

Ace: Beast Rider

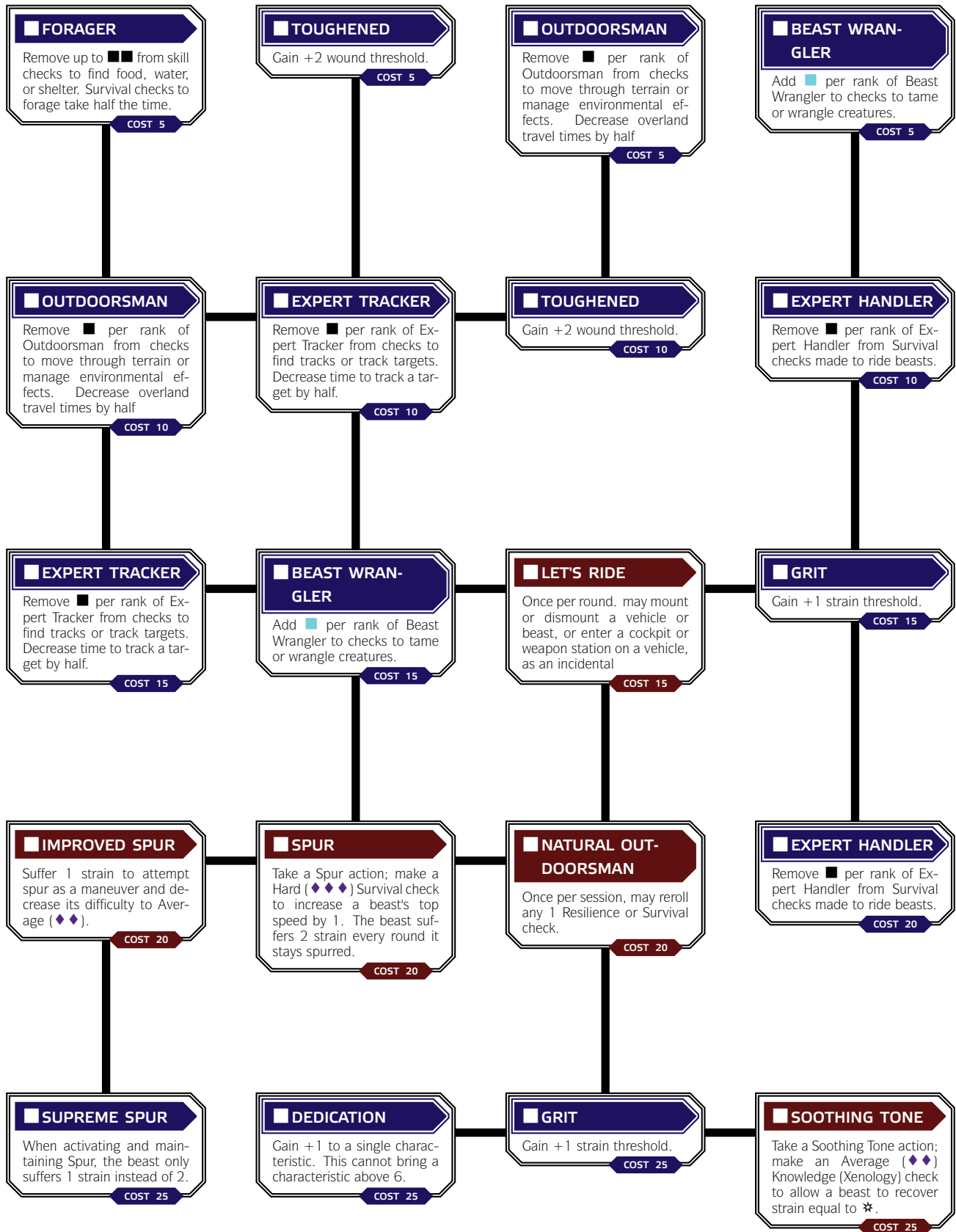
Career Skills: Astrogation, Cool, Gunnery, Mechanics, Perception, Piloting (Planetary), Piloting (Space), Ranged (Light)

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

PASSIVE

ACTIVE

RANKED TALENT



Ace: Driver

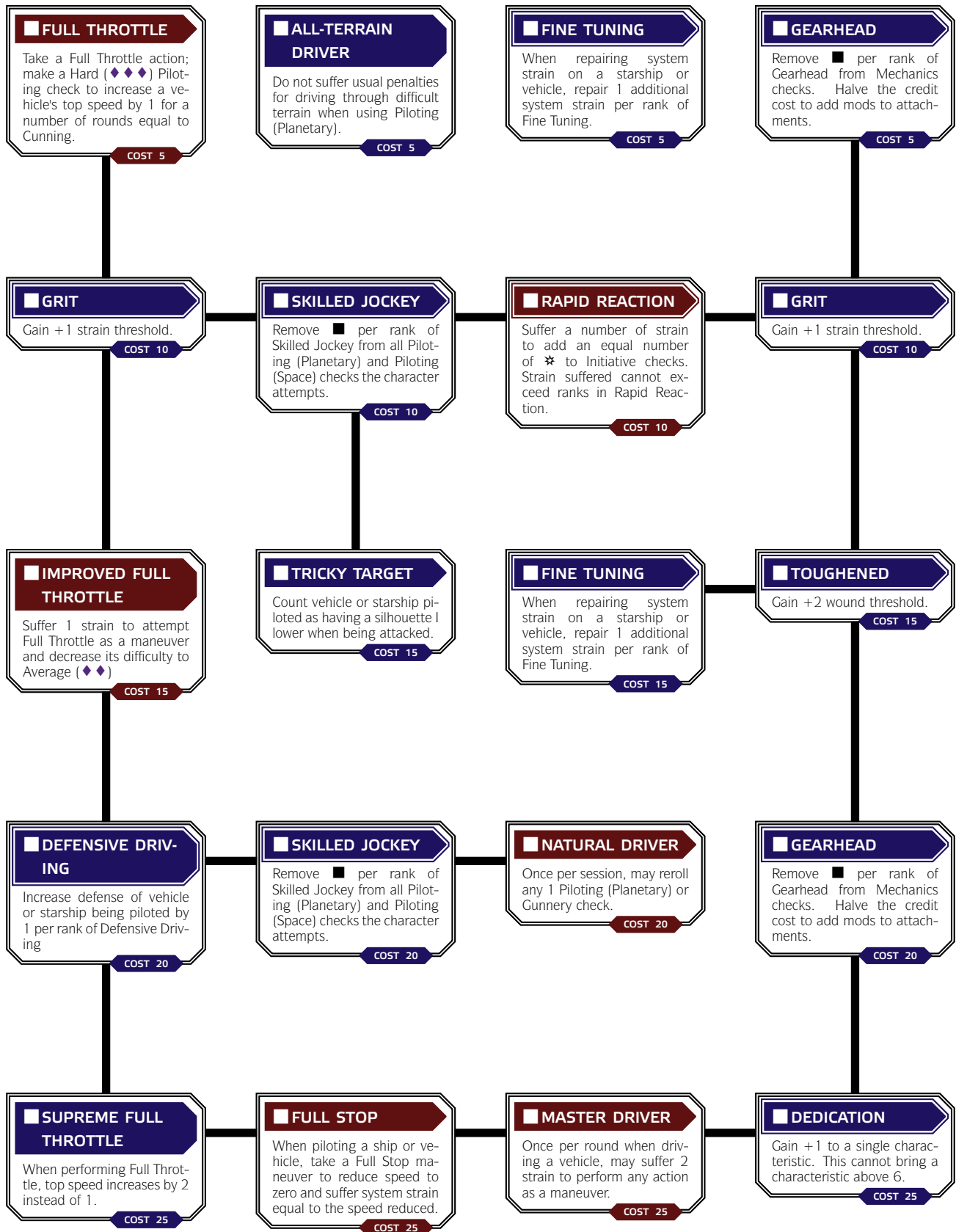
Career Skills: Astrogation, Cool, Gunnery, Mechanics, Perception, Piloting (Planetary), Piloting (Space), Ranged (Light)

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

PASSIVE

ACTIVE

RANKED TALENT



Ace: Gunner

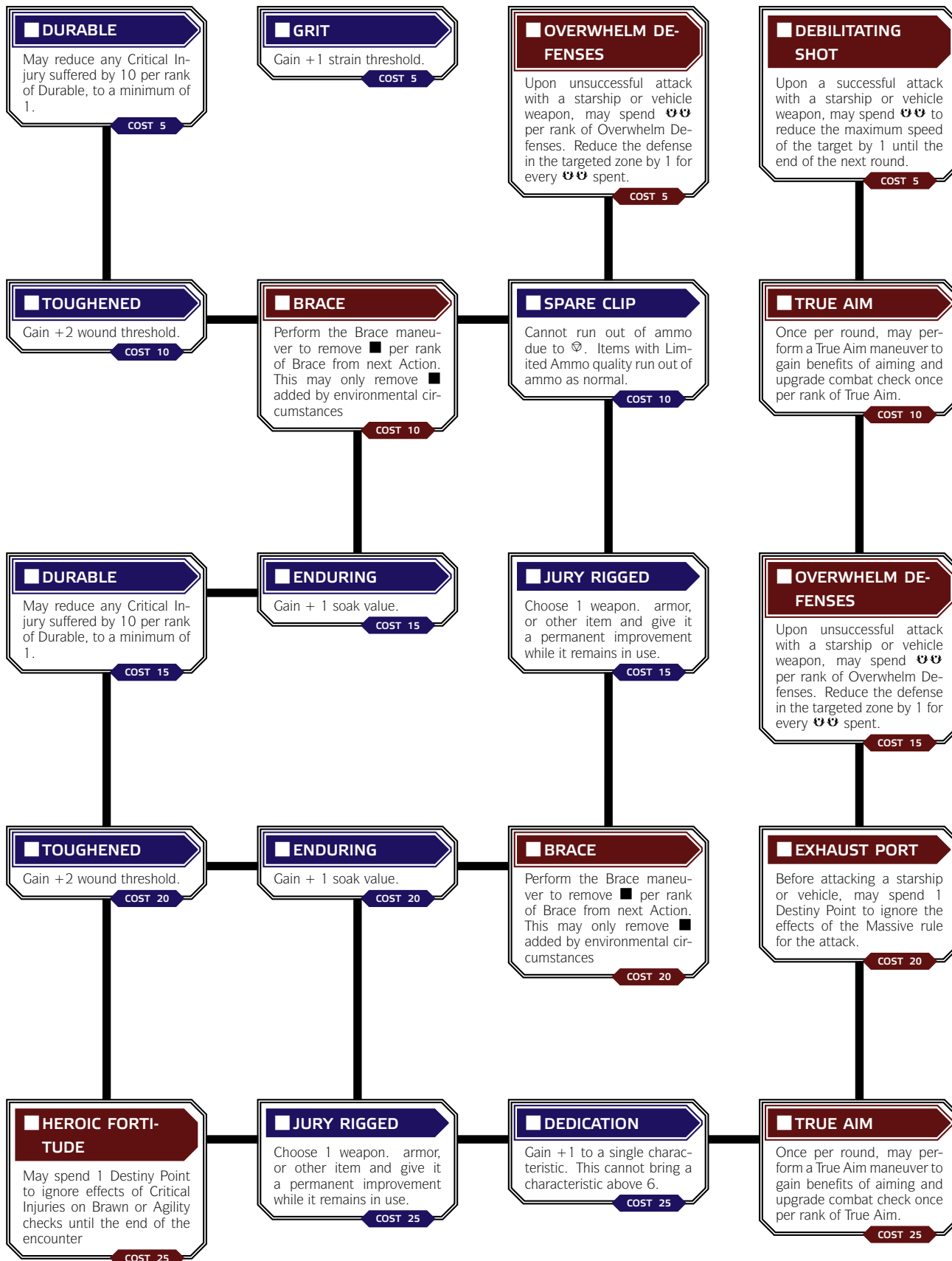
Career Skills: Astrogation, Cool, Gunnery, Mechanics, Perception, Piloting (Planetary), Piloting (Space), Ranged (Light)

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

PASSIVE

ACTIVE

RANKED TALENT



Ace: Hotshot

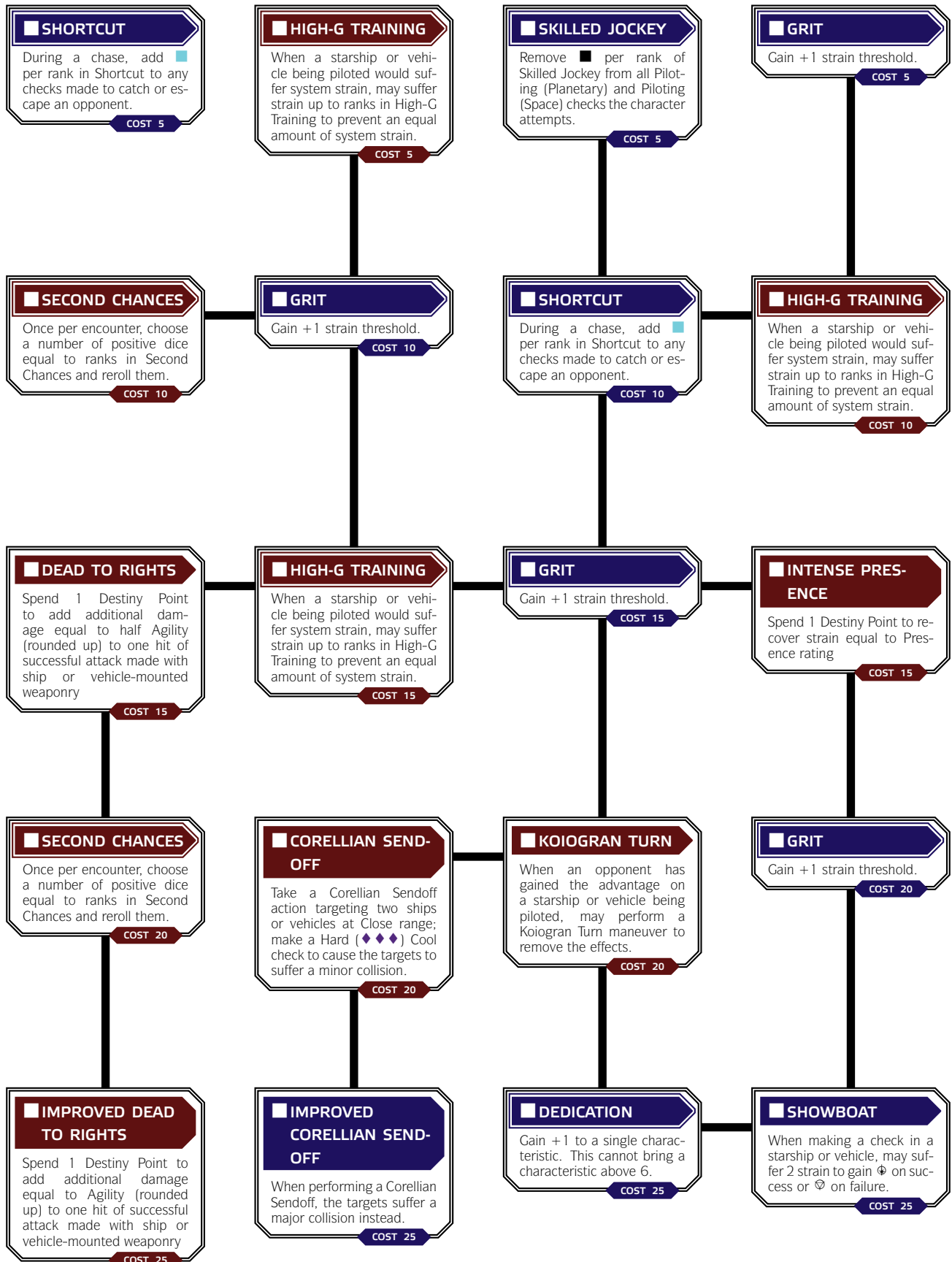
Career Skills: Astrogation, Cool, Gunnery, Mechanics, Perception, Piloting (Planetary), Piloting (Space), Ranged (Light)

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

PASSIVE

ACTIVE

RANKED TALENT



Ace: Pilot

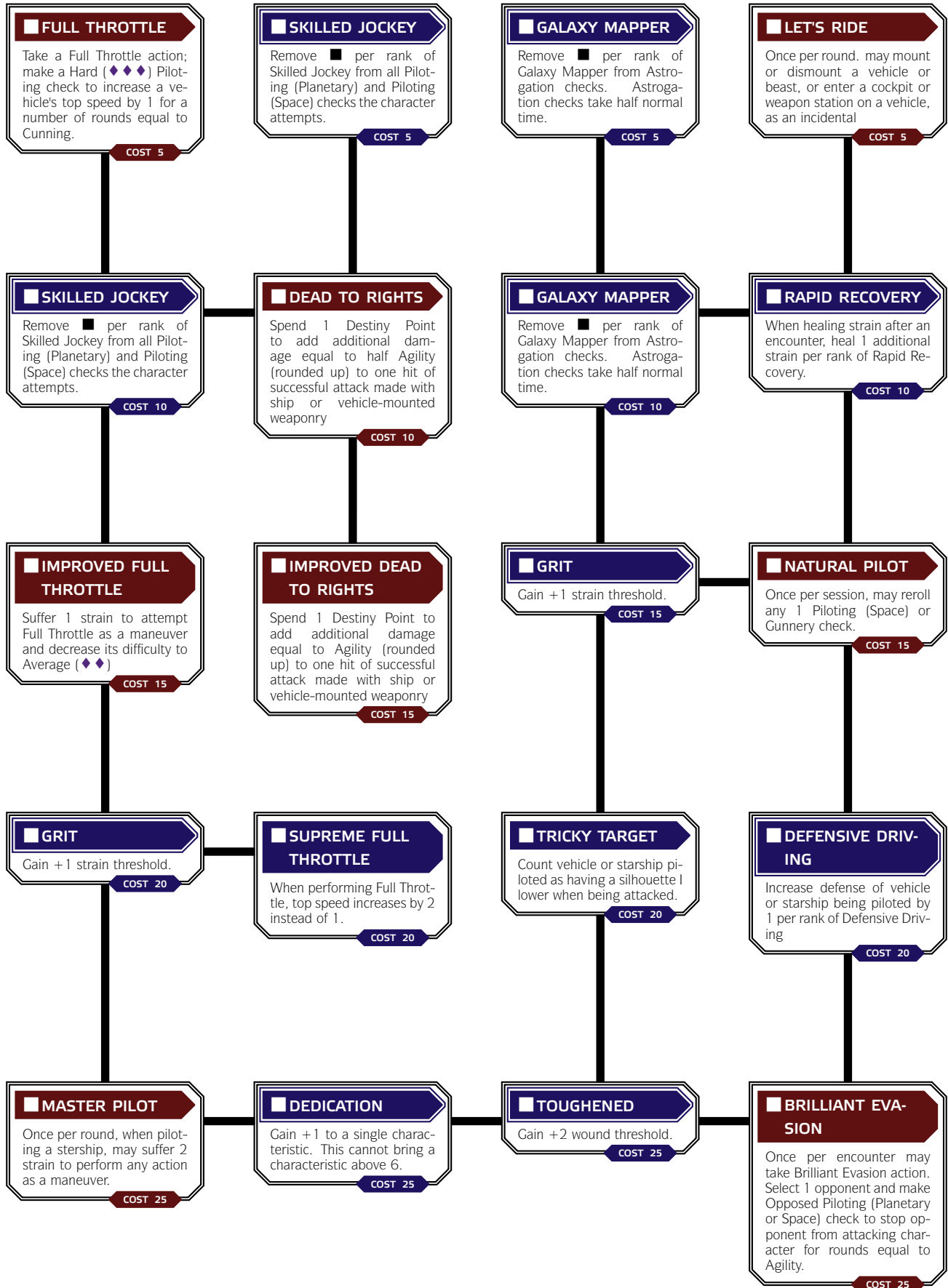
Career Skills: Astrogation, Cool, Gunnery, Mechanics, Perception, Piloting (Planetary), Piloting (Space), Ranged (Light)

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

PASSIVE

ACTIVE

RANKED TALENT



Ace: Rigger

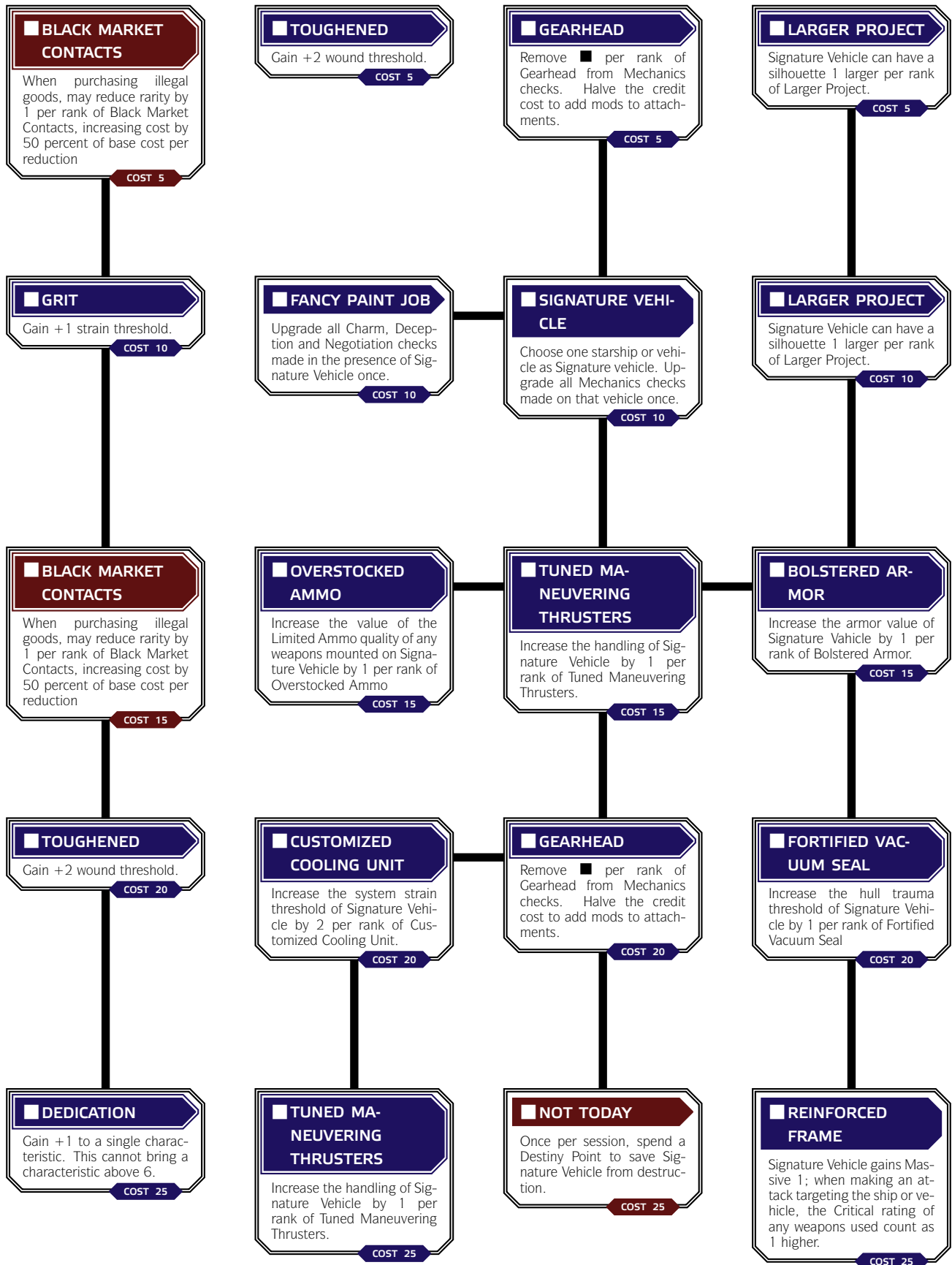
Career Skills: Astrogation, Cool, Gunnery, Mechanics, Perception, Piloting (Planetary), Piloting (Space), Ranged (Light)

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

PASSIVE

ACTIVE

RANKED TALENT



Bounty Hunter: Assassin

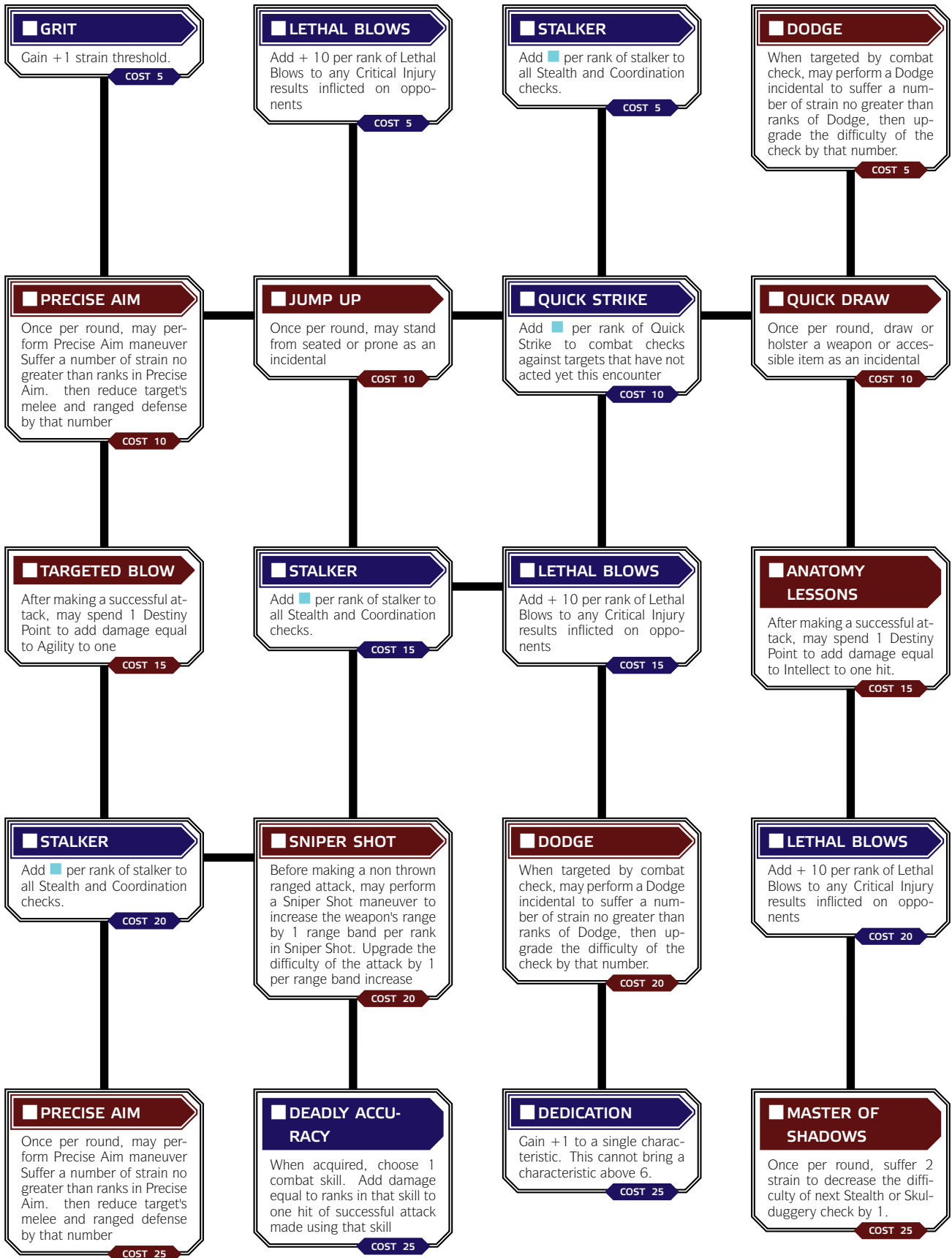
Career Skills: Athletics, Brawl, Perception, Piloting (Planetary), Piloting (Space), Ranged (Heavy), Streetwise, Vigilance

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

PASSIVE

ACTIVE

RANKED TALENT



Bounty Hunter: Gadgeteer

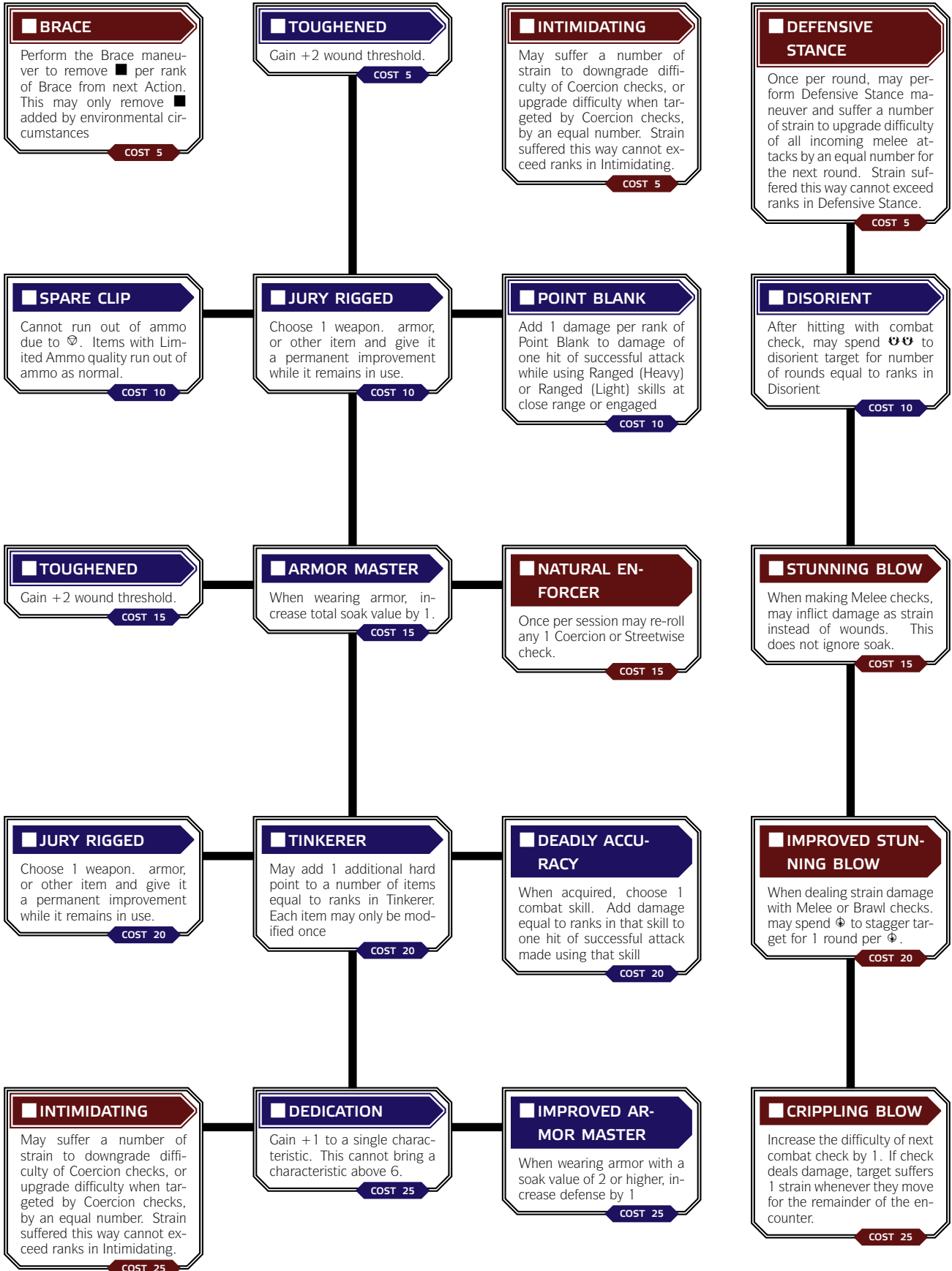
Career Skills: Athletics, Brawl, Perception, Piloting (Planetary), Piloting (Space), Ranged (Heavy), Streetwise, Vigilance

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

PASSIVE

ACTIVE

RANKED TALENT



Bounty Hunter: Martial Artist

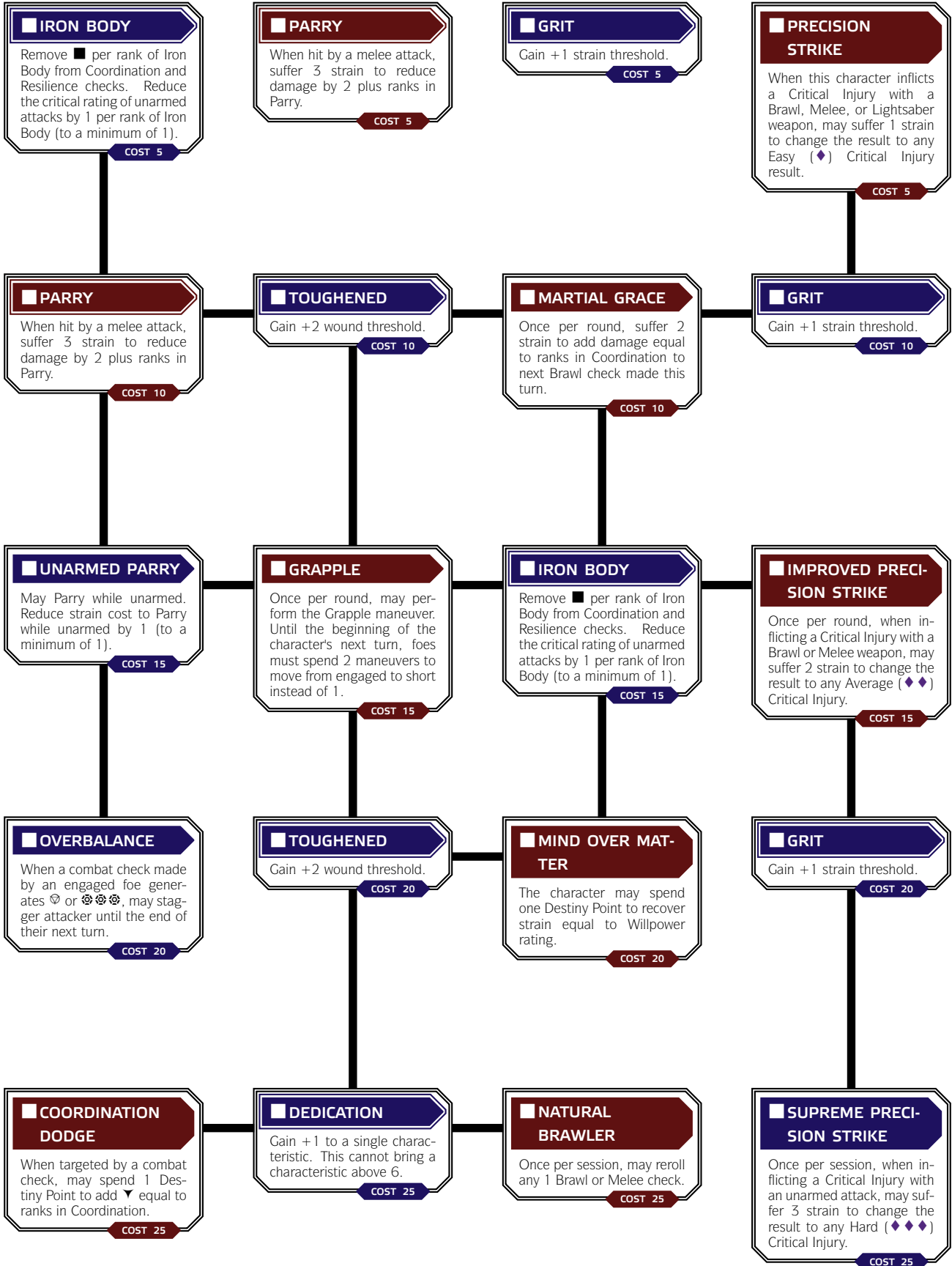
Career Skills: Athletics, Brawl, Perception, Piloting (Planetary), Piloting (Space), Ranged (Heavy), Streetwise, Vigilance

Additional Career Skills: Athletics, Brawl, Coordination, Discipline

PASSIVE

ACTIVE

RANKED TALENT



Bounty Hunter: Operator

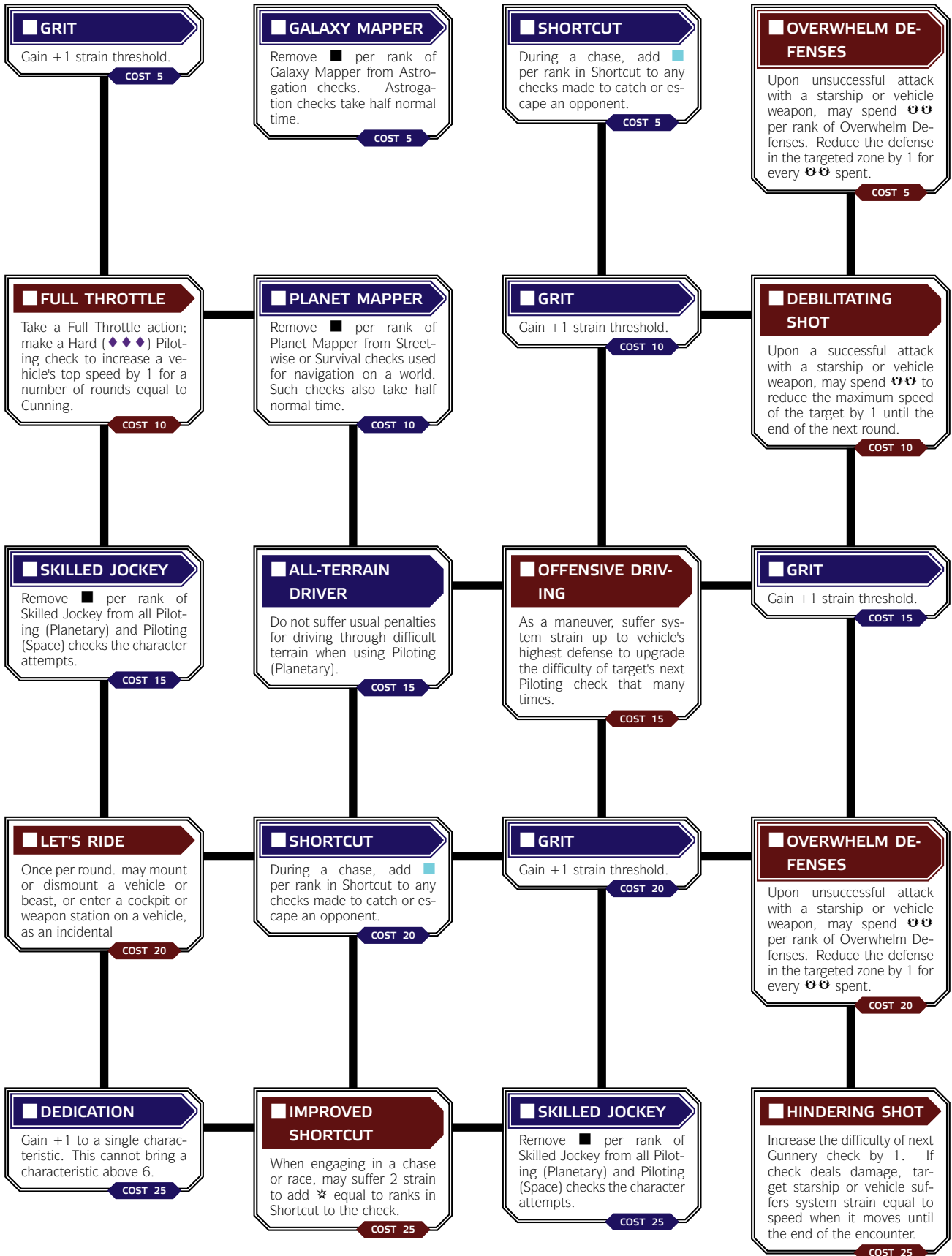
Career Skills: Athletics, Brawl, Perception, Piloting (Planetary), Piloting (Space), Ranged (Heavy), Streetwise, Vigilance

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

PASSIVE

ACTIVE

RANKED TALENT



Bounty Hunter: Skip Tracer

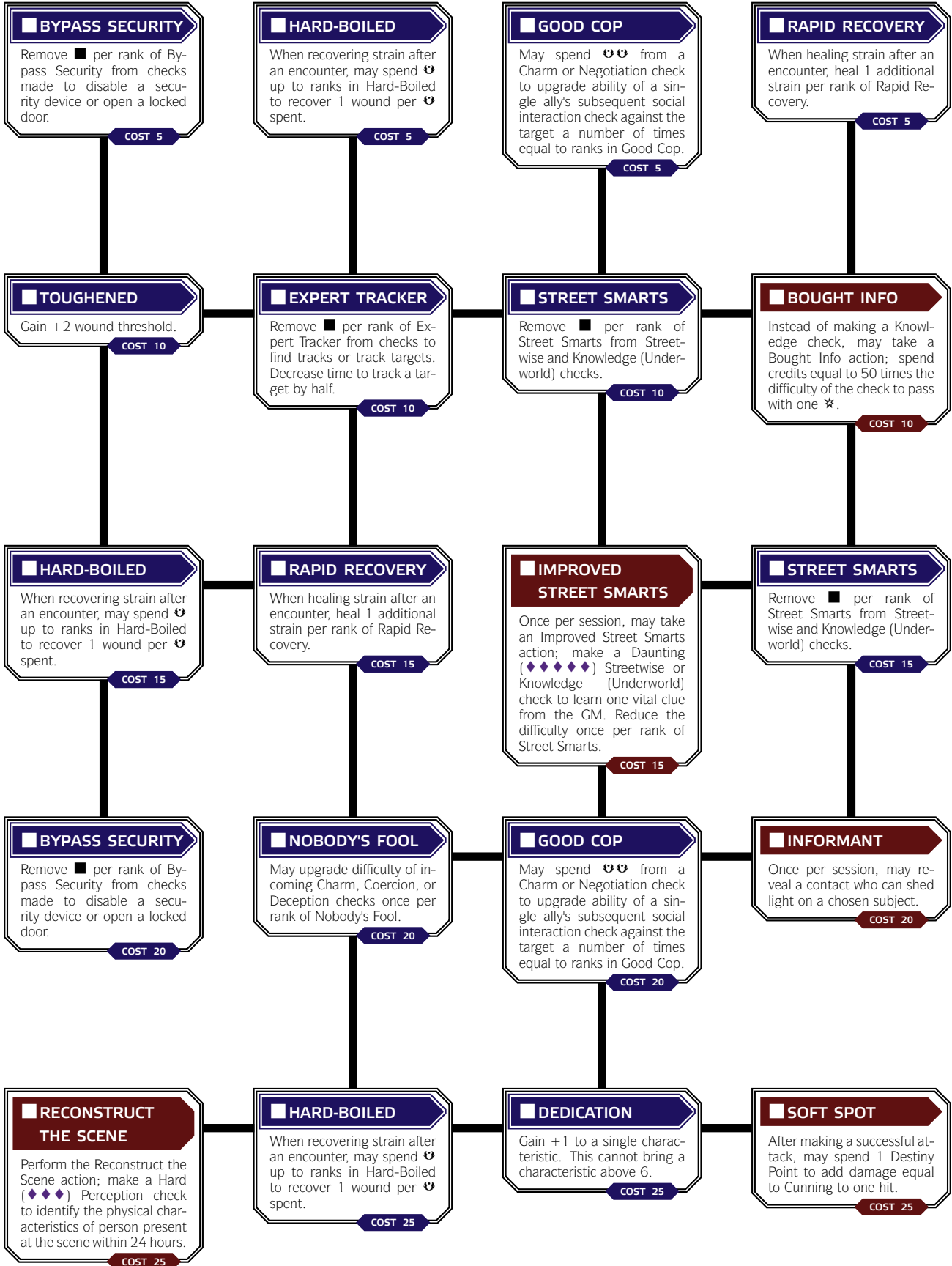
Career Skills: Athletics, Brawl, Perception, Piloting (Planetary), Piloting (Space), Ranged (Heavy), Streetwise, Vigilance

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

PASSIVE

ACTIVE

RANKED TALENT



Bounty Hunter: Survivalist

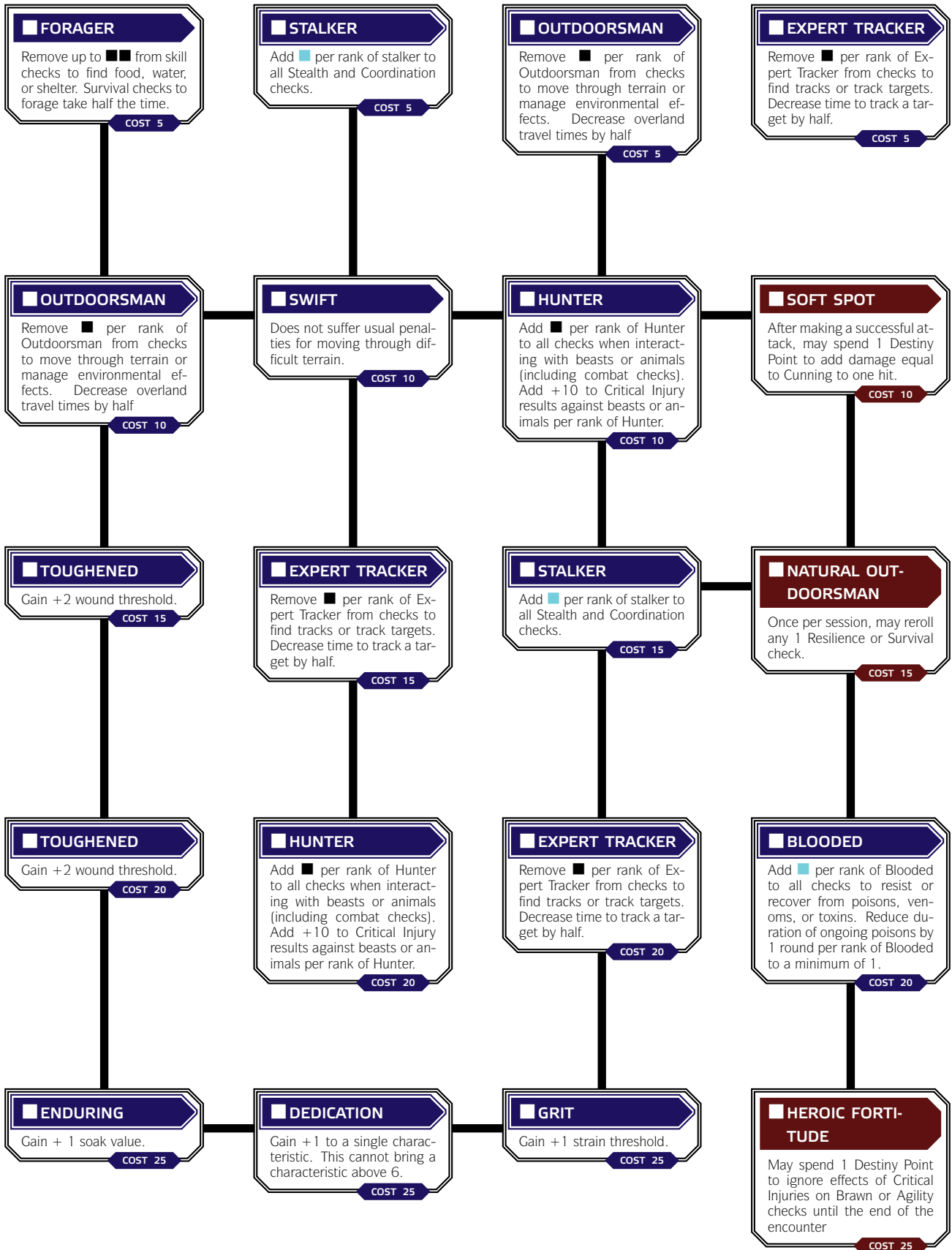
Career Skills: Athletics, Brawl, Perception, Piloting (Planetary), Piloting (Space), Ranged (Heavy), Streetwise, Vigilance

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

PASSIVE

ACTIVE

RANKED TALENT



Clone Soldier: ARC Trooper

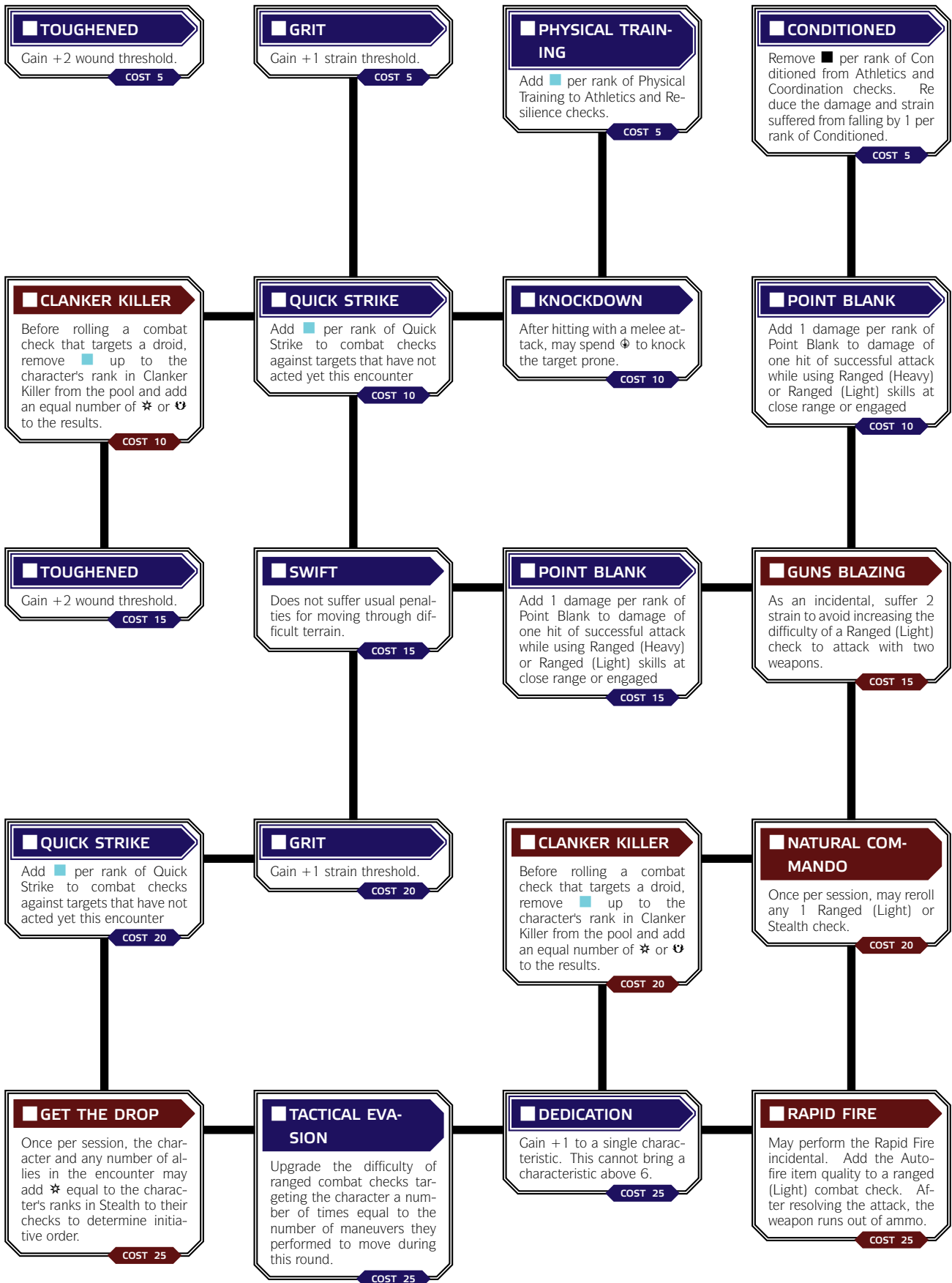
Career Skills: Athletics, Brawl, Cool, Discipline, Medicine, Ranged (Heavy), Ranged (Light), Vigilance

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

PASSIVE

ACTIVE

RANKED TALENT



Clone Soldier: Clone Commander

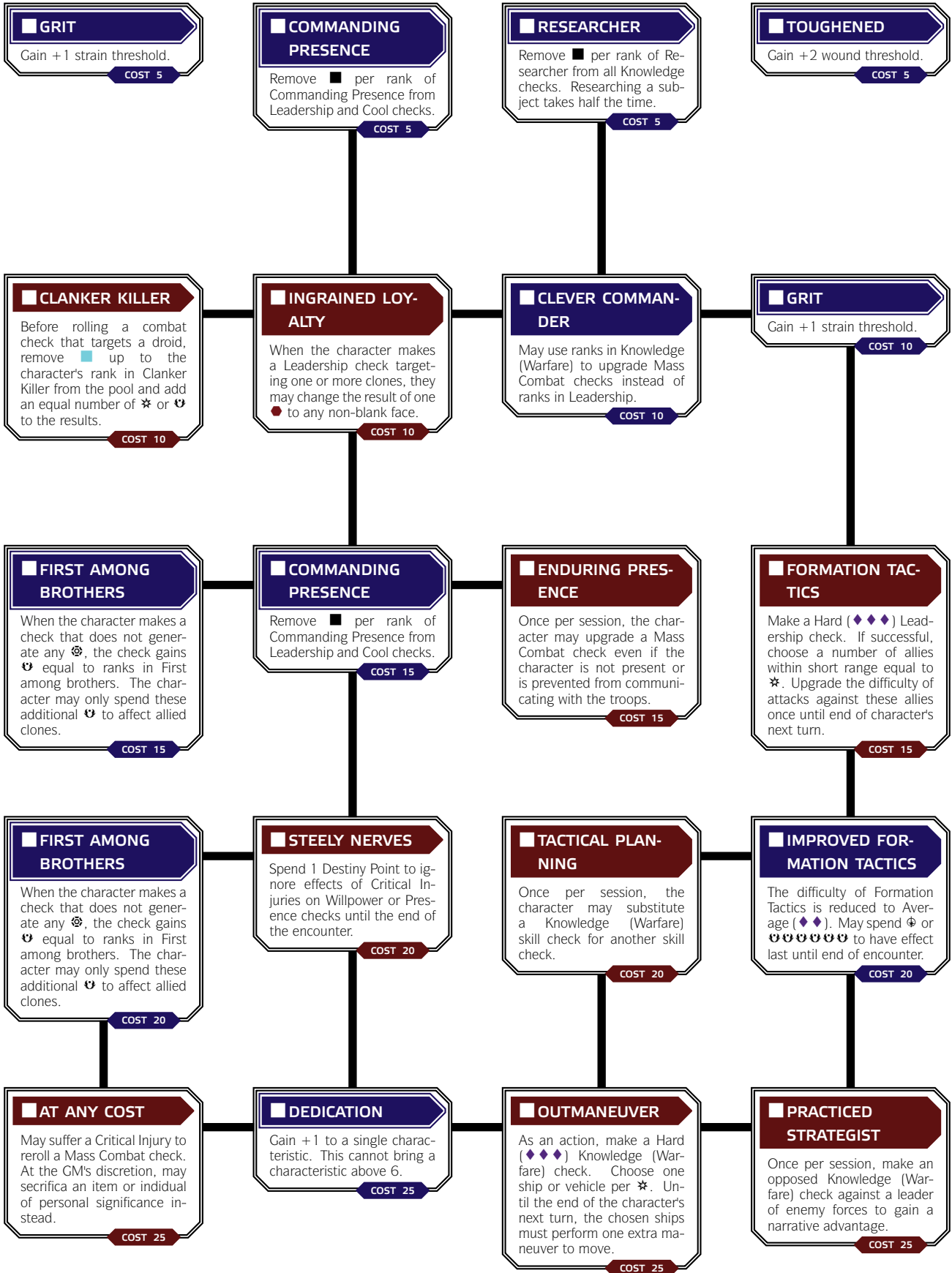
Career Skills: Athletics, Brawl, Cool, Discipline, Medicine, Ranged (Heavy), Ranged (Light), Vigilance

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

PASSIVE

ACTIVE

RANKED TALENT



Clone Soldier: Clone Officer

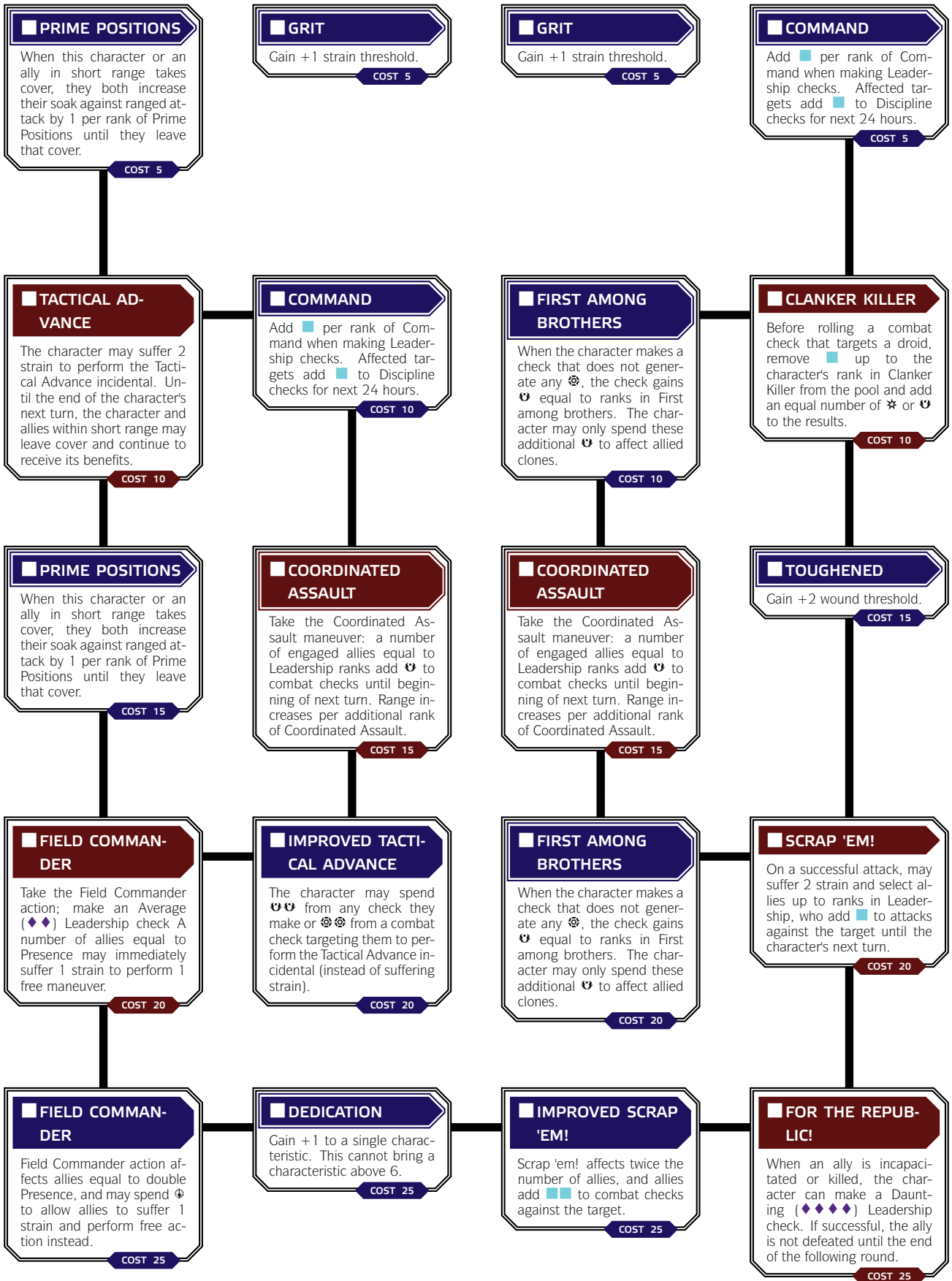
Career Skills: Athletics, Brawl, Cool, Discipline, Medicine, Ranged (Heavy), Ranged (Light), Vigilance

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

PASSIVE

ACTIVE

RANKED TALENT



Clone Soldier: Clone Pilot

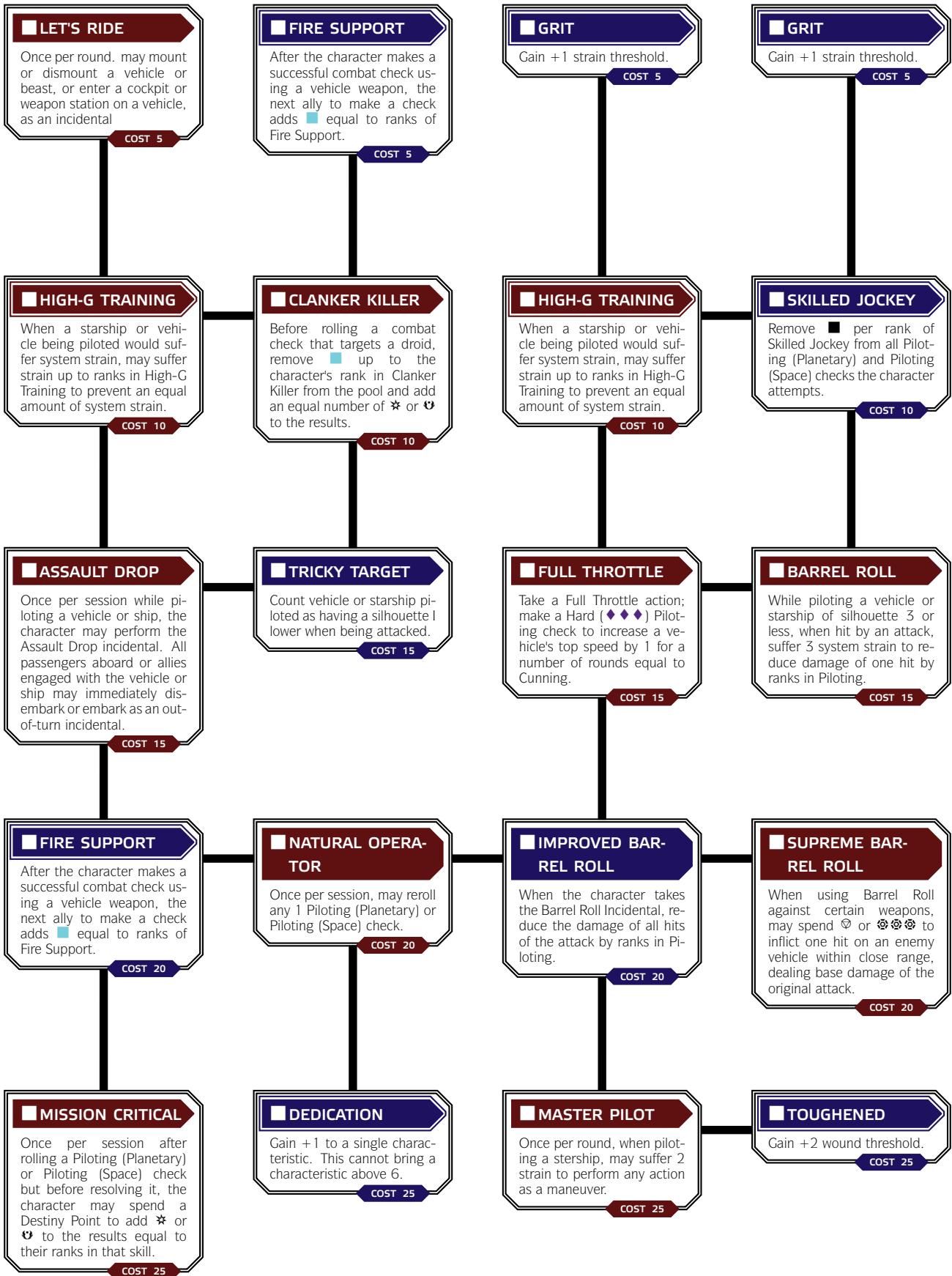
Career Skills: Athletics, Brawl, Cool, Discipline, Medicine, Ranged (Heavy), Ranged (Light), Vigilance

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

PASSIVE

ACTIVE

RANKED TALENT



Clone Soldier: Clone Trooper

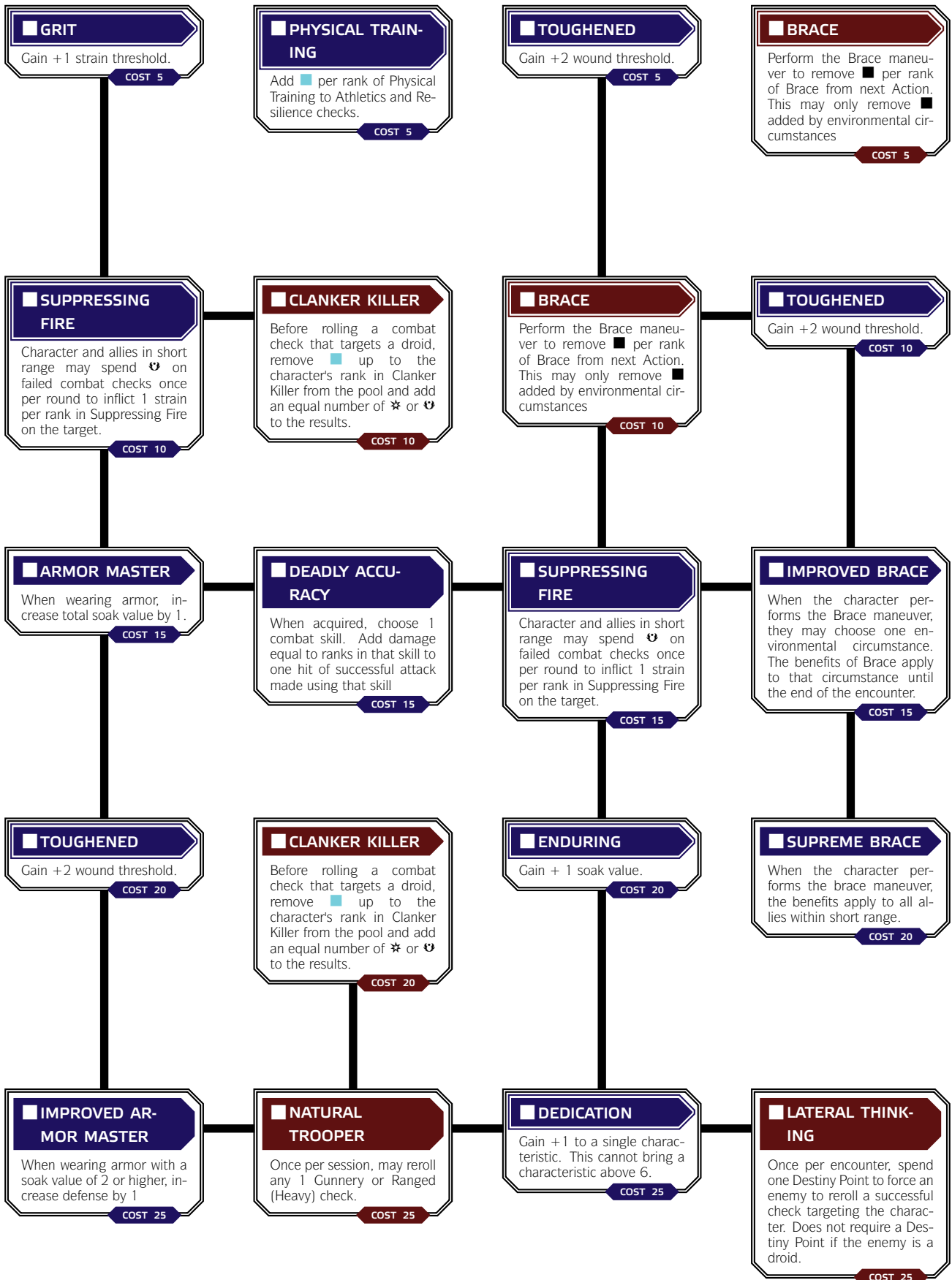
Career Skills: Athletics, Brawl, Cool, Discipline, Medicine, Ranged (Heavy), Ranged (Light), Vigilance

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

PASSIVE

ACTIVE

RANKED TALENT



Clone Soldier: Clone Veteran

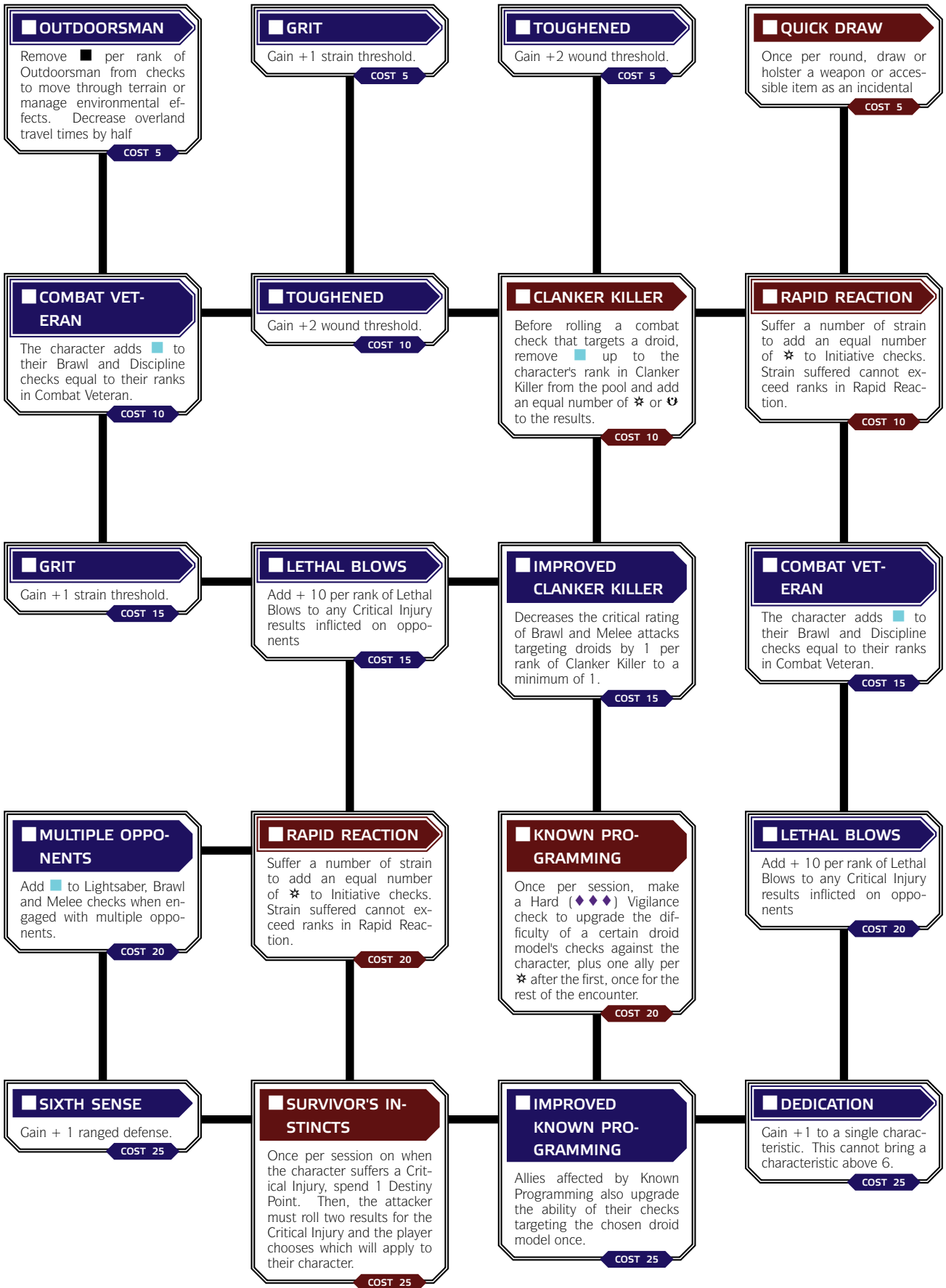
Career Skills: Athletics, Brawl, Cool, Discipline, Medicine, Ranged (Heavy), Ranged (Light), Vigilance

Additional Career Skills: Melee, Resilience, Skulduggery, Survival

PASSIVE

ACTIVE

RANKED TALENT



Colonist: Doctor

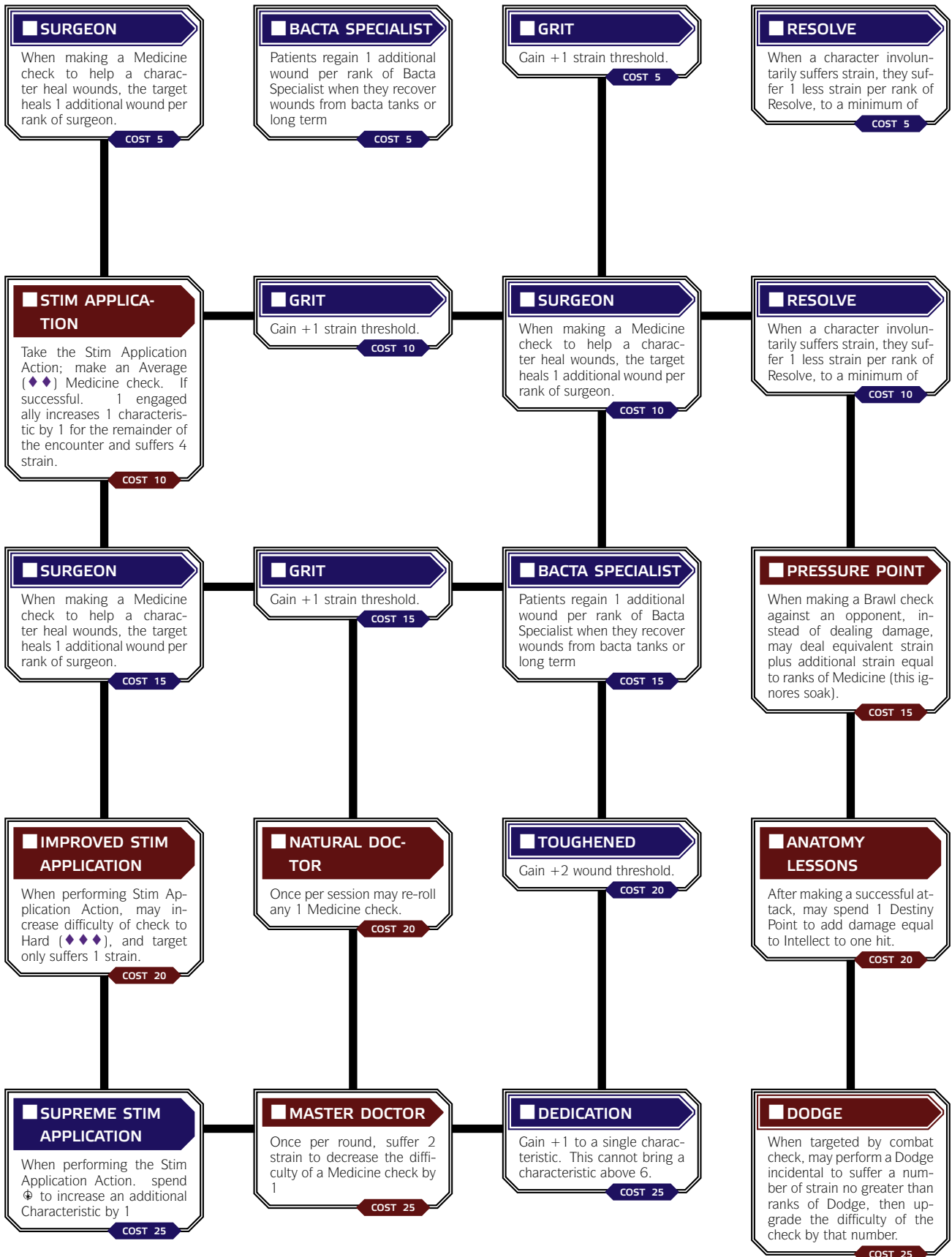
Career Skills: Charm, Deception, Knowledge (Core Worlds), Knowledge (Education), Knowledge (lore), Leadership, Negotiation, Streetwise

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

PASSIVE

ACTIVE

RANKED TALENT



Colonist: Entrepreneur

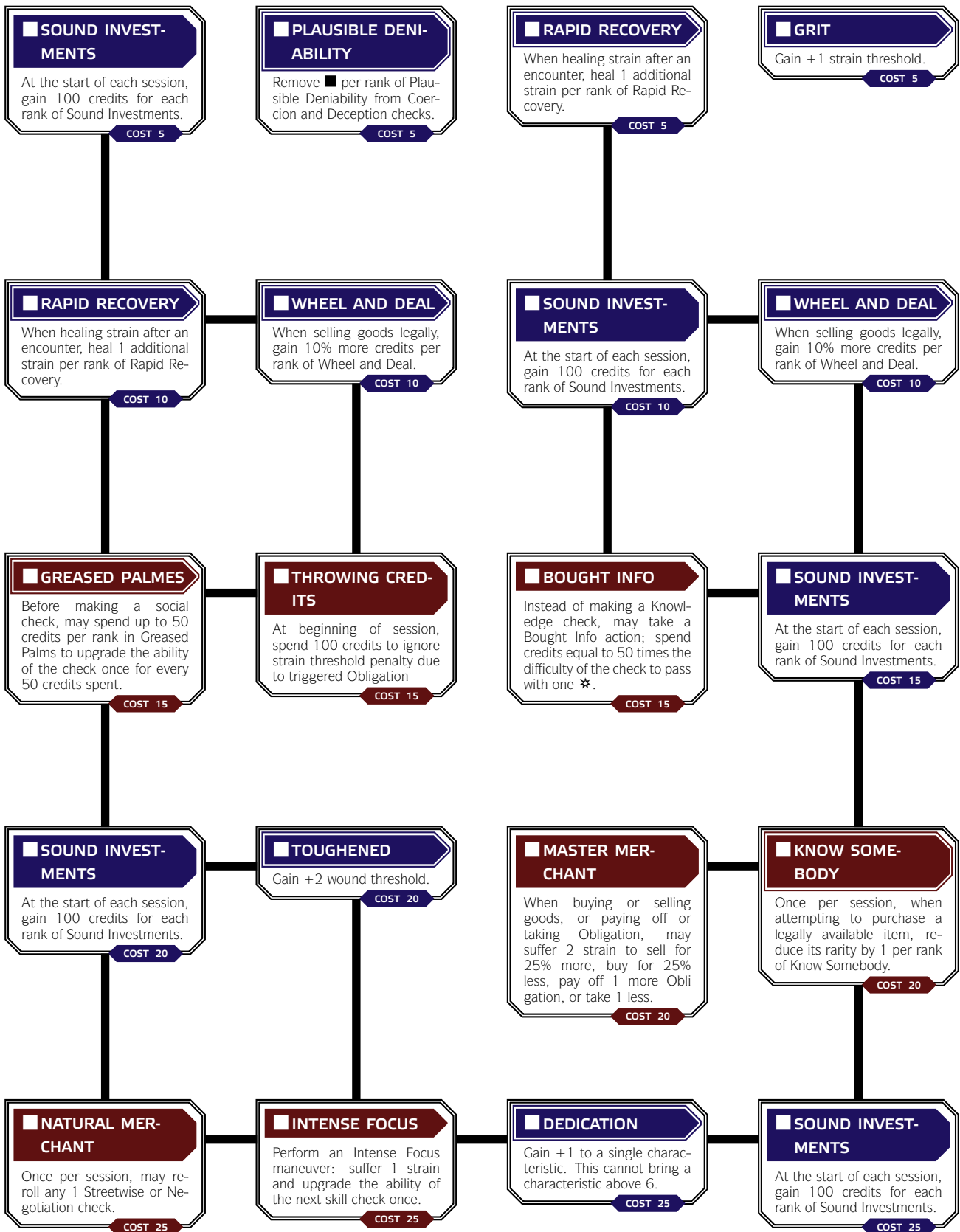
Career Skills: Charm, Deception, Knowledge (Core Worlds), Knowledge (Education), Knowledge (lore), Leadership, Negotiation, Streetwise

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

PASSIVE

ACTIVE

RANKED TALENT



Colonist: Marshal

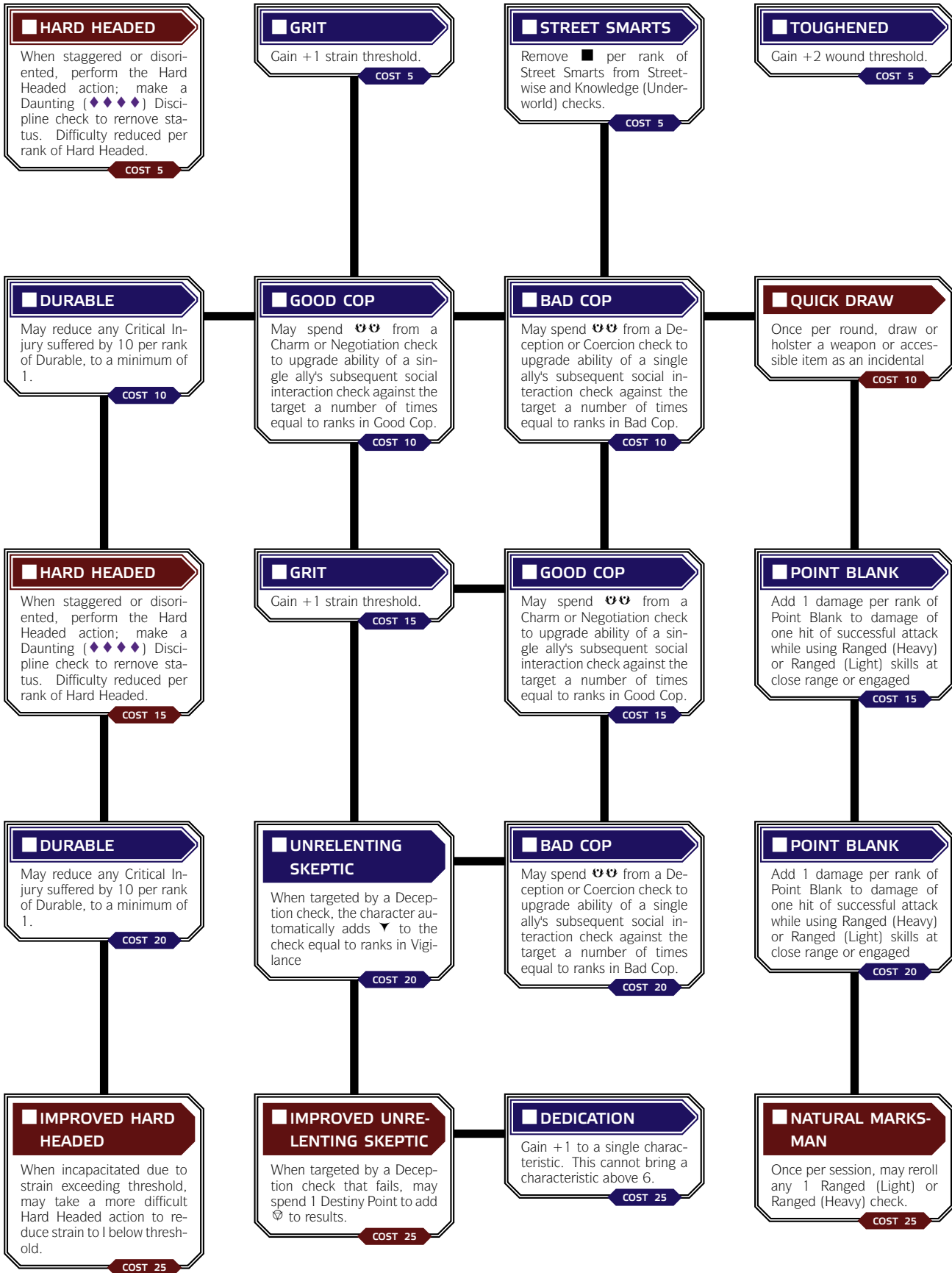
Career Skills: Charm, Deception, Knowledge (Core Worlds), Knowledge (Education), Knowledge (lore), Leadership, Negotiation, Streetwise

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

PASSIVE

ACTIVE

RANKED TALENT



Colonist: Performer

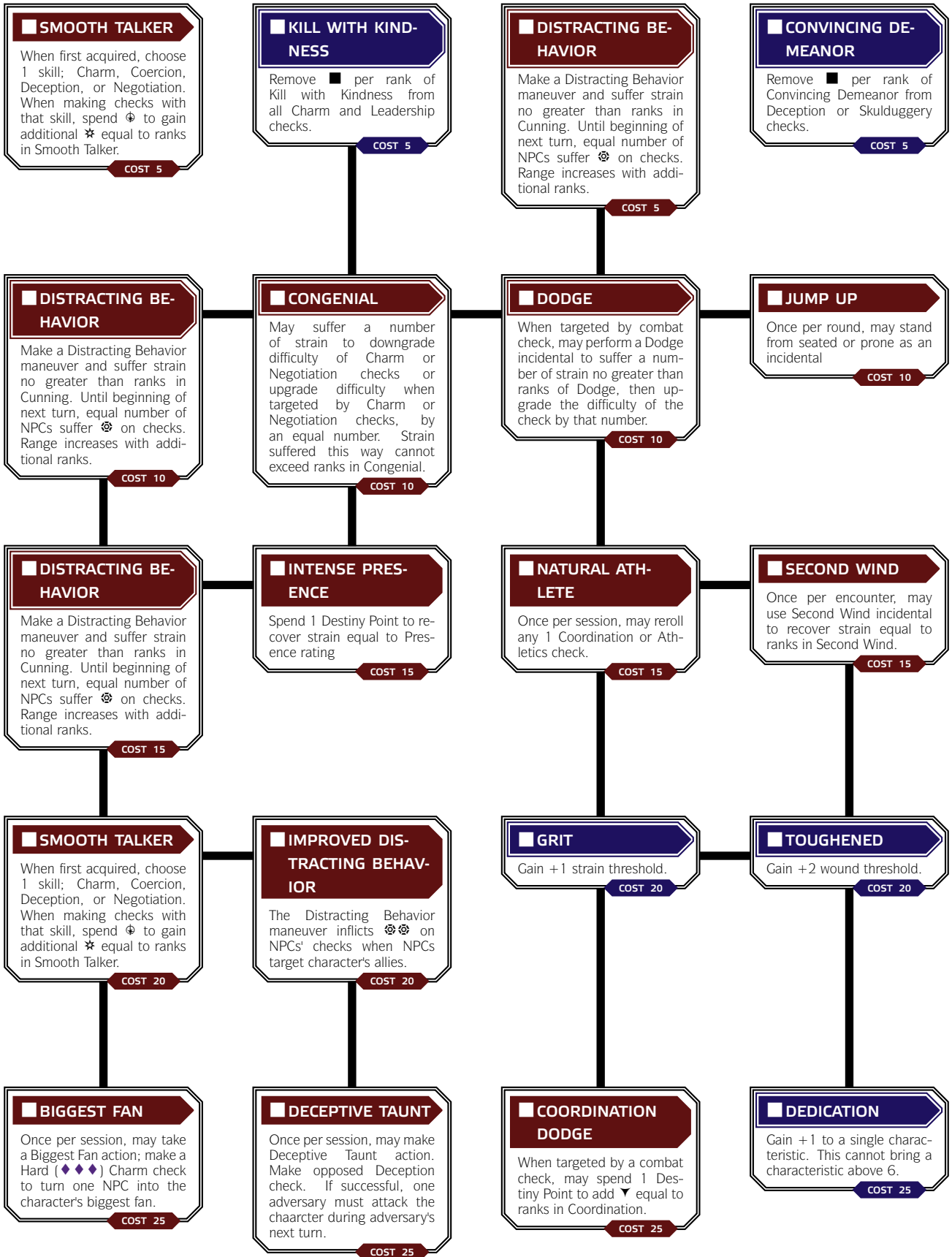
Career Skills: Charm, Deception, Knowledge (Core Worlds), Knowledge (Education), Knowledge (lore), Leadership, Negotiation, Streetwise

Additional Career Skills: Charm, Coordination, Deception, Melee

PASSIVE

ACTIVE

RANKED TALENT



Colonist: Politico

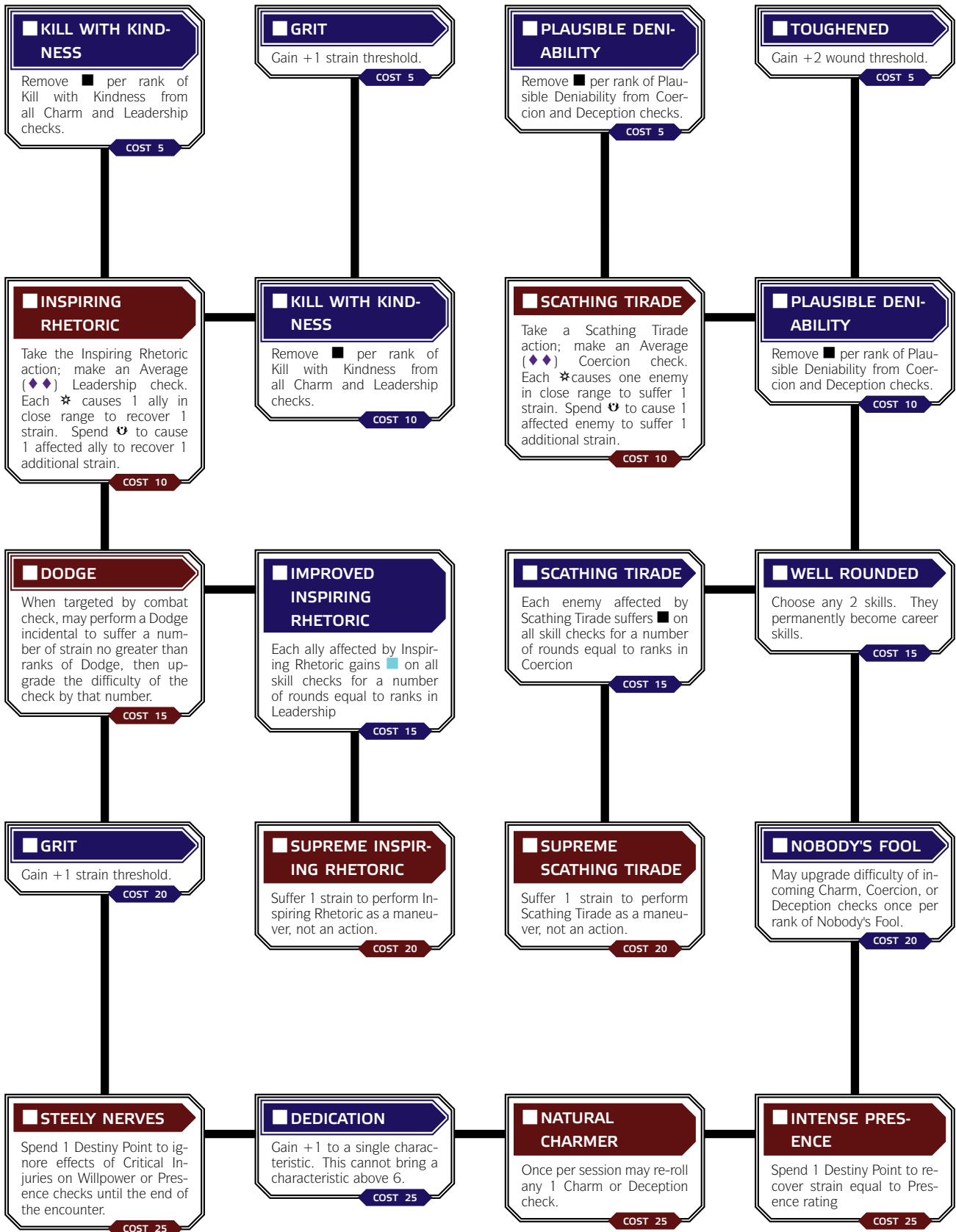
Career Skills: Charm, Deception, Knowledge (Core Worlds), Knowledge (Education), Knowledge (lore), Leadership, Negotiation, Streetwise

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

PASSIVE

ACTIVE

RANKED TALENT



Colonist: Scholar

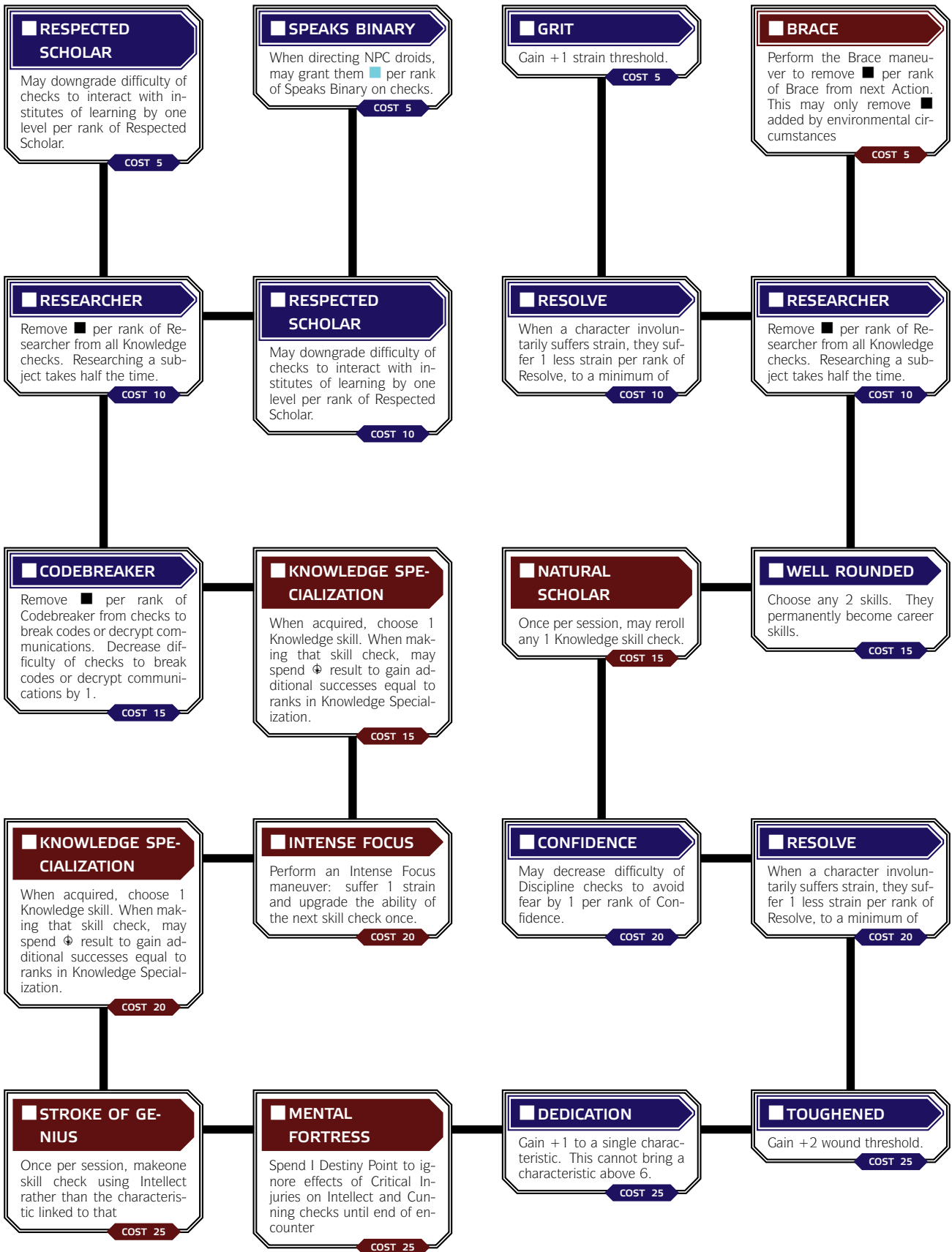
Career Skills: Charm, Deception, Knowledge (Core Worlds), Knowledge (Education), Knowledge (lore), Leadership, Negotiation, Streetwise

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

PASSIVE

ACTIVE

RANKED TALENT



Commander: Commodore

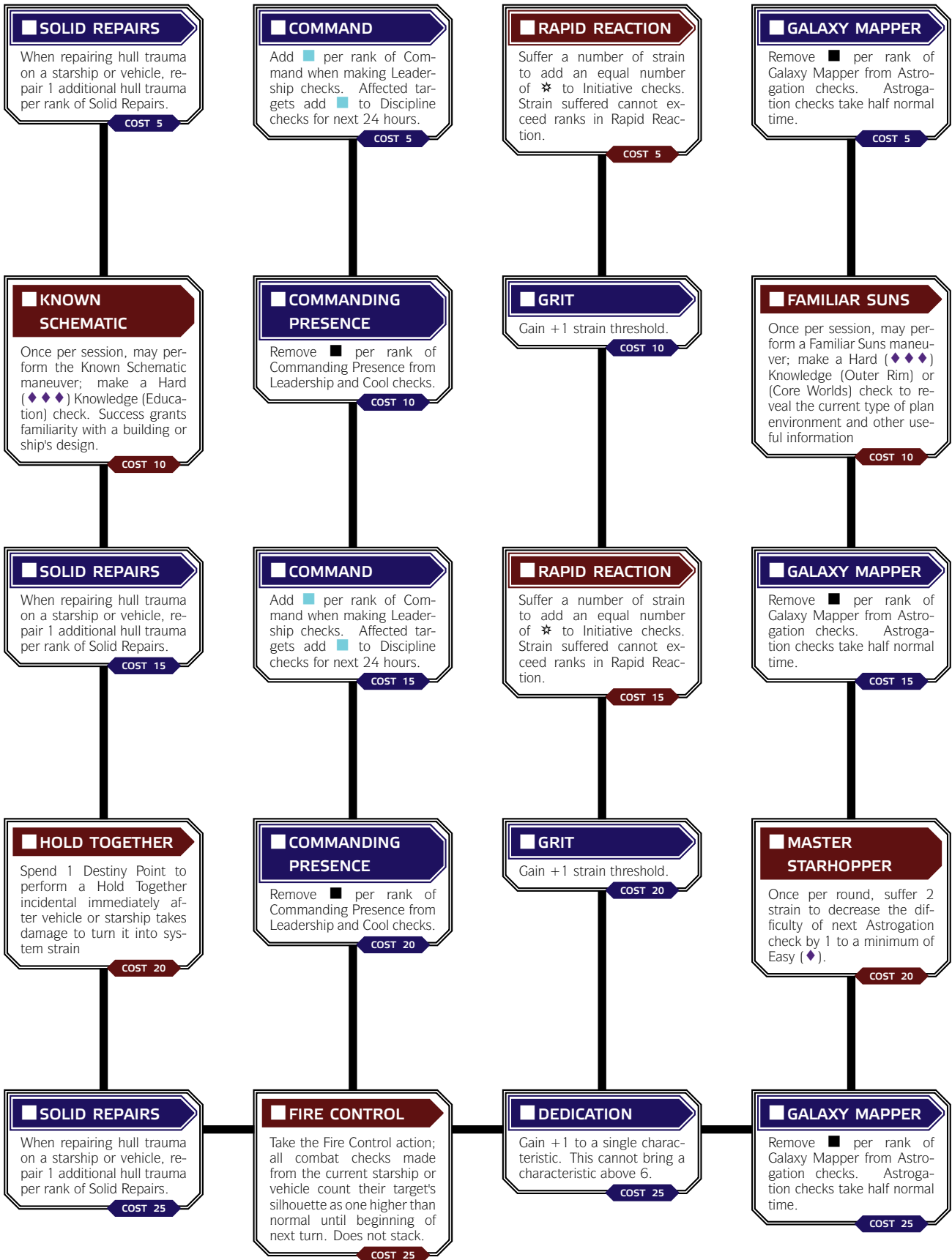
Career Skills: Coercion, Cool, Discipline, Knowledge (Warfare), Leadership, Perception, Ranged (Light), Vigilance

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

PASSIVE

ACTIVE

RANKED TALENT



Commander: Figurehead

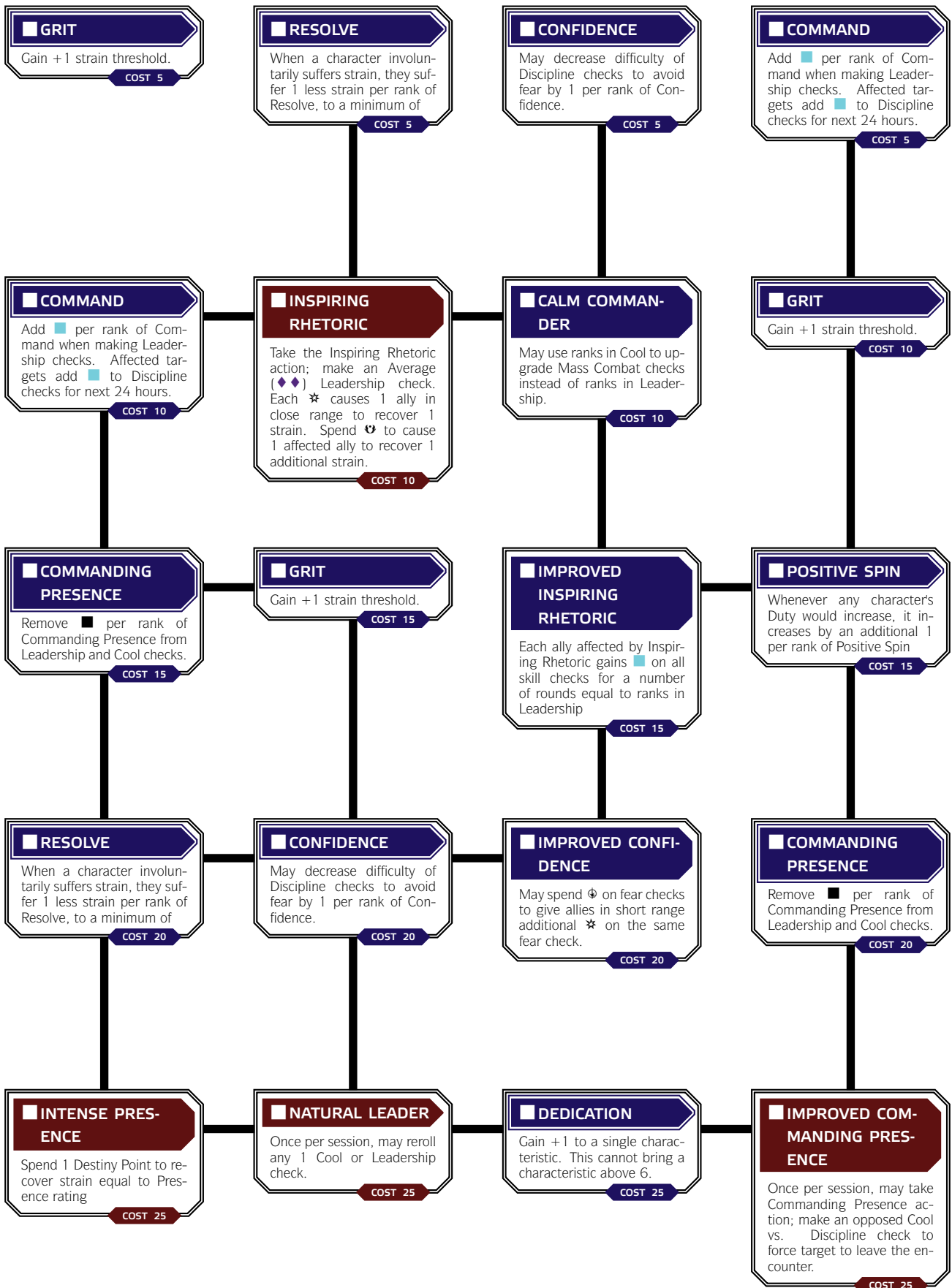
Career Skills: Coercion, Cool, Discipline, Knowledge (Warfare), Leadership, Perception, Ranged (Light), Vigilance

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

PASSIVE

ACTIVE

RANKED TALENT



Commander: Instructor

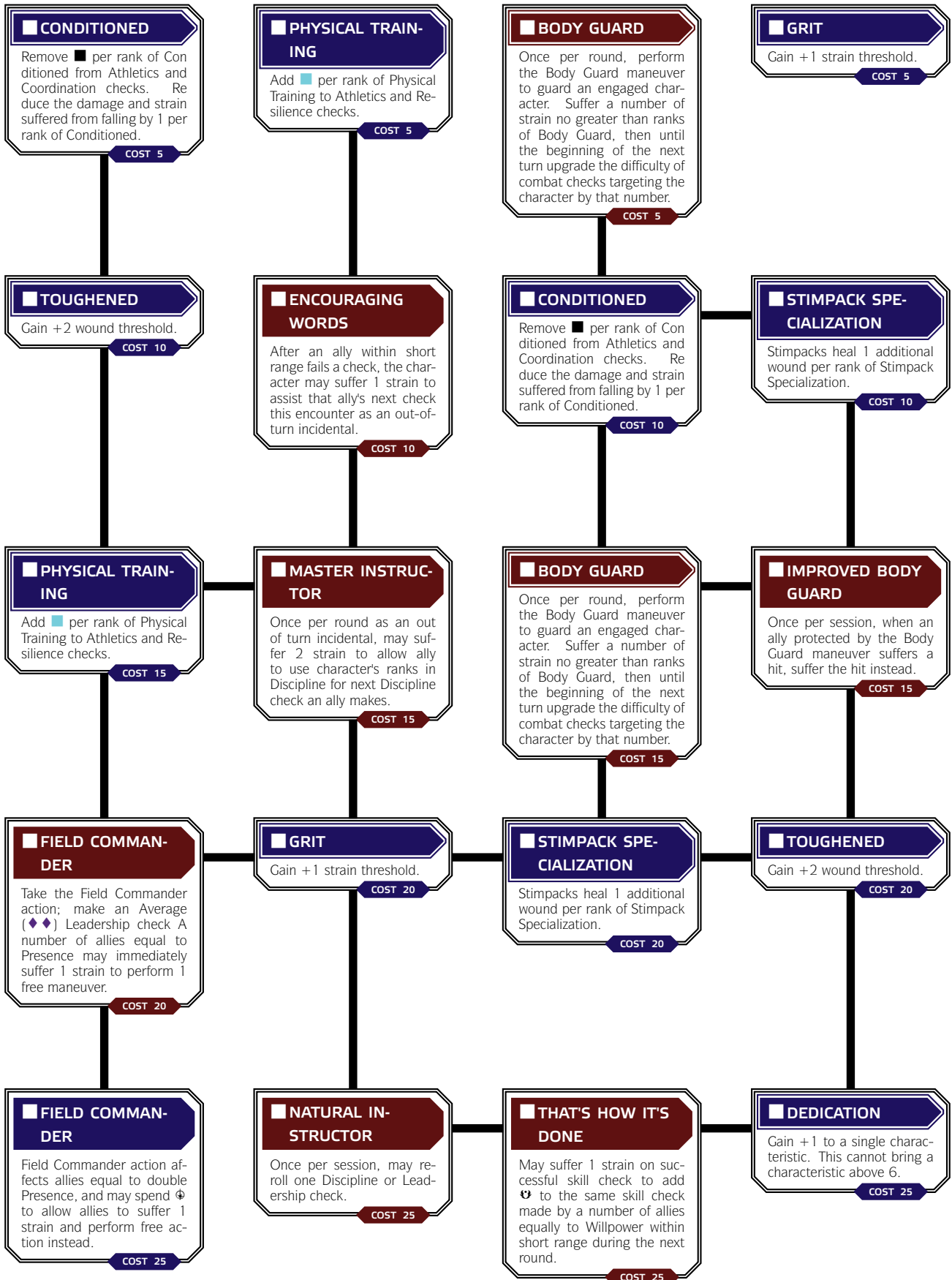
Career Skills: Coercion, Cool, Discipline, Knowledge (Warfare), Leadership, Perception, Ranged (Light), Vigilance

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

PASSIVE

ACTIVE

RANKED TALENT



Commander: Squadron Leader

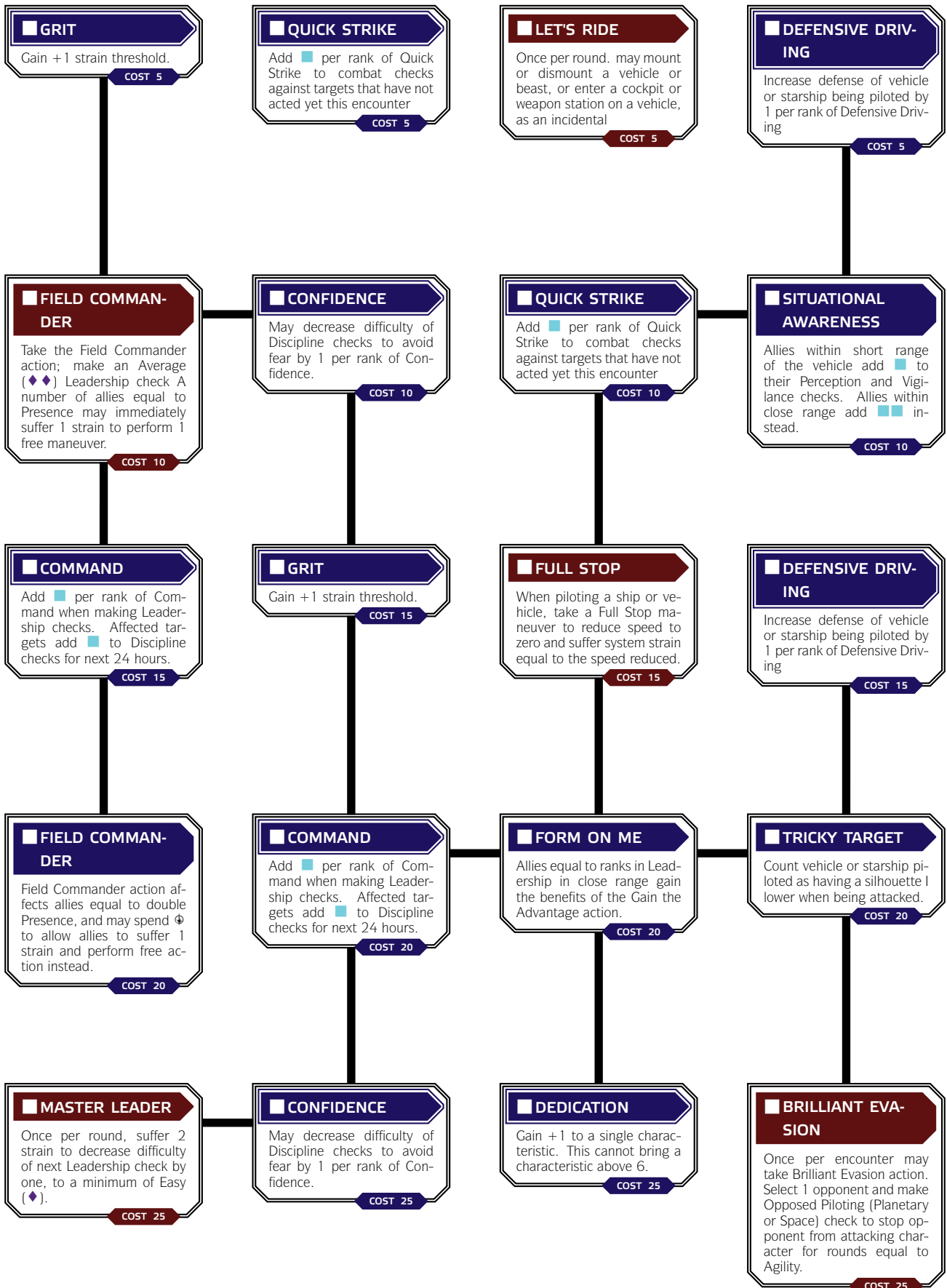
Career Skills: Coercion, Cool, Discipline, Knowledge (Warfare), Leadership, Perception, Ranged (Light), Vigilance

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

PASSIVE

ACTIVE

RANKED TALENT



Commander: Strategist

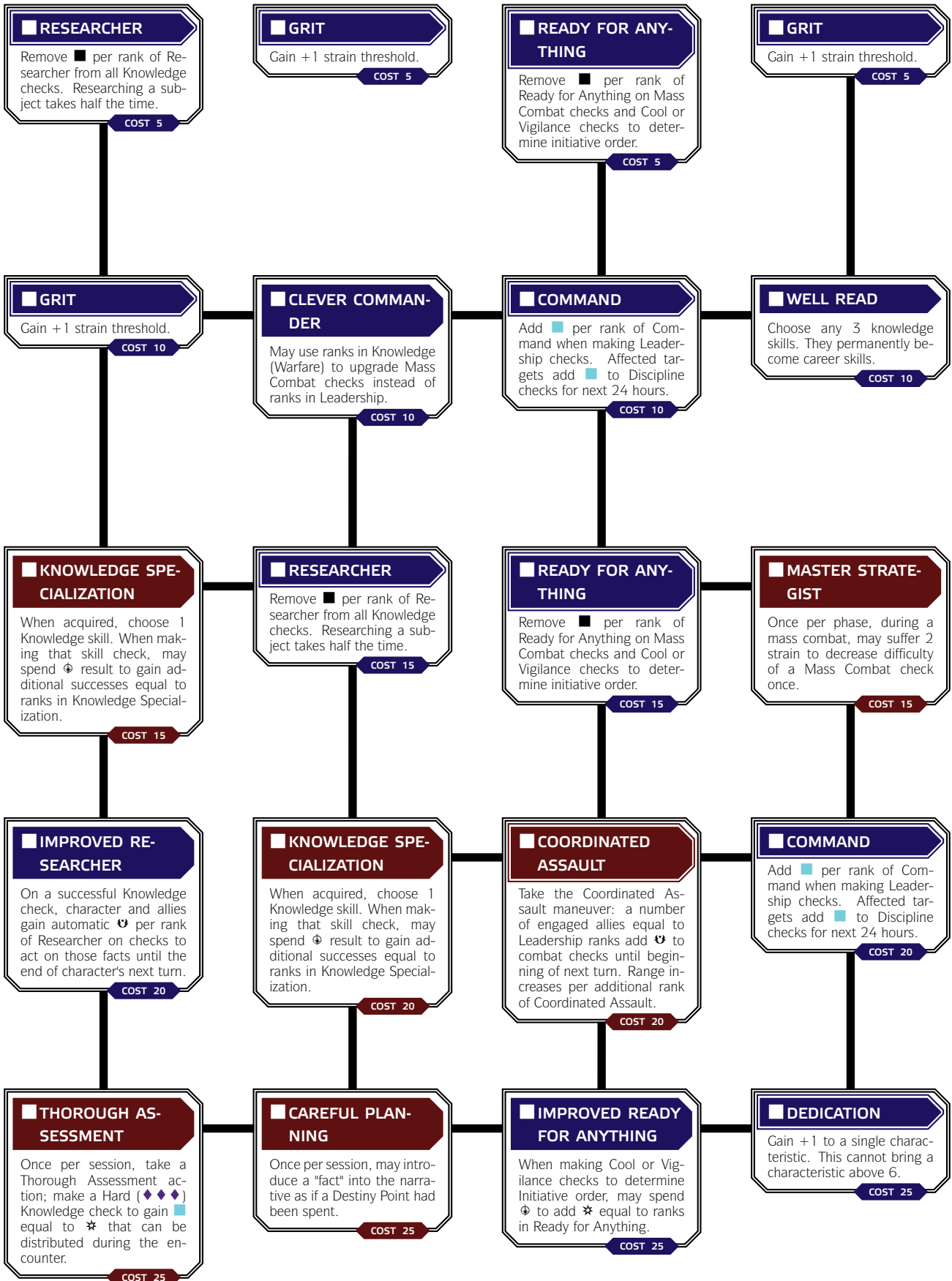
Career Skills: Coercion, Cool, Discipline, Knowledge (Warfare), Leadership, Perception, Ranged (Light), Vigilance

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

PASSIVE

ACTIVE

RANKED TALENT



Consular: Arbiter

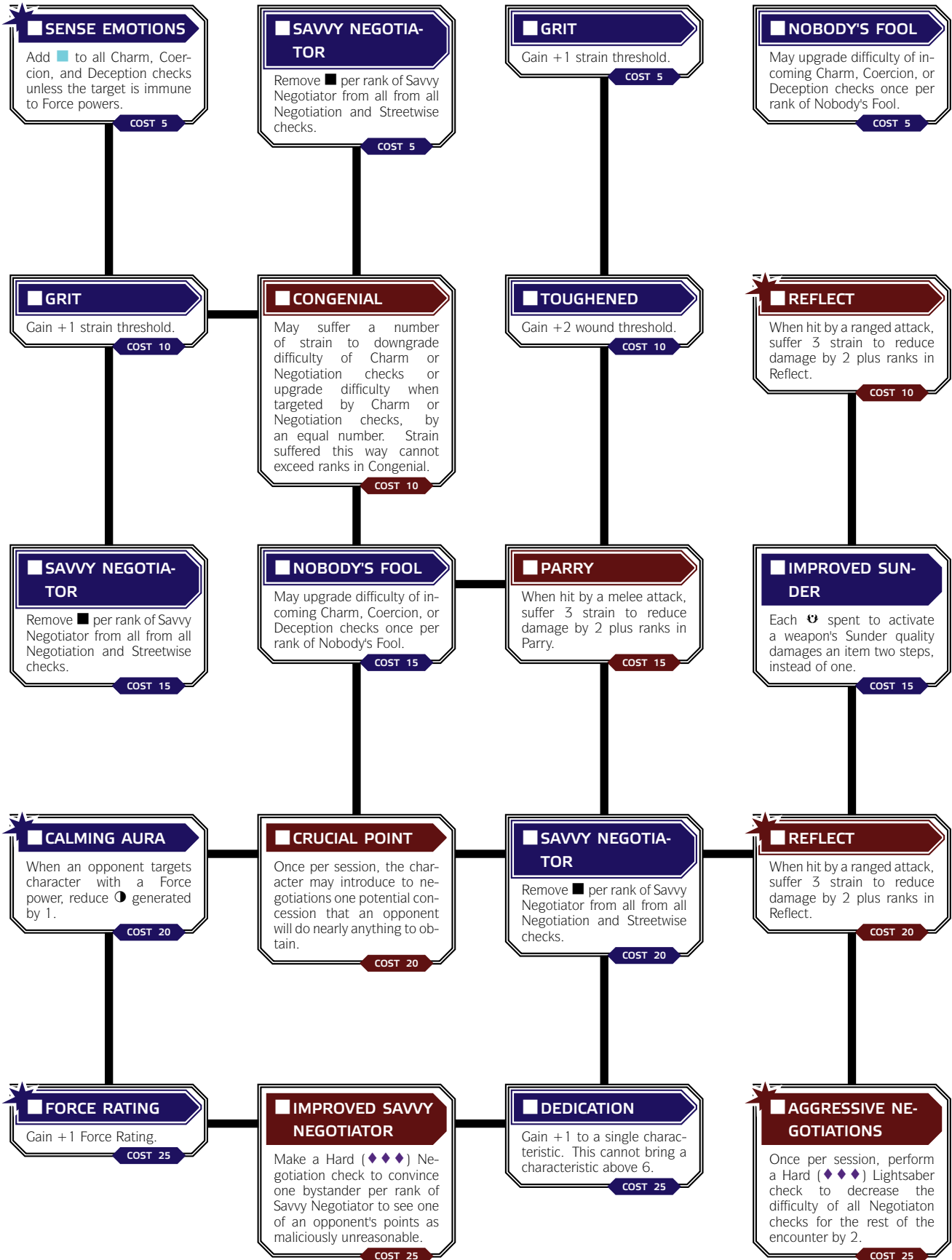
Career Skills: Cool, Discipline, Knowledge (Education), Knowledge (Lore), Leadership, Negotiation

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

PASSIVE

ACTIVE

RANKED TALENT



Consular: Ascetic

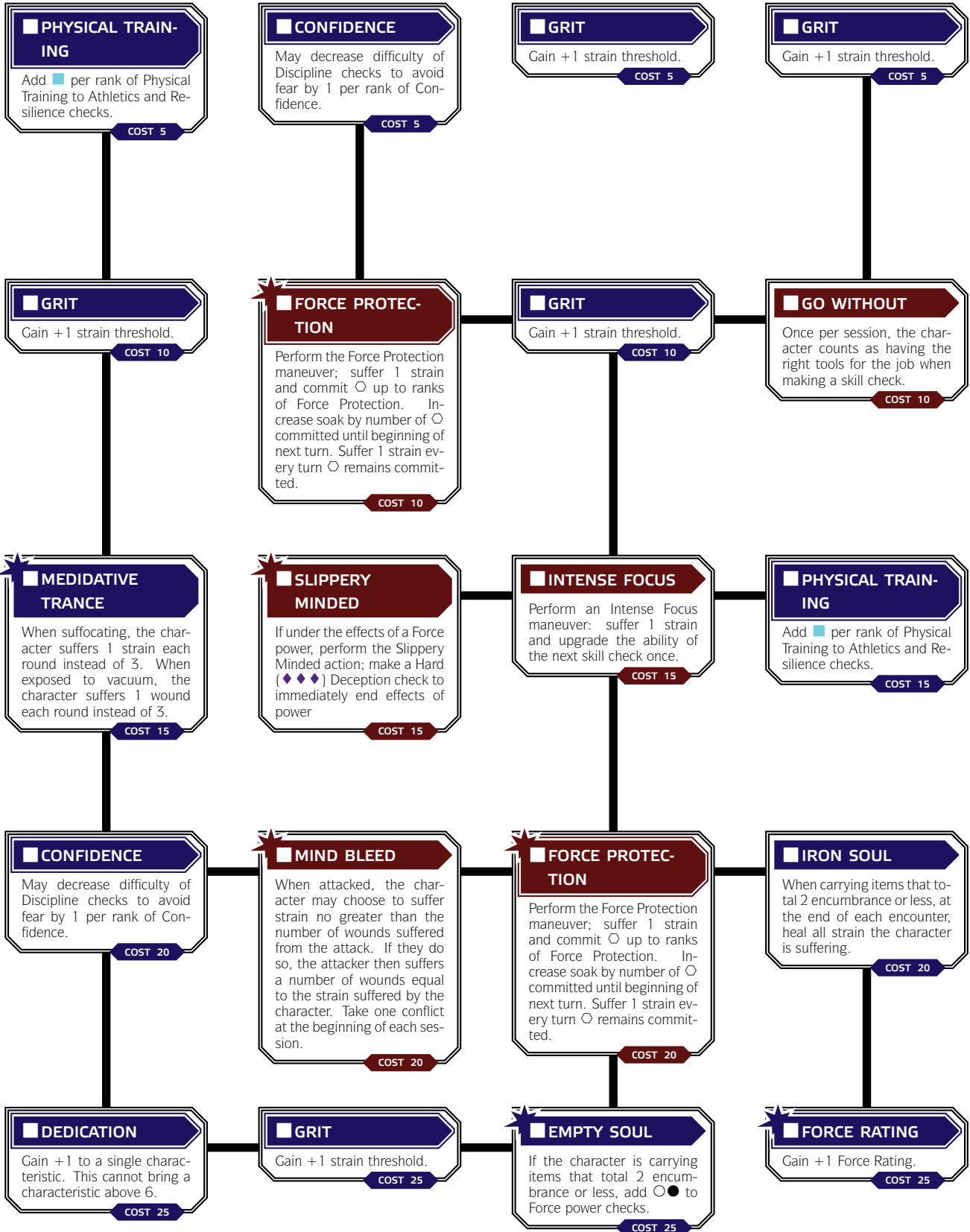
Career Skills: Cool, Discipline, Knowledge (Education), Knowledge (Lore), Leadership, Negotiation

Additional Career Skills: Athletics, Discipline, Resilience, Vigilance

PASSIVE

ACTIVE

RANKED TALENT



Consular: Healer

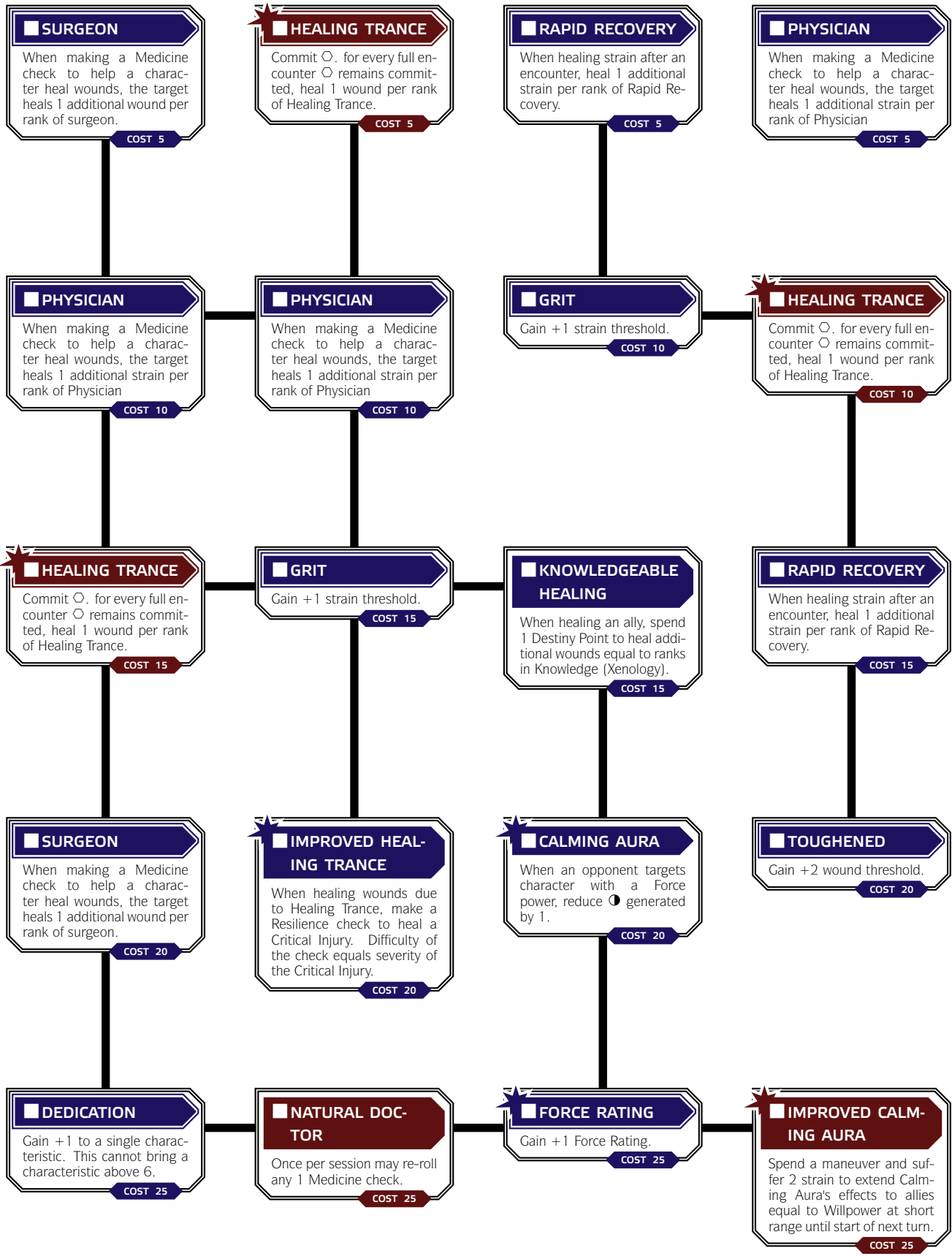
Career Skills: Cool, Discipline, Knowledge (Education), Knowledge (Lore), Leadership, Negotiation

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

PASSIVE

ACTIVE

RANKED TALENT



Consular: Niman Disciple

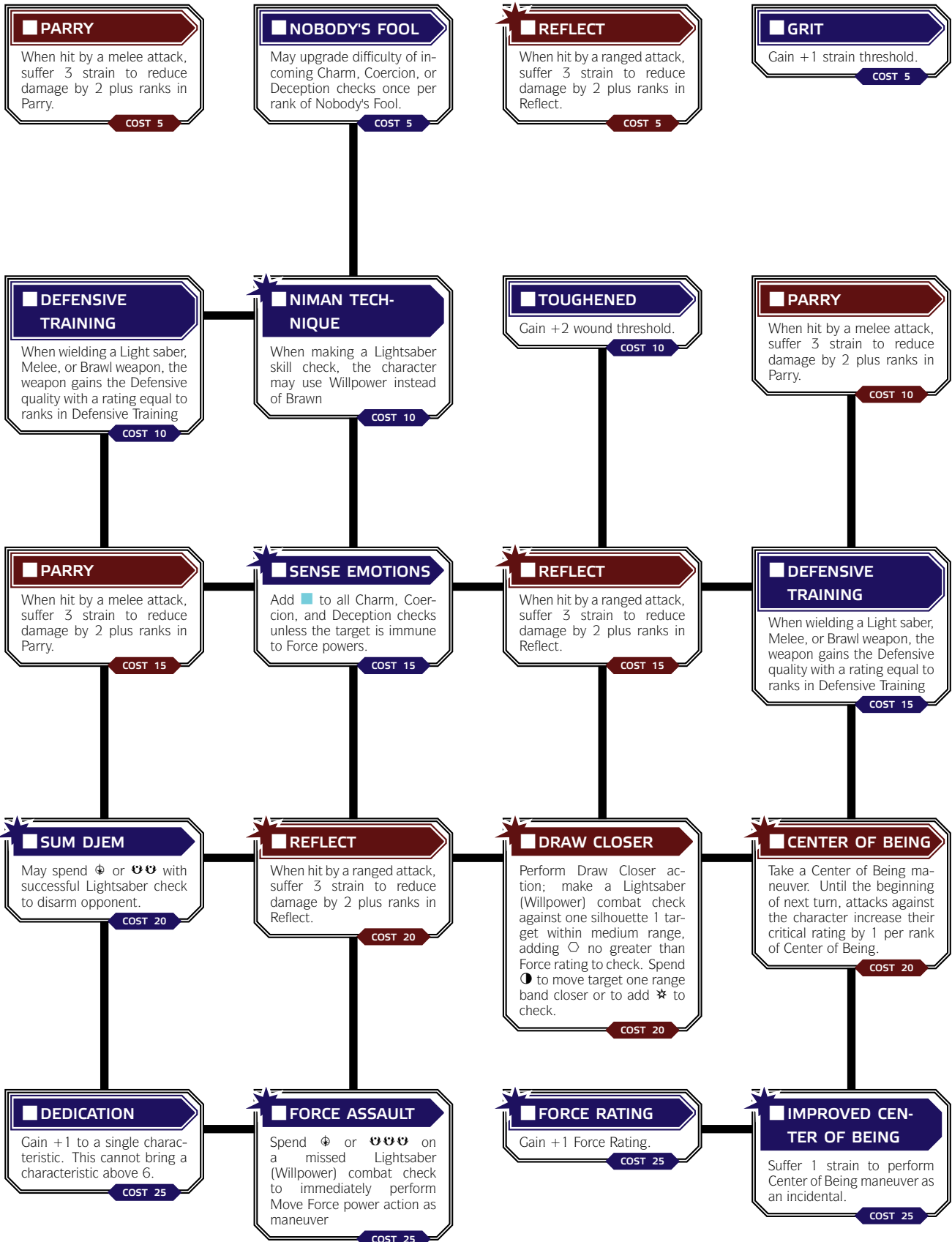
Career Skills: Cool, Discipline, Knowledge (Education), Knowledge (Lore), Leadership, Negotiation

Additional Career Skills: Discipline, Leadership, Lightsaber, Negotiation

PASSIVE

ACTIVE

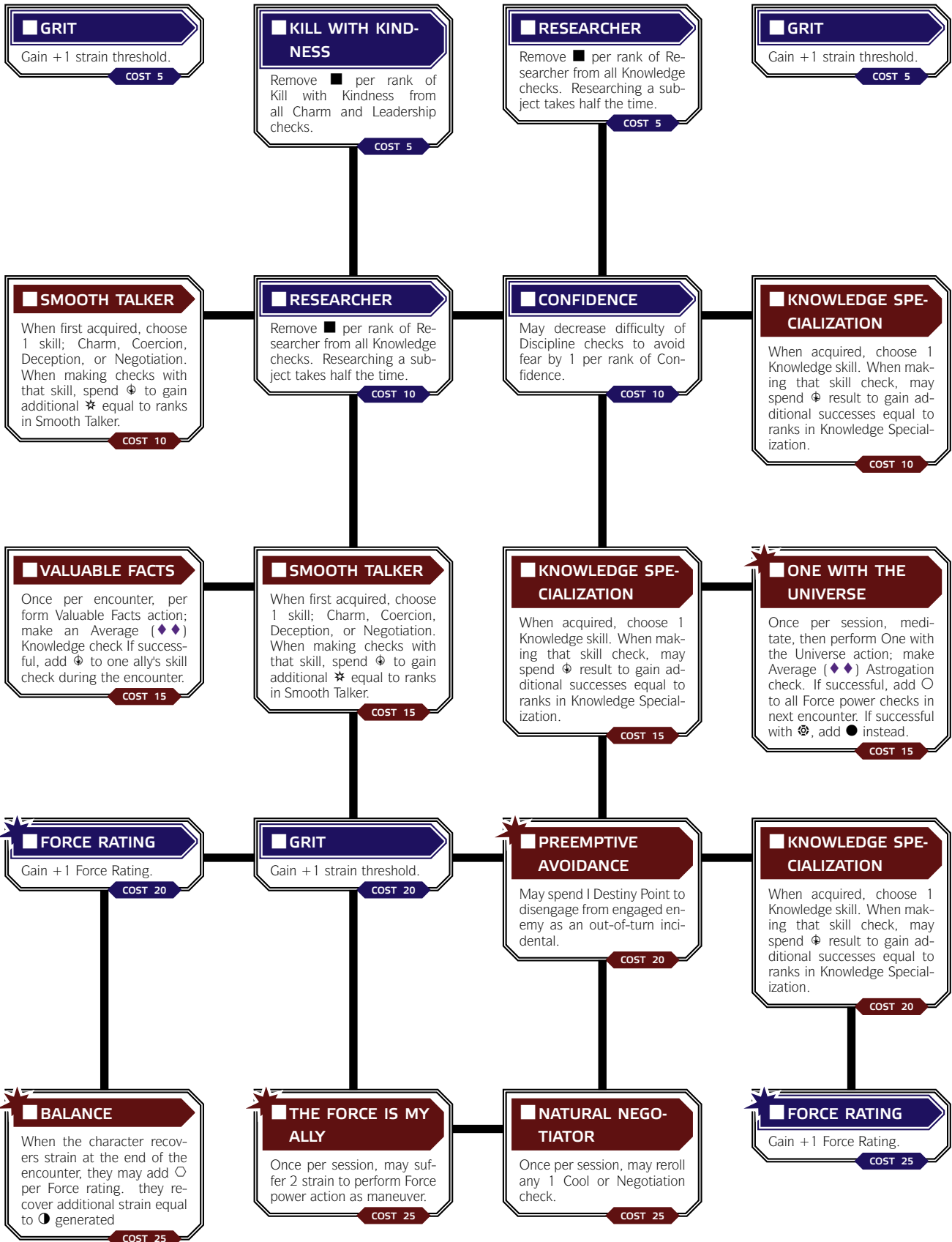
RANKED TALENT



Consular: Sage

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

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



Consular: Teacher

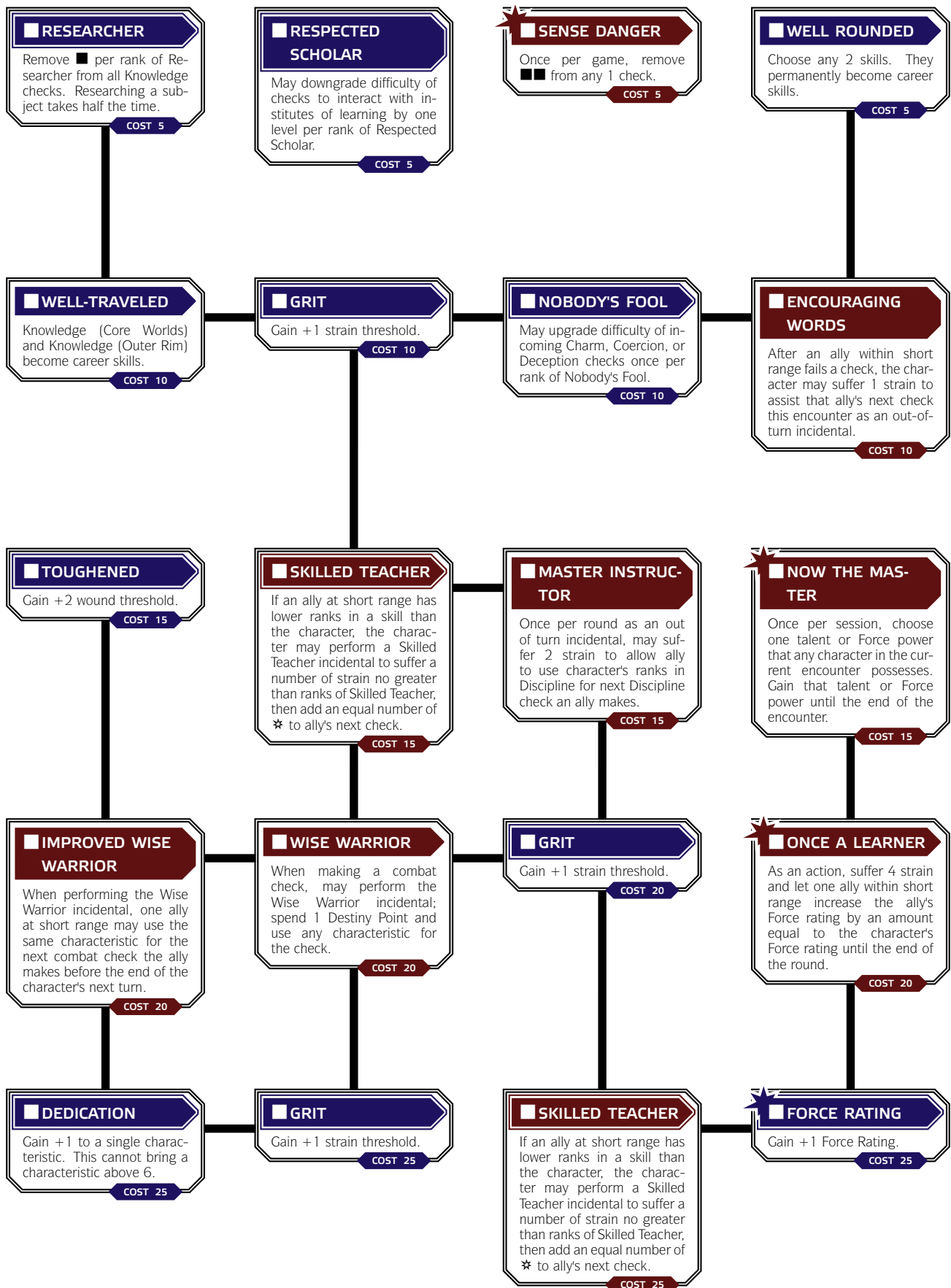
Career Skills: Cool, Discipline, Knowledge (Education), Knowledge (Lore), Leadership, Negotiation

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

PASSIVE

ACTIVE

RANKED TALENT



Diplomat: Advocate

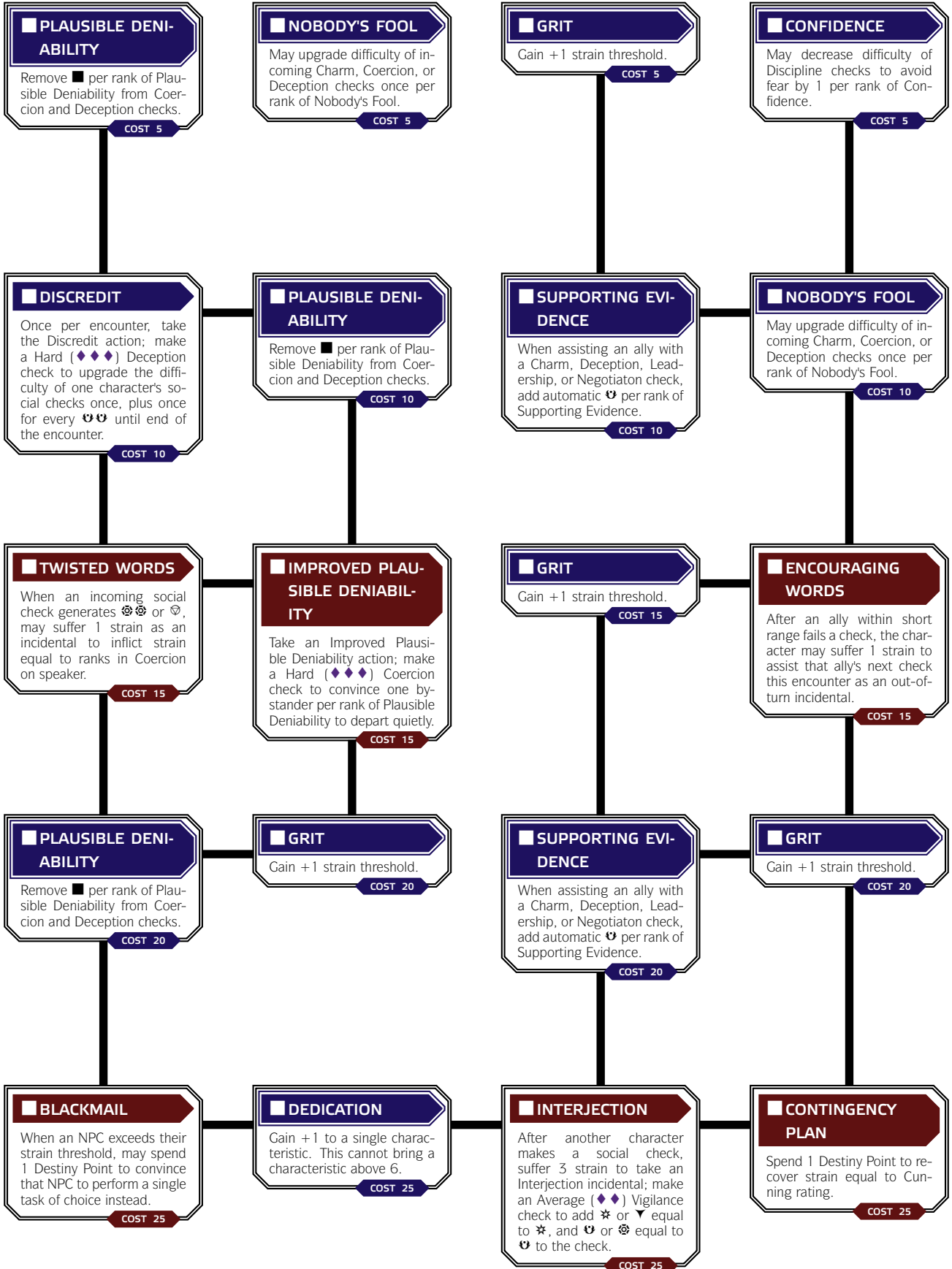
Career Skills: Charm, Deception, Knowledge (Core Worlds), Knowledge (Lore), Knowledge (Outer Rim), Knowledge (Xenology), Leadership, Negotiation

Additional Career Skills: Coercion, Deception, Negotiation, Vigilance

PASSIVE

ACTIVE

RANKED TALENT



Diplomat: Ambassador

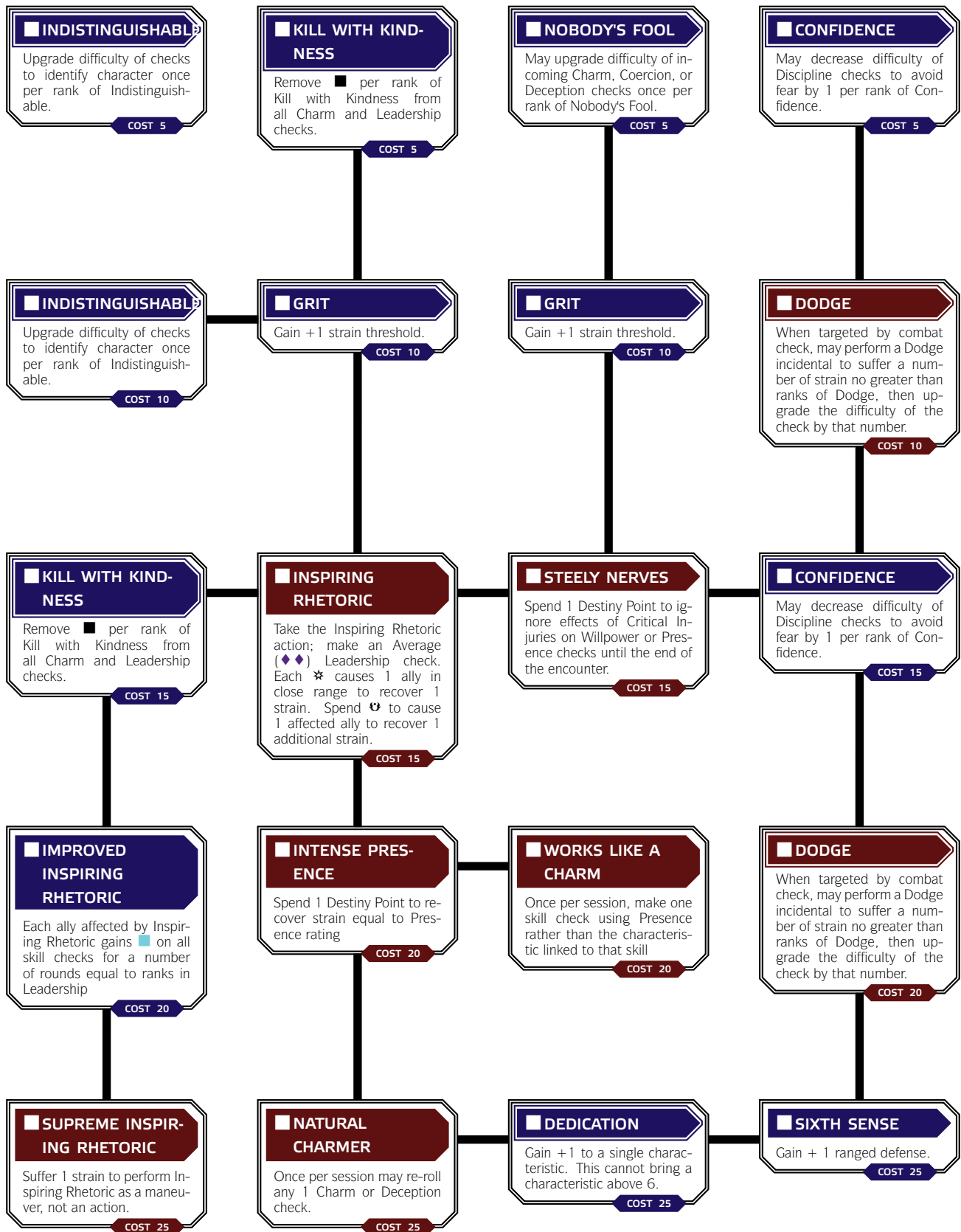
Career Skills: Charm, Deception, Knowledge (Core Worlds), Knowledge (Lore), Knowledge (Outer Rim), Knowledge (Xenology), Leadership, Negotiation

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

PASSIVE

ACTIVE

RANKED TALENT



Diplomat: Agitator

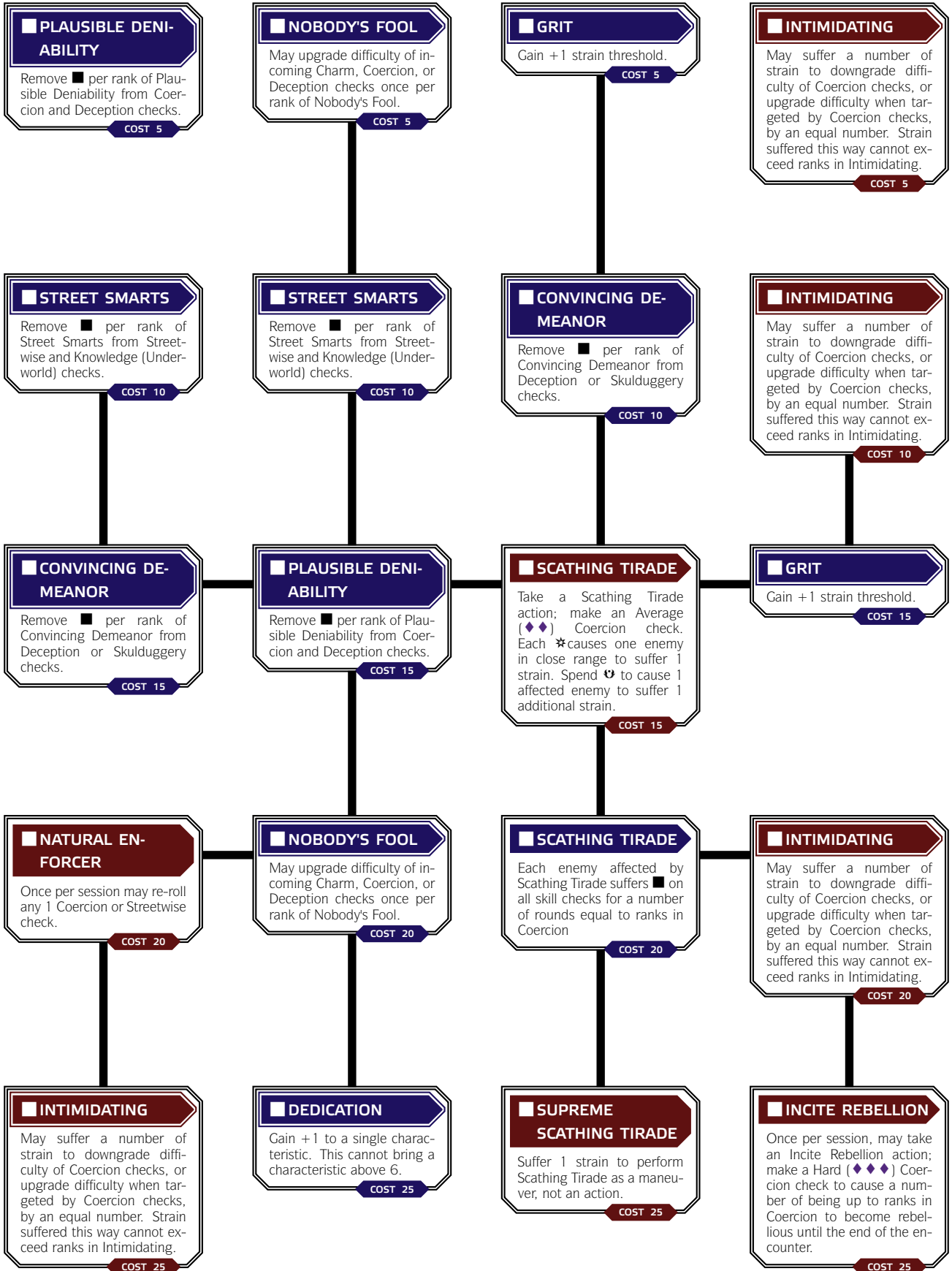
Career Skills: Charm, Deception, Knowledge (Core Worlds), Knowledge (Lore), Knowledge (Outer Rim), Knowledge (Xenology), Leadership, Negotiation

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

PASSIVE

ACTIVE

RANKED TALENT



Diplomat: Agitator

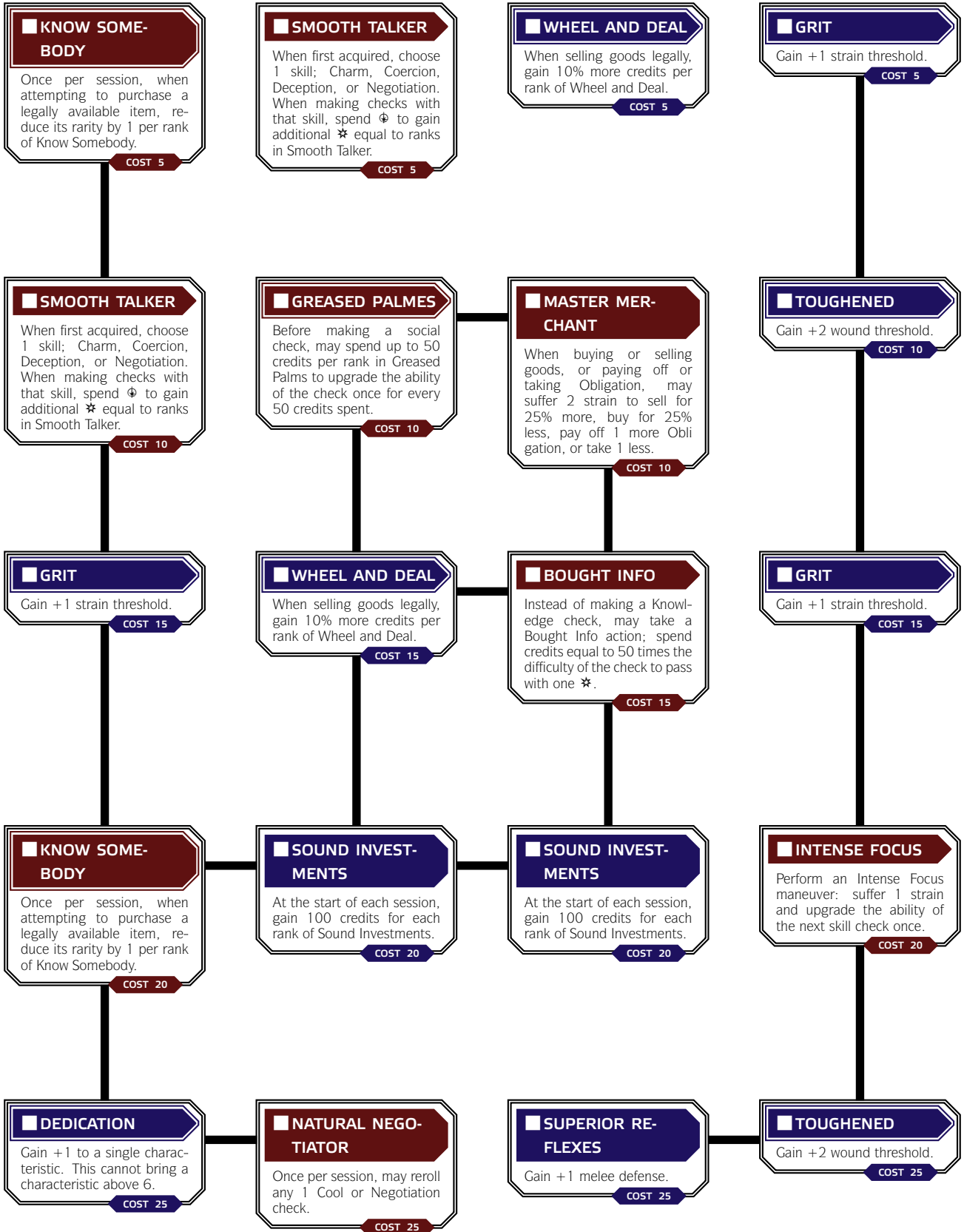
Career Skills: Charm, Deception, Knowledge (Core Worlds), Knowledge (Lore), Knowledge (Outer Rim), Knowledge (Xenology), Leadership, Negotiation

Additional Career Skills: Computers, Negotiation, Skulduggery, Vigilance

PASSIVE

ACTIVE

RANKED TALENT



Diplomat: Analyst

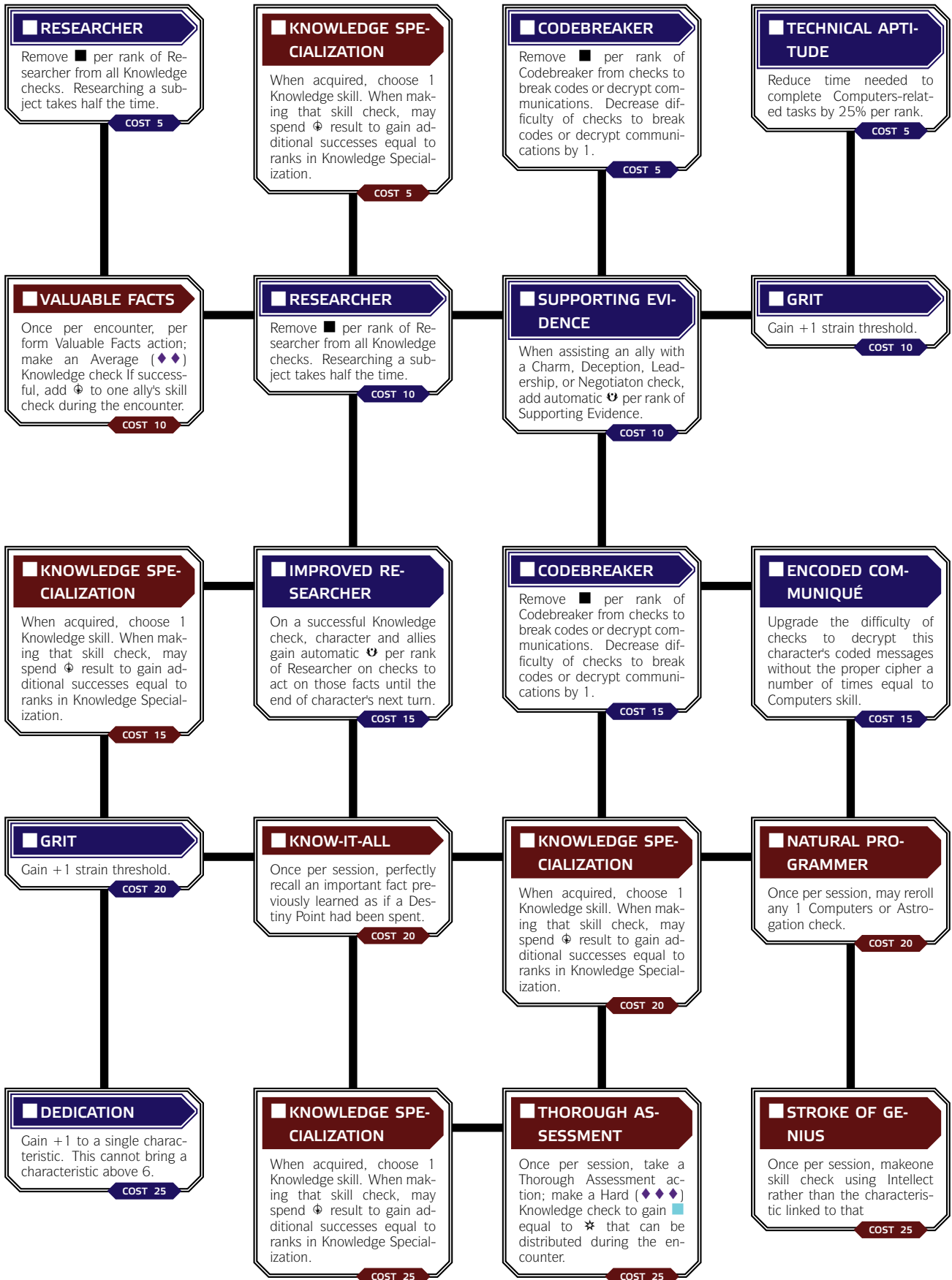
Career Skills: Charm, Deception, Knowledge (Core Worlds), Knowledge (Lore), Knowledge (Outer Rim), Knowledge (Xenology), Leadership, Negotiation

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

PASSIVE

ACTIVE

RANKED TALENT



Diplomat: Propagandist

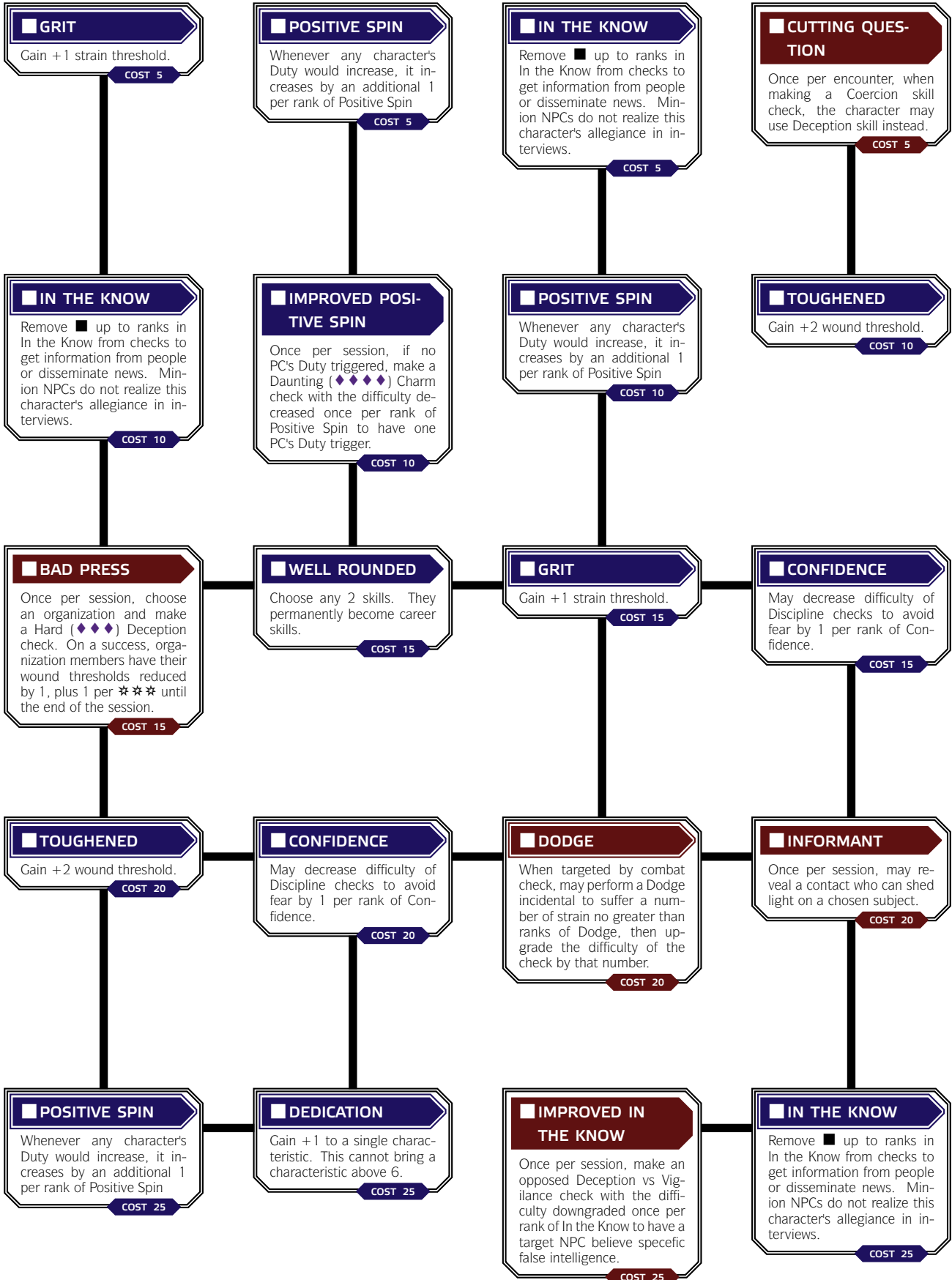
Career Skills: Charm, Deception, Knowledge (Core Worlds), Knowledge (Lore), Knowledge (Outer Rim), Knowledge (Xenology), Leadership, Negotiation

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

PASSIVE

ACTIVE

RANKED TALENT



Engineer: Droid Specialist

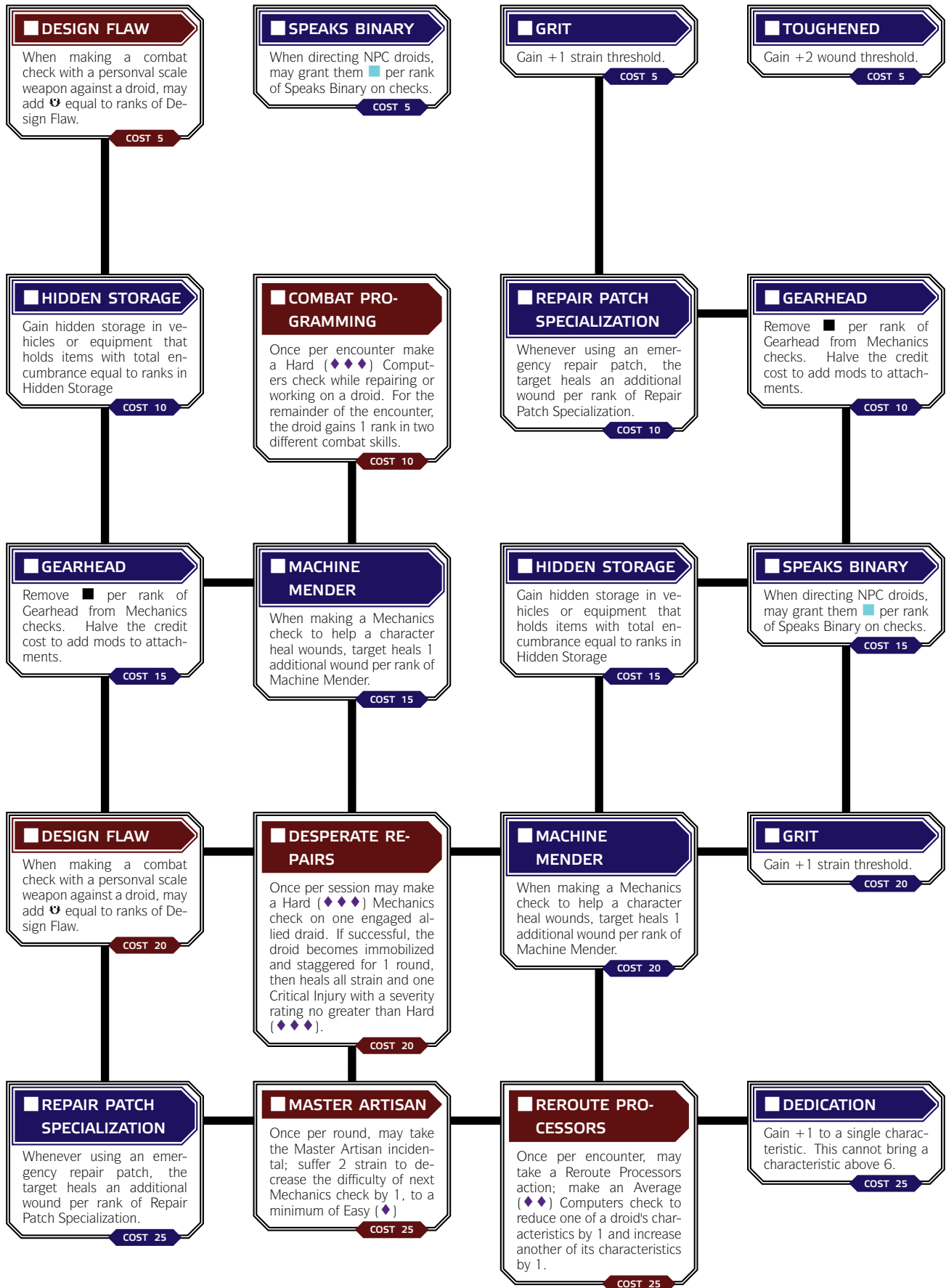
Career Skills: Athletics, Computers, Knowledge (Education), Mechanics, Perception, Piloting (Space), Ranged (Light), Vigilance

Additional Career Skills: Computers, Cool, Mechanics, Melee

PASSIVE

ACTIVE

RANKED TALENT



Engineer: Mechanic

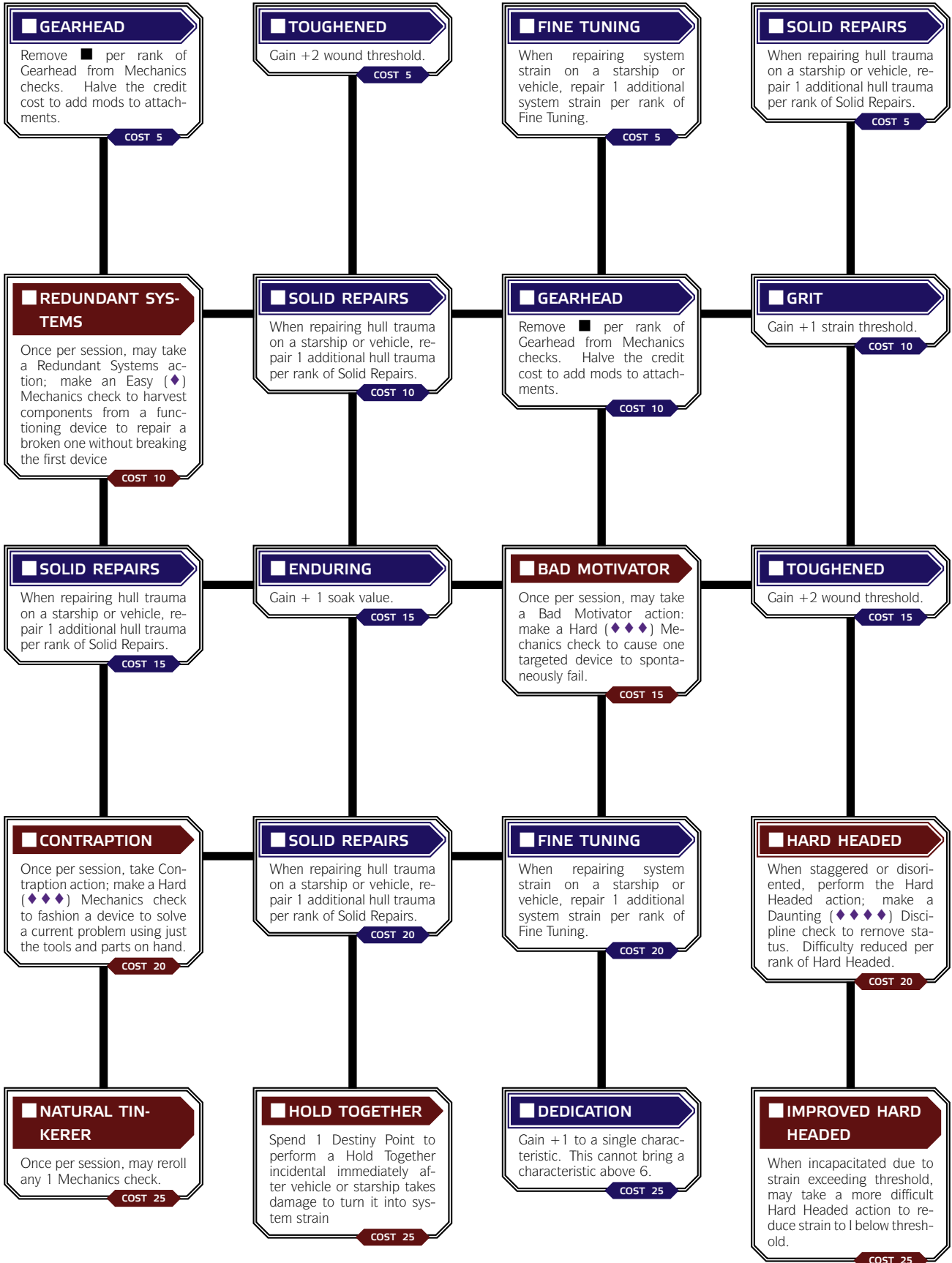
Career Skills: Athletics, Computers, Knowledge (Education), Mechanics, Perception, Piloting (Space), Ranged (Light), Vigilance

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

PASSIVE

ACTIVE

RANKED TALENT



Engineer: Saboteur

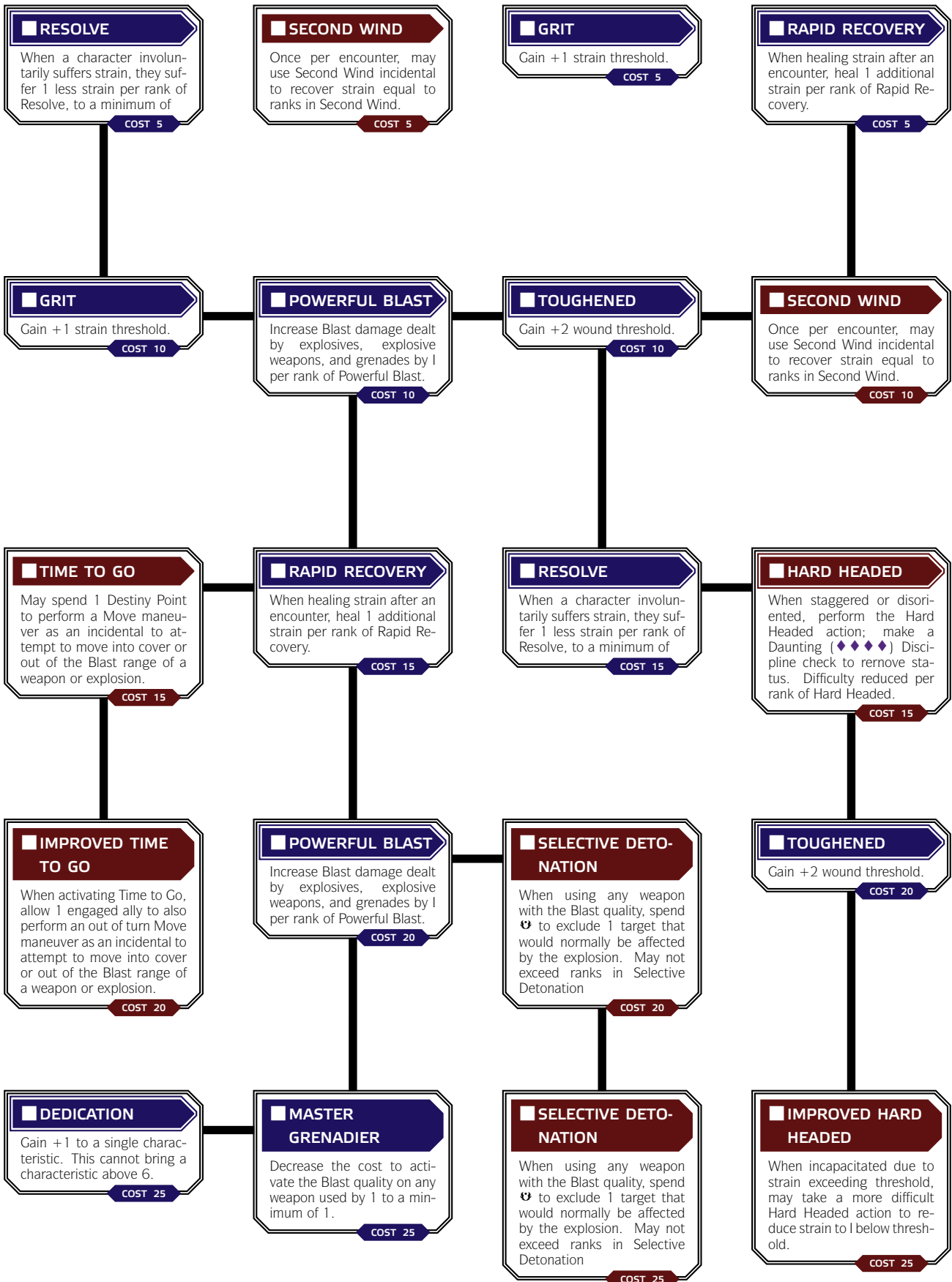
Career Skills: Athletics, Computers, Knowledge (Education), Mechanics, Perception, Piloting (Space), Ranged (Light), Vigilance

Additional Career Skills: Coordination, Mechanics, Skulduggery, Stealth

PASSIVE

ACTIVE

RANKED TALENT



Engineer: Sapper

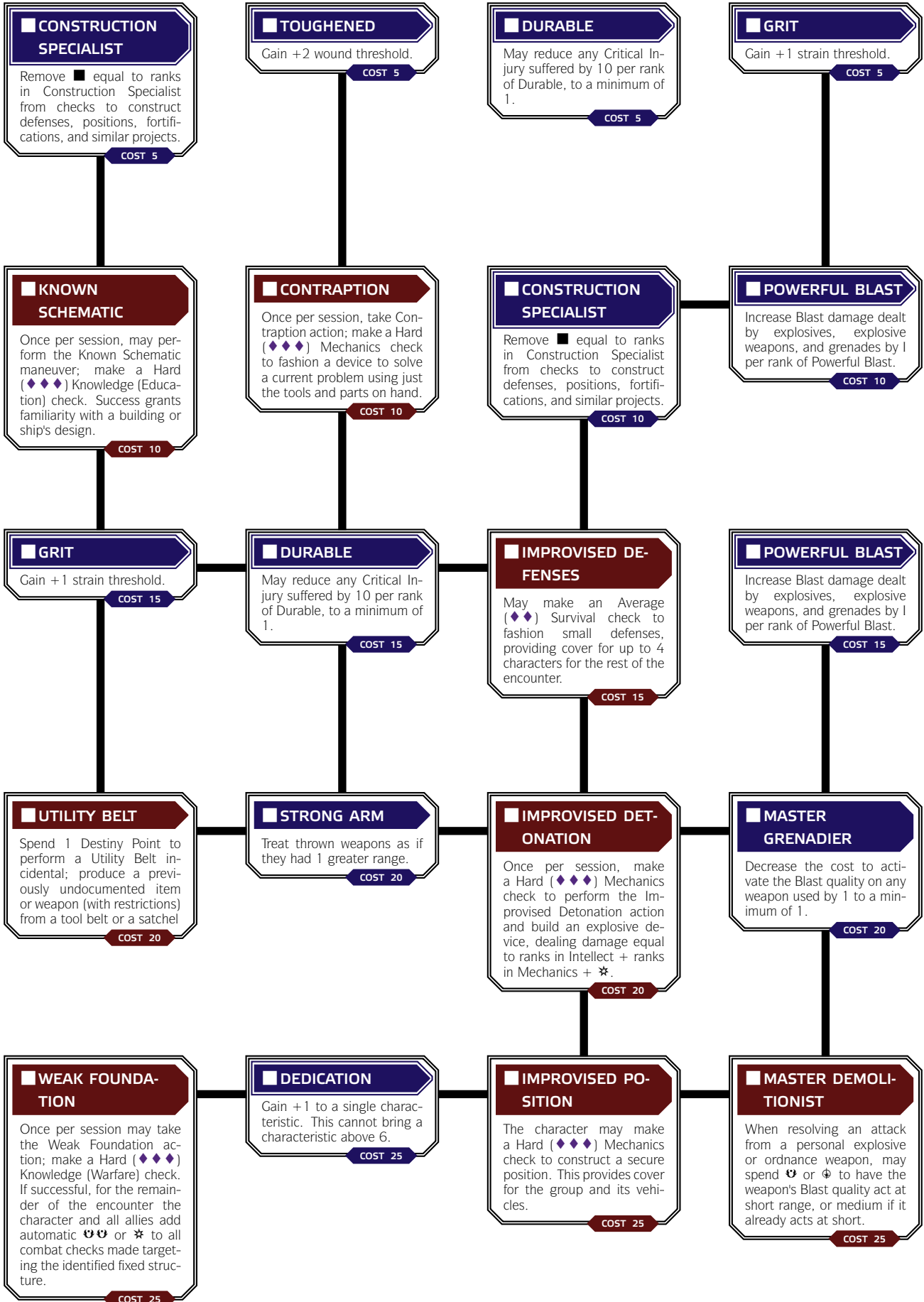
Career Skills: Athletics, Computers, Knowledge (Education), Mechanics, Perception, Piloting (Space), Ranged (Light), Vigilance

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

PASSIVE

ACTIVE

RANKED TALENT



Engineer: Scientist

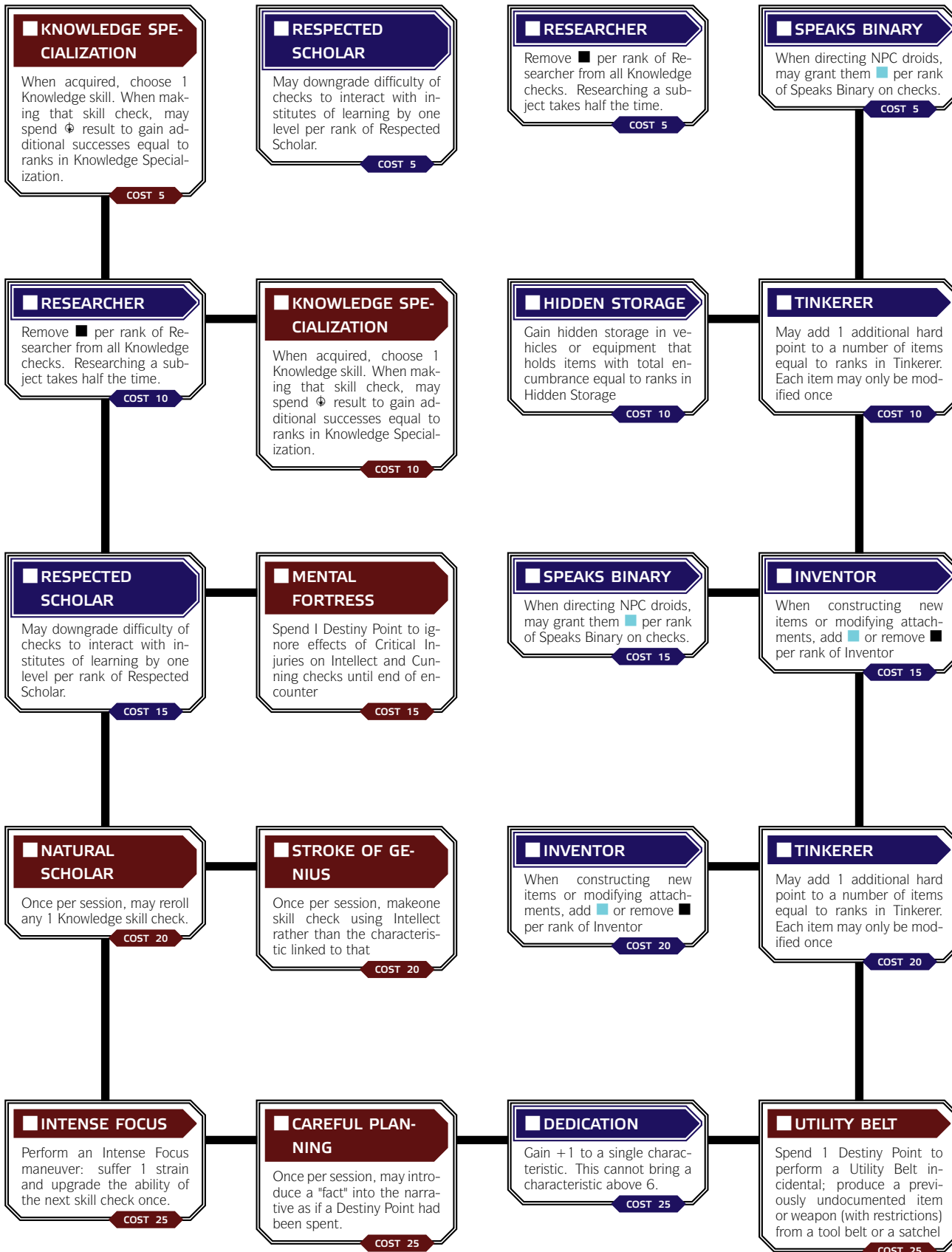
Career Skills: Athletics, Computers, Knowledge (Education), Mechanics, Perception, Piloting (Space), Ranged (Light), Vigilance

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

PASSIVE

ACTIVE

RANKED TALENT



Engineer: Shipwright

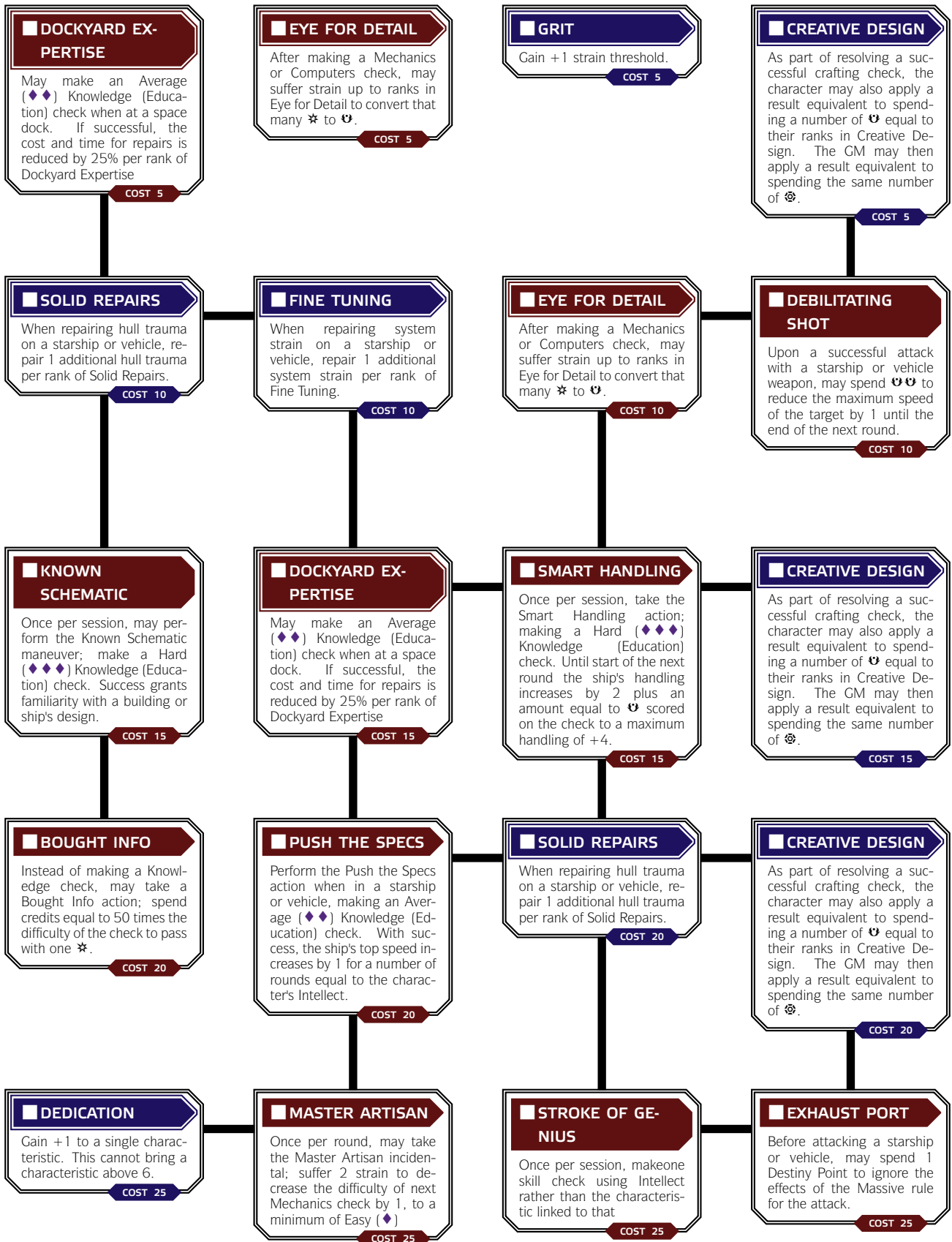
Career Skills: Athletics, Computers, Knowledge (Education), Mechanics, Perception, Piloting (Space), Ranged (Light), Vigilance

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

PASSIVE

ACTIVE

RANKED TALENT



Explorer: Archaeologist

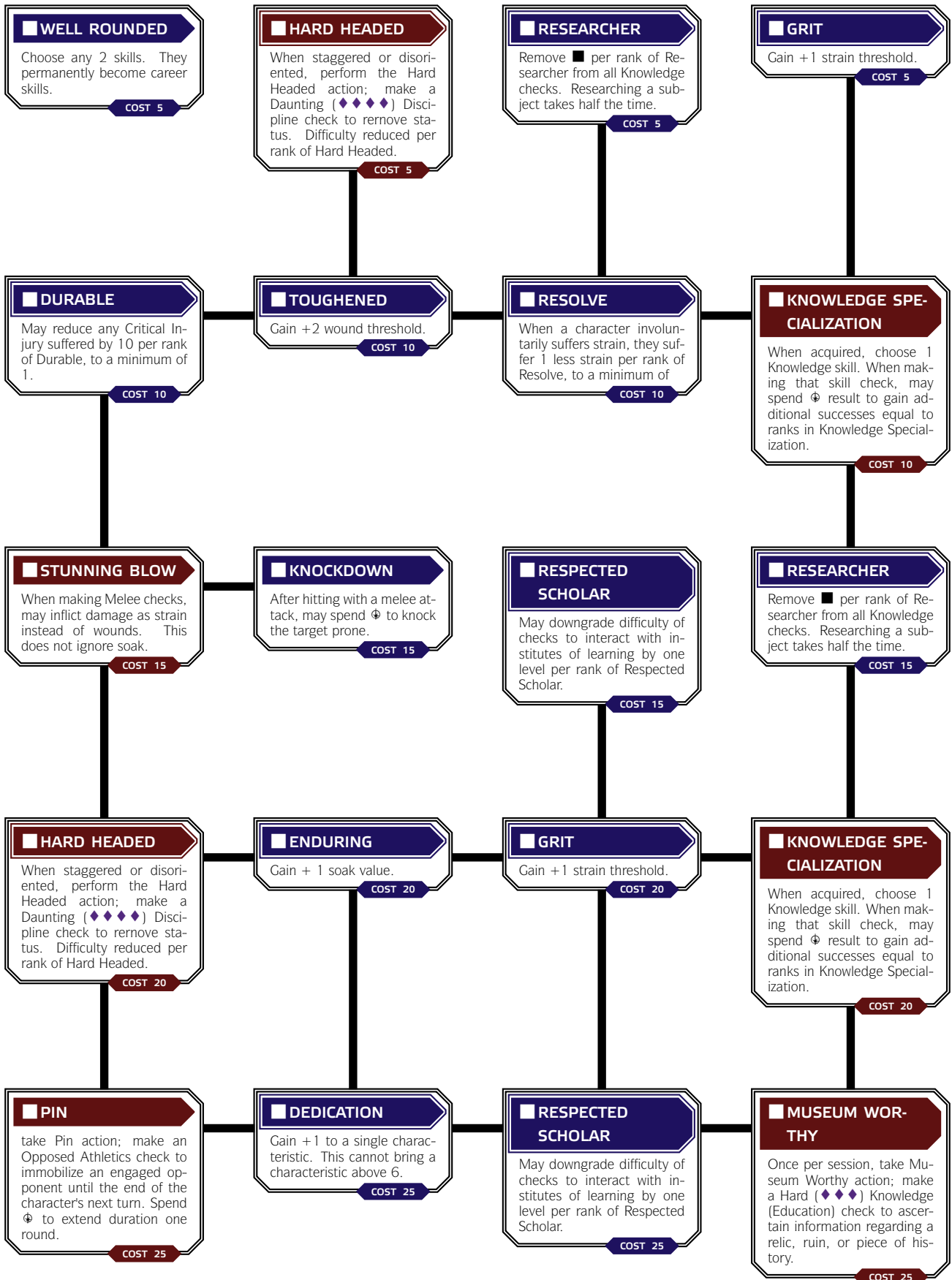
Career Skills: Astrogation, Cool, Knowledge (Lore), Knowledge (Outer Rim), Knowledge (Xenology), Perception, Piloting (Space), Survival

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

PASSIVE

ACTIVE

RANKED TALENT



Explorer: Big-Game Hunter

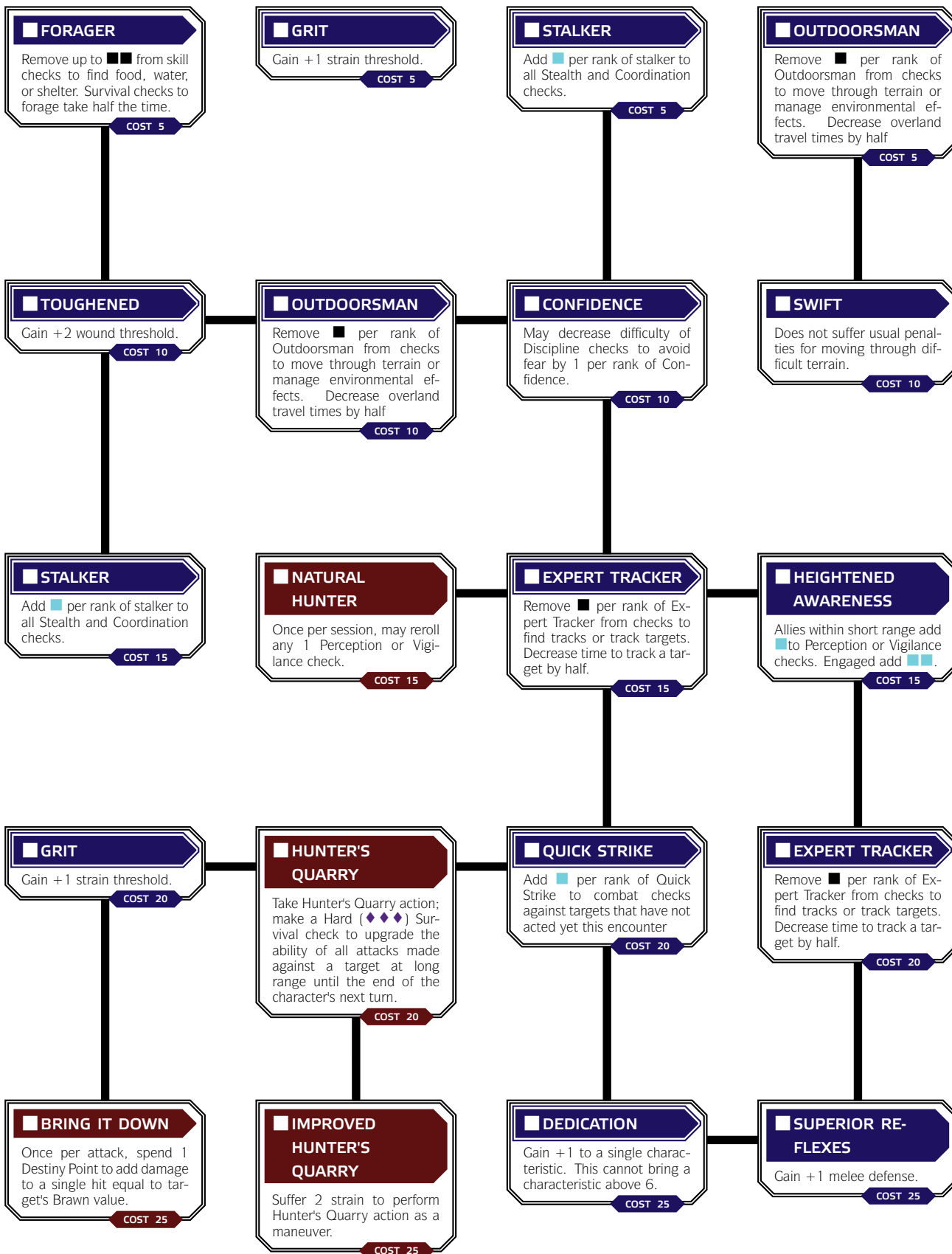
Career Skills: Astrogation, Cool, Knowledge (Lore), Knowledge (Outer Rim), Knowledge (Xenology), Perception, Piloting (Space), Survival

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

PASSIVE

ACTIVE

RANKED TALENT



Explorer: Driver

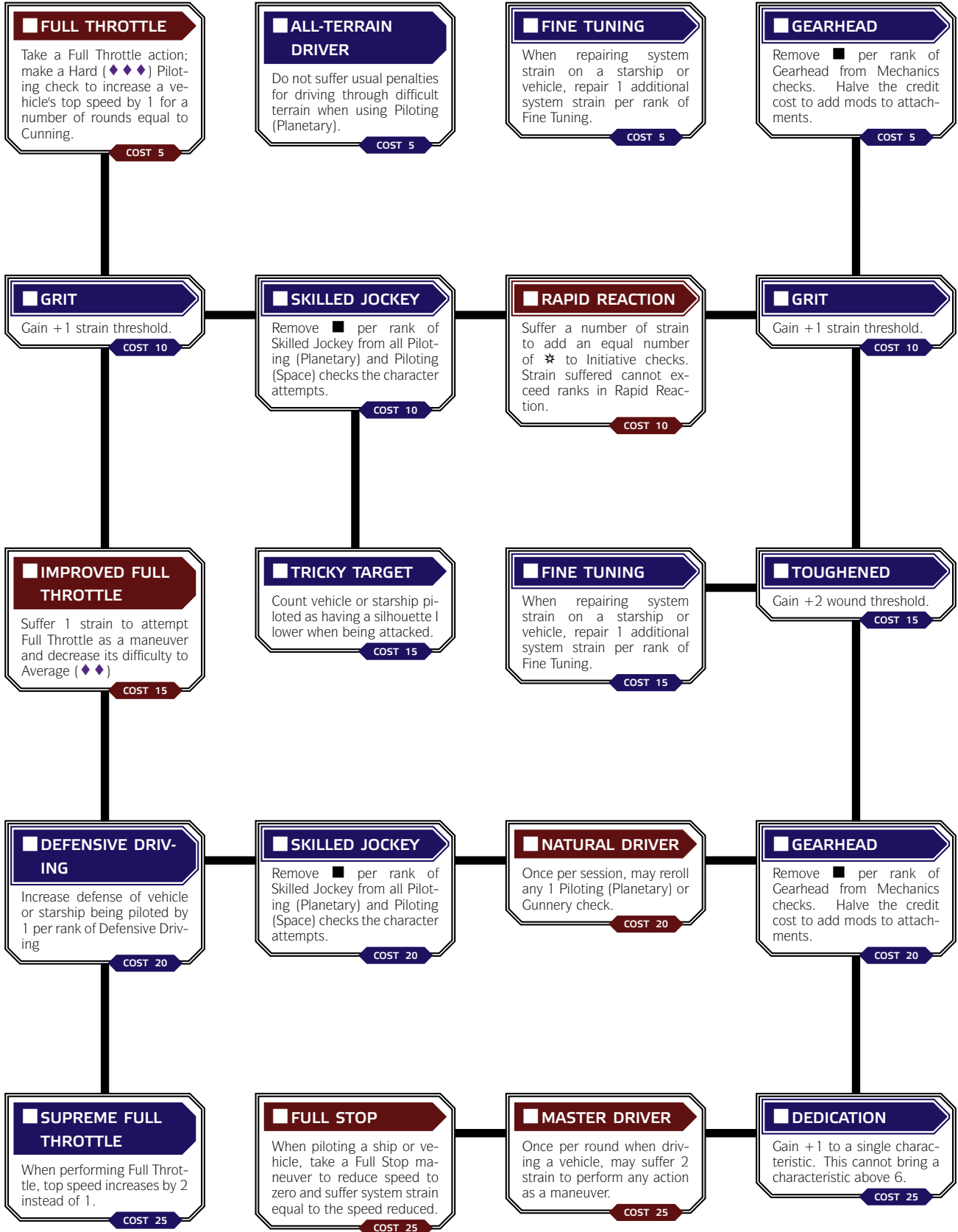
Career Skills: Astrogation, Cool, Knowledge (Lore), Knowledge (Outer Rim), Knowledge (Xenology), Perception, Piloting (Space), Survival

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

PASSIVE

ACTIVE

RANKED TALENT



Explorer: Fringer

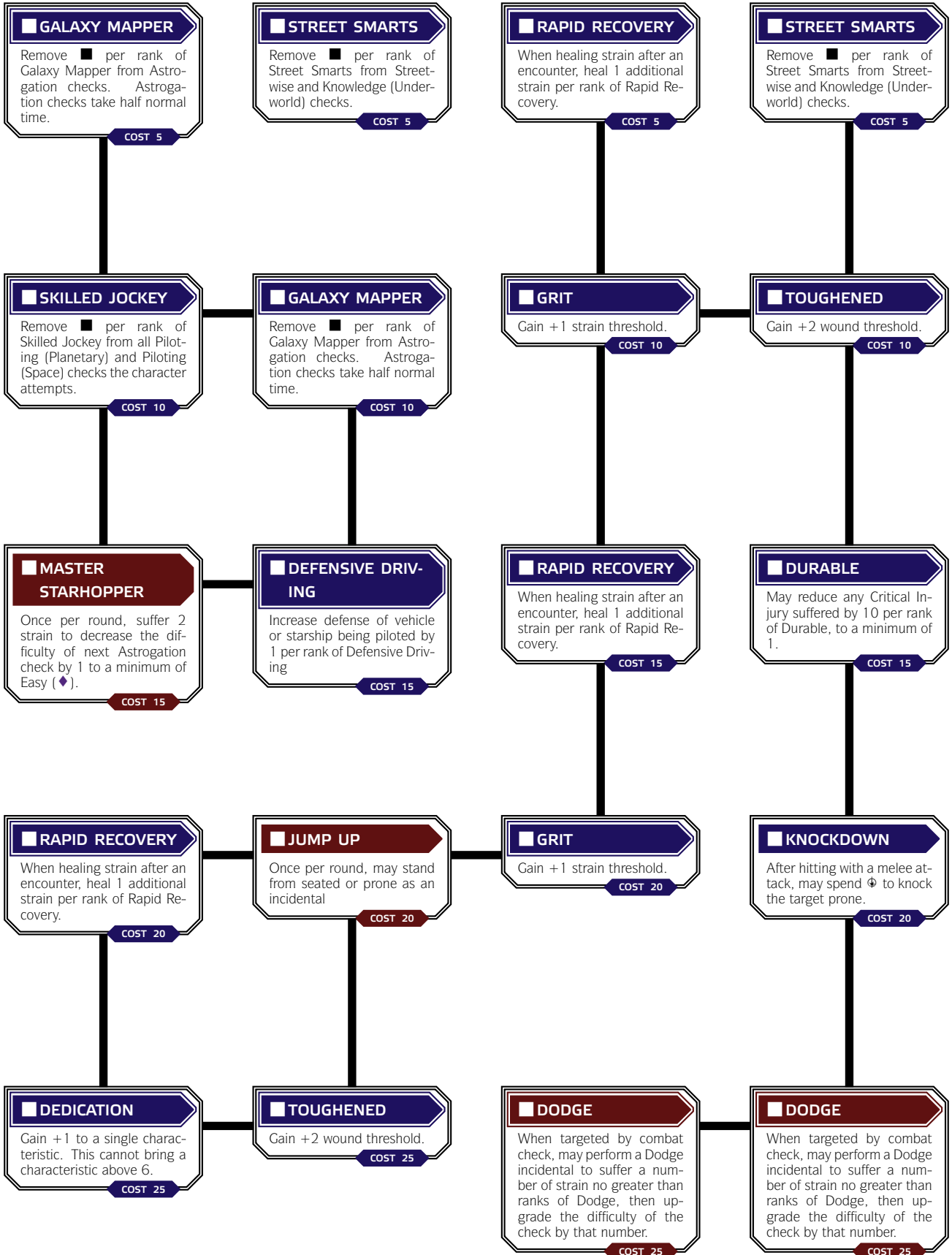
Career Skills: Astrogation, Cool, Knowledge (Lore), Knowledge (Outer Rim), Knowledge (Xenology), Perception, Piloting (Space), Survival

Additional Career Skills: Astrogation, Coordination, Negotiation, Streetwise

PASSIVE

ACTIVE

RANKED TALENT



Explorer: Scout

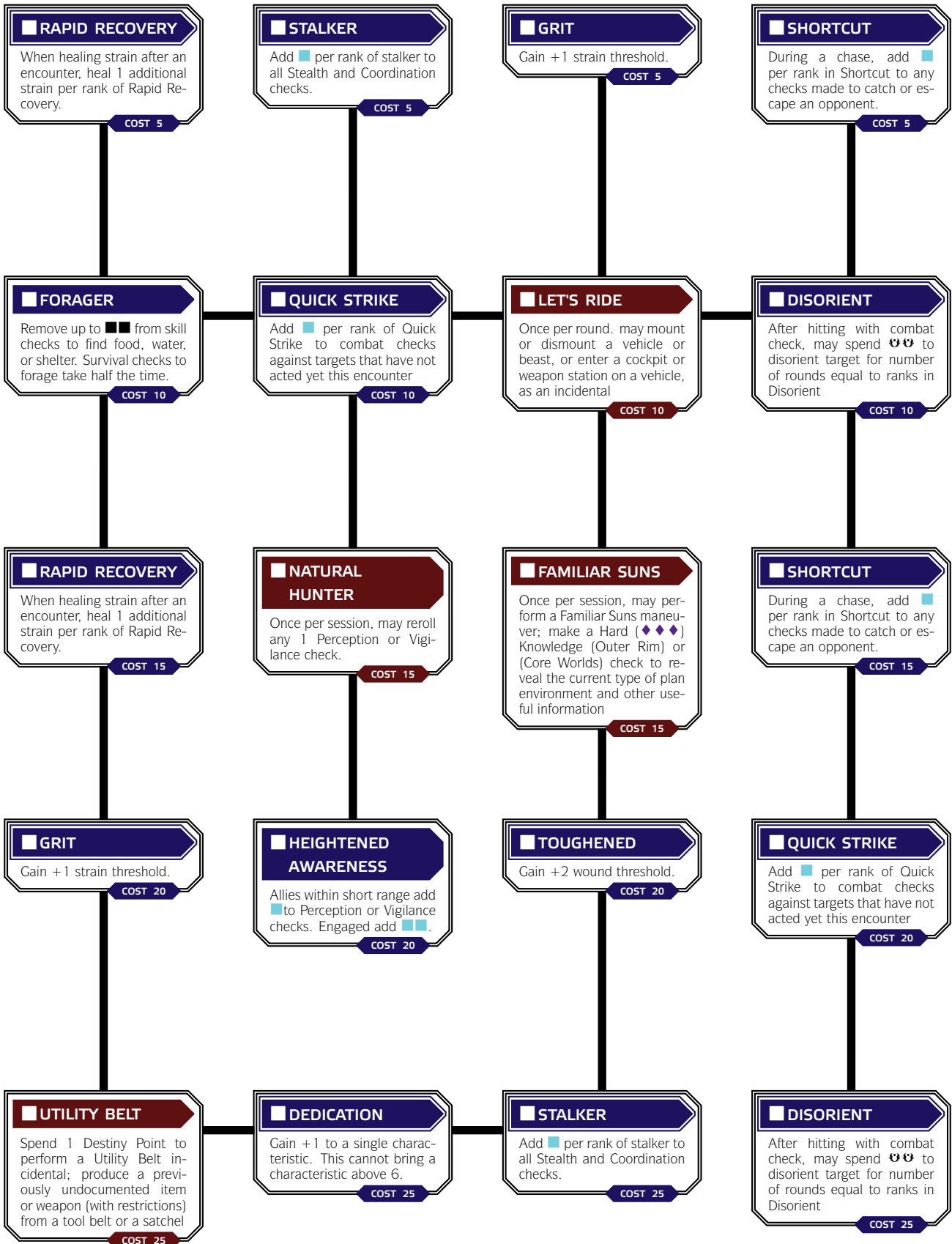
Career Skills: Astrogation, Cool, Knowledge (Lore), Knowledge (Outer Rim), Knowledge (Xenology), Perception, Piloting (Space), Survival

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

PASSIVE

ACTIVE

RANKED TALENT



Explorer: Trader

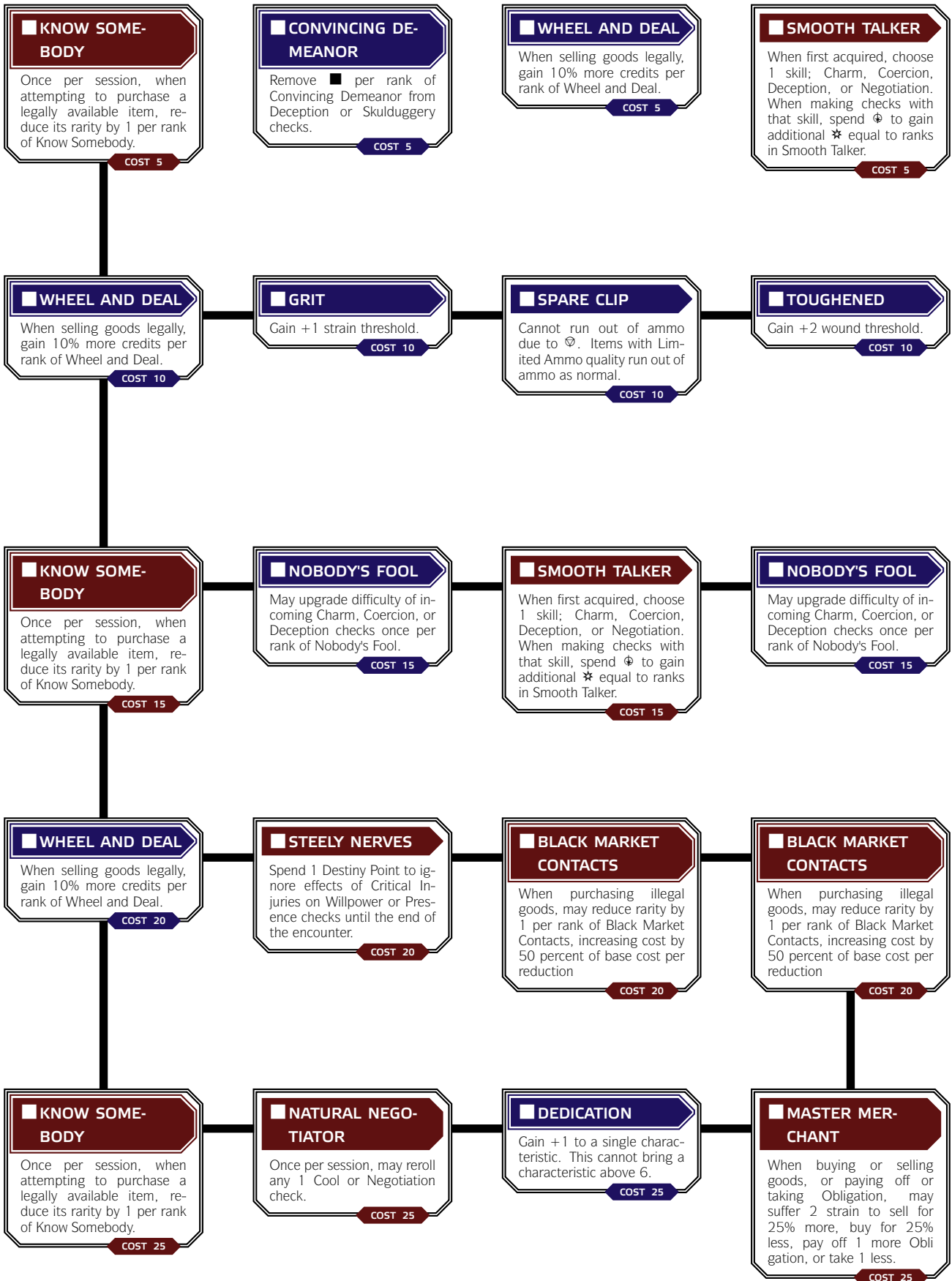
Career Skills: Astrogation, Cool, Knowledge (Lore), Knowledge (Outer Rim), Knowledge (Xenology), Perception, Piloting (Space), Survival

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

PASSIVE

ACTIVE

RANKED TALENT



Guardian: Armorer

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

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

PASSIVE

ACTIVE

RANKED TALENT

GRIT

Gain +1 strain threshold.

COST 5

TOUGHENED

Gain +2 wound threshold.

COST 5

GEARHEAD

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

COST 5

INVENTOR

When constructing new items or modifying attachments, add ■ or remove ■ per rank of Inventor

COST 5

SABER THROW

Perform Saber Throw action, make Lightsaber combat check as ranged attack at target within medium range, adding ○ no greater than Force rating. Must spend ● and succeed to hit target; spend ● to have weapon return to hand.

COST 10

ARMOR MASTER

When wearing armor, increase total soak value by 1.

COST 10

GRIT

Gain +1 strain threshold.

COST 10

GEARHEAD

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

COST 10

TOUGHENED

Gain +2 wound threshold.

COST 15

IMPROVED ARMOR MASTER

When wearing armor with a soak value of 2 or higher, increase defense by 1

COST 15

INVENTOR

When constructing new items or modifying attachments, add ■ or remove ■ per rank of Inventor

COST 15

MENTAL TOOLS

Always count as having the right tools for the job when performing Mechanics checks

COST 15

COMPREHEND TECHNOLOGY

Take Comprehend Technology action; make an Average (◆◆) Knowledge (Education) check to use Force rating as ranks in skills to use a single item.

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

FALLING AVALANCHE

Suffer 2 strain to add damage equal to Brawn to next Lightsaber combat check made that turn

COST 20

SUPREME ARMOR MASTER

Once per round, may suffer 3 strain to take the Armor Master incidental: reduce the next Critical Injury suffered by 10 per point of soak, to a minimum of 1.

COST 20

FORCE RATING

Gain +1 Force Rating.

COST 25

IMBUE ITEM

Take the Imbue Item maneuver; suffer 1 strain and commit ○ to grant one weapon, piece of armor, or item an improvement while ○ remains committed. Suffer 1 strain every round ○ remains committed.

COST 25

REINFORCE ITEM

Take the Reinforce Item maneuver: commit ○○ to grant one weapon or piece of armor the Cortosis quality while ○○ remains committed. Suffer 3 strain every round ○○ remain committed.

COST 25

DEDICATION

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

COST 25

Guardian: Peacekeeper

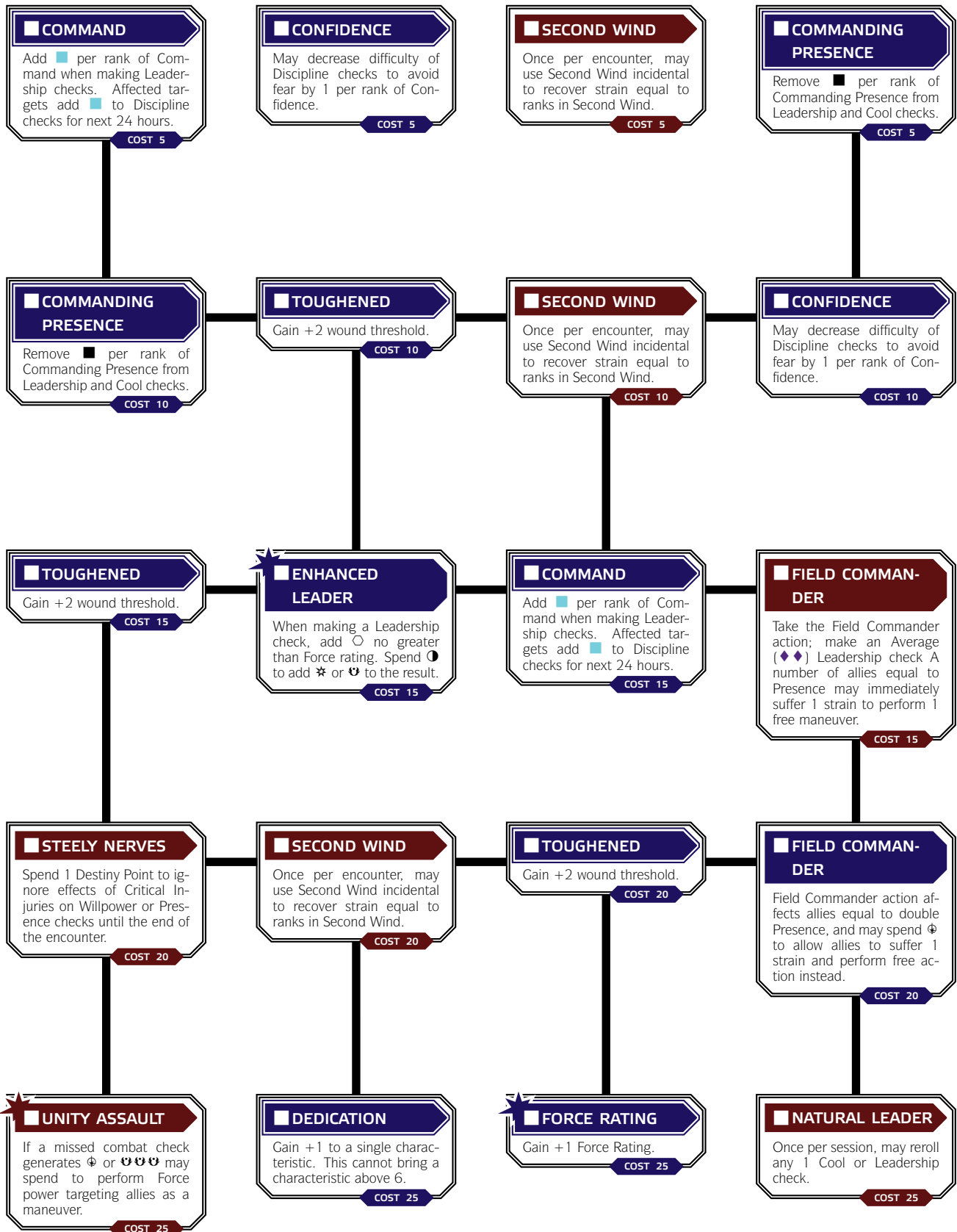
Career Skills: Brawl, Cool, Discipline, Melee, Resilience, Vigilance

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

PASSIVE

ACTIVE

RANKED TALENT



Guardian: Protector

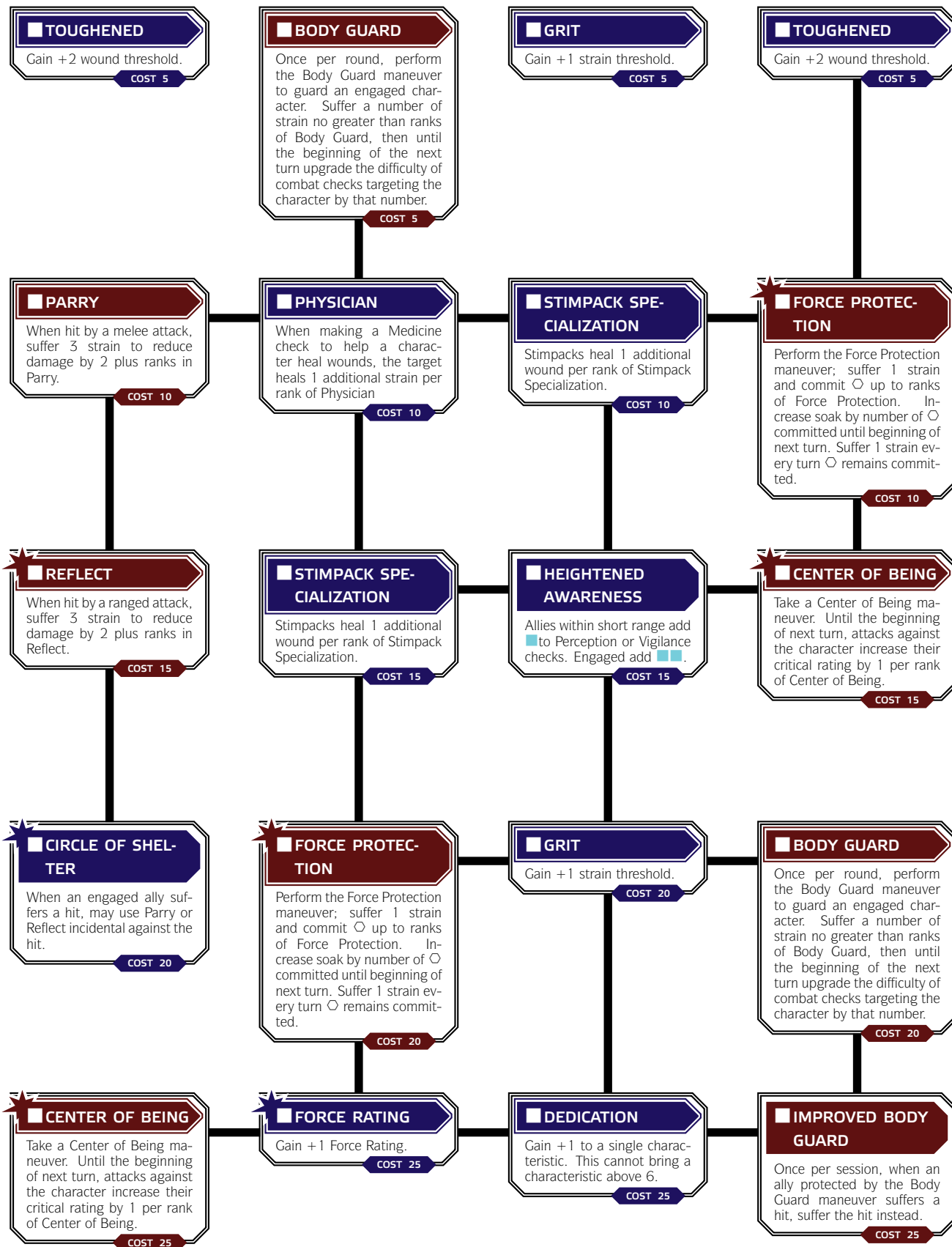
Career Skills: Brawl, Cool, Discipline, Melee, Resilience, Vigilance

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

PASSIVE

ACTIVE

RANKED TALENT



Guardian: Soresu Defender

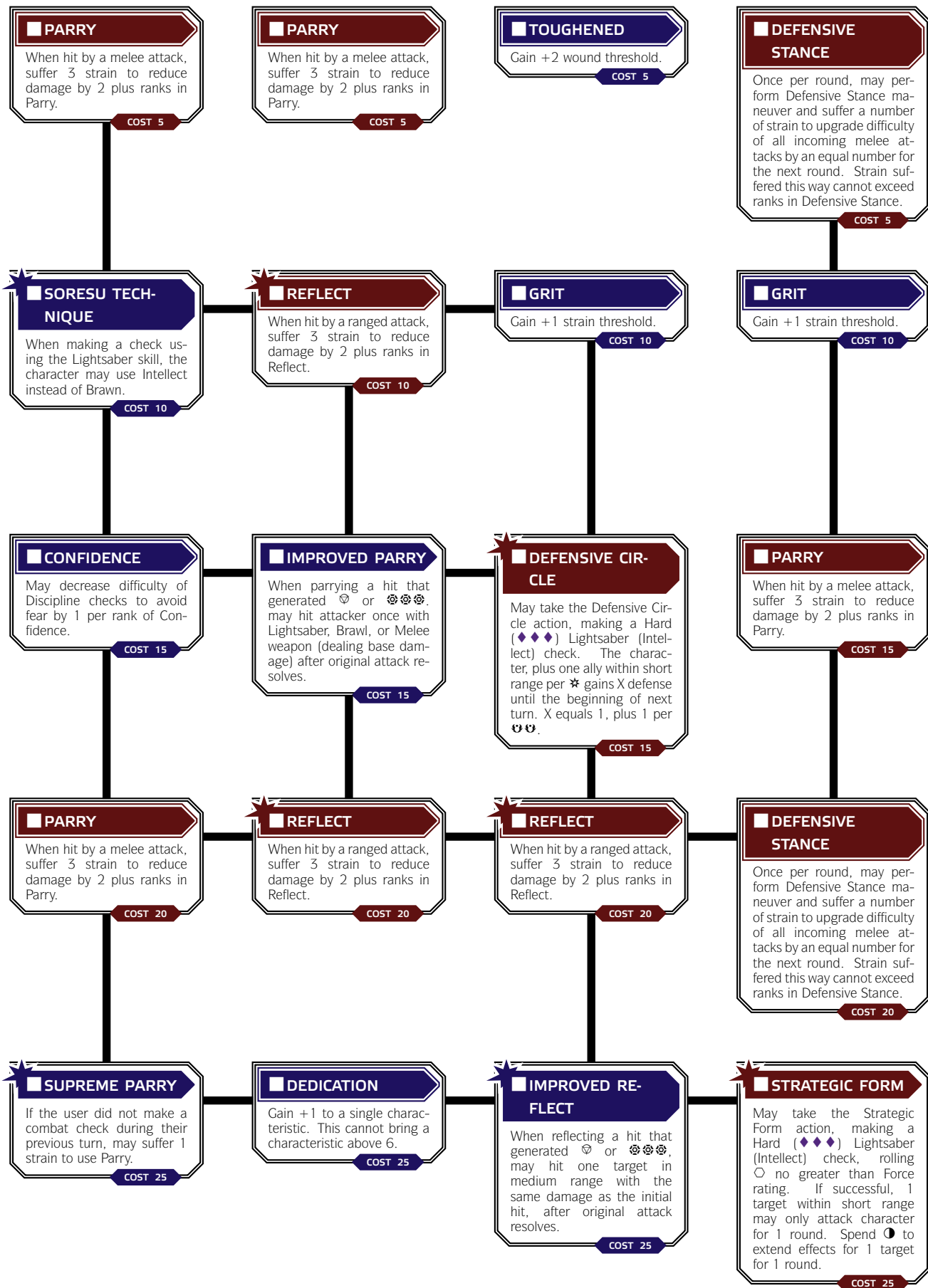
Career Skills: Brawl, Cool, Discipline, Melee, Resilience, Vigilance

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

PASSIVE

ACTIVE

RANKED TALENT



Guardian: Warden

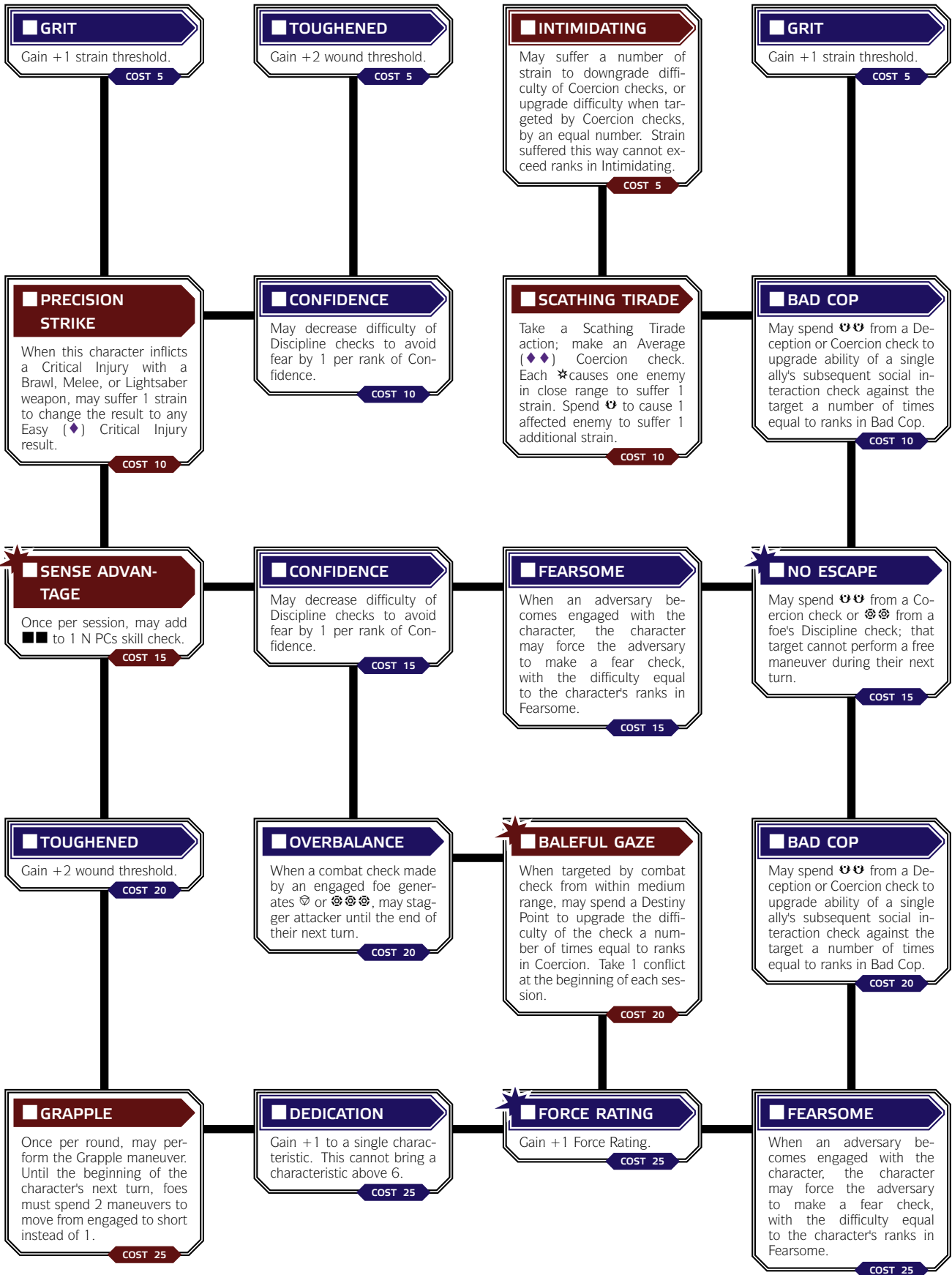
Career Skills: Brawl, Cool, Discipline, Melee, Resilience, Vigilance

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

PASSIVE

ACTIVE

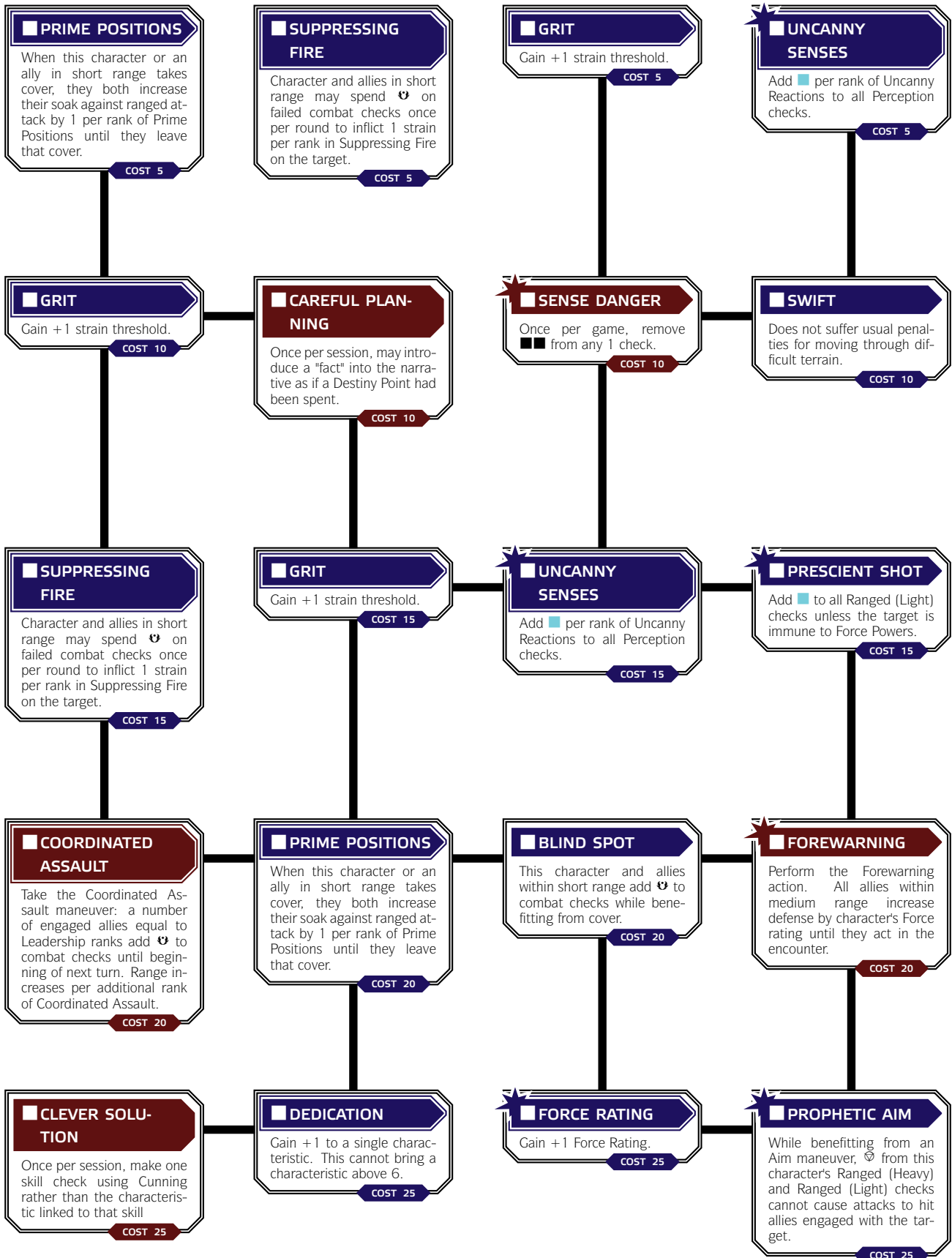
RANKED TALENT



Guardian: Warleader

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

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



Hired Gun: Bodyguard

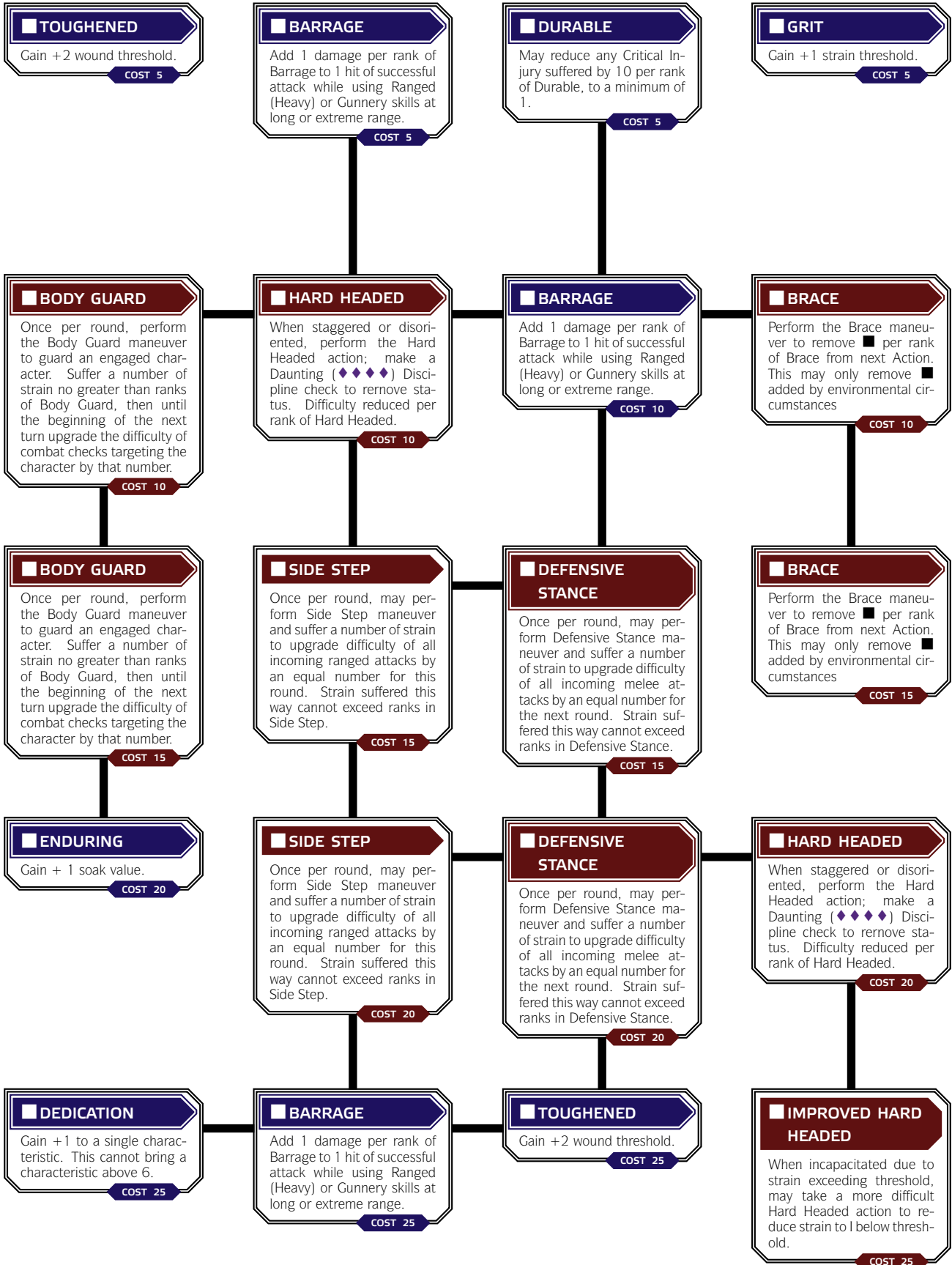
Career Skills: Athletics, Brawl, Discipline, Melee, Piloting (Planetary), Ranged (Light), Resilience, Vigilance

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

PASSIVE

ACTIVE

RANKED TALENT

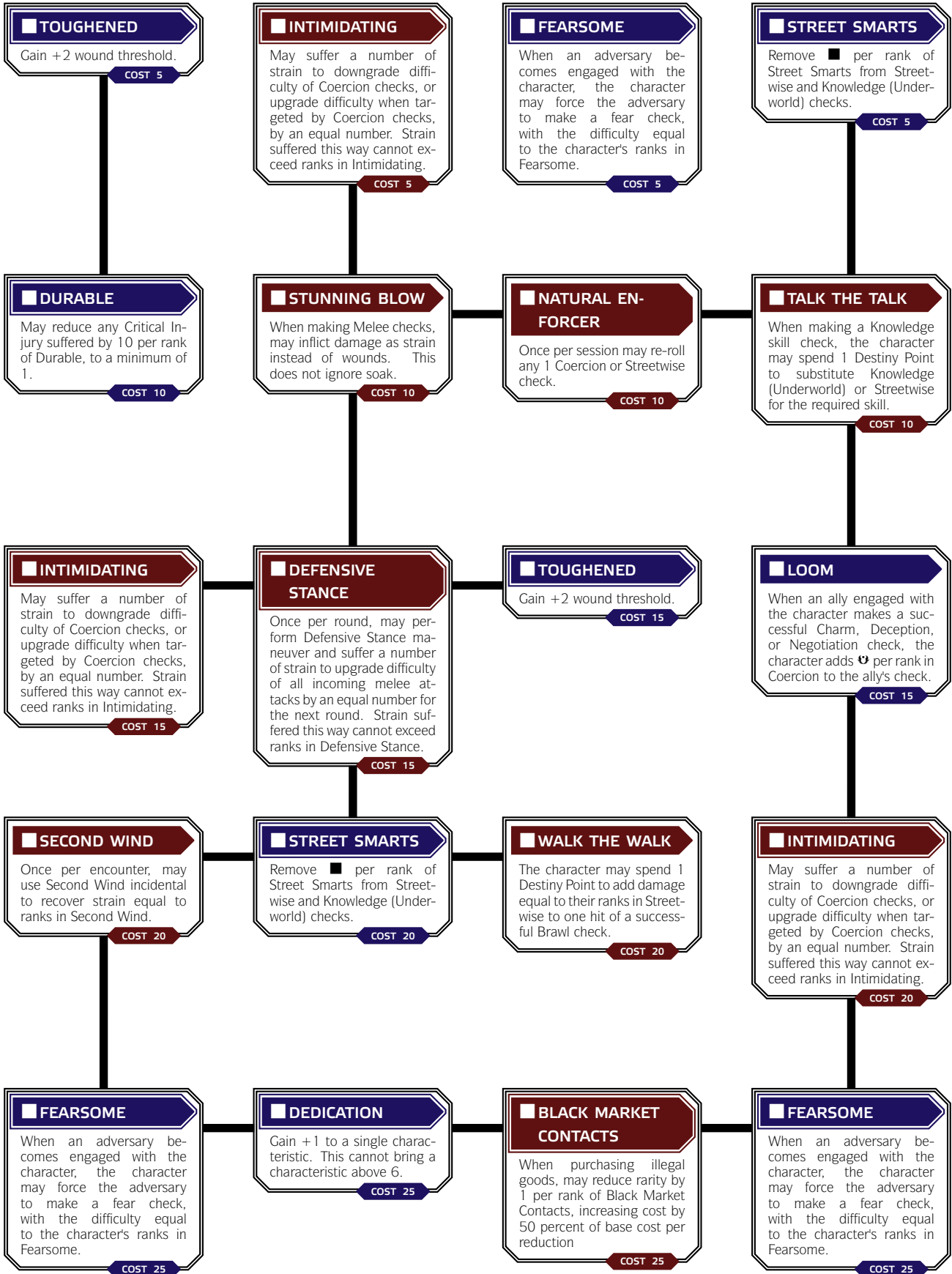


Hired Gun: Enforcer

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

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

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



Hired Gun: Demolitionist

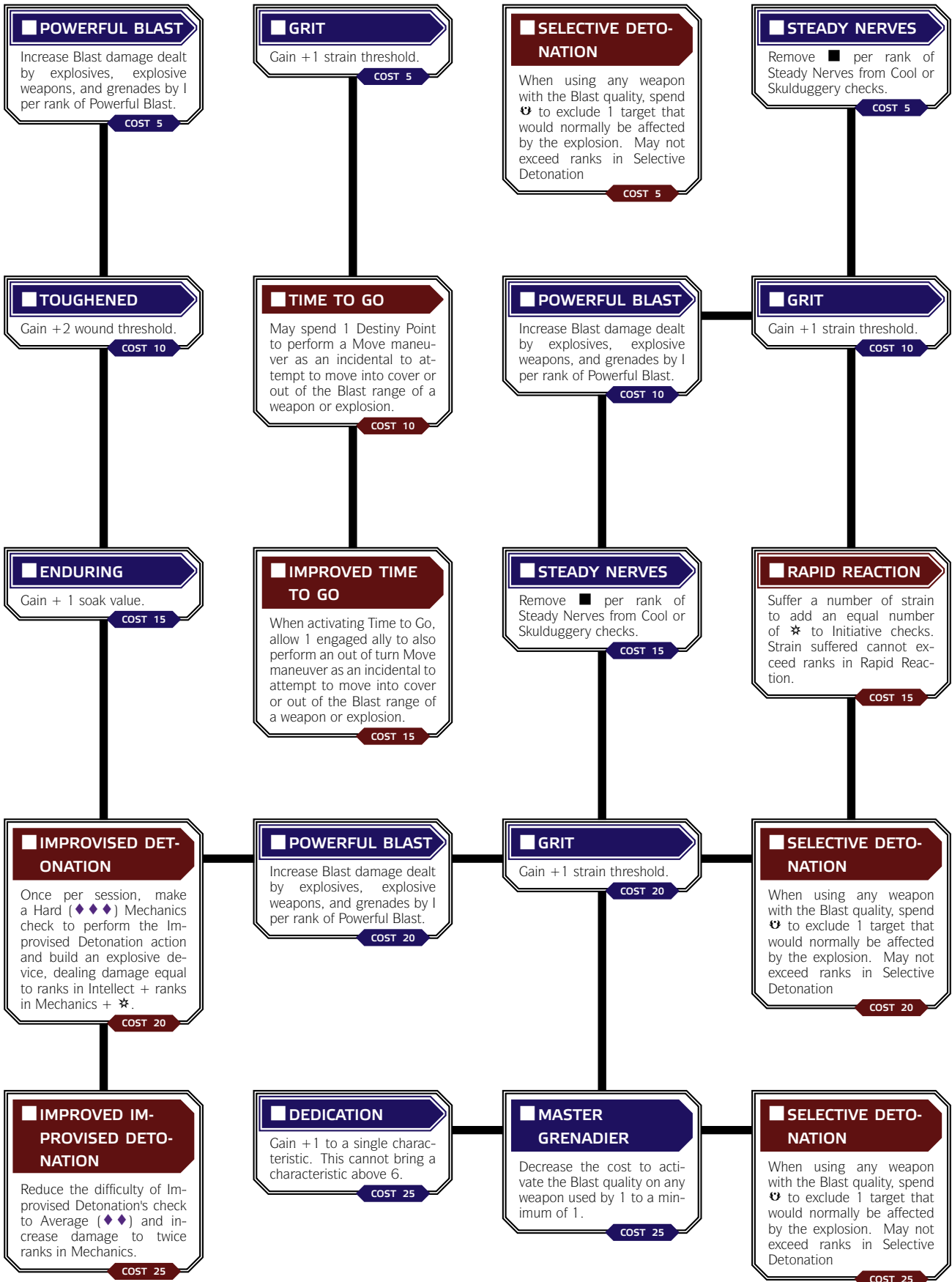
Career Skills: Athletics, Brawl, Discipline, Melee, Piloting (Planetary), Ranged (Light), Resilience, Vigilance

Additional Career Skills: Computers, Cool, Mechanics, Skulduggery

PASSIVE

ACTIVE

RANKED TALENT



Hired Gun: Heavy

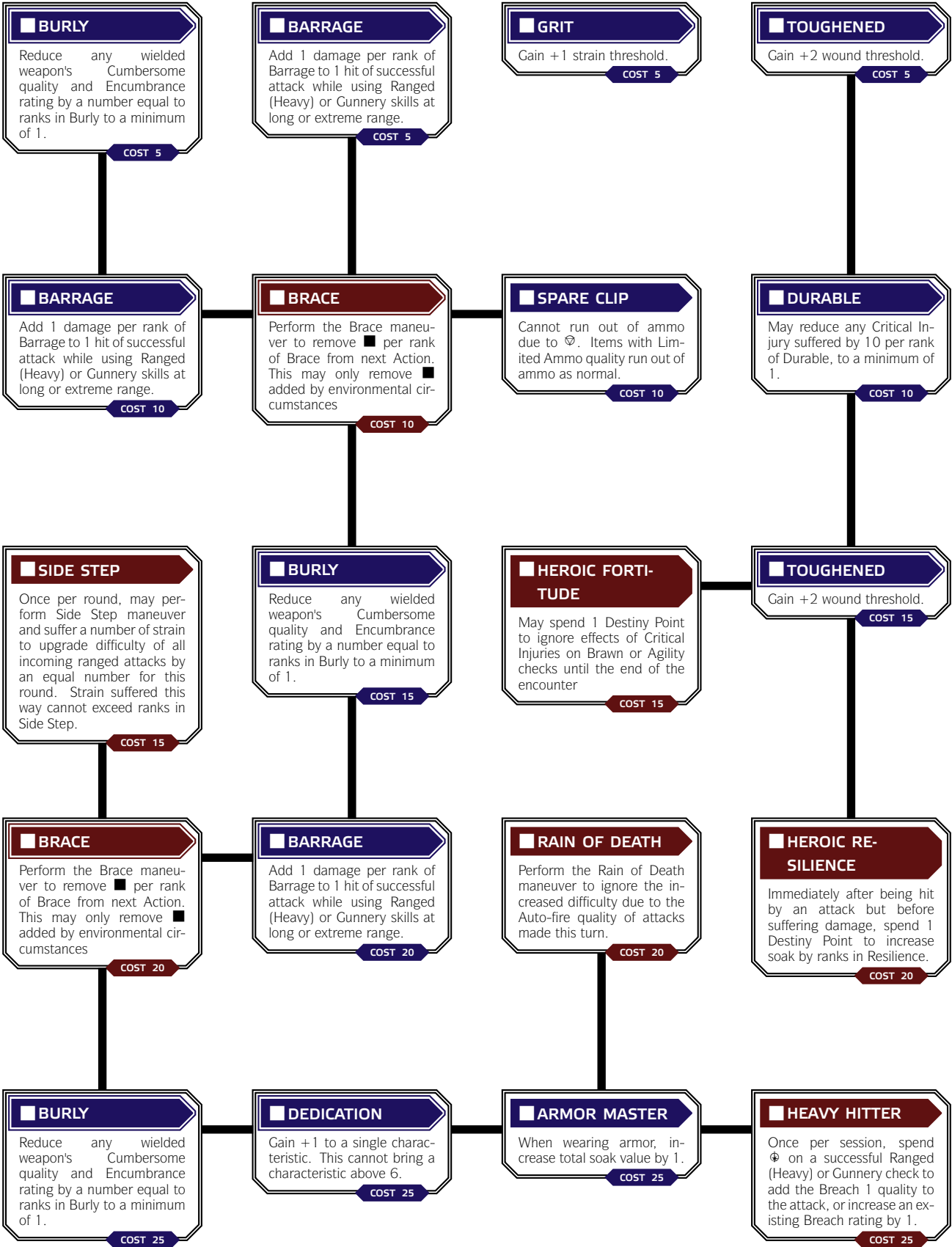
Career Skills: Athletics, Brawl, Discipline, Melee (Planetary), Ranged (Light), Resilience, Vigilance

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

PASSIVE

ACTIVE

RANKED TALENT



Hired Gun: Marauder

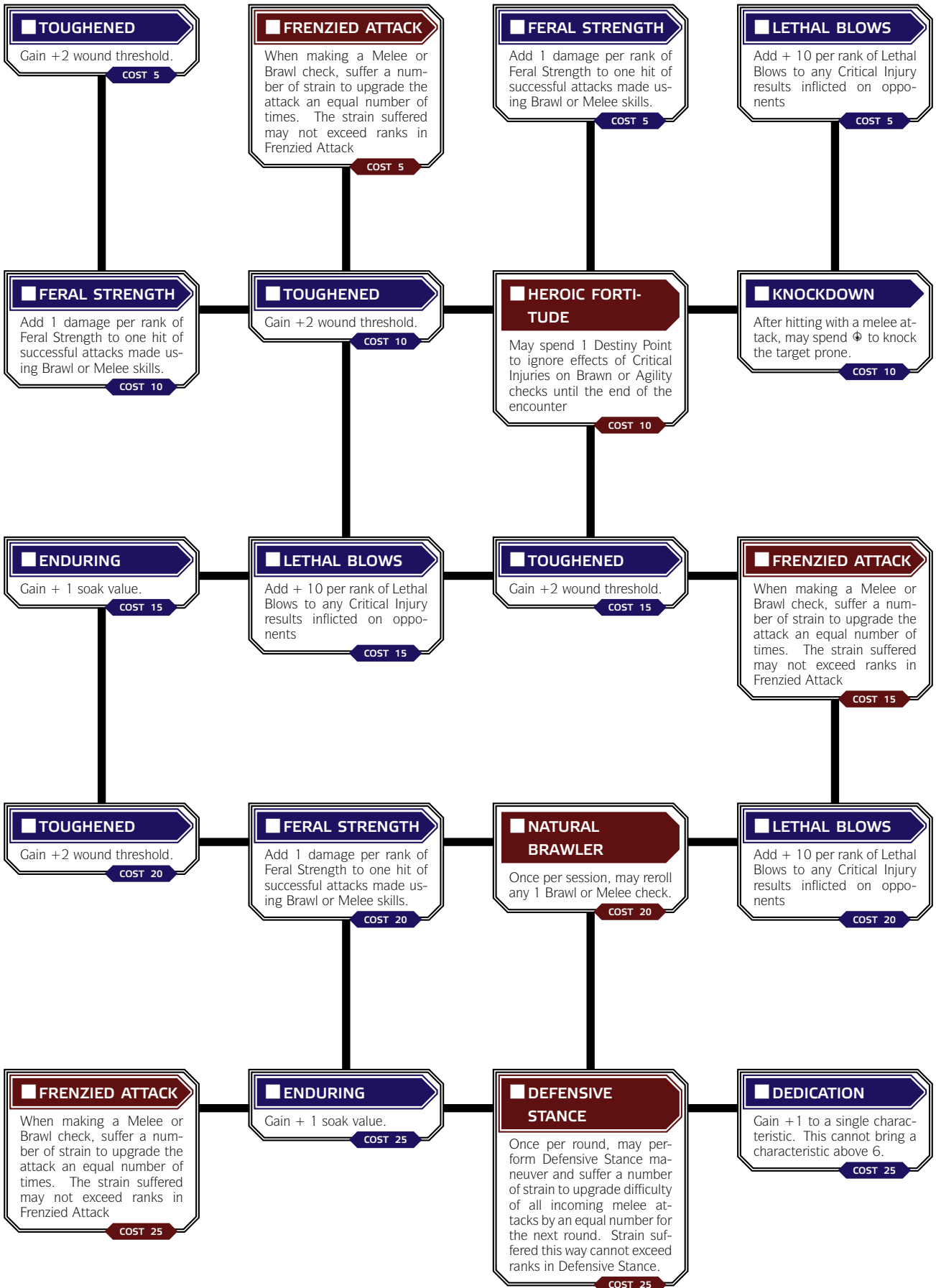
Career Skills: Athletics, Brawl, Discipline, Melee, Piloting (Planetary), Ranged (Light), Resilience, Vigilance

Additional Career Skills: Coercion, Melee, Resilience, Survival

PASSIVE

ACTIVE

RANKED TALENT



Hired Gun: Mercenary

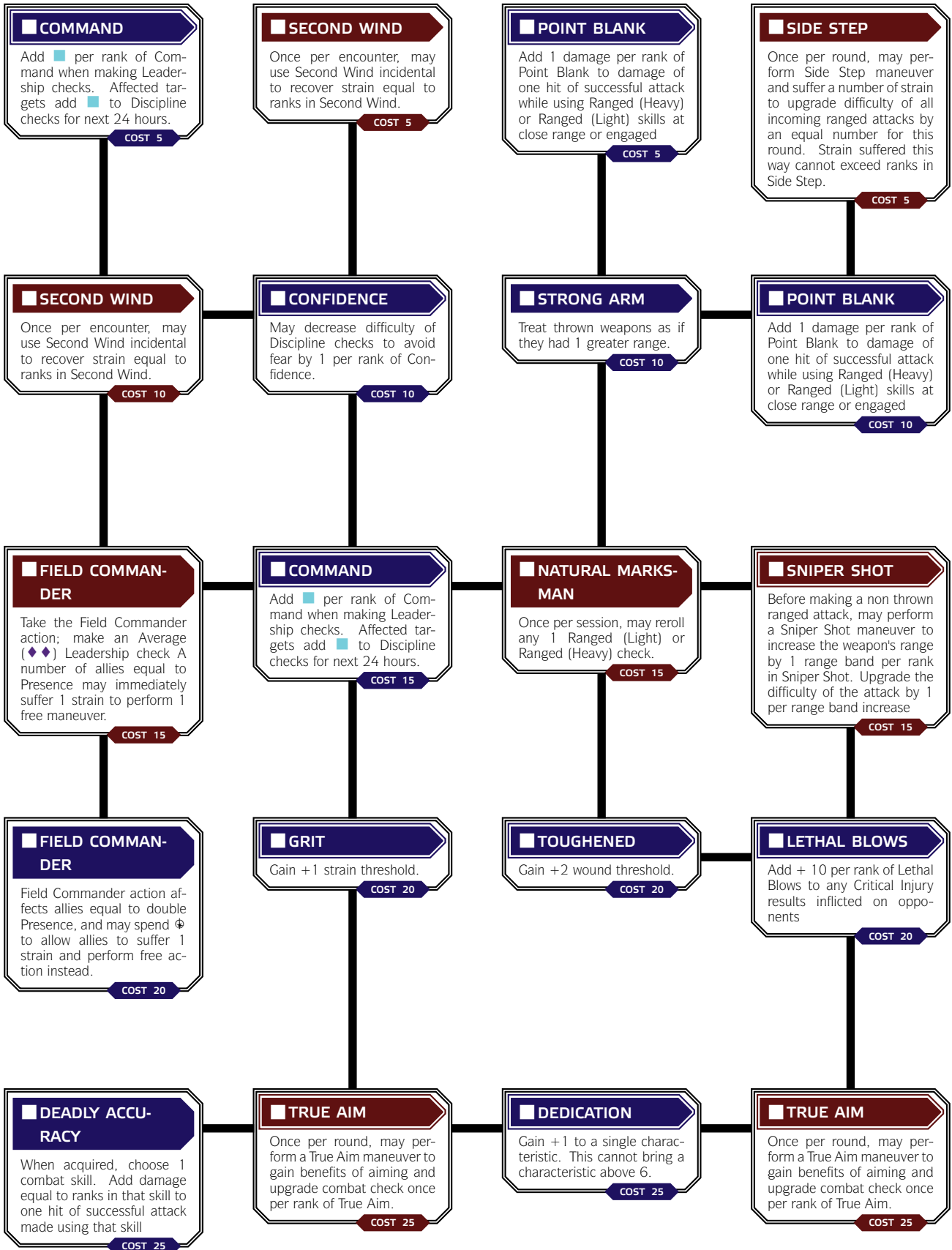
Career Skills: Athletics, Brawl, Discipline, Melee, Piloting (Planetary), Ranged (Light), Resilience, Vigilance

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

PASSIVE

ACTIVE

RANKED TALENT



Jedi: General

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

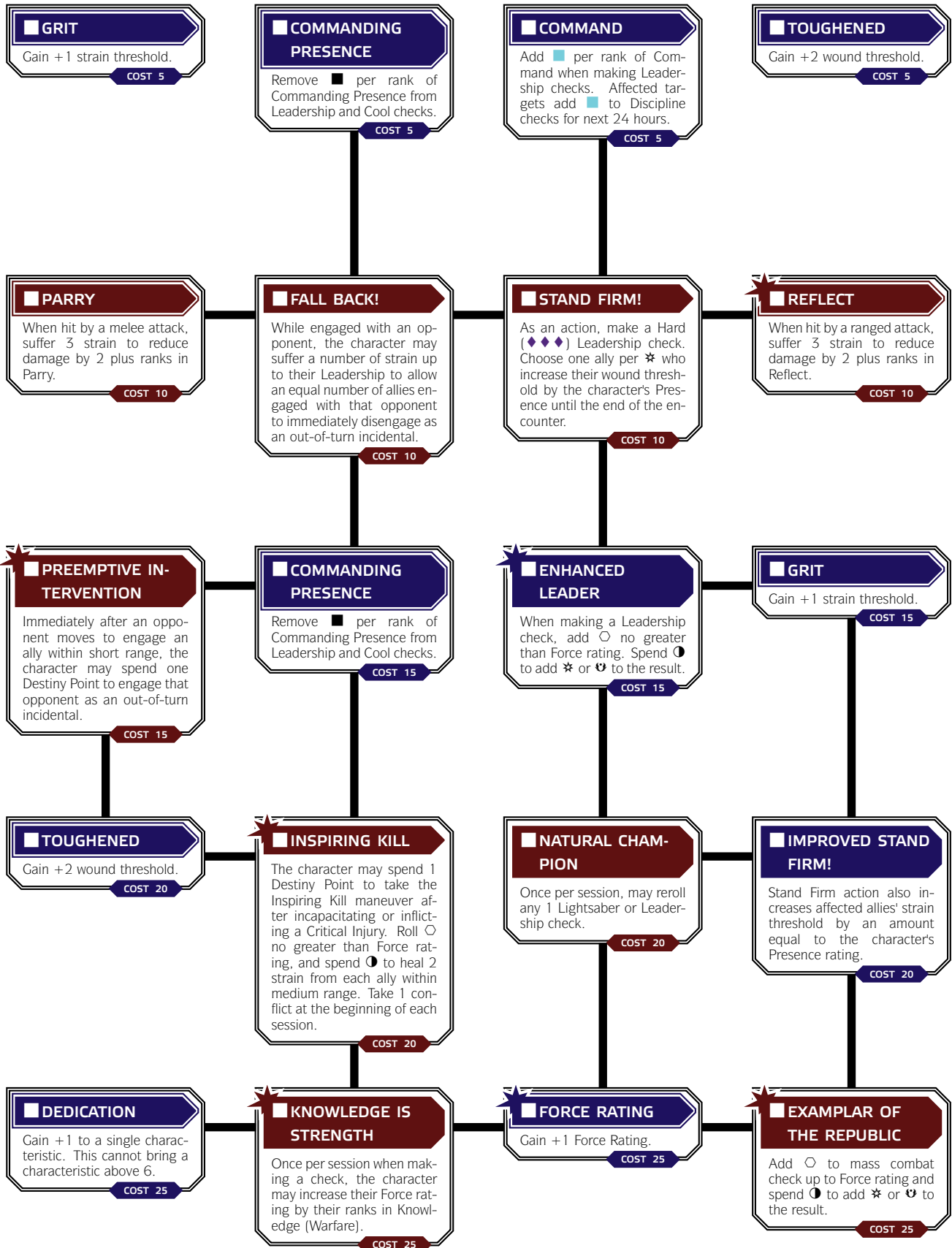
Additional Career Skills: Knowledge (Warfare), Leadership, Piloting (Planetary), Vigilance

Prerequisite: Force Rating 2

PASSIVE

ACTIVE

RANKED TALENT



Jedi: Knight

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

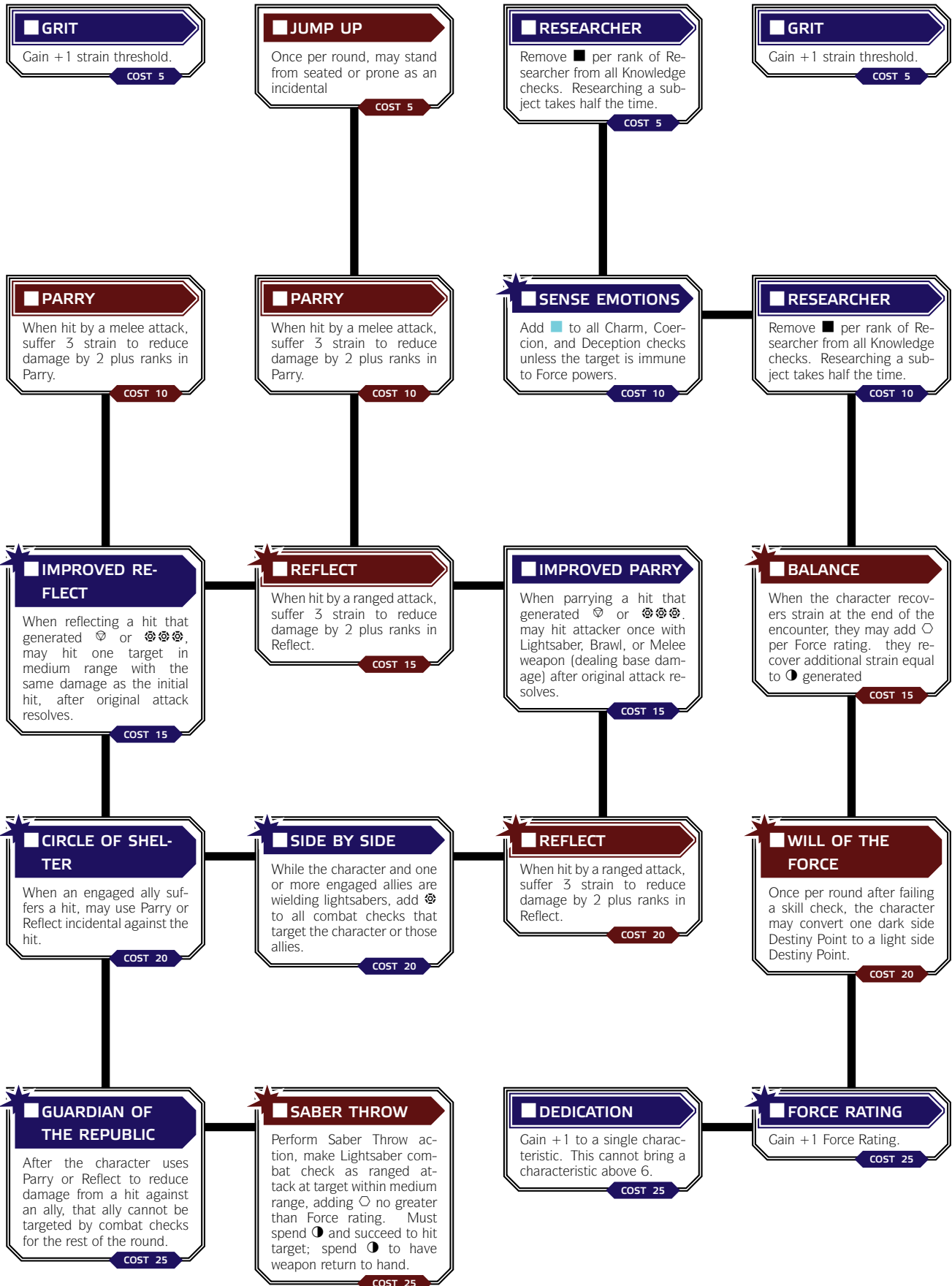
Additional Career Skills: Cool, Leadership, Lightsaber, Negotiation

Prerequisite: Force Rating 2

PASSIVE

ACTIVE

RANKED TALENT



Jedi: Master

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

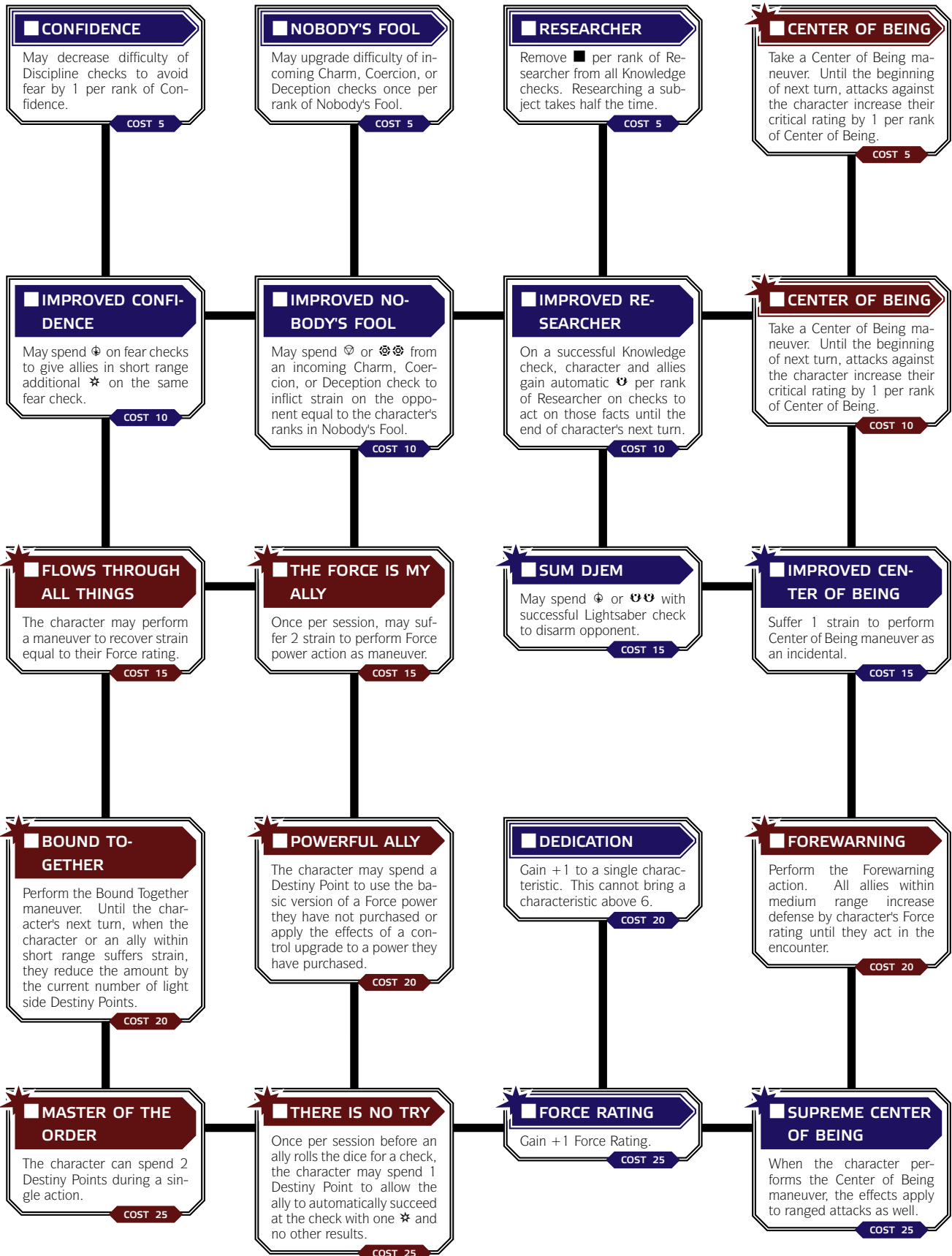
Additional Career Skills: Charm, Knowledge (Core Worlds), Knowledge (Education), Perception

Prerequisite: Force Rating 3

PASSIVE

ACTIVE

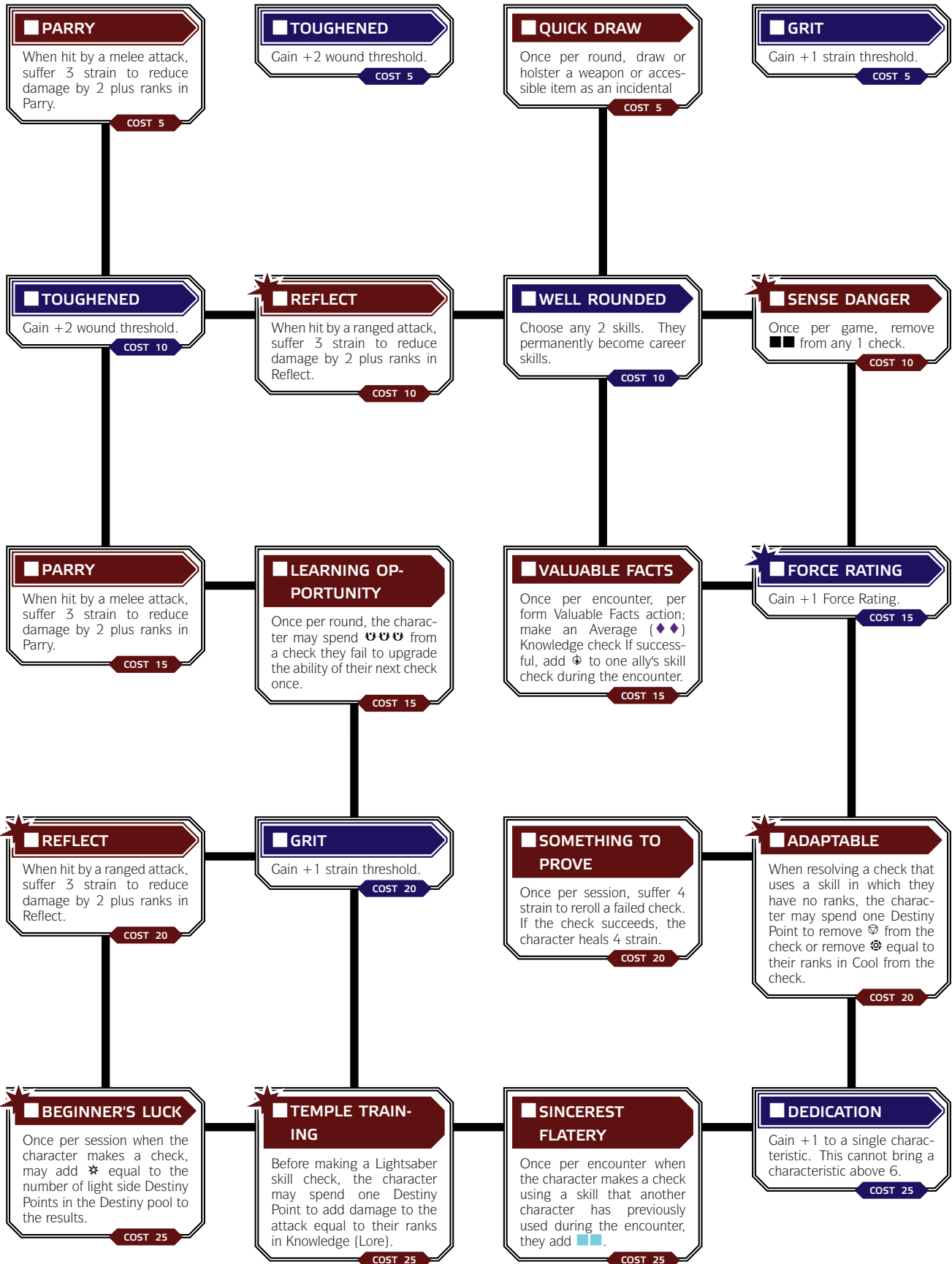
RANKED TALENT



Jedi: Padawan

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

Additional Career Skills: Coordination, Knowledge, Mechanics, Vigilance



Mystic: Advisor

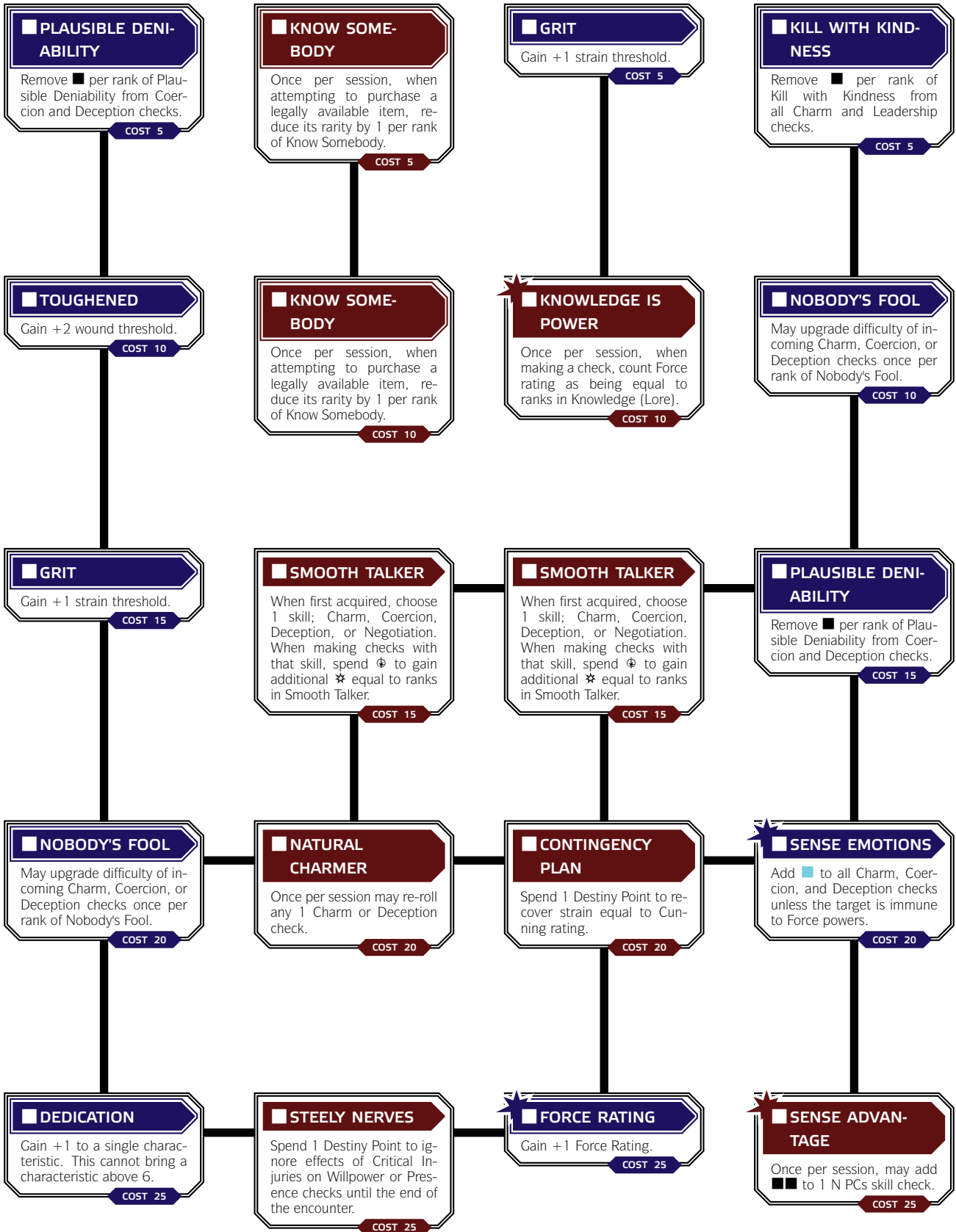
Career Skills: Charm, Coercion, Knowledge (Lore), Knowledge (Outer Rim), Perception, Vigilance

Additional Career Skills: Charm, Deception, Negotiation, Streetwise

PASSIVE

ACTIVE

RANKED TALENT



Mystic: Alchemist

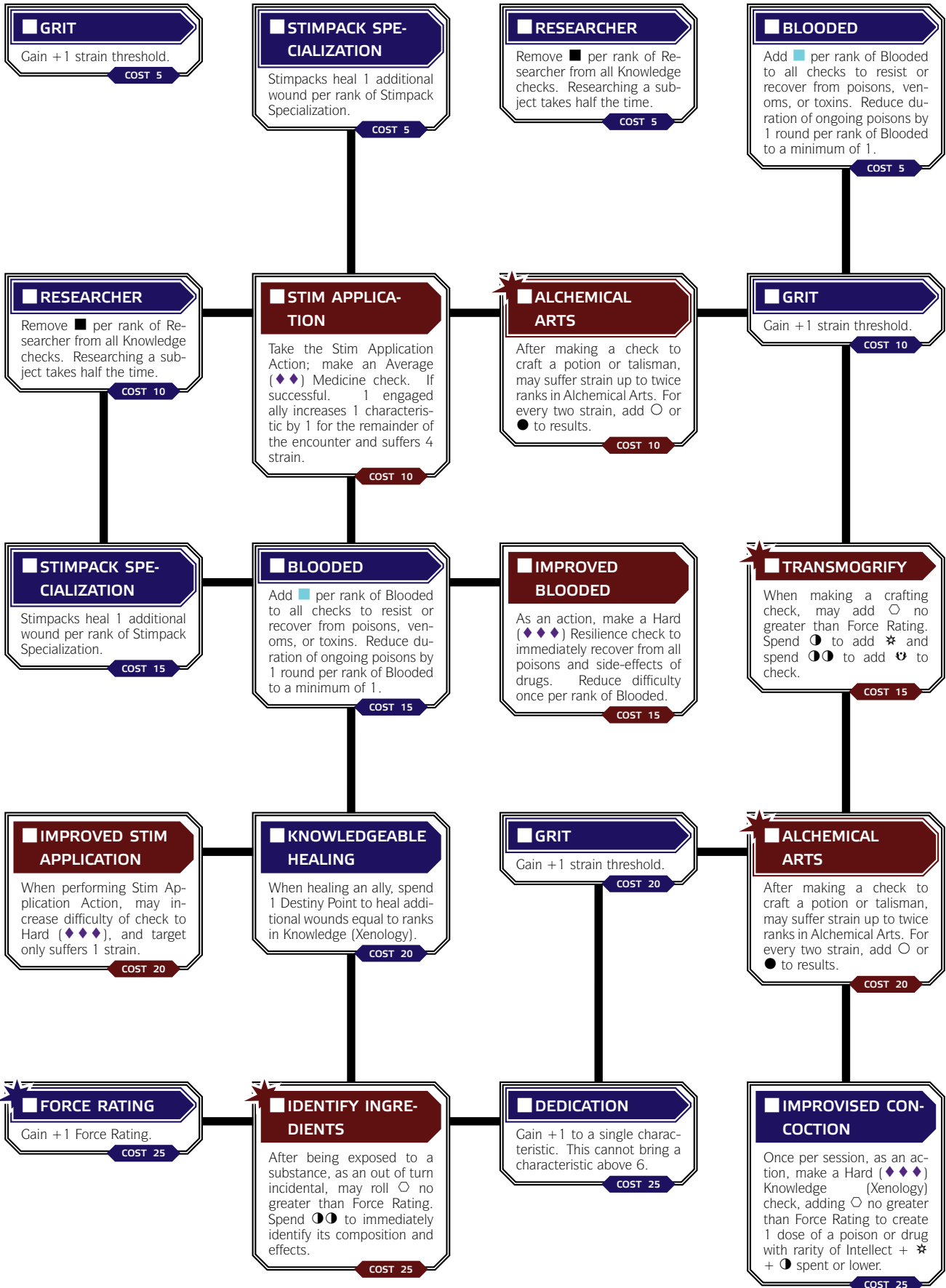
Career Skills: Charm, Coercion, Knowledge (Lore), Knowledge (Outer Rim), Perception, Vigilance

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

PASSIVE

ACTIVE

RANKED TALENT



Mystic: Magus

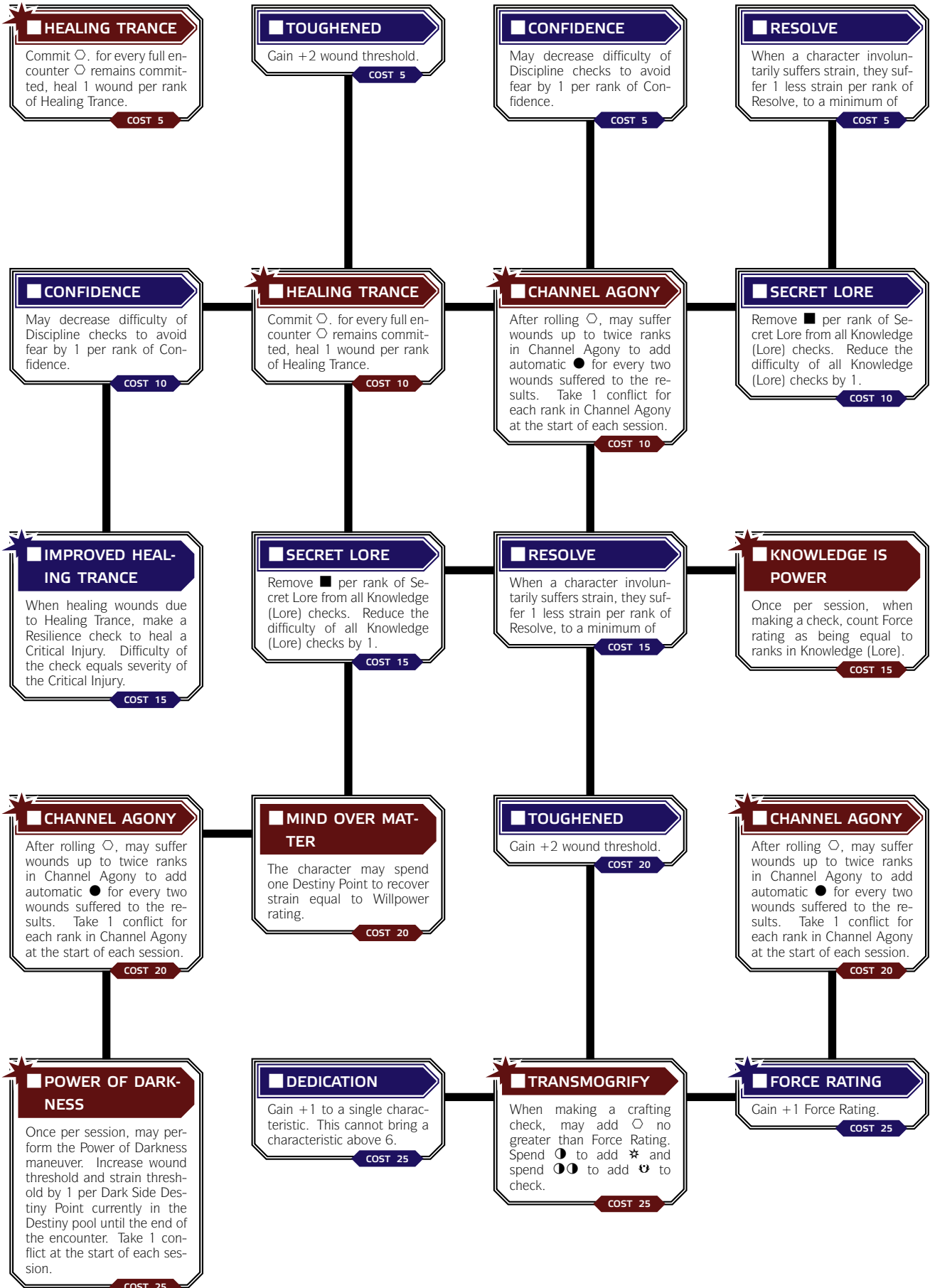
Career Skills: Charm, Coercion, Knowledge (Lore), Knowledge (Outer Rim), Perception, Vigilance

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

PASSIVE

ACTIVE

RANKED TALENT



Mystic: Makashi Duelist

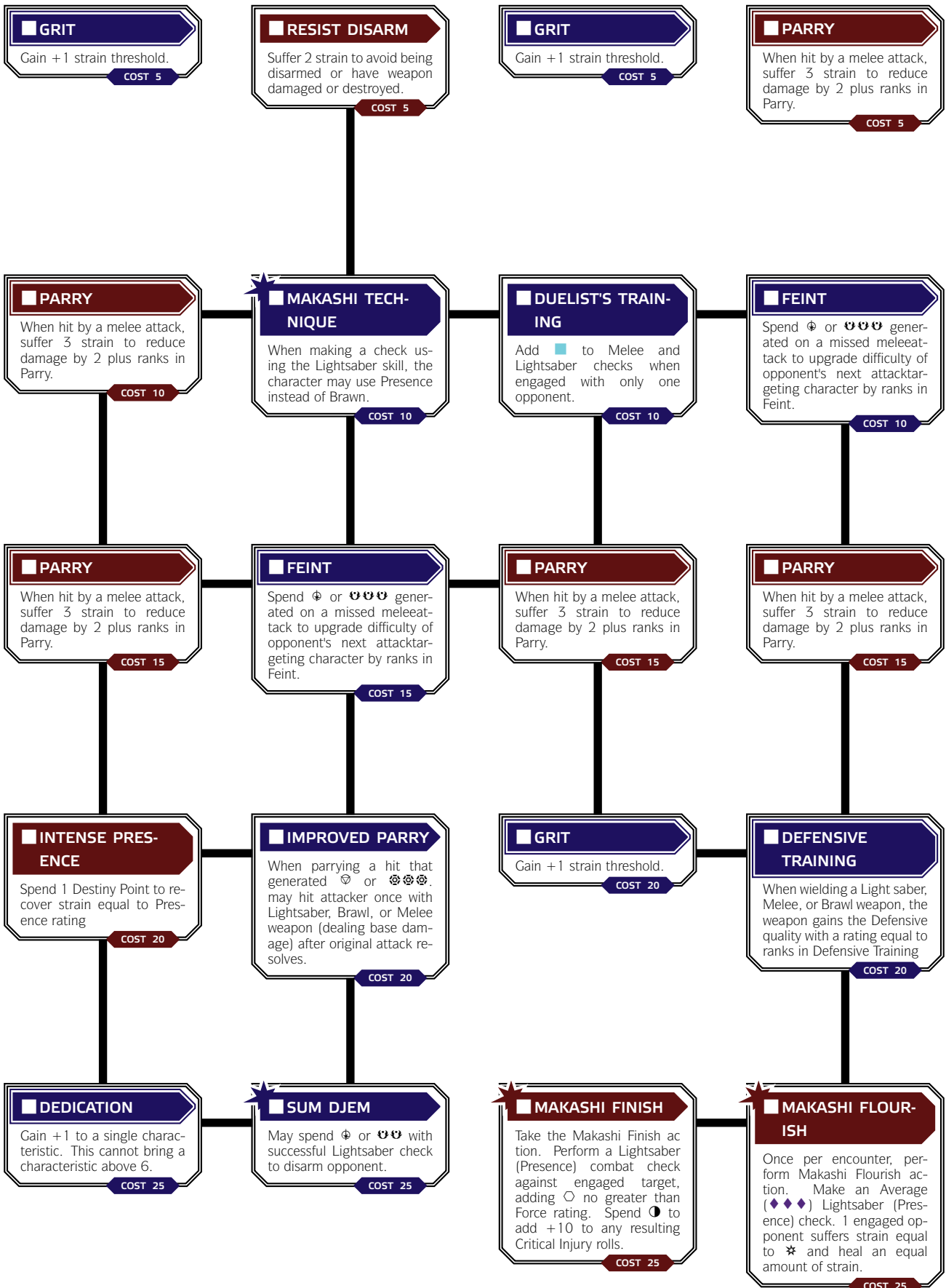
Career Skills: Charm, Coercion, Knowledge (Lore), Knowledge (Outer Rim), Perception, Vigilance

Additional Career Skills: Charm, Cool, Coordination, Lightsaber

PASSIVE

ACTIVE

RANKED TALENT



Mystic: Prophet

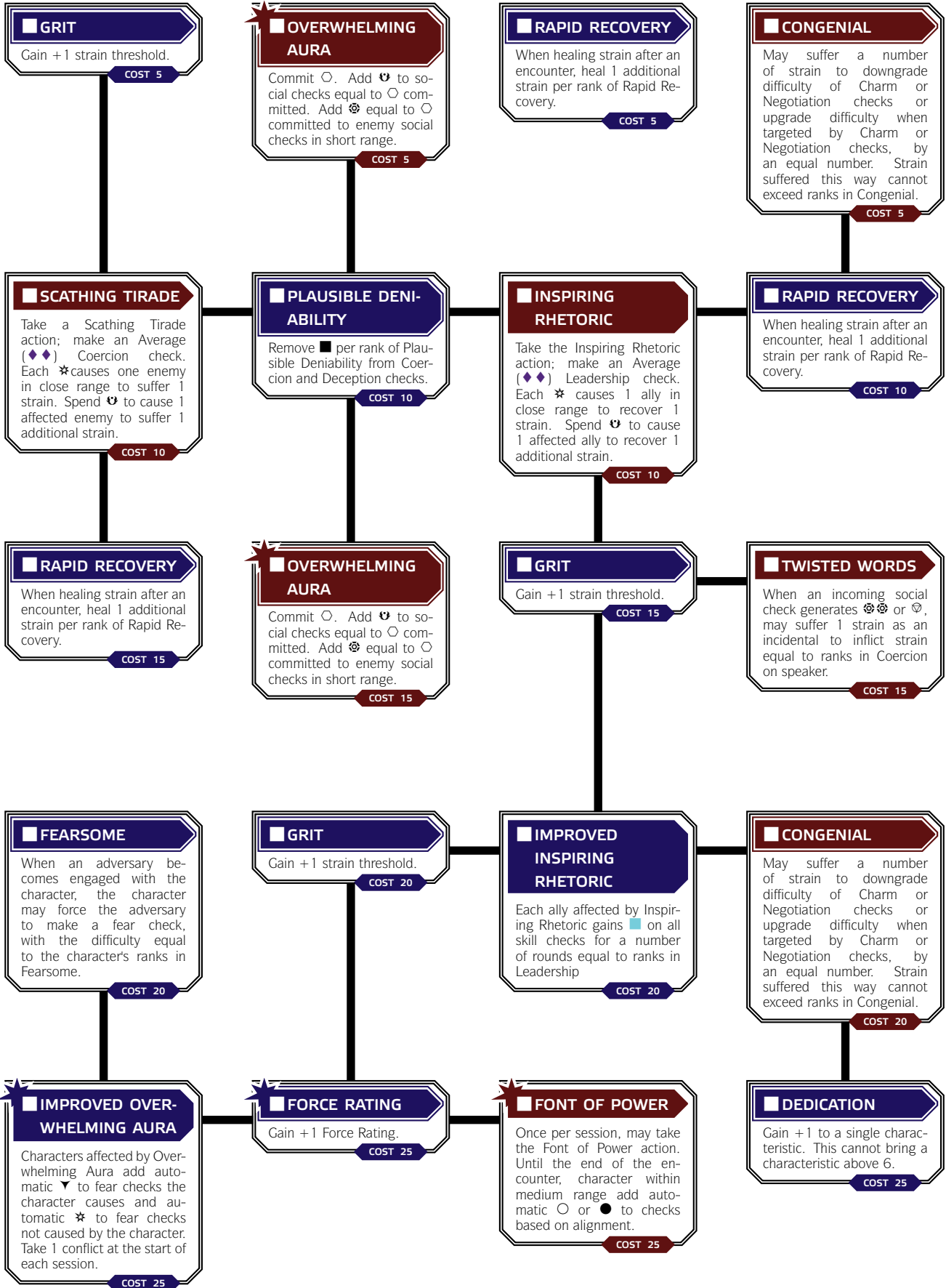
Career Skills: Charm, Coercion, Knowledge (Lore), Knowledge (Outer Rim), Perception, Vigilance

Additional Career Skills: Charm, Coercion, Deception, Leadership

PASSIVE

ACTIVE

RANKED TALENT



Mystic: Seer

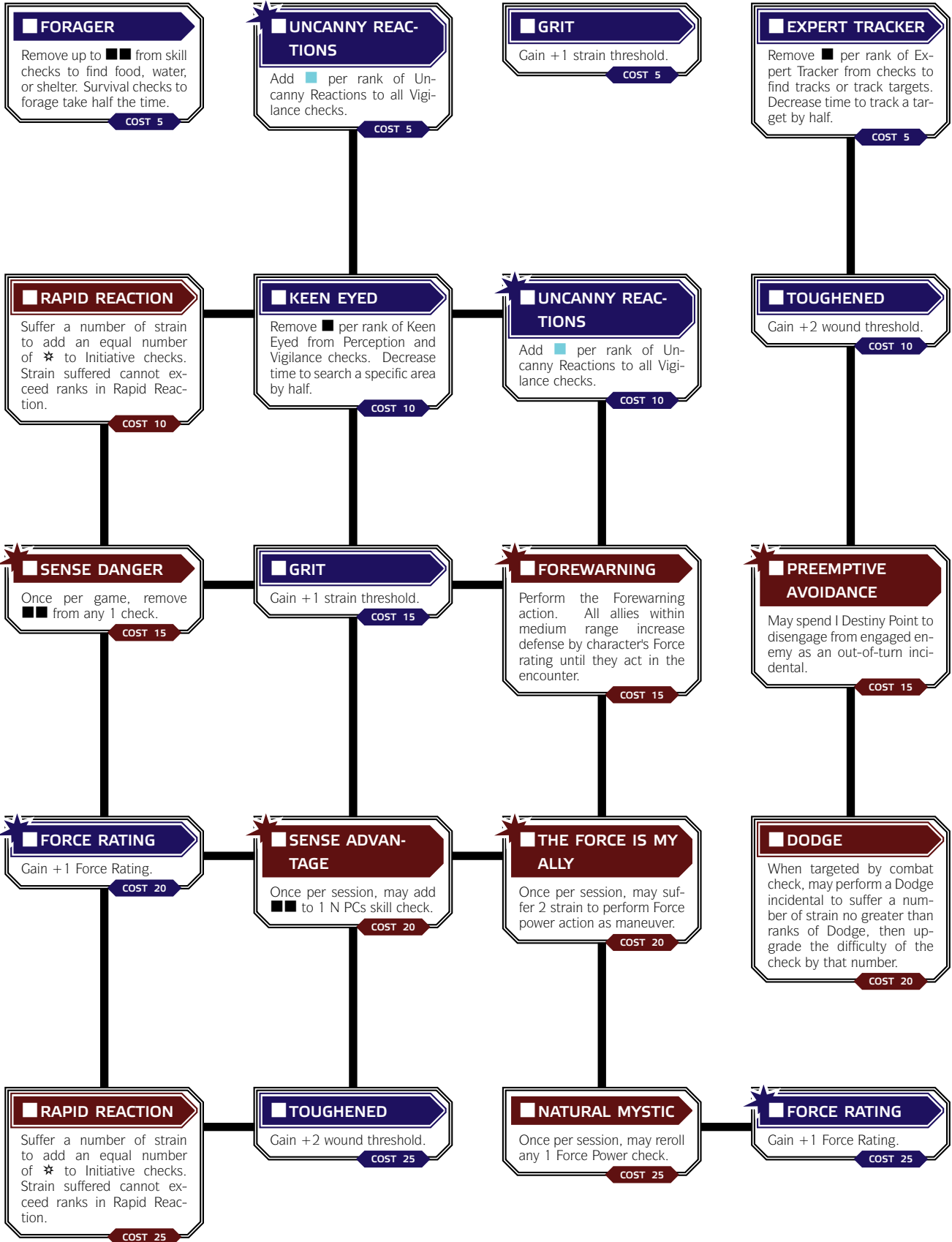
Career Skills: Charm, Coercion, Knowledge (Lore), Knowledge (Outer Rim), Perception, Vigilance

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

PASSIVE

ACTIVE

RANKED TALENT



Seeker: Ataru Striker

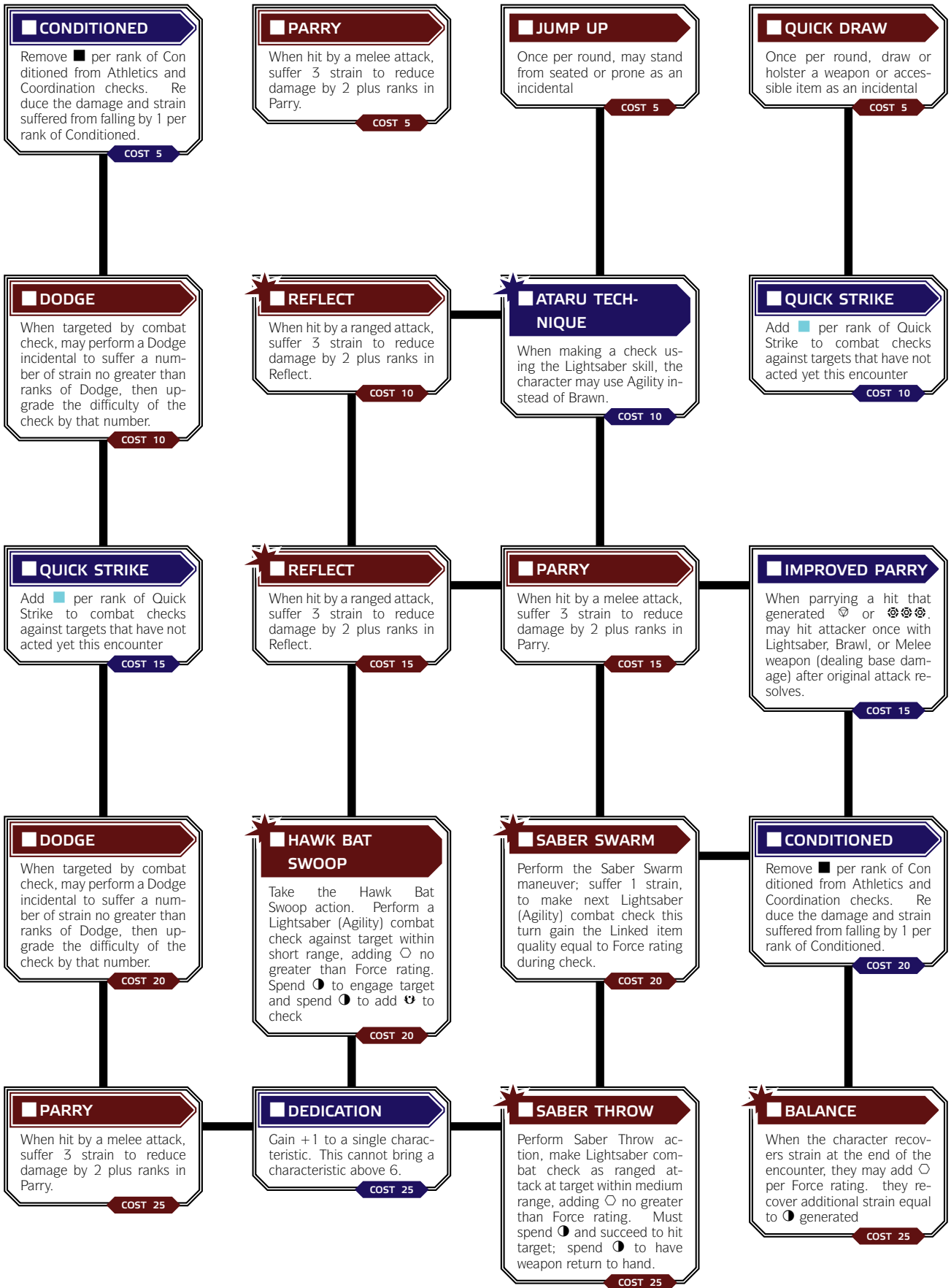
Career Skills: Knowledge (Xenology), Piloting (Planetary), Piloting (Space), Ranged (Heavy), Survival, Vigilance

Additional Career Skills: Athletics, Coordination, Lightsaber, Perception

PASSIVE

ACTIVE

RANKED TALENT



Seeker: Executioner

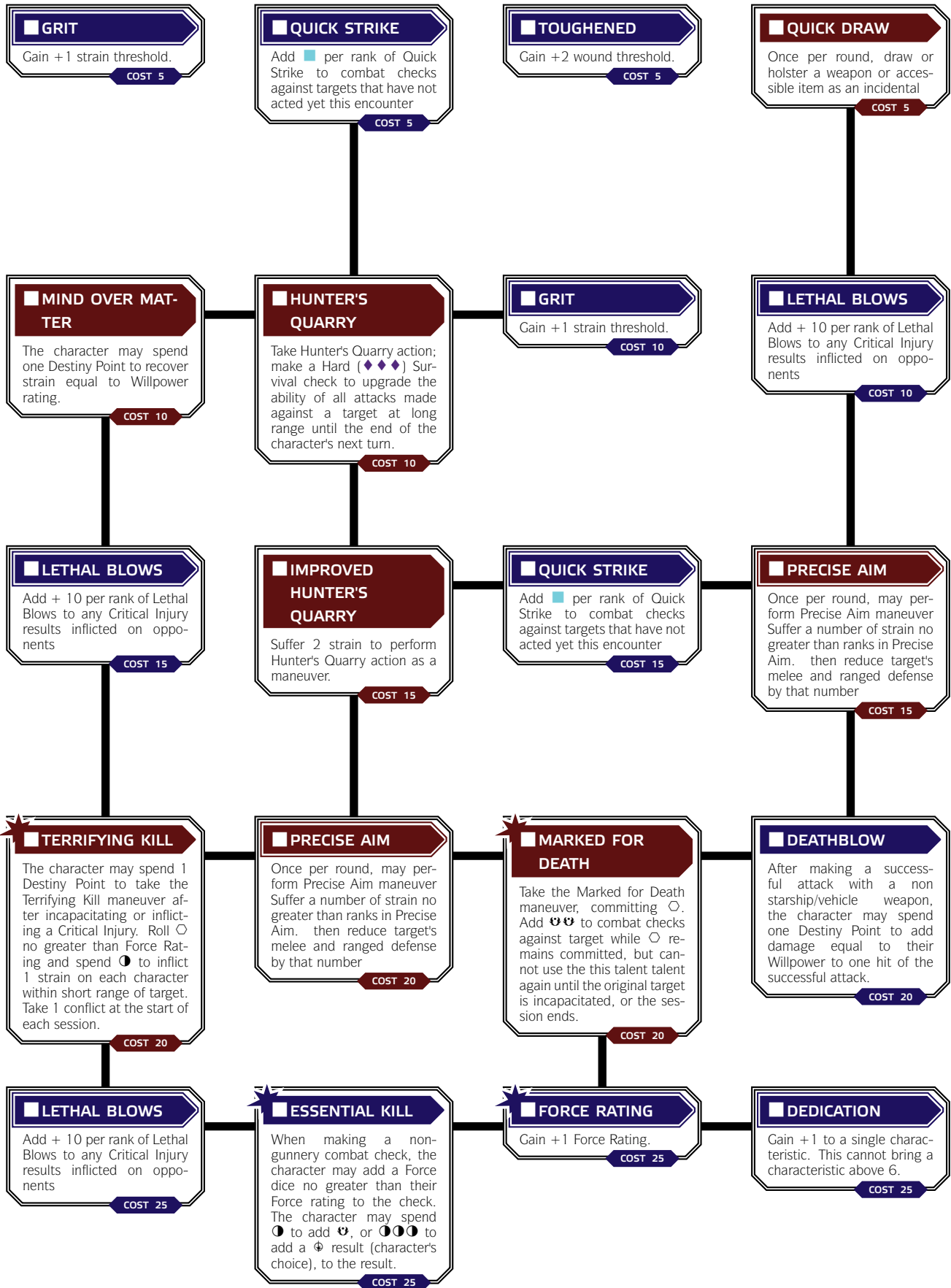
Career Skills: Knowledge (Xenology), Piloting (Planetary), Piloting (Space), Ranged (Heavy), Survival, Vigilance

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

PASSIVE

ACTIVE

RANKED TALENT



Seeker: Hermit

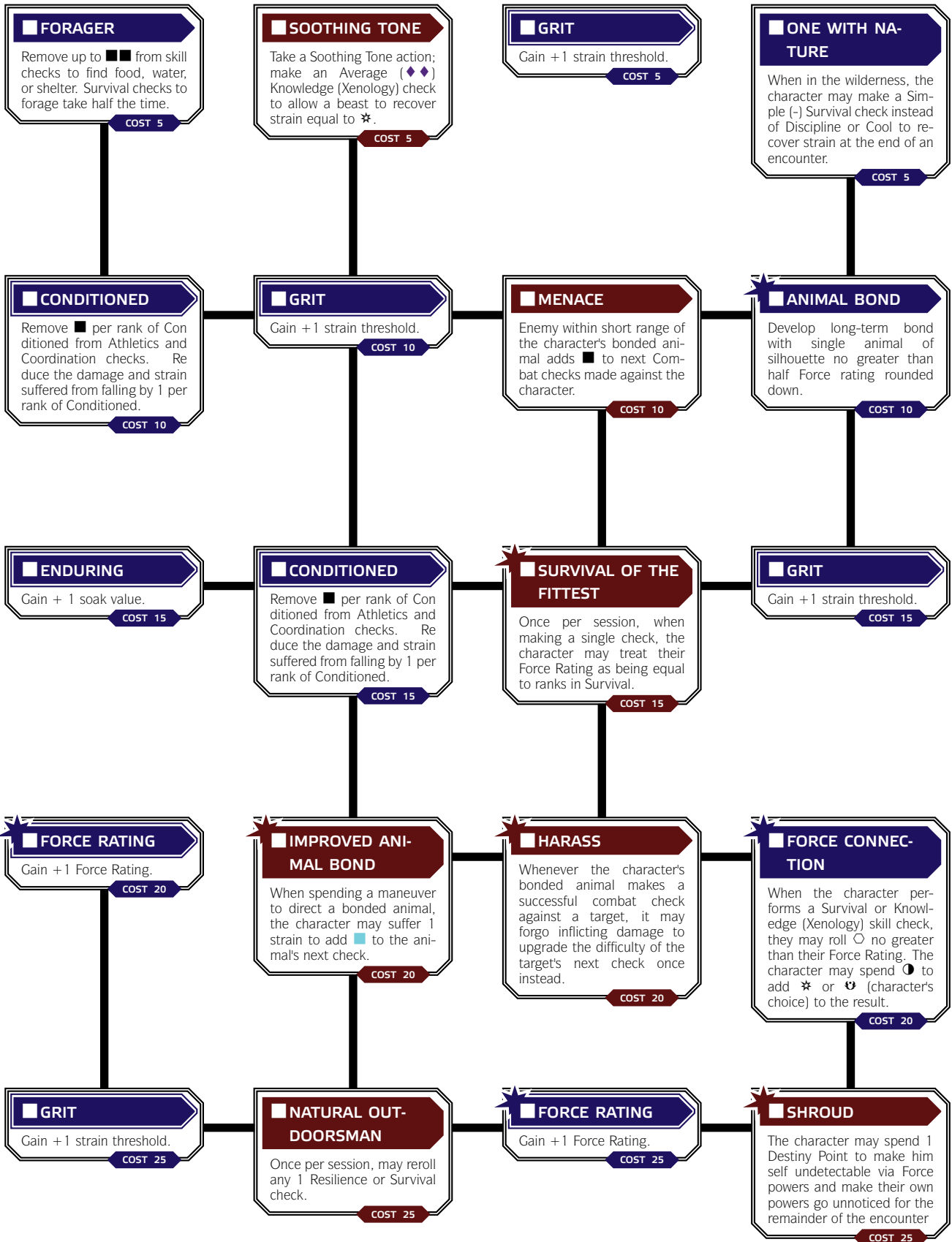
Career Skills: Knowledge (Xenology), Piloting (Planetary), Piloting (Space), Ranged (Heavy), Survival, Vigilance

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

PASSIVE

ACTIVE

RANKED TALENT



Seeker: Hunter

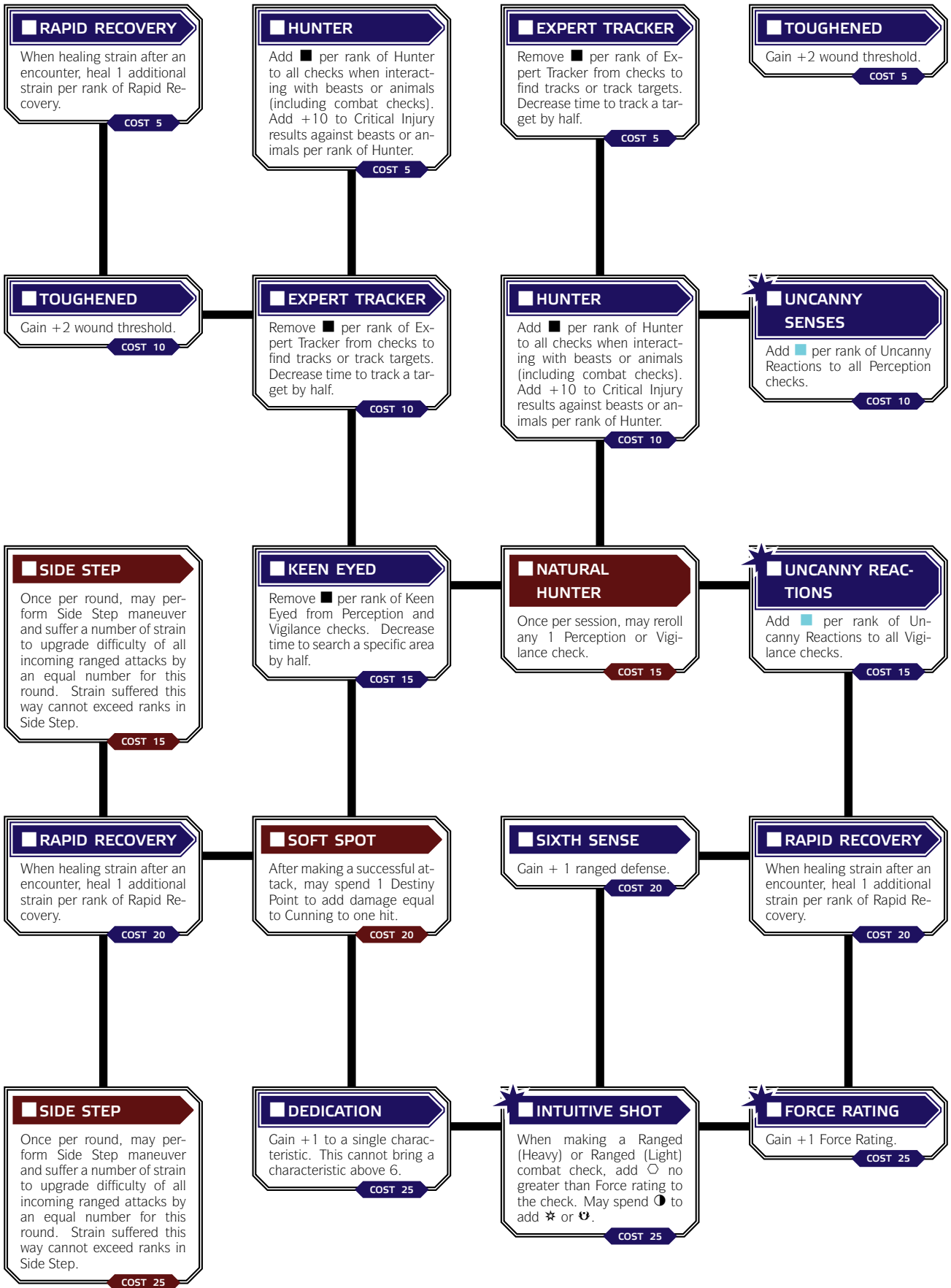
Career Skills: Knowledge (Xenology), Piloting (Planetary), Piloting (Space), Ranged (Heavy), Survival, Vigilance

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

PASSIVE

ACTIVE

RANKED TALENT



Seeker: Navigator

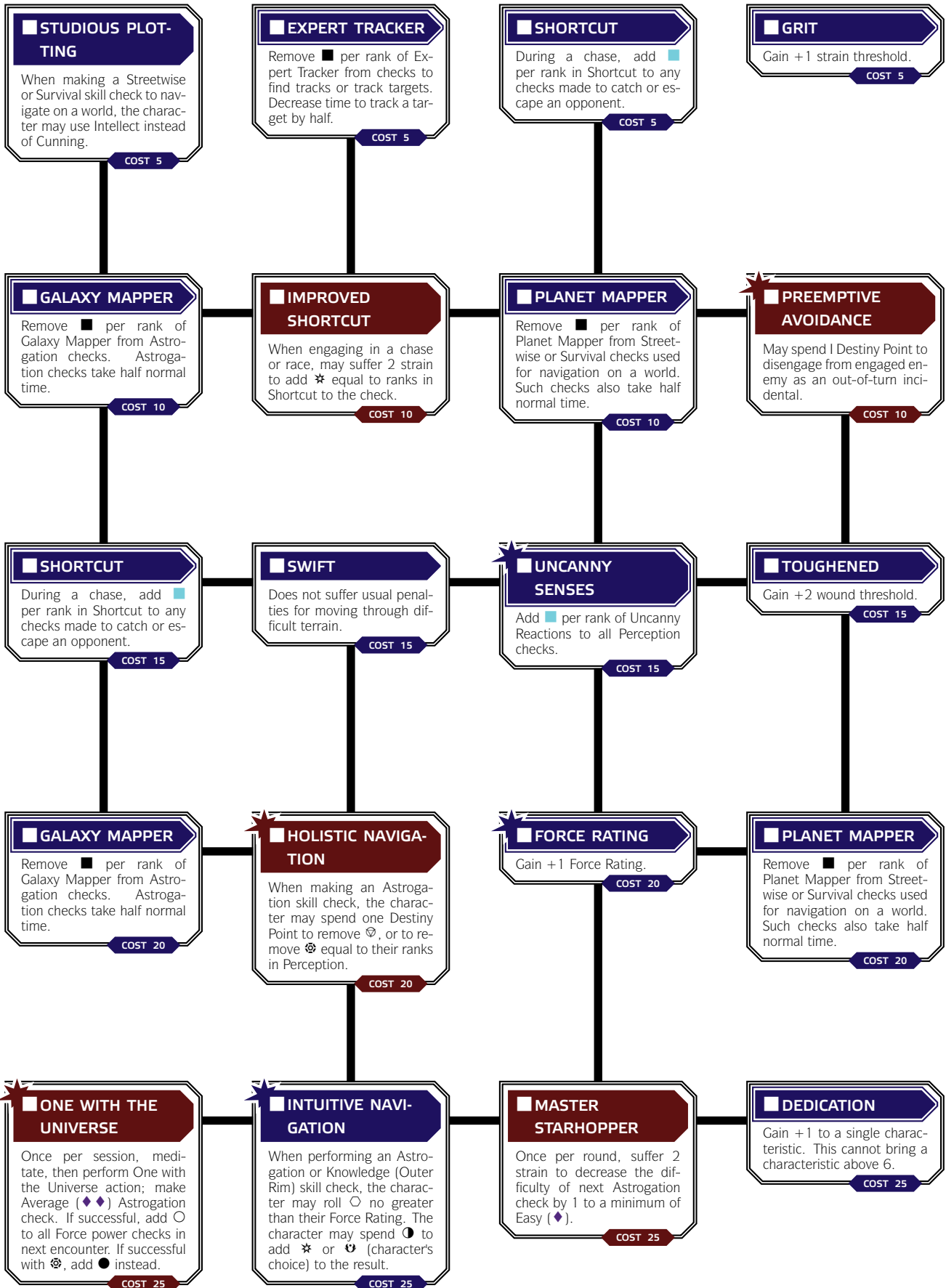
Career Skills: Knowledge (Xenology), Piloting (Planetary), Piloting (Space), Ranged (Heavy), Survival, Vigilance

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

PASSIVE

ACTIVE

RANKED TALENT



Seeker: Pathfinder

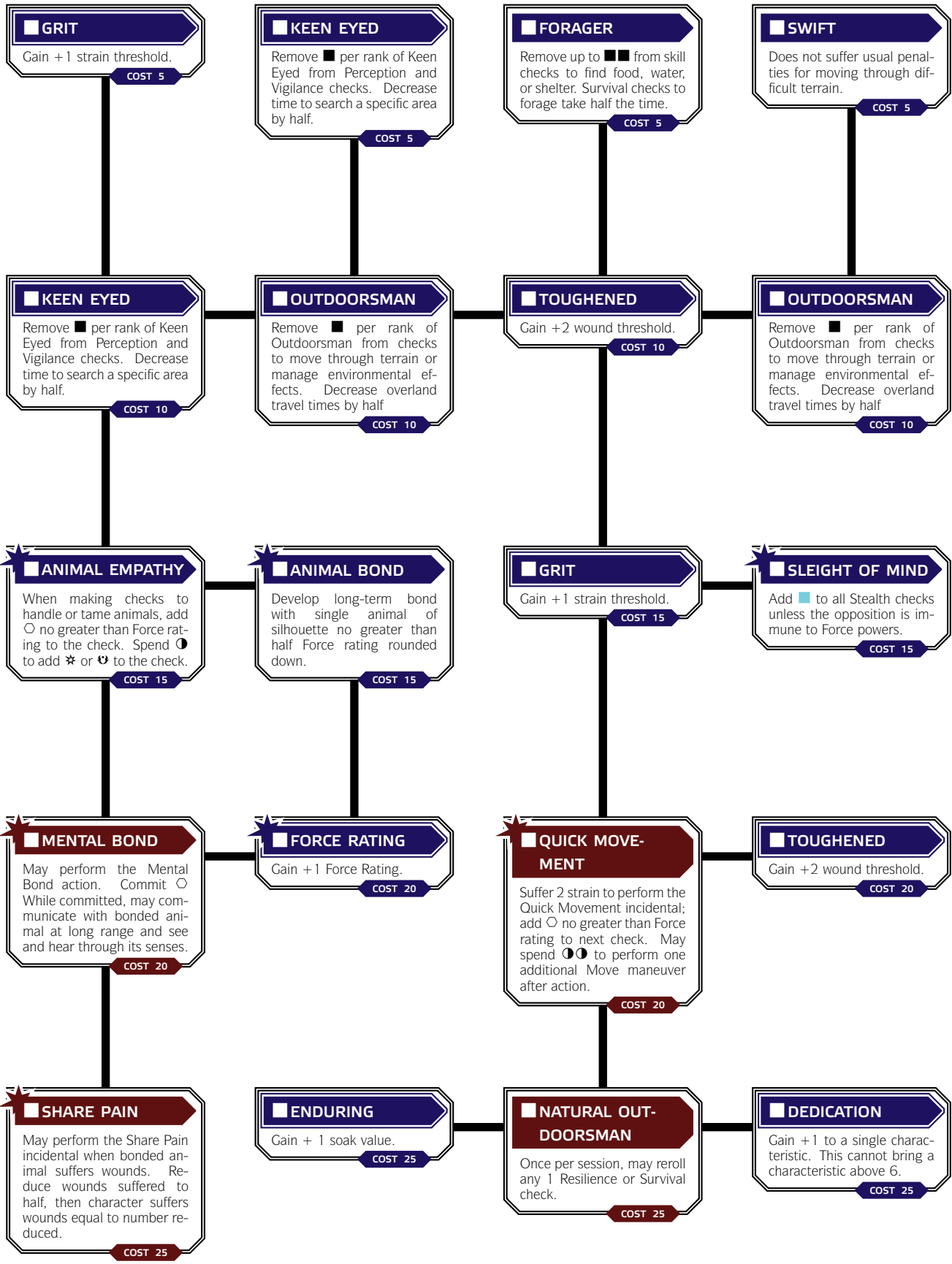
Career Skills: Knowledge (Xenology), Piloting (Planetary), Piloting (Space), Ranged (Heavy), Survival, Vigilance

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

PASSIVE

ACTIVE

RANKED TALENT



Sentinel: Artisan

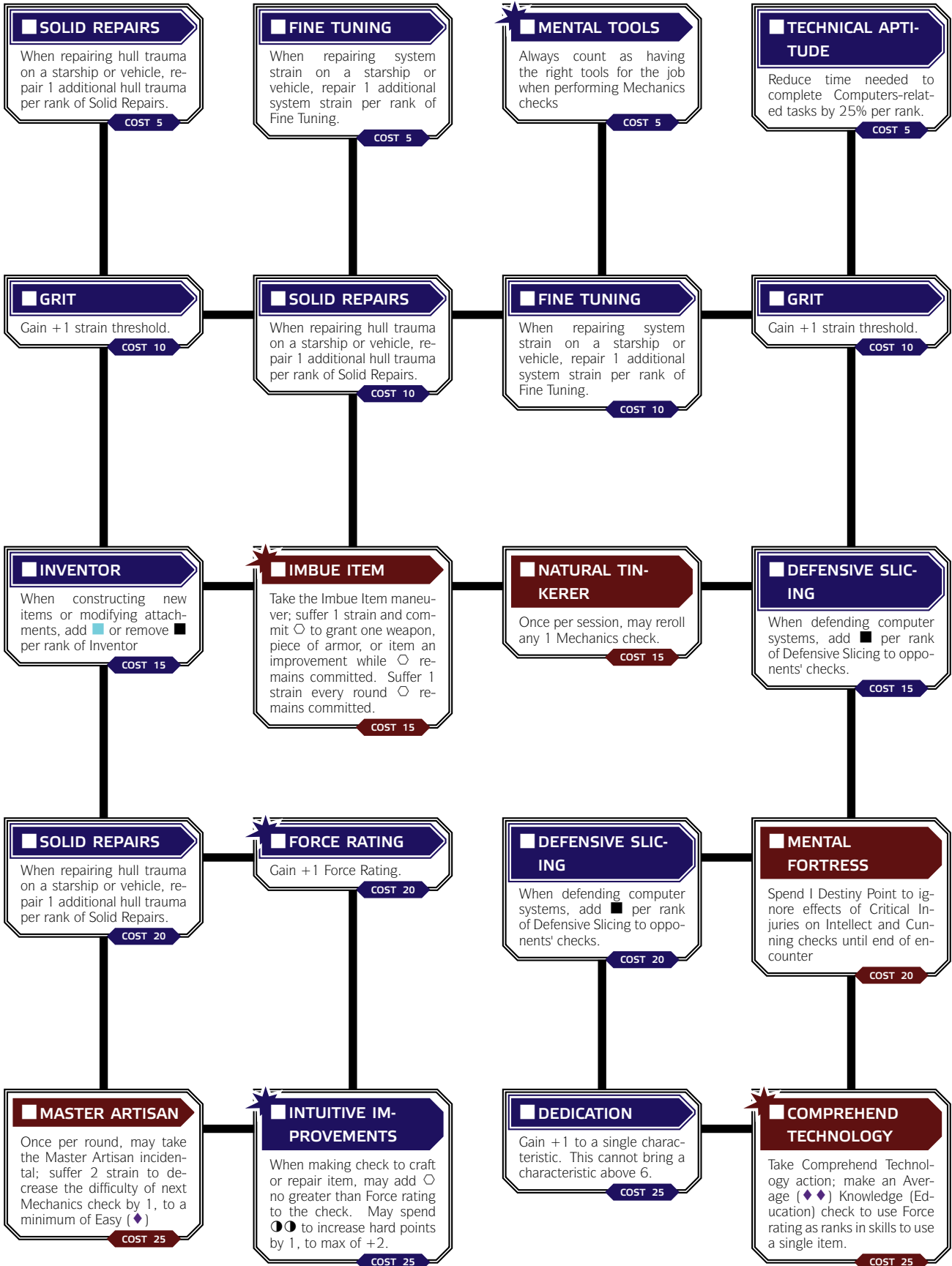
Career Skills: Computers, Deception, Knowledge (Core Worlds), Perception, Skulduggery, Stealth

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

PASSIVE

ACTIVE

RANKED TALENT



Sentinel: Investigator

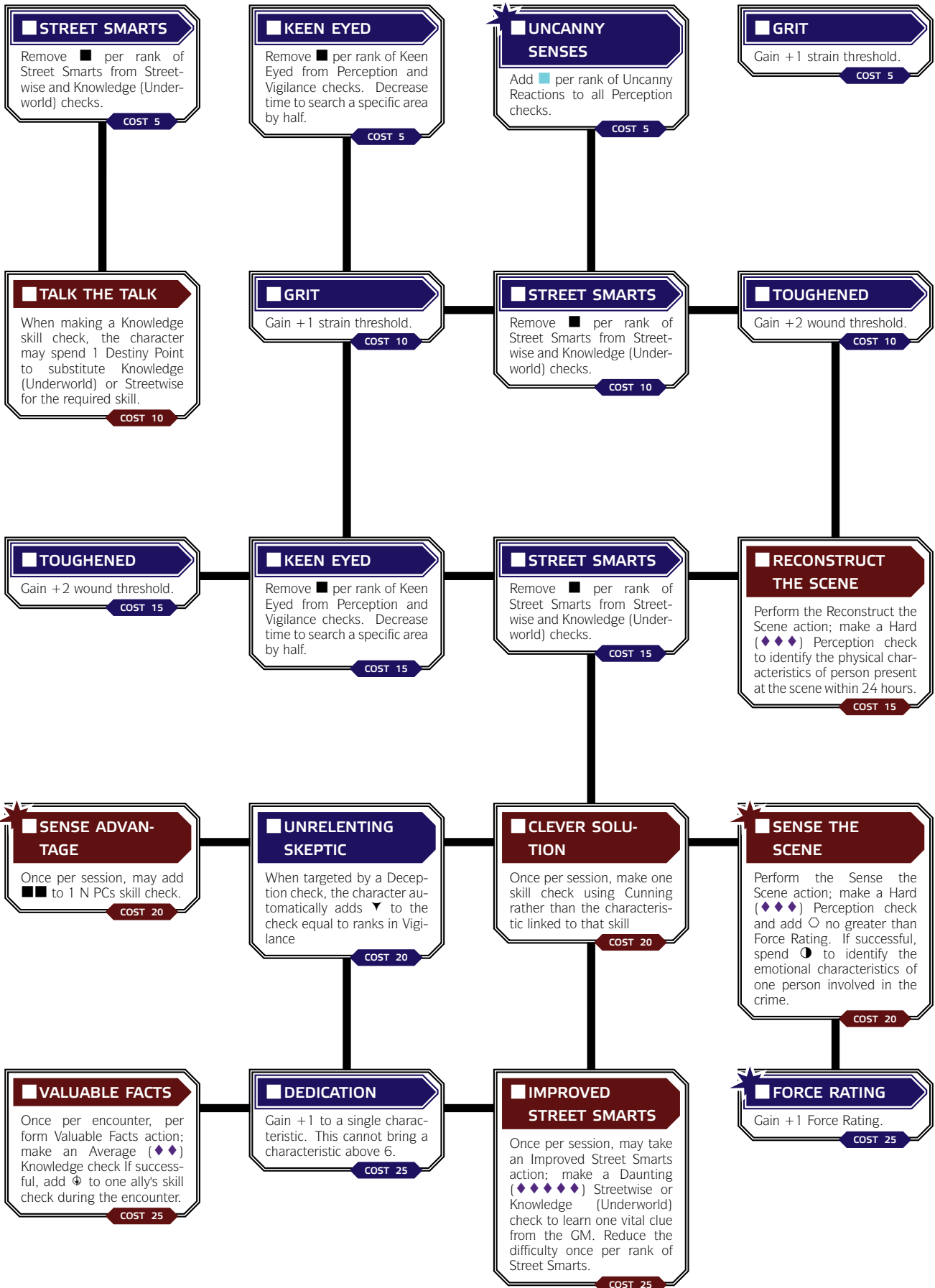
Career Skills: Computers, Deception, Knowledge (Core Worlds), Perception, Skulduggery, Stealth

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

PASSIVE

ACTIVE

RANKED TALENT



Sentinel: Racer

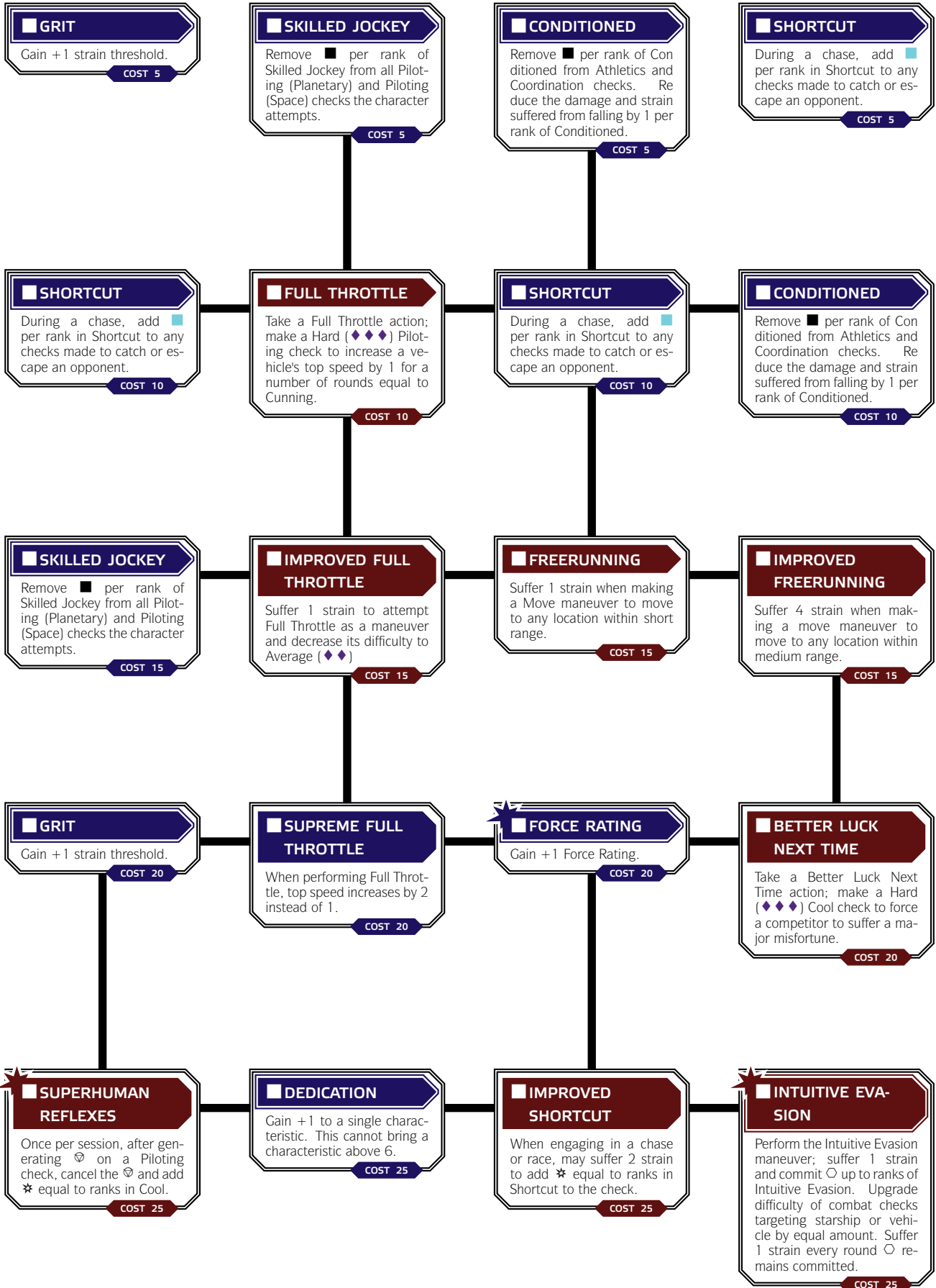
Career Skills: Computers, Deception, Knowledge (Core Worlds), Perception, Skulduggery, Stealth

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

PASSIVE

ACTIVE

RANKED TALENT



Sentinel: Sentry

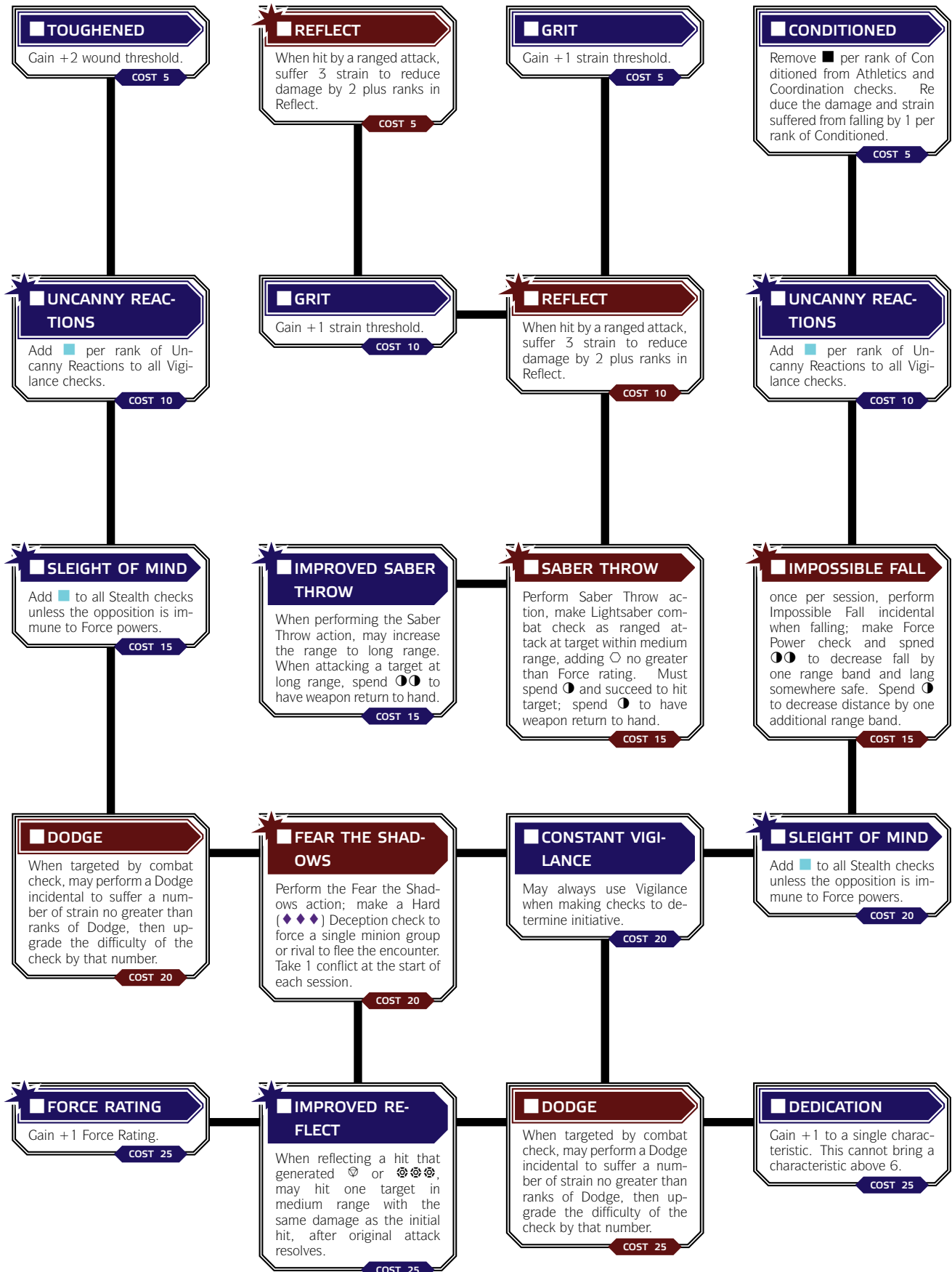
Career Skills: Computers, Deception, Knowledge (Core Worlds), Perception, Skulduggery, Stealth

Additional Career Skills: Coordination, Lightsaber, Stealth, Vigilance

PASSIVE

ACTIVE

RANKED TALENT



Sentinel: Shadow

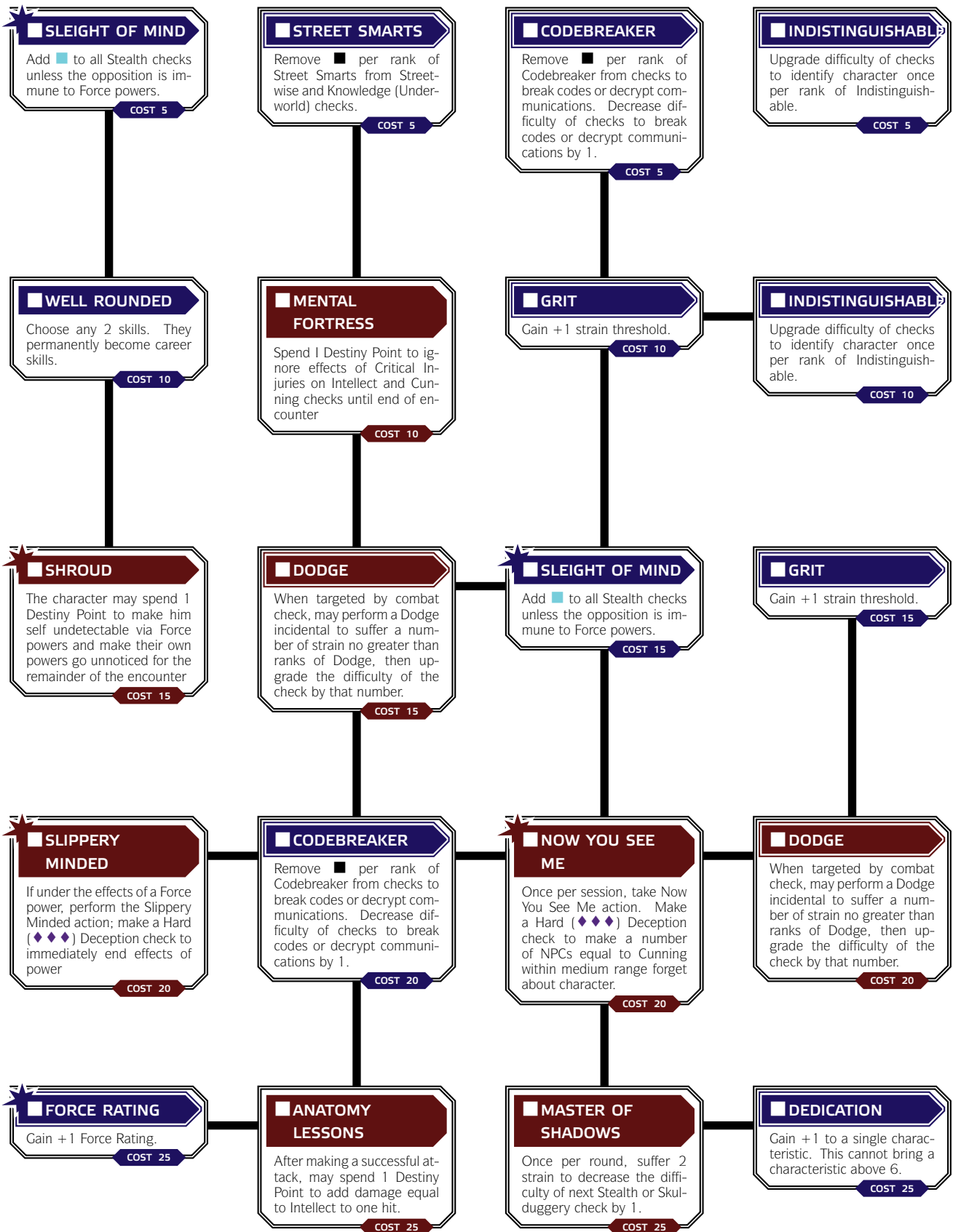
Career Skills: Computers, Deception, Knowledge (Core Worlds), Perception, Skulduggery, Stealth

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

PASSIVE

ACTIVE

RANKED TALENT



Sentinel: Shien Expert

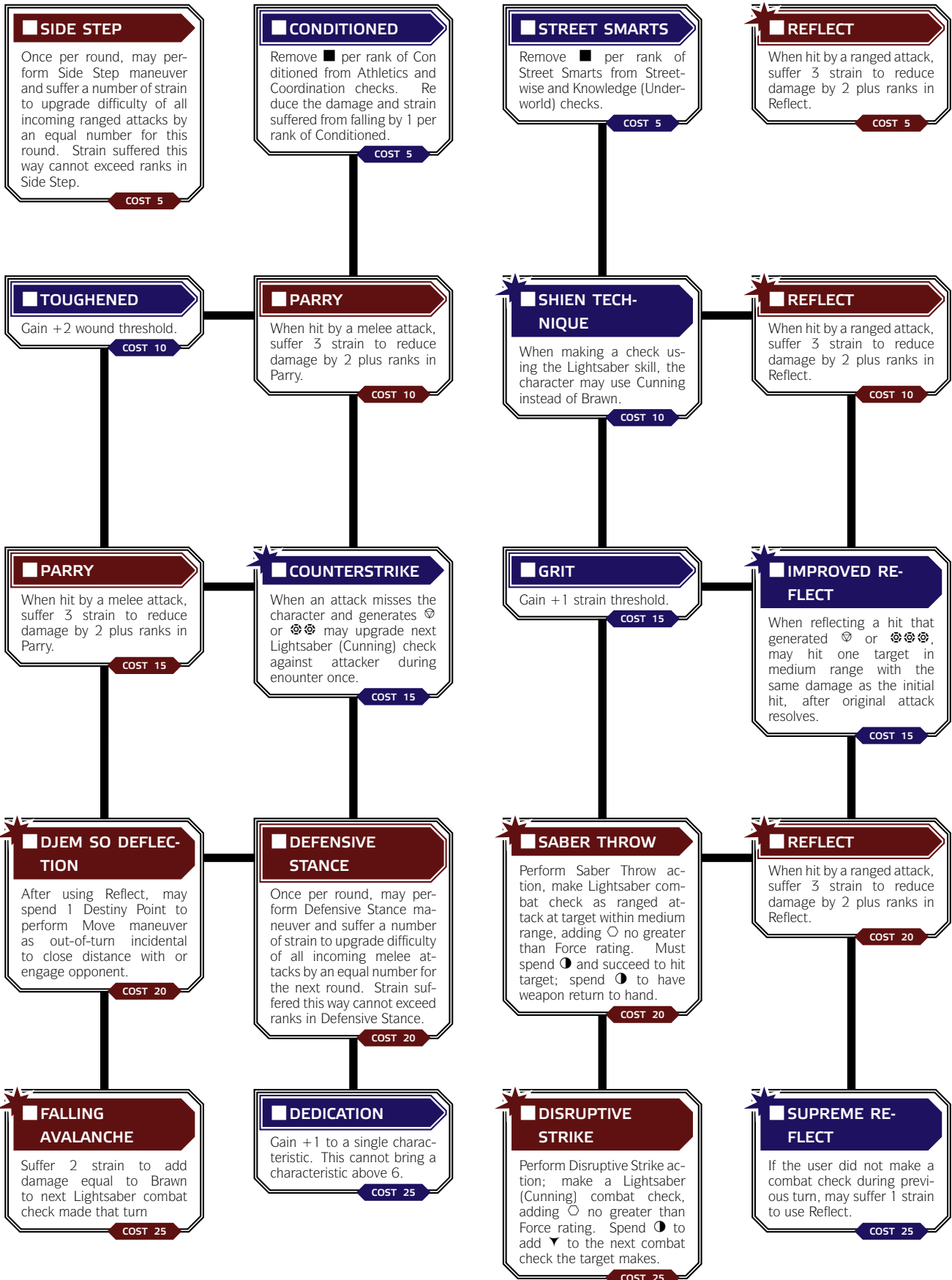
Career Skills: Computers, Deception, Knowledge (Core Worlds), Perception, Skulduggery, Stealth

Additional Career Skills: Athletics, Lightsaber, Resilience, Skulduggery

PASSIVE

ACTIVE

RANKED TALENT



Smuggler: Charmer

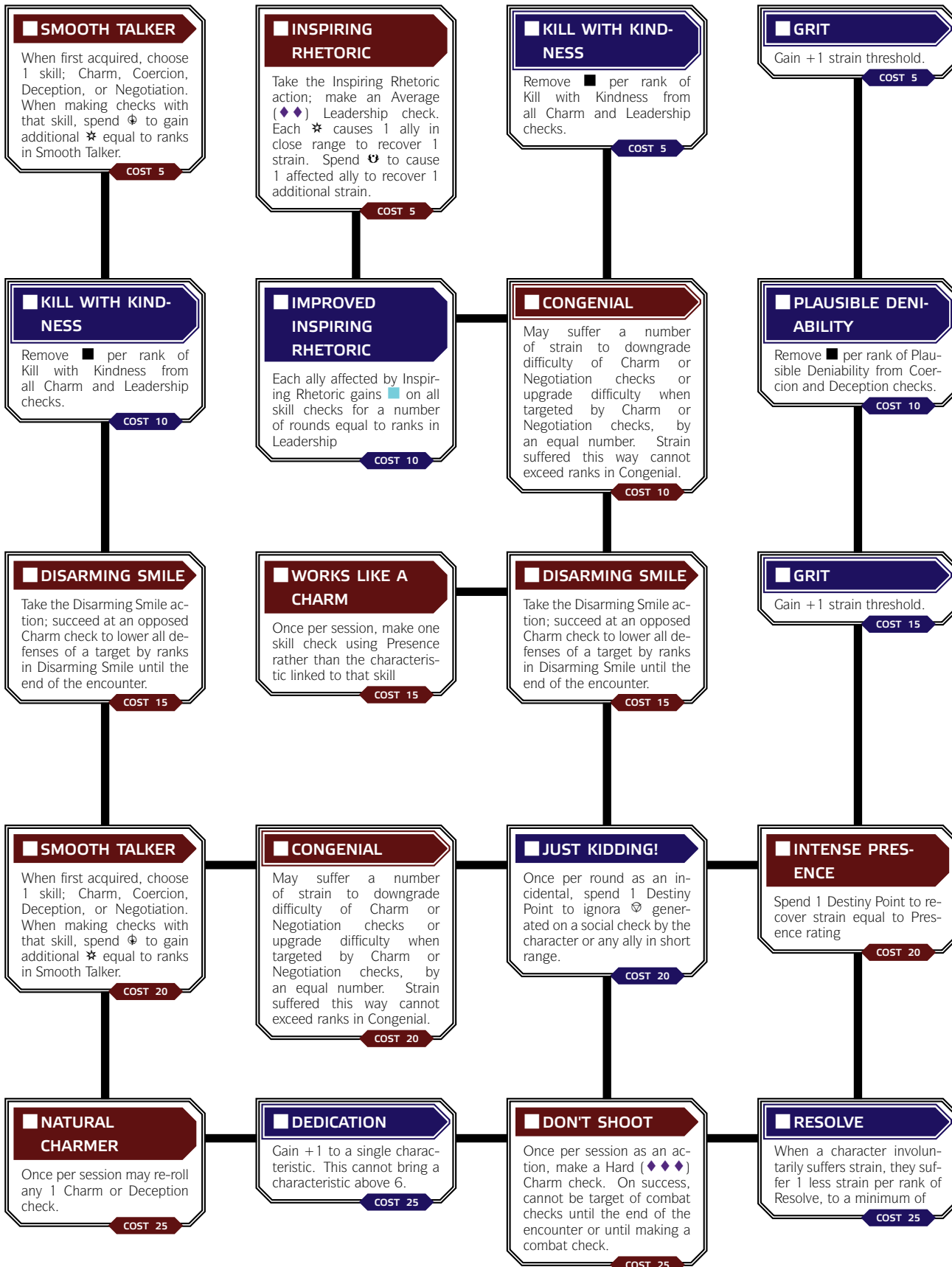
Career Skills: Coordination, Deception, Knowledge (Underworld), Perception, Piloting (Space), Skulduggery, Streetwise, Vigilance

Additional Career Skills: Charm, Cool, Leadership, Negotiation

PASSIVE

ACTIVE

RANKED TALENT



Smuggler: Gambler

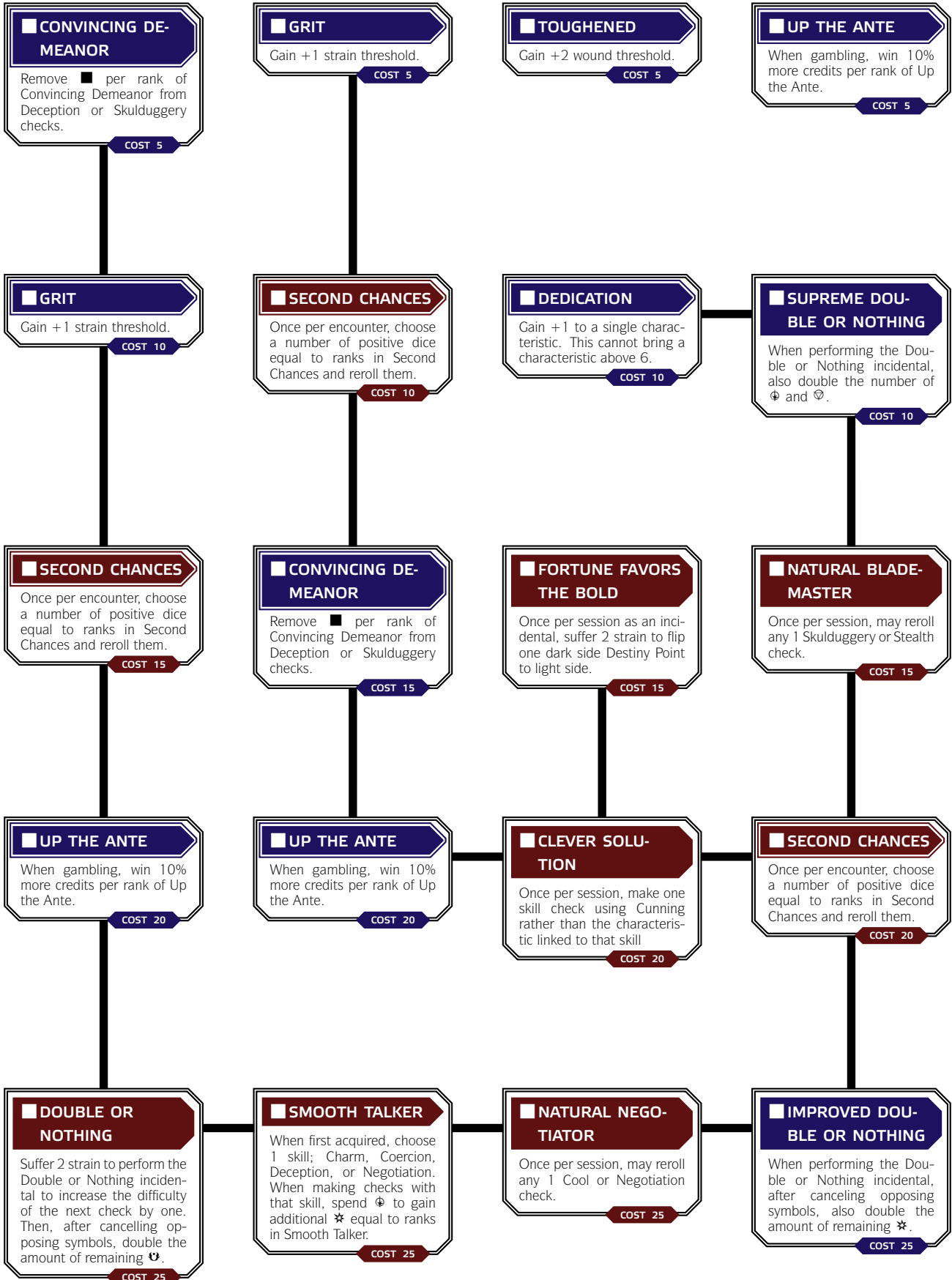
Career Skills: Coordination, Deception, Knowledge (Underworld), Perception, Piloting (Space), Skulduggery, Streetwise, Vigilance

Additional Career Skills: Computers, Cool, Deception, Skulduggery

PASSIVE

ACTIVE

RANKED TALENT



Smuggler: Gunslinger

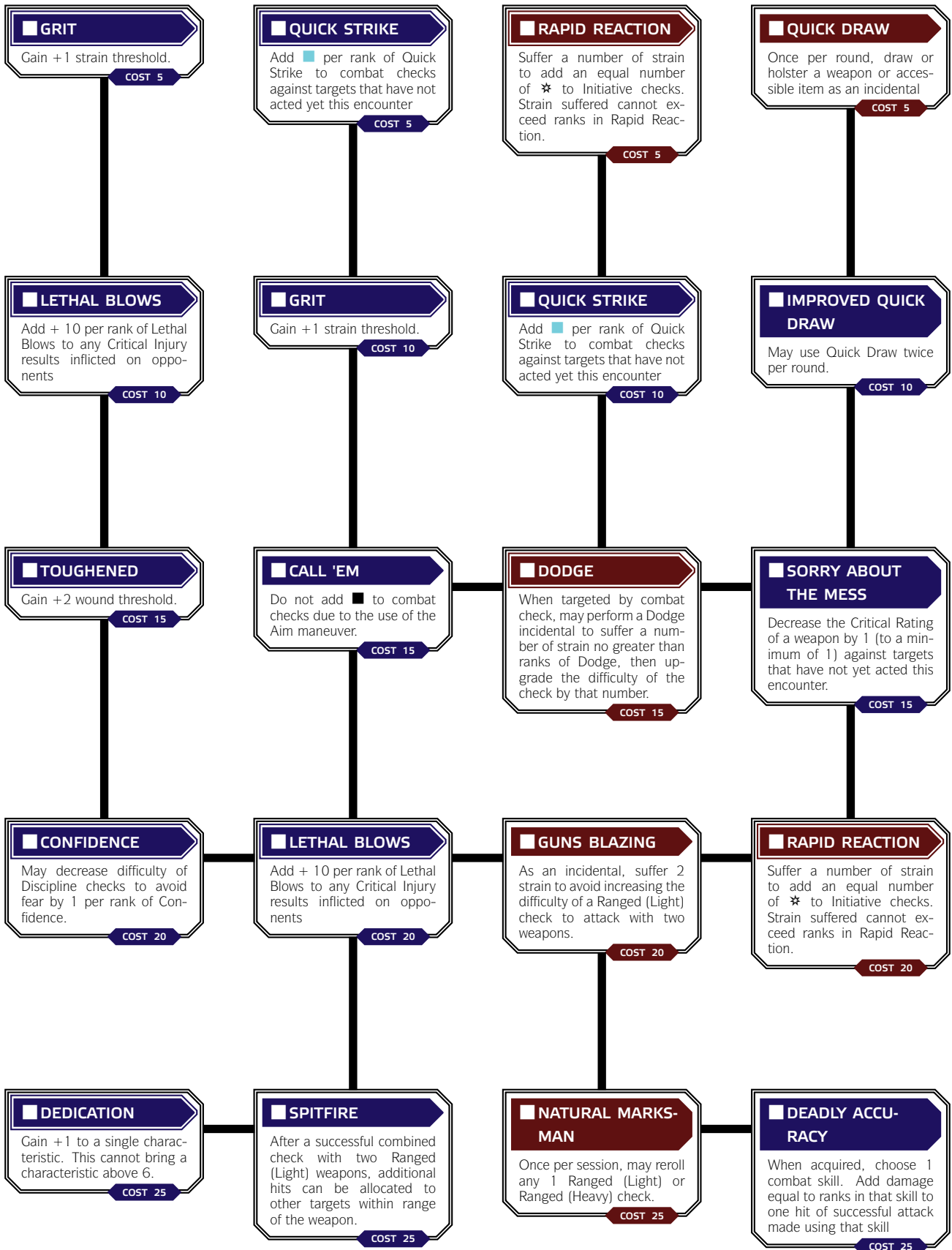
Career Skills: Coordination, Deception, Knowledge (Underworld), Perception, Piloting (Space), Skulduggery, Streetwise, Vigilance

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

PASSIVE

ACTIVE

RANKED TALENT



Smuggler: Pilot

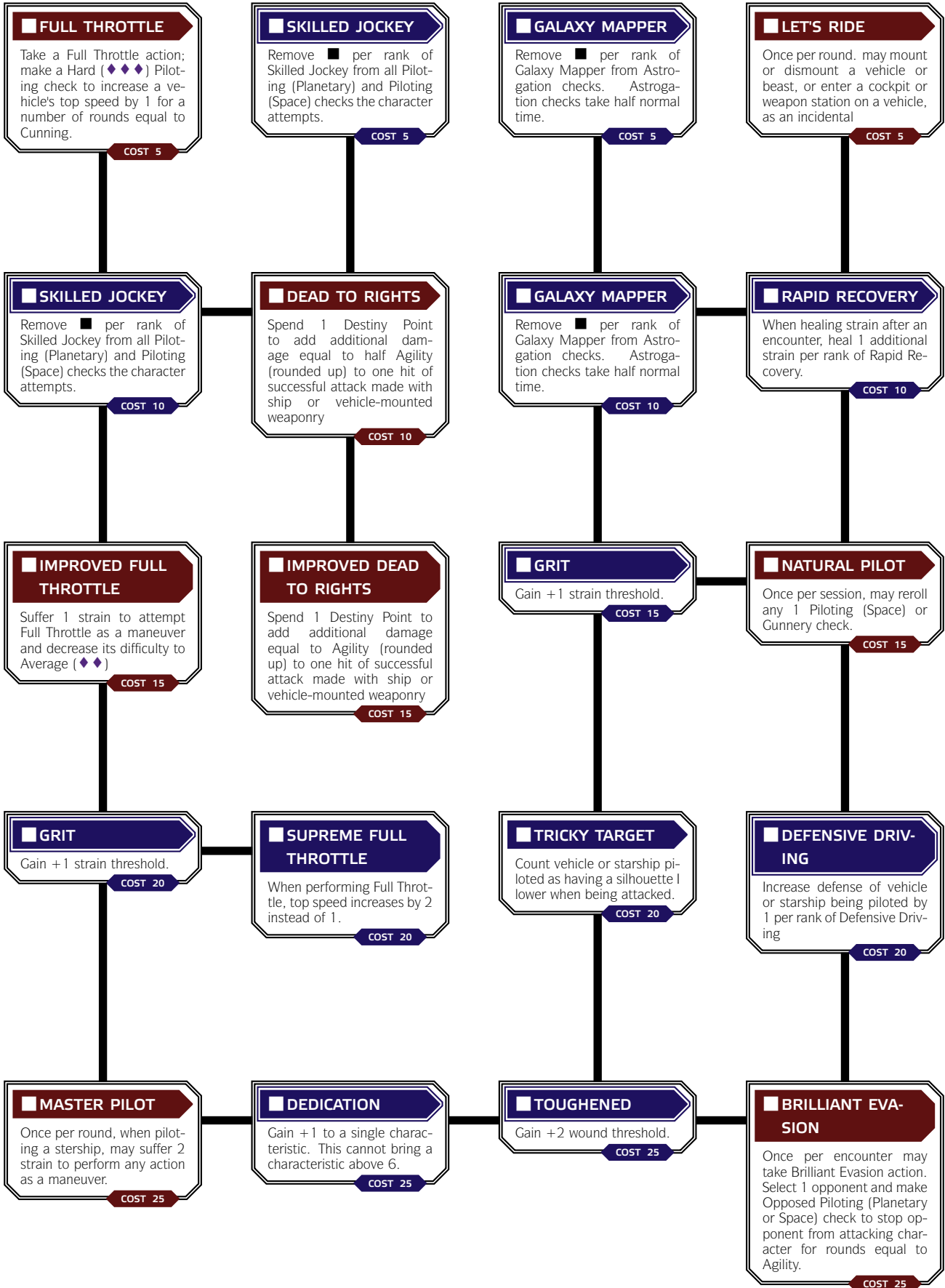
Career Skills: Coordination, Deception, Knowledge (Underworld), Perception, Piloting (Space), Skulduggery, Streetwise, Vigilance

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

PASSIVE

ACTIVE

RANKED TALENT



Smuggler: Scoundrel

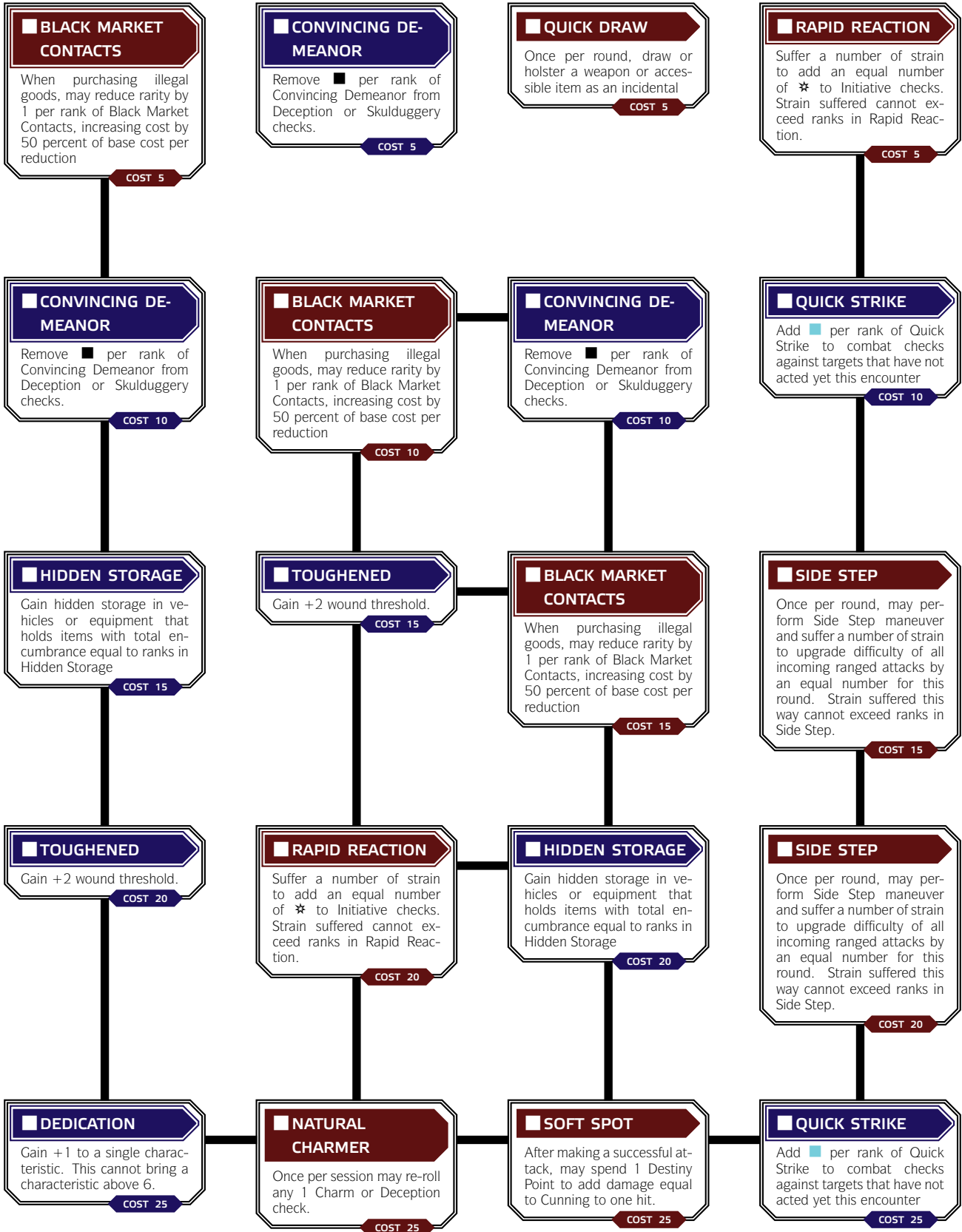
Career Skills: Coordination, Deception, Knowledge (Underworld), Perception, Piloting (Space), Skulduggery, Streetwise, Vigilance

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

PASSIVE

ACTIVE

RANKED TALENT



Smuggler: Thief

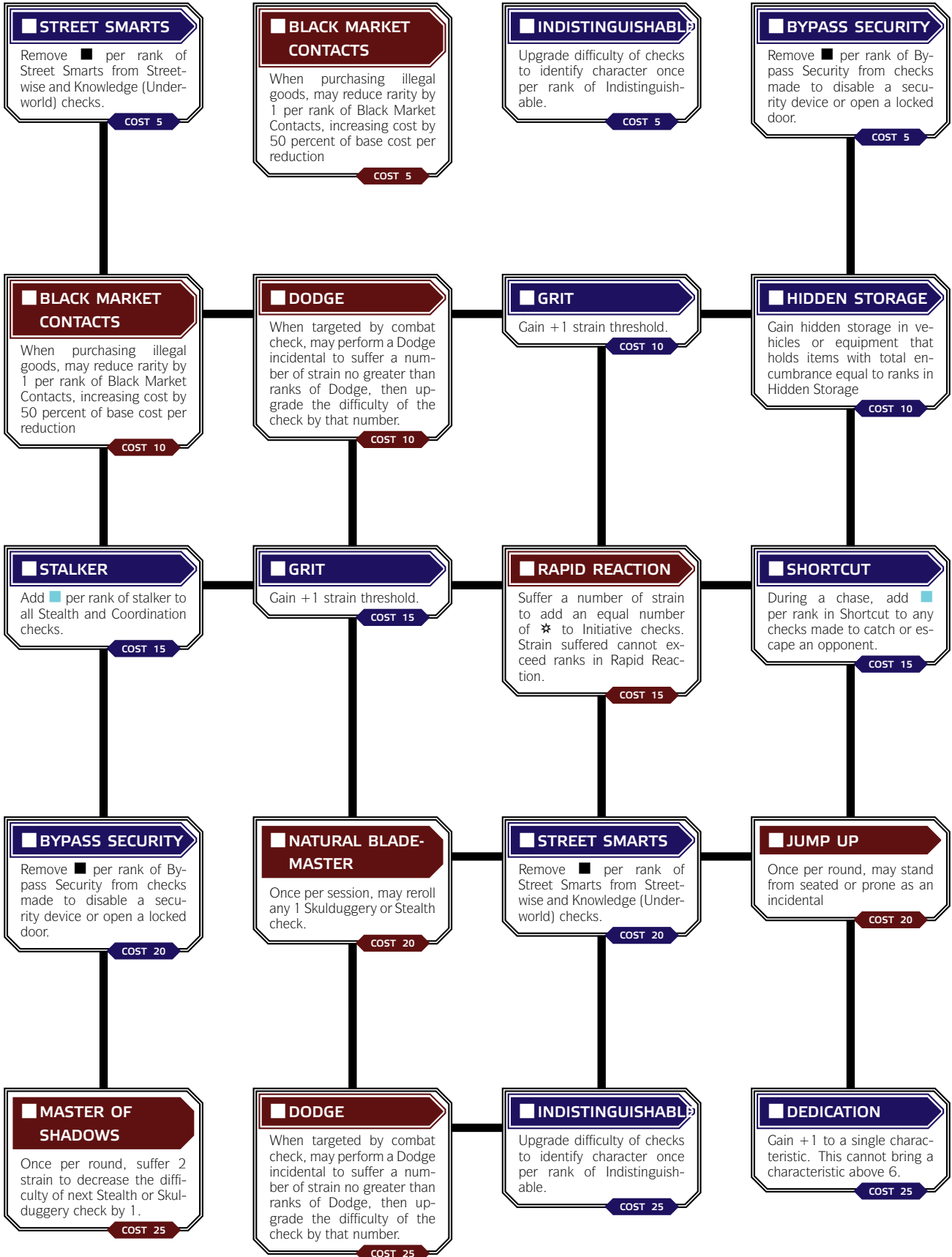
Career Skills: Coordination, Deception, Knowledge (Underworld), Perception, Piloting (Space), Skulduggery, Streetwise, Vigilance

Additional Career Skills: Computers, Skulduggery, Stealth, Vigilance

PASSIVE

ACTIVE

RANKED TALENT



Soldier: Commando

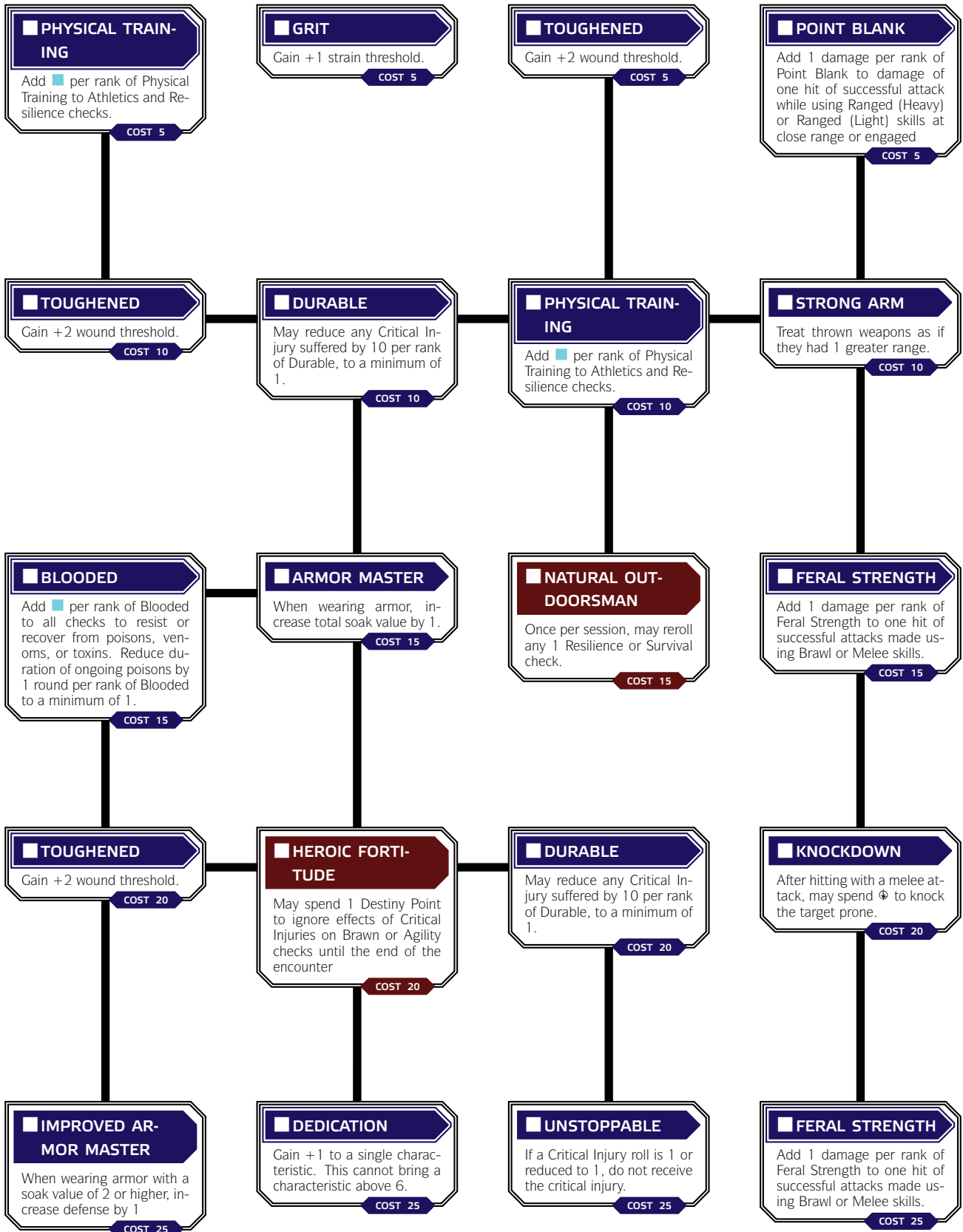
Career Skills: Athletics, Brawl, Knowledge (Warfare), Medicine, Melee, Ranged (Light), Ranged (Heavy), Survival

Additional Career Skills: Brawl, Melee, Resilience, Survival

PASSIVE

ACTIVE

RANKED TALENT



Soldier: Heavy

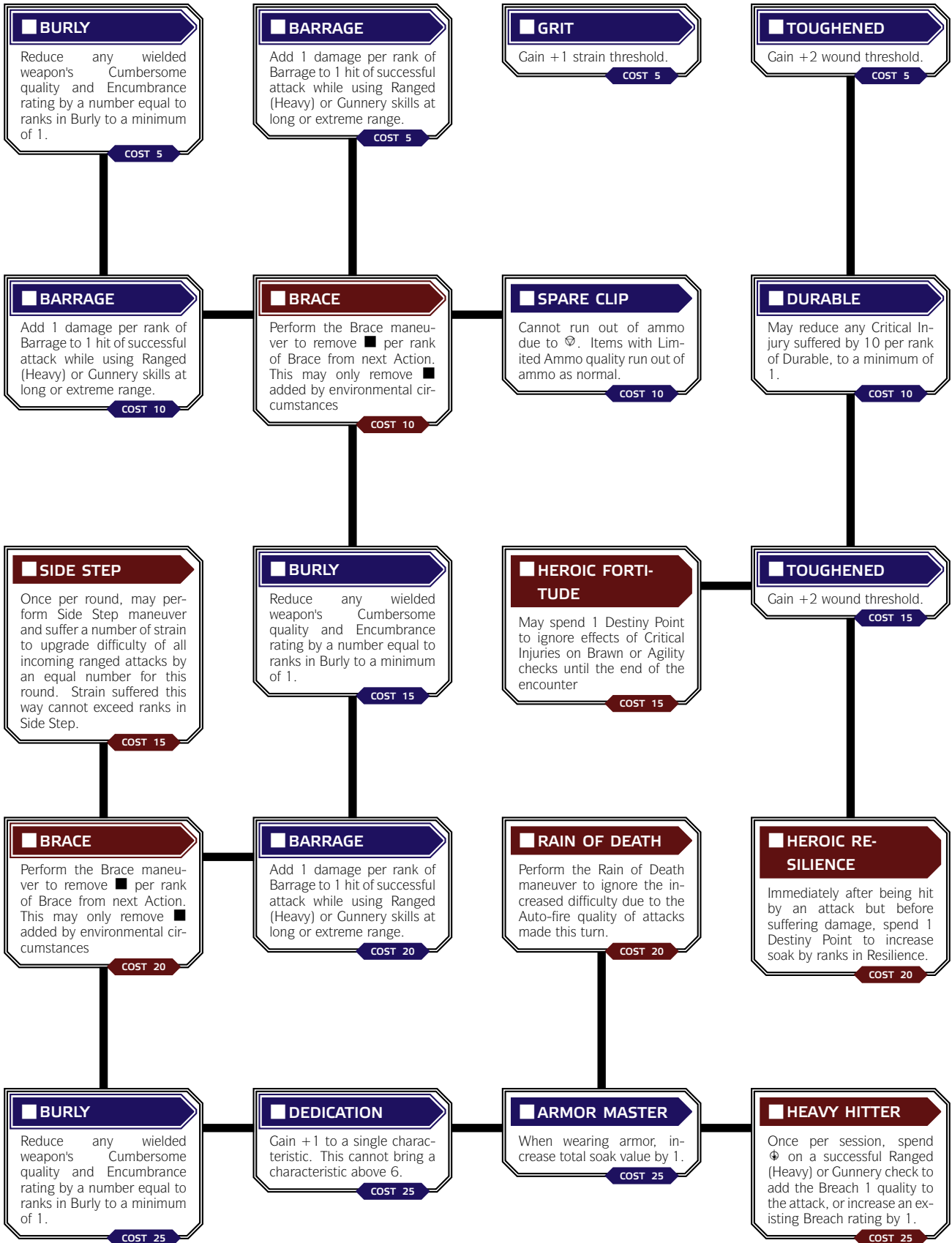
Career Skills: Athletics, Brawl, Knowledge (Warfare), Medicine, Melee, Ranged (Light), Ranged (Heavy), Survival

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

PASSIVE

ACTIVE

RANKED TALENT



Soldier: Medic

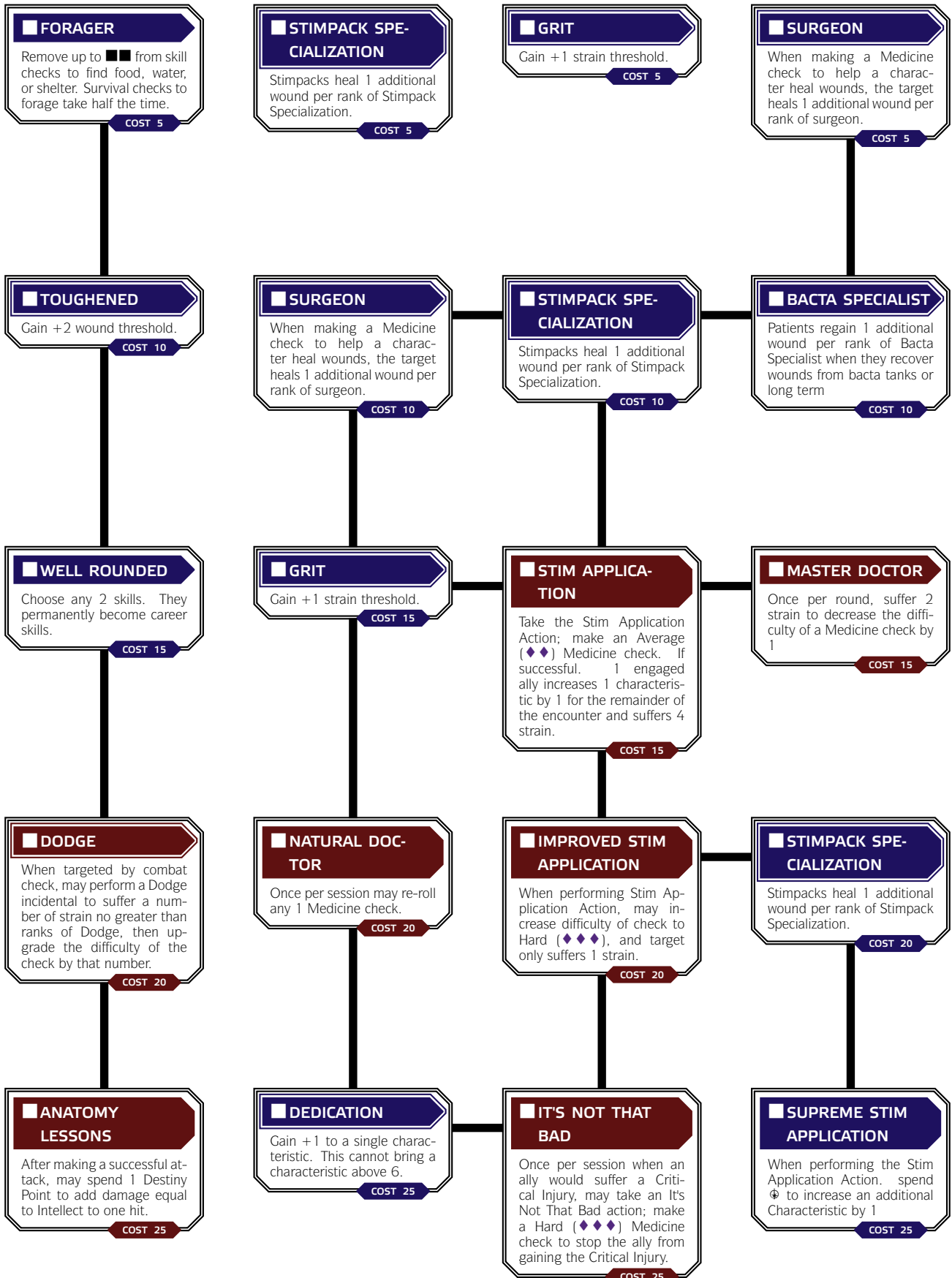
Career Skills: Athletics, Brawl, Knowledge (Warfare), Medicine, Melee, Ranged (Light), Ranged (Heavy), Survival

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

PASSIVE

ACTIVE

RANKED TALENT



Soldier: Sharpshooter

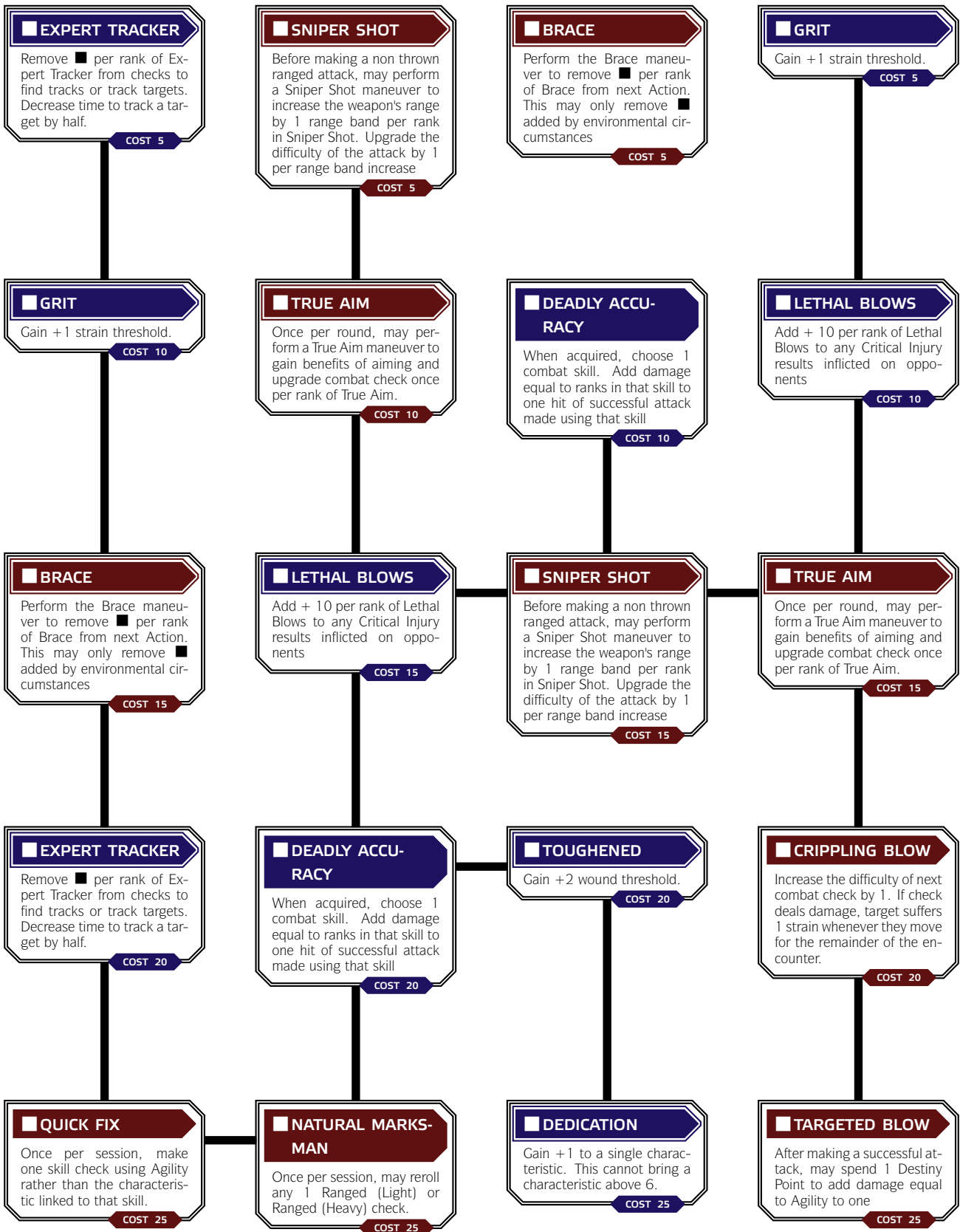
Career Skills: Athletics, Brawl, Knowledge (Warfare), Medicine, Melee, Ranged (Light), Ranged (Heavy), Survival

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

PASSIVE

ACTIVE

RANKED TALENT



Soldier: Trailblazer

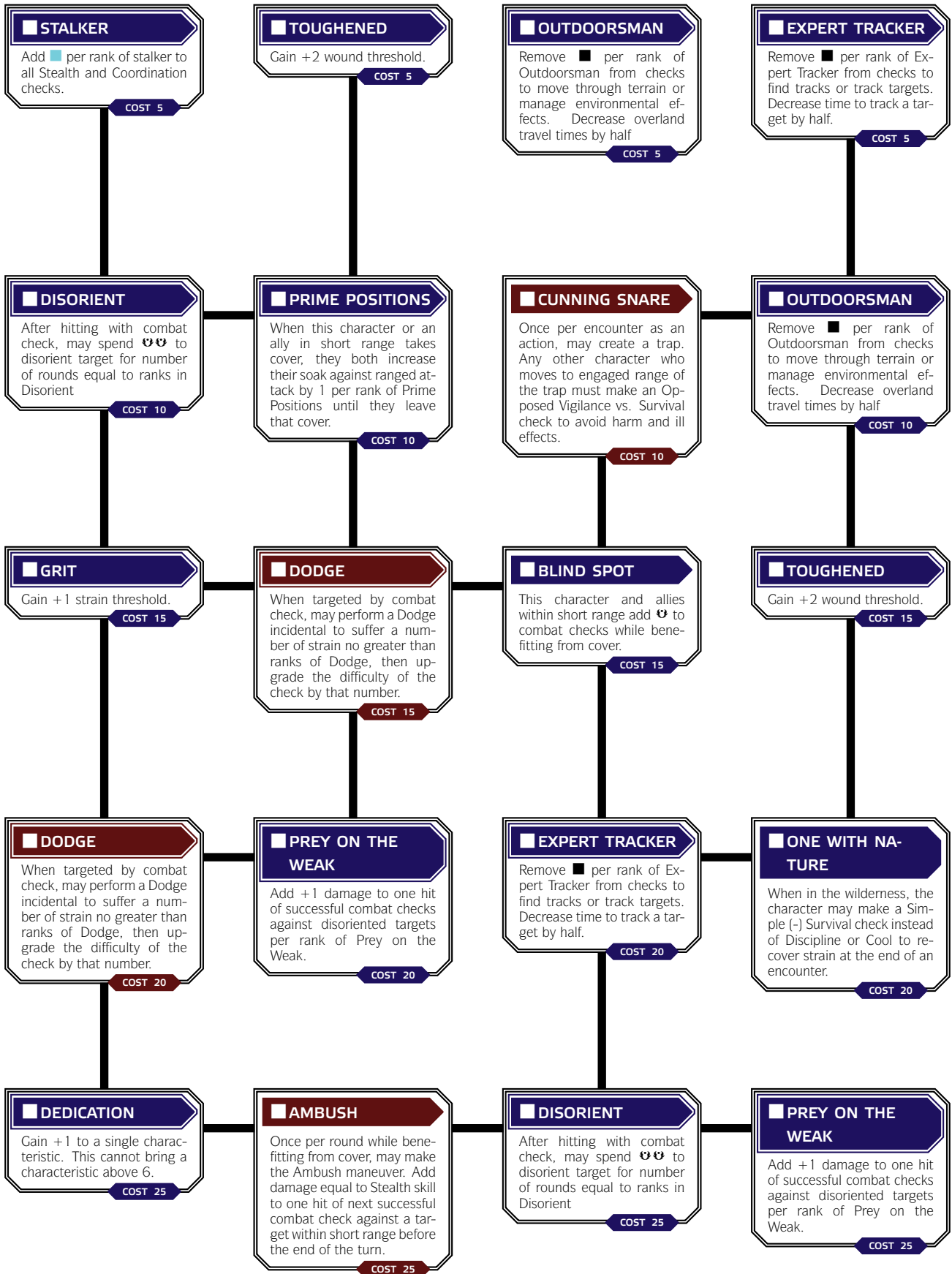
Career Skills: Athletics, Brawl, Knowledge (Warfare), Medicine, Melee, Ranged (Light), Ranged (Heavy), Survival

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

PASSIVE

ACTIVE

RANKED TALENT



Soldier: Vanguard

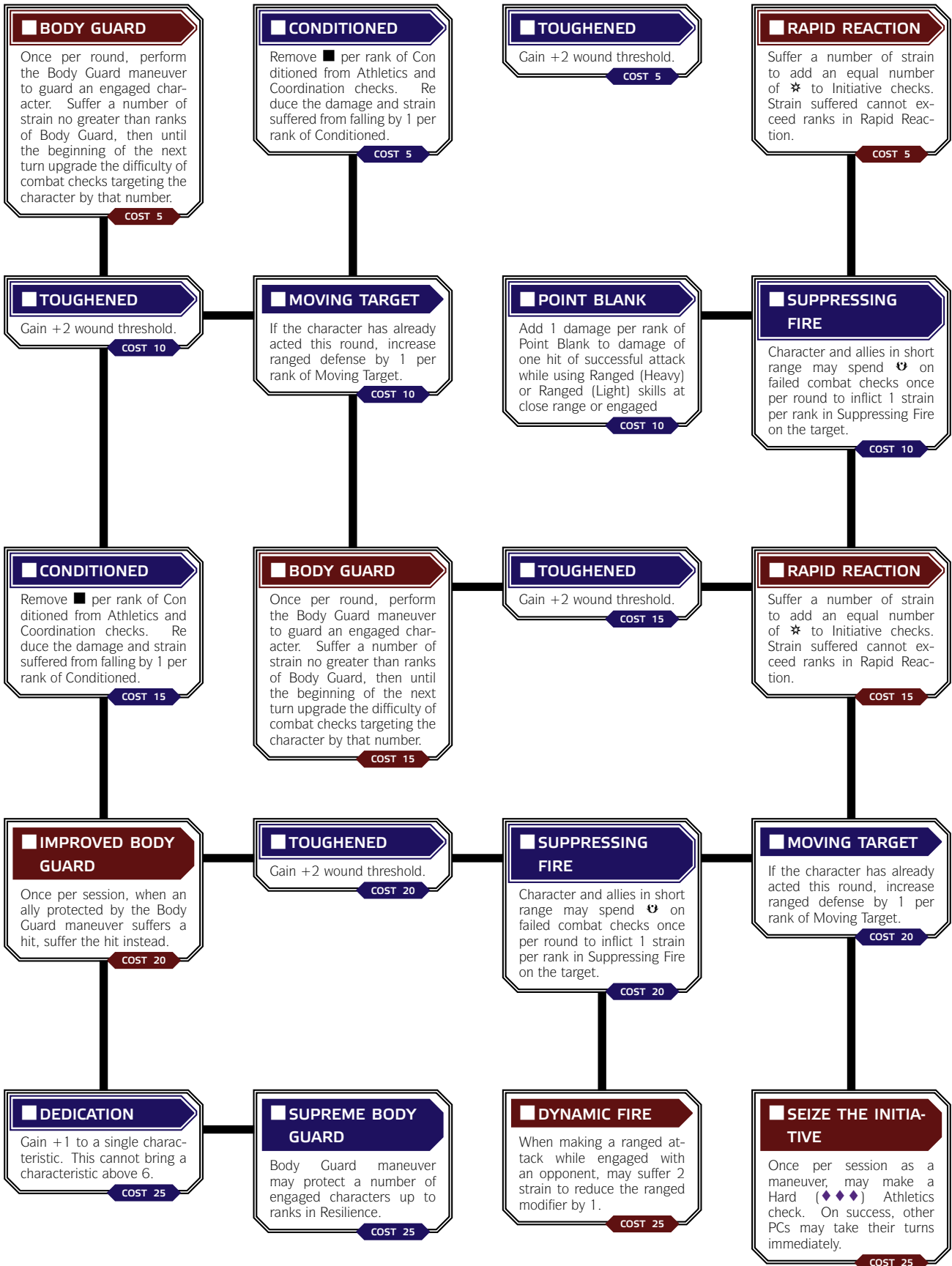
Career Skills: Athletics, Brawl, Knowledge (Warfare), Medicine, Melee, Ranged (Light), Ranged (Heavy), Survival

Additional Career Skills: Athletics, Cool, Vigilance, Resilience

PASSIVE

ACTIVE

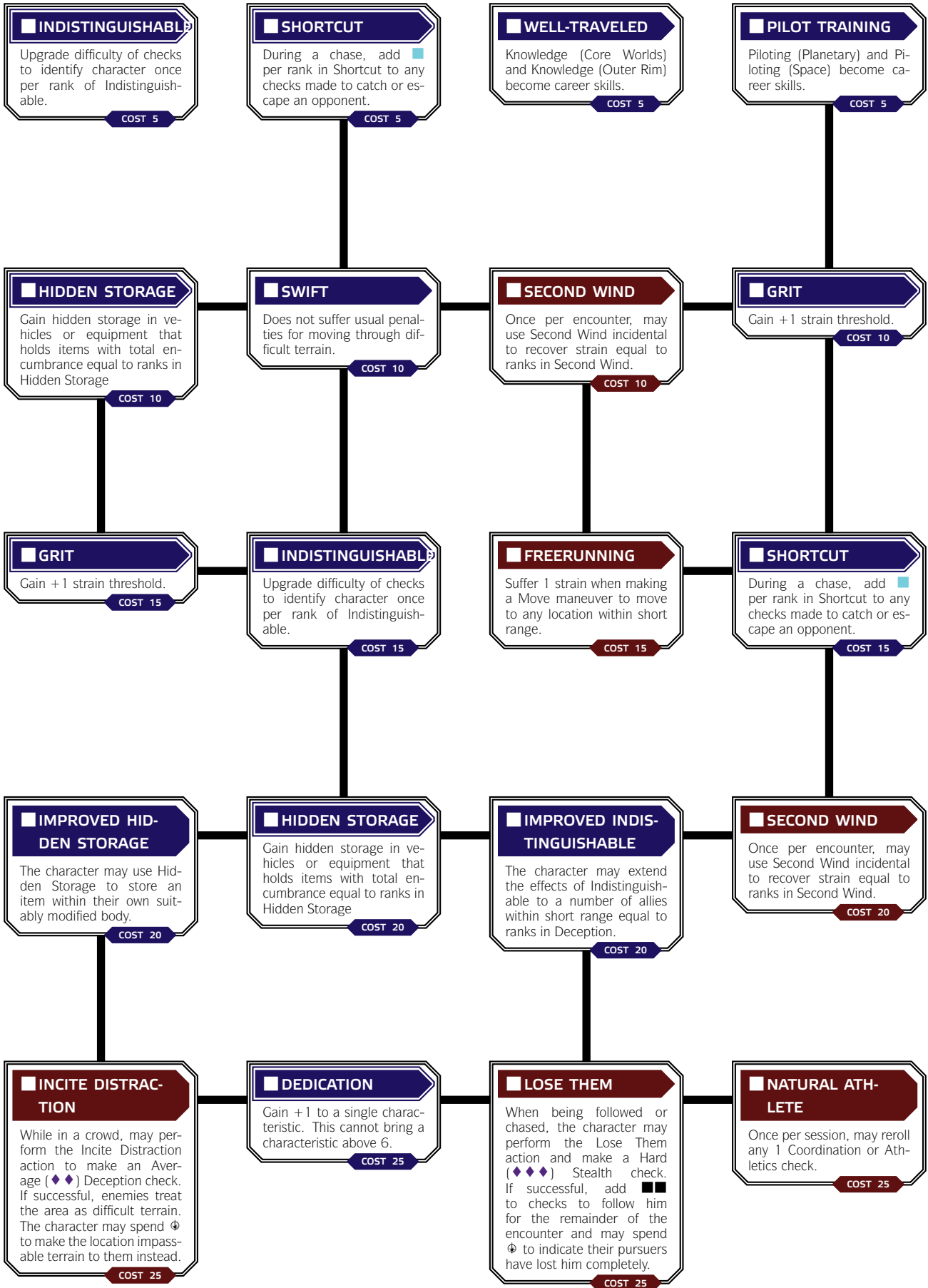
RANKED TALENT



Spy: Courier

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

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



Spy: Infiltrator

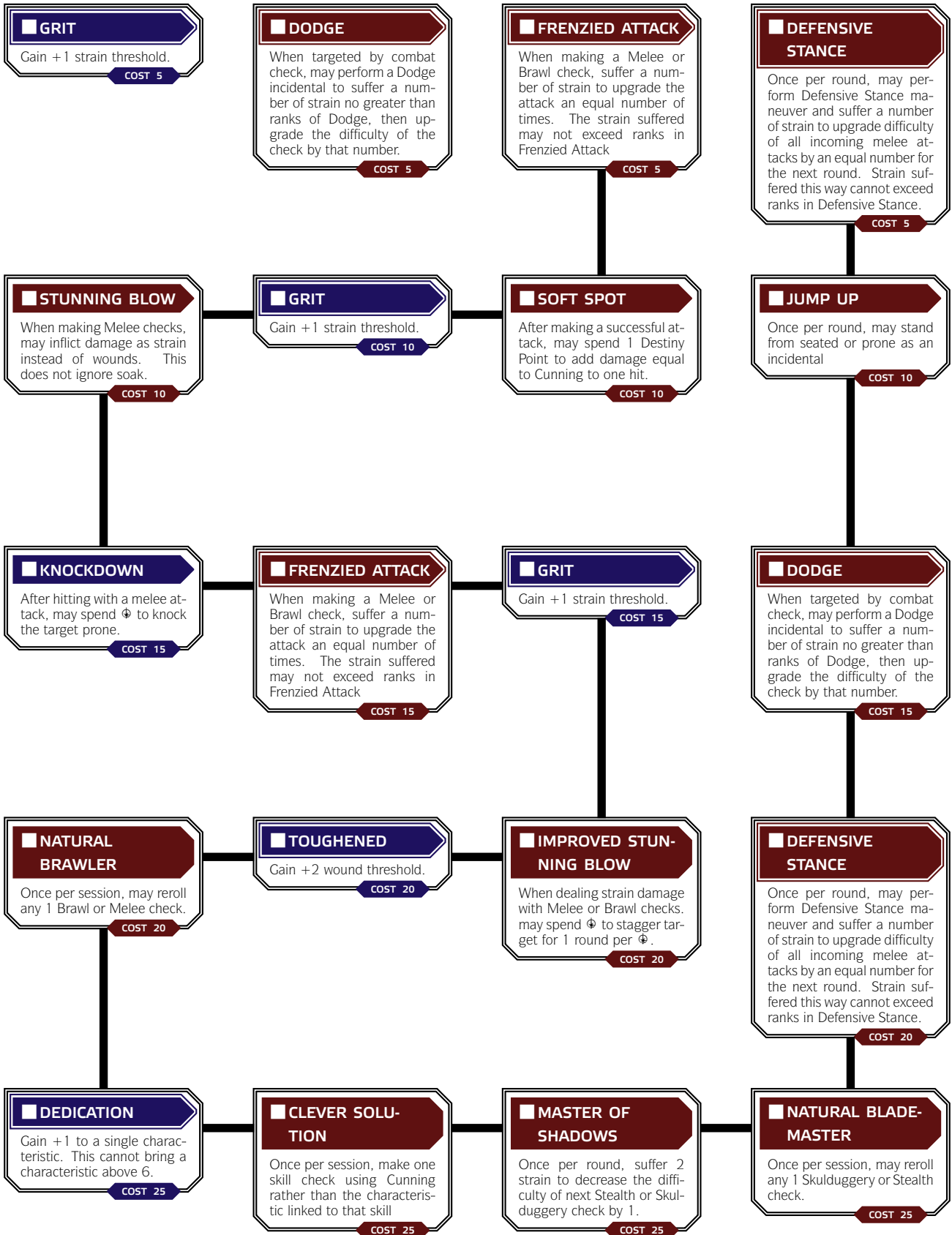
Career Skills: Computers, Cool, Coordination, Deception, Knowledge (Warfare), Perception, Skulduggery, Stealth

Additional Career Skills: Deception, Melee, Skulduggery, Streetwise

PASSIVE

ACTIVE

RANKED TALENT



Spy: Interrogator

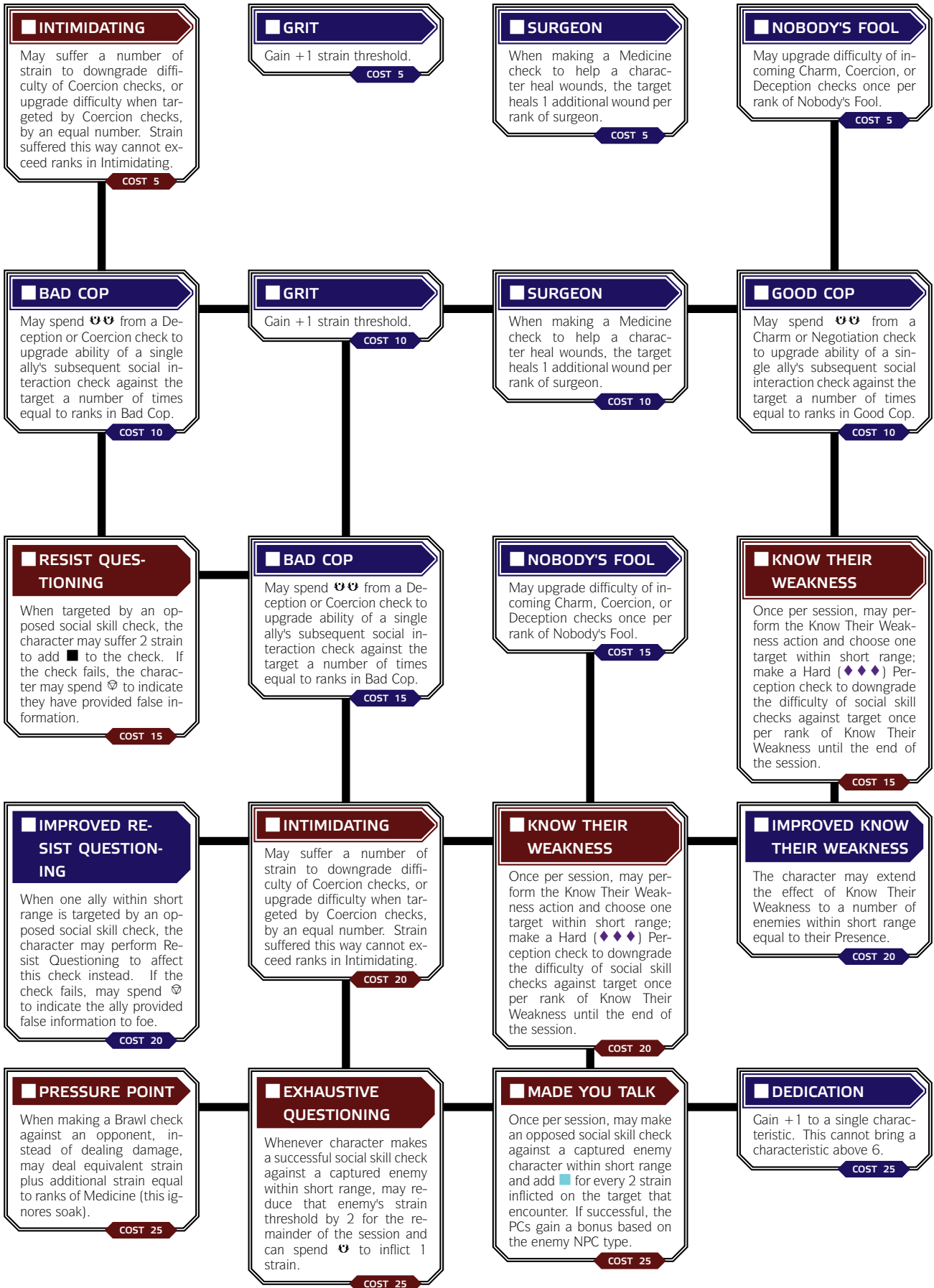
Career Skills: Computers, Cool, Coordination, Deception, Knowledge (Warfare), Perception, Skulduggery, Stealth

Additional Career Skills: Charm, Coercion, Medicine, Perception

PASSIVE

ACTIVE

RANKED TALENT



Spy: Scout

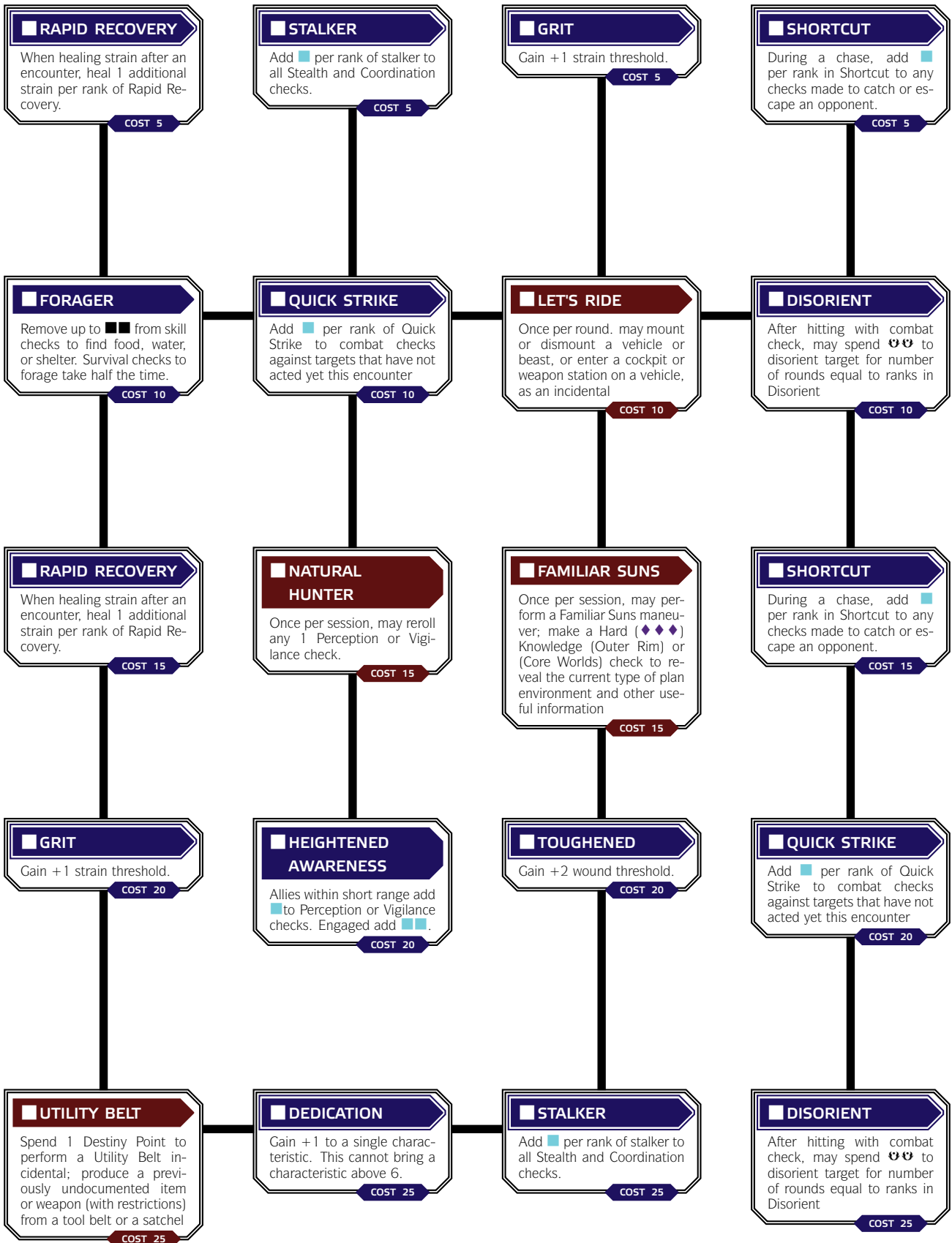
Career Skills: Computers, Cool, Coordination, Deception, Knowledge (Warfare), Perception, Skulduggery, Stealth

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

PASSIVE

ACTIVE

RANKED TALENT



Spy: Sleeper Agent

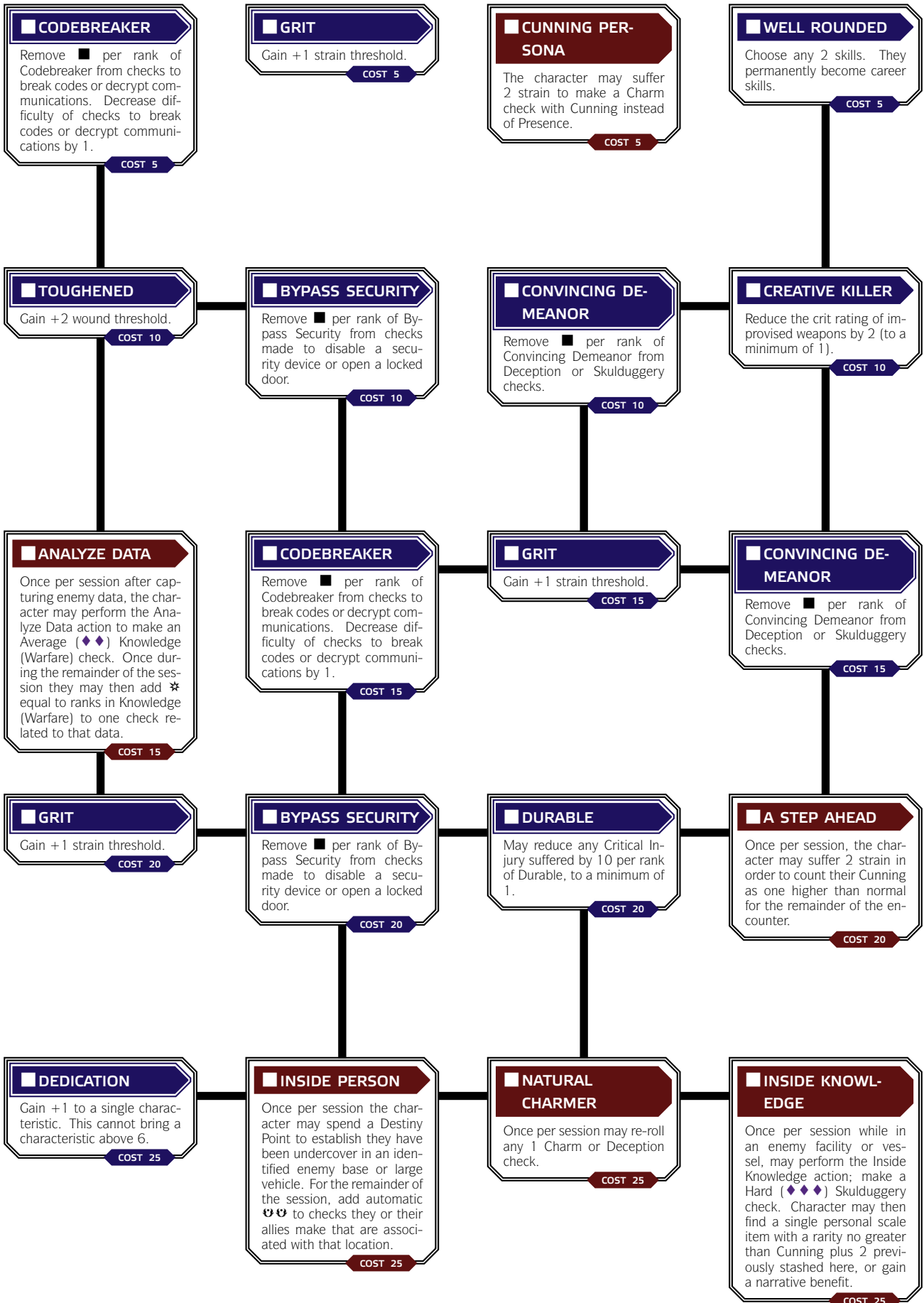
Career Skills: Computers, Cool, Coordination, Deception, Knowledge (Warfare), Perception, Skulduggery, Stealth

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

PASSIVE

ACTIVE

RANKED TALENT



Technician: Mechanic

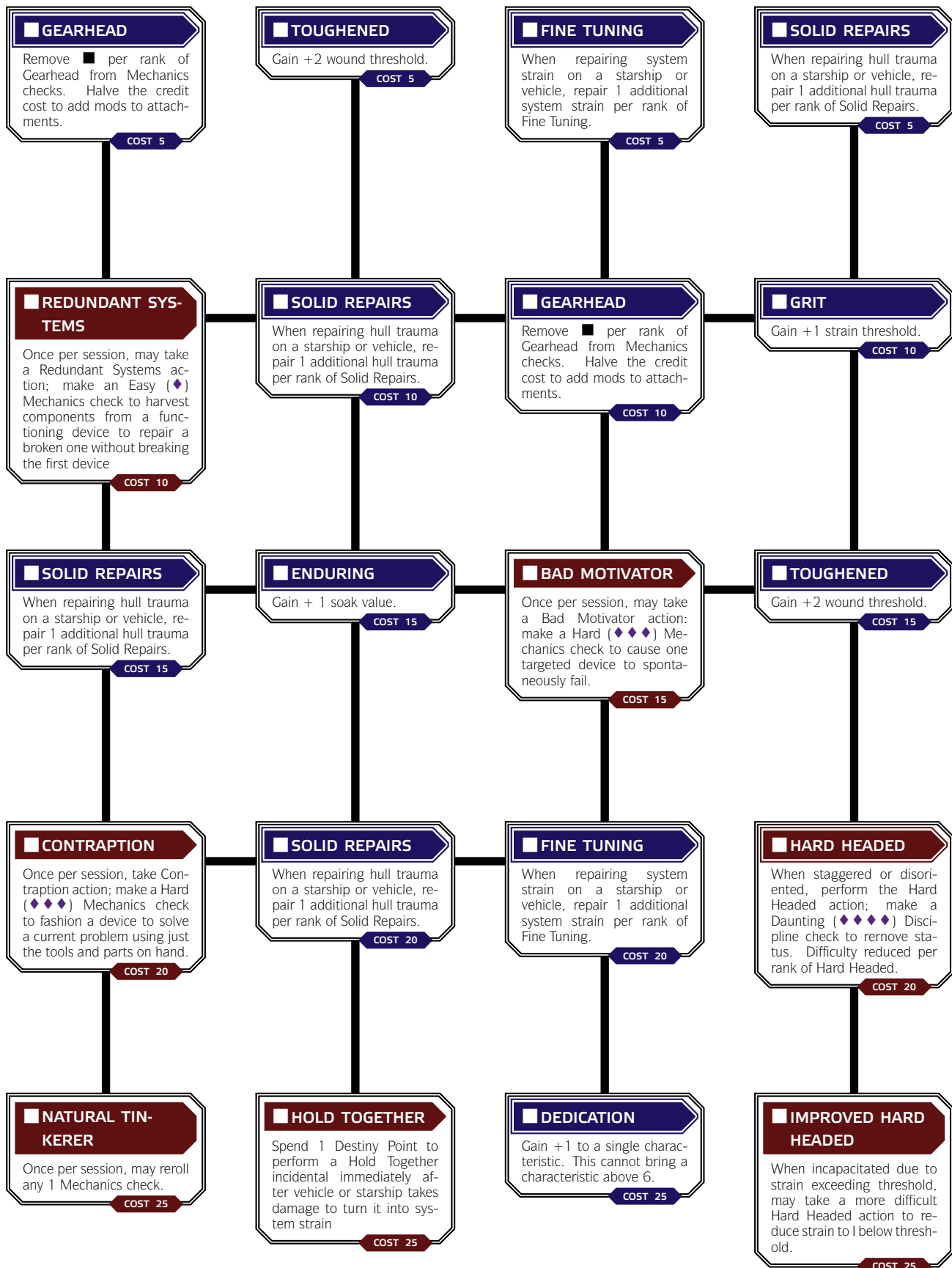
Career Skills: Astrogation, Computers, Coordination, Discipline, Knowledge (Outer Rim), Mechanics, Perception, Piloting (Planetary)

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

PASSIVE

ACTIVE

RANKED TALENT



Technician: Droid Tech

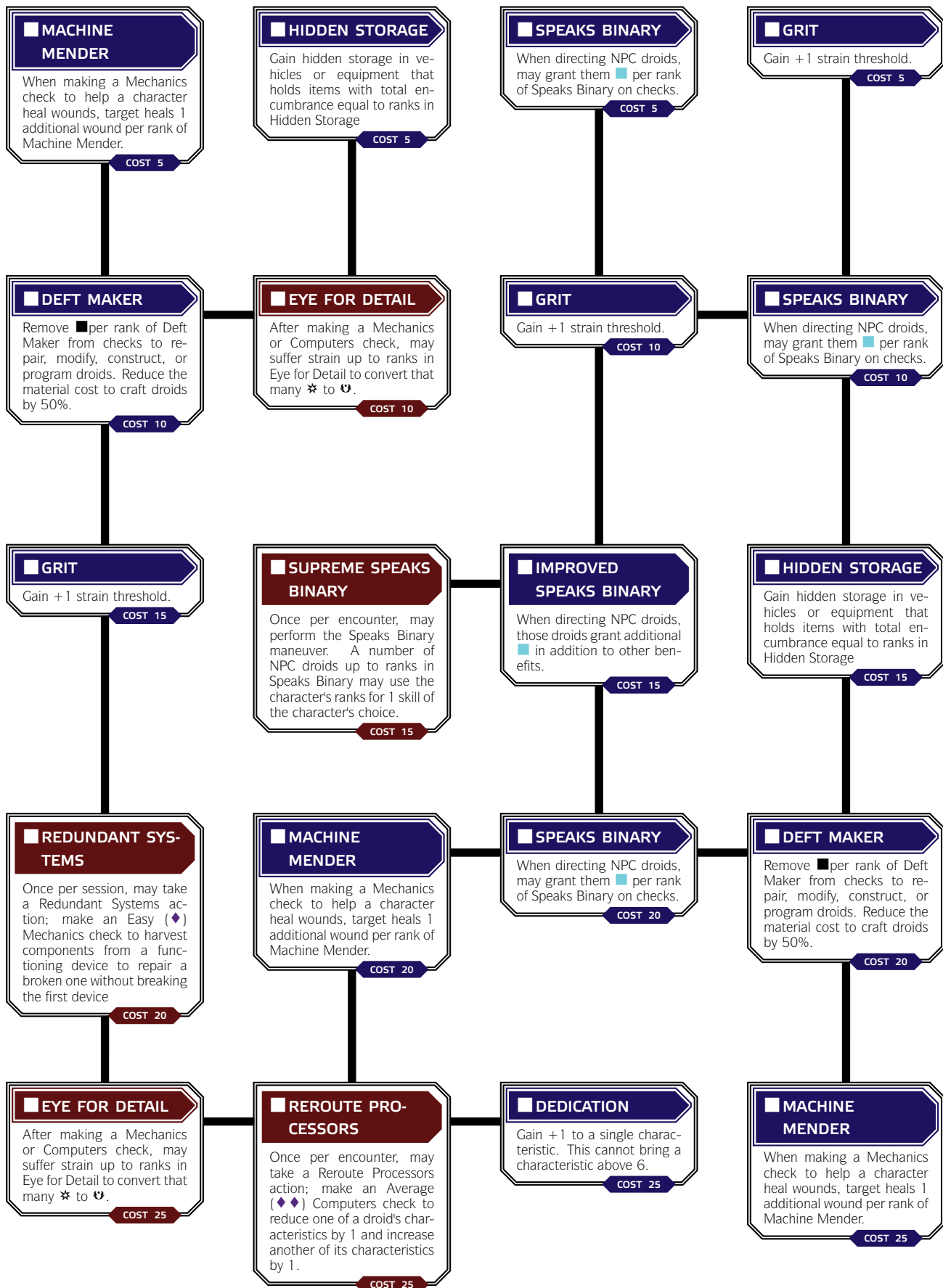
Career Skills: Astrogation, Computers, Coordination, Discipline, Knowledge (Outer Rim), Mechanics, Perception, Piloting (Planetary)

Additional Career Skills: Computers, Cool, Mechanics, Leadership

PASSIVE

ACTIVE

RANKED TALENT



Technician: Modder

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

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

PASSIVE

ACTIVE

RANKED TALENT

TINKERER

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

COST 5

RESOLVE

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

COST 5

KNOW SOMEBODY

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

COST 5

SIGNATURE VEHICLE

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

COST 5

GEARHEAD

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

COST 10

TINKERER

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

COST 10

FANCY PAINT JOB

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

COST 10

LARGER PROJECT

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

COST 10

RESOURCEFUL REFIT

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

COST 15

RESOLVE

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

COST 15

LARGER PROJECT

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

COST 15

TOUGHENED

Gain +2 wound threshold.

COST 15

JURY RIGGED

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

COST 20

HIDDEN STORAGE

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

COST 20

TINKERER

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

COST 20

GEARHEAD

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

COST 20

JURY RIGGED

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

COST 25

DEDICATION

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

COST 25

NATURAL TINKERER

Once per session, may reroll any 1 Mechanics check.

COST 25

CUSTOM LOAD-OUT

May add 2 additional hard points to Signature Vehicle.

COST 25

Technician: Outlaw Tech

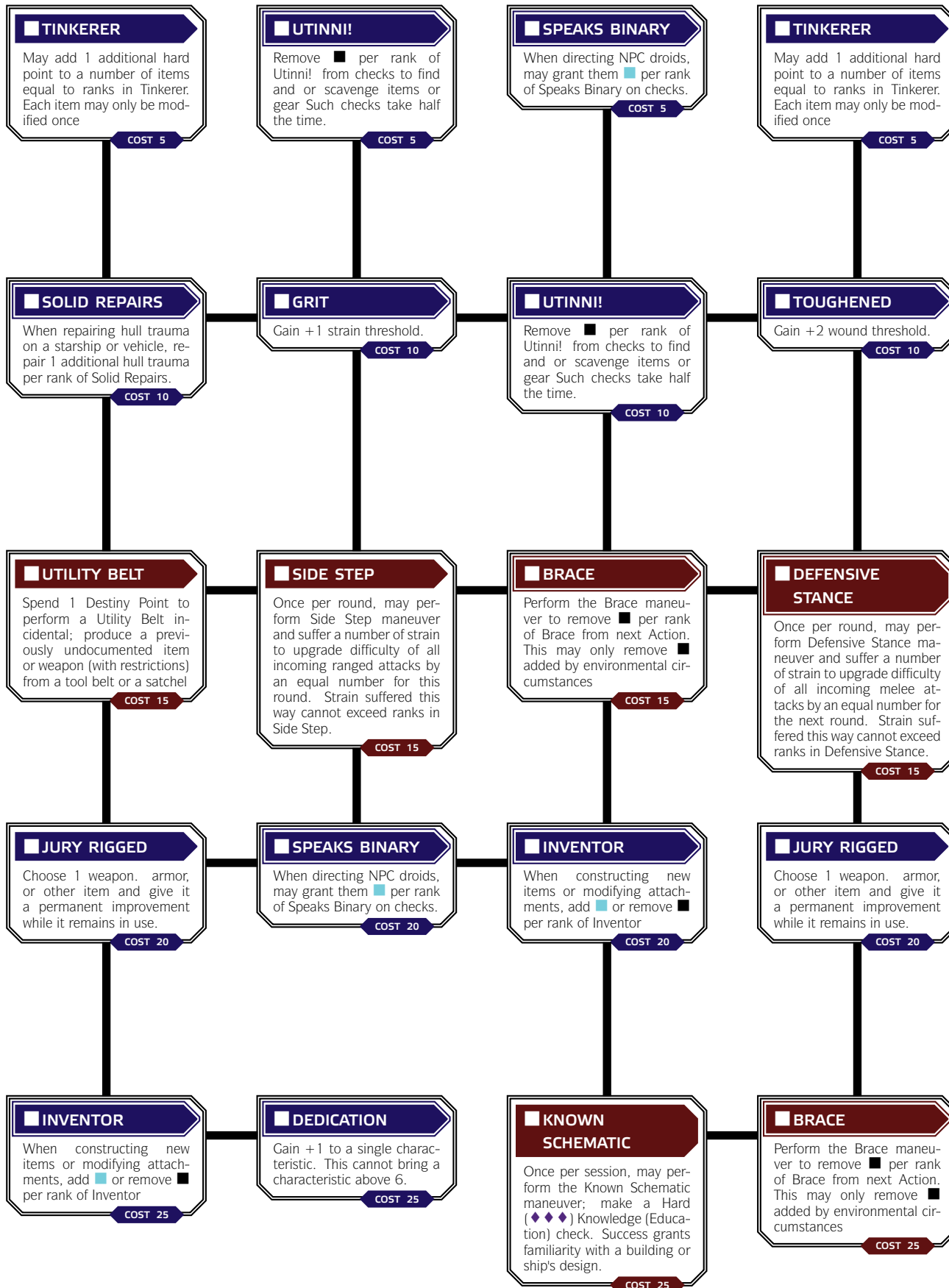
Career Skills: Astrogation, Computers, Coordination, Discipline, Knowledge (Outer Rim), Mechanics, Perception, Piloting (Planetary)

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

PASSIVE

ACTIVE

RANKED TALENT



Technician: Slicer

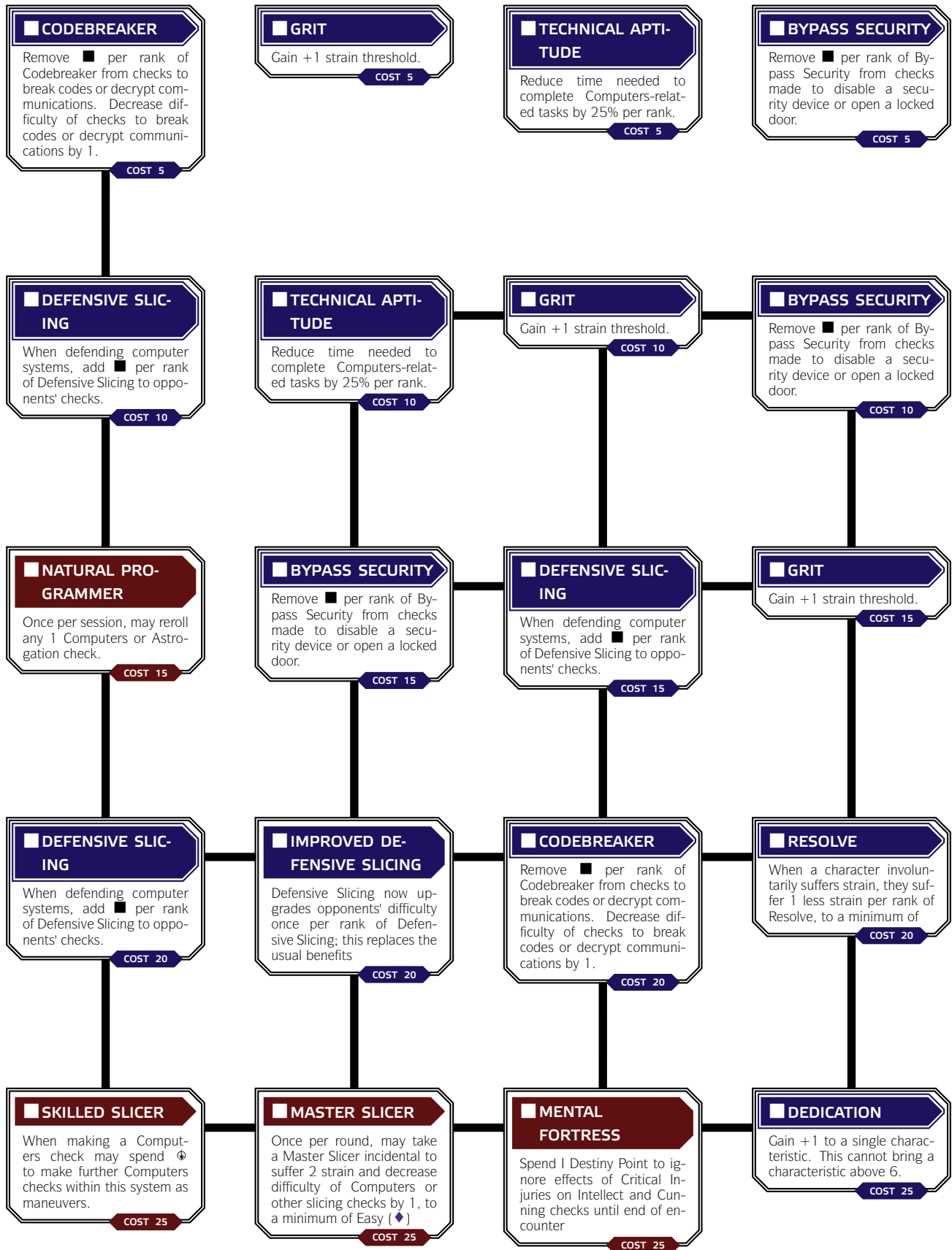
Career Skills: Astrogation, Computers, Coordination, Discipline, Knowledge (Outer Rim), Mechanics, Perception, Piloting (Planetary)

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

PASSIVE

ACTIVE

RANKED TALENT



Warrior: Aggressor

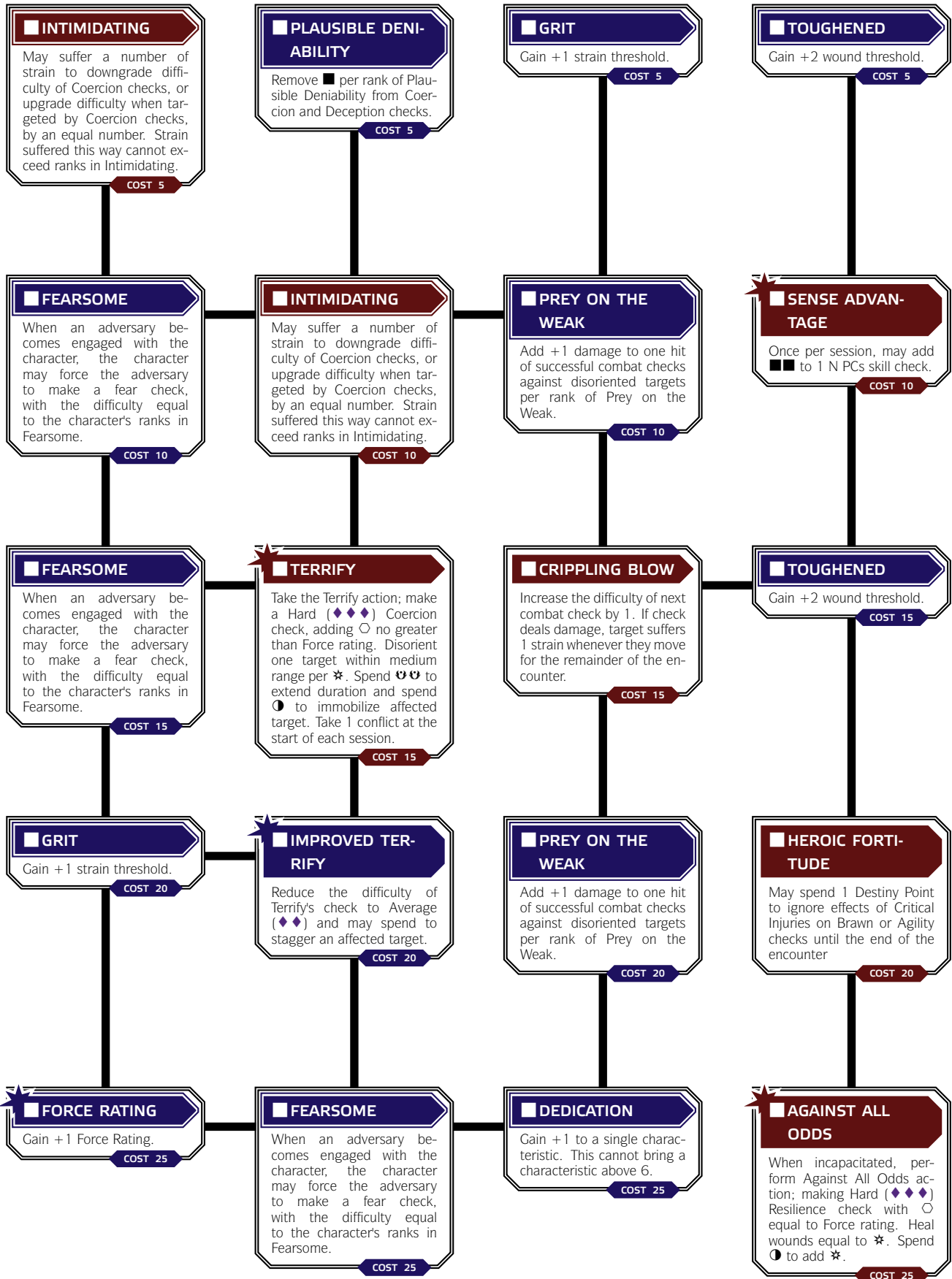
Career Skills: Athletics, Brawl, Cool, Melee, Perception, Survival

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

PASSIVE

ACTIVE

RANKED TALENT



Warrior: Colossus

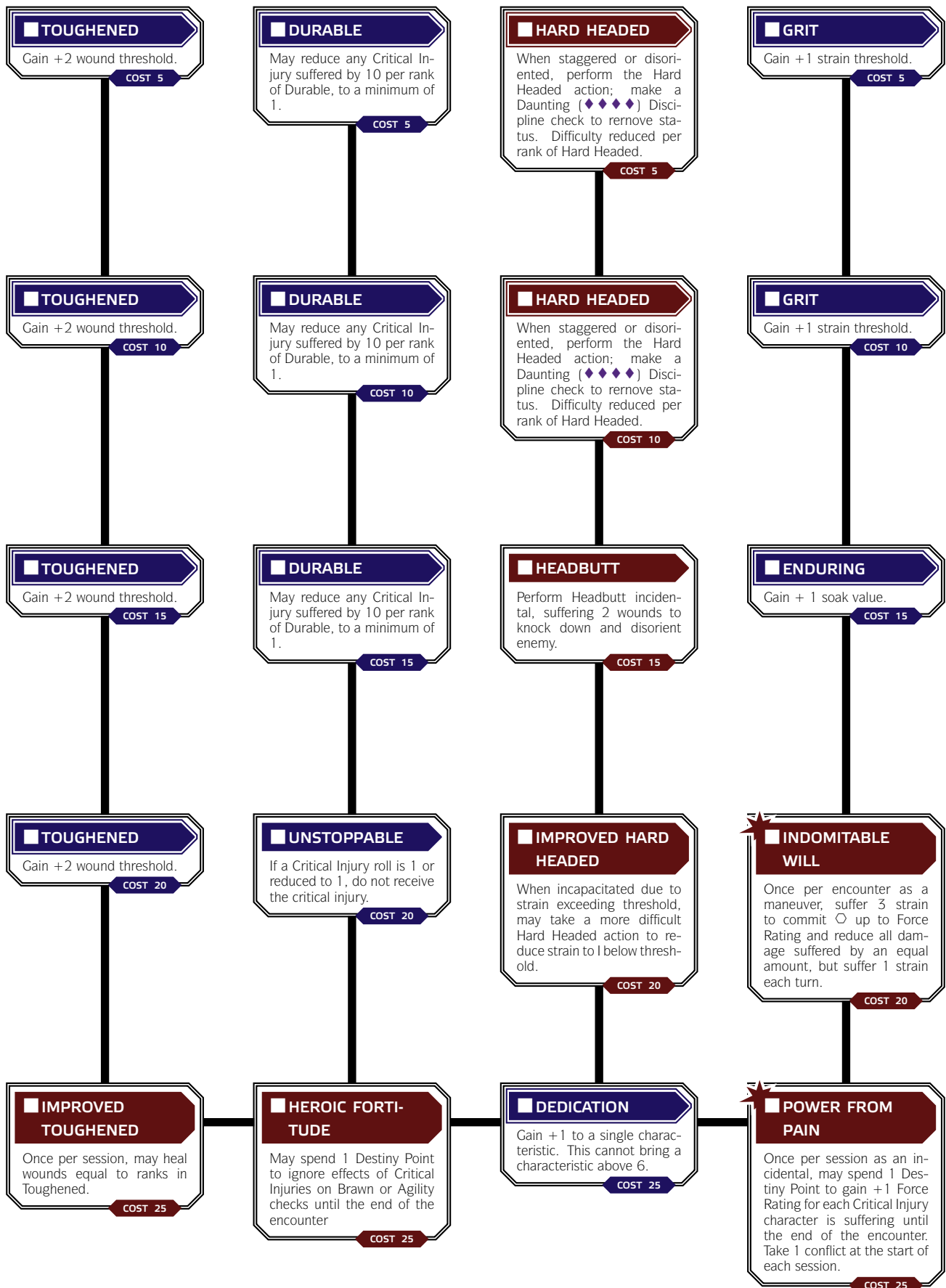
Career Skills: Athletics, Brawl, Cool, Melee, Perception, Survival

Additional Career Skills: Brawl, Discipline, Melee, Resilience

PASSIVE

ACTIVE

RANKED TALENT



Warrior: Juyo Berserker

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

Additional Career Skills: Coercion, Discipline, Lightsaber, Melee

PASSIVE

ACTIVE

RANKED 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 1 per Force rating. they recover additional strain equal to 1 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 1 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 1 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 1 to Lightsaber, Brawl and Melee checks when engaged with multiple opponents.
COST 25

Warrior: Shii-Cho Knight

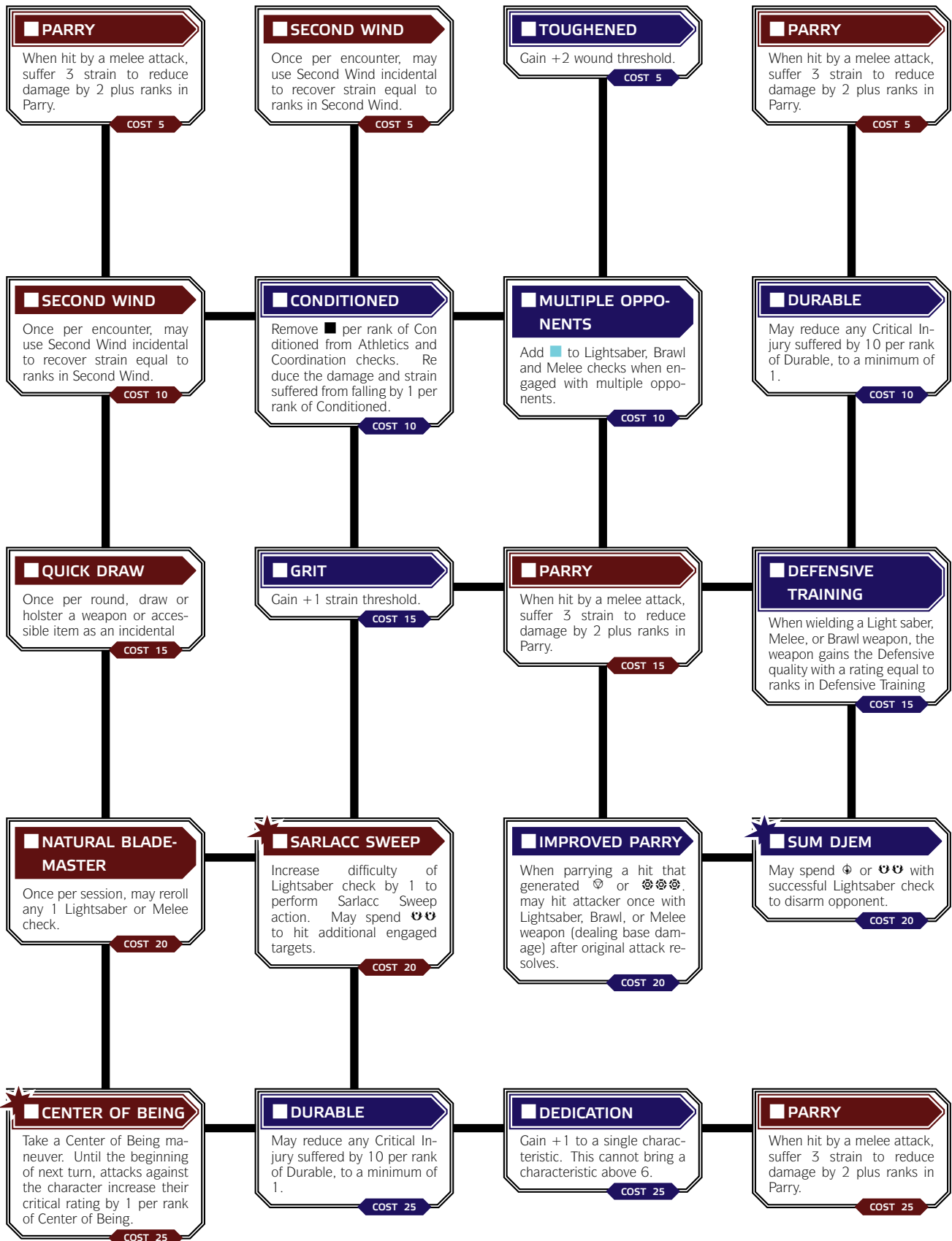
Career Skills: Athletics, Brawl, Cool, Melee, Perception, Survival

Additional Career Skills: Athletics, Coordination, Lightsaber, Melee

PASSIVE

ACTIVE

RANKED TALENT



Warrior: Steel Hand Adept

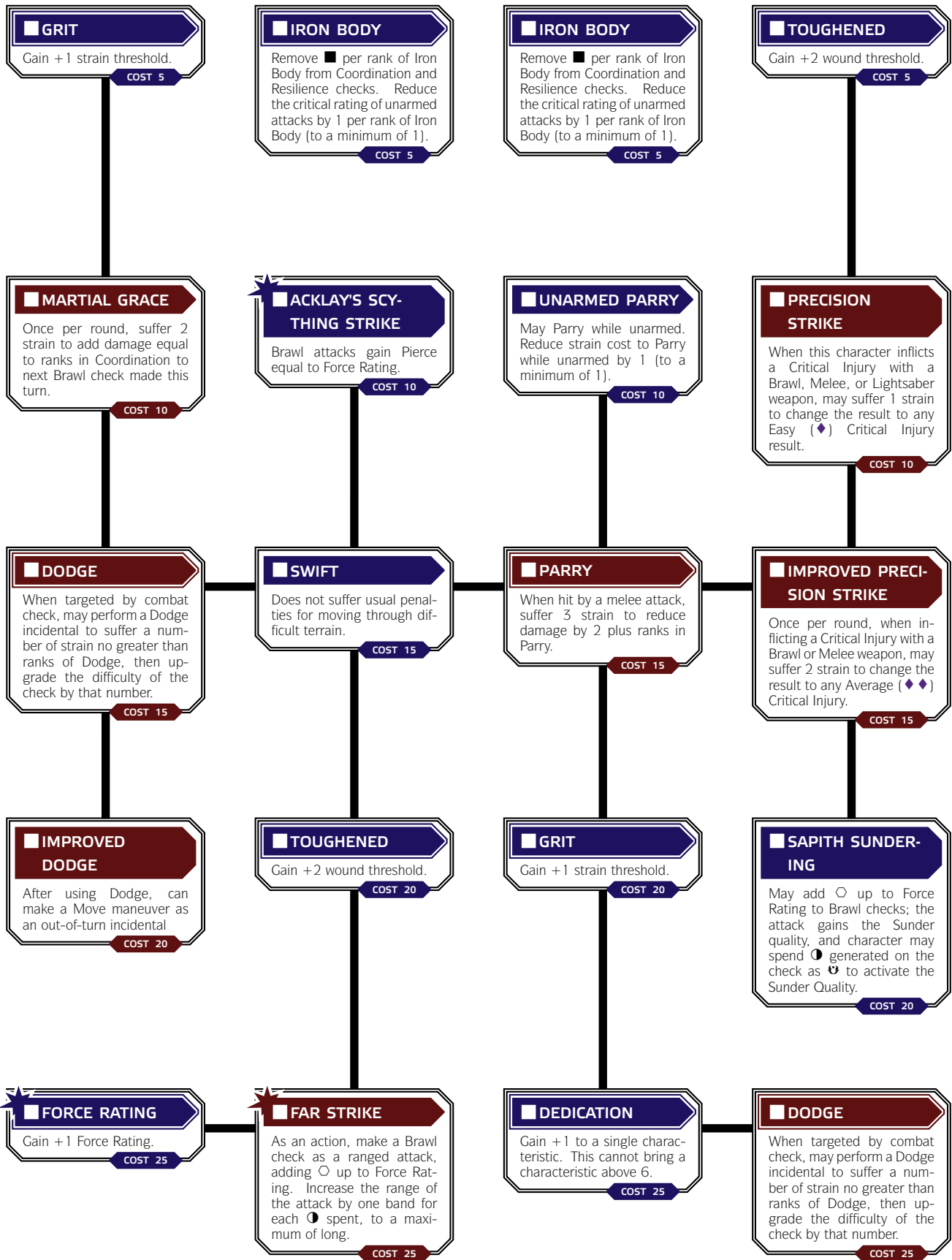
Career Skills: Athletics, Brawl, Cool, Melee, Perception, Survival

Additional Career Skills: Brawl, Coordination, Discipline, Vigilance

PASSIVE

ACTIVE

RANKED TALENT



Warrior: Starfighter Ace

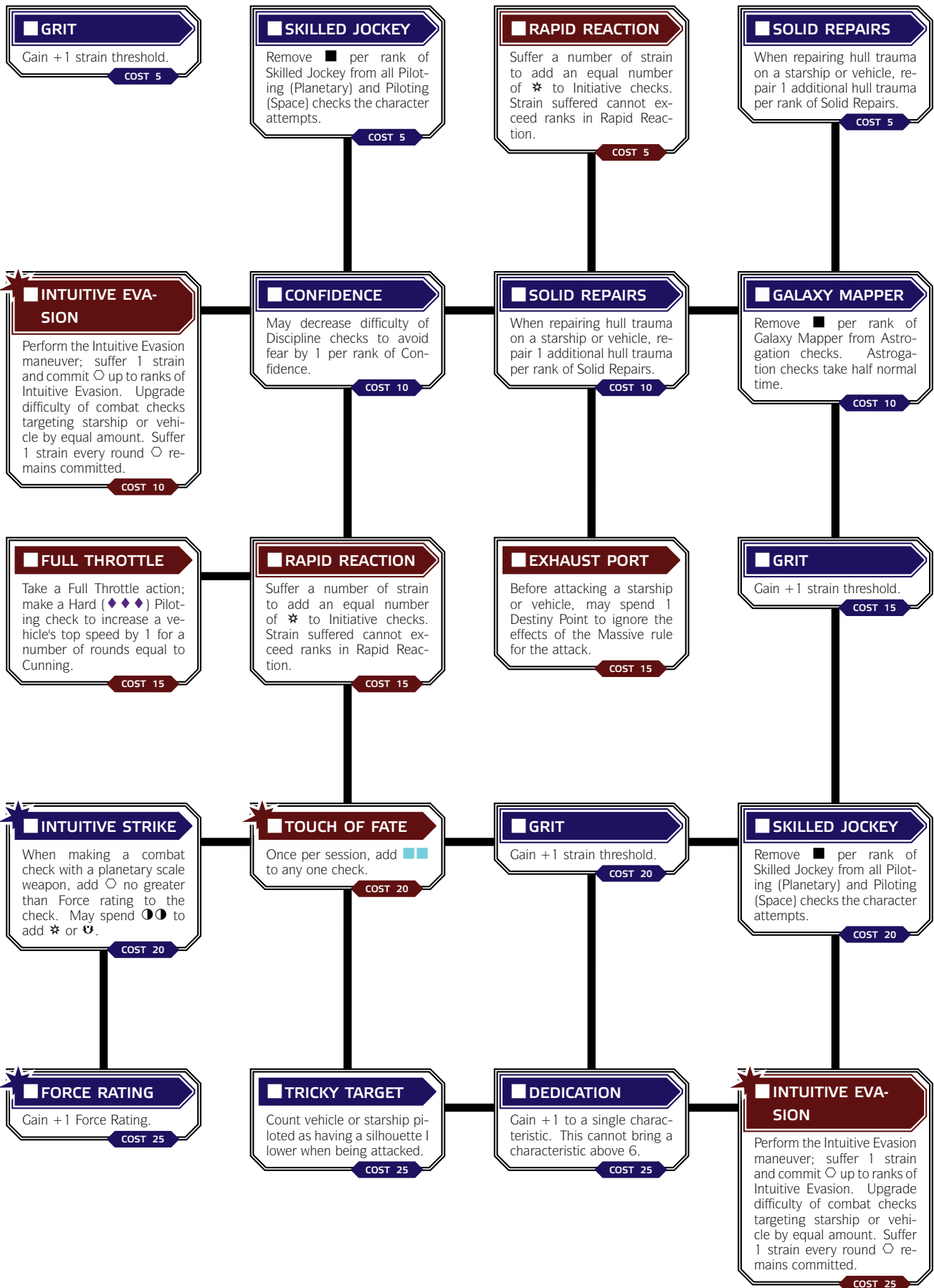
Career Skills: Athletics, Brawl, Cool, Melee, Perception, Survival

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

PASSIVE

ACTIVE

RANKED TALENT



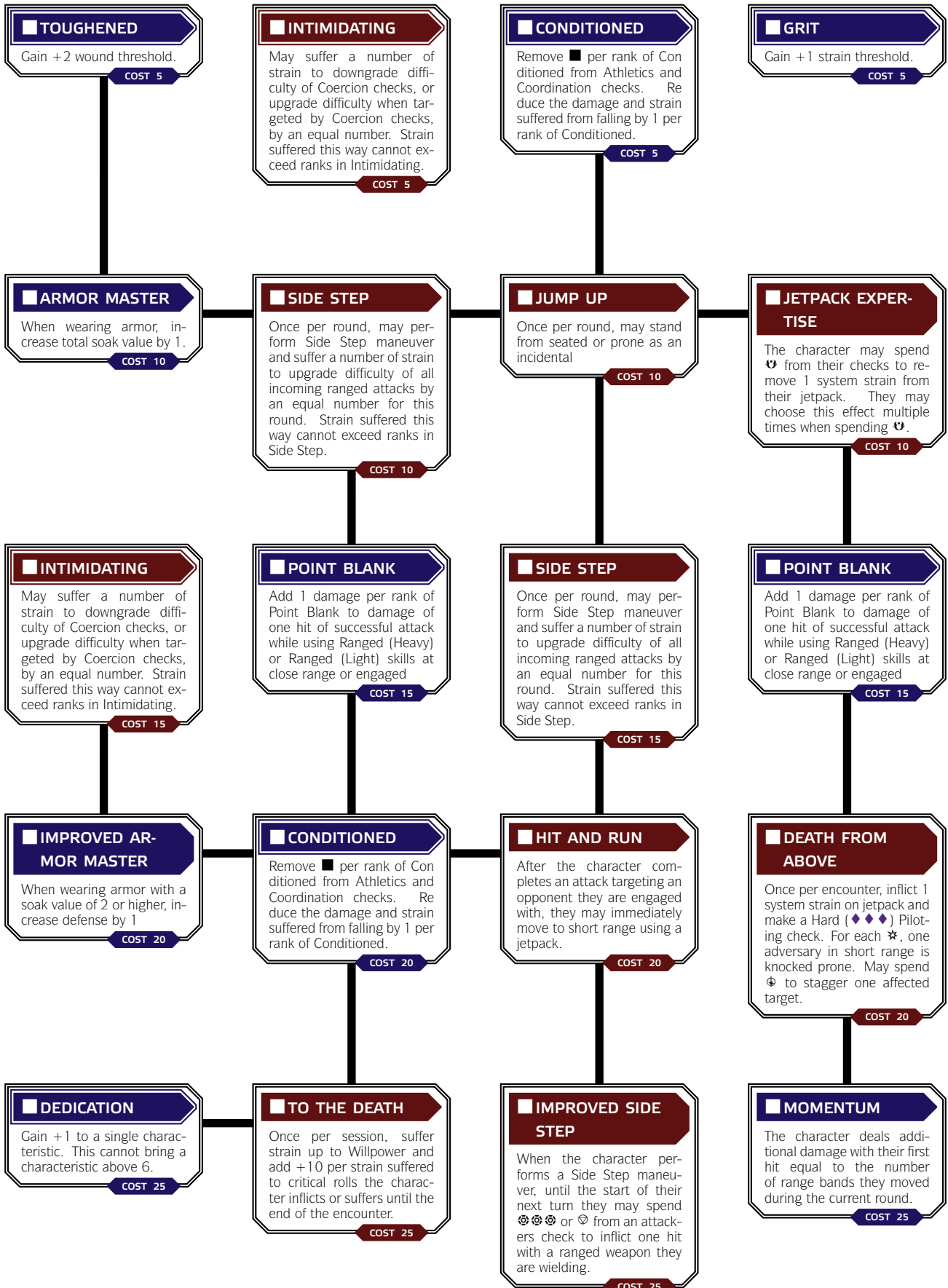
Universal: Death Watch Warrior

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

PASSIVE

ACTIVE

RANKED TALENT



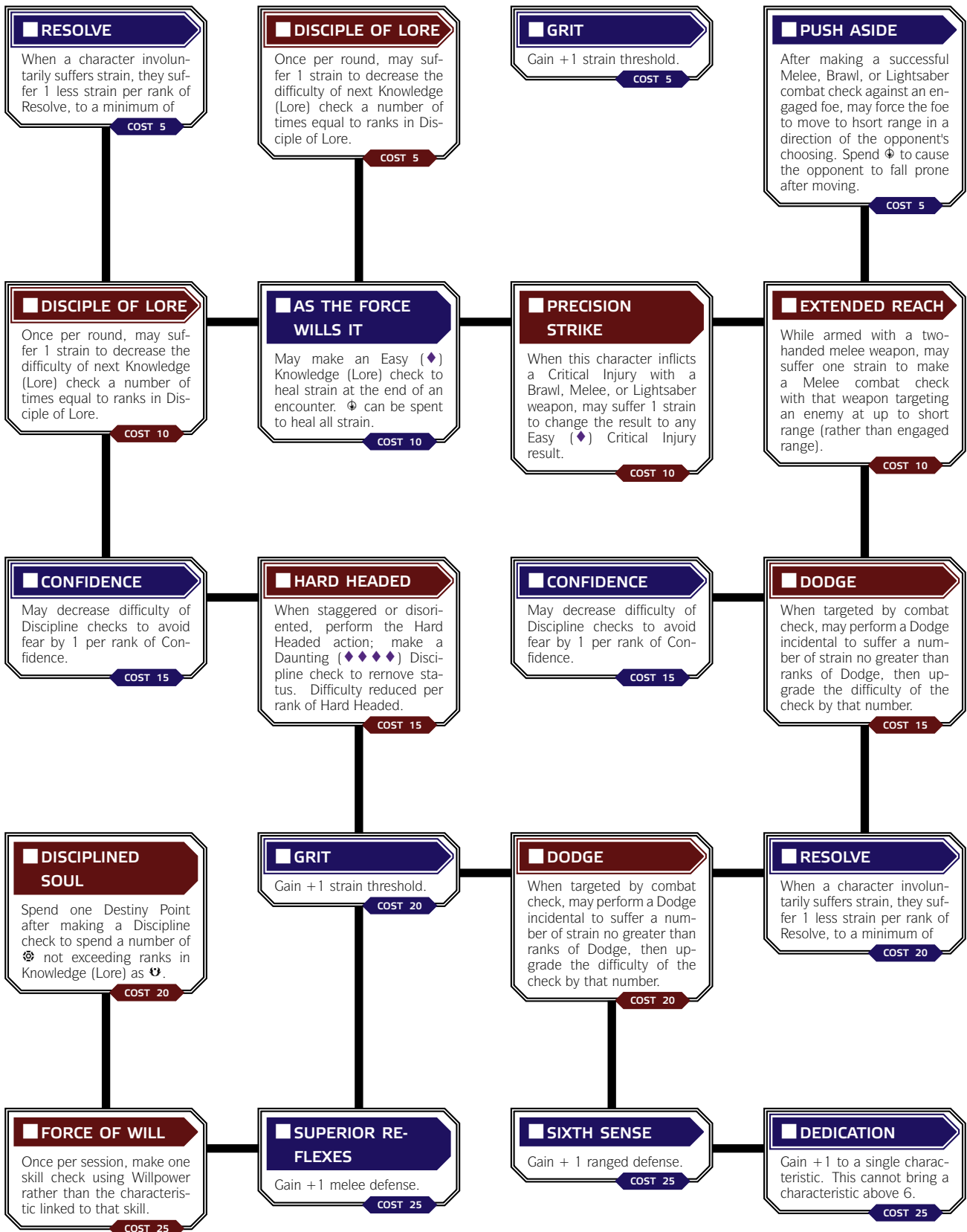
Universal: Force Adherent

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

PASSIVE

ACTIVE

RANKED TALENT



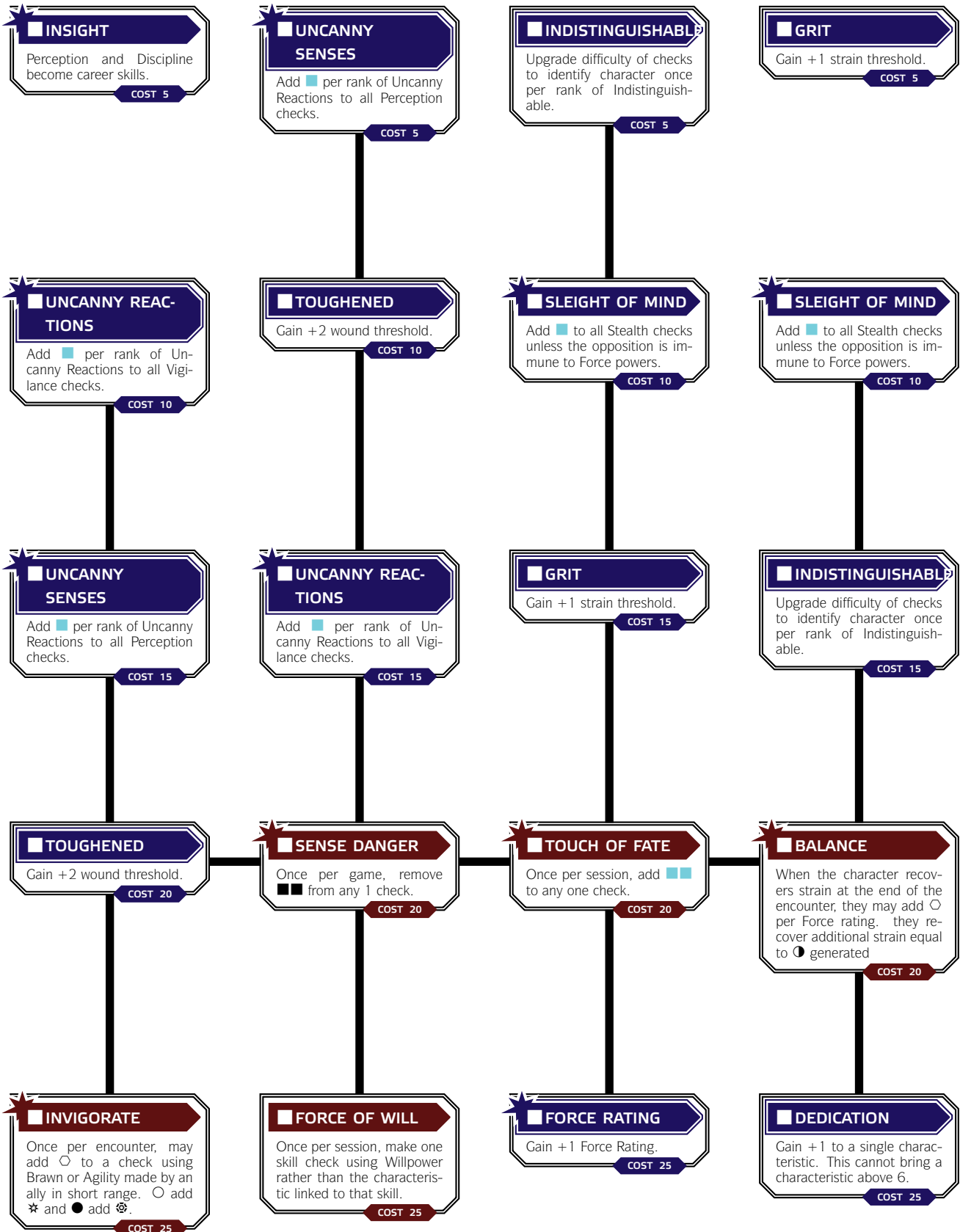
Universal: Force Sensitive Emergent

Gain Force Rating 1

PASSIVE

ACTIVE

RANKED TALENT



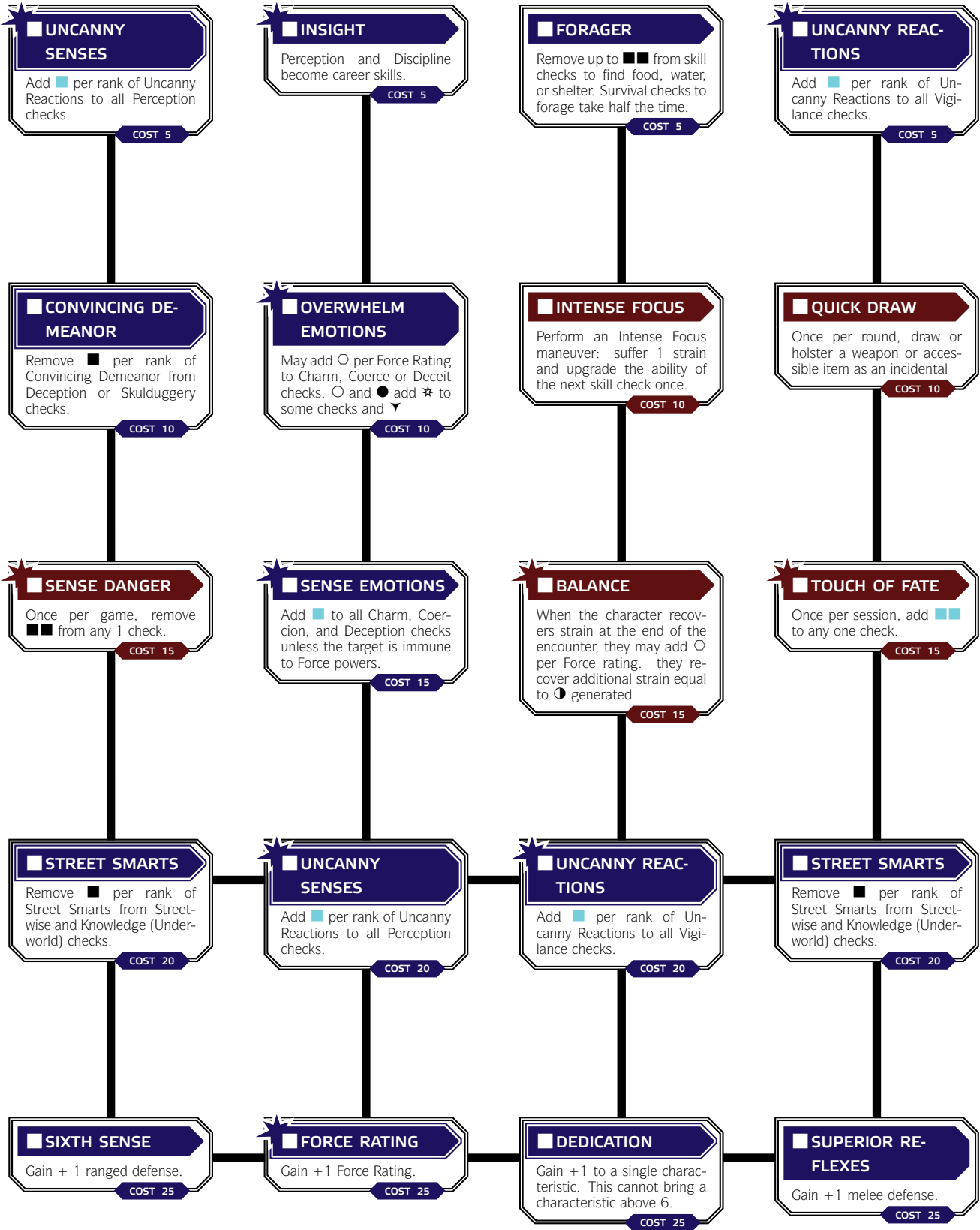
Universal: Force Sensitive Exile

Gain Force Rating 1

PASSIVE

ACTIVE

RANKED TALENT



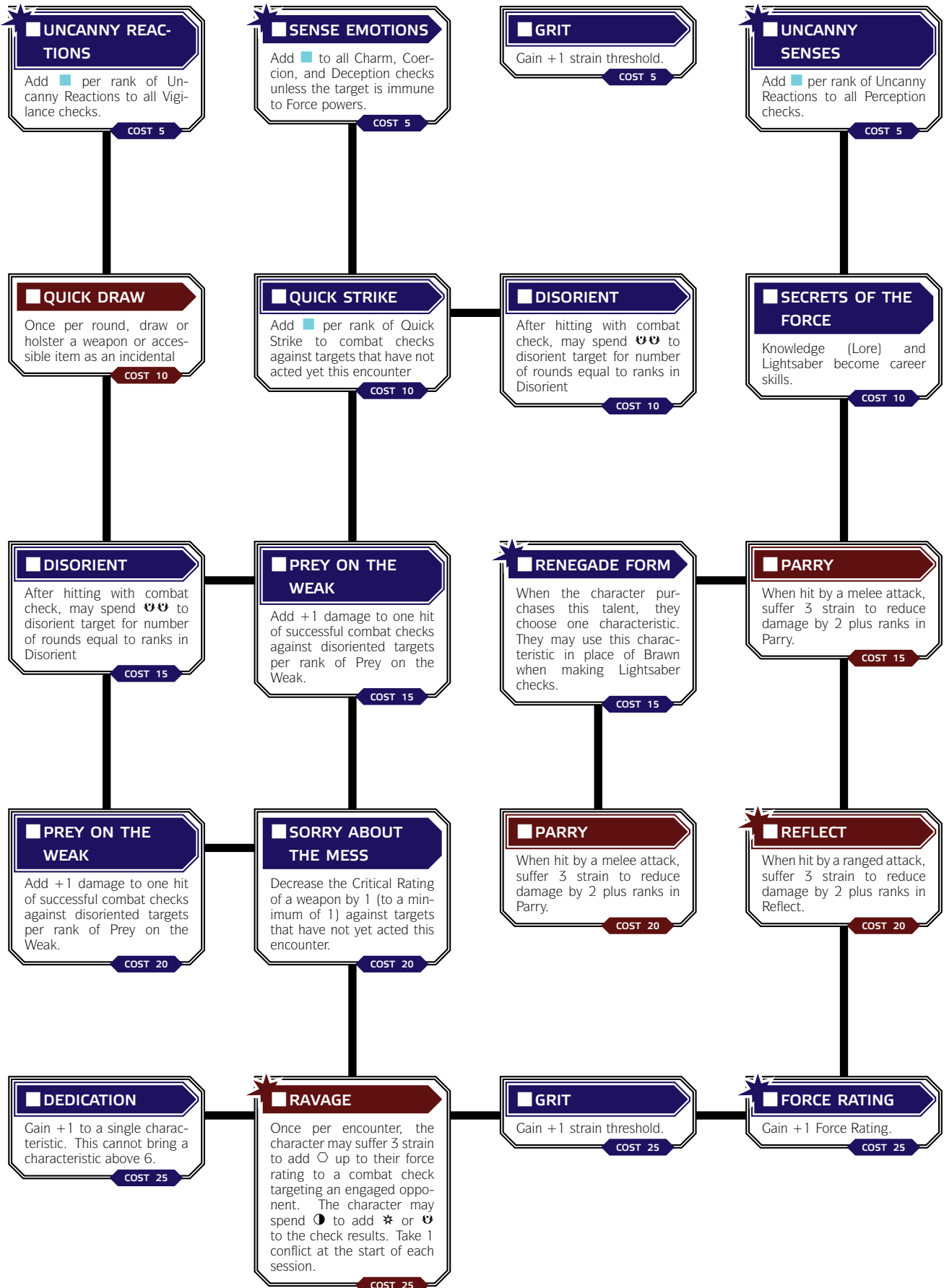
Universal: Force Sensitive Outcast

Gain Force Rating 1

PASSIVE

ACTIVE

RANKED TALENT



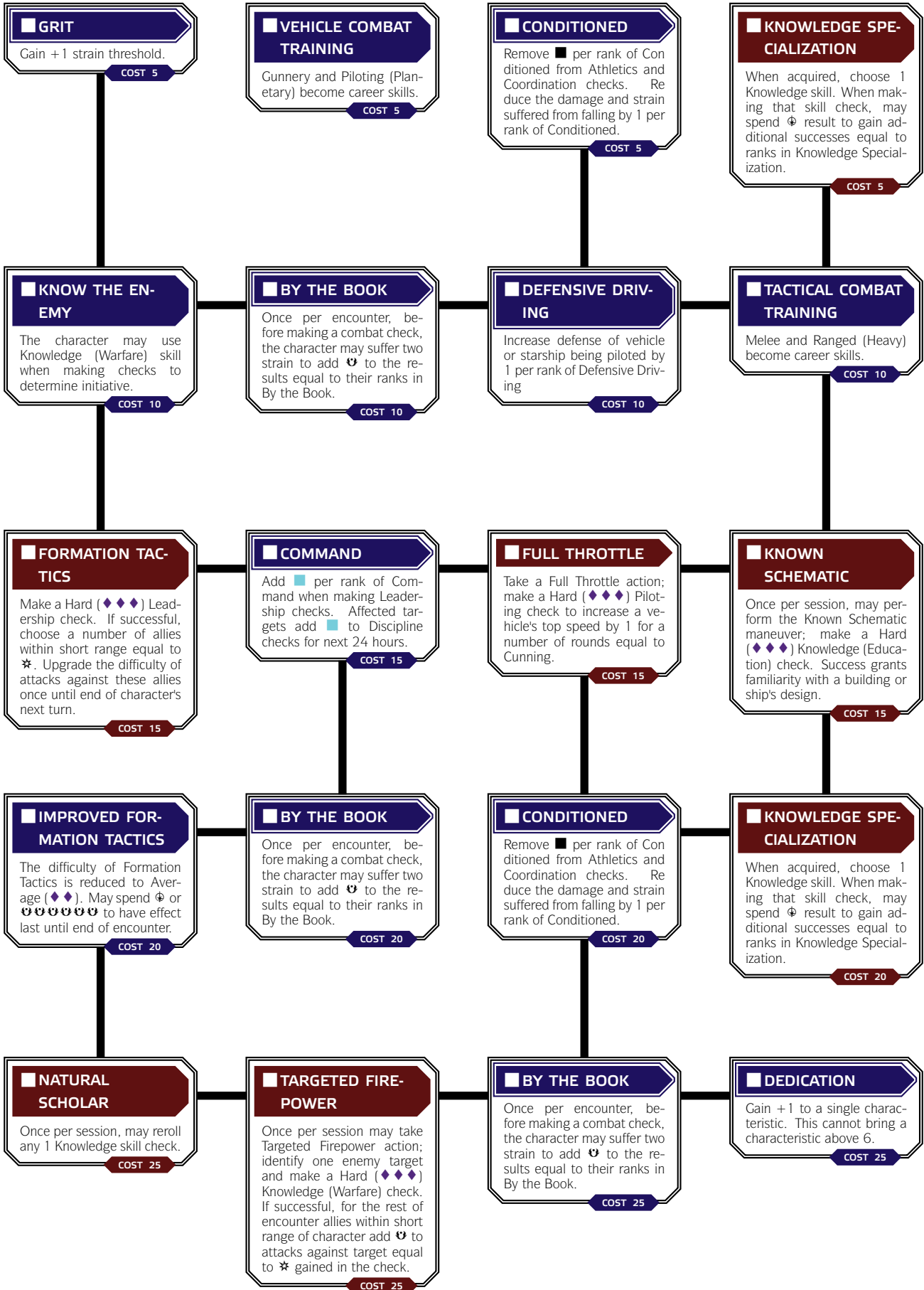
Universal: Imperial Academy Cadet

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

PASSIVE

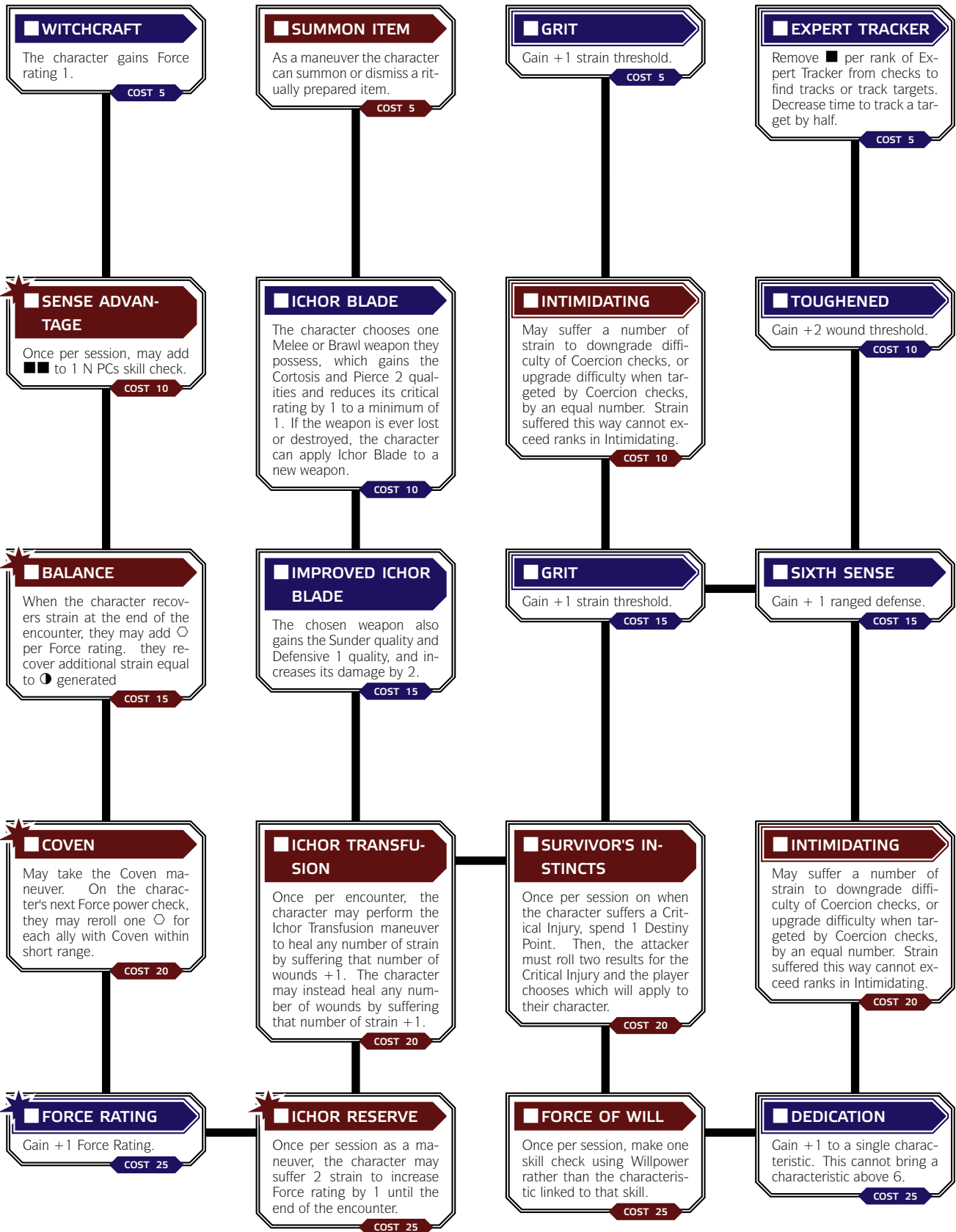
ACTIVE

RANKED TALENT



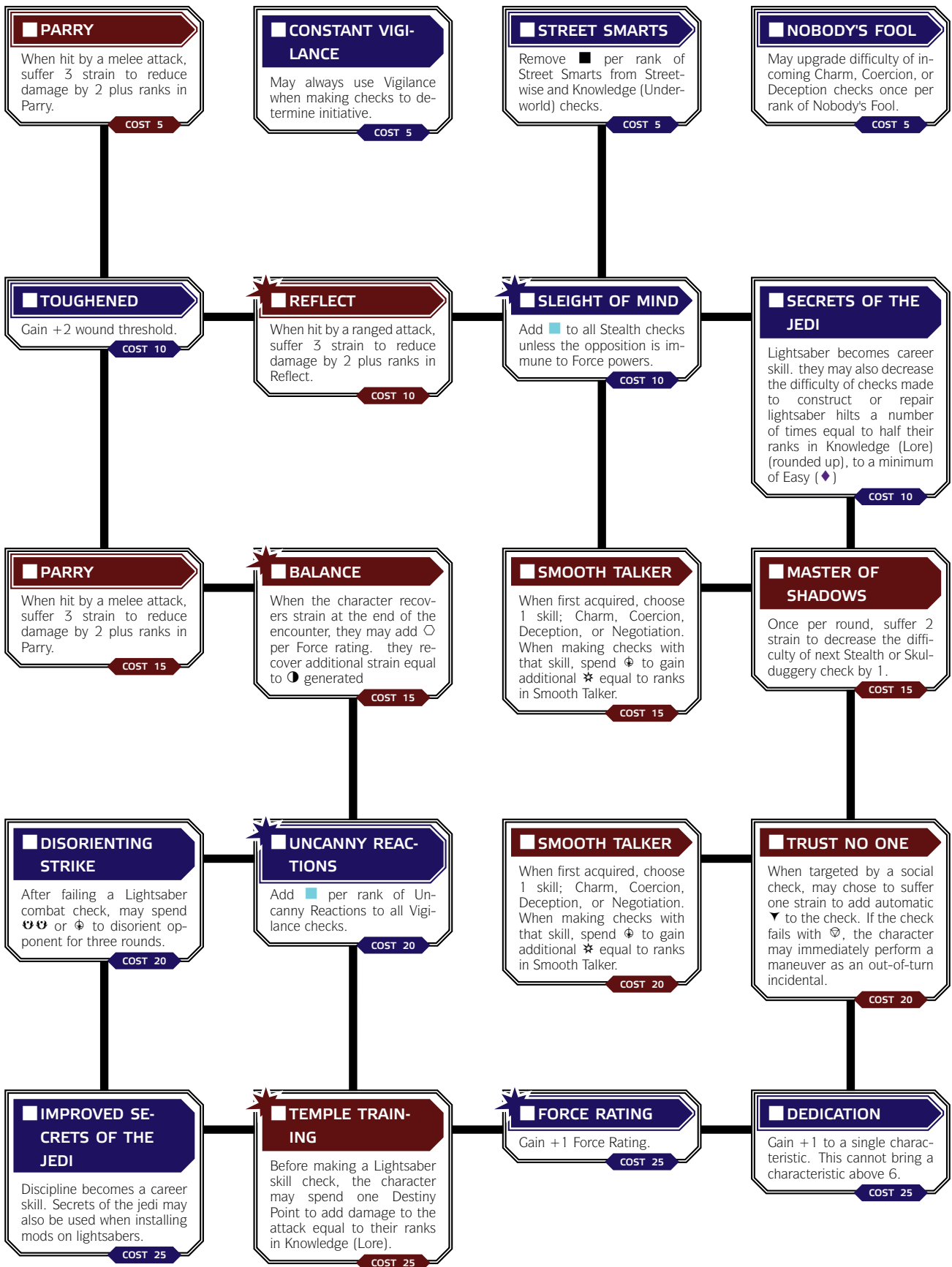
Universal: Nightsister

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



Universal: Padawan Survivor

Gain Force Rating 1



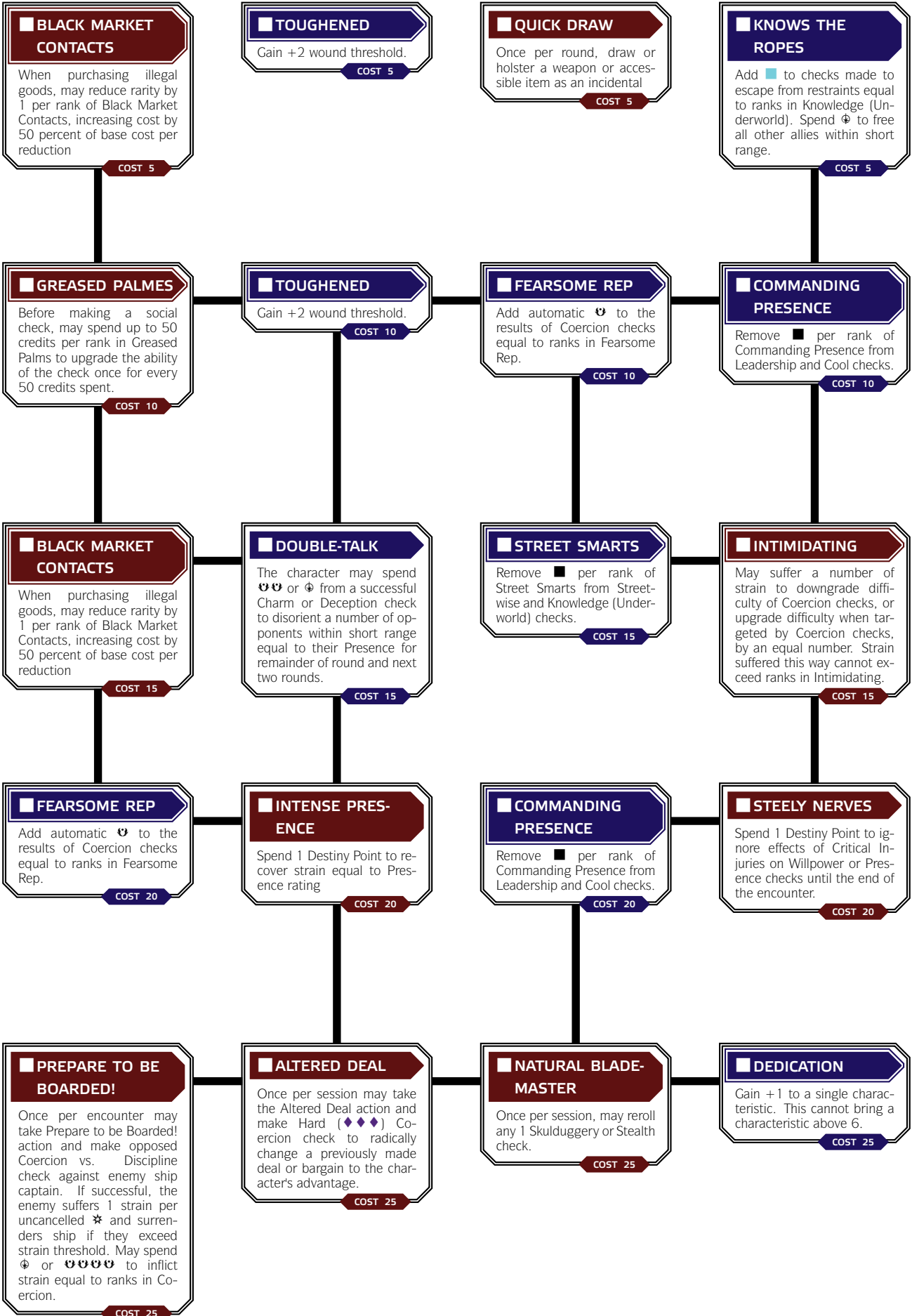
Universal: Pirate

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

PASSIVE

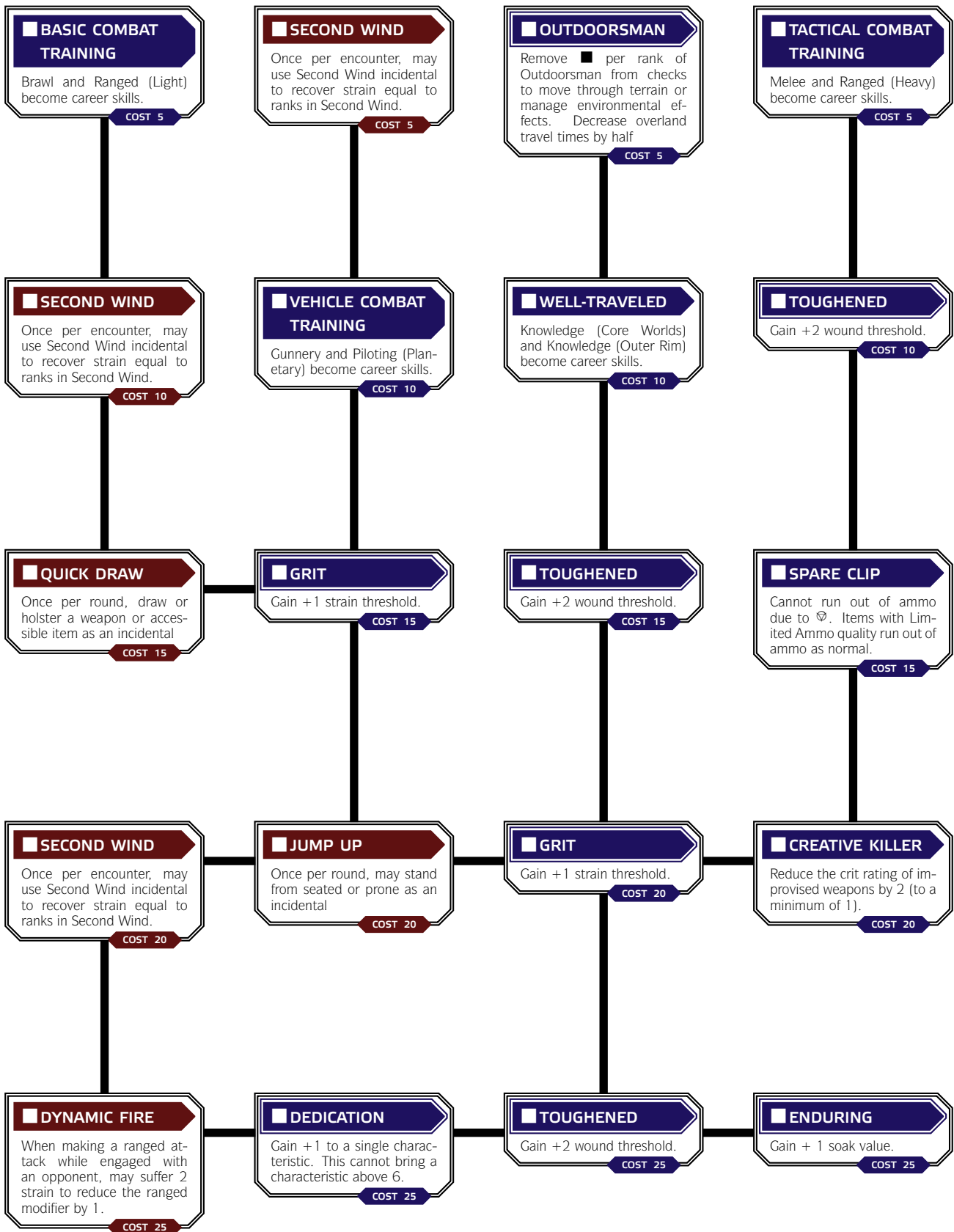
ACTIVE

RANKED TALENT



Universal: Recruit

Additional Career Skills: Athletics, Discipline, Survival, Vigilance



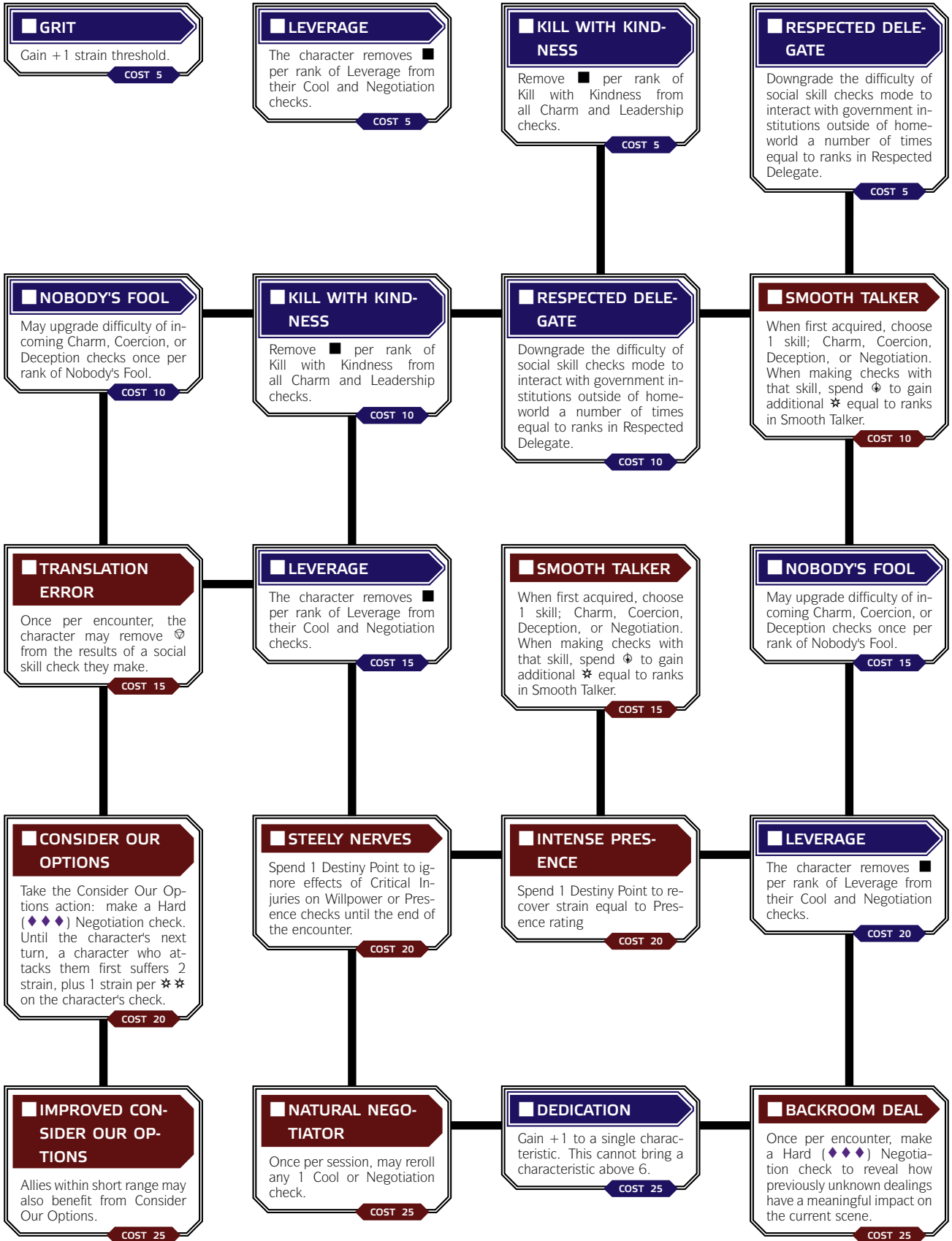
Universal: Republic Representative

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

PASSIVE

ACTIVE

RANKED TALENT



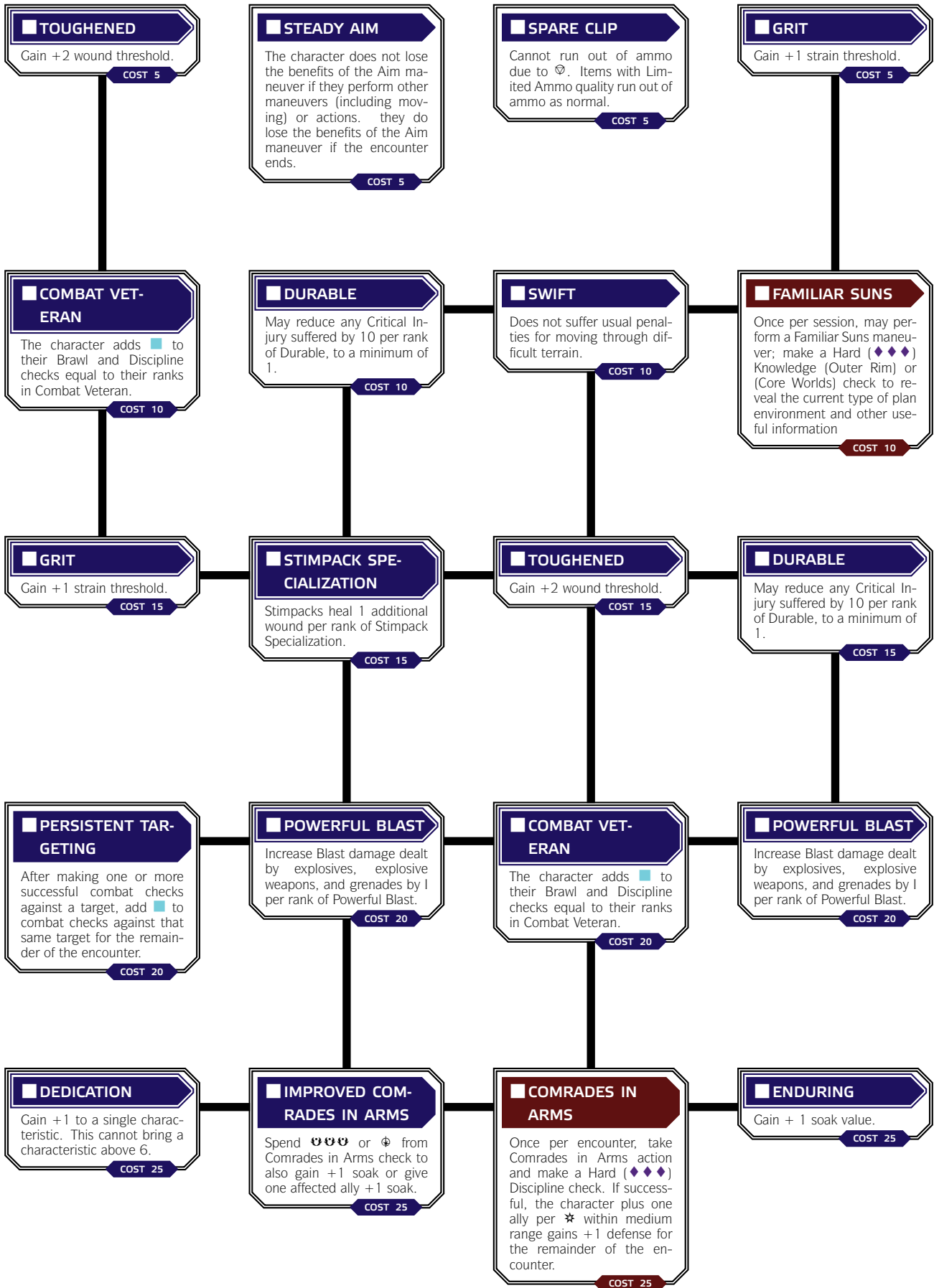
Universal: Retired Clone Trooper

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

PASSIVE

ACTIVE

RANKED TALENT



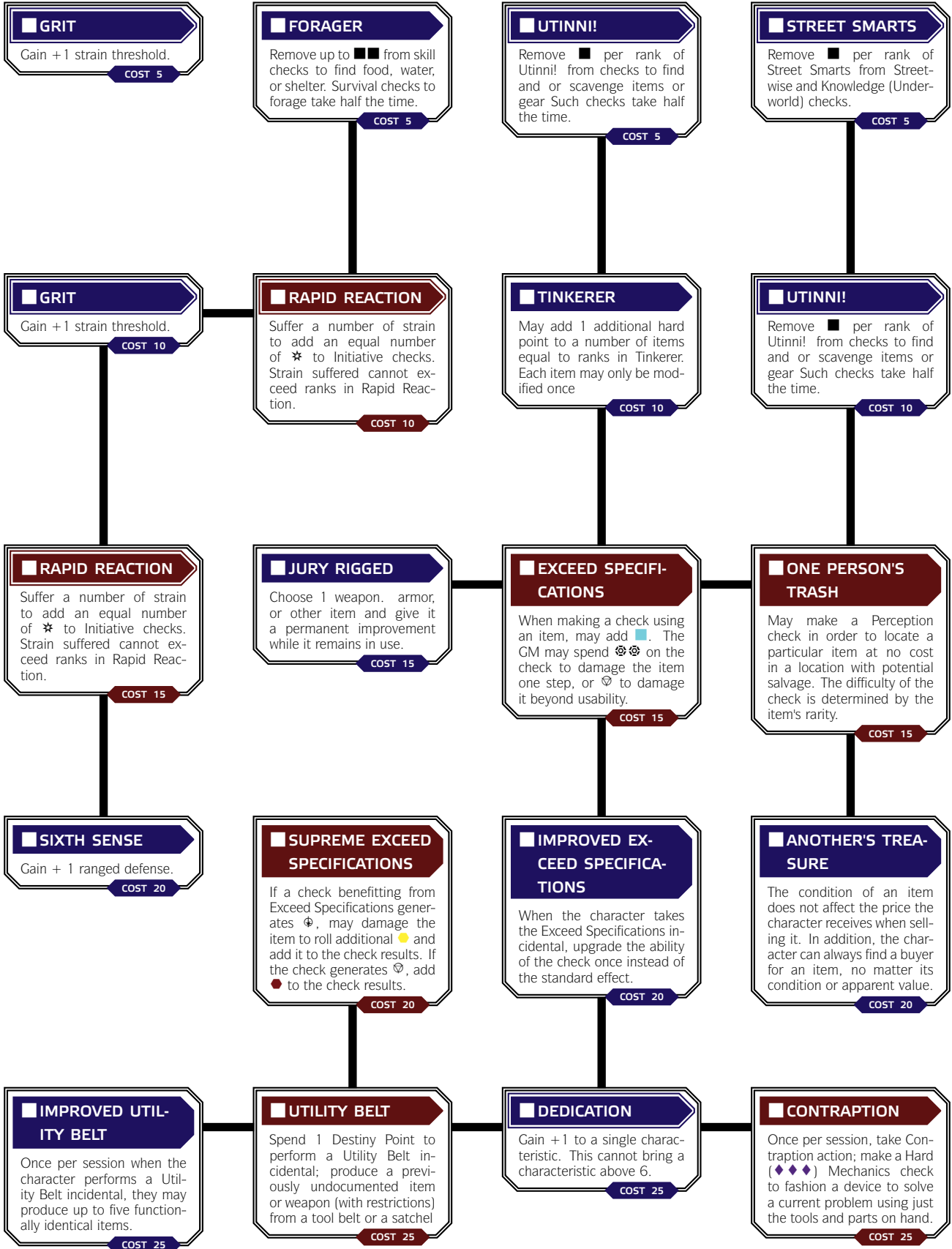
Universal: Scavenger

Additional Career Skills: Mechanics, Perception, Streetwise, Survival

PASSIVE

ACTIVE

RANKED TALENT



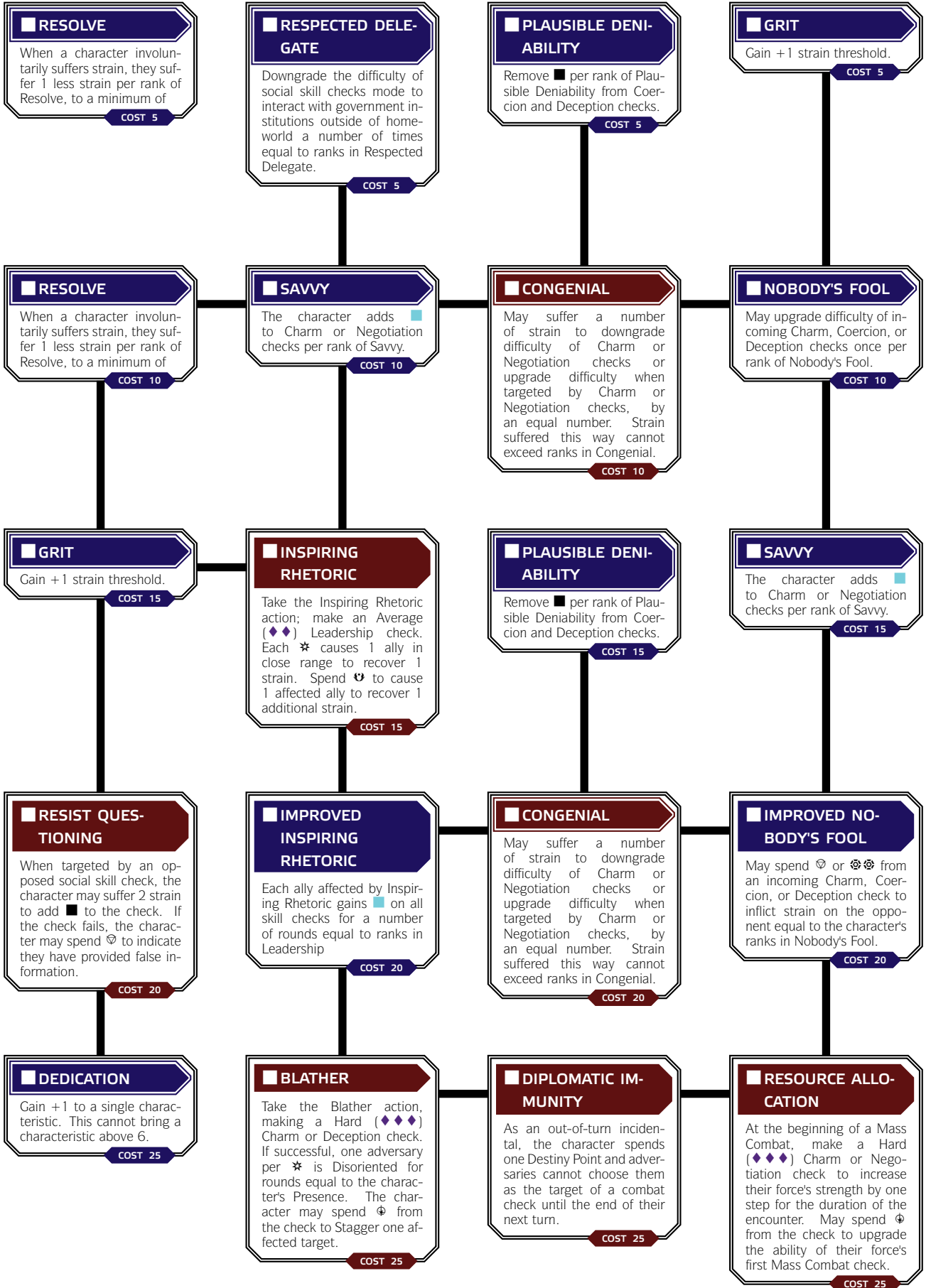
Universal: Senator

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

PASSIVE

ACTIVE

RANKED TALENT



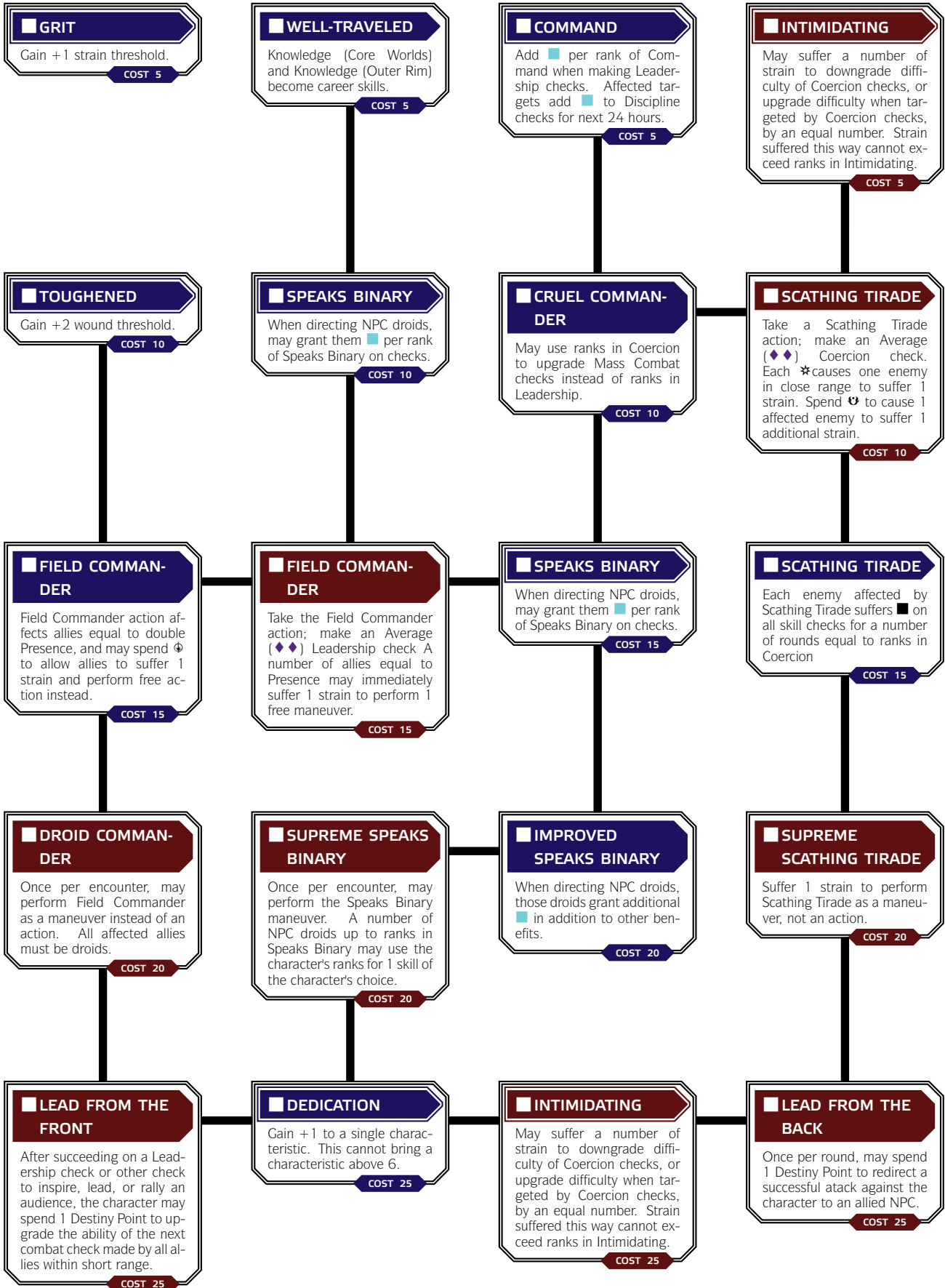
Universal: Separatist Commander

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

PASSIVE

ACTIVE

RANKED TALENT



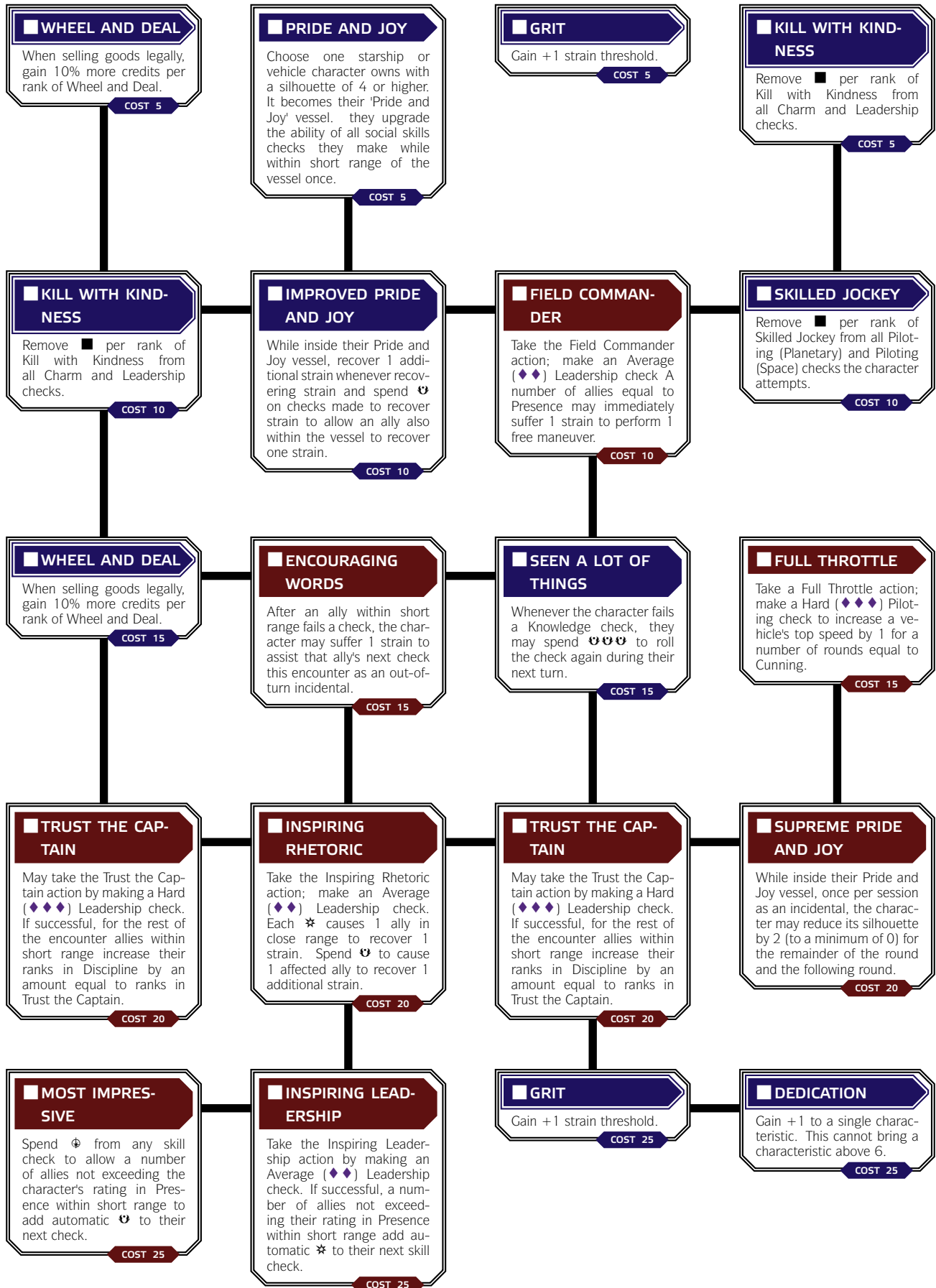
Universal: Ship Captain

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

PASSIVE

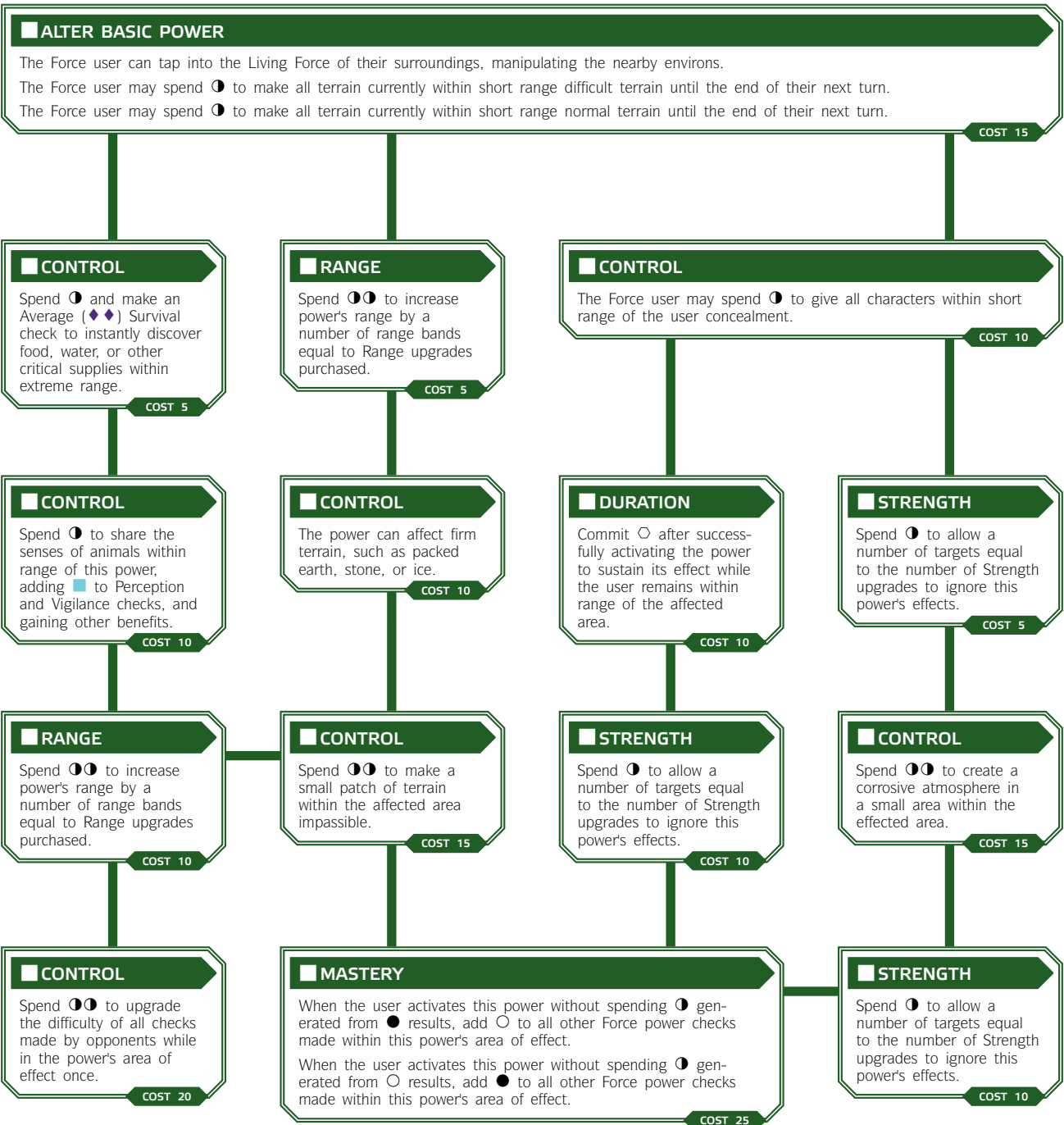
ACTIVE

RANKED TALENT



Force Power: Alter

Prerequisite: Force Rating 1+



Force Power: Battle Meditation

FORCE ABILITY

Prerequisite: Force Rating 2+

BATTLE MEDITATION BASIC POWER

The Force user directs allies in battle, making them more effective as a coordinated unit.

The users may spend 1 to add one automatic * to all checks made by a number of engaged friendly targets up to his Presence before the end of his next turn. If the user used any ● to generate 1, reduce each target's Willpower by 1 (to a minimum of 1) until the end of the encounter.

COST 15

MAGNITUDE

Spend 1 to affect a number of additional targets equal to Presence per rank of Magnitude purchased.

COST 5

RANGE

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

COST 5

CONTROL

When making a Battle Maditation power check, the user may make an Easy (◆) Leadership check as part of the pool. If the user is able to activate the power and succeed on the check, they may send simple orders as part of the power.

COST 10

MAGNITUDE

Spend 1 to affect a number of additional targets equal to Presence per rank of Magnitude purchased.

COST 10

RANGE

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

COST 10

STRENGTH

Spend 1 to add one additional automatic * to affected characters' checks.

COST 10

MAGNITUDE

Spend 1 to affect a number of additional targets equal to Presence per rank of Magnitude purchased.

COST 15

RANGE

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

COST 15

DURATION

Commit ○○○ to sustain the ongoing effects of the power on each affected target while it remains in range.

COST 25

MAGNITUDE

Spend 1 to affect a number of additional targets equal to Presence per rank of Magnitude purchased.

COST 20

CONTROL

May suffer 4 strain to change the range of power and range upgrades to planetary scale.

COST 20

MASTERY

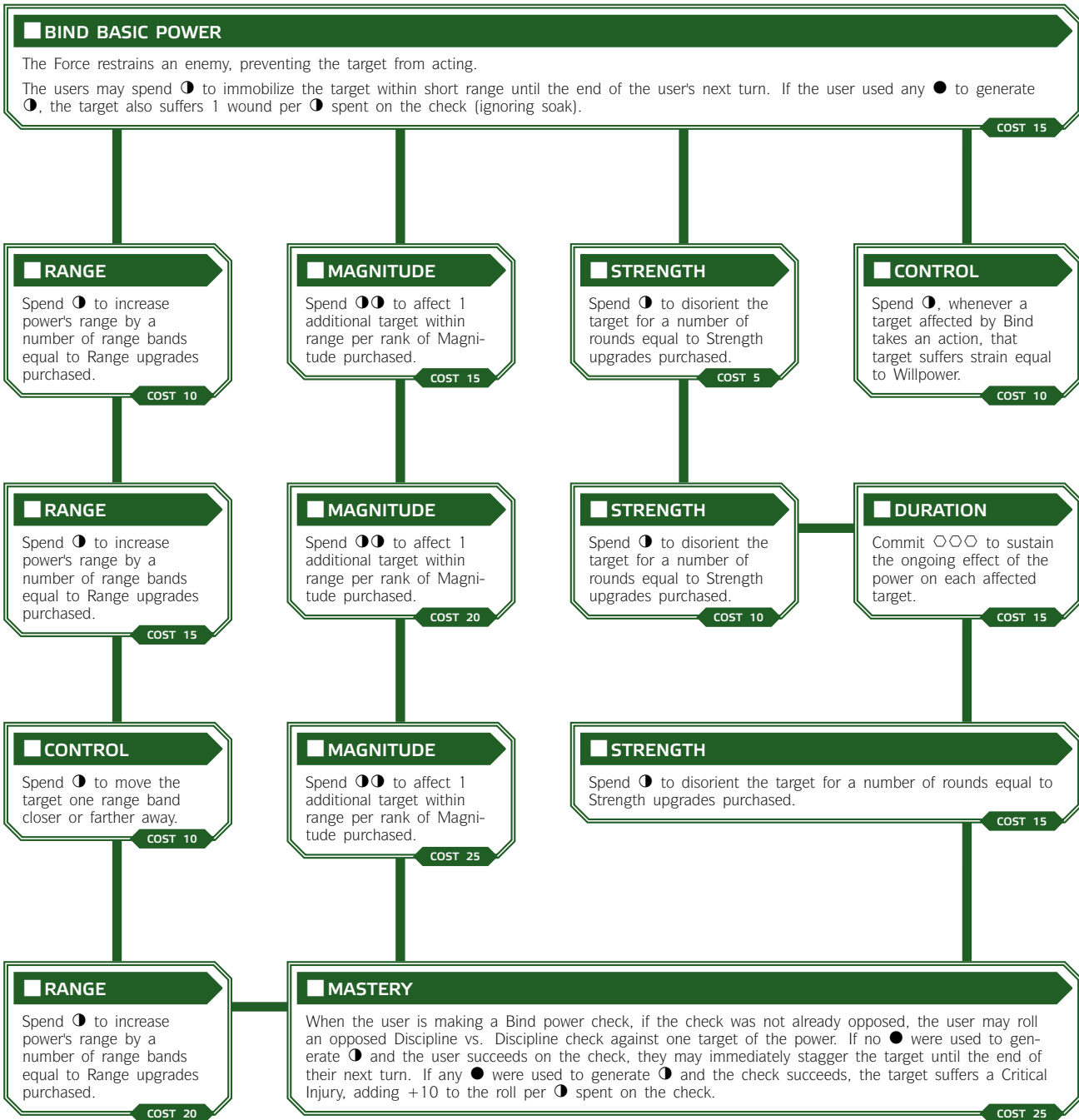
If no ● were used to generate 1, choose one skill. While affected by the power, each affected character counts as having the same number of ranks in the chosen skill as the affected character with the most ranks in the skill. If the user used any ● to generate 1, each affected character must make an Easy (◆) Discipline check if they wish to resist obeying orders.

COST 25

Force Power: Bind

FORCE ABILITY

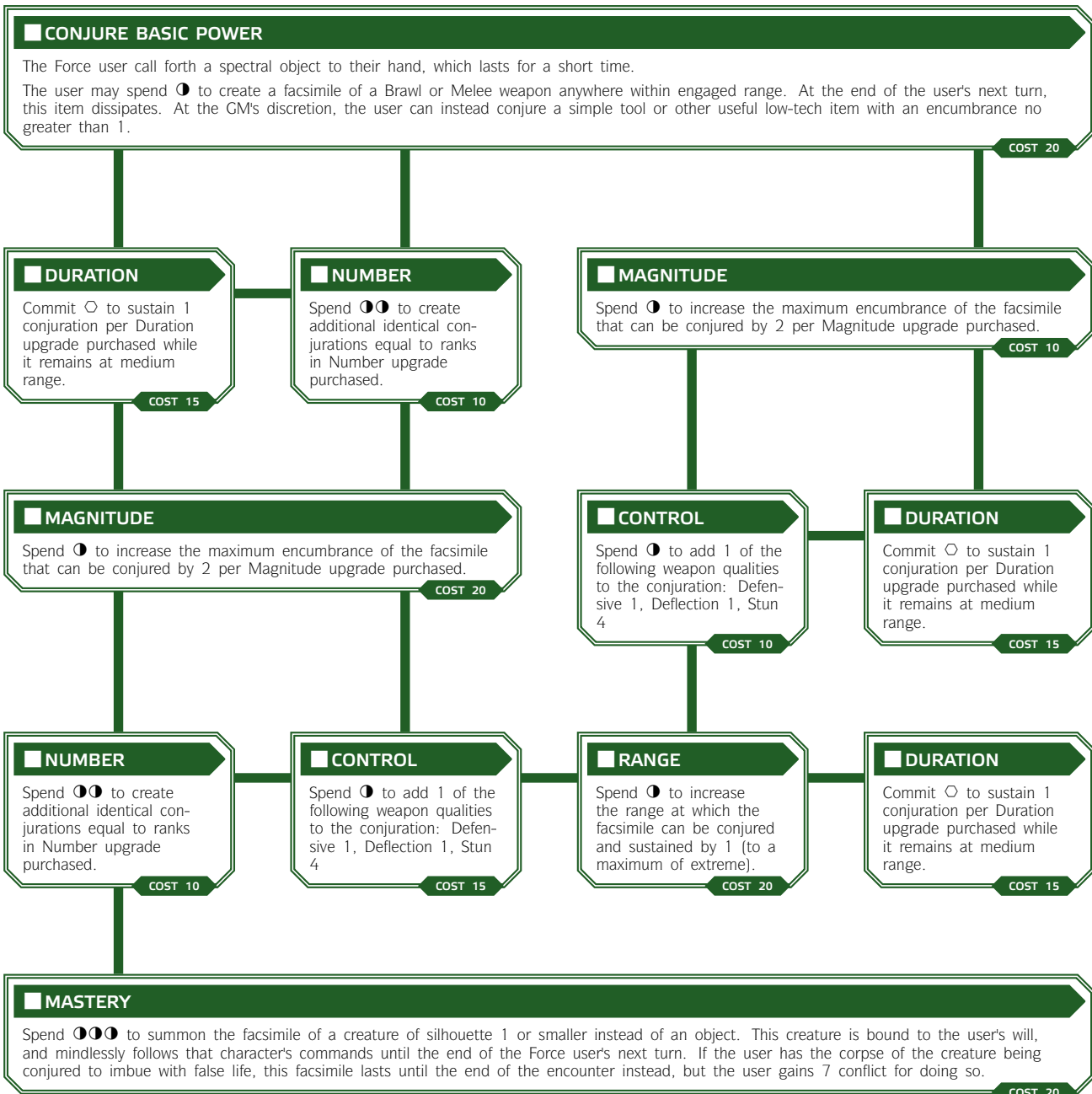
Prerequisite: Force Rating 2+



Force Power: Conjure

FORCE ABILITY

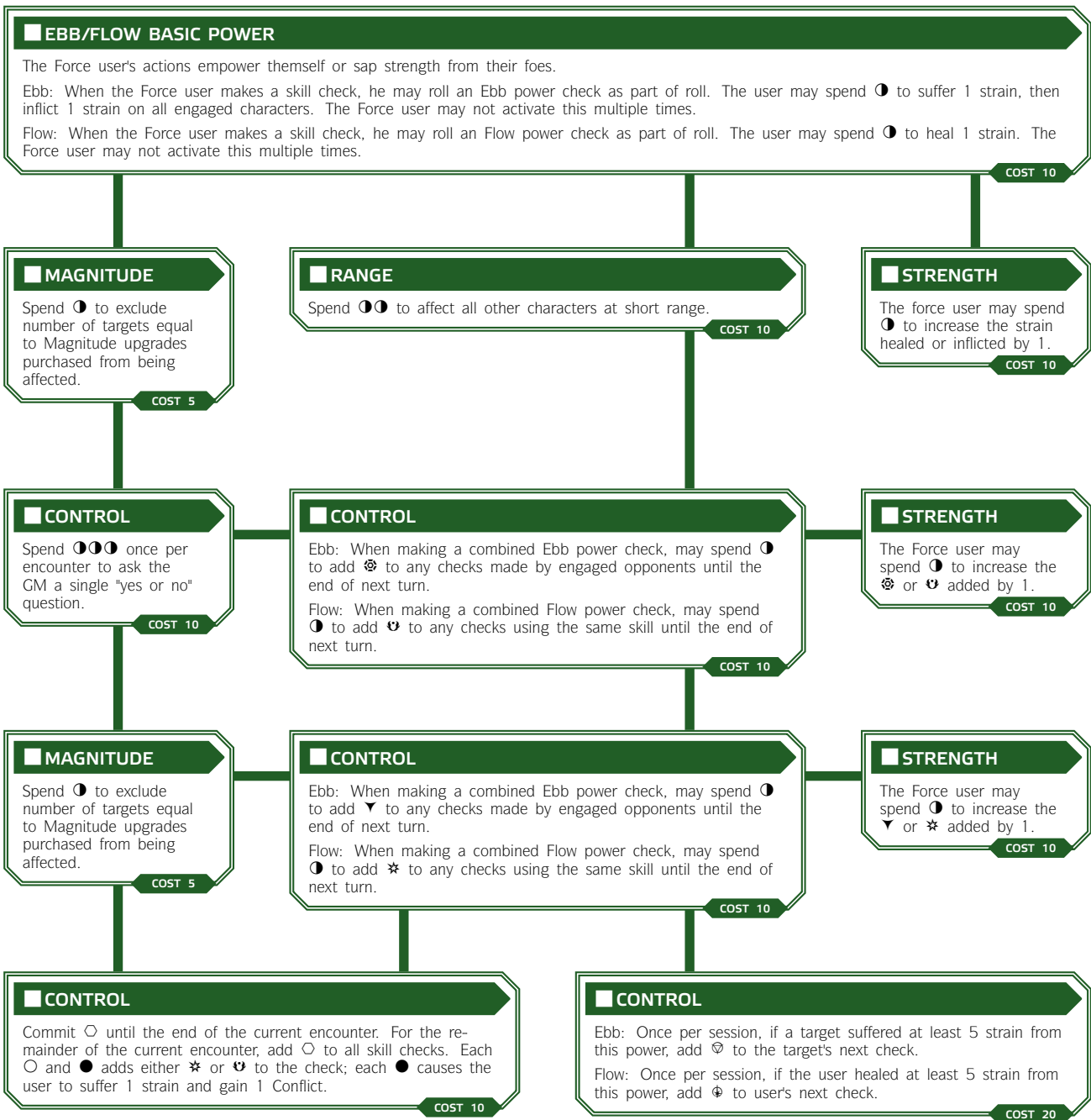
Prerequisite: Force Rating 1+



Force Power: Ebb/Flow

FORCE ABILITY

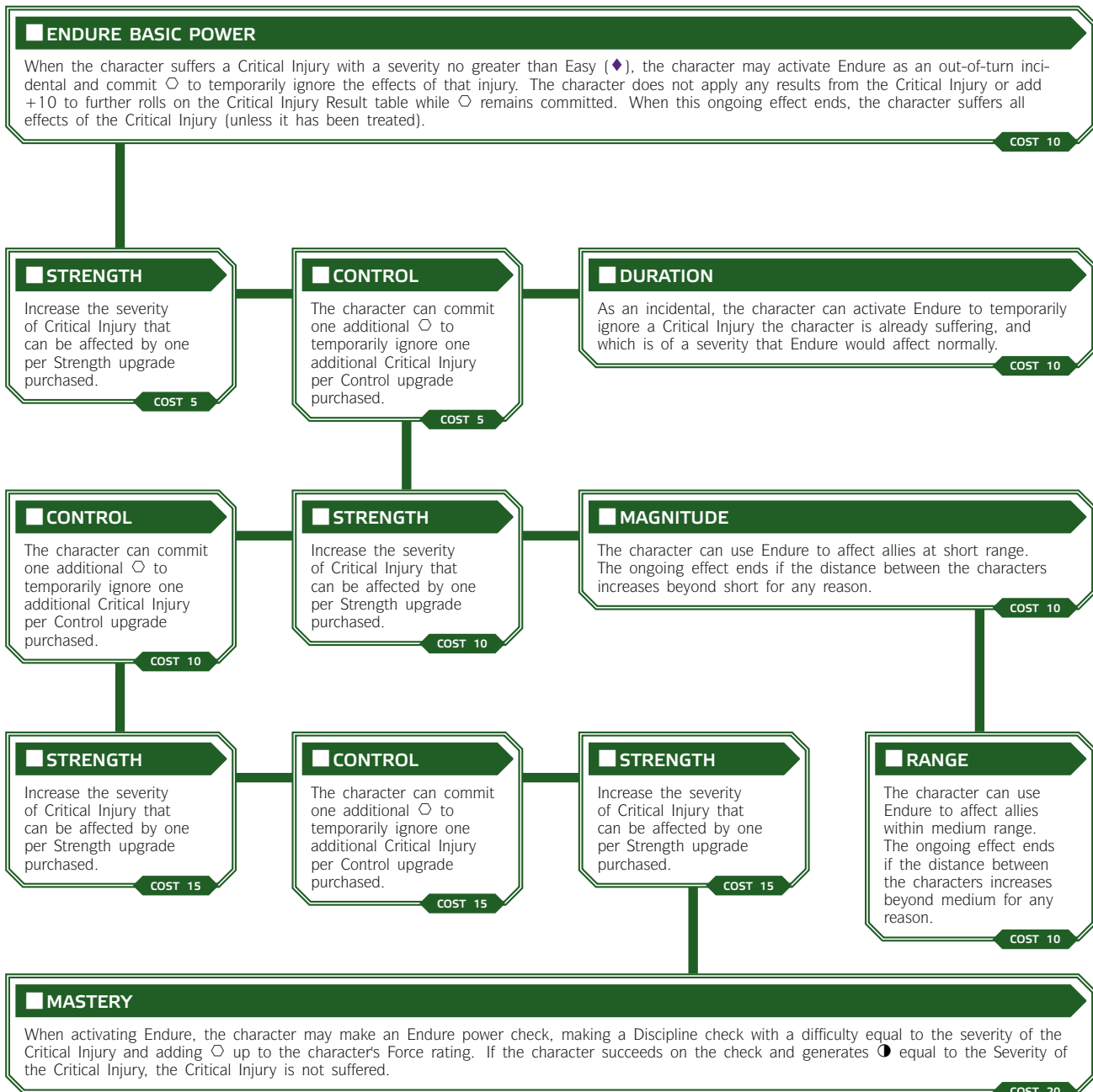
Prerequisite: Force Rating 1+



Force Power: Endure

FORCE ABILITY

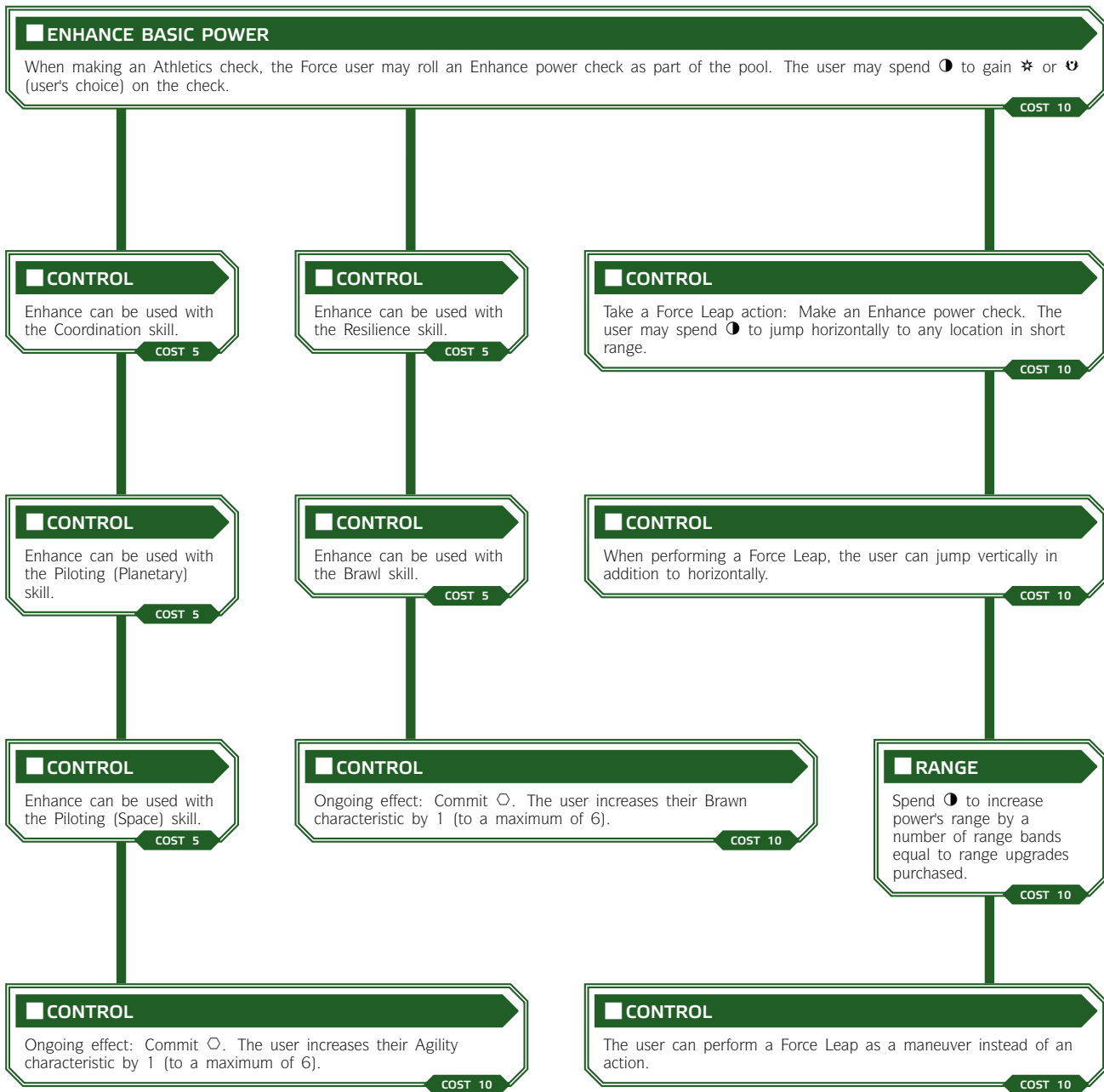
Prerequisite: Force Rating 1+



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 sentients 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

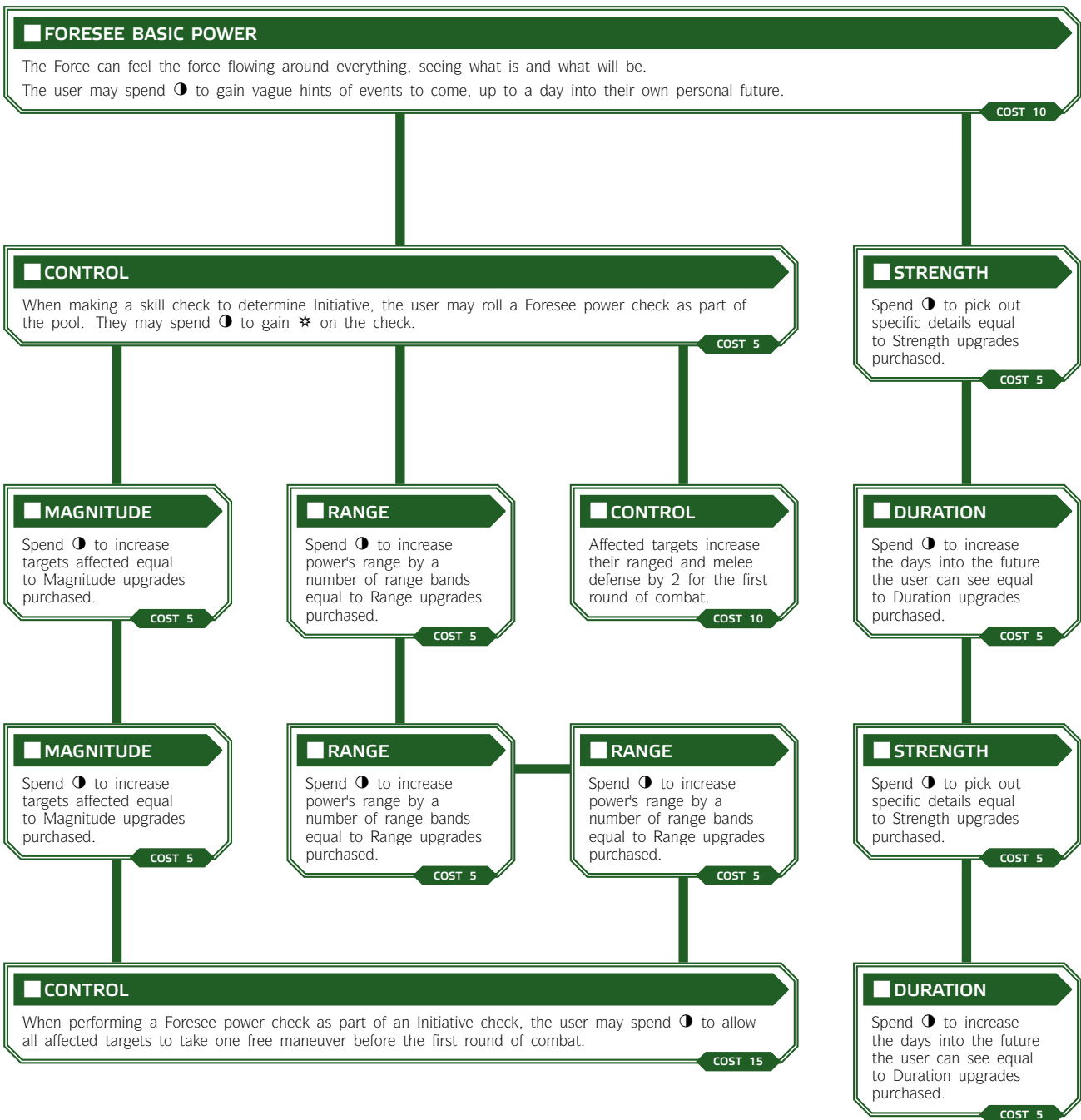
Spend 11. The user now can see as though from a spot within Close range (planetary scale) of the user's body.

COST 20

Force Power: Foresee

FORCE ABILITY

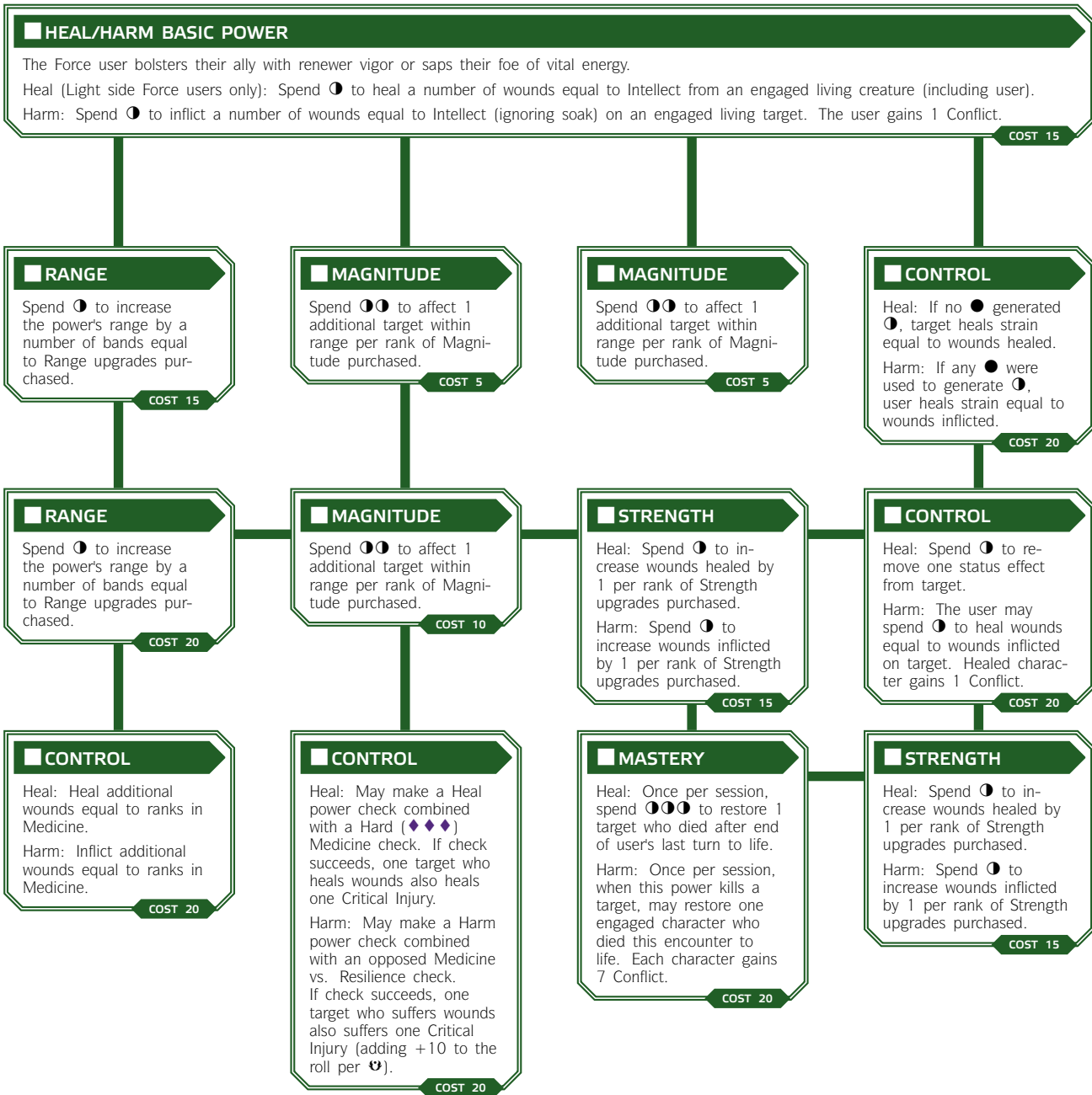
Prerequisite: Force Rating 1+



Force Power: Heal/Harm

FORCE ABILITY

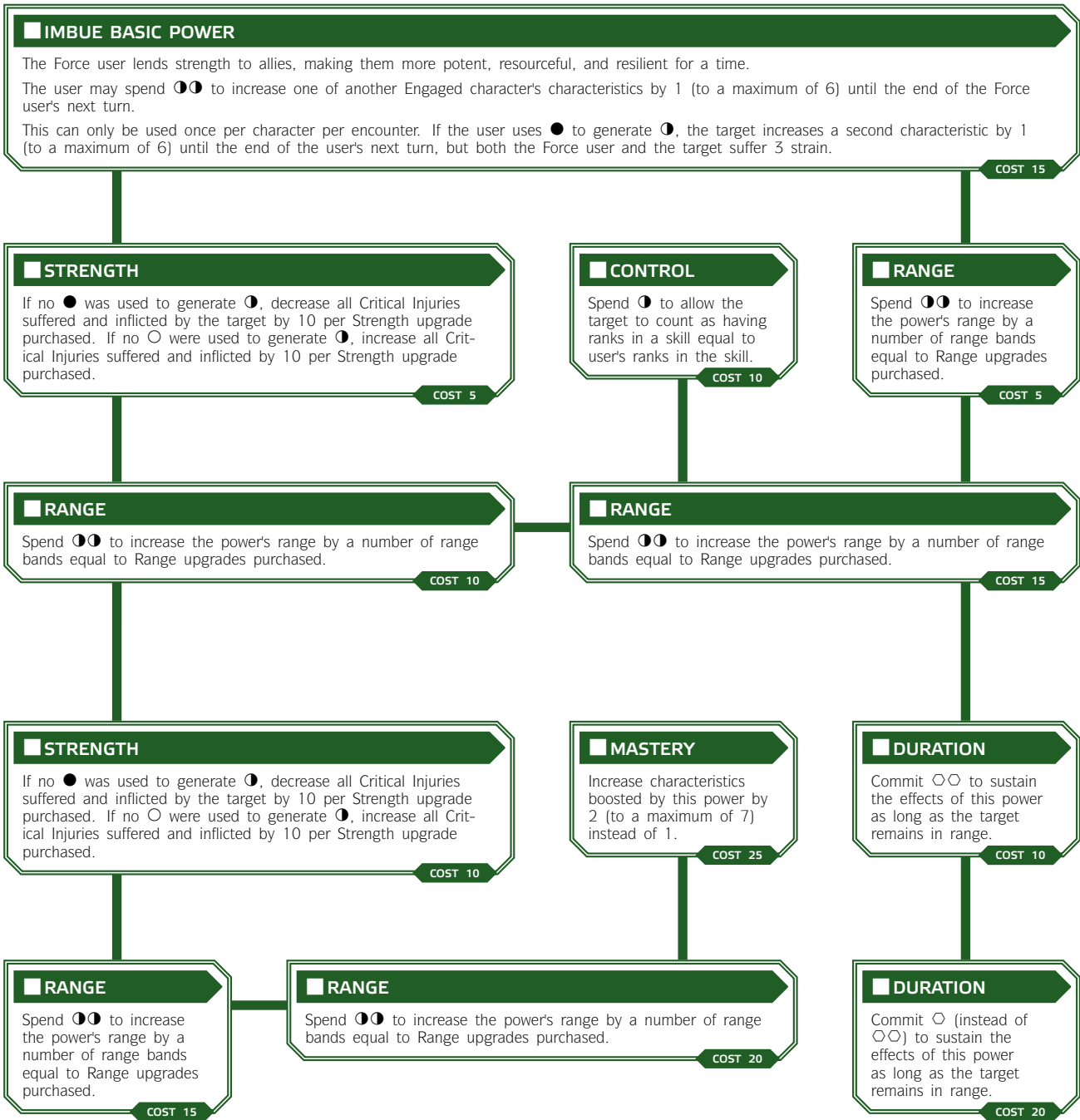
Prerequisite: Force Rating 1+



Force Power: Imbue

FORCE ABILITY

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 ABILITY 

Force Power: Move

Prerequisite: Force Rating 1+

Force Power: Protect/Unleash

Prerequisite: Force Rating 3+

FORCE ABILITY 

Force Power: Seek

Prerequisite: Force Rating 1+

FORCE ABILITY 

Force Power: Sense

Prerequisite: Force Rating 1+

FORCE ABILITY 

Force Power: Suppress

Prerequisite: Force Rating 1+