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

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

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

- **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 1 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**

- **QUICK DRAW**
  - Once per round, draw or holster a weapon or holstered item as an incidental.
  - **COST 20**

- **STALKER**
  - Add 1 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**

- **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)

- **BRACE**
  Perform the Brace maneuver to remove 1 per rank of Brace from next Action. This may only remove 1 added by environmental circumstances.
  COST 5

- **TOUGHENED**
  Gain +2 wound threshold.
  COST 5

- **INTIMIDATING**
  May suffer a number of strain to downgrade difficulty of Coercion checks, or upgrade difficulty when targeted by Coercion checks, by an equal number. Strain suffered this way cannot exceed ranks in Intimidating.
  COST 5

- **DEFENSIVE STANCE**
  Once per round, may perform Defensive Stance maneuver and suffer a number of strain to upgrade difficulty of all incoming melee attacks by an equal number. Strain suffered this way cannot exceed ranks in Defensive Stance.
  COST 5

- **SPARE CLIP**
  Cannot run out of ammo due to 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 1.
  COST 20

- **INTIMIDATING**
  May suffer a number of strain to downgrade difficulty of Coercion checks, or upgrade difficulty when targeted by Coercion checks, by an equal number. Strain suffered this way cannot exceed ranks in Intimidating.
  COST 25

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

- **IMPROVED ARMOR MASTER**
  When wearing armor with a soak value of 2 or higher, increase defense by 1.
  COST 25

- **CRIPPLING BLOW**
  Increase the difficulty of next combat check by 1, if check deals damage, target suffers 1 strain whenever he moves for the remainder of the encounter.
  COST 25

Permission granted to print and photocopy this page for personal use. © LFL 2013.
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

- **FORAGER**
  - Remove up to \( \_ \) from skill checks to find food, water, or shelter. Survival checks to forage take half the time.  
  - **COST 5**

- **STALKER**
  - Add \( \_ \) per rank of Stalker to all Stealth and Coordination checks.  
  - **COST 5**

- **OUTDOORSMAN**
  - Remove \( \_ \) per rank of Outdoorsman from checks to move through terrain or manage environmental effects. Decrease overland travel times by half.  
  - **COST 10**

- **SWIFT**
  - Do not suffer usual penalties for moving through difficult terrain.  
  - **COST 10**

- **HUNTER**
  - Add \( \_ \) per rank of Hunter to all checks when interacting with beast or animals (including combat checks). Add +10 to Critical Injury results against beasts or animals per rank of Hunter.  
  - **COST 10**

- **EXPERT TRACKER**
  - Remove \( \_ \) per rank of Expert Tracker from checks to find tracks or track targets. Decrease time to track a target by half.  
  - **COST 15**

- **TOUGHEENED**
  - Gain +2 wound threshold.  
  - **COST 15**

- **EXPERT TRACKER**
  - Remove \( \_ \) per rank of Expert Tracker from checks to find tracks or track targets. Decrease time to track a target by half.  
  - **COST 20**

- **HUNTER**
  - Add \( \_ \) per rank of Hunter to all checks when interacting with beast or animals (including combat checks). Add +10 to Critical Injury results against beasts or animals per rank of Hunter.  
  - **COST 20**

- **STALKER**
  - Add \( \_ \) per rank of Stalker to all Stealth and Coordination checks.  
  - **COST 20**

- **Toughened**
  - Gain +2 wound threshold.  
  - **COST 20**

- **NATURAL OUTDOORSMAN**
  - Once per session, may re-roll any 1 Resilience or Survival check.  
  - **COST 20**

- **ENDURING**
  - Gain +1 soak value.  
  - **COST 25**

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

- **GRIT**
  - Gain +1 strain threshold.  
  - **COST 25**

- **BLOODED**
  - Add \( \_ \) per rank of Blooded to all checks to resist or recover from poisons, venoms, or toxins. Reduce duration of ongoing poisons by 1 round per rank of Blooded to a minimum of 1.  
  - **COST 25**

- **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 25**

Permission granted to print and photocopy this page for personal use. © LFL 2013.
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

<table>
<thead>
<tr>
<th>COST 5</th>
<th>COST 10</th>
<th>COST 20</th>
<th>COST 25</th>
<th>COST 5</th>
</tr>
</thead>
<tbody>
<tr>
<td>SURGEON</td>
<td>BACTA SPECIALIST</td>
<td>GRIT</td>
<td>SURGEON</td>
<td>RESOLVE</td>
</tr>
<tr>
<td>When making a Medicine check to help a character heal wounds, the target heals 1 additional wound per rank of Surgeon.</td>
<td>Patients regain 1 additional wound per rank of Bacta Specialist when they recover wounds from bacta tanks or long term care.</td>
<td>Gain +1 strain threshold.</td>
<td>When making a Medicine check to help a character heal wounds, the target heals 1 additional wound per rank of Surgeon.</td>
<td>When a character involuntarily suffers strain, he suffers 1 less strain per rank of Resolve, to a minimum of 1.</td>
</tr>
<tr>
<td>STIM APPLICATION</td>
<td>NATURAL DOCTOR</td>
<td>TOUGHENED</td>
<td>ANATOMY LESSONS</td>
<td>DODGE</td>
</tr>
<tr>
<td>Take the Stim Application Action; make an Average (6) Medicine check. If successful, 1 engaged ally increases 1 characteristic by 1 for the remainder of the encounter and suffers 4 strain.</td>
<td>Once per session, may re-roll any 1 Medicine check.</td>
<td>Gain +2 wound threshold.</td>
<td>After making a successful attack, may spend 1 Destiny Point to add damage equal to Intellect to one hit.</td>
<td>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.</td>
</tr>
</tbody>
</table>
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)

**KILL WITH KINDNESS**
Remove per rank of Kill with Kindness from all Charm and Leadership checks.

**INSPIRING RHETORIC**
Take the Inspiring Rhetoric action; make an Average (+1) Leadership check. Each cause 1 ally in close range to recover 1 strain. Spend to cause 1 affected ally to recover 1 additional strain.

**KILL WITH KINDNESS**
Remove per rank of Kill with Kindness from all Charm and Leadership checks.

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

**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.

**IMPARED INSPIRING RHETORIC**
Each enemy affected by Inspiring Rhetoric suffers on all skill checks for a number of rounds equal to ranks in Coercion.

**GRIT**
Gain +1 strain threshold.

**IMPROVED SCATHING TIRADE**
Each enemy affected by Scathing Tirade suffers on all skill checks for a number of rounds equal to ranks in Coercion.

**GRIT**
Gain +1 strain threshold.

**SUPREME INSPIRING RHETORIC**
Suffer 1 strain to perform Inspiring Rhetoric as a maneuver, not an action.

**SUPREME SCATHING TIRADE**
Suffer 1 strain to perform Scathing Tirade as a maneuver, not an action.

**GRIT**
Gain +1 strain threshold.

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

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

**TOUGHENED**
Gain +2 wound threshold.

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

**IMPROVED PLAUSIBLE DENIABILITY**
Each enemy affected by Scathing Tirade suffers on all skill checks for a number of rounds equal to ranks in Coercion.

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

**WELL ROUNDED**
Choose any 2 skills. They permanently become career skills.

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

**EXTREME PRESENCE**
Spend 1 Destiny Point to recover strain equal to Presence rating.
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

- **Respected Scholar**
  - May downgrade difficulty of checks to interact with institutes of learning by one level per rank of Respected Scholar.
  - **COST**: 5

- **Speaks Binary**
  - When directing NPC droids, may grant them 1 per rank of Speaks Binary on checks.
  - **COST**: 5

- **Grit**
  - Gain +1 strain threshold.
  - **COST**: 5

- **Brace**
  - Perform the Brace maneuver to remove 1 per rank of Brace from next Action. This may only remove 1 added by environmental circumstances.
  - **COST**: 5

- **Respected Scholar**
  - May downgrade difficulty of checks to interact with institutes of learning by one level per rank of Respected Scholar.
  - **COST**: 10

- **Researcher**
  - Remove 1 per rank of Researcher from all Knowledge checks. Researching a subject takes half the time.
  - **COST**: 10

- **Codebreaker**
  - Remove 1 per rank in Codebreaker from checks to break codes or decrypt communications. Decrease difficulty of checks to break codes or decrypt communications by 1.
  - **COST**: 15

- **Knowledge Specialization**
  - When acquired, choose 1 Knowledge skill. When making that skill check, may spend 1 result to gain additional successes equal to ranks in Knowledge Specialization.
  - **COST**: 15

- **Resolve**
  - When a character involuntarily suffers strain, he suffers 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

- **Natural Scholar**
  - Once per session, may re-roll any 1 Knowledge Skill check.
  - **COST**: 15

- **Well Rounded**
  - Choose any 2 skills. They permanently become career skills.
  - **COST**: 15

- **Intense Focus**
  - Perform an Intense Focus maneuver; suffer 1 strain and upgrade the ability of the next skill check once.
  - **COST**: 20

- **Resolve**
  - When a character involuntarily suffers strain, he suffers 1 less strain per rank of Resolve, to a minimum of 1.
  - **COST**: 20

- **Grit**
  - Gain +2 wound threshold.
  - **COST**: 25

- **Stoke of Genius**
  - Once per session, make one skill check using Intellect rather than the characteristic linked to that skill.
  - **COST**: 25

- **Mental Fortress**
  - Spend 1 Destiny Point to ignore effects of Critical Injuries on Intellect or Cunning checks until end of encounter.
  - **COST**: 25

- **Dedication**
  - Gain +1 to a single characteristic. This cannot bring a characteristic above 6.
  - **COST**: 25
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

- **Sound Investments**
  - At the start of each session, gain 100 credits for each rank of Sound Investments.
  - Cost: 5

- **Plausible Deniability**
  - Remove 1 per rank of Plausible Deniability from Coercion and Deception checks.
  - Cost: 5

- **Rapid Recovery**
  - When recovering strain after an encounter, recover 1 additional strain per rank of Rapid Recovery.
  - Cost: 5

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

- **Greeded Palms**
  - Before making a social check, may spend up to 50 credits per rank of Greased Palms to upgrade the ability of the check once for every 50 spent.
  - Cost: 15

- **Throwing Credits**
  - At beginning of session, spend 100 credits to ignore strain threshold penalty due to triggered Obligation.
  - Cost: 15

- **Bought Info**
  - Instead of making a Knowledge check, may take a Bought Info action; spend credits equal to 50 times the difficulty of the check to pass with one.
  - Cost: 15

- **Sound Investments**
  - At the start of each session, gain 100 credits for each rank of Sound Investments.
  - Cost: 10

- **THoughened**
  - Gain +2 wound threshold.
  - Cost: 15

- **Master Merchant**
  - When buying or selling goods, or paying off or taking Obligation, may suffer 2 strain to sell for 25% more, buy for 25% less, pay off 1 more Obligation, or take 1 less.
  - Cost: 20

- **Know Somebody**
  - Once per session, when attempting to purchase a legally available item, reduce its rarity by 1 per rank of Know Somebody.
  - Cost: 20

- **Natural Merchant**
  - Once per session, may re-roll any 1 Streetwise or Negotiation check.
  - Cost: 25

- **Intense Focus**
  - Perform an Intense Focus maneuver; suffer 1 strain and upgrade the ability of the next skill check once.
  - Cost: 25

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

- **Sound Investments**
  - At the start of each session, gain 100 credits for each rank of Sound Investments.
  - Cost: 25

---

Permission granted to print and photocopy this page for personal use. © LFL 2014. © FFG 2014
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

- **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.
- **GRIT**: Gain +1 strain threshold.
- **STREET SMARTS**: Remove • per rank of Street Smarts from Streetwise or Knowledge (Underworld) checks.
- **TOUGHENED**: Gain +2 wound threshold.
- **DURABLE**: May reduce any Critical Injury suffered by 10 per rank of Durable to a minimum of 1.
- **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.
- **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.
- **QUICK DRAW**: Once per round, draw or holster a weapon or accessible item as an incidental.
- **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.

- **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.
- **GRIT**: Gain +1 strain threshold.
- **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.
- **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.
- **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.

- **UNRELENTING SKEPTIC**: When targeted by a Deception check, the character automatically adds • to the check equal to ranks in Vigilance.
- **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.
- **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.

- **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.
- **IMPROVED UNRELENTING SKEPTIC**: When targeted by a Deception check that fails, may spend 1 Destiny Point to add • to results.
- **DEDICATION**: Gain +1 to a single characteristic. This cannot bring a characteristic above 6.
- **NATURAL MARKSMAN**: Once per session, may re-roll any 1 Ranged (Light) or Ranged (Heavy) check.
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

### Smooth Talker
- When first acquired, choose 1 skill: Charm, Coercion, Deception, or Negotiation. When making checks with that skill, spend $\bullet$ to gain additional $\bullet$ equal to ranks in Smooth Talker.
- Cost: 5

### Kill With Kindness
- Remove $\bullet$ 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 $\bullet$ on checks. Range increases with additional ranks.
- Cost: 10

### Convincing Demeanor
- Remove $\bullet$ per rank of Convincing Demeanor from Deception or Skullduggery checks.
- Cost: 5

### Smooth Talker
- When first acquired, choose 1 skill: Charm, Coercion, Deception, or Negotiation. When making checks with that skill, spend $\bullet$ to gain additional $\bullet$ equal to ranks in Smooth Talker.
- Cost: 20

### 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

### 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 $\bullet$ on checks. Range increases with additional ranks.
- Cost: 10

### Grit
- Gain +1 strain threshold.
- Cost: 20

### Largest Fan
- Once per session, may take a Biggest Fan action; make a Hard (3) 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 $\bullet$ equal to ranks in Coordination to check.
- Cost: 25

### Convincing Demeanor
- Remove $\bullet$ per rank of Convincing Demeanor from Deception or Skullduggery checks.
- Cost: 5

### Coordination Dodge
- When targeted by a combat check, may spend 1 Destiny Point to add $\bullet$ equal to ranks in Coordination to check.
- Cost: 25

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

**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.

**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.
- **Add Boost:** When making the skill check to activate Unmatched Expertise, the character adds ▼.
- **Destiny:** To activate Unmatched Expertise, the character only needs to spend one Destiny Point instead of the normal two.
- **Reduce Difficulty:** Unmatched Expertise reduces the difficulty of subsequent career skill checks by two instead of one.

**Colonist Signature Ability Tree: Insightful Revelation**
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

**Unmatched Expertise 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.

**Reduce Setback:**
Remove • from career skill checks made while Unmatched Expertise is activated.

**Cost:** 10

**Reduce Difficulty:**
Reduce the difficulty of career skill checks by 2 instead of 1.

**Cost:** 15

**Activation:**
Activate Unmatched Expertise as a maneuver instead of as an action.

**Cost:** 10

**Superior Reduction:**
Once per session while Unmatched Expertise is activated, may reduce the difficulty of one non-career skill.

**Cost:** 15

**Destiny:**
Unmatched Expertise costs 1 Destiny Point to activate instead of 2.

**Cost:** 15

**Reduce Setback:**
Remove • from career skill checks made while Unmatched Expertise is activated.

**Cost:** 10

**Reduce Difficulty:**
The difficulty of all career skill checks is reduced to a minimum of Simple instead of Easy.

**Cost:** 15
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

- **GALAXY MAPPER**
  - Remove 1 per rank of Galaxy Mapper from Astrogation checks. Astrogation checks take half normal time.
  - **COST 5**

- **SKILLED JOCKEY**
  - Remove 1 per rank of Skilled Jockey from all Piloting (Planetary) and Piloting (Space) checks the character attempts.
  - **COST 10**

- **MASTER STARHOPPER**
  - Once per round, suffer 2 strain to decrease the difficulty of next Astrogation check by 1 to a minimum of Easy (1).
  - **COST 15**

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

- **RAPID RECOVERY**
  - When healing strain after an encounter, heal 1 additional strain per rank of Rapid Recovery.
  - **COST 20**

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

- **STREET SMARTS**
  - Remove 1 per rank of Street Smarts from Streetwise or Knowledge (Underworld) checks.
  - **COST 5**

- **STREET SMARTS**
  - Remove 1 per rank of Street Smarts from Streetwise or Knowledge (Underworld) checks.
  - **COST 5**

- **GRIT**
  - Gain +1 strain threshold.
  - **COST 10**

- **TOUGHENED**
  - Gain +2 wound threshold.
  - **COST 10**

- **JUMP UP**
  - Once per round, may stand from seated or prone as an incidental.
  - **COST 20**

- **RAPID RECOVERY**
  - When healing strain after an encounter, heal 1 additional strain per rank of Rapid Recovery.
  - **COST 25**

- **DURABLE**
  - May reduce any Critical Injury suffered by 10 per rank of Durable to a minimum of 1.
  - **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 25**
**Explorer: Scout Talent Tree**

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

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

- **RAPID RECOVERY**
  - When healing strain after an encounter, heal 1 additional strain per rank of Rapid Recovery.
  - **Cost:** 5

- **STALKER**
  - Add 1 per rank of Stalker to all Stealth and Coordination checks.
  - **Cost:** 5

- **FORAGER**
  - Remove up to 2 from skill checks to find food, water, or shelter. Survival checks to forage take half the time.
  - **Cost:** 10

- **RAPID RECOVERY**
  - When healing strain after an encounter, heal 1 additional strain per rank of Rapid Recovery.
  - **Cost:** 15

- **GRIT**
  - Gain +1 strain threshold.
  - **Cost:** 20

- **HEIGHTENED AWARENESS**
  - Allies within close range add 1 to Perception or Vigilance checks. Engaged allies add 2.
  - **Cost:** 20

- **UTILITY BELT**
  - Spend 1 Destiny Point to perform a Utility Belt incidental: produce a previously undocumented item or weapon (with restrictions) from a tool belt or a satchel.
  - **Cost:** 25

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

- **FAMILIAR SUNS**
  - Once per session, may perform a Familiar Suns maneuver: make a Hard Knowledge (Outer Rim) or (Core Worlds) check to reveal the current type of planetary environment and other useful information.
  - **Cost:** 15

- **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:** 10

- **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:** 10

- **SHORTCUT**
  - During a chase, add 1 per rank in Shortcut to any checks made to catch or escape an opponent.
  - **Cost:** 15

- **NATURAL HUNTER**
  - Once per session, may re-roll any 1 Perception or Vigilance check.
  - **Cost:** 15

- **DISORIENT**
  - After hitting with combat check, may spend 1 to disorient target for number of rounds equal to ranks in Disorient.
  - **Cost:** 15

- **SHORTCUT**
  - During a chase, add 1 per rank in Shortcut to any checks made to catch or escape an opponent.
  - **Cost:** 15

- **TOUGHENED**
  - Add 1 per rank of Stalker to all Stealth and Coordination checks.
  - **Cost:** 25

- **QUICK STRIKE**
  - Add 1 per rank of Quick Strike to combat checks against targets that have not acted yet this encounter.
  - **Cost:** 25

- **DISORIENT**
  - After hitting with combat check, may spend 1 to disorient target for number of rounds equal to ranks in Disorient.
  - **Cost:** 25
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

- **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

- **GRIT**
  Gain +1 strain threshold.
  COST 10

- **SPARE CLIP**
  Cannot run out of ammo due to 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 + equal to ranks in Smooth Talker.
  COST 15

- **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% 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% 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

- **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.
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)

- **WELL ROUNDED**
  Choose any 2 skills. They permanently become career skills.

- **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.

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

- **TOUGHENED**
  Gain +2 wound threshold.

- **ENDURING**
  Gain +1 soak value.

- **GRIT**
  Gain +1 strain threshold.

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

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

- **PIN**
  Take Pin action; make an Opposed Athletics check to immobilize an engaged opponent until the end of the character’s next turn. Spend 1 to extend duration one round.

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

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

- **HENOURING**
  Gain +1 soak value.

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

- **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.

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

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

- **PASSIVE GRIT**
  Gain +1 strain threshold.

- **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.

- **RESEARCHER**
  Remove 1 per rank of Researcher from all Knowledge checks. Researching a subject takes half the time.
Explorer: Big-Game Hunter Talent Tree

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

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

FORAGER
Remove up to 2 from skill checks to find food, water, or shelter. Survival checks to forage take half the time.

COST 5

TOUGHENED
Gain +2 wound threshold.

COST 10

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

COST 10

STALKER
Add 1 per rank of Stalker to all Stealth and Coordination checks.

COST 5

GRIT
Gain +1 strain threshold.

COST 5

NATURAL HUNTER
Once per session, may re-roll any 1 Perception or Vigilance check.

COST 15

EXPERT TRACKER
Remove 1 per rank of Expert Tracker from checks to find tracks or track targets. Decrease time to track a target by half.

COST 15

HUNTER’S QUARRY
Take Hunter’s Quarry action: make a Hard (+3) Survival check to upgrade the ability of all attacks made against the target at long range until the end of the character’s next turn.

COST 20

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

COST 20

BRING IT DOWN
Once per attack, spend 1 Destiny Point to add damage to a single hit equal to target’s Brawn value.

COST 25

IMPROVED HUNTER’S QUARRY
Suffer 2 strain to perform Hunter’s Quarry action as a maneuver.

COST 25

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

COST 25

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

COST 25

EXPERT TRACKER
Remove 1 per rank of Expert Tracker from checks to find tracks or track targets. Decrease time to track a target by half.

COST 20

SUPERIOR REFLEXES
Gain +1 melee defense.

COST 25

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

COST 10

SWIFT
Do not suffer usual penalties for moving through difficult terrain.

COST 10

HEIGHTENED AWARENESS
Allies within close range add 1 to Perception or Vigilance checks. Engaged allies add 2.

COST 15

EXPERT TRACKER
Remove 1 per rank of Expert Tracker from checks to find tracks or track targets. Decrease time to track a target by half.

COST 15

STAY THE COURSE
Add 1 per rank of Stalker to all Stealth checks to avoid detection.

COST 5

SWIFT
Do not suffer usual penalties for moving through difficult terrain.

COST 10

SOMETHING’S OFF
Gain +2 strain threshold.

COST 10

PLOT THICKENS
Gain +2 strain threshold.

COST 10

HUNTER’S FLAIR
Gain +2 to a single characteristic. This cannot bring a characteristic above 6.

COST 20

DASHED HOP
Gain +2 to a single characteristic. This cannot bring a characteristic above 6.

COST 20

SWIFT
Do not suffer usual penalties for moving through difficult terrain.

COST 10

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

COST 20

ROAMING HUNTER
Add 1 per rank of Stalker to all Stealth and Coordination checks.

COST 5

STEALTHY
Gain +2 to a single characteristic. This cannot bring a characteristic above 6.

COST 20

SWIFT
Do not suffer usual penalties for moving through difficult terrain.

COST 10

STAY THE COURSE
Add 1 per rank of Stalker to all Stealth checks to avoid detection.

COST 5

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

COST 25
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)

**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.

**Grit**
Gain +1 strain threshold.

**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.

**ALL-TERRAIN DRIVER**
Do not suffer usual penalties for driving through difficult terrain when using Piloting (Planetary).

**FINE TUNING**
When reducing the amount of system strain a starship or vehicle suffers, reduce 1 additional strain per rank of Fine Tuning.

**Gearhead**
Remove 1 per rank of Gearhead from Mechanics checks. Halve the credit cost to add mods to attachments.

**Grit**
Gain +1 strain threshold.

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

**SKILLED JOCKEY**
Remove 1 per rank of Skilled Jockey from all Piloting (Planetary) and Piloting (Space) checks the character attempts.

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

**Toughened**
Gain +2 wound threshold.

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

**SKILLED JOCKEY**
Remove 1 per rank of Skilled Jockey from all Piloting (Planetary) and Piloting (Space) checks the character attempts.

**FINE TUNING**
When reducing the amount of system strain a starship or vehicle suffers, reduce 1 additional strain per rank of Fine Tuning.

**Gearhead**
Remove 1 per rank of Gearhead from Mechanics checks. Halve the credit cost to add mods to attachments.

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

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

**Toughened**
Gain +2 wound threshold.

**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.

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

**GEARHEAD**
Remove 1 per rank of Gearhead from Mechanics checks. Halve the credit cost to add mods to attachments.

**Skilled Jockey**
Remove 1 per rank of Skilled Jockey from all Piloting (Planetary) and Piloting (Space) checks the character attempts.

**Fine Tuning**
When reducing the amount of system strain a starship or vehicle suffers, reduce 1 additional strain per rank of Fine Tuning.

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

**Gearhead**
Remove 1 per rank of Gearhead from Mechanics checks. Halve the credit cost to add mods to attachments.

**Dedication**
Gain +1 to a single characteristic. This cannot bring a characteristic above 6.
**Explorer Signature Ability Tree: Sudden Discovery**

**Sudden Discovery 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.

**Upgrades**

- **Add Boost Upgrade:** When making the skill check to activate Sudden Discovery, the character adds to the skill check.
- **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 .
- **Frequency Upgrade:** Sudden Discovery can be used twice per game session.
- **Destiny Upgrade:** To activate Sudden Discovery, the character only needs to spend 1 Destiny Point instead of 2.
- **Change Skill Upgrade:** To activate Sudden Discovery, the character can choose to use the Astrogation skill to find locations in space or the Survival skill to find locations on the ground (instead of the normal Knowledge skills).

**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 to the skill check for any situational effects that might cause the test to be more easy or difficult.
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 2 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 normally gained.

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)

- **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

- **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 strain per rank of Brace from next Action. This may only remove strain added by environmental circumstances.
  - COST 15

- **ENDURING**
  - Gain +1 soak value.
  - 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 a below threshold.
  - COST 25

---

Permission granted to print and photocopy this page for personal use. © LFL 2013.
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

- **TOUGHENED**
  - Gain +2 wound threshold.
  - COST: 5

- **FERAL STRENGTH**
  - Add 1 damage per rank of Feral Strength to one hit of successful attacks made using Brawl or Melee skills.
  - COST: 5

- **FRENZIED ATTACK**
  - When making a Melee or Brawl check, suffer a number of strain to upgrade the attack an equal number of times. The strain suffered may not exceed ranks in Frenzied Attack.
  - COST: 5

- **HERCULINE FORTITUDE**
  - May spend 1 Destiny Point to ignore effects of Critical Injuries on Brawn or Agility checks until the end of the encounter.
  - COST: 10

- **ENDURING**
  - Gain +1 soak value.
  - COST: 10

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

- **FRENZIED ATTACK**
  - When making a Melee or Brawl check, suffer a number of strain to upgrade the attack an equal number of times. The strain suffered may not exceed ranks in Frenzied Attack.
  - COST: 15

- **TOUGHENED**
  - Gain +2 wound threshold.
  - COST: 15

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

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

- **KNOCKDOWN**
  - After hitting with a melee attack, may spend 1 to knock the target prone.
  - COST: 10

- **ENDURING**
  - Gain +1 soak value.
  - COST: 10

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

- **FRENZIED ATTACK**
  - When making a Melee or Brawl check, suffer a number of strain to upgrade the attack an equal number of times. The strain suffered may not exceed ranks in Frenzied Attack.
  - COST: 15

- **TOUGHENED**
  - Gain +2 wound threshold.
  - COST: 15

- **NATURAL BRAWLER**
  - Once per session, may re-roll any 1 Brawl or Melee check.
  - COST: 20

- **FRENZIED ATTACK**
  - When making a Melee or Brawl check, suffer a number of strain to upgrade the attack an equal number of times. The strain suffered may not exceed ranks in Frenzied Attack.
  - COST: 15

- **ENDURING**
  - Gain +1 soak value.
  - COST: 10

- **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: 25

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

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

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

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

**STRONG ARM**
Treat thrown weapons as if they had 1 greater range.

**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.

**IMPROVED FIELD COMMANDER**
Field Commander action affects allies equal to double Presence, and may spend Δ to allow allies to suffer 2 strain and perform 2 free actions instead.

**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.

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

**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.

**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.

**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.

**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.

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

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

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

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

**STRONG ARM**
Treat thrown weapons as if they had 1 greater range.

**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.

**IMPROVED FIELD COMMANDER**
Field Commander action affects allies equal to double Presence, and may spend Δ to allow allies to suffer 2 strain and perform 2 free actions instead.

**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.

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

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

**STRONG ARM**
Treat thrown weapons as if they had 1 greater range.

**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.

**IMPROVED FIELD COMMANDER**
Field Commander action affects allies equal to double Presence, and may spend Δ to allow allies to suffer 2 strain and perform 2 free actions instead.

**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.

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

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

**STRONG ARM**
Treat thrown weapons as if they had 1 greater range.

**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.

**IMPROVED FIELD COMMANDER**
Field Commander action affects allies equal to double Presence, and may spend Δ to allow allies to suffer 2 strain and perform 2 free actions instead.

**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.

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

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

**STRONG ARM**
Treat thrown weapons as if they had 1 greater range.

**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.

**IMPROVED FIELD COMMANDER**
Field Commander action affects allies equal to double Presence, and may spend Δ to allow allies to suffer 2 strain and perform 2 free actions instead.

**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.
Hired Gun: Enforcer Talent Tree

Career Skills: Athletics, Brawl, Discipline, Melee, Piloting (Planetary), Ranged (Light), Resilience, Vigilance
Enforcer Bonus Career Skills: Bravel, Coercion, Knowledge (Underworld), Streetwise

- **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 15
- **FEARSOME**: When an adversary becomes engaged with the character, the character may force the adversary to make a fear check, with the difficulty equal to the character’s ranks in Fearsome. Cost 15
- **STREET SMARTS**: Remove 1 per rank of Street Smarts from Streetwise or Knowledge (Underworld) checks. Cost 20
- **DURABLE**: May reduce any Critical Injury suffered by 10 per rank of Durable to a minimum of 1. Cost 5
- **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
- **SECOND WIND**: Once per encounter, may use Second Wind incidentally to heal strain equal to ranks in Second Wind. 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. Strain suffered this way cannot exceed ranks in Defensive Stance. Cost 15
- **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 15
- **FEARSOME**: When an adversary becomes engaged with the character, the character may force the adversary to make a fear check, with the difficulty equal to the character’s ranks in Fearsome. Cost 15
- **STREET SMARTS**: Remove 1 per rank of Street Smarts from Streetwise or Knowledge (Underworld) checks. Cost 20
- **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: Demolitionist Talent Tree

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

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

- **POWERFUL BLAST**
  - Increase Blast damage dealt by explosives, explosive weapons, and grenades by +1 per rank of Powerful Blast.
  - **COST**: 5

- **TOUGHENED**
  - Gain +2 wound threshold.
  - **COST**: 10

- **IMPROVED TIME TO GO**
  - When activating Time to Go, allow 1 engaged ally to also perform an out of turn Move maneuver as an incidental to attempt to move into cover or out of the blast range of a weapon or explosion.
  - **COST**: 15

- **IMPROVISED DETONATION**
  - Once per session, make a Hard (Mechanics) check to perform the Improvised Detonation action and build an explosive device, dealing damage equal to ranks in Intellect + ranks in Mechanics + 1.
  - **COST**: 20

- **ENDURING**
  - Gain +1 soak value.
  - **COST**: 15

- **STEADY NERVES**
  - Remove 1 per rank of Steady Nerves from Cool or Skulduggery checks.
  - **COST**: 15

- **POWERFUL BLAST**
  - Increase Blast damage dealt by explosives, explosive weapons, and grenades by +1 per rank of Powerful Blast.
  - **COST**: 10

- **GRIT**
  - Gain +1 strain threshold.
  - **COST**: 5

- **SELECTIVE DETONATION**
  - When using a weapon with the Blast quality, spend 1 to exclude 1 target that would be affected by the explosion, up to ranks in Selective Detonation.
  - **COST**: 20

- **TIME TO GO**
  - The character may spend 1 Destiny Point to perform a Move maneuver as an incidental to attempt to move into cover or out of the blast range of a weapon or explosion.
  - **COST**: 10

- **POWERFUL BLAST**
  - Increase Blast damage dealt by explosives, explosive weapons, and grenades by +1 per rank of Powerful Blast.
  - **COST**: 10

- **Rapid Reaction**
  - Suffer a number of strain to add an equal number of +1 to initiative checks. Strain suffered cannot exceed ranks in Rapid Reaction.
  - **COST**: 15

- **GRIT**
  - Gain +1 strain threshold.
  - **COST**: 5

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

- **MASTER GRENADE**
  - Decrease the cost to activate the Blast quality on any weapon used by 1 to a minimum of 1.
  - **COST**: 25

- **SELECTIVE DETONATION**
  - When using a weapon with the Blast quality, spend 1 to exclude 1 target that would be affected by the explosion, up to ranks in Selective Detonation.
  - **COST**: 20

- **STEADY NERVES**
  - Remove 1 per rank of Steady Nerves from Cool or Skulduggery checks.
  - **COST**: 15

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

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

- **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.

- **Grit**
  
  Gain +1 strain threshold.

- **Toughened**
  
  Gain +2 wound threshold.

- **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.

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

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

- **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.

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

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

- **Armored Resilience**
  
  When wearing armor, increase total soak value by 1.

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

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

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

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

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

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

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

**ADD BOOST**

Add to skill check to activate Last One Standing.

**REDUCE SETBACK**

Remove from skill check to activate Last One Standing.

**REDUCE DIFFICULTY**

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

**INCREASE EFFECT**

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

**DESTINY**

Last One Standing costs 1 Destiny Point instead of 2.
Hired Gun Signature Ability Tree: Unmatched Protection

**UNMATCHED PROTECTION BASE ABILITY**

Once per game session as an incidental, the character may spend 2 Destiny Points to gain the following ability: once per round, after suffering a hit and determining damage, the character may divide 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.

- **Add Boost:** When making the skill check to activate Last One Standing, the character adds an additional 1 soak while Unmatched Protection is active.
- **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 an additional round.

**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.

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.

When 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 divide 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, may choose to be hit by that attack instead.
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)

- **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 1 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

- **IMPROVED FULL THROTTLE**
  - Suffer 1 strain to attempt Full Throttle as a maneuver and decrease its difficulty to Average (+ -).
  - COST 15

- **SKILLED JOCKEY**
  - Remove 1 per rank of Skilled Jockey from all Piloting (Planetary) and Piloting (Space) checks the character attempts.
  - COST 10

- **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

- **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

- **GRIT**
  - Gain +1 strain threshold.
  - 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

- **MASTER PILOT**
  - Once per round when piloting a starship, may suffer 2 strain to perform any action as a maneuver.
  - COST 25

- **GALAXY MAPPER**
  - Remove 1 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

- **RAPID RECOVERY**
  - When healing strain after an encounter, heal 1 additional strain per rank of Rapid Recovery.
  - COST 5

- **NATURAL PILOT**
  - Once per session, may re-roll any 1 Piloting (Space) or Gunnery check.
  - COST 5

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

- **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 5
**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)

- **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.

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

- **Quick Draw**
  - Once per round, draw or holster a weapon or accessible item as an incidental.

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

---

- **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.

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

- **Quick Strike**
  - Add 1 per rank of Quick Strike to combat checks against targets that have not acted yet this encounter.

---

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

- **Toughened**
  - Gain +2 wound threshold.

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

---

- **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.

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

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

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

---

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

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

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

- **Quick Strike**
  - Add 1 per rank of Quick Strike to combat checks against targets that have not acted yet this encounter.
**Smuggler: Thief Talent Tree**

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

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

---

- **Street Smarts:** Remove 1 per rank of Street Smarts from Streetwise or Knowledge (Underworld) checks.
  - **Cost:** 5

- **Black Market Contacts:** When purchasing illegal goods, may reduce rarity by 1 per rank of Black Market Contacts, increasing cost by 50 percent of base cost per reduction.
  - **Cost:** 10

- **Stalker:** Add 1 per rank of Stalker to all Stealth and Coordination checks.
  - **Cost:** 15

- **Bypass Security:** Remove 1 per rank of Bypass Security from checks made to disable a security device or open a locked door.
  - **Cost:** 20

- **Master of Shadows:** Once per round, suffer 2 strain to decrease difficulty of next Stealth or Skulduggery check by 1.
  - **Cost:** 25

- **Indistinguishable:** Upgrade difficulty of checks to identify character once per rank of Indistinguishable.
  - **Cost:** 25

- **Grit:** Gain +1 strain threshold.
  - **Rapid Reaction:** Suffer a number of strain to add an equal number of +1 to initiative checks. Strain suffered cannot exceed ranks in Rapid Reaction.
  - **Cost:** 15

- **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:** 20

---

Permission granted to print and photocopy this page for personal use. © LFL 2013.
**Smuggler: Charmer Talent Tree**

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

**Charmer Bonus Career Skills:** Charm, Coer, Leadership, Negotiation

---

**SMOOTH TALKER**
- When first acquired, choose 1 skill: Charm, Coercion, Deception, or Negotiation. When making checks with that skill, spend \( \cdot \) to gain additional \( \cdot \) equal to ranks in Smooth Talker.

**KILL WITH KINDNESS**
- Remove \( \cdot \) per rank of Kill with Kindness from Charm and Leadership checks.

**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.

**WORKS LIKE A CHARM**
- Once per session, make one skill check using Presence rather than the characteristic linked to that skill.

**SMOOTH TALKER**
- When first acquired, choose 1 skill: Charm, Coercion, Deception, or Negotiation. When making checks with that skill, spend \( \cdot \) to gain additional \( \cdot \) equal to ranks in Smooth Talker.

**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.

**NATURAL CHARMER**
- Once per session, may re-roll 1 Charm or Deception check.

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

**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.

**GRIT**
- Gain +1 strain threshold.

**GRAVITY**
- Gain +1 strain threshold.

---

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

**IMPROVED INSPIRING RHETORIC**
- Each ally affected by Inspiring Rhetoric gains \( \cdot \) on all skill checks for a number of rounds equal to ranks in Leadership.

**KILL WITH KINDNESS**
- Remove \( \cdot \) per rank of Kill with Kindness from Charm and Leadership checks.

**PLAUSIBLE DENIABILITY**
- Remove \( \cdot \) per rank of Plausible Deniability from Coercion and Deception checks.

**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.

**JUST KIDDING!**
- Once per session as an incidental, spend 1 Destiny Point to ignore \( \cdot \) generated on a social check by the character or any ally in short range.

**DON'T SHOOT!**
- Once per session as an action, make a Hard \( \cdot \) \( \cdot \) Charm check. On success, cannot be the target of combat checks until the end of the encounter or until making a combat check.

---

**PLAUSIBLE DENIABILITY**
- Remove \( \cdot \) per rank of Plausible Deniability from Coercion and Deception checks.

**GRIT**
- Gain +1 strain threshold.

**INTENSE PRESENCE**
- Spend 1 Destiny Point to recover strain equal to Presence rating.

**RESOLVE**
- When a character involuntarily suffers strain, he suffers 1 less strain per rank of Resolve, to a minimum of 1.
Smuggler: Gambler Talent Tree

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

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

- **Convincing Demeanor**
  - Remove ■ per rank of Convincing Demeanor from Deception or Skulduggery checks.
  - 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 reroll them.
  - Cost 15

- **Up the Ante**
  - When gambling, win 10% more credits per rank of Up the Ante.
  - 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 reroll any 1 Cool or Negotiation check.
  - Cost 25

- **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

- **Supreme Double or Nothing**
  - When performing the Double or Nothing incidental, also double the number of ▲ and ◊.
  - Cost 10

- **Fond of the Foul Play**
  - Once per encounter, choose a number of positive dice equal to ranks in Second Chances and reroll them.
  - Cost 20

- **Second Chances**
  - Once per session, make one skill check using Cunning rather than the characteristic linked to that skill.
  - Cost 20

- **Improved Double or Nothing**
  - When performing the Double or Nothing incidental, after canceling opposing symbols, also double the amount of remaining ▲.
  - Cost 25

- **Toughened**
  - Gain +2 wound threshold.
  - Cost 5

- **Dedication**
  - Gain +1 to a single characteristic. This cannot bring a characteristic above 6.
  - Cost 10

Permission granted to photocopy this page for personal use only. © LFL © FFG.
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)

Gain +1 strain threshold:
- **Grit**
- **Quick Strike**
- **Rapid Reaction**
- **Quick Draw**
- **Improved Quick Draw**
- **Sorry About the Mess**

Add +10 per rank of Lethal Blows to any Critical Injury results inflicted on opponents:
- **Lethal Blows**
- **Confidence**
- **Guns Blazing**

May decrease difficulty of Discipline checks to avoid fear by 1 per rank of Confidence:
- **Toughened**
- **Dodge**
- **Rapid Reaction**

Gain +1 wound threshold:
- **DEDICATION**
- **SPITFIRE**
- **NATURAL MARKSMAN**
- **DEADLY ACCURACY**

As an incidental, suffer 2 Strain to avoid increasing the difficulty of a Ranged (Light) check to attack with two weapons:
- **Natural Marksman**

When acquired, choose 1 combat skill. Add damage equal to ranks in that skill to one hit of successful attack made using that skill:
- **DEDICATION**
- **SPITFIRE**
- **NATURAL MARKSMAN**
- **DEADLY ACCURACY**

Add □ per rank of Quick Strike to combat checks against targets that have not acted yet this encounter:
- **Grit**
- **Quick Strike**

Add □ per rank of Quick Strike to combat checks against targets that have not acted yet this encounter:
- **Grit**

Suffer a number of strain to add an equal number of & to initiative checks. Strain suffered cannot exceed ranks in Rapid Reaction:
- **Rapid Reaction**
- **Quick Draw**

Decrease the Critical Rating of a weapon by 1 (to a minimum of 1) against targets that have not yet acted this encounter:
- **Guns Blazing**

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:
- **Dodge**

Gain +1 wound threshold:
- **DEDICATION**
- **SPITFIRE**
- **NATURAL MARKSMAN**
- **DEADLY ACCURACY**

Do not add □ to combat checks due to the use of the Aim maneuver:
- **Improve Quick Draw**

Only per round, draw or holster a weapon or accessible item as an incidental:
- **Quick Draw**

Once per session, may re-roll any 1 Ranged (Light) or Ranged (Heavy) check:
- **DEDICATION**
- **SPITFIRE**
- **NATURAL MARKSMAN**
- **DEADLY ACCURACY**

Gain +1 to a single characteristic. This cannot bring a characteristic above 6:
- **DEDICATION**
- **SPITFIRE**
- **DEDICATION**
- **DEADLY ACCURACY**

Gain +1 to a single characteristic. This cannot bring a characteristic above 6:
- **DEDICATION**
- **SPITFIRE**
- **DEDICATION**
- **DEADLY ACCURACY**
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 successful, the character is immediately able to flee from the current personal-scale combat encounter unscathed. The challenge is not overcome or defeated, but the character is able to evade the hazard or threat for the time being. The exact nature of what the character is trying to accomplish, as well as the end results, must be approved by the GM (see Narrative Abilities on page 38), but should be suitably creative or daring.

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

**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 0.

**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 one additional time per game session per Frequency upgrade purchased.

**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.

**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.
Technician: Mechanic Talent Tree

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

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

- **Gearhead**
  - Remove 1 per rank of Gearhead from Mechanics checks. Halve the credit cost to add mods to attachments.
  - Cost: 5

- **Toughened**
  - Gain +2 wound threshold.
  - Cost: 5

- **Fine Tuning**
  - When reducing the amount of system strain a starship or vehicle suffers, reduce 1 additional strain per rank of Fine Tuning.
  - Cost: 5

- **Solid Repairs**
  - The character repairs +1 hull trauma per rank of Solid Repairs whenever he repairs a starship or vehicle.
  - Cost: 10

- **Redundant Systems**
  - Once per session, may take a Redundant Systems action; make an Easy Mechanics check to harvest components from a functioning device to repair a broken one without breaking the first device.
  - Cost: 10

- **SOLID REPAIRS**
  - The character repairs +1 hull trauma per rank of Solid Repairs whenever he repairs a starship or vehicle.
  - Cost: 15

- **Enduring**
  - Gain +1 soak value.
  - Cost: 15

- **Bad Motivator**
  - Once per session, may take a Bad Motivator action; make a Hard Mechanics check to cause one targeted device to spontaneously fail.
  - Cost: 15

- **Contraption**
  - Once per session, take Contraption action; make a Hard Mechanics check to fashion a device to solve a current problem using just the tools and parts on hand.
  - Cost: 20

- **NATURAL Tinkerer**
  - Once per session, may re-roll any 1 Mechanics check.
  - Cost: 25

- **Hold Together**
  - Spend 1 Destiny Point to perform a Hold Together incidental immediately after vehicle or starship takes damage to turn it into system strain.
  - Cost: 25

- **Grit**
  - Gain +1 strain threshold.
  - Cost: 10

- **Improved Hard Headed**
  - When incapacitated due to strain exceeding threshold, may take a more difficult Hard Headed action to reduce strain to below threshold.
  - Cost: 25

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

- **Hard Headed**
  - When staggered or disoriented, perform the Hard Headed action; make a Daunting Discipline check to remove status. Difficulty reduces per rank of Hard Headed.
  - Cost: 20

- **Solid Repairs**
  - The character repairs +1 hull trauma per rank of Solid Repairs whenever he repairs a starship or vehicle.
  - Cost: 10

Permission granted to print and photocopy this page for personal use. © FFG 2013.
**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

- **Tinkerer**
  - May add 1 additional hard point to a number of items equal to ranks in Tinkerer. Each item may only be modified once.
  - **COST 5**

- **Solid Repairs**
  - The character repairs +1 hull trauma per rank of Solid Repairs whenever he repairs a spacecraft or vehicle.
  - **COST 10**

- **Utility Belt**
  - Spend 1 Destiny Point to perform a Utility Belt incident: produce a previously undocumented item or weapon (with restrictions) from a tool belt or a satchel.
  - **COST 15**

- **Jury Rigged**
  - Choose 1 weapon, armor, or other item and give it a permanent improvement while it remains in use.
  - **COST 20**

- **Utinni!**
  - Remove 1 per rank of Utinni from checks to find or scavenge items or gear. Such checks take half the time.
  - **COST 5**

- **Speaks Binary**
  - When directing NPC droids, may grant them 1 per rank of Speaks Binary on checks.
  - **COST 5**

- **Sides 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**

- **Grit**
  - Gain +1 strain threshold.
  - **COST 10**

- **Brace**
  - Perform the Brace maneuver to remove 1 per rank of Brace from next Action. This may only remove added by environmental circumstances.
  - **COST 15**

- **Bettered**
  - May add 1 additional hard point to a number of items equal to ranks in Bettered. Each item may only be modified once.
  - **COST 5**

- **Known Schematic**
  - Once per session, may perform the Known Schematic maneuver; make a Hard Knowledge (Education) check. Success grants familiarity with a building or ship's design.
  - **COST 25**

- **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 1 per rank of Brace from next Action. This may only remove added by environmental circumstances.
  - **COST 20**

- **Dedication**
  - Gain +1 to a single characteristic. This cannot bring a characteristic above 6.
  - **COST 25**

- **Inventor**
  - When constructing new items or modifying attachments, add or remove 1 per rank of Inventor.
  - **COST 20**

- **Utinni!**
  - Remove 1 per rank of Utinni from checks to find or scavenge items or gear. Such checks take half the time.
  - **COST 10**

- **Jury Rigged**
  - Choose 1 weapon, armor, or other item and give it a permanent improvement while it remains in use.
  - **COST 20**

- **Inventor**
  - When constructing new items or modifying attachments, add or remove 1 per rank of Inventor.
  - **COST 20**

- **Speaks Binary**
  - When directing NPC droids, may grant them 1 per rank of Speaks Binary on checks.
  - **COST 20**

- **Known Schematic**
  - Once per session, may perform the Known Schematic maneuver; make a Hard Knowledge (Education) check. Success grants familiarity with a building or ship's design.
  - **COST 25**

- **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 1 per rank of Brace from next Action. This may only remove added by environmental circumstances.
  - **COST 25**

- **Dedication**
  - Gain +1 to a single characteristic. This cannot bring a characteristic above 6.
  - **COST 25**

- **Inventor**
  - When constructing new items or modifying attachments, add or remove 1 per rank of Inventor.
  - **COST 25**

- **Speaks Binary**
  - When directing NPC droids, may grant them 1 per rank of Speaks Binary on checks.
  - **COST 25**

- **Known Schematic**
  - Once per session, may perform the Known Schematic maneuver; make a Hard Knowledge (Education) check. Success grants familiarity with a building or ship's design.
  - **COST 25**

- **Brace**
  - Perform the Brace maneuver to remove 1 per rank of Brace from next Action. This may only remove added by environmental circumstances.
  - **COST 25**

- **Dedication**
  - Gain +1 to a single characteristic. This cannot bring a characteristic above 6.
  - **COST 25**

- **Inventor**
  - When constructing new items or modifying attachments, add or remove 1 per rank of Inventor.
  - **COST 25**

- **Speaks Binary**
  - When directing NPC droids, may grant them 1 per rank of Speaks Binary on checks.
  - **COST 25**

- **Known Schematic**
  - Once per session, may perform the Known Schematic maneuver; make a Hard Knowledge (Education) check. Success grants familiarity with a building or ship's design.
  - **COST 25**

- **Brace**
  - Perform the Brace maneuver to remove 1 per rank of Brace from next Action. This may only remove added by environmental circumstances.
  - **COST 25**

- **Dedication**
  - Gain +1 to a single characteristic. This cannot bring a characteristic above 6.
  - **COST 25**

- **Inventor**
  - When constructing new items or modifying attachments, add or remove 1 per rank of Inventor.
  - **COST 25**

- **Speaks Binary**
  - When directing NPC droids, may grant them 1 per rank of Speaks Binary on checks.
  - **COST 25**

- **Known Schematic**
  - Once per session, may perform the Known Schematic maneuver; make a Hard Knowledge (Education) check. Success grants familiarity with a building or ship's design.
  - **COST 25**

- **Brace**
  - Perform the Brace maneuver to remove 1 per rank of Brace from next Action. This may only remove added by environmental circumstances.
  - **COST 25**
**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

---

**CODEBREAKER**
- Remove \( \cdot \) per rank in Codebreaker from checks to break codes or decrypt communications.
- Decrease difficulty of checks to break codes or decrypt communications by 1.

**DEFENSIVE SLICING**
- When defending computer systems, add \( \cdot \) per rank of Defensive Slicing to opponents' checks.

**IMPROVED DEFENSIVE SLICING**
- Defensive Slicing now upgrades opponents' difficulty once per rank of Defensive Slicing; this replaces the usual benefits.

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

**SKILLED SLICER**
- When making a Computers check may spend \( \cdot \) to make further Computers checks within this system as maneuvers.

**BYPASS SECURITY**
- Remove \( \cdot \) per rank of Bypass Security from checks made to disable a security device or open a locked door.

**GRIT**
- Gain +1 strain threshold.

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

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

**DEFENSIVE SLICING**
- When defending computer systems, add \( \cdot \) per rank of Defensive Slicing to opponents' checks.

**RESOLVE**
- When a character involuntarily suffers strain, he suffers \( \cdot \) less strain per rank of Resolve, to a minimum of 1.

**TECHNICAL APTITUDE**
- Gain +1 strain threshold.

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

### Full Throttle

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

**Cost:** 5

### All-Terrain Driver

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

**Cost:** 5

### Fine Tuning

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

**Cost:** 5

### Gearhead

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

**Cost:** 5

### Grit

Gain +1 strain threshold.

**Cost:** 10

### Skilled Jockey

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

**Cost:** 10

### Rapid Reaction

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

**Cost:** 10

### Improved Full Throttle

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

**Cost:** 15

### Tricky Target

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

**Cost:** 15

### Fine Tuning

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

**Cost:** 15

### Toughened

Gain +2 wound threshold.

**Cost:** 15

### Defensive Driving

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

**Cost:** 20

### Skilled Jockey

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

**Cost:** 20

### Natural Driver

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

**Cost:** 20

### Gearhead

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

**Cost:** 20

### Supreme Full Throttle

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

**Cost:** 25

### Full Stop

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

**Cost:** 25

### Master Driver

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

**Cost:** 25

### Dedication

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

**Cost:** 25
Ace: Gunner Talent Tree

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

- **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*

- **OVERWHelm DEFenses**
  Upon unsuccessful attack with a starship or vehicle weapon, may spend 10 per rank of Overwhelm Defenses. Reduce the defense in the targeted zone by 1 for every 40 spent.
  *Cost 5*

- **TOUGHENED**
  Gain +2 wound threshold.
  *Cost 10*

- **BRACE**
  Perform the Brace maneuver to remove 1 per rank of Brace from next action. This may only remove 1 added by environmental circumstances.
  *Cost 10*

- **SPARE CLIP**
  Cannot run out of ammo due to 1.
  Items with Limited Ammo quality run out of ammo as normal.
  *Cost 10*

- **DEBILITATING SHOT**
  Upon successful attack with a starship or vehicle weapon, may spend 10 to reduce the maximum speed of the target by 1 until the end of the next round.
  *Cost 5*

- **DURABLE**
  May reduce any Critical Injury suffered by 10 per rank of Durable to a minimum of 1.
  *Cost 15*

- **ENDURING**
  Gain +1 soak value.
  *Cost 15*

- **JURY RIGGED**
  Choose 1 weapon, armor, or other item and give it a permanent improvement while it remains in use.
  *Cost 15*

- **OVERWHelm DEFenses**
  Upon unsuccessful attack with a starship or vehicle weapon, may spend 10 per rank of Overwhelm Defenses. Reduce the defense in the targeted zone by 1 for every 40 spent.
  *Cost 15*

- **TOUGHENED**
  Gain +2 wound threshold.
  *Cost 20*

- **ENDURING**
  Gain +1 soak value.
  *Cost 20*

- **JURY RIGGED**
  Choose 1 weapon, armor, or other item and give it a permanent improvement while it remains in use.
  *Cost 20*

- **BRACE**
  Perform the Brace maneuver to remove 1 per rank of Brace from next action. This may only remove 1 added by environmental circumstances.
  *Cost 20*

- **EXHAUST PORT**
  Before attacking a starship or vehicle, the character may spend 1 Destiny Point to ignore the effects of the Massive rule for the attack.
  *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 25*

- **JURY RIGGED**
  Choose 1 weapon, armor, or other item and give it a permanent improvement while it remains in use.
  *Cost 25*

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

- **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*
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)

- **FULL THROTTLE**
  - Take a Full Throttle action; make a Hard (444) Piloting check to increase a vehicle's top speed by 1 for a number of rounds equal to Cunning.
  - **COST 5**

- **SKILLED JOCKEY**
  - Remove 1 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**

- **IMPROVED FULL THROTTLE**
  - Suffer 1 strain to attempt Full Throttle as a maneuver and decrease its difficulty to Average (4).
  - **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**

- **SKILLED JOCKEY**
  - Remove 1 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 1 per rank of Galaxy Mapper from Astrogation checks. Astrogation checks take half normal time.
  - **COST 10**

- **SUPREME FULL THROTTLE**
  - When performing Full Throttle, top speed increases by 2 instead of 1.
  - **COST 20**

- **GALAXY MAPPER**
  - Remove 1 per rank of Galaxy Mapper from Astrogation checks. Astrogation checks take half normal time.
  - **COST 10**

- **GRIT**
  - Gain +1 strain threshold.
  - **COST 15**

- **Rapid Recovery**
  - When recovering strain after an encounter, recover 1 additional strain per rank of Rapid Recovery.
  - **COST 15**

- **GRIT**
  - Gain +1 strain threshold.
  - **COST 20**

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

- **DEFE N SIVE 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**

Permission granted to photocopy for personal use only. © LFL. © FFG.
ACE: Beast Rider

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

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

- **FORAGER**
  - Remove up to • • from skill checks to find food, water, or shelter. Survival checks to forage take half the time.
  - COST 5

- **TOUGHENED**
  - Gain +2 wound threshold.
  - COST 5

- **OUTDOORSMAN**
  - Remove • per rank of Outdoorsman from checks to move through terrain or manage environmental effects. Decrease overland travel times by half.
  - COST 10

- **EXPERT TRACKER**
  - Remove • per rank of Expert Tracker from checks to find tracks or track targets. Decrease time to track a target by half.
  - COST 15

- **BEAST WRANGLER**
  - Add • per rank of Beast Wrangler to checks to tame or wrangle creatures.
  - COST 15

- **LETS 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 20

- **IMPROVED SPUR**
  - Suffer 1 strain to attempt Spur as a maneuver and decrease its difficulty to Average (• •).
  - COST 20

- **SPUR**
  - Take a Spur action; make a Hard (• • •) Survival check to increase a beast's top speed by 1. The beast suffers 2 strain every round it stays spurred.
  - COST 20

- **SUPEEME SPUR**
  - When activating and maintaining Spur, the beast only suffers 1 strain instead of 2.
  - COST 25

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

- **GRIT**
  - Gain +1 strain threshold.
  - COST 25
**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) Checks*

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

**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.

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

**Grit**
- Gain +1 strain threshold.

**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.

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

**Intense Presence**
- Spend 1 Destiny Point to recover strain equal to Presence rating.

**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.

**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.

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

**Showboat**
- When making a check in a starship or vehicle, may suffer 2 strain to gain on success or on failure.

**Shorthot Bonus Career Skills: Cool, Coordination, Piloting (Planetary), Piloting (Space) Checks**
ACE: Rigger

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

Rigger Bonus Career Skills: Gunnery, Knowledge (Underworld), Mechanics, Resilience

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.

Gain +2 wound threshold.

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

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

Gain +1 strain threshold.

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

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

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

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

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

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.

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

Increase the credit cost to add mods to attachments.

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

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

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

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

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.

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

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

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

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

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

Gain +2 wound threshold.

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

Gain +1 strain threshold.
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 in the battle with equal silhouette. 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:** Upgrade the difficulty of all incoming attacks once while This One is Mine is active.

**Frequency Upgrade:** This One is Mine may be used twice per game session.

**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:** Upgrade the difficulty of all incoming attacks once while This One is Mine is active.

**Frequency Upgrade:** This One is Mine may be used twice per game session.
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.

**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 ships or 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)*

**Solid Repairs**
- When repairing hull trauma on a starship or vehicle, repair 1 additional hull trauma per rank of Solid Repairs.
- *Cost: 5*

**Command**
- Add ▲ per rank of Command when making Leadership checks. Affected targets add ▲ to Discipline checks for next 24 hours.
- *Cost: 5*

**Rapid Reaction**
- Suffer a number of strain to add an equal number of ▲ to Initiative checks. Strain suffered cannot exceed ranks in Rapid Reaction.
- *Cost: 5*

**Known Schematic**
- Once per session, may perform the Known Schematic maneuver; make a Hard Knowledge (Education) check. Success grants familiarity with a building or ship's design.
- *Cost: 10*

**Commanding Presence**
- Remove ▲ per rank of Commanding Presence from Leadership and Cool checks.
- *Cost: 10*

**Grit**
- Gain +1 strain threshold.
- *Cost: 10*

**Familiar Suns**
- Once per session, may perform a Familiar Suns maneuver; make a Hard Knowledge (Outer Rim) or (Core Worlds) check to reveal the current type of planetary environment and other useful information.
- *Cost: 10*

**Hold Together**
- Spend 1 Destiny Point to perform a Hold Together incidental immediately after vehicle or starship takes damage to turn it into system strain.
- *Cost: 20*

**Commanding Presence**
- Remove ▲ per rank of Commanding Presence from Leadership and Cool checks.
- *Cost: 20*

**Grit**
- Gain +1 strain threshold.
- *Cost: 20*

**Master Starhopper**
- Once per round, suffer 2 strain to decrease the difficulty of next Astrogation check by 1 to a minimum of Easy (▲)
- *Cost: 20*

**Fire Control**
- Take the Fire Control action; all combat checks made from current starship or vehicle count their target's silhouette as one higher than normal until beginning of next turn. Does not stack.
- *Cost: 25*

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

**Galaxy Mapper**
- Remove ▲ per rank of Galaxy Mapper from Astrogation checks. Astrogation checks take half normal time.
- *Cost: 25*
Commander: Squadron Leader Talent Tree

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

Squadron Leader Bonus Career Skills: Gunnery, Mechanics, Piloting (Planetary), Piloting (Space)

- **Grit**
  - Gain +1 strain threshold.
  - **COST 5**

- **Quick Strike**
  - Add • per rank of Quick Strike to combat checks against targets that have not acted yet this encounter.
  - **COST 5**

- **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 (4) 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 • 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 • to their Perception and Vigilance checks. Allies within close range add •• instead.
  - **COST 10**

- **Command**
  - Add • per rank of Command when making Leadership checks. Affected targets add • 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 • to allow one ally to suffer 1 strain to perform 1 free action instead.
  - **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 (1).
  - **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: Tactician Talent Tree
Career Skills: Coercion, Cool, Discipline, Knowledge (Warfare), Leadership, Perception, Ranged (Light), Vigilance
Tactician Bonus Career Skills: Brawl, Discipline, Leadership, Ranged (Heavy)

- **Outdoorsman**: Remove per rank of Outdoorsman from checks to move through terrain or manage environmental effects. Decrease overland travel times by half. 
- **Commanding Presence**: Remove per rank of Commanding Presence from Leadership and Cool checks.
- **Toughened**: Gain +2 wound threshold.
- **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.
- **Outdoorsman**: Remove per rank of Outdoorsman from checks to move through terrain or manage environmental effects. Decrease overland travel times by half.
- **Confidence**: May decrease difficulty of Discipline checks to avoid fear by 1 per rank of Confidence.
- **Quick Draw**: Once per round, draw or holster a weapon or accessible item as an incidental.
- **Swift**: Do not suffer usual penalties for moving through difficult terrain.
- **Confidence**: May decrease difficulty of Discipline checks to avoid fear by 1 per rank of Confidence.
- **Commanding Presence**: Remove per rank of Commanding Presence from Leadership and Cool checks.
- **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 action.
- **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.
- **Coordinated Assault**: Take the Coordinated Assault maneuver; a number of engaged allies equal to Leadership ranks add +1 to combat checks until beginning of next turn. Range increases per rank of Coordinated Assault.
- **Natural Leader**: Once per session, may re-roll any 1 Cool or Leadership check.
- **Improved Field Commander**: Field Commander action affects allies equal to double Presence, and may spend to allow one ally to suffer 1 strain and perform 1 free action instead.
- **Dedication**: Gain +1 to a single characteristic. This cannot bring a characteristic above 6.
**CALM COMMANDER**
May use ranks in Cool to upgrade Mass Combat checks instead of Leadership.

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

**COMMAND**
Add \( \mathcal{C} \) per rank of Command to Leadership checks. Affected targets add \( \mathcal{C} \) to Discipline checks for the next 24 hours.

**INSPIRING RHETORIC**
Take an Inspiring Rhetoric action; make a Leadership check. One ally for each \( \mathcal{C} \), in short range, recovers 1 strain. Spend \( \mathcal{C} \) for 1 affected ally to recover 1 additional strain.

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

**IMPROVED INSPIRING RHETORIC**
Each ally affected by Inspiring Rhetoric gains \( \mathcal{C} \) on all skill checks for a number of rounds equal to ranks in Leadership.

**GRIT**
Gain +1 strain threshold.

**COMMANDING PRESENCE**
Remove \( \mathcal{C} \) per rank of Commanding Presence from Leadership and Cool checks.

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

**COMMAND**
Add \( \mathcal{C} \) per rank of Command to Leadership checks. Affected targets add \( \mathcal{C} \) to Discipline checks for the next 24 hours.

**COMMANDING PRESENCE**
Remove \( \mathcal{C} \) per rank of Commanding Presence from Leadership and Cool checks.

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

**IMPROVED CONFIDENCE**
May spend \( \mathcal{C} \) on fear checks to give allies in short range additional \( \mathcal{C} \) on the same fear check.

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

**IMPROVED CONFIDENCE**
May spend \( \mathcal{C} \) on fear checks to give allies in short range additional \( \mathcal{C} \) on the same fear check.

**GRIT**
Gain +1 strain threshold.

**COMMAND**
Add \( \mathcal{C} \) per rank of Command to Leadership checks. Affected targets add \( \mathcal{C} \) to Discipline checks for the next 24 hours.

**COMMANDING PRESENCE**
Remove \( \mathcal{C} \) per rank of Commanding Presence from Leadership and Cool checks.

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

**IMPROVED CONFIDENCE**
May spend \( \mathcal{C} \) on fear checks to give allies in short range additional \( \mathcal{C} \) on the same fear check.

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

**IMPROVED CONFIDENCE**
May spend \( \mathcal{C} \) on fear checks to give allies in short range additional \( \mathcal{C} \) on the same fear check.

**GRIT**
Gain +1 strain threshold.

**COMMAND**
Add \( \mathcal{C} \) per rank of Command to Leadership checks. Affected targets add \( \mathcal{C} \) to Discipline checks for the next 24 hours.

**COMMANDING PRESENCE**
Remove \( \mathcal{C} \) per rank of Commanding Presence from Leadership and Cool checks.

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

**IMPROVED CONFIDENCE**
May spend \( \mathcal{C} \) on fear checks to give allies in short range additional \( \mathcal{C} \) on the same fear check.

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

**IMPROVED CONFIDENCE**
May spend \( \mathcal{C} \) on fear checks to give allies in short range additional \( \mathcal{C} \) on the same fear check.

**GRIT**
Gain +1 strain threshold.

**COMMAND**
Add \( \mathcal{C} \) per rank of Command to Leadership checks. Affected targets add \( \mathcal{C} \) to Discipline checks for the next 24 hours.

**COMMANDING PRESENCE**
Remove \( \mathcal{C} \) per rank of Commanding Presence from Leadership and Cool checks.

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

**IMPROVED CONFIDENCE**
May spend \( \mathcal{C} \) on fear checks to give allies in short range additional \( \mathcal{C} \) on the same fear check.

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

**IMPROVED CONFIDENCE**
May spend \( \mathcal{C} \) on fear checks to give allies in short range additional \( \mathcal{C} \) on the same fear check.

**GRIT**
Gain +1 strain threshold.

**COMMAND**
Add \( \mathcal{C} \) per rank of Command to Leadership checks. Affected targets add \( \mathcal{C} \) to Discipline checks for the next 24 hours.

**COMMANDING PRESENCE**
Remove \( \mathcal{C} \) per rank of Commanding Presence from Leadership and Cool checks.

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

**IMPROVED CONFIDENCE**
May spend \( \mathcal{C} \) on fear checks to give allies in short range additional \( \mathcal{C} \) on the same fear check.

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

**IMPROVED CONFIDENCE**
May spend \( \mathcal{C} \) on fear checks to give allies in short range additional \( \mathcal{C} \) on the same fear check.

**GRIT**
Gain +1 strain threshold.

**COMMAND**
Add \( \mathcal{C} \) per rank of Command to Leadership checks. Affected targets add \( \mathcal{C} \) to Discipline checks for the next 24 hours.

**COMMANDING PRESENCE**
Remove \( \mathcal{C} \) per rank of Commanding Presence from Leadership and Cool checks.

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

**IMPROVED CONFIDENCE**
May spend \( \mathcal{C} \) on fear checks to give allies in short range additional \( \mathcal{C} \) on the same fear check.

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

**IMPROVED CONFIDENCE**
May spend \( \mathcal{C} \) on fear checks to give allies in short range additional \( \mathcal{C} \) on the same fear check.

**GRIT**
Gain +1 strain threshold.

**COMMAND**
Add \( \mathcal{C} \) per rank of Command to Leadership checks. Affected targets add \( \mathcal{C} \) to Discipline checks for the next 24 hours.

**COMMANDING PRESENCE**
Remove \( \mathcal{C} \) per rank of Commanding Presence from Leadership and Cool checks.

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

**IMPROVED CONFIDENCE**
May spend \( \mathcal{C} \) on fear checks to give allies in short range additional \( \mathcal{C} \) on the same fear check.

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

**IMPROVED CONFIDENCE**
May spend \( \mathcal{C} \) on fear checks to give allies in short range additional \( \mathcal{C} \) on the same fear check.

**GRIT**
Gain +1 strain threshold.

**COMMAND**
Add \( \mathcal{C} \) per rank of Command to Leadership checks. Affected targets add \( \mathcal{C} \) to Discipline checks for the next 24 hours.

**COMMANDING PRESENCE**
Remove \( \mathcal{C} \) per rank of Commanding Presence from Leadership and Cool checks.

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

**IMPROVED CONFIDENCE**
May spend \( \mathcal{C} \) on fear checks to give allies in short range additional \( \mathcal{C} \) on the same fear check.

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

**IMPROVED CONFIDENCE**
May spend \( \mathcal{C} \) on fear checks to give allies in short range additional \( \mathcal{C} \) on the same fear check.

**GRIT**
Gain +1 strain threshold.

**COMMAND**
Add \( \mathcal{C} \) per rank of Command to Leadership checks. Affected targets add \( \mathcal{C} \) to Discipline checks for the next 24 hours.

**COMMANDING PRESENCE**
Remove \( \mathcal{C} \) per rank of Commanding Presence from Leadership and Cool checks.

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

**IMPROVED CONFIDENCE**
May spend \( \mathcal{C} \) on fear checks to give allies in short range additional \( \mathcal{C} \) on the same fear check.

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

**IMPROVED CONFIDENCE**
May spend \( \mathcal{C} \) on fear checks to give allies in short range additional \( \mathcal{C} \) on the same fear check.

**GRIT**
Gain +1 strain threshold.

**COMMAND**
Add \( \mathcal{C} \) per rank of Command to Leadership checks. Affected targets add \( \mathcal{C} \) to Discipline checks for the next 24 hours.

**COMMANDING PRESENCE**
Remove \( \mathcal{C} \) per rank of Commanding Presence from Leadership and Cool checks.

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

**IMPROVED CONFIDENCE**
May spend \( \mathcal{C} \) on fear checks to give allies in short range additional \( \mathcal{C} \) on the same fear check.

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

**IMPROVED CONFIDENCE**
May spend \( \mathcal{C} \) on fear checks to give allies in short range additional \( \mathcal{C} \) on the same fear check.

**GRIT**
Gain +1 strain threshold.

**COMMAND**
Add \( \mathcal{C} \) per rank of Command to Leadership checks. Affected targets add \( \mathcal{C} \) to Discipline checks for the next 24 hours.
<table>
<thead>
<tr>
<th>Skill</th>
<th>Description</th>
<th>Cost</th>
</tr>
</thead>
<tbody>
<tr>
<td>Conditioned</td>
<td>Remove 1 point per rank of Conditioned from Athletics and Coordination checks. Reduce damage and strain suffered from falling by 1 point per rank of Conditioned.</td>
<td>5</td>
</tr>
<tr>
<td>Physical Training</td>
<td>Add 1 point per rank of Physical Training to Athletics and Resilience checks.</td>
<td>5</td>
</tr>
<tr>
<td>Body Guard</td>
<td>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.</td>
<td>10</td>
</tr>
<tr>
<td>Encouraging Words</td>
<td>After an engaged ally fails a check, may suffer 1 strain to assist that ally's next check this encounter as an out of turn incidental.</td>
<td>10</td>
</tr>
<tr>
<td>Conditioned</td>
<td>Remove 1 point per rank of Conditioned from Athletics and Coordination checks. Reduce damage and strain suffered from falling by 1 point per rank of Conditioned.</td>
<td>10</td>
</tr>
<tr>
<td>STIMPACK Specialization</td>
<td>STIMPACKs heal 1 additional wound per rank of STIMPACK Specialization.</td>
<td>20</td>
</tr>
<tr>
<td>Physical Training</td>
<td>Add 1 point per rank of Physical Training to Athletics and Resilience checks.</td>
<td>15</td>
</tr>
<tr>
<td>Master Instructor</td>
<td>Take the Field Commander action; make a Leadership check. A number of allies equal to Presence may immediately suffer 1 strain to perform 1 free maneuver.</td>
<td>20</td>
</tr>
<tr>
<td>GRIT</td>
<td>Gain +1 strain threshold.</td>
<td>15</td>
</tr>
<tr>
<td>STIMPACK Specialization</td>
<td>STIMPACKs heal 1 additional wound per rank of STIMPACK Specialization.</td>
<td>20</td>
</tr>
<tr>
<td>Field Commander</td>
<td>Once per round, as an out of turn incidental, may suffer 2 strain to allow ally to use character's ranks in Discipline for the next Discipline check they make.</td>
<td>15</td>
</tr>
<tr>
<td>Field Commander</td>
<td>Once per session, when an ally protected by the Body Guard maneuver suffers a hit, suffer the hit instead.</td>
<td>15</td>
</tr>
<tr>
<td>Improved Body Guard</td>
<td>Gain +2 wound threshold.</td>
<td>20</td>
</tr>
<tr>
<td>Improved Field Commander</td>
<td>Field Commander action affects allies equal to double Presence, and may spend 1 to allow allies to suffer 1 strain to perform 1 action instead.</td>
<td>25</td>
</tr>
<tr>
<td>Dedication</td>
<td>Gain +1 to a single characteristic. This cannot bring a characteristic above 6.</td>
<td>25</td>
</tr>
<tr>
<td>Natural Instructor</td>
<td>Once per session, may re-roll one Discipline or Leadership check.</td>
<td>25</td>
</tr>
<tr>
<td>That's How It's Done</td>
<td>May suffer 1 strain on a successful skill check to add to the same skill check made during the next round by a number of allies in short range equal to Willpower.</td>
<td>25</td>
</tr>
</tbody>
</table>
COMMANDER STRATEGIST

Spec Bonus Career Skills: Computers, Cool, Vigilance, Knowledge (Warfare)

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

GRIT
Gain +1 strain threshold.

READY FOR ANYTHING
Remove ⌈ per rank of Ready for Anything on Mass Combat checks and Cool or Vigilance checks to determine initiative order.

GRIT
Gain +1 strain threshold.

CLEVER COMMANDER
May use ranks in Knowledge (Warfare) to upgrade Mass Combat checks instead of Leadership.

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

WELL READ
Choose any 3 Knowledge skills. They permanently become career skills.

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

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

READY FOR ANYTHING
Remove ⌈ per rank of Ready for Anything on Mass Combat checks and Cool or Vigilance checks to determine initiative order.

MASTER STRATEGIST
Once per phase during mass combat, may suffer 2 strain to decrease the difficulty of a Mass Combat check once.

IMPLOYED RESEARCHER
On a successful Knowledge check, character and allies gain automatic ⌈ per rank of Researcher on checks to act on those facts until the end of the next turn.

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

COORDINATED ASSAULT
Take a maneuver to add ⌈ to combat checks for a number of engaged allies equal to Leadership until beginning of next turn. Increase range per rank.

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

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

THOROUGH ASSESSMENT
Once per session, as an action make a ⬇ Knowledge check to gain ⌈ equal to ⌈ that can be distributed during the encounter.

CAREFUL PLANNING
Once per session, may introduce a “fact” into the narrative as if a Destiny Point had been spent.

IMPROVED READY FOR ANYTHING
When making Cool or Vigilance checks to determine initiative order, may spend ⌈ to add ⌈ equal to ranks in Ready for Anything.
**Rousing Oratory Base Ability**

Once per game session, the character may perform a Rousing Oratory action, spend 2 Destiny Points, and make a Leadership check to inspire a group to take action in a military situation about which members were previously hesitant.

**Unmatched Authority Base Ability**

Once per game session, as an action during an encounter in structured time, the character may spend 2 Destiny Points to gain the following ability for the remainder of the current round and two additional rounds. As an out of turn incidental, the character may suffer 2 strain to downgrade the difficulty of an ally’s skill check once.

**Rousing Oratory**

- **Change Skill**: May make a Discipline check instead of a Leadership check to activate.
- **Reduce Setback**: Remove 1 from skill check to activate Rousing Oratory.
- **Boost Allies**: Add 1 per Boost Allies upgrade to all Discipline and Cool checks that targets make until the end of the encounter.
- **Reduce Difficulty**: Reduce the difficulty of the activating skill check to 1.
- **Turning Point**: During a mass combat, may activate create a turning point or boost allies already taking part in one.
- **Destiny**: Rousing Oratory cost 1 Destiny Point instead of 2.

**Unmatched Authority**

- **Duration**: Unmatched Authority lasts one additional round.
- **Firm Resolve**: Increase strain threshold by 2 while Unmatched Authority is active.
- **Destiny**: Unmatched Authority costs 1 Destiny Point instead of 2.
- **Endurance**: Reduce the strain cost to modify an ally’s skill check with Unmatched Authority by 1.
- **Increase Effect**: May reduce the difficulty of an ally’s skill check instead of downgrading the difficulty.
- **Mass Combat**: The character can spend strain to modify Mass Combat checks with Unmatched Authority.

CAREER COMMANDER
Career Skills: Coercion, Cool, Leadership, Negotiation, Knowledge (Core Worlds)

Find more handouts at BeggingForXP.com
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

- **Indistinguishable**
  Upgrade difficulty of checks to identify character once per rank of Indistinguishable.
  Cost 5

- **Kill with Kindness**
  Remove • per rank of Kill with Kindness from Charm and Leadership checks.
  Cost 5

- **No One's Fool**
  Upgrade difficulty of incoming Charm, Coercion, and Deception checks once per rank of Nobody's Fool.
  Cost 5

- **Confidence**
  May decrease difficulty of Discipline checks to avoid fear by 1 per rank of Confidence.
  Cost 5

- **Grit**
  Gain +1 strain threshold.
  Cost 10

- **Steely Nerves**
  Spend 1 Destiny Point to ignore effects of Critical Injuries on Willpower and Presence checks until the end of the encounter.
  Cost 15

- **Confidence**
  May decrease difficulty of Discipline checks to avoid fear by 1 per rank of Confidence.
  Cost 15

- **Inspiring Rhetoric**
  Take the 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.
  Cost 15

- **Impressed Inspiring Rhetoric**
  Each ally affected by Inspiring Rhetoric gains • on all skill checks for a number of rounds equal to ranks in Leadership.
  Cost 20

- **Intense Presence**
  Spend 1 Destiny Point to recover strain equal to Presence rating.
  Cost 20

- **Works Like a Charm**
  Once per session, make one skill check using Presence rather than the characteristic linked to that skill.
  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 10

- **Grit**
  Gain +1 strain threshold.
  Cost 10

- **Supreme Inspiring Rhetoric**
  Suffer 1 strain to perform Inspiring Rhetoric as a maneuver, instead of an action.
  Cost 25

- **Natural Charmer**
  Once per session, may reroll any 1 Charm or Deception check.
  Cost 25

- **Dedication**
  Gain +1 to a single characteristic. This cannot bring a characteristic above 6.
  Cost 25

- **Sixth Sense**
  Gain +1 ranged defense.
  Cost 25

Permission granted to photocopy for personal use only. © LFL. © FFG.
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

- **PLAUSIBLE DENIABILITY**: Remove 1 per rank of Plausible Deniability from Coercion and Deception checks.
- **NOBODY’S FOOL**: Upgrade difficulty of incoming Charm, Coercion, and Deception checks once per rank of Nobody’s Fool.
- **GRIT**: Gain +1 strain threshold.
- **STREET SMARTS**: Remove 1 per rank of Street Smarts from Streetwise and Knowledge (Underworld) checks.
- **CONVINCING DEEMANOR**: Remove 1 per rank of Convincing Deemnor from Deception and Skulduggery checks.
- **SCATHING TIRADE**: Take a Scathing Tirade action; make an Average Coercion check. Each causes one enemy in short range to suffer 1 strain. Spend 1 to cause 1 affected enemy to suffer 1 additional strain.
- **NATURAL ENFORCER**: Once per session, may re-roll any 1 Coercion or Streetwise check.
- **NOBODY’S FOOL**: Upgrade difficulty of incoming Charm, Coercion, and Deception checks once per rank of Nobody’s Fool.
- **IMPROVED SCATHING TIRADE**: Each enemy affected by Scathing Tirade suffers on all skill checks for a number of rounds equal to ranks in Coercion.
- **DEDICATION**: Gain +1 to a single characteristic. This cannot bring a characteristic above 6.
- **SUPREME SCATHING TIRADE**: Suffer 1 strain to perform Scathing Tirade as a maneuver, instead of an action.
- **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.
- **INCITE REBELLION**: Once per session, may take an Incite Rebellion action; make a Hard Coercion check to cause a number of beings up to ranks in Coercion to become rebellious until the end of the encounter.

Permission granted to photocopy for personal use only. © LFL. © FFG.
**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

---

**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:** 10

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

**Cost:** 15

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

**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

---

**Grit**
Gain +1 strain threshold.

**Cost:** 5

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

**Cost:** 10

**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

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

**Cost:** 20

---

**Superior Reflexes**
Gain +1 melee defense.

**Cost:** 25

**Toughened**
Gain +2 wound threshold.

**Cost:** 5
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

PLAUSIBLE DENIABILITY
Remove 1 rank of Plausible Deniability from Coercion and Deception checks.

COST 5

GRIIT
Gain +1 strain threshold.

COST 5

DISCREDIT
Once per encounter, take the Discredit action: make a Hard (3) Deception check to regrade the difficulty of one character’s social checks once, plus once for every (3) (3) until the encounter.

COST 10

PLAUSIBLE DENIABILITY
Remove 1 rank of Plausible Deniability from Coercion and Deception checks.

COST 10

SUPPORTING EVIDENCE
When assisting an ally with a Charm, Deception, Leadership, or Negotiation check, add automatic (3) per rank of Supporting Evidence.

COST 10

NOBODY’S FOOL
Upgrade difficulty of incoming Charm, Coercion, and Deception checks once per rank of Nobody’s Fool.

COST 5

IMPROVED PLAUSIBLE DENIABILITY
Take an Improved Plausible Deniability action to make a Hard (4) Coercion check to convince one bystander per rank of Plausible Deniability to depart quietly.

COST 15

GRIT
Gain +1 strain threshold.

COST 15

ENCOURAGING WORDS
After an engaged ally fails a check, may suffer 1 strain to assist ally’s next check as an out of turn Incidental.

COST 15

TWISTED WORDS
When an incoming social check generates (3) or (3), may shift 1 strain as an incidental to inflict strain equal to ranks in Coercion on speaker.

COST 15

GRIT
Gain +1 strain threshold.

COST 20

SUPPORTING EVIDENCE
When assisting an ally with a Charm, Deception, Leadership, or Negotiation check, add automatic (3) per rank of Supporting Evidence.

COST 20

BLACKMAIL
When an NPC exceeds his strain threshold, may spend 1 Destiny Point to convince that NPC to perform a single task of choice instead.

COST 25

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

COST 25

INTERJECTION
After another character makes a social check, suffer 3 strain to take an Interjection incidental: make an Average (3) Vigilance check to add (3) or (3) equal to (3) and (3) or (3) equal to (3) to the check.

COST 25

CONTINGENCY PLAN
Spend 1 Destiny Point to recover strain equal to Cunning rating.

COST 25
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

- **RESEARCHER**
  - Remove per rank of Researcher from Knowledge checks. Researching a subject takes half the time.
  - COST 5

- **KNOWLEDGE SPECIALIZATION**
  - When acquired, choose 1 Knowledge skill. When making a Knowledge check, may spend 2 to gain additional 2 equal to ranks in Knowledge Specialization.
  - COST 15

- **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 15

- **TECHNICAL APTITUDE**
  - Reduce time needed to complete computer-related tasks by 25% per rank of Technical Aptitude.
  - COST 5

- **VALUES FACTS**
  - Once per encounter, perform a Values Facts action, make an Average (4) Knowledge check. If successful, add 4 to one ally’s skill check during the encounter.
  - COST 10

- **RESEARCHER**
  - Remove per rank of Researcher from Knowledge checks. Researching a subject takes half the time.
  - COST 10

- **SUPPORTING EVIDENCE**
  - When assisting an ally with a Charm, Deception, Leadership, or Negotiation check, add automatic 9 to ranks of Supporting Evidence.
  - COST 10

- **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 15

- **ENCODED COMMUNIQUÉ**
  - Upgrade the difficulty of checks to decrypt this character’s coded messages without the proper cipher a number of times equal to Computers skill.
  - COST 15

- **GRIT**
  - Gain +1 strain threshold.
  - COST 20

- **KNOW-IT-ALL**
  - Once per scenario, perfectly recall an important fact previously learned as if a Destiny Point had been spent.
  - COST 20

- **KNOWLEDGE SPECIALIZATION**
  - When acquired, choose 1 Knowledge skill. When making that skill check, may spend 4 to gain additional 2 equal to ranks in Knowledge Specialization.
  - COST 25

- **THOROUGH ASSESSMENT**
  - Once per scenario, take a Thorough Assessment action and make a Hard (6) Knowledge check to gain Boost dice equal to 3 that can be distributed during the encounter.
  - COST 25

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

- **STROKE OF GENIUS**
  - Once per scenario, make one skill check using Intellect rather than the characteristic linked to that skill.
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

- **Grit**: Gain +1 strain threshold
- **Positive Spin**: Whenever any character’s Duty would increase, it increases by an additional 1 per rank of Positive Spin
- **In the Know**: Remove up to ranks in In the Know from checks to get information from people or disseminate news. Minion NPCs do not realize this character’s allegiance in interviews.
- **Improved Positive Spin**: Once per session, if no PC’s Duty triggered, make a Daunting (♦♦♦) Charm check with the difficulty decreased once per rank of Positive Spin to have one PC’s Duty trigger.
- **Positive Spin**: Whenever any character’s Duty would increase, it increases by an additional 1 per rank of Positive Spin.
- **Toughened**: Gain +2 wound threshold
- **Bad Press**: Once per session, choose an organization and make a Hard (♦♦♦) Deception check. On success, organization members have their wound thresholds reduced by 1, plus 1 per ♦♦♦, until the end of the session.
- **Well Rounded**: Choose any 2 skills. They permanently become career skills.
- **Grit**: Gain +1 strain threshold
- **Confidence**: May decrease difficulty of Discipline checks to avoid fear by 1 per rank of Confidence.
- **Confidence**: May decrease difficulty of Discipline checks to avoid fear by 1 per rank of Confidence.
- **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.
- **Informant**: Once per session, may reveal a contact who can shed light on a chosen subject.
- **In the Know**: Remove up to ranks in In the Know from checks to get information from people or disseminate news. Minion NPCs do not realize this character’s allegiance in interviews.

Permission granted to print and photocopy this page for personal use. © LFL © FFG
**Diplomat Signature Ability Tree: Diplomatic Solution**

**DIPLOMATIC SOLUTION BASE ABILITY**

Once per game session, when a combat encounter against one or more sentient creatures is about to begin, the character may spend 2 Destiny Points and make a Daunting (♦ ♦ ♦ ♦) Charm check to turn the encounter into a social encounter instead.

**CHANGE SKILL**

May make a Coercion check instead of a Charm check to activate Diplomatic Solution. **COST 10**

**REDUCE SETBACK**

Remove ■ from skill check to activate Diplomatic Solution. **COST 10**

**BOOST ALLIES**

Other friendly characters gain □ on social checks until the end of the encounter per Boost Allies Upgrade. **COST 10**

**CHANGE SKILL**

May make a Leadership check instead of a Charm check to activate Diplomatic Solution. **COST 10**

**ACTIVATION**

May activate Diplomatic Solution at the start of any combat turn instead of only at the start of combat. **COST 15**

**REDUCE DIFFICULTY**

Reduce the difficulty of the skill check to activate Diplomatic Solution to Hard (♦ ♦ ♦). **COST 15**

**DESTINY**

Diplomatic Solution costs 1 Destiny Point instead of 2. **COST 15**

**BOOST ALLIES**

Other friendly characters gain □ on social checks until the end of the encounter per Boost Allies Upgrade. **COST 15**

---

**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

**UNMATCHED INSIGHT BASE ABILITY**

Once per game session, during an encounter or scene involving one or more other sentient creatures, the character may spend 2 Destiny Points. The character immediately becomes aware of the emotional states and basic histories of up to 3 chosen participants in the scene.

**DISCERN MOTIVES**

The character realizes the motivations of each other participant in the scene.

**INCREASE NUMBER**

Increase the number of participants affected by 2 per Increase Number upgrade.

**INCREASE NUMBER**

Increase the number of participants affected by 2 per Increase Number upgrade.

**FREQUENCY**

Unmatched Insight may be used twice per game session.

**LEVERAGE**

Choose 1 character. Upgrade the ability of all social checks once per Leverage Upgrade against that character until the end of the encounter.

**DESTINY**

Unmatched Insight costs 1 Destiny Point instead of 2.

**LEVERAGE**

Choose 1 character. Upgrade the ability of all social checks once per Leverage Upgrade against that character until the end of the encounter.

**SECRET**

Notice one important detail that a chosen character would prefer to conceal.

Unmatched Insight may be used twice per game session.
**Engineer: Mechanic Talent Tree**

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

**Mechanic Bonus Career Skills:** Bravel, Mechanics, Piloting (Space), Skalduggery

### Talent Tree

- **Gearhead**
  - Remove • per rank of Gearhead from Mechanics checks. Halve the credit cost to add mods to attachments. (Cost 5)

- **Toughened**
  - Gain +2 wound threshold. (Cost 5)

- **Fine Tuning**
  - When repairing system strain on a starship or vehicle, repair 1 additional system strain per rank of Fine Tuning. (Cost 5)

- **SOLID Repairs**
  - When repairing hull trauma on a starship or vehicle, repair 1 additional hull trauma per rank of SOLID Repairs. (Cost 5)

- **REDUNDANT Systems**
  - Once per session, may take a Redundant Systems action; make an Easy Mechanics check to harvest components from a functioning device to repair a broken one without breaking the first device. (Cost 10)

- **ENDURING**
  - When repairing hull trauma on a starship or vehicle, repair 1 additional hull trauma per rank of SOLID Repairs. (Cost 15)

- **BAD MOTIVATOR**
  - Once per session, may take a Bad Motivator action; make a Hard Mechanics check to cause one targeted device to spontaneously fail. (Cost 15)

- **TOUGHENED**
  - Gain +1 strain threshold. (Cost 15)

- **Contraption**
  - Once per session, may take Contraption action; make a Hard Mechanics check to fashion a device to solve a current problem using just the tools and parts on hand. (Cost 20)

- **ENDURING**
  - When repairing system strain on a starship or vehicle, repair 1 additional system strain per rank of Fine Tuning. (Cost 20)

- **HARD HEADED**
  - When staggered or disoriented, perform the Hard Headed action; make a Daunting Discipline check to remove statuses. Difficulty reduced 1 per rank of Hard Headed. (Cost 20)

- **Natural Tinkerer**
  - Once per session, may re-roll any 1 Mechanics check. (Cost 25)

- **HOLD TOGETHER**
  - Spend 1 Destiny Point to perform a Hold Together incidental immediately after vehicle or starship takes damage to turn damage into system strain. (Cost 25)

- **DEDICATION**
  - Gain +1 to a single characteristic. This cannot bring a characteristic above 6. (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: Saboteur Talent Tree

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

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

- **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 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**

- **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**

- **SELECTIVE DETONATION**
  - When using any weapon with the Blast quality, spend ✝ to exclude 1 target that would normally be affected by the explosion. May not exceed ranks in Selective Detonation.
  - **COST 20**

- **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**

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

- **MASTER GRENAIDER**
  - Decrease the ✝ 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 ✝ 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**

- **ACTIVE**

- **PASSIVE**

---

Permission granted to photocopy for personal use only. © LFL © FFG.
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.

- **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: 5

- **Respected Scholar**
  - May downgrade difficulty of checks to interact with institutes of learning by one per rank of Respected Scholar.
  - Cost: 10

- **Researcher**
  - Remove ≤ per rank of Researcher from Knowledge checks. Researching a subject takes half the time.
  - Cost: 5

- **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

- **Mental Fortress**
  - Spend 1 Destiny Point to ignore effects of Critical Injuries on Intellect and Cunning checks until end of encounter.
  - Cost: 15

- **Speaks Binary**
  - When directing NPC droids, may grant them ≤ per rank of Speaks Binary on checks.
  - Cost: 15

- **Hidden Storage**
  - Gain hidden storage in vehicle or equipment that holds items with total encumbrance equal to ranks in Hidden Storage.
  - Cost: 10

- **Tinkerer**
  - May add 1 additional hard point to a number of items equal to ranks in Tinkerer. Each item may only be modified once.
  - Cost: 10

- **Natural Scholar**
  - Once per session, may re-roll any 1 Knowledge skill check.
  - Cost: 20

- **Stroke of Genius**
  - Once per session, make one skill check using Intellect rather than the characteristic linked to that skill.
  - Cost: 20

- **Inventor**
  - When constructing new items or modifying attachments, add ≤ or remove ≤ per rank of Inventor.
  - Cost: 20

- **Intense Focus**
  - Perform an Intense Focus maneuver; suffer 1 strain and upgrade the ability of the next skill check once.
  - Cost: 25

- **Careful Planning**
  - Once per session, may introduce a "fact" into the narrative as if a Destiny Point had been spent.
  - Cost: 25

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

- **Utility Belt**
  - Spend 1 Destiny Point to perform a Utility Belt incidental; produce a previously undocumented item or weapon (with restrictions) from a tool belt or a satchel.
  - Cost: 25
Soldier: Commando Talent Tree

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

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

**FORAGER**
Remove up to 25% from skill checks to find food, water, or shelter. Survival checks to forage take half the time.

**STIMPACK SPECIALIZATION**
Stimpacks heal 1 additional wound per rank of Stimpack Specialization.

**TOUGHENED**
Gain +2 wound threshold.

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

**WELL ROUNDED**
Choose any 2 skills. They permanently become career skills.

**GRIT**
Gain +1 strain threshold.

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

**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.

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

**IMPROVED STIM APPLICATION**
When performing Stim Application Action, may increase difficulty of check to Hard, and target only suffers 1 strain.

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

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

**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.

**IT’S NOT THAT BAD**
Once per session when an ally would suffer a Critical Injury, may take an It’s Not That Bad action; make a Hard Medicine check to stop the ally from gaining the Critical Injury.

**BACTA SPECIALIST**
Patients heal 1 additional wound via bacta tanks or long-term care.

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

**STIMPACK SPECIALIZATION**
Stimpacks heal 1 additional wound per rank of Stimpack Specialization.
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)

- **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**

- **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**
Spy: Scout Talent Tree
Career Skills: Computers, Cool, Coordination, Deception, Knowledge (Warfare), Perception, Skulduggery, Stealth
Scout Bonus Career Skills: Athletics, Medicine, Piloting (Planetary), Survival

- **Rapid Recovery**
  - When recovering strain after an encounter, recover 1 additional strain per rank of Rapid Recovery.
  - **Cost:** 5

- **Forager**
  - Remove up to 2 skill points from skill checks to find food, water, or shelter. Survival checks to forage take half the time.
  - **Cost:** 10

- **Quick Strike**
  - Add 2 per rank of Quick Strike to combat checks against targets that have not yet acted this encounter.
  - **Cost:** 10

- **Grit**
  - Gain +1 strain threshold.
  - **Cost:** 5

- **Stalker**
  - Add 3 per rank of Stalker to Stealth and Coordination checks.
  - **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:** 10

- **Shortcut**
  - During a chase, add 2 per rank in Shortcut to any checks made to catch or escape an opponent.
  - **Cost:** 10

- **Grit**
  - Gain +1 strain threshold.
  - **Cost:** 5

- **Disorient**
  - After hitting with combat check, may spend 1 to disorient target for number of rounds equal to ranks in Disorient.
  - **Cost:** 10

- **Rapid Recovery**
  - When recovering strain after an encounter, recover 1 additional strain per rank of Rapid Recovery.
  - **Cost:** 15

- **Natural Hunter**
  - Once per session, may re-roll any 1 Perception or Vigilance check.
  - **Cost:** 15

- **Familiar Suns**
  - Once per session, may perform a Familiar Suns maneuver; make a Hard Knowledge check to reveal the current type of planetary environment and other useful information.
  - **Cost:** 15

- **Shortcut**
  - During a chase, add 2 per rank in Shortcut to any checks made to catch or escape an opponent.
  - **Cost:** 15

- **Heightened Awareness**
  - Allies within close range add 2 to Perception or Vigilance checks. Engaged allies add 3.
  - **Cost:** 20

- **Toughened**
  - Gain +2 wound threshold.
  - **Cost:** 20

- **Quick Strike**
  - Add 2 per rank of Quick Strike to combat checks against targets that have not yet acted this encounter.
  - **Cost:** 20

- **Utility Belt**
  - Spend 1 Destiny Point to perform a Utility Belt incidental; produce a previously undocumented item or weapon (with restrictions) from a tool belt or a satchel.
  - **Cost:** 25

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

- **Stalker**
  - Add 3 per rank of Stalker to Stealth and Coordination checks.
  - **Cost:** 25

- **Disorient**
  - After hitting with combat check, may spend 1 to disorient target for number of rounds equal to ranks in Disorient.
  - **Cost:** 25
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

- **CODEBREAKER**
  - **Cost**: 5
  - **Ability**: Remove a per rank in Codebreaker from checks to break codes or decrypt communications. Decrease difficulty of checks to break codes or decrypt communications by 1.

- **DEFENSIVE SLICING**
  - **Cost**: 10
  - **Ability**: When defending computer systems, add a per rank of Defensive Slicing to opponents' checks.

- **NATURAL PROGRAMMER**
  - **Cost**: 15
  - **Ability**: Once per session, may re-roll any 1 Computers or Astrogation check.

- **IMPROVED DEFENSIVE SLICING**
  - **Cost**: 20
  - **Ability**: Defensive Slicing now upgrades opponents' difficulty once per rank of Defensive Slicing; this replaces the usual benefits.

- **SKILLED SLICER**
  - **Cost**: 25
  - **Ability**: When making a Computers check, may spend a to make further Computers checks within this system as maneuvers.

- **GRIT**
  - **Cost**: 5
  - **Ability**: Gain +1 strain threshold.

- **TECHNICAL APTITUDE**
  - **Cost**: 10
  - **Ability**: Reduce time needed to complete computer-related tasks by 25% per rank.

- **BYPASS SECURITY**
  - **Cost**: 15
  - **Ability**: Remove a per rank of Bypass Security from checks made to disable a security device or open a locked door.

- **RESOLVE**
  - **Cost**: 20
  - **Ability**: When involuntarily suffering strain, suffer 1 less strain per rank of Resolve, to a minimum of 1.

- **DEFEVENT SPLICING**
  - **Cost**: 10
  - **Ability**: When defending computer systems, add a per rank of Defensive Slicing to opponents' checks.

- **CODEBREAKER**
  - **Cost**: 20
  - **Ability**: Remove a per rank in Codebreaker from checks to break codes or decrypt communications. Decrease difficulty of checks to break codes or decrypt communications by 1.

- **Mental Fortress**
  - **Cost**: 25
  - **Ability**: Spend 1 Destiny Point to ignore effects of Critical Injuries on Intellect or Cunning checks until end of encounter.

- **DEDICATION**
  - **Cost**: 25
  - **Ability**: Gain +1 to a single characteristic. This cannot bring a characteristic above 6.
CONSULAR: Healer

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

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

- **Healing Trance**
  - Commit O. For every full encounter O remains committed, heal 1 wound per rank of Healing Trance.
  - COST 10

- **Healing Trance**
  - When making a Medicine check to help a character heal wounds, the target heals 1 additional wound per rank of Surgeon.
  - COST 20

- **Rapid Recovery**
  - When healing strain after an encounter, heal 1 additional strain per rank of Rapid Recovery.
  - COST 5

- **Rapid Recovery**
  - When making a Medicine check to help a character heal wounds, the target heals 1 additional strain per rank of Physician.
  - COST 5

- **Grit**
  - Gain +1 strain threshold.
  - COST 10

- **Grit**
  - Gain +1 strain threshold.
  - 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

- **Healing Trance**
  - When making a Medicine check to help a character heal wounds, the target heals 1 additional strain per rank of Physician.
  - COST 10

- **Healing Trance**
  - When making a Medicine check to help a character heal wounds, the target heals 1 additional strain per rank of Physician.
  - COST 10

- **GRIT**
  - Gain +1 strain threshold.
  - COST 10

- **GRIT**
  - Gain +1 strain threshold.
  - COST 10

- **Natural Doctor**
  - Once per session, may re-roll any 1 Medicine check.
  - COST 25

- **Force Rating**
  - Gain +1 Force rating.
  - COST 25

- **Improved Calming Aura**
  - Spend a maneuver and suffer 2 strain to extend Calming Aura's effects to allies equal to Willpower at short range until start of next turn.
  - COST 25

- **Toughened**
  - Gain +2 wound threshold.
  - COST 20

- **Improved Calming Aura**
  - Gain +2 wound threshold.
  - COST 20

- **Dedication**
  - Gain +1 to a single characteristic. This cannot bring a characteristic above 6.
  - COST 25
CONSULAR: Niman Disciple
Career Skills: Cool, Discipline, Knowledge (Education), Knowledge (Lore), Leadership, Negotiation
Additional Career Skills: Discipline, Leadership, Lightsaber, Negotiation

- **PARRY**
  - When hit by a melee attack, suffer 3 strain to reduce damage by 2 plus ranks in Parry.
  - Cost: 5

- **NIMAN TECHNIQUE**
  - When making a Lightsaber skill check, the character may use Willpower instead of Brawn.
  - Cost: 10

- **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

- **SENSE EMOTIONS**
  - Add to all Charm, Coercion, and Deception checks unless the target is immune to Force powers.
  - Cost: 15

- **DRAW CLOSER**
  - Perform Draw Closer action: make a Lightsaber (Willpower) combat check against one silhouette 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

- **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

- **CENTRALIZED CENTER OF BEING**
  - Gain +2 wound threshold.
  - 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

- **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: 15

- **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

Permission granted to photocopy for personal use only. © LFL. © FFG.
CONSULAR: Sage
Career Skills: Cool, Discipline, Knowledge (Education), Knowledge (Lore), Leadership, Negotiation
Additional Career Skills: Astrogation, Charm, Cool, Knowledge (Lore)

- **GRIT**
  - Gain +1 strain threshold
  - COST 5

- **KILL WITH KINDNESS**
  - Remove 1 per rank of Kill with Kindness from all Charm and Leadership checks.
  - COST 5

- **RESEARCHER**
  - Remove 1 per rank of Researcher from all Knowledge checks. Researching a subject takes half the time.
  - 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 successes equal to ranks in Smooth Talker.
  - 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

- **RESEARCHER**
  - Remove 1 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

- **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

- **6RIT**
  - 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 @ to generated.
  - COST 25

- **THE FORCE IS MY ALLEY**
  - Once per session, may suffer 2 strain to perform Force power action as maneuver.
  - COST 25

- **NATURAL NEGOTIATOR**
  - Once per session, may recall any 1 Cool or Negotiation check.
  - COST 25

- **FORCE RATING**
  - Gain +1 Force rating.
  - COST 25

---

Permission granted to photocopy for personal use only. © LFL. © FFG.
GUARDIAN: Peacekeeper
Career Skills: Brawl, Cool, Discipline, Melee, Resilience, Vigilance
Additional Career Skills: Discipline, Leadership, Perception, Piloting (Planetary)

- COMMAND: Add per rank of Command when making Leadership checks. Affected targets add to Discipline checks for next 24 hours.
- CONFIDENCE: May decrease difficulty of Discipline checks to avoid fear by 1 per rank of Confidence.
- SECOND WIND: Once per encounter, may use Second Wind incidental to recover strain equal to ranks in Second Wind.
- COMMANDING PRESENCE: Remove per rank of Commanding Presence from Leadership and Cool checks.
- TOUGHENED: Gain +2 wound threshold.
- SECOND WIND: Once per encounter, may use Second Wind incidental to recover strain equal to ranks in Second Wind.
- CONFIDENCE: May decrease difficulty of Discipline checks to avoid fear by 1 per rank of Confidence.

- COMMAND: Add per rank of Command when making Leadership checks. Affected targets add to Discipline checks for next 24 hours.
- CONFIDENCE: May decrease difficulty of Discipline checks to avoid fear by 1 per rank of Confidence.
- SECOND WIND: Once per encounter, may use Second Wind incidental to recover strain equal to ranks in Second Wind.
- COMMANDING PRESENCE: Remove per rank of Commanding Presence from Leadership and Cool checks.
- TOUGHENED: Gain +2 wound threshold.
- SECOND WIND: Once per encounter, may use Second Wind incidental to recover strain equal to ranks in Second Wind.
- CONFIDENCE: May decrease difficulty of Discipline checks to avoid fear by 1 per rank of Confidence.

- COMMAND: Add per rank of Command when making Leadership checks. Affected targets add to Discipline checks for next 24 hours.
- CONFIDENCE: May decrease difficulty of Discipline checks to avoid fear by 1 per rank of Confidence.
- SECOND WIND: Once per encounter, may use Second Wind incidental to recover strain equal to ranks in Second Wind.
- COMMANDING PRESENCE: Remove per rank of Commanding Presence from Leadership and Cool checks.
- TOUGHENED: Gain +2 wound threshold.
- SECOND WIND: Once per encounter, may use Second Wind incidental to recover strain equal to ranks in Second Wind.
- CONFIDENCE: May decrease difficulty of Discipline checks to avoid fear by 1 per rank of Confidence.

- COMMAND: Add per rank of Command when making Leadership checks. Affected targets add to Discipline checks for next 24 hours.
- CONFIDENCE: May decrease difficulty of Discipline checks to avoid fear by 1 per rank of Confidence.
- SECOND WIND: Once per encounter, may use Second Wind incidental to recover strain equal to ranks in Second Wind.
- COMMANDING PRESENCE: Remove per rank of Commanding Presence from Leadership and Cool checks.
- TOUGHENED: Gain +2 wound threshold.
- SECOND WIND: Once per encounter, may use Second Wind incidental to recover strain equal to ranks in Second Wind.
- CONFIDENCE: May decrease difficulty of Discipline checks to avoid fear by 1 per rank of Confidence.

- COMMAND: Add per rank of Command when making Leadership checks. Affected targets add to Discipline checks for next 24 hours.
- CONFIDENCE: May decrease difficulty of Discipline checks to avoid fear by 1 per rank of Confidence.
- SECOND WIND: Once per encounter, may use Second Wind incidental to recover strain equal to ranks in Second Wind.
- COMMANDING PRESENCE: Remove per rank of Commanding Presence from Leadership and Cool checks.
- TOUGHENED: Gain +2 wound threshold.
- SECOND WIND: Once per encounter, may use Second Wind incidental to recover strain equal to ranks in Second Wind.
- CONFIDENCE: May decrease difficulty of Discipline checks to avoid fear by 1 per rank of Confidence.

- COMMAND: Add per rank of Command when making Leadership checks. Affected targets add to Discipline checks for next 24 hours.
- CONFIDENCE: May decrease difficulty of Discipline checks to avoid fear by 1 per rank of Confidence.
- SECOND WIND: Once per encounter, may use Second Wind incidental to recover strain equal to ranks in Second Wind.
- COMMANDING PRESENCE: Remove per rank of Commanding Presence from Leadership and Cool checks.
- TOUGHENED: Gain +2 wound threshold.
- SECOND WIND: Once per encounter, may use Second Wind incidental to recover strain equal to ranks in Second Wind.
- CONFIDENCE: May decrease difficulty of Discipline checks to avoid fear by 1 per rank of Confidence.

- COMMAND: Add per rank of Command when making Leadership checks. Affected targets add to Discipline checks for next 24 hours.
- CONFIDENCE: May decrease difficulty of Discipline checks to avoid fear by 1 per rank of Confidence.
- SECOND WIND: Once per encounter, may use Second Wind incidental to recover strain equal to ranks in Second Wind.
- COMMANDING PRESENCE: Remove per rank of Commanding Presence from Leadership and Cool checks.
- TOUGHENED: Gain +2 wound threshold.
- SECOND WIND: Once per encounter, may use Second Wind incidental to recover strain equal to ranks in Second Wind.
- CONFIDENCE: May decrease difficulty of Discipline checks to avoid fear by 1 per rank of Confidence.

- COMMAND: Add per rank of Command when making Leadership checks. Affected targets add to Discipline checks for next 24 hours.
- CONFIDENCE: May decrease difficulty of Discipline checks to avoid fear by 1 per rank of Confidence.
- SECOND WIND: Once per encounter, may use Second Wind incidental to recover strain equal to ranks in Second Wind.
- COMMANDING PRESENCE: Remove per rank of Commanding Presence from Leadership and Cool checks.
- TOUGHENED: Gain +2 wound threshold.
- SECOND WIND: Once per encounter, may use Second Wind incidental to recover strain equal to ranks in Second Wind.
- CONFIDENCE: May decrease difficulty of Discipline checks to avoid fear by 1 per rank of Confidence.

- COMMAND: Add per rank of Command when making Leadership checks. Affected targets add to Discipline checks for next 24 hours.
- CONFIDENCE: May decrease difficulty of Discipline checks to avoid fear by 1 per rank of Confidence.
- SECOND WIND: Once per encounter, may use Second Wind incidental to recover strain equal to ranks in Second Wind.
- COMMANDING PRESENCE: Remove per rank of Commanding Presence from Leadership and Cool checks.
- TOUGHENED: Gain +2 wound threshold.
- SECOND WIND: Once per encounter, may use Second Wind incidental to recover strain equal to ranks in Second Wind.
- CONFIDENCE: May decrease difficulty of Discipline checks to avoid fear by 1 per rank of Confidence.
GUARDIAN: Protector

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

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

• TOUGHENED
  Gain +2 wound 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 5

• PARRY
  When hit by a melee attack, suffer 3 strain to reduce damage by 2 plus ranks in Parry.
  COST 5

• PHYSICIAN
  When making a Medicine check to help a character heal wounds, the target heals 1 additional strain per rank of Physician.
  COST 10

• REFLECT
  When hit by a ranged attack, suffer 3 strain to reduce damage by 2 plus ranks in Reflect.
  COST 10

• STIMPACK SPECIALIZATION
  Stimpacks heal 1 additional wound per rank of Stimpack Specialization.
  COST 15

• GRIT
  Gain +1 strain threshold.
  COST 5

• FORCE PROTECTION
  Perform the Force Protection maneuver; suffer 1 strain and commit O up to ranks of Force Protection. Increase soak by number of O committed until beginning of next turn. Suffer 1 strain every turn O remains committed.
  COST 10

• STIMPACK SPECIALIZATION
  Stimpacks heal 1 additional wound per rank of Stimpack Specialization.
  COST 15

• HEIGHENED AWARENESS
  Allies within short range add ☐ to Perception or Vigilance checks. Engaged allies add ☐.
  COST 15

• 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 15

• 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

• CIRCLE OF SHELTER
  When an engaged ally suffers a hit, may use Parry or Reflect incidentally against the hit.
  COST 20

• 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.
  COST 25
GUARDIAN: Soresu Defender
Career Skills: Brawl, Cool, Discipline, Melee, Resilience, Vigilance
Additional Career Skills: Discipline, Knowledge (Lore), Lightsaber, Vigilance

- **PARRY**
  When hit by a melee attack, suffer 3 strain to reduce damage by 2 plus ranks in Parry.
  **COST 5**

- **PARRY**
  When hit by a melee attack, suffer 3 strain to reduce damage by 2 plus ranks in Parry.
  **COST 5**

- **TOUGHENED**
  Gain +2 wound threshold.
  **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 for the next round. Strain suffered this way cannot exceed ranks in Defensive Stance.

- **SORESU TECHNIQUE**
  When making a check using the Lightsaber skill, the character may use Intellect instead of Brawn.
  **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 6 or 6 6, may hit attacker once with Lightsaber, Brawl, or Melee weapon (dealing base damage) after original attack resolves.
  **COST 15**

- **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 6 or 6 6, may hit attacker once with Lightsaber, Brawl, or Melee weapon (dealing base damage) after original attack resolves.
  **COST 15**

- **DEFENSIVE CIRCLE**
  May take the Defensive Circle action, making a Hard 6 6 6 Lightsaber (Intellect) check. The character, plus one ally within short range per 6, gains X defense until the beginning of next turn. X equals 1, plus 1 per 6 6 6.
  **COST 15**

- **GRIT**
  Gain +1 strain threshold.
  **COST 10**

- **GRIT**
  Gain +1 strain threshold.
  **COST 10**

- **PARRY**
  When hit by a melee attack, suffer 3 strain to reduce damage by 2 plus ranks in Parry.
  **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 20**

- **REFLECT**
  When hit by a ranged attack, suffer 3 strain to reduce damage by 2 plus ranks in Reflect.
  **COST 20**

- **DEFENSIVE CIRCLE**
  May take the Defensive Circle action, making a Hard 6 6 6 Lightsaber (Intellect) check. The character, plus one ally within short range per 6, gains X defense until the beginning of next turn. X equals 1, plus 1 per 6 6 6.
  **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 20**

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

- **IMPROVED REFLECT**
  When reflecting a hit that generated 6 or 6 6, may hit one target in medium range with the same damage as the initial hit, after original attack resolves.
  **COST 25**

- **STRATEGIC FORM**
  May take the Strategic Form action, making a Hard 6 6 6 Lightsaber (Intellect) check, rolling 6 no greater than Force rating. If successful, 1 target within short range may only attack character for 1 round. Spend 6 to extend effects for 1 target for 1 round.
  **COST 25**

Permission granted to photocopy for personal use only. © LFL. © FFG.
GRIT
Gain +1 strain threshold.

TOUGHENED
Gain +2 wound threshold.

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

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

SABER THROW
As an action, make a Lightsaber attack as a ranged attack at a target within medium range. Add □ up to Force rating. Must spend □ and succeed to hit target. Spend □ to return weapon to hand.

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

MENTAL TOOLS
Always count as having the right tools for the job when performing Mechanics checks.

TOUGHENED
Gain +2 wound threshold.

ARMOR MASTER
When wearing armor, increase total soak value by 1.

GRIT
Gain +1 strain threshold.

GEARMASTER
When wearing armor, increase total soak value by 1.

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

TINKERER
May add 1 additional hard point to a number of items equal to ranks in Tinkerer. Each item may only be modified once.

FORCE RATING
Gain +1 Force rating.

IMMUNE ITEM
As a maneuver, suffer 1 strain and commit □ to grant one weapon, piece of armor, or item an improvement while committed. Suffer 1 strain every round □ remains committed.

FORCE AND DESTINY • VERSION 2 • 2016-01

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

Find more handouts at BeggingForXP.com
**PRIME POSITIONS**
When this character or an ally in short range takes cover, they increase soak against ranged attacks by 1 per rank in Prime Positions until they leave cover.

**SUPPRESSING FIRE**
Character and allies in short range may spend \(\text{\textdollar}}\) on their failed combat checks once per round to inflict 1 strain per rank of Suppressing Fire on the target.

**GRIT**
Gain +1 strain threshold.

**UNCANNY SENSES**
Add \(\text{\textdollar}}\) per rank of Uncanny Senses to all Perception checks.

**CAREFUL PLANNING**
Once per session, may introduce a “fact” into the narrative as if a Destiny Point had been spent.

**SENSE DANGER**
Once per session, remove \(\text{\textdollar}}\) from any 1 check.

**SWIFT**
Do not suffer usual penalties for moving through difficult terrain.

**SUPPRESSING FIRE**
Character and allies in short range may spend \(\text{\textdollar}}\) on their failed combat checks once per round to inflict 1 strain per rank of Suppressing Fire on the target.

**GRIT**
Gain +1 strain threshold.

**UNCANNY SENSES**
Add \(\text{\textdollar}}\) per rank of Uncanny Senses to all Perception checks.

**COORDINATED ASSAULT**
As a maneuver, add \(\text{\textdollar}}\) to combat checks to a number of engaged allies equal to Leadership ranks until the start of next turn. Range increases per rank of talent.

**PRIME POSITIONS**
When this character or an ally in short range takes cover, they increase soak against ranged attacks by 1 per rank in Prime Positions until they leave cover.

**BLIND SPOT**
This character and allies within short range add \(\text{\textdollar}}\) to combat checks while benefiting from cover.

**FOREWARNING**
Perform the Forewarning action; all allies within medium range increase defense by character’s Force rating until they act in the encounter.

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

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

**FORCE RATING**
Gain +1 Force rating.

**PROPHETIC AIM**
While benefiting from an Aim maneuver, \(\text{\textdollar}}\) from this character’s Ranged (Heavy) and (Light) checks cannot cause attacks to hit allies engaged with the target.
FATED DUEL BASE ABILITY

Once per game session, during a combat encounter, the character may spend 2 Destiny Points and make a Discipline check to challenge another character. If successful, the two characters are locked in a duel for 3 rounds. For the duration of the duel, the two dueling characters can only make attacks targeting each other and no other characters can target the dueling characters with attacks (or otherwise intervene).

DURATION
Fated Duel lasts for 1 additional round.

INSPIRATION
Add to checks made by allies while Fated Duel is active.

REDUCE DIFFICULTY
Reduce the difficulty of the skill check to activate Fated Duel to 3.

COST 30

STAND FIRM
Increase wound threshold by 4 while Fated Duel is active.

COST 15

ENDURANCE
Reduce the strain cost to become the target of an attack with Unmatched Heroism by 1.

COST 10

DESTINY
Unmatched Heroism costs 1 Destiny Point instead of 2.

COST 10

COSMIC BALANCE
While Fated Duel is active, when the character suffers a Critical Injury, flip one Dark Side Destiny Point to Light.

COST 15

Unmatched Heroism 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 to move to engaged range of that ally and become the target of the combat check instead.

COST 30

DURATION
Unmatched Heroism lasts for 1 additional round.

COST 10

ENDURANCE
Increase the range at which Unmatched Heroism can affect Allies to medium range.

COST 15

FREQUENCY
Unmatched Heroism may be used twice per game session.

COST 15

DURATION
Unmatched Heroism lasts for 1 additional round.

COST 15

ENDURANCE
Reduce the strain cost to become the target of an attack with Unmatched Heroism by 1.

COST 15

INSPIRATION
Add to checks made by allies while Unmatched Heroism is active.

COST 15

REDUCE DIFFICULTY
Reduce the difficulty of the skill check to activate Unmatched Heroism to 3.

COST 15

STAND FIRM
Increase wound threshold by 4 while Unmatched Heroism is active.
MYSTIC: Advisor
Career Skills: Charm, Coercion, Knowledge (Lore), Knowledge (Outer Rim), Perception, Vigilance
Additional Career Skills: Charm, Deception, Negotiation, Streetwise
MYSTIC: Seer
Career Skills: Charm, Coercion, Knowledge (Lore), Knowledge (Outer Rim), Perception, Vigilance
Additional Career Skills: Discipline, Knowledge (Lore), Survival, Vigilance

FORAGER
Remove up to 1 skill check to forage food, water, or shelter. Survival checks to forage take half the time.
COST 5

UNCANNY REACTIONS
Add 1 per rank of Uncanny Reactions to all Vigilance checks.
COST 5

GRIT
Gain +1 strain threshold.
COST 5

EXPERT TRACKER
Remove 1 per rank of Expert Tracker from checks to find tracks or track targets. Decrease time to track a target by half.
COST 5

RAPID REACTION
Suffer a number of strain to add an equal number of to Initiative checks. Strain suffered cannot exceed ranks in Rapid Reaction.
COST 10

KEEN EYED
Remove 1 per rank of Keen Eyed from Perception and Vigilance checks. Decrease time to search a specific area by half.
COST 10

UNCANNY REACTIONS
Add 1 per rank of Uncanny Reactions to all Vigilance checks.
COST 10

TOUGHENED
Gain +2 wound threshold.
COST 10

SENSE DANGER
Once per game, remove 1 from any 1 check.
COST 15

GRIT
Gain +1 strain threshold.
COST 15

FOREWARNING
Perform the Forewarning action. All allies within medium range increase defense by character's Force rating until they act in the encounter.
COST 15

PREEMPTIVE AVOIDANCE
May spend 1 Destiny Point to disengage from engaged enemy as an out-of-turn incidental.
COST 15

FORCE RATING
Gain +1 Force rating.
COST 20

SENSE ADVANTAGE
Once per session, may add 1 to 1 NPC's skill check.
COST 20

THE FORCE IS MY ALLY
Once per session, may suffer 2 strain to perform Force power action as maneuver.
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

RAPID REACTION
Suffer a number of strain to add an equal number of to Initiative checks. Strain suffered cannot exceed ranks in Rapid Reaction.
COST 25

TOUGHENED
Gain +2 wound threshold.
COST 25

NATURAL MYSTIC
Once per session, may reroll any 1 Force power check.
COST 25

FORCE RATING
Gain +1 Force rating.
COST 25

Permission granted to photocopy for personal use only. © LFL. © FFG.
SEEKER: Ataru Striker
Career Skills: Knowledge (Xenology), Piloting (Planetary), Piloting (Space), Ranged (Heavy), Survival, Vigilance
Additional Career Skills: Athletics, Coordination, Lightsaber, Perception

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

- **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.

- **Quick Strike**: Add 1 per rank of Quick Strike to combat checks against targets that have not acted yet this encounter.

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

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

- **Quick Draw**: Once per round, may stand from seated or prone as an incidental.

- **Jump Up**: Once per round, may stand from seated or prone as an incidental.

- **Ataru Technique**: When making a check using the Lightsaber skill, the character may use Agility instead of Brawn.

- **Improved Parry**: When parrying a hit that generated "\*" or \*\*\*\*\*, may hit attacker once with Lightsaber, Brawi, or Melee weapon (dealing base damage) after original attack resolves.

- **Dedication**: Gain +1 to a single characteristic. This cannot bring a characteristic above 6.

- **Saber Swarm**: Perform the Saber Swarm maneuver; suffer 1 strain, to make next Lightsaber (Agility) combat check this turn gain the Linked item quality equal to Force rating during check.

- **Saber Throw**: Perform Saber Throw action; make Lightsaber combat check as ranged attack at target, within medium range, adding 0 no greater than Force rating. Must spend 0 and succeed to hit target; spend 0 to have weapon return to hand.

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

- **Balance**: When the character recovers strain at the end of the encounter, he may add 0 per Force rating. He recovers additional strain equal to 1 generated.

- **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.

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

- **Ataru Technique**: When making a check using the Lightsaber skill, the character may use Agility instead of Brawn.

- **Quick Draw**: Once per round, may stand from seated or prone as an incidental.

- **Quick Strike**: Add 1 per rank of Quick Strike to combat checks against targets that have not acted yet this encounter.

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

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

- **Dedication**: Gain +1 to a single characteristic. This cannot bring a characteristic above 6.

- **Saber Throw**: Perform Saber Throw action; make Lightsaber combat check as ranged attack at target, within medium range, adding 0 no greater than Force rating. Must spend 0 and succeed to hit target; spend 0 to have weapon return to hand.

- **Balance**: When the character recovers strain at the end of the encounter, he may add 0 per Force rating. He recovers additional strain equal to 1 generated.
**SEEKER: Hunter**

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

Additional Career Skills: Coordination, Ranged (Heavy), Stealth, Vigilance

- **RAPID RECOVERY**
  - When healing strain after an encounter, heal 1 additional strain per rank of Rapid Recovery.
  - **COST 5**

- **HUNTER**
  - Add D per rank of Hunter to all checks when interacting with beasts or animals (including combat checks). Add +10 to Critical Injury results against beasts or animals per rank of Hunter.
  - **COST 5**

- **EXPERT TRACKER**
  - Remove D per rank of Expert Tracker from checks to find tracks or track targets. Decrease time to track a target by half.
  - **COST 10**

- **TOUGHENED**
  - Gain +2 wound threshold.
  - **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 for this round. Strain suffered this way cannot exceed ranks in Side Step.
  - **COST 15**

- **RAPID RECOVERY**
  - When healing strain after an encounter, heal 1 additional strain per rank of Rapid Recovery.
  - **COST 20**

- **SOFT SPOT**
  - After making a successful attack, may spend 1 Destiny Point to add damage equal to Cunning to one hit.
  - **COST 20**

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

- **INTUITIVE SHOT**
  - When making a Ranged (Heavy) or Ranged (Light) combat check, add a number greater than Force rating to the check. May spend to add 1 or 2.
  - **COST 25**

- **FORCE RATING**
  - Gain +1 Force rating.
  - **COST 25**

- **UNCANNY SENSES**
  - Add D per rank of Uncanny Senses to all Perception checks.
  - **COST 15**

- **NATURAL HUNTER**
  - Once per session, may re-roll any 1 Perception or Vigilance check.
  - **COST 15**

- **UNCANNY REACTIONS**
  - Add D per rank of Uncanny Reactions to all Vigilance checks.
  - **COST 15**

- **KEEN EYED**
  - Remove D per rank of Keen EYed from Perception and Vigilance checks. Decrease time to search a specific area by half.
  - **COST 15**

- **SIXTH SENSE**
  - Gain +1 ranged defense.
  - **COST 20**

- **RAPID RECOVERY**
  - When healing strain after an encounter, heal 1 additional strain per rank of Rapid Recovery.
  - **COST 20**

Permission granted to photocopy for personal use only. © LFL. © FFG.
SEEKER: Pathfinder
Career Skills: Knowledge (Xenology), Piloting (Planetary), Piloting (Space), Ranged (Heavy), Survival, Vigilance
Additional Career Skills: Medicine, Ranged (Light), Resilience, Survival

- **GRIT**
  Gain +1 strain threshold.
  - **COST 5**

- **KEEN EYED**
  Remove 1 per rank of Keen Eyed from Perception and Vigilance checks. Decrease time to search a specific area by half.
  - **COST 5**

- **FORAGER**
  Remove up to 1 from skill checks to find food, water, or shelter. Survival checks to forage take half the time.
  - **COST 5**

- **ANIMAL EMMPATHY**
  When making checks to handle or tame animals, add no greater than Force rating to the check. Spend to add or to the check.
  - **COST 15**

- **OUTDOORSMAN**
  Remove 1 per rank of Outdoorsman from checks to move through terrain or manage environmental effects. Decrease overland travel times by half.
  - **COST 10**

- **KEEN EYED**
  Remove 1 per rank of Keen Eyed from Perception and Vigilance checks. Decrease time to search a specific area by half.
  - **COST 10**

- **ANIMAL BOND**
  Develop long-term bond with single animal of silhouette no greater than half Force rating rounded down.
  - **COST 15**

- **TOUGHENED**
  Gain +2 wound threshold.
  - **COST 10**

- **MENTAL BOND**
  May perform the Mental Bond action. Commit While committed, may communicate with bonded animal at long range and see and hear through its senses.
  - **COST 20**

- **FORCE RATING**
  Gain +1 Force rating.
  - **COST 20**

- **GRIT**
  Gain +1 strain threshold.
  - **COST 15**

- **SLEIGHT OF MIND**
  Add to all Stealth checks unless the opposition is immune to Force powers.
  - **COST 15**

- **SHARE PAIN**
  May perform the Share Pain incidental when bonded animal suffers wounds. Reduce wounds suffered to half, then character suffers wounds equal to number reduced.
  - **COST 25**

- **FORCE TALENT**
  Does not suffer usual penalties for moving through difficult terrain.
  - **COST 5**

- **ANIMAL BOND**
  Develop long-term bond with single animal of silhouette no greater than half Force rating rounded down.
  - **COST 20**

- **ENDURING**
  Gain +1 soak value.
  - **COST 25**

- **QUICK MOVEMENT**
  Suffer 2 strain to perform the Quick Movement incidental; add no greater than Force rating to next check. May spend to perform one additional Move maneuver after action.
  - **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**

- **NATURAL OUTDOORSMAN**
  Once per session, may re-roll any 1 Resilience or Survival check.
  - **COST 25**

Permission granted to photocopy for personal use only. © LFL, © FFG.
**Sentinel: Artisan**

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

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

<table>
<thead>
<tr>
<th><strong>Solid Repairs</strong></th>
<th>When repairing hull trauma on a starship or vehicle, repair 1 additional hull trauma per rank of Solid Repairs.</th>
<th><strong>Cost</strong>: 5</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Fine Tuning</strong></td>
<td>When repairing system strain on a starship or vehicle, repair 1 additional system strain per rank of Fine Tuning.</td>
<td><strong>Cost</strong>: 5</td>
</tr>
<tr>
<td><strong>Mental Tools</strong></td>
<td>Always count as having the right tools for the job when performing Mechanics checks.</td>
<td><strong>Cost</strong>: 5</td>
</tr>
<tr>
<td><strong>Technical Aptitude</strong></td>
<td>Reduce time needed to complete Computers-related tasks by 25% per rank.</td>
<td><strong>Cost</strong>: 5</td>
</tr>
<tr>
<td><strong>Grit</strong></td>
<td>Gain +1 strain threshold.</td>
<td><strong>Cost</strong>: 10</td>
</tr>
<tr>
<td><strong>Solid Repairs</strong></td>
<td>When repairing hull trauma on a starship or vehicle, repair 1 additional hull trauma per rank of Solid Repairs.</td>
<td><strong>Cost</strong>: 10</td>
</tr>
<tr>
<td><strong>Defensive Slicing</strong></td>
<td>When defending computer systems, add + per rank of Defensive Slicing to opponents' checks.</td>
<td><strong>Cost</strong>: 15</td>
</tr>
<tr>
<td><strong>Inventor</strong></td>
<td>When constructing new items or modifying attachments, add or remove per rank of Inventor.</td>
<td><strong>Cost</strong>: 15</td>
</tr>
<tr>
<td><strong>Imbue Item</strong></td>
<td>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.</td>
<td><strong>Cost</strong>: 20</td>
</tr>
<tr>
<td><strong>Natural Tinkerer</strong></td>
<td>Once per session, may re-roll any 1 Mechanics check.</td>
<td><strong>Cost</strong>: 20</td>
</tr>
<tr>
<td><strong>Mental Fortress</strong></td>
<td>Spend 1 Destiny Point to ignore effects of Critical Injuries on Intellect and Cunning checks until end of encounter.</td>
<td><strong>Cost</strong>: 25</td>
</tr>
<tr>
<td><strong>Dedication</strong></td>
<td>Gain +1 to a single characteristic. This cannot bring a characteristic above 6.</td>
<td><strong>Cost</strong>: 25</td>
</tr>
<tr>
<td><strong>Comprehend Technology</strong></td>
<td>Take Comprehend Technology action; make an Average Knowledge (Education) check to use Force rating as ranks in skills to use a single item.</td>
<td><strong>Cost</strong>: 25</td>
</tr>
</tbody>
</table>

**Character Creation**

<table>
<thead>
<tr>
<th><strong>Force Talent</strong></th>
<th><strong>Active</strong></th>
<th><strong>Passive</strong></th>
<th><strong>Force Rating</strong></th>
<th>Gain +1 Force rating.</th>
<th><strong>Cost</strong>: 20</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Defensive Slicing</strong></td>
<td>When defending computer systems, add + per rank of Defensive Slicing to opponents' checks.</td>
<td><strong>Cost</strong>: 20</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

---

Permission granted to photocopy for personal use only. © LFL. © FFG.
**SENTINEL: Shien Expert**

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

*Additional Career Skills: Athletics, Lightsaber, Resilience, Skulduggery*

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

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

- **STREET SMARTS**
  - Remove 1 per rank of Street Smarts from Streetwise and Knowledge (Underworld) checks.

- **TOUGHENED**
  - Gain +2 wound threshold.

- **PARRY**
  - When hit by a melee attack, suffer 5 strain to reduce damage by 2 plus ranks in Parry.

- **COUNTERSTRIKE**
  - When an attack misses the character and generates a damage or effect, may upgrade next Lightsaber (Cunning) check against attacker during encounter once.

- **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.

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

- **DEFENSIVE STANCE**
  - Once per round, may perform Defensive Stance 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 Defensive Stance.

- **SABER THROW**
  - Perform Saber Throw action: make a 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.

- **DISRUPTIVE STRIKE**
  - Perform Disruptive Strike action: make a Lightsaber (Cunning) combat check, adding no greater than Force rating. Spend to add 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.

- **ACTIVE**

- **PASSIVE**

- **FORCE TALENT**

- **REFLECT**
  - When hit by a ranged attack, suffer 5 strain to reduce damage by 2 plus ranks in Reflect.

---

Permission granted to photocopy for personal use only. © LFL. © FFG.
WARRIOR: Shii-Cho Knight
Career Skills: Athletics, Brawl, Cool, Melee, Perception, Survival
Additional Career Skills: Athletics, Coordination, Lightsaber, Melee

- **Parry**
  - When hit by a melee attack, suffer 3 strain to reduce damage by 2 plus ranks in Parry.
  - **Cost:** 5

- **Second Wind**
  - Once per encounter, may use Second Wind incidental to recover strain equal to ranks in Second Wind.
  - **Cost:** 10

- **Conditioned**
  - Remove 1 per rank of Conditioned from Athletics and Coordination checks. Reduce the damage and strain suffered from falling by 1 per rank of Conditioned.
  - **Cost:** 10

- **Multiple Opponents**
  - Add 1 to Lightsaber, Brawl, and Melee checks when engaged with multiple opponents.
  - **Cost:** 10

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

- **Quick Draw**
  - Once per round, draw or holster a weapon or accessible item as an incidental.
  - **Cost:** 15

- **Grit**
  - Gain +1 strain threshold.
  - **Cost:** 15

- **Sarlacc Sweep**
  - Increase difficulty of Lightsaber check by 1 to perform Sarlacc Sweep action. May hit attacker once with Lightsaber, Brawl, or Melee weapon (dealing base damage) after original attack resolves.
  - **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

- **Sum Diem**
  - May spend ☐ or ☐ with successful Lightsaber check to disarm opponent.
  - **Cost:** 20

- **Center of Being**
  - Take a Center of Being maneuver. Until the beginning of the next turn, all attacks against the character increase their crit rating by 1 per rank of Center of Being.
  - **Cost:** 25

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

- **Parry**
  - When hit by a melee attack, suffer 3 strain to reduce damage by 2 plus ranks in Parry.
  - **Cost:** 25

Permission granted to photocopy for personal use only. © LFL © FFG.
WARRIOR: Starfighter Ace
Career Skills: Athletics, Brawl, Cool, Melee, Perception, Survival
Additional Career Skills: Astrogation, Gunnery, Mechanics, Piloting (Space)

- **GRIT**
  - Gain +1 strain threshold.
  - 
  - COST 5

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

- **RAPID REACTION**
  - Suffer a number of strain to add an equal number of ▲ to Initiative checks. Strain suffered cannot exceed ranks in Rapid Reaction.
  - COST 5

- **SOLID REPAIRS**
  - When repairing hull trauma on a starship or vehicle, repair 1 additional hull trauma per rank of Solid Repairs.
  - COST 5

- **INTUITIVE EVASION**
  - Perform the Intuitive Evasion maneuver; suffer 1 strain and commit ▲ up to ranks of Intuitive Evasion. Upgrade difficulty of combat checks targeting starship or vehicle by equal amount. Suffer 1 strain every round © remains committed.
  - COST 10

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

- **SOLID REPAIRS**
  - When repairing hull trauma on a starship or vehicle, repair 1 additional hull trauma per rank of Solid Repairs.
  - COST 10

- **FULL THROTTLE**
  - Take a Full Throttle action; make a Hard ◆◆◆ Piloting check to increase a vehicle's top speed by 1 for a number of rounds equal to Gunnery.
  - COST 15

- **RAPID REACTION**
  - Suffer a number of strain to add an equal number of ▲ to Initiative checks. Strain suffered cannot exceed ranks in Rapid Reaction.
  - COST 15

- **EXHAUST PORT**
  - Before attacking a starship or vehicle, may spend 1 Destiny Point to ignore the effects of the Massive rule for the attack.
  - COST 15

- **GRIT**
  - Gain +1 strain threshold.
  - COST 15

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

- **FORCE RATING**
  - Gain +1 Force rating.
  - COST 20

- **TOUCH OF FATE**
  - Once per session, add ◆ to any one check.
  - COST 20

- **GRIT**
  - Gain +1 strain threshold.
  - COST 20

- **SKILLED JOCKEY**
  - Remove ■ per rank of Skilled Jockey from all Piloting (Planetary) and Piloting (Space) checks the character attempts.
  - COST 20

- **FORCE RATING**
  - Gain +1 Force rating.
  - COST 25

- **TRICKY TARGET**
  - Count vehicle or starship piloted as having a silhouette 1 lower when being attacked.
  - COST 25

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

- **INTUITIVE EVASION**
  - Perform the Intuitive Evasion maneuver, suffer 1 strain and commit ◆ up to ranks of Intuitive Evasion. Upgrade difficulty of combat checks targeting starship or vehicle by equal amount. Suffer 1 strain every round © remains committed.
  - COST 25

---

Permission granted to photocopy for personal use only. © LFL © FFG.
### Universal: Recruit Talent Tree

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

<table>
<thead>
<tr>
<th>Talent</th>
<th>Description</th>
<th>Cost</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Basic Combat Training</strong></td>
<td>Brawl and Ranged (Light) become career skills.</td>
<td>5</td>
</tr>
<tr>
<td><strong>Second Wind</strong></td>
<td>Once per encounter, may use Second Wind incidental to recover strain equal to ranks in Second Wind.</td>
<td>10</td>
</tr>
<tr>
<td><strong>Vehicle Combat Training</strong></td>
<td>Gunnery and Piloting (Planetary) become career skills.</td>
<td>10</td>
</tr>
<tr>
<td><strong>Outdoorsman</strong></td>
<td>Remove 1 per rank of Outdoorsman from checks to move through terrain or manage environmental effects. Decrease overland travel times by half.</td>
<td>5</td>
</tr>
<tr>
<td><strong>Tactical Combat Training</strong></td>
<td>Melee and Ranged (Heavy) become career skills.</td>
<td>5</td>
</tr>
<tr>
<td><strong>Quick Draw</strong></td>
<td>Once per round, draw or holster a weapon or accessible item as an incidental.</td>
<td>15</td>
</tr>
<tr>
<td><strong>Grit</strong></td>
<td>Gain +1 strain threshold.</td>
<td>20</td>
</tr>
<tr>
<td><strong>Jump Up</strong></td>
<td>Once per round, may stand from seated or prone as an incidental.</td>
<td>20</td>
</tr>
<tr>
<td><strong>Dynamic Fire</strong></td>
<td>When making a ranged attack while engaged with an opponent, may suffer 2 strain to reduce the ranged modifier by 1.</td>
<td>25</td>
</tr>
<tr>
<td><strong>Dedication</strong></td>
<td>Gain +1 to a single characteristic. This cannot bring a characteristic above 6.</td>
<td>25</td>
</tr>
<tr>
<td><strong>Toughened</strong></td>
<td>Gain +2 wound threshold.</td>
<td>5</td>
</tr>
<tr>
<td><strong>Creative Killer</strong></td>
<td>Reduce the crit rating of improvised weapons by 2 (to a minimum of 1).</td>
<td>20</td>
</tr>
<tr>
<td><strong>Enduring</strong></td>
<td>Gain +1 soak value.</td>
<td>25</td>
</tr>
</tbody>
</table>

---

Permission granted to photocopy for personal use only. © LFL. © FFG.
Universal: Force Sensitive Exile Talent Tree

Gain Force Rating 1

**UNCANNY SENSES**
Add per rank of Uncanny Senses to all Perception checks.

**CONVINCING DEEMANOR**
Remove per rank of Convincing Demeanor from Deceit or Sleight of Hand checks.

**OVERWHELM EMOTIONS**
May add per Force Rating to Charm, Coerce, or Deceit checks. & add % to some checks and $ to others.

**SENSE DANGER**
Once per session, remove $ from any 1 check.

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

**STREET SMARTS**
Remove per rank of Street Smarts from 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.

**SUPREME REFLEXES**
Gain +1 melee defense.

**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 time.

**INTENSE FOCUS**
Perform an 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 accessible item as an incidental.

**UNCANNY REACTIONS**
Add per rank of Uncanny Reactions to all Vigilance checks.

**STREET SMARTS**
Remove per rank of Street Smarts from Streetwise or Knowledge [Underworld] checks.
Universal: Force-Sensitive Emergent Talent Tree

Gain Force Rating 1

**Insight**
Perception and Discipline become career skills.

**Uncanny Senses**
Add \( \square \) per rank of Uncanny Senses to all Perception checks.

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

**Grit**
Gain +1 strain threshold.

**Uncanny Reactions**
Add \( \square \) per rank of Uncanny Reactions to all Vigilance checks.

**Toughened**
Gain +2 wound threshold.

**Sleight of Mind**
Add \( \square \) to all Stealth checks unless the opposition is immune to Force powers.

**Sleight of Mind**
Add \( \square \) to all Stealth checks unless the opposition is immune to Force powers.

**Uncanny Senses**
Add \( \square \) per rank of Uncanny Senses to all Perception checks.

**Uncanny Reactions**
Add \( \square \) per rank of Uncanny Reactions to all Vigilance checks.

**Grit**
Gain +1 strain threshold.

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

**Sense Danger**
Once per session, remove \( \square \) from any 1 check.

**Touch of Fate**
Once per session, add \( \square \) to any 1 check.

**Balance**
When the character recovers strain at the end of the encounter, he may add \( \bigcirc \) per Force rating. He recovers additional strain equal to \( \bigcirc \) generated.

**Invigorate**
Once per encounter, may add \( \bigcirc \) to a check using Brawn or Agility made by an ally in short range. \( \bigcirc \) add \( \bigcirc \) and \( \bigcirc \) add \( \bigcirc \).

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

**Force Rating**
Gain +1 Force rating.

**Dedication**
Gain +1 to a single characteristic. This cannot bring a characteristic above 6.
Force Power Tree: Battle Meditation

Prerequisites: Force Rating 2+

**Force Ability**

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

**Battle Meditation Basic Power**

The user may spend () to add one automatic Starbucks 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 (), reduce each target’s Willpower by 1 (to a minimum of 1) until the end of the encounter.

**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+

**Bind Basic Power**

The Force user restrains an enemy, preventing the target from acting. The user may spend (\(\cdot\)) to immobilize a target within short range until the end of the user's next turn. If the user used any (\(\cdot\)) to generate (\(\cdot\)) on this check, the target also suffers 1 wound (ignoring soak) per (\(\cdot\)) spent on the check. The user may not activate this multiple times.

**Upgrades**

**Control Upgrade:** Spend (\(\cdot\)) 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 (\(\cdot\)), 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 (\(\cdot\)\(\cdot\)\(\cdot\) after successfully activating the basic power. If a target was immobilized or staggered by this power, he remains immobilized or staggered as long as (\(\cdot\)\(\cdot\)\(\cdot\) 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.

---

**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 (\(\cdot\)) to immobilize a target within short range until the end of the user's next turn. If the user used any (\(\cdot\)) to generate (\(\cdot\)) on this check, the target also suffers 1 wound (ignoring soak) per (\(\cdot\)) spent on the check. The user may not activate this multiple times.

---

**The Force: Force and Destiny**
Force Power Tree: Enhance
Prerequisites: Force Rating 1 +

**ENHANCE BASIC POWER**
When making an Athletics check, the Force user may roll an Enhance power check as part of the pool.
The user may spend (1 to gain $ or $ (user's choice) on the check.

**CONTROL**
Enhance can be used with the Coordination skill.
COST 5

**CONTROL**
Enhance can be used with the Resilience skill.
COST 5

**CONTROL**
Enhance can be used with the Piloting (Planetary) skill.
COST 5

**CONTROL**
Enhance can be used with the Piloting (Space) skill.
COST 5

**CONTROL**
Ongoing effect: Commit 0. The user increases his Brawn characteristic by 1 (to a maximum of 6).
COST 10

**CONTROL**
Ongoing effect: Commit 0. The user increases his Agility characteristic by 1 (to a maximum of 6).
COST 10

**CONTROL**
Take a Force Leap action. Make an Enhance power check. The user may spend (1 to jump horizontally to any location in short range.
COST 10

**CONTROL**
When performing a Force Leap, the user can jump vertically in addition to jumping horizontally.
COST 10

**RANGE**
Spend (1 to increase power's range by a number of range bands equal to Range upgrades purchased.
COST 10

**CONTROL**
The user can perform a Force Leap as a maneuver instead of an action.
COST 10

---

**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: 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.

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+

**HEAL/HARM BASIC POWER**
The Force user bolsters his ally with renewed vigor or saps his foe of vital energy.
**Heal** (light side Force user only): Spend to heal a number of wounds equal to Intelect from an engaged living creature (excluding user).
**Harm**: Spend  to inflict a number of wounds equal to Intelect (ignoring soak) on an engaged target. The user gains 1 Conflict.

**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 Tree: Influence**

**Prerequisites:** Force Rating 1+

**Influence Basic Power**

The character may attempt to guide, shape, and even twist the thoughts and feelings of others.

Special Rule (QQ use): When guiding and shaping thoughts, only Q generated from Q may be used to generate negative emotions such as rage, fear, and hatred. Only Q generated from Q may be used to generate positive emotions such as peace, tranquility, and friendliness. Other emotions such as confusion can be created from either Q or Q.

The character may spend Q to stress the mind of one living target he is engaged with, inflicting 1 strain.

**Range**

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

**Magnitude**

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

**Control**

The Force user may make an opposed Discipline vs. Discipline check combined with an Influence power check. If the user spends QQ 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.

**Strength**

When stressing the mind of a target, the character inflicts 2 strain.

**Range**

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

**Magnitude**

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

**Duration**

Spend QQ to increase duration by number of rounds (or minutes) equal to Duration upgrades purchased.

**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 QQ 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.

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.
Force Power Tree: 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 next turn, the target cannot see or sense the hidden person or object.

RANGE
Spend () to increase power’s range by a number of range bands equal to Range upgrades purchased.
COST 5

DURATION
Commit () to sustain this power while the beguiled target remains in range.
COST 5

STRENGTH
Spend () 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 () to affect additional targets equal to Presence per rank of Magnitude purchased.
COST 10

STRENGTH
Spend () 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 () to increase power’s range by a number of range bands equal to Range upgrades purchased.
COST 10

STRENGTH
Spend () to increase the silhouette of the object obscured or illusion created by 1 per Strength upgrade purchased.
COST 15

MASTERY
Spend () to obscure additional objects or create illusions equal to Cunning plus Deception.
COST 20

STRENGTH
Spend () 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 phantasm.

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 () 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 +*

---

**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.

- **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: 10

**Force Ability**

The Force 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: 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.

---

298

THE FORCE

FORCE AND DESTINY
**Force Power Tree: Protect/Unleash**

**Prerequisites: Force Rating 3**

**Force Ability**

- **Protect/Unleash Basic Power**
  - Protect: The user makes a Protect power check and rolls an Average (Average) Discipline check as part of the pool. Spend 2 to reduce damage from an energy-based weapon that hits himself or an engaged character by amount equal to Willpower plus 1 per 2. Dark side Force users may only protect themselves.
  - Unleash: The user makes an Unleash power check as ranged attack and rolls an Average (Average) Discipline check for difficulty. If check succeeds and spends 2, 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.

**Ranges**

- **Strengthen**
  - Spend 2 to decrease damage or add damage equal to ranks of Strength purchased.

**Mastery**

- **Mastery**
  - Protect: Light side Force users may spend 1 Destiny Point 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 Destiny Point to reduce critical rating of attacks to 1.

**Unleash**

- Unleash gains access to both Protect and Unleash. Each time a character uses the basic power, he must choose whether to use Protect or Unleash and receives only the effects associated with that choice. Each upgrade a character purchases improves both Protect and Unleash, but some improve each power in a different way.

**Protect**

- The basic power for Protect lets a Force user shield himself or an ally against oncoming energy attacks. A dark side Force user cannot use Protect to defend allies (he can only use it to protect himself). The basic power has one way to spend Force points:
  - The user chooses himself or one ally he is currently engaged with and makes a Protect power check.

---

**Force Power: 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 sides 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/
**FORCE POWER: SEEK**

The Force user allows the will of the Force to lead the way to something lost or forgotten. While countless different Force traditions across the galaxy have attached different practices and techniques to this power, from tribal cultures that use it to hunt prey-beasts to orders of assassins who seek out any who defy their orthodoxy, the basic ability remains the same: those who follow pathways of the Force can track down anything or anyone, regardless of the distance or eons that separate them from their quarry.

**BASIC POWER**

Seek's basic power allows Force users to find faraway things and to shatter sensory tricks that might hide their quarry. The basic power has two ways to spend Force points:

- The user may spend ( ) 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 ( ) and succeed at an Average ( ) Vigilance check (or opposed Vigilance vs. Discipline check) to see through illusions.

- 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 ( ) 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+

**SENSE BASIC POWER**
The Force user can sense the Force interacting with the world around him. The user may spend to sense all living things within short range (including sentient and non-sentient beings). The user may spend to sense the current emotional state of one living target with whom he is engaged.

**CONTROL**
Ongoing effect: Commit . Once per round, when an attack targets the Force user, he upgrades the difficulty of the pool once.

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

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

**CONTROL**
Ongoing effect: Commit . Once per round, when the Force user makes a combat check, he upgrades the ability of that check once.

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

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

**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.

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 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 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.
**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 an automatic 2 to add automatic 2 to Force power checks made against him or any ally within short range until the end of his next turn.

**STRENGTH**

Spend an automatic 2 to add additional automatic 2 equal to Strength upgrades purchased to hostile Force power checks.

**DURATION**

Ongoing effect: Commit an automatic 2 to sustain ongoing effects of the power on each affected target while within range.

**RANGE**

Spend an automatic 2 to increase power’s range by a number of range bands equal to Range upgrades purchased.

**CONTROL**

Commit one or more automatic 2; when an opponent targets the user with a Force power, after the opponent generates an automatic 2 reduce the total generated by 1 per automatic 2 committed, to a minimum of 0.

**STRENGTH**

Spend an automatic 2 to add additional automatic 2 equal to Strength upgrades purchased to hostile Force power checks.

**RANGE**

Spend an automatic 2 to increase power’s range by a number of range bands equal to Range upgrades purchased.

**CONTROL**

Whenever a Force user targets a character affected by Suppress with a hostile Force power, if that opponent used an automatic 2 to generate an automatic 2 on the check, he suffers strain equal to the user’s ranks in Discipline.

**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 an automatic 2 and succeeds on the check, the target Force user immediately uncommits all automatic 2 and ends all ongoing effects of Force powers and Force talents that required committed automatic 2.
Force Power Tree: Warde's Foresight

Prerequisites: Force Rating 1 +

The Force user can feel the Force flowing around another specific individual to gain insight into what that person might do. The user may spend 3 to gain hints about what another individual within short range is likely to do in the near future.

**Force Ability**

Available with the holocon.

- Unlocked upon acquiring the kyber crystal in *Episode I*.
- Unlocked upon acquiring the kyber crystal in *Episode II*.
- Unlocked upon acquiring the kyber crystal in *Episode III*.

**Range**

Spend 3 to increase power's range by a number of range bands equal to Range upgrades purchased.

**Control**

When making a skill check to determine Initiative, the Force user may roll a Warde's Foresight power check as part of the pool. He may spend 3 to add automatic Y on his first check this encounter.

**Duration**

Spend 3 to have the bonuses the power grants apply to all checks for rounds equal to Duration upgrades purchased.

**Strength**

Spend 3 to add equal to Strength upgrades purchased.

**Magnitude**

Spend 3 to add equal to Strength upgrades purchased.

**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 CM 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.