

Bounty Hunter: Assassin Talent Tree

Career Skills: Athletics, Brawl, Perception, Piloting (Planetary), Piloting (Space), Ranged (Heavy), Streetwise, Vigilance
 Assassin Bonus Career Skills: Melee, Ranged (Heavy), Skulduggery, Stealth

ACTIVE

PASSIVE

GRIT
 Gain +1 strain threshold.
COST 5

LETHAL BLOWS
 Add +10 per rank of Lethal Blows to any Critical Injury results inflicted on opponents.
COST 5

STALKER
 Add per rank of Stalker to all Stealth and Coordination checks.
COST 5

DODGE
 When targeted by combat check, may perform a Dodge incidental to suffer a number of strain no greater than ranks of Dodge, then upgrade the difficulty of the check by that number.
COST 5

PRECISE AIM
 Once per round, may perform Precise Aim maneuver. Suffer a number of strain no greater than ranks in Precise Aim, then reduce target's melee and ranged defense by that number.
COST 10

JUMP UP
 Once per round, may stand from seated or prone as an incidental.
COST 10

QUICK STRIKE
 Add per rank of Quick Strike to combat checks against targets that have not acted yet this encounter.
COST 10

QUICK DRAW
 Once per round, draw or holster a weapon or accessible item as an incidental.
COST 10

TARGETED BLOW
 After making a successful attack, may spend 1 Destiny Point to add damage equal to Agility to one hit.
COST 15

STALKER
 Add per rank of Stalker to all Stealth and Coordination checks.
COST 15

LETHAL BLOWS
 Add +10 per rank of Lethal Blows to any Critical Injury results inflicted on opponents.
COST 15

ANATOMY LESSONS
 After a making a successful attack, may spend 1 Destiny Point to add damage equal to Intellect to one hit.
COST 15

STALKER
 Add per rank of Stalker to all Stealth and Coordination checks.
COST 20

SNIPER SHOT
 Before making a non-thrown ranged attack, may perform a Sniper Shot maneuver to increase the weapon's range by 1 range band per rank in Sniper Shot. Upgrade the difficulty of the attack by 1 per range band increase.
COST 20

DODGE
 When targeted by combat check, may perform a Dodge incidental to suffer a number of strain no greater than ranks of Dodge, then upgrade the difficulty of the check by that number.
COST 20

LETHAL BLOWS
 Add +10 per rank of Lethal Blows to any Critical Injury results inflicted on opponents.
COST 20

PRECISE AIM
 Once per round, may perform Precise Aim maneuver. Suffer a number of strain no greater than ranks in Precise Aim, then reduce target's melee and ranged defense by that number.
COST 25

DEADLY ACCURACY
 When acquired, choose 1 combat skill. Add damage equal to ranks in that skill to one hit of successful attack made using that skill.
COST 25

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

MASTER OF SHADOWS
 Once per round, suffer 2 strain to decrease difficulty of next Stealth or Skulduggery check by one.
COST 25

Bounty Hunter: Gadgeteer Talent Tree

Career Skills: Athletics, Brawl, Perception, Piloting (Planetary), Piloting (Space), Ranged (Heavy), Streetwise, Vigilance
 Gadgeteer Bonus Career Skills: Brawl, Coercion, Mechanics, Ranged (Light)

ACTIVE

PASSIVE

BRACE

Perform the Brace maneuver to remove **1** per rank of Brace from next Action. This may only remove **1** added by environmental circumstances.

COST 5

TOUGHENED

Gain +2 wound 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

DEFENSIVE STANCE

Once per round, may perform Defensive Stance maneuver and suffer a number of strain to upgrade difficulty of all incoming melee attacks by an equal number. Strain suffered this way cannot exceed ranks in Defensive Stance.

COST 5

SPARE CLIP

Cannot run out of ammo due to **1**. Items with Limited Ammo quality run out of ammo as normal.

COST 10

JURY RIGGED

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

COST 10

POINT BLANK

Add 1 damage per rank of Point Blank to damage of one hit of successful attack while using Ranged (Heavy) or Ranged (Light) skills at close range or engaged.

COST 10

DISORIENT

After hitting with combat check, may spend **2** to disorient target for number of rounds equal to ranks in Disorient.

COST 10

TOUGHENED

Gain +2 wound threshold.

COST 15

ARMOR MASTER

When wearing armor, increase total soak value by 1.

COST 15

NATURAL ENFORCER

Once per session, may re-roll any 1 Coercion or Streetwise check.

COST 15

STUNNING BLOW

When making Melee checks, may inflict damage as strain instead of wounds. This does not ignore soak.

COST 15

JURY RIGGED

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

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

DEADLY ACCURACY

When acquired, choose 1 combat skill. Add damage equal to ranks in that skill to one hit of successful attack made using that skill.

COST 20

IMPROVED STUNNING BLOW

When dealing strain damage with Melee or Brawl checks, may spend **1** to stagger target for 1 round per **1**.

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

IMPROVED ARMOR MASTER

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

COST 25

CRIPPLING BLOW

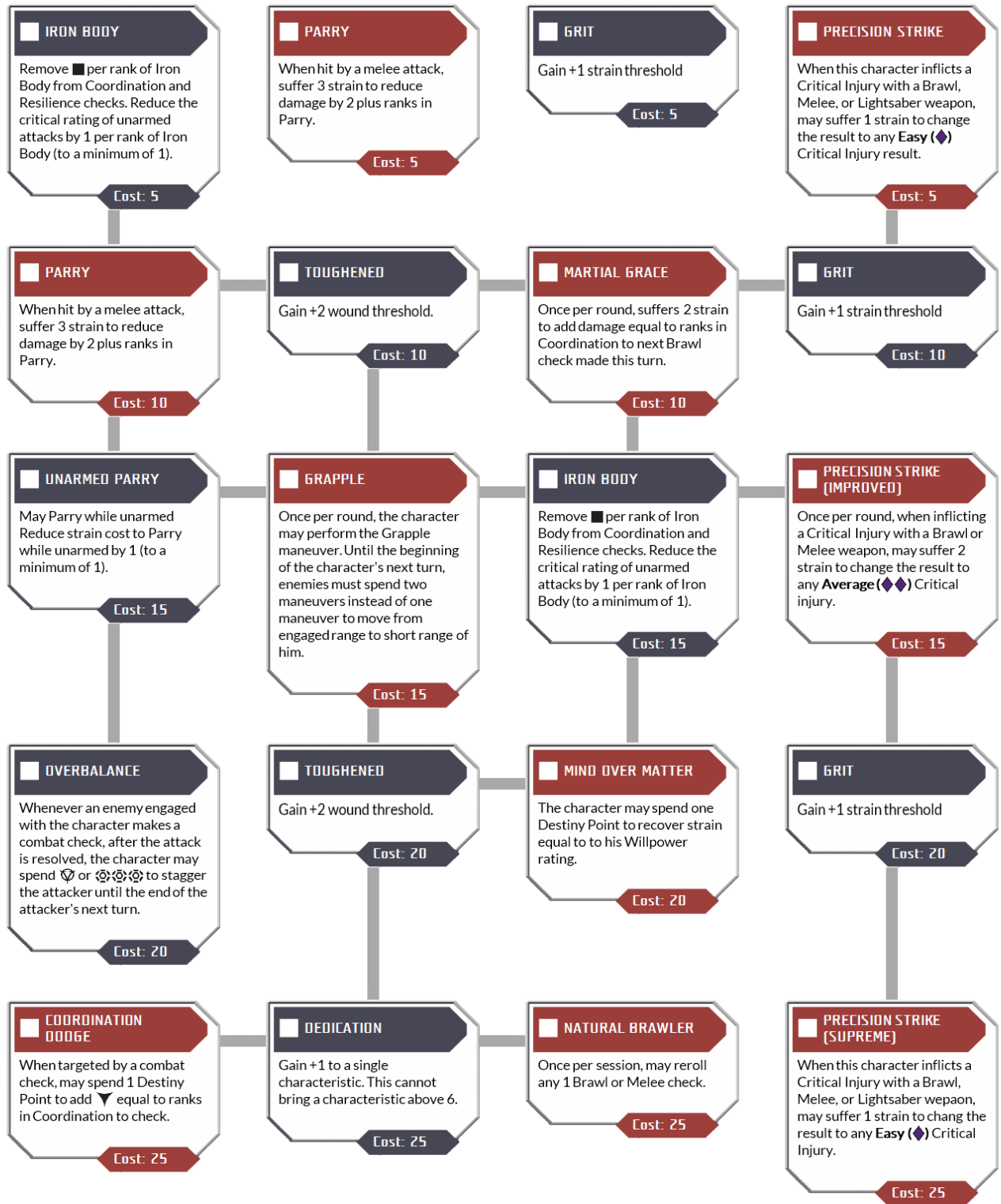
Increase the difficulty of next combat check by 1. If check deals damage, target suffers 1 strain whenever he moves for the remainder of the encounter.

COST 25

BOUNTY HUNTER: Martial Artist

Career Skills: Athletics, Brawl, Perception, Piloting - Planetary, Piloting - Space, Ranged - Heavy, Streetwise, Vigilance
 Martial Artist Bonus Career Skills: Athletics, Brawl, Coordination, Discipline

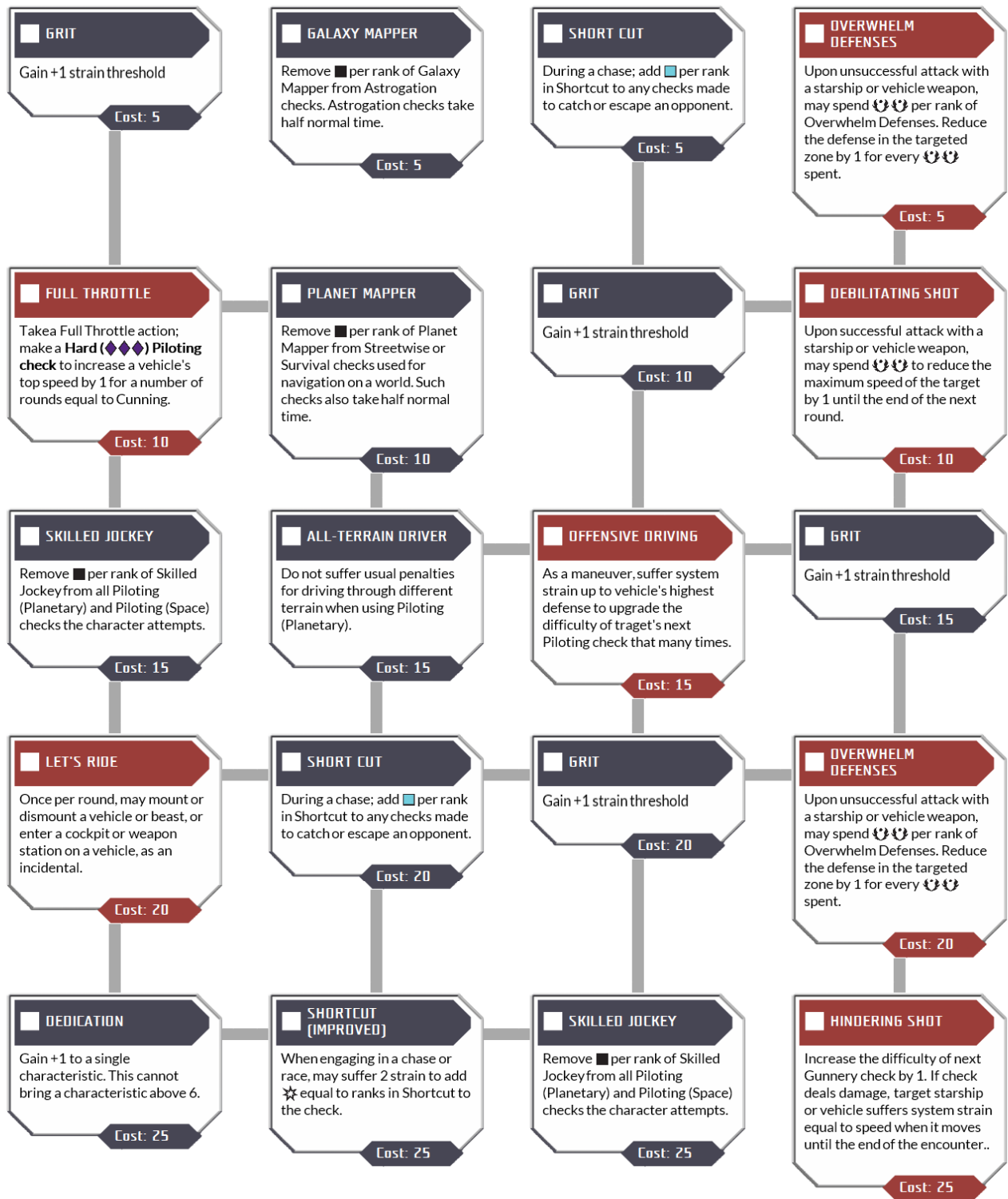
■ ACTIVE
 ■ PASSIVE



BOUNTY HUNTER: Operator

Career Skills: Athletics, Brawl, Perception, Piloting - Planetary, Piloting - Space, Ranged - Heavy, Streetwise, Vigilance
 Operator Bonus Career Skills: Astrogation, Gunnery, Piloting - Planetary, Piloting - Space

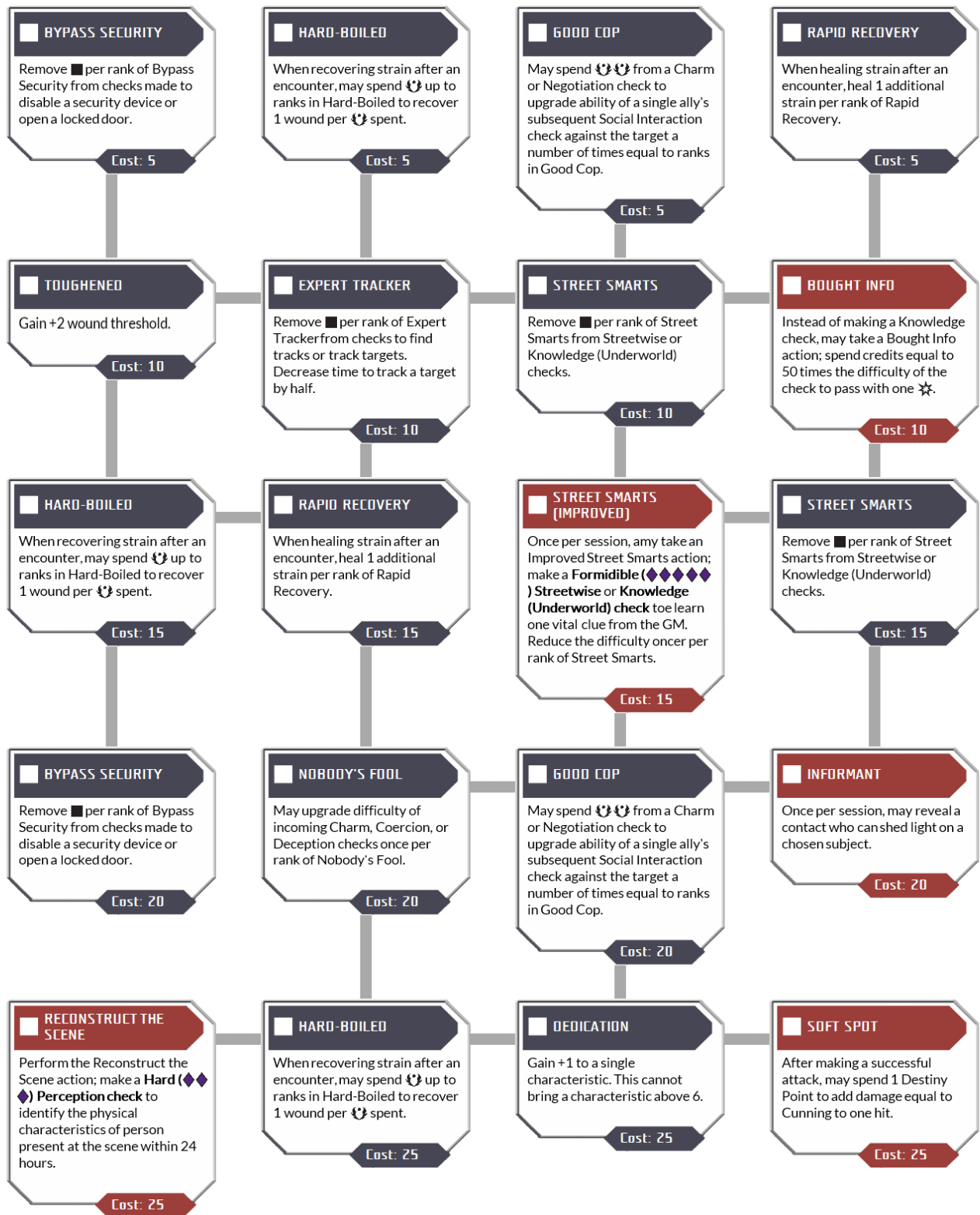
ACTIVE
PASSIVE



BOUNTY HUNTER: Skip Tracer

Career Skills: Athletics, Brawl, Perception, Piloting - Planetary, Piloting - Space, Ranged - Heavy, Streetwise, Vigilance
 Skip Tracer Bonus Career Skills: Cool, Underworld, Negotiation, Skulduggery

ACTIVE
PASSIVE



Bounty Hunter: Survivalist Talent Tree

Career Skills: Athletics, Brawl, Perception, Piloting (Planetary), Piloting (Space), Ranged (Heavy), Streetwise, Vigilance
Survivalist Bonus Career Skills: Knowledge (Xenology), Perception, Resilience, Survival

ACTIVE

PASSIVE

FORAGER

Remove up to ■■ from skill checks to find food, water, or shelter. Survival checks to forage take half the time.

COST 5

STALKER

Add □ per rank of Stalker to all Stealth and Coordination checks.

COST 5

OUTDOORSMAN

Remove ■ per rank of Outdoorsman from checks to move through terrain or manage environmental effects. Decrease overland travel times by half.

COST 5

EXPERT TRACKER

Remove ■ per rank of Expert Tracker from checks to find tracks or track targets. Decrease time to track a target by half.

COST 5

OUTDOORSMAN

Remove ■ per rank of Outdoorsman from checks to move through terrain or manage environmental effects. Decrease overland travel times by half.

COST 10

SWIFT

Do not suffer usual penalties for moving through difficult terrain.

COST 10

HUNTER

Add □ per rank of Hunter to all checks when interacting with beast or animals (including combat checks). Add +10 to Critical Injury results against beasts or animals per rank of Hunter.

COST 10

SOFT SPOT

After making a successful attack, may spend 1 Destiny Point to add damage equal to Cunning to one hit.

COST 10

TOUGHENED

Gain +2 wound threshold.

COST 15

EXPERT TRACKER

Remove ■ per rank of Expert Tracker from checks to find tracks or track targets. Decrease time to track a target by half.

COST 15

STALKER

Add □ per rank of Stalker to all Stealth and Coordination checks.

COST 15

NATURAL OUTDOORSMAN

Once per session, may re-roll any 1 Resilience or Survival check.

COST 15

TOUGHENED

Gain +2 wound threshold.

COST 20

HUNTER

Add □ per rank of Hunter to all checks when interacting with beast or animals (including combat checks). Add +10 to Critical Injury results against beasts or animals per rank of Hunter.

COST 20

EXPERT TRACKER

Remove ■ per rank of Expert Tracker from checks to find tracks or track targets. Decrease time to track a target by half.

COST 20

BLOODED

Add □ per rank of Blooded to all checks to resist or recover from poisons, venoms, or toxins. Reduce duration of ongoing poisons by 1 round per rank of Blooded to a minimum of 1.

COST 20

ENDURING

Gain +1 soak value.

COST 25

DEDICATION

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

COST 25

GRIT

Gain +1 strain threshold.

COST 25

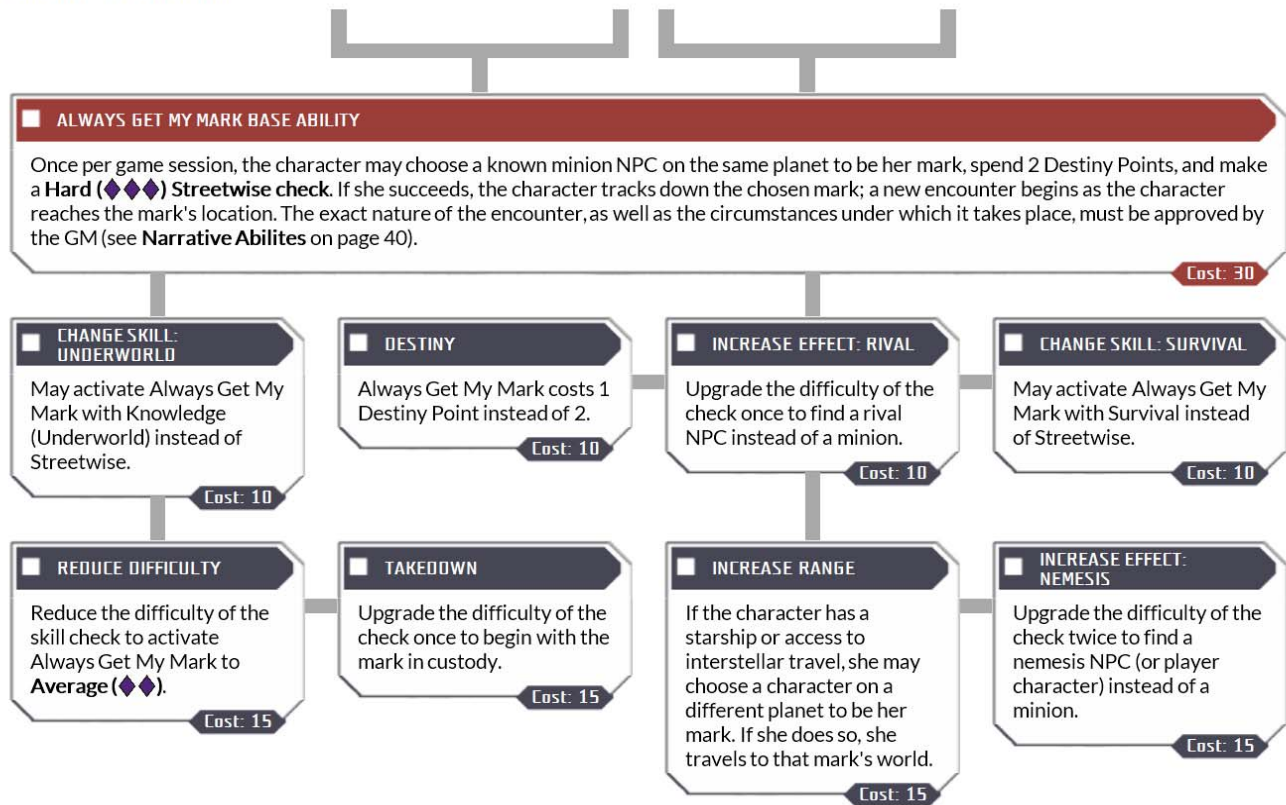
HERDIC FORTITUDE

May spend 1 Destiny Point to ignore effects of Critical Injuries on Brawn or Agility checks until the end of the encounter.

COST 25

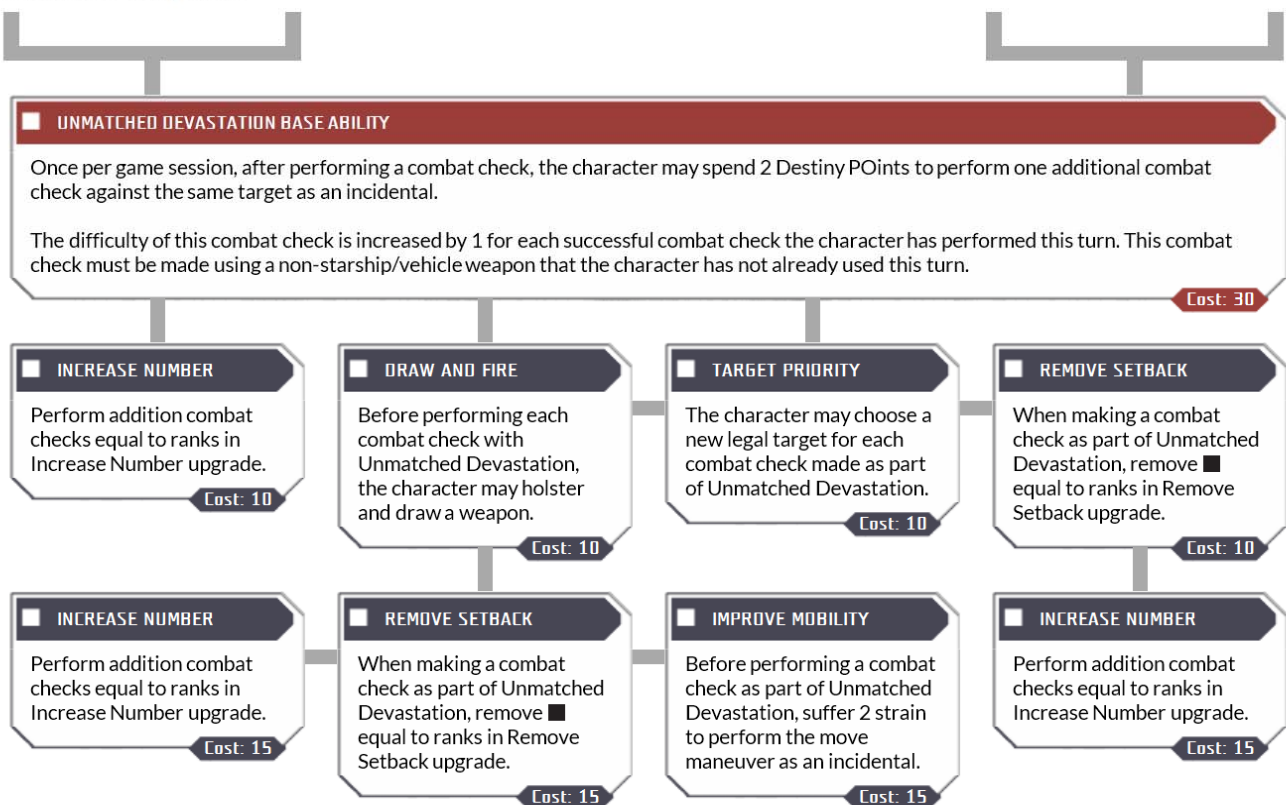
SIGNATURE ABILITY: Always Get My Mark

For Career: Bounty Hunter



SIGNATURE ABILITY: Unmatched Devastation

For Career: Bounty Hunter



Colonist: Doctor Talent Tree

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

Doctor Bonus Career Skills: Cool, Knowledge (Education), Medicine, Resilience

ACTIVE

PASSIVE



Colonist: Entrepreneur Talent Tree

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

Entrepreneur Bonus Career Skills: Discipline, Knowledge (Education), Knowledge (Underworld), Negotiation

ACTIVE

PASSIVE

SOUND INVESTMENTS

At the start of each session, gain 100 credits for each rank of Sound Investments.

COST 5

PLAUSIBLE DENIABILITY

Remove **1** per rank of Plausible Deniability from Coercion and Deception checks.

COST 5

RAPID RECOVERY

When recovering strain after an encounter, recover 1 additional strain per rank of Rapid Recovery.

COST 5

GRIT

Gain +1 strain threshold.

COST 5

RAPID RECOVERY

When recovering strain after an encounter, recover 1 additional strain per rank of Rapid Recovery.

COST 10

WHEEL AND DEAL

When selling goods legally, gain 10% more credits per rank of Wheel and Deal.

COST 10

SOUND INVESTMENTS

At the start of each session, gain 100 credits for each rank of Sound Investments.

COST 10

WHEEL AND DEAL

When selling goods legally, gain 10% more credits per rank of Wheel and Deal.

COST 10

GREASED PALMS

Before making a social check, may spend up to 50 credits per rank of Greased Palms to upgrade the ability of the check once for every 50 spent.

COST 15

THROWING CREDITS

At beginning of session, spend 100 credits to ignore strain threshold penalty due to triggered Obligation.

COST 15

BOUGHT INFO

Instead of making a Knowledge check, may take a Bought Info action; spend credits equal to 50 times the difficulty of the check to pass with one **★**.

COST 15

SOUND INVESTMENTS

At the start of each session, gain 100 credits for each rank of Sound Investments.

COST 15

SOUND INVESTMENTS

At the start of each session, gain 100 credits for each rank of Sound Investments.

COST 20

TOUGHENED

Gain +2 wound threshold.

COST 20

MASTER MERCHANT

When buying or selling goods, or paying off or taking Obligation, may suffer 2 strain to sell for 25% more, buy for 25% less, pay off 1 more Obligation, or take 1 less.

COST 20

KNOW SOMEBODY

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

COST 20

NATURAL MERCHANT

Once per session, may re-roll any 1 Streetwise or Negotiation check.

COST 25

INTENSE FOCUS

Perform an Intense Focus maneuver; suffer 1 strain and upgrade the ability of the next skill check once.

COST 25

DEDICATION

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

COST 25

SOUND INVESTMENTS

At the start of each session, gain 100 credits for each rank of Sound Investments.

COST 25

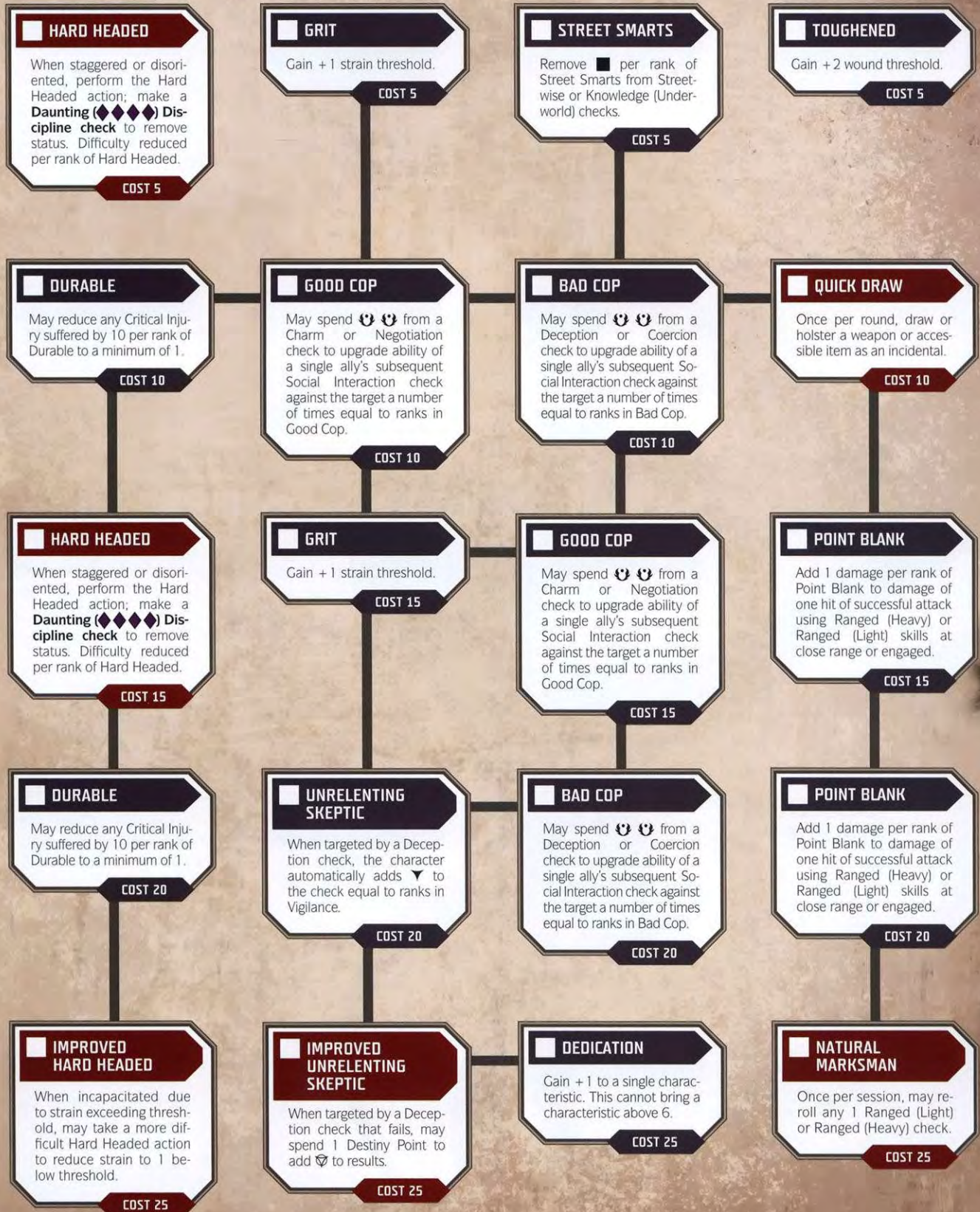
Colonist: Marshal Talent Tree

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

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

ACTIVE

PASSIVE



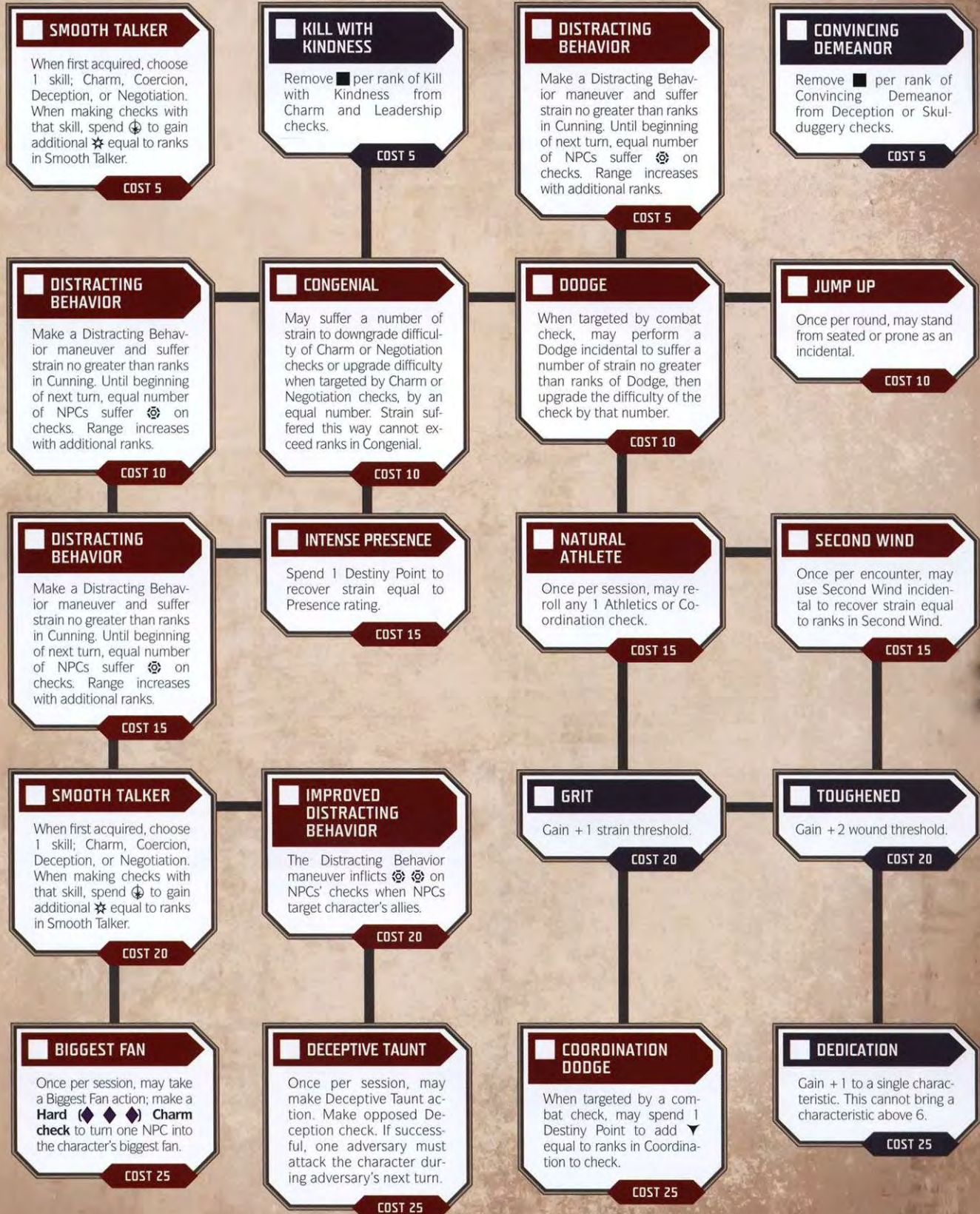
Colonist: Performer Talent Tree

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

Performer Bonus Career Skills: Charm, Coordination, Deception, Melee

ACTIVE

PASSIVE



Colonist: Politico Talent Tree

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

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

ACTIVE

PASSIVE



Colonist: Scholar Talent Tree

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

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

ACTIVE

PASSIVE

RESPECTED SCHOLAR

May downgrade difficulty of checks to interact with institutes of learning by one level per rank of Respected Scholar.

COST 5

SPEAKS BINARY

When directing NPC droids, may grant them 1 per rank of Speaks Binary on checks.

COST 5

GRIT

Gain +1 strain threshold.

COST 5

BRACE

Perform the Brace maneuver to remove 1 per rank of Brace from next Action. This may only remove 1 added by environmental circumstances.

COST 5

RESEARCHER

Remove 1 per rank of Researcher from all Knowledge checks. Researching a subject takes half the time.

COST 10

RESPECTED SCHOLAR

May downgrade difficulty of checks to interact with institutes of learning by one level per rank of Respected Scholar.

COST 10

RESOLVE

When a character involuntarily suffers strain, he suffers 1 less strain per rank of Resolve, to a minimum of 1.

COST 10

RESEARCHER

Remove 1 per rank of Researcher from all Knowledge checks. Researching a subject takes half the time.

COST 10

CODEBREAKER

Remove 1 per rank in Codebreaker from checks to break codes or decrypt communications. Decrease difficulty of checks to break codes or decrypt communications by 1.

COST 15

KNOWLEDGE SPECIALIZATION

When acquired, choose 1 Knowledge skill. When making that skill check, may spend 1 result to gain additional successes equal to ranks in Knowledge Specialization.

COST 15

NATURAL SCHOLAR

Once per session, may reroll any 1 Knowledge skill check.

COST 15

WELL ROUNDED

Choose any 2 skills. They permanently become career skills.

COST 15

KNOWLEDGE SPECIALIZATION

When acquired, choose 1 Knowledge skill. When making that skill check, may spend 1 result to gain additional successes equal to ranks in Knowledge Specialization.

COST 20

INTENSE FOCUS

Perform an Intense Focus maneuver; suffer 1 strain and upgrade the ability of the next skill check once.

COST 20

CONFIDENCE

May decrease difficulty of Discipline checks to avoid fear by 1 per rank of Confidence.

COST 20

RESOLVE

When a character involuntarily suffers strain, he suffers 1 less strain per rank of Resolve, to a minimum of 1.

COST 20

STROKE OF GENIUS

Once per session, make one skill check using Intellect rather than the characteristic linked to that skill.

COST 25

MENTAL FORTRESS

Spend 1 Destiny Point to ignore effects of Critical Injuries on Intellect or Cunning checks until end of encounter.

COST 25

DEDICATION

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



COST 25

TOUGHENED

Gain +2 wound threshold.


COST 25


valuable information that he did not previously possess pertaining to his current situation. What he learns is up to the GM, but it must be valuable to the player in overcoming his immediate encounter or situation, and the information cannot be obtainable by any other immediately available means.

When making the skill check to activate Insightful Revelation, the GM can add  or  for any situational effects that might cause the test to be more easy or difficult.

UPGRADES


Insightful Revelation has several upgrades that can improve its effects and make it easier to use. Any upgrades that appear in Insightful Revelation's tree multiple times have their effects stack.

Reduce Setback: When making the skill check to activate Insightful Revelation, the character removes .

Add Boost: When making the skill check to activate Insightful Revelation, the character adds .

Destiny: To activate Insightful Revelation, the character only needs to spend one Destiny Point instead of the normal two.

Reduce Difficulty: The skill check to activate Insightful Revelation is **Average** (◆◆) instead of **Hard** (◆◆◆).

Increase Effect: The character may spend  generated on a successful Insightful Revelation check to gain one additional piece of information. The information must be as useful as the original information.

Duration: The character may perform the Insightful Revelation action one additional time per game session.

Additional Skills: When making the Insightful Revelation action, the character may replace Knowledge (Education) with any other Knowledge skill.

UNMATCHED EXPERTISE


A combination of education and hard-earned life experiences can make Colonists far more capable individuals than they appear. When the time is right, they can put their vast experience to good use, making challenging tasks look easy, and the impossible merely difficult.

BASE ABILITY

Once per game session as an action, the character may spend two Destiny Points to reduce the difficulty of all career skill checks he makes by one, to a minimum of Easy, for the remainder of the encounter.

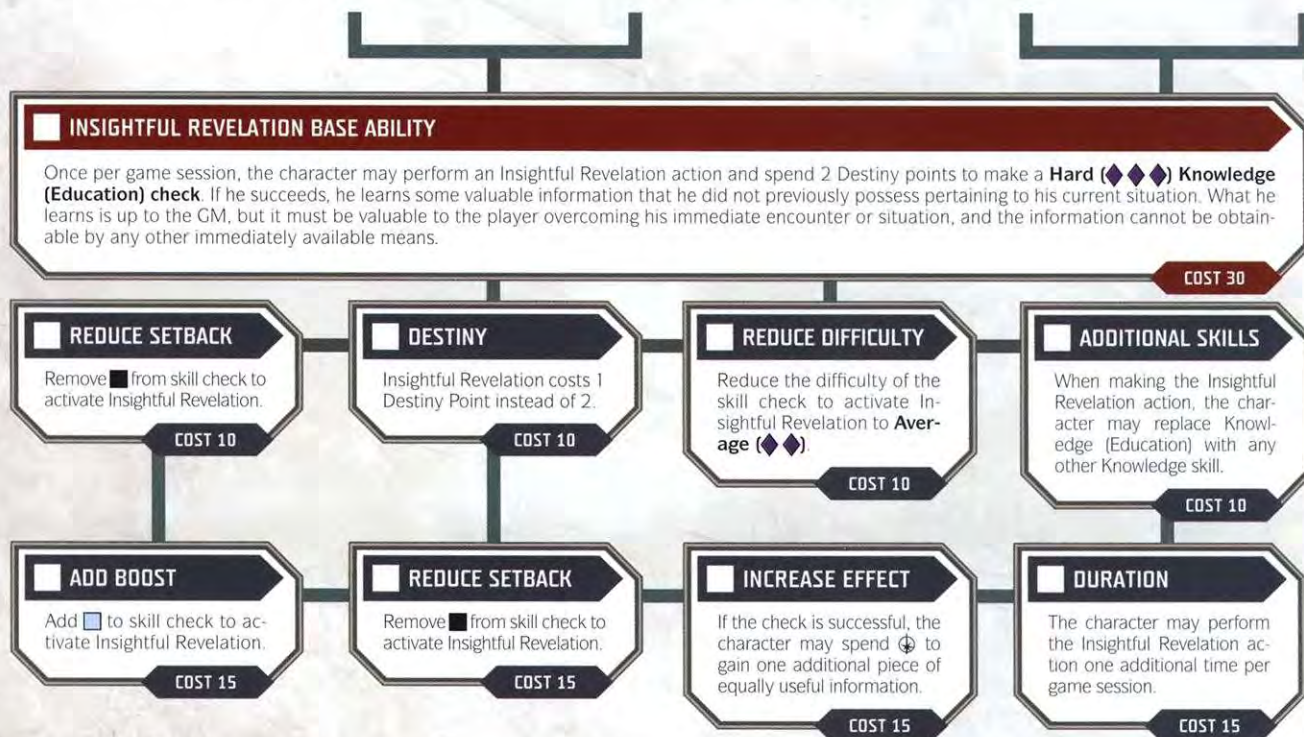
UPGRADES

Unmatched Expertise has several upgrades that can improve its effects and make it easier to use. Any upgrades that appear in Unmatched Expertise's tree multiple times have their effects stack.

Reduce Setback: When making the skill check to activate Unmatched Expertise, the character removes .

Reduce Difficulty: Unmatched Expertise reduces the difficulty of subsequent career skill checks by two instead of one.

Colonist Signature Ability Tree: Insightful Revelation





Reduce Difficulty: Unmatched Expertise reduces the difficulty of subsequent career skill checks to a minimum of Simple instead of Easy.

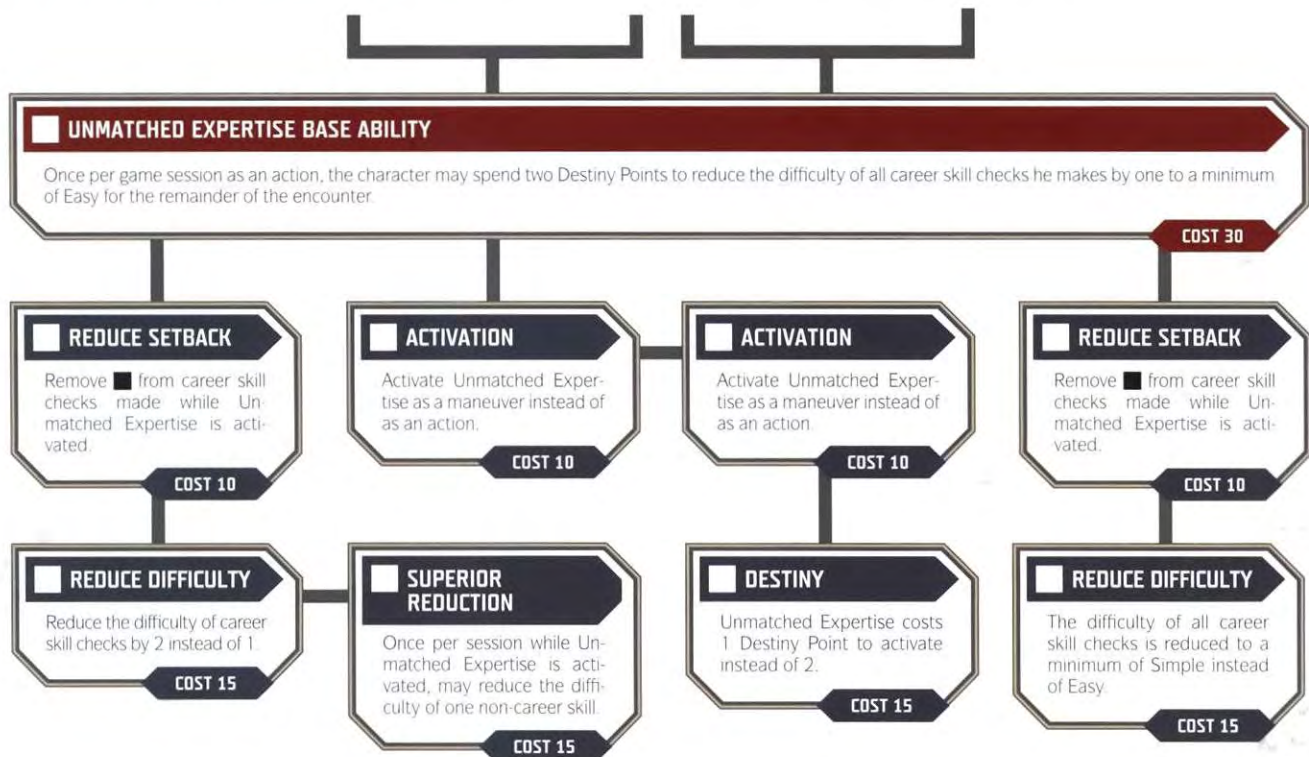
Activation: Unmatched Expertise becomes a maneuver, instead of an action.

Activation: Unmatched Expertise becomes an incidental that may be triggered out of turn, instead of an action.

Destiny: To activate Unmatched Expertise, the character only needs to spend one Destiny Point instead of the normal two.

Superior Reduction: Once per session, once the character has activated Unmatched Expertise, he may also use it to reduce the difficulty of one non-career skill check he makes. This follows the same rules as using Unmatched Expertise to reduce the difficulty of career skills.

Colonist Signature Ability Tree: Unmatched Expertise



Explorer: Archaeologist Talent Tree

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

Archaeologist Bonus Career Skills: Athletics, Discipline, Knowledge (Education), Knowledge (Lore)

ACTIVE

PASSIVE



Explorer: Big-Game Hunter Talent Tree

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

Big-Game Hunter Bonus Career Skills: Knowledge (Xenology), Ranged (Heavy), Stealth, Survival

ACTIVE

PASSIVE



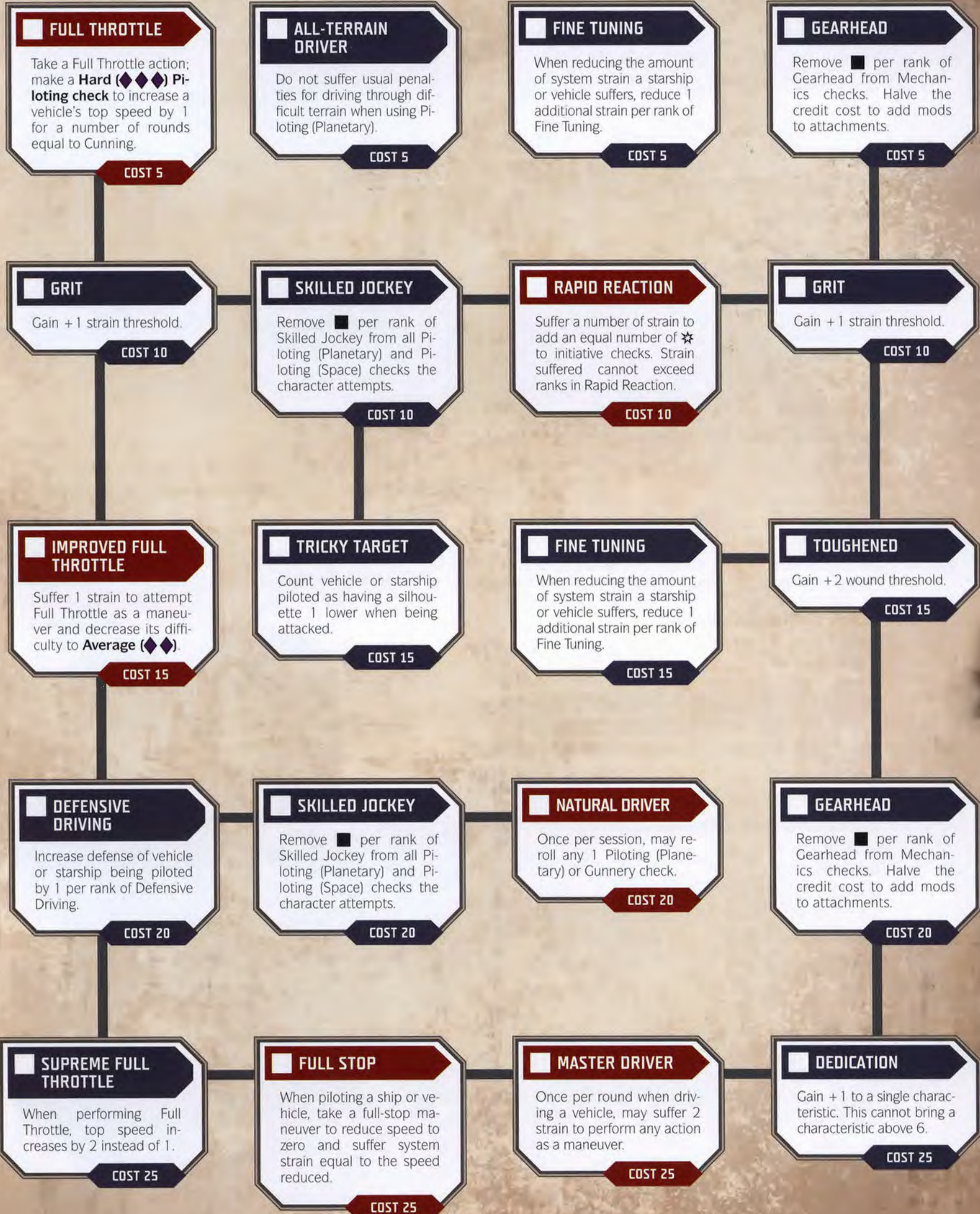
Explorer: Driver Talent Tree

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

Driver Bonus Career Skills: Cool, Gunnery, Mechanics, Piloting (Planetary)

ACTIVE

PASSIVE



Explorer: Fringer Talent Tree

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

Fringer Bonus Career Skills: Astrogation, Coordination, Negotiation, Streetwise

ACTIVE

PASSIVE

GALAXY MAPPER

Remove █ per rank of Galaxy Mapper from Astrogation checks. Astrogation checks take half normal time.

COST 5

STREET SMARTS

Remove █ per rank of Street Smarts from Streetwise or Knowledge (Underworld) checks.

COST 5

RAPID RECOVERY

When healing strain after an encounter, heal 1 additional strain per rank of Rapid Recovery.

COST 5

STREET SMARTS

Remove █ per rank of Street Smarts from Streetwise or Knowledge (Underworld) checks.

COST 5

SKILLED JOCKEY

Remove █ per rank of Skilled Jockey from all Piloting (Planetary) and Piloting (Space) checks the character attempts.

COST 10

GALAXY MAPPER

Remove █ per rank of Galaxy Mapper from Astrogation checks. Astrogation checks take half normal time.

COST 10

GRIT

Gain +1 strain threshold.

COST 10

TOUGHENED

Gain +2 wound threshold.

COST 10

MASTER STARHOPPER

Once per round, suffer 2 strain to decrease the difficulty of next Astrogation check by 1 to a minimum of Easy (◆).

COST 15

DEFENSIVE DRIVING

Increase defense of vehicle or starship being piloted by 1 per rank of Defensive Driving.

COST 15

RAPID RECOVERY

When healing strain after an encounter, heal 1 additional strain per rank of Rapid Recovery.

COST 15

DURABLE

May reduce any Critical Injury suffered by 10 per rank of Durable to a minimum of 1.

COST 15

RAPID RECOVERY

When healing strain after an encounter, heal 1 additional strain per rank of Rapid Recovery.

COST 20

JUMP UP

Once per round, may stand from seated or prone as an incidental.

COST 20

GRIT

Gain +1 strain threshold.

COST 20

KNOCKDOWN

After hitting with a melee attack, may spend Ⓢ to knock the target prone.

COST 20

DEDICATION

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

COST 25

TOUGHENED

Gain +2 wound threshold.

COST 25

DODGE

When targeted by combat check, may perform a Dodge incidental to suffer a number of strain no greater than ranks of Dodge, then upgrade the difficulty of the check by that number.

COST 25

DODGE

When targeted by combat check, may perform a Dodge incidental to suffer a number of strain no greater than ranks of Dodge, then upgrade the difficulty of the check by that number.

COST 25

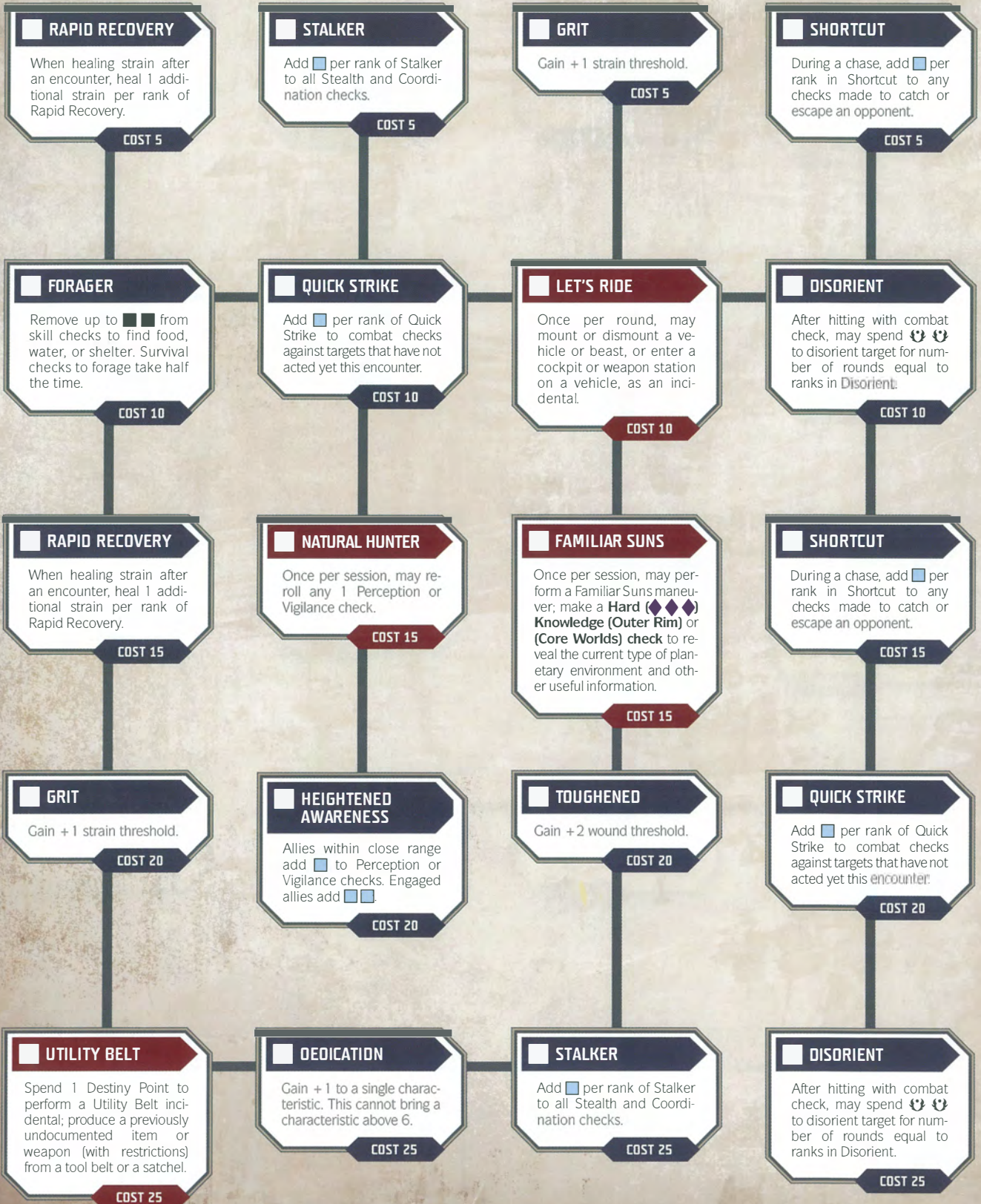
Explorer: Scout Talent Tree

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

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

ACTIVE

PASSIVE



Explorer: Trader Talent Tree

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

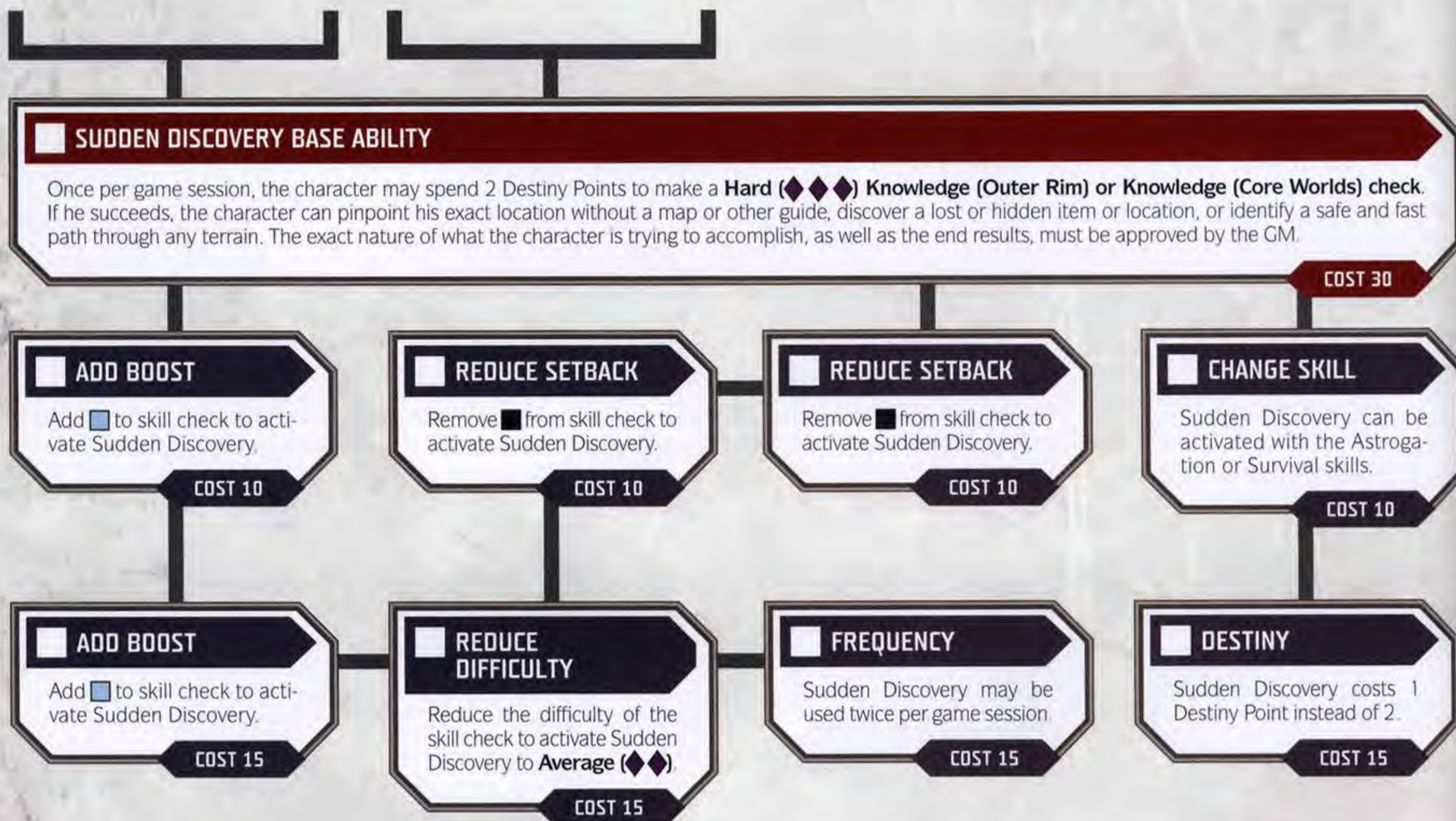
Trader Bonus Career Skills: Deception, Knowledge (Core Worlds), Knowledge (Underworld), Negotiation

ACTIVE

PASSIVE



Explorer Signature Ability Tree: Sudden Discovery



SIGNATURE ABILITY: SUDDEN DISCOVERY

Plying the endless worlds of the galaxy leads Explorers to master many different skills, not the least of which is the uncanny ability to keep their bearing no matter where they find themselves. A veteran spacer may be able to ascertain his position in the galaxy by simply staring out of the cockpit, while an experienced scout may be able to find his way out of a completely unknown alien wilderness solely through instinct and past experience.

BASE ABILITY

Once per game session, the character may spend 2 Destiny Points to make a **Hard (◆◆◆) Knowledge (Outer Rim) or Knowledge (Core Worlds) check**. If he succeeds, the character can pinpoint his exact location without a map or other guide, discover a lost or hidden item or location, or identify a safe and fast path through any terrain. The exact nature of what the character is trying to accomplish, as well as the end results, must be approved by the GM (see **Narrative Abilities**).

When making the skill check to activate Sudden Discovery, the GM can add or for any situational effects that might cause the test to be more easy or difficult.

UPGRADES

Sudden Discovery has several upgrades that can improve its effects and make it easier to use. Any upgrades that appear in Sudden Discovery's tree multiple times have their effects stack.

Add Boost Upgrade: When making the skill check to activate Sudden Discovery, the character adds .

Change Skill Upgrade: To activate Sudden Discovery, the character can choose to use the Astrogation skill to find locations in space or the Survival skill to find locations on the ground (instead of the normal Knowledge skills).

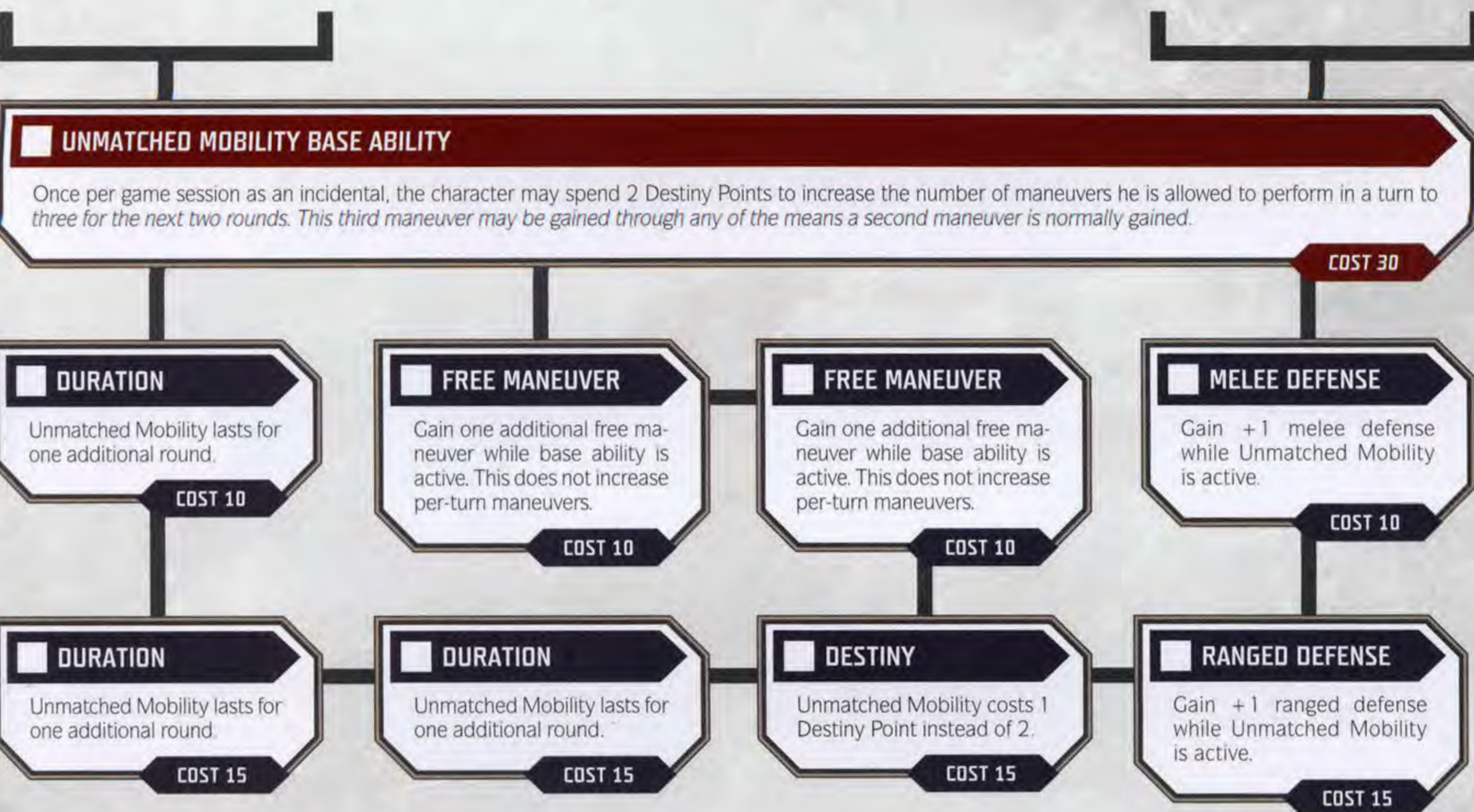
Destiny Upgrade: To activate Sudden Discovery, the character only needs to spend 1 Destiny Point instead of the normal 2.

Frequency Upgrade: Sudden Discovery can be used twice per game session instead of once.

Reduce Difficulty Upgrade: The skill check difficulty to activate Sudden Discovery is **Average (◆◆)** instead of **Hard (◆◆◆)**.

Reduce Setback Upgrade: When making the skill check to activate Sudden Discovery, the character removes .

Explorer Signature Ability Tree: Unmatched Mobility



SIGNATURE ABILITY: UNMATCHED MOBILITY

Agile and talented, Explorer characters often survive and thrive among the dangers of the galaxy through the use of speed and mobility. A seasoned Explorer can focus under pressure, using adrenaline and training to move around and complete tasks faster than those around him. Some use this ability to evade danger, keeping themselves out of harm's way. Others use it to gain an edge against their foes, outmaneuvering them in battle.

NARRATIVE ABILITIES

Many signature abilities (such as the Explorer's Sudden Discovery) have primarily narrative effects, allowing the character to instantly overcome a challenge in his path. These abilities are powerful tools that allow the players and GM to work together to tell a more collaborative, cinematic story. However, they can also pose a challenge to the GM as the character circumvents sections of his planned narrative.

Because of these potential challenges, when a player wishes to use a signature ability with a narrative effect, he must first consult with the GM. Together, the player and GM decide on the effect the ability will have, fitting it into the narrative of the game. However, as with all things, the GM is the final arbiter as to the effect of the ability.

BASE ABILITY

Once per game session as an incidental, the character may spend two Destiny Points to increase the number of maneuvers he is allowed to perform in a turn to three for the next 2 rounds. This third maneuver may be gained through any of the means a second maneuver is gained (see page 200 of the Core Rulebook).

UPGRADES

Unmatched Mobility has several upgrades that can improve its effects and make it easier to use. Any upgrades that appear in Unmatched Mobility's tree multiple times have their effects stack.

Destiny Upgrade: To activate Unmatched Mobility, the character only needs to spend 1 Destiny Point instead of the normal 2.

Duration Upgrade: Unmatched Mobility lasts for one additional round.

Free Maneuver Upgrade: While Unmatched Mobility is active, the character gains one additional free maneuver on his turn. This does not increase the maximum number of maneuvers the character can perform per turn (three with base ability active).

Melee Defense Upgrade: While Unmatched Mobility is active, the character increases his melee defense value by 1.

Ranged Defense Upgrade: While Unmatched Mobility is active, the character increases his ranged defense value by 1.

Hired Gun: Bodyguard Talent Tree

Career Skills: Athletics, Brawl, Discipline, Melee, Piloting (Planetary), Ranged (Light), Resilience, Vigilance
 Bodyguard Bonus Career Skills: Gunnery, Perception, Piloting (Planetary), Ranged (Heavy)

ACTIVE

PASSIVE

TOUGHENED
 Gain +2 wound threshold.
 COST 5

BARRAGE
 Add 1 damage per rank of Barrage to 1 hit of successful attack while using Ranged (Heavy) or Gunnery skills at long or extreme range.
 COST 5

DURABLE
 May reduce any Critical Injury suffered by 10 per rank of Durable to a minimum of 1.
 COST 5

GRIT
 Gain +1 strain threshold.
 COST 5

BODY GUARD
 Once per round, perform the Body Guard maneuver to guard an engaged character. Suffer a number of strain no greater than ranks of Body Guard, then until the beginning of the next turn upgrade the difficulty of combat checks targeting the character by that number.
 COST 10

HARD HEADED
 When staggered or disoriented, perform the Hard Headed action; make a **Daunting** (◆◆◆◆) Discipline check to remove status. Difficulty reduced per rank of Hard Headed.
 COST 10

BARRAGE
 Add 1 damage per rank of Barrage to 1 hit of successful attack while using Ranged (Heavy) or Gunnery skills at long or extreme range.
 COST 10

BRACE
 Perform the Brace maneuver to remove ■ per rank of Brace from next Action. This may only remove ■ added by environmental circumstances.
 COST 10

BODY GUARD
 Once per round, perform the Body Guard maneuver to guard an engaged character. Suffer a number of strain no greater than ranks of Body Guard, then until the beginning of the next turn upgrade the difficulty of combat checks targeting the character by that number.
 COST 15

SIDE STEP
 Once per round, may perform Side Step maneuver and suffer a number of strain to upgrade difficulty of all incoming ranged attacks by an equal number for the next round. Strain suffered this way cannot exceed ranks in Side Step.
 COST 15

DEFENSIVE STANCE
 Once per round, may perform Defensive Stance maneuver and suffer a number of strain to upgrade difficulty of all incoming melee attacks by an equal number for the next round. Strain suffered this way cannot exceed ranks in Defensive Stance.
 COST 15

BRACE
 Perform the Brace maneuver to remove ■ per rank of Brace from next Action. This may only remove ■ added by environmental circumstances.
 COST 15

ENDURING
 Gain +1 soak value.
 COST 20

SIDE STEP
 Once per round, may perform Side Step maneuver and suffer a number of strain to upgrade difficulty of all incoming ranged attacks by an equal number for the next round. Strain suffered this way cannot exceed ranks in Side Step.
 COST 20

DEFENSIVE STANCE
 Once per round, may perform Defensive Stance maneuver and suffer a number of strain to upgrade difficulty of all incoming melee attacks by an equal number for the next round. Strain suffered this way cannot exceed ranks in Defensive Stance.
 COST 20

HARD HEADED
 When staggered or disoriented, perform the Hard Headed action; make a **Daunting** (◆◆◆◆) Discipline check to remove status. Difficulty reduced per rank of Hard Headed.
 COST 20

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

BARRAGE
 Add 1 damage per rank of Barrage to 1 hit of successful attack while using Ranged (Heavy) or Gunnery skills at long or extreme range.
 COST 25

TOUGHENED
 Gain +2 wound threshold.
 COST 25

IMPROVED HARD HEADED
 When incapacitated due to strain exceeding threshold, may take a more difficult Hard Headed action to reduce strain to 1 below threshold.
 COST 25

Hired Gun: Demolitionist Talent Tree

Career Skills: Athletics, Brawl, Discipline, Melee, Piloting (Planetary), Ranged (Light), Resilience, Vigilance
Demolitionist Bonus Career Skills: Computers, Cool, Mechanics, Skulduggery

ACTIVE

PASSIVE

POWERFUL BLAST

Increase Blast damage dealt by explosives, explosive weapons, and grenades by +1 per rank of Powerful Blast.

COST 5

GRIT

Gain +1 strain threshold.

COST 5

SELECTIVE DETONATION

When using a weapon with the Blast quality, spend 1 to exclude 1 target that would be affected by the explosion, up to ranks in Selective Detonation.

COST 5

STEADY NERVES

Remove 1 per rank of Steady Nerves from Cool or Skulduggery checks.

COST 5

TOUGHENED

Gain +2 wound threshold.

COST 10

TIME TO GO

The character may spend 1 Destiny Point to perform a Move maneuver as an incidental to attempt to move into cover or out of the blast range of a weapon or explosion.

COST 10

POWERFUL BLAST

Increase Blast damage dealt by explosives, explosive weapons, and grenades by +1 per rank of Powerful Blast.

COST 10

GRIT

Gain +1 strain threshold.

COST 10

ENDURING

Gain +1 soak value.

COST 15

IMPROVED TIME TO GO

When activating Time to Go, allow 1 engaged ally to also perform an out of turn Move maneuver as an incidental to attempt to move into cover or out of the blast range of a weapon or explosion.

COST 15

STEADY NERVES

Remove 1 per rank of Steady Nerves from Cool or Skulduggery checks.

COST 15

RAPID REACTION

Suffer a number of strain to add an equal number of 1 to initiative checks. Strain suffered cannot exceed ranks in Rapid Reaction.

COST 15

IMPROVED DETONATION

Once per session, make a **Hard (◆◆◆) Mechanics check** to perform the Improved Detonation action and build an explosive device, dealing damage equal to ranks in Intellect + ranks in Mechanics + 1.

COST 20

POWERFUL BLAST

Increase Blast damage dealt by explosives, explosive weapons, and grenades by +1 per rank of Powerful Blast.

COST 20

GRIT

Gain +1 strain threshold.

COST 20

SELECTIVE DETONATION

When using a weapon with the Blast quality, spend 1 to exclude 1 target that would be affected by the explosion, up to ranks in Selective Detonation.

COST 20

IMPROVED IMPROVED DETONATION

Reduce the difficulty of Improved Detonation's check to **Average (◆◆)** and increase damage to twice ranks in Mechanics.

COST 25

DEDICATION

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

COST 25

MASTER GRENADEIER

Decrease the 1 cost to activate the Blast quality on any weapon used by 1 to a minimum of 1.

COST 25

SELECTIVE DETONATION

When using a weapon with the Blast quality, spend 1 to exclude 1 target that would be affected by the explosion, up to ranks in Selective Detonation.

COST 25

Hired Gun: Enforcer Talent Tree

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

Enforcer Bonus Career Skills: Brawl, Coercion, Knowledge (Underworld), Streetwise

ACTIVE

PASSIVE

TOUGHENED
Gain +2 wound 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

FEARSOME
When an adversary becomes engaged with the character, the character may force the adversary to make a fear check, with the difficulty equal to the character's ranks in Fearsome.
COST 5

STREET SMARTS
Remove ■ per rank of Street Smarts from Streetwise or Knowledge (Underworld) checks.
COST 5

DURABLE
May reduce any Critical Injury suffered by 10 per rank of Durable to a minimum of 1.
COST 10

STUNNING BLOW
When making Melee checks, may inflict damage as strain instead of wounds. This does not ignore soak.
COST 10

NATURAL ENFORCER
Once per session, may re-roll any 1 Coercion or Streetwise check.
COST 10

TALK THE TALK
When making a Knowledge skill check, the character may spend 1 Destiny Point to substitute Knowledge (Underworld) or Streetwise for the required skill.
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 15

DEFENSIVE STANCE
Once per round, may perform Defensive Stance maneuver and suffer a number of strain to upgrade difficulty of all incoming melee attacks by an equal number. Strain suffered this way cannot exceed ranks in Defensive Stance.
COST 15

TOUGHENED
Gain +2 wound threshold.
COST 15

LOOM
When an ally engaged with the character makes a successful Charm, Deception, or Negotiation check, the character adds ☉ per rank in Coercion to the ally's check.
COST 15

SECOND WIND
Once per encounter, may use Second Wind incidental to heal strain equal to ranks in Second Wind.
COST 20

STREET SMARTS
Remove ■ per rank of Street Smarts from Streetwise or Knowledge (Underworld) checks.
COST 20

WALK THE WALK
The character may spend 1 Destiny Point to add damage equal to his ranks in Streetwise to one hit of a successful Brawl check.
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

FEARSOME
When an adversary becomes engaged with the character, the character may force the adversary to make a fear check, with the difficulty equal to the character's ranks in Fearsome.
COST 25

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

BLACK MARKET CONTACTS
When purchasing illegal goods, may reduce rarity by 1 per rank of Black Market Contacts, increasing cost by 50 percent of base cost per reduction.
COST 25

FEARSOME
When an adversary becomes engaged with the character, the character may force the adversary to make a fear check, with the difficulty equal to the character's ranks in Fearsome.
COST 25

Hired Gun: Heavy Talent Tree

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

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

ACTIVE

PASSIVE

BURLY

Reduce any wielded weapon's Cumbersome quality and Encumbrance rating by a number equal to ranks in Burly to a minimum of 1.

COST 5

BARRAGE

Add 1 damage per rank of Barrage to 1 hit of successful attack while using Ranged (Heavy) or Gunnery skills at long or extreme range.

COST 5

GRIT

Gain +1 strain threshold.

COST 5

TOUGHENED

Gain +2 wound threshold.

COST 5

BARRAGE

Add 1 damage per rank of Barrage to 1 hit of successful attack while using Ranged (Heavy) or Gunnery skills at long or extreme range.

COST 10

BRACE

Perform the Brace maneuver to remove ■ per rank of Brace from next Action. This may only remove ■ added by environmental circumstances.

COST 10

SPARE CLIP

Cannot run out of ammo due to ♠. Items with Limited Ammo quality run out of ammo as normal.

COST 10

DURABLE

May reduce any Critical Injury suffered by 10 per rank of Durable to a minimum of 1.

COST 10

SIDE STEP

Once per round, may perform Side Step maneuver and suffer a number of strain to upgrade difficulty of all incoming ranged attacks by an equal number. Strain suffered this way cannot exceed ranks in Side Step.

COST 15

BURLY

Reduce any wielded weapon's Cumbersome quality and Encumbrance rating by a number equal to ranks in Burly to a minimum of 1.

COST 15

HEROIC FORTITUDE

May spend 1 Destiny Point to ignore effects of Critical Injuries on Brawn or Agility checks until the end of the encounter.

COST 15

TOUGHENED

Gain +2 wound threshold.

COST 15

BRACE

Perform the Brace maneuver to remove ■ per rank of Brace from next Action. This may only remove ■ added by environmental circumstances.

COST 20

BARRAGE

Add 1 damage per rank of Barrage to 1 hit of successful attack while using Ranged (Heavy) or Gunnery skills at long or extreme range.

COST 20

RAIN OF DEATH

Perform the Rain of Death maneuver to ignore the increased difficulty due to the Auto-fire quality of attacks made this turn.

COST 20

HEROIC RESILIENCE

Immediately after being hit by an attack but before suffering damage, spend 1 Destiny Point to increase soak by ranks in Resilience.

COST 20

BURLY

Reduce any wielded weapon's Cumbersome quality and Encumbrance rating by a number equal to ranks in Burly to a minimum of 1.

COST 25

DEDICATION

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

COST 25

ARMOR MASTER

When wearing armor, increase total soak value by 1.

COST 25

HEAVY HITTER

Once per session, spend ⚔ on a successful Ranged (Heavy) or Gunnery check to add the Breach 1 quality to the attack, or increase an existing Breach rating by 1.

COST 25

Hired Gun: Marauder Talent Tree

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

ACTIVE

PASSIVE



Hired Gun: Mercenary Soldier Talent Tree

Career Skills: Athletics, Brawl, Discipline, Melee, Piloting (Planetary), Ranged (Light), Resilience, Vigilance
 Mercenary Soldier Bonus Career Skills: Discipline, Gunnery, Leadership, Ranged (Heavy)

ACTIVE

PASSIVE

COMMAND

Add 1 per rank of Command when making Leadership checks. Affected targets add 1 to Discipline checks for next 24 hours.

COST 5

SECOND WIND

Once per encounter, may use Second Wind incidental to heal strain equal to ranks in Second Wind.

COST 5

POINT BLANK

Add 1 damage per rank of Point Blank to damage of one hit of successful Ranged (Heavy) or Ranged (Light) attacks made while at close range or engaged.

COST 5

SIDE STEP

Once per round, may perform Side Step maneuver and suffer a number of strain to upgrade difficulty of all incoming ranged attacks by an equal number. Strain suffered this way cannot exceed ranks in Side Step.

COST 5

SECOND WIND

Once per encounter, may use Second Wind incidental to heal strain equal to ranks in Second Wind.

COST 10

CONFIDENCE

May decrease difficulty of Discipline checks to avoid fear by 1 per rank of Confidence.

COST 10

STRONG ARM

Treat thrown weapons as if they had 1 greater range.

COST 10

POINT BLANK

Add 1 damage per rank of Point Blank to damage of one hit of successful Ranged (Heavy) or Ranged (Light) attacks made while at close range or engaged.

COST 10

FIELD COMMANDER

Take the Field Commander action; make a **Average Leadership check**. A number of allies equal to Presence may immediately suffer 1 strain to perform 1 free maneuver.

COST 15

COMMAND

Add 1 per rank of Command when making Leadership checks. Affected targets add 1 to Discipline checks for next 24 hours.

COST 15

NATURAL MARKSMAN

Once per session, may re-roll any 1 Ranged (Light) or Ranged (Heavy) check.

COST 15

SNIPER SHOT

Before making a non-thrown ranged attack, may perform a Sniper Shot maneuver to increase the weapon's range by 1 range band per rank in Sniper Shot. Upgrade the difficulty of the attack by 1 per range band increase.

COST 15

IMPROVED FIELD COMMANDER

Field Commander action affects allies equal to double Presence, and may spend 1 to allow allies to suffer 1 strain and perform 1 free action instead.

COST 20

GRIT

Gain +1 strain threshold.

COST 20

TOUGHENED

Gain +2 wound threshold.

COST 20

LETHAL BLOWS

Add +10 per rank of Lethal Blows to any Critical Injury results inflicted on opponents.

COST 20

DEADLY ACCURACY

When acquired, choose 1 combat skill. Add damage equal to ranks in that skill to one hit of a successful attack made using that skill.

COST 25

TRUE AIM

Once per round, may perform a True Aim maneuver to gain benefits of aiming and upgrade combat check once per rank of True Aim.

COST 25

DEDICATION

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

COST 25

TRUE AIM

Once per round, may perform a True Aim maneuver to gain benefits of aiming and upgrade combat check once per rank of True Aim.

COST 25

Hired Gun Signature Ability Tree: Last One Standing

LAST ONE STANDING BASE ABILITY

Once per game session during a combat encounter, the character may spend 2 Destiny Points to make a **Hard (◆◆◆) Resilience check**. If he succeeds, he skips his next turn and eliminates all enemy minions in the encounter. (The minions are all eliminated immediately, so will not get to participate further in the combat, but for the sake of the narrative, the PC can spend the next round of combat incapacitating them). The narrative means by which he accomplishes this is up to the player character, but should be suitably exciting, and must also be approved by the GM.

COST 30

REDUCE SETBACK

Remove ■ from skill check to activate Last One Standing.

COST 10

ADD BOOST

Add ■ to skill check to activate Last One Standing.

COST 10

REDUCE SETBACK

Remove ■ from skill check to activate Last One Standing.

COST 10

ADD BOOST

Add ■ to skill check to activate Last One Standing.

COST 10

REDUCE DIFFICULTY

Reduce the difficulty of the skill check to activate Last One Standing to **Average (◆◆)**.

COST 15

INCREASE EFFECT

When triggering Last One Standing, eliminate one rival per increase effect upgrade in addition to the minions.

COST 15

INCREASE EFFECT

When triggering Last One Standing, eliminate one rival per increase effect upgrade in addition to the minions.

COST 15

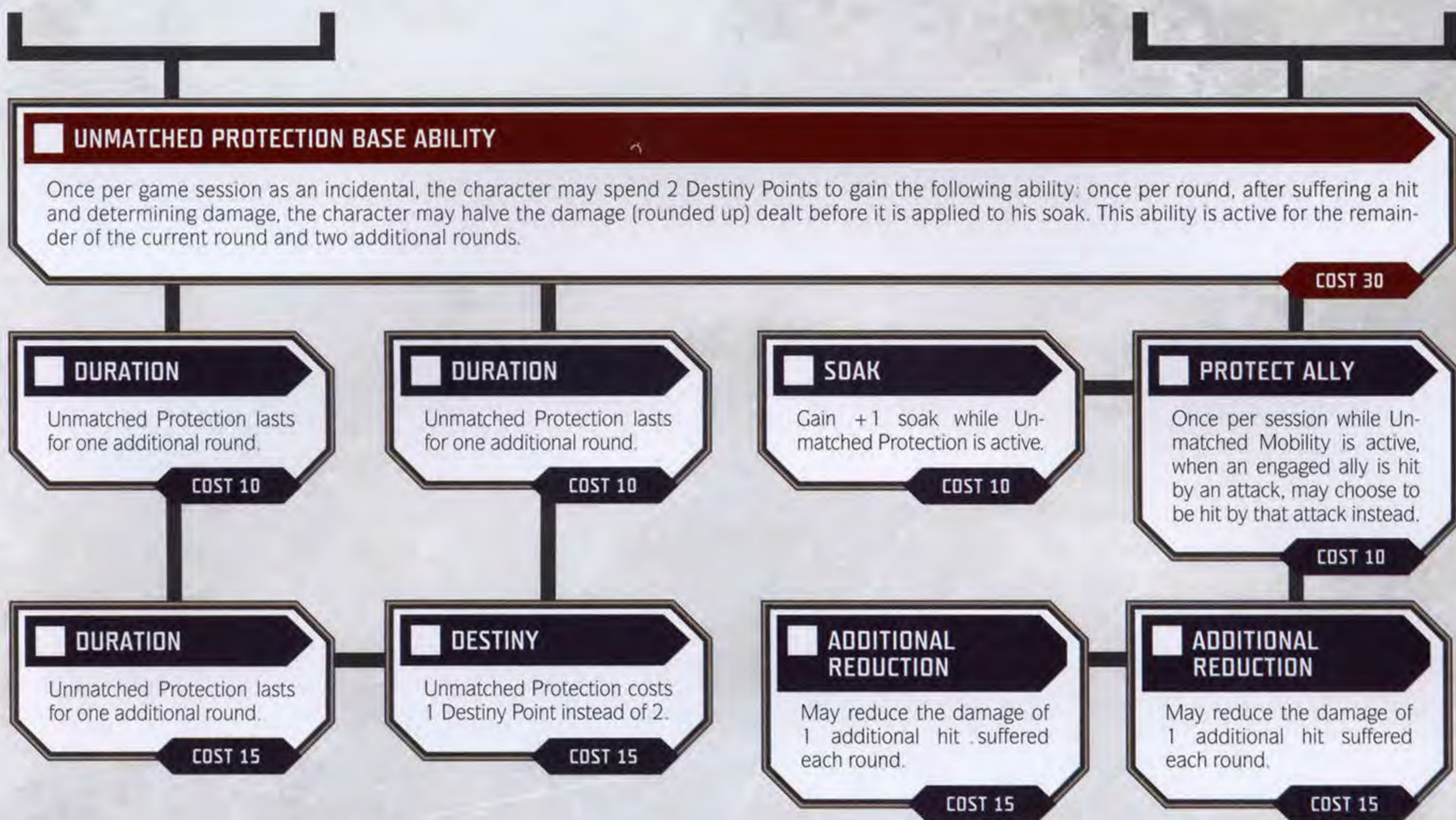
DESTINY

Last One Standing costs 1 Destiny Point instead of 2.

COST 15



Hired Gun Signature Ability Tree: Unmatched Protection



When making the skill check to activate Last One Standing, the GM can add or for any situational effects that might affect the difficulty of the check.

UPGRADES

Last One Standing has several upgrades that can improve its effects and make it easier to use. Any upgrades that appear in Last One Standing's tree multiple times have their effects stack.

Add Boost: When making the skill check to activate Last One Standing, the character adds .

Destiny: To activate Last One Standing, the character only needs to spend one Destiny Point instead of the normal two.

Increase Effect: When triggering Last One Standing, eliminate one rival per increase effect upgrade in addition to the minions.

Reduce Difficulty: The skill check to activate Last One Standing is **Average** (◆◆) instead of **Hard** (◆◆◆).

Reduce Setback: When making the skill check to activate Last One Standing, the character removes .

SIGNATURE ABILITY: UNMATCHED PROTECTION

Some of the toughest sentients in the galaxy are Hired Guns. A lifetime of conflict leaves them covered in scars from countless wounds. However, this also leaves them as tough and resilient as durasteel.

BASE ABILITY

Once per game session as an incidental, the character may spend two Destiny Points to gain the following ability: once per round, after suffering a hit and determining damage, the character may halve the damage (rounded up) dealt before it is applied to his soak. This ability is active for the remainder of the current round and two additional rounds.

UPGRADES

Unmatched Protection has several upgrades that can improve its effects and make it easier to use. Any upgrades that appear in Unmatched Protection's tree multiple times have their effects stack.

Additional Reduction: May reduce the damage of one additional hit suffered each round Unmatched Protection is active.

Destiny: To activate Unmatched Protection, the character only needs to spend one Destiny Point instead of the normal two.

Duration: Unmatched Protection lasts for one additional round.

Protect Ally: Once per session while Unmatched Protection is active, when an engaged ally is hit by an attack, the character may choose to be hit by that attack instead.

Soak: Gain +1 soak while Unmatched Protection is active.

Smuggler: Charmer Talent Tree

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

Charmer Bonus Career Skills: Charm, Cool, Leadership, Negotiation

ACTIVE

PASSIVE

SMOOTH TALKER

When first acquired, choose 1 skill: Charm, Coercion, Deception, or Negotiation. When making checks with that skill, spend \oplus to gain additional \star equal to ranks in Smooth Talker.

COST 5

INSPIRING RHETORIC

Take the Inspiring Rhetoric action; make an **Average** $\diamond\diamond$ Leadership check. Each \star causes 1 ally in short range to recover 1 strain. Spend \oplus to cause 1 affected ally to recover 1 additional strain.

COST 5

KILL WITH KINDNESS

Remove \blacksquare per rank of Kill with Kindness from Charm and Leadership checks.

COST 5

GRIT

Gain +1 strain threshold.

COST 5

KILL WITH KINDNESS

Remove \blacksquare per rank of Kill with Kindness from Charm and Leadership checks.

COST 10

IMPROVED INSPIRING RHETORIC

Each ally affected by Inspiring Rhetoric gains \square on all skill checks for a number of rounds equal to ranks in Leadership.

COST 10

CONGENIAL

May suffer a number of strain to downgrade difficulty of Charm or Negotiation checks, or upgrade difficulty when targeted by Charm or Negotiation checks, by an equal number. Strain suffered this way cannot exceed ranks in Congenial.

COST 10

PLAUSIBLE DENIABILITY

Remove \blacksquare per rank of Plausible Deniability from Coercion and Deception checks.

COST 10

DISARMING SMILE

Take the Disarming Smile action; succeed at an opposed Charm check to lower all defenses of a target by ranks in Disarming Smile until the end of the encounter.

COST 15

WORKS LIKE A CHARM

Once per session, make one skill check using Presence rather than the characteristic linked to that skill.

COST 15

DISARMING SMILE

Take the Disarming Smile action; succeed at an opposed Charm check to lower all defenses of a target by ranks in Disarming Smile until the end of the encounter.

COST 15

GRIT

Gain +1 strain threshold.

COST 15

SMOOTH TALKER

When first acquired, choose 1 skill: Charm, Coercion, Deception, or Negotiation. When making checks with that skill, spend \oplus to gain additional \star equal to ranks in Smooth Talker.

COST 20

CONGENIAL

May suffer a number of strain to downgrade difficulty of Charm or Negotiation checks, or upgrade difficulty when targeted by Charm or Negotiation checks, by an equal number. Strain suffered this way cannot exceed ranks in Congenial.

COST 20

JUST KIDDING!

Once per round as an incidental, spend 1 Destiny Point to ignore \heartsuit generated on a social check by the character or any ally in short range.

COST 20

INTENSE PRESENCE

Spend 1 Destiny Point to recover strain equal to Presence rating.

COST 20

NATURAL CHARMER

Once per session, may re-roll any 1 Charm or Deception check.

COST 25

DEDICATION

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

COST 25

DON'T SHOOT!

Once per session as an action, make a **Hard** $\diamond\diamond$ Charm check. On success, cannot be the target of combat checks until the end of the encounter or until making a combat check.

COST 25

RESOLVE

When a character involuntarily suffers strain, he suffers 1 less strain per rank of Resolve, to a minimum of 1.

COST 25

Smuggler: Gambler Talent Tree

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

Gambler Bonus Career Skills: Computers, Cool, Deception, Skulduggery

ACTIVE

PASSIVE



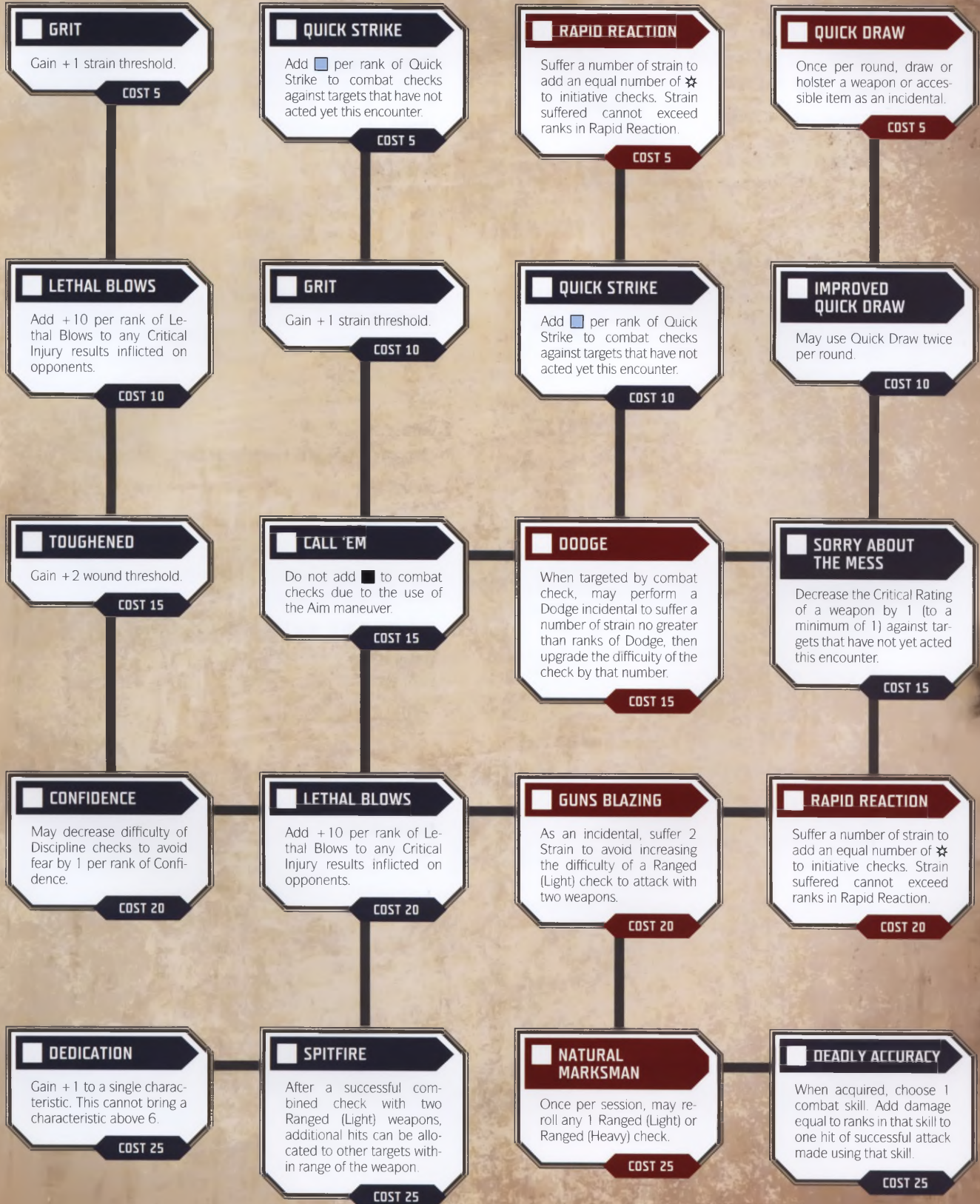
Smuggler: Gunslinger Talent Tree

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

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

ACTIVE

PASSIVE



Smuggler: Pilot Talent Tree

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

Pilot Bonus Career Skills: Astrogration, Gunnery, Piloting (Planetary), Piloting (Space)

ACTIVE

PASSIVE



Smuggler: Scoundrel Talent Tree

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

Scoundrel Bonus Career Skills: Charm, Cool, Deception, Ranged (Light)

ACTIVE

PASSIVE

BLACK MARKET CONTACTS

When purchasing illegal goods, may reduce rarity by 1 per rank of Black Market Contacts, increasing cost by 50 percent of base cost per reduction.

COST 5

CONVINCING DEMEANOR

Remove █ per rank of Convincing Demeanor from Deception or Skulduggery checks.

COST 5

QUICK DRAW

Once per round, draw or holster a weapon or accessible item as an incidental.

COST 5

RAPID REACTION

Suffer a number of strain to add an equal number of ✨ to initiative checks. Strain suffered cannot exceed ranks in Rapid Reaction.

COST 5

CONVINCING DEMEANOR

Remove █ per rank of Convincing Demeanor from Deception or Skulduggery checks.

COST 10

BLACK MARKET CONTACTS

When purchasing illegal goods, may reduce rarity by 1 per rank of Black Market Contacts, increasing cost by 50 percent of base cost per reduction.

COST 10

CONVINCING DEMEANOR

Remove █ per rank of Convincing Demeanor from Deception or Skulduggery checks.

COST 10

QUICK STRIKE

Add █ per rank of Quick Strike to combat checks against targets that have not acted yet this encounter.

COST 10

HIDDEN STORAGE

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

COST 15

TOUGHENED

Gain +2 wound threshold.

COST 15

BLACK MARKET CONTACTS

When purchasing illegal goods, may reduce rarity by 1 per rank of Black Market Contacts, increasing cost by 50 percent of base cost per reduction.

COST 15

SIDE STEP

Once per round, may perform Side Step maneuver and suffer a number of strain to upgrade difficulty of all incoming ranged attacks by an equal number for this round. Strain suffered this way cannot exceed ranks in Side Step.

COST 15

TOUGHENED

Gain +2 wound threshold.

COST 20

RAPID REACTION

Suffer a number of strain to add an equal number of ✨ to initiative checks. Strain suffered cannot exceed ranks in Rapid Reaction.

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

SIDE STEP

Once per round, may perform Side Step maneuver and suffer a number of strain to upgrade difficulty of all incoming ranged attacks by an equal number for this round. Strain suffered this way cannot exceed ranks in Side Step.

COST 20

DEDICATION

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

COST 25

NATURAL CHARMER

Once per session, may re-roll any 1 Charm or Deception check.

COST 25

SOFT SPOT

After making a successful attack, may spend 1 Destiny Point to add damage equal to Cunning to one hit.

COST 25

QUICK STRIKE

Add █ per rank of Quick Strike to combat checks against targets that have not acted yet this encounter.

COST 25

Smuggler: Thief Talent Tree

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

Thief Bonus Career Skills: Computers, Skulduggery, Stealth, Vigilance

ACTIVE

PASSIVE

STREET SMARTS

Remove ■ per rank of Street Smarts from Streetwise or Knowledge (Underworld) checks

COST 5

BLACK MARKET CONTACTS

When purchasing illegal goods, may reduce rarity by 1 per rank of Black Market Contacts, increasing cost by 50 percent of base cost per reduction.

COST 5

INDISTINGUISHABLE

Upgrade difficulty of checks to identify character once per rank of Indistinguishable.

COST 5

BYPASS SECURITY

Remove ■ per rank of Bypass Security from checks made to disable a security device or open a locked door.

COST 5

BLACK MARKET CONTACTS

When purchasing illegal goods, may reduce rarity by 1 per rank of Black Market Contacts, increasing cost by 50 percent of base cost per reduction.

COST 10

DODGE

When targeted by combat check, may perform a Dodge incidental to suffer a number of strain no greater than ranks of Dodge, then upgrade the difficulty of the check by that number.

COST 10

GRIT

Gain +1 strain threshold.

COST 10

HIDDEN STORAGE

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

COST 10

STALKER

Add ■ per rank of Stalker to all Stealth and Coordination checks.

COST 15

GRIT

Gain +1 strain threshold.

COST 15

RAPID REACTION

Suffer a number of strain to add an equal number of ✨ to initiative checks. Strain suffered cannot exceed ranks in Rapid Reaction.

COST 15

SHORTCUT

During a chase, add ■ per rank in Shortcut to any checks made to catch or escape an opponent.

COST 15

BYPASS SECURITY

Remove ■ per rank of Bypass Security from checks made to disable a security device or open a locked door.

COST 20

NATURAL ROGUE

Once per session, may re-roll any 1 Skulduggery or Stealth check.

COST 20

STREET SMARTS

Remove ■ per rank of Street Smarts from Streetwise or Knowledge (Underworld) checks

COST 20

JUMP UP

Once per round, may stand from seated or prone as an incidental.

COST 20

MASTER OF SHADOWS

Once per round, suffer 2 strain to decrease difficulty of next Stealth or Skulduggery check by 1.

COST 25

DODGE

When targeted by combat check, may perform a Dodge incidental to suffer a number of strain no greater than ranks of Dodge, then upgrade the difficulty of the check by that number.

COST 25

INDISTINGUISHABLE

Upgrade difficulty of checks to identify character once per rank of Indistinguishable.

COST 25

DEDICATION

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

COST 25

Smuggler Signature Ability Tree: Narrow Escape

NARROW ESCAPE BASE ABILITY

Once per game session, the character may spend two Destiny Points to make a **Hard (◆◆◆) Streetwise check**. If successful, the character is immediately able to flee from the current personal-scale combat encounter unscathed. The challenge is not overcome or defeated, but the character is able to evade the hazard or threat for the time being. The exact nature of what the character is trying to accomplish, as well as the end results, must be approved by the GM (see **Narrative Abilities** on page 38), but should be suitably creative or daring.

COST 30

REDUCE SETBACK

Remove ■ from the skill check to activate Narrow Escape.

COST 10

INCREASE EFFECT

Affect an additional number of allied characters equal to Cunning per Increase Effect upgrade purchased.

COST 10

ADD BOOST

Add □ to the skill check to activate Narrow Escape.

COST 10

CHANGE SCALE

Narrow Escape can be activated in a vehicle with the Piloting (Planetary) or Piloting (Space) skill.

COST 10

REDUCE DIFFICULTY

Reduce the difficulty of the skill check to activate Narrow Escape to **Average (◆◆)**.

COST 15

INCREASE EFFECT

Affect an additional number of allied characters equal to Cunning per Increase Effect upgrade purchased.

COST 15

CHANGE SKILL

Narrow Escape can be activated during social encounters with the Deception skill.

COST 15

DESTINY

Narrow Escape costs 1 Destiny Point instead of 2.

COST 15

SIGNATURE ABILITY: NARROW ESCAPE

Whether a smuggling deal has gone south or the authorities see through the ship's fake transponder code, Smugglers frequently find themselves in a position where they need to make a getaway—and fast. Besides, what good is a reward if nobody gets to spend it?

BASE ABILITY

Once per game session, the character may spend two Destiny Points to make a **Hard (◆◆◆) Streetwise check**. If he succeeds, the character immediately flees from the current personal-scale combat encounter unscathed. The challenge is not overcome or defeated, but the character evades the hazard or threat for the time being. The exact nature of what the character is trying to accomplish, as well as the end results, must be approved by the GM (see **Narrative Abilities** on page 38).

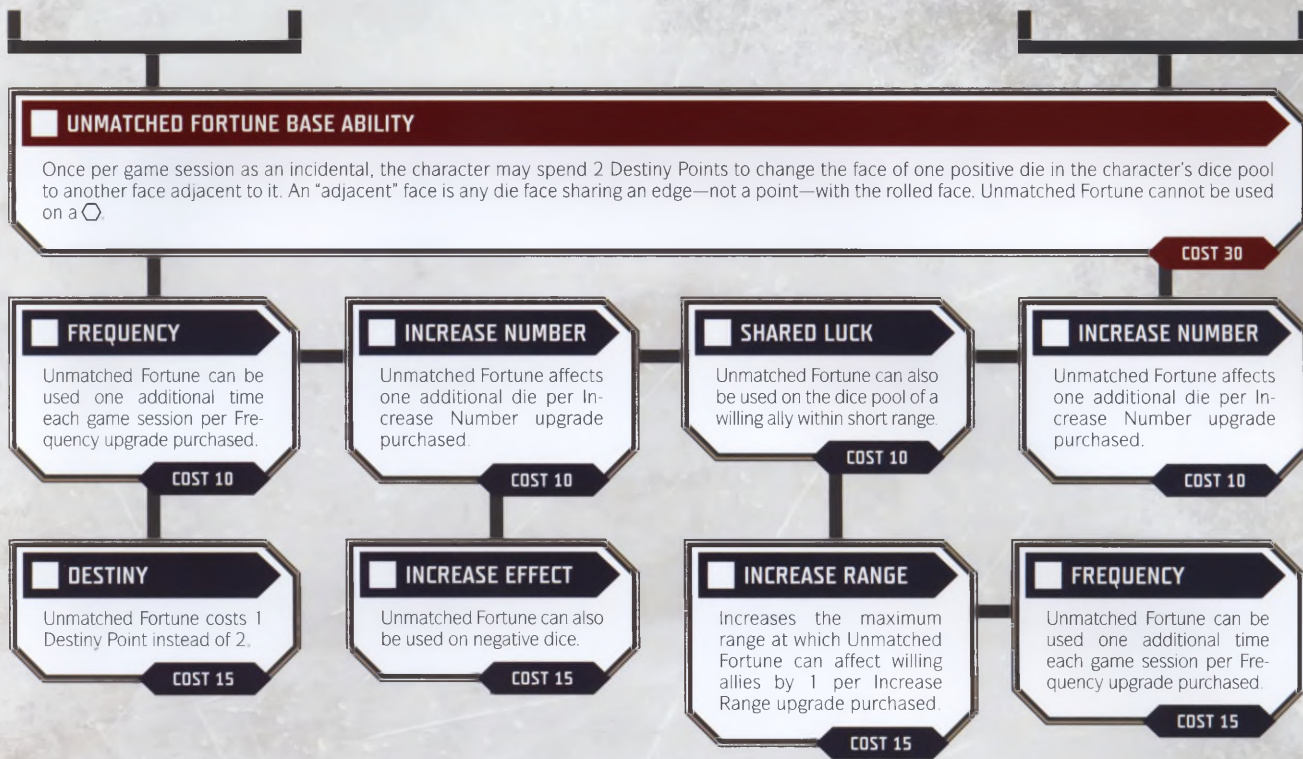
When making the skill check to activate Narrow Escape, the GM can add □ or ■ for any situational effects that might cause the check to be easier or more difficult.

RUN AWAY!

Narrow Escape is fantastic for that moment when the party finds that its trusty spacecraft has been parked in the maw of a giant, hungry creature or for when somebody's debt collectors have come calling. However, if running away could solve all of one's problems, most smugglers would live carefree lives. The fact is that Narrow Escape doesn't so much eliminate most problems as it does defer them. Dodging a bounty hunter today means that he will still be on the trail of the PCs tomorrow, and avoiding an awkward conversation with an estranged relative does little to repair the relationship.

When a GM knows that he has a PC with Narrow Escape burning a hole in his pocket, he should give the character a chance to use it in memorable ways. The GM should also keep in mind that some encounters can contribute just as much to the story whether the PCs engage with them or avoid them. For instance, when a Smuggler slips past a pair of Black Sun thugs looking to rearrange his face, he might overhear their conversation and discover the name of the boss trying to hunt him down. Similarly, giving a PC the chance to make the choice to run away or stay and face an old fear can be as interesting as the actual encounter itself.

Smuggler Signature Ability Tree: Unmatched Fortune



SIGNATURE ABILITY: UNMATCHED FORTUNE

Smugglers learn early on to be self-reliant and sure of themselves. It isn't enough to hope things will work out or believe in some hokey religion—they have to take luck into their own hands if they want to keep flying, much less make a credit or two.

BASE ABILITY

Once per game session, as an incidental, the character may spend 2 Destiny Points to change the face of one positive die in the character's dice pool to another face adjacent to it. An "adjacent" face is any die face sharing an edge—not a point—with the rolled face. Unmatched Fortune cannot be used on a .

UPGRADES

Unmatched Fortune has several upgrades. Any upgrades that appear in Unmatched Fortune's tree multiple times have their effects stack.

Destiny Upgrade: To activate Unmatched Fortune, the character only needs to spend 1 Destiny Point instead of the normal 2.

Frequency Upgrade: Unmatched Fortune can be used an additional time per game session equal to ranks in Frequency upgrade.

Increase Effect Upgrade: Unmatched Fortune can also be used on negative dice.

Increase Number Upgrade: Unmatched Fortune affects one additional die per rank in Increase Number upgrade.

Increase Range Upgrade: Increases the maximum range at which willing allies can be affected by a number of range bands equal to the number of Increase Range upgrades purchased.

Shared Luck: Unmatched Fortune can also be used on the dice pool of a willing ally within short range. All upgrades the acting character has in Unmatched Fortune can be applied to the character receiving help.



Technician: Cyber Tech Talent Tree

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

Cyber Tech Bonus Career Skills: Athletics, Mechanics, Medicine, Vigilance

ACTIVE

PASSIVE



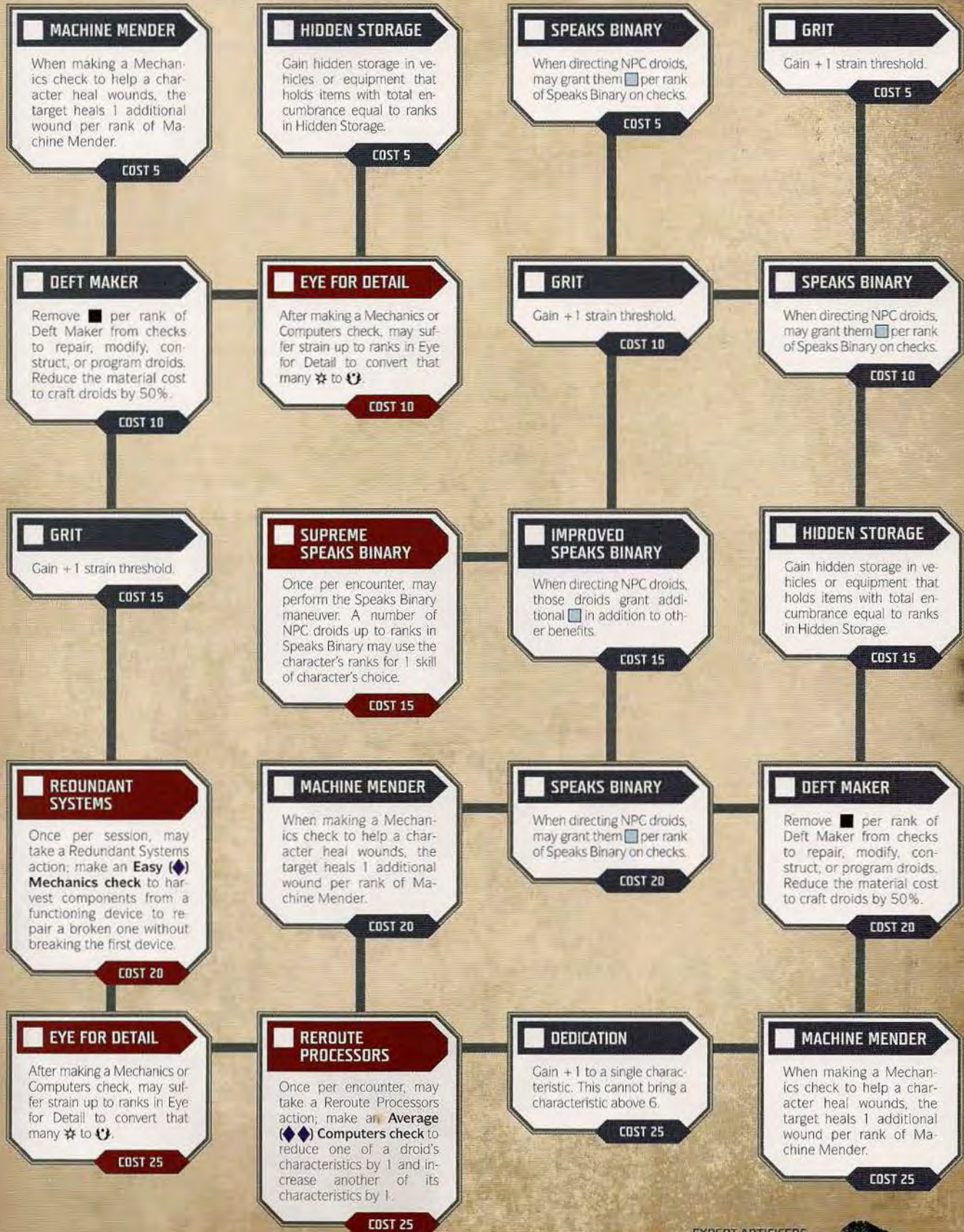
Technician: Droid Tech Talent Tree

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

Droid Tech Bonus Career Skills: Computers, Cool, Mechanics, Leadership

ACTIVE

PASSIVE



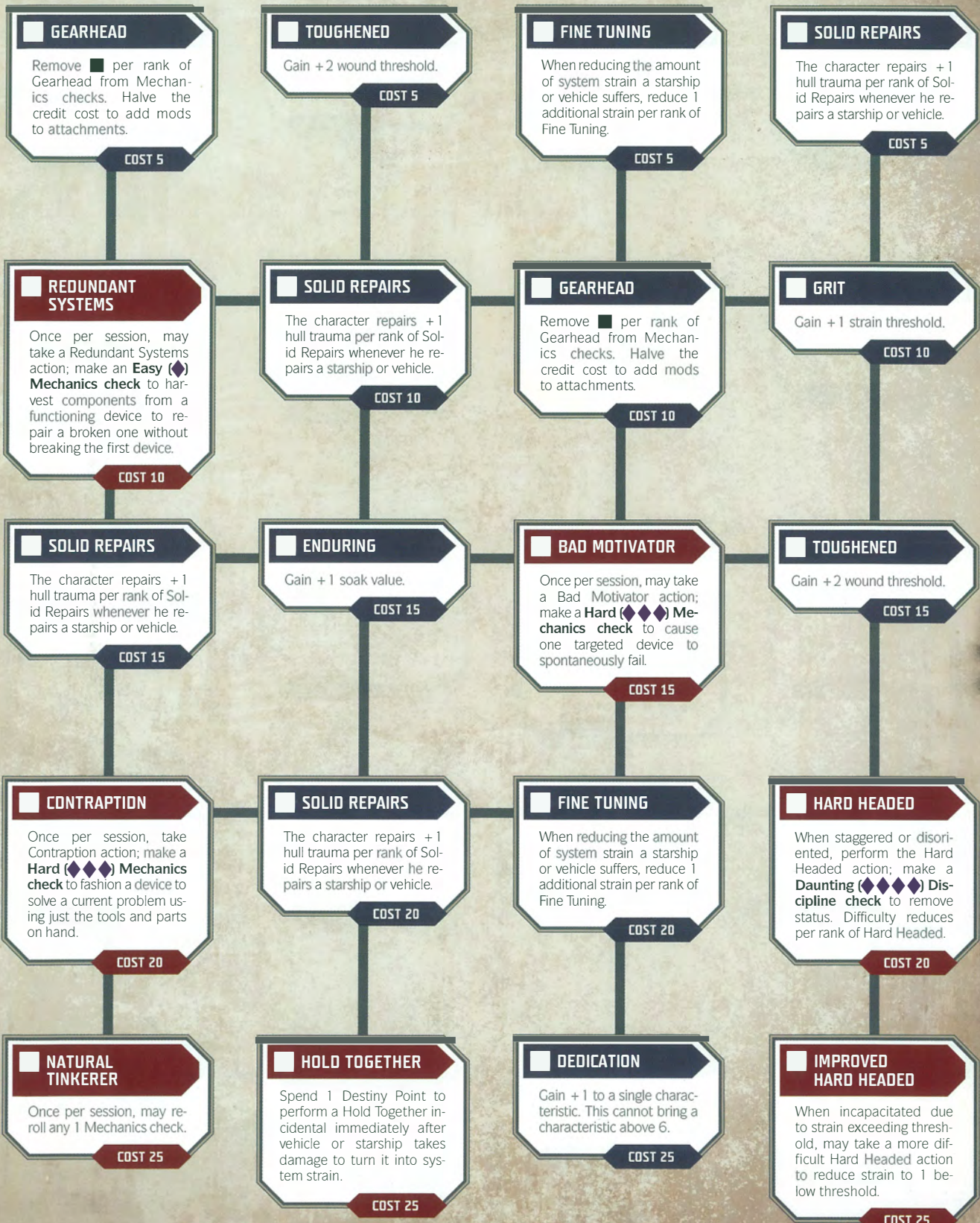
Technician: Mechanic Talent Tree

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

Mechanic Bonus Career Skills: Brawl, Mechanics, Piloting (Space), Skulduggery

ACTIVE

PASSIVE



Technician: Modder Talent Tree

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

Modder Bonus Career Skills: Gunnery, Mechanics, Piloting (Space), Streetwise

ACTIVE

PASSIVE

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, he suffers 1 less strain per rank of Resolve, to a minimum of 1.

COST 5

KNOW SOMEBODY

Once per session, when attempting 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, he suffers 1 less strain per rank of Resolve, to a minimum of 1.

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 re-roll any 1 Mechanics check.

COST 25

CUSTOM LOADOUT

May add 2 additional hard points to Signature Vehicle.

COST 25

Technician: Outlaw Tech Talent Tree

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

Outlaw Tech Bonus Career Skills: Knowledge (Education), Knowledge (Underworld), Mechanics, Streetwise

ACTIVE

PASSIVE



Technician: Slicer Talent Tree

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

Slicer Bonus Career Skills: Computers, Knowledge (Education), Knowledge (Underworld), Stealth

ACTIVE

PASSIVE

CODEBREAKER

Remove ■ per rank in Codebreaker from checks to break codes or decrypt communications. Decrease difficulty of checks to break codes or decrypt communications by 1.

COST 5

GRIT

Gain +1 strain threshold.

COST 5

TECHNICAL APTITUDE

Reduce time needed to complete Computer-related tasks by 25% per rank.

COST 5

BYPASS SECURITY

Remove ■ per rank of Bypass Security from checks made to disable a security device or open a locked door.

COST 5

DEFENSIVE SLICING

When defending computer systems, add ■ per rank of Defensive Slicing to opponents' checks.

COST 10

TECHNICAL APTITUDE

Reduce time needed to complete Computer-related tasks by 25% per rank.

COST 10

GRIT

Gain +1 strain threshold.

COST 10

BYPASS SECURITY

Remove ■ per rank of Bypass Security from checks made to disable a security device or open a locked door.

COST 10

NATURAL PROGRAMMER

Once per session, may re-roll any 1 Computers or Astrogation check.

COST 15

BYPASS SECURITY

Remove ■ per rank of Bypass Security from checks made to disable a security device or open a locked door.

COST 15

DEFENSIVE SLICING

When defending computer systems, add ■ per rank of Defensive Slicing to opponents' checks.

COST 15

GRIT

Gain +1 strain threshold.

COST 15

DEFENSIVE SLICING

When defending computer systems, add ■ per rank of Defensive Slicing to opponents' checks.

COST 20

IMPROVED DEFENSIVE SLICING

Defensive Slicing now upgrades opponents' difficulty once per rank of Defensive Slicing; this replaces the usual benefits.

COST 20

CODEBREAKER

Remove ■ per rank in Codebreaker from checks to break codes or decrypt communications. Decrease difficulty of checks to break codes or decrypt communications by 1.

COST 20

RESOLVE

When a character involuntarily suffers strain, he suffers 1 less strain per rank of Resolve, to a minimum of 1.

COST 20

SKILLED SLICER

When making a Computers check may spend ☉ to make further Computers checks within this system as maneuvers.

COST 25

MASTER SLICER

Once per round, may take a Master Slicer incidental to suffer 2 strain and decrease difficulty of Computers or other slicing checks by 1, to a minimum of Easy (☉).

COST 25

MENTAL FORTRESS

Spend 1 Destiny Point to ignore effects of Critical Injuries on Intellect or Cunning checks until end of encounter.

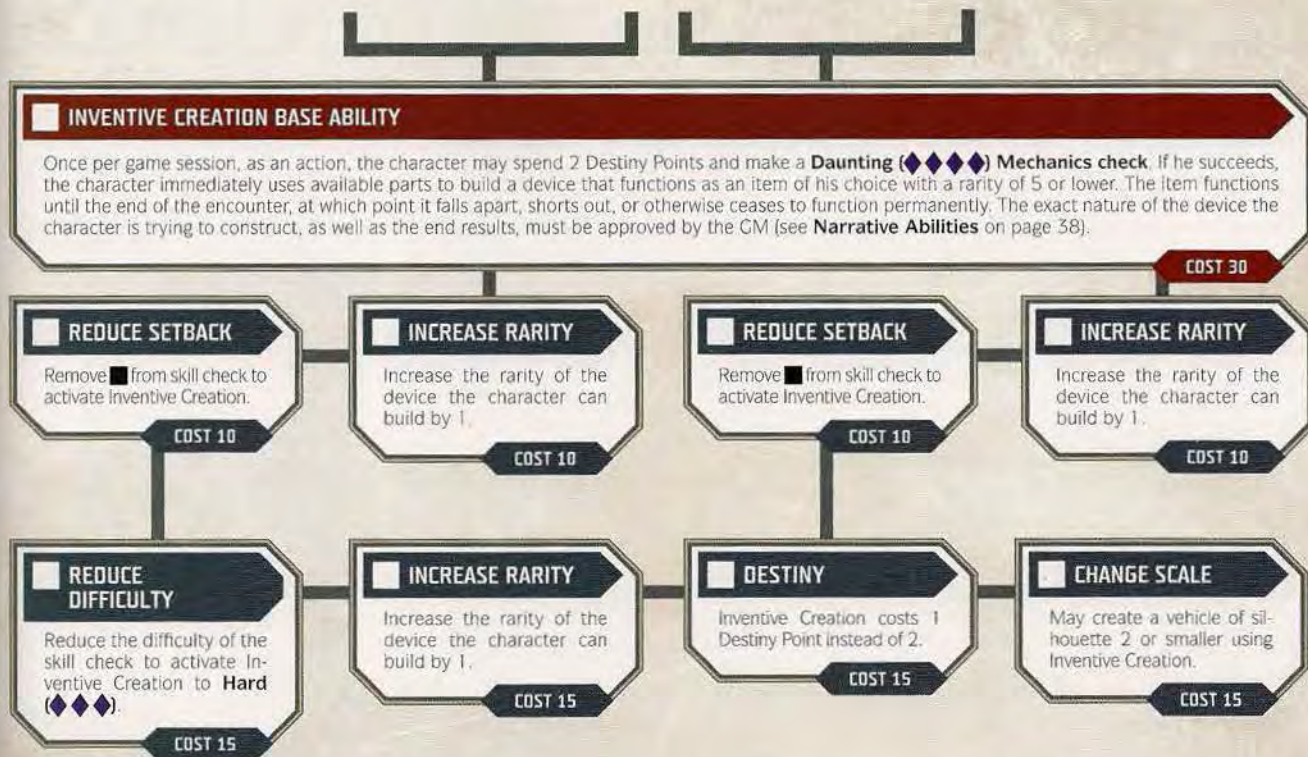
COST 25

DEDICATION

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

COST 25

Technician Signature Ability Tree: Inventive Creation



SIGNATURE ABILITY: INVENTIVE CREATION

On the fringes of the galaxy, technical self-reliance often means the difference between life and death. While Technicians in the Core Worlds might not need to be able to whip up functional devices out of fragmented scraps and frayed wires, someone in the Outer Rim rarely has the luxury of pristine tools, sufficient equipment, or even basic supplies. But necessity, they say, is the mother of invention. Outer Rim Technicians often display incredible resourcefulness, scrapping together complex devices from mundane materials.

BASE ABILITY

Once per game session, as an action, the character may spend 2 Destiny Points and make a **Daunting** (◆◆◆◆) **Mechanics Check**. If he succeeds, the character immediately uses available parts in the surrounding environment to build a device that functions as a weapon, suit of armor, or other piece of personal equipment of his choice with a rarity of 5 or lower. The item functions until the end of the encounter, at which point it falls apart, shorts out, or otherwise permanently ceases to function.

The exact nature of the device the character is trying to construct, as well as the end results, must be approved by the GM based on common sense and the ongoing story (see **Narrative Abilities** on page 38).

When the character makes the skill check to activate Inventive Creation, the GM should add □ or ■ for situational effects that would cause the check to be easier or more difficult.

UPGRADES

Inventive Creation has several upgrades. Any upgrades that appear in Inventive Creation's tree multiple times have their effects stack.

Change Scale Upgrade: If there are sufficient supplies to accommodate such a project, the device that the character constructs with Inventive Creation may be a vehicle of silhouette 2 or smaller of the character's choice. Inventive Creation's restrictions to the rarity and longevity of the device still apply as normal.

Destiny Upgrade: To activate Inventive Creation, the character only needs to spend 1 Destiny Point instead of the normal 2.

Increase Rarity Upgrade: When using Inventive Creation, the character may create an item with a rarity up to 1 higher per Increase Rarity upgrade.

Reduce Difficulty Upgrade: The skill check difficulty to activate Inventive Creation is **Hard** (◆◆◆) instead of **Daunting** (◆◆◆◆). The GM may still add □ or ■ as the situation warrants.

Reduce Setback Upgrade: When making the skill check to activate Inventive Creation, the character removes ■ per Reduce Setback upgrade.

Technician Signature Ability Tree: Unmatched Calibration

UNMATCHED CALIBRATION BASE ABILITY

Once per game session as an incidental, the character may spend 2 Destiny Points to reroll up to two dice in the character's dice pool. Unmatched Calibration cannot be used on a ○.

COST 30

REMOVE SETBACK

May remove ■ instead of rerolling it.

COST 10

INCREASE NUMBER

Unmatched Calibration affects one additional die per Increase Number upgrade purchased.

COST 10

FREQUENCY

Unmatched Calibration can be used one additional time each game session per Frequency upgrade purchased.

COST 10

INCREASE NUMBER

Unmatched Calibration affects one additional die per Increase Number upgrade purchased.

COST 10

DESTINY

Unmatched Calibration costs 1 Destiny Point instead of 2.

COST 15

MINIMIZE RISK

Downgrade one ● to be rerolled with Unmatched Calibration to ◆.

COST 15

OPTIMIZATION

Upgrade one ◆ to be rerolled with Unmatched Calibration to ●.

COST 15

SHARED ACUMEN

Unmatched Calibration can also be used on the dice pool of a willing ally within short range.

COST 15

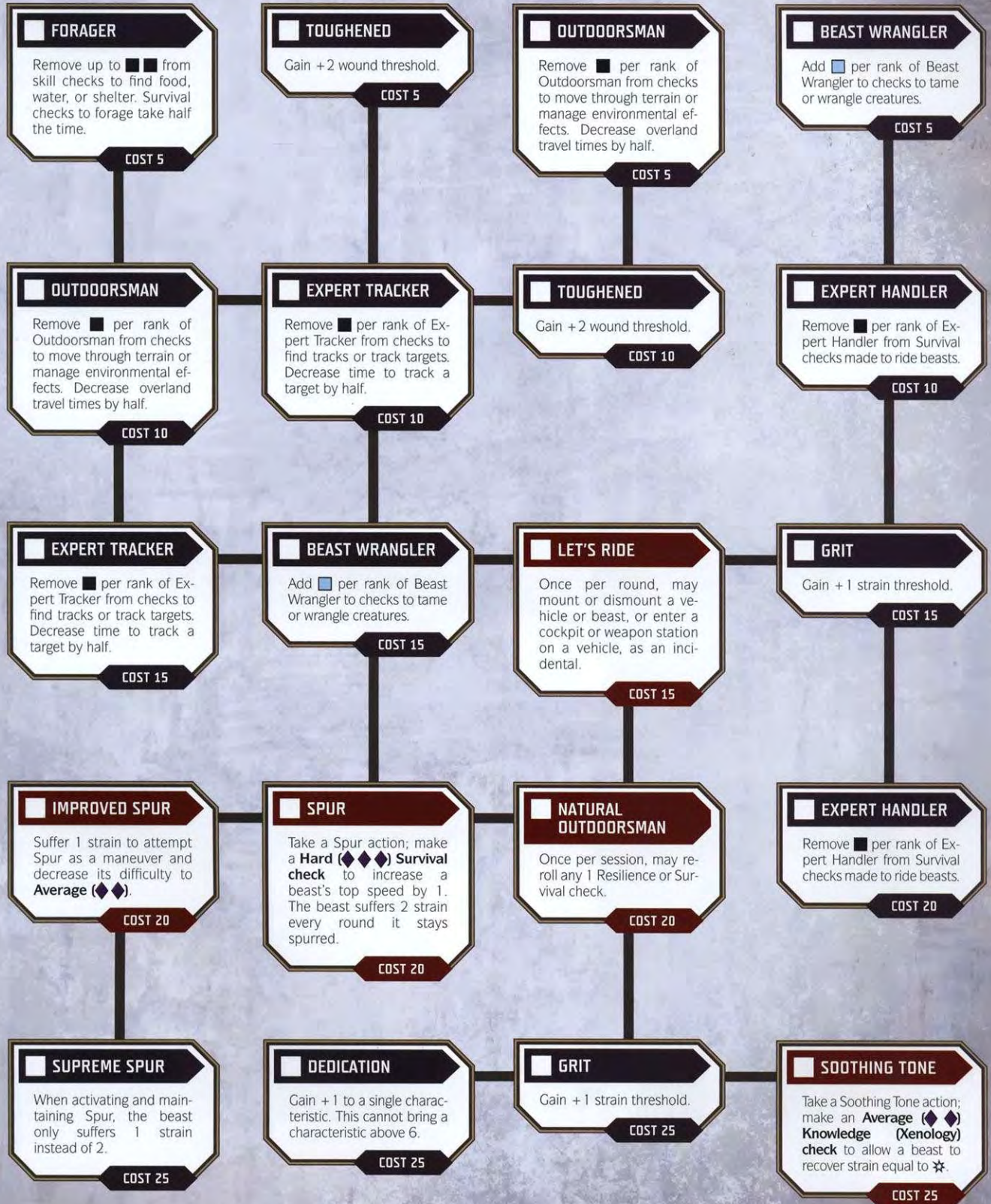


ACE: Beast Rider

Career Skills: **Astrogation, Cool, Gunnery, Mechanics, Perception, Piloting (Planetary), Piloting (Space), Ranged (Light)**
 Beast Rider Bonus Career Skills: **Athletics, Knowledge (Xenology), Perception, Survival**

ACTIVE

PASSIVE



Ace: Driver Talent Tree

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

ACTIVE

PASSIVE

FULL THROTTLE

Take a Full Throttle action; make a **Hard** (◆◆◆) **Piloting check** to increase a vehicle's top speed by 1 for a number of rounds equal to Cunning.

COST 5

ALL-TERRAIN DRIVER

Do not suffer usual penalties for driving through difficult terrain when using Piloting (Planetary).

COST 5

FINE TUNING

When repairing system strain on a starship or vehicle, repair 1 additional system strain per rank of Fine Tuning.

COST 5

GEARHEAD

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

COST 5

GRIT

Gain +1 strain threshold.

COST 10

SKILLED JOCKEY

Remove ■ per rank of Skilled Jockey from Piloting (Planetary) and Piloting (Space) checks.

COST 10

RAPID REACTION

Suffer a number of strain to add an equal number of ☆ to Initiative checks. Strain suffered cannot exceed ranks in Rapid Reaction.

COST 10

GRIT

Gain +1 strain threshold.

COST 10

IMPROVED FULL THROTTLE

Suffer 1 strain to attempt Full Throttle as a maneuver and decrease its difficulty to **Average** (◆◆).

COST 15

TRICKY TARGET

Count vehicle or starship piloted as having a silhouette 1 lower when being attacked.

COST 15

FINE TUNING

When repairing system strain on a starship or vehicle, repair 1 additional system strain per rank of Fine Tuning.

COST 15

TOUGHENED

Gain +2 wound threshold.

COST 15

DEFENSIVE DRIVING

Increase defense of vehicle or starship being piloted by 1 per rank of Defensive Driving.

COST 20

SKILLED JOCKEY

Remove ■ per rank of Skilled Jockey from Piloting (Planetary) and Piloting (Space) checks.

COST 20

NATURAL DRIVER

Once per session, may reroll any 1 Piloting (Planetary) or Gunnery check.

COST 20

GEARHEAD

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

COST 20

SUPREME FULL THROTTLE

When performing Full Throttle, top speed increases by 2 instead of 1.

COST 25

FULL STOP

When piloting a ship or vehicle, take a Full Stop maneuver to reduce speed to zero and suffer system strain equal to the speed reduced.

COST 25

MASTER DRIVER

Once per round when driving a vehicle, may suffer 2 strain to perform any action as a maneuver.

COST 25

DEDICATION

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

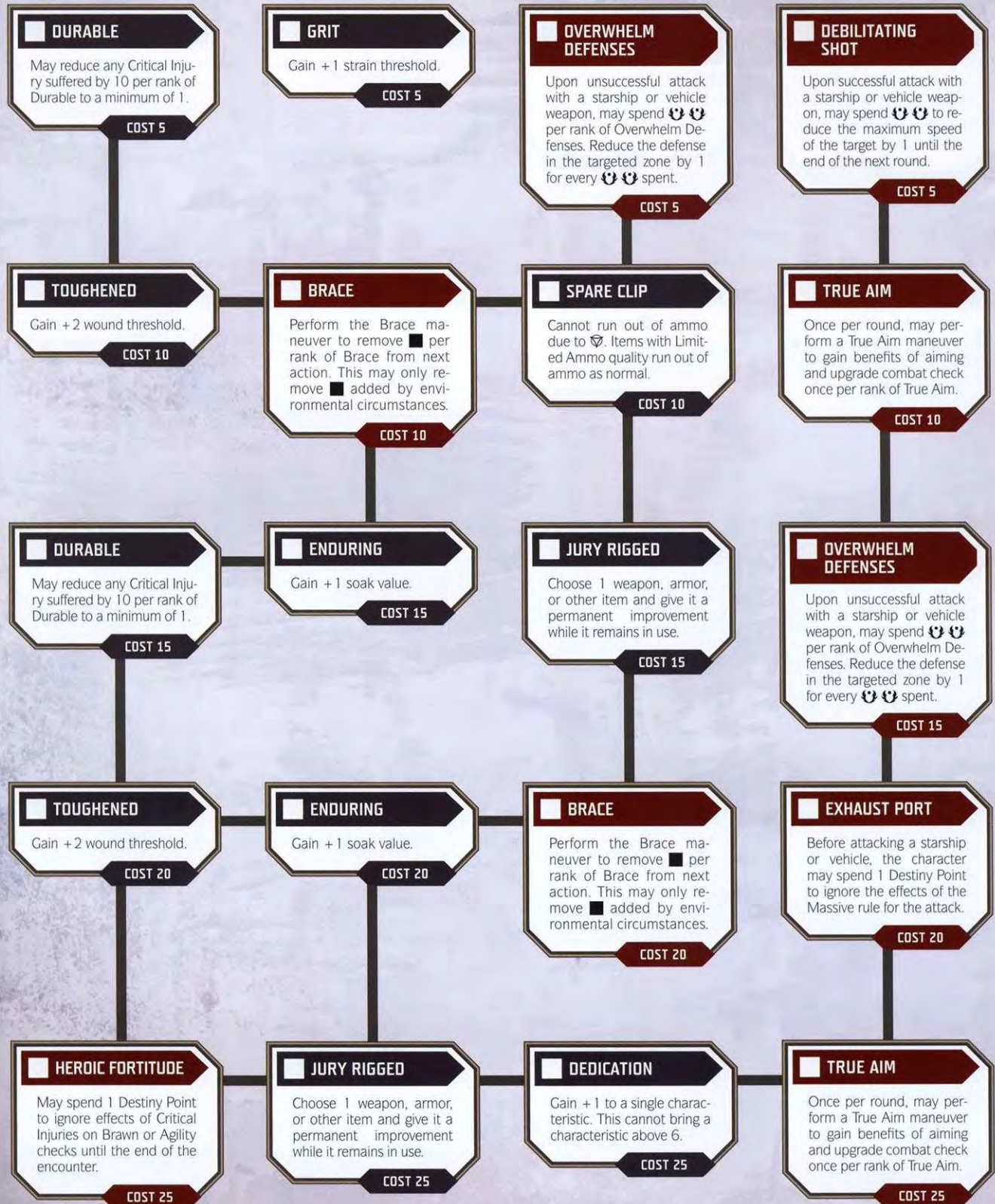
COST 25

Ace: Gunner Talent Tree

Career Skills: Astrogation, Cool, Gunnery, Mechanics, Perception, Piloting (Planetary), Piloting (Space), Ranged (Light)
Gunner Bonus Career Skills: Discipline, Gunnery, Ranged (Heavy), Resilience

ACTIVE

PASSIVE



ACE: Hotshot

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

ACTIVE

PASSIVE

SHORTCUT

During a chase, add \square per rank in Shortcut to any checks made to catch or escape an opponent.

COST 5

HIGH-G TRAINING

When a starship or vehicle being piloted would suffer system strain, may suffer strain up to ranks in High-G Training to prevent an equal amount of system strain.

COST 5

SKILLED JOCKEY

Remove \blacksquare per rank of Skilled Jockey from Piloting (Planetary) and Piloting (Space) checks.

COST 5

GRIT

Gain +1 strain threshold.

COST 5

SECOND CHANCES

Once per encounter, choose a number of positive dice equal to ranks in Second Chances and re-roll them.

COST 10

GRIT

Gain +1 strain threshold.

COST 10

SHORTCUT

During a chase, add \square per rank in Shortcut to any checks made to catch or escape an opponent.

COST 10

HIGH-G TRAINING

When a starship or vehicle being piloted would suffer system strain, may suffer strain up to ranks in High-G Training to prevent an equal amount of system strain.

COST 10

DEAD TO RIGHTS

Spend 1 Destiny Point to add additional damage equal to half Agility (rounded up) to one hit of successful attack made with ship or vehicle-mounted weaponry.

COST 15

HIGH-G TRAINING

When a starship or vehicle being piloted would suffer system strain, may suffer strain up to ranks in High-G Training to prevent an equal amount of system strain.

COST 15

GRIT

Gain +1 strain threshold.

COST 15

INTENSE PRESENCE

Spend 1 Destiny Point to recover strain equal to Presence rating.

COST 15

SECOND CHANCES

Once per encounter, choose a number of positive dice equal to ranks in Second Chances and re-roll them.

COST 20

CORELLIAN SENDOFF

Take a Corellian Sendoff action targeting two ships or vehicles at Close range; make a **Hard** $\blacklozenge\blacklozenge\blacklozenge$ **Cool** check to cause the targets to suffer a minor collision.

COST 20

KOIOGRAN TURN

When an opponent has gained the advantage on a starship or vehicle being piloted, may perform a Koiogran Turn maneuver to remove the effects.

COST 20

GRIT

Gain +1 strain threshold.

COST 20

IMPROVED DEAD TO RIGHTS

Spend 1 Destiny Point to add additional damage equal to Agility (rounded up) to one hit of successful attack made with ship or vehicle-mounted weaponry.

COST 25

IMPROVED CORELLIAN SENDOFF

When performing a Corellian Sendoff, the targets suffer a major collision instead.

COST 25

DEDICATION

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

COST 25

SHOWBOAT

When making a check in a starship or vehicle, may suffer 2 strain to gain \clubsuit on success or \heartsuit on failure.

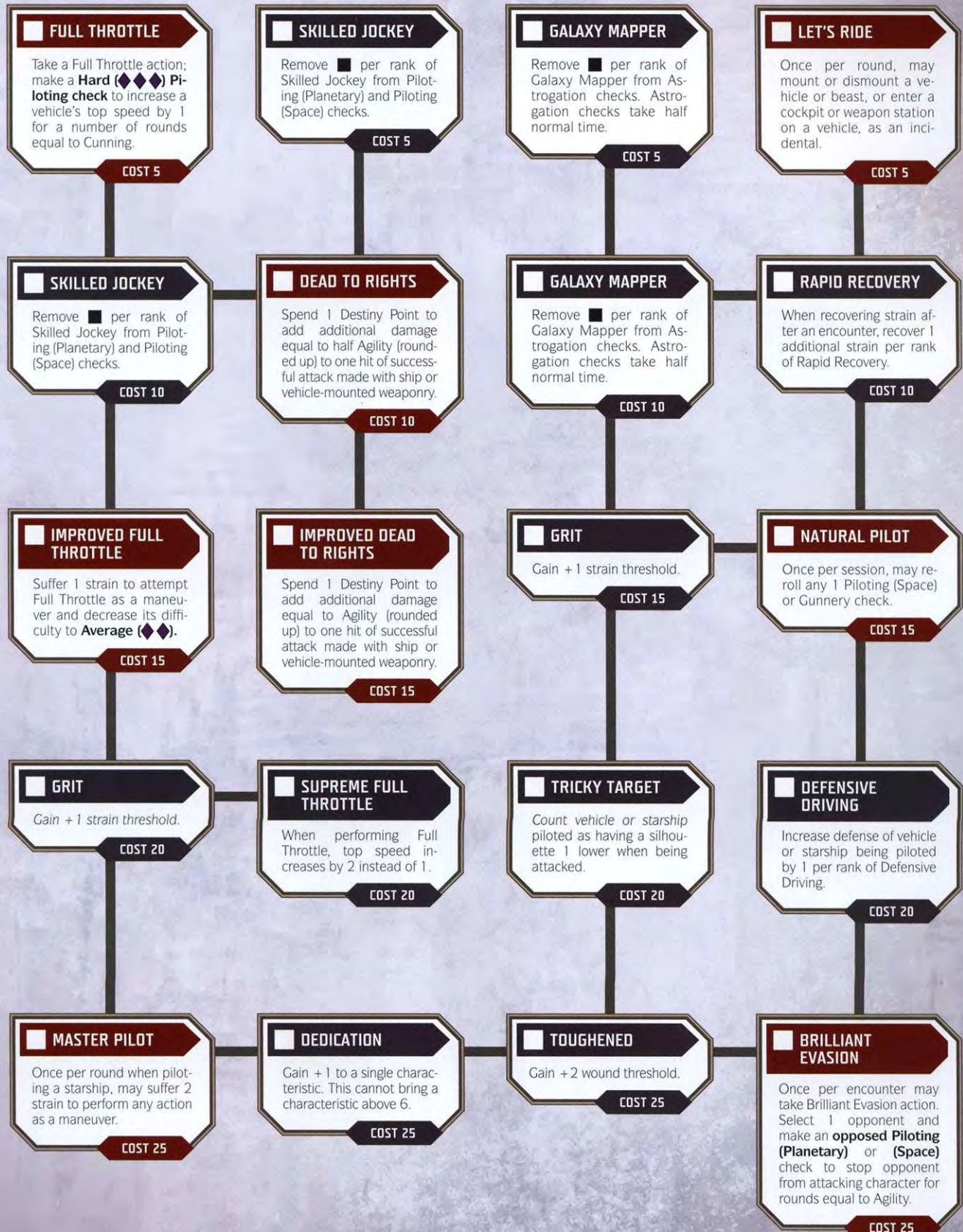
COST 25

Ace: Pilot Talent Tree

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

ACTIVE

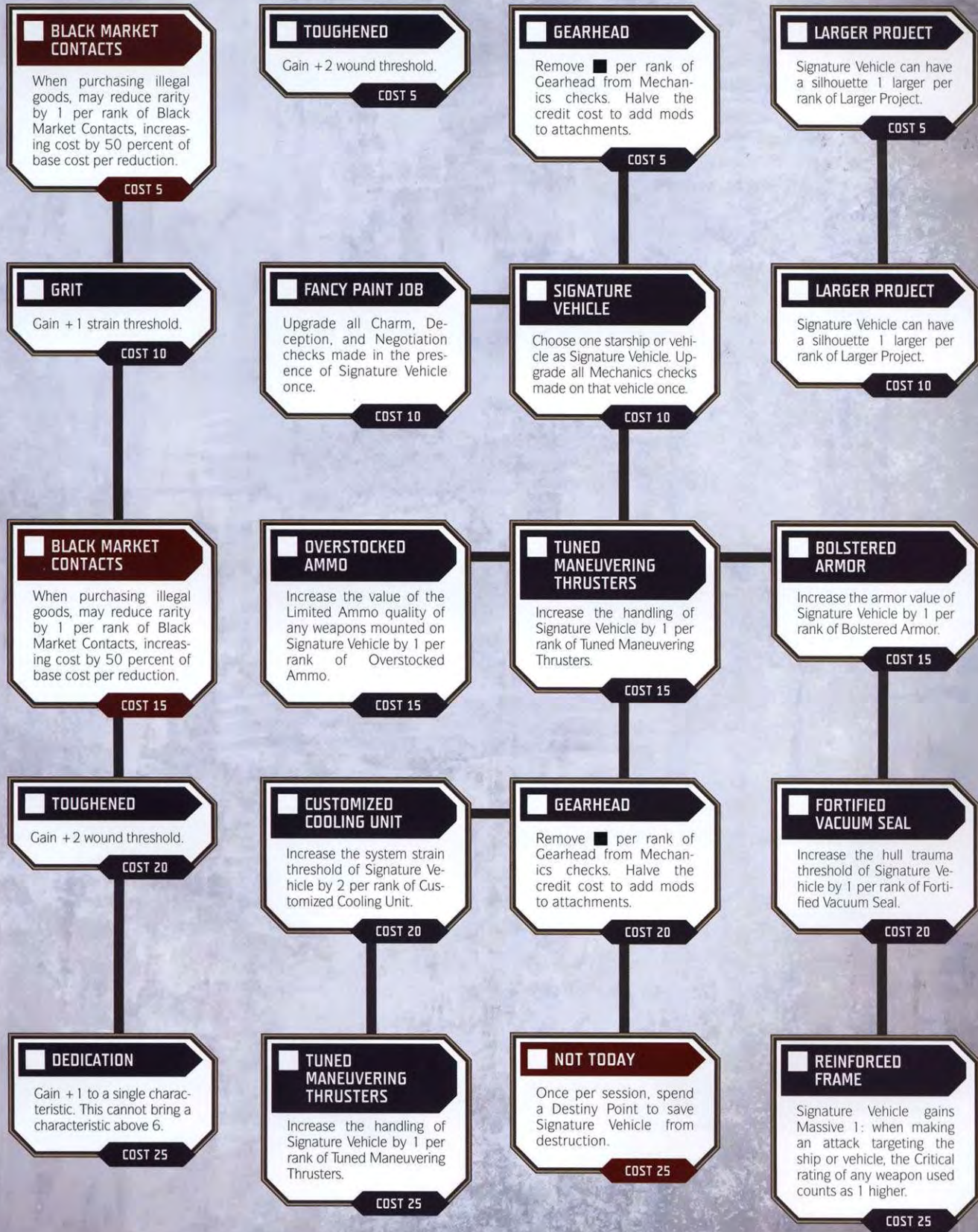
PASSIVE



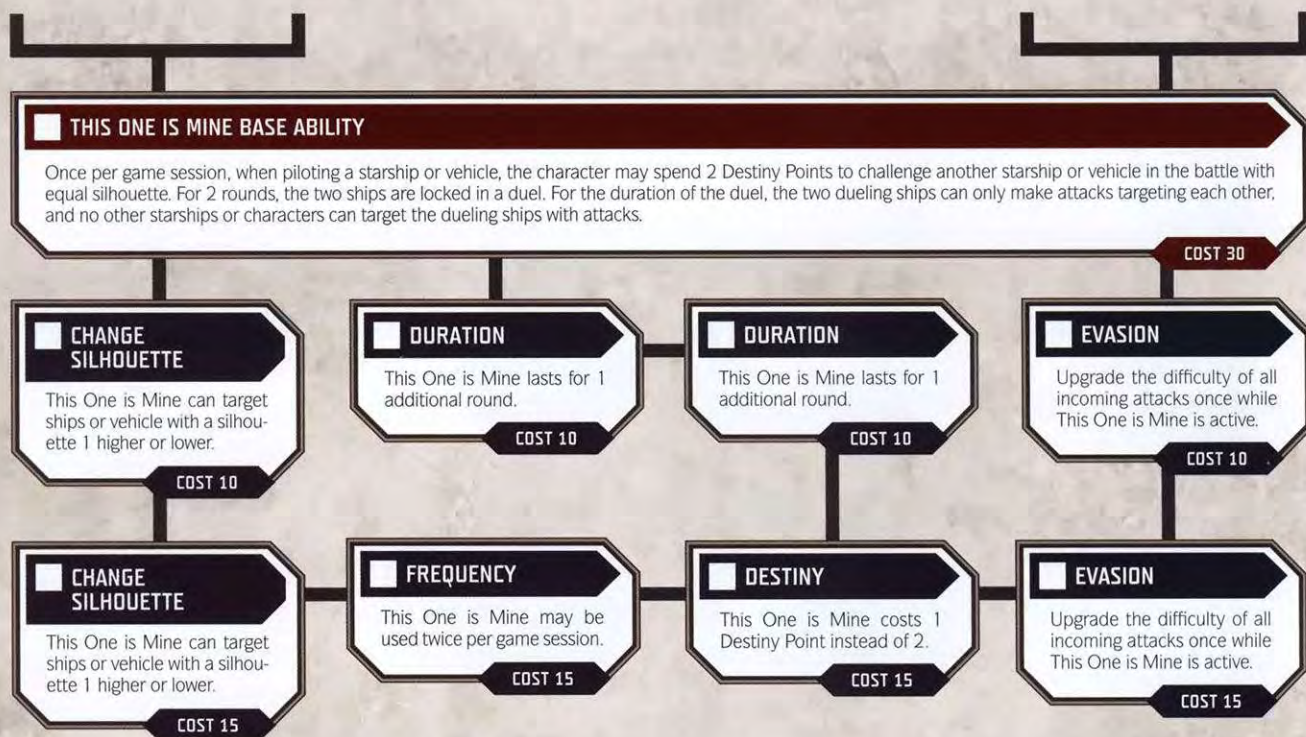
ACE: Rigger

Career Skills: Astrogation, Cool, Gunnery, Mechanics, Perception, Piloting (Planetary), Piloting (Space), Ranged (Light)
 Rigger Bonus Career Skills: Gunnery, Knowledge (Underworld), Mechanics, Resilience

- ACTIVE
- PASSIVE



Ace Signature Ability Tree: This One is Mine



ACE SIGNATURE ABILITY: THIS ONE IS MINE

Amidst the pandemonium of battles involving hundreds of starships and vehicles, pilots must ignore the chaos around them and focus on individual enemy targets to prioritize. Ace characters have become masters of this. When they focus on a target, all else seems to disappear around them as they stalk their prey. And in turn, as an Ace begins the attack, his target is forced to focus all its attention on staying alive. As the two combatants fight, they weave through the ongoing battle, ignored by all others as they duel for their lives.

BASE ABILITY

Once per game session, when piloting a starship or vehicle, the character may spend 2 Destiny Points to challenge another starship or vehicle with equal silhouette in the battle. For 2 rounds, the two ships are locked in a duel. For the duration of the duel, the two dueling ships can only make attacks targeting each other, and no other starships or characters can target the dueling ships with attacks.

UPGRADES

This One is Mine has several upgrades that can improve its effects and make it easier to use. Any upgrades that appear in This One is Mine's tree multiple times have their effects stack.

Change Silhouette Upgrade: This One is Mine can target a starship or vehicle with a silhouette 1 higher or lower per Change Silhouette Upgrade than the starship or vehicle the character is piloting.

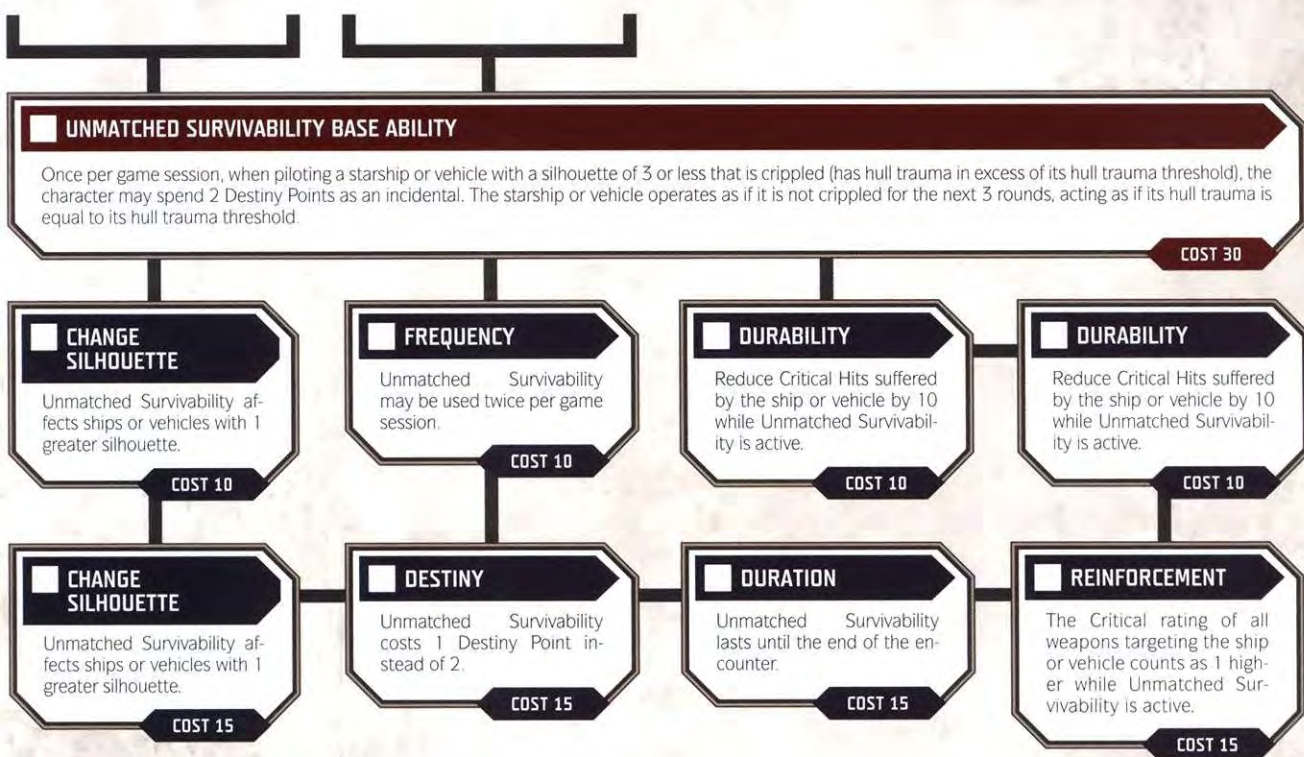
Destiny Upgrade: To activate This One is Mine, the character only needs to spend 1 Destiny Point instead of the normal 2.

Duration Upgrade: This One is Mine lasts for 1 additional round per Duration Upgrade.

Evasion Upgrade: While This One is Mine is active, the character upgrades the difficulty all incoming attacks once per Evasion Upgrade.

Frequency Upgrade: This One is Mine can be used twice per game session instead of once.

Ace Signature Ability Tree: Unmatched Survivability



ACE SIGNATURE ABILITY: UNMATCHED SURVIVABILITY

Flying speeders and fighters into combat is a dangerous job. Amidst the chaos of a battle, one stray blast can knock an unsuspecting ship out of commission. Experienced Aces know this, and know every little trick to keep their vehicle going as long as possible.

BASE ABILITY

Once per game session, when piloting a starship or vehicle with a silhouette of 3 or less that is crippled (has hull trauma in excess of its hull trauma threshold), the character may spend 2 Destiny Points as an incidental. The starship or vehicle operates as if it is not crippled for the next 3 rounds, acting as if its hull trauma is equal to its hull trauma threshold.

BEAST RIDER SIGNATURE ABILITIES

Any time one of the Ace Signature Abilities presented here refers to a starship or vehicle, it can also be applied to a riding beast. (In the case of Unmatched Survivability, it affects the beast's wound threshold and Critical Injuries instead of hull trauma and Critical Hits.)

UPGRADES

Unmatched Survivability has several upgrades that can improve its effects and make it easier to use. Any upgrades that appear in Unmatched Survivability's tree multiple times have their effects stack.

Change Silhouette Upgrade: Unmatched Survivability affects starships and vehicles with 1 greater silhouette per Change Silhouette Upgrade.

Destiny Upgrade: To activate Unmatched Survivability, the character only needs to spend 1 Destiny Point instead of the normal 2.

Durability Upgrade: While Unmatched Survivability is active, the character reduces Critical Hits the starship or vehicle suffers by 10 per Durability Upgrade, to a minimum of 1.

Duration Upgrade: Unmatched Survivability lasts until the end of the encounter, instead of 3 rounds.

Frequency Upgrade: Unmatched Survivability can be used twice per game session instead of once.

Reinforcement Upgrade: While Unmatched Survivability is active, when an opponent makes an attack targeting the starship or vehicle, the Critical rating of any weapon they use counts as 1 higher.

Commander: Commodore Talent Tree

Career Skills: Coercion, Cool, Discipline, Knowledge (Warfare), Leadership, Perception, Ranged (Light), Vigilance
Commodore Bonus Career Skills: Astrogation, Computers, Knowledge (Education), Knowledge (Outer Rim)

ACTIVE

PASSIVE

SOLID REPAIRS

When repairing hull trauma on a starship or vehicle, repair 1 additional hull trauma per rank of Solid Repairs.

COST 5

COMMAND

Add 1 per rank of Command when making Leadership checks. Affected targets add 1 to Discipline checks for next 24 hours.

COST 5

RAPID REACTION

Suffer a number of strain to add an equal number of ⚡ to Initiative checks. Strain suffered cannot exceed ranks in Rapid Reaction.

COST 5

GALAXY MAPPER

Remove 1 per rank of Galaxy Mapper from Astrogation checks. Astrogation checks take half normal time.

COST 5

KNOWN SCHEMATIC

Once per session, may perform the Known Schematic maneuver; make a **Hard (◆◆◆) Knowledge (Education)** check. Success grants familiarity with a building or ship's design.

COST 10

COMMANDING PRESENCE

Remove 1 per rank of Commanding Presence from Leadership and Cool checks.

COST 10

GRIT

Gain +1 strain threshold.

COST 10

FAMILIAR SUNS

Once per session, may perform a Familiar Suns maneuver; make a **Hard (◆◆◆) Knowledge (Outer Rim)** or **(Core Worlds) check** to reveal the current type of planetary environment and other useful information.

COST 10

SOLID REPAIRS

When repairing hull trauma on a starship or vehicle, repair 1 additional hull trauma per rank of Solid Repairs.

COST 15

COMMAND

Add 1 per rank of Command when making Leadership checks. Affected targets add 1 to Discipline checks for next 24 hours.

COST 15

RAPID REACTION

Suffer a number of strain to add an equal number of ⚡ to Initiative checks. Strain suffered cannot exceed ranks in Rapid Reaction.

COST 15

GALAXY MAPPER

Remove 1 per rank of Galaxy Mapper from Astrogation checks. Astrogation checks take half normal time.

COST 15

HOLD TOGETHER

Spend 1 Destiny Point to perform a Hold Together incidental immediately after vehicle or starship takes damage to turn it into system strain.

COST 20

COMMANDING PRESENCE

Remove 1 per rank of Commanding Presence from Leadership and Cool checks.

COST 20

GRIT

Gain +1 strain threshold.

COST 20

MASTER STARHOPPER

Once per round, suffer 2 strain to decrease the difficulty of next Astrogation check by 1 to a minimum of **Easy (◆)**.

COST 20

SOLID REPAIRS

When repairing hull trauma on a starship or vehicle, repair 1 additional hull trauma per rank of Solid Repairs.

COST 25

FIRE CONTROL

Take the Fire Control action; all combat checks made from current starship or vehicle count their target's silhouette as one higher than normal until beginning of next turn. Does not stack.

COST 25

DEDICATION

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

COST 25

GALAXY MAPPER

Remove 1 per rank of Galaxy Mapper from Astrogation checks. Astrogation checks take half normal time.

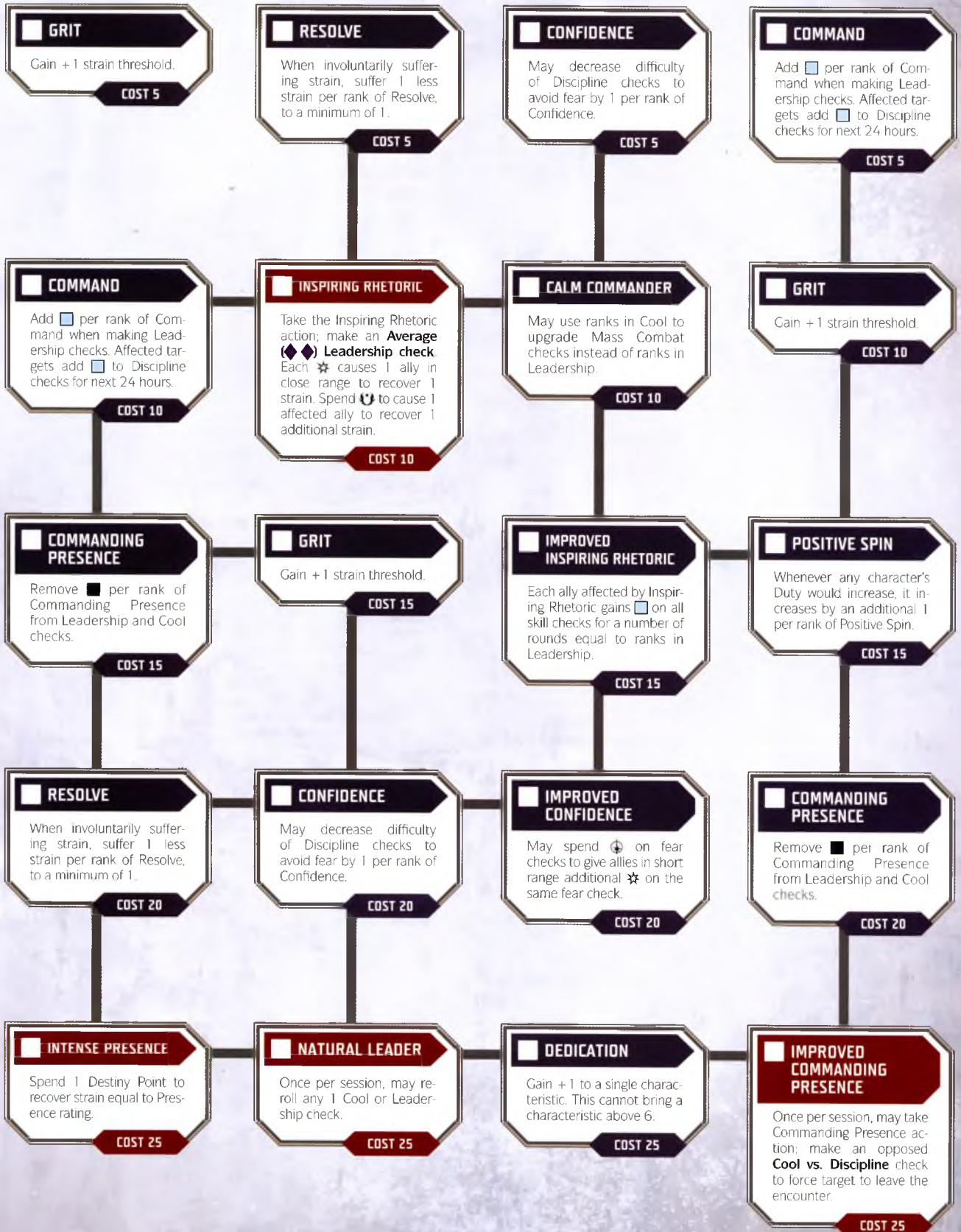
COST 25

COMMANDER: Figurehead Talent Tree

Career Skills: Coercion, Cool, Discipline, Knowledge (Warfare), Leadership, Perception, Ranged (Light), Vigilance
 Figurehead Bonus Career Skills: Cool, Leadership, Negotiation, Knowledge (Core Worlds)

ACTIVE

PASSIVE



COMMANDER: Instructor Talent Tree

Career Skills: Coercion, Cool, Discipline, Knowledge (Warfare), Leadership, Perception, Ranged (Light), Vigilance
 Instructor Bonus Career Skills: Discipline, Medicine, Ranged (Heavy), Knowledge (Education)

ACTIVE

PASSIVE

CONDITIONED

Remove per rank of Conditioned from Athletics and Coordination checks. Reduce the damage and strain suffered from falling by 1 per rank of Conditioned.

COST 5

PHYSICAL TRAINING

Add per rank of Physical Training to Athletics and Resilience checks.

COST 5

BODY GUARD

Once per round, perform the Body Guard maneuver to guard an engaged character. Suffer a number of strain no greater than ranks of Body Guard, then until the beginning of the next turn upgrade the difficulty of combat checks targeting the character by that number.

COST 5

GRIT

Gain +1 strain threshold.

COST 5

TOUGHENED

Gain +2 wound threshold.

COST 10

ENCOURAGING WORDS

After an engaged ally fails a check, may suffer 1 strain to assist that ally's next check this encounter as an out of turn incidental.

COST 10

CONDITIONED

Remove per rank of Conditioned from Athletics and Coordination checks. Reduce the damage and strain suffered from falling by 1 per rank of Conditioned.

COST 10

STIMPACK SPECIALIZATION

Stimpacks heal 1 additional wound per rank of Stimpack Specialization.

COST 10

PHYSICAL TRAINING

Add per rank of Physical Training to Athletics and Resilience checks.

COST 15

MASTER INSTRUCTOR

Once per round as an out of turn incidental, may suffer 2 strain to allow ally to use character's ranks in Discipline for next Discipline check an ally makes.

COST 15

BODY GUARD

Once per round, perform the Body Guard maneuver to guard an engaged character. Suffer a number of strain no greater than ranks of Body Guard, then until the beginning of the next turn upgrade the difficulty of combat checks targeting the character by that number.

COST 15

IMPROVED BODY GUARD

Once per session, when an ally protected by the Body Guard maneuver suffers a hit, suffer the hit instead.

COST 15

FIELD COMMANDER

Take the Field Commander action: make an **Average Leadership** check. A number of allies equal to Presence may immediately suffer 1 strain to perform 1 free maneuver.

COST 20

GRIT

Gain +1 strain threshold.

COST 20

STIMPACK SPECIALIZATION

Stimpacks heal 1 additional wound per rank of Stimpack Specialization.

COST 20

TOUGHENED

Gain +2 wound threshold.

COST 20

IMPROVED FIELD COMMANDER

Field Commander action affects allies equal to double Presence, and may spend to allow one ally to suffer 1 strain and perform 1 free action instead.

COST 25

NATURAL INSTRUCTOR

Once per session, may re-roll one Discipline or Leadership check.

COST 25

THAT'S HOW IT'S DONE

May suffer 1 strain on successful skill check to add to the same skill check made by a number of allies equally to Willpower within short range during the next round.

COST 25

DEDICATION

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

COST 25

Commander: Squadron Leader Talent Tree

Career Skills: Coercion, Cool, Discipline, Knowledge (Warfare), Leadership, Perception, Ranged (Light), Vigilance
 Squadron Leader Bonus Career Skills: Gunnery, Mechanics, Piloting (Planetary), Piloting (Space)

ACTIVE

PASSIVE

GRIT
 Gain +1 strain threshold.
COST 5

QUICK STRIKE
 Add 1 per rank of Quick Strike to combat checks against targets that have not acted yet this encounter.
COST 5

LET'S RIDE
 Once per round, may mount or dismount a vehicle or beast, or enter a cockpit or weapon station on a vehicle, as an incidental.
COST 5

DEFENSIVE DRIVING
 Increase defense of vehicle or starship being piloted by 1 per rank of Defensive Driving.
COST 5

FIELD COMMANDER
 Take the Field Commander action; make an **Average Leadership check**. A number of allies equal to Presence may immediately suffer 1 strain to perform 1 free maneuver.
COST 10

CONFIDENCE
 May decrease difficulty of Discipline checks to avoid fear by 1 per rank of Confidence.
COST 10

QUICK STRIKE
 Add 1 per rank of Quick Strike to combat checks against targets that have not acted yet this encounter.
COST 10

SITUATIONAL AWARENESS
 Allies within short range of the vehicle add 1 to their Perception and Vigilance checks. Allies within close range add 1 instead.
COST 10

COMMAND
 Add 1 per rank of Command when making Leadership checks. Affected targets add 1 to Discipline checks for next 24 hours.
COST 15

GRIT
 Gain +1 strain threshold.
COST 15

FULL STOP
 When piloting a ship or vehicle, take a Full Stop maneuver to reduce speed to zero and suffer system strain equal to the speed reduced.
COST 15

DEFENSIVE DRIVING
 Increase defense of vehicle or starship being piloted by 1 per rank of Defensive Driving.
COST 15

IMPROVED FIELD COMMANDER
 Field Commander action affects allies equal to double Presence, and may spend 1 to allow one ally to suffer 1 strain and perform 1 free action instead.
COST 20

COMMAND
 Add 1 per rank of Command when making Leadership checks. Affected targets add 1 to Discipline checks for next 24 hours.
COST 20

FORM ON ME
 Allies equal to ranks in Leadership in close range gain the benefits of the Gain the Advantage action.
COST 20

TRICKY TARGET
 Count vehicle or starship piloted as having a silhouette 1 lower when being attacked.
COST 20

MASTER LEADER
 Once per round, suffer 2 strain to decrease difficulty of next Leadership check by one, to a minimum of Easy.
COST 25

CONFIDENCE
 May decrease difficulty of Discipline checks to avoid fear by 1 per rank of Confidence.
COST 25

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

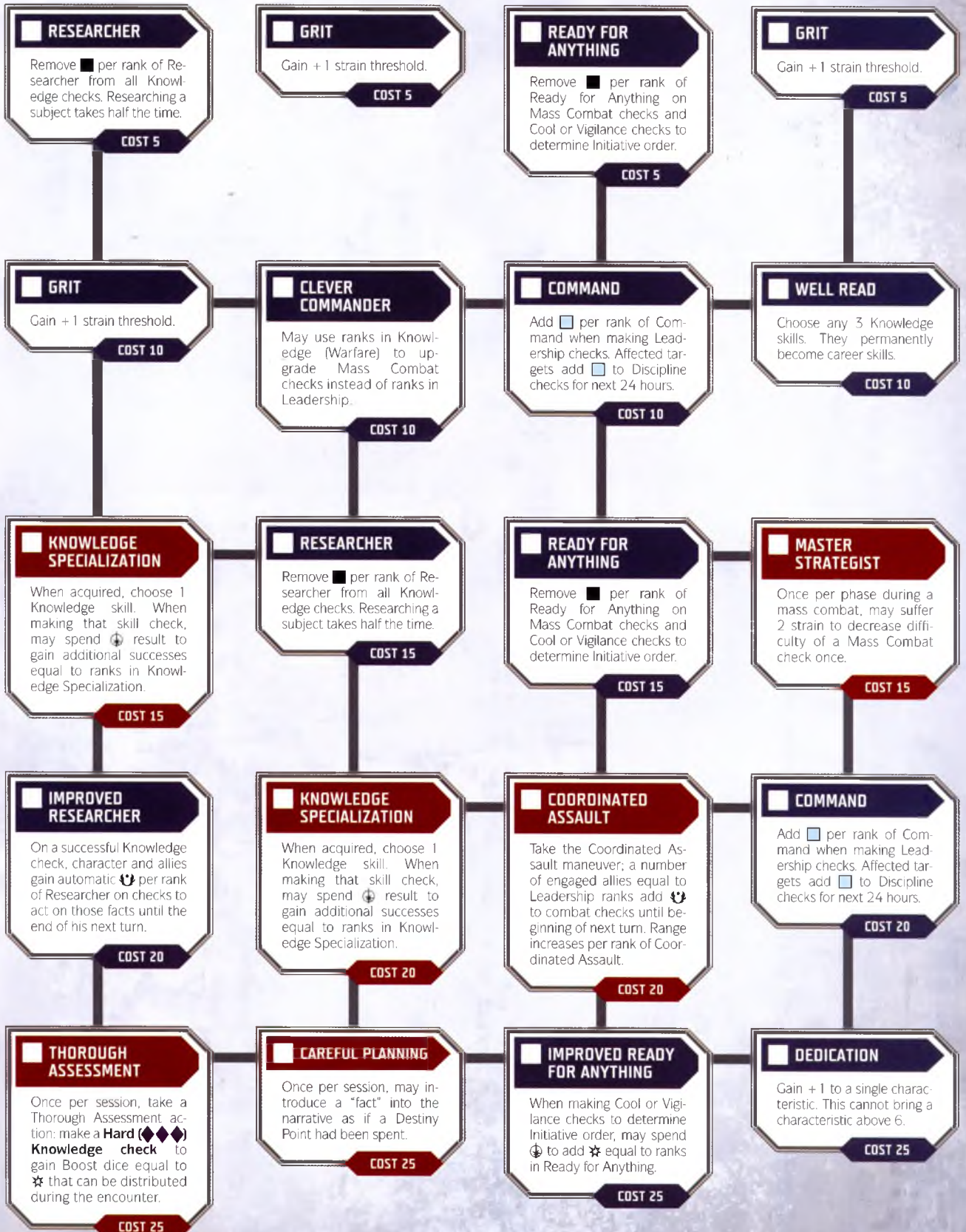
BRILLIANT EVASION
 Once per encounter may take Brilliant Evasion action. Select 1 opponent and make an **opposed Piloting (Planetary) or (Space)** check to stop opponent from attacking character for rounds equal to Agility.
COST 25

COMMANDER: Strategist Talent Tree

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

ACTIVE

PASSIVE



Commander: Tactician Talent Tree

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

Tactician Bonus Career Skills: Brawl, Discipline, Leadership, Ranged (Heavy)

ACTIVE

PASSIVE

OUTDOORSMAN

Remove 1 per rank of Outdoorsman from checks to move through terrain or manage environmental effects. Decrease overland travel times by half.

COST 5

OUTDOORSMAN

Remove 1 per rank of Outdoorsman from checks to move through terrain or manage environmental effects. Decrease overland travel times by half.

COST 10

NATURAL OUTDOORSMAN

Once per session, may re-roll any 1 Resilience or Survival check.

COST 15

CONFIDENCE

May decrease difficulty of Discipline checks to avoid fear by 1 per rank of Confidence.

COST 20

COORDINATED ASSAULT

Take the Coordinated Assault maneuver; a number of engaged allies equal to Leadership ranks add 1 to combat checks until beginning of next turn. Range increases per rank of Coordinated Assault.

COST 25

COMMANDING PRESENCE

Remove 1 per rank of Commanding Presence from Leadership and Cool checks.

COST 5

CONFIDENCE

May decrease difficulty of Discipline checks to avoid fear by 1 per rank of Confidence.

COST 10

TOUGHENED

Gain +2 wound threshold.

COST 15

COMMANDING PRESENCE

Remove 1 per rank of Commanding Presence from Leadership and Cool checks.

COST 20

NATURAL LEADER

Once per session, may re-roll any 1 Cool or Leadership check.

COST 25

TOUGHENED

Gain +2 wound threshold.

COST 5

QUICK DRAW

Once per round, draw or holster a weapon or accessible item as an incidental.

COST 10

BODY GUARD

Once per round, perform the Body Guard maneuver to guard an engaged character. Suffer a number of strain no greater than ranks of Body Guard, then until the beginning of the next turn upgrade the difficulty of combat checks targeting the character by that number.

COST 15

FIELD COMMANDER

Take the Field Commander action; make an **Average (◆◆) Leadership check**. A number of allies equal to Presence may immediately suffer 1 strain to perform 1 free maneuver.

COST 20

IMPROVED FIELD COMMANDER

Field Commander action affects allies equal to double Presence, and may spend 1 to allow one ally to suffer 1 strain and perform 1 free action instead.

COST 25

SIDE STEP

Once per round, may perform Side Step maneuver and suffer a number of strain to upgrade difficulty of all incoming ranged attacks by an equal number for the next round. Strain suffered this way cannot exceed ranks in Side Step.

COST 5

SWIFT

Do not suffer usual penalties for moving through difficult terrain.

COST 10

BODY GUARD

Once per round, perform the Body Guard maneuver to guard an engaged character. Suffer a number of strain no greater than ranks of Body Guard, then until the beginning of the next turn upgrade the difficulty of combat checks targeting the character by that number.

COST 15

SIDE STEP

Once per round, may perform Side Step maneuver and suffer a number of strain to upgrade difficulty of all incoming ranged attacks by an equal number for the next round. Strain suffered this way cannot exceed ranks in Side Step.

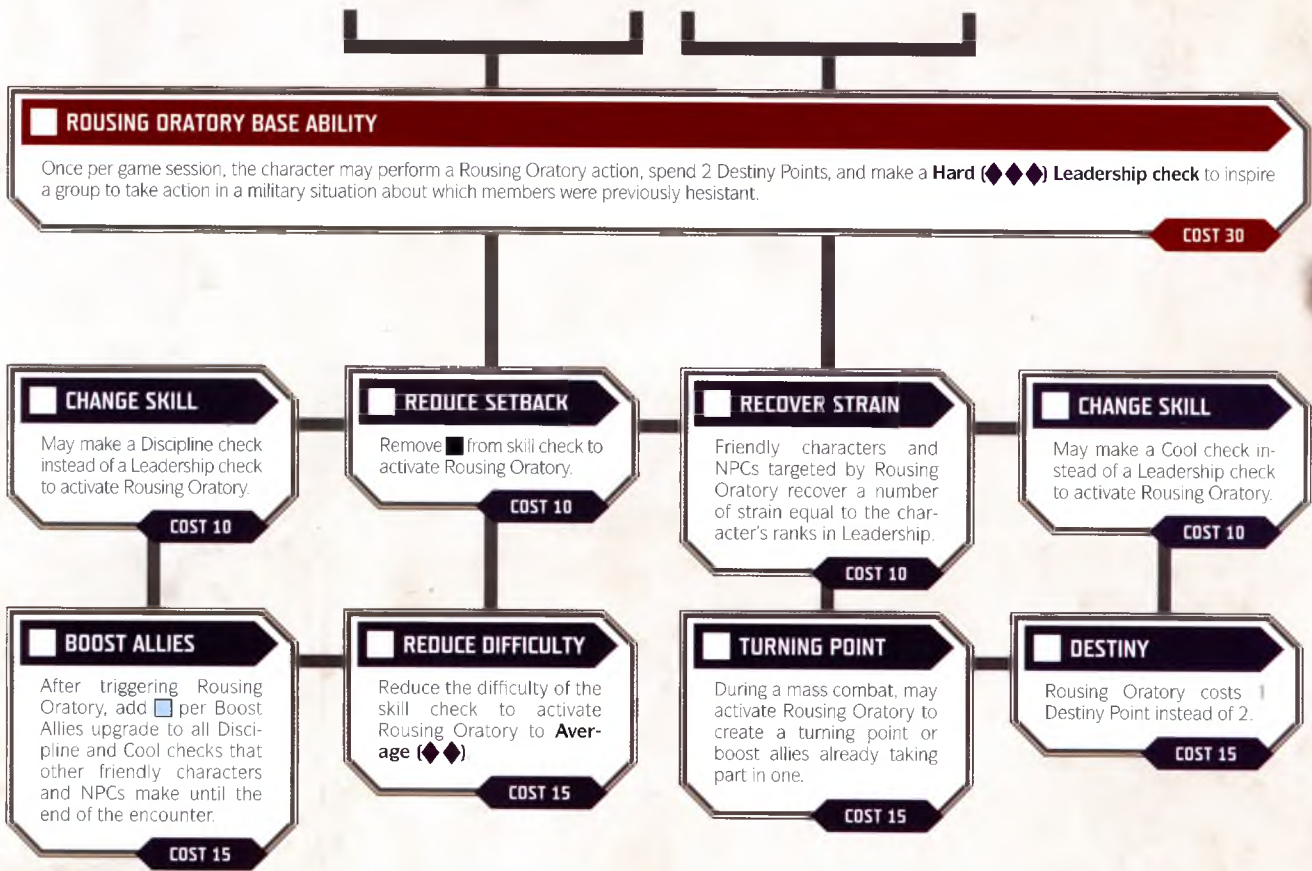
COST 20

DEDICATION

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

COST 25

Commander Signature Ability Tree: Rousing Oratory



BASE ABILITY

Once per game session, the character may perform a Rousing Oratory action and spend 2 Destiny Points to make a **Hard (◆◆◆) Leadership check**. On a success, the character inspires a group to take action in a military situation about which members were previously hesitant. This could include stirring the hearts of a beleaguered army, spurring an oppressed populace to take up arms against their oppressors, or uniting fractious groups against a common enemy. Rousing Oratory can influence only those who can see or hear the character using it. The exact nature of what the character is trying to accomplish, as well as the end results, must be approved by the GM.

UPGRADES

Boost Allies: After triggering Rousing Oratory, add ■ per Boost Allies upgrade to all Discipline and Cool checks the other friendly characters and NPCs make until the end of the encounter.

Change Skill (Cool): When activating Rousing Oratory, the character may make a Cool check instead of a Leadership check.

Change Skill (Discipline): When activating Rousing Oratory, the character may make a Discipline check instead of a Leadership check.

Destiny: To activate Rousing Oratory, the character needs to spend only 1 Destiny Point instead of the normal 2.

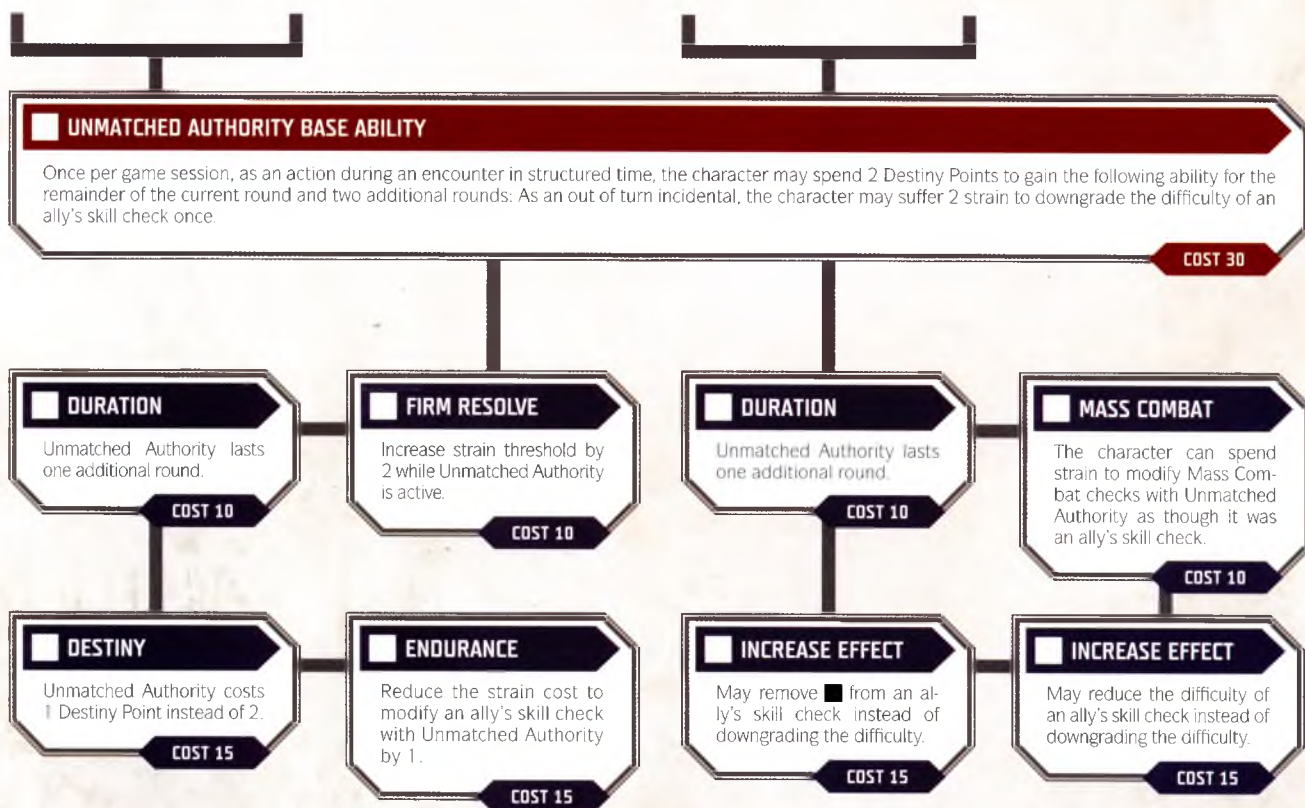
Recover Strain: Friendly characters and NPCs targeted by Rousing Oratory recover a number of strain equal to the character's ranks in Leadership.

Reduce Difficulty: The skill check to activate Rousing Oratory is **Average (◆◆)** instead of **Hard (◆◆◆)**.

Reduce Setback: Remove ■ from the skill check to activate Rousing Oratory.

Turning Point: During a mass combat, the character may perform the Rousing Oratory action to immediately create a turning point (see page 75). The player and the GM should work together to determine the exact nature of the turning point, based on the circumstances of the mass combat. Alternatively, if the PCs are already taking part in an ongoing turning point, after triggering Rousing Oratory, add additional 🗨️ to all skill checks that friendly characters and NPCs make until the end of the turning point.

Commander Signature Ability Tree: Unmatched Authority



UPGRADES

Destiny: To activate Unmatched Authority, the character needs to spend only 1 Destiny Point instead of the normal 2.

Duration: Unmatched Authority lasts for 1 additional round per Duration upgrade.

Endurance: Reduce the strain cost to modify an ally's skill check with Unmatched Authority by 1 (to a minimum of 1).

Firm Resolve: While Unmatched Authority is active, increase the character's strain threshold by +2 per Firm Resolve upgrade. (Note that if the character's strain exceeds his strain threshold when Unmatched Authority ends, and his strain threshold resets to normal, he is incapacitated, as described on page 230 of the **AGE OF REBELLION** Core Rulebook.

Increase Effect (Remove Setback): When spending strain to modify an ally's skill check with Unmatched Authority, the character may remove ■ from the check instead of downgrading the difficulty.

Increase Effect (Reduce Difficulty): When spending strain to modify an ally's skill check with Unmatched Authority, the character may reduce the difficulty of the check instead of downgrading it.

Mass Combat: The character can spend strain to modify a Mass Combat check with Unmatched Authority as though it were an ally's skill check.

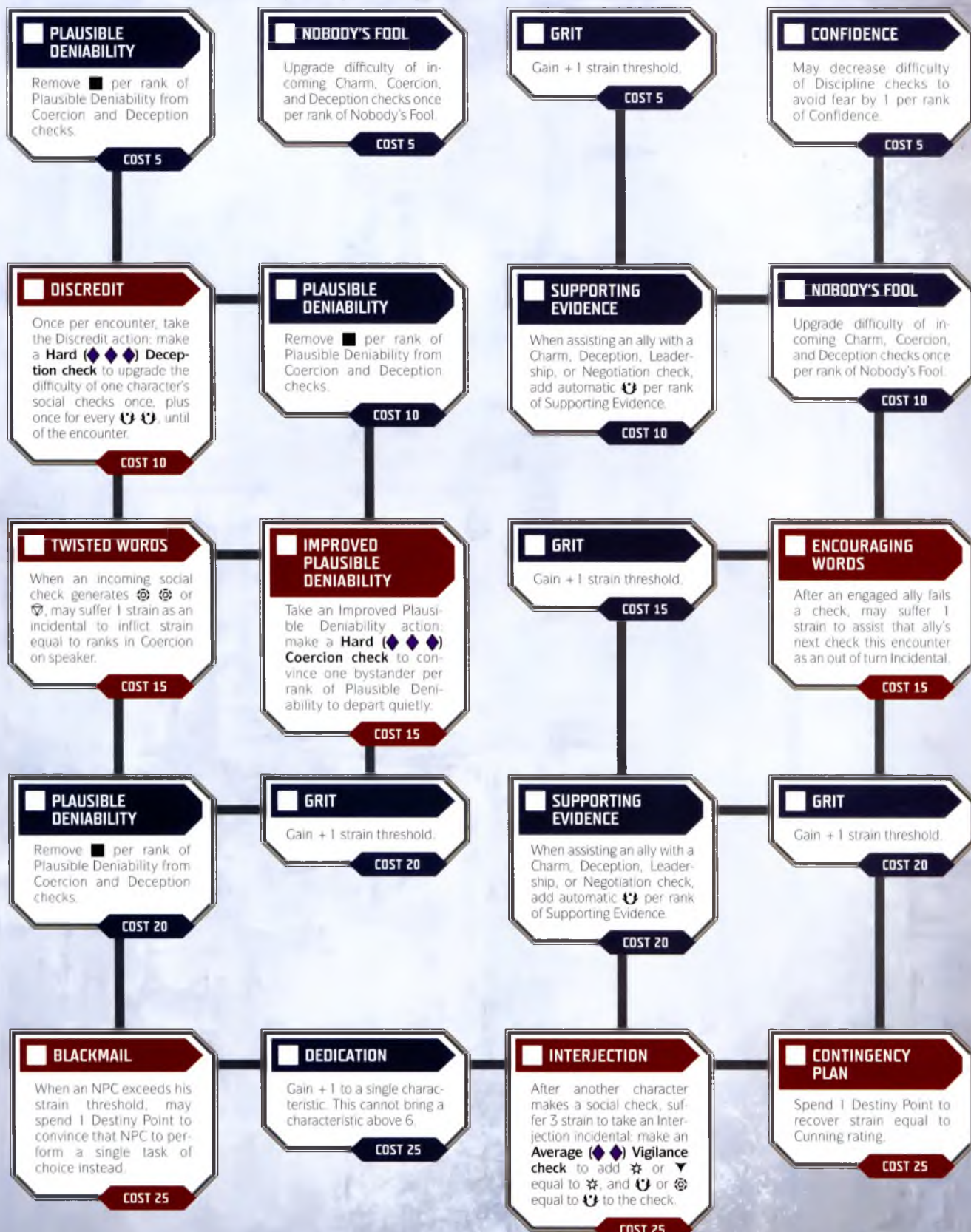
DIPLMAT: Advocate Talent Tree

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

Advocate Bonus Career Skills: Coercion, Deception, Negotiation, Vigilance

ACTIVE

PASSIVE



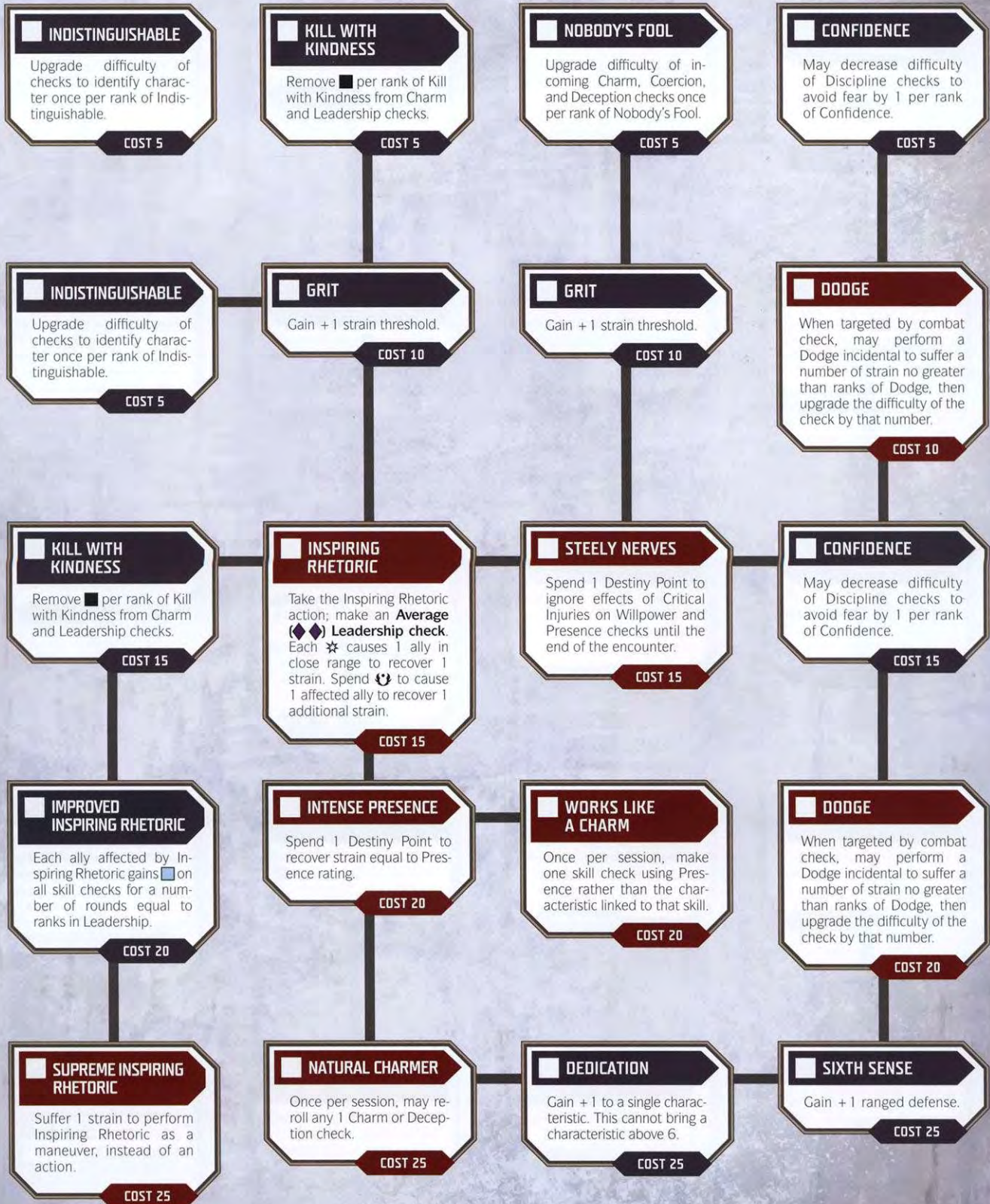
Diplomat: Ambassador Talent Tree

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

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

ACTIVE

PASSIVE



DIPLOMAT: Analyst Talent Tree

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

Analyst Bonus Career Skills: Computers, Knowledge (Education), Knowledge (Warfare), Perception

ACTIVE

PASSIVE



Diplomat: Agitator Talent Tree

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

Agitator Bonus Career Skills: Coercion, Deception, Knowledge (Underworld), Streetwise

ACTIVE

PASSIVE

PLAUSIBLE DENIABILITY

Remove ■ per rank of Plausible Deniability from Coercion and Deception checks.

COST 5

NOBODY'S FOOL

Upgrade difficulty of incoming Charm, Coercion, and 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 and 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 and 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 short 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 reroll any 1 Coercion or Streetwise check.

COST 20

NOBODY'S FOOL

Upgrade difficulty of incoming Charm, Coercion, and Deception checks once per rank of Nobody's Fool.

COST 20

IMPROVED 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, instead of 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 beings up to ranks in Coercion to become rebellious until the end of the encounter.

COST 25

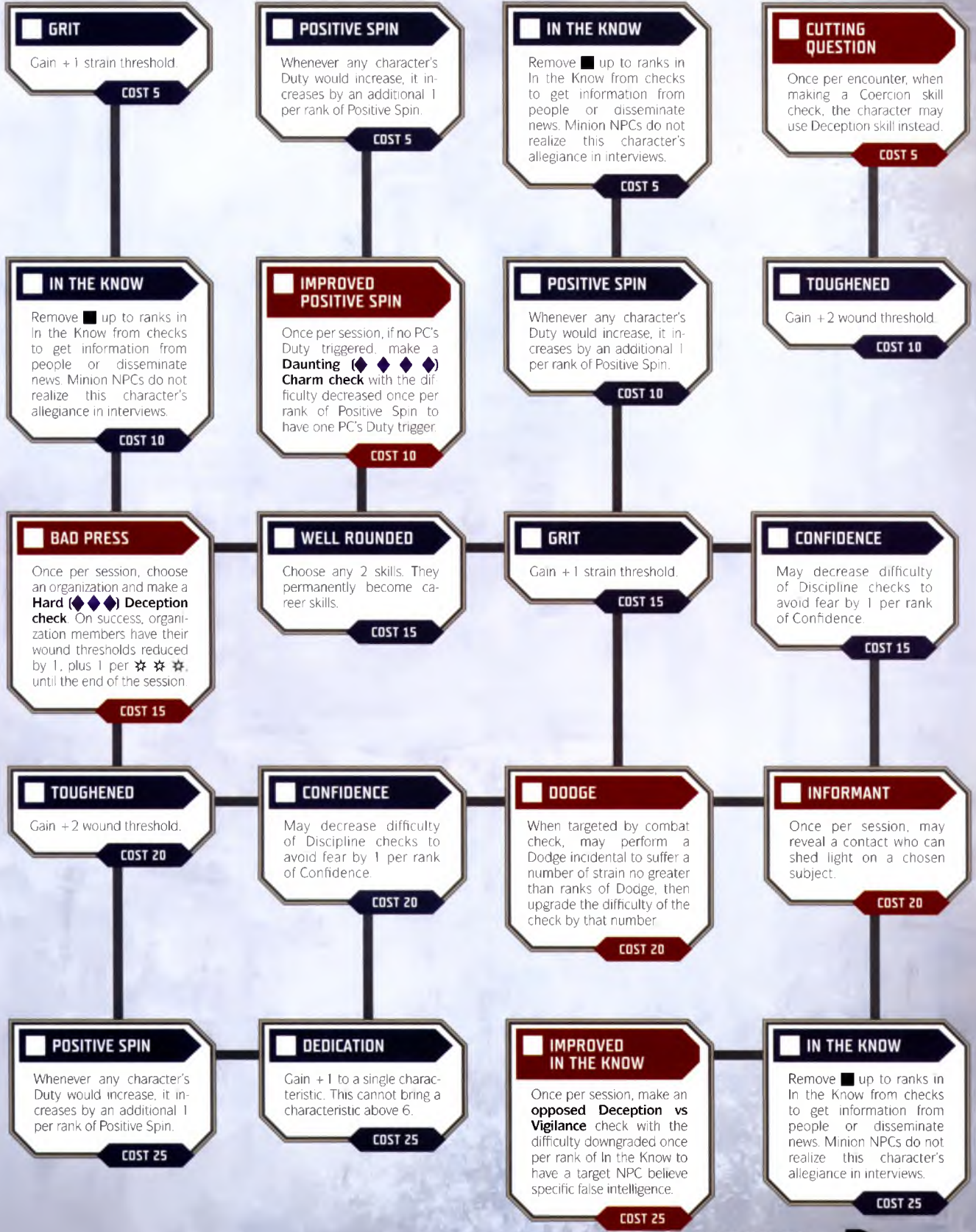
DIPLOMAT: Propagandist Talent Tree

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

Propagandist Bonus Career Skills: Charm, Deception, Knowledge (Warfare), Perception

ACTIVE

PASSIVE



Diplomat: Quartermaster Talent Tree

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

Quartermaster Bonus Career Skills: Computers, Negotiation, Skulduggery, Vigilance

ACTIVE

PASSIVE

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

SMOOTH TALKER

When first acquired, choose 1 skill: Charm, Coercion, Deception, or Negotiation. When making checks with that skill, spend Ⓢ to gain additional ✨ equal to ranks in Smooth Talker.

COST 5

WHEEL AND DEAL

When selling goods legally, gain 10% more credits per rank of Wheel and Deal.

COST 5

GRIT

Gain +1 strain threshold.

COST 5

SMOOTH TALKER

When first acquired, choose 1 skill: Charm, Coercion, Deception, or Negotiation. When making checks with that skill, spend Ⓢ to gain additional ✨ equal to ranks in Smooth Talker.

COST 10

GREASED PALMS

Before making a social check, may spend up to 50 credits per rank of Greased Palms to upgrade the ability of the check once for every 50 spent.

COST 10

MASTER MERCHANT

When buying or selling goods, may suffer 2 strain to sell for 25% more or buy for 25% less.

COST 10

TOUGHENED

Gain +2 wound threshold.

COST 10

GRIT

Gain +1 strain threshold.

COST 15

WHEEL AND DEAL

When selling goods legally, gain 10% more credits per rank of Wheel and Deal.

COST 15

BOUGHT INFO

Instead of making a Knowledge check, may take a Bought Info action; spend credits equal to 50 times the difficulty of the check to pass with one ✨.

COST 15

GRIT

Gain +1 strain threshold.

COST 15

KNOW SOMEBODY

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

COST 20

SOUND INVESTMENTS

At the start of each session, gain 100 credits for each rank of Sound Investments.

COST 20

SOUND INVESTMENTS

At the start of each session, gain 100 credits for each rank of Sound Investments.

COST 20

INTENSE FOCUS

Perform an Intense Focus maneuver; suffer 1 strain and upgrade the ability of the next skill check once.

COST 20

DEDICATION

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

COST 25

NATURAL NEGOTIATOR

Once per session, may re-roll any 1 Cool or Negotiation check.

COST 25

SUPERIOR REFLEXES

Gain +1 melee defense.

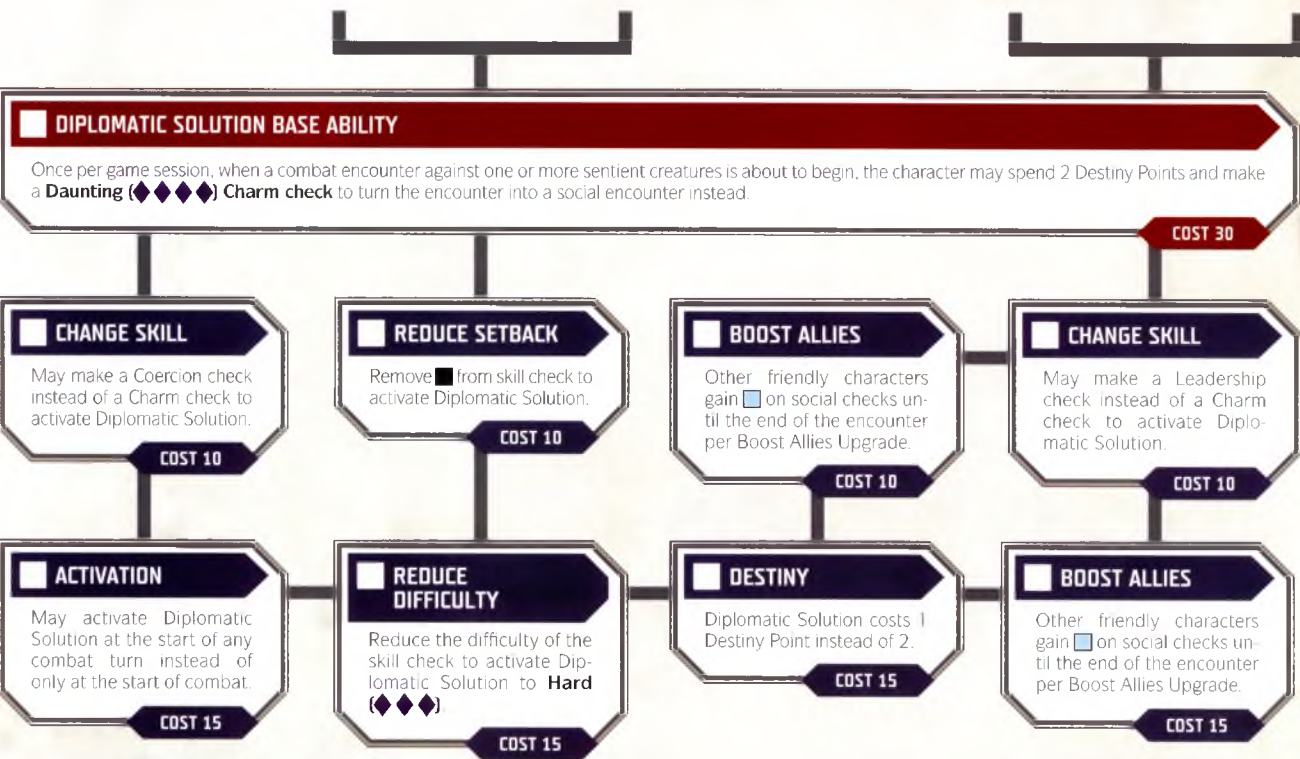
COST 25

TOUGHENED

Gain +2 wound threshold.

COST 25

Diplomat Signature Ability Tree: Diplomatic Solution



SHARING THE SPOTLIGHT

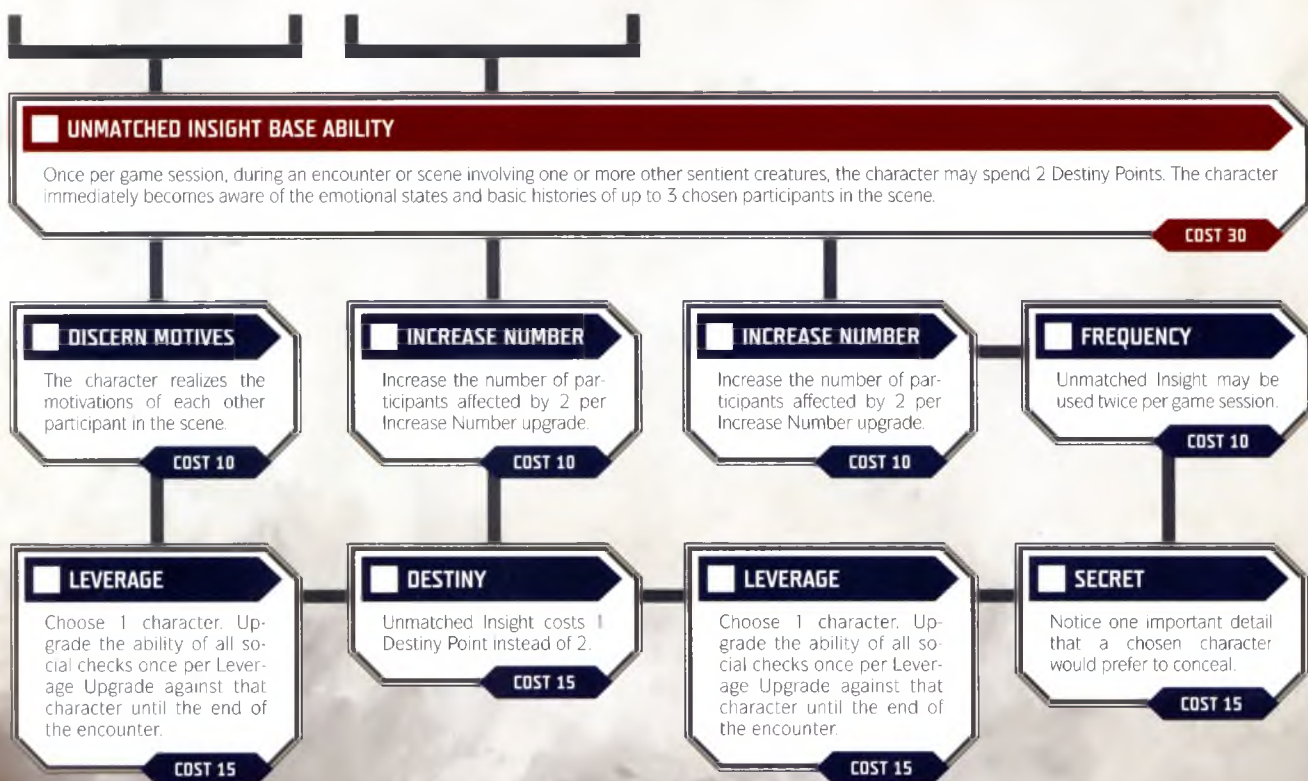
Diplomatic Solution gives Diplomat characters a great deal of narrative power, and lets them shape entire scenes and even whole sessions. While this can be a lot of fun if used at appropriate times, sometimes the Soldier just wants to fire that heavy blaster rifle at some stormtroopers or the Ace is looking to dogfight with a deadly foe. The GM should keep this in mind, and consider ways in which the Diplomat and more martially minded characters can contribute at the same time, so that everyone has fun!

Of course, when the Diplomat does use Diplomatic Solution, the GM should encourage the other PCs to participate in the ensuing encounter, even if diplomacy is not their strong suit. After all, Soldiers, Commanders, and Aces can offer insight into the realities of the battlefield that Diplomats might lack, while Spies and Engineers often have information that nobody else in the party would have reason to possess. Many different skills can be used over the course of a diplomatic encounter, and the GM should encourage the PCs to be creative!

Other times, the GM should consider ways that the Diplomat can use Diplomatic Solution without depriving the other PCs of a fight. For instance, in a battle with Imperial troops, the GM might let the Diplomat use this signature ability to negotiate a cease-fire mid-battle to exchange prisoners or to evacuate civilians from the area, but not end the battle entirely. Alternatively, if the PCs are on a mission to negotiate for supplies or support, Diplomatic Solution might let the Diplomat smooth over ruffled feathers after a situation turns hostile, but not completely eliminate the need for combat. Perhaps an offended party demands a duel to see honor upheld, or maybe the aggrieved group demands that the PCs take care of some dangerous task to make amends. This is where other characters can step in and shine!

By using narrative techniques like these, the GM can let the Diplomat affect the story in a big way by defusing conflicts and still give the other characters important jobs in the diplomatic process.

Diplomat Signature Ability Tree: Unmatched Insight



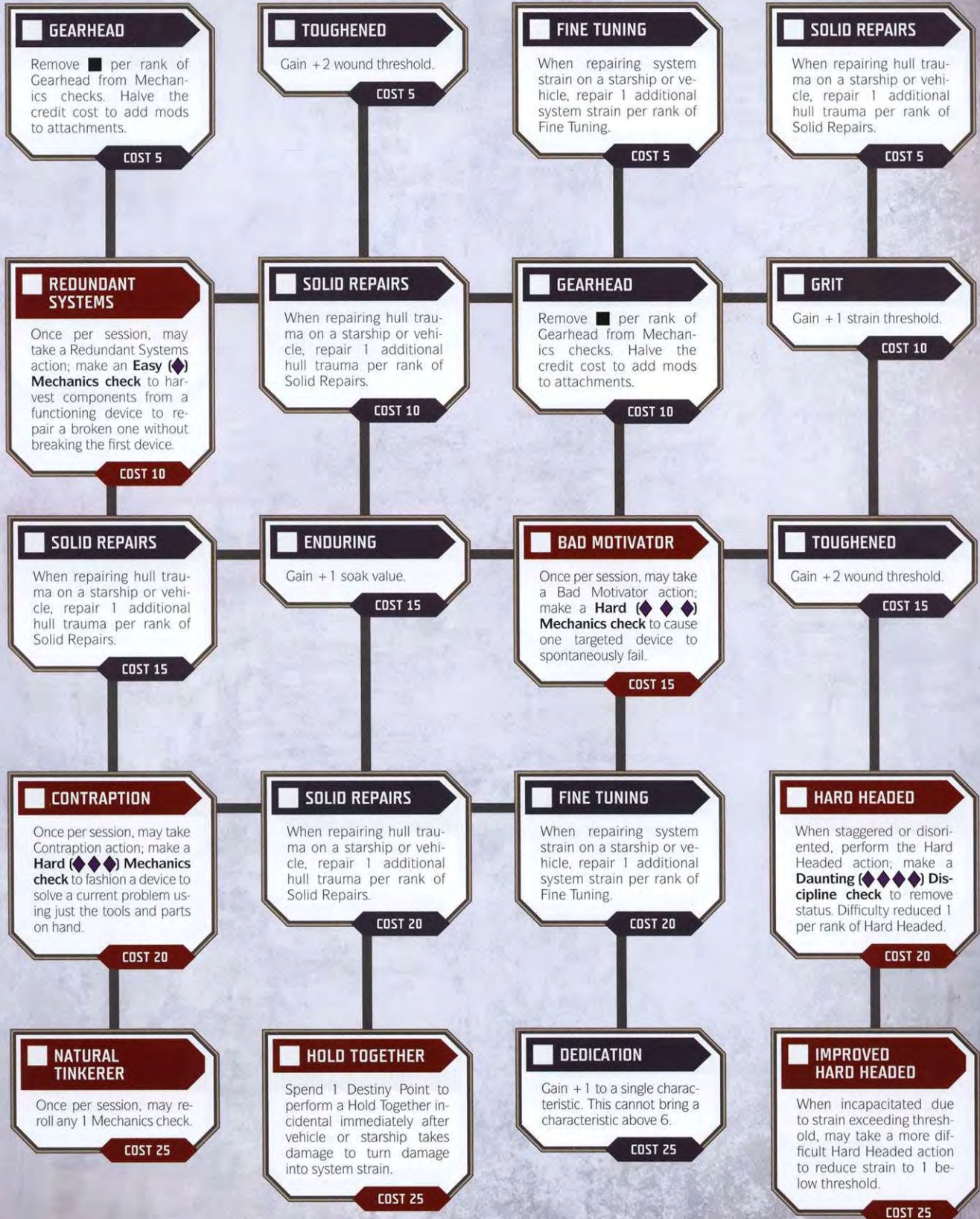
Engineer: Mechanic Talent Tree

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

Mechanic Bonus Career Skills: Brawl, Mechanics, Piloting (Space), Skulduggery

ACTIVE

PASSIVE



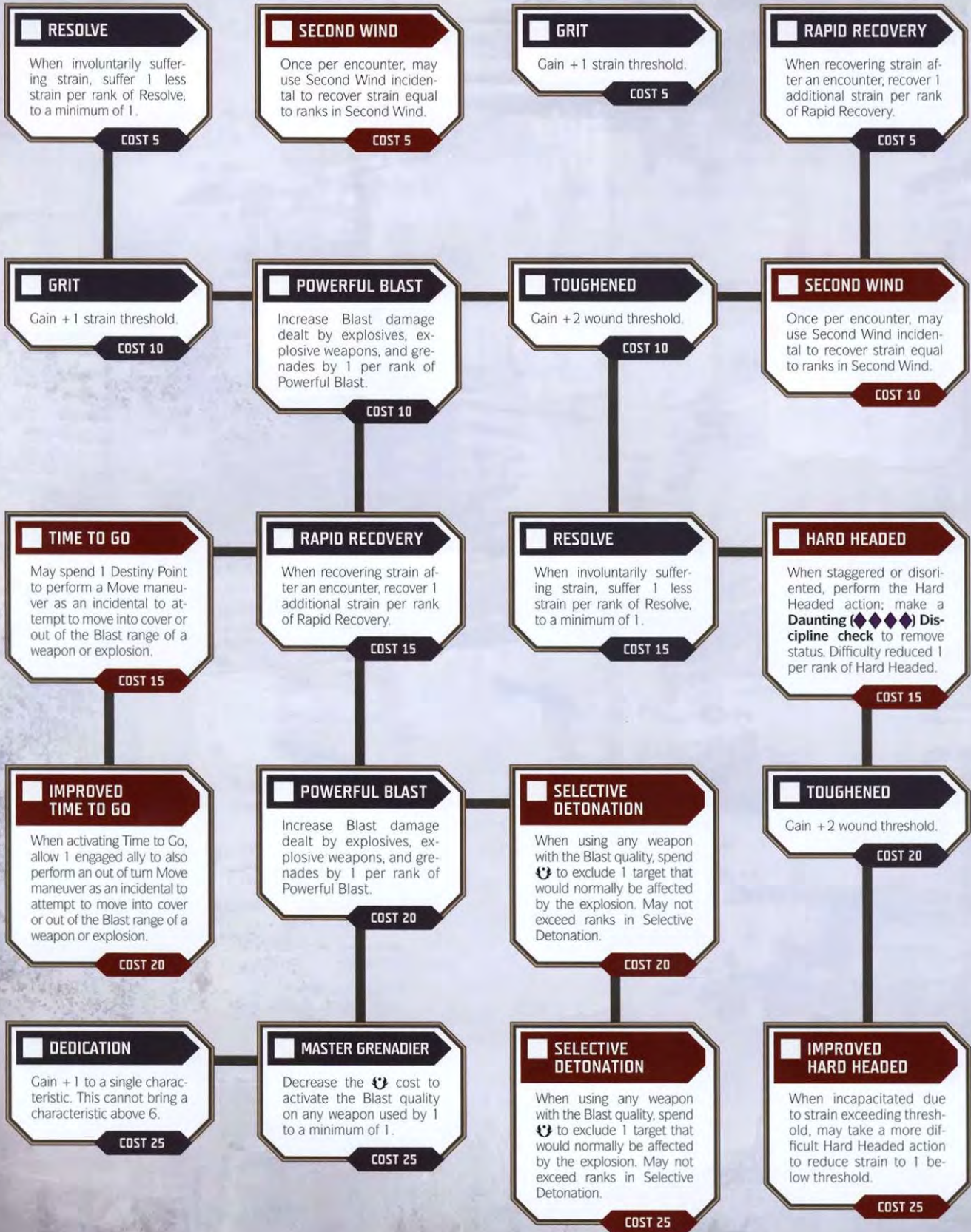
Engineer: Saboteur Talent Tree

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

Saboteur Bonus Career Skills: Coordination, Mechanics, Skulduggery, Stealth

ACTIVE

PASSIVE



Engineer: Scientist Talent Tree

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

Scientist Bonus Career Skills: Computers, Knowledge (Education), Knowledge (Lore), Medicine

ACTIVE

PASSIVE

KNOWLEDGE SPECIALIZATION

When acquired, choose 1 Knowledge skill. When making that skill check, may spend 1 result to gain additional successes equal to ranks in Knowledge Specialization.

COST 5

RESPECTED SCHOLAR

May downgrade difficulty of checks to interact with institutes of learning by one per rank of Respected Scholar.

COST 5

RESEARCHER

Remove 1 per rank of Researcher from Knowledge checks. Researching a subject takes half the time.

COST 5

SPEAKS BINARY

When directing NPC droids, may grant them 1 per rank of Speaks Binary on checks.

COST 5

RESEARCHER

Remove 1 per rank of Researcher from Knowledge checks. Researching a subject takes half the time.

COST 10

KNOWLEDGE SPECIALIZATION

When acquired, choose 1 Knowledge skill. When making that skill check, may spend 1 result to gain additional successes equal to ranks in Knowledge Specialization.

COST 10

HIDDEN STORAGE

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

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

RESPECTED SCHOLAR

May downgrade difficulty of checks to interact with institutes of learning by one per rank of Respected Scholar.

COST 15

MENTAL FORTRESS

Spend 1 Destiny Point to ignore effects of Critical Injuries on Intellect and Cunning checks until end of encounter.

COST 15

SPEAKS BINARY

When directing NPC droids, may grant them 1 per rank of Speaks Binary on checks.

COST 15

INVENTOR

When constructing new items or modifying attachments, add 1 or remove 1 per rank of Inventor.

COST 15

NATURAL SCHOLAR

Once per session, may re-roll any 1 Knowledge skill check.

COST 20

STROKE OF GENIUS

Once per session, make one skill check using Intellect rather than the characteristic linked to that skill.

COST 20

INVENTOR

When constructing new items or modifying attachments, add 1 or remove 1 per rank of Inventor.

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

INTENSE FOCUS

Perform an Intense Focus maneuver; suffer 1 strain and upgrade the ability of the next skill check once.

COST 25

CAREFUL PLANNING

Once per session, may introduce a "fact" into the narrative as if a Destiny Point had been spent.

COST 25

DEDICATION

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

COST 25

UTILITY BELT

Spend 1 Destiny Point to perform a Utility Belt incidental; produce a previously undocumented item or weapon (with restrictions) from a tool belt or a satchel.

COST 25

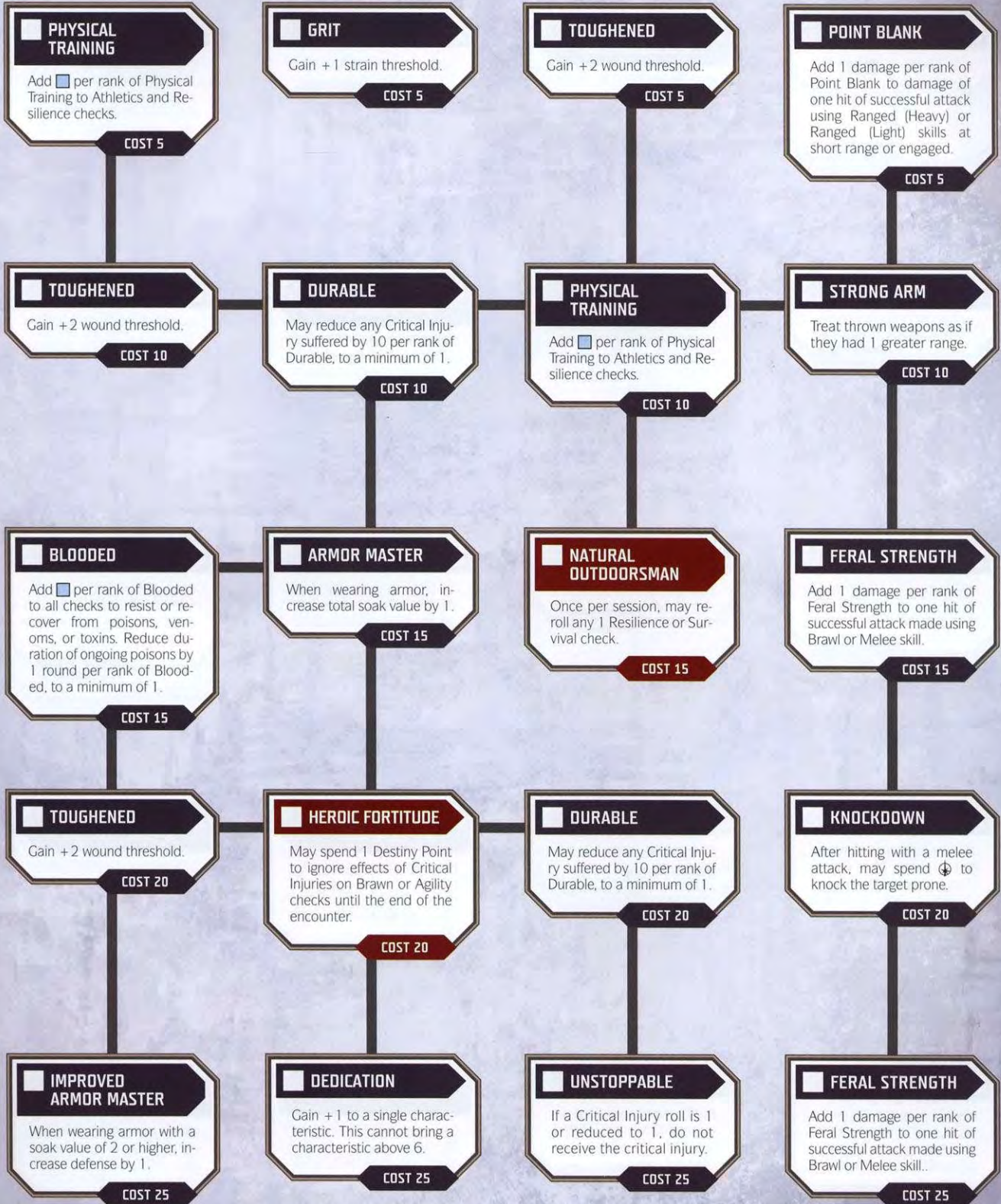
Soldier: Commando Talent Tree

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

Commando Bonus Career Skills: Brawl, Melee, Resilience, Survival

ACTIVE

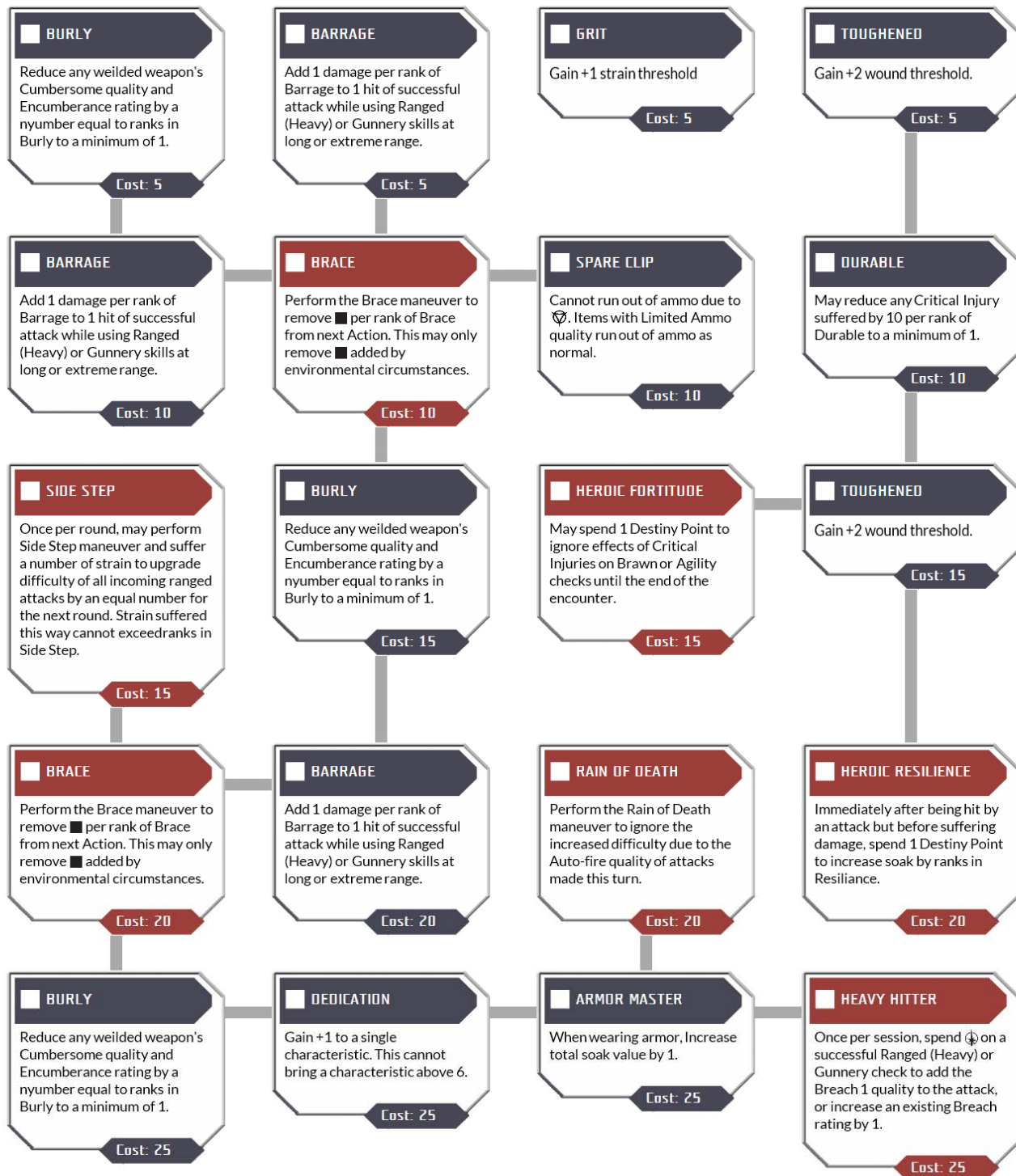
PASSIVE



SOLDIER: Heavy

Career Skills: Athletics, Brawl, Warfare, Melee, Medicine, Ranged - Light, Survival, Ranged - Heavy
 Heavy Bonus Career Skills: Gunnery, Perception, Ranged - Heavy, Resilience

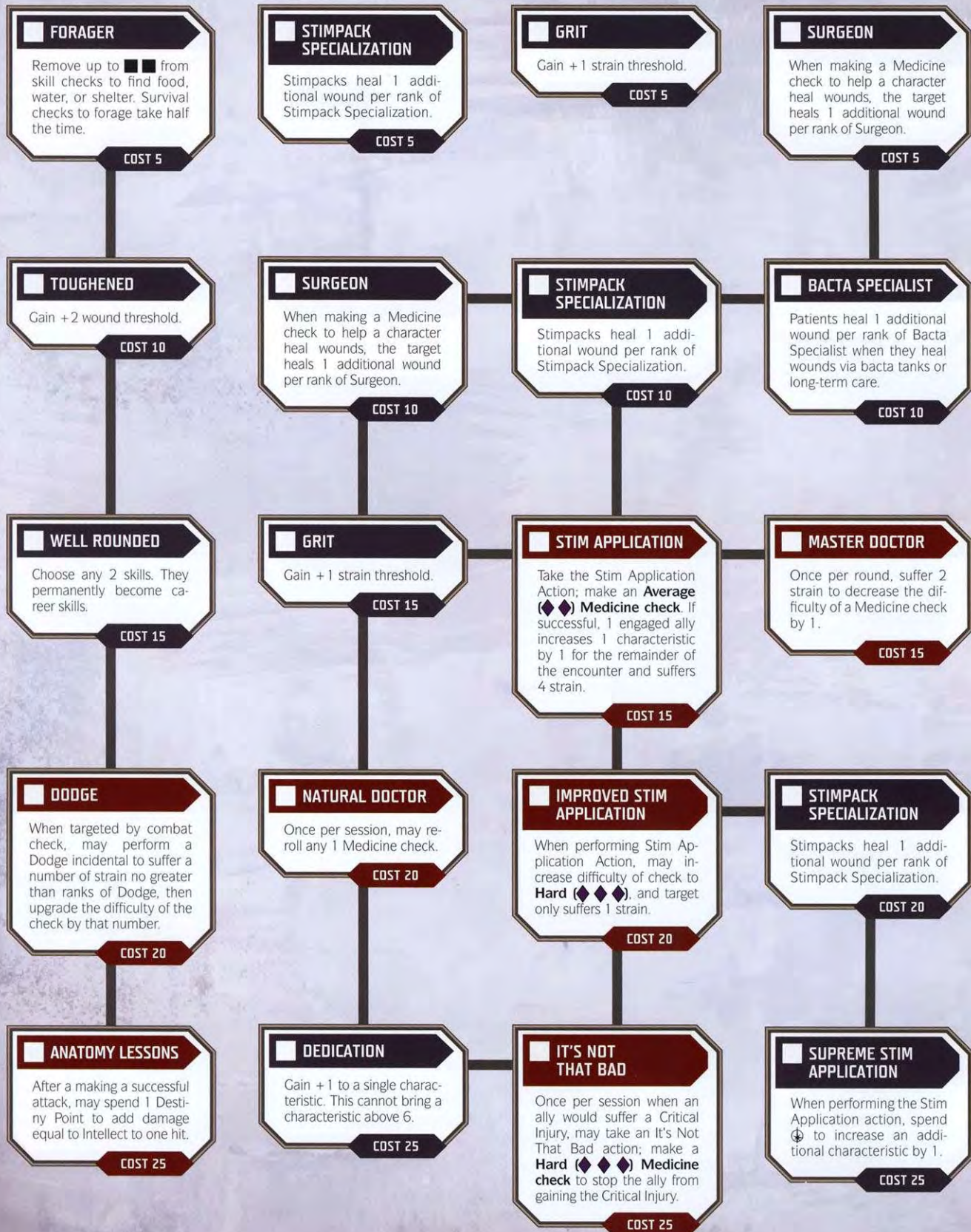
ACTIVE
 PASSIVE



Soldier: Medic Talent Tree

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

Medic Bonus Career Skills: Knowledge (Kenology), Medicine, Resilience, Vigilance



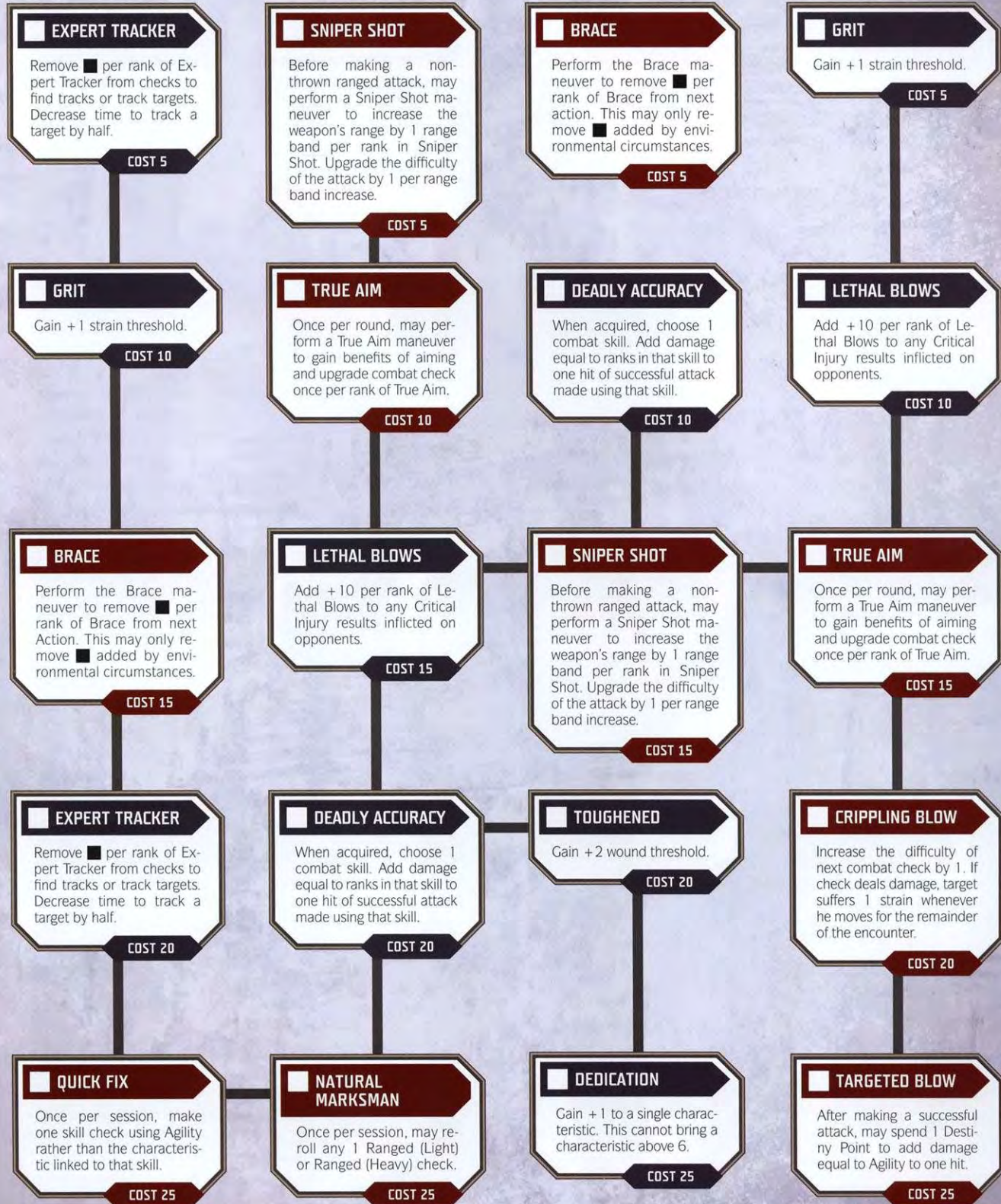
Soldier: Sharpshooter Talent Tree

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

Sharpshooter Bonus Career Skills: Cool, Perception, Ranged (Light), Ranged (Heavy)

ACTIVE

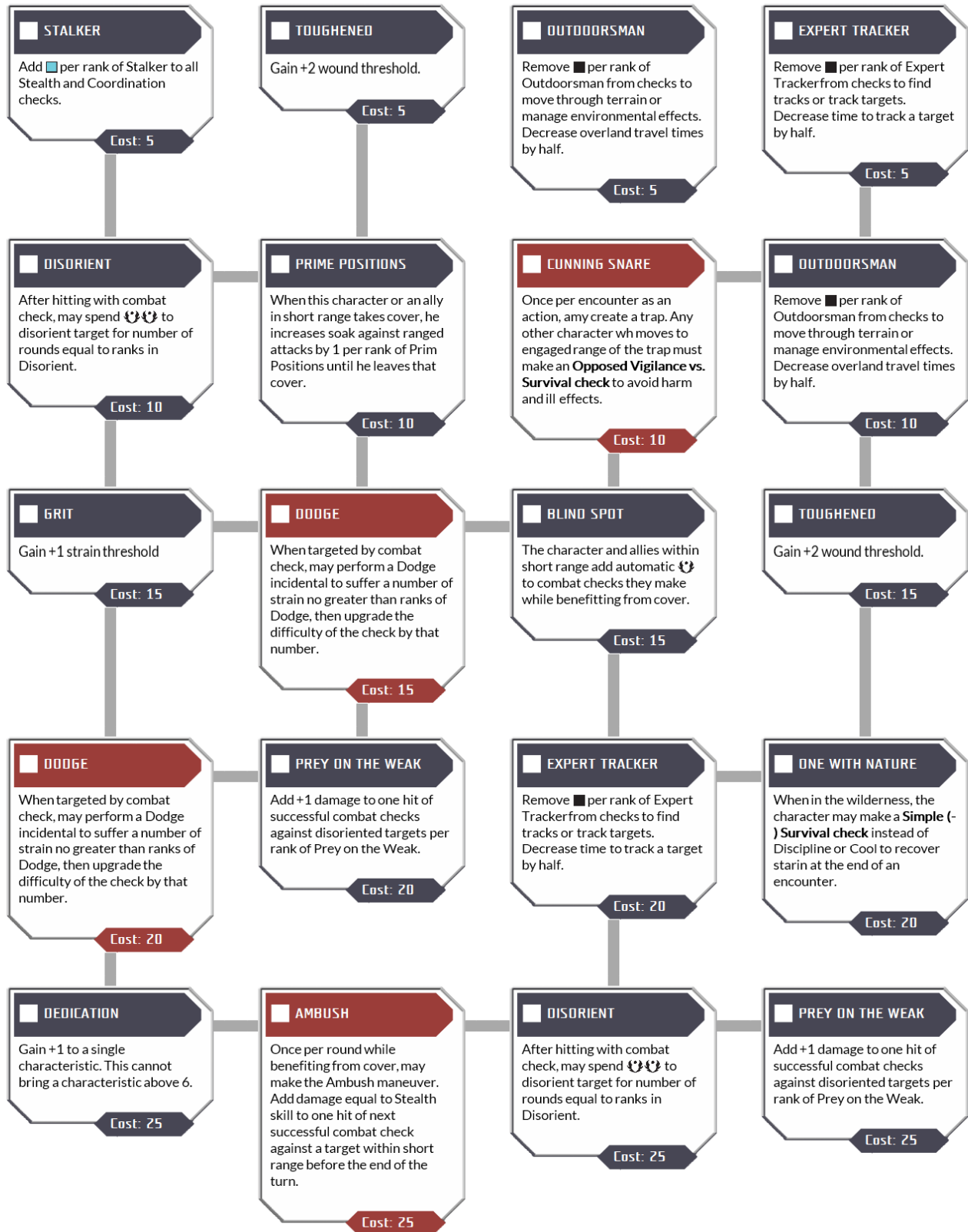
PASSIVE



SOLDIER: Trailblazer

Career Skills: Athletics, Brawl, Warfare, Melee, Medicine, Ranged - Light, Survival, Ranged - Heavy
 Trailblazer Bonus Career Skills: Outer Rim, Perception, Stealth, Survival

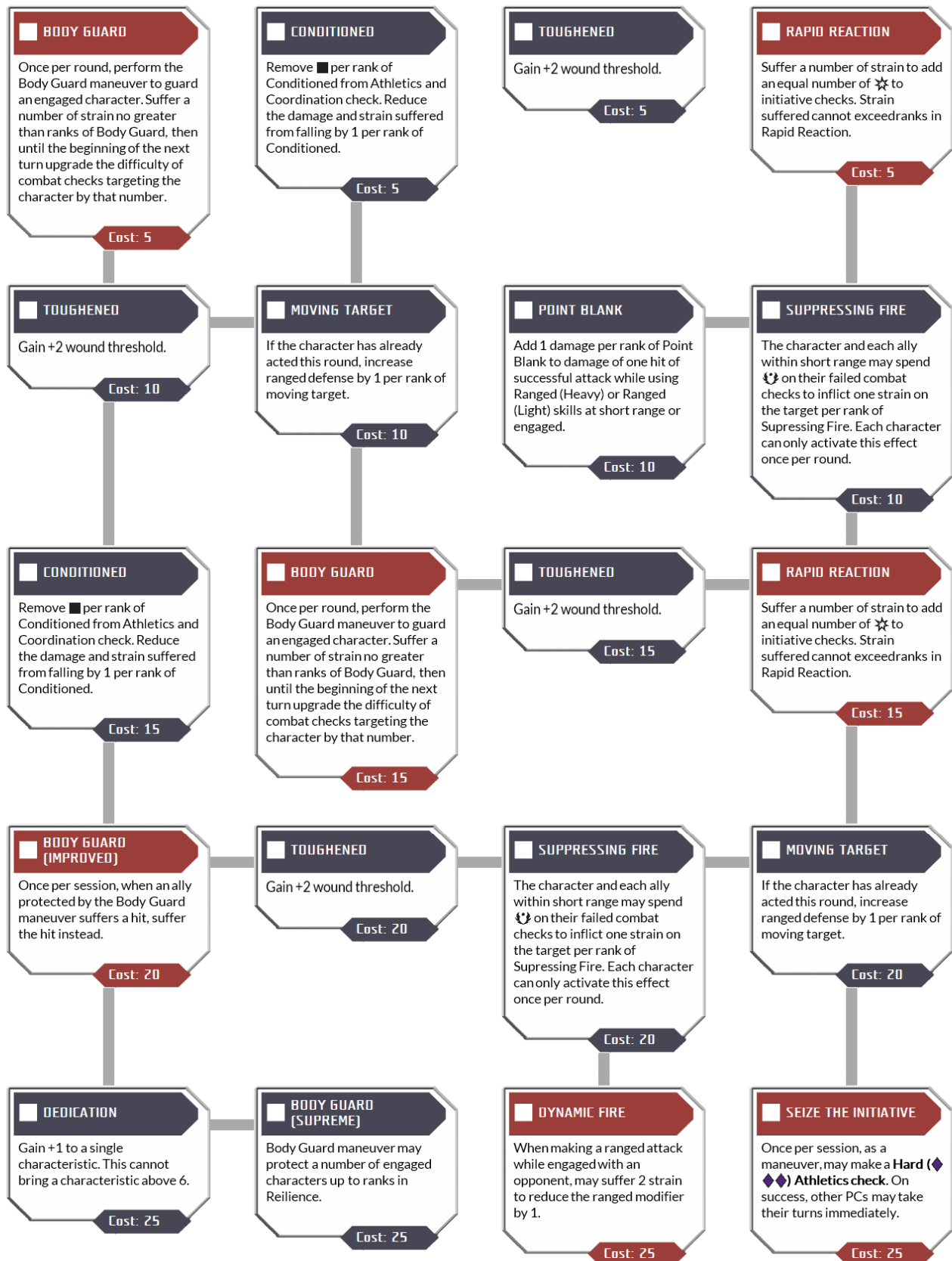
■ ACTIVE
 ■ PASSIVE



SOLDIER: Vanguard

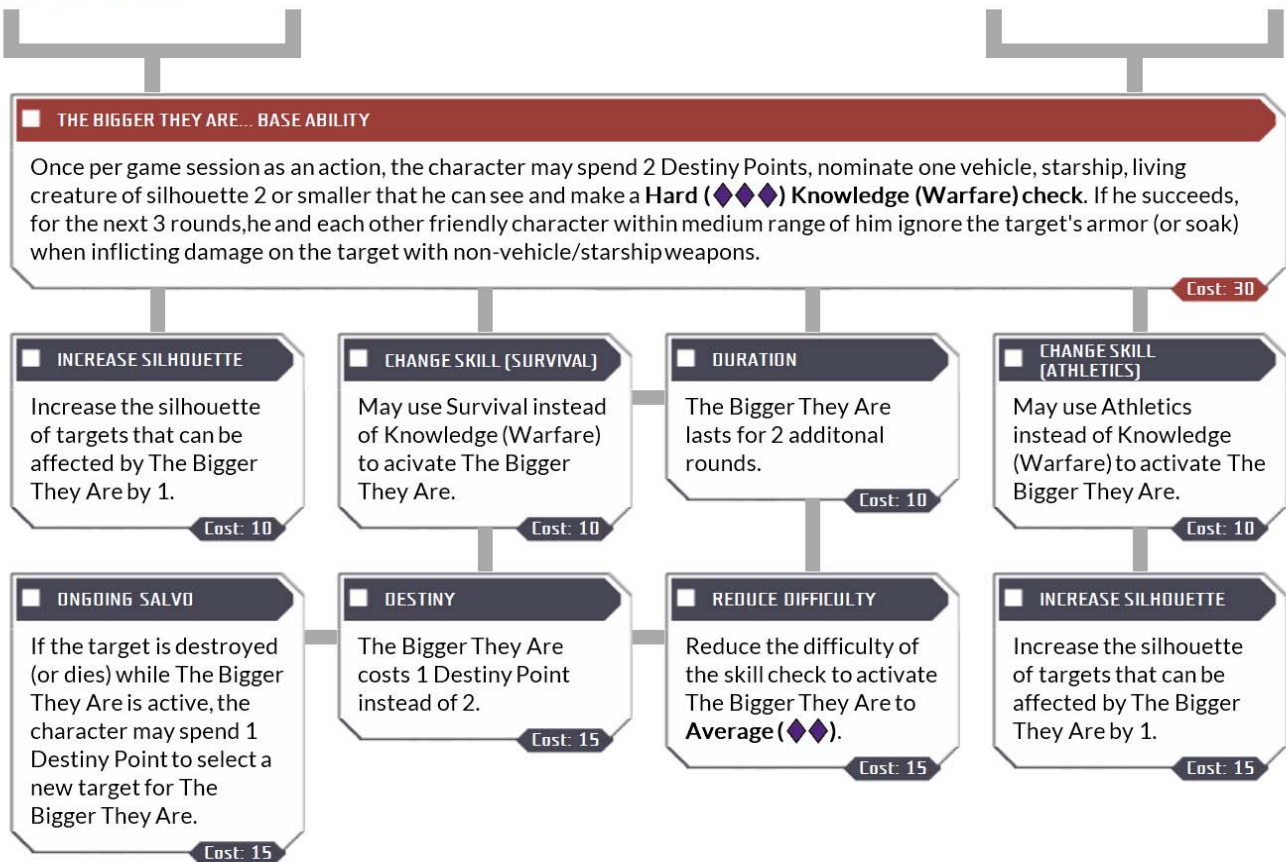
Career Skills: Athletics, Brawl, Warfare, Melee, Medicine, Ranged - Light, Survival, Ranged - Heavy
 Vanguard Bonus Career Skills: Athletics, Cool, Resilience, Vigilance

■ ACTIVE
 ■ PASSIVE



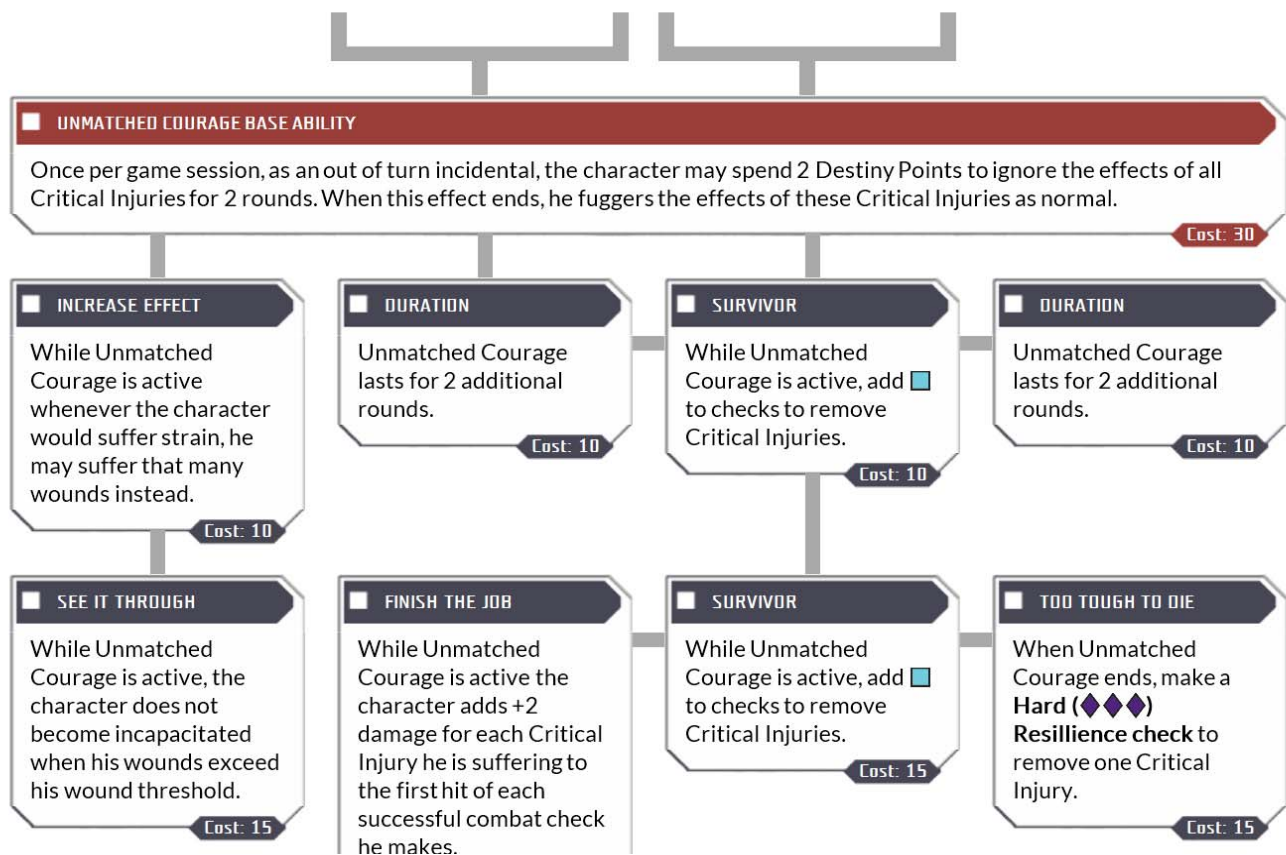
SIGNATURE ABILITY: The Bigger They Are...

For Career: Soldier



SIGNATURE ABILITY: Unmatched Courage

For Career: Soldier



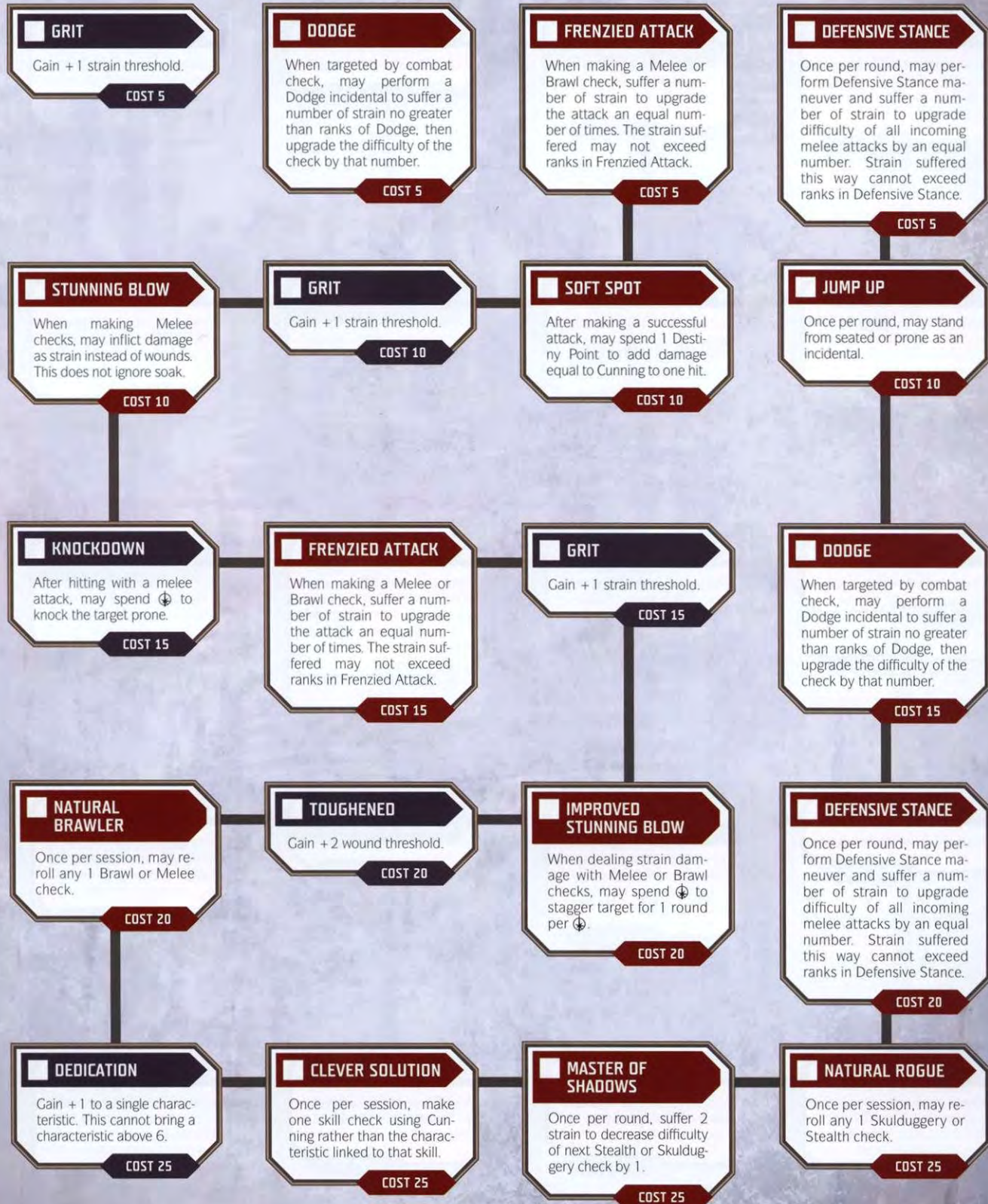
Spy: Infiltrator Talent Tree

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

Infiltrator Bonus Career Skills: Deception, Melee, Skulduggery, Streetwise

ACTIVE

PASSIVE



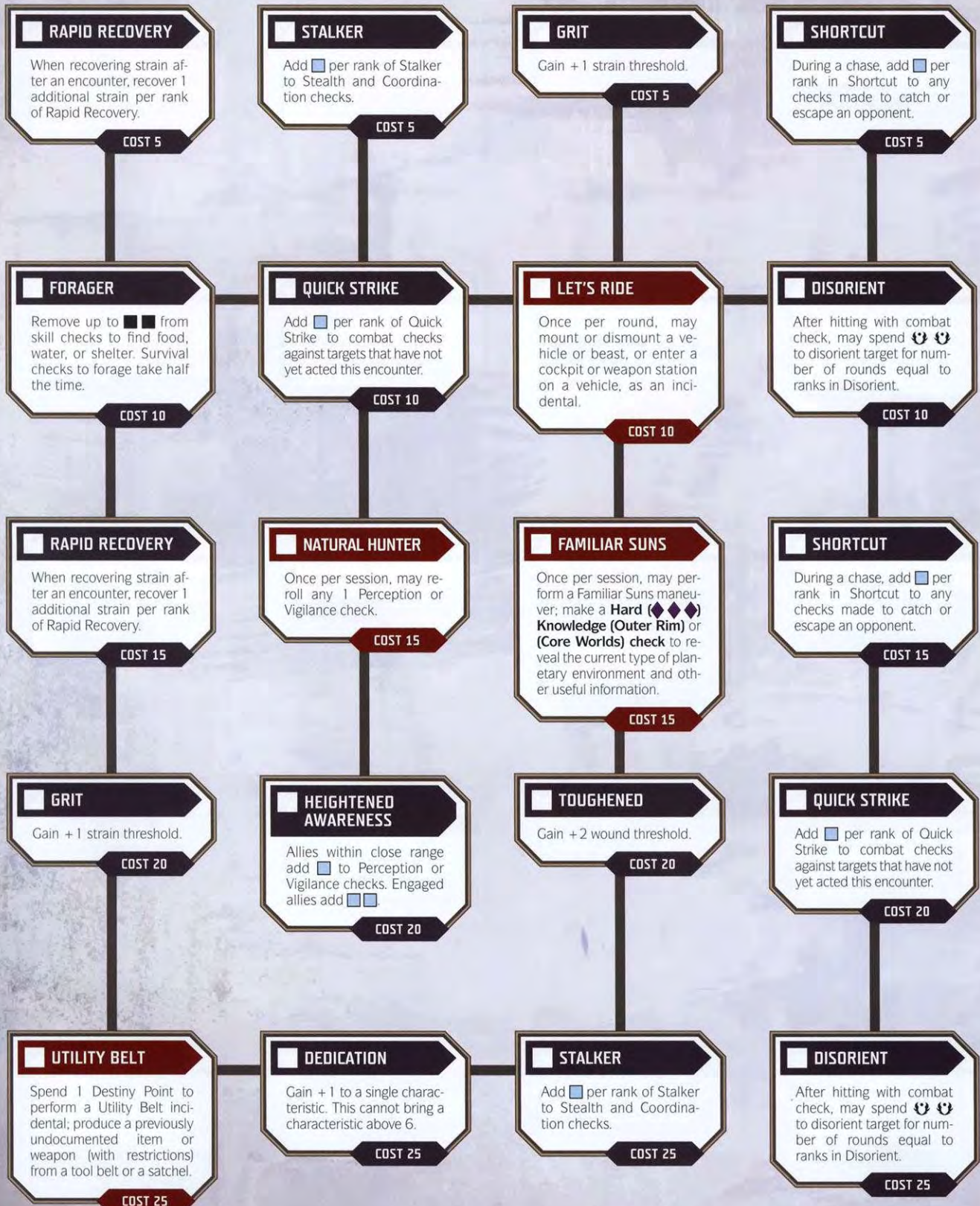
Spy: Scout Talent Tree

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

Scout Bonus Career Skills: Athletics, Medicine, Piloting (Planetary), Survival

ACTIVE

PASSIVE



Spy: Slicer Talent Tree

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

Slicer Bonus Career Skills: Computers, Knowledge (Education), Knowledge (Underworld), Stealth

ACTIVE

PASSIVE

CODEBREAKER

Remove ■ per rank in Codebreaker from checks to break codes or decrypt communications. Decrease difficulty of checks to break codes or decrypt communications by 1.

COST 5

GRIT

Gain +1 strain threshold.

COST 5

TECHNICAL APTITUDE

Reduce time needed to complete computer-related tasks by 25% per rank.

COST 5

BYPASS SECURITY

Remove ■ per rank of Bypass Security from checks made to disable a security device or open a locked door.

COST 5

DEFENSIVE SLICING

When defending computer systems, add ■ per rank of Defensive Slicing to opponents' checks.

COST 10

TECHNICAL APTITUDE

Reduce time needed to complete computer-related tasks by 25% per rank.

COST 10

GRIT

Gain +1 strain threshold.

COST 10

BYPASS SECURITY

Remove ■ per rank of Bypass Security from checks made to disable a security device or open a locked door.

COST 10

NATURAL PROGRAMMER

Once per session, may re-roll any 1 Computers or Astrogration check.

COST 15

BYPASS SECURITY

Remove ■ per rank of Bypass Security from checks made to disable a security device or open a locked door.

COST 15

DEFENSIVE SLICING

When defending computer systems, add ■ per rank of Defensive Slicing to opponents' checks.

COST 15

GRIT

Gain +1 strain threshold.

COST 15

DEFENSIVE SLICING

When defending computer systems, add ■ per rank of Defensive Slicing to opponents' checks.

COST 20

IMPROVED DEFENSIVE SLICING

Defensive Slicing now upgrades opponents' difficulty once per rank of Defensive Slicing; this replaces the usual benefits.

COST 20

CODEBREAKER

Remove ■ per rank in Codebreaker from checks to break codes or decrypt communications. Decrease difficulty of checks to break codes or decrypt communications by 1.

COST 20

RESOLVE

When involuntarily suffering strain, suffer 1 less strain per rank of Resolve, to a minimum of 1.

COST 20

SKILLED SLICER

When making a Computers check, may spend Ⓢ to make further Computers checks within this system as maneuvers.

COST 25

MASTER SLICER

Once per round, may take a Master Slicer incidental to suffer 2 strain and decrease difficulty of Computers or other slicing checks by 1, to a minimum of Easy (◆).

COST 25

MENTAL FORTRESS

Spend 1 Destiny Point to ignore effects of Critical Injuries on Intellect or Cunning checks until end of encounter.

COST 25

DEDICATION

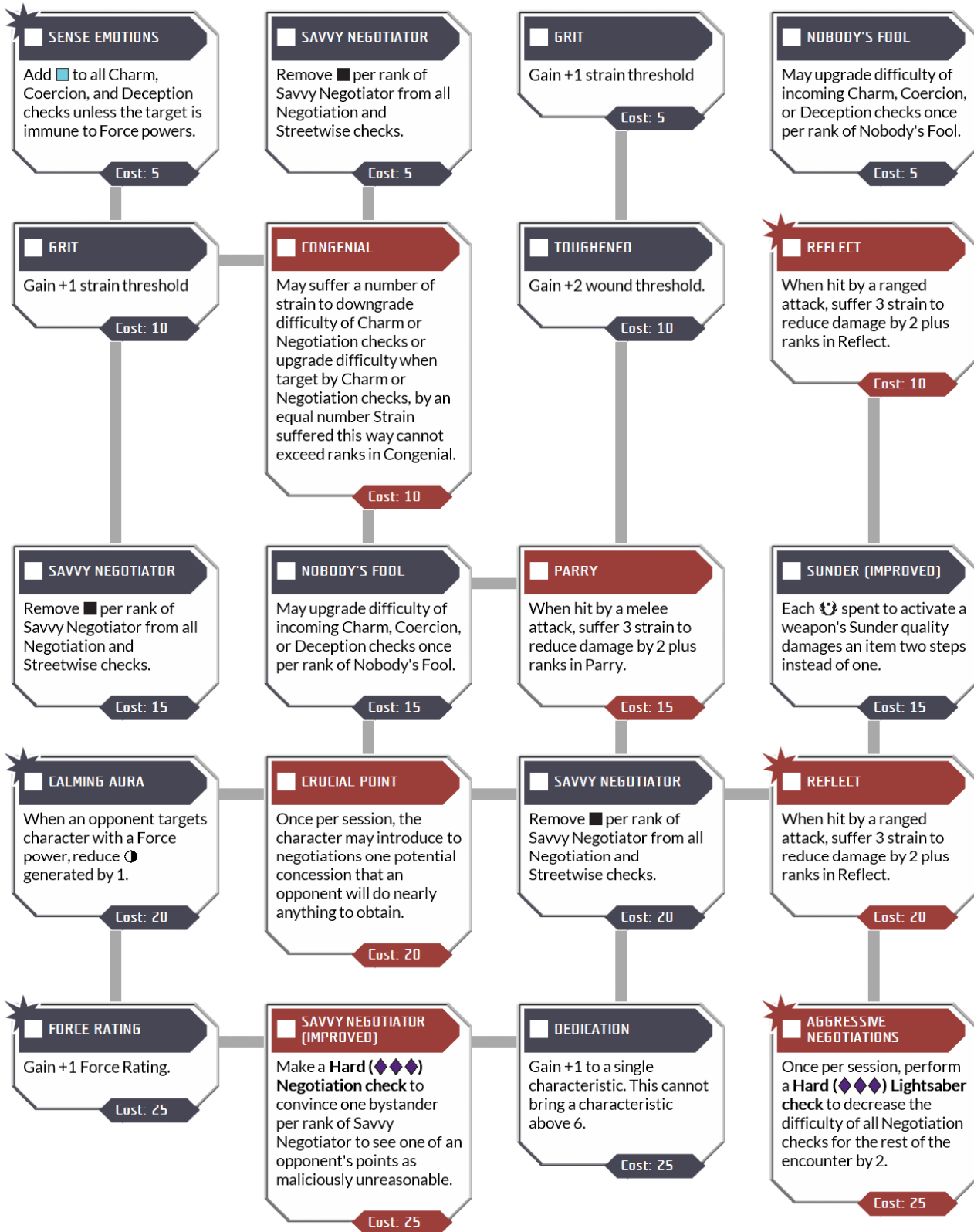
Gain +1 to a single characteristic. This cannot bring a characteristic above 6.

COST 25

CONSULAR: Arbiter

Career Skills: Cool, Discipline, Education, Leadership, Lore, Negotiation
 Arbiter Bonus Career Skills: Lightsaber, Negotiation, Perception, Xenology

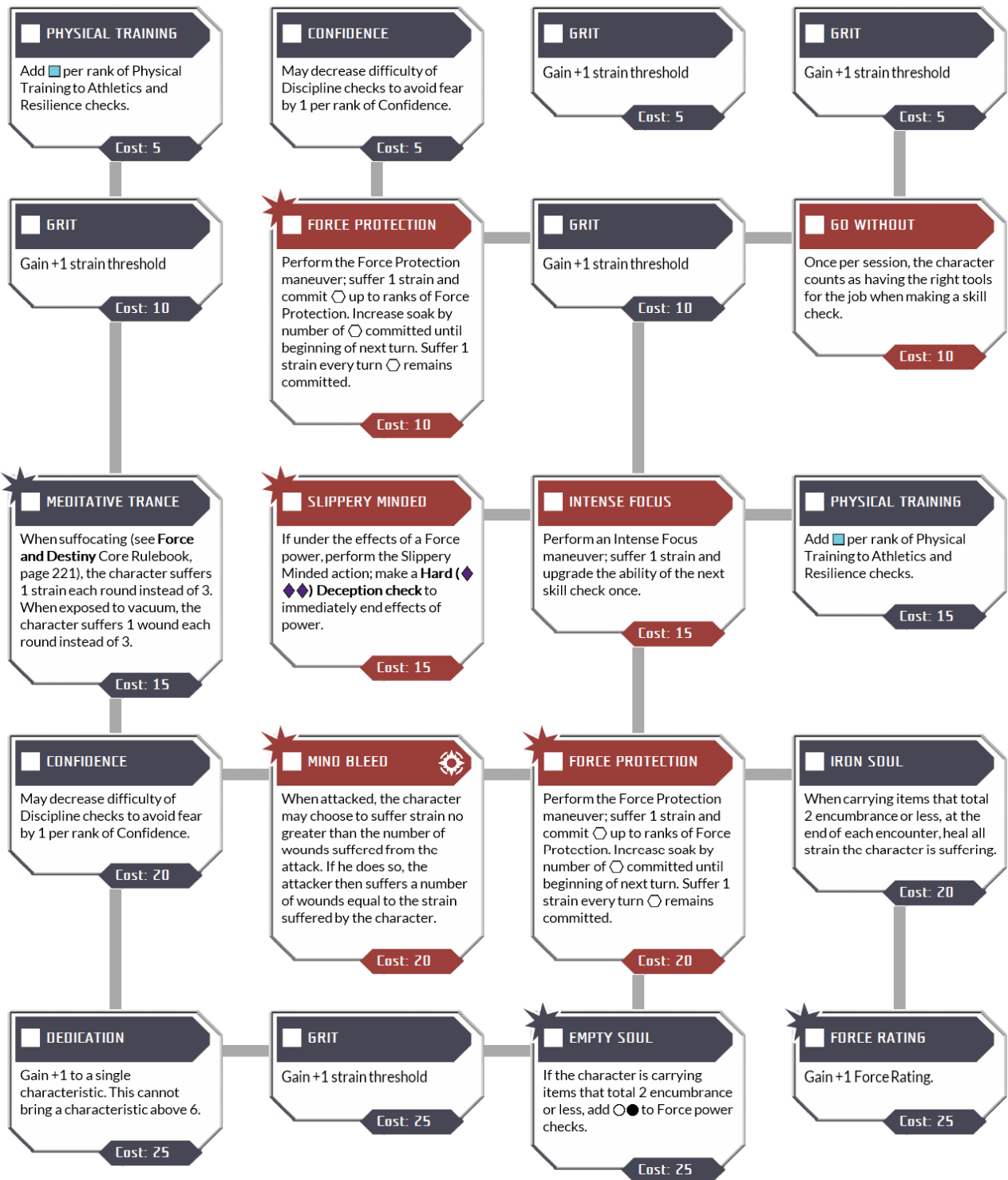
ACTIVE
 PASSIVE
 FORCE TALENT



CONSULAR: Ascetic

Career Skills: Cool, Discipline, Education, Leadership, Lore, Negotiation
 Ascetic Bonus Career Skills: Athletics, Discipline, Resilience, Vigilance

- ACTIVE
- PASSIVE
- FORCE TALENT
- CONFLICT




CONSULAR: Healer

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

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

 ACTIVE

 PASSIVE

 FORCE TALENT



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CONSULAR: Niman Disciple

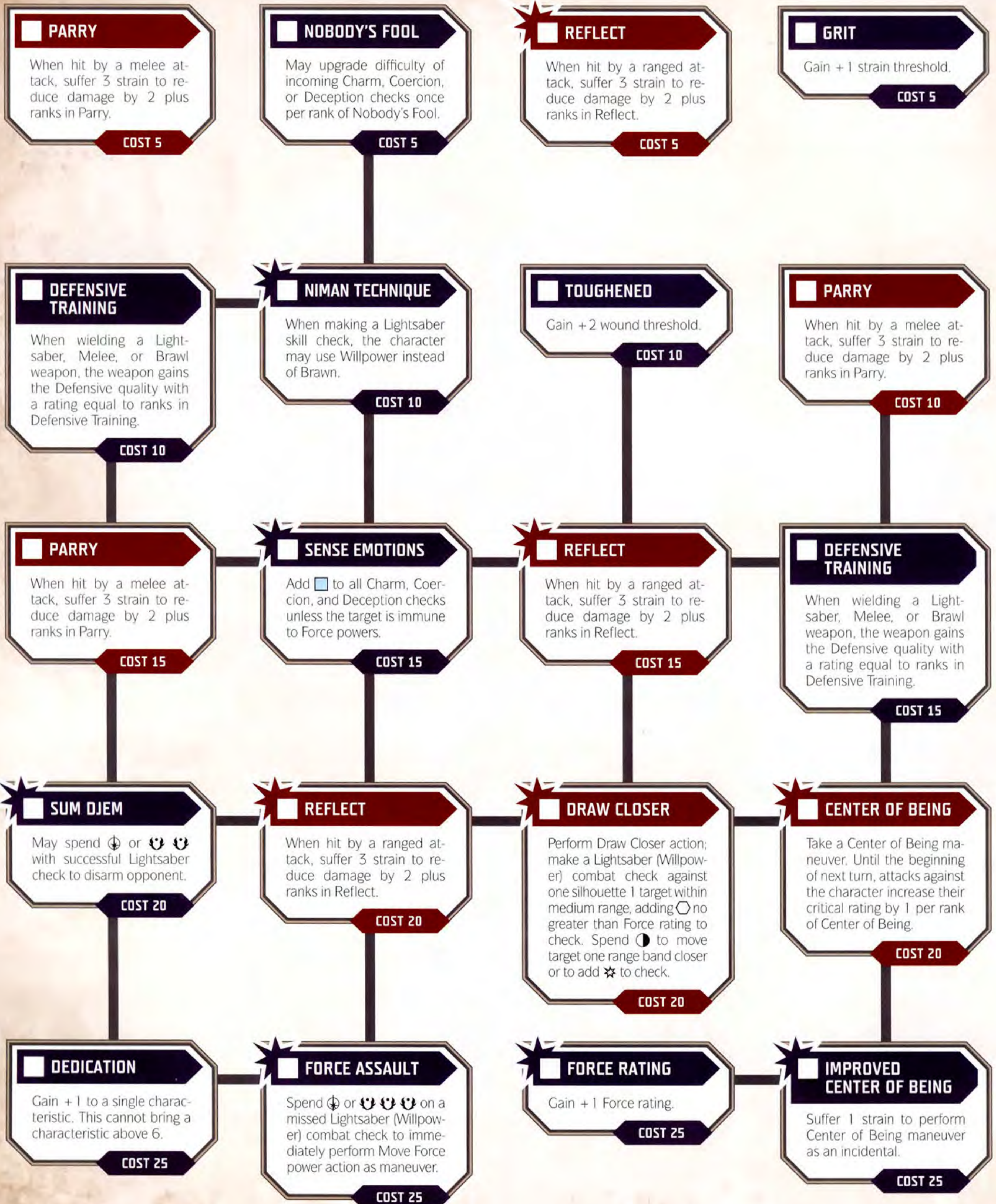
Career Skills: Cool, Discipline, Knowledge (Education), Knowledge (Lore), Leadership, Negotiation

Additional Career Skills: Discipline, Leadership, Lightsaber, Negotiation

ACTIVE

PASSIVE

FORCE TALENT



CONSULAR: Sage

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

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

ACTIVE

PASSIVE

FORCE TALENT



CONSULAR: Teacher

Career Skills: Cool, Discipline, Education, Leadership, Lore, Negotiation
 Teacher Bonus Career Skills: Education, Leadership, Lore, Perception

ACTIVE
 PASSIVE
 FORCE TALENT

RESEARCHER

Remove ■ per rank of Researcher from all Knowledge checks. Researching a subject takes half the time.

Cost: 5

RESPECTED SCHOLAR

May downgrade difficulty of checks to interact with institutes of learning by one level per rank of Respected Scholar.

Cost: 5

SENSE DANGER

Once per session, remove ■■ from any 1 check.

Cost: 5

WELL ROUNDED

Choose any 2 skills. They permanently become career skills.

Cost: 5

WELL TRAVELLED

Knowledge (Core Worlds) and Knowledge (Outer Rim) become career skills.

Cost: 10

GRIT

Gain +1 strain threshold

Cost: 10

NOBODY'S FOOL

May upgrade difficulty of incoming Charm, Coercion, or Deception checks once per rank of Nobody's Fool.

Cost: 10

ENCOURAGING WORDS

After an engaged ally fails a check, may suffer 1 strain to assist that ally's next check this encounter as an out of turn incidental.

Cost: 10

TOUGHENED

Gain +2 wound threshold.

Cost: 15

SKILLED TEACHER

If an ally at short range has lower ranks in a skill than the character, the character may perform a Skilled Teacher incidental to suffer a number of strain no greater than ranks of Skilled Teacher, then add an equal number of ☆ to ally's next check.

Cost: 15

MASTER INSTRUCTOR

Once per round as an out of turn incidental, may suffer 2 strain to allow ally to use character's ranks in Discipline for next Discipline check an ally makes.

Cost: 15

NOW THE MASTER

Once per session, choose one talent or Force power that any character in the current encounter possesses. Gain that talent or Force power until the end of the encounter.

Cost: 15

WISE WARRIOR (IMPROVED)

When performing the Wise Warrior incidental, one ally at short range may use the same characteristic for the next combat check the ally makes before the end of the character's next turn.

Cost: 20

WISE WARRIOR

When making a combat check, may perform the Wise Warrior incidental; spend 1 Destiny Point and use any characteristic for the check.

Cost: 20

GRIT

Gain +1 strain threshold

Cost: 20

ONCE A LEARNER

As an action, suffer 4 strain and let one ally within short range increase the ally's Force rating by an amount equal to the character's Force rating until the end of the round.

Cost: 20

DEDICATION

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

Cost: 25

GRIT

Gain +1 strain threshold

Cost: 25

SKILLED TEACHER

If an ally at short range has lower ranks in a skill than the character, the character may perform a Skilled Teacher incidental to suffer a number of strain no greater than ranks of Skilled Teacher, then add an equal number of ☆ to ally's next check.

Cost: 25

FORCE RATING

Gain +1 Force Rating.

Cost: 25

SIGNATURE ABILITY: Much to Learn

For Career: Consular

MUCH TO LEARN BASE ABILITY

Once per game session, the character may spend 2 Destiny Points and make a **Hard (◆◆◆) Knowledge (Education) Check**, then choose one talent that the character possesses. For the remainder of the current encounter, one allied character within medium range counts as having that talent. If that talent is ranked, the allied character counts as having as many ranks in the talent as the character with this signature ability does.

Cost: 30

<p>INCREASE NUMBER</p> <p>Increase the number of allies affected by 2 per Increase Number upgrade.</p> <p style="text-align: right;">Cost: 10</p>	<p>REDUCE DIFFICULTY</p> <p>Reduce the difficulty of the skill check to activate Much to Learn to Average (◆◆).</p> <p style="text-align: right;">Cost: 10</p>	<p>DESTINY</p> <p>Much to Learn costs 1 Destiny Point instead of 2.</p> <p style="text-align: right;">Cost: 10</p>	<p>INCREASE NUMBER</p> <p>Increase the number of allies affected by 2 per Increase Number upgrade.</p> <p style="text-align: right;">Cost: 10</p>
<p>CHANGE SKILL: LEADERSHIP</p> <p>May make a Leadership check instead of a Knowledge (Education) check to activate Much to Learn.</p> <p style="text-align: right;">Cost: 15</p>	<p>CHANGE SKILL: KNOWLEDGE</p> <p>May make any Knowledge check instead of a Knowledge (Education) check to activate Much to Learn.</p> <p style="text-align: right;">Cost: 15</p>	<p>IMPROVE TALENT</p> <p>If the character possesses the improved version of the chosen talent, allies affected count as possessing it too for the duration of the encounter.</p> <p style="text-align: right;">Cost: 15</p>	<p>SUPREME TALENT</p> <p>If the character possesses the supreme version of the chosen talent, allies affected count as possessing it too for the duration of the encounter.</p> <p style="text-align: right;">Cost: 15</p>

SIGNATURE ABILITY: Unmatched Negotiations

For Career: Consular

UNMATCHED NEGOTIATION BASE ABILITY

Once per game session as an incidental, the character may spend 2 Destiny Points. For the rest of the round, whenever that character makes a Charm, Coercion, Deception, or Negotiation check, the character downgrades the difficulty of the check the number of times needed to remove all **◆** from the pool.

Cost: 30

<p>DURATION</p> <p>Unmatched Negotiation lasts for 1 additional round.</p> <p style="text-align: right;">Cost: 10</p>	<p>INCREASE EFFECT</p> <p>Engaged allied characters making Charm, Coercion, Deception, or Negotiation checks while this power is active downgrade their difficulty once.</p> <p style="text-align: right;">Cost: 10</p>	<p>DURATION</p> <p>Unmatched Negotiation lasts for 1 additional round.</p> <p style="text-align: right;">Cost: 10</p>	<p>DESTINY</p> <p>Unmatched Negotiation costs 1 Destiny Point instead of 2.</p> <p style="text-align: right;">Cost: 10</p>
<p>REMOVE SETBACK</p> <p>Remove ◆ from any check affected by Unmatched Negotiation.</p> <p style="text-align: right;">Cost: 15</p>	<p>DURATION</p> <p>Unmatched Negotiation lasts for 1 additional round.</p> <p style="text-align: right;">Cost: 15</p>	<p>INCREASE RANGE</p> <p>Increase the range at which this ability affects allied PCs to medium range.</p> <p style="text-align: right;">Cost: 15</p>	<p>ADD TRIUMPH</p> <p>Whenever the character fails a Charm, Coercion, Deception, or Negotiation check while this power is active, the character adds automatic ◆ to the results.</p> <p style="text-align: right;">Cost: 15</p>

GUARDIAN: Armorer

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

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

ACTIVE

PASSIVE

FORCE 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 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)

ACTIVE

PASSIVE

FORCE TALENT



GUARDIAN: Protector

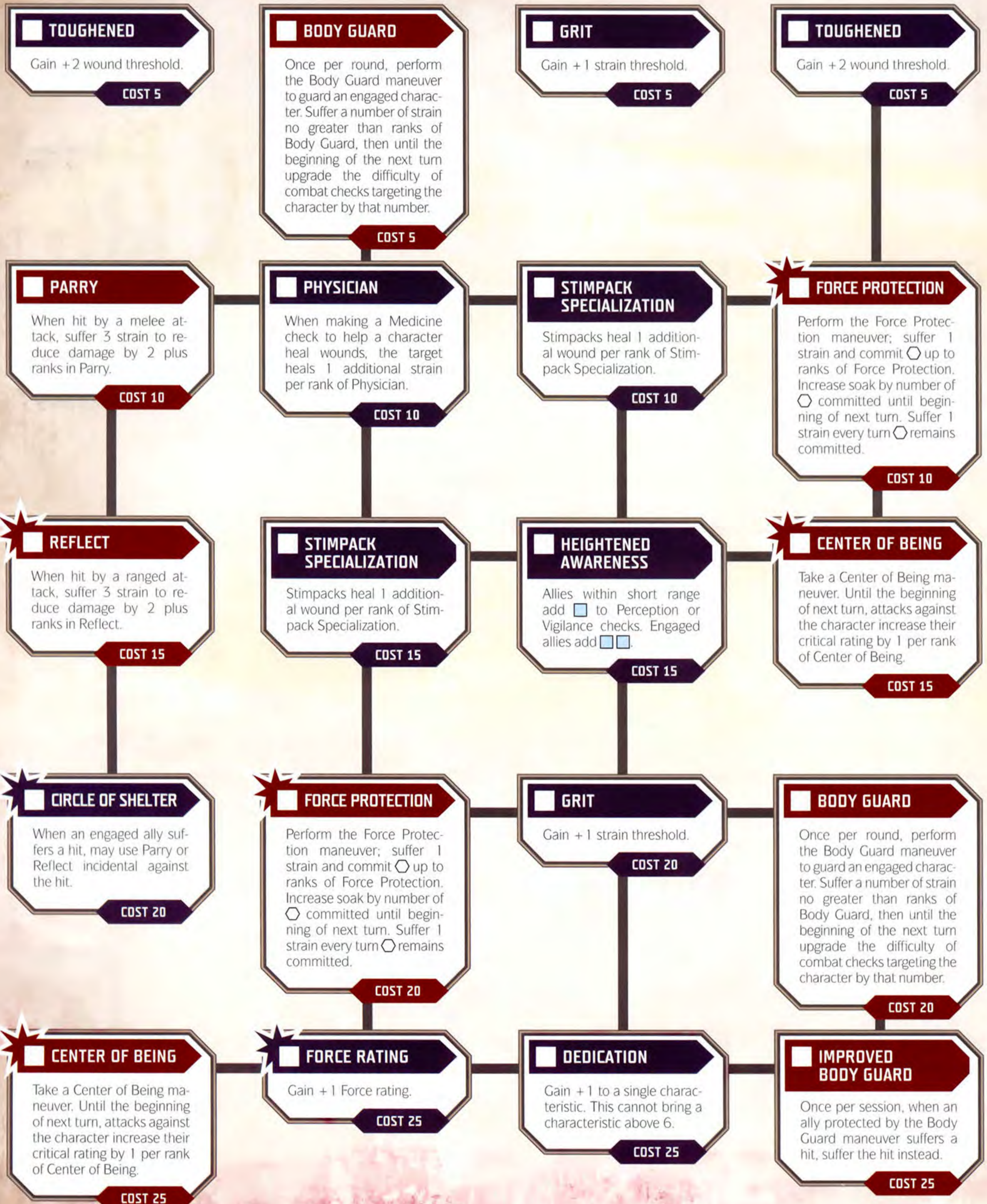
Career Skills: Brawl, Cool, Discipline, Melee, Resilience, Vigilance

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

ACTIVE

PASSIVE

FORCE TALENT



GUARDIAN: Soresu Defender

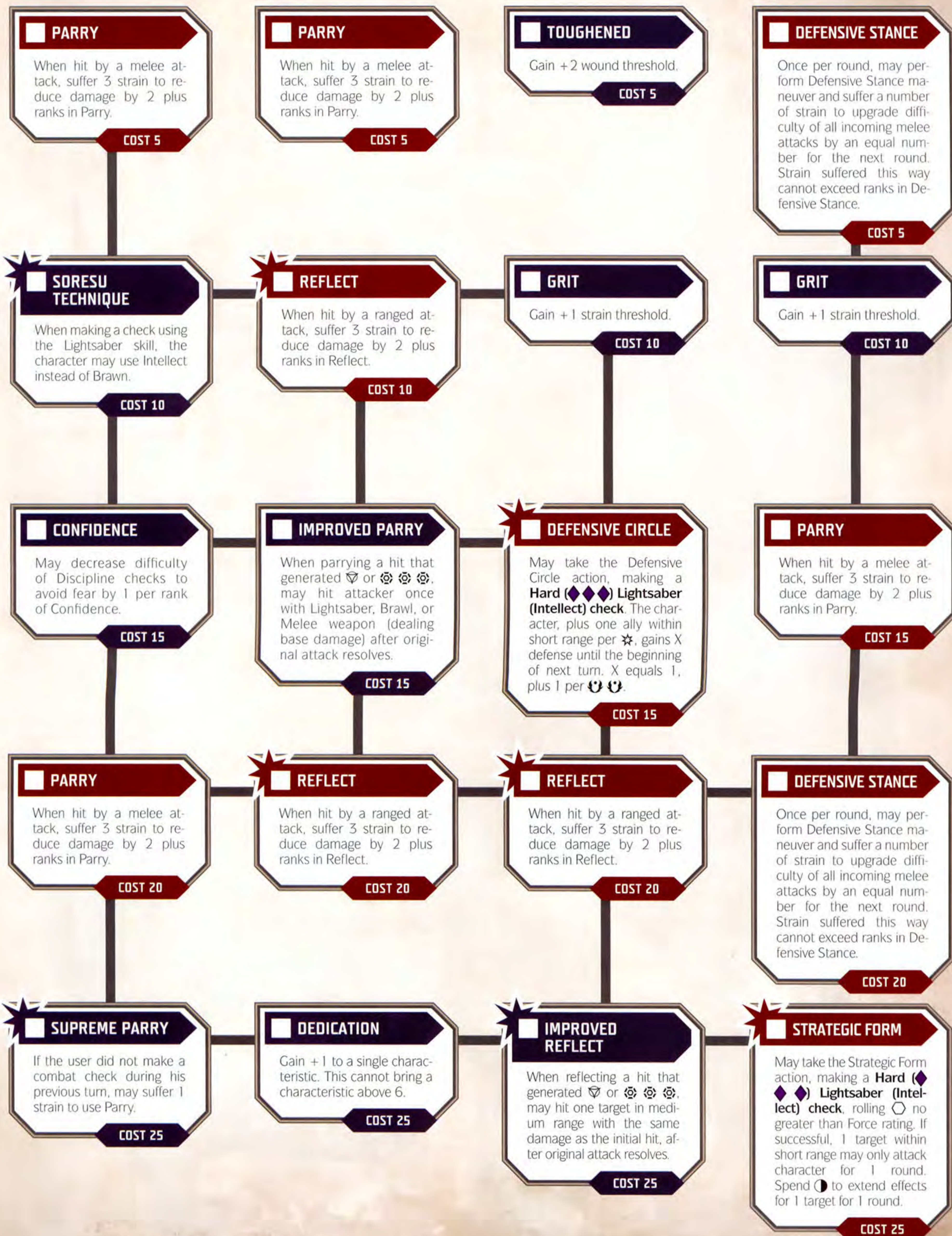
Career Skills: Brawl, Cool, Discipline, Melee, Resilience, Vigilance

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

ACTIVE

PASSIVE

FORCE TALENT



GUARDIAN: Warden

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

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

ACTIVE

PASSIVE

 FORCE TALENT

GRIT

Gain +1 strain threshold.

COST 5

TOUGHENED

Gain +2 wound 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

GRIT

Gain +1 strain threshold.

COST 5

PRECISION STRIKE

When this character inflicts a Critical Injury with a Brawl, Melee, or Lightsaber weapon, may suffer 1 strain to change the result to any Easy (♦) Critical Injury result.

COST 10

CONFIDENCE

May decrease difficulty of Discipline checks to avoid fear by 1 per rank of Confidence.

COST 10

SCATHING TIRADE


Take a Scathing Tirade action; make an Average (♦) Coercion check. Each ♦ causes one enemy in short range to suffer 1 strain. Spend ♣ to cause 1 affected enemy to suffer 1 additional strain.

COST 10

BAD COP

May spend ♣♣ from a Deception or Coercion check to upgrade ability of a single ally's subsequent Social Interaction check against the target a number of times equal to ranks in Bad Cop.

COST 10

 SENSE ADVANTAGE

Once per session, may add ■■ to 1 NPC's skill check.

COST 15

CONFIDENCE


May decrease difficulty of Discipline checks to avoid fear by 1 per rank of Confidence.

COST 15

FEARSOME

When an adversary becomes engaged with the character, the character may force the adversary to make a fear check, with the difficulty equal to the character's ranks in Fearsome.

COST 15

 NO ESCAPE

May spend ♣♣ from a Coercion check or ♦♦ from a foe's Discipline check; that target cannot perform a free maneuver during his next turn.

COST 15

TOUGHENED

Gain +2 wound threshold.

COST 20

OVERBALANCE

When a combat check made by an engaged foe generates ♣ or ♦♦♦, may stagger attacker until the end of his next turn.

COST 20

 BALEFUL GAZE

When targeted by combat check from within medium range, may spend a Destiny Point to upgrade the difficulty of the check a number of times equal to ranks in Coercion.

COST 20

BAD COP

May spend ♣♣ from a Deception or Coercion check to upgrade ability of a single ally's subsequent Social Interaction check against the target a number of times equal to ranks in Bad Cop.

COST 20

GRAPPLE


Once per round, may perform the Grapple maneuver. Until the beginning of character's next turn, foes must spend 2 maneuvers instead of 1 to move from engaged to short range.

COST 25

DEDICATION

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

COST 25

 FORCE RATING

Gain +1 Force rating.

COST 25

FEARSOME

When an adversary becomes engaged with the character, the character may force the adversary to make a fear check, with the difficulty equal to the character's ranks in Fearsome.

COST 25

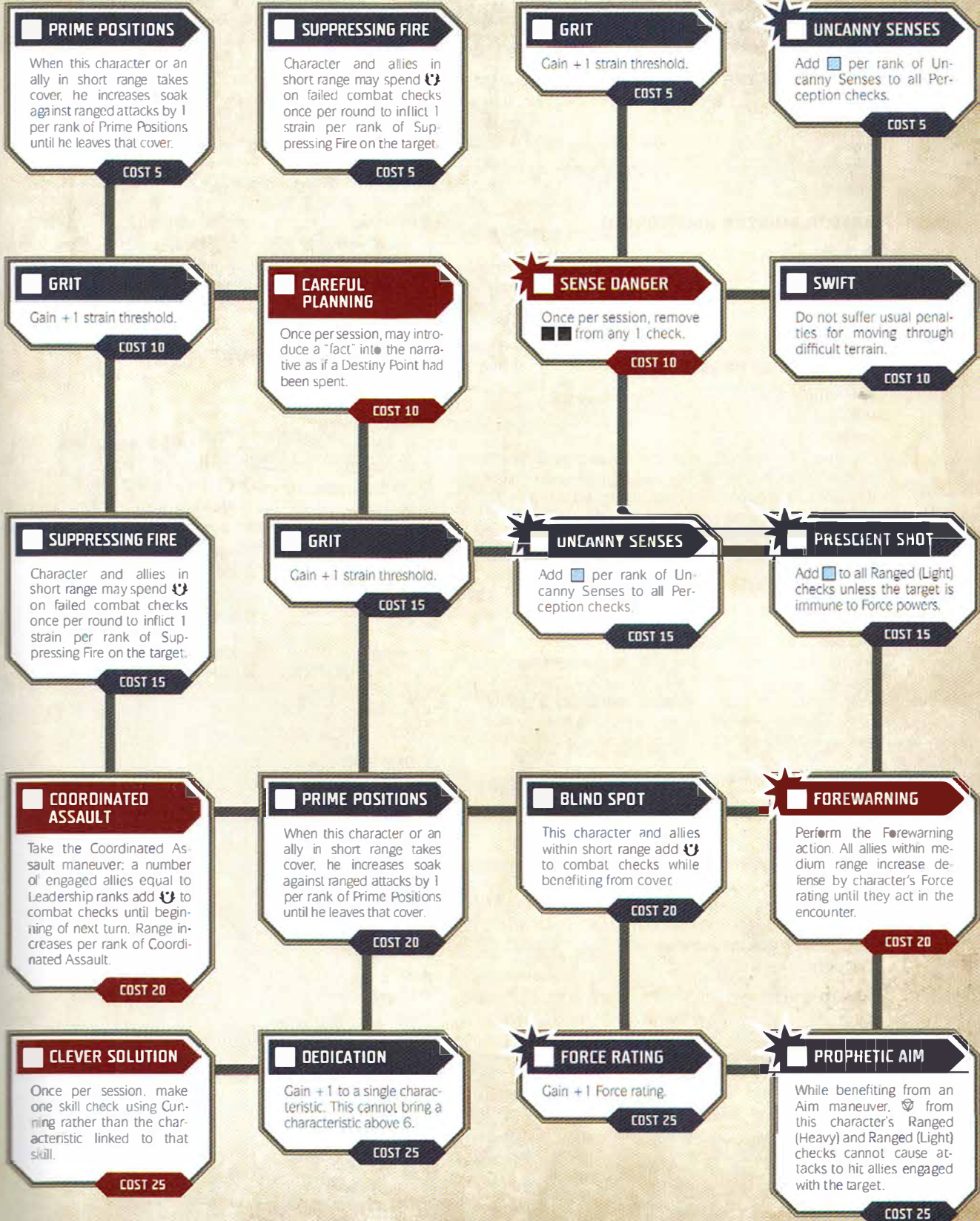
GUARDIAN: Warleader

Career Skills: Brawl, Cool, Discipline, Melee, Resilience, Vigilance
 Additional Career Skills: Leadership, Perception, Ranged (Light), Survival

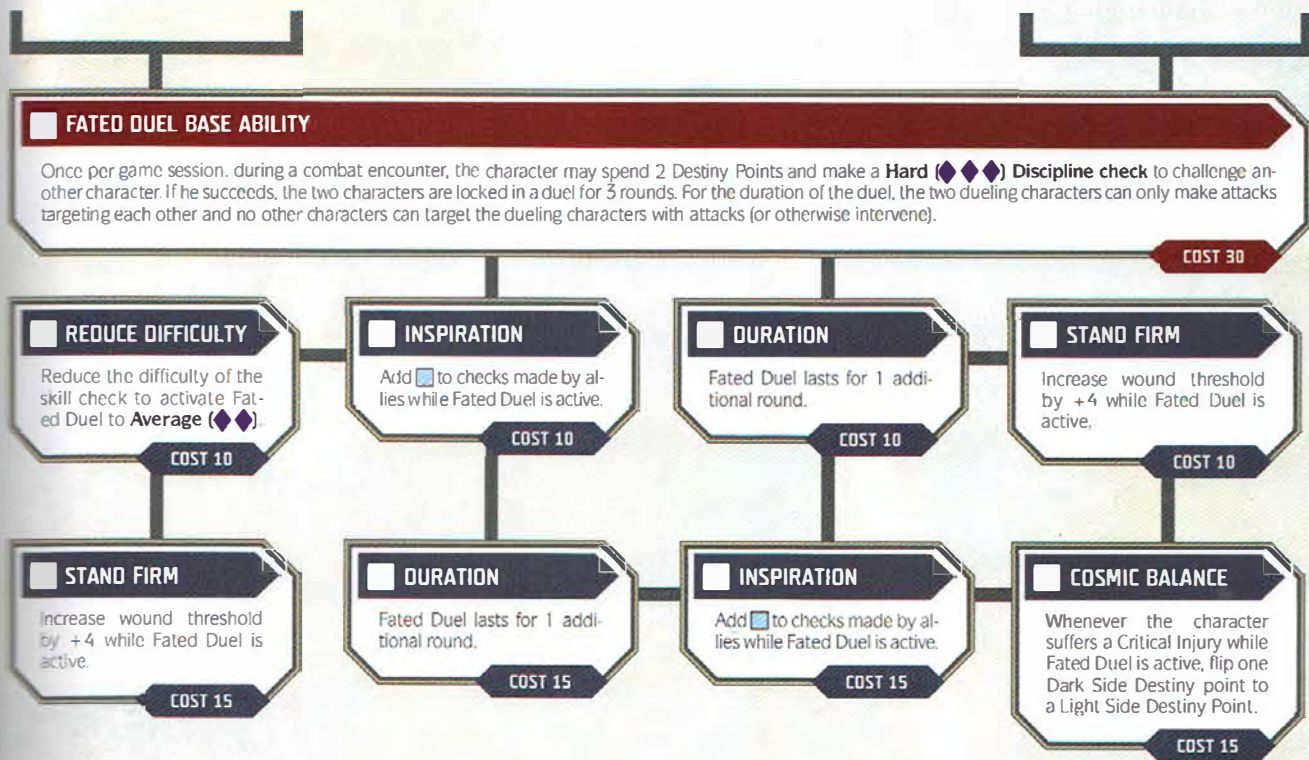
ACTIVE

PASSIVE

FORCE TALENT



Guardian Signature Ability Tree: Fated Duel



SIGNATURE ABILITY: FATED DUEL

Many of the most iconic scenes in stories of heroism and sacrifice begin with two combatants drawing (or igniting) their blades to fight a duel to the death. This signature ability allows a Guardian to force a single foe into a duel, preventing both participants from attacking others for several rounds. Guardians can use this signature ability to give allies a chance to recover and regroup, to distract a powerful

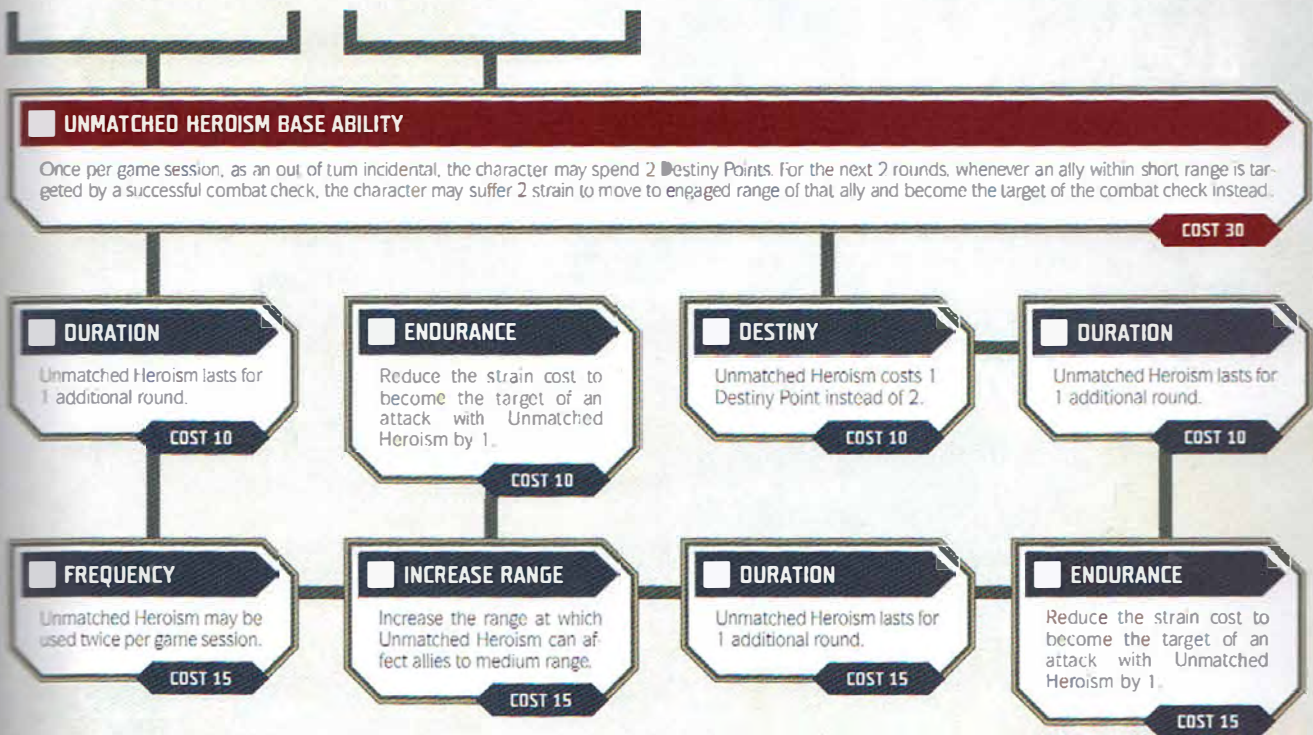
foe while comrades clear out weaker enemies, or even to stave off a single deadly combatant while allies make their escape. Characters who have mastered this signature ability can provide substantial boons to their allies while they fight the duel, giving them the best chance to complete important tasks without interruption. Of course, any use of this signature ability represents a considerable risk on the part of the Guardian, for it means bearing the entire burden of fighting a particular foe, if only for a short time. Such duels have been the finest moments of many Guardians, but also their last.

ENTERTAINING EVERYBODY ELSE

Signature abilities can pose a number of challenges to the GM, first and foremost because they allow one of the PCs to grab the spotlight, albeit briefly. While the narrative influence they allow the players is a good thing in moderation (and indeed, the purpose of signature abilities), it does mean that the GM has to account for the rest of the PCs during these scenes. Sometimes, it is obvious what the other PCs should be doing while a character uses Fated Duel or a similar narrative signature ability. If the PC who activated Fated Duel is holding off a Sith Lord while the rest of the characters outrun stormtroopers, retake their ship, and make an escape, then the other PCs will have plenty of activities and checks to keep them busy.

If, however, a PC uses Fated Duel during a battle against a single powerful foe intended for the whole party, it might not be as obvious what everyone else should do while the duel plays out. Sometimes, other players might not mind watching a friend play out a one-on-one battle, especially if the duel is with a personal foe of that PC in particular. Usually, though, the GM should come up with something to occupy the other PCs. This could be a parallel crisis to address, but it could also be an opportunity created by the duel. For instance, the other PCs might be able to use the distraction of a major NPC to accomplish goals they couldn't if the villain weren't busy—rescuing guarded prisoners, “liberating” relics from a vault, or slicing the enemy's computer for key information.

Guardian Signature Ability Tree: Unmatched Heroism



SIGNATURE ABILITY: UNMATCHED HEROISM

The act of sheltering allies is frequently a literal one for Guardians. This signature ability allows Guardians to intercept attacks meant for friends, taking mighty strikes in their allies' place. Since Guardians often have means of mitigating incoming attacks, from deft sword skills to resilient armor to Force-enhanced toughness, they can often resist strikes that would incapacitate or even slay their comrades. Some Guardians can even capitalize on being hit, launching counterstrikes or otherwise smiting foes who strike at them. Armed with this signature ability, a Guardian can safeguard a whole party against numerous foes for several rounds.

BASE ABILITY

Once per game session, as an out of turn incidental, the character may spend 2 Destiny Points. For the next 2 rounds, whenever an ally within short range is targeted by a successful combat check, the character may suffer 2 strain as an out of turn incidental to move to engaged range of that ally and become the target of the combat check instead.

UPGRADES

Unmatched Heroism has several upgrades that can improve its effects and make it easier to use. Any upgrades that appear in Unmatched Heroism's tree multiple times have their effects stack.

Destiny Upgrade: To activate Unmatched Heroism, the character only needs to spend 1 Destiny Point instead of the normal 2.

Duration Upgrade: Unmatched Heroism lasts for 1 additional round per Duration Upgrade.

Endurance Upgrade: Reduce the strain cost to become the target of an attack with Unmatched Heroism by 1 (to a minimum of 0) per Endurance Upgrade.

Frequency Upgrade: Unmatched Heroism can be used twice per game session instead of once.

Increase Range Upgrade: Increases the maximum range at which allies can be affected to medium range.

MYSTIC: Advisor

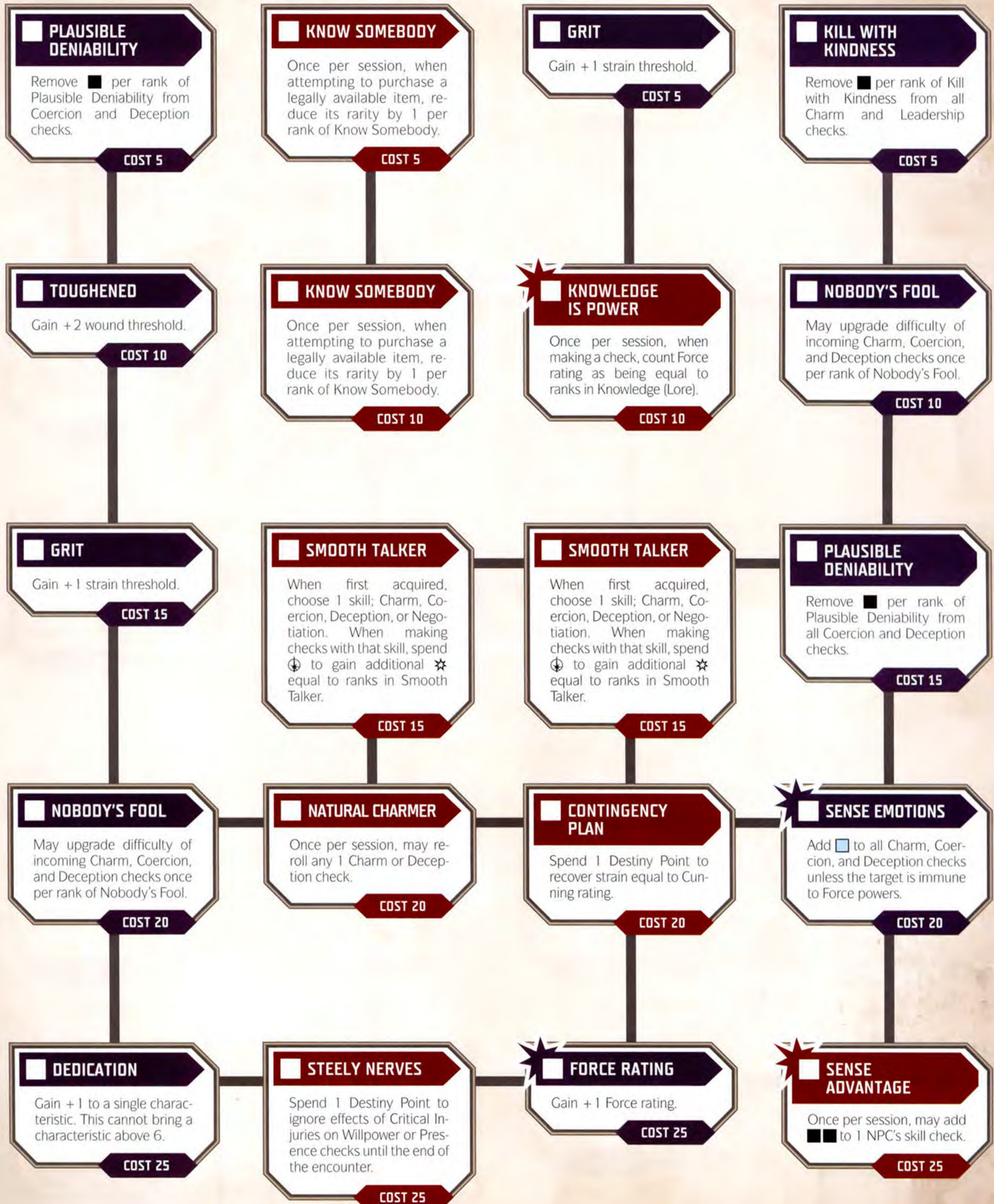
Career Skills: Charm, Coercion, Knowledge (Lore), Knowledge (Outer Rim), Perception, Vigilance

Additional Career Skills: Charm, Deception, Negotiation, Streetwise

ACTIVE

PASSIVE

FORCE TALENT



MYSTIC: Makashi Duelist

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

Additional Career Skills: Charm, Cool, Coordination, Lightsaber

 ACTIVE

 PASSIVE

 FORCE TALENT



MYSTIC: Seer

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

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

ACTIVE

PASSIVE

FORCE TALENT



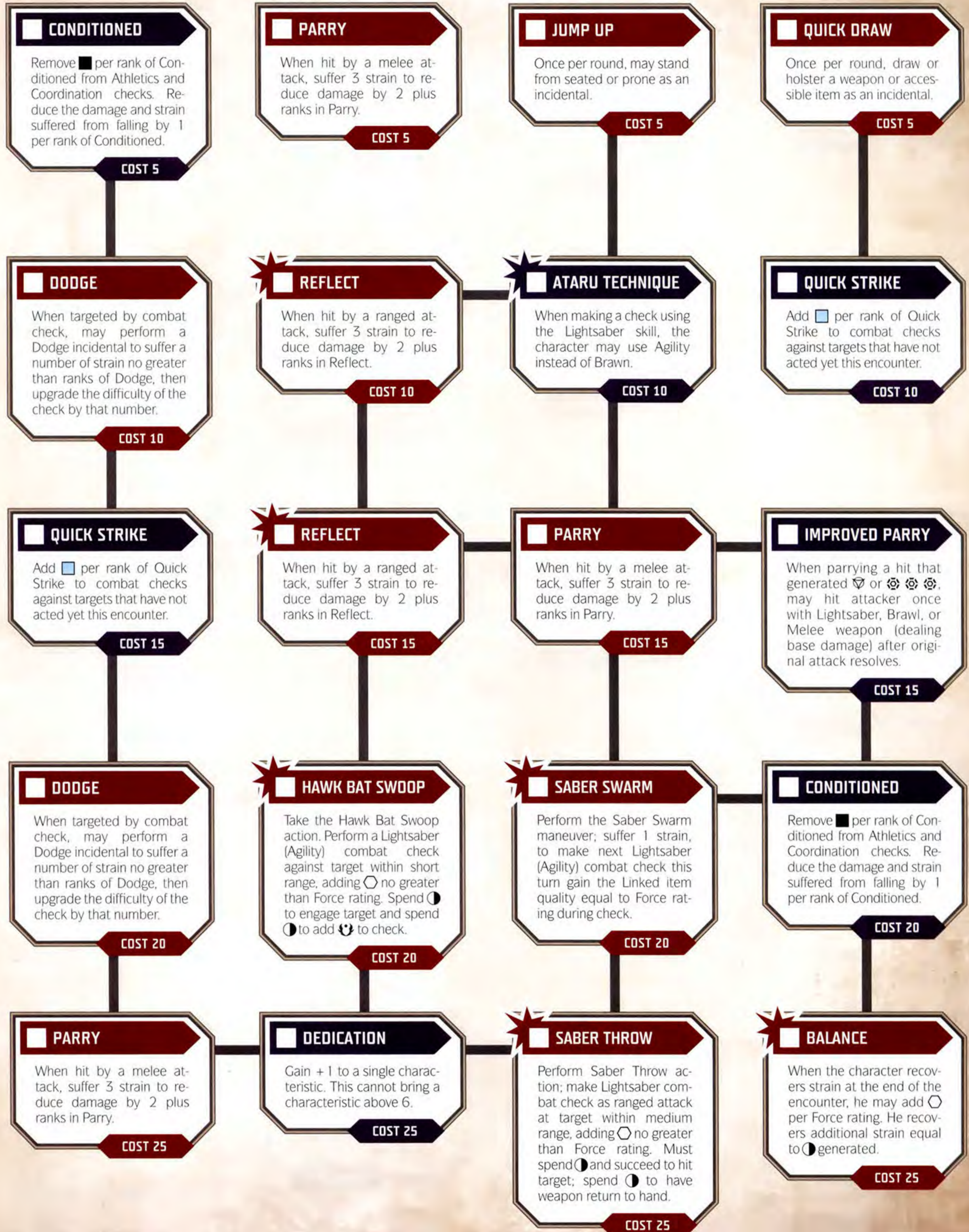
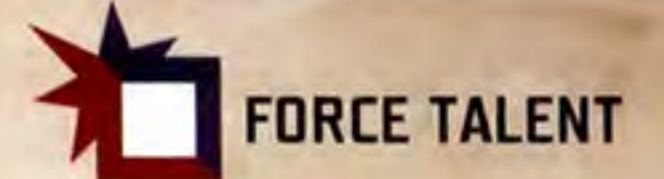
SEEKER: Ataru Striker

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

Additional Career Skills: Athletics, Coordination, Lightsaber, Perception

ACTIVE

PASSIVE




SEEKER: Executioner

Career Skills: Piloting - Planetary, Piloting - Space, Ranged - Heavy, Survival, Vigilance, Xenology
 Executioner Bonus Career Skills: Discipline, Melee, Perception, Ranged - Heavy

-  ACTIVE
-  PASSIVE
-  FORCE TALENT
-  CONFLICT

GRIT
 Gain +1 strain threshold
 Cost: 5

QUICK STRIKE
 Add  per rank of Quick Strike to combat checks against targets that have not acted yet this encounter.
 Cost: 5

TOUGHENED
 Gain +2 wound threshold.
 Cost: 5

QUICK DRAW
 Once per round, draw or holster a weapon or accessible item as an incidental.
 Cost: 5

MIND OVER MATTER
 The character may spend one Destiny Point to recover strain equal to his Willpower rating.
 Cost: 10


HUNTER'S QUARRY
 Take Hunter's Quarry action, make a **Hard** (◆◆◆) **Survival** check to upgrade the ability of all attacks made against a target at long range until the end of the character's next turn.
 Cost: 10

GRIT
 Gain +1 strain threshold
 Cost: 10


LETHAL BLOWS
 Add +10 per rank of Lethal Blows to any Critical Injury results inflicted on opponents.
 Cost: 10

LETHAL BLOWS
 Add +10 per rank of Lethal Blows to any Critical Injury results inflicted on opponents.
 Cost: 15





HUNTER'S QUARRY (IMPROVED)
 Suffer 2 strain to perform Hunter's Quarry action as a maneuver.
 Cost: 15

QUICK STRIKE
 Add  per rank of Quick Strike to combat checks against targets that have not acted yet this encounter.
 Cost: 15

PRECISE AIM
 Once per round, may perform Precise Aim maneuver. Suffer a number of strain no greater than ranks in Precise Aim, then reduce target's melee and ranged defense by that number.
 Cost: 15







TERRIFYING KILL 
 The character may spend 1 Destiny Point to take the Terrifying Kill mane.
 Cost: 20


PRECISE AIM
 Once per round, may perform Precise Aim maneuver. Suffer a number of strain no greater than ranks in Precise Aim, then reduce target's melee and ranged defense by that number.
 Cost: 20

MARKED FOR DEATH 
 Take the Marked for Death maneuver; committing . Add  to combat checks against target while  remains committed but cannot use this talent again until the original target is incapacitated or the session ends.
 Cost: 20

DEATHBLOW
 After making a successful attack with a non-ship/vehicle weapon, the character may spend one Destiny Point to add damage equal to his Willpower to one hit of the successful attack.
 Cost: 20

LETHAL BLOWS
 Add +10 per rank of Lethal Blows to any Critical Injury results inflicted on opponents.
 Cost: 25

ESSENTIAL KILL 
 When making a non-Gunnery combat check, the character may add  no greater than his Forcerating to the check. The character may spend  to add  or  to add  (character's choice) to the result.
 Cost: 25

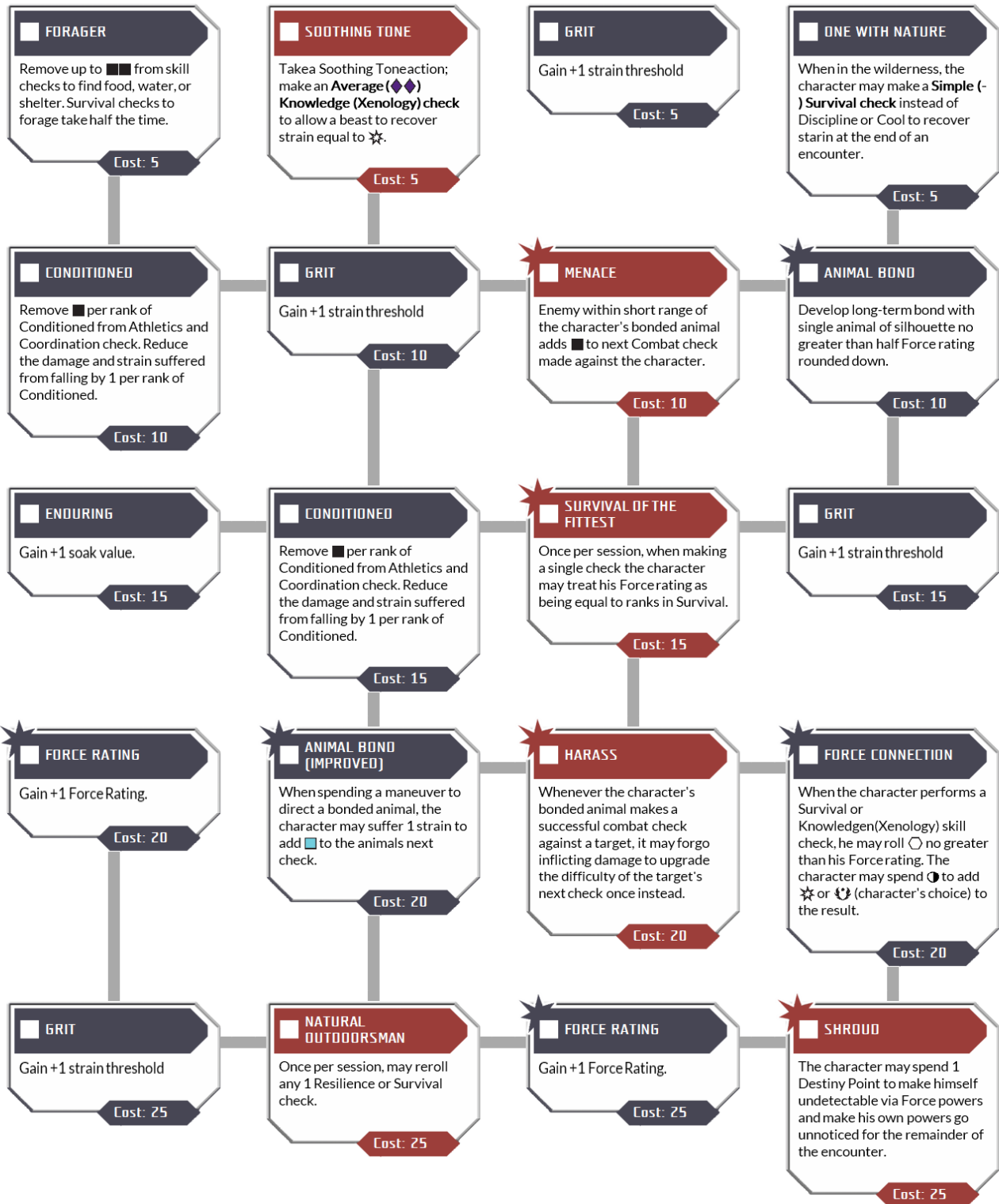
FORCE RATING 
 Gain +1 Force Rating.
 Cost: 25

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

SEEKER: Hermit

Career Skills: **Piloting - Planetary, Piloting - Space, Ranged - Heavy, Survival, Vigilance, Xenology**
 Hermit Bonus Career Skills: **Discipline, Stealth, Survival, Xenology**

ACTIVE
 PASSIVE
 FORCE TALENT



SEEKER: Hunter

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

ACTIVE

PASSIVE

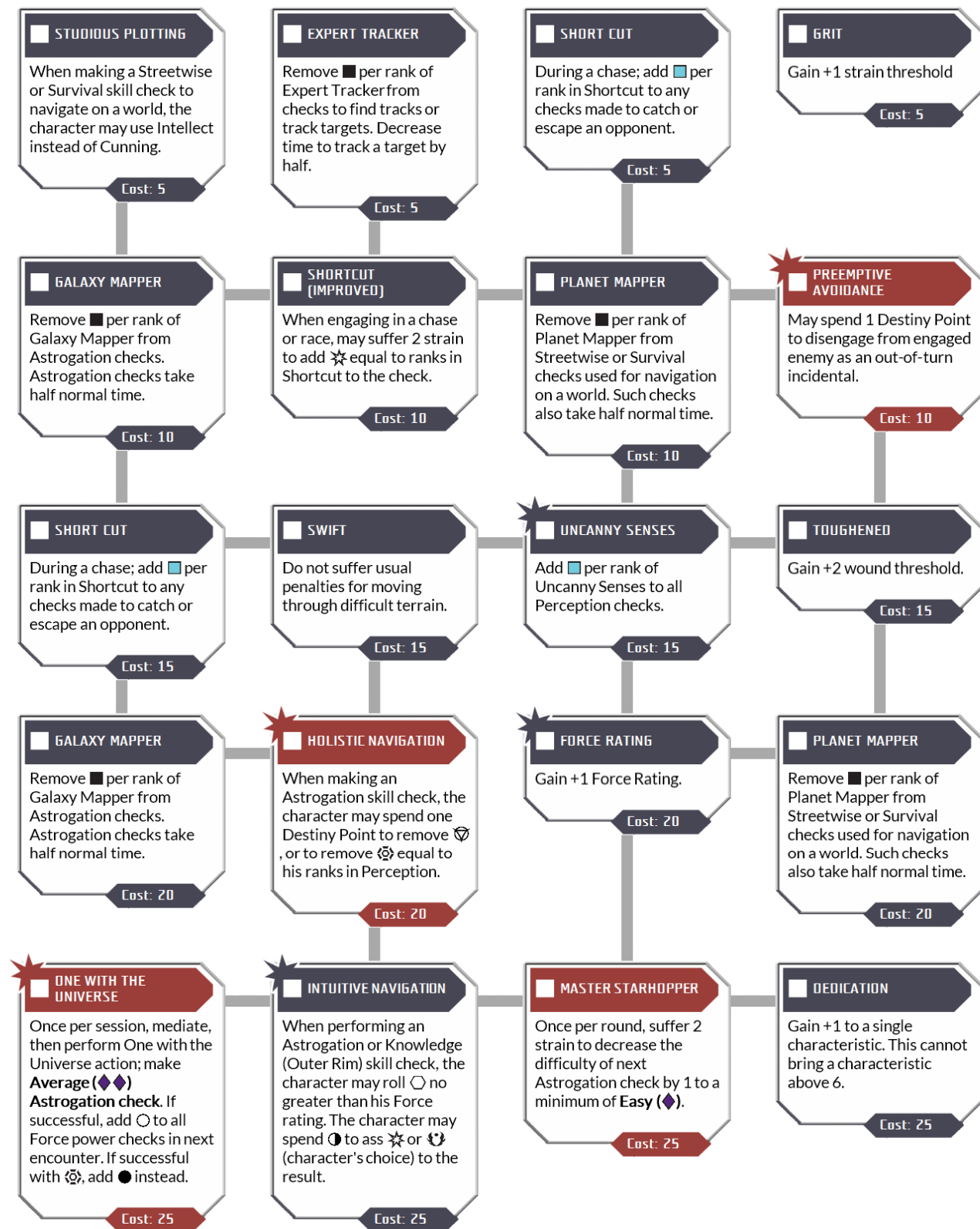
FORCE TALENT



SEEKER: Navigator

Career Skills: **Piloting - Planetary, Piloting - Space, Ranged - Heavy, Survival, Vigilance, Xenology**
 Navigator Bonus Career Skills: **Astrogation, Outer Rim, Perception, Survival**

■ ACTIVE
■ PASSIVE
■ FORCE TALENT



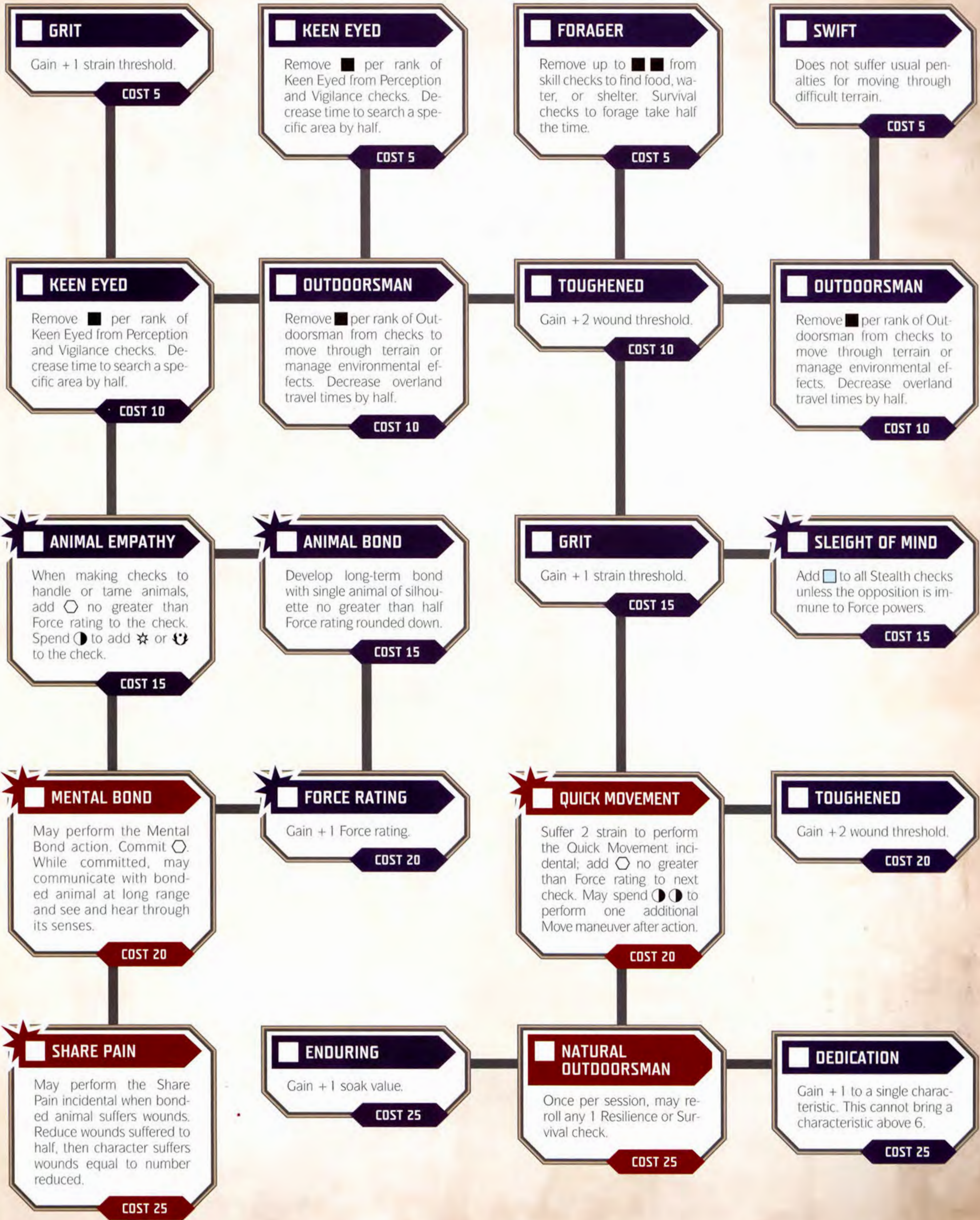
SEEKER: Pathfinder

Career Skills: Knowledge (Xenology), Piloting (Planetary), Piloting (Space), Ranged (Heavy), Survival, Vigilance
Additional Career Skills: Medicine, Ranged (Light), Resilience, Survival

ACTIVE

PASSIVE

 FORCE TALENT



SIGNATURE ABILITY: Unexpected Demise

For Career: Seeker

UNEXPECTED DEMISE BASE ABILITY

Once per session as an action, the character may spend 2 Destiny Points and make a **Hard (◆◆◆)** Perception check. If successful, for the next 2 rounds the character may spend 1 maneuver to add 1 automatic ⊕ to his next combat check made in that turn. In addition, for the next 2 rounds when the character inflicts a Critical Injury on a rival NPC, the target is immediately incapacitated in the same way as a minion NPC would be (see page 400 of the **Force and Destiny Core Rulebook**).

Cost: 30

<p>REDUCE SETBACK</p> <p>When making a combat check with Unexpected Demise is active the character removes ■.</p> <p>Cost: 10</p>	<p>DURATION</p> <p>Unexpected Demise lasts for 1 additional round per Duration upgrade.</p> <p>Cost: 10</p>	<p>REDUCE SETBACK</p> <p>When making a combat check with Unexpected Demise is active the character removes ■.</p> <p>Cost: 10</p>	<p>REDUCE DIFFICULTY</p> <p>The skill check difficulty to activate Unexpected Demise is Average (◆◆) instead of Hard (◆◆◆).</p> <p>Cost: 10</p>
<p>DURATION</p> <p>Unexpected Demise lasts for 1 additional round per Duration upgrade.</p> <p>Cost: 15</p>	<p>DESTINY</p> <p>To activate Unexpected Demise the character only needs to spend 1 Destiny Point instead of the normal 2 Destiny Points.</p> <p>Cost: 15</p>	<p>DURATION</p> <p>Unexpected Demise lasts for 1 additional round per Duration upgrade.</p> <p>Cost: 15</p>	<p>CHANGE SKILL</p> <p>To activate Unexpected Demise, the character can use Discipline.</p> <p>Cost: 15</p>

SIGNATURE ABILITY: Unmatched Pursuit

For Career: Seeker

UNMATCHED PURSUIT BASE ABILITY

Once per game session, as an out of turn incidental, the character may spend 2 Destiny Points and designate one enemy character or vehicle within medium range (either personal or planetary scale) as the quarry for the next 3 rounds. If the designated target would successfully elude his pursuit, the character may voluntarily suffer 2 strain to keep pace preventing the target, from escaping him.

Cost: 30

<p>DURATION</p> <p>Unmatched Pursuit lasts for 1 additional round per Duration upgrade.</p> <p>Cost: 10</p>	<p>INCREASE RANGE</p> <p>Increase the maximum range at which a target can be increased to long range.</p> <p>Cost: 10</p>	<p>ENDURANCE</p> <p>Reduce the strain cost to keep up with the target by 1 to a minimum of 0, per endurance upgrade.</p> <p>Cost: 10</p>	<p>DESTINY</p> <p>To activate Unmatched Pursuit, the character only needs to spend 1 Destiny Point, instead of the normal 2 Destiny Points.</p> <p>Cost: 10</p>
<p>MANEUVER</p> <p>Should the target of Unmatched Pursuit spend a maneuver to increase the distance from the character, the character may immediately perform a Move maneuver as an out of turn incidental to close the distance between them.</p> <p>Cost: 15</p>	<p>ENDURANCE</p> <p>Reduce the strain cost to keep up with the target by 1 to a minimum of 0, per endurance upgrade.</p> <p>Cost: 15</p>	<p>FREQUENCY</p> <p>Unmatched Pursuit can be activated twice per game session instead of once.</p> <p>Cost: 15</p>	<p>DURATION</p> <p>Unmatched Pursuit lasts for 1 additional round per Duration upgrade.</p> <p>Cost: 15</p>

SENTINEL: Artisan

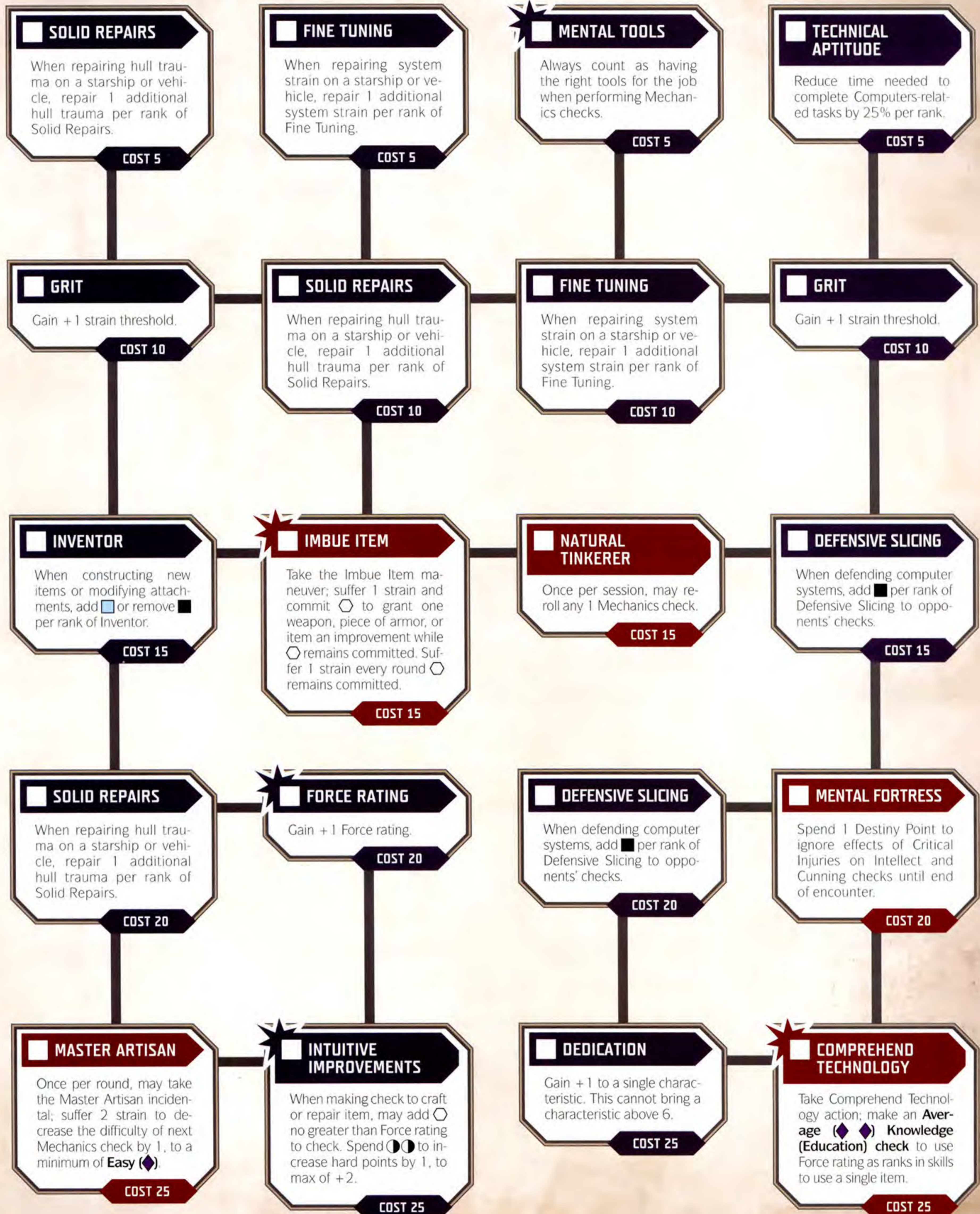
Career Skills: Computers, Deception, Knowledge (Core Worlds), Perception, Skulduggery, Stealth

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

ACTIVE

PASSIVE

FORCE TALENT



SENTINEL: Investigator

Career Skills: Computers, Core Worlds, Deception, Perception, Skulduggery, Stealth
 Investigator Bonus Career Skills: Education, Perception, Streetwise, Underworld

ACTIVE
 PASSIVE
 FORCE TALENT

STREET SMARTS

Remove ■ per rank of Street Smarts from Streetwise or Knowledge (Underworld) checks.

Cost: 5

KEEN EYED

Remove ■ per rank of Keen Eyed from Perception and Vigilance checks. Decrease time to search a specific area by half.

Cost: 5

UNCANNY SENSES

Add □ per rank of Uncanny Senses to all Perception checks.

Cost: 5

GRIT

Gain +1 strain threshold

Cost: 5

TALK THE TALK

When making a Knowledge skill check, the character may spend 1 Destiny Point to substitute Knowledge (Underworld) or Streetwise for the required skill.

Cost: 10

GRIT

Gain +1 strain threshold

Cost: 10

STREET SMARTS

Remove ■ per rank of Street Smarts from Streetwise or Knowledge (Underworld) checks.

Cost: 10

TOUGHENED

Gain +2 wound threshold.

Cost: 10

TOUGHENED

Gain +2 wound threshold.

Cost: 15

KEEN EYED

Remove ■ per rank of Keen Eyed from Perception and Vigilance checks. Decrease time to search a specific area by half.

Cost: 15

STREET SMARTS

Remove ■ per rank of Street Smarts from Streetwise or Knowledge (Underworld) checks.

Cost: 15

RECONSTRUCT THE SCENE

Perform the Reconstruct the Scene action; make a **Hard** (◆◆) Perception check to identify the physical characteristics of person present at the scene within 24 hours.

Cost: 15

SENSE ADVANTAGE

Once per session, may add ■■ to 1 NPC's skill check.

Cost: 20

UNRELENTING SKEPTIC

When targeted by a Deception check, the character automatically adds ▼ to the check equal to ranks in Vigilance.

Cost: 20

CLEVER SOLUTION

Once per session, make one skill check using Cunning rather than the characteristic linked to that skill.

Cost: 20

SENSE THE SCENE

Perform the Sense the Scene action; make a **Hard** (◆◆◆) Perception check and add ○ no greater than Force rating. If successful, spend ○ to identify the emotional characteristics of one person involved in the crime.

Cost: 20

VALUABLE FACTS

Once per encounter, perform a Valuable Facts action: make an **Average** (◆◆) Knowledge check. If successful, add ○ to one ally's skill check during the encounter.

Cost: 25

DEDICATION

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

Cost: 25

STREET SMARTS (IMPROVED)

Once per session, may take an Improved Street Smarts action; make a **Formidable** (◆◆◆◆) Streetwise or Knowledge (Underworld) check to learn one vital clue from the GM. Reduce the difficulty once per rank of Street Smarts.

Cost: 25

FORCE RATING

Gain +1 Force Rating.

Cost: 25

SENTINEL: Racer

Career Skills: Computers, Core Worlds, Deception, Perception, Skulduggery, Stealth
 Racer Bonus Career Skills: Cool, Coordination, Piloting - Planetary, Piloting - Space

■ ACTIVE
■ PASSIVE
★ FORCE TALENT

■ GRIT
 Gain +1 strain threshold
 Cost: 5

■ SKILLED JOCKEY
 Remove ■ per rank of Skilled Jockey from all Piloting (Planetary) and Piloting (Space) checks the character attempts.
 Cost: 5

■ CONDITIONED
 Remove ■ per rank of Conditioned from Athletics and Coordination check. Reduce the damage and strain suffered from falling by 1 per rank of Conditioned.
 Cost: 5

■ SHORT CUT
 During a chase; add □ per rank in Shortcut to any checks made to catch or escape an opponent.
 Cost: 5

■ SHORT CUT
 During a chase; add □ per rank in Shortcut to any checks made to catch or escape an opponent.
 Cost: 10

■ FULL THROTTLE
 Take a Full Throttle action; make a **Hard** (◆◆◆) **Piloting** check to increase a vehicle's top speed by 1 for a number of rounds equal to Cunning.
 Cost: 10

■ SHORT CUT
 During a chase; add □ per rank in Shortcut to any checks made to catch or escape an opponent.
 Cost: 10

■ CONDITIONED
 Remove ■ per rank of Conditioned from Athletics and Coordination check. Reduce the damage and strain suffered from falling by 1 per rank of Conditioned.
 Cost: 10

■ SKILLED JOCKEY
 Remove ■ per rank of Skilled Jockey from all Piloting (Planetary) and Piloting (Space) checks the character attempts.
 Cost: 15

■ FULL THROTTLE (IMPROVED)
 Suffer 1 strain to attempt Full Throttle as a maneuver and decrease its difficulty to **Average** (◆◆).
 Cost: 15

■ FREERUNNING
 Suffer 1 strain when making a Move maneuver to move to any location within short range.
 Cost: 15

■ FREERUNNING (IMPROVED)
 Suffer 4 strain when making a move maneuver to move to any location within medium range.
 Cost: 15

■ GRIT
 Gain +1 strain threshold
 Cost: 20

■ FULL THROTTLE (SUPREME)
 When performing Full Throttle, top speed increases by 2 instead of 1.
 Cost: 20

★ FORCE RATING
 Gain +1 Force Rating.
 Cost: 20

■ BETTER LUCK NEXT TIME
 Take a Better Luck Next Time action; make a **Hard** (◆◆◆) **Cool** check to force a competitor to suffer a major misfortune.
 Cost: 20

★ SUPERHUMAN REFLEXES
 Once per session, after generating ☹ on a Piloting check cancel the ☹ and add ★ equal to ranks in Cool.
 Cost: 25

■ DEDICATION
 Gain +1 to a single characteristic. This cannot bring a characteristic above 6.
 Cost: 25

■ SHORTCUT (IMPROVED)
 When engaging in a chase or race, may suffer 2 strain to add ★ equal to ranks in Shortcut to the check.
 Cost: 25

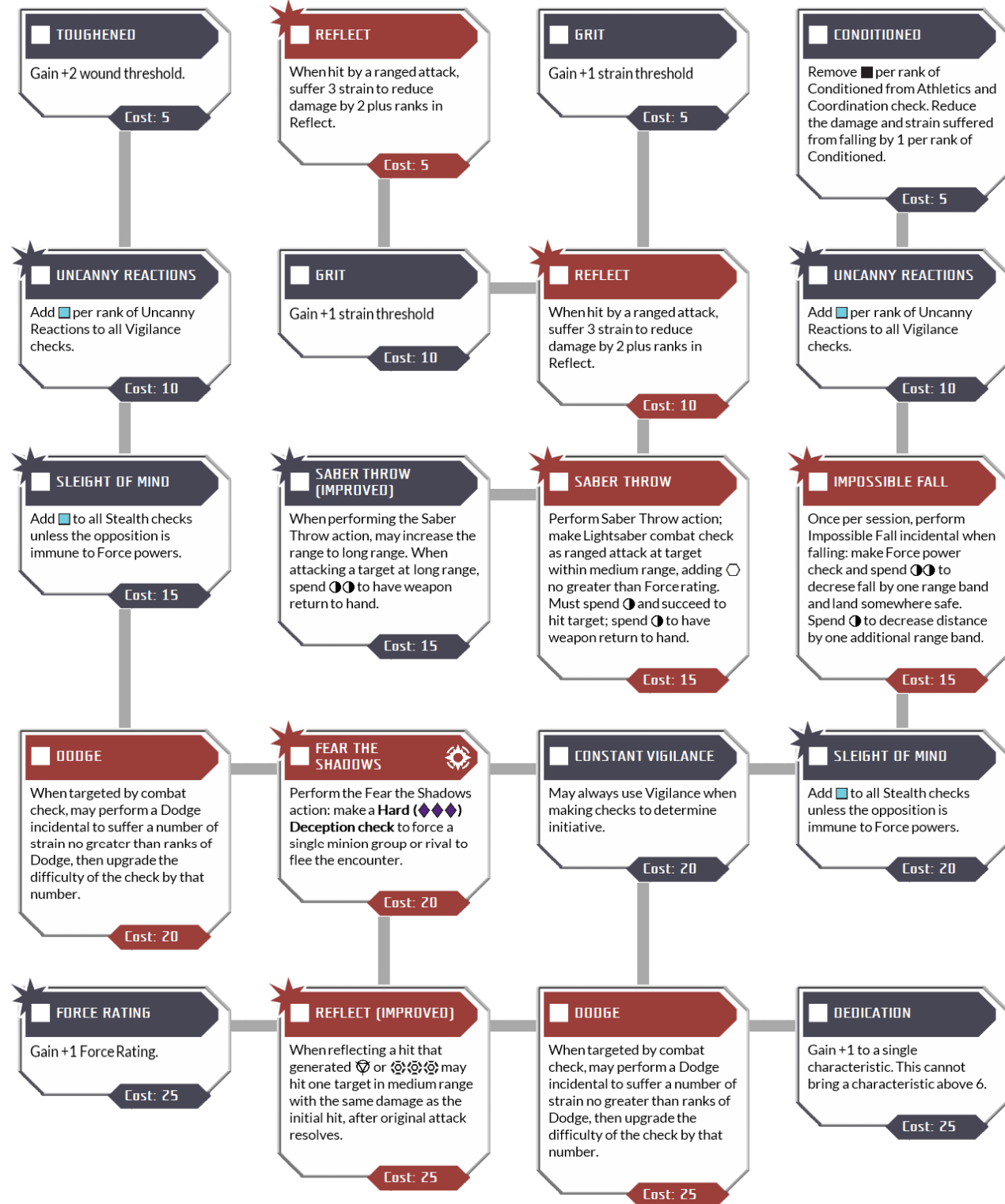
★ INTUITIVE EVASION
 Perform the Intuitive Evasion maneuver; suffer 1 strain and commit ○ up to ranks of Intuitive Evasion. Upgrade difficulty of combat checks targeting starship or vehicle by equal amount. Suffer 1 strain every round ○ remains committed.
 Cost: 25

SENTINEL: Sentry

Career Skills: Computers, Core Worlds, Deception, Perception, Skulduggery, Stealth

Sentry Bonus Career Skills: Coordination, Lightsaber, Stealth, Vigilance

-  ACTIVE
-  PASSIVE
-  FORCE TALENT
-  CONFLICT



SENTINEL: Shadow

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

ACTIVE

PASSIVE

FORCE TALENT



SENTINEL: Shien Expert

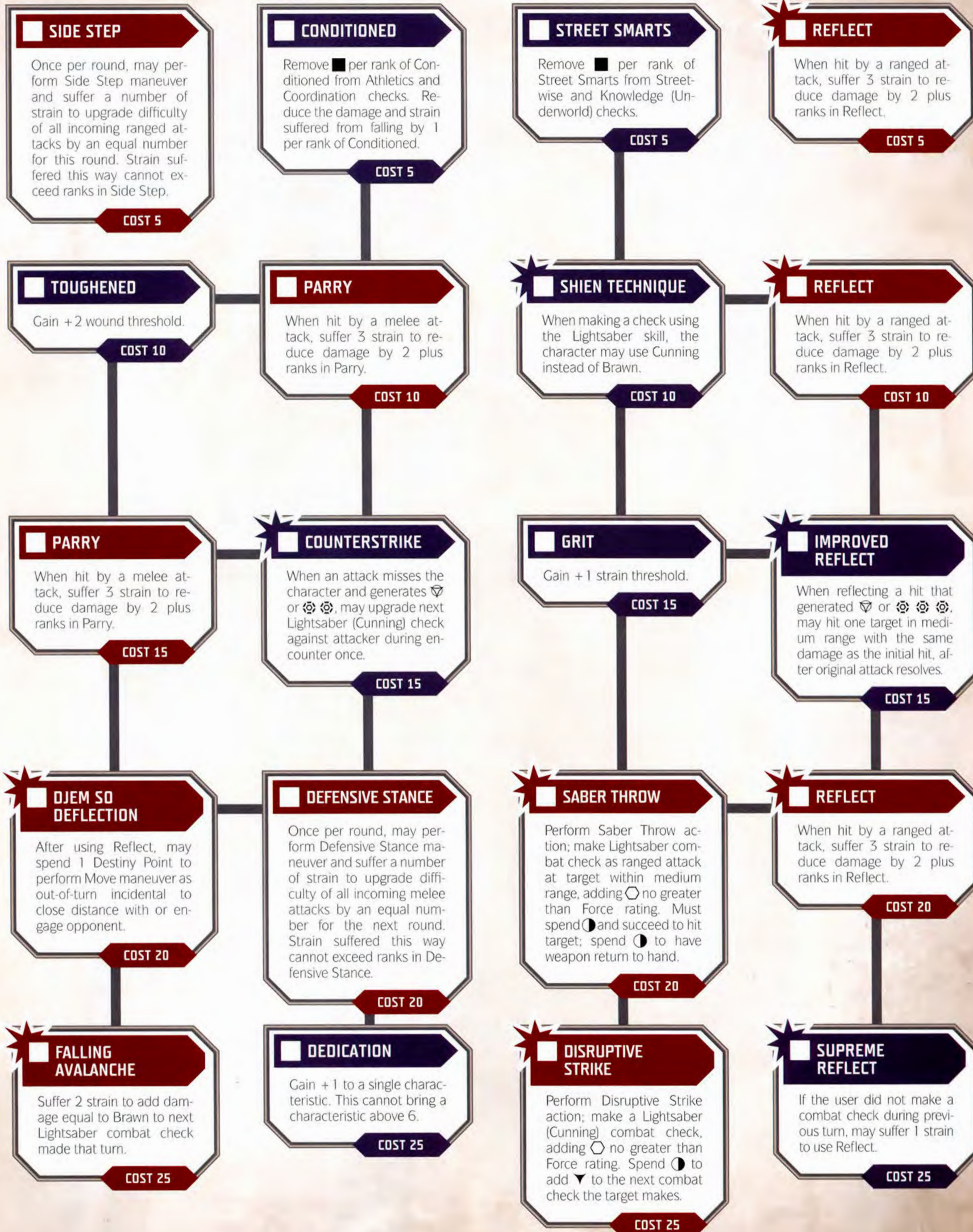
Career Skills: Computers, Deception, Knowledge (Core Worlds), Perception, Skulduggery, Stealth

Additional Career Skills: Athletics, Lightsaber, Resilience, Skulduggery

ACTIVE

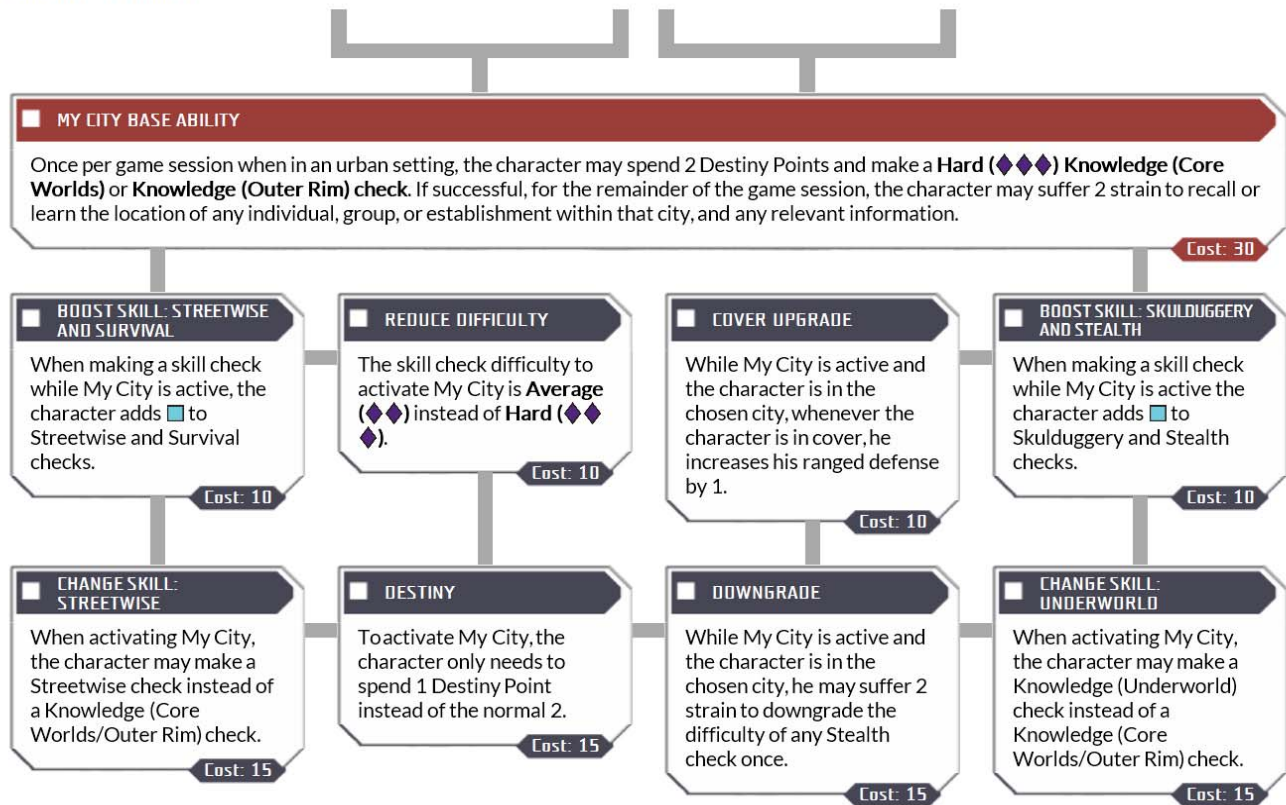
PASSIVE

FORCE TALENT



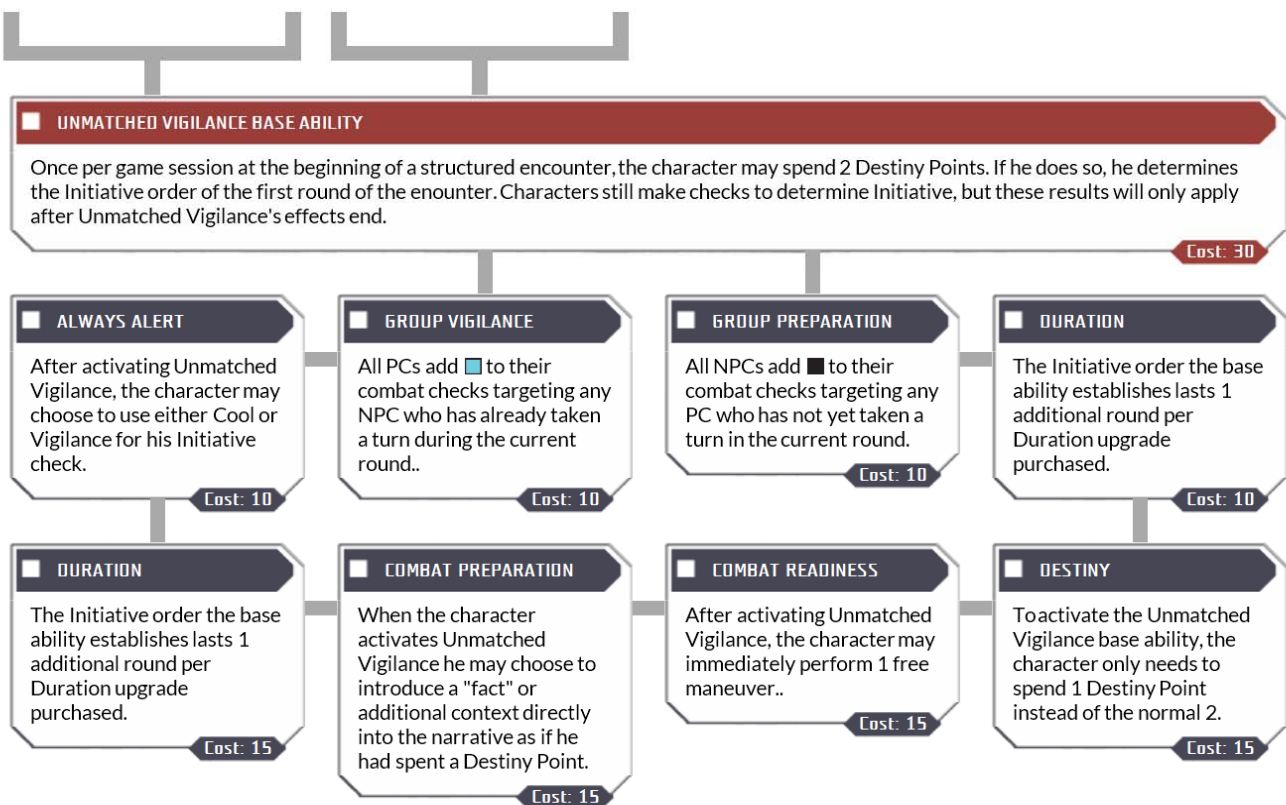
SIGNATURE ABILITY: My City

For Career: Sentinel



SIGNATURE ABILITY: Unmatched Vigilance

For Career: Sentinel



WARRIOR: Aggressor

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

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

ACTIVE

PASSIVE

FORCE TALENT



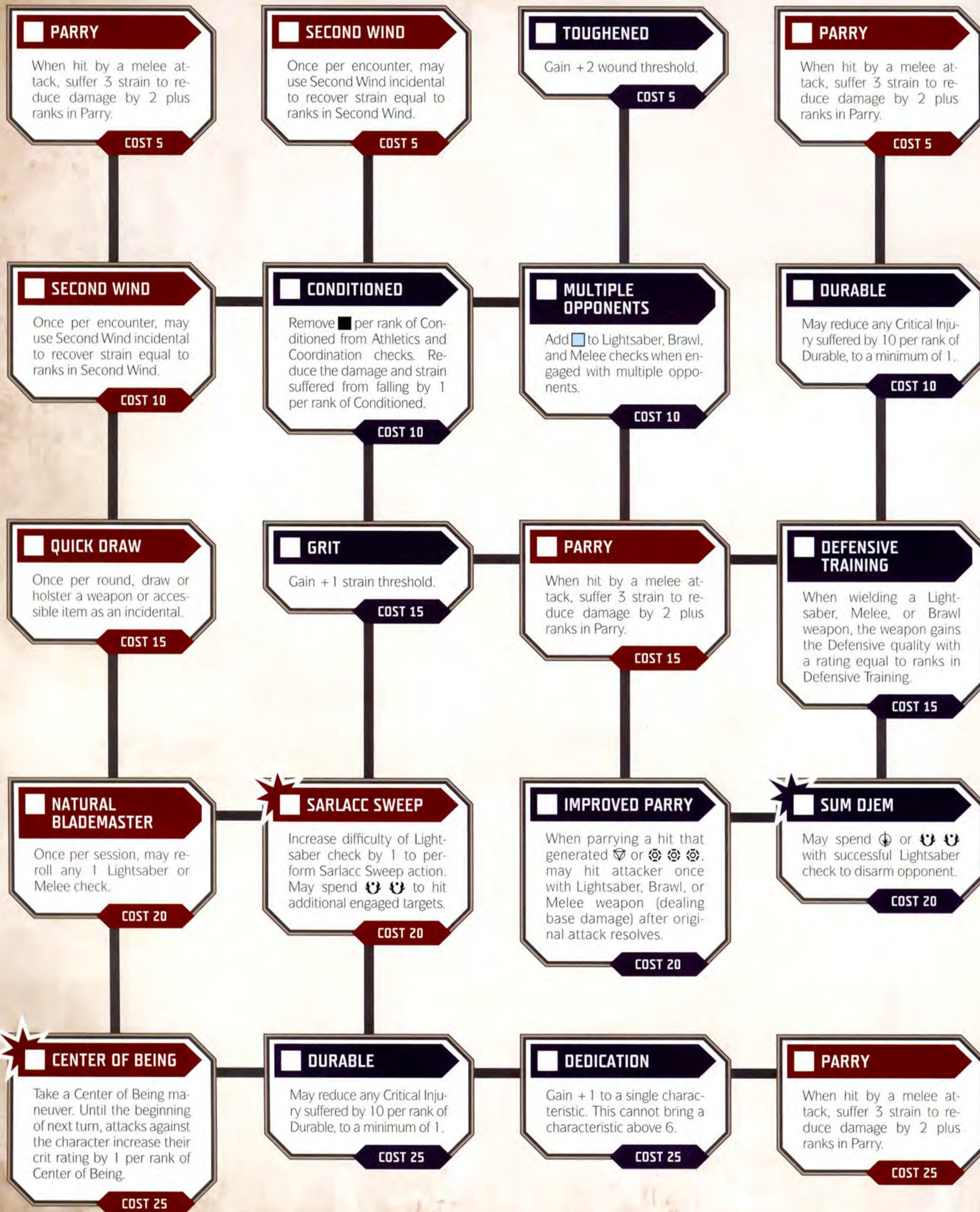
WARRIOR: Shii-Cho Knight

Career Skills: Athletics, Brawl, Cool, Melee, Perception, Survival
 Additional Career Skills: Athletics, Coordination, Lightsaber, Melee

ACTIVE

PASSIVE

FORCE TALENT



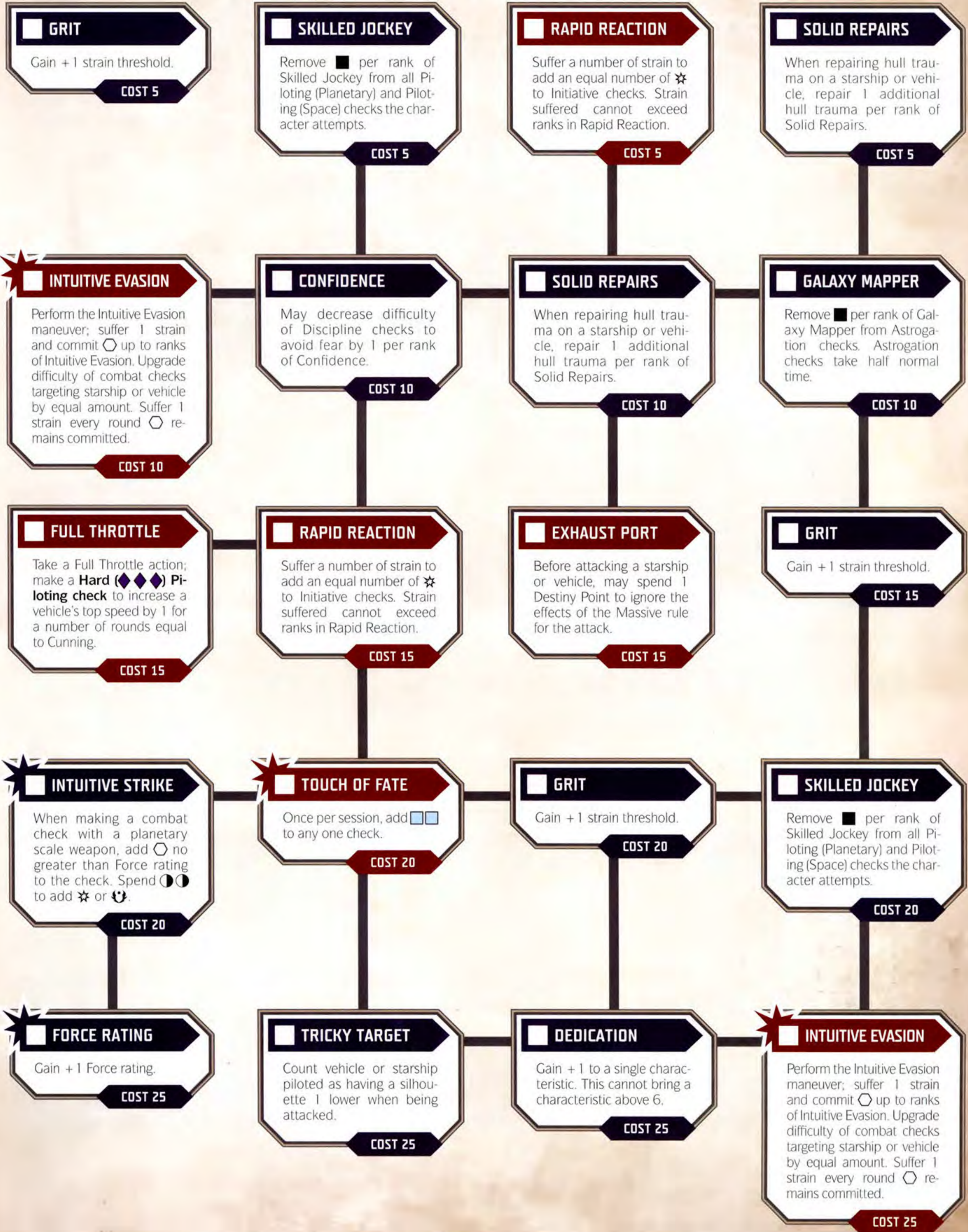
WARRIOR: Starfighter Ace

Career Skills: Athletics, Brawl, Cool, Melee, Perception, Survival
 Additional Career Skills: Astrogration, Gunnery, Mechanics, Piloting (Space)

 ACTIVE

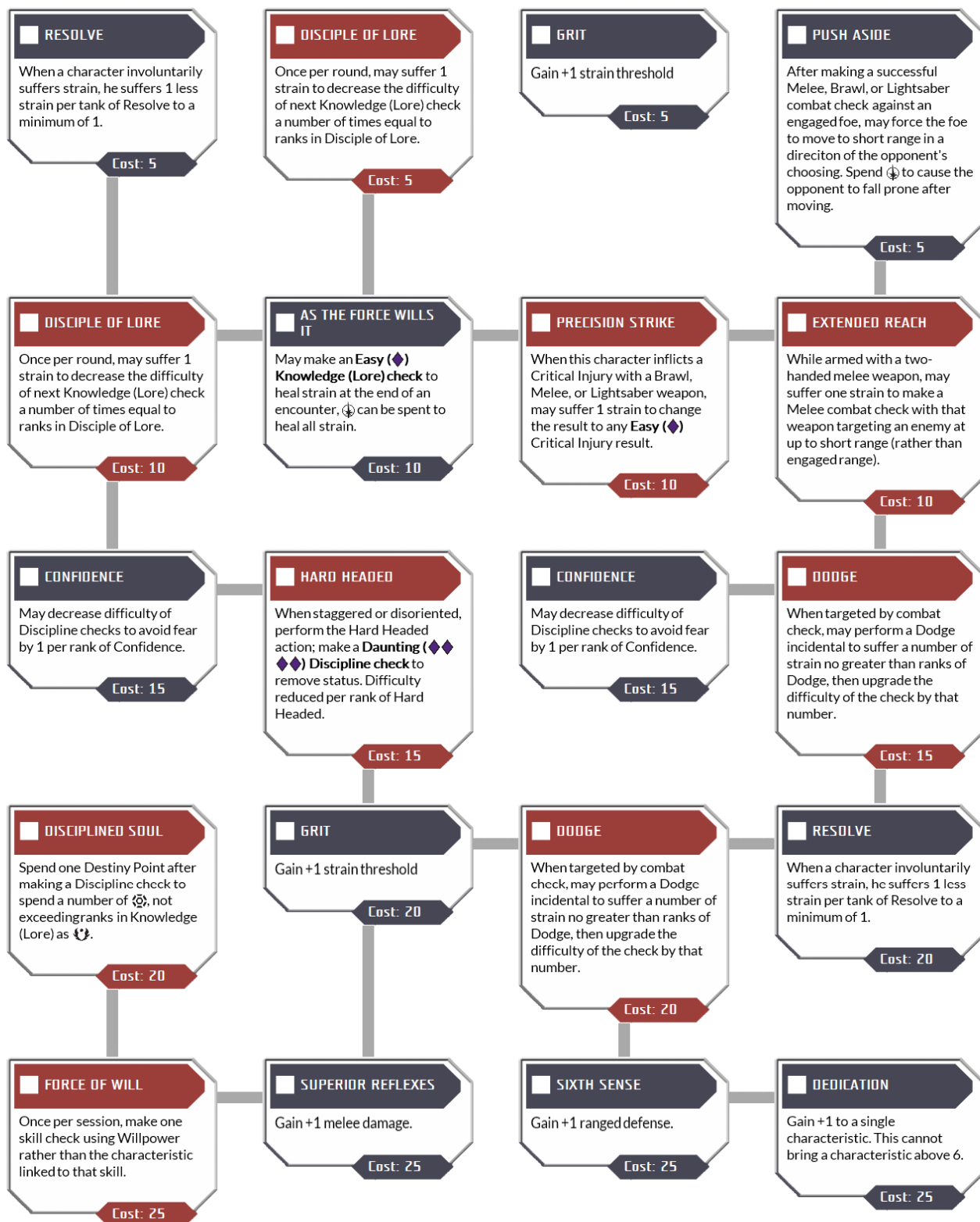
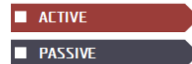
 PASSIVE

 FORCE TALENT



UNIVERSAL: Force Adherent

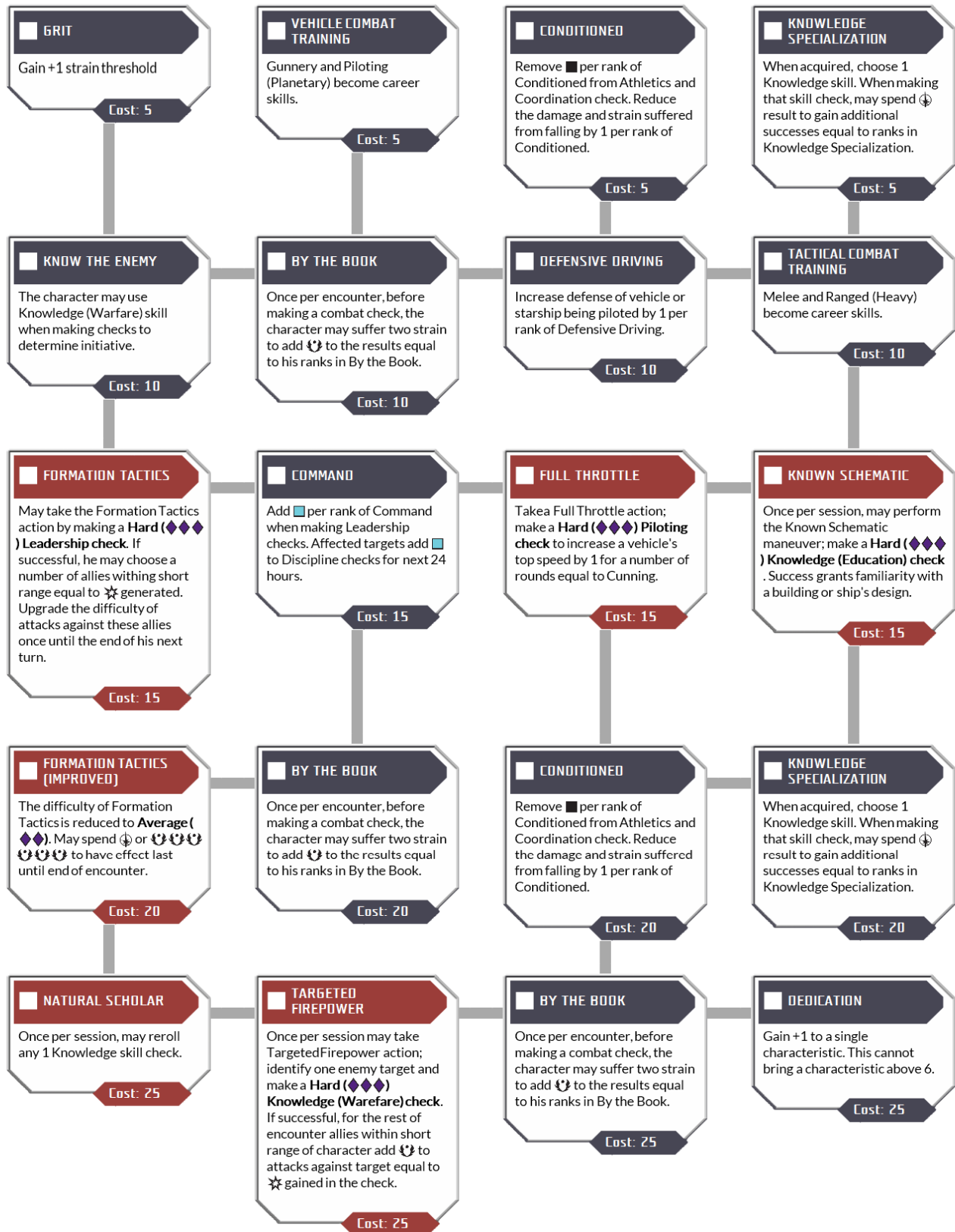
Force Adherent Bonus Career Skills: Discipline, Lore, Melee, Vigilance



UNIVERSAL: Imperial Academy Cadet

Imperial Academy Cadet Bonus Career Skills: Leadership, Piloting - Space, Ranged - Light, Warfare

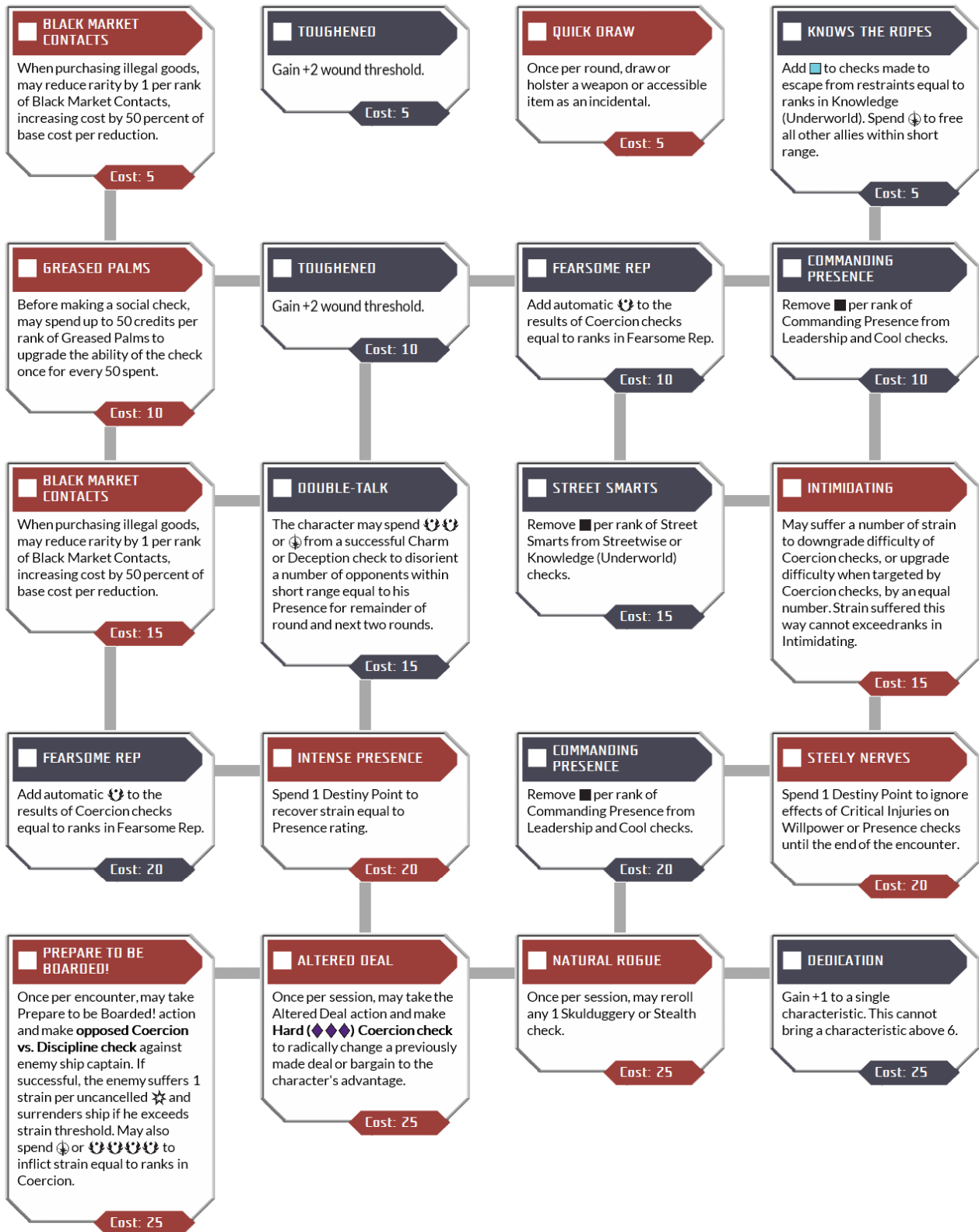
■ ACTIVE
■ PASSIVE



UNIVERSAL: Pirate

Pirate Bonus Career Skills: Coercion, Deception, Skulduggery, Underworld

■ ACTIVE
■ PASSIVE



Universal: Recruit Talent Tree

Recruit Bonus Career Skills: Athletics, Discipline, Survival, Vigilance

ACTIVE

PASSIVE

BASIC COMBAT TRAINING

Brawl and Ranged (Light) become career skills.

COST 5

SECOND WIND

Once per encounter, may use Second Wind incidental to recover strain equal to ranks in Second Wind.

COST 5

OUTDOORSMAN

Remove per rank of Outdoorsman from checks to move through terrain or manage environmental effects. Decrease overland travel times by half.

COST 5

TACTICAL COMBAT TRAINING

Melee and Ranged (Heavy) become career skills.

COST 5

SECOND WIND

Once per encounter, may use Second Wind incidental to recover strain equal to ranks in Second Wind.

COST 10

VEHICLE COMBAT TRAINING

Gunnery and Piloting (Planetary) become career skills.

COST 10

WELL-TRAVELED

Knowledge (Core Worlds) and Knowledge (Outer Rim) become career skills.

COST 10

TOUGHENED

Gain +2 wound threshold.

COST 10

QUICK DRAW

Once per round, draw or holster a weapon or accessible item as an incidental.

COST 15

GRIT

Gain +1 strain threshold.

COST 15

TOUGHENED

Gain +2 wound threshold.

COST 15

SPARE CLIP

Cannot run out of ammo due to . Items with Limited Ammo quality run out of ammo as normal.

COST 15

SECOND WIND

Once per encounter, may use Second Wind incidental to recover strain equal to ranks in Second Wind.

COST 20

JUMP UP

Once per round, may stand from seated or prone as an incidental.

COST 20

GRIT

Gain +1 strain threshold.

COST 20

CREATIVE KILLER

Reduce the crit rating of improvised weapons by 2 (to a minimum of 1).

COST 20

DYNAMIC FIRE

When making a ranged attack while engaged with an opponent, may suffer 2 strain to reduce the ranged modifier by 1.

COST 25

DEDICATION

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

COST 25

TOUGHENED

Gain +2 wound threshold.

COST 25

ENDURING

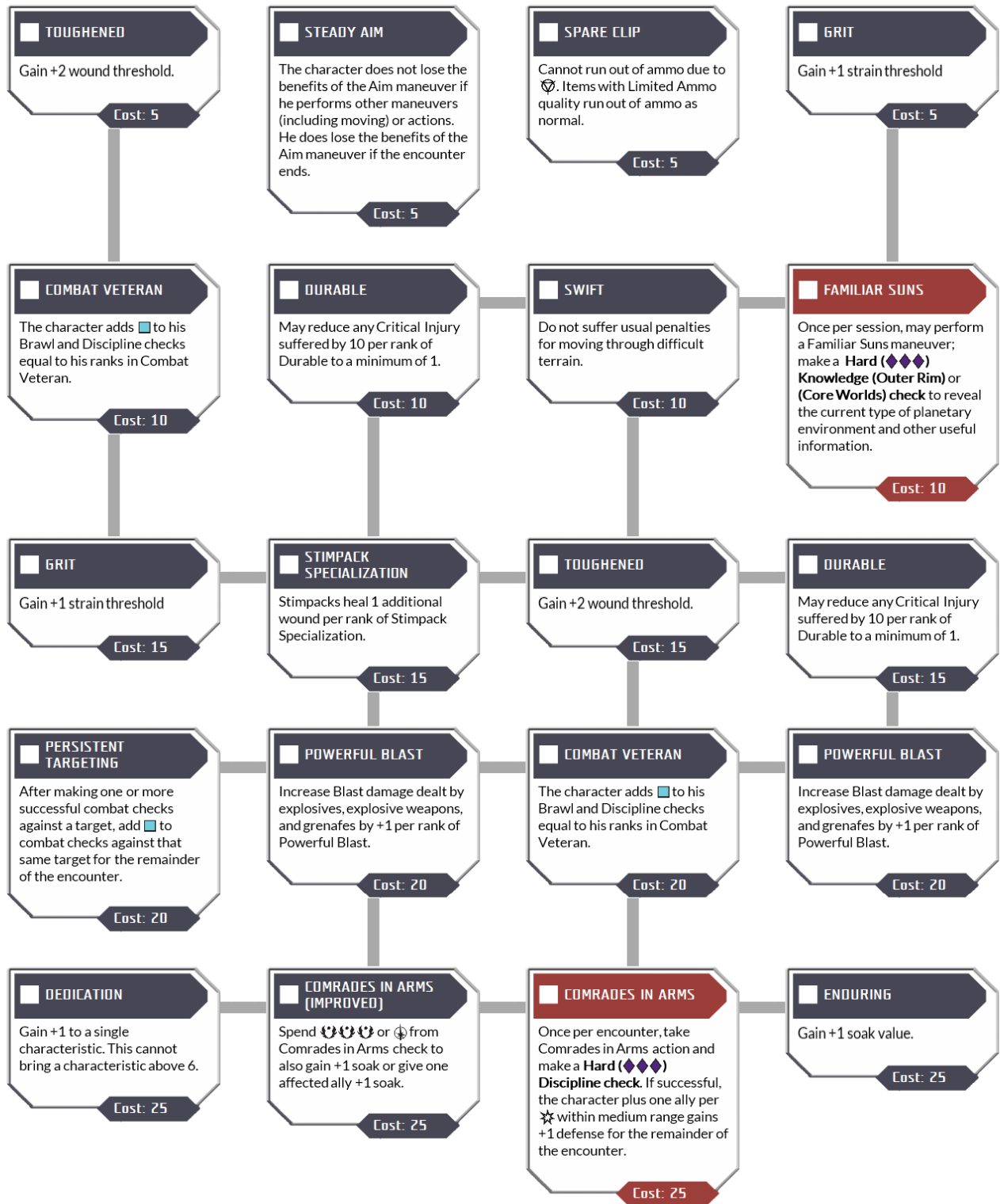
Gain +1 soak value.

COST 25

UNIVERSAL: Retired Clone Trooper

Retired Clone Trooper Bonus Career Skills: Discipline, Ranged - Heavy, Ranged - Light, Resilience, Vigilance, Warfare

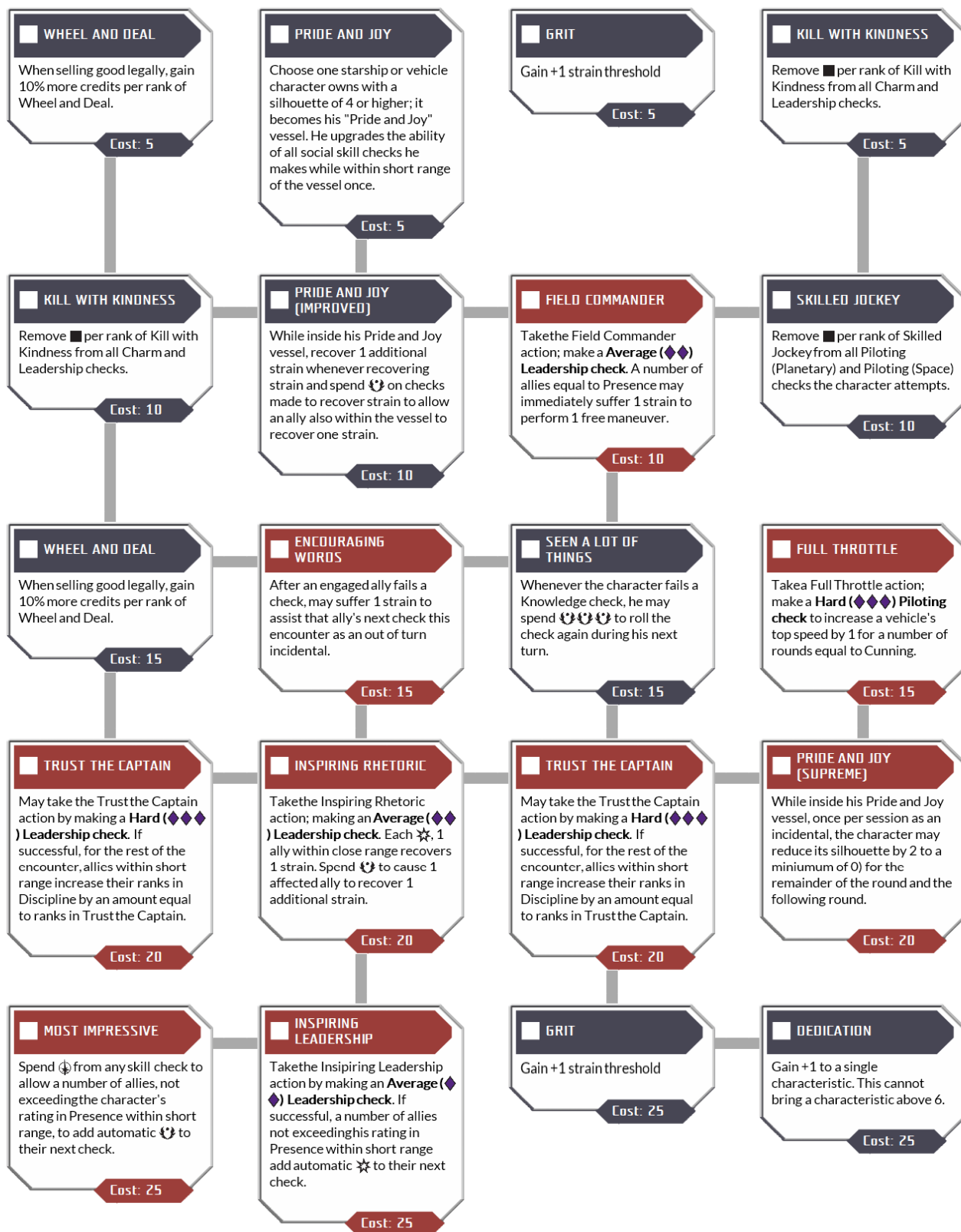
ACTIVE
PASSIVE



UNIVERSAL: Ship Captain

Ship Captain Bonus Career Skills: Charm, Leadership, Negotiation, Piloting - Space

■ ACTIVE
■ PASSIVE



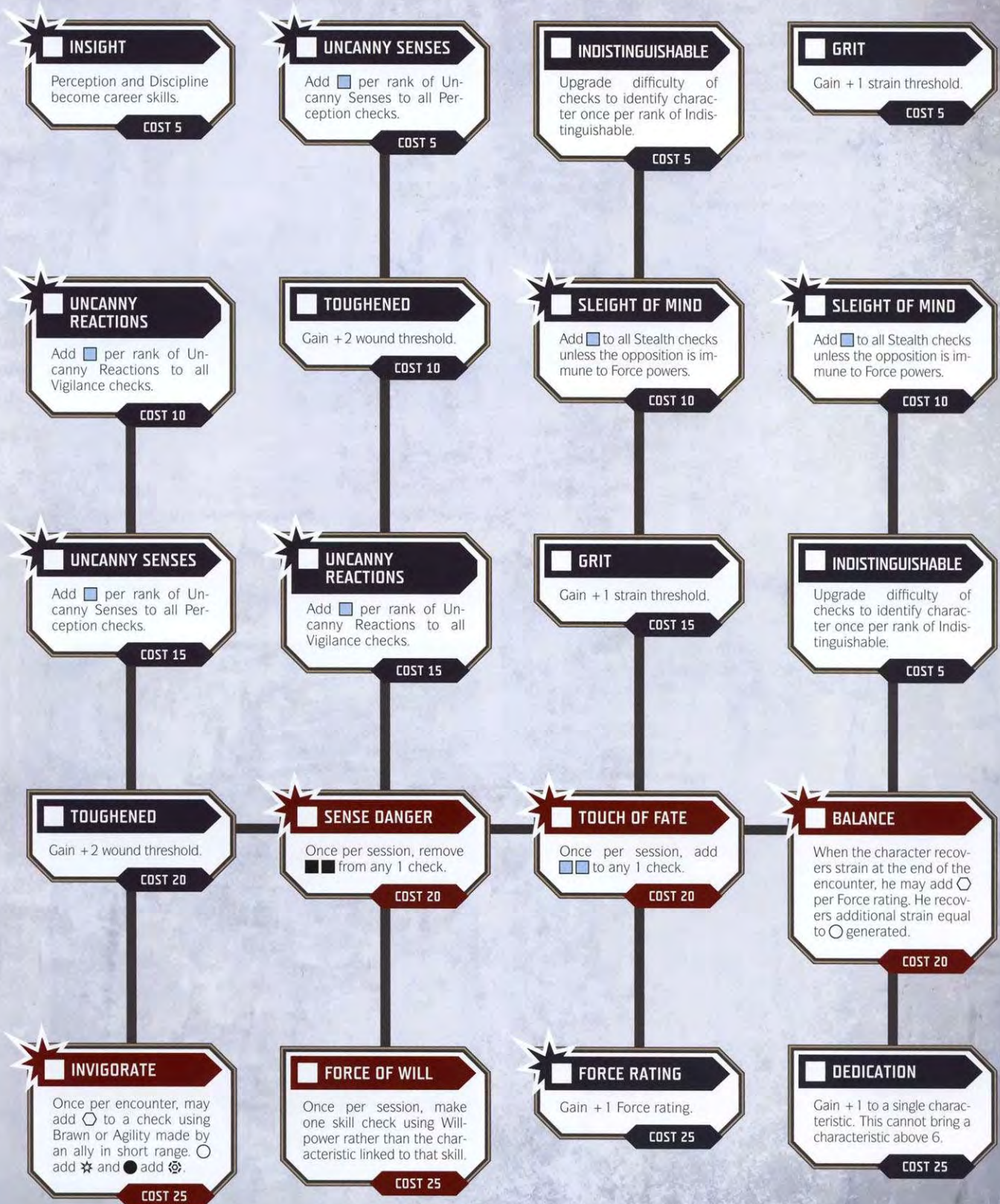
Universal: Force-Sensitive Emergent Talent Tree

Gain Force Rating 1

ACTIVE

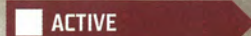
PASSIVE

FORCE TALENT





Universal: Force Sensitive Exile Talent Tree


Gain Force Rating 1

 ACTIVE


 PASSIVE

 FORCE SENSITIVES ONLY

 **UNCANNY SENSES**

Add  per rank of Uncanny Senses to all Perception checks.

COST 5

 **INSIGHT**


Perception and Discipline become career skills.


COST 5

 **FORAGER**


Remove up to   from skill checks to find food, water, or shelter; Survival checks to forage take half the time.


COST 5

 **UNCANNY REACTIONS**

Add  per rank of Uncanny Reactions to all Vigilance checks.

COST 5

 **CONVINCING DEMEANOR**


Remove  per rank of Convincing Demeanor from Deceit or Skulduggery checks.

COST 10

 **OVERWHELM EMOTIONS**


May add  per Force Rating to Charm, Coerce, or Deceit checks.  and  add  to some checks and  to others.

COST 10

 **INTENSE FOCUS**


Perform an Intense Focus maneuver; suffer 1 strain and upgrade the ability of the next skill check once.


COST 10

 **QUICK DRAW**


Once per round, draw or holster a weapon or accessible item as an incidental.


COST 10

 **SENSE DANGER**


Once per session, remove   from any 1 check.



COST 15

 **SENSE EMOTIONS**

Add  to all Charm, Coercion, and Deception checks unless the target is immune to Force powers.

COST 15

 **BALANCE**

When the character heals strain at the end of the encounter, he may add  per Force Rating. He regains additional strain equal to  generated.


COST 15

 **TOUCH OF FATE**


Once per session, add  to any 1 check.


COST 15

 **STREET SMARTS**


Remove  per rank of Street Smarts from Streetwise or Knowledge [Underworld] checks.


COST 20

 **UNCANNY SENSES**


Add  per rank of Uncanny Sense to all Perception checks.


COST 20

 **UNCANNY REACTIONS**


Add  per rank of Uncanny Reactions to all Vigilance checks.

COST 20

 **STREET SMARTS**


Remove  per rank of Street Smarts from Streetwise or Knowledge [Underworld] checks.

COST 20

 **SIXTH SENSE**


Gain +1 ranged defense.

COST 25

 **FORCE RATING**


Gain +1 Force Rating.

COST 25

 **DEDICATION**

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

COST 25

 **SUPERIOR REFLEXES**

Gain +1 melee defense.

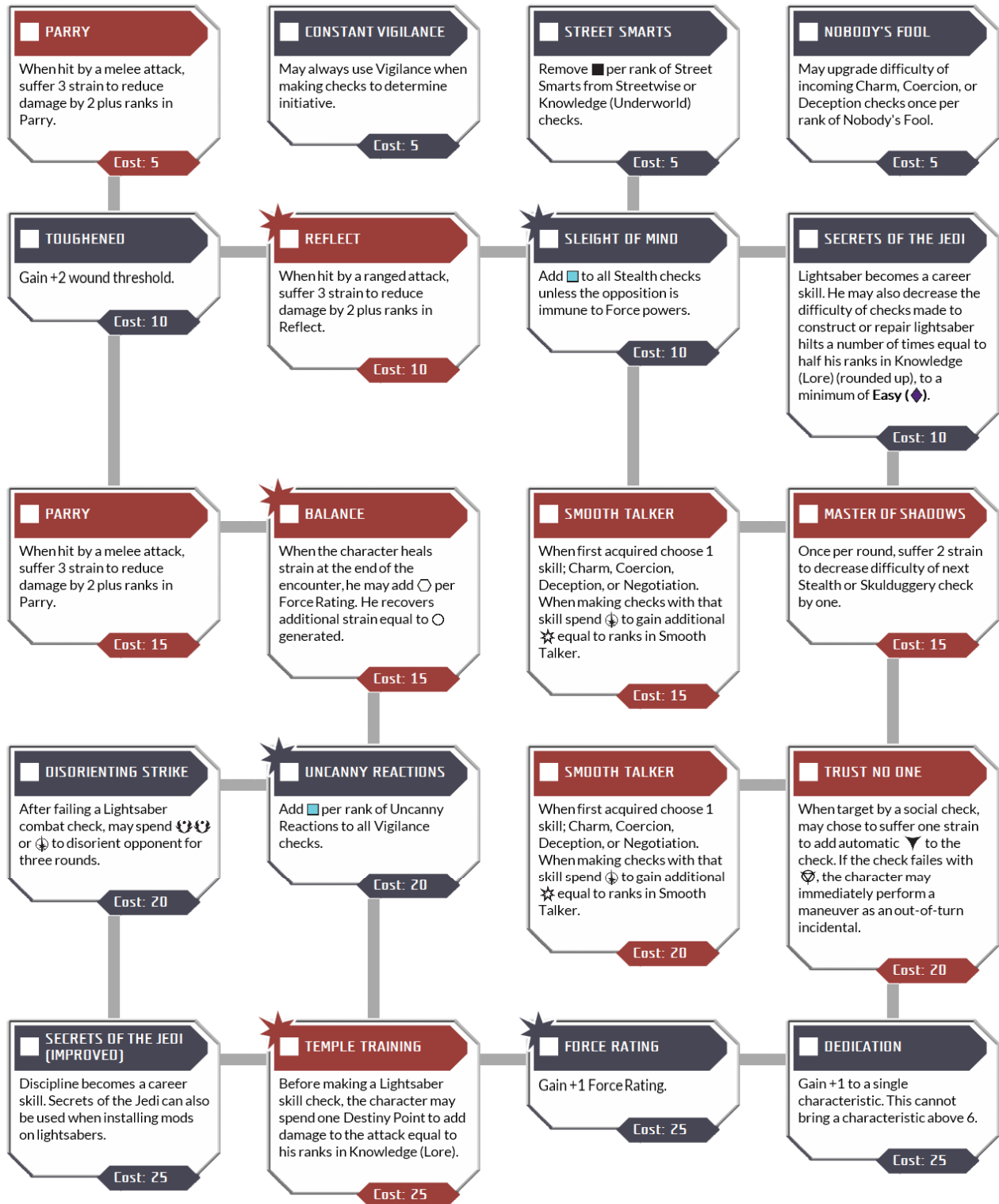
COST 25

UNIVERSAL: Padawan Survivor

Gain Force Rating 1

ACTIVE
 PASSIVE

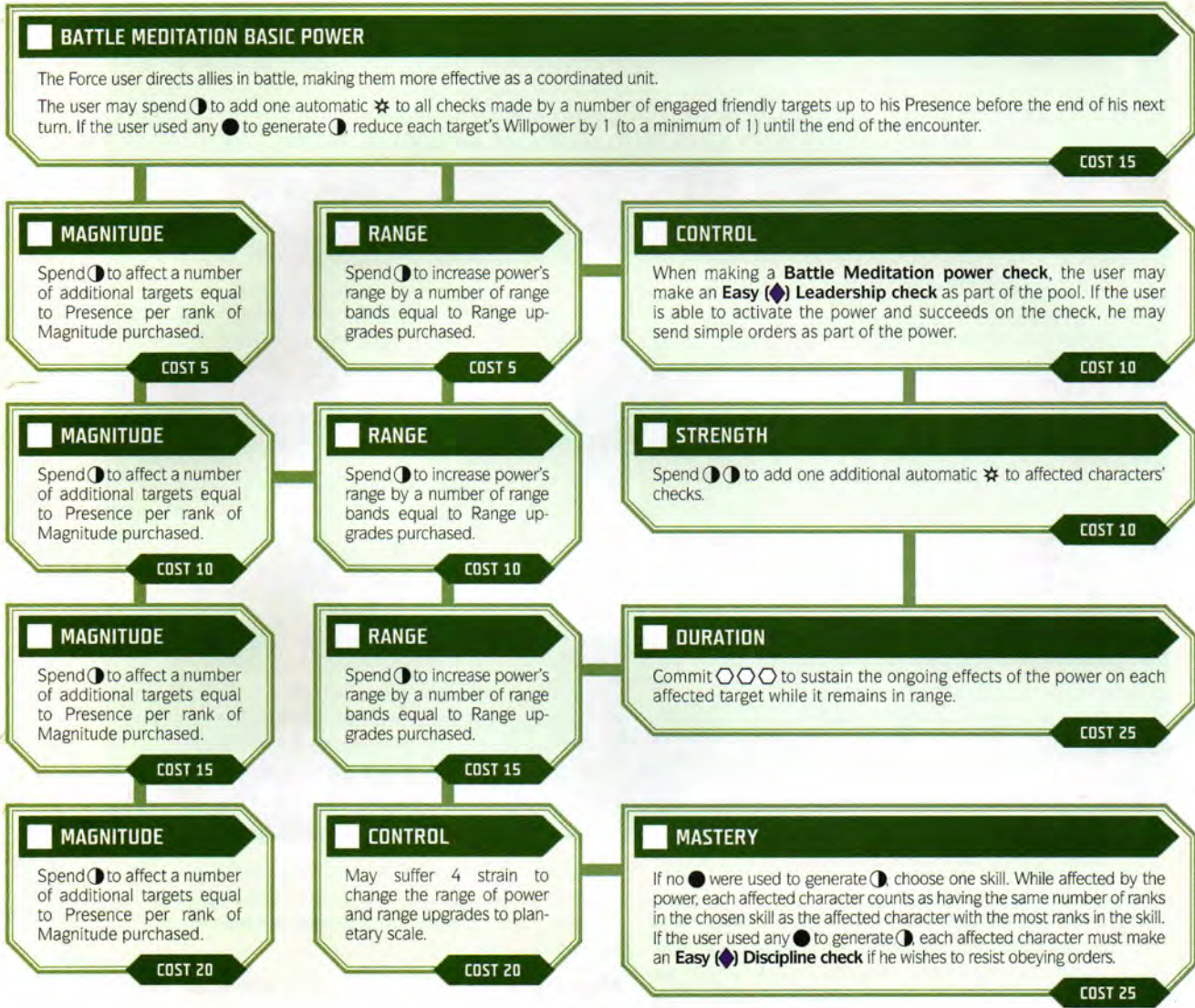
 FORCE TALENT



Force Power Tree: Battle Meditation

Prerequisites: Force Rating 2 +

FORCE ABILITY



FORCE POWER: BATTLE MEDITATION

Some Force users can telepathically guide allies around them, helping them to coordinate and achieve amazing feats. This guidance can easily become domination, however, and Force users must strive to maintain a balance between gentle guidance and outright tyranny. Meanwhile, individuals less concerned with trifling matters like "morality" and "the basic dignity of all sentient" use Battle Meditation to guide their disposable pawns to ignoble ends for their own selfish betterment.

BASIC POWER

Battle Meditation's basic power allows the Force user to influence and coordinate large groups of allies, guiding their actions to help them work as a unified whole.

The basic power has one way of spending Force points:

- The user 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 uses any ● to generate 1 on this check, reduce each target's Willpower by 1 (to a minimum of 1) until the end of the encounter. The user may not activate this multiple times.

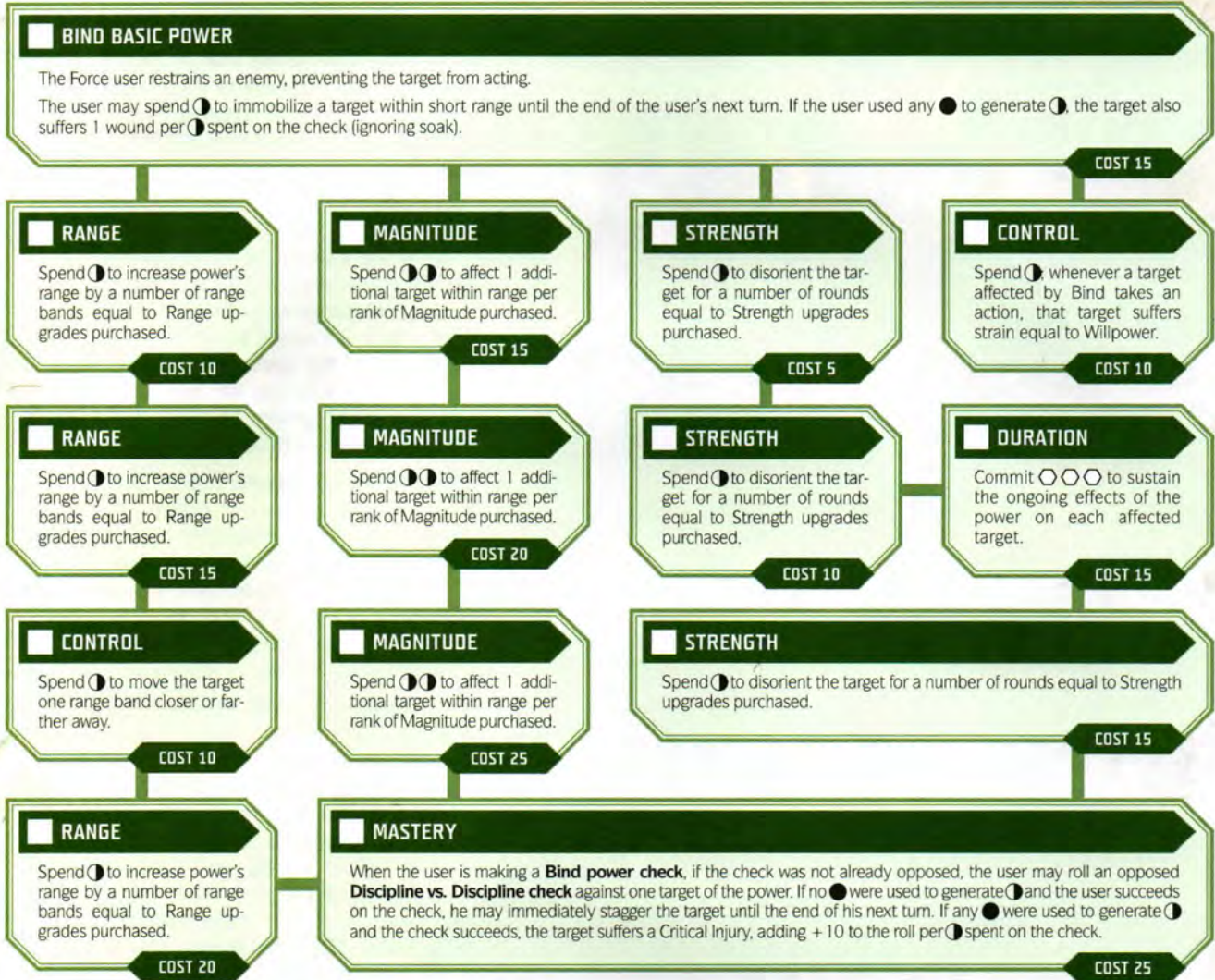
UPGRADES

Control Upgrade: When making a **Battle Meditation power check**, the user may make an **Easy (◆) Leadership check** as part of the pool. If he generates enough Force points to activate the power and succeeds on the check, he can telepathically transmit a simple order to each character he affects with this power. This order is not mandatory, but the recipient comprehends it even if he does not understand the user's language.

Force Power Tree: Bind

Prerequisites: Force Rating 2 +

FORCE ABILITY



FORCE POWER: BIND

Force users skilled in telekinetic powers can seize others from afar, preventing them from moving or attacking. When used with a calm heart, this power can be an extremely useful defensive tool, letting the Force user stop an enemy in his tracks without hurting him. Of course, once a foe is in the Force user's grip, it can be extremely tempting to simply crush him.

BASIC POWER

Bind's basic power allows the Force user to restrain those nearby, preventing them from harming others and themselves. The basic power has one way to spend Force points:

- The user may spend 1 to immobilize a target within short range until the end of the user's next turn. If the user used any to generate 1 on this check, the target also suffers 1 wound (ignoring

soak) per 1 spent on the check. The user may not activate this multiple times.

UPGRADES

Control Upgrade: Spend 1 to immediately move the target one range band toward or away from the user. The user may not activate this multiple times.

Control Upgrade: Spend 1 whenever a target affected by Bind takes an action, he suffers strain equal to the user's Willpower. The user may not activate this multiple times.

Duration Upgrade: The power gains the ongoing effect: Commit 3 after successfully activating the basic power. If a target was immobilized or staggered by this power, he remains immobilized or staggered as long as 3 remain committed and the target stays within range. If a target moves beyond the range of the power, the effects end for him, but not for any other targets of the power. The user may not activate this multiple times.

FORCE POWER: Ebb/Flow

Prerequisite: Force Rating 1+

EBB/FLOW BASIC POWER

The Force user's actions empower himself or sap strength from his foes.

Ebb: When the Force user makes a skill check, he may roll an **Ebb power check** as part of the roll. The user may spend 1 to suffer 1 strain, then inflict 1 strain on all other engaged characters. The Force user may no activate this multiple times.

Flow: When the Force user makes a skill check, he may roll a **Flow power check** as part of the roll. The user may spend 1 to heal 1 strain. The Force user may no activate this multiple times.

MAGNITUDE

Spend 1 to exclude number of targets equal to Magnitude upgrades purchased from being affected.

Cost: 5

RANGE

Spend 11 to affect all other characters at short range.

Cost: 10

STRENGTH: STRAIN

The Force user may spend 1 to increase the strain healed or inflicted by 1.

Cost: 10

CONTROL: QUESTION

Spend 111 once per encounter to ask the GM a single "yes or no" question.

Cost: 10

CONTROL: THREAT/ADVANTAGE

Ebb: When making a **combined Ebb power check**, may spend 1 to add 1 to any checks made by engaged opponents until the end of the next turn.

Flow: When making a **combined Flow power check**, may spend 1 to add 1 to any checks made using the same skill until the end of the next turn.

Cost: 10

STRENGTH: THREAT/ADVANTAGE

The Force user may spend 1 to increase the 1 or 1 added by 1.

Cost: 10

MAGNITUDE

Spend 1 to exclude number of targets equal to Magnitude upgrades purchased from being affected.

Cost: 5

CONTROL: FAILURE/SUCCESS

Ebb: When making a **combined Ebb power check**, may spend 1 to add 1 to any checks made by engaged opponents until the end of the next turn.

Flow: When making a **combined Flow power check**, may spend 1 to add 1 to any checks made using the same skill until the end of the next turn.

Cost: 10

STRENGTH: FAILURE/SUCCESS

The Force user may spend 1 to increase the 1 or 1 added by 1.

Cost: 10

CONTROL: SKILL CHECKS

Commit 1 until the end of the current encounter. For the remainder of the current encounter, add 1 to all skill checks. Each 1 and 1 adds either 1 or 1 to the check, each 1 causes the user to suffer 1 strain and gain 1 Conflict.

Cost: 10

CONTROL: DESPAIR/TRIUMPH

Ebb: Once per session, if a target suffered at least 5 strain from this power, add 1 to the target's next check.

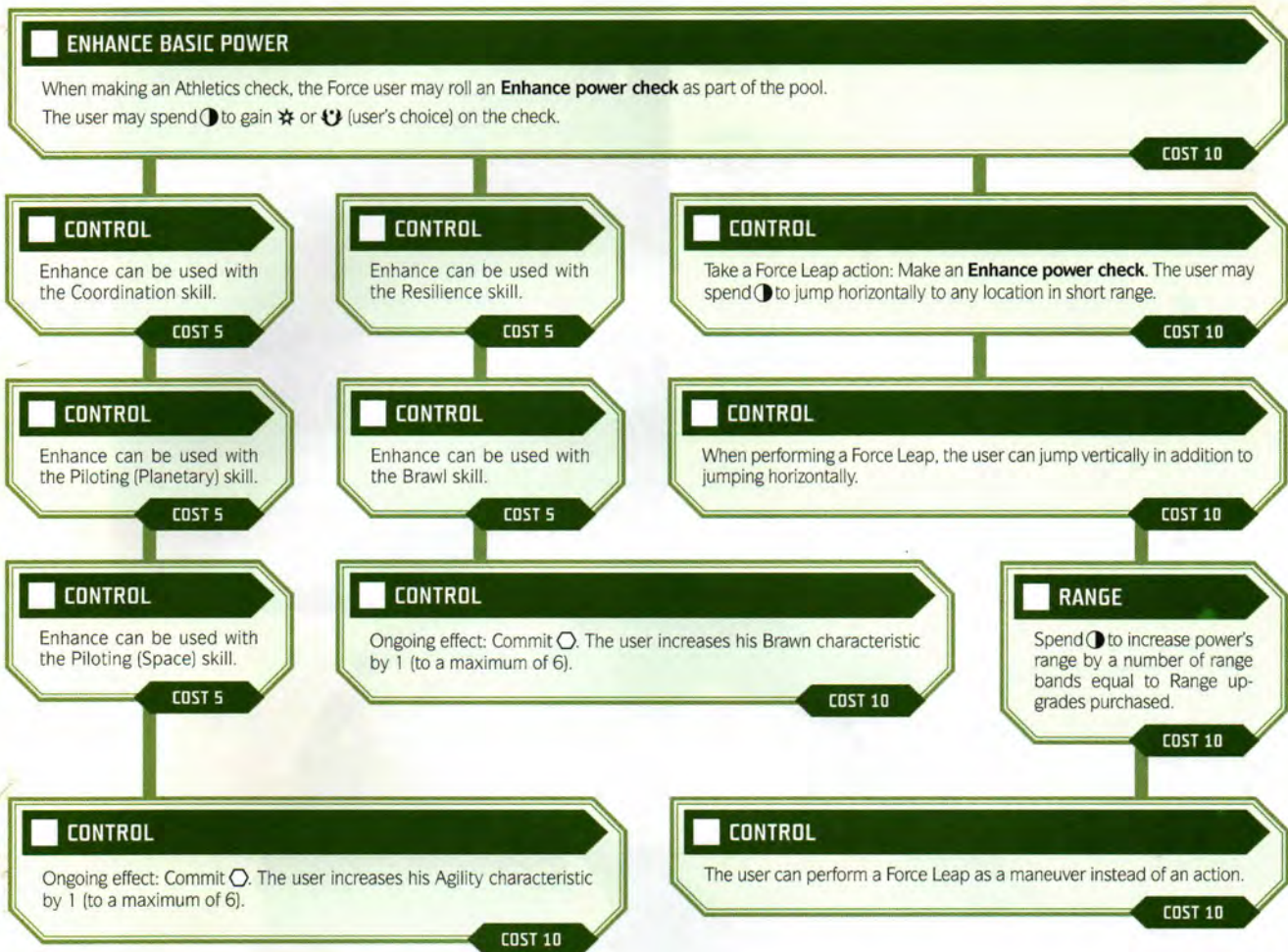
Flow: Once per session, if the user healed at least 5 strain from this power, add 1 to user's next check.

Cost: 20

Force Power Tree: Enhance

Prerequisites: Force Rating 1 +

FORCE ABILITY



FORCE POWER: ENHANCE

One of the most straightforward ways in which Force users utilize the power of the Force is to imbue their own bodies with energy and strength. Making leaps that might otherwise be deemed impossible, moving at high speeds, and harnessing physical strength well beyond the capacity of most sentient beings are all equally viable. In this way, the Force becomes an almost literal fuel for feats of endurance and power. Most Force users find it a relatively simple thing to use the Force in order to overcome their own physical limitations and shrug off the effects of fatigue. With a little practice, most Force users are able to expand the arenas in which they can use the Force beyond that of mere brute strength. They are able to concentrate the Force into assisting them with acts of dexterity and acrobatics.

BASIC POWER

Enhance allows Force users to perform athletic feats beyond the original scope of their natural abilities. The basic power has one way of spending Force points:

- When making an Athletics check, the user may roll an **Enhance power check** as part of the pool. The user may spend 1 to gain ✨ or 🌀 (his choice) on the check. (Remember, this counts as a normal Force power check in every way—it is simply combined with the overall skill check.)

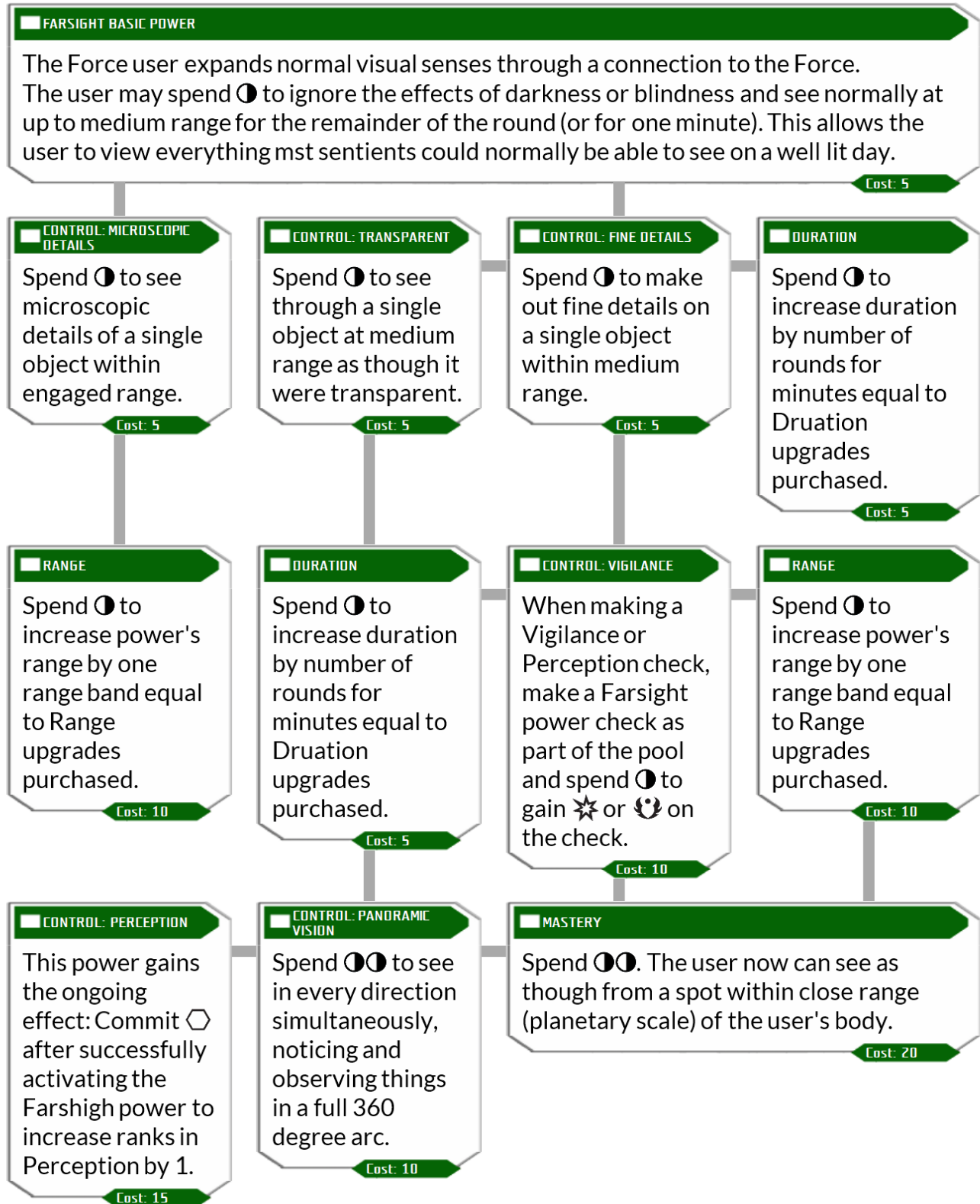
UPGRADES

Upgrades to Enhance work in two distinct ways. Force users may choose to use the power to improve their natural abilities, enhancing existing skills and even improving their bodies' physical characteristics using

FORCE POWER: Farsight

FORCE ABILITY

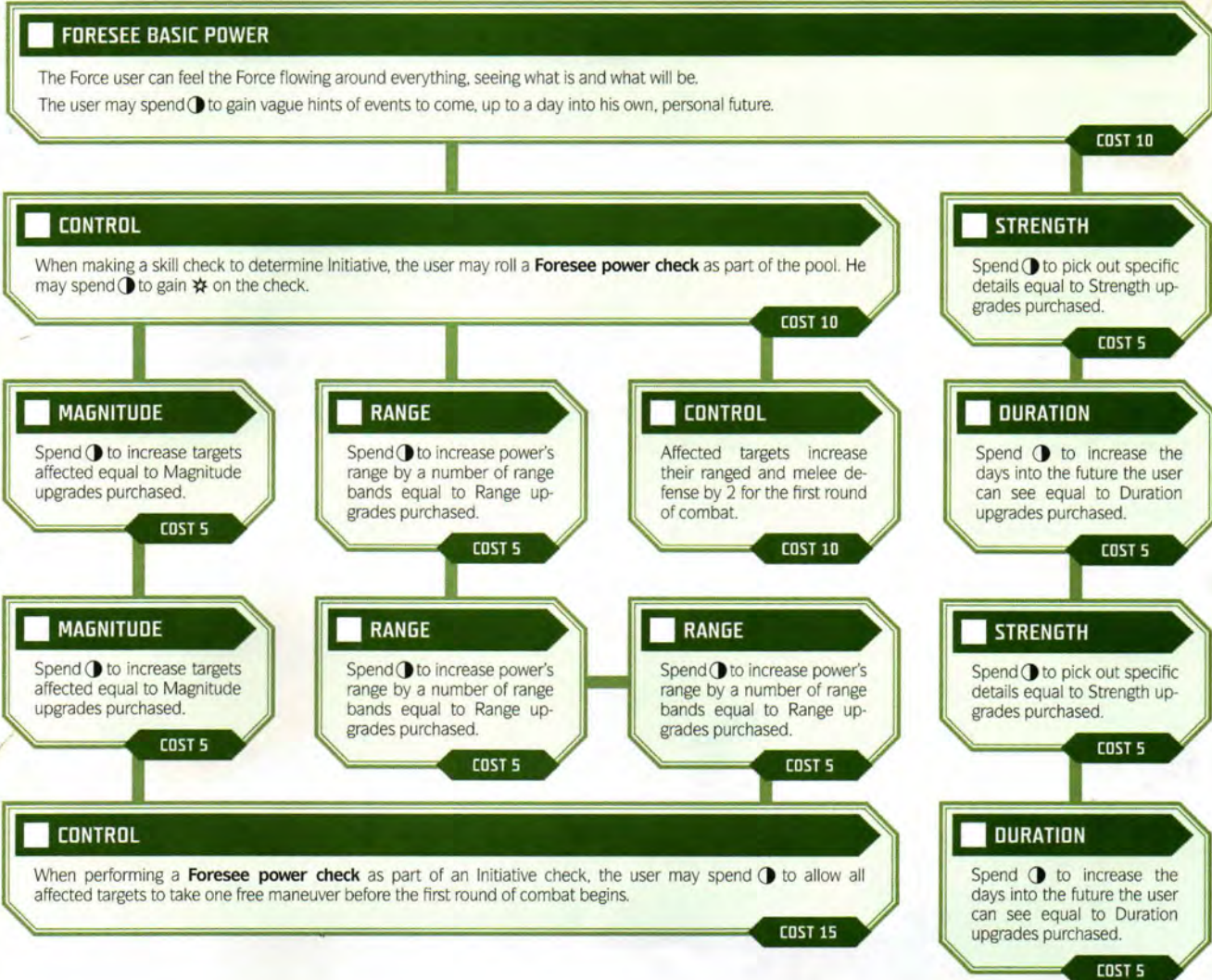
Prerequisite: Force Rating 1+



Force Power Tree: Foresee

Prerequisites: Force Rating 1 +

FORCE ABILITY



FORCE POWER: FORESEE

Force users often have precognitive flashes, experiencing waking dreams or visions about people and situations through their abilities. These powers are rarely so clear and obvious as to provide unequivocal visions of the future, but they are certainly enough to give Force users pause for thought when they have a "bad feeling about something."

The power of foresight has been used in countless different ways by countless different Force users throughout history. Some use it to gain vague images far into the future, while others use it to predict the movements of their foes or see an unexpected event soon to happen.

BASIC POWER

The most basic form of Foresee allows the character to look into the Force to see vague hints of his near future. These hints may be blurry visual images, brief samples of sound, or simple emotions. The basic power has one way of spending Force points:

- The user may spend 1 to gain vague hints of events to come in the next day of his own, personal future. The basic power cannot see further than one day.

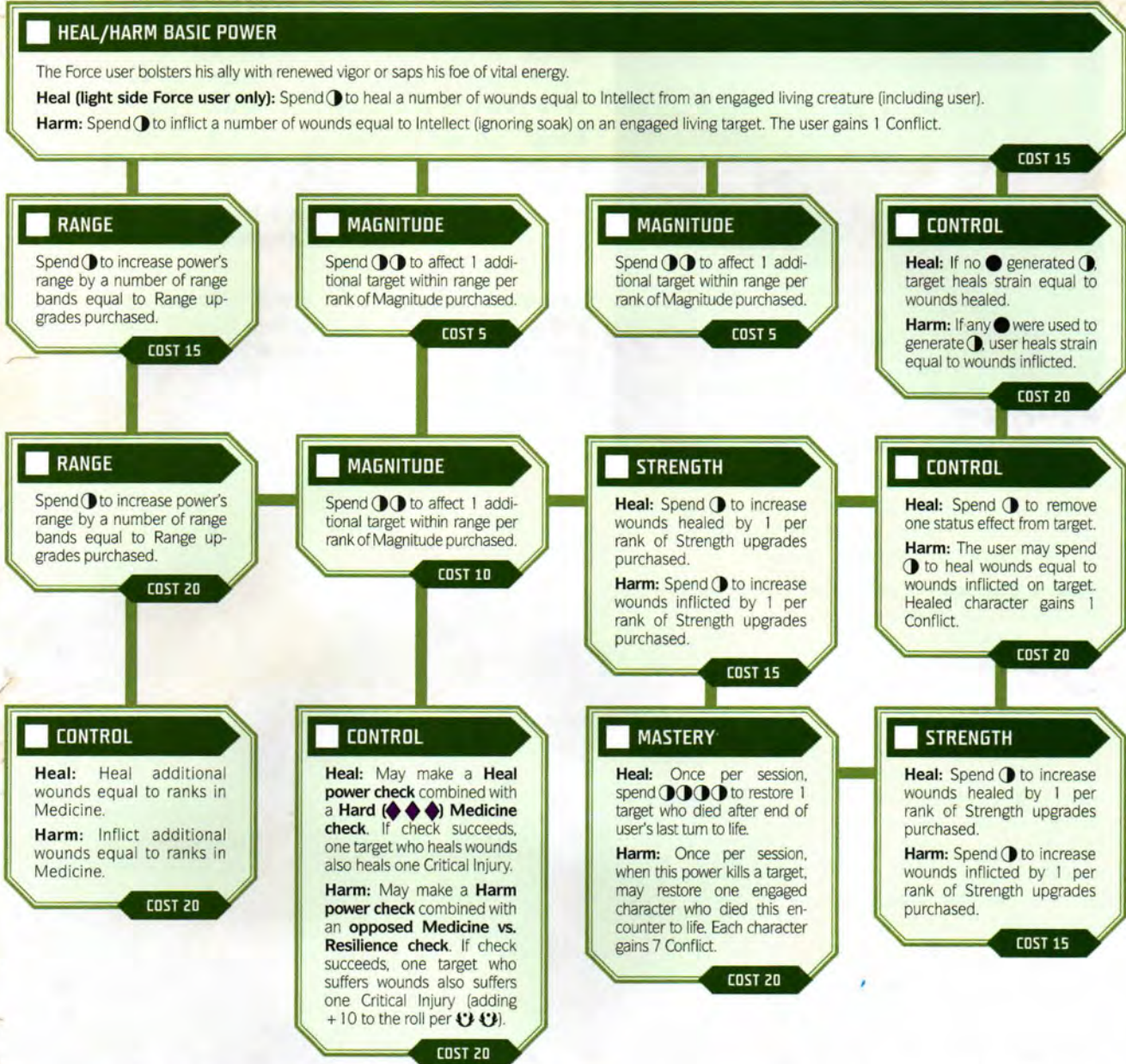
UPGRADES

Foresee's upgrades work in two distinct manners. The first set of upgrades serves to further enhance the character's ability to intuit the actions of oth-

Force Power Tree: Heal/Harm

Prerequisites: Force Rating 1 +

FORCE ABILITY



FORCE POWER: HEAL/HARM

This power reflects a Force user's capacity to manipulate the living energy in things around him. It is the individual's choice, however, whether to use this gift to help others flourish, binding their injuries and making them whole, or to steal their vital essence, ripping the life from them to watch as they wither and die.

BASIC POWER

Unlike many other Force powers, Heal/Harm has a basic power that can be used in two distinct ways (to heal or to harm). Heal allows the Force user to treat his comrades'

injuries, while Harm lets him drain the life from his foes. When a character purchases the basic power Heal/Harm, he gains access to both Heal and Harm. Each time a character uses the basic power, he must choose whether he is using Heal or Harm, and he receives only the effects associated with his choice. Each upgrade a character purchases improves both Heal and Harm, but some improve each power in a different way.

HEAL (LIGHT SIDE FORCE USER ONLY)

The basic power for Heal lets a character mend wounds with a simple touch. Heal can only be used by light side Force-sensitive characters. The basic power has one way to spend Force points:

FORCE POWER: Imbue

FORCE ABILITY

Prerequisite: Force Rating 2+

IMBUE BASIC POWER

The Force user lends strength to allies, making them more potent, resourceful, or resilient for a time.

The user may spend 2 to increase one of another engaged character's characteristics by 1 (to a maximum of 6) until the end of the Force user's next turn.

This can only be used once per character per encounter. If the user uses 1 to generate 1, the target increases a second characteristic by 1 (to a maximum of 6) until the end of the user's next turn, but both the Force user and target suffer 3 strain.

Cost: 15

STRENGTH

If no 1 were used to generate 1, decrease all Critical Injuries suffered and inflicted by the target by 10 per Strength upgrade purchased. If no 0 were used to generate 1, increase all Critical Injuries suffered and inflicted by 10 per Strength upgrade purchased.

Cost: 5

CONTROL: SKILL RANKS

Spend 1 to allow the target to count as having ranks in a skill equal to user's ranks in the skill.

Cost: 10

RANGE

Spend 2 to increase power's range by a number of range bands equal to Range upgrades purchased.

Cost: 5

RANGE

Spend 2 to increase power's range by a number of range bands equal to Range upgrades purchased.

Cost: 10

RANGE

Spend 2 to increase power's range by a number of range bands equal to Range upgrades purchased.

Cost: 15

STRENGTH

If no 1 were used to generate 1, decrease all Critical Injuries suffered and inflicted by the target by 10 per Strength upgrade purchased. If no 0 were used to generate 1, increase all Critical Injuries suffered and inflicted by 10 per Strength upgrade purchased.

Cost: 10

MASTERY

Increase characteristics boosted by this power by 2 (to a maximum of 7) instead of 1 (to a maximum of 6).

Cost: 25

DURATION

Commit 2 to sustain the effects of this power as long as the target remains in range.

Cost: 10

RANGE

Spend 2 to increase power's range by a number of range bands equal to Range upgrades purchased.

Cost: 15

STRENGTH

If no 1 were used to generate 1, decrease all Critical Injuries suffered and inflicted by the target by 10 per Strength upgrade purchased. If no 0 were used to generate 1, increase all Critical Injuries suffered and inflicted by 10 per Strength upgrade purchased.

Cost: 20

DURATION: IMPROVED

Commit 1 to sustain the effects of this power as long as the target remains in range.

Cost: 20

Force Power Tree: Influence

Prerequisites: Force Rating 1 +

FORCE ABILITY

INFLUENCE BASIC POWER

The character may attempt to guide, shape, and even twist the thoughts and feelings of others.

Special Rule (○● use): When guiding and shaping thoughts, only ○ generated from ● may be used to generate negative emotions such as rage, fear, and hatred. Only ○ generated from ○ may be used to generate positive emotions such as peace, tranquility, and friendliness. Other emotions such as confusion can be created from ● generated from either ○ or ●.

The character may spend ○ to stress the mind of one living target he is engaged with, inflicting 1 strain.

COST 10

RANGE

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

COST 5

MAGNITUDE

Spend ○ to increase targets affected equal to Magnitude upgrades purchased.

COST 5

CONTROL

The Force user may make an **opposed Discipline vs. Discipline check** combined with an **Influence power check**. If the user spends ○ and succeeds on the check, he can force the target to adopt an emotional state or believe something untrue, lasting for 1 round or 5 minutes.

COST 10

CONTROL

When making a Coercion, Charm, Deception, Leadership, or Negotiation check, the Force user may roll an **Influence power check** as part of his dice pool. He may spend ○ to gain ✨ or ☹ (user's choice) on the check.

COST 15

STRENGTH

When stressing the mind of a target, the character inflicts 2 strain.

COST 10

RANGE

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

COST 10

MAGNITUDE

Spend ○ to increase targets affected equal to Magnitude upgrades purchased.

COST 5

DURATION

Spend ○ to increase duration by number of rounds (or minutes) equal to Duration upgrades purchased.

COST 5

DURATION

Spend ○ to increase duration by number of rounds (or minutes) equal to Duration upgrades purchased.

COST 5

RANGE

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

COST 10

MAGNITUDE

Spend ○ to increase targets affected equal to Magnitude upgrades purchased.

COST 10

DURATION

Spend ○ to increase duration by number of rounds (or minutes) equal to Duration upgrades purchased.

COST 5

DURATION

Spend ○ to increase duration by number of rounds (or minutes) equal to Duration upgrades purchased.

COST 5

FORCE POWER: INFLUENCE

The ability to influence the minds of others is not something to be taken lightly. Misuse of the ability, colloquially known as a "mind trick," is a sure step on the path to the dark side. A powerful Force user can manipulate the minds of others to the point where he can convince them to believe things that are untrue, or calm an angry crowd. Conversely, he can rile the crowd into a murderous frenzy, or frighten a single soul into gibbering madness. This is where the danger of Influence lies.

However, Influence is not inherently evil. Many Force users have used Influence to protect the helpless or to deal with a threat in a way that avoids violence. It is much better to convince a guard to return to his post than to have to kill him.

Influence's most basic and arguably crudest ability allows the user to inflict strain on a living target, stressing his mind until he passes out. However, upgrades allow the Force user who specializes in Influence to perform much more subtle and impressive feats.

BASIC POWER

The most basic form of Influence does not allow the Force user to guide or shape the thoughts of others. He can merely strain their mind, inflicting stress and exhaustion. The basic power has one effect that can be triggered multiple times on the same or different targets:

- The user spends ○ to stress the mind of one living target he is engaged with, inflicting 1 strain. The user may activate this multiple times, increasing the strain inflicted by one each time.

FORCE POWER: Jerserra's Influence

FORCE ABILITY

Prerequisite: Force Rating 2+

JERSERRA'S INFLUENCE BASIC POWER

The Force user can project terrifying visions onto does, forcing them to face their greatest fears.

The user may spend 1 to target one character within short range. That character must immediately make an **Average** (◆◆) fear check as an out-of-turn incidental.

Cost: 10

RANGE

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

Cost: 5

STRENGTH

Spend 1 to increase the difficulty of the fear check by a number of times equal to Strength upgrades purchased.

Cost: 10

CONTROL: STRAIN

If target suffers strain as a result of Jerserra's Influence, the Force user recovers an equal amount of strain.

Cost: 10

RANGE

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

Cost: 10

CONTROL: SUCCESS/ADVANTAGE

When making a fear check, the Force user can roll a **Jerserra's Influence power check** as part of the pool. The user may spend 1 to gain ★ or ☹ (user's choice) on the check.

Cost: 10

MAGNITUDE

Spend 1 to increase the number of targets affects by a number equal to Magnitude upgrades purchased.

Cost: 10

MAGNITUDE

Spend 1 to increase the number of targets affects by a number equal to Magnitude upgrades purchased.

Cost: 10

STRENGTH

Spend 1 to increase the difficulty of the fear check by a number of times equal to Strength upgrades purchased.

Cost: 10

CONTROL: COMMIT

Ongoing effect: Commit ☹. The user increases his Willpower characteristic by 1 (to a maximum of 6).

Cost: 15

RANGE

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

Cost: 15

MASTERY: FORCED COMMIT

The Force user may target one character within short range and make an **opposed Discipline vs. Discipline check** combined with a **Jerserra's Influence power check**. If the user spend 1 and succeeds on the check, he may commit ☹ and force the target to also commit ☹. Both dice remain committed until the Force user uncommits that ☹ or the encounter ends.

Cost: 15

MASTERY: FORCED ACTION

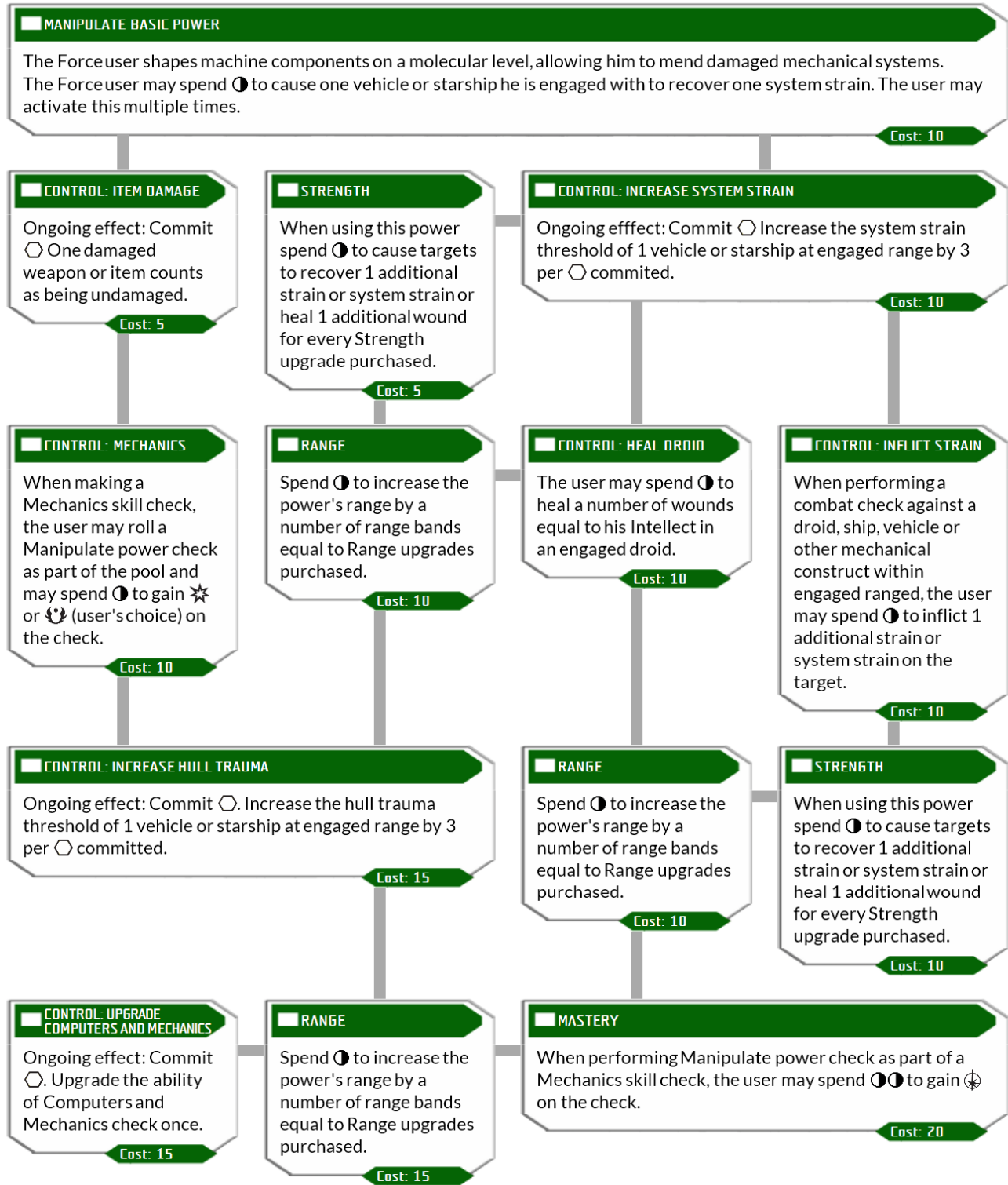
Once per session, after a target fails a fear check caused by this power, the Force user may have the target perform one action as an out-of-turn incidental. The Force user gains 3 Conflict.

Cost: 15

FORCE POWER: Manipulate

FORCE ABILITY

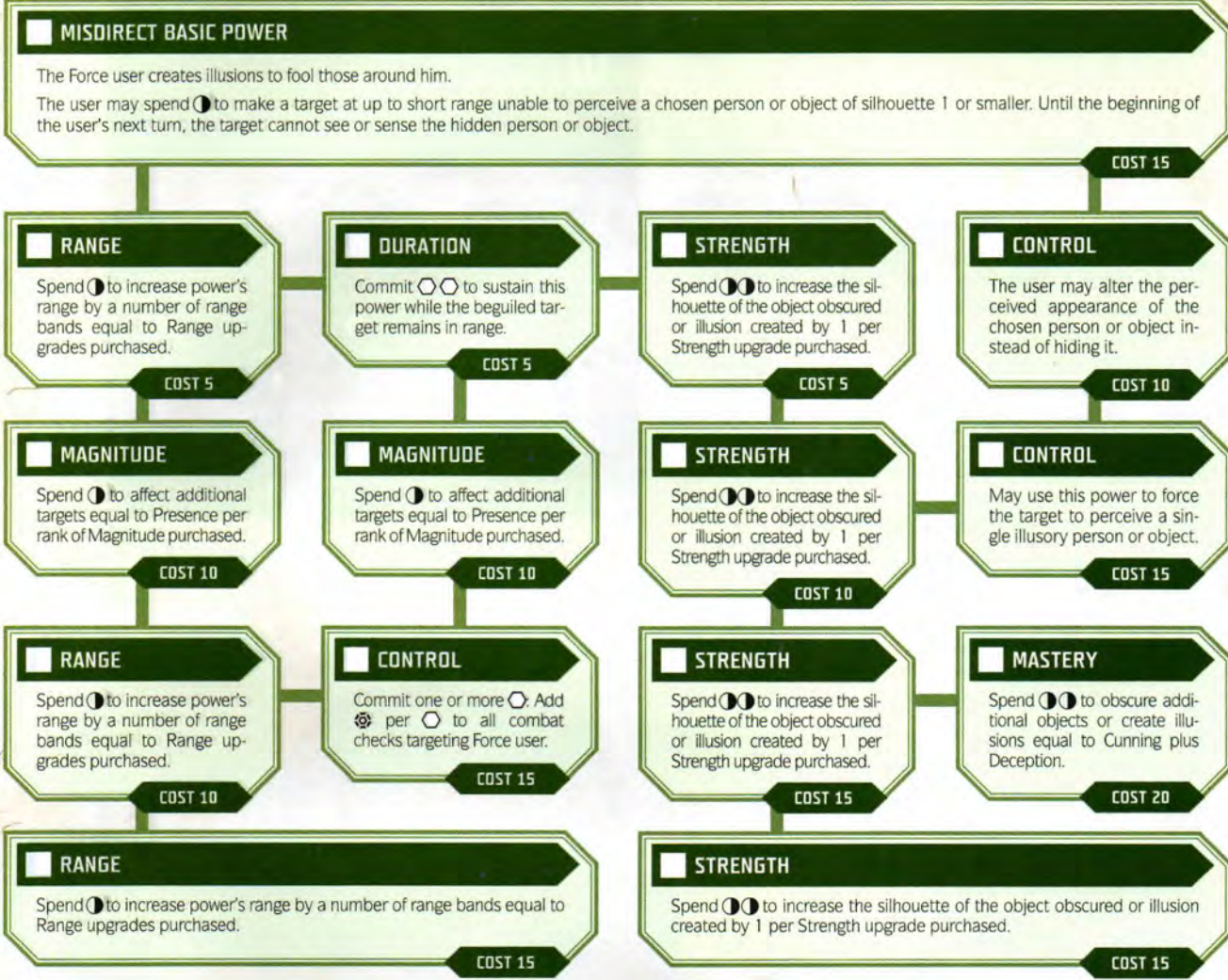
Prerequisite: Force Rating 1+



Force Power Tree: Misdirect

Prerequisites: Force Rating 1 +

FORCE ABILITY



FORCE POWER: MISDIRECT

Trickery is an important part of many Force users' arsenals, letting them tip the scales of battle in their favor or even avoid some conflicts entirely. Force users versed in shrouding techniques often walk unseen amidst their foes—a particularly useful ability for any Force-sensitive hiding from the Empire. Especially skilled crafters of illusions can even project visions onto those around them, baffling pursuers or terrifying enemies with horrific phantasms.

BASIC POWER

The Misdirect power allows the user to manipulate the senses of others, beguiling his targets so that he can hide people and objects in plain sight or impose sensory illusions on those targets. The basic power has one way to spend Force points:

- The user may spend 1 to deceive the senses of a living target at short range or closer. The target does not perceive one object or being of silhouette 1 or lower that is within his line of sight until the beginning of the Force user's next turn. The user may not activate this multiple times.

UPGRADES

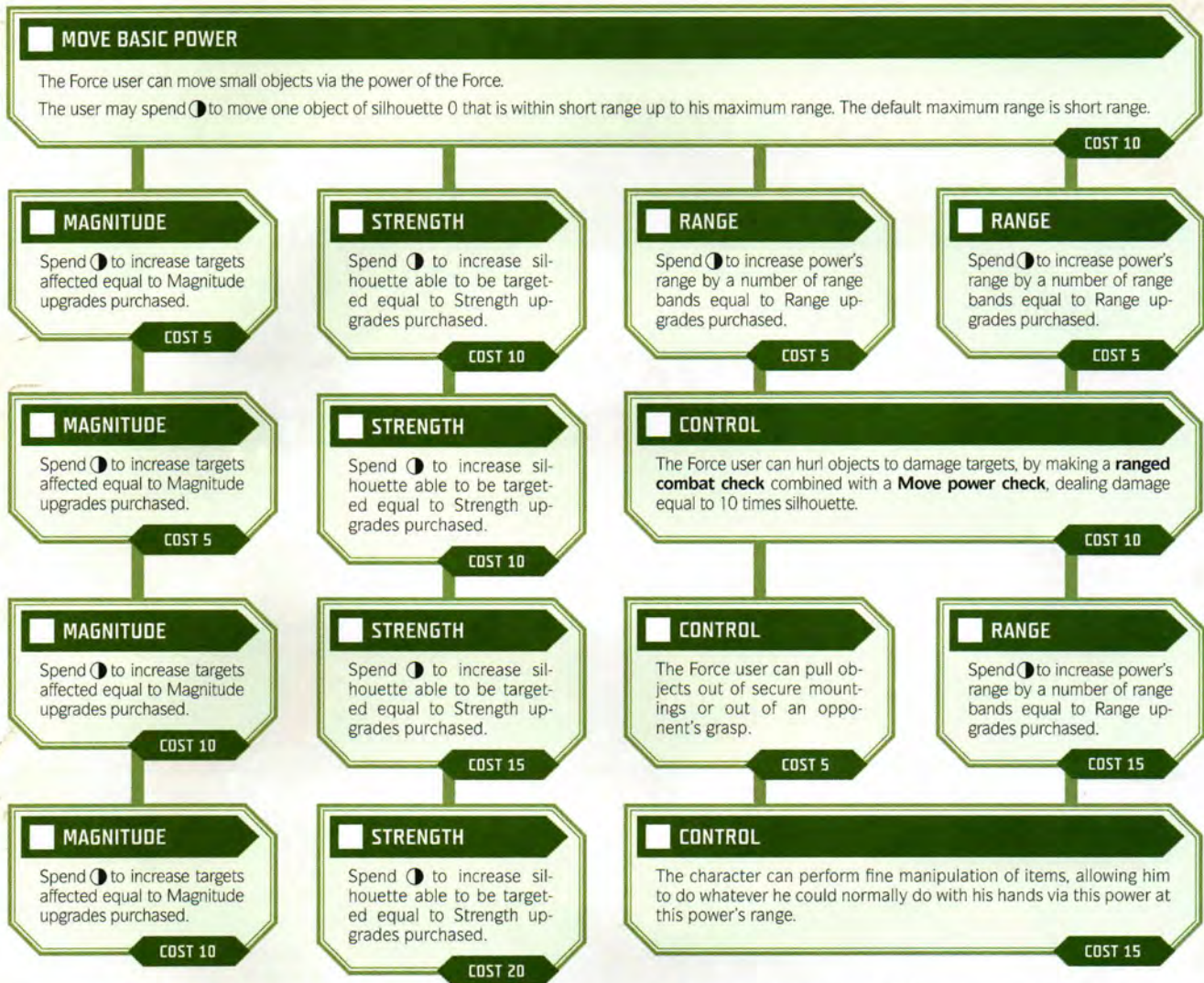
Control Upgrade: Instead of merely hiding an object or person from the target with this power, the user may alter the appearance of that object or person, making it appear to be something or someone else to the target.

Control Upgrade: Instead of hiding an object or person from the target with this power, the user may cause the target to see a vision of an illusory object, person, or creature where none exists. This phantasm can be silhouette 1 or smaller. To accomplish this, the Force

Force Power Tree: Move

Prerequisites: Force Rating 1 +

FORCE ABILITY



FORCE POWER: MOVE

Many Force users develop the ability to shift objects without physically handling them, moving matter with the power of the mind. Those with a modicum of training in the skill can cause small objects to slowly and painfully rise, fall, or travel in space. True masters of the Force are rumored to be able to hurl starships about or juggle heavy crates in the air. Other applications of the power allow for Force users to manipulate control panels or computer keyboards at a distance. There is thought to be no limit to what a Force user could move with the application of enough concentration.

When moving items, the default speed is slow and deliberate, not fast enough to inflict injury or accurate enough to allow for fine manipulation.

BASIC POWER

At its most basic, Move allows the Force user to move small objects that are near him. It has one basic effect:

- The user may spend 1 to move one object of silhouette 0 that is within short range up to his maximum range. The default maximum range is short range. The user may not activate this multiple times.

UPGRADES

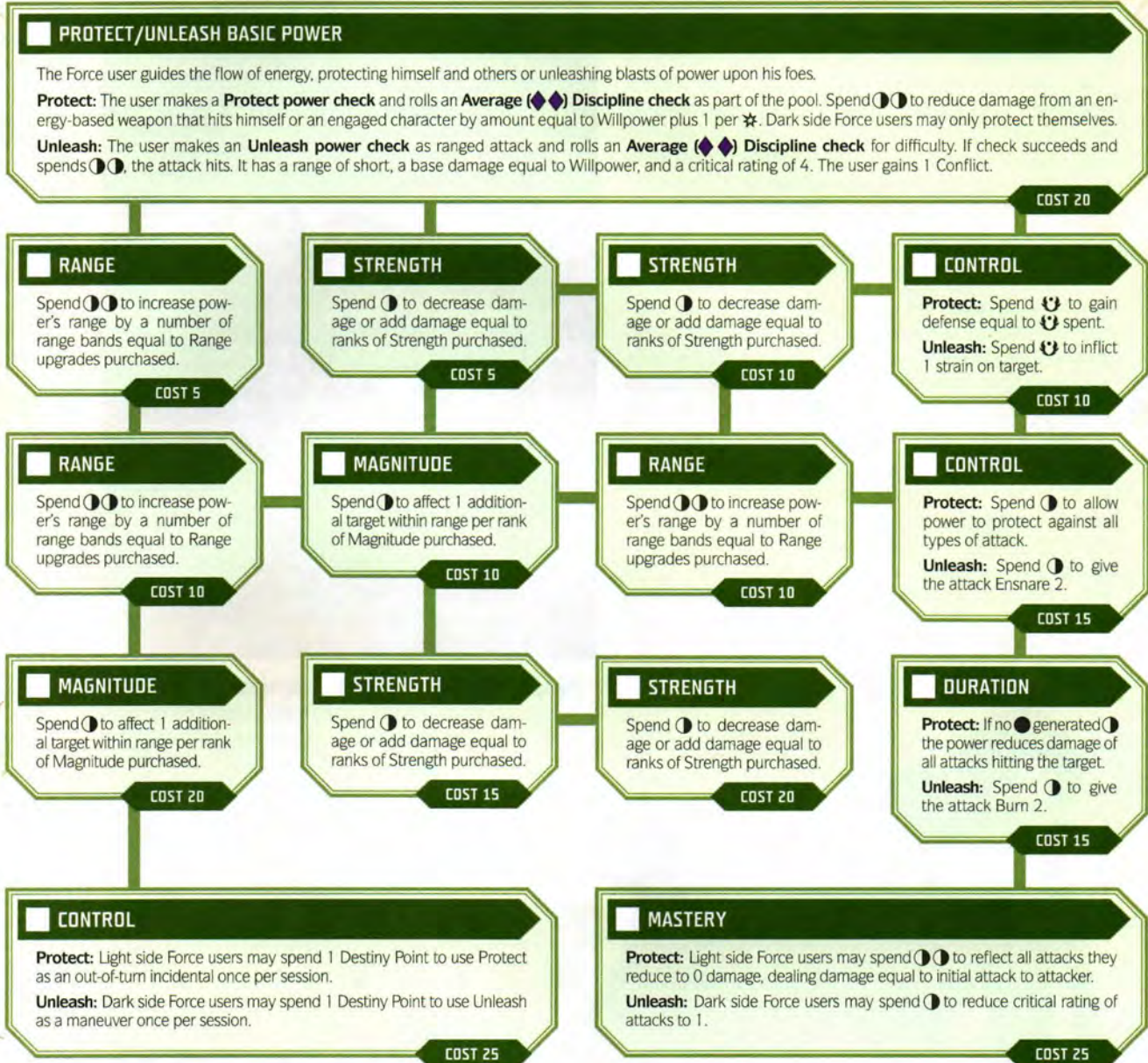
Move's upgrades include the ability to move a larger number of objects at once, to move increasingly large objects, and to move objects over greater distances. Some upgrades give the Force user different ways to use the power, though most are cumulative improvements to the abilities described by the basic power.

Control Upgrade: The user gains the ability to move objects fast enough so as to be both difficult to dodge and capable of inflicting damage. Resulting impacts deal damage to both the target and the object being moved. The user makes a Force power check and rolls a ranged attack as part of the pool. The attack's difficulty is equal to the silhouette of the object being thrown instead of the normal difficulty for ranged attacks, and

Force Power Tree: Protect/Unleash

Prerequisites: Force Rating 3 +

FORCE ABILITY



FORCE POWER: PROTECT/UNLEASH

Force users can harness the innate abilities of the Force to protect themselves and others from harm. However, that same power can be turned to terrible ends when the user infuses himself with the dark side. Dark siders can shoot lightning from their fingertips or envelop their targets in withering, murderous cold.

BASIC POWER

Unlike many other Force powers, Protect/Unleash has a basic power that can be used in two very different ways. A character who purchases the basic power Protect/

Unleash gains access to both Protect and Unleash. Each time a character uses the basic power, he must choose whether to use Protect or Unleash and receives only the effects associated with that choice. Each upgrade a character purchases improves both Protect and Unleash, but some improve each power in a different way.

PROTECT

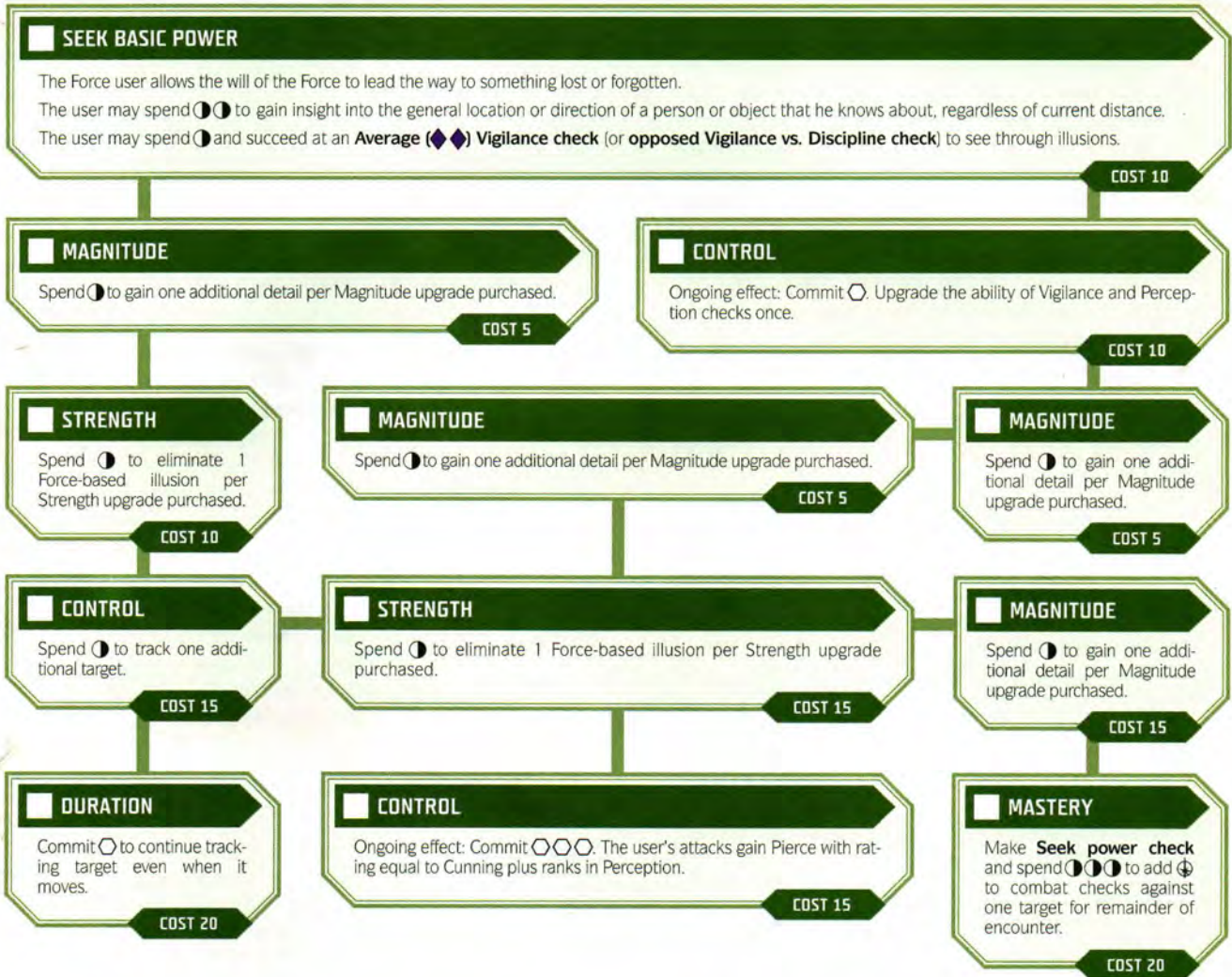
The basic power for Protect lets a Force user shield himself or an ally against oncoming energy attacks. A dark side Force user cannot use Protect to defend allies (he can only use it to protect himself). The basic power has one way to spend Force points:

- The user chooses himself or one ally he is currently engaged with and makes a **Protect power check**.

Force Power Tree: Seek

Prerequisites: Force Rating 1 +

FORCE ABILITY



FORCE POWER: SEEK

The Force user casts out with his mind's eye, searching for something lost, concealed, or forgotten. While countless different Force traditions across the galaxy have attached different practices and techniques to this power, from tribal cultures that use it to hunt prey-beasts to orders of assassins who seek out any who defy their orthodoxy, the basic ability remains the same: those who follow pathways of the Force can track down anything or anyone, regardless of the distance or eons that separate them from their quarry.

BASIC POWER

Seek's basic power allows Force users to find faraway things and to shatter sensory tricks that might hide their quarry. The basic power has two ways to spend Force points:

- The user may spend 1 to gain insight into the general location or direction of a person or object that he knows about, regardless of its current distance from him. The user may not activate this multiple times.
- The user may make an **Average (◆◆) Vigilance check** with the power check to see through all sensory misdirections confronting him, whether these come from technology or more esoteric sources. This power works against tricks such as cloaking fields, holograms, Force illusions, and even physical disguises, at the GM's discretion, but has no direct effect on spoken or written lies. To successfully see past the deception, the character must spend 1 to activate the power and must succeed on the **Average (◆◆) Vigilance check** (or **opposed Vigilance versus Discipline check** if illusions are being created by another Force user). If the user succeeds, his supernatural

Force Power Tree: Sense

Prerequisites: Force Rating 1 +

FORCE ABILITY

SENSE BASIC POWER

The Force user can sense the Force interacting with the world around him.
The user may spend 1 to sense all living things within short range (including sentient and non-sentient beings).
The user may spend 1 to sense the current emotional state of one living target with whom he is engaged.

COST 10

CONTROL

Ongoing effect: Commit 1. Once per round, when an attack targets the Force user, he upgrades the difficulty of the pool once.

COST 10

DURATION

Sense's ongoing effects may be triggered one additional time per round.

COST 10

STRENGTH

When using Sense's ongoing effects, upgrade the pool twice, instead of once.

COST 10

CONTROL

Ongoing effect: Commit 1. Once per round, when the Force user makes a combat check, he upgrades the ability of that check once.

COST 10

CONTROL

Effect: Spend 1. The Force user senses the current thoughts of one living target with whom he is engaged.

COST 10

RANGE

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

COST 5

RANGE

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

COST 10

RANGE

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

COST 10

MAGNITUDE

Spend 1 to increase number of targets affected by power equal to Magnitude upgrades purchased.

COST 5

MAGNITUDE

Spend 1 to increase number of targets affected by power equal to Magnitude upgrades purchased.

COST 10

MAGNITUDE

Spend 1 to increase number of targets affected by power equal to Magnitude upgrades purchased.

COST 10

FORCE POWER: SENSE

By opening his mind, a Force user can commune with the world around him. He senses the endless movement of the Living Force, seeing beyond what his eyes allow. The actions of those around him are laid bare, as if the Force user had a bird's eye view of his surroundings, allowing him to anticipate attacks and better strike blows of his own, or even spot ambushes and lurking foes. Alternatively, he can sense the thoughts of others. Even a Jedi cannot read someone's mind completely, but a Force-sensitive being can detect his target's feelings and emotions, and even sense surface thoughts.

Unlike many other Force powers, Sense has a basic power that can be used in two very different ways. Users can rely on Sense to augment their defensive (and eventually offensive) abilities, or they can invest in the ability to read the emotions and feelings of others. They can even read their surface thoughts, which can be particularly valuable in a wide variety of situations.

BASIC POWER

Sense's basic power allows the Force user to sense the living Force interacting with the world around him. This allows him to perceive life and read emotions. The basic power has two ways to spend Force points:

- The user may spend 1 to sense all living things within short range of himself (including animals and sentient beings). The user may not activate this multiple times.
- The user may spend 1 to sense the current emotional state of one living target with whom he is engaged. The user may not activate this multiple times.

UPGRADES

Sense's upgrades are split into two groups: those that allow the Force user to protect himself from danger and augment his attacks, and those that allow him to detect the thoughts of others.

Force Power Tree: Suppress

Prerequisites: Force Rating 1 +

Force Ability

SUPPRESS BASIC POWER

The Force user can dampen the effect of incoming Force powers, dramatically diminishing their effects on himself and his allies. The user may spend 1 to add automatic 1 to Force power checks made against him or any ally within short range until the end of his next turn.

COST 10

STRENGTH

Spend 1 to add additional automatic 1 equal to Strength upgrades purchased to hostile Force power checks.

COST 5

DURATION

Ongoing effect: Commit 1 to sustain ongoing effects of the power on each affected target while within range.

COST 5

RANGE

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

COST 5

CONTROL

Commit one or more 1: When an opponent targets the user with a Force power, after the opponent generates 1, reduce the total 1 generated by 1 per 1 committed, to a minimum of 0.

COST 10

RANGE

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

COST 5

STRENGTH

Spend 1 to add additional automatic 1 equal to Strength upgrades purchased to hostile Force power checks.

COST 10

CONTROL

Spend 1 Destiny Point to use Suppress as an out of turn incidental once per session.

COST 10

RANGE

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

COST 5

MASTERY

The user may make a **Suppress power check** along with an **opposed Discipline vs. Discipline check** targeting another Force user within short range. If the user spends 1 and succeeds on the check, the target Force user immediately uncommits all 1 and ends all ongoing effects of Force powers and Force talents that required committed 1.

COST 20

CONTROL

Whenever a Force user targets a character affected by Suppress with a hostile Force power, if that opponent used 1 to generate 1 on the check, he suffers strain equal to the user's ranks in Discipline.

COST 15

Control Upgrade: Whenever an enemy targets a character affected by Suppress with a hostile Force power, if that enemy used any 1 to generate 1 on the check, the enemy suffers strain equal to the user's ranks of Discipline.

Duration Upgrade: The power gains the ongoing effect: Commit 1 after successfully activating the basic power. This power remains in effect on each affected target as long as the target stays within range of the power. If the target moves beyond the range of the power, the effects end for him but not for any other targets affected by the power. The user may not activate this multiple times.

Mastery Upgrade: The user may choose an enemy within short range and attempt to disrupt that foe's use of the Force. The user makes an **Suppress power check** and rolls an **opposed Discipline vs. Discipline check** as part of the pool. If the user spends 1 and succeeds on the opposed Discipline check, the user causes the target Force user to im-

mediately uncommit all committed 1 and immediately end all ongoing effects of Force powers, Force talents, and any other effects that required committed 1. The user may not activate this multiple times.

Range Upgrade: Spend 1 to increase the maximum range at which the Force user can affect targets with this power by a number of range bands equal to Range upgrades purchased. The user may activate this multiple times, increasing the range by this number each time.

Strength Upgrade: Spend 1 to add additional automatic 1 equal to the number of Strength upgrades purchased to hostile Force power checks targeting characters affected by Suppress. The user may not activate this multiple times.

Force Power Tree: Warde's Foresight

Prerequisites: Force Rating 1 +

FORCE ABILITY

Available with the holocron.

- ① Unlocked upon acquiring the kyber crystal in **Episode I**.
- ② Unlocked upon acquiring the kyber crystal in **Episode II**.
- ③ Unlocked upon acquiring the kyber crystal in **Episode III**.

WARDE'S FORESIGHT BASIC POWER

The Force user can feel the Force flowing around another specific individual to gain insight into what that person might do.

The user may spend ① to gain hints about what another individual within short range is likely to do in the near future.

COST 10

RANGE

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

COST 5

CONTROL ①

When making a skill check to determine Initiative, the Force user may roll a Warde's Foresight power check as part of the pool. He may spend ① to add automatic ✨ on his first check this encounter.

COST 10

STRENGTH ①

Spend ①① to add ① equal to Strength upgrades purchased to user's next check against the target.

COST 10

CONTROL ②

Once per encounter, use the basic power as a maneuver.

COST 10

DURATION ②

Spend ①① to have the bonuses the power grants apply to all checks for rounds equal to Duration upgrades purchased.

COST 10

DURATION ①

Spend ①① to have the bonuses the power grants apply to all checks for rounds equal to Duration upgrades purchased.

COST 10

RANGE ②

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

COST 5

DURATION ②

Spend ①① to have the bonuses the power grants apply to all checks for rounds equal to Duration upgrades purchased.

COST 10

CONTROL ②

When performing a Warde's Foresight power check as part of an Initiative check, spend ① to add ① on user's first check this encounter.

COST 15

MAGNITUDE ③

When performing a Warde's Foresight power check as part of an Initiative check, spend ① to add ✨ or ① to ally's first check this encounter.

COST 10

STRENGTH ③

Spend ①① to add ① equal to Strength upgrades purchased to user's next check against the target.

COST 10

CONTROL ③

When performing a Warde's Foresight power check as part of an Initiative check, if the user did not use ① to generate ①, each ally adds automatic ✨ to the results of his Initiative check. If the user used ① to generate ①, the user may immediately perform an action before the encounter begins, but each enemy in the encounter adds automatic ✨ to the results of his Initiative check.

COST 15

FORESIGHT AND FORESHADOWING

As Yoda says, "Difficult to see. Always in motion, the future is." In other words, it is important that the future not be immutable, because one of the underlying themes of *Star Wars* is that destiny is forged not only through prophecy, but also through the choices that individuals make when faced with predictions of their possible futures.

On the other hand, the players would likely find it frustrating if their new Force power wasn't useful because the future is too mercurial to predict at all, and so the GM should strive to balance the effectiveness of Warde's Foresight with the idea that destiny is what one makes of it.

One way to address this is to make sure that the character always learns something useful from using Warde's Foresight. Even if a vision does not come to pass, perhaps it reveals a detail that is true—and useful—about the person it concerned. For example, even if a mysterious Force sensitive does not choose to unleash blasts of withering energy on the user of Warde's Foresight in response to an impertinent question, knowing that the character has the capacity to do so is valuable in and of itself. The vision might not come true, but it still reveals truth. Warde's Foresight can and should reveal things that don't come to pass, but it generally should not show visions that are completely impossible.