


CHARACTER NAME _____

FORCE ADHERENT - UNIVERSAL

CAREER SKILLS: MELEE, DISCIPLINE, VIGILANCE, KNOWLEDGE (LORE)

PASSIVE TALENT  ACTIVE TALENT 

RANKED TALENT  TALENT COST 

FORCE TALENT  CONFLICT TALENT 

RESOLVE (Passive Talent)

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

5

DISCIPLE OF LORE (Active Talent)

Once per round, may suffer 1 Strain to decrease the difficulty of the next Knowledge (Lore) check by a number of times equal to ranks in Disciple of Lore.


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GRIT (Passive Talent)

Gain +1 Strain Threshold.

5

PUSH ASIDE (Force Talent)

After making a successful Brawl, Melee, or Lightsaber combat check against an Engaged foe, may force the foe to move to Short range in a direction of the opponent's choosing. Spend  to cause the opponent to fall prone after moving.



5

DISCIPLE OF LORE (Active Talent)

Once per round, may suffer 1 Strain to decrease the difficulty of the next Knowledge (Lore) check by a number of times equal to ranks in Disciple of Lore.

10

AS THE FORCE WILLS IT (Force Talent)

May make a  Knowledge (Lore) check to heal Strain at the end of an encounter.  can be spent to heal all Strain.

10

PRECISION STRIKE (Active Talent)

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

10

EXTENDED REACH (Active Talent)

While armed with a two-handed melee weapon, may suffer 1 Strain to make a Melee combat check with that weapon targeting an enemy at up to Short range (rather than Engaged range).


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CONFIDENCE (Passive Talent)

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

15

HARD HEADED (Active Talent)

When staggered or disoriented, take the Hard Headed action to make a  Discipline check to remove the status. Difficulty reduced by 1 per rank.

15

CONFIDENCE (Passive Talent)

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



15

DODGE (Active Talent)

When targeted in combat, may use a Dodge incidental. Suffer Strain no greater than ranks in Dodge to upgrade the difficulty of the attack by that number.

15

DISCIPLINED SOUL (Active Talent)

Spend one Destiny Point after making a Discipline check to spend a number of  not exceeding ranks in Knowledge (Lore) as .

20

GRIT (Passive Talent)

Gain +1 Strain Threshold.

20

DODGE (Active Talent)

When targeted in combat, may use a Dodge incidental. Suffer Strain no greater than ranks in Dodge to upgrade the difficulty of the attack by that number.

20

RESOLVE (Passive Talent)

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

20

FORCE OF WILL (Active Talent)

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

25

SUPERIOR REFLEXES (Passive Talent)

Gain +1 Melee Defense.

25

SIXTH SENSE (Passive Talent)

Gain +1 Ranged Defense.

25

DEDICATION (Passive Talent)

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

25



CHARACTER NAME _____

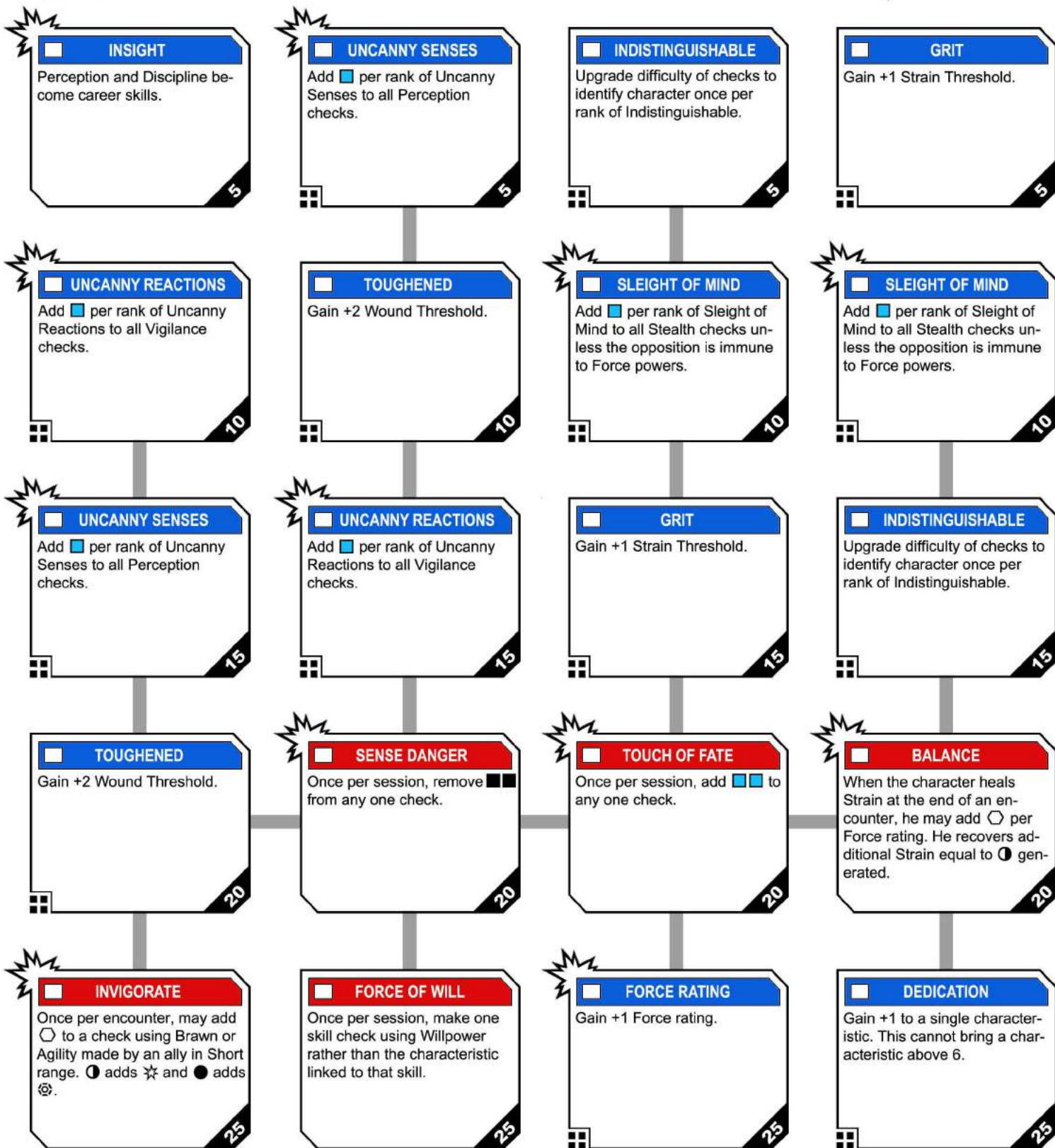
FORCE-SENSITIVE EMERGENT - UNIVERSAL

GAIN FORCE RATING 1

PASSIVE TALENT  ACTIVE TALENT 

RANKED TALENT  TALENT COST 

FORCE TALENT  CONFLICT TALENT 





CHARACTER NAME _____

FORCE-SENSITIVE EXILE - UNIVERSAL


GAIN FORCE RATING 1



PASSIVE TALENT  ACTIVE TALENT 

RANKED TALENT  TALENT COST 

FORCE TALENT  CONFLICT TALENT 


UNCANNY SENSES

Add  per rank of Uncanny Senses to all Perception checks.



 


INSIGHT

Perception and Discipline become career skills.






FORAGER

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






UNCANNY REACTIONS

Add  per rank of Uncanny Reactions to all Vigilance checks.





 


CONVINCING DEMEANOR

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


OVERWHELM EMOTIONS

May add  per Force rating to Charm, Coercion, or Deception checks.  can add  to some checks and  to others.




INTENSE FOCUS

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






QUICK DRAW

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





SENSE DANGER

Once per session, remove   from any one check.






SENSE EMOTIONS

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






BALANCE

When the character heals Strain at the end of an encounter, he may add  per Force rating. He recovers additional Strain equal to  generated.






TOUCH OF FATE

Once per session, add   to any one check.






STREET SMARTS

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


 



UNCANNY SENSES

Add  per rank of Uncanny Senses to all Perception checks.


 

UNCANNY REACTIONS

Add  per rank of Uncanny Reactions to all Vigilance checks.

STREET SMARTS

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



SIXTH SENSE

Gain +1 Ranged Defense.





FORCE RATING

Gain +1 Force rating.

DEDICATION

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

SUPERIOR REFLEXES

Gain +1 Melee Defense.



CHARACTER NAME _____

IMPERIAL ACADEMY CADET - UNIVERSAL



CAREER SKILLS: LEADERSHIP, PILOTING (SPACE), KNOWLEDGE (WARFARE), RANGED (LIGHT)

PASSIVE TALENT  ACTIVE TALENT 

RANKED TALENT  TALENT COST 


FORCE TALENT  CONFLICT TALENT 



GRIT
Gain +1 Strain Threshold.

  5

VEHICLE COMBAT TRAINING
Gunnery and Piloting (Planetary) become career skills.

  5



CONDITIONED
Remove  per rank of Conditioned from all Athletics and Coordination checks. Reduce damage and Strain suffered from falling by 1 per rank of Conditioned.


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KNOWLEDGE SPECIALIZATION
When acquired, choose one Knowledge skill. When making checks with that skill, may spend  to gain  equal to ranks in Knowledge Specialization.

  5

KNOW THE ENEMY
The character may use Knowledge (Warfare) skill when making checks to determine initiative.

  10

BY THE BOOK
Once per encounter, before making a combat check, the character may suffer 2 Strain to add  to the results equal to his ranks in By the Book.





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

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



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TACTICAL COMBAT TRAINING
Melee and Ranged (Heavy) become career skills.

  10

FORMATION TACTICS
May take the Formation Tactics action; make a    Leadership check. If successful, may choose a number of allies within Short range equal to  generated. Upgrade the difficulty of attacks against these allies once until the end of his next turn.



  15



COMMAND
Add  per rank of Command to all Leadership checks. Affected targets add  to all Discipline checks for the next 24 hours.


  15



FULL THROTTLE
Take a Full Throttle action; make a    Piloting check to increase a vehicle's top Speed by 1 for a number of rounds equal to Cunning.


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KNOWN SCHEMATIC
Once per session, may perform the Known Schematic maneuver; make a   Knowledge (Education) check to gain familiarity with a building or ship's design.


  15



IMPROVED FORMATION TACTICS
The difficulty of Formation Tactics is reduced to  . May spend  or  to have the effect last until end of the encounter.



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BY THE BOOK
Once per encounter, before making a combat check, the character may suffer 2 Strain to add  to the results equal to his ranks in By the Book.

  20



CONDITIONED
Remove  per rank of Conditioned from all Athletics and Coordination checks. Reduce damage and Strain suffered from falling by 1 per rank of Conditioned.



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KNOWLEDGE SPECIALIZATION
When acquired, choose one Knowledge skill. When making checks with that skill, may spend  to gain  equal to ranks in Knowledge Specialization.


  20



NATURAL SCHOLAR
Once per session, may re-roll any one Knowledge skill check.

  25



TARGETED FIREPOWER
Once per session, may take the Targeted Firepower action; identify one enemy target and make a    Knowledge (Warfare) check. If successful, for the rest of the encounter, allies within Short range add  to attacks against target equal to  gained.

  25

BY THE BOOK
Once per encounter, before making a combat check, the character may suffer 2 Strain to add  to the results equal to his ranks in By the Book.

  25

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

  25

CHARACTER NAME _____

PADAWAN SURVIVOR - UNIVERSAL

GAIN FORCE RATING 1

PASSIVE TALENT  ACTIVE TALENT 

RANKED TALENT  TALENT COST 

FORCE TALENT  CONFLICT TALENT 

PARRY (Active Talent)

If wielding a Lightsaber or Melee weapon when hit by a melee attack, suffer 3 Strain to reduce damage by 2 plus ranks in Parry.

5

CONSTANT VIGILANCE (Passive Talent)

May always use Vigilance when making checks to determine initiative.

5

STREET SMARTS (Passive Talent)

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

5

NOBODY'S FOOL (Passive Talent)

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

5

TOUGHENED (Passive Talent)

Gain +2 Wound Threshold.

10

REFLECT (Active Talent)

If wielding a Lightsaber weapon when hit by a ranged attack, suffer 3 Strain to reduce damage by 2 plus ranks in Reflect.


10

SLEIGHT OF MIND (Active Talent)

Add  per rank of Sleight of Mind to all Stealth checks unless the opposition is immune to Force powers.

10

SECRETS OF THE JEDI! (Passive Talent)

Lightsaber becomes a career skill. He may also decrease the difficulty of checks made to construct or repair lightsaber hilts a number of times equal to half his ranks in Knowledge (Lore), rounded up, to .



10

PARRY (Active Talent)

If wielding a Lightsaber or Melee weapon when hit by a melee attack, suffer 3 Strain to reduce damage by 2 plus ranks in Parry.

15

BALANCE (Active Talent)

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

15

SMOOTH TALKER (Active Talent)

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



15

MASTER OF SHADOWS (Active Talent)

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


15

DISORIENTING STRIKE (Passive Talent)

After failing a Lightsaber combat check, may spend  or  to disorient her opponent for three rounds.



20

UNCANNY REACTIONS (Passive Talent)

Add  per rank of Uncanny Reactions to all Vigilance checks.


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SMOOTH TALKER (Active Talent)

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

20

TRUST NO ONE (Active Talent)

When targeted by a social check, may choose to suffer 1 Strain to add automatic  to the check. If the check fails with , the character may immediately perform an out-of-turn incidental maneuver.

20

IMPROVED SECRETS OF THE JEDI (Passive Talent)

Discipline becomes a career skill. Secrets of the Jedi may also be used when installing mods on lightsabers.

25

TEMPLE TRAINING (Active Talent)

Before making a Lightsaber skill check, the character may spend one Destiny Point to add damage to the attack equal to her ranks in Knowledge (Lore).

25

FORCE RATING (Passive Talent)

Gain +1 Force rating.

25

DEDICATION (Passive Talent)

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

25

CHARACTER NAME _____

PIRATE - UNIVERSAL

CAREER SKILLS: COERCION, DECEPTION, SKULDUGGERY, KNOWLEDGE (UNDERWORLD)

PASSIVE TALENT  ACTIVE TALENT 

RANKED TALENT  TALENT COST 

FORCE TALENT  CONFLICT TALENT 

BLACK MARKET CONTACTS

When purchasing illegal goods, may reduce Rarity by 1 per rank, increasing the base cost by 50% per reduction.

  5



TOUGHENED

Gain +2 Wound Threshold.



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QUICK DRAW

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

  5



KNOWS THE ROPES

Add  to checks made to escape from restraints equal to ranks in Knowledge (Underworld). Spend  to free all other allies within Short range.

  5

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 credits spent.


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TOUGHENED

Gain +2 Wound Threshold.


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FEARSOME REP

Add automatic  to the results of Coercion checks equal to ranks in Fearsome Rep.

  10

COMMANDING PRESENCE

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



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BLACK MARKET CONTACTS

When purchasing illegal goods, may reduce Rarity by 1 per rank, increasing the base cost by 50% per reduction.


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DOUBLE-TALK

The character may spend  or  from a successful Charm or Deception check to disorient a number of opponents within Short range equal to his Presence for the remainder of the round and the next two.

  15



STREET SMARTS

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


  15



INTIMIDATING

May suffer a number of Strain up to ranks in Intimidating to downgrade the difficulty of Coercion checks or upgrade the difficulty when targeted by Coercion checks by an equal number.

  15



FEARSOME REP

Add automatic  to the results of Coercion checks equal to ranks in Fearsome Rep.

  20


INTENSE PRESENCE

May spend a Destiny Point to recover Strain equal to Presence Rating.

  20



COMMANDING PRESENCE

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




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STEELY NERVES

May spend a Destiny Point to ignore the effects of Critical Injuries on Willpower or Presence checks until the end of the encounter.

  20

PREPARE TO BE BOARDED!

Once per encounter, make an opposed Coercion vs. Discipline check against an enemy ship captain. If successful, the enemy suffers 1 Strain per  and surrenders his ship if he exceeds his Strain Threshold. May spend  or  to inflict Strain equal to ranks in Coercion.

  25



ALTERED DEAL

Once per session, may take the Altered Deal action; make a    Coercion check to radically change a previously made deal or bargain to the character's advantage.

  25



NATURAL ROGUE

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

  25

DEDICATION

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

  25



CHARACTER NAME _____

RECRUIT - UNIVERSAL

CAREER SKILLS: ATHLETICS, DISCIPLINE, SURVIVAL, VIGILANCE

PASSIVE TALENT  ACTIVE TALENT 

RANKED TALENT  TALENT COST 

FORCE TALENT  CONFLICT TALENT 


BASIC COMBAT TRAINING (Passive Talent, 5 ranks)

Brawl and Ranged (Light) become career skills.

SECOND WIND (Active Talent, 5 ranks)

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

OUTDOORSMAN (Passive Talent, 5 ranks)

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

TACTICAL COMBAT TRAINING (Passive Talent, 5 ranks)

Melee and Ranged (Heavy) become career skills.

SECOND WIND (Active Talent, 10 ranks)

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

VEHICLE COMBAT TRAINING (Passive Talent, 10 ranks)

Gunnery and Piloting (Planetary) become career skills.

WELL TRAVELED (Passive Talent, 10 ranks)

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

TOUGHENED (Passive Talent, 10 ranks)

Gain +2 Wound Threshold.

QUICK DRAW (Active Talent, 15 ranks)

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


GRIT (Passive Talent, 15 ranks)

Gain +1 Strain Threshold.

TOUGHENED (Passive Talent, 15 ranks)

Gain +2 Wound Threshold.

SPARE CLIP (Passive Talent, 15 ranks)

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

SECOND WIND (Active Talent, 20 ranks)

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

JUMP UP (Active Talent, 20 ranks)

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

GRIT (Passive Talent, 20 ranks)

Gain +1 Strain Threshold.

CREATIVE KILLER (Passive Talent, 20 ranks)

Reduce the Crit rating of improvised weapons by 2, to a minimum of 1.

DYNAMIC FIRE (Active Talent, 25 ranks)

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

DEDICATION (Passive Talent, 25 ranks)

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

TOUGHENED (Passive Talent, 25 ranks)

Gain +2 Wound Threshold.

ENDURING (Passive Talent, 25 ranks)

Gain +1 Soak value.



CHARACTER NAME _____

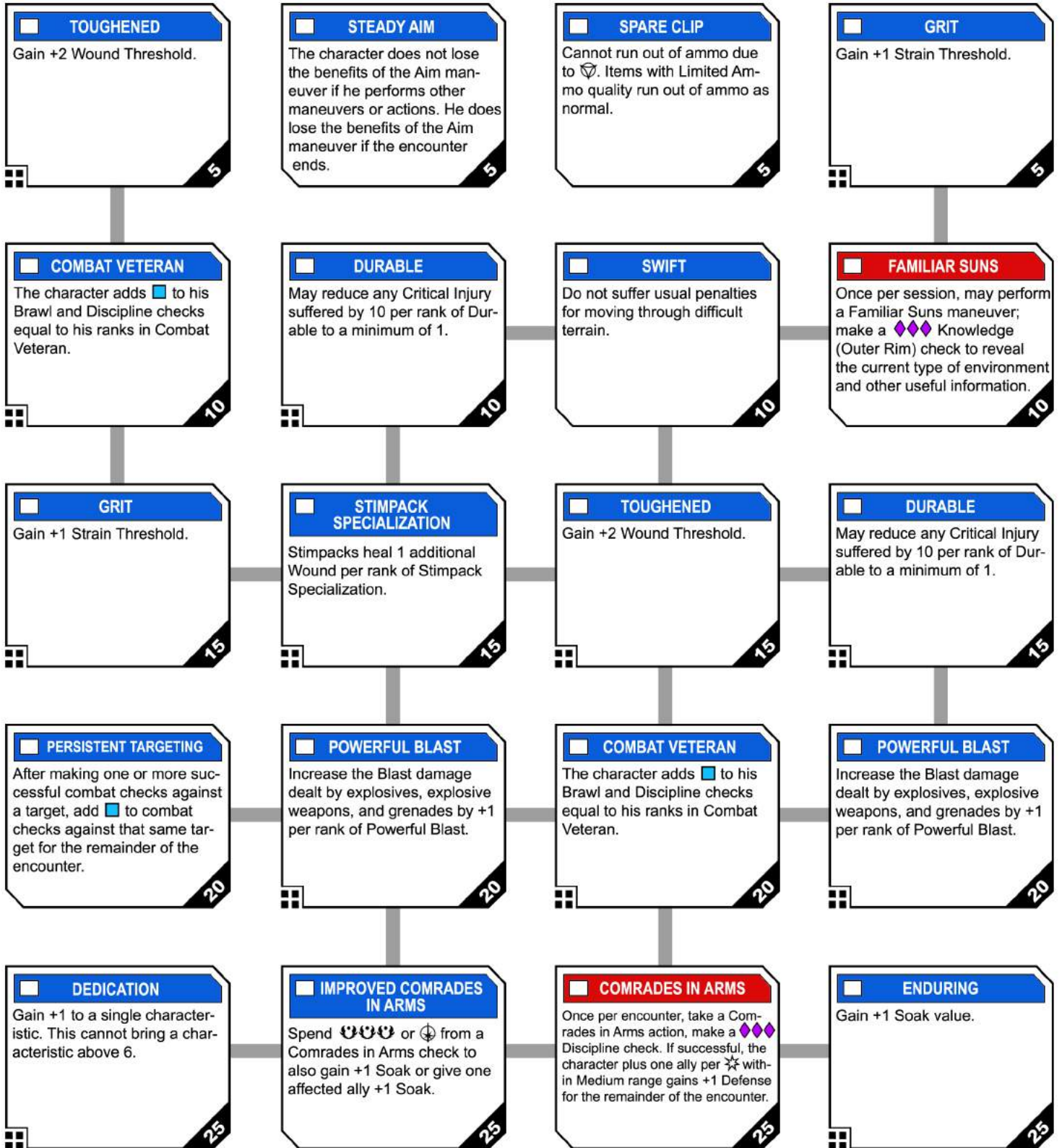
PASSIVE TALENT  ACTIVE TALENT 

RETIRED CLONE TROOPER - UNIVERSAL

RANKED TALENT  TALENT COST 

CAREER SKILLS: DISCIPLINE, RESILIENCE, VIGILANCE, KNOWLEDGE (WARFARE),
RANGED (HEAVY), RANGED (LIGHT)

FORCE TALENT  CONFLICT TALENT 




CHARACTER NAME _____

SHIP CAPTAIN - UNIVERSAL

CAREER SKILLS: CHARM, LEADERSHIP, NEGOTIATION, PILOTING (SPACE)

PASSIVE TALENT  ACTIVE TALENT 

RANKED TALENT  TALENT COST 

FORCE TALENT  CONFLICT TALENT 