For over a thousand generations, the Jedi Knights were the guardians of peace and justice in the Republic. Their skills were legendary: Athletics, Coordination, Discipline, Leadership, Perception, Vigilance, Lightsaber, Knowledge (Education). They were adept at much and had the ever-present, mystical Force to guide them. But that was before the Empire. Jedi player characters at the Edge of the Empire will find just living to be a daunting prospect. The player chooses 3 of the career skills, each in which to train a single rank at character creation. Jedi must start with Force Rating 1. At character creation, they may either buy into the Force-Sensitive Exile specialization or spend 10 XP to attain Force Rating 1. Playing a Jedi in Edge of the Empire requires express GM permission, and is especially inappropriate for Rebellion-Era games.

A JEDI’S LIGHTSABER

More than a tool or weapon iconic of the Jedi; the lightsaber is a symbol of light and life. But for a Jedi at the Edge of the Empire, it is a liability and a beacon for agents of evil. The player and GM should discuss lightsabers at character creation, including whether it would be appropriate for the Jedi player character to have one.

THE ROLE OF THE JEDI

Jedi these days spend most of their time simply trying to survive. Refugees by necessity, they have few friends and many hunters. This has led some to put away their lightsabers and eschew their connection to the Force, though some might prefer to stand and fight the dominant Sith power. Still others try to walk the line, holding true to their Jedi ideals but with the realization that to live, you’ve got to be smarter than those trying to kill you.

Many erstwhile “Jedi” now live as exiles; these characters should start generally start in a different career—whatever fits their new lifestyle—and begin play with access to the Force-Sensitive Exile talent tree rather than the Jedi career.

The true Jedi will always fight for justice and peace, and each Jedi refugee attempts to find his or her own way in which to do this. Many will latch onto powerful crime lords or smuggler organizations, playing their part and biding their time until action is called for. Whatever their choice of safe haven, they live under the constant threat of annihilation, and as such do well in keeping their identities a closely-guarded secret.

JEDI SPECIALIZATIONS

The three traditional archetypes of Jedi are presented here. Some may well choose to branch into other careers in order to expand their skillfulness and abilities, but their rather unique abilities make for some interesting characters.

GUARDIAN – THE FIRST LINE OF DEFENSE

Concentrating on martial training, Guardians engage in combat more than other Jedi. Descended from the Order’s founders whose role in the galaxy was to defend the weak and uphold the laws of the Galactic Republic, the Guardians were often seen as representatives of the Order and the classic Jedi weapon: the lightsaber.

The Guardian focuses on what skills can give him an edge in combat: Leadership, Lightsaber, Melee, Pilot (Space). This means that he can start out with two ranks in Lightsaber for free. The Guardian talent tree reflects the physical acuity and conditioning for which Jedi are known, as well as reliance on the Force that is central to the Jedi code.

SENTINEL – THE JEDI SPECIALIST

In a galaxy full of Dark deceit, the Sentinel exists as a hidden champion of the Light. Trained in various jobs for which most Jedi would be ill-equipped, a Sentinel has a bag of tricks and techniques that can make him an expert at just about anything. Sentinels are masterful infiltrators, stealthy Shadows, investigators, and Watchmen.

The Sentinel’s bonus career skills Mechanics, Stealth, Streetwise, and Knowledge (Underworld) make him well-suited for life on the Edge. He’s true to the Jedi code, yes, but he has been trained to work deep under cover—he can handle many a tasteless job and won’t get squeamish along the way.

CONSULAR – A FORCE FOR GOOD

The Jedi Consular is a scholar, researcher, meditator, healer, and student of the Force. Seeking harmony in all matters, the Consular is rarely seen drawing or ignoring his lightsaber. He prefers to arm himself with knowledge and diplomacy, protecting himself and others by physical means only as a last resort.

A Consular might focus his learning on Discipline and use of the Force, or he might spend his time learning the art of Medicine. Negotiate can help the diplomatic Consular get ahead in sticky situations, and Knowledge (Lore) is a staple of any scholar.
Jedi: Guardian Talent Tree

Prerequisite: Force Rating 1+

Career Skills: Athletics, Cool, Coordination, Discipline, Perception, Vigilance, Lightsaber, Knowledge (Education)
Guardian Bonus Skills: Leadership, Lightsaber, Melee, Pilot (Space)

- **Jump Up**: Once per round, may stand from seated or prone as an incidental.
- **Deflection**: Your lightsaber gains a Deflection rating equal to ranks in Deflection.
- **Lightsaber Focus**: Add 1 damage per rank of Lightsaber Focus to damage inflicted while using the Lightsaber skill.
- **Defense**: Your lightsaber gains a Defensive rating equal to ranks in Defense.

- **Second Wind**: Once per encounter use Second Wind incidental to recover strain equal to ranks in Second Wind.
- **Confidence**: May decrease difficulty of any Discipline check to avoid fear by 1 per rank of Confidence.
- **Redirection**: Suffer 2 strain when targeted by a blaster attack to engage in a competitive check, adding to your Lightsaber pool.
- **Disciplined Strike**: Perform a Disciplined Strike maneuver to remove per rank of Disciplined Strike from Lightsaber checks.

- **Toughness**: Gain +1 wound threshold.
- **Guardian**: Perform a Guardian action to protect a single engaged ally. Until your next turn, any combat checks target you instead of that ally.
- **Defense**: Your lightsaber gains a Defensive rating equal to ranks in Defense.
- **Command**: Add to Leadership checks (or other skill checks used to inspire, rally, or lead others). Allies affected by this skill add to their Discipline checks to avoid fear effects.

- **Natural Duelist**: Once per session reroll any one Lightsaber check.
- **Armor Master**: When wearing armor, increase total soak value by 1.
- **Inspiring Rhetoric**: Take an Inspiring Rhetoric Action; make an Average (Leadership check. Each causes 1 ally in close range to recover 1 strain. Spend to cause 1 affected ally to recover 1 additional strain.
- **Deflection**: Your lightsaber gains a Deflection rating equal to ranks in Deflection.

- **Force Rating**: Gain +1 Force Rating.
- **Improved Guardian**: Suffer 1 strain to perform the Guardian action as a maneuver.
- **Dedication**: Gain +1 to 1 characteristic. This cannot bring a characteristic above 6.
- **Force Body**: Once per session, spend 1 Destiny Point and suffer 4 strain to ignore the effects of strain for a number of rounds equal to twice the character’s Force Rating.

**PASSIVE ABILITY**

- **Deflection**: Your lightsaber gains a Deflection rating equal to ranks in Deflection.
- **Improve Guardian**: Suffer 1 strain to perform the Guardian action as a maneuver.
- **Dedication**: Gain +1 to 1 characteristic. This cannot bring a characteristic above 6.
- **Force Body**: Once per session, spend 1 Destiny Point and suffer 4 strain to ignore the effects of strain for a number of rounds equal to twice the character’s Force Rating.
Jedi: Sentinel Talent Tree

Prerequisite: Force Rating 1+

Career Skills: Athletics, Cool, Coordination, Discipline, Perception, Vigilance, Lightsaber, Knowledge (Education)

Sentinel Bonus Skills: Mechanics, Stealth, Streetwise, Knowledge (Underworld)

- **Disciplined Strike**: Remove 1 point per rank of Disciplined Strike from Lightsaber checks.
- **Quick Draw**: Once per round, may draw or holster a weapon or accessible item as an incidental.
- **Indistinguishable**: Upgrade difficulty of checks to identify character once per rank of Indistinguishable.
- **Grit**: Gain +1 strain threshold.
- **Quick Strike**: Add 1 point per rank of Quick Strike to combat checks against targets that have not acted yet.
- **Stalker**: Add 1 point per rank of Stalker to all Stealth and Coordination checks.
- **Sentinel**: Skill checks with 1 made against the character are upgraded once per rank of Sentinel.
- **Rapid Reaction**: Suffer a number of strain to add an equal number of strain to initiative checks. Strain suffered this way cannot exceed strains in Rapid Reaction.
- **Defense**: Your lightsaber gains a Defensive Rating equal to ranks in Defense.
- **Well Rounded**: Choose any 2 Skills. They permanently become Career Skills.
- **Sense Emotions**: Add 1 to all Charm, Coerce, and Deceit checks unless the target is immune to Force powers.
- **Shortcut**: During a chase, add 1 point per ranks in Shortcut to any checks made to catch or escape an opponent.
- **Deflection**: Your lightsaber gains a Deflection rating equal to ranks in Deflection.
- **Intense Focus**: Perform an Intense Focus maneuver; suffer 1 strain and upgrade the ability of next skill check once.
- **Balance**: When the character recovers strain at the end of an encounter, he may roll 1 per Force Rating. He regains additional strain equal to generated.
- **Street Smarts**: Remove 1 point per rank of Street Smarts from Streetwise or Knowledge (Underworld) checks.
- **Force Rating**: Gain +1 Force Rating.
- **Dedication**: Gain +1 to 1 characteristic. This cannot bring a characteristic above 6.
- **Sentinel**: Skill checks with 1 made against the character are upgraded once per rank of Sentinel.
- **Utility Belt**: Spend 1 Destiny Point as an incidental; produce a previously undocumented tool from a utility belt or satchel, with a rarity no greater than 3. This may not be a weapon.
Jedi: Consular Talent Tree
Prerequisite: Force Rating 1+

Career Skills: Athletics, Cool, Coordination, Discipline, Perception, Vigilance, Lightsaber, Knowledge (Education)
Consular Bonus Skills: Discipline, Medicine, Negotiate, Knowledge (Lore)

- **Resolve**: When a character involuntarily suffers strain, he suffers 1 less strain per rank of Resolve, to a minimum of 1.
- **Consular**: Remove ■ per rank of Consular from all checks with ○ present.
- **Skilled Advisor**: When assisting a skill check, add ▲ in addition to the normal benefits.
- **Grit**: Gain +1 strain threshold.
- **Force Healer**: A character is always considered to have all the benefits of a medpac.
- **Surgeon**: When making a Medicine check to help a character recover wounds, the target recovers 1 additional wound per rank of Surgeon.
- **Knowledge Specialization**: When first acquired, choose one Knowledge skill. The character can spend ▲ to gain additional ● on that Knowledge check equal to ranks in Knowledge Specialization.
- **Nobody’s Fool**: May upgrade difficulty of incoming Charm, Coerce, or Deceit checks once per rank of Nobody’s Fool.
- **Grit Specialization**: Gain +1 strain threshold.
- **Knowledge**: Add ▲ to all Charm, Coerce, and Deceit checks unless the target is immune to Force powers.
- **Consular**: Remove ■ per rank of Consular from all checks with ○ present.
- **Sense Emotions**: May add ● per Force rating to Charm, Coerce, or Deceit checks. ○ and ▲ add ● to some checks and ▼ to others.
- **Natural Control**: Once per session, reroll one Discipline or Leadership check.
- **Absorption**: Spend a Destiny Point after taking damage to turn it into Strain damage instead.
- **Skilled Power**: Spend ▲ when making a Force power check to perform the same Force power again as a maneuver.
- **Overwhelm Emotions**: May add ● per Force rating to Charm, Coerce, or Deceit checks. ○ and ▲ add ● to some checks and ▼ to others.
- **Consular**: Remove ■ per rank of Consular from all checks with ○ present.
- **Force Rating**: Gain +1 Force Rating.
- **Surgeon**: When making a Medicine check to help a character recover wounds, the target recovers 1 additional wound per rank of Surgeon.
TALENT DESCRIPTIONS

ABSORPTION
Activation: Active (Incidental, out of turn)
Ranked: No
Trees: Consular
The character may spend a Destiny Point when taking damage from an attack to turn any wound damage from the attack into strain damage.

CONSULAR
Activation: Passive
Ranked: Yes
Trees: Consular
The character may remove per rank of Consular from any skill check where 1 or more are included in the pool.

DEFENSE
Activation: Passive
Ranked: Yes
Trees: Guardian, Sentinel
When the character wields a lightsaber, it gains a Defensive rating equal to ranks in the Defense talent (see page 106 of Edge of the Empire Beta).

DEFLECTION
Activation: Passive
Ranked: Yes
Trees: Guardian, Sentinel
When the character wields a lightsaber, it gains a Deflection rating equal to ranks in the Deflection talent (see page 106 of Edge of the Empire Beta).

DISCIPLINED STRIKE
Activation: Active (Maneuver)
Ranked: Yes
Trees: Guardian, Sentinel
The character can perform a Disciplined Strike maneuver, removing per rank of Disciplined Strike from the next Lightsaber check.

FORCE BODY
Activation: Active (Incidental)
Ranked: No
Trees: Guardian
Once per session, as an incidental the character may suffer 4 strain and spend a Destiny Point to ignore the effects of strain for a number of minutes, or rounds in combat, equal to twice his Force rating. During this time, the character can still suffer strain, but cannot be incapacitated by it.

FORCE HEALER
Activation: Passive
Ranked: No
Trees: Consular
The character is always considered to have the benefits of a medpac: he can make Medicine checks without penalty, adds to all Medicine checks to heal wounds, and can grant the benefits of a stimpack once per scene to any 1 target.

GUARDIAN
Activation: Active (Action)
Ranked: No
Trees: Guardian
The character may spend a Guardian action to protect one ally he is engaged with. For the rest of the turn, the ally cannot be targeted by ranged combat checks as long as he remains engaged with the character.

IMPROVED GUARDIAN
Activation: Passive
Ranked: No
Trees: Guardian
The character may suffer one strain to perform the Guardian talent as a maneuver.

LIGHTSABER FOCUS
Activation: Passive
Ranked: Yes
Trees: Guardian
The character deals +1 damage on all successful Lightsaber checks per rank of Lightsaber Focus.

MASTER DUELIST
Activation: Active (Incidental)
Ranked: No
Trees: Guardian
Once per round, the character may voluntarily suffer two strain to decrease the difficulty of the next Lightsaber check by one, to a minimum of Easy ( ).

NATURAL CONTROL
Activation: Active (Incidental)
Ranked: No
Trees: Consular
Once per game session, the character may reroll any 1 Discipline or Leadership check.
NATURAL DUELIST
Activation: Active (Incidental)
Ranked: No
Trees: Guardian
Once per game session, the character may reroll any 1 Lightsaber check.

REDIRECTION
Activation: Active (Incidental, Out of Turn)
Ranked: No
Trees: Guardian
When the character is armed with a lightsaber and is the target of a combat check from a blaster weapon, the character may attempt to redirect the blaster attack at any other enemy within range. The character suffers 2 strain to turn the combat check into a competitive check (see page 21 of the Edge of the Empire Beta). The character uses his Lightsaber skill to form a competitive pool, applying the required difficulty for ranged combat and adding ⚡. The attack is considered to be originating from the winner of the competitive check, but retains the base damage, range, and critical rating of the blaster weapon.

SENTINEL
Activation: Passive
Ranked: Yes
Trees: Sentinel
When targeted by a skill check in which ⚪️ are present, or by a Force power, the character may upgrade the difficulty of the skill check once per rank of Sentinel.

SKILLED ADVISOR
Activation: Passive
Ranked: Yes
Trees: Consular
When the character performs the assist maneuver, he may add an additional ⚪️ per rank of Skilled Advisor.

SKILLFUL POWER
Activation: Passive
Ranked: No
Trees: Consular
When making a skill check to activate a Force power as an action, the character can spend ⚪️ to activate the same Force power as a maneuver in the same round.