

Ace: Beast Rider

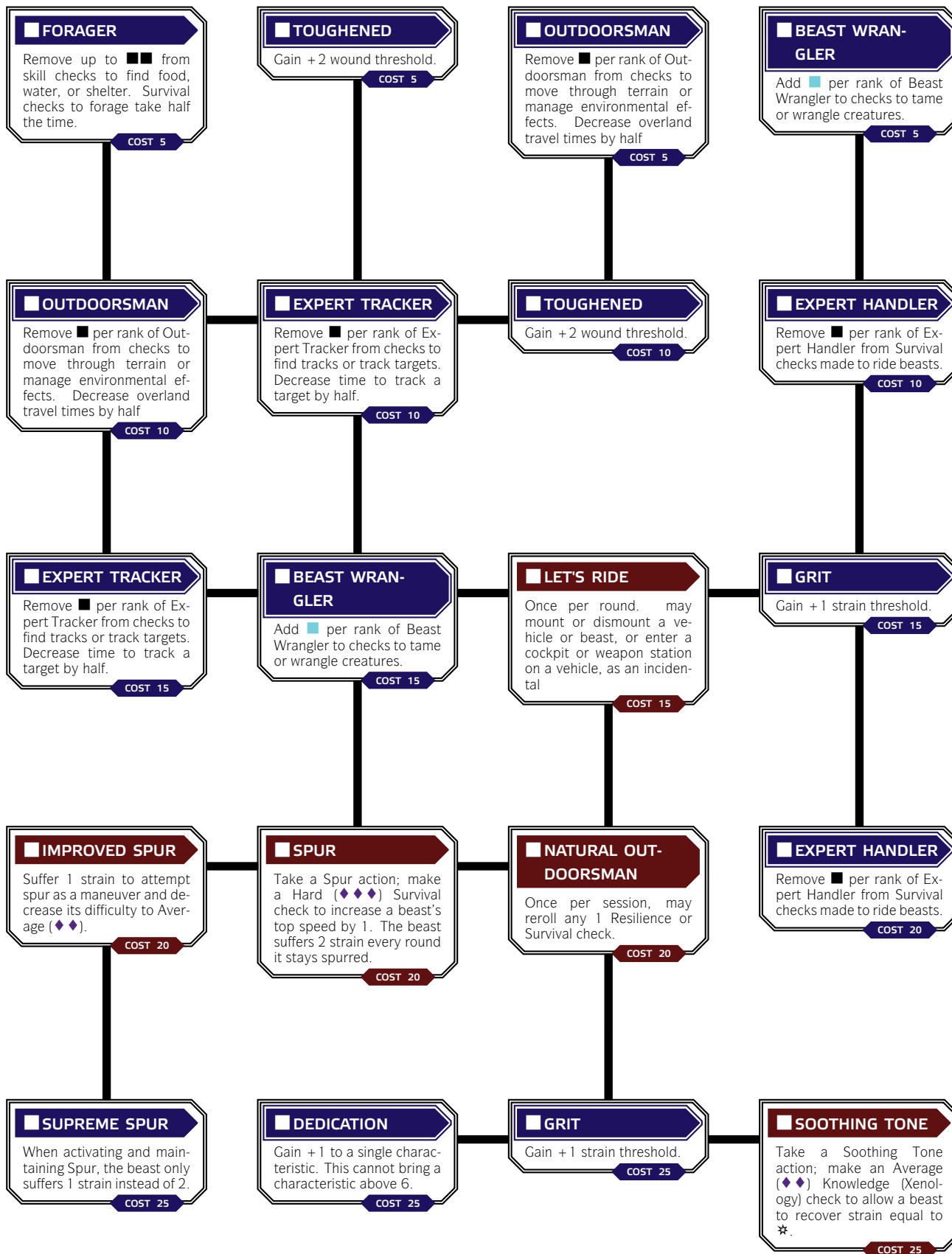
Career Skills: Astrogation, Cool, Gunnery, Mechanics, Perception, Piloting (Planetary), Piloting (Space), Ranged (Light)

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

PASSIVE

ACTIVE

RANKED TALENT



Ace: Driver

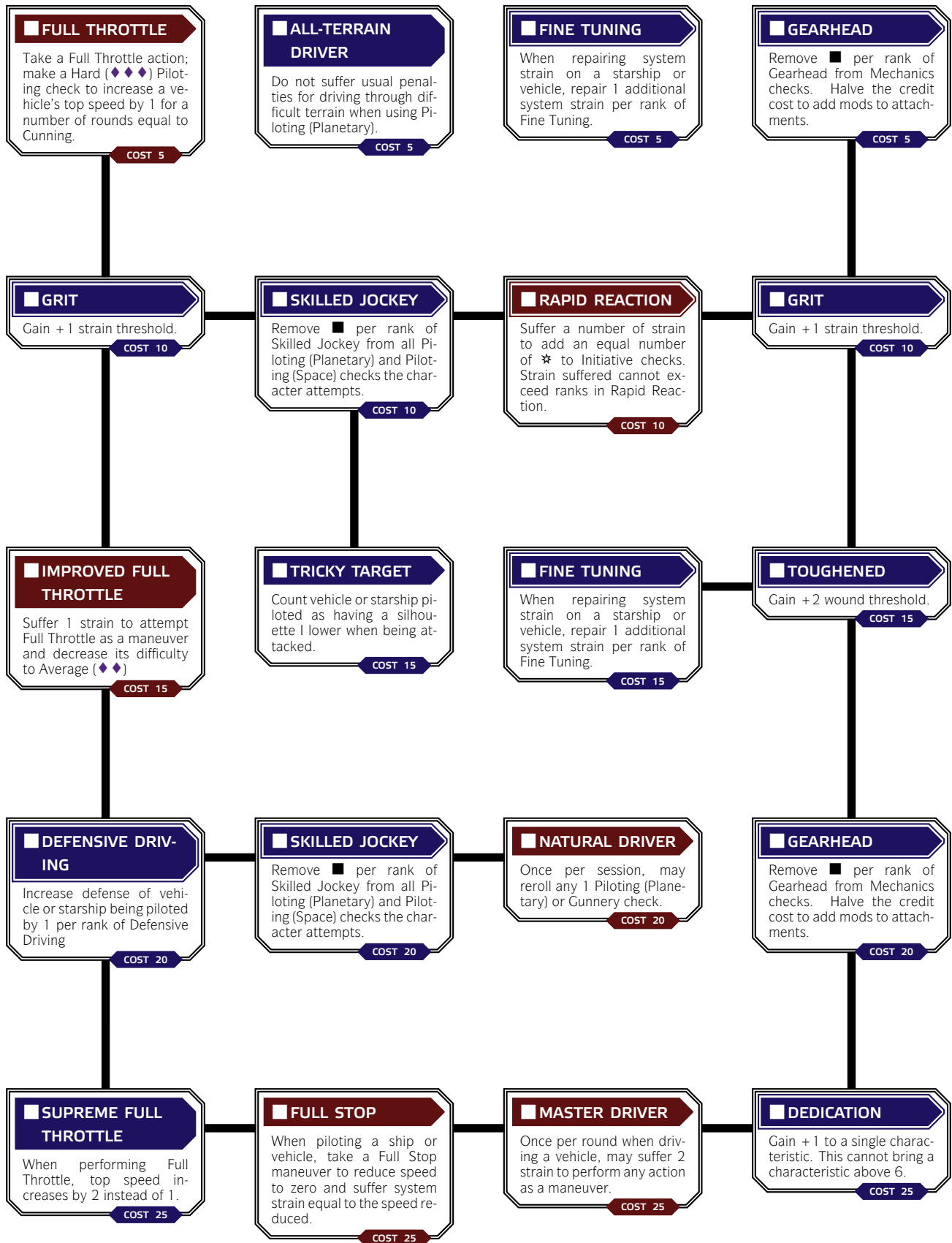
Career Skills: Astrogation, Cool, Gunnery, Mechanics, Perception, Piloting (Planetary), Piloting (Space), Ranged (Light)

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

PASSIVE

ACTIVE

RANKED TALENT



Ace: Gunner

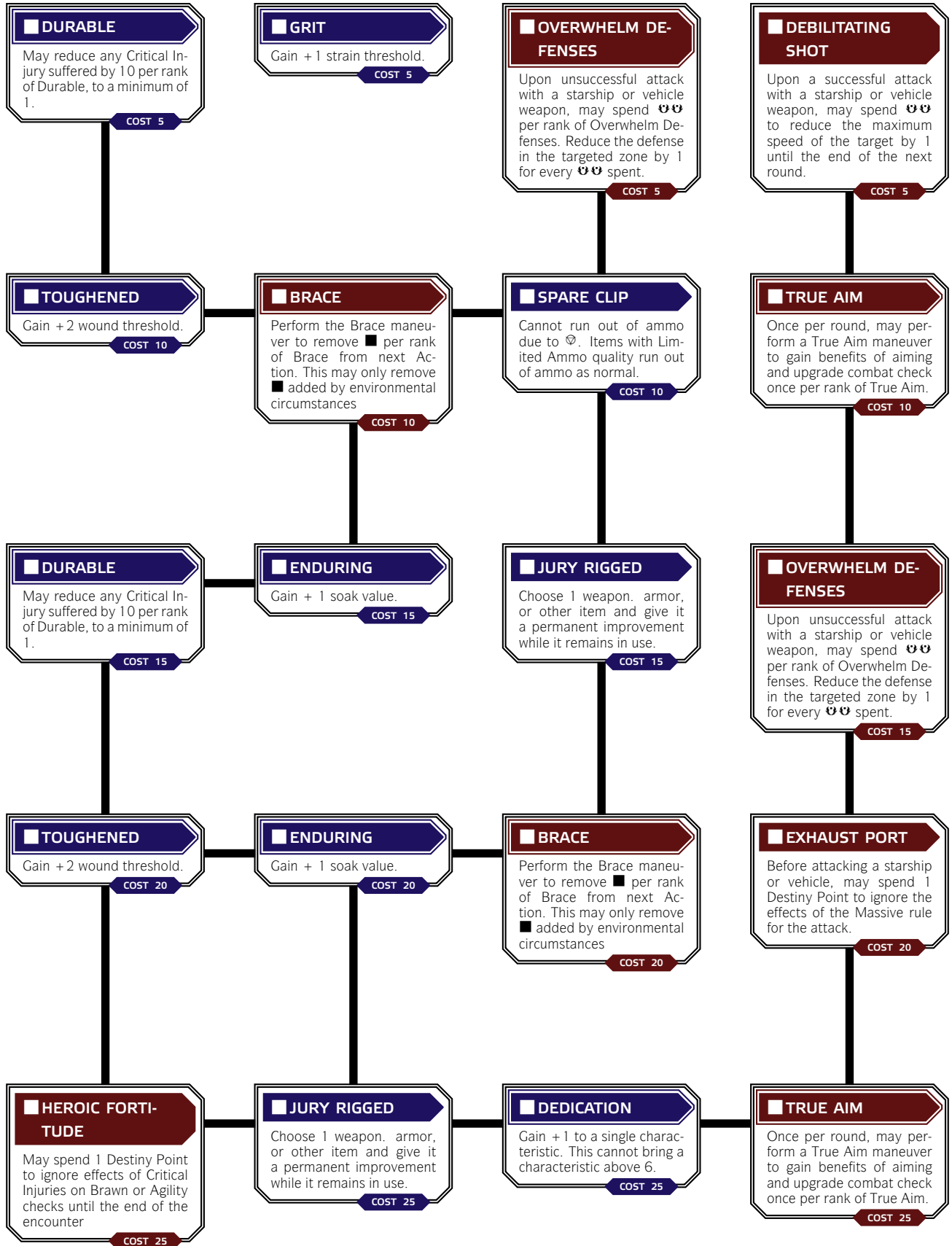
Career Skills: Astrogation, Cool, Gunnery, Mechanics, Perception, Piloting (Planetary), Piloting (Space), Ranged (Light)

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

PASSIVE

ACTIVE

RANKED TALENT



Ace: Hotshot

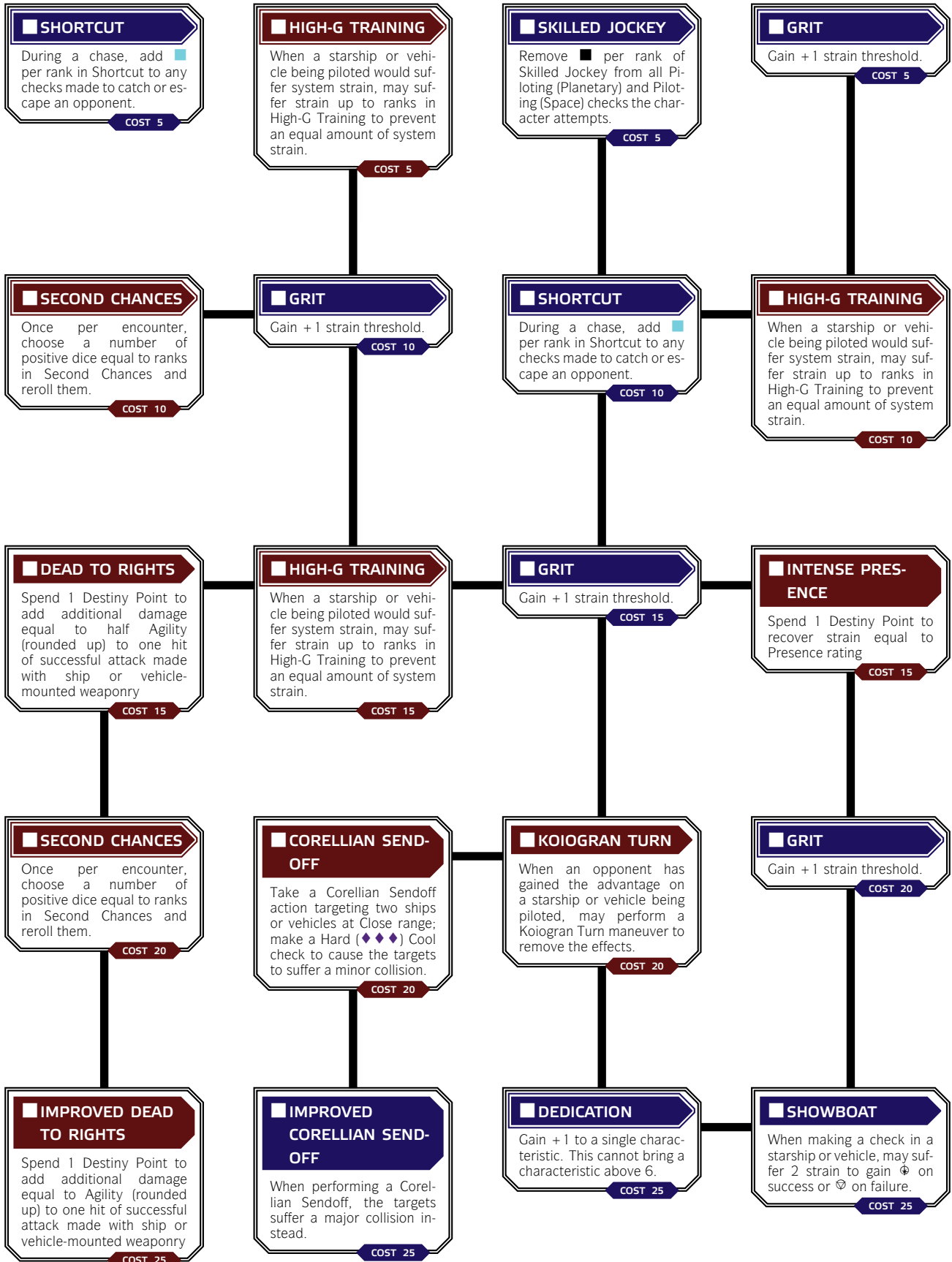
Career Skills: Astrogation, Cool, Gunnery, Mechanics, Perception, Piloting (Planetary), Piloting (Space), Ranged (Light)

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

PASSIVE

ACTIVE

RANKED TALENT



Ace: Pilot

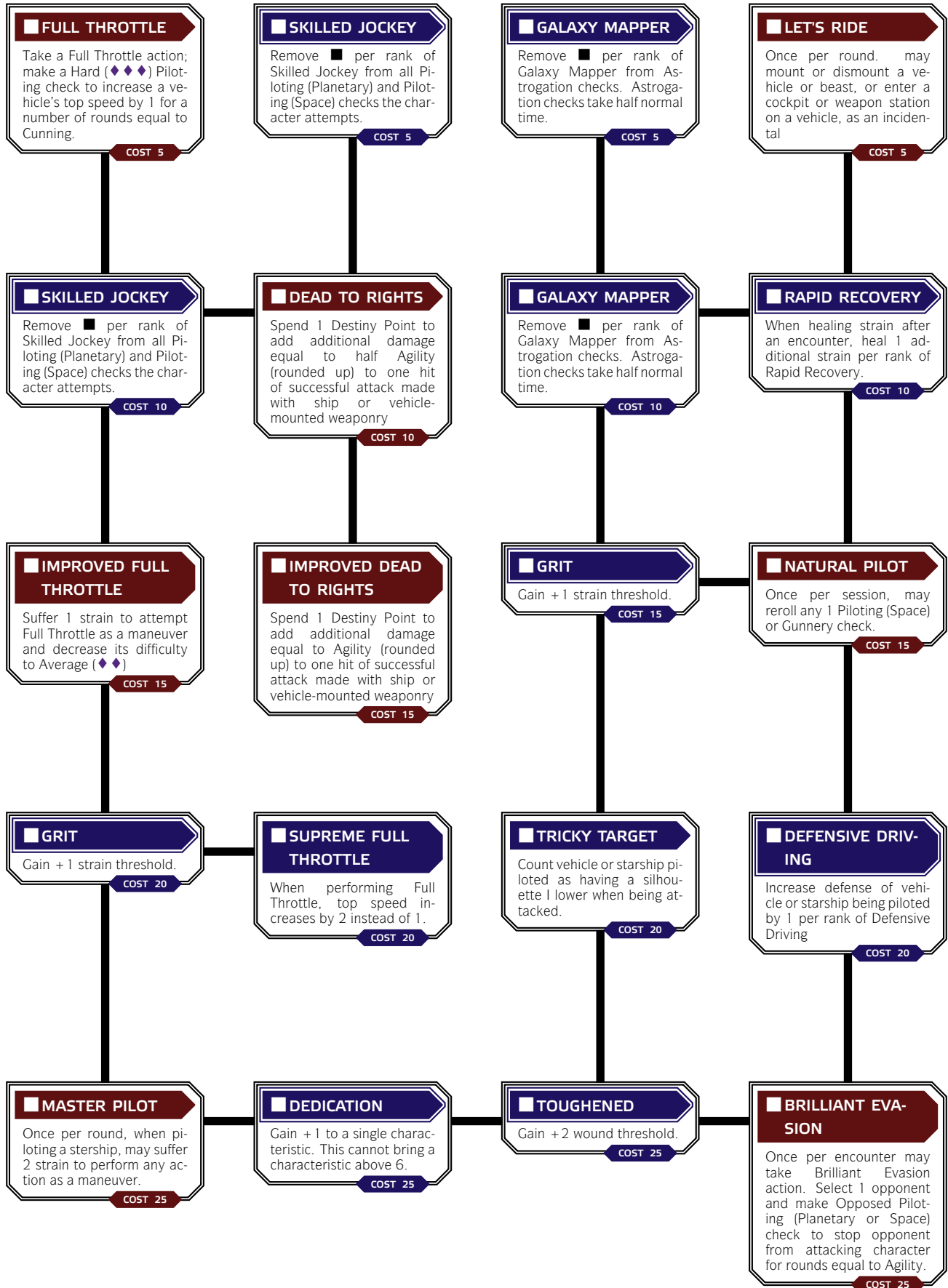
Career Skills: Astrogation, Cool, Gunnery, Mechanics, Perception, Piloting (Planetary), Piloting (Space), Ranged (Light)

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

PASSIVE

ACTIVE

RANKED TALENT



Ace: Rigger

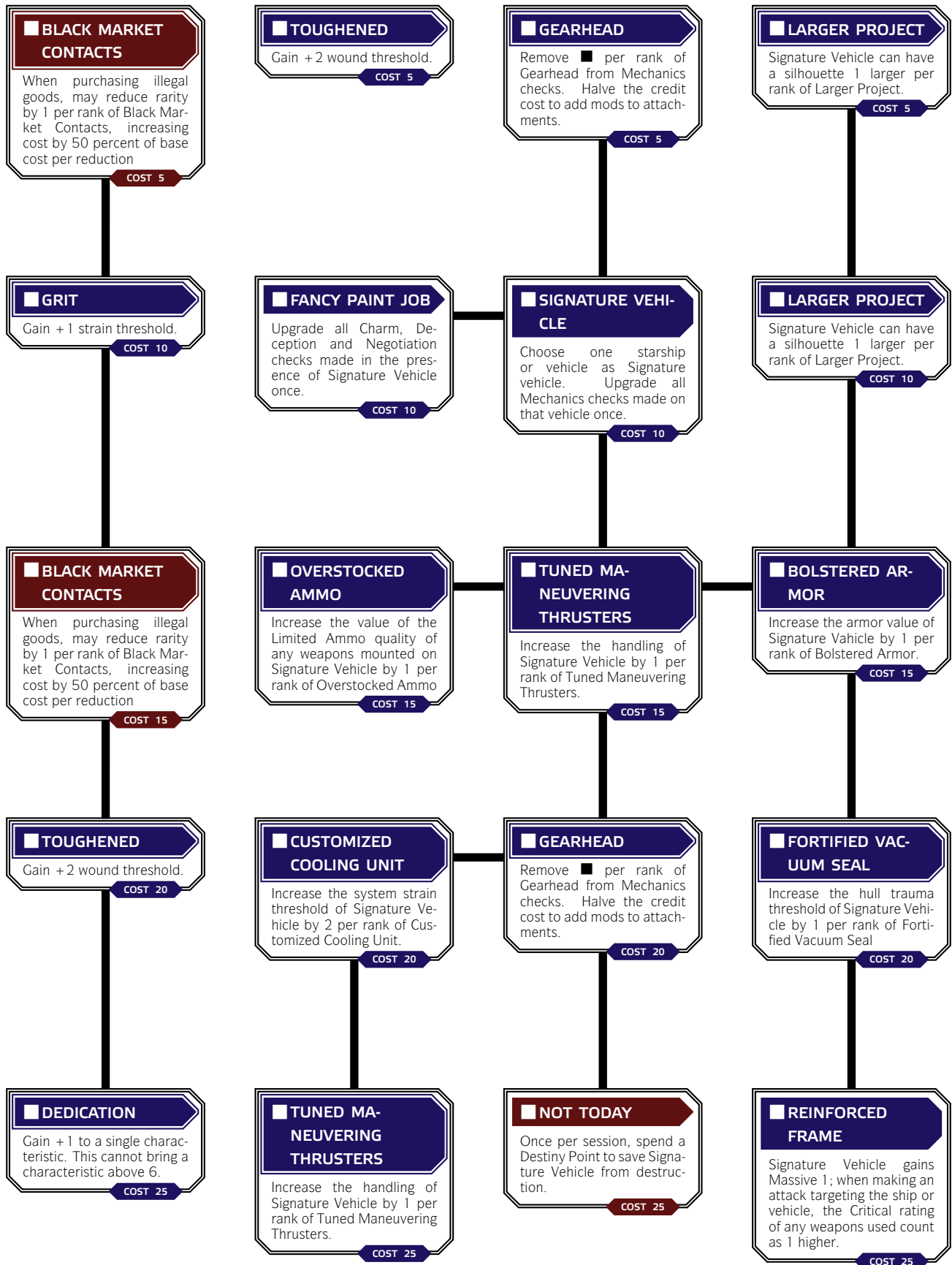
Career Skills: Astrogation, Cool, Gunnery, Mechanics, Perception, Piloting (Planetary), Piloting (Space), Ranged (Light)

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

PASSIVE

ACTIVE

RANKED TALENT



Bounty Hunter: Assassin

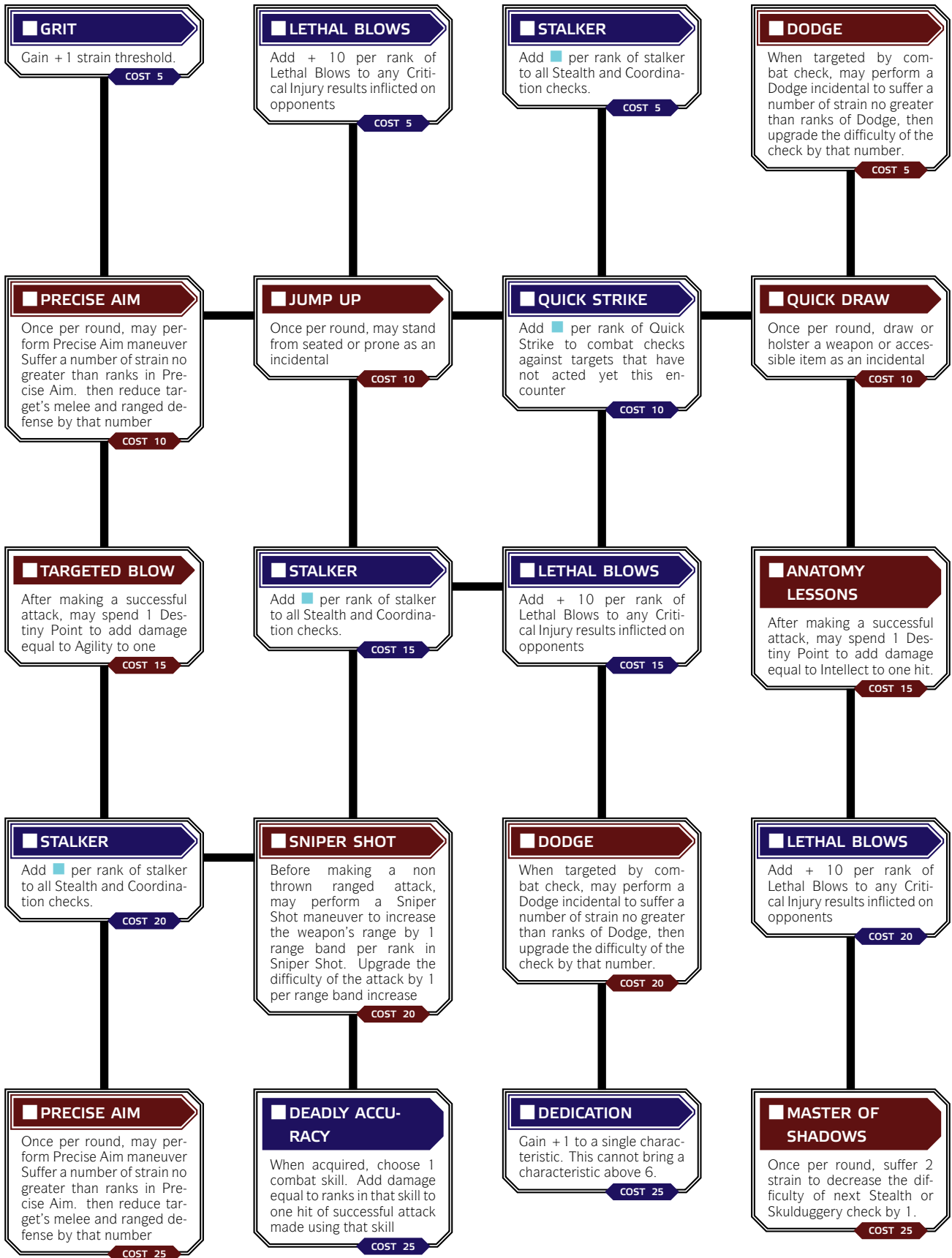
Career Skills: Athletics, Brawl, Perception, Piloting (Planetary), Piloting (Space), Ranged (Heavy), Streetwise, Vigilance

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

PASSIVE

ACTIVE

RANKED TALENT



Bounty Hunter: Gadgeteer

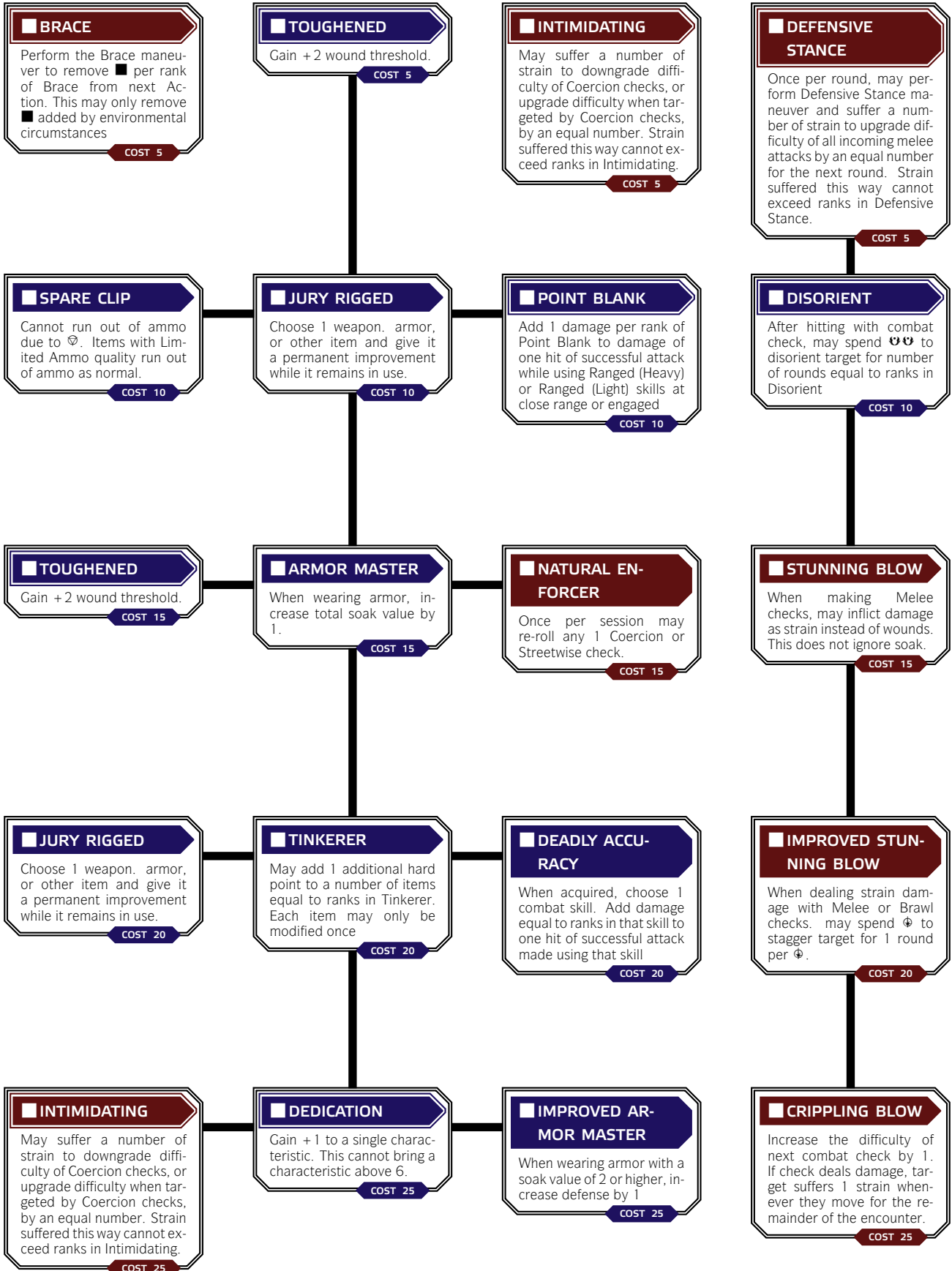
Career Skills: Athletics, Brawl, Perception, Piloting (Planetary), Piloting (Space), Ranged (Heavy), Streetwise, Vigilance

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

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ACTIVE

RANKED TALENT



Bounty Hunter: Martial Artist

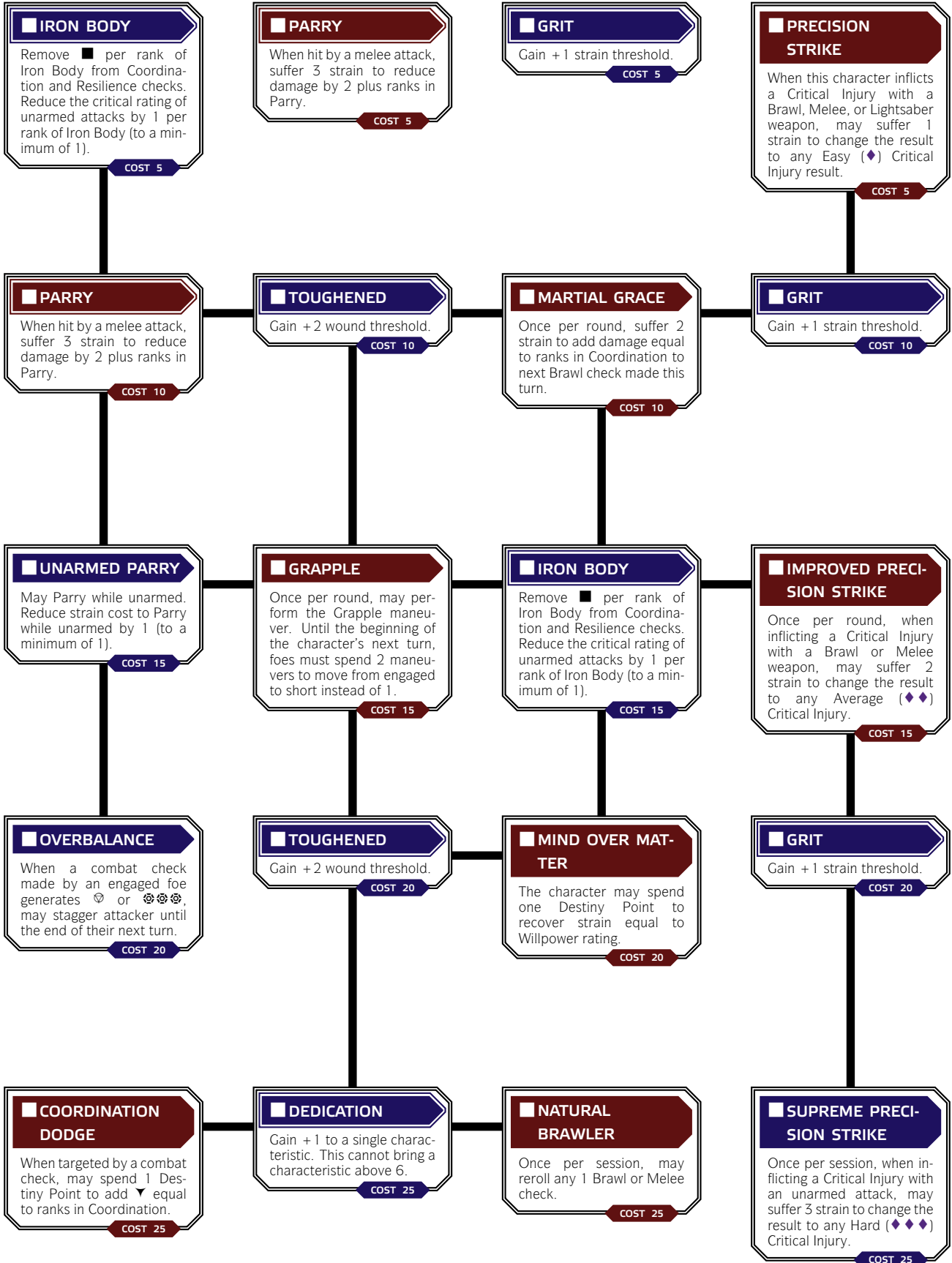
Career Skills: Athletics, Brawl, Perception, Piloting (Planetary), Piloting (Space), Ranged (Heavy), Streetwise, Vigilance

Additional Career Skills: Athletics, Brawl, Coordination, Discipline

PASSIVE

ACTIVE

RANKED TALENT



Bounty Hunter: Operator

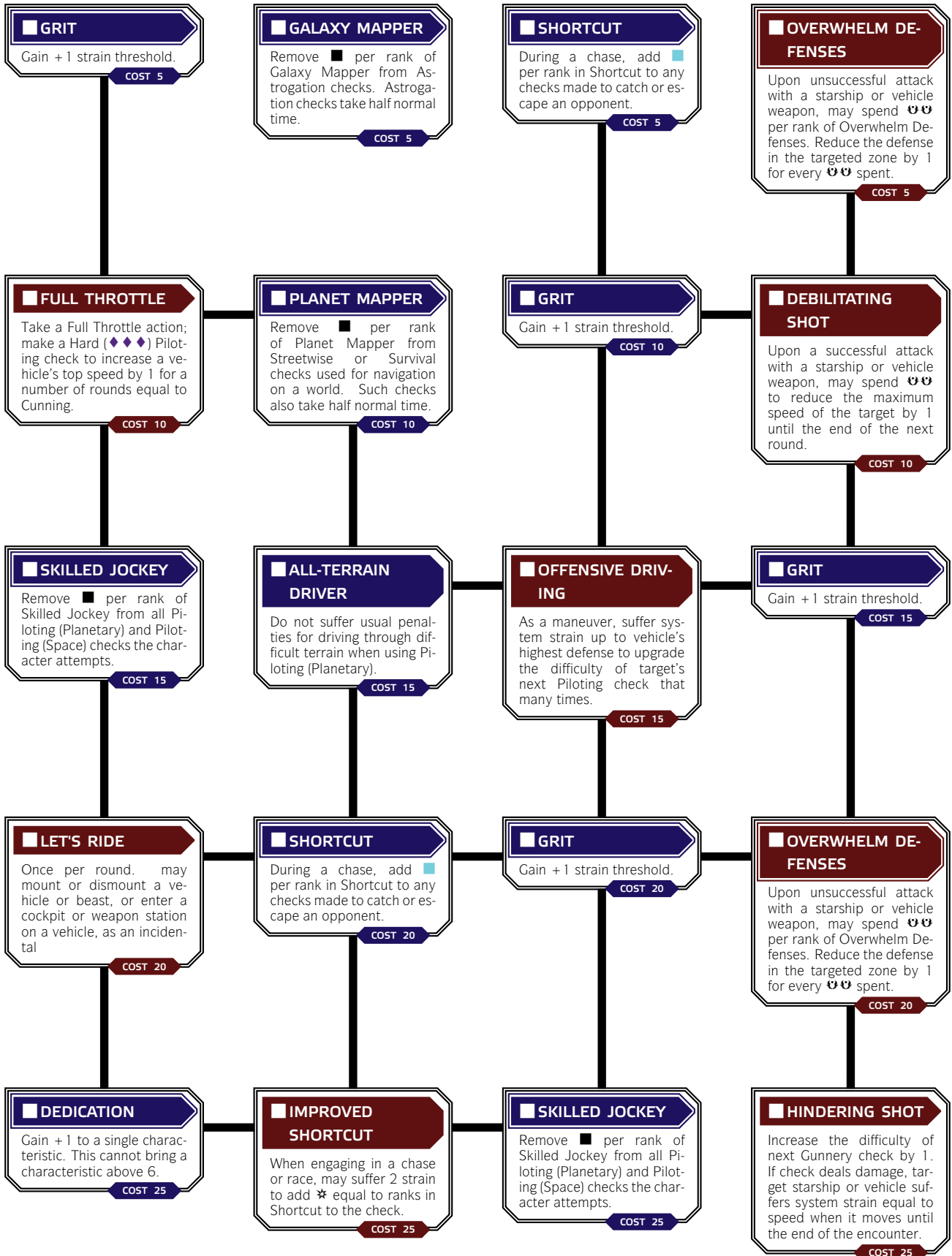
Career Skills: Athletics, Brawl, Perception, Piloting (Planetary), Piloting (Space), Ranged (Heavy), Streetwise, Vigilance

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

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ACTIVE

RANKED TALENT



Bounty Hunter: Skip Tracer

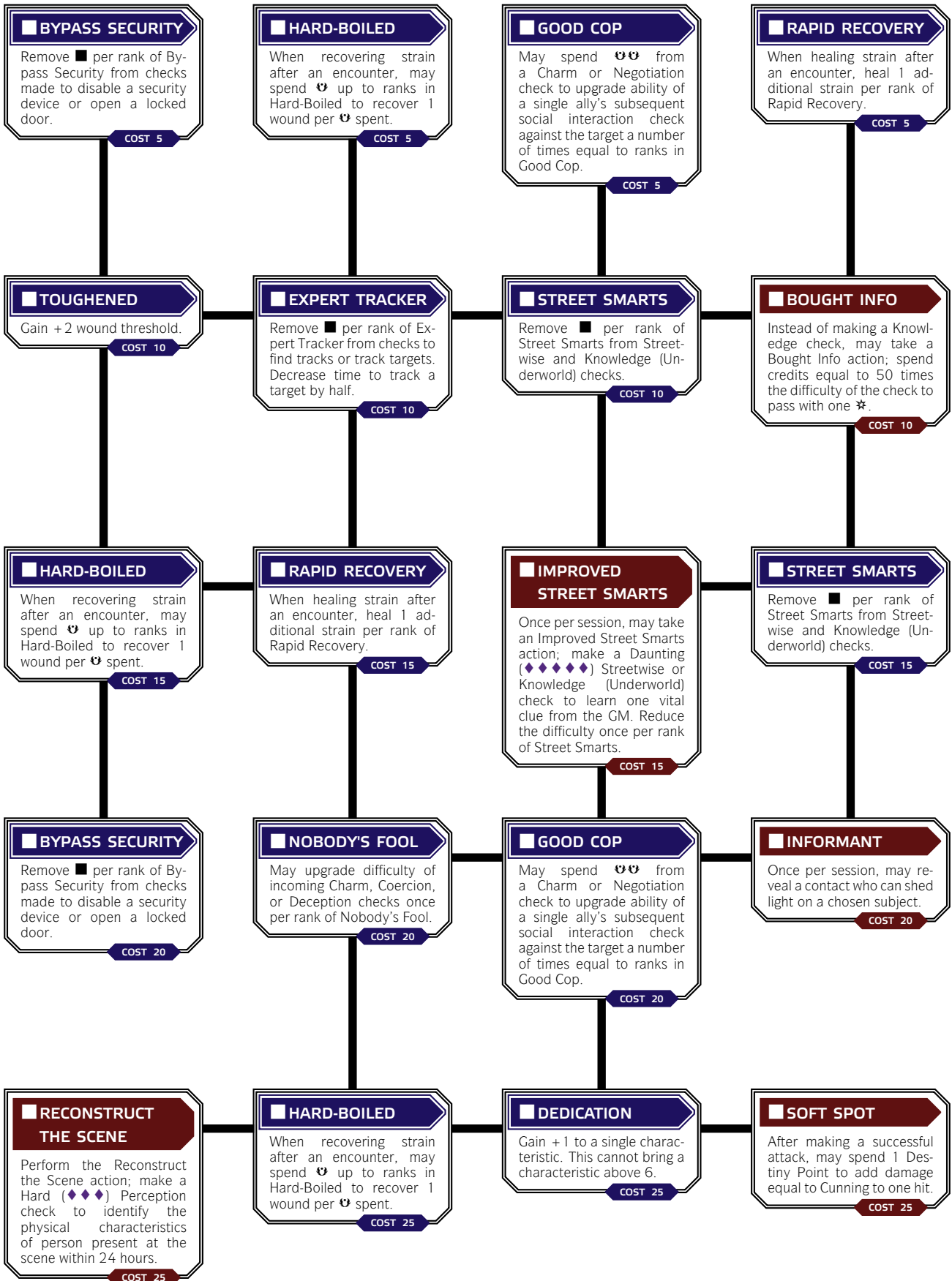
Career Skills: Athletics, Brawl, Perception, Piloting (Planetary), Piloting (Space), Ranged (Heavy), Streetwise, Vigilance

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

PASSIVE

ACTIVE

RANKED TALENT



Bounty Hunter: Survivalist

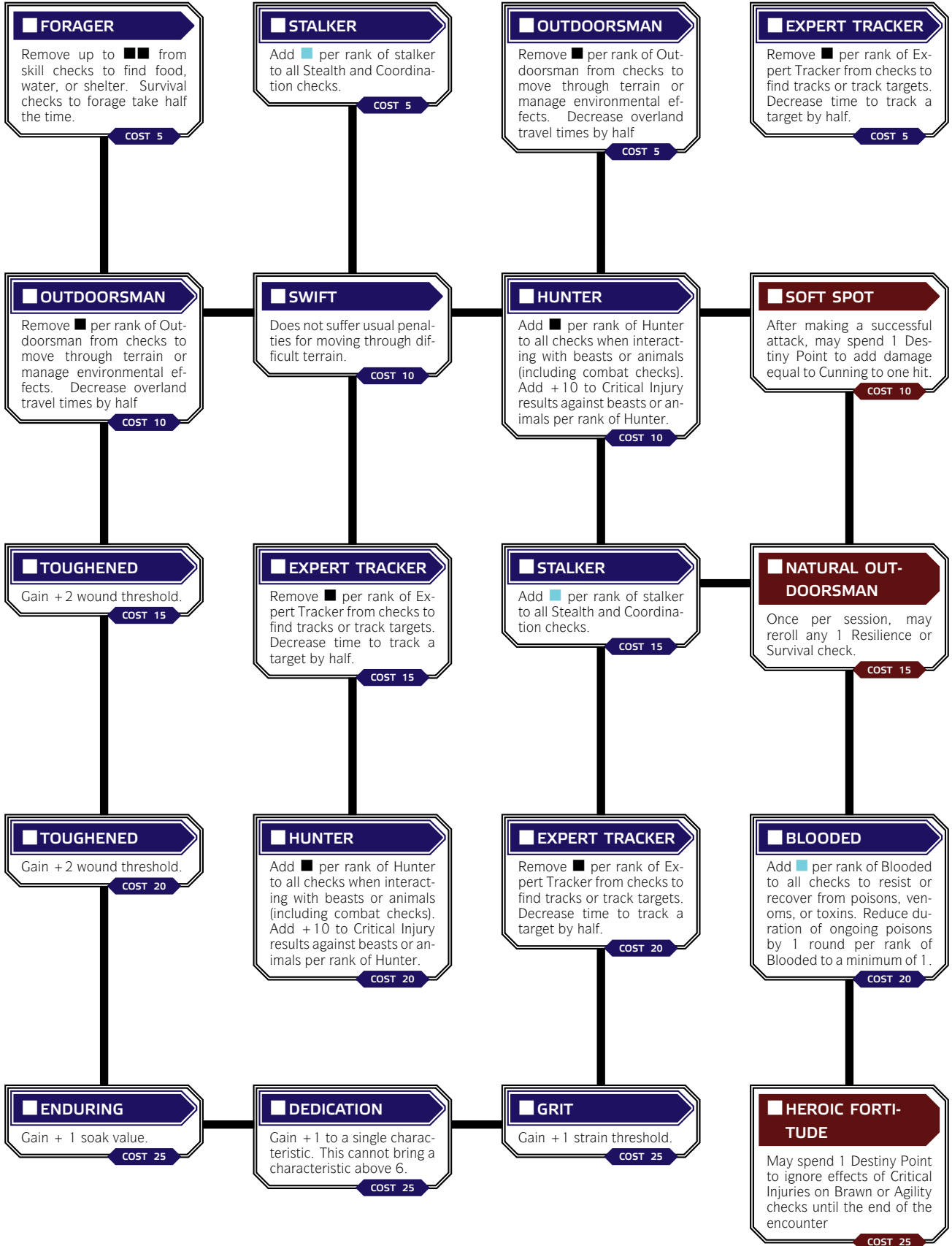
Career Skills: Athletics, Brawl, Perception, Piloting (Planetary), Piloting (Space), Ranged (Heavy), Streetwise, Vigilance

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

PASSIVE

ACTIVE

RANKED TALENT



Clone Soldier: ARC Trooper

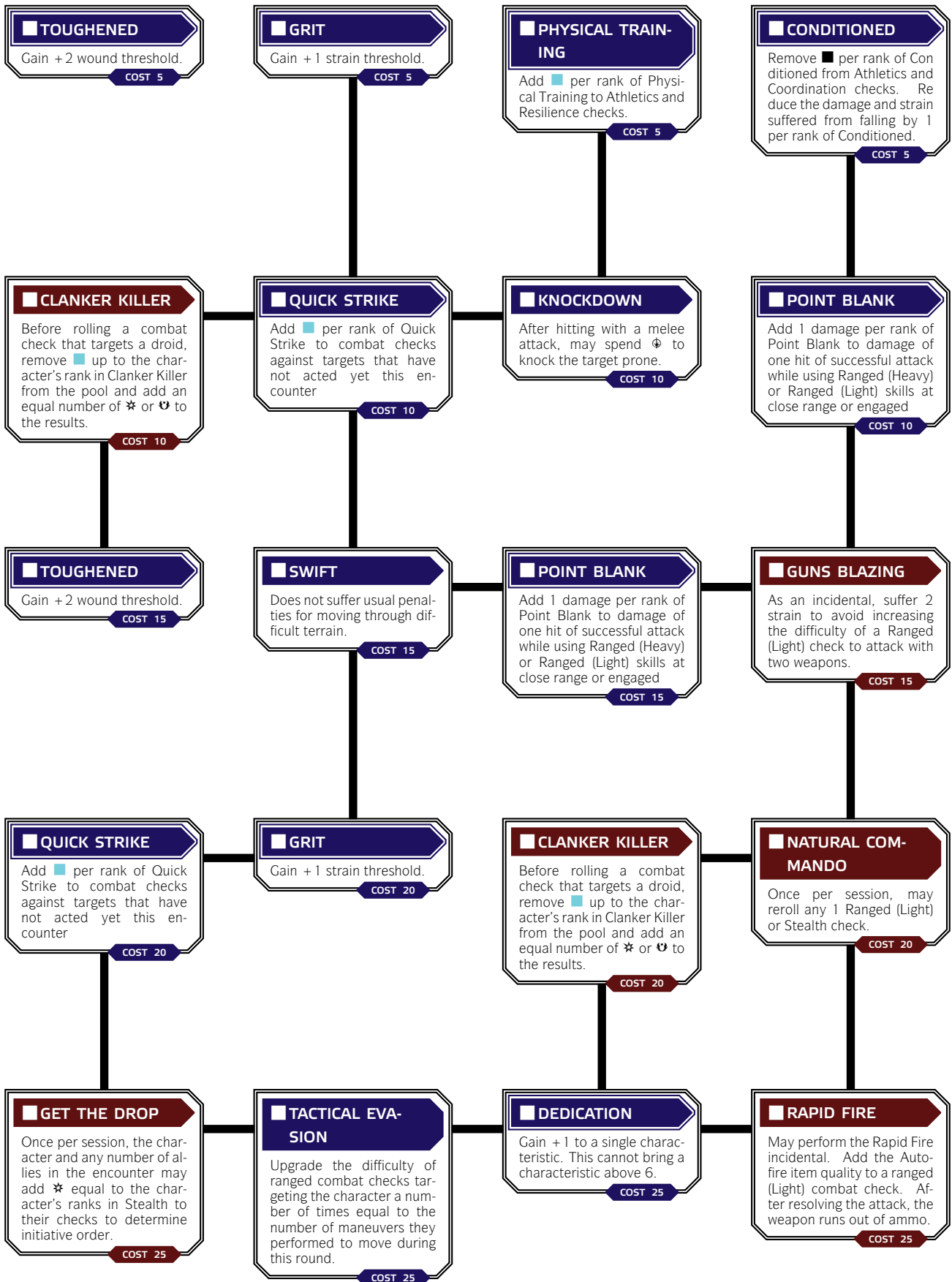
Career Skills: Athletics, Brawl, Cool, Discipline, Medicine, Ranged (Heavy), Ranged (Light), Vigilance

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

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ACTIVE

RANKED TALENT



Clone Soldier: Clone Commander

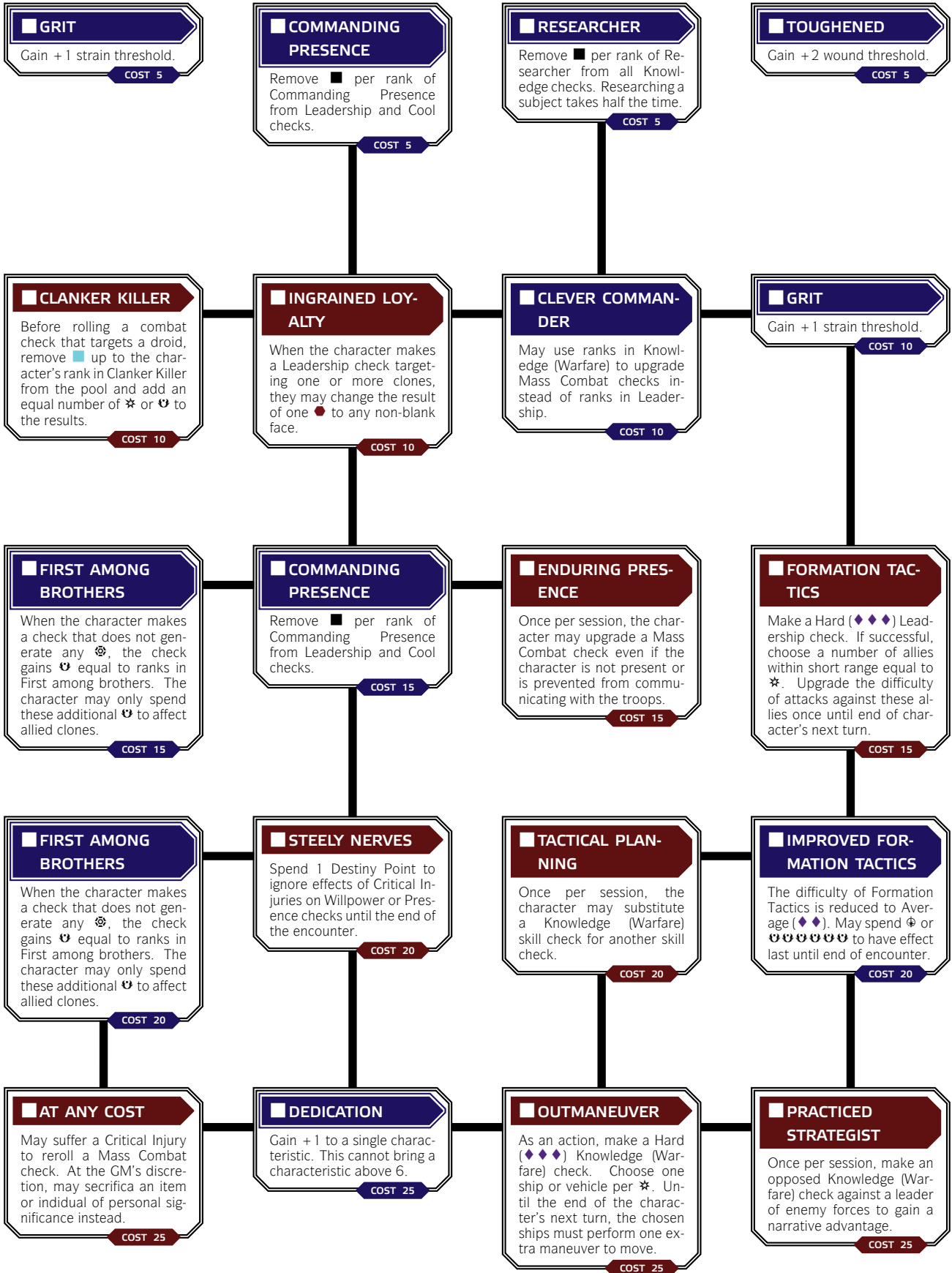
Career Skills: Athletics, Brawl, Cool, Discipline, Medicine, Ranged (Heavy), Ranged (Light), Vigilance

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

PASSIVE

ACTIVE

RANKED TALENT



Clone Soldier: Clone Officer

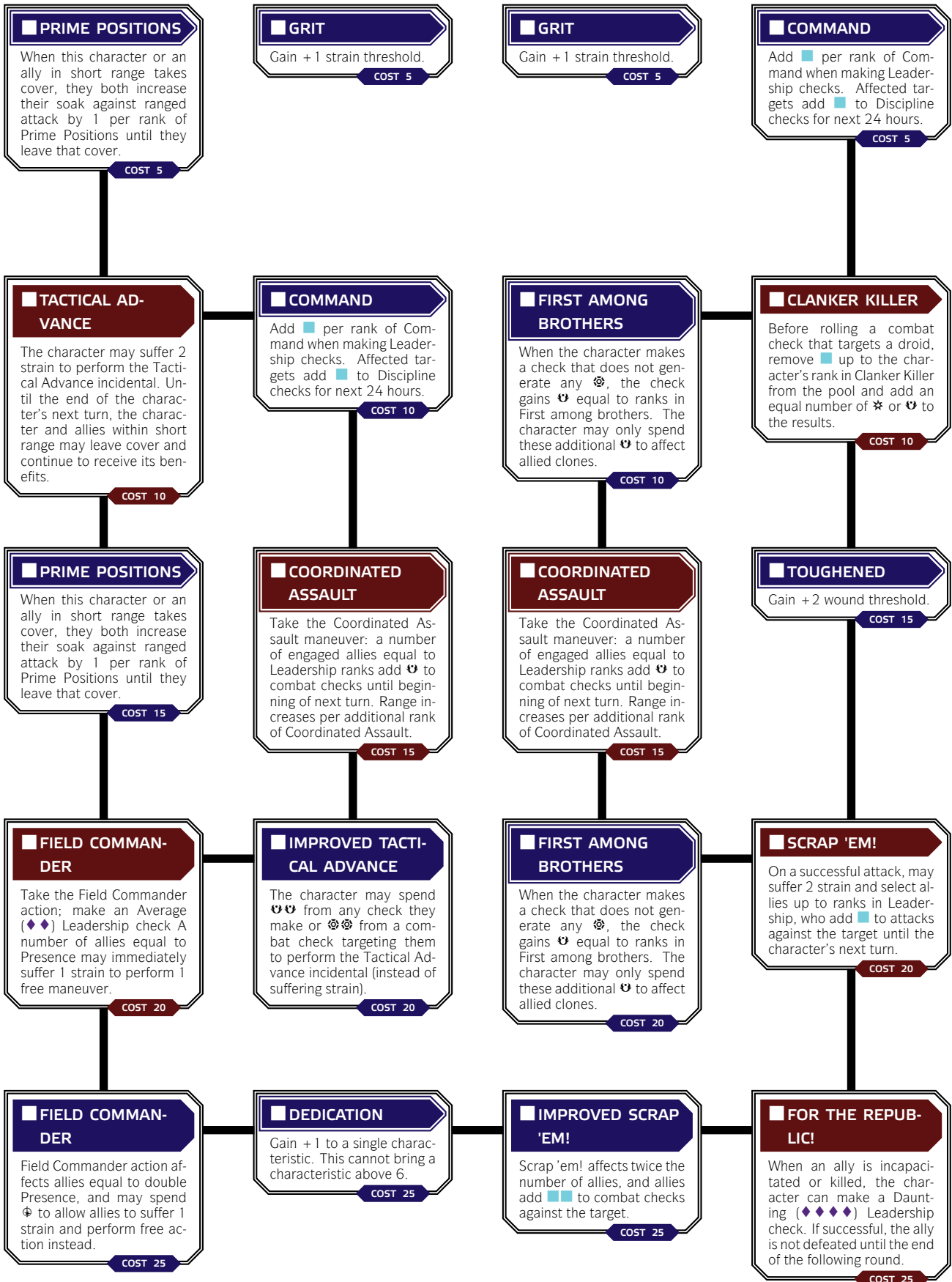
Career Skills: Athletics, Brawl, Cool, Discipline, Medicine, Ranged (Heavy), Ranged (Light), Vigilance

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

PASSIVE

ACTIVE

RANKED TALENT



Clone Soldier: Clone Pilot

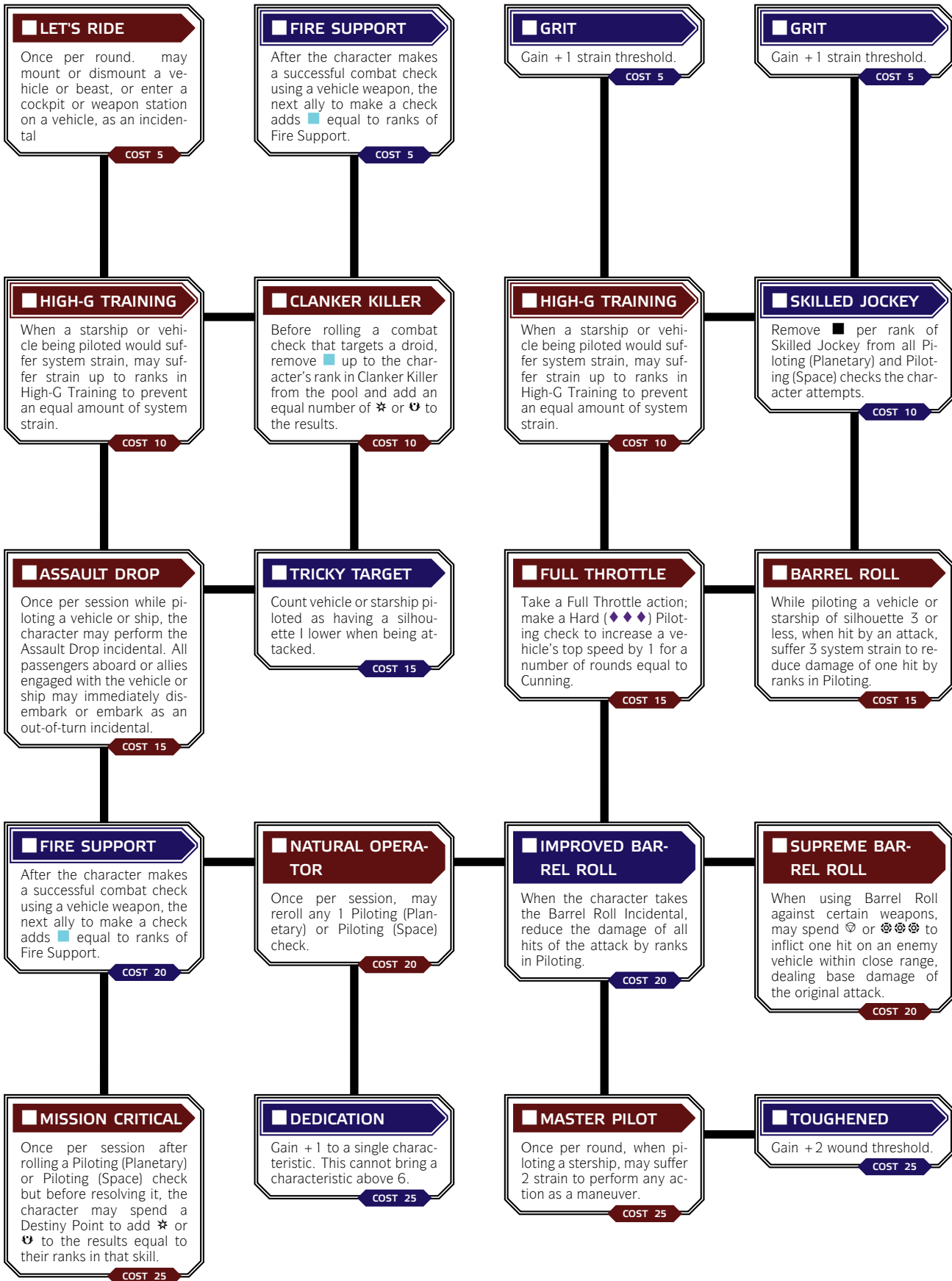
Career Skills: Athletics, Brawl, Cool, Discipline, Medicine, Ranged (Heavy), Ranged (Light), Vigilance

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

PASSIVE

ACTIVE

RANKED TALENT



Clone Soldier: Clone Trooper

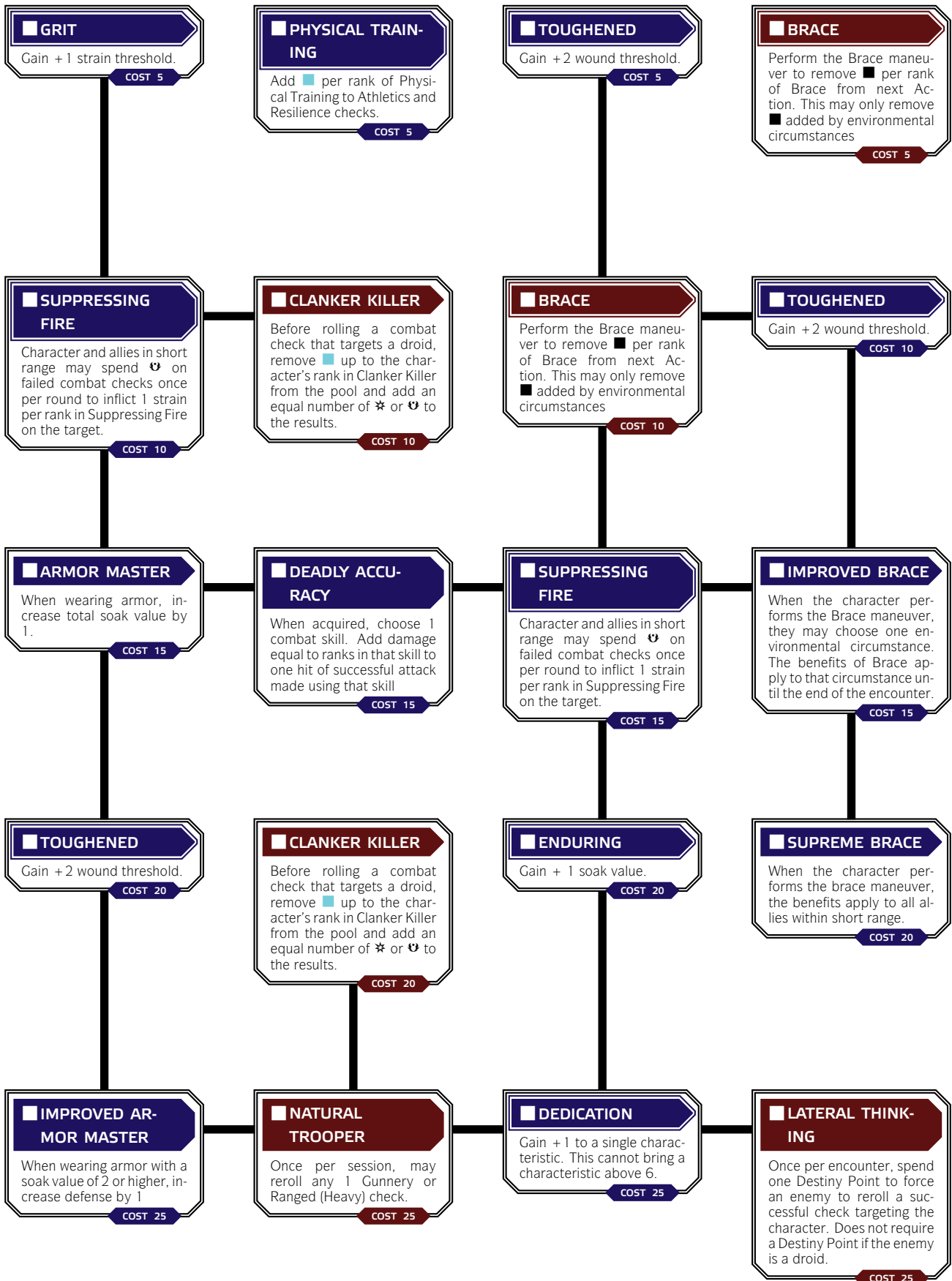
Career Skills: Athletics, Brawl, Cool, Discipline, Medicine, Ranged (Heavy), Ranged (Light), Vigilance

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

PASSIVE

ACTIVE

RANKED TALENT



Clone Soldier: Clone Veteran

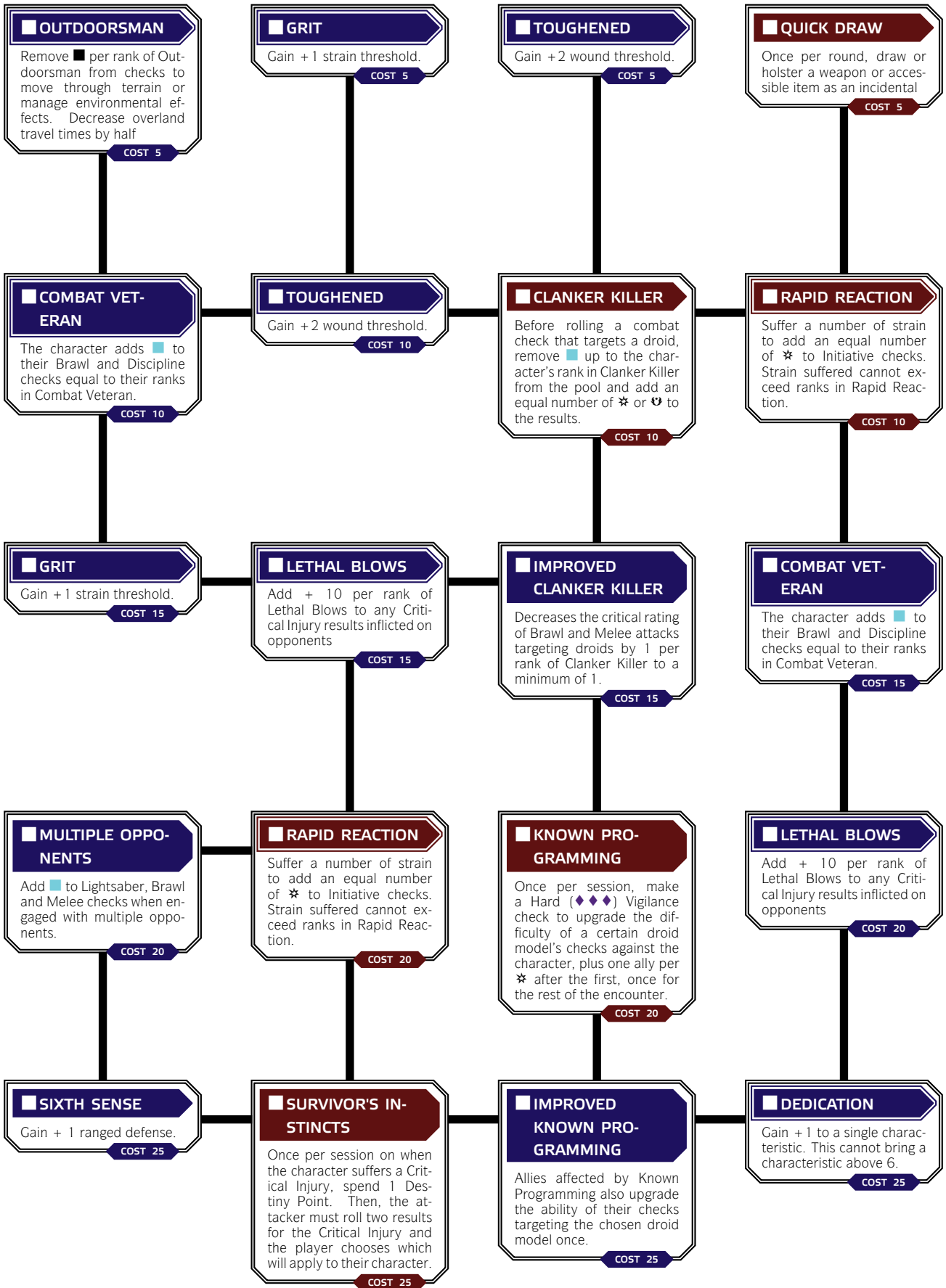
Career Skills: Athletics, Brawl, Cool, Discipline, Medicine, Ranged (Heavy), Ranged (Light), Vigilance

Additional Career Skills: Melee, Resilience, Skulduggery, Survival

PASSIVE

ACTIVE

RANKED TALENT



Colonist: Doctor

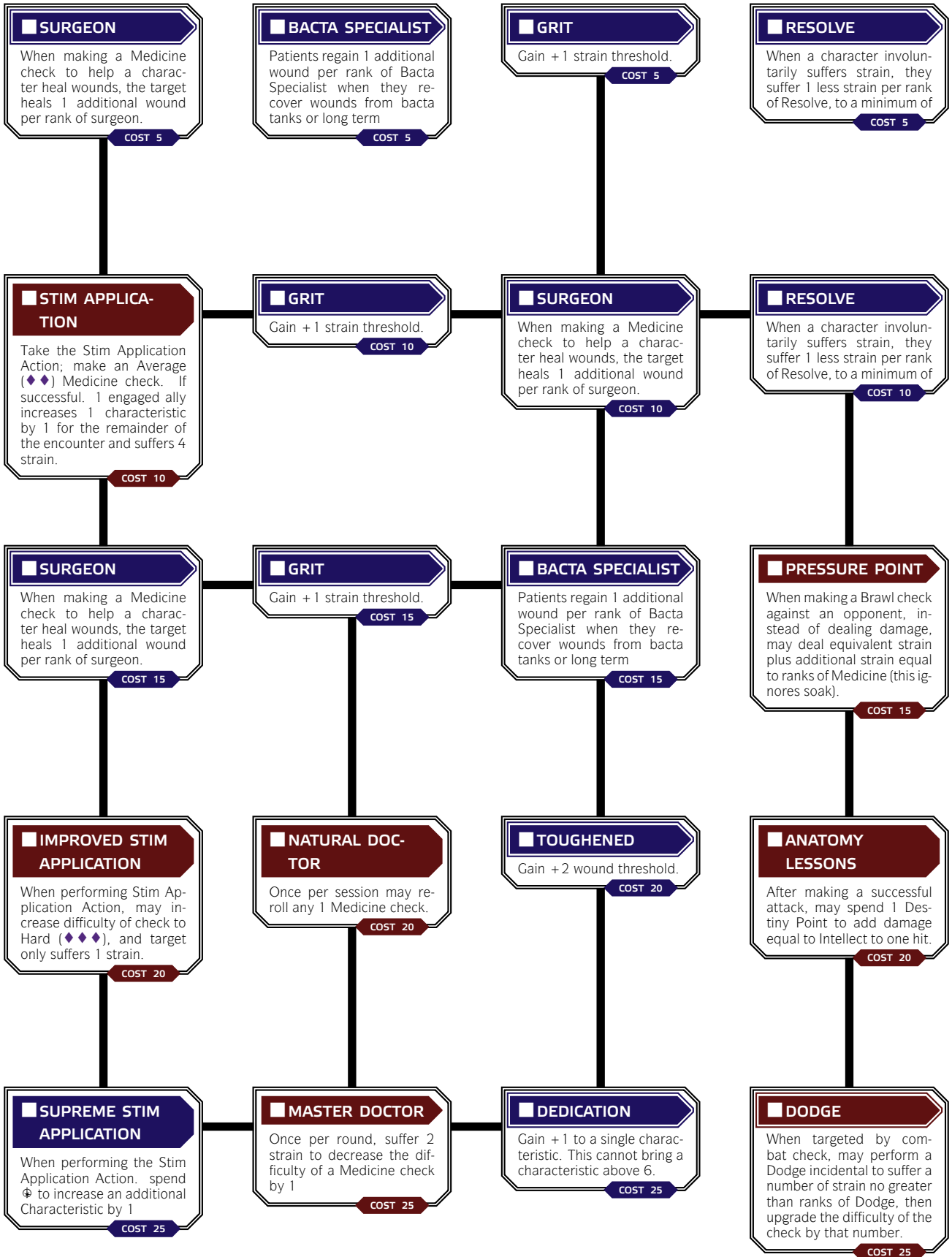
Career Skills: Charm, Deception, Knowledge (Core Worlds), Knowledge (Education), Knowledge (lore), Leadership, Negotiation, Streetwise

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

PASSIVE

ACTIVE

RANKED TALENT



Colonist: Entrepreneur

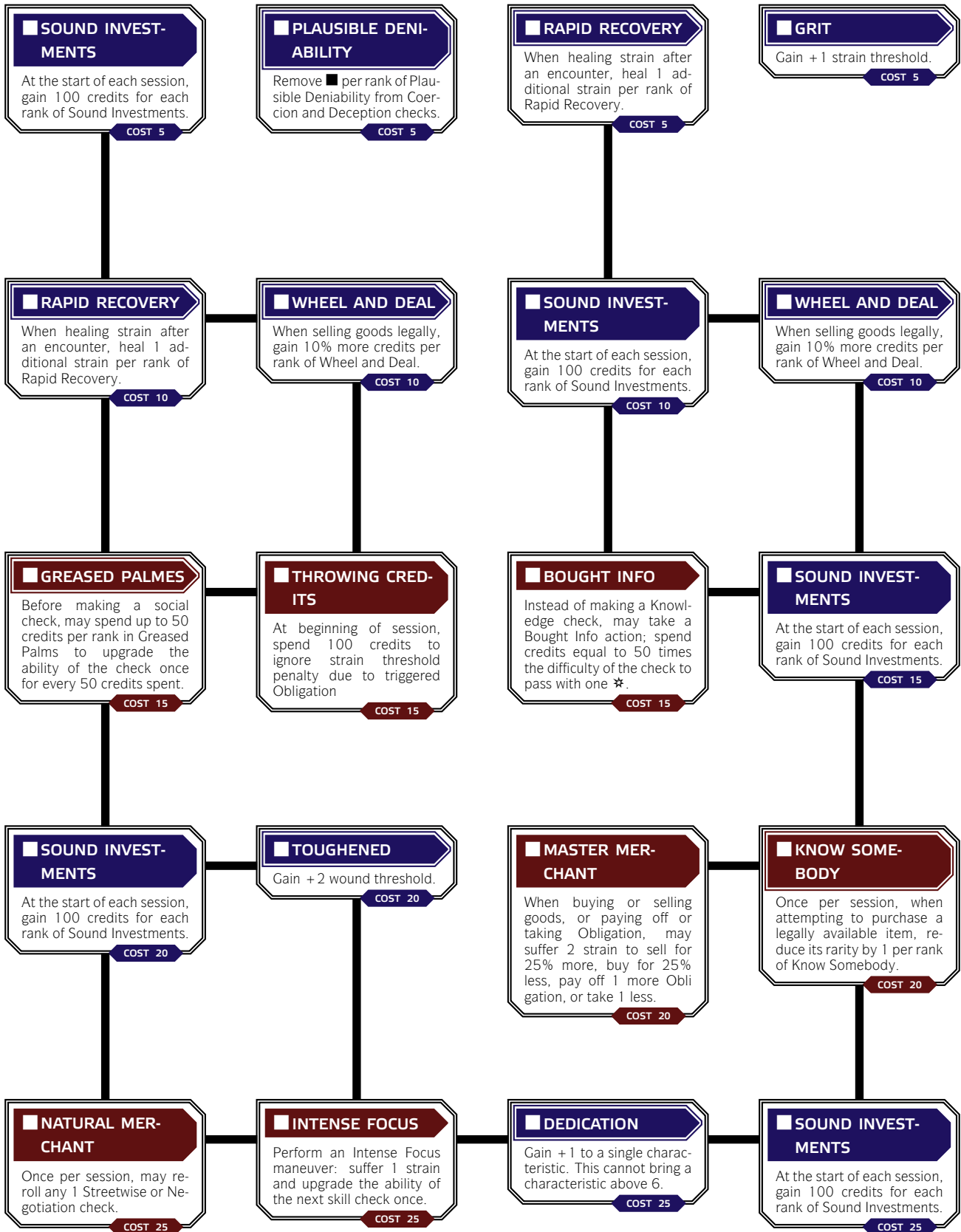
Career Skills: Charm, Deception, Knowledge (Core Worlds), Knowledge (Education), Knowledge (Iore), Leadership, Negotiation, Streetwise

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

PASSIVE

ACTIVE

RANKED TALENT



Colonist: Marshal

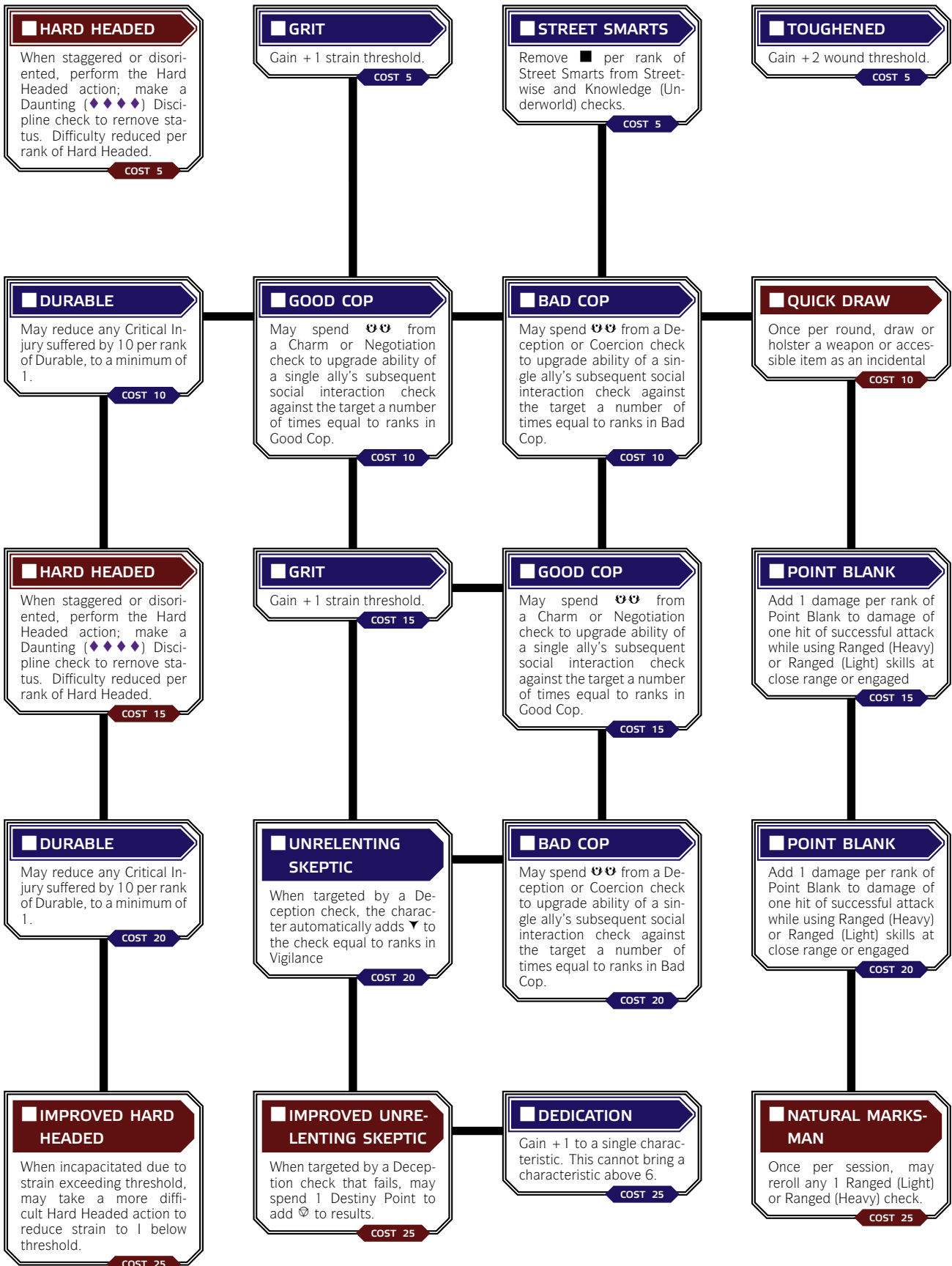
Career Skills: Charm, Deception, Knowledge (Core Worlds), Knowledge (Education), Knowledge (lore), Leadership, Negotiation, Streetwise

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

PASSIVE

ACTIVE

RANKED TALENT



Colonist: Performer

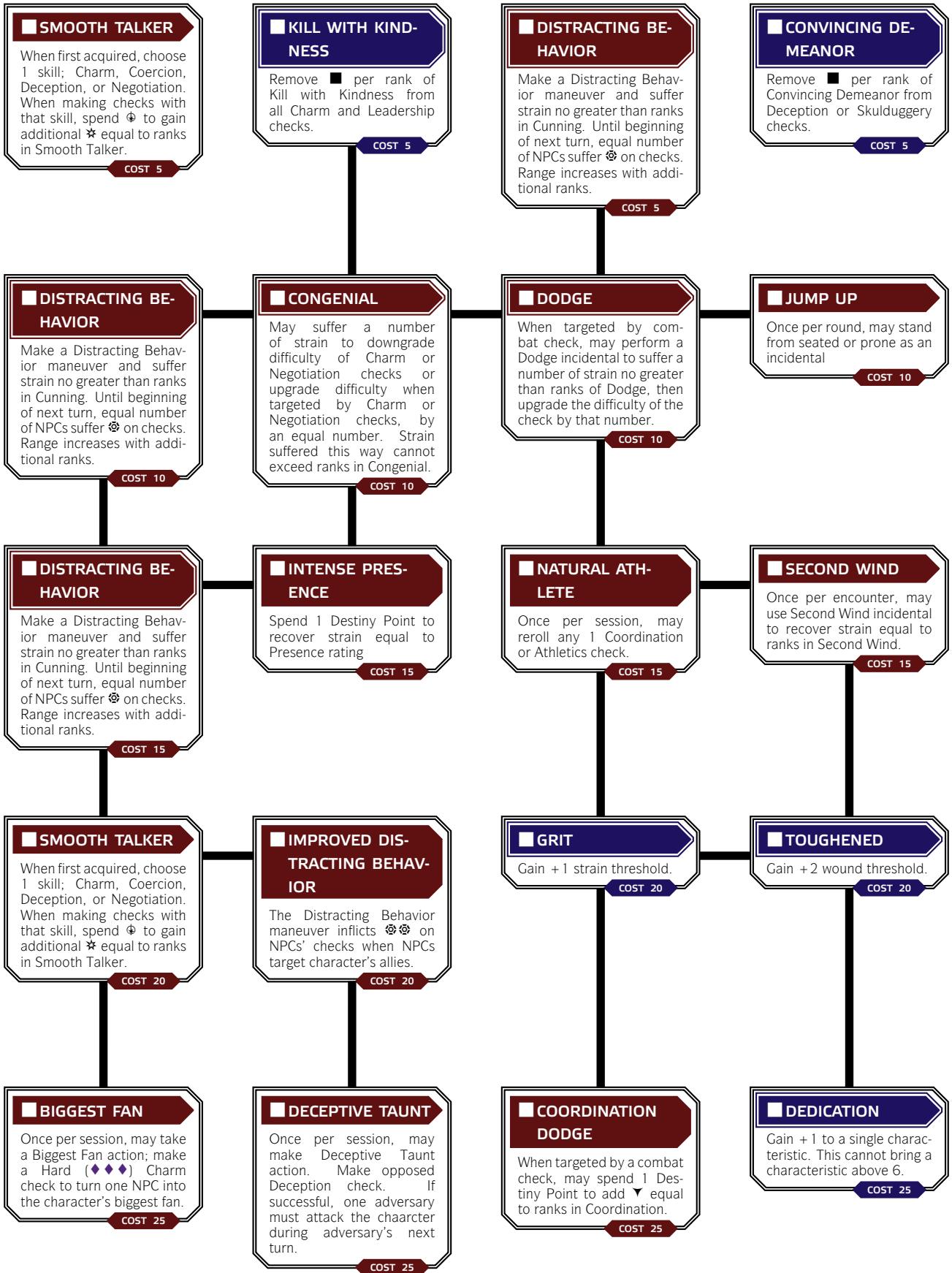
Career Skills: Charm, Deception, Knowledge (Core Worlds), Knowledge (Education), Knowledge (lore), Leadership, Negotiation, Streetwise

Additional Career Skills: Charm, Coordination, Deception, Melee

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ACTIVE

RANKED TALENT



Colonist: Politico

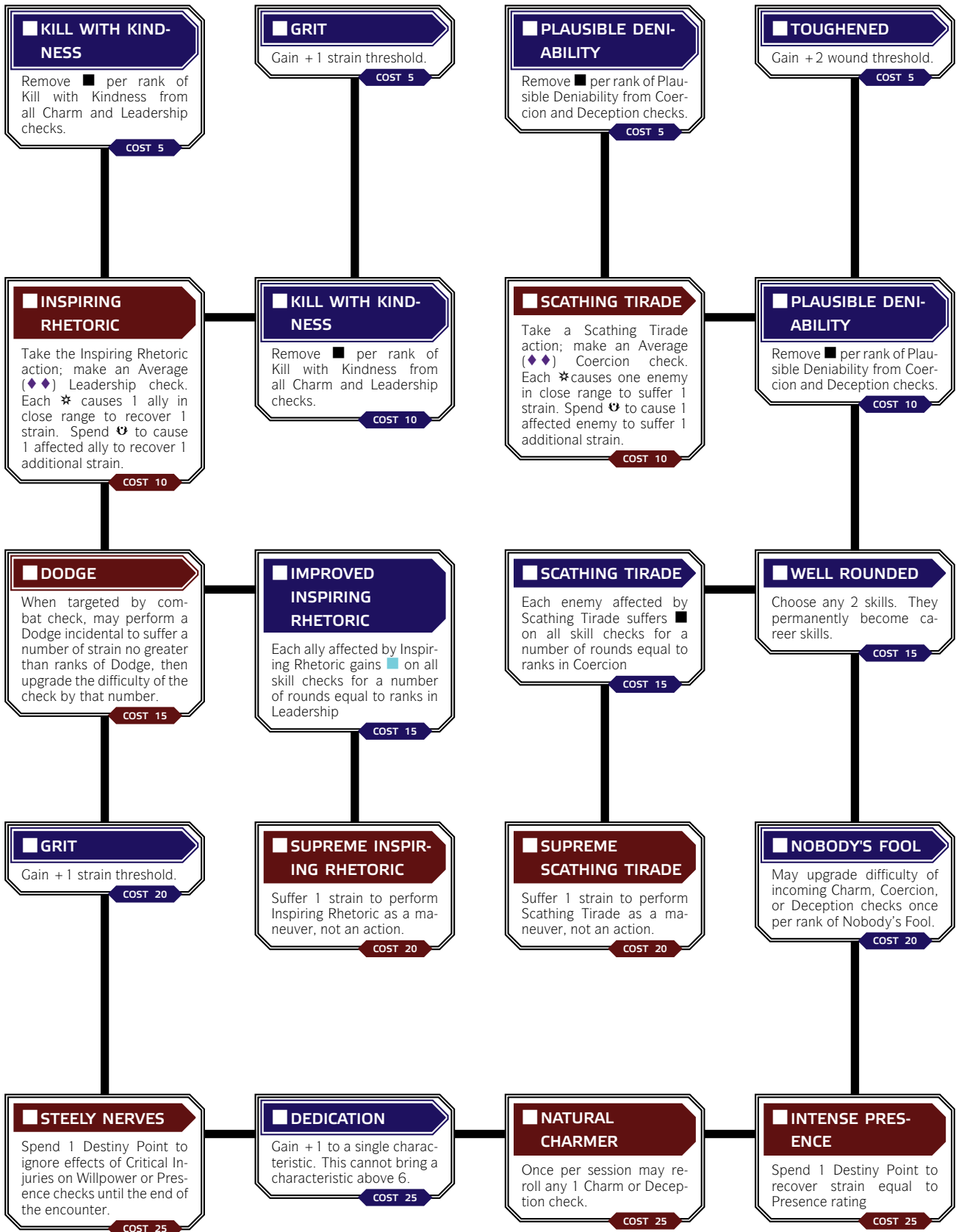
Career Skills: Charm, Deception, Knowledge (Core Worlds), Knowledge (Education), Knowledge (lore), Leadership, Negotiation, Streetwise

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

PASSIVE

ACTIVE

RANKED TALENT



Commander: Commodore

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

SOLID REPAIRS

When repairing hull trauma on a starship or vehicle, repair 1 additional hull trauma per rank of Solid Repairs.

COST 5

COMMAND

Add **1** per rank of Command when making Leadership checks. Affected targets add **1** to Discipline checks for next 24 hours.

COST 5

RAPID REACTION

Suffer a number of strain to add an equal number of ***** to Initiative checks. Strain suffered cannot exceed ranks in Rapid Reaction.

COST 5

GALAXY MAPPER

Remove **1** per rank of Galaxy Mapper from Astrogation checks. Astrogation checks take half normal time.

COST 5

KNOWN SCHEMATIC

Once per session, may perform the Known Schematic maneuver; make a Hard (**◆◆◆**) Knowledge (Education) check. Success grants familiarity with a building or ship's design.

COST 10

COMMANDING PRESENCE

Remove **1** per rank of Commanding Presence from Leadership and Cool checks.

COST 10

GRIT

Gain +1 strain threshold.

COST 10

FAMILIAR SUNS

Once per session, may perform a Familiar Suns maneuver; make a Hard (**◆◆◆**) Knowledge (Outer Rim) or (Core Worlds) check to reveal the current type of plan environment and other useful information.

COST 10

SOLID REPAIRS

When repairing hull trauma on a starship or vehicle, repair 1 additional hull trauma per rank of Solid Repairs.

COST 15

COMMAND

Add **1** per rank of Command when making Leadership checks. Affected targets add **1** to Discipline checks for next 24 hours.

COST 15

RAPID REACTION

Suffer a number of strain to add an equal number of ***** to Initiative checks. Strain suffered cannot exceed ranks in Rapid Reaction.

COST 15

GALAXY MAPPER

Remove **1** per rank of Galaxy Mapper from Astrogation checks. Astrogation checks take half normal time.

COST 15

HOLD TOGETHER

Spend 1 Destiny Point to perform a Hold Together incidental immediately after vehicle or starship takes damage to turn it into system strain.

COST 20

COMMANDING PRESENCE

Remove **1** per rank of Commanding Presence from Leadership and Cool checks.

COST 20

GRIT

Gain +1 strain threshold.

COST 20

MASTER STARHOPPER

Once per round, suffer 2 strain to decrease the difficulty of next Astrogation check by 1 to a minimum of Easy (**◆**).

COST 20

SOLID REPAIRS

When repairing hull trauma on a starship or vehicle, repair 1 additional hull trauma per rank of Solid Repairs.

COST 25

FIRE CONTROL

Take the Fire Control action; all combat checks made from the current starship or vehicle count their target's silhouette as one higher than normal until beginning of next turn. Does not stack.

COST 25

DEDICATION

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

COST 25

GALAXY MAPPER

Remove **1** per rank of Galaxy Mapper from Astrogation checks. Astrogation checks take half normal time.

COST 25

Commander: Figurehead

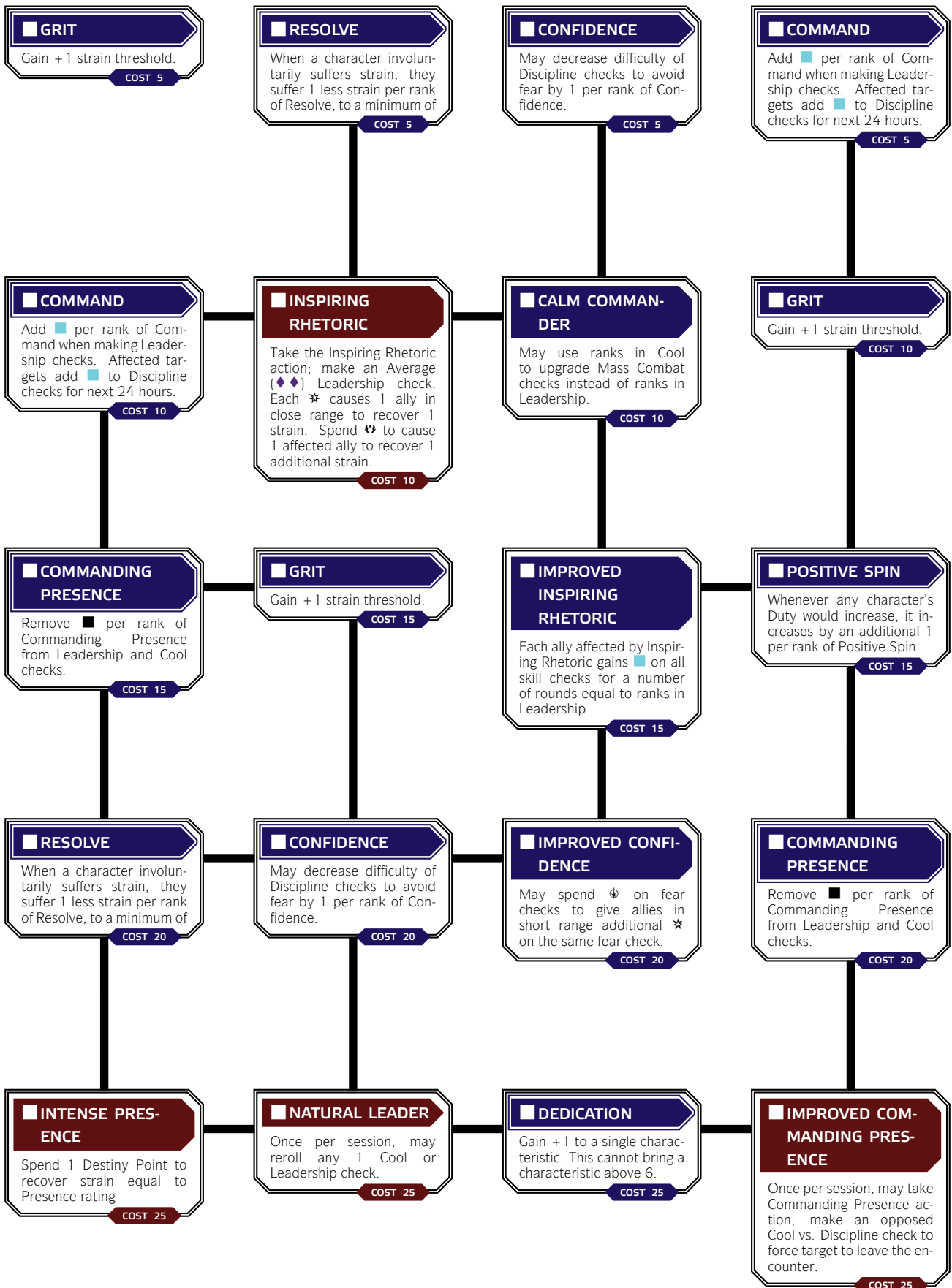
Career Skills: Coercion, Cool, Discipline, Knowledge (Warfare), Leadership, Perception, Ranged (Light), Vigilance

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

PASSIVE

ACTIVE

RANKED TALENT



Commander: Instructor

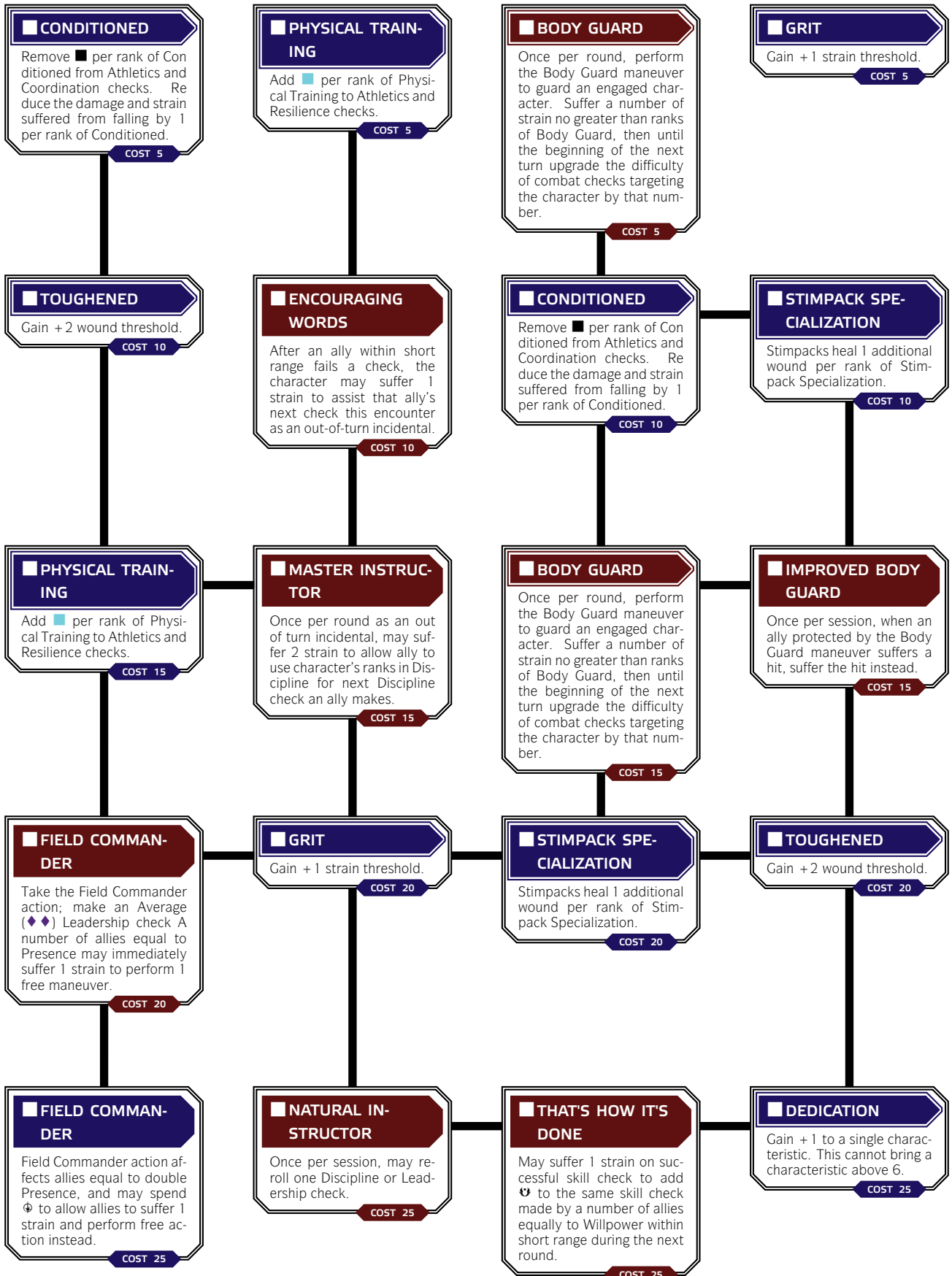
Career Skills: Coercion, Cool, Discipline, Knowledge (Warfare), Leadership, Perception, Ranged (Light), Vigilance

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

PASSIVE

ACTIVE

RANKED TALENT



Commander: Strategist

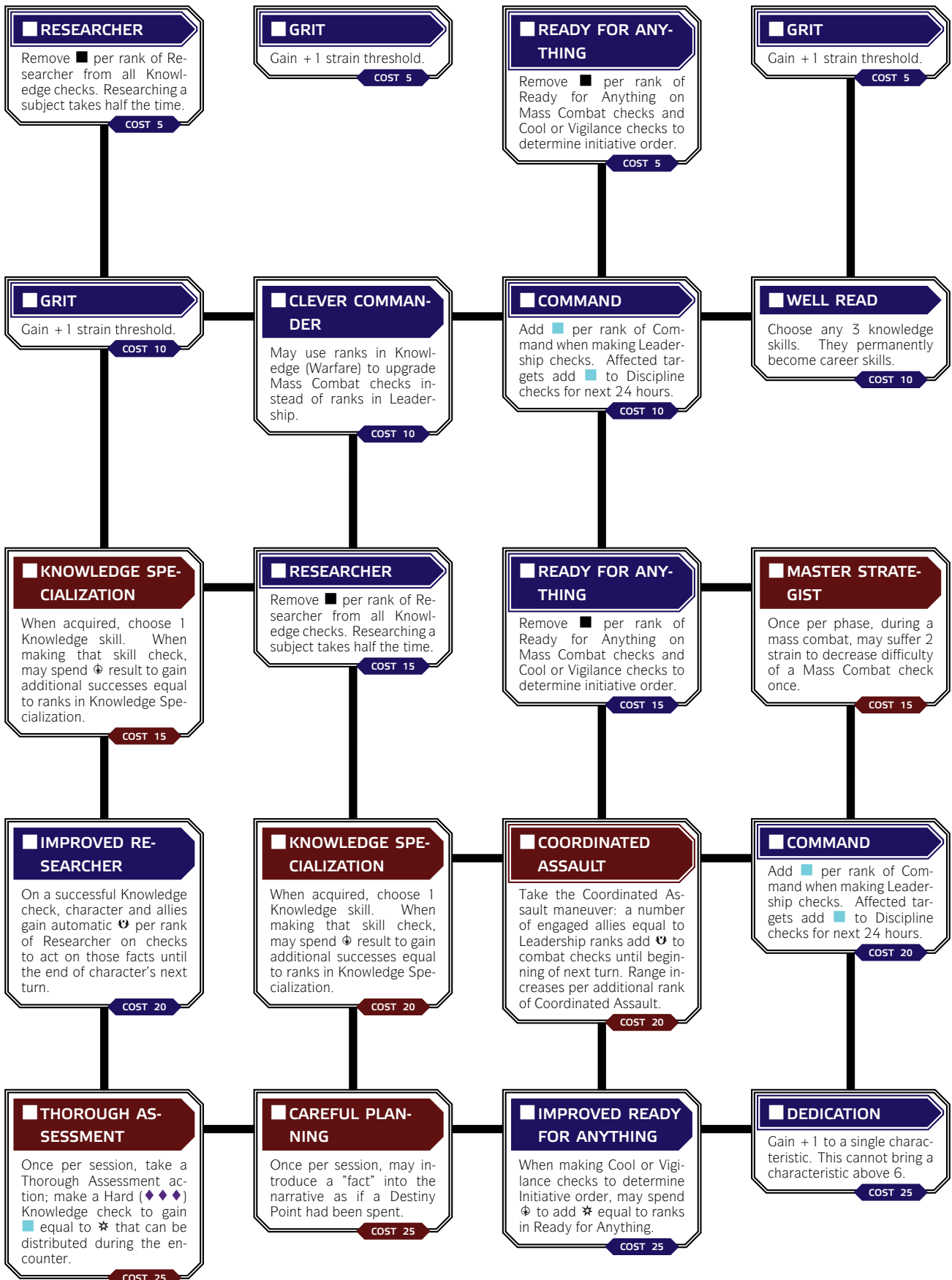
Career Skills: Coercion, Cool, Discipline, Knowledge (Warfare), Leadership, Perception, Ranged (Light), Vigilance

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

PASSIVE

ACTIVE

RANKED TALENT



Consular: Arbiter

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

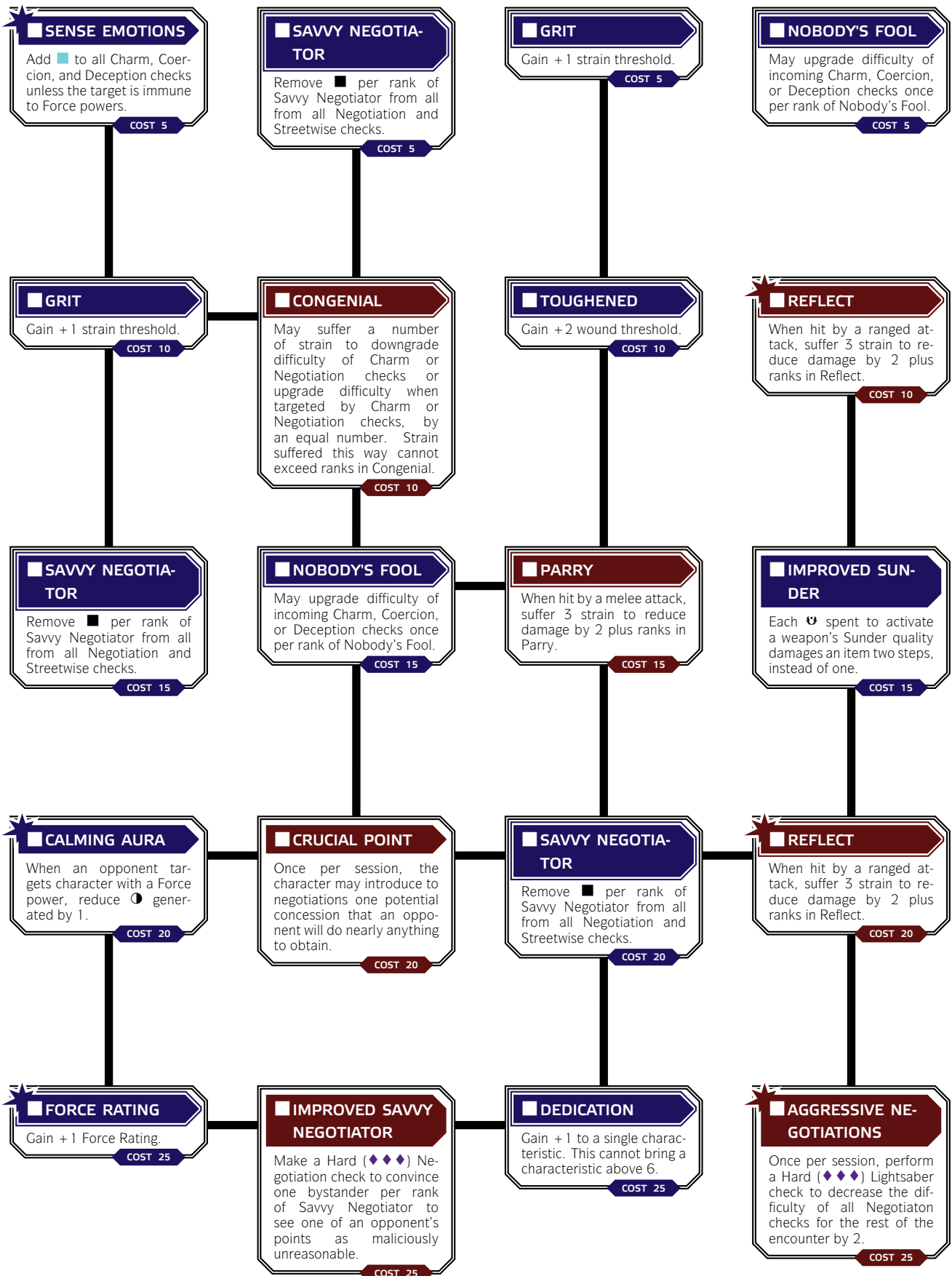
Additional Career Skills: Knowledge (Xenology), Lightsaber, Negotiation, Perception

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

PHYSICAL TRAINING
Add ■ per rank of Physical Training to Athletics and Resilience checks.
COST 5

CONFIDENCE
May decrease difficulty of Discipline checks to avoid fear by 1 per rank of Confidence.
COST 5

GRIT
Gain +1 strain threshold.
COST 5

GRIT
Gain +1 strain threshold.
COST 5

GRIT
Gain +1 strain threshold.
COST 10

FORCE PROTECTION
Perform the Force Protection maneuver; suffer 1 strain and commit ○ up to ranks of Force Protection. Increase soak by number of ○ committed until beginning of next turn. Suffer 1 strain every turn ○ remains committed.
COST 10

GRIT
Gain +1 strain threshold.
COST 10

GO WITHOUT
Once per session, the character counts as having the right tools for the job when making a skill check.
COST 10

MEDITATIVE TRANCE
When suffocating, the character suffers 1 strain each round instead of 3. When exposed to vacuum, the character suffers 1 wound each round instead of 3.
COST 15

SLIPPERY MINDED
If under the effects of a Force power, perform the Slippery Minded action; make a Hard (◆◆◆) Deception check to immediately end effects of power
COST 15

INTENSE FOCUS
Perform an Intense Focus maneuver: suffer 1 strain and upgrade the ability of the next skill check once.
COST 15

PHYSICAL TRAINING
Add ■ per rank of Physical Training to Athletics and Resilience checks.
COST 15

CONFIDENCE
May decrease difficulty of Discipline checks to avoid fear by 1 per rank of Confidence.
COST 20

MIND BLEED
When attacked, the character may choose to suffer strain no greater than the number of wounds suffered from the attack. If they do so, the attacker then suffers a number of wounds equal to the strain suffered by the character. Take one conflict at the beginning of each session.
COST 20

FORCE PROTECTION
Perform the Force Protection maneuver; suffer 1 strain and commit ○ up to ranks of Force Protection. Increase soak by number of ○ committed until beginning of next turn. Suffer 1 strain every turn ○ remains committed.
COST 20

IRON SOUL
When carrying items that total 2 encumbrance or less, at the end of each encounter, heal all strain the character is suffering.
COST 20

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

GRIT
Gain +1 strain threshold.
COST 25

EMPTY SOUL
If the character is carrying items that total 2 encumbrance or less, add ○ to Force power checks.
COST 25

FORCE RATING
Gain +1 Force Rating.
COST 25

Consular: Healer

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

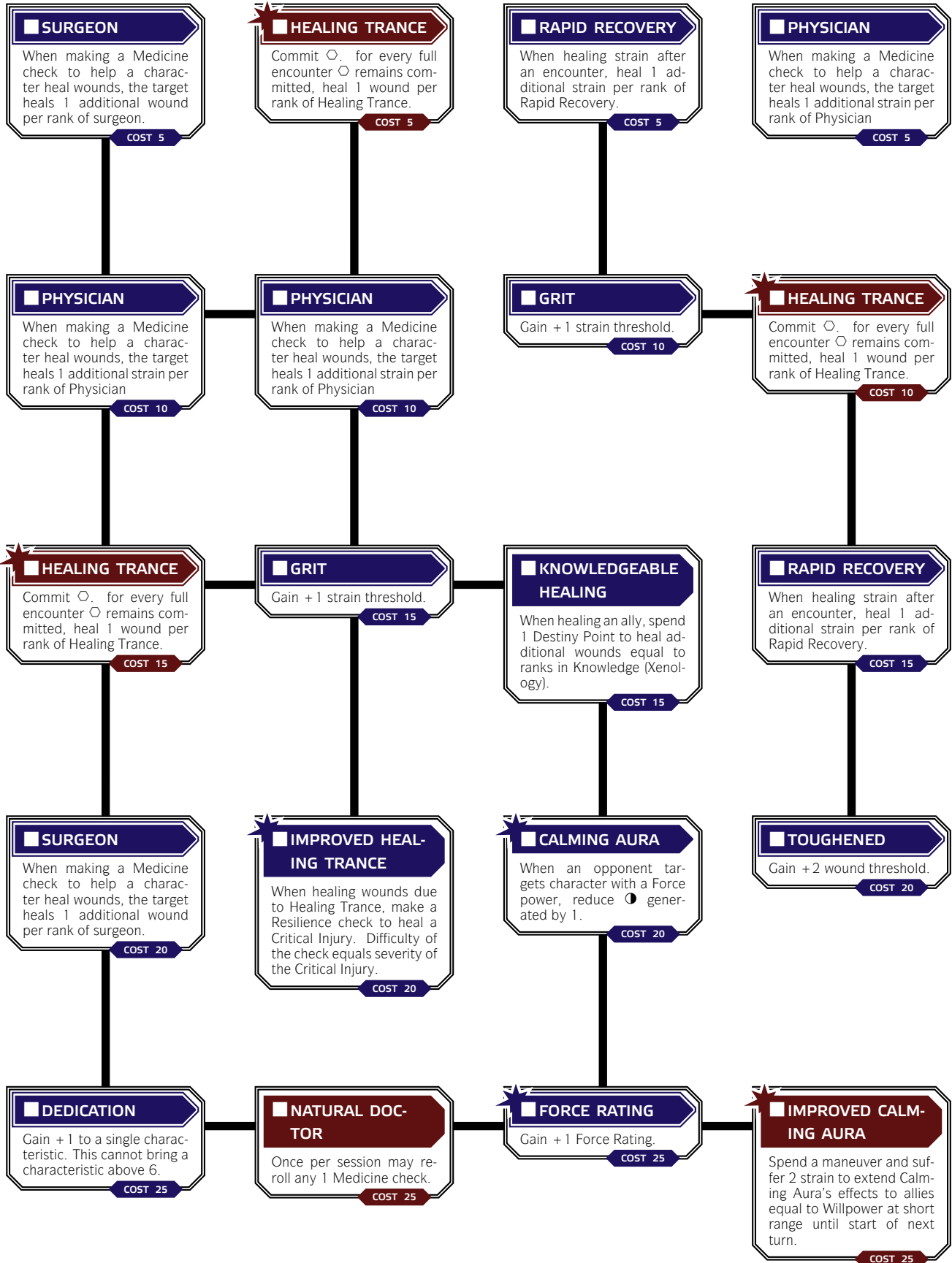
Additional Career Skills: Discipline, Knowledge (Education), Knowledge (Xenology), Medicine

PASSIVE

ACTIVE

RANKED TALENT

FORCE TALENT



Consular: Niman Disciple

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

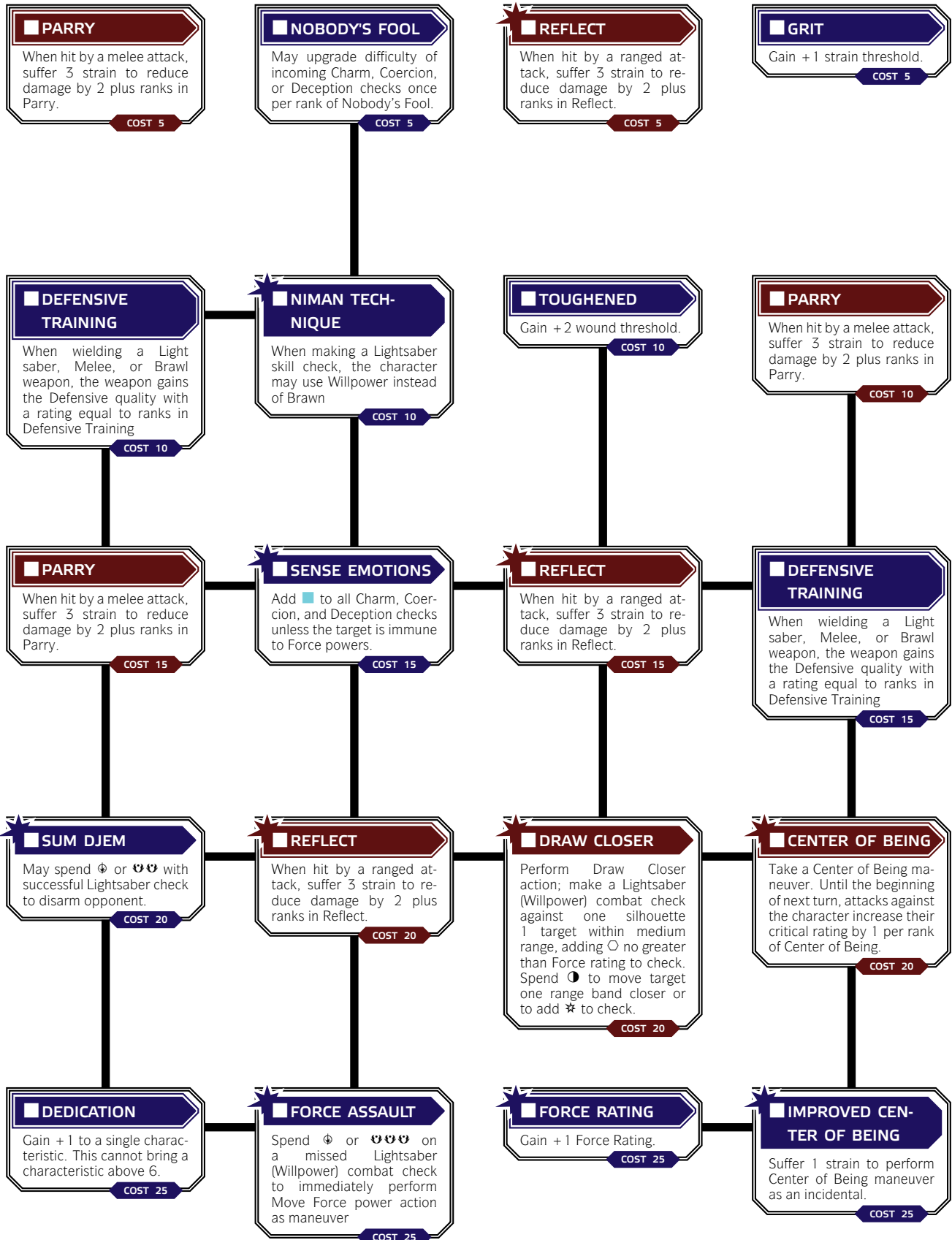
Additional Career Skills: Discipline, Leadership, Lightsaber, Negotiation

PASSIVE

ACTIVE

RANKED TALENT

FORCE TALENT



Consular: Sage

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

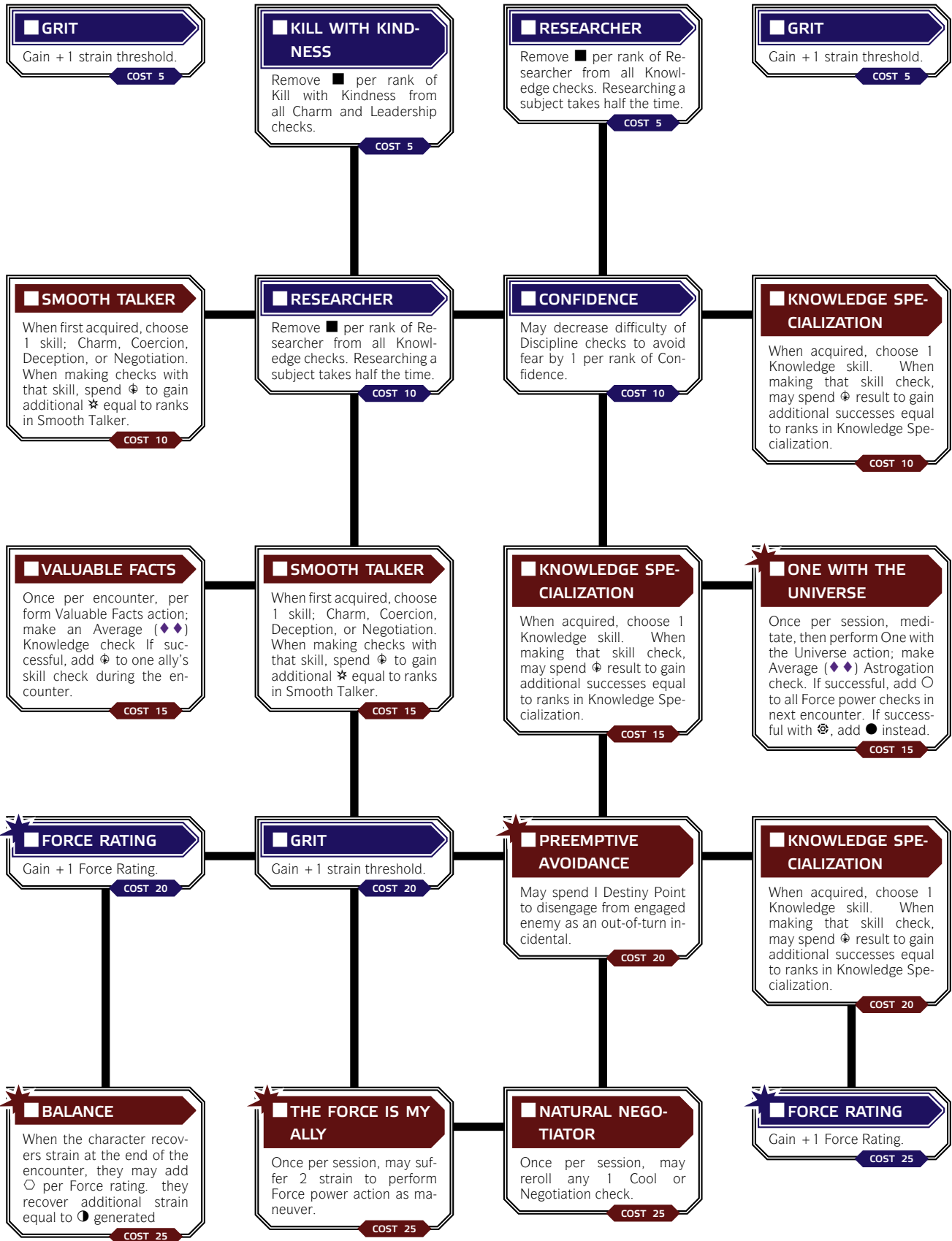
Additional Career Skills: Astrogation, Charm, Cool, Knowledge (Lore)

PASSIVE

ACTIVE

RANKED TALENT

FORCE TALENT



Consular: Teacher

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

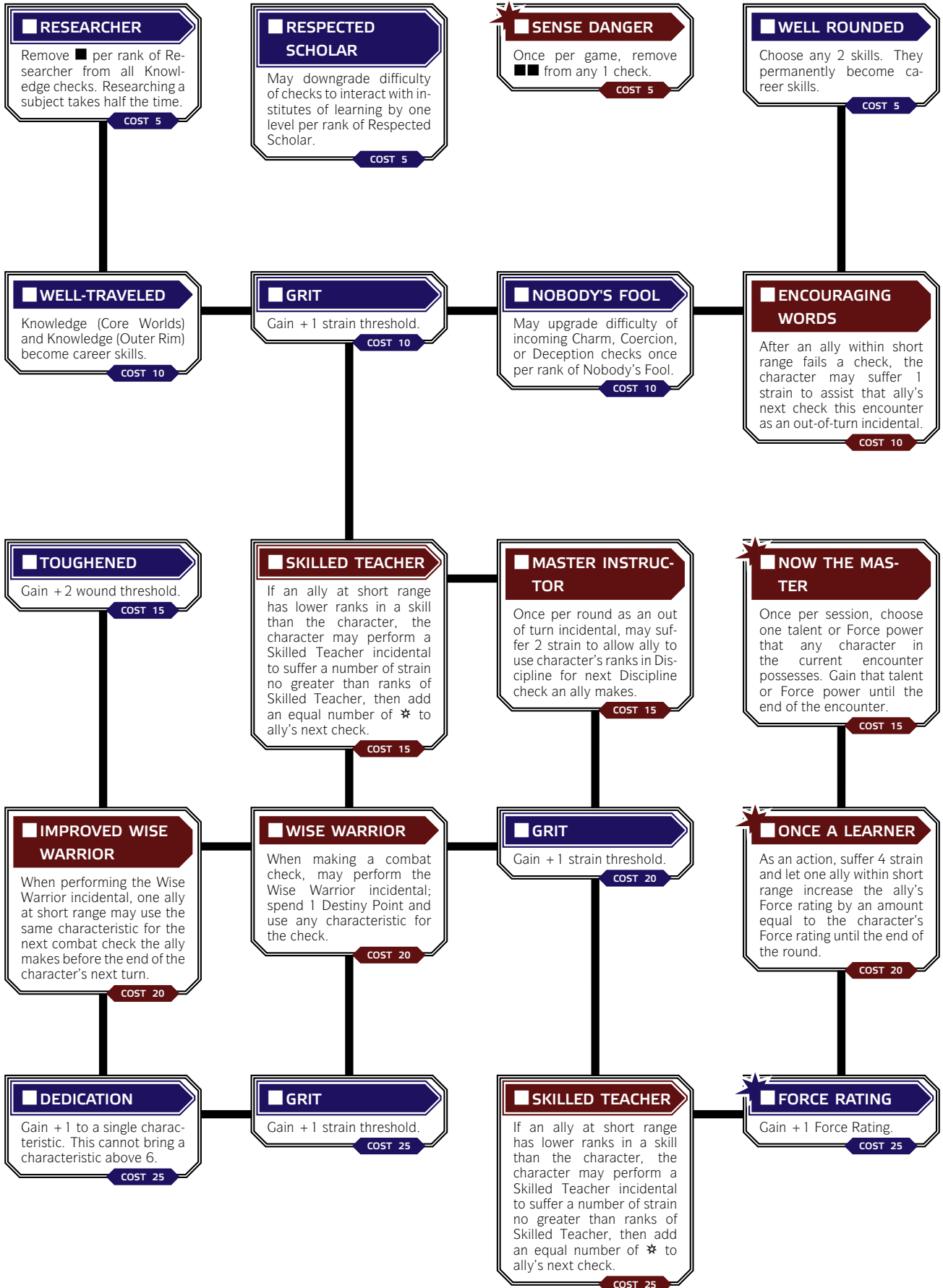
Additional Career Skills: Knowledge (Education), Knowledge (Lore), Leadership, Perception

PASSIVE

ACTIVE

RANKED TALENT

FORCE TALENT



Diplomat: Advocate

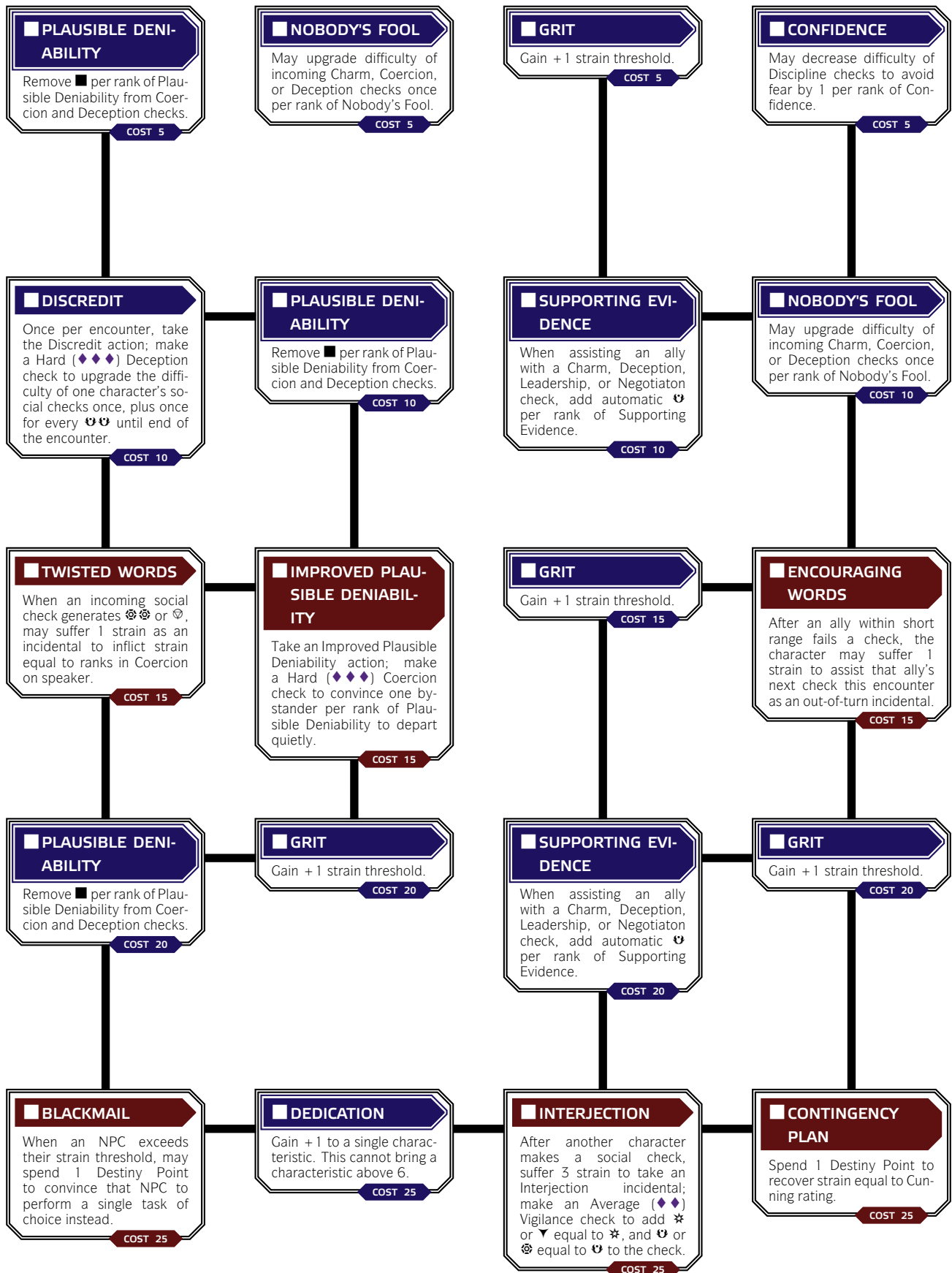
Career Skills: Charm, Deception, Knowledge (Core Worlds), Knowledge (Lore), Knowledge (Outer Rim), Knowledge (Xenology), Leadership, Negotiation

Additional Career Skills: Coercion, Deception, Negotiation, Vigilance

PASSIVE

ACTIVE

RANKED TALENT



Diplomat: Ambassador

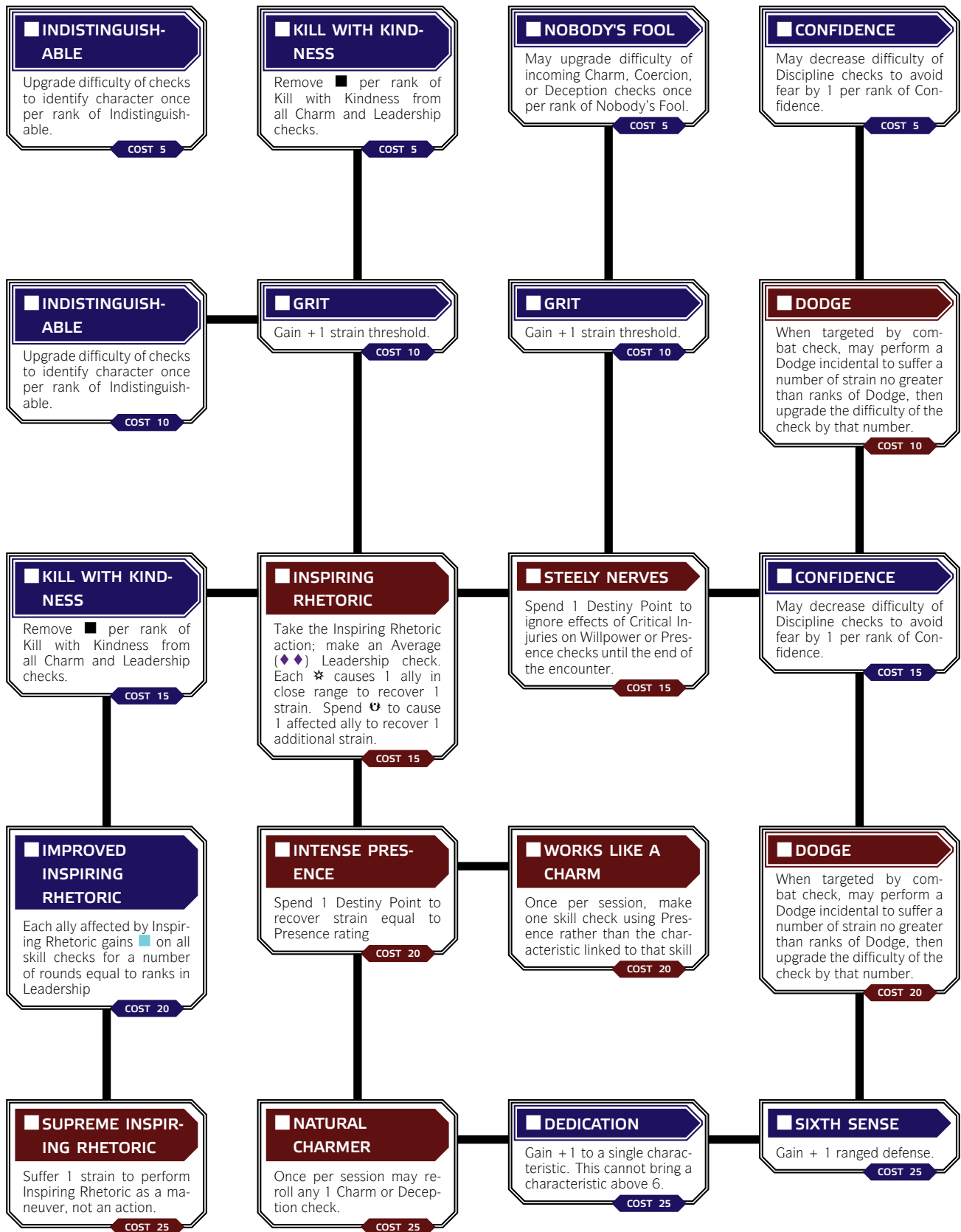
Career Skills: Charm, Deception, Knowledge (Core Worlds), Knowledge (Lore), Knowledge (Outer Rim), Knowledge (Xenology), Leadership, Negotiation

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

PASSIVE

ACTIVE

RANKED TALENT



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

PLAUSIBLE DENIABILITY
Remove ■ per rank of Plausible Deniability from Coercion and Deception checks.
COST 5

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

STREET SMARTS
Remove ■ per rank of Street Smarts from Streetwise and Knowledge (Underworld) checks.
COST 10

STREET SMARTS
Remove ■ per rank of Street Smarts from Streetwise and Knowledge (Underworld) checks.
COST 10

CONVINCING DEMEANOR
Remove ■ per rank of Convincing Demeanor from Deception or Skulduggery checks.
COST 10

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 10

CONVINCING DEMEANOR
Remove ■ per rank of Convincing Demeanor from Deception or Skulduggery checks.
COST 15

PLAUSIBLE DENIABILITY
Remove ■ per rank of Plausible Deniability from Coercion and Deception checks.
COST 15

SCATHING TIRADE
Take a Scathing Tirade action; make an Average (◆◆) Coercion check. Each ★ causes one enemy in close range to suffer 1 strain. Spend ♣ to cause 1 affected enemy to suffer 1 additional strain.
COST 15

GRIT
Gain +1 strain threshold.
COST 15

NATURAL ENFORCER
Once per session may re-roll any 1 Coercion or Streetwise check.
COST 20

NOBODY'S FOOL
May upgrade difficulty of incoming Charm, Coercion, or Deception checks once per rank of Nobody's Fool.
COST 20

SCATHING TIRADE
Each enemy affected by Scathing Tirade suffers ■ on all skill checks for a number of rounds equal to ranks in Coercion.
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

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 25

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

SUPREME SCATHING TIRADE
Suffer 1 strain to perform Scathing Tirade as a maneuver, not an action.
COST 25

INCITE REBELLION
Once per session, may take an Incite Rebellion action; make a Hard (◆◆◆) Coercion check to cause a number of being up to ranks in Coercion to become rebellious until the end of the encounter.
COST 25

Diplomat: Agitator

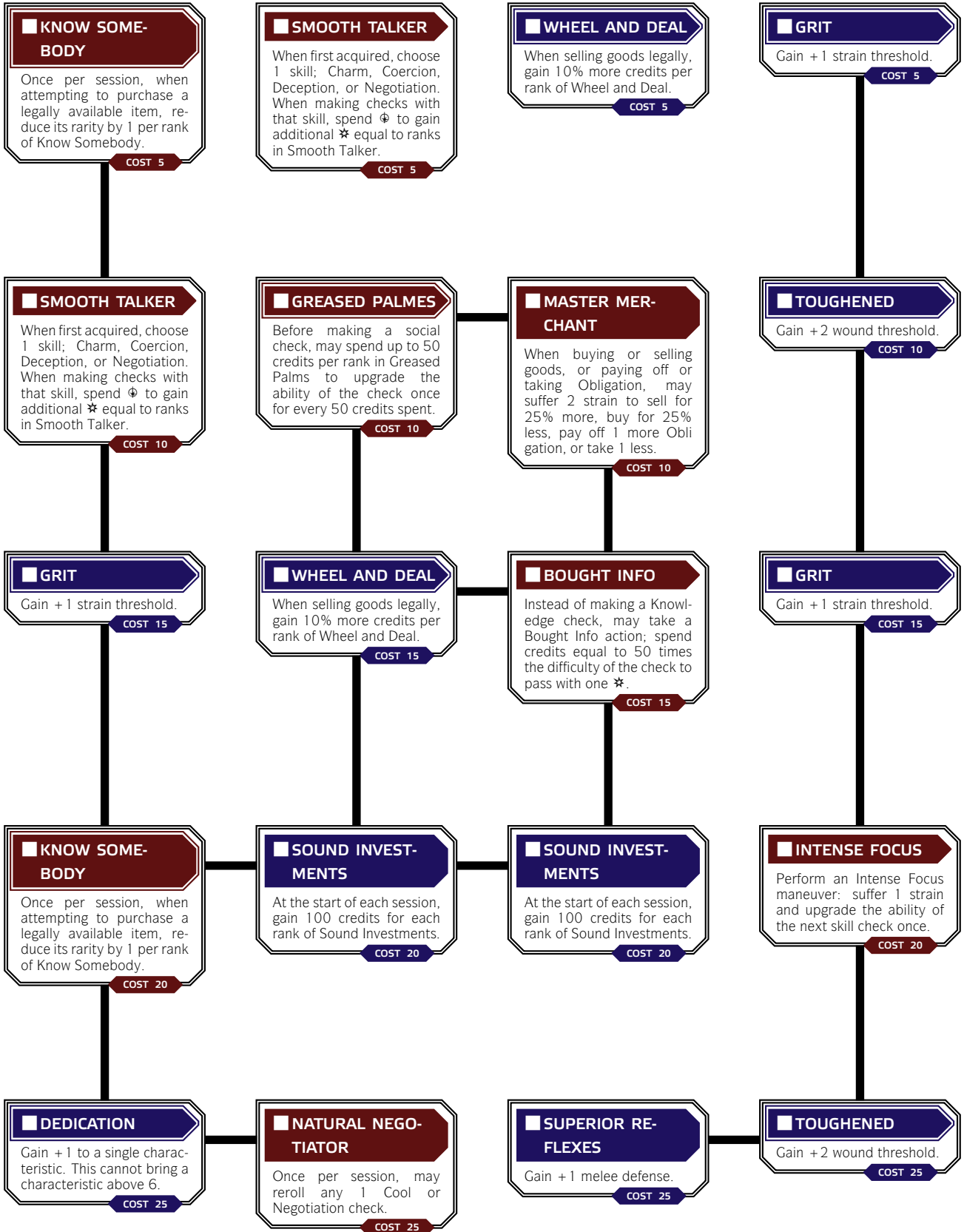
Career Skills: Charm, Deception, Knowledge (Core Worlds), Knowledge (Lore), Knowledge (Outer Rim), Knowledge (Xenology), Leadership, Negotiation

Additional Career Skills: Computers, Negotiation, Skulduggery, Vigilance

PASSIVE

ACTIVE

RANKED TALENT



Diplomat: Analyst

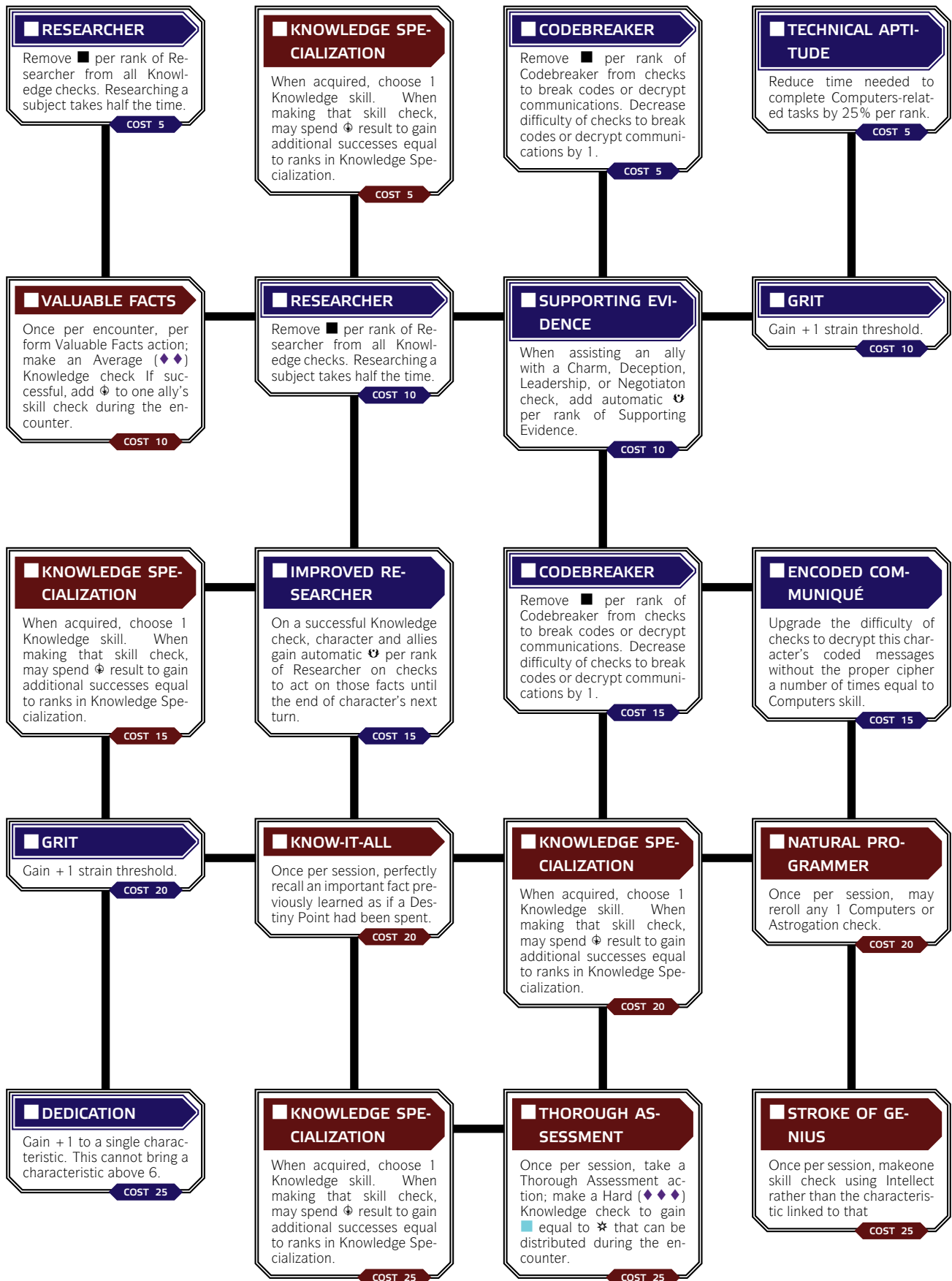
Career Skills: Charm, Deception, Knowledge (Core Worlds), Knowledge (Lore), Knowledge (Outer Rim), Knowledge (Xenology), Leadership, Negotiation

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

PASSIVE

ACTIVE

RANKED TALENT



Diplomat: Propagandist

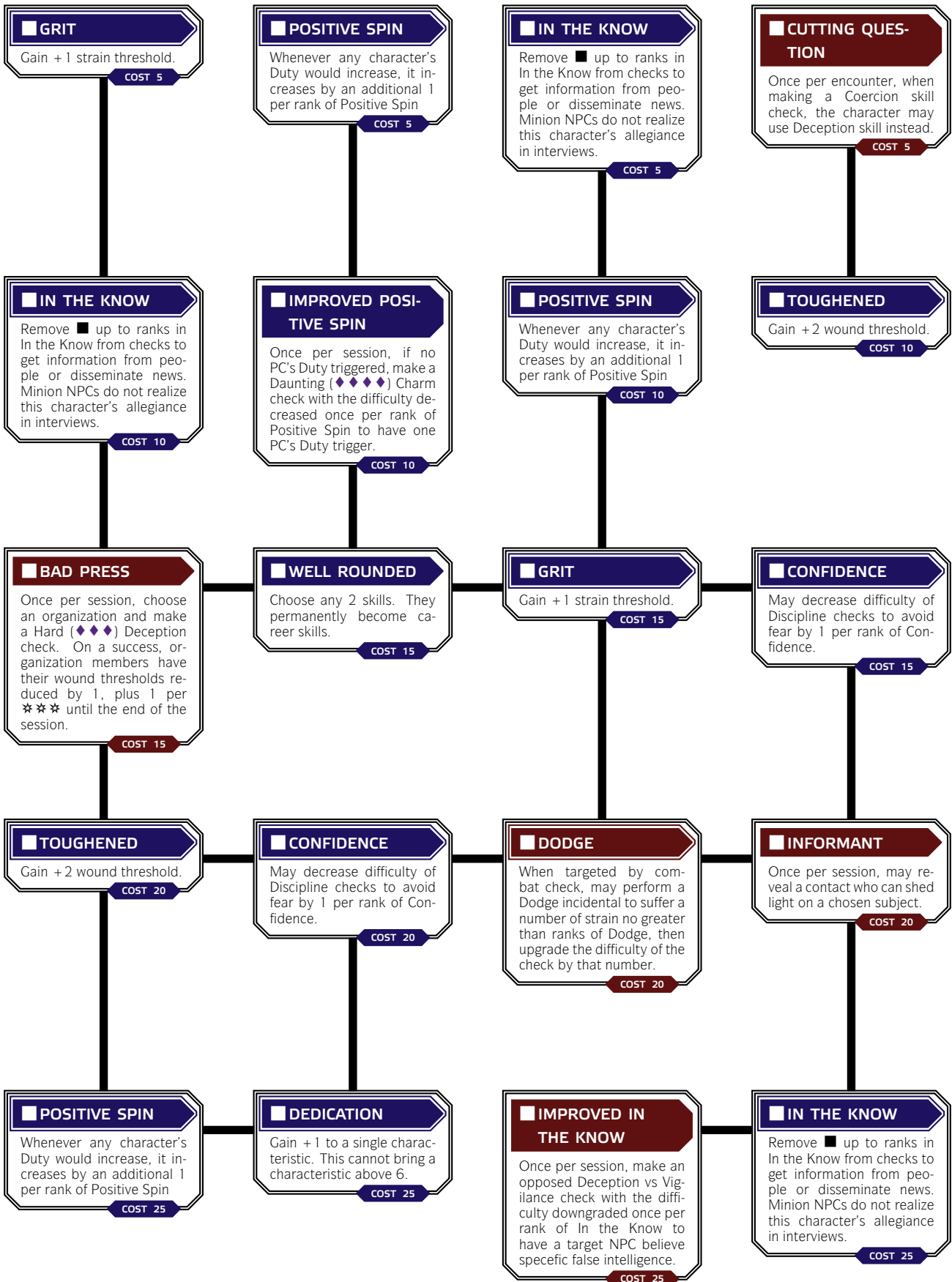
Career Skills: Charm, Deception, Knowledge (Core Worlds), Knowledge (Lore), Knowledge (Outer Rim), Knowledge (Xenology), Leadership, Negotiation

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

PASSIVE

ACTIVE

RANKED TALENT



Engineer: Droid Specialist

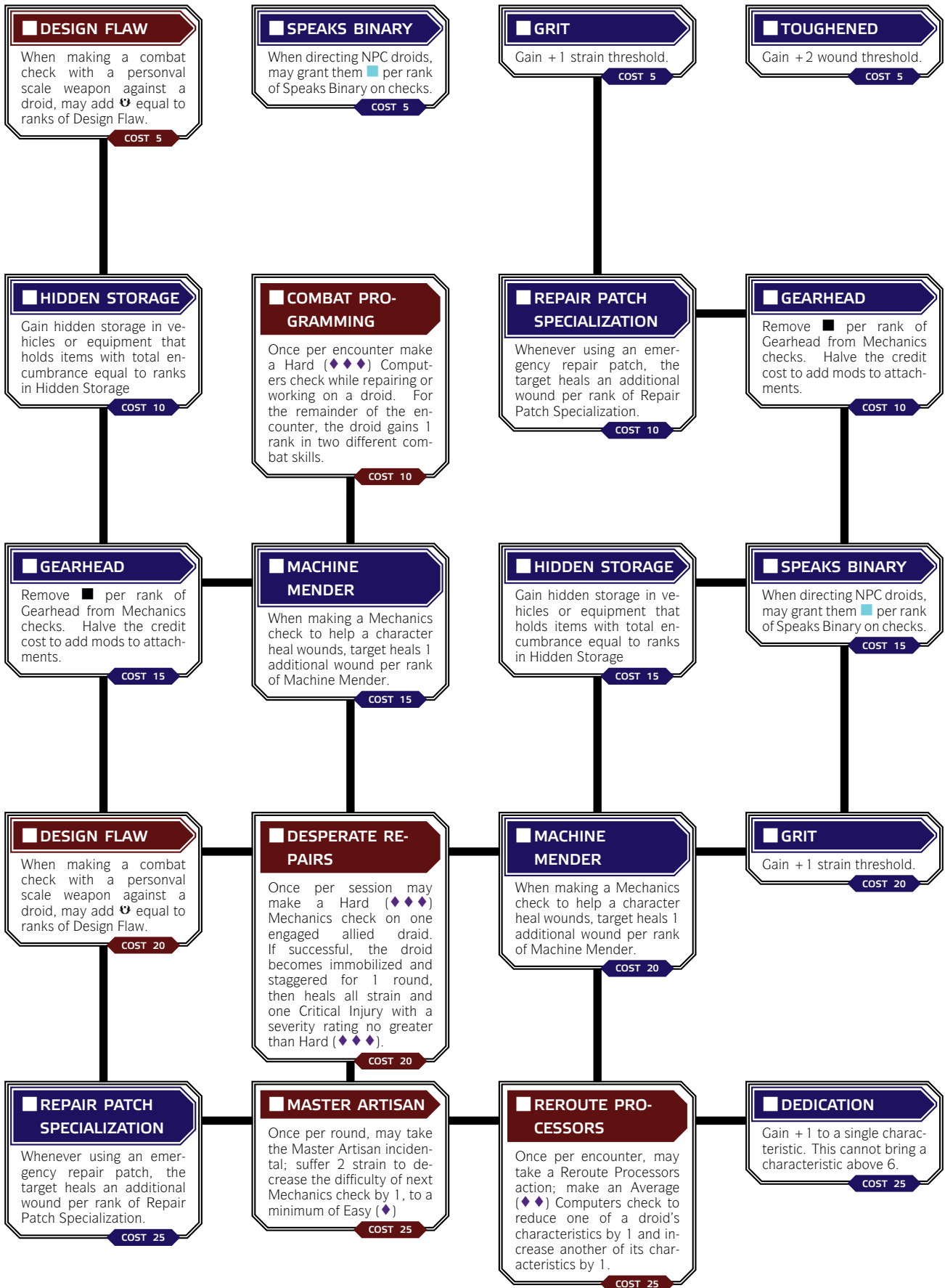
Career Skills: Athletics, Computers, Knowledge (Education), Mechanics, Perception, Piloting (Space), Ranged (Light), Vigilance

Additional Career Skills: Computers, Cool, Mechanics, Melee

PASSIVE

ACTIVE

RANKED TALENT



Engineer: Mechanic

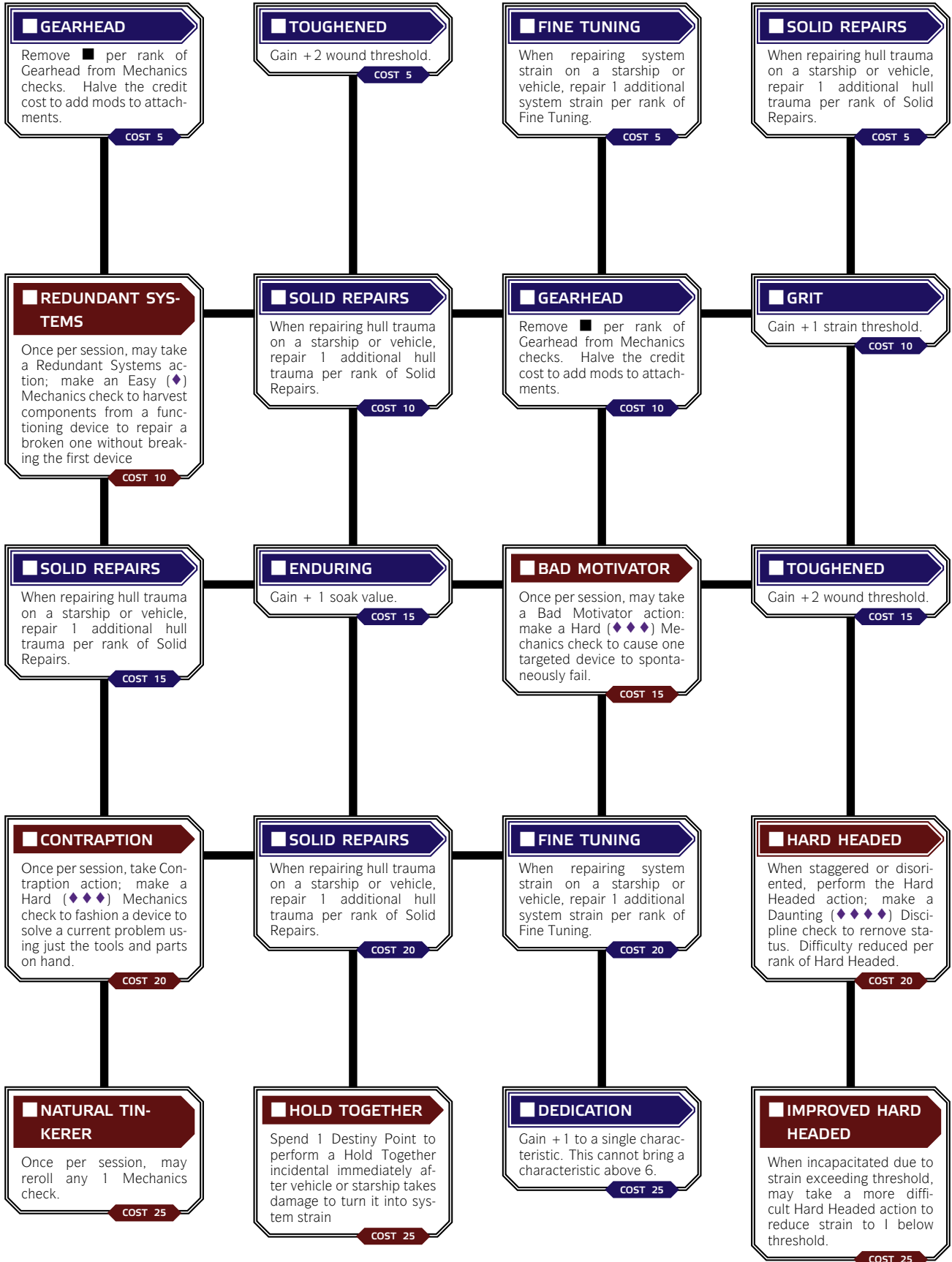
Career Skills: Athletics, Computers, Knowledge (Education), Mechanics, Perception, Piloting (Space), Ranged (Light), Vigilance

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

PASSIVE

ACTIVE

RANKED TALENT



Engineer: Saboteur

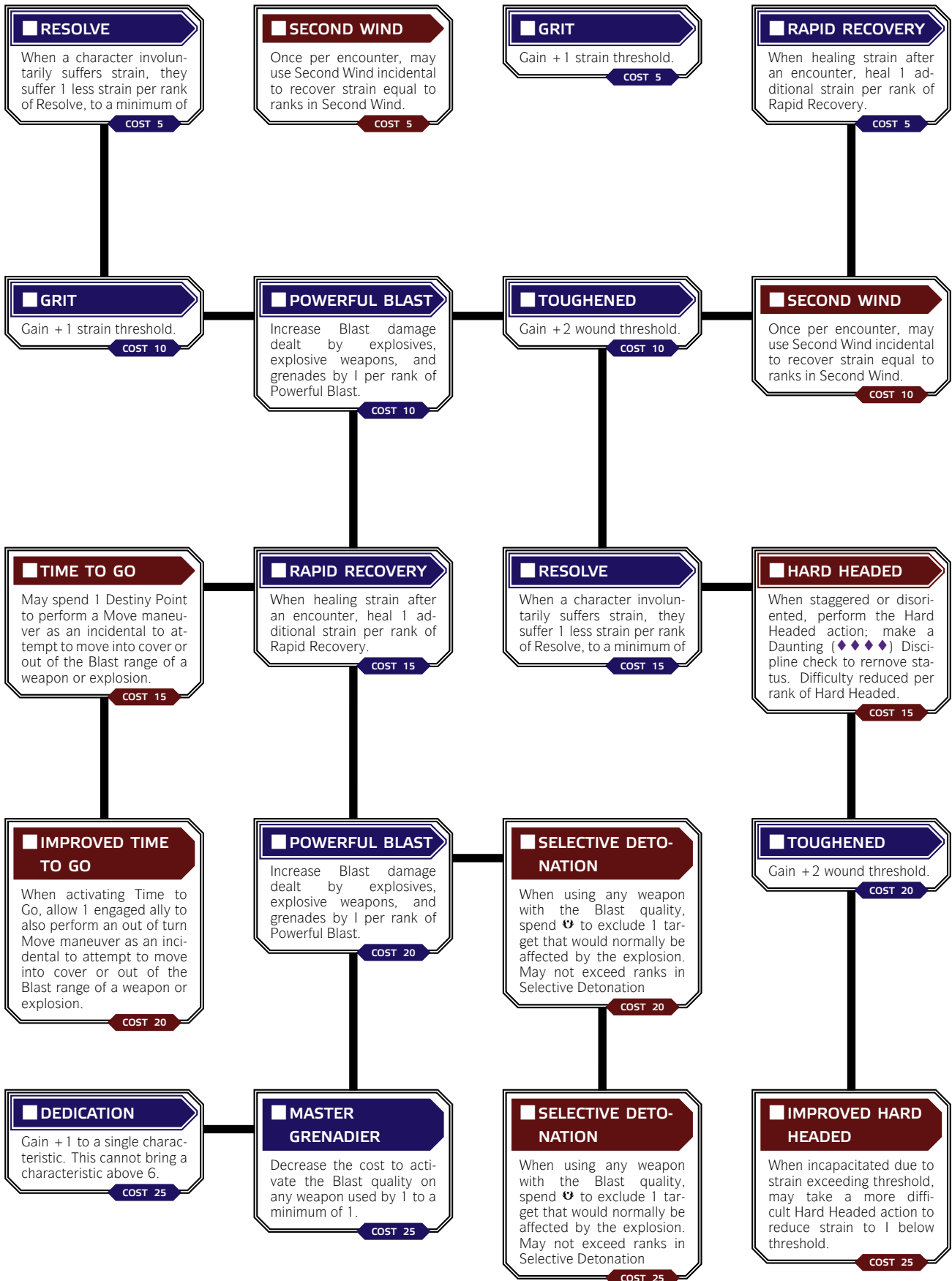
Career Skills: Athletics, Computers, Knowledge (Education), Mechanics, Perception, Piloting (Space), Ranged (Light), Vigilance

Additional Career Skills: Coordination, Mechanics, Skulduggery, Stealth

PASSIVE

ACTIVE

RANKED TALENT



Engineer: Sapper

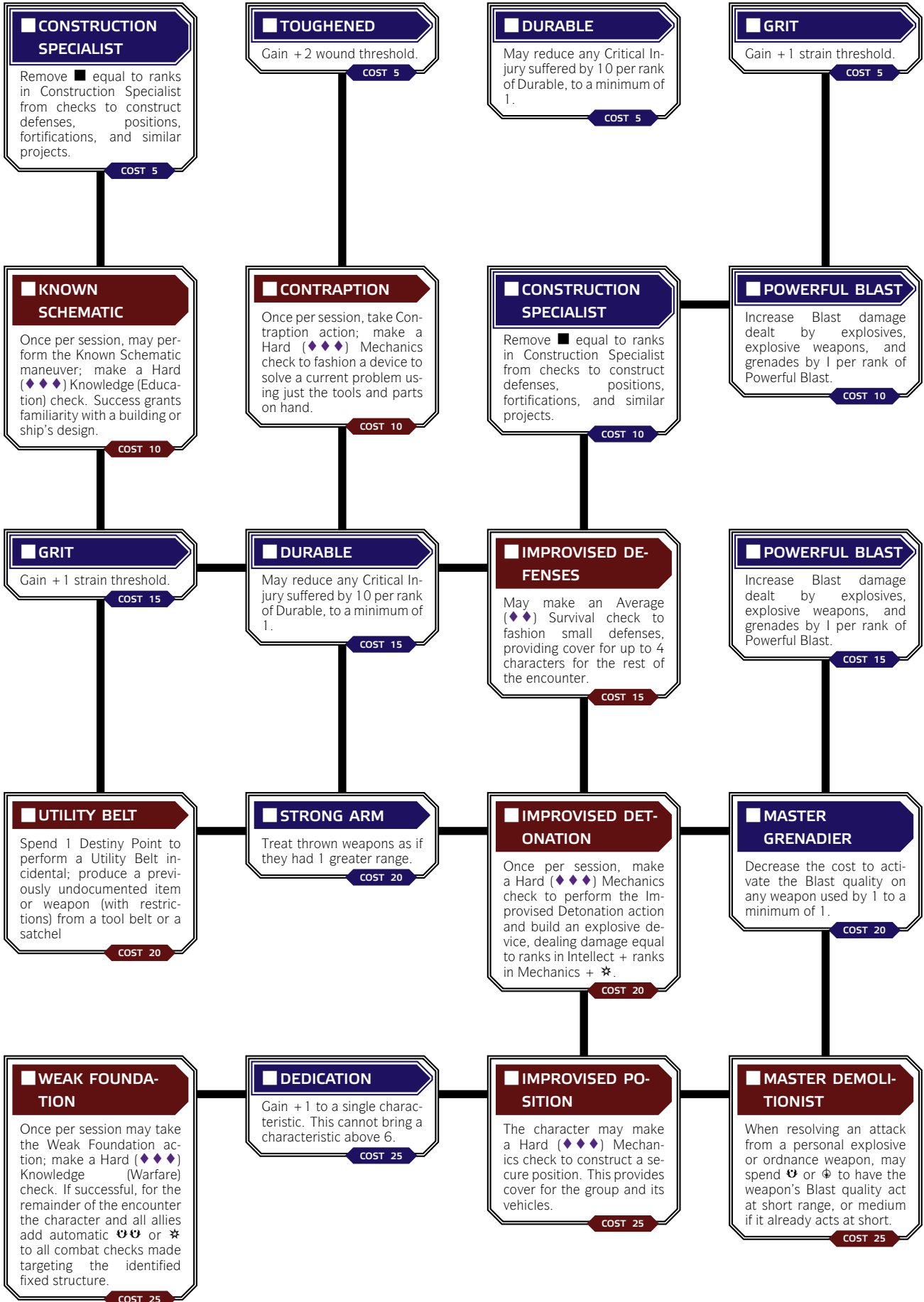
Career Skills: Athletics, Computers, Knowledge (Education), Mechanics, Perception, Piloting (Space), Ranged (Light), Vigilance

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

PASSIVE

ACTIVE

RANKED TALENT



Engineer: Scientist

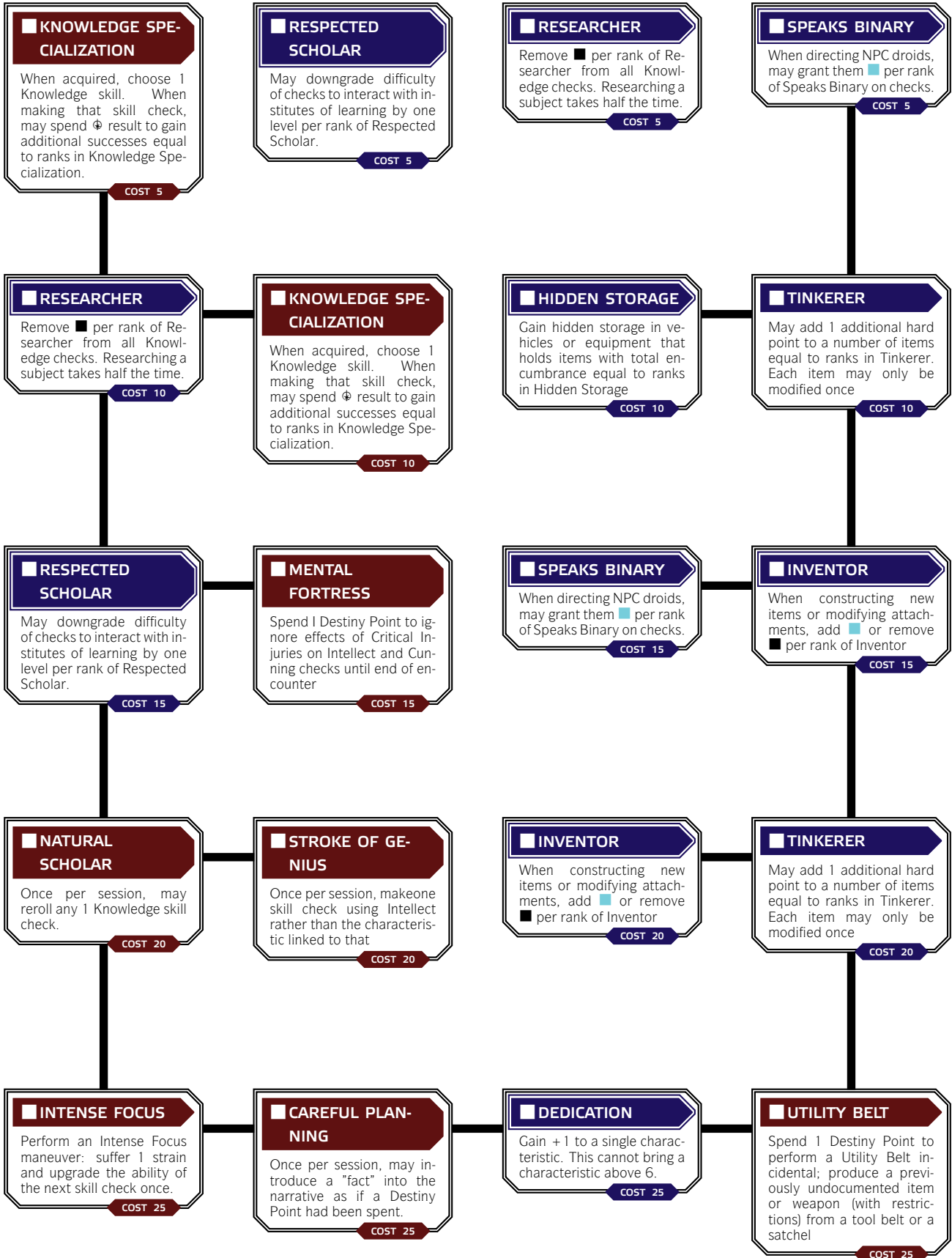
Career Skills: Athletics, Computers, Knowledge (Education), Mechanics, Perception, Piloting (Space), Ranged (Light), Vigilance

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

PASSIVE

ACTIVE

RANKED TALENT



Engineer: Shipwright

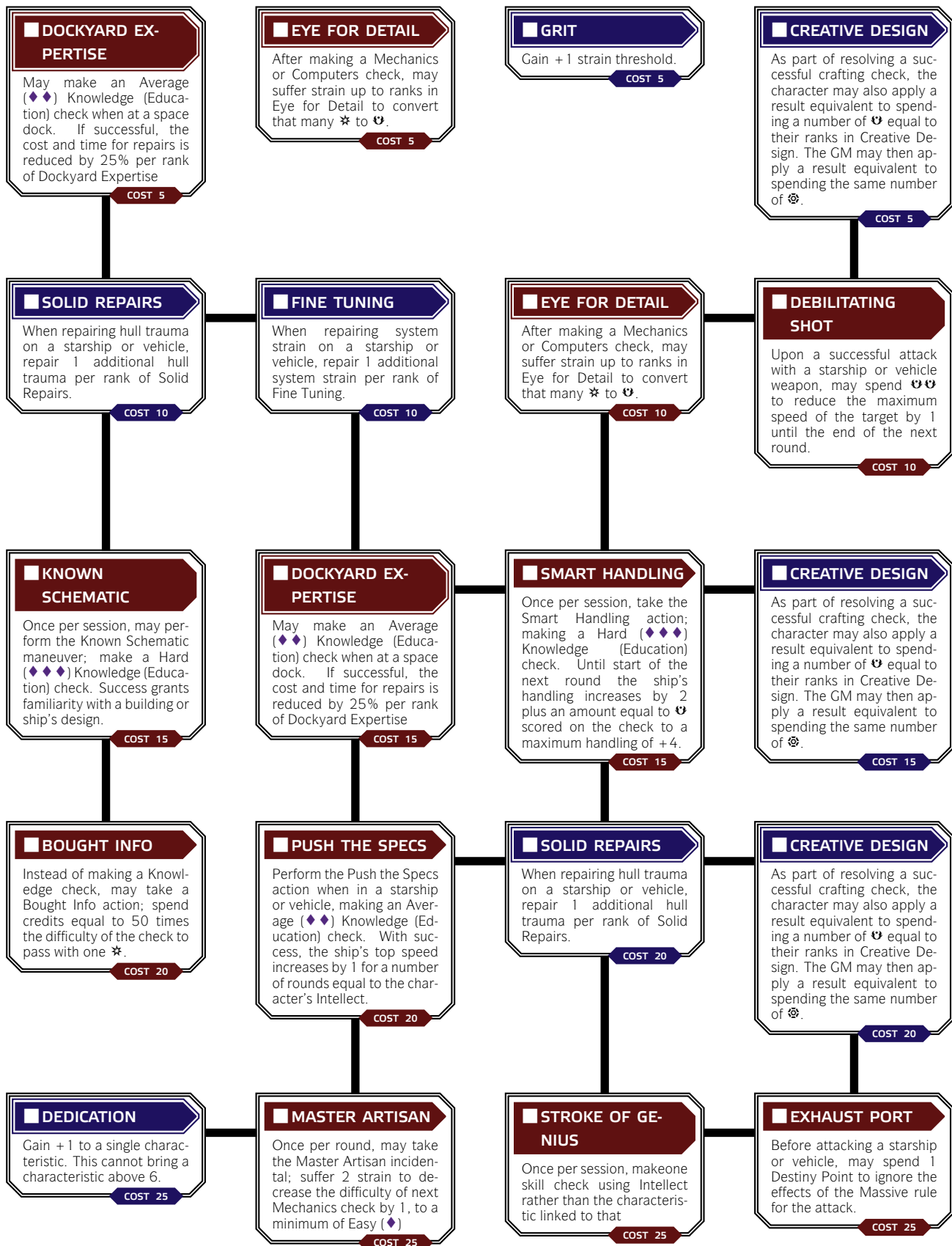
Career Skills: Athletics, Computers, Knowledge (Education), Mechanics, Perception, Piloting (Space), Ranged (Light), Vigilance

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

PASSIVE

ACTIVE

RANKED TALENT



Explorer: Archaeologist

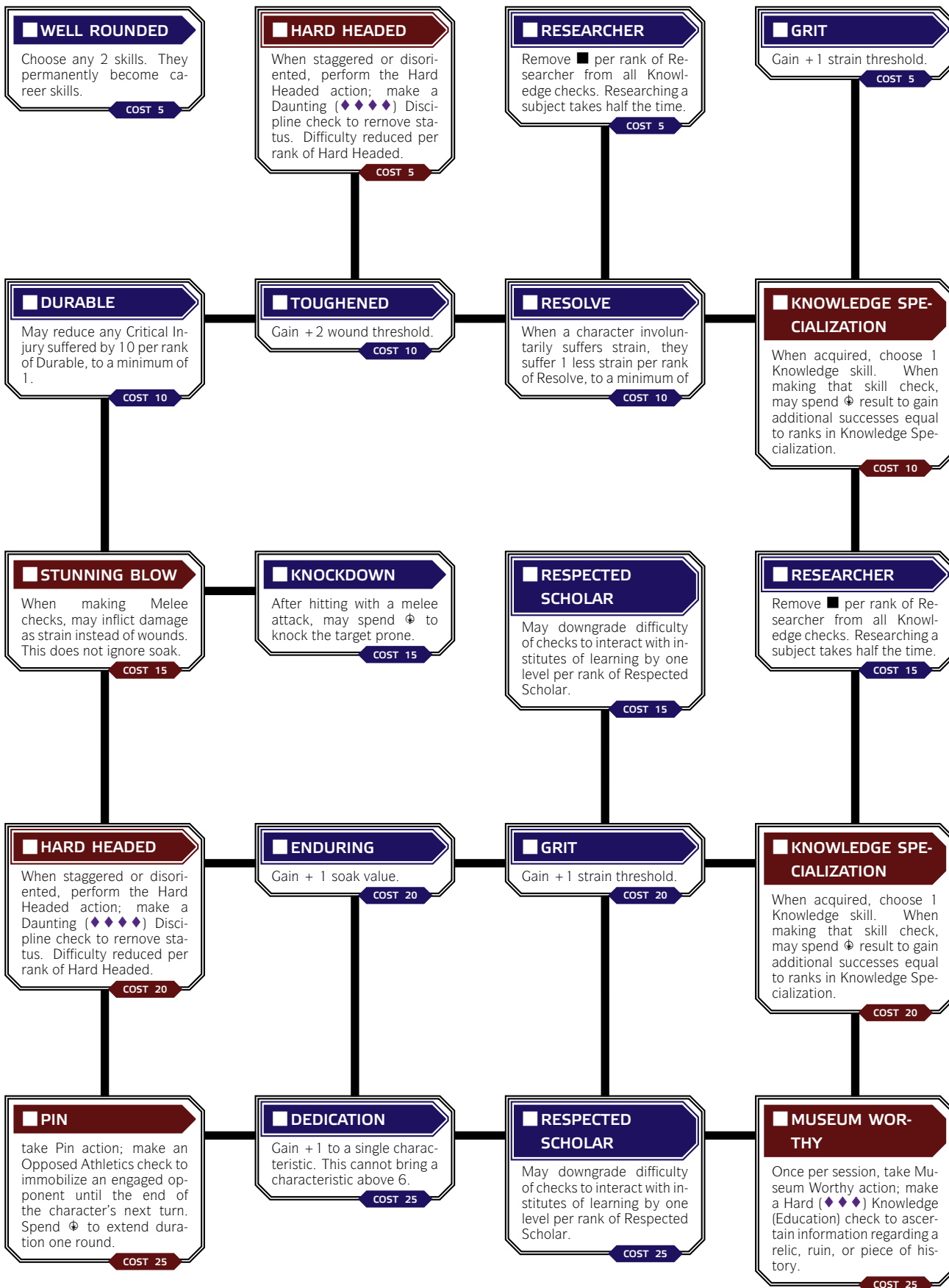
Career Skills: Astrogation, Cool, Knowledge (Lore), Knowledge (Outer Rim), Knowledge (Xenology), Perception, Piloting (Space), Survival

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

PASSIVE

ACTIVE

RANKED TALENT



Explorer: Big-Game Hunter

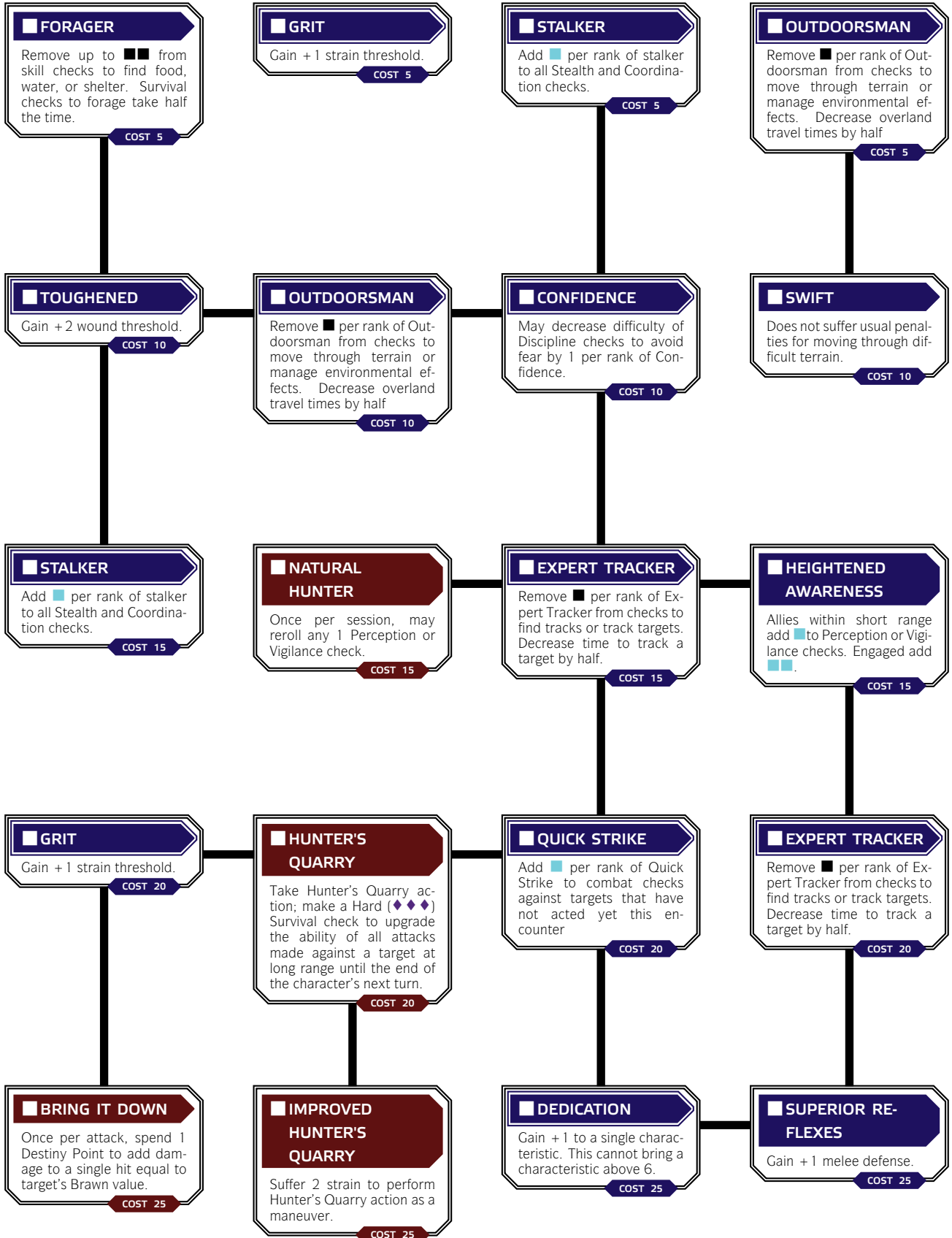
Career Skills: Astrogation, Cool, Knowledge (Lore), Knowledge (Outer Rim), Knowledge (Xenology), Perception, Piloting (Space), Survival

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

PASSIVE

ACTIVE

RANKED TALENT



Explorer: Driver

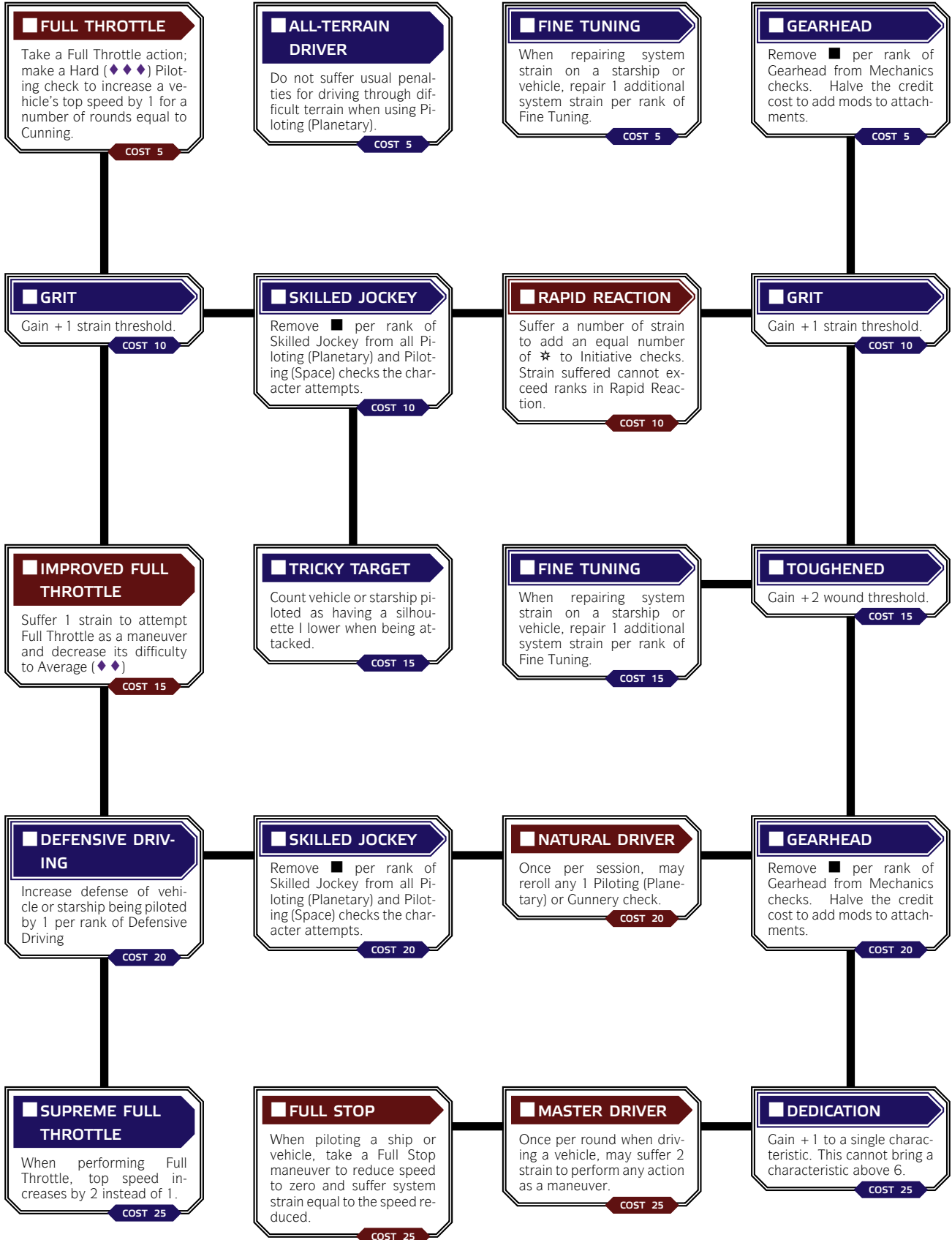
Career Skills: Astrogation, Cool, Knowledge (Lore), Knowledge (Outer Rim), Knowledge (Xenology), Perception, Piloting (Space), Survival

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

PASSIVE

ACTIVE

RANKED TALENT



Explorer: Fringer

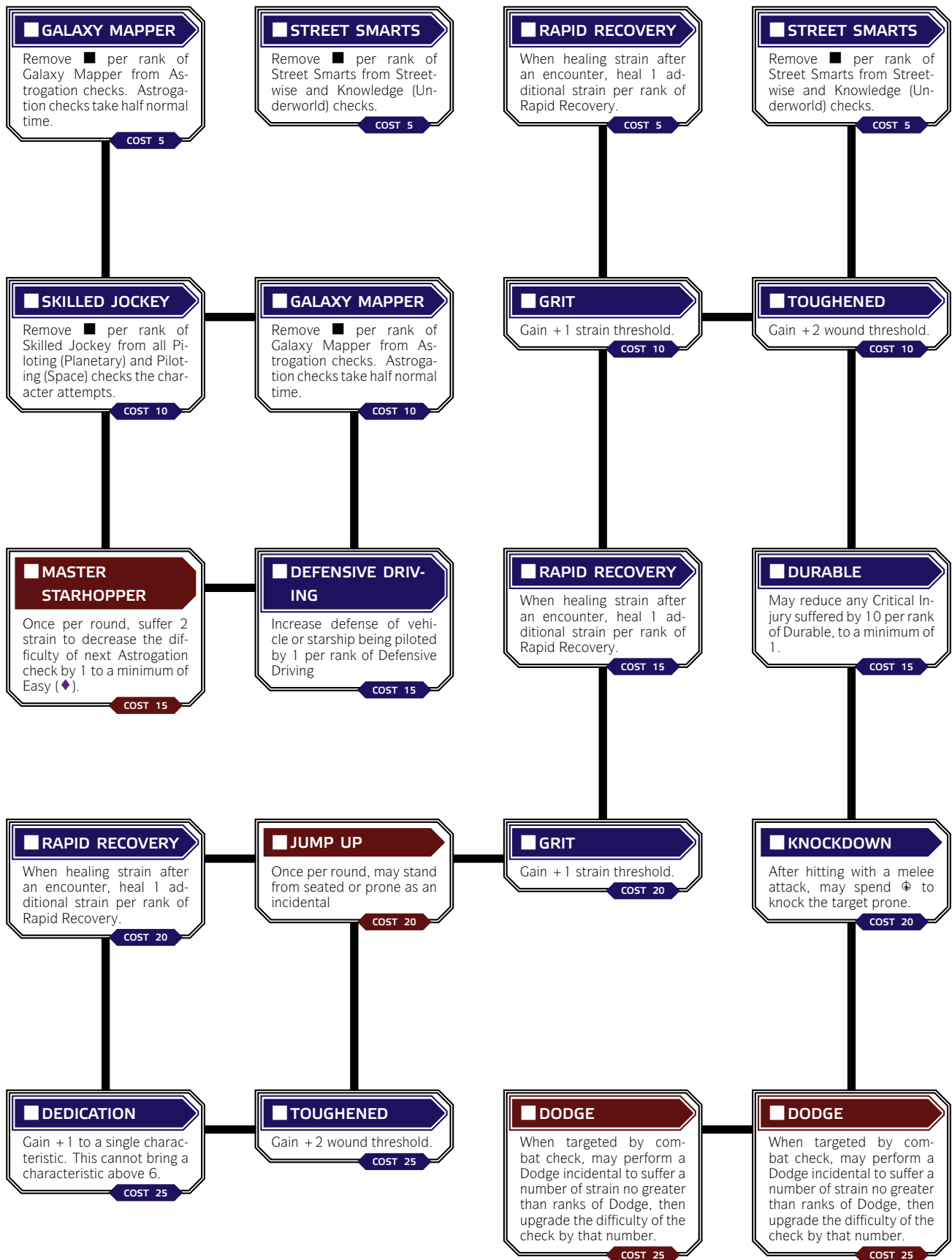
Career Skills: Astrogation, Cool, Knowledge (Lore), Knowledge (Outer Rim), Knowledge (Xenology), Perception, Piloting (Space), Survival

Additional Career Skills: Astrogation, Coordination, Negotiation, Streetwise

PASSIVE

ACTIVE

RANKED TALENT



Explorer: Scout

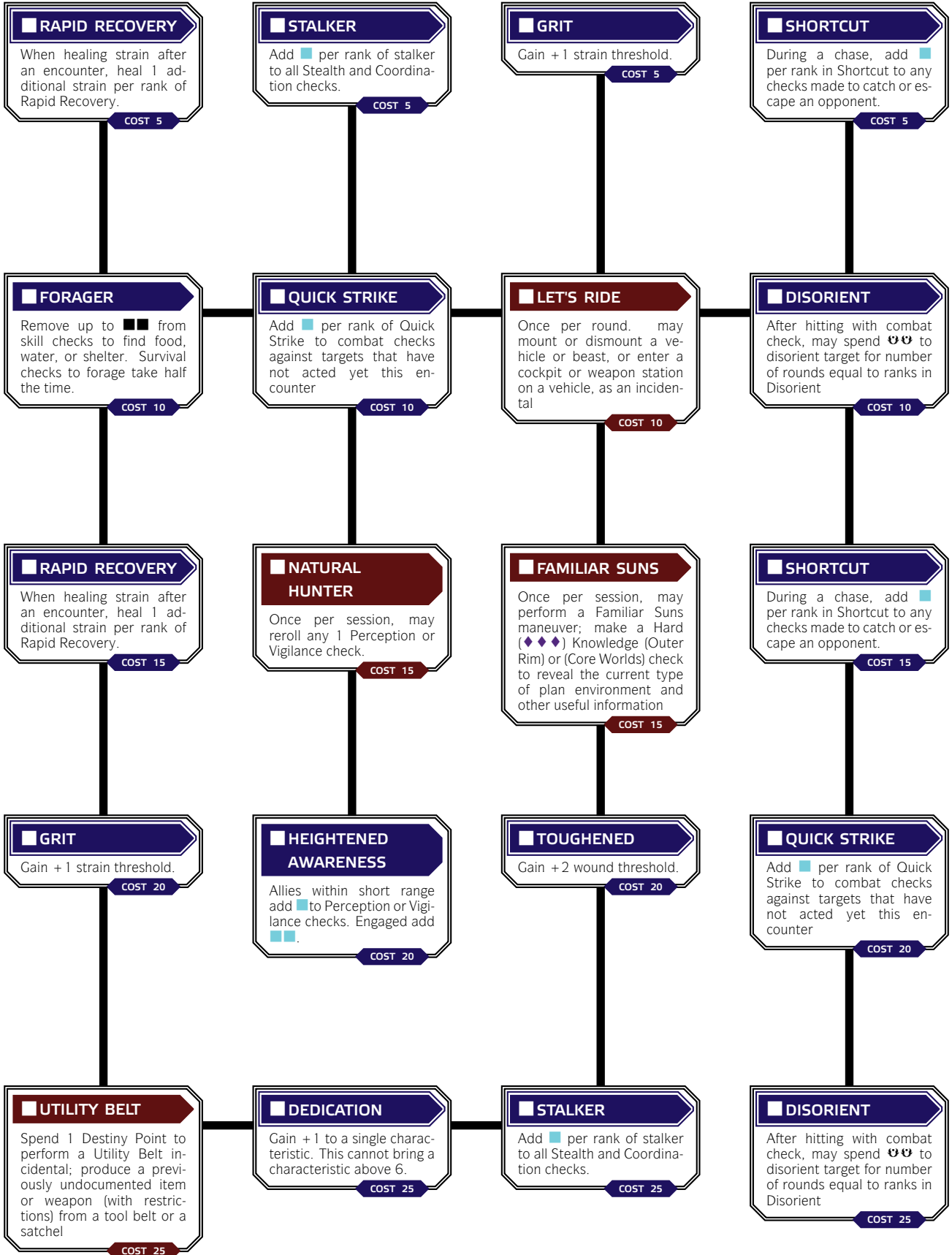
Career Skills: Astrogation, Cool, Knowledge (Lore), Knowledge (Outer Rim), Knowledge (Xenology), Perception, Piloting (Space), Survival

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

PASSIVE

ACTIVE

RANKED TALENT



Explorer: Trader

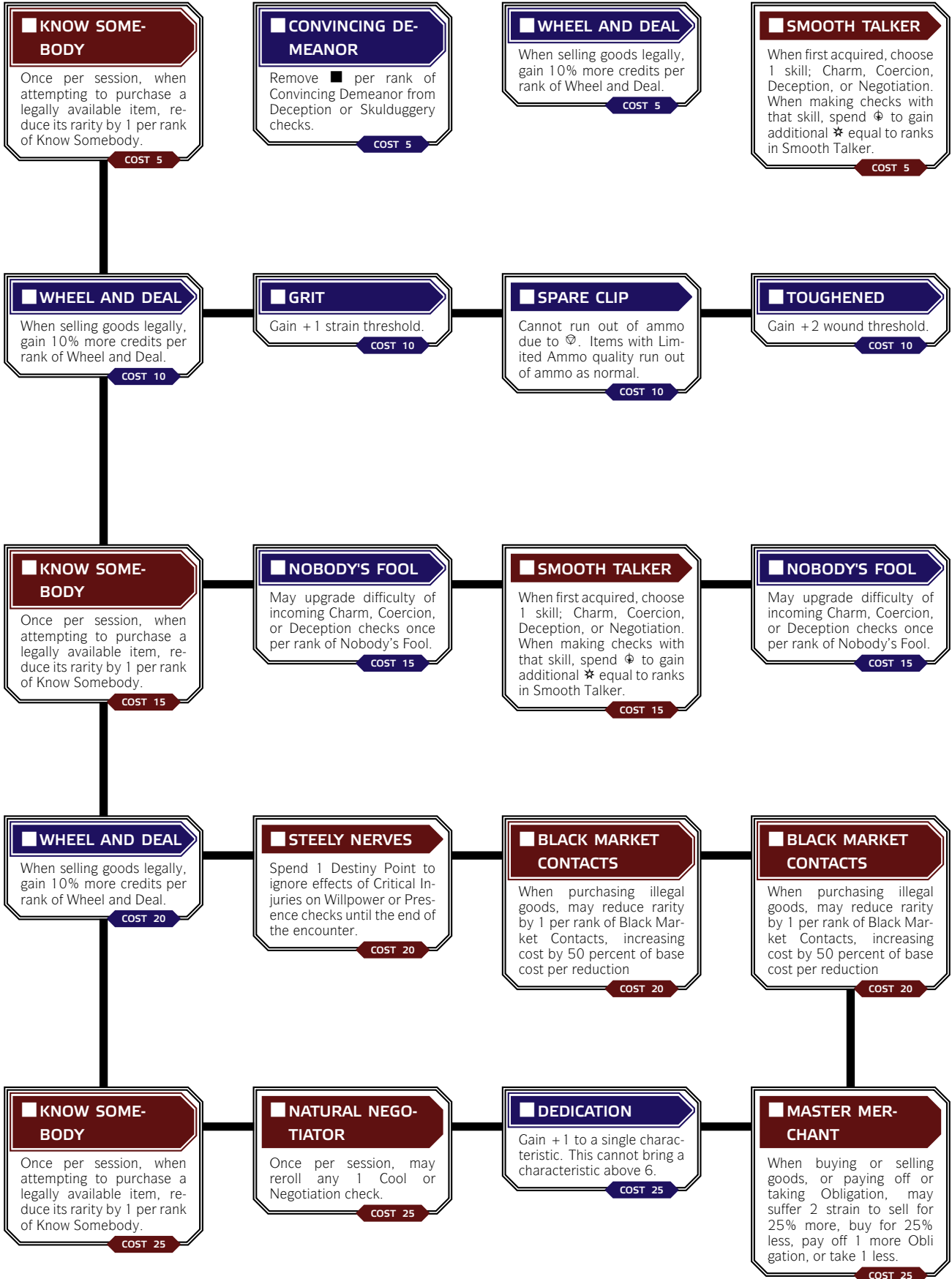
Career Skills: Astrogation, Cool, Knowledge (Lore), Knowledge (Outer Rim), Knowledge (Xenology), Perception, Piloting (Space), Survival

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

PASSIVE

ACTIVE

RANKED TALENT



Guardian: Armorer

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

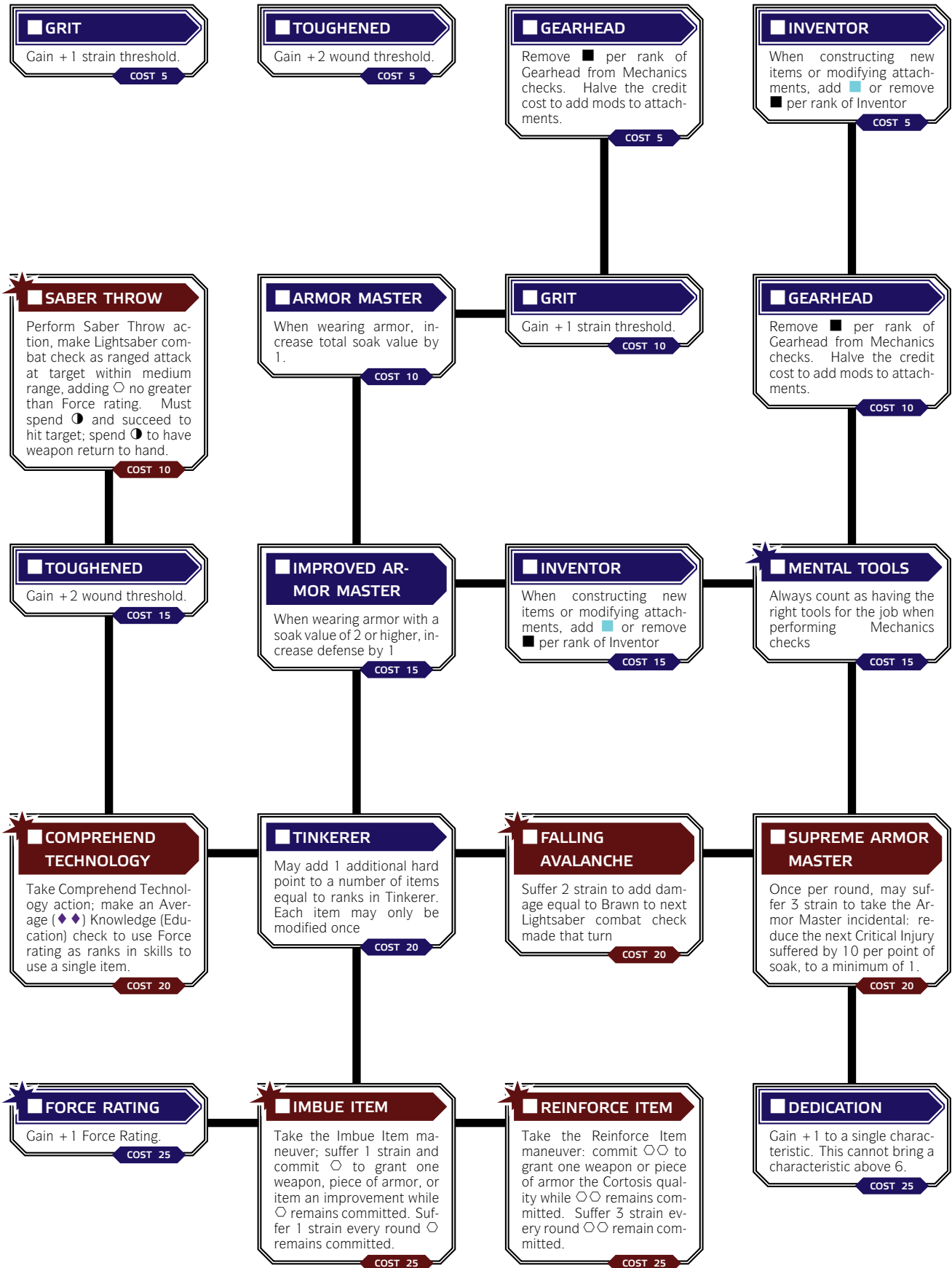
Additional Career Skills: Knowledge (Outer Rim), Lightsaber, Mechanics, Resilience

PASSIVE

ACTIVE

RANKED TALENT

FORCE TALENT



Guardian: Peacekeeper

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

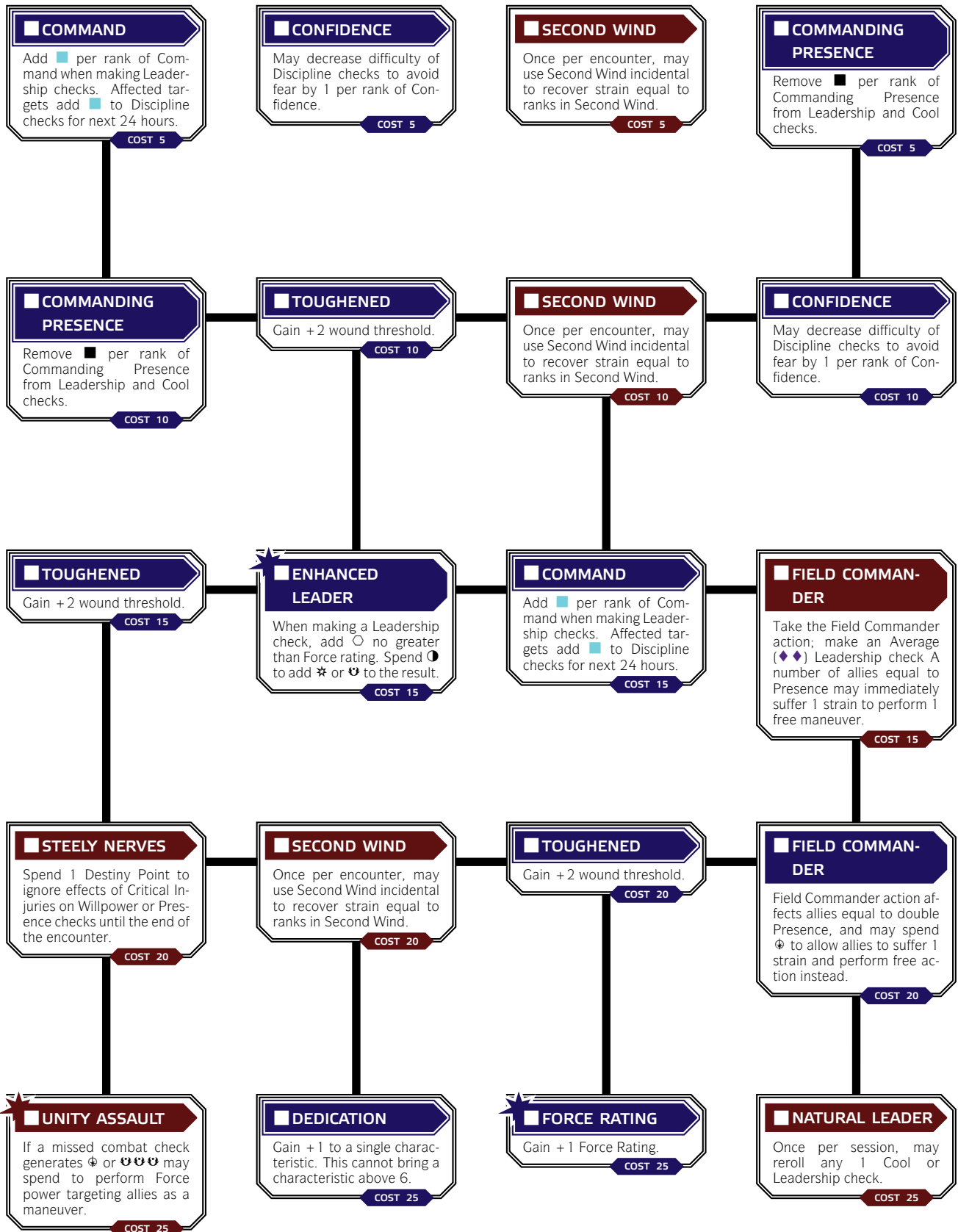
Additional Career Skills: Discipline, Leadership, Perception, Piloting (Planetary)

PASSIVE

ACTIVE

RANKED TALENT

FORCE TALENT



Guardian: Protector

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

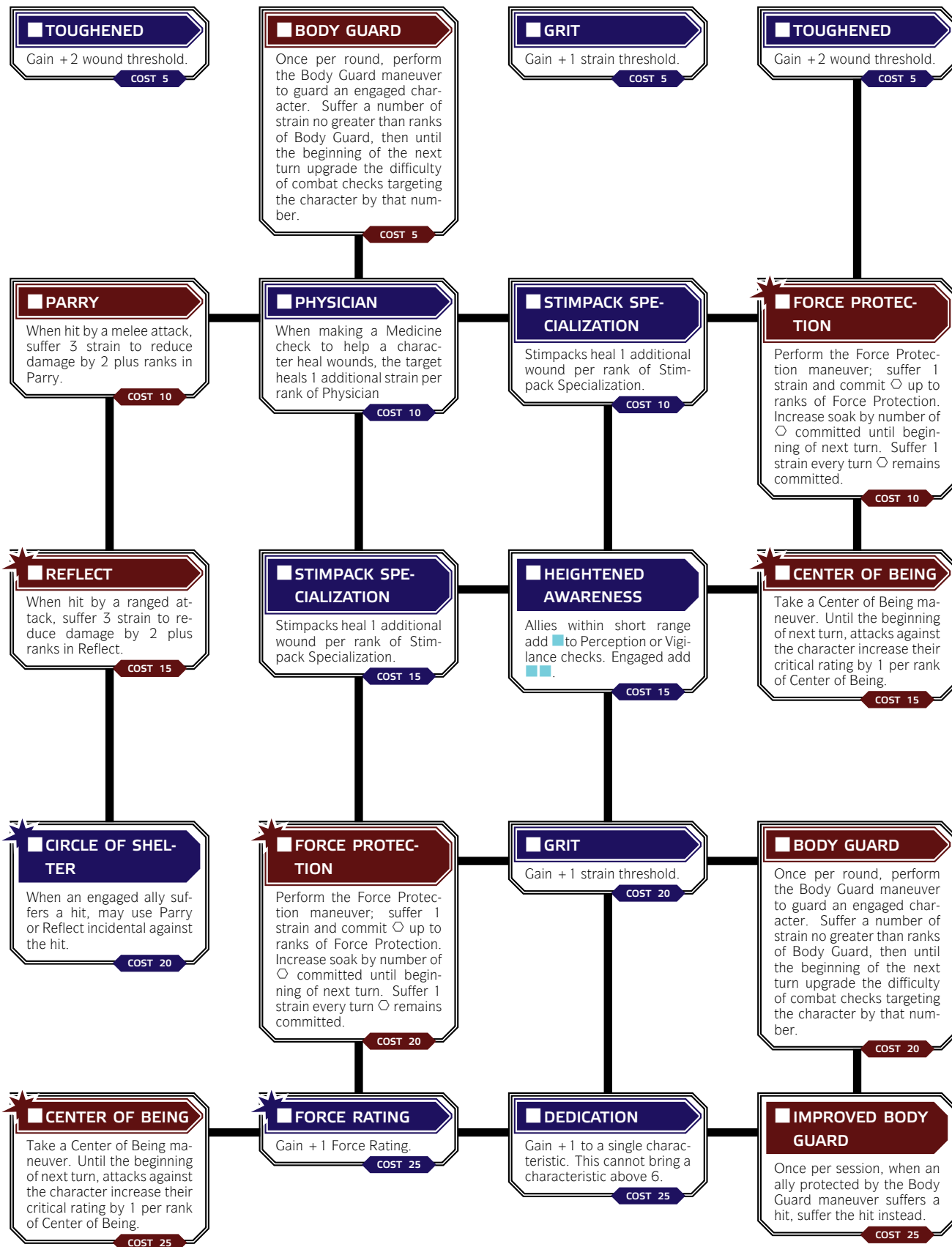
Additional Career Skills: Athletics, Medicine, Ranged (Light), Resilience

PASSIVE

ACTIVE

RANKED TALENT

FORCE TALENT



Guardian: Soresu Defender

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

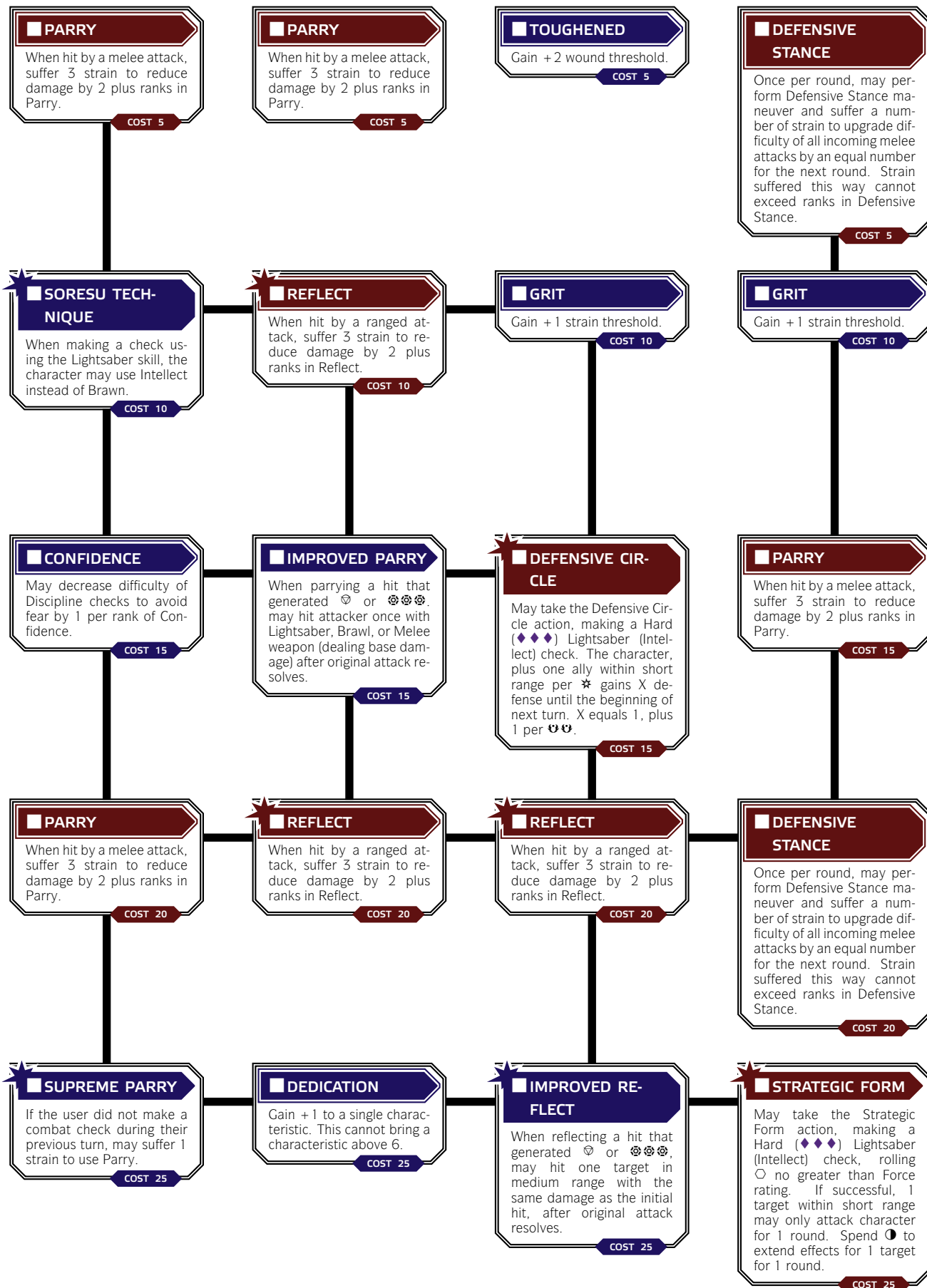
Additional Career Skills: Discipline, Knowledge (Lore), Lightsaber, Vigilance

PASSIVE

ACTIVE

RANKED TALENT

FORCE TALENT



Guardian: Warden

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

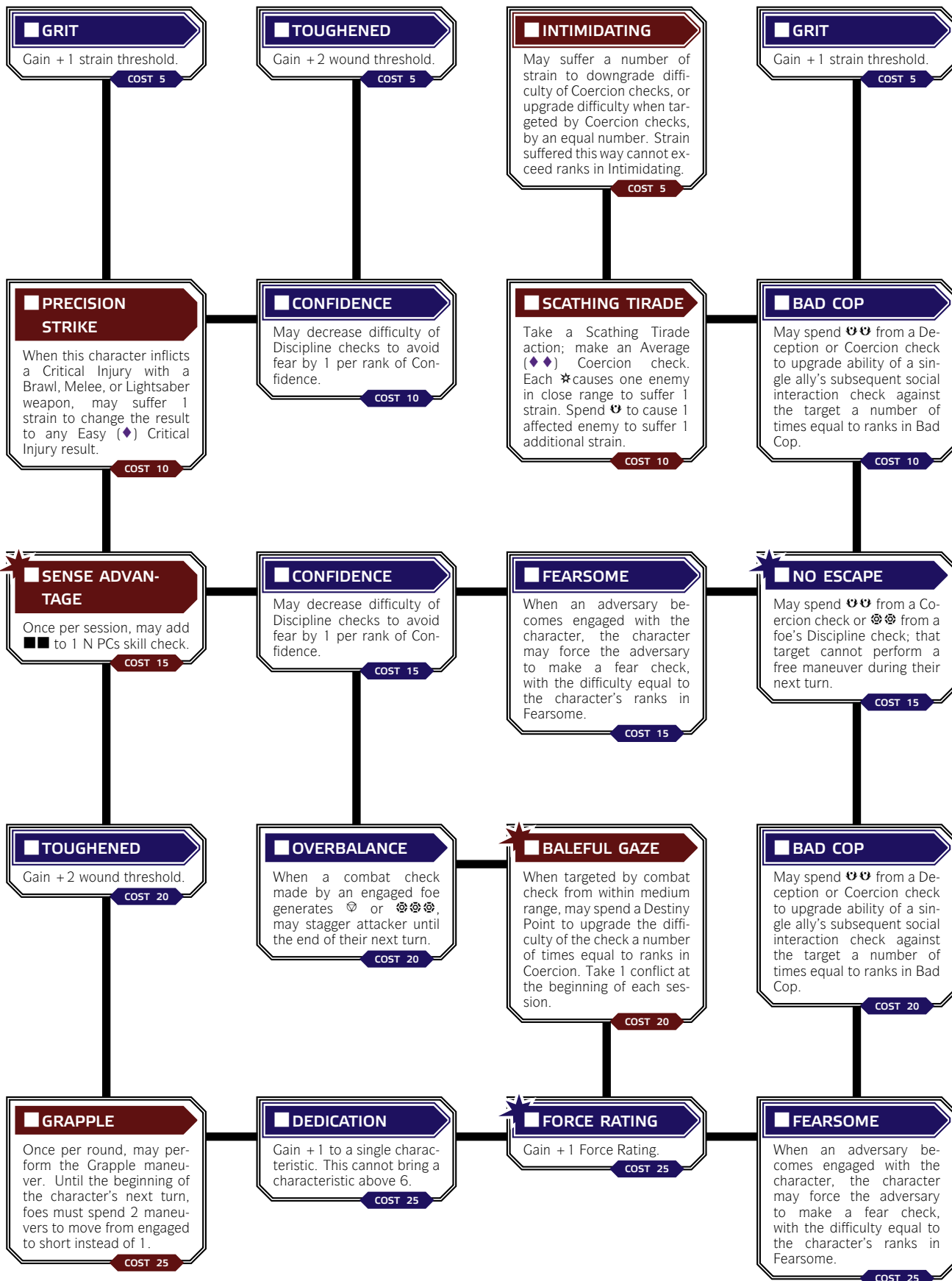
Additional Career Skills: Brawl, Coercion, Discipline, Knowledge (Underworld)

PASSIVE

ACTIVE

RANKED TALENT

FORCE TALENT



Guardian: Warleader

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

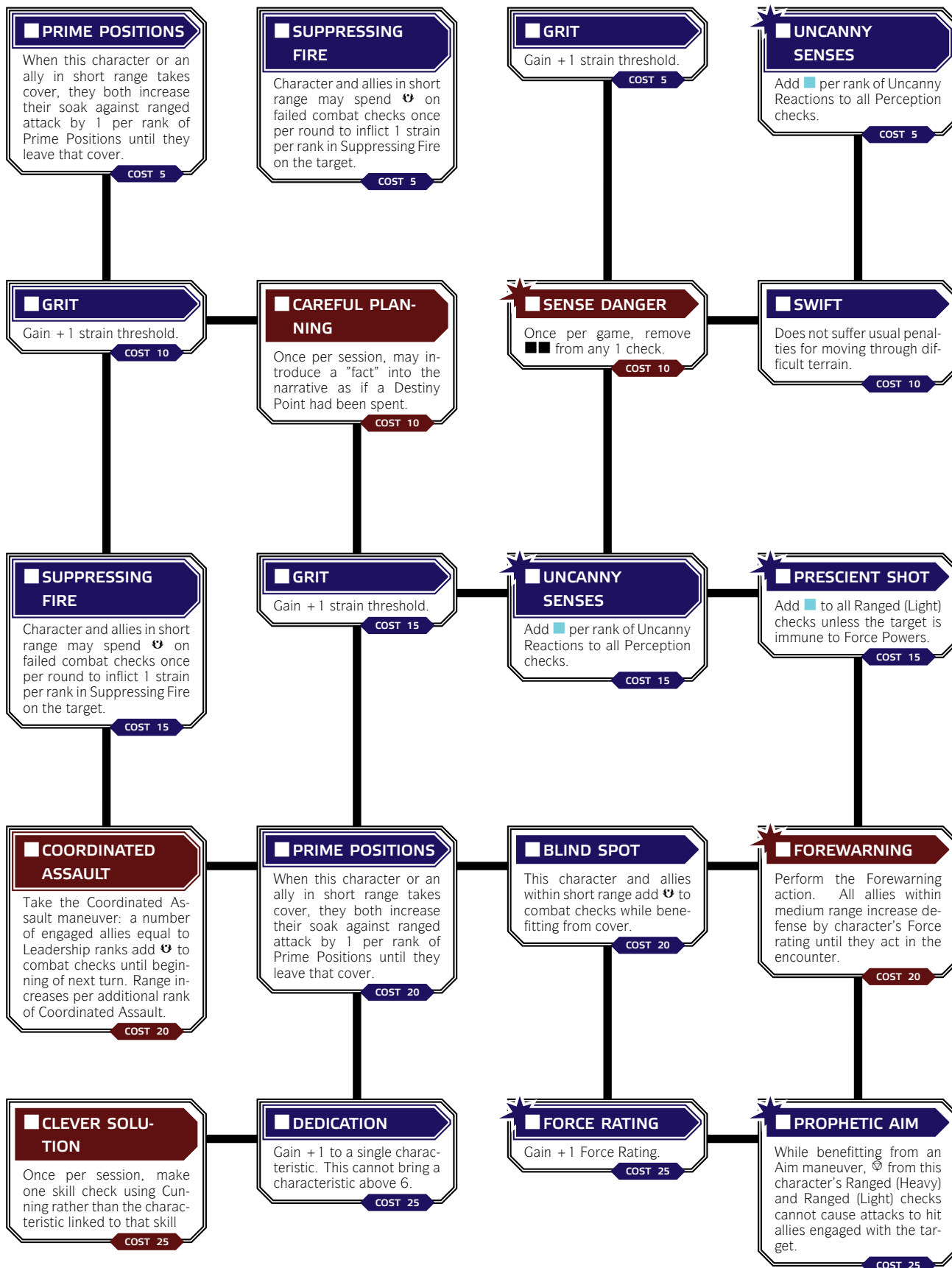
Additional Career Skills: Leadership, Perception, Ranged (Light), Survival

PASSIVE

ACTIVE

RANKED TALENT

FORCE TALENT



Hired Gun: Bodyguard

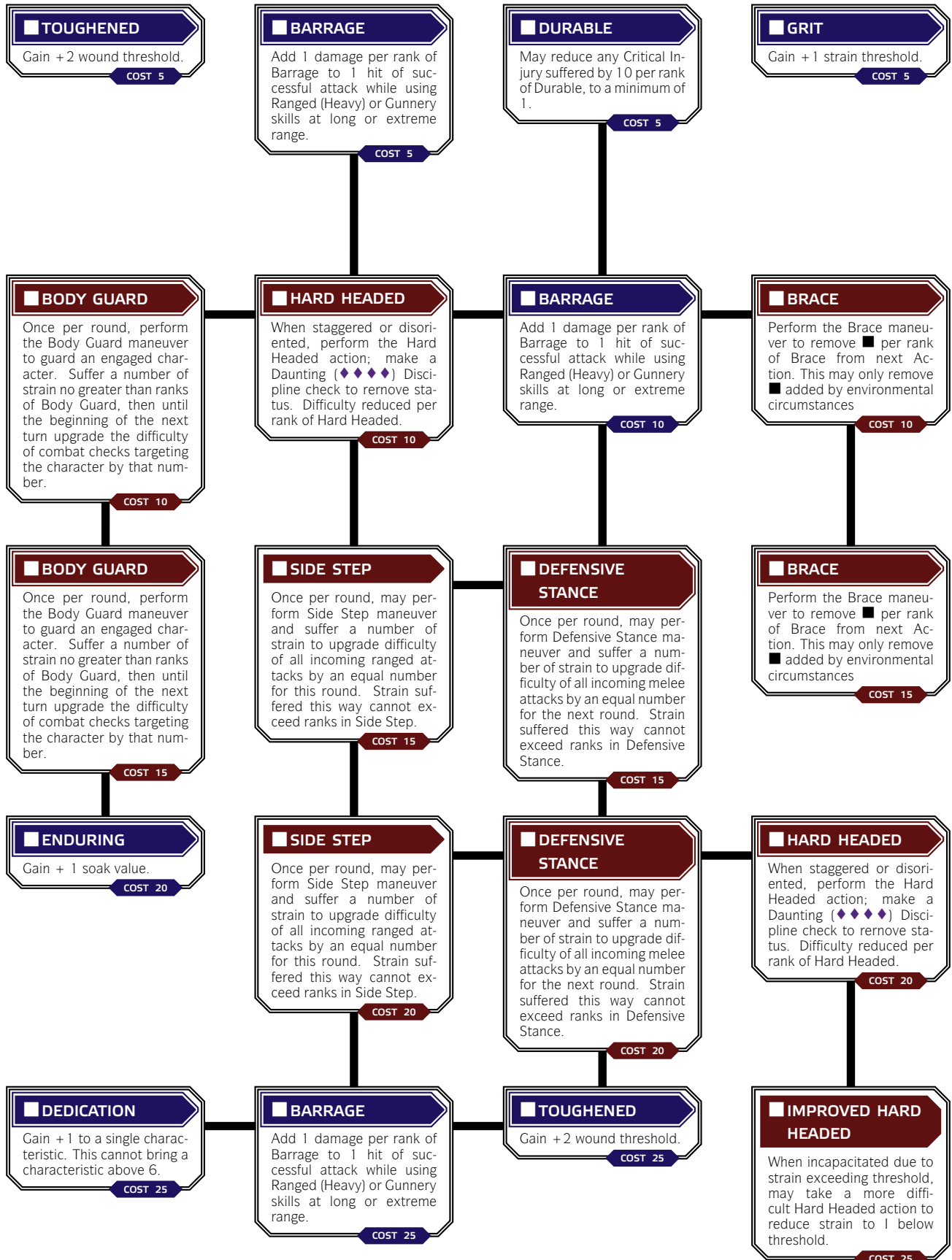
Career Skills: Athletics, Brawl, Discipline, Melee, Piloting (Planetary), Ranged (Light), Resilience, Vigilance

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

PASSIVE

ACTIVE

RANKED TALENT

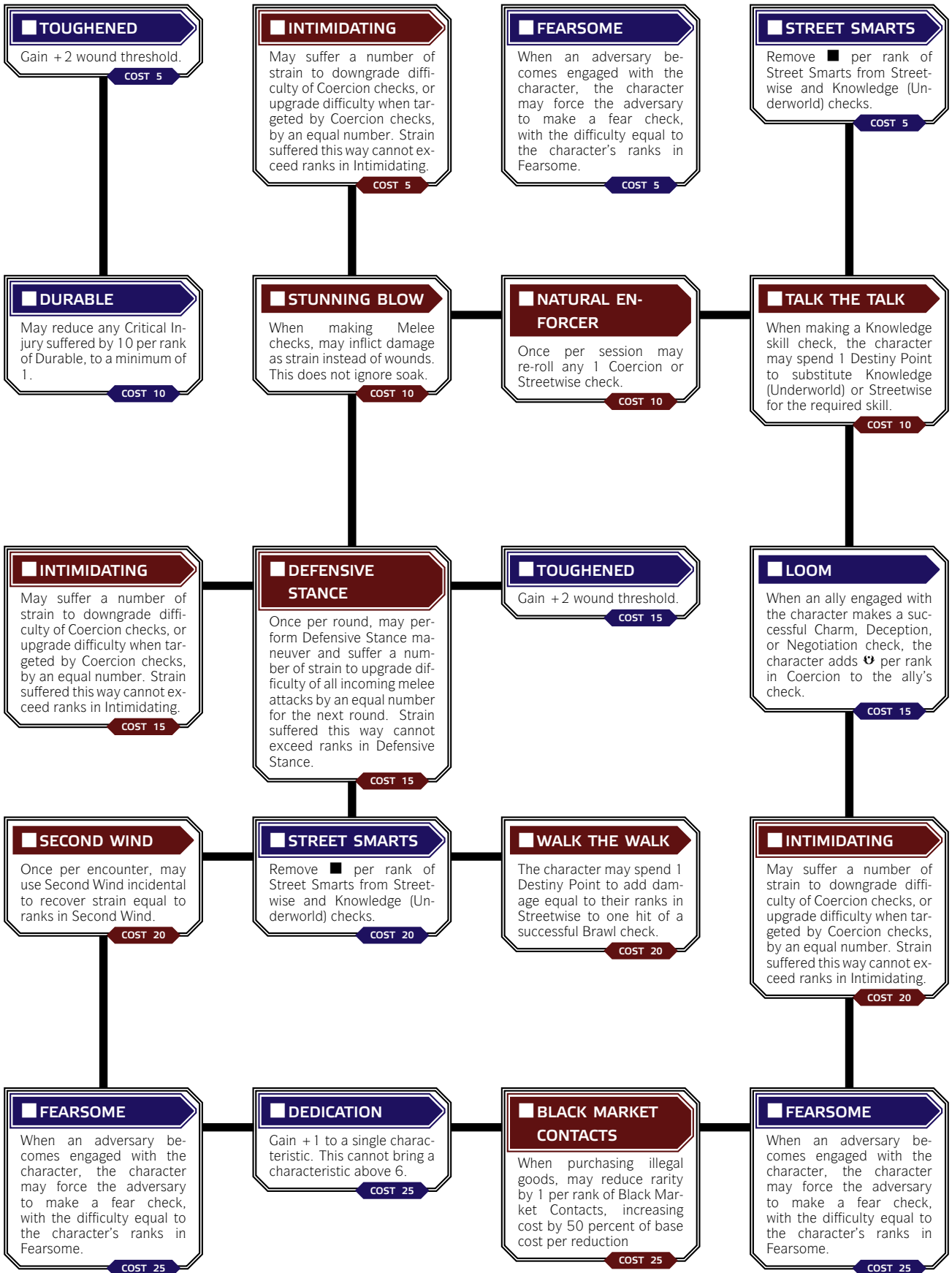


Hired Gun: Enforcer

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

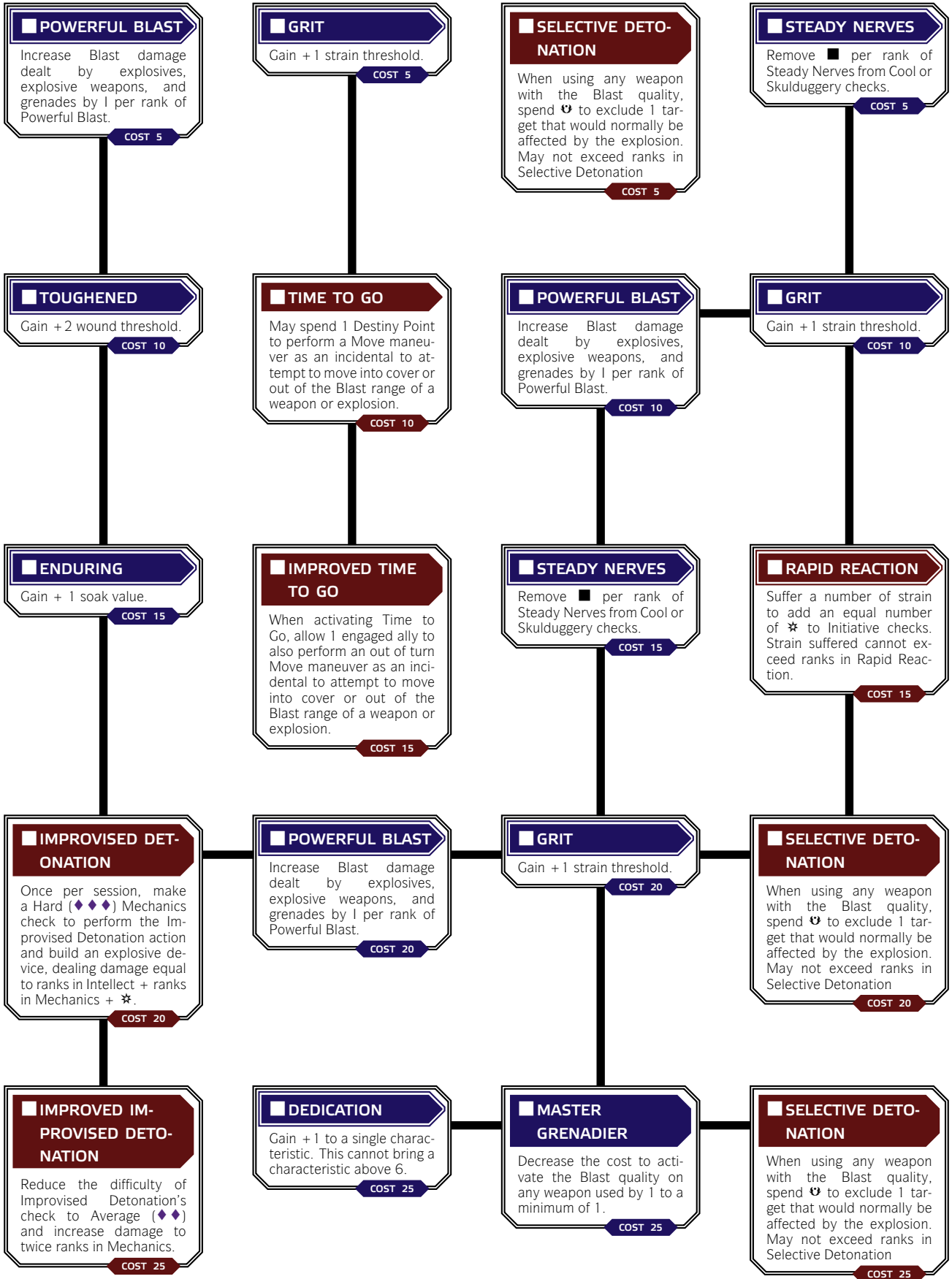
Career Skills: Athletics, Brawl, Discipline, Melee, Piloting (Planetary), Ranged (Light), Resilience, Vigilance

Additional Career Skills: Computers, Cool, Mechanics, Skulduggery

PASSIVE

ACTIVE

RANKED TALENT



Hired Gun: Heavy

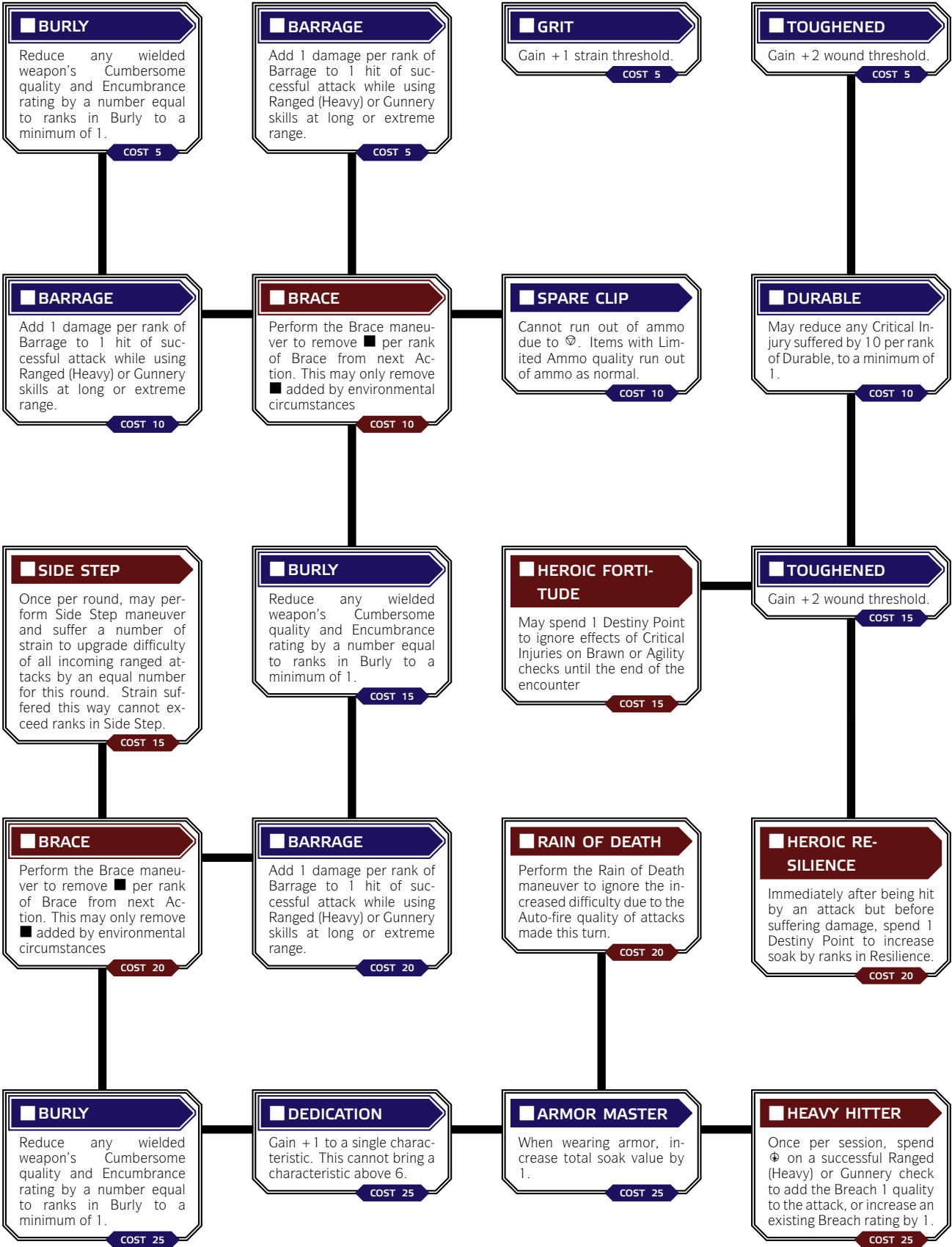
Career Skills: Athletics, Brawl, Discipline, Melee (Planetary), Ranged (Light), Resilience, Vigilance

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

PASSIVE

ACTIVE

RANKED TALENT



Hired Gun: Marauder

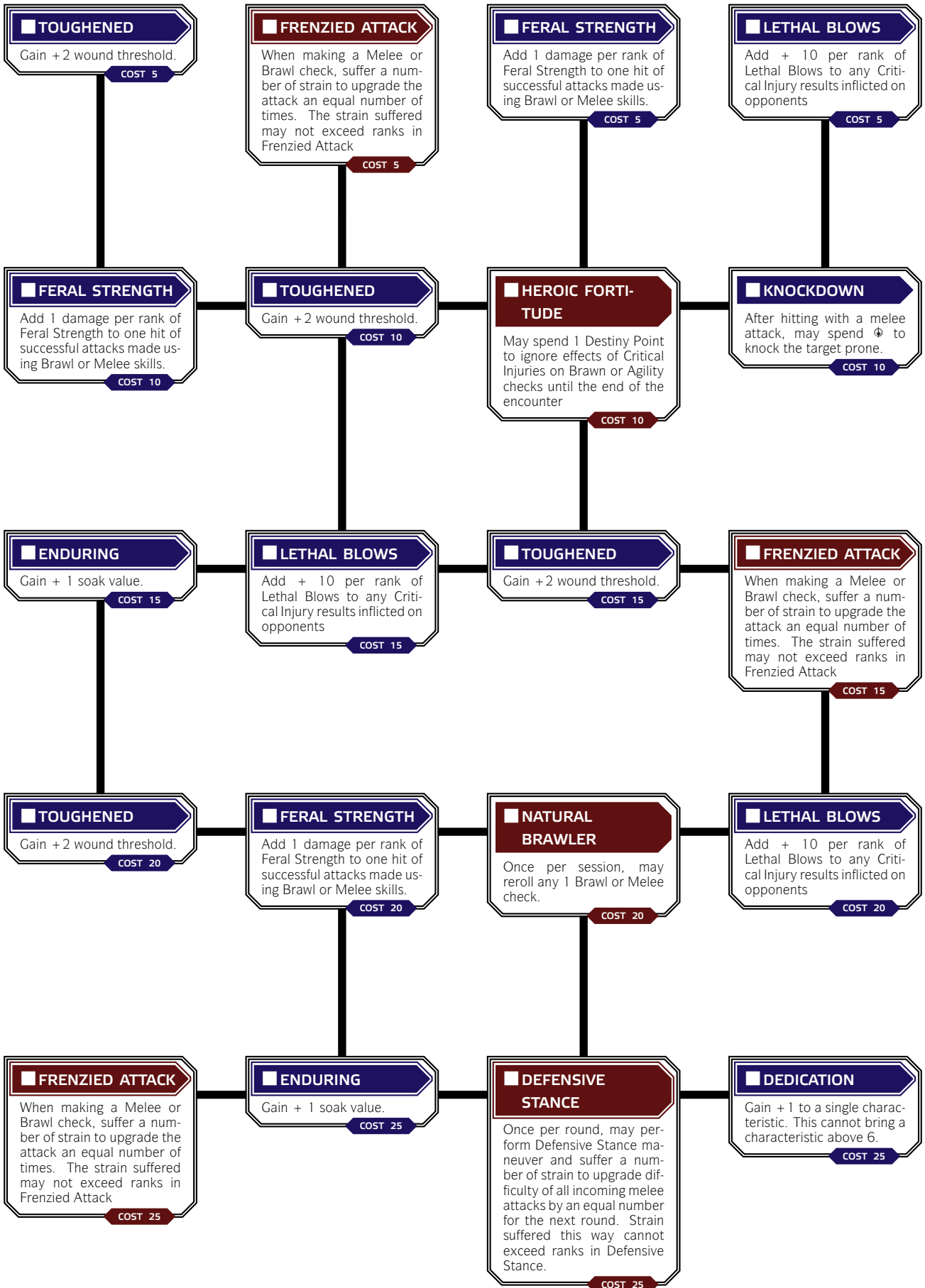
Career Skills: Athletics, Brawl, Discipline, Melee, Piloting (Planetary), Ranged (Light), Resilience, Vigilance

Additional Career Skills: Coercion, Melee, Resilience, Survival

PASSIVE

ACTIVE

RANKED TALENT



Hired Gun: Mercenary

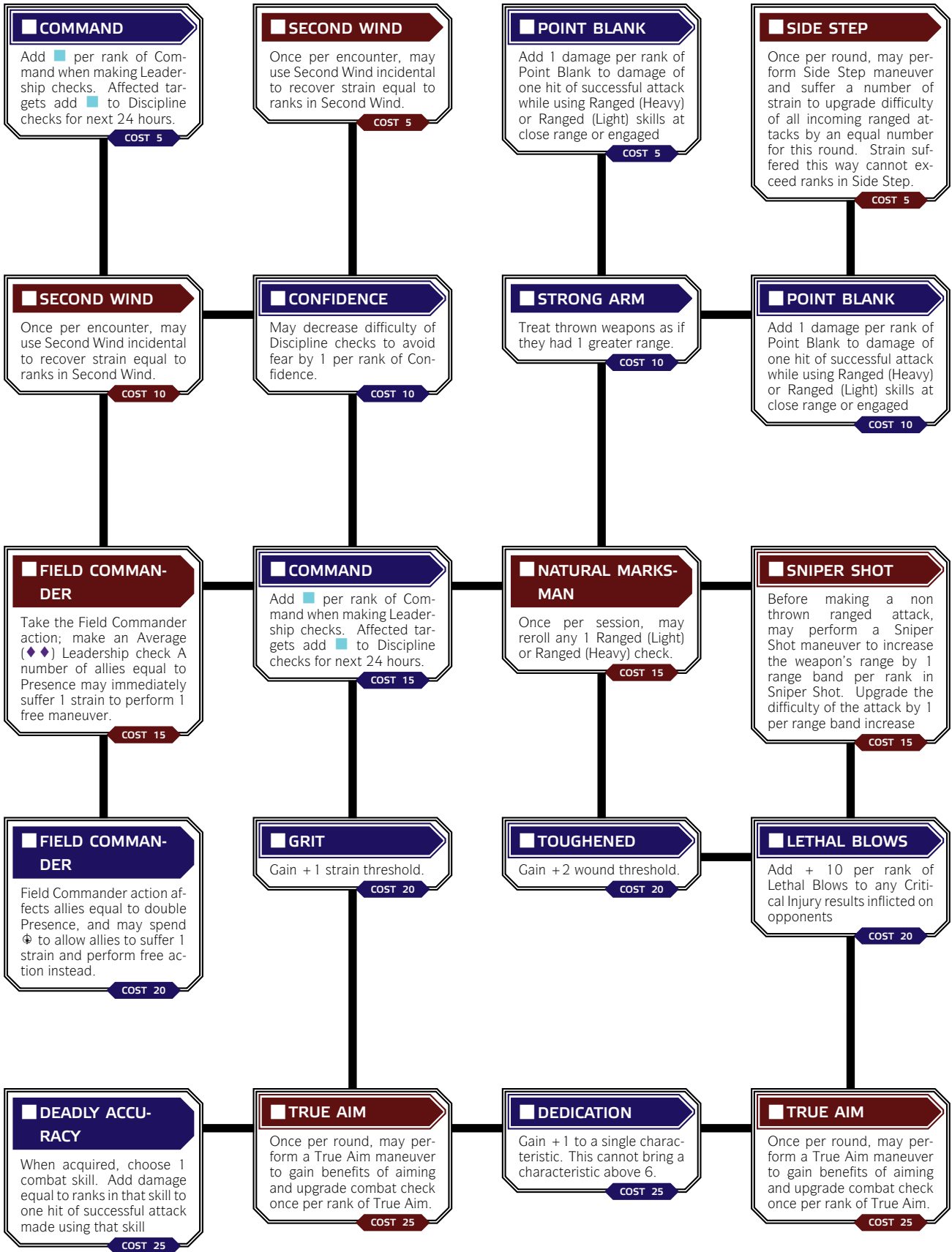
Career Skills: Athletics, Brawl, Discipline, Melee, Piloting (Planetary), Ranged (Light), Resilience, Vigilance

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

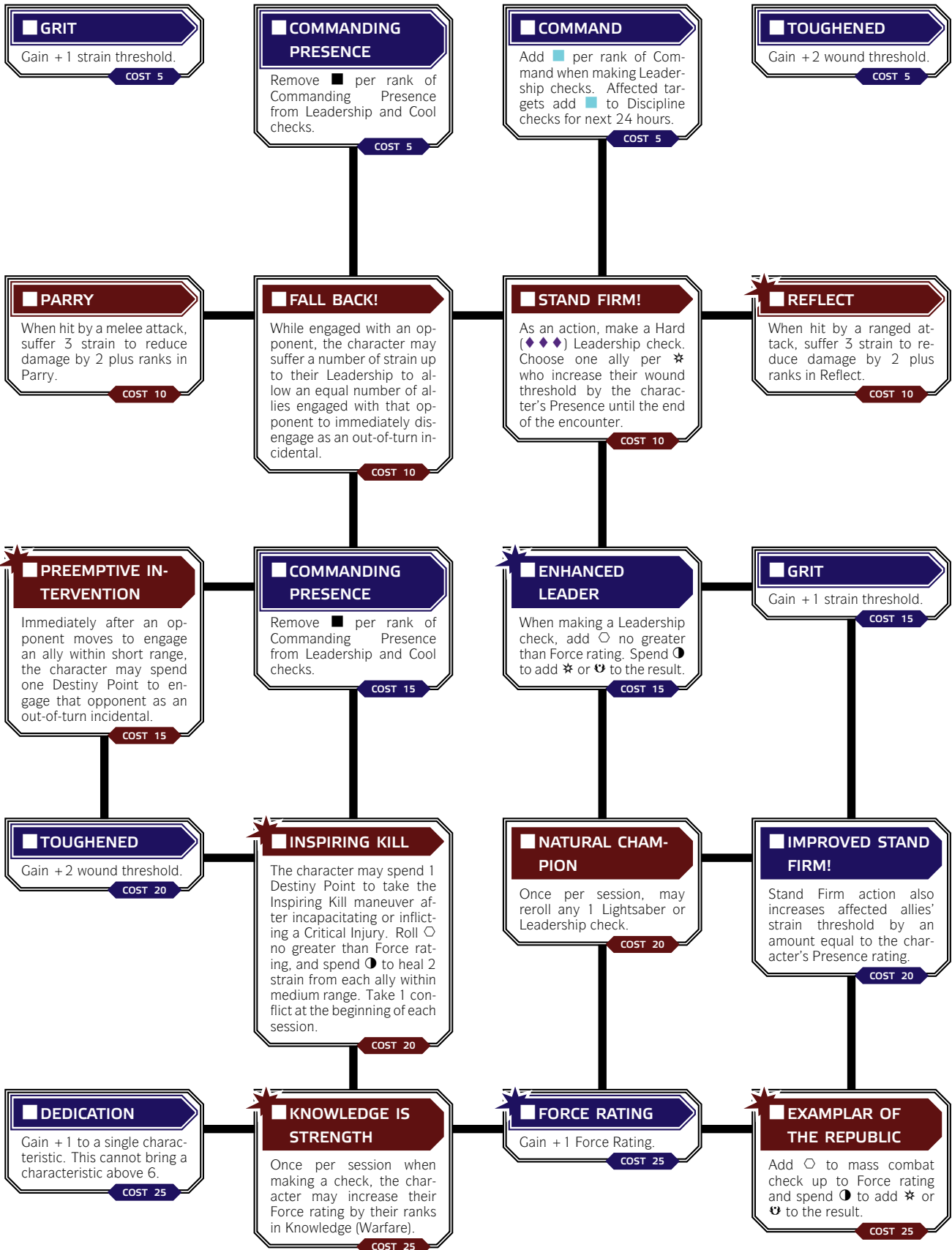
Prerequisite: Force Rating 2

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

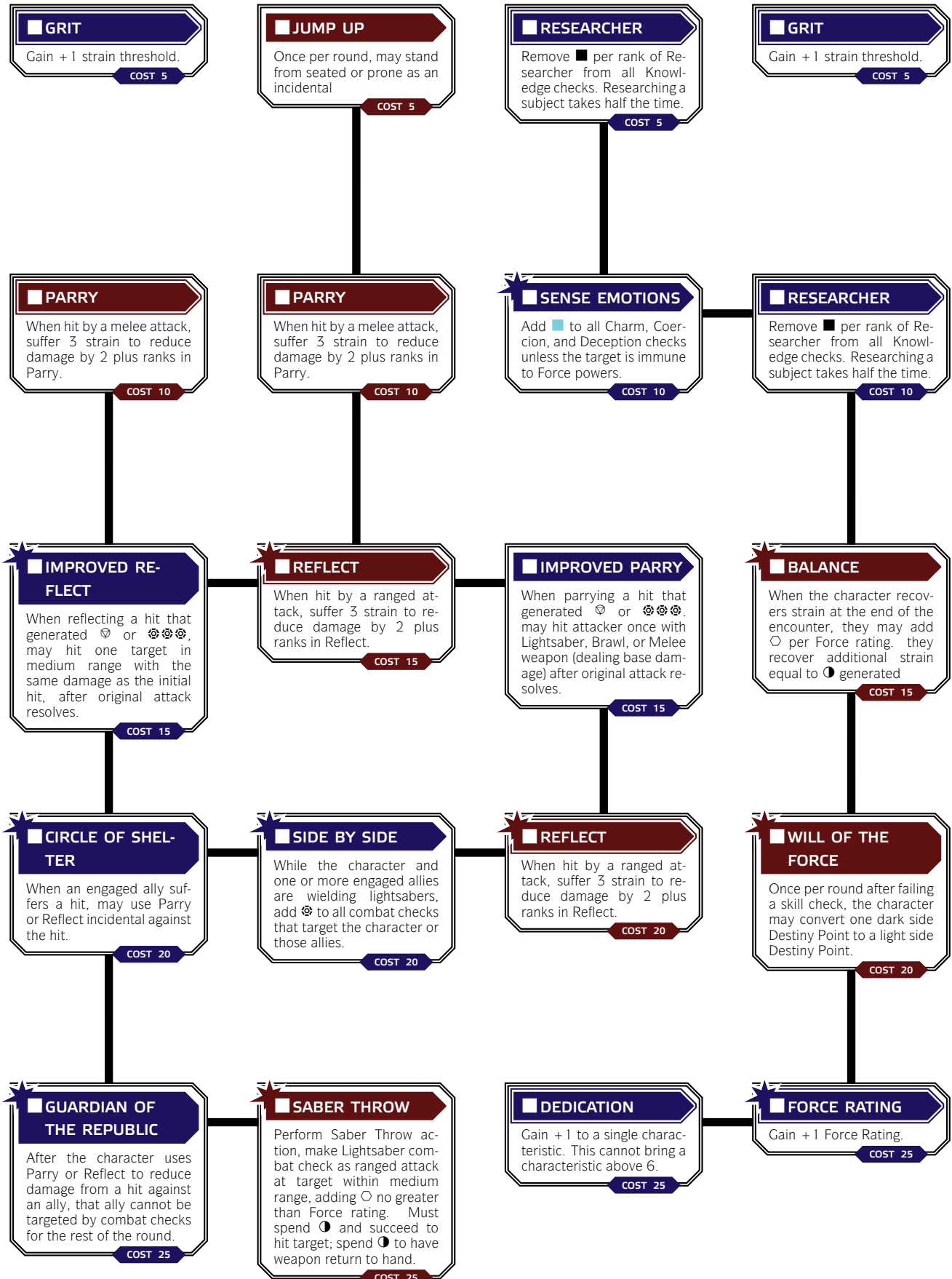
Prerequisite: Force Rating 2

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

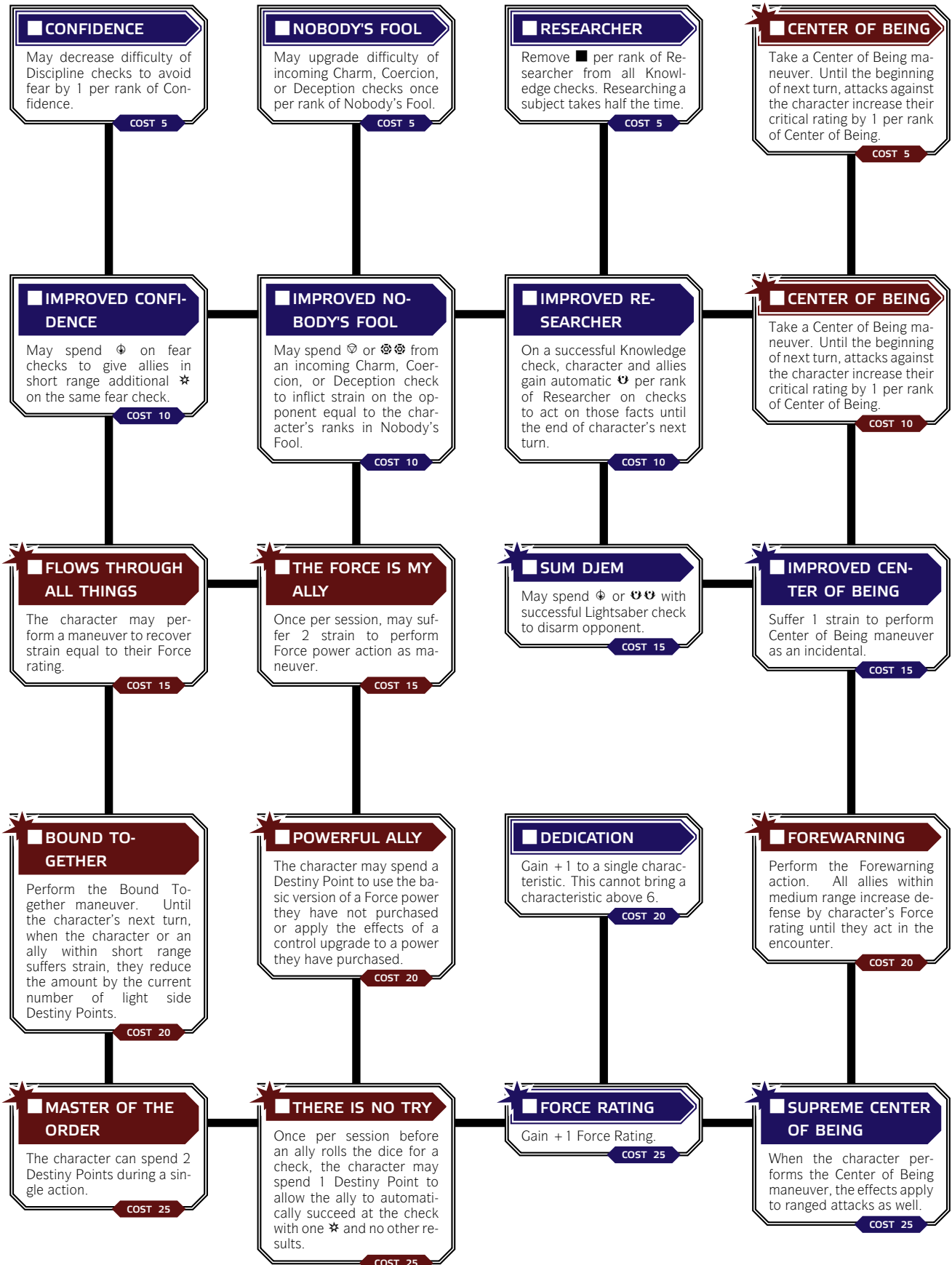
Prerequisite: Force Rating 3

PASSIVE

ACTIVE

RANKED TALENT

FORCE TALENT



Jedi: Padawan

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

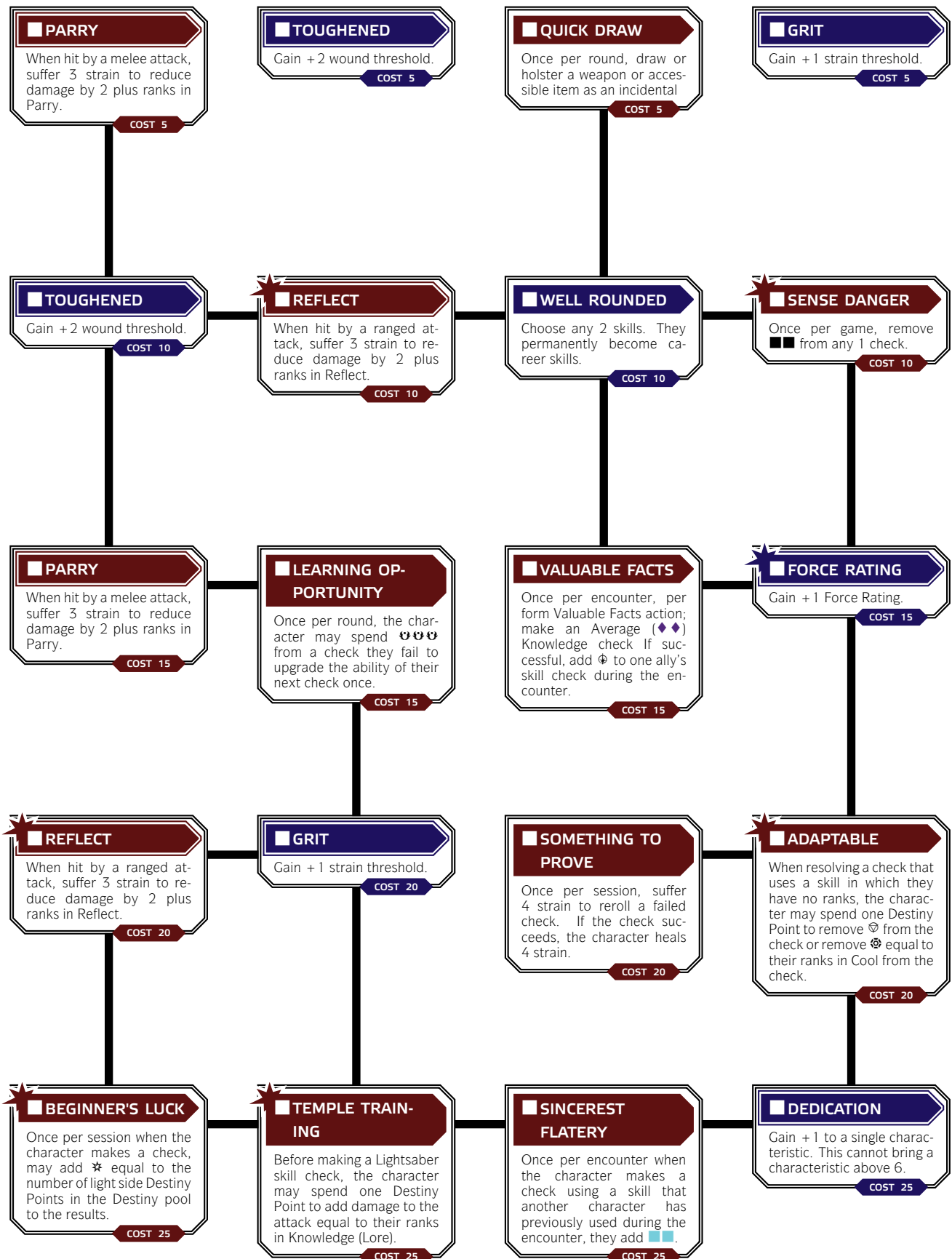
Additional Career Skills: Coordination, Knowledge, Mechanics, Vigilance

PASSIVE

ACTIVE

RANKED TALENT

FORCE TALENT



Mystic: Advisor

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

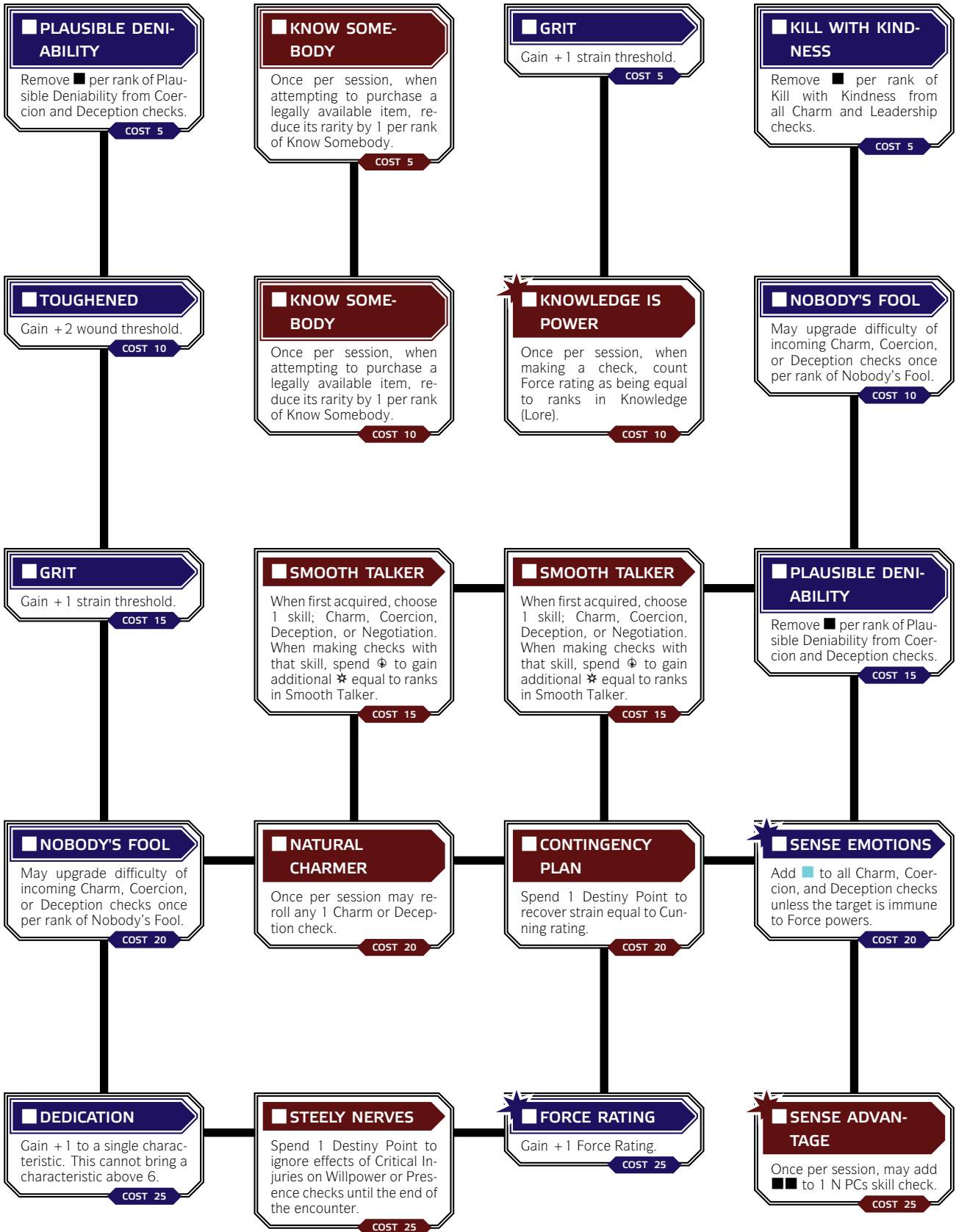
Additional Career Skills: Charm, Deception, Negotiation, Streetwise

PASSIVE

ACTIVE

RANKED TALENT

FORCE TALENT



Mystic: Alchemist

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

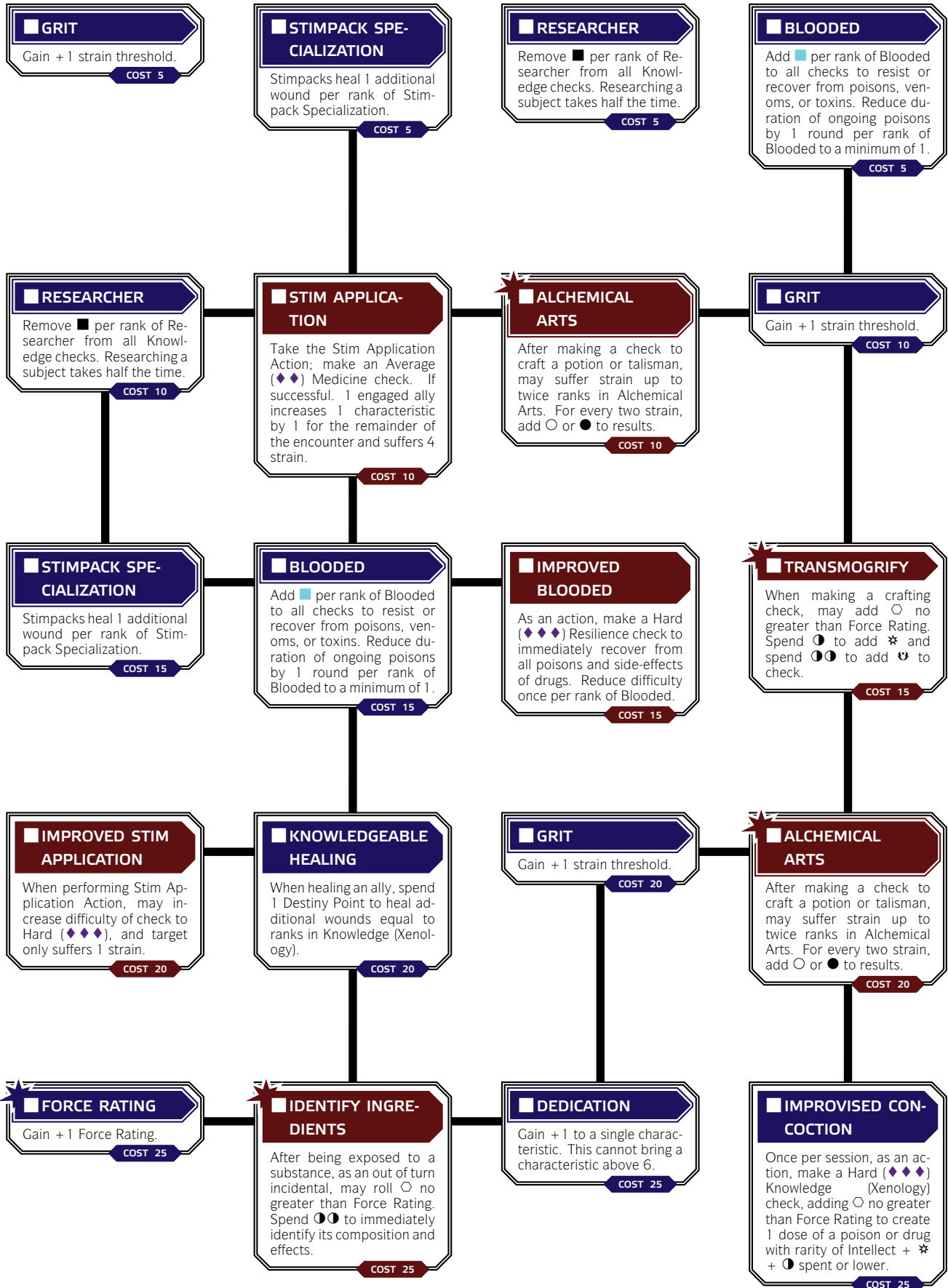
Additional Career Skills: Knowledge (Education), Knowledge (Xenology), Medicine, Resilience

PASSIVE

ACTIVE

RANKED TALENT

FORCE TALENT



Mystic: Magus

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

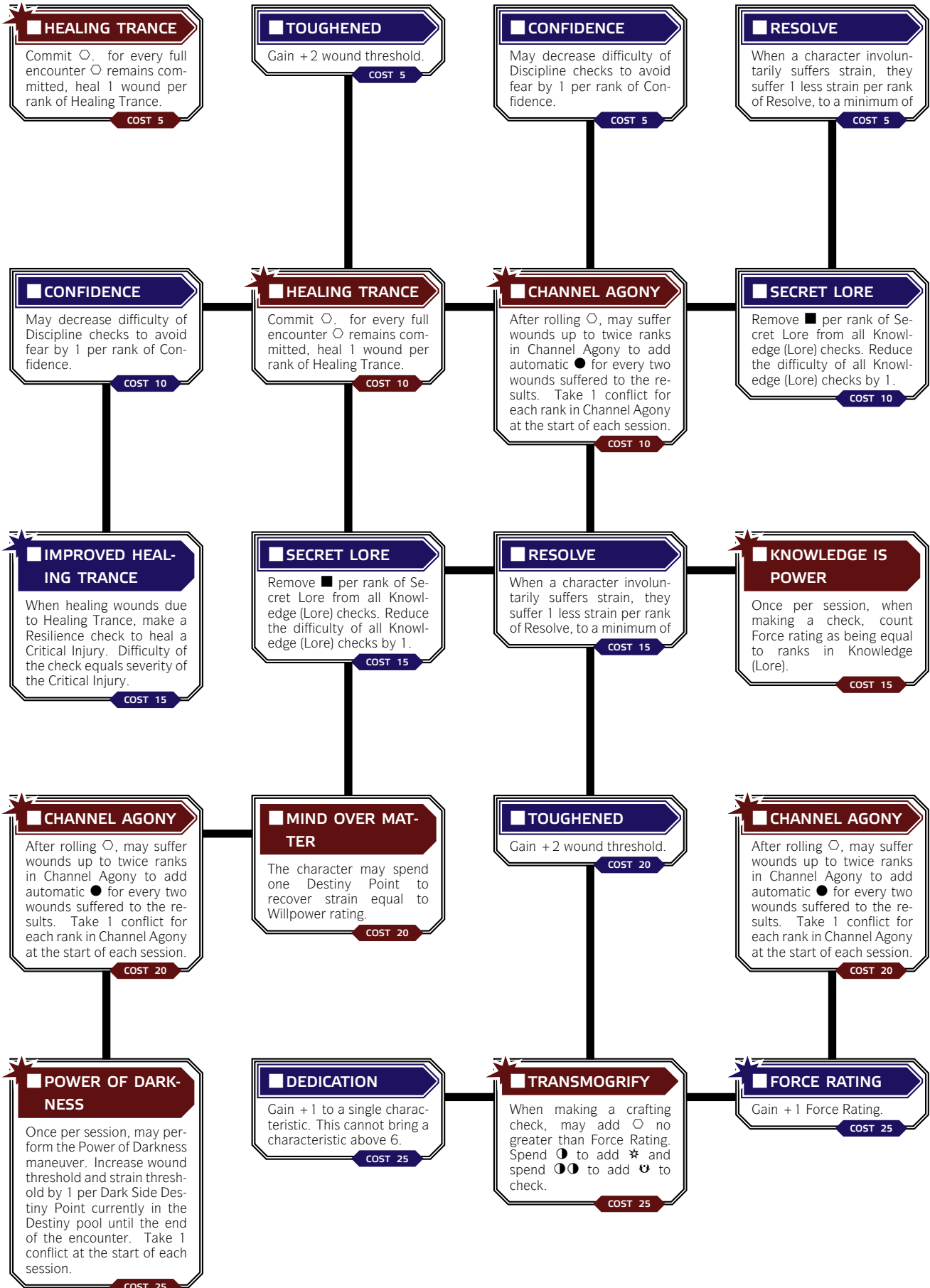
Additional Career Skills: Coercion, Discipline, Knowledge (Lore), Medicine

PASSIVE

ACTIVE

RANKED TALENT

FORCE TALENT



Mystic: Makashi Duelist

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

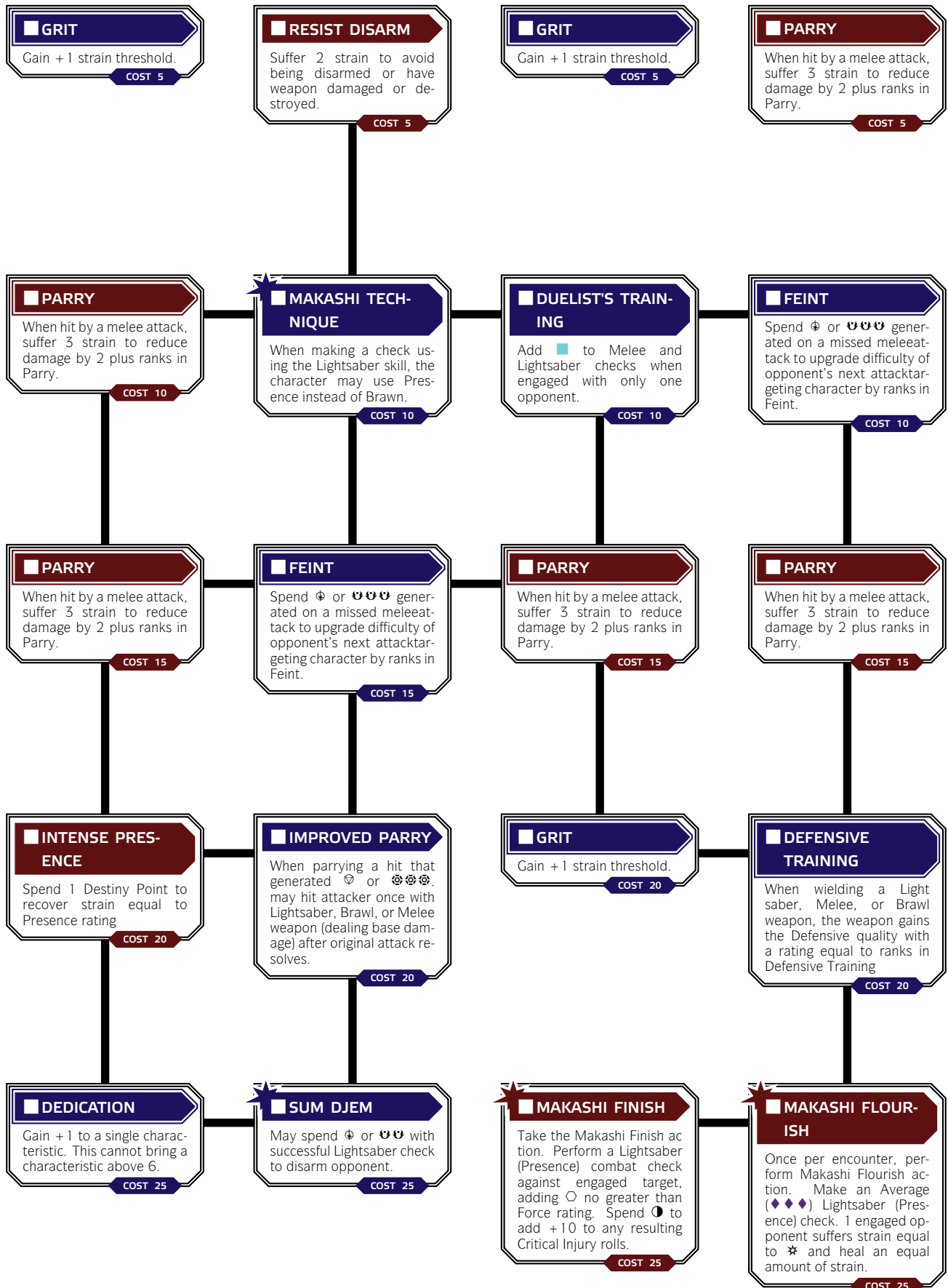
Additional Career Skills: Charm, Cool, Coordination, Lightsaber

PASSIVE

ACTIVE

RANKED TALENT

FORCE TALENT



Mystic: Prophet

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

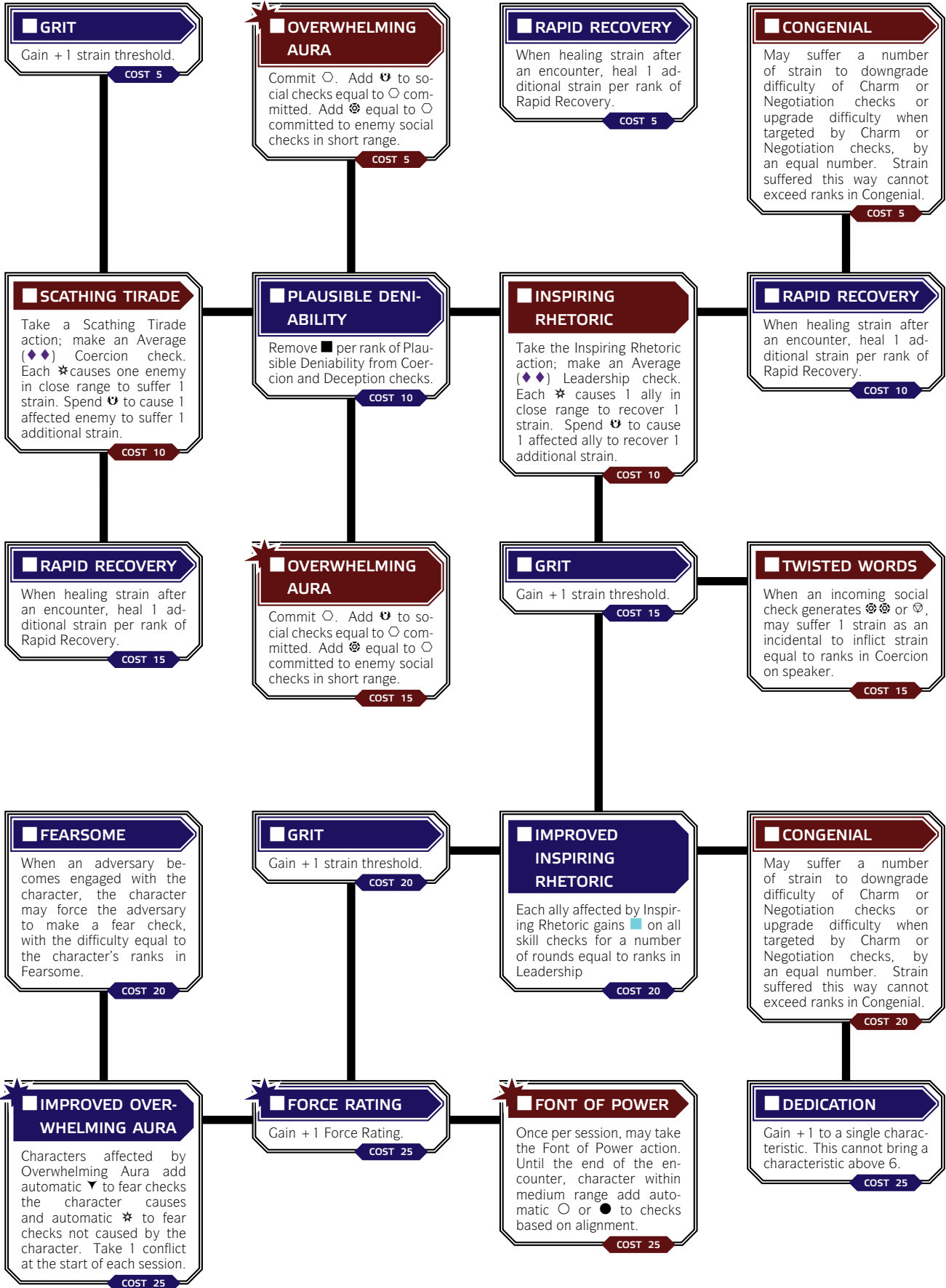
Additional Career Skills: Charm, Coercion, Deception, Leadership

PASSIVE

ACTIVE

RANKED TALENT

FORCE TALENT



Mystic: Seer

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

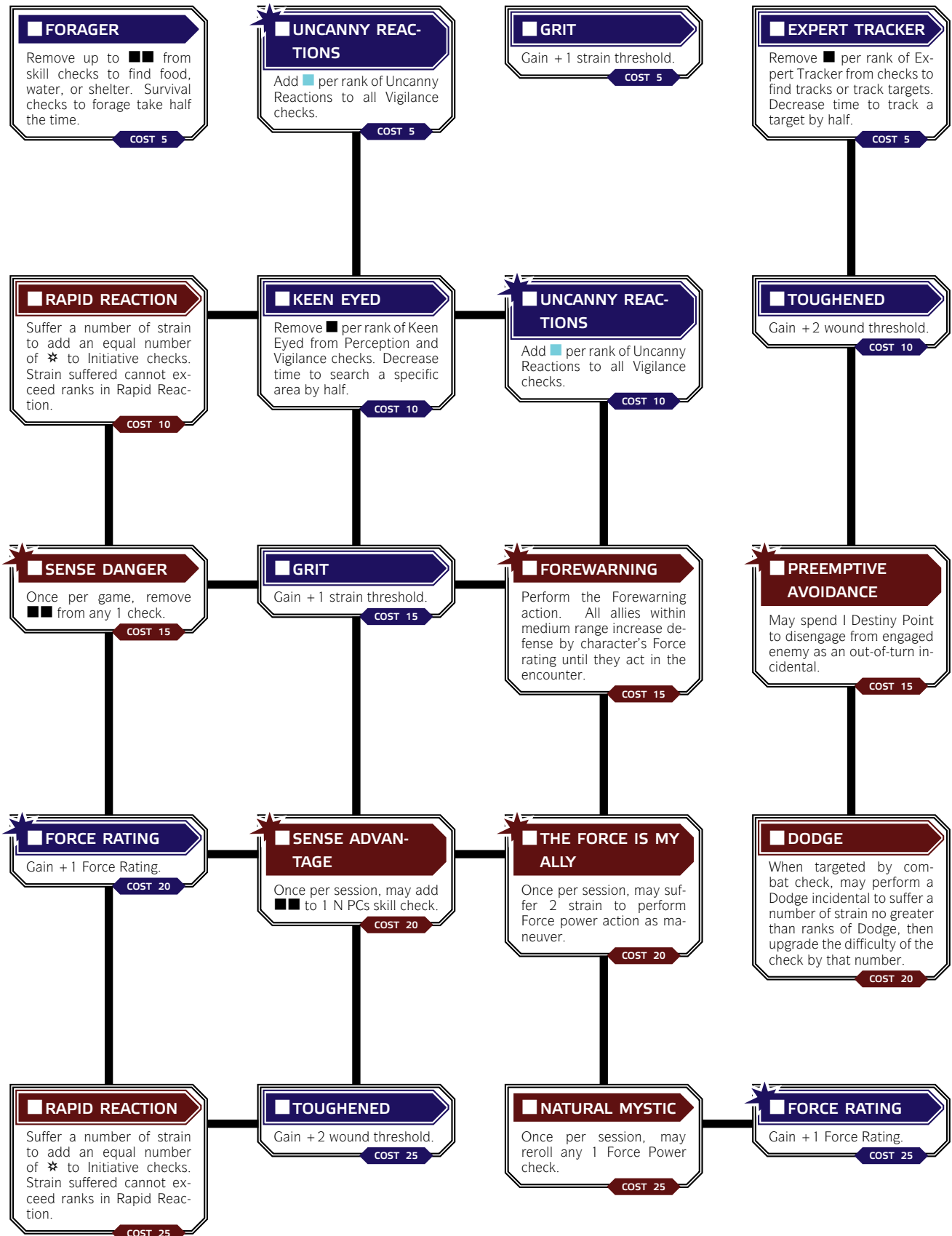
Additional Career Skills: Discipline, Knowledge (Lore), Survival, Vigilance

PASSIVE

ACTIVE

RANKED TALENT

FORCE TALENT



Seeker: Ataru Striker

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

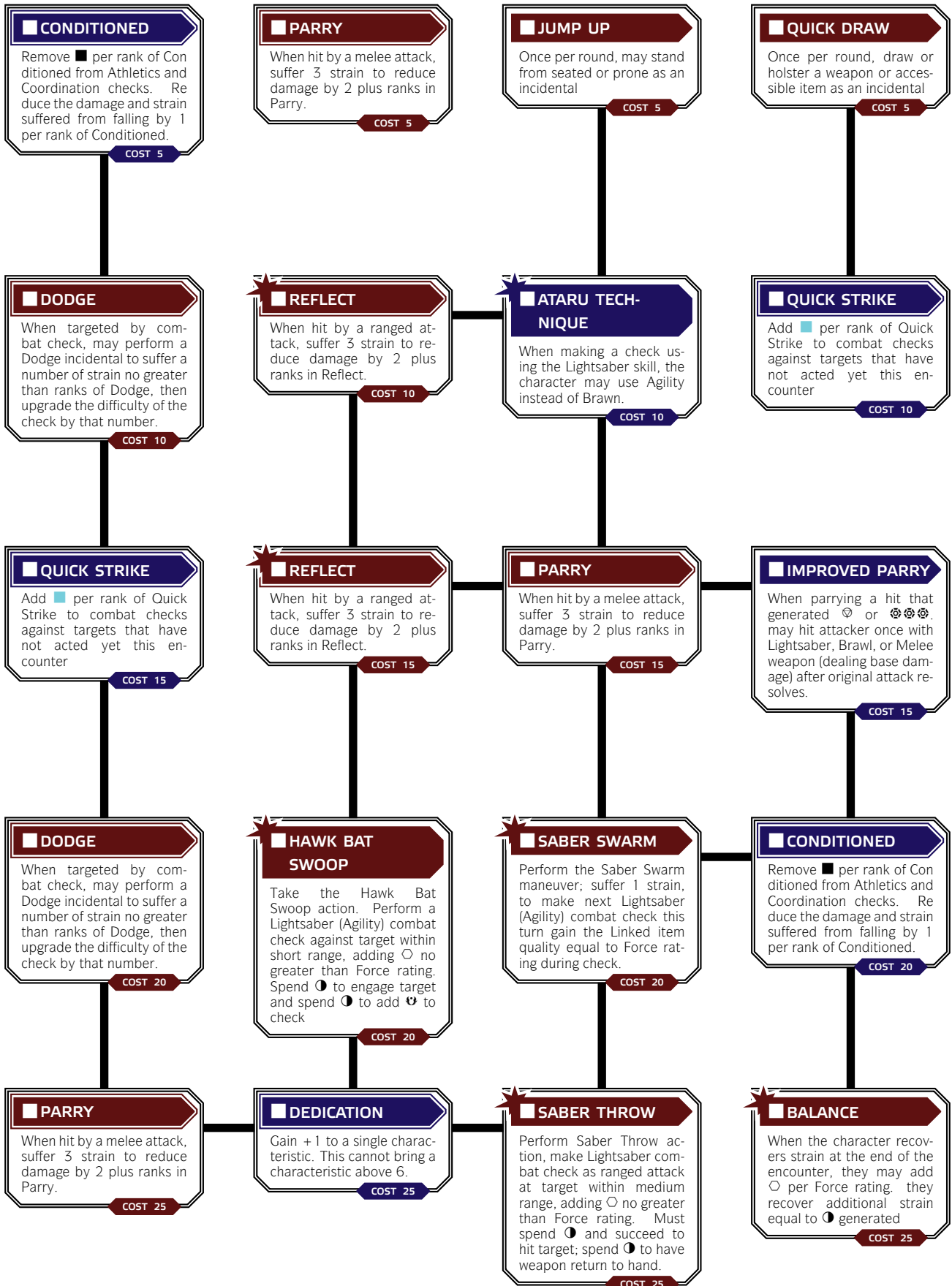
Additional Career Skills: Athletics, Coordination, Lightsaber, Perception

PASSIVE

ACTIVE

RANKED TALENT

FORCE TALENT



Seeker: Executioner

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

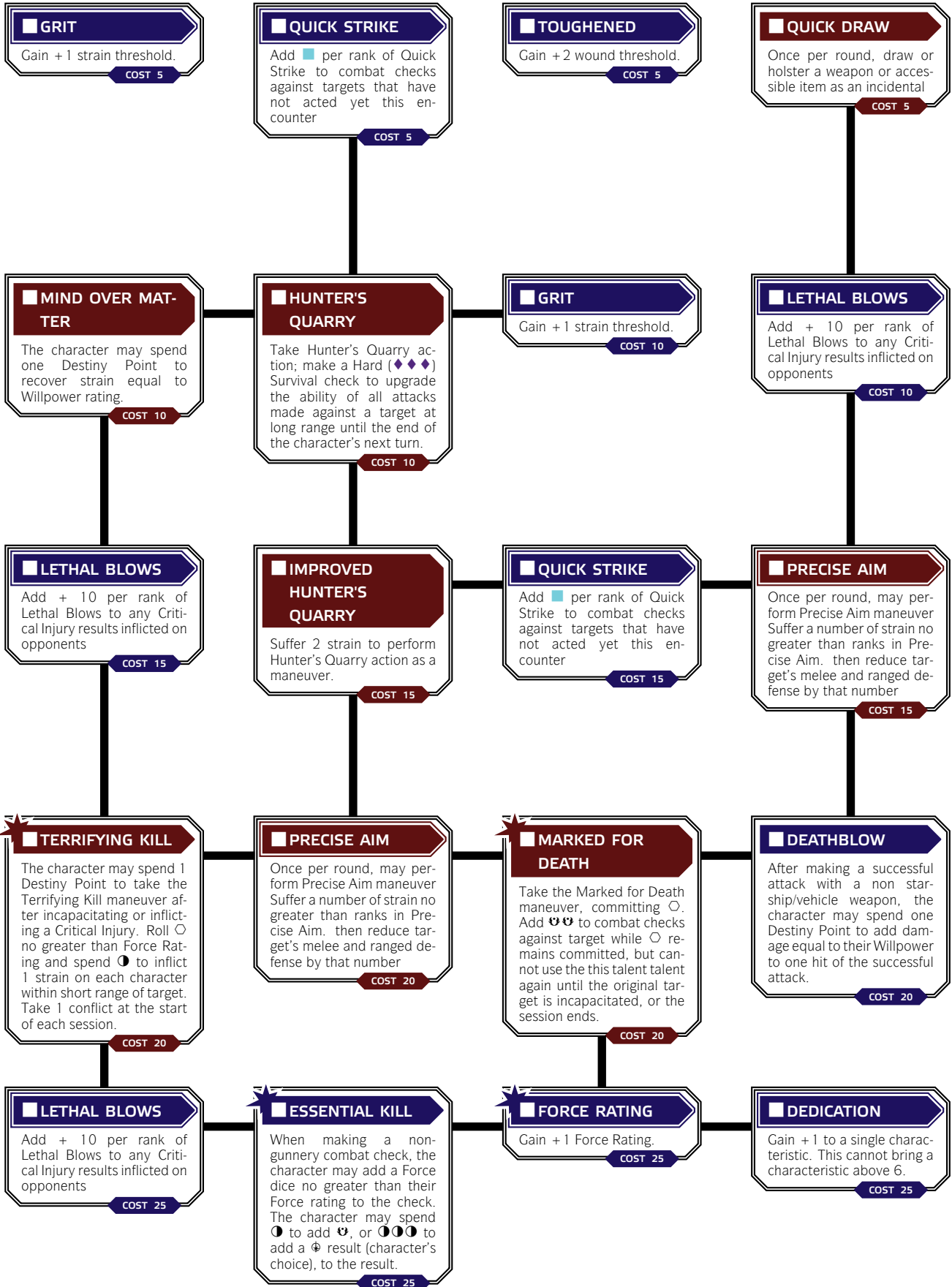
Additional Career Skills: Discipline, Melee, Perception, Ranged (Heavy)

PASSIVE

ACTIVE

RANKED TALENT

FORCE TALENT



Seeker: Hermit

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

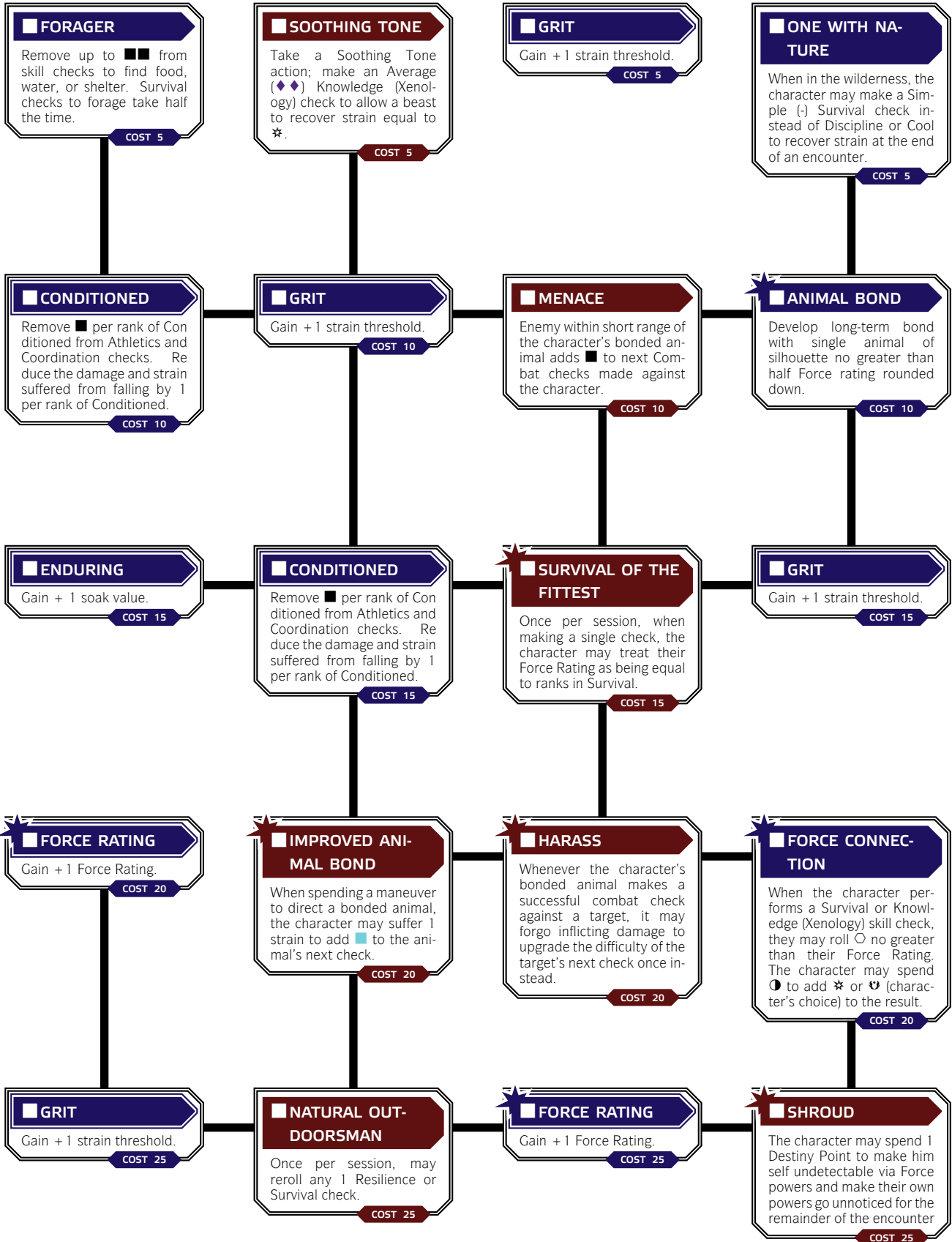
Additional Career Skills: Discipline, Knowledge (Xenology), Stealth, Survival

PASSIVE

ACTIVE

RANKED TALENT

FORCE TALENT



Seeker: Hunter

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

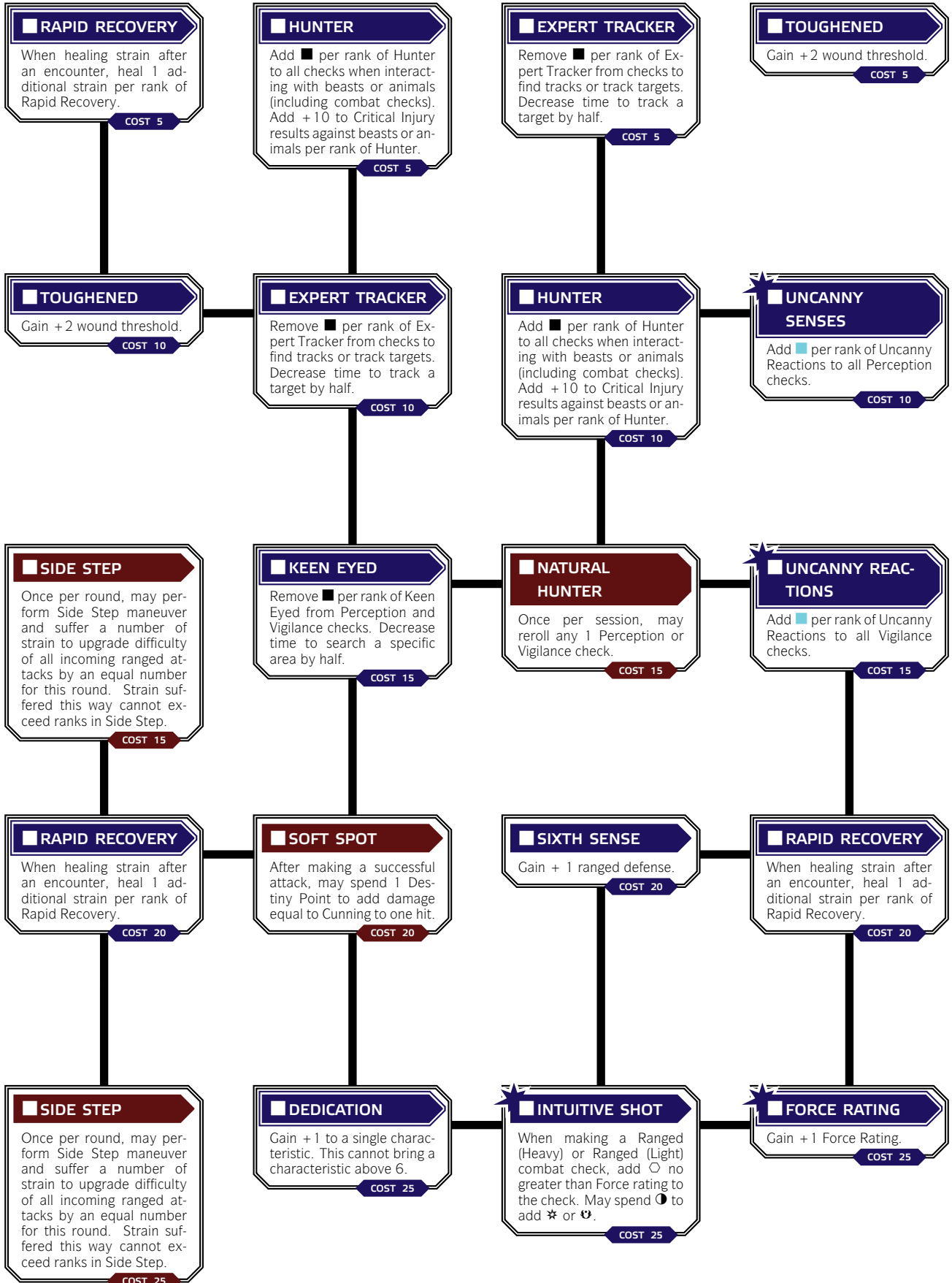
Additional Career Skills: Coordination, Ranged (Heavy), Stealth, Vigilance

PASSIVE

ACTIVE

RANKED TALENT

FORCE TALENT



Seeker: Navigator

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

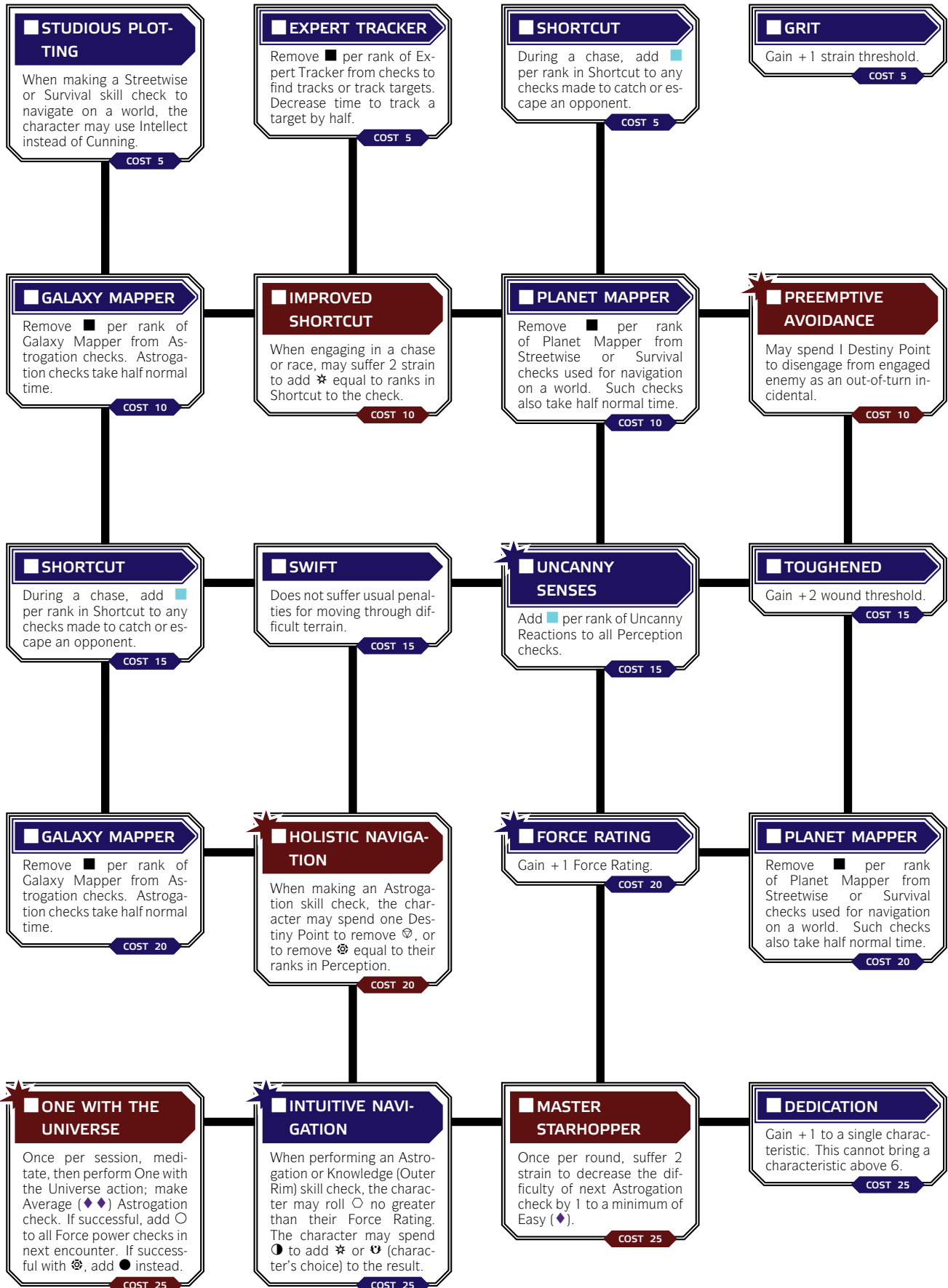
Additional Career Skills: Astrogation, Knowledge (Outer Rim), Perception, Survival

PASSIVE

ACTIVE

RANKED TALENT

FORCE TALENT



Sentinel: Artisan

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

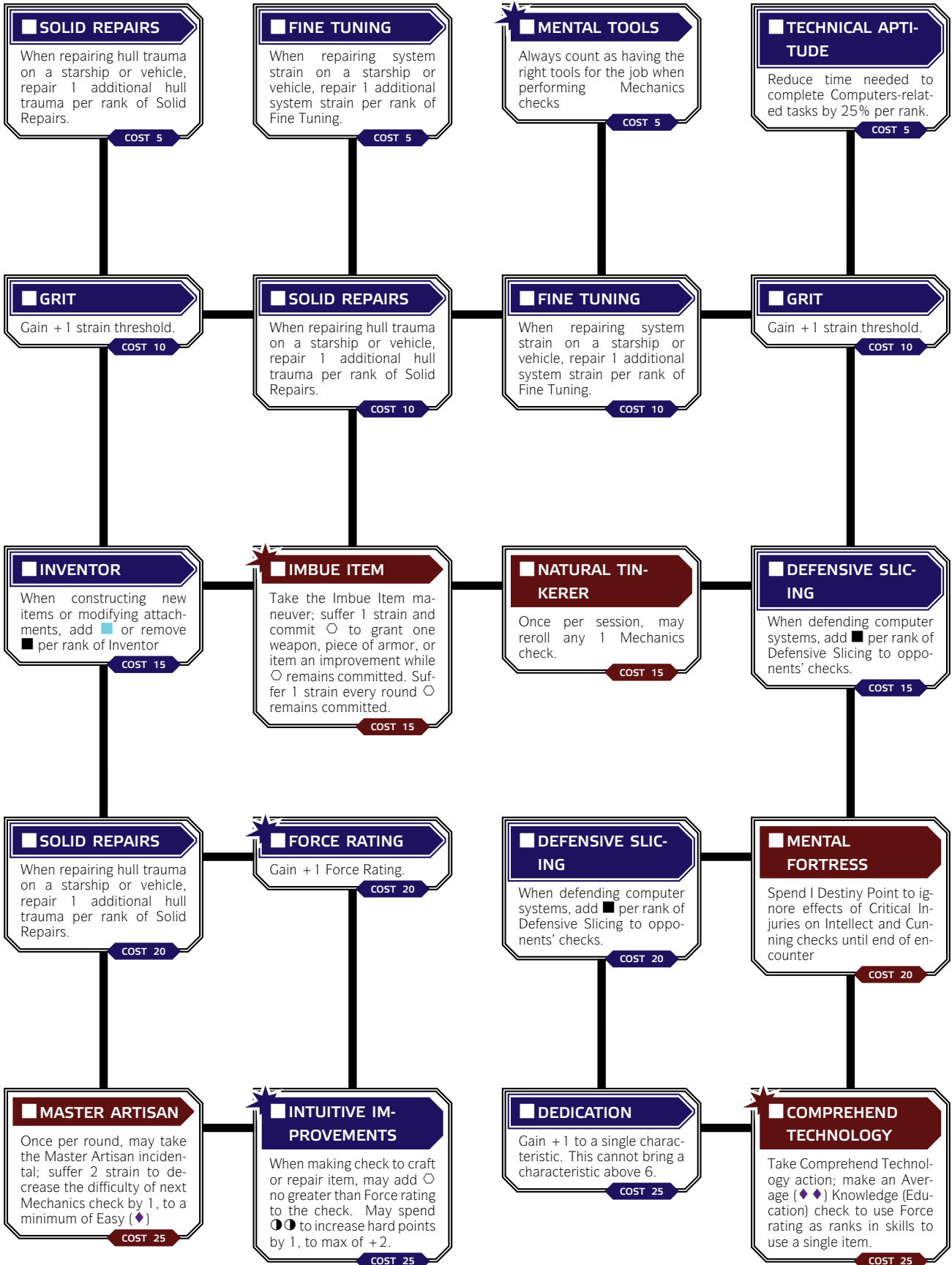
Additional Career Skills: Astrogation, Computers, Knowledge (Education), Mechanics

PASSIVE

ACTIVE

RANKED TALENT

FORCE TALENT



Sentinel: Investigator

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

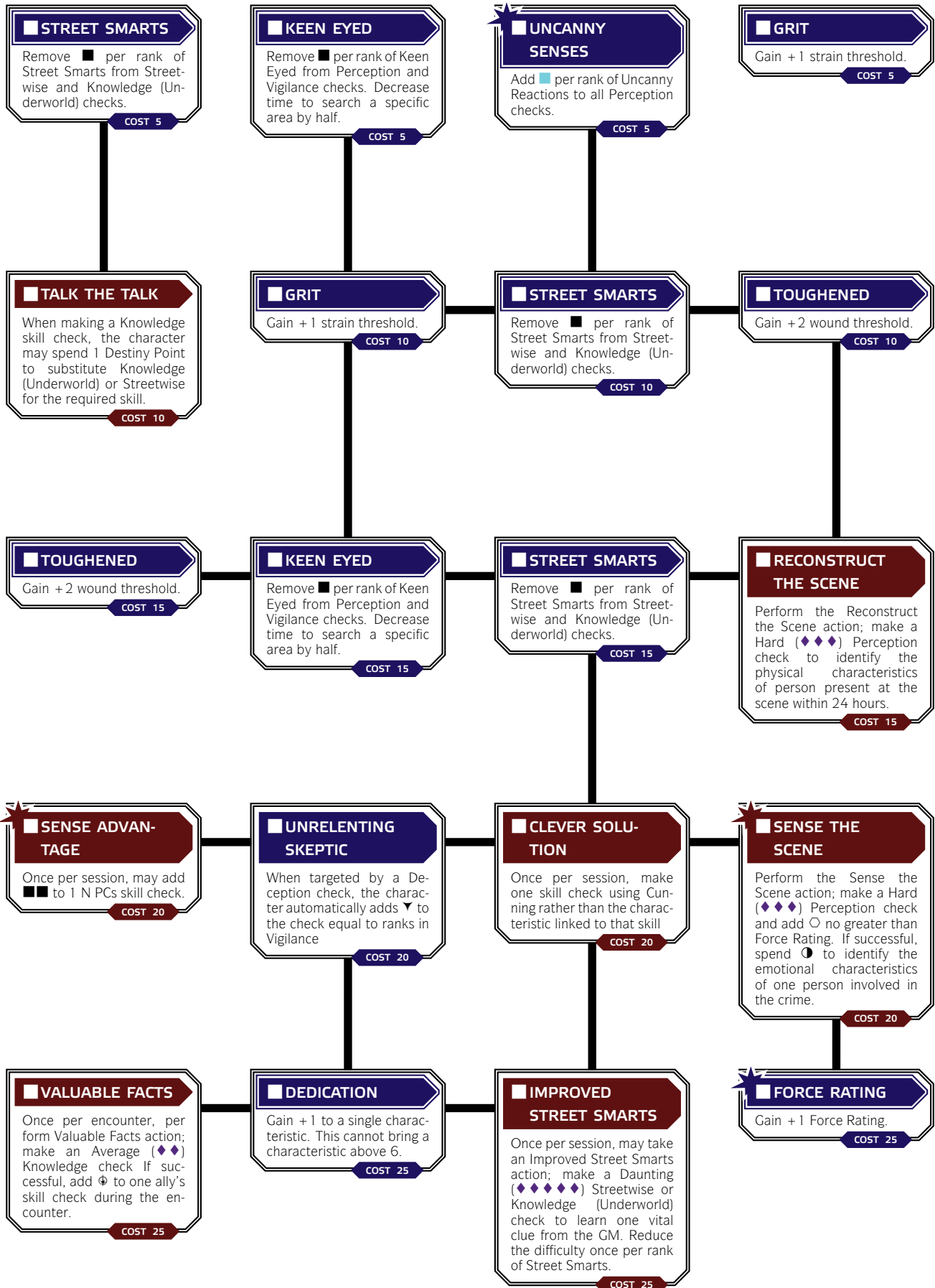
Additional Career Skills: Knowledge (Education), Knowledge (Underworld), Perception, Streetwise

PASSIVE

ACTIVE

RANKED TALENT

FORCE TALENT



Sentinel: Sentry

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

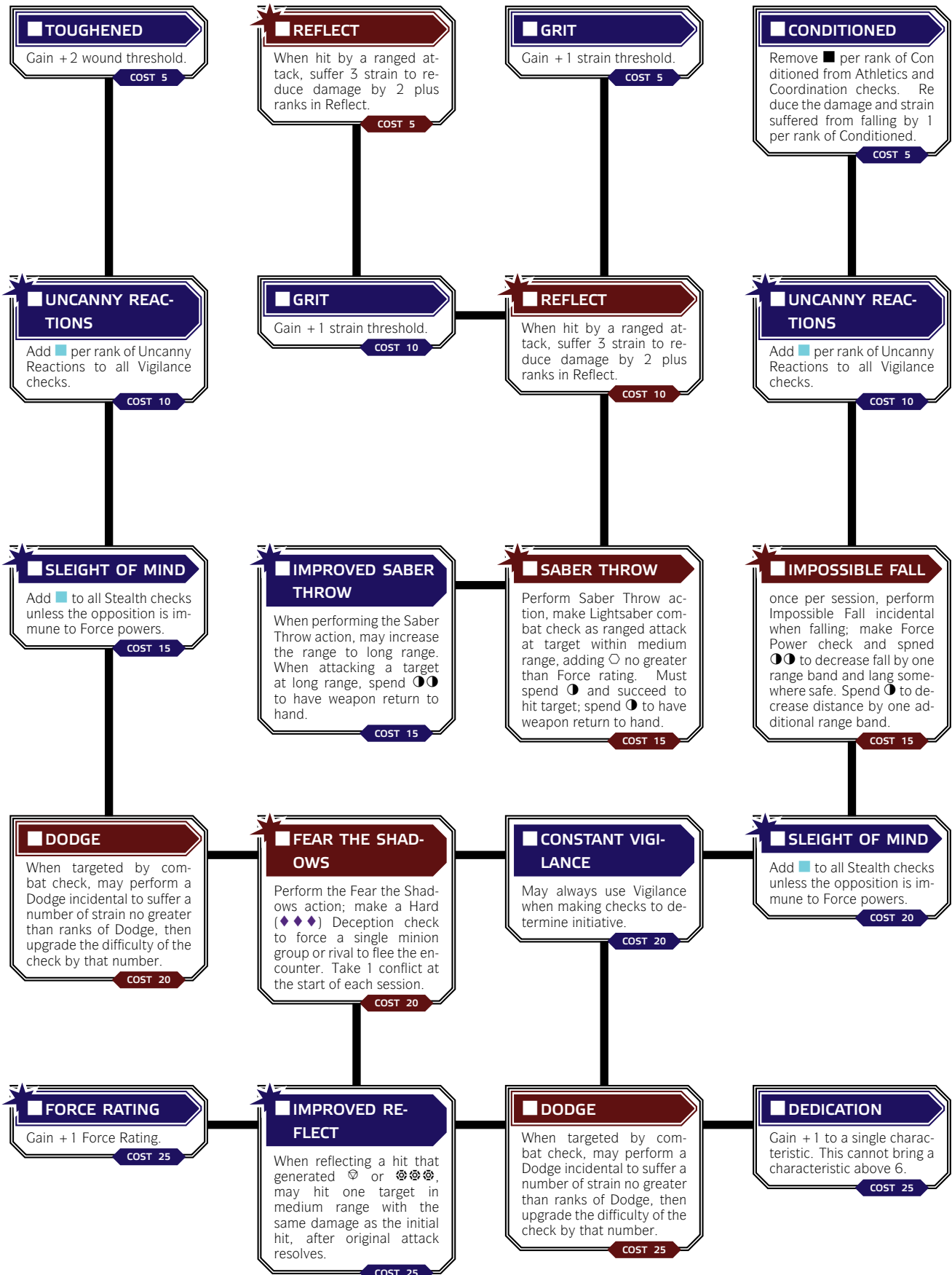
Additional Career Skills: Coordination, Lightsaber, Stealth, Vigilance

PASSIVE

ACTIVE

RANKED TALENT

FORCE TALENT



Sentinel: Shadow

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

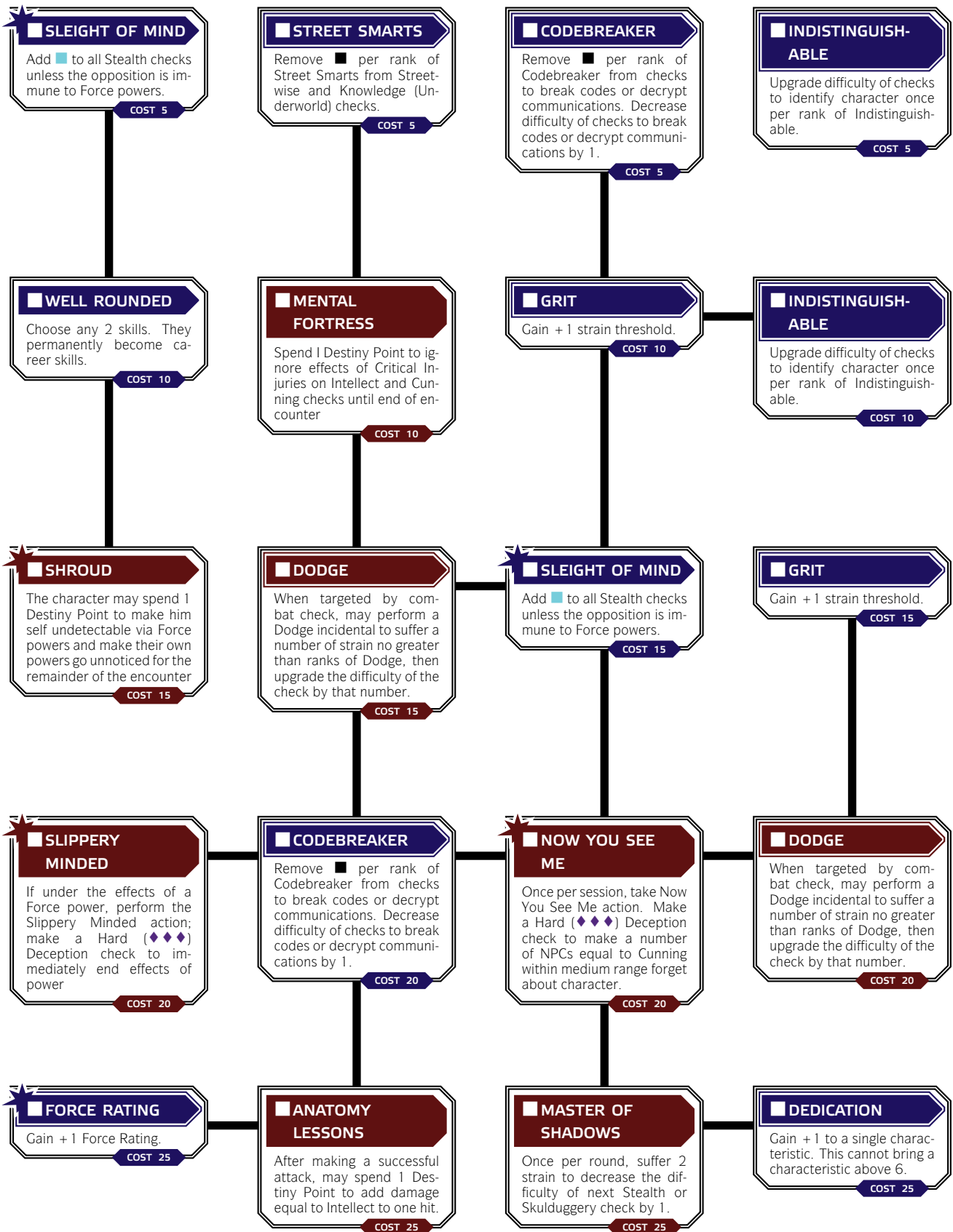
Additional Career Skills: Knowledge (Underworld), Skulduggery, Stealth, Streetwise

PASSIVE

ACTIVE

RANKED TALENT

FORCE TALENT



Sentinel: Shien Expert

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

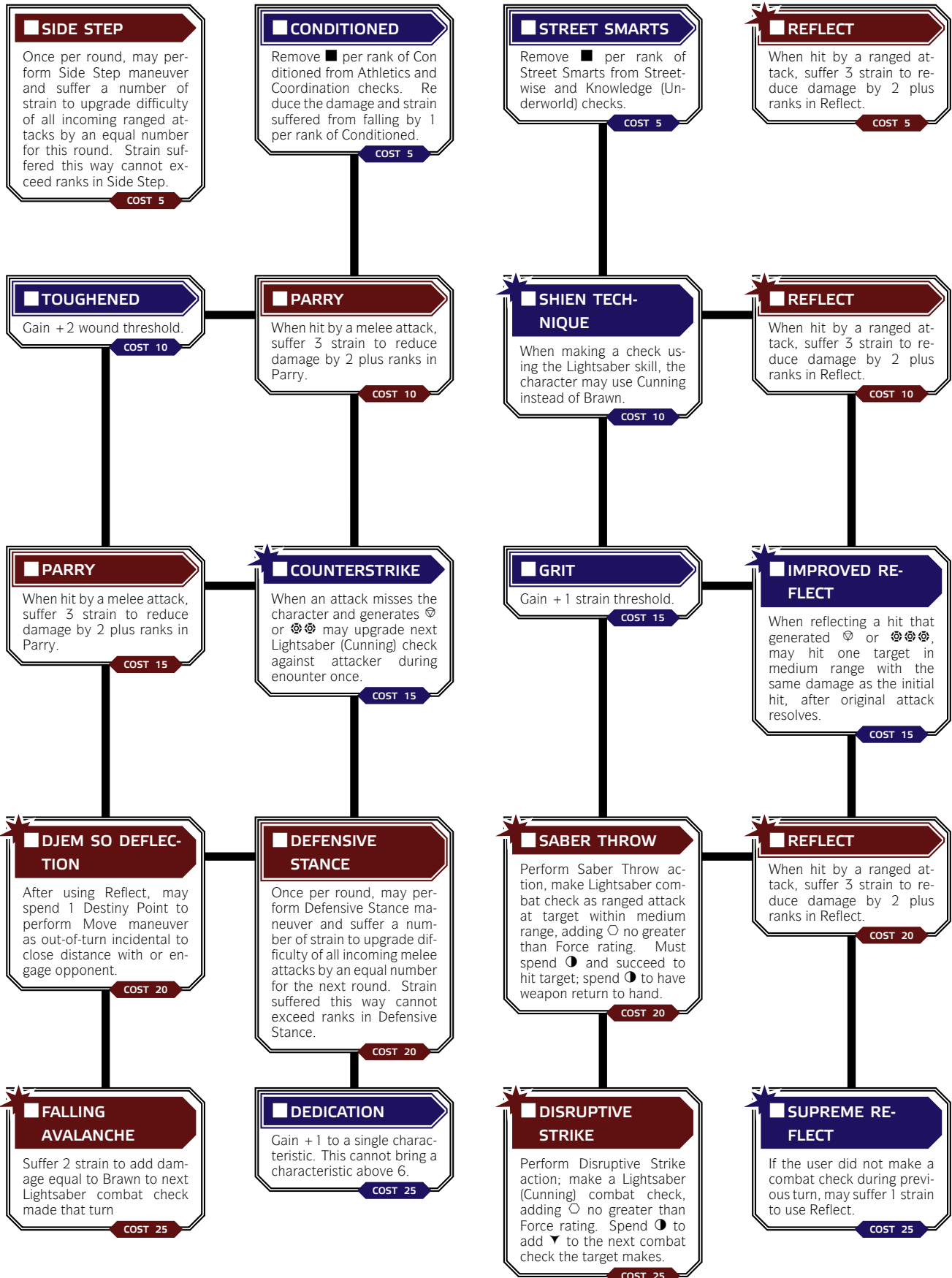
Additional Career Skills: Athletics, Lightsaber, Resilience, Skulduggery

PASSIVE

ACTIVE

RANKED TALENT

FORCE TALENT



Smuggler: Charmer

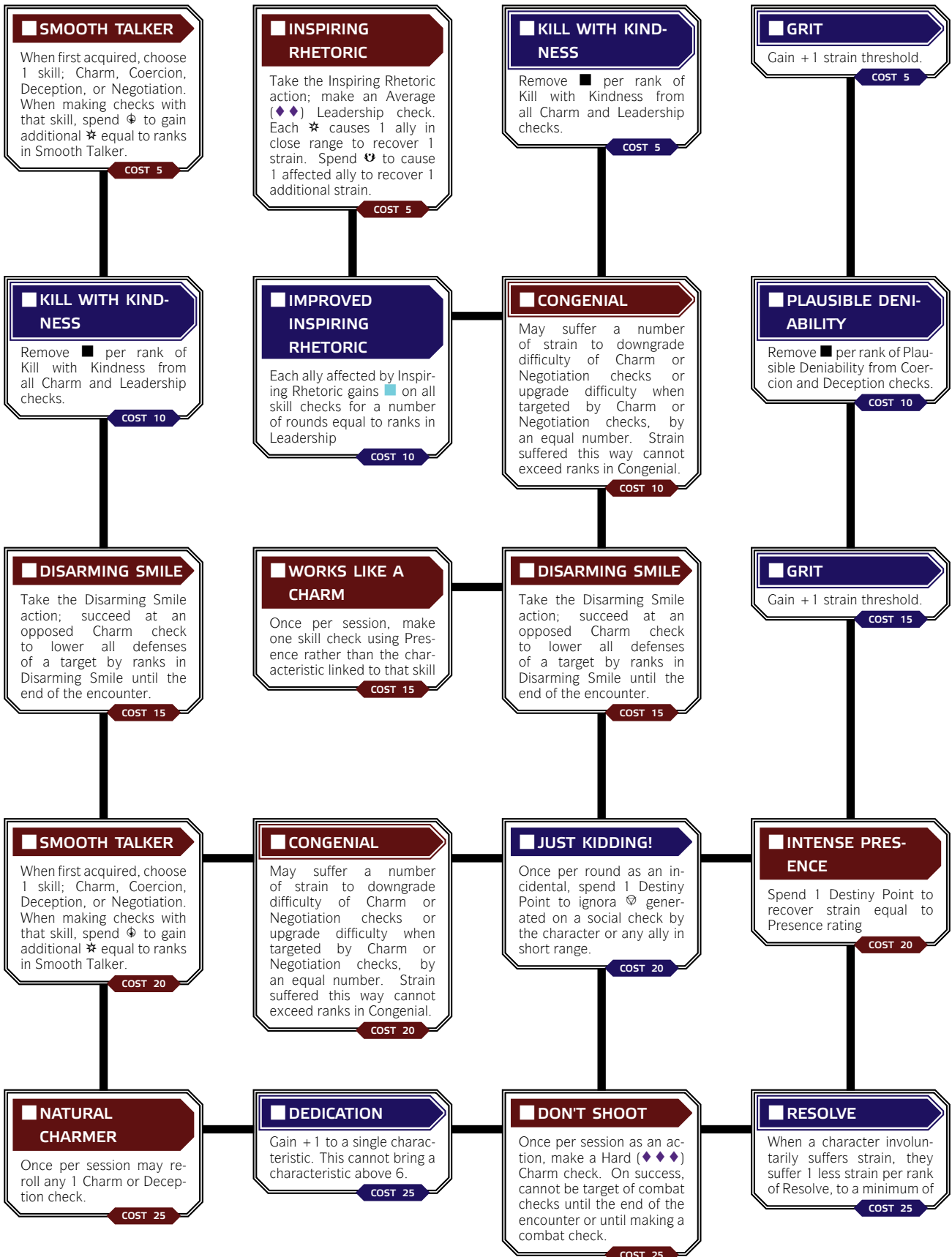
Career Skills: Coordination, Deception, Knowledge (Underworld), Perception, Piloting (Space), Skulduggery, Streetwise, Vigilance

Additional Career Skills: Charm, Cool, Leadership, Negotiation

PASSIVE

ACTIVE

RANKED TALENT



Smuggler: Gambler

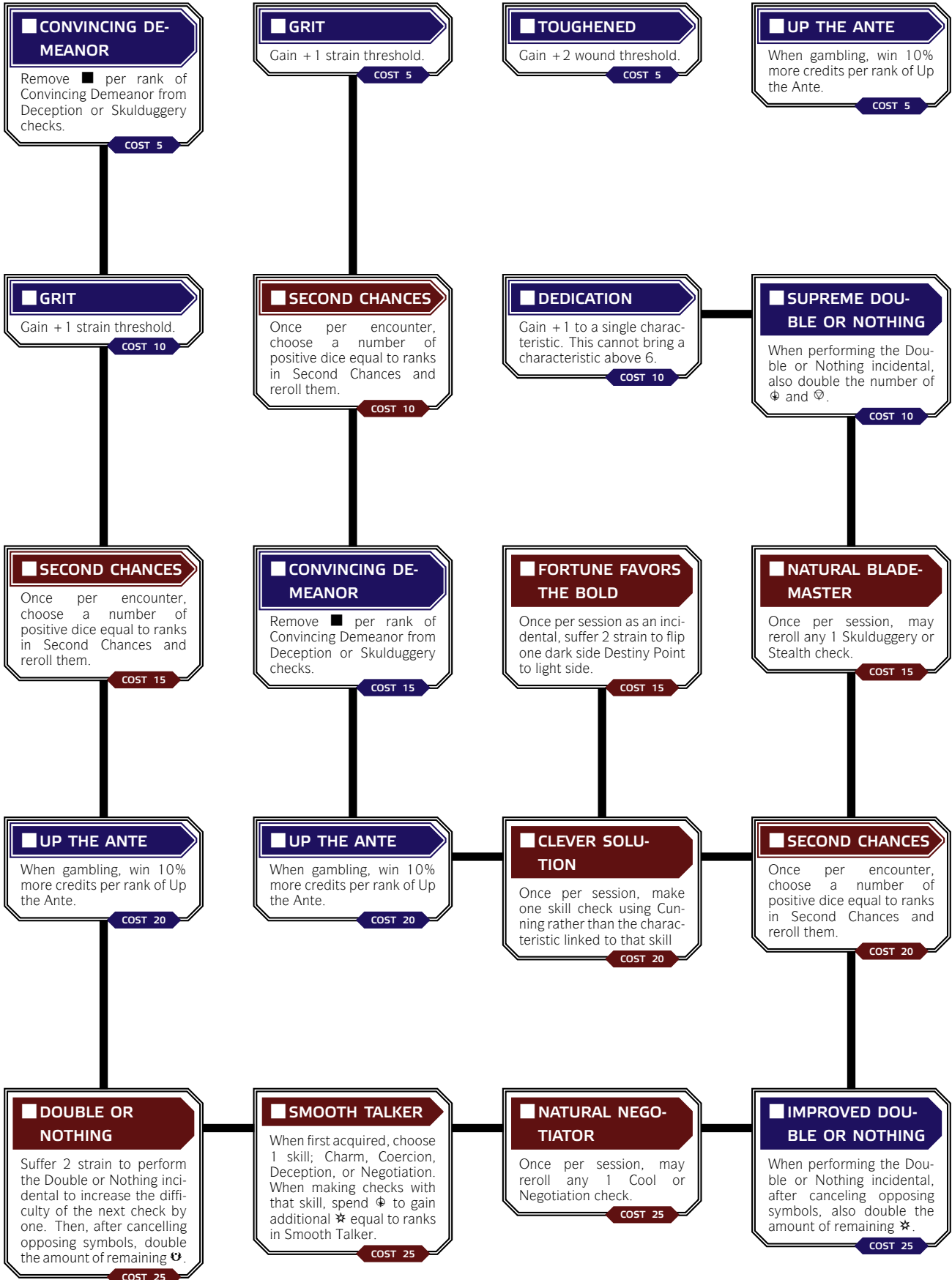
Career Skills: Coordination, Deception, Knowledge (Underworld), Perception, Piloting (Space), Skulduggery, Streetwise, Vigilance

Additional Career Skills: Computers, Cool, Deception, Skulduggery

PASSIVE

ACTIVE

RANKED TALENT



Smuggler: Gunslinger

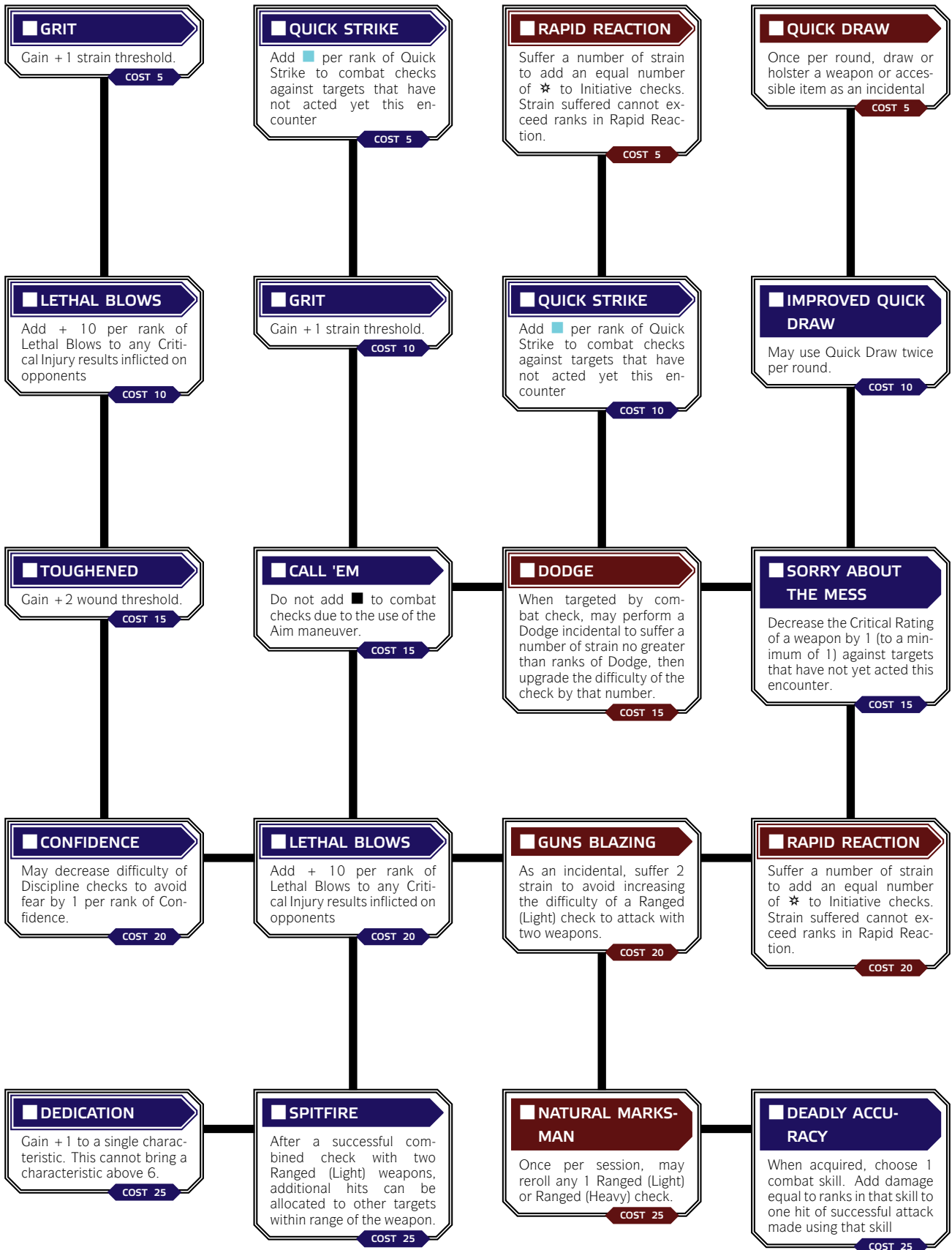
Career Skills: Coordination, Deception, Knowledge (Underworld), Perception, Piloting (Space), Skulduggery, Streetwise, Vigilance

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

PASSIVE

ACTIVE

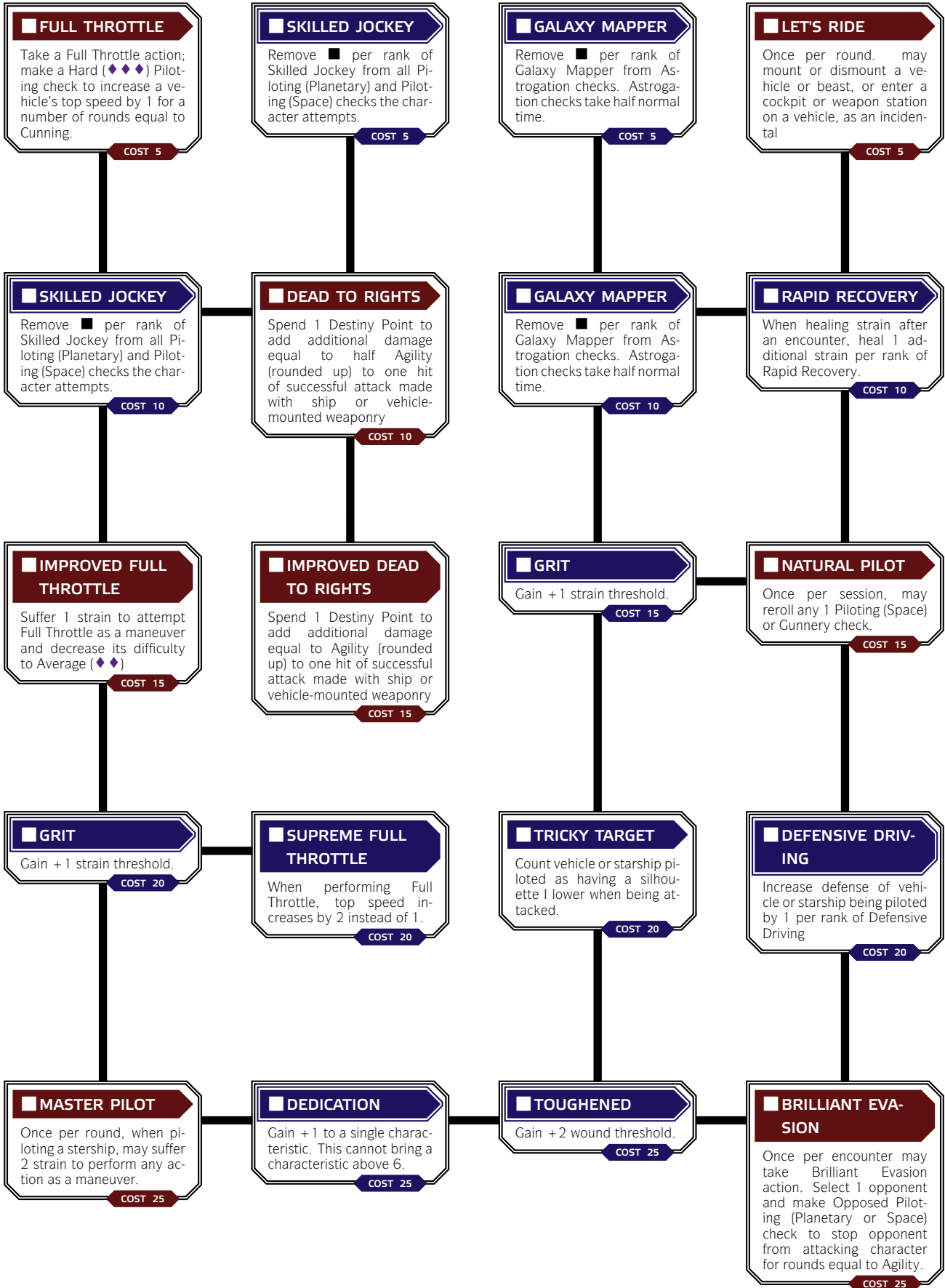
RANKED TALENT



Smuggler: Pilot

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

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



Smuggler: Scoundrel

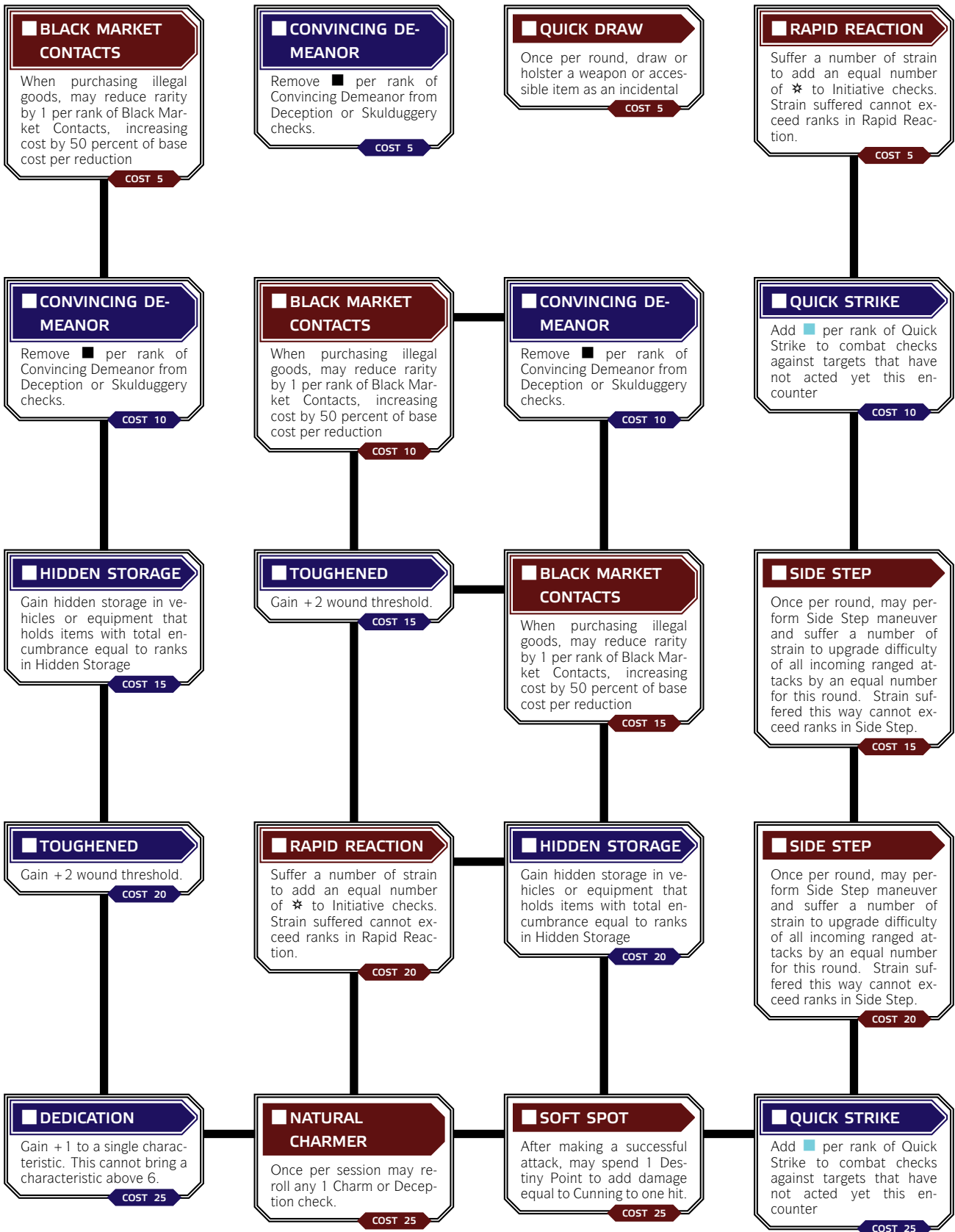
Career Skills: Coordination, Deception, Knowledge (Underworld), Perception, Piloting (Space), Skulduggery, Streetwise, Vigilance

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

PASSIVE

ACTIVE

RANKED TALENT



Smuggler: Thief

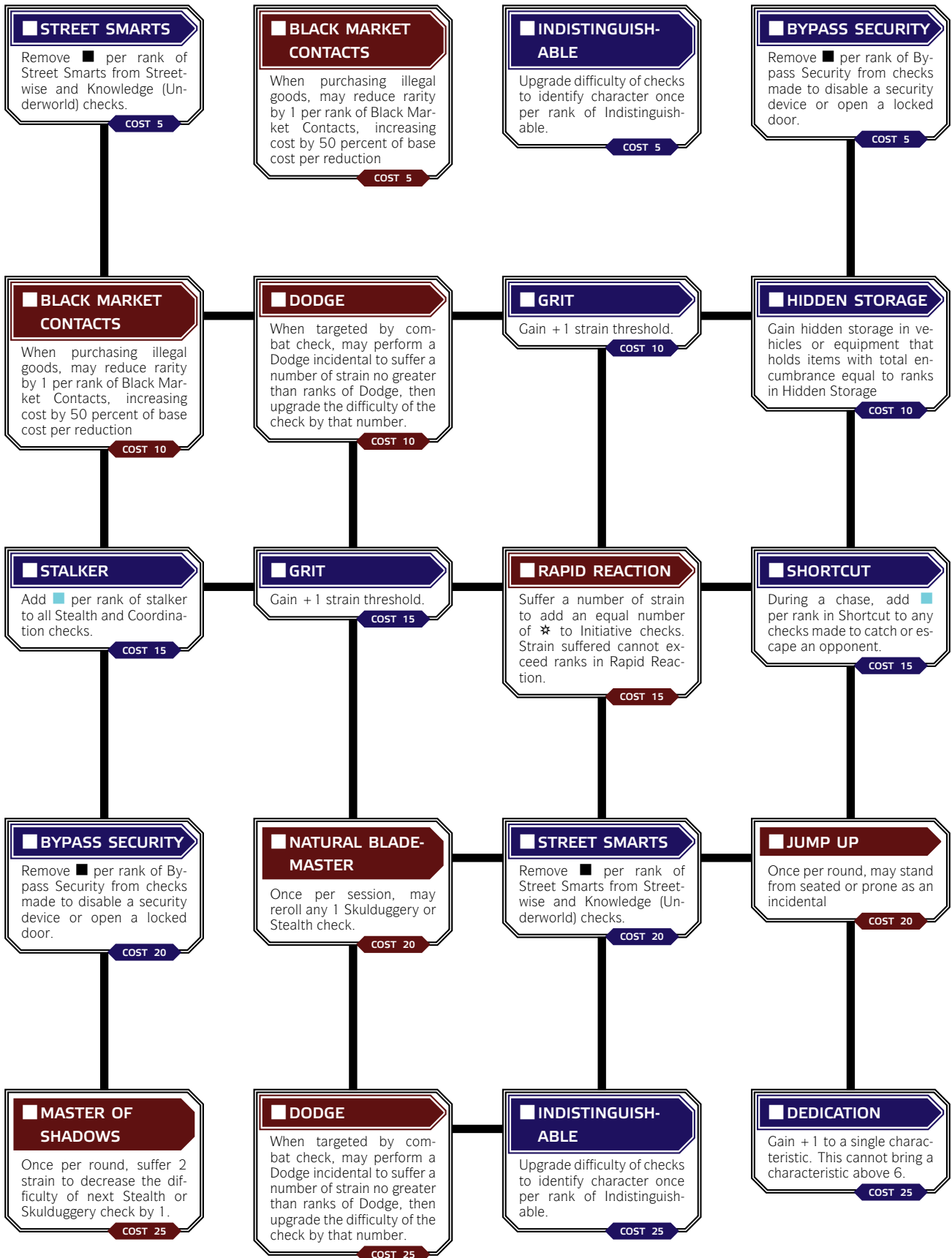
Career Skills: Coordination, Deception, Knowledge (Underworld), Perception, Piloting (Space), Skulduggery, Streetwise, Vigilance

Additional Career Skills: Computers, Skulduggery, Stealth, Vigilance

PASSIVE

ACTIVE

RANKED TALENT



Soldier: Commando

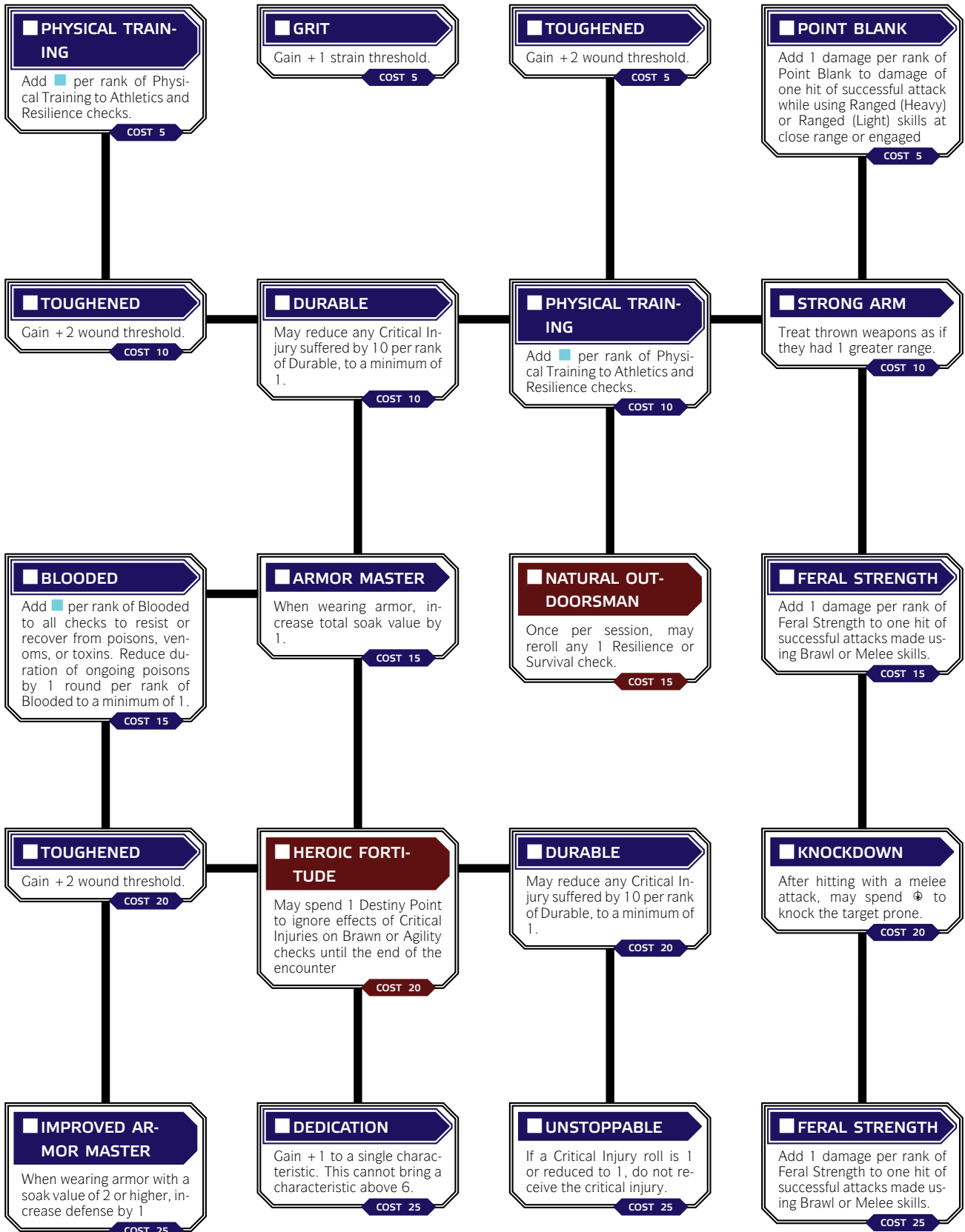
Career Skills: Athletics, Brawl, Knowledge (Warfare), Medicine, Melee, Ranged (Light), Ranged (Heavy), Survival

Additional Career Skills: Brawl, Melee, Resilience, Survival

PASSIVE

ACTIVE

RANKED TALENT



Soldier: Heavy

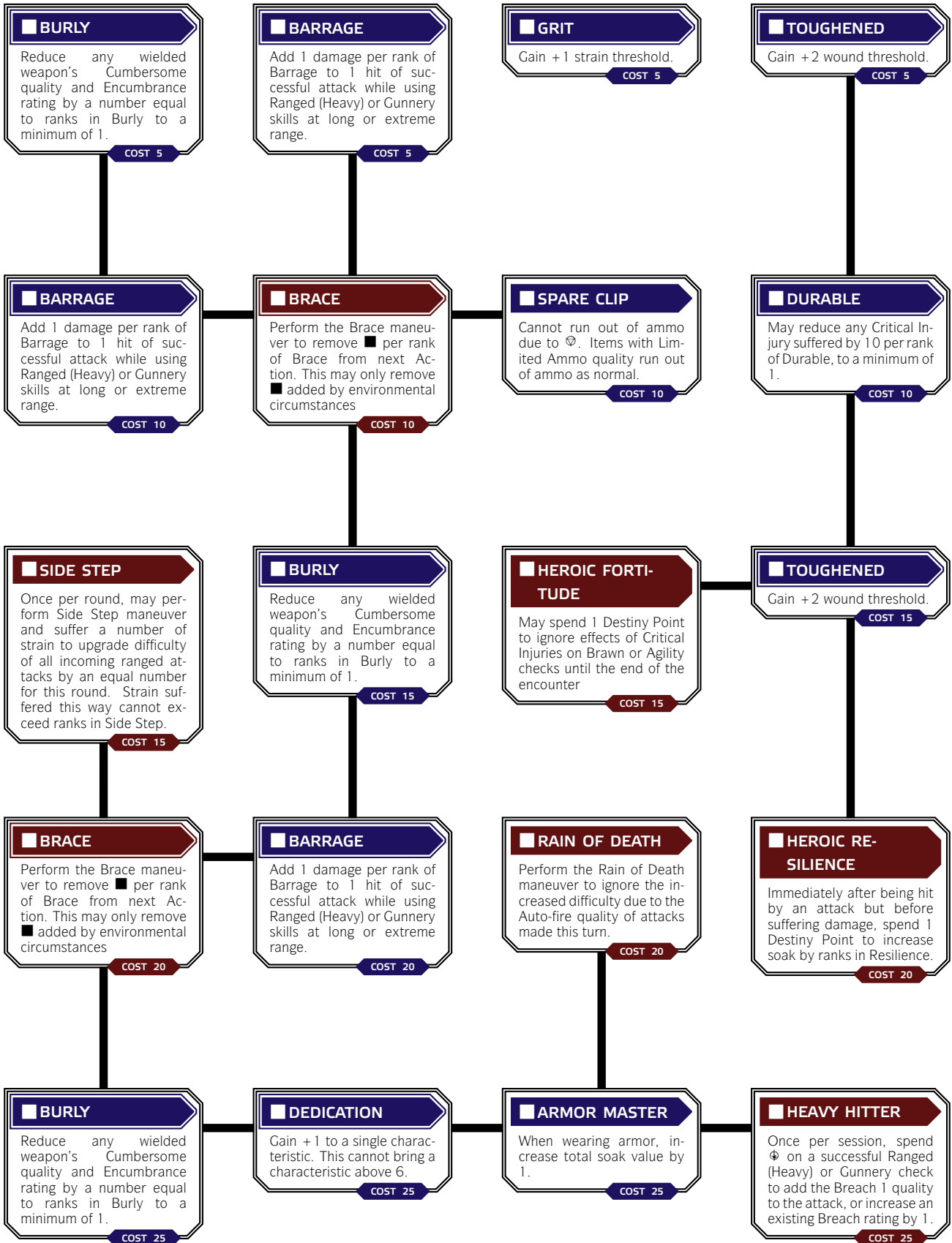
Career Skills: Athletics, Brawl, Knowledge (Warfare), Medicine, Melee, Ranged (Light), Ranged (Heavy), Survival

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

PASSIVE

ACTIVE

RANKED TALENT



Soldier: Medic

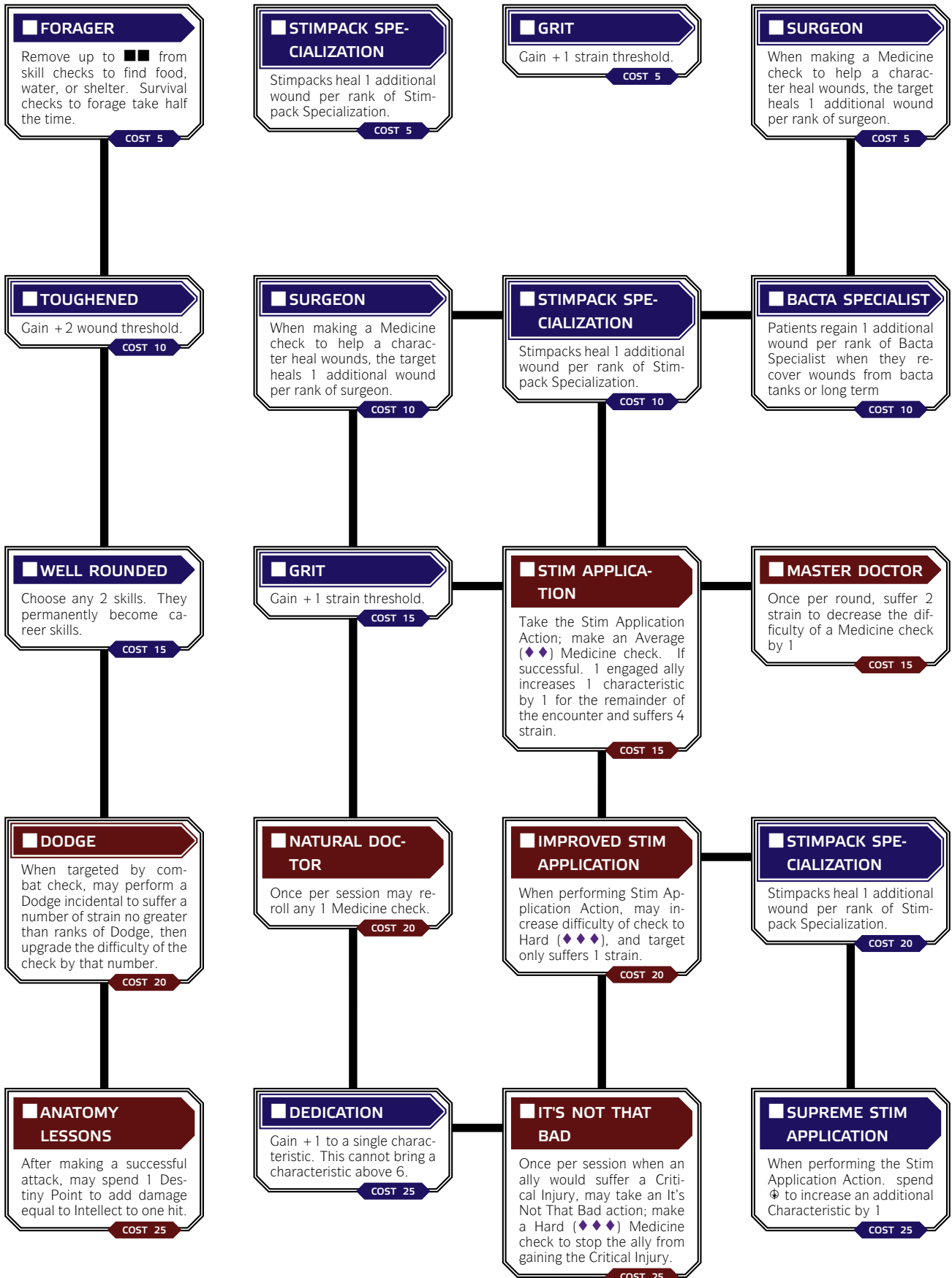
Career Skills: Athletics, Brawl, Knowledge (Warfare), Medicine, Melee, Ranged (Light), Ranged (Heavy), Survival

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

PASSIVE

ACTIVE

RANKED TALENT



Soldier: Sharpshooter

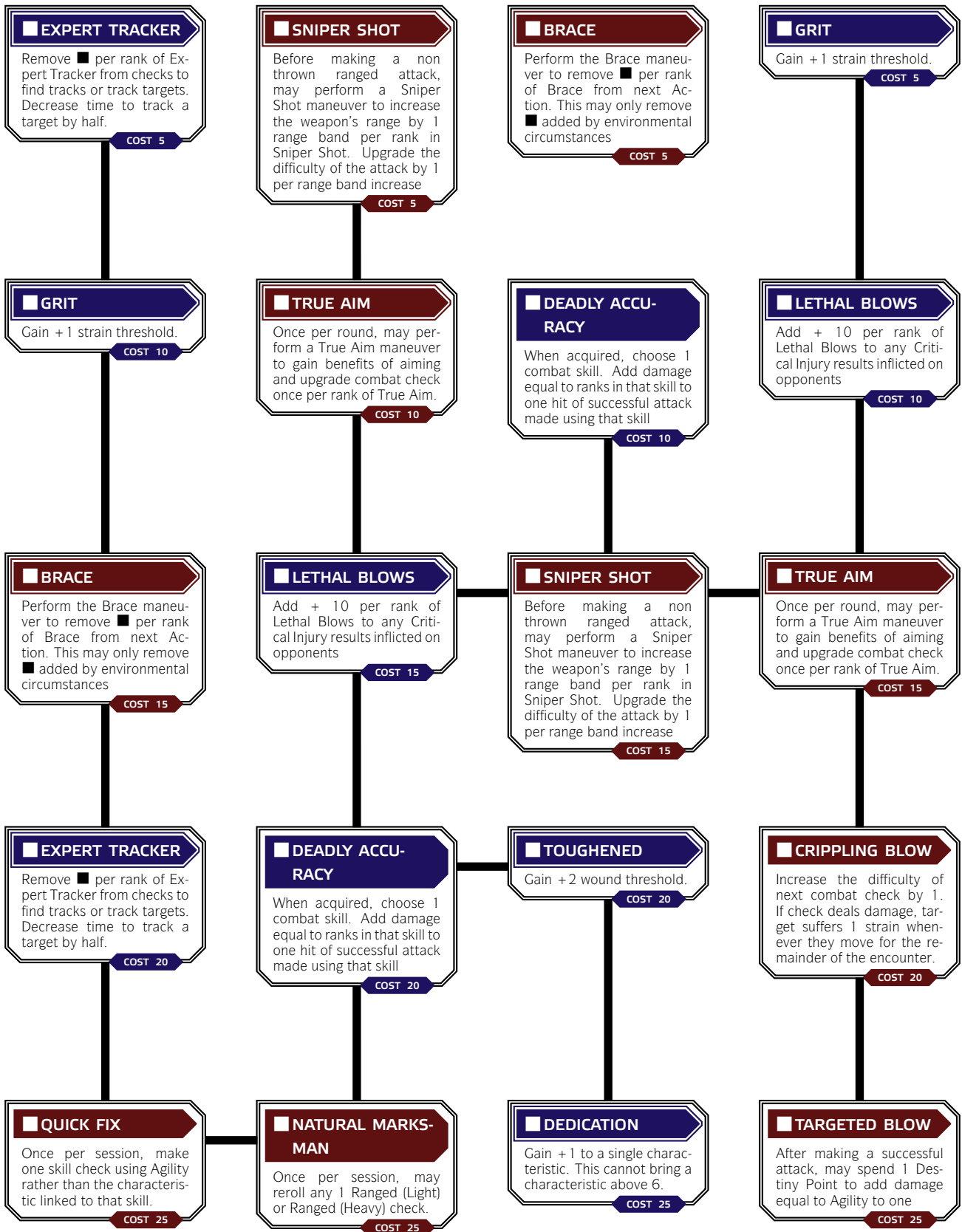
Career Skills: Athletics, Brawl, Knowledge (Warfare), Medicine, Melee, Ranged (Light), Ranged (Heavy), Survival

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

PASSIVE

ACTIVE

RANKED TALENT



Soldier: Trailblazer

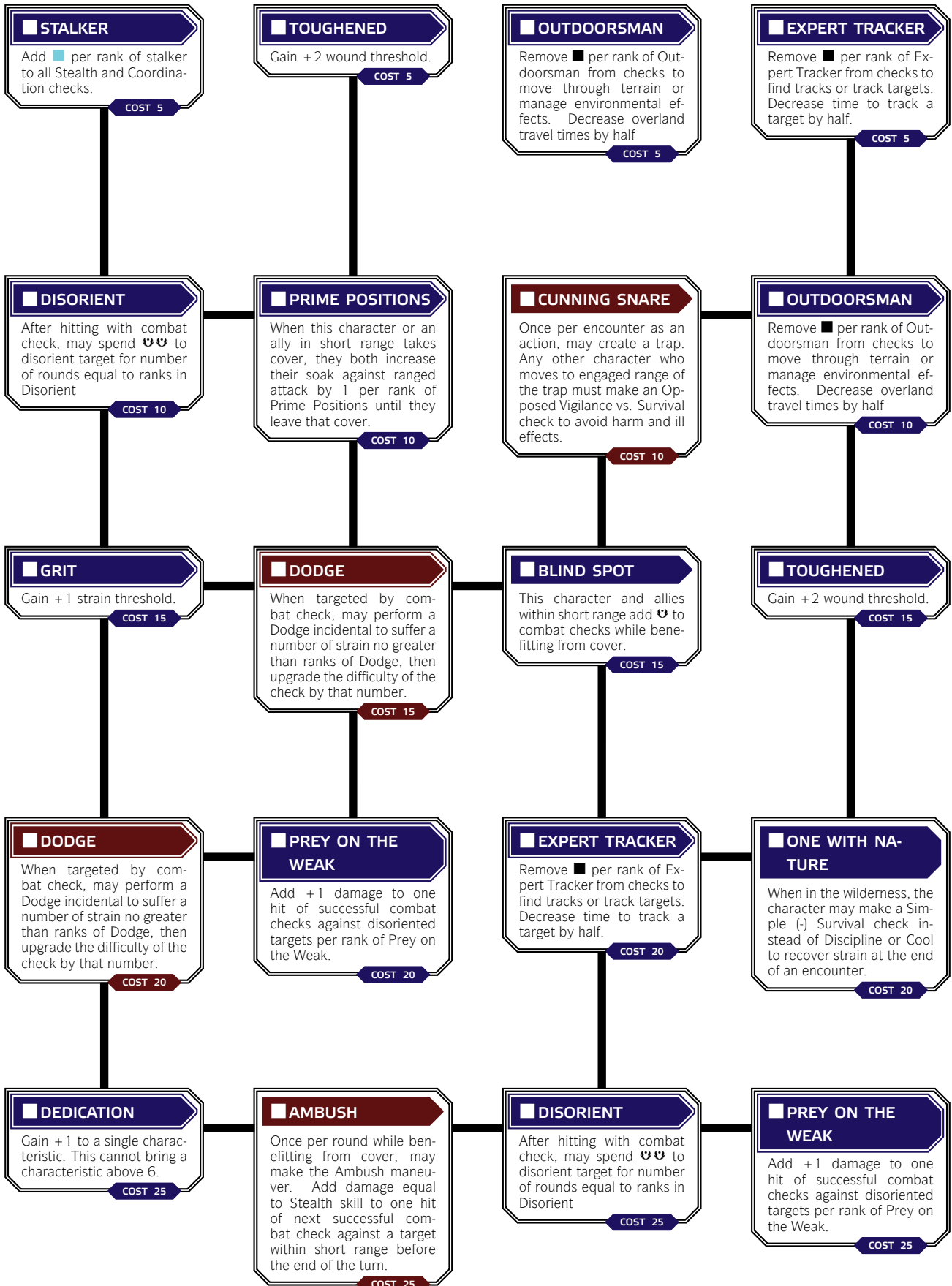
Career Skills: Athletics, Brawl, Knowledge (Warfare), Medicine, Melee, Ranged (Light), Ranged (Heavy), Survival

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

PASSIVE

ACTIVE

RANKED TALENT



Soldier: Vanguard

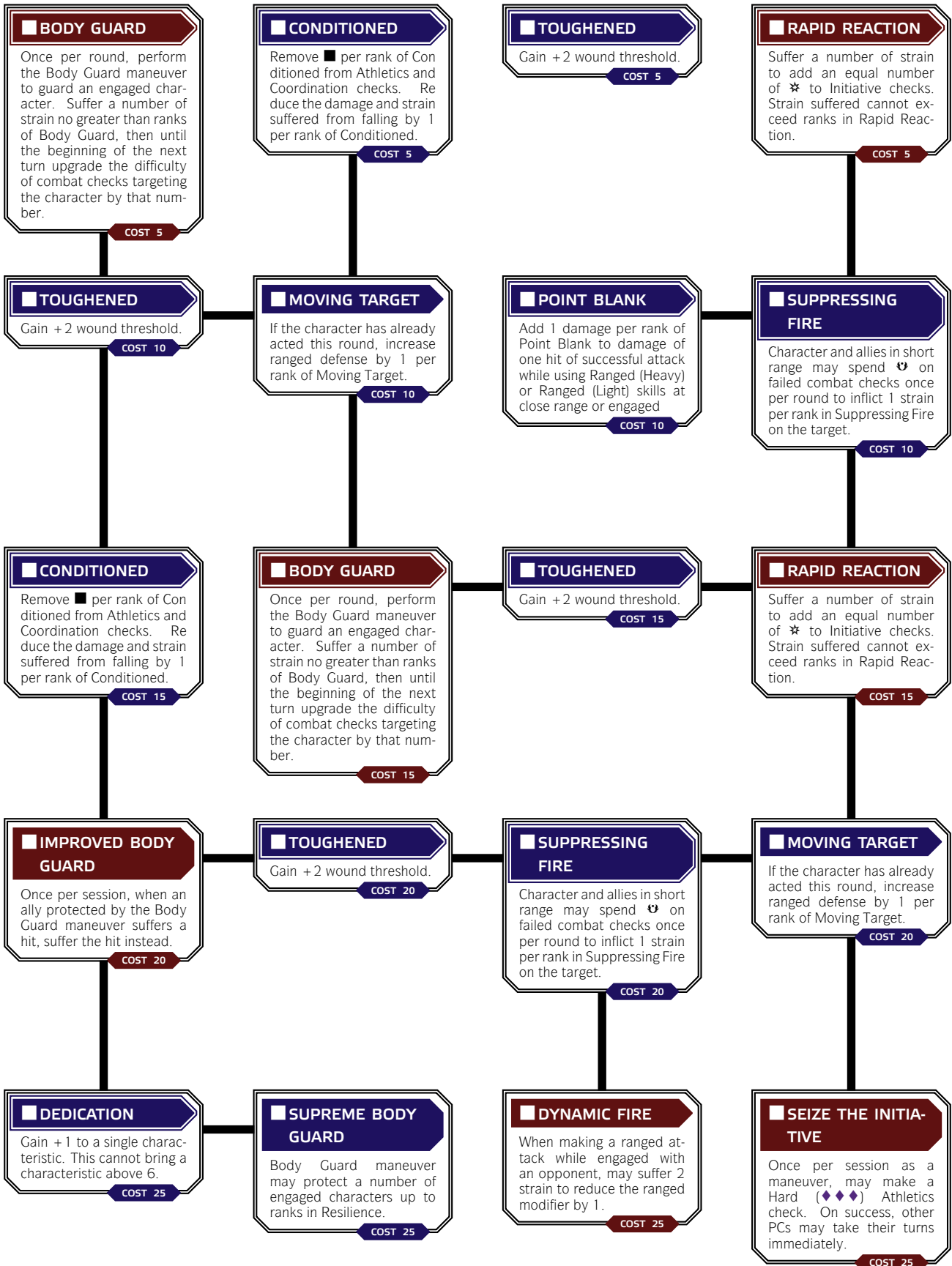
Career Skills: Athletics, Brawl, Knowledge (Warfare), Medicine, Melee, Ranged (Light), Ranged (Heavy), Survival

Additional Career Skills: Athletics, Cool, Vigilance, Resilience

PASSIVE

ACTIVE

RANKED TALENT



Spy: Courier

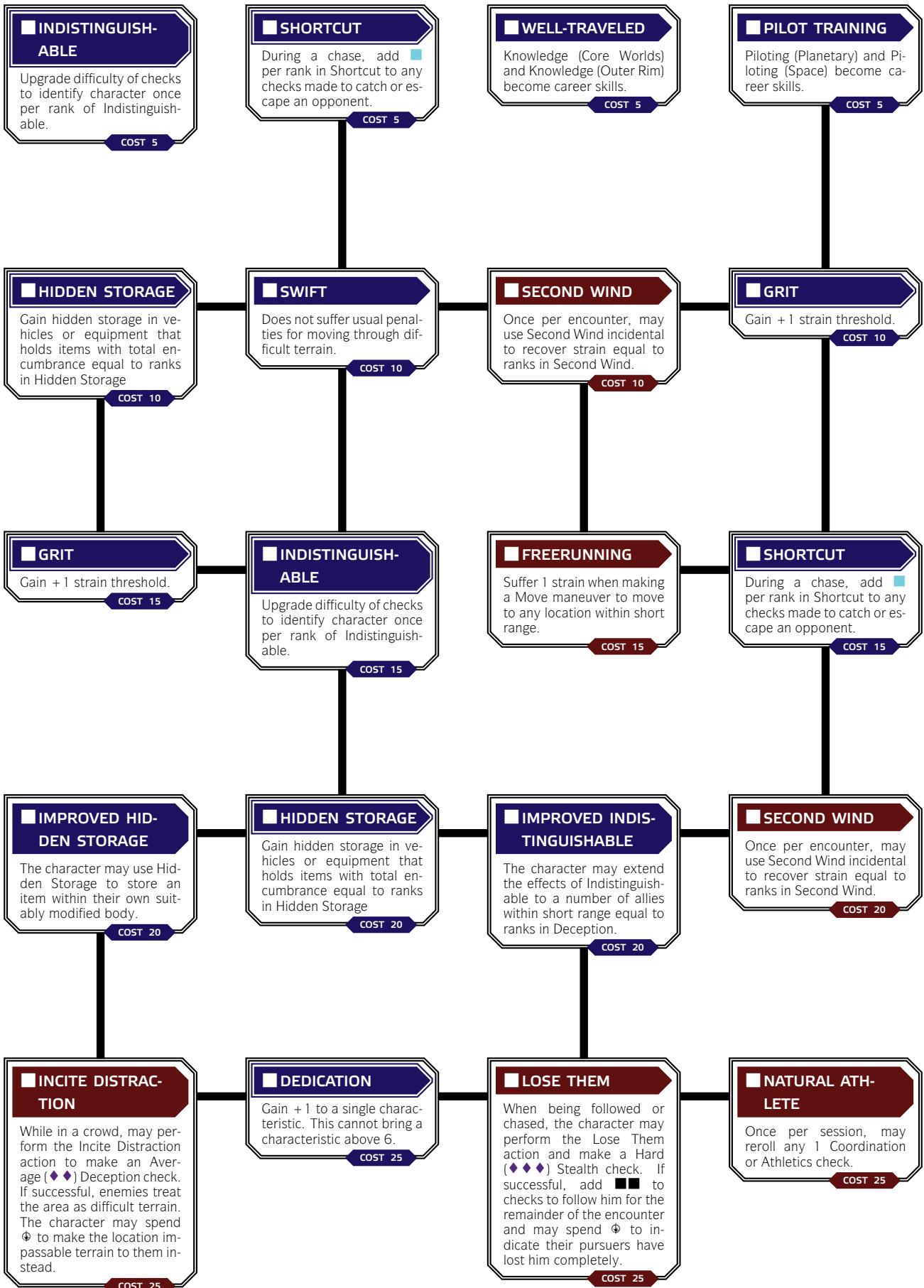
Career Skills: Computers, Cool, Coordination, Deception, Knowledge (Warfare), Perception, Skulduggery, Stealth

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

PASSIVE

ACTIVE

RANKED TALENT



Spy: Infiltrator

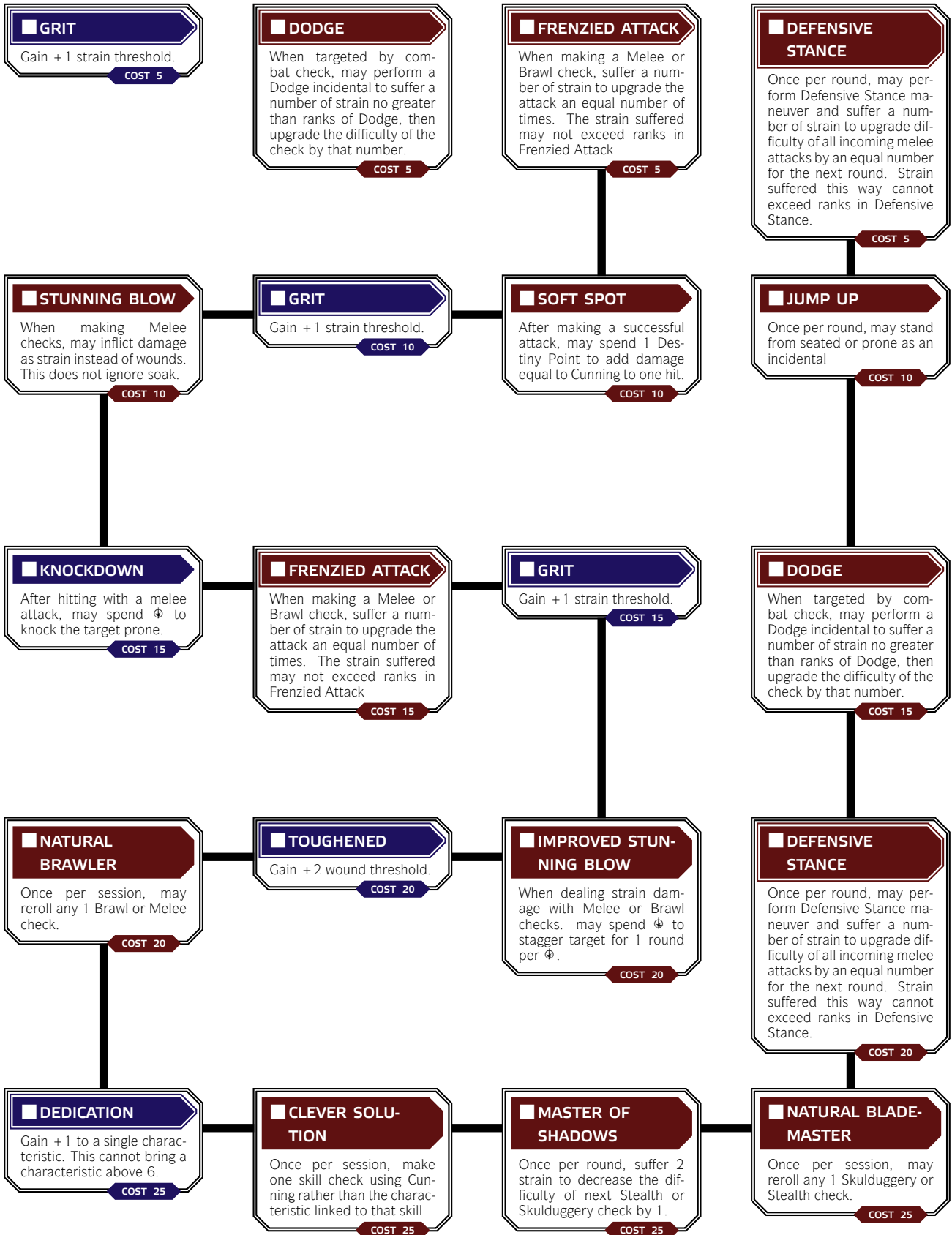
Career Skills: Computers, Cool, Coordination, Deception, Knowledge (Warfare), Perception, Skulduggery, Stealth

Additional Career Skills: Deception, Melee, Skulduggery, Streetwise

PASSIVE

ACTIVE

RANKED TALENT



Spy: Interrogator

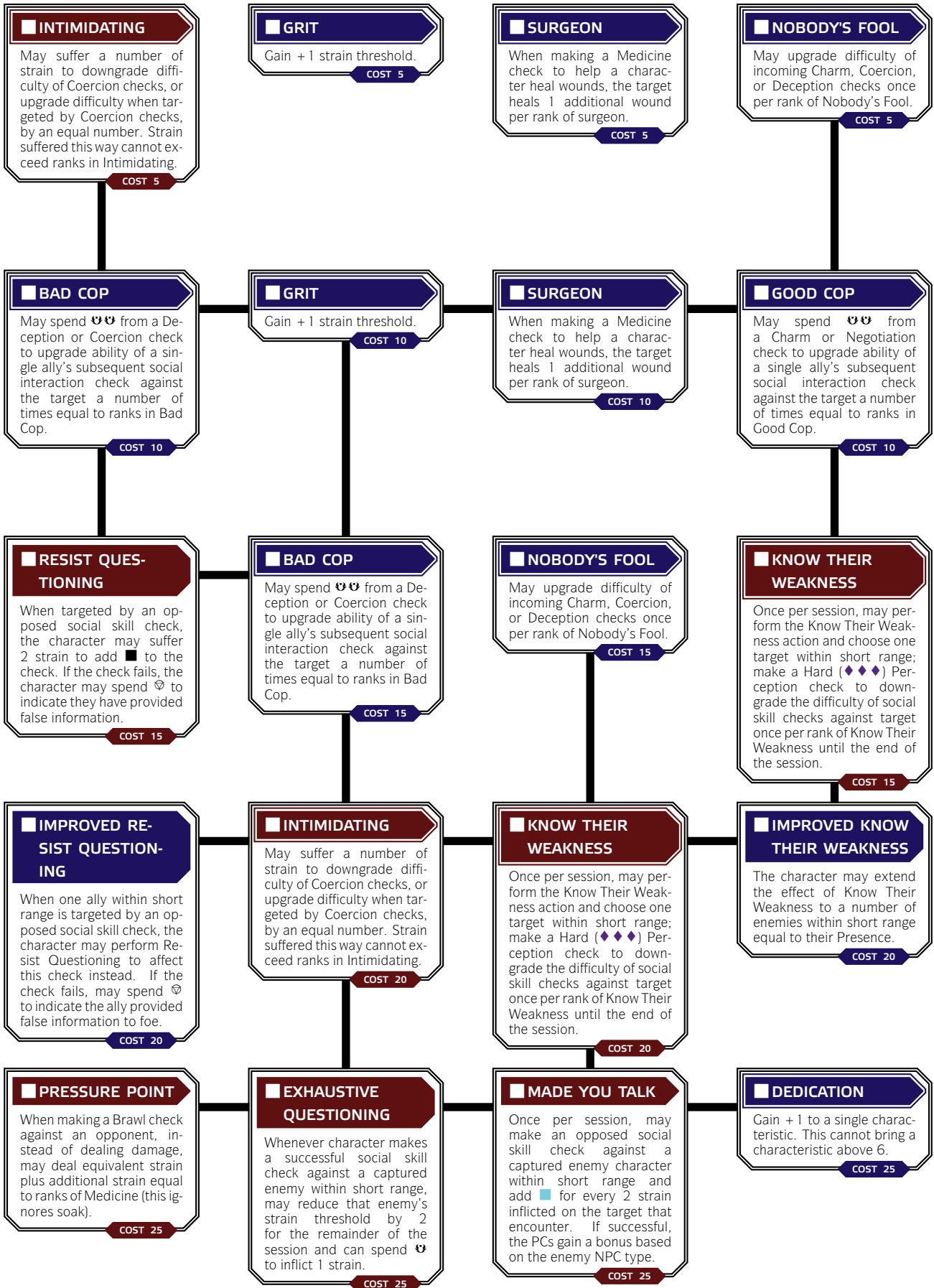
Career Skills: Computers, Cool, Coordination, Deception, Knowledge (Warfare), Perception, Skulduggery, Stealth

Additional Career Skills: Charm, Coercion, Medicine, Perception

PASSIVE

ACTIVE

RANKED TALENT



Spy: Scout

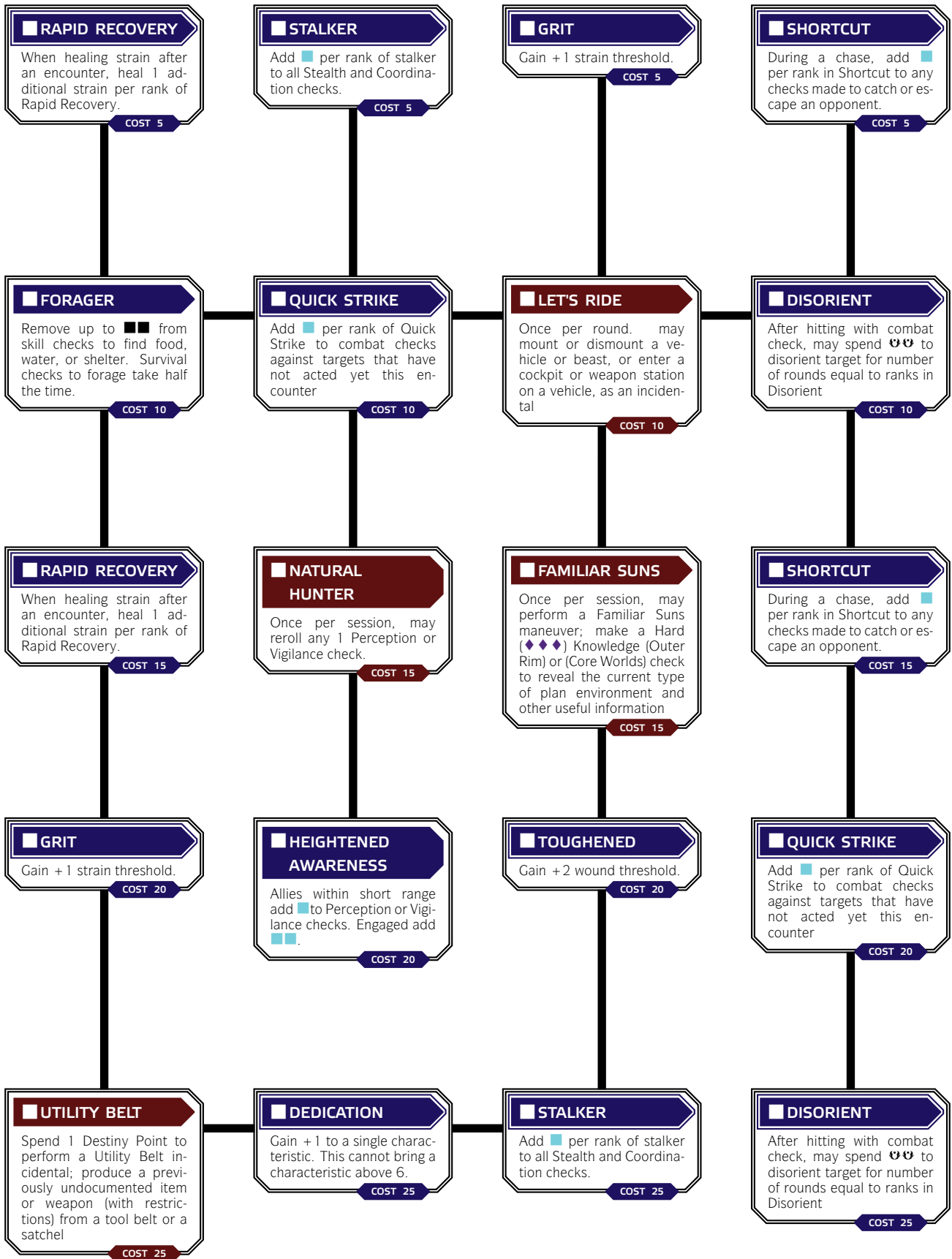
Career Skills: Computers, Cool, Coordination, Deception, Knowledge (Warfare), Perception, Skulduggery, Stealth

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

PASSIVE

ACTIVE

RANKED TALENT



Spy: Sleeper Agent

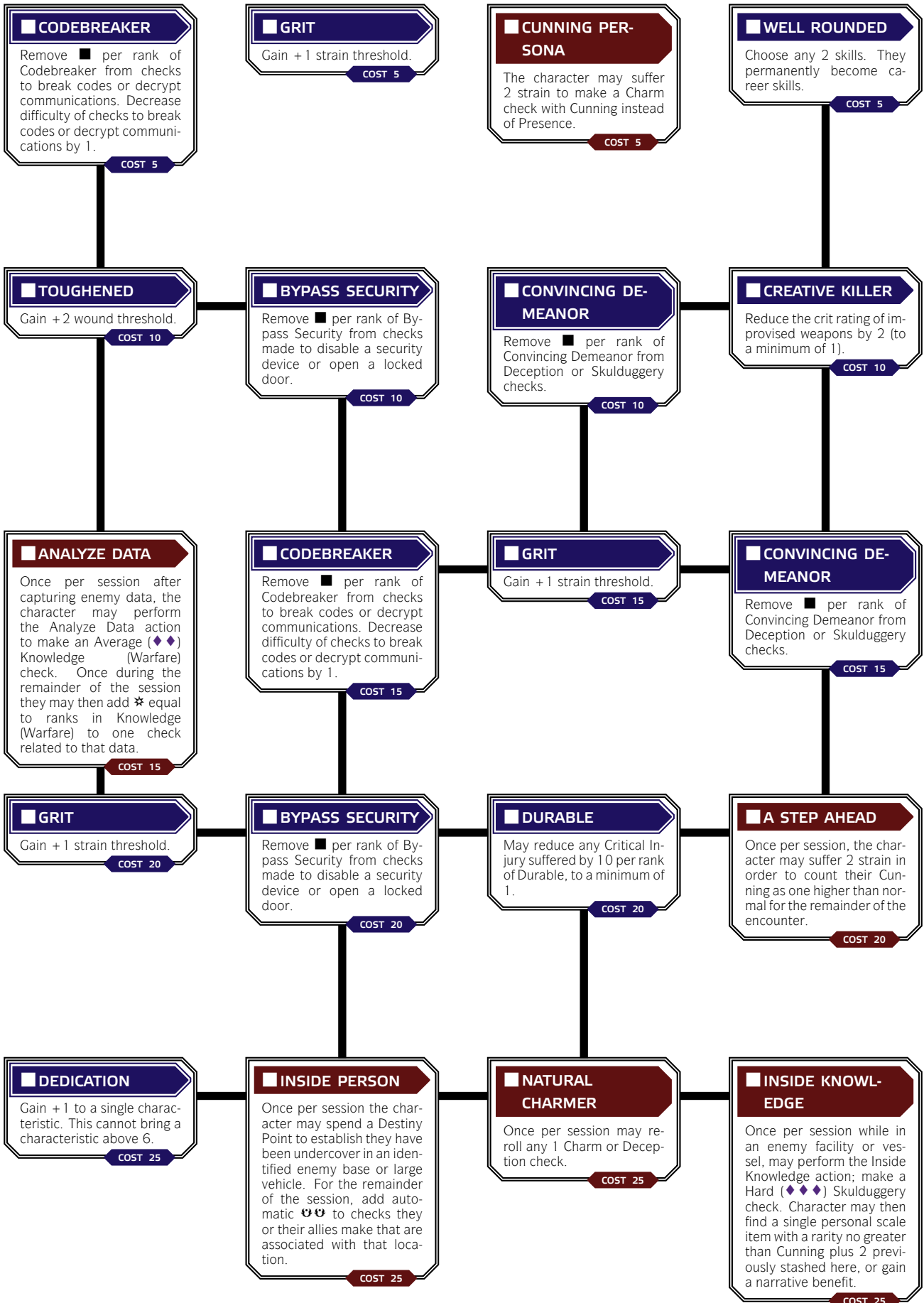
Career Skills: Computers, Cool, Coordination, Deception, Knowledge (Warfare), Perception, Skulduggery, Stealth

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

PASSIVE

ACTIVE

RANKED TALENT



Spy: Slicer

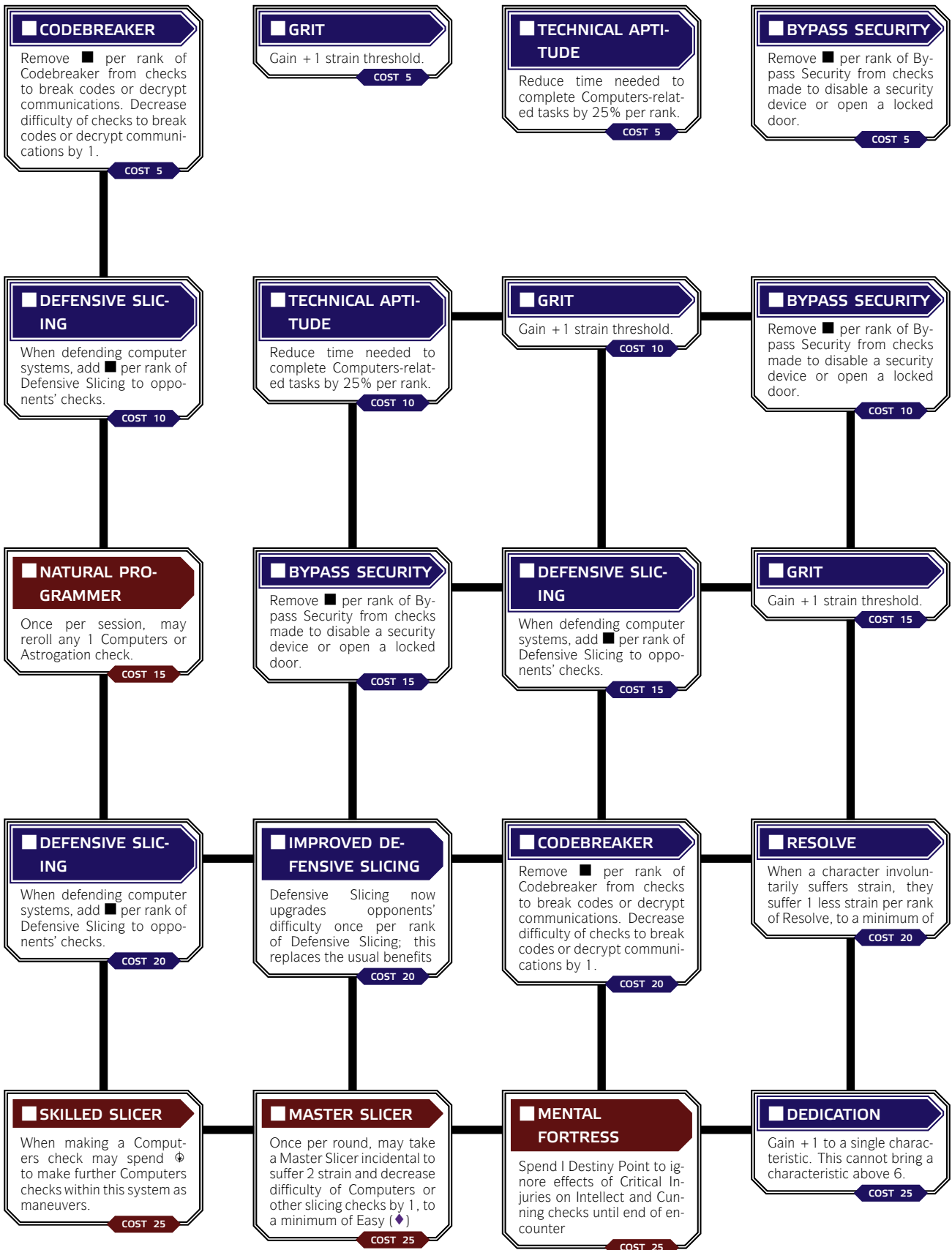
Career Skills: Computers, Cool, Coordination, Deception, Knowledge (Warfare), Perception, Skulduggery, Stealth

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

PASSIVE

ACTIVE

RANKED TALENT



Technician: Mechanic

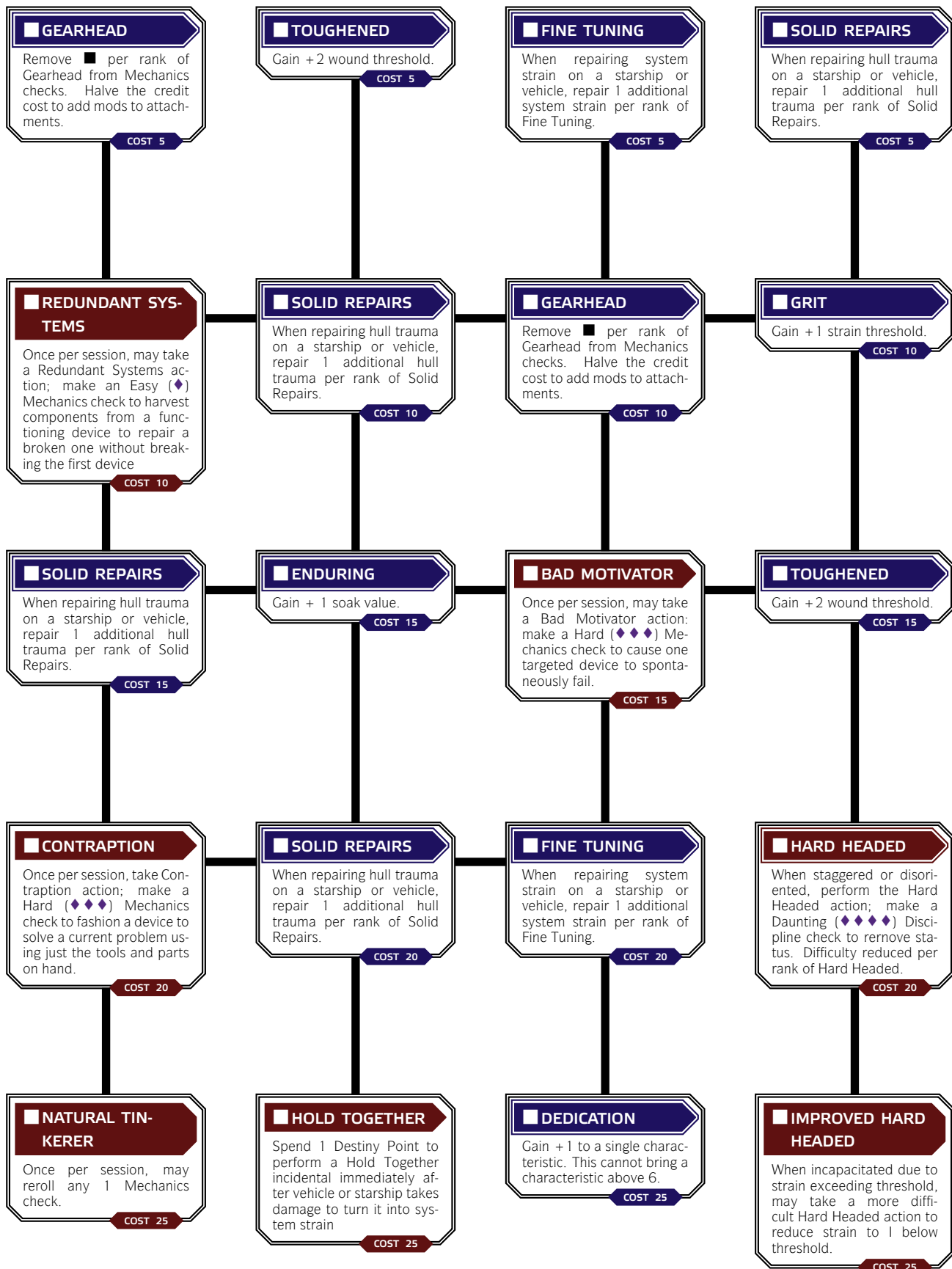
Career Skills: Astrogation, Computers, Coordination, Discipline, Knowledge (Outer Rim), Mechanics, Perception, Piloting (Planetary)

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

PASSIVE

ACTIVE

RANKED TALENT



Technician: Cyber Tech

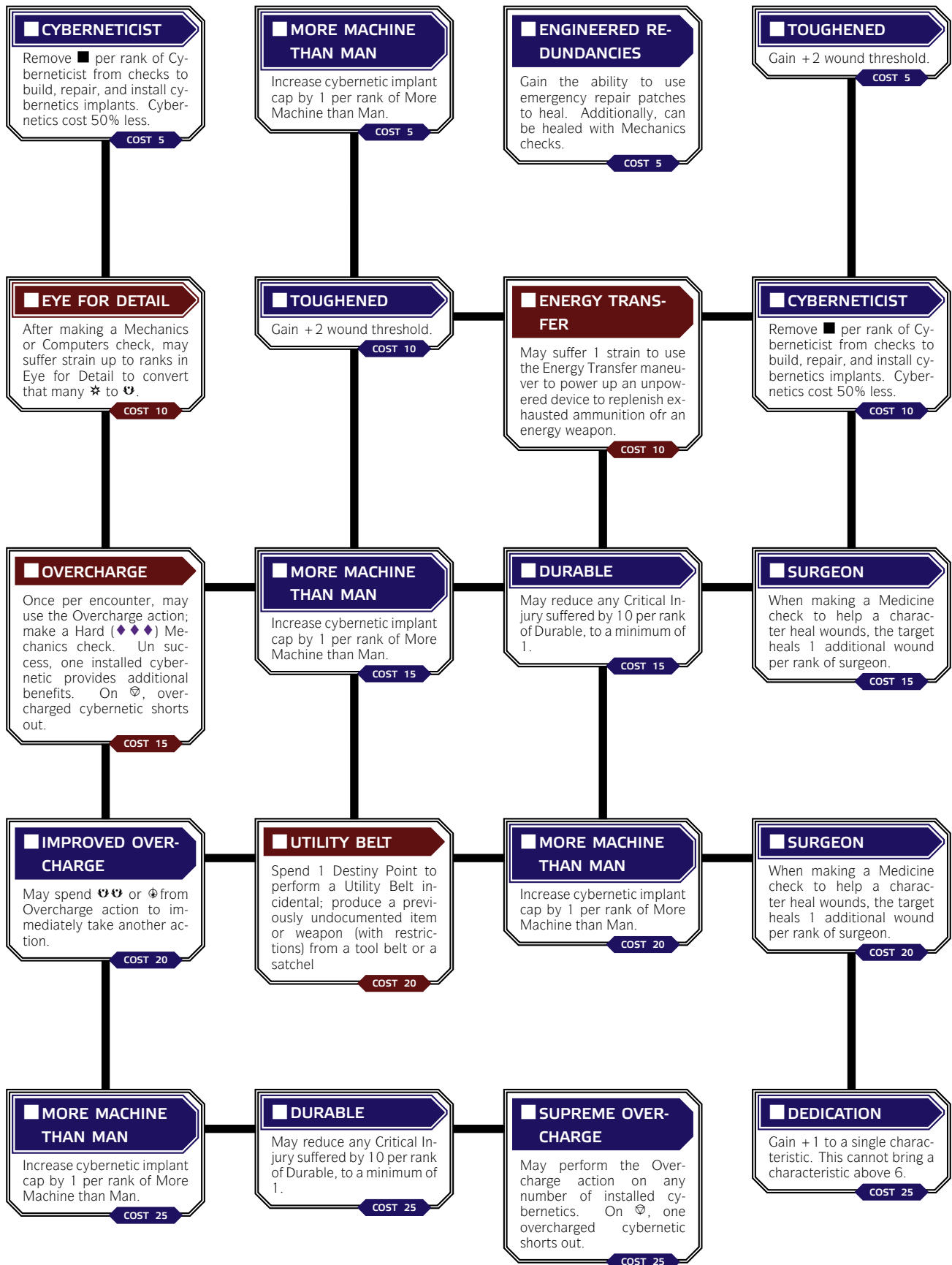
Career Skills: Astrogation, Computers, Coordination, Discipline, Knowledge (Outer Rim), Mechanics, Perception, Piloting (Planetary)

Additional Career Skills: Athletics, Mechanics, Medicine, Vigilance

PASSIVE

ACTIVE

RANKED TALENT



Technician: Droid Tech

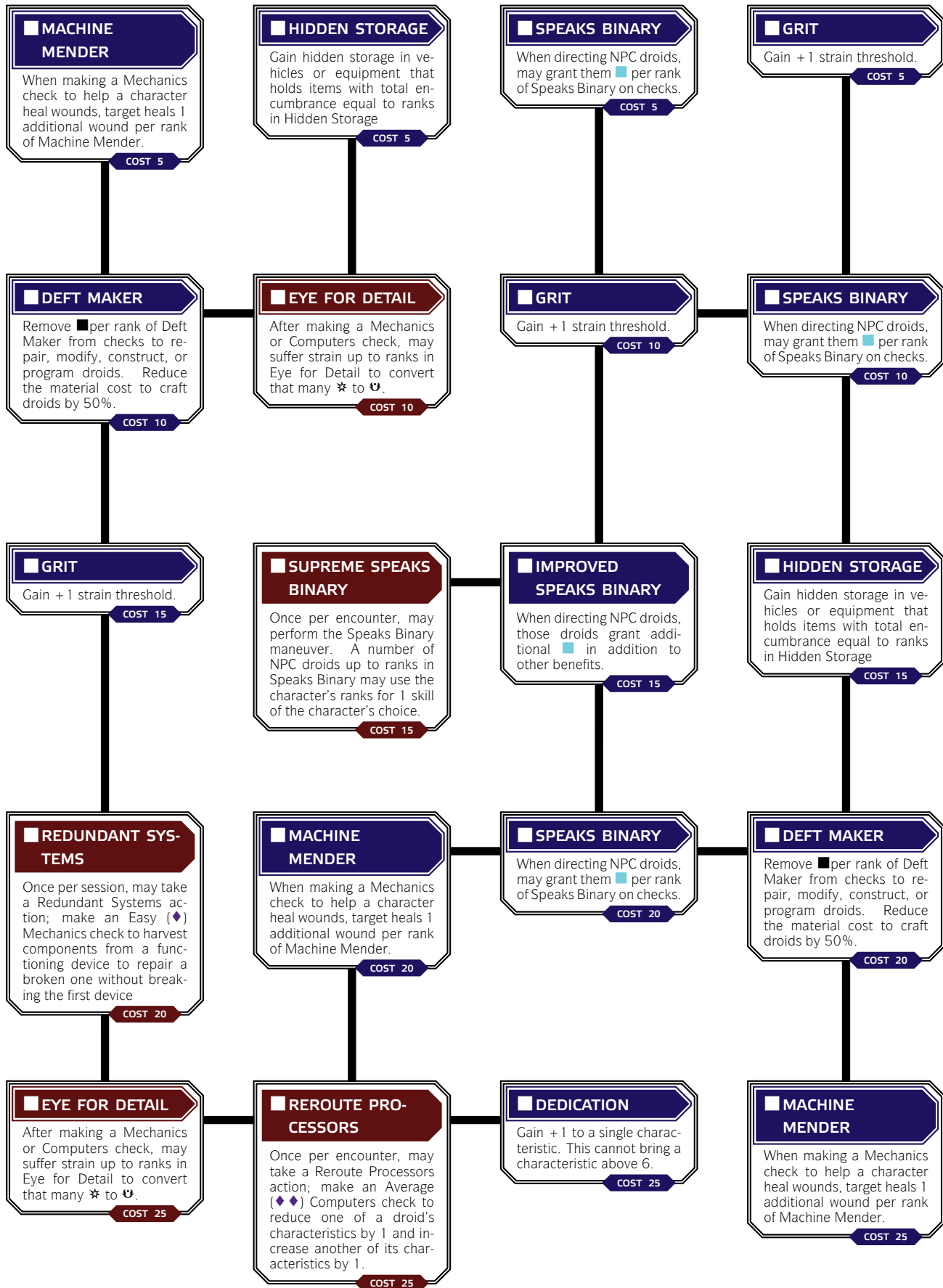
Career Skills: Astrogation, Computers, Coordination, Discipline, Knowledge (Outer Rim), Mechanics, Perception, Piloting (Planetary)

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 0.

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 0.

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

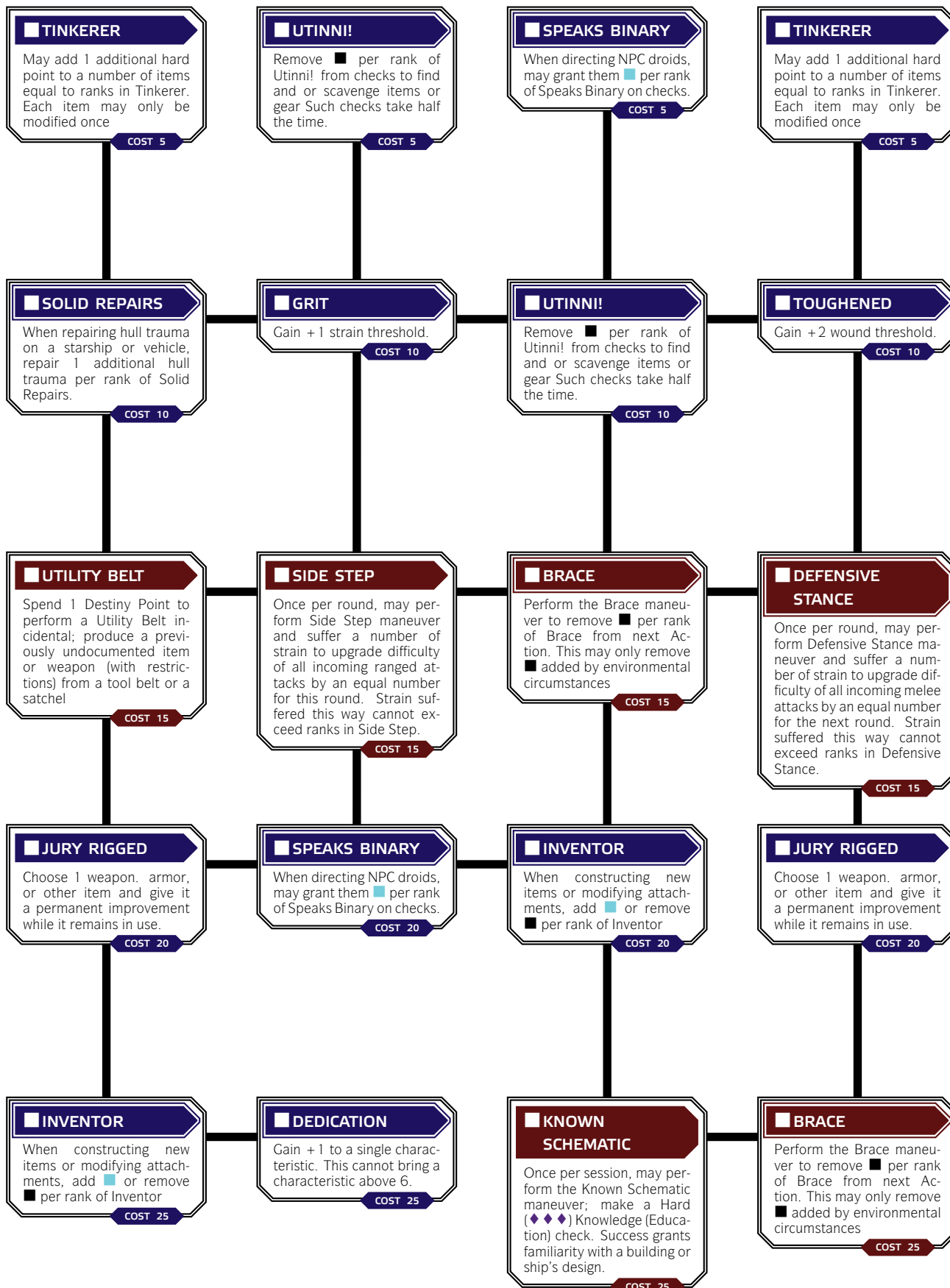
Career Skills: Astrogation, Computers, Coordination, Discipline, Knowledge (Outer Rim), Mechanics, Perception, Piloting (Planetary)

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

PASSIVE

ACTIVE

RANKED TALENT



Technician: Slicer

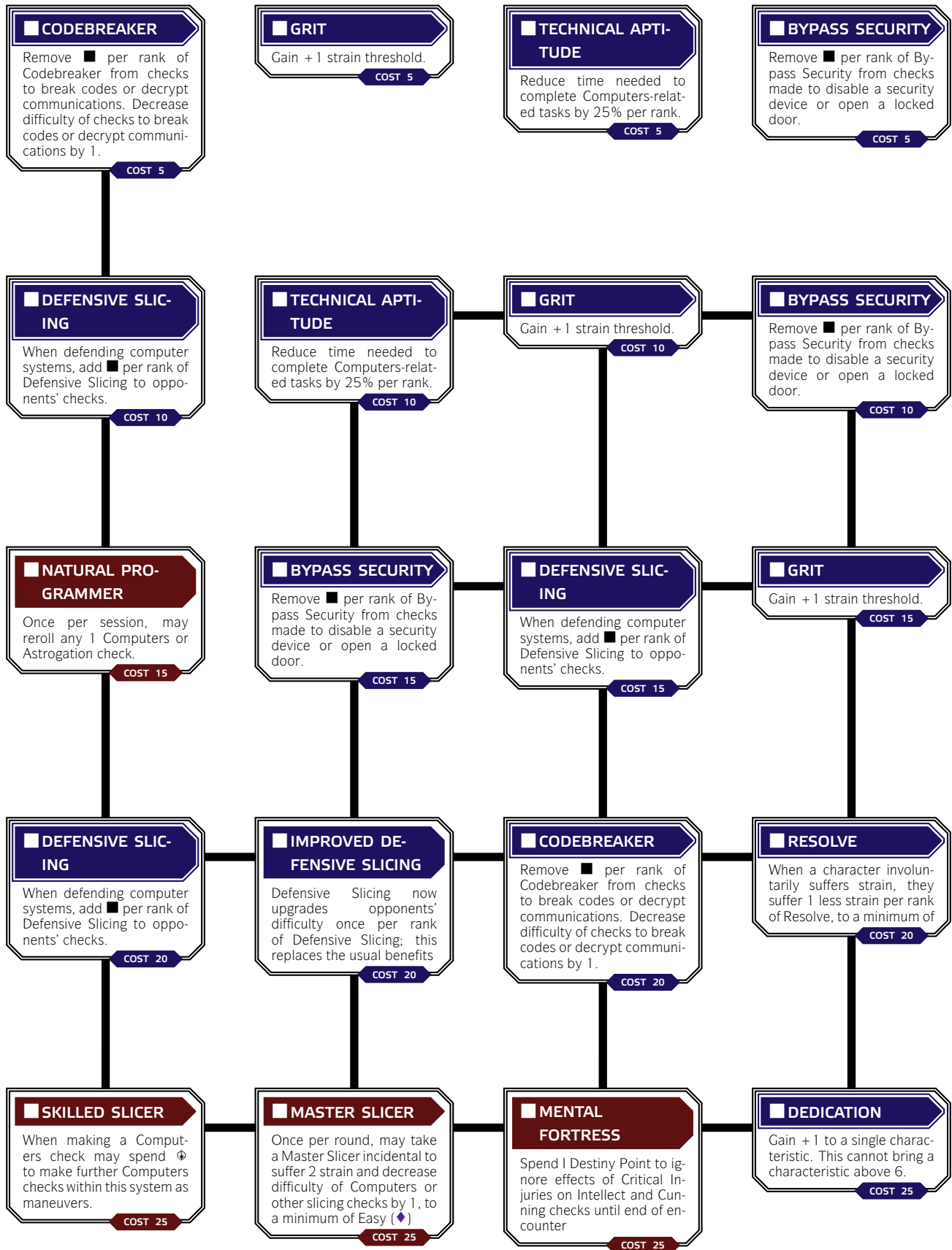
Career Skills: Astrogation, Computers, Coordination, Discipline, Knowledge (Outer Rim), Mechanics, Perception, Piloting (Planetary)

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

PASSIVE

ACTIVE

RANKED TALENT



Warrior: Aggressor

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

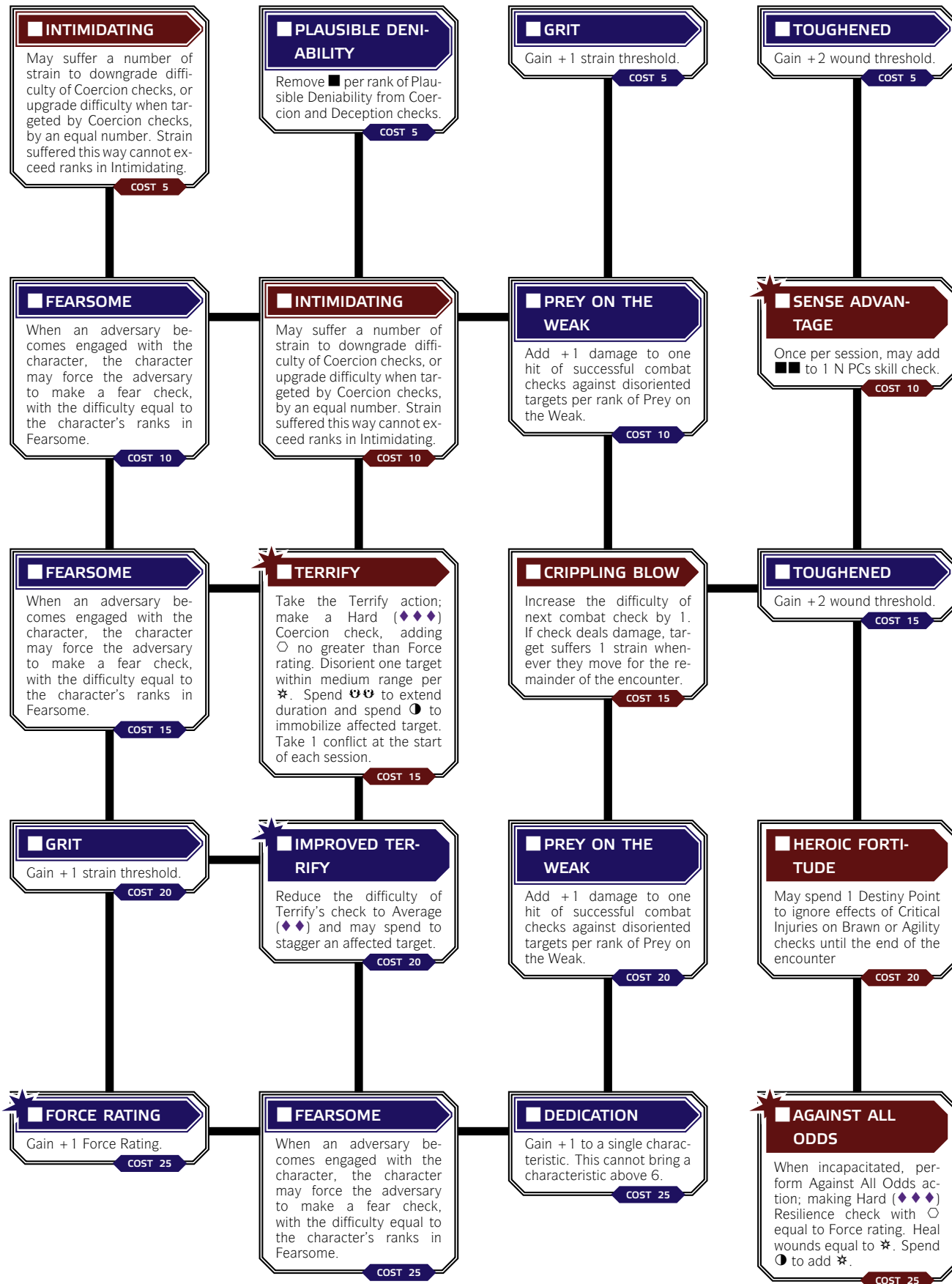
Additional Career Skills: Coercion, Knowledge (Underworld), Ranged (Light), Streetwise

PASSIVE

ACTIVE

RANKED TALENT

FORCE TALENT



Warrior: Colossus

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

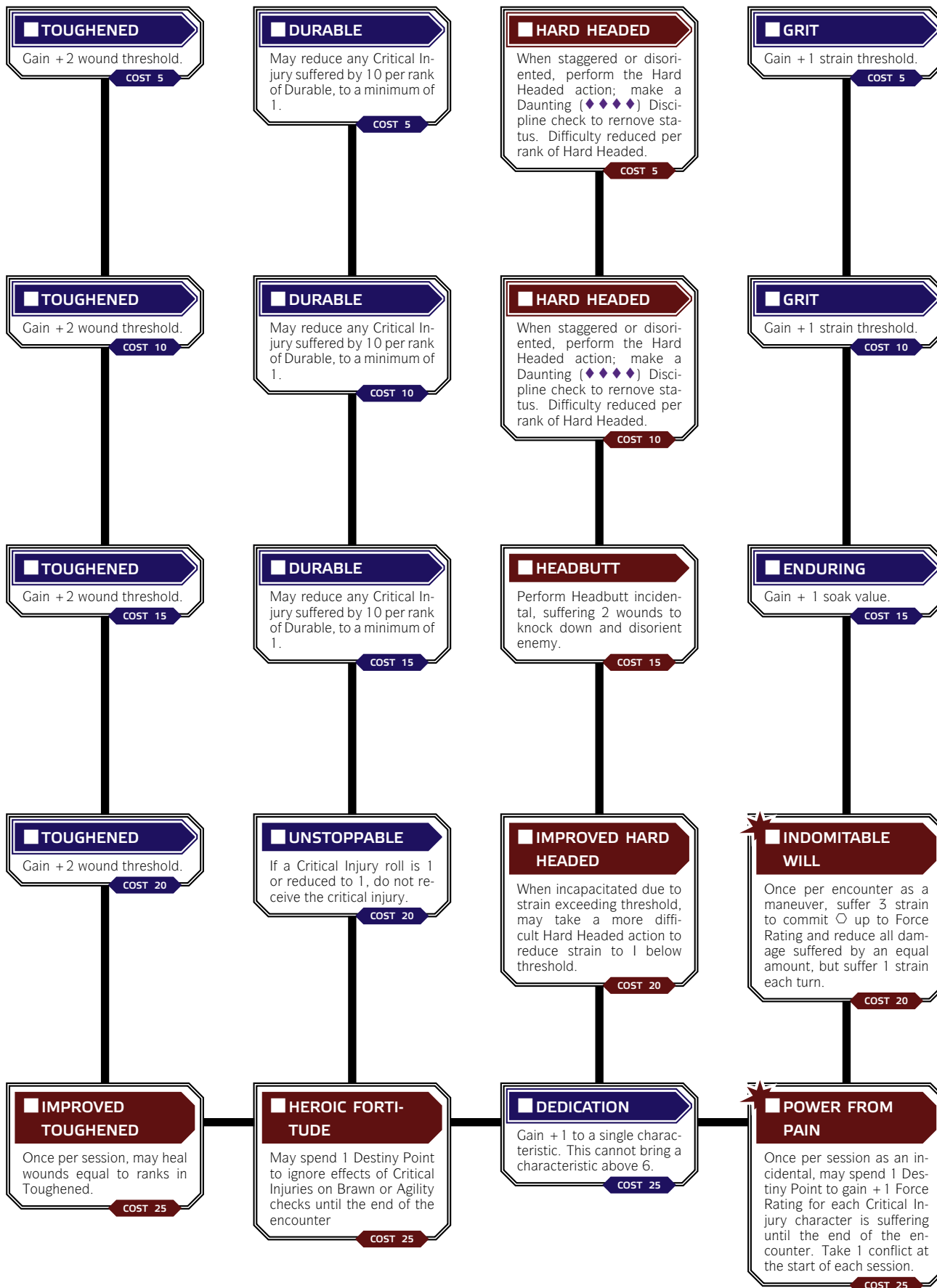
Additional Career Skills: Brawl, Discipline, Melee, Resilience

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 \odot per Force rating. they recover additional strain equal to \odot 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 \blacksquare 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 \blacksquare 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 \blacksquare to Lightsaber, Brawl and Melee checks when engaged with multiple opponents.
COST 25

Warrior: Steel Hand Adept

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

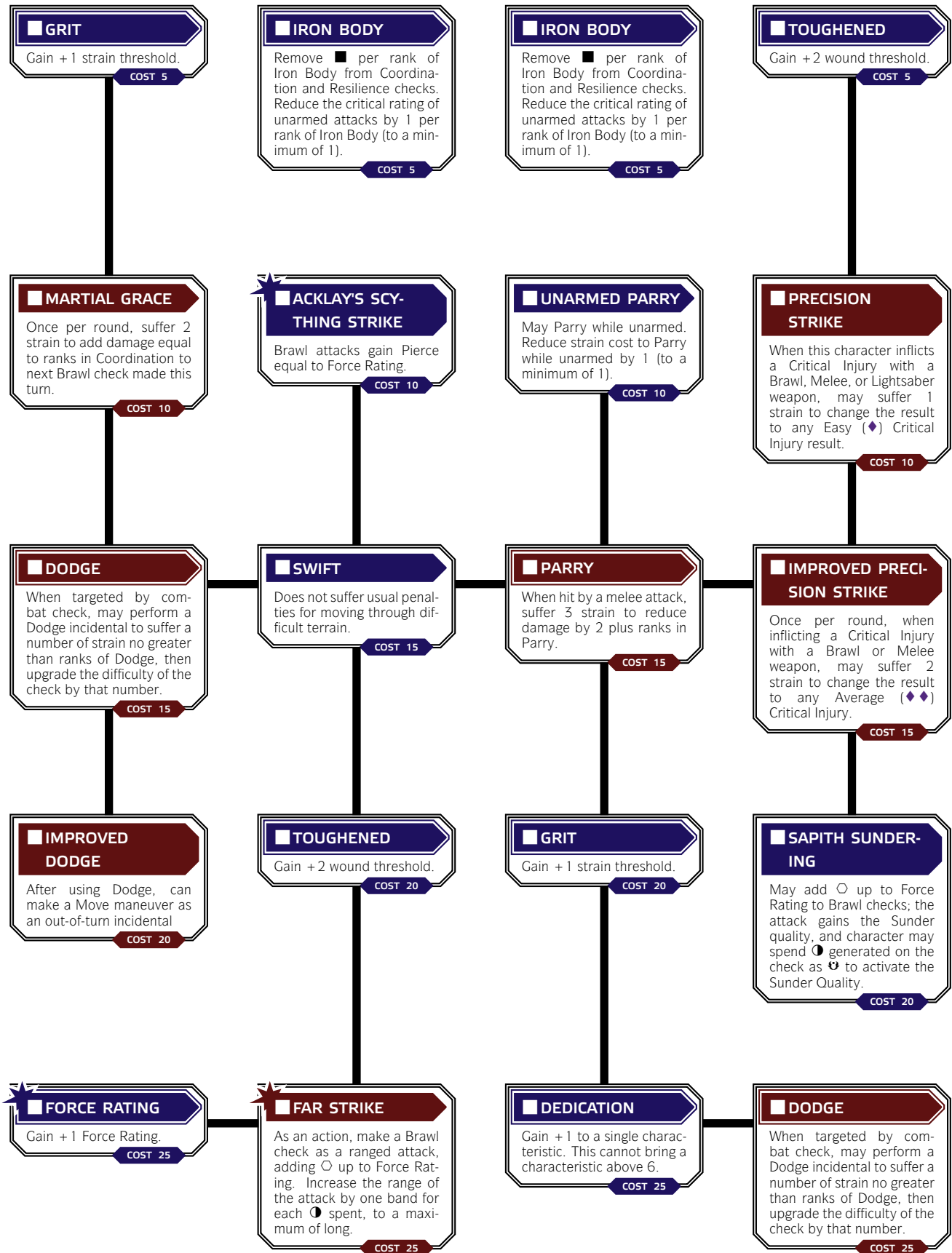
Additional Career Skills: Brawl, Coordination, Discipline, Vigilance

PASSIVE

ACTIVE

RANKED TALENT

FORCE TALENT



Warrior: Starfighter Ace

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

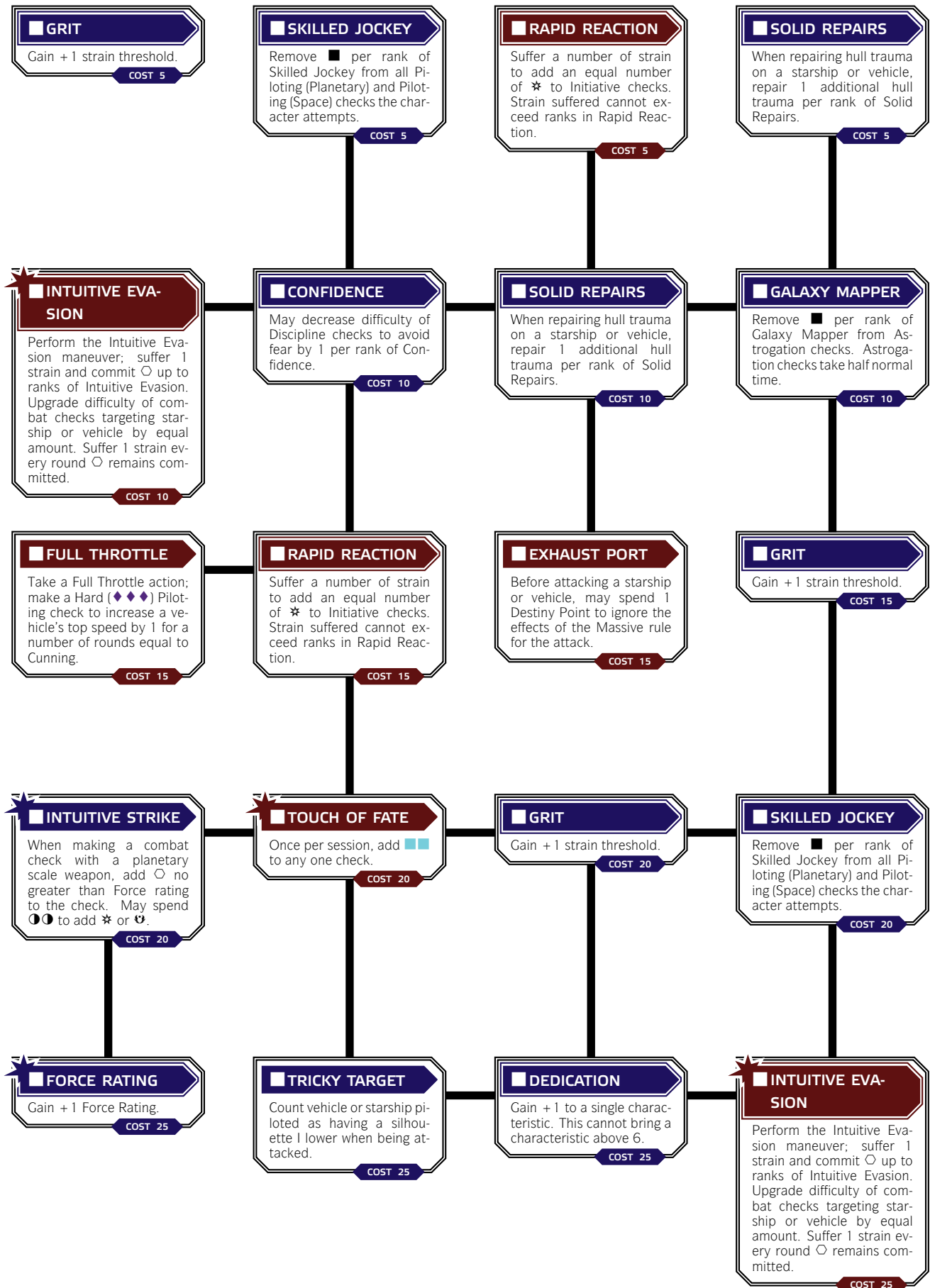
Additional Career Skills: Astrogration, Gunnery, Mechanics, Piloting (Space)

PASSIVE

ACTIVE

RANKED TALENT

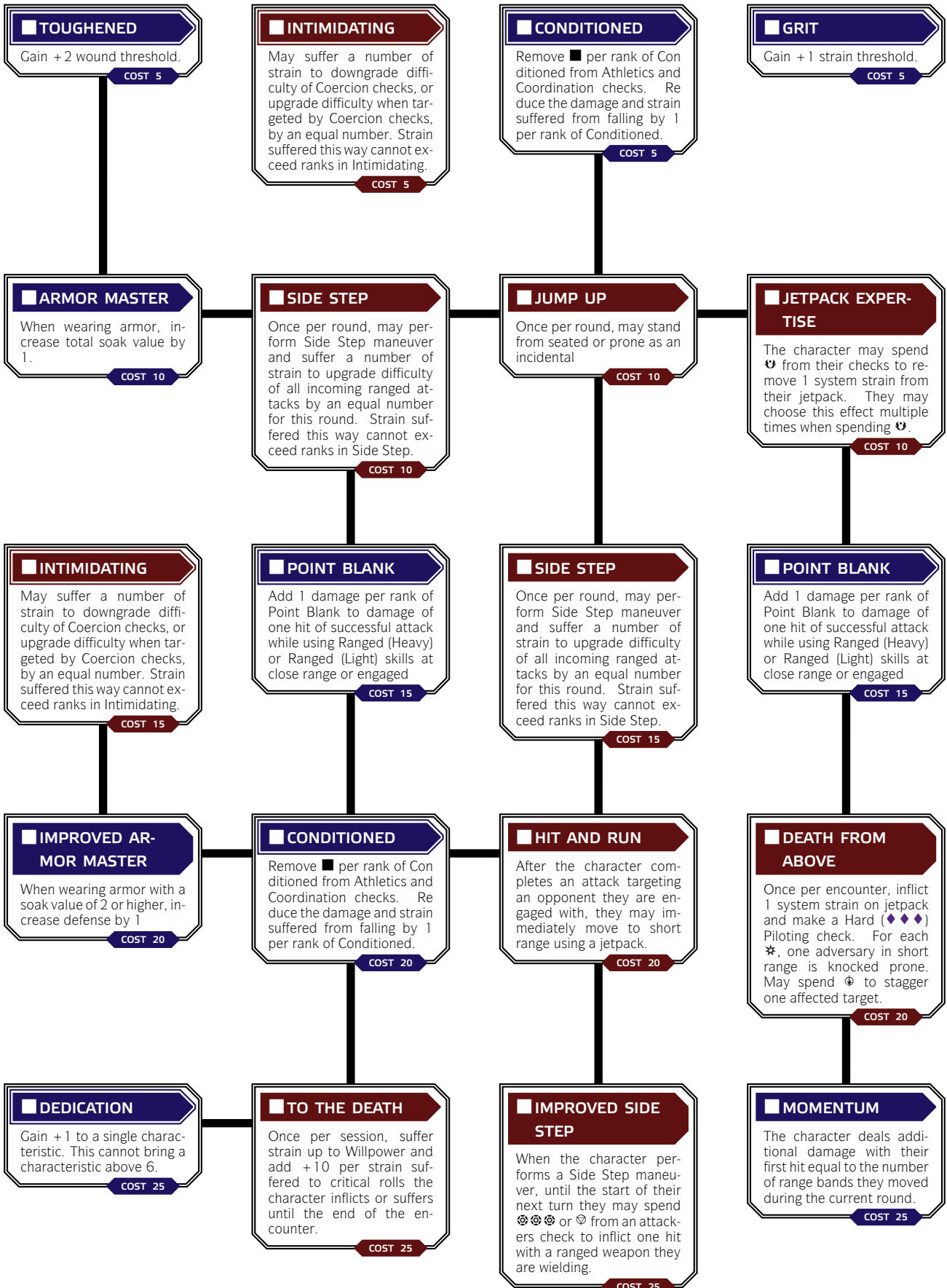
FORCE TALENT



Universal: Death Watch Warrior

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

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



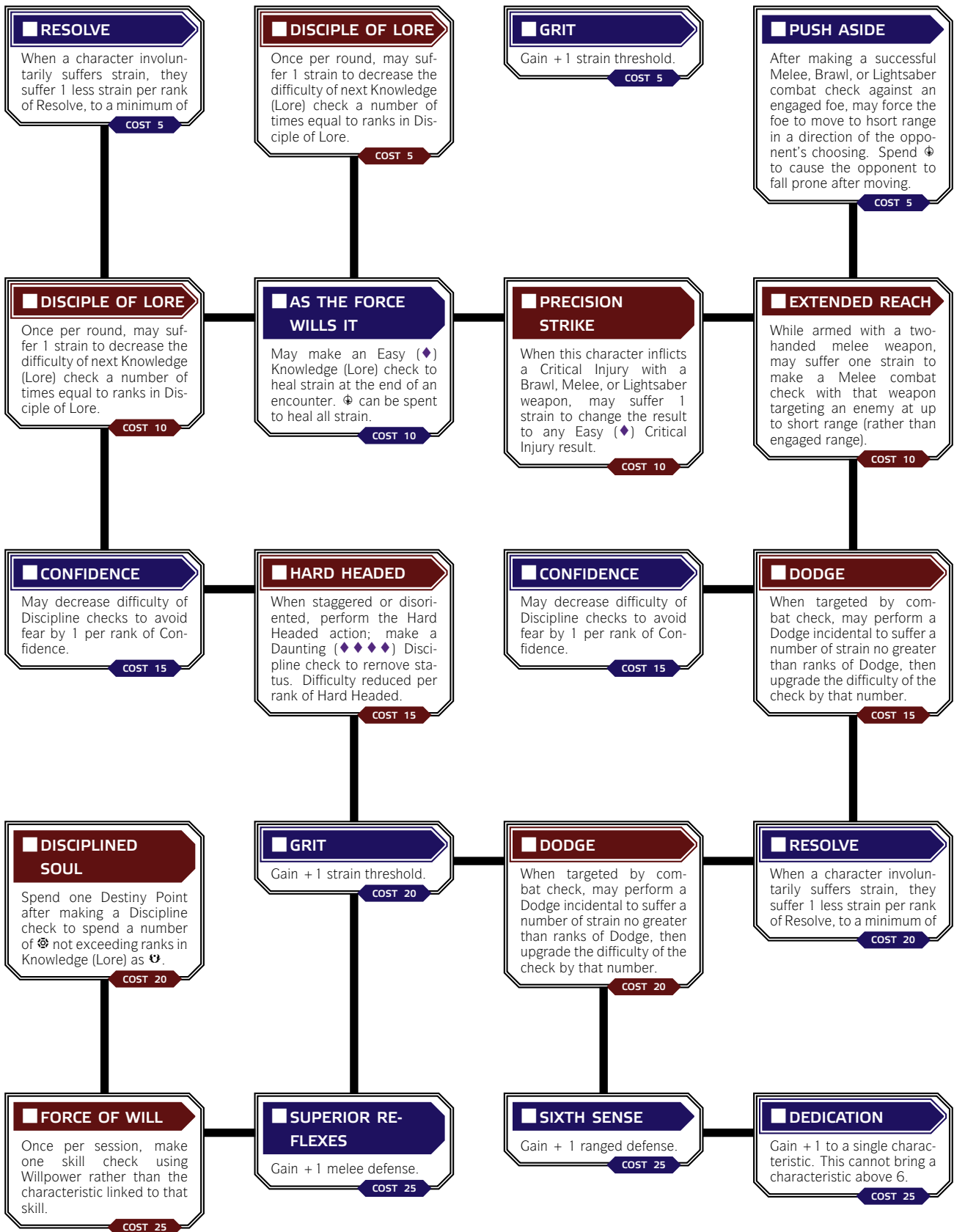
Universal: Force Adherent

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

PASSIVE

ACTIVE

RANKED TALENT



Universal: Force Sensitive Emergent

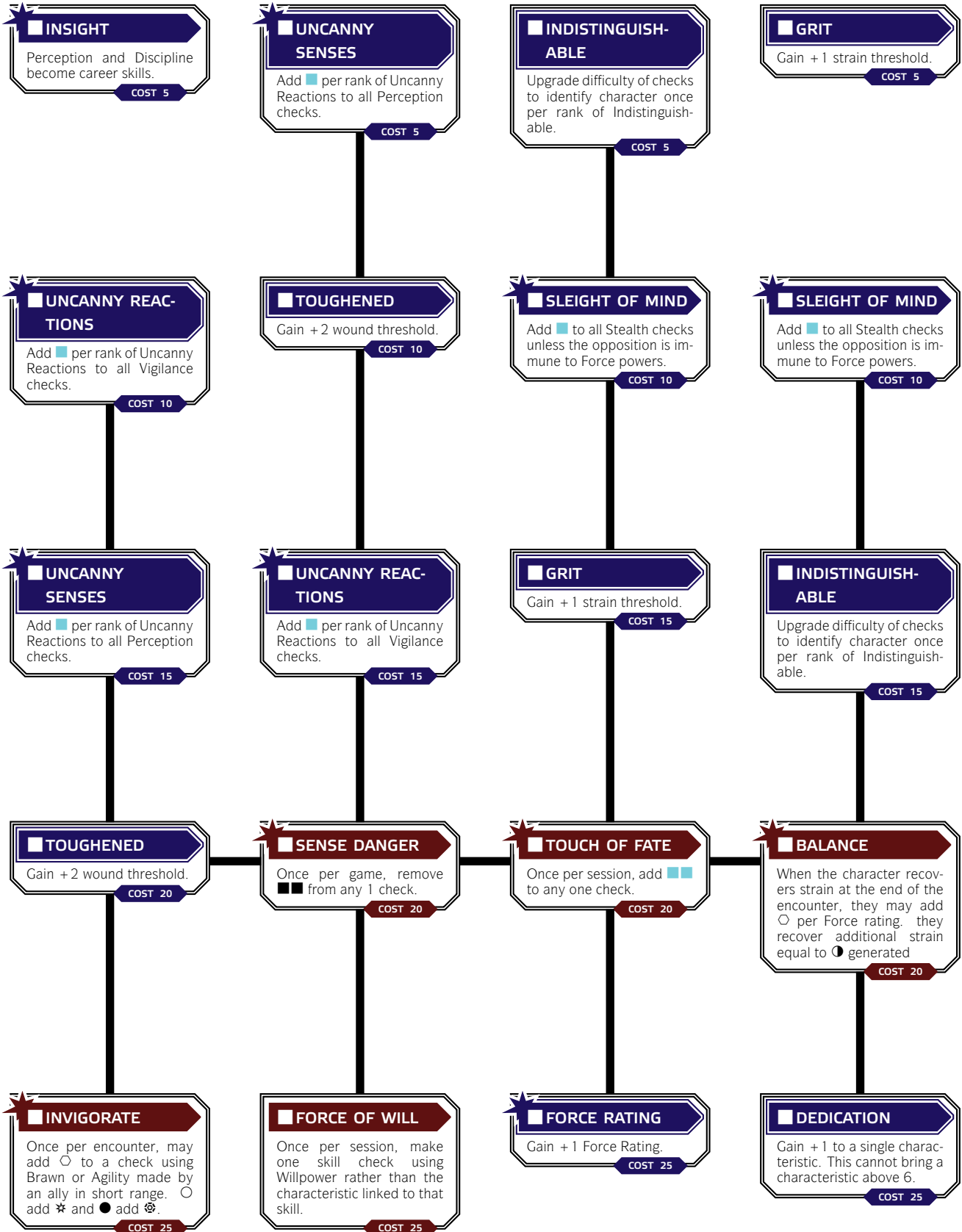
Gain Force Rating 1

PASSIVE

ACTIVE

RANKED TALENT

FORCE TALENT



Universal: Force Sensitive Exile

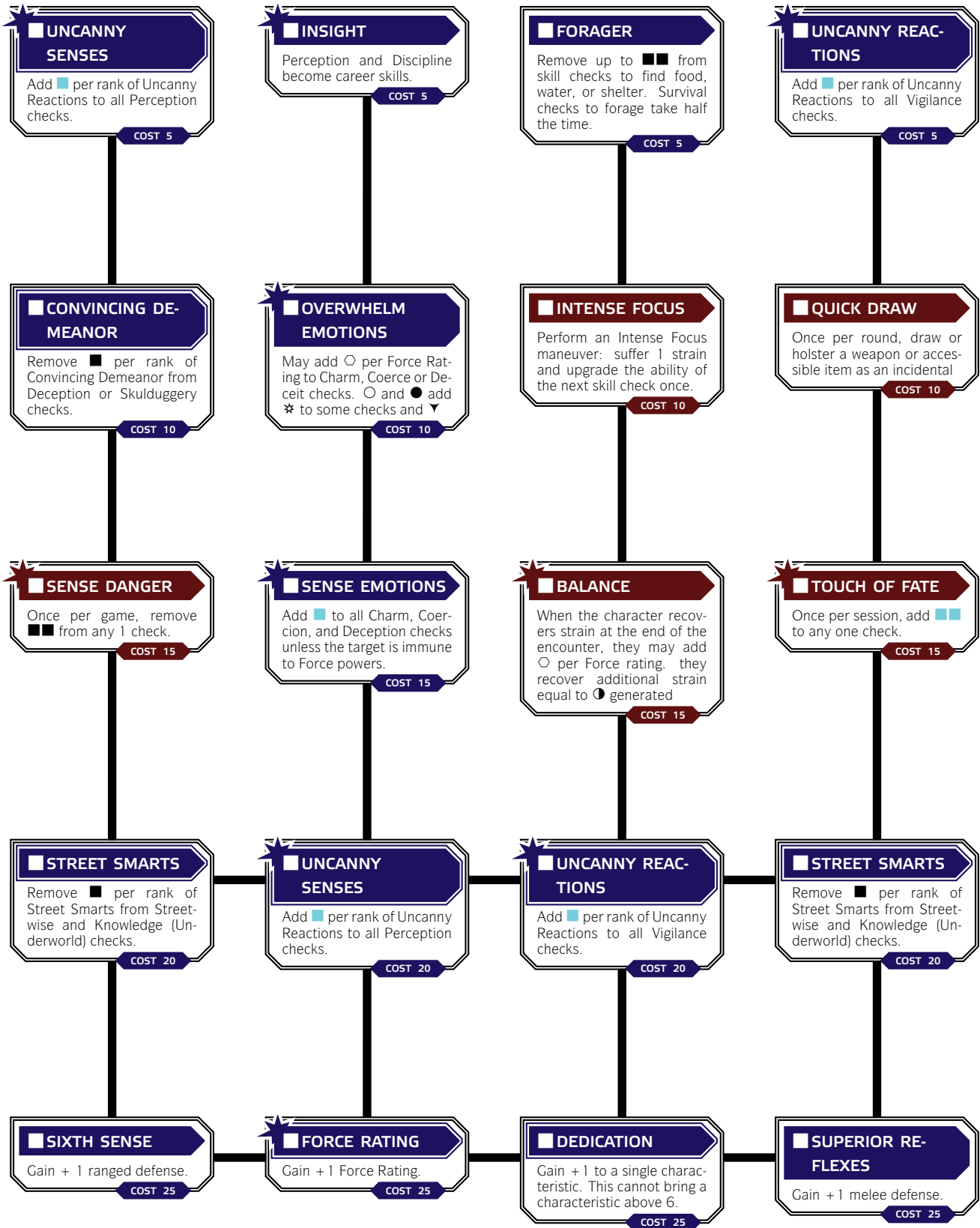
Gain Force Rating 1

PASSIVE

ACTIVE

RANKED TALENT

FORCE TALENT



Universal: Force Sensitive Outcast

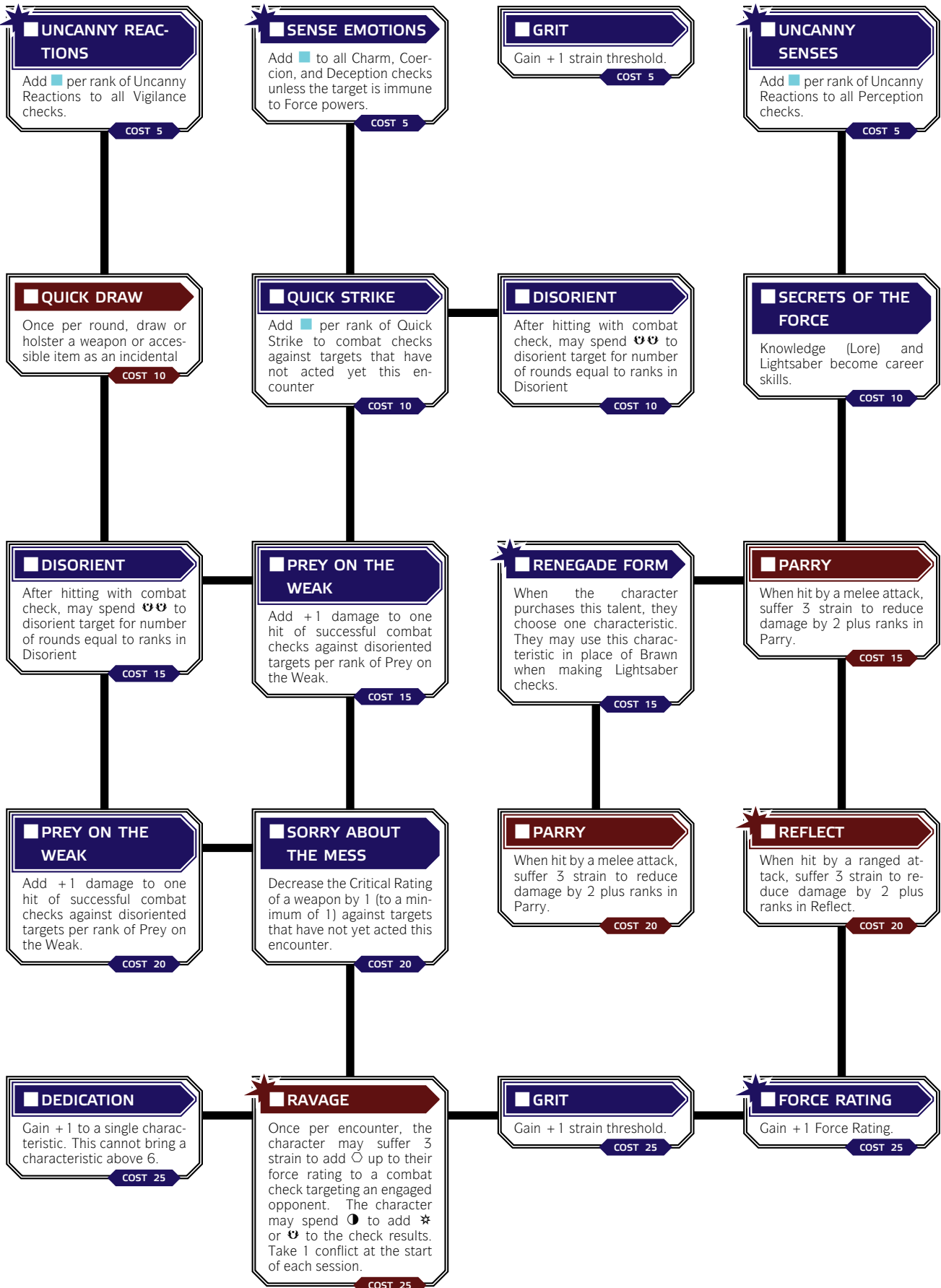
Gain Force Rating 1

PASSIVE

ACTIVE

RANKED TALENT

FORCE TALENT



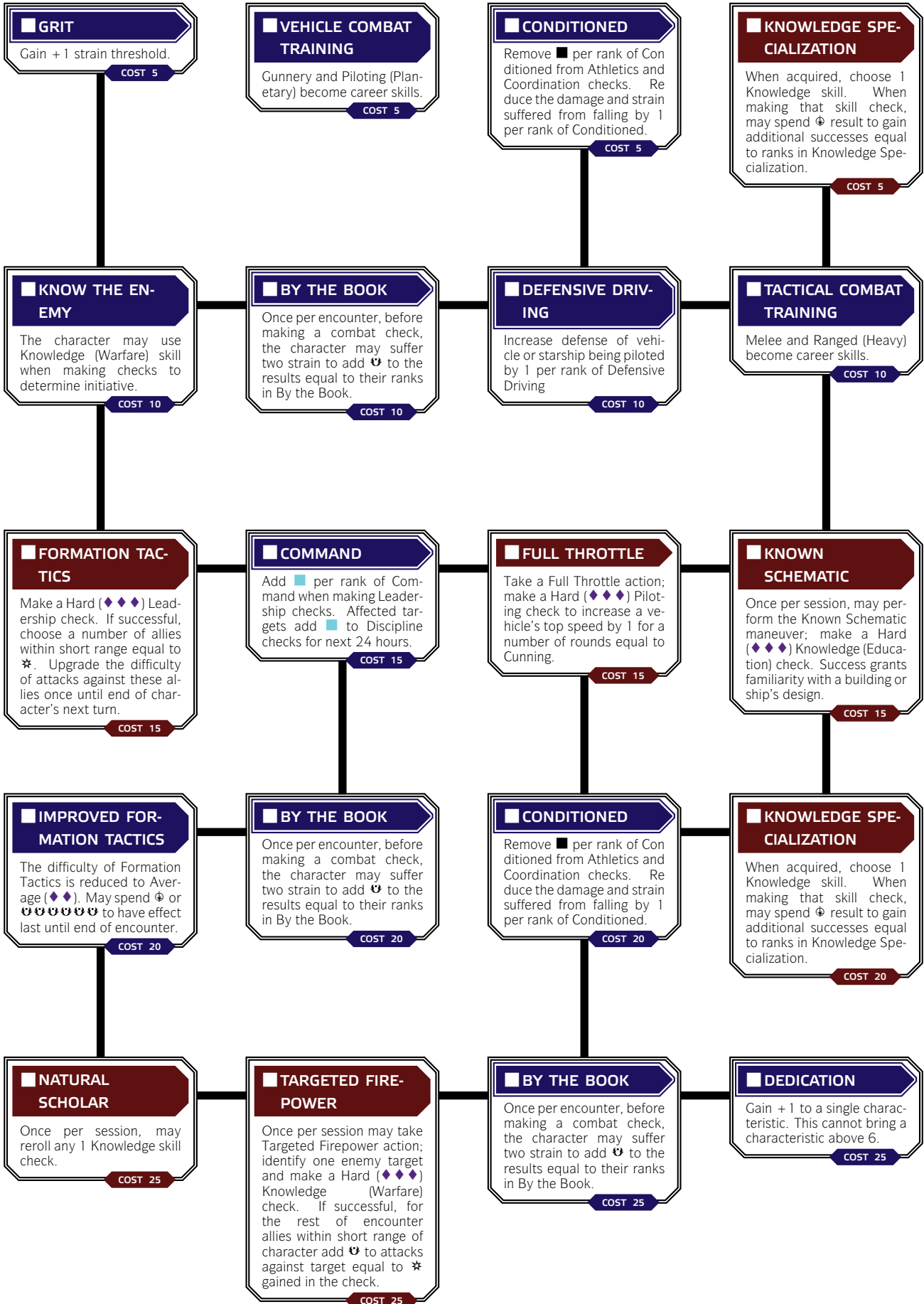
Universal: Imperial Academy Cadet

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

PASSIVE

ACTIVE

RANKED TALENT



Universal: Nightsister

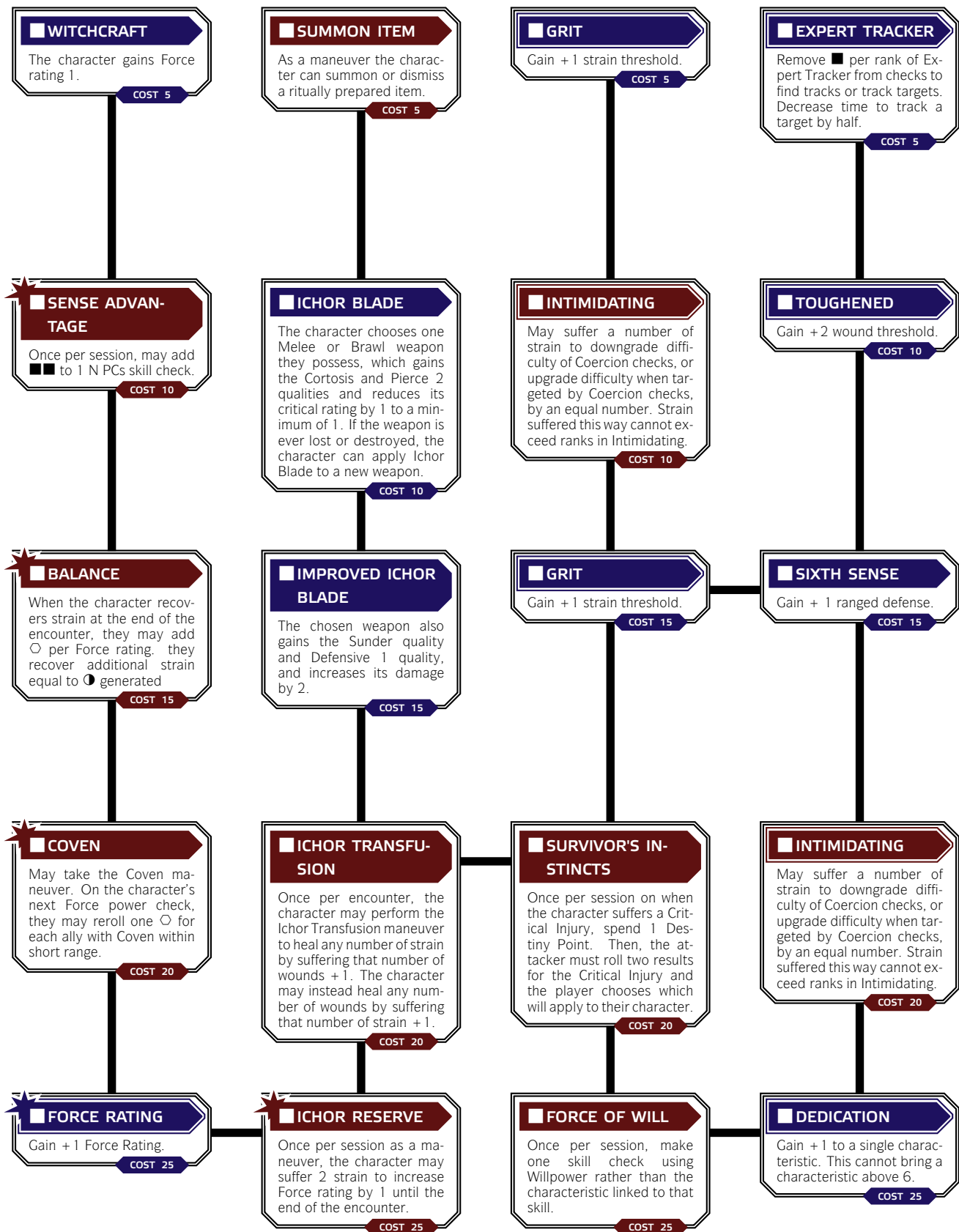
Additional Career Skills: Discipline, Knowledge (Lore), Stealth, Survival

PASSIVE

ACTIVE

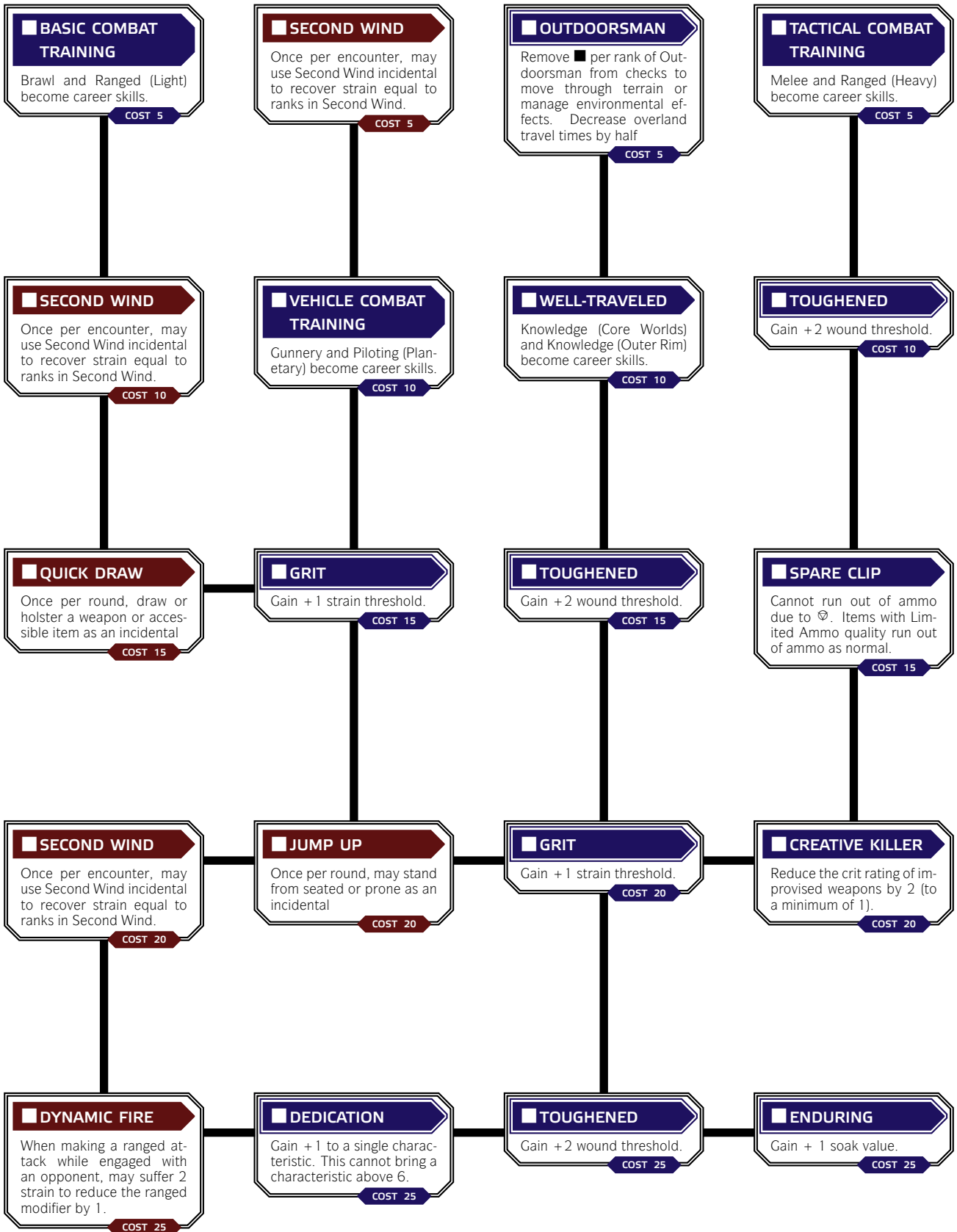
RANKED TALENT

FORCE TALENT



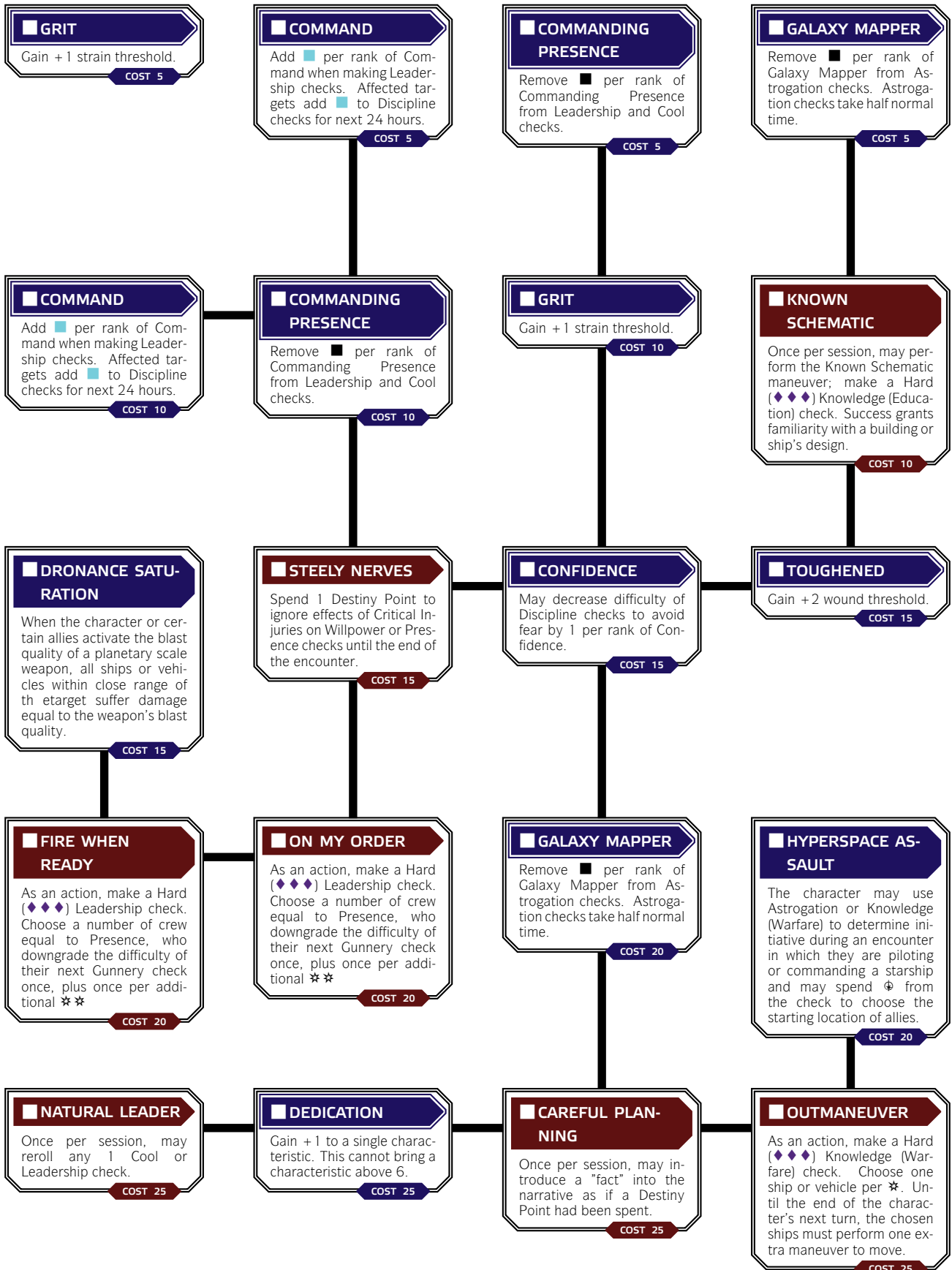
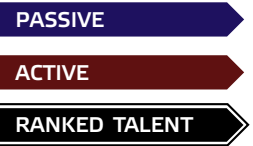
Universal: Recruit

Additional Career Skills: Athletics, Discipline, Survival, Vigilance



Universal: Republic Navy Officer

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



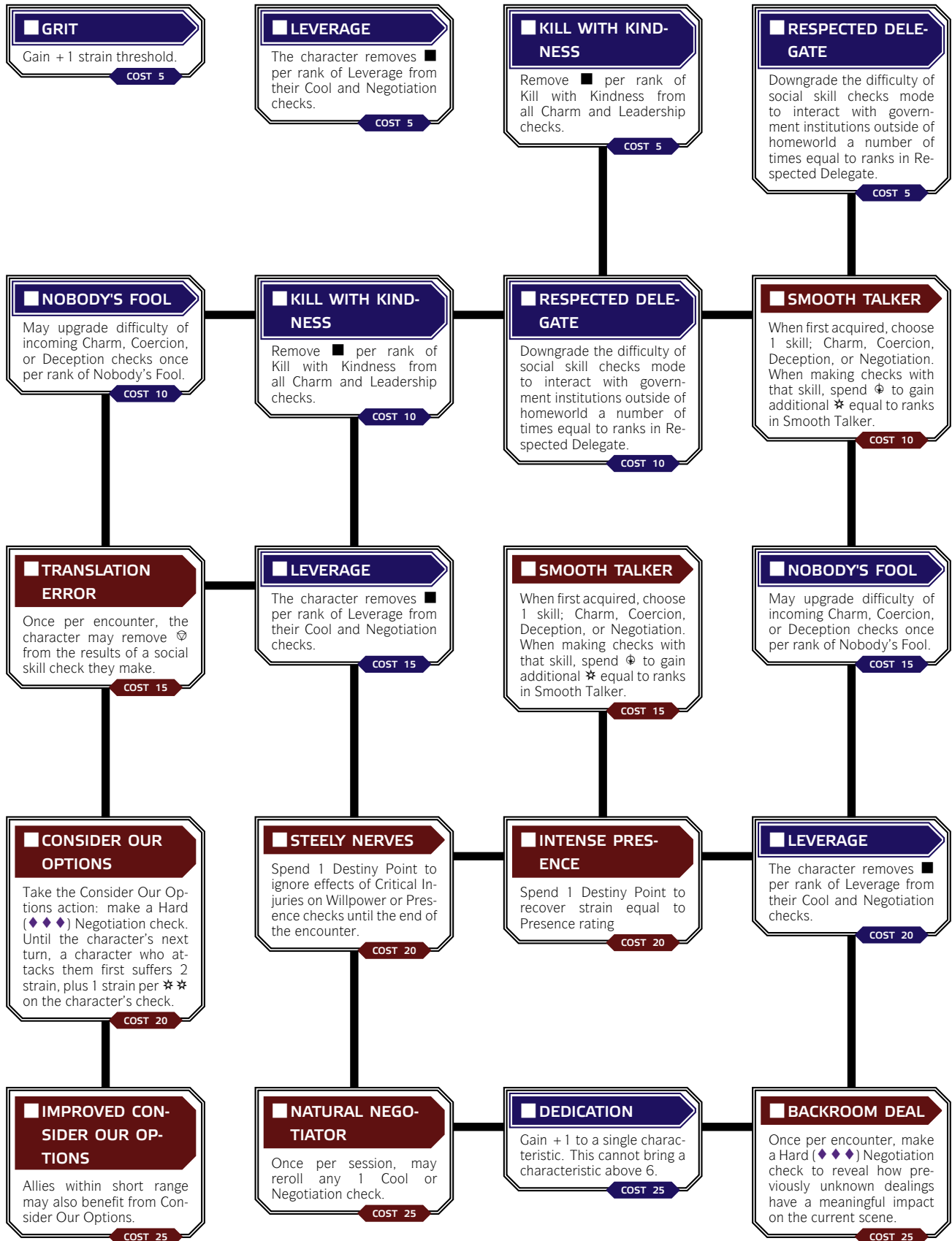
Universal: Republic Representative

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

PASSIVE

ACTIVE

RANKED TALENT



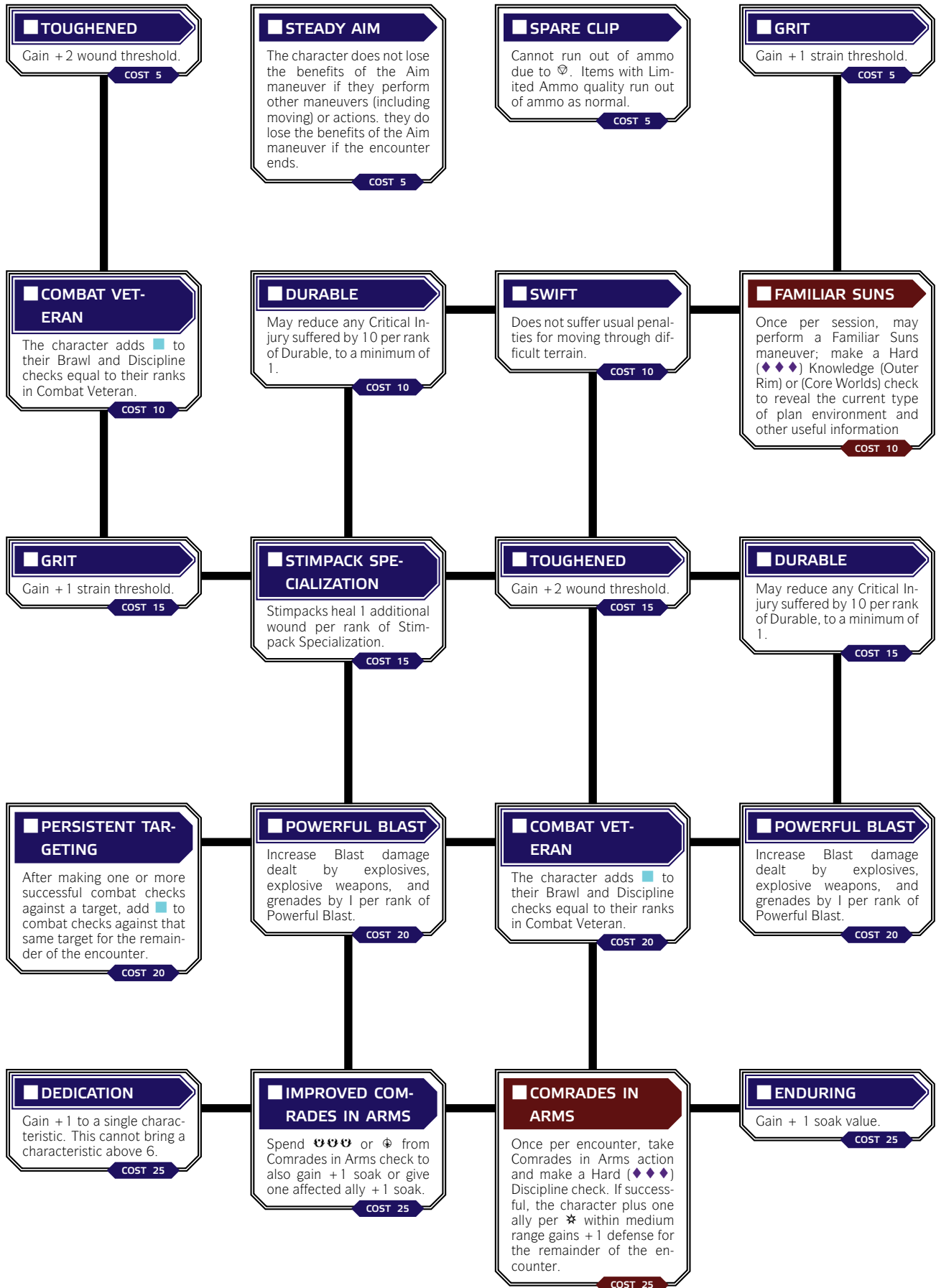
Universal: Retired Clone Trooper

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

PASSIVE

ACTIVE

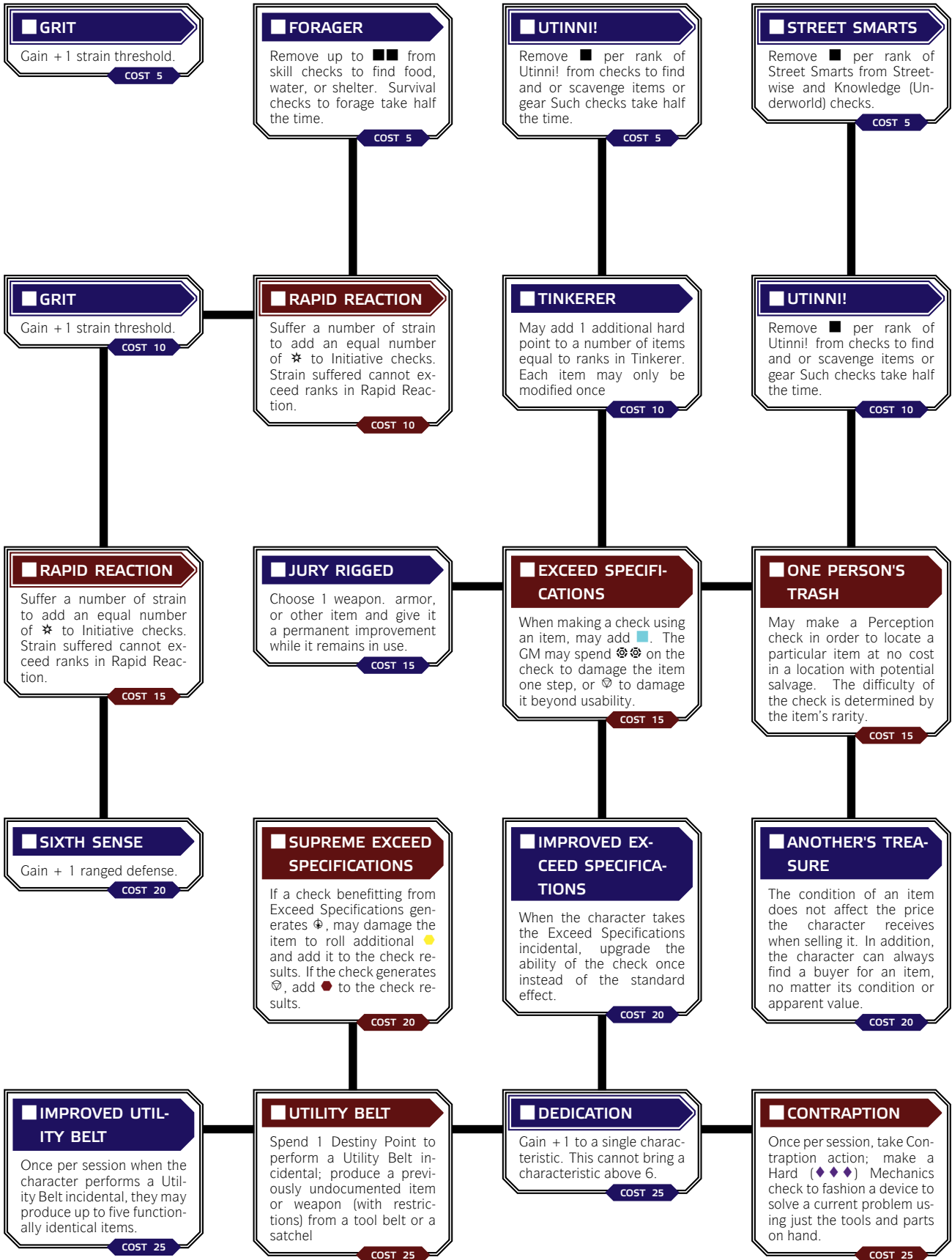
RANKED TALENT



Universal: Scavenger

Additional Career Skills: Mechanics, Perception, Streetwise, Survival

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



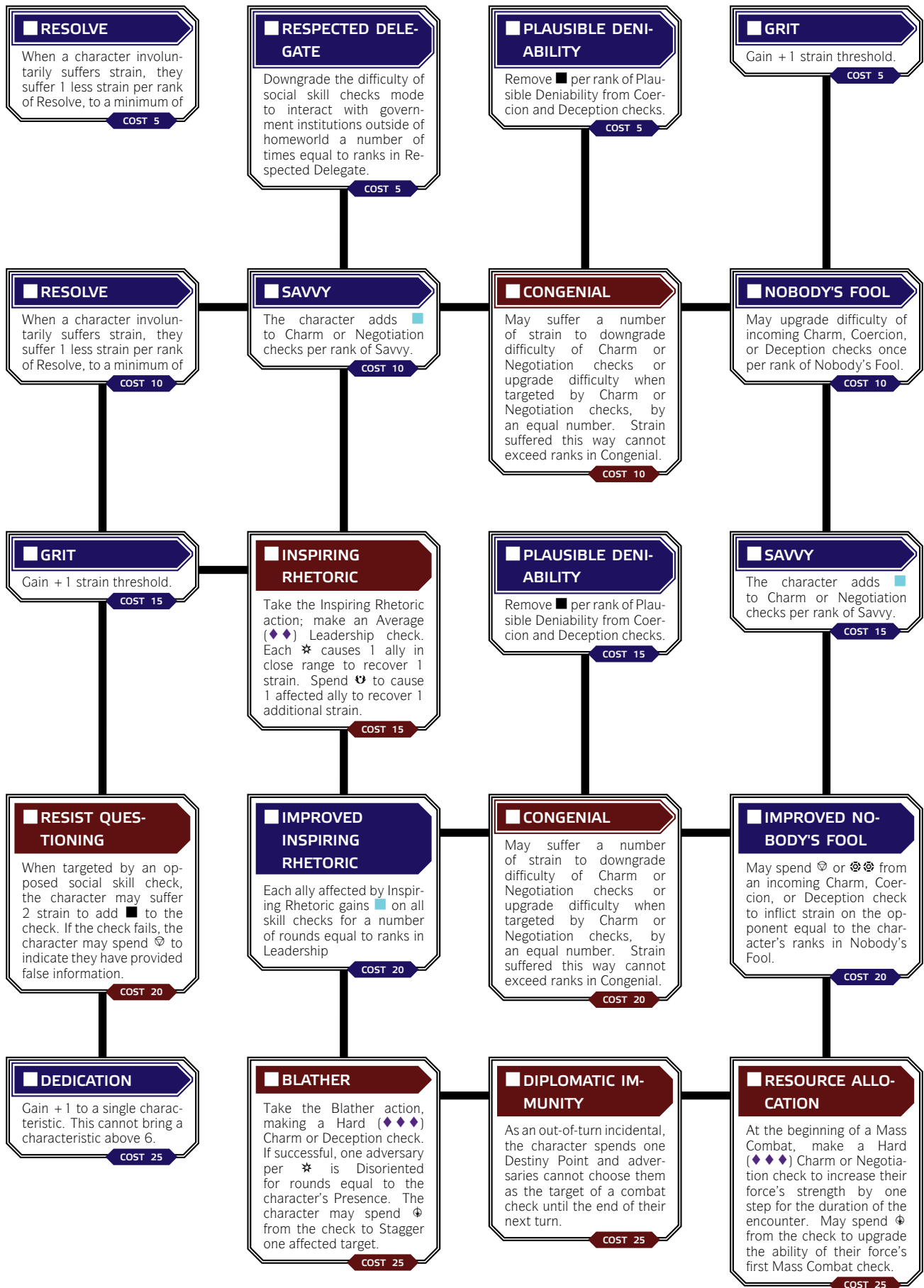
Universal: Senator

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

PASSIVE

ACTIVE

RANKED TALENT



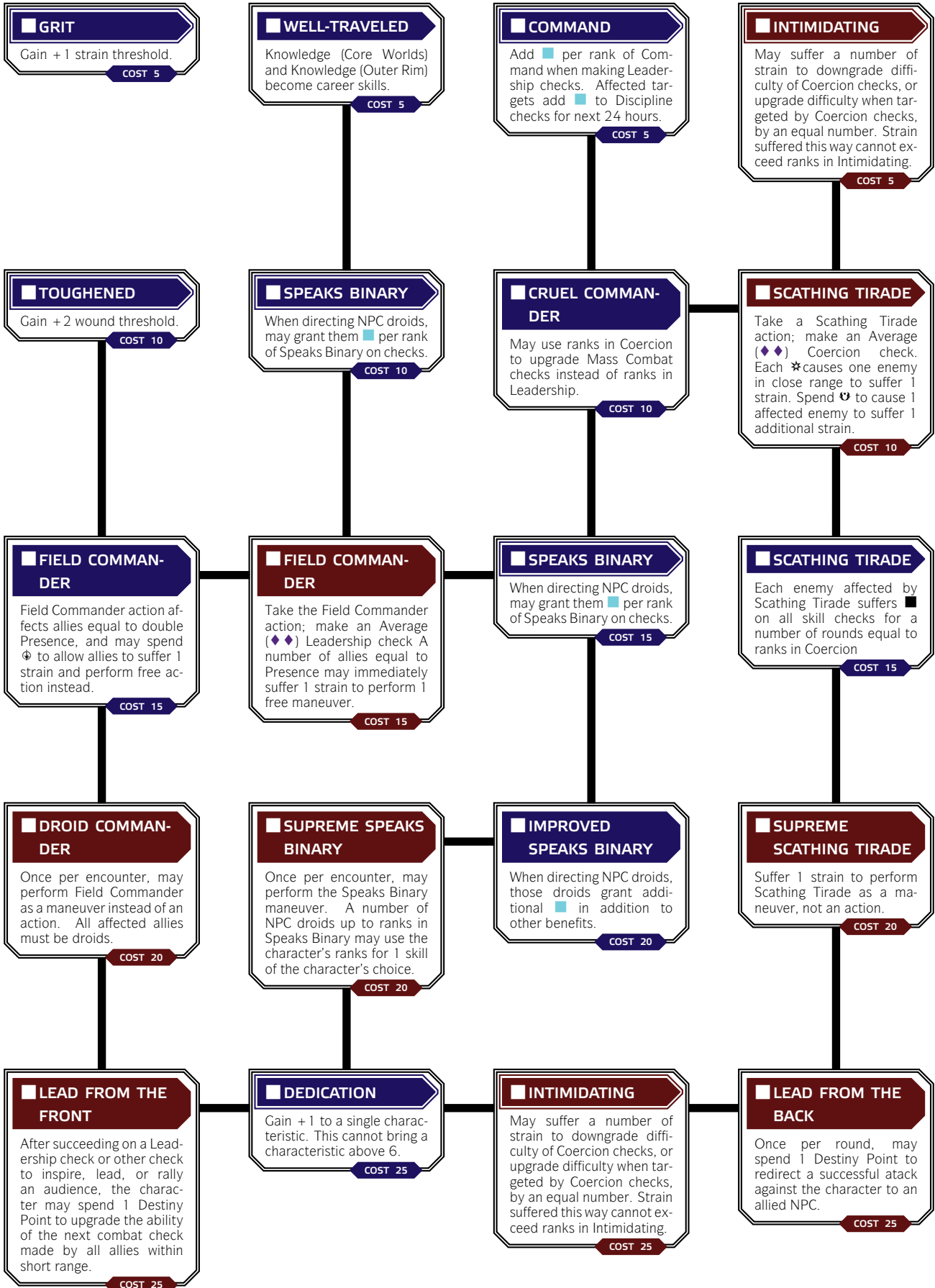
Universal: Separatist Commander

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

