

Warrior: Aggressor

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

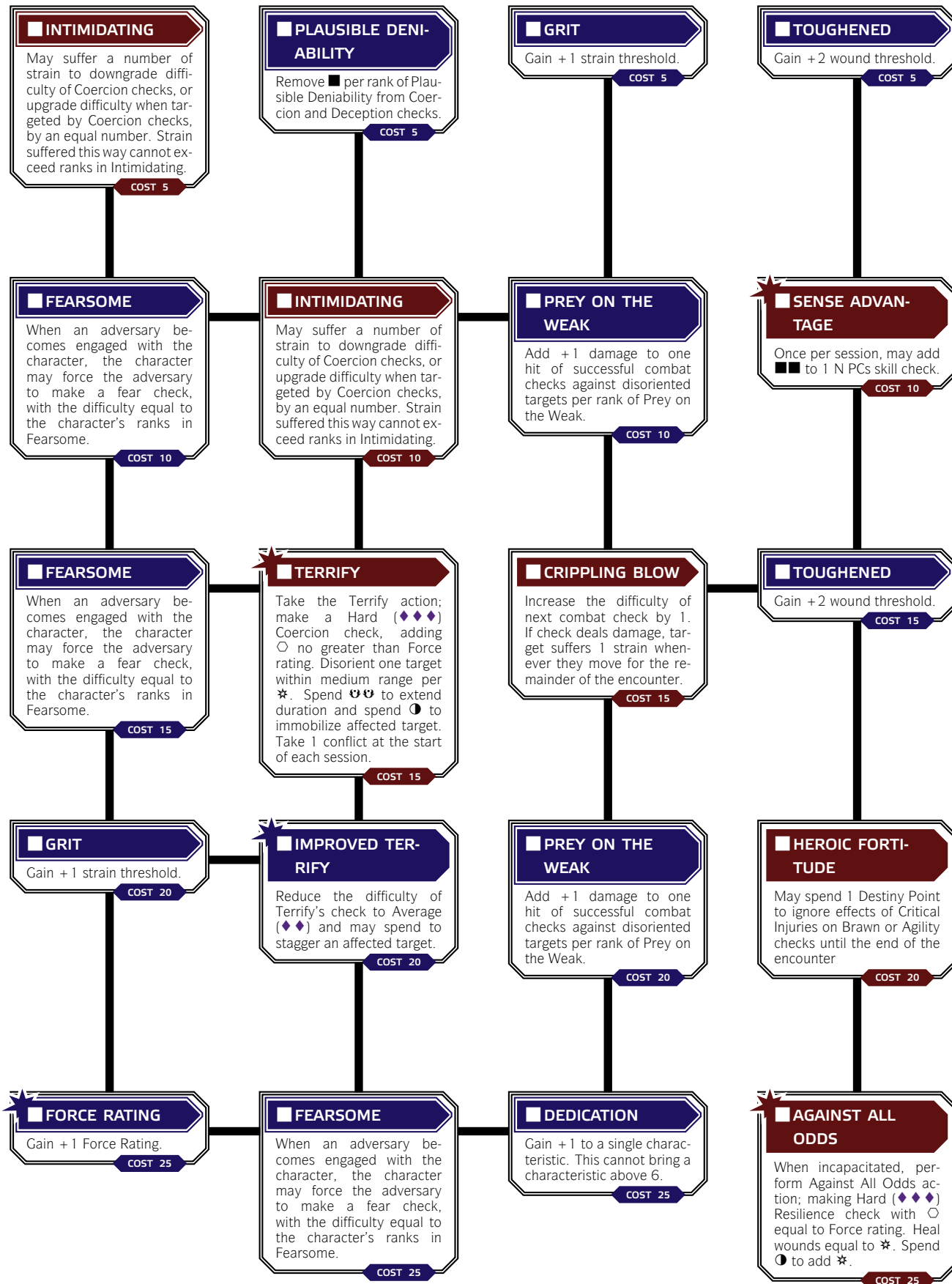
Additional Career Skills: Coercion, Knowledge (Underworld), Ranged (Light), Streetwise

PASSIVE

ACTIVE

RANKED TALENT

FORCE TALENT



Warrior: Colossus

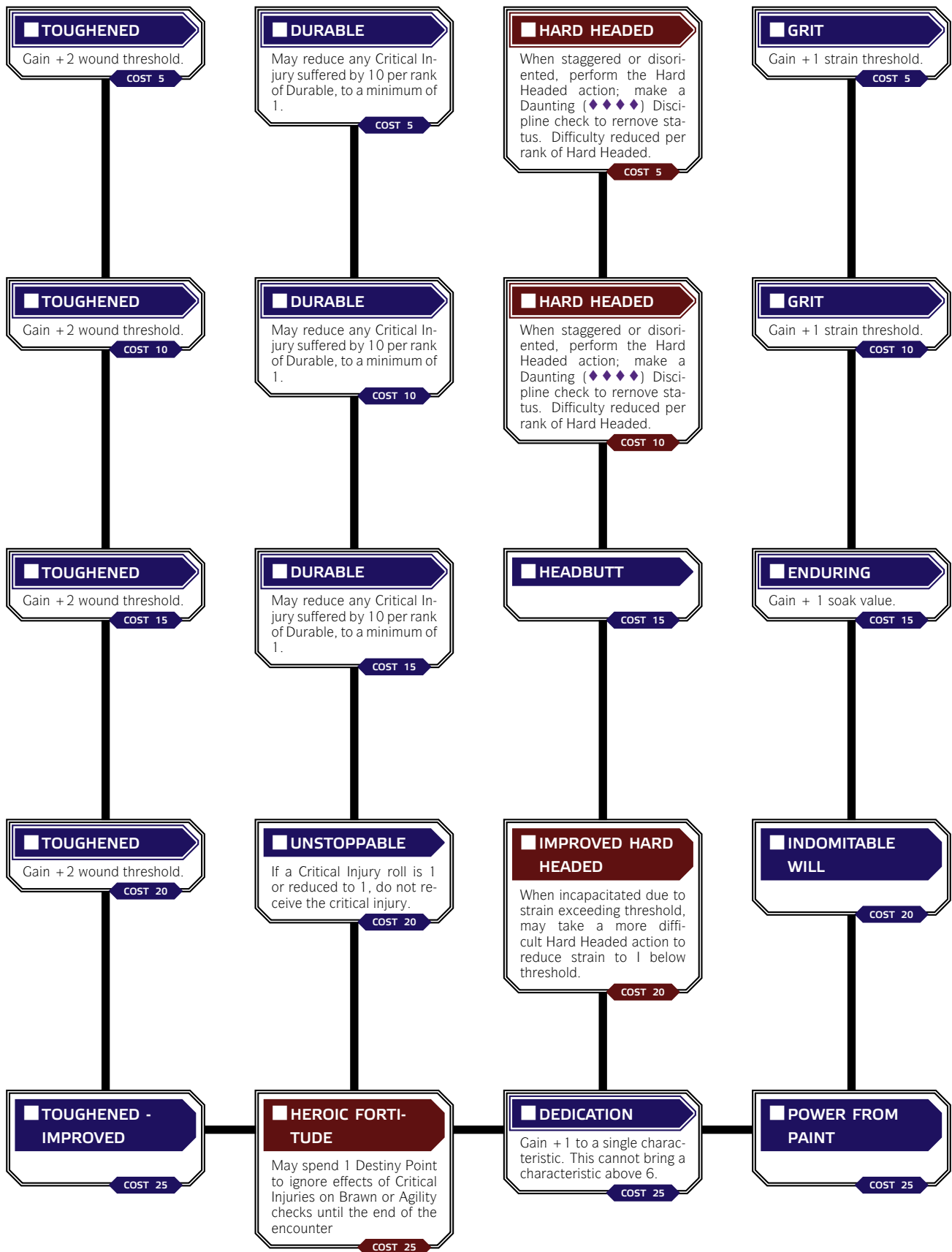
Career Skills: Athletics, Brawl, Cool, Melee, Perception, Survival

Additional Career Skills: Brawl, Discipline, Melee, Resilience

PASSIVE

ACTIVE

RANKED TALENT



Warrior: Juyo Berserker

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

Additional Career Skills: Coercion, Discipline, Lightsaber, Melee

PASSIVE

ACTIVE

RANKED TALENT

FORCE TALENT

TOUGHENED
Gain +2 wound threshold.
COST 5

PARRY
When hit by a melee attack, suffer 3 strain to reduce damage by 2 plus ranks in Parry.
COST 5

GRIT
Gain +1 strain threshold.
COST 5

INTIMIDATING
May suffer a number of strain to downgrade difficulty of Coercion checks, or upgrade difficulty when targeted by Coercion checks, by an equal number. Strain suffered this way cannot exceed ranks in Intimidating.
COST 5

INNER PEACE
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
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 ○ per Force rating. they recover additional strain equal to ● 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 ■ per rank of Quick Strike to combat checks against targets that have not acted yet this encounter
COST 15

EMBRACE YOUR HATE
COST 15

INNER PEACE
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
COST 20

QUICK STRIKE
Add ■ 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
COST 25

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

MULTIPLE OPPONENTS
Add ■ to Lightsaber, Brawl and Melee checks when engaged with multiple opponents.
COST 25

Warrior: Shii-Cho Knight

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

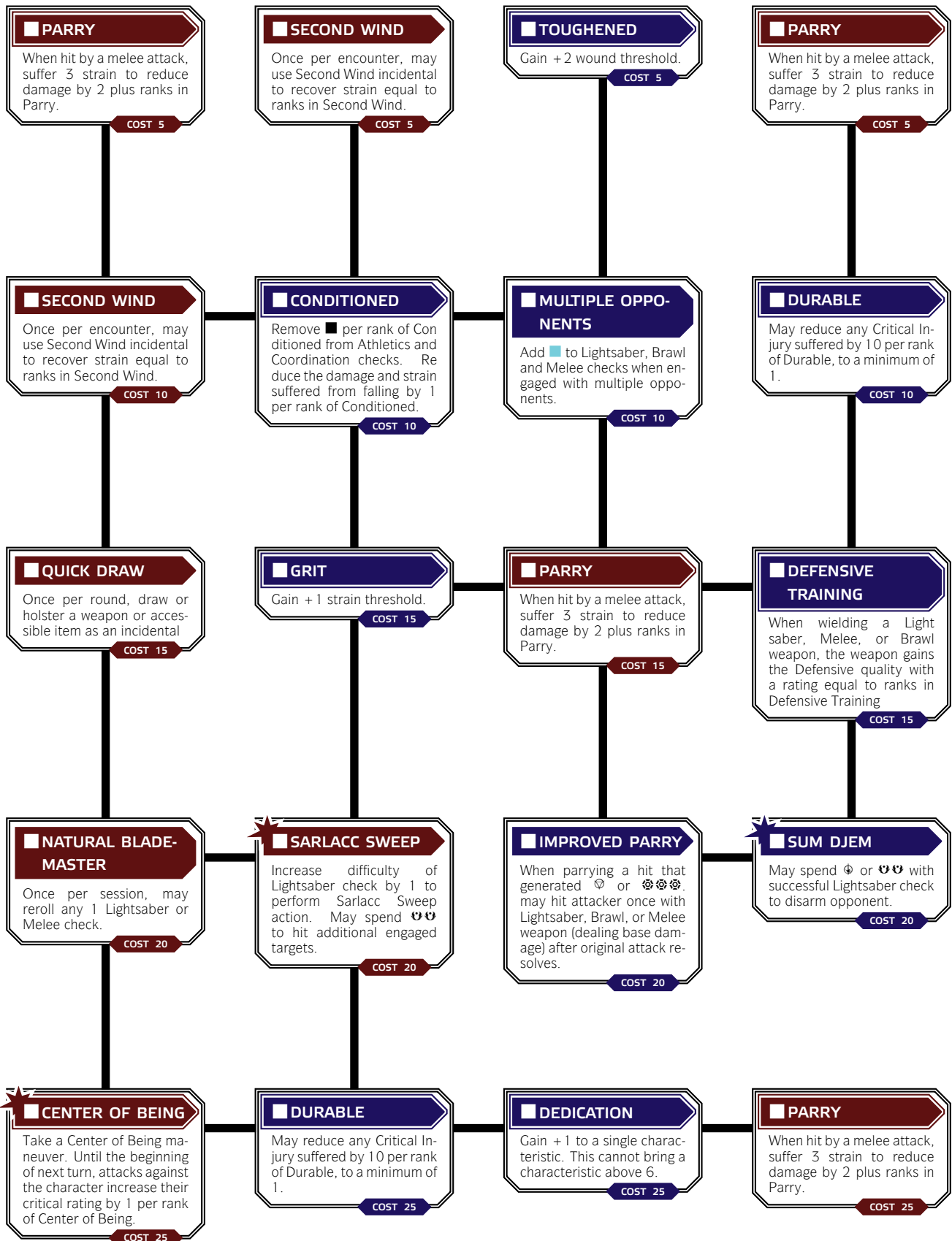
Additional Career Skills: Athletics, Coordination, Lightsaber, Melee

PASSIVE

ACTIVE

RANKED TALENT

FORCE TALENT



Warrior: Steel Hand Adept

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

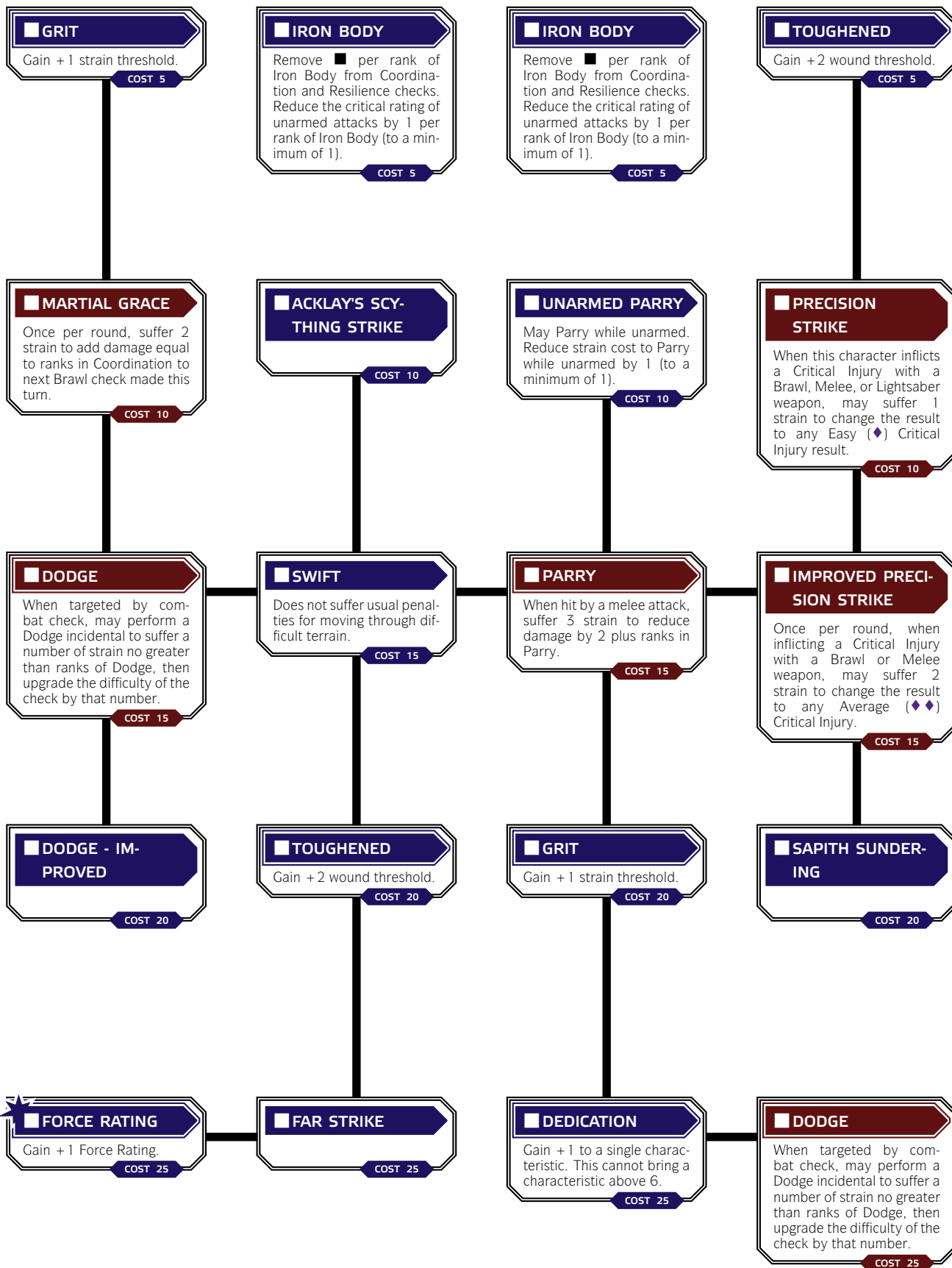
Additional Career Skills: Brawl, Coordination, Discipline, Vigilance

PASSIVE

ACTIVE

RANKED TALENT

FORCE TALENT



Warrior: Starfighter Ace

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

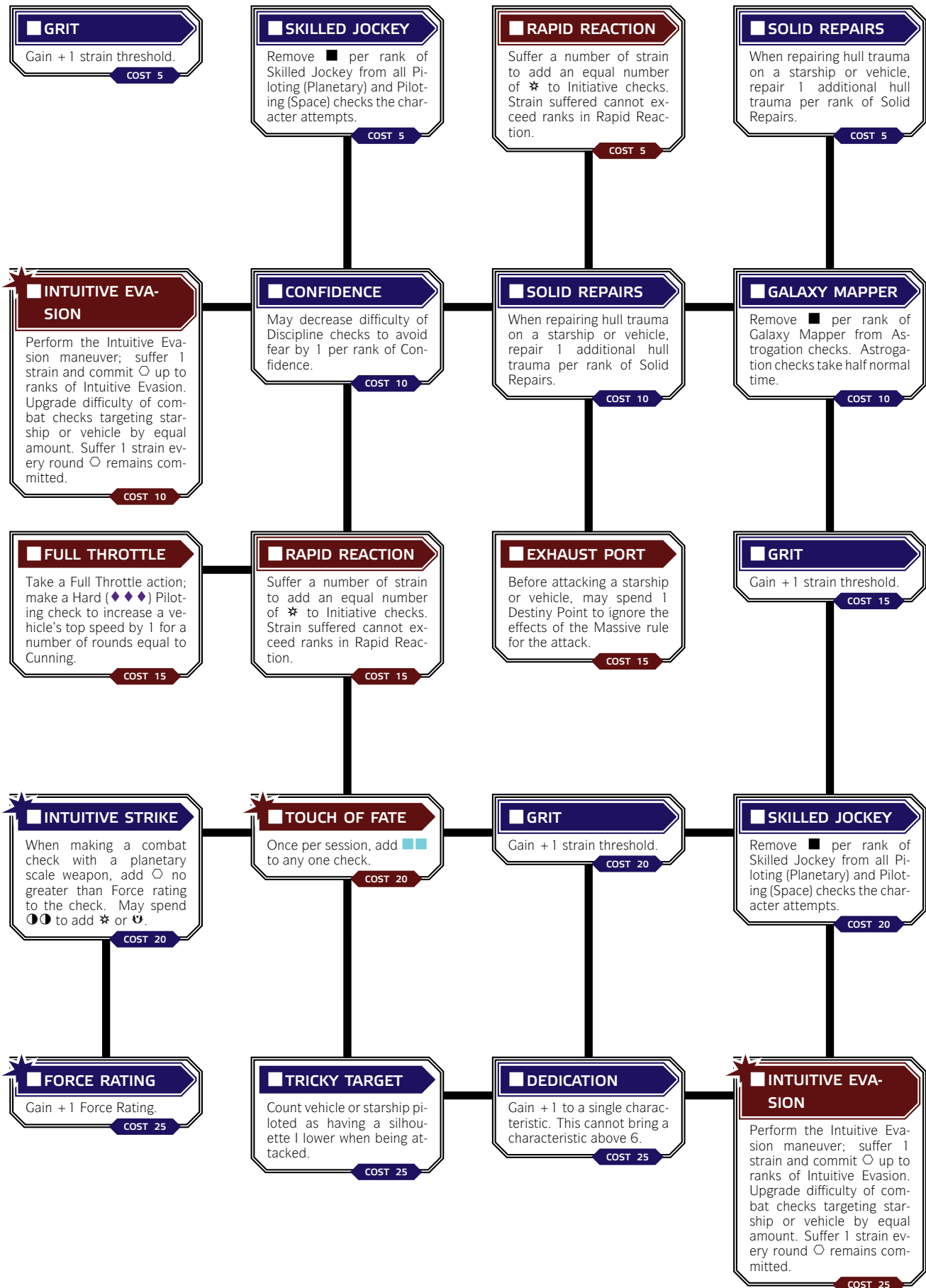
Additional Career Skills: Astrogation, Gunnery, Mechanics, Piloting (Space)

PASSIVE

ACTIVE

RANKED TALENT

FORCE TALENT



Undefined talents (12)

(headbutt) - Knights of Fate p. 25

(indomitable will) - Knights of Fate p. 25

(toughened - improved) - Knights of Fate p. 25

(power from pain) - Knights of Fate p. 25

(inner peace) - Knights of Fate p. 27

(vaapad control) - Knights of Fate p. 27

(embrace your hate) - Knights of Fate p. 27

(juyo savagery) - Knights of Fate p. 27

(acklay's scything strike) - Knights of Fate p. 29

(dodge - improved) - Knights of Fate p. 29

(sapith sundering) - Knights of Fate p. 29

(far strike) - Knights of Fate p. 29