

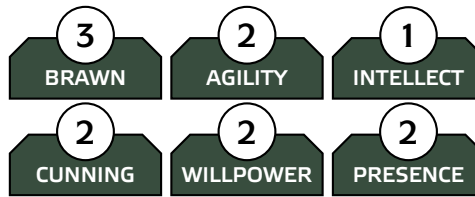
CONTENTS

1 SPECIES	2
2 CAREERS	22

SPECIES

AQUALISH

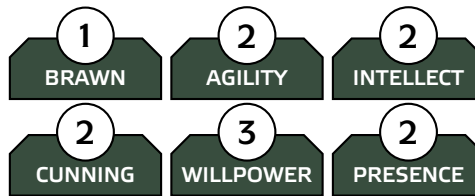
DC. 19



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

ARCONA

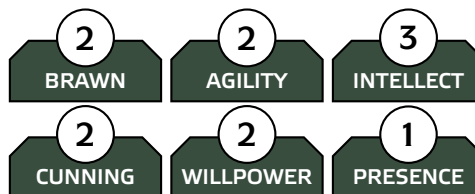
FH. 19



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

ARKANIAN

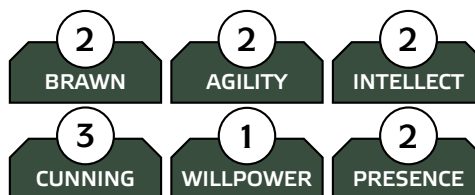
DoH. 16



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

BALOSAR

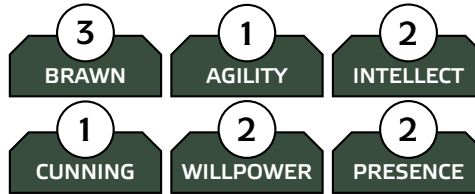
CaM. 19



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

BESALISK

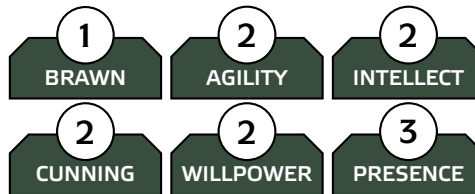
SM. 20




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

BITH

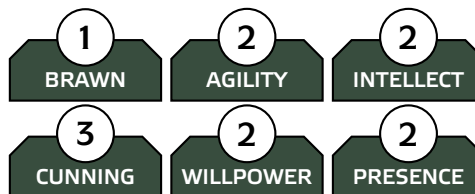
FO. 18



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

BOTHAN

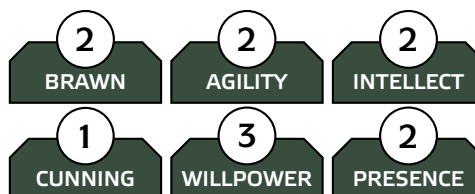
EotE. 43



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

CAAMASI

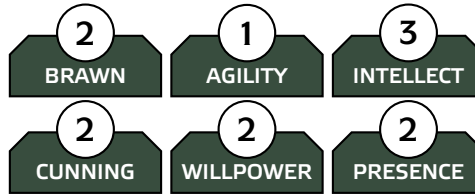
DA. 19



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

CEREAN

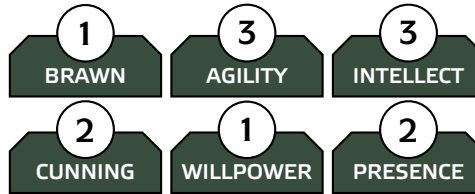
FaD. 55



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

CHADRA-FAN

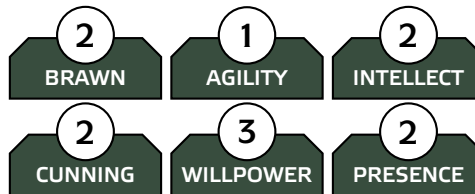
SoT. 20



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

CHAGRAN

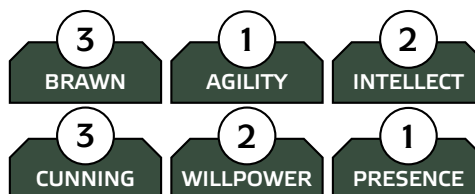
LbE. 19



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

CHEVIN

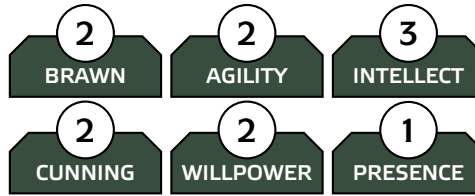
FH. 21



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

CHISS

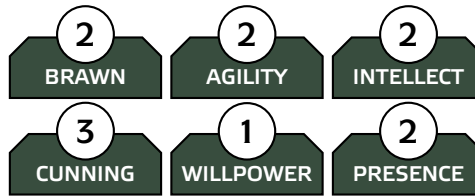
EtU. 20



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

CLAWDITE

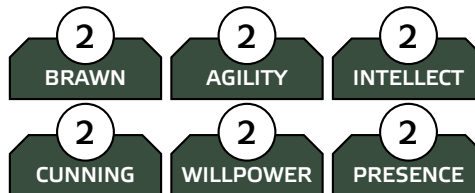
ND. 20



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

CLONE

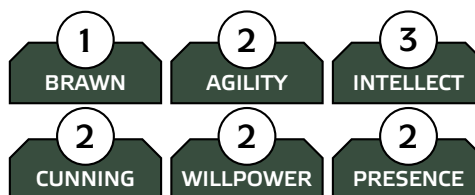
CotR. 11



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

COSIAN

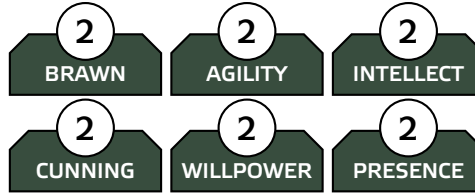
DoH. 18



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

DATHOMIRIAN

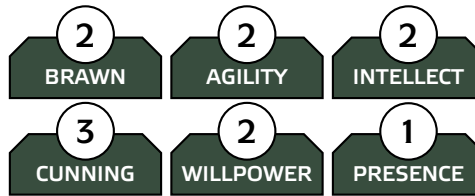
CotR. 12



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

DEVARONIAN

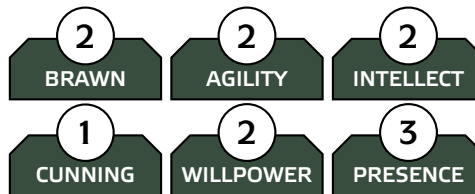
ND. 23



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

DRABATAN

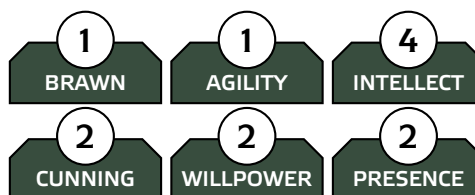
DoR. 92



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

DRALL

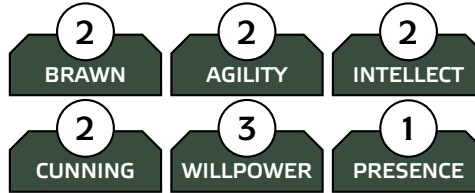
SoF. 90



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

DRESSELLIAN

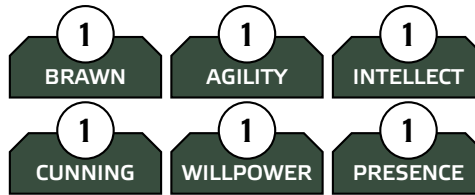
SoT. 22



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

DROID

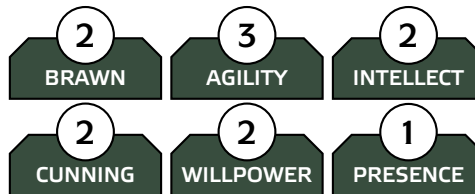
EotE. 45



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

DUG

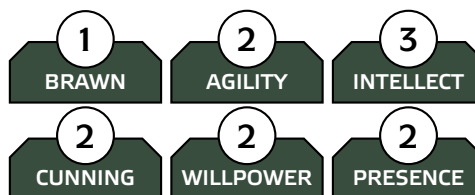
SM. 22



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

DUROS

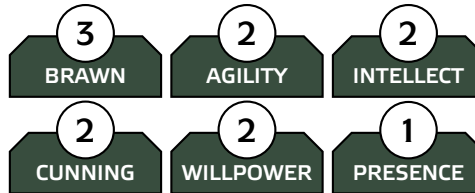
AoR. 55



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

ELOM

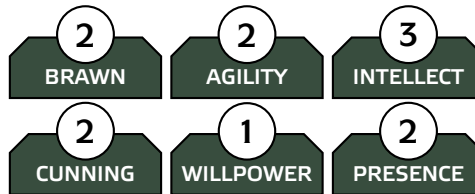
FiB. 18



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

ELOMIN

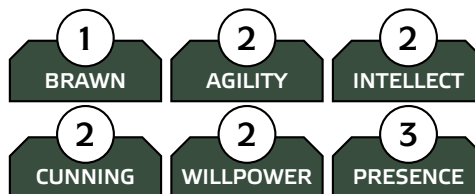
FiB. 18



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

FALLEEN

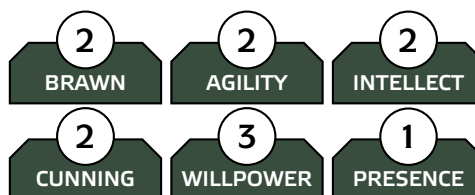
FC. 18



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

GAND

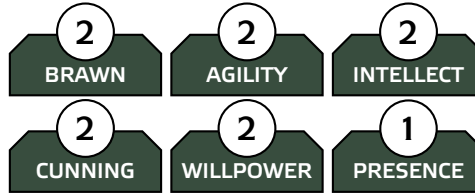
EotE. 47



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

GANK

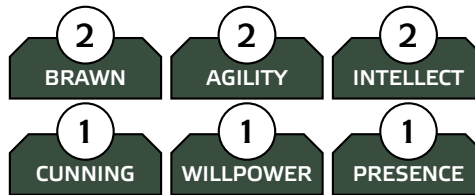
LoNH. 95



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

GEONOSIAN

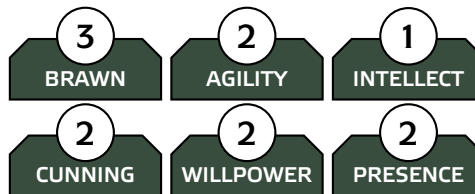
RotS. 12



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

GIGORAN

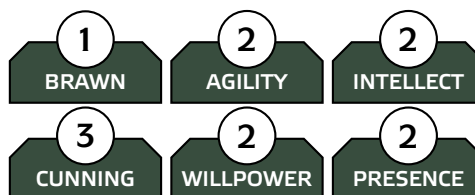
DoR. 93



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

GOSSAM

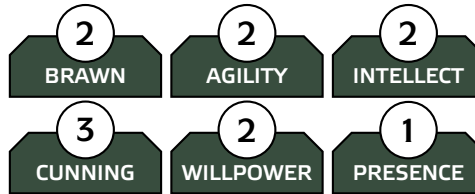
DA. 22



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

GOTAL

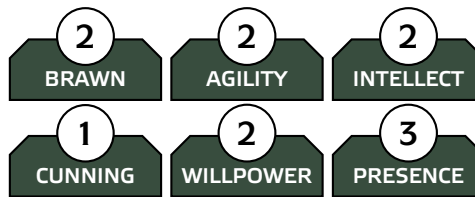
FC. 21



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

GRAN

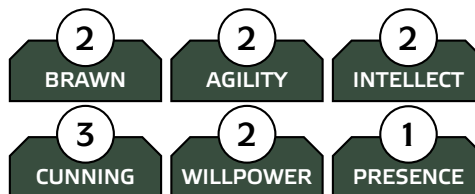
AoR. 56



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

HARCH

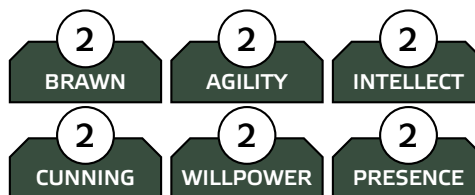
CotR. 14



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

HUMAN

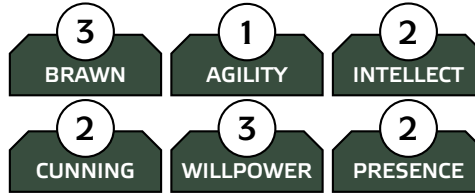
EotE. 48



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

HUTT

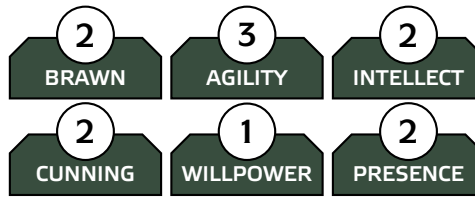
LoNH. 94



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

IAKARU

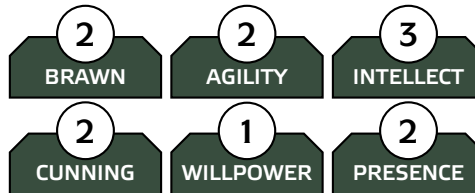
DoR. 94



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

ISHI TIB

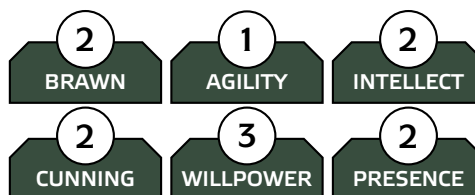
LbE. 21



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

ITHORIAN

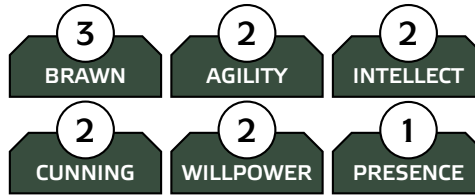
AoR. 58



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

KALLERAN

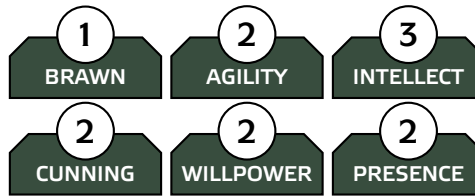
ND. 25



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

KAMINOAN

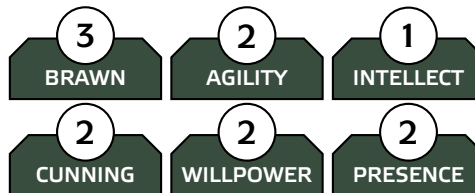
RotS. 14



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

KARKARODON

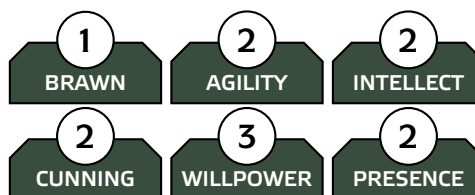
CotR. 15



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

KEL DOR

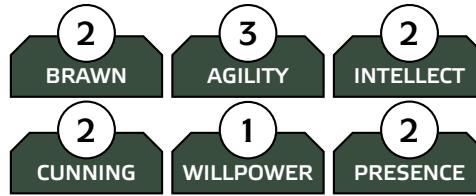
FaD. 57



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

KLATOOINIAN

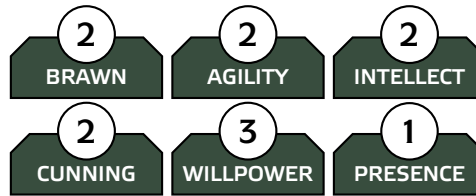
DC. 20



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

KUBAZ

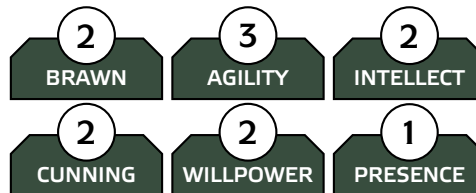
CaM. 20



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

KYUZO

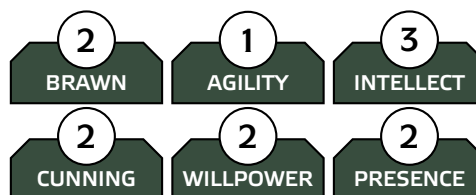
FiB. 22



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

LANNIK

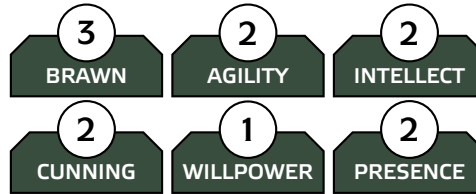
LbE. 23



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

MELITTO

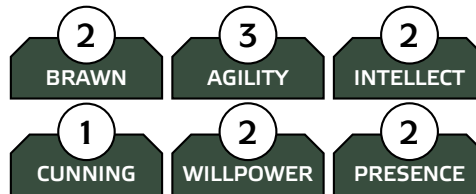
CaM. 21



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

MIRIALAN

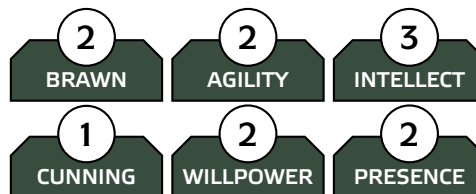
FaD. 58



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

MON CALAMARI

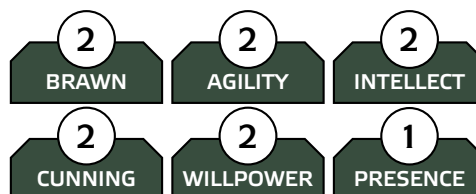
AoR. 59



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

MUSTAFARIAN

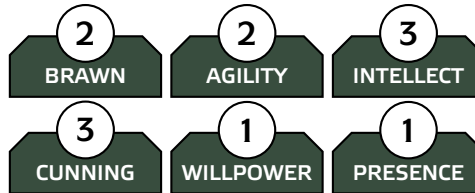
SM. 24



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

MUUN

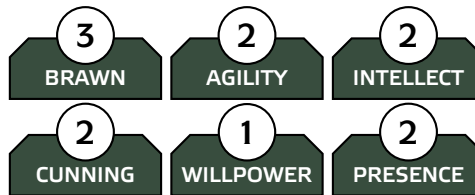
EV. 20



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

NAUTOLAN

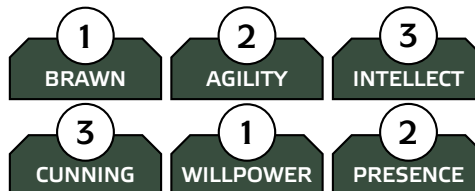
FaD. 59



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

NEIMOIDIAN

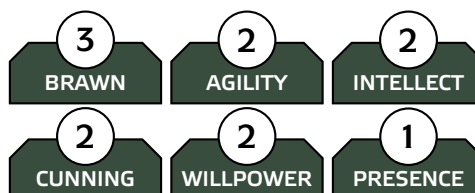
DA. 20



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

NIKTO

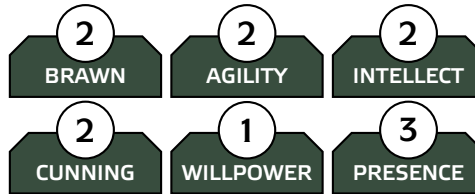
LoNH. 96



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

PANTORAN

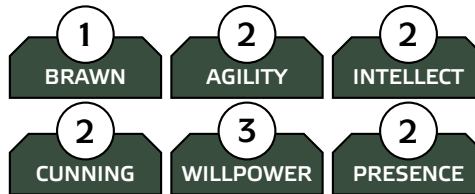
EV. 22



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

PAU'AN

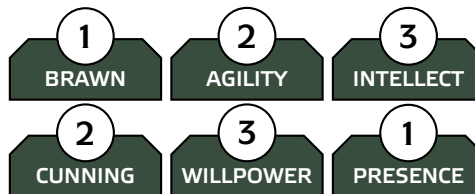
DoH. 19



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

POLIS MASSAN

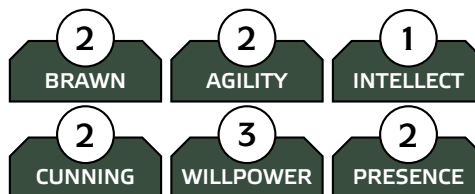
SoR. 98



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

QUARREN

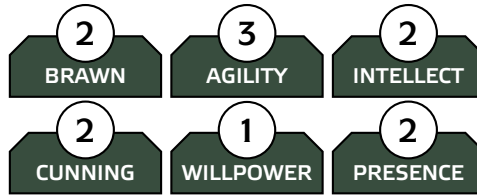
SoR. 100



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

RODIAN

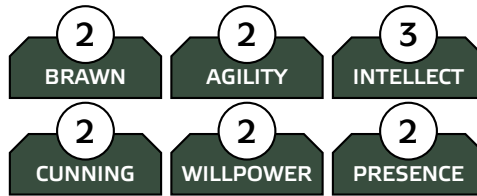
EotE. 49



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

SAKIYAN

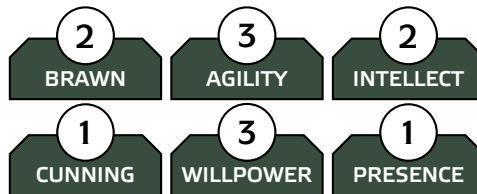
LoNH. 98



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

SELONIAN

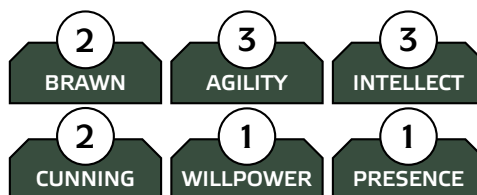
SoF. 91



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

SHISTAVANEN

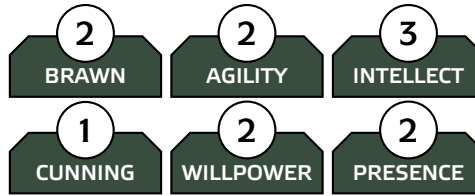
FIB. 24



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

SKAKOAN

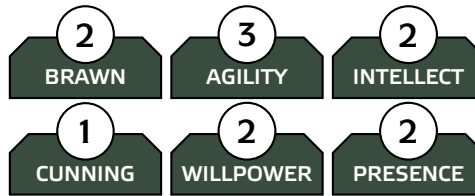
FO. 21



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

SULLUSTAN

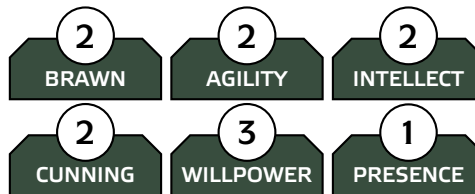
AoR. 60



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

TOGNATH

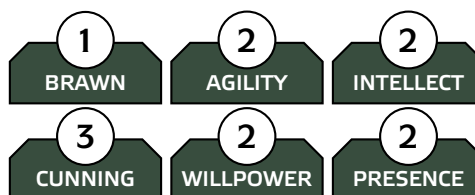
96



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

TOGRUTA

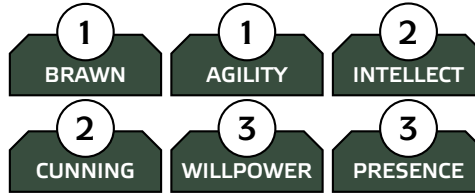
FaD. 60



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

TOYDARIAN

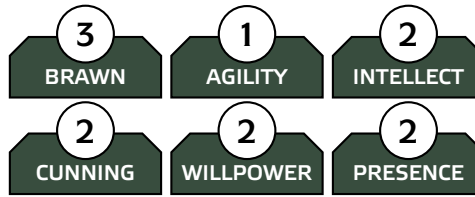
EtU. 22



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

TRANDOSHAN

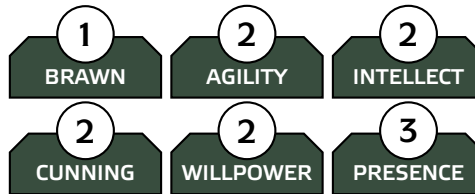
EotE. 50



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

TWI'LEK

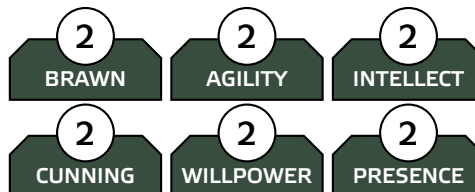
EotE. 51



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

UMBARAN

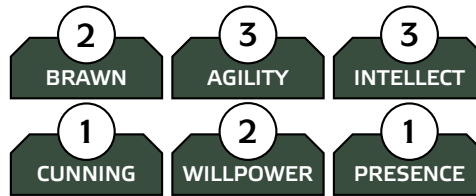
RotS. 15



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

VERPINE

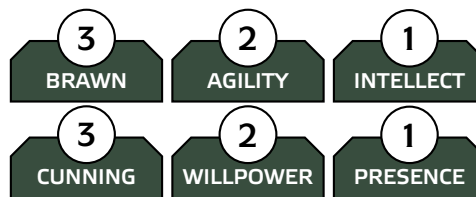
SoR. 102



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

WEEQUAY

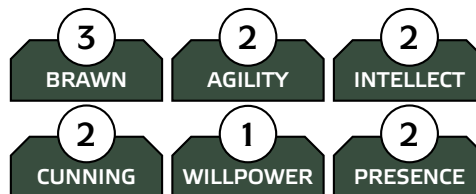
DC. 22



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

WOOKIE

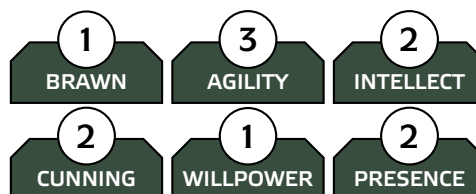
EotE. 52



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

XEXTO

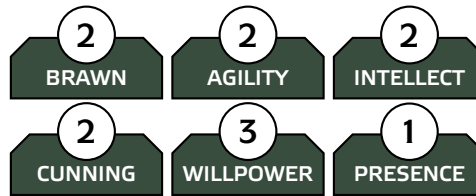
SoT. 24




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

ZABRAK

FaD, 62



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

CAREERS

Ace

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

Bounty Hunter

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

Clone Soldier

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

Colonist

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

Commander

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

Consular★

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

Diplomat

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

Engineer

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

Explorer

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

Guardian★

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

Hired Gun

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

Jedi★

- General
- Knight
- Master
- Padawan

Mystic★

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

Seeker★

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

Sentinel★

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

Smuggler

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

Soldier

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

Spy

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

Technician

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

Warrior★

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

Universal

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