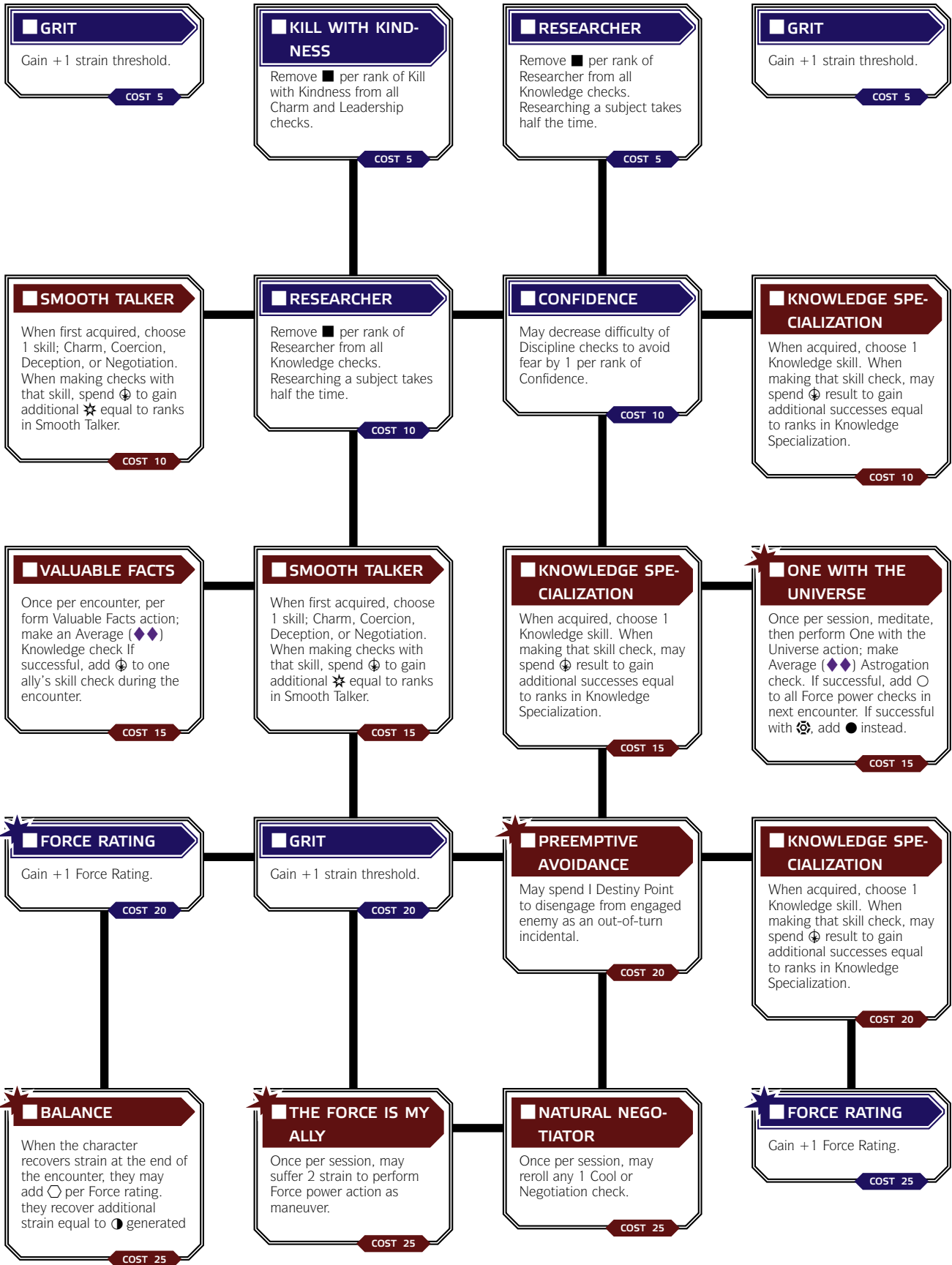
Additional Career Skills: Astrogation, Charm, Cool, Knowledge (Lore)

PASSIVE

ACTIVE

RANKED TALENT

FORCE TALENT



Consular: Teacher

Career Skills: Cool, Discipline, Knowledge (Education), Knowledge (Lore), Leadership, Negotiation

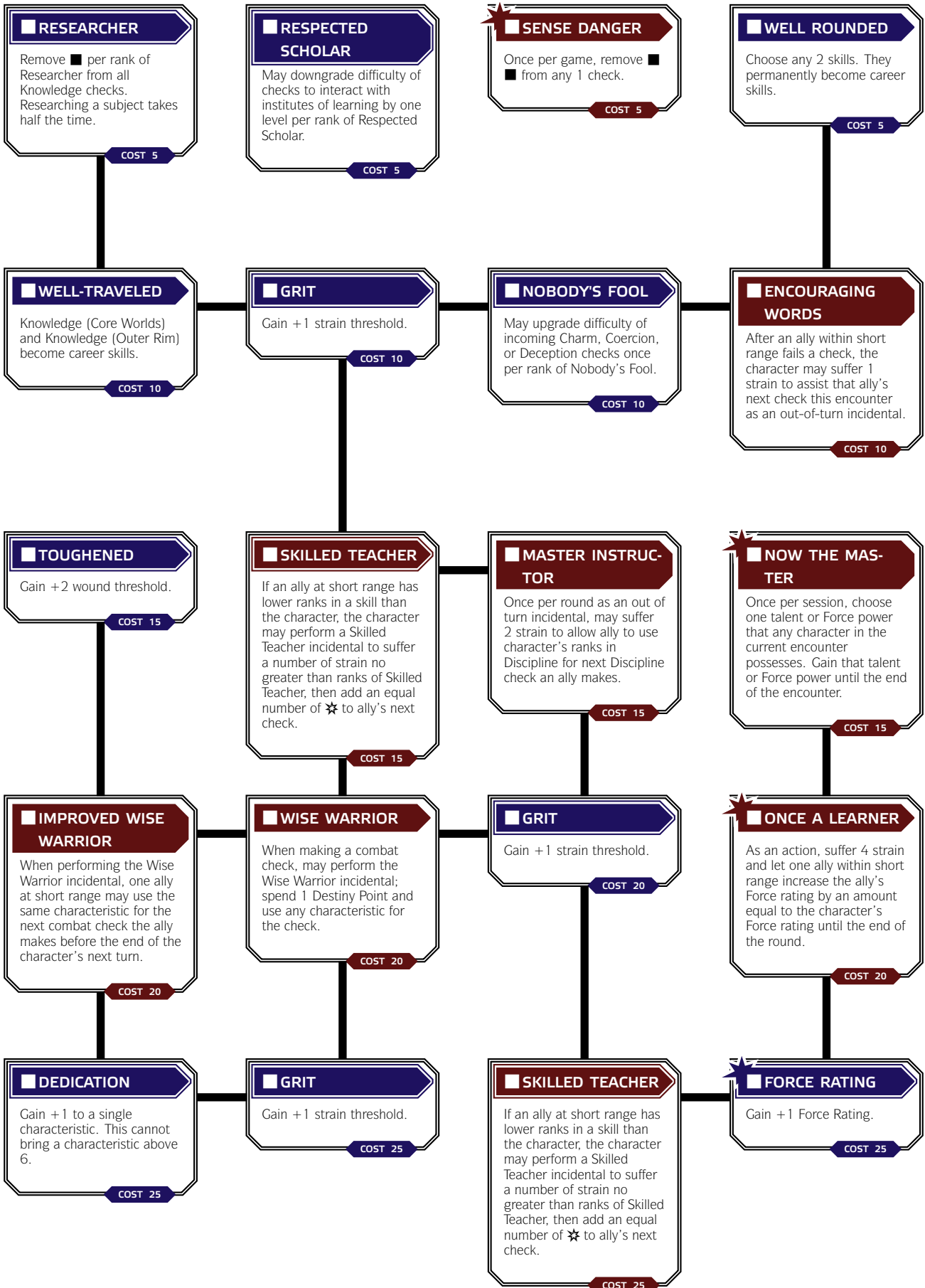
Additional Career Skills: Knowledge (Education), Knowledge (Lore), Leadership, Perception

PASSIVE

ACTIVE

RANKED TALENT

FORCE TALENT



Diplomat: Advocate

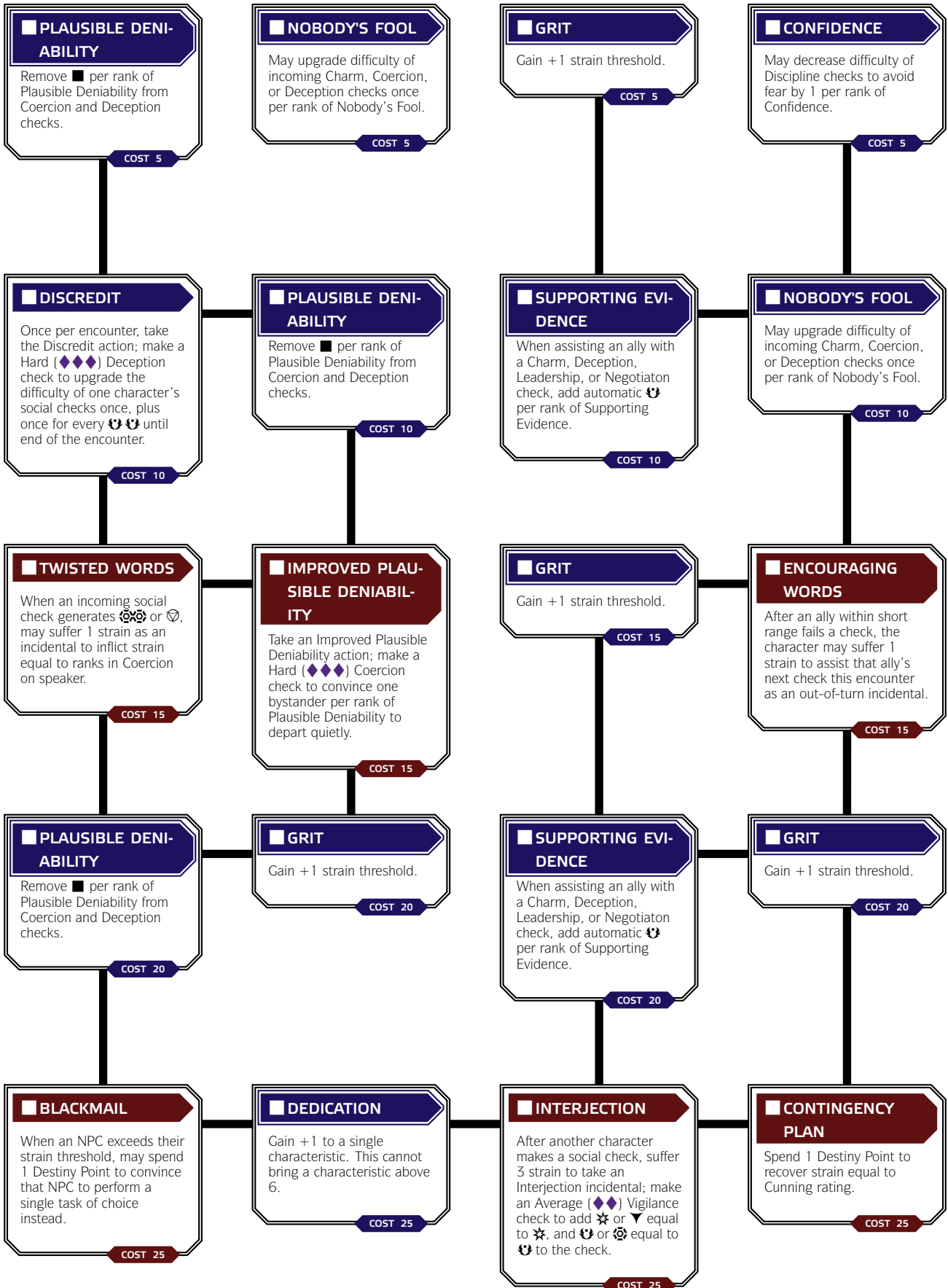
Career Skills: Charm, Deception, Knowledge (Core Worlds), Knowledge (Lore), Knowledge (Outer Rim), Knowledge (Xenology), Leadership, Negotiation

Additional Career Skills: Coercion, Deception, Negotiation, Vigilance

PASSIVE

ACTIVE

RANKED TALENT



Diplomat: Ambassador

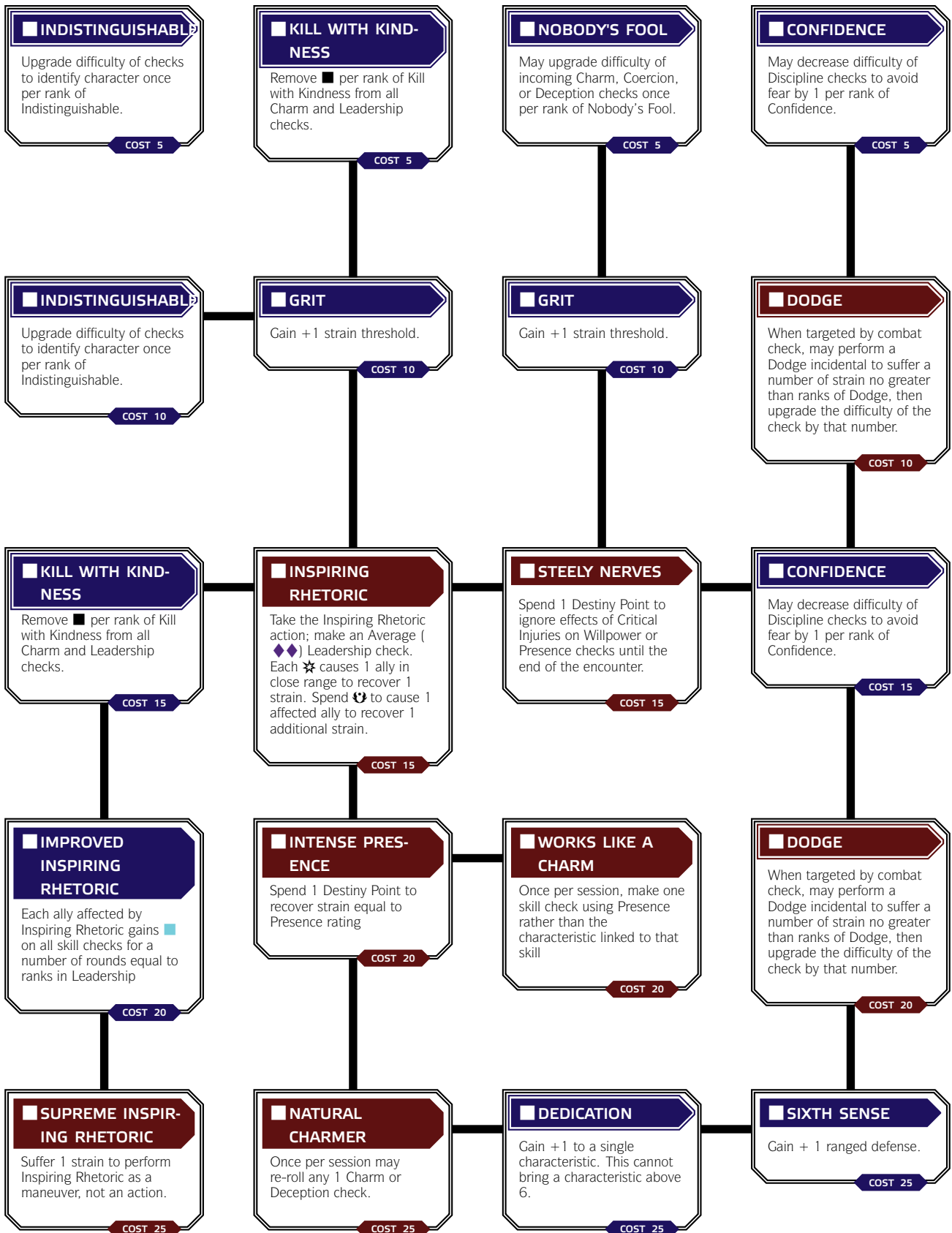
PASSIVE

ACTIVE

RANKED TALENT

Career Skills: Charm, Deception, Knowledge (Core Worlds), Knowledge (Lore), Knowledge (Outer Rim), Knowledge (Xenology), Leadership, Negotiation

Additional Career Skills: Charm, Discipline, Knowledge (Core Worlds), Negotiation



Diplomat: Agitator

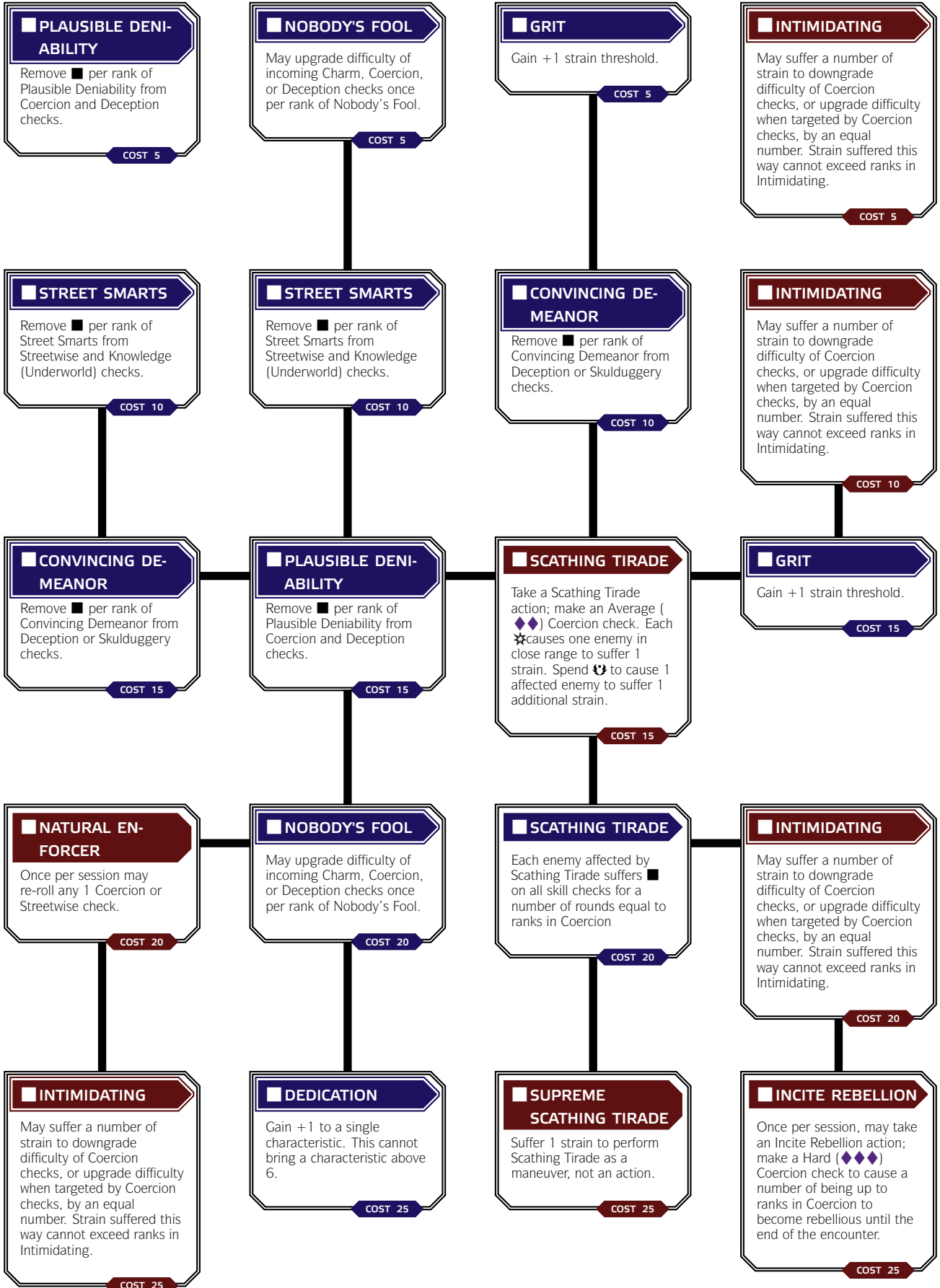
Career Skills: Charm, Deception, Knowledge (Core Worlds), Knowledge (Lore), Knowledge (Outer Rim), Knowledge (Xenology), Leadership, Negotiation

Additional Career Skills: Coercion, Deception, Knowledge (Underworld), Streetwise

PASSIVE

ACTIVE

RANKED TALENT



Diplomat: Quartermaster

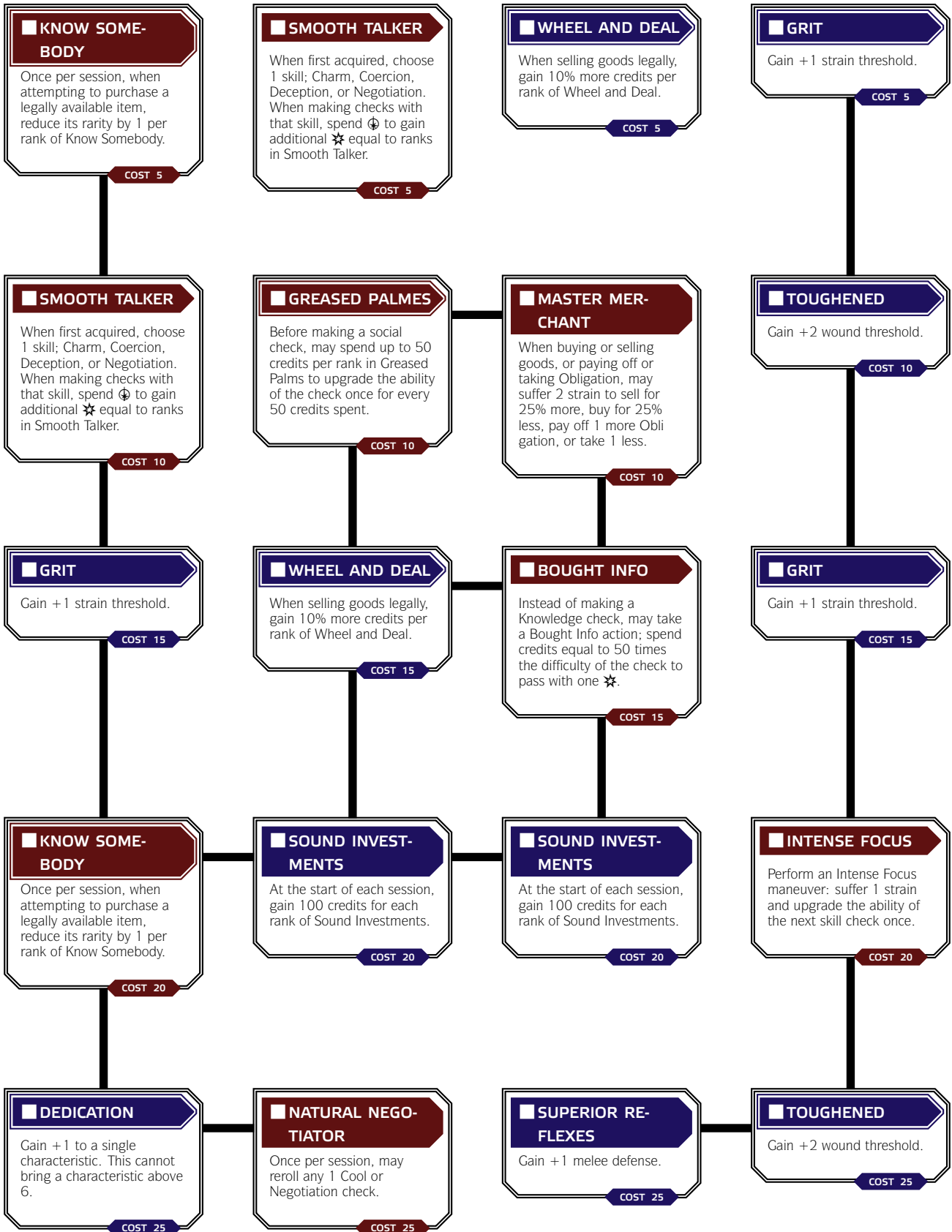
Career Skills: Charm, Deception, Knowledge (Core Worlds), Knowledge (Lore), Knowledge (Outer Rim), Knowledge (Xenology), Leadership, Negotiation

Additional Career Skills: Computers, Negotiation, Skulduggery, Vigilance

PASSIVE

ACTIVE

RANKED TALENT



Diplomat: Analyst

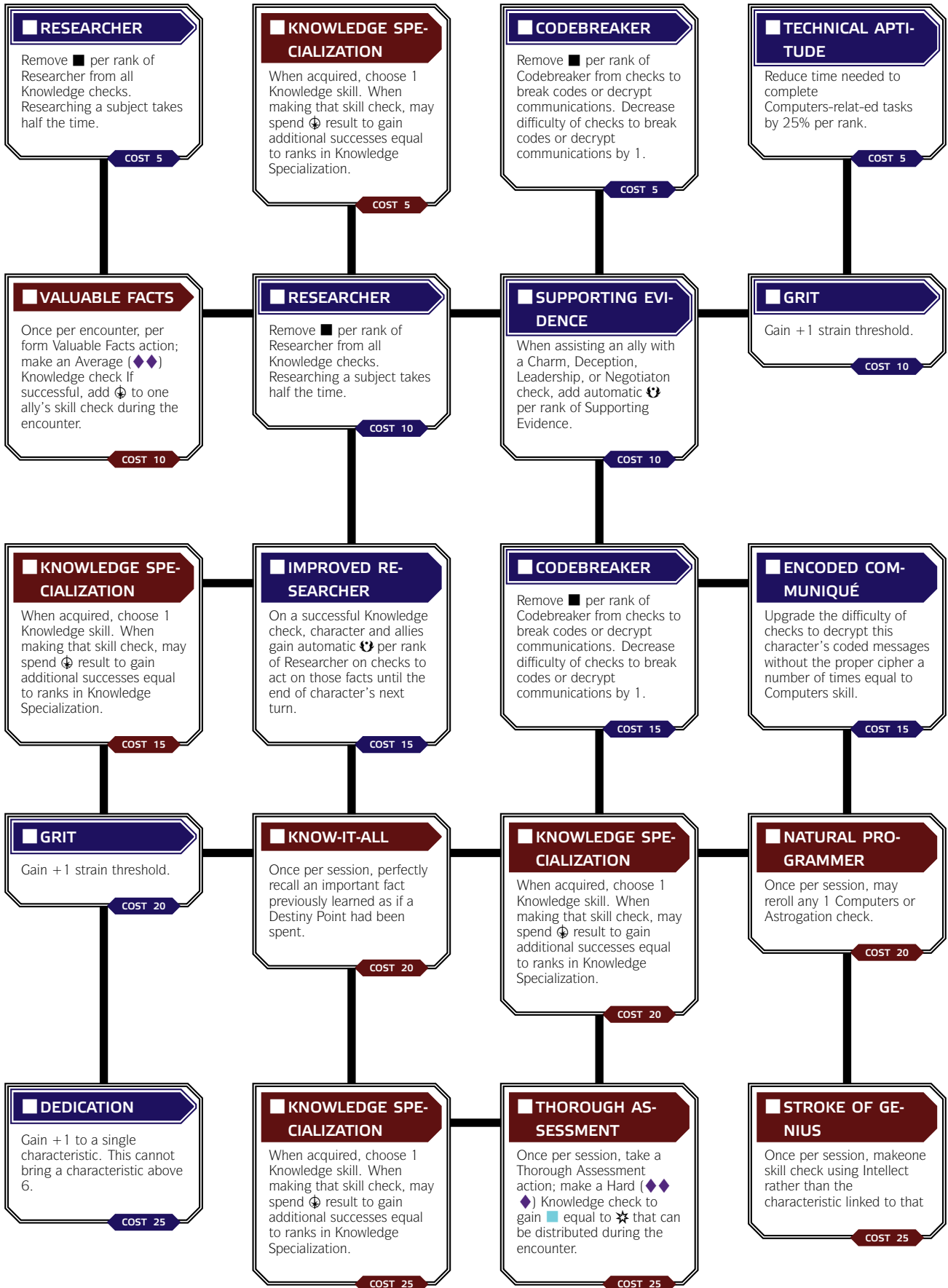
PASSIVE

ACTIVE

RANKED TALENT

Career Skills: Charm, Deception, Knowledge (Core Worlds), Knowledge (Lore), Knowledge (Outer Rim), Knowledge (Xenology), Leadership, Negotiation

Additional Career Skills: Computers, Knowledge (Education), Knowledge (Warfare), Perception



Diplomat: Propagandist

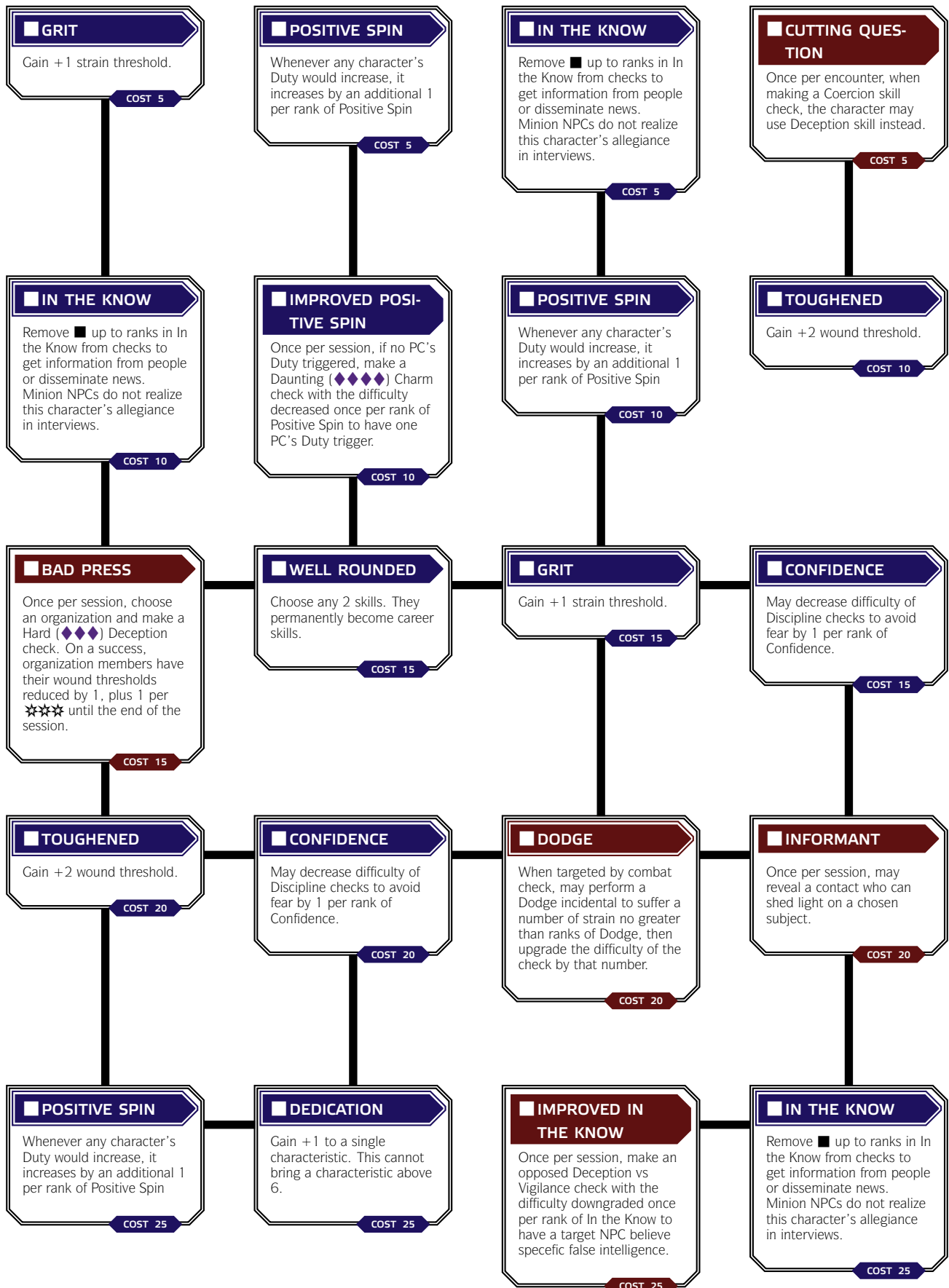
PASSIVE

ACTIVE

RANKED TALENT

Career Skills: Charm, Deception, Knowledge (Core Worlds), Knowledge (Lore), Knowledge (Outer Rim), Knowledge (Xenology), Leadership, Negotiation

Additional Career Skills: Charm, Deception, Knowledge (Warfare), Perception



Engineer: Droid Specialist

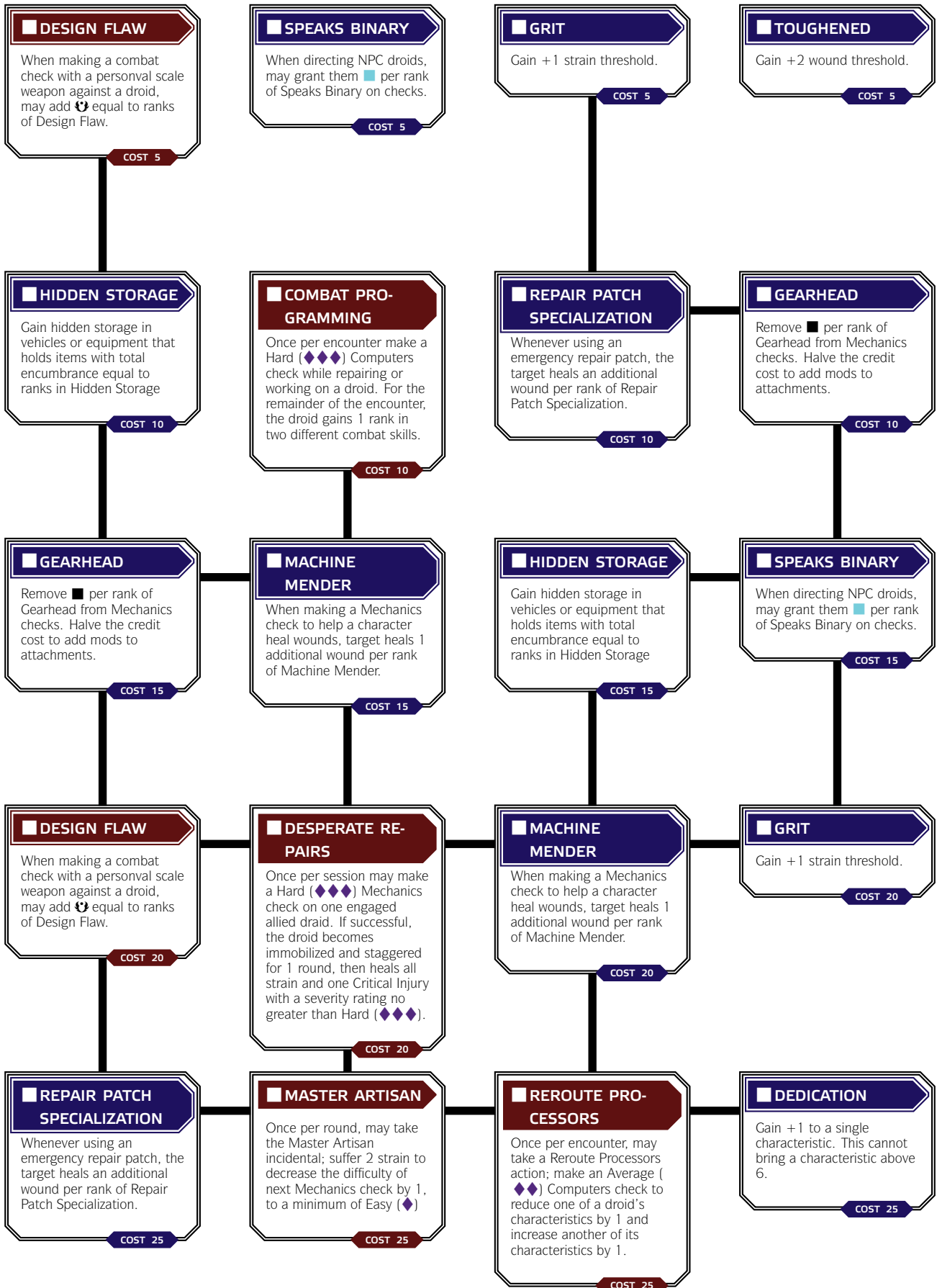
PASSIVE

ACTIVE

RANKED TALENT

Career Skills: Athletics, Computers, Knowledge (Education), Mechanics, Perception, Piloting (Space), Ranged (Light), Vigilance

Additional Career Skills: Computers, Cool, Mechanics, Melee



Engineer: Mechanic

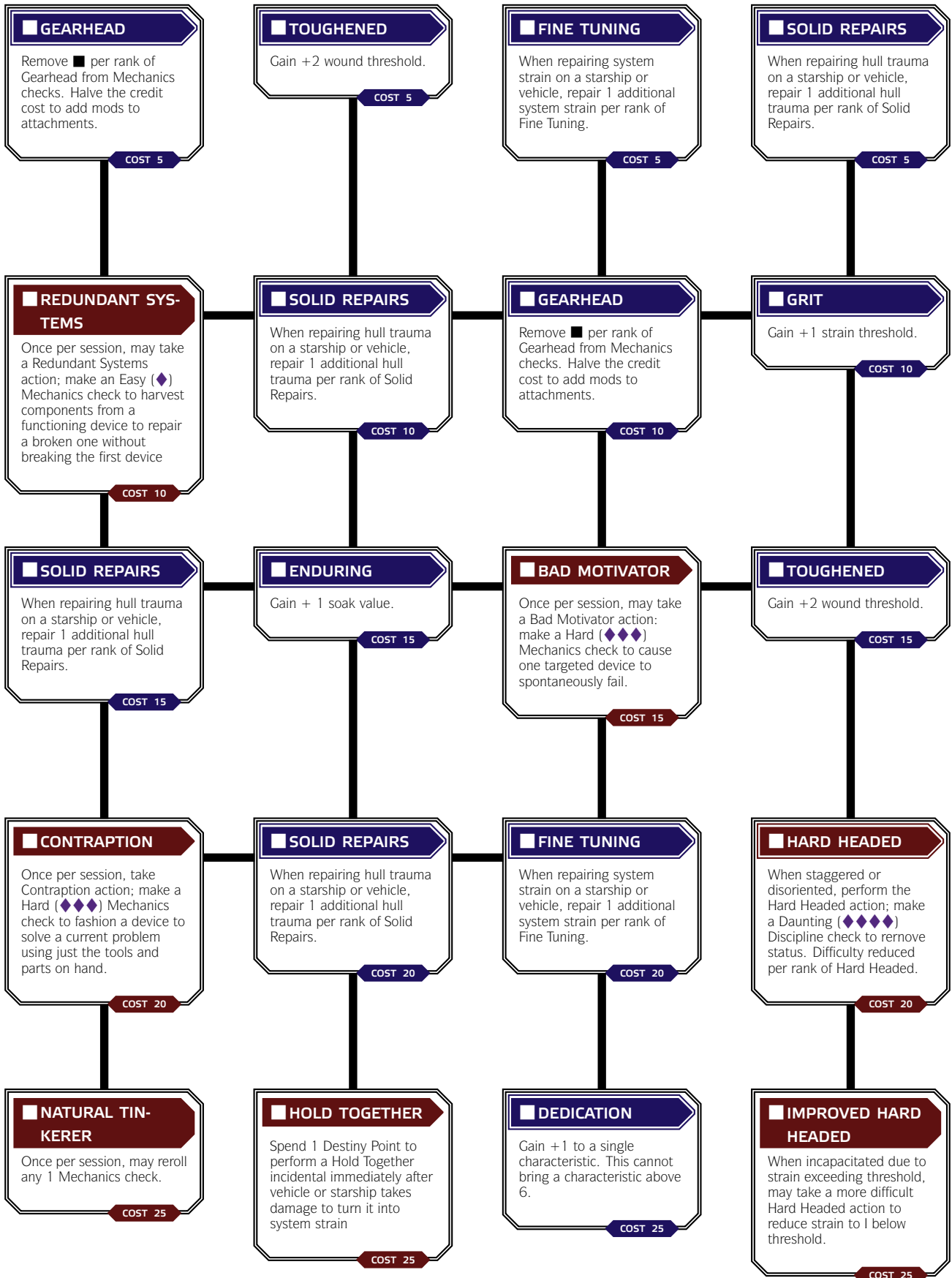
Career Skills: Athletics, Computers, Knowledge (Education), Mechanics, Perception, Piloting (Space), Ranged (Light), Vigilance

Additional Career Skills: Brawl, Mechanics, Piloting (Space), Skulduggery

PASSIVE

ACTIVE

RANKED TALENT



Engineer: Saboteur

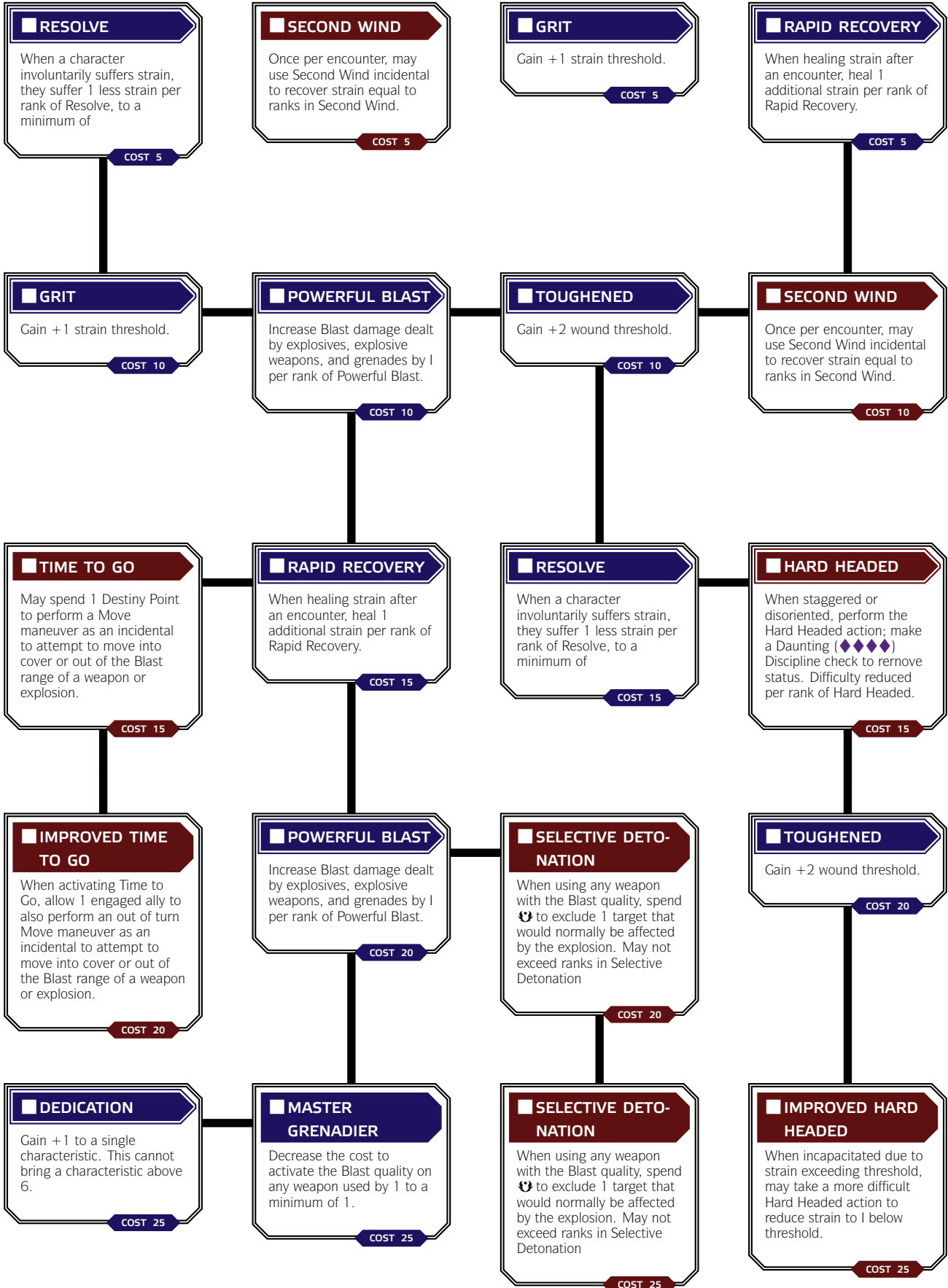
Career Skills: Athletics, Computers, Knowledge (Education), Mechanics, Perception, Piloting (Space), Ranged (Light), Vigilance

Additional Career Skills: Coordination, Mechanics, Skulduggery, Stealth

PASSIVE

ACTIVE

RANKED TALENT



Engineer: Sapper

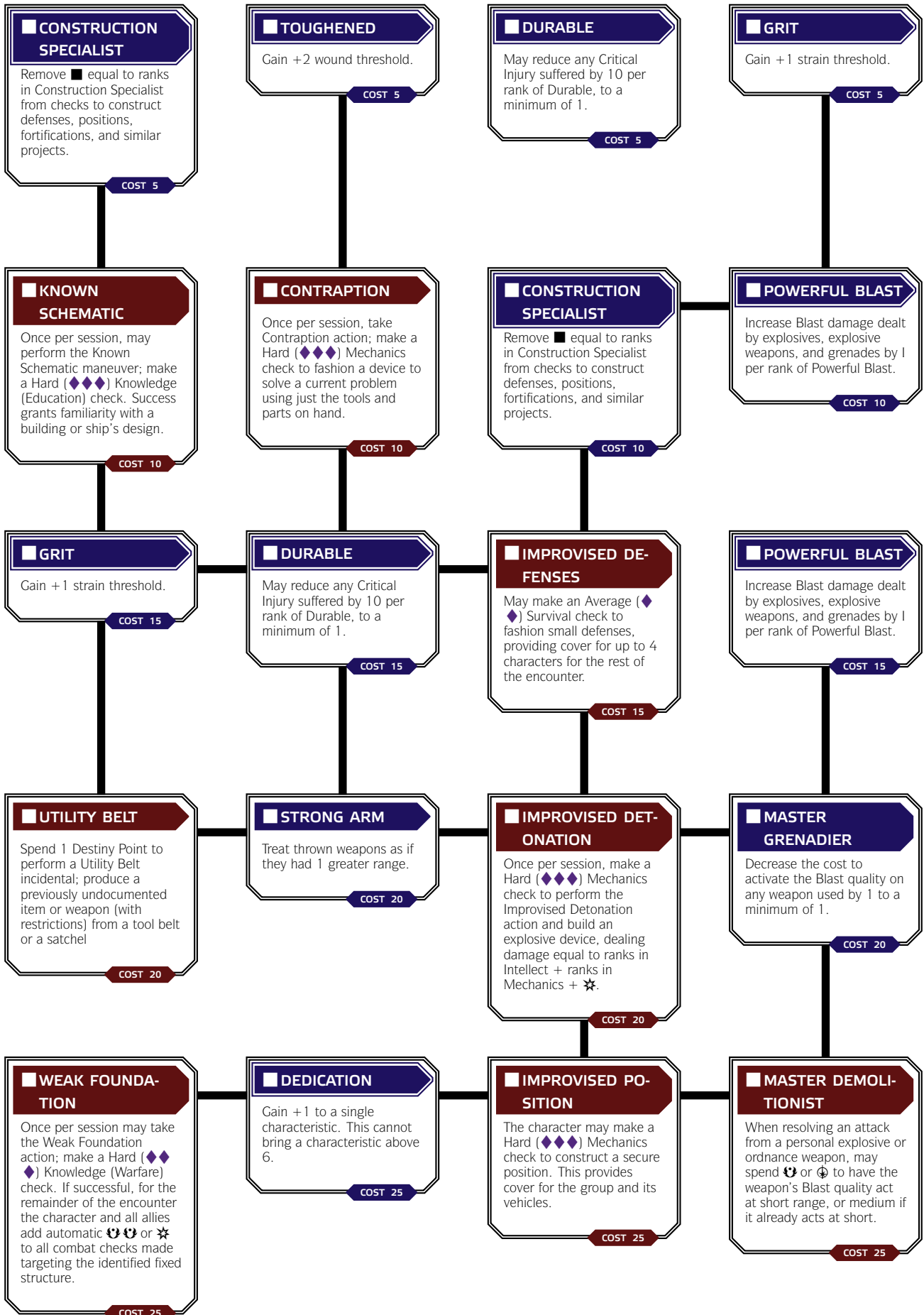
PASSIVE

ACTIVE

RANKED TALENT

Career Skills: Athletics, Computers, Knowledge (Education), Mechanics, Perception, Piloting (Space), Ranged (Light), Vigilance

Additional Career Skills: Athletics, Knowledge (Warfare), Mechanics, Survival



Engineer: Scientist

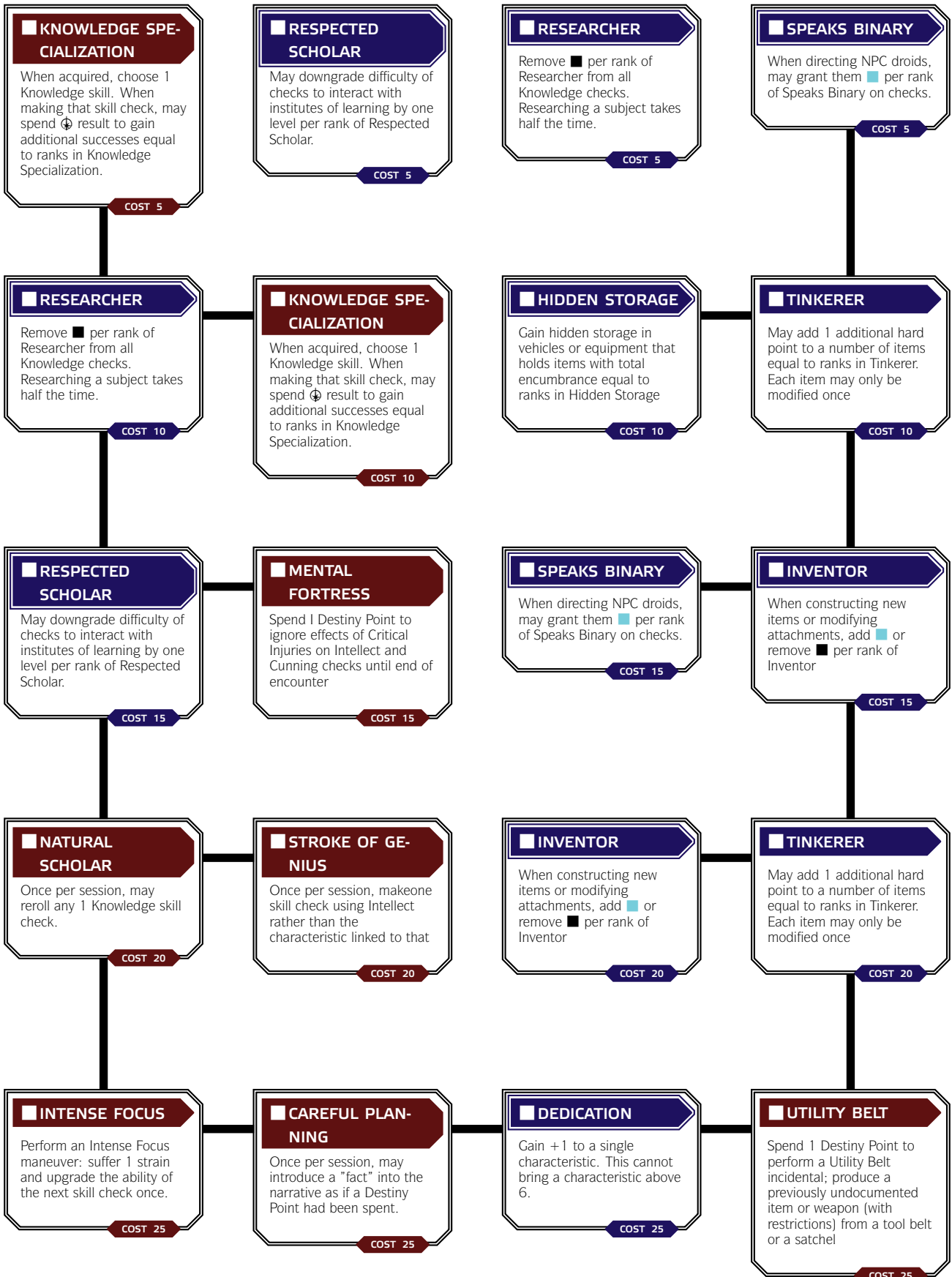
Career Skills: Athletics, Computers, Knowledge (Education), Mechanics, Perception, Piloting (Space), Ranged (Light), Vigilance

Additional Career Skills: Computers, Knowledge (Education), Knowledge (Lore), Medicine

PASSIVE

ACTIVE

RANKED TALENT



Engineer: Shipwright

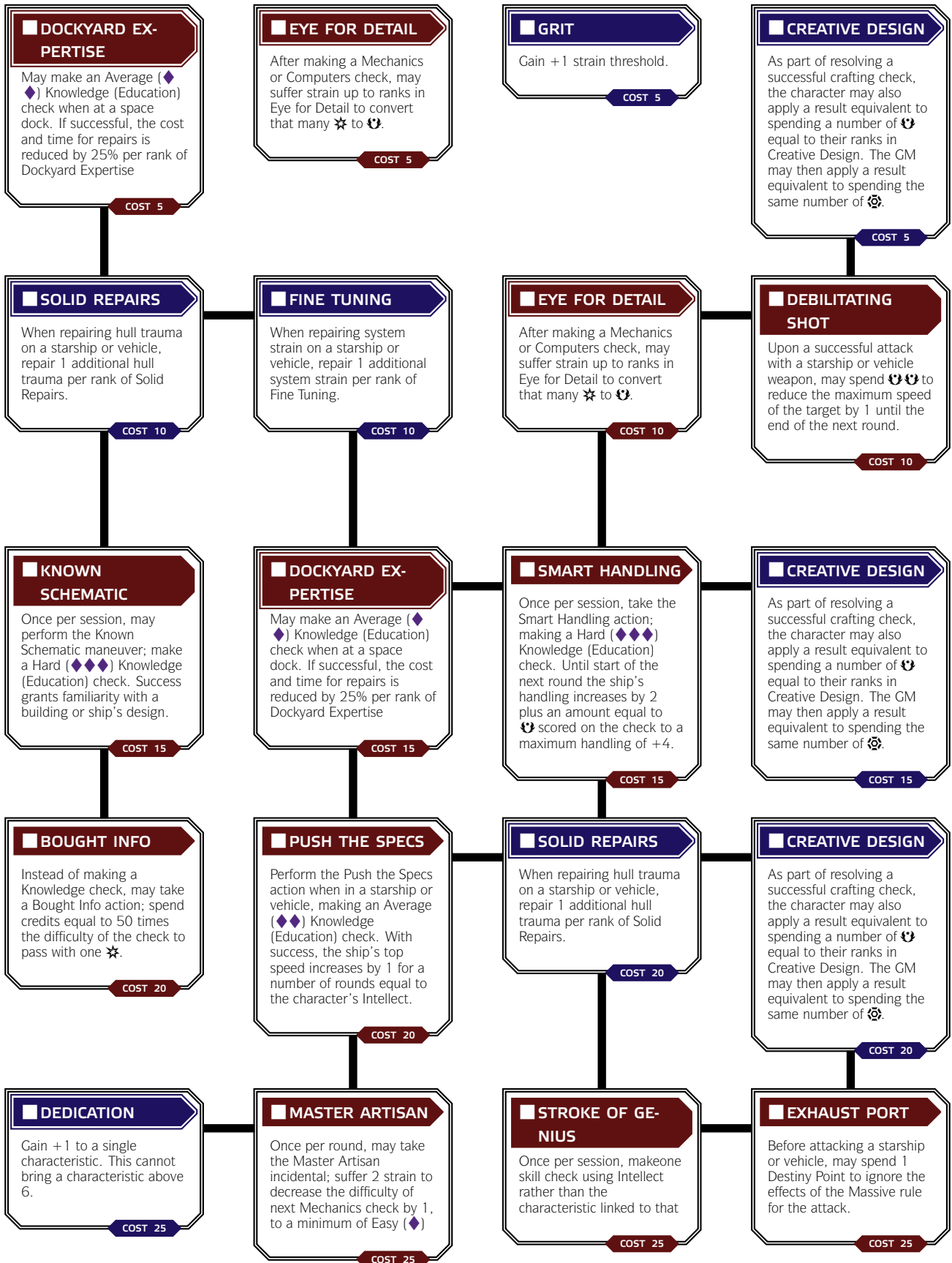
Career Skills: Athletics, Computers, Knowledge (Education), Mechanics, Perception, Piloting (Space), Ranged (Light), Vigilance

Additional Career Skills: Gunnery, Knowledge (Education), Mechanics, Piloting (Space)

PASSIVE

ACTIVE

RANKED TALENT



Explorer: Archaeologist

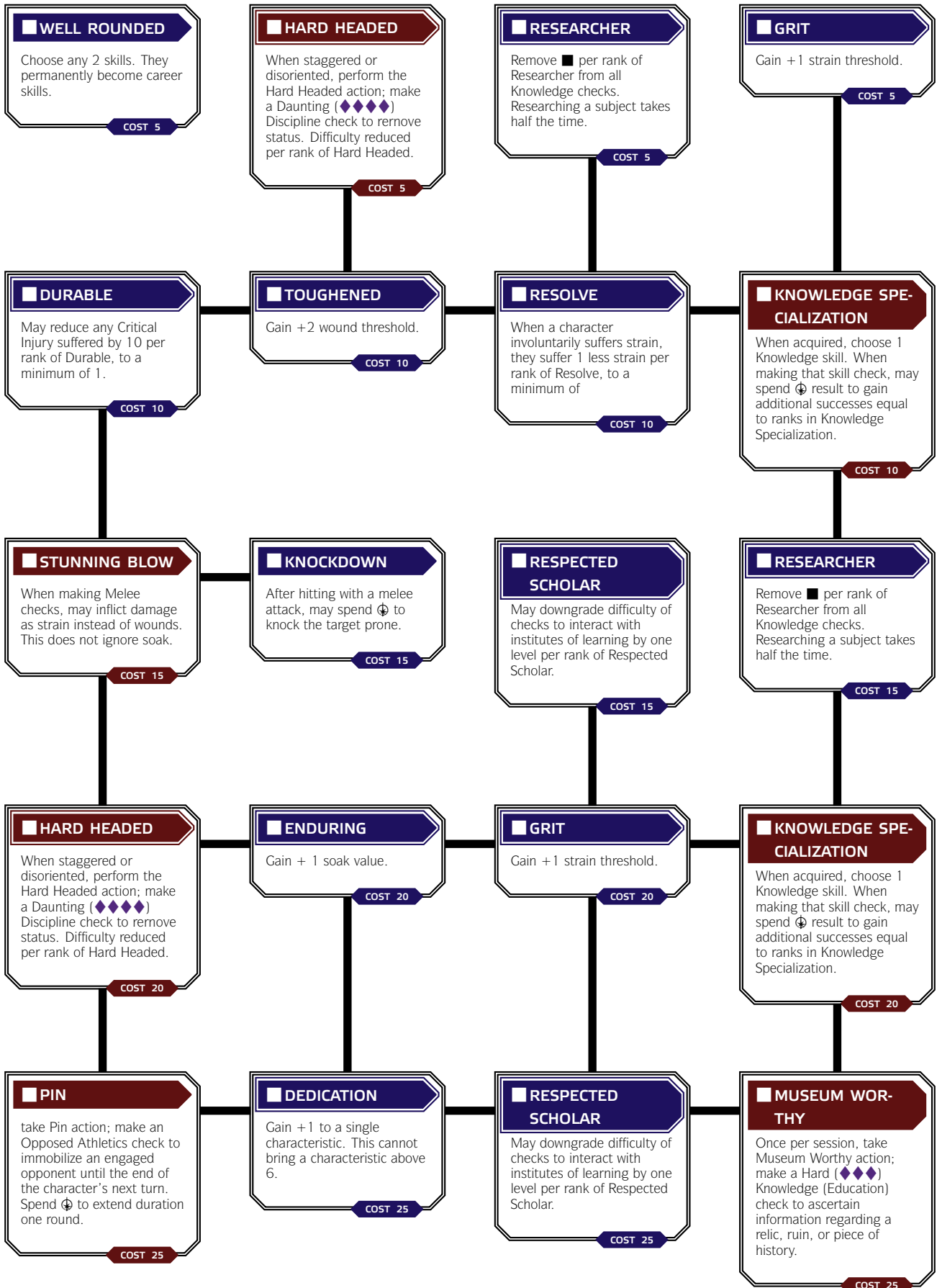
PASSIVE

ACTIVE

RANKED TALENT

Career Skills: Astrogation, Cool, Knowledge (Lore), Knowledge (Outer Rim), Knowledge (Xenology), Perception, Piloting (Space), Survival

Additional Career Skills: Athletics, Discipline, Knowledge (Education), Knowledge (Lore)



Explorer: Big-Game Hunter

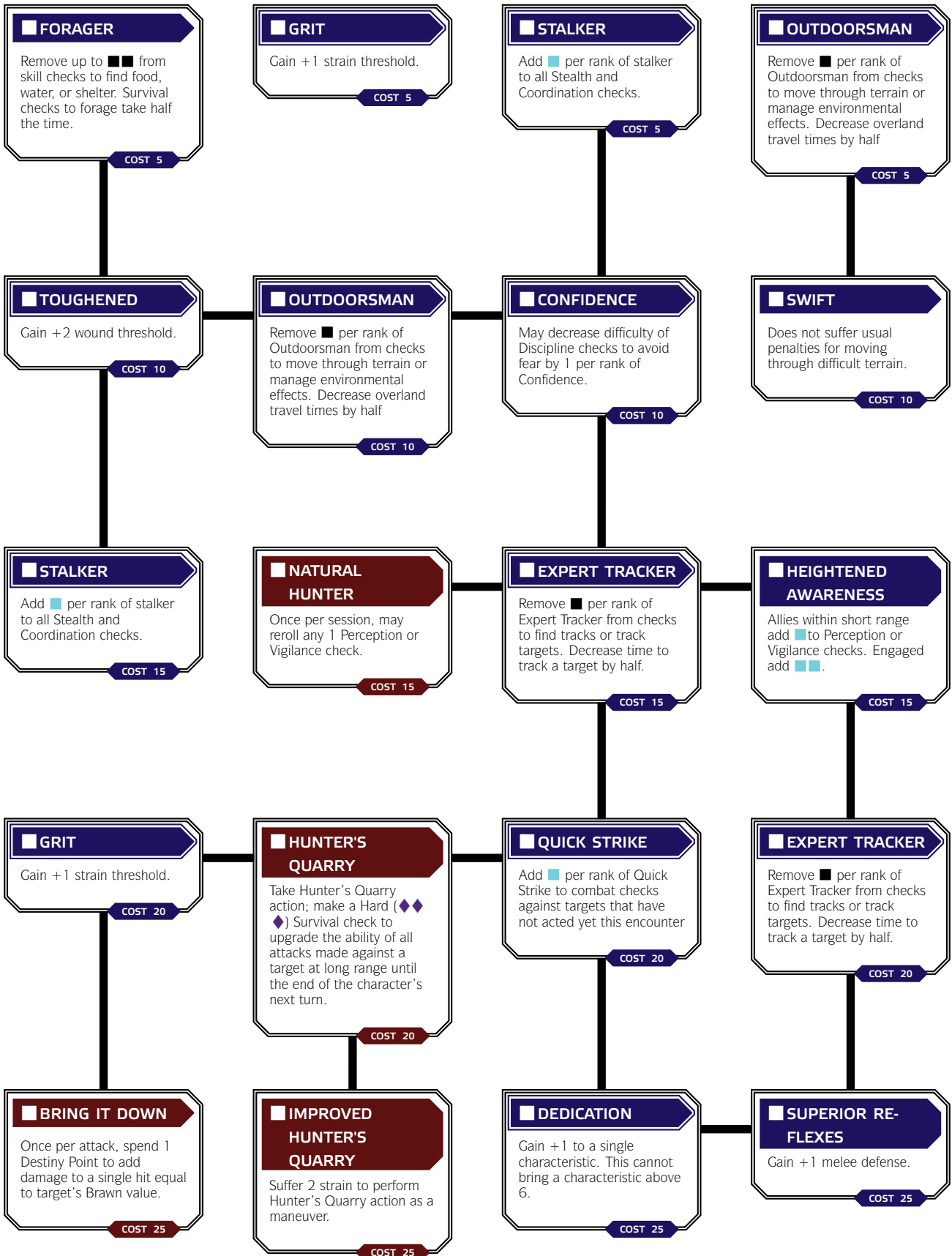
Career Skills: Astrogation, Cool, Knowledge (Lore), Knowledge (Outer Rim), Knowledge (Xenology), Perception, Piloting (Space), Survival

Additional Career Skills: Knowledge (Xenology), Ranged (Heavy), Stealth, Survival

PASSIVE

ACTIVE

RANKED TALENT



Explorer: Driver

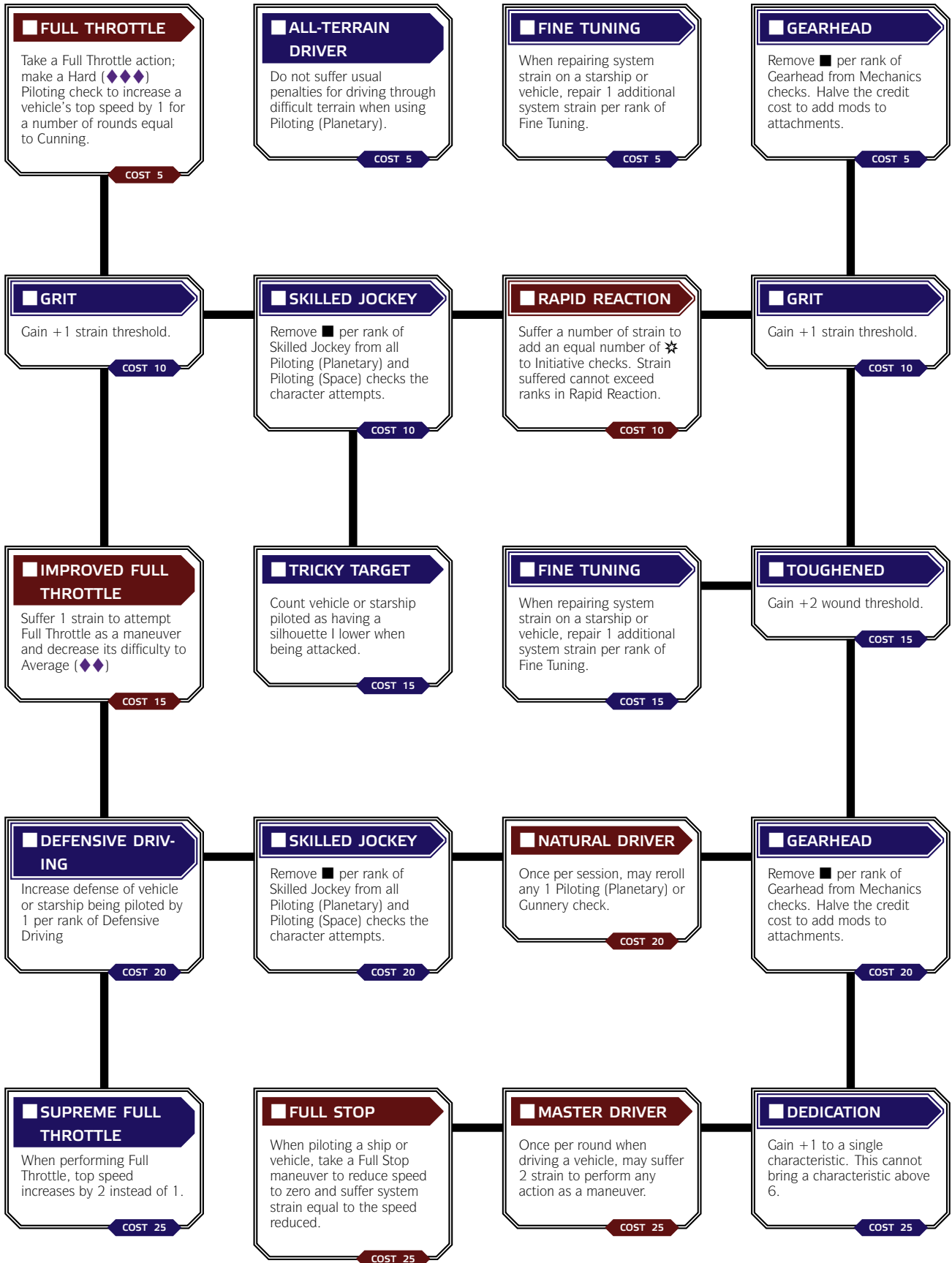
PASSIVE

ACTIVE

RANKED TALENT

Career Skills: Astrogation, Cool, Knowledge (Lore), Knowledge (Outer Rim), Knowledge (Xenology), Perception, Piloting (Space), Survival

Additional Career Skills: Cool, Gunnery, Mechanics, Piloting (Planetary)



Explorer: Fringer

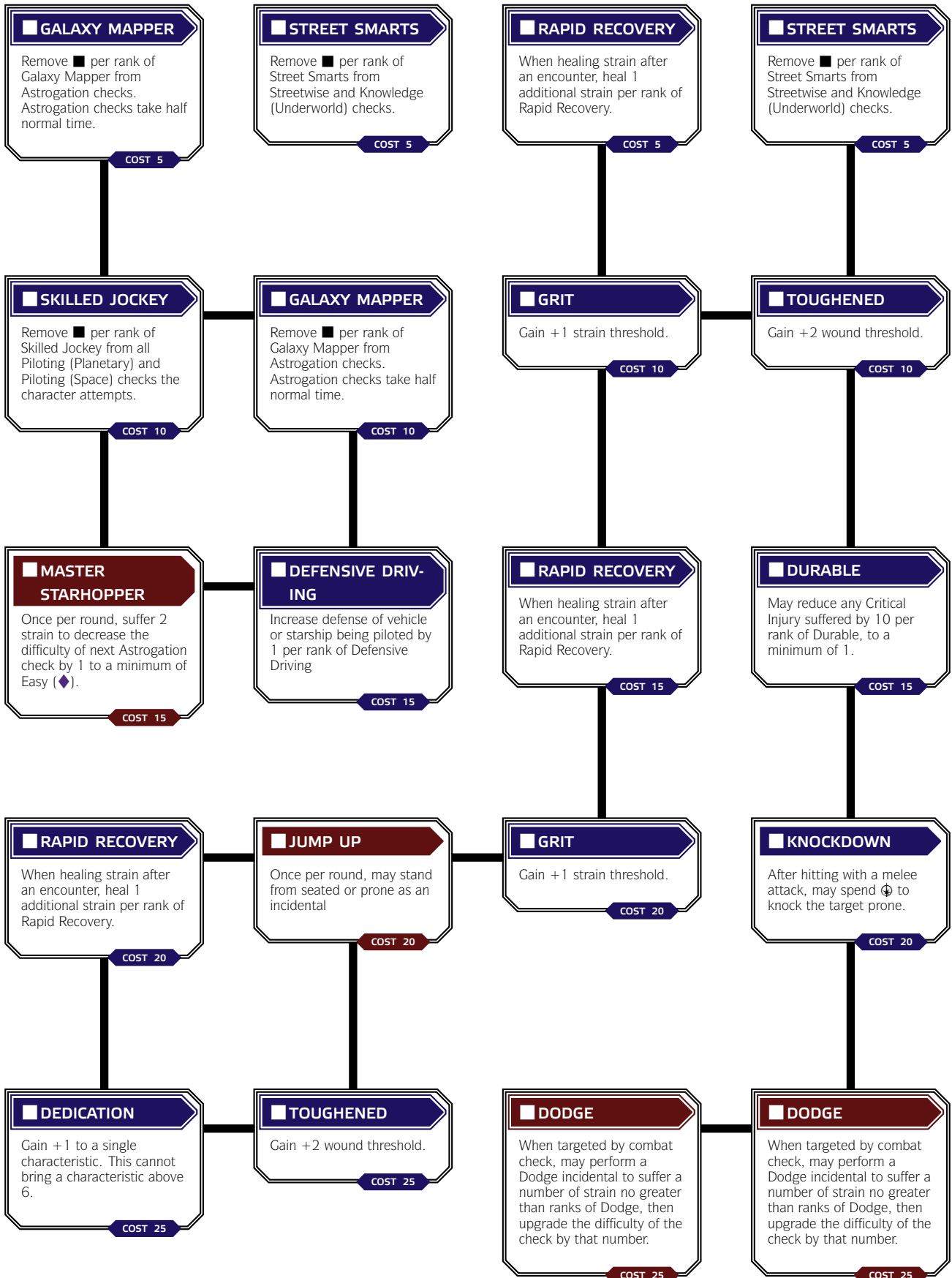
Career Skills: Astrogation, Cool, Knowledge (Lore), Knowledge (Outer Rim), Knowledge (Xenology), Perception, Piloting (Space), Survival

Additional Career Skills: Astrogation, Coordination, Negotiation, Streetwise

PASSIVE

ACTIVE

RANKED TALENT



Explorer: Scout

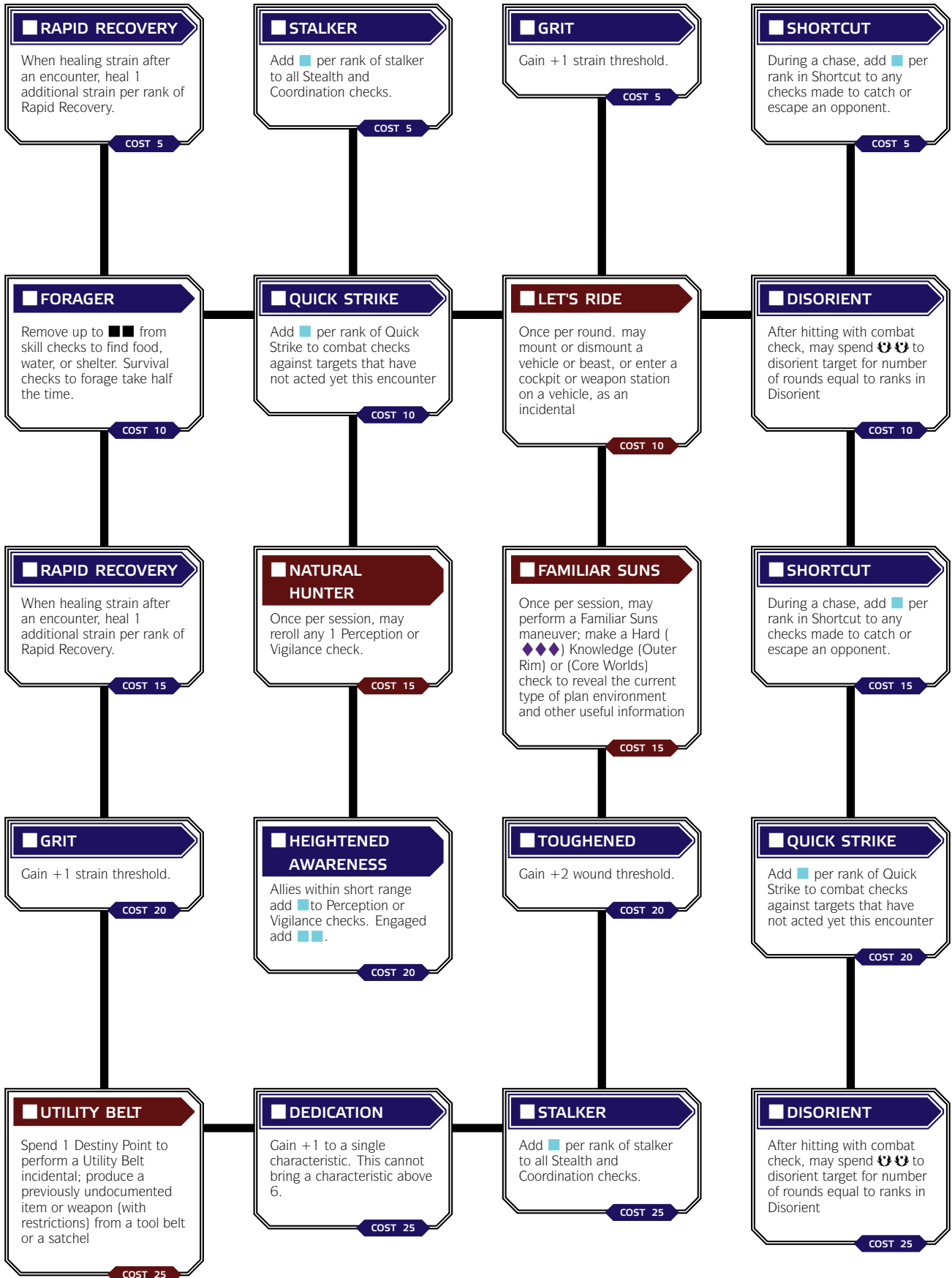
Career Skills: Astrogation, Cool, Knowledge (Lore), Knowledge (Outer Rim), Knowledge (Xenology), Perception, Piloting (Space), Survival

Additional Career Skills: Athletics, Medicine, Piloting (Planetary), Survival

PASSIVE

ACTIVE

RANKED TALENT



Explorer: Trader

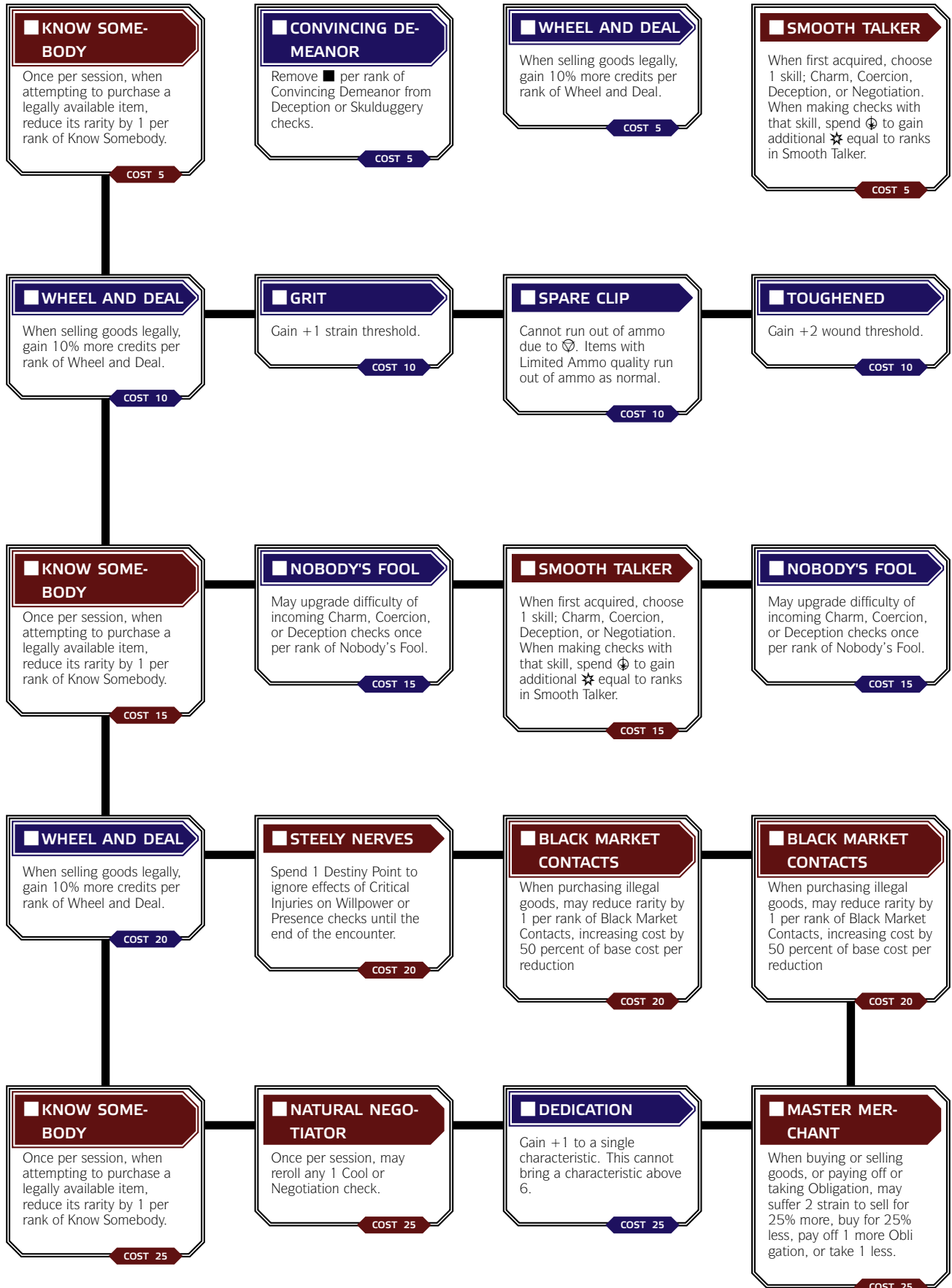
PASSIVE

ACTIVE

RANKED TALENT

Career Skills: Astrogation, Cool, Knowledge (Lore), Knowledge (Outer Rim), Knowledge (Xenology), Perception, Piloting (Space), Survival

Additional Career Skills: Deception, Knowledge (Core Worlds), Knowledge (Underworld), Negotiation



Guardian: Armorer

Career Skills: Brawl, Cool, Discipline, Melee, Resilience, Vigilance

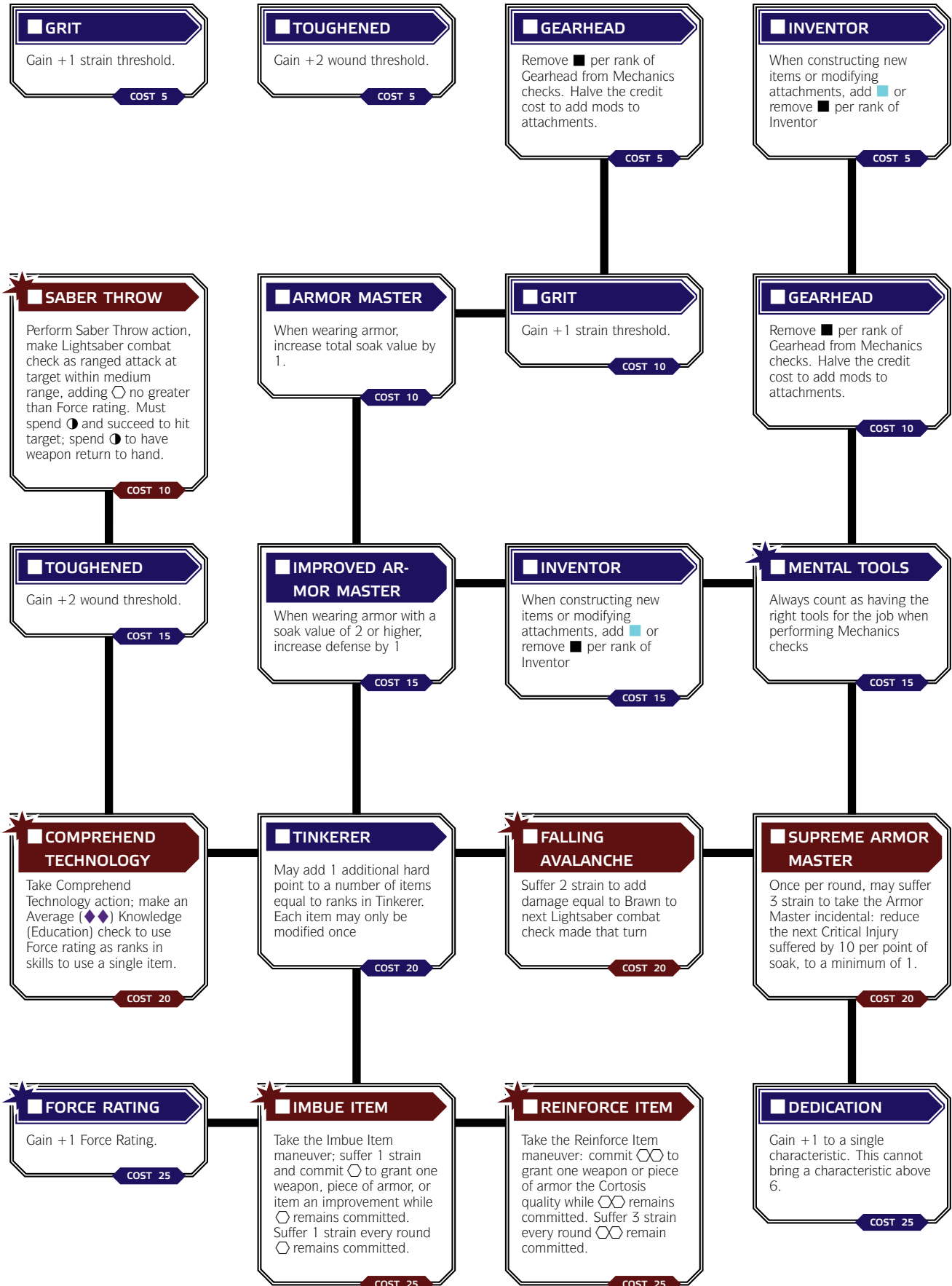
Additional Career Skills: Knowledge (Outer Rim), Lightsaber, Mechanics, Resilience

PASSIVE

ACTIVE

RANKED TALENT

FORCE TALENT



Guardian: Peacekeeper

Career Skills: Brawl, Cool, Discipline, Melee, Resilience, Vigilance

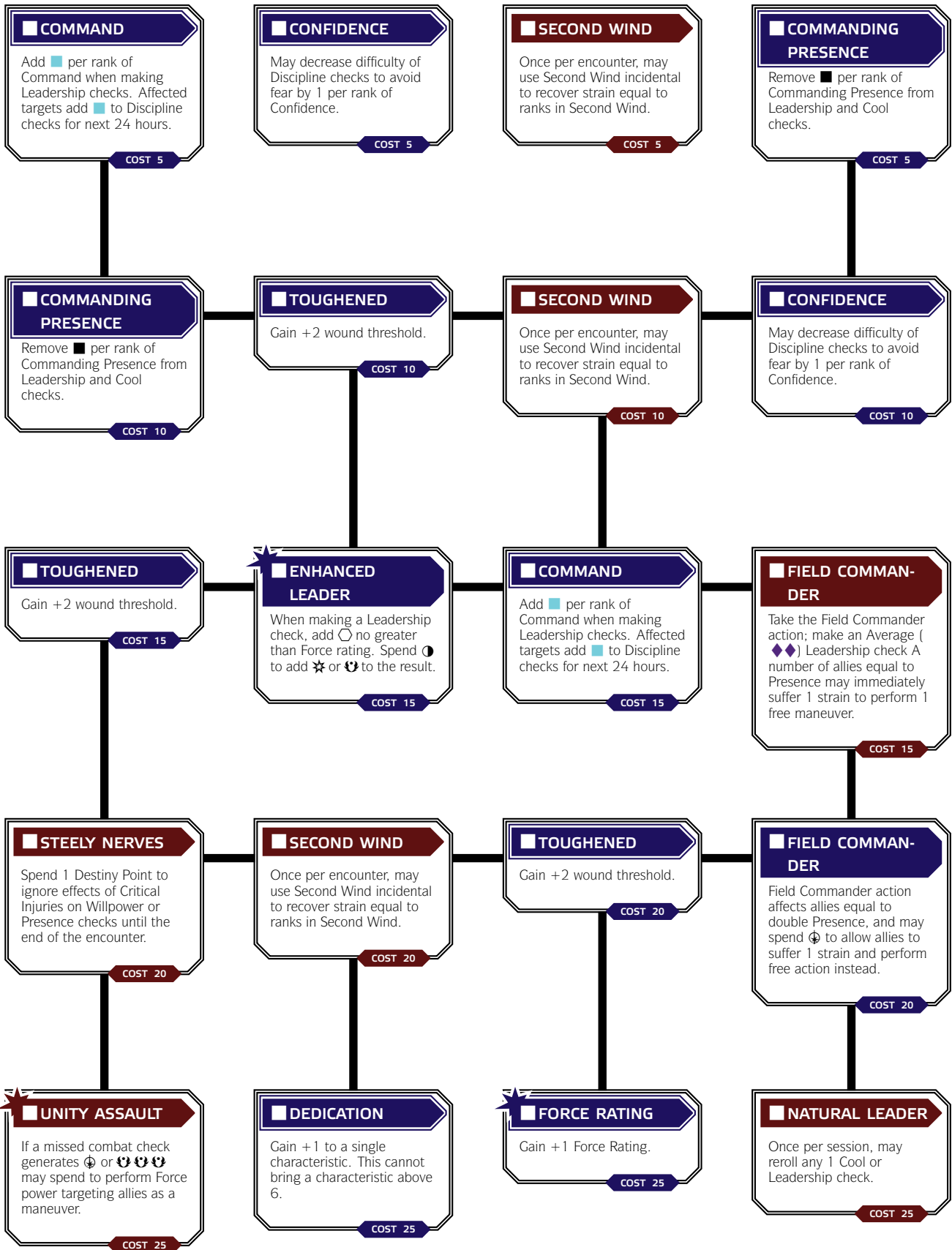
Additional Career Skills: Discipline, Leadership, Perception, Piloting (Planetary)

PASSIVE

ACTIVE

RANKED TALENT

FORCE TALENT



Guardian: Protector

Career Skills: Brawl, Cool, Discipline, Melee, Resilience, Vigilance

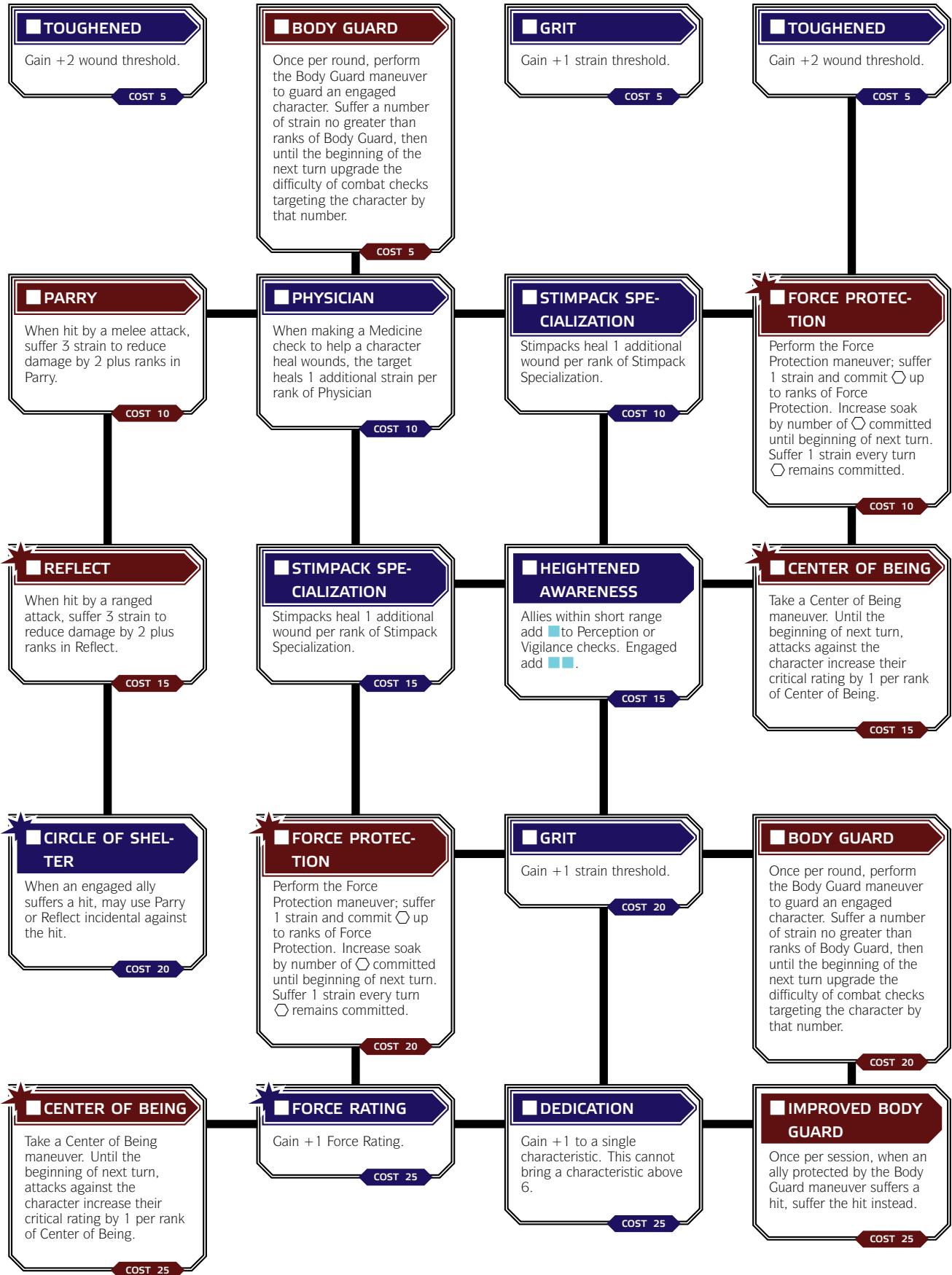
Additional Career Skills: Athletics, Medicine, Ranged (Light), Resilience

PASSIVE

ACTIVE

RANKED TALENT

FORCE TALENT



Guardian: Soresu Defender

Career Skills: Brawl, Cool, Discipline, Melee, Resilience, Vigilance

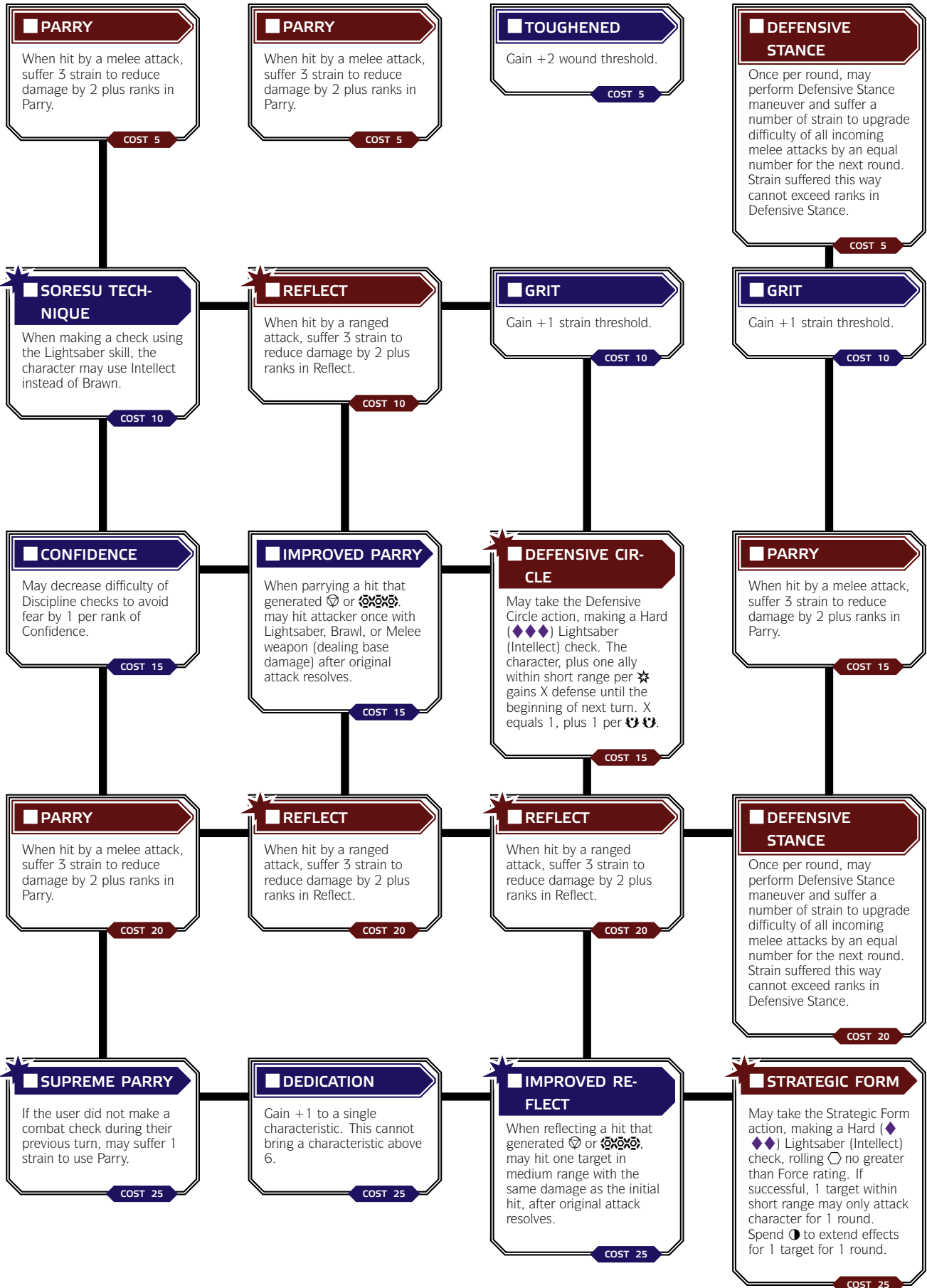
Additional Career Skills: Discipline, Knowledge (Lore), Lightsaber, Vigilance

PASSIVE

ACTIVE

RANKED TALENT

FORCE TALENT



Guardian: Warden

Career Skills: Brawl, Cool, Discipline, Melee, Resilience, Vigilance

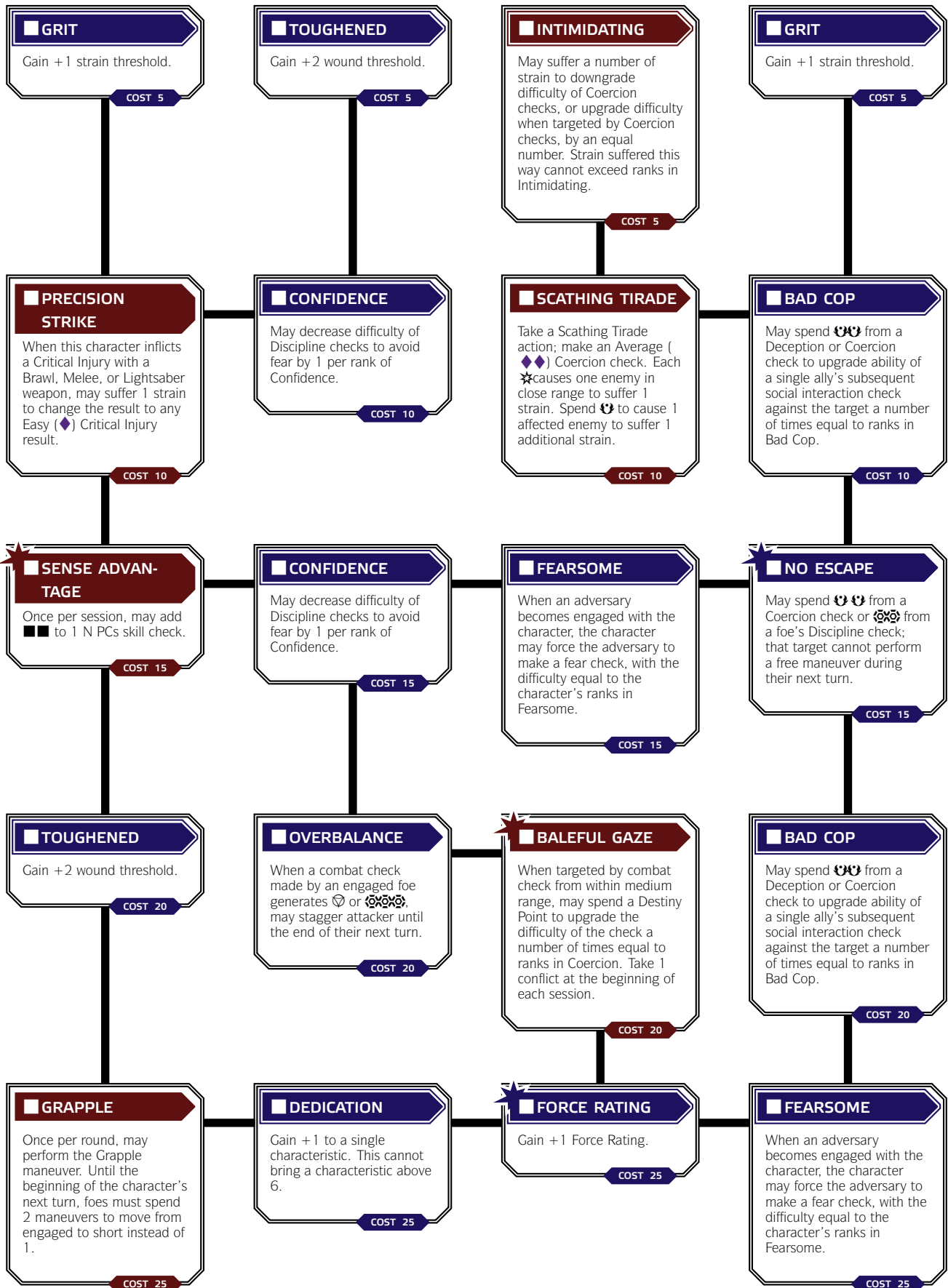
Additional Career Skills: Brawl, Coercion, Discipline, Knowledge (Underworld)

PASSIVE

ACTIVE

RANKED TALENT

FORCE TALENT



Guardian: Warleader

Career Skills: Brawl, Cool, Discipline, Melee, Resilience, Vigilance

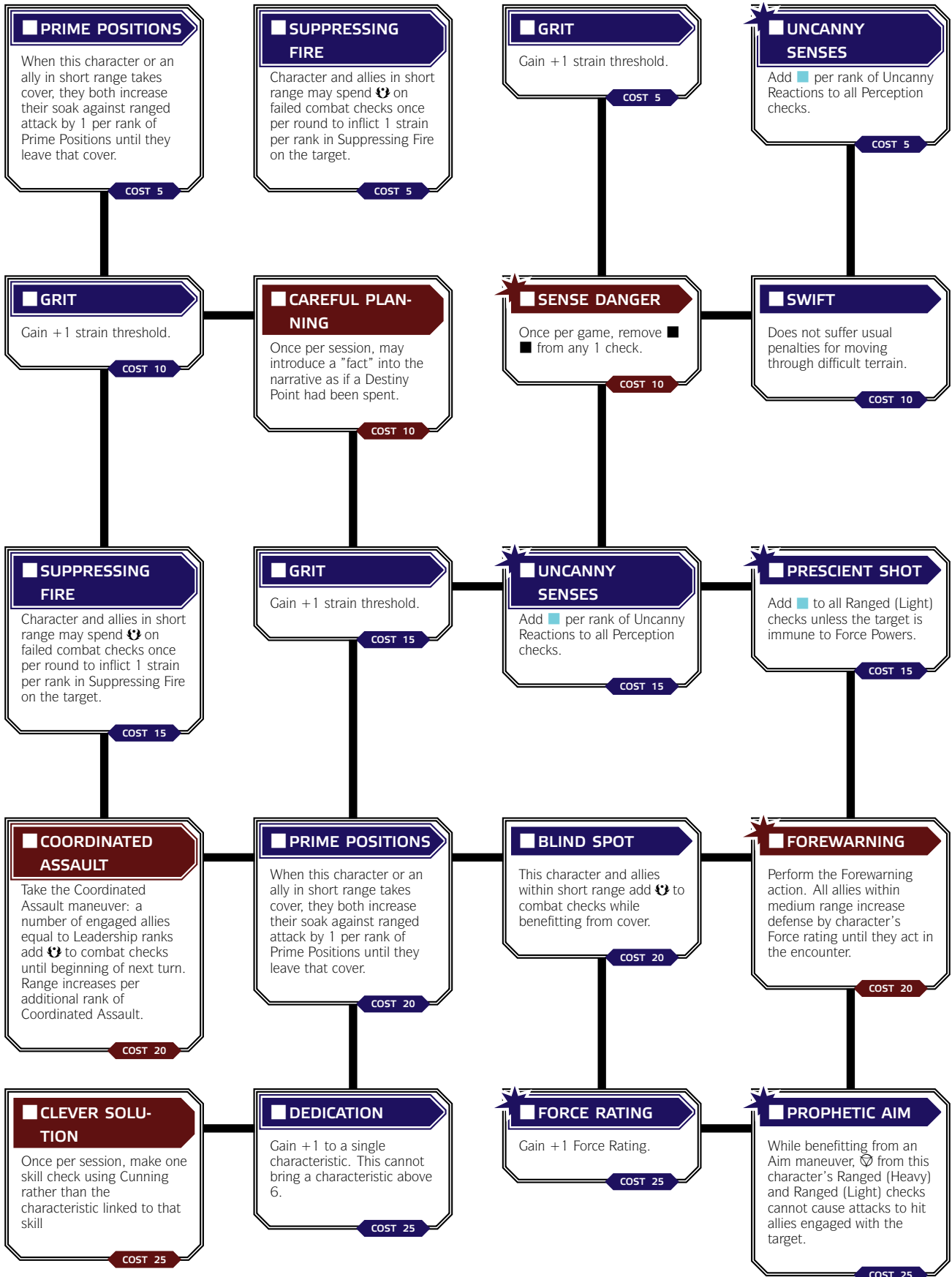
Additional Career Skills: Leadership, Perception, Ranged (Light), Survival

PASSIVE

ACTIVE

RANKED TALENT

FORCE TALENT



Hired Gun: Bodyguard

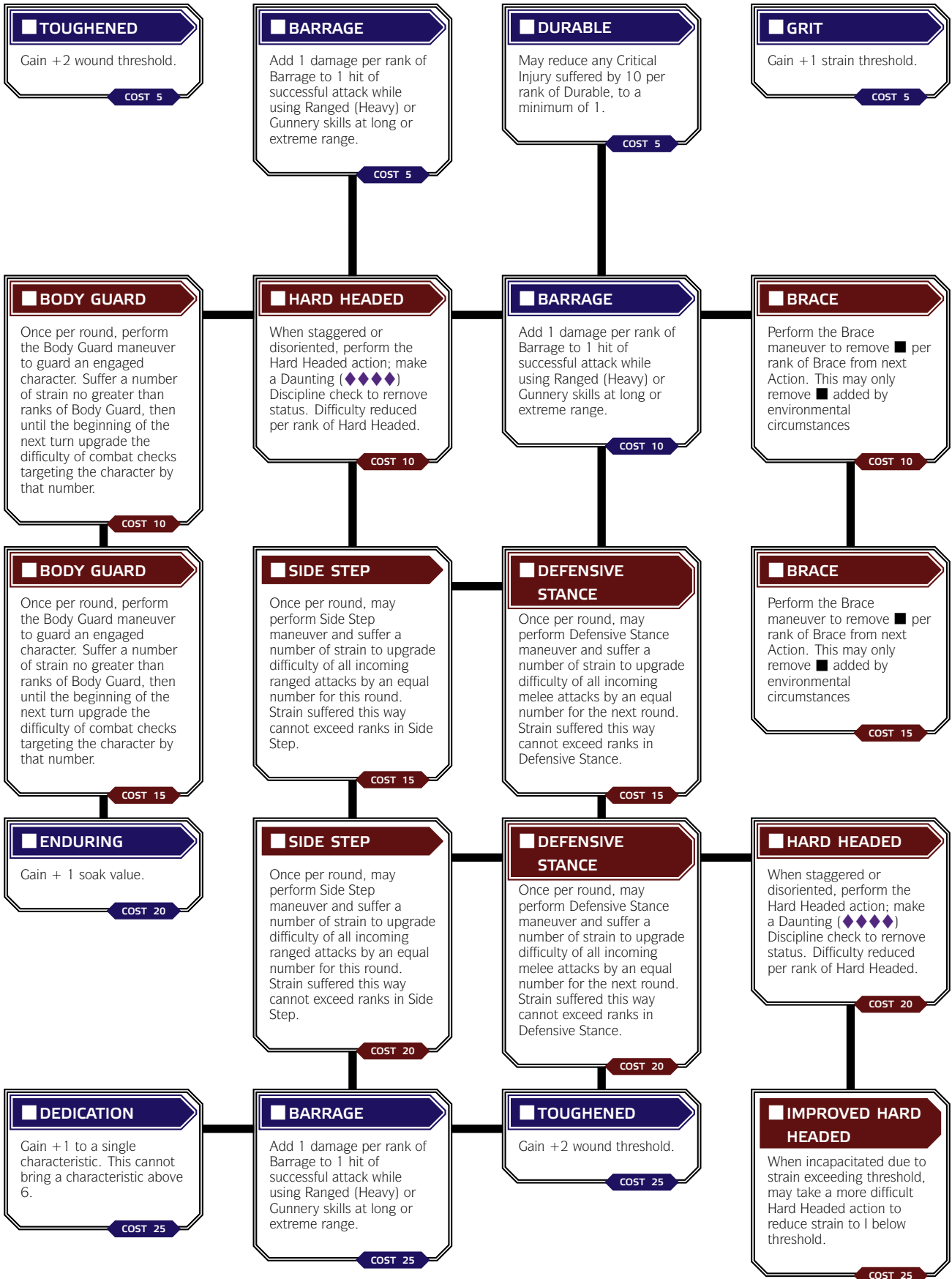
Career Skills: Athletics, Brawl, Discipline, Melee, Piloting (Planetary), Ranged (Light), Resilience, Vigilance

Additional Career Skills: Gunnery, Perception, Piloting (Planetary), Ranged (Heavy)

PASSIVE

ACTIVE

RANKED TALENT



Hired Gun: Enforcer

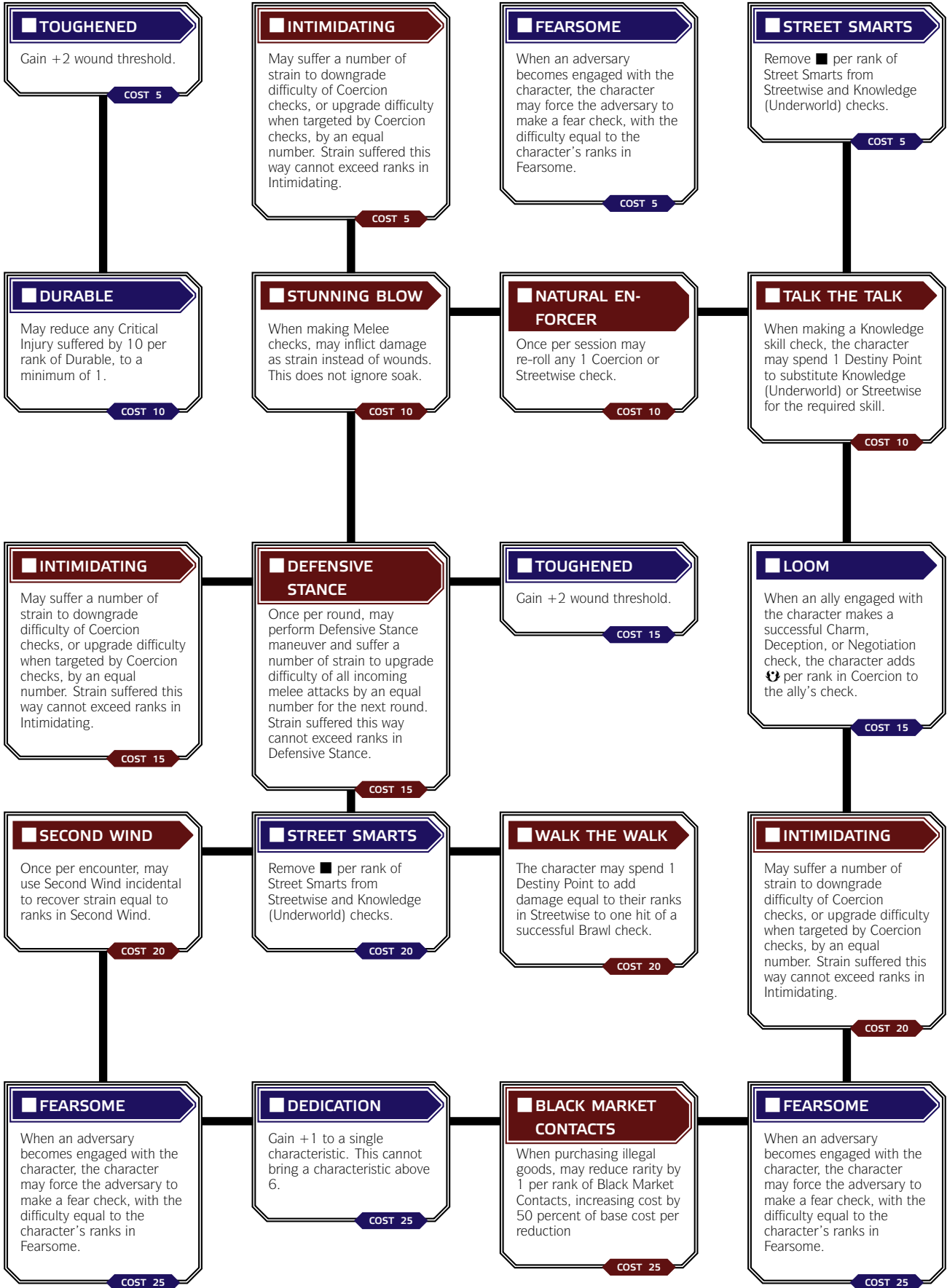
Career Skills: Athletics, Brawl, Discipline, Melee, Piloting (Planetary), Ranged (Light), Resilience, Vigilance

Additional Career Skills: Brawl, Coercion, Knowledge (Underworld), Streetwise

PASSIVE

ACTIVE

RANKED TALENT



Hired Gun: Demolitionist

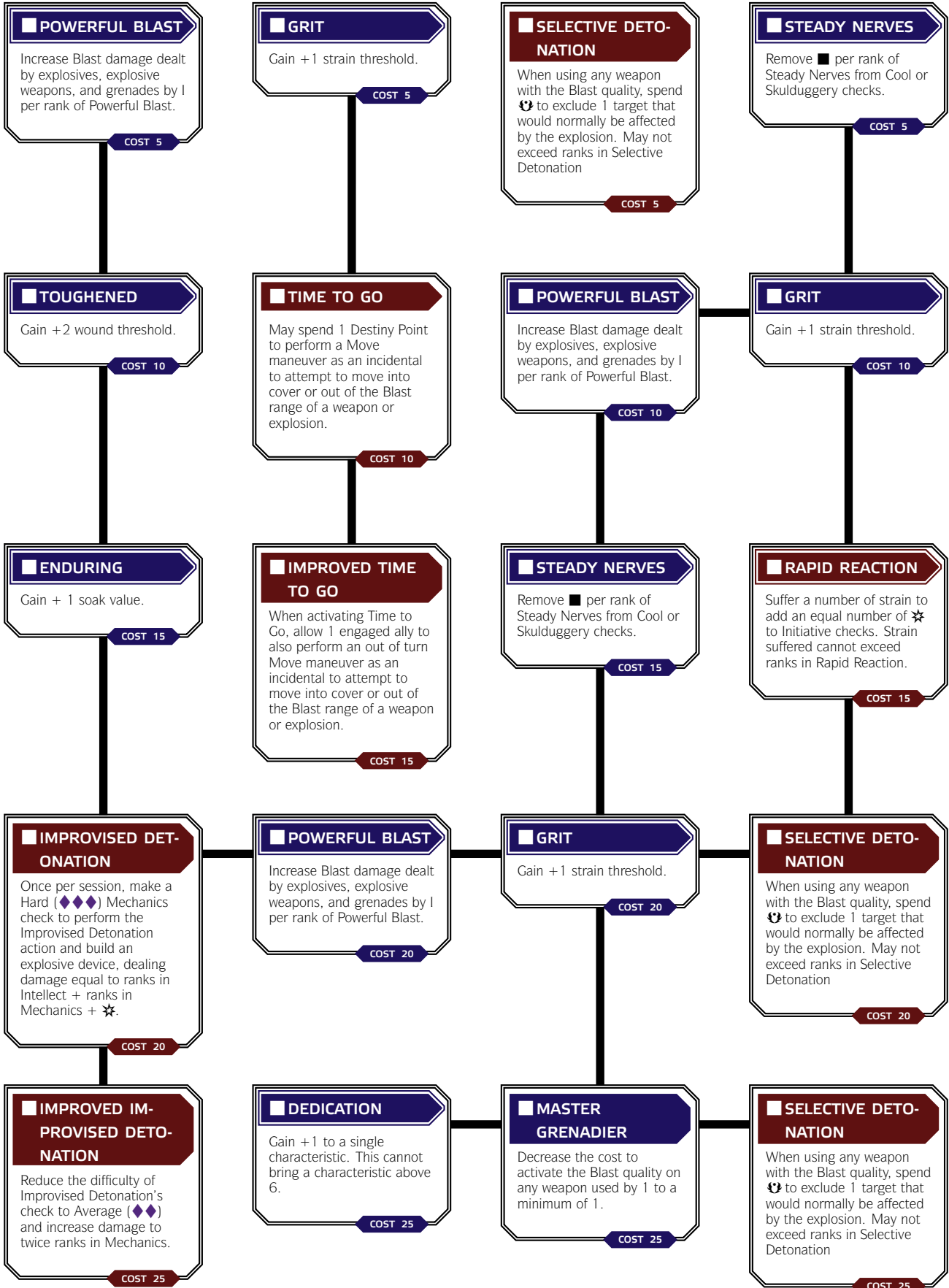
Career Skills: Athletics, Brawl, Discipline, Melee, Piloting (Planetary), Ranged (Light), Resilience, Vigilance

Additional Career Skills: Computers, Cool, Mechanics, Skulduggery

PASSIVE

ACTIVE

RANKED TALENT



Hired Gun: Heavy

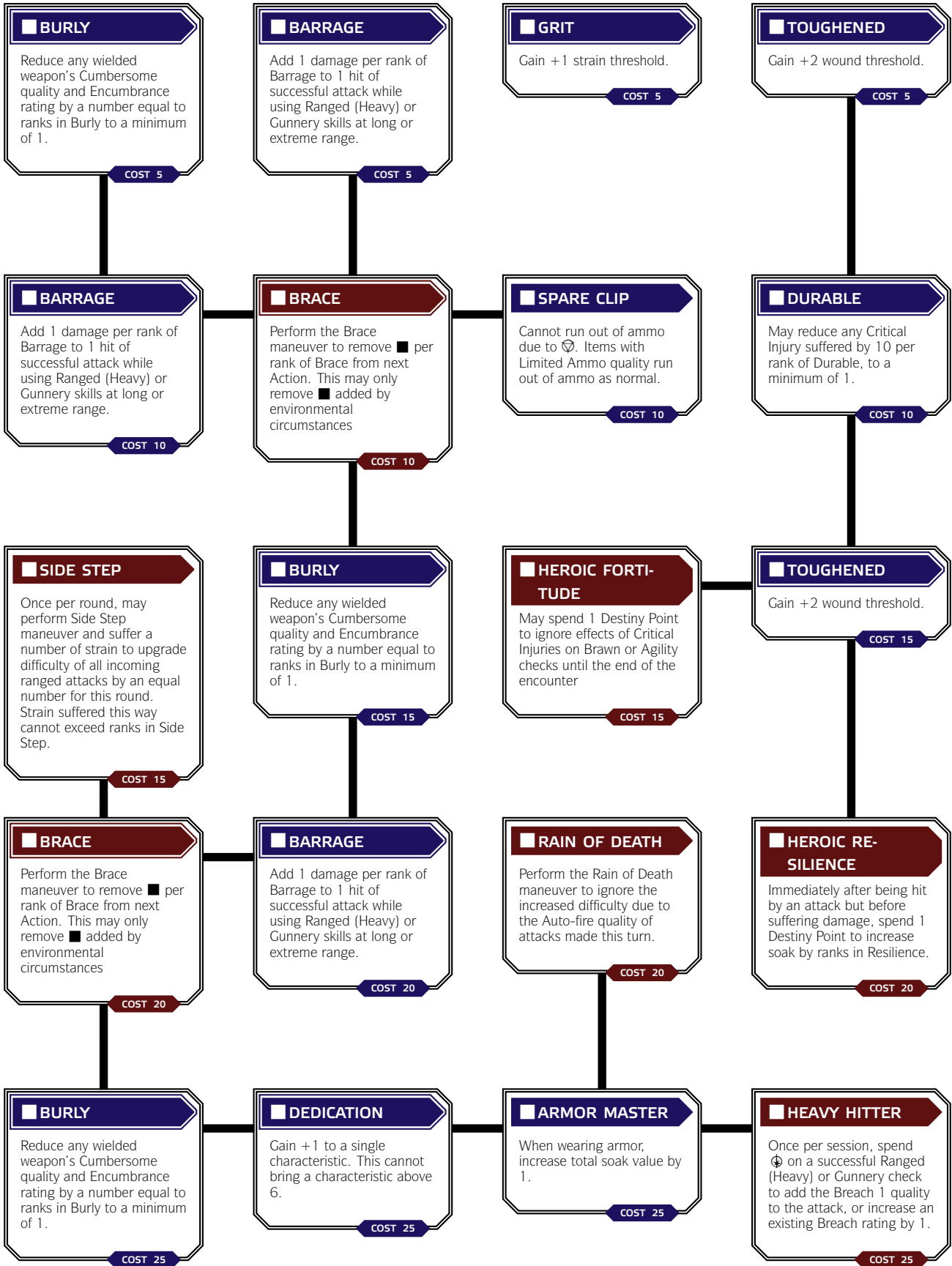
Career Skills: Athletics, Brawl, Discipline, Melee, Piloting (Planetary), Ranged (Light), Resilience, Vigilance

Additional Career Skills: Gunnery, Perception, Ranged (Heavy), Resilience

PASSIVE

ACTIVE

RANKED TALENT



Hired Gun: Marauder

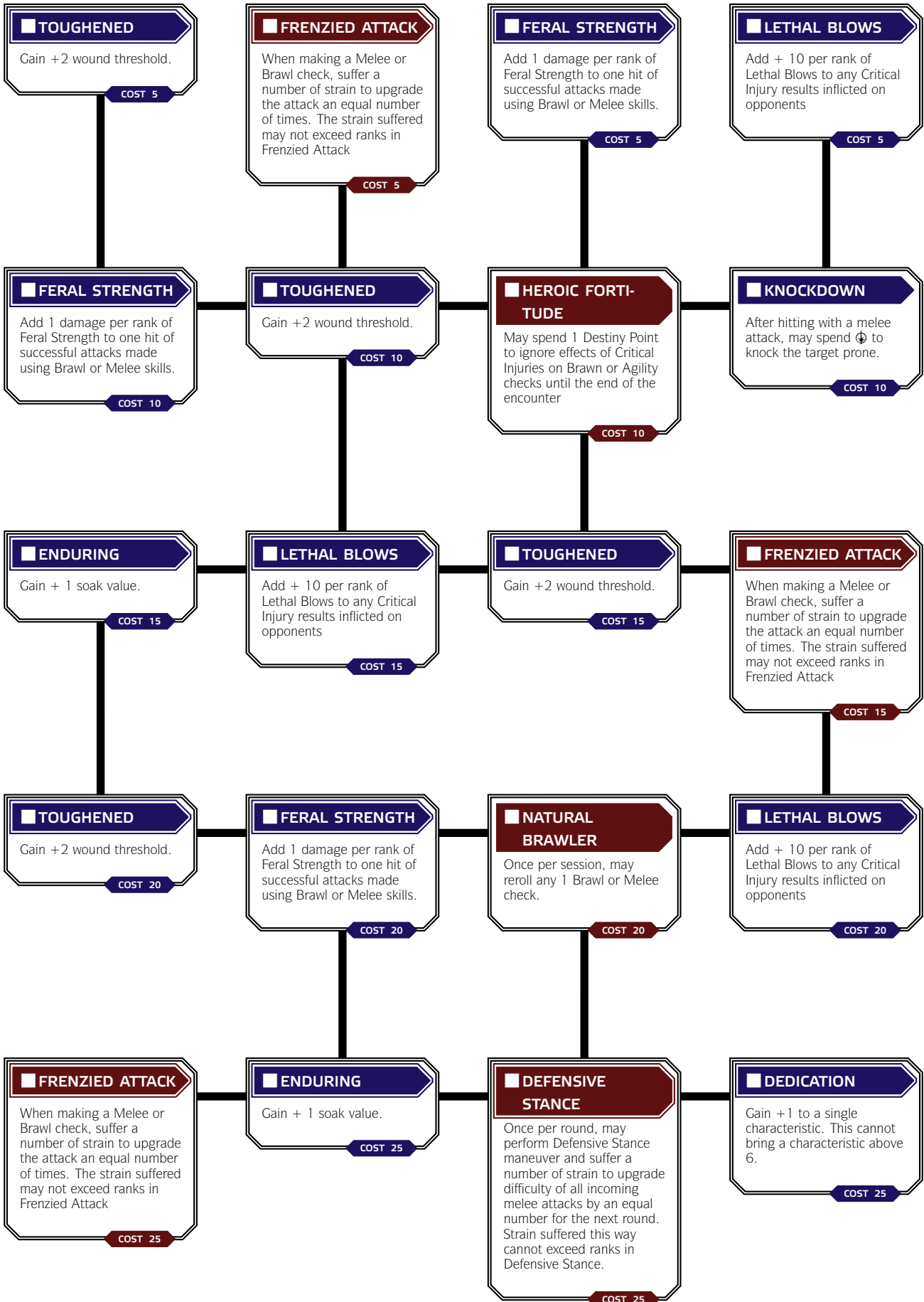
Career Skills: Athletics, Brawl, Discipline, Melee, Piloting (Planetary), Ranged (Light), Resilience, Vigilance

Additional Career Skills: Coercion, Melee, Resilience, Survival

PASSIVE

ACTIVE

RANKED TALENT



Hired Gun: Mercenary

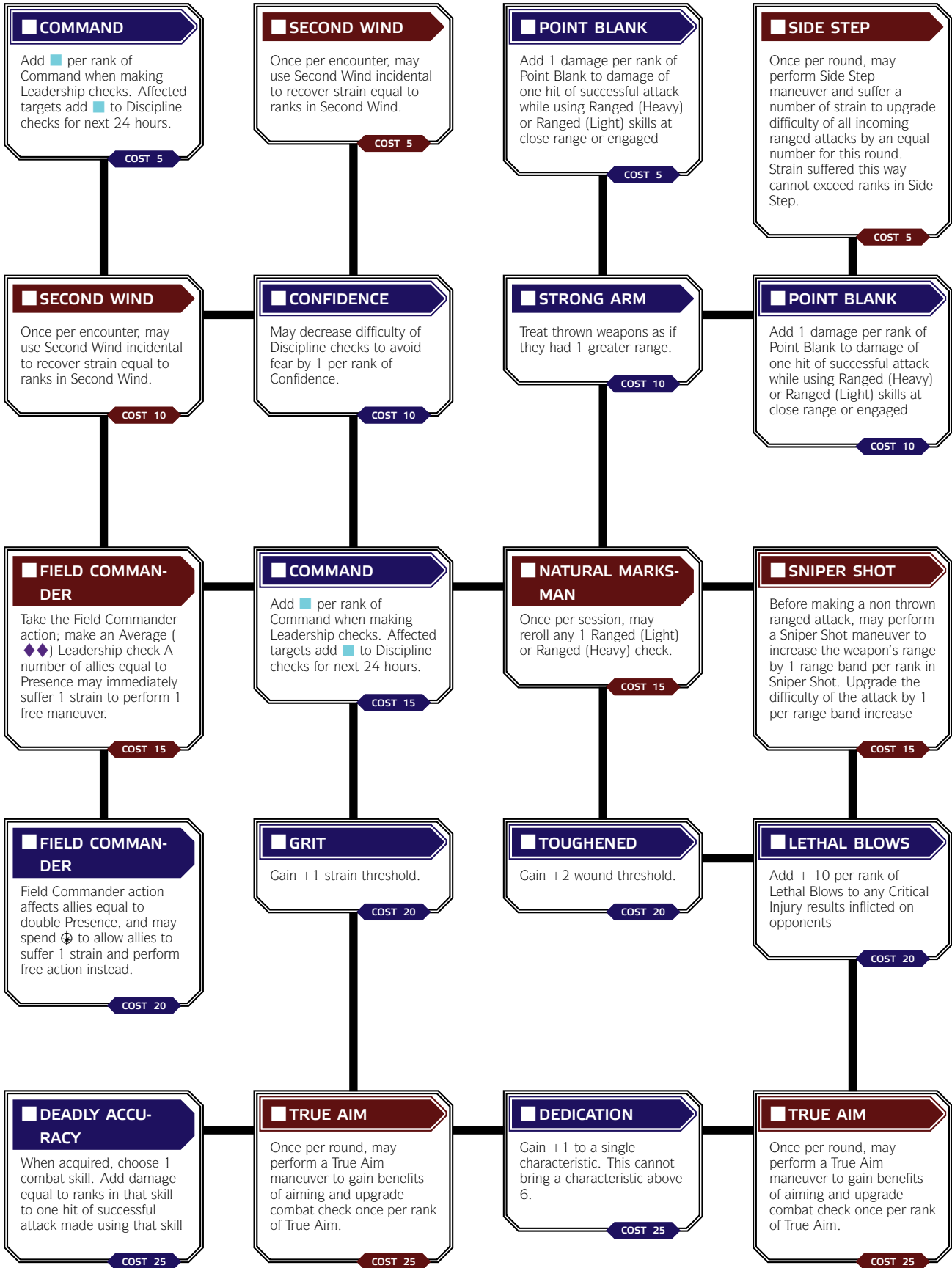
Career Skills: Athletics, Brawl, Discipline, Melee, Piloting (Planetary), Ranged (Light), Resilience, Vigilance

Additional Career Skills: Discipline, Gunnery, Leadership, Ranged (Heavy)

PASSIVE

ACTIVE

RANKED TALENT



Jedi: General

Career Skills: Athletics, Cool, Discipline, Knowledge (Lore), Lightsaber, Piloting (Space)

Additional Career Skills: Knowledge (Warfare), Leadership, Piloting (Planetary), Vigilance

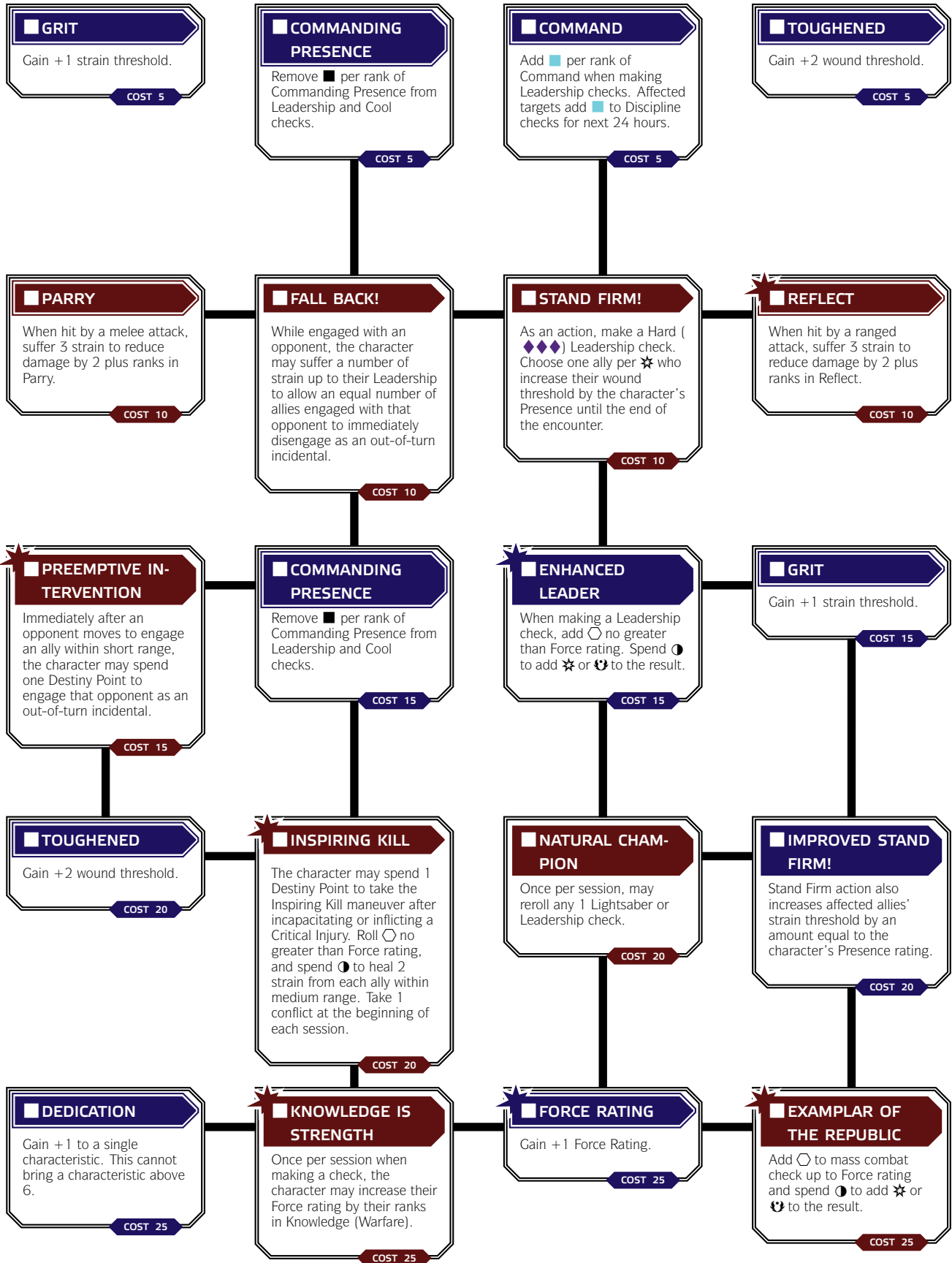
Prerequisite: Force Rating 2

PASSIVE

ACTIVE

RANKED TALENT

FORCE TALENT



Jedi: Knight

Career Skills: Athletics, Cool, Discipline, Knowledge (Lore), Lightsaber, Piloting (Space)

Additional Career Skills: Cool, Leadership, Lightsaber, Negotiation

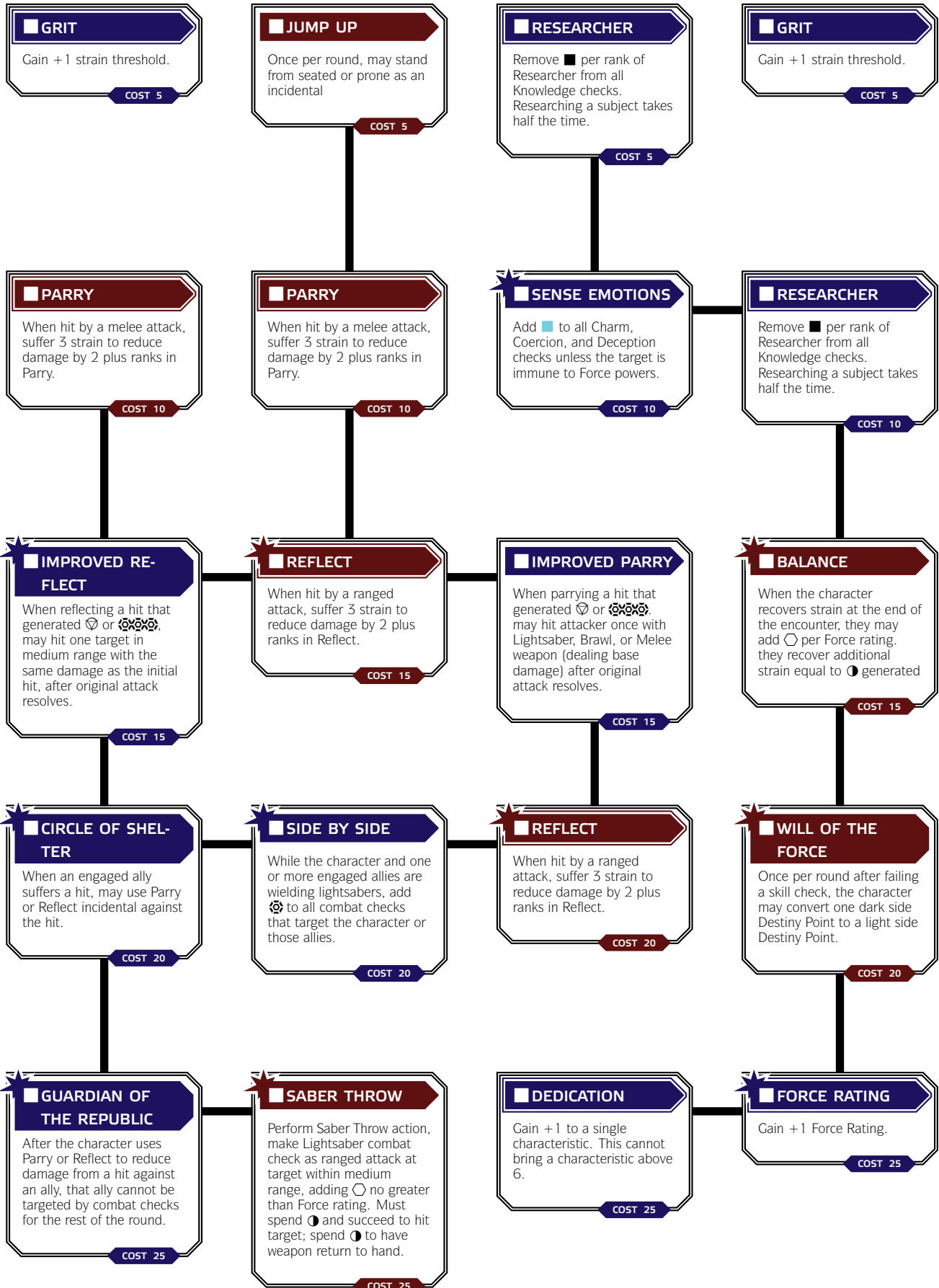
Prerequisite: Force Rating 2

PASSIVE

ACTIVE

RANKED TALENT

FORCE TALENT



Jedi: Master

Career Skills: Athletics, Cool, Discipline, Knowledge (Lore), Lightsaber, Piloting (Space)

Additional Career Skills: Charm, Knowledge (Core Worlds), Knowledge (Education), Perception

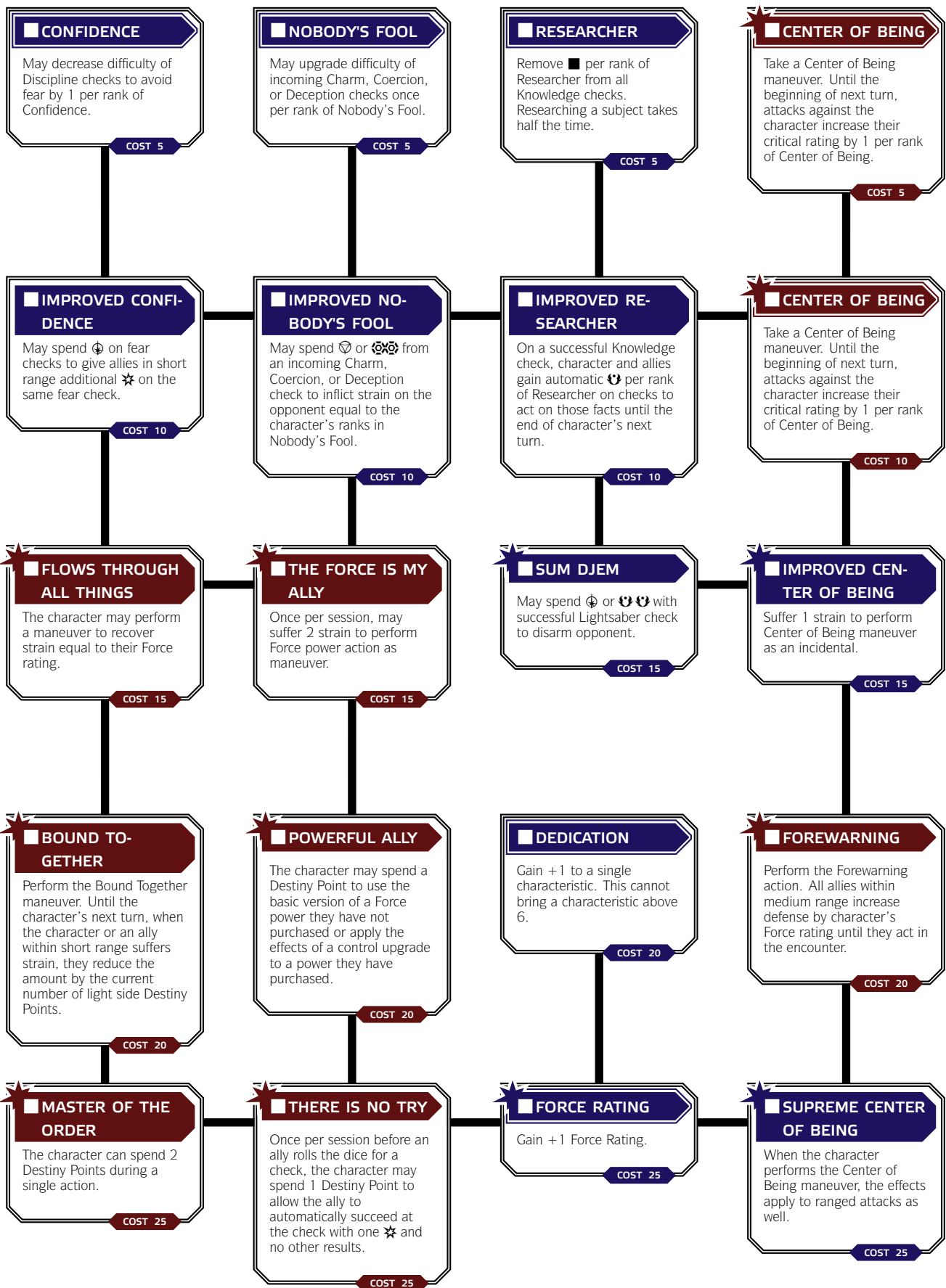
Prerequisite: Force Rating 3

PASSIVE

ACTIVE

RANKED TALENT

FORCE TALENT



Jedi: Padawan

Career Skills: Athletics, Cool, Discipline, Knowledge (Lore), Lightsaber, Piloting (Space)

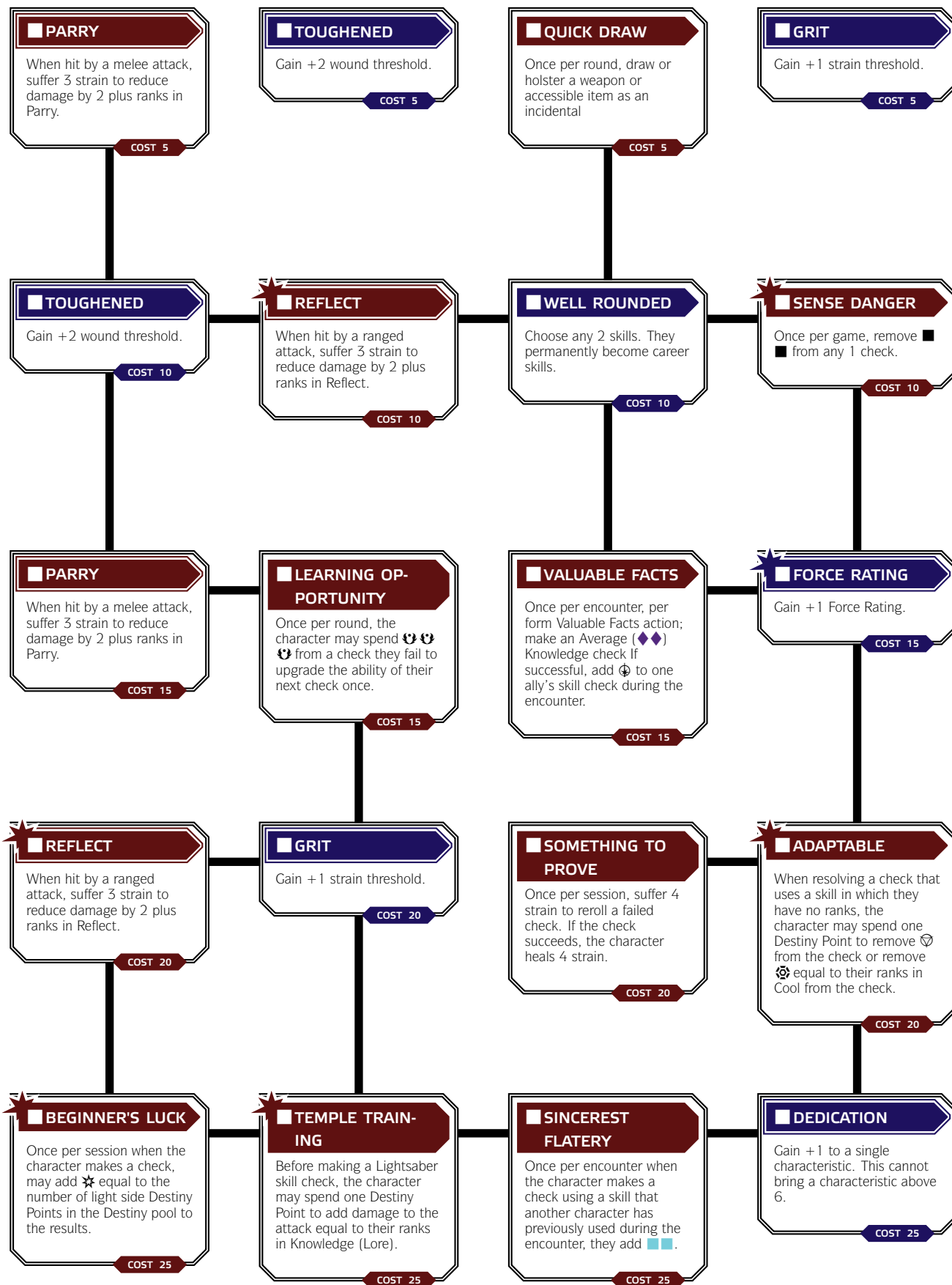
Additional Career Skills: Coordination, Knowledge, Mechanics, Vigilance

PASSIVE

ACTIVE

RANKED TALENT

FORCE TALENT



Mystic: Advisor

Career Skills: Charm, Coercion, Knowledge (Lore), Knowledge (Outer Rim), Perception, Vigilance

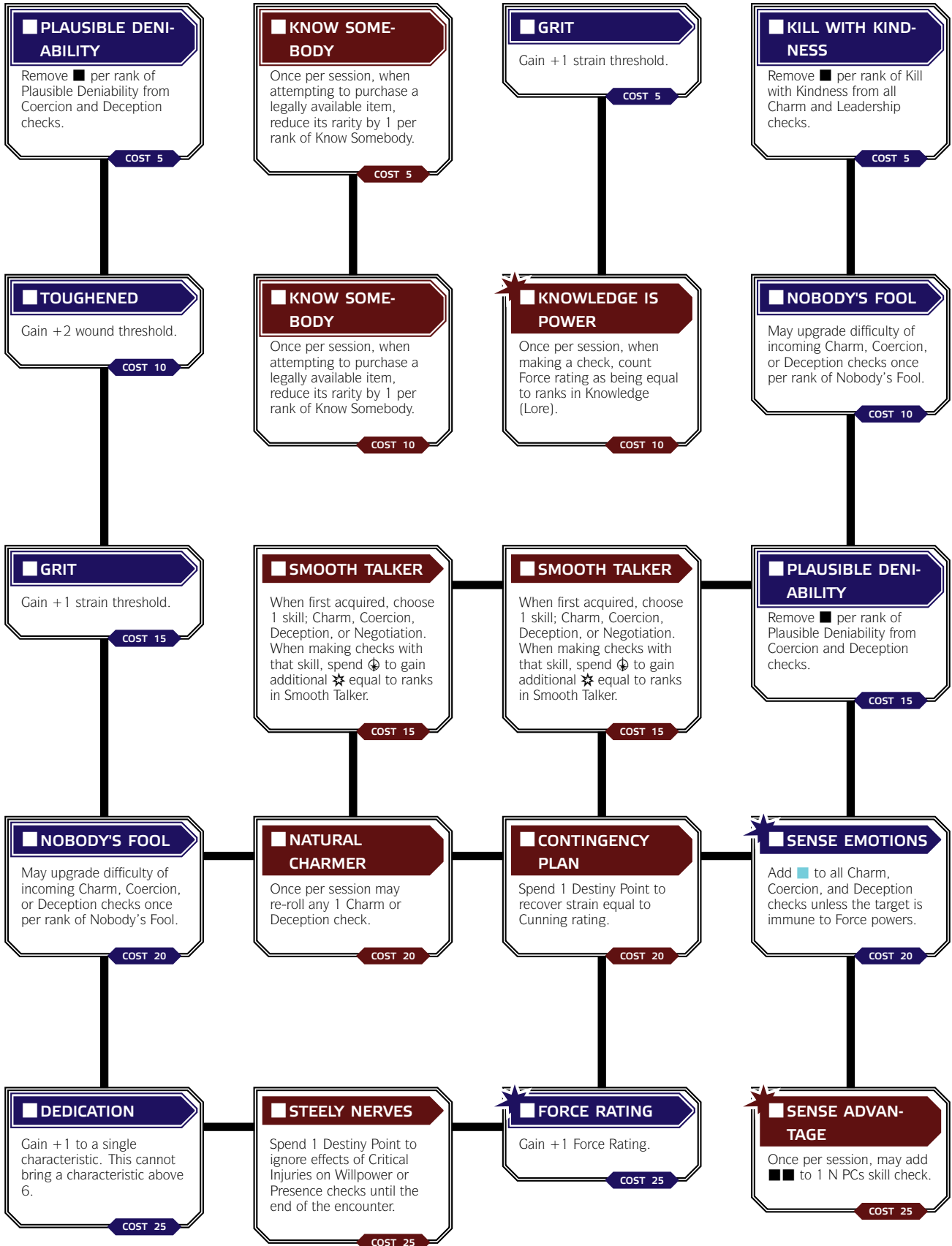
Additional Career Skills: Charm, Deception, Negotiation, Streetwise

PASSIVE

ACTIVE

RANKED TALENT

FORCE TALENT



Mystic: Alchemist

Career Skills: Charm, Coercion, Knowledge (Lore), Knowledge (Outer Rim), Perception, Vigilance

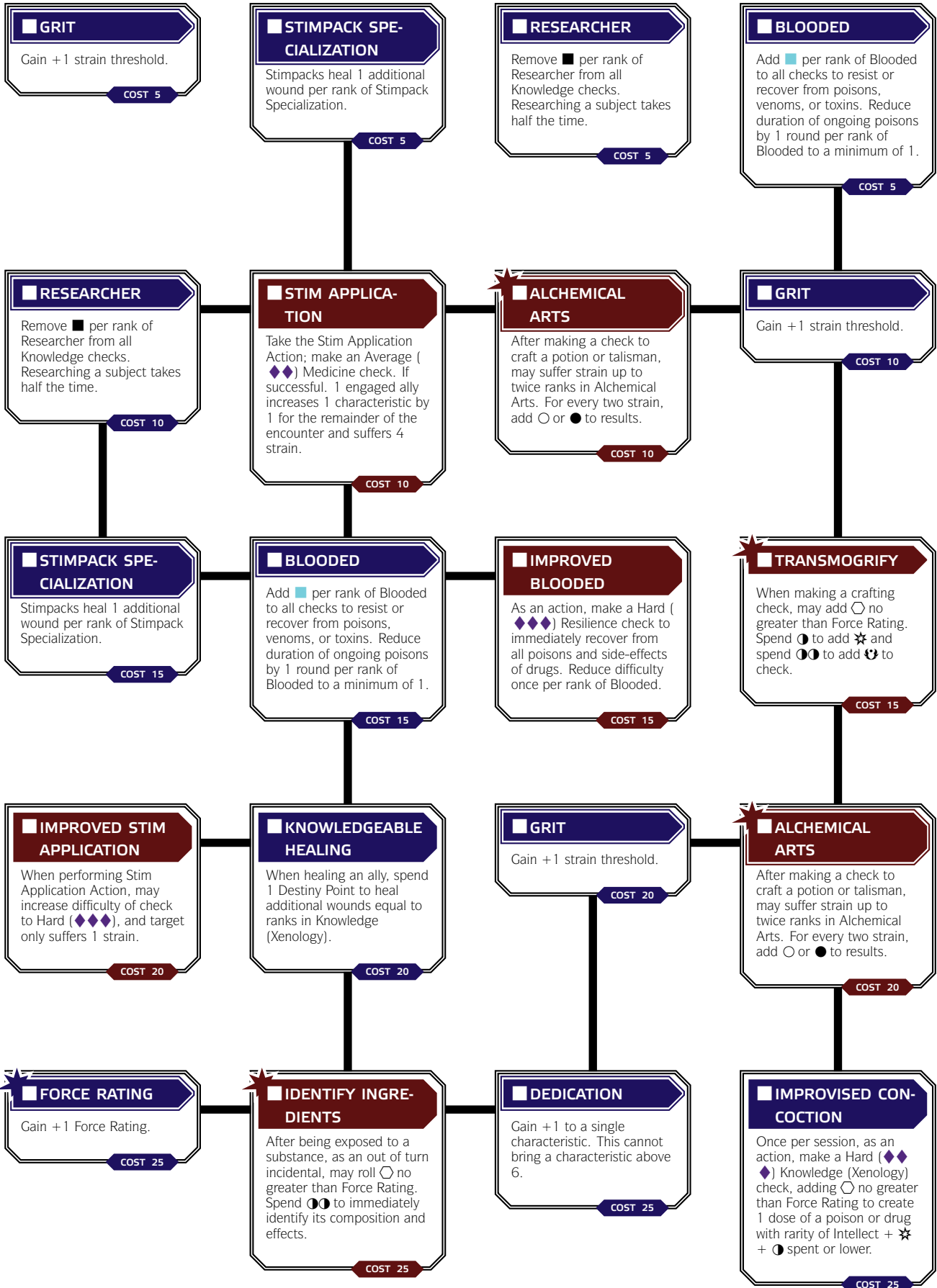
Additional Career Skills: Knowledge (Education), Knowledge (Xenology), Medicine, Resilience

PASSIVE

ACTIVE

RANKED TALENT

FORCE TALENT



Mystic: Magus

Career Skills: Charm, Coercion, Knowledge (Lore), Knowledge (Outer Rim), Perception, Vigilance

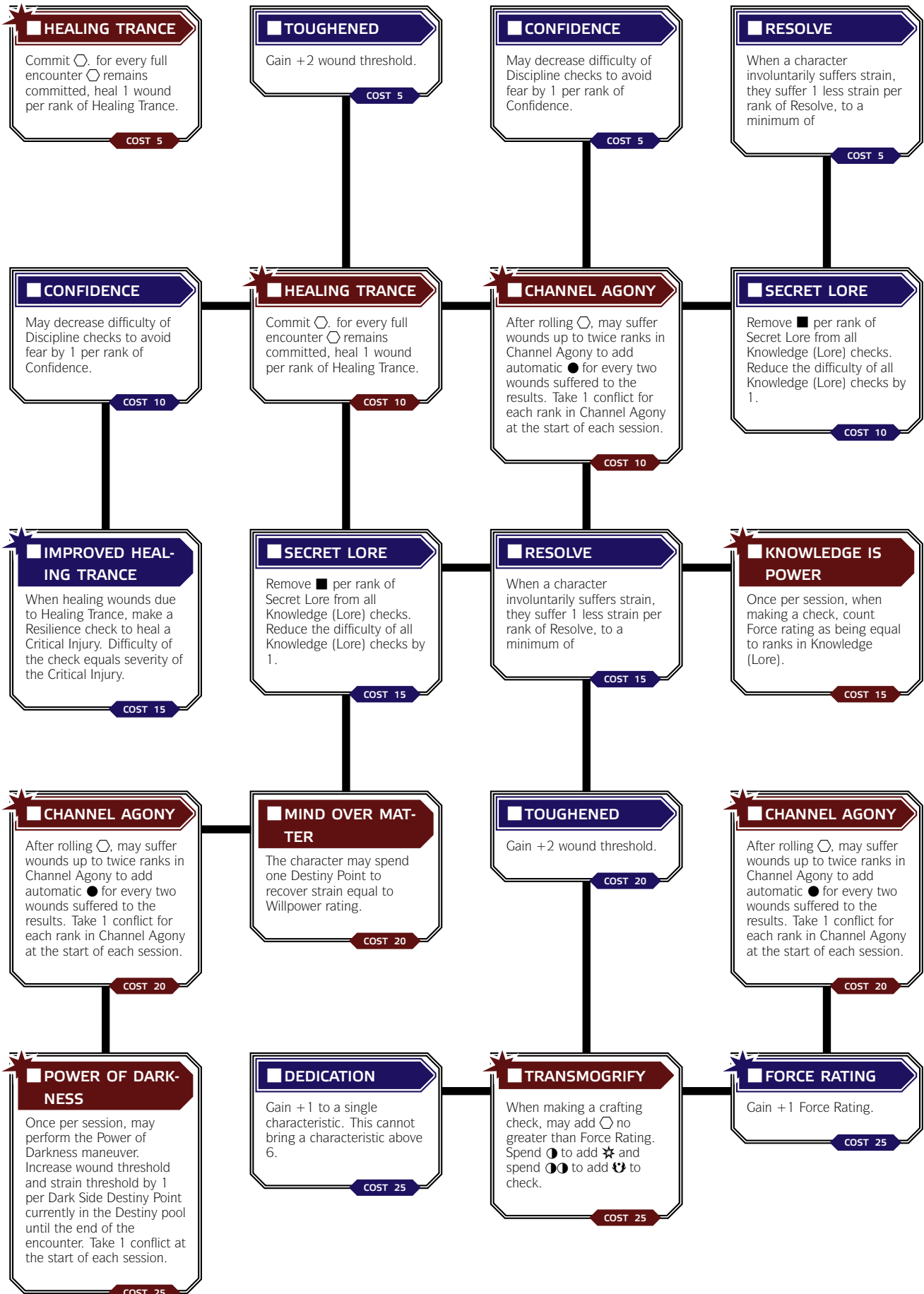
Additional Career Skills: Coercion, Discipline, Knowledge (Lore), Medicine

PASSIVE

ACTIVE

RANKED TALENT

FORCE TALENT



Mystic: Makashi Duelist

Career Skills: Charm, Coercion, Knowledge (Lore), Knowledge (Outer Rim), Perception, Vigilance

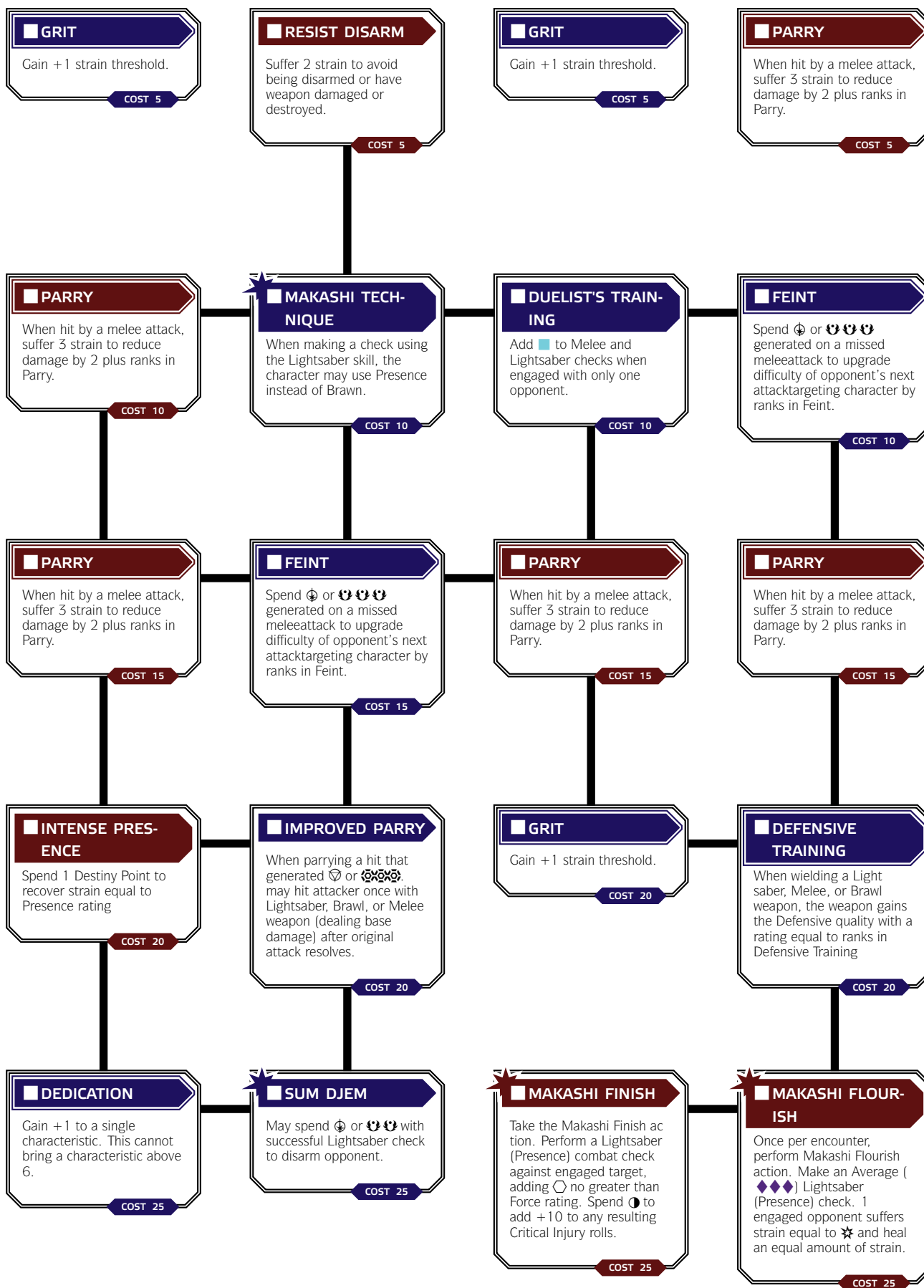
Additional Career Skills: Charm, Cool, Coordination, Lightsaber

PASSIVE

ACTIVE

RANKED TALENT

FORCE TALENT



Mystic: Prophet

Career Skills: Charm, Coercion, Knowledge (Lore), Knowledge (Outer Rim), Perception, Vigilance

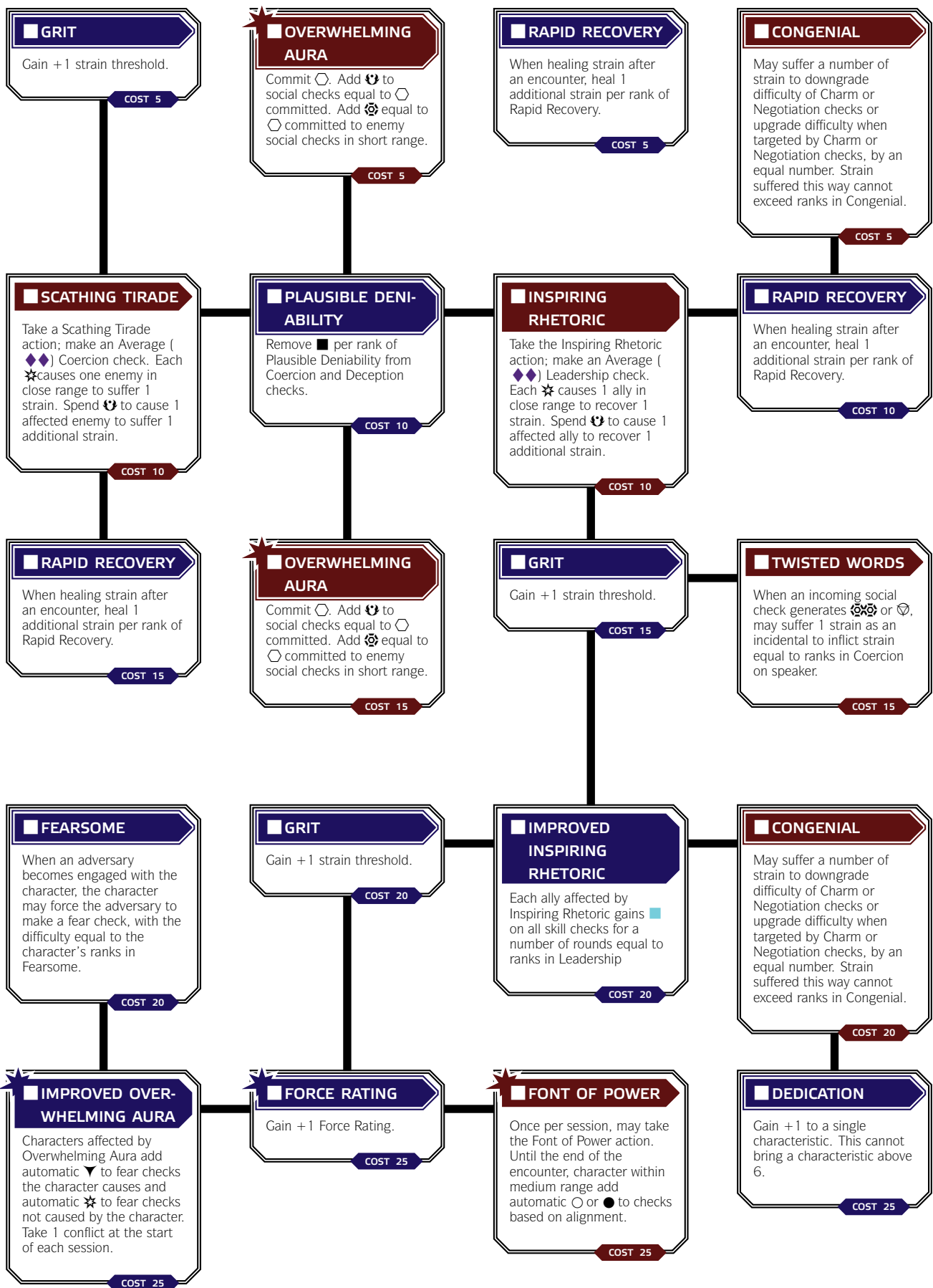
Additional Career Skills: Charm, Coercion, Deception, Leadership

PASSIVE

ACTIVE

RANKED TALENT

FORCE TALENT

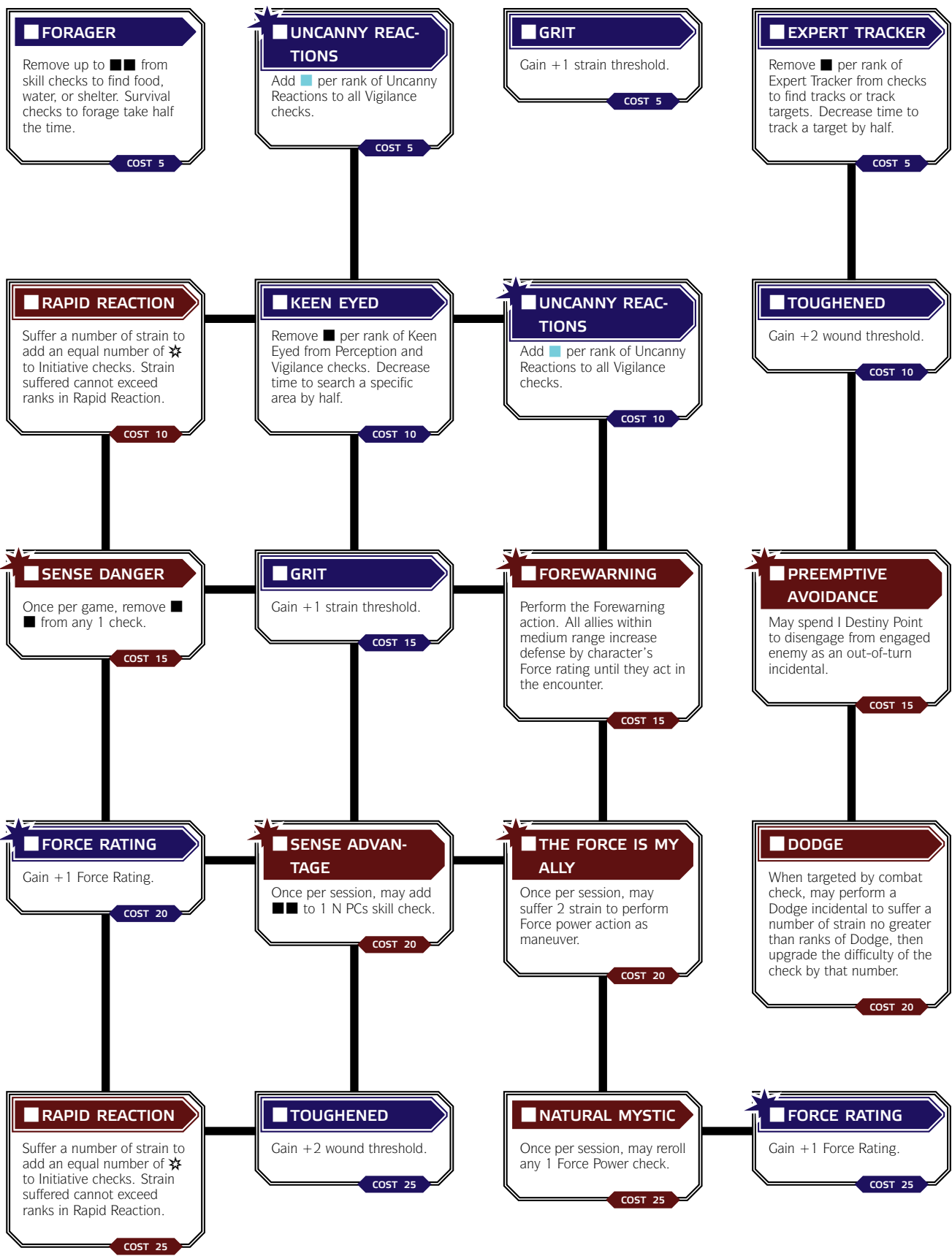


Mystic: Seer

Career Skills: Charm, Coercion, Knowledge (Lore), Knowledge (Outer Rim), Perception, Vigilance

Additional Career Skills: Discipline, Knowledge (Lore), Survival, Vigilance

- PASSIVE**
- ACTIVE**
- RANKED TALENT**
- FORCE TALENT**



Seeker: Ataru Striker

Career Skills: Knowledge (Xenology), Piloting (Planetary), Piloting (Space), Ranged (Heavy), Survival, Vigilance

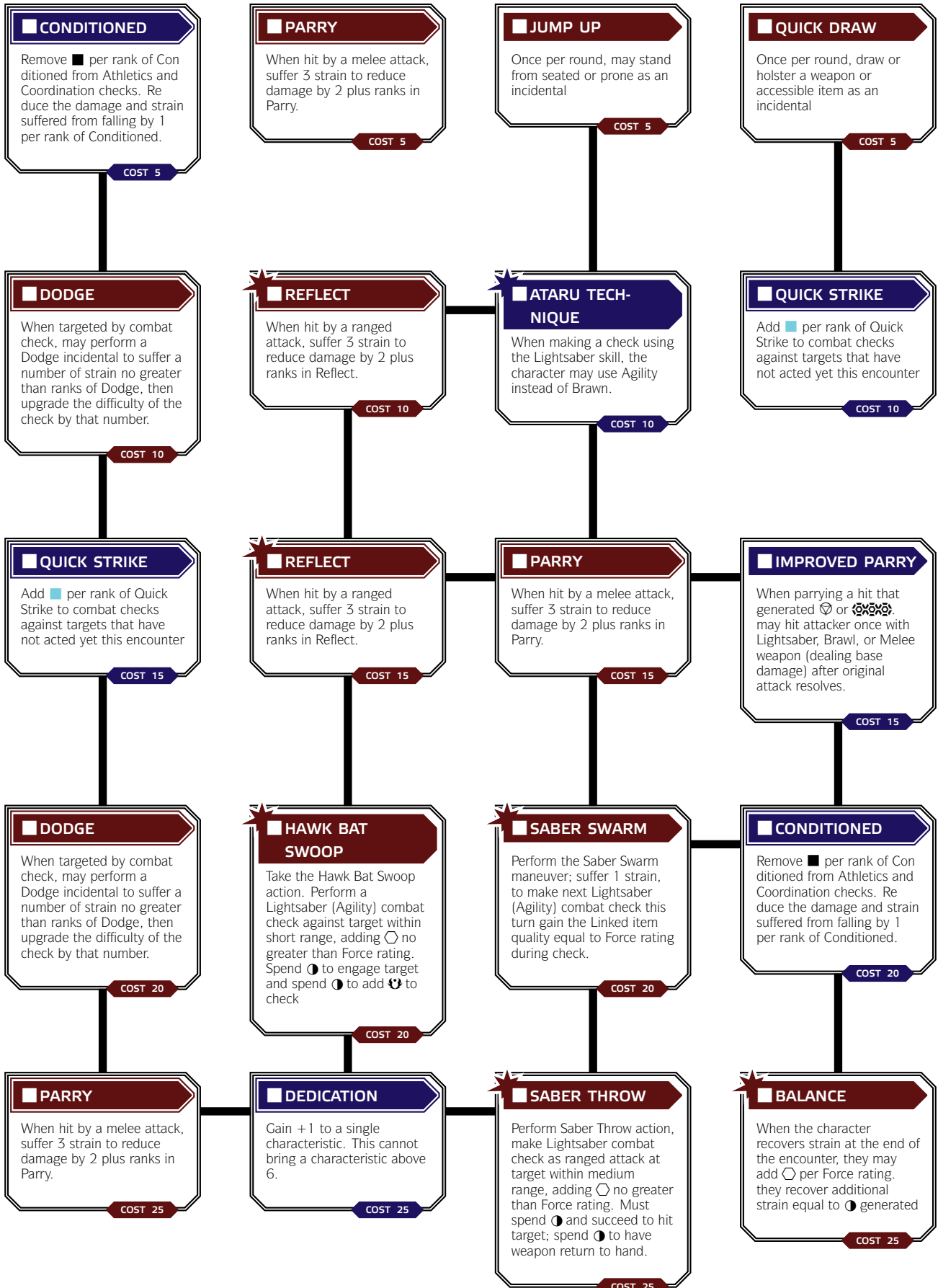
Additional Career Skills: Athletics, Coordination, Lightsaber, Perception

PASSIVE

ACTIVE

RANKED TALENT

FORCE TALENT



Seeker: Executioner

Career Skills: Knowledge (Xenology), Piloting (Planetary), Piloting (Space), Ranged (Heavy), Survival, Vigilance

Additional Career Skills: Discipline, Melee, Perception, Ranged (Heavy)

PASSIVE

ACTIVE

RANKED TALENT

FORCE TALENT

GRIT
Gain +1 strain threshold.
COST 5

QUICK STRIKE
Add ■ per rank of Quick Strike to combat checks against targets that have not acted yet this encounter
COST 5

TOUGHENED
Gain +2 wound threshold.
COST 5

QUICK DRAW
Once per round, draw or holster a weapon or accessible item as an incidental
COST 5

MIND OVER MATTER
The character may spend one Destiny Point to recover strain equal to Willpower rating.
COST 10

HUNTER'S QUARRY
Take Hunter's Quarry action: make a Hard (◆◆) 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.
COST 10

GRIT
Gain +1 strain threshold.
COST 10

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

LETHAL BLOWS
Add +10 per rank of Lethal Blows to any Critical Injury results inflicted on opponents
COST 15

IMPROVED HUNTER'S QUARRY
Suffer 2 strain to perform Hunter's Quarry action as a maneuver.
COST 15

QUICK STRIKE
Add ■ per rank of Quick Strike to combat checks against targets that have not acted yet this encounter
COST 15

PRECISE AIM
Once per round, may perform Precise Aim maneuver Suffer a number of strain no greater than ranks in Precise Aim. then reduce target's melee and ranged defense by that number
COST 15

TERRIFYING KILL
The character may spend 1 Destiny Point to take the Terrifying Kill maneuver after incapacitating or inflicting a Critical Injury. Roll ○ no greater than Force Rating and spend ● to inflict 1 strain on each character within short range of target. Take 1 conflict at the start of each session.
COST 20

PRECISE AIM
Once per round, may perform Precise Aim maneuver Suffer a number of strain no greater than ranks in Precise Aim. then reduce target's melee and ranged defense by that number
COST 20

MARKED FOR DEATH
Take the Marked for Death maneuver, committing ○. Add ●● to combat checks against target while ○ remains committed, but cannot use the this talent again until the original target is incapacitated, or the session ends.
COST 20

DEATHBLOW
After making a successful attack with a non starship/vehicle weapon, the character may spend one Destiny Point to add damage equal to their Willpower to one hit of the successful attack.
COST 20

LETHAL BLOWS
Add +10 per rank of Lethal Blows to any Critical Injury results inflicted on opponents
COST 25

ESSENTIAL KILL
When making a non-gunnery combat check, the character may add a Force dice no greater than their Force rating to the check. The character may spend ● to add ●● or ●●● to add a ◆ result (character's choice), to the result.
COST 25

FORCE RATING
Gain +1 Force Rating.
COST 25

DEDICATION
Gain +1 to a single characteristic. This cannot bring a characteristic above 6.
COST 25

Seeker: Hermit

Career Skills: Knowledge (Xenology), Piloting (Planetary), Piloting (Space), Ranged (Heavy), Survival, Vigilance

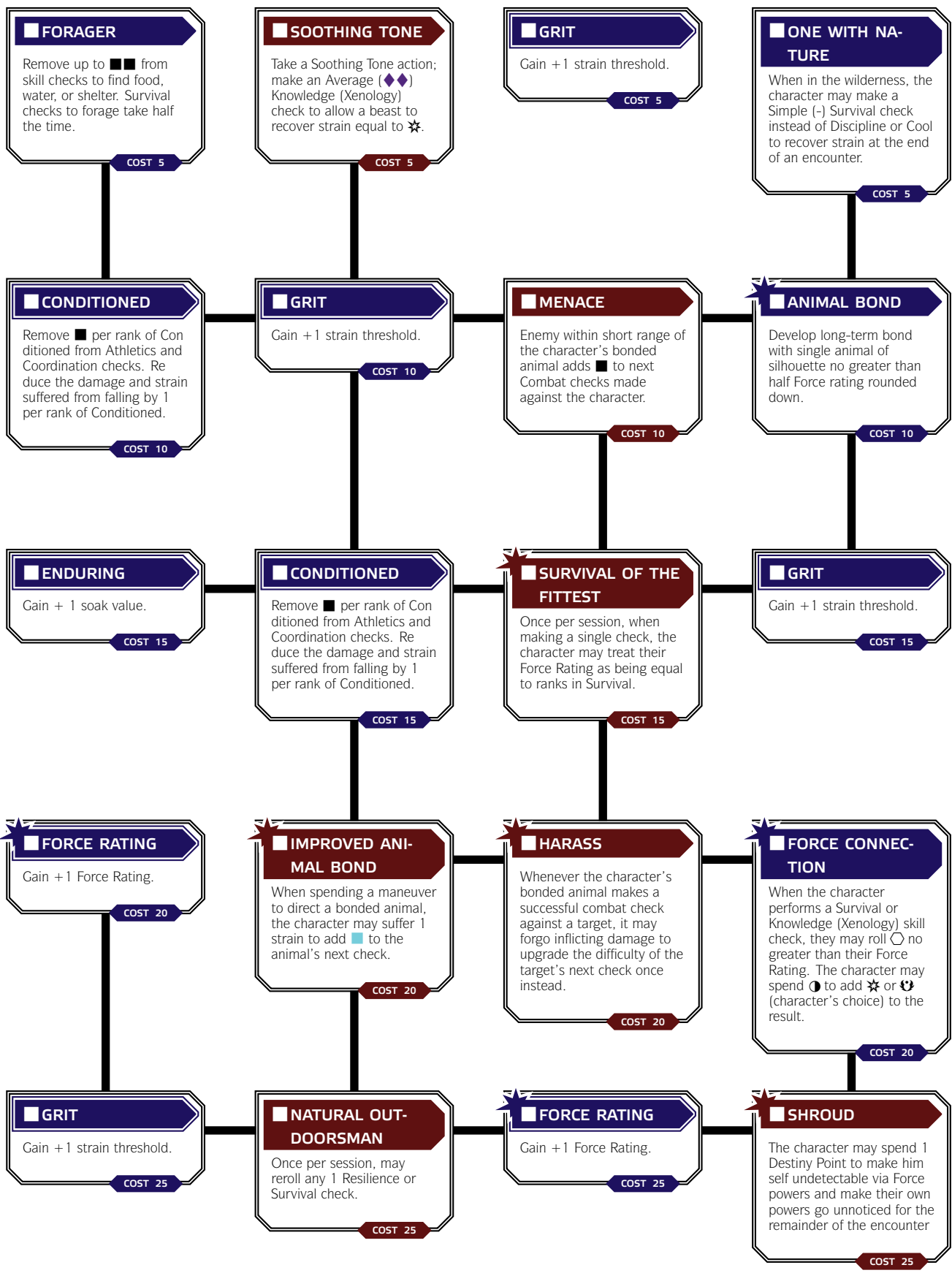
Additional Career Skills: Discipline, Knowledge (Xenology), Stealth, Survival

PASSIVE

ACTIVE

RANKED TALENT

FORCE TALENT



Seeker: Hunter

Career Skills: Knowledge (Xenology), Piloting (Planetary), Piloting (Space), Ranged (Heavy), Survival, Vigilance

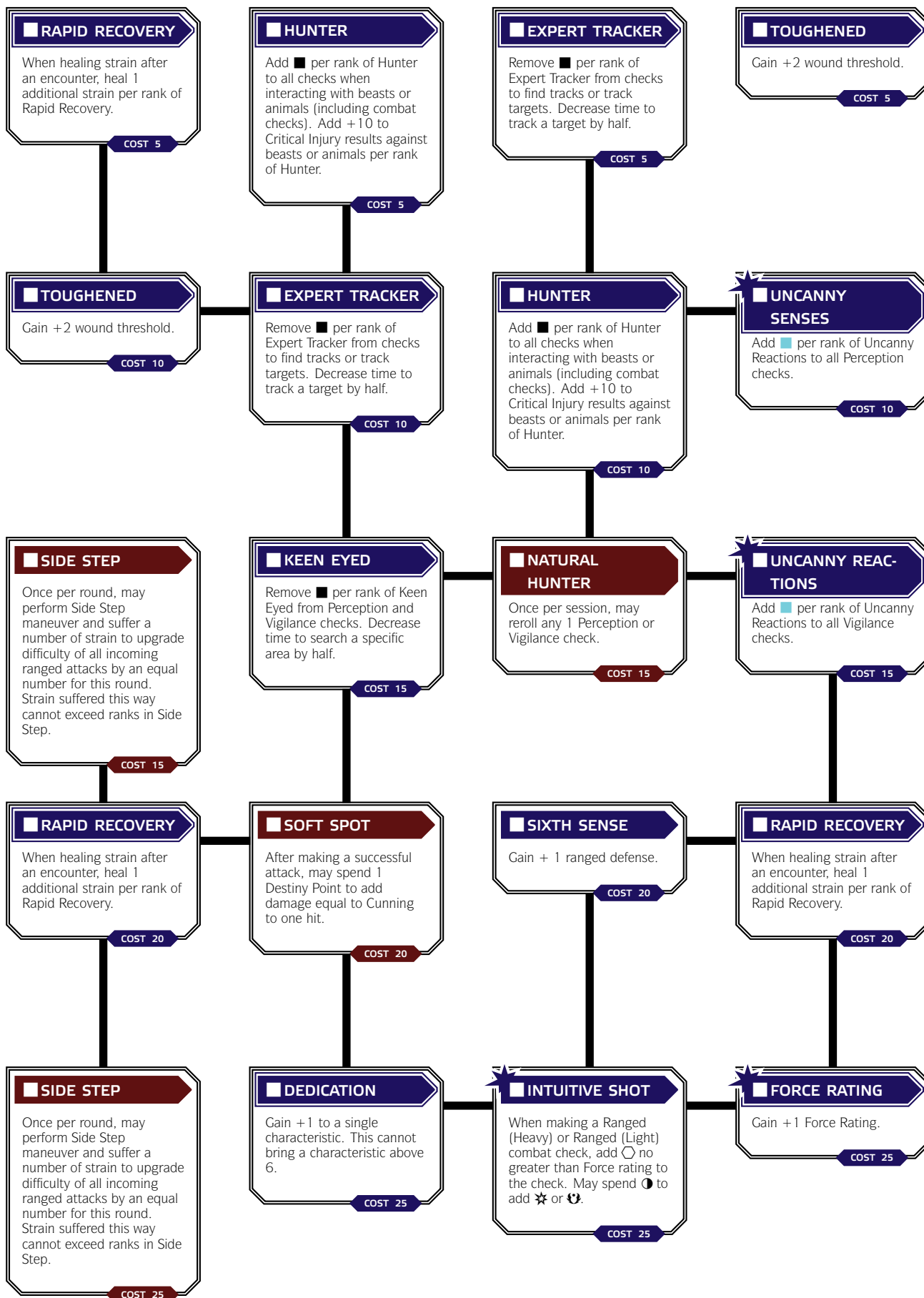
Additional Career Skills: Coordination, Ranged (Heavy), Stealth, Vigilance

PASSIVE

ACTIVE

RANKED TALENT

FORCE TALENT



Seeker: Navigator

Career Skills: Knowledge (Xenology), Piloting (Planetary), Piloting (Space), Ranged (Heavy), Survival, Vigilance

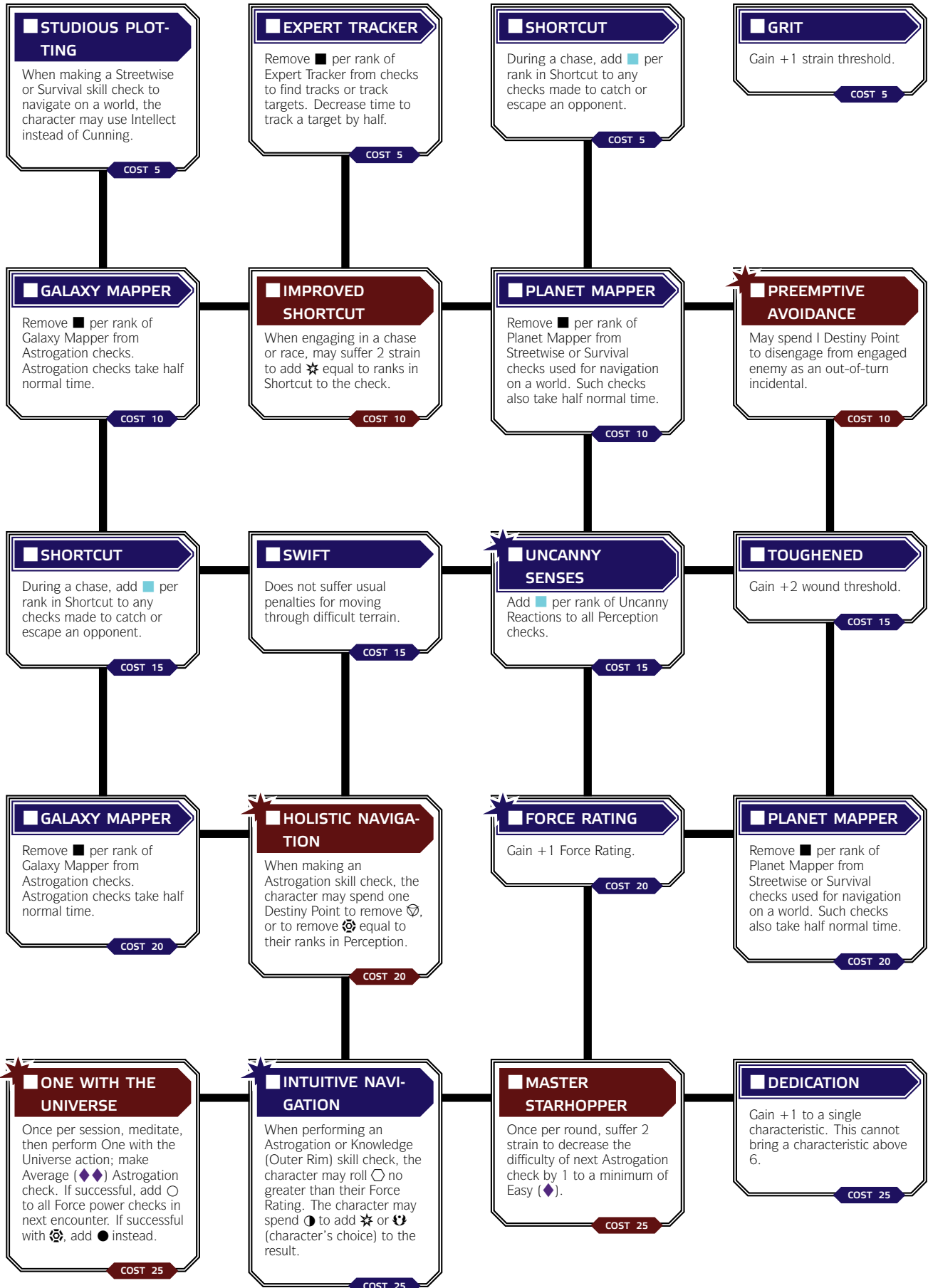
Additional Career Skills: Astrogation, Knowledge (Outer Rim), Perception, Survival

PASSIVE

ACTIVE

RANKED TALENT

FORCE TALENT



Seeker: Pathfinder

Career Skills: Knowledge (Xenology), Piloting (Planetary), Piloting (Space), Ranged (Heavy), Survival, Vigilance

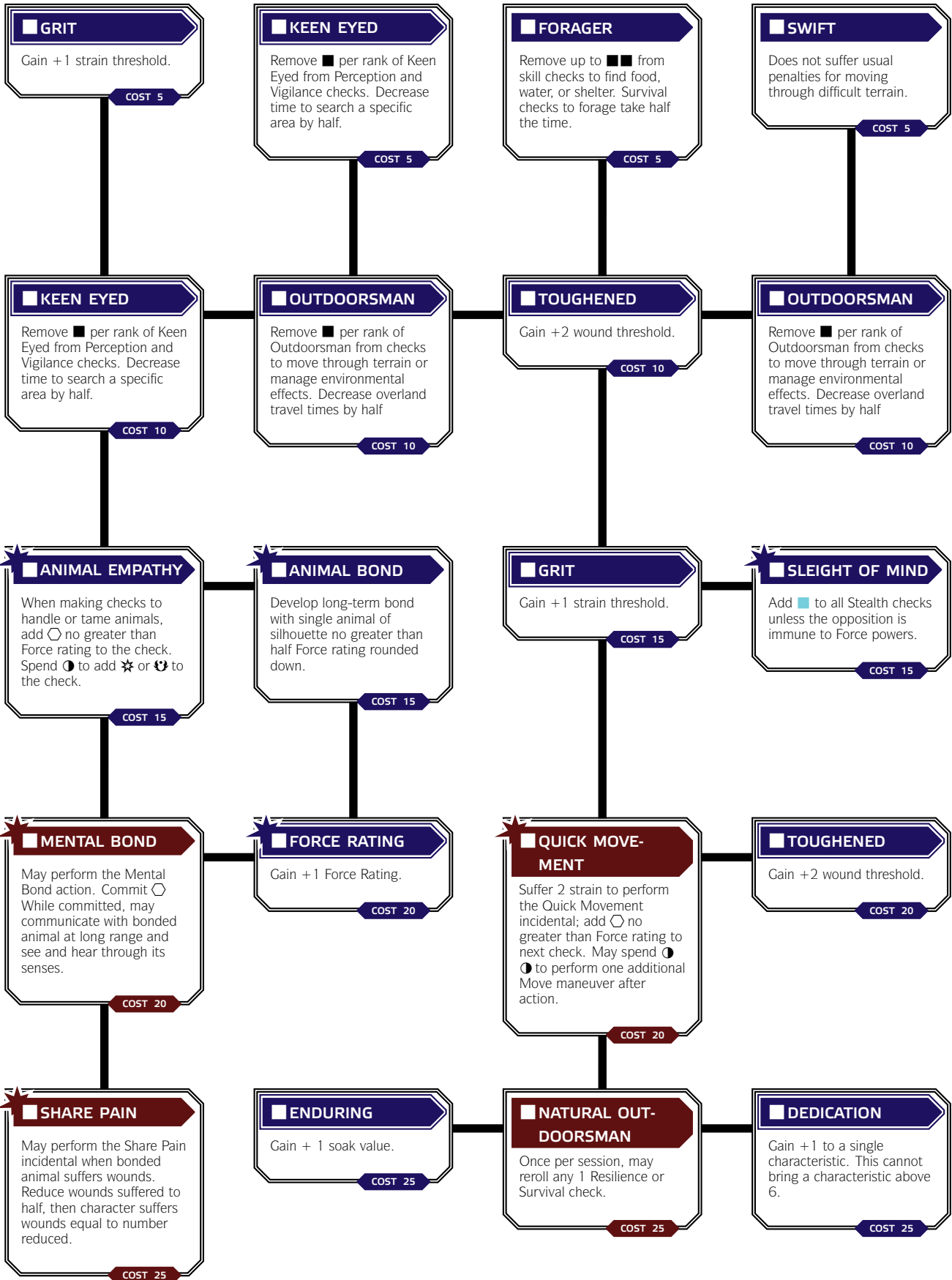
Additional Career Skills: Medicine, Ranged (Light), Resilience, Survival

PASSIVE

ACTIVE

RANKED TALENT

FORCE TALENT



Sentinel: Artisan

Career Skills: Computers, Deception, Knowledge (Core Worlds), Perception, Skulduggery, Stealth

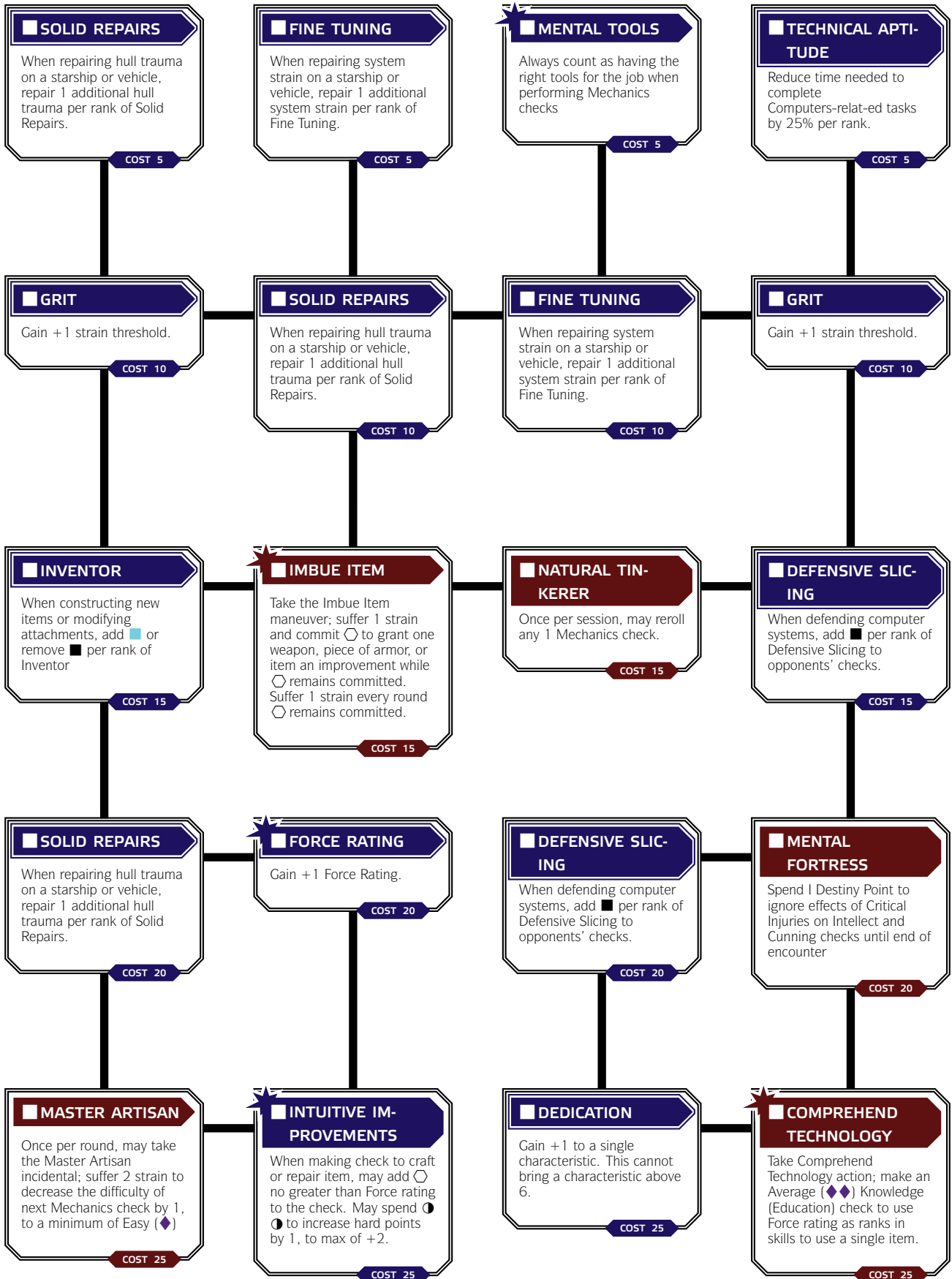
Additional Career Skills: Astrogation, Computers, Knowledge (Education), Mechanics

PASSIVE

ACTIVE

RANKED TALENT

FORCE TALENT



Sentinel: Investigator

Career Skills: Computers, Deception, Knowledge (Core Worlds), Perception, Skulduggery, Stealth

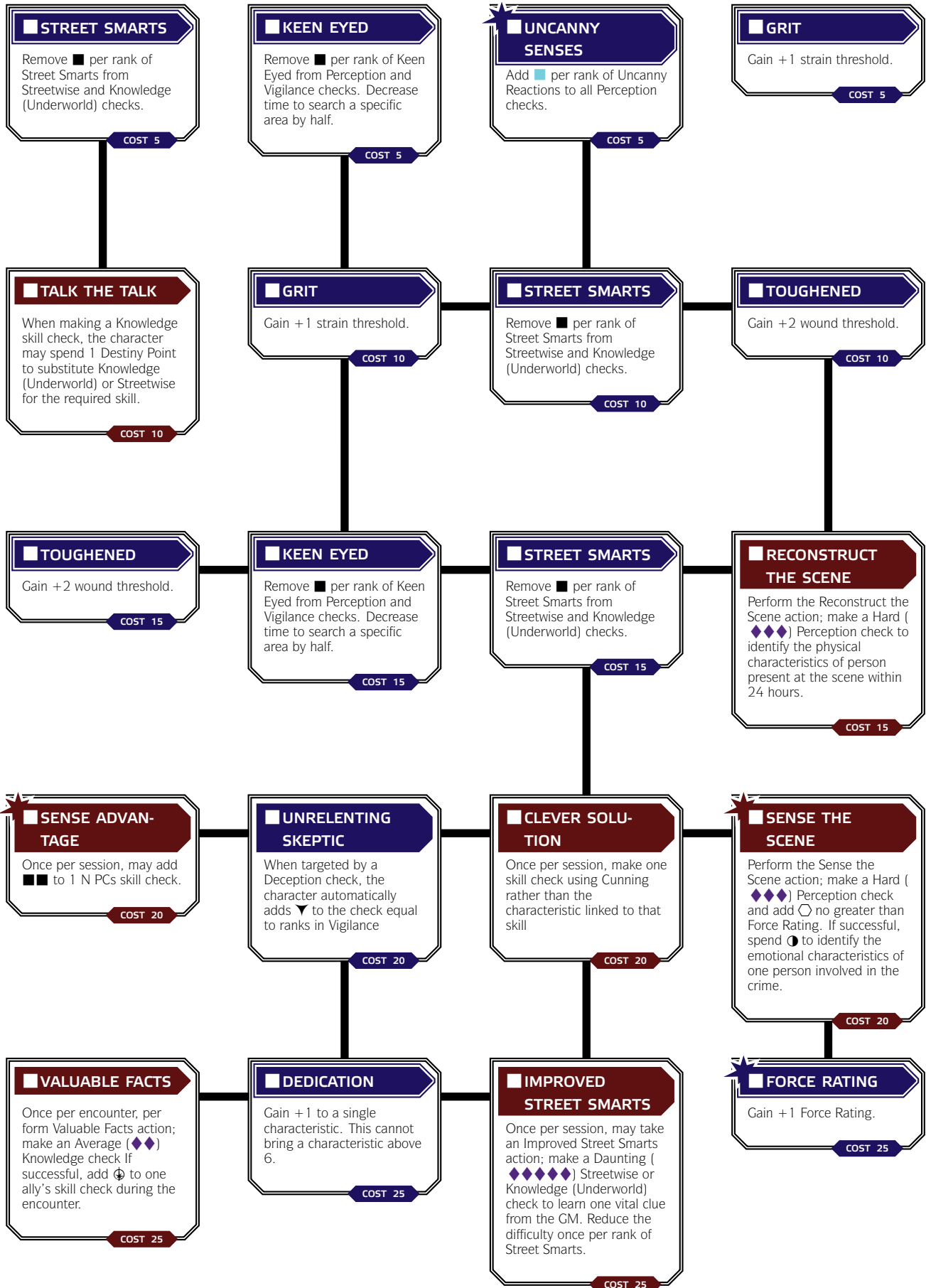
Additional Career Skills: Knowledge (Education), Knowledge (Underworld), Perception, Streetwise

PASSIVE

ACTIVE

RANKED TALENT

FORCE TALENT



Sentinel: Racer

Career Skills: Computers, Deception, Knowledge (Core Worlds), Perception, Skulduggery, Stealth

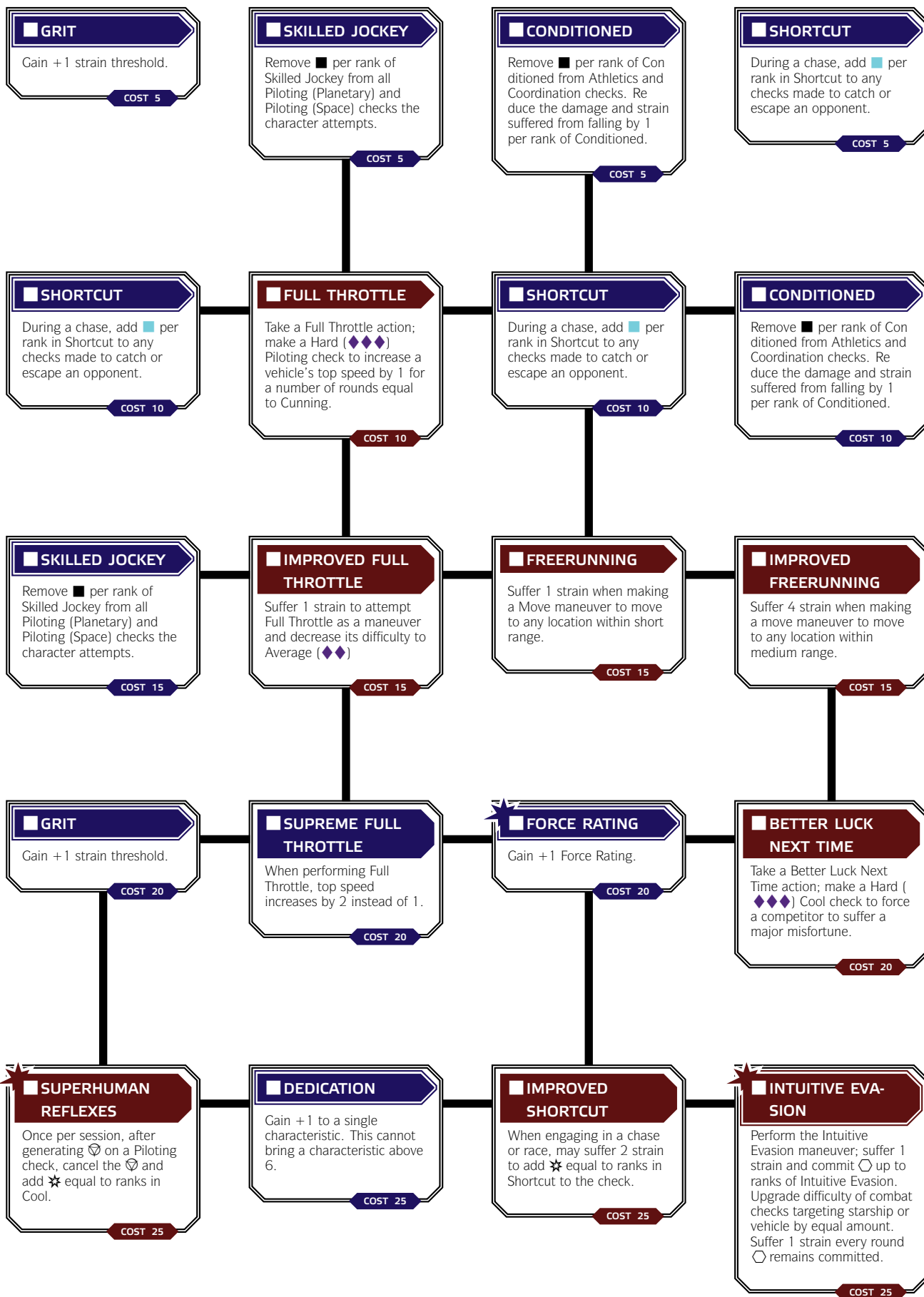
Additional Career Skills: Cool, Coordination, Piloting (Planetary), Piloting (Space)

PASSIVE

ACTIVE

RANKED TALENT

FORCE TALENT



Sentinel: Sentry

Career Skills: Computers, Deception, Knowledge (Core Worlds), Perception, Skulduggery, Stealth

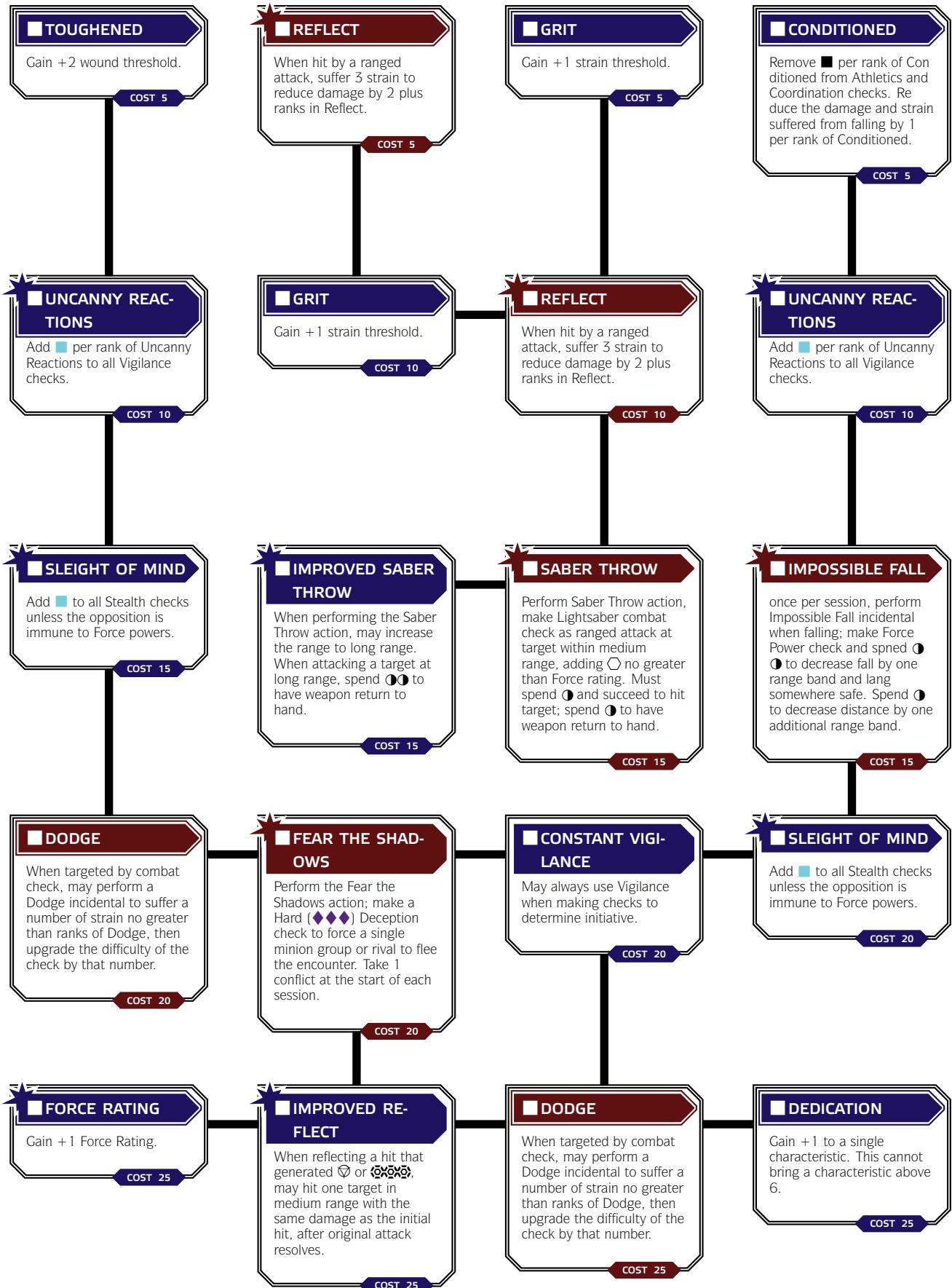
Additional Career Skills: Coordination, Lightsaber, Stealth, Vigilance

PASSIVE

ACTIVE

RANKED TALENT

FORCE TALENT



Sentinel: Shadow

Career Skills: Computers, Deception, Knowledge (Core Worlds), Perception, Skulduggery, Stealth

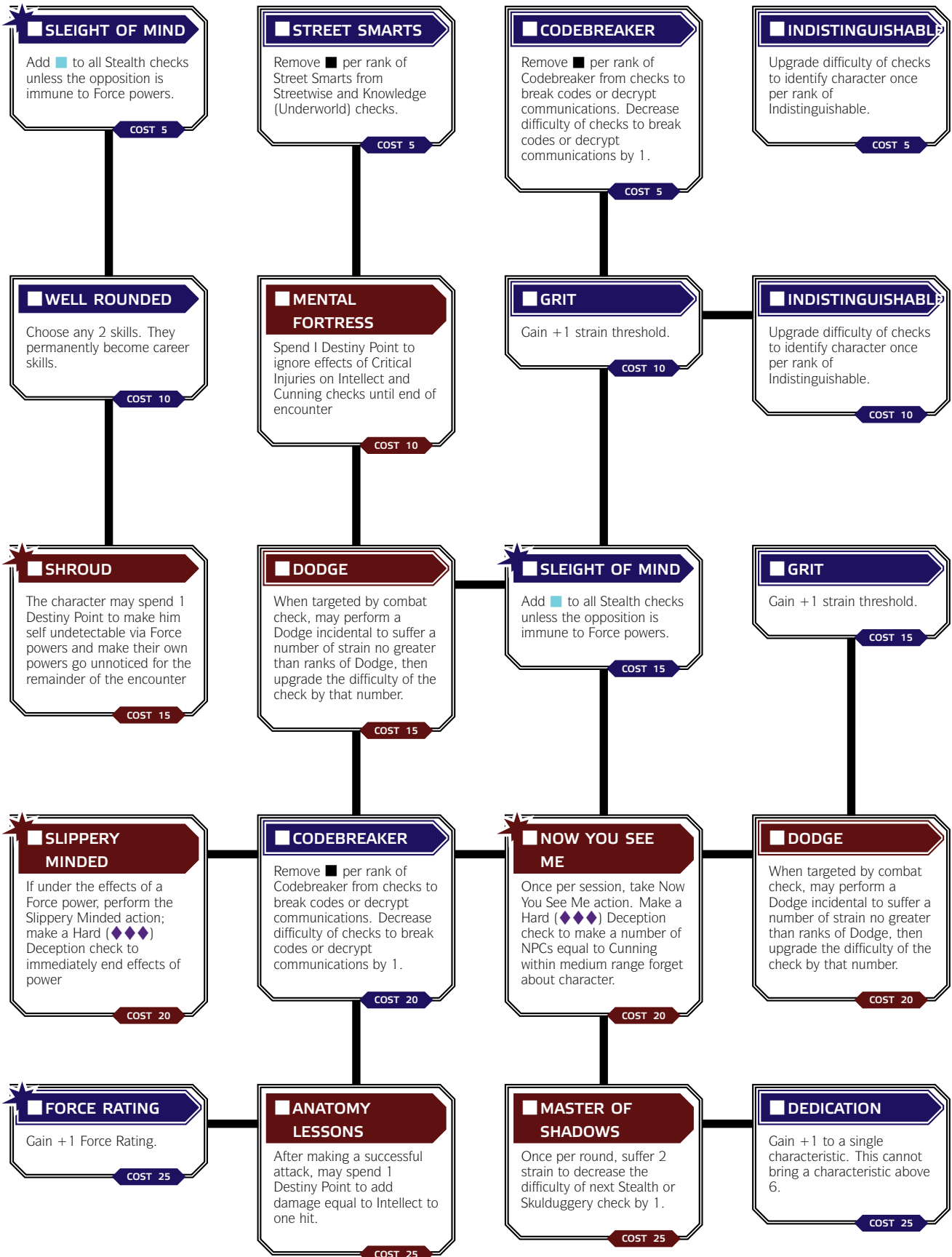
Additional Career Skills: Knowledge (Underworld), Skulduggery, Stealth, Streetwise

PASSIVE

ACTIVE

RANKED TALENT

FORCE TALENT



Sentinel: Shien Expert

Career Skills: Computers, Deception, Knowledge (Core Worlds), Perception, Skulduggery, Stealth

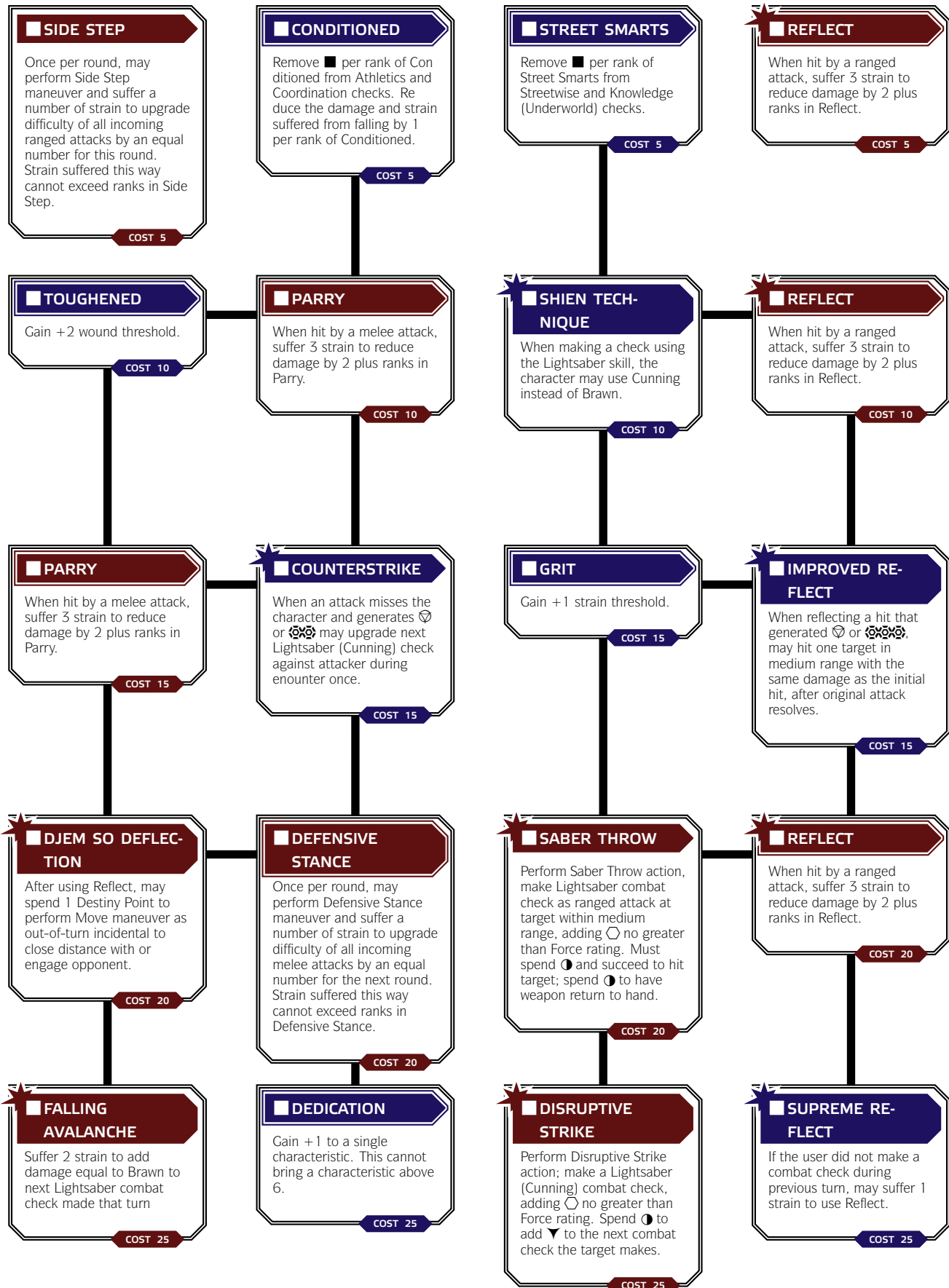
Additional Career Skills: Athletics, Lightsaber, Resilience, Skulduggery

PASSIVE

ACTIVE

RANKED TALENT

FORCE TALENT



Smuggler: Charmer

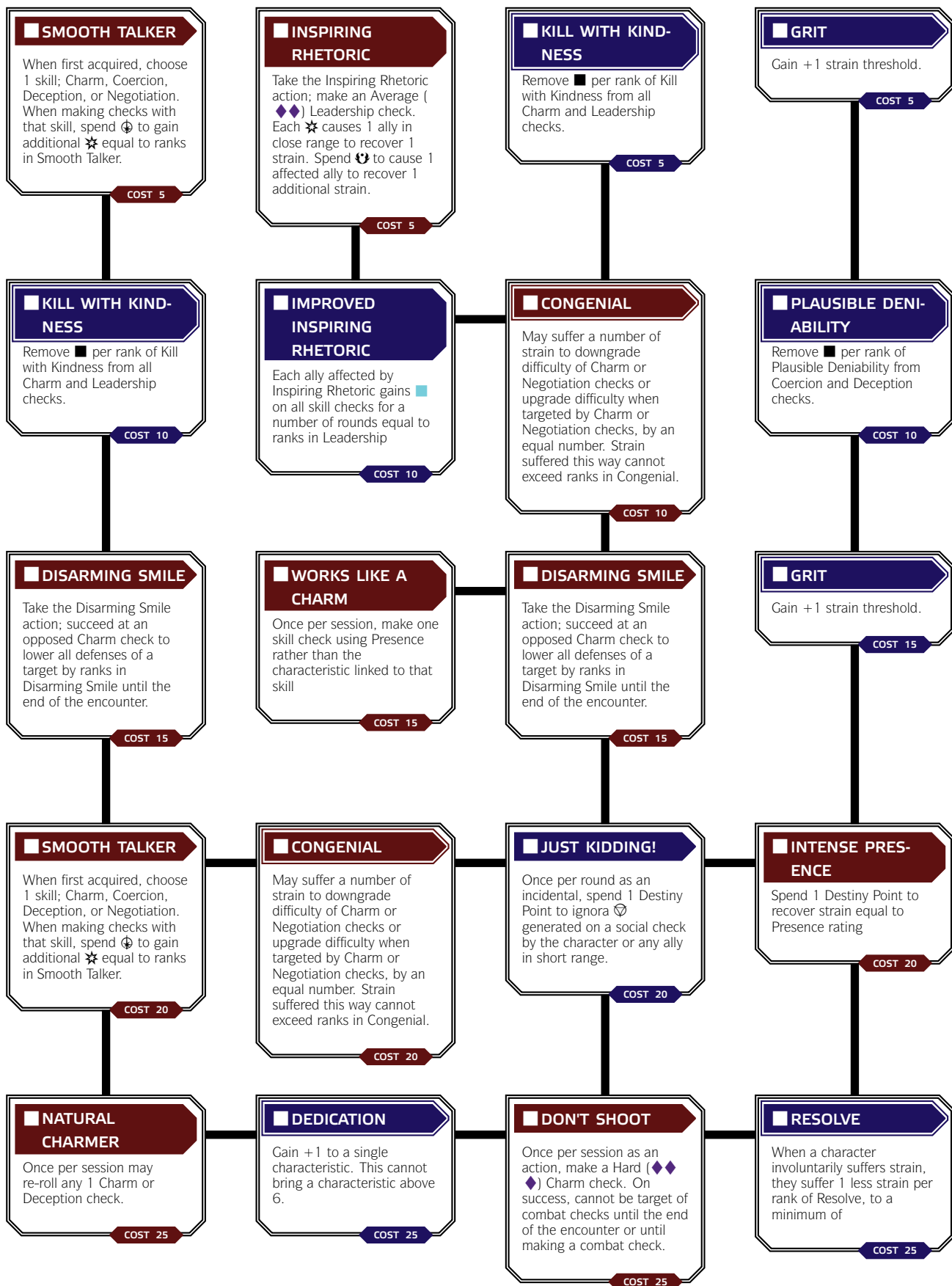
Career Skills: Coordination, Deception, Knowledge (Underworld), Perception, Piloting (Space), Skulduggery, Streetwise, Vigilance

Additional Career Skills: Charm, Cool, Leadership, Negotiation

PASSIVE

ACTIVE

RANKED TALENT



Smuggler: Gambler

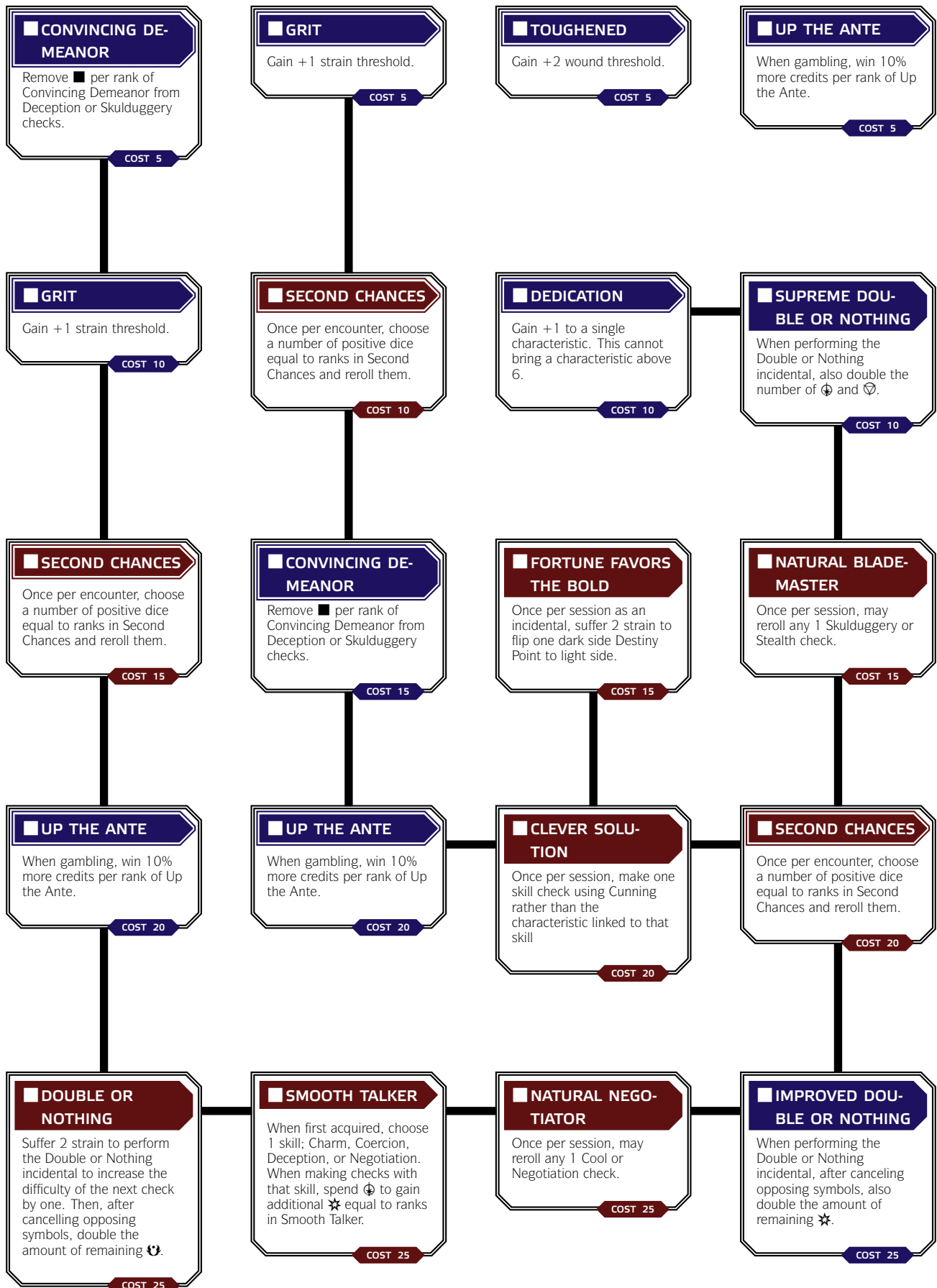
Career Skills: Coordination, Deception, Knowledge (Underworld), Perception, Piloting (Space), Skulduggery, Streetwise, Vigilance

Additional Career Skills: Computers, Cool, Deception, Skulduggery

PASSIVE

ACTIVE

RANKED TALENT



Smuggler: Gunslinger

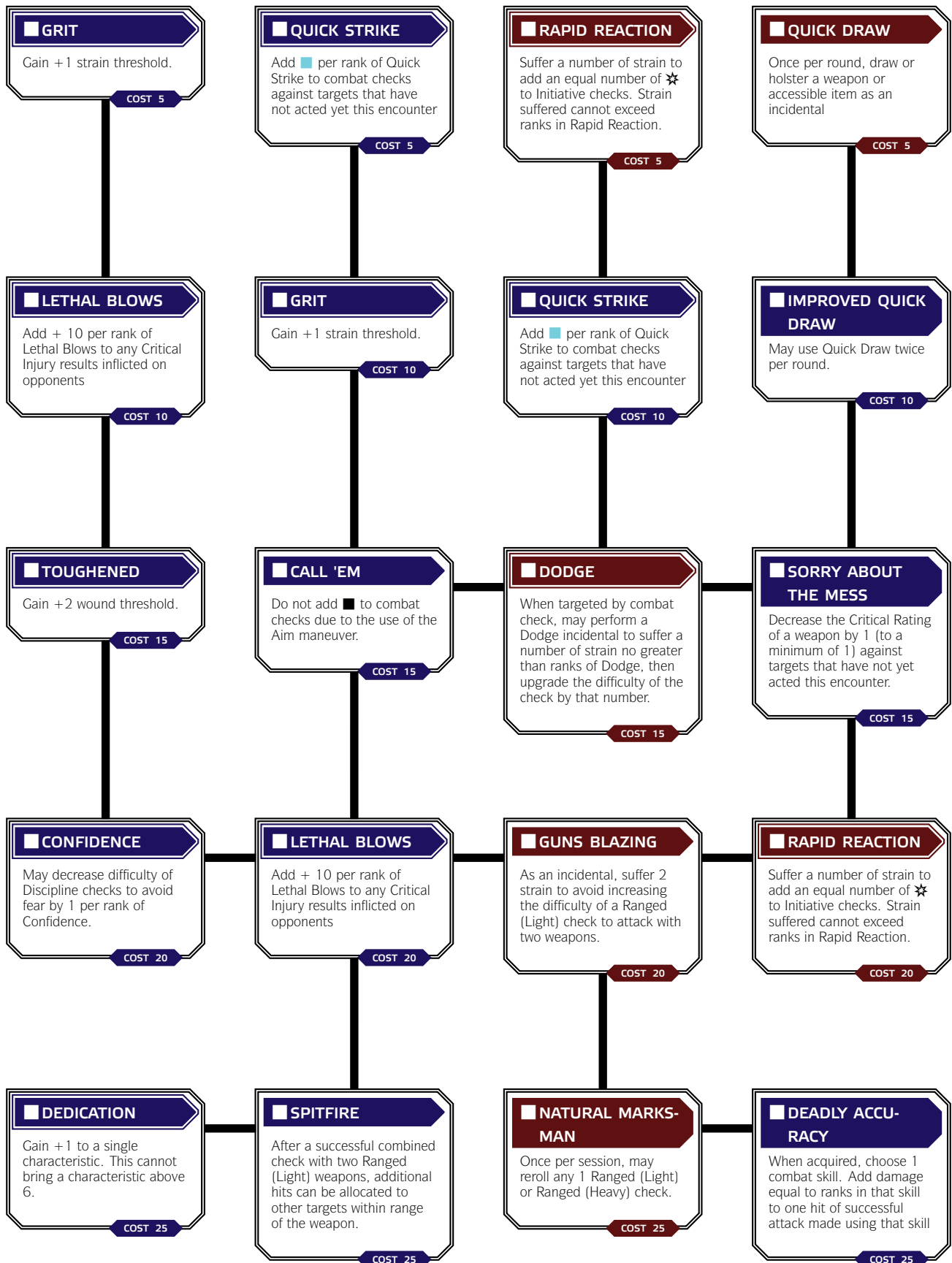
Career Skills: Coordination, Deception, Knowledge (Underworld), Perception, Piloting (Space), Skulduggery, Streetwise, Vigilance

Additional Career Skills: Coercion, Cool, Knowledge (Outer Rim), Ranged (Light)

PASSIVE

ACTIVE

RANKED TALENT



Smuggler: Pilot

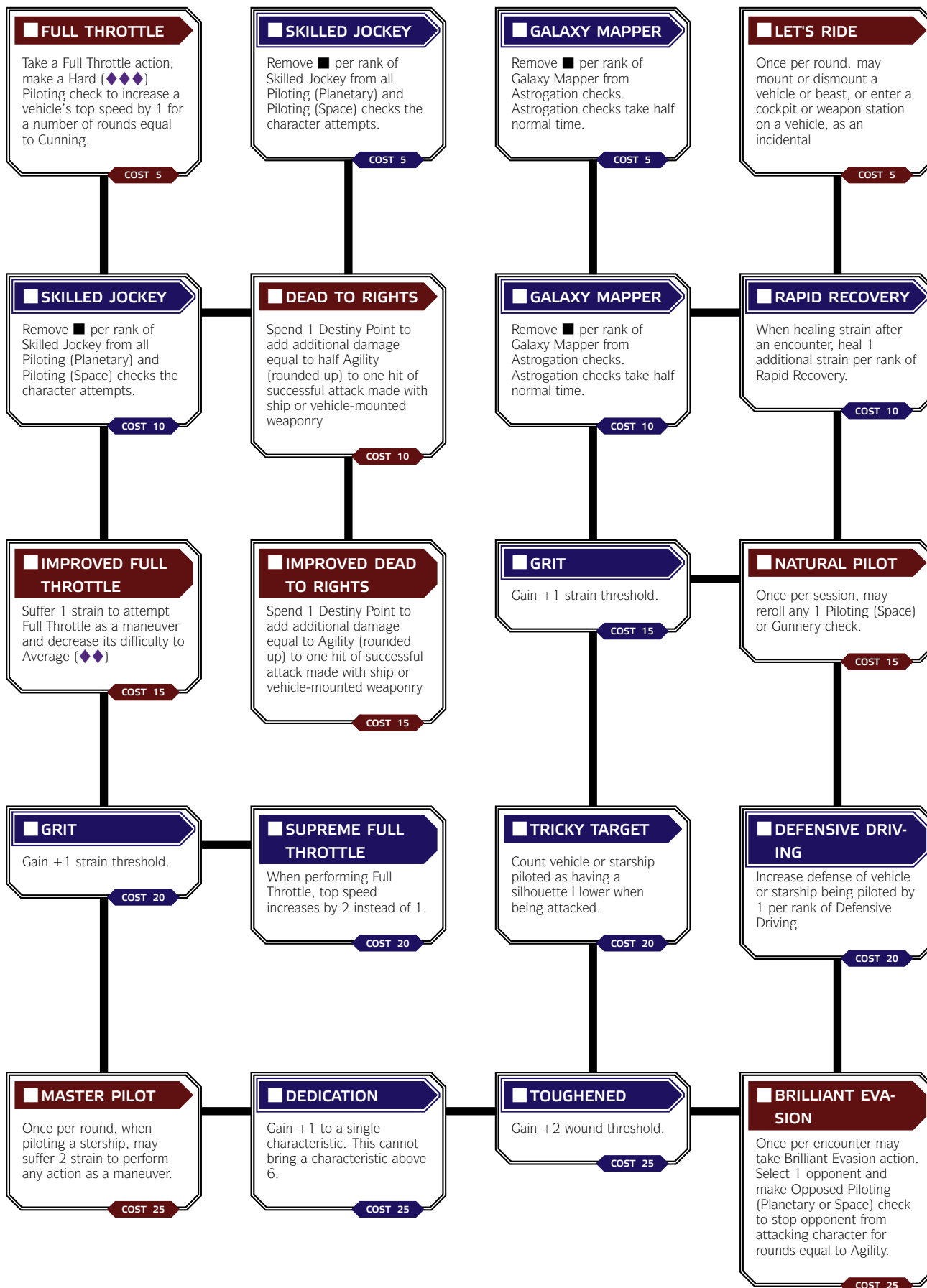
Career Skills: Coordination, Deception, Knowledge (Underworld), Perception, Piloting (Space), Skulduggery, Streetwise, Vigilance

Additional Career Skills: Astrogation, Gunnery, Piloting (Planetary), Piloting (Space)

PASSIVE

ACTIVE

RANKED TALENT



Smuggler: Scoundrel

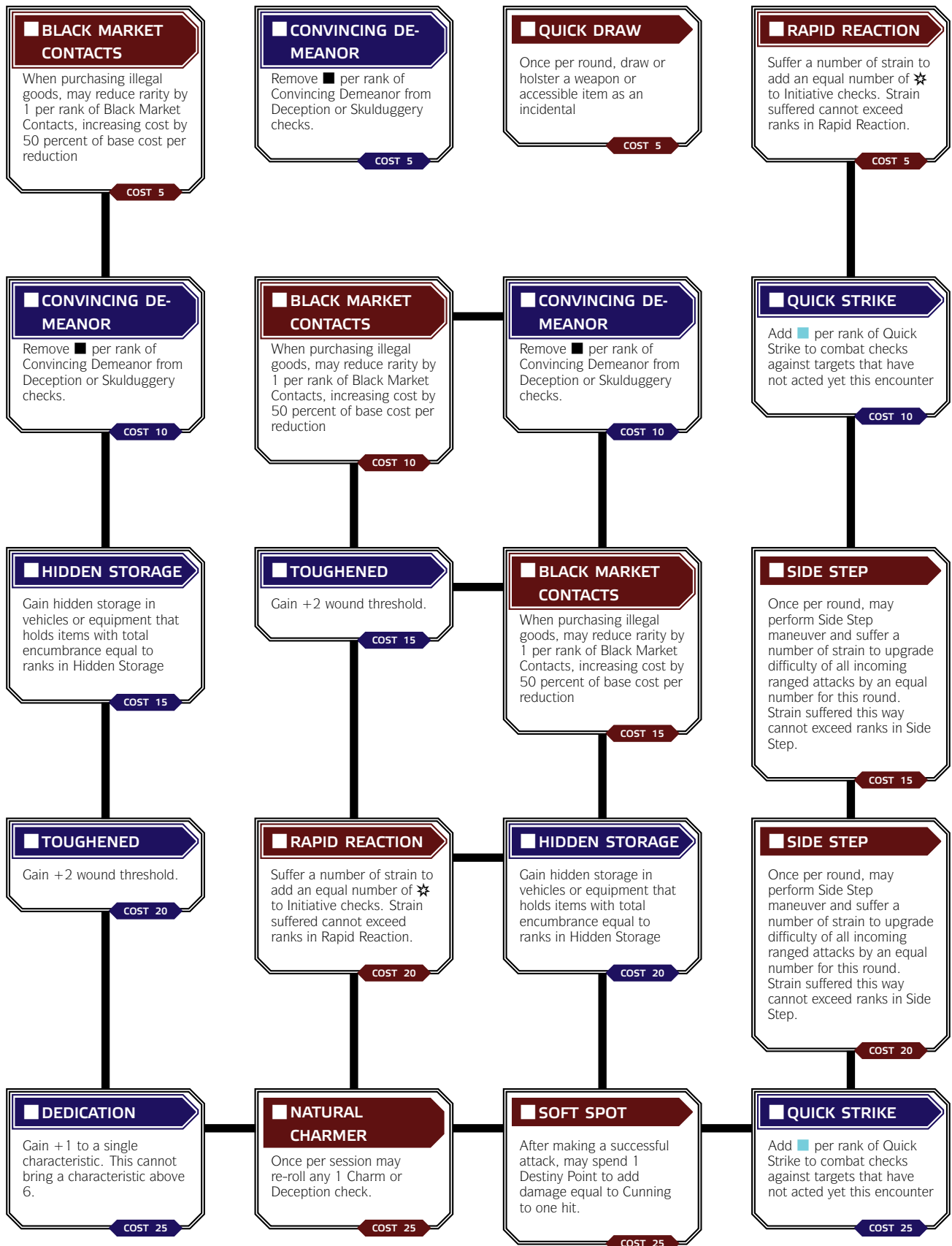
Career Skills: Coordination, Deception, Knowledge (Underworld), Perception, Piloting (Space), Skulduggery, Streetwise, Vigilance

Additional Career Skills: Charm, Cool, Deception, Ranged (Light)

PASSIVE

ACTIVE

RANKED TALENT



Smuggler: Thief

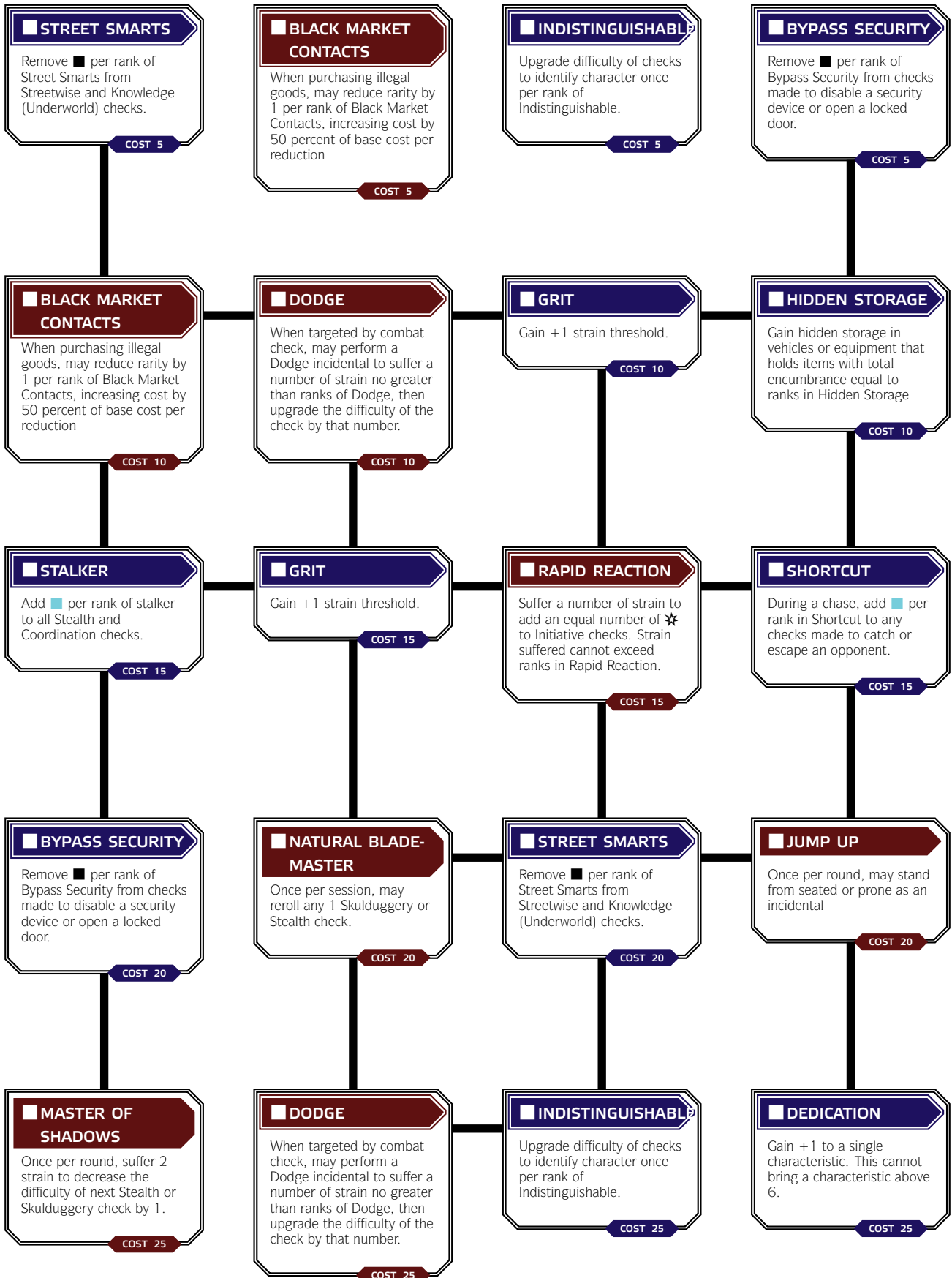
Career Skills: Coordination, Deception, Knowledge (Underworld), Perception, Piloting (Space), Skulduggery, Streetwise, Vigilance

Additional Career Skills: Computers, Skulduggery, Stealth, Vigilance

PASSIVE

ACTIVE

RANKED TALENT



Soldier: Commando

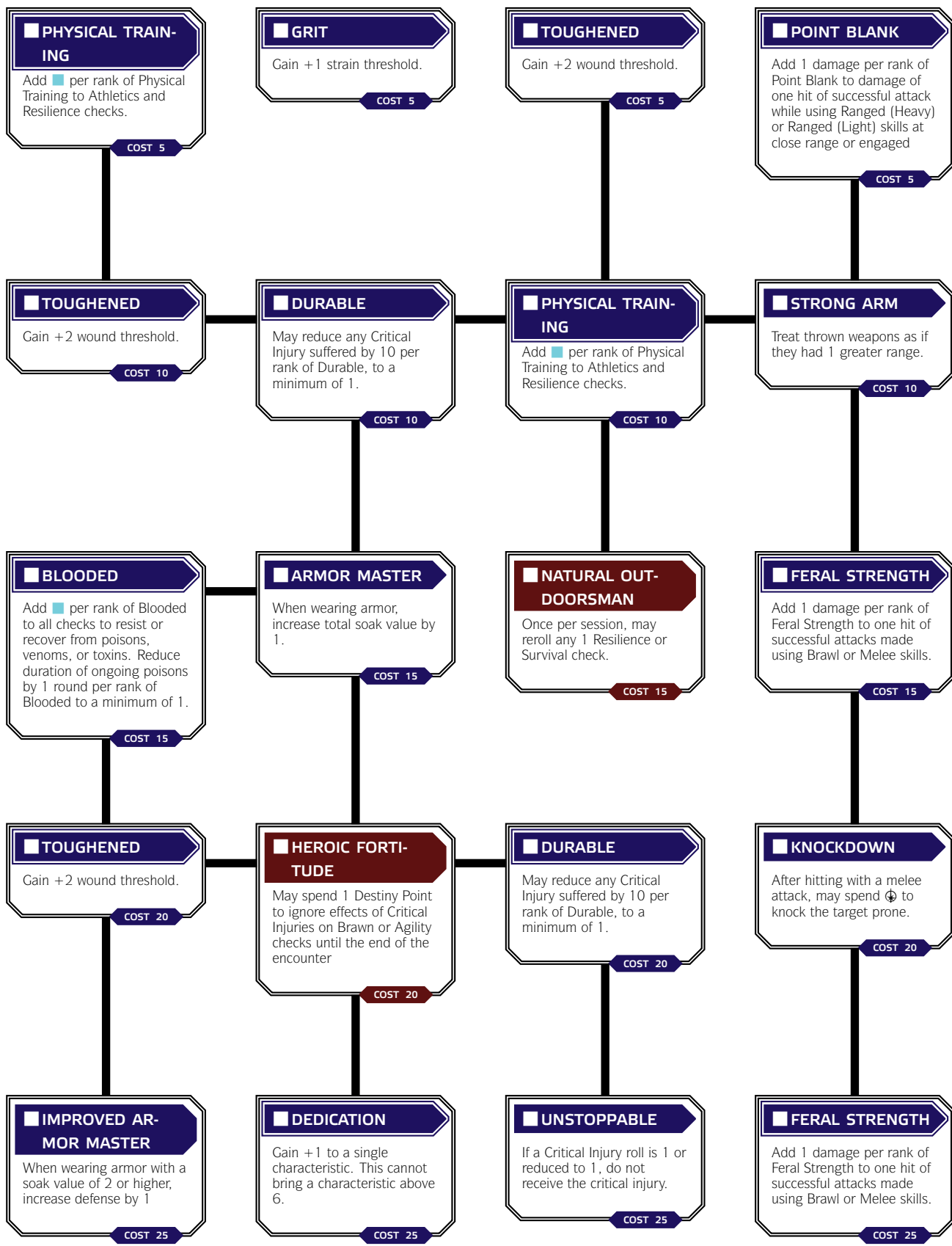
Career Skills: Athletics, Brawl, Knowledge (Warfare), Medicine, Melee, Ranged (Light), Ranged (Heavy), Survival

Additional Career Skills: Brawl, Melee, Resilience, Survival

PASSIVE

ACTIVE

RANKED TALENT



Soldier: Heavy

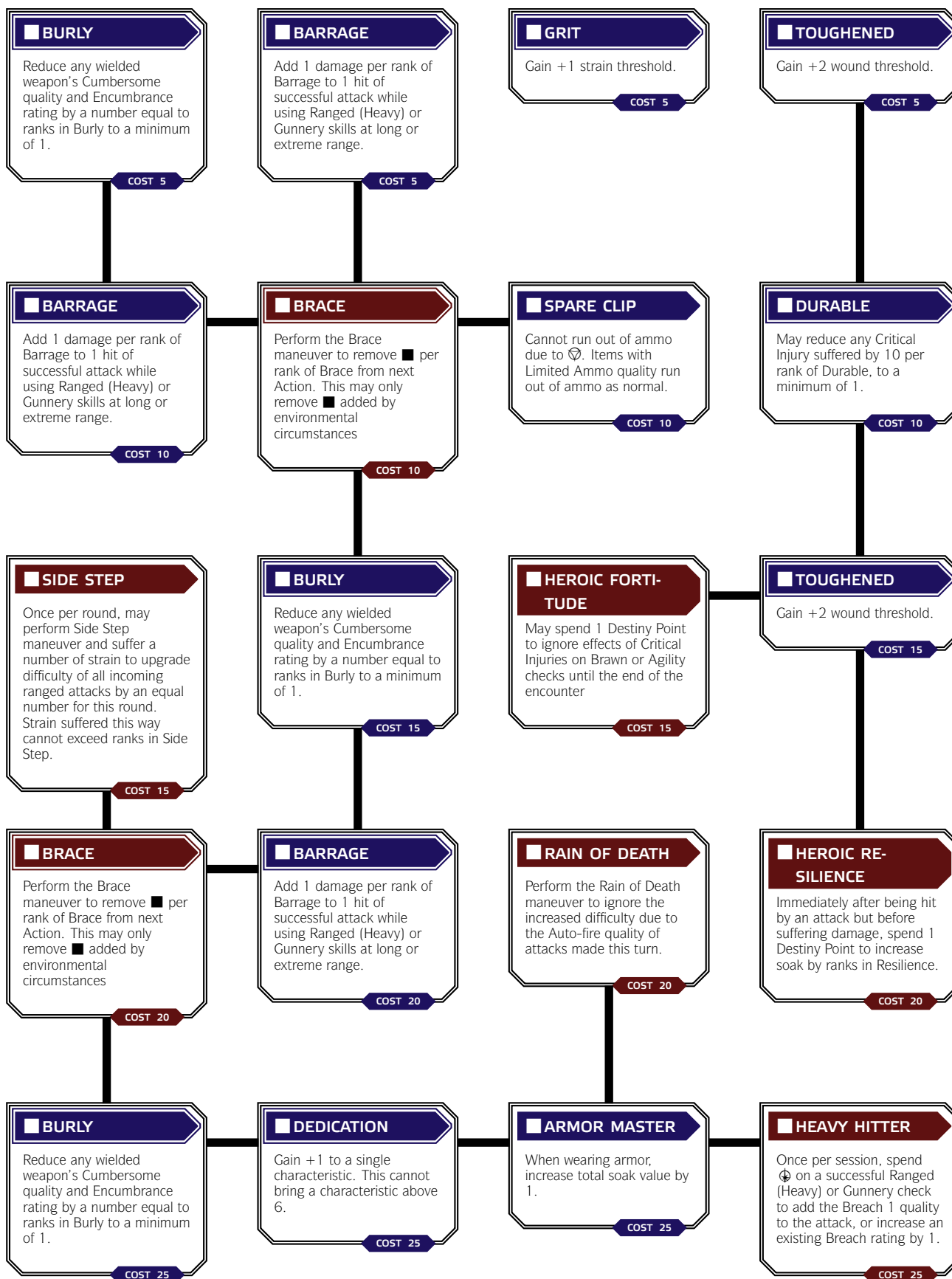
Career Skills: Athletics, Brawl, Knowledge (Warfare), Medicine, Melee, Ranged (Light), Ranged (Heavy), Survival

Additional Career Skills: Gunnery, Perception, Ranged (Heavy), Resilience

PASSIVE

ACTIVE

RANKED TALENT



Soldier: Medic

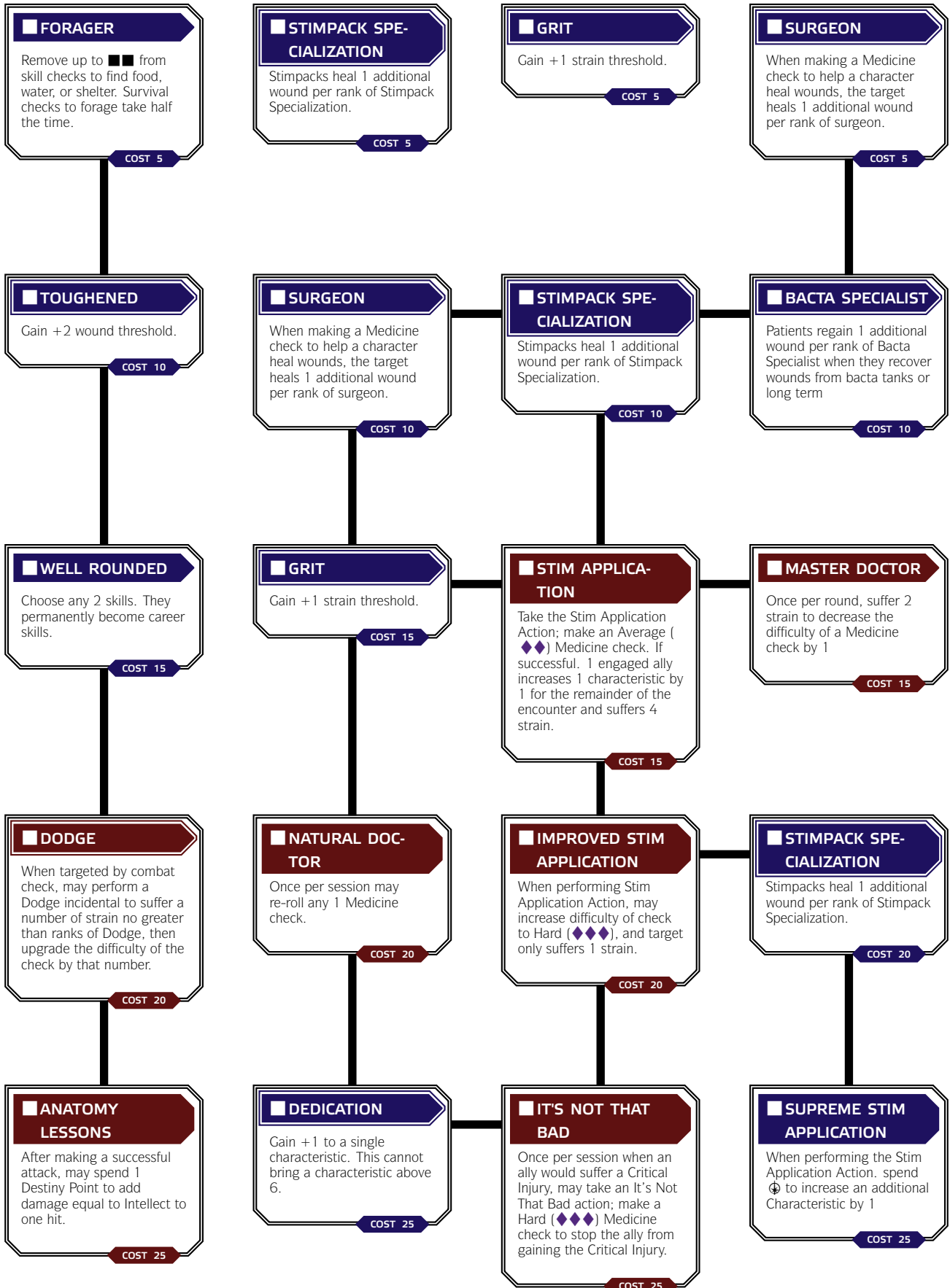
Career Skills: Athletics, Brawl, Knowledge (Warfare), Medicine, Melee, Ranged (Light), Ranged (Heavy), Survival

Additional Career Skills: Knowledge (Xenology), Medicine, Resilience, Vigilance

PASSIVE

ACTIVE

RANKED TALENT



Soldier: Sharpshooter

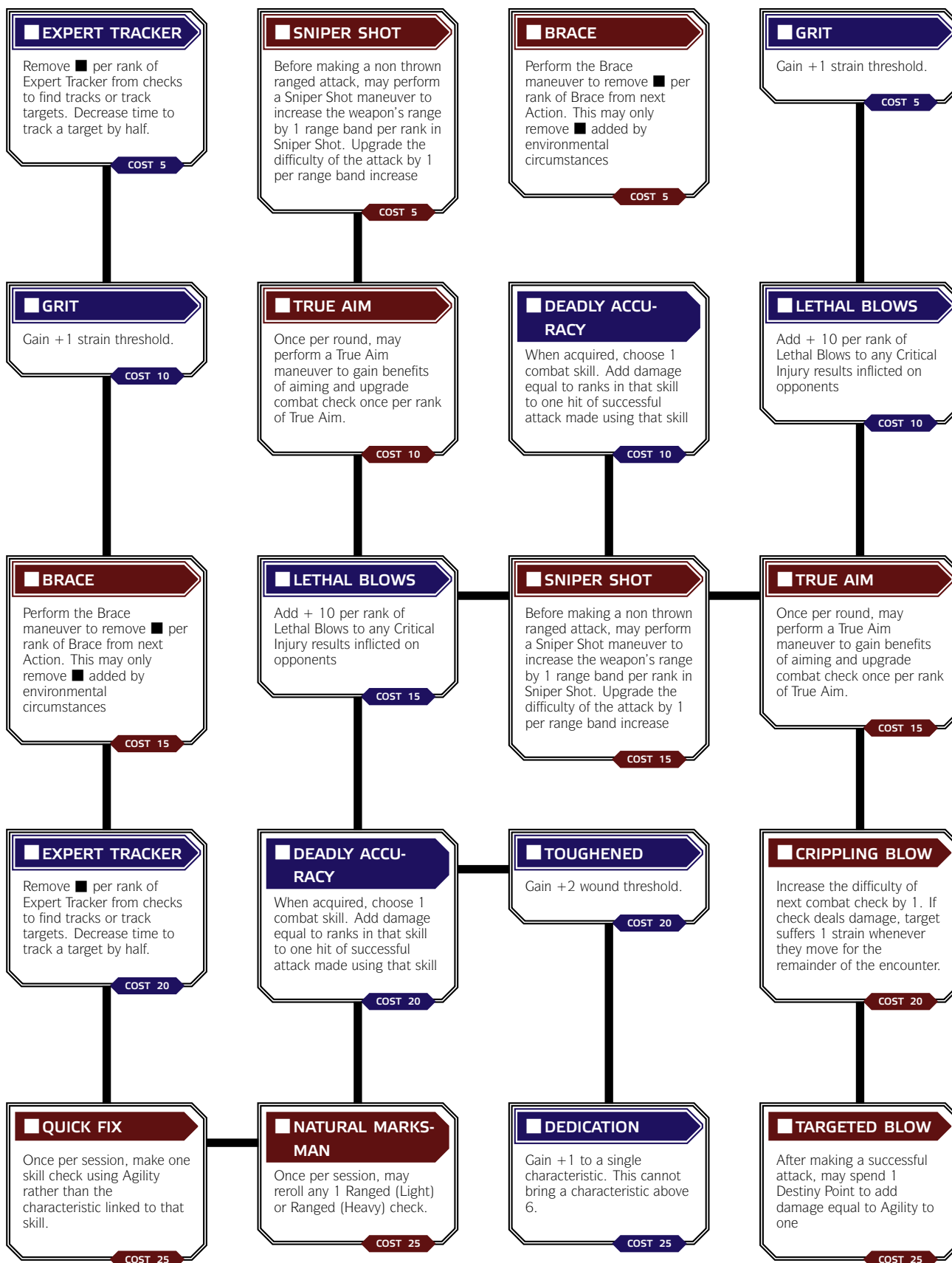
Career Skills: Athletics, Brawl, Knowledge (Warfare), Medicine, Melee, Ranged (Light), Ranged (Heavy), Survival

Additional Career Skills: Cool, Perception, Ranged (Light), Ranged (Heavy)

PASSIVE

ACTIVE

RANKED TALENT



Soldier: Trailblazer

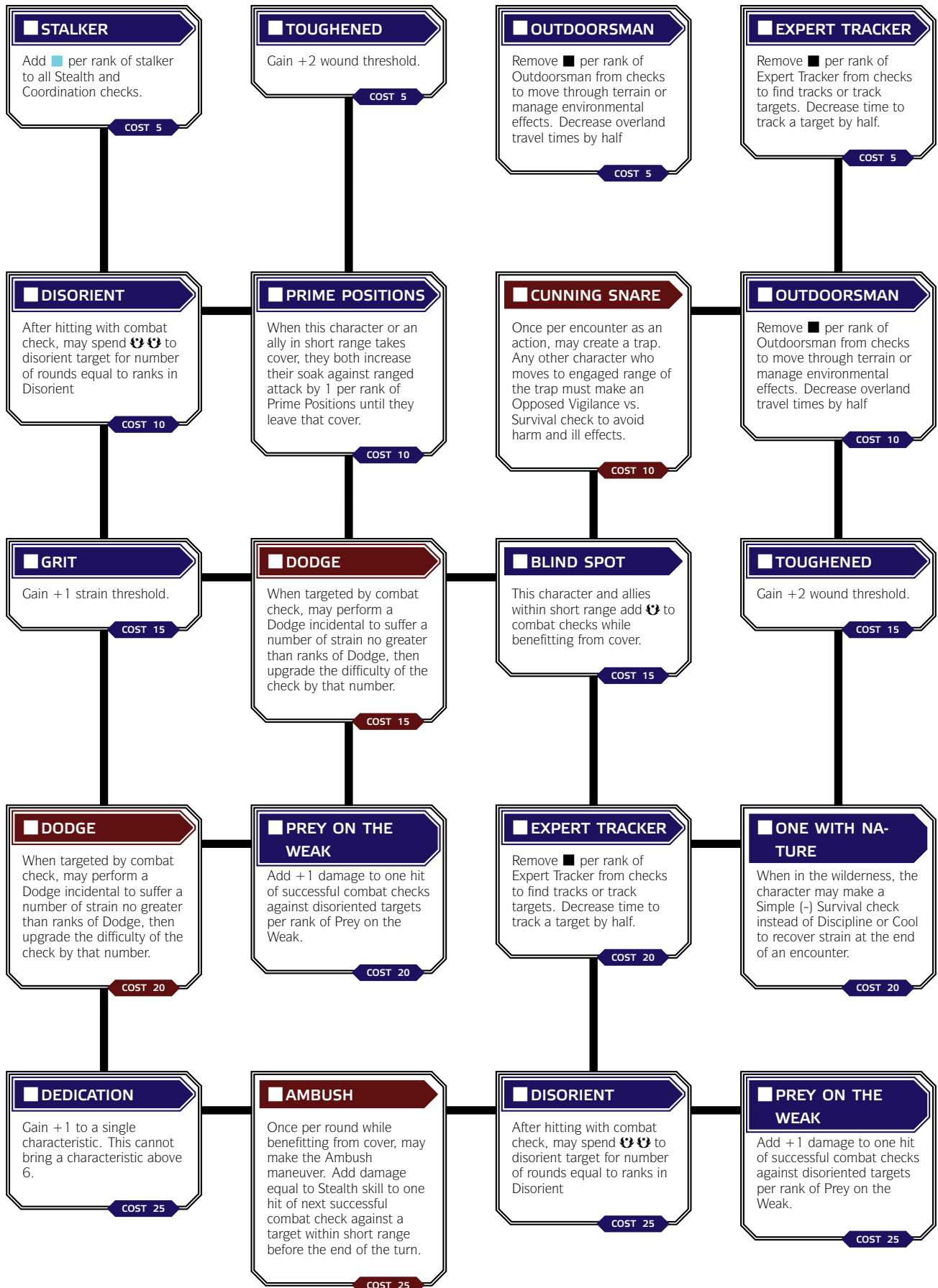
Career Skills: Athletics, Brawl, Knowledge (Warfare), Medicine, Melee, Ranged (Light), Ranged (Heavy), Survival

Additional Career Skills: Knowledge (Outer Rim), Perception, Stealth, Survival

PASSIVE

ACTIVE

RANKED TALENT



Soldier: Vanguard

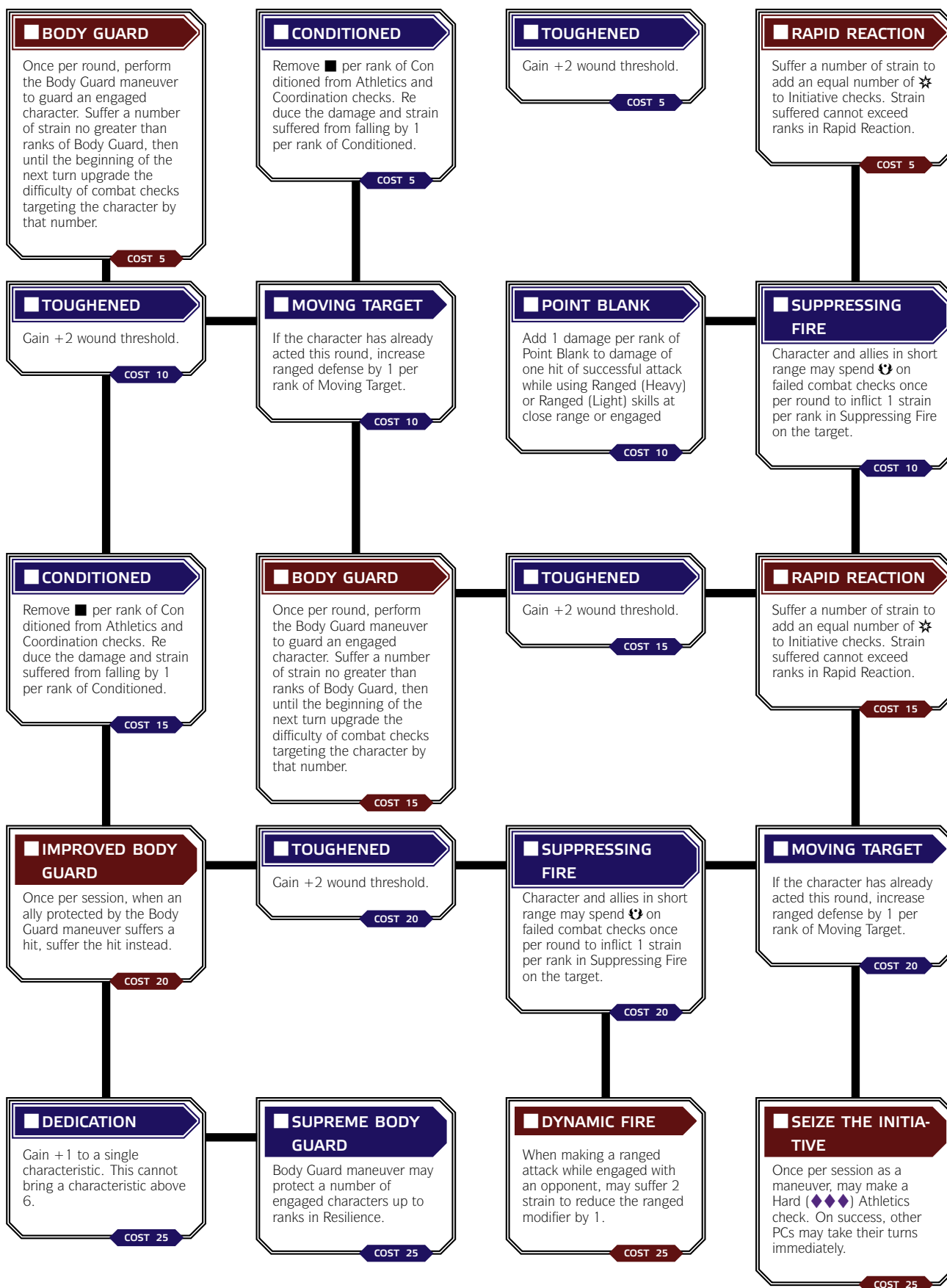
Career Skills: Athletics, Brawl, Knowledge (Warfare), Medicine, Melee, Ranged (Light), Ranged (Heavy), Survival

Additional Career Skills: Athletics, Cool, Vigilance, Resilience

PASSIVE

ACTIVE

RANKED TALENT



Spy: Courier

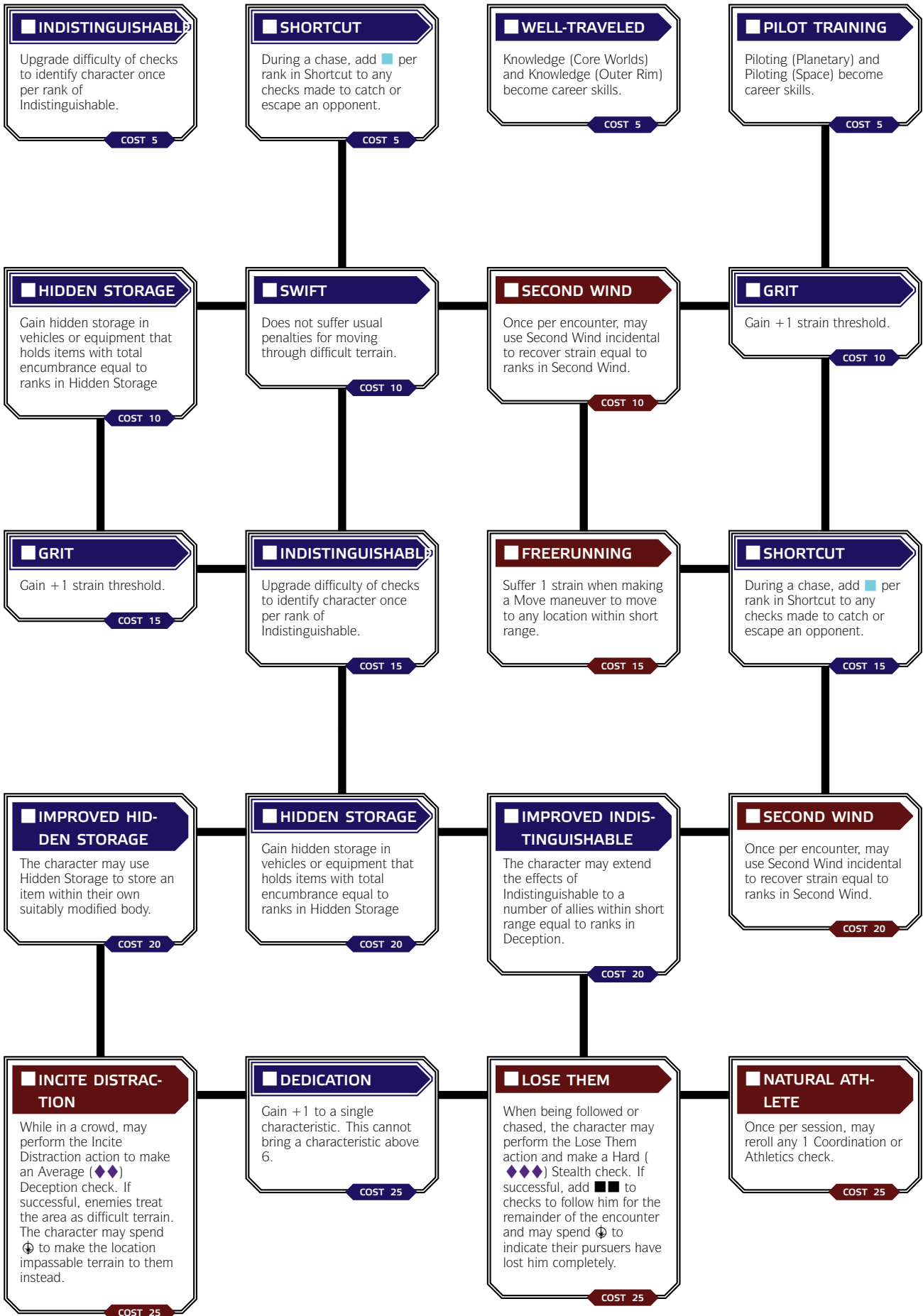
Career Skills: Computers, Cool, Coordination, Deception, Knowledge (Warfare), Perception, Skulduggery, Stealth

Additional Career Skills: Athletics, Deception, Streetwise, and Vigilance

PASSIVE

ACTIVE

RANKED TALENT



Spy: Infiltrator

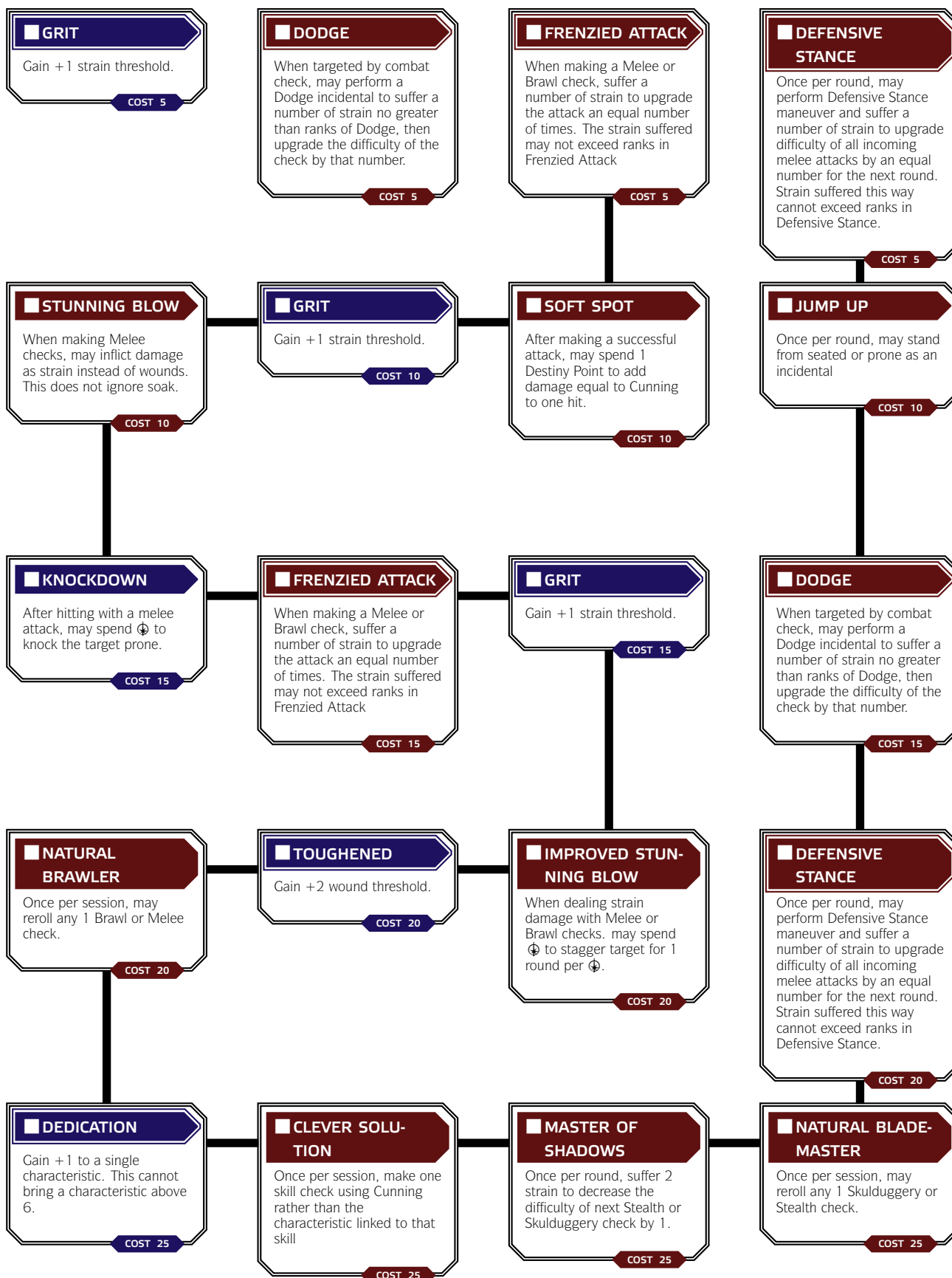
Career Skills: Computers, Cool, Coordination, Deception, Knowledge (Warfare), Perception, Skulduggery, Stealth

Additional Career Skills: Deception, Melee, Skulduggery, Streetwise

PASSIVE

ACTIVE

RANKED TALENT



Spy: Interrogator

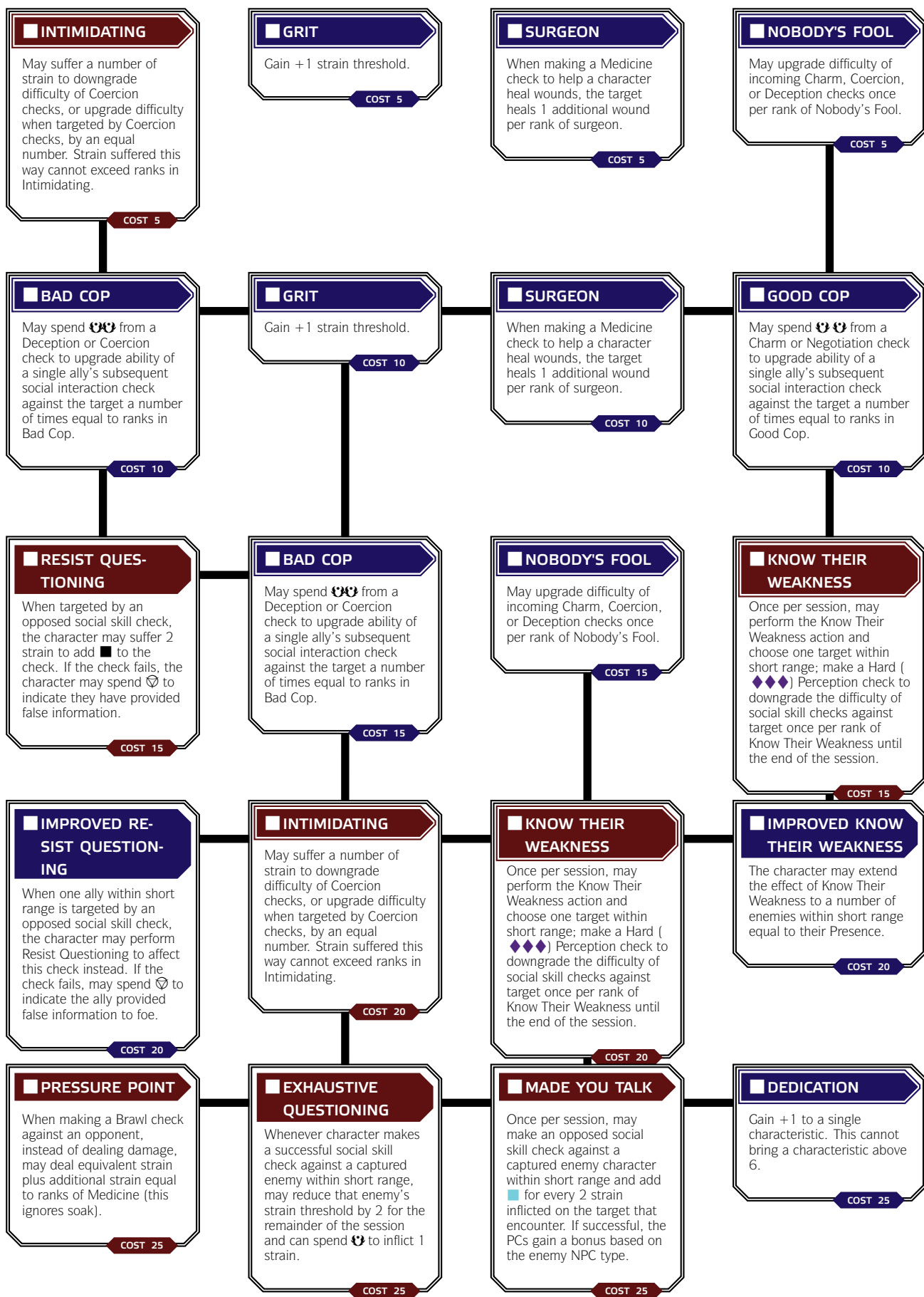
Career Skills: Computers, Cool, Coordination, Deception, Knowledge (Warfare), Perception, Skulduggery, Stealth

Additional Career Skills: Charm, Coercion, Medicine, Perception

PASSIVE

ACTIVE

RANKED TALENT



Spy: Scout

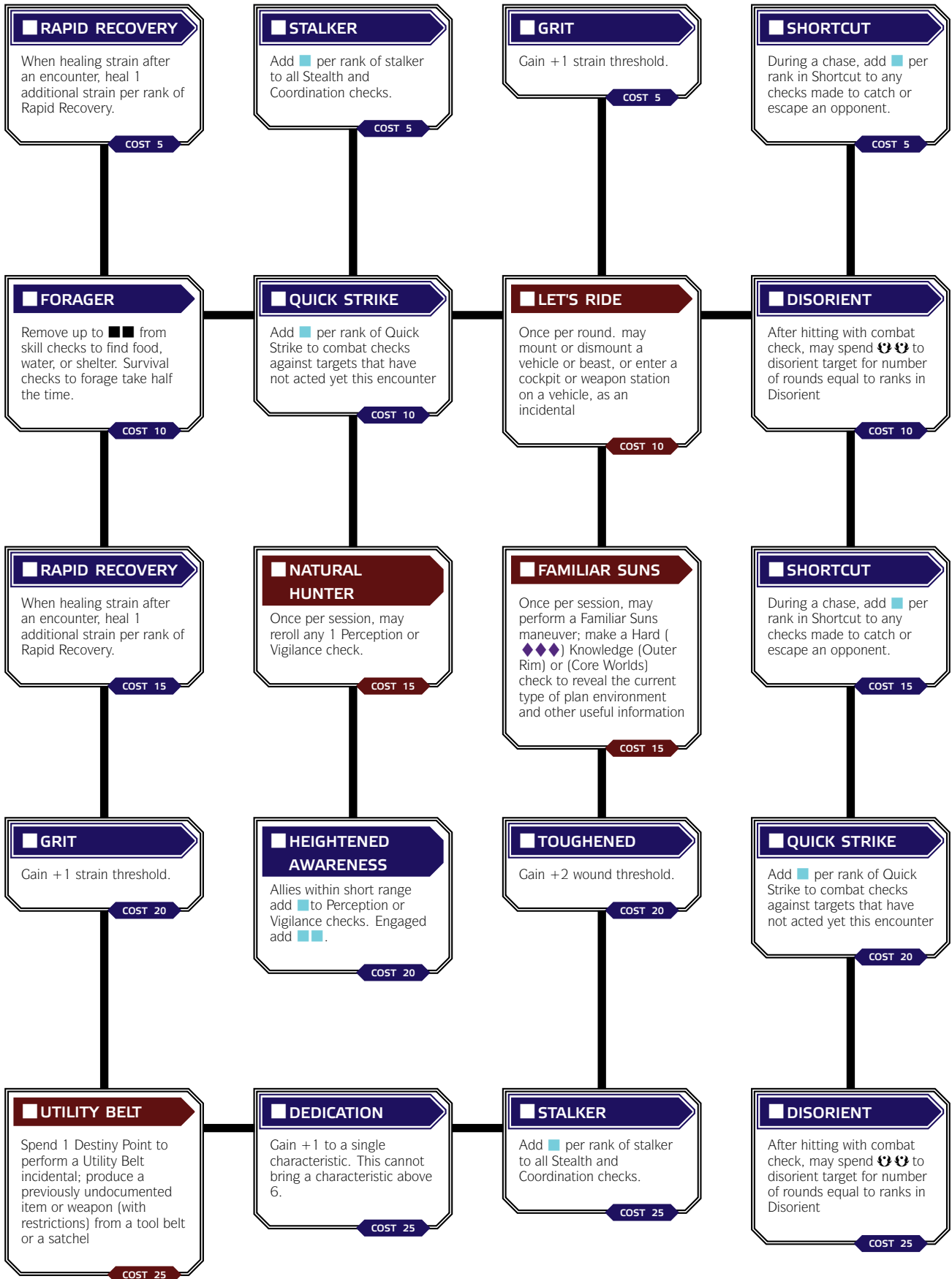
Career Skills: Computers, Cool, Coordination, Deception, Knowledge (Warfare), Perception, Skulduggery, Stealth

Additional Career Skills: Athletics, Medicine, Piloting (Planetary), Survival

PASSIVE

ACTIVE

RANKED TALENT



Spy: Sleeper Agent

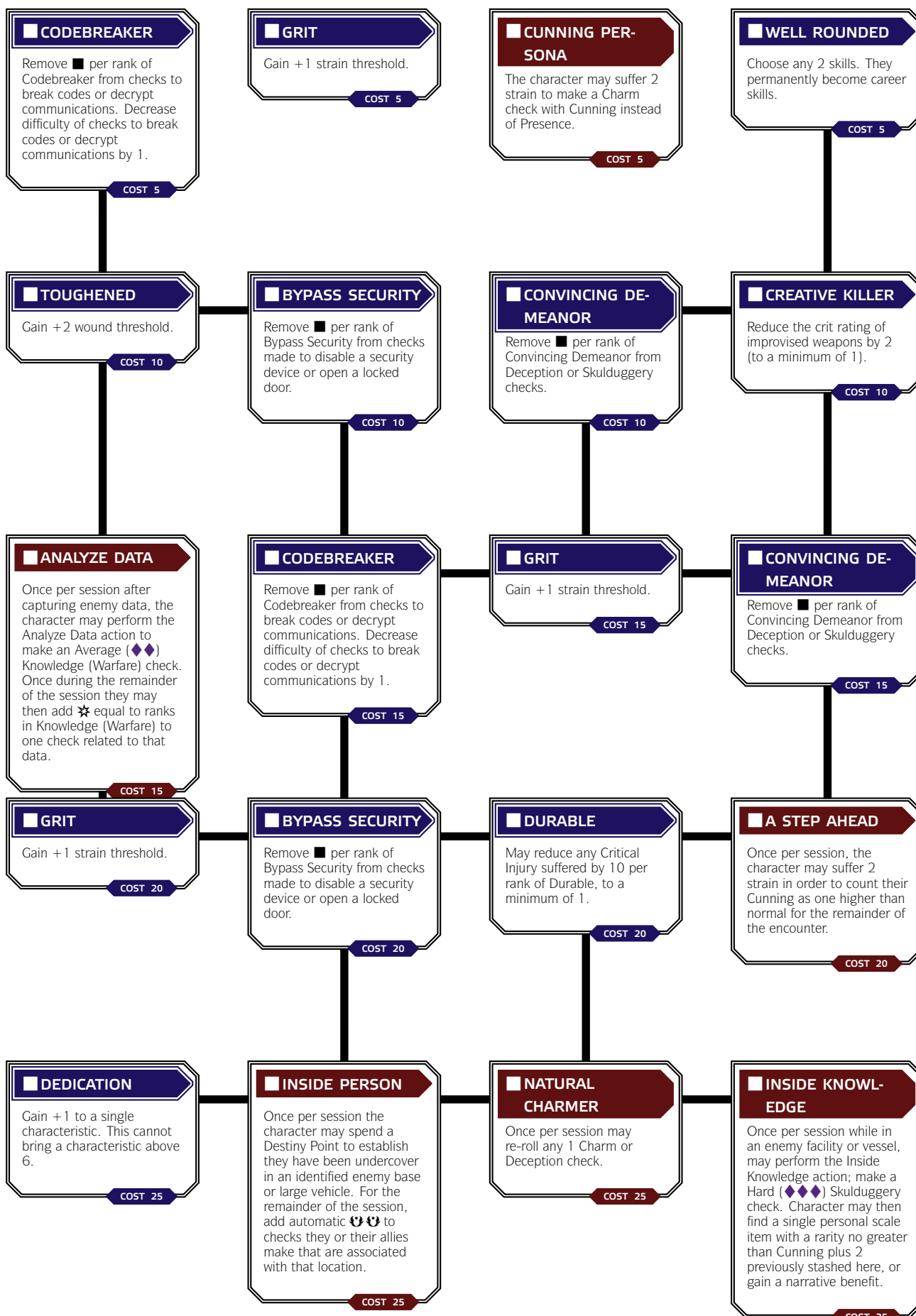
Career Skills: Computers, Cool, Coordination, Deception, Knowledge (Warfare), Perception, Skulduggery, Stealth

Additional Career Skills: Charm, Cool, Discipline, Knowledge (Education)

PASSIVE

ACTIVE

RANKED TALENT



Spy: Slicer

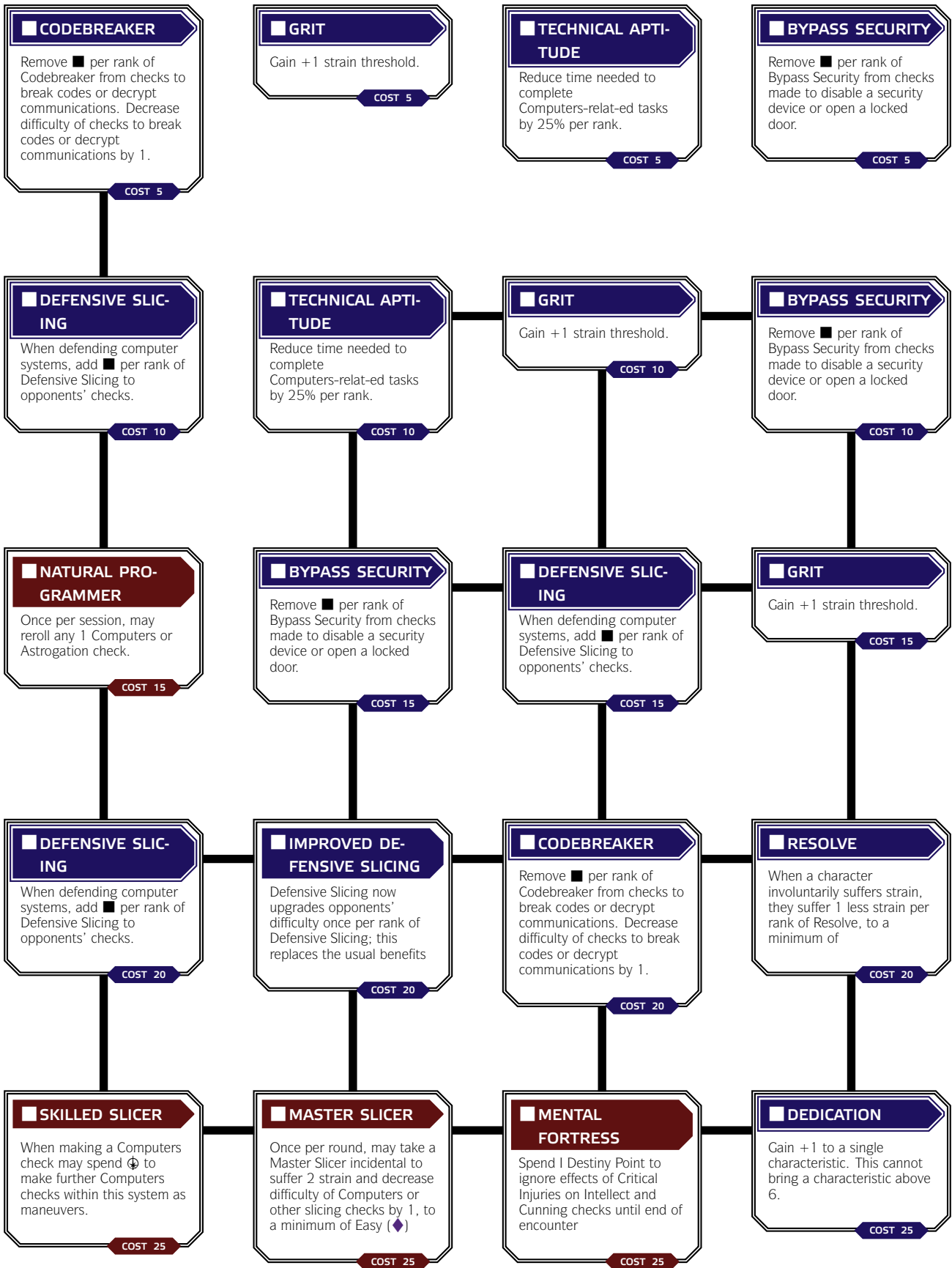
Career Skills: Computers, Cool, Coordination, Deception, Knowledge (Warfare), Perception, Skulduggery, Stealth

Additional Career Skills: Computers, Knowledge (Education), Knowledge (Underworld), Stealth

PASSIVE

ACTIVE

RANKED TALENT



Technician: Mechanic

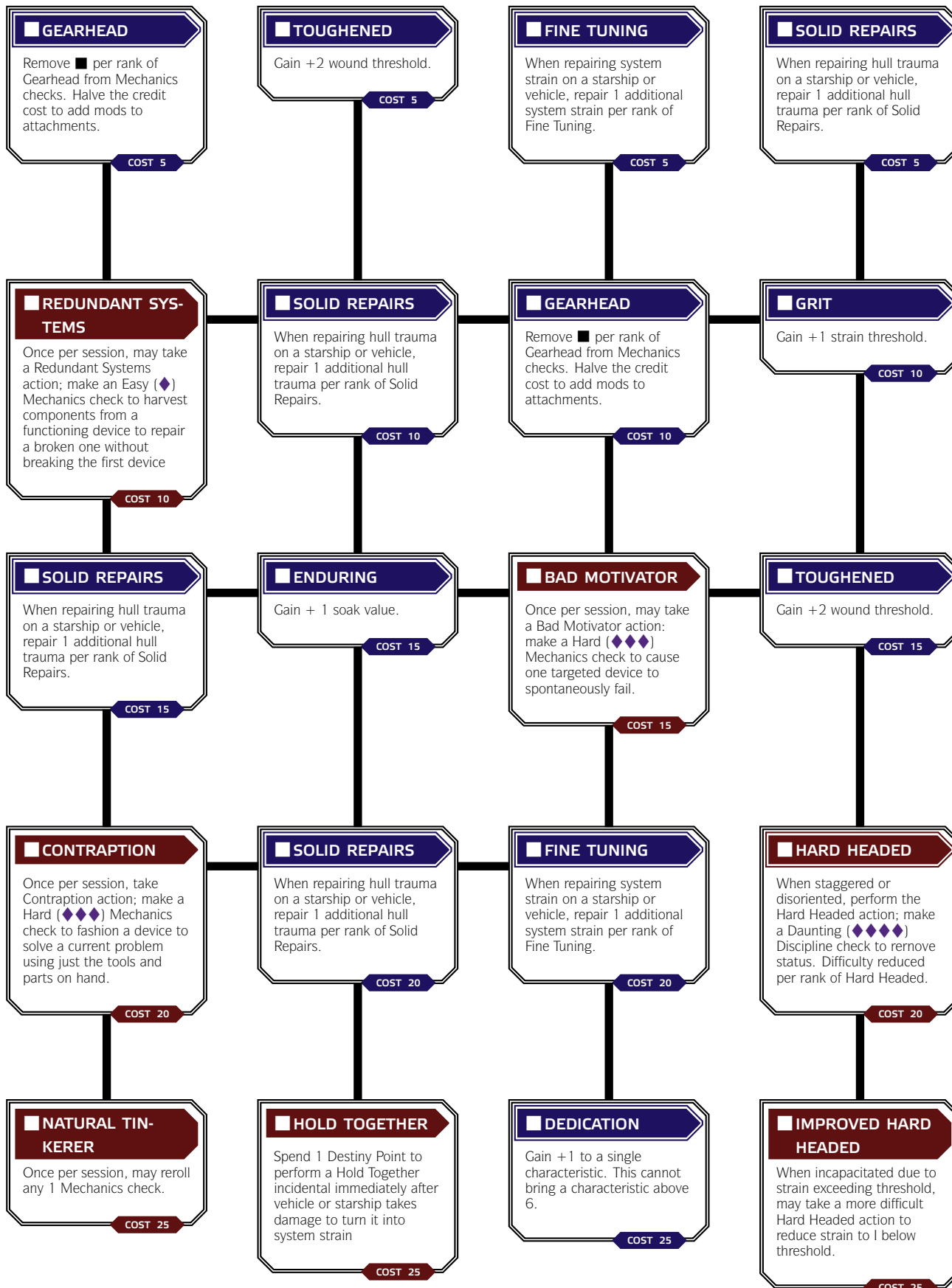
Career Skills: Astrogation, Computers, Coordination, Discipline, Knowledge (Outer Rim), Mechanics, Perception, Piloting (Planetary)

Additional Career Skills: Knowledge (Education), Knowledge (Underworld), Mechanics, Streetwise

PASSIVE

ACTIVE

RANKED TALENT



Technician: Cyber Tech

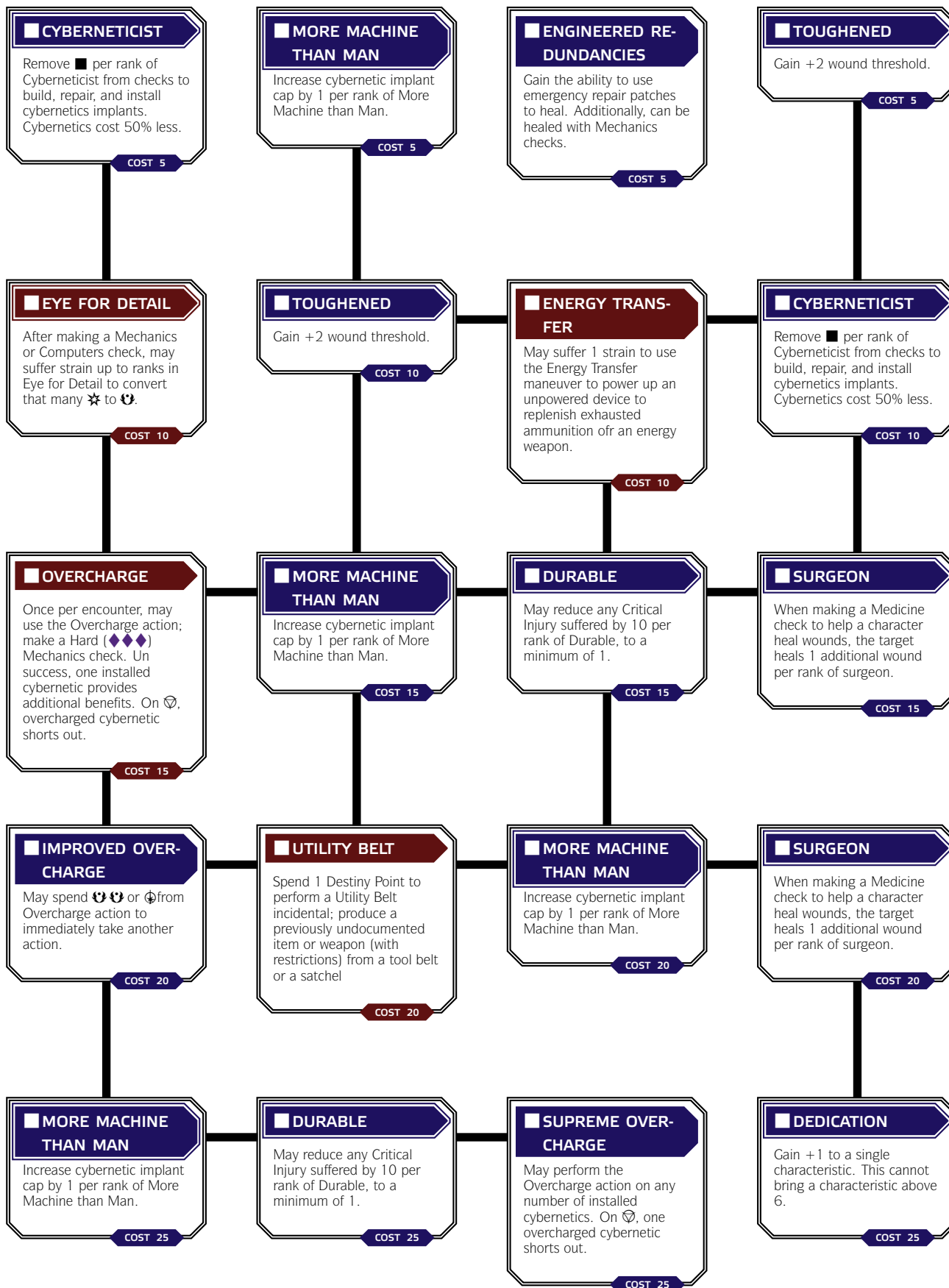
Career Skills: Astrogation, Computers, Coordination, Discipline, Knowledge (Outer Rim), Mechanics, Perception, Piloting (Planetary)

Additional Career Skills: Athletics, Mechanics, Medicine, Vigilance

PASSIVE

ACTIVE

RANKED TALENT



Technician: Droid Tech

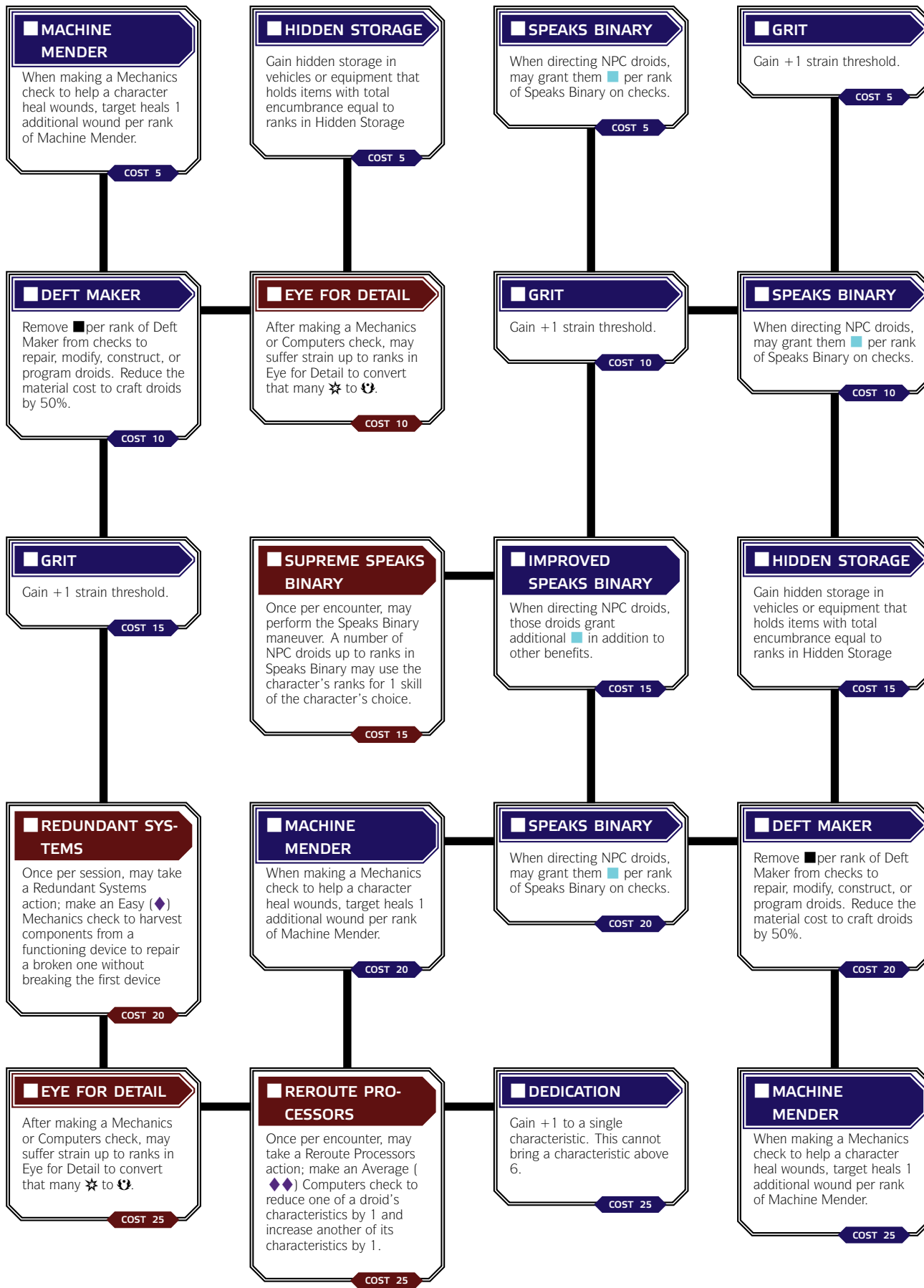
Career Skills: Astrogation, Computers, Coordination, Discipline, Knowledge (Outer Rim), Mechanics, Perception, Piloting (Planetary)

Additional Career Skills: Computers, Cool, Mechanics, Leadership

PASSIVE

ACTIVE

RANKED TALENT



Technician: Modder

Career Skills: Astrogation, Computers, Coordination, Discipline, Knowledge (Outer Rim), Mechanics, Perception, Piloting (Planetary)

Additional Career Skills: Gunnery, Mechanics, Piloting (Space), Streetwise

PASSIVE

ACTIVE

RANKED TALENT

TINKERER

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

COST 5

RESOLVE

When a character involuntarily suffers strain, they suffer 1 less strain per rank of Resolve, to a minimum of

COST 5

KNOW SOMEBODY

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

COST 5

SIGNATURE VEHICLE

Choose one starship or vehicle as Signature vehicle. Upgrade all Mechanics checks made on that vehicle once.

COST 5

GEARHEAD

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

COST 10

TINKERER

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

COST 10

FANCY PAINT JOB

Upgrade all Charm, Deception and Negotiation checks made in the presence of Signature Vehicle once.

COST 10

LARGER PROJECT

Signature Vehicle can have a silhouette 1 larger per rank of Larger Project.

COST 10

RESOURCEFUL REFIT

May perform the Resourceful Refit action; make an Average (◆◆) Mechanics check to scavenge an old attachment to construct a new one, reducing its price by that of the dismantled attachment.

COST 15

RESOLVE

When a character involuntarily suffers strain, they suffer 1 less strain per rank of Resolve, to a minimum of

COST 15

LARGER PROJECT

Signature Vehicle can have a silhouette 1 larger per rank of Larger Project.

COST 15

TOUGHENED

Gain +2 wound threshold.

COST 15

JURY RIGGED

Choose 1 weapon, armor, or other item and give it a permanent improvement while it remains in use.

COST 20

HIDDEN STORAGE

Gain hidden storage in vehicles or equipment that holds items with total encumbrance equal to ranks in Hidden Storage

COST 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

COST 20

GEARHEAD

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

COST 20

JURY RIGGED

Choose 1 weapon, armor, or other item and give it a permanent improvement while it remains in use.

COST 25

DEDICATION

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

COST 25

NATURAL TINKERER

Once per session, may reroll any 1 Mechanics check.

COST 25

CUSTOM LOAD-OUT

May add 2 additional hard points to Signature Vehicle.

COST 25

Technician: Outlaw Tech

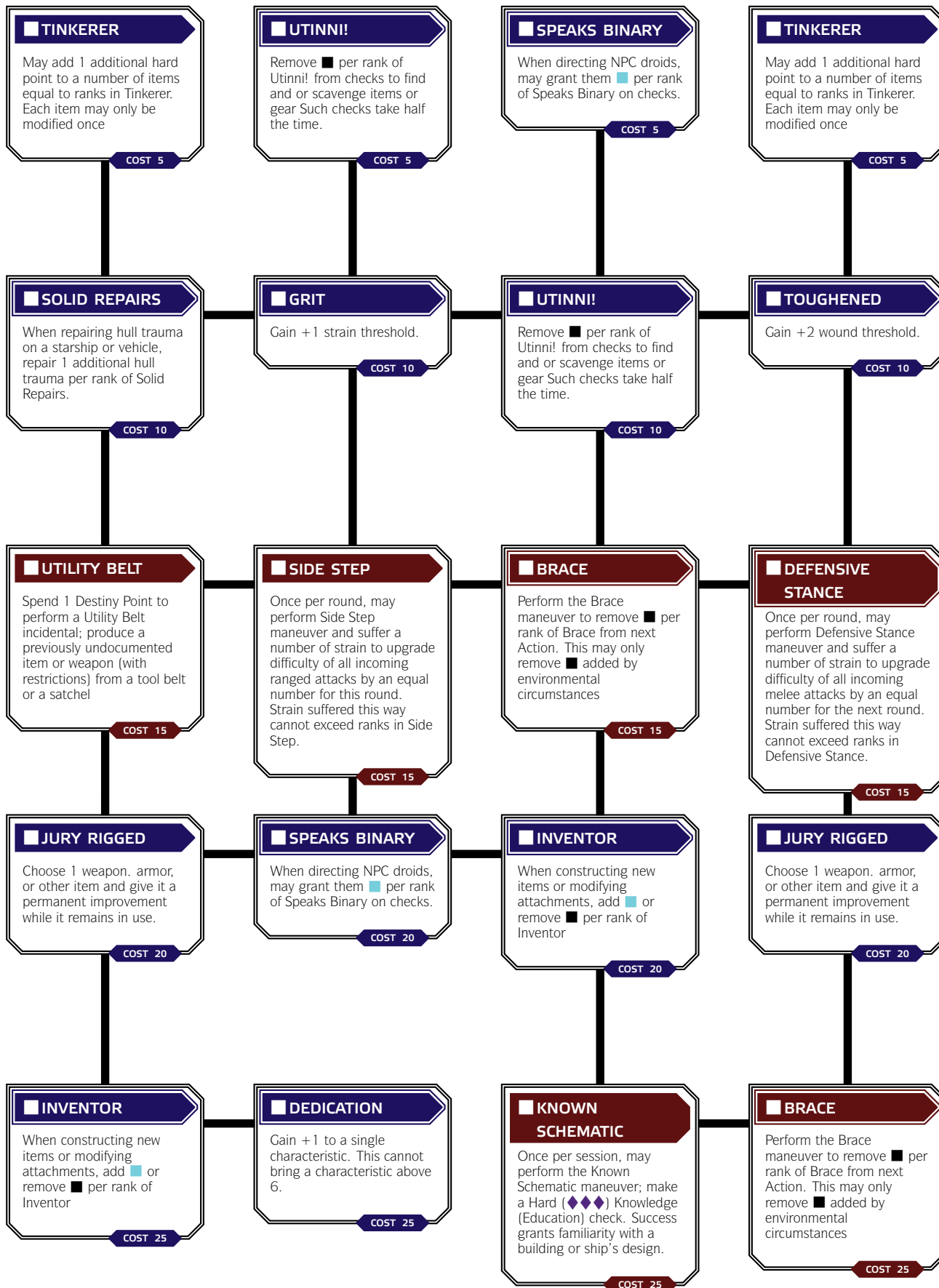
Career Skills: Astrogation, Computers, Coordination, Discipline, Knowledge (Outer Rim), Mechanics, Perception, Piloting (Planetary)

Additional Career Skills: Knowledge (Education), Knowledge (Underworld), Mechanics, Streetwise

PASSIVE

ACTIVE

RANKED TALENT



Technician: Slicer

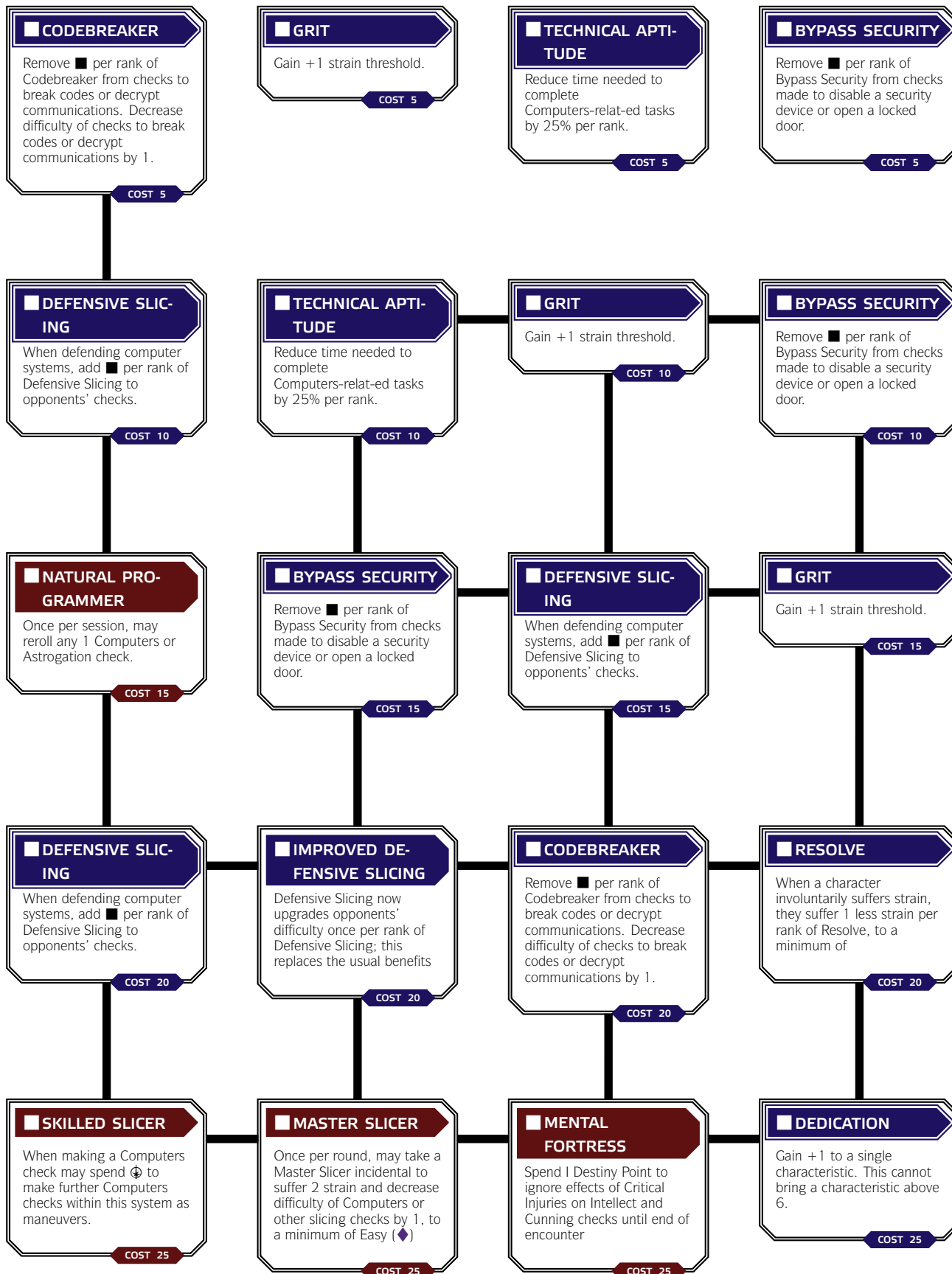
Career Skills: Astrogation, Computers, Coordination, Discipline, Knowledge (Outer Rim), Mechanics, Perception, Piloting (Planetary)

Additional Career Skills: Computers, Knowledge (Education), Knowledge (Underworld), Stealth

PASSIVE

ACTIVE

RANKED TALENT



Warrior: Aggressor

Career Skills: Athletics, Brawl, Cool, Melee, Perception, Survival

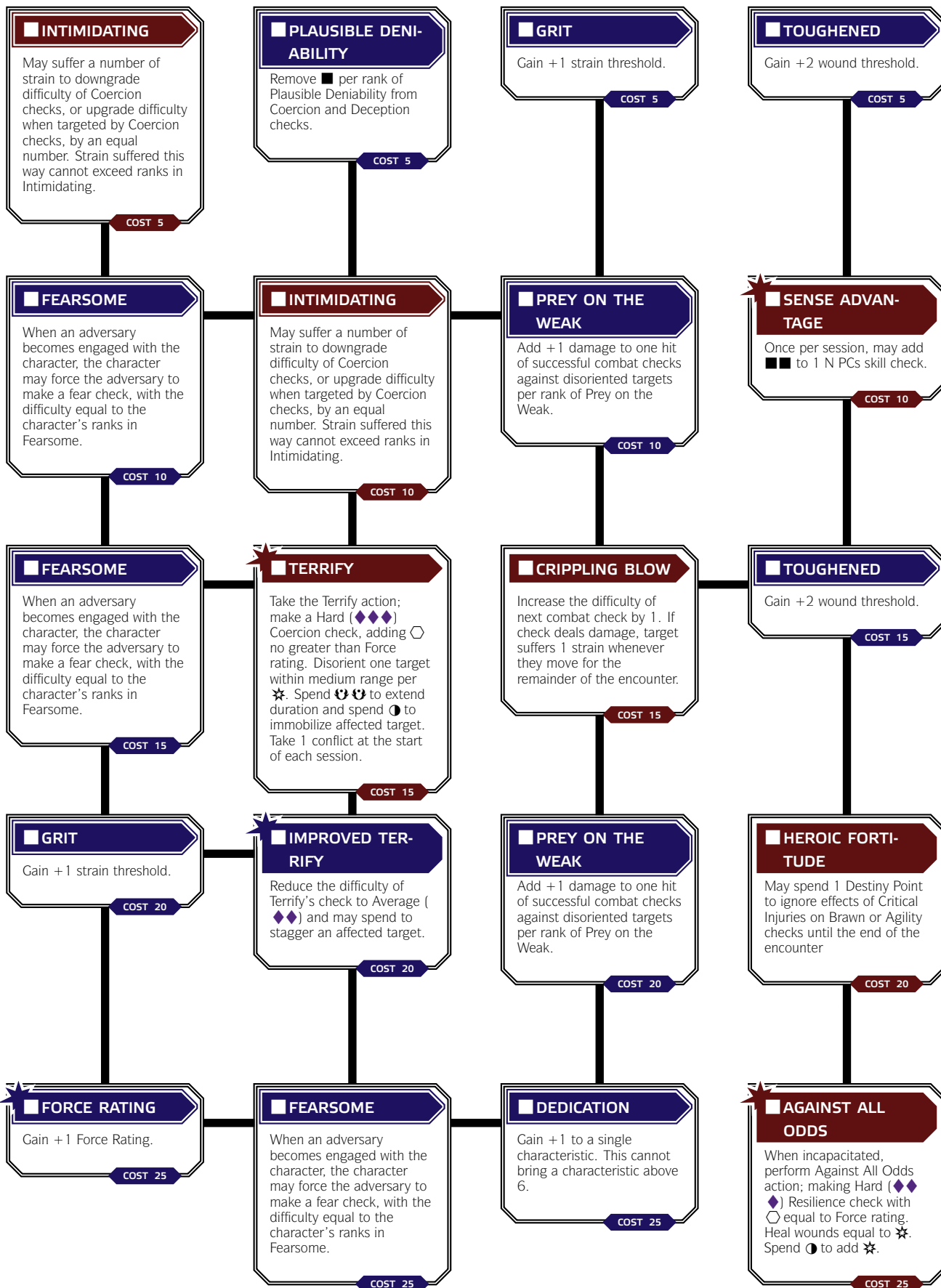
Additional Career Skills: Coercion, Knowledge (Underworld), Ranged (Light), Streetwise

PASSIVE

ACTIVE

RANKED TALENT

FORCE TALENT



Warrior: Colossus

Career Skills: Athletics, Brawl, Cool, Melee, Perception, Survival

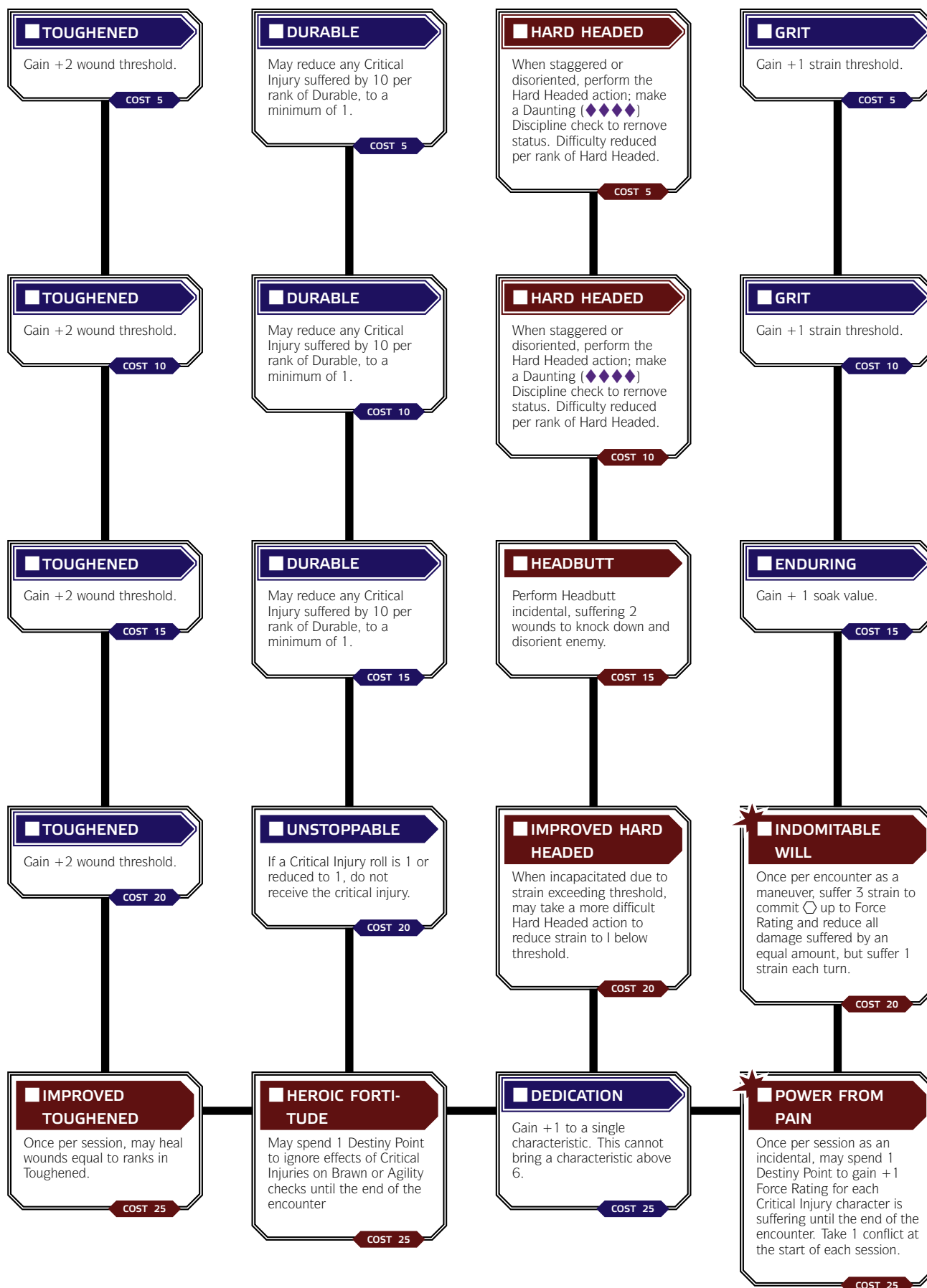
Additional Career Skills: Brawl, Discipline, Melee, Resilience

PASSIVE

ACTIVE

RANKED TALENT

FORCE TALENT



Warrior: Juyo Berserker

Career Skills: Athletics, Brawl, Cool, Melee, Perception, Survival

Additional Career Skills: Coercion, Discipline, Lightsaber, Melee

PASSIVE

ACTIVE

RANKED TALENT

FORCE TALENT

TOUGHENED

Gain +2 wound threshold.

COST 5

PARRY

When hit by a melee attack, suffer 3 strain to reduce damage by 2 plus ranks in Parry.

COST 5

GRIT

Gain +1 strain threshold.

COST 5

INTIMIDATING

May suffer a number of strain to downgrade difficulty of Coercion checks, or upgrade difficulty when targeted by Coercion checks, by an equal number. Strain suffered this way cannot exceed ranks in Intimidating.

COST 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.

COST 10

PARRY

When hit by a melee attack, suffer 3 strain to reduce damage by 2 plus ranks in Parry.

COST 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.

COST 10

LETHAL BLOWS

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

COST 10

BALANCE

When the character recovers strain at the end of the encounter, they may add \square per Force rating, they recover additional strain equal to \bullet generated

COST 15

LETHAL BLOWS

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

COST 15

QUICK STRIKE

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

COST 15

EMBRACE YOUR HATE

May spend 1 Destiny Point and then suffer Conflict equal to dark side Destiny Points in pool to add equal damage to melee attack. May use this ability once per encounter per rank. Take 1 conflict per rank at the start of each session.

COST 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.

COST 20

INTIMIDATING

May suffer a number of strain to downgrade difficulty of Coercion checks, or upgrade difficulty when targeted by Coercion checks, by an equal number. Strain suffered this way cannot exceed ranks in Intimidating.

COST 20

JUYO SAVAGERY

The character adds +5 to Critical Injury rolls from Lightsaber attacks for each dark side Destiny Point in the Destiny pool. Take 1 conflict at the start of each session.

COST 20

QUICK STRIKE

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

COST 20

PARRY

When hit by a melee attack, suffer 3 strain to reduce damage by 2 plus ranks in Parry.

COST 25

EMBRACE YOUR HATE

May spend 1 Destiny Point and then suffer Conflict equal to dark side Destiny Points in pool to add equal damage to melee attack. May use this ability once per encounter per rank. Take 1 conflict per rank at the start of each session.

COST 25

DEDICATION

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

COST 25

MULTIPLE OPPONENTS

Add \square to Lightsaber, Brawl and Melee checks when engaged with multiple opponents.

COST 25

Warrior: Shii-Cho Knight

Career Skills: Athletics, Brawl, Cool, Melee, Perception, Survival

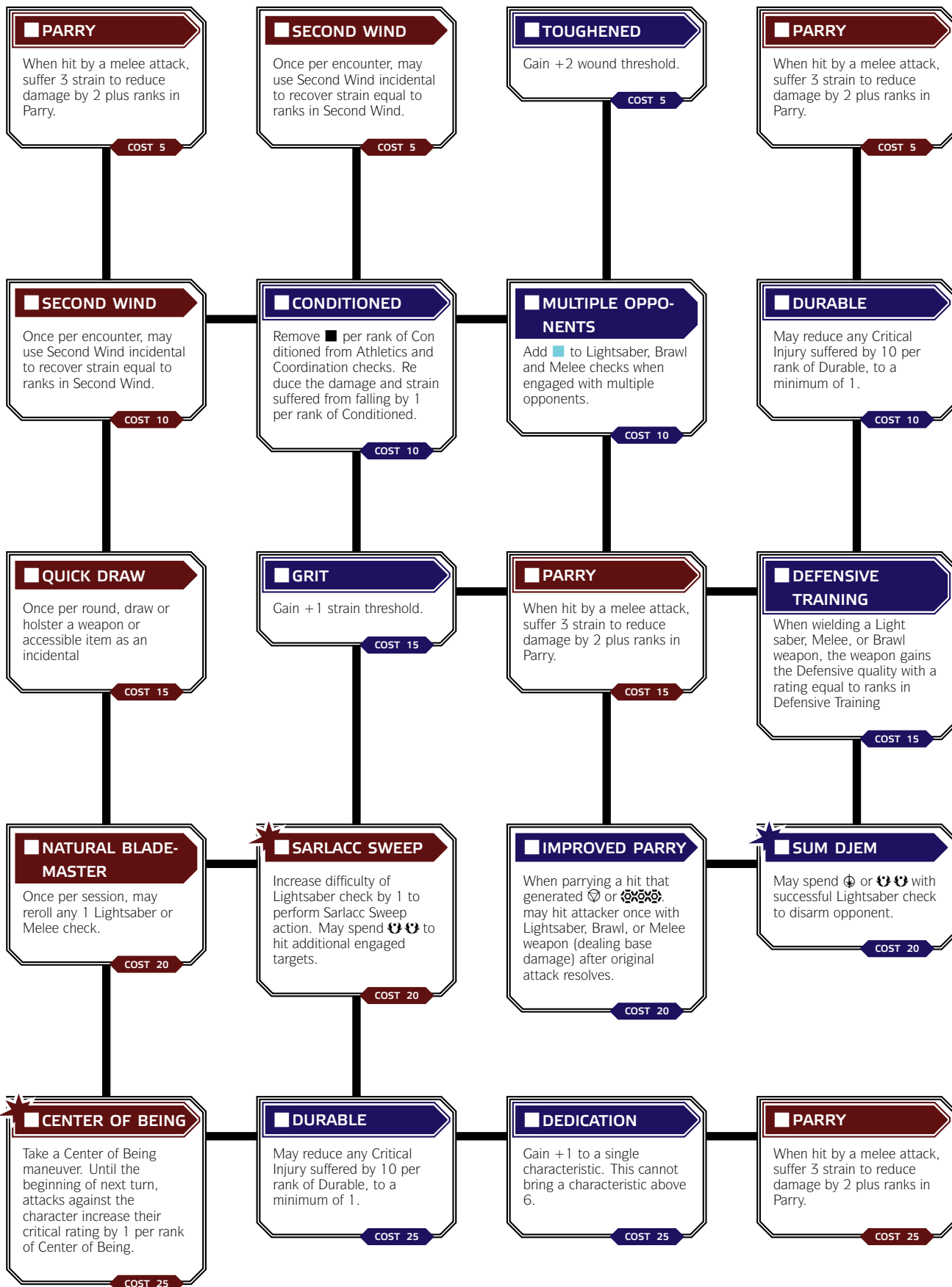
Additional Career Skills: Athletics, Coordination, Lightsaber, Melee

PASSIVE

ACTIVE

RANKED TALENT

FORCE TALENT



Warrior: Steel Hand Adept

Career Skills: Athletics, Brawl, Cool, Melee, Perception, Survival

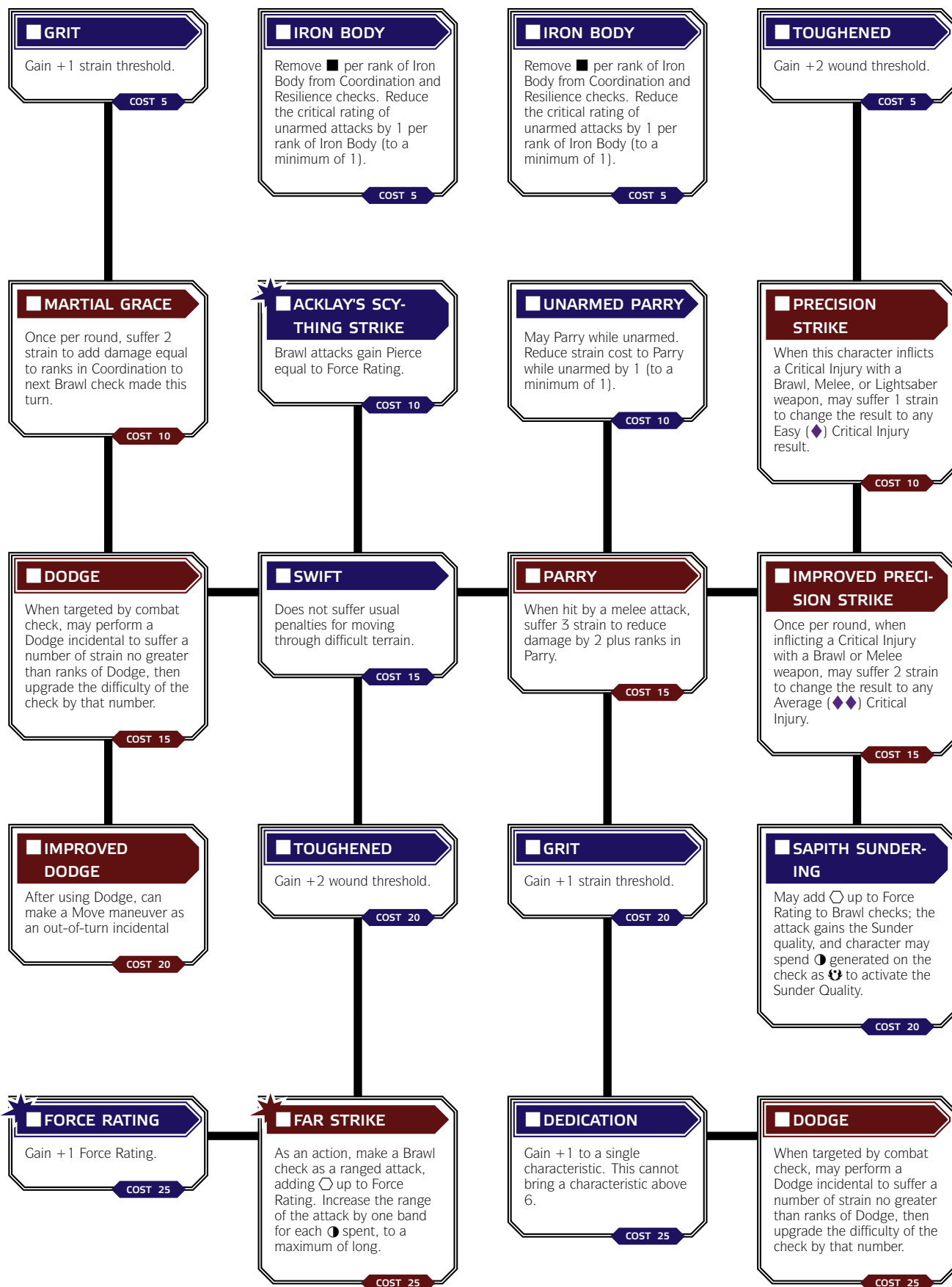
Additional Career Skills: Brawl, Coordination, Discipline, Vigilance

PASSIVE

ACTIVE

RANKED TALENT

FORCE TALENT



Warrior: Starfighter Ace

Career Skills: Athletics, Brawl, Cool, Melee, Perception, Survival

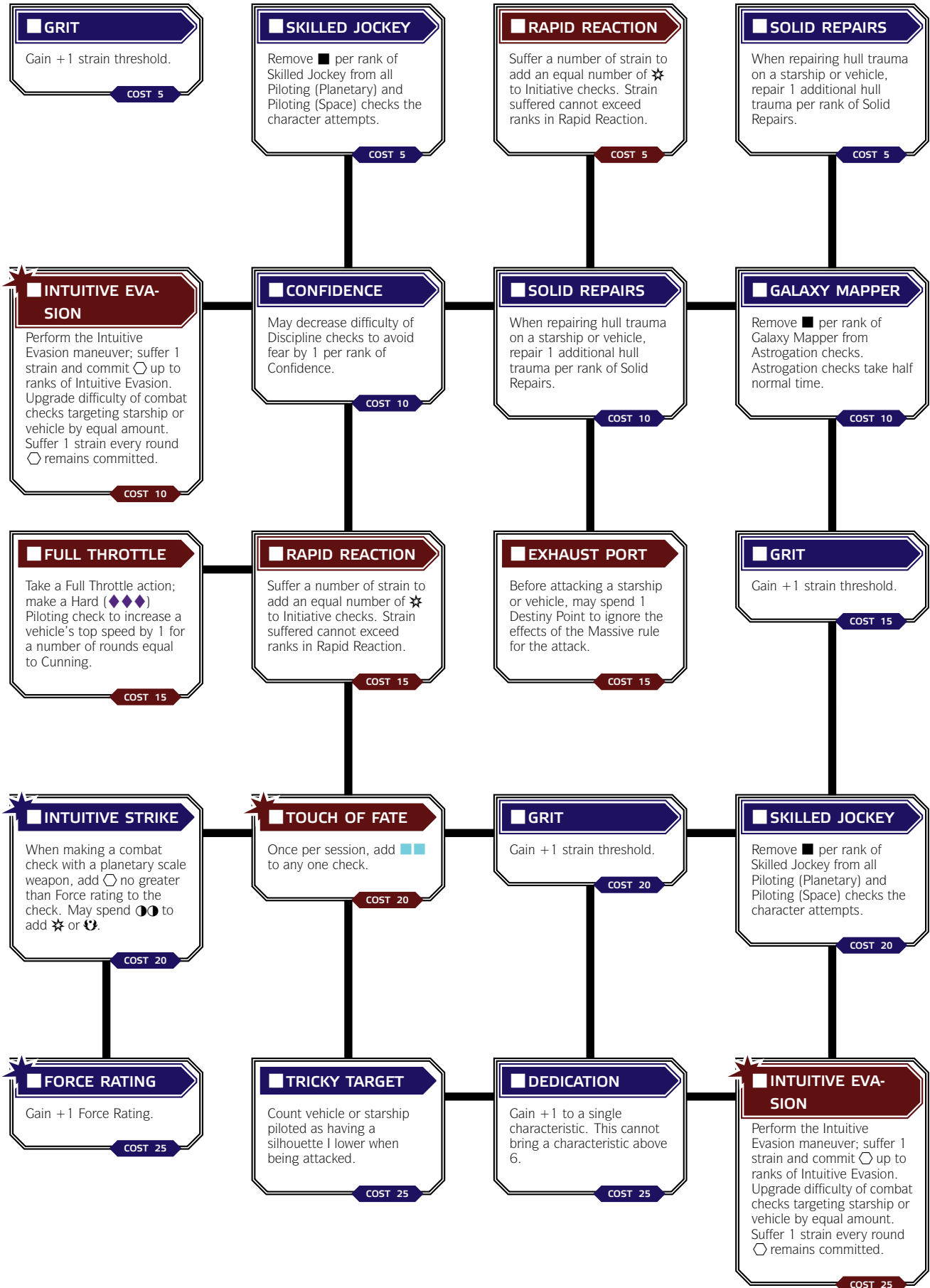
Additional Career Skills: Astrogation, Gunnery, Mechanics, Piloting (Space)

PASSIVE

ACTIVE

RANKED TALENT

FORCE TALENT



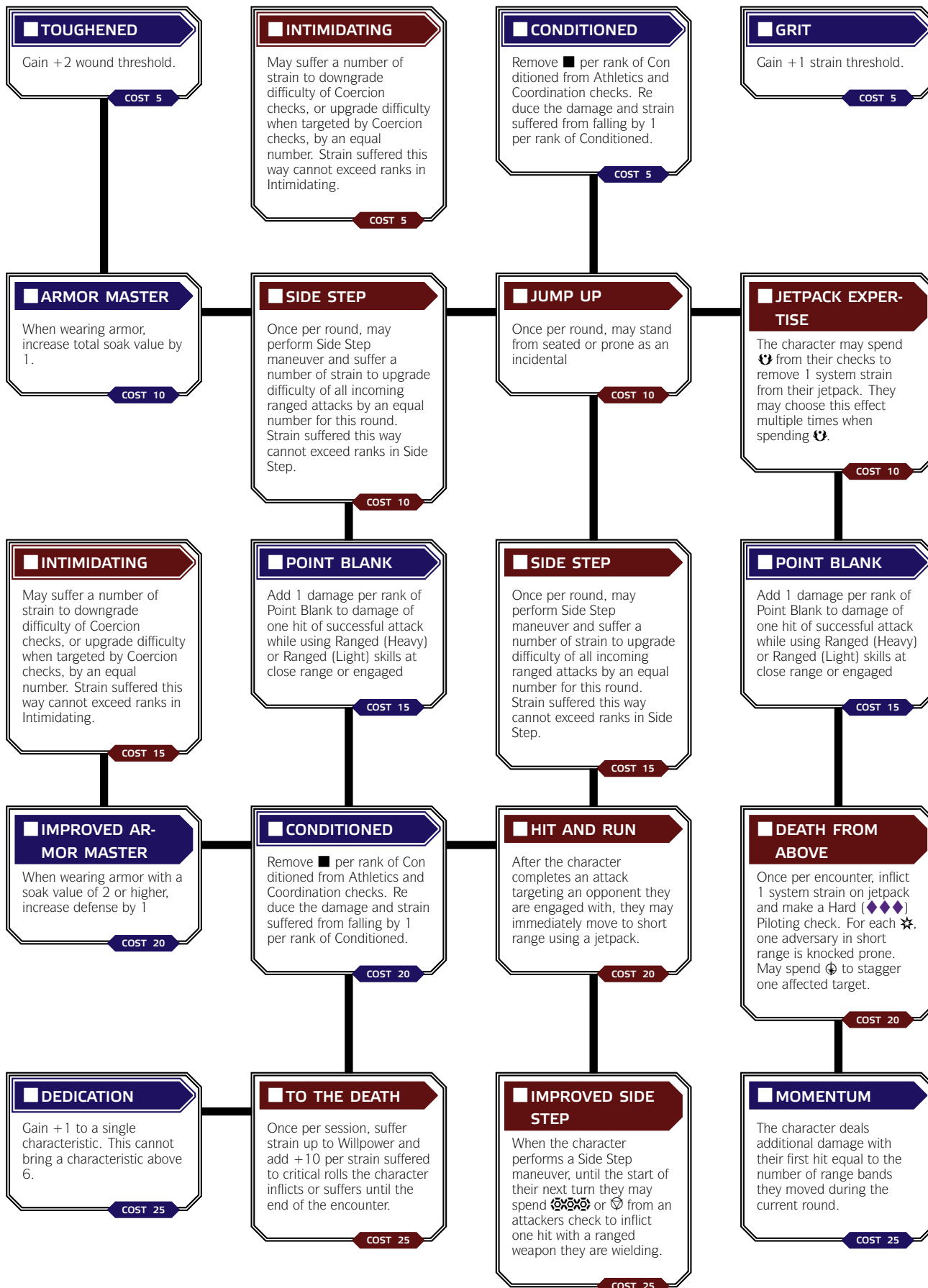
Universal: Death Watch Warrior

Additional Career Skills: Coercion, Mechanics, Piloting (Planetary), Ranged (Light)

PASSIVE

ACTIVE

RANKED TALENT



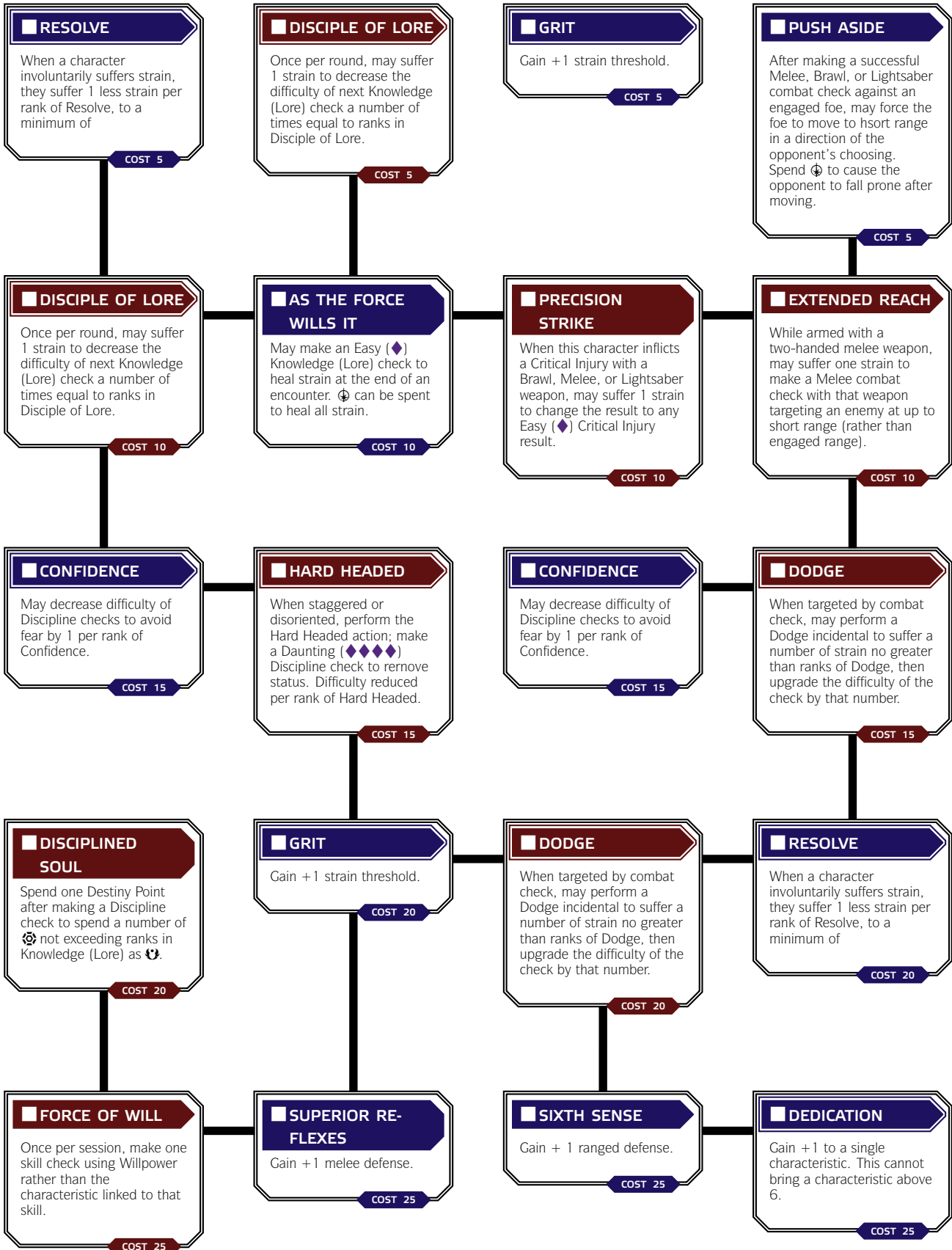
Universal: Force Adherent

Additional Career Skills: Melee, Discipline, Knowledge (Lore), Vigilance

PASSIVE

ACTIVE

RANKED TALENT



Universal: Force Sensitive Emergent

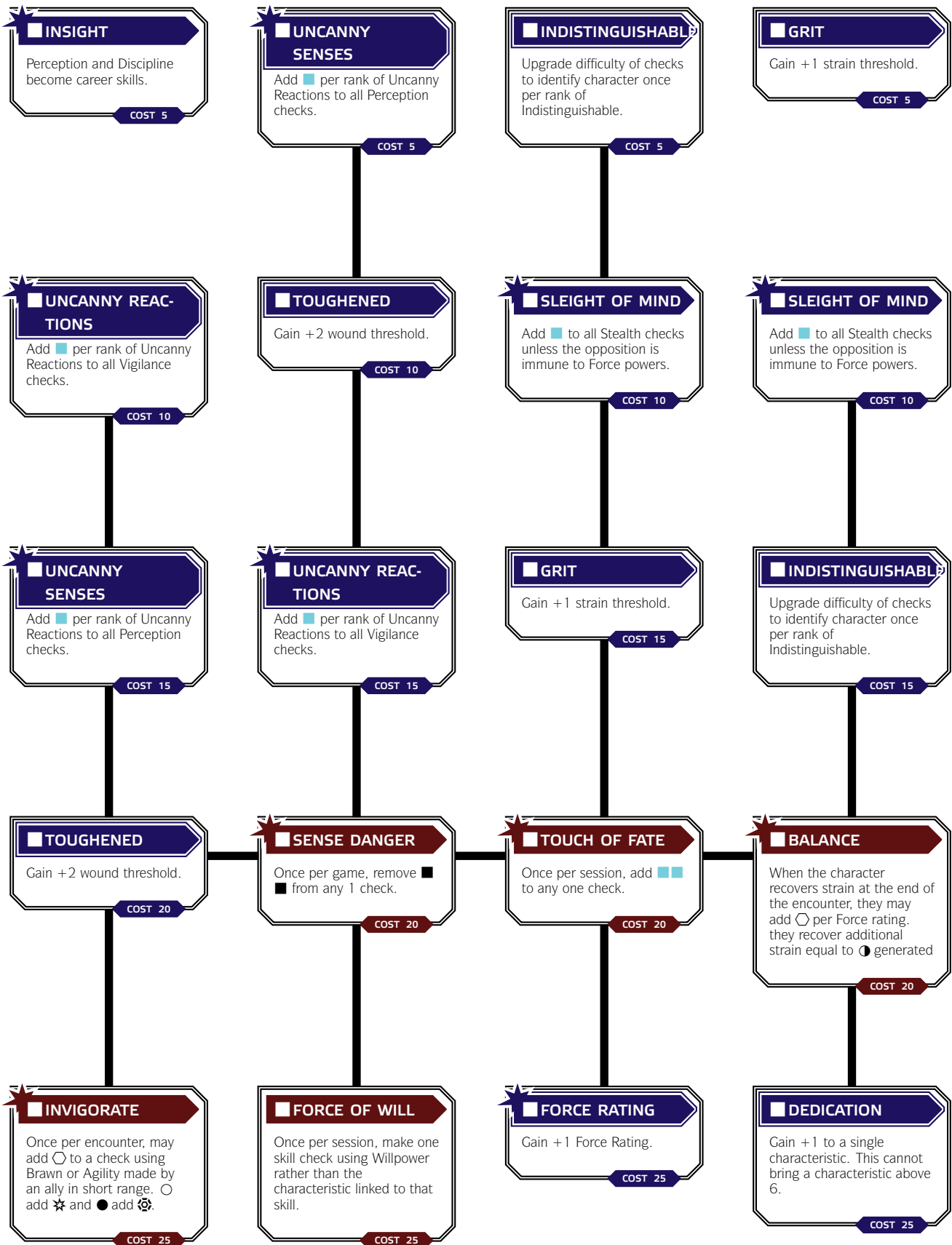
Gain Force Rating 1

PASSIVE

ACTIVE

RANKED TALENT

FORCE TALENT



Universal: Force Sensitive Exile

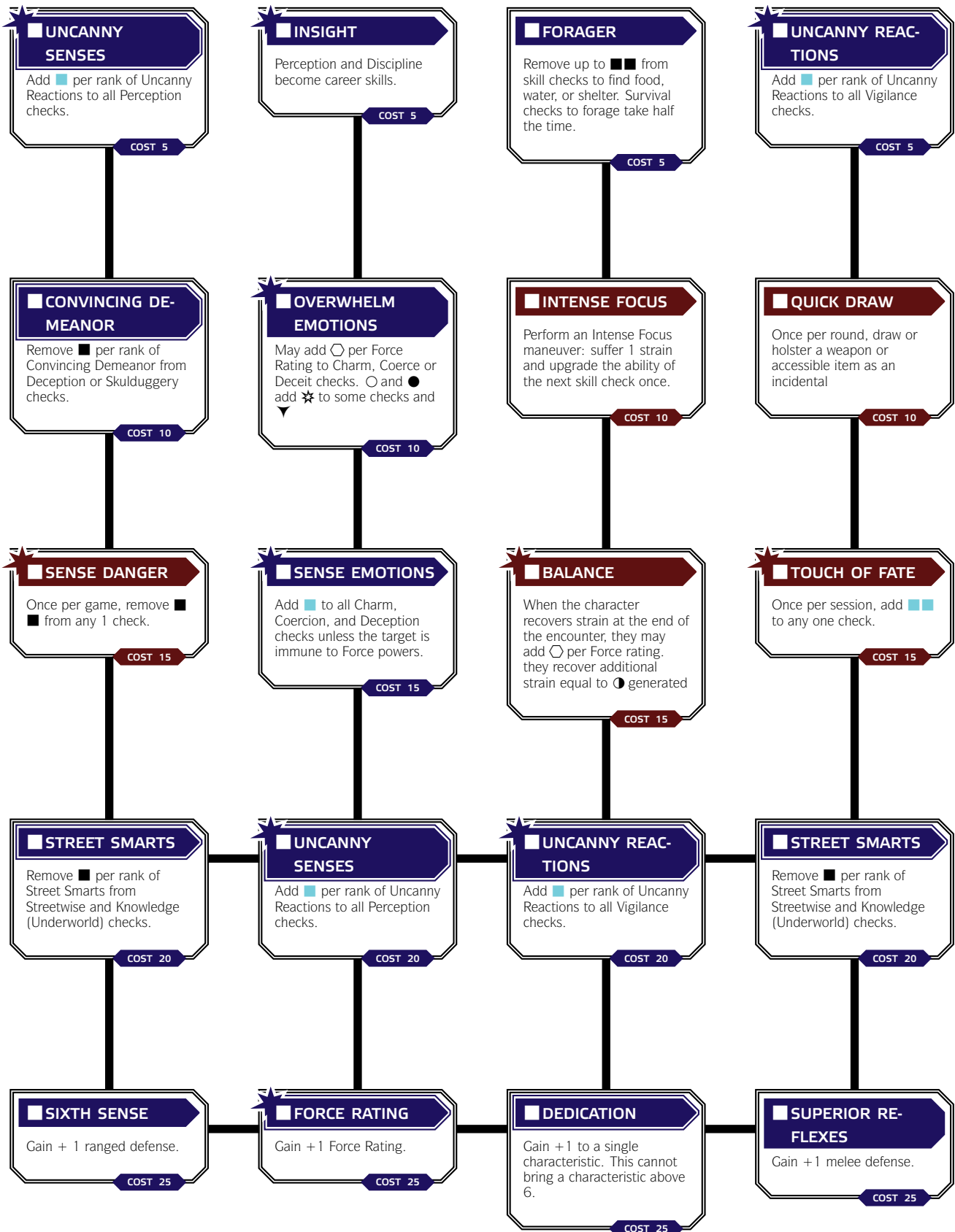
Gain Force Rating 1

PASSIVE

ACTIVE

RANKED TALENT

FORCE TALENT



Universal: Force Sensitive Outcast

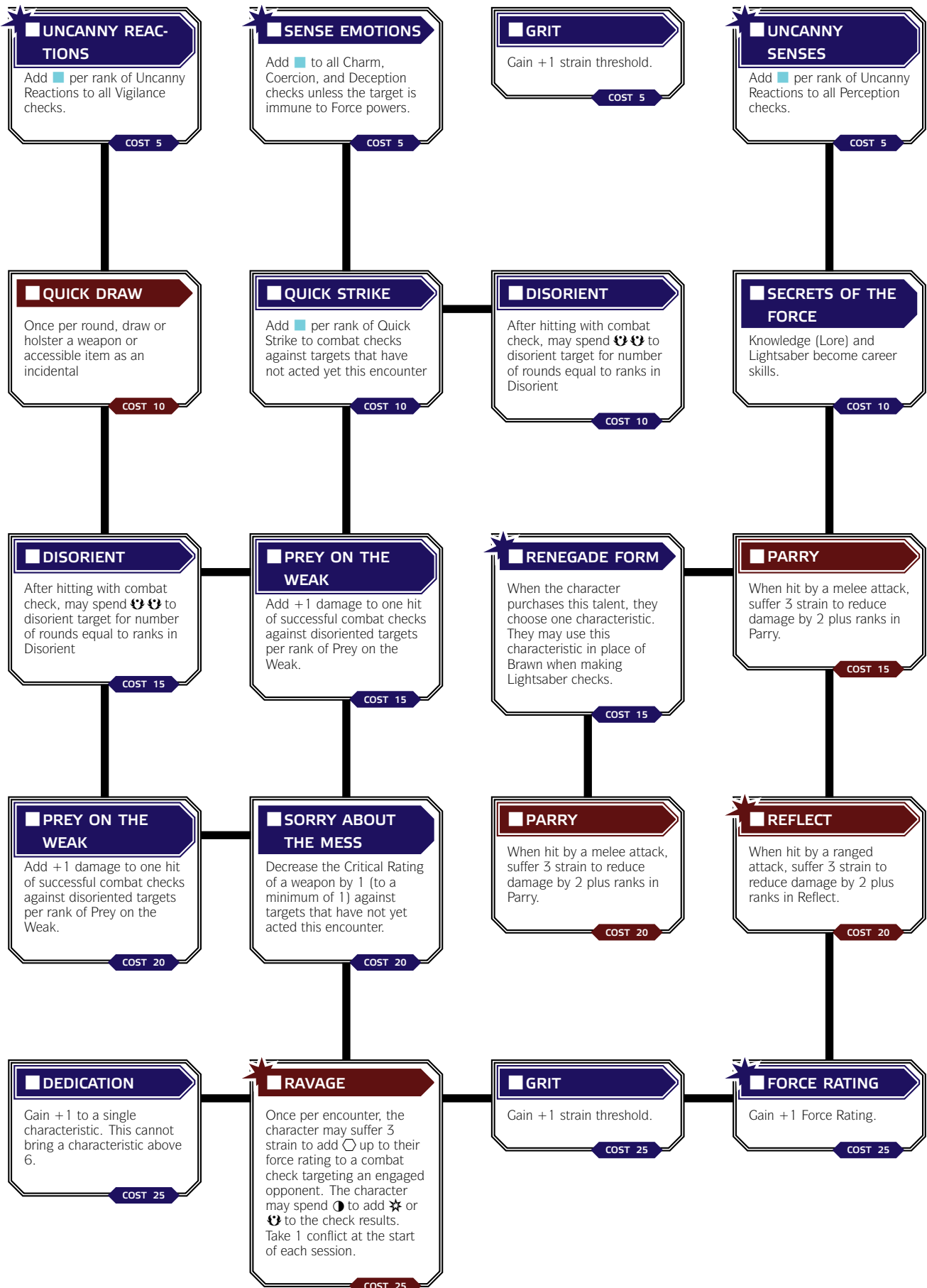
Gain Force Rating 1

PASSIVE

ACTIVE

RANKED TALENT

FORCE TALENT



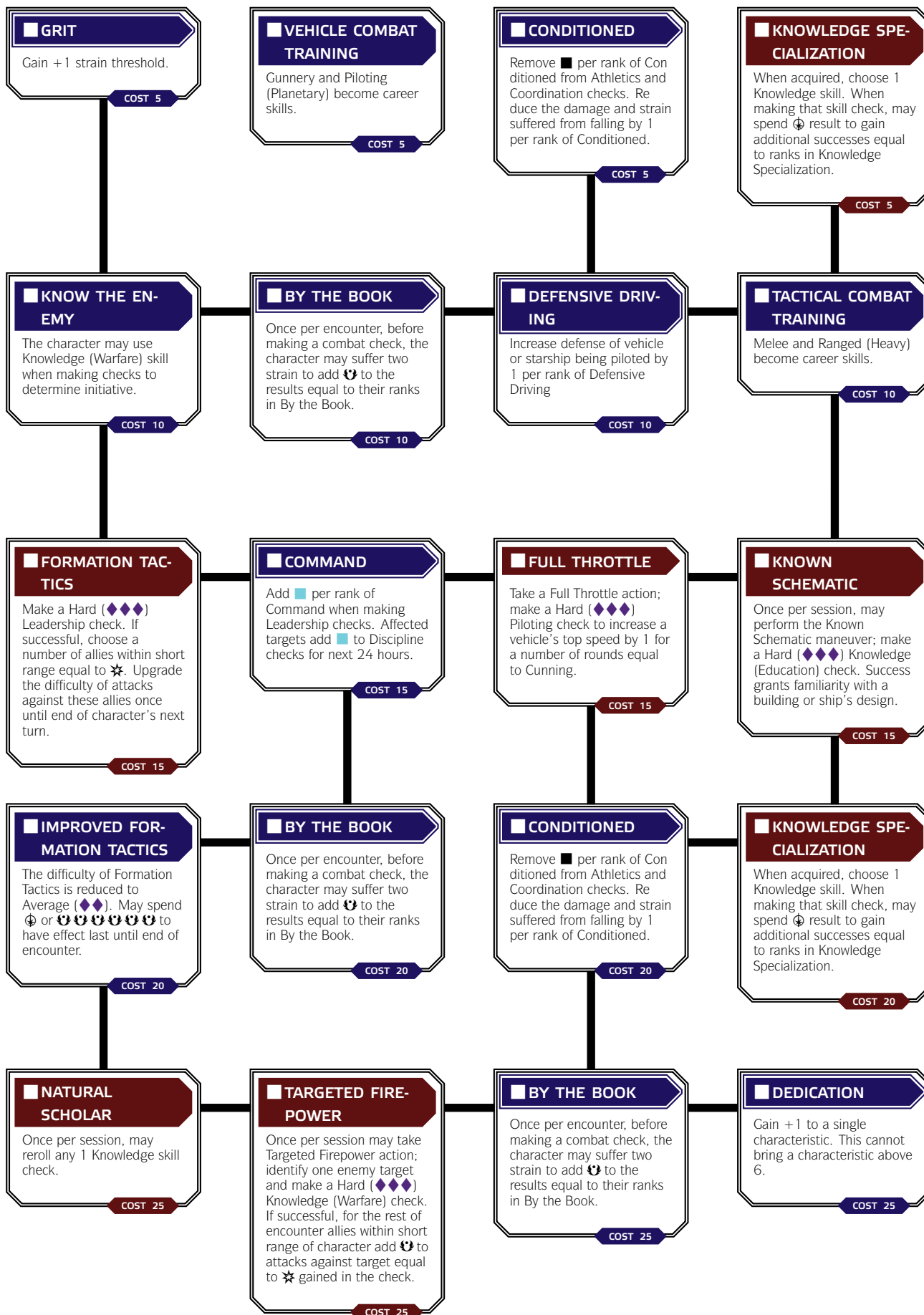
Universal: Imperial Academy Cadet

Additional Career Skills: Knowledge (Warfare), Leadership, Piloting (Space), Ranged (Light)

PASSIVE

ACTIVE

RANKED TALENT



Universal: Nightsister

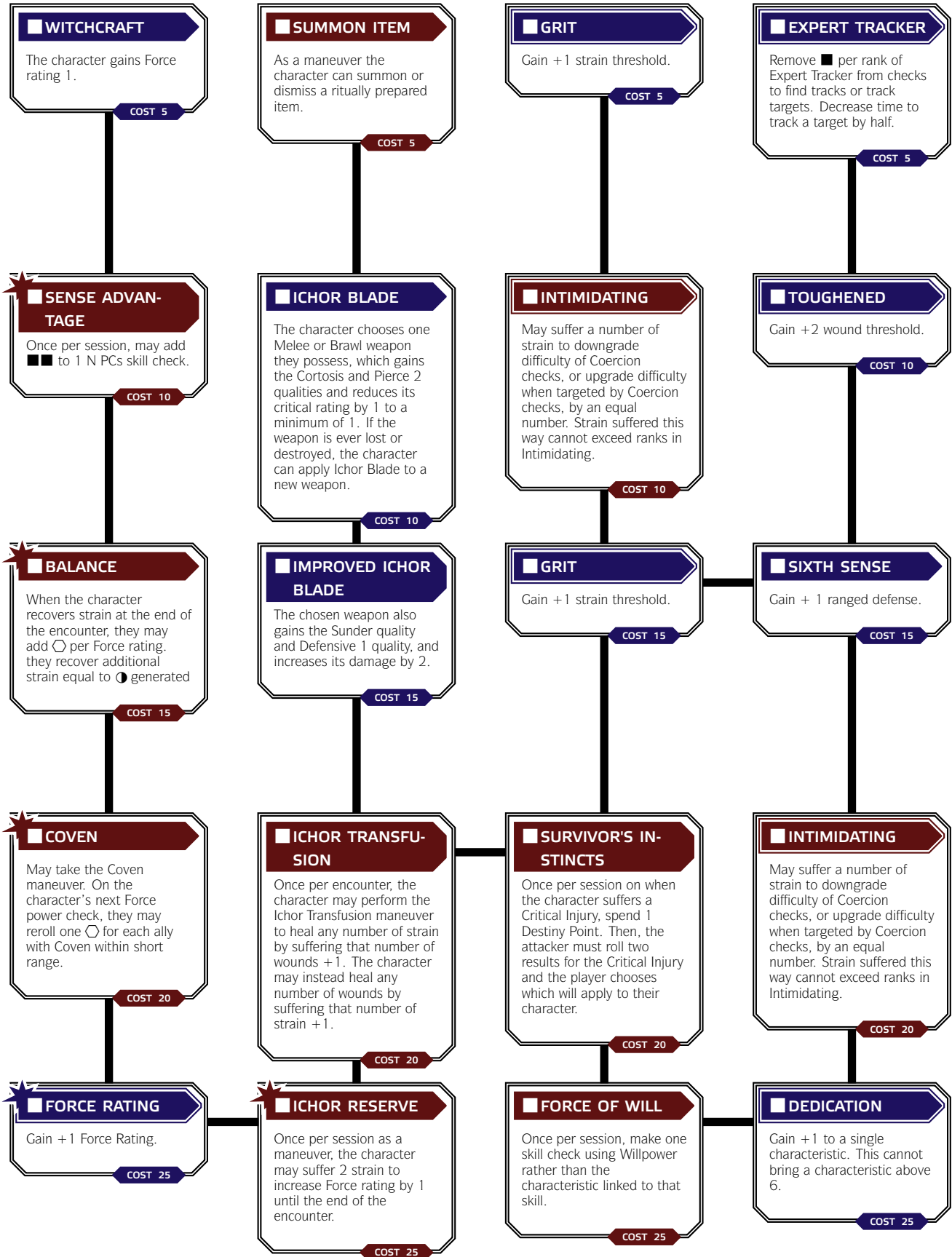
Additional Career Skills: Discipline, Knowledge (Lore), Stealth, Survival

PASSIVE

ACTIVE

RANKED TALENT

FORCE TALENT



Universal: Padawan Survivor

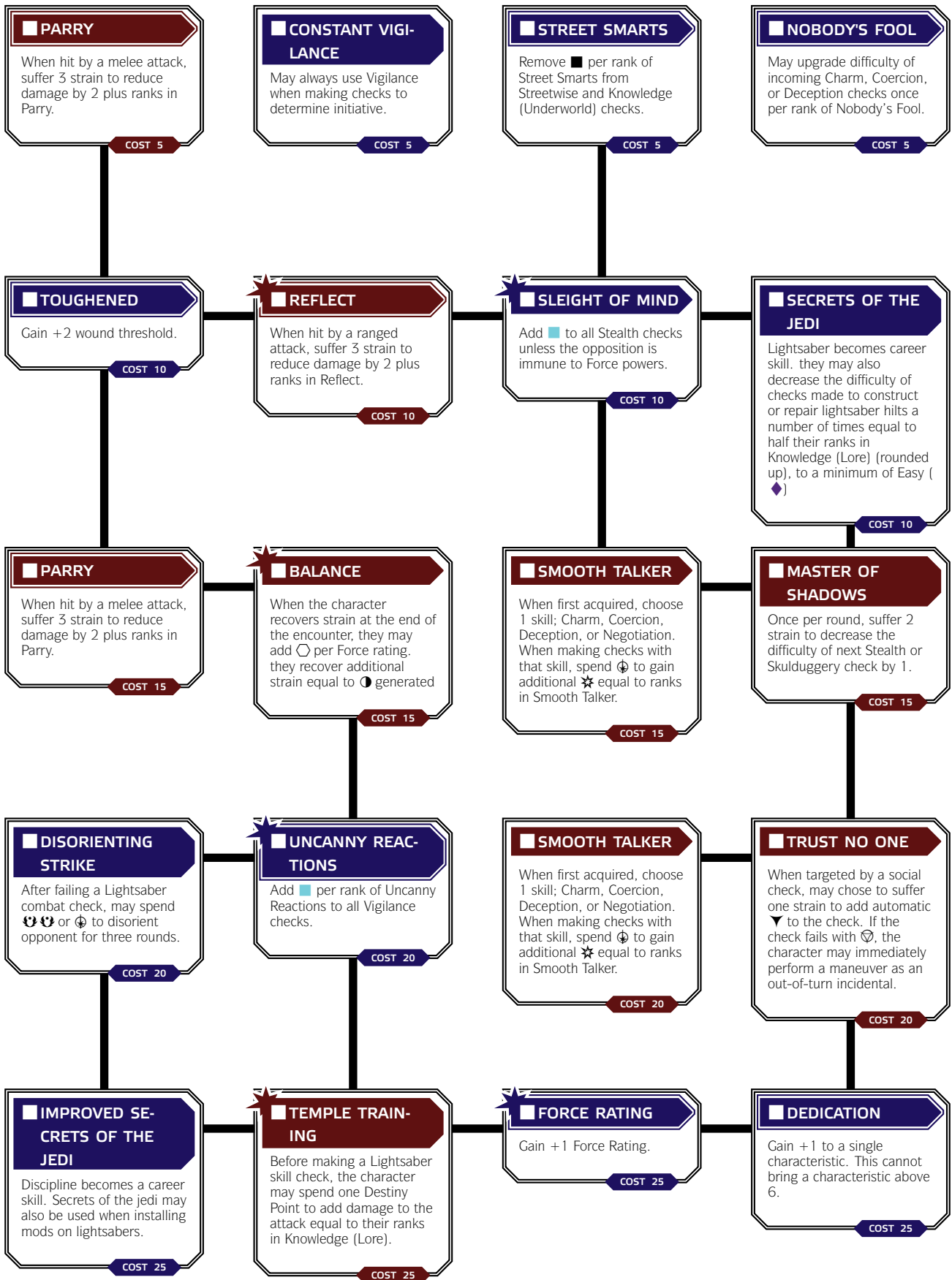
Gain Force Rating 1

PASSIVE

ACTIVE

RANKED TALENT

FORCE TALENT



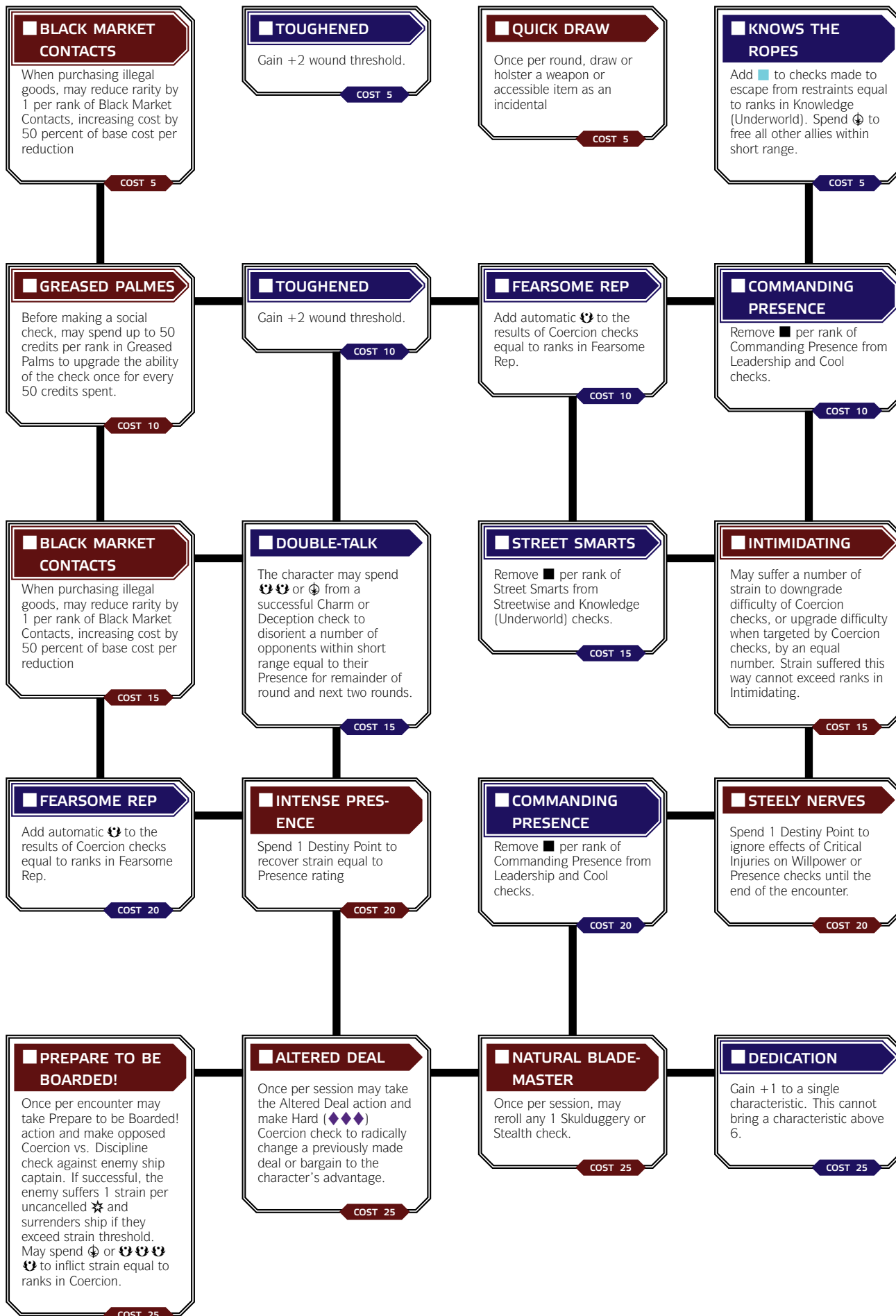
Universal: Pirate

Additional Career Skills: Coercion, Deception, Knowledge (Underworld), Skulduggery

PASSIVE

ACTIVE

RANKED TALENT



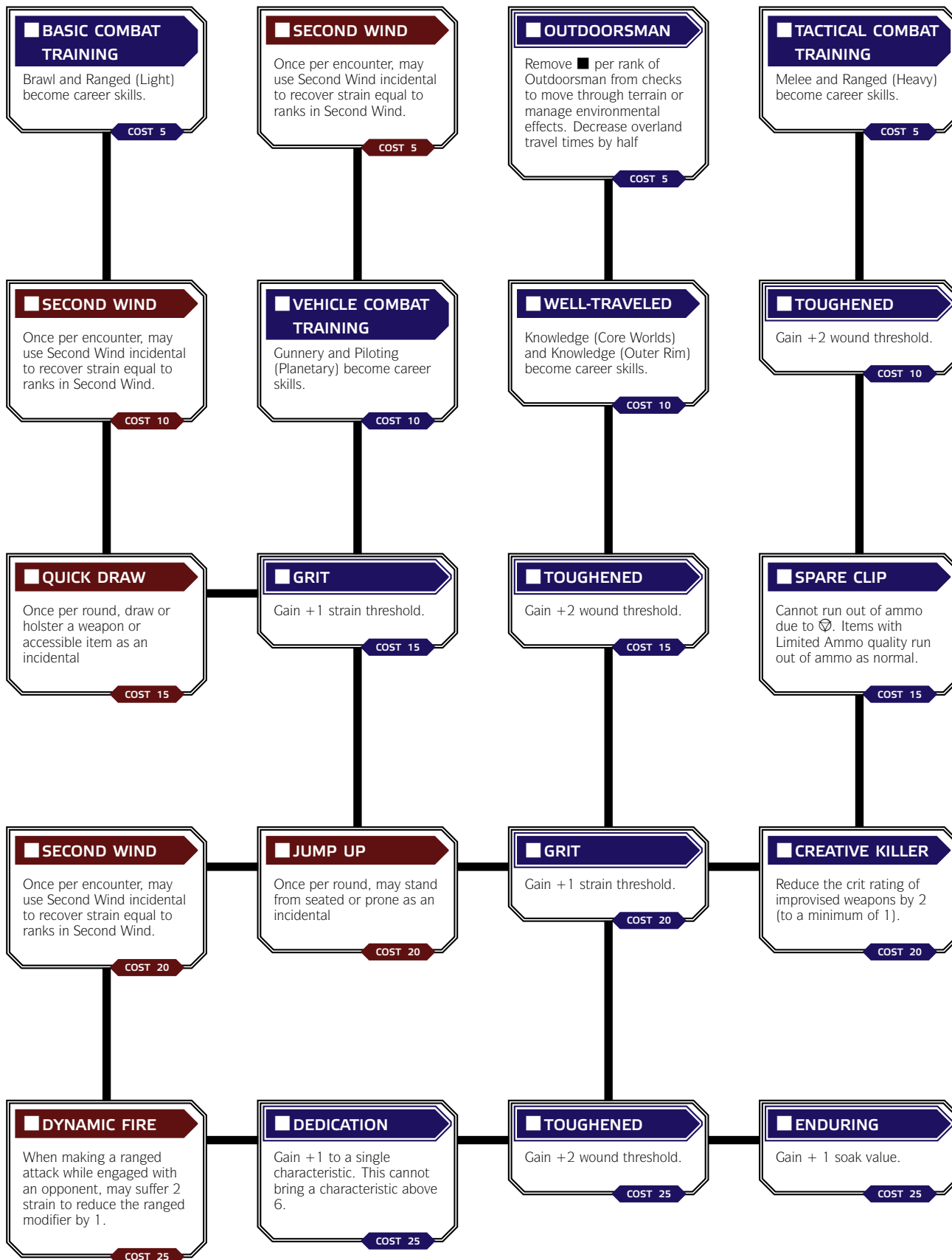
Universal: Recruit

Additional Career Skills: Athletics, Discipline, Survival, Vigilance

PASSIVE

ACTIVE

RANKED TALENT



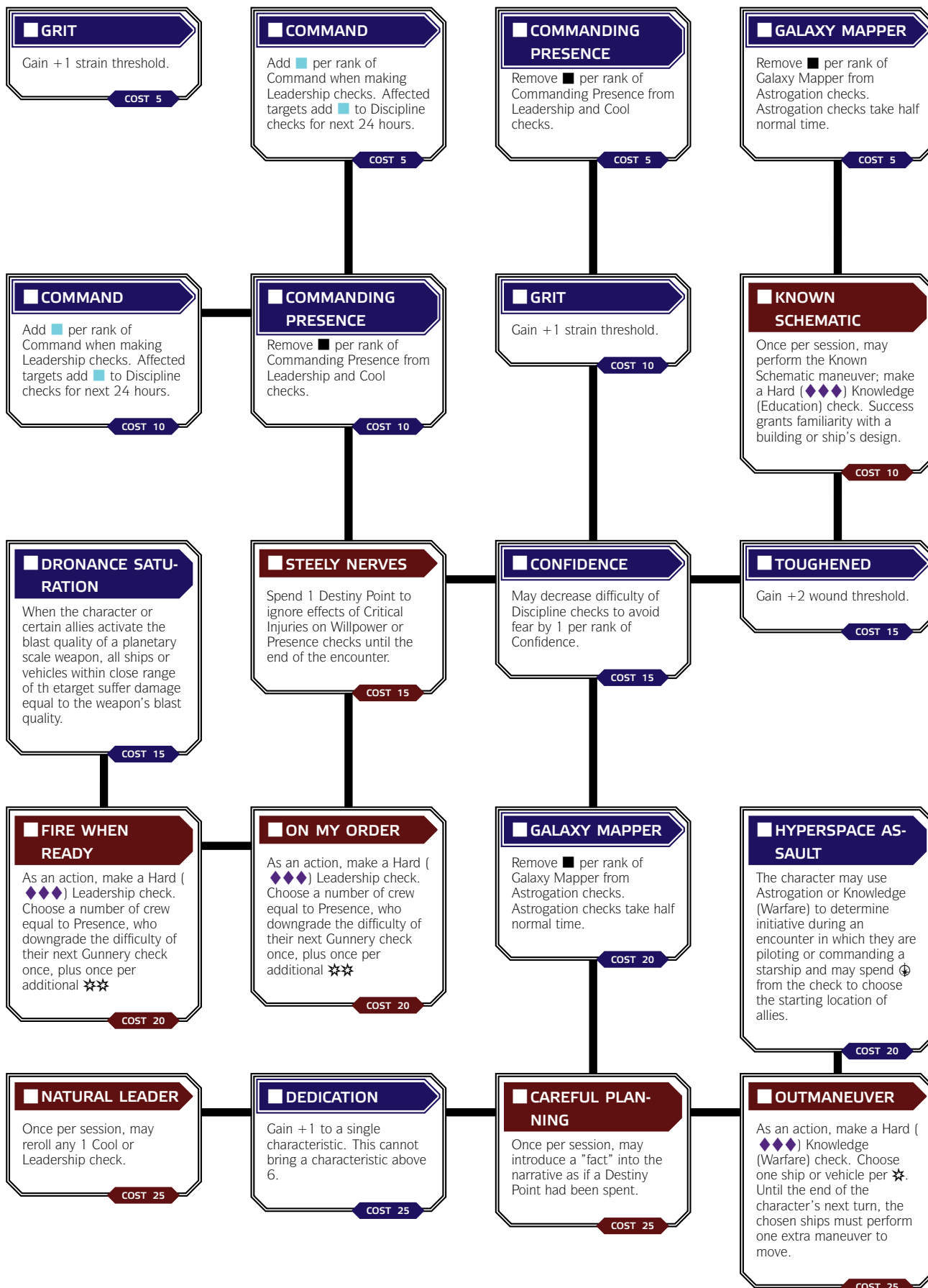
Universal: Republic Navy Officer

Additional Career Skills: Astrogation, Discipline, Knowledge (Warfare), Leadership

PASSIVE

ACTIVE

RANKED TALENT



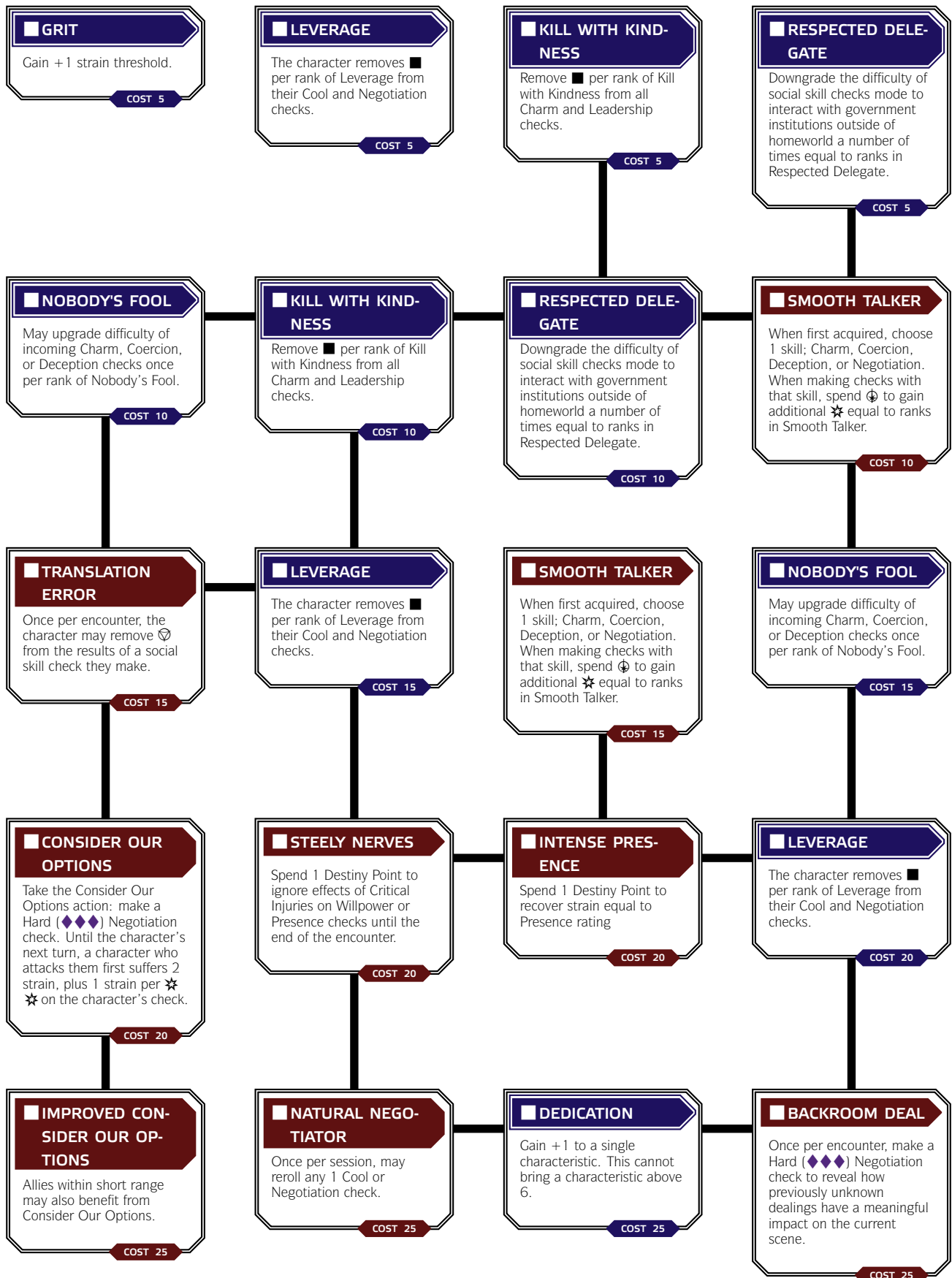
Universal: Republic Representative

Additional Career Skills: Charm, Cool, Knowledge (chose any one), Negotiation

PASSIVE

ACTIVE

RANKED TALENT



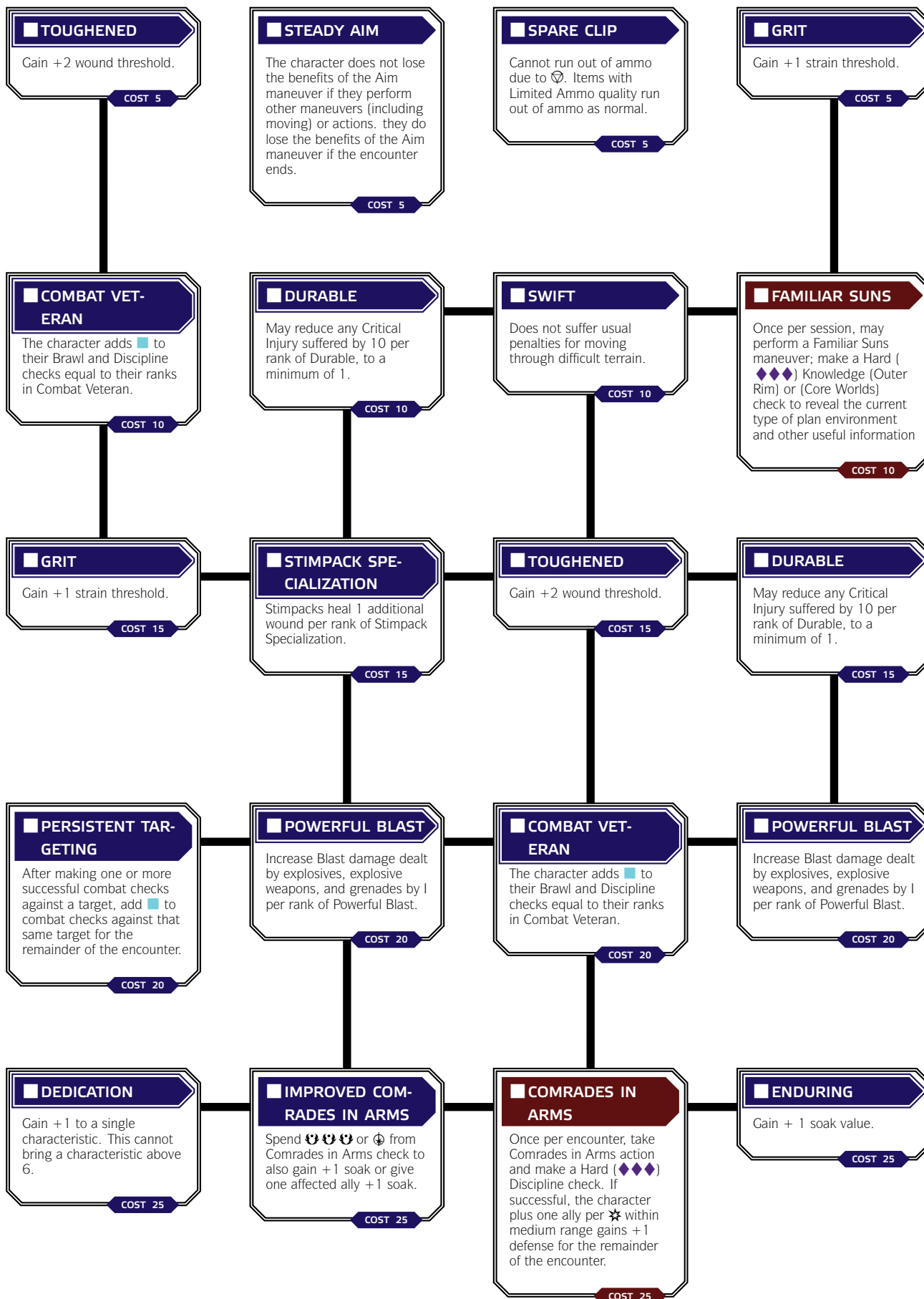
Universal: Retired Clone Trooper

Additional Career Skills: Discipline, Knowledge (Warfare), Ranged (Heavy), Ranged (Light)

PASSIVE

ACTIVE

RANKED TALENT



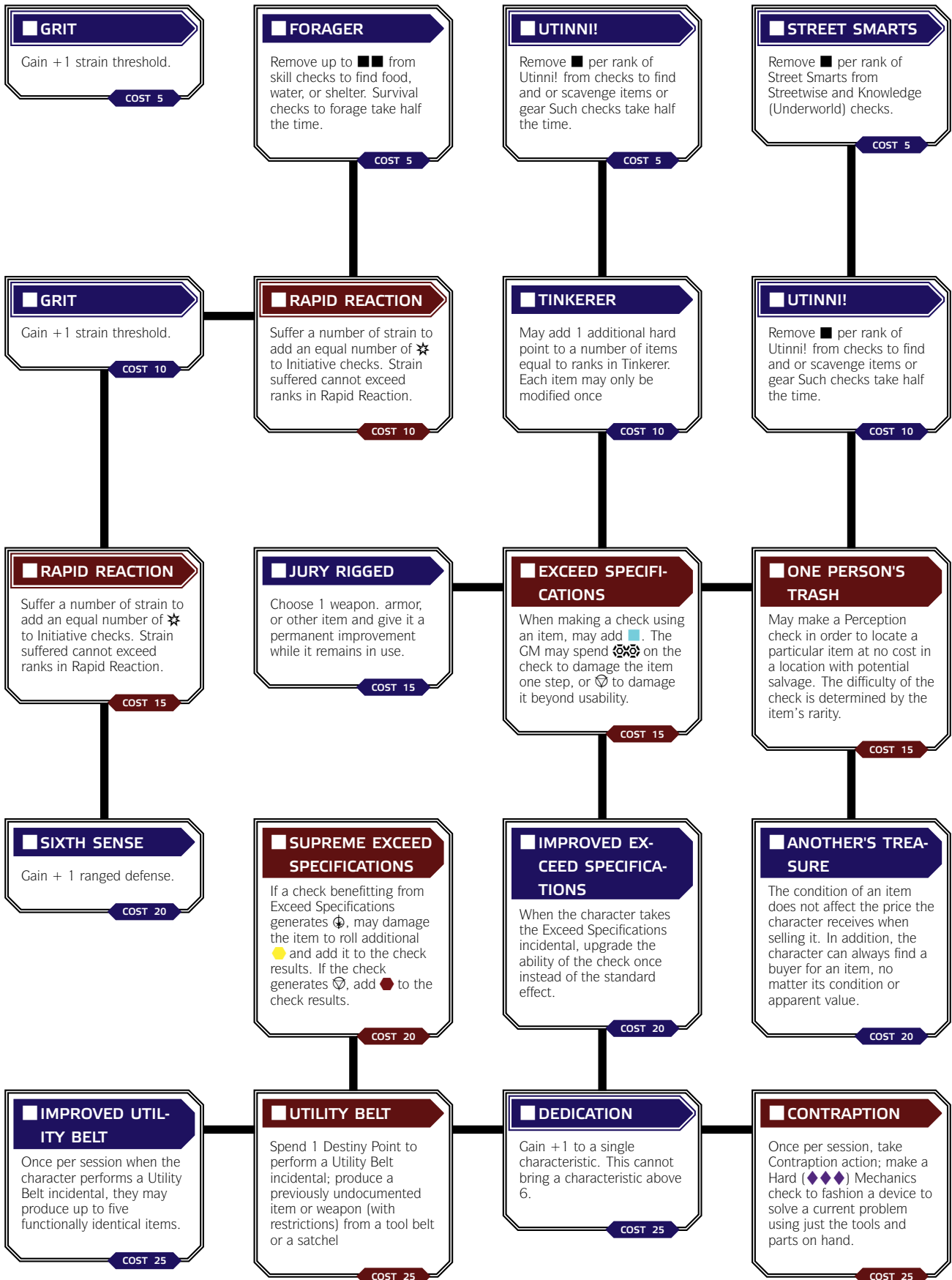
Universal: Scavenger

Additional Career Skills: Mechanics, Perception, Streetwise, Survival

PASSIVE

ACTIVE

RANKED TALENT



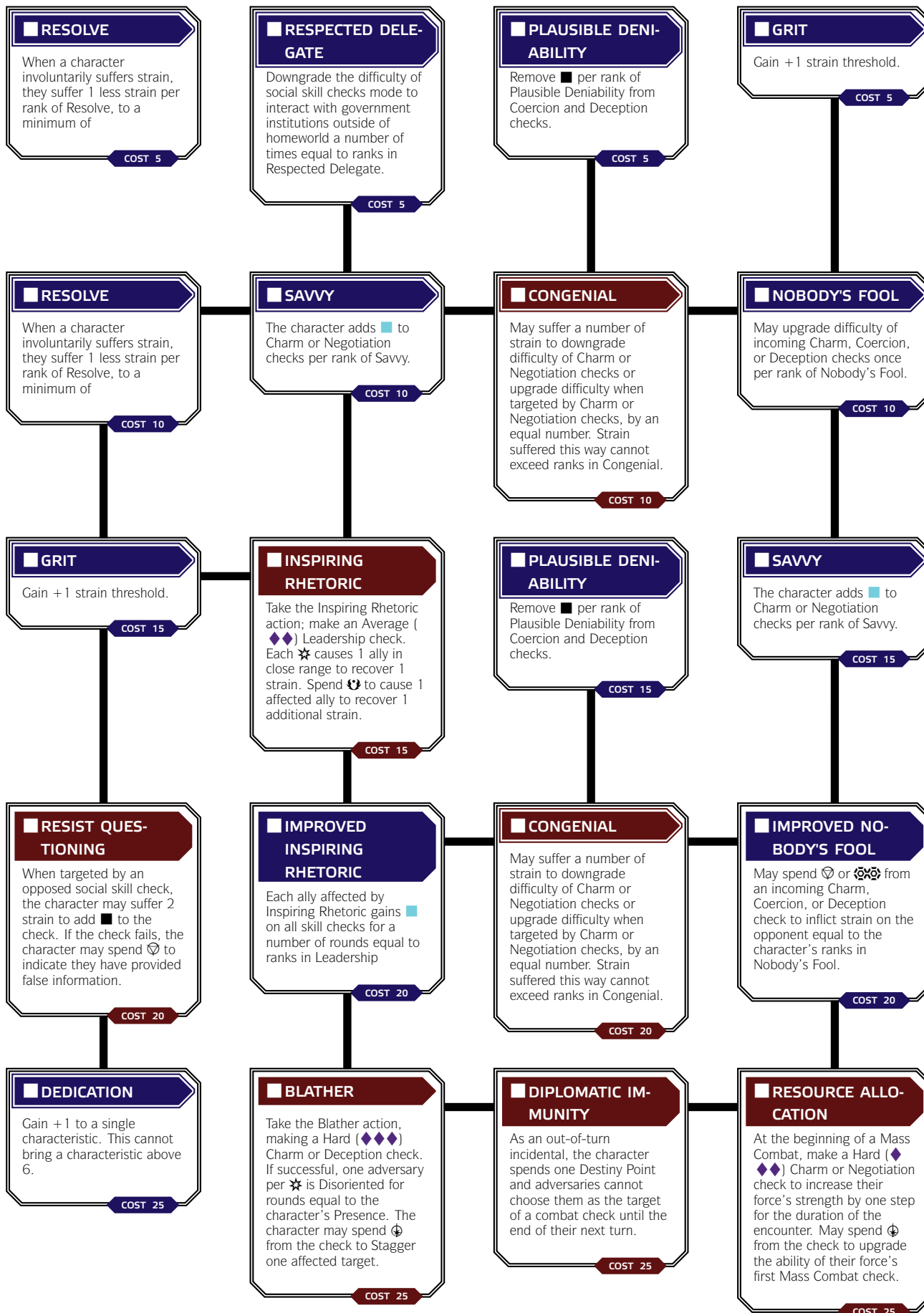
Universal: Senator

Additional Career Skills: Charm, Deception, Knowledge (Education), Negotiation

PASSIVE

ACTIVE

RANKED TALENT



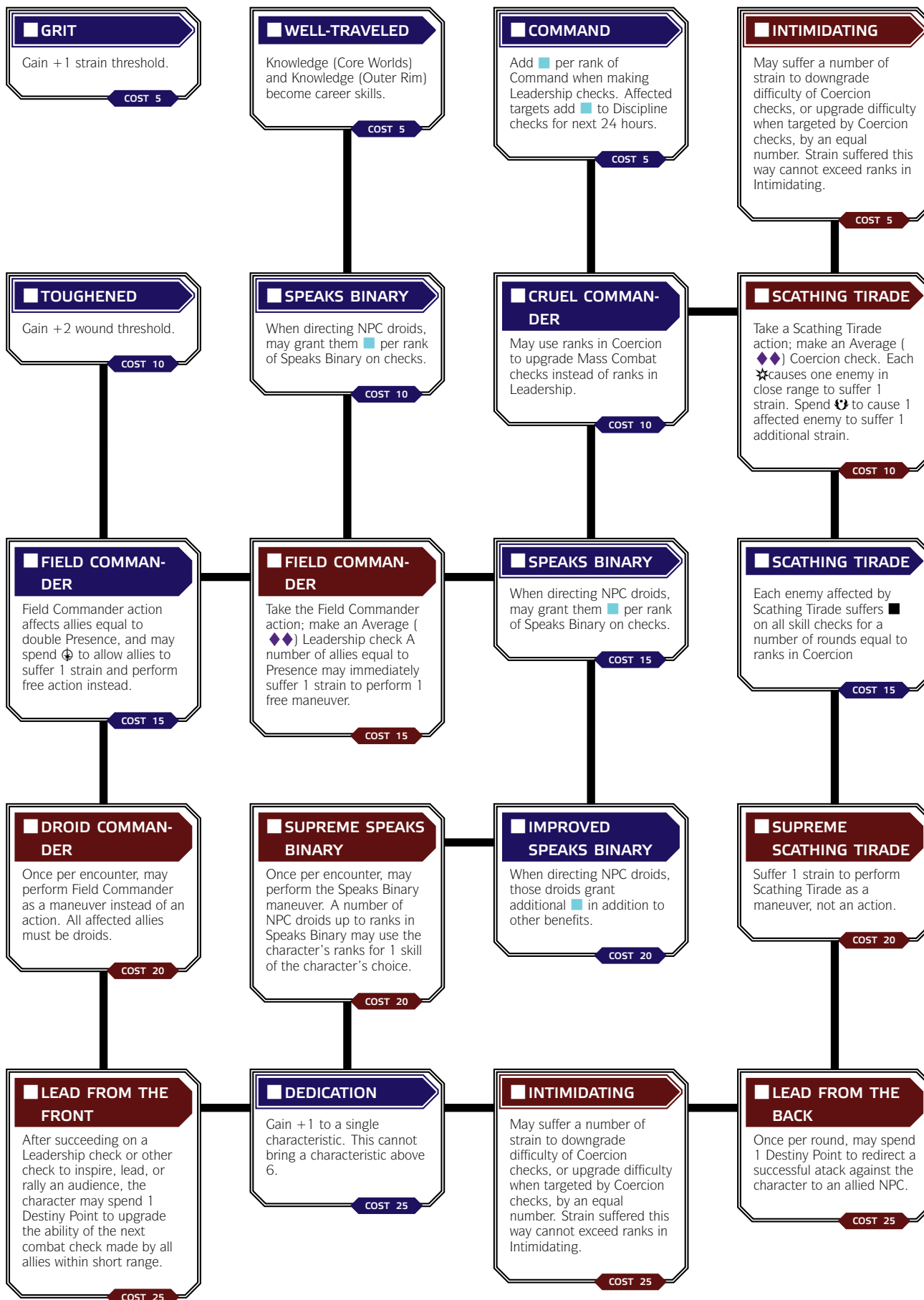
Universal: Separatist Commander

Additional Career Skills: Coercion, Knowledge (Warfare), Leadership, Vigilance

PASSIVE

ACTIVE

RANKED TALENT



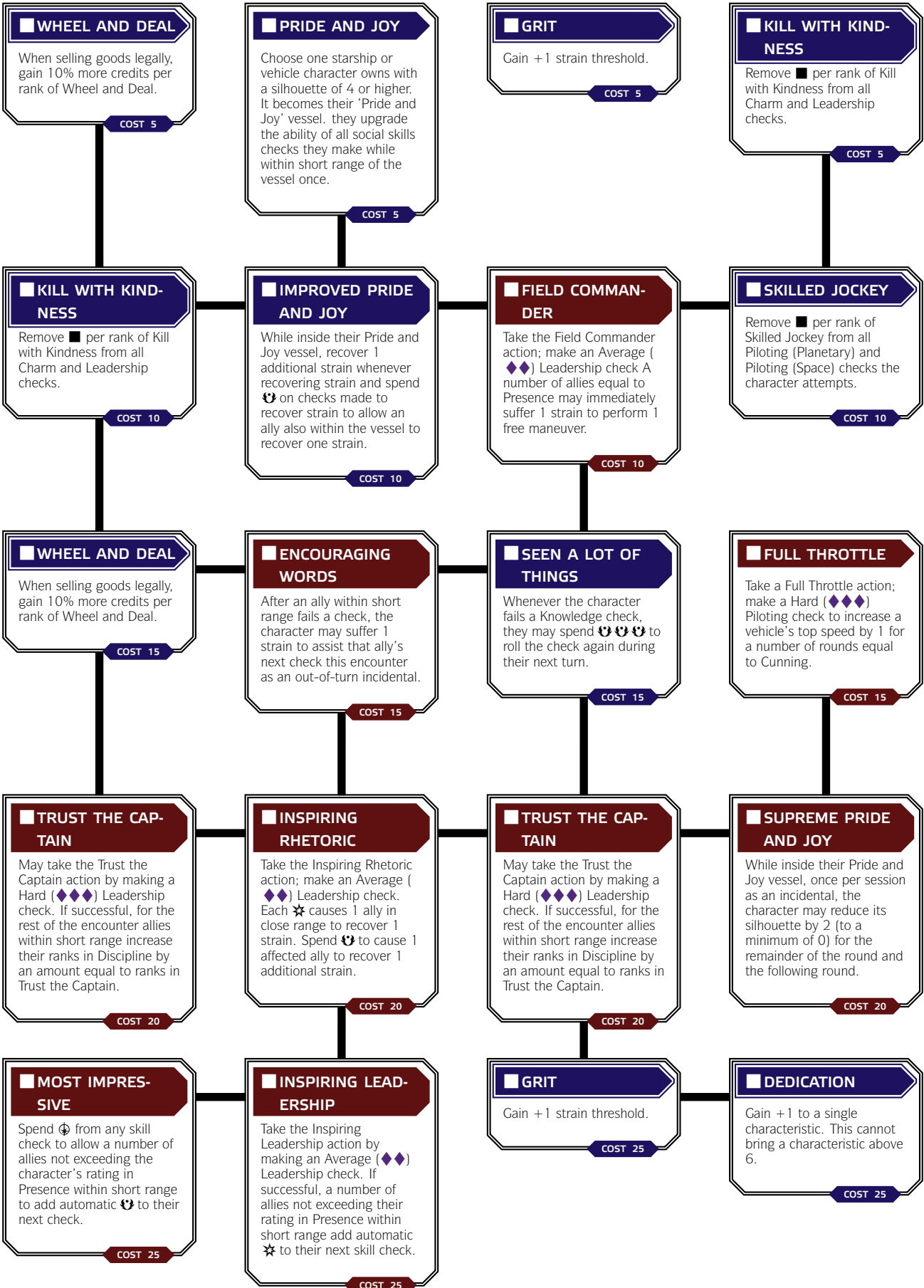
Universal: Ship Captain

Additional Career Skills: Charm, Leadership, Negotiation, Piloting (Space)

PASSIVE

ACTIVE

RANKED TALENT

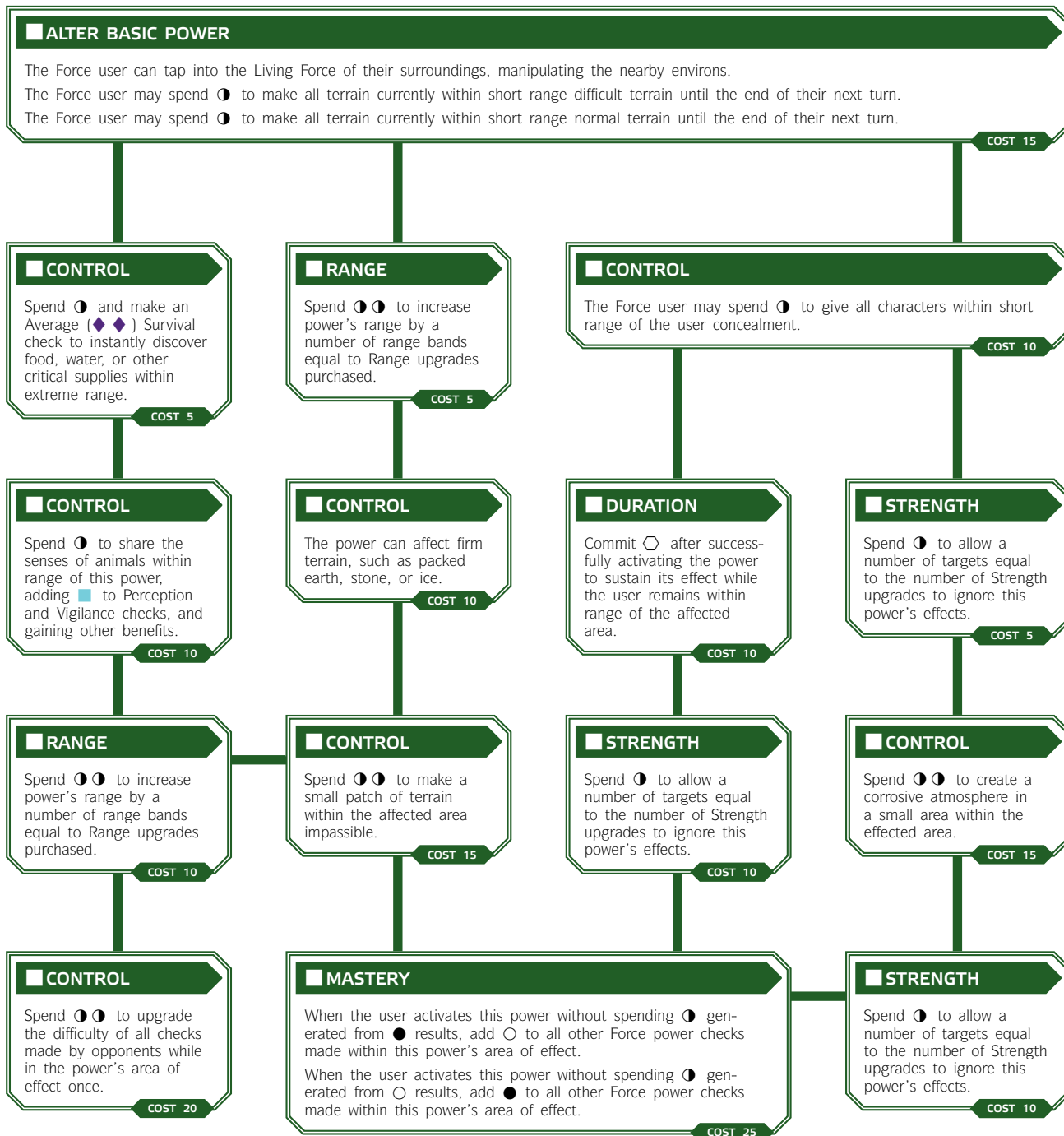


FORCE POWERS

Force Power: Alter

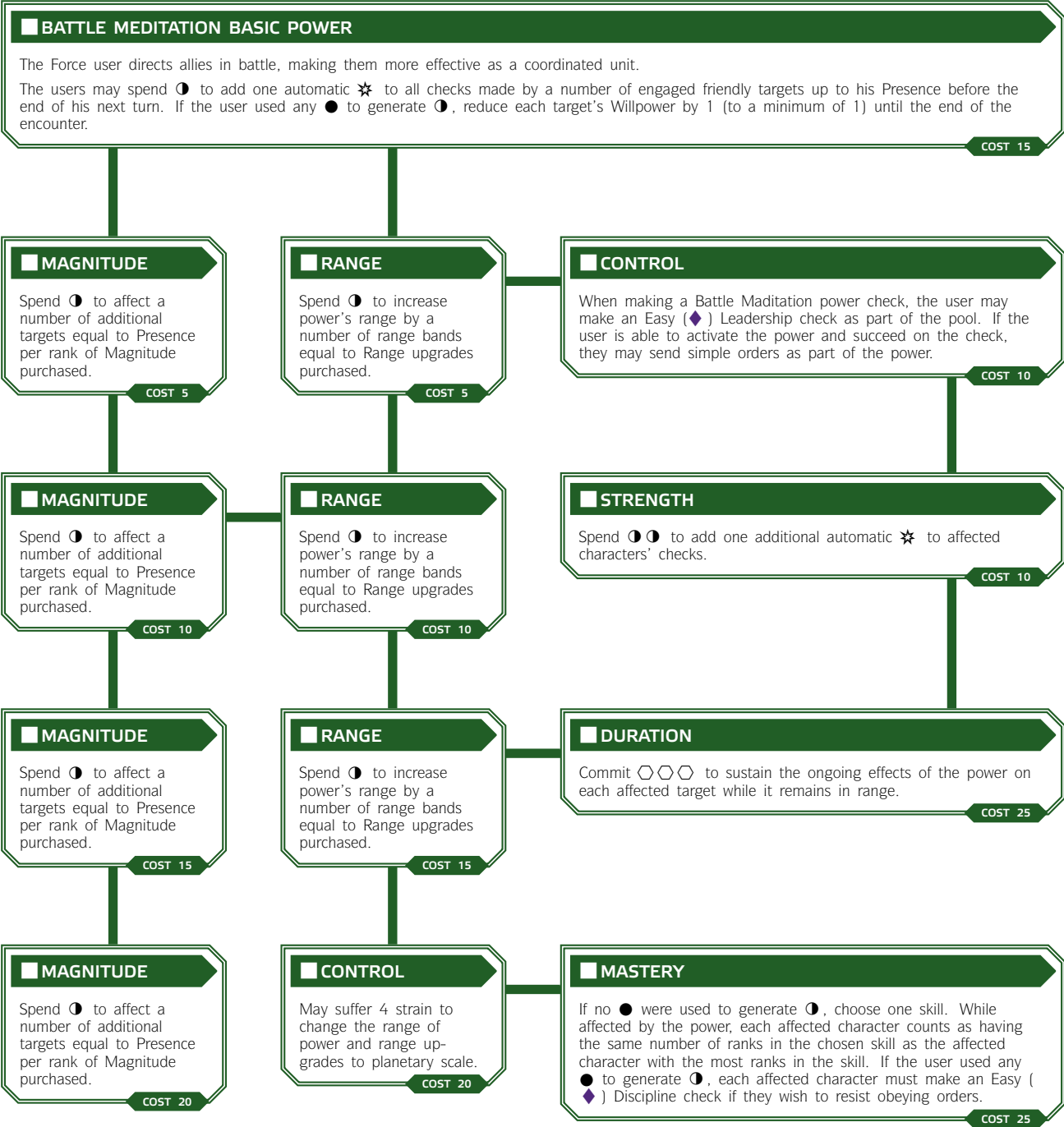
FORCE ABILITY

Prerequisite: Force Rating 1+



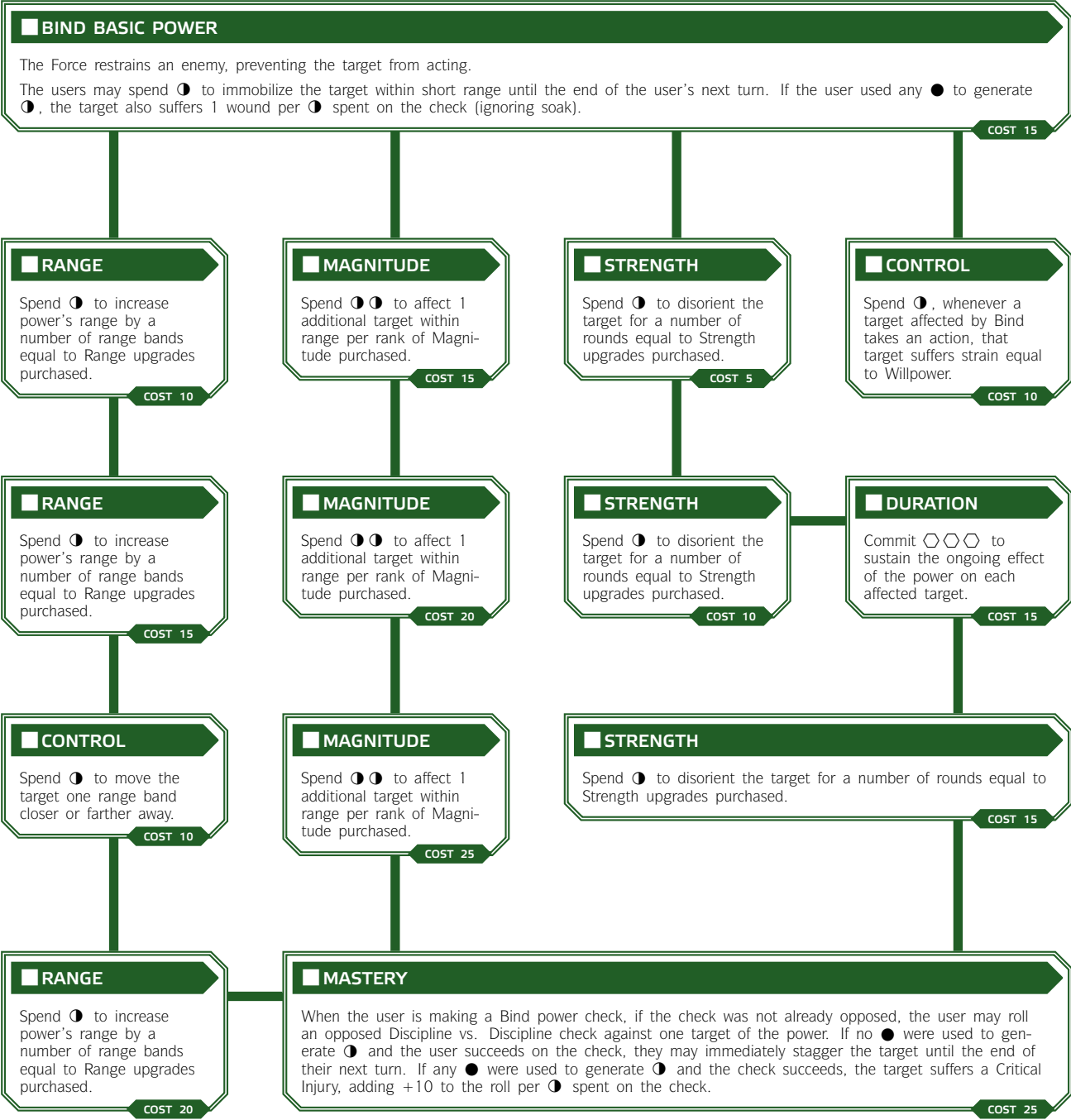
Force Power: Battle Meditation

Prerequisite: Force Rating 2+



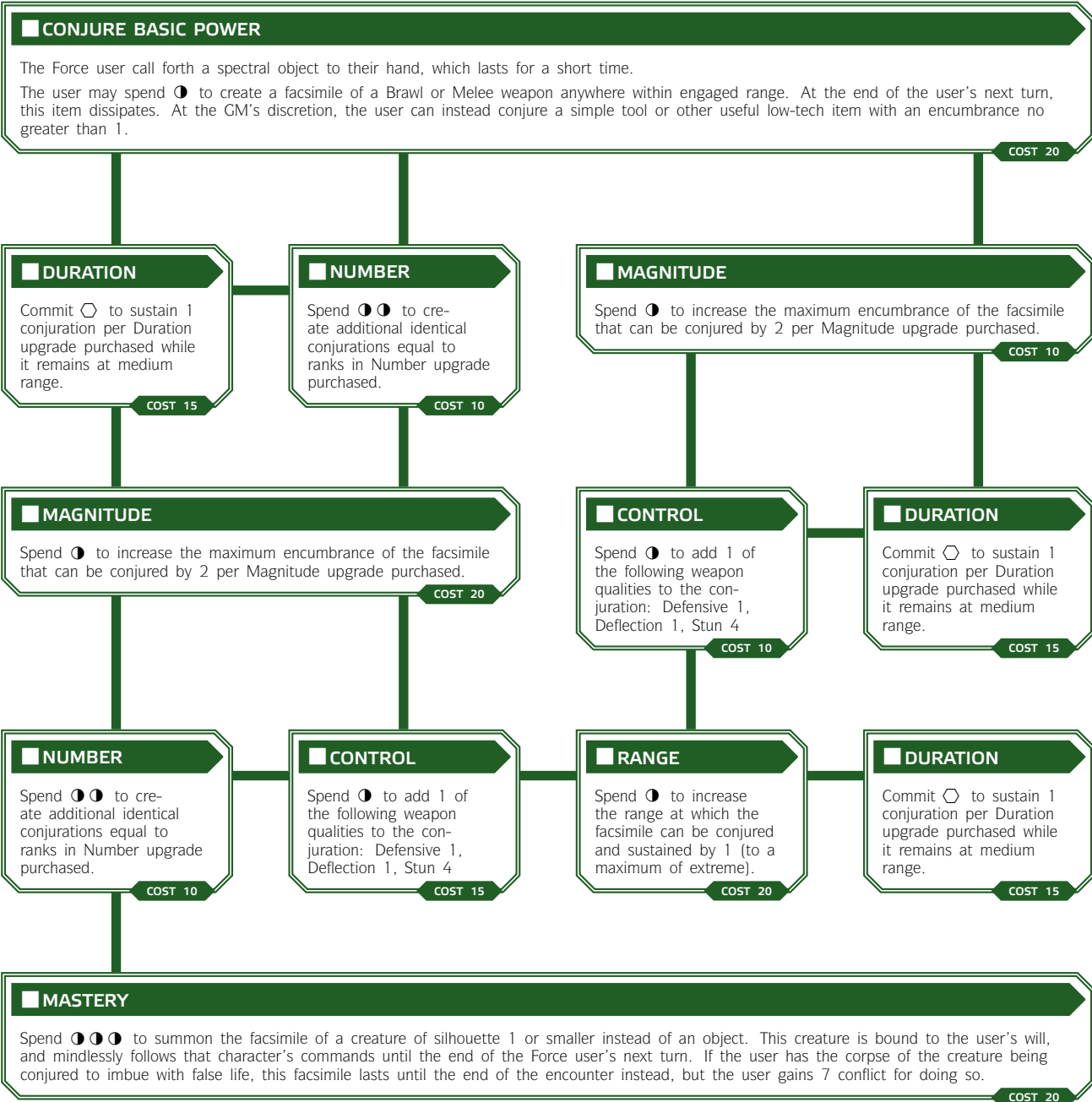
Force Power: Bind

Prerequisite: Force Rating 2+



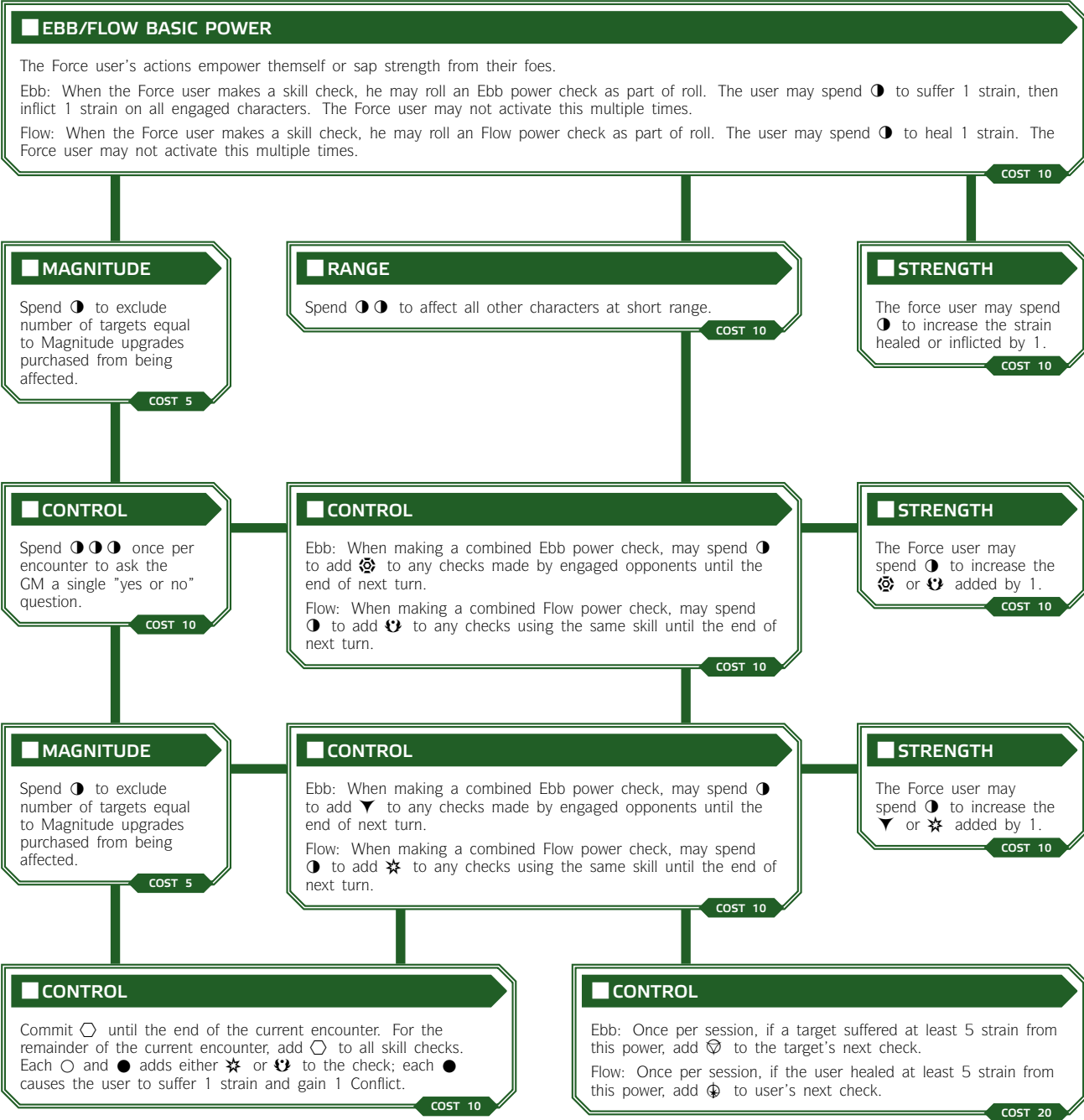
Force Power: Conjure

Prerequisite: Force Rating 1+



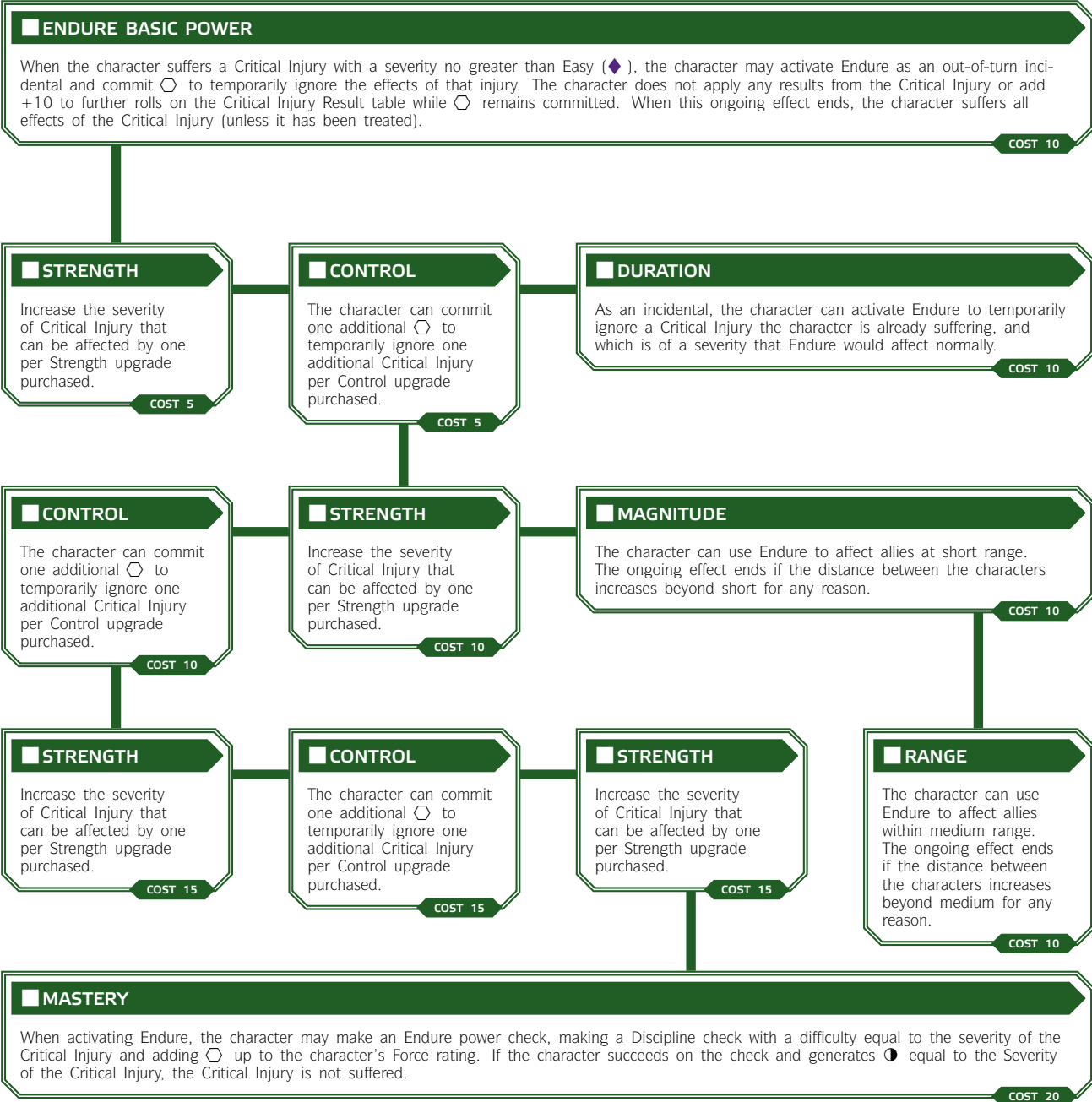
Force Power: Ebb/Flow

Prerequisite: Force Rating 1+



Force Power: Endure

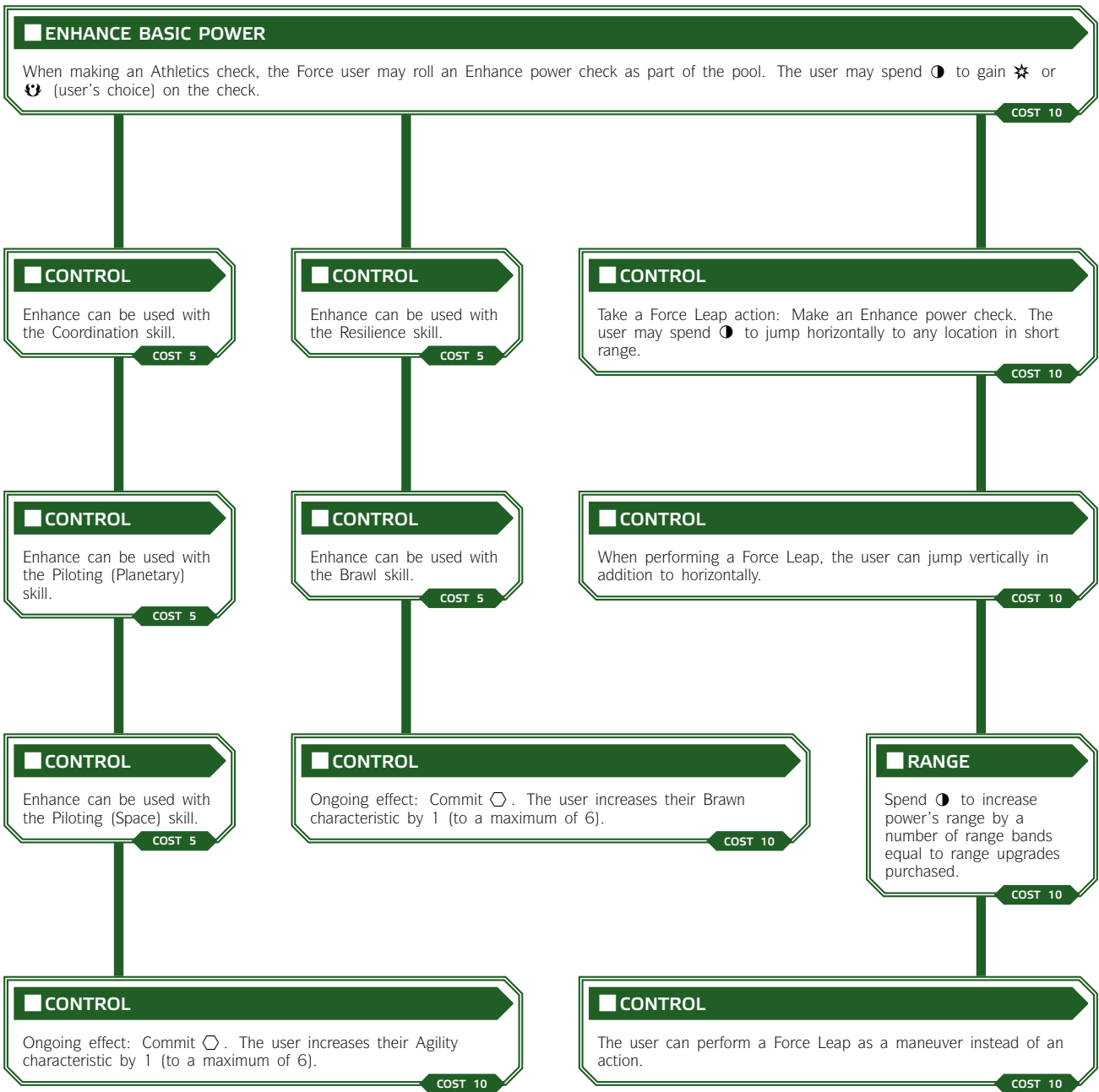
Prerequisite: Force Rating 1+



Force Power: Enhance

FORCE ABILITY

Prerequisite: Force Rating 1+



Force Power: Farsight

FORCE ABILITY

Prerequisite: Force Rating 1+

FARSIGHT BASIC POWER

The Force user expands normal visual senses through a connection to the Force.

The user may spend 1 to ignore the effects of darkness or blindness and see normally at up to Medium range for the remainder of the round (or one minute). This allows the user to view everything most sentient could normally be able to see on a well lit day.

COST 5

CONTROL

Spend 1 to see microscopic details of a single object within Engaged range.

COST 5

CONTROL

Spend 1 to see through a single object at medium range as though it were transparent.

COST 5

CONTROL

Spend 1 to make out fine details on a single object within medium range.

COST 5

DURATION

Spend 1 to increase duration by number of rounds (or minutes) equal to Duration upgrades purchased.

COST 5

RANGE

Spend 1 to increase power's range by a number of range bands equal to Range upgrades purchased.

COST 10

DURATION

Spend 1 to increase duration by number of rounds (or minutes) equal to Duration upgrades purchased.

COST 5

CONTROL

When making a Vigilance or Perception check, make a Farsight power check as part of the pool and spend 1 to gain * or ♫ on the check.

COST 10

RANGE

Spend 1 to increase power's range by a number of range bands equal to Range upgrades purchased.

COST 10

CONTROL

Ongoing effect: Commit 1 after successfully activating the Farsight power to increase ranks in Perception by 1.

COST 15

CONTROL

Spend 11 to see in every direction simultaneously, noticing and observing things in a full 360-degree arc. (May not be activated multiple times).

COST 10

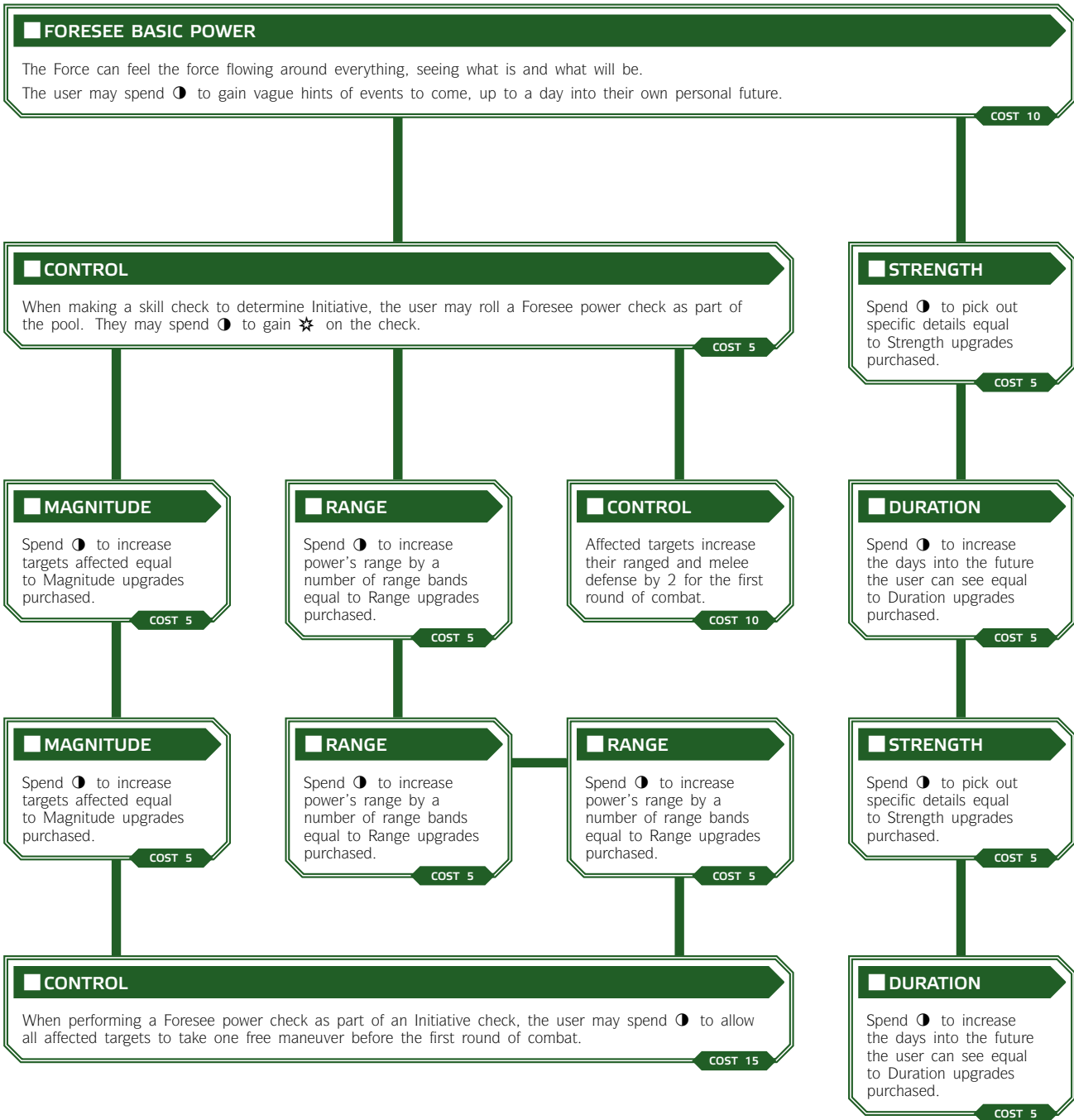
MASTERY

Spend 11. The user now can see as though from a spot within Close range (planetary scale) of the user's body.

COST 20

Force Power: Foresee

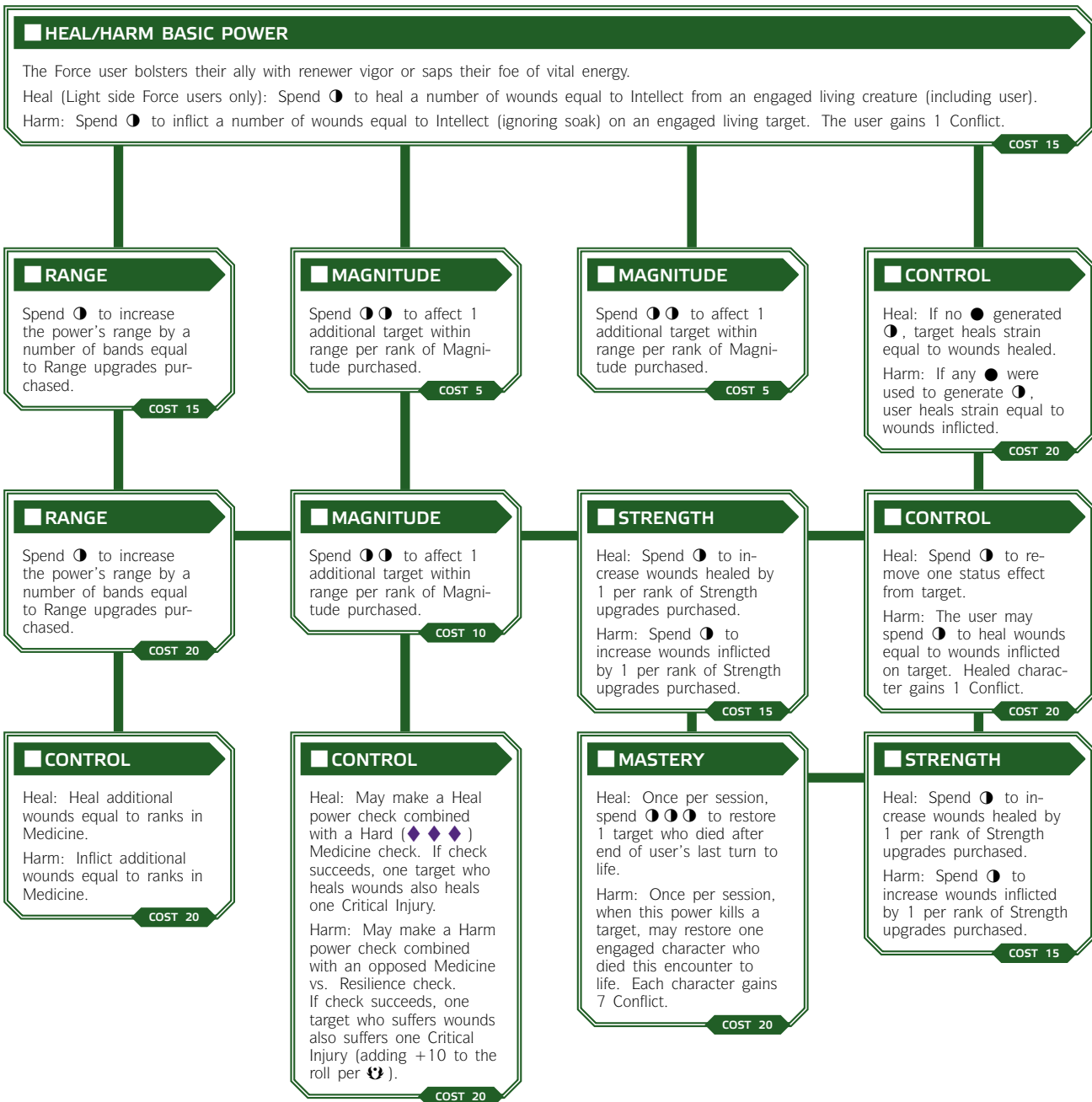
Prerequisite: Force Rating 1+



Force Power: Heal/Harm

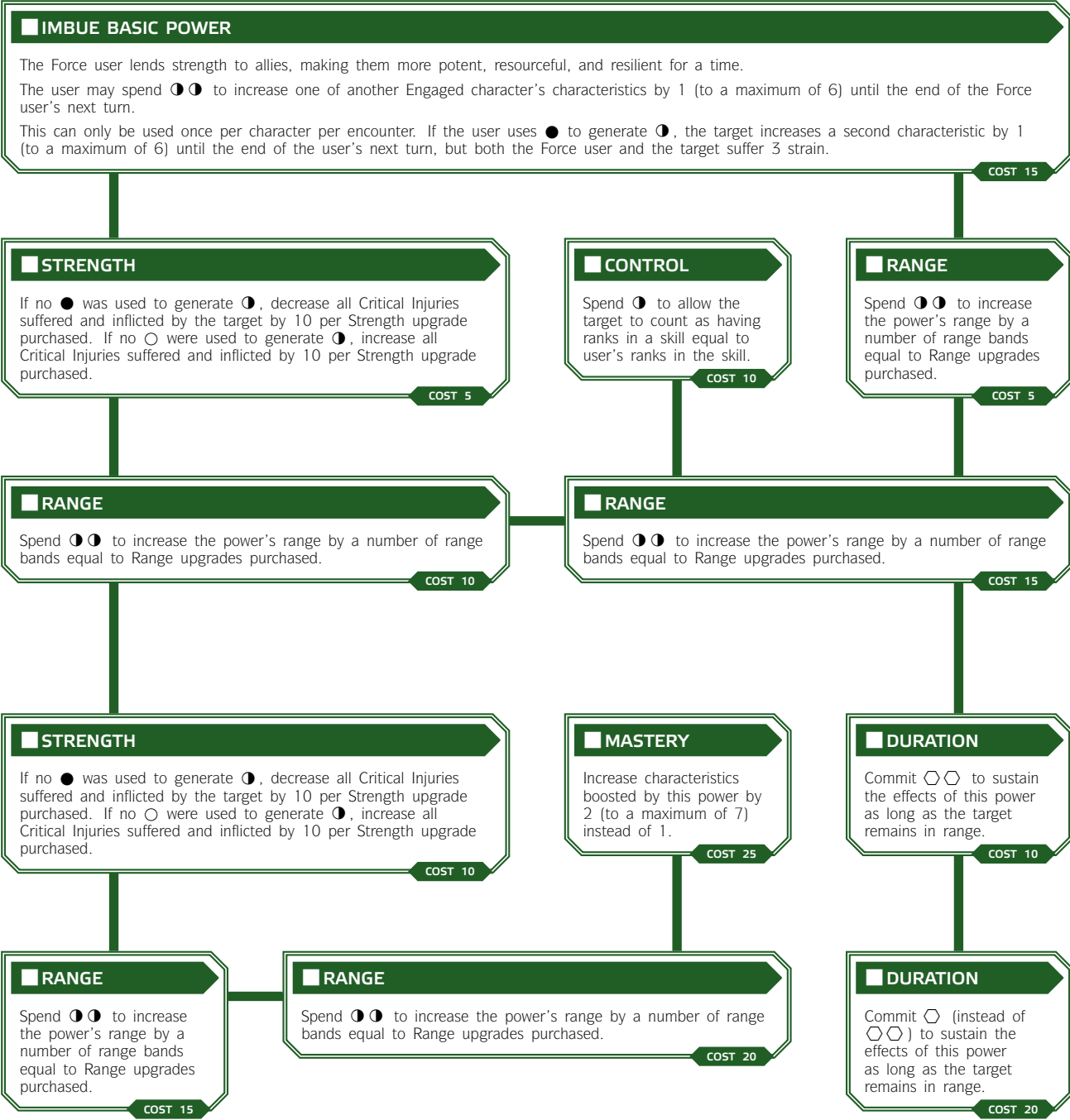
FORCE ABILITY

Prerequisite: Force Rating 1+



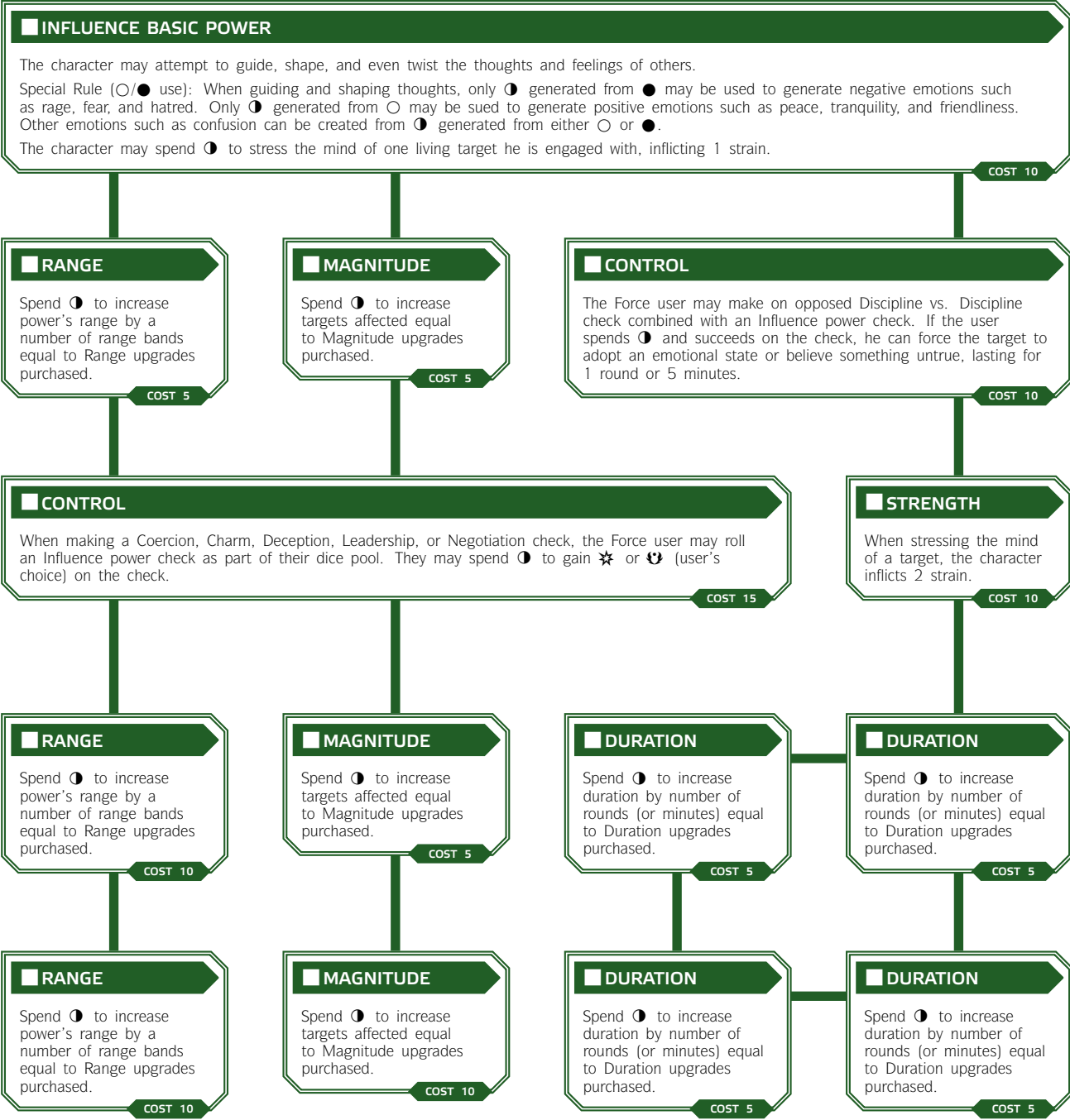
Force Power: Imbue

Prerequisite: Force Rating 2+



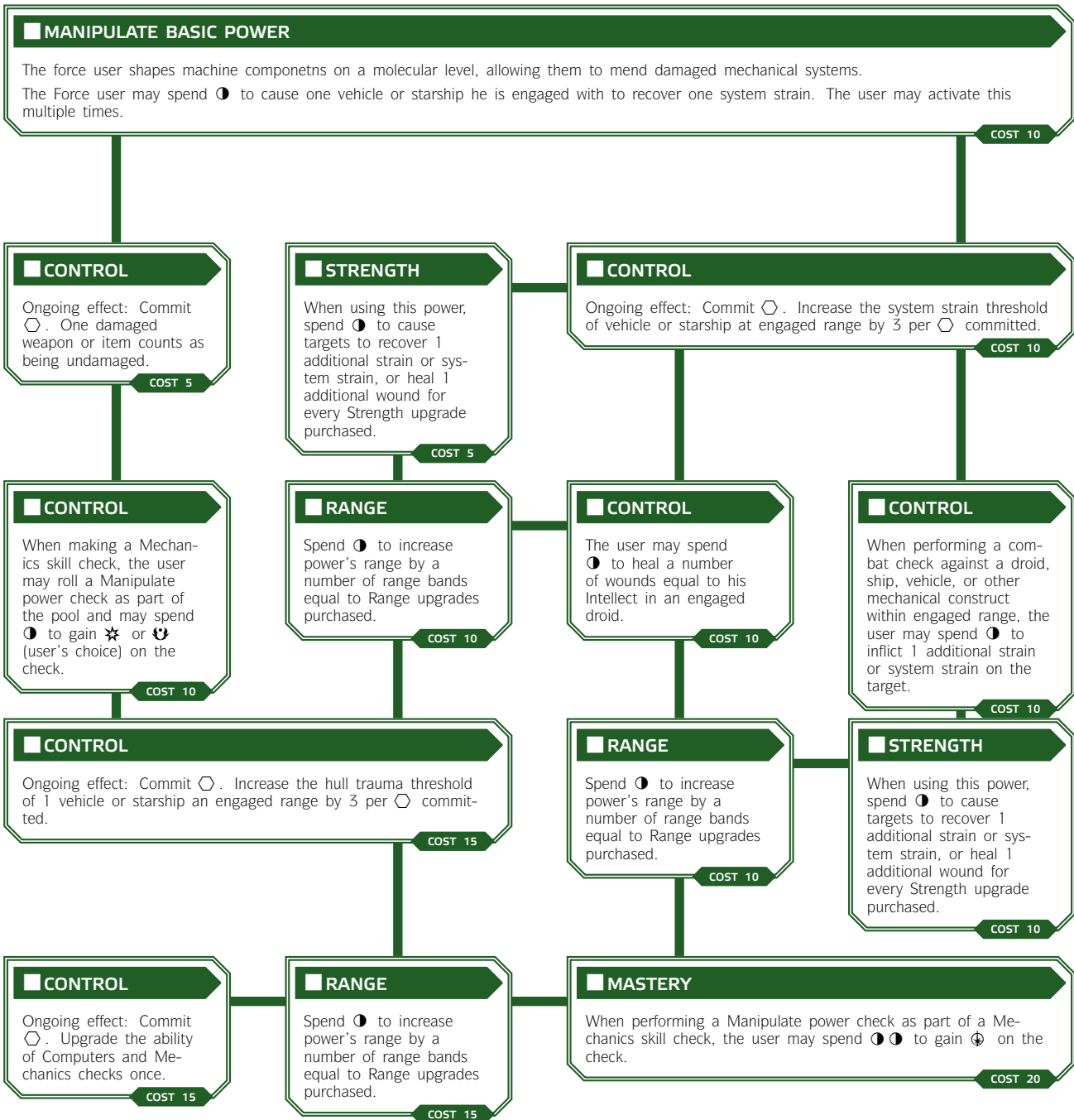
Force Power: Influence

Prerequisite: Force Rating 1+



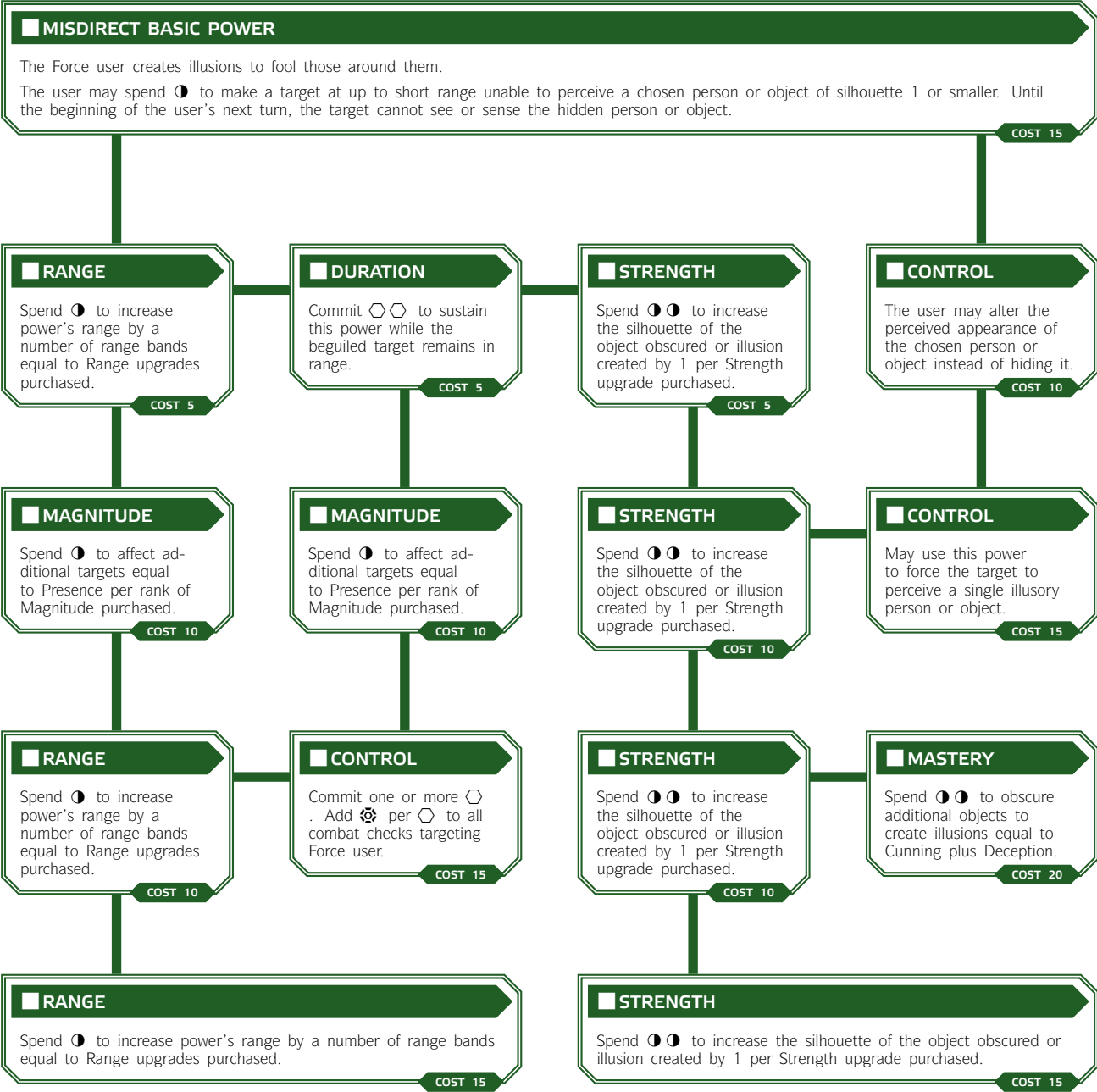
Force Power: Manipulate

Prerequisite: Force Rating 1+



Force Power: Misdirect

Prerequisite: Force Rating 1+



Force Power: Move

Prerequisite: Force Rating 1+

MOVE BASIC POWER

The Force user can move small objects via the power of the Force.

The user may spend 1 to move one object of silhouette 0 that is within short range up to their maximum range. The default maximum range is short range.

COST 10



MAGNITUDE

Spend 1 to increase targets affected equal to Magnitude upgrades purchased.

COST 5

STRENGTH

Spend 1 to increase silhouette able to be targeted equal to Strength upgrades purchased.

COST 10

RANGE

Spend 1 to increase power's range by a number of range bands equal to Range upgrades purchased.

COST 5

RANGE

Spend 1 to increase power's range by a number of range bands equal to Range upgrades purchased.

COST 5



MAGNITUDE

Spend 1 to increase targets affected equal to Magnitude upgrades purchased.

COST 5

STRENGTH

Spend 1 to increase silhouette able to be targeted equal to Strength upgrades purchased.

COST 10

CONTROL

The Force user can hurl objects to damage targets by making a ranged combat check combined with a Move power check, dealing damage equal to 10 times silhouette.

COST 10



MAGNITUDE

Spend 1 to increase targets affected equal to Magnitude upgrades purchased.

COST 10

STRENGTH

Spend 1 to increase silhouette able to be targeted equal to Strength upgrades purchased.

COST 15

CONTROL

The Force user can pull objects out of secure mountings or out of an opponent's grasp.

COST 5

RANGE

Spend 1 to increase power's range by a number of range bands equal to Range upgrades purchased.

COST 15



MAGNITUDE

Spend 1 to increase targets affected equal to Magnitude upgrades purchased.

COST 10

STRENGTH

Spend 1 to increase silhouette able to be targeted equal to Strength upgrades purchased.

COST 20

CONTROL

The character can perform fine manipulation of items, allowing them to do whatever they could normally do with their hands via this power at this power's range.

COST 15

Force Power: Protect/Unleash

FORCE ABILITY

Prerequisite: Force Rating 3+

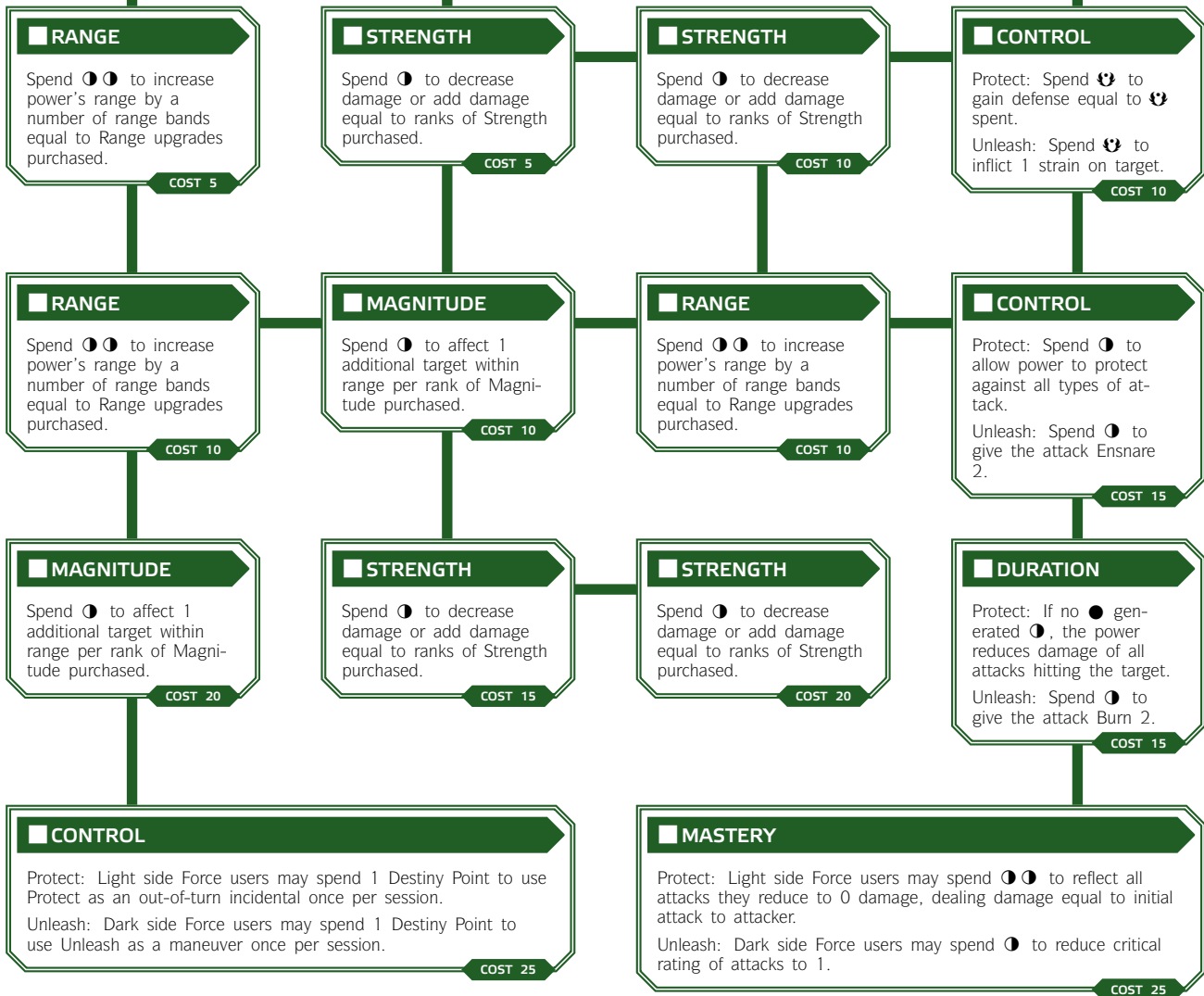
PROTECT/UNLEASH BASIC POWER

The Force user guides the flow of energy, protecting themselves and others or unleashing blasts of power upon their foes.

Protect: The user makes a Protect power check and rolls an Average (◆◆) Discipline check as part of the pool. Spend 1 to reduce damage from an energy-based weapon that hits themselves or an engaged character by amount equal to Willpower plus 1 per ☆. Dark side Force users may only protect themselves.

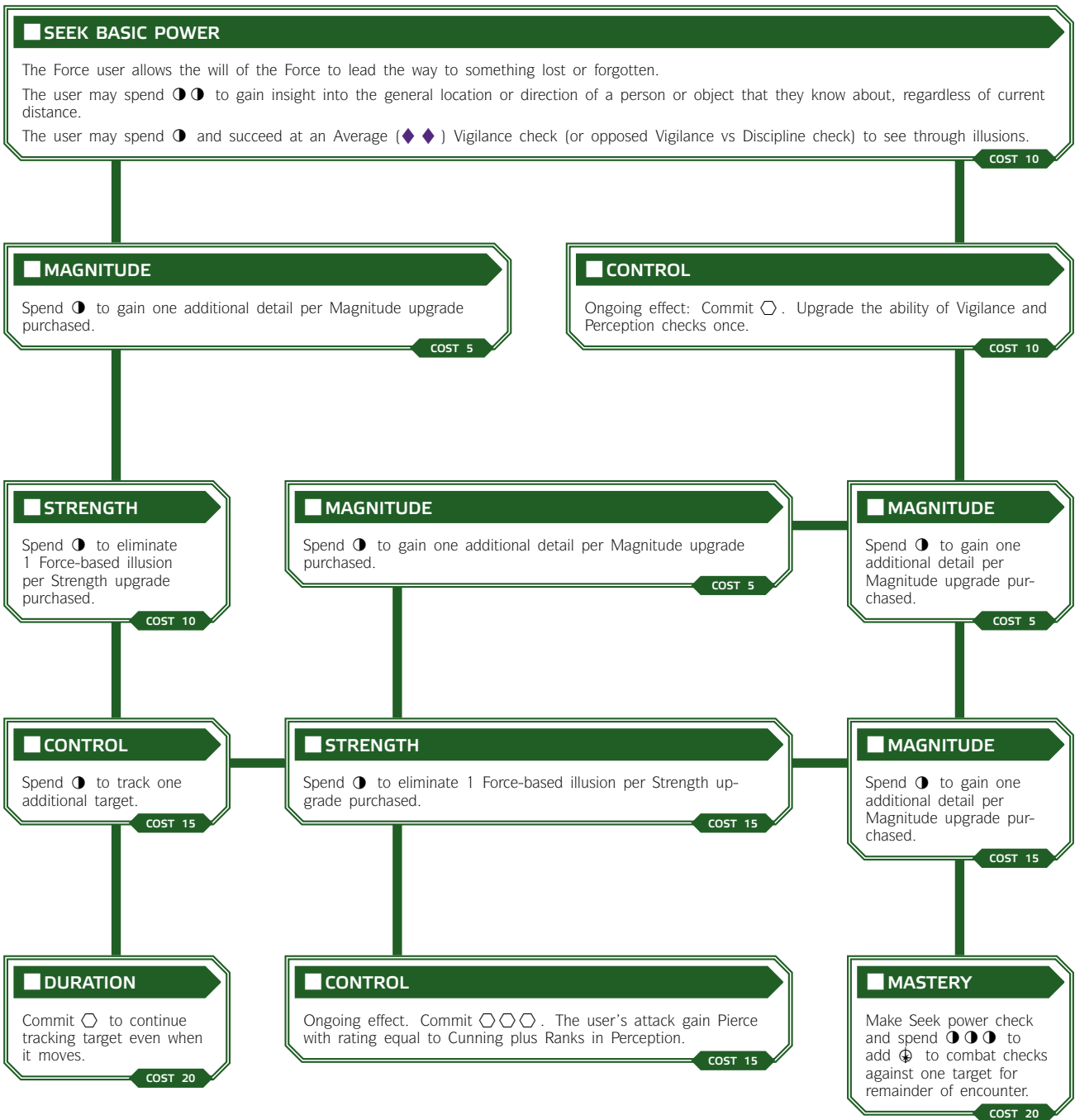
Unleash: The user makes an Unleash power check as ranged attack and rolls Average (◆◆) Discipline check for difficulty. If check succeeds and spends 1, the attack hits. It has a range of short, a base damage equal to Willpower, and a critical rating of 4. The user gains 1 Conflict.

COST 20



Force Power: Seek

Prerequisite: Force Rating 1+



Force Power: Sense

FORCE ABILITY

Prerequisite: Force Rating 1+

SENSE BASIC POWER

The Force user can sense the Force interacting with the world around them.
The user may spend 1 to sense all living things within short range (including sentient and non-sentient beings).
The user may spend 1 to sense the current emotional state of one living target with whom they are engaged.

COST 10

CONTROL

Ongoing effect: Commit 1. Once per round, when an attack targets the Force user, they upgrade the difficulty of the pool once.

COST 10

DURATION

Sense's ongoing effects may be triggered one additional time per round.

COST 10

STRENGTH

When using Sense's ongoing effects, upgrade the pool twice, instead of once.

COST 10

CONTROL

Ongoing effect: Commit 1. Once per round, when the Force user makes a combat check, they upgrade the ability of that check once.

COST 10

CONTROL

Effect: Spend 1. The Force user senses the current thoughts of one living target with whom they are engaged.

COST 10

RANGE

Spend 1 to increase power's range by a number of range bands equal to Range upgrades purchased.

COST 5

RANGE

Spend 1 to increase power's range by a number of range bands equal to Range upgrades purchased.

COST 10

RANGE

Spend 1 to increase power's range by a number of range bands equal to Range upgrades purchased.

COST 10

MAGNITUDE

Spend 1 to increase number of targets affected by power equal to Magnitude upgrades purchased.

COST 5

MAGNITUDE

Spend 1 to increase number of targets affected by power equal to Magnitude upgrades purchased.

COST 10

MAGNITUDE

Spend 1 to increase number of targets affected by power equal to Magnitude upgrades purchased.

COST 10

Force Power: Suppress

FORCE ABILITY

Prerequisite: Force Rating 1+

