

Ace: Beast Rider

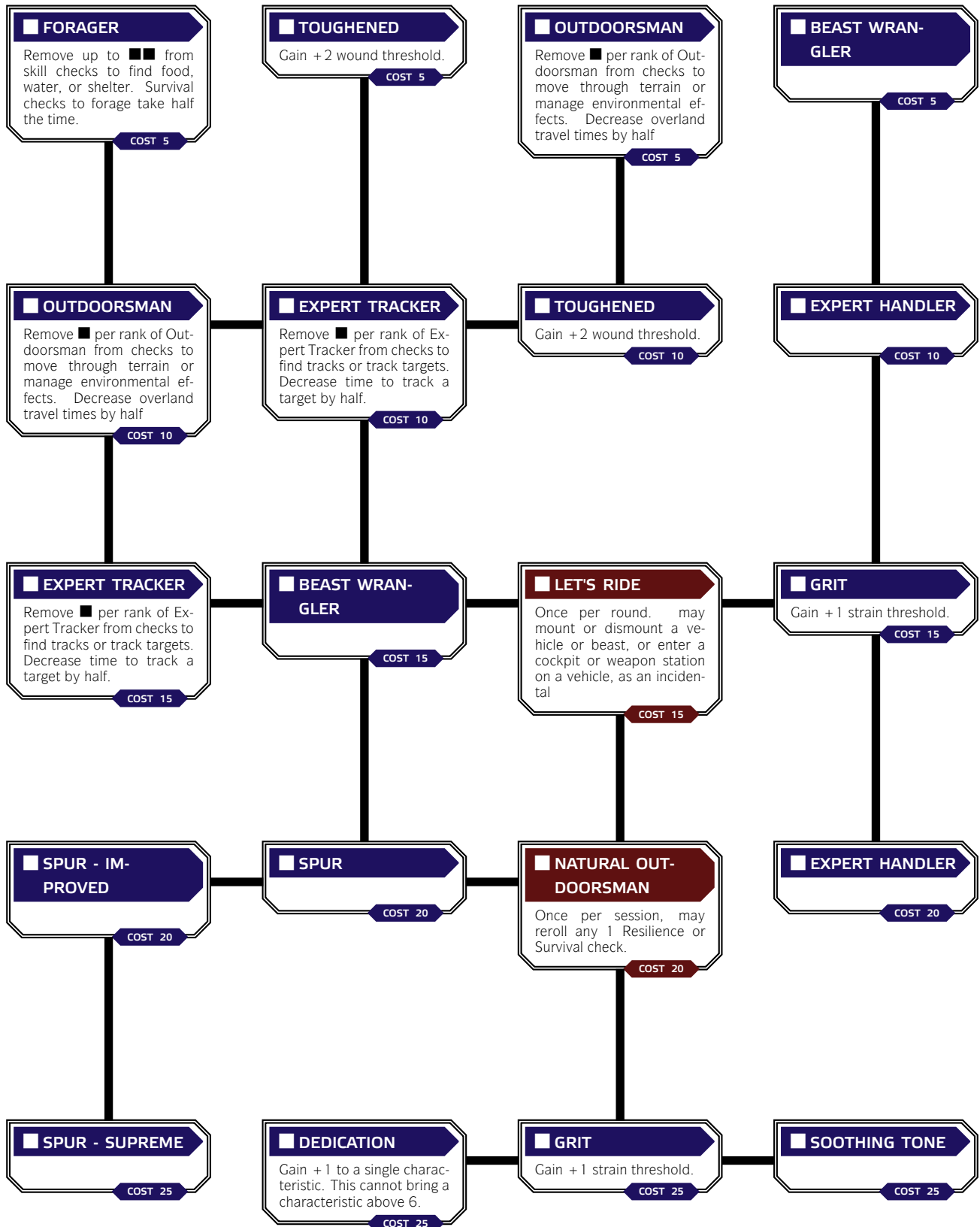
Career Skills: Astrogation, Cool, Gunnery, Mechanics, Perception, Piloting (Planetary), Piloting (Space), Ranged (Light)

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

PASSIVE

ACTIVE

FORCE TALENT



Ace: Driver

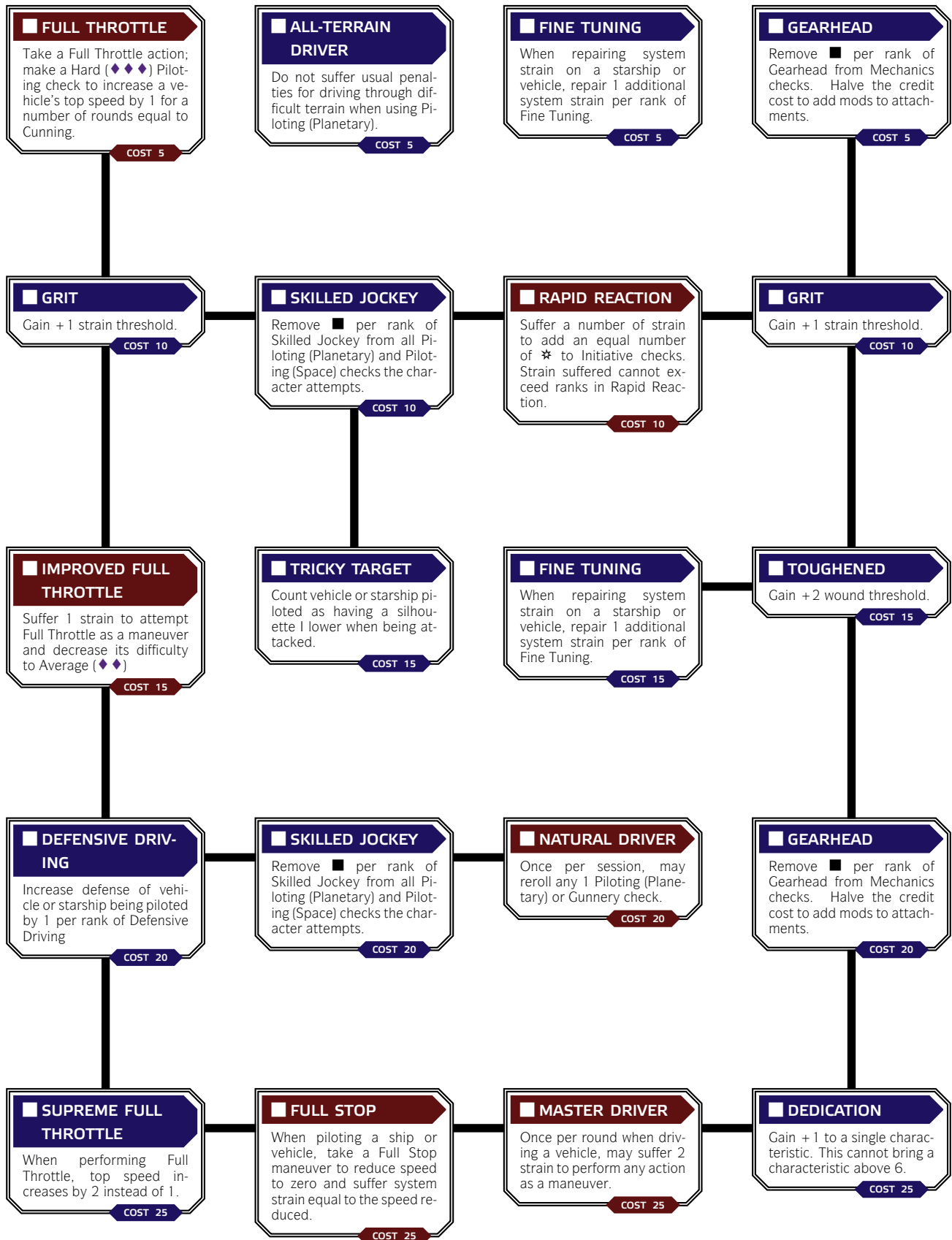
Career Skills: Astrogation, Cool, Gunnery, Mechanics, Perception, Piloting (Planetary), Piloting (Space), Ranged (Light)

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

PASSIVE

ACTIVE

FORCE TALENT



Ace: Gunner

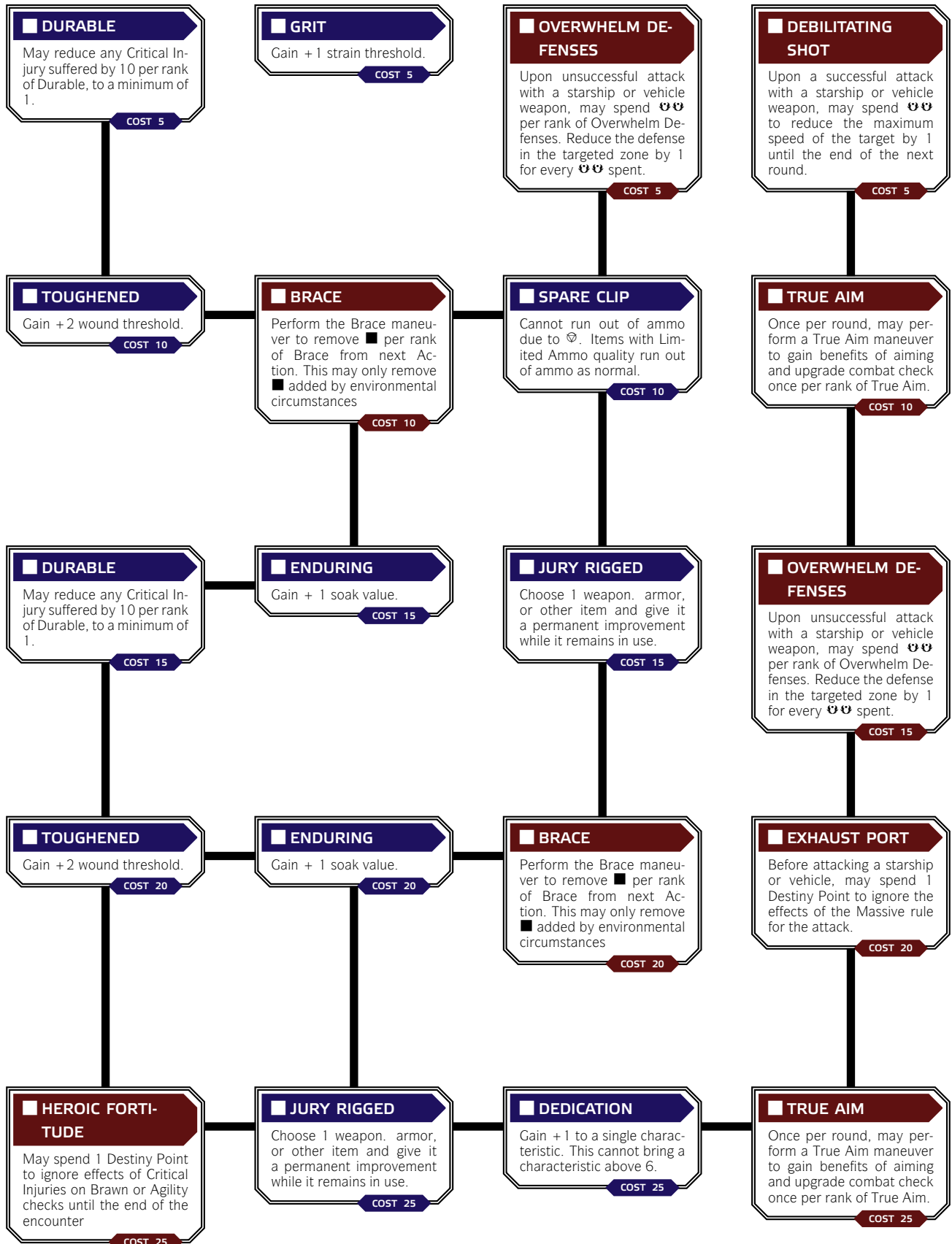
Career Skills: Astrogation, Cool, Gunnery, Mechanics, Perception, Piloting (Planetary), Piloting (Space), Ranged (Light)

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

PASSIVE

ACTIVE

FORCE TALENT



Ace: Hotshot

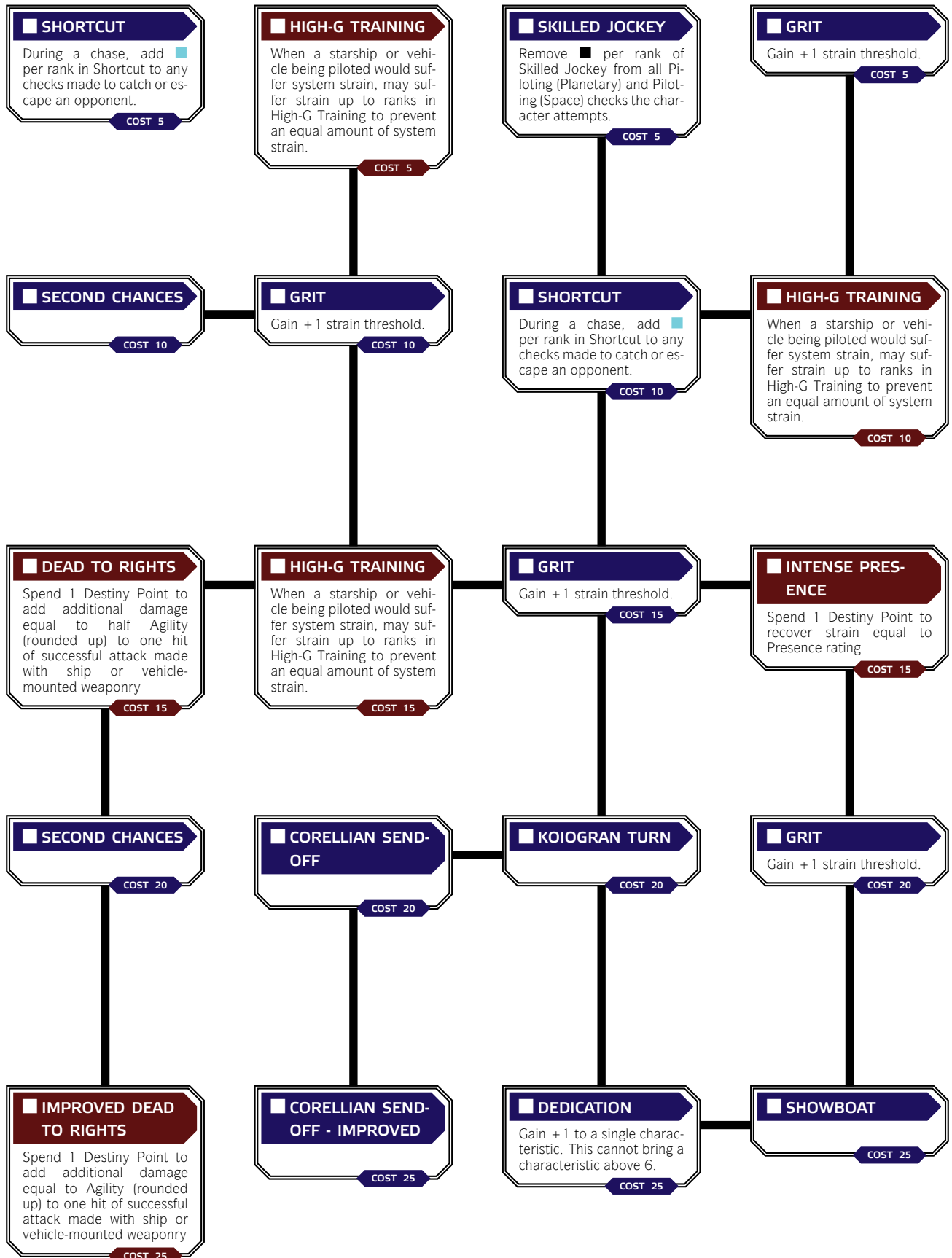
Career Skills: Astrogation, Cool, Gunnery, Mechanics, Perception, Piloting (Planetary), Piloting (Space), Ranged (Light)

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

PASSIVE

ACTIVE

FORCE TALENT



Ace: Pilot

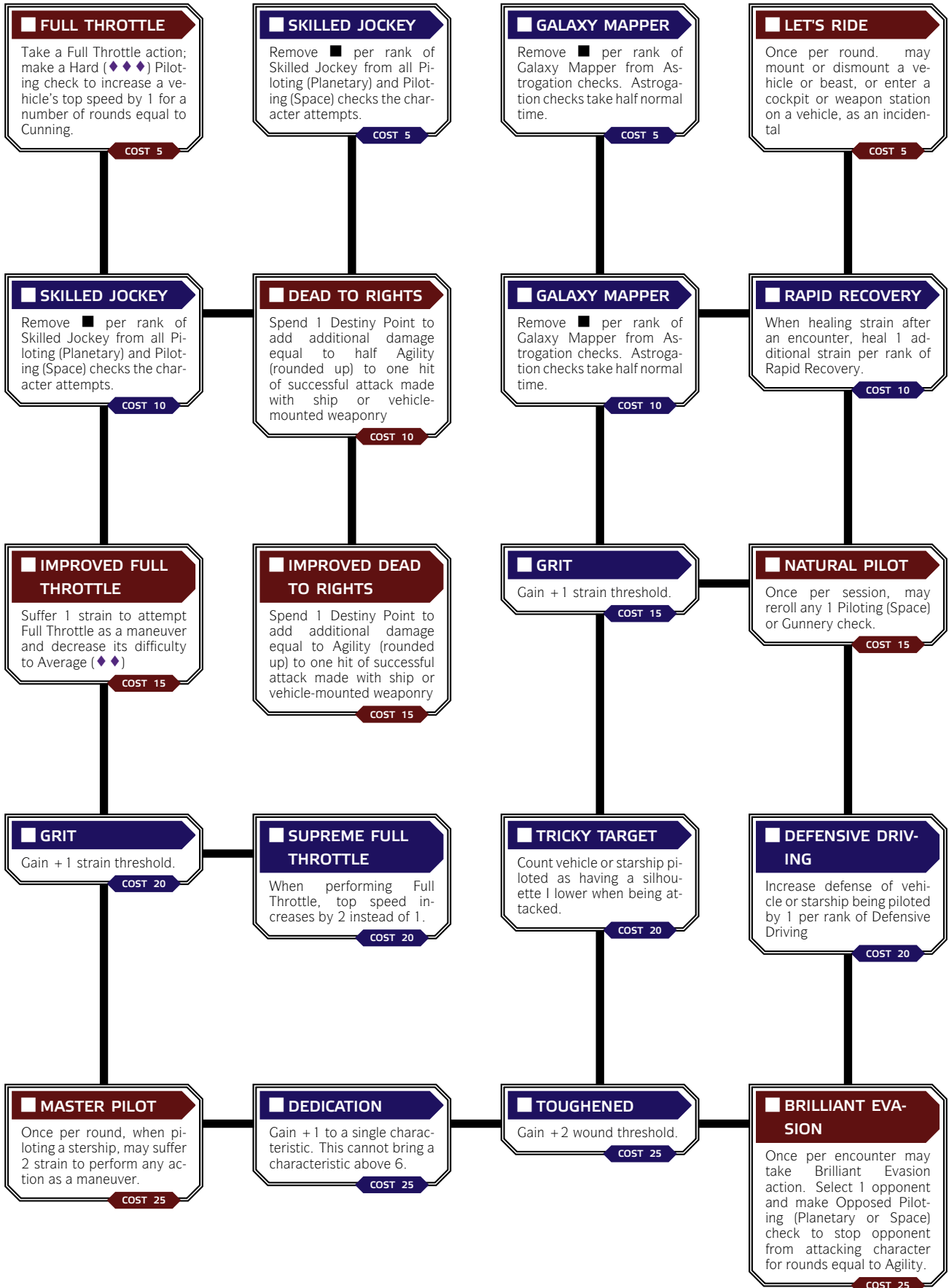
Career Skills: Astrogation, Cool, Gunnery, Mechanics, Perception, Piloting (Planetary), Piloting (Space), Ranged (Light)

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

PASSIVE

ACTIVE

FORCE TALENT



Ace: Rigger

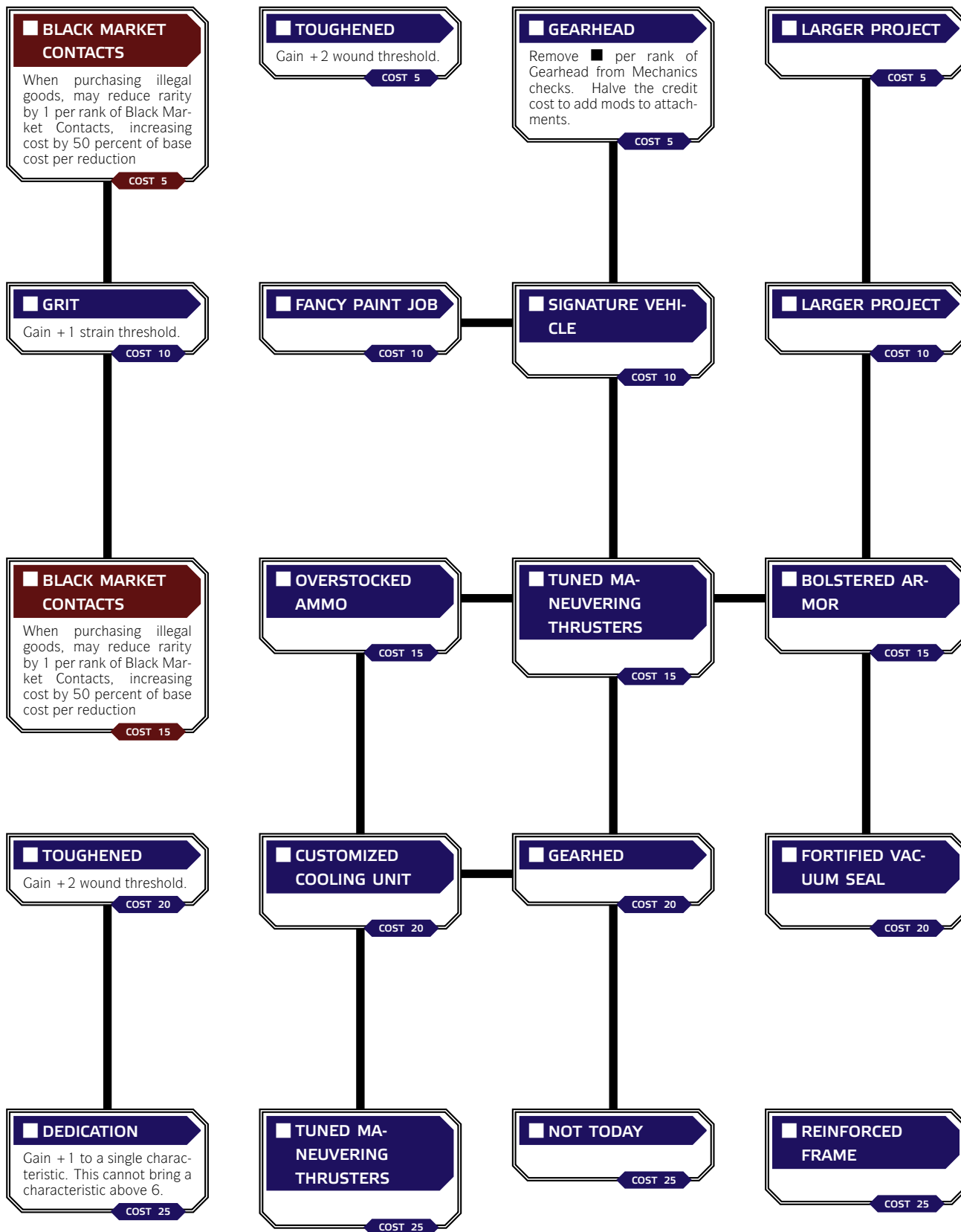
Career Skills: Astrogation, Cool, Gunnery, Mechanics, Perception, Piloting (Planetary), Piloting (Space), Ranged (Light)

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

PASSIVE

ACTIVE

FORCE TALENT



Commander: Commodore

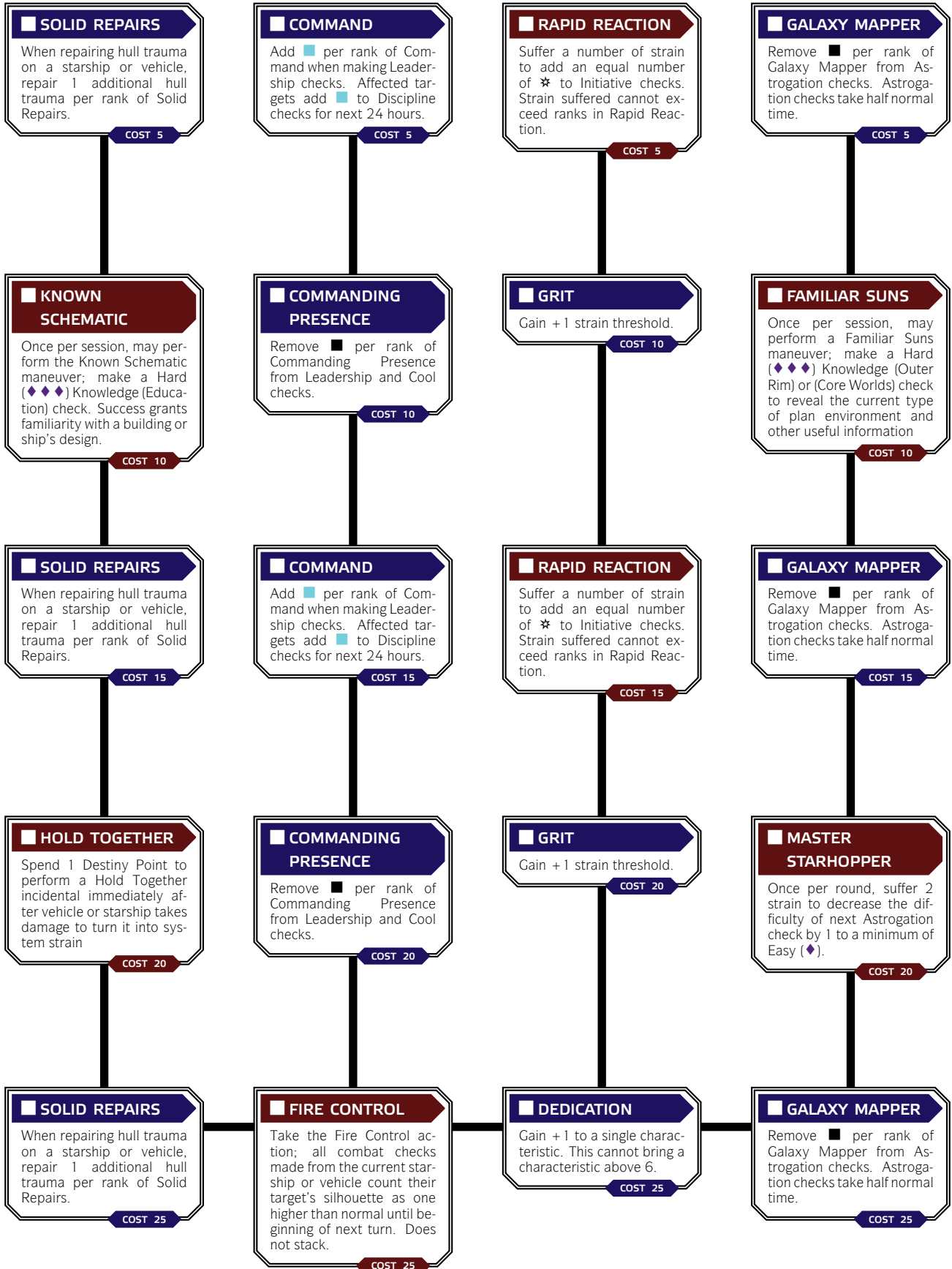
Career Skills: Coercion, Cool, Discipline, Knowledge (Warfare), Leadership, Perception, Ranged (Light), Vigilance

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

PASSIVE

ACTIVE

FORCE TALENT



Commander: Figurehead

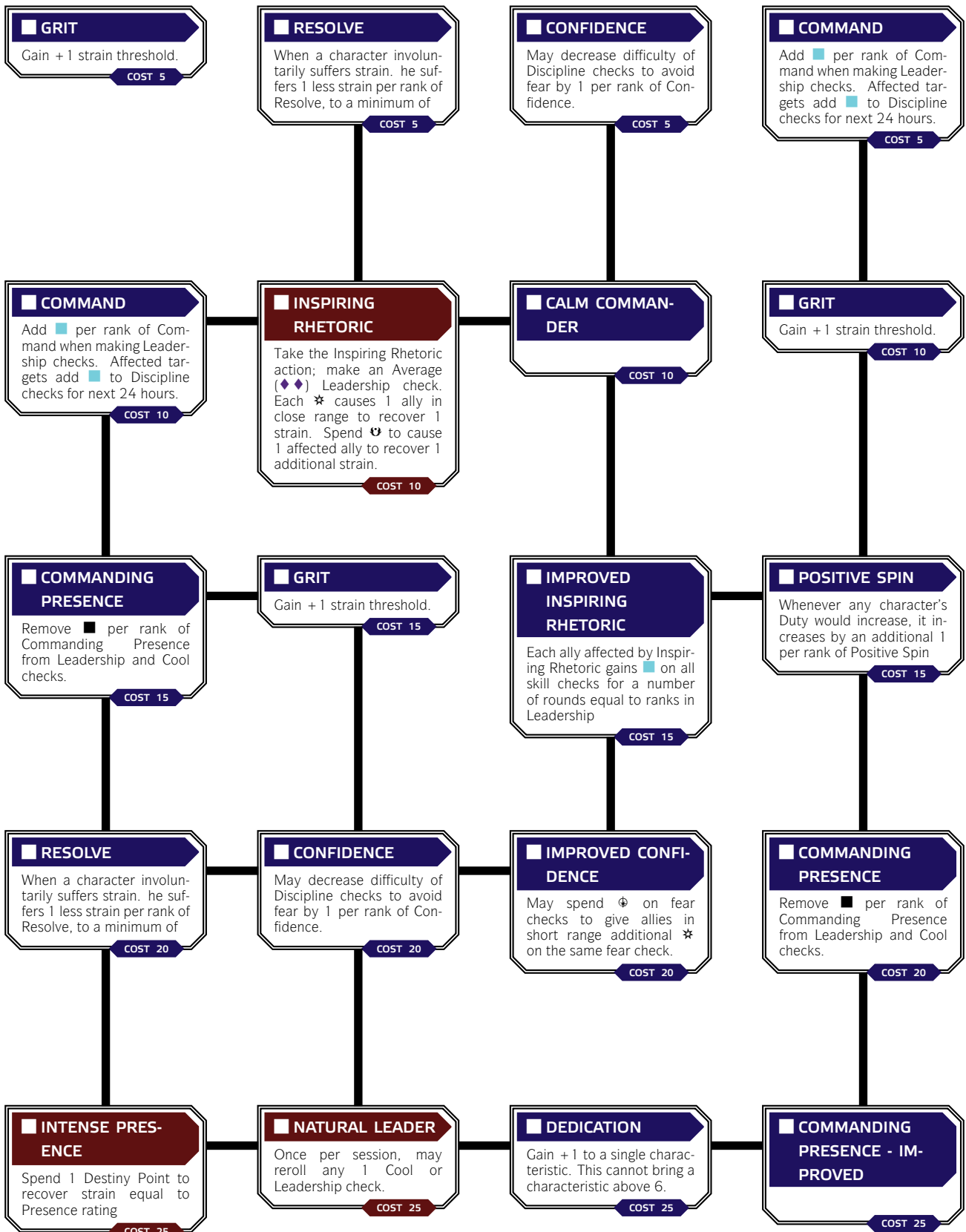
Career Skills: Coercion, Cool, Discipline, Knowledge (Warfare), Leadership, Perception, Ranged (Light), Vigilance

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

PASSIVE

ACTIVE

FORCE TALENT



Commander: Instructor

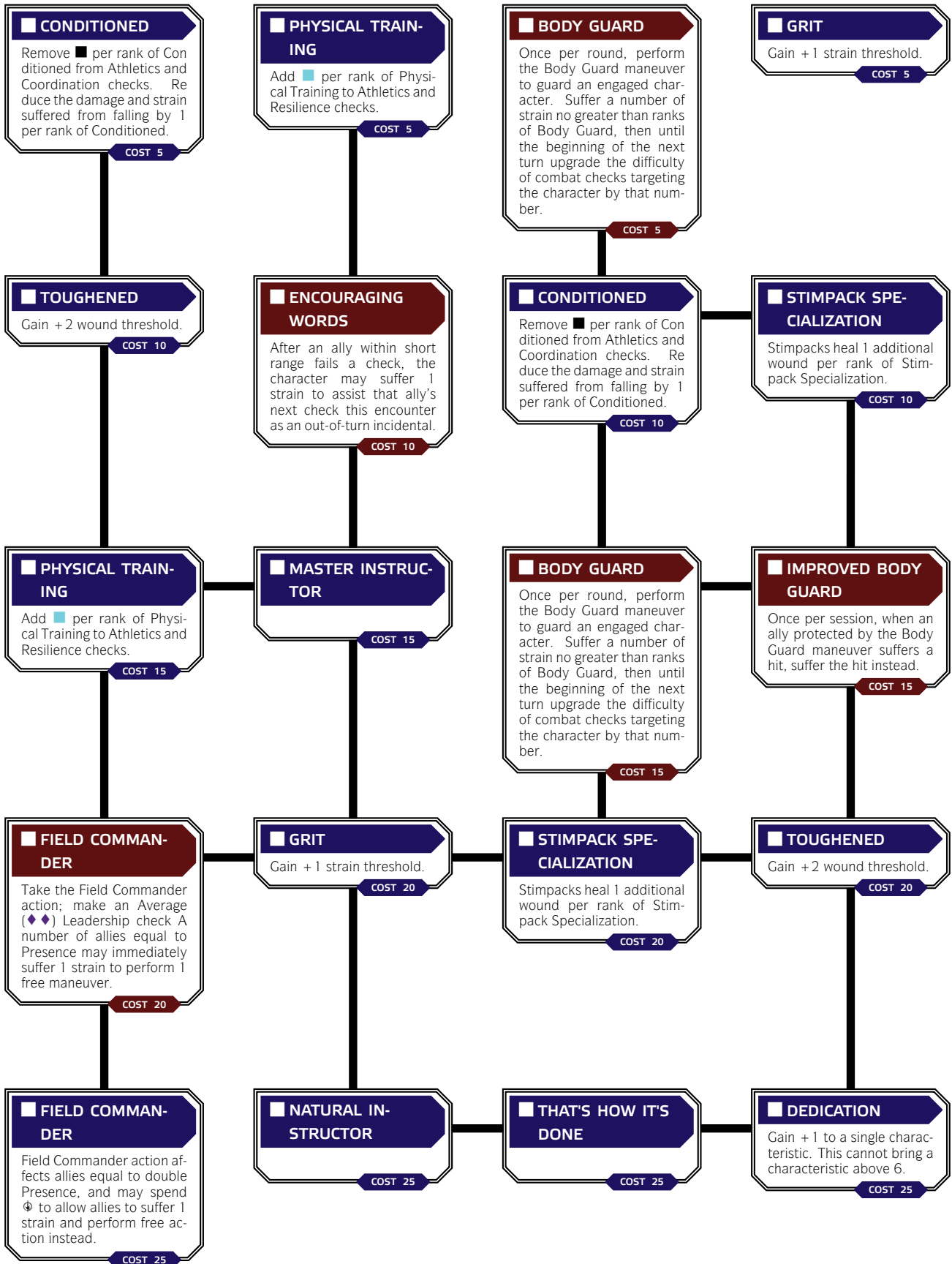
Career Skills: Coercion, Cool, Discipline, Knowledge (Warfare), Leadership, Perception, Ranged (Light), Vigilance

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

PASSIVE

ACTIVE

FORCE TALENT



Commander: Strategist

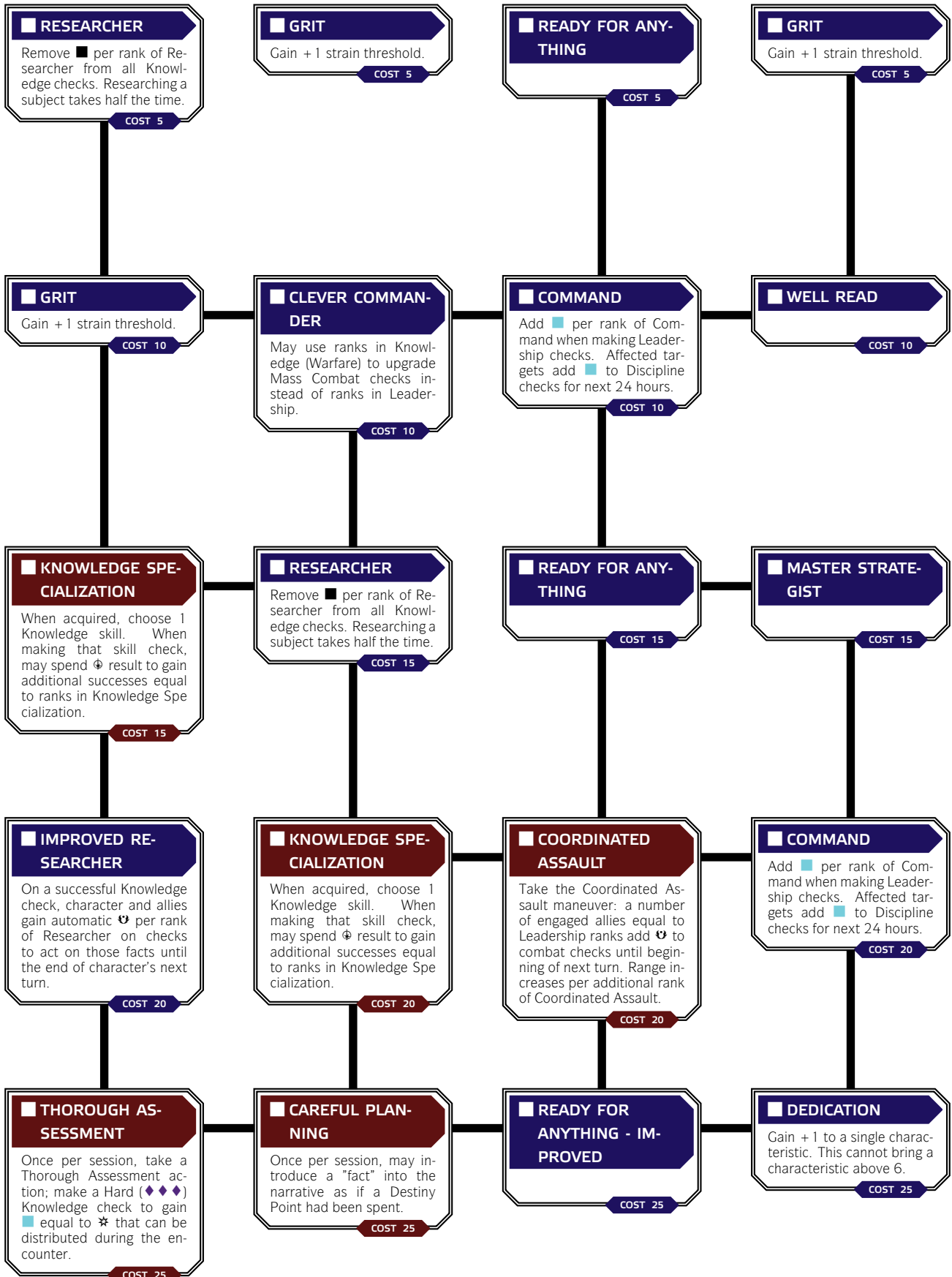
Career Skills: Coercion, Cool, Discipline, Knowledge (Warfare), Leadership, Perception, Ranged (Light), Vigilance

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

PASSIVE

ACTIVE

FORCE TALENT



Commander: Tactician

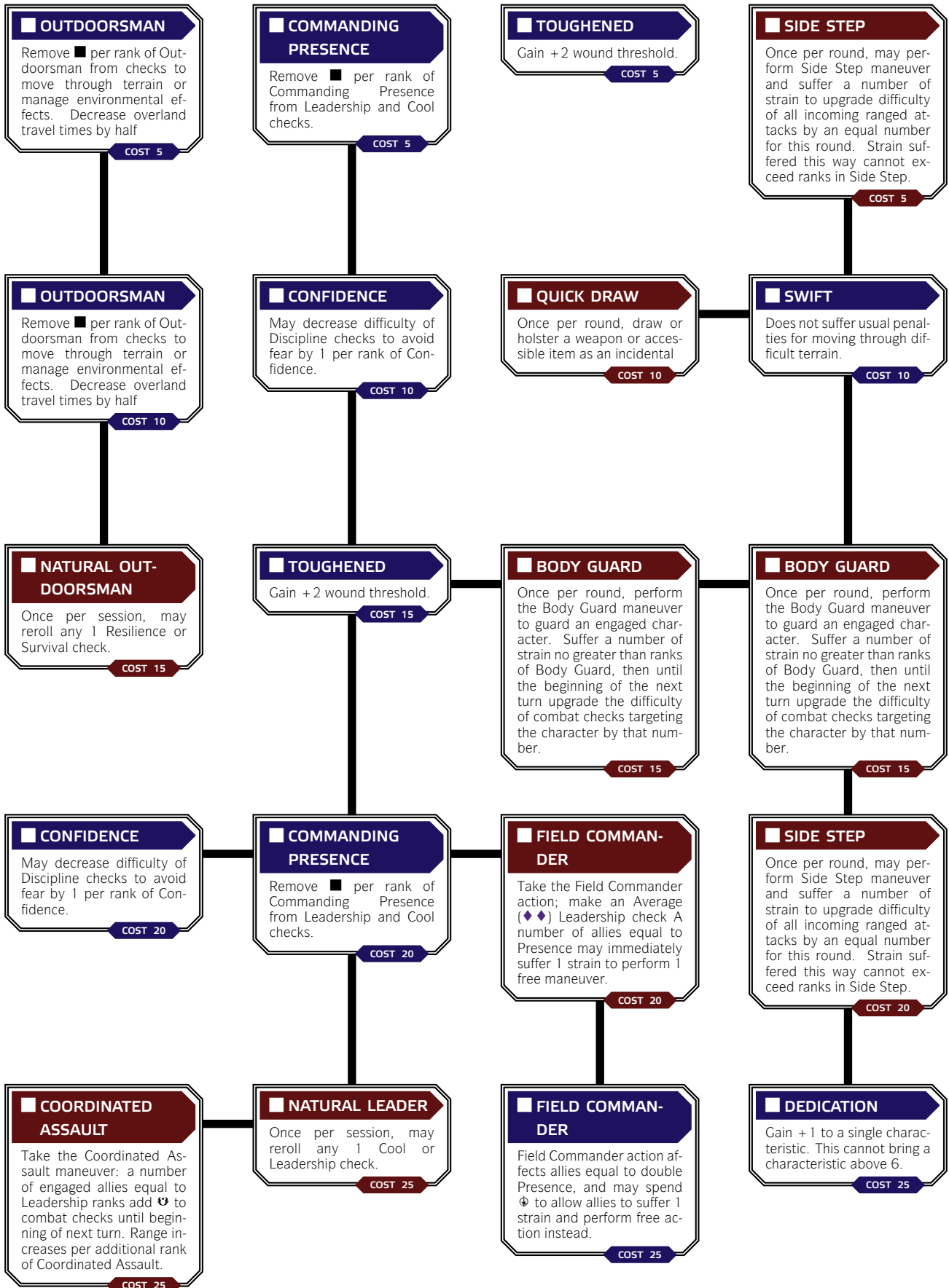
Career Skills: Coercion, Cool, Discipline, Knowledge (Warfare), Leadership, Perception, Ranged (Light), Vigilance

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

PASSIVE

ACTIVE

FORCE TALENT



Diplomat: Advocate

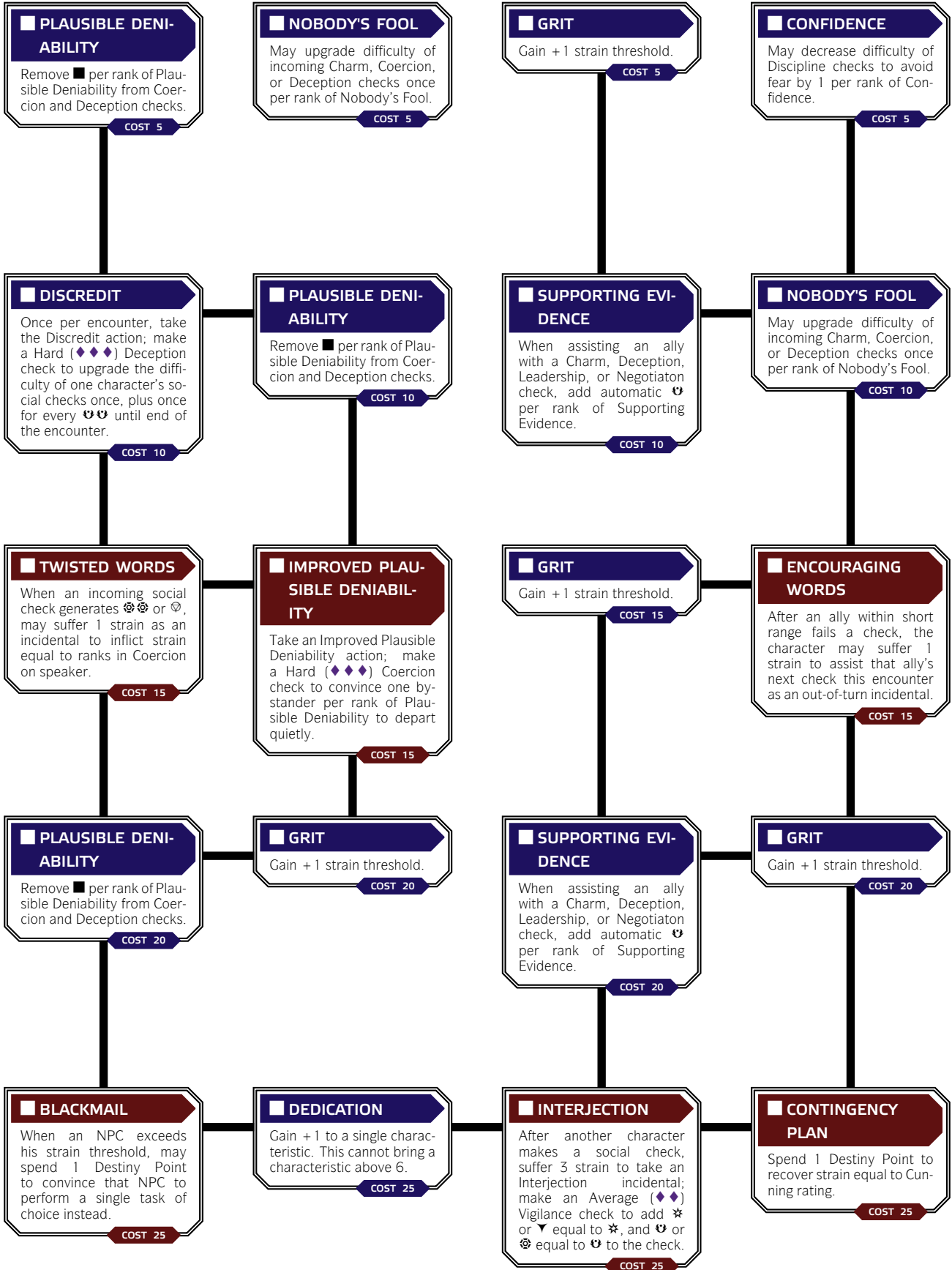
Career Skills: Charm, Deception, Knowledge (Core Worlds), Knowledge (Lore), Knowledge (Outer Rim), Knowledge (Xenology), Leadership, Negotiation

Additional Career Skills: Coercion, Deception, Negotiation, Vigilance

PASSIVE

ACTIVE

FORCE TALENT



Diplomat: Ambassador

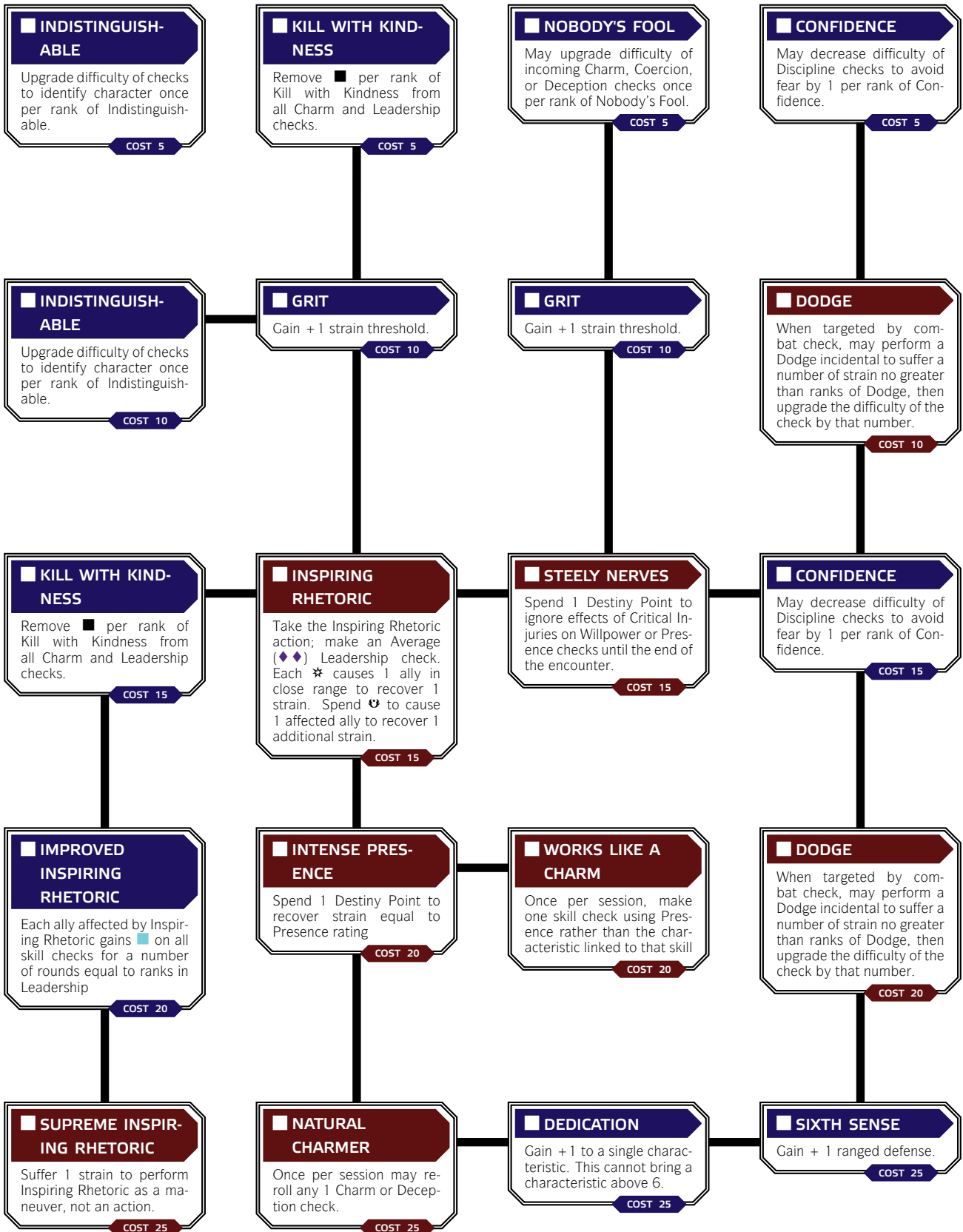
Career Skills: Charm, Deception, Knowledge (Core Worlds), Knowledge (Lore), Knowledge (Outer Rim), Knowledge (Xenology), Leadership, Negotiation

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

PASSIVE

ACTIVE

FORCE 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

FORCE TALENT

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

NOBODY'S FOOL
May upgrade difficulty of incoming Charm, Coercion, or Deception checks once per rank of Nobody's Fool.
COST 5

GRIT
Gain +1 strain threshold.
COST 5

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

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

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

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

INTIMIDATING
May suffer a number of strain to downgrade difficulty of Coercion checks, or upgrade difficulty when targeted by Coercion checks, by an equal number. Strain suffered this way cannot exceed ranks in Intimidating.
COST 10

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

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

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

GRIT
Gain +1 strain threshold.
COST 15

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

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

SCATHING TIRADE
Each enemy affected by Scathing Tirade suffers ■ on all skill checks for a number of rounds equal to ranks in Coercion.
COST 20

INTIMIDATING
May suffer a number of strain to downgrade difficulty of Coercion checks, or upgrade difficulty when targeted by Coercion checks, by an equal number. Strain suffered this way cannot exceed ranks in Intimidating.
COST 20

INTIMIDATING
May suffer a number of strain to downgrade difficulty of Coercion checks, or upgrade difficulty when targeted by Coercion checks, by an equal number. Strain suffered this way cannot exceed ranks in Intimidating.
COST 25

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

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

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

Diplomat: Agitator

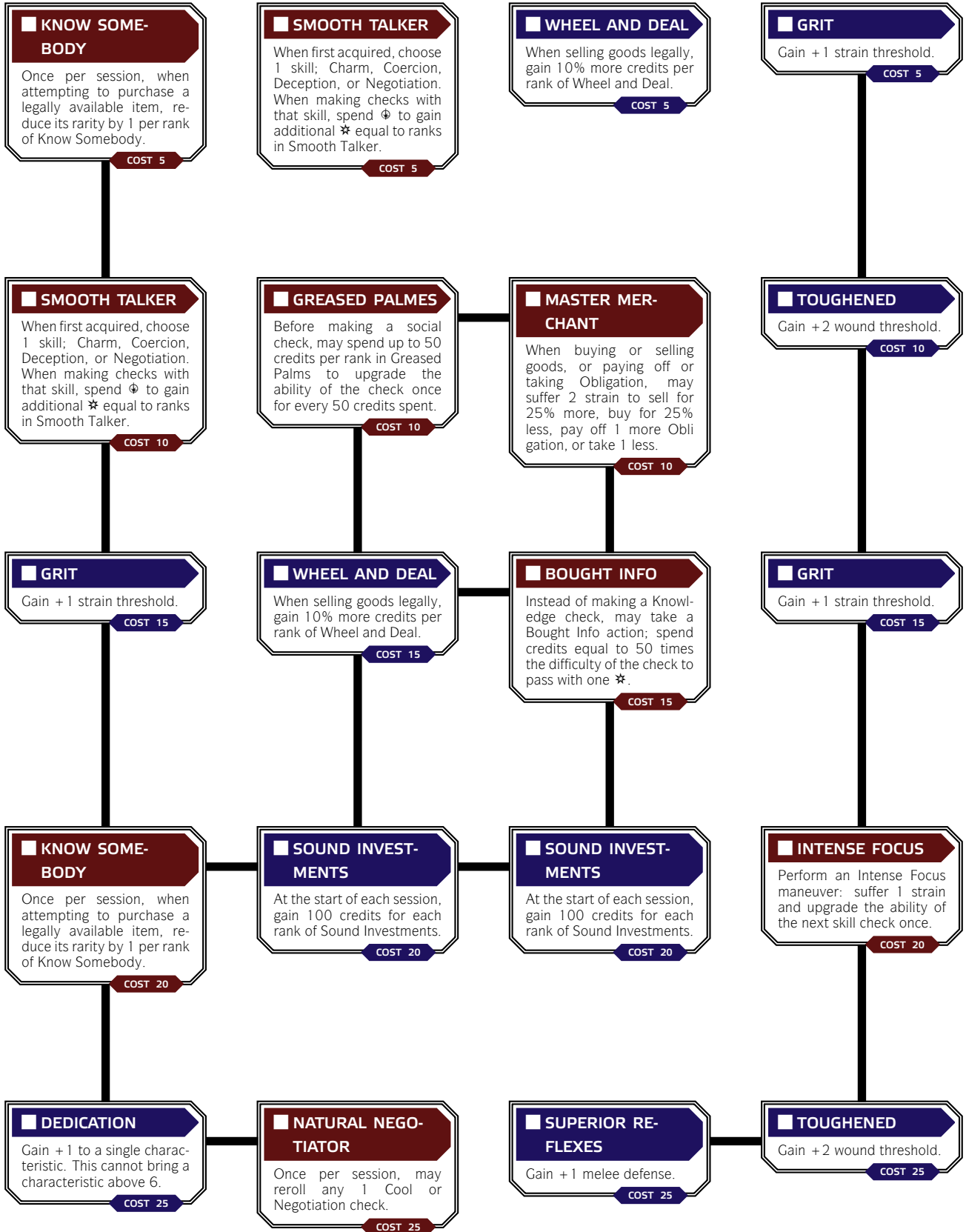
Career Skills: Charm, Deception, Knowledge (Core Worlds), Knowledge (Lore), Knowledge (Outer Rim), Knowledge (Xenology), Leadership, Negotiation

Additional Career Skills: Computers, Negotiation, Skulduggery, Vigilance

PASSIVE

ACTIVE

FORCE TALENT



Diplomat: Analyst

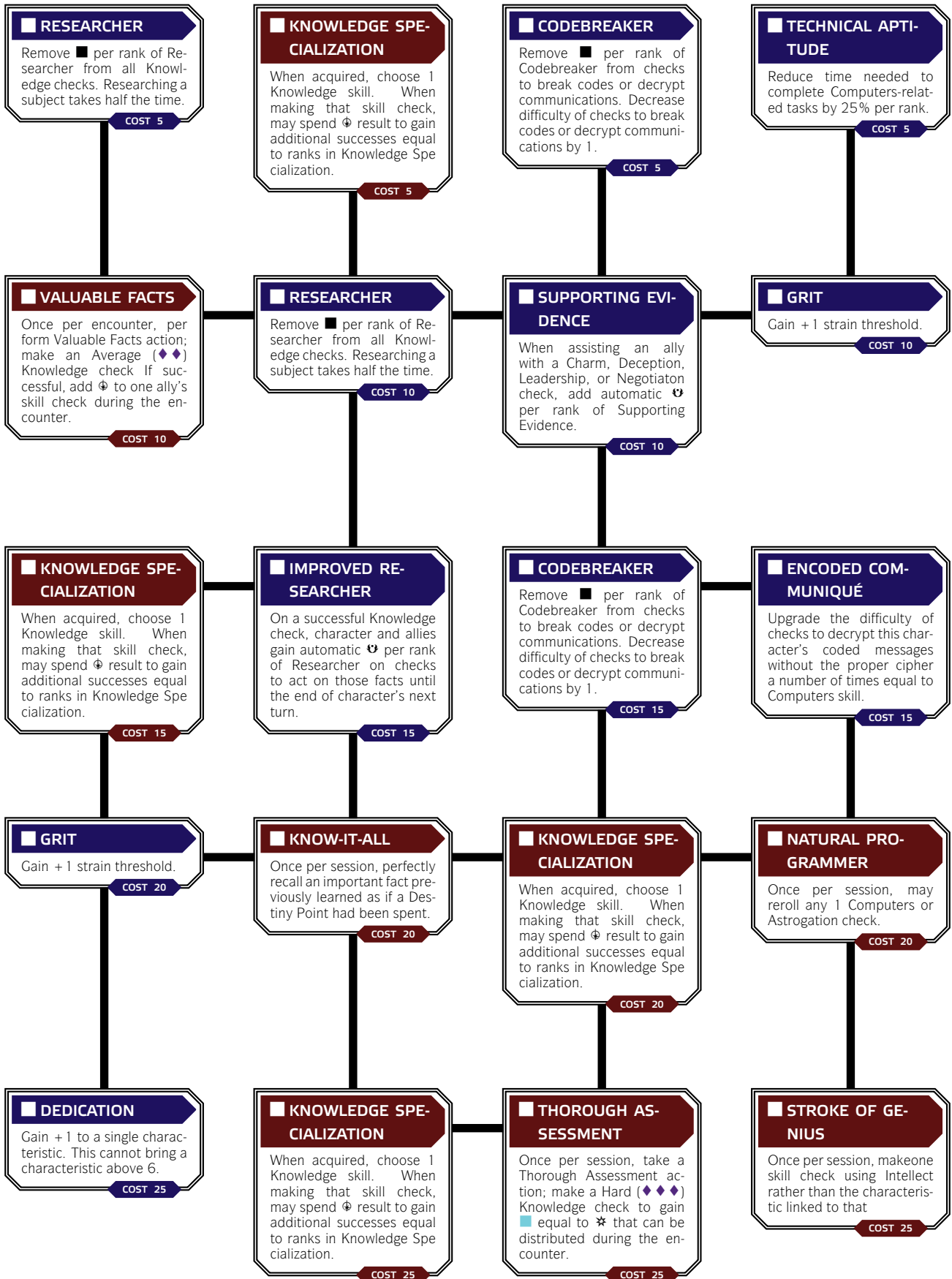
Career Skills: Charm, Deception, Knowledge (Core Worlds), Knowledge (Lore), Knowledge (Outer Rim), Knowledge (Xenology), Leadership, Negotiation

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

PASSIVE

ACTIVE

FORCE TALENT



Diplomat: Propagandist

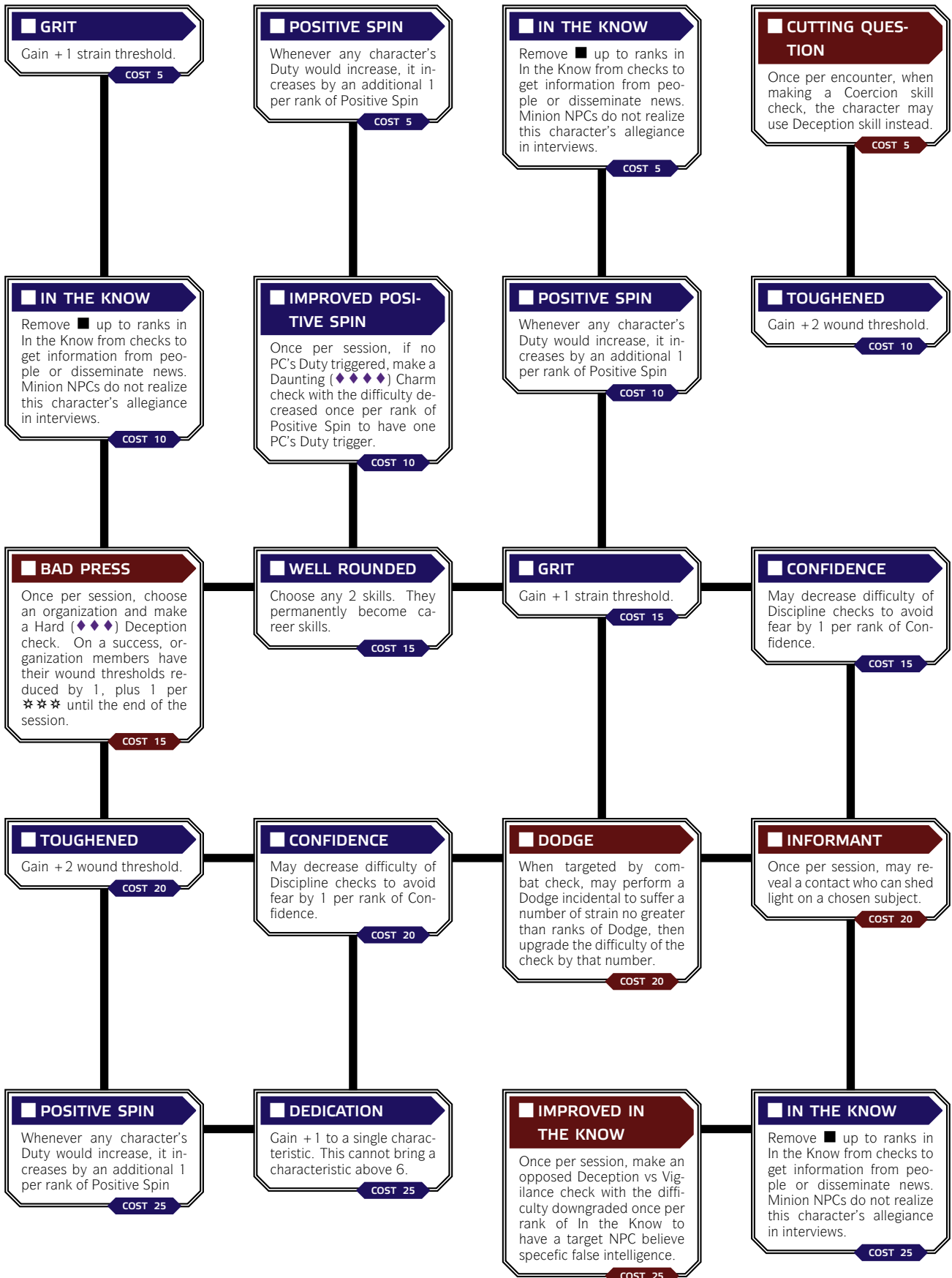
Career Skills: Charm, Deception, Knowledge (Core Worlds), Knowledge (Lore), Knowledge (Outer Rim), Knowledge (Xenology), Leadership, Negotiation

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

PASSIVE

ACTIVE

FORCE TALENT



Engineer: Droid Specialist

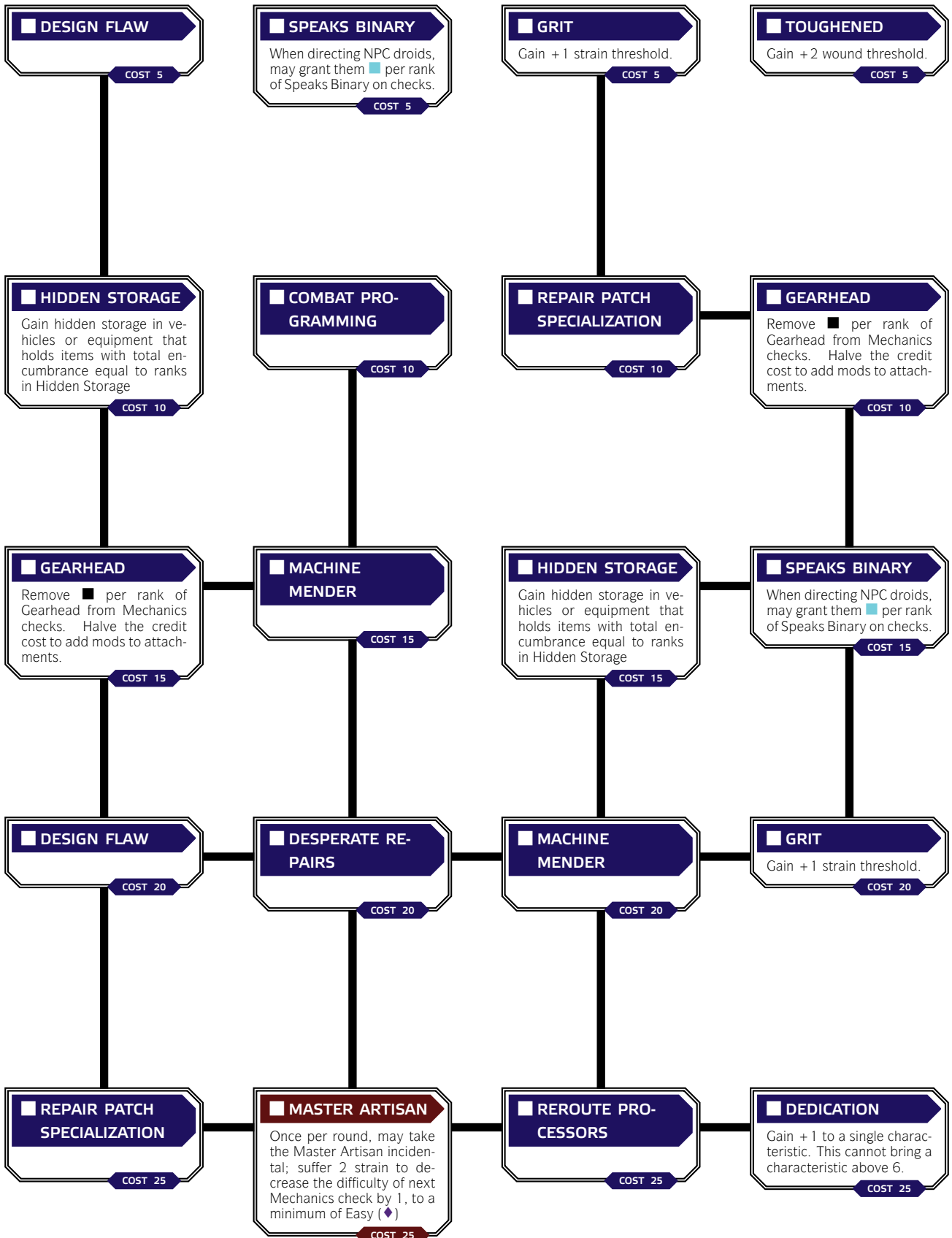
Career Skills: Athletics, Computers, Knowledge (Education), Mechanics, Perception, Piloting (Space), Ranged (Light), Vigilance

Additional Career Skills: Computers, Cool, Mechanics, Melee

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FORCE TALENT



Engineer: Mechanic

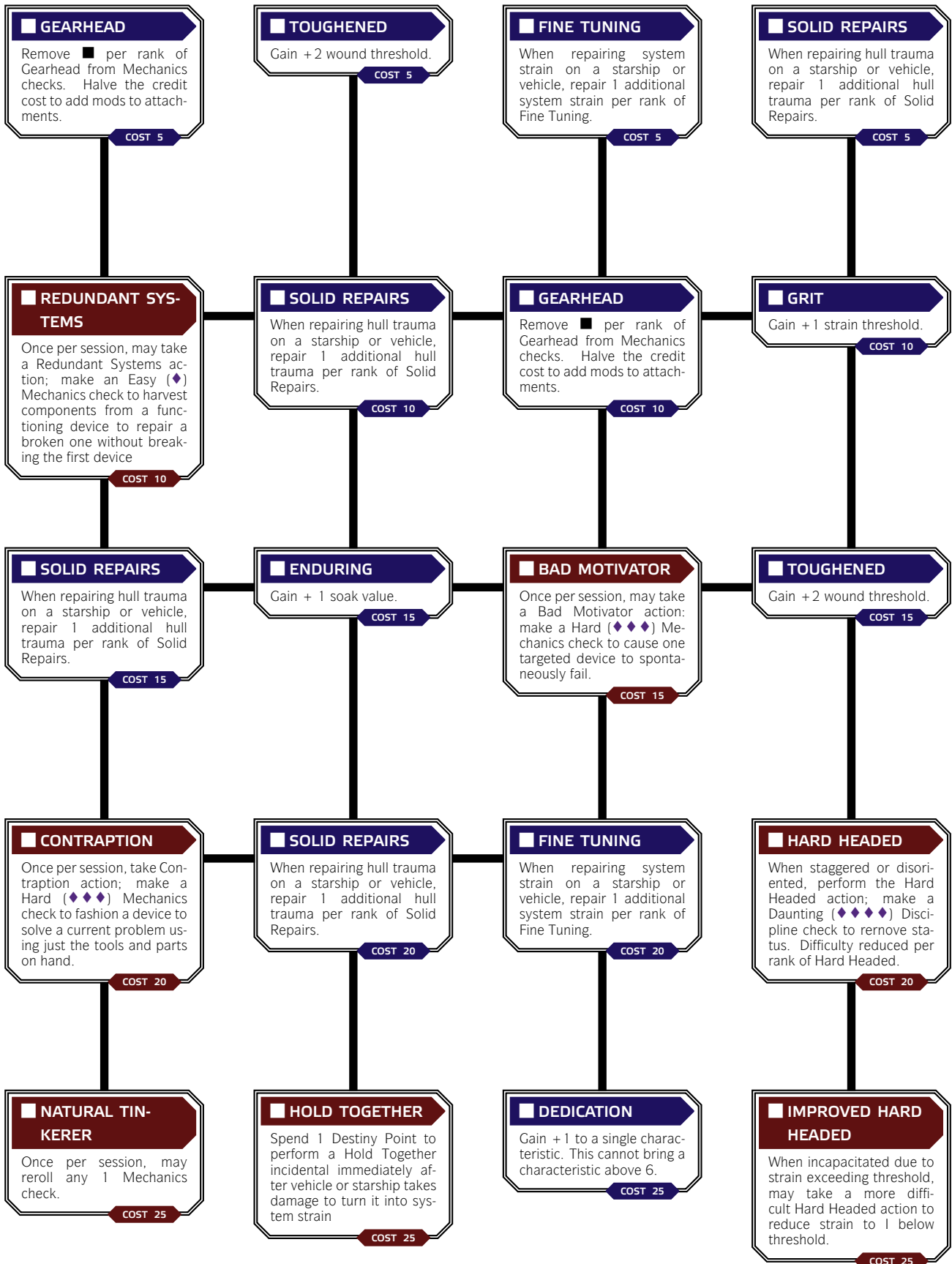
Career Skills: Athletics, Computers, Knowledge (Education), Mechanics, Perception, Piloting (Space), Ranged (Light), Vigilance

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

PASSIVE

ACTIVE

FORCE TALENT



Engineer: Saboteur

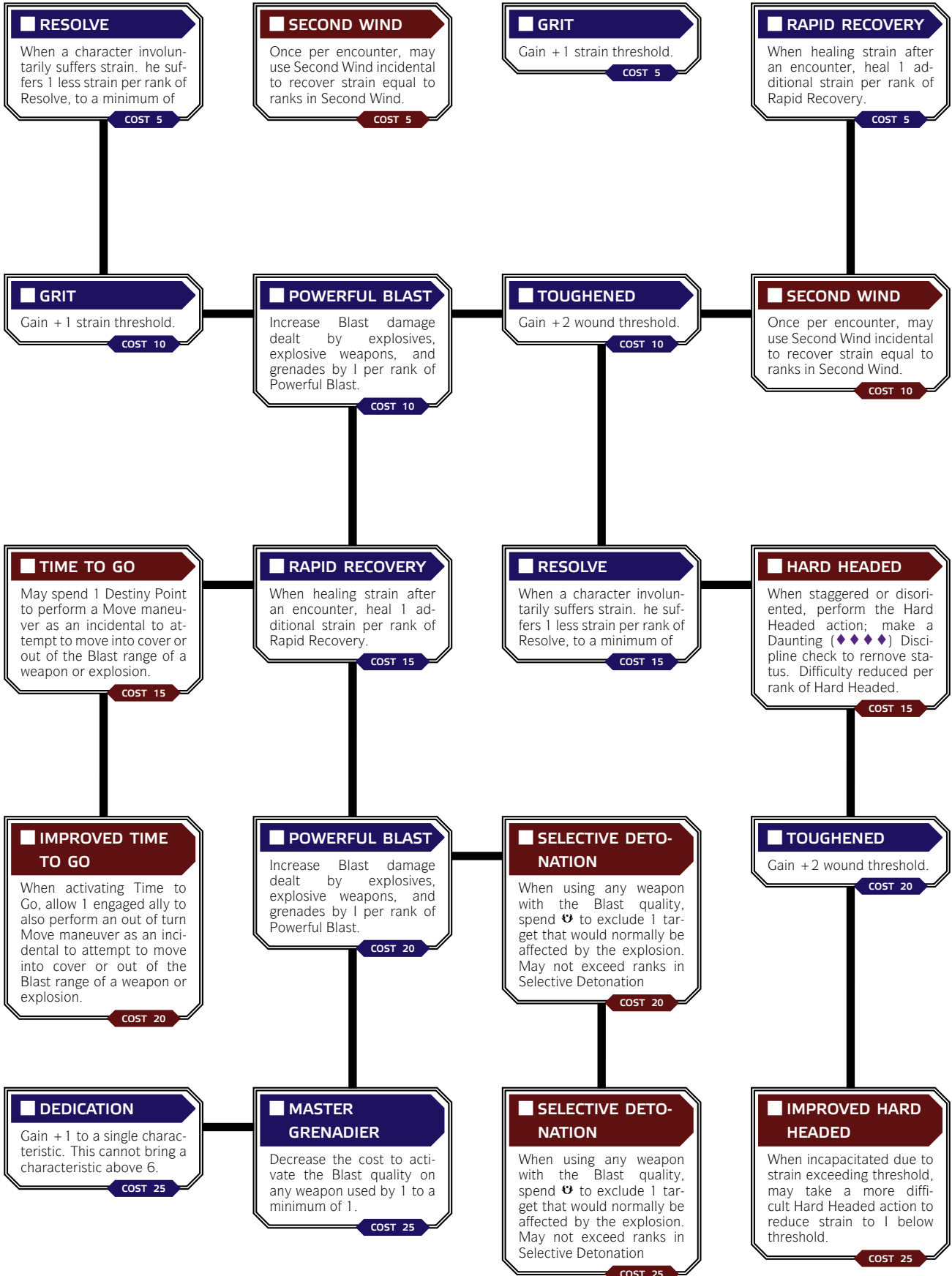
Career Skills: Athletics, Computers, Knowledge (Education), Mechanics, Perception, Piloting (Space), Ranged (Light), Vigilance

Additional Career Skills: Coordination, Mechanics, Skulduggery, Stealth

PASSIVE

ACTIVE

FORCE TALENT



Engineer: Sapper

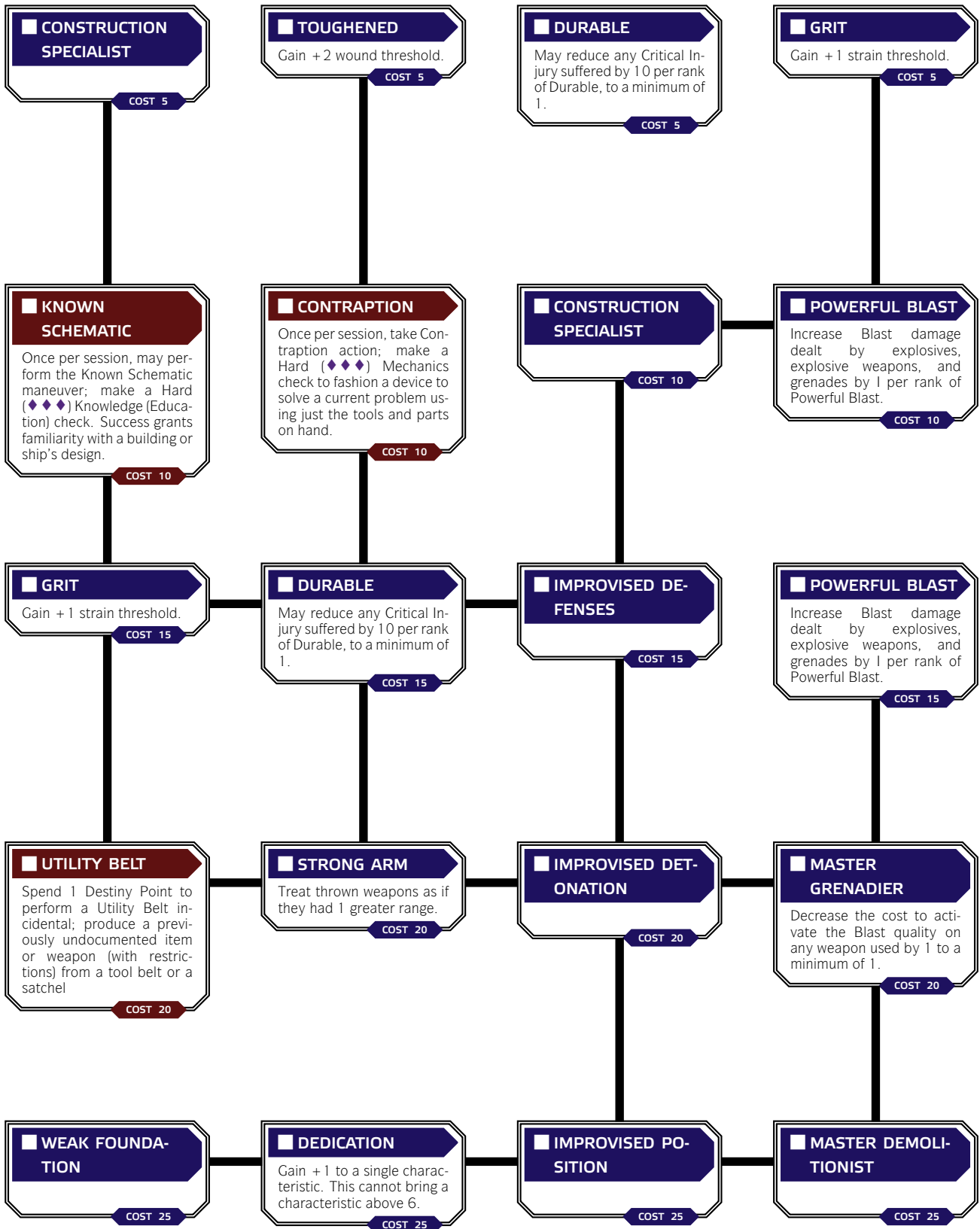
Career Skills: Athletics, Computers, Knowledge (Education), Mechanics, Perception, Piloting (Space), Ranged (Light), Vigilance

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

PASSIVE

ACTIVE

FORCE TALENT



Engineer: Scientist

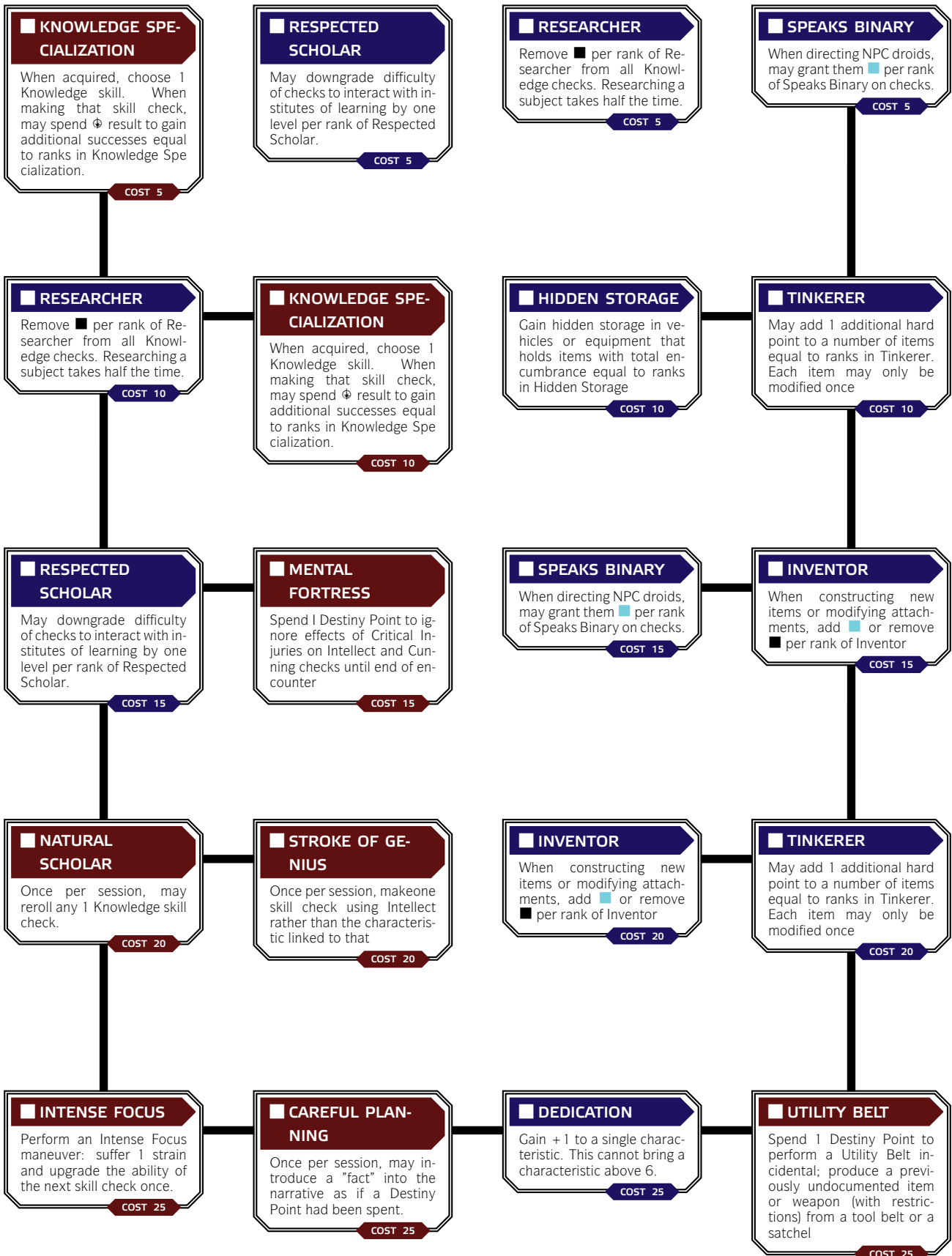
Career Skills: Athletics, Computers, Knowledge (Education), Mechanics, Perception, Piloting (Space), Ranged (Light), Vigilance

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

PASSIVE

ACTIVE

FORCE TALENT



Engineer: Shipwright

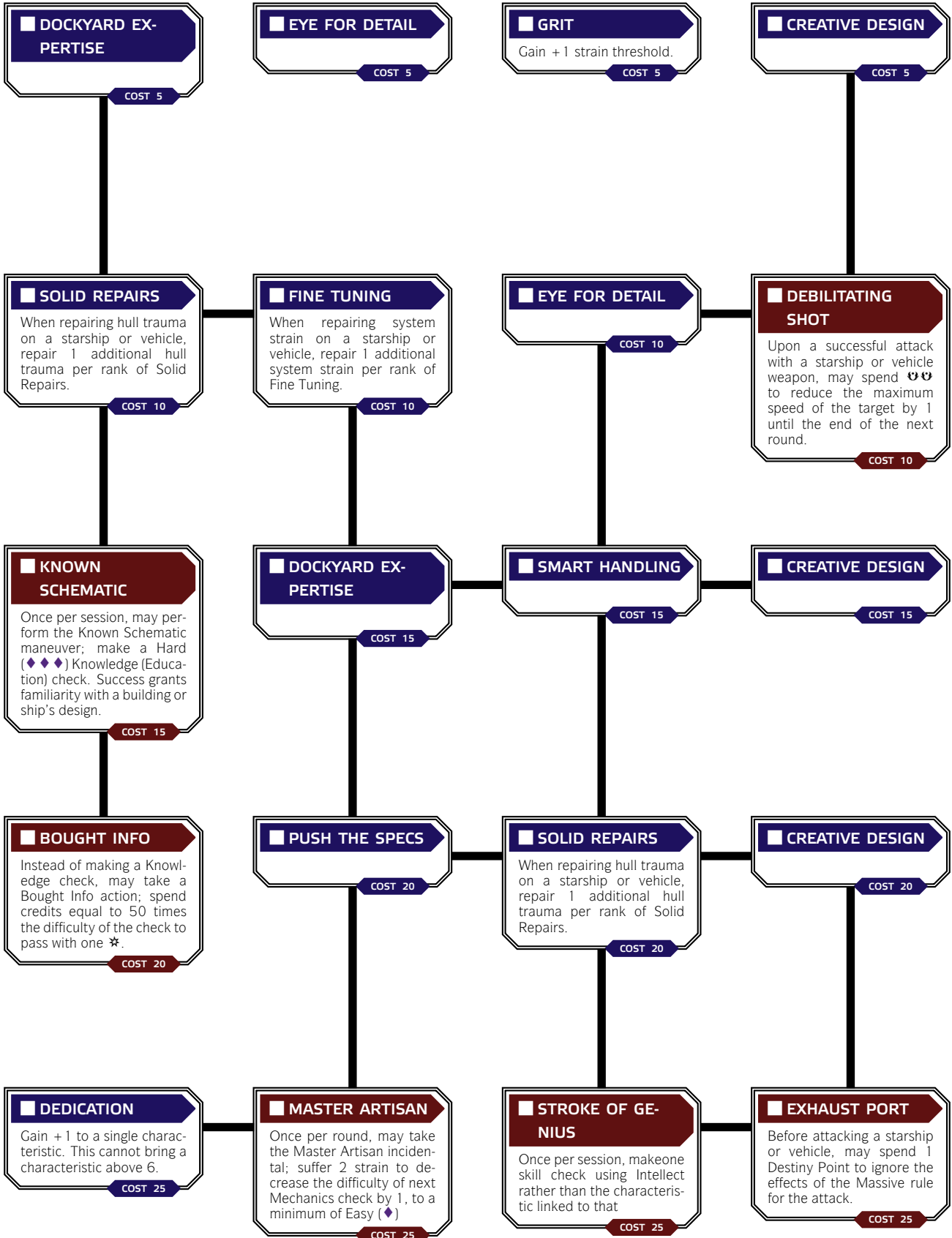
Career Skills: Athletics, Computers, Knowledge (Education), Mechanics, Perception, Piloting (Space), Ranged (Light), Vigilance

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

PASSIVE

ACTIVE

FORCE TALENT



Soldier: Commando

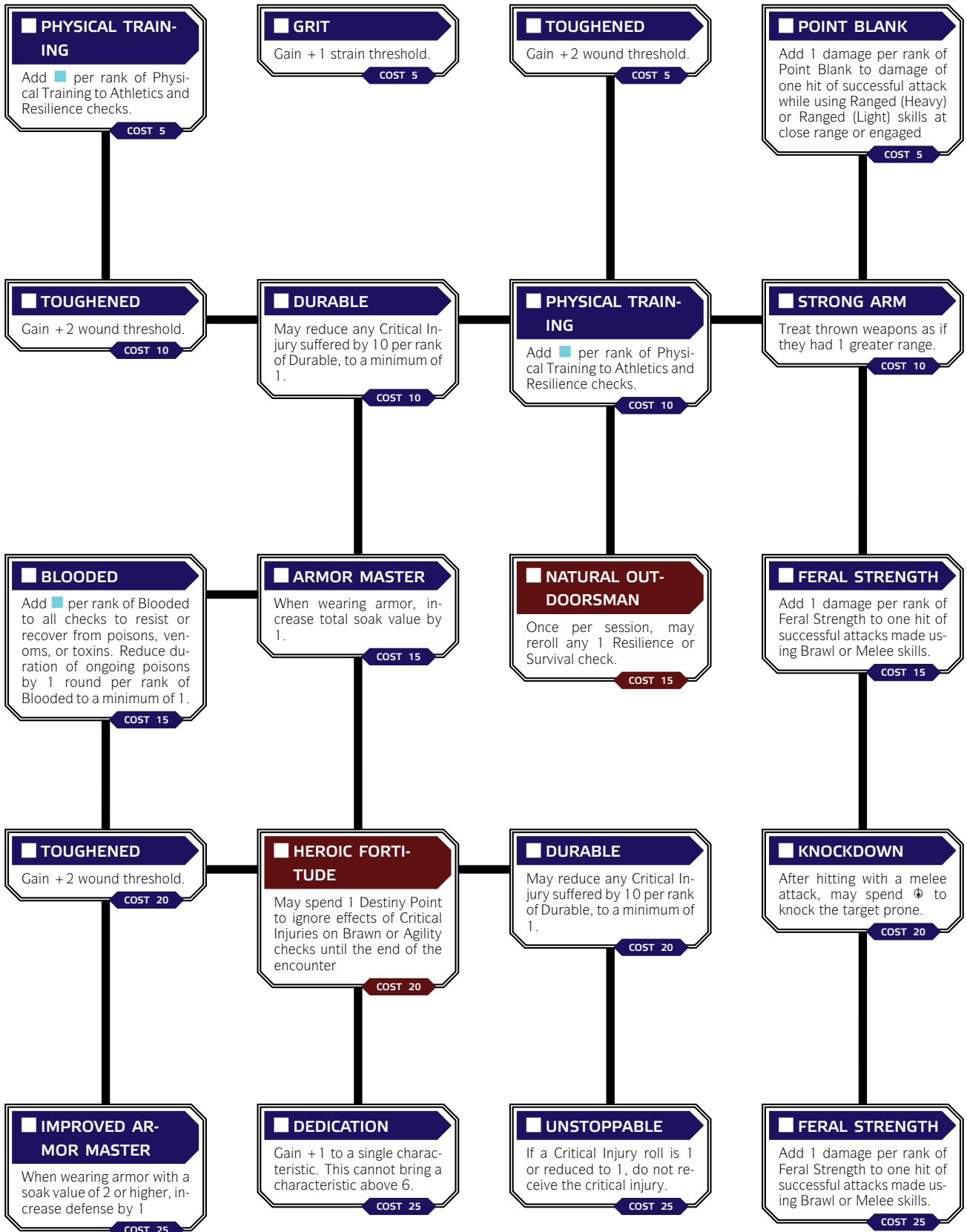
Career Skills: Athletics, Brawl, Knowledge (Warfare), Medicine, Melee, Ranged (Light), Ranged (Heavy), Survival

Additional Career Skills: Brawl, Melee, Resilience, Survival

PASSIVE

ACTIVE

FORCE TALENT



Soldier: Heavy

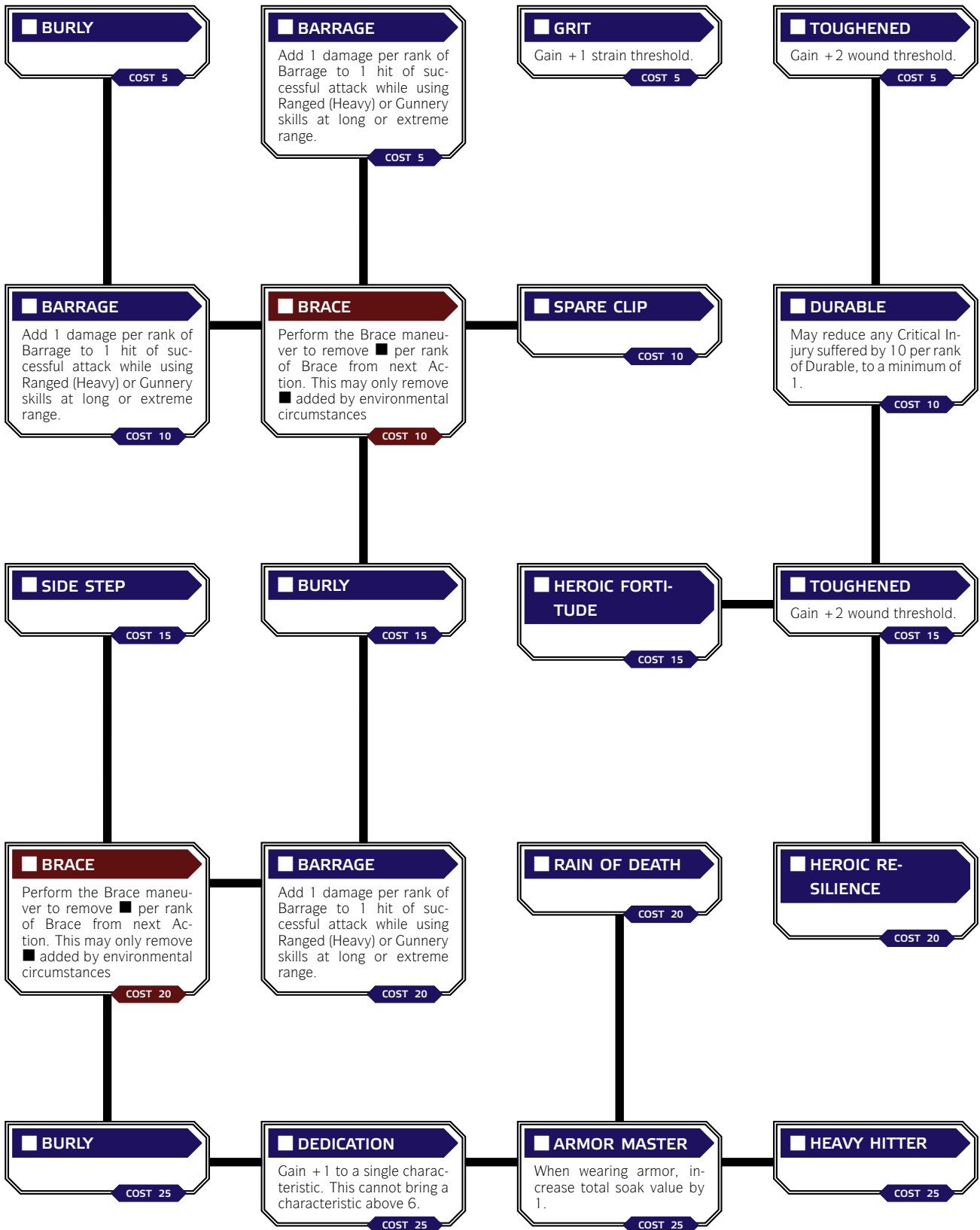
Career Skills: Athletics, Brawl, Knowledge (Warfare), Medicine, Melee, Ranged (Light), Ranged (Heavy), Survival

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

PASSIVE

ACTIVE

FORCE TALENT



Soldier: Medic

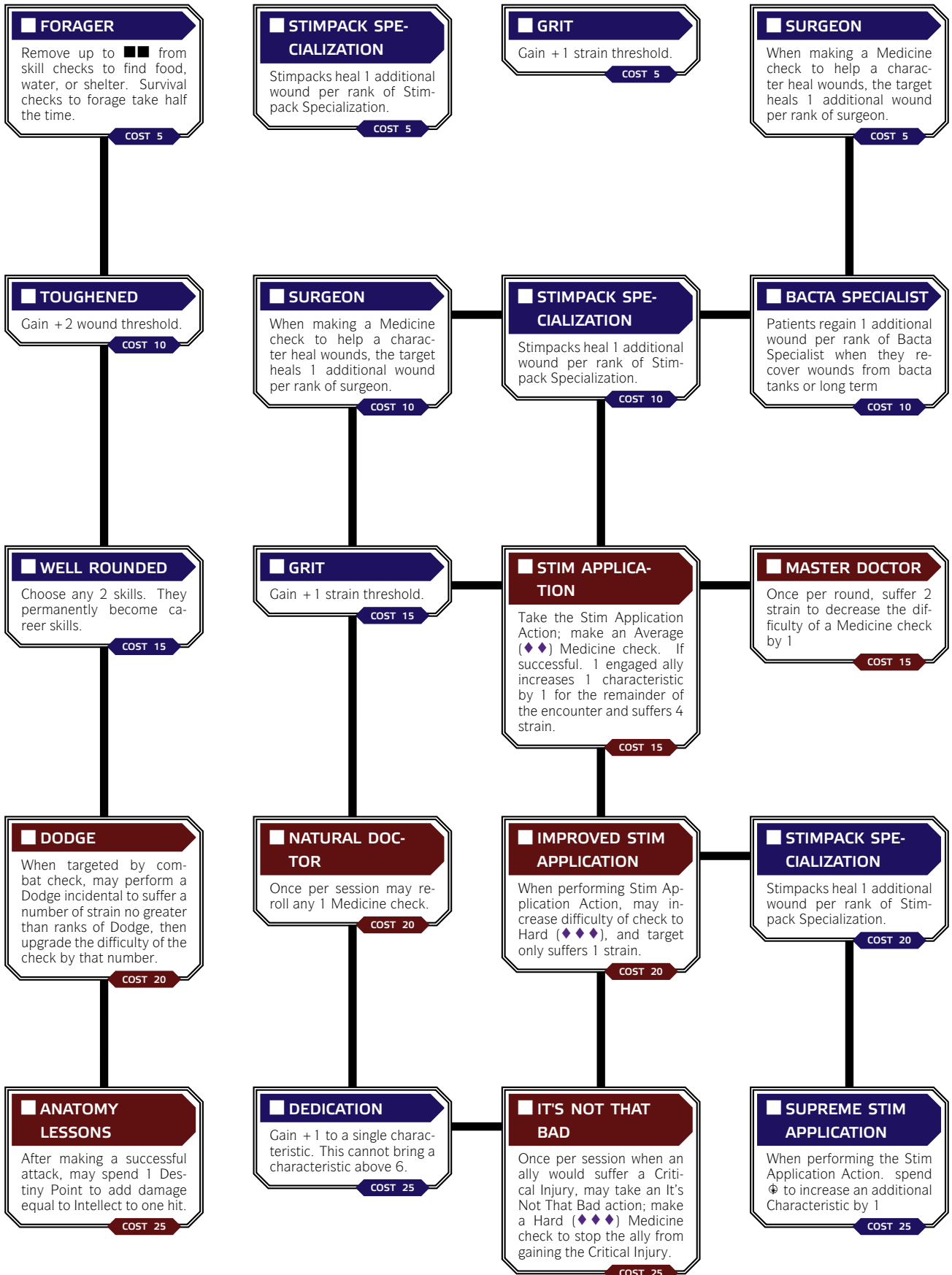
Career Skills: Athletics, Brawl, Knowledge (Warfare), Medicine, Melee, Ranged (Light), Ranged (Heavy), Survival

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

PASSIVE

ACTIVE

FORCE TALENT



Soldier: Trailblazer

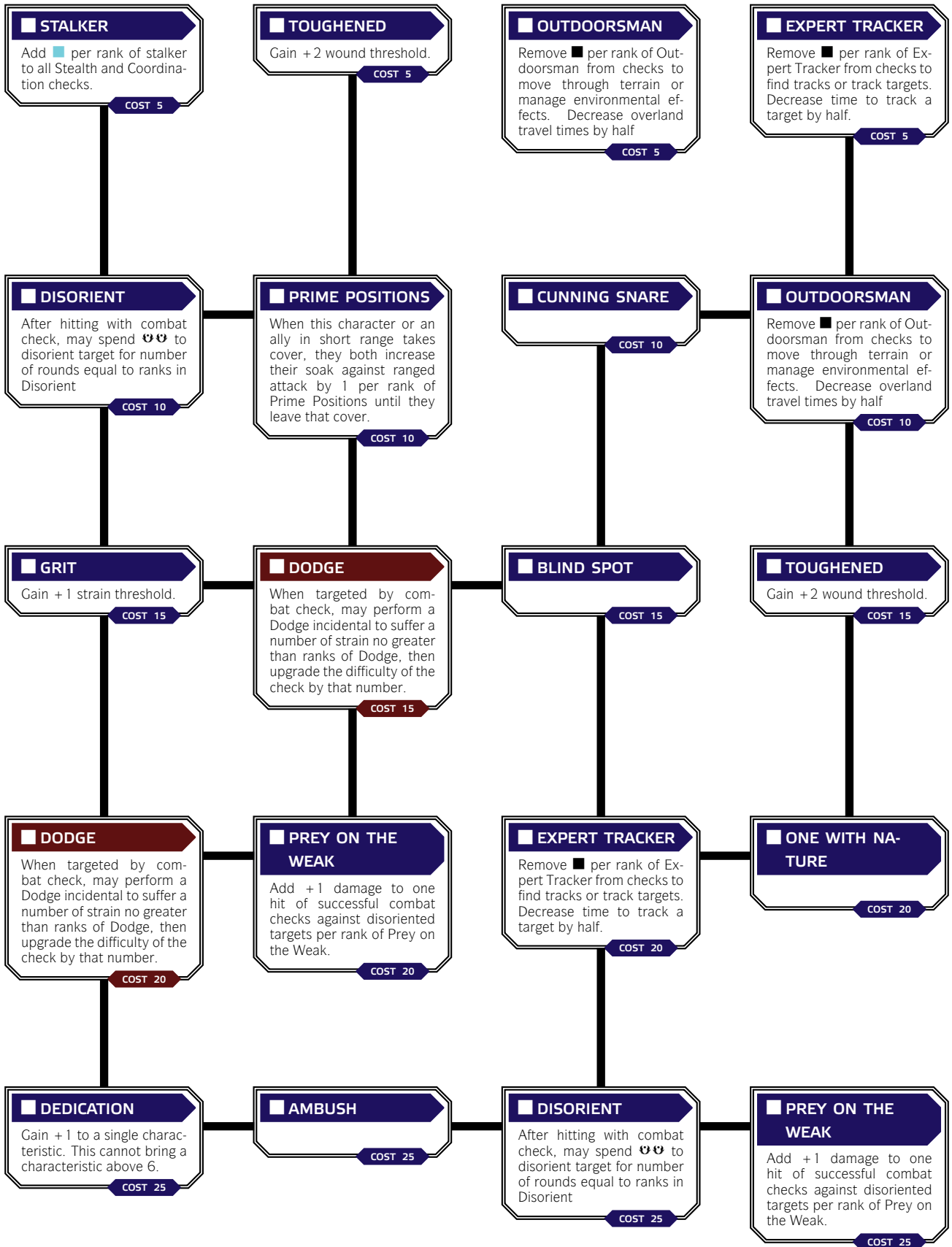
Career Skills: Athletics, Brawl, Knowledge (Warfare), Medicine, Melee, Ranged (Light), Ranged (Heavy), Survival

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

PASSIVE

ACTIVE

FORCE TALENT



Soldier: Vanguard

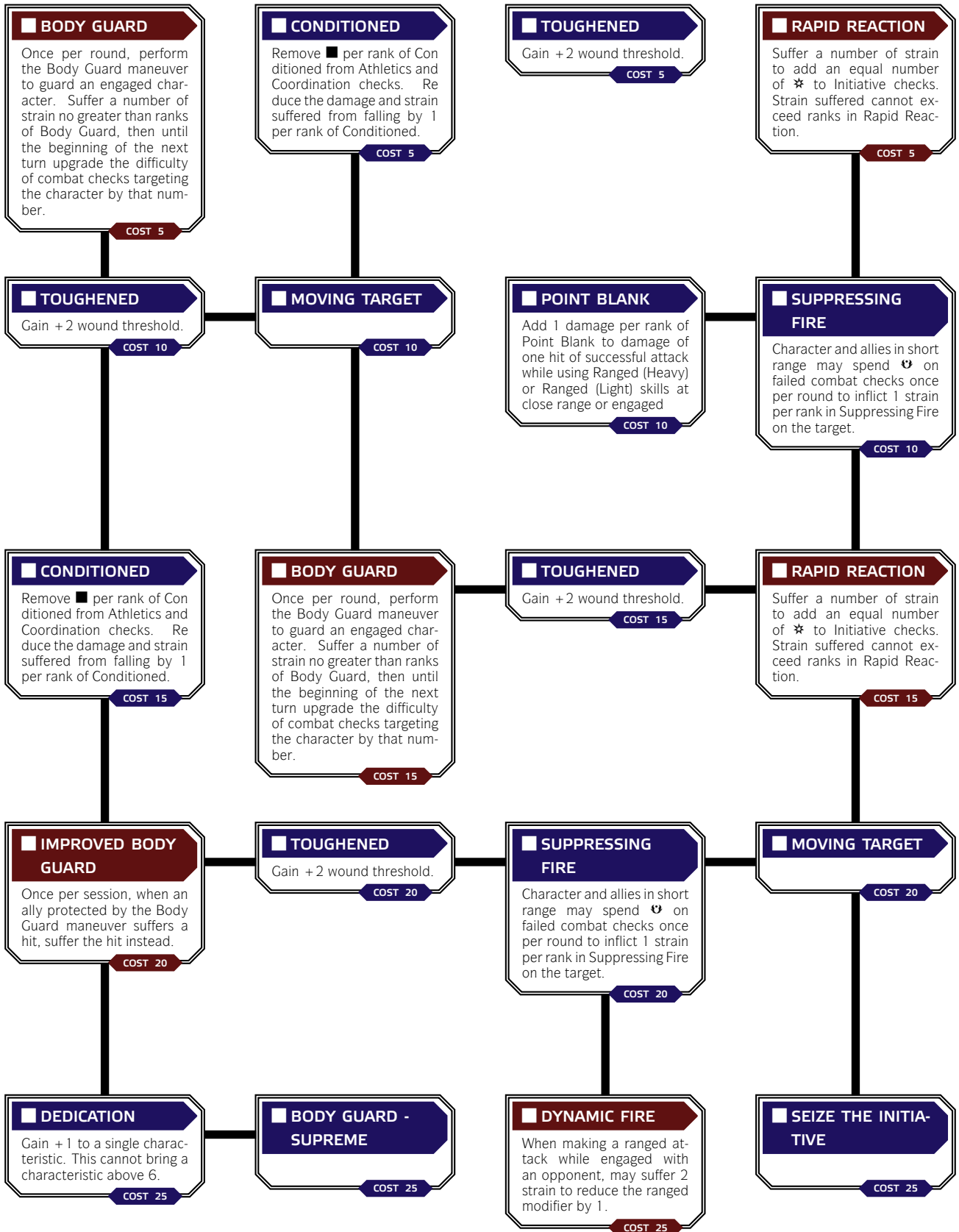
Career Skills: Athletics, Brawl, Knowledge (Warfare), Medicine, Melee, Ranged (Light), Ranged (Heavy), Survival

Additional Career Skills: Athletics, Cool, Vigilance, Resilience

PASSIVE

ACTIVE

FORCE TALENT



Spy: Courier

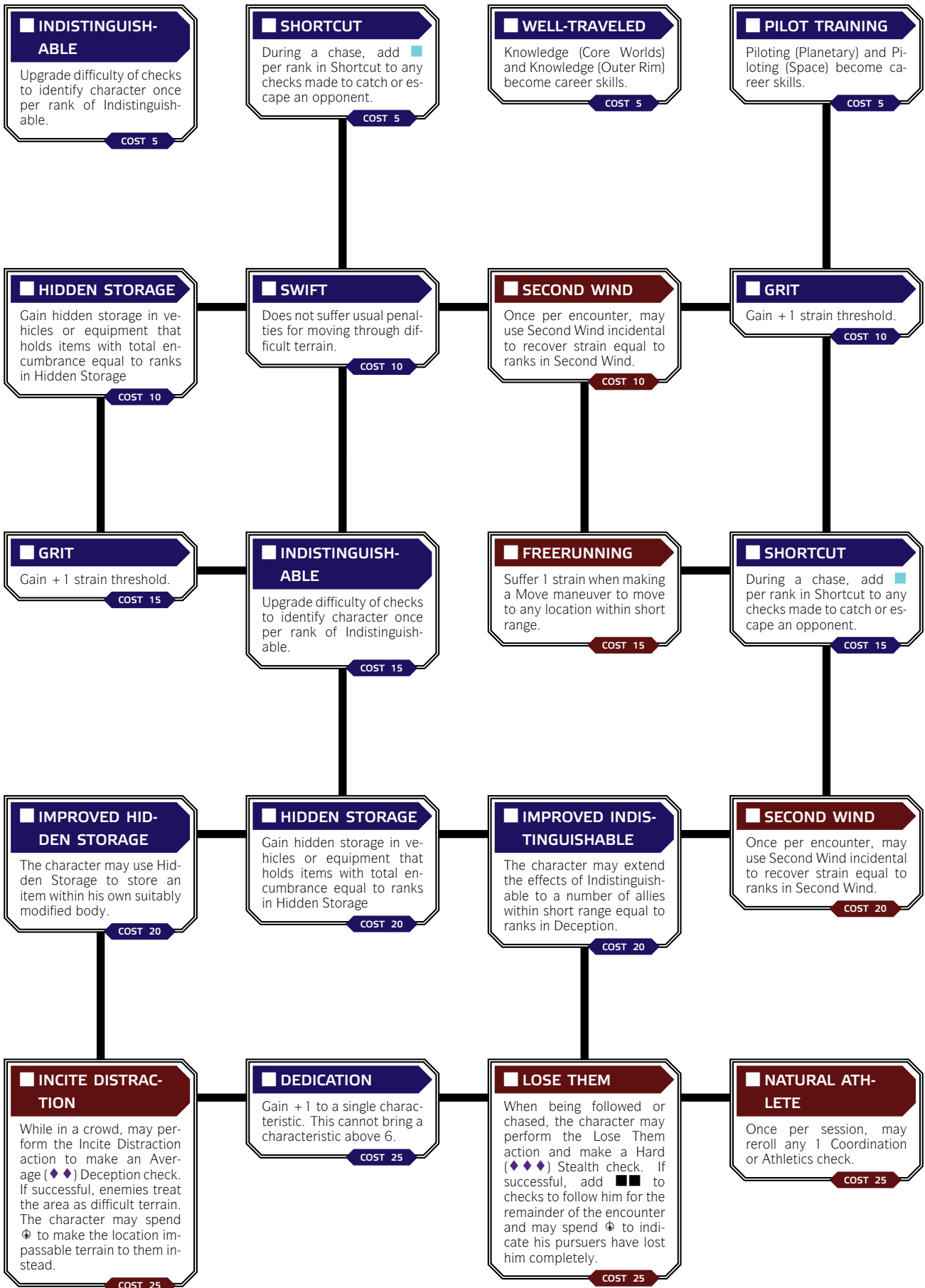
Career Skills: Computers, Cool, Coordination, Deception, Knowledge (Warfare), Perception, Skulduggery, Stealth

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

PASSIVE

ACTIVE

FORCE TALENT



Spy: Infiltrator

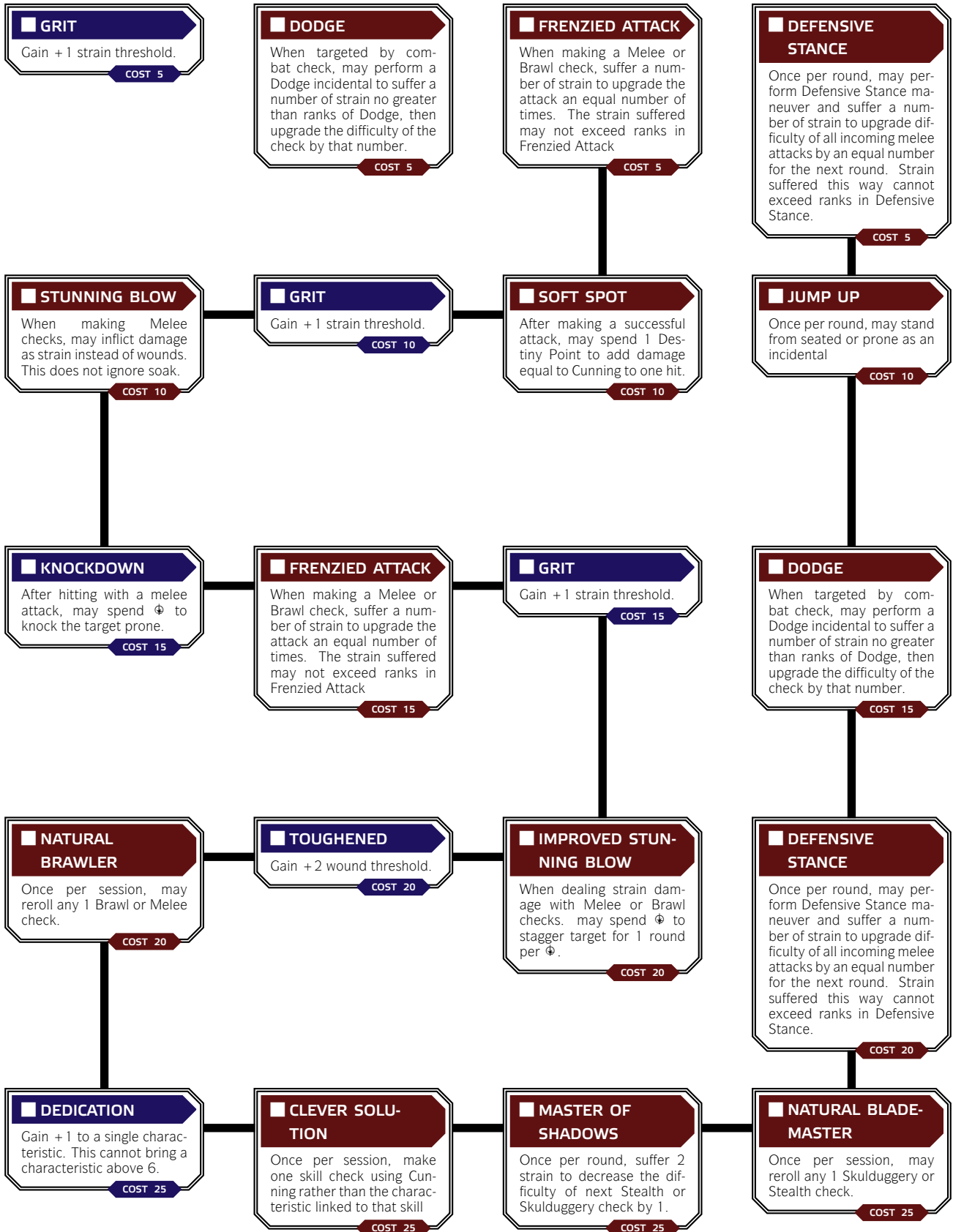
Career Skills: Computers, Cool, Coordination, Deception, Knowledge (Warfare), Perception, Skulduggery, Stealth

Additional Career Skills: Deception, Melee, Skulduggery, Streetwise

PASSIVE

ACTIVE

FORCE TALENT



Spy: Interrogator

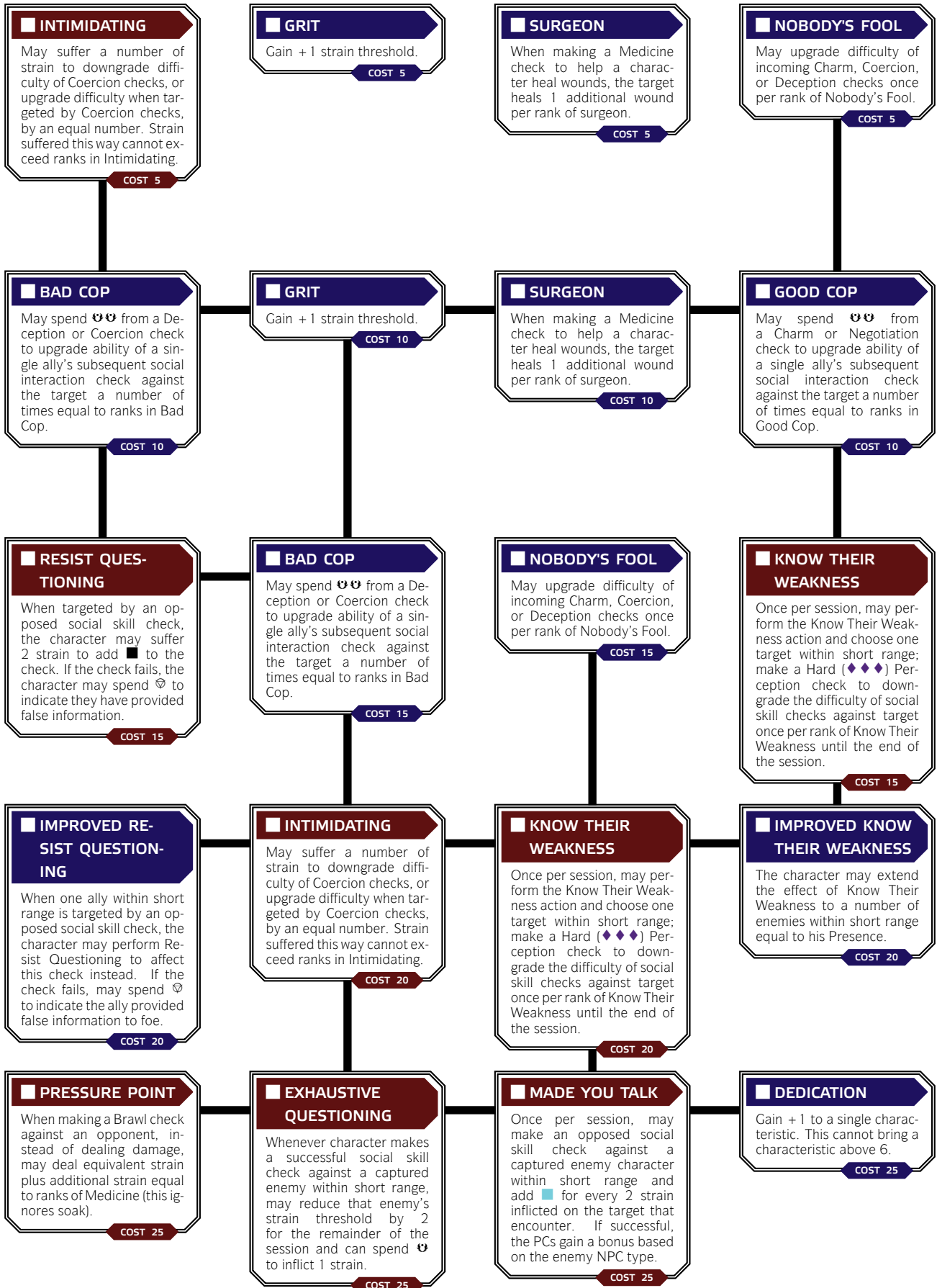
Career Skills: Computers, Cool, Coordination, Deception, Knowledge (Warfare), Perception, Skulduggery, Stealth

Additional Career Skills: Charm, Coercion, Medicine, Perception

PASSIVE

ACTIVE

FORCE TALENT



Spy: Scout

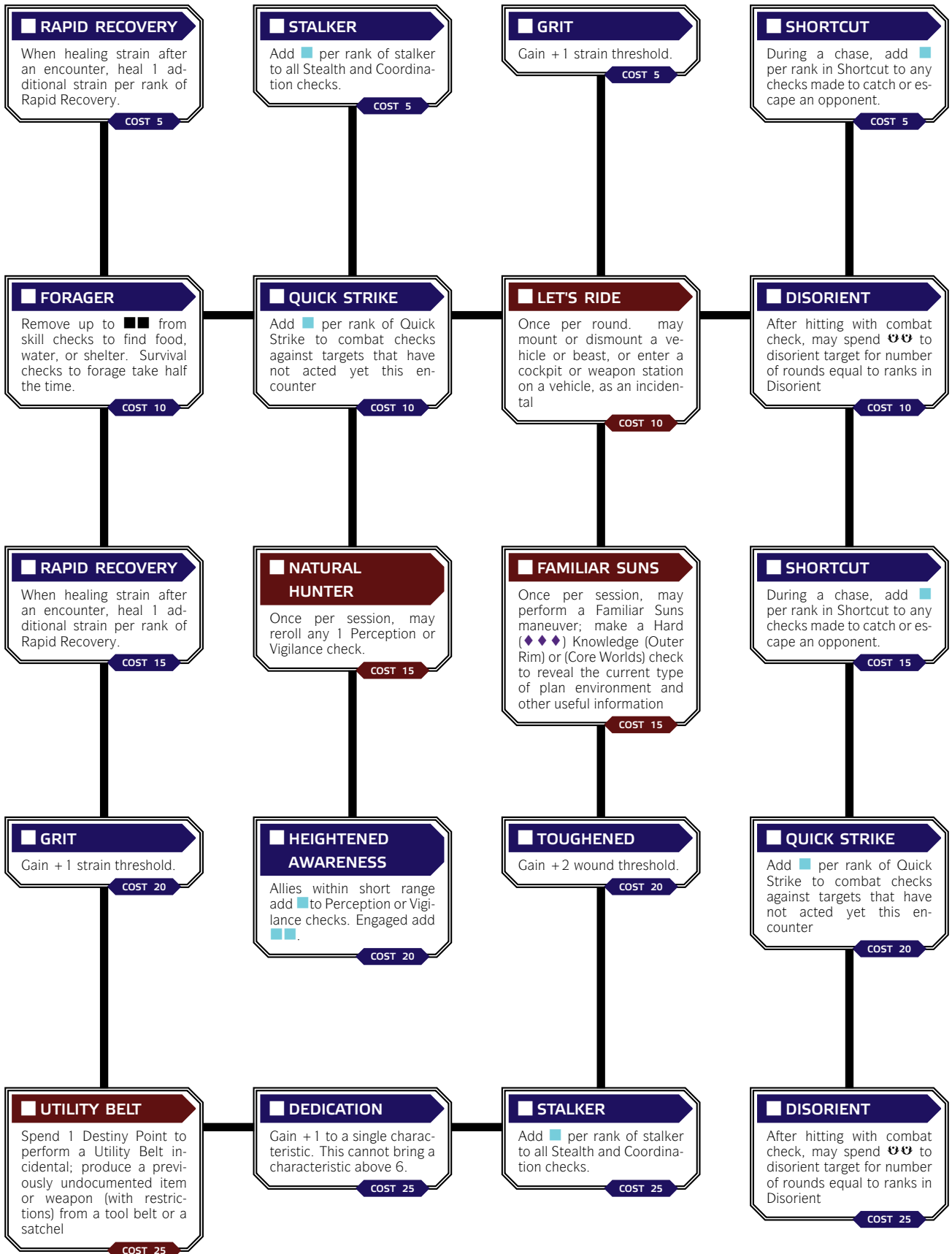
Career Skills: Computers, Cool, Coordination, Deception, Knowledge (Warfare), Perception, Skulduggery, Stealth

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

PASSIVE

ACTIVE

FORCE TALENT



Spy: Sleeper Agent

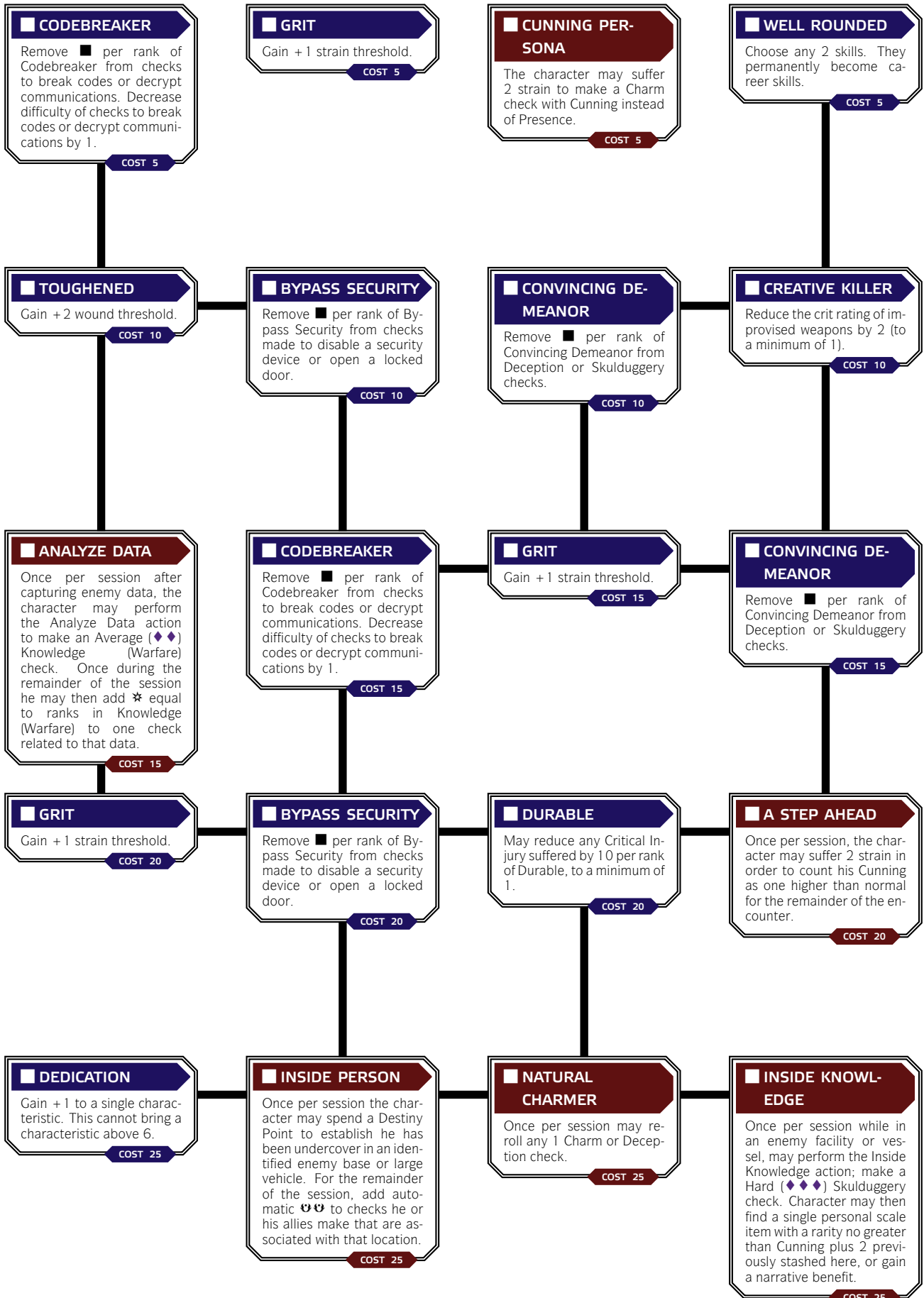
Career Skills: Computers, Cool, Coordination, Deception, Knowledge (Warfare), Perception, Skulduggery, Stealth

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

PASSIVE

ACTIVE

FORCE TALENT



Spy: Slicer

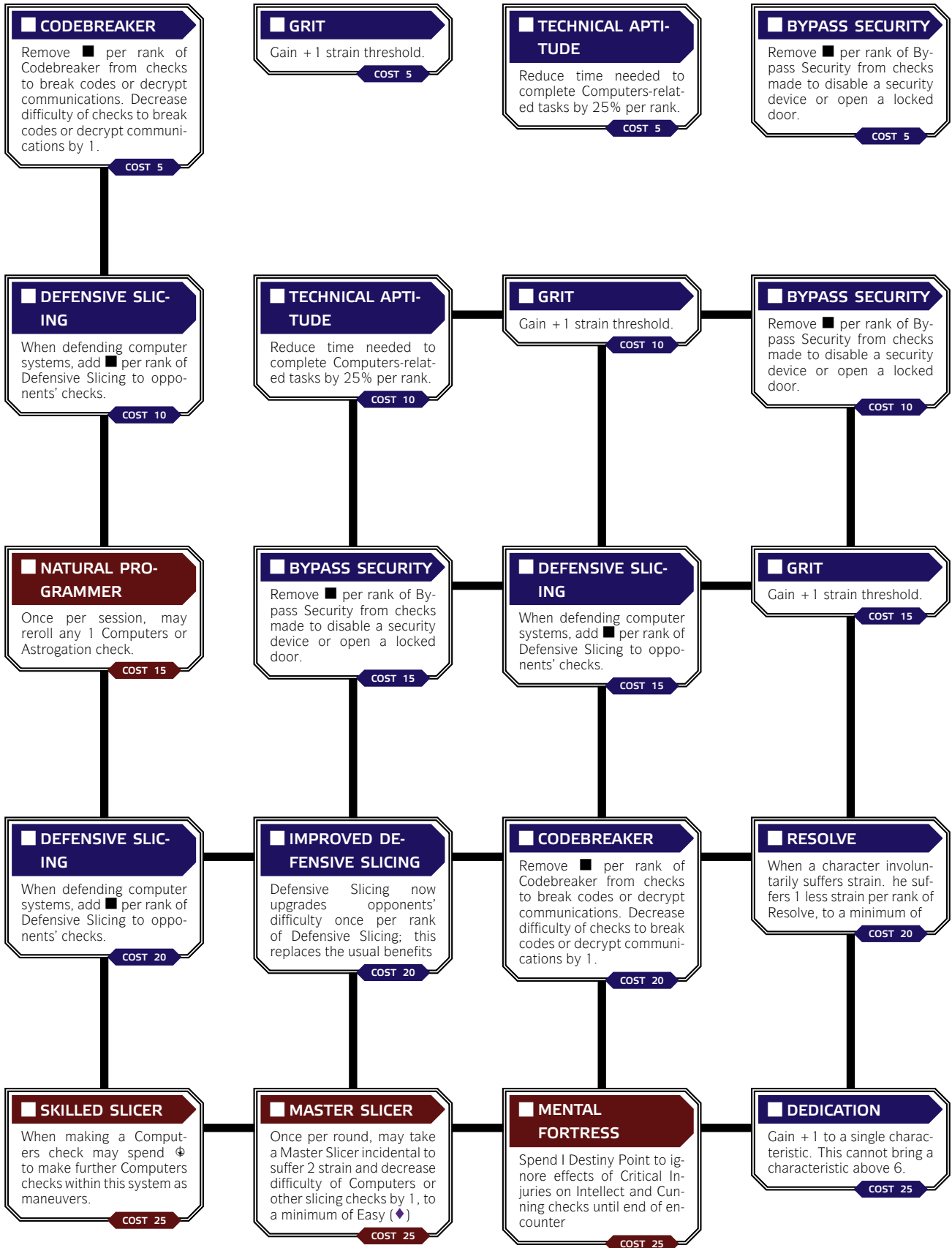
Career Skills: Computers, Cool, Coordination, Deception, Knowledge (Warfare), Perception, Skulduggery, Stealth

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

PASSIVE

ACTIVE

FORCE TALENT



Undefined talents (62)

(beast wrangler) - Stay on Target p. 27
(expert handler) - Stay on Target p. 27
(spur - improved) - Stay on Target p. 27
(spur) - Stay on Target p. 27
(spur - supreme) - Stay on Target p. 27
(soothing tone) - Stay on Target p. 27
(second chances) - Stay on Target p. 29
(corellian sendoff) - Stay on Target p. 29
(koiogran turn) - Stay on Target p. 29
(corellian sendoff - improved) - Stay on Target p. 29
(showboat) - Stay on Target p. 29
(larger project) - Stay on Target p. 31
(fancy paint job) - Stay on Target p. 31
(signature vehicle) - Stay on Target p. 31
(overstocked ammo) - Stay on Target p. 31
(tuned maneuvering thrusters) - Stay on Target p. 31
(bolstered armor) - Stay on Target p. 31
(customized cooling unit) - Stay on Target p. 31
(gearthed) - Stay on Target p. 31
(fortified vacuum seal) - Stay on Target p. 31
(not today) - Stay on Target p. 31
(reinforced frame) - Stay on Target p. 31
(calm commander) - Lead by Example p. 29
(commanding presence - improved) - Lead by Example p. 29
(master instructor) - Lead by Example p. 31
(natural instructor) - Lead by Example p. 31
(that's how it's done) - Lead by Example p. 31
(ready for anything) - Lead by Example p. 33
(well read) - Lead by Example p. 33
(master strategist) - Lead by Example p. 33
(ready for anything - improved) - Lead by Example p. 33
(design flaw) - Fully Operational p. 25
(combat programming) - Fully Operational p. 25
(repair patch specialization) - Fully Operational p. 25
(machine mender) - Fully Operational p. 25
(desperate repairs) - Fully Operational p. 25
(reroute processors) - Fully Operational p. 25
(construction specialist) - Fully Operational p. 27
(improvised defenses) - Fully Operational p. 27
(improvised detonation) - Fully Operational p. 27
(weak foundation) - Fully Operational p. 27
(improvised position) - Fully Operational p. 27
(master demolitionist) - Fully Operational p. 27
(dockyard expertise) - Fully Operational p. 29
(eye for detail) - Fully Operational p. 29
(creative design) - Fully Operational p. 29
(smart handling) - Fully Operational p. 29
(push the specs) - Fully Operational p. 29
(burly) - Forged in Battle p. 29
(spare Clip) - Forged in Battle p. 29
(side Step) - Forged in Battle p. 29
(heroic Fortitude) - Forged in Battle p. 29
(rain of Death) - Forged in Battle p. 29
(heroic Resilience) - Forged in Battle p. 29
(heavy hitter) - Forged in Battle p. 29
(cunning snare) - Forged in Battle p. 31

(blind spot) - Forged in Battle p. 31
(one with nature) - Forged in Battle p. 31
(ambush) - Forged in Battle p. 31
(moving target) - Forged in Battle p. 33
(body guard - supreme) - Forged in Battle p. 33
(seize the initiative) - Forged in Battle p. 33