CONSULAR **HEALER**

ACTIVE PASSIVE RANKED FORCE TALENT

Spec Bonus Career Skills: Discipline, Knowledge (Education), Knowledge (Xenology), Medicine

Find more handouts at BeggingForXP.com **SURGEON HEALING TRANCE RAPID RECOVERY PHYSICIAN** When making a Medicine Commit (). For every full When healing strain after When making a Medicine check to help a character encounter () remains an encounter, heal 1 check to help a character heal wounds, the target committed, heal 1 wound additional strain per rank heal wounds, the target heals 1 additional wound per rank of Healing Trance. of Rapid Recovery. heals 1 additional strain per rank of Surgeon. per rank of Physician. COST 5 PHYSICIAN **PHYSICIAN** GRIT **HEALING TRANCE** When making a Medicine When making a Medicine Gain +1 strain threshold. Commit ⟨ >. For every full check to help a character check to help a character encounter () remains COST 10 heal wounds, the target heal wounds, the target committed, heal 1 wound heals 1 additional strain heals 1 additional strain per rank of Healing Trance. per rank of Physician. per rank of Physician. COST 10 COST 10 KNOWLEDGEABLE **RAPID RECOVERY HEALING TRANCE** GRIT HEALING Commit (). For every full Gain +1 strain threshold. When healing strain after When healing an ally, spend encounter () remains an encounter, heal 1 COST 15 1 Destiny Point to heal committed, heal 1 wound additional strain per rank additional wounds equal per rank of Healing Trance. of Rapid Recovery. to ranks in Knowledge COST 15 (Xenology). COST 15 **SURGEON IMPROVED CALMING AURA** TOUGHENED **HEALING TRANCE** When making a Medicine When an opponent targets Gain +2 wound threshold. When healing wounds due check to help a character the character with a Force COST 20 to Healing Trance, make heal wounds, the target power, reduce (generated a Resilience check to heal heals 1 additional wound by 1. a Critical Injury. Difficulty per rank of Surgeon. COST 20 of the check equals the COST 20 Critical Injury severity. COST 20 **DEDICATION NATURAL DOCTOR FORCE RATING IMPROVED**



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

COST 25

Once per session, may reroll any 1 Medicine check.

COST 25

Gain +1 Force rating.

COST 25

CALMING AURA

Spend a maneuver and suffer 2 strain to extend Calming Aura's effects to allies equal to Willpower at short range until the start of the next turn.

CONSULAR NIMAN DISCIPLE

PASSIVE PASSIVE FORCE TALENT

Spec Bonus Career Skills: Discipline, Leadership, Lightsaber, Negotiation

Find more handouts at BeggingForXP.com

ХP

PARRY

When hit by a melee attack while wielding a melee weapon or lightsaber, 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 while wielding a lightsaber, 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 check using the Lightsaber skill, the character may use Willpower instead of Brawn.

COST 10

TOUGHENED

Gain +2 wound threshold.

COST 10

PARRY

When hit by a melee attack while wielding a melee weapon or lightsaber, suffer 3 strain to reduce damage by 2 plus ranks in Parry.

COST 10

PARRY

When hit by a melee attack while wielding a melee weapon or lightsaber, suffer 3 strain to reduce damage by 2 plus ranks in Parry.

OST 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 while wielding a lightsaber, 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 $\ \oplus$ or $\ \odot$ $\ \odot$ with a successful Lightsaber attack to disarm opponent.

COST 20

REFLECT

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

COST 20

DRAW CLOSER

As an action, make a Lightsaber (Willpower) attack against a silhouette 1 target in medium range. Add ○ up to Force rating. 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 start of next turn, attacks against the character increase their crit 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

COST 25

FORCE RATING

Gain +1 Force rating.

COST 25

IMPROVED CENTER OF BEING

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

CONSULAR SAGE

Spec Bonus Career Skills: Astrogation, Charm, Cool, Knowledge (Lore)









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

RESEARCHER

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

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. May spend when rolling that skill to gain 🔅 equal to ranks in Knowledge Specialization.

COST 10

VALUABLE FACTS

Once per encounter, as an action make a 🔷 🔷 Knowledge check. If successful, add & to one ally's skill check during the encounter.

SMOOTH TALKER

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.

COST 15

KNOWLEDGE **SPECIALIZATION**

When acquired, choose 1 knowledge skill. May spend when rolling that skill to gain ☆ equal to ranks in Knowledge Specialization.

COST 15

ONE WITH THE UNIVERSE

Once per session, while meditating, make a \spadesuit Astrogation check. Success adds O to all Force power checks in next encounter. Success with <⁵ adds

instead.

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. May spend when rolling that skill to gain 🔅 equal to ranks in Knowledge Specialization.

COST 20

BALANCE

When the character heals strain at the end of the encounter, he may add per Force rating. He recovers additional strain

equal to **()** generated.

THE FORCE IS **MY ALLY**

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

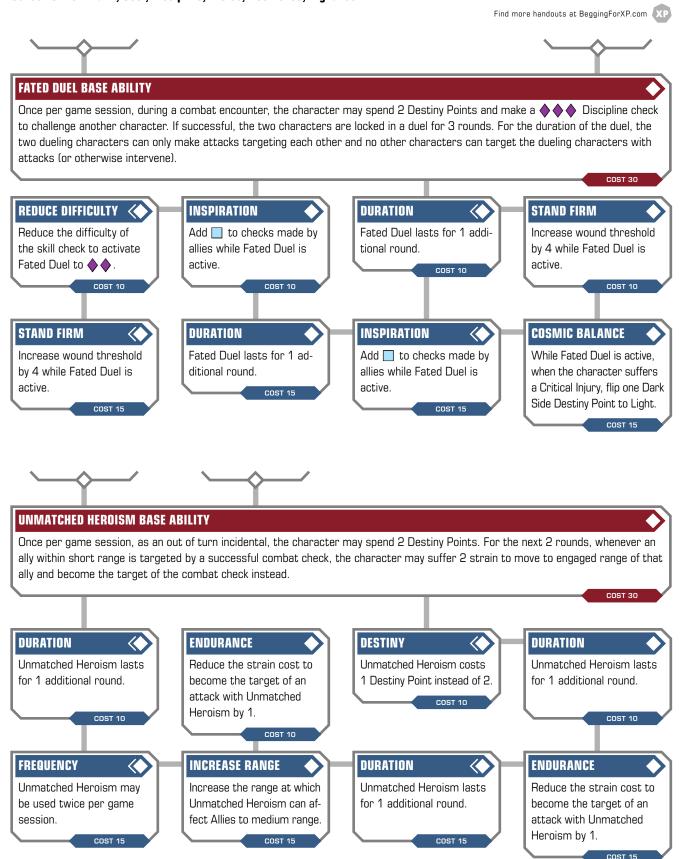


BASE ABILITY

UPGRADE

RANKED

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

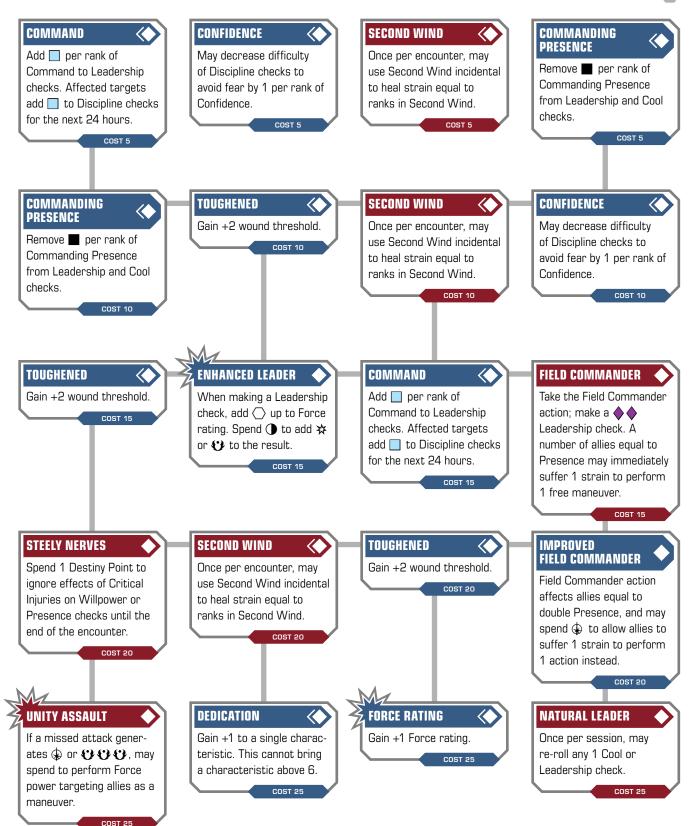


GUARDIAN PEACEKEEPER

ACTIVE PASSIVE RANKED

Spec Bonus Career Skills: Discipline, Leadership, Perception, Piloting (Planetary)

FORCE TALENT



GUARDIAN PROTECTOR

PASSIVE PASSIVE RANKED

Spec Bonus Career Skills: Athletics, Medicine, Ranged (Light), Resilience



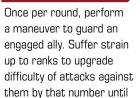




Gain +2 wound threshold.

COST 5

BODY GUARD



the start of next turn.

COST 5

GRIT «

Gain +1 strain threshold.

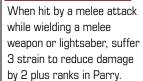
COST 5

TOUGHENED

Gain +2 wound threshold.

COST 5

PARRY



COST 10

PHYSICIAN

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

COST 10

STIMPACK SPECIALIZATION

Stimpacks heal 1 additional wound per rank of Stimpack Specialization.

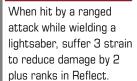
COST 10

FORCE PROTECTION <

As a maneuver, suffer 1 strain and commit
 up to ranks in Force Protection. Increase soak by amount committed until start of next turn. Suffer 1 strain each turn
 are committed.

COST 10

REFLECT



OST 15

STIMPACK SPECIALIZATION

Stimpacks heal 1 additional wound per rank of Stimpack Specialization.

COST 15

HEIGHTENED AWARENESS

COST 15

CENTER OF BEING

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

COST 15

CIRCLE OF SHELTER

When an engaged ally suffers a hit., may use Parry or Reflect incidental against the hit.

COST 20

FORCE PROTECTION

As a maneuver, suffer 1 strain and commit \bigcirc up to ranks in Force Protection. Increase soak by amount committed until start of next turn. Suffer 1 strain each turn \bigcirc are committed.

COST 20

GRIT

Gain +1 strain threshold.

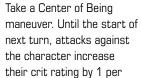
COST 20

BODY GUARD

Once per round, perform a maneuver to guard an engaged ally. Suffer strain up to ranks to upgrade difficulty of attacks against them by that number until the start of next turn.

COST 20

CENTER OF BEING



rank of Center of Being.

COST 25

FORCE RATING

Gain +1 Force rating.

COST 25

DEDICATION

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

COST 25

IMPROVED BODY GUARD

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

GUARDIAN SORESU DEFENDER

ACTIVE PASSIVE RANKED FORCE TALENT

Spec Bonus Career Skills: Discipline, Knowledge (Lore), Lightsaber, Vigilance

Find more handouts at BeggingForXP.com (XP

PARRY



When hit by a melee attack while wielding a melee weapon or lightsaber, suffer 3 strain to reduce damage by 2 plus ranks in Parry.

COST 5

PARRY



When hit by a melee attack while wielding a melee weapon or lightsaber, suffer 3 strain to reduce damage by 2 plus ranks in Parry.

TOUGHENED



Gain +2 wound threshold.

COST 5

DEFENSIVE STANCE



Once per round, as a maneuver suffer a number of strain up to ranks in Defensive Stance to upgrade difficulty of all incoming melee attacks by an equal number for the next round.

COST 5

SORESU TECHNIQUE

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

COST 10

REFLECT



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

COST 10

GRIT



COST 10

GRIT



Gain +1 strain threshold.

COST 10

CONFIDENCE



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

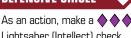
COST 15

IMPROVED PARRY



When parrying a hit that generated 🕤 or 🖏 🖏 🦏, may hit attacker once with Lightsaber, Brawl, or Melee weapon (dealing base damage), after original attack resolves.

DEFENSIVE CIRCLE



Lightsaber (Intellect) check. The character, plus 1 ally within short range per 🔅, gains X defense until the beginning of the next turn. X equals 1, plus 1 per 😲 😲

COST 15

PARRY



When hit by a melee attack while wielding a melee weapon or lightsaber, suffer 3 strain to reduce damage by 2 plus ranks in Parry.

COST 15

PARRY



When hit by a melee attack while wielding a melee weapon or lightsaber, suffer 3 strain to reduce damage by 2 plus ranks in Parry.

REFLECT



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



attack while wielding a lightsaber, suffer 3 strain to reduce damage by 2 plus ranks in Reflect.

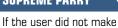
DEFENSIVE STANCE



Once per round, as a maneuver suffer a number of strain up to ranks in Defensive Stance to upgrade difficulty of all incoming melee attacks by an equal number for the next round.

COST 20

SUPREME PARRY



a combat check during previous turn, may suffer 1 strain to use Parry.

DEDICATION



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

COST 25

IMPROVED REFLECT



When reflecting a hit that generated 🗑 or 🔆 🌣 🌣 may hit one attacker in medium range with the same damage as the initial hit, after original attack resolves.

COST 25

STRATEGIC FORM



As an action, make a ��� Lightsaber (Intellect) check, adding O up to Force rating. If successful, a target in short range may only attack character for 1 round, plus 1 per additional (spent.

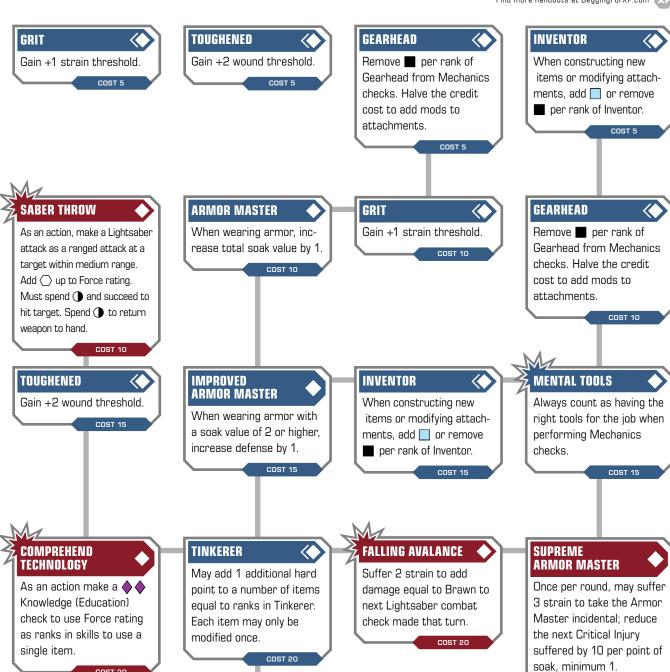
GUARDIAN ARMORER

ACTIVE PASSIVE RANKED FORCE TALENT

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

Find more handouts at BeggingForXP.com XP

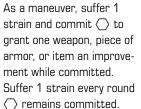






Gain +1 Force rating.

COST 25



COST 25

COST 20

IMBUE ITEM

As a maneuver, commit $\langle \rangle \langle \rangle$ to grant one weapon or piece of armor the Cortosis quality while committed. Suffer 3 strain each round $\langle \rangle \langle \rangle$ remain committed

REINFORCE ITEM

COST 25

DEDICATION

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

GUARDIAN WARDEN

next turn, foes must spend

2 maneuvers to disengage

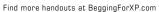
COST 25

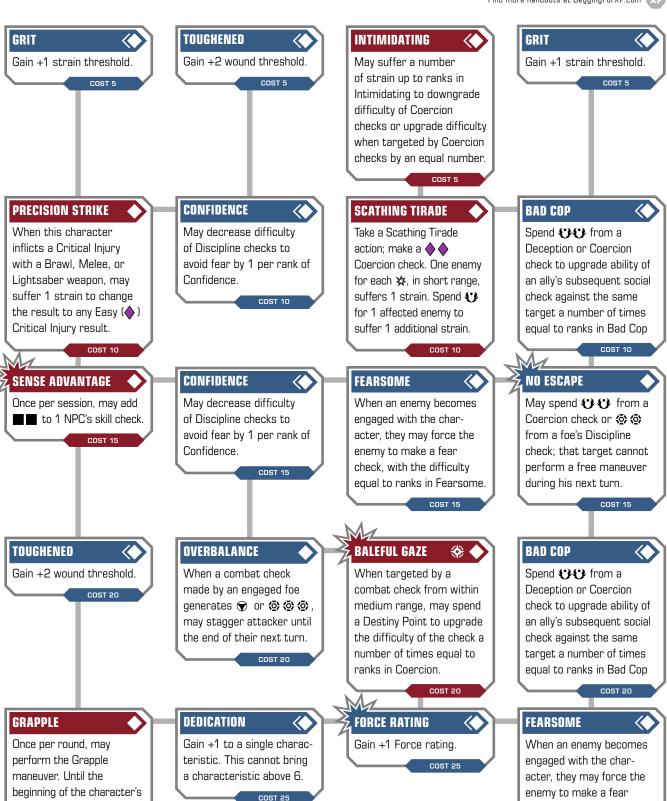
the character.

Spec Bonus Career Skills: Brawl, Coercion, Discipline, Knowledge (Underworld)



ACTIVE





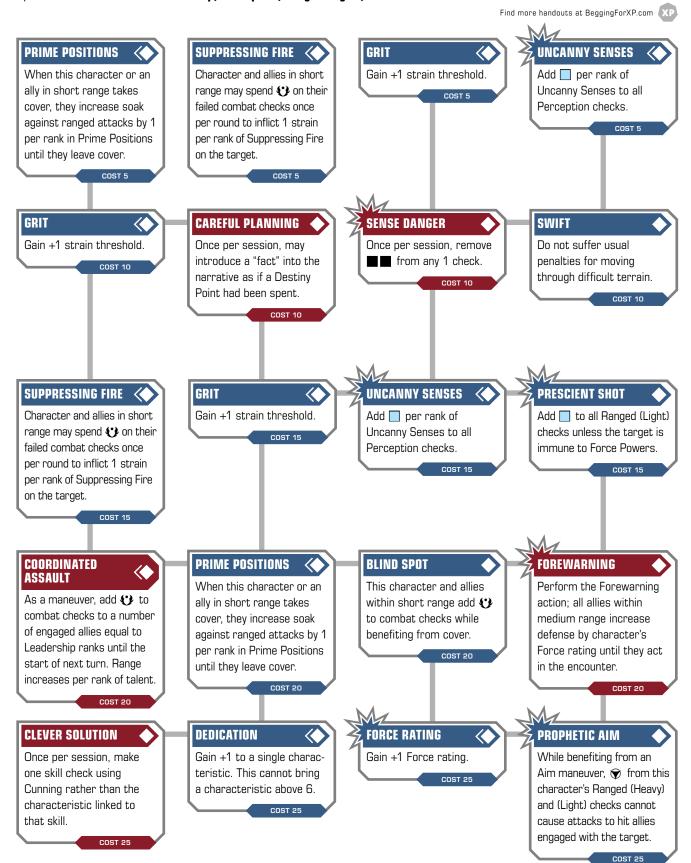
check, with the difficulty

equal to ranks in Fearsome.

WARLEADER WARLEADER

ACTIVE PASSIVE RANKED FORCE TALENT

Spec Bonus Career Skills: Leadership, Perception, Ranged (Light), Survival

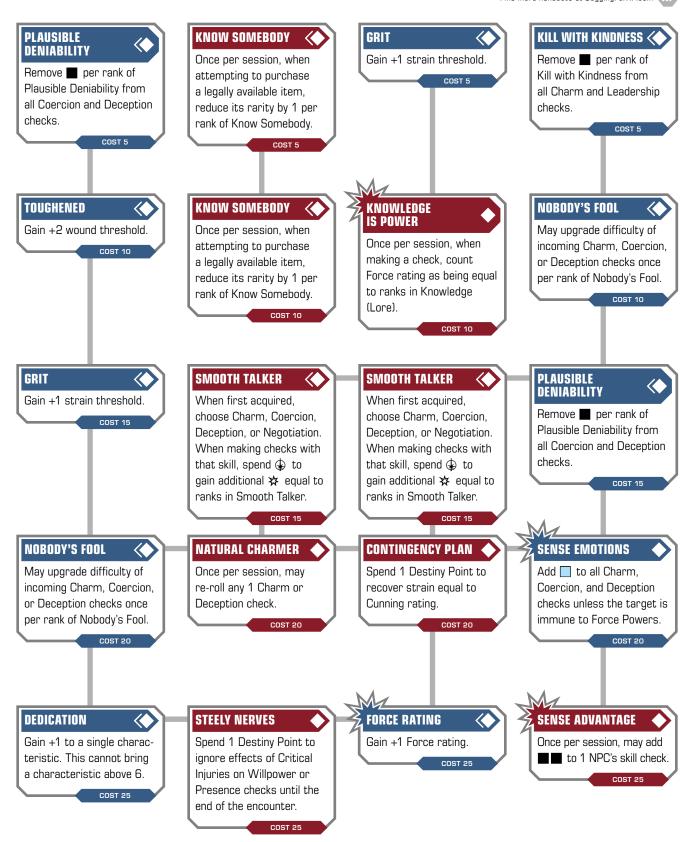


MYSTIC ADVISOR

ACTIVE PASSIVE RANKED
E TALENT

Spec Bonus Career Skills: Charm, Deception, Negotiation, Streetwise

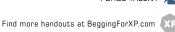




MYSTIC MAKASHI DUELIST

ACTIVE PASSIVE RANKED < FORCE TALENT

Spec Bonus Career Skills: Charm, Cool, Coordination, Lightsaber





COST 5

RESIST DISARM

Suffer 2 strain to avoid being disarmed or having the character's weapon be damaged or destroyed

GRIT Gain +1 strain threshold.

COST 5

PARRY

When hit by a melee attack while wielding a melee weapon or lightsaber, suffer 3 strain to reduce damage by 2 plus ranks in Parry.

COST 5

PARRY

When hit by a melee attack while wielding a melee weapon or lightsaber, suffer 3 strain to reduce damage by 2 plus ranks in Parry.

COST 10

MAKASHI TECHNIQUE

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

COST 10

DUELIST'S TRAINING

Add To Melee and Lightsaber checks when engaged with only one opponent.

COST 10

FEINT

Spend or ()()() generated on a missed melee attack to upgrade difficulty of opponent's next attack targeting the character by ranks in Feint.

COST 10

PARRY

When hit by a melee attack while wielding a melee weapon or lightsaber, suffer 3 strain to reduce damage by 2 plus ranks in Parry.

COST 15

FEINT

Spend or YYYY generated on a missed melee attack to upgrade difficulty of opponent's next attack targeting the character by ranks in Feint.

COST 15

PARRY

When hit by a melee attack while wielding a melee weapon or lightsaber, suffer 3 strain to reduce damage by 2 plus ranks in Parry.

COST 15

PARRY

When hit by a melee attack while wielding a melee weapon or lightsaber, suffer 3 strain to reduce damage by 2 plus ranks in Parry.

COST 15

INTENSE PRESENCE

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

COST 20

IMPROVED PARRY

When parrying a hit that generated 🗑 or 📀 📀 📀 , may hit attacker once with Lightsaber, Brawl, or Melee weapon (dealing base damage), after original attack resolves.

COST 20

GRIT

Gain +1 strain threshold.

COST 20

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 20

DEDICATION

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

SUM DJEM

May spend ⊕ or ♥ ♥ with a successful Lightsaber attack to disarm opponent.

COST 25

MAKASHI FINISH

As an action, make a Lightsaber (Presence) attack against engaged target, adding \(\subseteq \text{up to} \) Force rating. Spend ① to add +10 to any resulting Critical Injury rolls.

COST 25

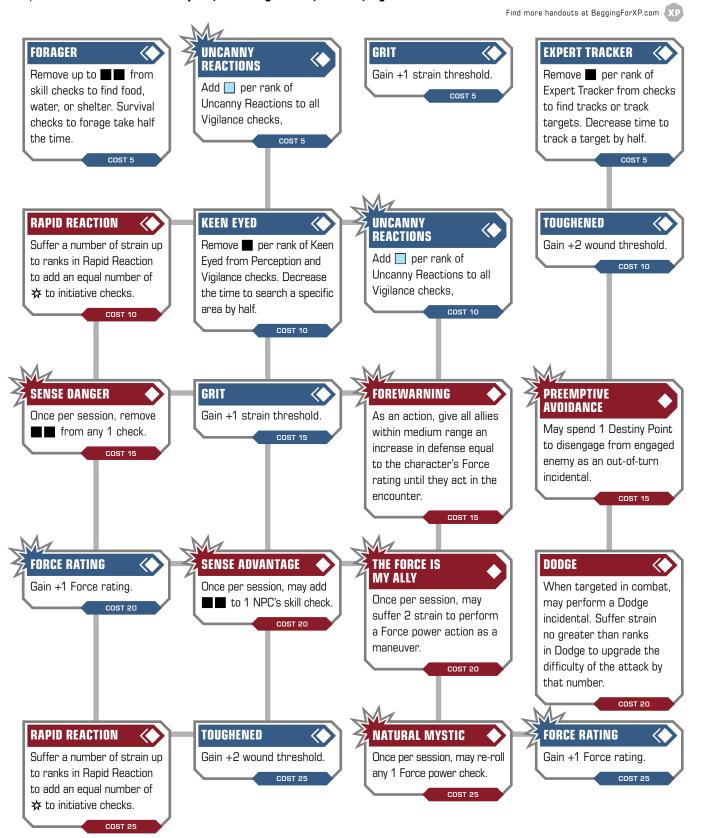
MAKASHI FLOURISH

Once per encounter, as an action make a 🔷 🔷 Lightsaber (Presence) check. 1 engaged opponent suffers strain equal to 🔅, and heal an equal amount of strain.



PASSIVE PASSIVE FORCE TALENT

Spec Bonus Career Skills: Discipline, Knowledge (Lore), Survival, Vigilance



SEEKER ATARU STRIKER

PASSIVE RANKED STORCE TALENT

Spec Bonus Career Skills: Athletics, Coordination, Lightsaber, Perception

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ХР

CONDITIONED

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

COST 5

PARRY

When hit by a melee attack while wielding a melee weapon or lightsaber, suffer 3 strain to reduce damage by 2 plus ranks in Parry.

OST 5

JUMP UP

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

COST 5

QUICK DRAW

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

COST 5

DODGE

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

COST 10

REFLECT

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

COST 10

ATARU TECHNIQUE

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

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 STRIKE

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

COST 15

REFLECT

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

COST 15

PARRY

When hit by a melee attack while wielding a melee weapon or lightsaber, suffer 3 strain to reduce damage by 2 plus ranks in Parry.

COST 15

IMPROVED PARRY

COST 15

DODGE

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

COST 20

HAWK BAT SWOOP

As an action, make a Lightsaber (Agility) attack against a target within short range, adding \(\rightarrow\) up to Force rating. Spend \(\rightarrow\) to engage target and \(\rightarrow\) to check.

COST 20

SABER SWARM

As a maneuver, spend 1 strain to give the next Lightsaber (Agility) combat check this turn the Linked quality equal to Force rating during the check.

COST 20

CONDITIONED

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

COST 20

PARRY

When hit by a melee attack while wielding a melee weapon or lightsaber, suffer 3 strain to reduce damage by 2 plus ranks in Parry.

COST 25

DEDICATION

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

COST 25

SABER THROW

As an action, make a Lightsaber attack as a ranged attack at a target within medium range.

Add \(\subseteq \text{up to Force rating.} \)

Must spend \(\begin{center} \text{and succeed to hit target. Spend } \(\begin{center} \text{to return weapon to hand.} \)

COST 25

BALANCE

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

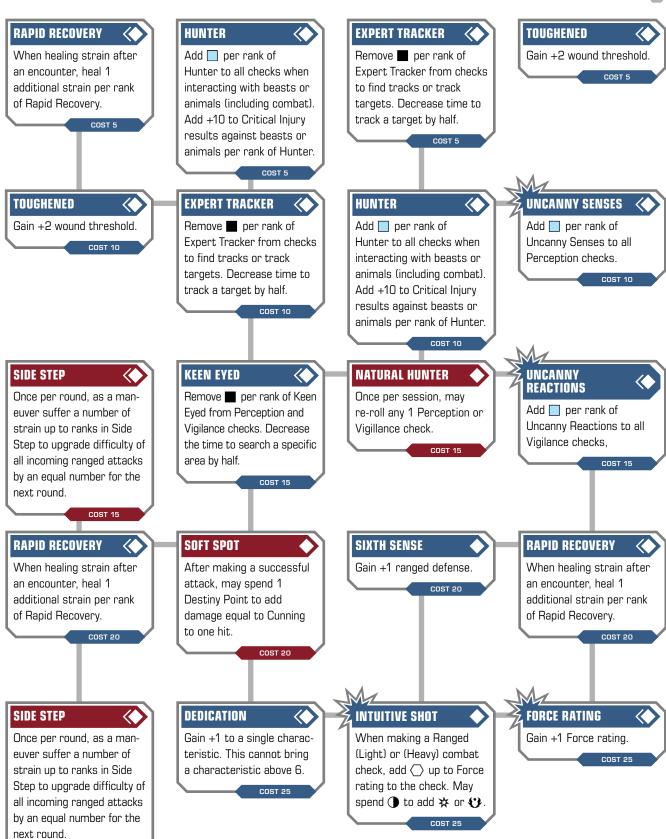
SEEKER HUNTER

COST 25

ACTIVE PASSIVE RANKED

Spec Bonus Career Skills: Coordination, Ranged (Heavy), Stealth, Vigilance



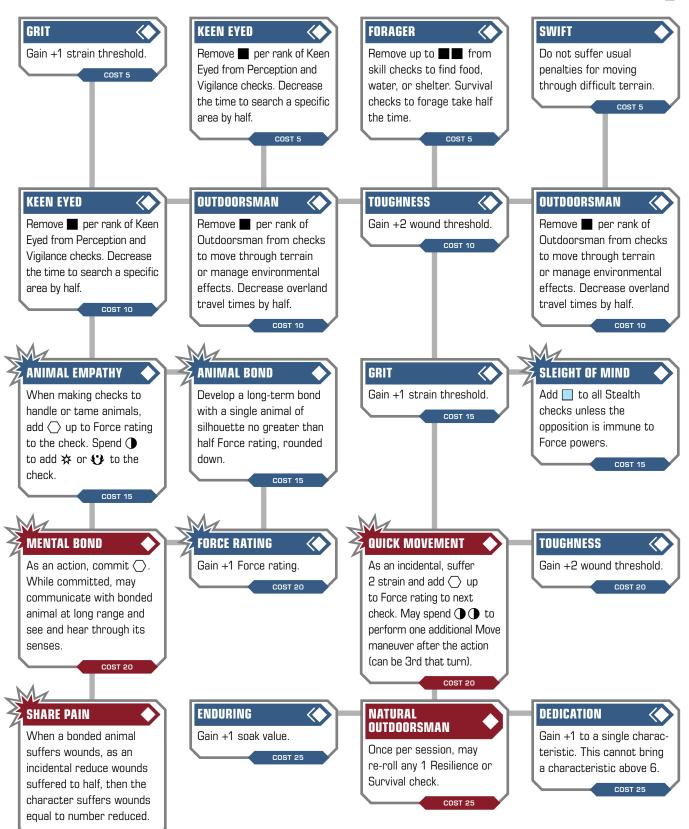


SEEKER PATHFINDER

ACTIVE PASSIVE RANKED

Spec Bonus Career Skills: Medicine, Ranged (Light), Resilience, Survival





SENTINEL ARTISAN

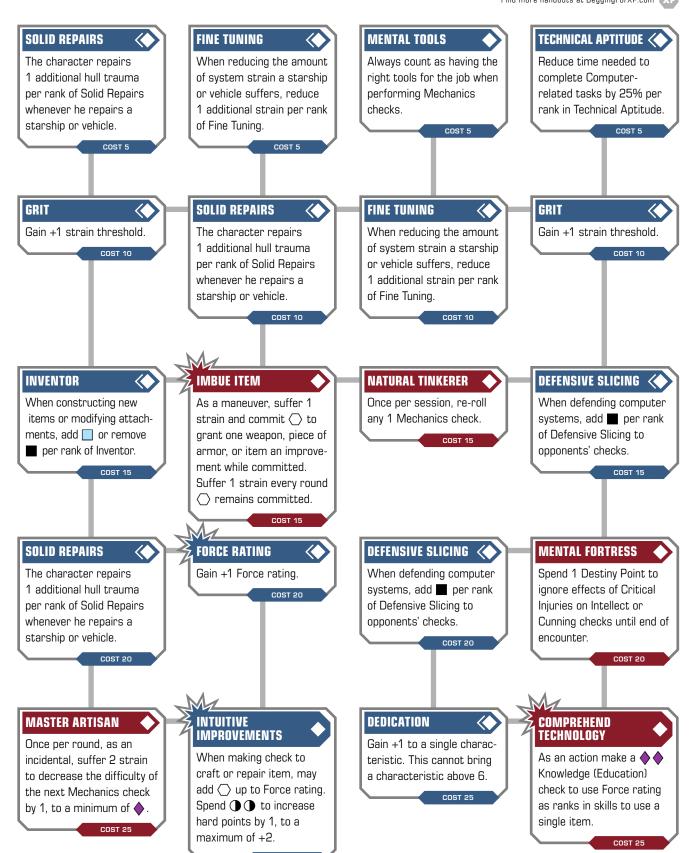
ACTIVE PASSIVE RANKED

Spec Bonus Career Skills: Astrogation, Computers, Knowledge (Education), Mechanics

RANKED

FORCE TALENT

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SENTINEL SHADOW

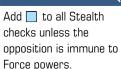
ACTIVE PASSIVE RANKED FORCE TALENT

Spec Bonus Career Skills: Knowledge (Underworld), Skulduggery, Stealth, Streetwise

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SLEIGHT OF MIND



COST 5

STREET SMARTS

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

COST 5

CODEBREAKER

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

 $\langle\!\langle \rangle$

INDISTINGUISHABLE <

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

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 or 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.

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 in combat, may perform a Dodge incidental. Suffer strain no greater than ranks in Dodge to upgrade the difficulty of the attack 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, as an action make a $\spadesuit \spadesuit$ Deception check to immediately end the effects of the power.

CODEBREAKER

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

COST 20

NOW YOU SEE ME

Once per session, as an action make a \diamondsuit Deception check to make a number of NPCs equal to Cunning within medium range forget about the character.

COST 20

DODGE

When targeted in combat, may perform a Dodge incidental. Suffer strain no greater than ranks in Dodge to upgrade the difficulty of the attack 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.

DEDICATION

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

SENTINEL SHIEN EXPERT

ACTIVE PASSIVE RANKED FORCE TALENT

Spec Bonus Career Skills: Athletics, Lightsaber, Resilience, Skulduggery

Find more handouts at BeggingForXP.com (XP

SIDE STEP

Once per round, as a maneuver suffer a number of strain up to ranks in Side Step to upgrade difficulty of all incoming ranged attacks by an equal number for the next round.

COST 5

CONDITIONED

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

COST 5

STREET SMARTS



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

COST 5

REFLECT



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

COST 5

TOUGHENED



Gain +2 wound threshold.

COST 10

PARRY



When hit by a melee attack while wielding a melee weapon or lightsaber, suffer 3 strain to reduce damage by 2 plus ranks in Parry.

When an attack misses the

🗑 or 🚱 🚱, may upgrade

attack against the attacker

during the encounter once.

character and generates

next Lightsaber(Cunning)

COUNTERSTRIKE

COST 10

SHIEN TECHNIQUE



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

COST 10

REFLECT



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

COST 10

PARRY



When hit by a melee attack while wielding a melee weapon or lightsaber, suffer 3 strain to reduce damage by 2 plus ranks in Parry.

GRIT



Gain +1 strain threshold.

COST 15

IMPROVED REFLECT

When reflecting a hit that

generated 🕤 or 🤄 🔄 🤄, may hit one attacker in medium range with the same damage as the initial hit, after original attack resolves.

COST 15

DJEM SO DEFLECTION



After using Reflect, may spend 1 Destiny Point to perform the Move maneuver as an out-of-turn incidental to close the distance with or engage opponent.

COST 20

DEFENSIVE STANCE



COST 15

Once per round, as a maneuver suffer a number of strain up to ranks in Defensive Stance to upgrade difficulty of all incoming melee attacks by an equal number for the next round.

COST 20

SABER THROW



As an action, make a Lightsaber attack as a ranged attack at a target within medium range. Add \bigcirc up to Force rating.

Must spend () and succeed to hit target. Spend () to return weapon to hand.

COST 20

REFLECT



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



Suffer 2 strain to add damage equal to Brawn to next Lightsaber combat check made that turn.

DEDICATION



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

COST 25



As an action, make a Lightsaber (Cunning) attack. Add \bigcirc up to Force rating. Spend (to add Y to the next combat check the target makes.

SUPREME REFLECT

If the user did not make a combat check during previous turn, may suffer 1 strain to use Reflect.

WARRIOR AGGRESSOR

PASSIVE RANKED FORCE TALENT

ACTIVE

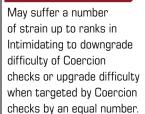
Spec Bonus Career Skills: Coercion, Knowledge (Underworld), Ranged (Light), Streetwise

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CONFLICT COST 🛞



INTIMIDATING



PLAUSIBLE DENIABILITY

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

COST 5

GRIT Gain +1 strain threshold.

COST 5

TOUGHENED

Gain +2 wound threshold.

COST 5

FEARSOME

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

COST 10

COST 5

INTIMIDATING

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

COST 10

� ∢

PREY ON THE WEAK

Add +1 damage to one hit of successful combat checks against disoriented targets per rank of Prey on the Weak.

COST 10

SENSE ADVANTAGE

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

COST 10

FEARSOME

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

COST 15

TERRIFY

As an action, make a $\Diamond \Diamond \Diamond$ Coercion check, adding () no greater than Force rating. Disorient 1 target within medium range per 🗱. Spending

- (*) (*) extends duration and
- immobilizes affected target.

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 15

TOUGHENED

Gain +2 wound threshold.

COST 15

GRIT

Gain +1 strain threshold.

COST 20

IMPROVED TERRIFY

Reduce the difficulty of Terrify's check to \diamondsuit and may spend & to stagger an affected target.

COST 20

COST 15

PREY ON THE WEAK

Add +1 damage to one hit of successful combat checks against disoriented targets per rank of Prey on the Weak.

HEROIC FORTITUDE

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

FORCE RATING

Gain +1 Force rating.

COST 25

FEARSOME

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

COST 25

DEDICATION

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

AGAINST ALL ODDS

When incapacitated, perform an Against all Odds action; make $\spadesuit \spadesuit \spadesuit$ Resilience check with (equal to Force rating. Heal wounds equal to 🔅, spend

① to add ※.

WARRIOR SHII-CHO KNIGHT

ACTIVE

PASSIVE

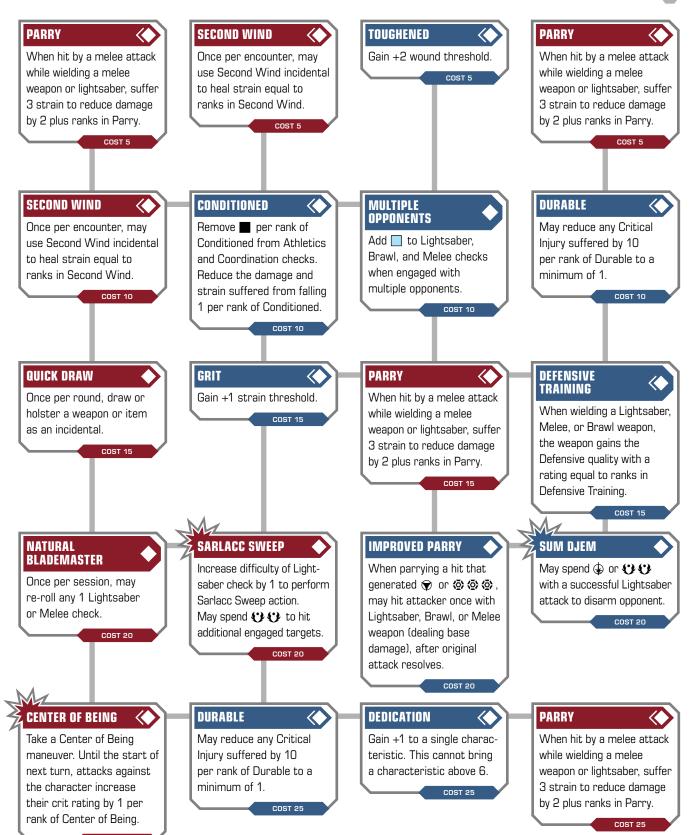
RANKED

CE TALENT

Spec Bonus Career Skills: Athletics, Coordination, Lightsaber, Melee

FORCE TALENT **

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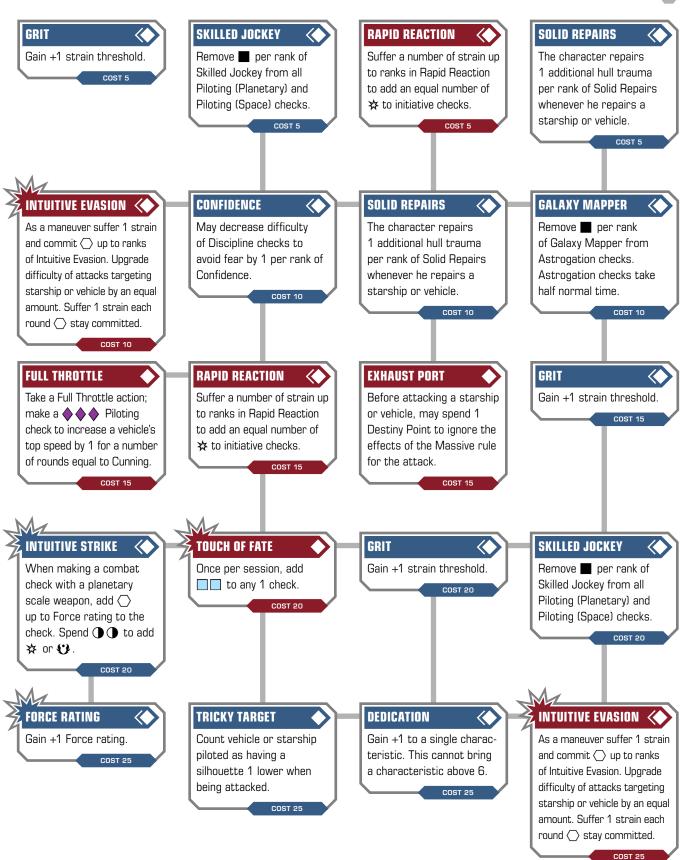


WARRIOR STARFIGHTER ACE

ACTIVE PASSIVE RANKED CE TALENT

Spec Bonus Career Skills: Astrogation, Gunnery, Mechanics, Piloting (Space)





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FORCE POWER BATTLE MEDITATION

Prerequisites: Force Rating 2+

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 this 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. The user may not activate this multiple times. COST 15 MAGNITUDE RANGE CONTROL Spend (to affect a When making a Battle Meditation power check, the user may Spend (to increase power's range by a number number of additional make a \leftarrow Leadership check as part of the pool. If the user is targets equal to Presence of range bands equal to able to activate the power and succeeds on the check, he may per rank of Magnitude Range upgrades purchased. send simple orders as part of the power. upgrades purchased. COST 5 COST 10 MAGNITUDE RANGE **STRENGTH** Spend (to affect a Spend (to increase Spend (1) to add one additional automatic * to affected number of additional power's range by a number characters. The user may activate this multiple times. of range bands equal to targets equal to Presence per rank of Magnitude Range upgrades purchased. upgrades purchased. COST 10 MAGNITUDE RANGE **DURATION** Spend ① to affect a Spend ① to increase Commit $\bigcirc \bigcirc \bigcirc \bigcirc$ to sustain the ongoing effects of the power number of additional power's range by a number on each affected target while it remains in range. targets equal to Presence of range bands equal to COST 25 per rank of Magnitude Range upgrades purchased. upgrades purchased. MAGNITUDE CONTROL **MASTERY** Spend () to affect a May suffer 4 strain to If no • were used to generate •, choose one skill. While number of additional change the range of power under the effects of the power, each affected target counts targets equal to Presence and range upgrades to as having the same number ranks in the chosen skill as the per rank of Magnitude planetary scale. target with the most ranks in the skill. upgrades purchased. If the user used any ● to generate ①, each affected character must make a

Discipline check if he wishes to resist obeying orders given by the user as part of this power.

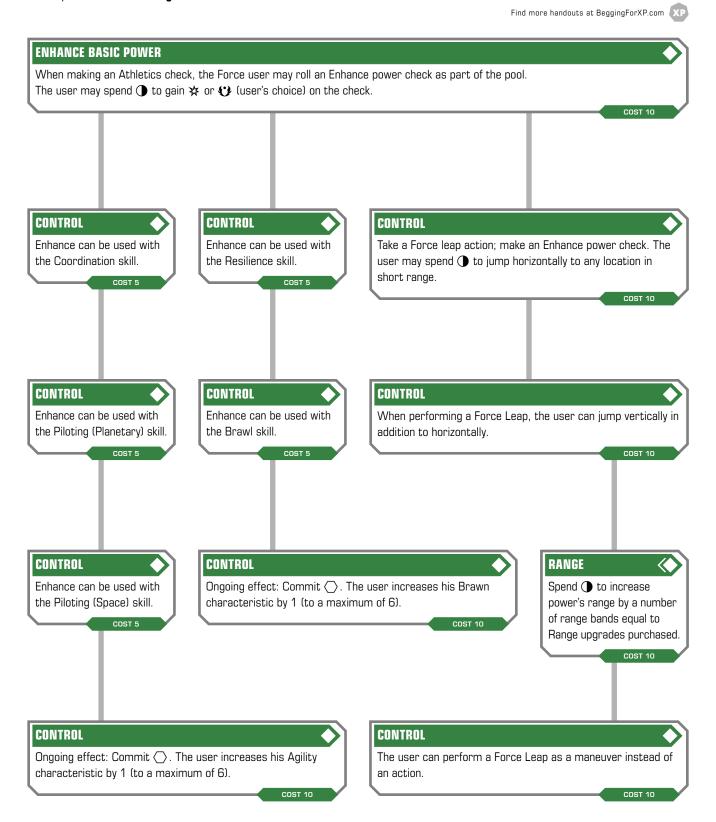
FORCE POWER BIND

Prerequisites: Force Rating 2+

Find more handouts at BeggingForXP.com **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 10 to generate (), the target also suffers 1 wound per () spent on the check (ignoring soak). RANGE CONTROL MAGNITUDE **STRENGTH** Spend () to increase Spend (to affect Spend () to disorient the Spend (). While affected by 1 additional target target for a number of Bind, a target suffers strain power's range by a number of range bands equal to within range per rank of rounds equal to Strength equal to the user's Willpower Range upgrades purchased. Magnitude purchased. upgrades purchased. whenever the target takes an action. COST 10 COST 15 COST 10 RANGE **MAGNITUDE STRENGTH** DURATION Spend ① ① to affect Spend ① to disorient the Spend () to increase Commit \bigcirc \bigcirc to power's range by a number 1 additional target target for a number of sustain the ongoing effects rounds equal to Strength of range bands equal to within range per rank of of the power on each Range upgrades purchased. Magnitude purchased. upgrades purchased. affected target. COST 15 COST 20 COST 15 CONTROL **MAGNITUDE** STRENGTH Spend () to move the Spend ① ① to affect Spend ① to disorient the target for a number of rounds equal target one range band 1 additional target to Strength upgrades purchased. closer or farther away. within range per rank of COST 15 Magnitude purchased. COST 10 COST 25 RANGE **MASTERY** Spend ① to increase When the user is making a Bind power check, if the check was not already opposed, the user may power's range by a number roll an opposed Discipline vs. Discipline check against one target of the power. If no ● were used of range bands equal to to generate () and the user succeeds on the check, he may immediately stagger the target until Range upgrades purchased. the end of his next turn. If any
were used to generate
and the check succeeds, the target suffers a Critical Injury, adding +10 to the roll per spent on the check. COST 20

FORCE POWER ENHANCE

Prerequisites: Force Rating 1+



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FORCE POWER FORESEE

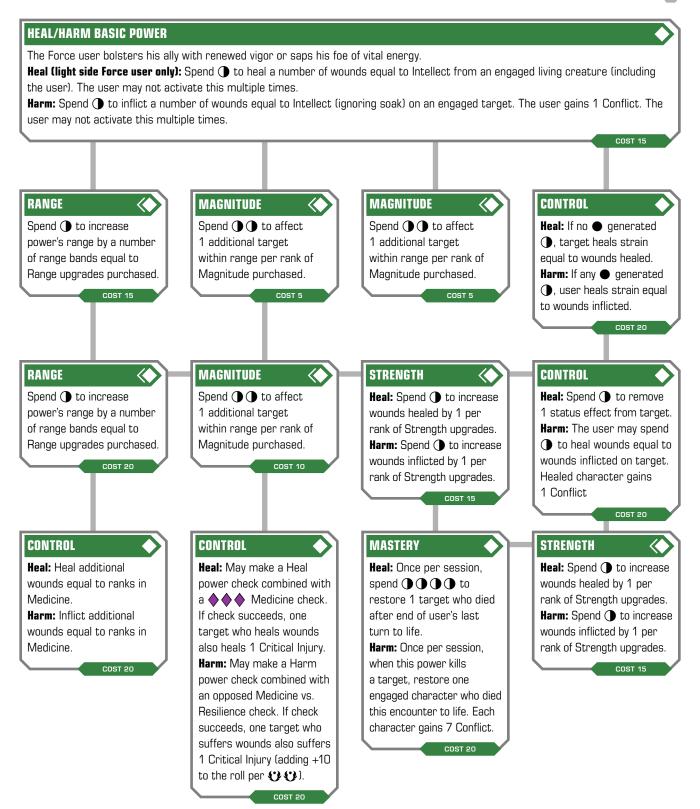
Prerequisites: Force Rating 1+

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 future. CONTROL STRENGTH When making a skill check to determine initiative, the Force user may roll a Foresee power check Spend (to pick out as part of the pool. He may spend ① to gain 🔅 per point on the check. specific details equal to Strength upgrades purchased. COST 5 MAGNITUDE RANGE CONTROL **DURATION** Spend ① to increase Affected targets increase Spend (to increase days Spend (to increase power's range by a number their ranged and melee into the future the user targets affected equal to Magnitude upgrades of range bands equal to defense by 2 for the first may see equal to Duration purchased. Range upgrades purchased. round of combat. upgrades purchased. COST 5 COST 5 **MAGNITUDE** RANGE RANGE STRENGTH Spend () to increase Spend (to increase Spend () to increase Spend () to pick out targets affected equal power's range by a number power's range by a number specific details equal to Magnitude upgrades of range bands equal to of range bands equal to to Strength upgrades purchased. Range upgrades purchased. Range upgrades purchased. purchased. COST 5 COST 5 COST 5 CONTROL **DURATION** When performing a Foresee power check as part of an initiative check, the Force user may spend Spend (to increase days (1) to allow all affected targets to take one free maneuver before the first round of combat begins. into the future the user may see equal to Duration upgrades purchased.

FORCE POWER HEAL/HARM

Prerequisites: Force Rating 1+

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FORCE POWER INFLUENCE

Prerequisites: Force Rating 1+

Find more handouts at BeggingForXP.com **INFLUENCE BASIC POWER** The character may attempt to guide, shape, and even twist the thoughts and feelings of others. Special Rule (()/● use): When quiding and shaping thoughts, only ● may be used to generate negative emotions such as rage, fear, and hatred. Only O may be used to generate positive emotions such as peace, tranquility, and friendliness. Other emotions such as confusion can be generated with either \bigcirc or \blacksquare . The character may spend ① to stress the mind of one living target he is engaged with, inflicting 1 strain. COST 10 RANGE MAGNITUDE CONTROL Spend (to increase The Force user may make an opposed Discipline vs Discipline Spend () to increase power's range by a number targets affected equal check combined with an Influence Power check. If the user of Range bands equal to to Magnitude upgrades spends () and succeeds on the check, he can force the target range upgrades purchased. purchased. to adopt an emotional state or believe something untrue, lasting for 1 round or 5 minutes. COST 5 COST 5 COST 10 CONTROL **STRENGTH** When making a Coercion, Charm, Deception, Leadership, or Negotiation check, the Force user When stressing the mind may roll an Influence Power check as part of his dice pool. He may spend () to gain 🛪 or 😲 of a target, the character (user's choice) on the check. inflicts 2 strain. COST 10 RANGE MAGNITUDE **DURATION** DURATION Spend () to increase Spend () to increase Spend () to increase Spend () to increase duration by number of power's range by a number targets affected equal duration by number of of Range bands equal to to Magnitude upgrades rounds (or minutes) equal rounds (or minutes) equal range upgrades purchased. purchased. to Duration upgrades to Duration upgrades purchased. purchased. COST 10 RANGE MAGNITUDE **DURATION** DURATION Spend ① to increase Spend ① to increase Spend ① to increase Spend ① to increase duration by number of power's range by a number targets affected equal duration by number of of range bands equal to to Magnitude upgrades rounds (or minutes) equal rounds (or minutes) equal Range upgrades purchased. purchased. to Duration upgrades to Duration upgrades purchased. purchased. COST 10

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FORCE POWER MISDIRECT

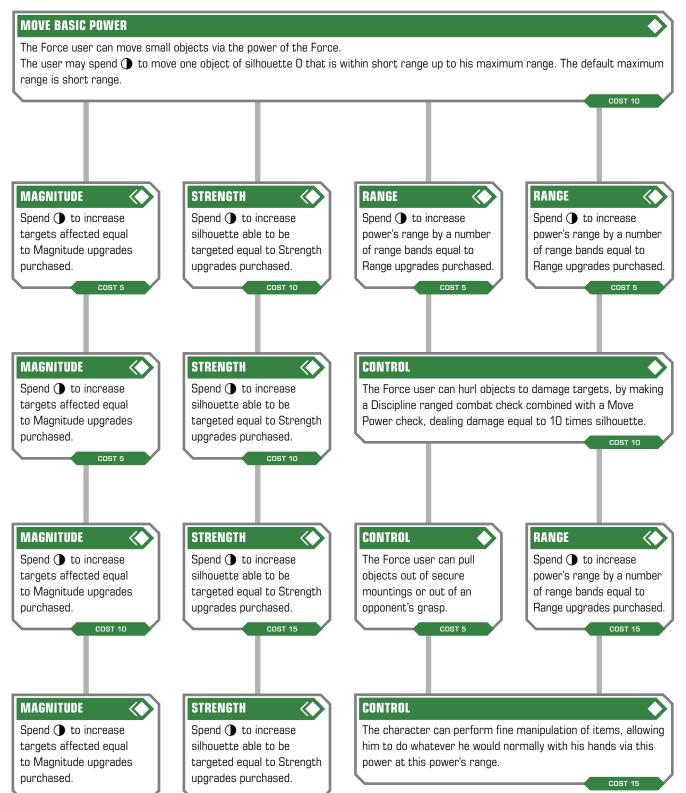
Prerequisites: Force Rating 1+

MISDIRECT BASIC POWER The Force user creates illusions to fool those around him. The user may spend () 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 turn, the target cannot see or sense the hidden person or object. RANGE DURATION CONTROL STRENGTH Spend () to increase Commit $\langle \rangle \langle \rangle$ to sustain Spend (to increase The user may alter the power's range by a number this power while the beguiled the silhouette of the perceived appearance of range bands equal to target remains in range. object obscured or illusion of the chosen person or Range upgrades purchased. created by 1 per Strength object instead of hiding it. COST 5 upgrade purchased. COST 5 COST 10 MAGNITUDE MAGNITUDE **STRENGTH** CONTROL Spend (to increase Spend () to affect Spend () to affect May use this power the silhouette of the additional targets equal additional targets equal to force the target to to Presence per rank of to Presence per rank of object obscured or illusion perceive a single illusory Magnitude purchased. Magnitude purchased. created by 1 per Strength person or object. upgrade purchased. COST 10 COST 10 COST 10 RANGE CONTROL STRENGTH MASTERY Spend () to increase Commit one or more \bigcirc Spend ① ① to increase Spend ① ① to obscure power's range by a number Add ❖ per ○ to all the silhouette of the additional objects or create of range bands equal to combat checks targeting object obscured or illusion illusions equal to Cunning created by 1 per Strength Range upgrades purchased. the Force user. plus Deception. upgrade purchased. COST 10 COST 15 RANGE STRENGTH Spend ① ① to increase the silhouette of the object obscured Spend ① to increase power's range by a number of range or illusion created by 1 per Strength upgrade purchased. bands equal to Range upgrades purchased. COST 15

FORCE POWER MOVE

Prerequisites: Force Rating 1+

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PROTECT/UNLEASH

Prerequisites: Force Rating 3+

Find more handouts at BeggingForXP.com XP 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 a $\spadesuit \spadesuit$ Discipline check as part of the pool. Spend (1) (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 a 🔷 🔷 Discipline check. 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. RANGE **STRENGTH** STRENGTH CONTROL Spend (to decrease Spend (to increase Protect: Spend (*) to gain Spend () to decrease damage or add damage damage or add damage defense equal to 😯 spent. power's range by a number of range bands equal to equal to ranks of Strength equal to ranks of Strength Unleash: Spend ** to Range upgrades purchased. upgrades purchased. upgrades purchased. inflict 1 strain on target. COST 5 COST 10 COST 10 RANGE MAGNITUDE RANGE CONTROL Spend (1) to increase Spend () to affect Spend (to increase Protect: Spend () to allow power's range by a number 1 additional target power's range by a number power to protect against of range bands equal to within range per rank of of range bands equal to all types of attacks. Range upgrades purchased. Magnitude upgrades. Range upgrades purchased. Unleash: Spend () to give the attack Ensnare 2. COST 10 COST 10 COST 10 COST 15 MAGNITUDE **STRENGTH STRENGTH** DURATION Spend ① to affect Spend ① to decrease Spend ① to decrease Protect: If no ● generated 1 additional target damage or add damage damage or add damage • the power reduces within range per rank of equal to ranks of Strength equal to ranks of Strength damage of all attacks Magnitude upgrades. upgrades purchased. upgrades purchased. hitting the target before the start of user's next turn. Unleash: Spend to give the attack Burn 2. COST 20 CONTROL MASTERY Protect: Light side Force users may spend ① ① to reflect Protect: Light side Force users may spend 1 Destiny Point to use Protect as an out-of-turn incidental once per session. all attacks they reduce to 0 damage, dealing damage equal to Unleash: Dark side Force users may spend 1 Destiny Point to initial attack to attacker. use Unleash as a maneuver once per session. **Unleash:** Dark side Force users may spend () to reduce critical rating of attacks to 1.

FORCE POWER SEEK

Prerequisites: Force Rating 1+

it moves.

Find more handouts at BeggingForXP.com **SEEK BASIC POWER** The Force user allows the will of the Force to lead the way to something lost or forgotten. The user may spend (1) (1) to gain insight into the general location or direction of a person or object that he knows about, regardless of current distance. The user may spend ① and succeed at a �� Vigilance check (or opposed Vigilance vs. Discipline check) to see through illusions. COST 10 MAGNITUDE CONTROL Spend () to gain one additional detail per Magnitude upgrade Ongoing effect: Commit (). Upgrade the ability of Vigilance purchased. and Perception checks once. **STRENGTH** MAGNITUDE MAGNITUDE Spend ① to gain one additional detail per Magnitude upgrade Spend () to eliminate 1 Spend () to gain one additional detail per Force-based illusion per purchased. rank of Strength upgrade Magnitude upgrade purchased. purchased. COST 10 COST 5 CONTROL STRENGTH MAGNITUDE Spend () to track one Spend ① to eliminate 1 Force-based illusion per rank of Spend () to gain one additional target. Strength upgrade purchased. additional detail per Magnitude upgrade COST 15 COST 15 purchased. COST 15 CONTROL **DURATION** MASTERY Commit () to continue Ongoing effect: Commit $\bigcirc\bigcirc\bigcirc$. The user's attacks gain Make Seek power check Pierce with rating equal to Cunning plus ranks in Perception and spend (to tracking target even when

(or increases existing Pierce by an equal amount.

add to combat checks against one target until the end of the encounter.

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FORCE POWER SENSE

Prerequisites: Force Rating 1+

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. CONTROL CONTROL Ongoing effect: Commit $\langle \rangle$. Once per round, when an attack Effect: Spend (). The Force user senses the current thoughts targets the Force user, he upgrades the difficulty of the pool of one living target with whom he is engaged. COST 10 **DURATION** RANGE **MAGNITUDE** Sense's ongoing effects may be triggered one additional time Spend () to increase Spend () to increase per round. power's range by a number number of targets of range bands equal to affected by power equal Range upgrades purchased. to Magnitude upgrades purchased. COST 5 COST 5 **STRENGTH** RANGE MAGNITUDE When using Sense's ongoing effects, upgrade the pool twice, Spend () to increase Spend () to increase instead of once. power's range by a number number of targets of range bands equal to affected by power equal Range upgrades purchased. to Magnitude upgrades purchased. COST 10 COST 10 CONTROL RANGE MAGNITUDE Ongoing effect: Commit (). Once per round, when making a Spend ① to increase Spend ① to increase combat check, he upgrades the ability of that check once. power's range by a number number of targets of range bands equal to affected by power equal Range upgrades purchased. to Magnitude upgrades purchased. COST 10

FORCE POWER SUPPRESS

Prerequisites: Force Rating 1+

Find more handouts at BeggingForXP.com 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 () to add automatic ▼ to Force power checks made against him or any ally within short range until the end of his next turn. STRENGTH **DURATION** RANGE Spend () to add additional automatic ▼ equal to Strength Ongoing effect: Commit () Spend (to increase upgrades purchased to hostile Force power checks. to sustain ongoing effects of power's range by a number the power on each affected of range bands equal to target while within range. Range upgrades purchased. COST 5 COST 5 CONTROL RANGE Commit one or more (); when an opponent targets the user with a Force power, after the Spend () to increase opponent generates () reduce the total () generated by 1 per () committed, to a minimum of 0. power's range by a number of range bands equal to Range upgrades purchased. COST 10 **STRENGTH** CONTROL RANGE Spend () to add additional automatic ▼ equal to Strength Spend 1 Destiny point to Spend () to increase upgrades purchased to hostile Force power checks. use Suppress as an out of power's range by a number turn incidental once per of range bands equal to session. Range upgrades purchased. COST 10 **MASTERY** CONTROL The user may make a Suppress power check along with an Whenever a Force user targets a character affected by Suppress with a hostile Force power, if that opponent used opposed Discipline vs Discipline check targeting another Force user within short range. If the user spends () and to generate ① on the check, he suffers strain equal to the succeeds on the check, the target Force user immediately user's ranks in Discipline. uncommits all \(\rightarrow \) and ends all ongoing effects of Force powers and Force talents that required committed \bigcirc .