

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 ■ per rank of Brace from next Action. This may only remove ■ 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 ☹. 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 ☹☹ 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 ☹ to stagger target for 1 round per ☹.

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.

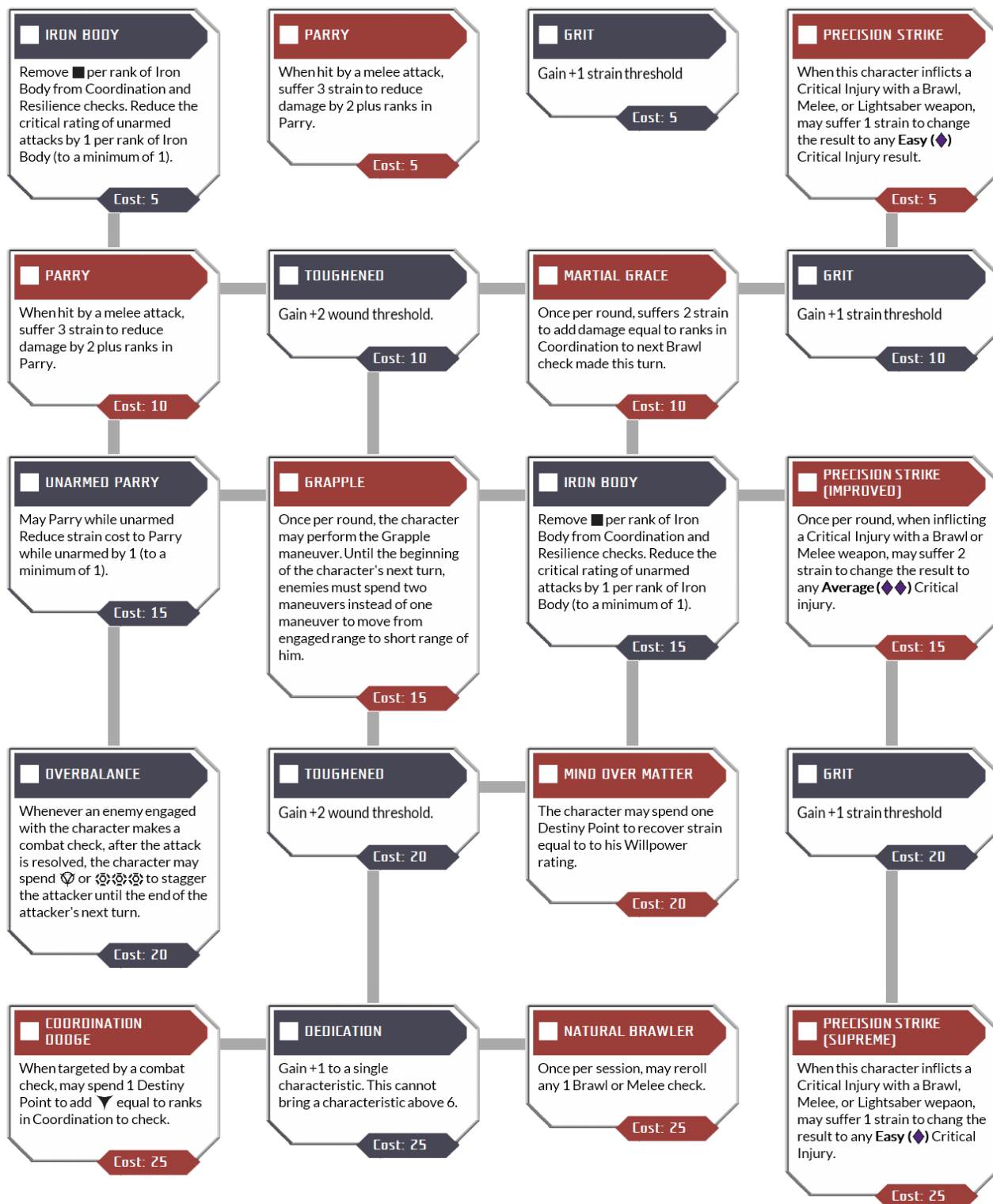
COST 25

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



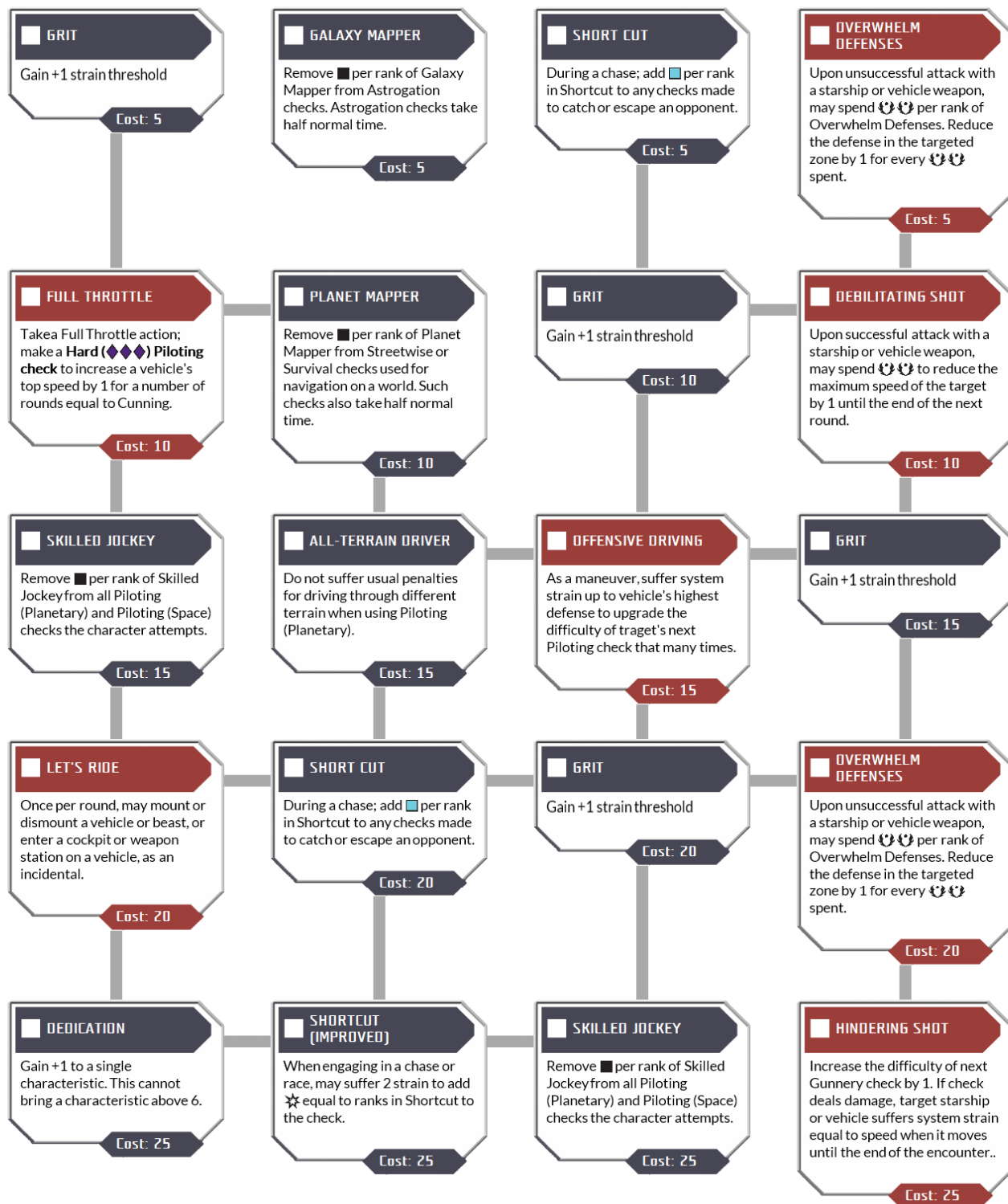
BOUNTY HUNTER: Operator

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

Operator Bonus Career Skills: Astrogation, Gunnery, Piloting - Planetary, Piloting - Space

■ ACTIVE

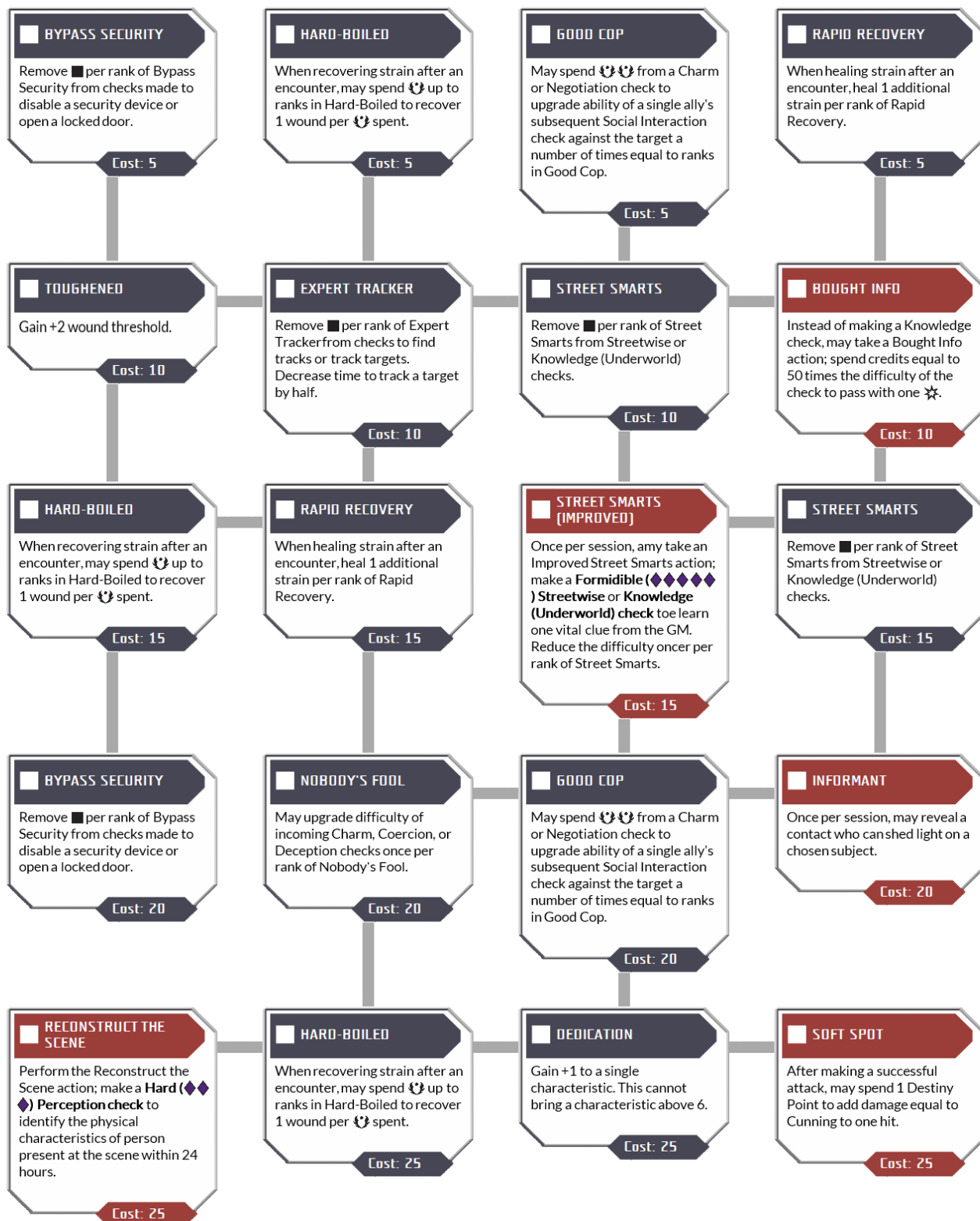
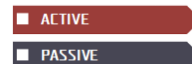
■ PASSIVE



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

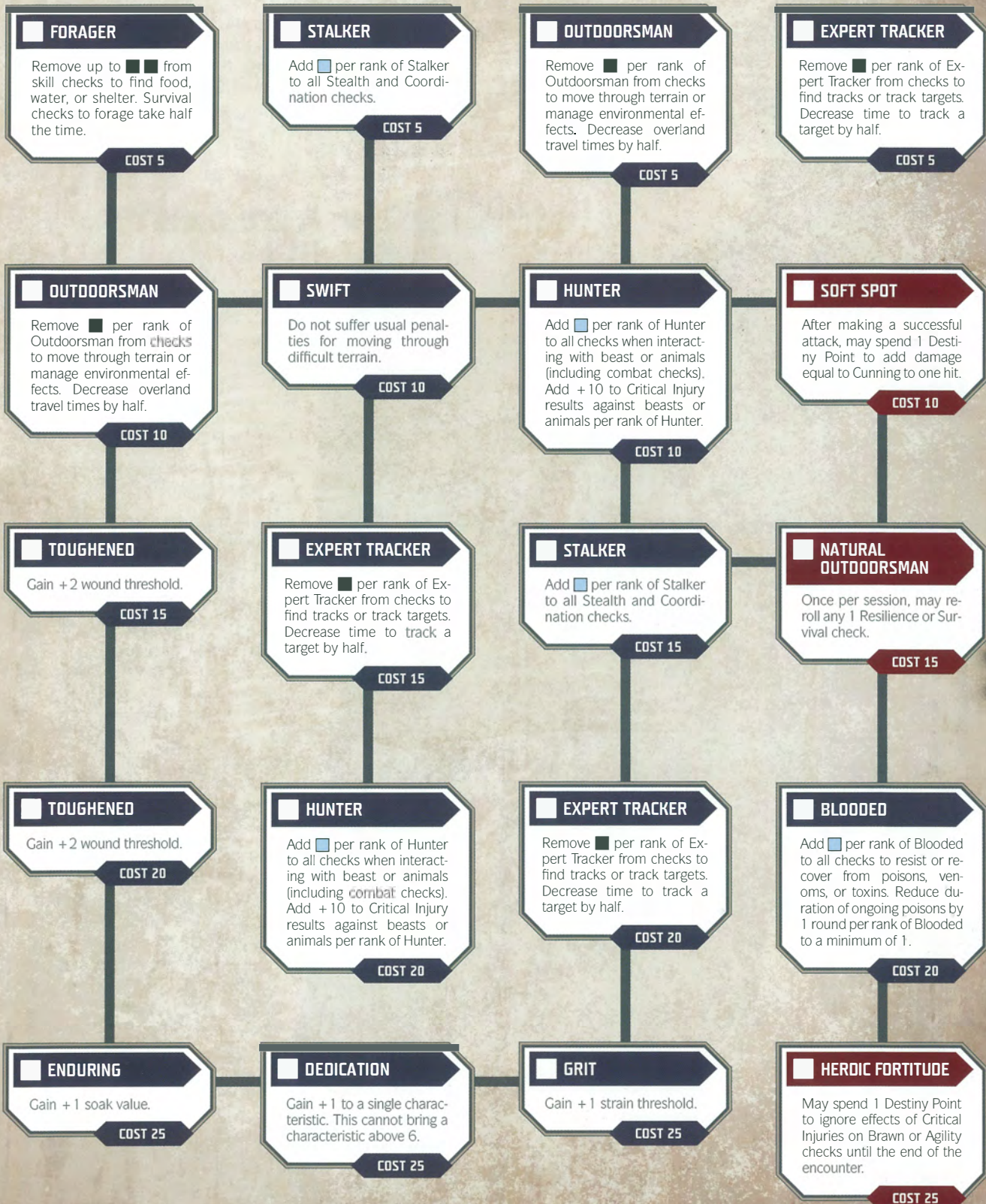


Bounty Hunter: Survivalist Talent Tree

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

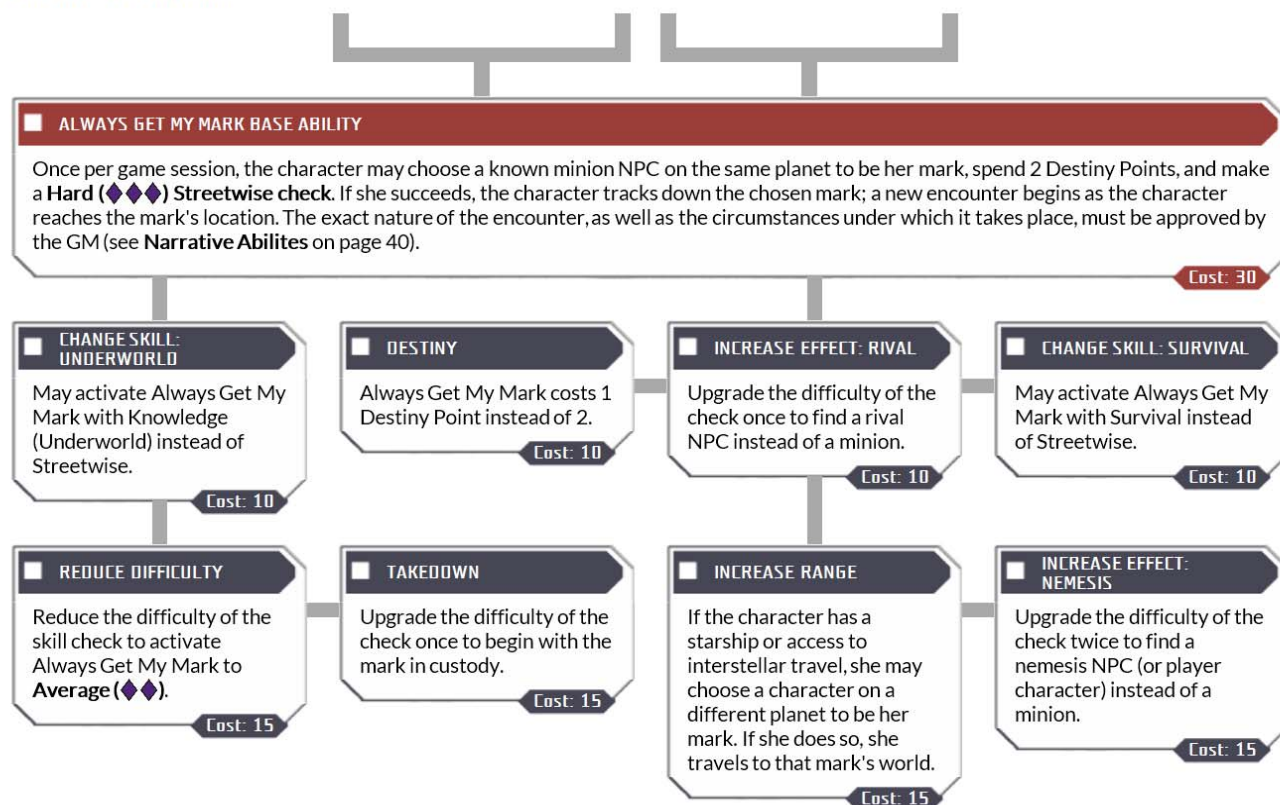
ACTIVE

PASSIVE



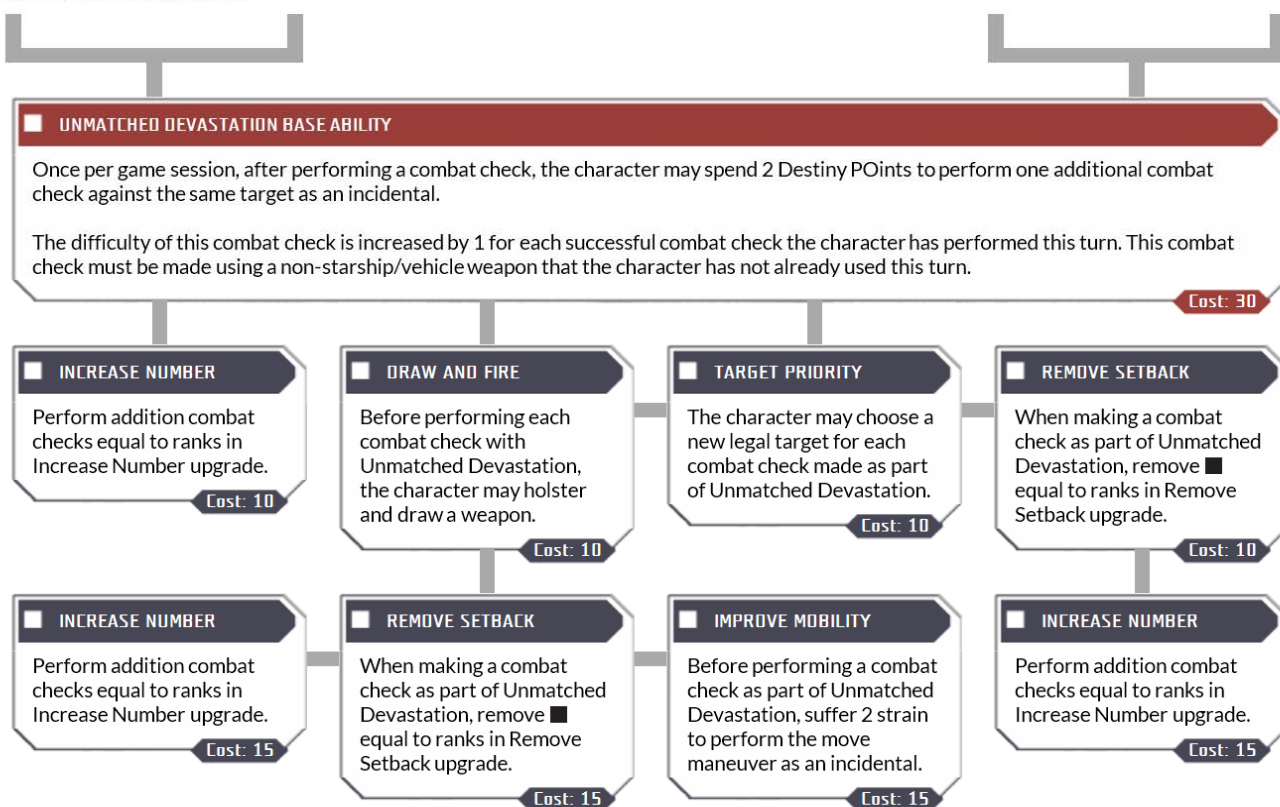
SIGNATURE ABILITY: Always Get My Mark

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

SURGEON

When making a Medicine check to help a character heal wounds, the target heals 1 additional wound per rank of Surgeon.

COST 5

BACTA SPECIALIST

Patients regain 1 additional wound per rank of Bacta Specialist when they recover wounds from bacta tanks or long term care.

COST 5

GRIT

Gain +1 strain threshold.

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

STIM APPLICATION

Take the Stim Application Action; make an **Average** (◆◆) Medicine check. If successful, 1 engaged ally increases 1 characteristic by 1 for the remainder of the encounter and suffers 4 strain.

COST 10

GRIT

Gain +1 strain threshold.

COST 10

SURGEON

When making a Medicine check to help a character heal wounds, the target heals 1 additional wound per rank of Surgeon.

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

SURGEON

When making a Medicine check to help a character heal wounds, the target heals 1 additional wound per rank of Surgeon.

COST 15

GRIT

Gain +1 strain threshold.

COST 15

BACTA SPECIALIST

Patients regain 1 additional wound per rank of Bacta Specialist when they recover wounds from bacta tanks or long term care.

COST 15

PRESSURE POINT

When making a Brawl check against an opponent, instead of dealing damage, may deal equivalent strain plus additional strain equal to ranks of Medicine (this ignores soak).

COST 15

IMPROVED STIM APPLICATION

When performing Stim Application Action, may increase difficulty of check to **Hard** (◆◆◆), and target only suffers 1 strain.

COST 20

NATURAL DOCTOR

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

COST 20

TOUGHENED

Gain +2 wound threshold.

COST 20

ANATOMY LESSONS

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

COST 20

SUPREME STIM APPLICATION

When performing the Stim Application Action, spend ◆ to increase an additional Characteristic by 1.

COST 25

MASTER DOCTOR

Once per round, suffer 2 strain to decrease the difficulty of a Medicine check by 1.

COST 25

DEDICATION

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

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

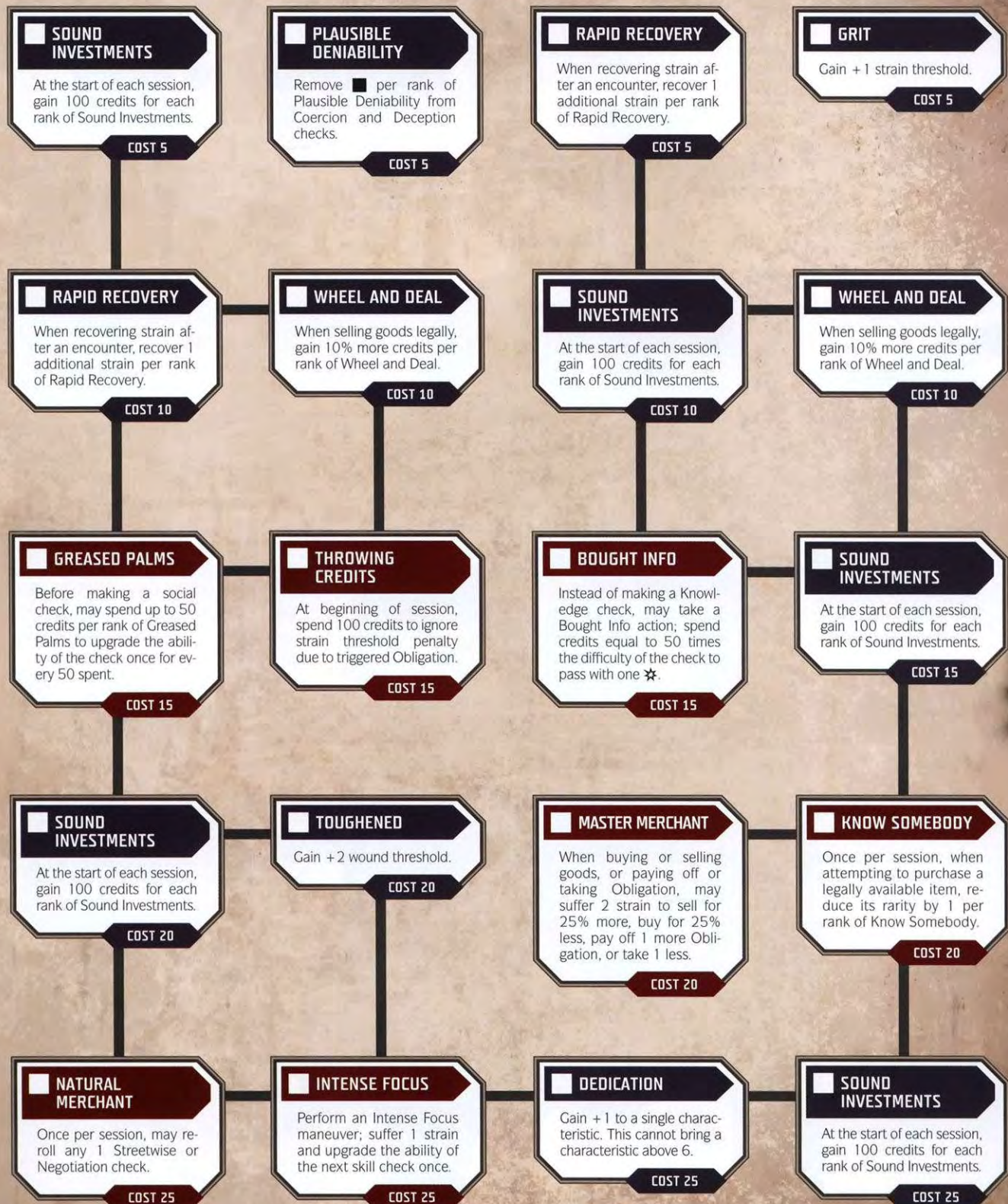
Colonist: Entrepreneur Talent Tree

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



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

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 5

GRIT

Gain +1 strain threshold.

COST 5

STREET SMARTS

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

COST 5

TOUGHENED

Gain +2 wound threshold.

COST 5

DURABLE

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

COST 10

GOOD COP

May spend ☹ ☹ from a Charm or Negotiation check to upgrade ability of a single ally's subsequent Social Interaction check against the target a number of times equal to ranks in Good Cop.

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

QUICK DRAW

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

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 15

GRIT

Gain +1 strain threshold.

COST 15

GOOD COP

May spend ☹ ☹ from a Charm or Negotiation check to upgrade ability of a single ally's subsequent Social Interaction check against the target a number of times equal to ranks in Good Cop.

COST 15

POINT BLANK

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

COST 15

DURABLE

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

COST 20

UNRELENTING SKEPTIC

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

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

POINT BLANK

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

COST 20

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

IMPROVED UNRELENTING SKEPTIC

When targeted by a Deception check that fails, may spend 1 Destiny Point to add ▼ to results.

COST 25

DEDICATION

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

COST 25

NATURAL MARKSMAN

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

COST 25

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

SMOOTH TALKER

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

COST 5

KILL WITH KINDNESS

Remove 1 per rank of Kill with Kindness from Charm and Leadership checks.

COST 5

DISTRACTING BEHAVIOR

Make a Distracting Behavior maneuver and suffer strain no greater than ranks in Cunning. Until beginning of next turn, equal number of NPCs suffer 1 on checks. Range increases with additional ranks.

COST 5

CONVINCING DEMEANOR

Remove 1 per rank of Convincing Demeanor from Deception or Skulduggery checks.

COST 5

DISTRACTING BEHAVIOR

Make a Distracting Behavior maneuver and suffer strain no greater than ranks in Cunning. Until beginning of next turn, equal number of NPCs suffer 1 on checks. Range increases with additional ranks.

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

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

JUMP UP

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

COST 10

DISTRACTING BEHAVIOR

Make a Distracting Behavior maneuver and suffer strain no greater than ranks in Cunning. Until beginning of next turn, equal number of NPCs suffer 1 on checks. Range increases with additional ranks.

COST 15

INTENSE PRESENCE

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

COST 15

NATURAL ATHLETE

Once per session, may re-roll any 1 Athletics or Coordination check.

COST 15

SECOND WIND

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

COST 15

SMOOTH TALKER

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

COST 20

IMPROVED DISTRACTING BEHAVIOR

The Distracting Behavior maneuver inflicts 1 on NPCs' checks when NPCs target character's allies.

COST 20

GRIT

Gain +1 strain threshold.

COST 20

TOUGHENED

Gain +2 wound threshold.

COST 20

BIGGEST FAN

Once per session, may take a Biggest Fan action; make a Hard (4) Charm check to turn one NPC into the character's biggest fan.

COST 25

DECEPTIVE TAUNT

Once per session, may make Deceptive Taunt action. Make opposed Deception check. If successful, one adversary must attack the character during adversary's next turn.

COST 25

COORDINATION DODGE

When targeted by a combat check, may spend 1 Destiny Point to add 1 equal to ranks in Coordination to check.

COST 25

DEDICATION

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

COST 25

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





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.

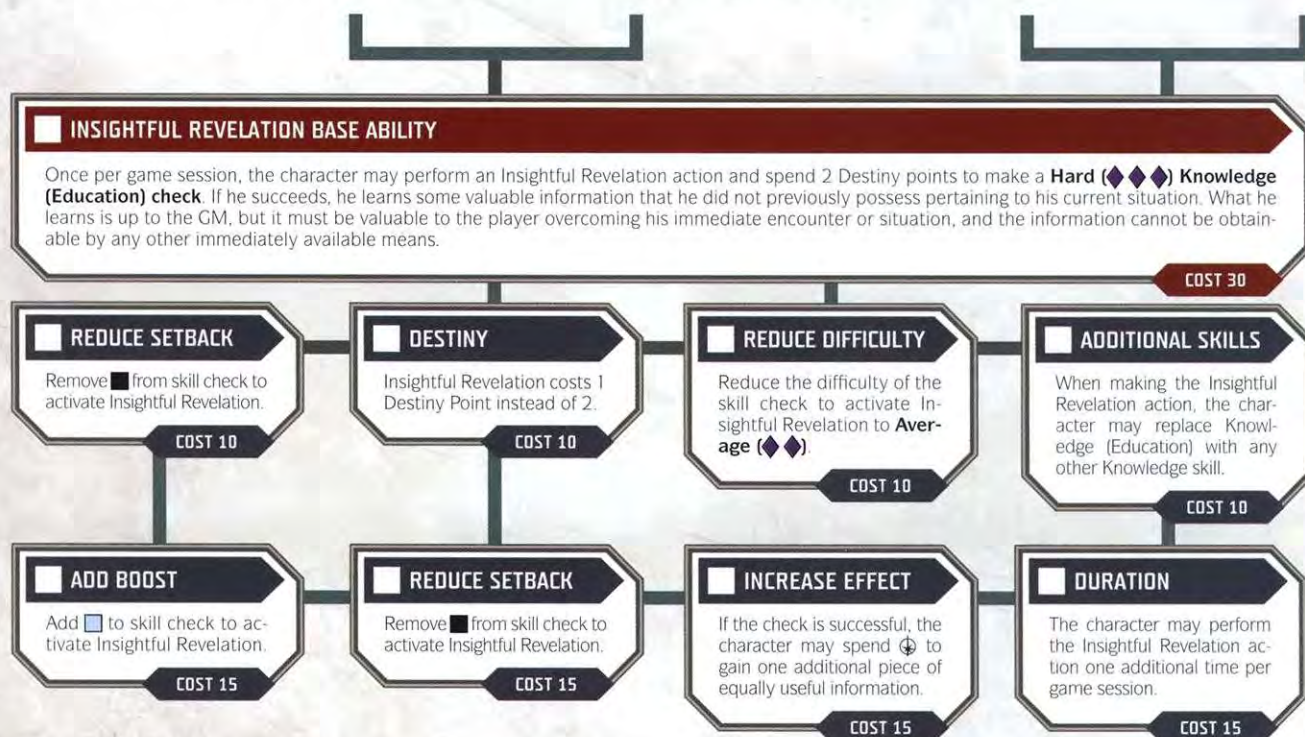
UPGRADES

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.

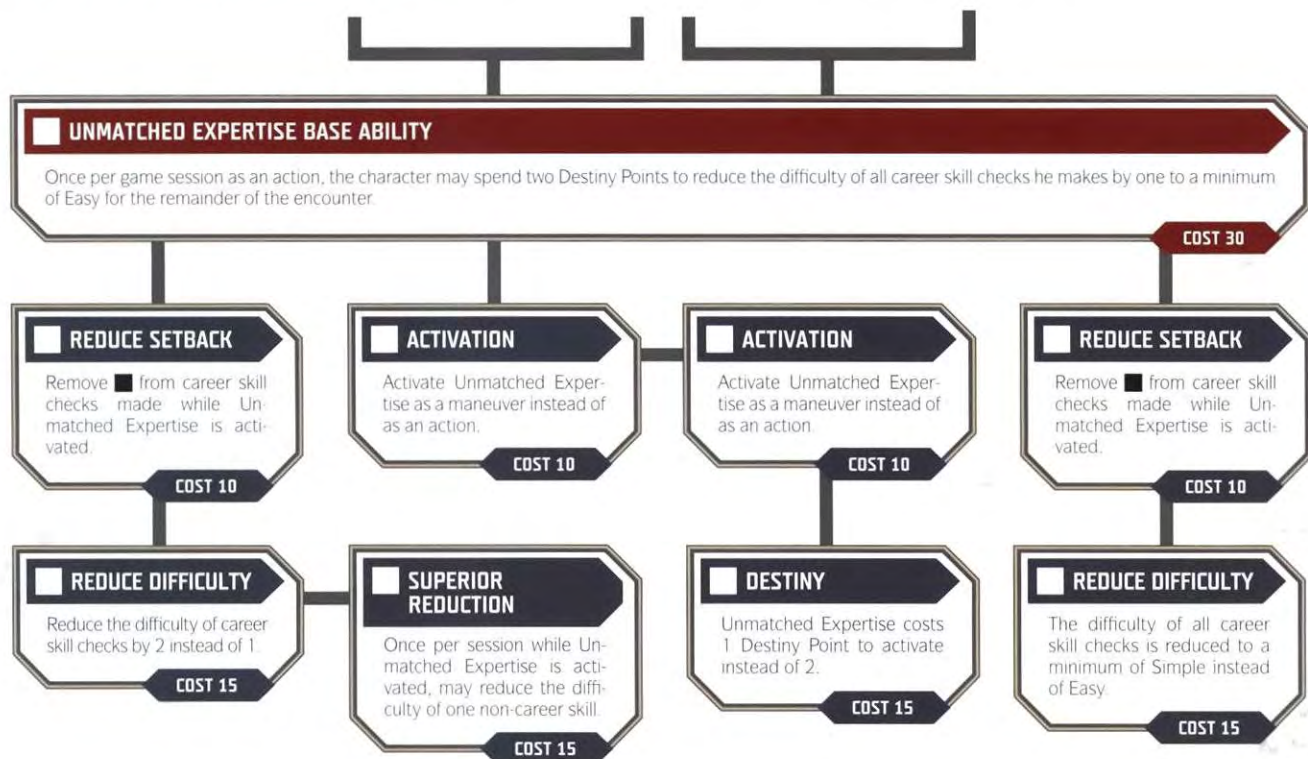
Activation: Unmatched Expertise becomes a maneuver, instead of an action.

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

WELL ROUNDED

Choose any 2 skills. They permanently become career skills.

COST 5

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 5

RESEARCHER

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

COST 5

GRIT

Gain +1 strain threshold.

COST 5

DURABLE

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

COST 10

TOUGHENED

Gain +2 wound threshold.

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

KNOWLEDGE SPECIALIZATION

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

COST 10

STUNNING BLOW

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

COST 15

KNOCKDOWN

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

COST 15

RESPECTED SCHOLAR

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

COST 15

RESEARCHER

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

COST 15

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

ENDURING

Gain +1 soak value.

COST 20

GRIT

Gain +1 strain threshold.

COST 20

KNOWLEDGE SPECIALIZATION

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

COST 20

PIN

Take Pin action; make an **Opposed Athletics** check to immobilize an engaged opponent until the end of the character's next turn. Spend ⊕ to extend duration one round.

COST 25

DEDICATION

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

COST 25

RESPECTED SCHOLAR

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

COST 25

MUSEUM WORTHY

Once per session, take Museum Worthy action; make a **Hard (◆◆◆) Knowledge (Education)** check to ascertain information regarding a relic, ruin, or piece of history.

COST 25

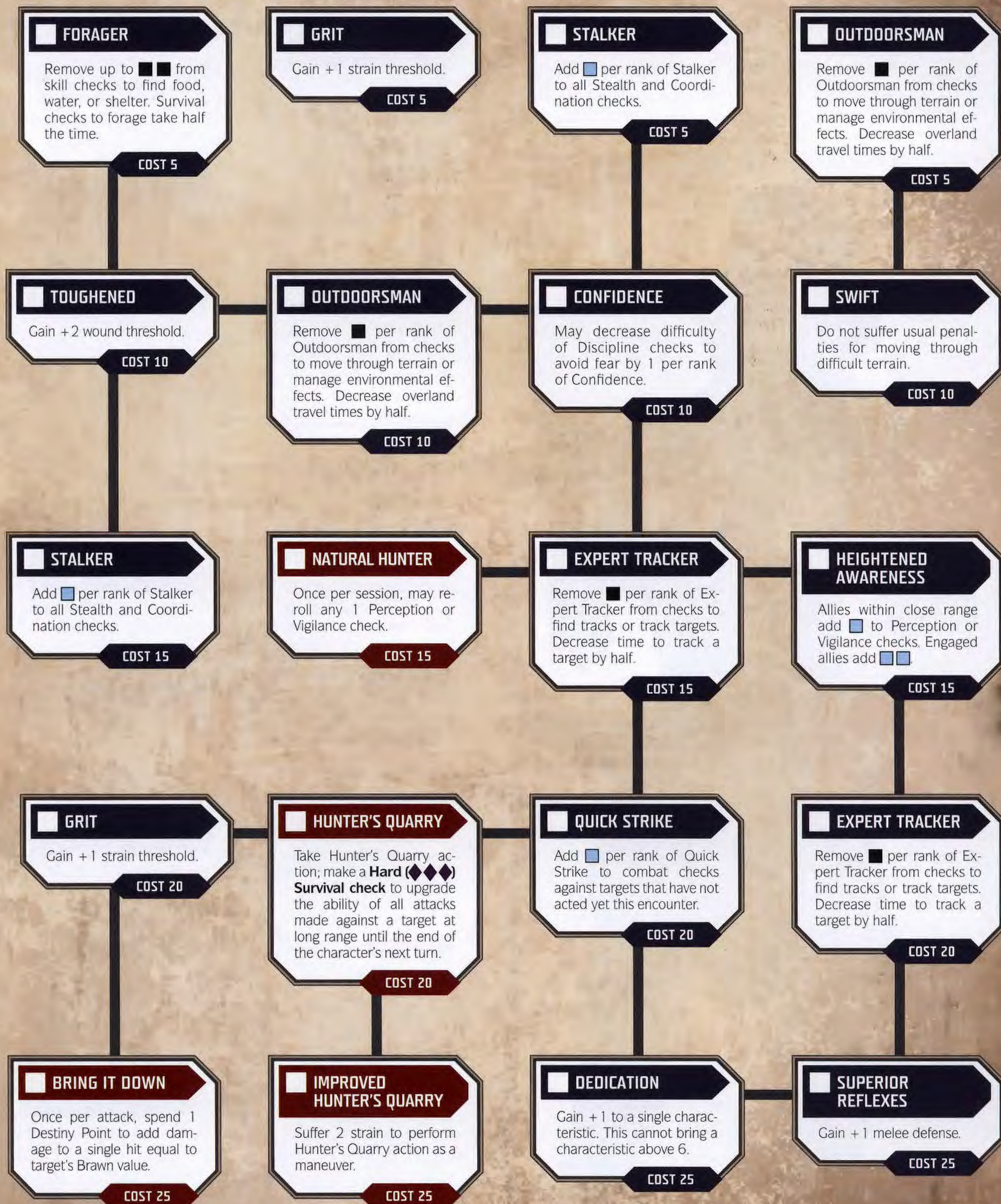
Explorer: Big-Game Hunter Talent Tree

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



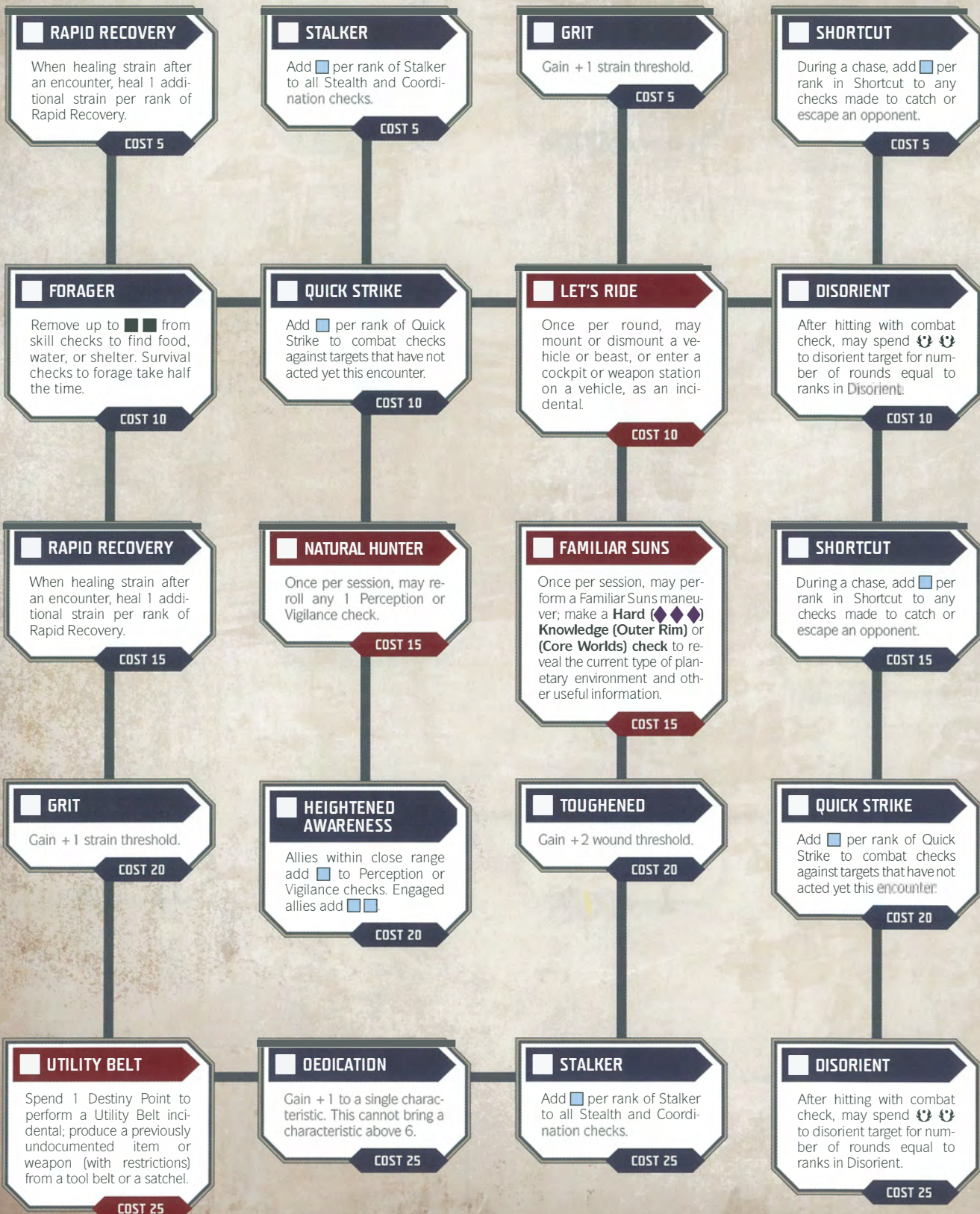
Explorer: Scout Talent Tree

Career Skills: Astrography, 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

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

CONVINCING DEMEANOR

Remove 1 per rank of Convincing Demeanor from Deception or Skulduggery checks.

COST 5

WHEEL AND DEAL

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

COST 5

SMOOTH TALKER

When first acquired, choose 1 skill; Charm, Coercion, Deception, or Negotiation. When making checks with that skill, spend 1 to gain additional 1 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 10

GRIT

Gain +1 strain threshold.

COST 10

SPARE CLIP

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

COST 10

TOUGHENED

Gain +2 wound threshold.

COST 10

KNOW SOMEBODY

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

COST 15

NOBODY'S FOOL

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

COST 15

SMOOTH TALKER

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

COST 15

NOBODY'S FOOL

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

COST 15

WHEEL AND DEAL

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

COST 20

STEELY NERVES

Spend 1 Destiny Point to ignore effects of Critical Injuries on Willpower or Presence checks until the end of the encounter.

COST 20

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 20

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 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 25

NATURAL NEGOTIATOR

Once per session, may reroll any 1 Cool or Negotiation check.

COST 25

DEDICATION

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

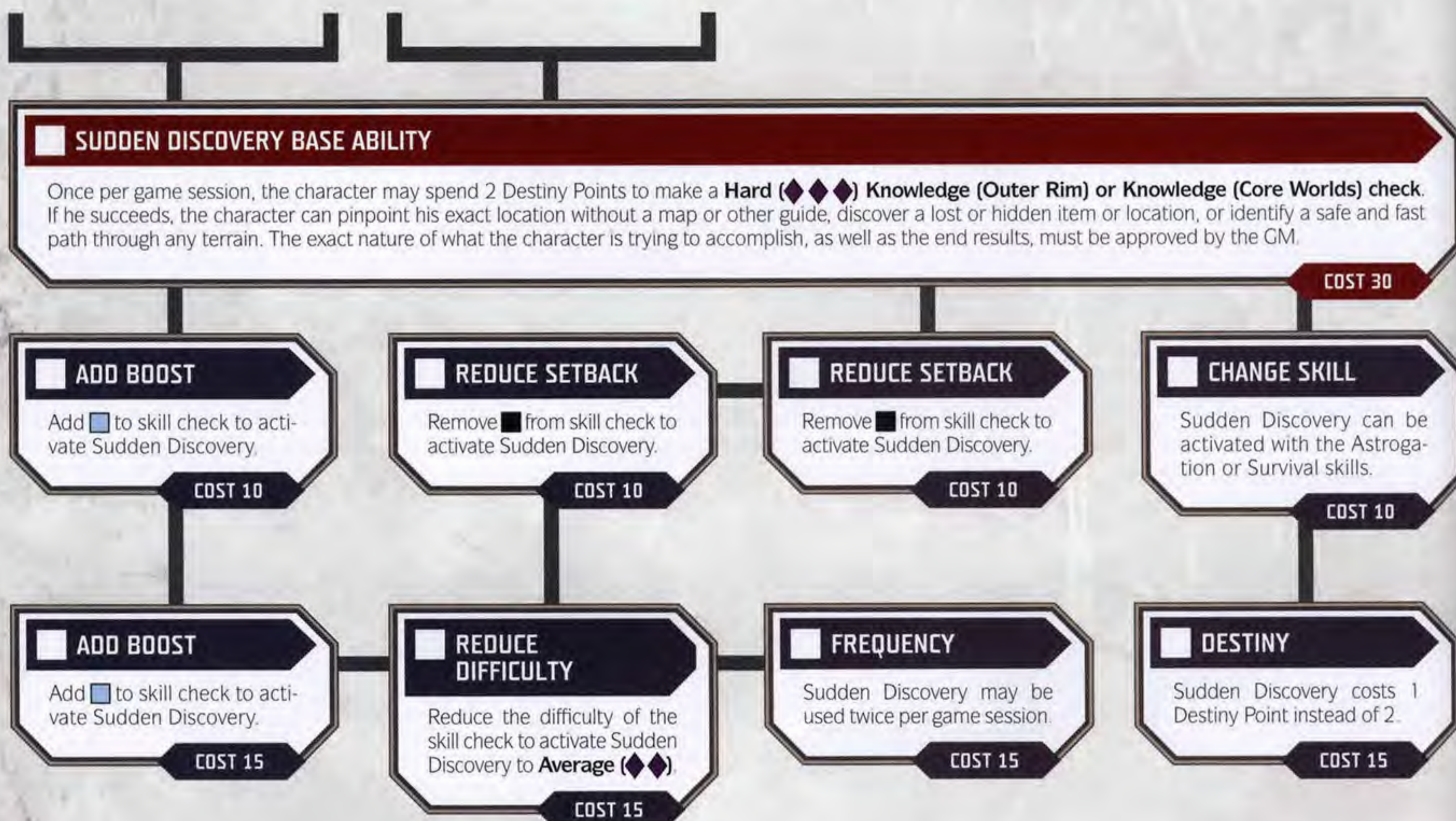
COST 25

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 25

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 Astrogration skill to find locations in space or the Survival skill to find locations on the ground (instead of the normal Knowledge skills).

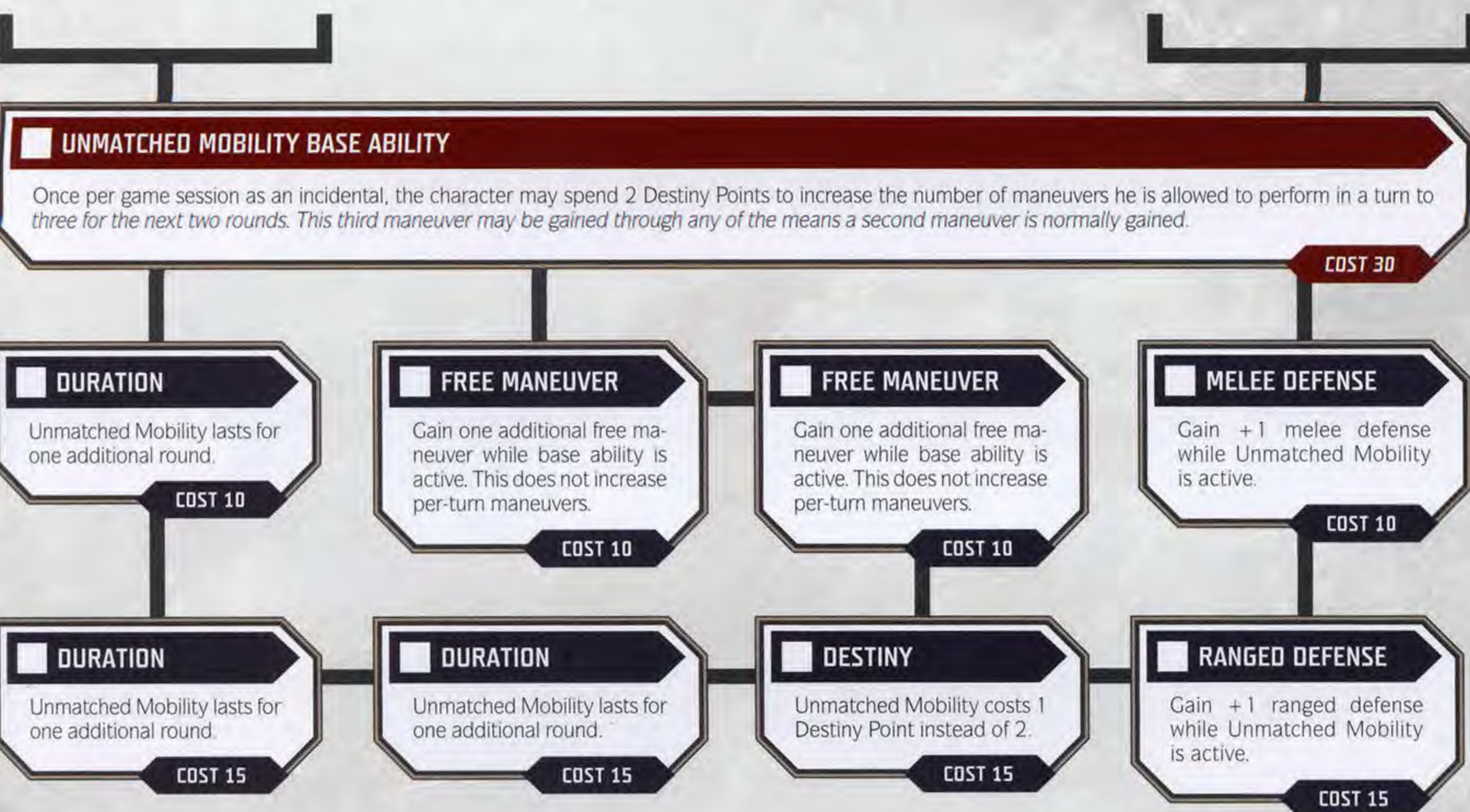
Destiny Upgrade: To activate Sudden Discovery, the character only needs to spend 1 Destiny Point instead of the normal 2.

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

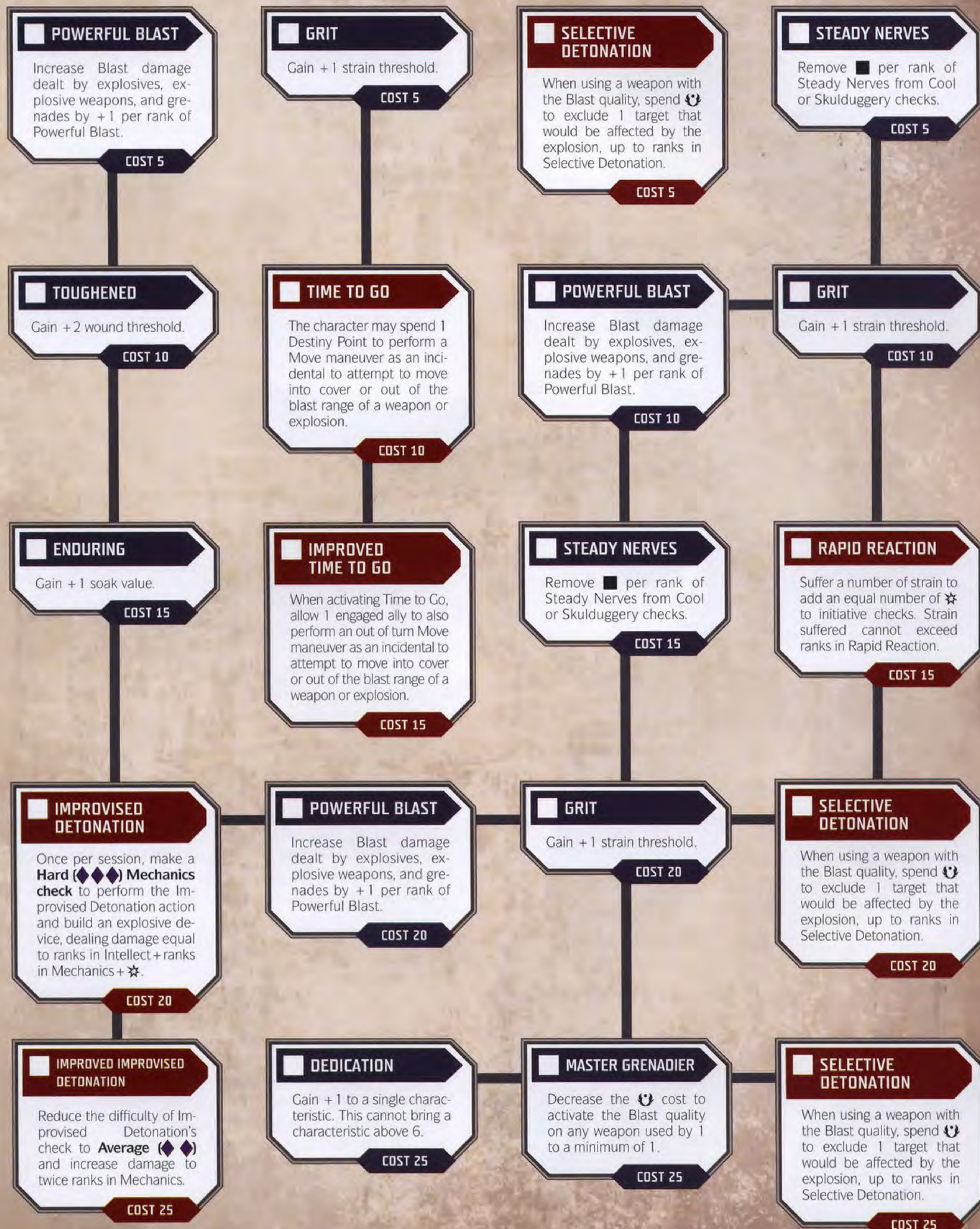
Hired Gun: Demolitionist Talent Tree

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

Demolitionist Bonus Career Skills: Computers, Cool, Mechanics, Skulduggery

ACTIVE

PASSIVE



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

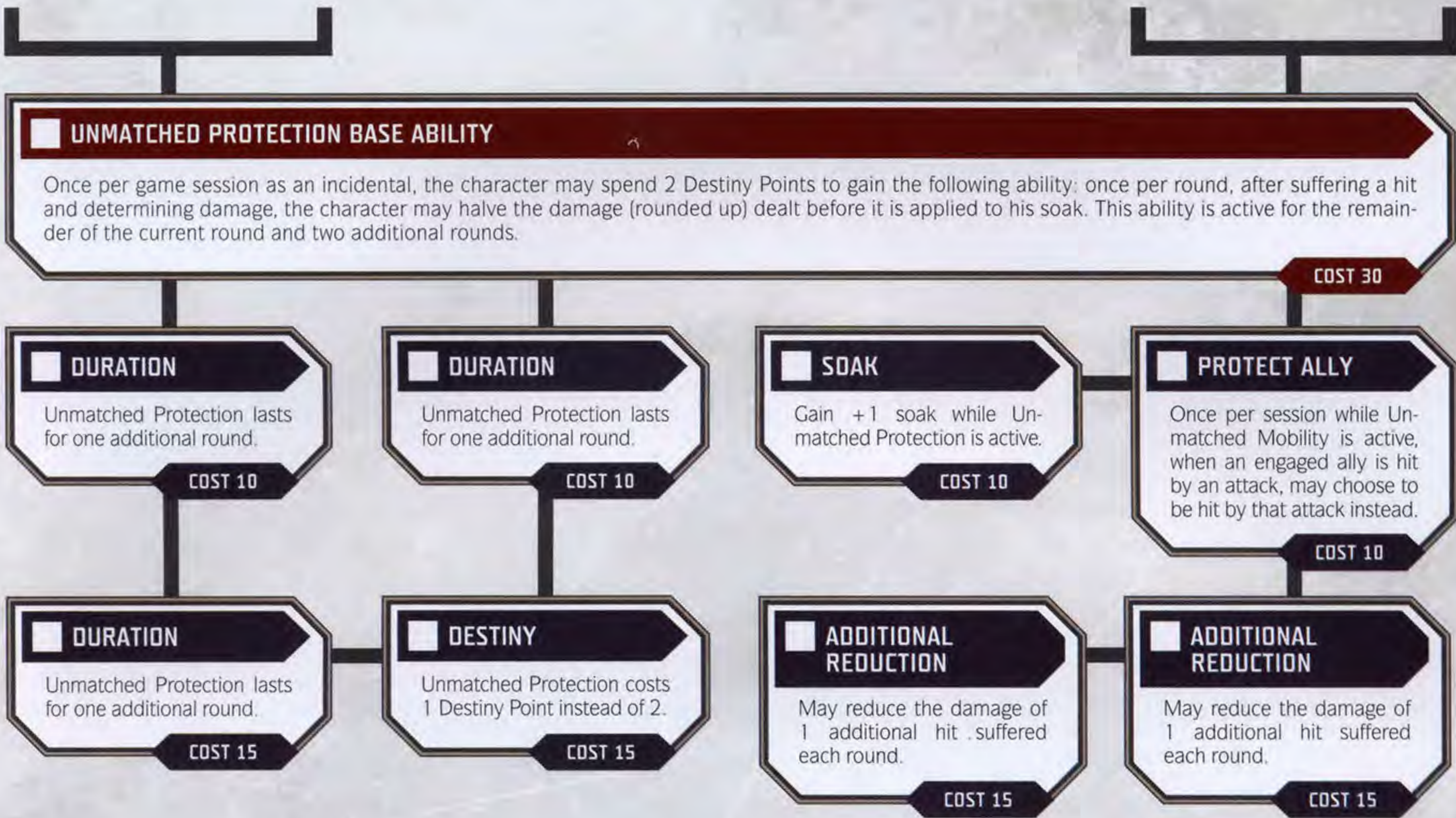
DESTINY

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 1 to gain additional * equal to ranks in Smooth Talker.

COST 5

INSPIRING RHETORIC

Take the Inspiring Rhetoric action; make an **Average** (♦♦) Leadership check. Each * causes 1 ally in short range to recover 1 strain. Spend 1 to cause 1 affected ally to recover 1 additional strain.

COST 5

KILL WITH KINDNESS

Remove 1 per rank of Kill with Kindness from Charm and Leadership checks.

COST 5

GRIT

Gain +1 strain threshold.

COST 5

KILL WITH KINDNESS

Remove 1 per rank of Kill with Kindness from Charm and Leadership checks.

COST 10

IMPROVED INSPIRING RHETORIC

Each ally affected by Inspiring Rhetoric gains 1 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 1 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 1 to gain additional * 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 * 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** (♦♦♦) 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

CONVINCING DEMEANOR

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

COST 5

GRIT

Gain +1 strain threshold.

COST 5

TOUGHENED

Gain +2 wound threshold.

COST 5

UP THE ANTE

When gambling, win 10% more credits per rank of Up the Ante.

COST 5

GRIT

Gain +1 strain threshold.

COST 10

SECOND CHANCES

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

COST 10

DEDICATION

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

COST 10

SUPREME DOUBLE OR NOTHING

When performing the Double or Nothing incidental, also double the number of ⚡ and ⚡.

COST 10

SECOND CHANCES

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

COST 15

CONVINCING DEMEANOR

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

COST 15

FORTUNE FAVORS THE BOLD

Once per session as an incidental, suffer 2 strain to flip one dark side Destiny Point to light side.

COST 15

NATURAL ROGUE

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

COST 15

UP THE ANTE

When gambling, win 10% more credits per rank of Up the Ante.

COST 20

UP THE ANTE

When gambling, win 10% more credits per rank of Up the Ante.

COST 20

CLEVER SOLUTION

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

COST 20

SECOND CHANCES

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

COST 20

DOUBLE OR NOTHING

Suffer 2 strain to perform the Double or Nothing incidental to increase the difficulty of the next check by one. Then, after canceling opposing symbols, double the amount of remaining ⚡.

COST 25

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 25

NATURAL NEGOTIATOR

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

COST 25

IMPROVED DOUBLE OR NOTHING

When performing the Double or Nothing incidental, after canceling opposing symbols, also double the amount of remaining ⚡.

COST 25

FREE TRADERS
FLY CASUAL

29

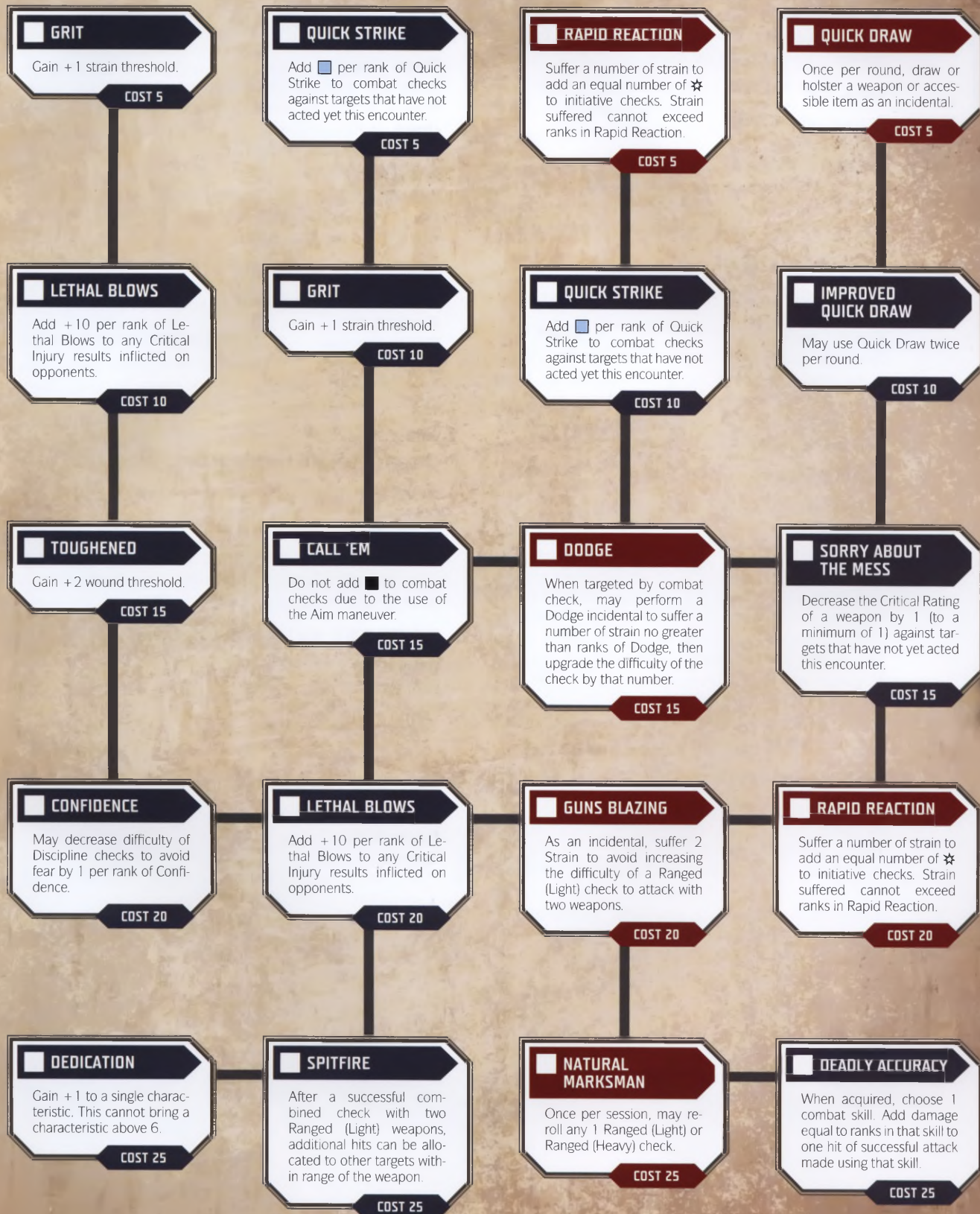
Smuggler: Gunslinger Talent Tree

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: Astrogation, Gunnery, Piloting (Planetary), Piloting (Space)

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

SKILLED JOCKEY

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

COST 5

GALAXY MAPPER

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

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

SKILLED JOCKEY

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

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 10

GALAXY MAPPER

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

COST 10

RAPID RECOVERY

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

COST 10

IMPROVED FULL THROTTLE

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

COST 15

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 15

GRIT

Gain +1 strain threshold.

COST 15

NATURAL PILOT

Once per session, may re-roll any 1 Piloting (Space) or Gunnery check.

COST 15

GRIT

Gain +1 strain threshold.

COST 20

SUPREME FULL THROTTLE

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

COST 20

TRICKY TARGET

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

COST 20

DEFENSIVE DRIVING

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

COST 20

MASTER PILOT

Once per round when piloting a starship, 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

TOUGHENED

Gain +2 wound threshold.

COST 25

BRILLIANT EVASION

Once per encounter may take Brilliant Evasion action. Select 1 opponent and make Opposed Piloting (Planetary or Space) check to stop opponent from attacking character for rounds equal to Agility.

COST 25

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



Smuggler: Thief Talent Tree

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

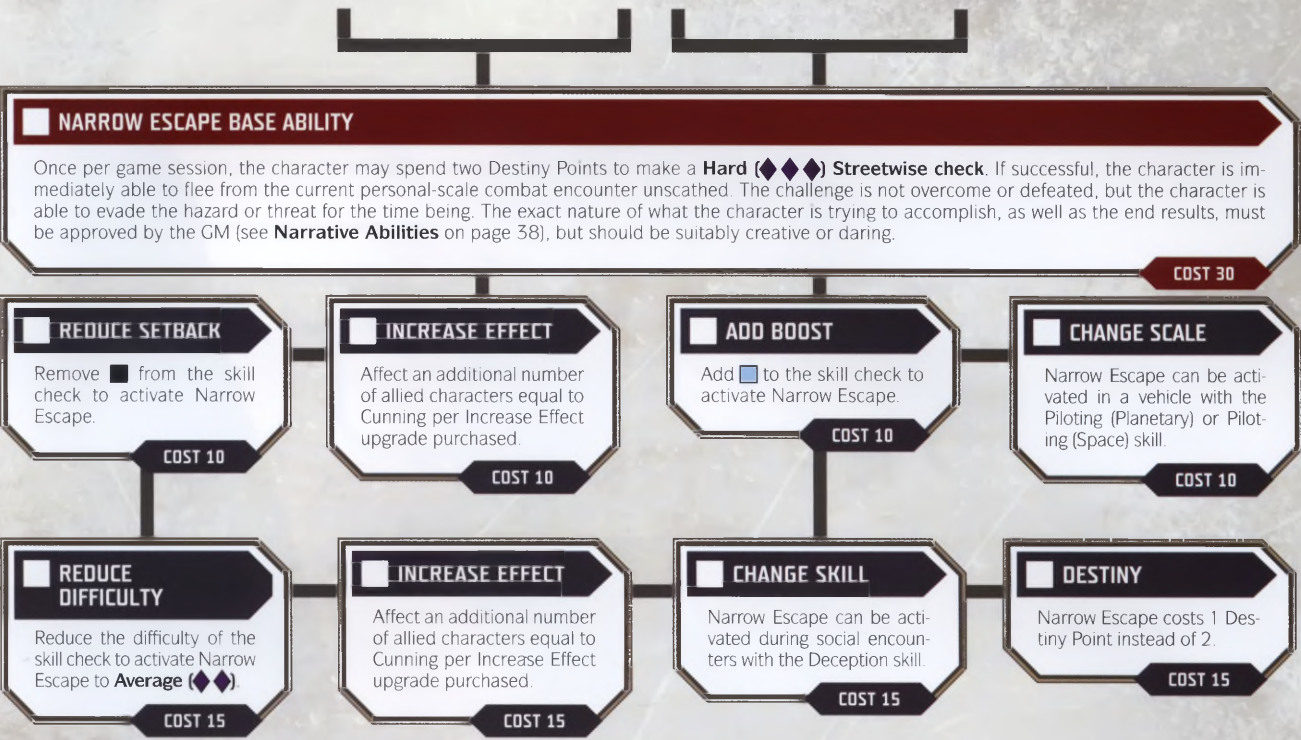
Thief Bonus Career Skills: Computers, Skulduggery, Stealth, Vigilance

ACTIVE

PASSIVE



Smuggler Signature Ability Tree: Narrow Escape



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).

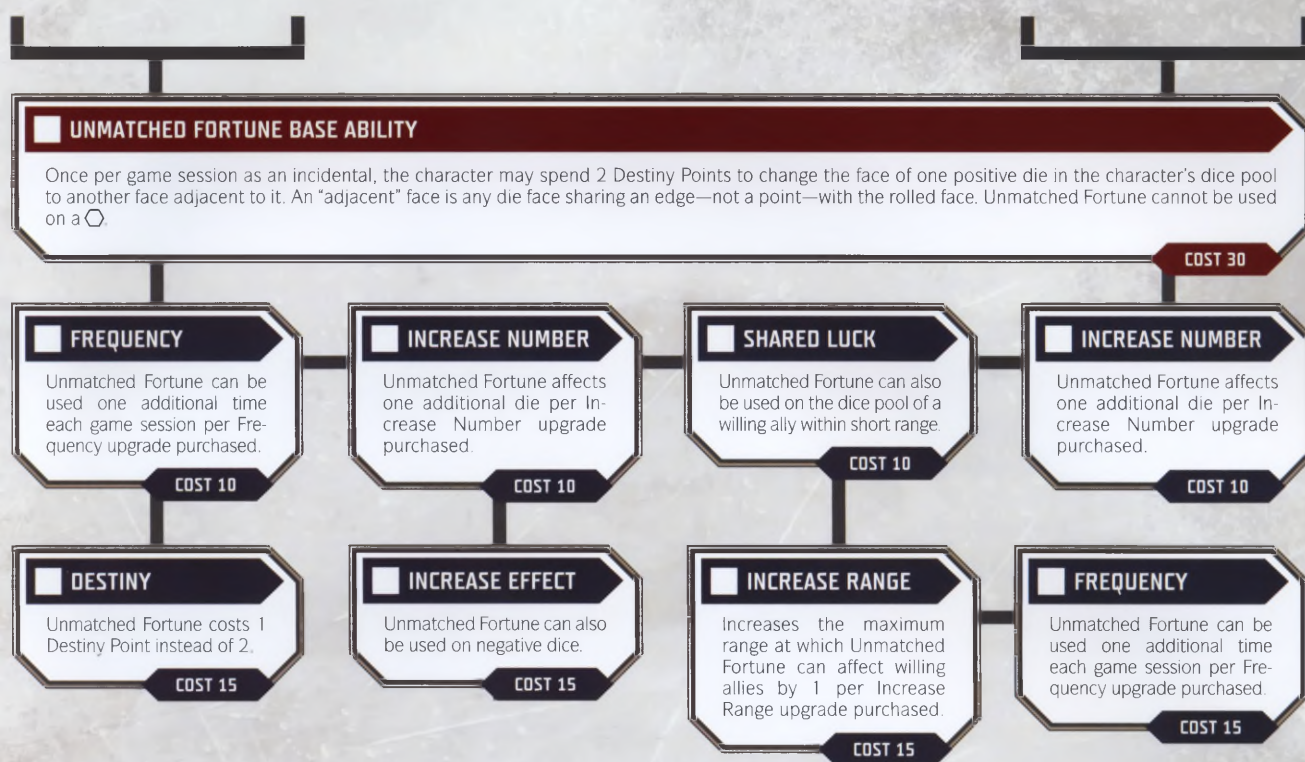
When making the skill check to activate Narrow Escape, the GM can add **■** or **■** for any situational effects that might cause the check to be easier or more difficult.

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



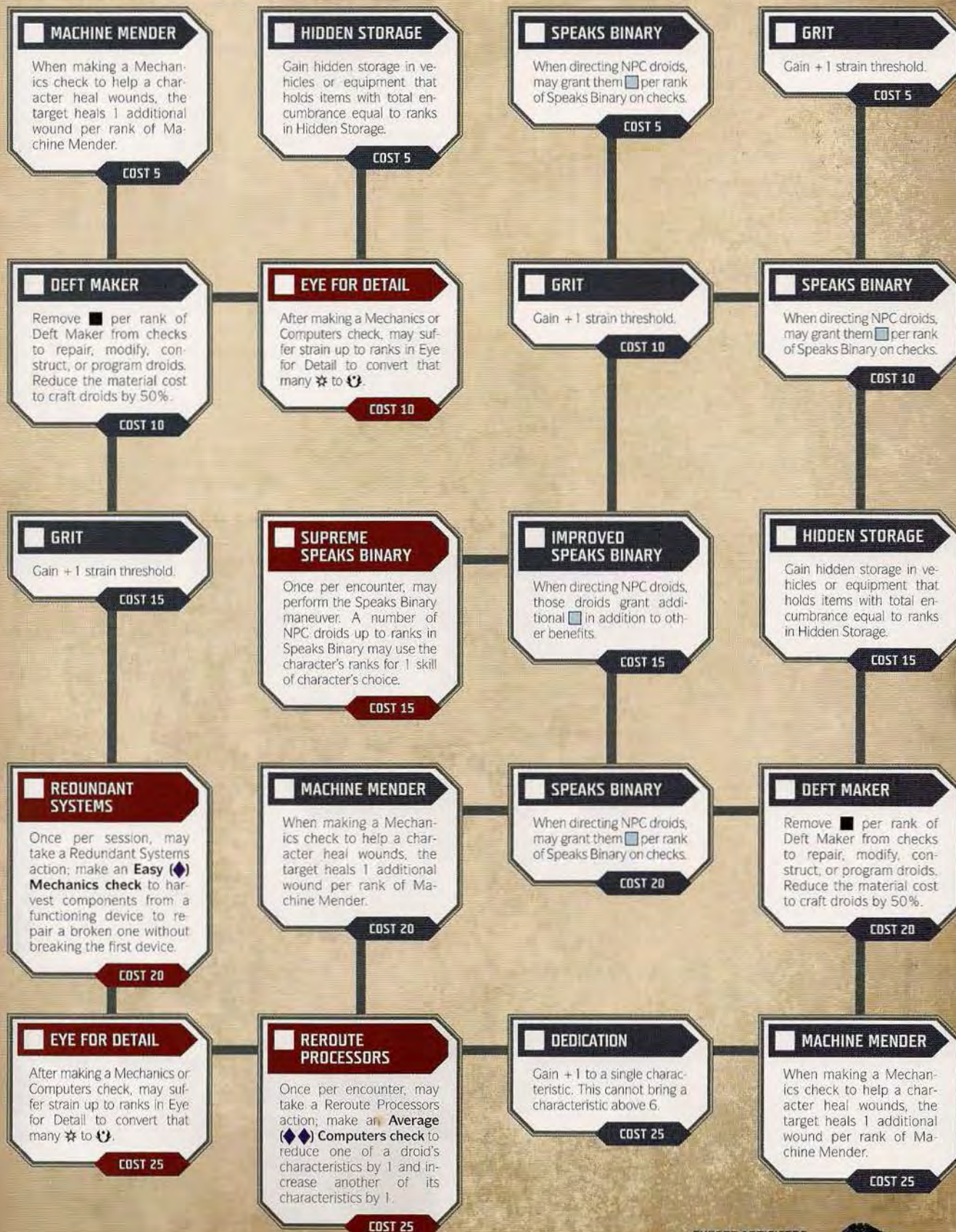
Technician: Droid Tech Talent Tree

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

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

ACTIVE

PASSIVE



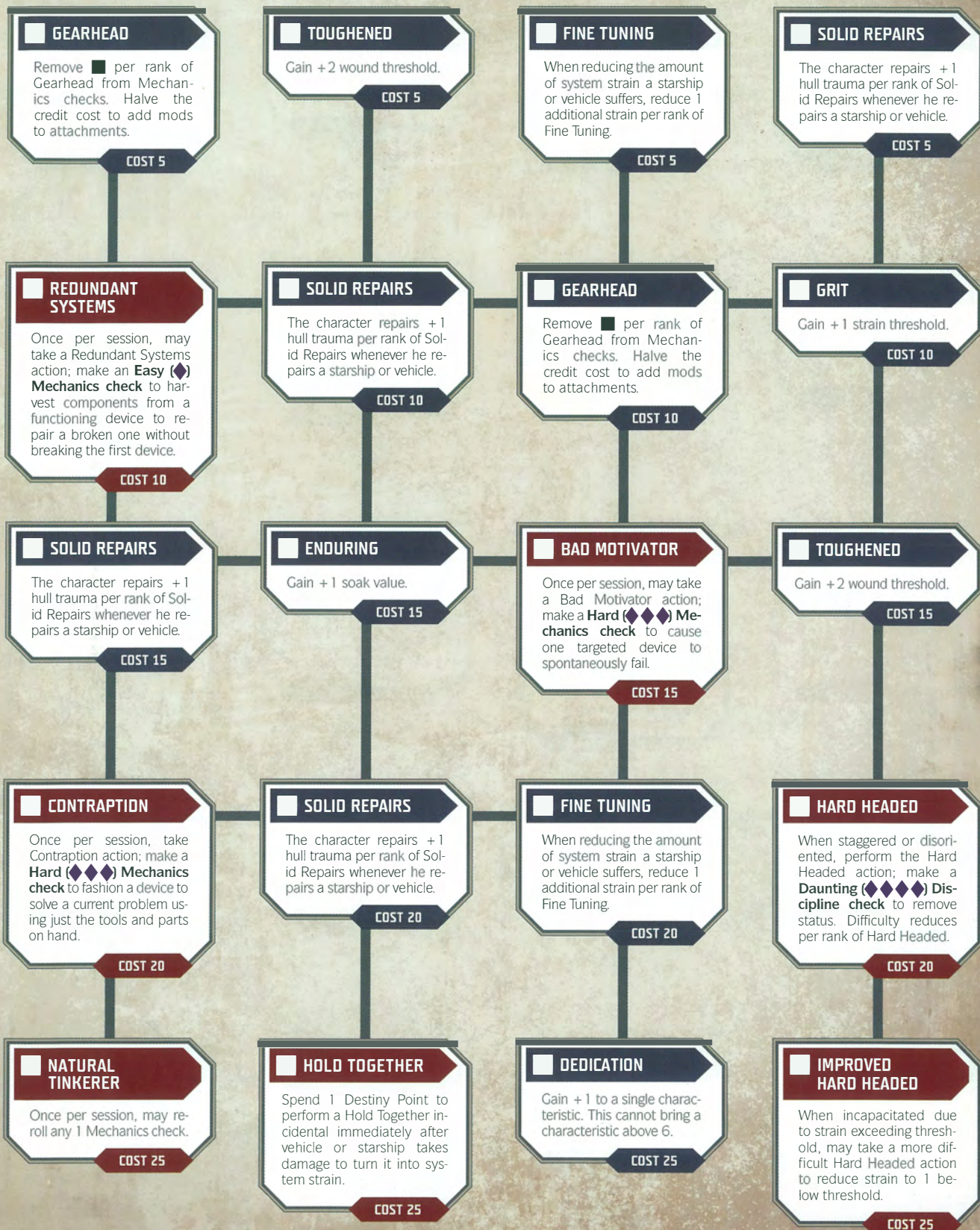
Technician: Mechanic Talent Tree

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

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

ACTIVE

PASSIVE



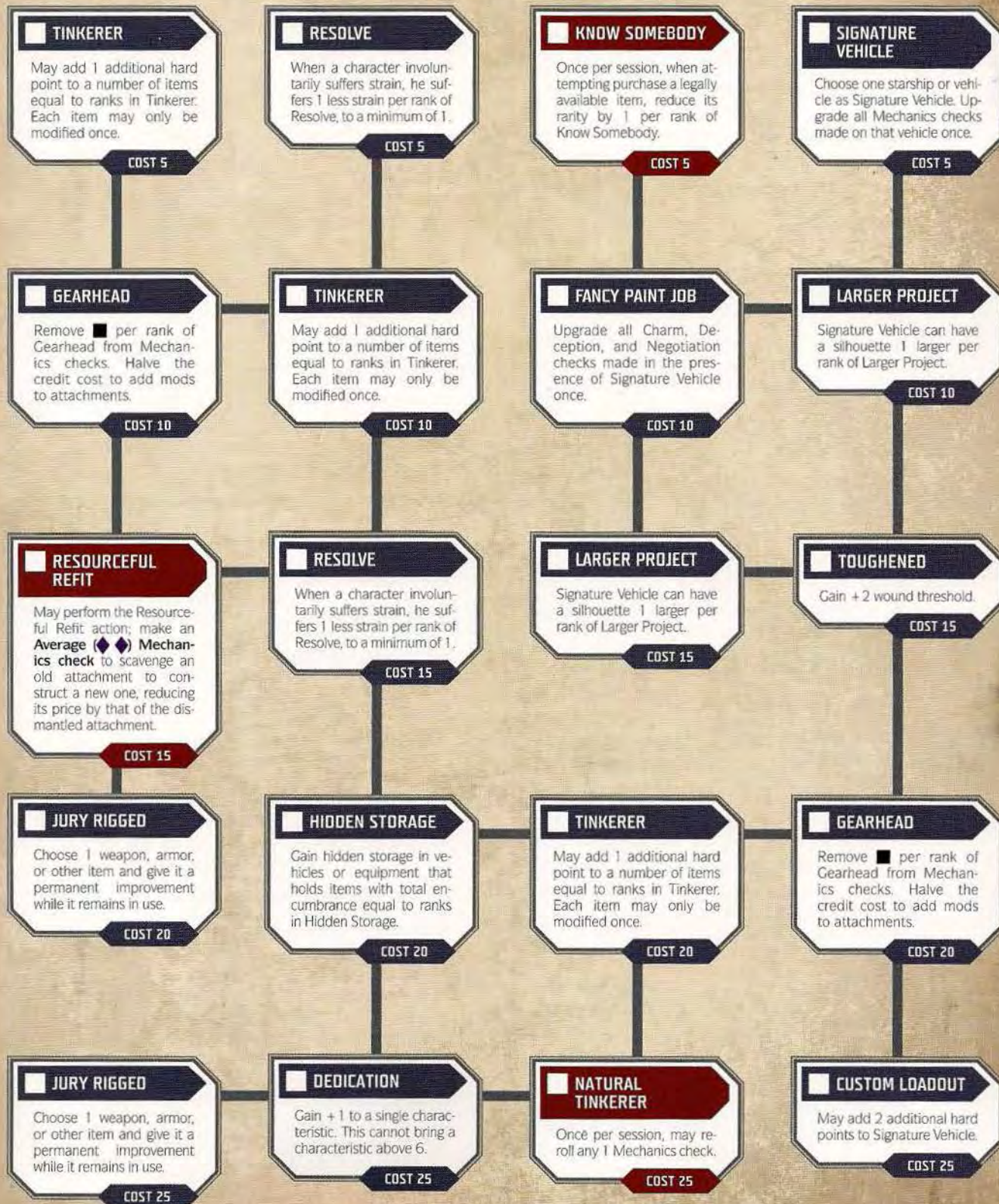
Technician: Modder Talent Tree

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

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

ACTIVE

PASSIVE



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



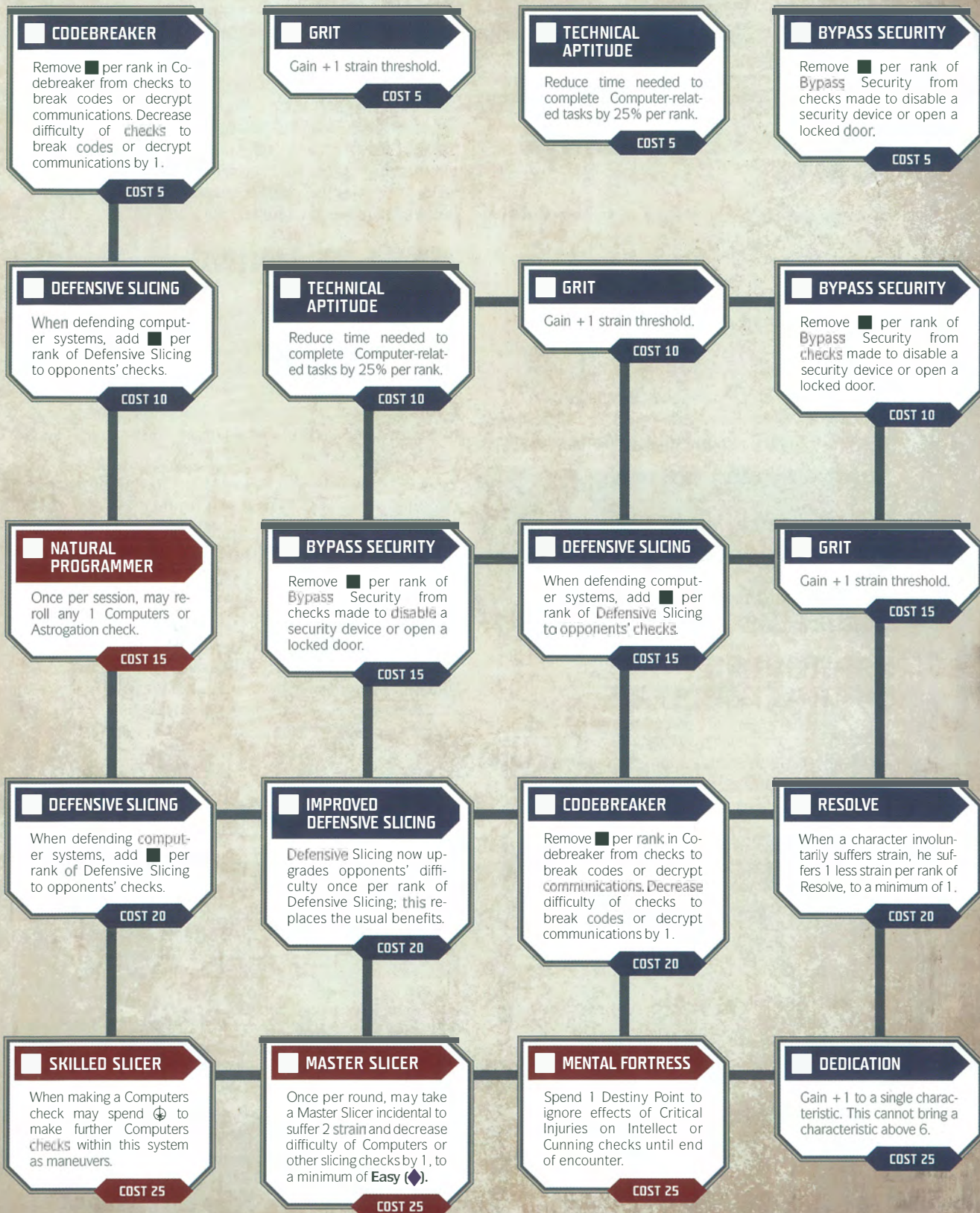
Technician: Slicer Talent Tree

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

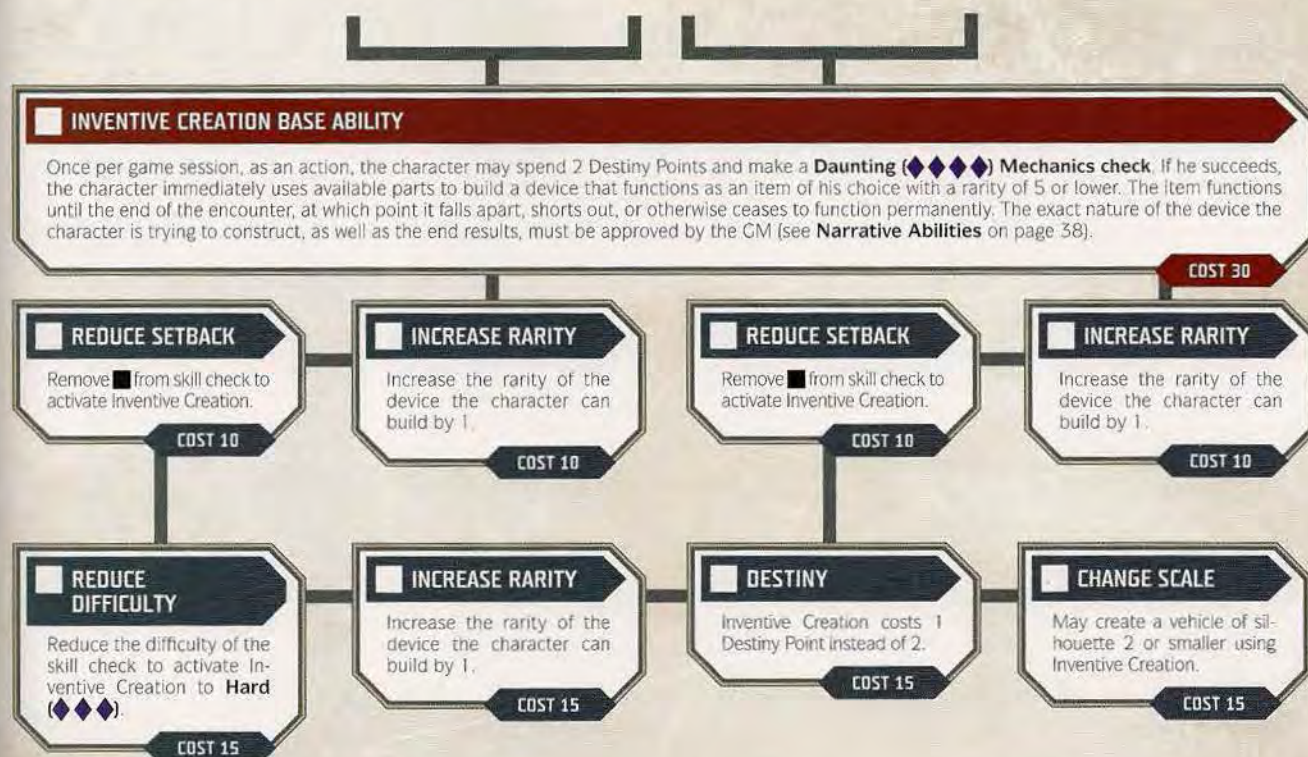
Slicer Bonus Career Skills: Computers, Knowledge (Education), Knowledge (Underworld), Stealth

ACTIVE

PASSIVE



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

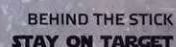
Unmatched Calibration can also be used on the dice pool of a willing ally within short range.

COST 15



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

Beast Rider Bonus Career Skills: Athletics, Knowledge (Xenology), Perception, Survival

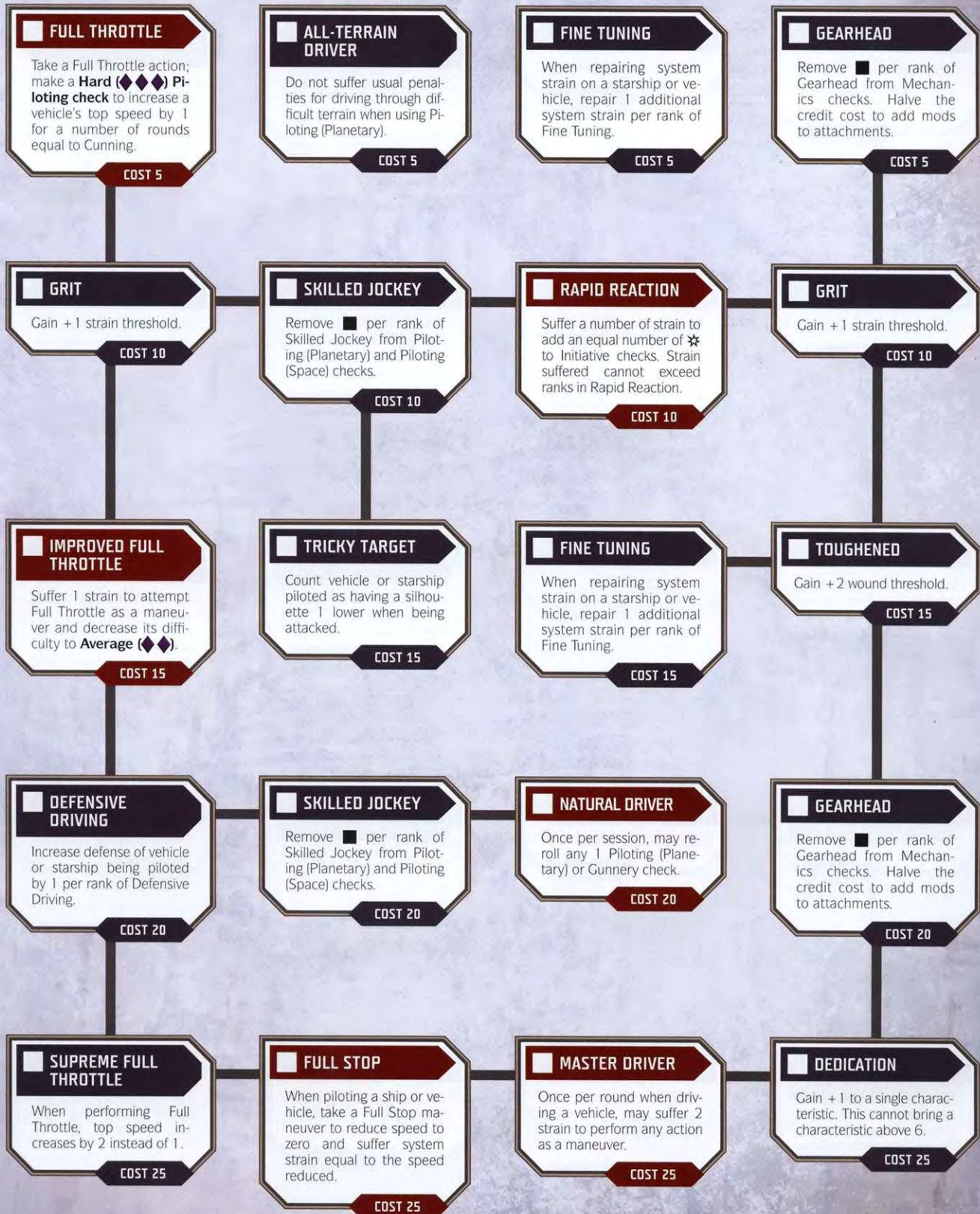
 PASSIVE

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

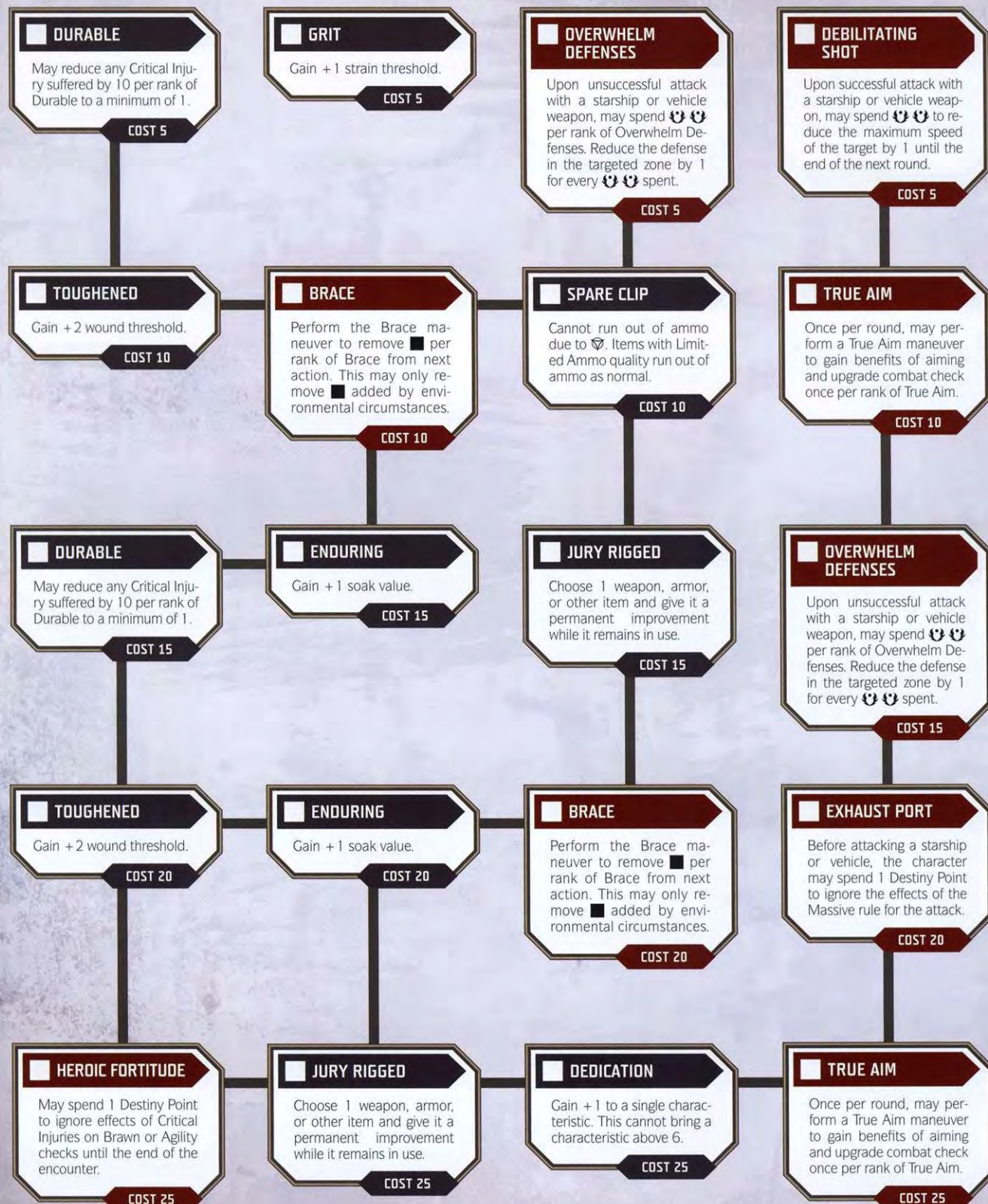


Ace: Gunner Talent Tree

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 1 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 1 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 1 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** (♦ ♦ ♦) **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 ♦ on success or ♦ 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

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

SKILLED JOCKEY

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

COST 5

GALAXY MAPPER

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

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

SKILLED JOCKEY

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

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 10

GALAXY MAPPER

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

COST 10

RAPID RECOVERY

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

COST 10

IMPROVED FULL THROTTLE

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

COST 15

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 15

GRIT

Gain +1 strain threshold.

COST 15

NATURAL PILOT

Once per session, may re-roll any 1 Piloting (Space) or Gunnery check.

COST 15

GRIT

Gain +1 strain threshold.

COST 20

SUPREME FULL THROTTLE

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

COST 20

TRICKY TARGET

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

COST 20

DEFENSIVE DRIVING

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

COST 20

MASTER PILOT

Once per round when piloting a starship, 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

TOUGHENED

Gain +2 wound threshold.

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

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

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

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

LARGER PROJECT

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

COST 5

GRIT

Gain +1 strain threshold.

COST 10

FANCY PAINT JOB

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

COST 10

SIGNATURE VEHICLE

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

COST 10

LARGER PROJECT

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

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 15

OVERSTOCKED AMMO

Increase the value of the Limited Ammo quality of any weapons mounted on Signature Vehicle by 1 per rank of Overstocked Ammo.

COST 15

TUNED MANEUVERING THRUSTERS

Increase the handling of Signature Vehicle by 1 per rank of Tuned Maneuvering Thrusters.

COST 15

BOLSTERED ARMOR

Increase the armor value of Signature Vehicle by 1 per rank of Bolstered Armor.

COST 15

TOUGHENED

Gain +2 wound threshold.

COST 20

CUSTOMIZED COOLING UNIT

Increase the system strain threshold of Signature Vehicle by 2 per rank of Customized Cooling Unit.

COST 20

GEARHEAD

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

COST 20

FORTIFIED VACUUM SEAL

Increase the hull trauma threshold of Signature Vehicle by 1 per rank of Fortified Vacuum Seal.

COST 20

DEDICATION

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

COST 25

TUNED MANEUVERING THRUSTERS

Increase the handling of Signature Vehicle by 1 per rank of Tuned Maneuvering Thrusters.

COST 25

NOT TODAY

Once per session, spend a Destiny Point to save Signature Vehicle from destruction.

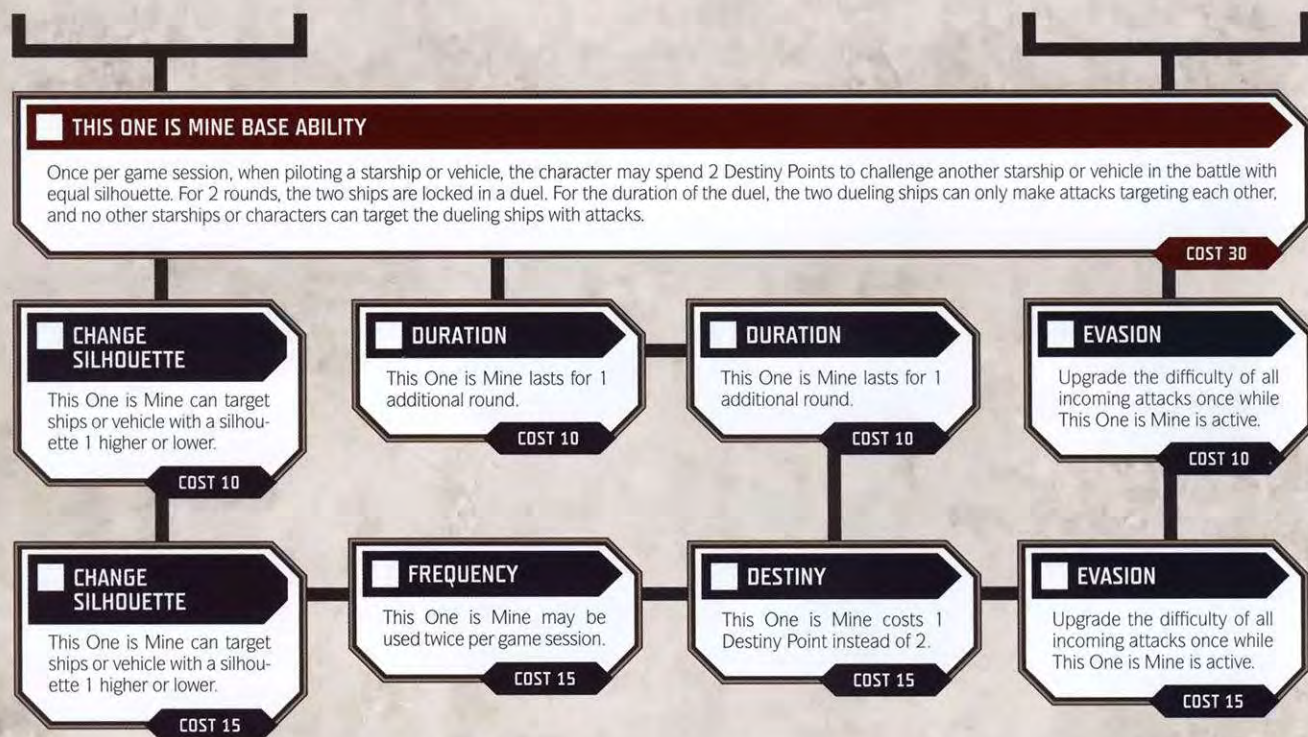
COST 25

REINFORCED FRAME

Signature Vehicle gains Massive 1: when making an attack targeting the ship or vehicle, the Critical rating of any weapon used counts as 1 higher.

COST 25

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.

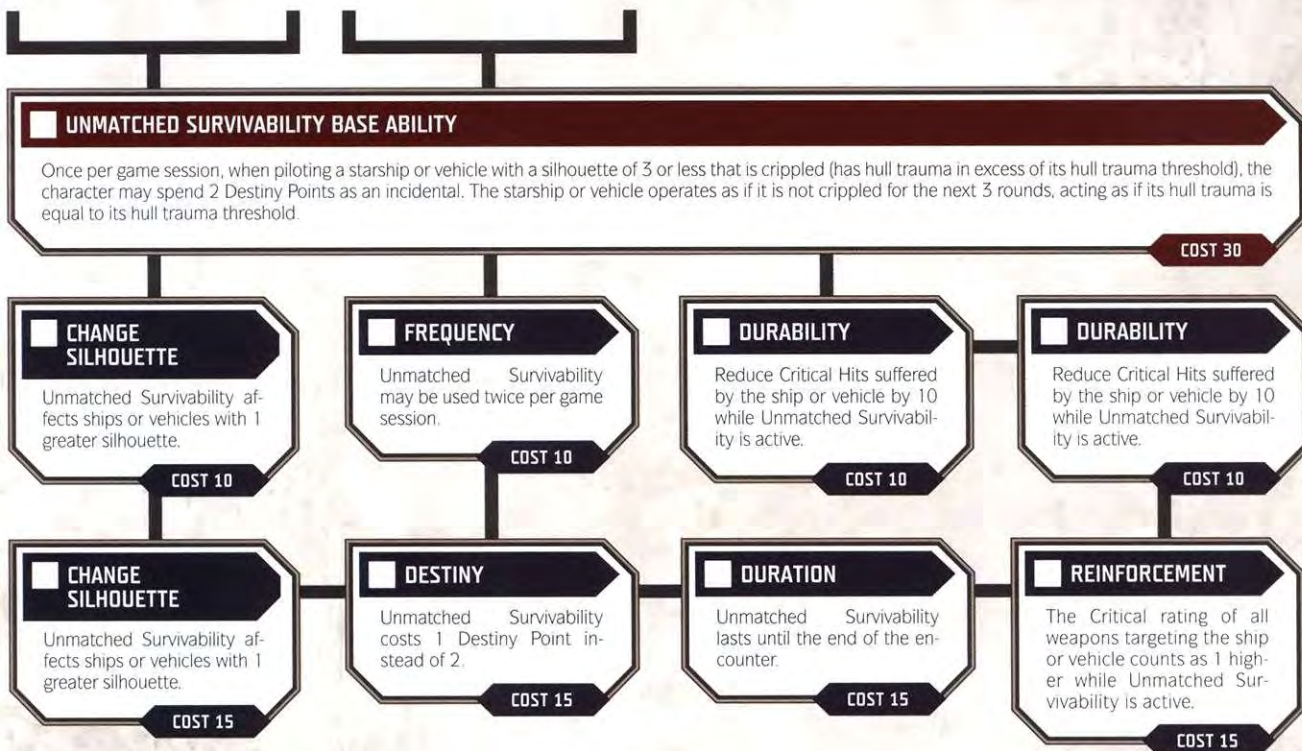
Destiny Upgrade: To activate This One is Mine, the character only needs to spend 1 Destiny Point instead of the normal 2.

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



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

GRIT

Gain +1 strain threshold.

COST 5

RESOLVE

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

COST 5

CONFIDENCE

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

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

COMMAND

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

COST 10

INSPIRING RHETORIC

Take the Inspiring Rhetoric action; make an **Average Leadership** check. Each ★ causes 1 ally in close range to recover 1 strain. Spend 1 to cause 1 affected ally to recover 1 additional strain.

COST 10

CALM COMMANDER

May use ranks in Cool to upgrade Mass Combat checks instead of ranks in Leadership.

COST 10

GRIT

Gain +1 strain threshold.

COST 10

COMMANDING PRESENCE

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

COST 15

GRIT

Gain +1 strain threshold.

COST 15

IMPROVED INSPIRING RHETORIC

Each ally affected by Inspiring Rhetoric gains 1 on all skill checks for a number of rounds equal to ranks in Leadership.

COST 15

POSITIVE SPIN

Whenever any character's Duty would increase, it increases by an additional 1 per rank of Positive Spin.

COST 15

RESOLVE

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

COST 20

CONFIDENCE

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

COST 20

IMPROVED CONFIDENCE

May spend 1 on fear checks to give allies in short range additional ★ on the same fear check.

COST 20

COMMANDING PRESENCE

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

COST 20

INTENSE PRESENCE

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

COST 25

NATURAL LEADER

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

COST 25

DEDICATION

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

COST 25

IMPROVED COMMANDING PRESENCE

Once per session, may take Commanding Presence action; make an opposed **Cool vs. Discipline** check to force target to leave the encounter.

COST 25

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



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.

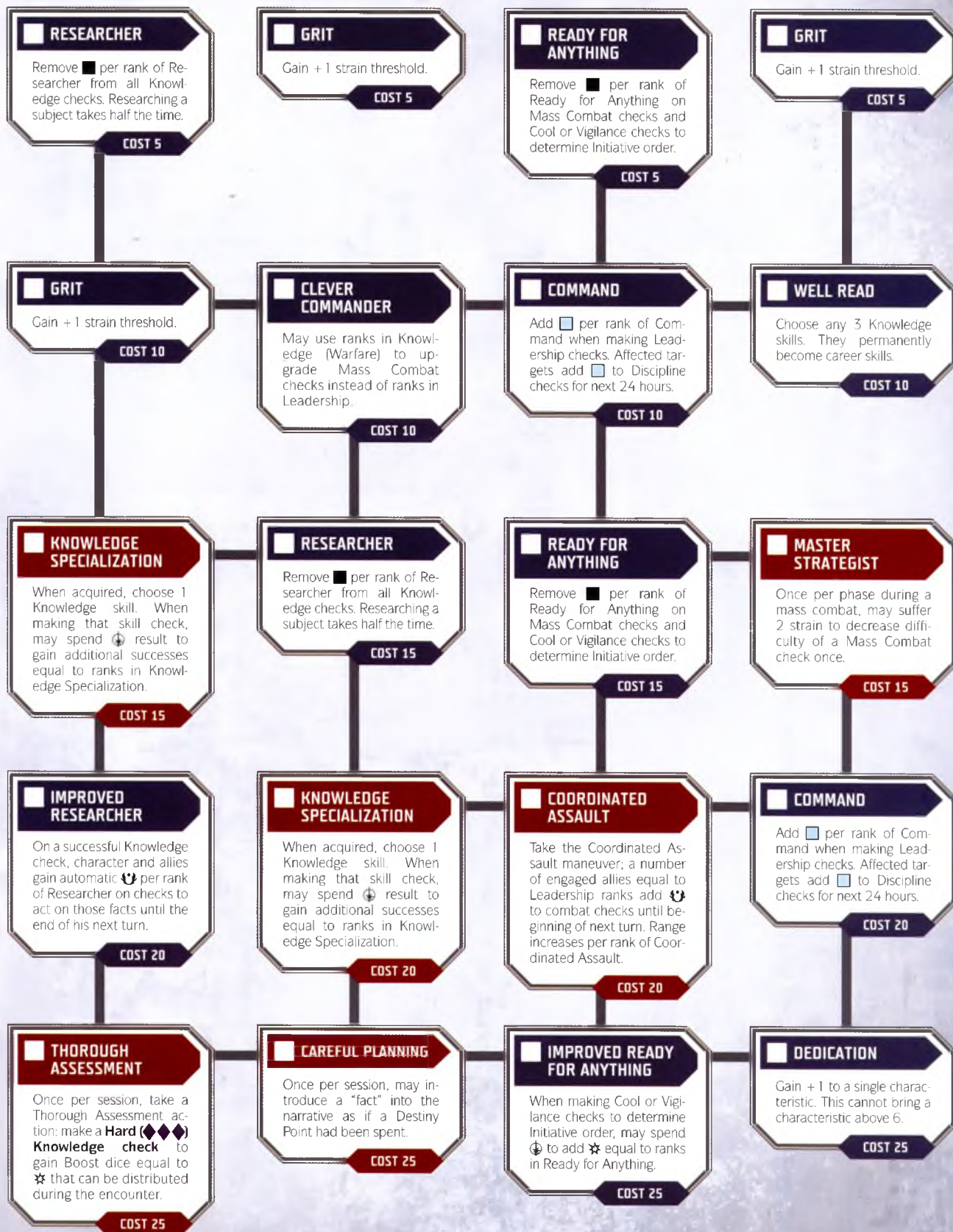
COST 25

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

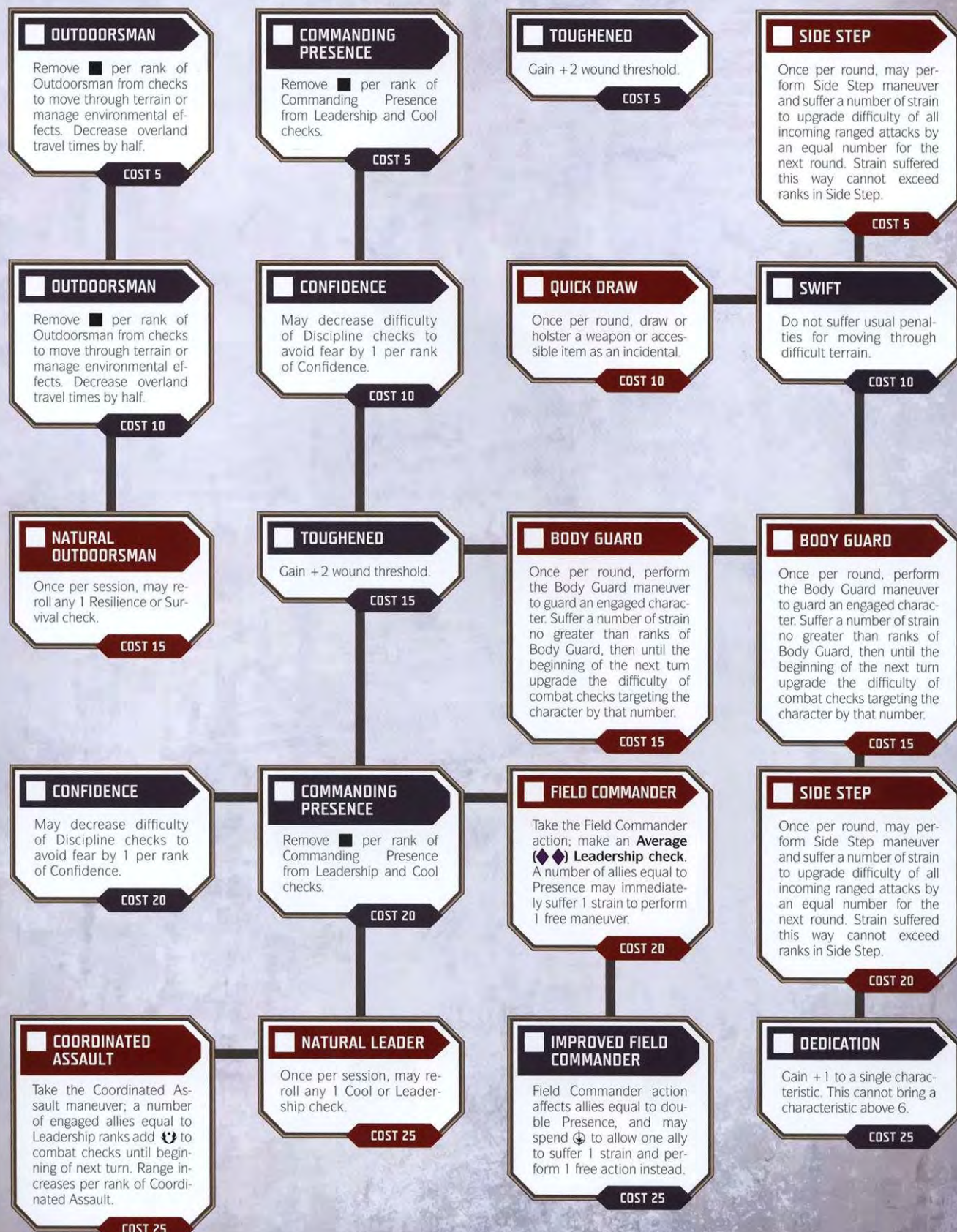


Commander: Tactician Talent Tree

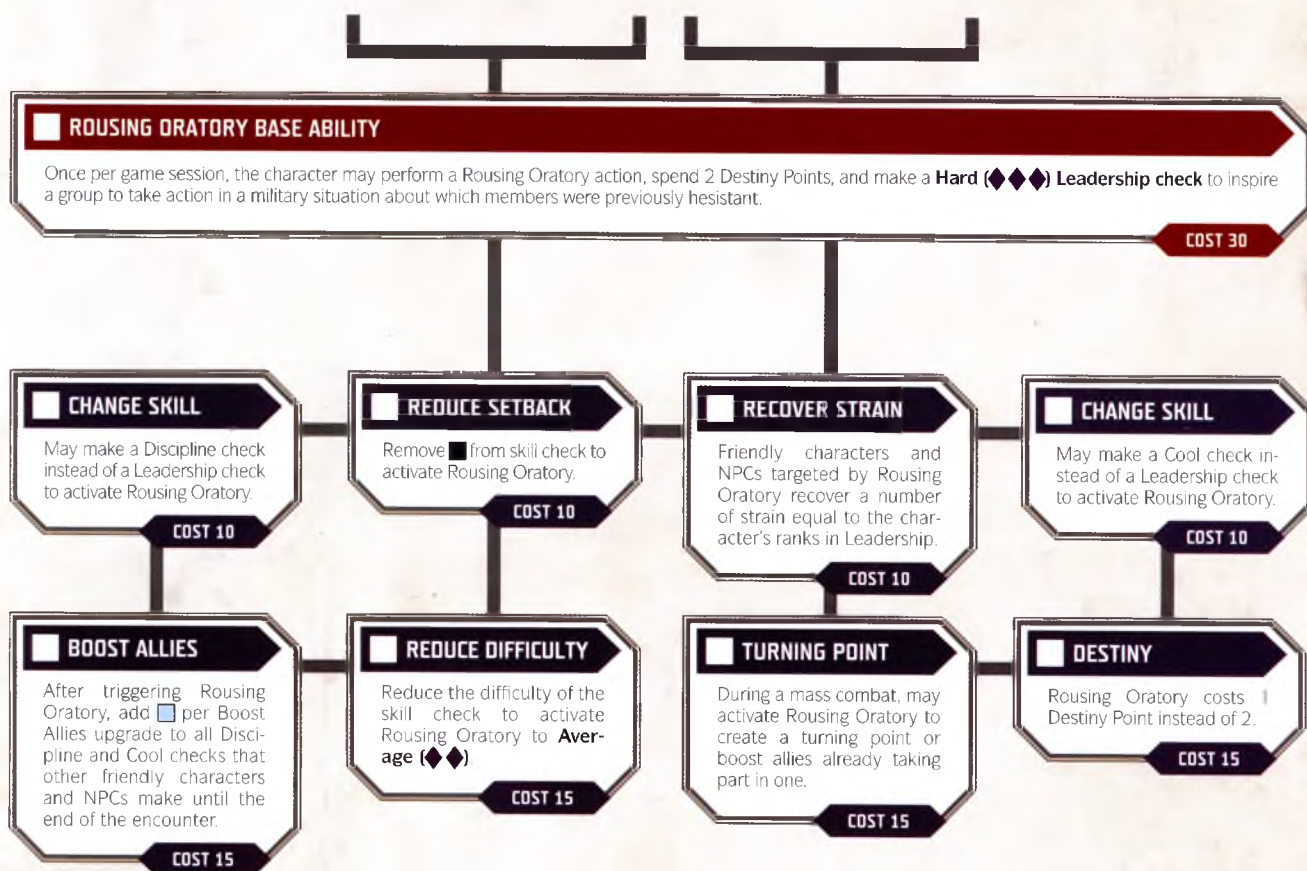
Career Skills: Coercion, Cool, Discipline, Knowledge (Warfare), Leadership, Perception, Ranged (Light), Vigilance
Tactician Bonus Career Skills: Brawl, Discipline, Leadership, Ranged (Heavy)

ACTIVE

PASSIVE



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 that 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.

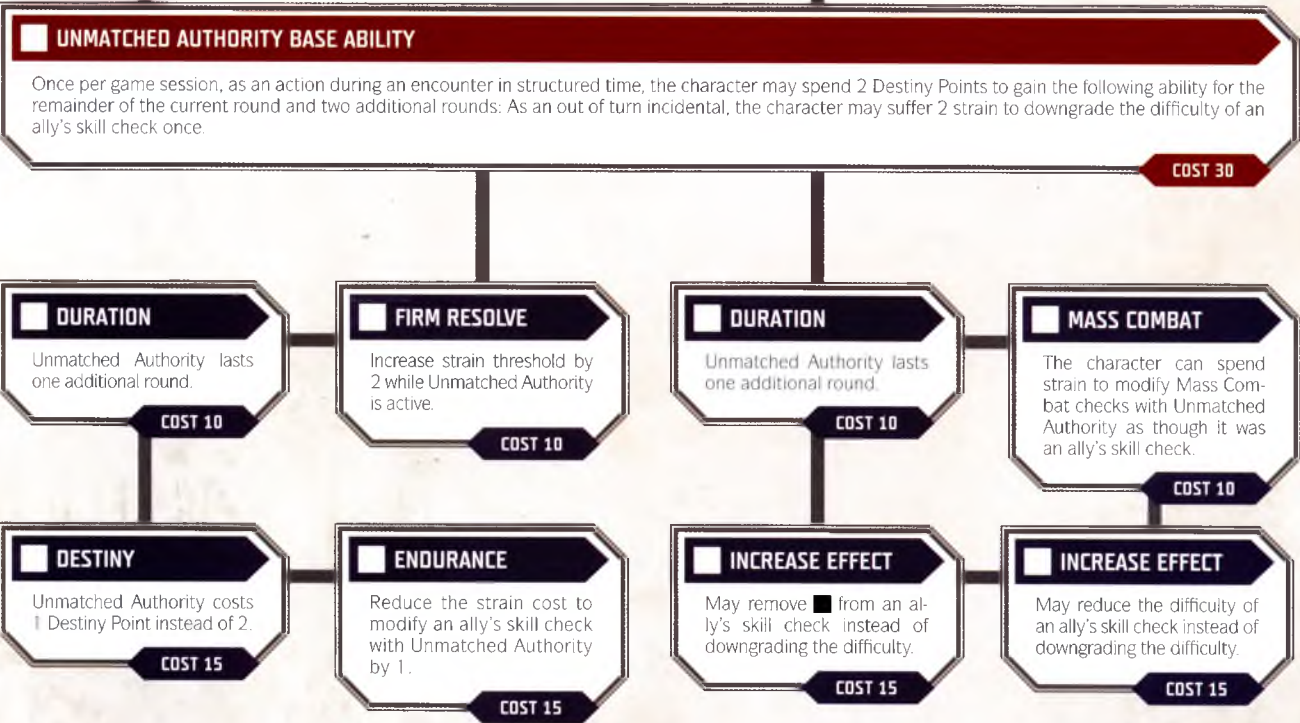
Recover Strain: Friendly characters and NPCs targeted by Rousing Oratory recover a number of strain equal to the character's ranks in Leadership.

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.

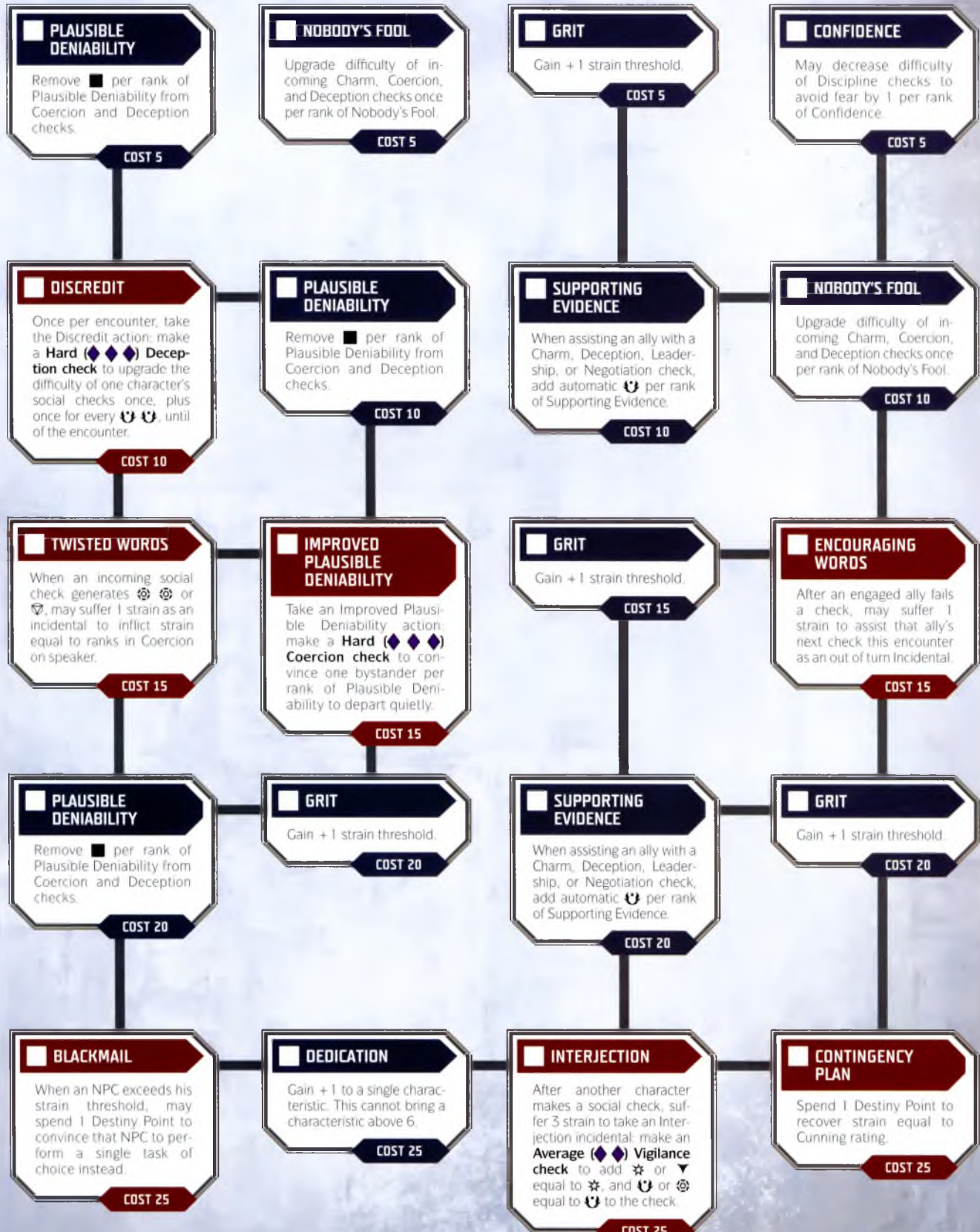
DIPLOMAT: Advocate Talent Tree

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 (Xenology), Leadership, Negotiation

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

ACTIVE

PASSIVE



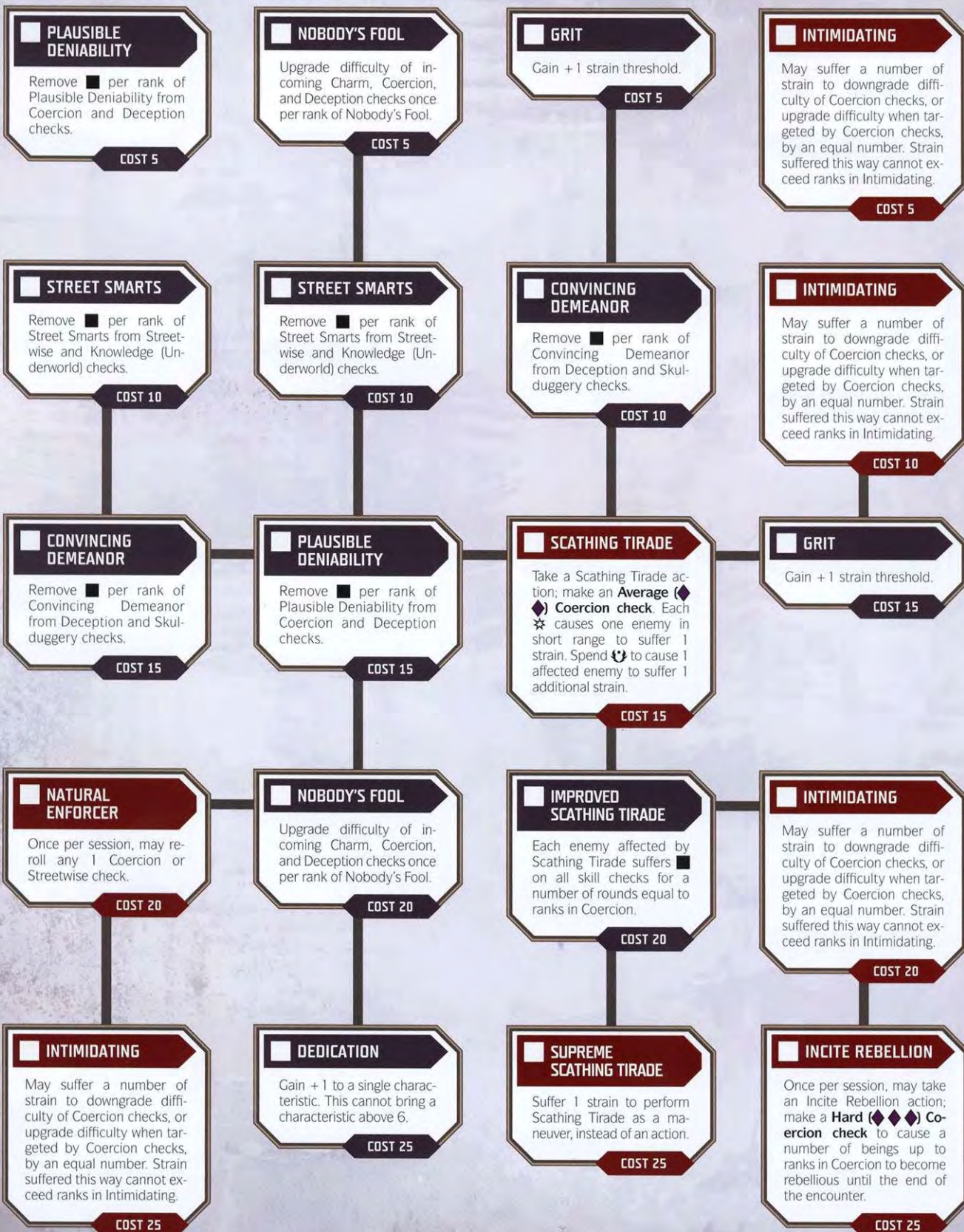
Diplomat: Agitator Talent Tree

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



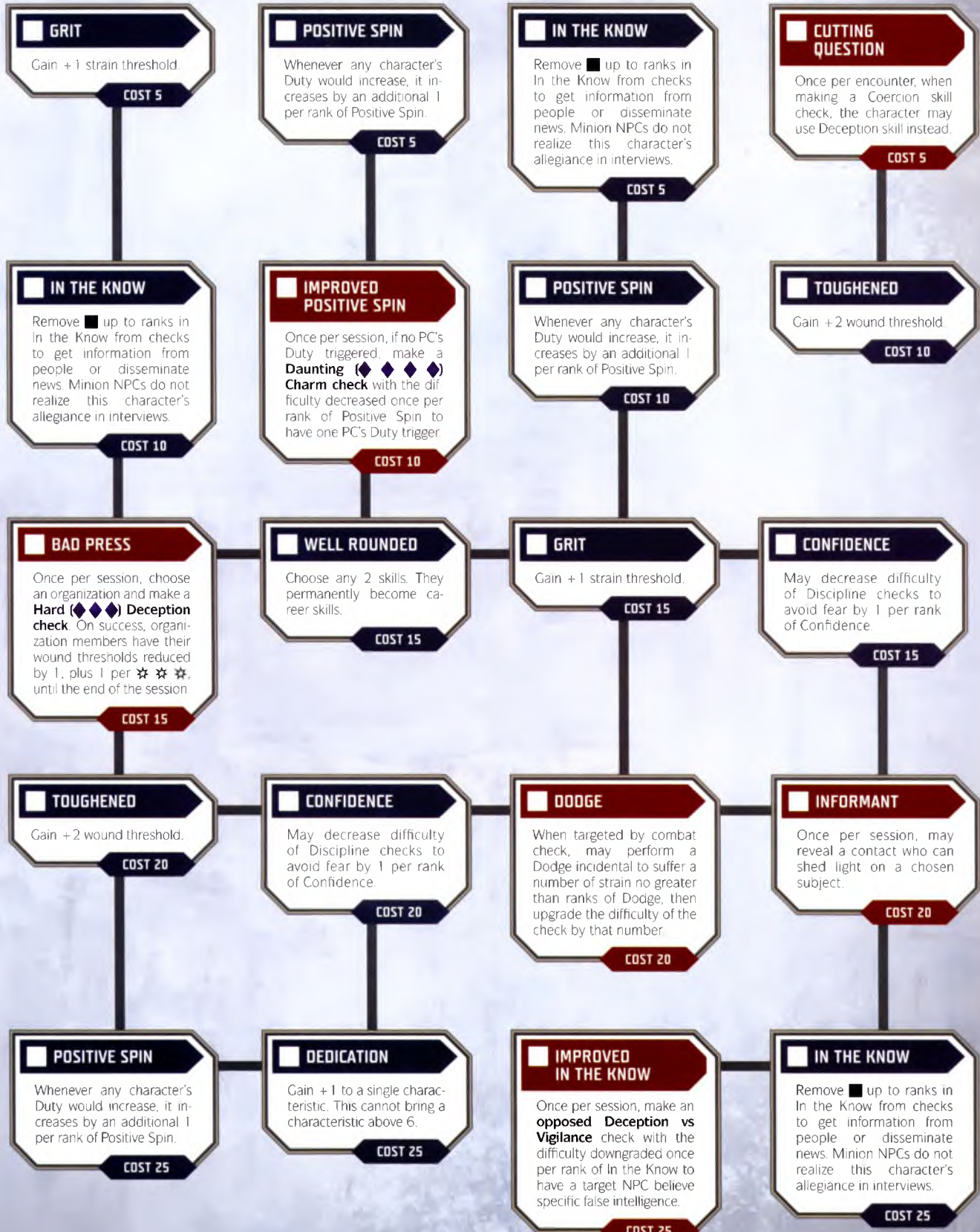
DIPLOMAT: Propagandist Talent Tree

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.

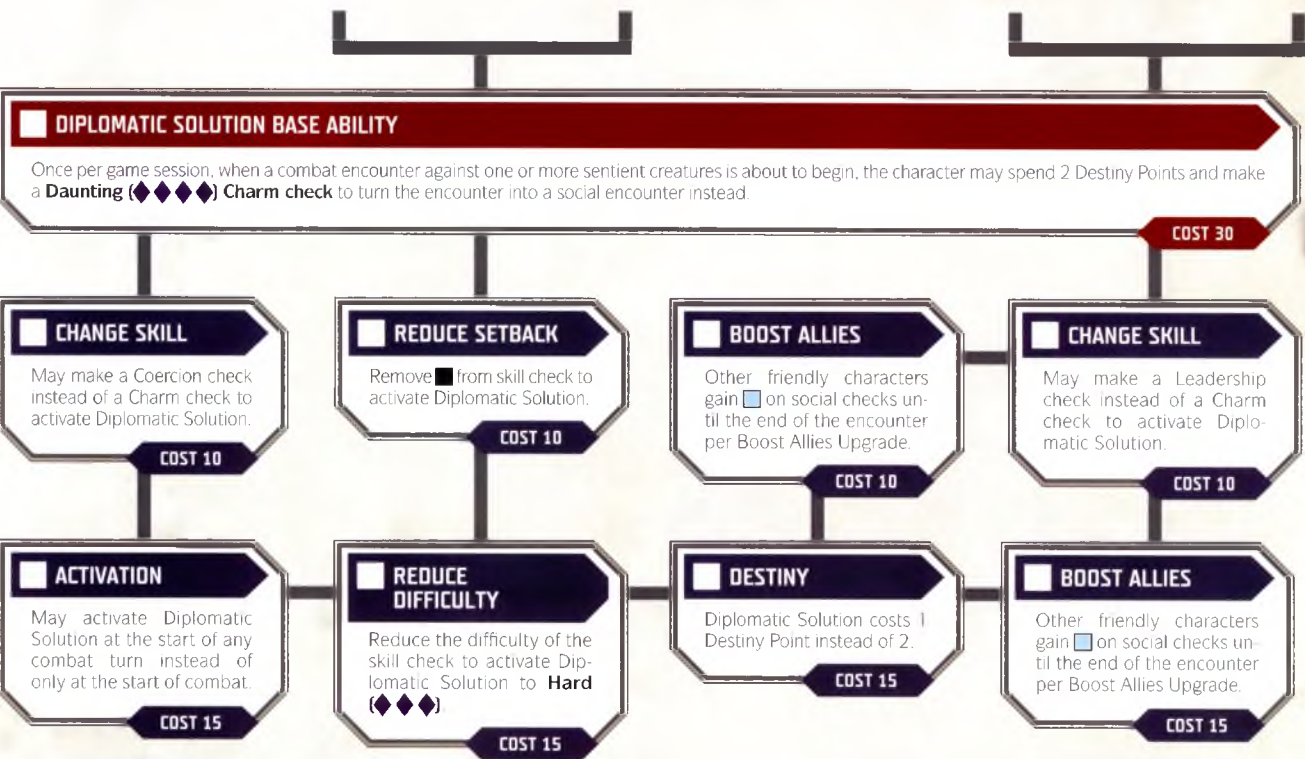
COST 25

TOUGHENED

Gain +2 wound threshold.

COST 25

Diplomat Signature Ability Tree: Diplomatic Solution



SHARING THE SPOTLIGHT

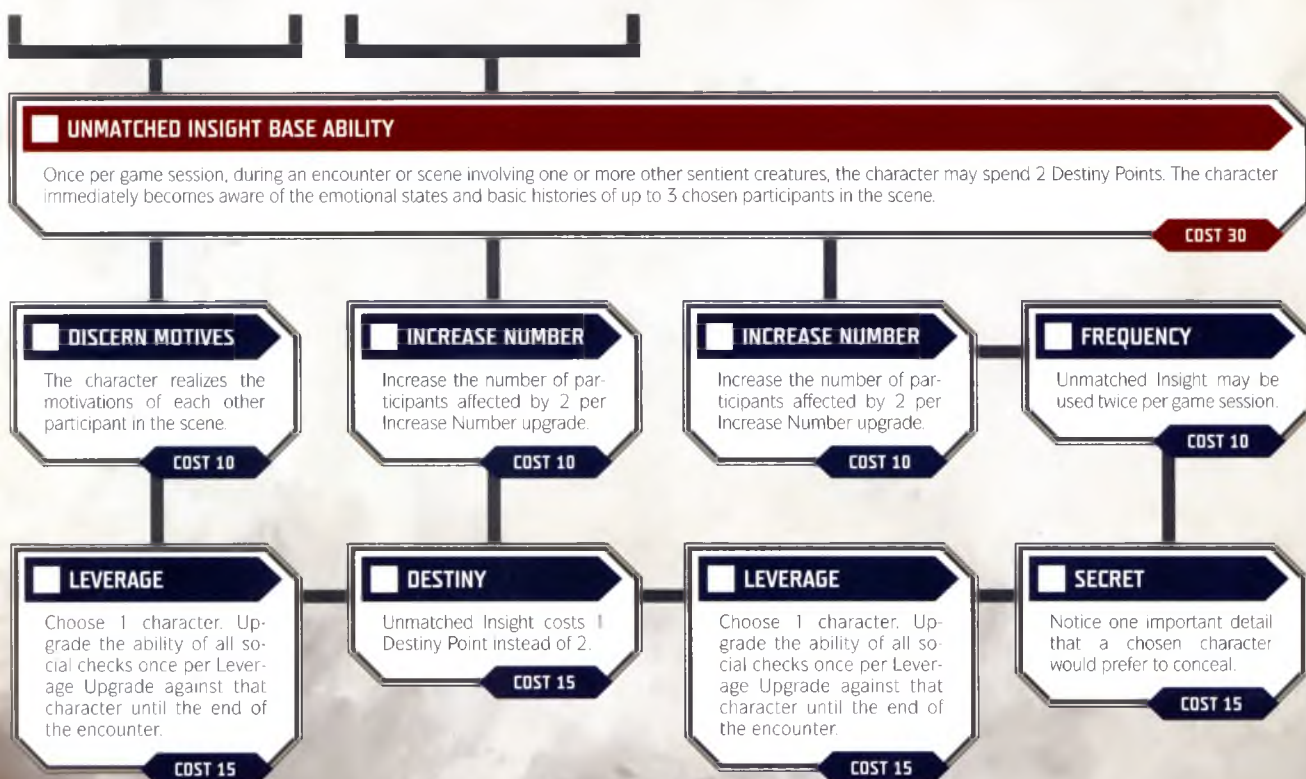
Diplomatic Solution gives Diplomat characters a great deal of narrative power, and lets them shape entire scenes and even whole sessions. While this can be a lot of fun if used at appropriate times, sometimes the Soldier just wants to fire that heavy blaster rifle at some storm-troopers or the Ace is 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.

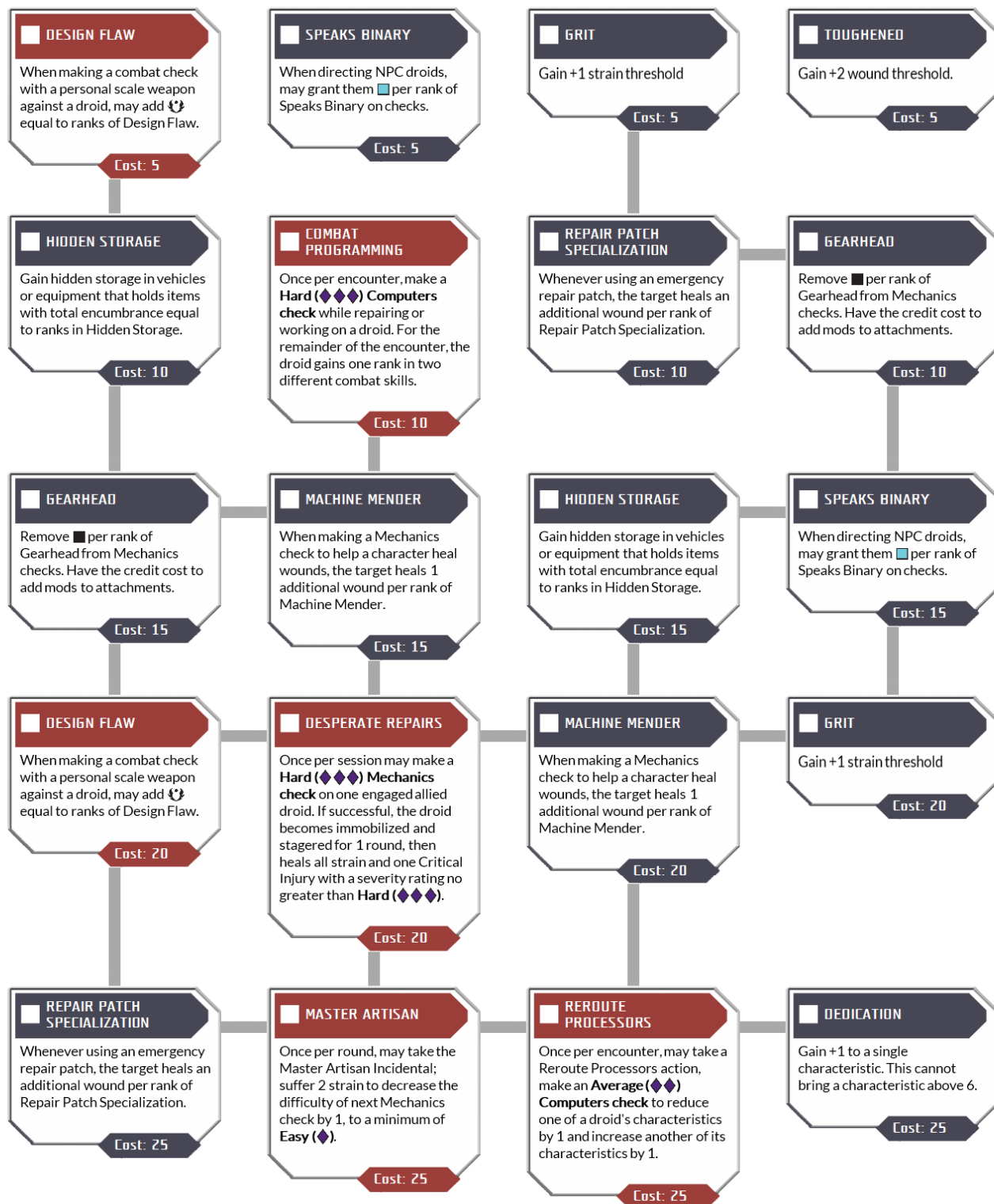
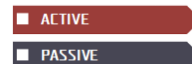
Diplomat Signature Ability Tree: Unmatched Insight



ENGINEER: Droid Specialist

Career Skills: Athletics, Computers, Education, Mechanics, Perception, Piloting - Space, Ranged - Light, Vigilance

Droid Specialist Bonus Career Skills: Computers, Cool, Mechanics, Melee



Engineer: Mechanic Talent Tree

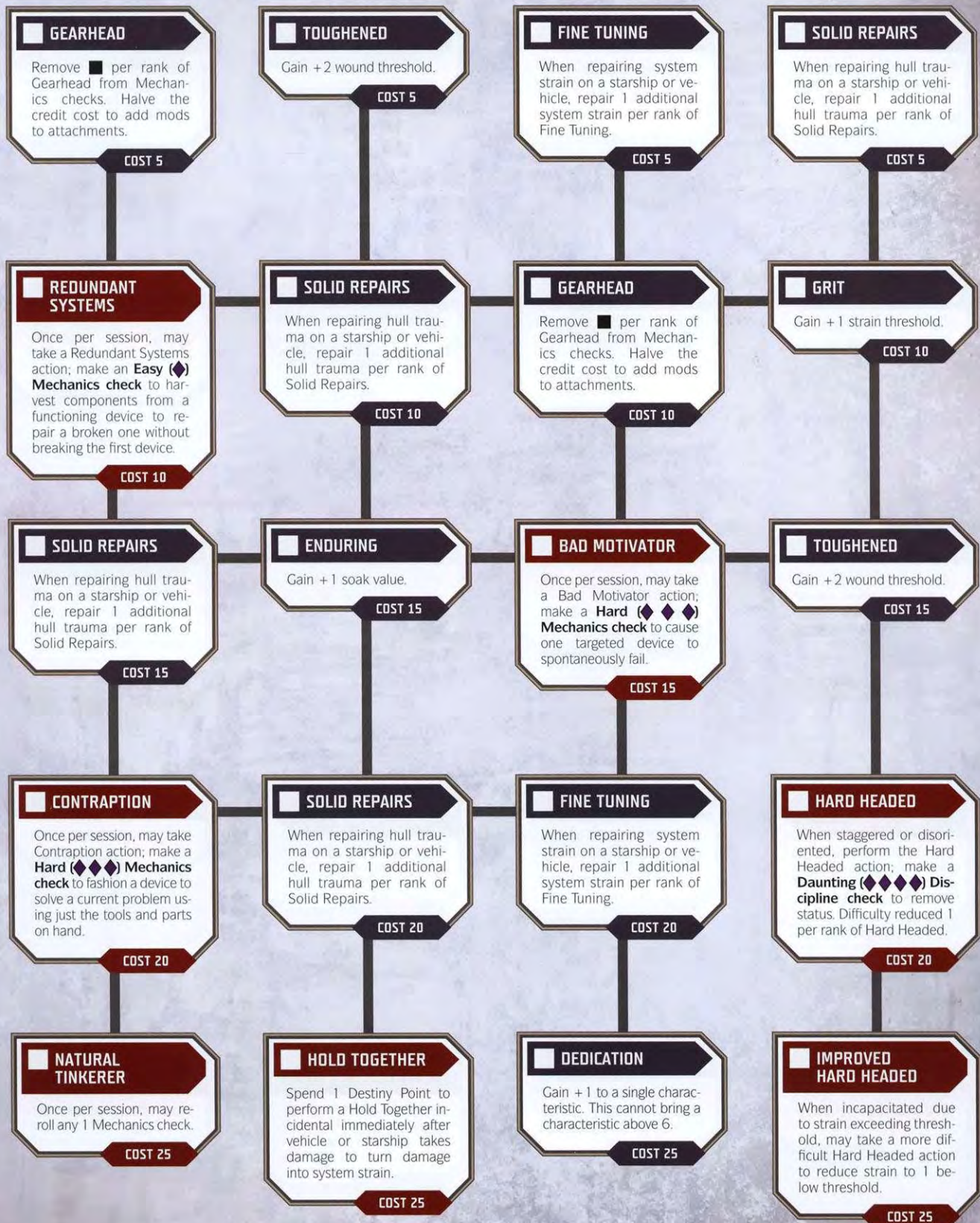
Career Skills: Athletics, Computers, Knowledge (Education), Mechanics, Perception, Piloting (Space),

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

RESOLVE

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

COST 5

SECOND WIND

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

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 5

GRIT

Gain +1 strain threshold.

COST 10

POWERFUL BLAST

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

COST 10

TOUGHENED

Gain +2 wound threshold.

COST 10

SECOND WIND

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

COST 10

TIME TO GO

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 15

RAPID RECOVERY

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

COST 15

RESOLVE

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

COST 15

HARD HEADED

When staggered or disoriented, perform the Hard Headed action; make a **Daunting** (◆◆◆◆) Discipline check to remove status. Difficulty reduced 1 per rank of Hard Headed.

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 20

POWERFUL BLAST

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

COST 20

SELECTIVE DETONATION

When using any weapon with the Blast quality, spend 1 to exclude 1 target that would normally be affected by the explosion. May not exceed ranks in Selective Detonation.

COST 20

TOUGHENED

Gain +2 wound threshold.

COST 20

DEDICATION

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

COST 25

MASTER GRENADE

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 any weapon with the Blast quality, spend 1 to exclude 1 target that would normally be affected by the explosion. May not exceed ranks in Selective Detonation.

COST 25

IMPROVED HARD HEADED

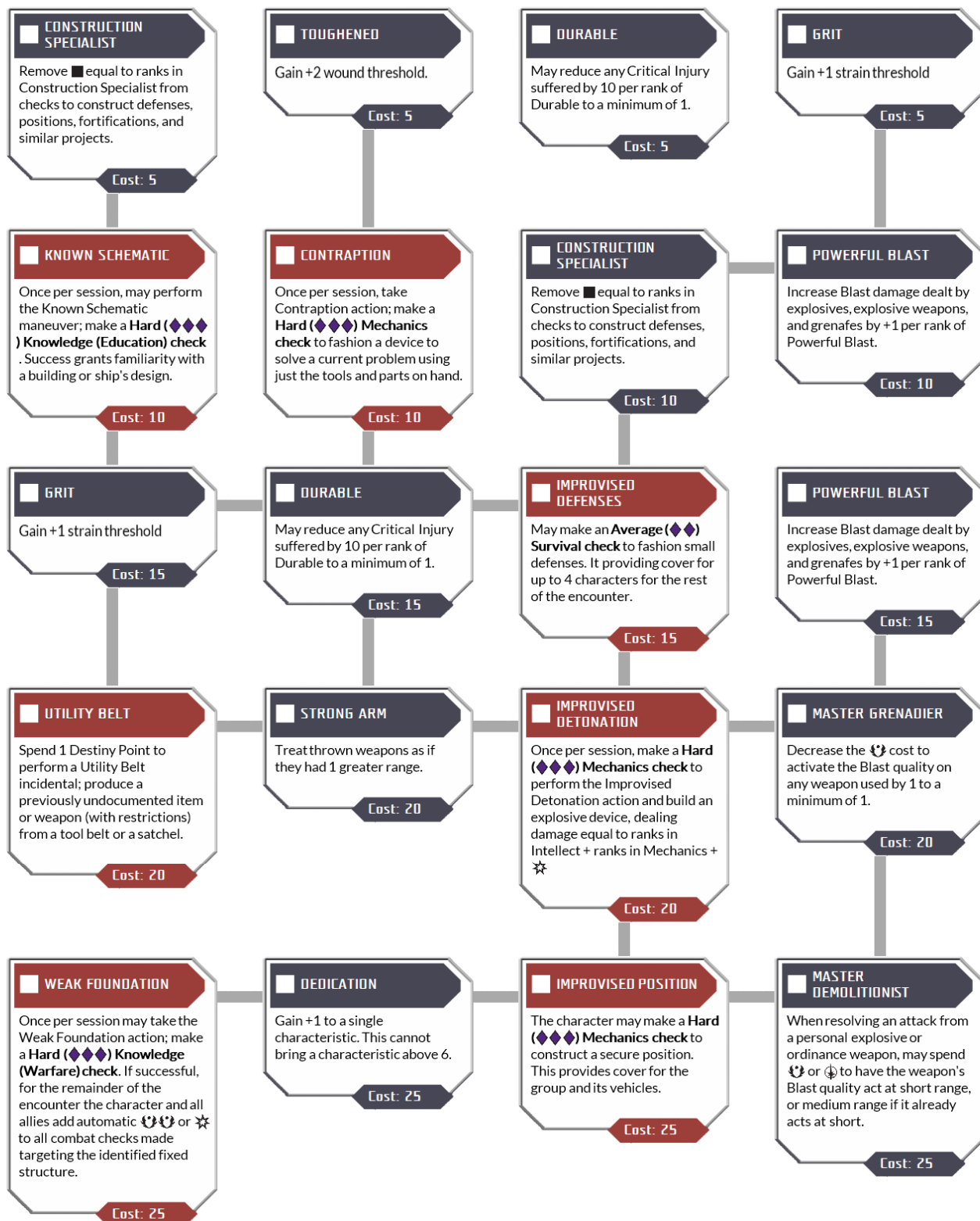
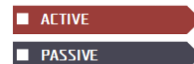
When incapacitated due to strain exceeding threshold, may take a more difficult Hard Headed action to reduce strain to 1 below threshold.

COST 25

ENGINEER: Sapper

Career Skills: Athletics, Computers, Education, Mechanics, Perception, Piloting - Space, Ranged - Light, Vigilance

Sapper Bonus Career Skills: Athletics, Mechanics, Survival, Warfare



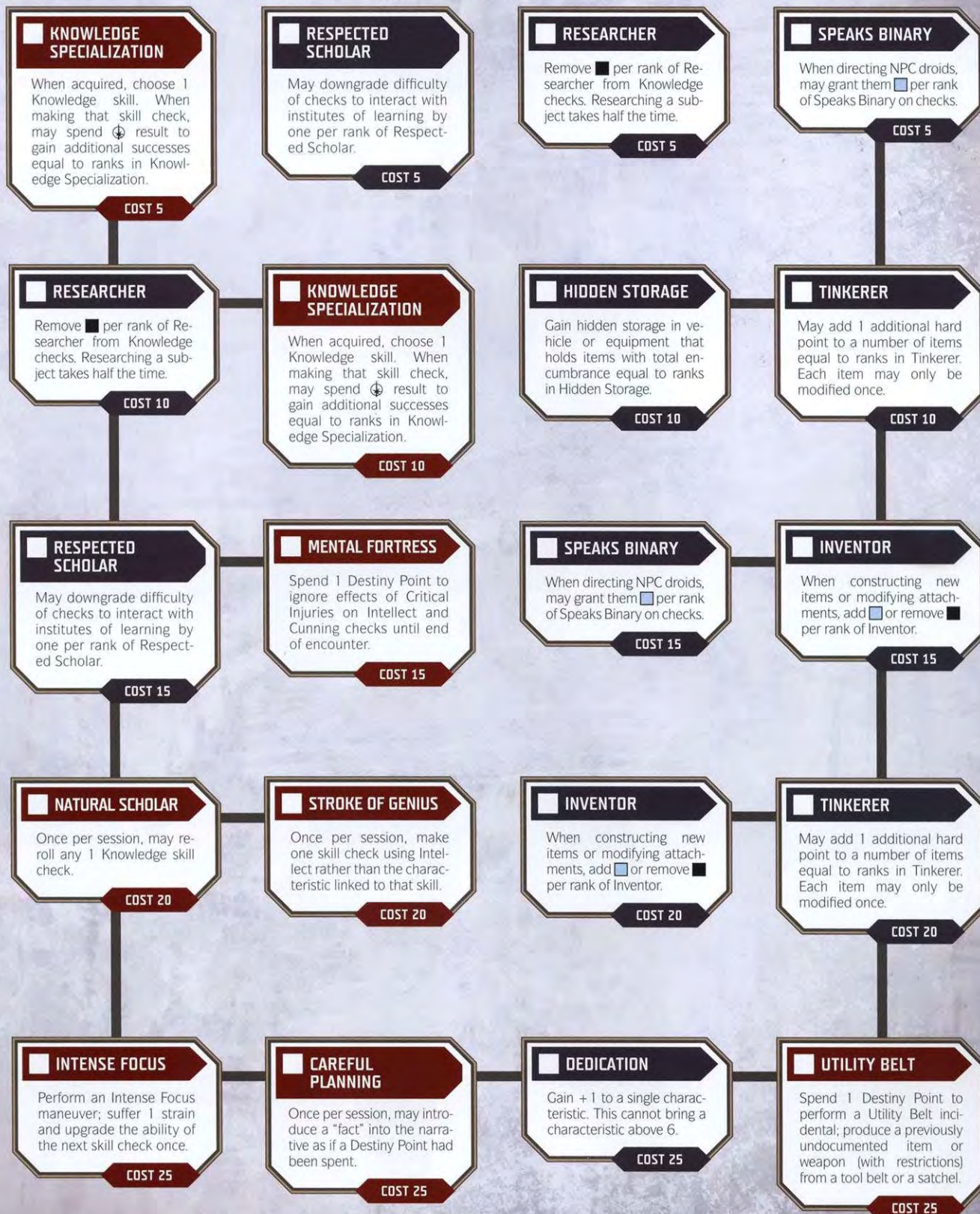
Engineer: Scientist Talent Tree

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

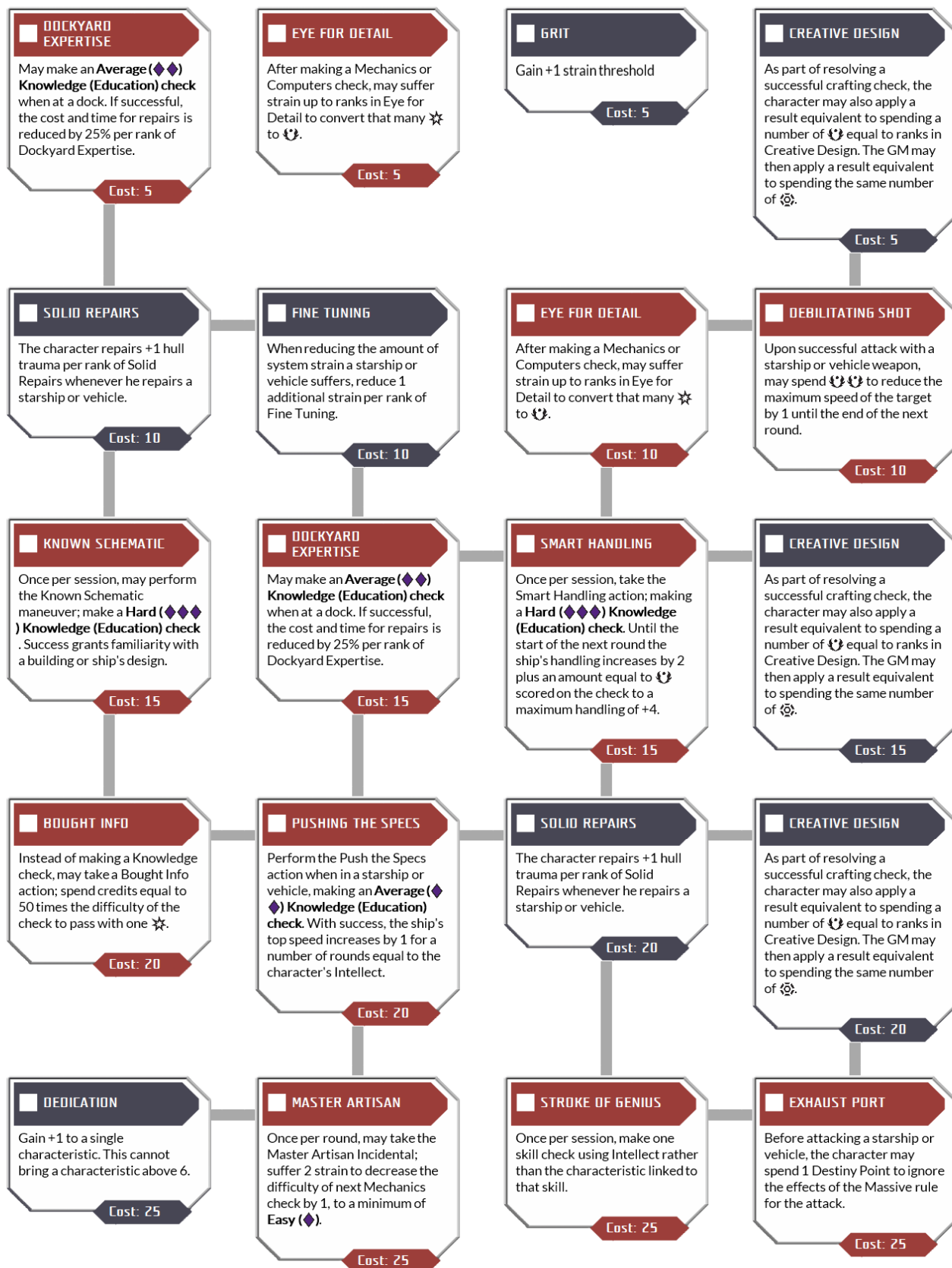


ENGINEER: Shipwright

Career Skills: Athletics, Computers, Education, Mechanics, Perception, Piloting - Space, Ranged - Light, Vigilance
Shipwright Bonus Career Skills: Education, Gunnery, Mechanics, Piloting - Space

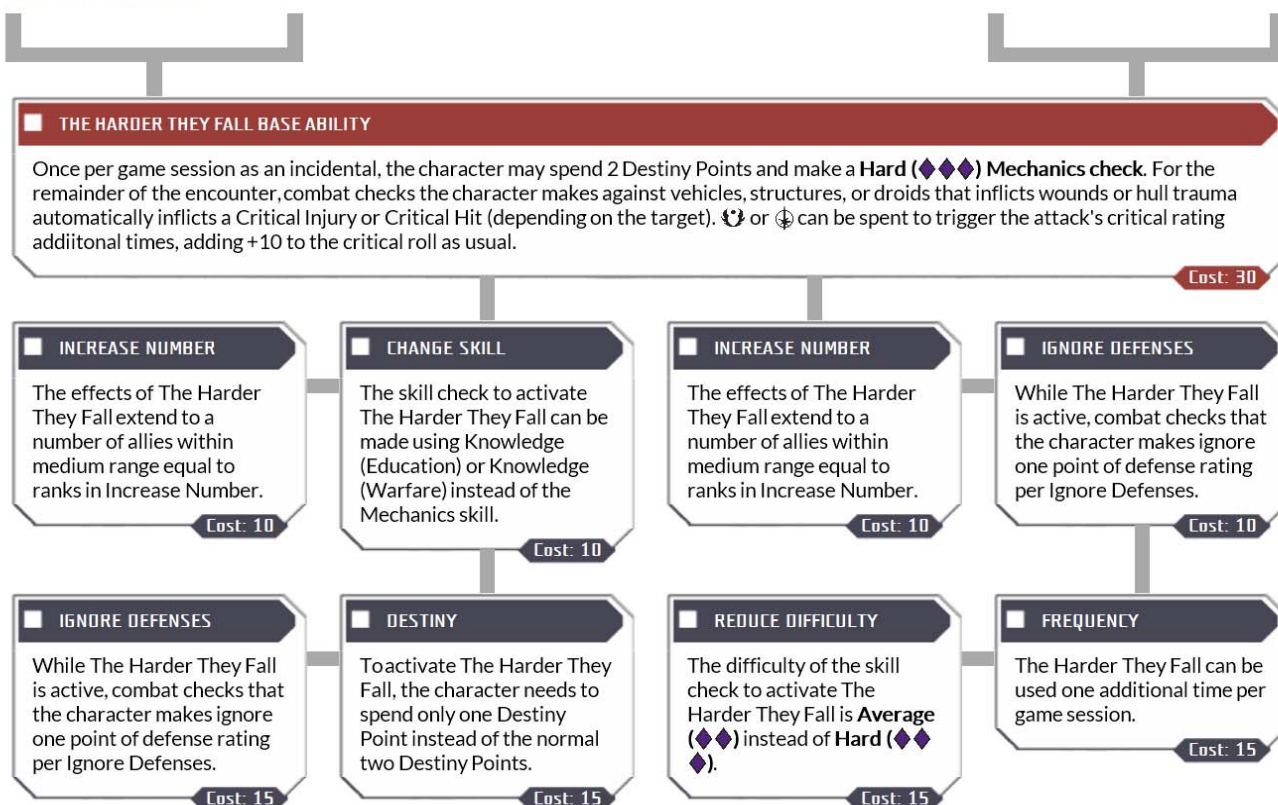
■ ACTIVE

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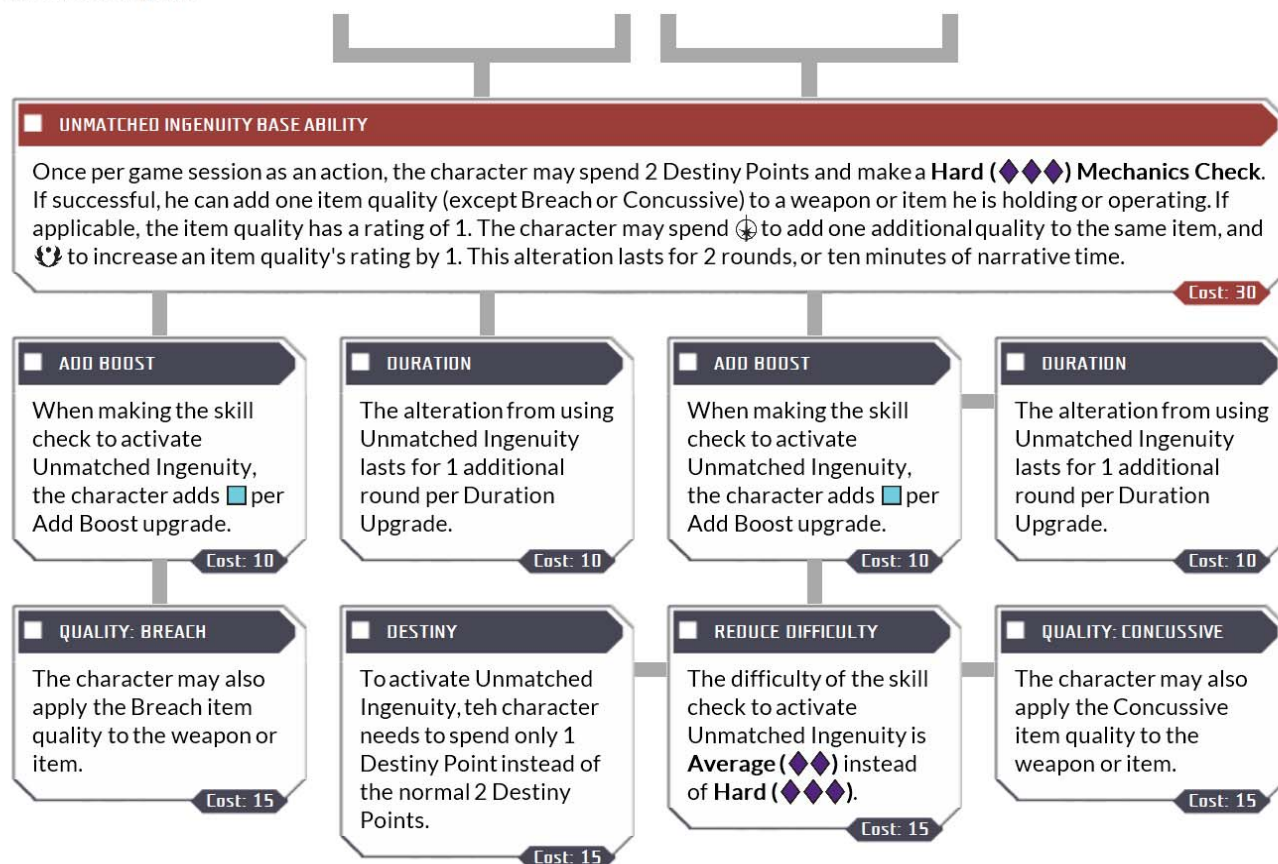
SIGNATURE ABILITY: The Harder They Fall

For Career: Engineer



SIGNATURE ABILITY: Unmatched Ingenuity

For Career: Engineer



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

PHYSICAL TRAINING

Add 1 per rank of Physical Training to Athletics and Resilience checks.

COST 5

GRIT

Gain +1 strain threshold.

COST 5

TOUGHENED

Gain +2 wound threshold.

COST 5

POINT BLANK

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

COST 5

TOUGHENED

Gain +2 wound threshold.

COST 10

DURABLE

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

COST 10

PHYSICAL TRAINING

Add 1 per rank of Physical Training to Athletics and Resilience checks.

COST 10

STRONG ARM

Treat thrown weapons as if they had 1 greater range.

COST 10

BLOODED

Add 1 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 15

ARMOR MASTER

When wearing armor, increase total soak value by 1.

COST 15

NATURAL OUTDOORSMAN

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

COST 15

FERAL STRENGTH

Add 1 damage per rank of Feral Strength to one hit of successful attack made using Brawl or Melee skill.

COST 15

TOUGHENED

Gain +2 wound threshold.

COST 20

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 20

DURABLE

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

COST 20

KNOCKDOWN

After hitting with a melee attack, may spend 1 to knock the target prone.

COST 20

IMPROVED ARMOR MASTER

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

COST 25

DEDICATION

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

COST 25

UNSTOPPABLE

If a Critical Injury roll is 1 or reduced to 1, do not receive the critical injury.

COST 25

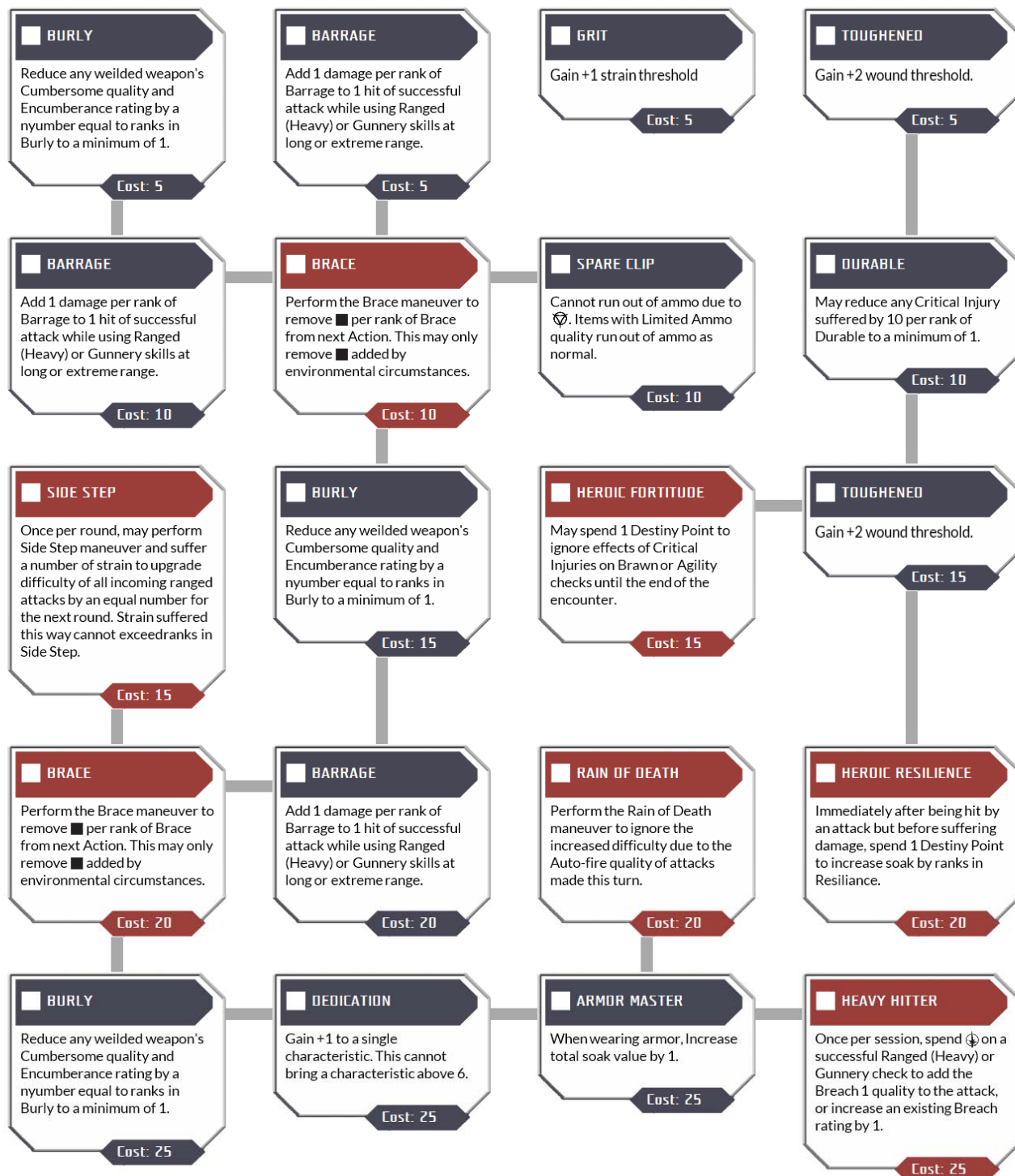
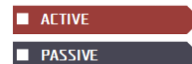
FERAL STRENGTH

Add 1 damage per rank of Feral Strength to one hit of successful attack made using Brawl or Melee skill.

COST 25

SOLDIER: Heavy

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



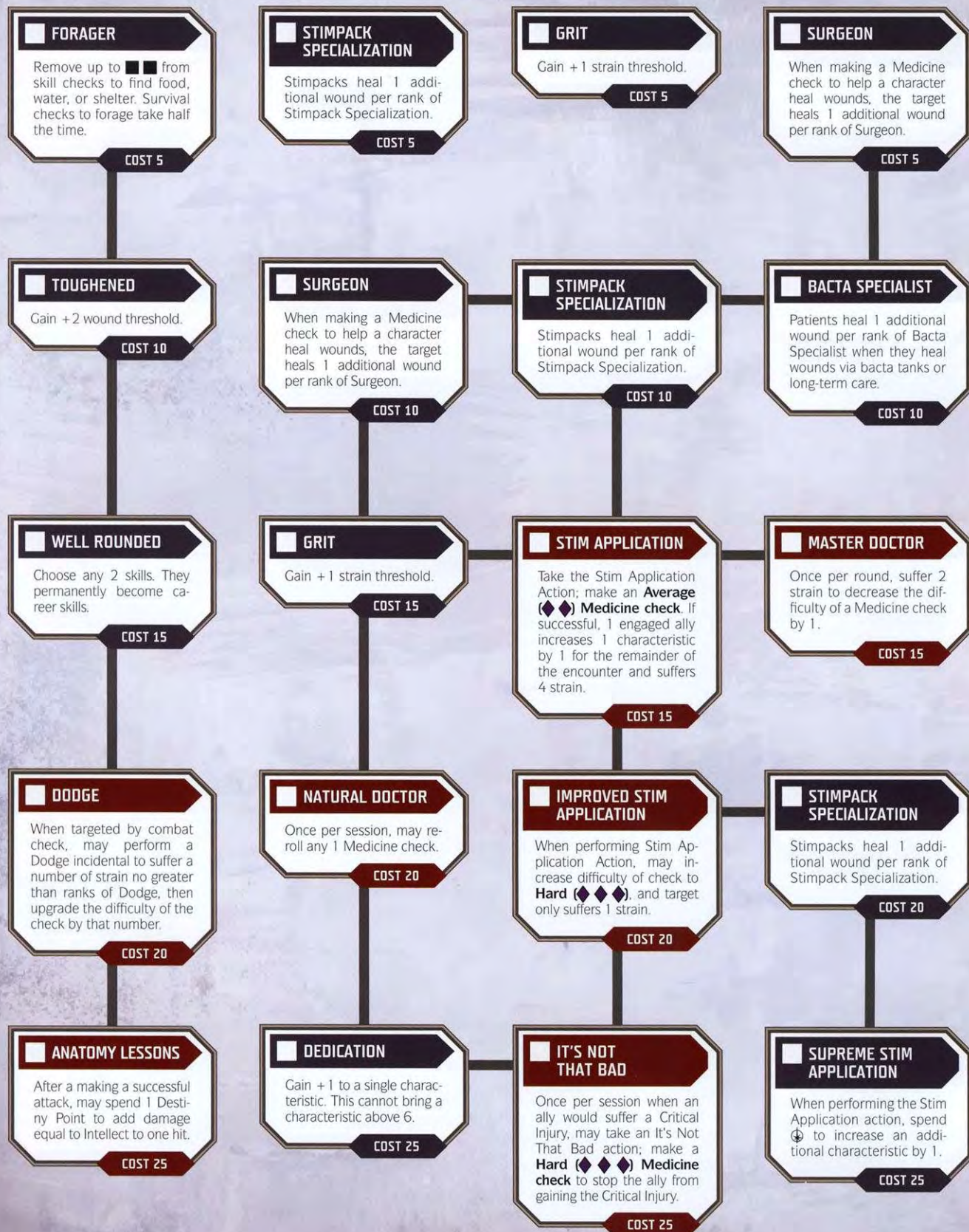
Soldier: Medic Talent Tree

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

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

ACTIVE

PASSIVE



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

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

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 5

BRACE

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

COST 5

GRIT

Gain +1 strain threshold.

COST 5

GRIT

Gain +1 strain threshold.

COST 10

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 10

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 10

LETHAL BLOWS

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

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 15

LETHAL BLOWS

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

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

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 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 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

TOUGHENED

Gain +2 wound threshold.

COST 20

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 20

QUICK FIX

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

COST 25

NATURAL MARKSMAN

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

COST 25

DEDICATION

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

COST 25

TARGETED BLOW

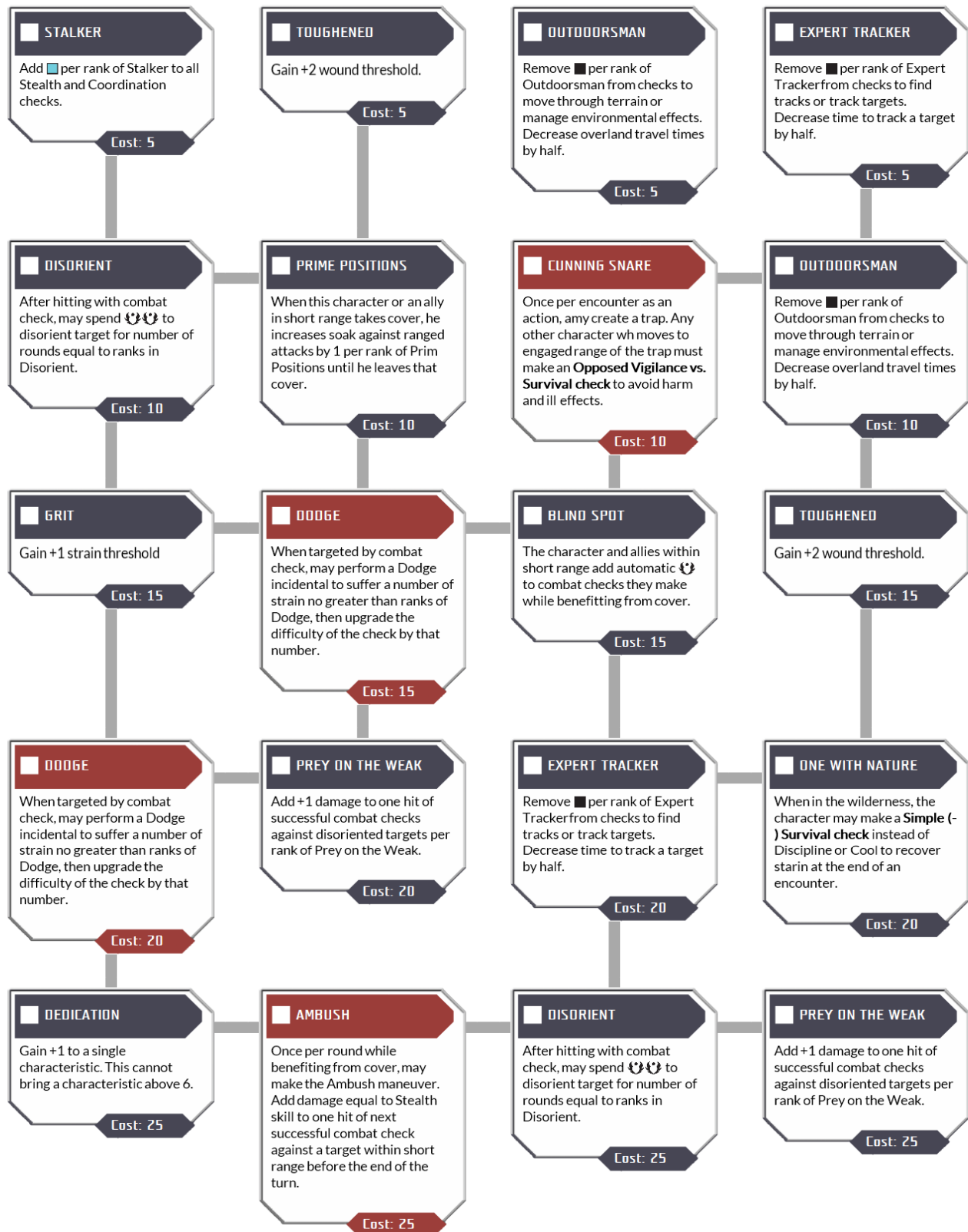
After making a successful attack, may spend 1 Destiny Point to add damage equal to Agility to one hit.

COST 25

SOLDIER: Trailblazer

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

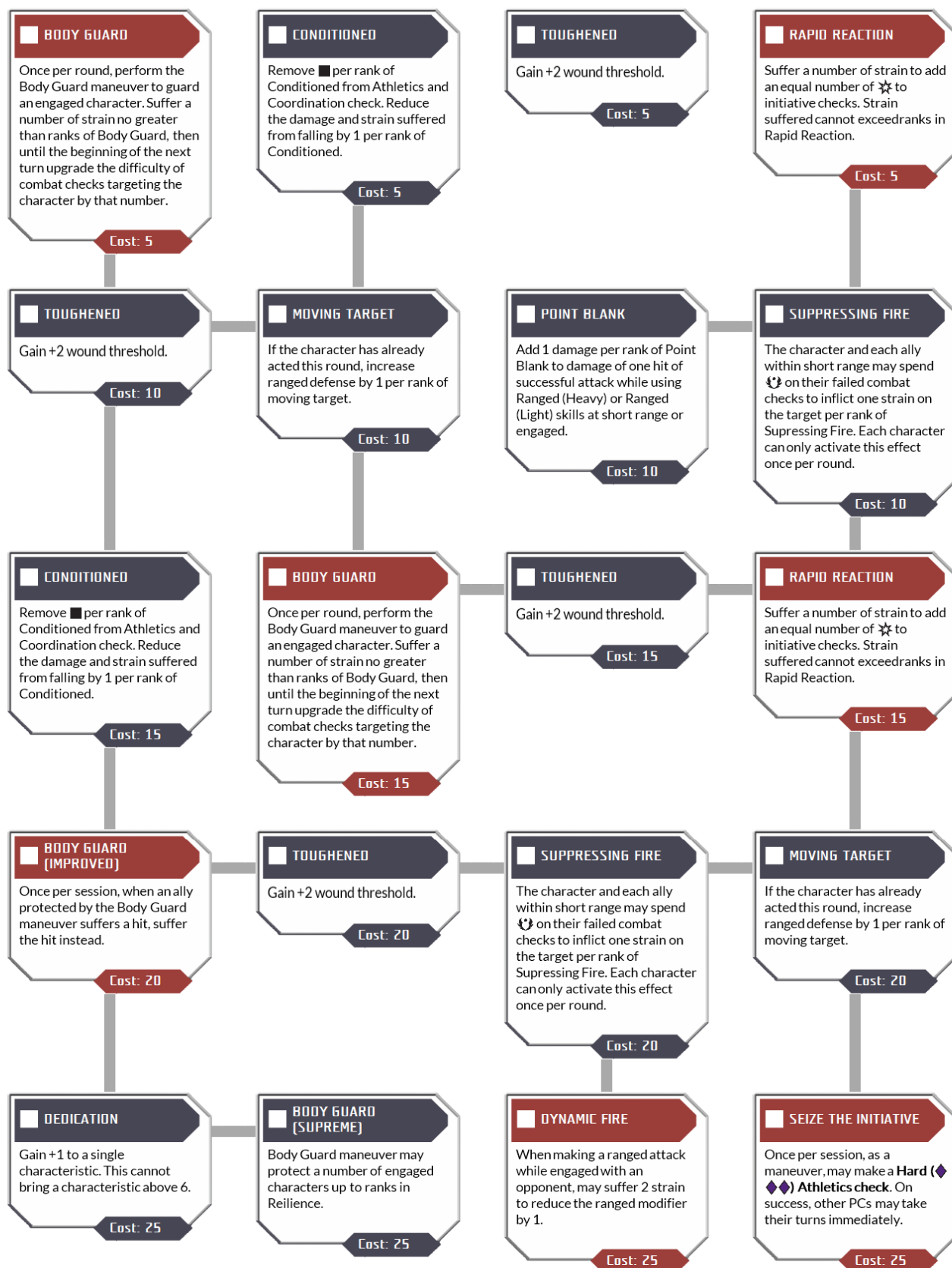
■ ACTIVE
■ PASSIVE



SOLDIER: Vanguard

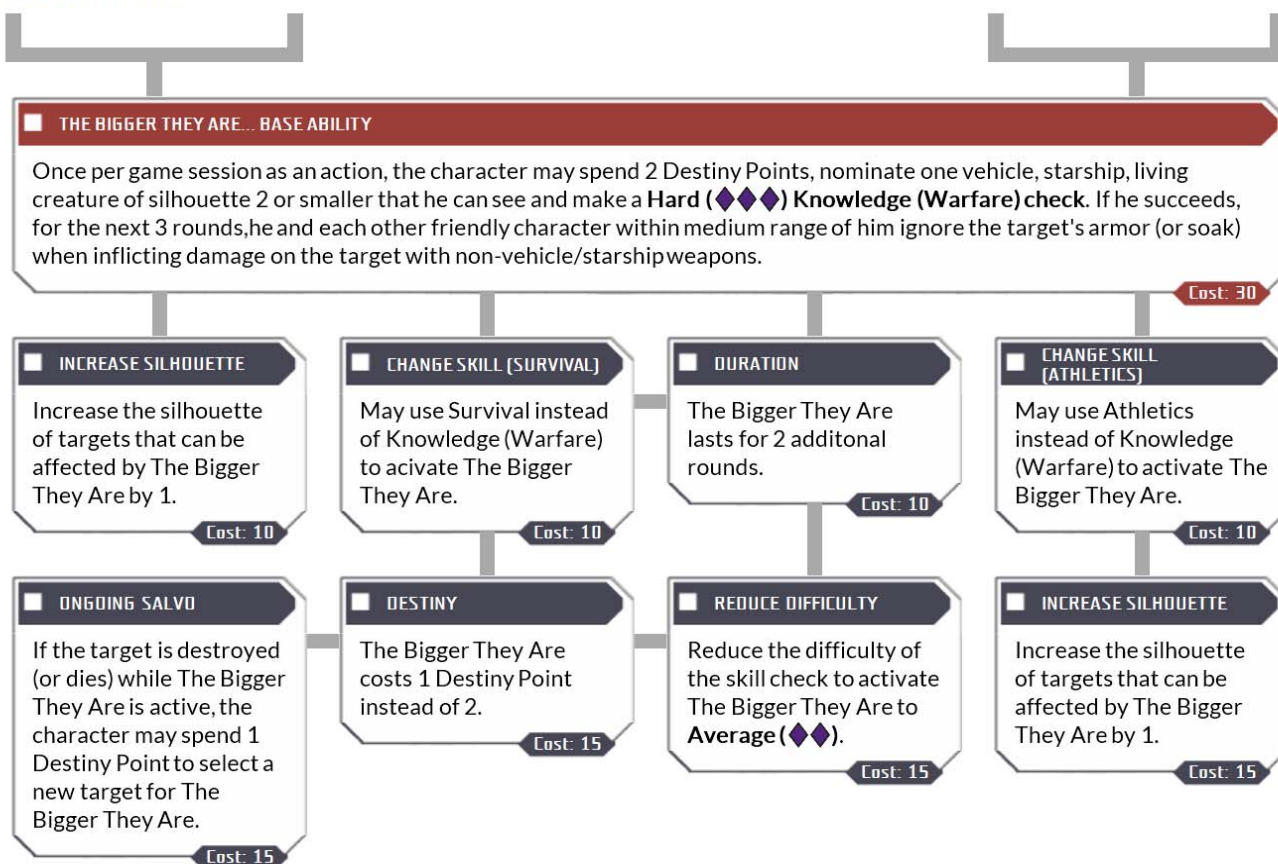
Career Skills: Athletics, Brawl, Warfare, Melee, Medicine, Ranged - Light, Survival, Ranged - Heavy
Vanguard Bonus Career Skills: Athletics, Cool, Resilience, Vigilance

■ ACTIVE
■ PASSIVE



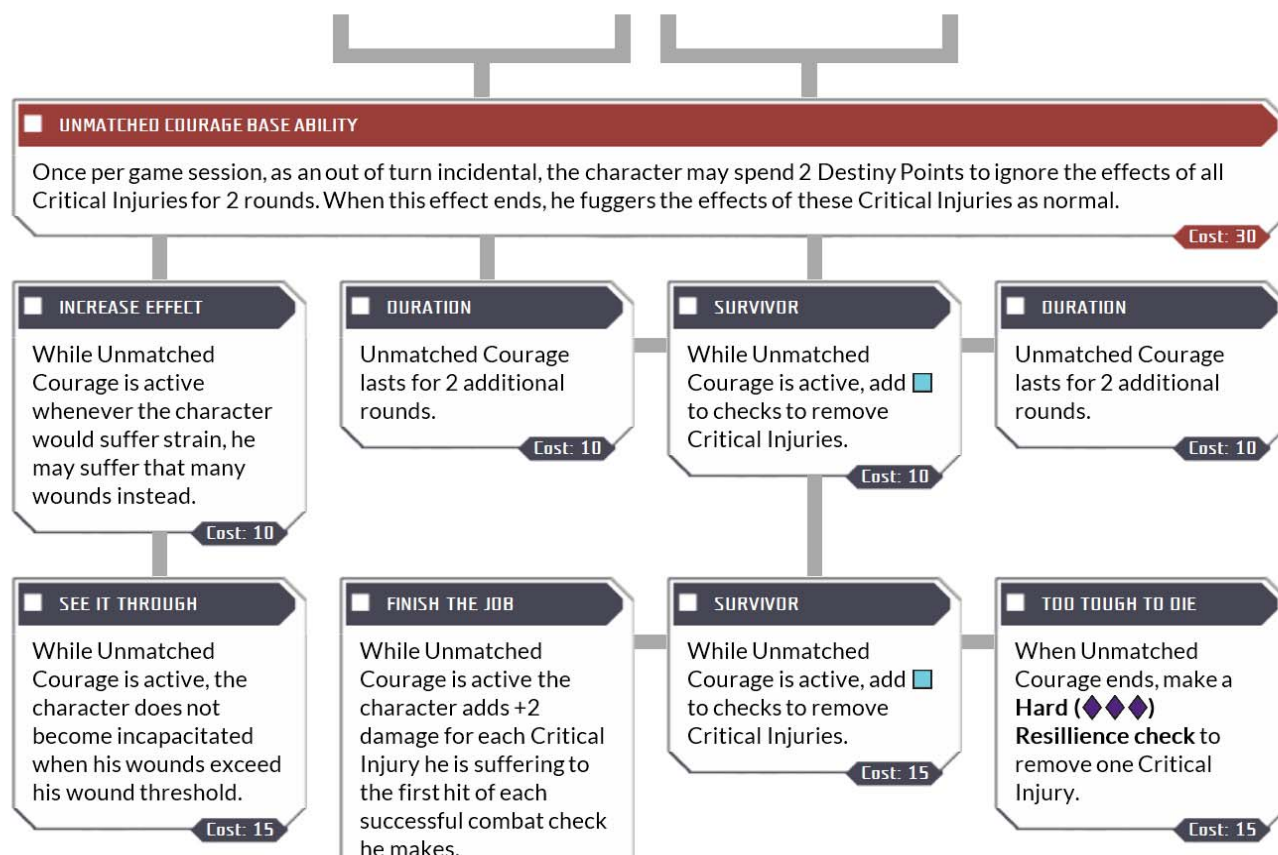
SIGNATURE ABILITY: The Bigger They Are...

For Career: Soldier



SIGNATURE ABILITY: Unmatched Courage

For Career: Soldier



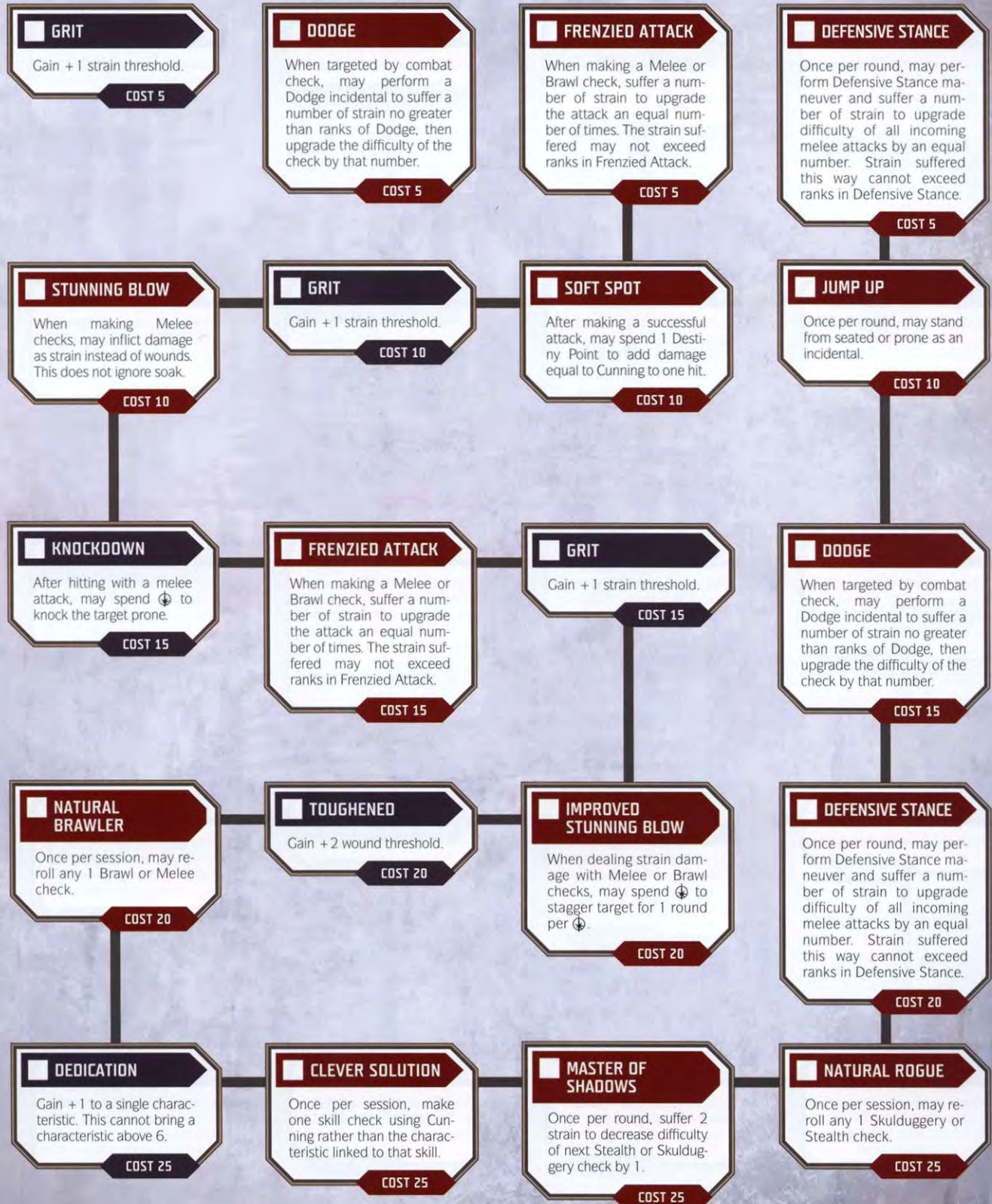
Spy: Infiltrator Talent Tree

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

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

ACTIVE

PASSIVE



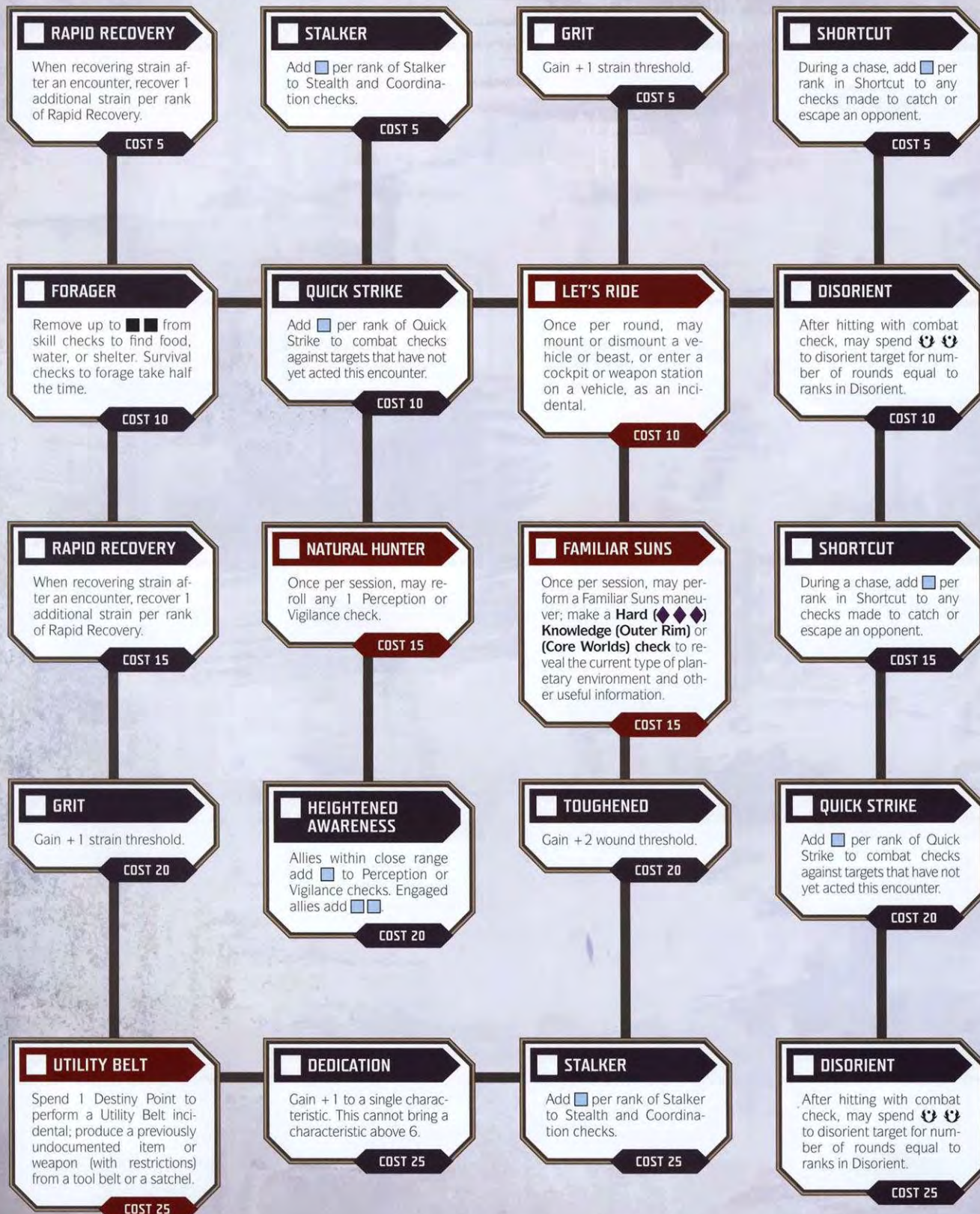
Spy: Scout Talent Tree

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

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

ACTIVE

PASSIVE



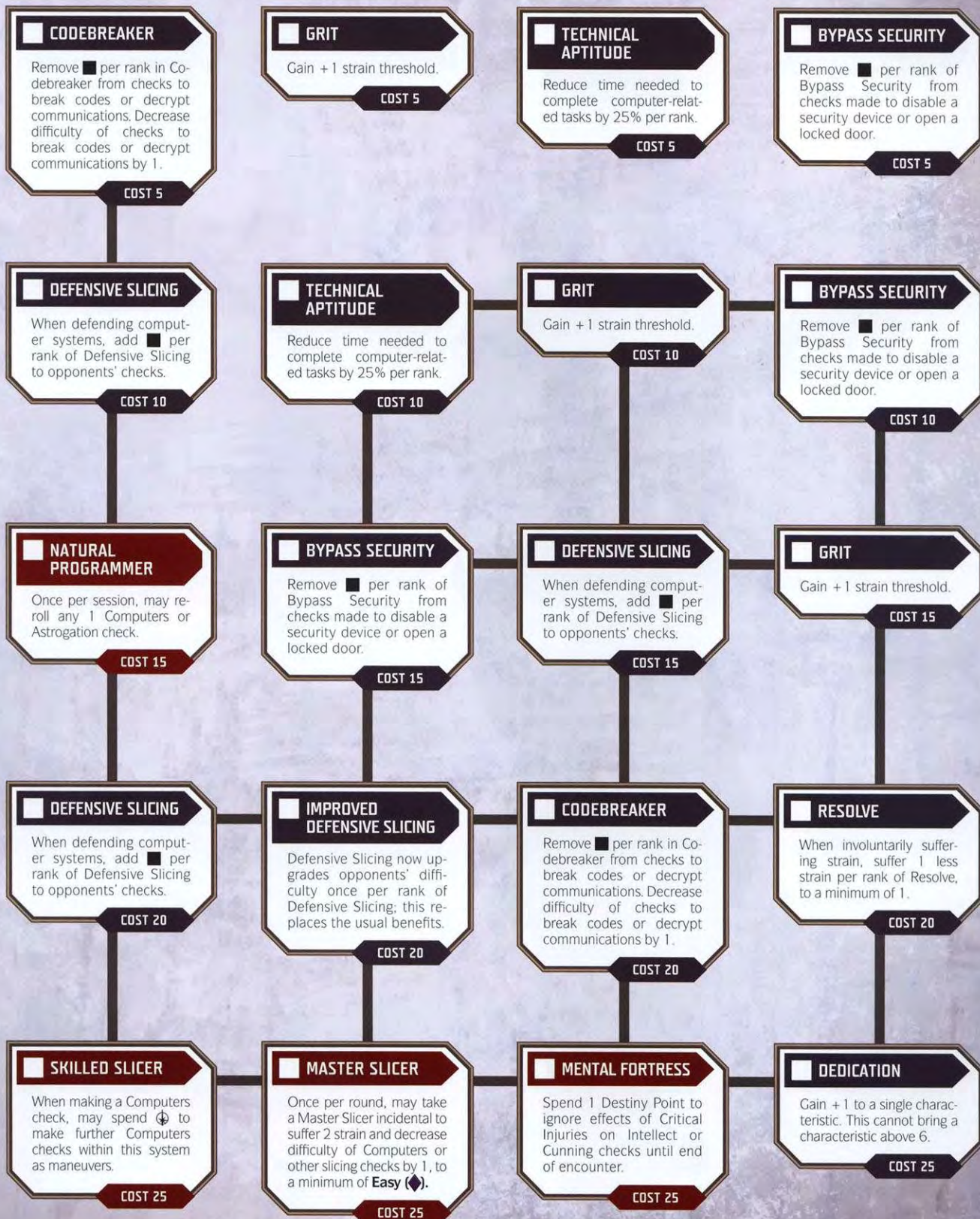
Spy: Slicer Talent Tree

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

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

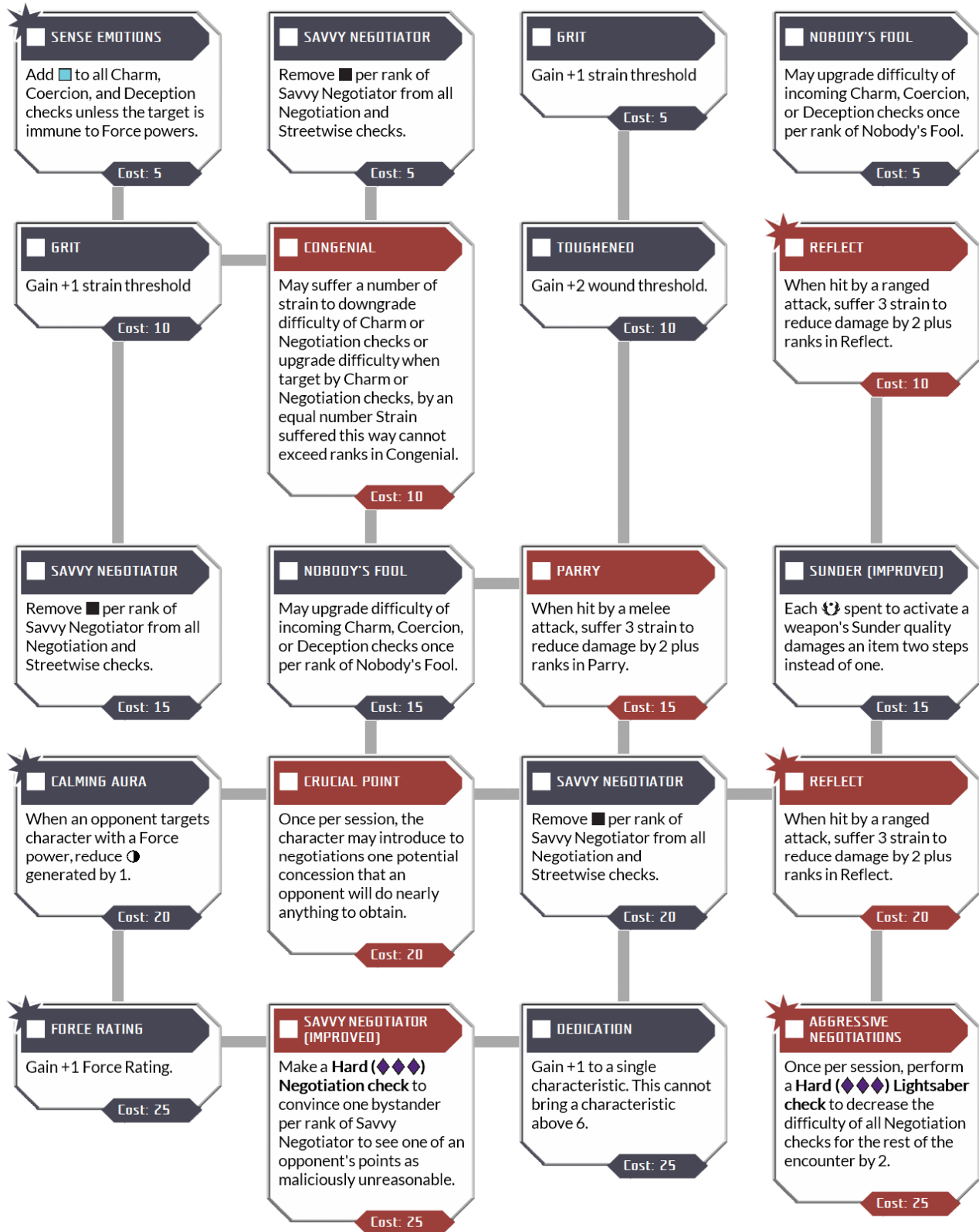
ACTIVE

PASSIVE



CONSULAR: Arbiter

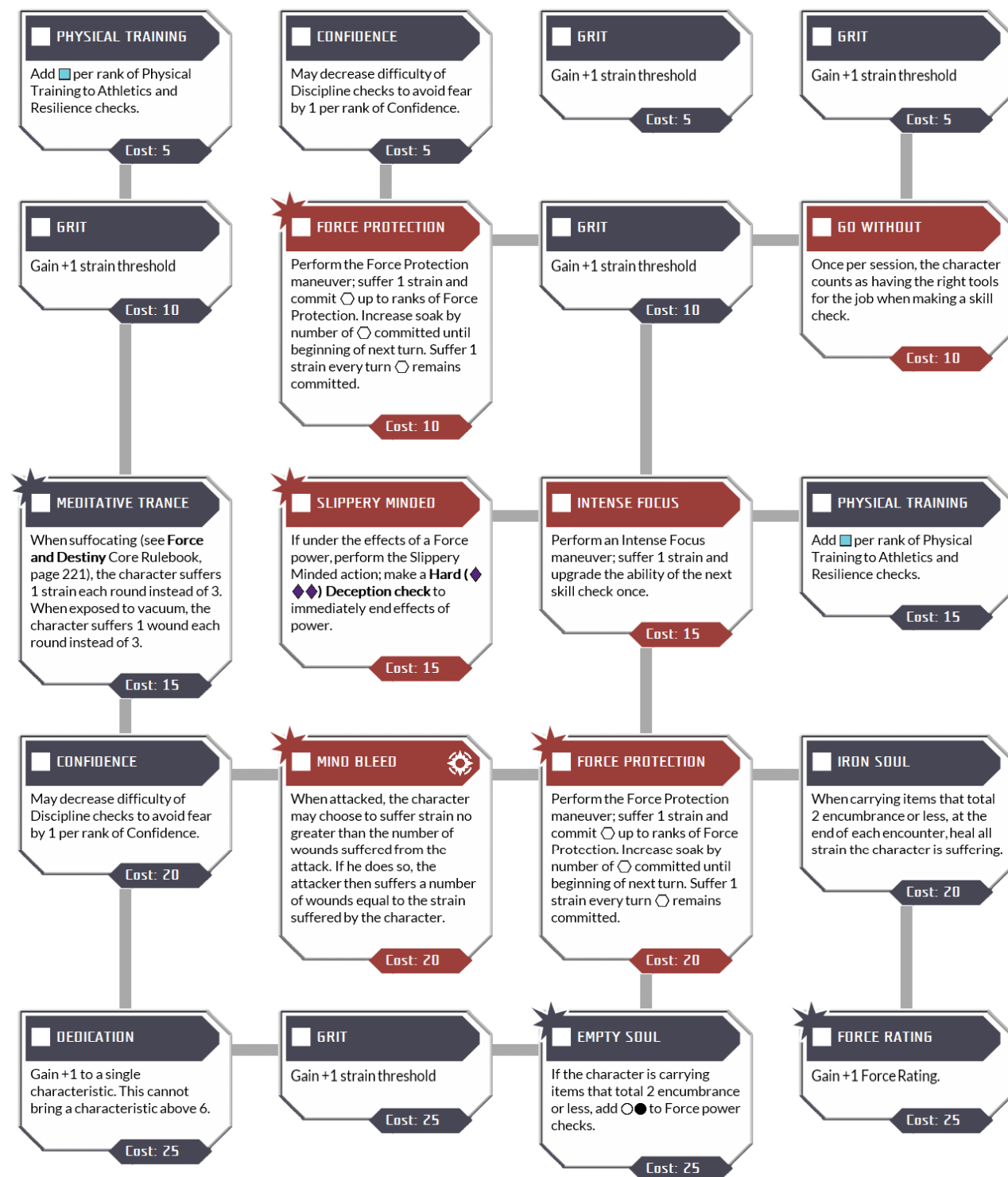
Career Skills: Cool, Discipline, Education, Leadership, Lore, Negotiation
Arbiter Bonus Career Skills: Lightsaber, Negotiation, Perception, Xenology



CONSULAR: Ascetic

Career Skills: Cool, Discipline, Education, Leadership, Lore, Negotiation

Ascetic Bonus Career Skills: Athletics, Discipline, Resilience, Vigilance



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



CONSULAR: Niman Disciple

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

Additional Career Skills: Discipline, Leadership, Lightsaber, Negotiation

ACTIVE

PASSIVE

FORCE TALENT

PARRY

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

COST 5

NOBODY'S FOOL

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

COST 5

REFLECT

When hit by a ranged attack, suffer 3 strain to reduce damage by 2 plus ranks in Reflect.

COST 5

GRIT

Gain +1 strain threshold.

COST 5

DEFENSIVE TRAINING

When wielding a Lightsaber, Melee, or Brawl weapon, the weapon gains the Defensive quality with a rating equal to ranks in Defensive Training.

COST 10

NIMAN TECHNIQUE

When making a Lightsaber skill check, the character may use Willpower instead of Brawn.

COST 10

TOUGHENED

Gain +2 wound threshold.

COST 10

PARRY

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


COST 10

PARRY

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

COST 15

SENSE EMOTIONS

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

COST 15

REFLECT

When hit by a ranged attack, suffer 3 strain to reduce damage by 2 plus ranks in Reflect.



COST 15

DEFENSIVE TRAINING

When wielding a Lightsaber, Melee, or Brawl weapon, the weapon gains the Defensive quality with a rating equal to ranks in Defensive Training.

COST 15

SUM DJEM

May spend  or  with successful Lightsaber check to disarm opponent.




COST 20

REFLECT

When hit by a ranged attack, suffer 3 strain to reduce damage by 2 plus ranks in Reflect.

COST 20

DRAW CLOSER

Perform Draw Closer action; make a Lightsaber (Willpower) combat check against one silhouette 1 target within medium range, adding  no greater than Force rating to check. Spend  to move target one range band closer or to add  to check.

COST 20

CENTER OF BEING

Take a Center of Being maneuver. Until the beginning of next turn, attacks against the character increase their critical rating by 1 per rank of Center of Being.



COST 20

DEDICATION

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

COST 25

FORCE ASSAULT

Spend  or  on a missed Lightsaber (Willpower) combat check to immediately perform Move Force power action as maneuver.

COST 25

FORCE RATING

Gain +1 Force rating.

COST 25

IMPROVED CENTER OF BEING

Suffer 1 strain to perform Center of Being maneuver as an incidental.

COST 25

CONSULAR: Sage

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

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

ACTIVE

PASSIVE



FORCE TALENT

GRIT

Gain +1 strain threshold.

COST 5

KILL WITH KINDNESS

Remove ■ per rank of Kill with Kindness from all Charm and Leadership checks.

COST 5

RESEARCHER

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

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

RESEARCHER

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

COST 10

CONFIDENCE

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

COST 10

KNOWLEDGE SPECIALIZATION

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

COST 10

VALUABLE FACTS

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

COST 15

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 15

KNOWLEDGE SPECIALIZATION

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

COST 15

ONE WITH THE UNIVERSE

Once per session, meditate, then perform One with the Universe action; make **Average (◆◆) Astrogation check**. If successful, add ○ to all Force power checks in next encounter. If successful with ⚙, add ● instead.

COST 15

FORCE RATING

Gain +1 Force rating.

COST 20

GRIT

Gain +1 strain threshold.

COST 20

PREEMPTIVE AVOIDANCE

May spend 1 Destiny Point to disengage from engaged enemy as an out-of-turn incidental.

COST 20

KNOWLEDGE SPECIALIZATION

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

COST 20

BALANCE

When the character recovers strain at the end of the encounter, he may add ○ per Force rating. He recovers additional strain equal to ● generated.

COST 25

THE FORCE IS MY ALLY

Once per session, may suffer 2 strain to perform Force power action as maneuver.

COST 25

NATURAL NEGOTIATOR

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

COST 25

FORCE RATING

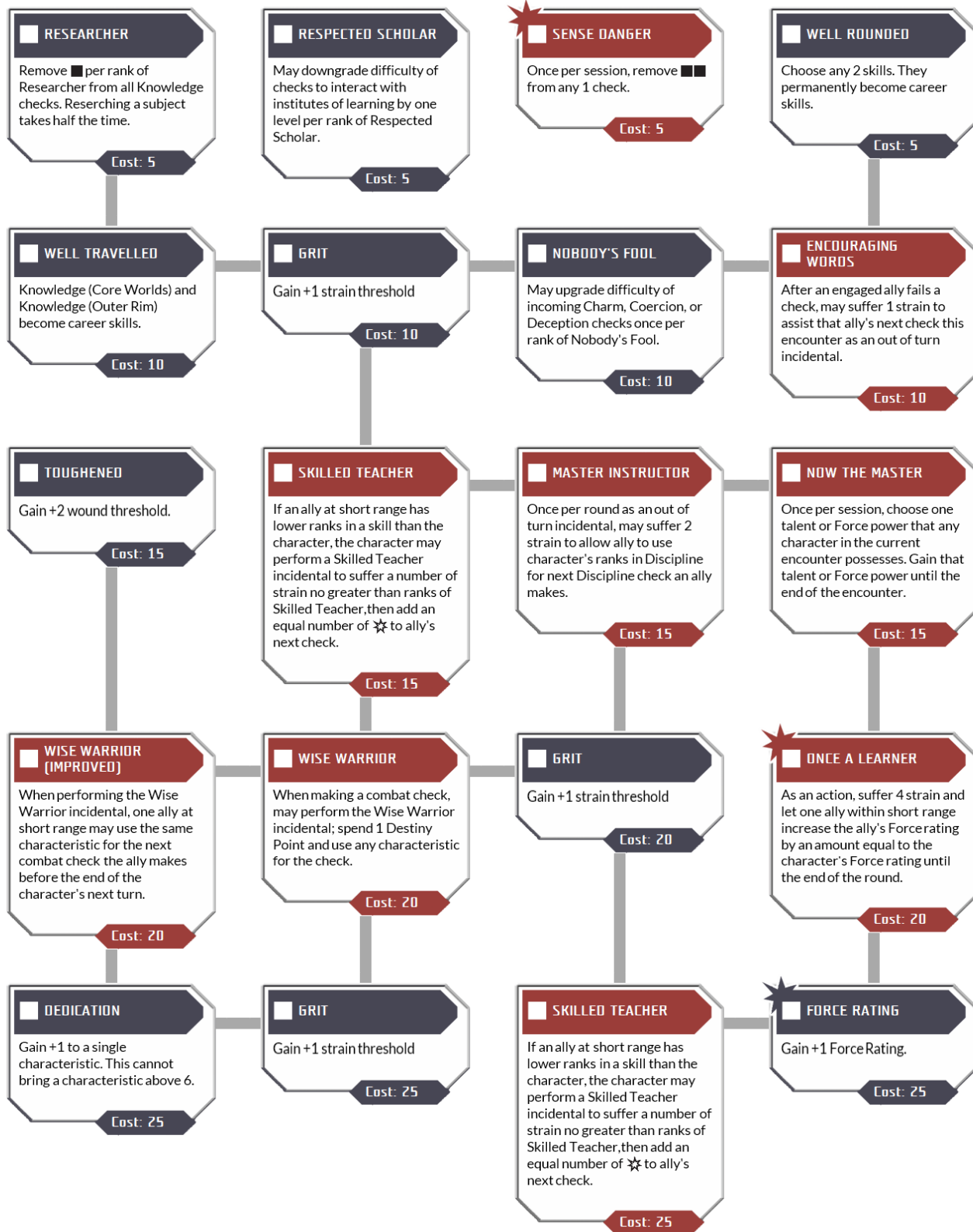
Gain +1 Force rating.

COST 25

CONSULAR: Teacher

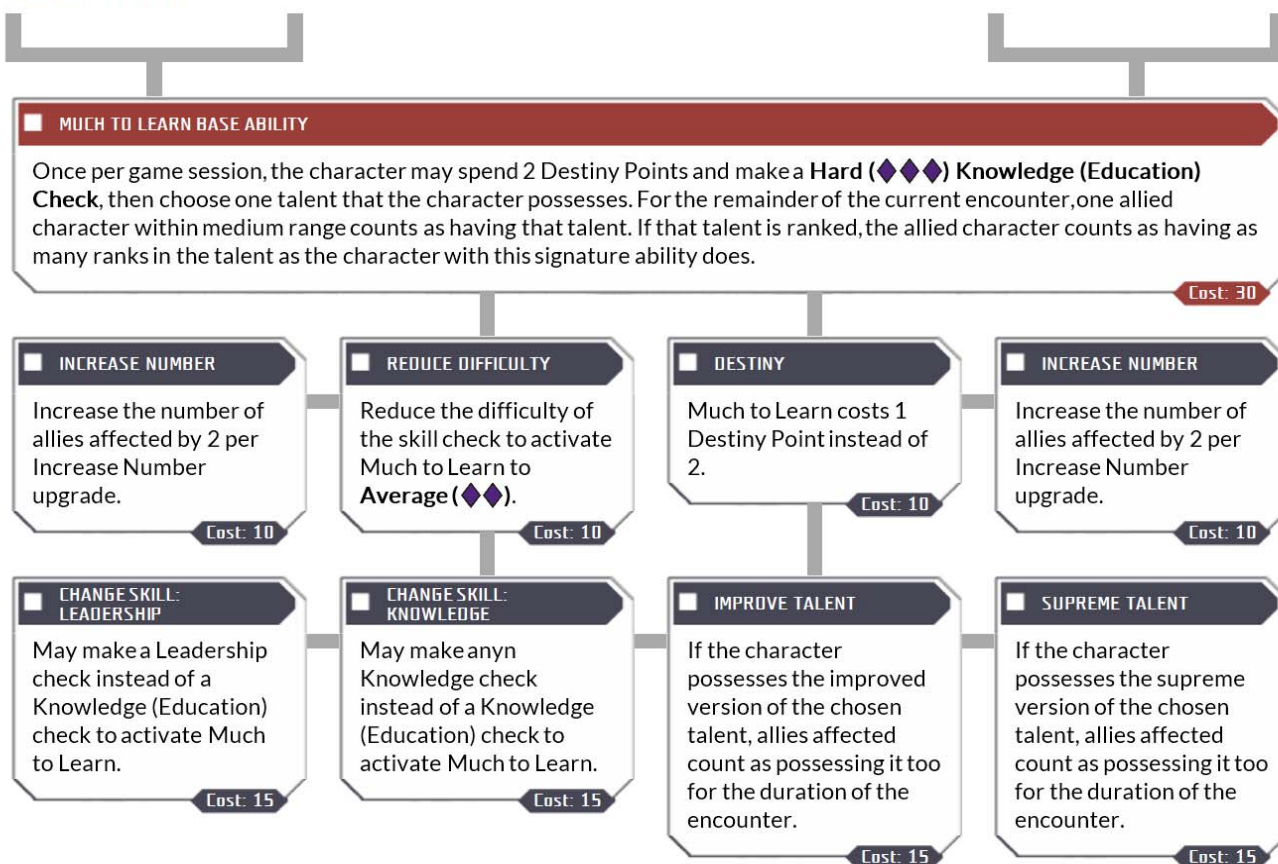
Career Skills: Cool, Discipline, Education, Leadership, Lore, Negotiation

Teacher Bonus Career Skills: Education, Leadership, Lore, Perception



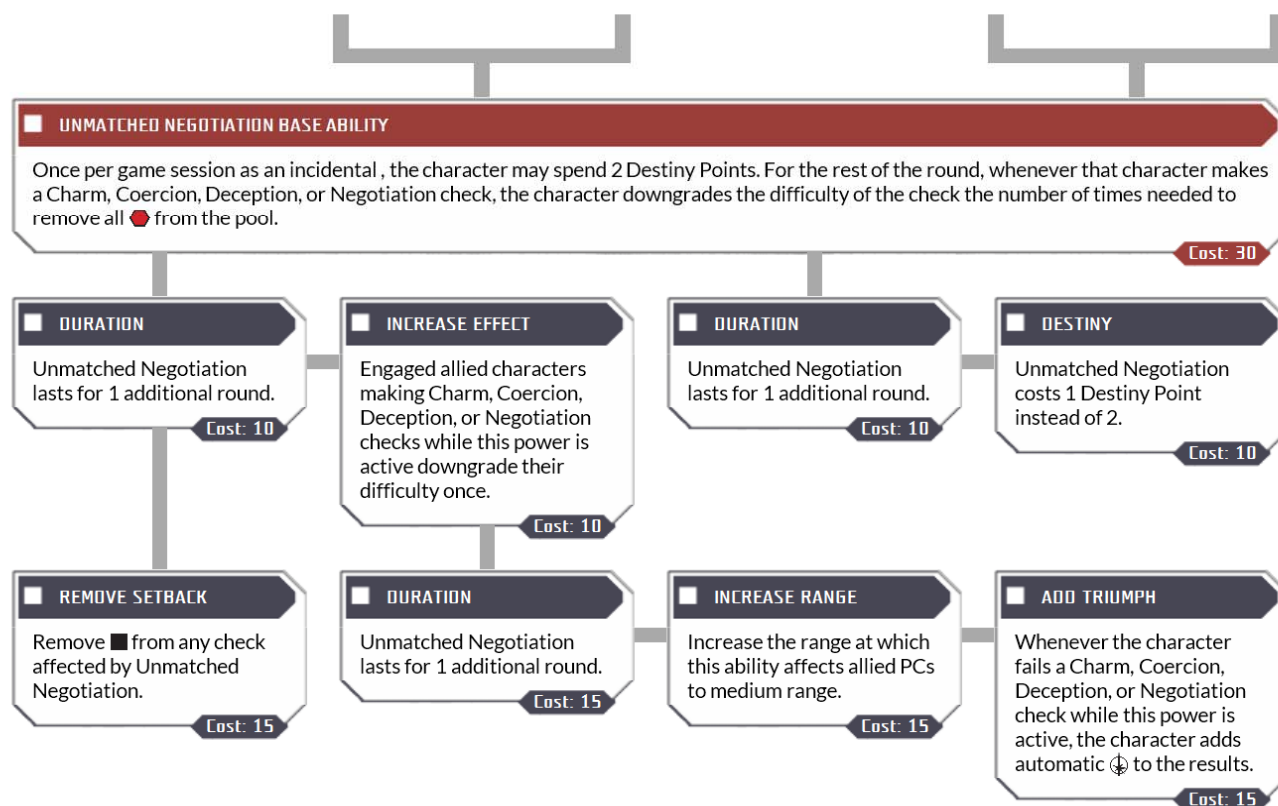
SIGNATURE ABILITY: Much to Learn

For Career: Consular



SIGNATURE ABILITY: Unmatched Negotiations

For Career: Consular



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

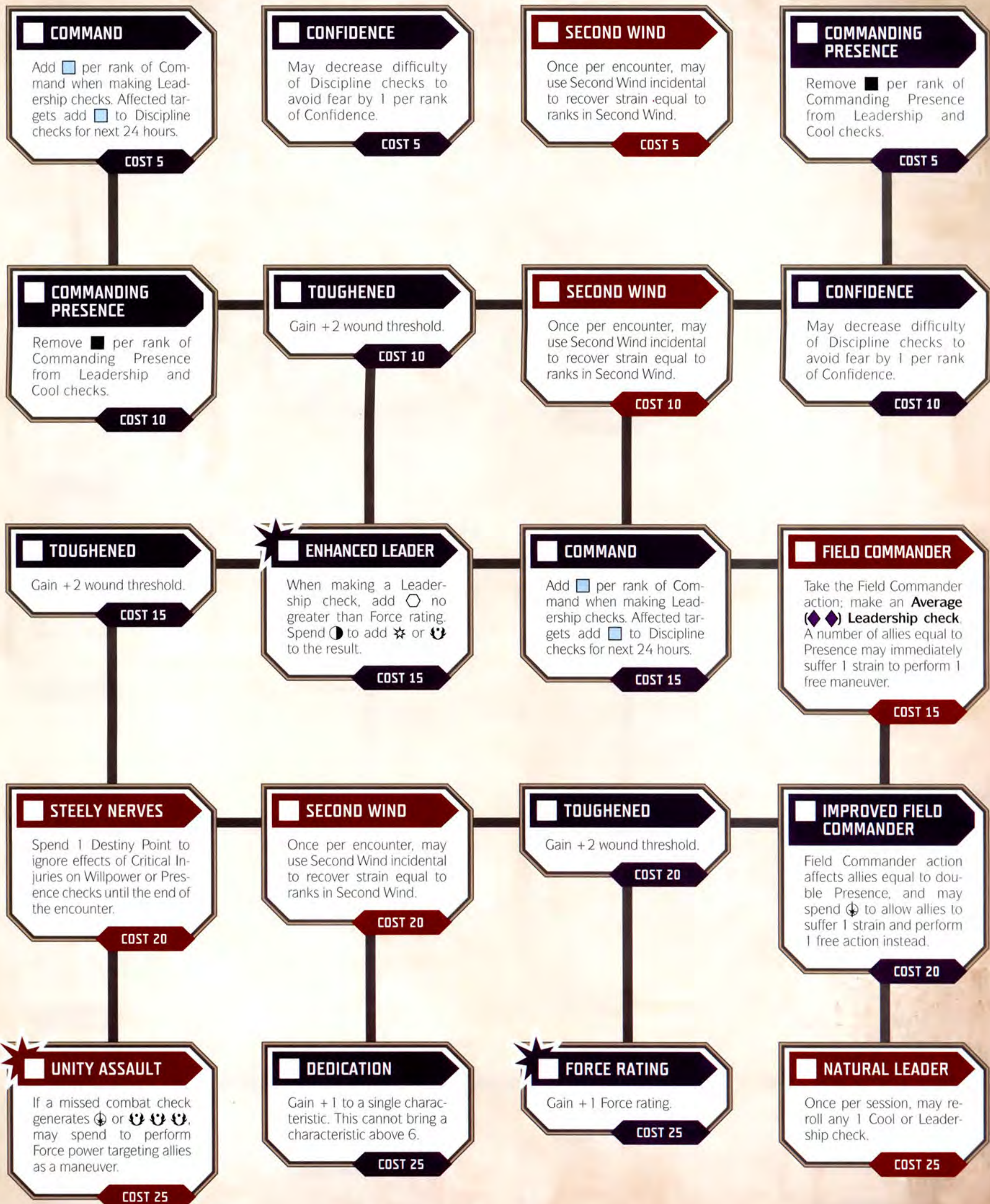
Additional Career Skills: Discipline, Leadership, Perception, Piloting (Planetary)

ACTIVE

PASSIVE



FORCE TALENT



GUARDIAN: Protector

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

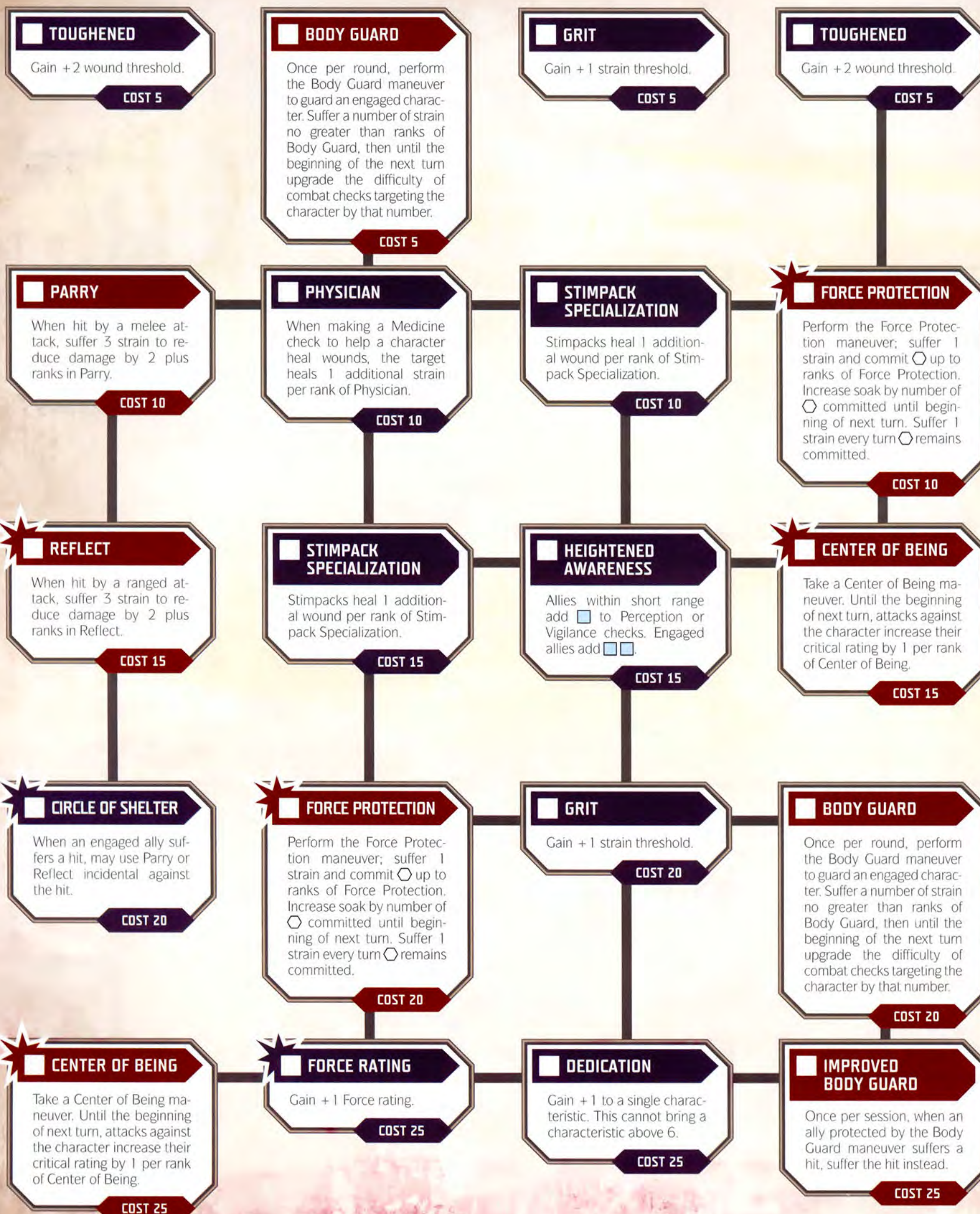
Additional Career Skills: Athletics, Medicine, Ranged (Light), Resilience

ACTIVE

PASSIVE



FORCE TALENT



GUARDIAN: Soresu Defender

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

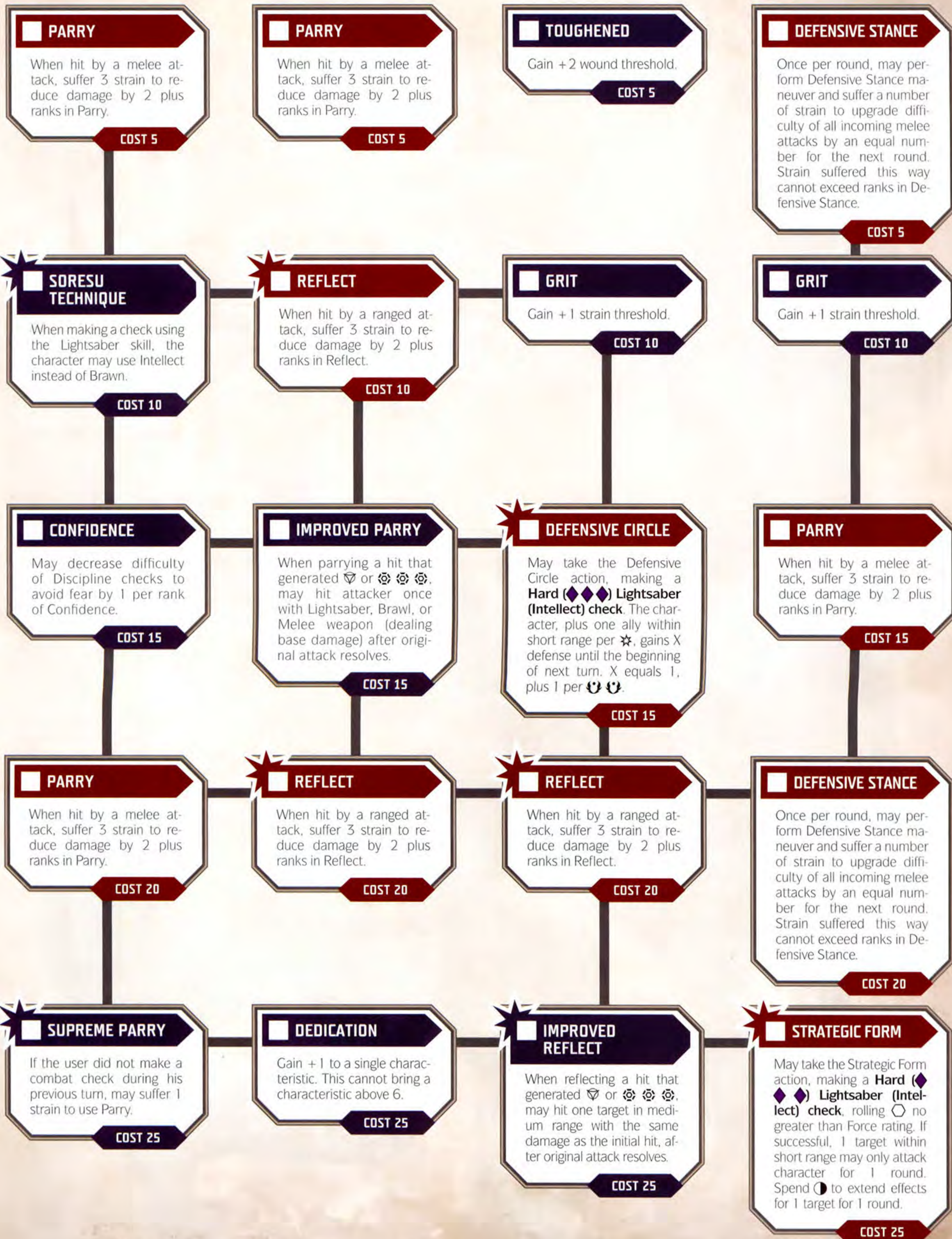
Additional Career Skills: Discipline, Knowledge (Lore), Lightsaber, Vigilance

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



GUARDIAN: Warleader

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

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

ACTIVE

PASSIVE



FORCE TALENT

PRIME POSITIONS

When this character or an ally in short range takes cover, he increases soak against ranged attacks by 1 per rank of Prime Positions until he leaves that cover.

COST 5

SUPPRESSING FIRE

Character and allies in short range may spend ☹ on failed combat checks once per round to inflict 1 strain per rank of Suppressing Fire on the target.

COST 5

GRIT

Gain +1 strain threshold.

COST 5

UNCANNY SENSES

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

COST 5

GRIT

Gain +1 strain threshold.

COST 10

CAREFUL PLANNING

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

COST 10

SENSE DANGER

Once per session, remove ☹ from any 1 check.

COST 10

SWIFT

Do not suffer usual penalties for moving through difficult terrain.

COST 10

SUPPRESSING FIRE

Character and allies in short range may spend ☹ on failed combat checks once per round to inflict 1 strain per rank of Suppressing Fire on the target.

COST 15

GRIT

Gain +1 strain threshold.

COST 15

UNCANNY SENSES

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

COST 15

PRESCIENT SHOT

Add ☹ to all Ranged (Light) checks unless the target is immune to Force powers.

COST 15

COORDINATED ASSAULT

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

COST 20

PRIME POSITIONS

When this character or an ally in short range takes cover, he increases soak against ranged attacks by 1 per rank of Prime Positions until he leaves that cover.

COST 20

BLIND SPOT

This character and allies within short range add ☹ to combat checks while benefiting from cover.

COST 20

FOREWARNING

Perform the Forewarning action. All allies within medium range increase defense by character's Force rating until they act in the encounter.

COST 20

CLEVER SOLUTION

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

COST 25

DEDICATION

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

COST 25

FORCE RATING

Gain +1 Force rating.

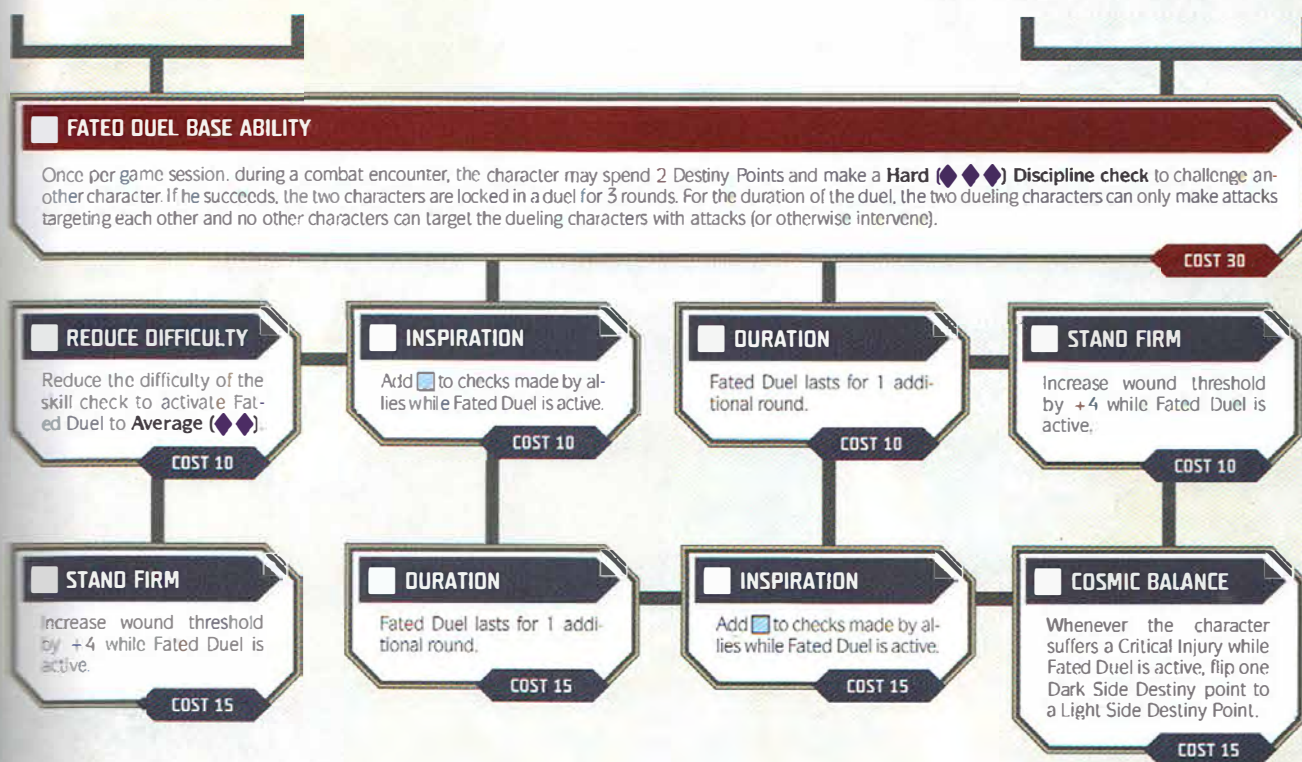
COST 25

PROPHETIC AIM

While benefiting from an Aim maneuver, ☹ from this character's Ranged (Heavy) and Ranged (Light) checks cannot cause attacks to hit allies engaged with the target.

COST 25

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

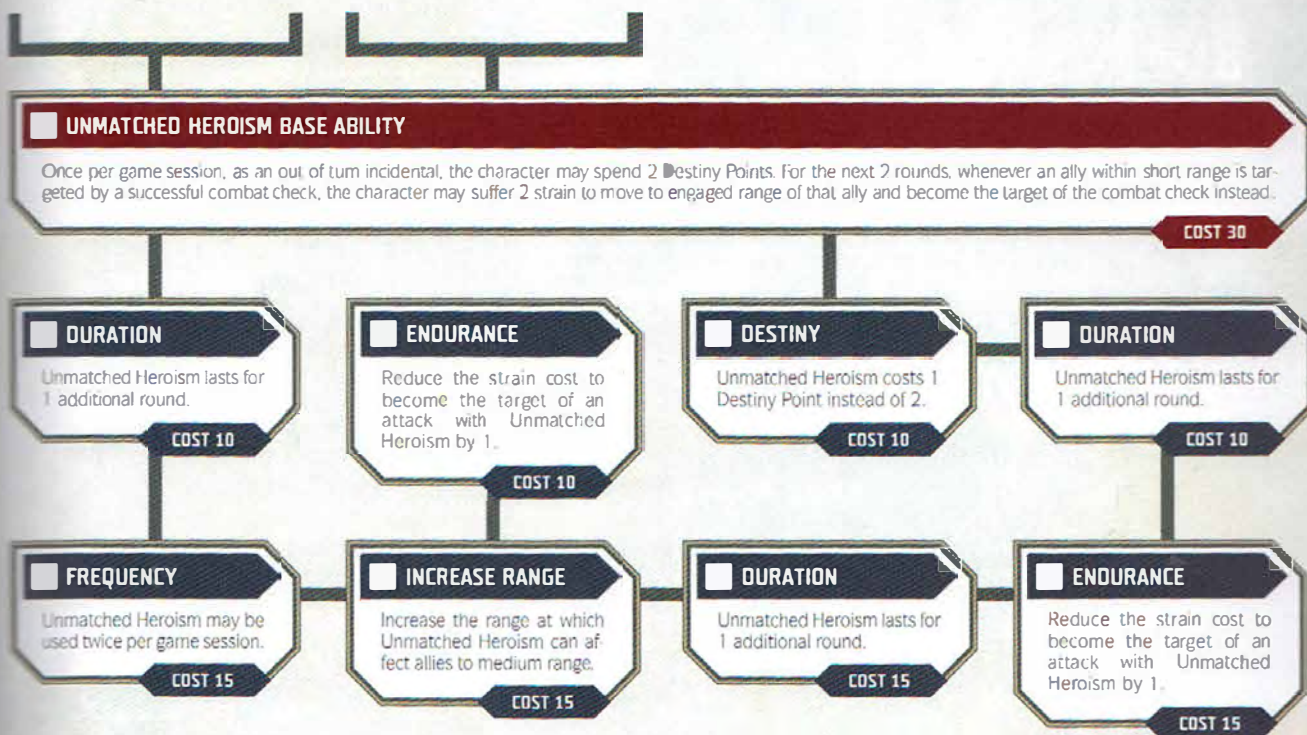
foe while comrades clear out weaker enemies, or even to stave off a single deadly combatant while allies make their escape. Characters who have mastered this signature ability can provide substantial boons to their allies while they fight the duel, giving them the best chance to complete important tasks 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

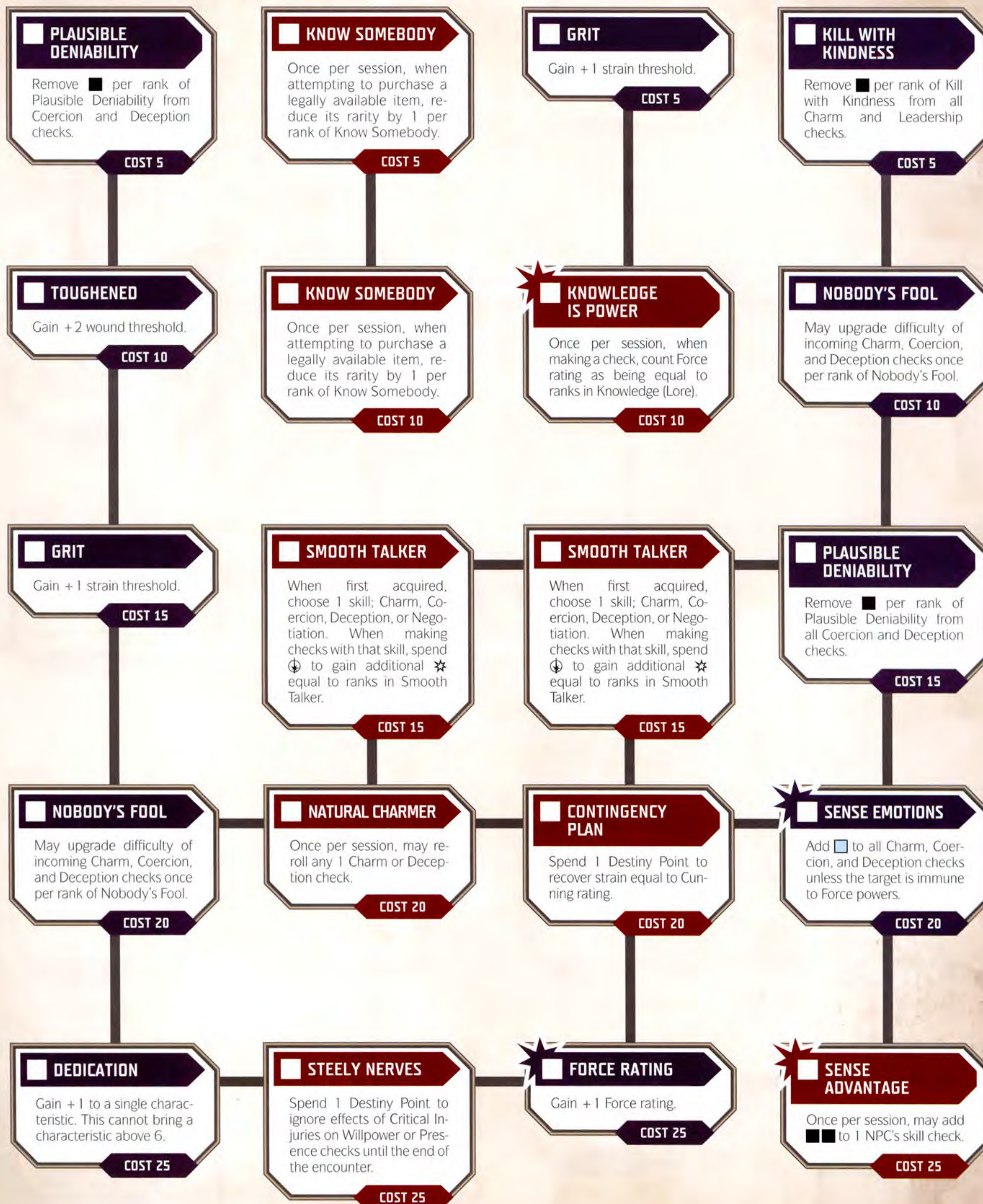
Additional Career Skills: Charm, Deception, Negotiation, Streetwise

ACTIVE

PASSIVE



FORCE TALENT



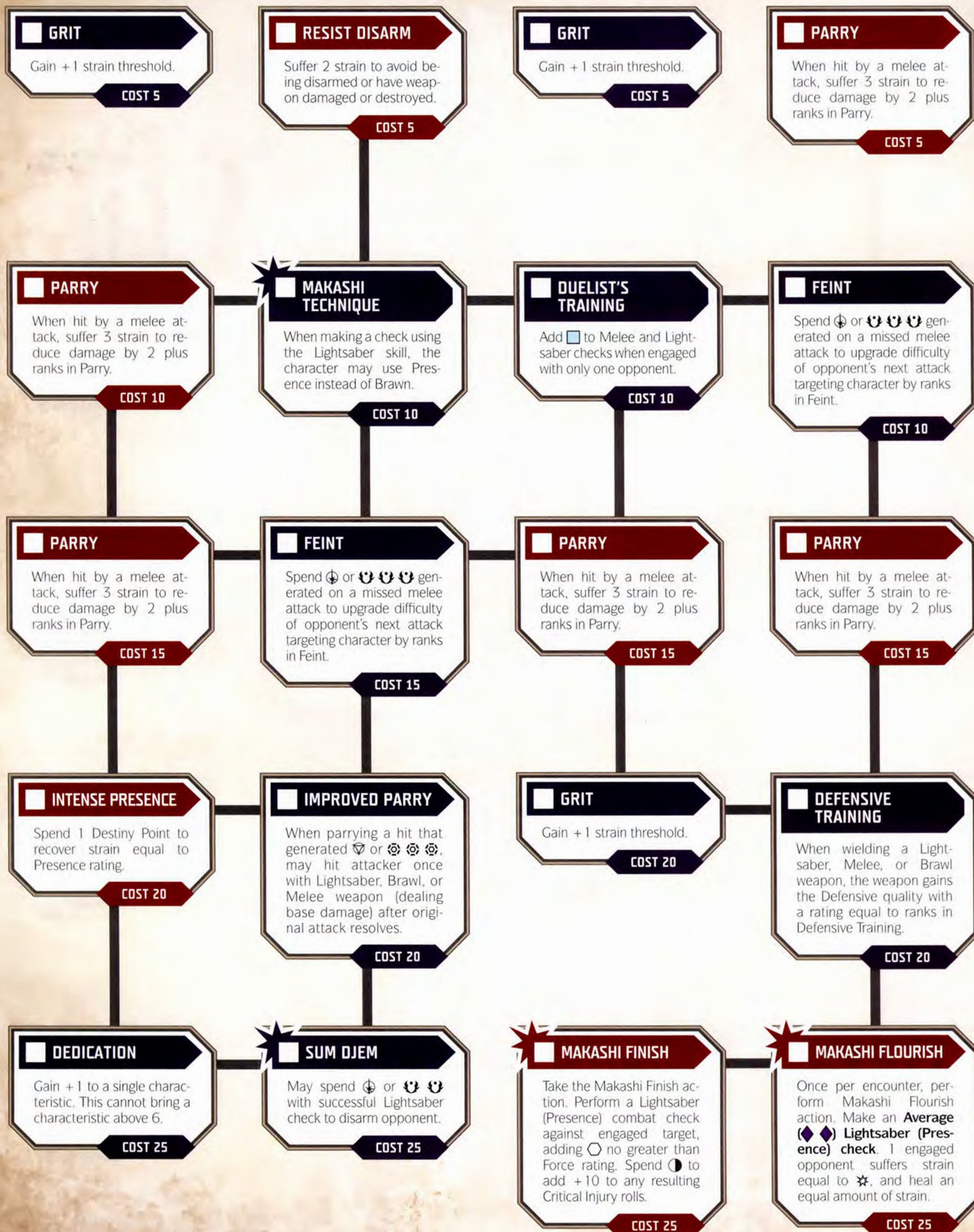
MYSTIC: Makashi Duelist

Career Skills: Charm, Coercion, Knowledge (Lore), Knowledge (Outer Rim), Perception, Vigilance
Additional Career Skills: Charm, Cool, Coordination, Lightsaber

ACTIVE

PASSIVE

FORCE TALENT



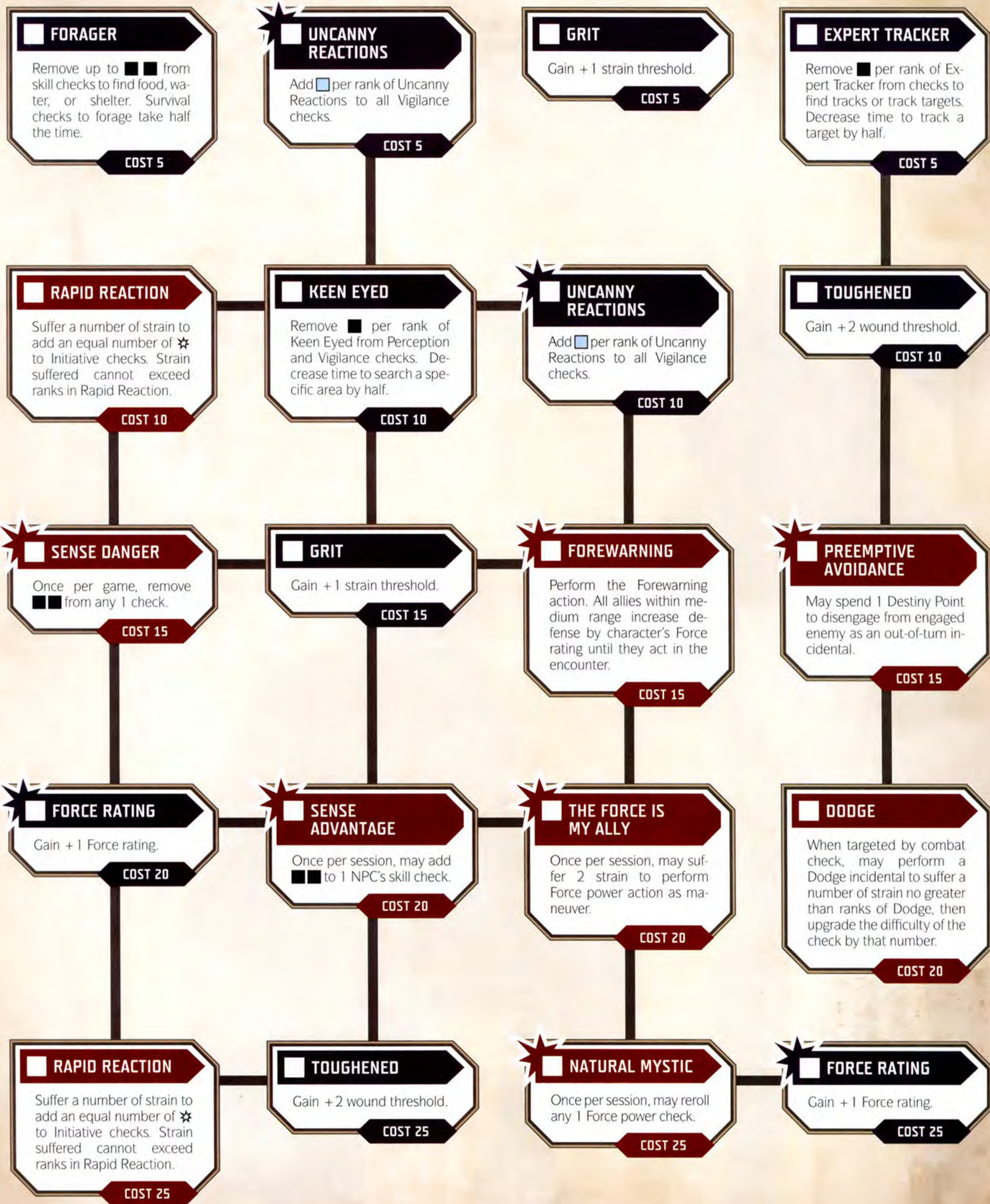
MYSTIC: Seer

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



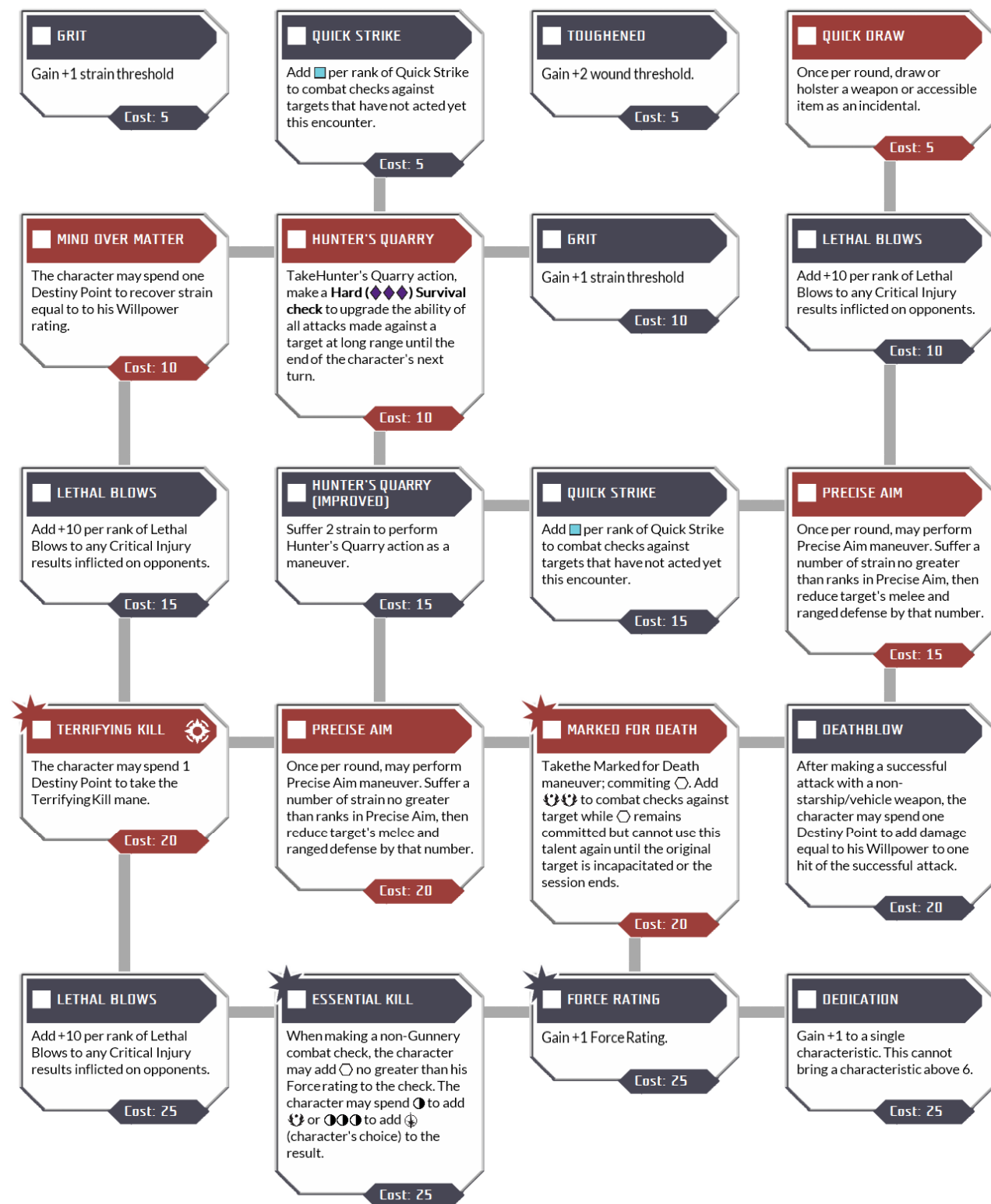
FORCE TALENT



SEEKER: Executioner

Career Skills: Piloting - Planetary, Piloting - Space, Ranged - Heavy, Survival, Vigilance, Xenology

Executioner Bonus Career Skills: Discipline, Melee, Perception, Ranged - Heavy



SEEKER: Hermit

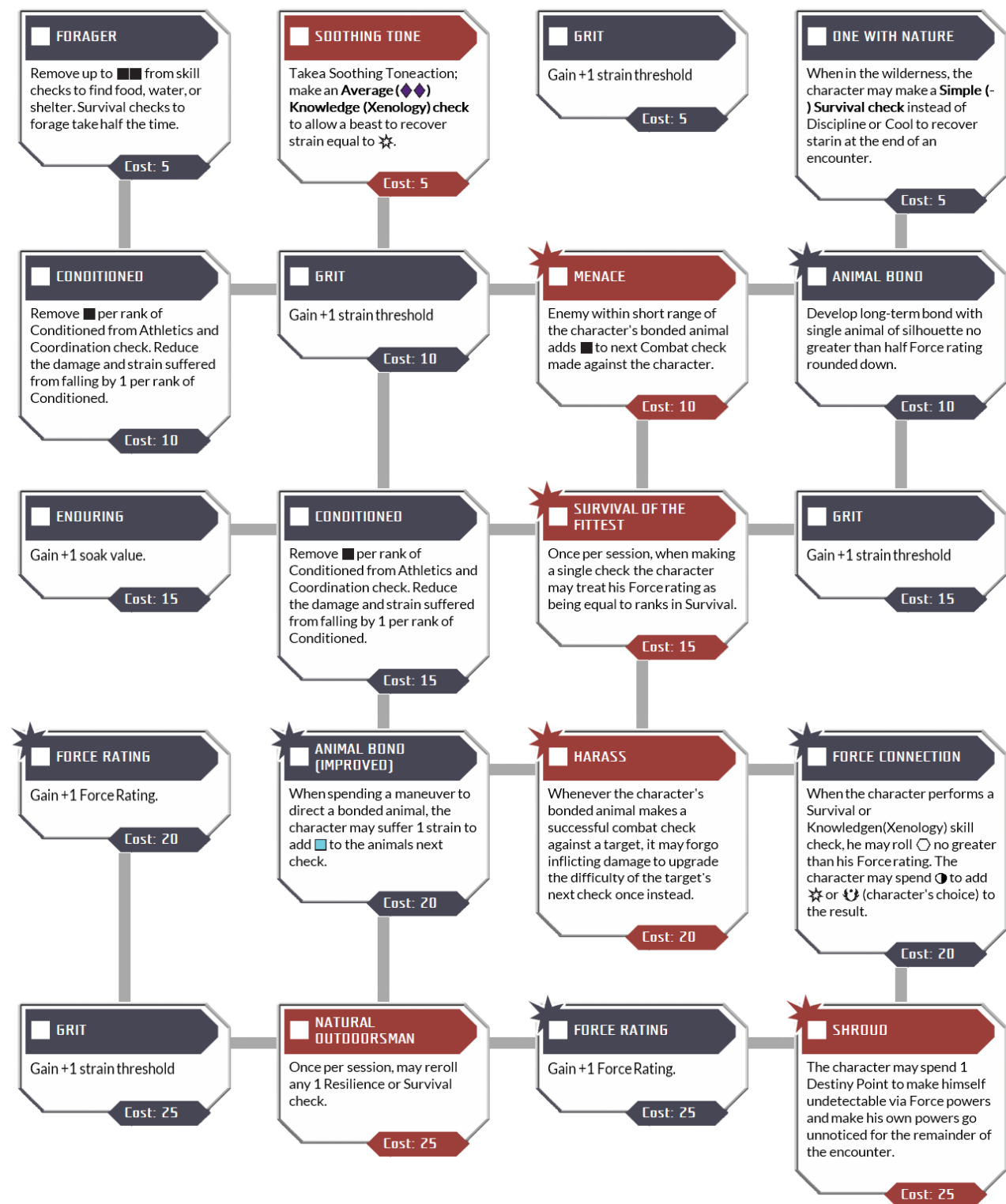
Career Skills: Piloting - Planetary, Piloting - Space, Ranged - Heavy, Survival, Vigilance, Xenology

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

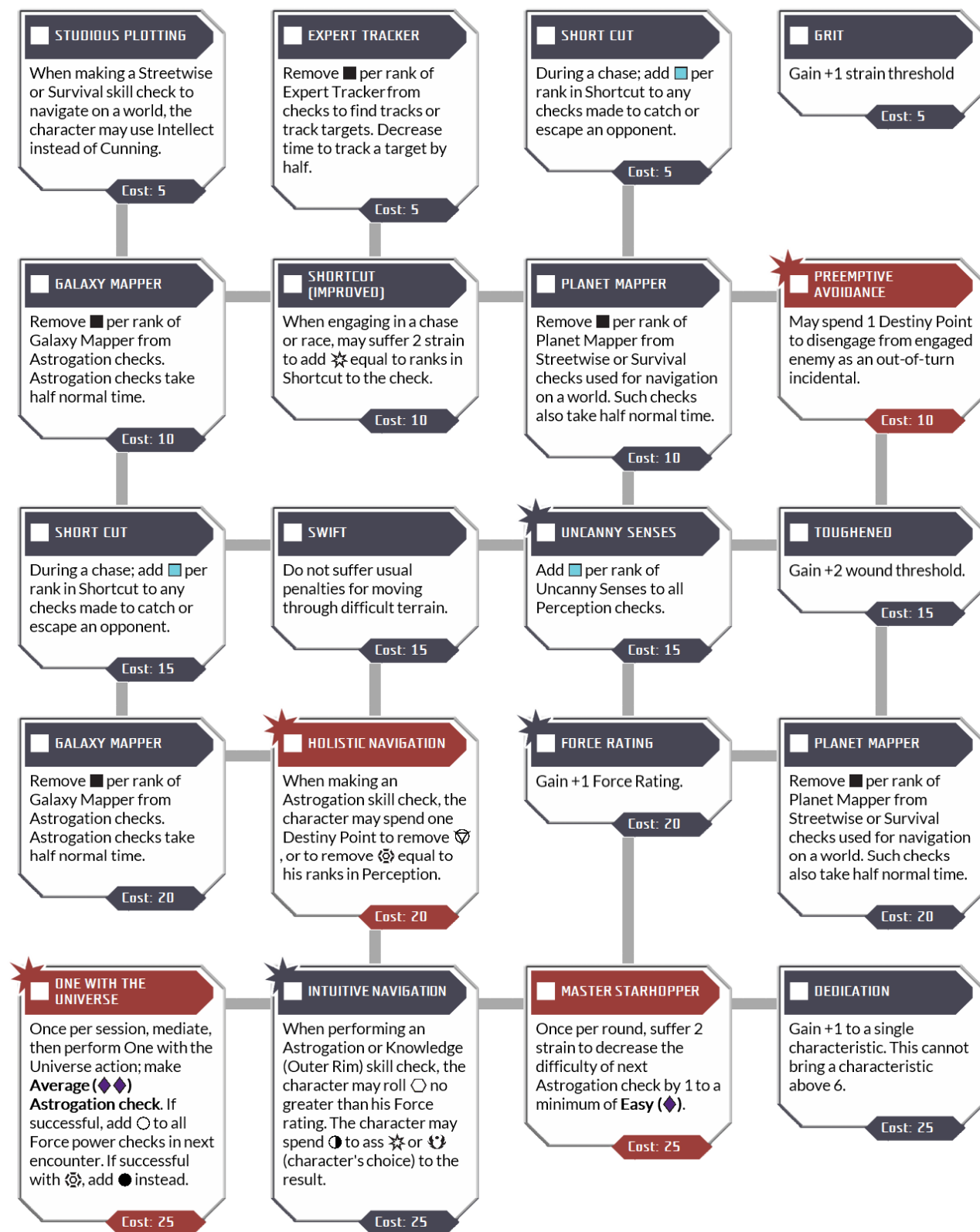
PASSIVE

FORCE TALENT



SEEKER: Navigator

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



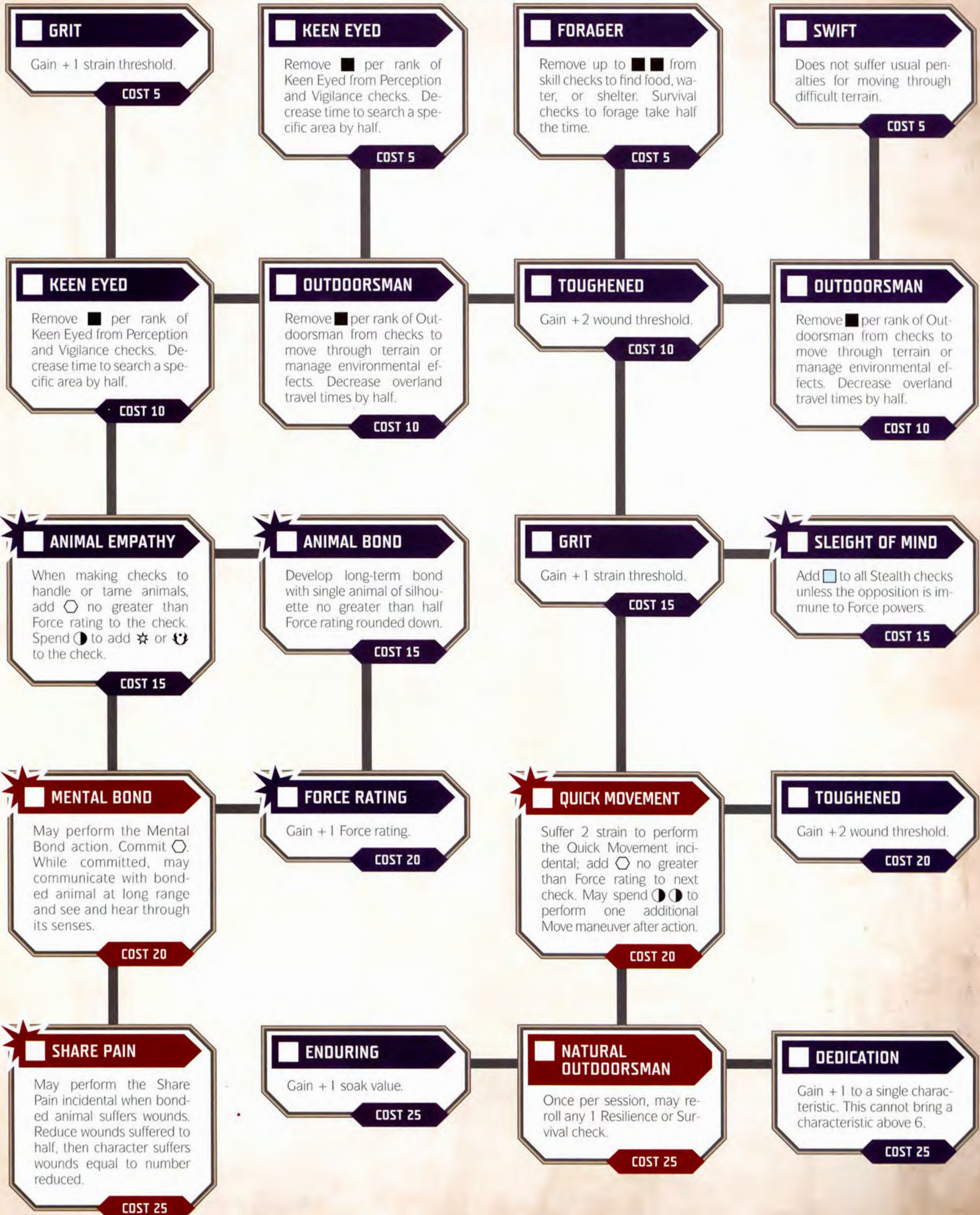
SEEKER: Pathfinder

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

ACTIVE

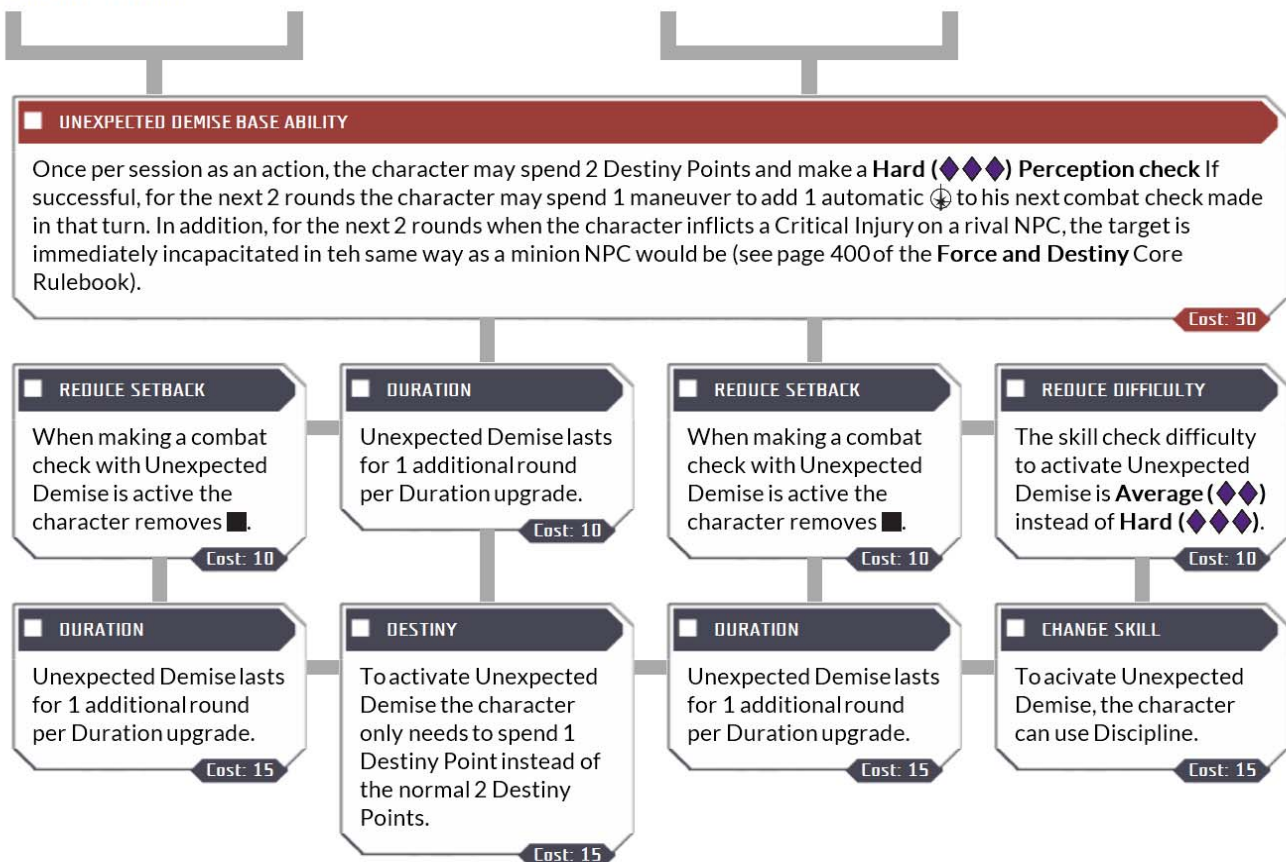
PASSIVE

FORCE TALENT



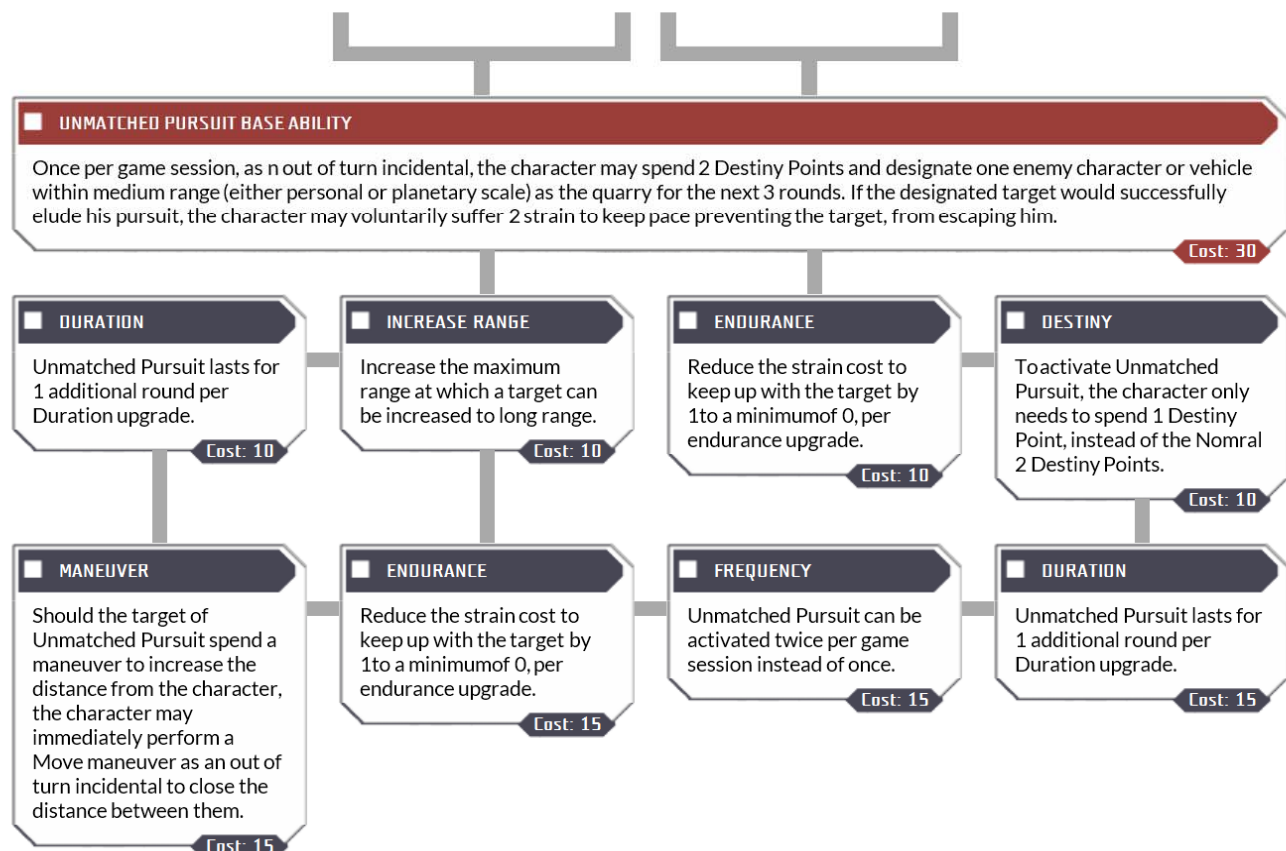
SIGNATURE ABILITY: Unexpected Demise

For Career: Seeker



SIGNATURE ABILITY: Unmatched Pursuit

For Career: Seeker



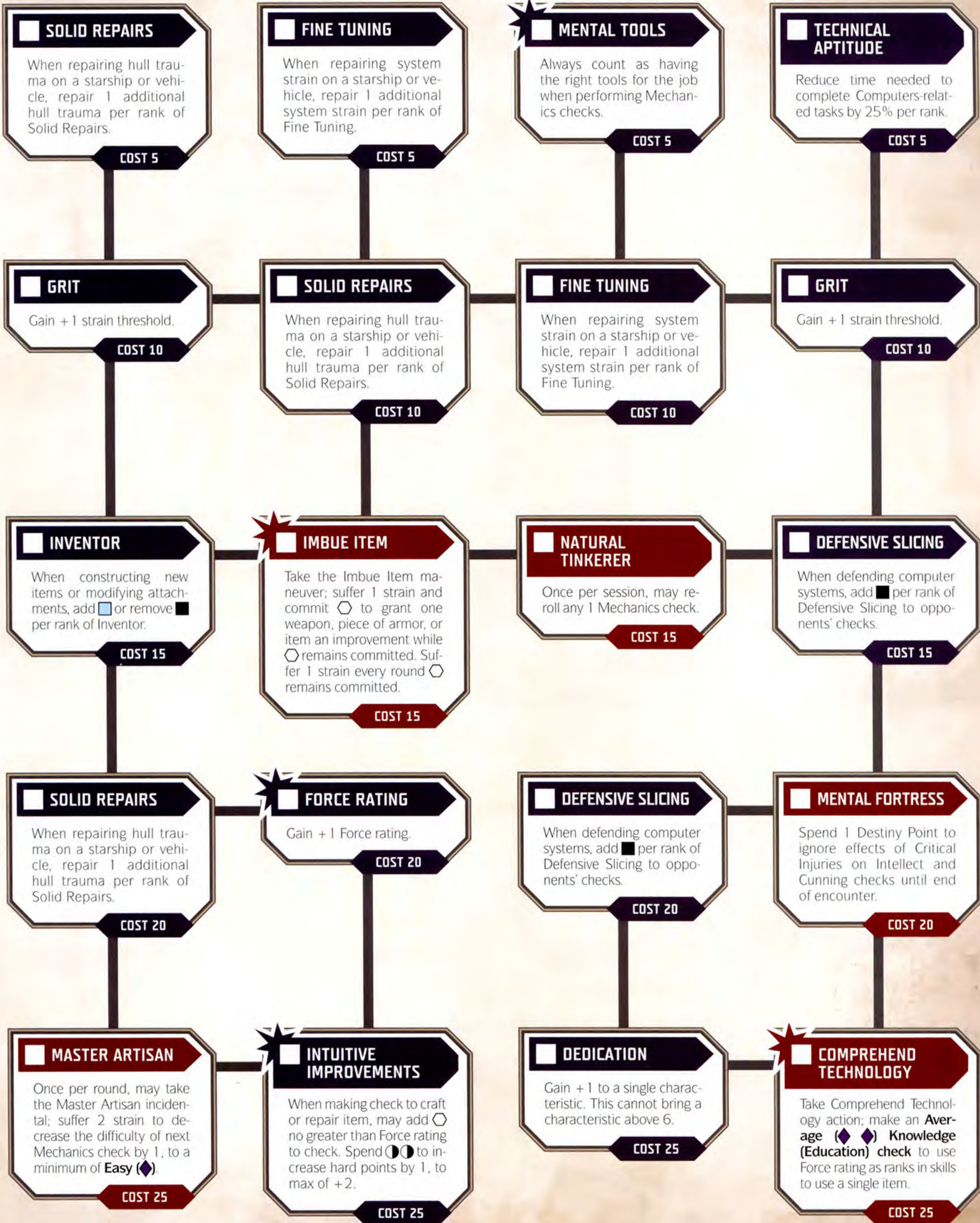
SENTINEL: Artisan

Career Skills: Computers, Deception, Knowledge (Core Worlds), Perception, Skulduggery, Stealth
Additional Career Skills: Astrogation, Computers, Knowledge (Education), Mechanics

ACTIVE

PASSIVE

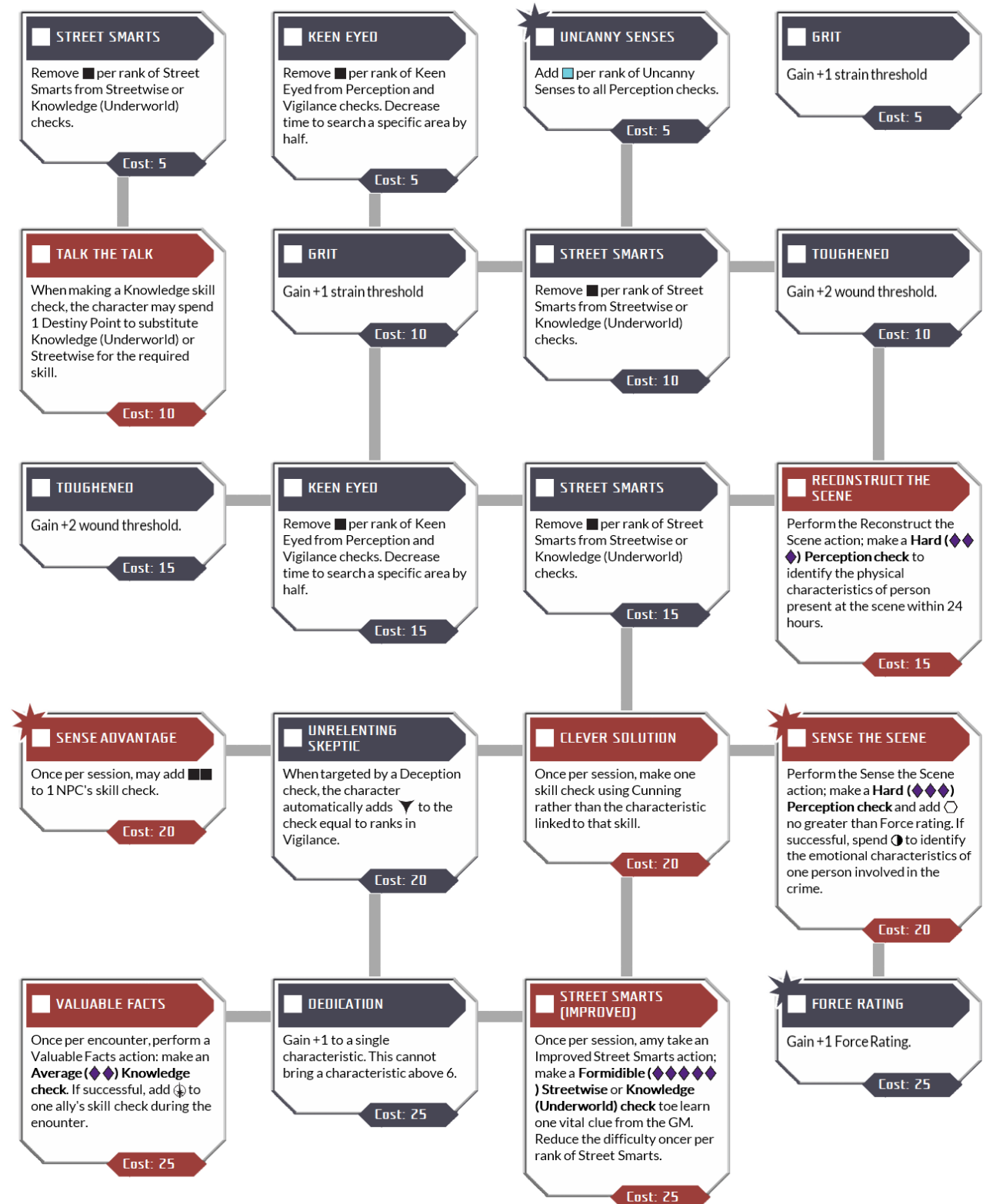
FORCE TALENT



SENTINEL: Investigator

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

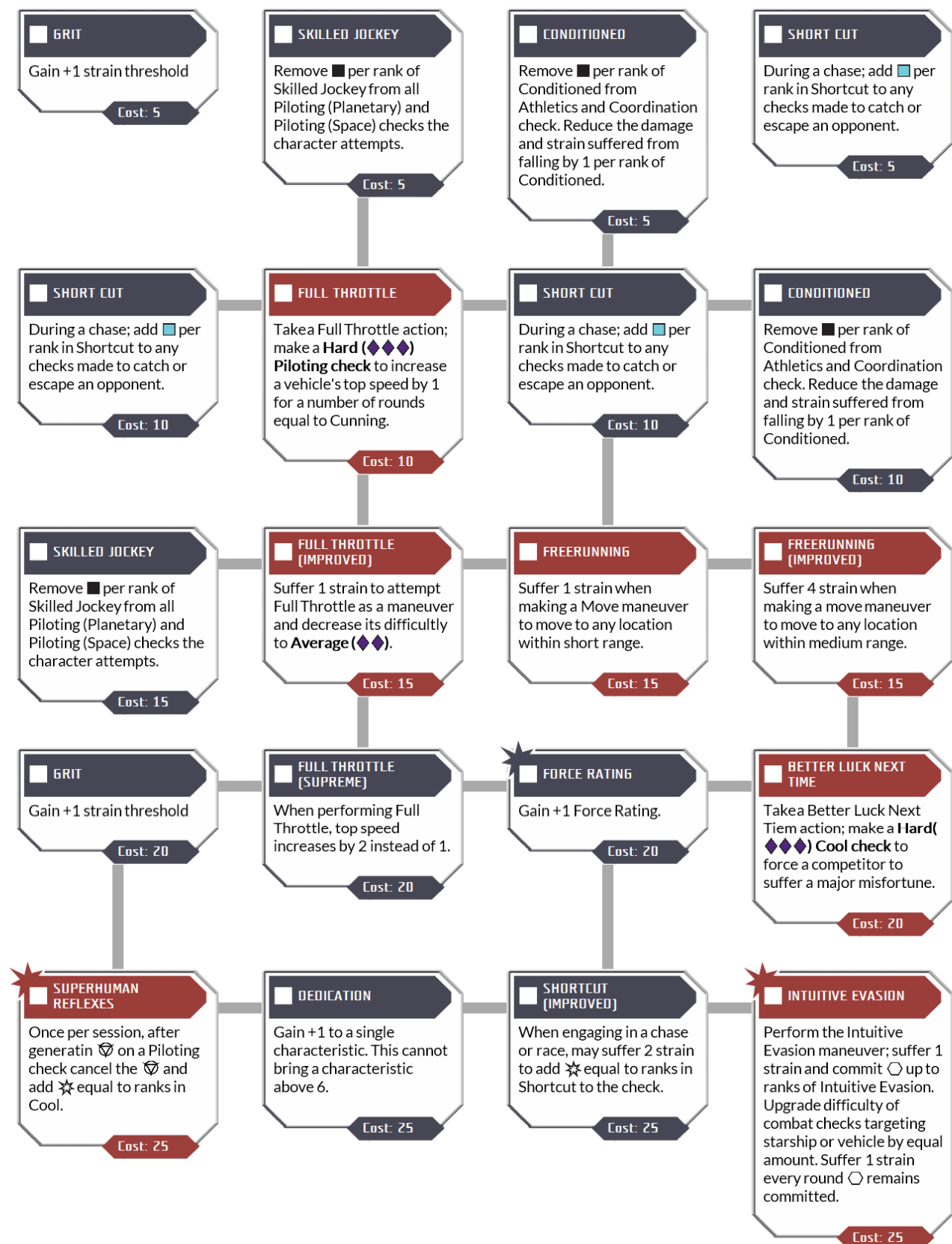
Investigator Bonus Career Skills: Education, Perception, Streetwise, Underworld



SENTINEL: Racer

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

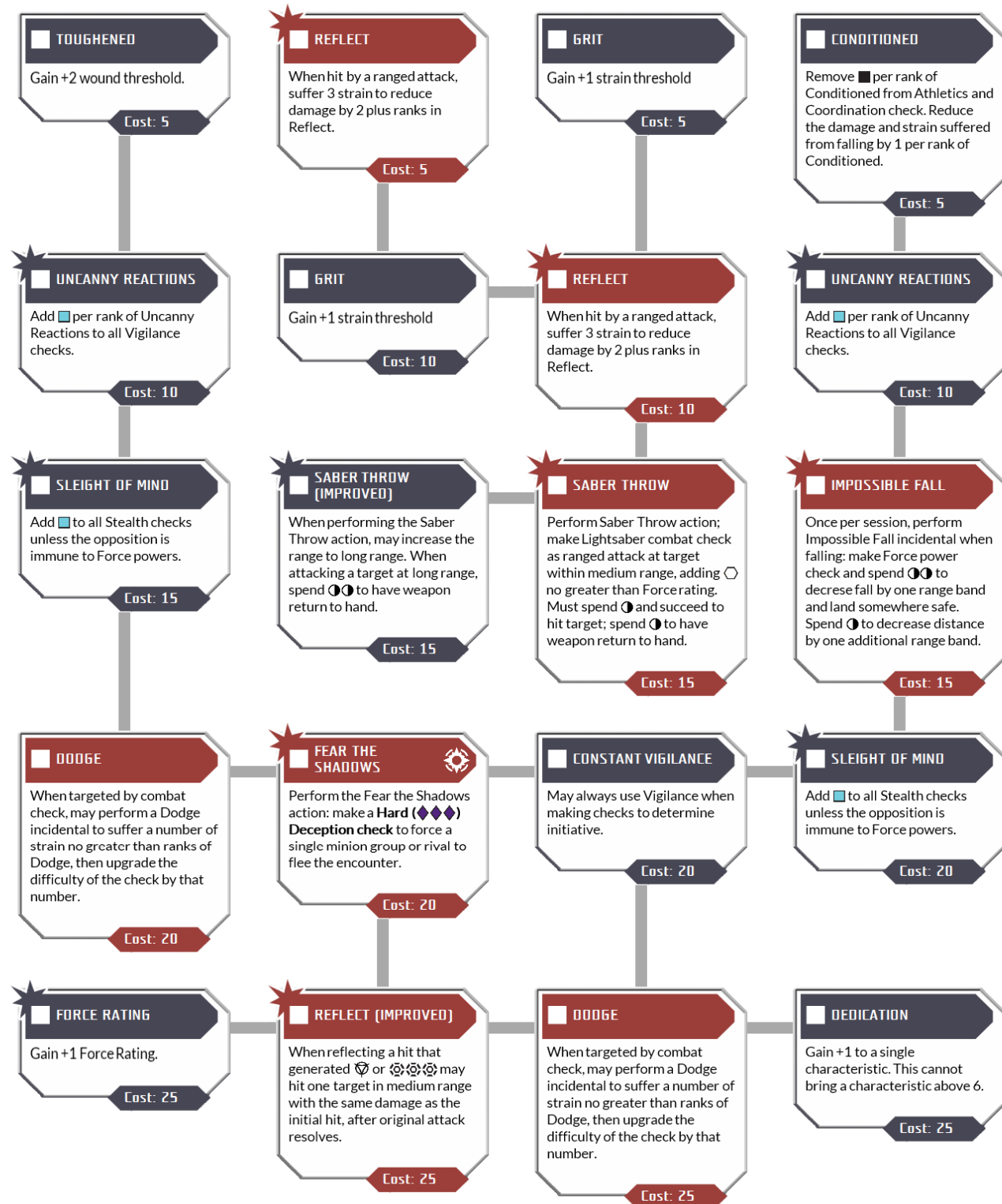
Racer Bonus Career Skills: Cool, Coordination, Piloting - Planetary, Piloting - Space



SENTINEL: Sentry

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

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



SENTINEL: Shadow

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


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

ACTIVE

PASSIVE


FORCE TALENT

SLEIGHT OF MIND

Add  to all Stealth checks unless the opposition is immune to Force powers.


COST 5

STREET SMARTS

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

COST 5

CODEBREAKER

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

COST 5

INDISTINGUISHABLE

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

COST 5

WELL ROUNDED

Choose any 2 skills. They permanently become career skills.

COST 10

MENTAL FORTRESS

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

COST 10

GRIT

Gain +1 strain threshold.

COST 10

INDISTINGUISHABLE

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

COST 10

SHROUD

The character may spend 1 Destiny Point to make himself undetectable via Force powers and make his own powers go unnoticed for the remainder of the encounter.


COST 15

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 15

SLEIGHT OF MIND

Add  to all Stealth checks unless the opposition is immune to Force powers.

COST 15

GRIT

Gain +1 strain threshold.


COST 15

SLIPPERY MINDED

If under the effects of a Force power, perform the Slippery Minded action; make a **Hard (◆◆◆) Deception check** to immediately end effects of power.

COST 20

CODEBREAKER

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

COST 20

NOW YOU SEE ME

Once per session, take Now You See Me action. Make a **Hard (◆◆◆) Deception check** to make a number of NPCs equal to Cunning within medium range forget about character.

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

FORCE RATING

Gain +1 Force rating.

COST 25

ANATOMY LESSONS

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

COST 25

MASTER OF SHADOWS

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

COST 25

DEDICATION

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

COST 25

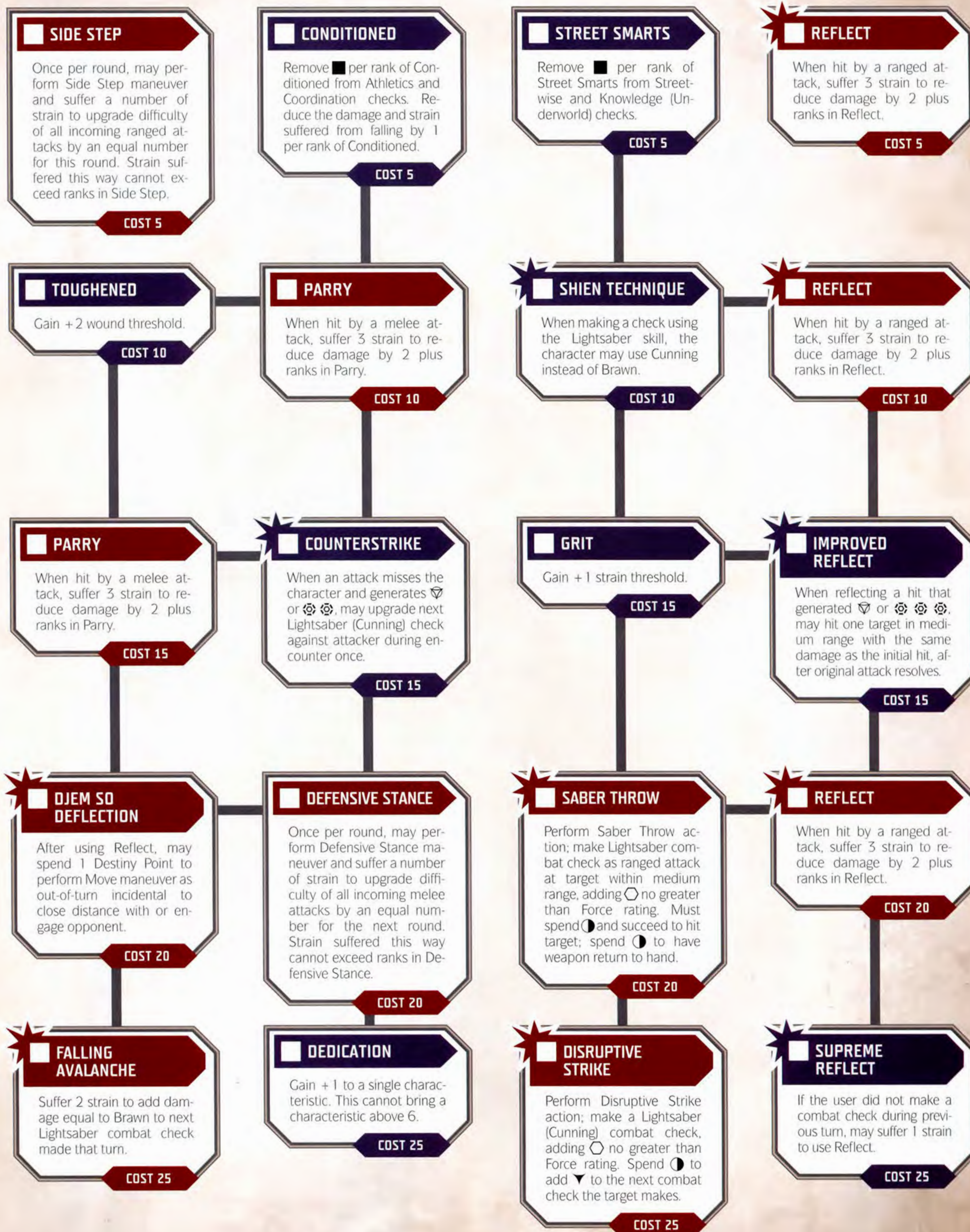
SENTINEL: Shien Expert

Career Skills: Computers, Deception, Knowledge (Core Worlds), Perception, Skulduggery, Stealth
Additional Career Skills: Athletics, Lightsaber, Resilience, Skulduggery

ACTIVE

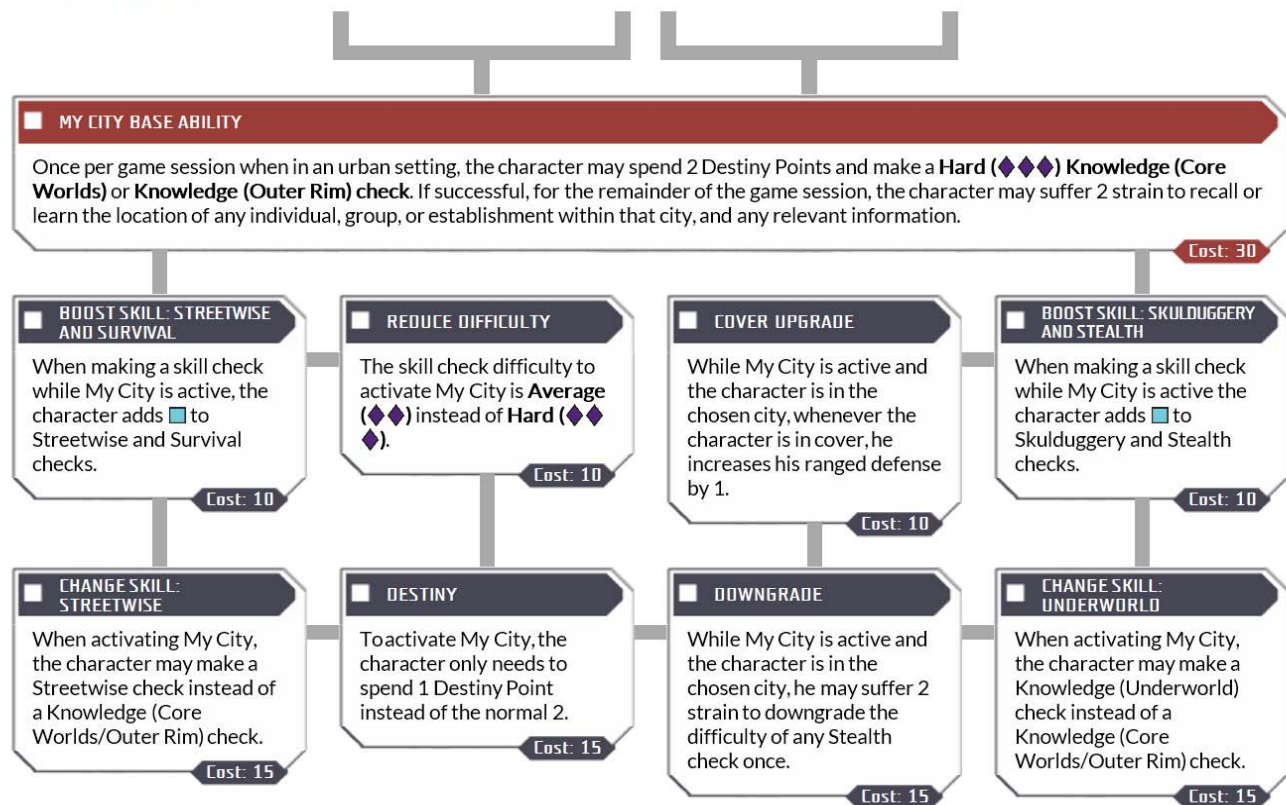
PASSIVE

FORCE TALENT



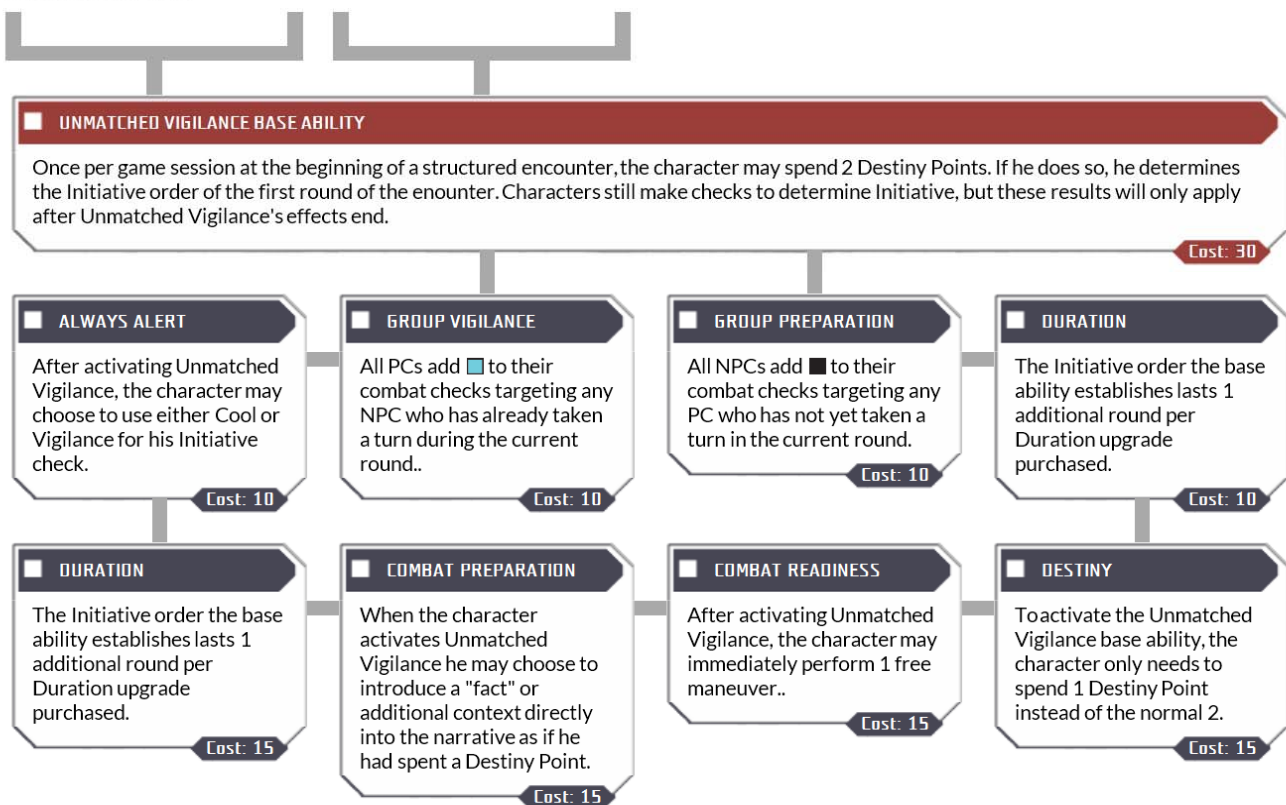
SIGNATURE ABILITY: My City

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

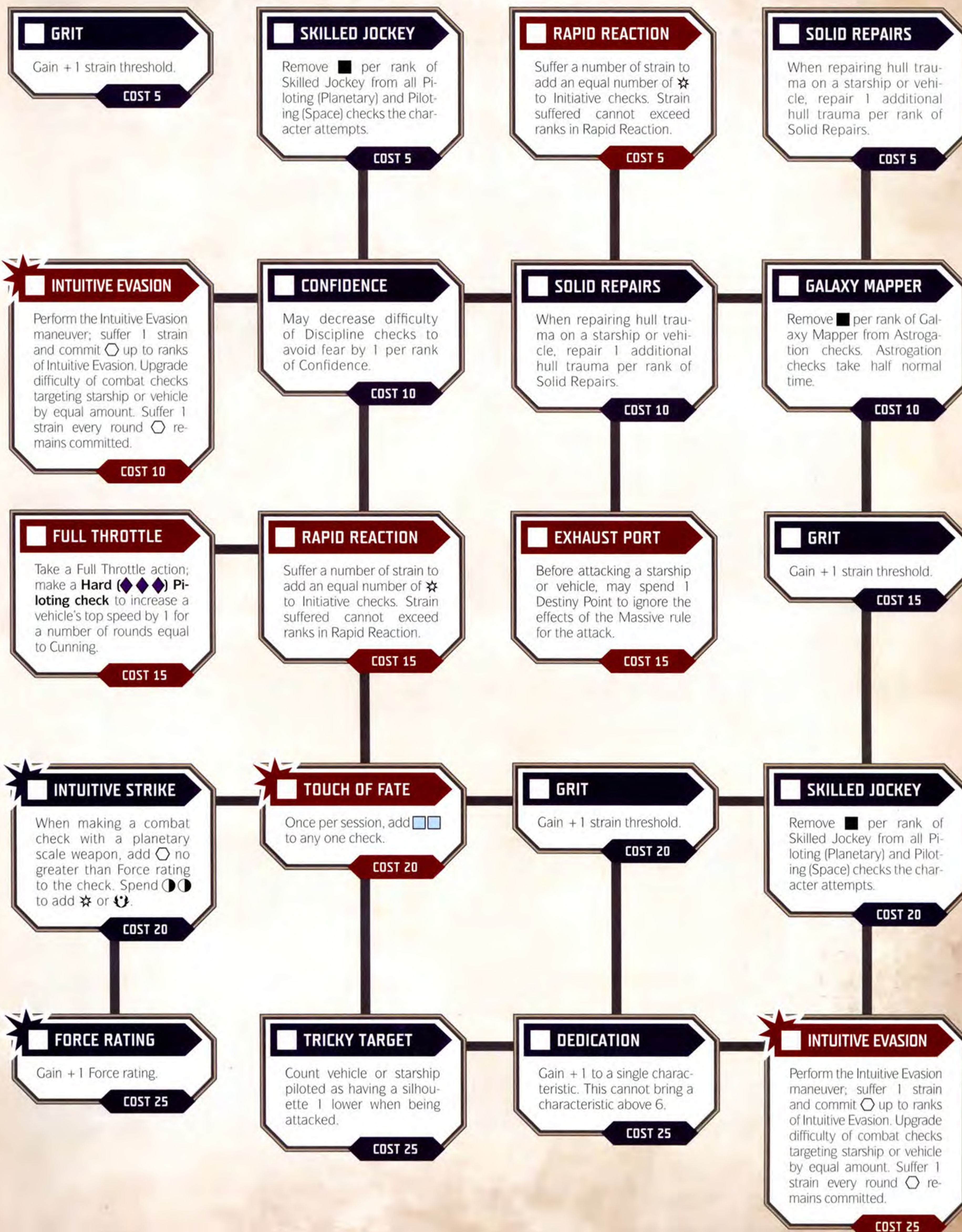
Additional Career Skills: Astrovation, Gunnery, Mechanics, Piloting (Space)

ACTIVE

PASSIVE



FORCE TALENT

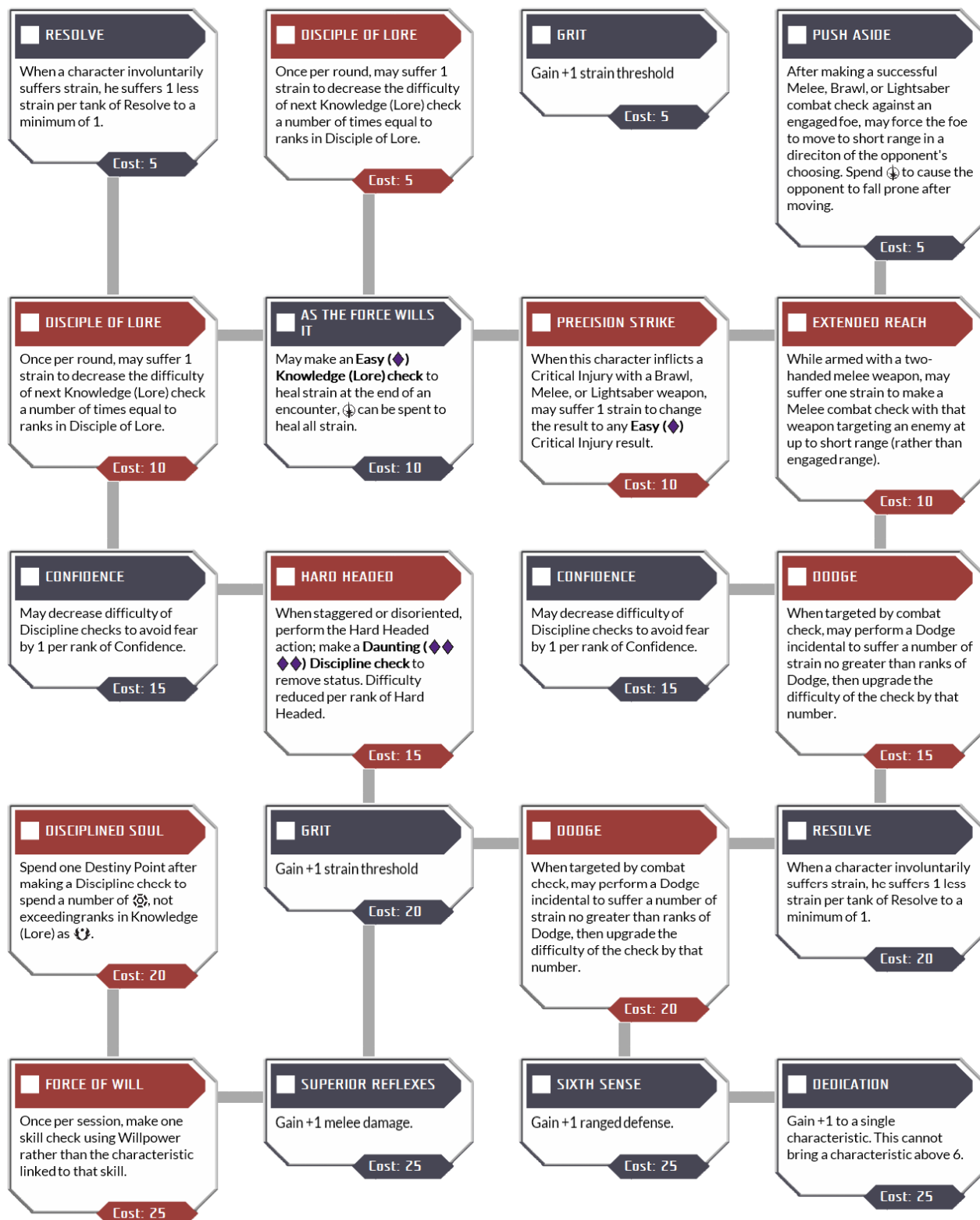


UNIVERSAL: Force Adherent

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

■ ACTIVE

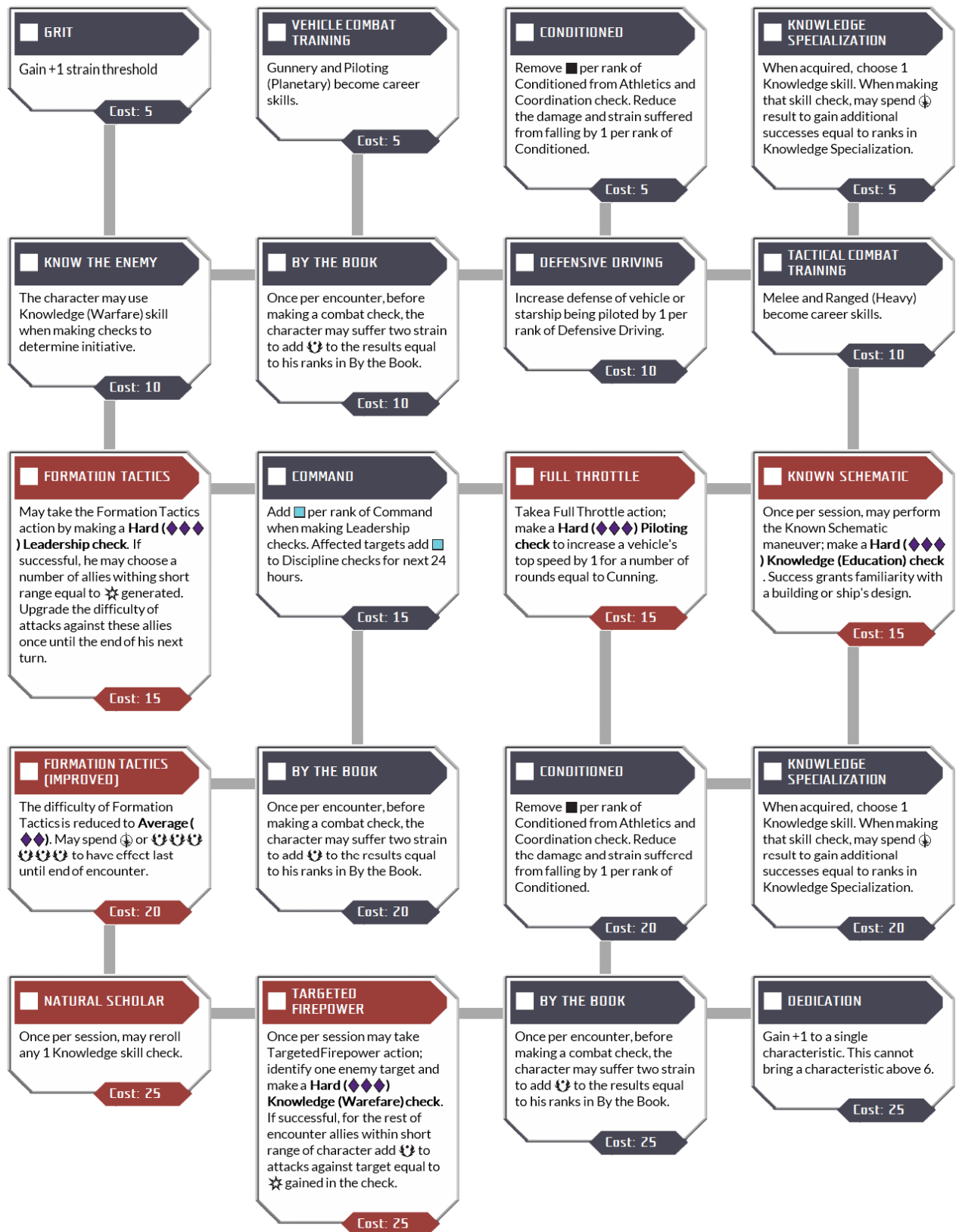
■ PASSIVE



UNIVERSAL: Imperial Academy Cadet

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

■ ACTIVE
■ PASSIVE

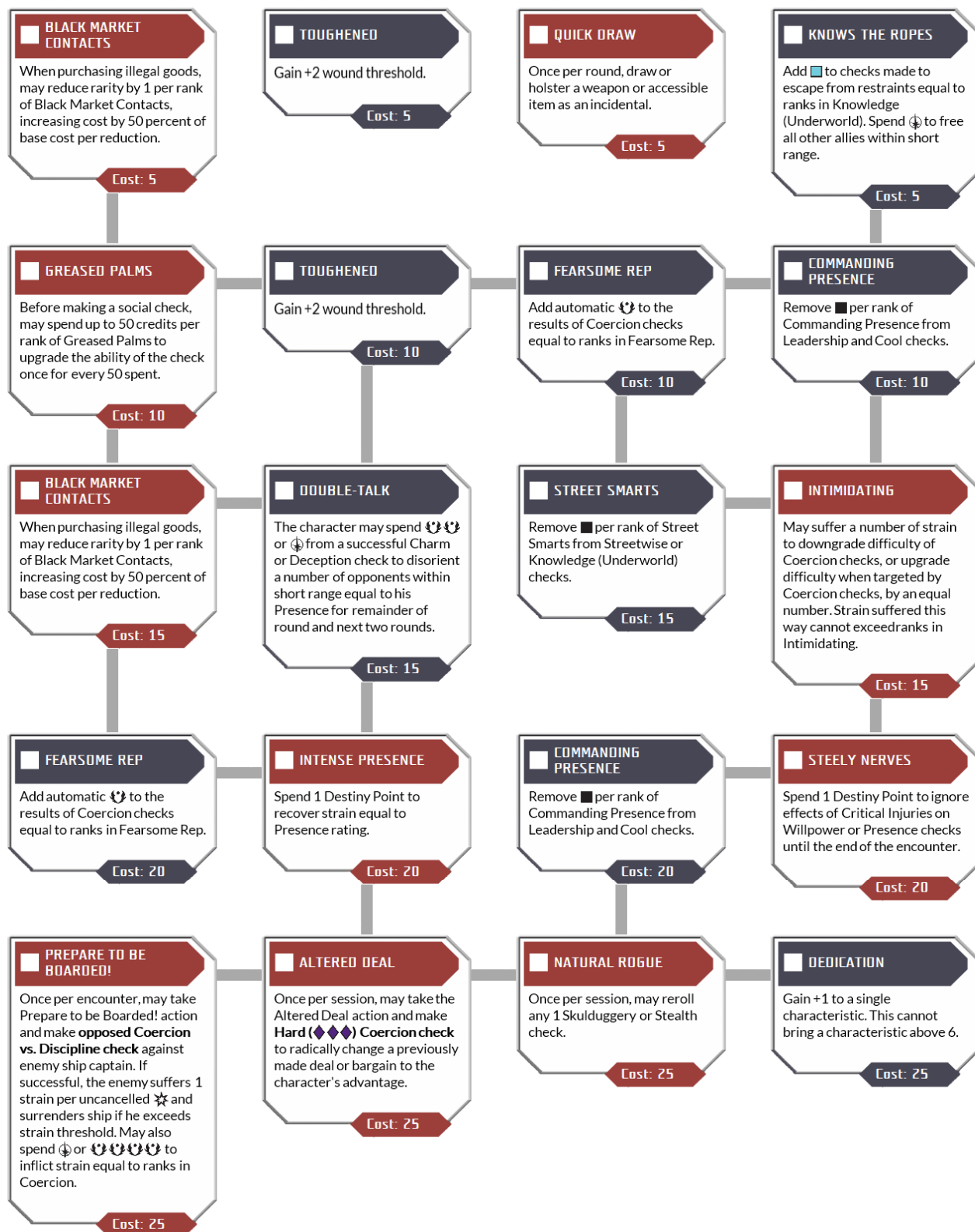


UNIVERSAL: Pirate

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

■ ACTIVE

■ PASSIVE

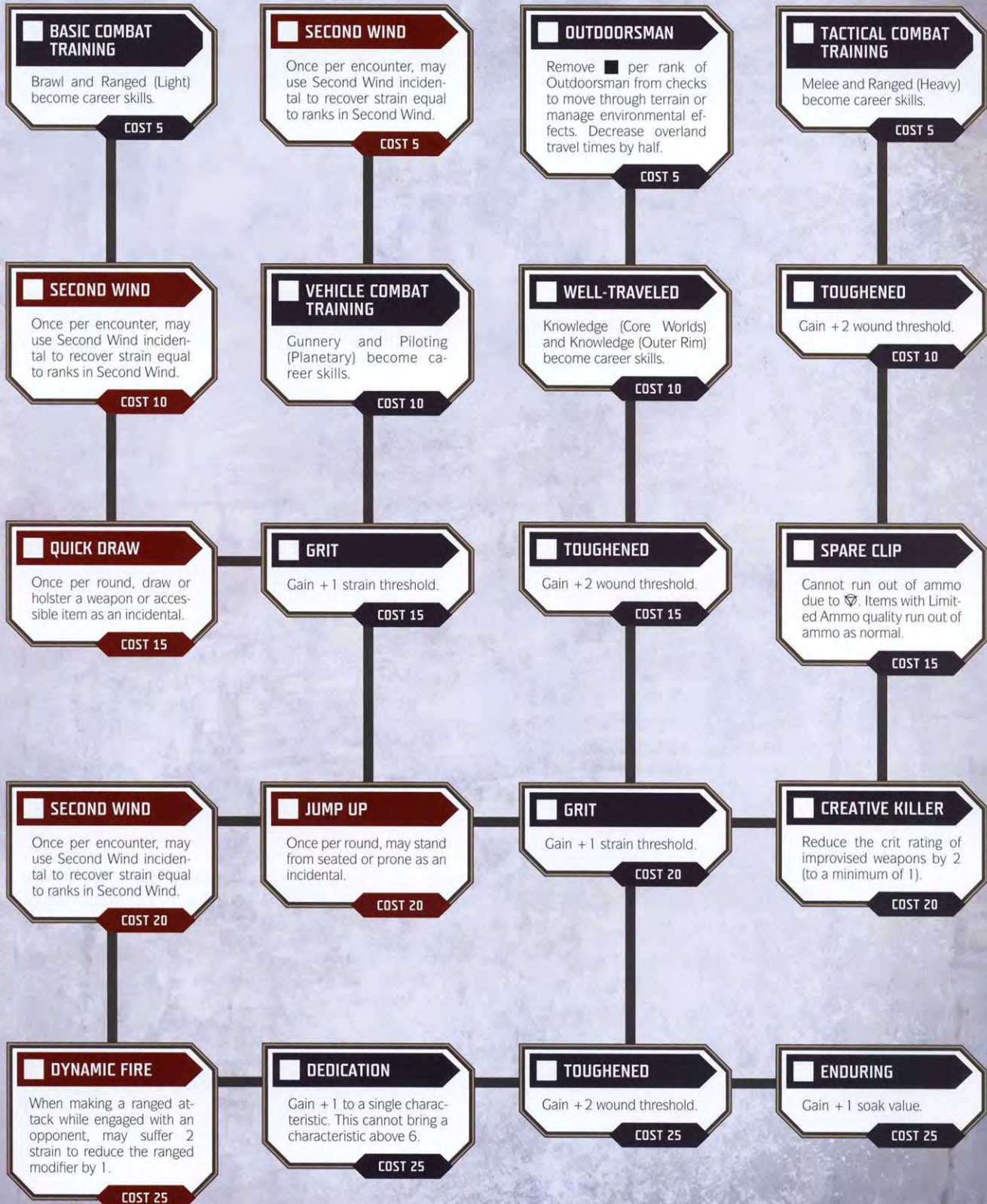


Universal: Recruit Talent Tree

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

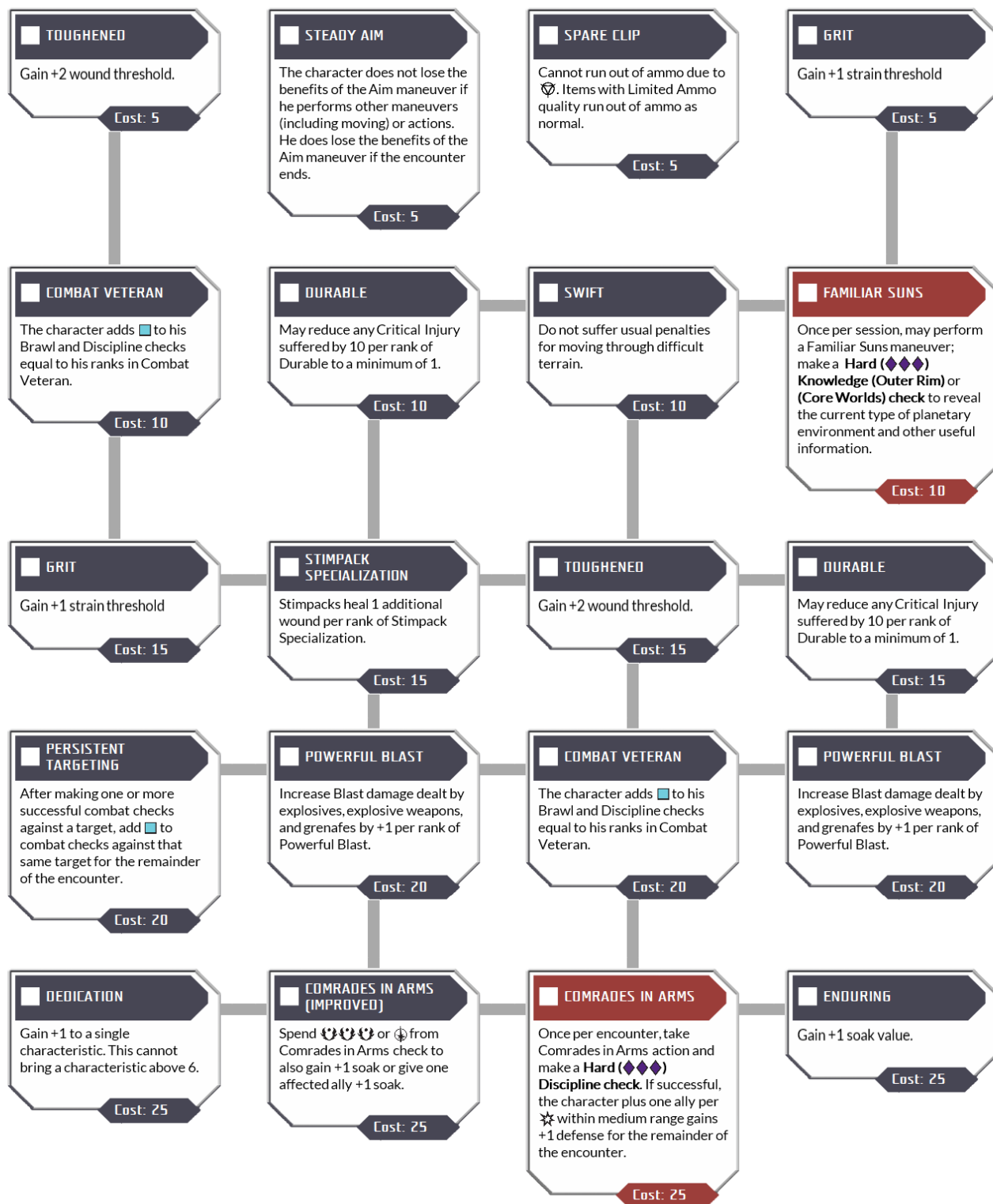
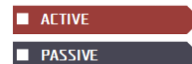
ACTIVE

PASSIVE



UNIVERSAL: Retired Clone Trooper

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

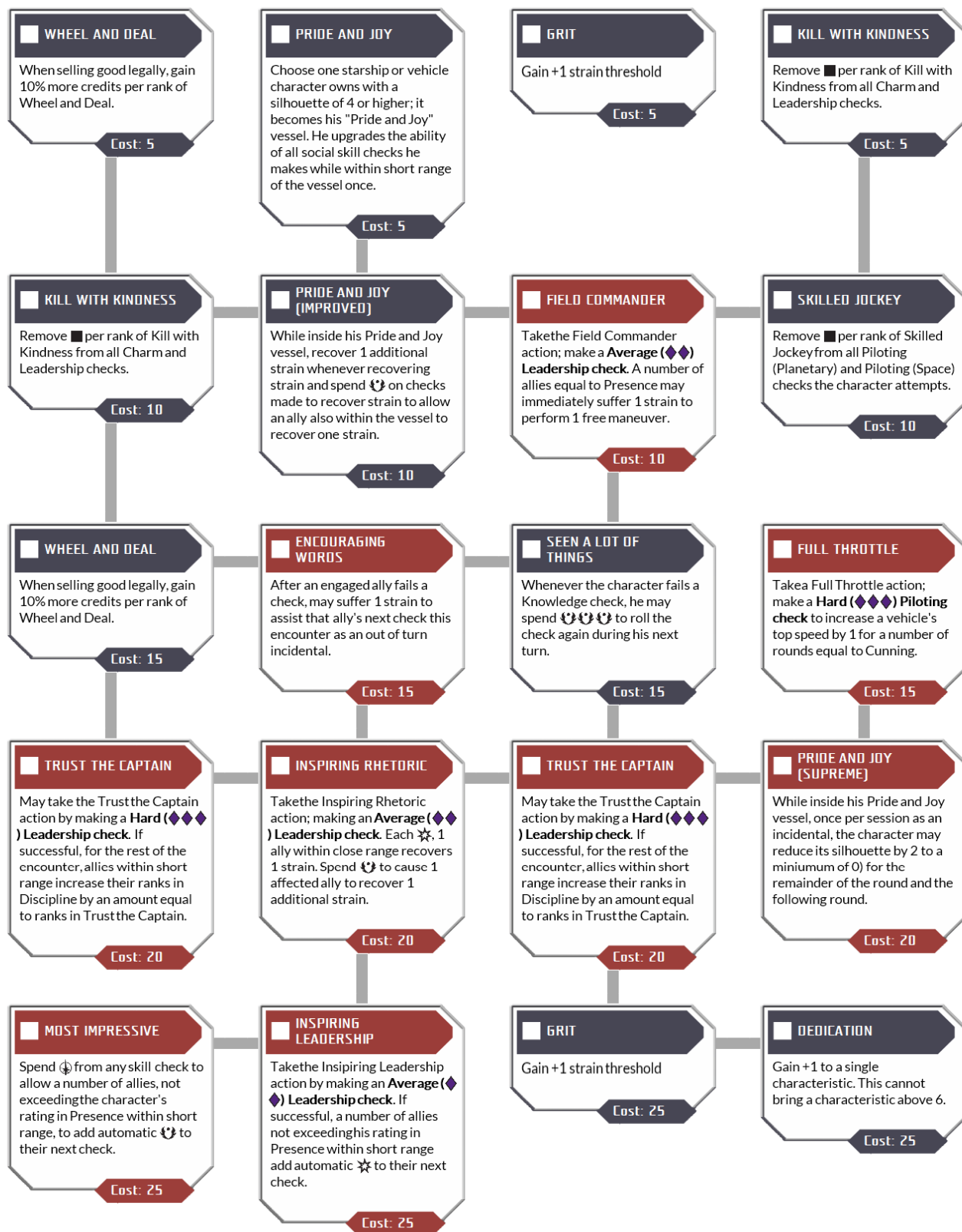


UNIVERSAL: Ship Captain

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

■ ACTIVE

■ PASSIVE



Universal: Force-Sensitive Emergent Talent Tree

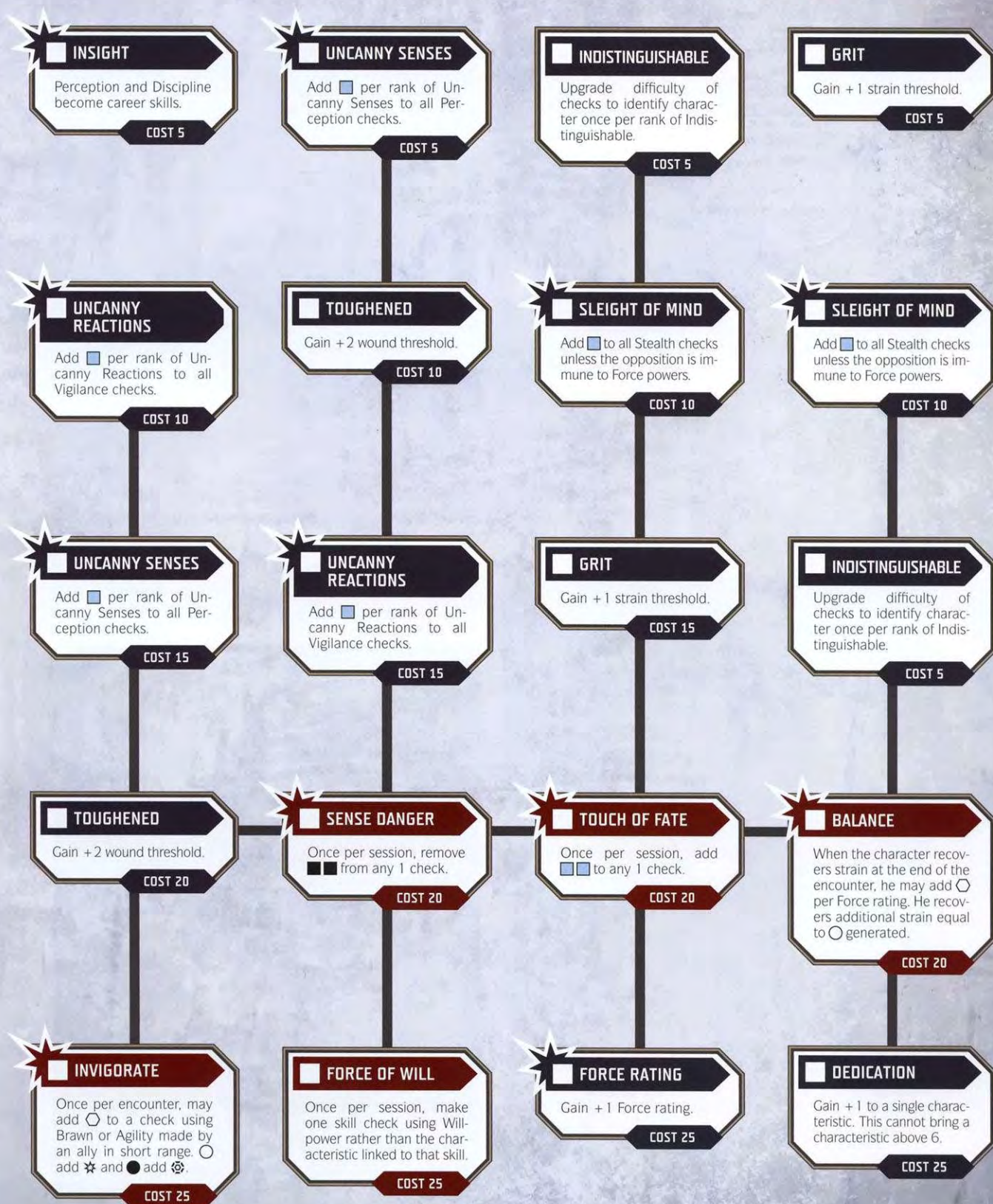
Gain Force Rating 1

ACTIVE

PASSIVE



FORCE TALENT



Universal: Force Sensitive Exile Talent Tree

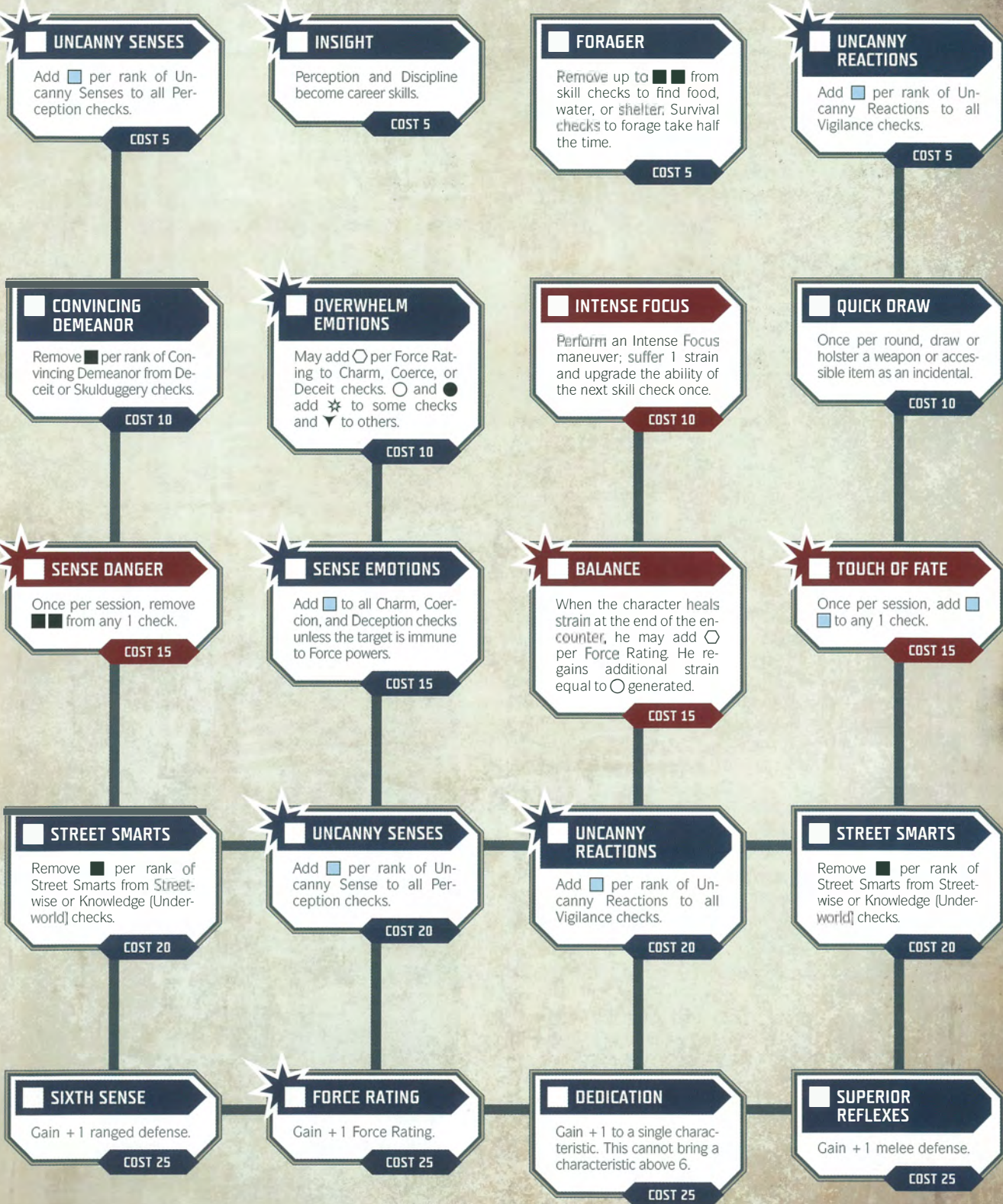
Gain Force Rating 1

ACTIVE

PASSIVE

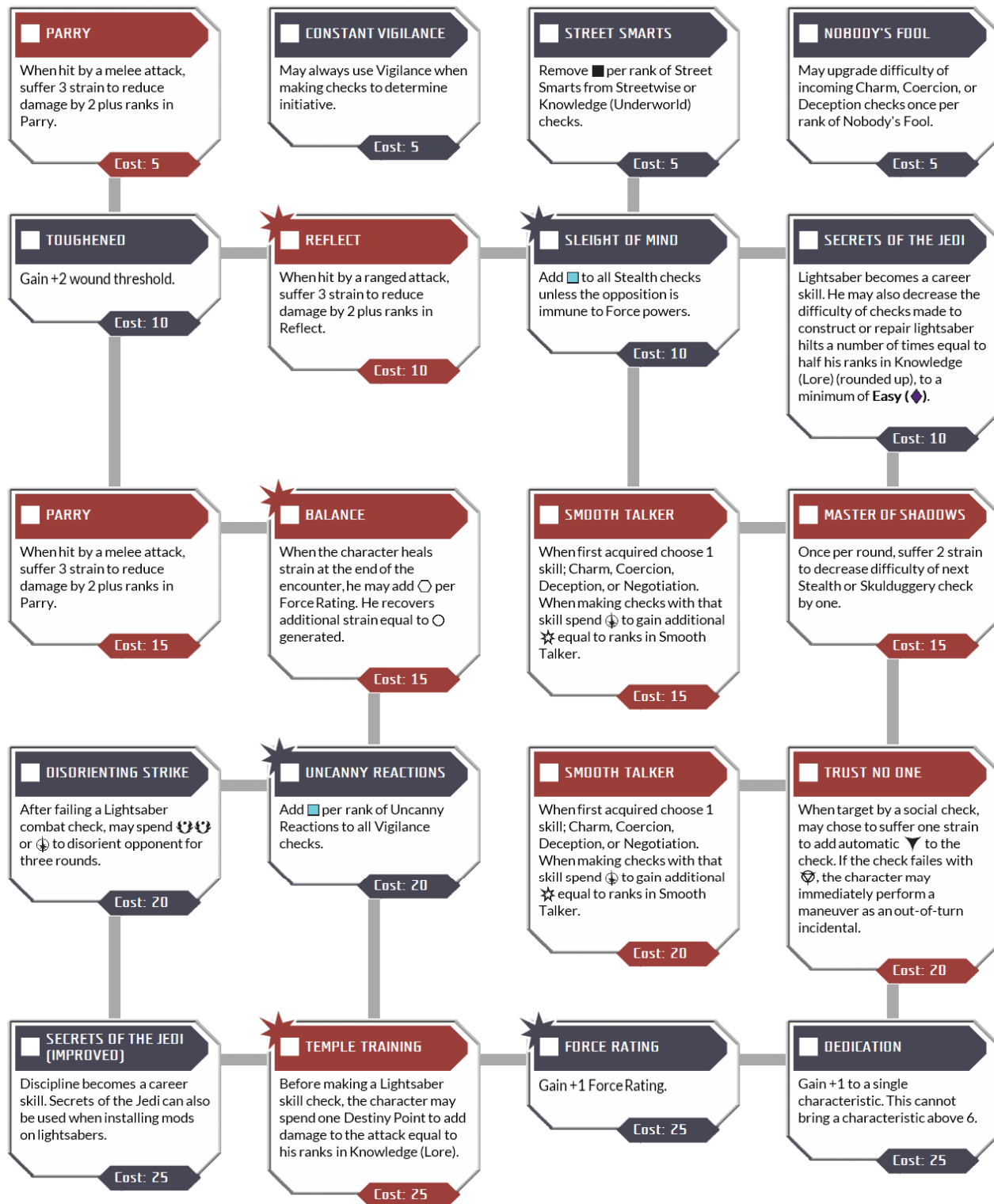


FORCE SENSITIVES ONLY



UNIVERSAL: Padawan Survivor

Gain Force Rating 1



Force Power Tree: Battle Meditation

Prerequisites: Force Rating 2 +

FORCE ABILITY

BATTLE MEDITATION BASIC POWER

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

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 used any ● to generate 1, reduce each target's Willpower by 1 (to a minimum of 1) until the end of the encounter.

COST 15

MAGNITUDE

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

COST 5

RANGE

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

COST 5

CONTROL

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

COST 10

MAGNITUDE

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

COST 10

RANGE

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

COST 10

STRENGTH

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

COST 10

MAGNITUDE

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

COST 15

RANGE

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

COST 15

DURATION

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

COST 25

MAGNITUDE

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

COST 20

CONTROL

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

COST 20

MASTERY

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

COST 25

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 sentients" 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

BIND BASIC POWER

The Force user restrains an enemy, preventing the target from acting.

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, the target also suffers 1 wound per 1 spent on the check (ignoring soak).

COST 15

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 affect 1 additional target within range per rank of Magnitude purchased.

COST 15

STRENGTH

Spend 1 to disorient the target for a number of rounds equal to Strength upgrades purchased.

COST 5

CONTROL

Spend 1 whenever a target affected by Bind takes an action, that target suffers strain equal to Willpower.

COST 10

RANGE

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

COST 15

MAGNITUDE

Spend 1 to affect 1 additional target within range per rank of Magnitude purchased.

COST 20

STRENGTH

Spend 1 to disorient the target for a number of rounds equal to Strength upgrades purchased.

COST 10

DURATION

Commit 3 to sustain the ongoing effects of the power on each affected target.

COST 15

CONTROL

Spend 1 to move the target one range band closer or farther away.

COST 10

MAGNITUDE

Spend 1 to affect 1 additional target within range per rank of Magnitude purchased.

COST 25

STRENGTH

Spend 1 to disorient the target for a number of rounds equal to Strength upgrades purchased.

COST 15

RANGE

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

COST 20

MASTERY

When the user is making a **Bind power check**, if the check was not already opposed, the user may roll an opposed **Discipline vs. Discipline check** against one target of the power. If no were used to generate 1 and the user succeeds on the check, he may immediately stagger the target until the end of his next turn. If any were used to generate 1 and the check succeeds, the target suffers a Critical Injury, adding +10 to the roll per 1 spent on the check.

COST 25

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

FORCE ABILITY

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.

Cost: 10

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.

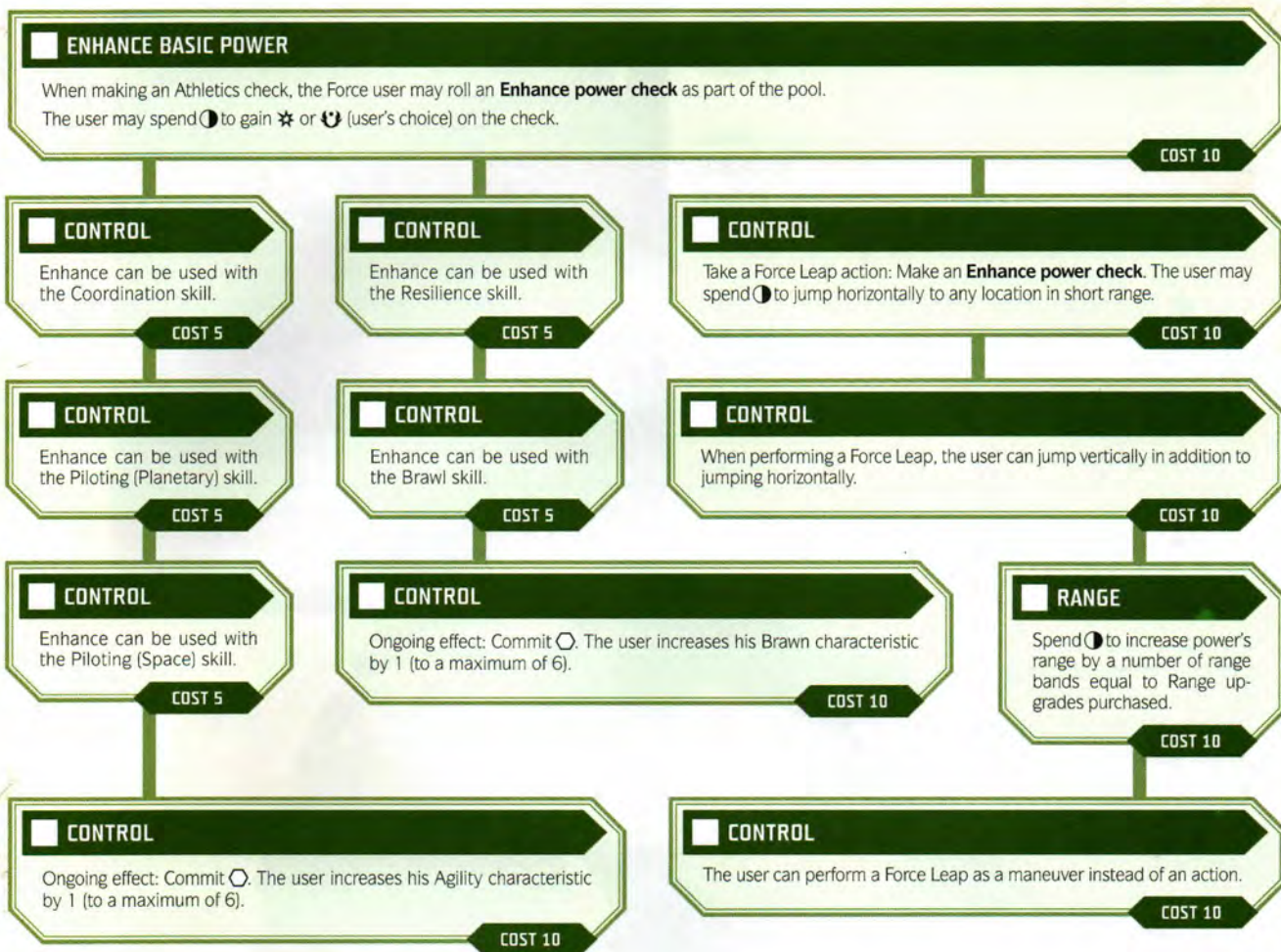
Flow: Once per session, if the user healed at least 5 strain from this power, add 1 to user's next check.

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+

FARSIGHT BASIC POWER

The Force user expands normal visual senses through a connection to the Force. The user may spend 1 to ignore the effects of darkness or blindness and see normally at up to medium range for the remainder of the round (or for one minute). This allows the user to view everything most sentients could normally be able to see on a well lit day.

Cost: 5

CONTROL: MICROSCOPIC DETAILS

Spend 1 to see microscopic details of a single object within engaged range.

Cost: 5

CONTROL: TRANSPARENT

Spend 1 to see through a single object at medium range as though it were transparent.

Cost: 5

CONTROL: FINE DETAILS

Spend 1 to make out fine details on a single object within medium range.

Cost: 5

DURATION

Spend 1 to increase duration by number of rounds for minutes equal to Duration upgrades purchased.

Cost: 5

RANGE

Spend 1 to increase power's range by one range band equal to Range upgrades purchased.

Cost: 10

DURATION

Spend 1 to increase duration by number of rounds for minutes equal to Duration upgrades purchased.

Cost: 5

CONTROL: VIGILANCE

When making a Vigilance or Perception check, make a Farsight power check as part of the pool and spend 1 to gain ★ or ☹ on the check.

Cost: 10

RANGE

Spend 1 to increase power's range by one range band equal to Range upgrades purchased.

Cost: 10

CONTROL: PERCEPTION

This power gains the ongoing effect: Commit ☹ after successfully activating the Farsight power to increase ranks in Perception by 1.

Cost: 15

CONTROL: PANORAMIC VISION

Spend 2 to see in every direction simultaneously, noticing and observing things in a full 360 degree arc.

Cost: 10

MASTERY

Spend 2. The user now can see as though from a spot within close range (planetary scale) of the user's body.

Cost: 20

Force Power Tree: Foresee

Prerequisites: Force Rating 1 +

FORCE ABILITY

FORESEE BASIC POWER

The Force user can feel the Force flowing around everything, seeing what is and what will be. The user may spend 1 to gain vague hints of events to come, up to a day into his own, personal future.

COST 10

CONTROL

When making a skill check to determine Initiative, the user may roll a **Foresee power check** as part of the pool. He may spend 1 to gain ✨ on the check.

COST 10

STRENGTH

Spend 1 to pick out specific details equal to Strength upgrades purchased.

COST 5

MAGNITUDE

Spend 1 to increase targets affected equal to Magnitude upgrades purchased.

COST 5

RANGE

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

COST 5

CONTROL

Affected targets increase their ranged and melee defense by 2 for the first round of combat.

COST 10

DURATION

Spend 1 to increase the days into the future the user can see equal to Duration upgrades purchased.

COST 5

MAGNITUDE

Spend 1 to increase targets affected equal to Magnitude upgrades purchased.

COST 5

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 5

STRENGTH

Spend 1 to pick out specific details equal to Strength upgrades purchased.

COST 5

CONTROL

When performing a **Foresee power check** as part of an Initiative check, the user may spend 1 to allow all affected targets to take one free maneuver before the first round of combat begins.

COST 15

DURATION

Spend 1 to increase the days into the future the user can see equal to Duration upgrades purchased.

COST 5

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.

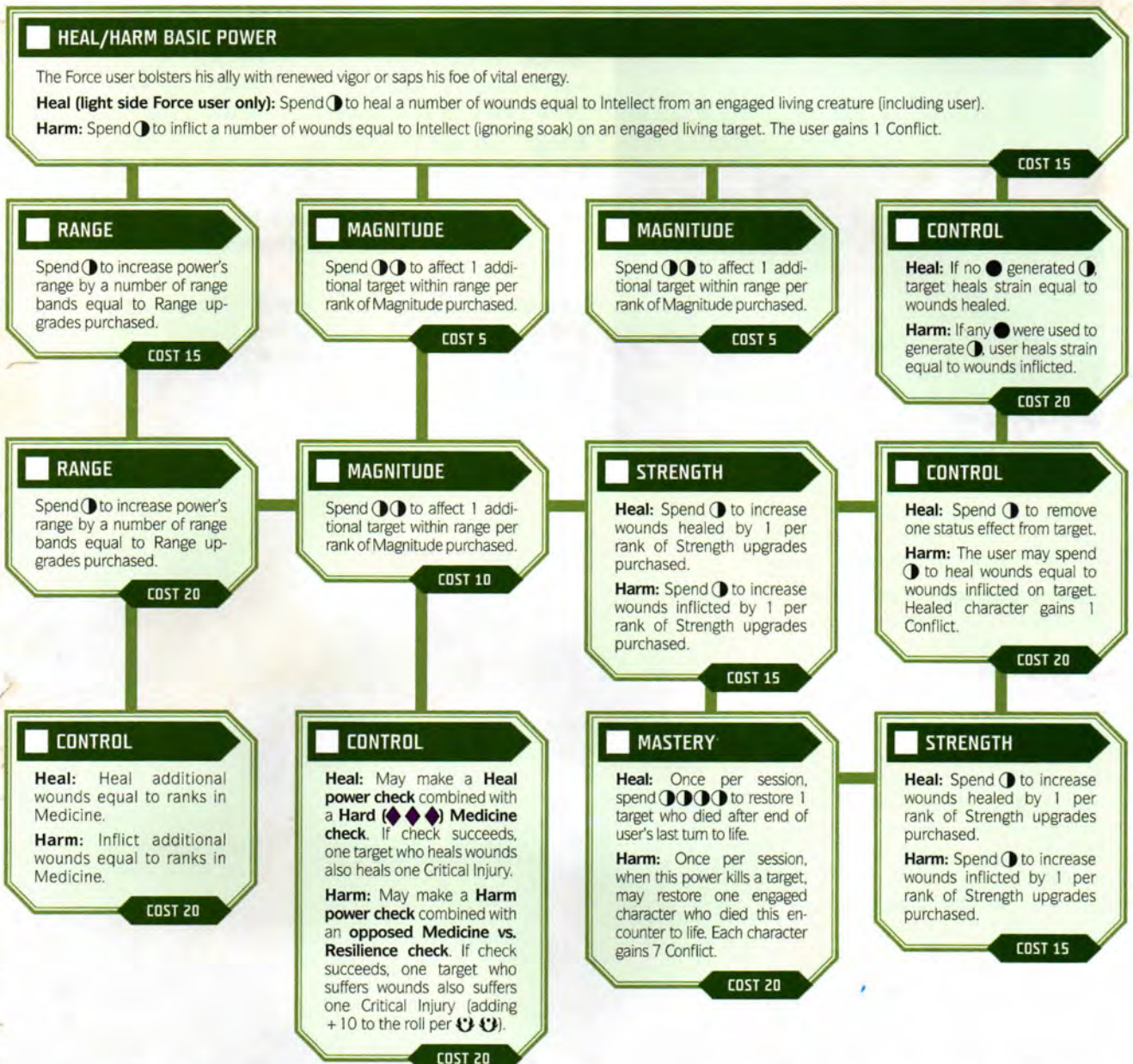
UPGRADES

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 11 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 2 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 2 were used to generate 1, decrease all Critical Injuries suffered and inflicted by the target by 10 per Strength upgrade purchased. If no 1 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 11 to increase power's range by a number of range bands equal to Range upgrades purchased.

Cost: 5

RANGE

Spend 11 to increase power's range by a number of range bands equal to Range upgrades purchased.

Cost: 10

RANGE

Spend 11 to increase power's range by a number of range bands equal to Range upgrades purchased.

Cost: 15

STRENGTH

If no 2 were used to generate 1, decrease all Critical Injuries suffered and inflicted by the target by 10 per Strength upgrade purchased. If no 1 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 11 to sustain the effects of this power as long as the target remains in range.

Cost: 10

RANGE

Spend 11 to increase power's range by a number of range bands equal to Range upgrades purchased.

Cost: 15

STRENGTH

If no 2 were used to generate 1, decrease all Critical Injuries suffered and inflicted by the target by 10 per Strength upgrade purchased. If no 1 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+

MANIPULATE BASIC POWER

The Forceuser shapes machine components on a molecular level, allowing him to mend damaged mechanical systems. The Forceuser may spend 1 to cause one vehicle or starship he is engaged with to recover one system strain. The user may activate this multiple times.

Cost: 10

CONTROL: ITEM DAMAGE

Ongoing effect: Commit 1. One damaged weapon or item counts as being undamaged.

Cost: 5

STRENGTH

When using this power spend 1 to cause targets to recover 1 additional strain or system strain or heal 1 additional wound for every Strength upgrade purchased.

Cost: 5

CONTROL: INCREASE SYSTEM STRAIN

Ongoing effect: Commit 1. Increase the system strain threshold of 1 vehicle or starship at engaged range by 3 per 1 committed.

Cost: 10

CONTROL: MECHANICS

When making a Mechanics skill check, the user may roll a Manipulate power check as part of the pool and may spend 1 to gain 1 or 2 (user's choice) on the check.

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: HEAL DROID

The user may spend 1 to heal a number of wounds equal to his Intellect in an engaged droid.

Cost: 10

CONTROL: INFLICT STRAIN

When performing a combat check against a droid, ship, vehicle or other mechanical construct within engaged ranged, the user may spend 1 to inflict 1 additional strain or system strain on the target.

Cost: 10

CONTROL: INCREASE HULL TRAUMA

Ongoing effect: Commit 1. Increase the hull trauma threshold of 1 vehicle or starship at engaged range by 3 per 1 committed.

Cost: 15

RANGE

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

Cost: 10

STRENGTH

When using this power spend 1 to cause targets to recover 1 additional strain or system strain or heal 1 additional wound for every Strength upgrade purchased.

Cost: 10

CONTROL: UPGRADE COMPUTERS AND MECHANICS

Ongoing effect: Commit 1. Upgrade the ability of Computers and Mechanics check once.

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

When performing Manipulate power check as part of a Mechanics skill check, the user may spend 1 to gain 1 on the check.

Cost: 20

Force Power Tree: Misdirect

Prerequisites: Force Rating 1 +

FORCE ABILITY

MISDIRECT BASIC POWER

The Force user creates illusions to fool those around him.

The user may spend 1 to make a target at up to short range unable to perceive a chosen person or object of silhouette 1 or smaller. Until the beginning of the user's next turn, the target cannot see or sense the hidden person or object.

COST 15

RANGE

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

COST 5

DURATION

Commit 1 to sustain this power while the beguiled target remains in range.

COST 5

STRENGTH

Spend 1 to increase the silhouette of the object obscured or illusion created by 1 per Strength upgrade purchased.

COST 5

CONTROL

The user may alter the perceived appearance of the chosen person or object instead of hiding it.

COST 10

MAGNITUDE

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

COST 10

MAGNITUDE

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

COST 10

STRENGTH

Spend 1 to increase the silhouette of the object obscured or illusion created by 1 per Strength upgrade purchased.

COST 10

CONTROL

May use this power to force the target to perceive a single illusory person or object.

COST 15

RANGE

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

COST 10

CONTROL

Commit one or more 1 to all combat checks targeting Force user.

COST 15

STRENGTH

Spend 1 to increase the silhouette of the object obscured or illusion created by 1 per Strength upgrade purchased.

COST 15

MASTERY

Spend 1 to obscure additional objects or create illusions equal to Cunning plus Deception.

COST 20

RANGE

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

COST 15

STRENGTH

Spend 1 to increase the silhouette of the object obscured or illusion created by 1 per Strength upgrade purchased.

COST 15

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

MOVE BASIC POWER

The Force user can move small objects via the power of the Force.

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.

COST 10

MAGNITUDE

Spend 1 to increase targets affected equal to Magnitude upgrades purchased.

COST 5

STRENGTH

Spend 1 to increase silhouette able to be targeted equal to Strength upgrades purchased.

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 5

MAGNITUDE

Spend 1 to increase targets affected equal to Magnitude upgrades purchased.

COST 5

STRENGTH

Spend 1 to increase silhouette able to be targeted equal to Strength upgrades purchased.

COST 10

CONTROL

The Force user can hurl objects to damage targets, by making a **ranged combat check** combined with a **Move power check**, dealing damage equal to 10 times silhouette.

COST 10

MAGNITUDE

Spend 1 to increase targets affected equal to Magnitude upgrades purchased.

COST 10

STRENGTH

Spend 1 to increase silhouette able to be targeted equal to Strength upgrades purchased.

COST 15

CONTROL

The Force user can pull objects out of secure mountings or out of an opponent's grasp.

COST 5

RANGE

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

COST 15

MAGNITUDE

Spend 1 to increase targets affected equal to Magnitude upgrades purchased.

COST 10

STRENGTH

Spend 1 to increase silhouette able to be targeted equal to Strength upgrades purchased.

COST 20

CONTROL

The character can perform fine manipulation of items, allowing him to do whatever he could normally do with his hands via this power at this power's range.

COST 15

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 painstakingly 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

PROTECT/UNLEASH BASIC POWER

The Force user guides the flow of energy, protecting himself and others or unleashing blasts of power upon his foes.

Protect: The user makes a **Protect power check** and rolls an **Average (◆◆) Discipline check** as part of the pool. Spend 1 to reduce damage from an energy-based weapon that hits himself or an engaged character by amount equal to Willpower plus 1 per ★. Dark side Force users may only protect themselves.

Unleash: The user makes an **Unleash power check** as ranged attack and rolls an **Average (◆◆) Discipline check** for difficulty. If check succeeds and spends 1, the attack hits. It has a range of short, a base damage equal to Willpower, and a critical rating of 4. The user gains 1 Conflict.

COST 20

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 decrease damage or add damage equal to ranks of Strength purchased.

COST 5

STRENGTH

Spend 1 to decrease damage or add damage equal to ranks of Strength purchased.

COST 10

CONTROL

Protect: Spend 1 to gain defense equal to 1 spent.

Unleash: Spend 1 to inflict 1 strain on target.

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 affect 1 additional target within range per rank of Magnitude purchased.

COST 10

RANGE

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

COST 10

CONTROL

Protect: Spend 1 to allow power to protect against all types of attack.

Unleash: Spend 1 to give the attack Ensnare 2.

COST 15

MAGNITUDE

Spend 1 to affect 1 additional target within range per rank of Magnitude purchased.

COST 20

STRENGTH

Spend 1 to decrease damage or add damage equal to ranks of Strength purchased.

COST 15

STRENGTH

Spend 1 to decrease damage or add damage equal to ranks of Strength purchased.

COST 20

DURATION

Protect: If no generated 1 the power reduces damage of all attacks hitting the target.

Unleash: Spend 1 to give the attack Burn 2.

COST 15

CONTROL

Protect: Light side Force users may spend 1 Destiny Point to use Protect as an out-of-turn incidental once per session.

Unleash: Dark side Force users may spend 1 Destiny Point to use Unleash as a maneuver once per session.

COST 25

MASTERY

Protect: Light side Force users may spend 1 to reflect all attacks they reduce to 0 damage, dealing damage equal to initial attack to attacker.

Unleash: Dark side Force users may spend 1 to reduce critical rating of attacks to 1.

COST 25

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**.

Prerequisites: Force Rating 1 +

■ FORCE ABILITY



BASIC POWER

- The user may spend 2 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

CONTROL

Effect: Spend 1. The Force user senses the current thoughts of one living target with whom he is engaged.

COST 10

DURATION

Sense's ongoing effects may be triggered one additional time per round.

COST 10

RANGE

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

COST 5

MAGNITUDE

Spend 1 to increase number of targets affected by power equal to Magnitude upgrades purchased.

COST 5

STRENGTH

When using Sense's ongoing effects, upgrade the pool twice, instead of once.

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 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

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 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-

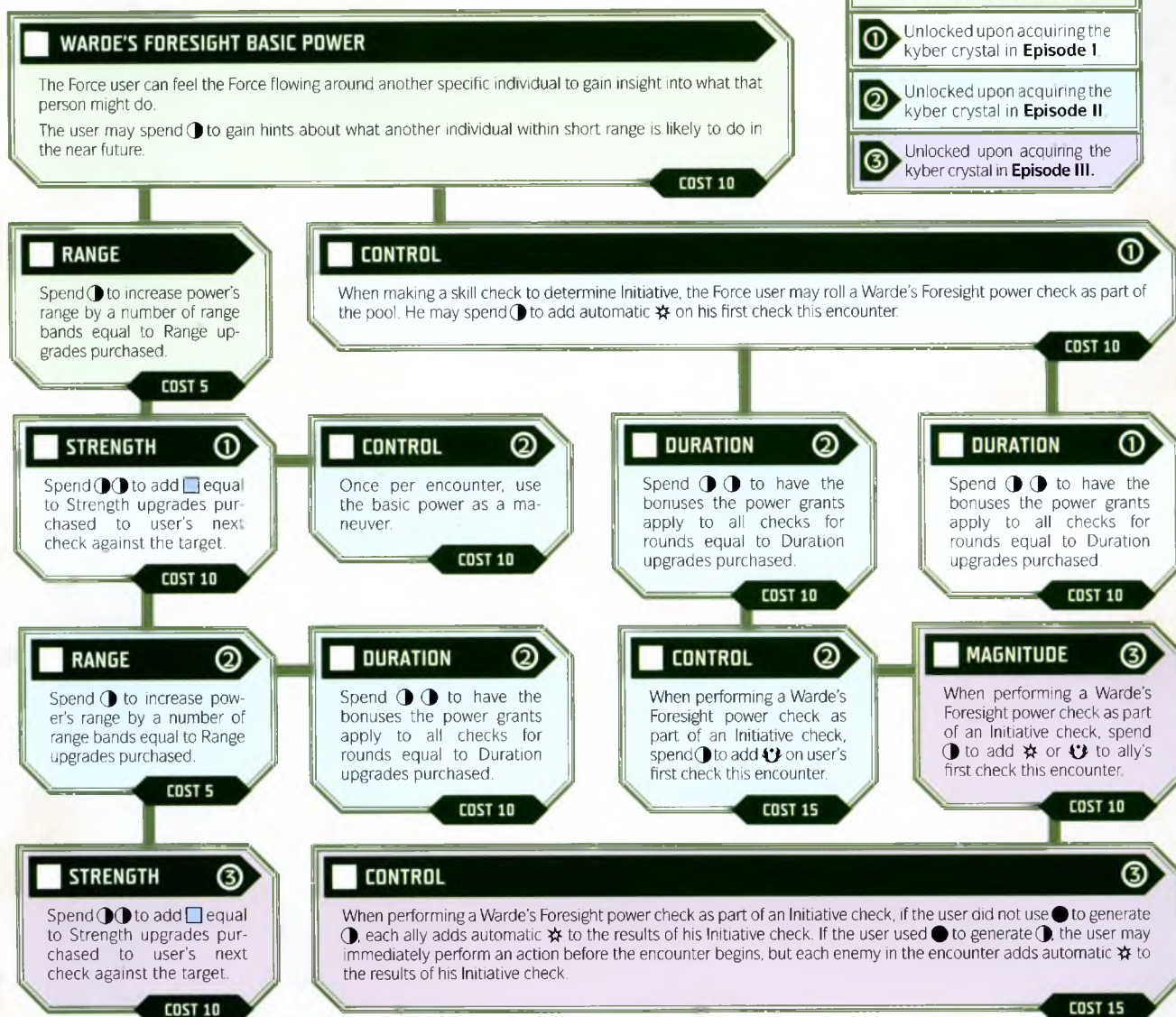
mediately uncommit all committed 1 and immediately end all ongoing effects of Force powers, Force talents, and any other effects that required committed 1. The user may not activate this multiple times.

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 +



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.