

# 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	◆◆◆◆◆	Nigh 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 (GCB. 104)

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

# CHARACTER CREATION

## STEP 1: SPECIES

Select a species (list found on 4). Note your starting characteristics, wound and strain thresholds, starting experience, and special ability.

## STEP 2: CAREER AND SPECIALIZATION

Choose one of the careers on page 10. 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.

## STEP 5: SPEND EXPERIENCE POINTS

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. You must leave at least 150 xp to use for other things.

### 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.

### 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 (page 146). 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.

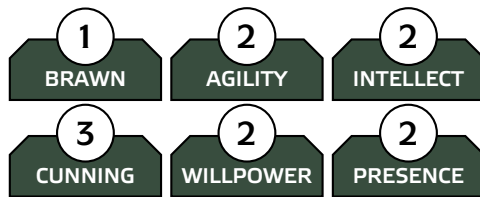
## STEP 7: BUY GEAR

You start the game with 2.000 credits, which you can spend on gear. A list of gear can be found on page 9.

# SPECIES

## BOTHAN

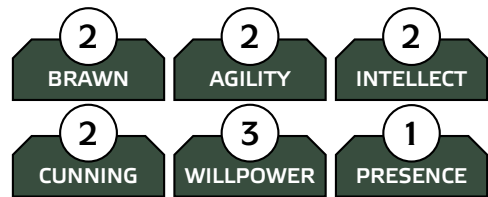
EotE. 43



- **Wound Threshold:** 10 + Brawn
- **Strain Threshold:** 11 + Willpower
- **Starting Experience:** 250 XP
- **Special Ability:** One rank in Streetwise. One rank of the Convincing Demeanor talent.

## GAND

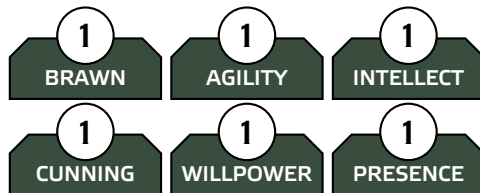
EotE. 47



- **Wound Threshold:** 10 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 250 XP
- **Special Ability:** One rank in discipline. Either immune to suffocation or starts with +10 XP.

## DROID

EotE. 45



- **Wound Threshold:** 10 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 325 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 recieved. Cannot be healed normally. Cannot be force sensitive.

## HUMAN

EotE. 48

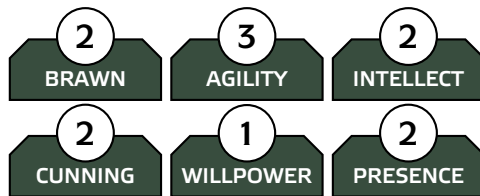


- **Wound Threshold:** 10 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 260 XP
- **Special Ability:** One rank in 2 non-career skills.



## RODIAN

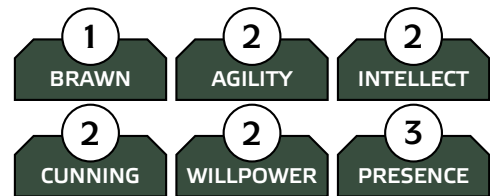
EotE. 49



- **Wound Threshold:** 10 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 250 XP
- **Special Ability:** One rank in survival. One rank in the Expert Tracker talent.

## TWI'LEK

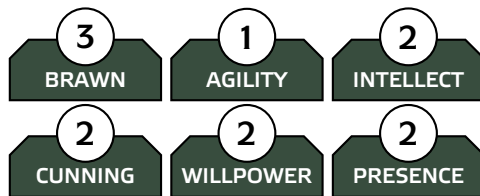
EotE. 51



- **Wound Threshold:** 10 + Brawn
- **Strain Threshold:** 11 + Willpower
- **Starting Experience:** 250 XP
- **Special Ability:** One rank in charm or deception. When making skill checks, remove ■ imposed due to hot environment.

## TRANDOSHAN

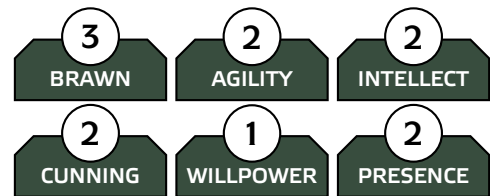
EotE. 50



- **Wound Threshold:** 12 + Brawn
- **Strain Threshold:** 9 + Willpower
- **Starting Experience:** 240 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.

## WOOKIE

EotE. 52

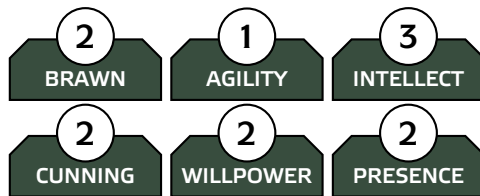


- **Wound Threshold:** 14 + Brawn
- **Strain Threshold:** 8 + Willpower
- **Starting Experience:** 240 XP
- **Special Ability:** One rank in brawl. +1 damage to brawl and melee when injured. +2 when critically injured.



## CEREAN

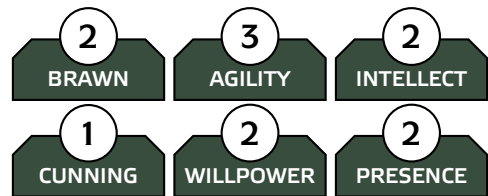
FaD. 55



- **Wound Threshold:** 10 + Brawn
- **Strain Threshold:** 13 + Willpower
- **Starting Experience:** 240 XP
- **Special Ability:** One rank in vigilance. All knowledge skills are career skills.

## Mirialan

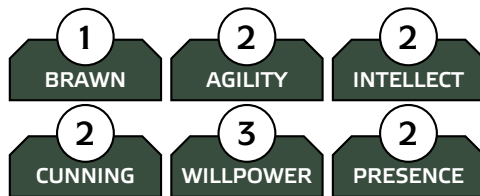
FaD. 58



- **Wound Threshold:** 11 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 250 XP
- **Special Ability:** One rank in discipline and one rank in cool.

## KEL DOR

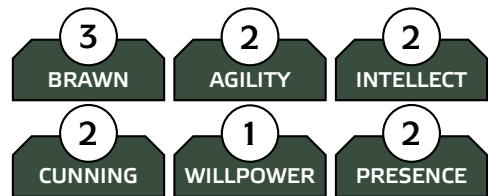
FaD. 57



- **Wound Threshold:** 10 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 250 XP
- **Special Ability:** One rank in knowledge (education). Remove up to ■■ imposed due to darkness.

## Nautolan

FaD. 59

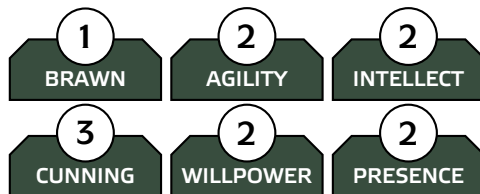


- **Wound Threshold:** 11 + Brawn
- **Strain Threshold:** 9 + Willpower
- **Starting Experience:** 250 XP
- **Special Ability:** One rank in Athletics. Can breathe underwater.



## TOGRUTA

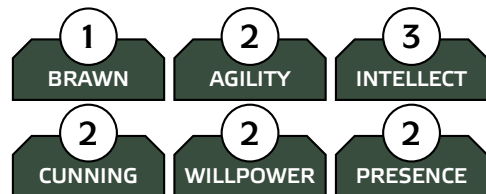
FaD. 60




- **Wound Threshold:** 10 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 250 XP
- **Special Ability:** One rank in perception. Grant   instead of   with assist.

## DUROS

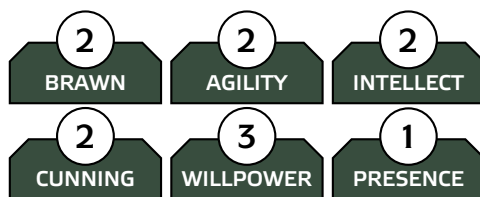
AoR. 55




- **Wound Threshold:** 11 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 250 XP
- **Special Ability:** One rank in piloting (space).  to all astrogration checks.

## ZABRAK

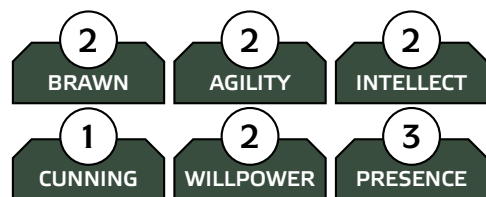
FaD. 62



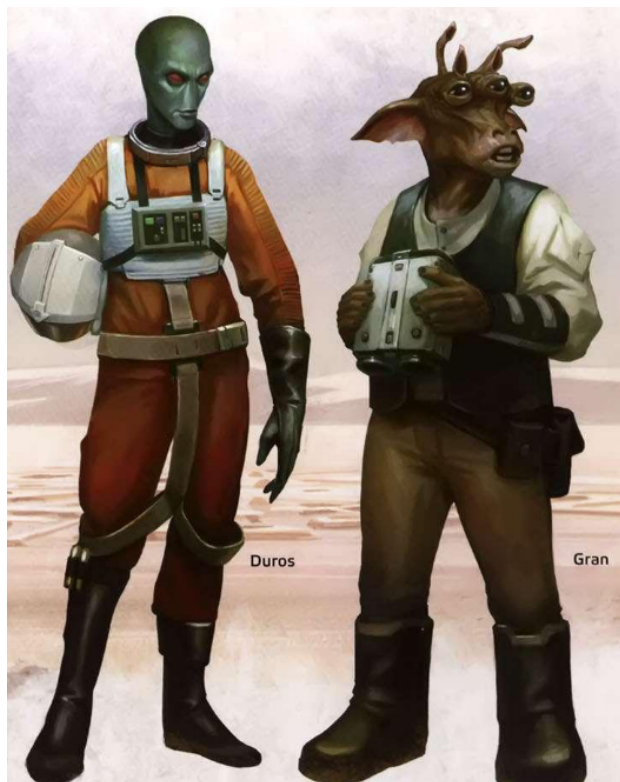
- **Wound Threshold:** 10 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 250 XP
- **Special Ability:** One rank in survival. Automatic  on all coercion checks.

## GRAN

AoR. 56

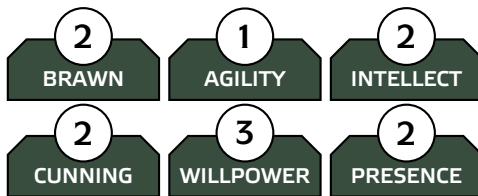


- **Wound Threshold:** 10 + Brawn
- **Strain Threshold:** 9 + Willpower
- **Starting Experience:** 250 XP
- **Special Ability:** One rank in charm or negotiation. When making ranged combat or perception checks, remove up to    imposed due to concealment.



## ITHORIAN

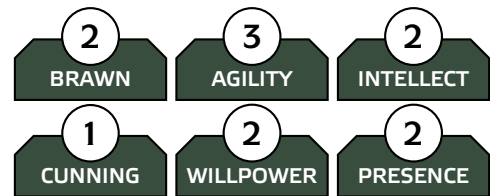
AoR. 58



- **Wound Threshold:** 9 + Brawn
- **Strain Threshold:** 12 + Willpower
- **Starting Experience:** 240 XP
- **Special Ability:** One rank in survival. Ithorian below blast attack.

## SULLUSTAN

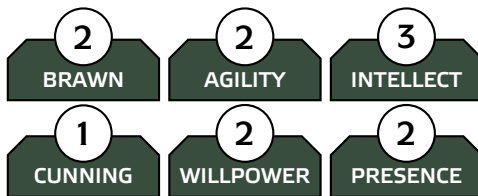
AoR. 60



- **Wound Threshold:** 10 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 250 XP
- **Special Ability:** One rank in astrogation. One rank in the skilled jockey talent.

## MON CALAMARI

AoR. 59



- **Wound Threshold:** 10 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 250 XP
- **Special Ability:** One rank in knowledge (education). Breathe underwater.



# GEAR

# 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

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## **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

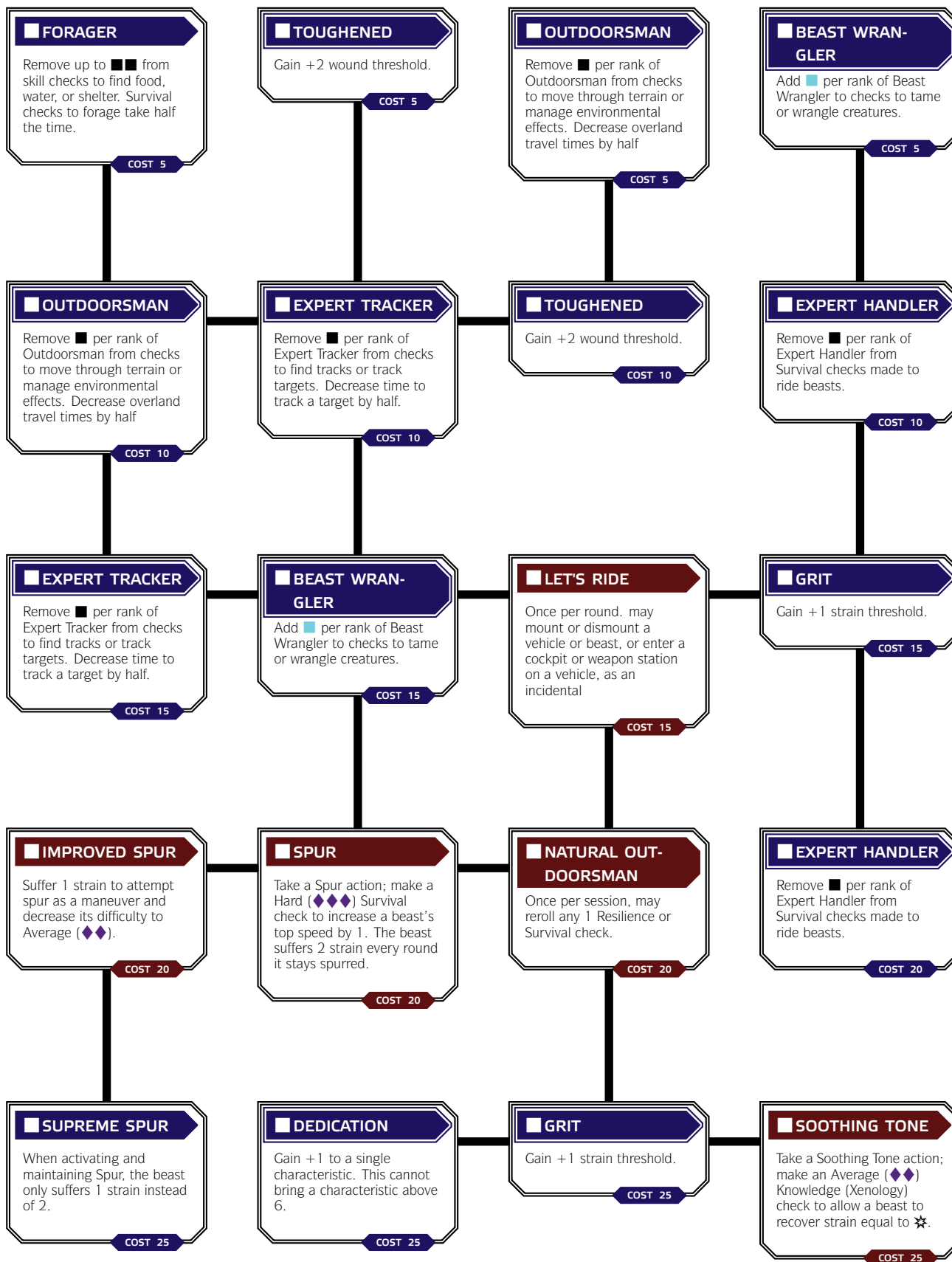
**Career Skills:** Astrogation, Cool, Gunnery, Mechanics, Perception, Piloting (Planetary), Piloting (Space), Ranged (Light)

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

PASSIVE

ACTIVE

RANKED TALENT



# Ace: Driver

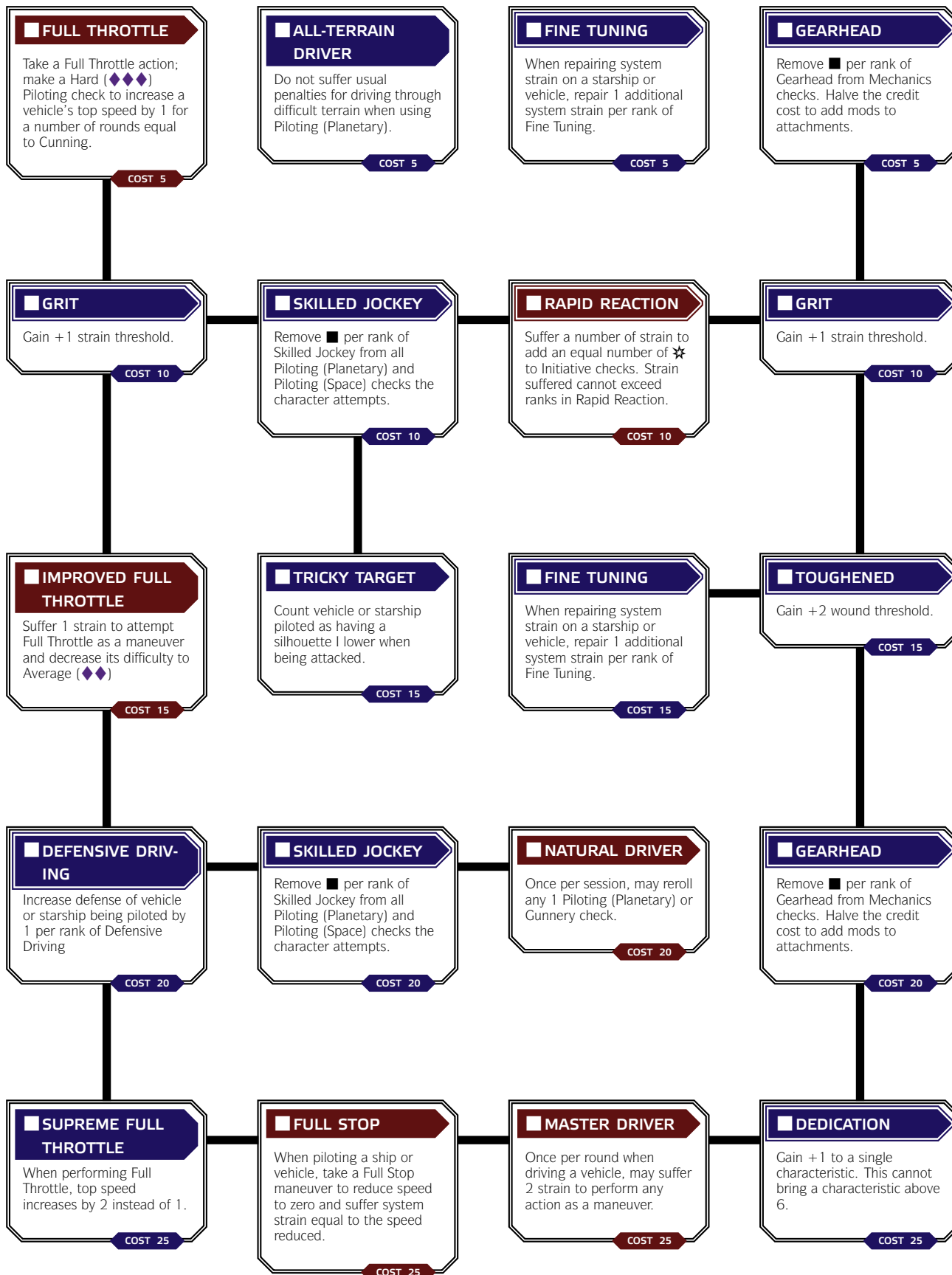
**Career Skills:** Astrogation, Cool, Gunnery, Mechanics, Perception, Piloting (Planetary), Piloting (Space), Ranged (Light)

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

**PASSIVE**

**ACTIVE**

**RANKED TALENT**



# Ace: Gunner

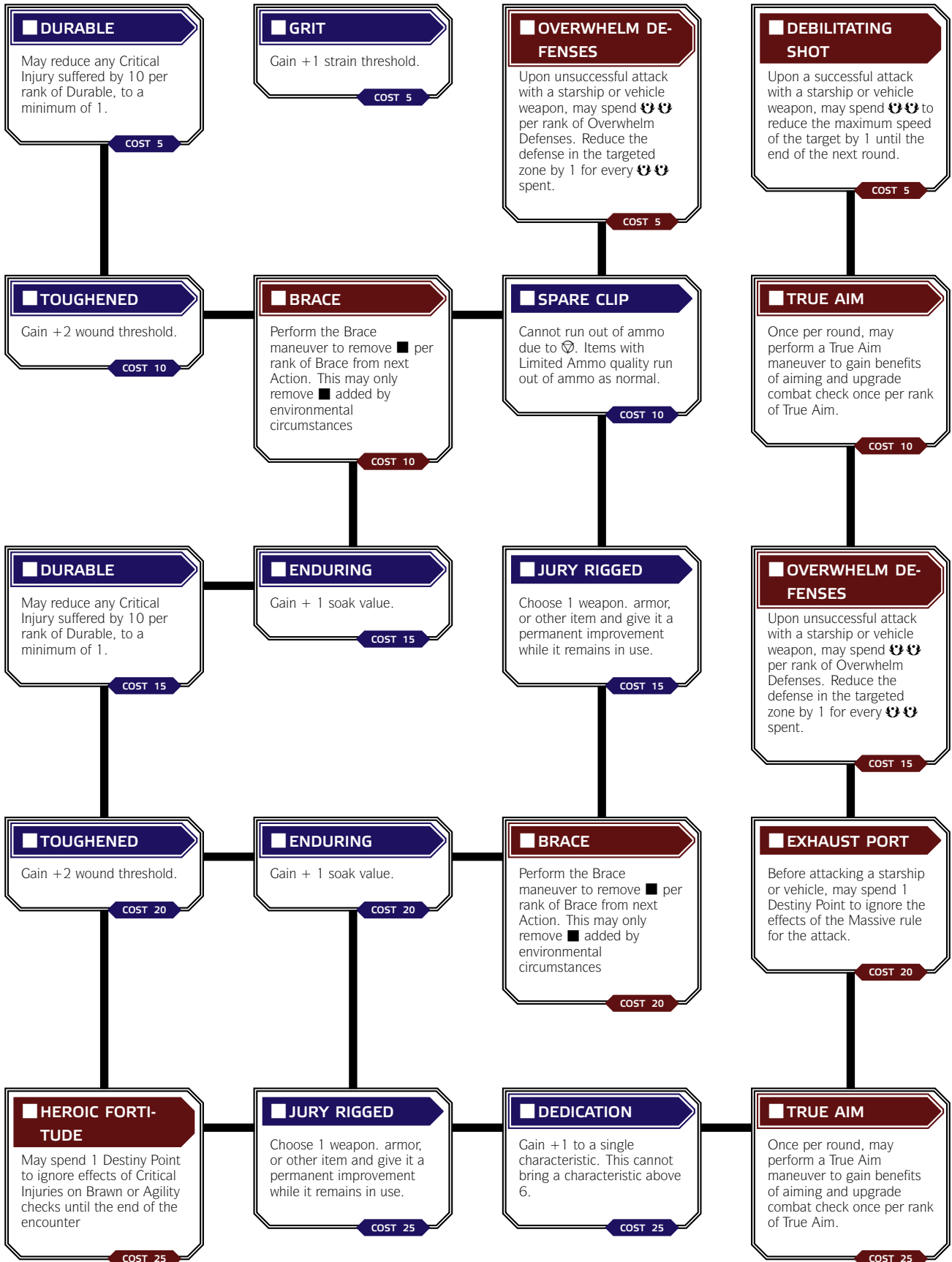
**Career Skills:** Astrogation, Cool, Gunnery, Mechanics, Perception, Piloting (Planetary), Piloting (Space), Ranged (Light)

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

**PASSIVE**

**ACTIVE**

**RANKED TALENT**



# Ace: Hotshot

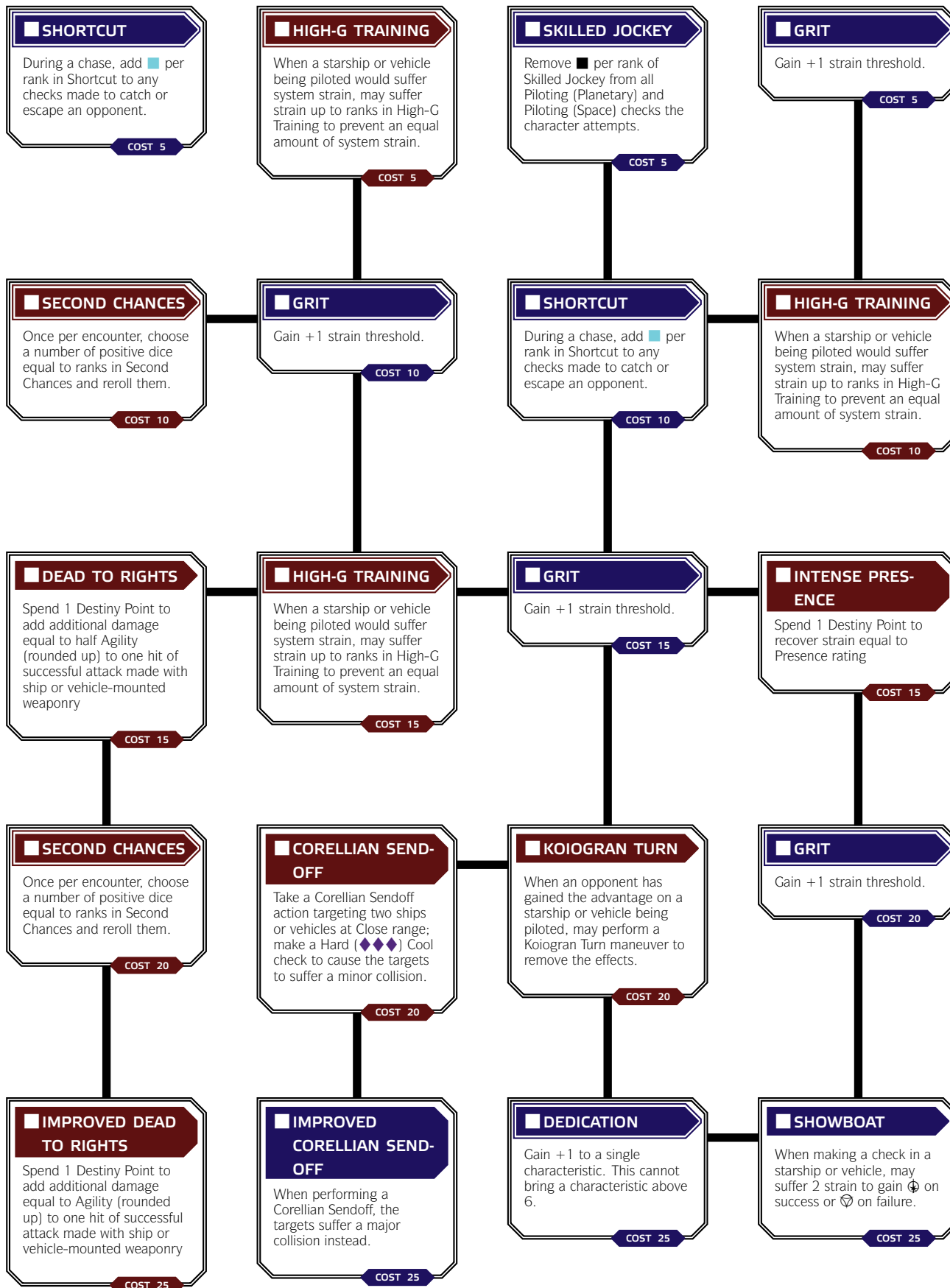
**Career Skills:** Astrogation, Cool, Gunnery, Mechanics, Perception, Piloting (Planetary), Piloting (Space), Ranged (Light)

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

PASSIVE

ACTIVE

RANKED TALENT



# Ace: Pilot

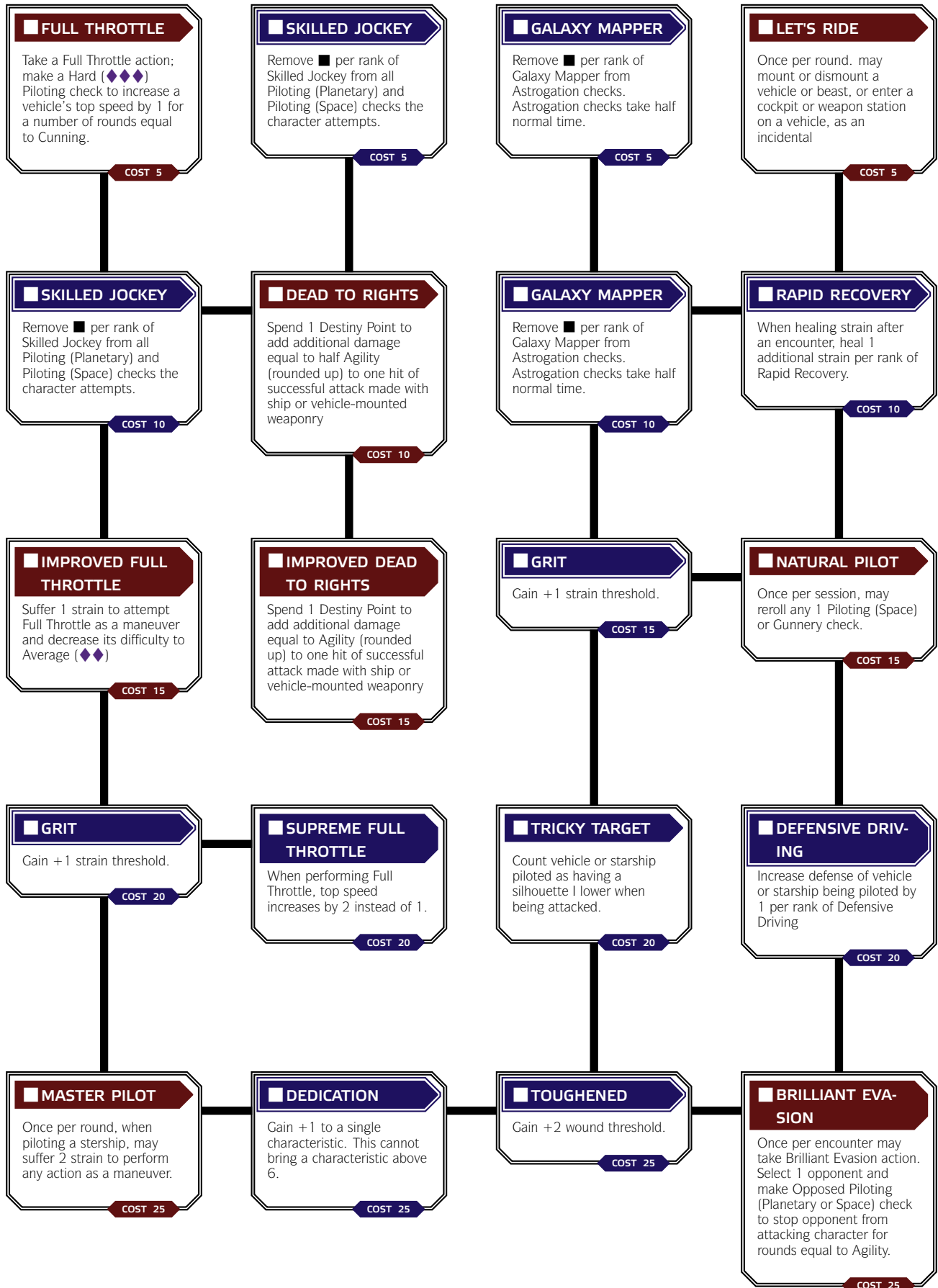
**Career Skills:** Astrogation, Cool, Gunnery, Mechanics, Perception, Piloting (Planetary), Piloting (Space), Ranged (Light)

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

**PASSIVE**

**ACTIVE**

**RANKED TALENT**



# Ace: Rigger

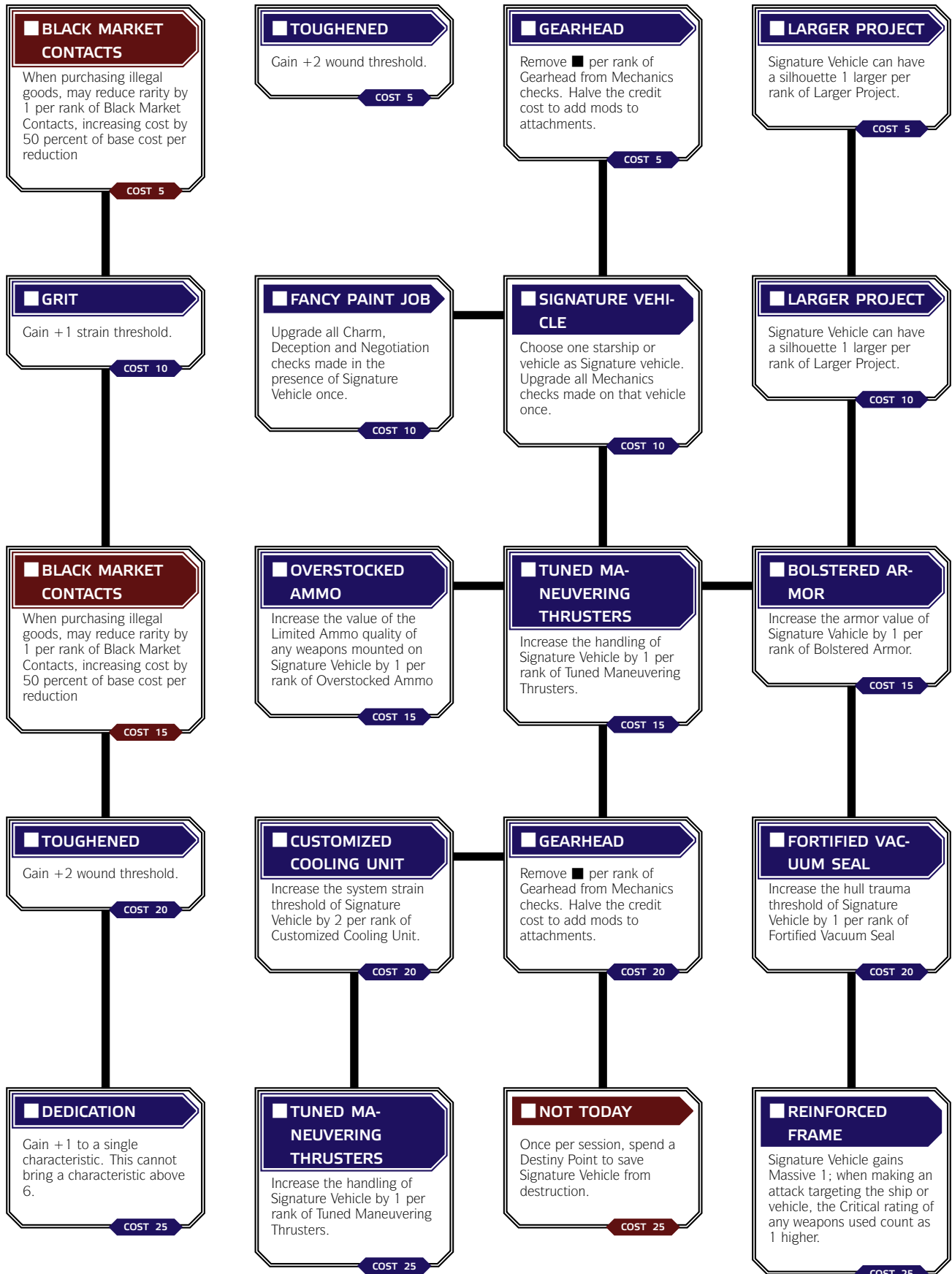
**Career Skills:** Astrogation, Cool, Gunnery, Mechanics, Perception, Piloting (Planetary), Piloting (Space), Ranged (Light)

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

**PASSIVE**

**ACTIVE**

**RANKED TALENT**



# Bounty Hunter: Assassin

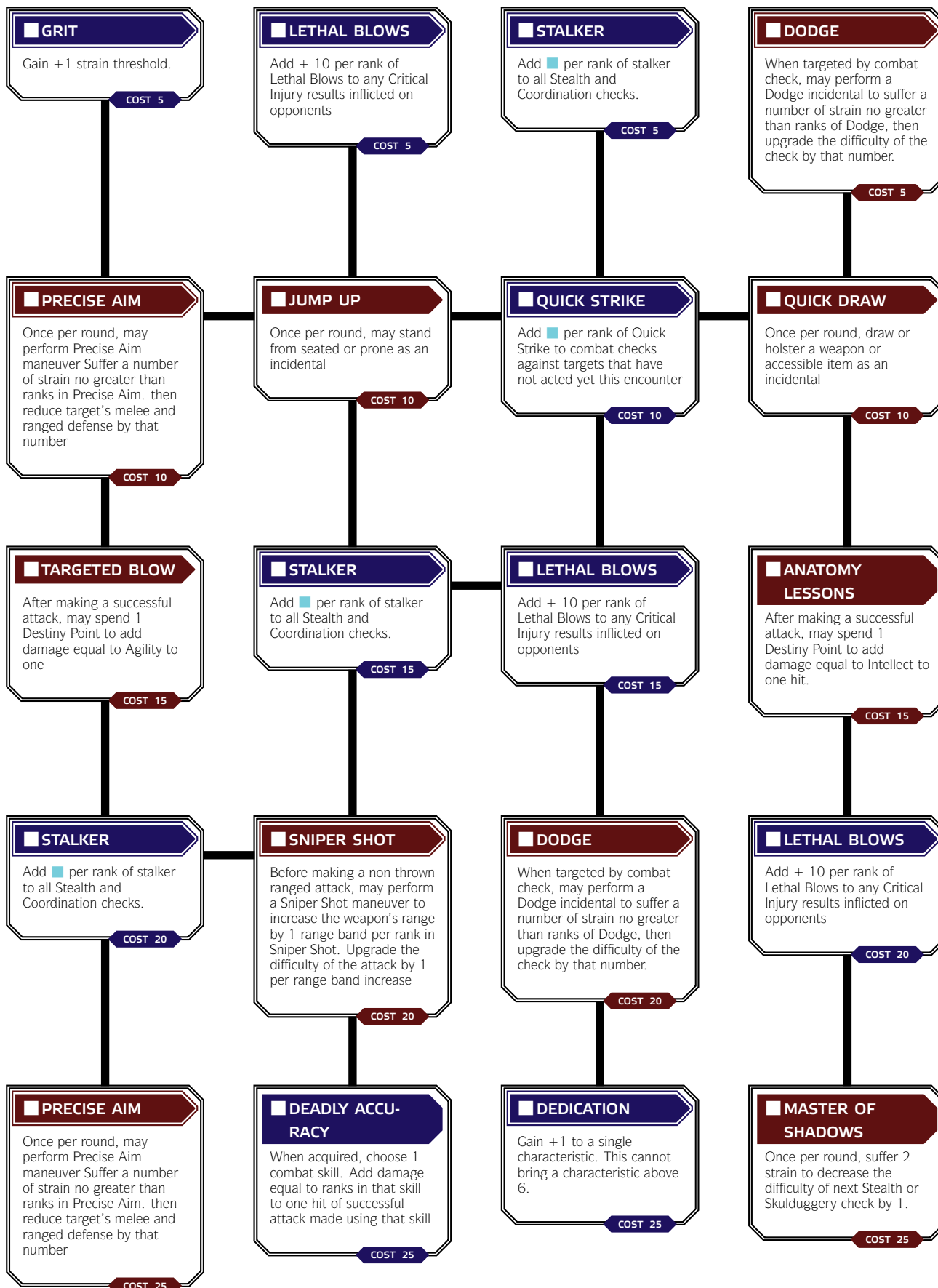
**Career Skills:** Athletics, Brawl, Perception, Piloting (Planetary), Piloting (Space), Ranged (Heavy), Streetwise, Vigilance

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

**PASSIVE**

**ACTIVE**

**RANKED TALENT**



# Bounty Hunter: Gadgeteer

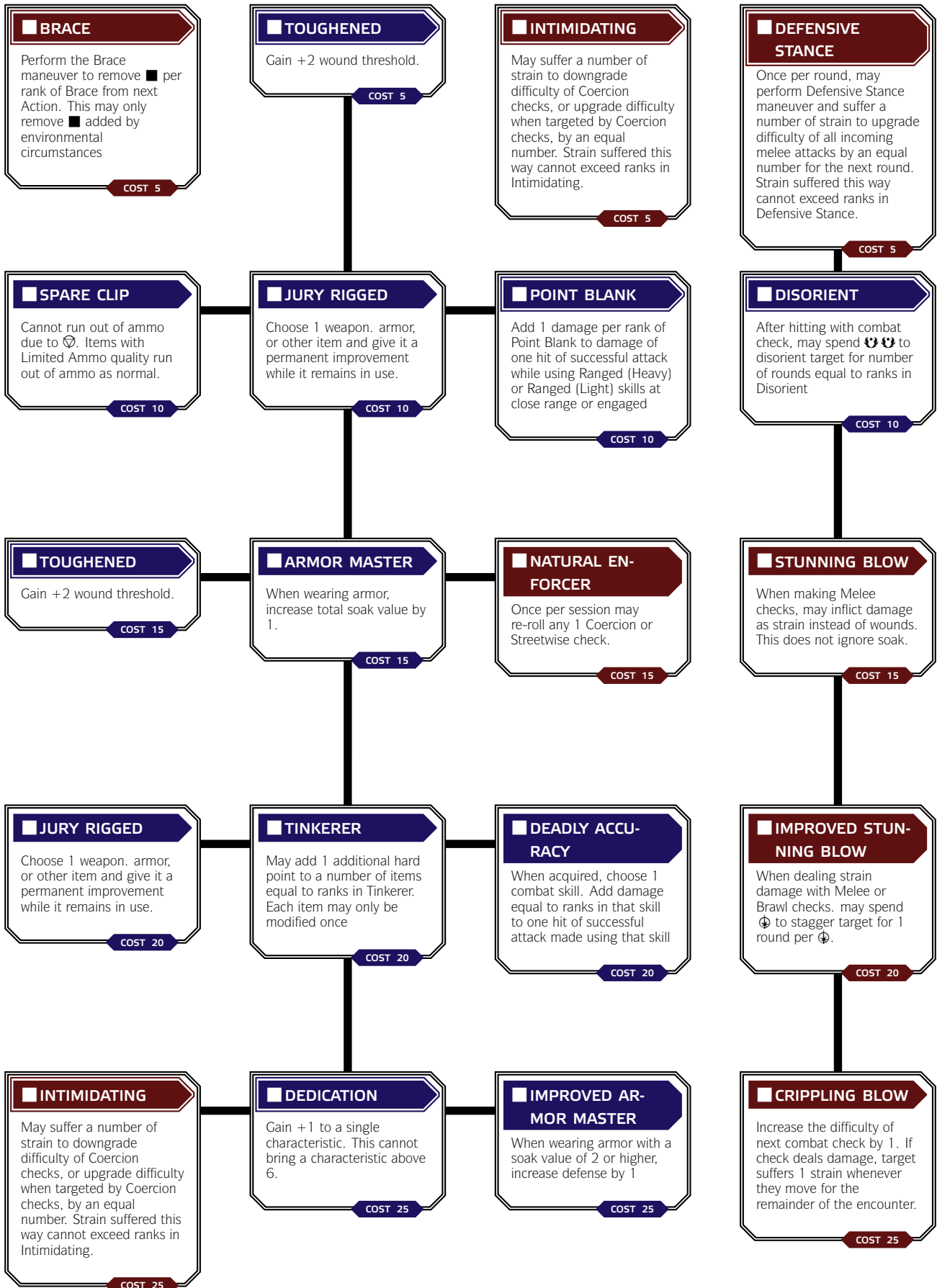
**Career Skills:** Athletics, Brawl, Perception, Piloting (Planetary), Piloting (Space), Ranged (Heavy), Streetwise, Vigilance

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

**PASSIVE**

**ACTIVE**

**RANKED TALENT**



# Bounty Hunter: Martial Artist

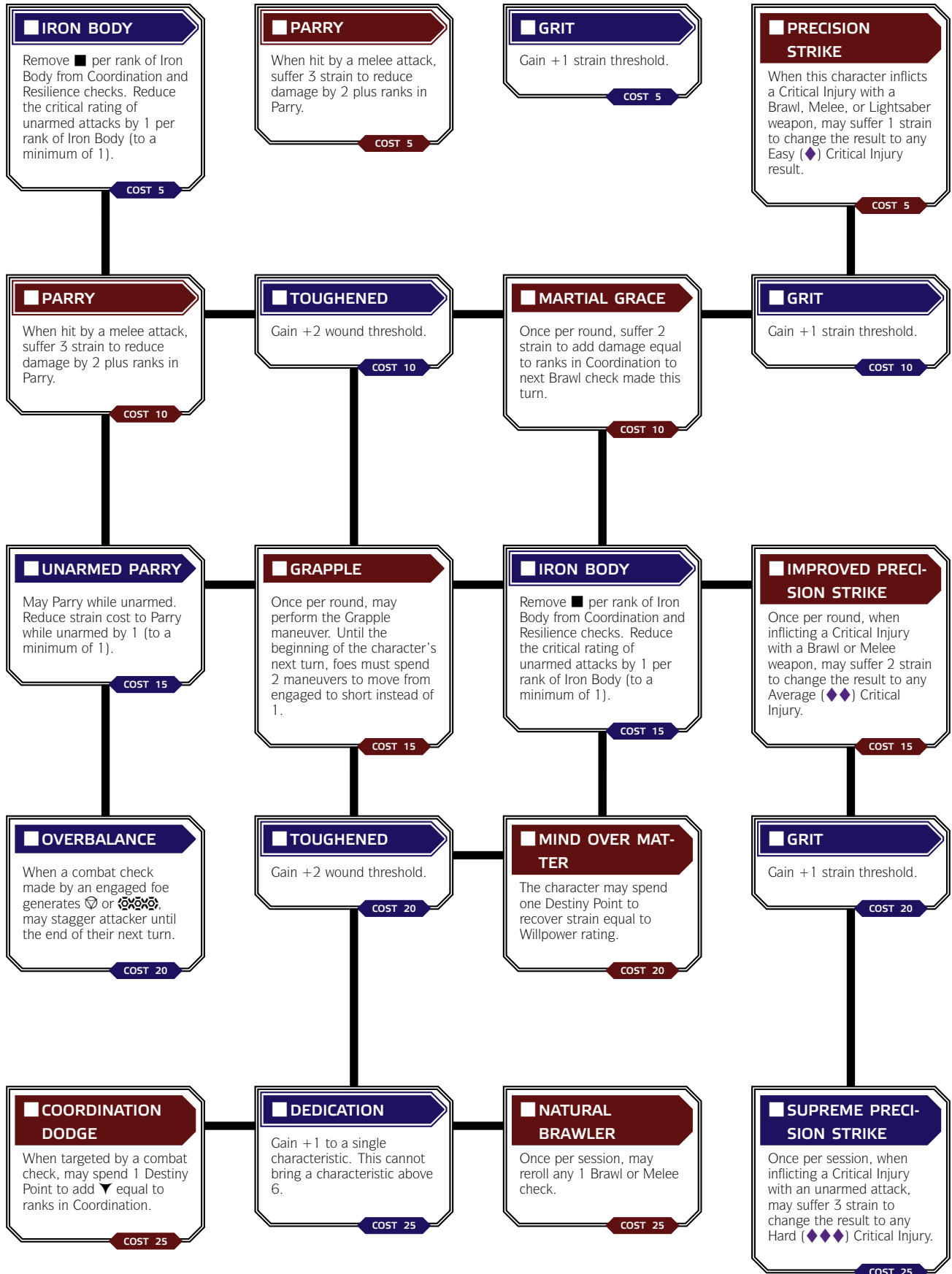
PASSIVE

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

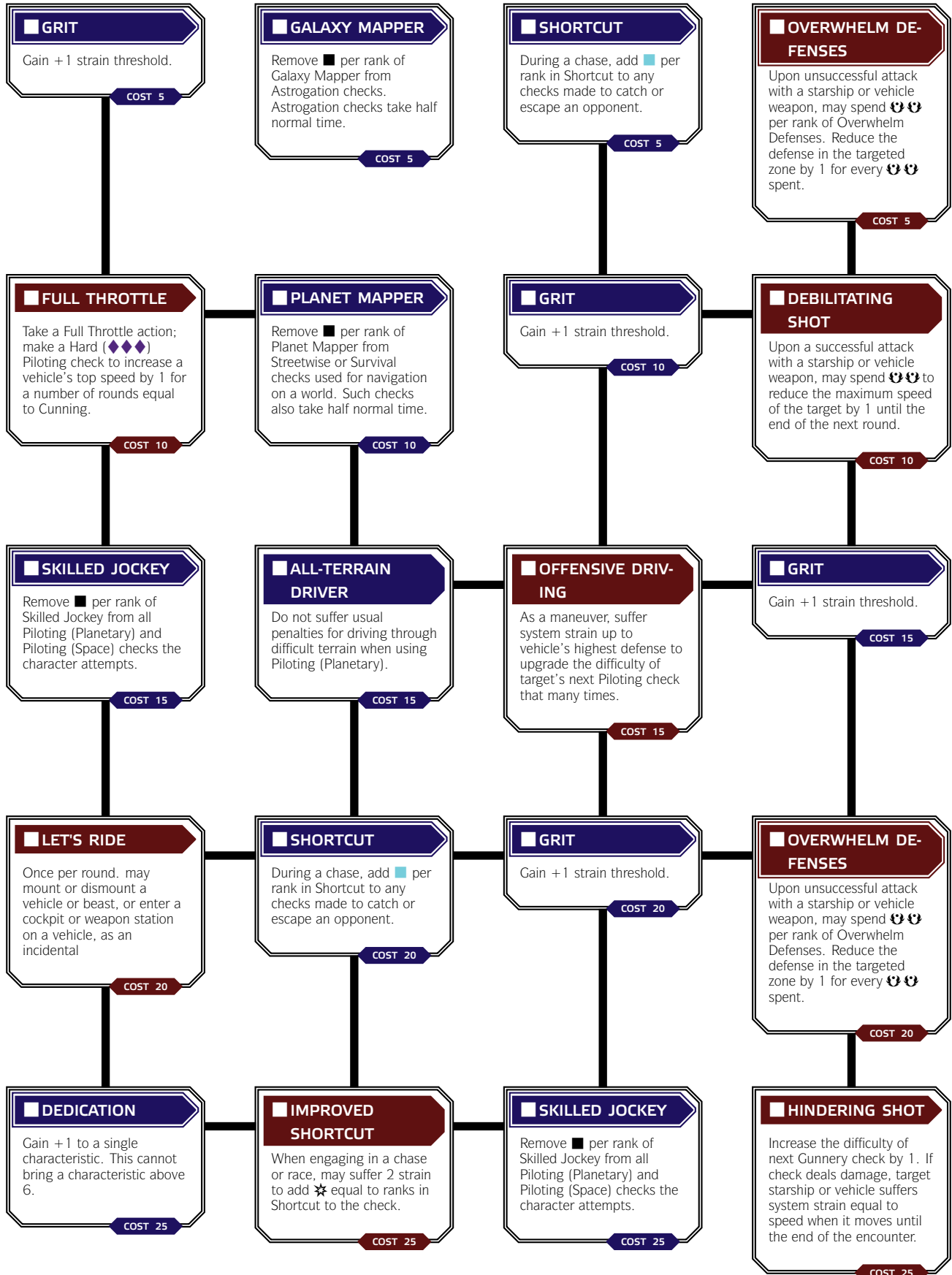
**Career Skills:** Athletics, Brawl, Perception, Piloting (Planetary), Piloting (Space), Ranged (Heavy), Streetwise, Vigilance

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

**PASSIVE**

**ACTIVE**

**RANKED TALENT**



# Bounty Hunter: Skip Tracer

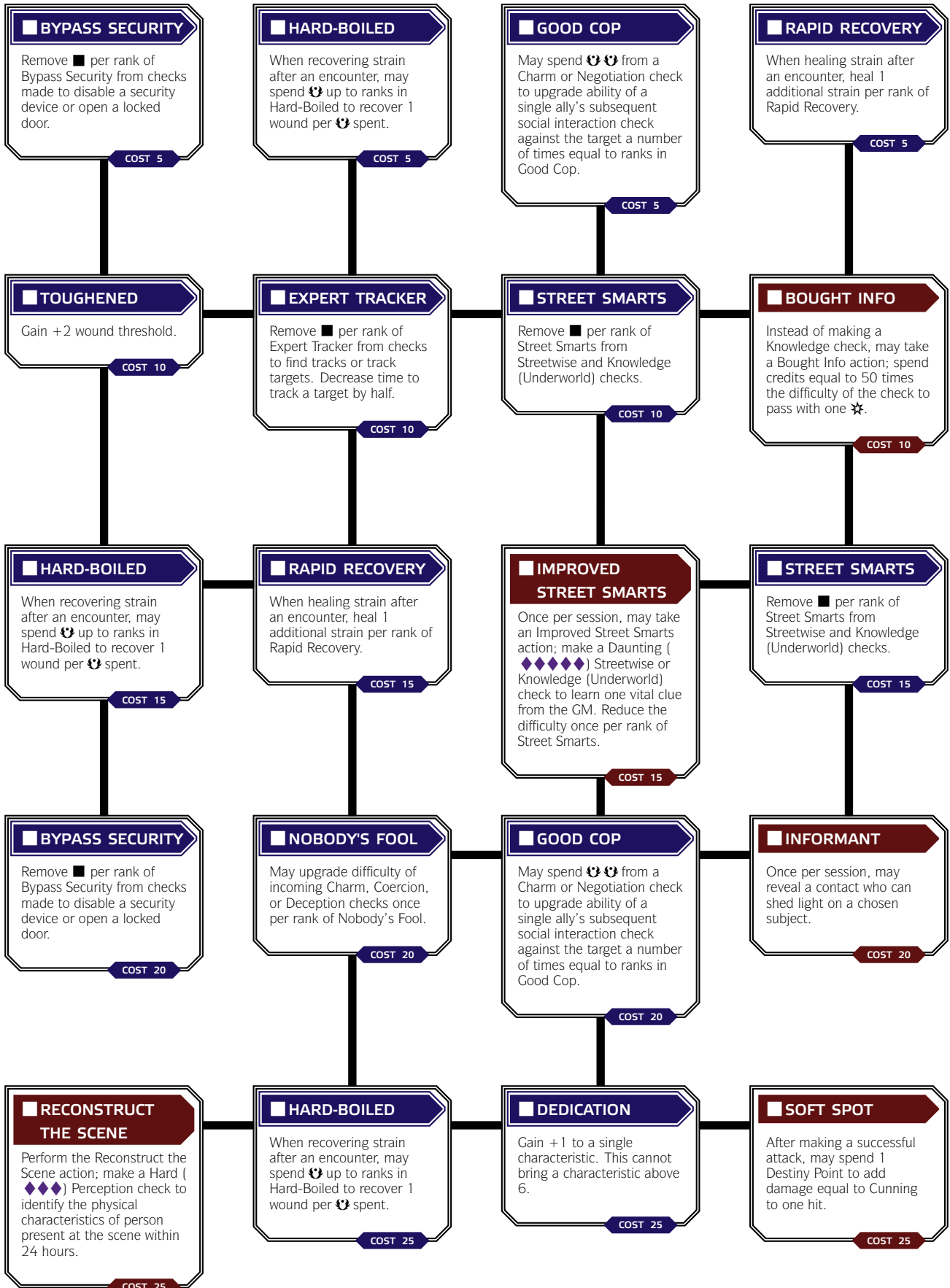
PASSIVE

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

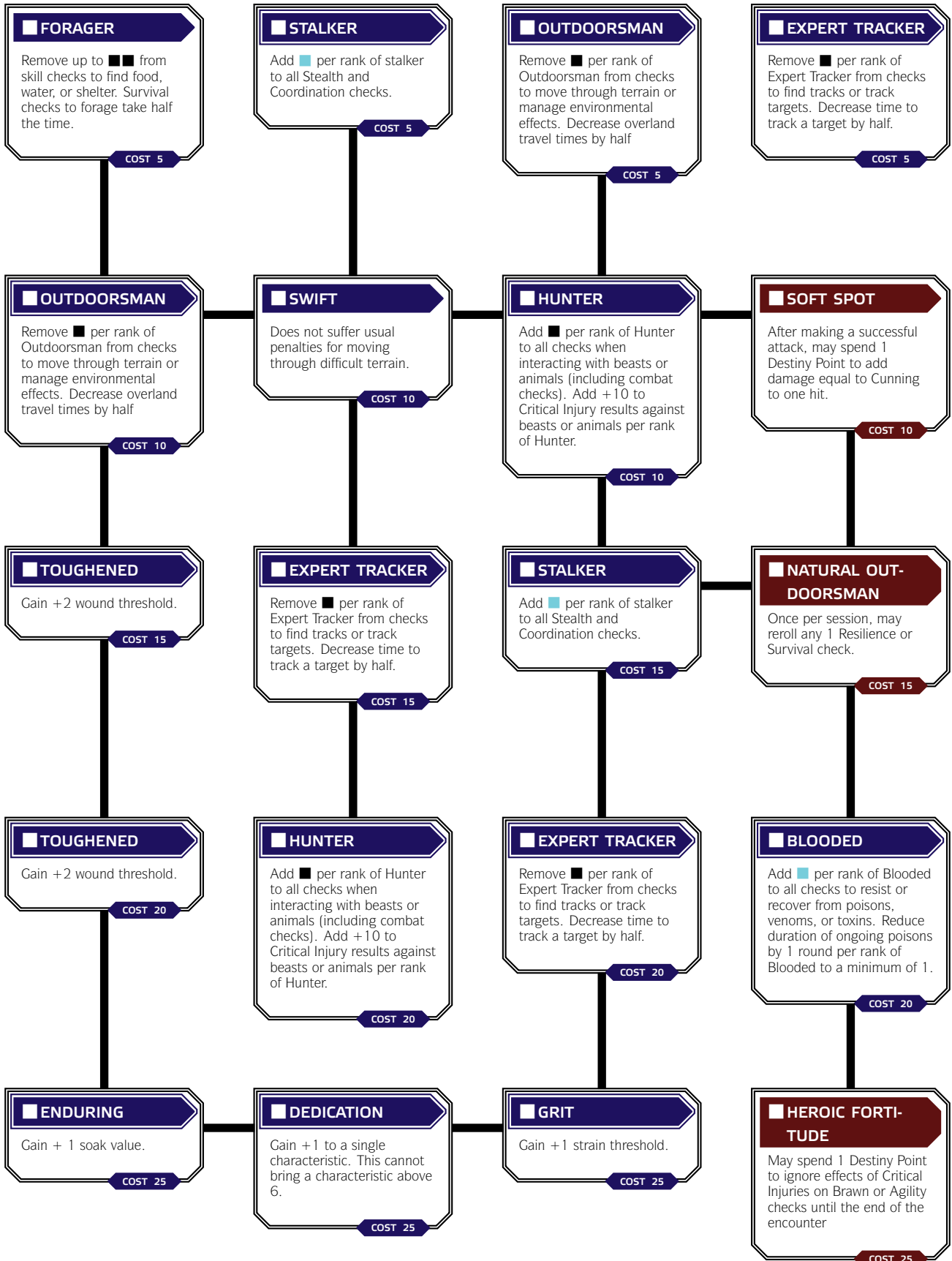
**Career Skills:** Athletics, Brawl, Perception, Piloting (Planetary), Piloting (Space), Ranged (Heavy), Streetwise, Vigilance

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

**PASSIVE**

**ACTIVE**

**RANKED TALENT**



# Clone Soldier: ARC Trooper

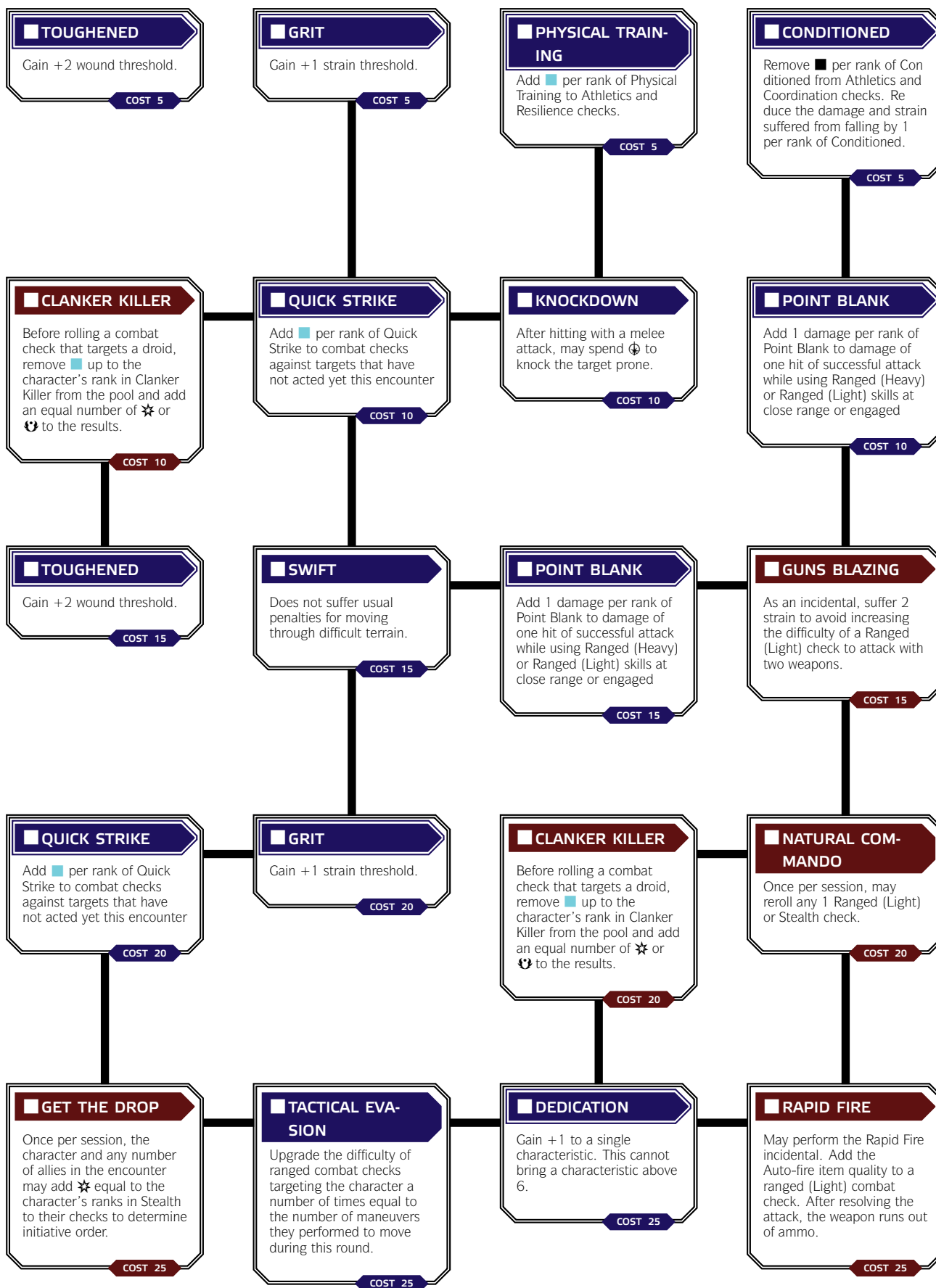
**Career Skills:** Athletics, Brawl, Cool, Discipline, Medicine, Ranged (Heavy), Ranged (Light), Vigilance

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

**PASSIVE**

**ACTIVE**

**RANKED TALENT**



# Clone Soldier: Clone Commander

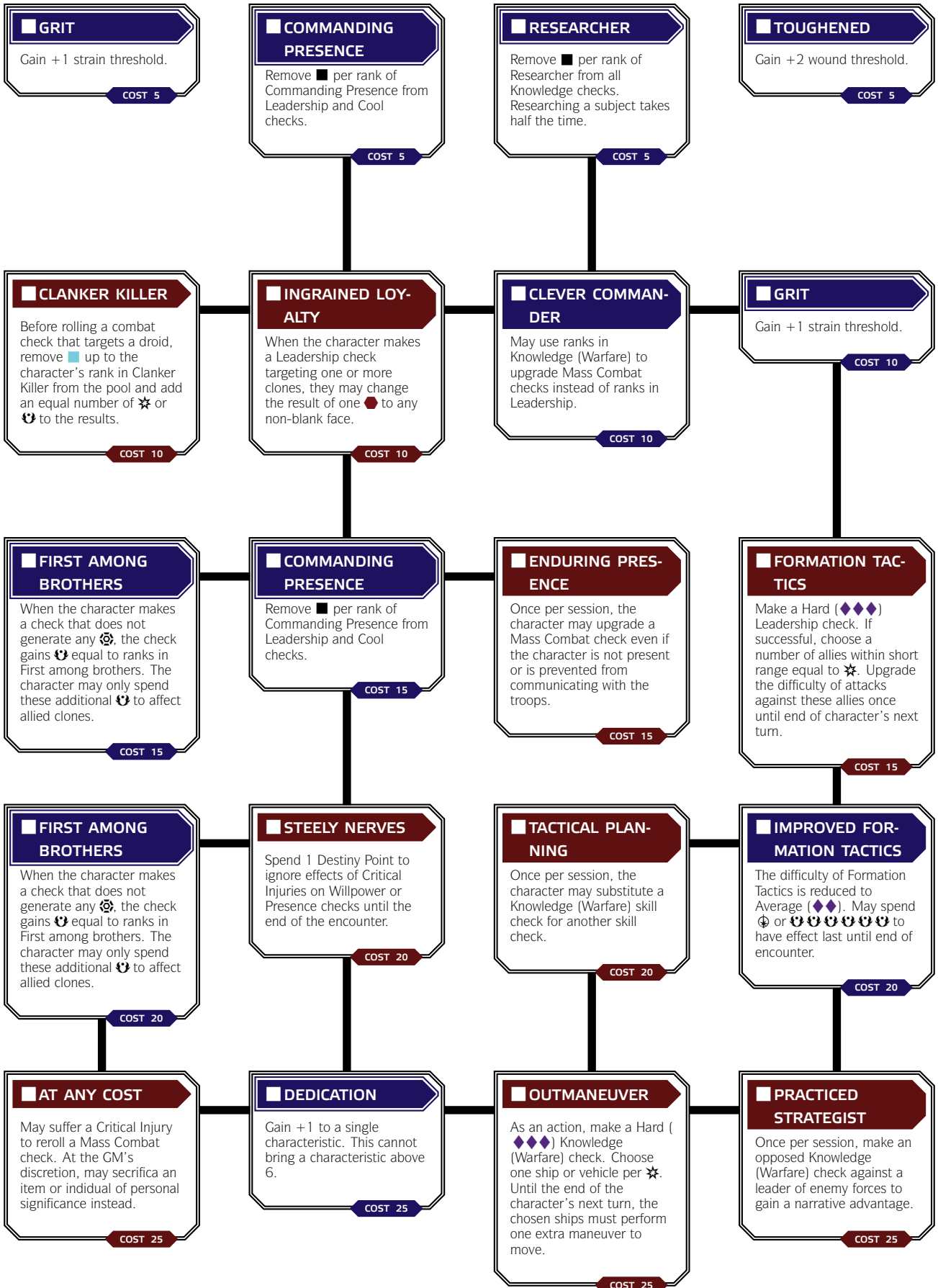
**Career Skills:** Athletics, Brawl, Cool, Discipline, Medicine, Ranged (Heavy), Ranged (Light), Vigilance

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

**PASSIVE**

**ACTIVE**

**RANKED TALENT**



# Clone Soldier: Clone Officer

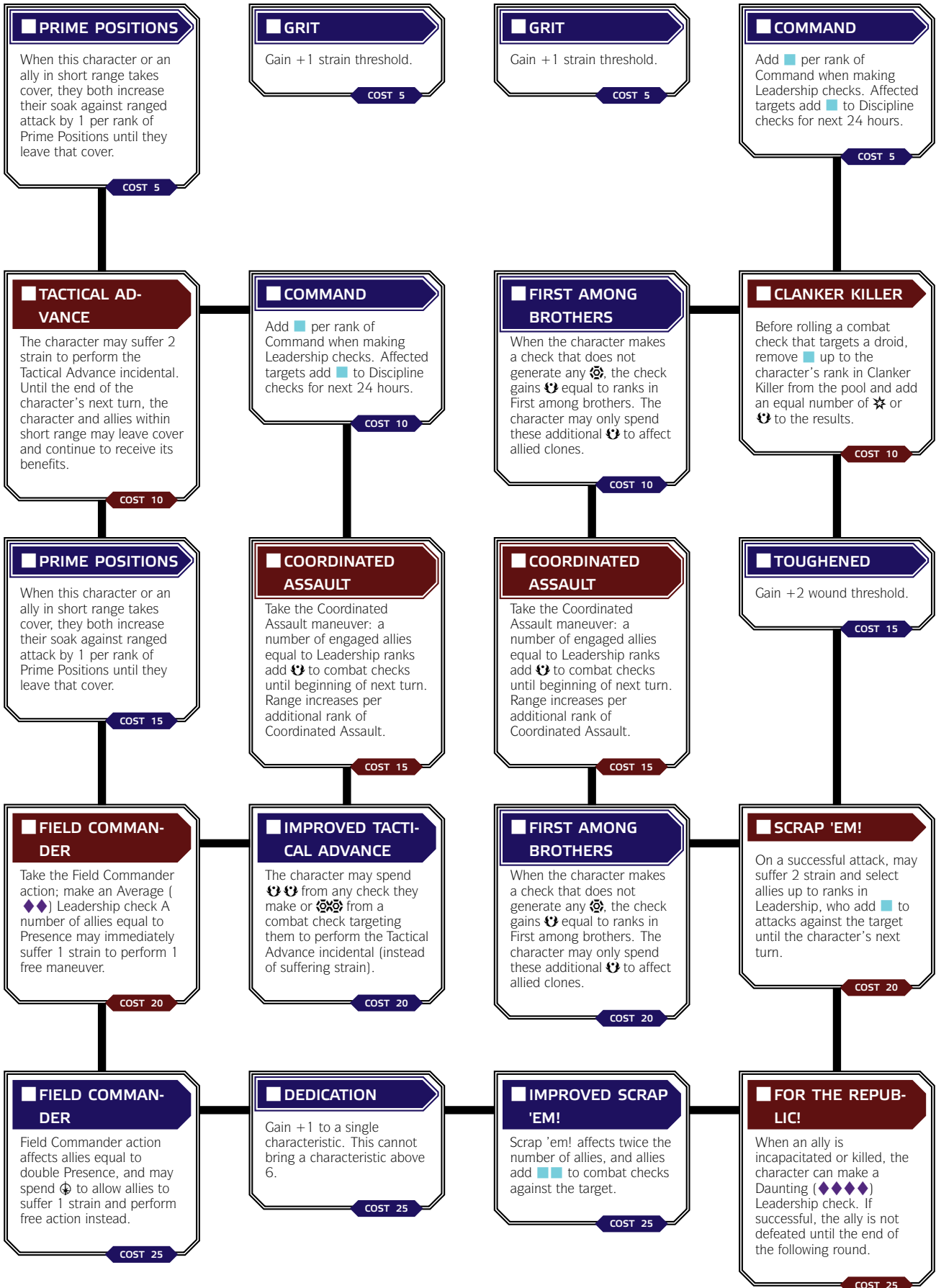
**Career Skills:** Athletics, Brawl, Cool, Discipline, Medicine, Ranged (Heavy), Ranged (Light), Vigilance

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

**PASSIVE**

**ACTIVE**

**RANKED TALENT**



# Clone Soldier: Clone Pilot

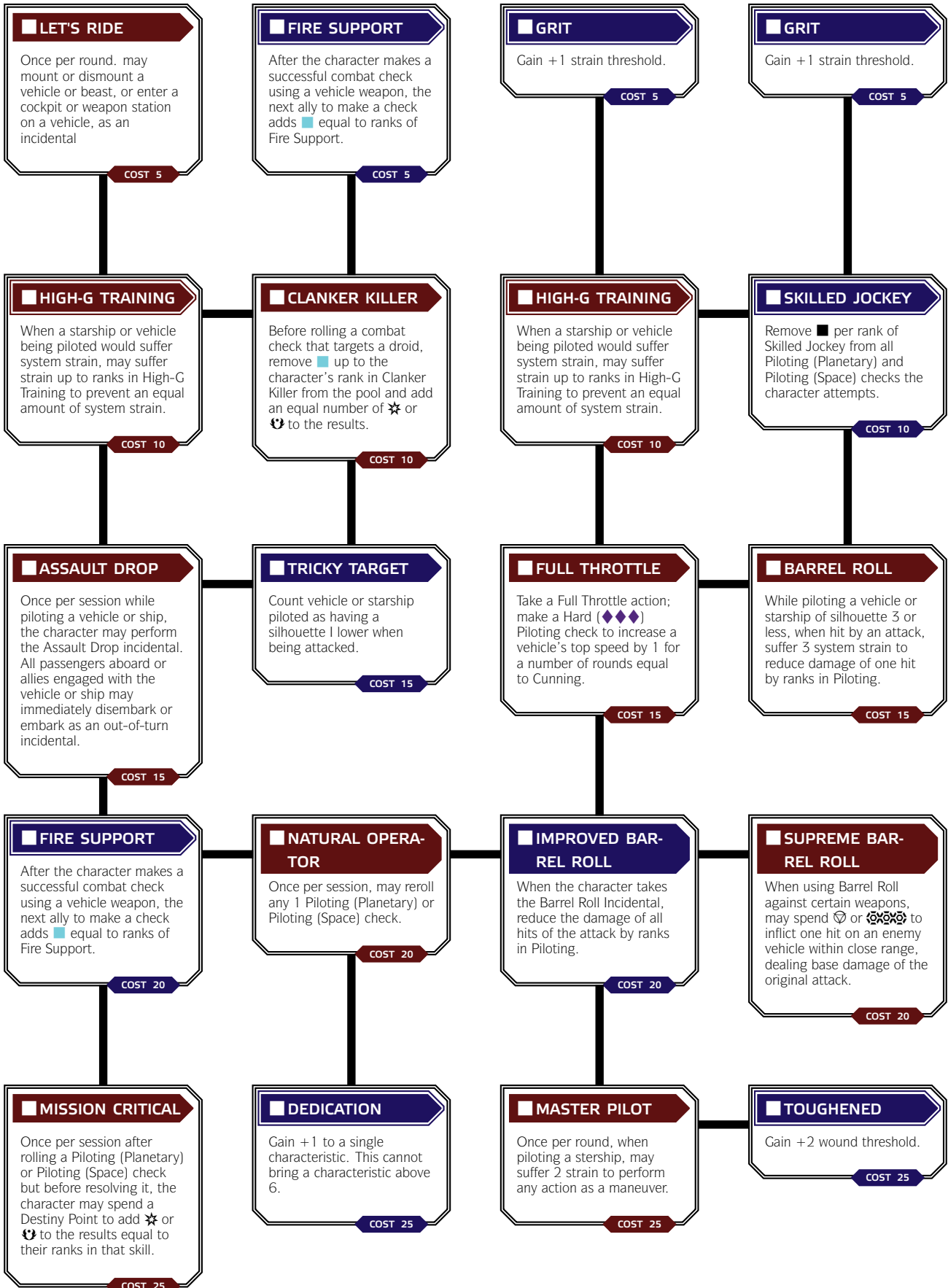
**Career Skills:** Athletics, Brawl, Cool, Discipline, Medicine, Ranged (Heavy), Ranged (Light), Vigilance

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

**PASSIVE**

**ACTIVE**

**RANKED TALENT**



# Clone Soldier: Clone Trooper

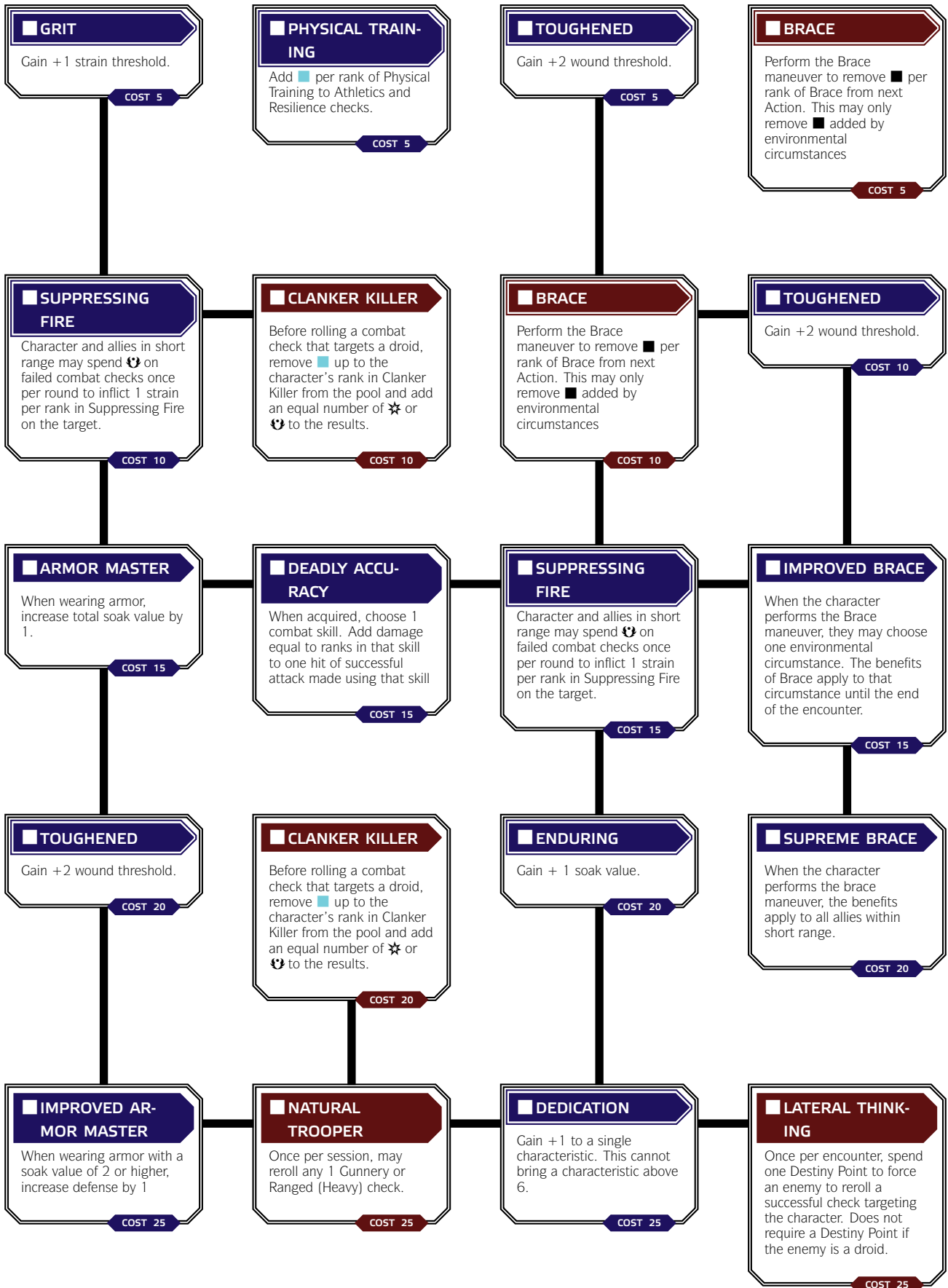
**Career Skills:** Athletics, Brawl, Cool, Discipline, Medicine, Ranged (Heavy), Ranged (Light), Vigilance

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

**PASSIVE**

**ACTIVE**

**RANKED TALENT**



# Clone Soldier: Clone Veteran

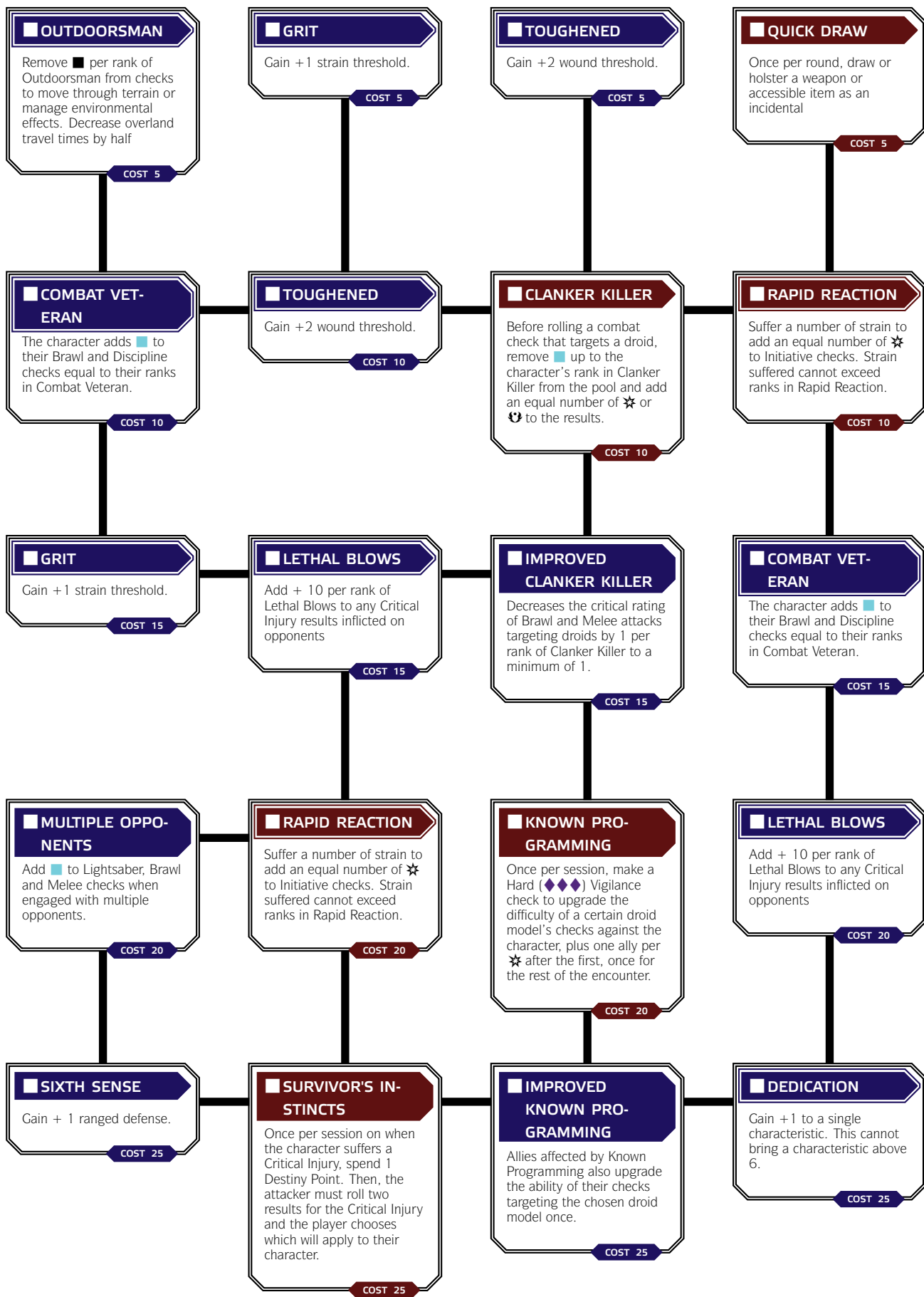
**Career Skills:** Athletics, Brawl, Cool, Discipline, Medicine, Ranged (Heavy), Ranged (Light), Vigilance

**Additional Career Skills:** Melee, Resilience, Skulduggery, Survival

**PASSIVE**

**ACTIVE**

**RANKED TALENT**



# Colonist: Doctor

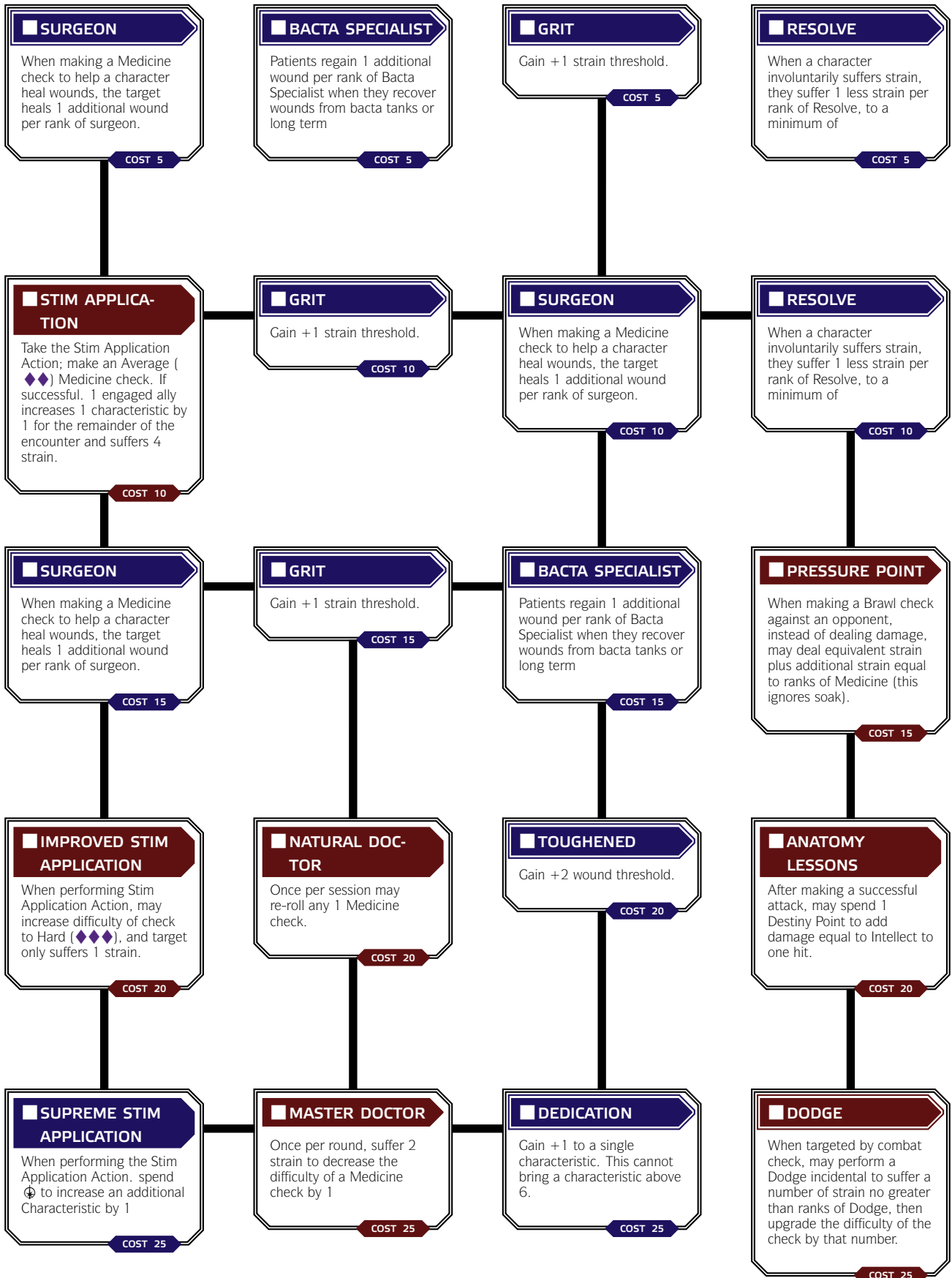
**Career Skills:** Charm, Deception, Knowledge (Core Worlds), Knowledge (Education), Knowledge (lore), Leadership, Negotiation, Streetwise

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

**PASSIVE**

**ACTIVE**

**RANKED TALENT**



# Colonist: Entrepreneur

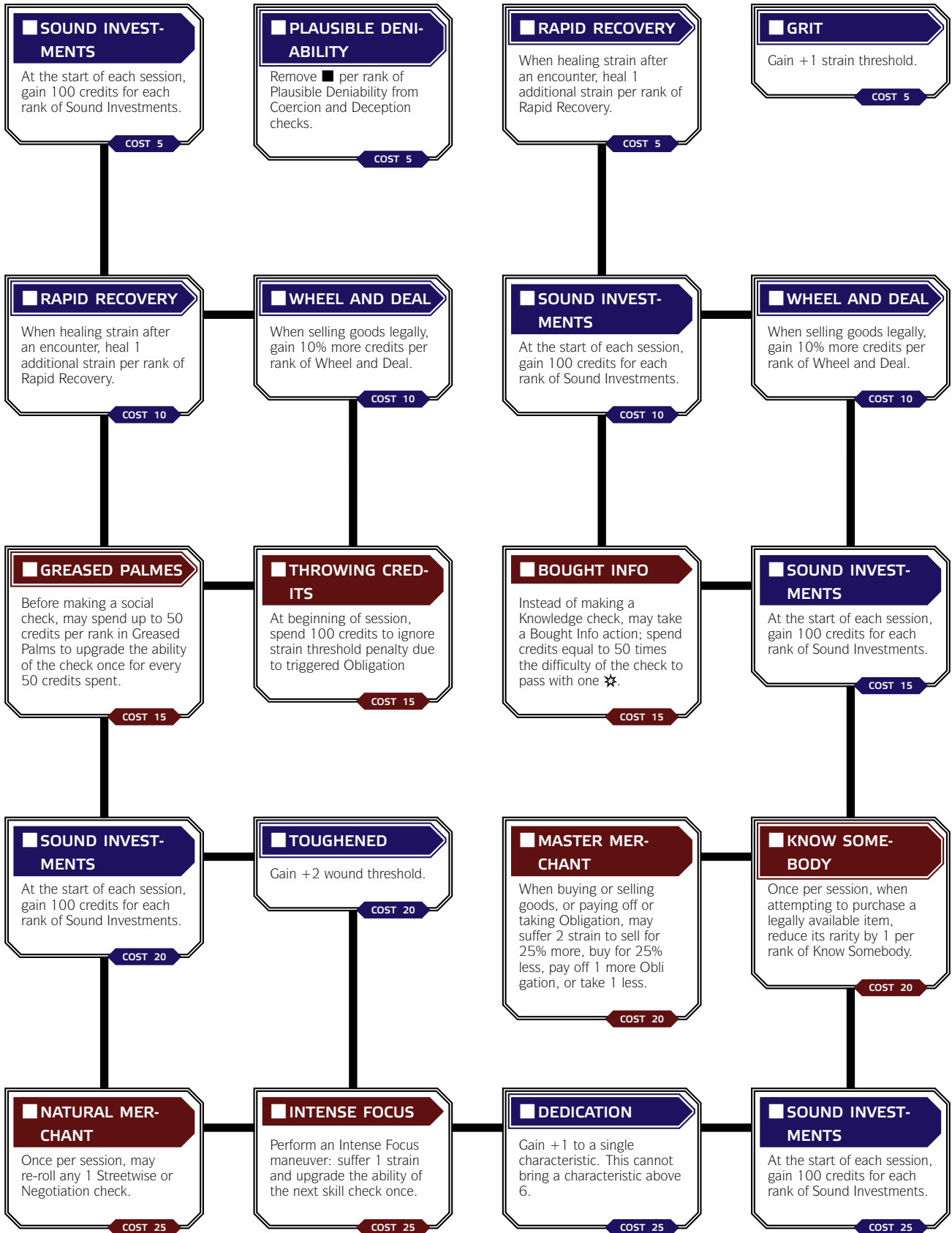
**PASSIVE**

**ACTIVE**

**RANKED TALENT**

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

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



# Colonist: Marshal

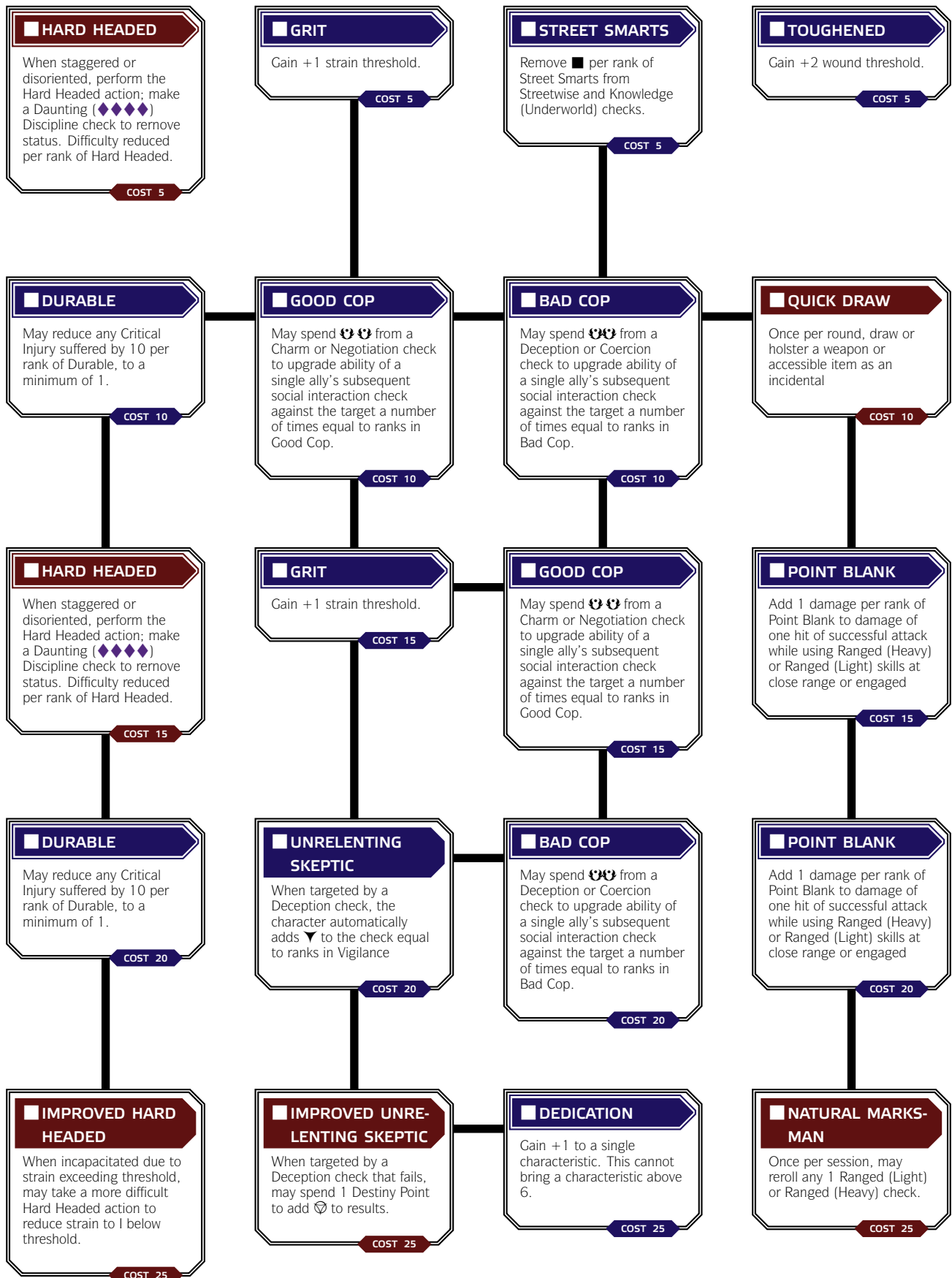
**PASSIVE**

**ACTIVE**

**RANKED TALENT**

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

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



# Colonist: Performer

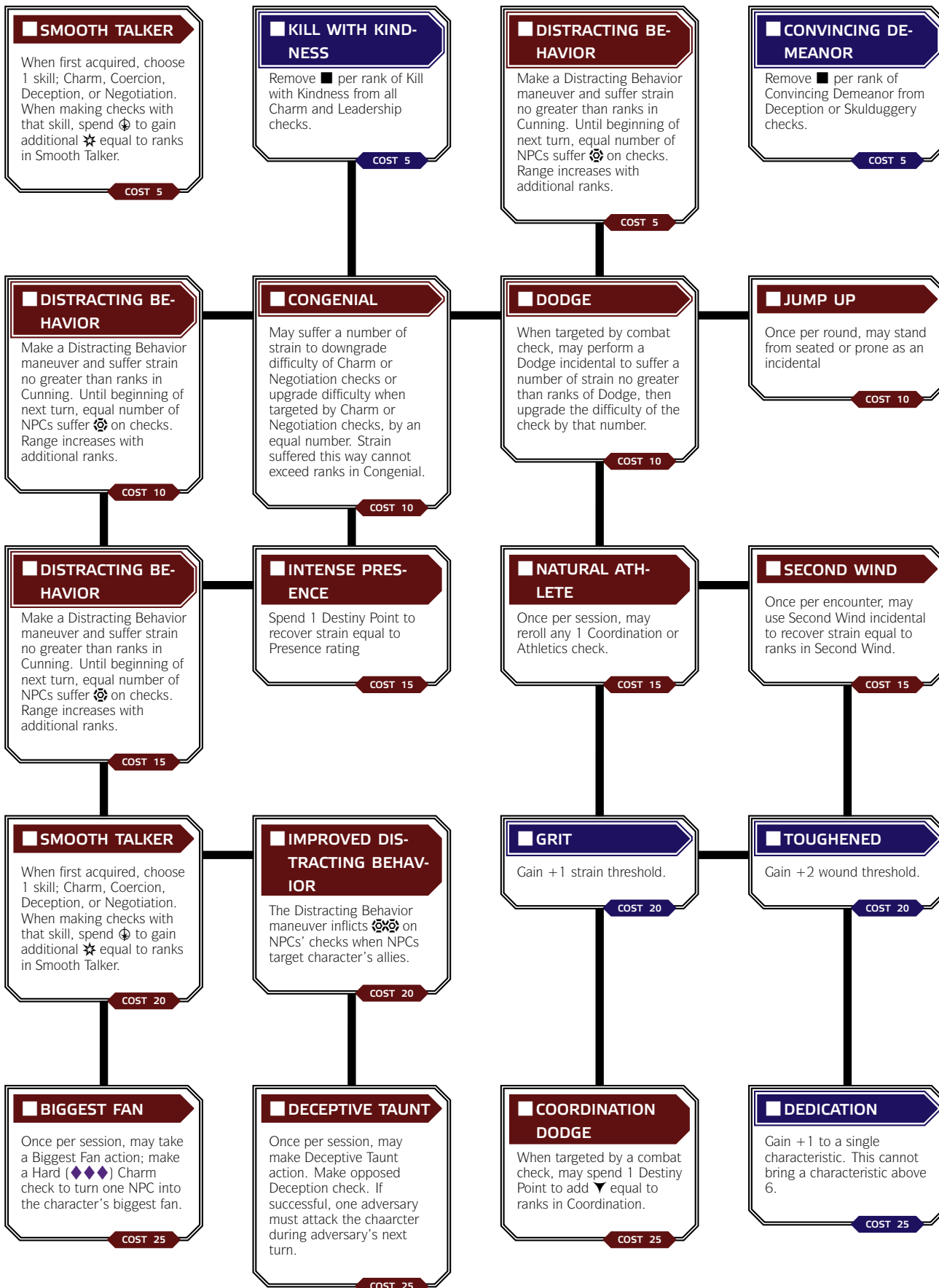
**Career Skills:** Charm, Deception, Knowledge (Core Worlds), Knowledge (Education), Knowledge (lore), Leadership, Negotiation, Streetwise

**Additional Career Skills:** Charm, Coordination, Deception, Melee

**PASSIVE**

**ACTIVE**

**RANKED TALENT**



# Colonist: Politico

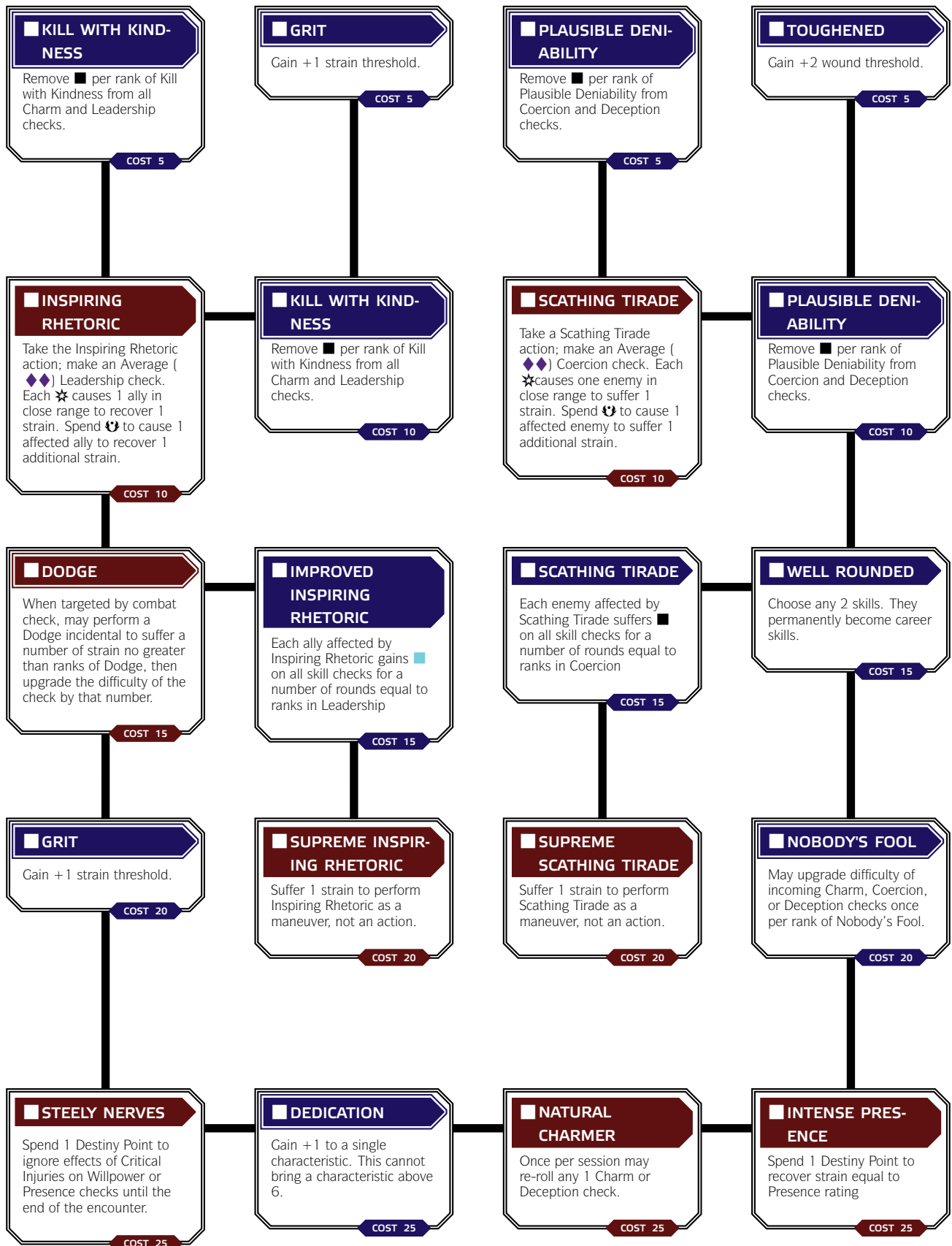
PASSIVE

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

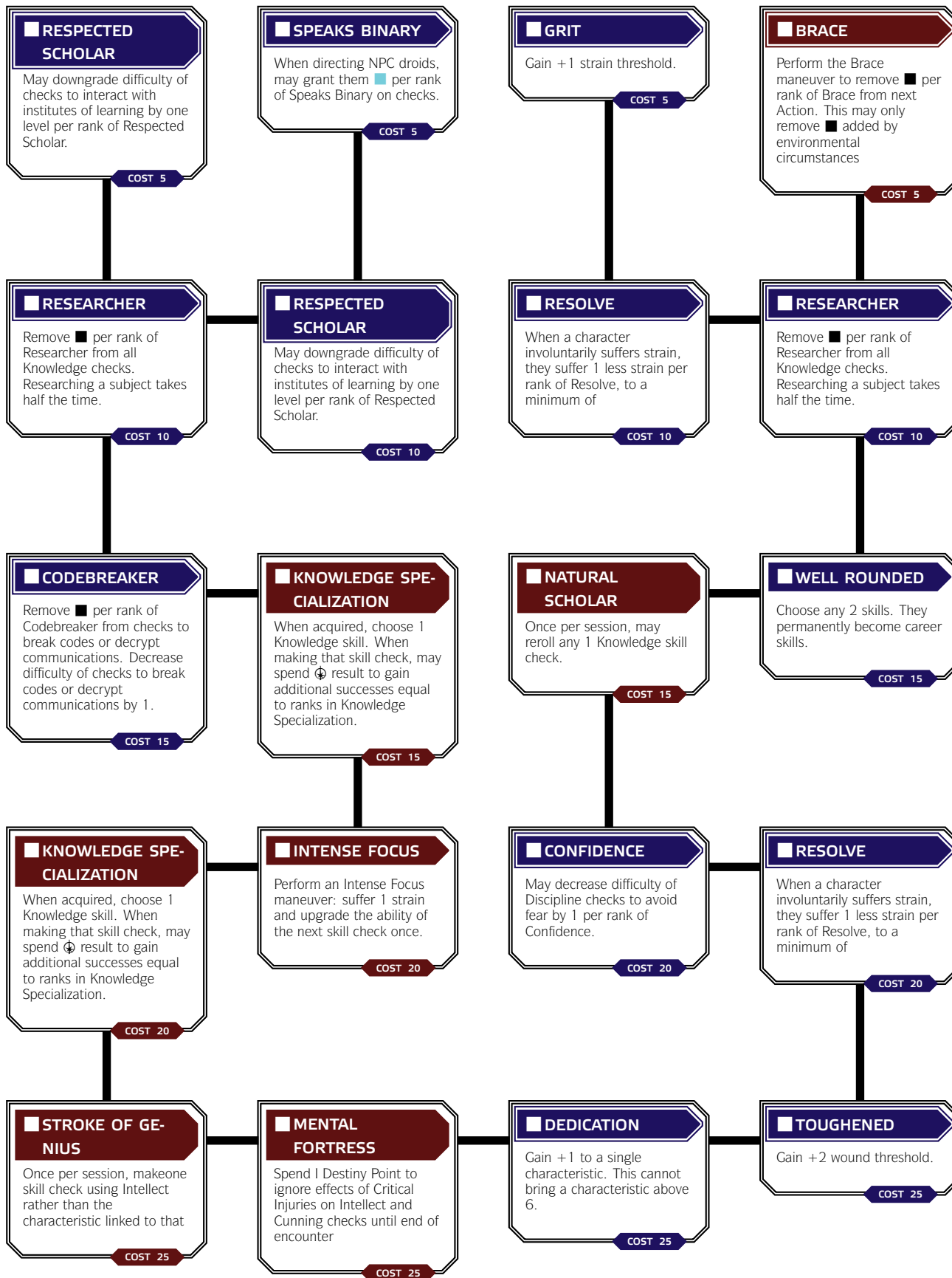
**Career Skills:** Charm, Deception, Knowledge (Core Worlds), Knowledge (Education), Knowledge (lore), Leadership, Negotiation, Streetwise

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

**PASSIVE**

**ACTIVE**

**RANKED TALENT**



# Commander: Commadore

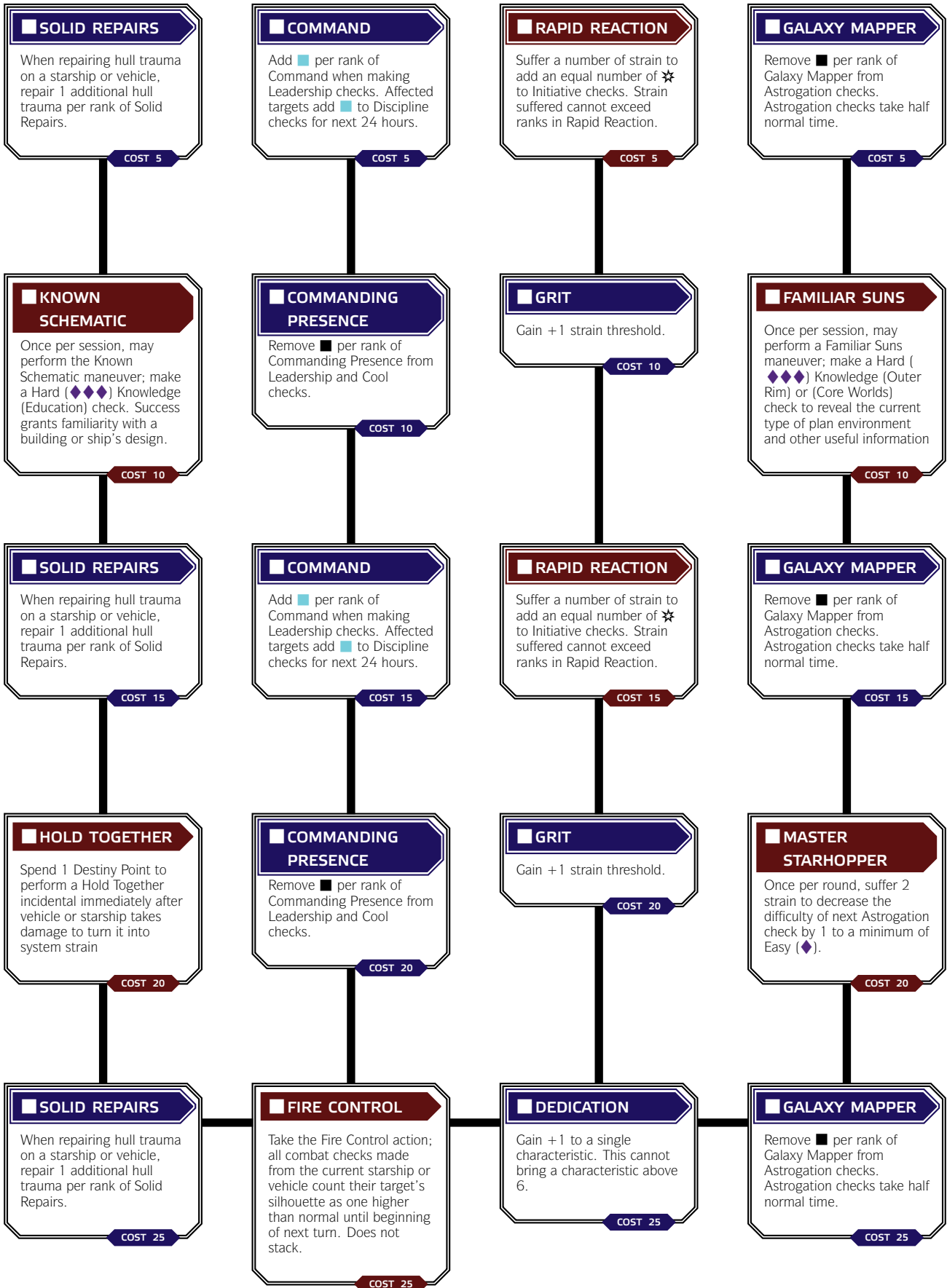
**Career Skills:** Coercion, Cool, Discipline, Knowledge (Warfare), Leadership, Perception, Ranged (Light), Vigilance

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

**PASSIVE**

**ACTIVE**

**RANKED TALENT**



# Commander: Figurehead

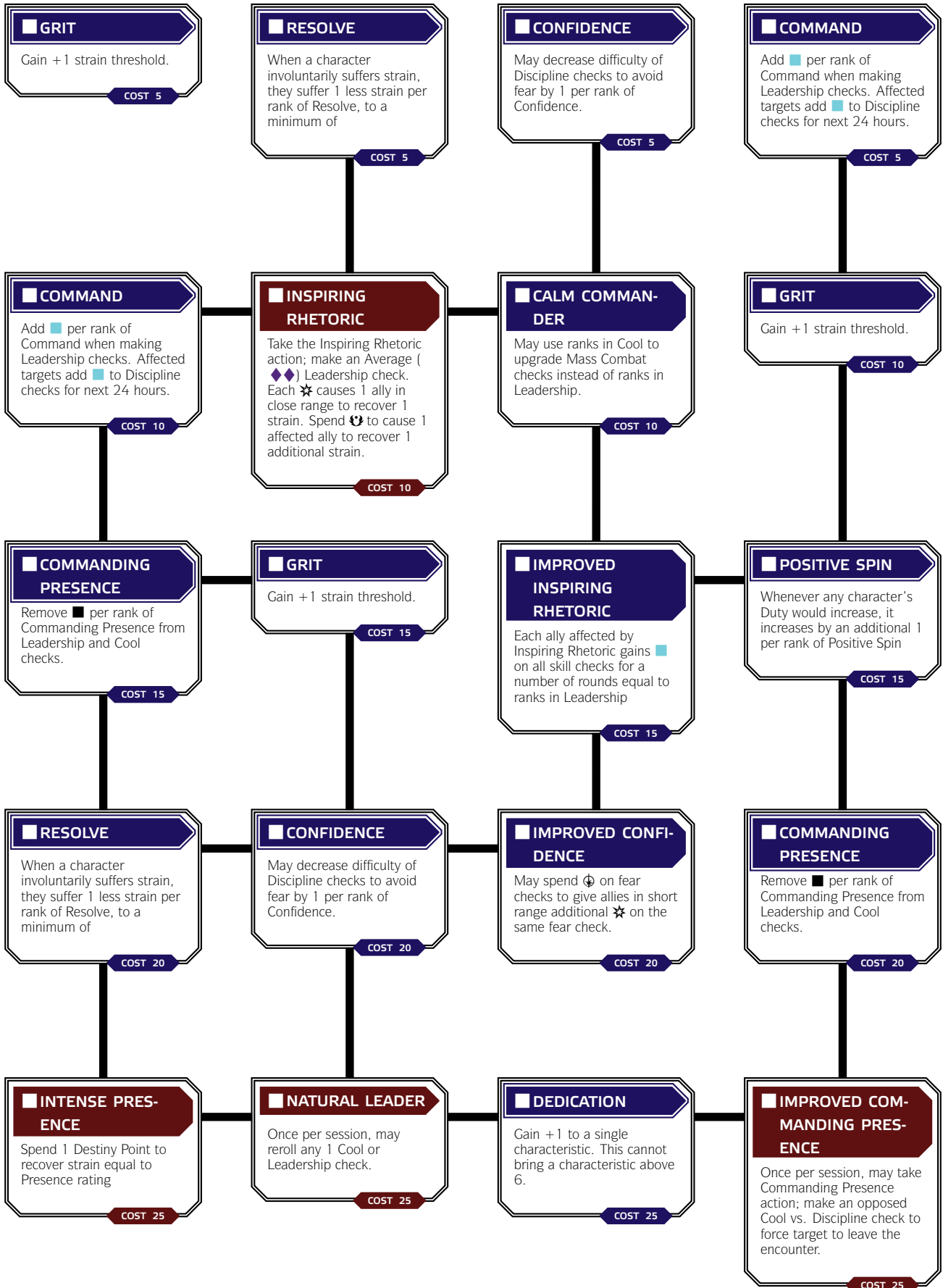
**Career Skills:** Coercion, Cool, Discipline, Knowledge (Warfare), Leadership, Perception, Ranged (Light), Vigilance

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

**PASSIVE**

**ACTIVE**

**RANKED TALENT**



# Commander: Instructor

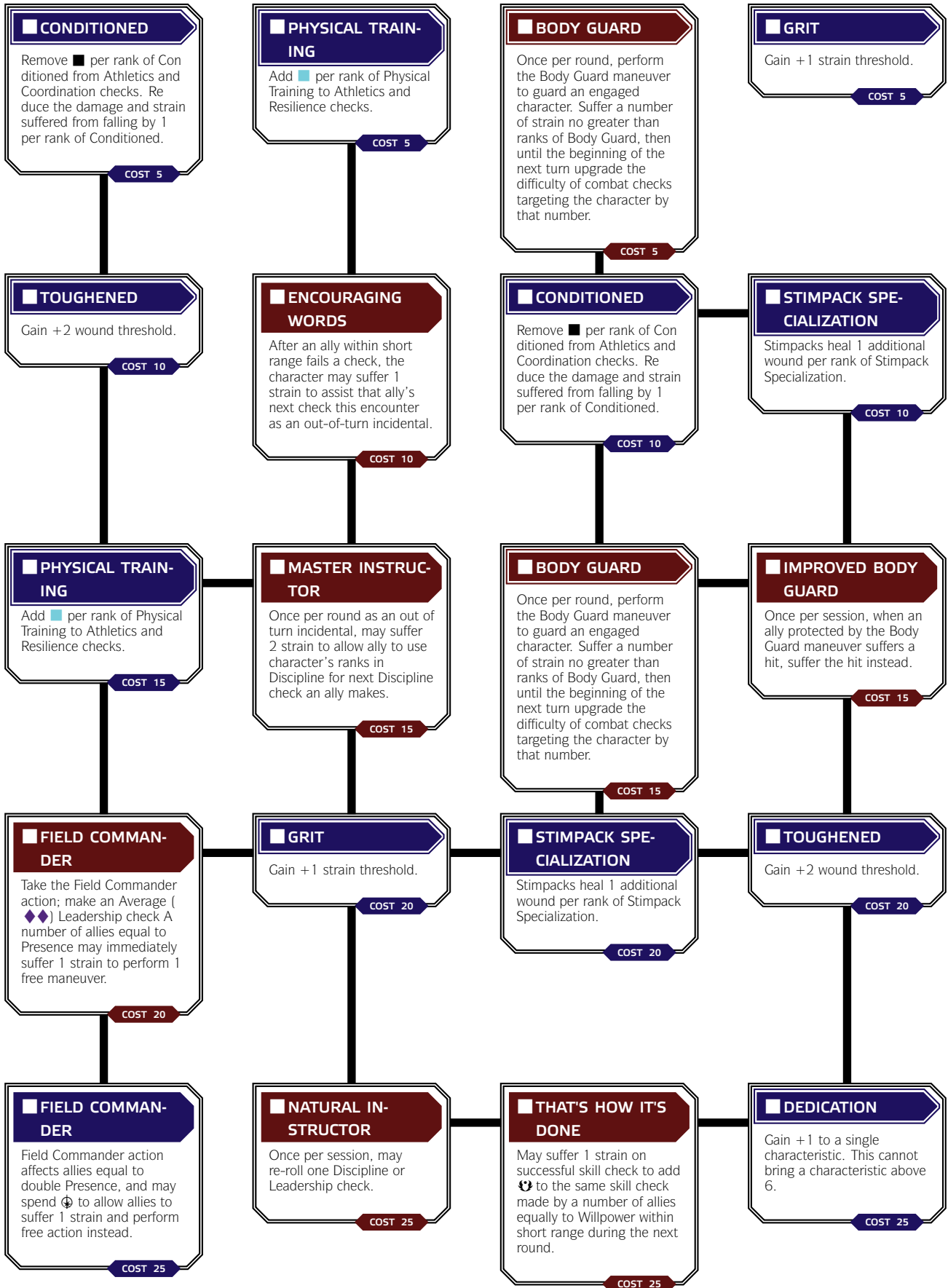
**Career Skills:** Coercion, Cool, Discipline, Knowledge (Warfare), Leadership, Perception, Ranged (Light), Vigilance

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

**PASSIVE**

**ACTIVE**

**RANKED TALENT**



# Commander: Squadron Leader

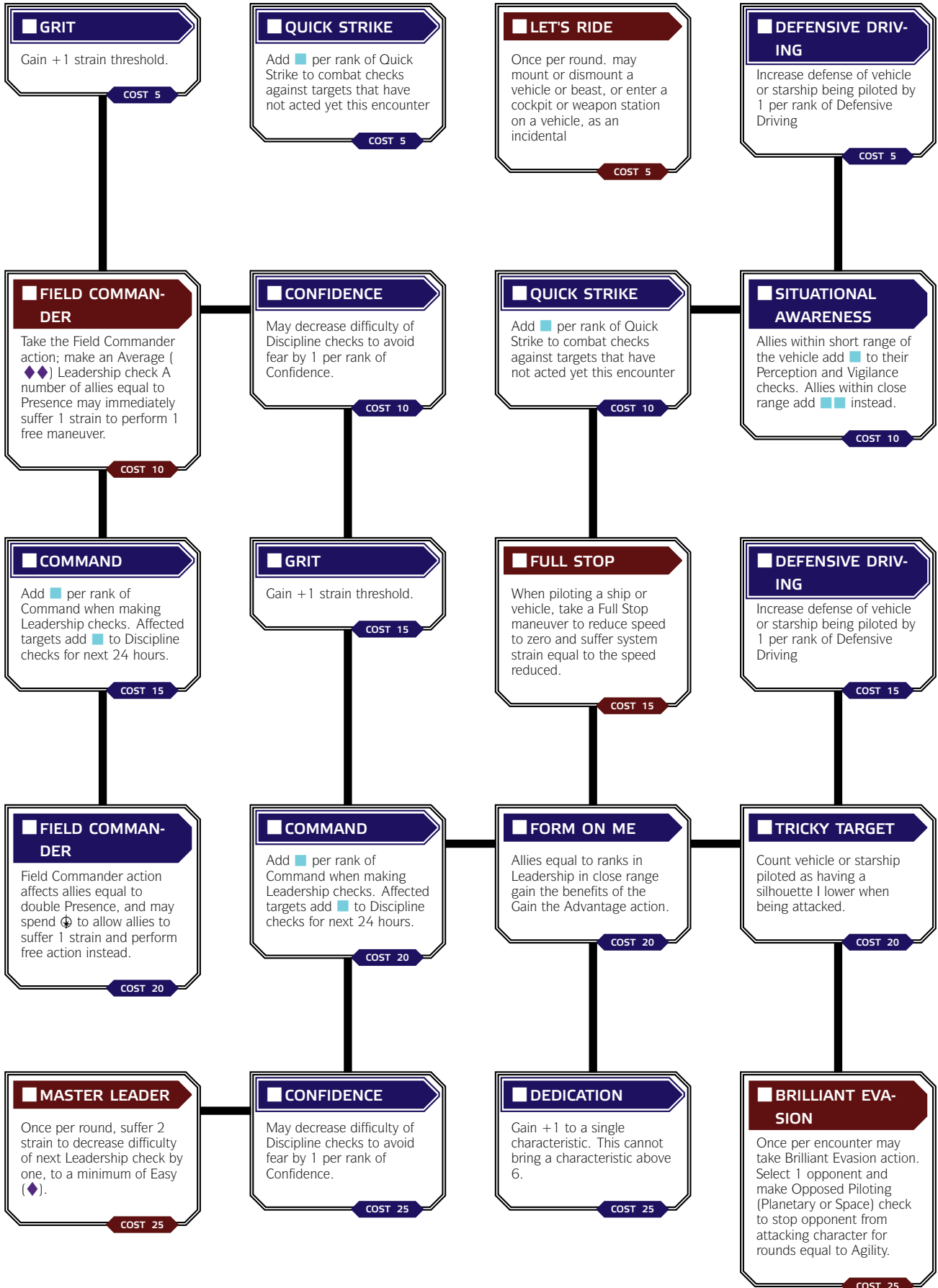
**Career Skills:** Coercion, Cool, Discipline, Knowledge (Warfare), Leadership, Perception, Ranged (Light), Vigilance

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

**PASSIVE**

**ACTIVE**

**RANKED TALENT**



# Commander: Strategist

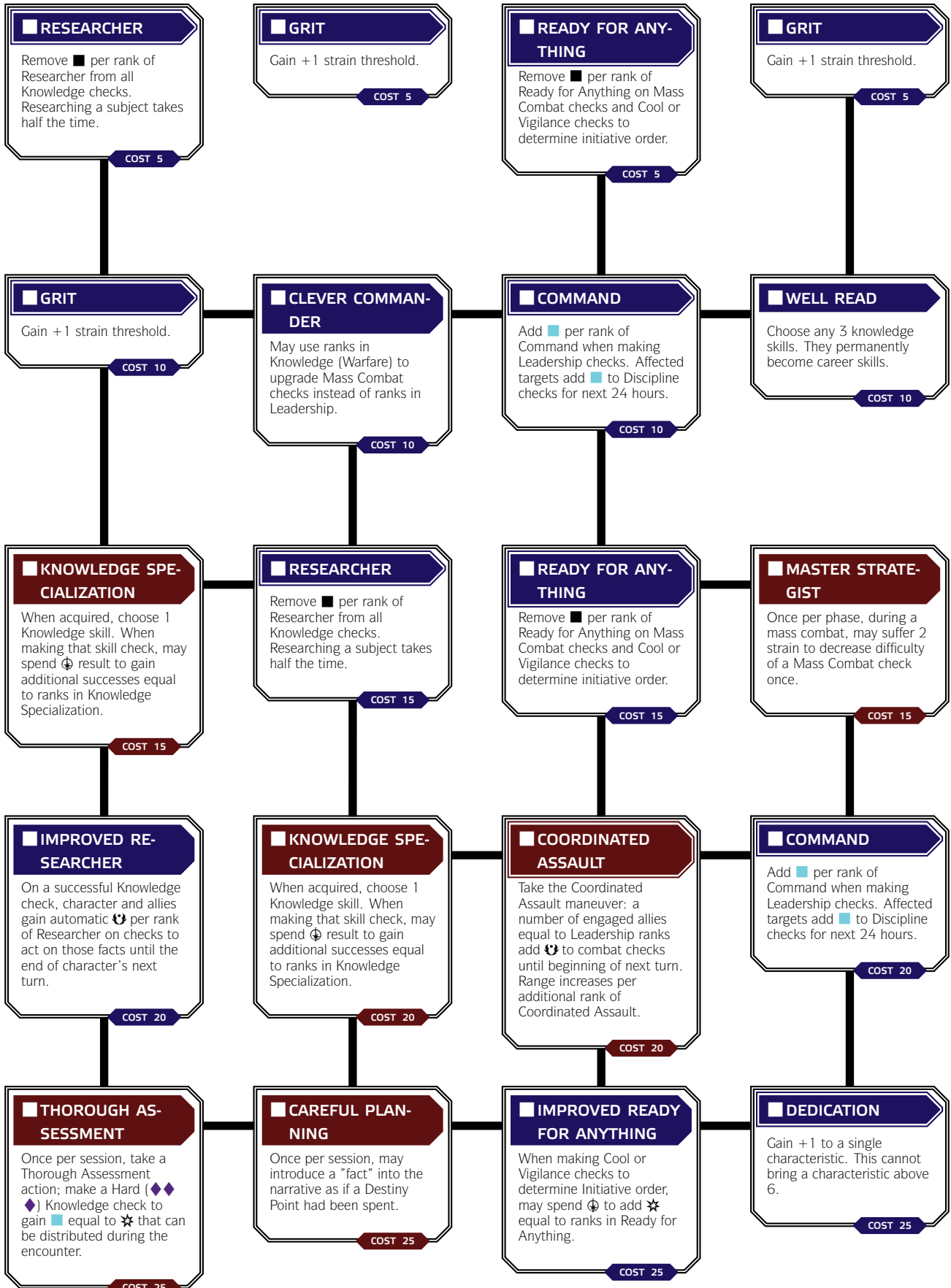
**Career Skills:** Coercion, Cool, Discipline, Knowledge (Warfare), Leadership, Perception, Ranged (Light), Vigilance

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

**PASSIVE**

**ACTIVE**

**RANKED TALENT**



# Commander: Tactician

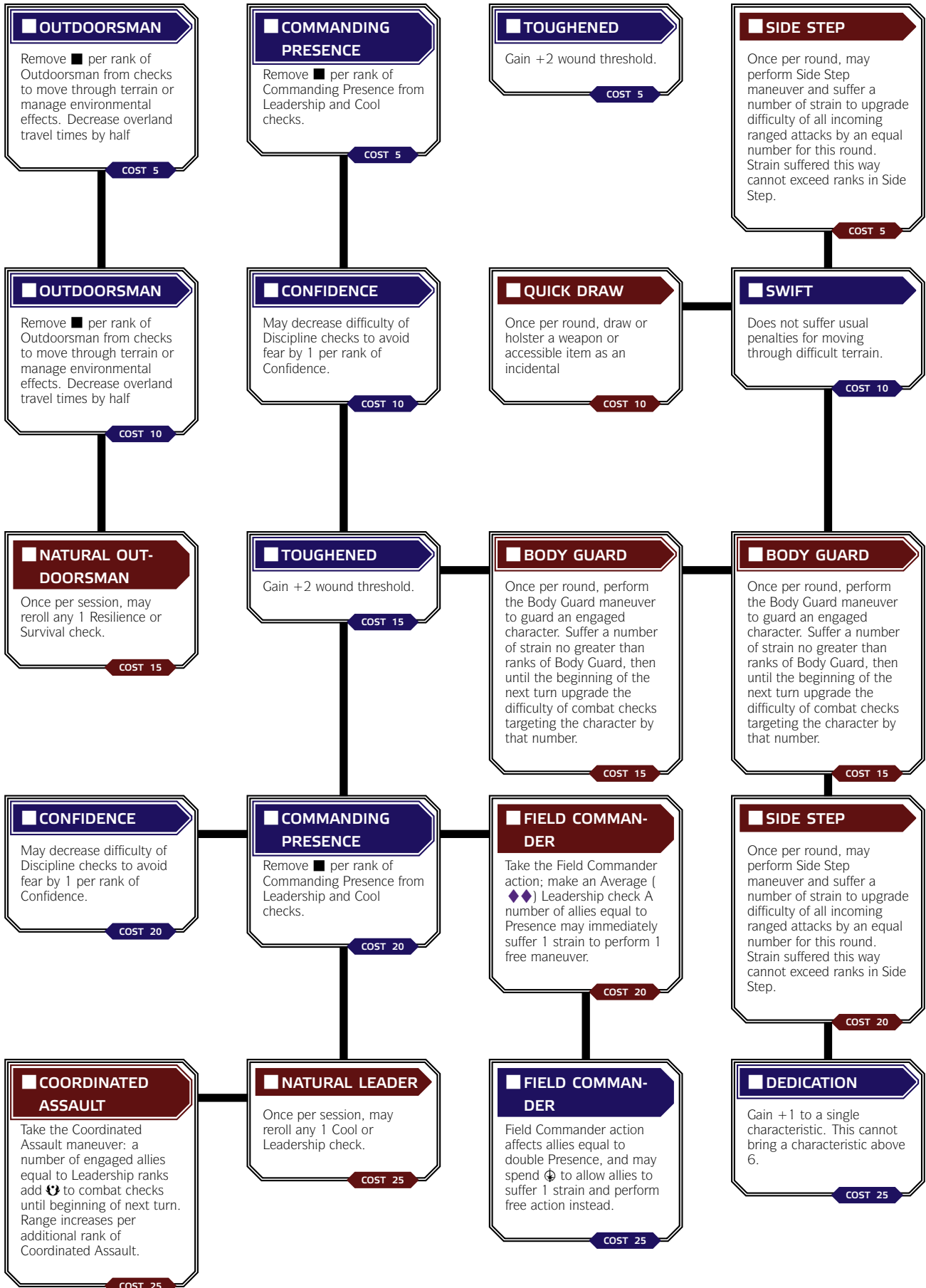
**Career Skills:** Coercion, Cool, Discipline, Knowledge (Warfare), Leadership, Perception, Ranged (Light), Vigilance

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

**PASSIVE**

**ACTIVE**

**RANKED TALENT**



# Consular: Arbiter

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

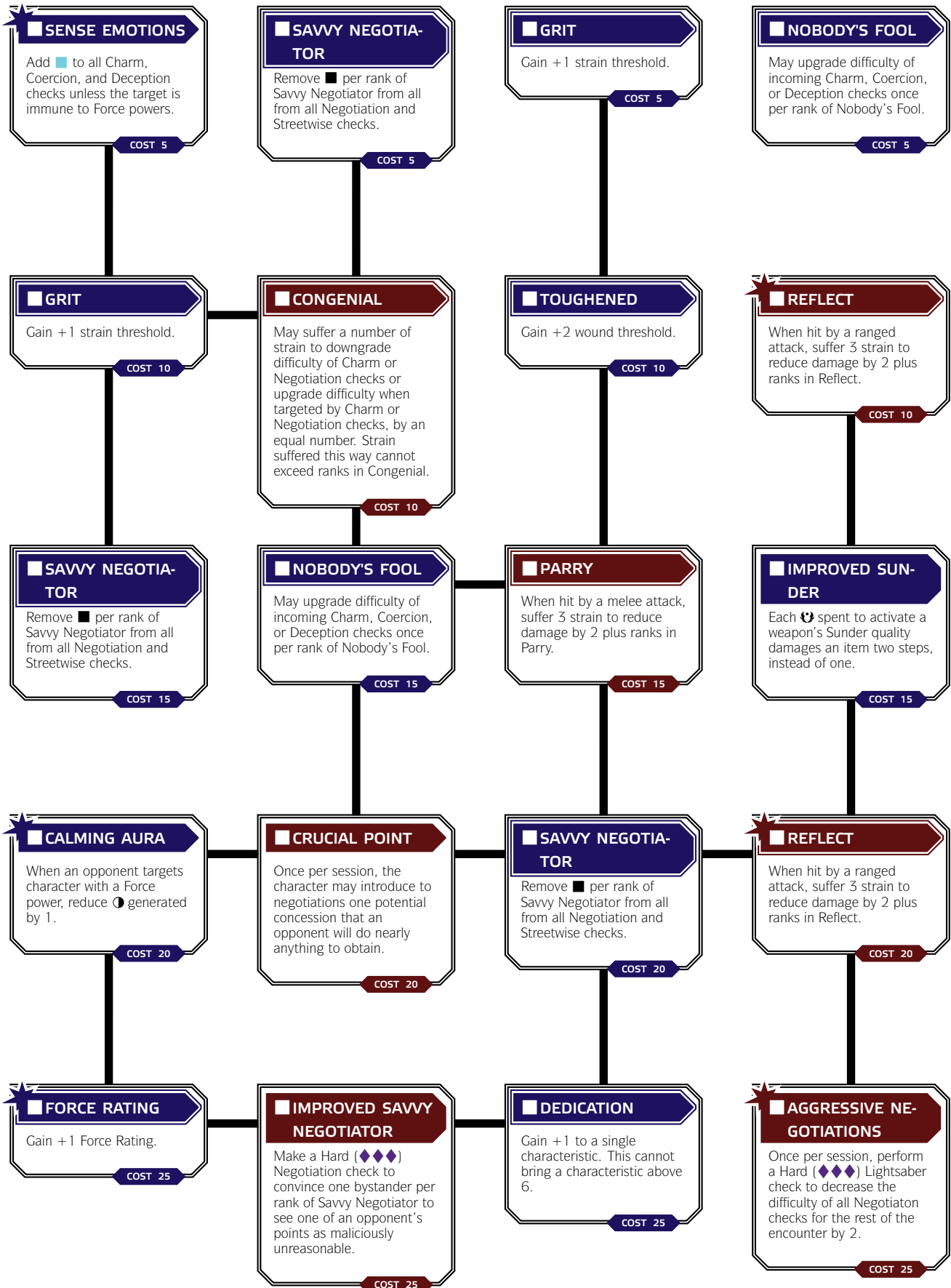
**Additional Career Skills:** Knowledge (Xenology), Lightsaber, Negotiation, Perception

PASSIVE

ACTIVE

RANKED TALENT

FORCE TALENT



# Consular: Ascetic

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

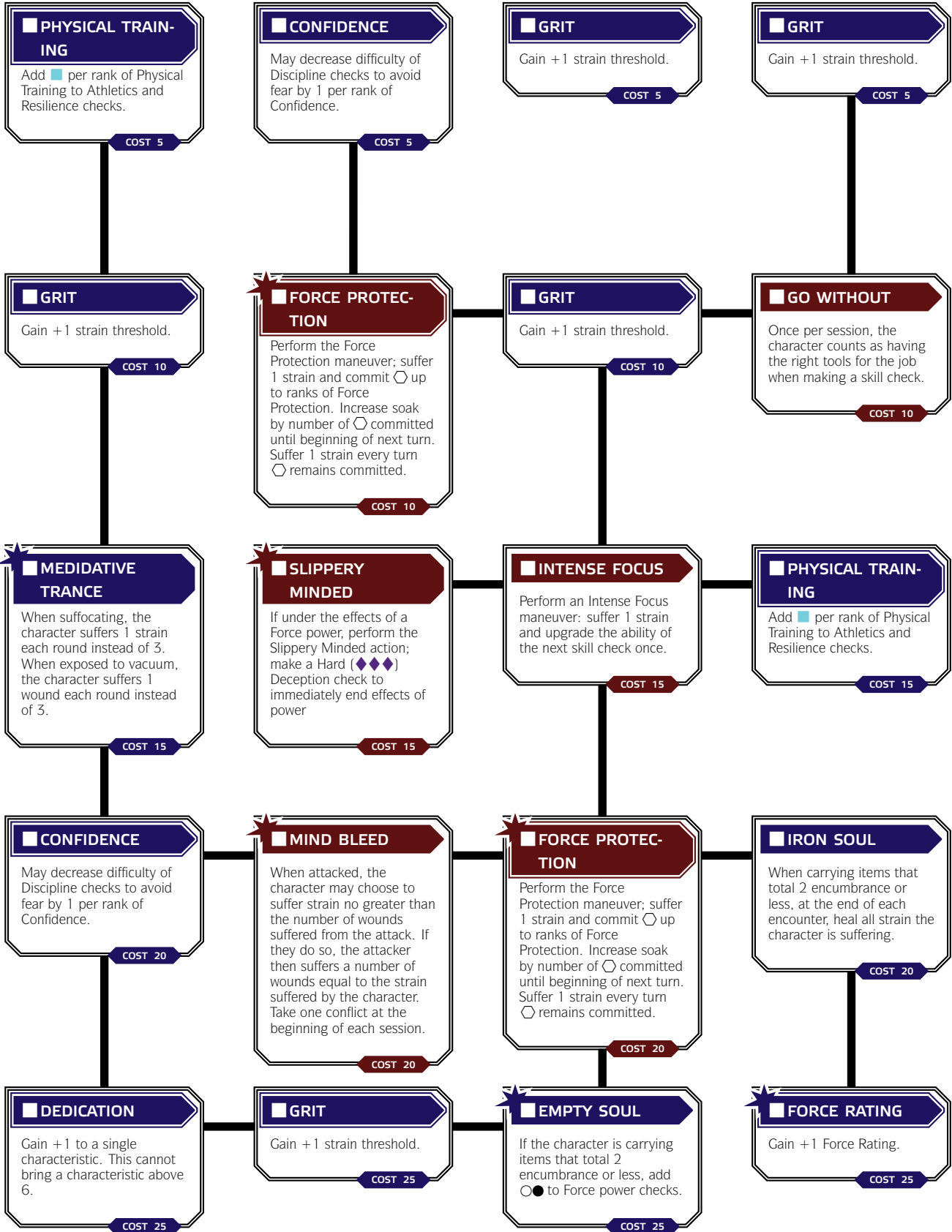
**Additional Career Skills:** Athletics, Discipline, Resilience, Vigilance

PASSIVE

ACTIVE

RANKED TALENT

FORCE TALENT



# Consular: Healer

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

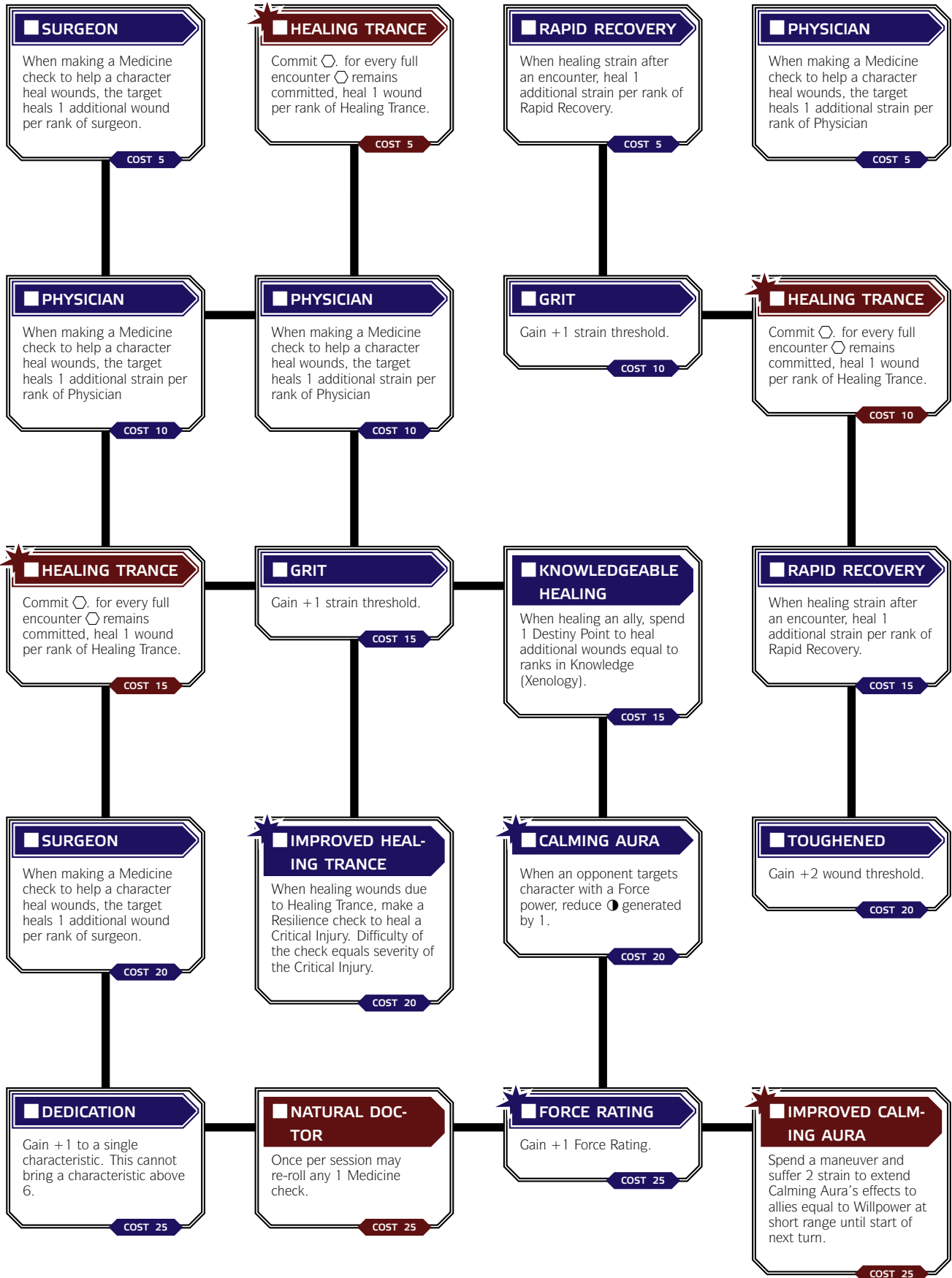
**Additional Career Skills:** Discipline, Knowledge (Education), Knowledge (Xenology), Medicine

PASSIVE

ACTIVE

RANKED TALENT

FORCE TALENT



# Consular: Niman Disciple

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

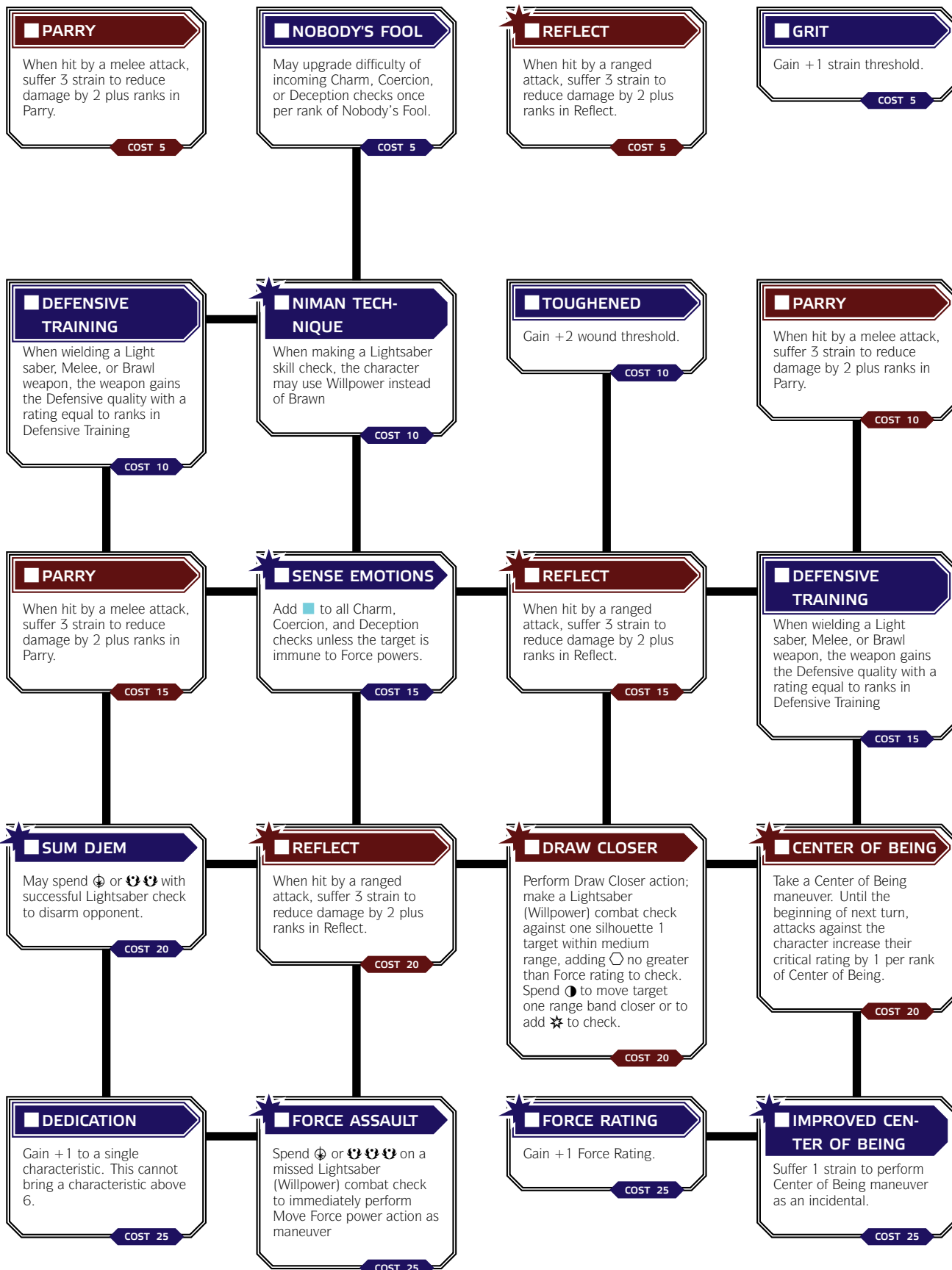
Additional Career Skills: Discipline, Leadership, Lightsaber, Negotiation

PASSIVE

ACTIVE

RANKED TALENT

FORCE TALENT



# Consular: Sage

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

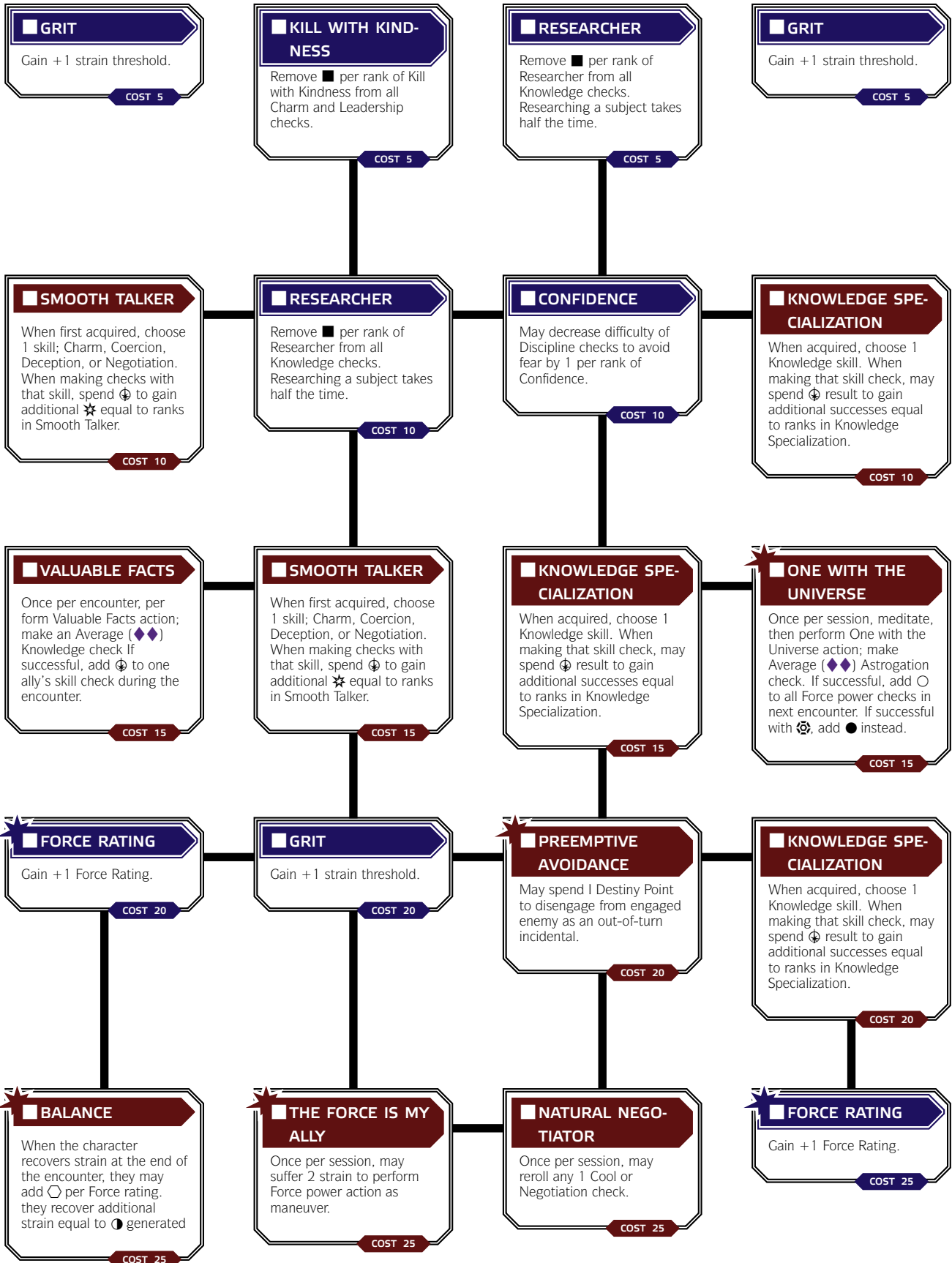
**Additional Career Skills:** Astrogation, Charm, Cool, Knowledge (Lore)

PASSIVE

ACTIVE

RANKED TALENT

FORCE TALENT



# Consular: Teacher

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

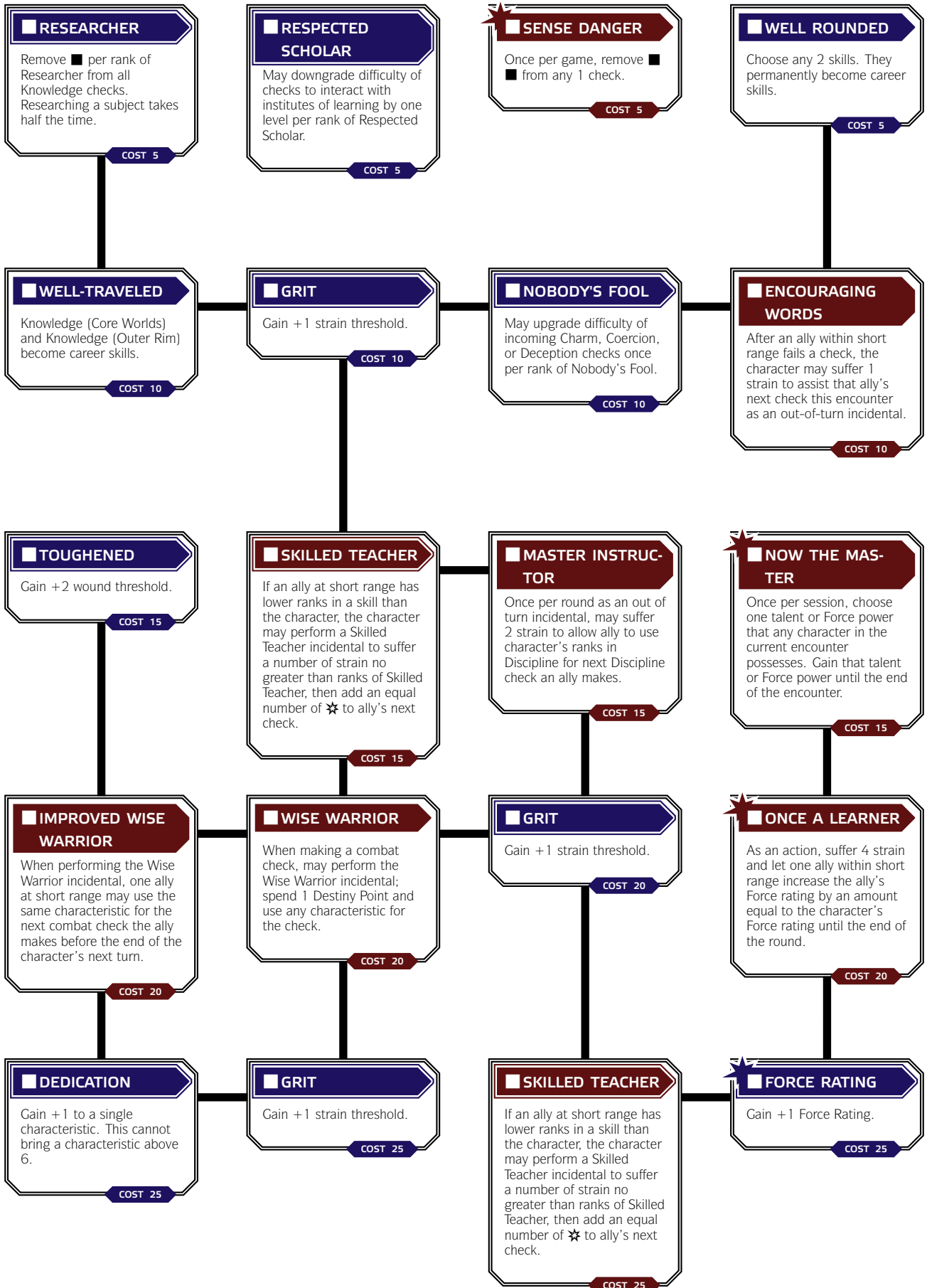
**Additional Career Skills:** Knowledge (Education), Knowledge (Lore), Leadership, Perception

PASSIVE

ACTIVE

RANKED TALENT

FORCE TALENT



# Diplomat: Advocate

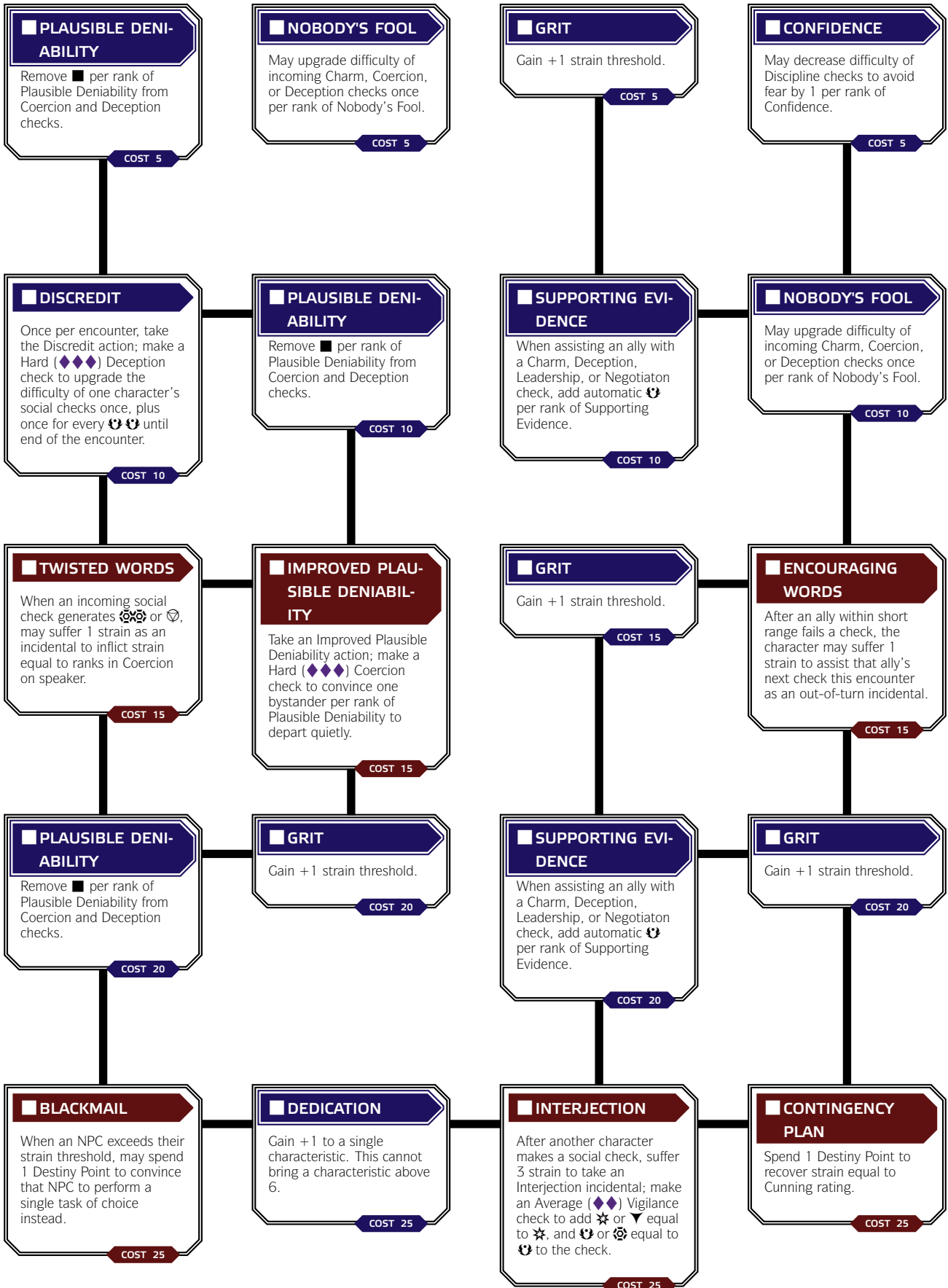
**Career Skills:** Charm, Deception, Knowledge (Core Worlds), Knowledge (Lore), Knowledge (Outer Rim), Knowledge (Xenology), Leadership, Negotiation

**Additional Career Skills:** Coercion, Deception, Negotiation, Vigilance

**PASSIVE**

**ACTIVE**

**RANKED TALENT**



# Diplomat: Ambassador

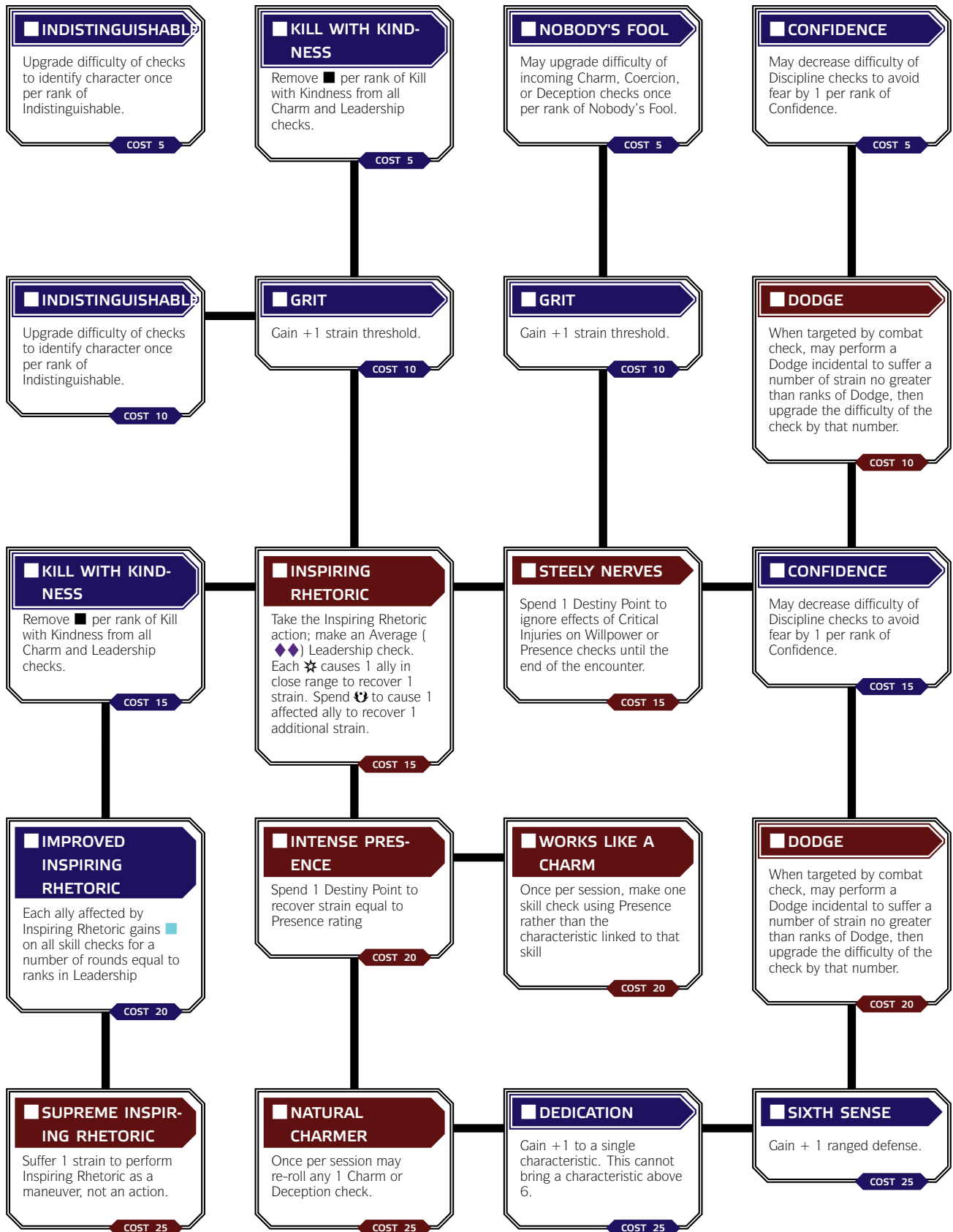
PASSIVE

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

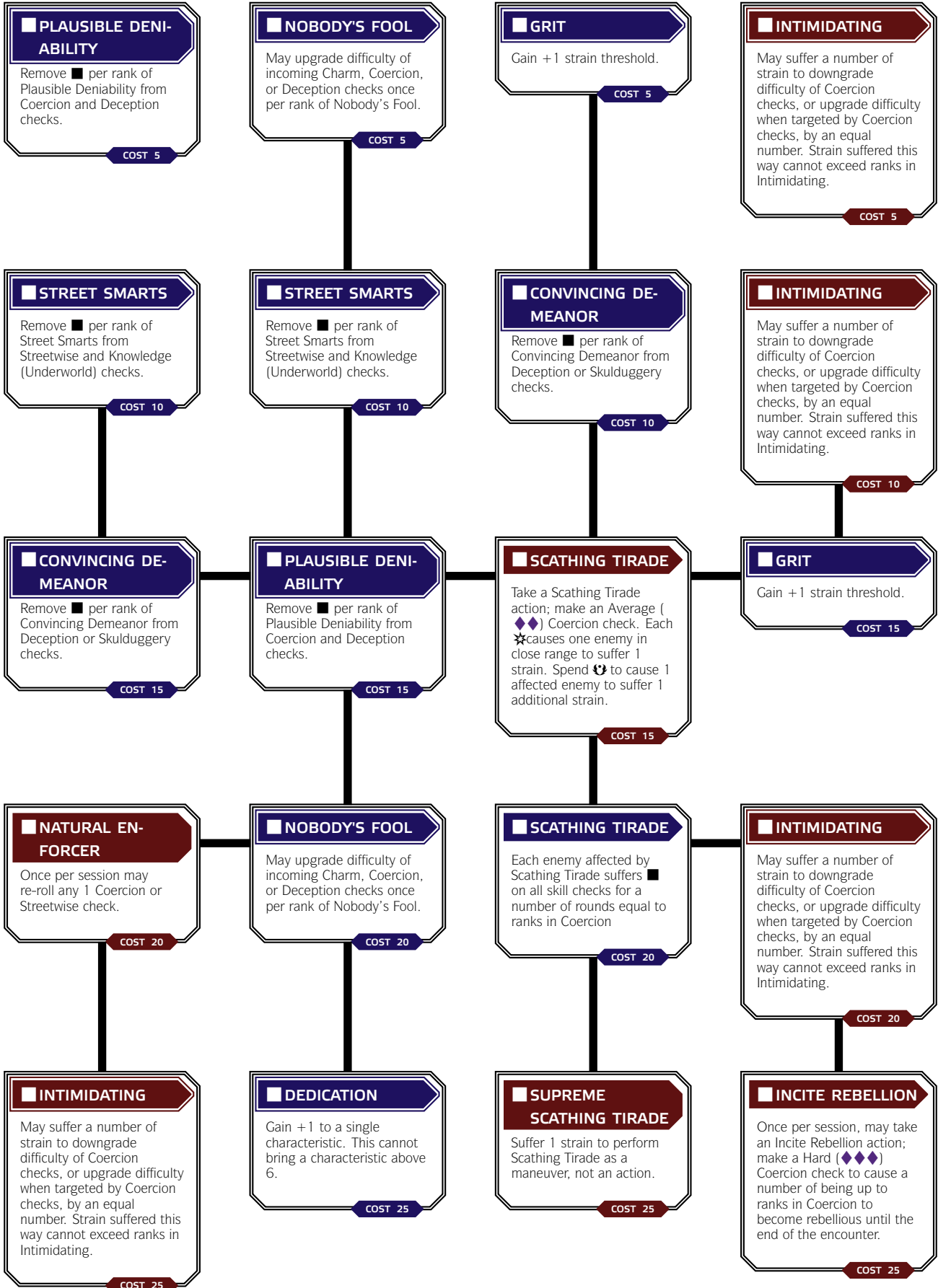
**Career Skills:** Charm, Deception, Knowledge (Core Worlds), Knowledge (Lore), Knowledge (Outer Rim), Knowledge (Xenology), Leadership, Negotiation

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

**PASSIVE**

**ACTIVE**

**RANKED TALENT**



# Diplomat: Quartermaster

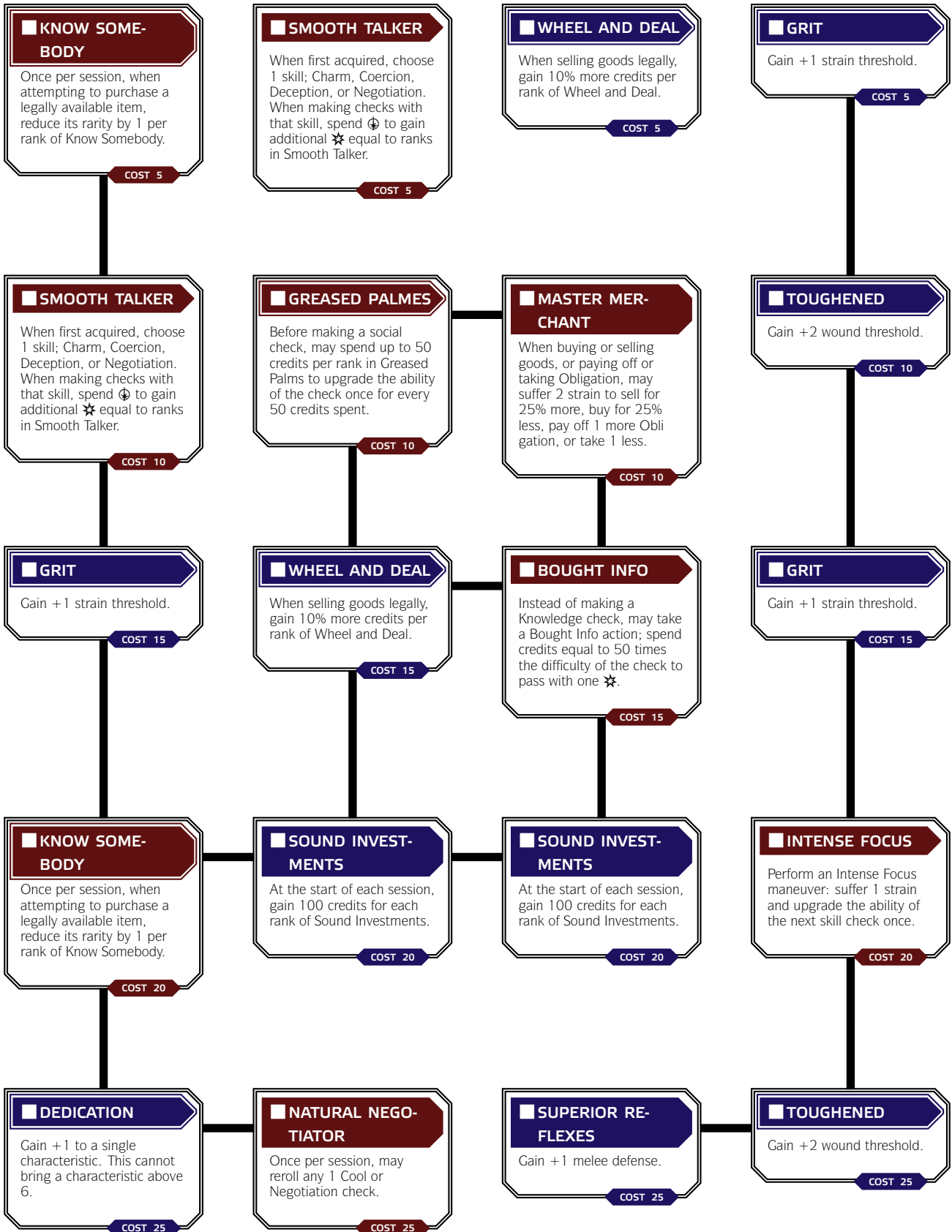
**Career Skills:** Charm, Deception, Knowledge (Core Worlds), Knowledge (Lore), Knowledge (Outer Rim), Knowledge (Xenology), Leadership, Negotiation

**Additional Career Skills:** Computers, Negotiation, Skulduggery, Vigilance

PASSIVE

ACTIVE

RANKED TALENT



# Diplomat: Analyst

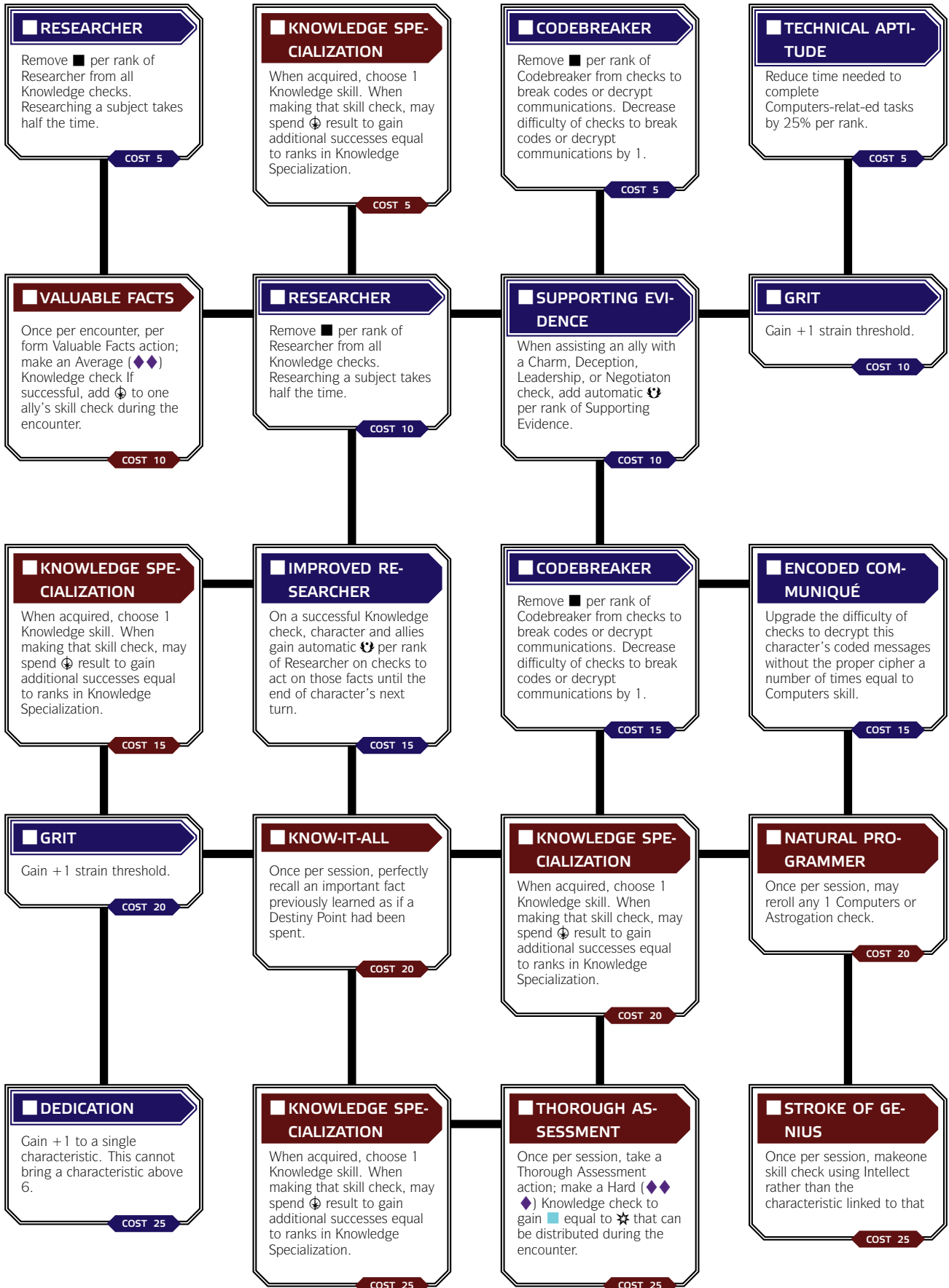
PASSIVE

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

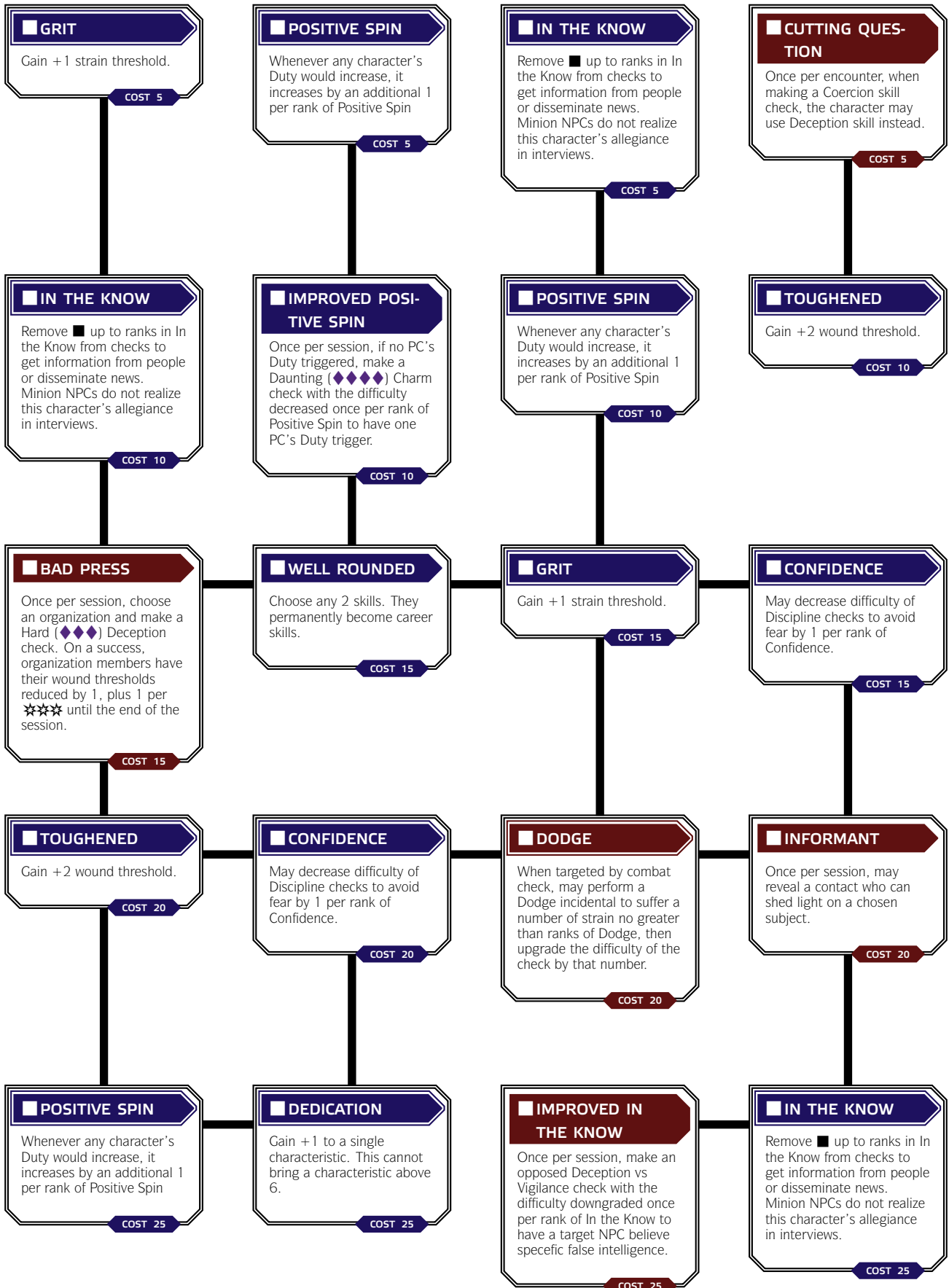
**Career Skills:** Charm, Deception, Knowledge (Core Worlds), Knowledge (Lore), Knowledge (Outer Rim), Knowledge (Xenology), Leadership, Negotiation

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

**PASSIVE**

**ACTIVE**

**RANKED TALENT**



# Engineer: Droid Specialist

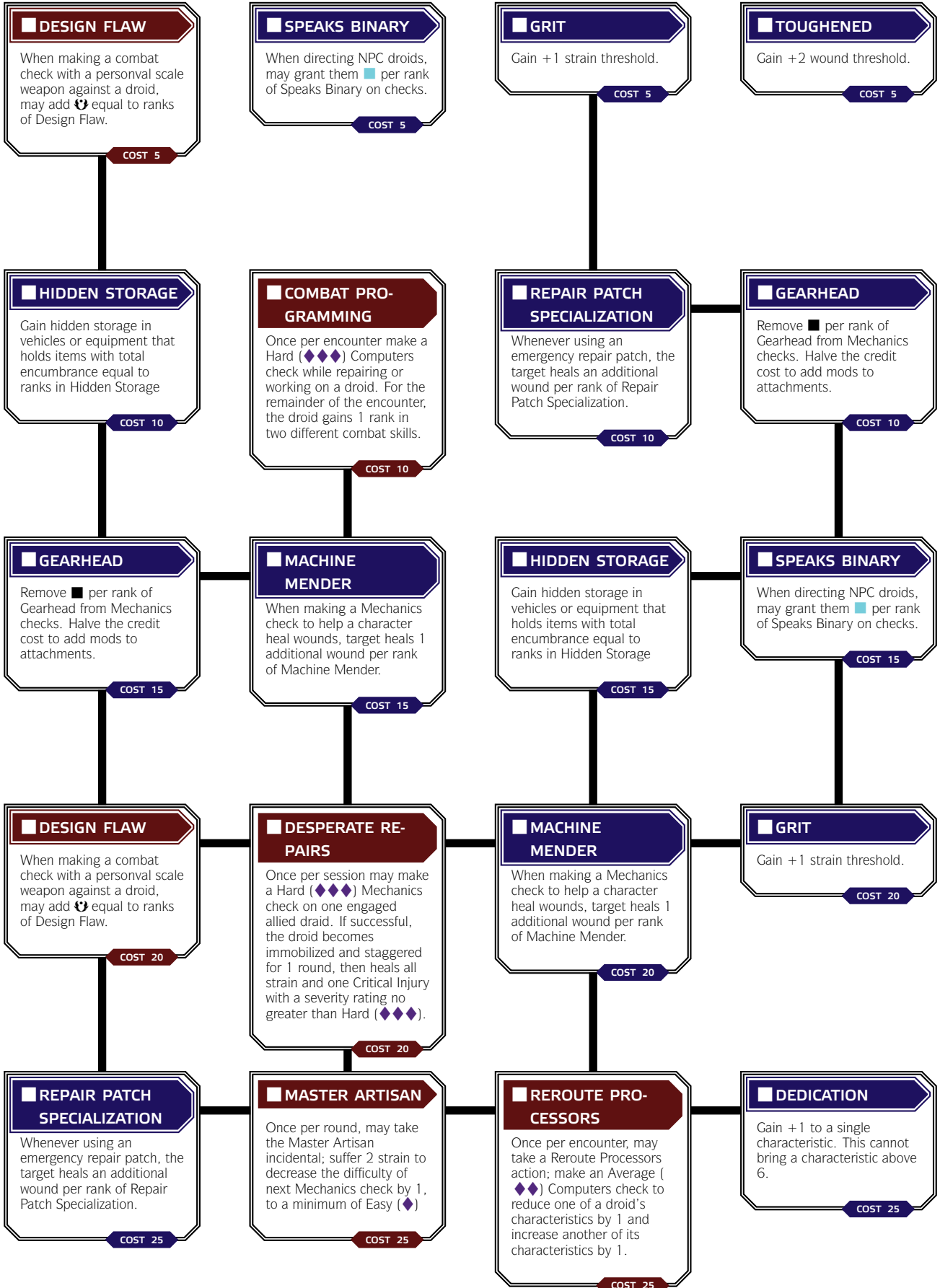
**Career Skills:** Athletics, Computers, Knowledge (Education), Mechanics, Perception, Piloting (Space), Ranged (Light), Vigilance

**Additional Career Skills:** Computers, Cool, Mechanics, Melee

**PASSIVE**

**ACTIVE**

**RANKED TALENT**



# Engineer: Mechanic

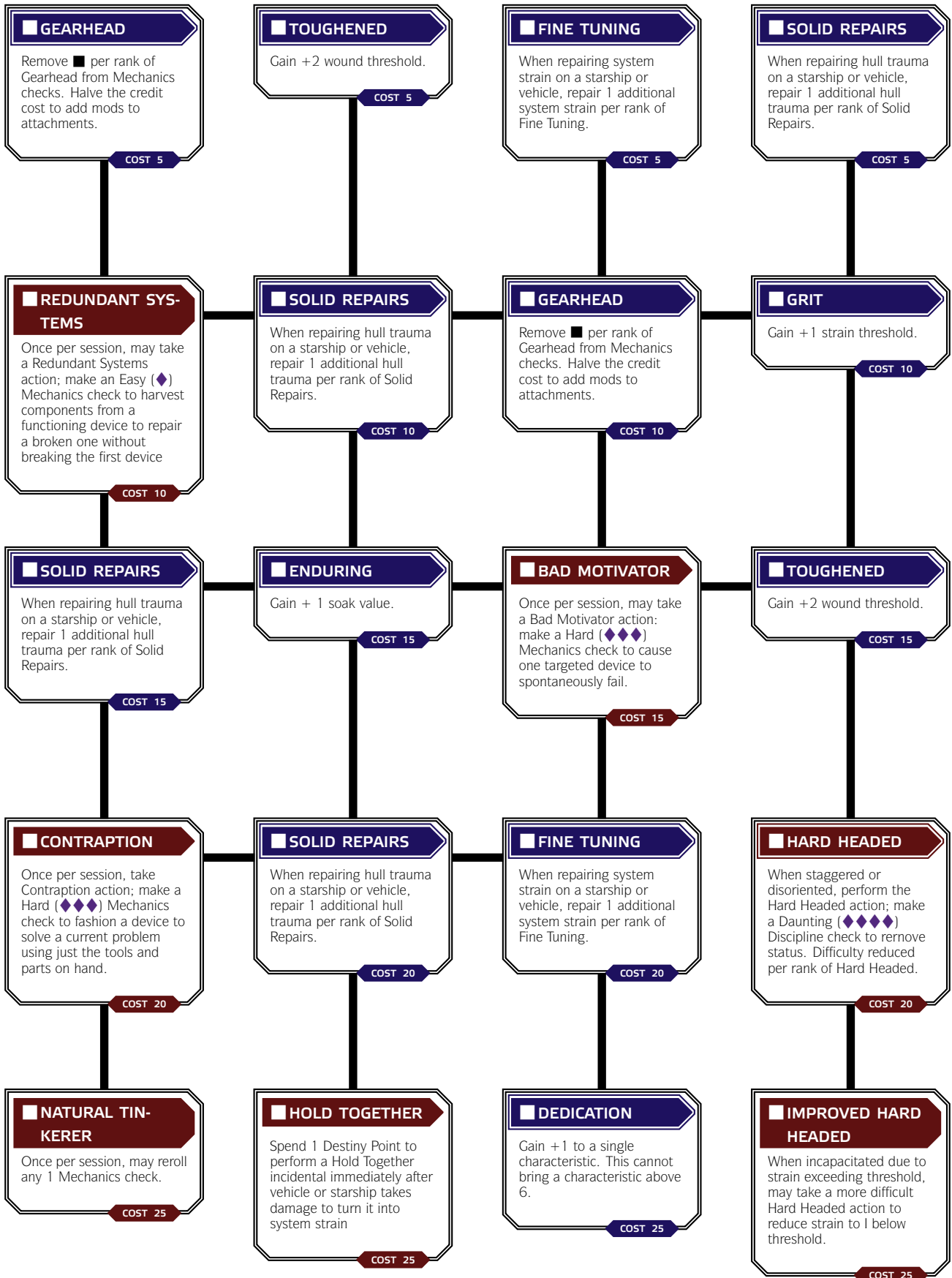
**Career Skills:** Athletics, Computers, Knowledge (Education), Mechanics, Perception, Piloting (Space), Ranged (Light), Vigilance

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

PASSIVE

ACTIVE

RANKED TALENT



# Engineer: Saboteur

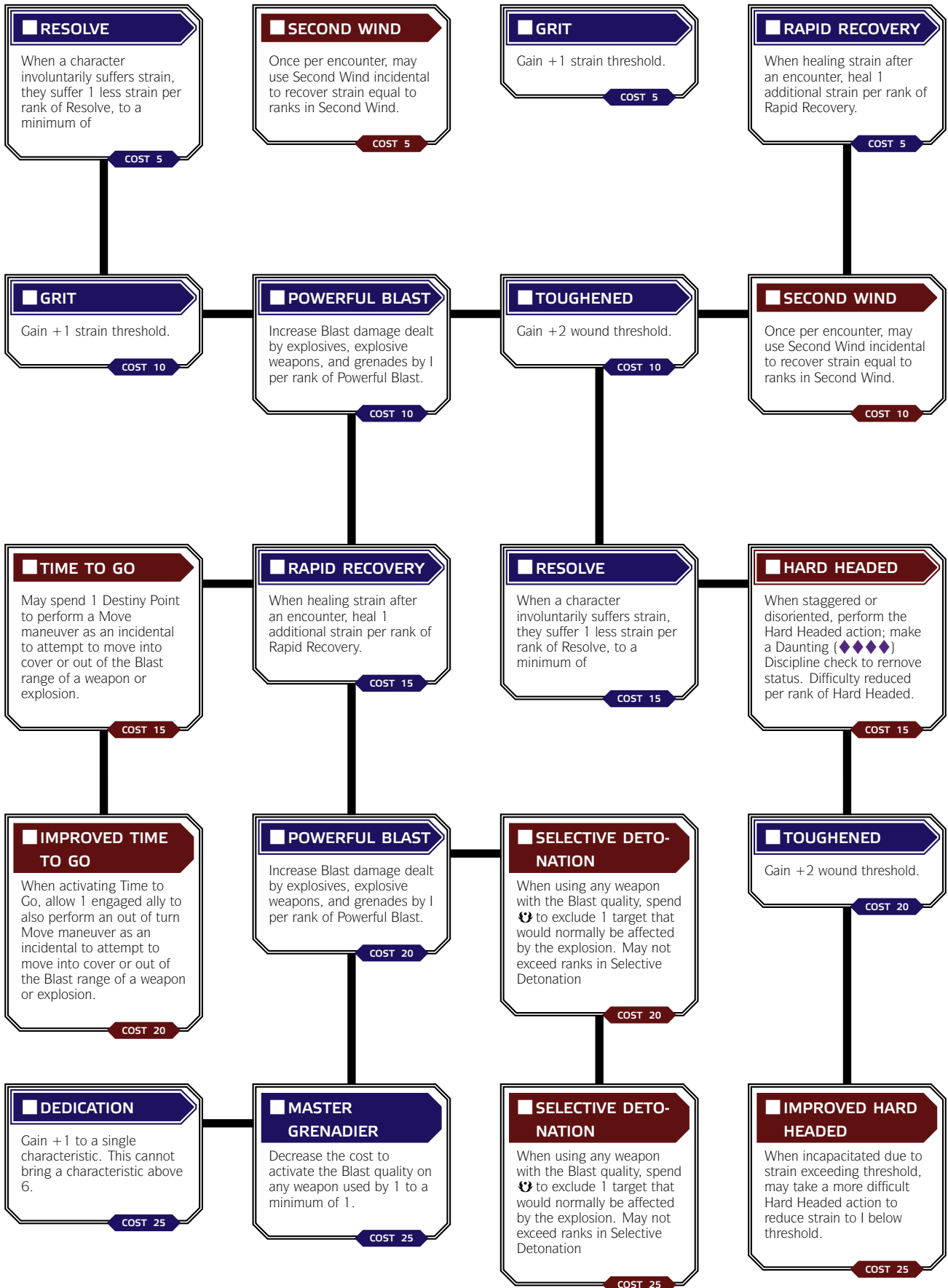
**Career Skills:** Athletics, Computers, Knowledge (Education), Mechanics, Perception, Piloting (Space), Ranged (Light), Vigilance

**Additional Career Skills:** Coordination, Mechanics, Skulduggery, Stealth

**PASSIVE**

**ACTIVE**

**RANKED TALENT**



# Engineer: Sapper

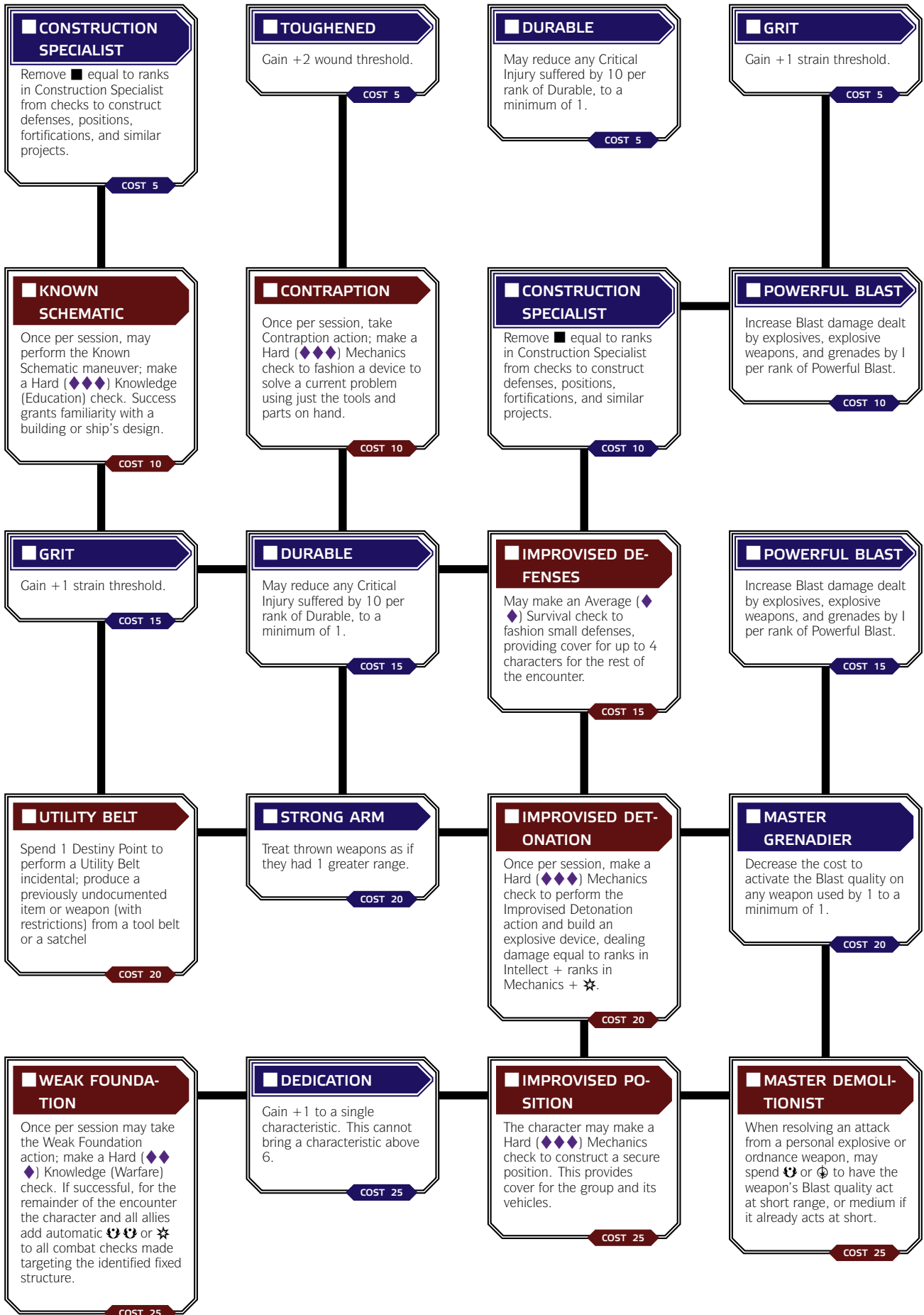
PASSIVE

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

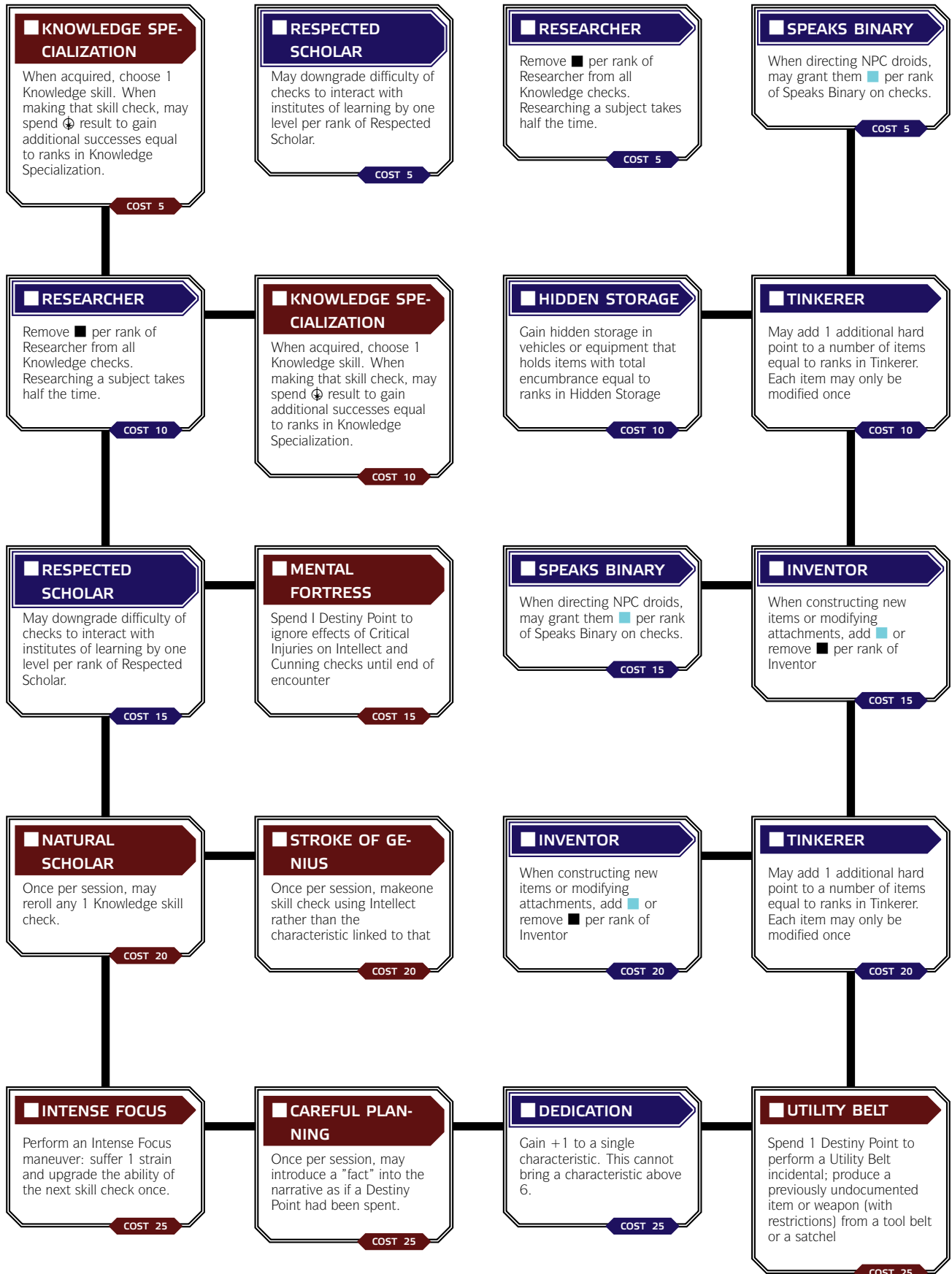
**Career Skills:** Athletics, Computers, Knowledge (Education), Mechanics, Perception, Piloting (Space), Ranged (Light), Vigilance

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

PASSIVE

ACTIVE

RANKED TALENT



# Engineer: Shipwright

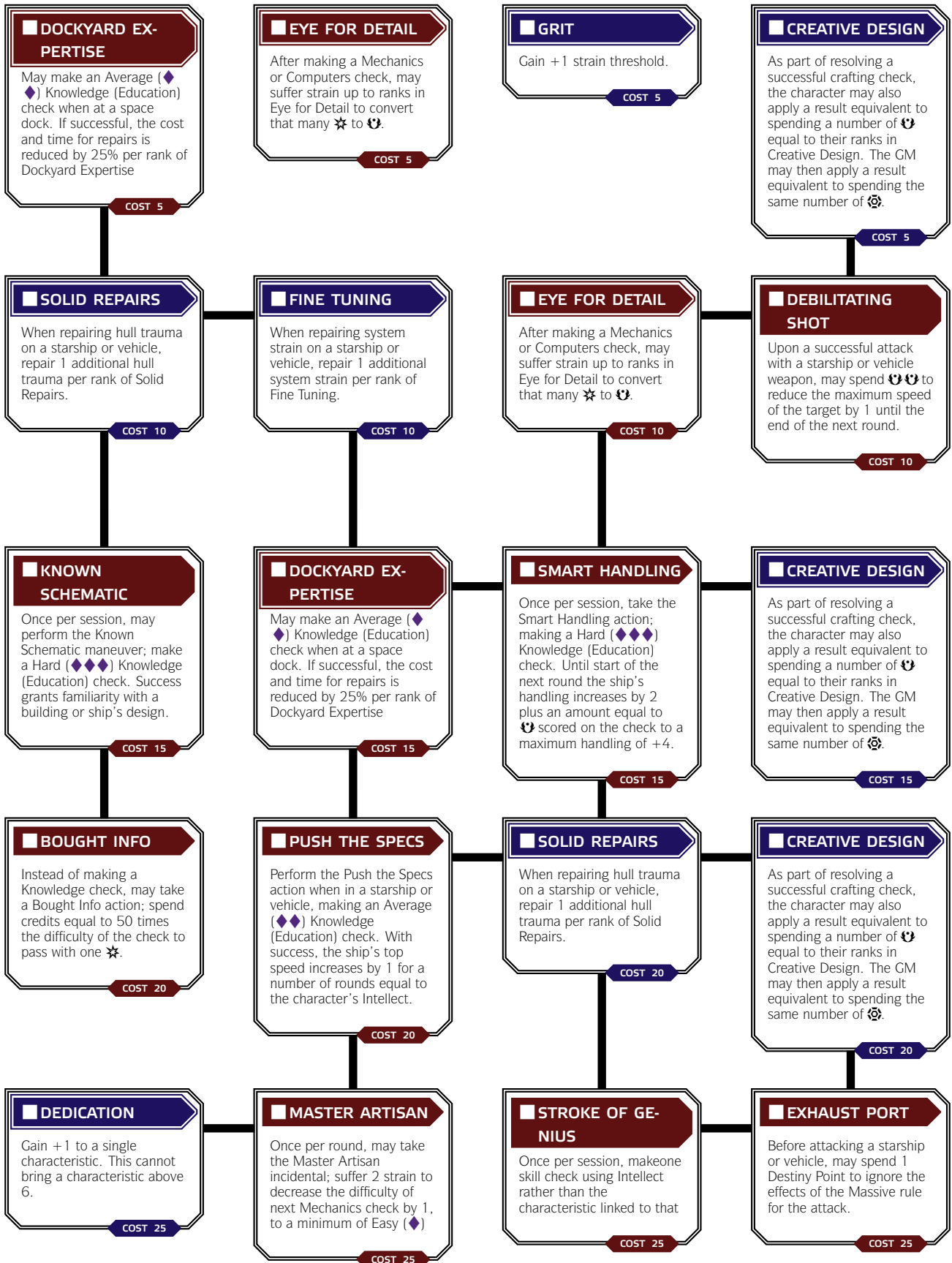
**Career Skills:** Athletics, Computers, Knowledge (Education), Mechanics, Perception, Piloting (Space), Ranged (Light), Vigilance

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

PASSIVE

ACTIVE

RANKED TALENT



# Explorer: Archaeologist

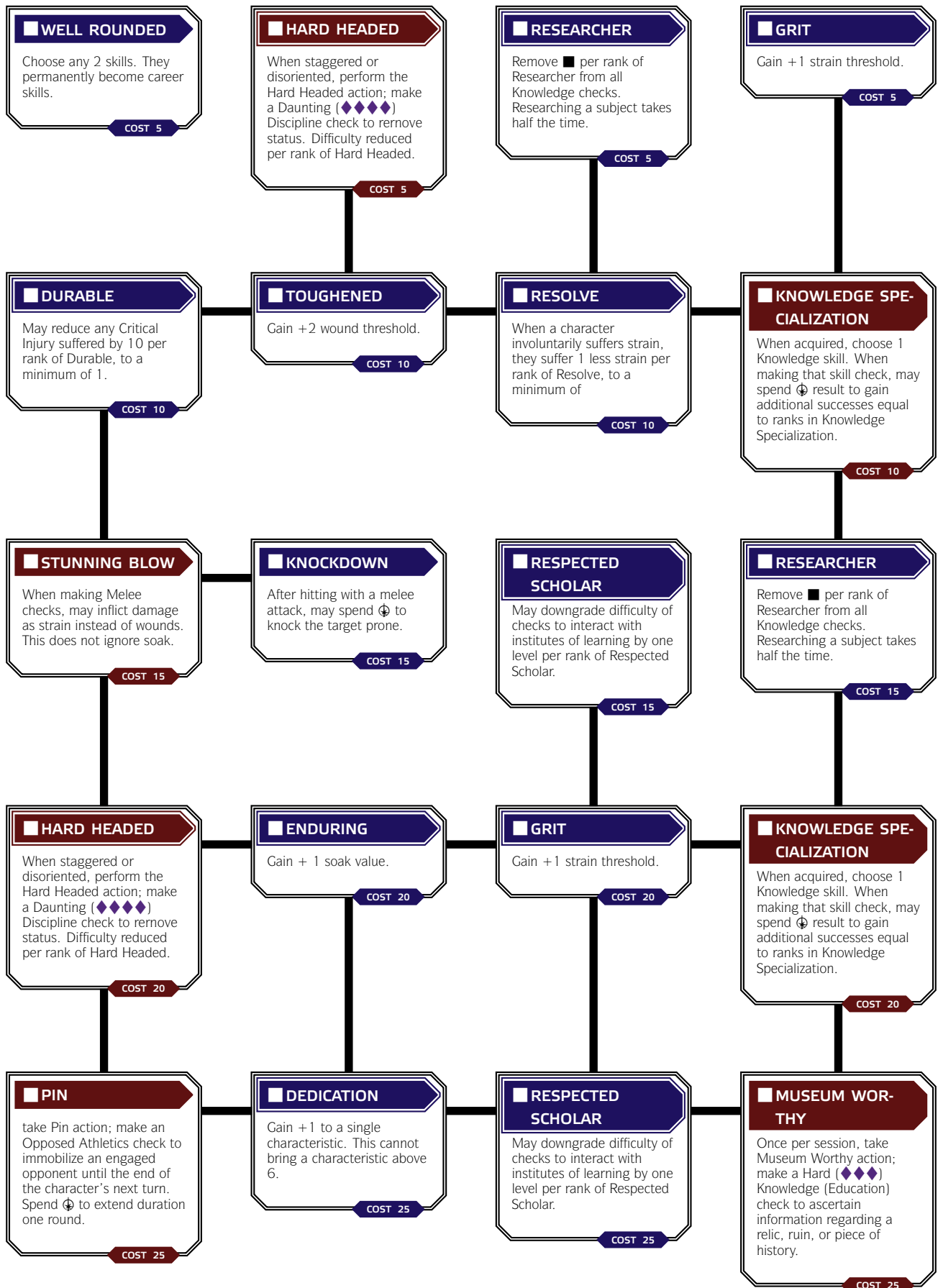
PASSIVE

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

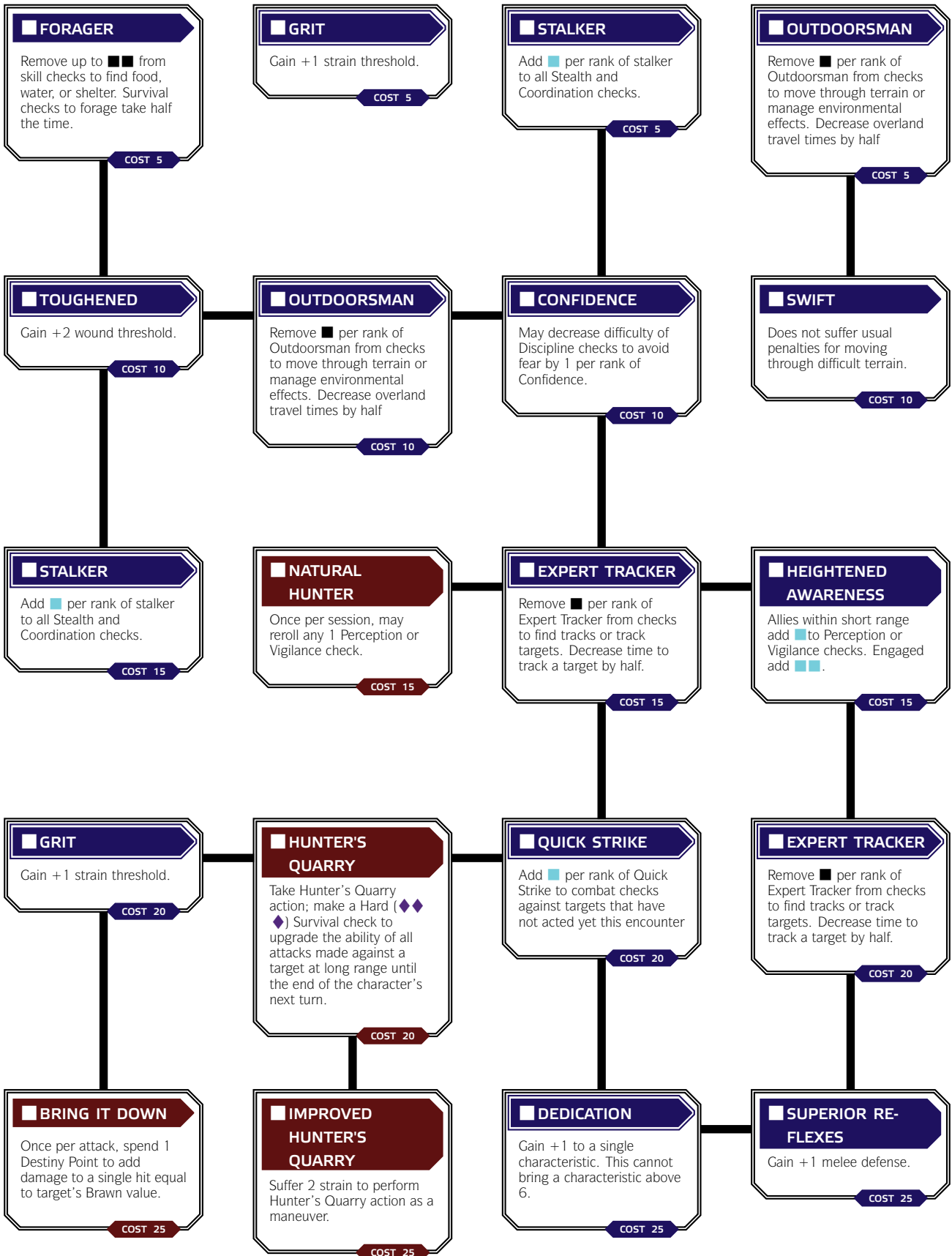
**Career Skills:** Astrogation, Cool, Knowledge (Lore), Knowledge (Outer Rim), Knowledge (Xenology), Perception, Piloting (Space), Survival

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

**PASSIVE**

**ACTIVE**

**RANKED TALENT**



# Explorer: Driver

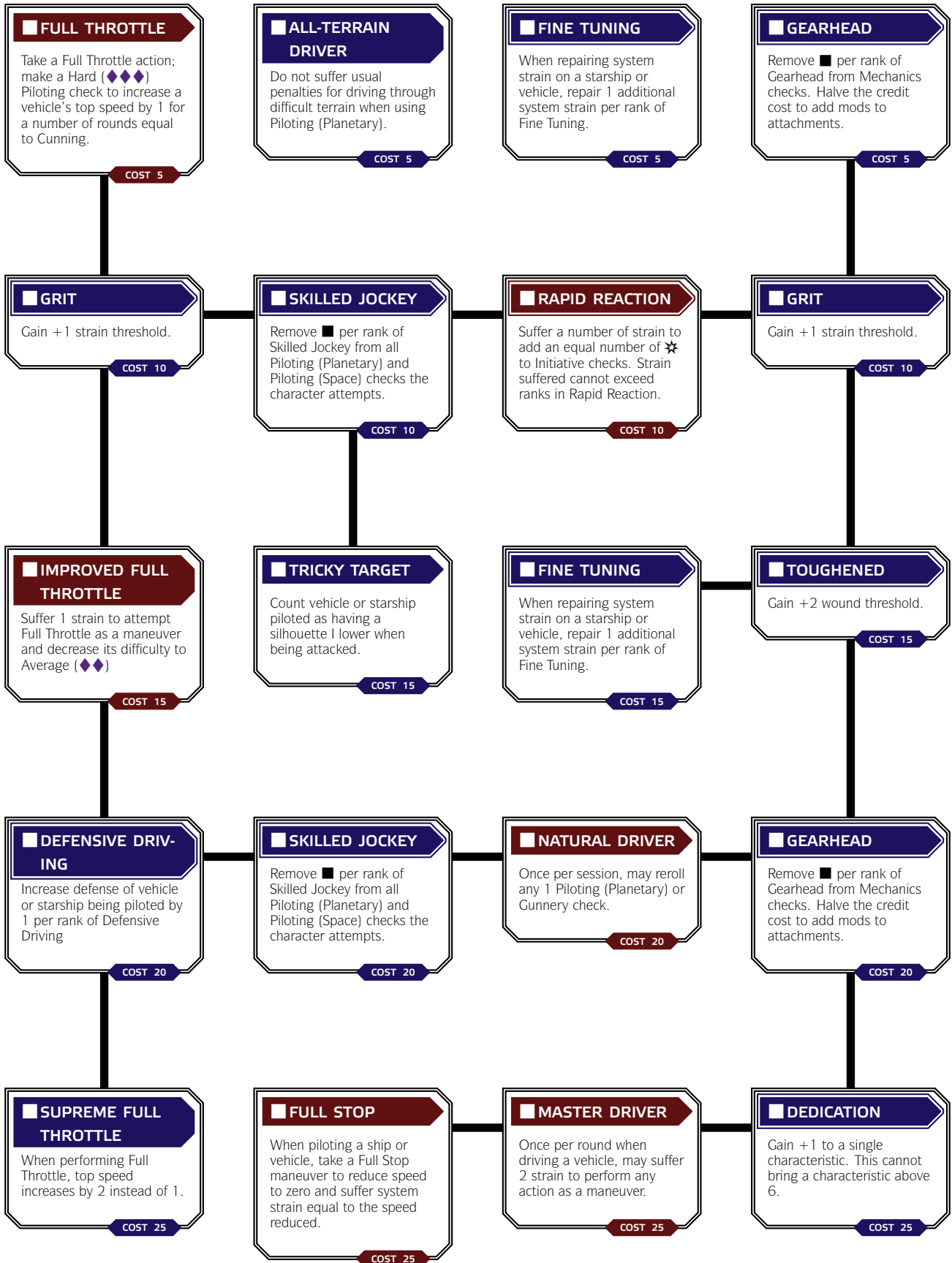
PASSIVE

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

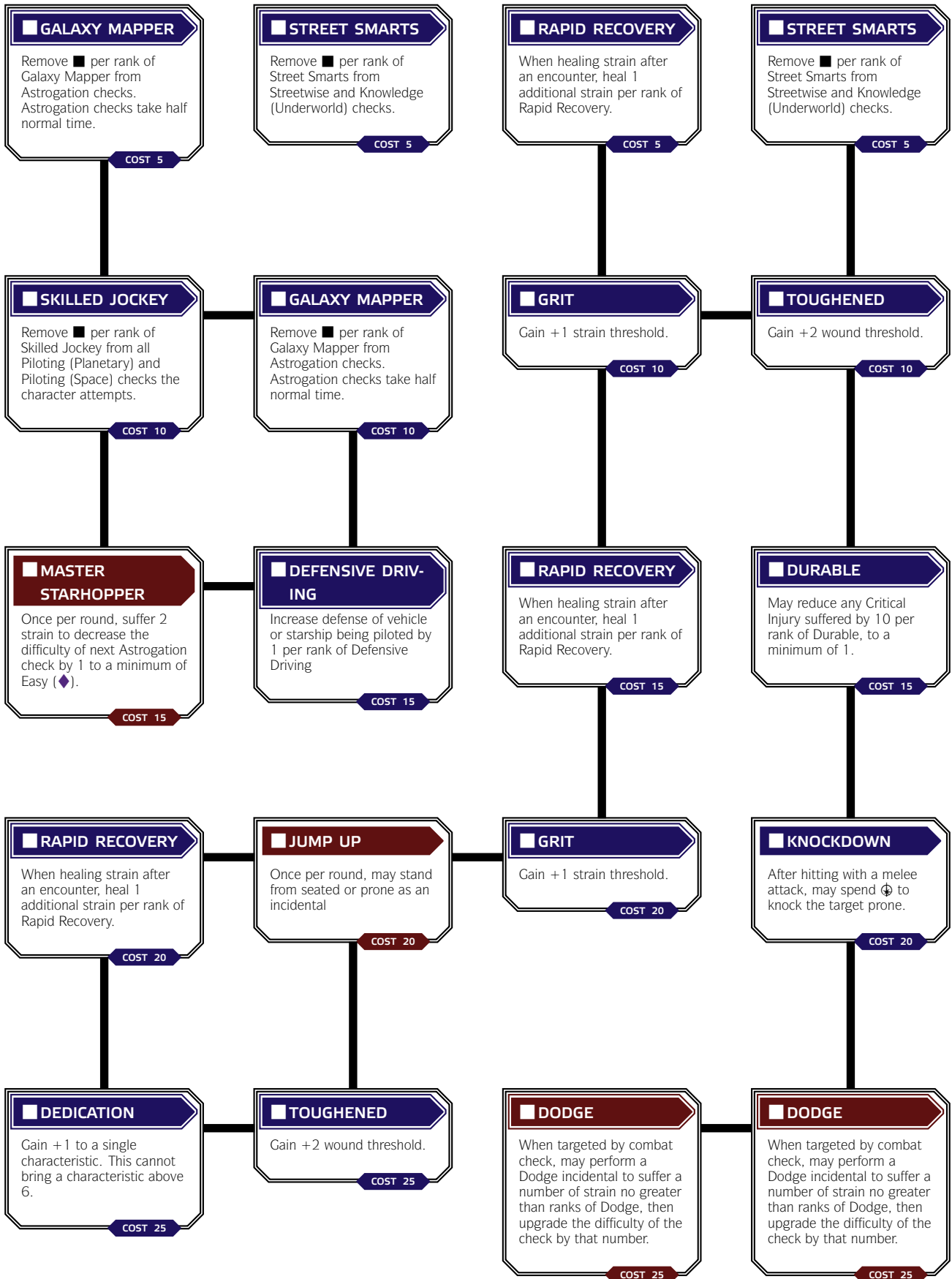
**Career Skills:** Astrogation, Cool, Knowledge (Lore), Knowledge (Outer Rim), Knowledge (Xenology), Perception, Piloting (Space), Survival

**Additional Career Skills:** Astrogation, Coordination, Negotiation, Streetwise

**PASSIVE**

**ACTIVE**

**RANKED TALENT**



# Explorer: Scout

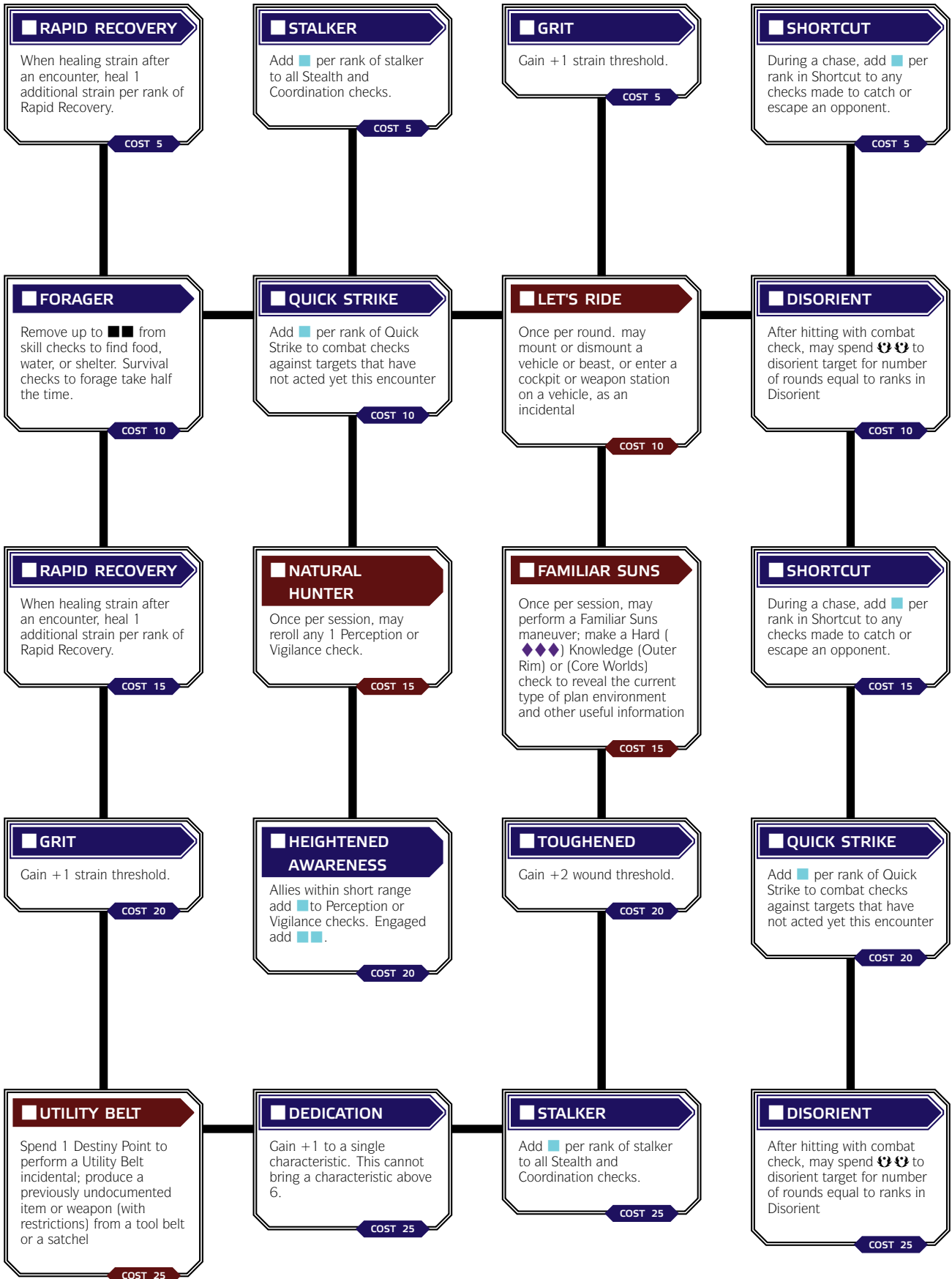
**Career Skills:** Astrogation, Cool, Knowledge (Lore), Knowledge (Outer Rim), Knowledge (Xenology), Perception, Piloting (Space), Survival

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

**PASSIVE**

**ACTIVE**

**RANKED TALENT**



# Explorer: Trader

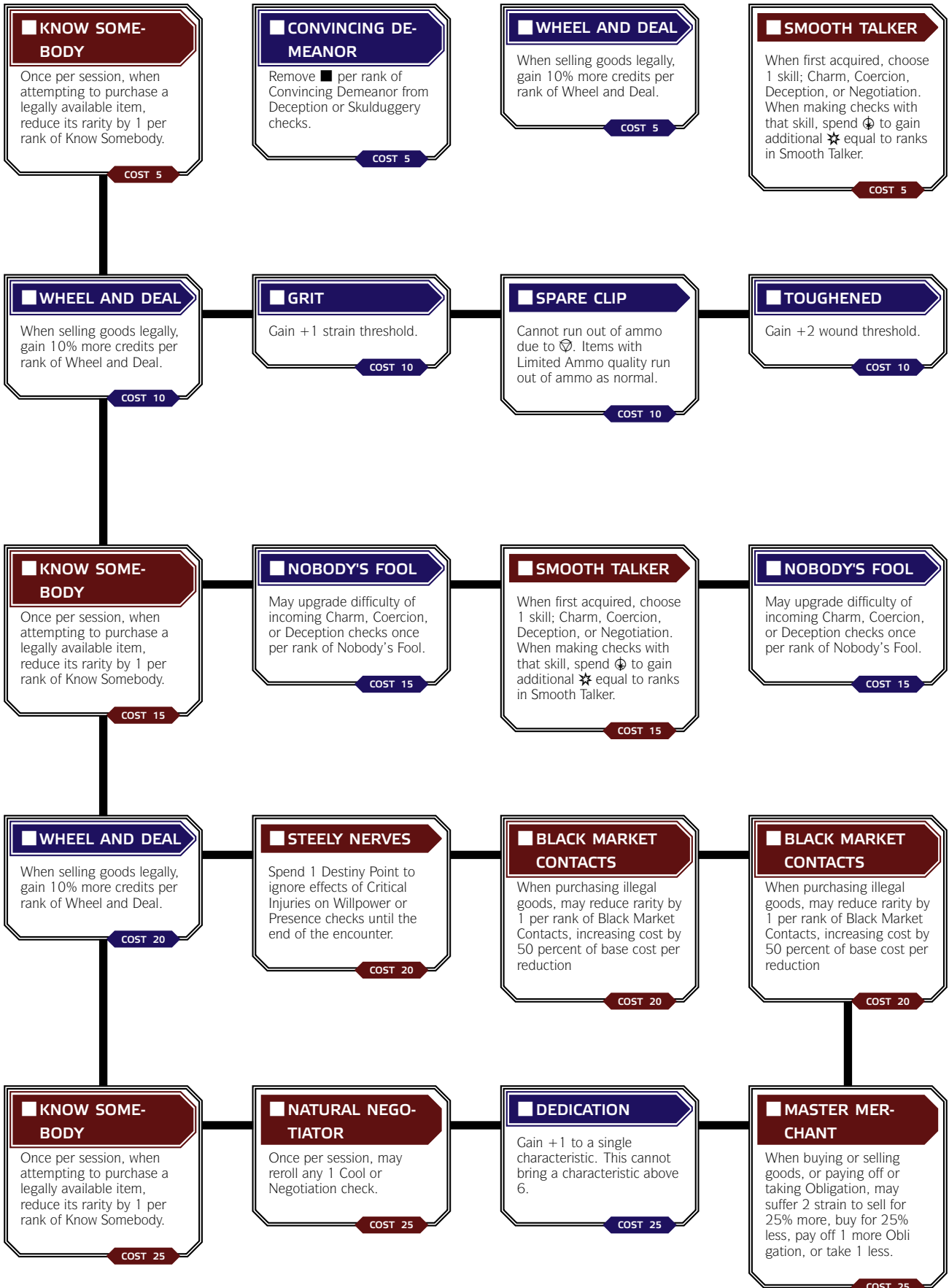
**PASSIVE**

**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

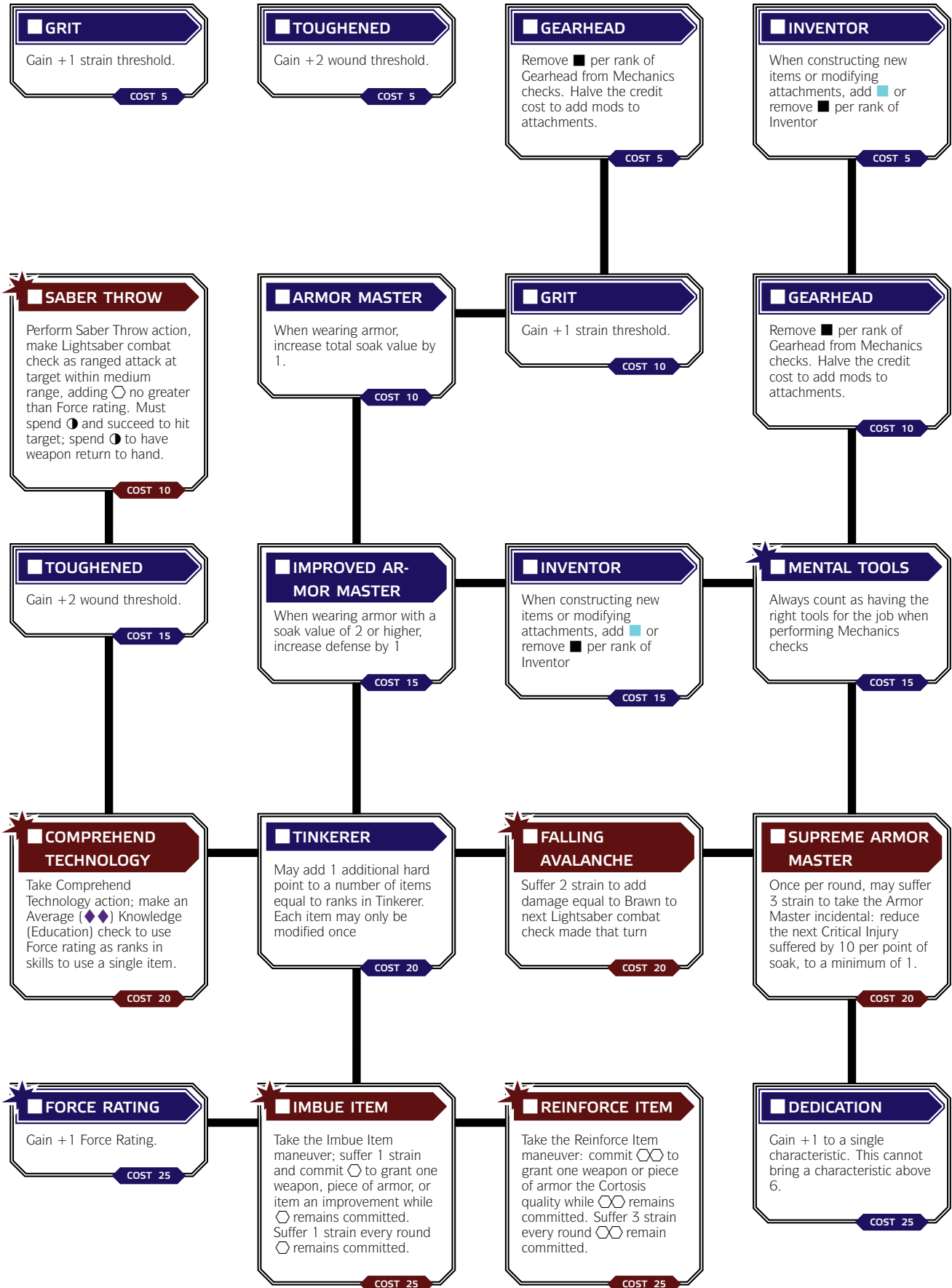
Additional Career Skills: Knowledge (Outer Rim), Lightsaber, Mechanics, Resilience

PASSIVE

ACTIVE

RANKED TALENT

FORCE TALENT



# Guardian: Peacekeeper

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

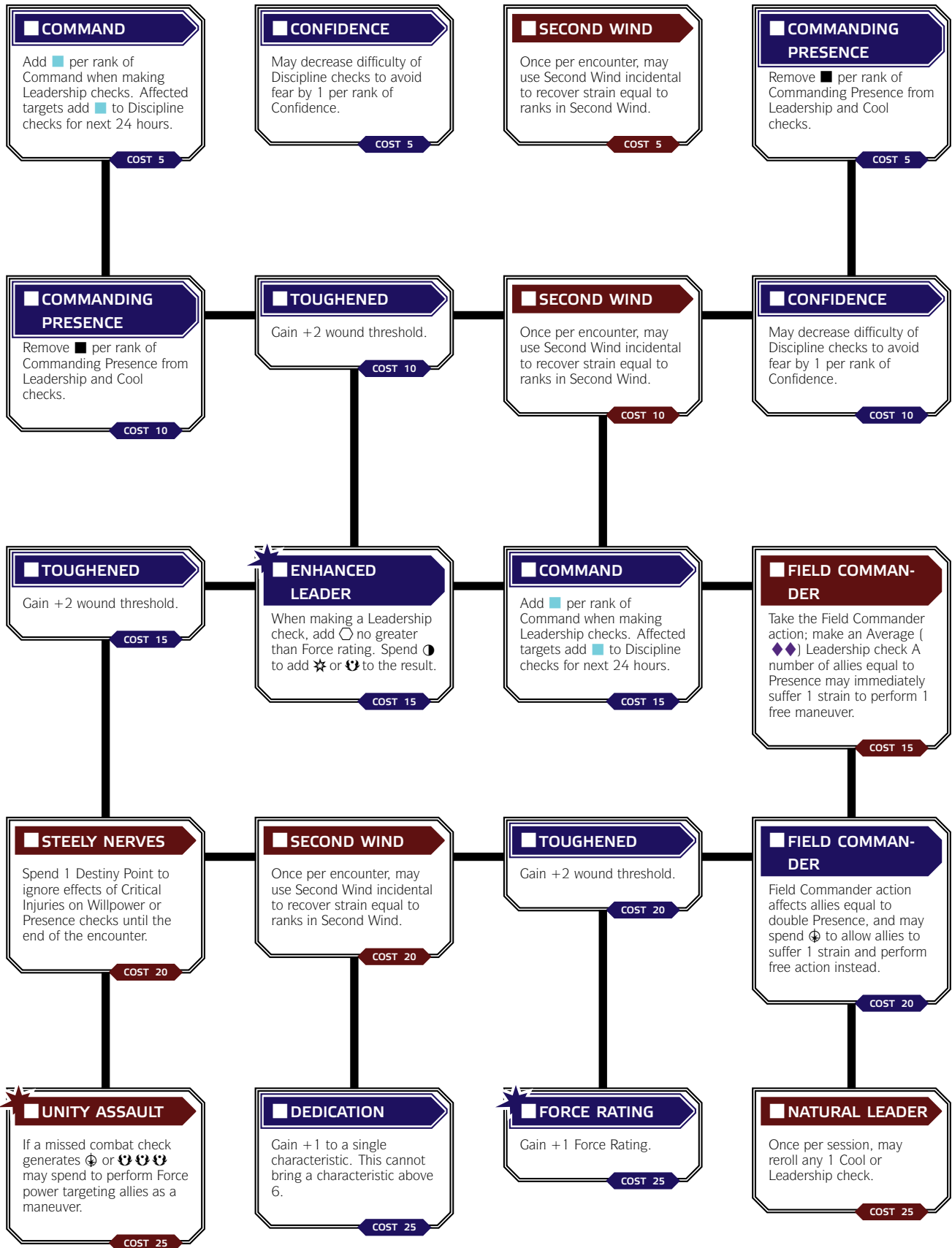
**Additional Career Skills:** Discipline, Leadership, Perception, Piloting (Planetary)

PASSIVE

ACTIVE

RANKED TALENT

FORCE TALENT



# Guardian: Protector

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

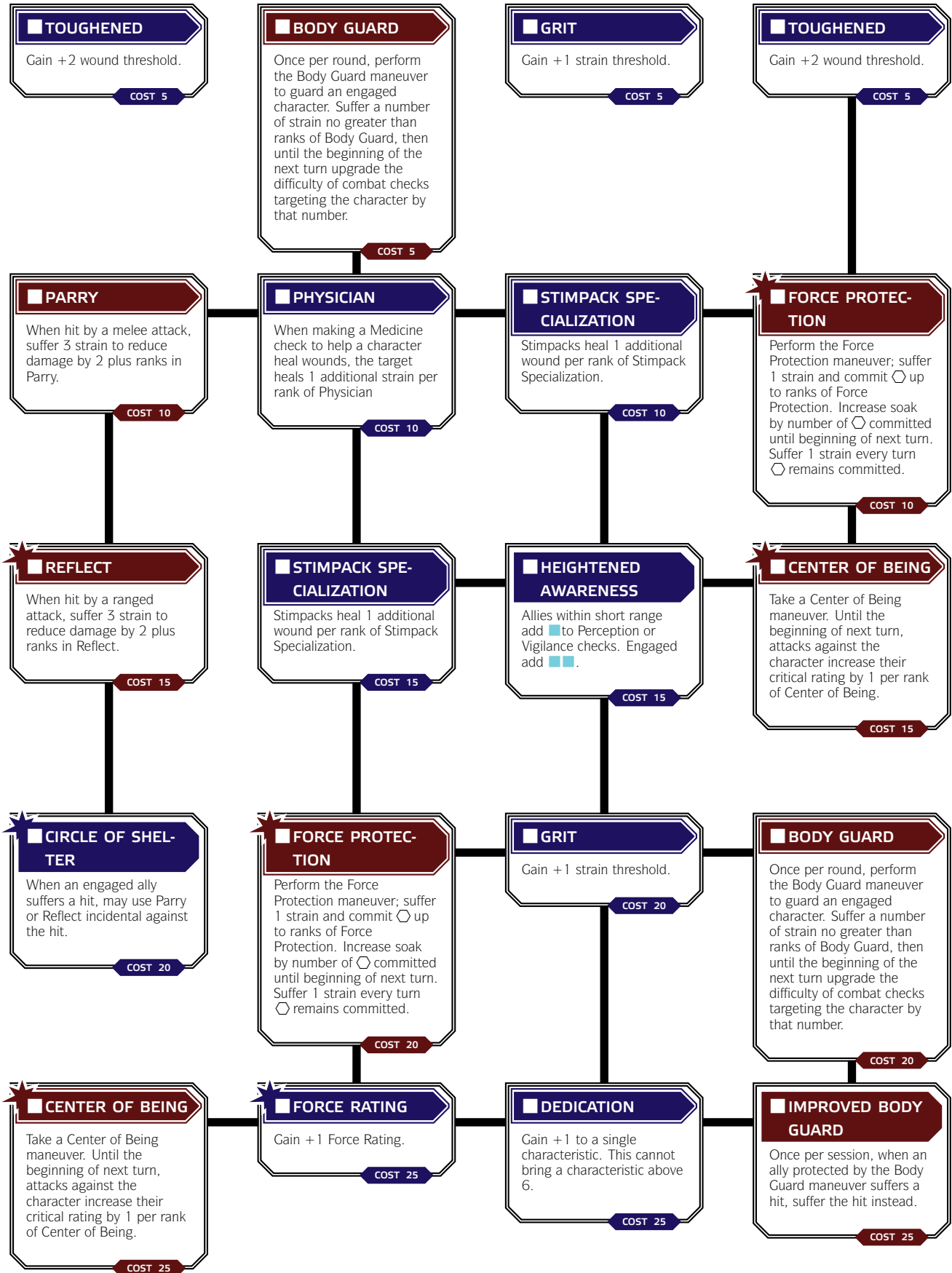
**Additional Career Skills:** Athletics, Medicine, Ranged (Light), Resilience

PASSIVE

ACTIVE

RANKED TALENT

FORCE TALENT





# Guardian: Warden

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

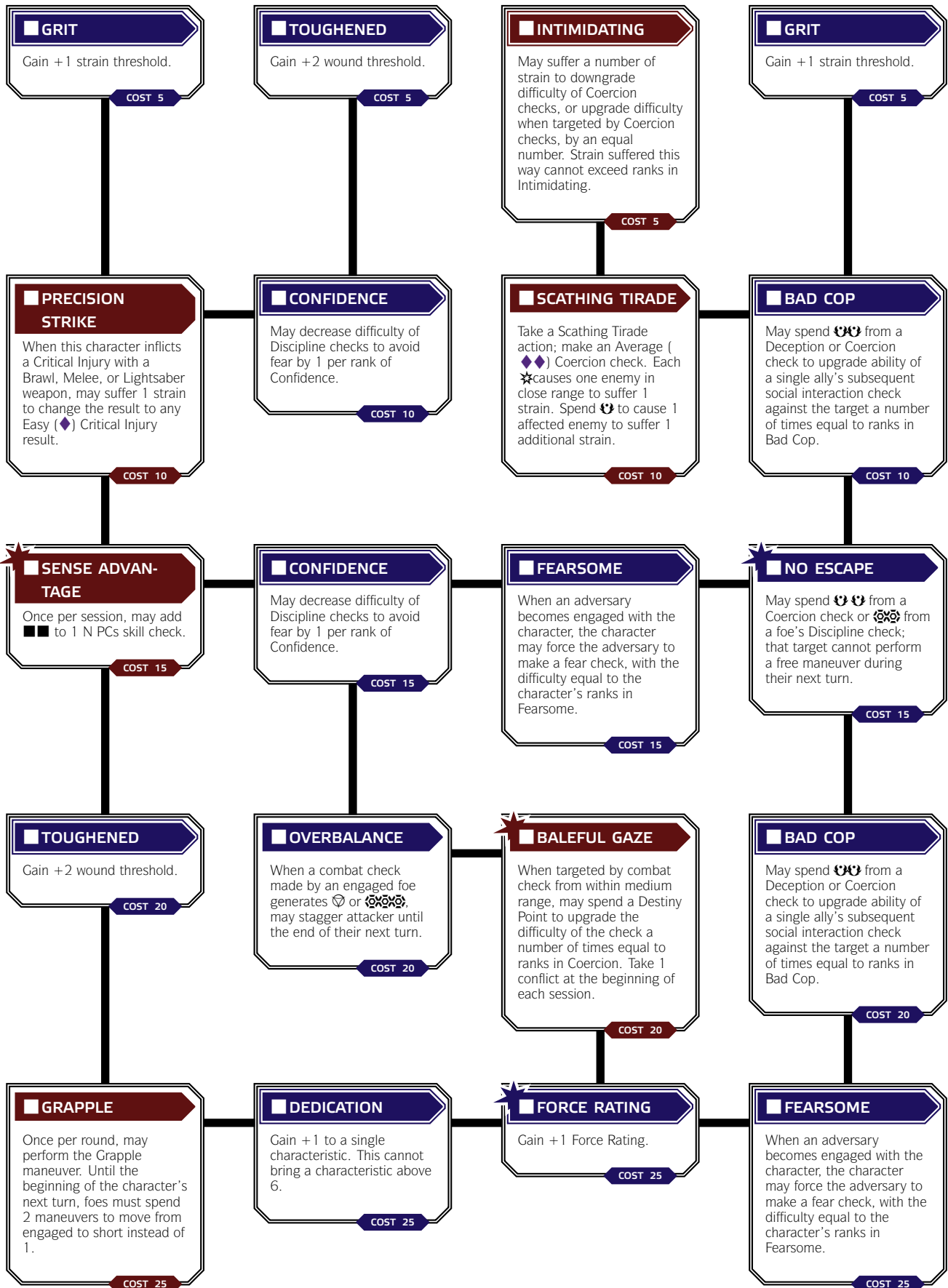
Additional Career Skills: Brawl, Coercion, Discipline, Knowledge (Underworld)

PASSIVE

ACTIVE

RANKED TALENT

FORCE TALENT



# Guardian: Warleader

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

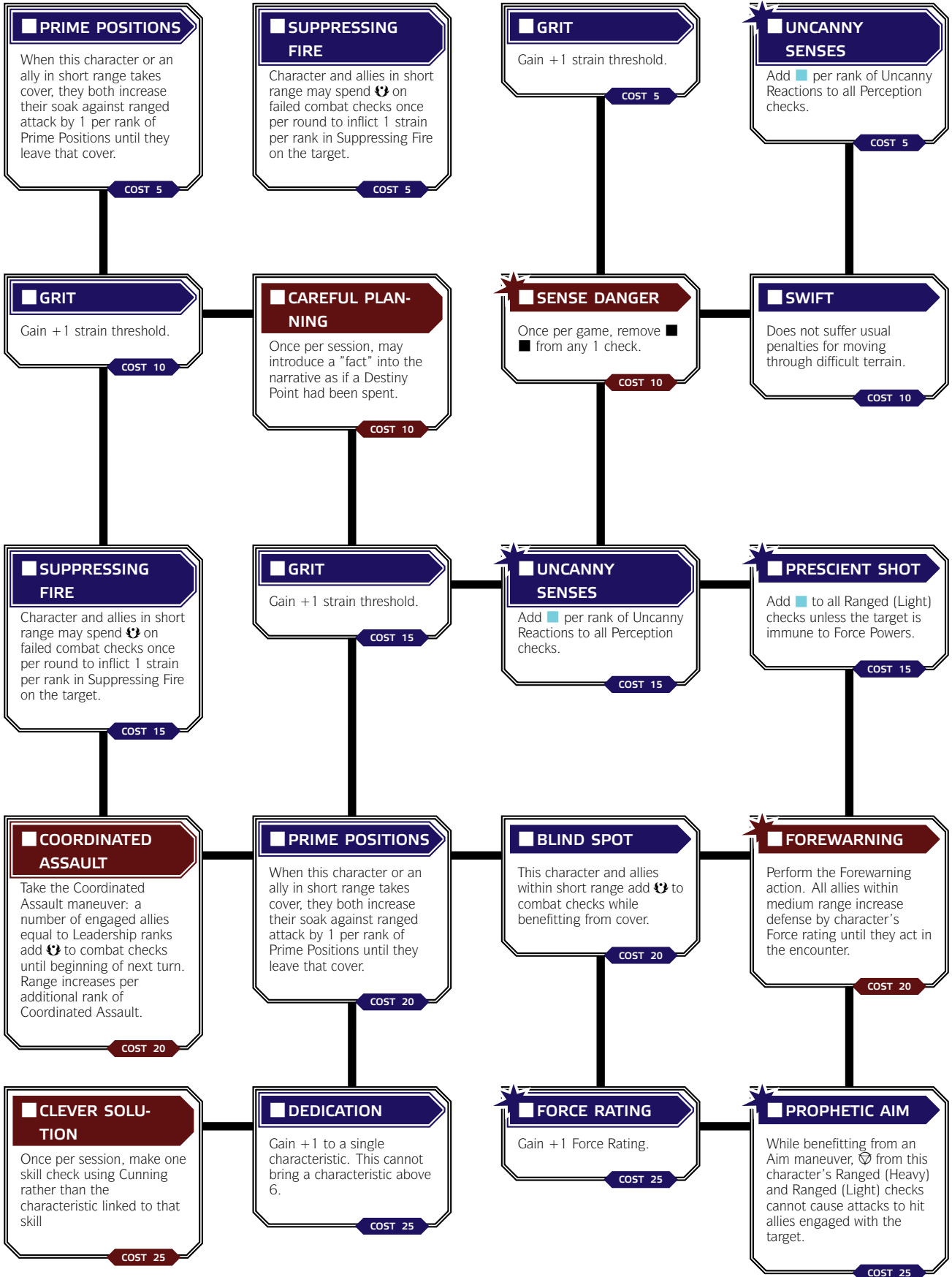
Additional Career Skills: Leadership, Perception, Ranged (Light), Survival

PASSIVE

ACTIVE

RANKED TALENT

FORCE TALENT



# Hired Gun: Bodyguard

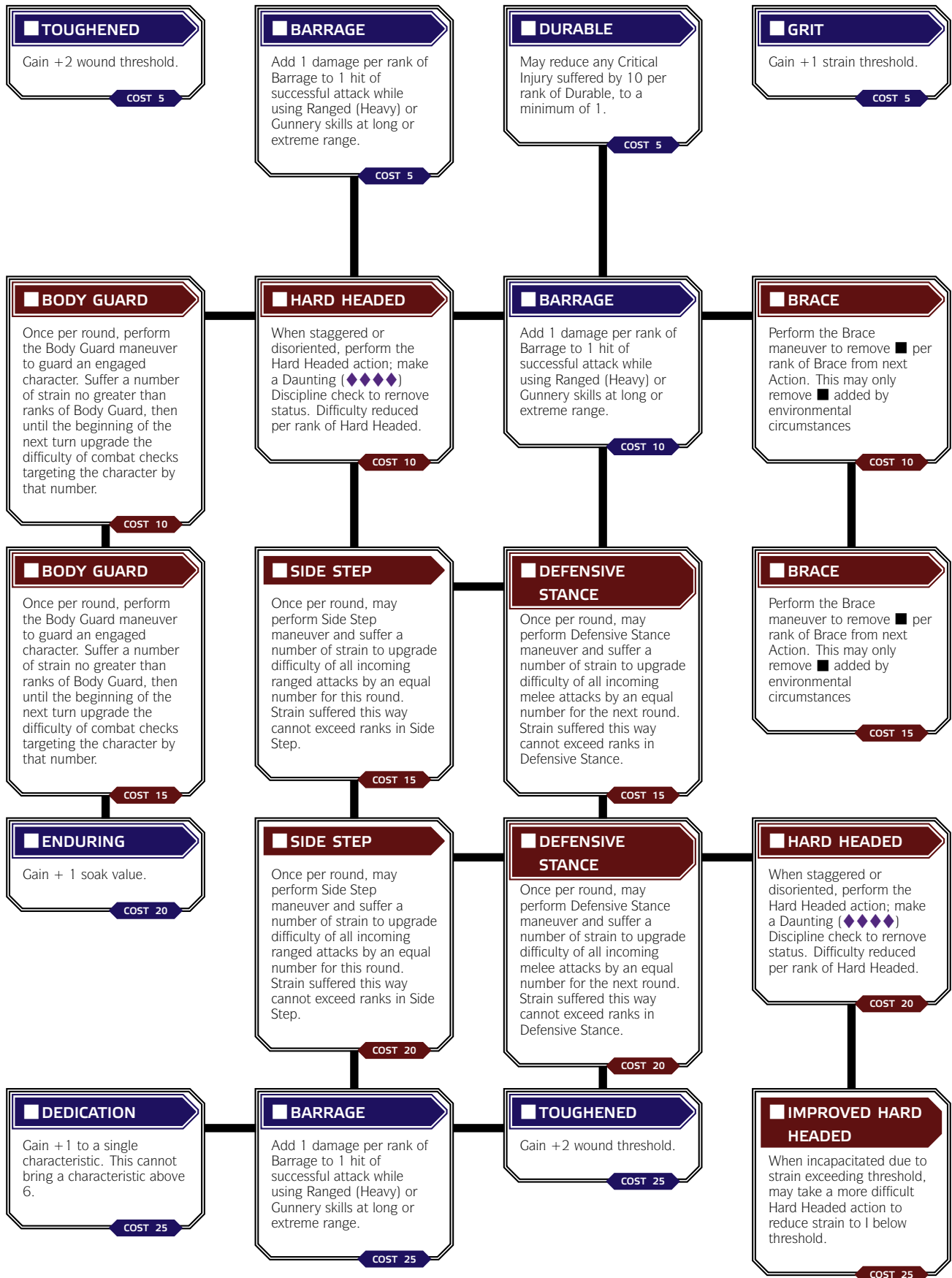
**Career Skills:** Athletics, Brawl, Discipline, Melee, Piloting (Planetary), Ranged (Light), Resilience, Vigilance

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

**PASSIVE**

**ACTIVE**

**RANKED TALENT**



# Hired Gun: Enforcer

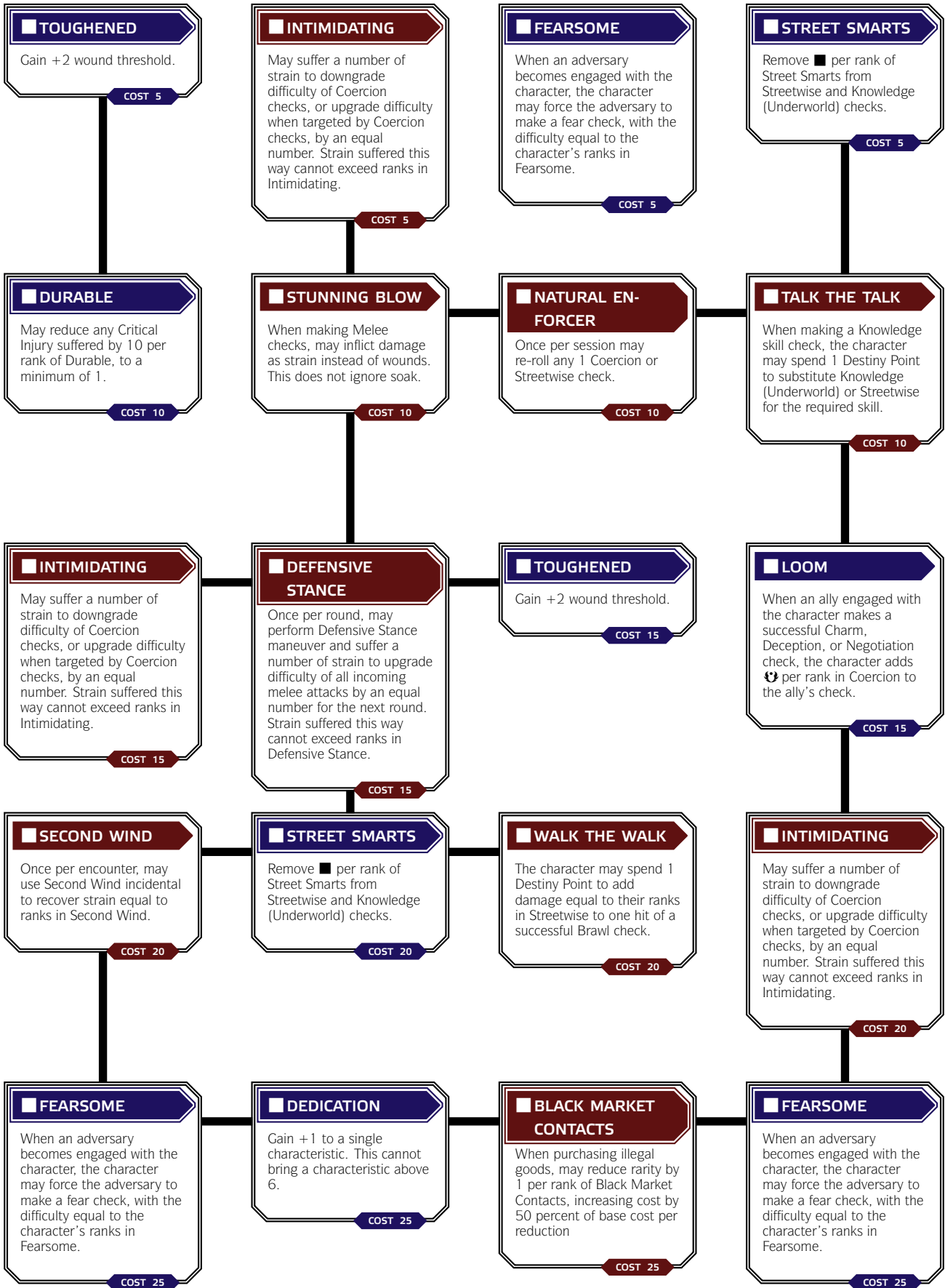
**Career Skills:** Athletics, Brawl, Discipline, Melee, Piloting (Planetary), Ranged (Light), Resilience, Vigilance

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

**PASSIVE**

**ACTIVE**

**RANKED TALENT**



# Hired Gun: Demolitionist

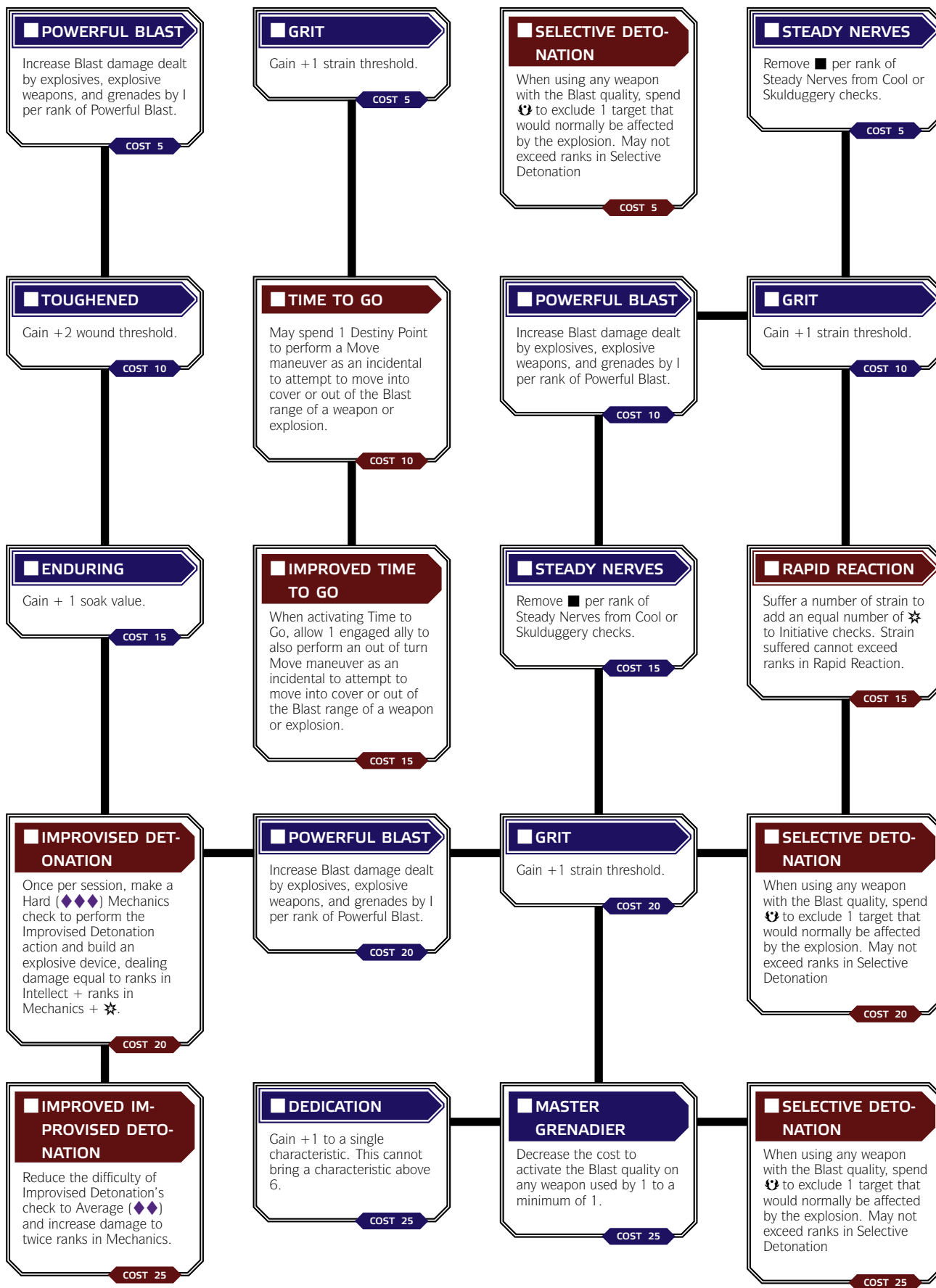
**Career Skills:** Athletics, Brawl, Discipline, Melee, Piloting (Planetary), Ranged (Light), Resilience, Vigilance

**Additional Career Skills:** Computers, Cool, Mechanics, Skulduggery

**PASSIVE**

**ACTIVE**

**RANKED TALENT**



# Hired Gun: Heavy

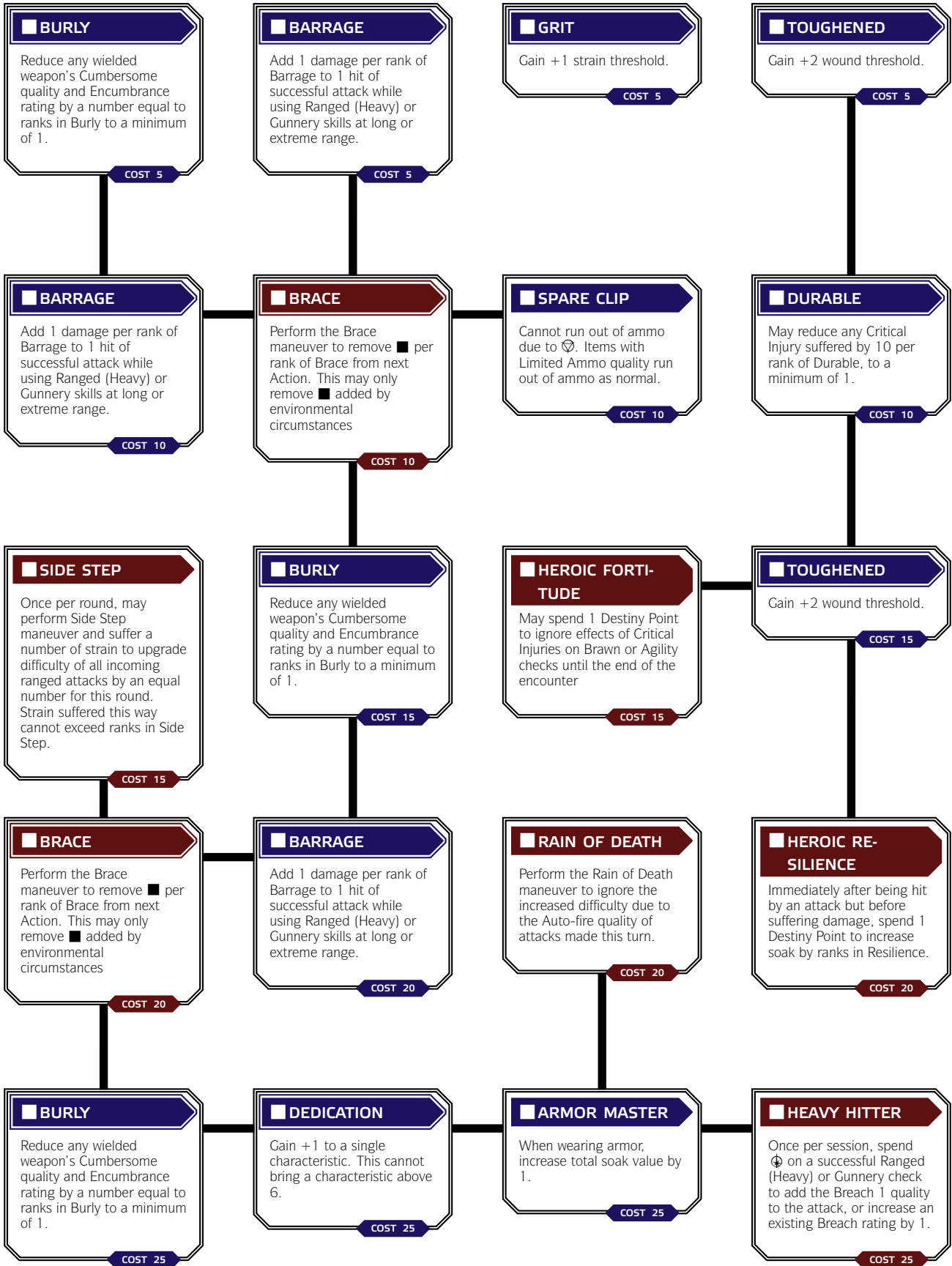
**Career Skills:** Athletics, Brawl, Discipline, Melee, Piloting (Planetary), Ranged (Light), Resilience, Vigilance

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

**PASSIVE**

**ACTIVE**

**RANKED TALENT**



# Hired Gun: Marauder

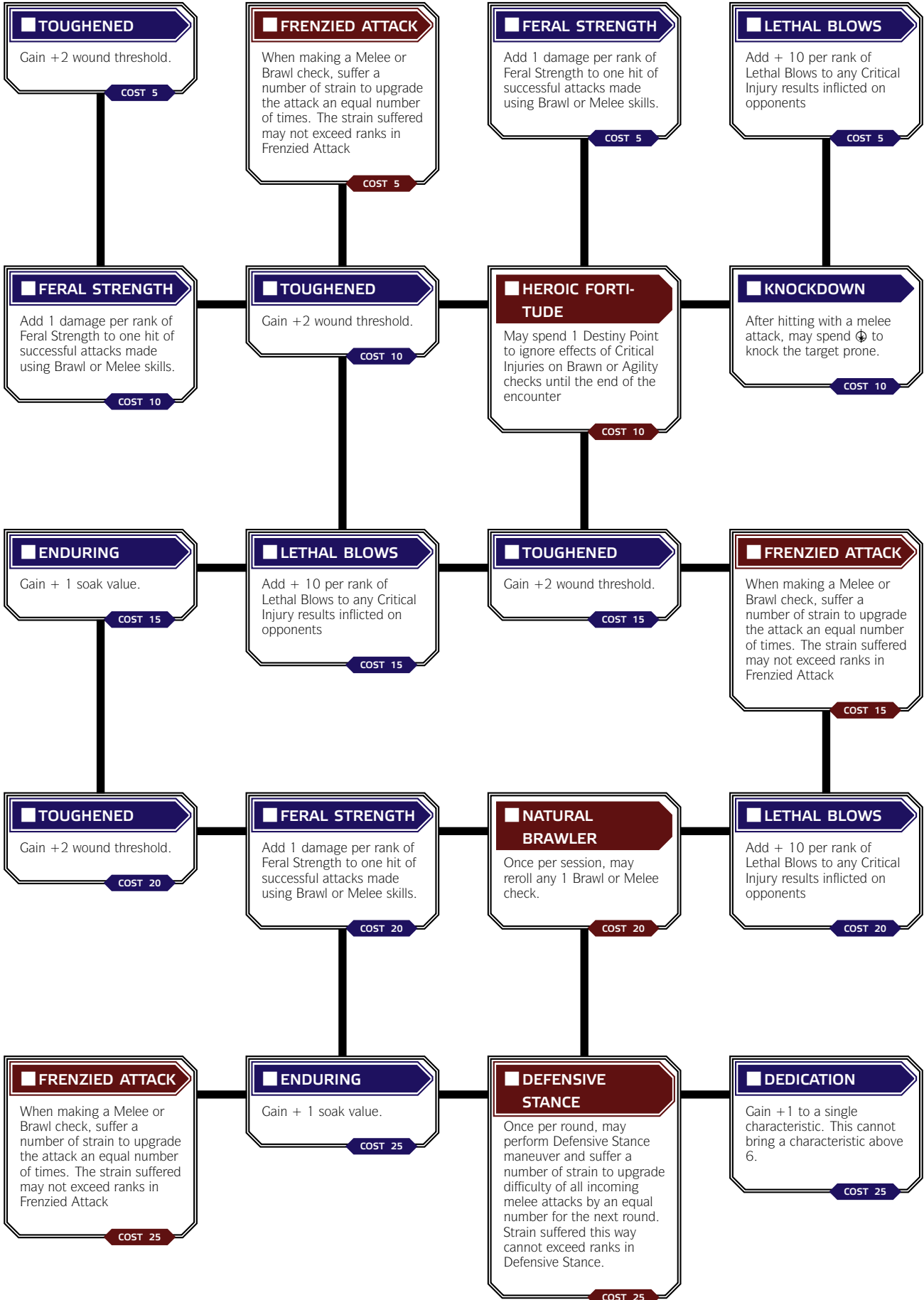
**Career Skills:** Athletics, Brawl, Discipline, Melee, Piloting (Planetary), Ranged (Light), Resilience, Vigilance

**Additional Career Skills:** Coercion, Melee, Resilience, Survival

**PASSIVE**

**ACTIVE**

**RANKED TALENT**



# Hired Gun: Mercenary

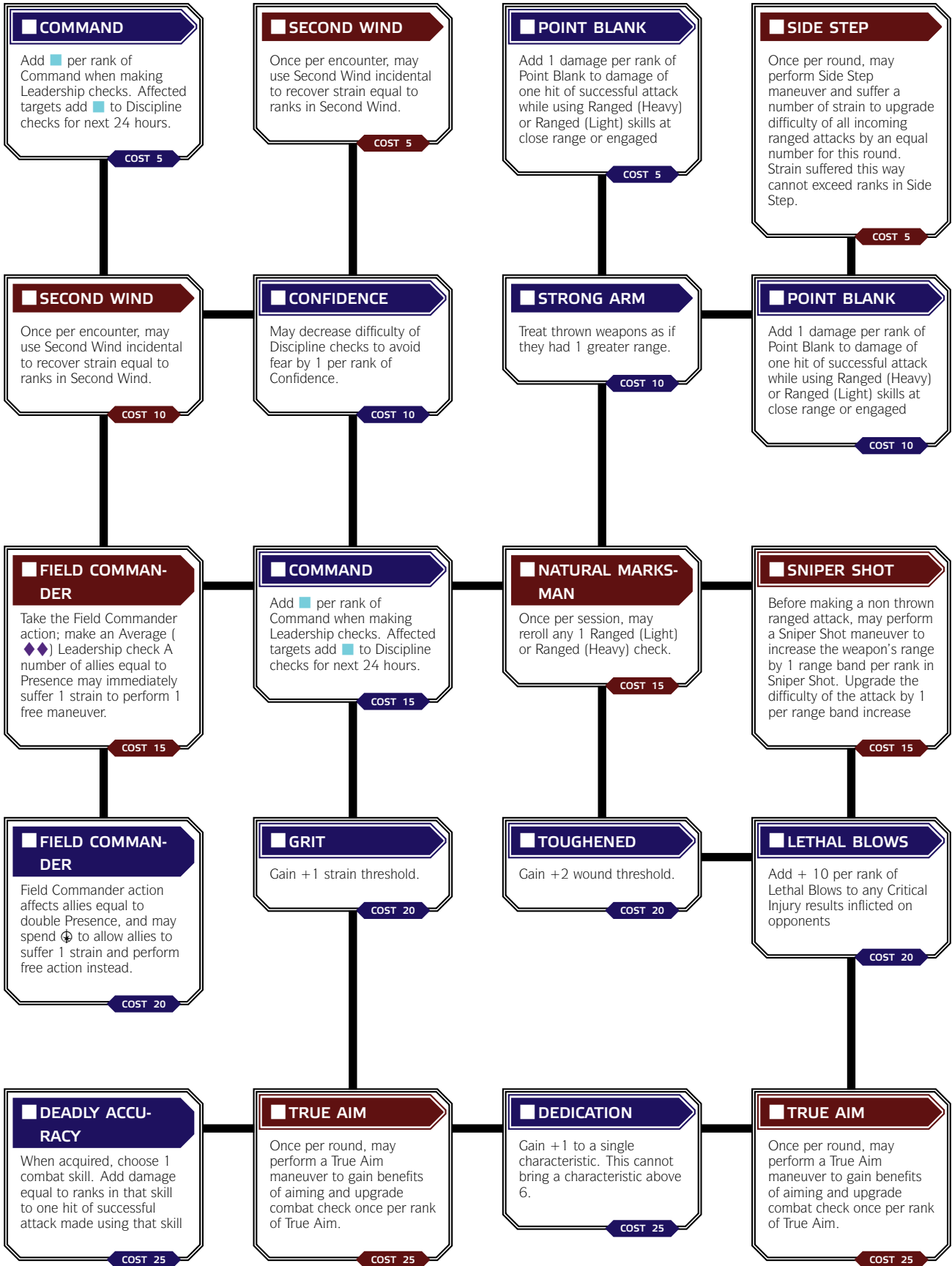
**Career Skills:** Athletics, Brawl, Discipline, Melee, Piloting (Planetary), Ranged (Light), Resilience, Vigilance

**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

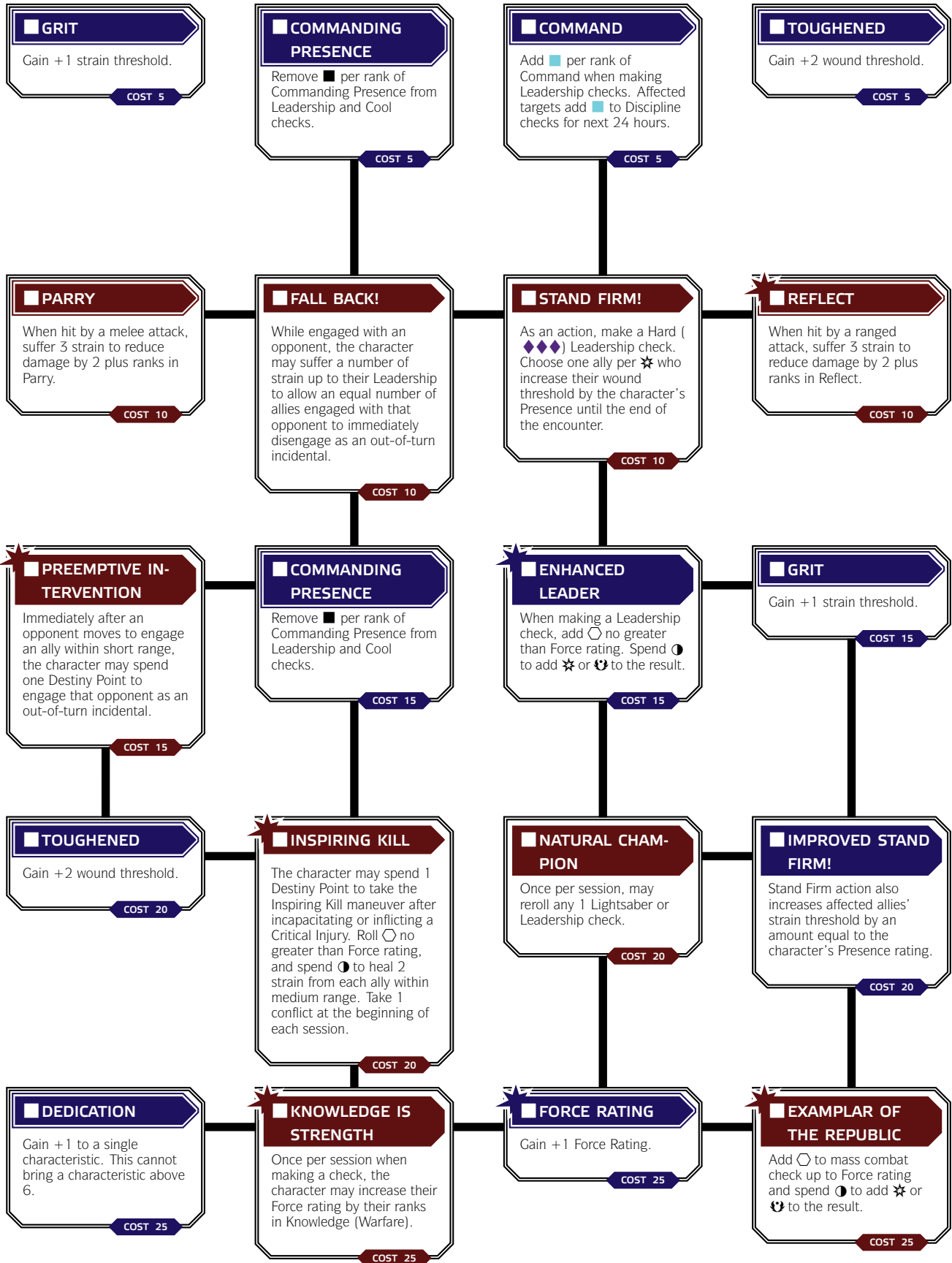
**Prerequisite:** Force Rating 2

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

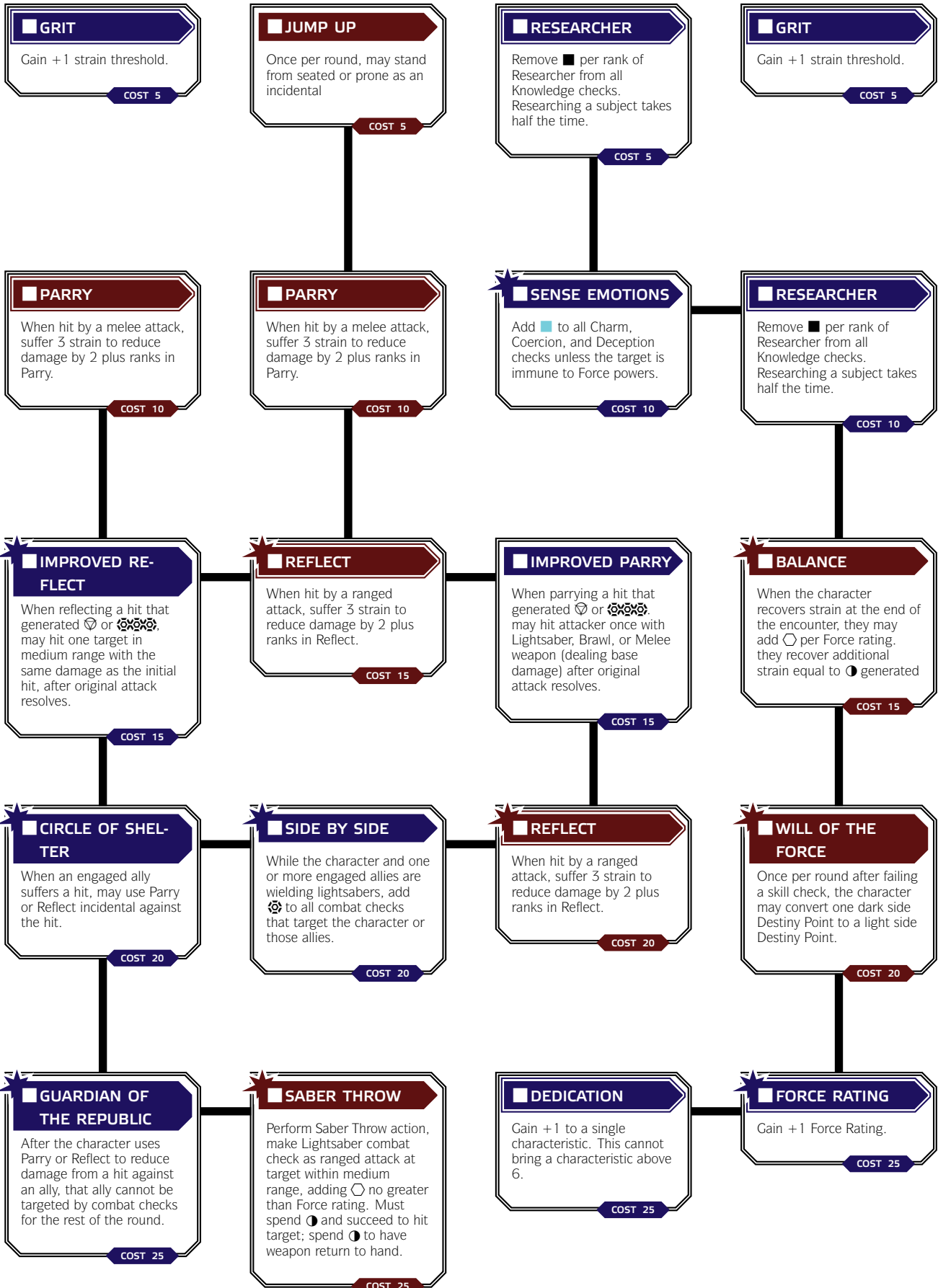
**Prerequisite:** Force Rating 2

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

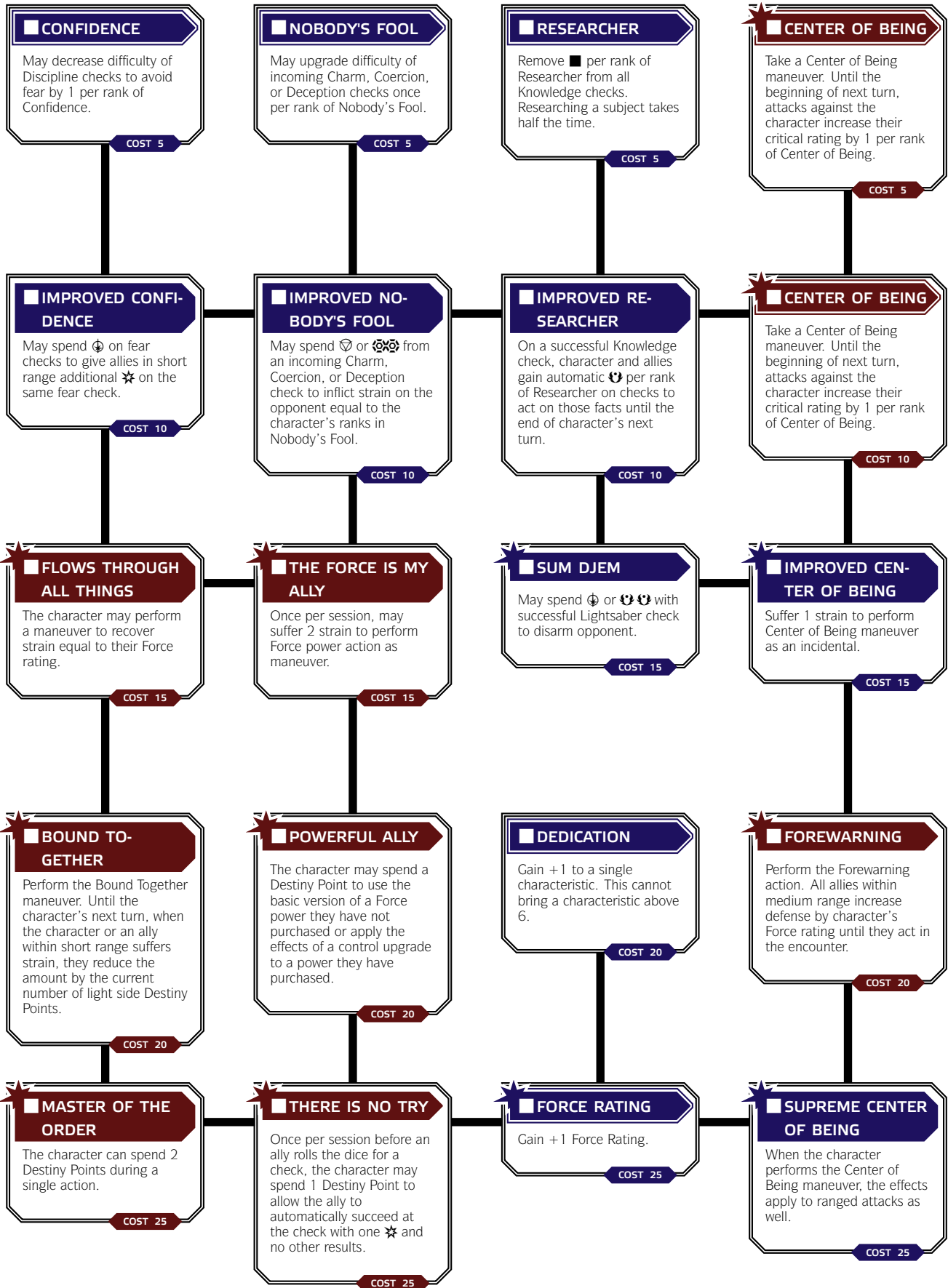
**Prerequisite:** Force Rating 3

**PASSIVE**

**ACTIVE**

**RANKED TALENT**

**FORCE TALENT**



# Jedi: Padawan

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

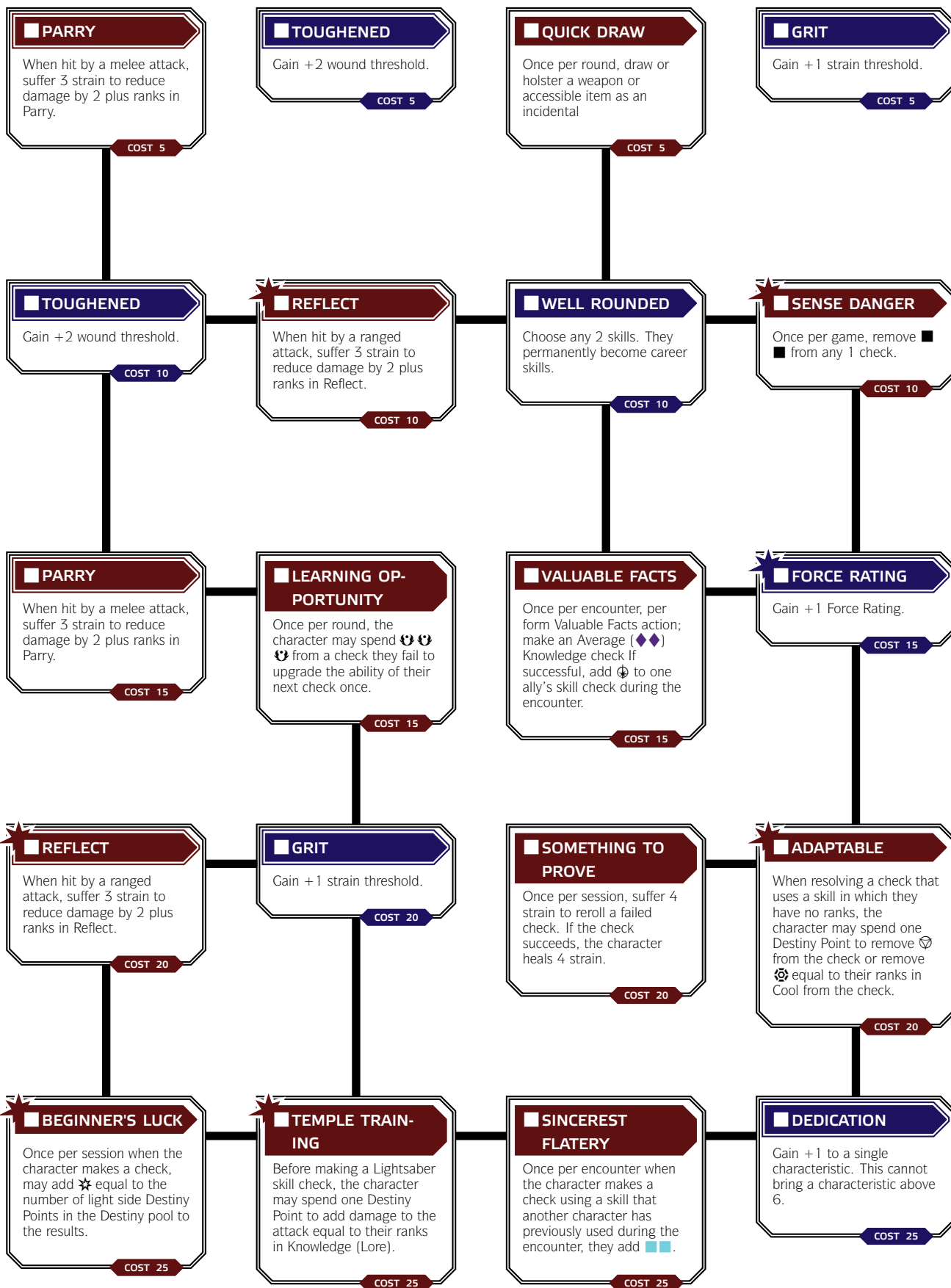
**Additional Career Skills:** Coordination, Knowledge, Mechanics, Vigilance

PASSIVE

ACTIVE

RANKED TALENT

FORCE TALENT



# Mystic: Advisor

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

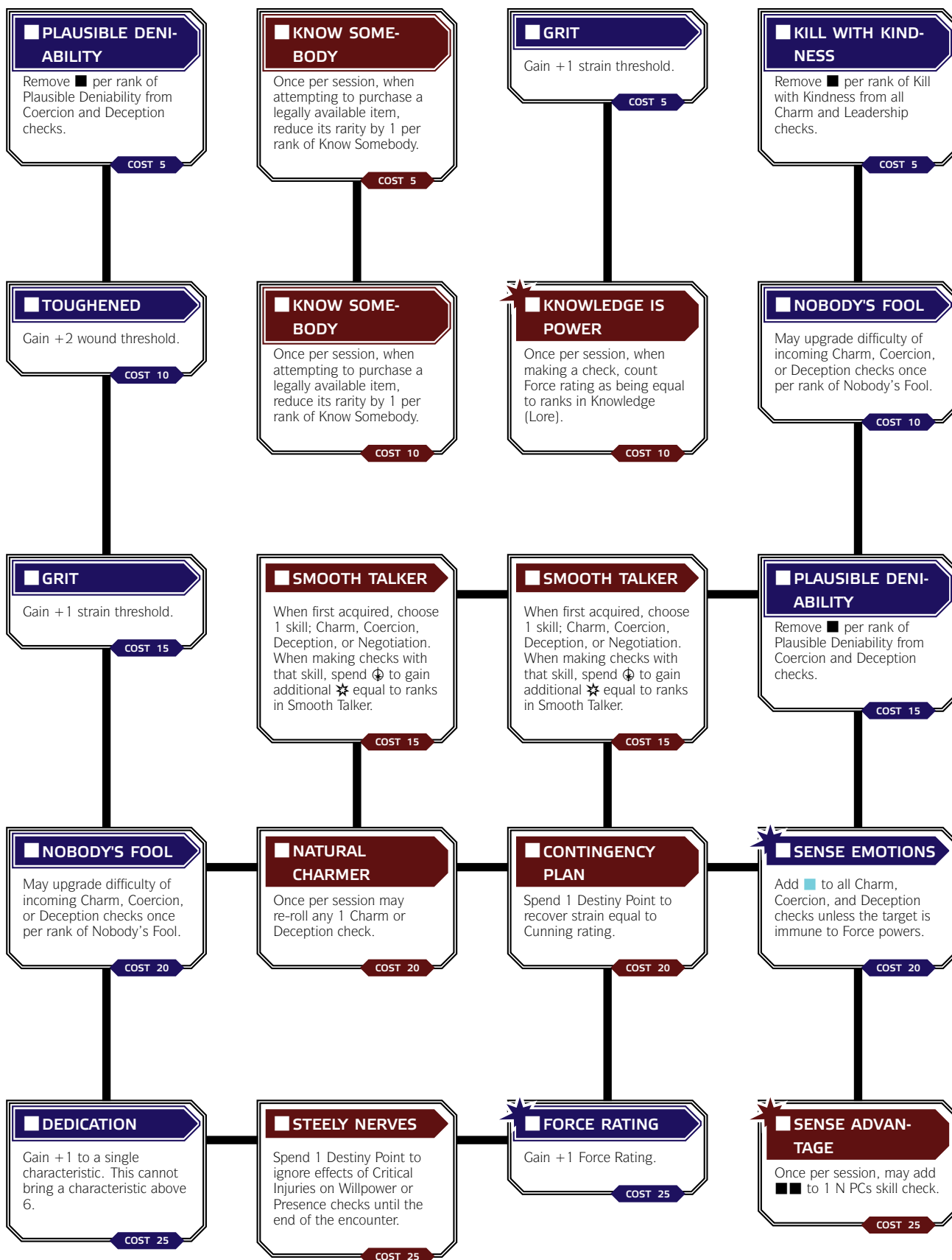
**Additional Career Skills:** Charm, Deception, Negotiation, Streetwise

PASSIVE

ACTIVE

RANKED TALENT

FORCE TALENT



# Mystic: Alchemist

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

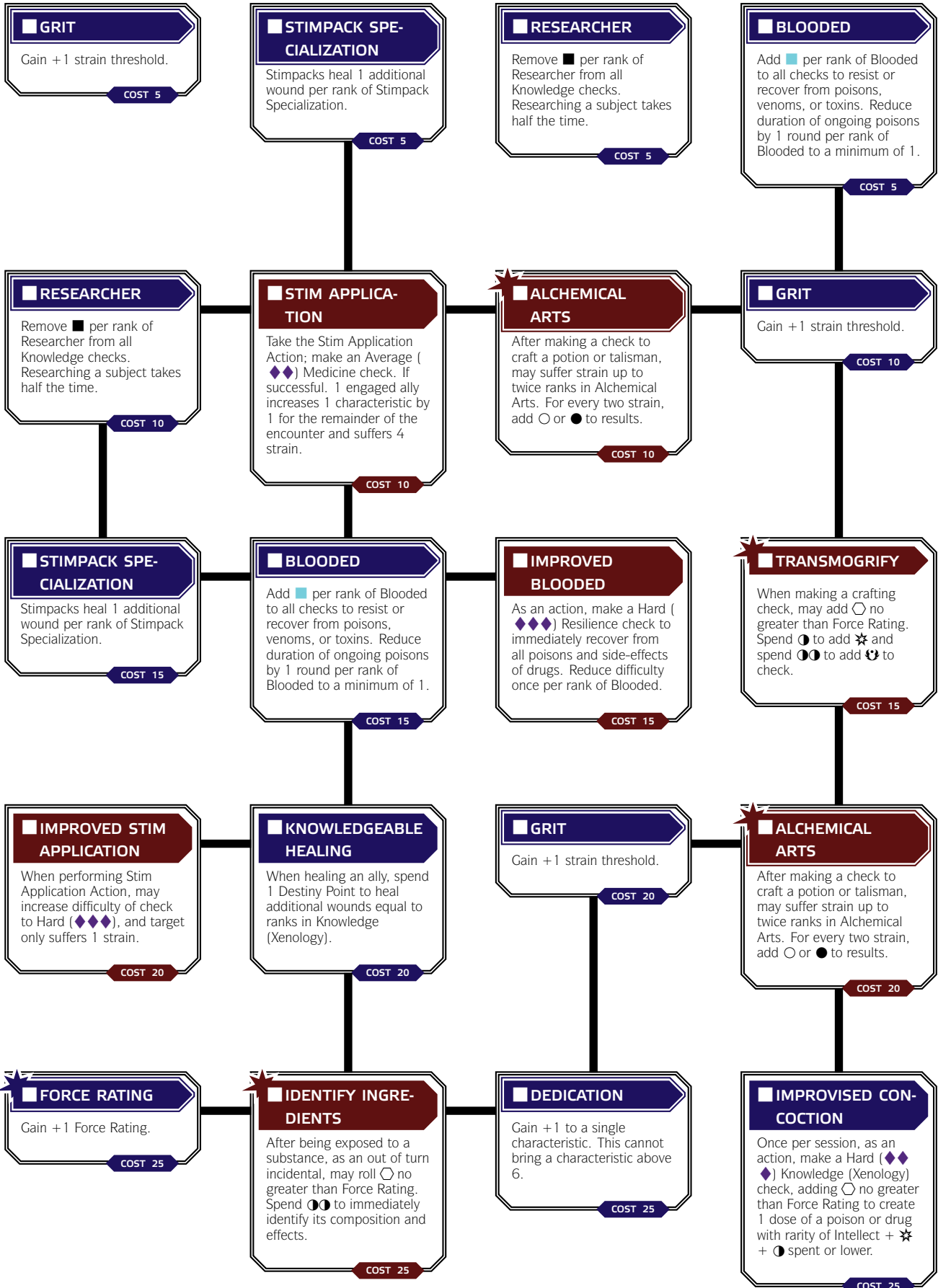
**Additional Career Skills:** Knowledge (Education), Knowledge (Xenology), Medicine, Resilience

PASSIVE

ACTIVE

RANKED TALENT

FORCE TALENT



# Mystic: Magus

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

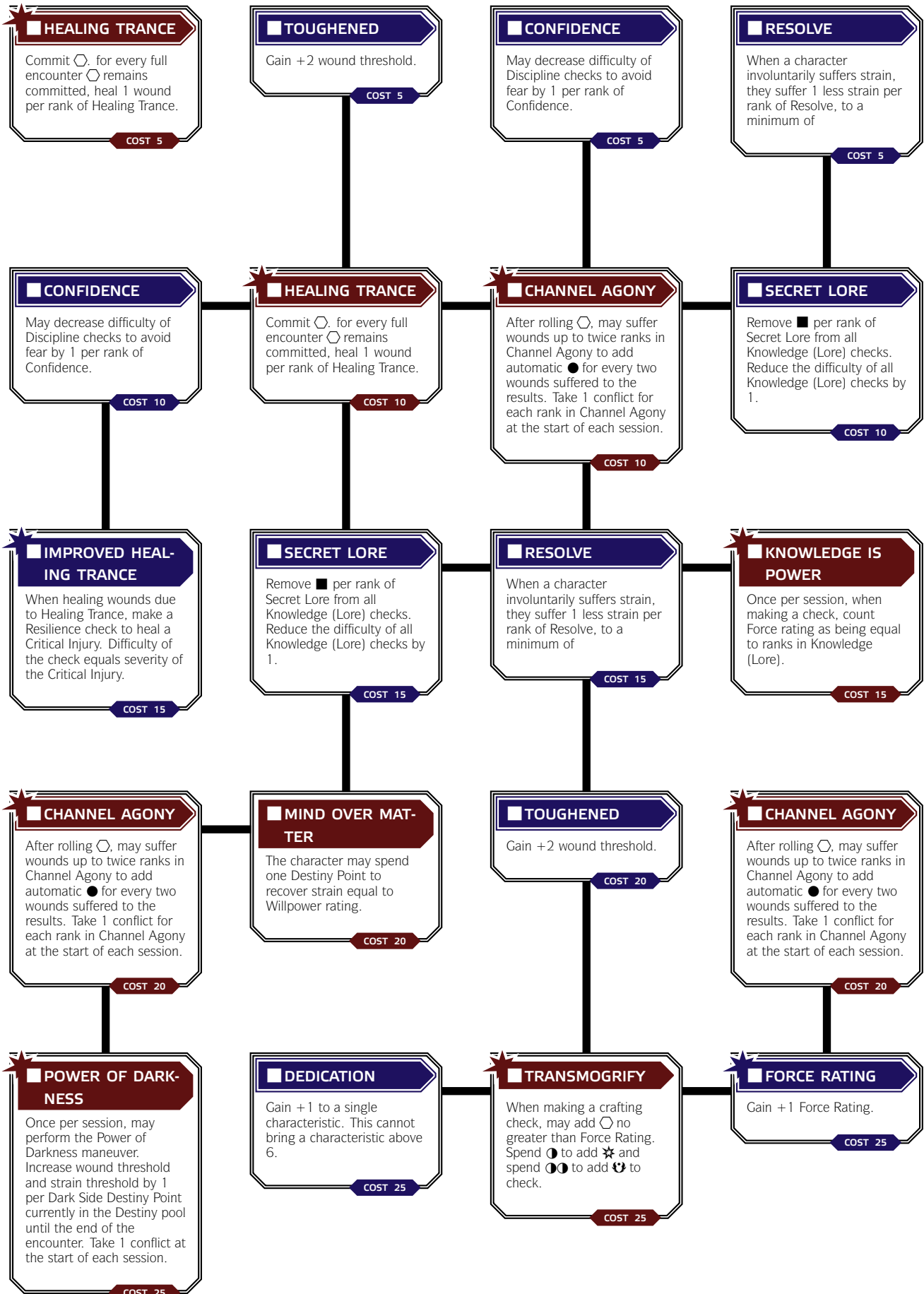
Additional Career Skills: Coercion, Discipline, Knowledge (Lore), Medicine

PASSIVE

ACTIVE

RANKED TALENT

FORCE TALENT



# Mystic: Makashi Duelist

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

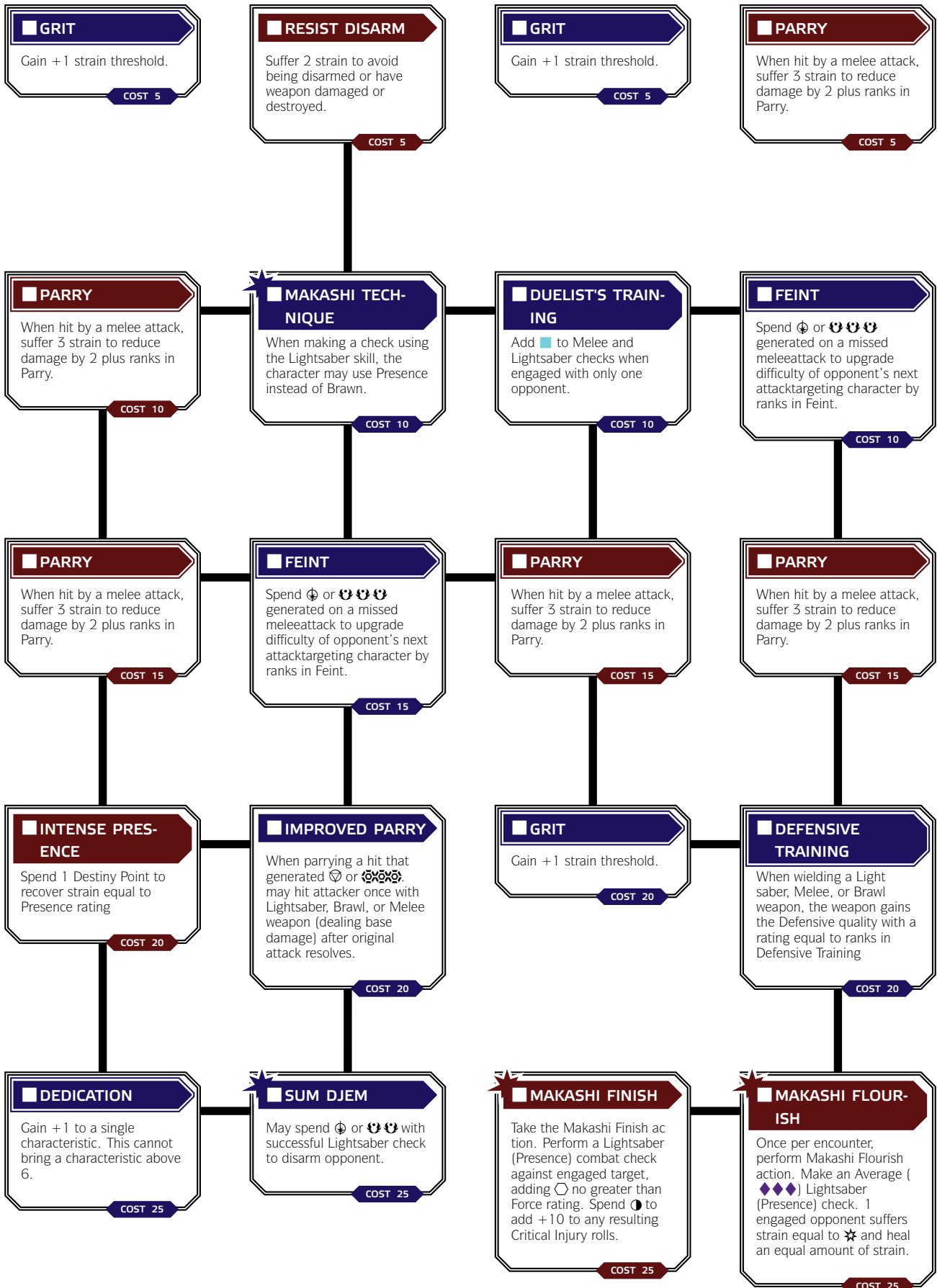
Additional Career Skills: Charm, Cool, Coordination, Lightsaber

PASSIVE

ACTIVE

RANKED TALENT

FORCE TALENT



# Mystic: Prophet

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

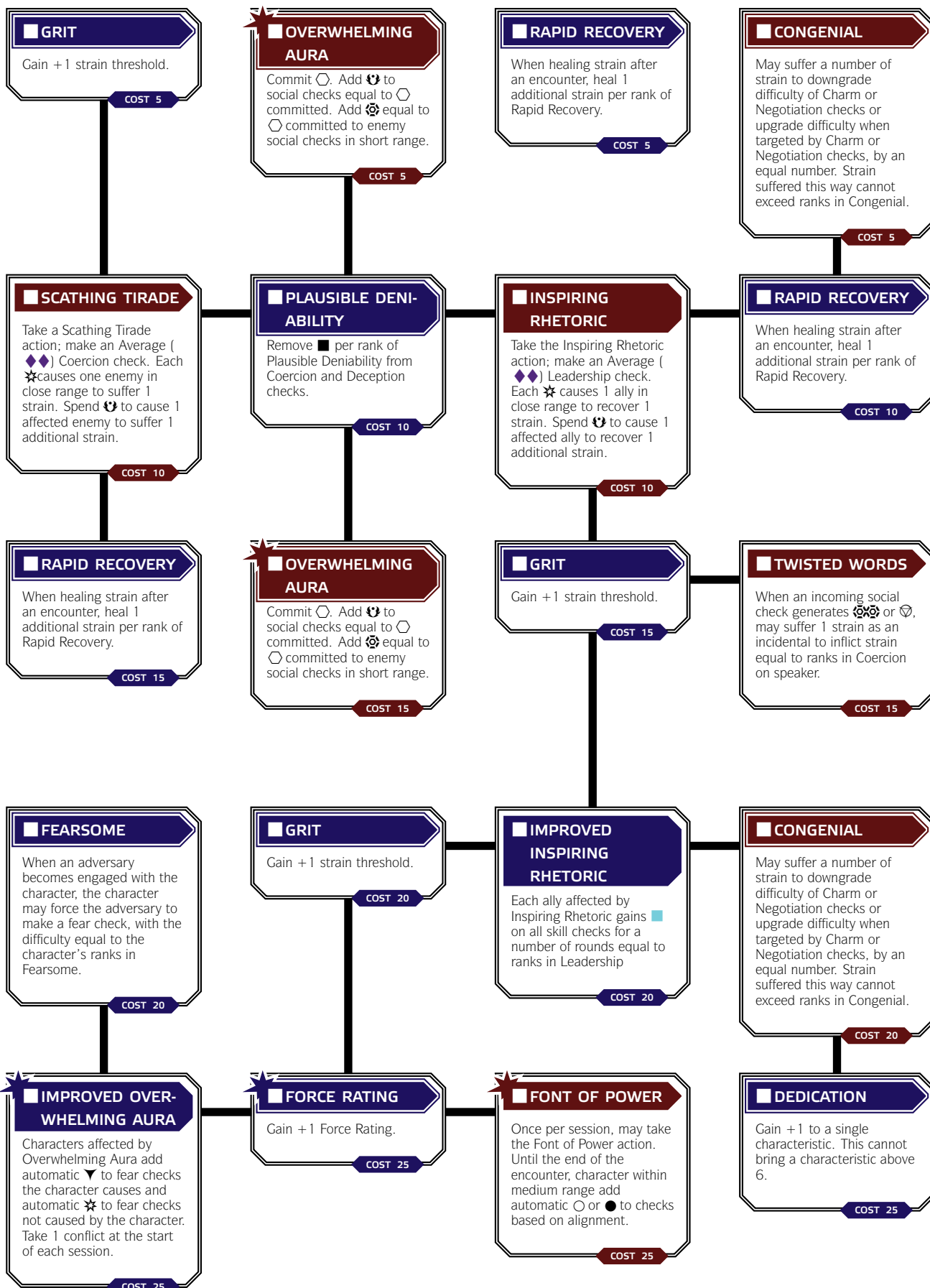
Additional Career Skills: Charm, Coercion, Deception, Leadership

PASSIVE

ACTIVE

RANKED TALENT

FORCE TALENT



# Mystic: Seer

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

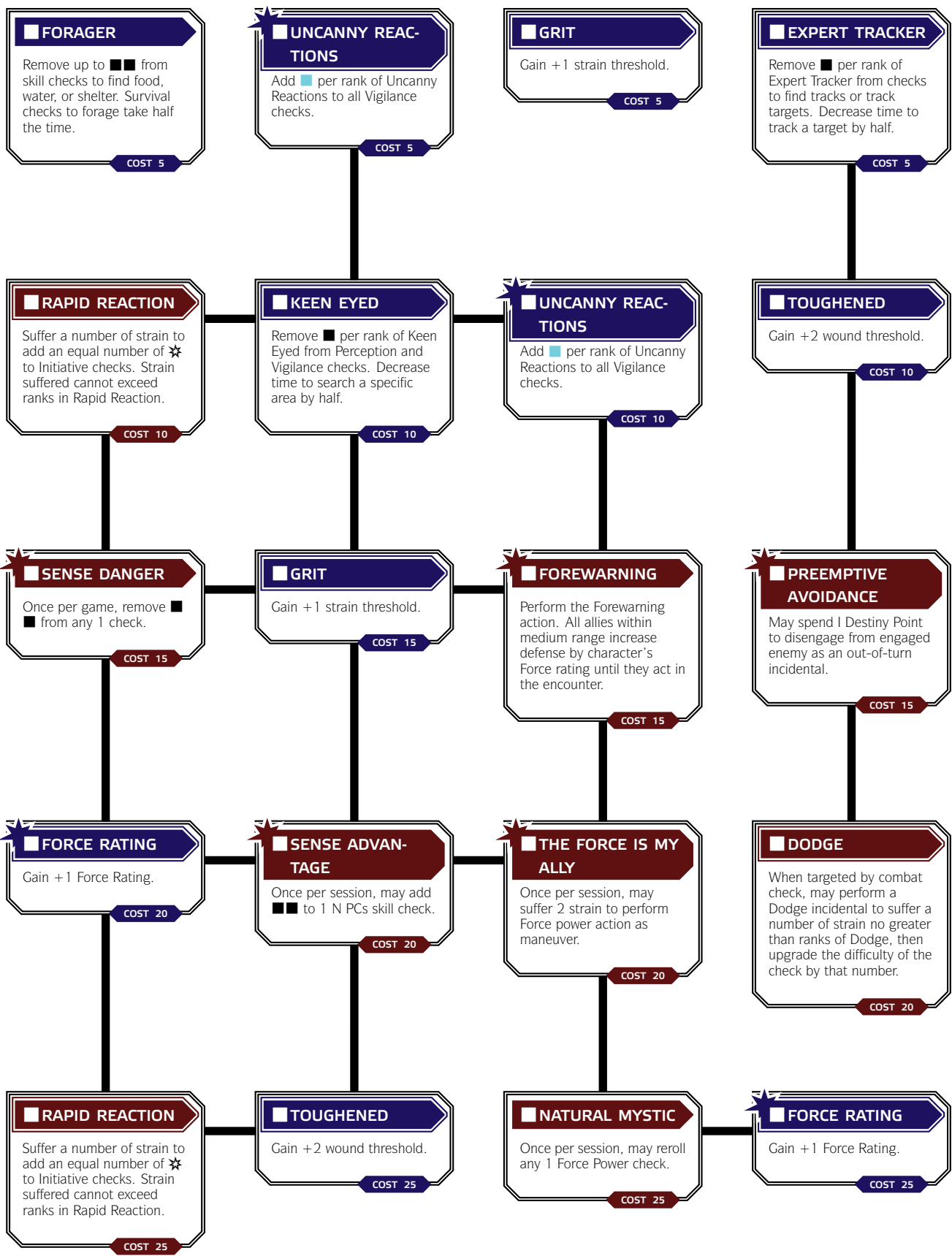
**Additional Career Skills:** Discipline, Knowledge (Lore), Survival, Vigilance

**PASSIVE**

**ACTIVE**

**RANKED TALENT**

**FORCE TALENT**



# Seeker: Ataru Striker

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

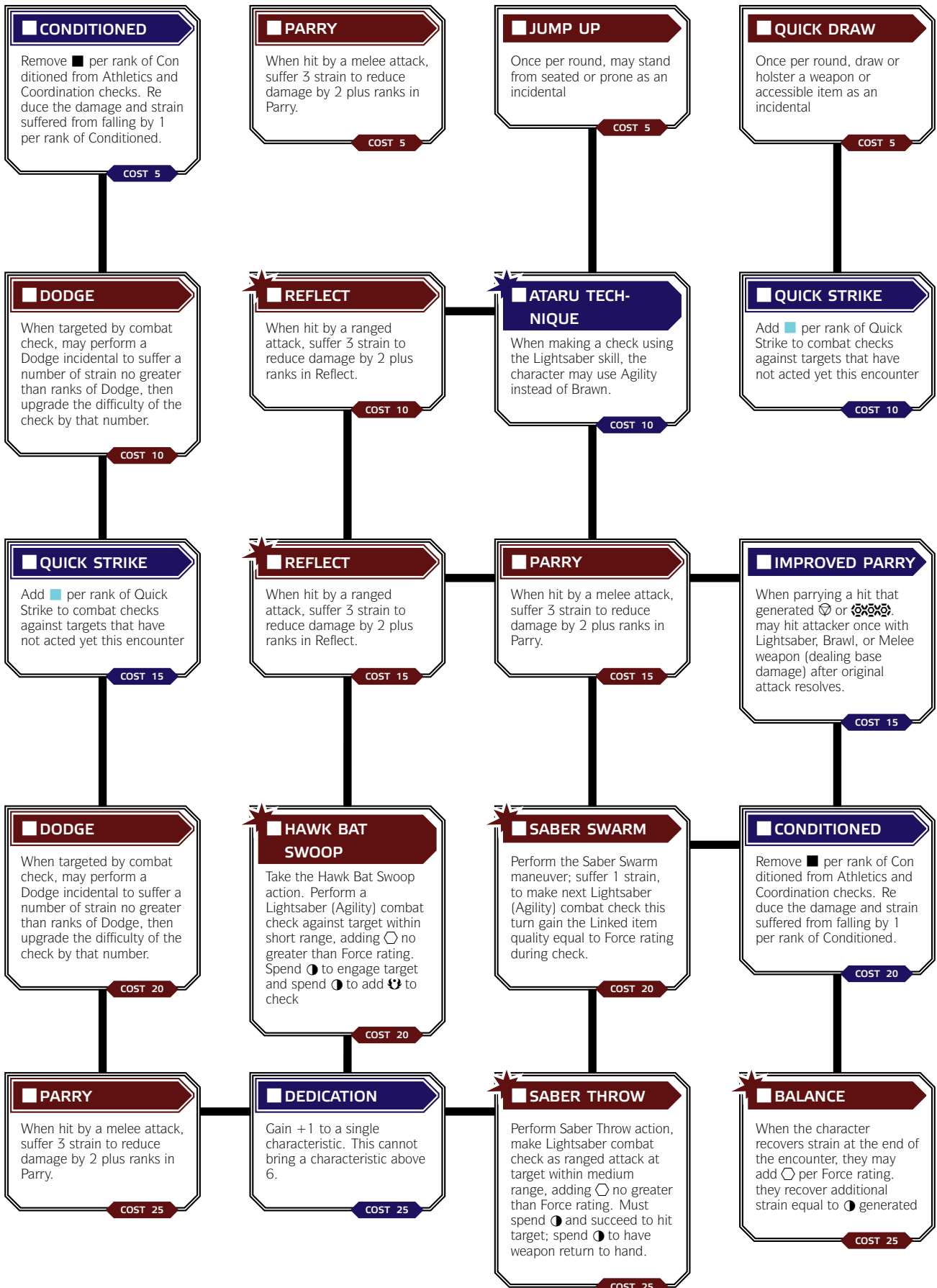
**Additional Career Skills:** Athletics, Coordination, Lightsaber, Perception

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

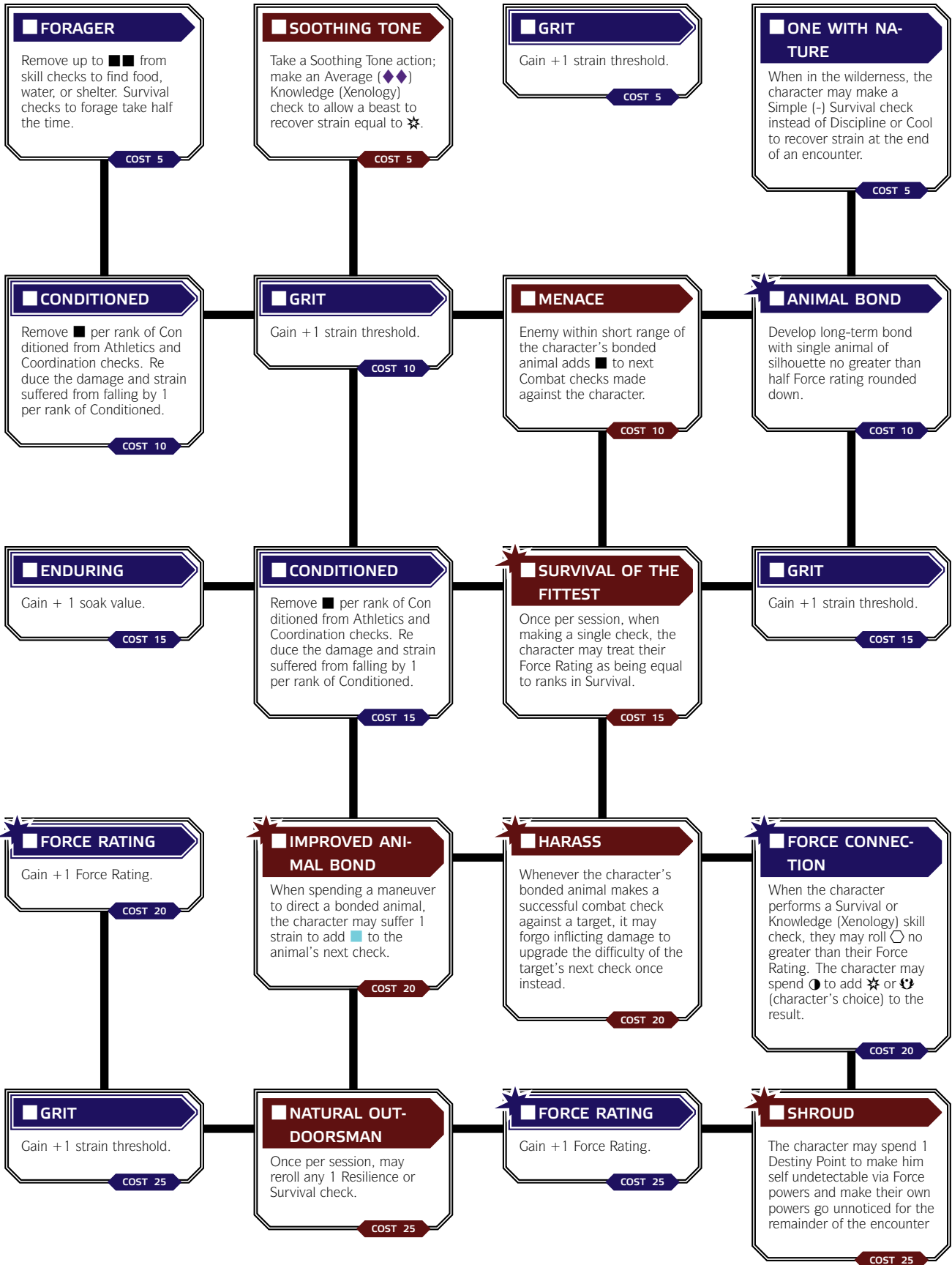
**Additional Career Skills:** Discipline, Knowledge (Xenology), Stealth, Survival

PASSIVE

ACTIVE

RANKED TALENT

FORCE TALENT



# Seeker: Hunter

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

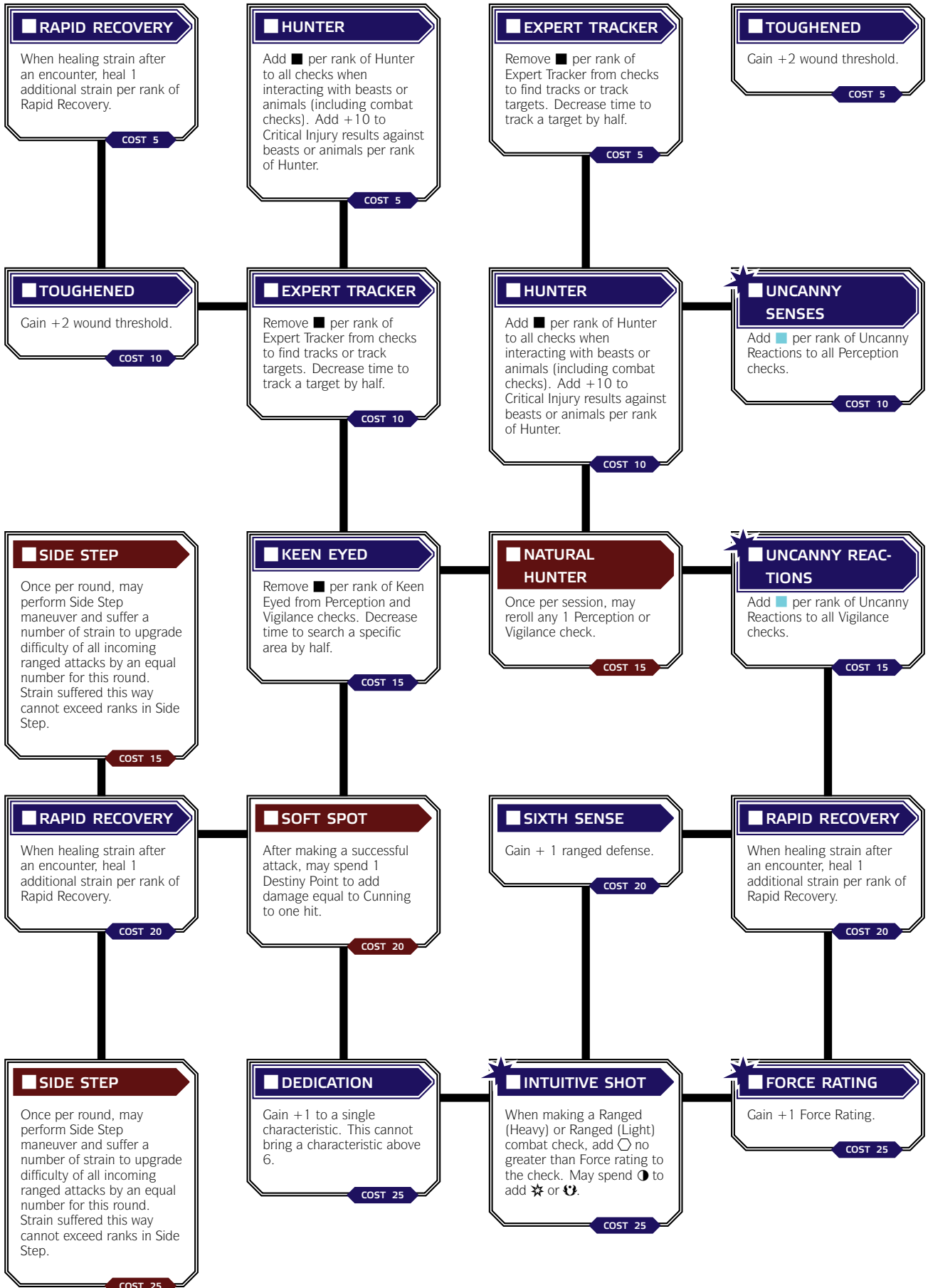
**Additional Career Skills:** Coordination, Ranged (Heavy), Stealth, Vigilance

PASSIVE

ACTIVE

RANKED TALENT

FORCE TALENT



# Seeker: Navigator

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

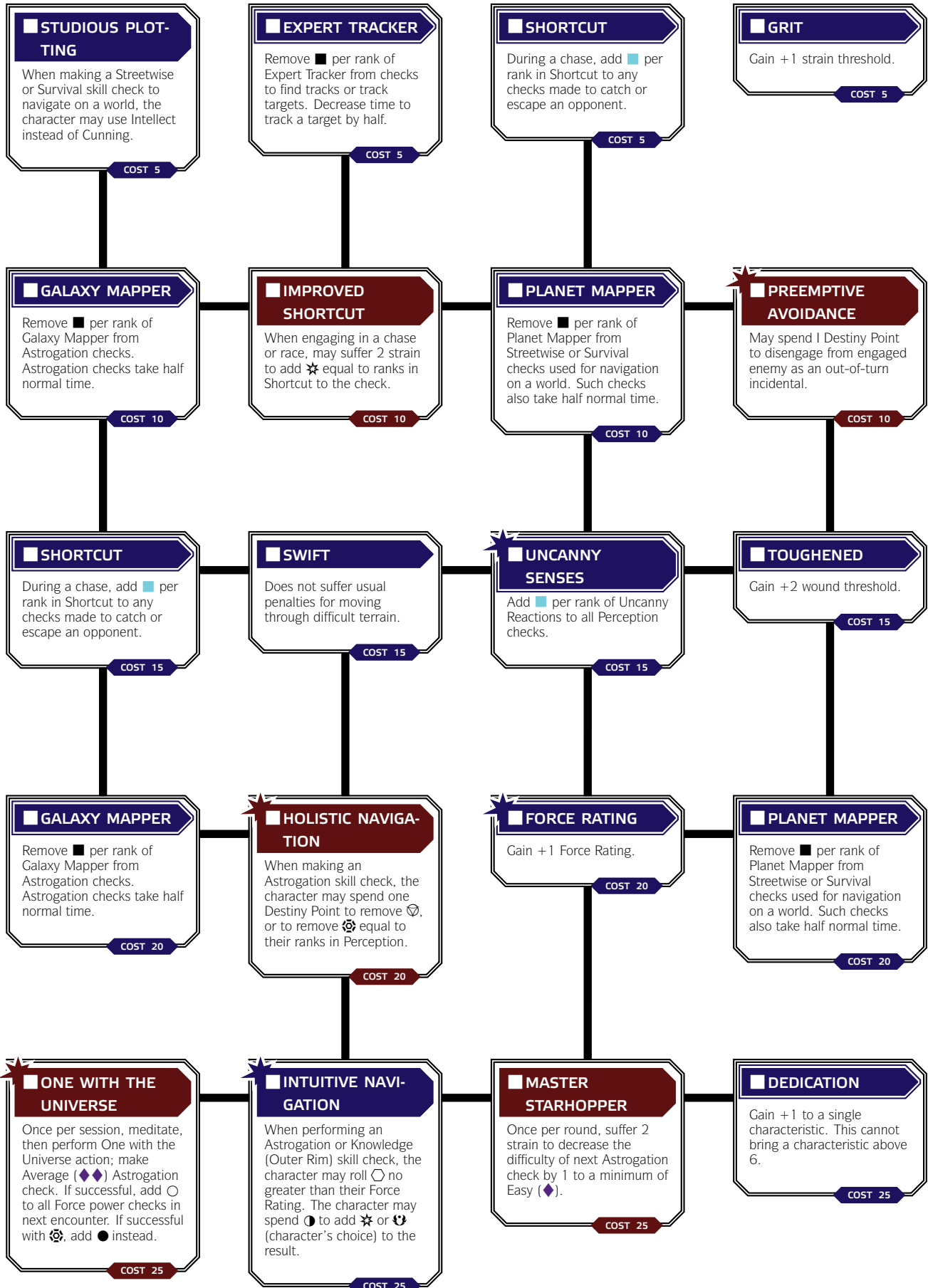
**Additional Career Skills:** Astrogation, Knowledge (Outer Rim), Perception, Survival

PASSIVE

ACTIVE

RANKED TALENT

FORCE TALENT



# Seeker: Pathfinder

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

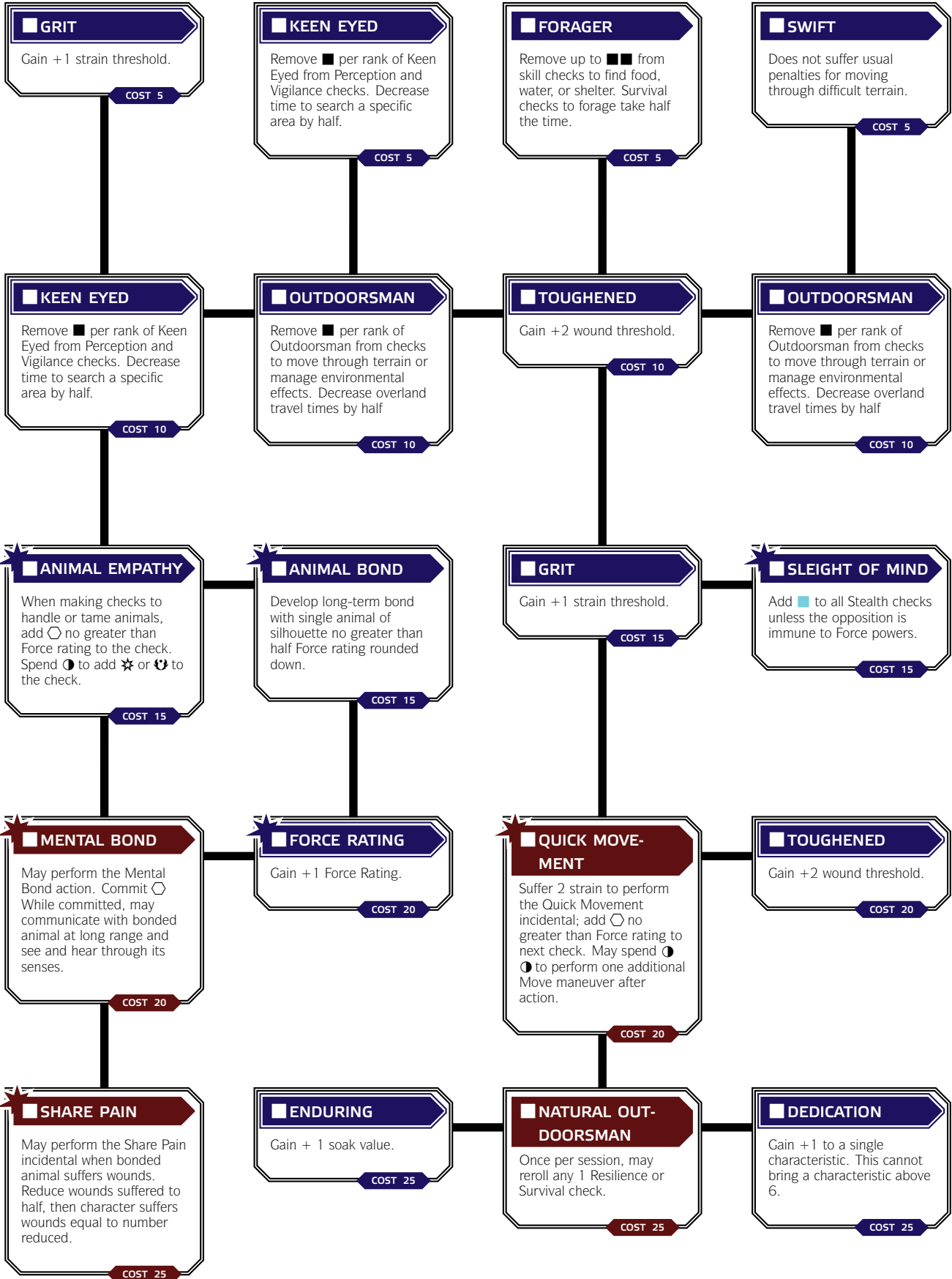
**Additional Career Skills:** Medicine, Ranged (Light), Resilience, Survival

PASSIVE

ACTIVE

RANKED TALENT

FORCE TALENT



# Sentinel: Artisan

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

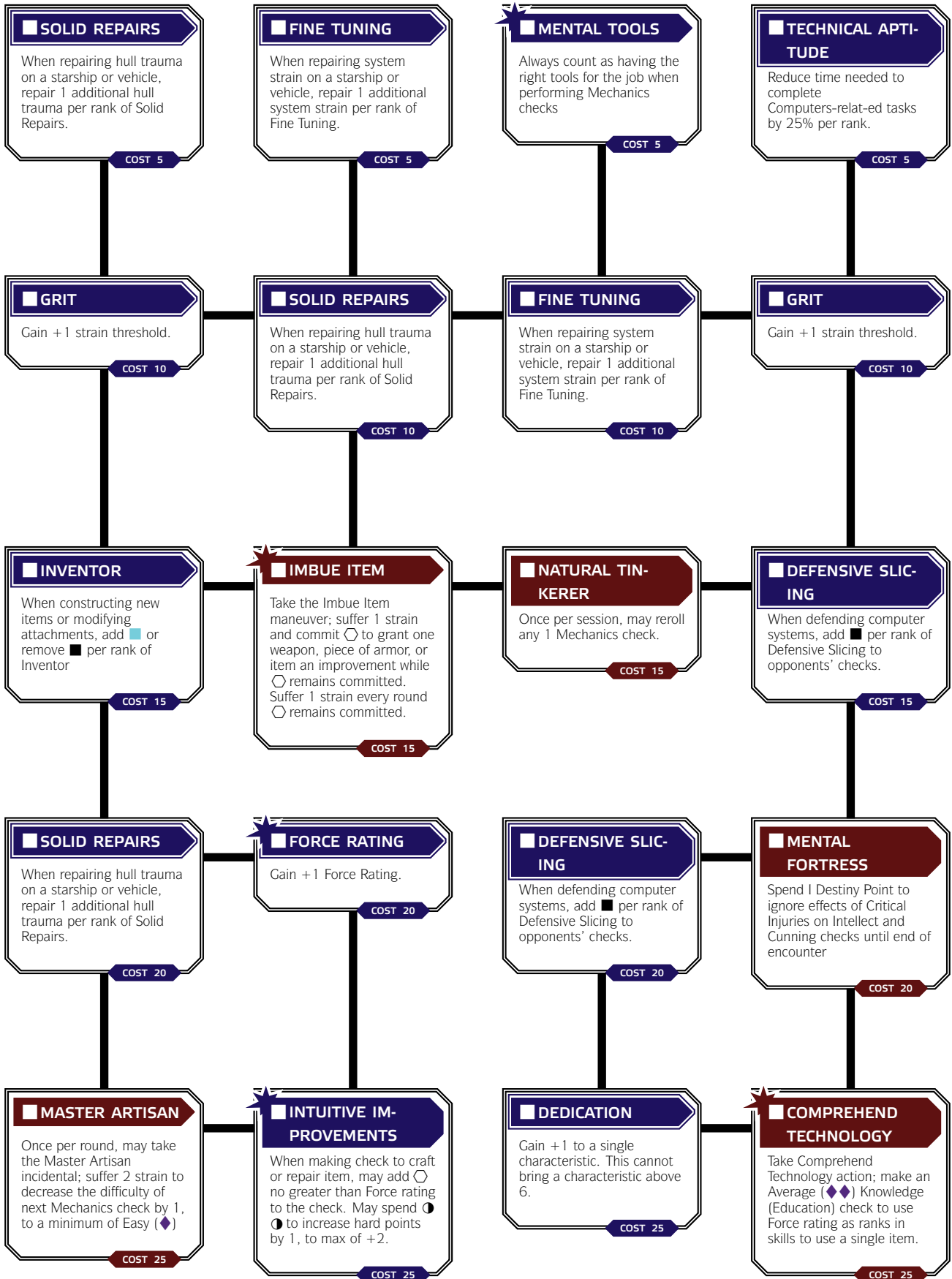
**Additional Career Skills:** Astrogation, Computers, Knowledge (Education), Mechanics

PASSIVE

ACTIVE

RANKED TALENT

FORCE TALENT



# Sentinel: Investigator

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

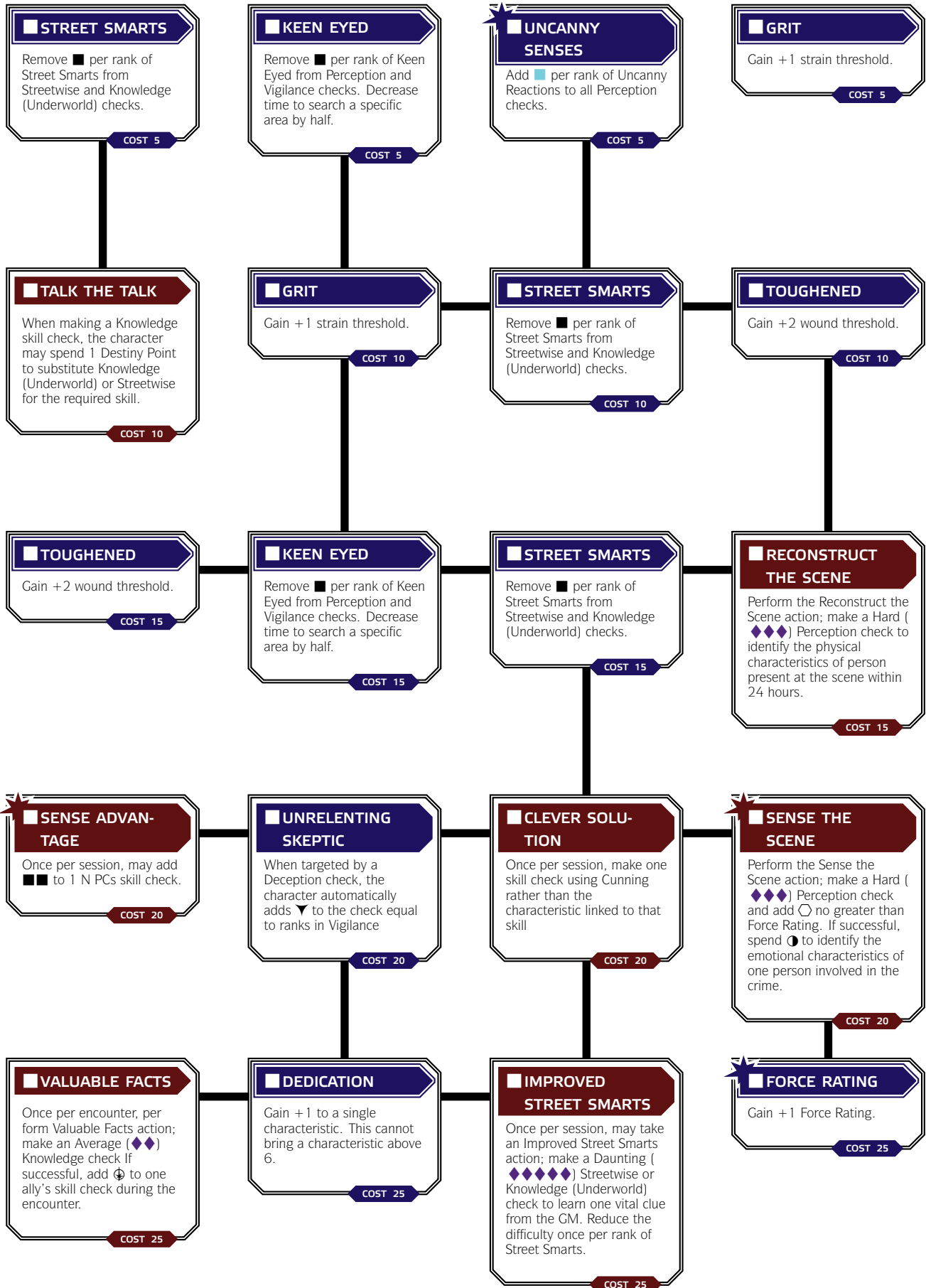
**Additional Career Skills:** Knowledge (Education), Knowledge (Underworld), Perception, Streetwise

PASSIVE

ACTIVE

RANKED TALENT

FORCE TALENT



# Sentinel: Racer

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

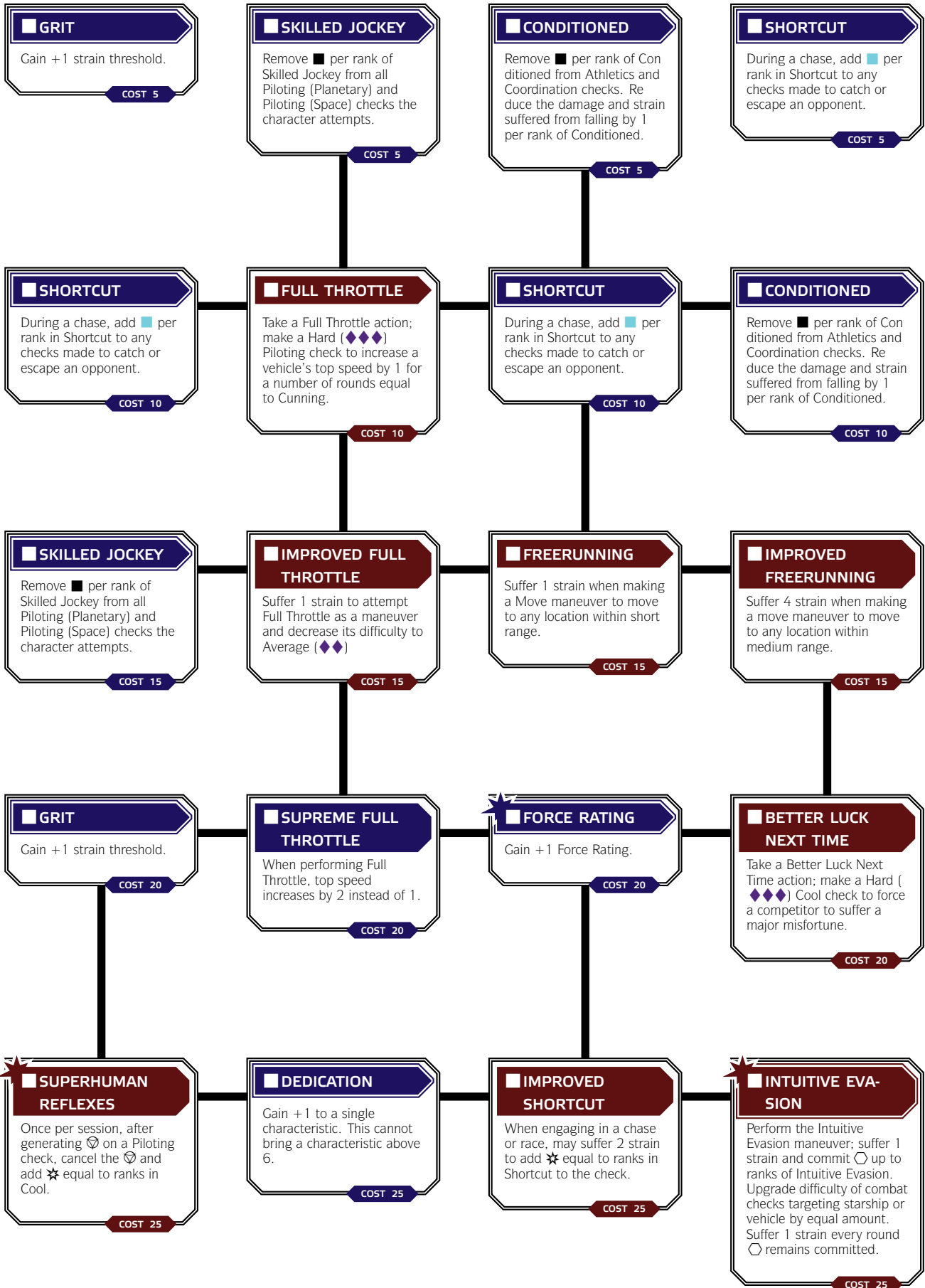
**Additional Career Skills:** Cool, Coordination, Piloting (Planetary), Piloting (Space)

PASSIVE

ACTIVE

RANKED TALENT

FORCE TALENT



# Sentinel: Sentry

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

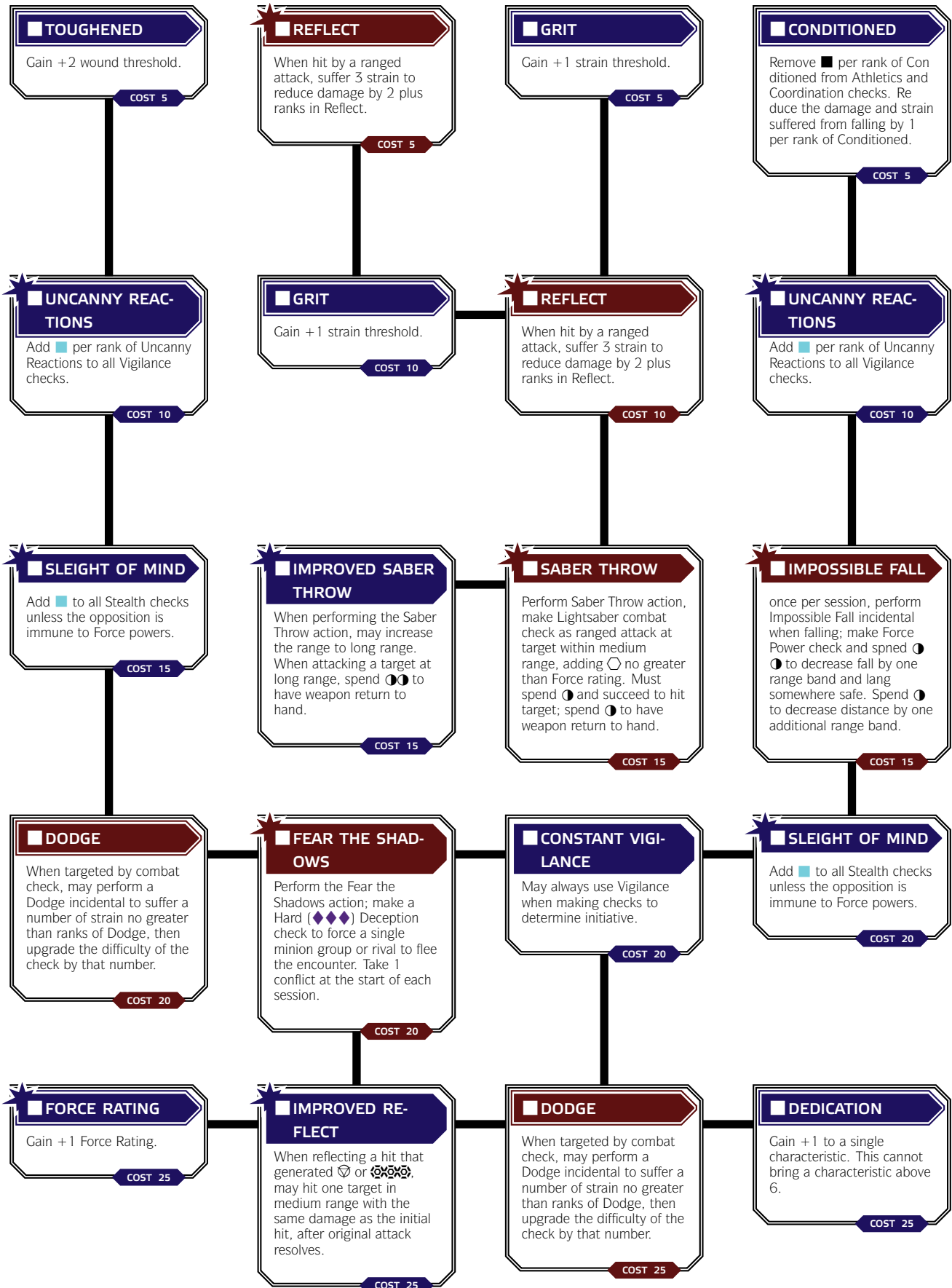
**Additional Career Skills:** Coordination, Lightsaber, Stealth, Vigilance

PASSIVE

ACTIVE

RANKED TALENT

FORCE TALENT



# Sentinel: Shadow

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

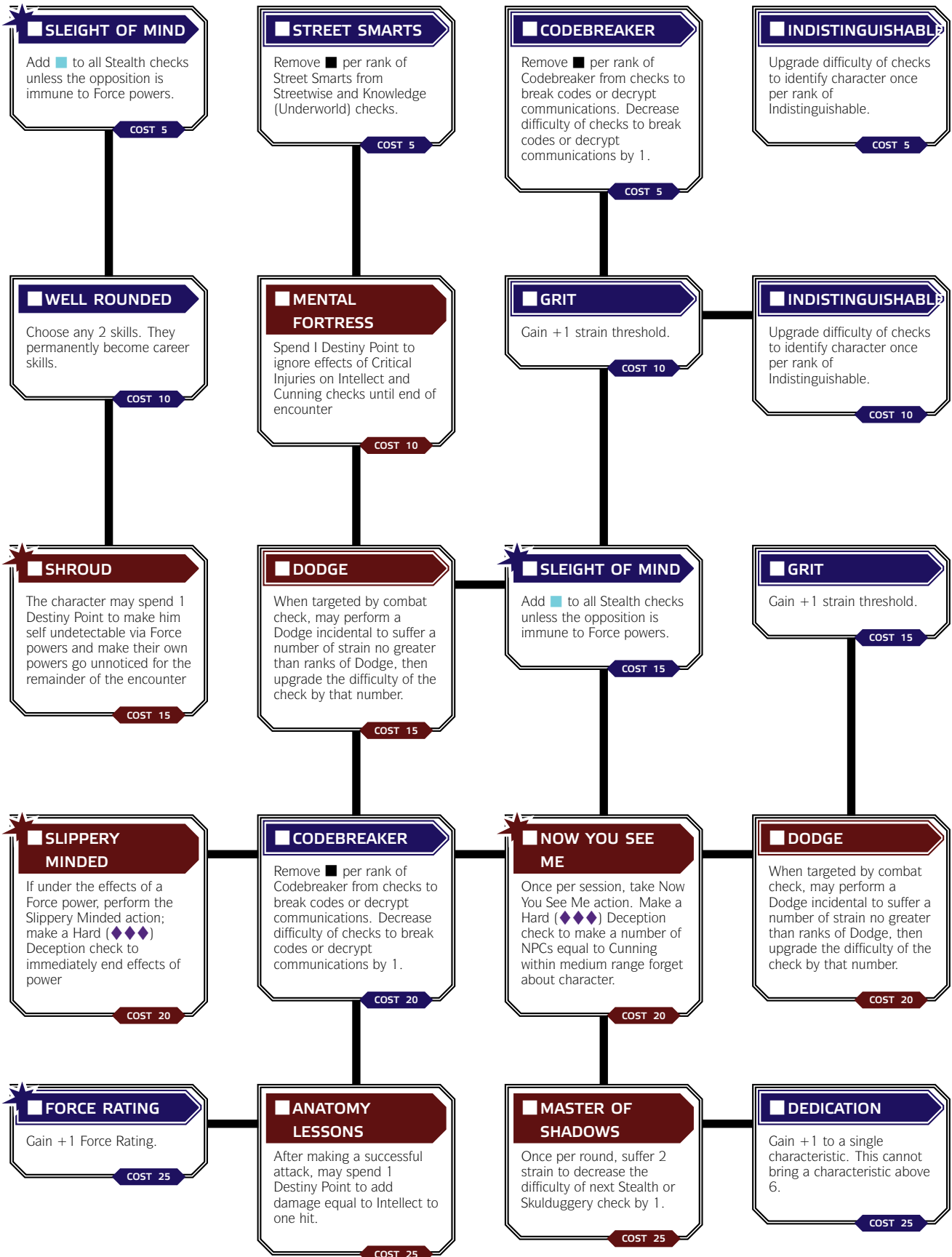
**Additional Career Skills:** Knowledge (Underworld), Skulduggery, Stealth, Streetwise

PASSIVE

ACTIVE

RANKED TALENT

FORCE TALENT



# Sentinel: Shien Expert

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

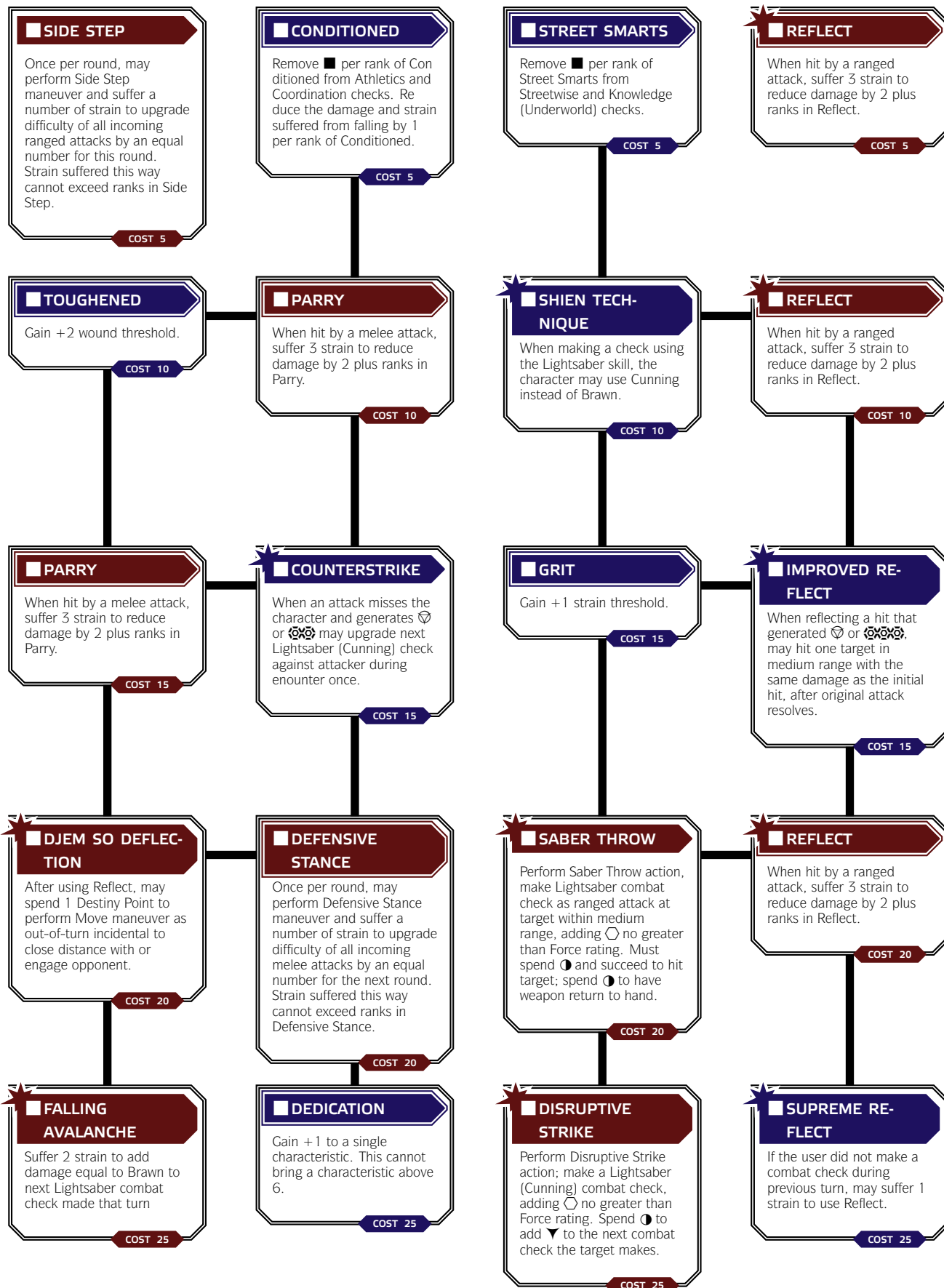
**Additional Career Skills:** Athletics, Lightsaber, Resilience, Skulduggery

PASSIVE

ACTIVE

RANKED TALENT

FORCE TALENT



# Smuggler: Charmer

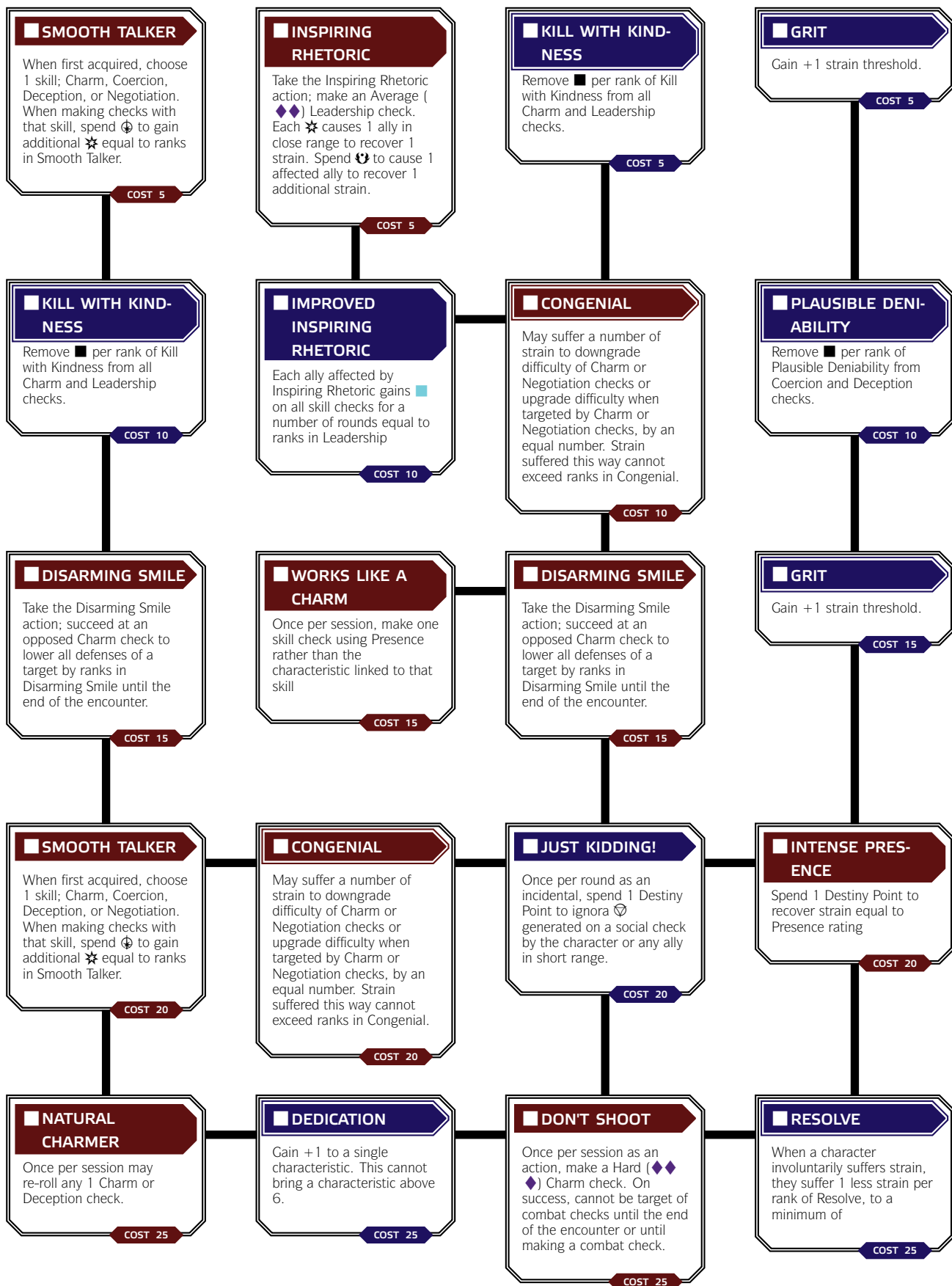
**Career Skills:** Coordination, Deception, Knowledge (Underworld), Perception, Piloting (Space), Skulduggery, Streetwise, Vigilance

**Additional Career Skills:** Charm, Cool, Leadership, Negotiation

**PASSIVE**

**ACTIVE**

**RANKED TALENT**



# Smuggler: Gambler

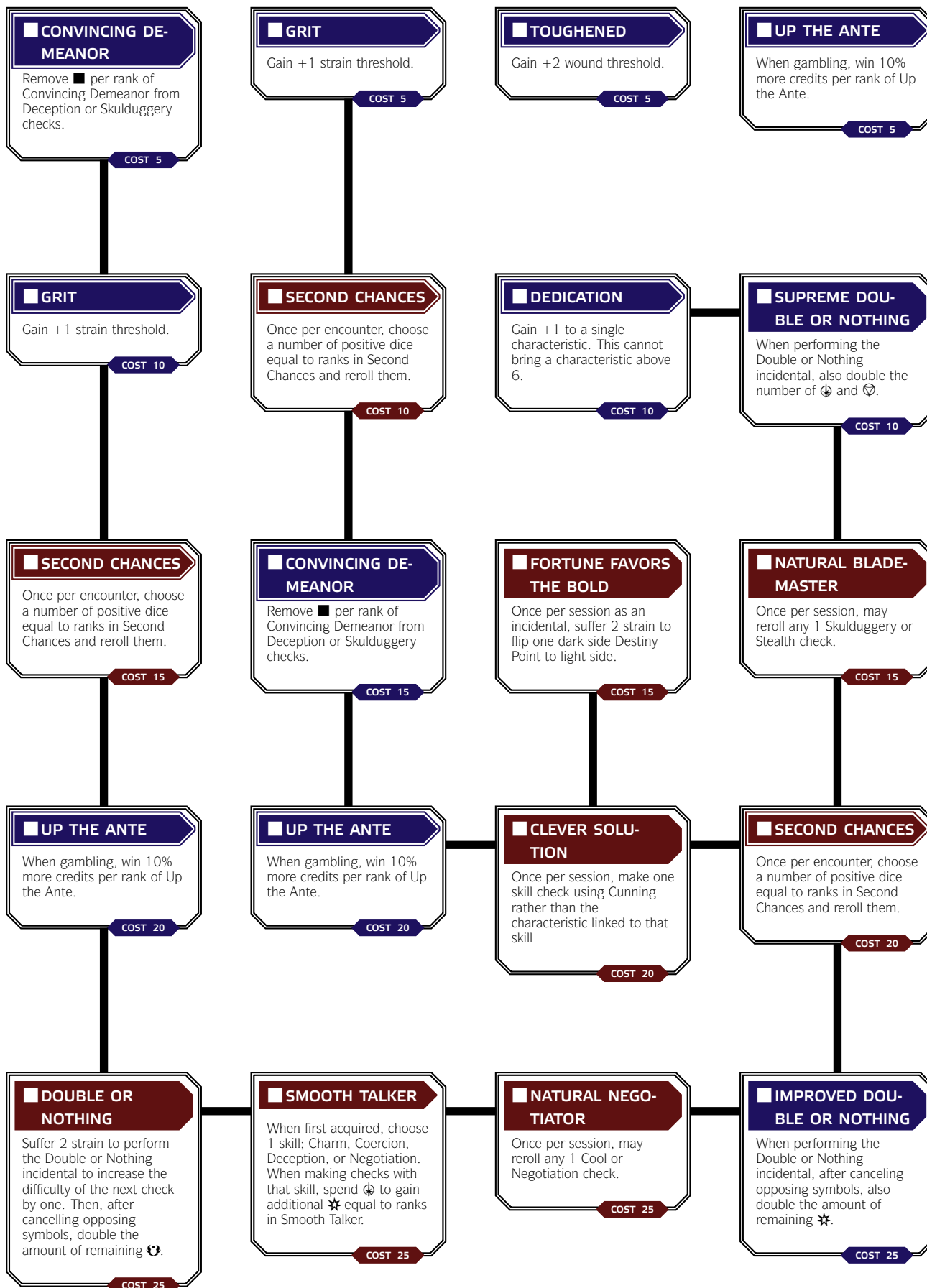
**Career Skills:** Coordination, Deception, Knowledge (Underworld), Perception, Piloting (Space), Skulduggery, Streetwise, Vigilance

**Additional Career Skills:** Computers, Cool, Deception, Skulduggery

PASSIVE

ACTIVE

RANKED TALENT



# Smuggler: Gunslinger

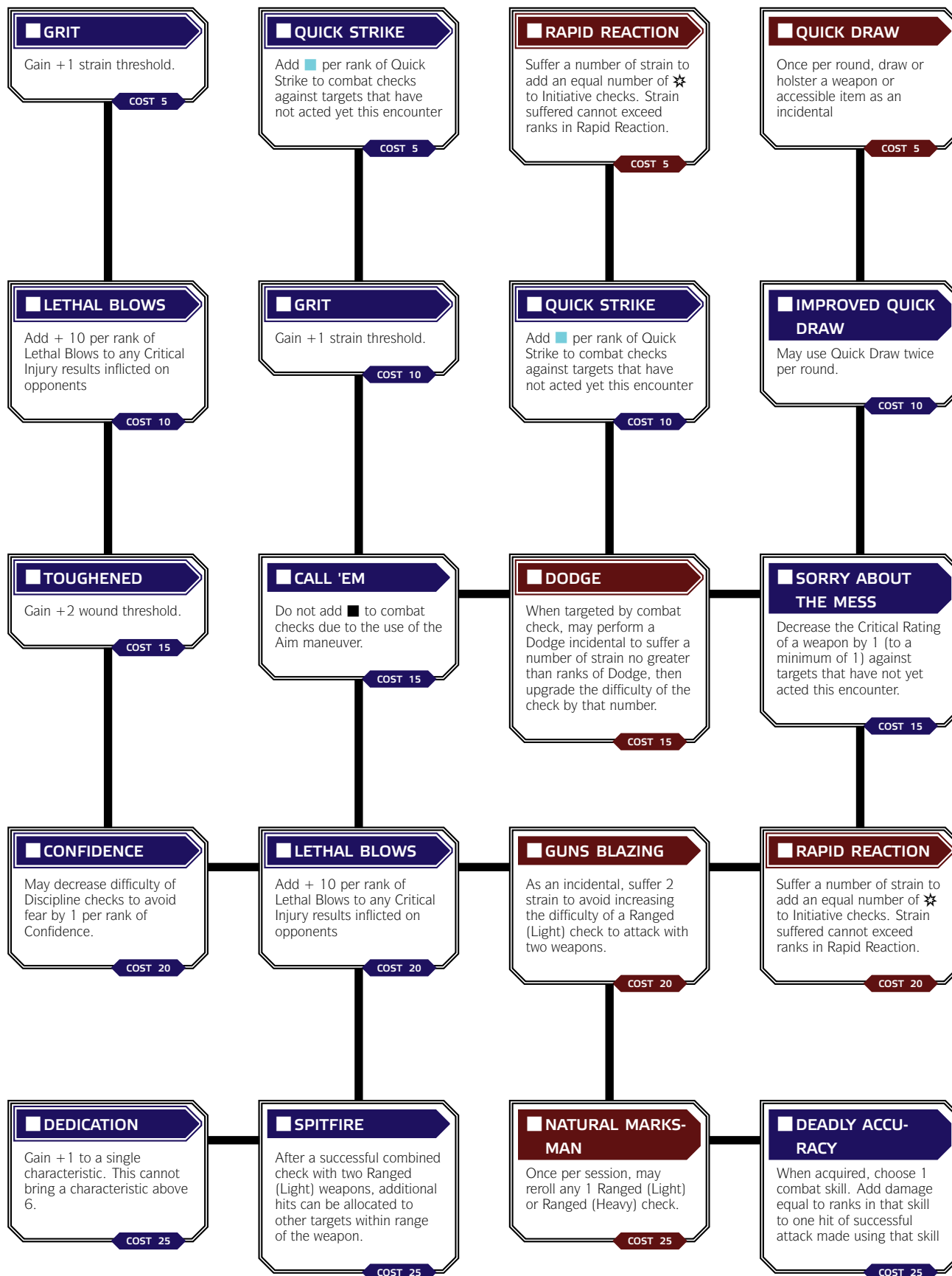
**Career Skills:** Coordination, Deception, Knowledge (Underworld), Perception, Piloting (Space), Skulduggery, Streetwise, Vigilance

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

PASSIVE

ACTIVE

RANKED TALENT



# Smuggler: Pilot

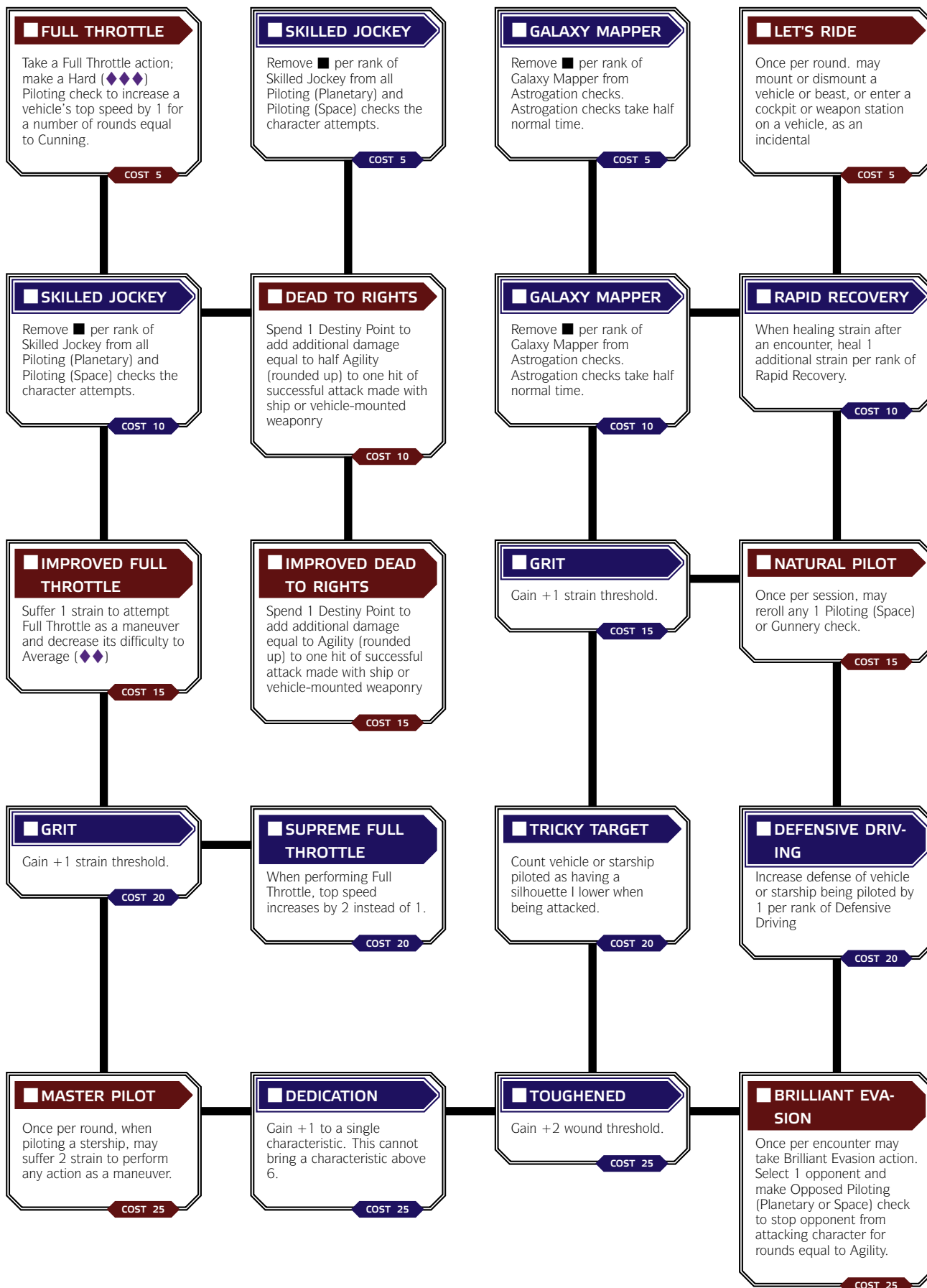
**Career Skills:** Coordination, Deception, Knowledge (Underworld), Perception, Piloting (Space), Skulduggery, Streetwise, Vigilance

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

**PASSIVE**

**ACTIVE**

**RANKED TALENT**



# Smuggler: Scoundrel

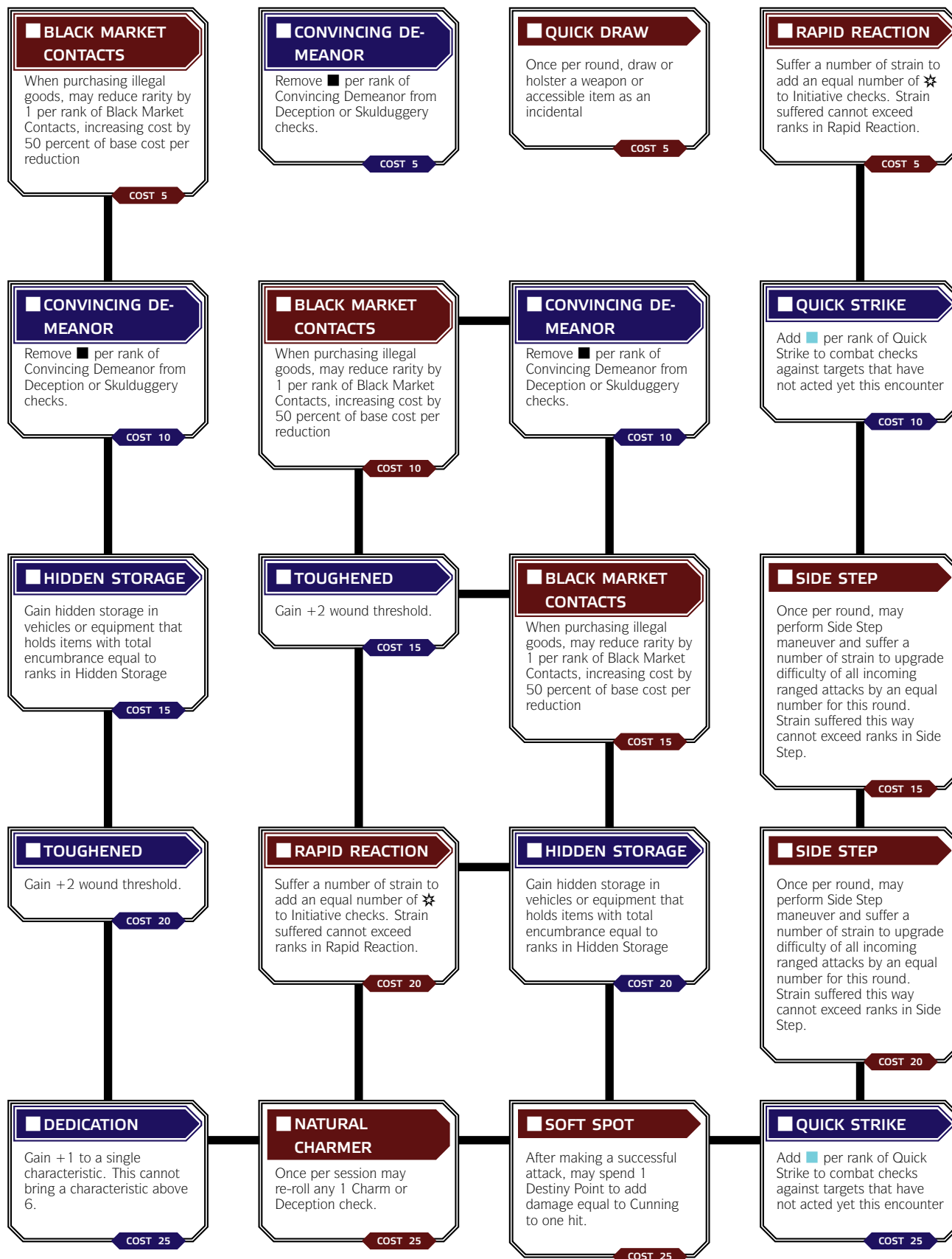
**Career Skills:** Coordination, Deception, Knowledge (Underworld), Perception, Piloting (Space), Skulduggery, Streetwise, Vigilance

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

PASSIVE

ACTIVE

RANKED TALENT



# Smuggler: Thief

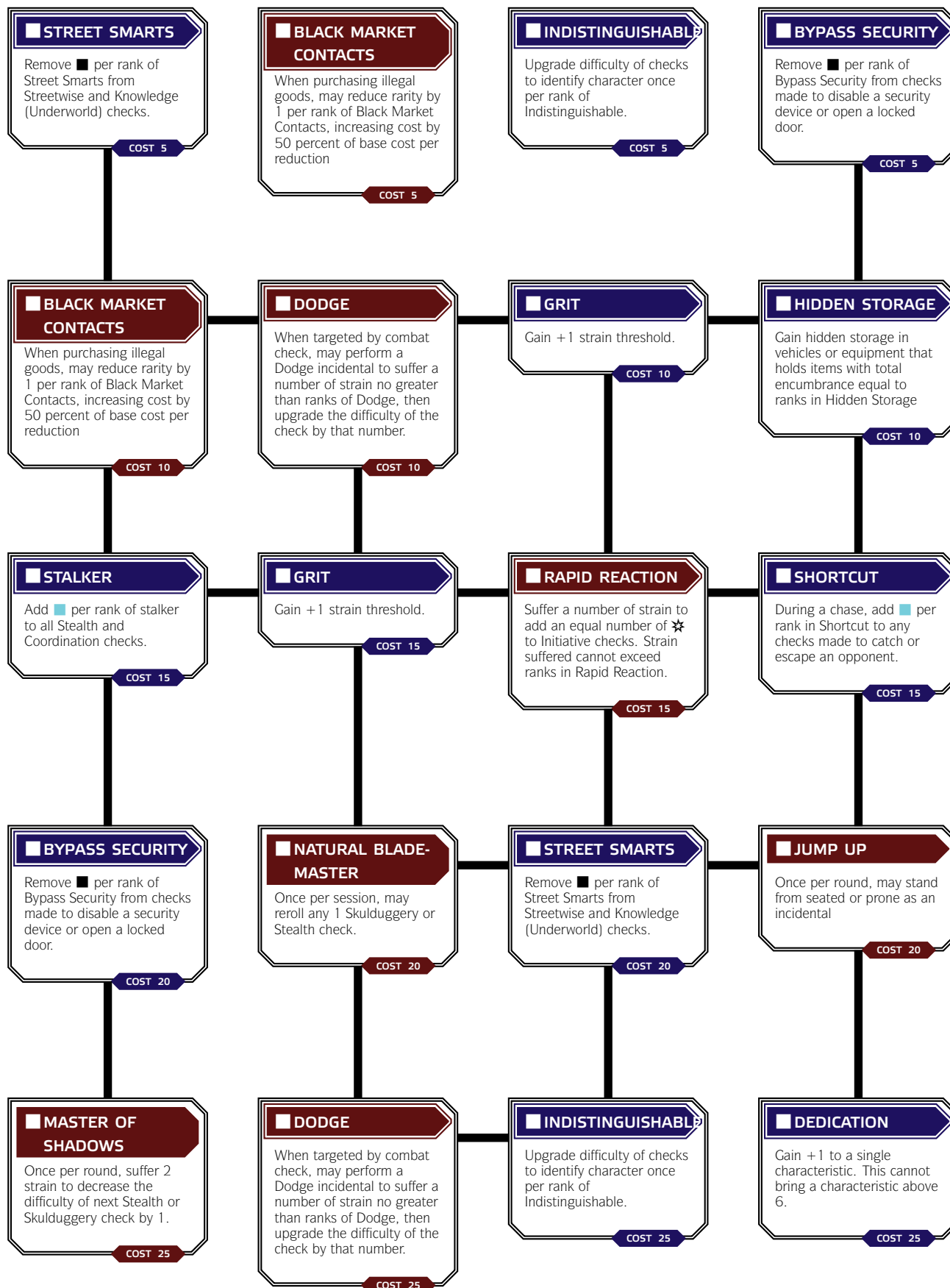
**Career Skills:** Coordination, Deception, Knowledge (Underworld), Perception, Piloting (Space), Skulduggery, Streetwise, Vigilance

**Additional Career Skills:** Computers, Skulduggery, Stealth, Vigilance

PASSIVE

ACTIVE

RANKED TALENT



# Soldier: Commando

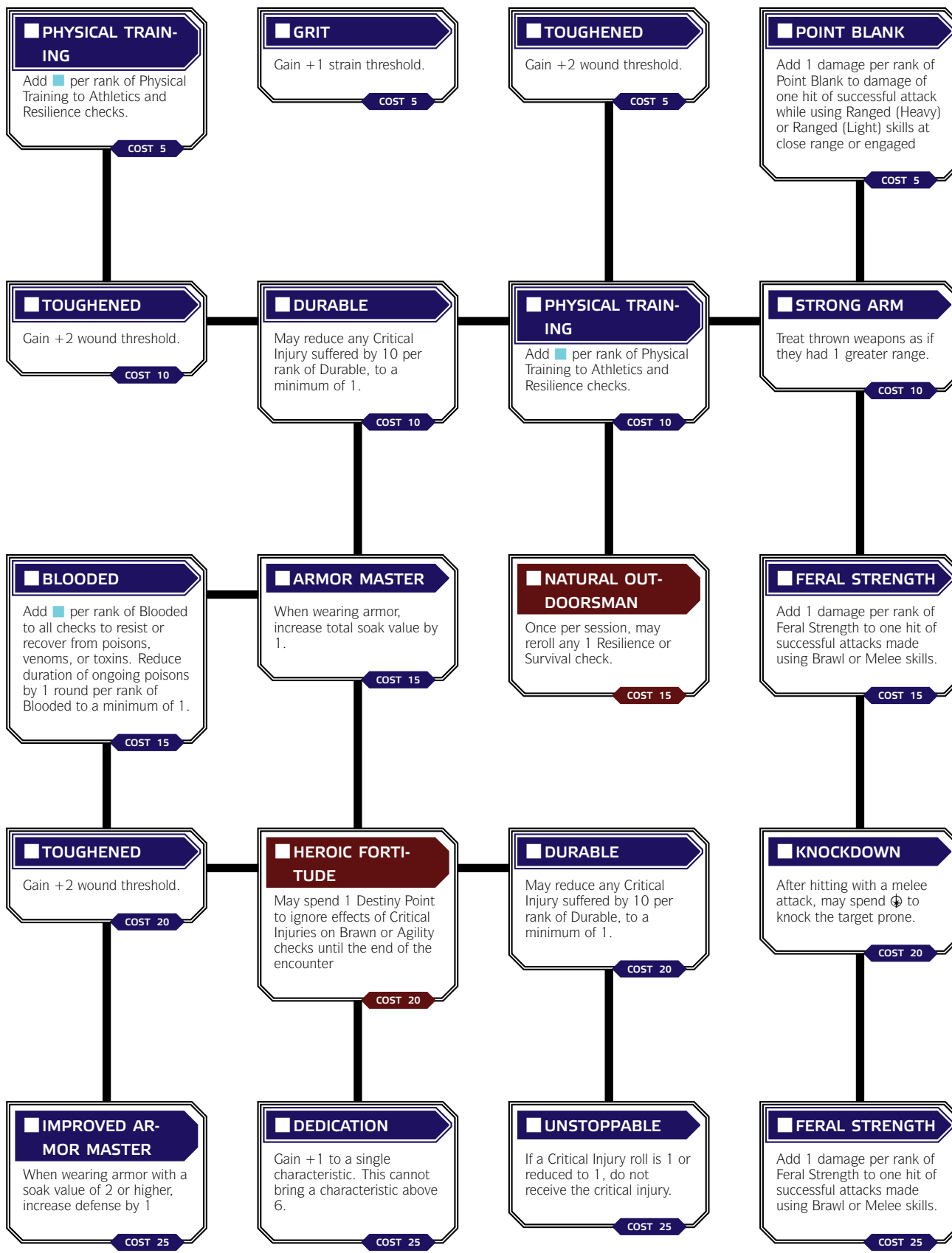
**Career Skills:** Athletics, Brawl, Knowledge (Warfare), Medicine, Melee, Ranged (Light), Ranged (Heavy), Survival

**Additional Career Skills:** Brawl, Melee, Resilience, Survival

**PASSIVE**

**ACTIVE**

**RANKED TALENT**



# Soldier: Heavy

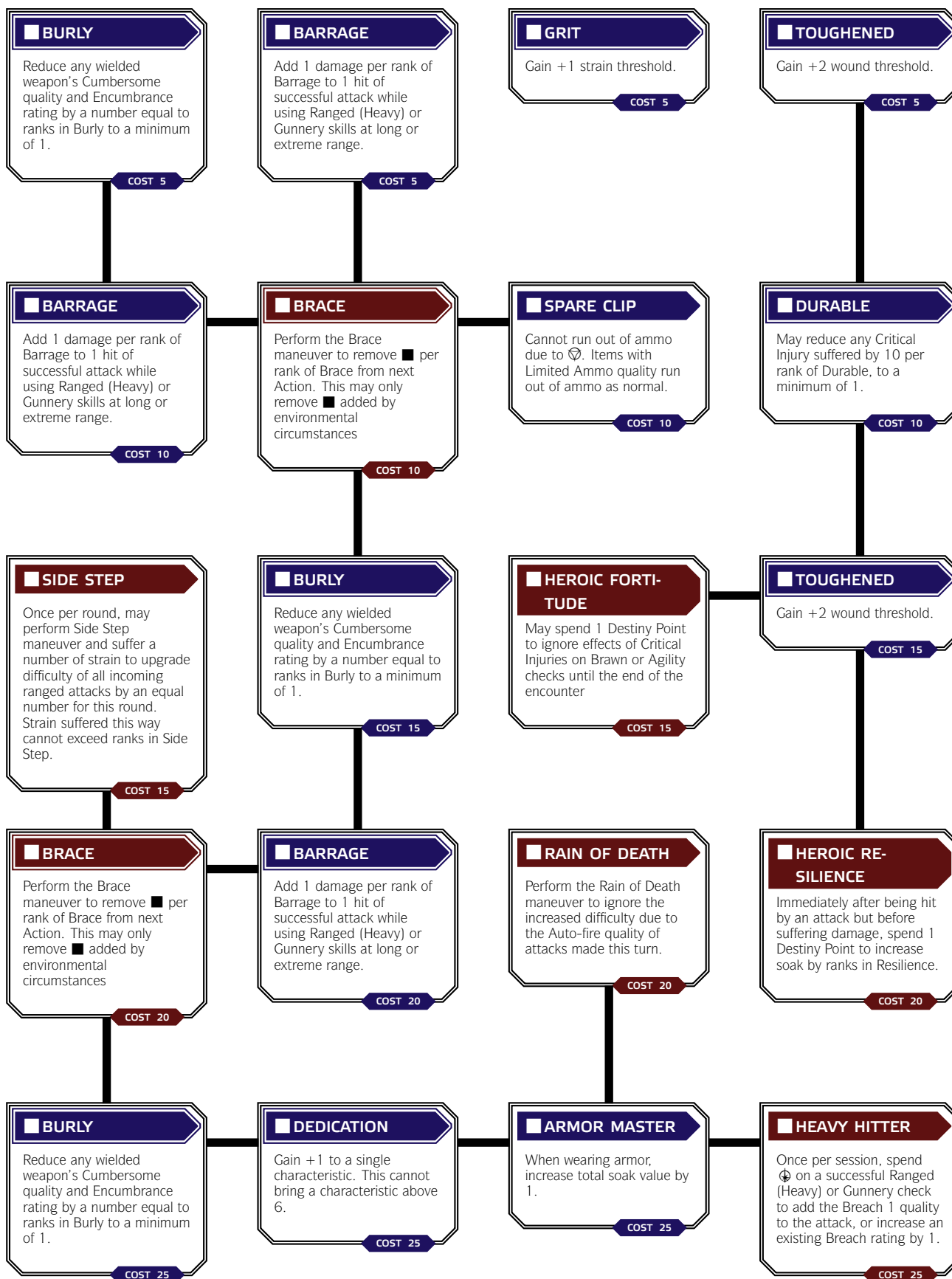
**Career Skills:** Athletics, Brawl, Knowledge (Warfare), Medicine, Melee, Ranged (Light), Ranged (Heavy), Survival

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

**PASSIVE**

**ACTIVE**

**RANKED TALENT**





# Soldier: Sharpshooter

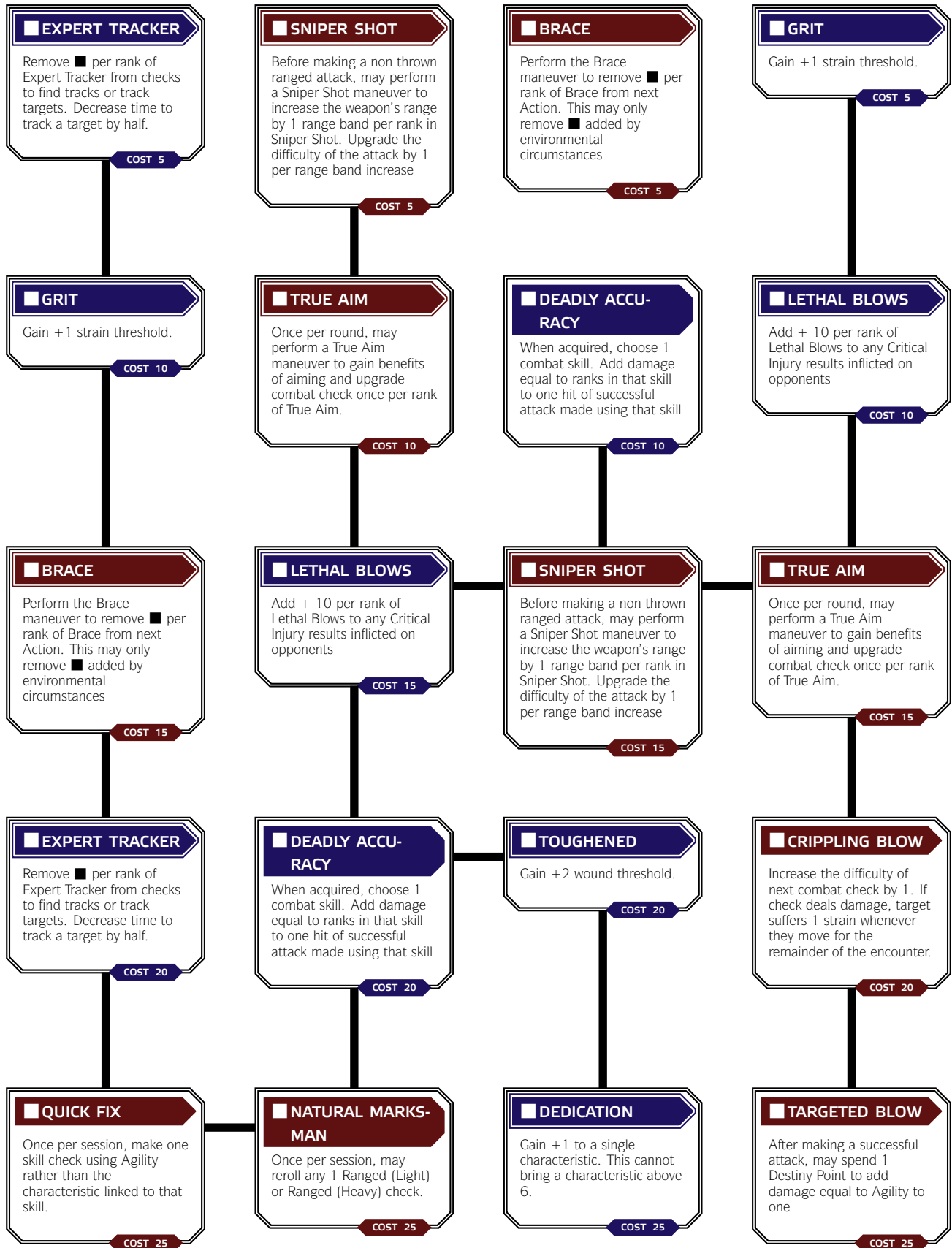
**Career Skills:** Athletics, Brawl, Knowledge (Warfare), Medicine, Melee, Ranged (Light), Ranged (Heavy), Survival

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

**PASSIVE**

**ACTIVE**

**RANKED TALENT**



# Soldier: Trailblazer

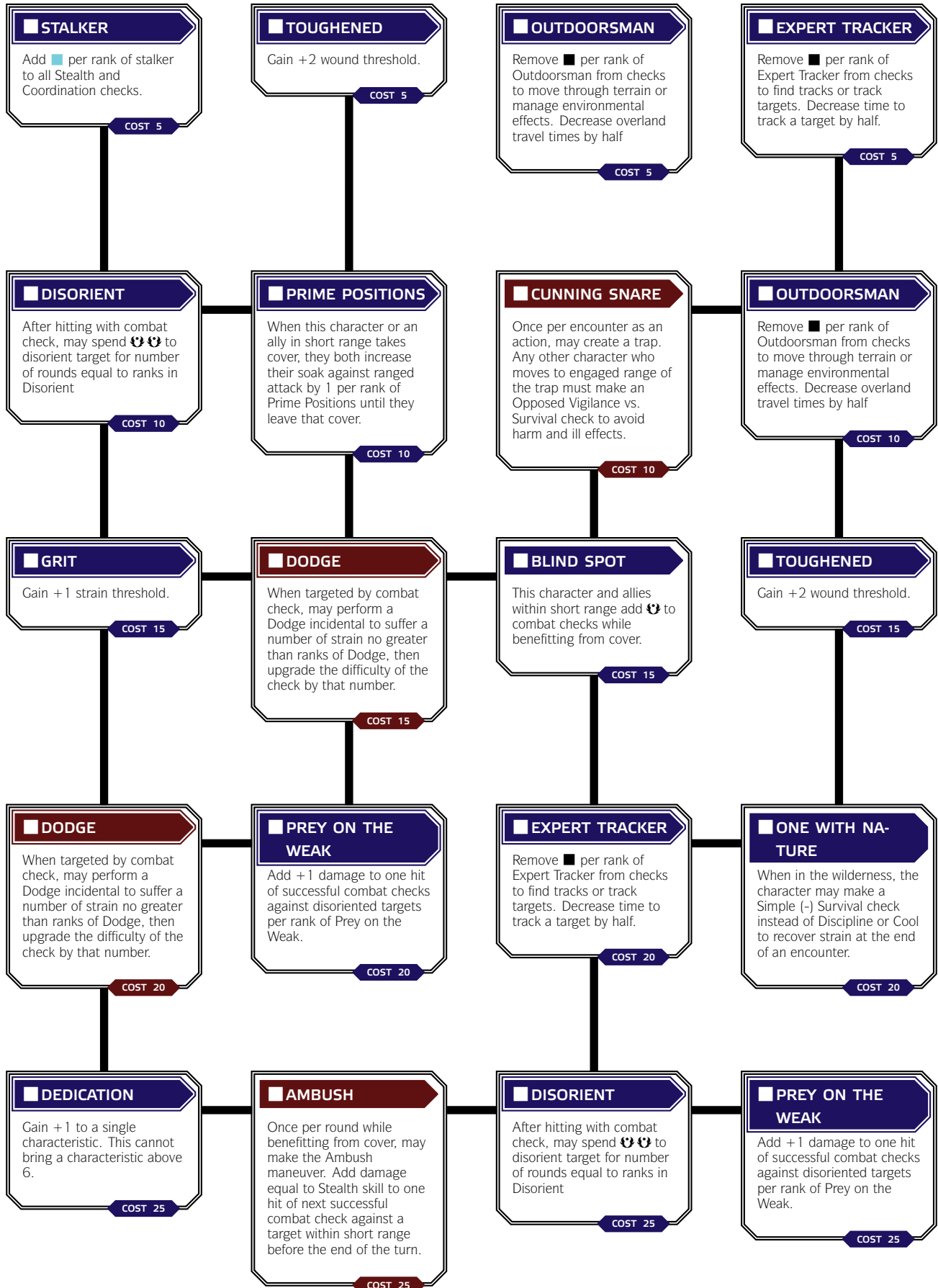
**Career Skills:** Athletics, Brawl, Knowledge (Warfare), Medicine, Melee, Ranged (Light), Ranged (Heavy), Survival

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

**PASSIVE**

**ACTIVE**

**RANKED TALENT**



# Soldier: Vanguard

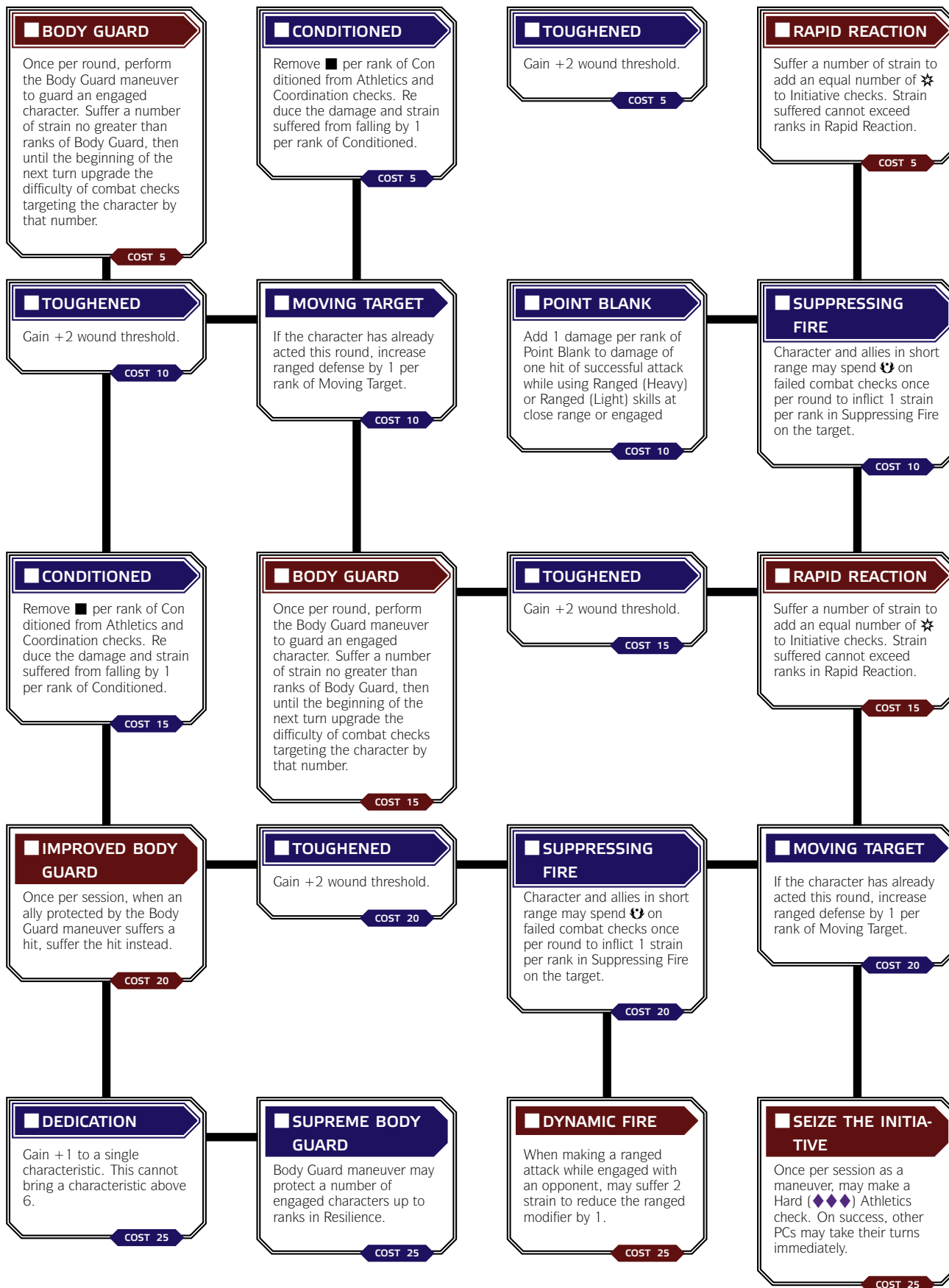
**Career Skills:** Athletics, Brawl, Knowledge (Warfare), Medicine, Melee, Ranged (Light), Ranged (Heavy), Survival

**Additional Career Skills:** Athletics, Cool, Vigilance, Resilience

**PASSIVE**

**ACTIVE**

**RANKED TALENT**



# Spy: Courier

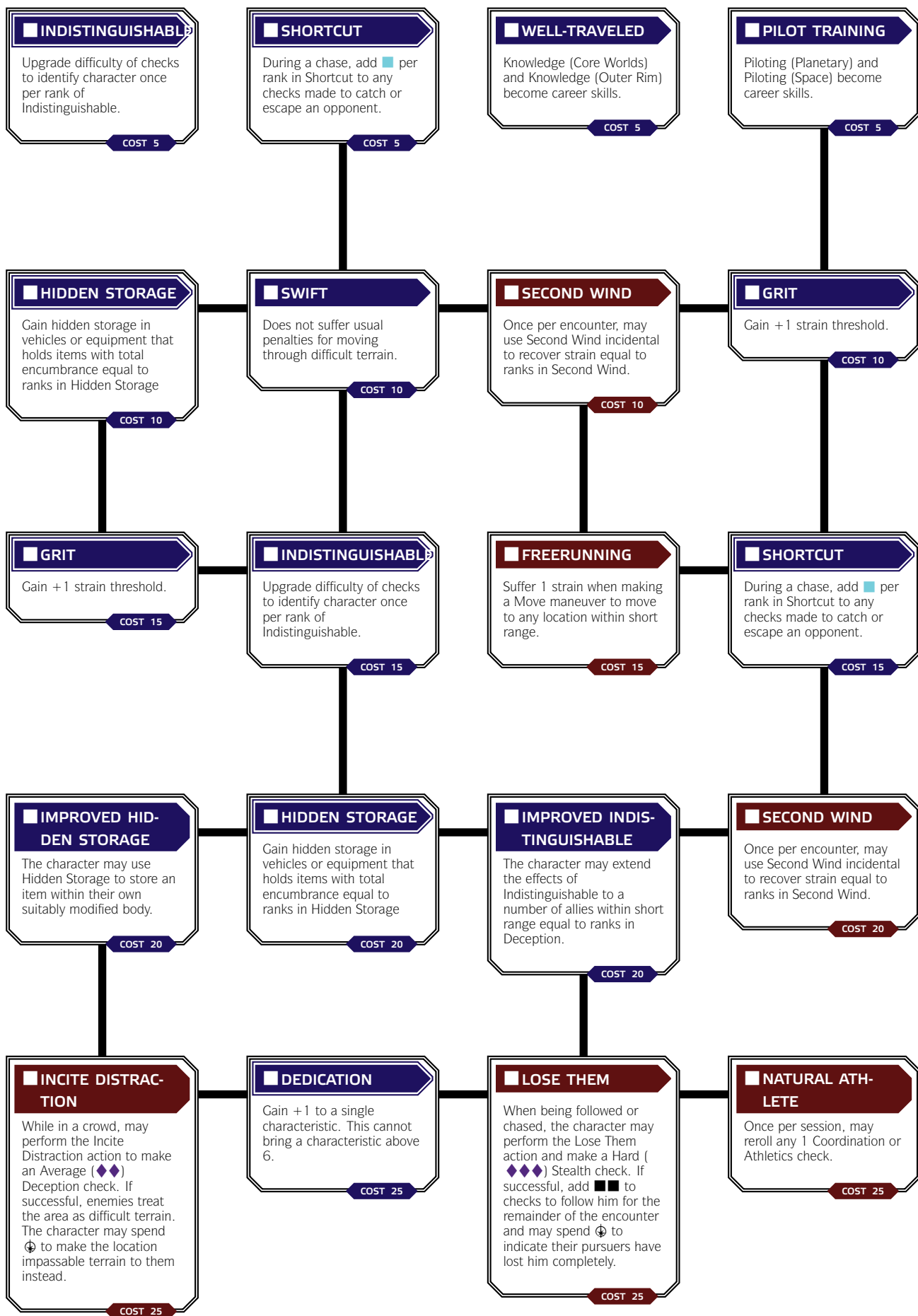
**Career Skills:** Computers, Cool, Coordination, Deception, Knowledge (Warfare), Perception, Skulduggery, Stealth

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

**PASSIVE**

**ACTIVE**

**RANKED TALENT**



# Spy: Infiltrator

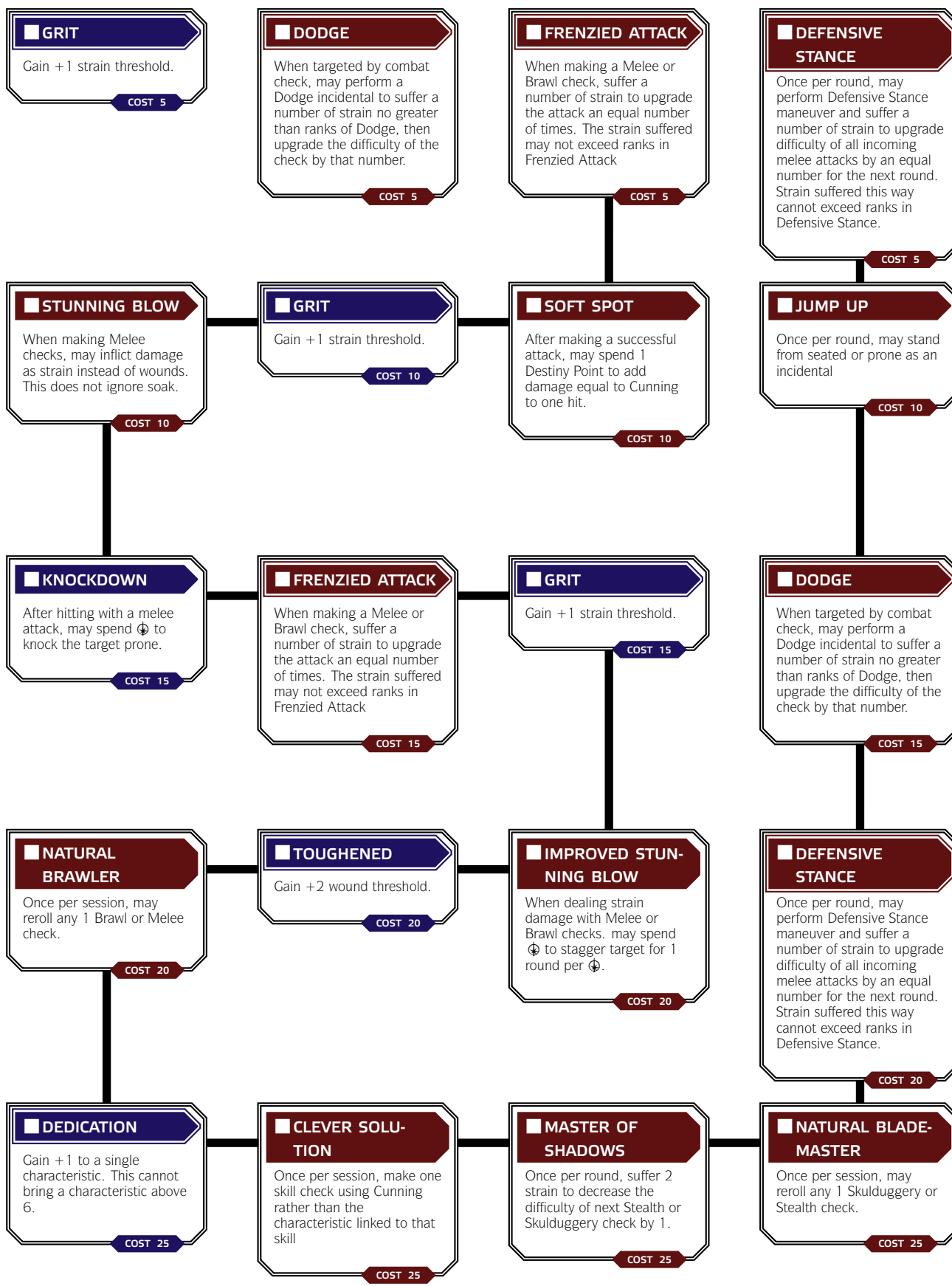
**Career Skills:** Computers, Cool, Coordination, Deception, Knowledge (Warfare), Perception, Skulduggery, Stealth

**Additional Career Skills:** Deception, Melee, Skulduggery, Streetwise

**PASSIVE**

**ACTIVE**

**RANKED TALENT**



# Spy: Interrogator

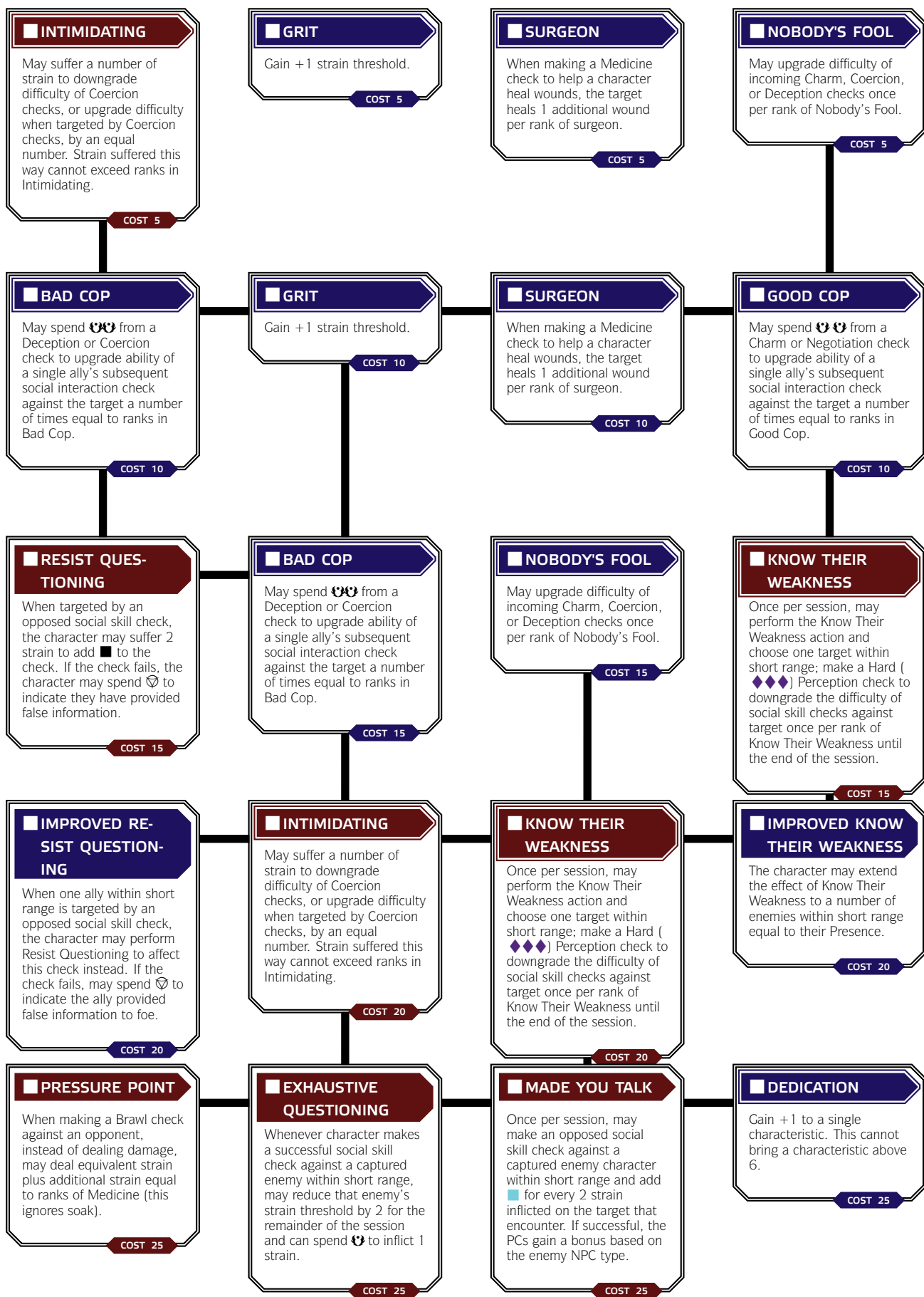
**Career Skills:** Computers, Cool, Coordination, Deception, Knowledge (Warfare), Perception, Skulduggery, Stealth

**Additional Career Skills:** Charm, Coercion, Medicine, Perception

**PASSIVE**

**ACTIVE**

**RANKED TALENT**



# Spy: Scout

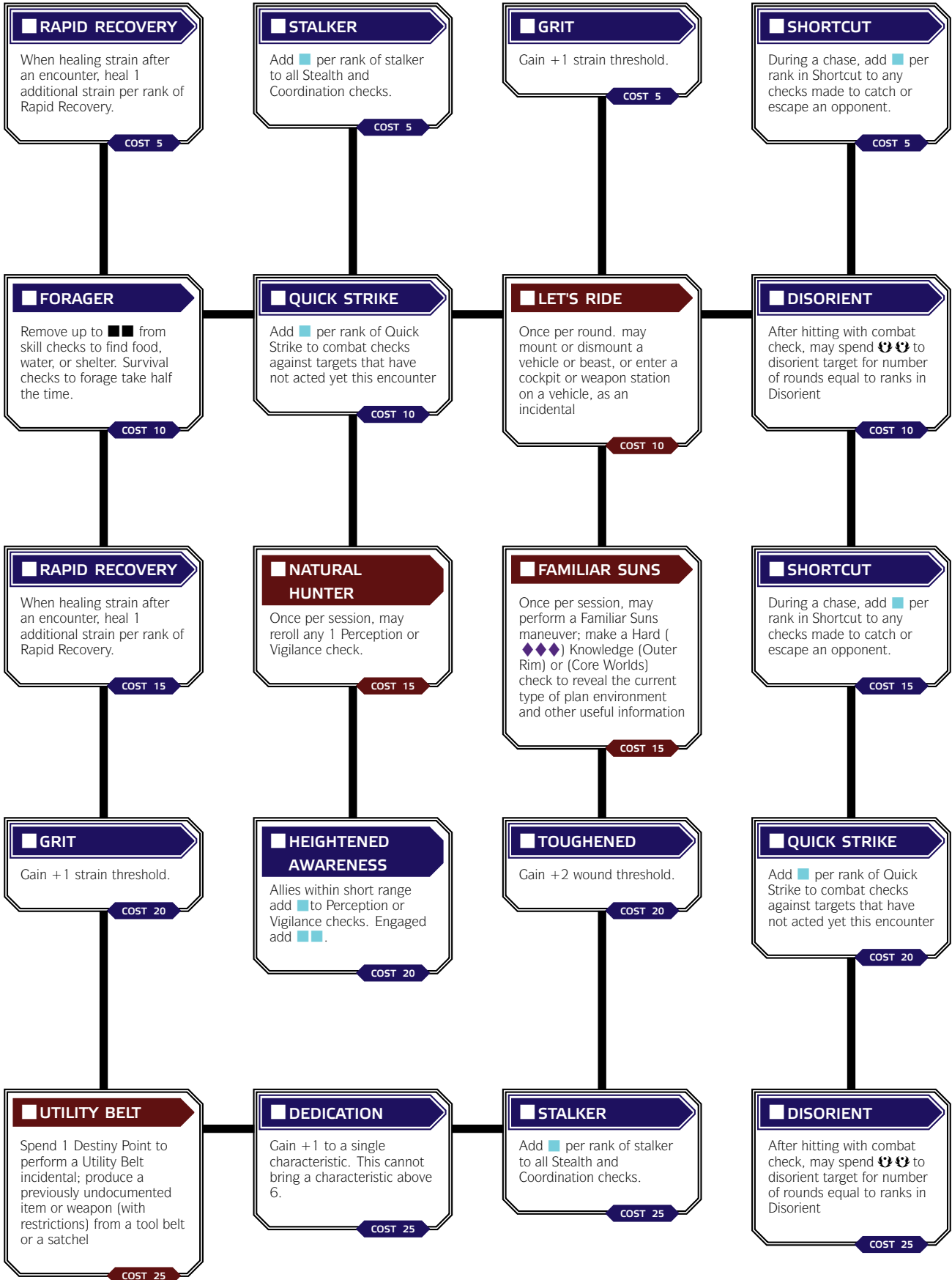
**Career Skills:** Computers, Cool, Coordination, Deception, Knowledge (Warfare), Perception, Skulduggery, Stealth

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

**PASSIVE**

**ACTIVE**

**RANKED TALENT**



# Spy: Sleeper Agent

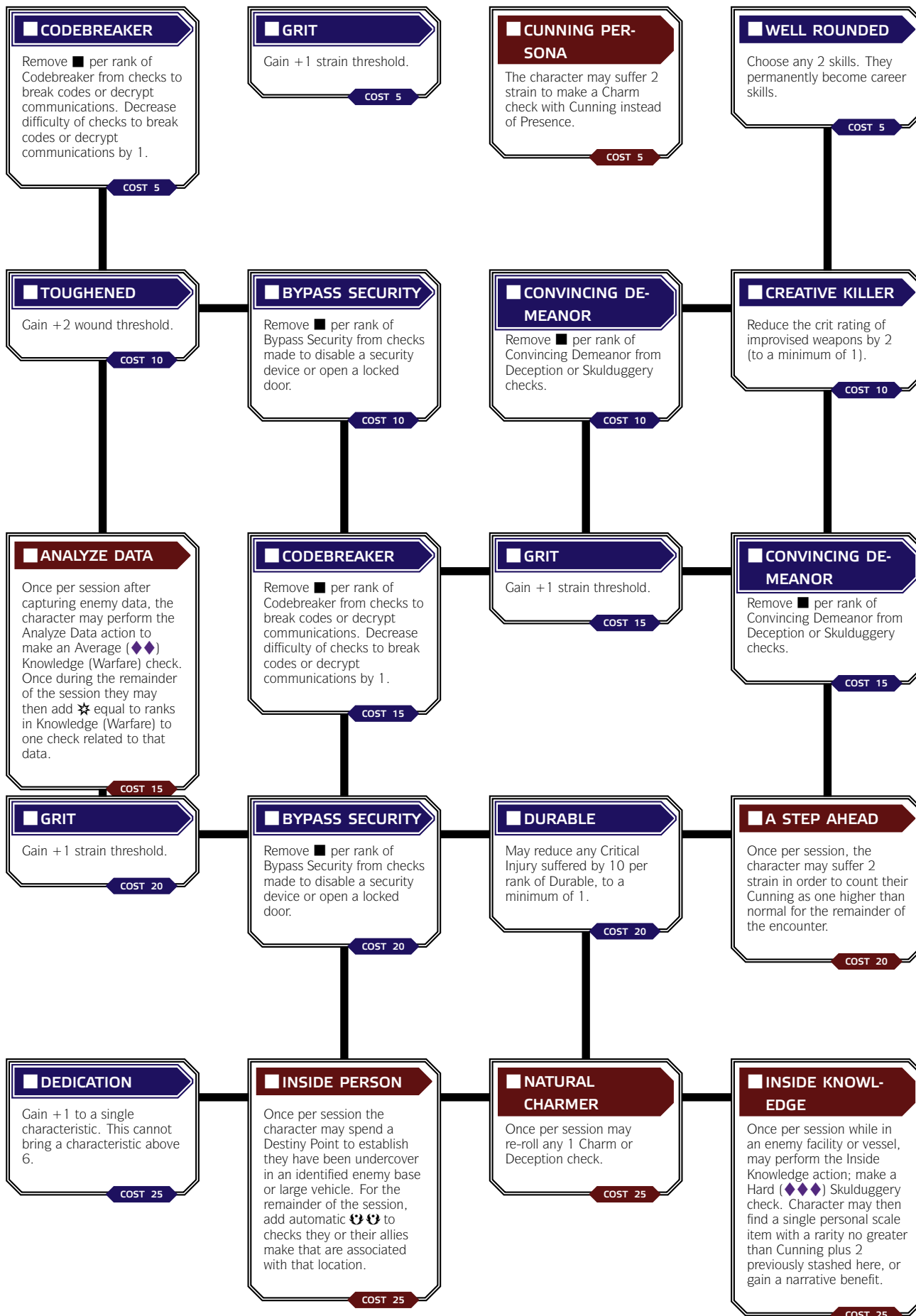
**Career Skills:** Computers, Cool, Coordination, Deception, Knowledge (Warfare), Perception, Skulduggery, Stealth

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

**PASSIVE**

**ACTIVE**

**RANKED TALENT**



# Spy: Slicer

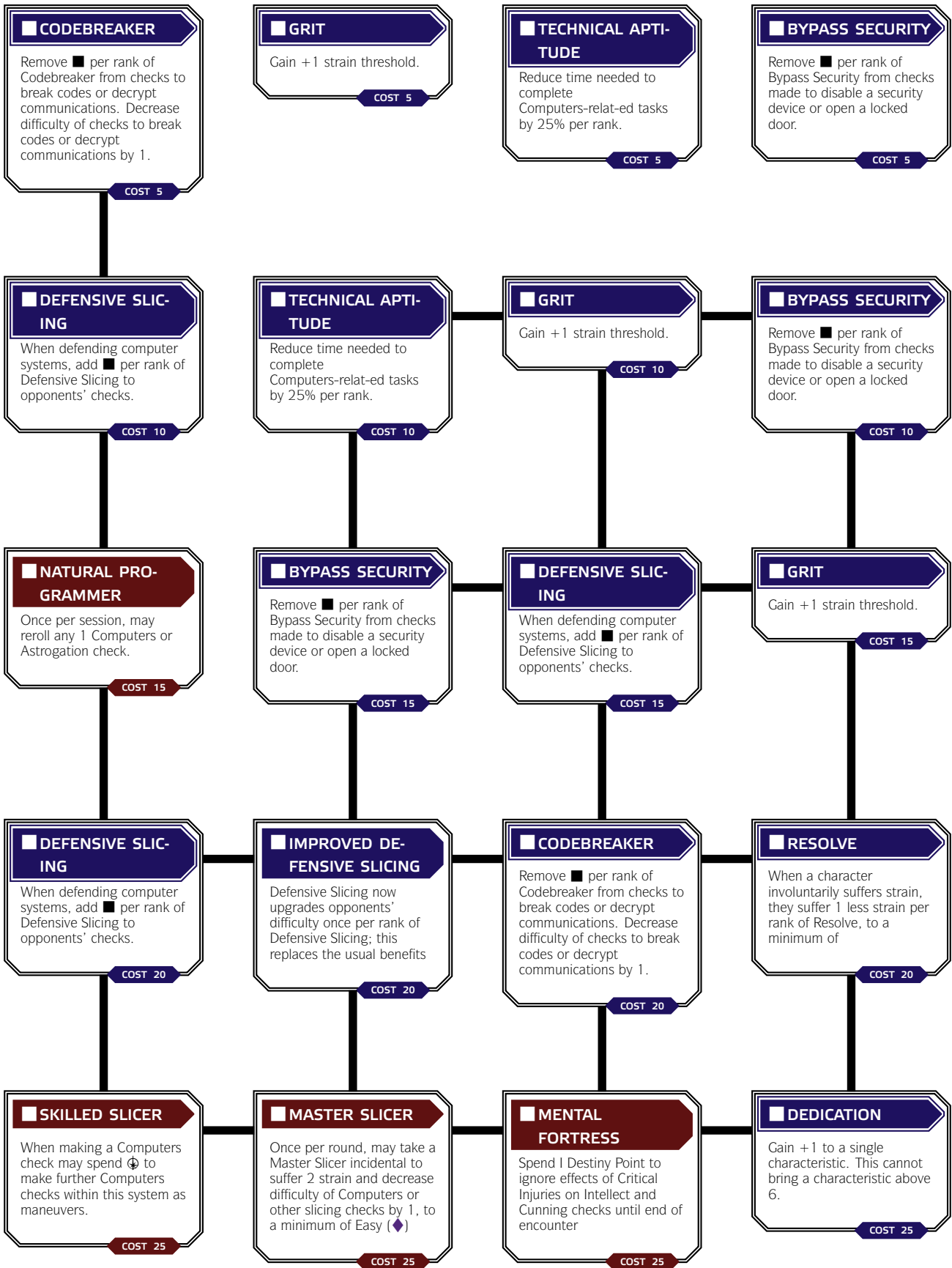
**Career Skills:** Computers, Cool, Coordination, Deception, Knowledge (Warfare), Perception, Skulduggery, Stealth

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

**PASSIVE**

**ACTIVE**

**RANKED TALENT**



# Technician: Mechanic

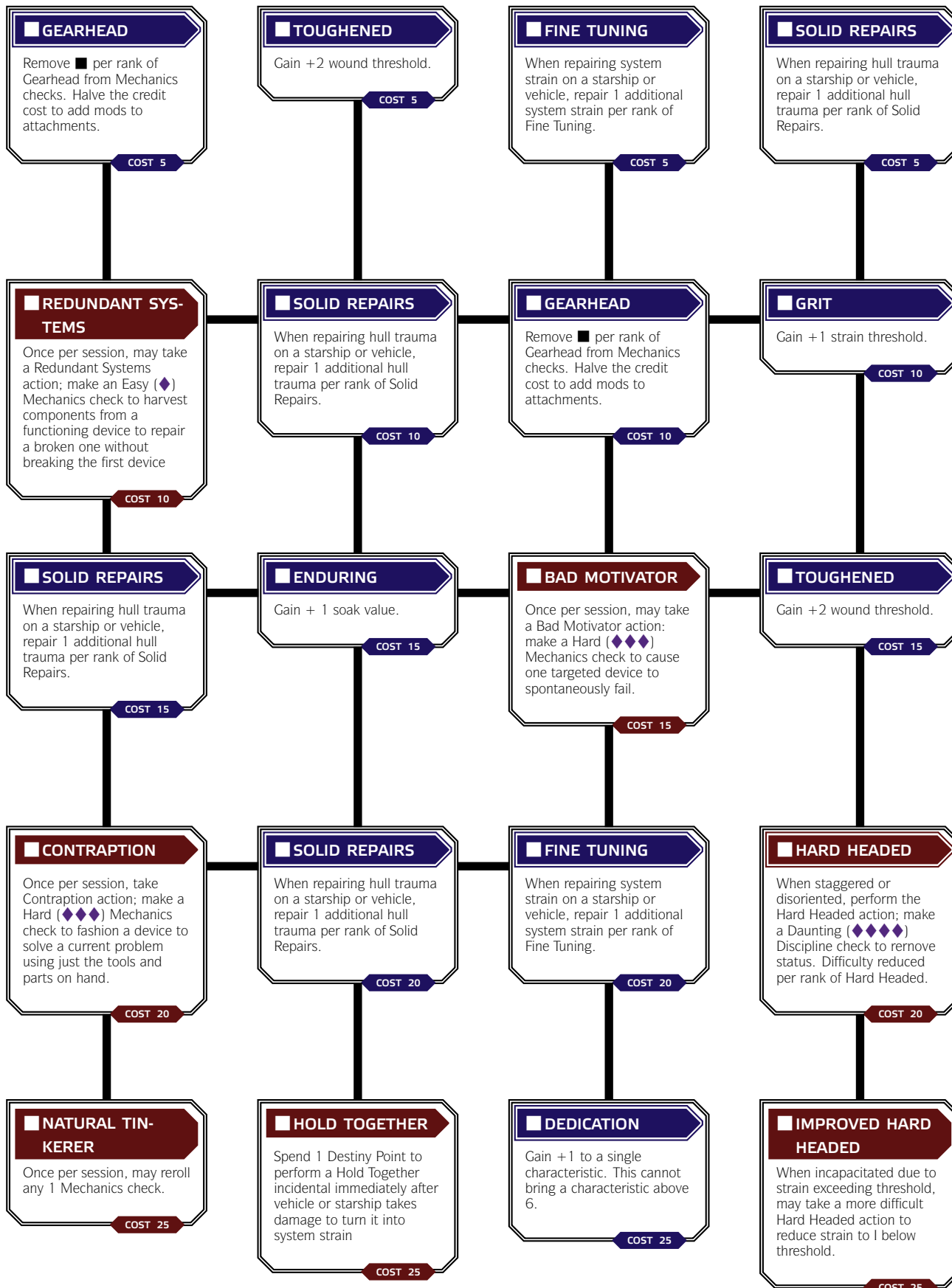
**Career Skills:** Astrogation, Computers, Coordination, Discipline, Knowledge (Outer Rim), Mechanics, Perception, Piloting (Planetary)

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

PASSIVE

ACTIVE

RANKED TALENT



# Technician: Cyber Tech

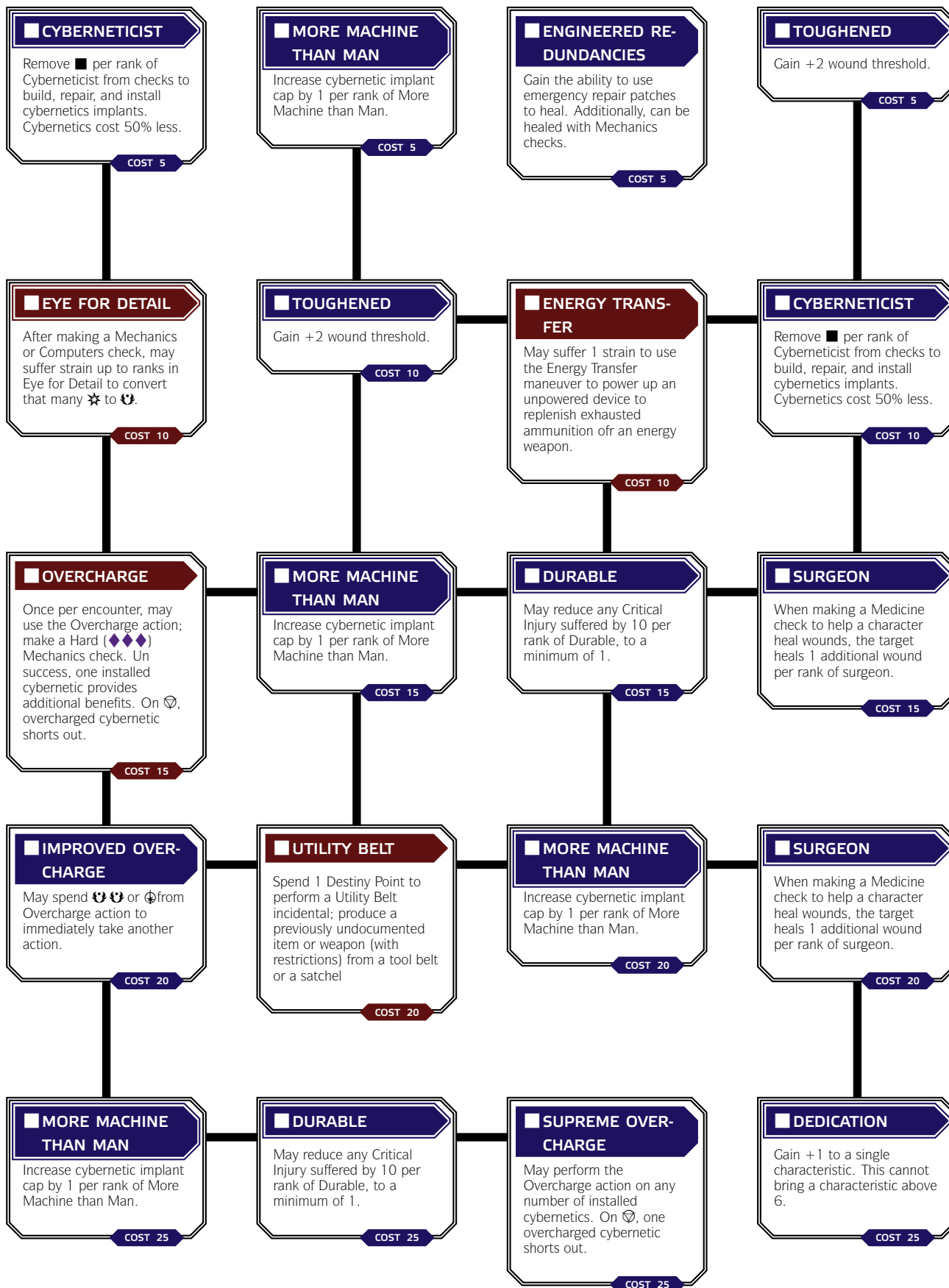
**Career Skills:** Astrogation, Computers, Coordination, Discipline, Knowledge (Outer Rim), Mechanics, Perception, Piloting (Planetary)

**Additional Career Skills:** Athletics, Mechanics, Medicine, Vigilance

PASSIVE

ACTIVE

RANKED TALENT



# Technician: Droid Tech

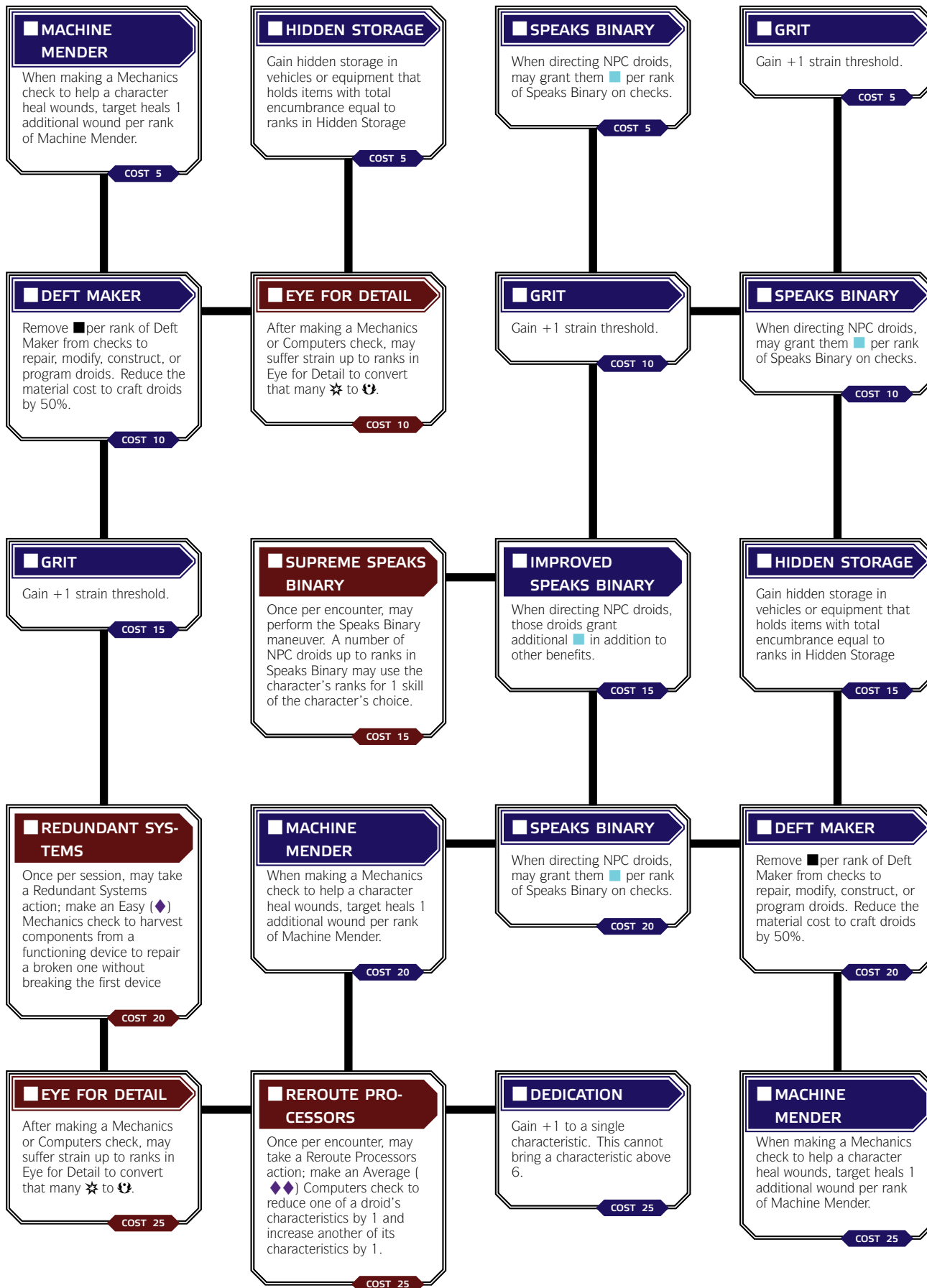
**Career Skills:** Astrogation, Computers, Coordination, Discipline, Knowledge (Outer Rim), Mechanics, Perception, Piloting (Planetary)

**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

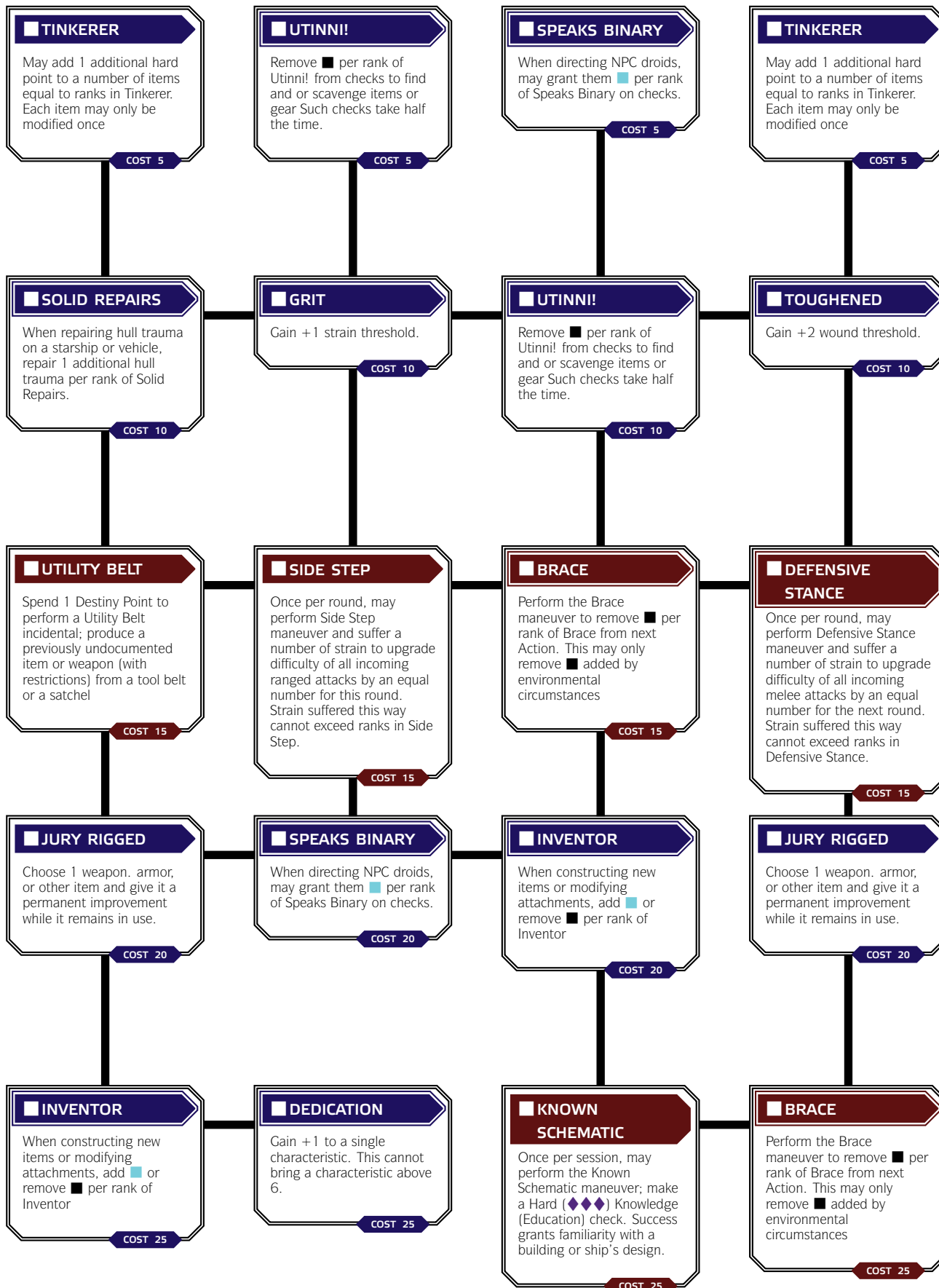
**Career Skills:** Astrogation, Computers, Coordination, Discipline, Knowledge (Outer Rim), Mechanics, Perception, Piloting (Planetary)

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

**PASSIVE**

**ACTIVE**

**RANKED TALENT**





# Warrior: Aggressor

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

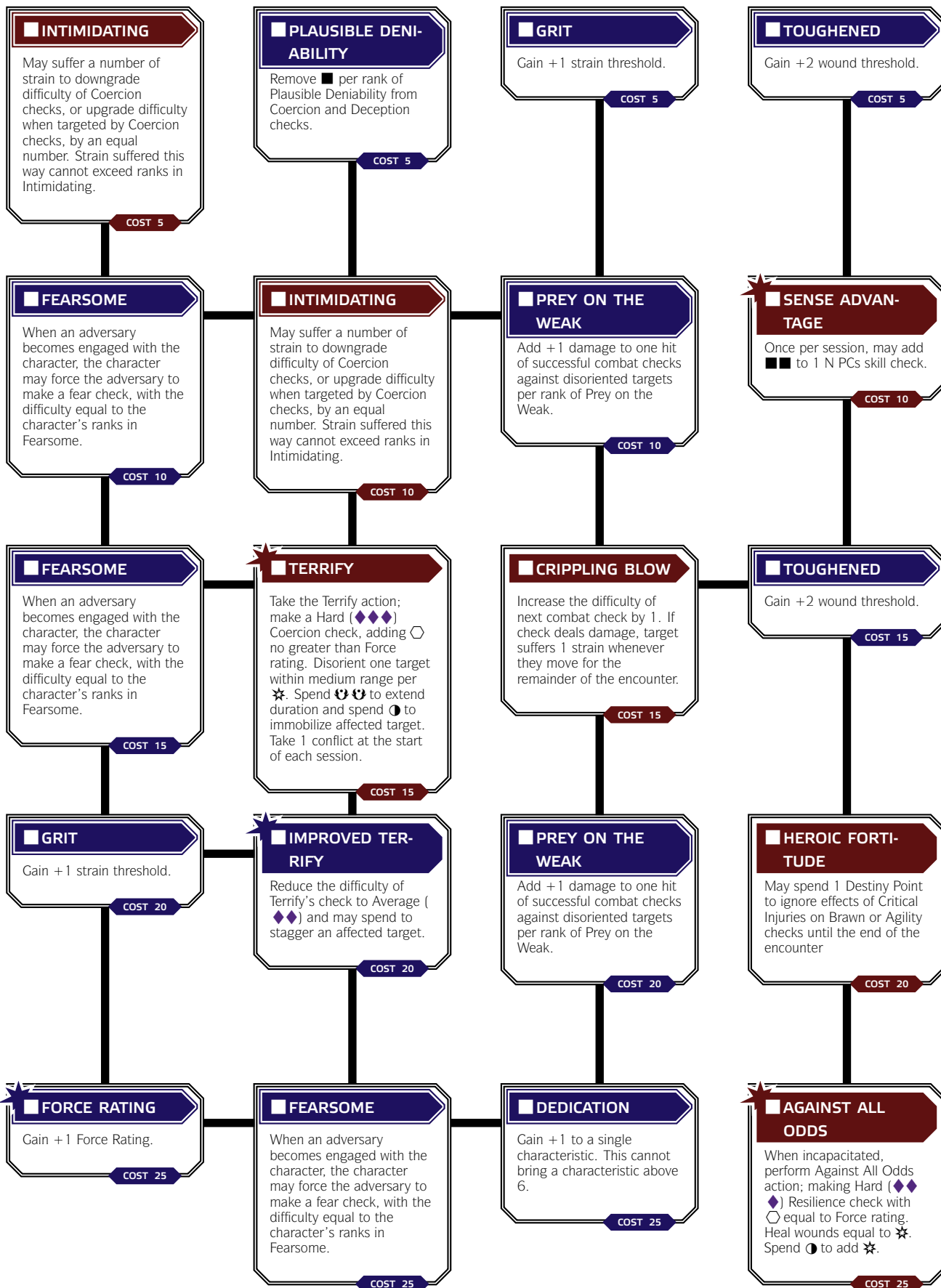
Additional Career Skills: Coercion, Knowledge (Underworld), Ranged (Light), Streetwise

PASSIVE

ACTIVE

RANKED TALENT

FORCE TALENT



# Warrior: Colossus

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

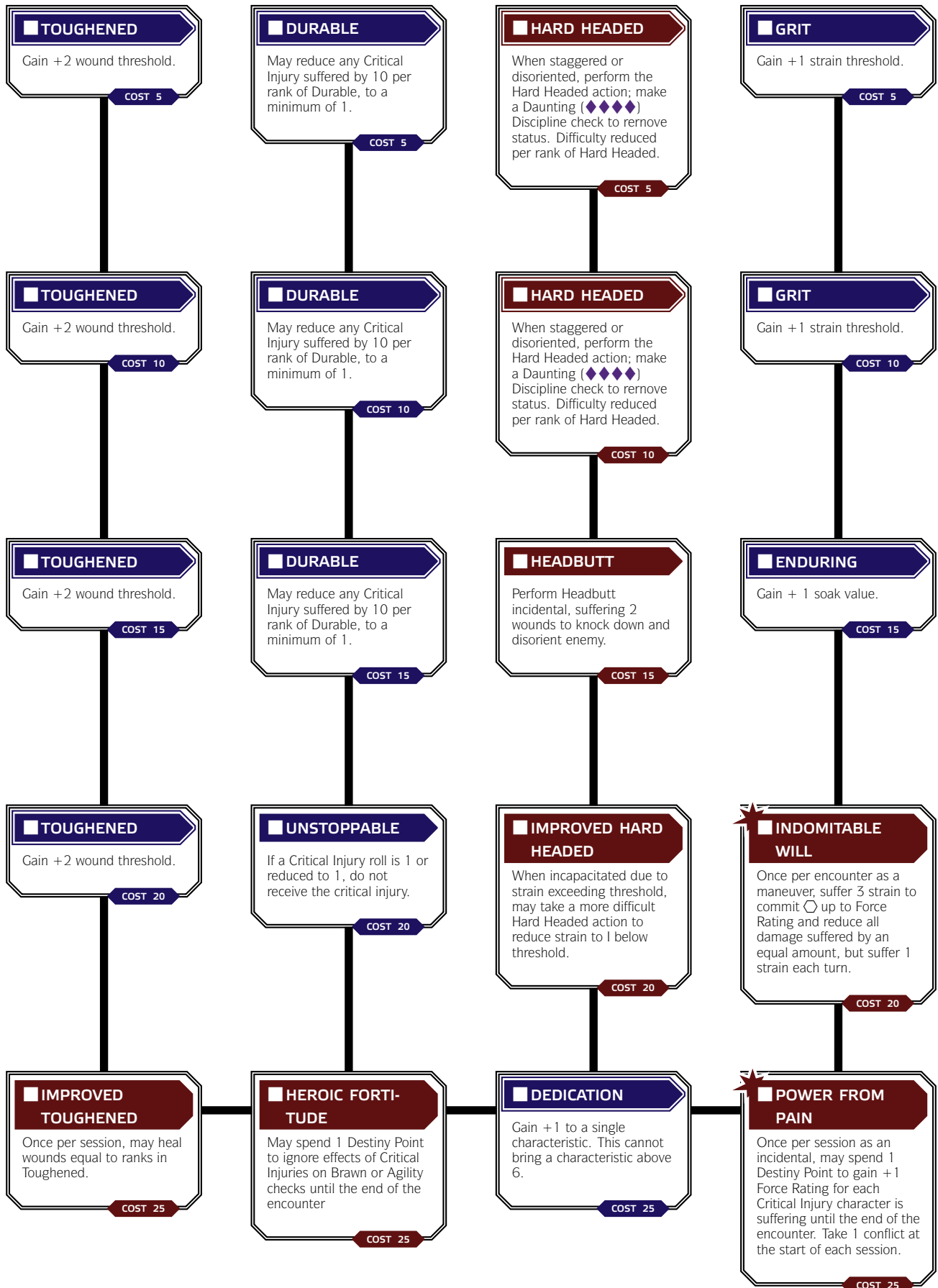
Additional Career Skills: Brawl, Discipline, Melee, Resilience

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

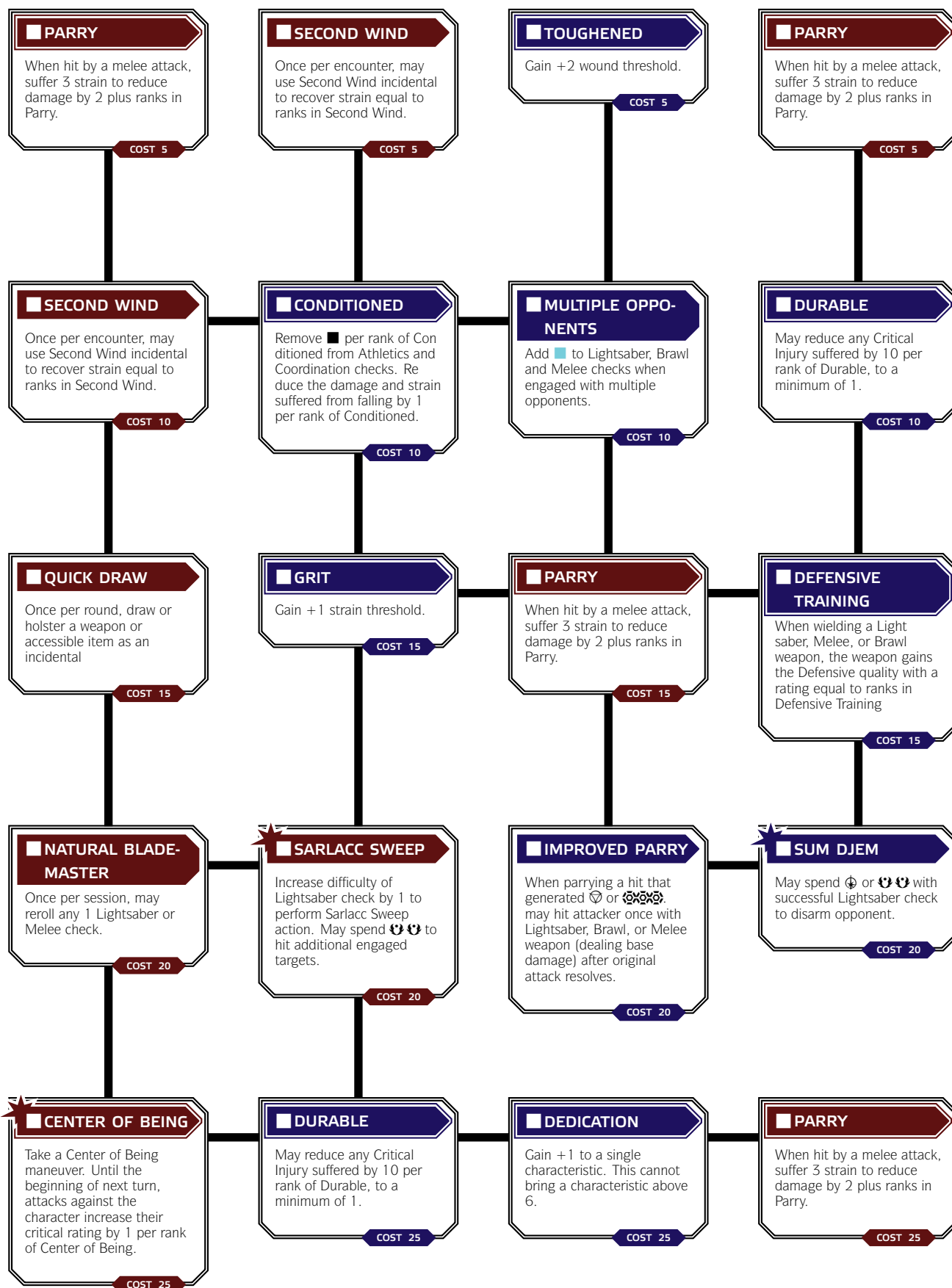
**Additional Career Skills:** Athletics, Coordination, Lightsaber, Melee

PASSIVE

ACTIVE

RANKED TALENT

FORCE TALENT



# Warrior: Steel Hand Adept

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

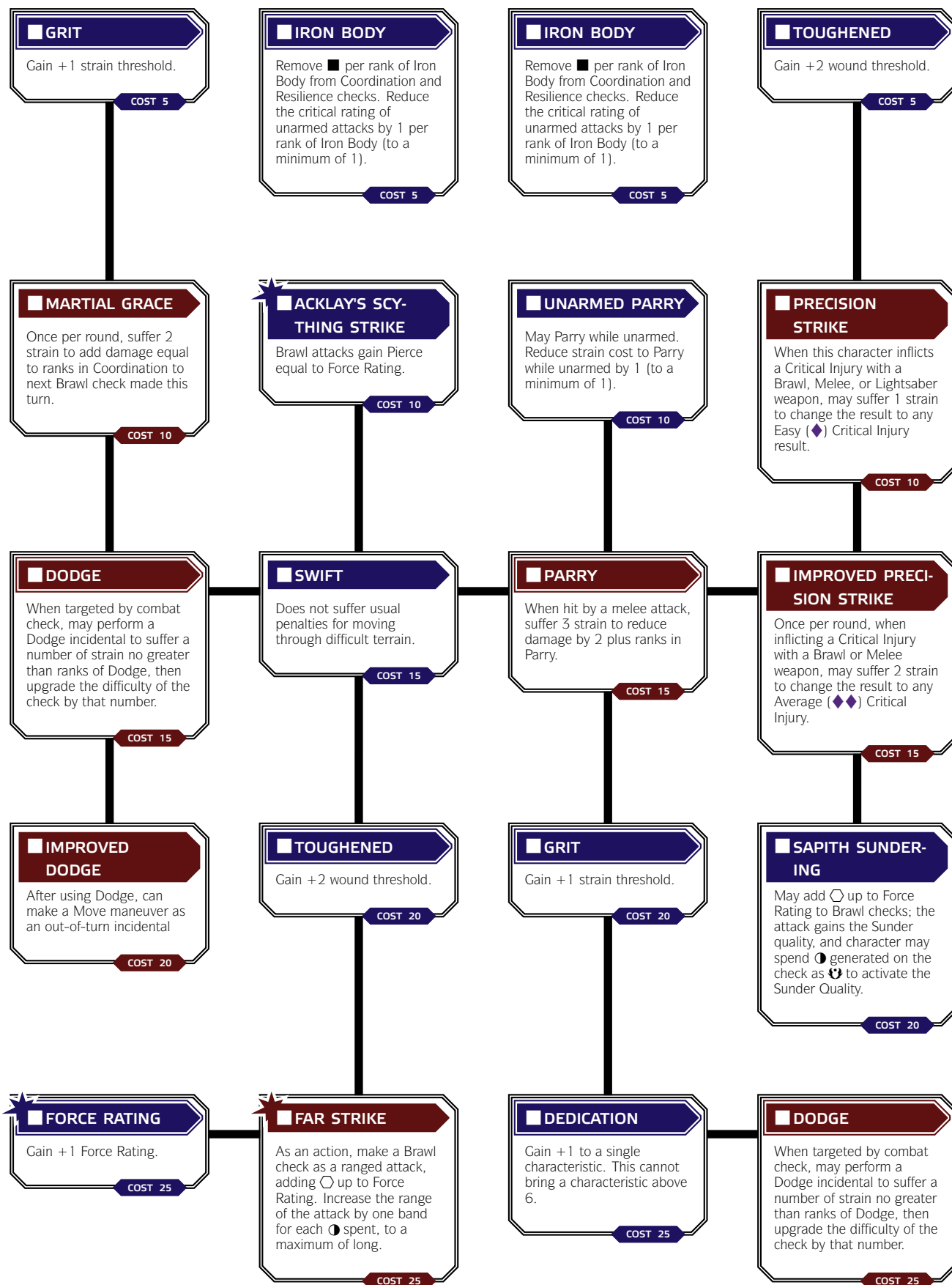
Additional Career Skills: Brawl, Coordination, Discipline, Vigilance

PASSIVE

ACTIVE

RANKED TALENT

FORCE TALENT



# Warrior: Starfighter Ace

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

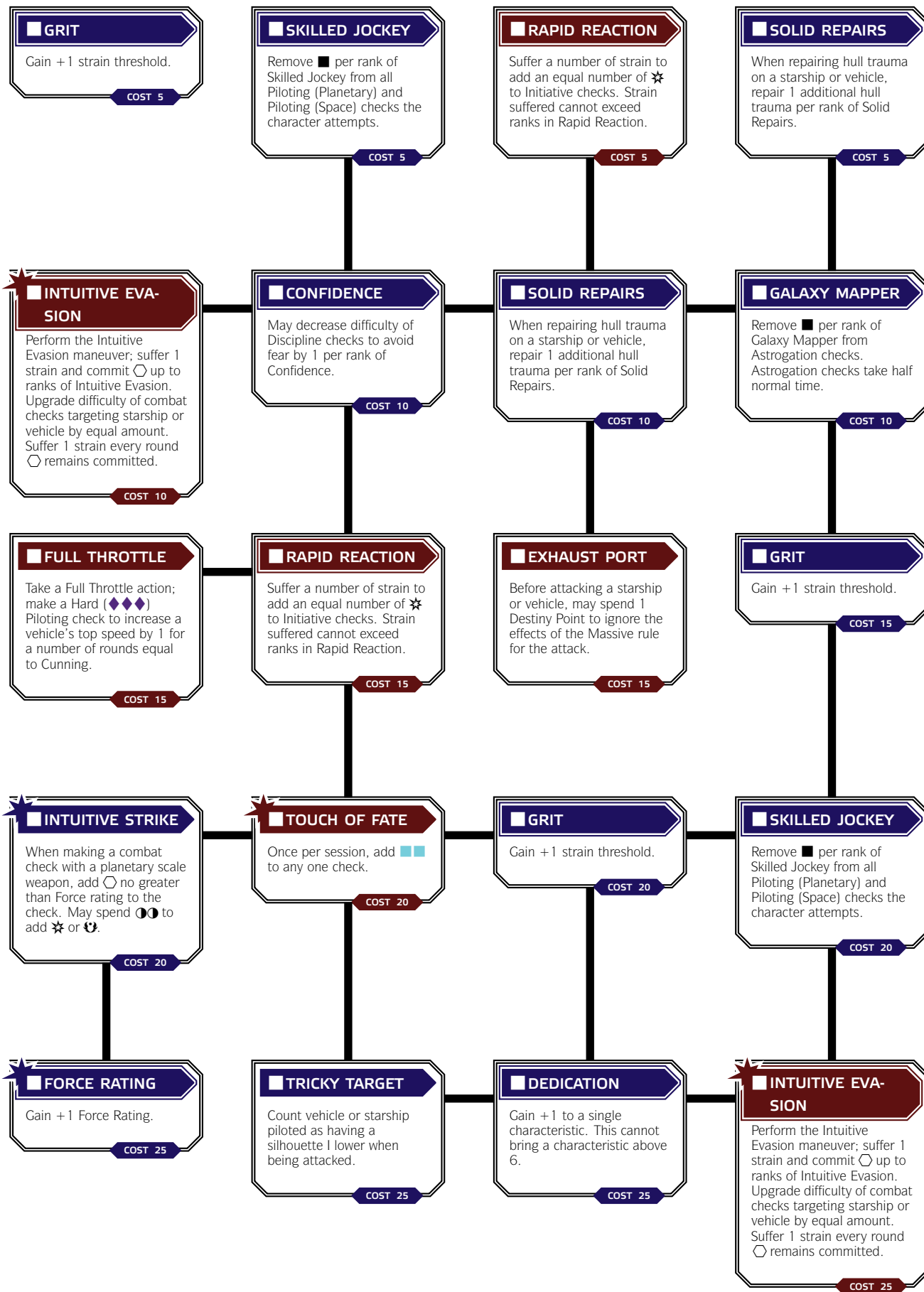
Additional Career Skills: Astrogation, Gunnery, Mechanics, Piloting (Space)

PASSIVE

ACTIVE

RANKED TALENT

FORCE TALENT



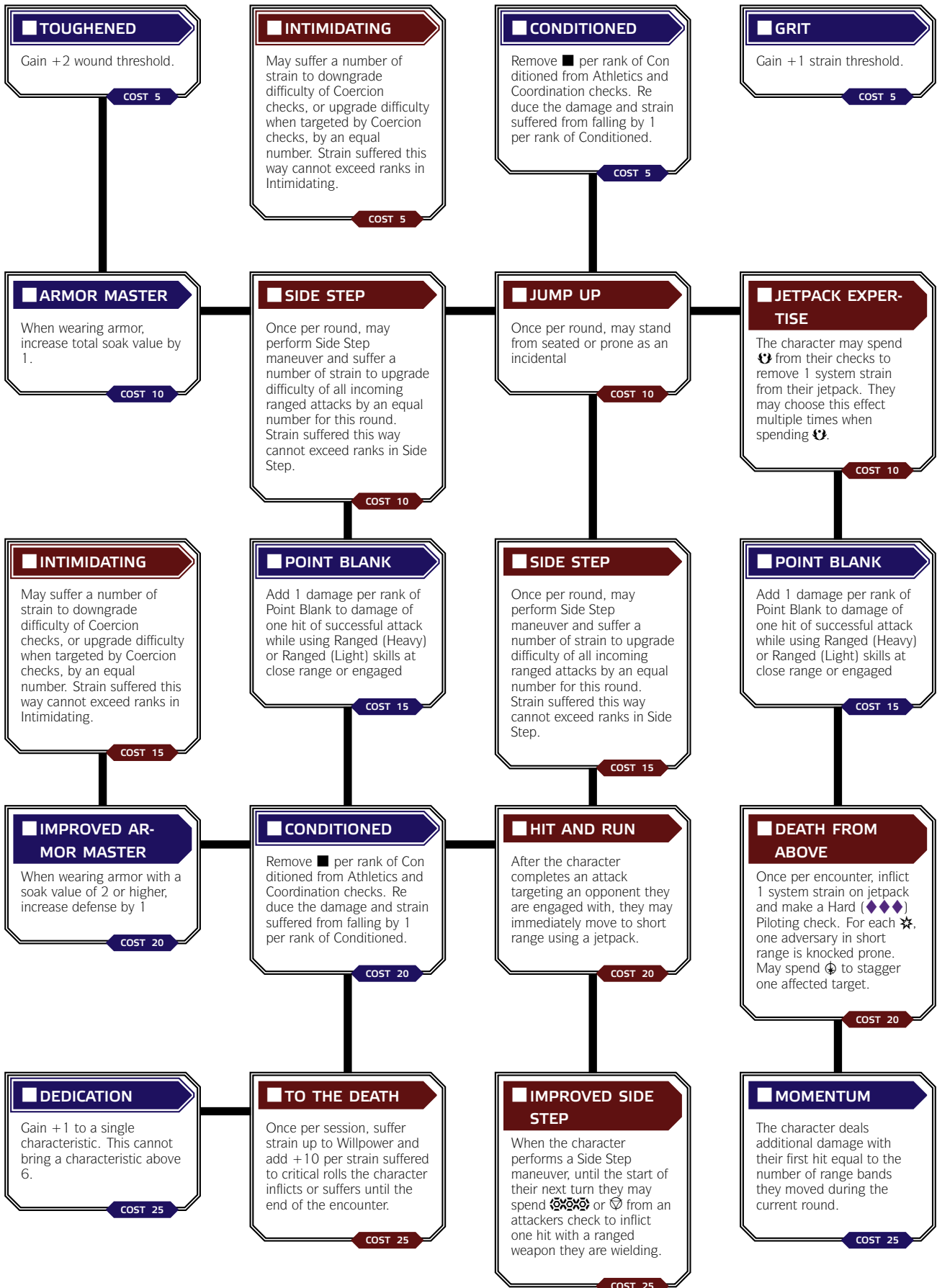
# Universal: Death Watch Warrior

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

PASSIVE

ACTIVE

RANKED TALENT



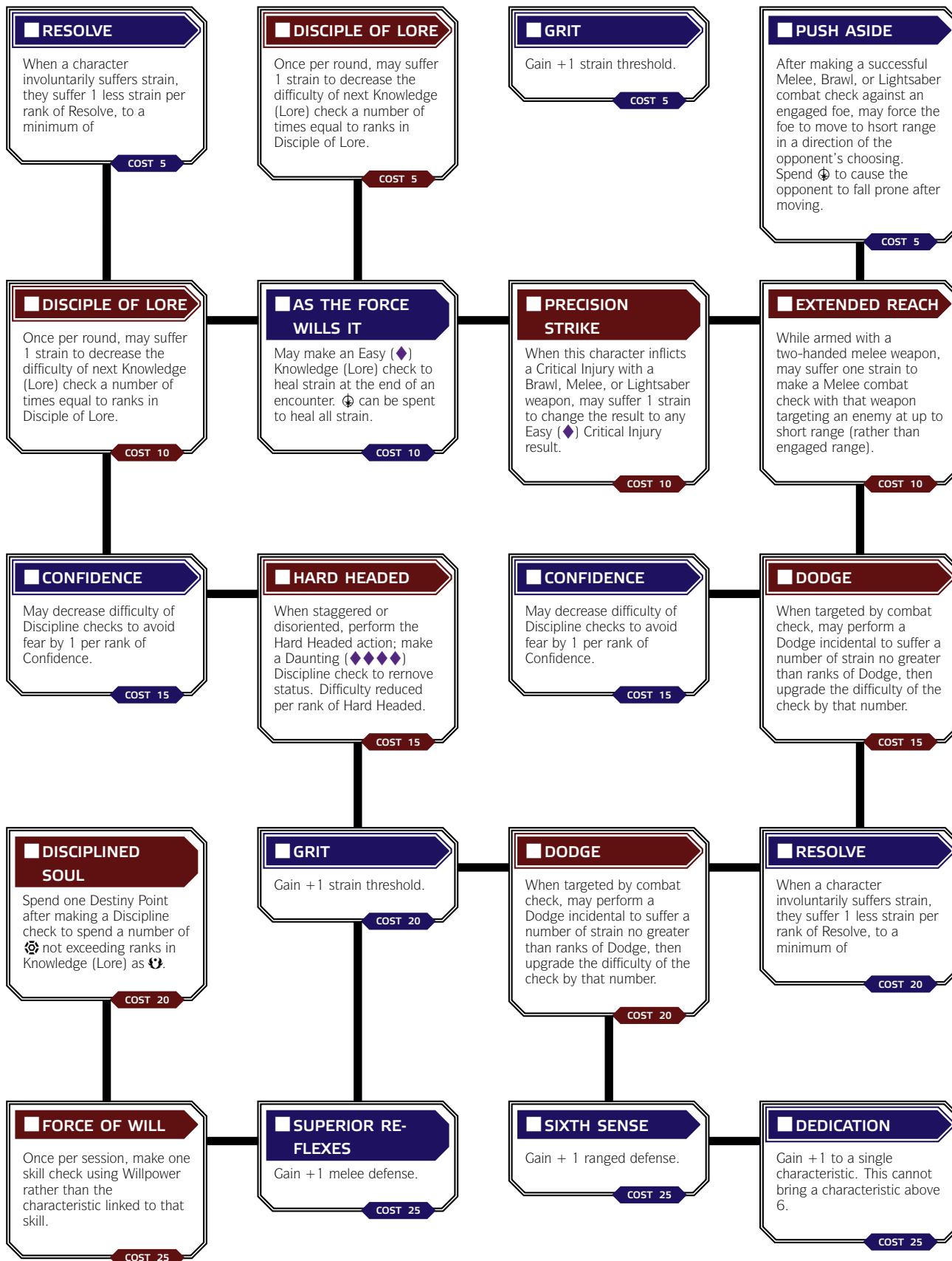
# Universal: Force Adherent

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

**PASSIVE**

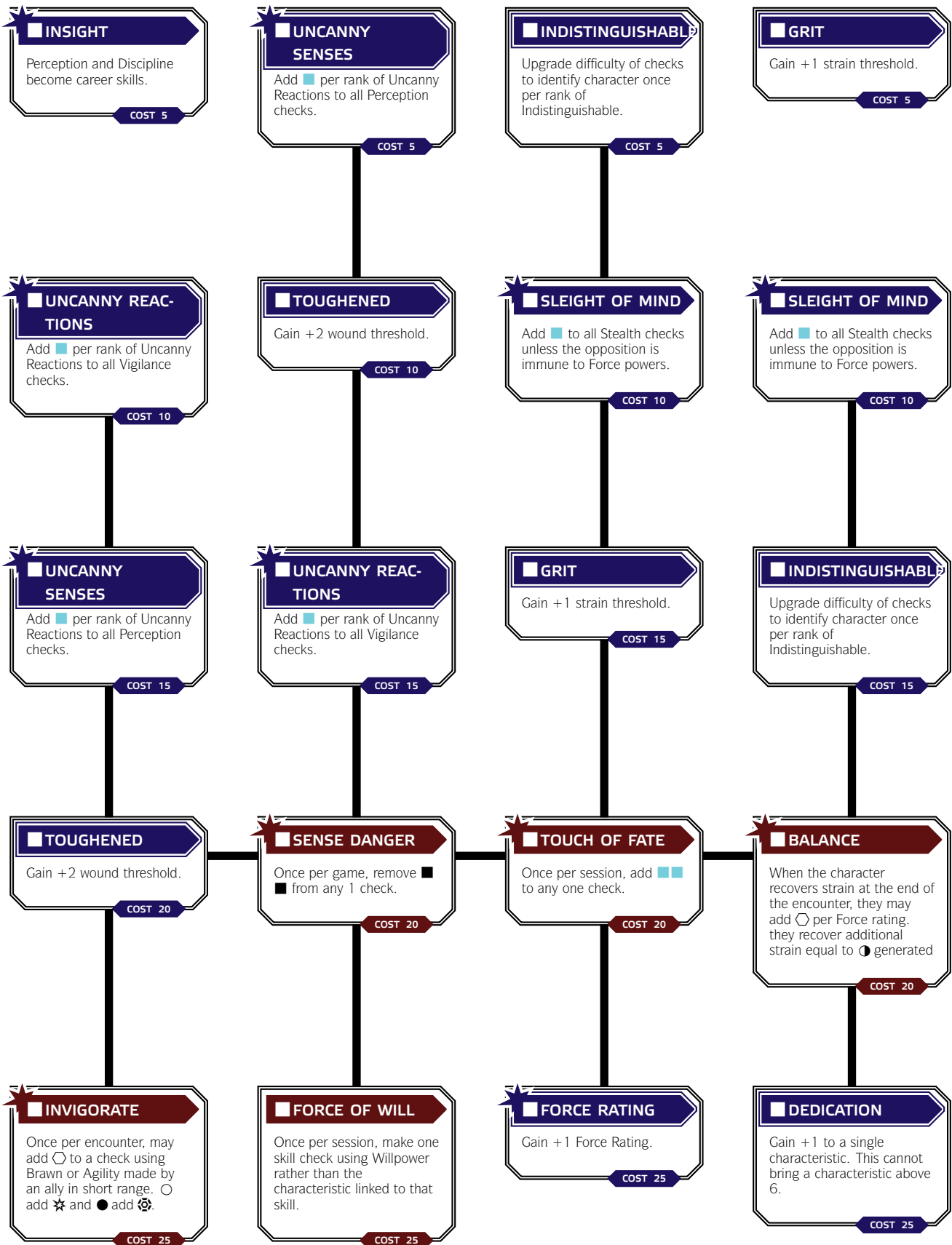
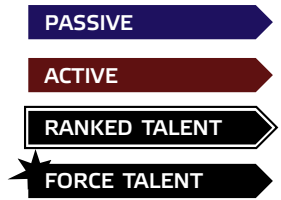
**ACTIVE**

**RANKED TALENT**



# Universal: Force Sensitive Emergent

Gain Force Rating 1



# Universal: Force Sensitive Exile

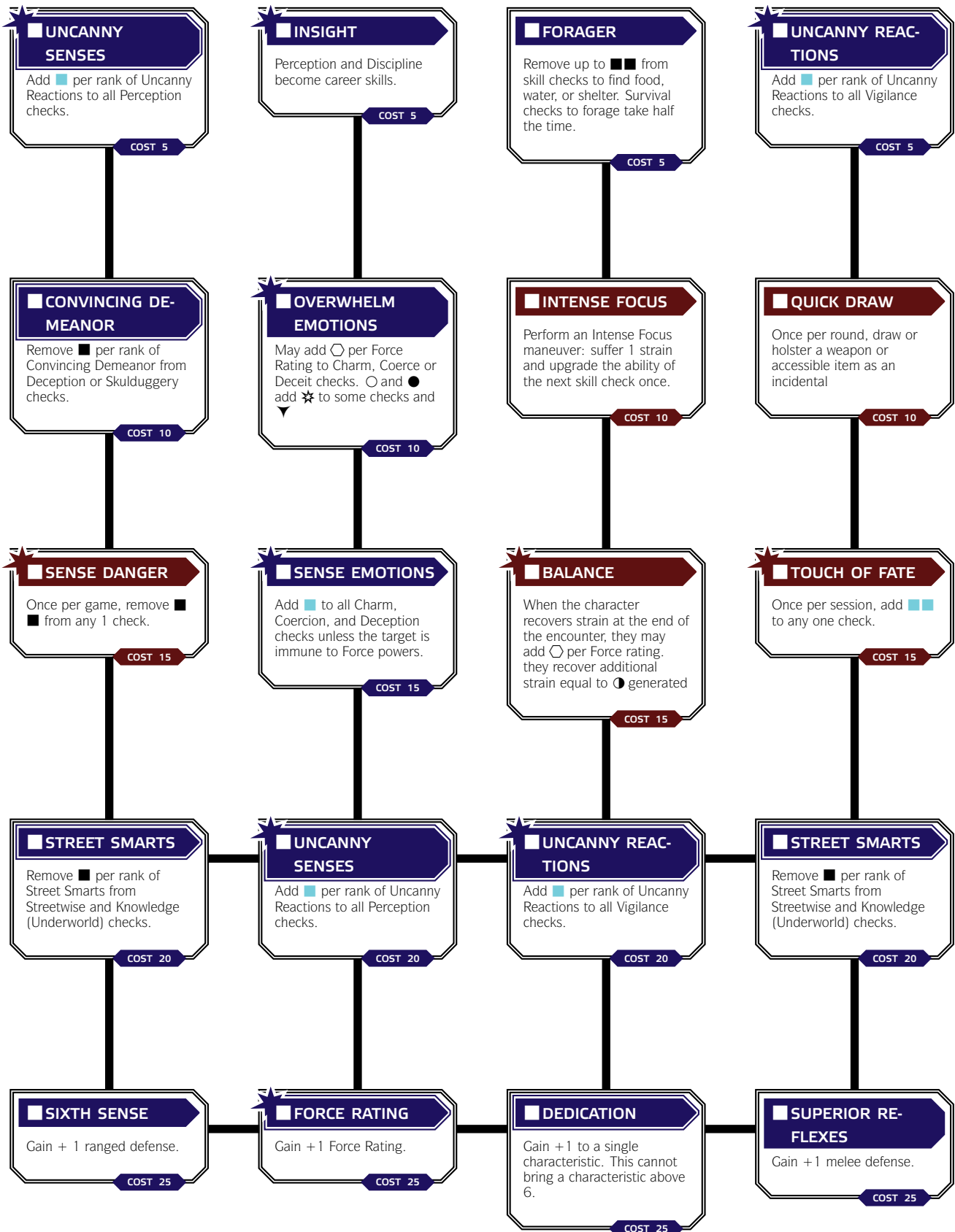
Gain Force Rating 1

PASSIVE

ACTIVE

RANKED TALENT

FORCE TALENT



# Universal: Force Sensitive Outcast

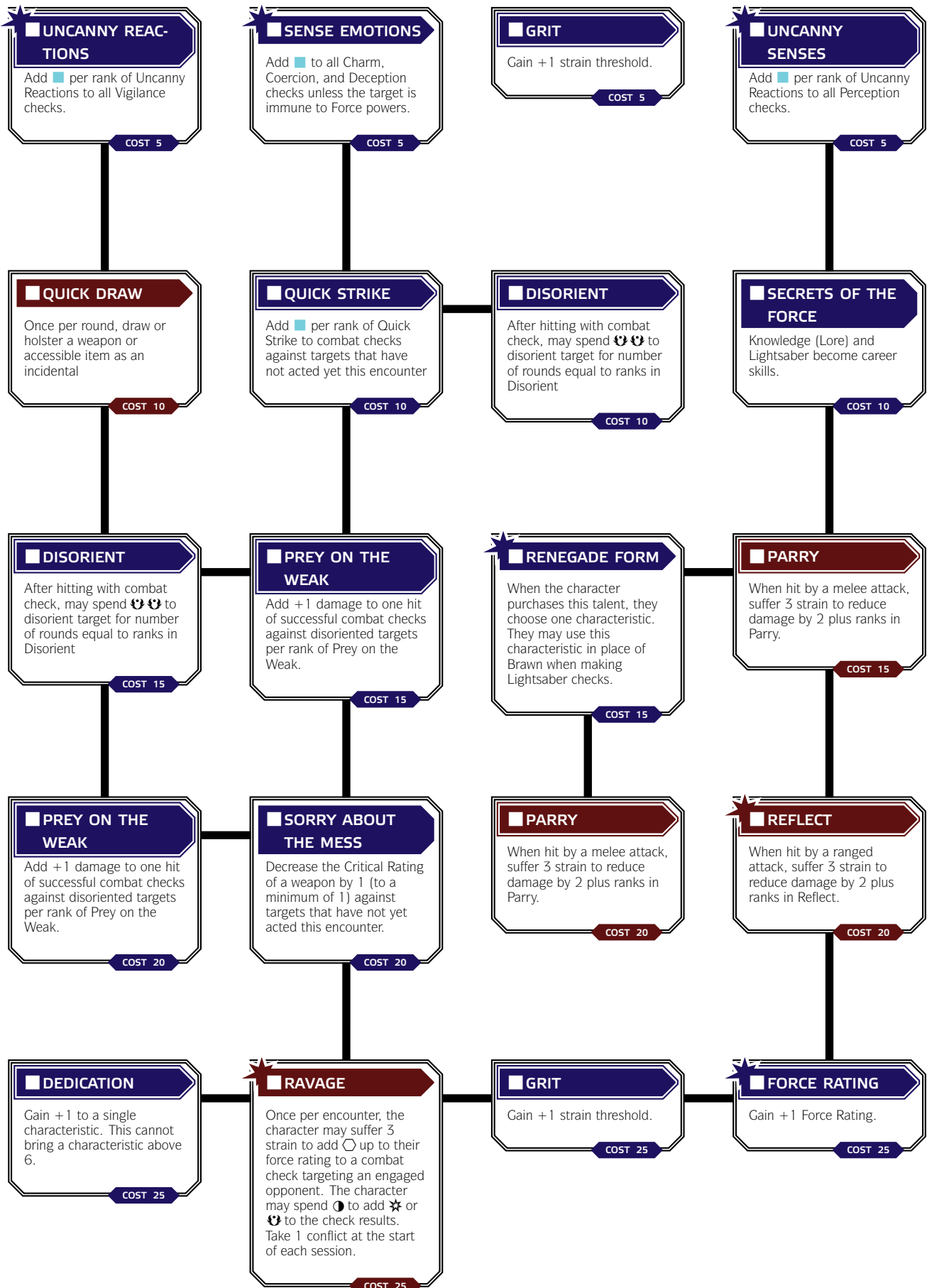
Gain Force Rating 1

PASSIVE

ACTIVE

RANKED TALENT

FORCE TALENT



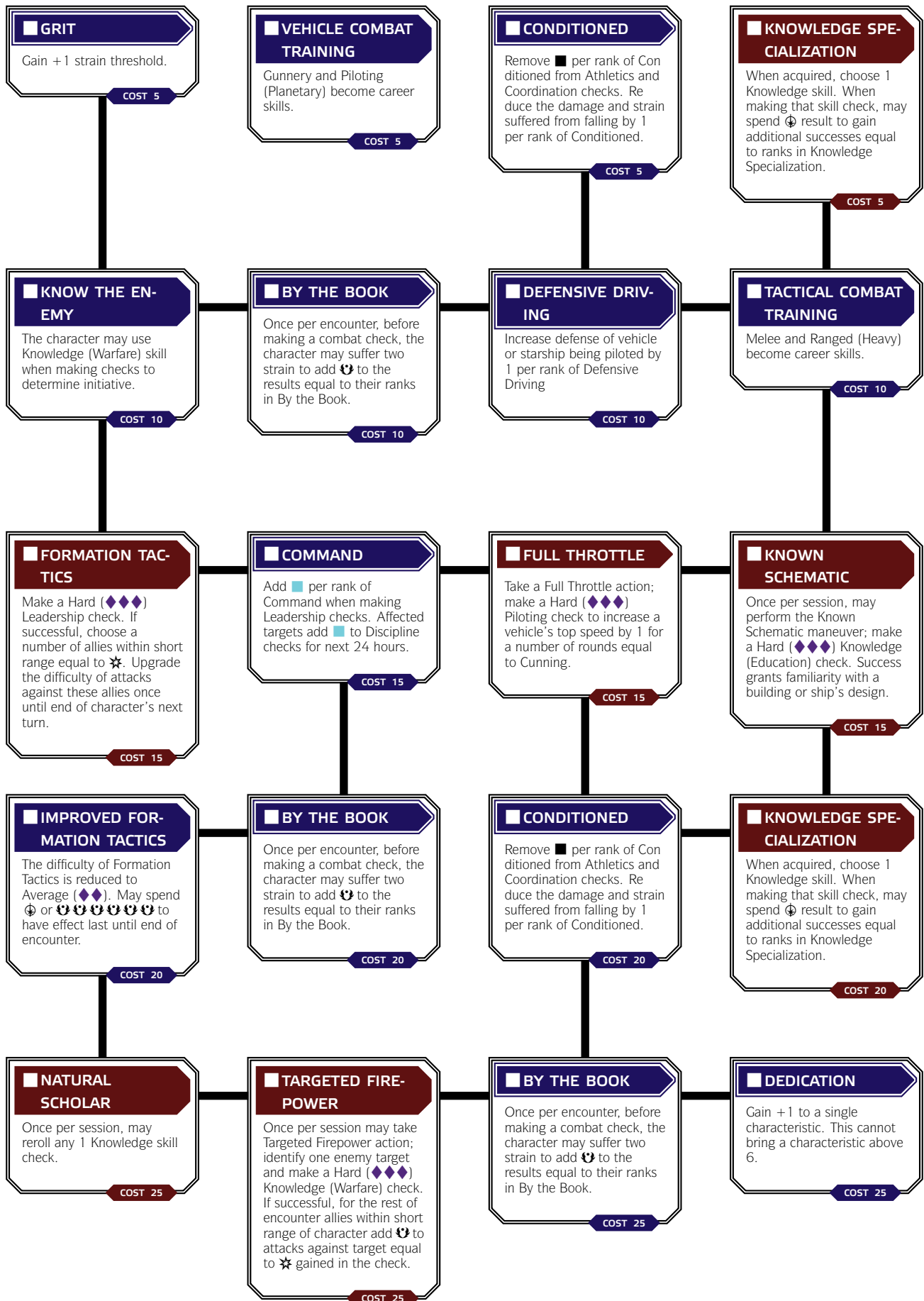
# Universal: Imperial Academy Cadet

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

PASSIVE

ACTIVE

RANKED TALENT



# Universal: Nightsister

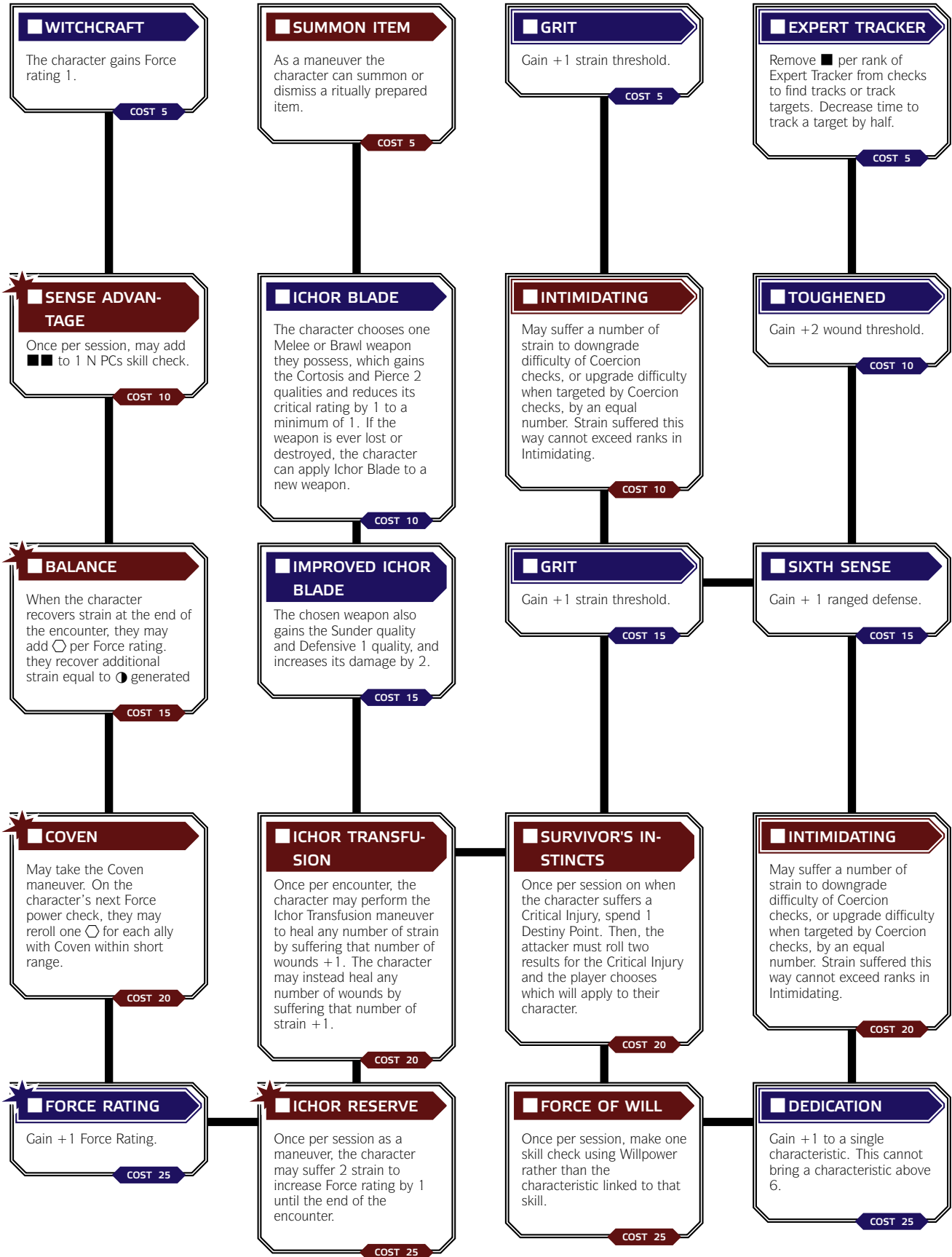
Additional Career Skills: Discipline, Knowledge (Lore), Stealth, Survival

PASSIVE

ACTIVE

RANKED TALENT

FORCE TALENT



# Universal: Padawan Survivor

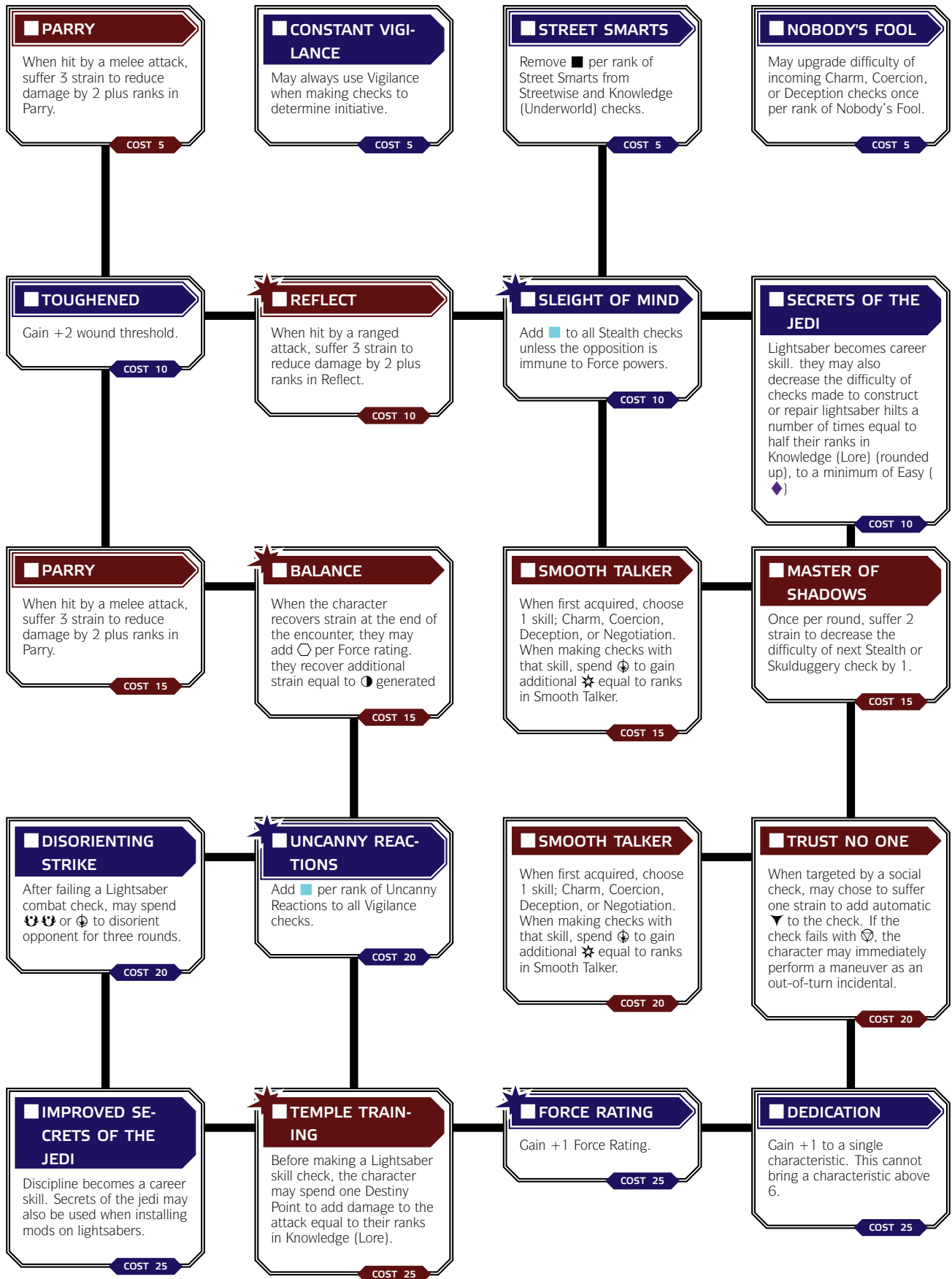
Gain Force Rating 1

PASSIVE

ACTIVE

RANKED TALENT

FORCE TALENT



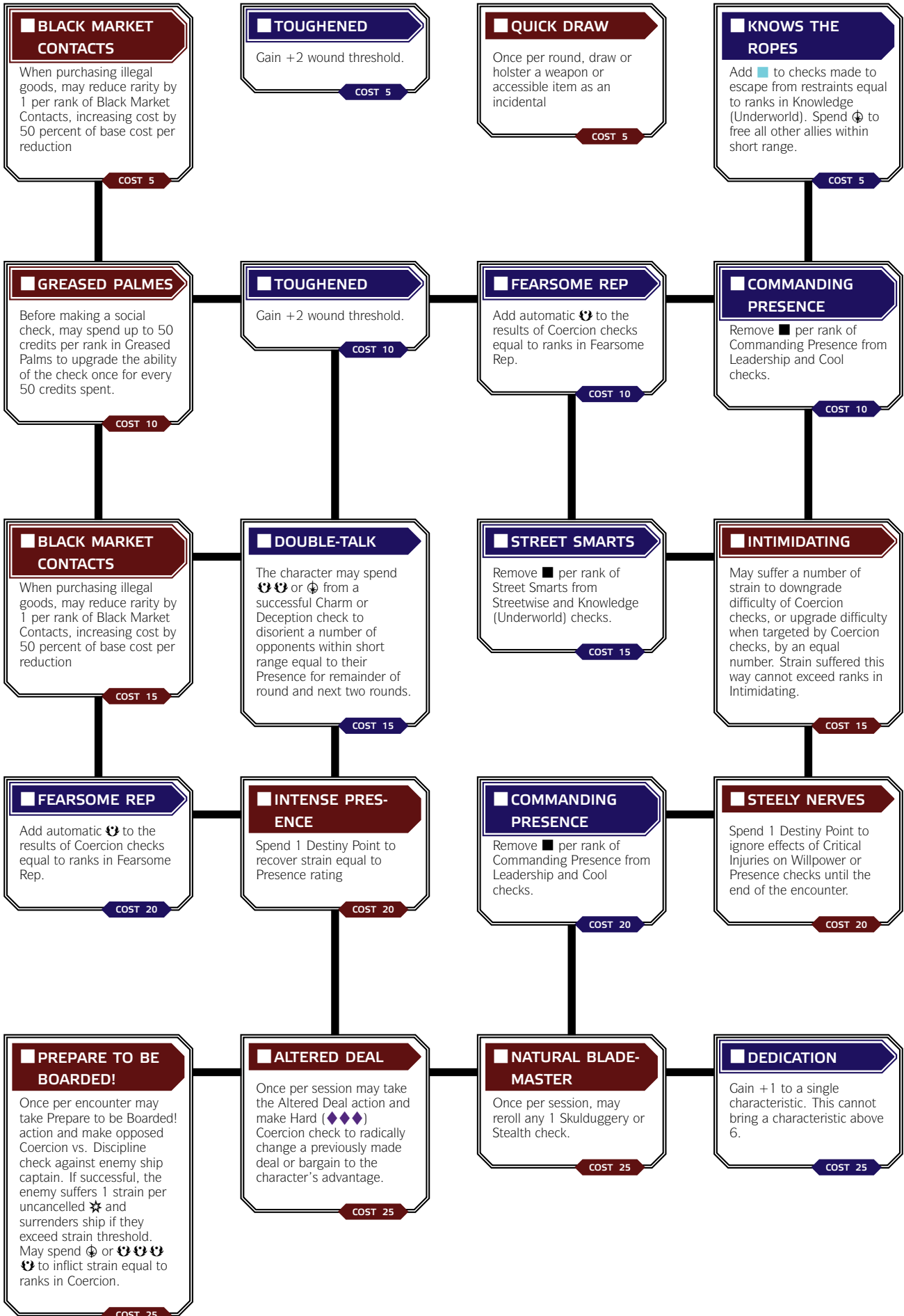
# Universal: Pirate

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

**PASSIVE**

**ACTIVE**

**RANKED TALENT**



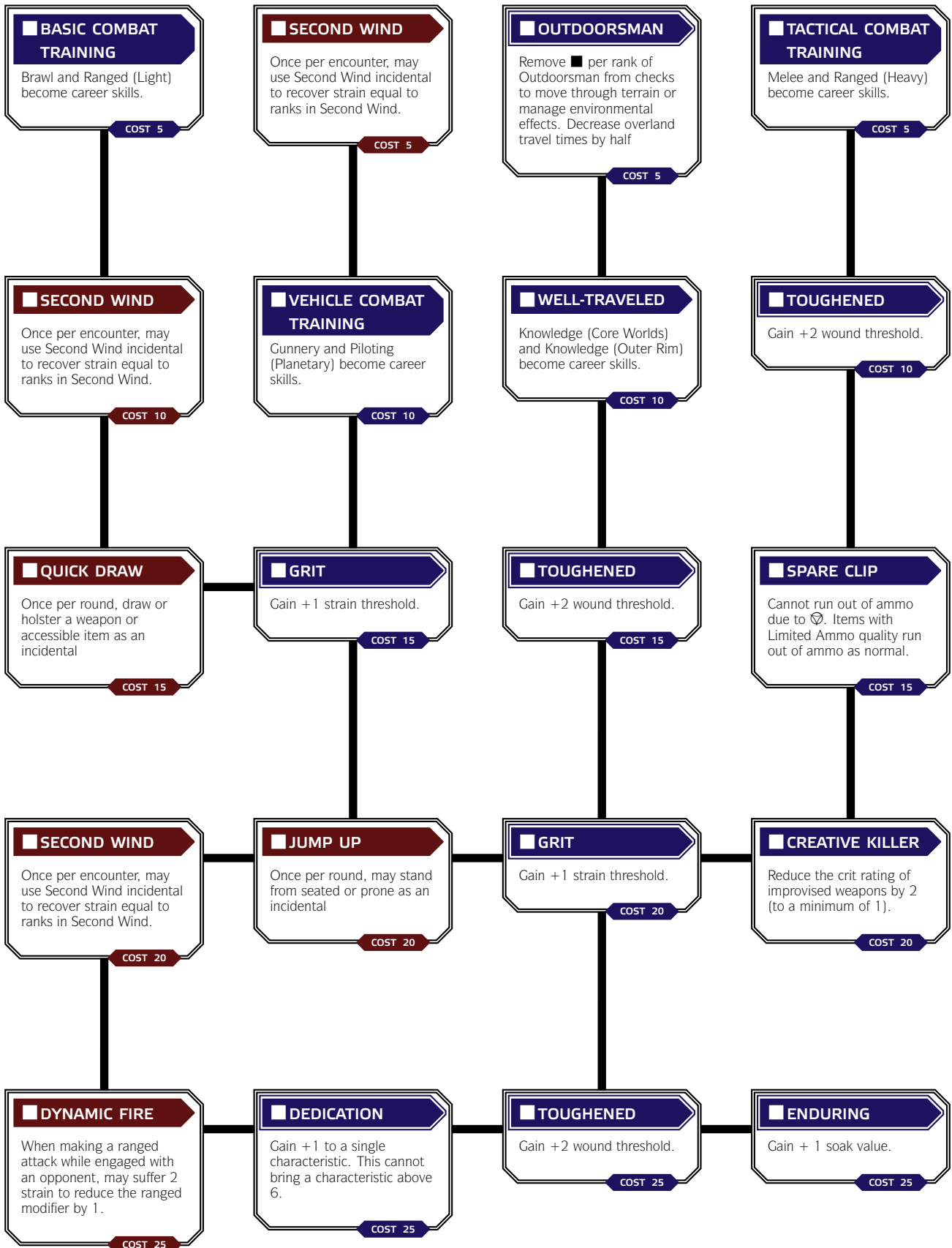
# Universal: Recruit

Additional Career Skills: Athletics, Discipline, Survival, Vigilance

**PASSIVE**

**ACTIVE**

**RANKED TALENT**



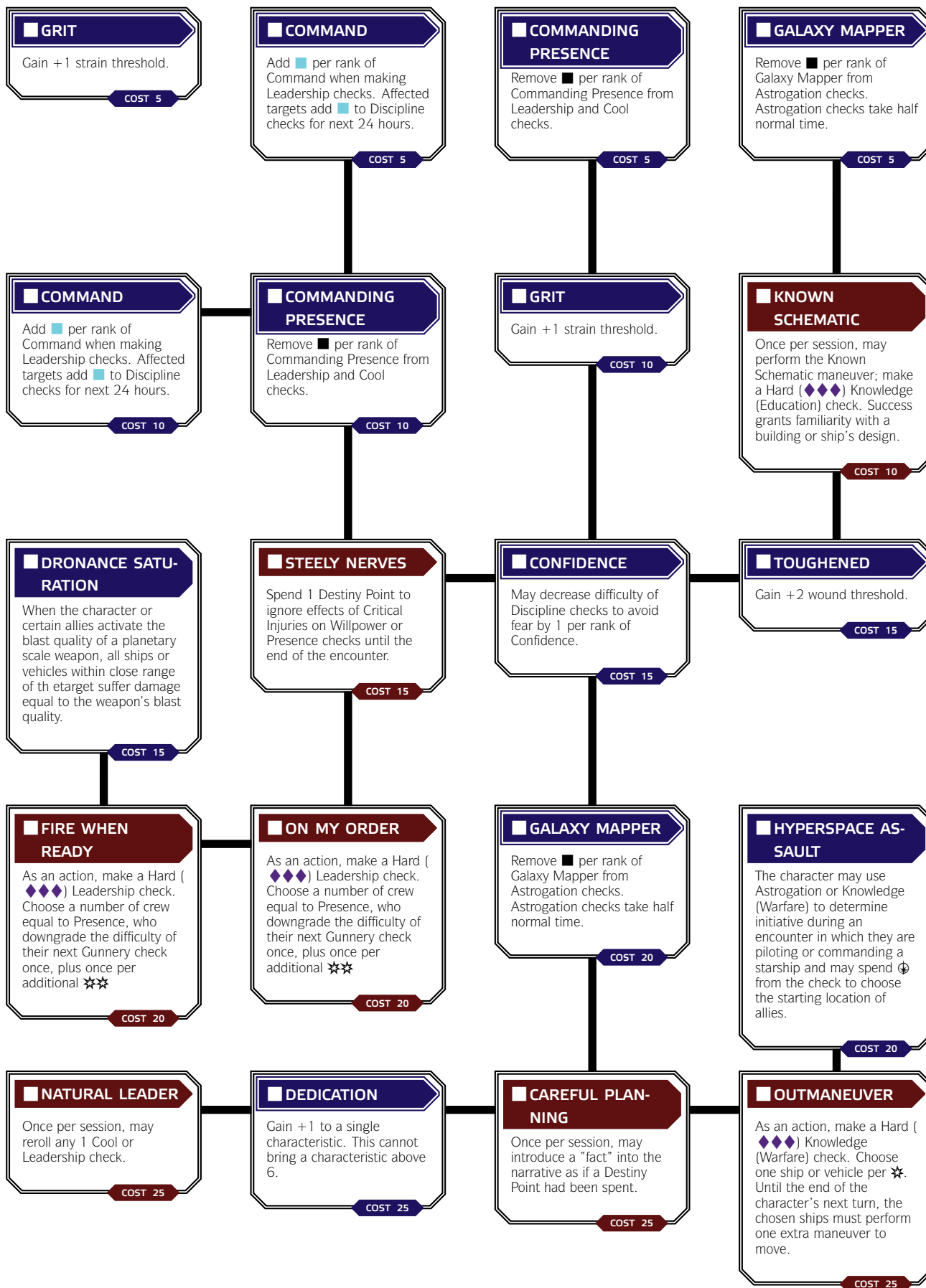
# Universal: Republic Navy Officer

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

**PASSIVE**

**ACTIVE**

**RANKED TALENT**



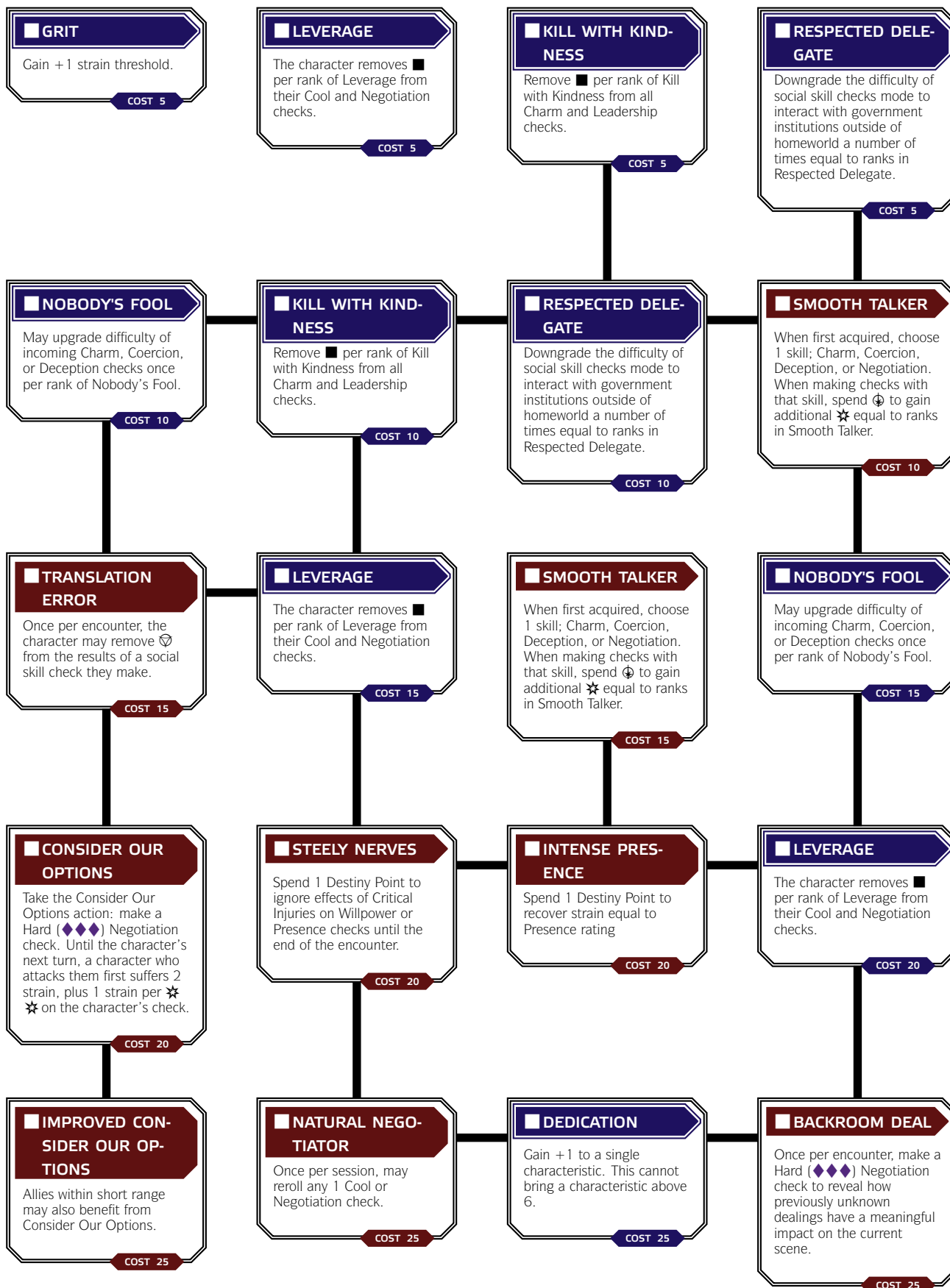
# Universal: Republic Representative

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

PASSIVE

ACTIVE

RANKED TALENT



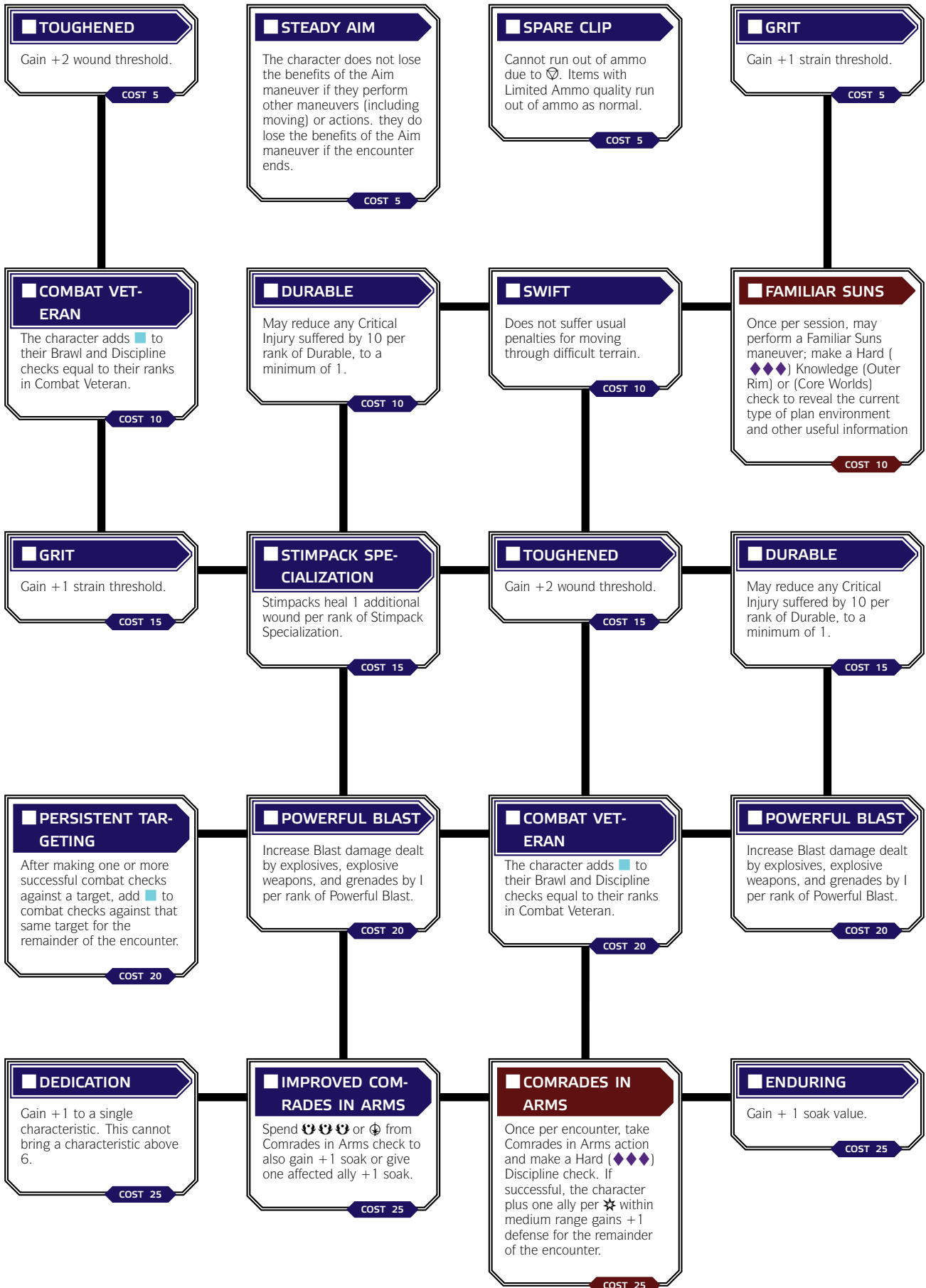
# Universal: Retired Clone Trooper

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

**PASSIVE**

**ACTIVE**

**RANKED TALENT**





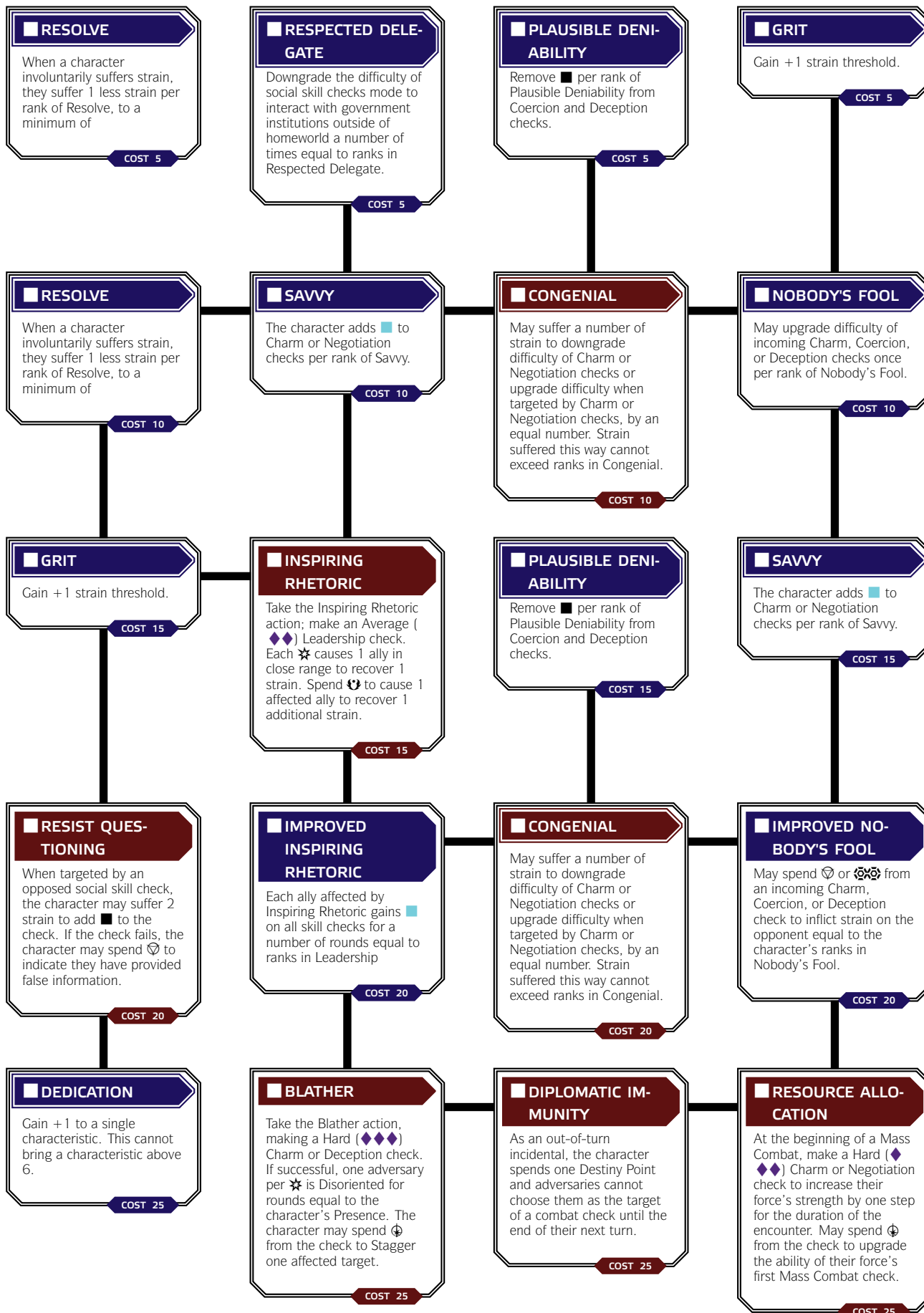
# Universal: Senator

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

**PASSIVE**

**ACTIVE**

**RANKED TALENT**



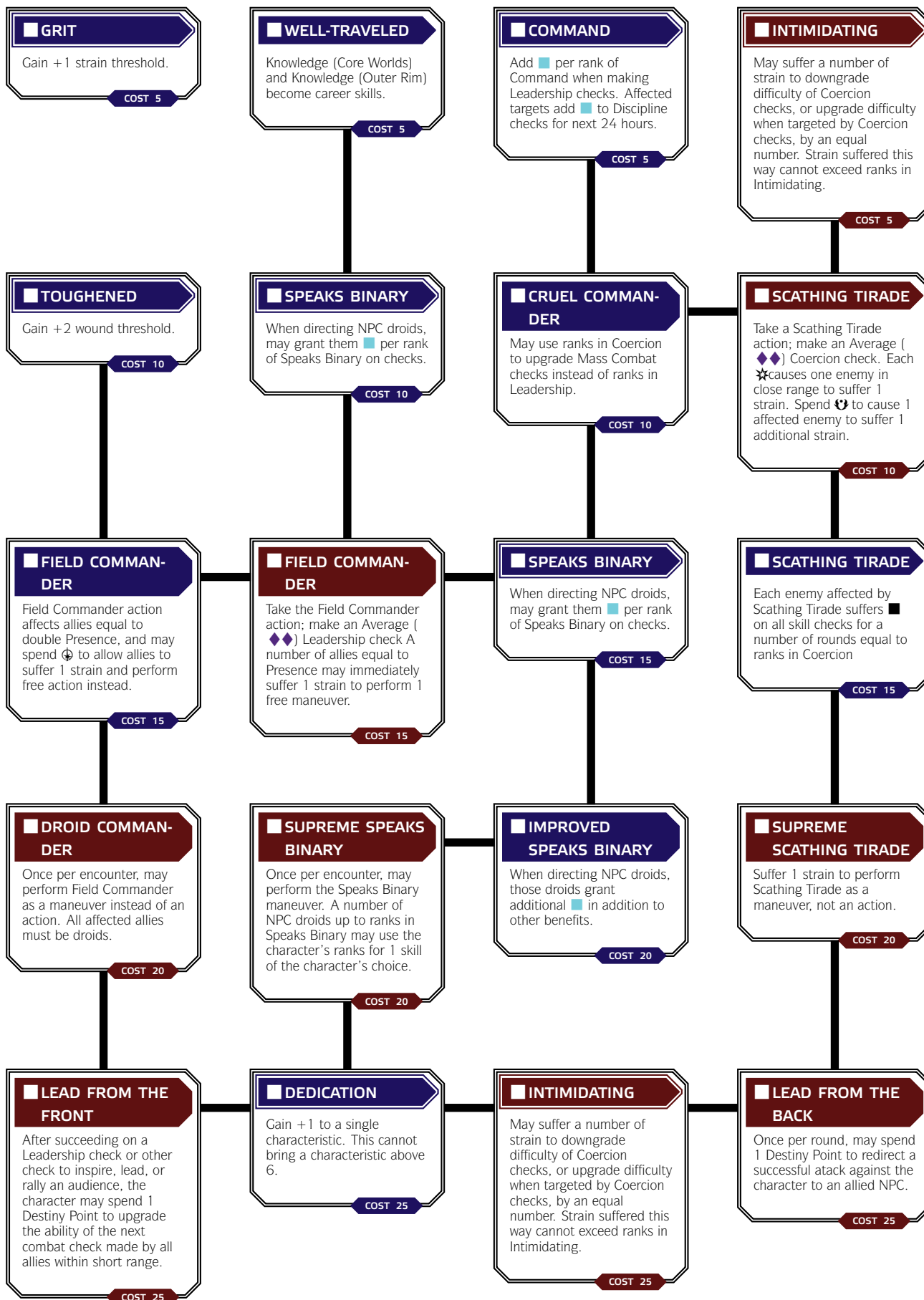
# Universal: Separatist Commander

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

**PASSIVE**

**ACTIVE**

**RANKED TALENT**



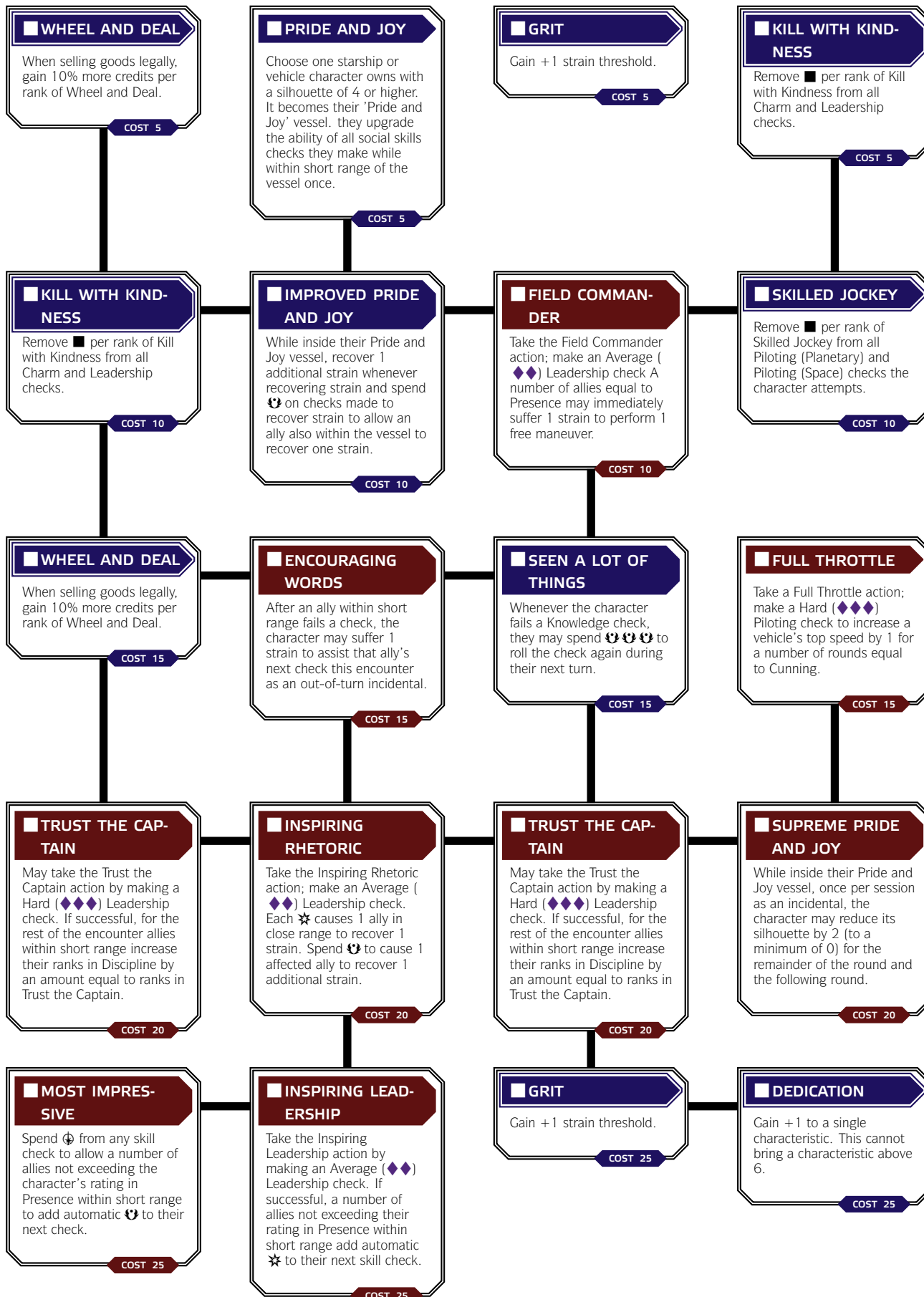
# Universal: Ship Captain

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

**PASSIVE**

**ACTIVE**

**RANKED TALENT**

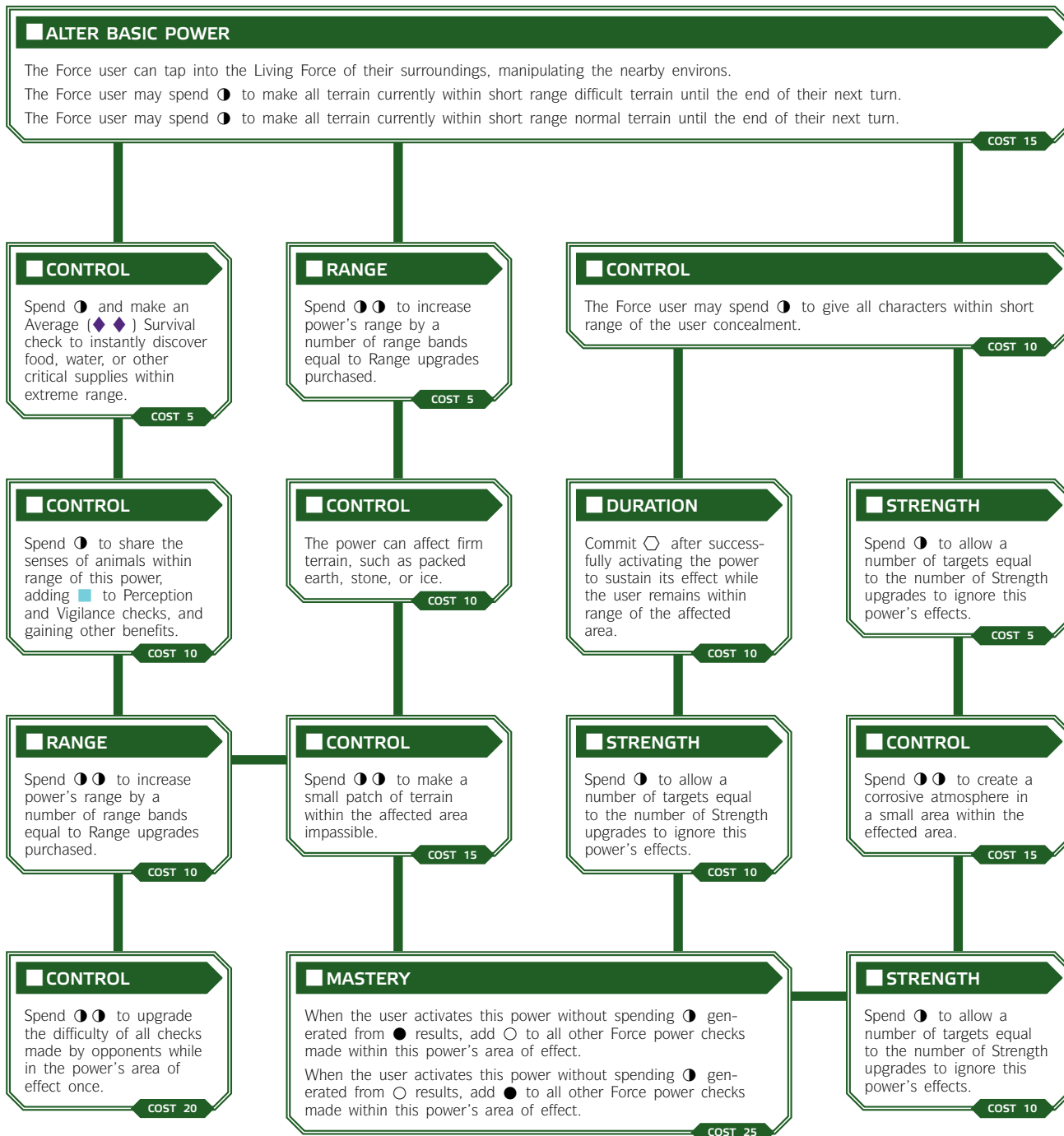


# Force Powers

## Force Power: Alter

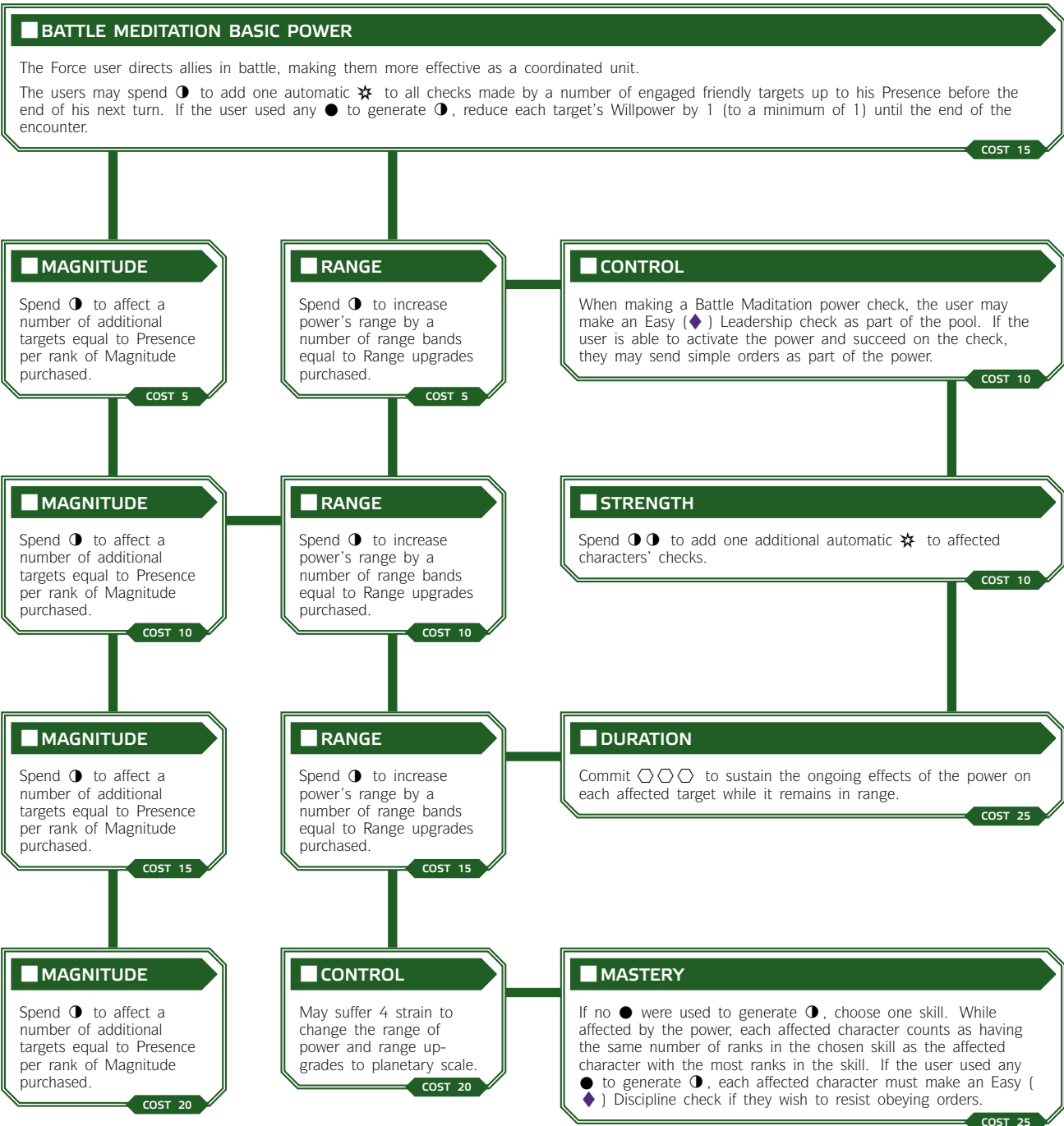
FORCE ABILITY

Prerequisite: Force Rating 1+



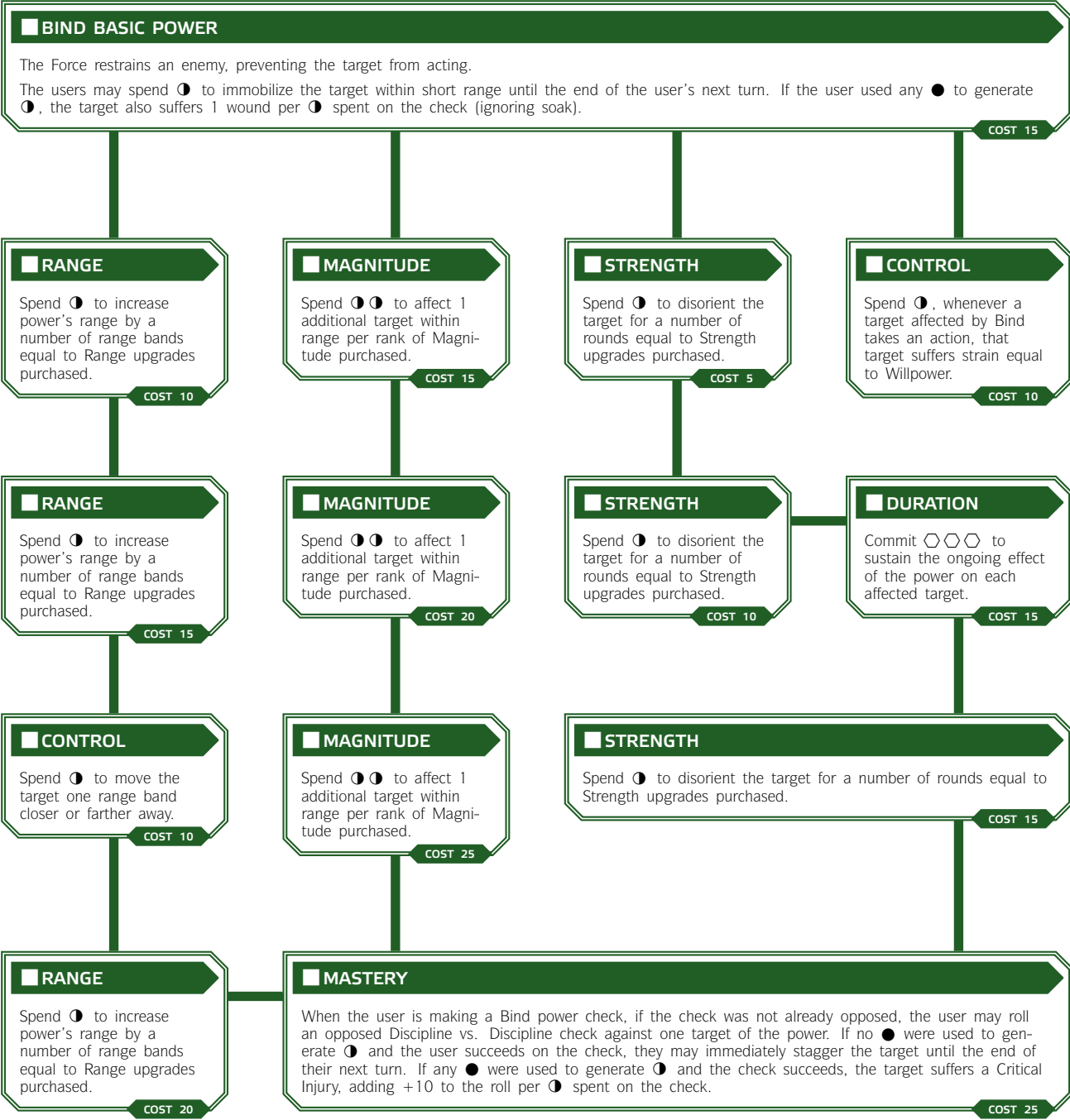
# Force Power: Battle Meditation

Prerequisite: Force Rating 2+



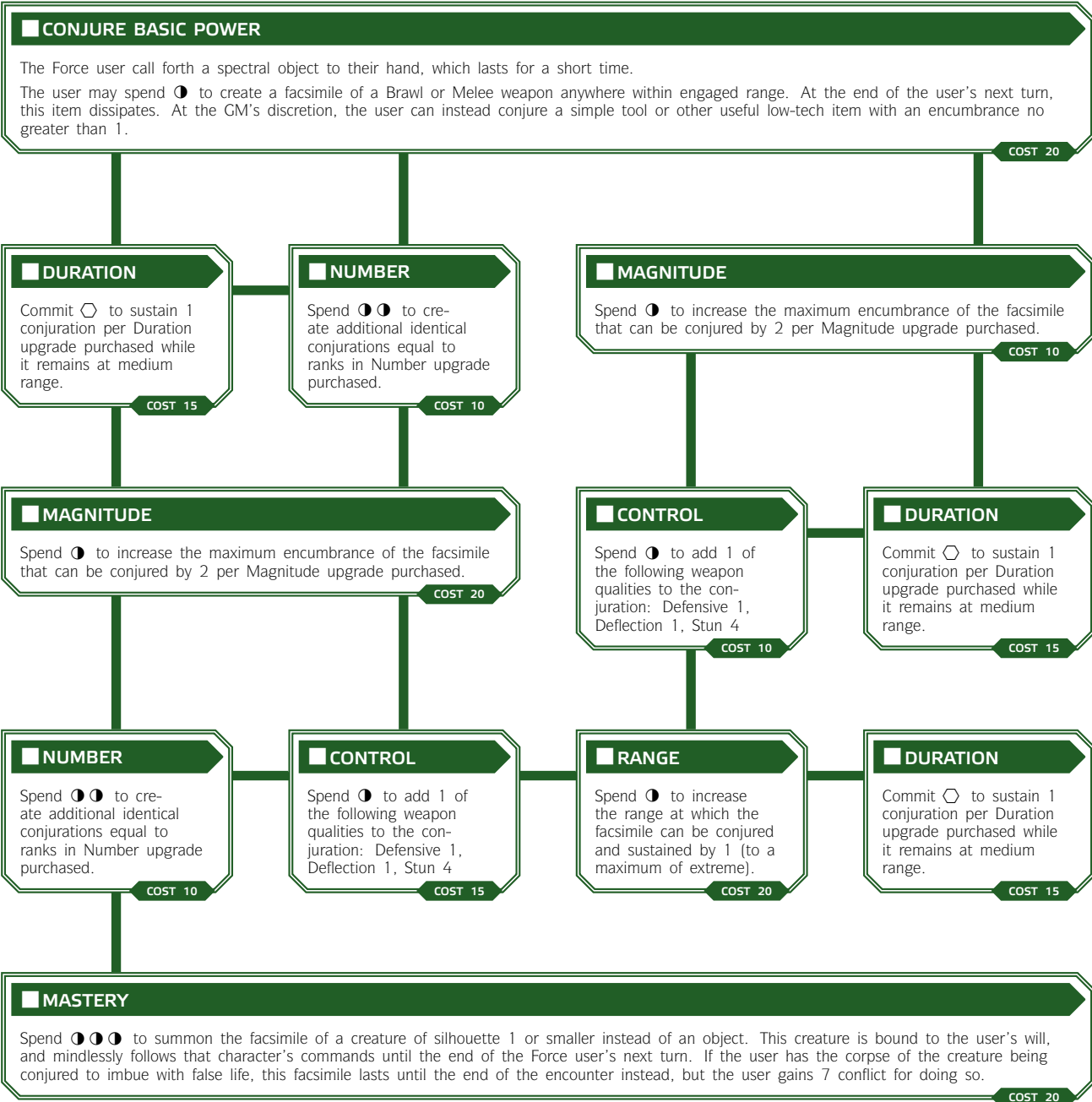
# Force Power: Bind

Prerequisite: Force Rating 2+



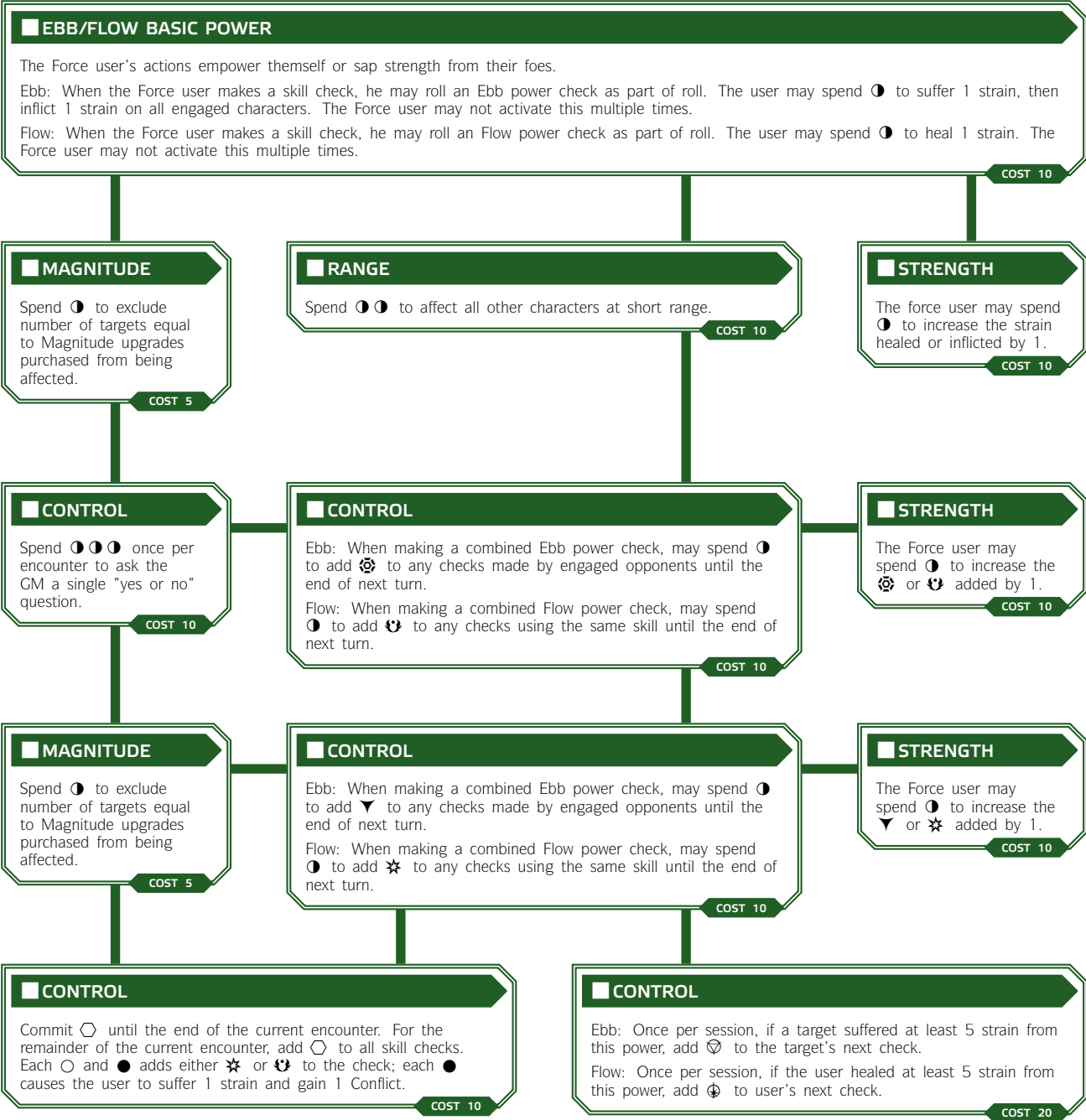
# Force Power: Conjure

Prerequisite: Force Rating 1+



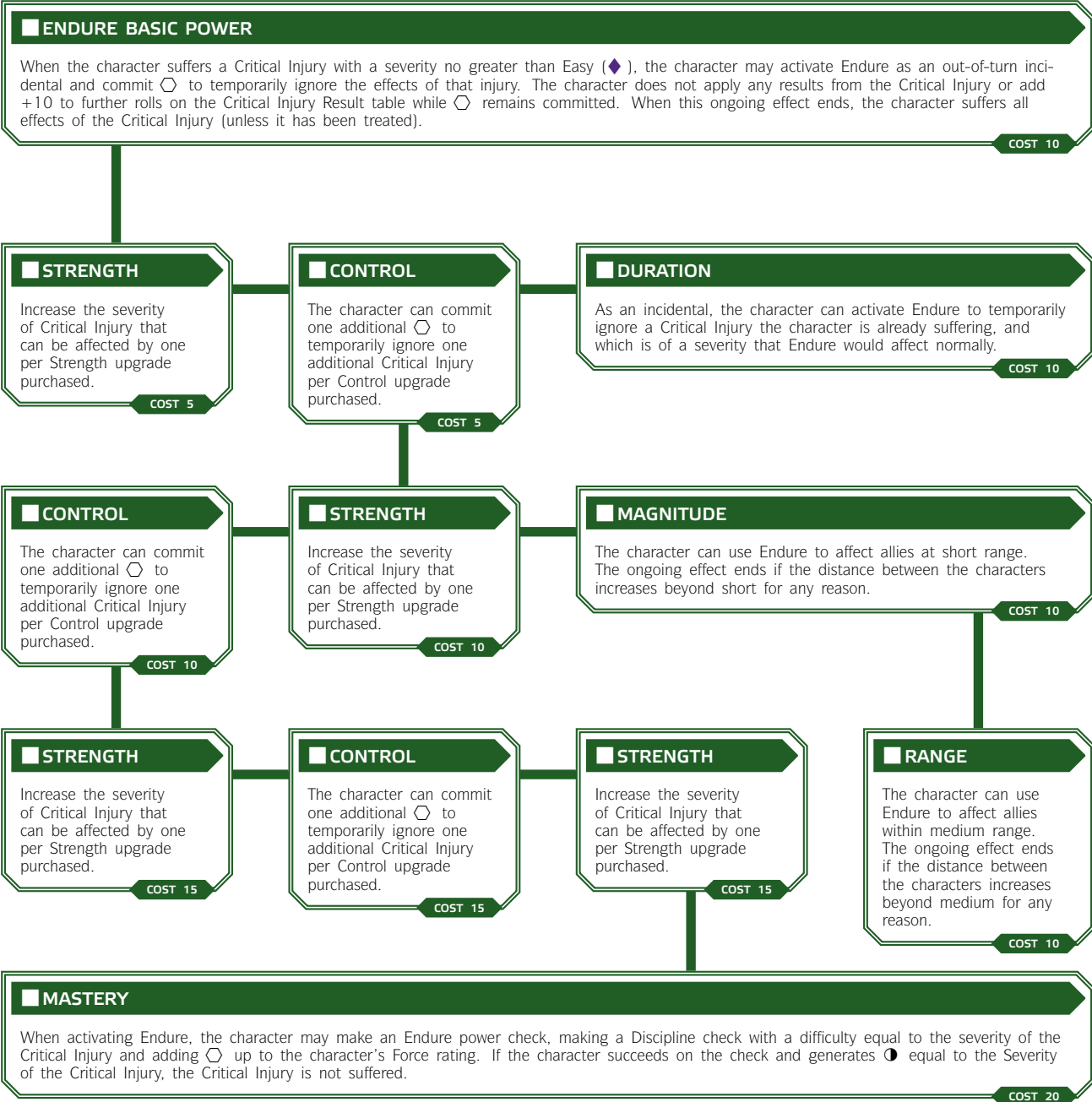
# Force Power: Ebb/Flow

Prerequisite: Force Rating 1+



# Force Power: Endure

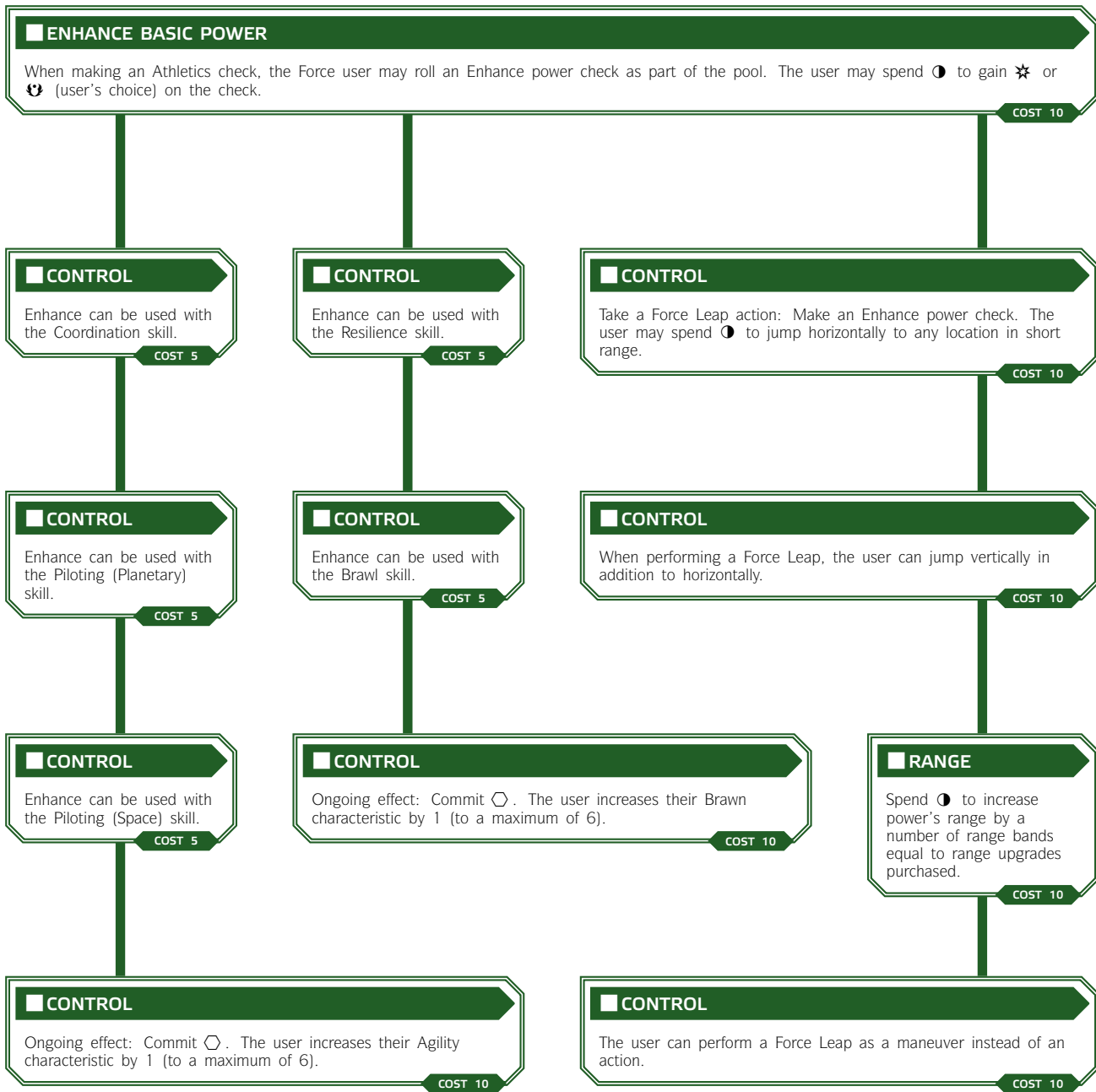
Prerequisite: Force Rating 1+



# 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

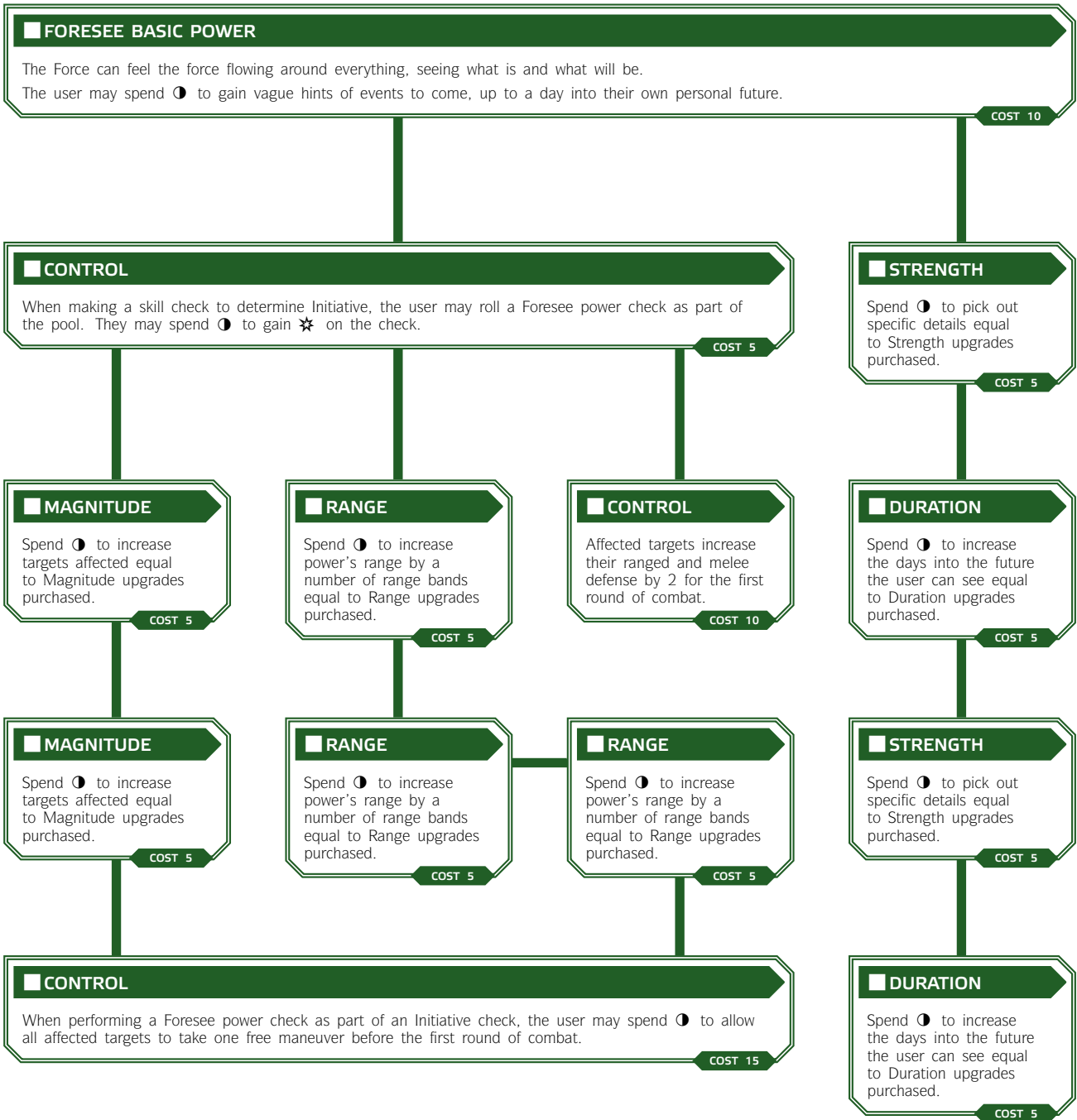
### MASTERY

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

COST 20

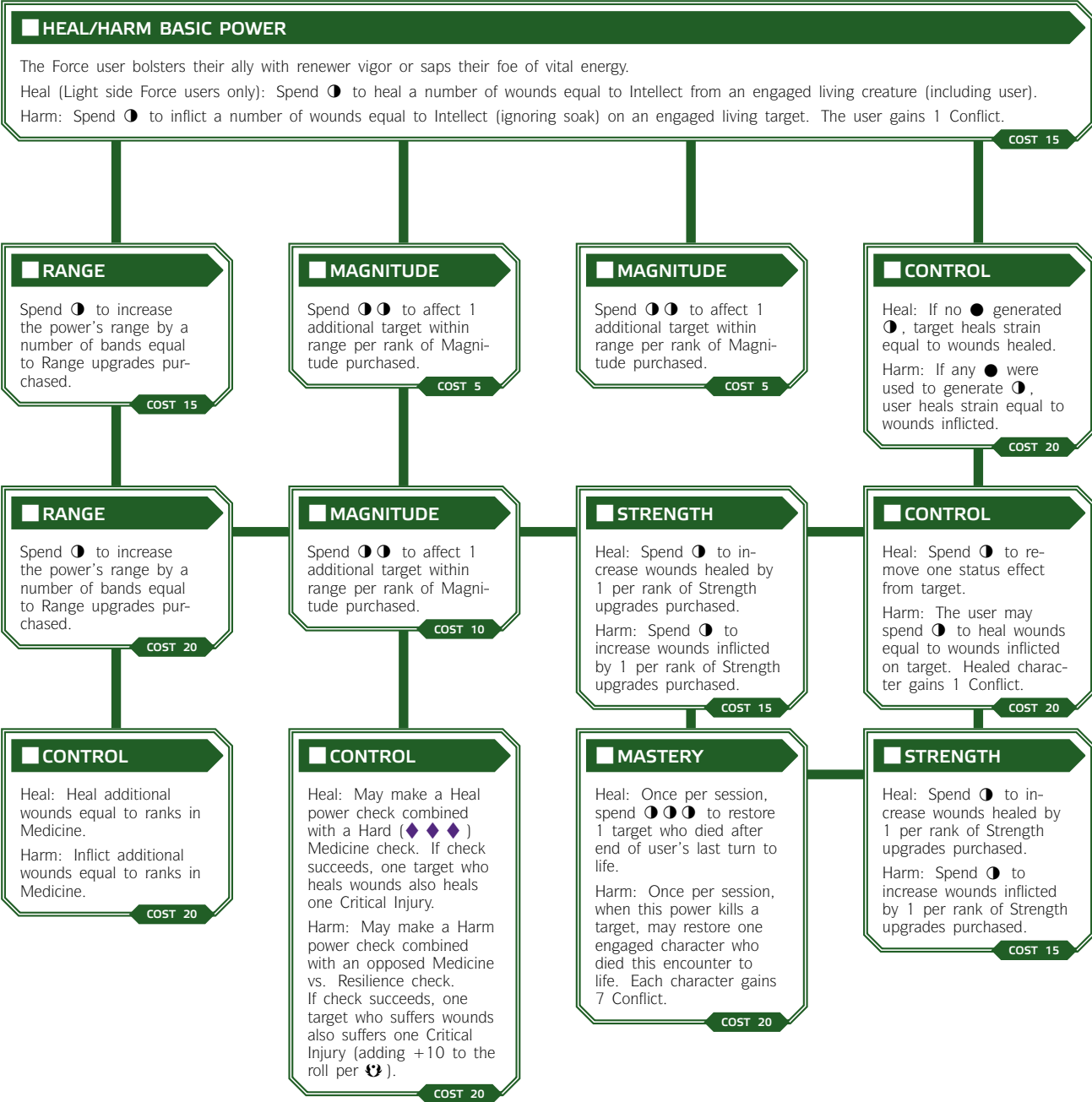
# Force Power: Foresee

Prerequisite: Force Rating 1+



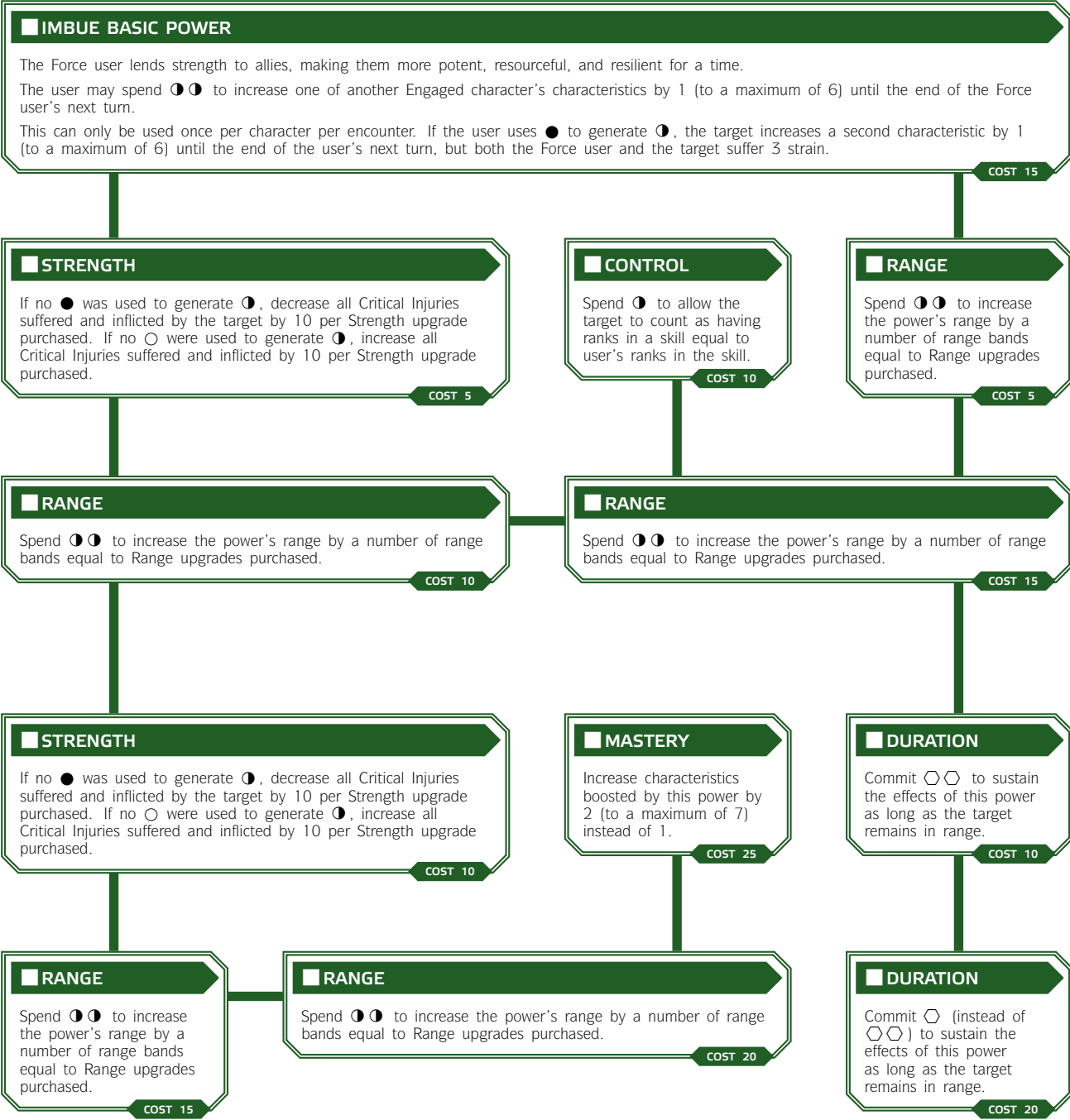
# Force Power: Heal/Harm

Prerequisite: Force Rating 1+



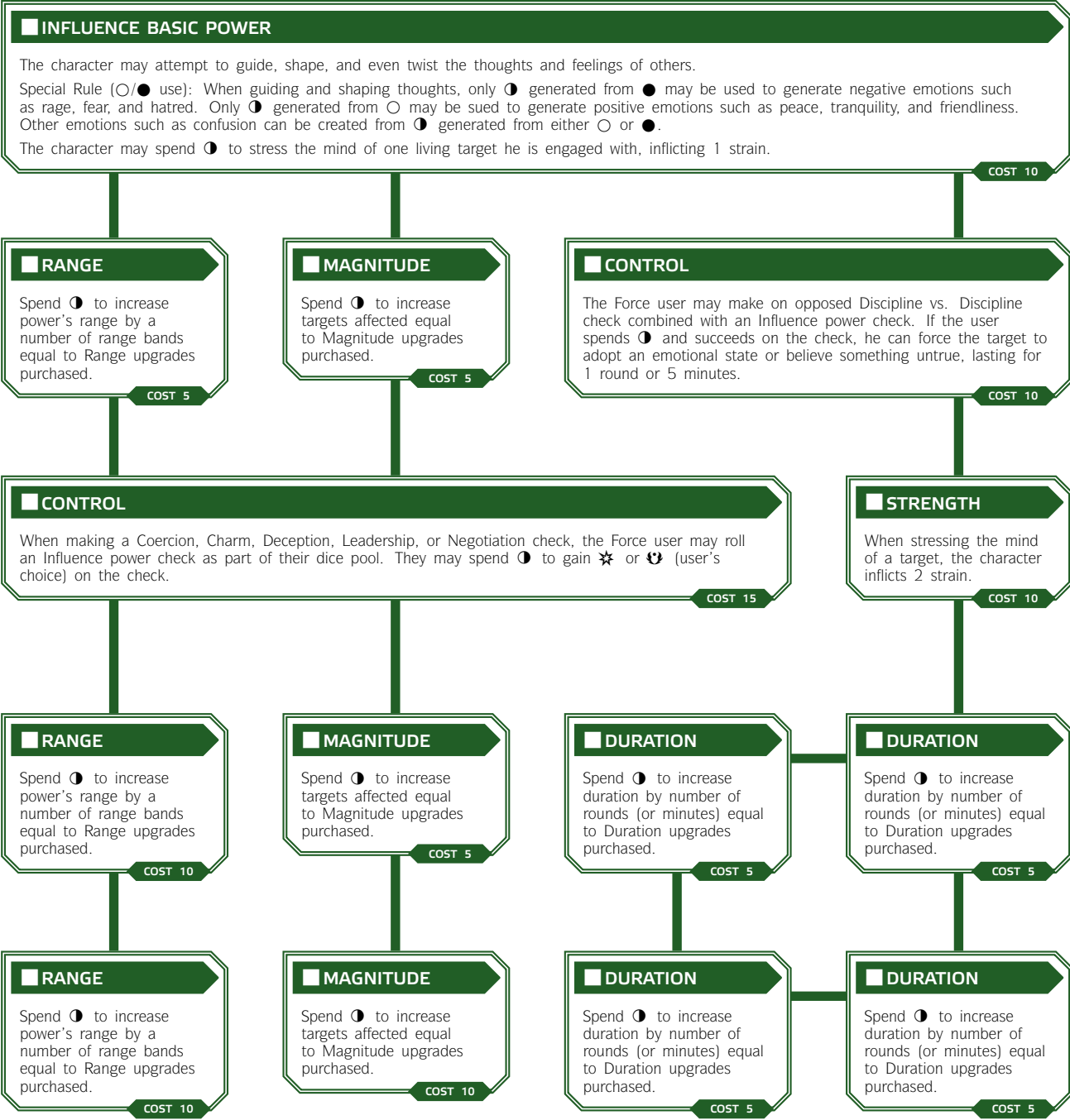
# Force Power: Imbue

Prerequisite: Force Rating 2+



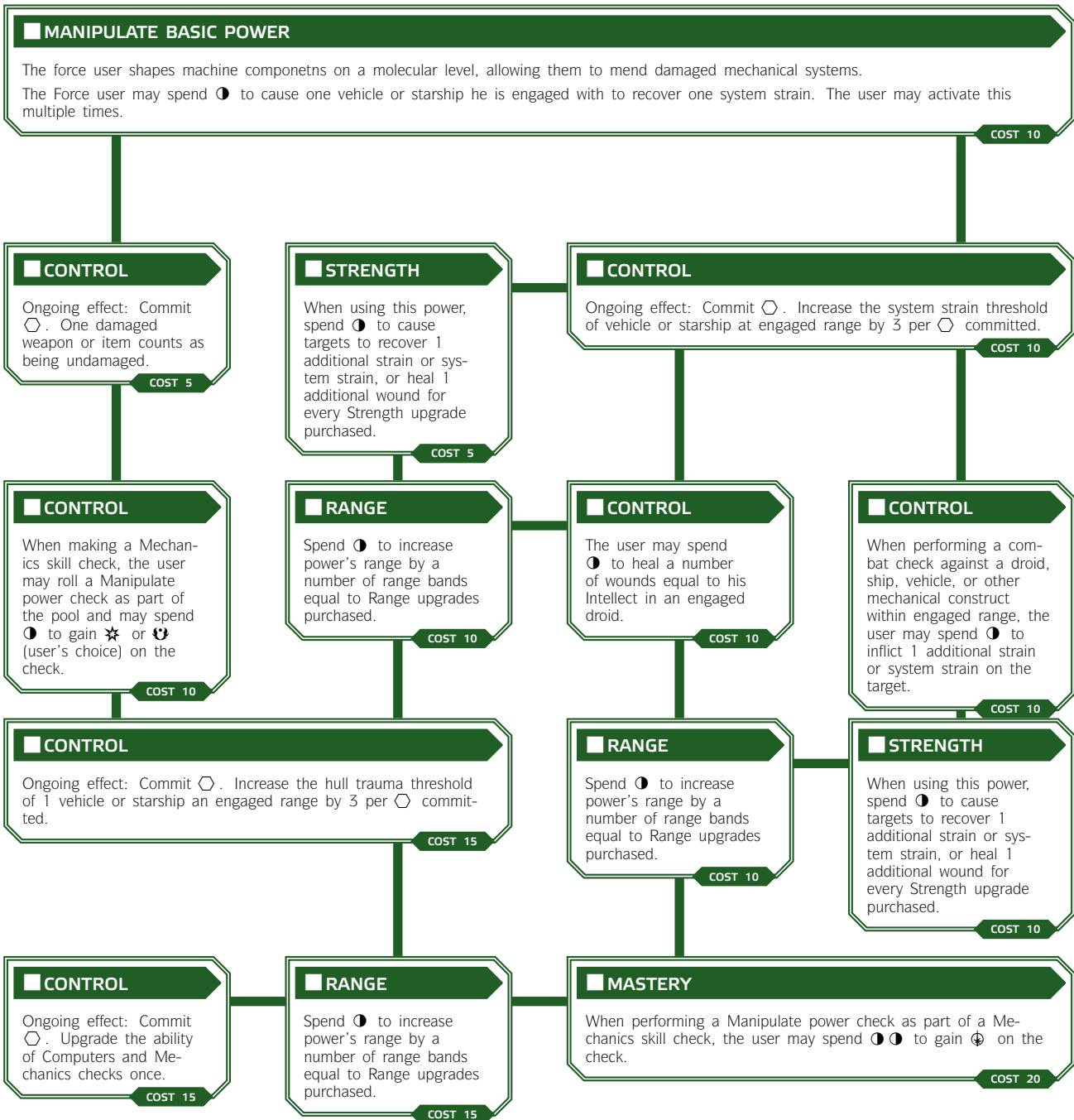
# Force Power: Influence

Prerequisite: Force Rating 1+



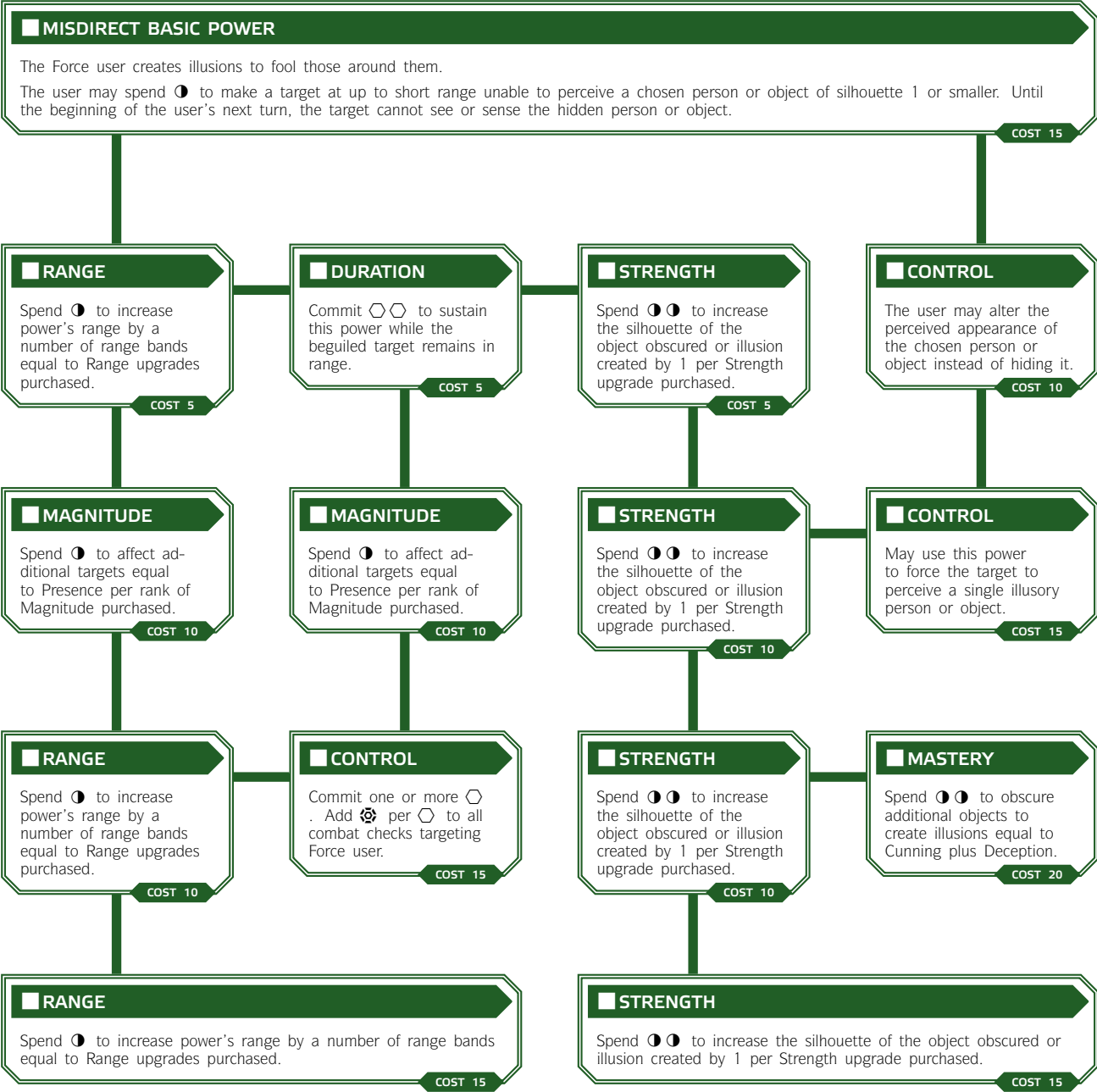
# Force Power: Manipulate

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+

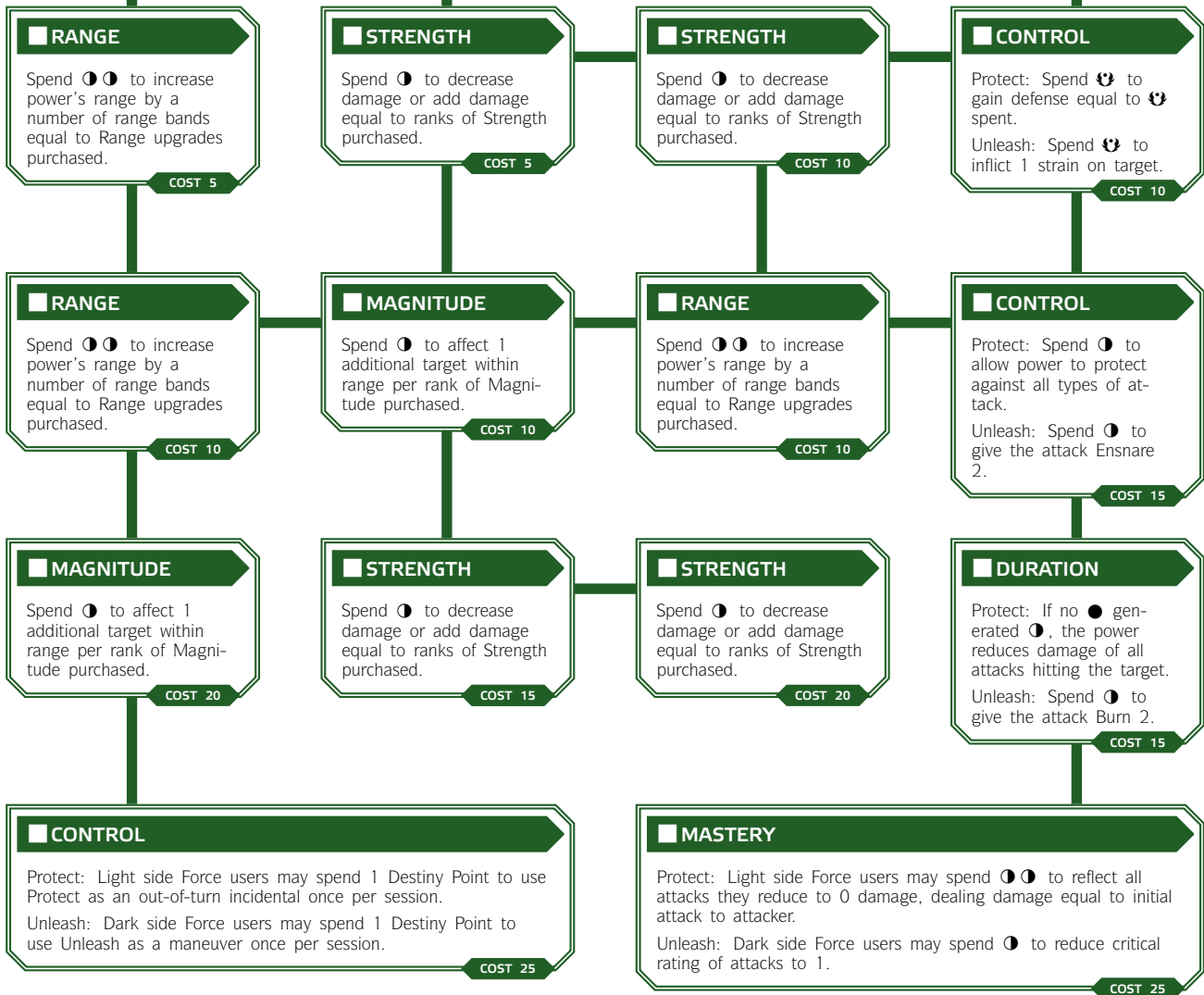
## PROTECT/UNLEASH BASIC POWER

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 itself or an engaged character by amount equal to Willpower plus 1 per ☆. Dark side Force users may only protect themselves.

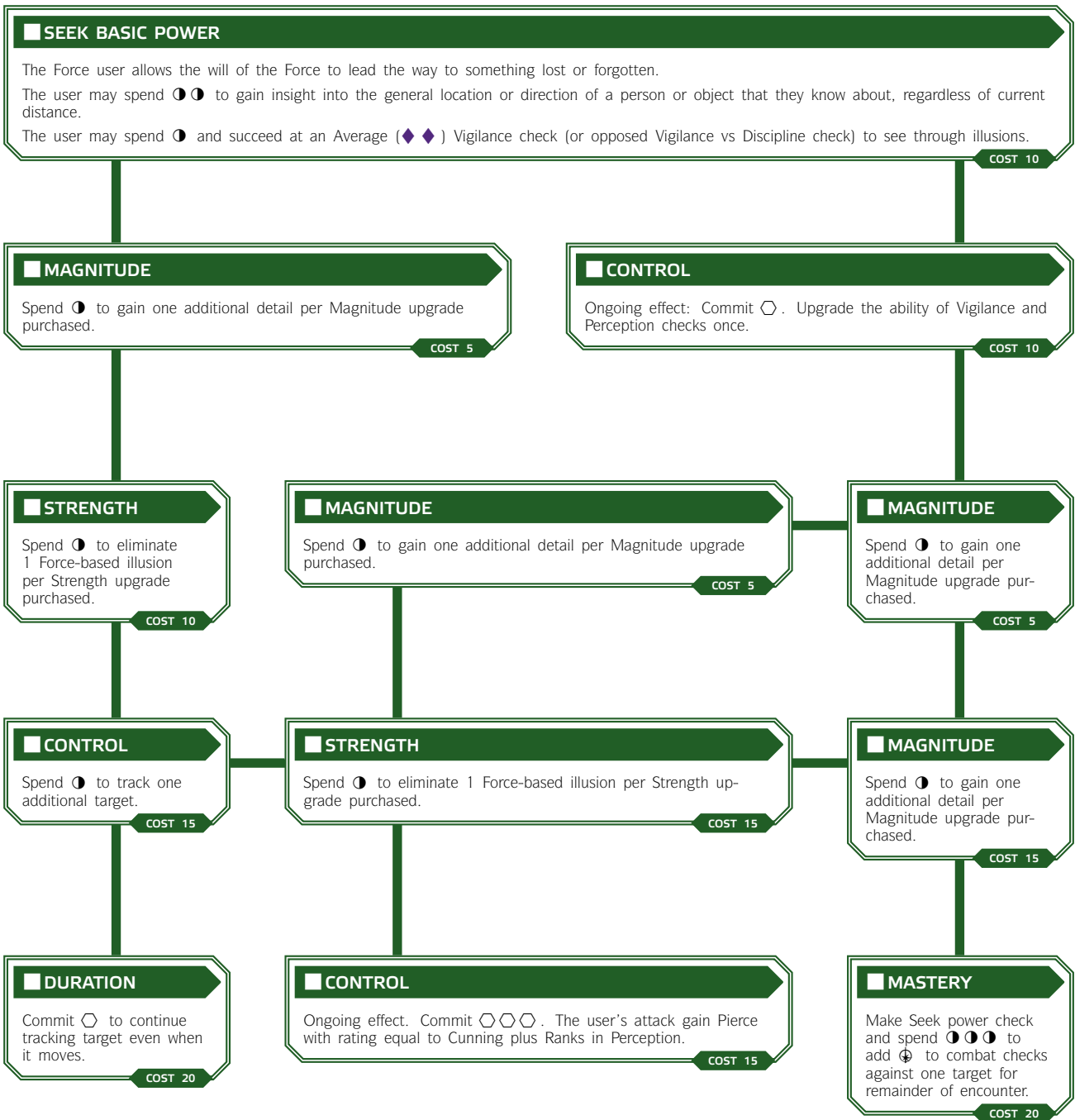
**Unleash:** The user makes an Unleash power check as ranged attack and rolls Average (◆◆) Discipline check for difficulty. If check succeeds and spends 1, the attack hits. It has a range of short, a base damage equal to Willpower, and a critical rating of 4. The user gains 1 Conflict.

COST 20



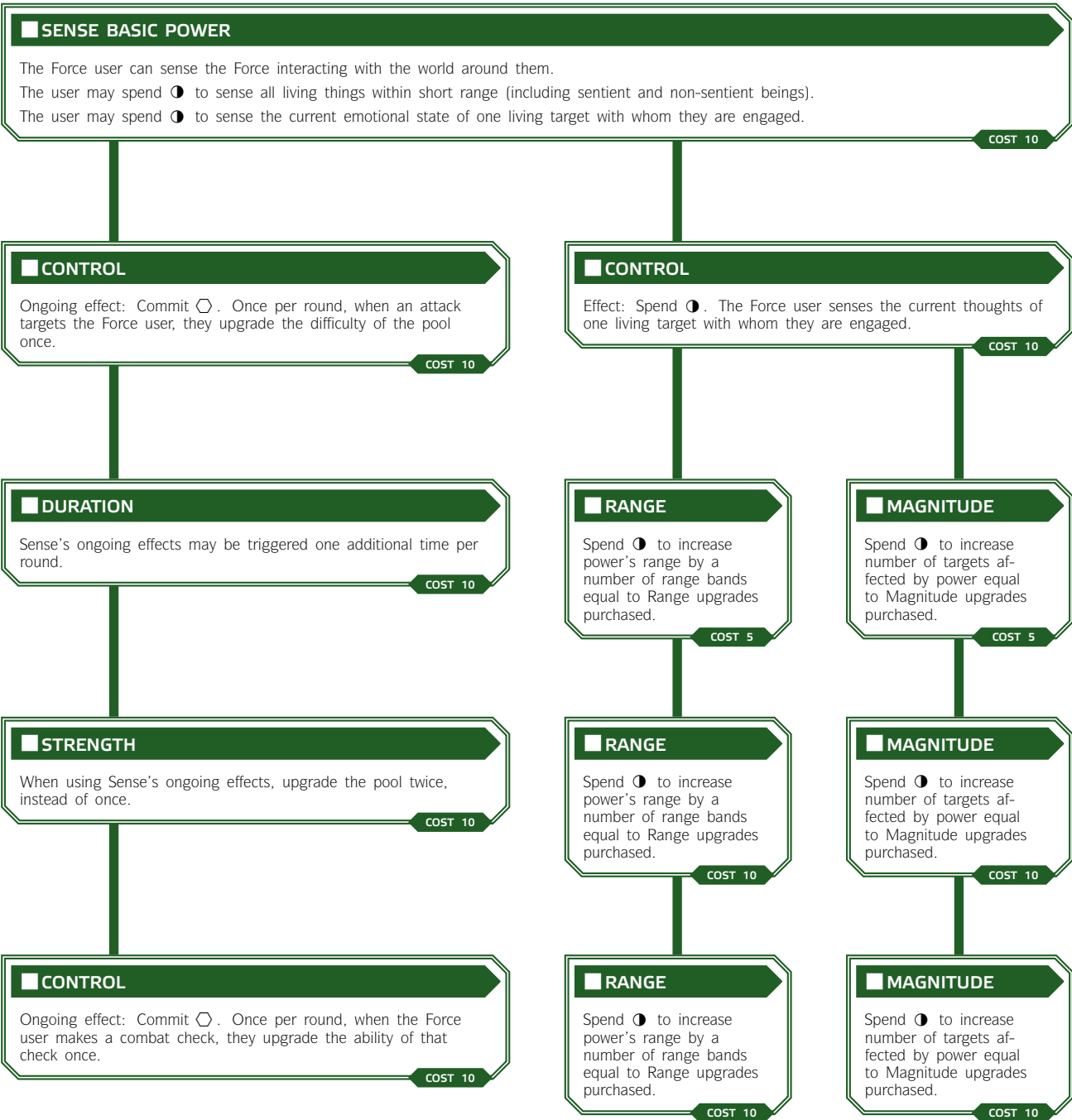
# Force Power: Seek

Prerequisite: Force Rating 1+



# Force Power: Sense

Prerequisite: Force Rating 1+



# Force Power: Suppress

FORCE ABILITY

Prerequisite: Force Rating 1+

