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 + per rank of Stalker to all Stealth and Coordination checks.
  - **COST 5**

- **DODGE**
  - When targeted by combat check, may perform a Dodge incidental to suffer a number of strain no greater than ranks of Dodge, then upgrade the difficulty of the check by that number.
  - **COST 5**

- **PRECISE AIM**
  - Once per round, may perform Precise Aim maneuver. Suffer a number of strain no greater than ranks in Precise Aim, then reduce target's melee and ranged defense by that number.
  - **COST 10**

- **JUMP UP**
  - Once per round, may stand from seated or prone as an incidental.
  - **COST 10**

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

- **QUICK DRAW**
  - Once per round, draw or holster a weapon or accessible item as an incidental.
  - **COST 10**

- **TARGETED BLOW**
  - After making a successful attack, may spend 1 Destiny Point to add damage equal to Agility to one hit.
  - **COST 15**

- **STALKER**
  - Add + per rank of Stalker to all Stealth and Coordination checks.
  - **COST 15**

- **LETHAL BLOWS**
  - Add +10 per rank of Lethal Blows to any Critical Injury results inflicted on opponents.
  - **COST 15**

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

- **STALKER**
  - Add + per rank of Stalker to all Stealth and Coordination checks.
  - **COST 20**

- **SNIPER SHOT**
  - Before making a non-thrown ranged attack, may perform a Sniper Shot maneuver to increase the weapon’s range by 1 range band per rank in Sniper Shot. Upgrade the difficulty of the attack by 1 per range band increase.
  - **COST 20**

- **DODGE**
  - When targeted by combat check, may perform a Dodge incidental to suffer a number of strain no greater than ranks of Dodge, then upgrade the difficulty of the check by that number.
  - **COST 20**

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

- **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 \( \pm \) per rank of Brace from next Action. This may only remove \( \pm \) added by environmental circumstances.
  - **COST 5**

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

- **JURY RIGGED**
  - Choose 1 weapon, armor, or other item and give it a permanent improvement while it remains in use.
  - **COST 10**

- **SPARE CLIP**
  - Cannot run out of ammo due to \( \pm \). Items with Limited Ammo quality run out of ammo as normal.
  - **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**

- **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**

- **STUNNING BLOW**
  - When making Melee checks, may inflict damage as strain instead of wounds. This does not ignore soak.
  - **COST 20**

- **DISORIENT**
  - After hitting with combat check, may spend \( \pm \) to disorient target for number of rounds equal to ranks in Disorient.
  - **COST 15**

- **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**

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

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

- **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**

- **ACTIVE**
- **PASSIVE**
- **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**
**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

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

**STALKER**
- Add ___ per rank of Stalker to all Stealth and Coordination checks.

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

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

**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.

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

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

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

**STALKER**
- Add ___ per rank of Stalker to all Stealth and Coordination checks.

**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.

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

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

**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.

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

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

**STALKER**
- Add ___ per rank of Stalker to all Stealth and Coordination checks.

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

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

**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.

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

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

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

**STALKER**
- Add ___ per rank of Stalker to all Stealth and Coordination checks.

**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.

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

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

**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.

**HEROIC FORTITUDE**
- May spend 1 Destiny Point to ignore effects of Critical Injuries on Brawn or Agility checks until the end of the encounter.
Bounty Hunter: Skip Tracer Talent Tree

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

Skip Tracer Bonus Career Skills: Cool, Knowledge (Underworld), Negotiation, Skullduggery

**BYPASS SECURITY**
Remove 1 per rank of Bypass Security from checks made to disable a security device or open a locked door.

**HARD-BOILED**
When recovering strain after an encounter, may spend 1 up to ranks in Hard-Boiled to recover 1 wound per 1 spent.

**TOUGHENED**
Gain +2 wound threshold.

**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.

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

**GOOD COP**
May spend 1 from a Claim 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.

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

**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.

**IMPROVED STREET SMARTS**
Once per session, may take an Improved Street Smarts action to make a Formidable Streetwise or Knowledge (Underworld) check to learn one vital clue from the GM. Reduce the difficulty once per rank of Street Smarts.

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

**INFORMANT**
Once per session, may reveal a contact who can shed light on a chosen subject.

**RECONSTRUCT THE SCENE**
Perform the Reconstruct the Scene action; make a Hard Perception check to identify the physical characteristics of a person present at the scene within 24 hours.

**HARD-BOILED**
When recovering strain after an encounter, may spend 1 up to ranks in Hard-Boiled to recover 1 wound per 1 spent.

**NOBODY'S FOOL**
Upgrade difficulty of incoming Claim, Coercion, and Deception checks per rank of Nobody's Fool.

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

**GOOD COP**
May spend 1 from a Claim 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.

**SOFT SPOT**
After making a successful attack, may spend 1 Destiny Point to add damage equal to Cunning to one hit.
Bounty Hunter Signature Ability Tree: Always Get My Mark

**ALWAYS GET MY MARK BASE ABILITY**

Once per game session, the character may choose a known minon NPC on the same planet to be her mark, spend 2 Destiny Points, and make a Hard Streetwise check. If she succeeds, the character tracks down the chosen mark; a new encounter begins as the character reaches the mark's location. The exact nature of the encounter, as well as the circumstances under which it takes place, must be approved by the GM (see Narrative Abilities on page 40). When making the skill check to activate Always Get My Mark, the GM can add  or  for any situational effects that might affect the difficulty of the check.

**SIGNATURE ABILITY: ALWAYS GET MY MARK**

The Bounty Hunter possesses an unparalleled knack for tracking down sentient beings, leaving no lead unfollowed, no cargo bay unscanned during a hunt.

**BASE ABILITY**

Once per game session, the character may choose a minon NPC to be her mark. She must know this NPC's identity and basic personal information (or have another lead of comparable quality, per the GM's discretion), and must know that the NPC is on the same planet. She spends 2 Destiny Points, and makes a Hard Streetwise check. If she succeeds, the character tracks down the chosen mark, and a new encounter begins as the character reaches the mark's location.

The exact nature of this encounter, as well as the circumstances under which it takes place, must be approved by the GM (see Narrative Abilities on page 40). When making the skill check to activate Always Get My Mark, the GM can add  or  for any situational effects that might affect the difficulty of the check.

**UPGRADES**

**Change Skill:** When activating Always Get My Mark, the character may make a Knowledge (Underworld) check instead of a Streetwise check.

**Destiny:** To activate Always Get My Mark, the character needs to spend only 1 Destiny Point instead of 2.

**Increase Effect:** When activating Always Get My Mark, the Bounty Hunter may choose a rival NPC instead of a minon NPC. If she succeeds, the difficulty of the check decreases.

**Increase Effect:** When activating Always Get My Mark, the Bounty Hunter may choose a nemesis NPC (or a Player Character, at the GM's discretion) instead of a minon NPC. If she succeeds, the difficulty of the check increases.

**Increase Range:** If the Bounty Hunter has access to a starship with a hyperdrive, Always Get My Mark can be used to track down any individual whose current planetary location the Bounty Hunter knows.

**Reduce Difficulty:** The skill check to activate Always Get My Mark is Average instead of Hard.

**Takedown:** When activating Always Get My Mark, the Bounty Hunter may upgrade the difficulty of the check once. If she succeeds, the scene begins with the target already subdued and in her custody. The GM may spend  from this check to introduce serious complications during the attempted capture and ensuing scene.
Bounty Hunter Signature Ability Tree: Unmatched Devastation

UNMATCHED DEVASTATION BASE ABILITY

Once per game session as an incidental, after performing a combat check, the character may spend 2 Destiny Points to perform an additional combat check against the same target with the difficulty increased by 1 for each successful combat check the character has performed this turn. This combat check must be made using a non-starship/vehicle weapon that the character has not already used this turn.

COST 10

INCREASE NUMBER

Perform additional combat checks equal to ranks in Increase Number upgrade.

COST 10

DRAW AND FIRE

Before performing each combat check with Unmatched Devastation, the character may holster and draw a weapon.

COST 10

TARGET PRIORITY

The character may choose a new legal target for each combat check made as part of Unmatched Devastation.

COST 10

REMOVE SETBACK

When making a combat check as part of Unmatched Devastation, remove 1 equal to ranks in Remove Setback upgrade.

COST 15

INCREASE NUMBER

Perform additional combat checks equal to ranks in Increase Number upgrade.

COST 15

REMOVE SETBACK

When making a combat check as part of Unmatched Devastation, remove 1 equal to ranks in Remove Setback upgrade.

COST 15

IMPROVE MOBILITY

Before performing a combat check as part of Unmatched Devastation, suffer 2 strain to perform the Move maneuver as an incidental.

COST 15

INCREASE NUMBER

Perform additional combat checks equal to ranks in Increase Number upgrade.

COST 15

SIGNATURE ABILITY: UNMATCHED DEVASTATION

Many targets run as soon as a Bounty Hunter shows up, but others immediately open fire, taking their chances at winning a gunfight rather than a footrace. A veteran Bounty Hunter usually carries numerous weapons for different situations, and Unmatched Devastation allows the character to unleash them all at once in a single, destructive salvo of overwhelming force. Any targets who were not running before the Bounty Hunter began this assault are likely to flee at such a terrifying display—assuming they are still alive.

BASE ABILITY

Once per game session, after performing a combat check, the character may spend 2 Destiny Points to perform one additional combat check against the same target as an incidental.

The difficulty of this combat check is increased by 1 for each successful combat check the character has performed this turn. This combat check must be made using a non-starship/vehicle weapon that the character has not already used this turn.

Draw and Fire: Before performing each combat check with Unmatched Devastation, the character may holster a weapon and draw a different weapon as an incidental.

Improve Mobility: Before performing each combat check with Unmatched Devastation, the character may suffer 2 strain to perform the Move maneuver as an incidental (this does not count toward the number of maneuvers a character can perform in one turn, as described in Maneuver Limitations on page 200 of the Edge of the Empire Core Rulebook).

Increase Number: The character may perform one additional combat check using a non-starship/vehicle weapon not already used this round for each Increase Number upgrade purchased. The difficulty of each combat check is increased by 1 for each successful combat check the character has performed this turn.

Remove Setback: When making a combat check as part of Unmatched Devastation, the character removes 1 for each Remove Setback upgrade purchased.

Target Priority: The character may choose a new legal target for each combat check made as part of Unmatched Devastation.

UPGRADES
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

- **Surgeon**
  - When making a Medicine check to help a character heal wounds, the target heals 1 additional wound per rank of Surgeon.
  - **Cost 5**

- **Bacta Specialist**
  - Patients regain 1 additional wound per rank of Bacta Specialist when they recover wounds from bacta tanks or long term care.
  - **Cost 5**

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

- **Stim Application**
  - Take the Stim Application Action; make an Average (+ +) Medicine check. If successful, 1 engaged ally increases 1 characteristic by 1 for the remainder of the encounter and suffers 4 strain.
  - **Cost 10**

- **Surgeon**
  - When making a Medicine check to help a character heal wounds, the target heals 1 additional wound per rank of Surgeon.
  - **Cost 10**

- **Improved Stim Application**
  - When performing Stim Application Action, may increase difficulty of check to Hard (+ + +), and target only suffers 1 strain.
  - **Cost 20**

- **Grit**
  - Gain +1 strain threshold.
  - **Cost 15**

- **Bacta Specialist**
  - Patients regain 1 additional wound per rank of Bacta Specialist when they recover wounds from bacta tanks or long term care.
  - **Cost 15**

- **Supreme Stim Application**
  - When performing the Stim Application Action, spend + to increase an additional Characteristic by 1.
  - **Cost 25**

- **NATURAL DOCTOR**
  - Once per session, may re-roll any 1 Medicine check.
  - **Cost 20**

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

- **Pressure Point**
  - When making a Brawl check against an opponent, instead of dealing damage, may deal equivalent strain plus additional strain equal to ranks of Medicine (this ignores soak).
  - **Cost 15**

- **ANATOMY LESSONS**
  - After making a successful attack, may spend 1 Destiny Point to add damage equal to Intellect to one hit.
  - **Cost 20**

- **Resolute**
  - When a character involuntarily suffers strain, he suffers 1 less strain per rank of Resolute, to a minimum of 1.
  - **Cost 10**

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

- **Dodge**
  - When targeted by combat check, may perform a Dodge incidental to suffer a number of strain no greater than ranks of Dodge, then upgrade the difficulty of the check by that number.
  - **Cost 25**

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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 1 per rank of Kill with Kindness from all Charm and Leadership checks.
  - COST 5

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

- **PLAUSIBLE DENIABILITY**
  - GAIN +1 wound threshold.
  - COST 5

- **INSPIRING RHETORIC**
  - Take the Inspiring Rhetoric action; make an Average Leadership check. Each 1 causes 1 ally in close range to recover 1 strain. Spend 1 to cause 1 affected ally to recover 1 additional strain.
  - COST 10

- **KILL WITH KINDNESS**
  - Remove 1 per rank of Kill with Kindness from all Charm and Leadership checks.
  - COST 10

- **SCATHING TIRADE**
  - Take a Scathing Tirade action; make an Average Coercion check. Each 1 causes one enemy in close range to suffer 1 strain. Spend 1 to cause 1 affected enemy to suffer 1 additional strain.
  - COST 15

- **DODGE**
  - When targeted by combat check, may perform a Dodge incidental to suffer a number of strain no greater than ranks of Dodge, then upgrade the difficulty of the check by that number.
  - COST 15

- **IMPROVED INSPIRING RHETORIC**
  - Each ally affected by Inspiring Rhetoric gains 1 on all skill checks for a number of rounds equal to ranks in Leadership.
  - COST 20

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

- **SUPREME INSPIRING RHETORIC**
  - Suffer 1 strain to perform Inspiring Rhetoric as a maneuver, not an action.
  - COST 25

- **STEELY NERVES**
  - Spend 1 Destiny Point to ignore effects of Critical Injuries on Willpower or Presence checks until the end of the encounter.
  - COST 25

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

- **IMPROVED SCATHING TIRADE**
  - Each enemy affected by Scathing Tirade suffers 1 on all skill checks for a number of rounds equal to ranks in Coercion.
  - COST 25

- **WELL ROUNDED**
  - Choose any 2 skills. They permanently become career skills.
  - COST 30

- **SUPREME SCATHING TIRADE**
  - May upgrade difficulty of incoming Charm, Coercion, or Deception checks once per rank of Nobody’s Fool.
  - COST 35

- **PLAUSIBLE DENIABILITY**
  - Remove 1 per rank of Plausible Deniability from all Coercion and Deception checks.
  - COST 40

- **TOUGHE NDED**
  - Gain +2 wound threshold.
  - COST 40

- **ACTIVE**

- **PASSIVE**

- **NATURAL CHARMER**
  - Once per session, may re-roll any 1 Charm or Deception check.
  - COST 50

- **INTENSE PRESENCE**
  - Spend 1 Destiny Point to recover strain equal to Presence rating.
  - COST 50
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.

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

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

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

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

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

- **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.

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

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

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

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

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

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

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

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

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

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

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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

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

- **Threwing 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:** 20

- **Sound Investments**
  - At the start of each session, gain 100 credits for each rank of Sound Investments.
  - **Cost:** 20

- **Toughened**
  - Gain +2 wound threshold.
  - **Cost:** 25

- **Perform 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

- **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

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

- **Plausible Deniability**
  - Remove # 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

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

- **Sound Investments**
  - When selling goods legally, gain 10% more credits per rank of Sound Investments.
  - **Cost:** 15

- **Sound Investments**
  - At the start of each session, gain 100 credits for each rank of Sound Investments.
  - **Cost:** 20

- **Sound Investments**
  - 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

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

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

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

- **GOOD COP**
  - May spend Δ Δ 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 Δ Δ 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.

- **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 Δ 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 0 to gain additional + equal to ranks in Smooth Talker.

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

**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 + on checks. Range increases with additional ranks.

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

**DISTRACTING BEHAVIOR**
Remove + per rank of Convincing Demeanor from Deception or Skullduggery checks.

**DOODGE**
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.

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

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**SMOOTH TALKER**
When first acquired, choose 1 skill; Charm, Coercion, Deception, or Negotiation. When making checks with that skill, spend 0 to gain additional + equal to ranks in Smooth Talker.

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

**CONVINCING BEHAVIOR**
Remove + per rank of Convincing Demeanor from Deception or Skullduggery checks.

**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.

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

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

**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.

**GRIT**
Gain +1 strain threshold.

**TOUGHENED**
Gain +2 wound threshold.

---

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

**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.

**Duration:** The character may perform the Insightful Revelation action one additional time per game session.

**Additional Skills:** When making the Insightful Revelation action, the character may replace Knowledge (Education) with any other Knowledge skill.

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**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.

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**Colonist Signature Ability Tree: Insightful Revelation**

**Insightful Revelation Base Ability**

Once per game session, the character may perform an Insightful Revelation action and spend 2 Destiny points to make a Hard (□□□□) Knowledge (Education) check. If he succeeds, he learns some 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 overcoming his immediate encounter or situation, and the information cannot be obtainable by any other immediately available means.

**Reduce Setback**

Remove □ from skill check to activate Insightful Revelation.

**Add Boost**

Add □ to skill check to activate Insightful Revelation.

**Reduce Difficulty**

Reduce the difficulty of the skill check to activate Insightful Revelation to Average (□□).

**Increase Effect**

If the check is successful, the character may spend ($) to gain one additional piece of equally useful information.

**Duration**

The character may perform the Insightful Revelation action one additional time per game session.
Reduce Difficulty: Unmatched Expertise reduces the difficulty of subsequent career skill checks to a minimum of Simple instead of Easy.

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

Activation: Unmatched Expertise becomes an incidental that may be triggered out of turn, instead of an action.

Destiny: To activate Unmatched Expertise, the character only needs to spend one Destiny Point instead of the normal two.

Superior Reduction: Once per session, once the character has activated Unmatched Expertise, he may also use it to reduce the difficulty of one non-career skill check he makes. This follows the same rules as using Unmatched Expertise to reduce the difficulty of career skills.

Colonist Signature Ability Tree: Unmatched Expertise

Unmatched Expertise Base Ability

Cost: 30

Reduce Setback
- Remove • from career skill checks made while Unmatched Expertise is activated.
- Cost: 10

Activation
- Activate Unmatched Expertise as a maneuver instead of as an action.
- Cost: 10

Superior Reduction
- Reduce the difficulty of career skill checks by 2 instead of 1.
- Cost: 15

Destiny
- Unmatched Expertise costs 1 Destiny Point to activate instead of 2.
- Cost: 15

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.
  - **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**

- **TOUGHENED**
  - Gain +2 wound threshold.
  - **COST 25**

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

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

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

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

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

- **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 15**

- **DURABLE**
  - May reduce any Critical Injury suffered by 10 per rank of Durable to a minimum of 1.
  - **COST 20**

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

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

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

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

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

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

- **NATURAL HUNTER**
  - Once per session, may re-roll any 1 Perception or Vigilance check.
  - COST 10

- **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

- **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 20

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

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

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

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

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

- **STALKER**
  - Add 1 per rank of Stalker to all 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

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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

- **Persuading Demeanor**
  - Remove 1 per rank of Persuading Demeanor from Deception or Skullduggery checks.
  - **Cost:** 5

- **Wheel and Deal**
  - When selling goods legally, gain 10% more credits per rank of Wheel and Deal.
  - **Cost:** 5

- **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

- **Wheel and Deal**
  - When selling goods legally, gain 10% more credits per rank of Wheel and Deal.
  - **Cost:** 20

- **Steely Nerves**
  - Spend 1 Destiny Point to ignore effects of Critical Injuries on Willpower or Presence until the end of the encounter.
  - **Cost:** 20

- **Know Somebody**
  - Once per session, when attempting to purchase a legally available item, reduce its rarity by 1 per rank of Know Somebody.
  - **Cost:** 25

- **Natural Negotiator**
  - Once per session, may reroll any 1 Cool or Negotiation check.
  - **Cost:** 25

- **Wedge 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

- **Smooth Talker**
  - When first acquired, choose 1 skill; Charm, Coercion, Deception, or Negotiation. When making checks with that skill, spend 1 to gain additional skill equal to ranks in Smooth Talker.
  - **Cost:** 15

- **Nobody’s Fool**
  - May upgrade difficulty of incoming Charm, Coercion, or Deception checks once per rank of Nobody’s Fool.
  - **Cost:** 15

- **Black Market Contacts**
  - When purchasing illegal goods, may reduce rarity by 1 per rank of Black Market Contacts, increasing cost by 50 percent of base cost per reduction.
  - **Cost:** 20

- **Natural Negotiator**
  - Once per session, may reroll any 1 Cool or Negotiation check.
  - **Cost:** 25

- **Obediance**
  - 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:** 20

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

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**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 (dice) 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.

**GRIT**
Gain +1 strain threshold.

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

**TOUGHCENED**
Gain +2 wound threshold.

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

**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.

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

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

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

**KNOWLEDGE SPECIALIZATION**
When acquired, choose 1 Knowledge skill. May downgrade difficulty of checks to interact with institutes of learning by one level per rank of Respected Scholar.

**ENDURING**
Gain +1 soak value.

**GRIT**
Gain +1 strain threshold.

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

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

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

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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 3 points 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

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

- **STALKER**
  - Add 2 per rank of Stalker to all Stealth and Coordination checks.
  - Cost: 5

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

- **OUTDOORSMAN**
  - Remove 3 per rank of Outdoorsman from checks to move through terrain or manage environmental effects. Decrease overland travel times by half.
  - Cost: 10

- **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

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

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

- **SUPERIOR REFLEXES**
  - Gain +1 melee defense.
  - Cost: 25

- **EXPERT TRACKER**
  - Remove 3 per rank of Expert Tracker from checks to find tracks or track targets. Decrease time to track a target by half.
  - Cost: 20
**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 and make a Hard (+1) 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 reducing the amount of system strain a starship or vehicle suffers, reduce 1 additional strain per rank of Fine Tuning.

**Cost:** 5

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

**Cost:** 15

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

**Cost:** 15

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

**Cost:** 15

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

**Cost:** 20

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

**Cost:** 20

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

**Cost:** 20

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

**Cost:** 20

### TOUGHENED
Gain +2 wound threshold.

**Cost:** 15

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

**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:** 10

### 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

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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.

---

**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 D or for any situational effects that might cause the test to be more easy or difficult.

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**UPGRADES**

Sudden Discovery has several upgrades that can improve its effects and make it easier to use. Any upgrades that appear in Sudden Discovery's tree multiple times have their effects stack.

- **Add Boost Upgrade:** When making the skill check to activate Sudden Discovery, the character adds D.
- **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).
- **Destiny Upgrade:** To activate Sudden Discovery, the character only needs to spend 1 Destiny Point instead of the normal 2.
- **Frequency Upgrade:** Sudden Discovery can be used twice per game session instead of once.
- **Reduce Difficulty Upgrade:** The skill check difficulty to activate Sudden Discovery is **Average (++)** instead of **Hard (+++)**.
- **Reduce Setback Upgrade:** When making the skill check to activate Sudden Discovery, the character removes --
**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**

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.

**UNMATCHED MOBILITY 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 two rounds. This third maneuver may be gained through any of the means a second maneuver is normally gained.

**UNMATCHED MOBILITY**

Unmatched Mobility costs 1 Destiny Point instead of 2.

**FREE MANEUVER**

Gain one additional free maneuver while base ability is active. This does not increase per-turn maneuvers.

**FREE MANEUVER**

Gain one additional free maneuver while base ability is active. This does not increase per-turn maneuvers.

**MELEE DEFENSE**

Gain +1 melee defense while Unmatched Mobility is active.

**RANGED DEFENSE**

Gain +1 ranged defense while Unmatched Mobility is active.
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

- **Bodyguard**
  - Once per round, perform the Bodyguard maneuver to guard an engaged character. Suffer a number of strain no greater than ranks of Bodyguard, then until the beginning of the next turn upgrade the difficulty of combat checks targeting the character by that number.
  - COST 10

- **Hard Headed**
  - When staggered or disoriented, perform the Hard Headed action; make a Daunting (🔥🔥🔥🔥) Discipline check to remove status. Difficulty reduced per rank of Hard Headed.
  - COST 10

- **Barrage**
  - Add 1 damage per rank of Barrage to 1 hit of successful attack while using Ranged (Heavy) or Gunnery skills at long or extreme range.
  - COST 10

- **Brace**
  - Perform the Brace maneuver to remove 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 15

- **Side Step**
  - Once per round, may perform Side Step maneuver and suffer a number of strain to upgrade difficulty of all incoming ranged attacks by an equal number for the next round. Strain suffered this way cannot exceed ranks in Side Step.
  - COST 20

- **Defensive Stance**
  - Once per round, may perform Defensive Stance maneuver and suffer a number of strain to upgrade difficulty of all incoming melee attacks by an equal number for the next round. Strain suffered this way cannot exceed ranks in Defensive Stance.
  - COST 20

- **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

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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

- **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

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

- **LETHAL BLOWS**
  - Add +10 per rank of Lethal Blows to any Critical Injury results inflicted on opponents.
  - Cost 5

- **FERAL STRENGTH**
  - Add 1 damage per rank of Feral Strength to one hit of successful attacks using Brawl or Melee skills.
  - Cost 10

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

- **HERDIC 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 15

- **LETHAL BLOWS**
  - Add +10 per rank of Lethal Blows to any Critical Injury results inflicted on opponents.
  - Cost 15

- **TOUGHENED**
  - Gain +2 wound threshold.
  - 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 25

- **LETHAL BLOWS**
  - Add +10 per rank of Lethal Blows to any Critical Injury results inflicted on opponents.
  - Cost 25

- **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 25

- **ENZIED ATTACK**
  - Add 1 damage per rank of Feral Strength to one hit of successful attacks made using Brawl or Melee skills.
  - Cost 25

- **LETHAL BLOWS**
  - Add +10 per rank of Lethal Blows to any Critical Injury results inflicted on opponents.
  - Cost 25

- **NATURAL BRAWLER**
  - Once per session, may re-roll any 1 Brawl or Melee check.
  - 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 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 \( \frac{x}{10} \) per rank of Command when making Leadership checks. Affected targets add \( \frac{x}{2} \) to Discipline checks for next 24 hours.
  - **COST:** 5

- **SECOND WIND**
  - Once per encounter, may use Second Wind incidental to heal strain equal to ranks in Second Wind.
  - **COST:** 5

- **CONFIDENCE**
  - May decrease difficulty of Discipline checks to avoid fear by 1 per rank of Confidence.
  - **COST:** 10

- **STRONG ARM**
  - Treat thrown weapons as if they had 1 greater range.
  - **COST:** 10

- **FIELD COMMANDER**
  - Take the Field Commander action; make an Average (+1) Leadership check. A number of allies equal to Presence may immediately suffer 1 strain to perform 1 free maneuver.
  - **COST:** 15

- **IMPROVED FIELD COMMANDER**
  - Field Commander action affects allies equal to double Presence, and may spend 2 to allow allies to suffer 1 strain and perform 1 free action instead.
  - **COST:** 20

- **DEADLY ACCURACY**
  - When acquired, choose 1 combat skill. Add damage equal to ranks in that skill to one hit of a successful attack made using that skill.
  - **COST:** 25

- **TRUE AIM**
  - Once per round, may perform a True Aim maneuver to gain benefits of aiming and upgrade combat check once per rank of True Aim.
  - **COST:** 25

- **SIDE STEP**
  - Once per round, may perform Side Step maneuver and suffer a number of strain to upgrade difficulty of all incoming ranged attacks by an equal number. Strain suffered this way cannot exceed ranks in Side Step.
  - **COST:** 15

- **SECOND WIND**
  - Once per encounter, may use Second Wind incidental to heal strain equal to ranks in Second Wind.
  - **COST:** 5

- **POINT BLANK**
  - Add 1 damage per rank of Point Blank to damage of one hit of successful Ranged (Heavy) or Ranged (Light) attacks made while at close range or engaged.
  - **COST:** 5

- **SENIOR COMMANDER**
  - Add \( \frac{x}{10} \) per rank of Command when making Leadership checks. Affected targets add \( \frac{x}{2} \) to Discipline checks for next 24 hours.
  - **COST:** 15

- **POINT BLANK**
  - Add 1 damage per rank of Point Blank to damage of one hit of successful Ranged (Heavy) or Ranged (Light) attacks made while at close range or engaged.
  - **COST:** 10

- **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

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

- **TOUGHSNAP**
  - Gain +2 wound threshold.
  - **COST:** 20

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

- **DEEDWELLING**
  - Once per round, may perform a True Aim maneuver to gain benefits of aiming and upgrade combat check once per rank of True Aim.
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)

- **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)

- **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)

- **SECOND WIND**
  Once per encounter, may use Second Wind incidental to heal strain equal to ranks in Second Wind. (COST 20)

- **FEARSOME**
  When an adversary becomes engaged with the character, the character may force the adversary to make a fear check, with the difficulty equal to the character’s ranks in Fearsome. (COST 25)

- **DEDICATION**
  Gain +1 to a single characteristic. This cannot bring a characteristic above 6. (COST 20)

- **STREET SMARTS**
  Once per session, may re-roll any 1 Coercion or Streetwise check. (COST 10)

- **TALK THE TALK**
  When making a Knowledge skill check, the character may spend 1 Destiny Point to substitute Knowledge (Underworld) or Streetwise for the required skill. (COST 10)

- **WALK THE WALK**
  The character may spend 1 Destiny Point to add damage equal to his ranks in Streetwise to one hit of a successful Brawl check. (COST 20)

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

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

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

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

- **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.

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

- **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.

- **Improved Detonation**
  - Once per session, make a Hard Mechanics check to perform the Improved Detonation action and build an explosive device, dealing damage equal to ranks in Intellect + ranks in Mechanics.

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

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

- **Steady Nerves**
  - Remove per rank of Steady Nerves from Cool or Skulduggery checks.

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

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

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

- **Improved Detonation**
  - Once per session, make a Hard Mechanics check to perform the Improved Detonation action and build an explosive device, dealing damage equal to ranks in Intellect + ranks in Mechanics.

- **Powerful Blast**
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  - Once per session, make a Hard Mechanics check to perform the Improved Detonation action and build an explosive device, dealing damage equal to ranks in Intellect + ranks in Mechanics.

- **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.

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

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

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

**REDUCE SETBACK**
Remove ◼ from skill check to activate Last One Standing.

**ADD BOOST**
Add ◼ to 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 halve the damage (rounded up) dealt before it is applied to his soak. This ability is active for the remainder of the current round and two additional rounds.

- **SOAK**
  - Gain +1 soak while Unmatched Protection is active.

- **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.

- **DURATION**
  - Unmatched Protection lasts for one additional round.

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- **DESTINY**
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- **ADDITIONAL REDUCTION**
  - May reduce the damage of 1 additional hit suffered each round.

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**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 1.

- **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 1.

**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.

**BASE ABILITY**

Last One Standing has several upgrades that can improve its effects and make it easier to use. Any upgrades that appear in Last One Standing’s tree multiple times have their effects stack.

- **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 halve the damage (rounded up) dealt before it is applied to his soak. This ability is active for the remainder of the current round and two additional rounds.

- **Upgrades**
  - Unmatched Protection has several upgrades that can improve its effects and make it easier to use. Any upgrades that appear in Unmatched Protection’s tree multiple times have their effects stack.

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When making the skill check to activate Last One Standing, the GM can add ✱ or ✱ for any situational effects that might affect the difficulty of the check.

**UPGRADES**

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 1.

- **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 1.
**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

- **DEAD TO RIGHTS**
  Spend 1 Destiny Point to add additional damage equal to half Agility (rounded up) to one hit of successful attack made with ship or vehicle-mounted weaponry.
  - **COST:** 15

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

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

- **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:** 10

- **NATURAL PILOT**
  Once per session, may re-roll any 1 Piloting (Space) or Gunnery check.
  - **COST:** 15

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

- **DEFENSIVE DRIVING**
  Increase defense of vehicle or starship being piloted by 1 per rank of Defensive Driving.
  - **COST:** 25

- **BRILLIANT EVASION**
  Once per encounter may take Brilliant Evasion action. Select 1 opponent and make Opposed Piloting (Planetary or Space) check to stop opponent from attacking character for rounds equal to Agility.
  - **COST:** 25
Smuggler: Scoundrel Talent Tree

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

Scoundrel Bonus Career Skills: Charm, Cool, Deception, Ranged (Light)

- **Black Market Contacts**
  - When purchasing illegal goods, may reduce rarity by 1 per rank of Black Market Contacts, increasing cost by 50 percent of base cost per reduction.
  - Cost: 5

- **Convincing Demeanor**
  - Remove 1 per rank of Convincing Demeanor from Deception or Skulduggery checks.
  - Cost: 10

- **Hidden Storage**
  - Gain hidden storage in vehicles or equipment that holds items with total encumbrance equal to ranks in Hidden Storage.
  - Cost: 15

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

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

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

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

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

- **Soft Spot**
  - After making a successful attack, may spend 1 Destiny Point to add damage equal to Cunning to one hit.
  - 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: 15

- **Convincing Demeanor**
  - Remove 1 per rank of Convincing Demeanor from Deception or Skulduggery checks.
  - Cost: 10

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

- **Toughened**
  - 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: 20

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

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

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

- **DOODGE**
  - When targeted by combat check, may perform a Dodge incidental to suffer a number of strain no greater than ranks of Dodge, then upgrade the difficulty of the check by that number.
  - Cost: 15

- **GRIT**
  - Gain +1 strain threshold.
  - Cost: 15

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

- **HIDDEN STORAGE**
  - Gain hidden storage in vehicles or equipment that holds items with total encumbrance equal to ranks in Hidden Storage.
  - 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: 15

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

- **NATURAL ROGUE**
  - Once per session, may re-roll any 1 Skulduggery or Stealth check.
  - Cost: 20

- **STREET SMARTS**
  - Remove 1 per rank of Street Smarts from Streetwise or Knowledge (Underworld) checks.
  - Cost: 20

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

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

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**Smuggler: Charmer Talent Tree**

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

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

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**SMOOTH TALKER**

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

**COST 5**

---

**INSPIRING RHETORIC**

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

**COST 5**

---

**KILL WITH KINDNESS**

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

**COST 10**

---

**IMPROVED INSPIRING RHETORIC**

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

**COST 10**

---

**KILL WITH KINDNESS**

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

**COST 5**

---

**CONGENIAL**

May suffer a number of strain to downgrade difficulty of Charm or Negotiation checks, or upgrade difficulty when targeted by Charm or Negotiation checks, by an equal number. Strain suffered this way cannot exceed ranks in Congenial.

**COST 10**

---

**PLAUSIBLE DENIABILITY**

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

**COST 10**

---

**DISARMING SMILE**

Take the Disarming Smile action; succeed at an opposed Charm check to lower all defenses of a target by ranks in Disarming Smile until the end of the encounter.

**COST 15**

---

**WORKS LIKE A CHARM**

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

**COST 15**

---

**DISARMING SMILE**

Take the Disarming Smile action; succeed at an opposed Charm check to lower all defenses of a target by ranks in Disarming Smile until the end of the encounter.

**COST 15**

---

**GRIT**

Gain +1 strain threshold.

**COST 5**

---

**SMOOTH TALKER**

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

**COST 20**

---

**CONGENIAL**

May suffer a number of strain to downgrade difficulty of Charm or Negotiation checks, or upgrade difficulty when targeted by Charm or Negotiation checks, by an equal number. Strain suffered this way cannot exceed ranks in Congenial.

**COST 20**

---

**JUST KIDDING!**

Once per session as an incidental, spend 1 Destiny Point to ignore ✗ generated on a social check by the character or any ally in short range.

**COST 20**

---

**INTENSE PRESENCE**

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

**COST 20**

---

**NATURAL CHARMER**

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

**COST 25**

---

**DEDICATION**

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

**COST 25**

---

**DON'T SHOOT!**

Once per session as an action, make a Hard (★★) Charm check. On success, cannot be the target of combat checks until the end of the encounter or until making a combat check.

**COST 25**

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**RESOLVE**

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

**COST 25**

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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 re-roll them.
  Cost: 15

- **Supreme Double or Nothing**
  When performing the Double or Nothing incidental, also double the number of dark and light symbols.
  Cost: 10

- **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

- **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

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

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

- **Up the Ante**
  When gambling, win 10% more credits per rank of Up the Ante.
  Cost: 20

- **Smooth Talker**
  When first acquired, choose 1 skill: Charm, Coercion, Deception, or Negotiation. When making checks with that skill, spend to gain additional ▲ equal to ranks in Smooth Talker.
  Cost: 25

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

- **Clever Solution**
  Once per session, may re-roll any 1 Skulduggery or Stealth check.
  Cost: 20

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

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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)

- **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**
- **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**
- **QUICK DRAW**: Once per round, draw or holster a weapon or accessible item as an incidental. **COST 5**

- **LETHAL BLOWS**: Add +10 per rank of Lethal Blows to any Critical Injury results inflicted on opponents. **COST 10**
- **GRIT**: Gain +1 strain threshold. **COST 10**
- **QUICK STRIKE**: Add □ per rank of Quick Strike to combat checks against targets that have not acted yet this encounter. **COST 10**
- **IMPROVED QUICK DRAW**: May use Quick Draw twice per round. **COST 10**

- **TOUGHENED**: Gain +2 wound threshold. **COST 15**
- **CALL 'EM**: Do not add □ to combat checks due to the use of the Aim maneuver. **COST 15**
- **DOODGE**: When targeted by combat check, may perform a Dodge incidental to suffer a number of strain no greater than ranks of Dodge, then upgrade the difficulty of the check by that number. **COST 15**
- **SORRY ABOUT THE MESS**: Decrease the Critical Rating of a weapon by 1 (to a minimum of 1) against targets that have not yet acted this encounter. **COST 15**

- **CONFIDENCE**: May decrease difficulty of Discipline checks to avoid fear by 1 per rank of Confidence. **COST 20**
- **LETHAL BLOWS**: Add +10 per rank of Lethal Blows to any Critical Injury results inflicted on opponents. **COST 20**
- **GUNS BLAZING**: As an incidental, suffer 2 Strain to avoid increasing the difficulty of a Ranged (Light) check to attack with two weapons. **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 20**

- **DEDICATION**: Gain +1 to a single characteristic. This cannot bring a characteristic above 6. **COST 25**
- **SPITFIRE**: After a successful combined check with two Ranged (Light) weapons, additional hits can be allocated to other targets within range of the weapon. **COST 25**
- **NATURAL MARKSMAN**: Once per session, may re-roll any 1 Ranged (Light) or Ranged (Heavy) check. **COST 25**
- **DEADLY ACCURACY**: When acquired, choose 1 combat skill. Add damage equal to ranks in that skill to one hit of successful attack made using that skill. **COST 25**
**Smuggler Signature Ability Tree: Narrow Escape**

**NARROW ESCAPE 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 58), but should be suitably creative or daring.

- **Reduce Setback**: Remove ■ from the skill check to activate Narrow Escape. Cost 10.
- **Increase Effect**: Affect an additional number of allied characters equal to Cunning per Increase Effect upgrade purchased. Cost 10.
- **Add Boost**: Add □ to the skill check to activate Narrow Escape. Cost 10.
- **Change Scale**: Narrow Escape can be activated in a vehicle with the Piloting (Planetary) or Piloting (Space) skill.
- **Reduce Difficulty**: Reduce the difficulty of the skill check to activate Narrow Escape to Average (♦ ♦). Cost 15.
- **Increase Effect**: Affect an additional number of allied characters equal to Cunning per Increase Effect upgrade purchased. Cost 15.
- **Change Skill**: Narrow Escape can be activated during social encounters with the Deception skill.
- **Destiny**: Narrow Escape costs 1 Destiny Point instead of 2. Cost 15.

**SIGNATURE ABILITY: NARROW ESCAPE**

Whether a smuggling deal has gone south or the authorities see through the ship’s fake transponder code, smugglers frequently find themselves in a position where they need to make a getaway—and fast. Besides, what good is a reward if nobody gets to spend it?

**BASE ABILITY**

Once per game session, the character may spend two Destiny Points to make a Hard (♦ ♦ ♦) Streetwise check. If he succeeds, the character immediately flees from the current personal-scale combat encounter unscathed. The challenge is not overcome or defeated, but the character evades the hazard or threat for the time being. The exact nature of what the character is trying to accomplish, as well as the end results, must be approved by the GM (see Narrative Abilities on page 58).

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

**RUN AWAY!**

Narrow Escape is fantastic for that moment when the party finds that its trusty spacecraft has been parked in the maw of a giant, hungry creature or for when somebody’s debt collectors have come calling. However, if running away could solve all of one’s problems, most smugglers would live carefree lives. The fact is that Narrow Escape doesn’t so much eliminate most problems as it does defer them. Dodging a bounty hunter today means that he will still be on the trail of the PCs tomorrow, and avoiding an awkward conversation with an estranged relative does little to repair the relationship.

When a GM knows that he has a PC with Narrow Escape burning a hole in his pocket, he should give the character a chance to use it in memorable ways. The GM should also keep in mind that some encounters can contribute just as much to the story whether the PCs engage with them or avoid them. For instance, when a Smuggler slips past a pair of Black Sun thugs looking to rearrange his face, he might overhear their conversation and discover the name of the boss trying to hunt him down. Similarly, giving a PC the chance to make the choice to run away or stay and face an old fear can be as interesting as the actual encounter itself.
Smuggler Signature Ability Tree: Unmatched Fortune

SIGNATURE ABILITY: UNMATCHED FORTUNE

Smugglers learn early on to be self-reliant and sure of themselves. It isn’t enough to hope things will work out or believe in some hokey religion—they have to take luck into their own hands if they want to keep flying, much less make a credit or two.

BASE ABILITY

Once per game session, as an incidental, the character may spend 2 Destiny Points to change the face of one positive die in the character’s dice pool to another face adjacent to it. An “adjacent” face is any die face sharing an edge—not a point—with the rolled face. Unmatched Fortune cannot be used on a 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 an additional time per game session equal to ranks in Frequency upgrade.

Increase Effect Upgrade: Unmatched Fortune can also be used on negative dice.

Increase Number Upgrade: Unmatched Fortune affects one additional die per rank in Increase Number upgrade.

Increase Range Upgrade: Increases the maximum range at which willing allies can be affected by a number of range bands equal to the number of Increase Range upgrades purchased.

Shared Luck: Unmatched Fortune can also be used on the dice pool of a willing ally within short range. All upgrades the acting character has in Unmatched Fortune can be applied to the character receiving help.

Unmatched Fortune costs 1 Destiny Point instead of 2.

Unmatched Fortune can be used one additional time each game session per Frequency upgrade purchased.

Unmatched Fortune affects one additional die per Frequency upgrade purchased.

Unmatched Fortune can also be used on negative dice.

Unmatched Fortune can be used one additional time each game session per Frequency upgrade purchased.

Unmatched Fortune affects one additional die per Increase Number upgrade purchased.

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

Unmatched Fortune affects one additional die per Increase Number upgrade purchased.

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

Unmatched Fortune affects one additional die per Increase Number upgrade purchased.

Increases the maximum range at which Unmatched Fortune can affect willing allies by 1 per Increase Range upgrade purchased.

Unmatched Fortune costs 1 Destiny Point instead of 2.
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 $n$ per rank of Gearhead from Mechanic 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:** $5

- **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 incident immediately after vehicle or starship takes damage to turn it into system strain.
  - **Cost:** $25

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

- **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

- **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

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

- **Toughened**
  - Gain +2 wound threshold.
  - **Cost:** $15

- **Fine Tuning**
  - When reducing the amount of system strain a starship or vehicle suffers, reduce 1 additional strain per rank of Fine Tuning.
  - **Cost:** $20

- **Solid Repairs**
  - The character repairs +1 hull trauma per rank of Solid Repairs whenever he repairs a starship or vehicle.
  - **Cost:** $20

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

- **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:** $25

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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 starship or vehicle.
  - COST 10

- **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 15

- **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 a per rank of Inventor.
  - COST 25

- **DEEDICATION**
  - Add 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 a per rank of Inventor.
  - COST 20

- **DEFENSIVE STANCE**
  - Once per round, may perform Defensive Stance maneuver and suffer a number of strain to upgrade difficulty of all incoming melee attacks by an equal number for the next round. Strain suffered this way cannot exceed ranks in Defensive Stance.
  - COST 15

- **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 a per rank of Inventor.
  - COST 20

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

- **SIDE STEP**
  - Once per round, may perform Side Step maneuver and suffer a number of strain to upgrade difficulty of all incoming ranged attacks by an equal number 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 a per rank of Brace from next Action. This may only remove added by environmental circumstances.
  - COST 15

- **KNOWLEDGE 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

- **SPEAKS BINARY**
  - When directing NPC droids, may grant them a per rank of Speaks Binary bonus to checks.
  - COST 20

- **BRACE**
  - Perform the Brace maneuver to remove a per rank of Brace from next Action. This may only remove added by environmental circumstances.
  - COST 25
**Technician: Cyber Tech Talent Tree**

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

**Cyber Tech Bonus Career Skills:** Athletics, Mechanics, Medicine, Vigilance

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**Cyberneticist**
- Remove 1 per rank of Cyberneticist from checks to build, repair, and install cybernetic implants. Cybernetics cost 50% less.
  - COST 5

**More Machine Than Man**
- Increase cybernetic implant cap by 1 per rank of More Machine Than Man.
  - COST 5

**Engineered Redundancies**
- Gain the ability to use emergency repair patches to heal. Additionally, can be healed with Mechanics checks.
  - COST 5

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

**Energy Transfer**
- May suffer 1 strain to use the Energy Transfer maneuver to power up an unpowered device or replenish exhausted ammunition for an energy weapon.
  - COST 10

**Cyberneticist**
- Remove 1 per rank of Cyberneticist from checks to build, repair, and install cybernetic implants. Cybernetics cost 50% less.
  - COST 5

**Eye For Detail**
- After making a Mechanics or Computers check, may suffer strain up to ranks in Eye for Detail to convert that many ¥ to 🛡.
  - COST 10

**Overcharge**
- Once per encounter, may use the Overcharge action. Make a Hard (Mechanics) check. On success, one installed cybernetic provides additional benefits. On ¥, overcharged cybernetic shorts out.
  - COST 15

**Improved Overcharge**
- May spend ¥ on Overcharge action to immediately take another action.
  - COST 20

**Utility Belt**
- Spend 1 Destiny Point to perform a Utility Belt incantation; produce a previously undersigned item or weapon (with restrictions) from a tool belt or a satchel.
  - COST 20

**More Machine Than Man**
- Increase cybernetic implant cap by 1 per rank of More Machine Than Man.
  - COST 25

**Durable**
- May reduce any Critical Injury suffered by 1 per rank of Durable, to a minimum of 1.
  - COST 25

**Supreme Overcharge**
- May perform the Overcharge action on any number of installed cybernetics. On ¥, one overcharged cybernetic shorts out.
  - COST 25

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

**Dedication**
- Gain +1 to a single characteristic. This cannot bring a characteristic above 6.
  - COST 25
Technician: Droid Tech Talent Tree

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

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

**Active**

- **Machine Mender**
  - When making a Mechanics check to help a character heal wounds, the target heals 1 additional wound per rank of Machine Mender.

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

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

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

- **Supreme Speaks Binary**
  - Once per encounter, may perform the Speaks Binary maneuver. A number of NPC droids up to ranks in Speaks Binary may use the character's ranks for 1 skill of character's choice.

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

**Passive**

- **Deft Maker**
  - Remove per rank of Deft Maker from checks to repair, modify, construct, or program droids. Reduce the material cost to craft droids by 50%.

- **Eye for Detail**
  - After making a Mechanics or Computers check, may suffer strain up to ranks in Eye for Detail to convert that many % to %.

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

- **Improved Speaks Binary**
  - When directing NPC droids, those droids gain additional % in addition to other benefits.

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

**Supplementary**

- **Machine Mender**
  - When making a Mechanics check to help a character heal wounds, the target heals 1 additional wound per rank of Machine Mender.

- **Eye for Detail**
  - After making a Mechanics or Computers check, may suffer strain up to ranks in Eye for Detail to convert that many % to %.

- **Deft Maker**
  - Remove per rank of Deft Maker from checks to repair, modify, construct, or program droids. Reduce the material cost to craft droids by 50%.

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

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

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

- **Supreme Speaks Binary**
  - Once per encounter, may perform the Speaks Binary maneuver. A number of NPC droids up to ranks in Speaks Binary may use the character's ranks for 1 skill of character's choice.

- **Deft Maker**
  - Remove per rank of Deft Maker from checks to repair, modify, construct, or program droids. Reduce the material cost to craft droids by 50%.

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

- **Supreme Speaks Binary**
  - Once per encounter, may perform the Speaks Binary maneuver. A number of NPC droids up to ranks in Speaks Binary may use the character's ranks for 1 skill of character's choice.
Technician: Modder Talent Tree
Career Skills: Astrogation, Computers, Coordination, Discipline, Knowledge (Outer Rim), Mechanics, Perception, Piloting (Planetary)
Modder Bonus Career Skills: Gunnery, Mechanics, Piloting (Space), Streetwise

- **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

- **Gearhead**
  - Remove 1 point per rank of Gearhead from Mechanics checks. Halve the credit cost to add mods to attachments.
  - COST 10

- **Resourceful Refit**
  - May perform the Resourceful Refit action, make an Average +1 Mechanics check to scavenge an old attachment and construct a new one, reducing its price by that of the dismantled attachment.
  - COST 15

- **Resolve**
  - When a character involuntarily suffers strain, he suffers 1 less strain per rank of Resolve, to a minimum of 1.
  - COST 5

- **Know Somebody**
  - Once per session, when attempting to purchase a legally available item, reduce its rank by 1 per rank of Know Somebody.
  - COST 5

- **Signature Vehicle**
  - Choose one starship or vehicle as Signature Vehicle. Upgrade all Mechanics checks made on that vehicle once.
  - COST 5

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

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

- **Fancy Paint Job**
  - Upgrade all Charm, Deception, and Negotiation checks made in the presence of Signature Vehicle once.
  - COST 15

- **Larger Project**
  - Signature Vehicle can have a silhouette 1 larger per rank of Larger Project.
  - COST 15

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

- **Tinkkerer**
  - May add 1 additional hard point to a number of items equal to ranks in Tinkerer. Each item may only be modified once.
  - COST 25

- **Natural Tinkerer**
  - Once per session, may reroll any 1 Mechanics check.
  - 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

- **Custom Loadout**
  - May add 2 additional hard points to Signature Vehicle.
  - COST 25
**Technician Signature Ability Tree: Inventive Creation**

**INVENTIVE CREATION BASE ABILITY**

Once per game session, as an action, the character may spend 2 Destiny Points and make a Daunting (+++++) Mechanics check. If he succeeds, the character immediately uses available parts to build a device that functions as an item of his choice with a rarity of 5 or lower. The item functions until the end of the encounter, at which point it falls apart, shorts out, or otherwise ceases to function permanently. The exact nature of the device the character is trying to construct, as well as the end results, must be approved by the CM (see Narrative Abilities on page 58).

**SIGNATURE ABILITY: INVENTIVE CREATION**

On the fringes of the galaxy, technical self-reliance often means the difference between life and death. While Technicians in the Core Worlds might not need to be able to whip up functional devices out of fragmented scraps and frayed wires, someone in the Outer Rim rarely has the luxury of pristine tools, sufficient equipment, or even basic supplies. But necessity, they say, is the mother of invention. Outer Rim Technicians often display incredible resourcefulness, scrapping together complex devices from mundane materials.

**BASE ABILITY**

Once per game session, as an action, the character may spend 2 Destiny Points and make a Daunting (+++++) Mechanics check. If he succeeds, the character immediately uses available parts to build a device that functions as an item of his choice with a rarity of 5 or lower. The item functions until the end of the encounter, at which point it falls apart, shorts out, or otherwise permanently ceases to function.

The exact nature of the device the character is trying to construct, as well as the end results, must be approved by the CM based on common sense and the ongoing story (see Narrative Abilities on page 58).

When the character makes the skill check to activate Inventive Creation, the CM should add a or for situational effects that would cause the check to be easier or more difficult.

**UPGRADES**

Inventive Creation has several upgrades. Any upgrades that appear in Inventive Creation's tree multiple times have their effects stack.

- **Change Scale Upgrade:** If there are sufficient supplies to accommodate such a project, the device that the character constructs with Inventive Creation may be a vehicle of silhouette 2 or smaller of the character's choice. Inventive Creation's restrictions to the rarity and longevity of the device still apply as normal.

- **Destiny Upgrade:** To activate Inventive Creation, the character only needs to spend 1 Destiny Point instead of the normal 2.

- **Increase Rarity Upgrade:** When using Inventive Creation, the character may create an item with a rarity up to 1 higher per Increase Rarity upgrade.

- **Reduce Difficulty Upgrade:** The skill check difficulty to activate Inventive Creation is Hard (+++++) instead of Daunting (+++). The CM may still add or as the situation warrants.

- **Reduce Setback Upgrade:** When making the skill check to activate Inventive Creation, the character removes per Reduce Setback upgrade.
**Technician Signature Ability Tree: Unmatched Calibration**

**UNMATCHED CALIBRATION BASE ABILITY**

Once per game session as an incidental, the character may spend 2 Destiny Points to reroll up to two dice in the character’s dice pool. Unmatched Calibration cannot be used on a 0.

- **REMOVE SETBACK**
  - May remove 1 instead of rerolling it.
  - COST 10

- **INCREASE NUMBER**
  - Unmatched Calibration affects one additional die per Increase Number upgrade purchased.
  - COST 10

- **FREQUENCY**
  - Unmatched Calibration can be used one additional time each game session per Frequency upgrade purchased.
  - COST 10

- **INCREASE NUMBER**
  - Unmatched Calibration affects one additional die per Increase Number upgrade purchased.
  - COST 10

- **DESTINY**
  - Unmatched Calibration costs 1 Destiny Point instead of 2.
  - COST 15

- **MINIMIZE RISK**
  - Downgrade one to be rerolled with Unmatched Calibration.
  - COST 15

- **OPTIMIZATION**
  - Upgrade one to be rerolled with Unmatched Calibration.
  - COST 15

- **SHARED ACUMEN**
  - Unmatched Calibration can also be used on another die pool of a willing willing within short range.
  - COST 15
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.

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

**FINE TUNING**
When repairing system strain on a starship or vehicle, repair 1 additional system 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.

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

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

**GRIT**
Gain +1 strain threshold.

**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 Piloting (Planetary) and Piloting (Space) checks.

**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.

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

**DEDICATION**
Gain +1 to a single characteristic. This cannot bring a characteristic above 6.
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 4 to reduce the defense in the targeted zone by 1 for every 4 spent.
  - Cost: 5

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

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

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

- **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

- **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 4 to reduce the defense in the targeted zone by 1 for every 4 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 • per rank of Brace from next action. This may only remove • 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

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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)

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**FULL THROTTLE**

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

**SKILLED JOCKEY**

- Remove -1 per rank of Skilled Jockey from Piloting (Planetary) and Piloting (Space) checks.

**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.

**IMPROVED FULL THROTTLE**

- Suffer 1 strain to attempt Full Throttle as a maneuver and decrease its difficulty to Average (-5).

**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.

**GRIT**

- Gain +1 strain threshold.

**SUPREME FULL THROTTLE**

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

**TRICKY TARGET**

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

**MASTER PILOT**

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

**DEDICATION**

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

**TOUGHENED**

- Gain +2 wound threshold.

**BRILLIANT EVASION**

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

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**GALAXY MAPPER**

- Remove -1 per rank of Galaxy Mapper from Astrogation checks. Astrogation checks take half normal time.

**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.

**Rapid Recovery**

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

**NATURAL PILOT**

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

**Defense Driving**

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

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**Let's Drive**

- Once per round, may mount or dismount a vehicle or beast, or enter a cockpit or weapon station on a vehicle, as an incidental.

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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.

**TOUGHENED**
Gain +2 wound threshold.

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

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

**BEAST WRangler**
Add • per rank of Beast Wrangler to checks to tame or wrangle creatures.

**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.

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

**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.

**SUPREME SPUR**
When activating and maintaining Spur, the beast only suffers 1 strain instead of 2.

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

**GRIT**
Gain +1 strain threshold.

**SOOTHING TONE**
Take a Soothing Tone action; make an Average (● ● ●) Knowledge (Xenology) check to allow a beast to recover strain equal to • •.
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)

**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 stain 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.

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

**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.

**Grit**
Gain +1 strain threshold.

**High-G Training**
When a starship or vehicle being piloted would suffer system strain, may suffer stain up to ranks in High-G Training to prevent an equal amount of system strain.

**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.

**Koligran Turn**
When an opponent has gained the advantage on a starship or vehicle being piloted, may perform a Koli­gran 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.
ACE: Rigger
Career Skills: Astrogation, Cool, Gunnery, Mechanics, Perception, Piloting (Planetary), Piloting (Space), Ranged (Light)
Rigger Bonus Career Skills: Gunnery, Knowledge (Underworld), Mechanics, Resilience

- **Black Market Contacts**
  - When purchasing illegal goods, may reduce rarity by 1 per rank of Black Market Contacts, increasing cost by 50 percent of base cost per reduction.
  - **Cost**: 5

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

- **Fancier Paint Job**
  - Upgrade all Charm, Deception, and Negotiation checks made in the presence of Signature Vehicle once.
  - **Cost**: 10

- **Signature Vehicle**
  - Choose one starship or vehicle as Signature Vehicle. Upgrade all Mechanics checks made on that vehicle once.
  - **Cost**: 10

- **Black Market Contacts**
  - When purchasing illegal goods, may reduce rarity by 1 per rank of Black Market Contacts, increasing cost by 50 percent of base cost per reduction.
  - **Cost**: 15

- **Overstocked Ammo**
  - Increase the value of the Limited Ammo quality of any weapons mounted on Signature Vehicle by 1 per rank of Overstocked Ammo.
  - **Cost**: 15

- **Tuned Maneuvering Thrusters**
  - Increase the handling of Signature Vehicle by 1 per rank of Tuned Maneuvering Thrusters.
  - **Cost**: 15

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

- **Customized Cooling Unit**
  - Increase the system strain threshold of Signature Vehicle by 2 per rank of Customized Cooling Unit.
  - **Cost**: 20

- **Gearhead**
  - Remove • per rank of Gearhead from Mechanics checks. Halve the credit cost to add mods to attachments.
  - **Cost**: 20

- **Not Today**
  - Once per session, spend a Destiny Point to save Signature Vehicle from destruction.
  - **Cost**: 25

- **Larger Project**
  - Signature Vehicle can have a silhouette 1 larger per rank of Larger Project.
  - **Cost**: 5

- **Larger Project**
  - Signature Vehicle can have a silhouette 1 larger per rank of Larger Project.
  - **Cost**: 10

- **Larger Project**
  - Signature Vehicle can have a silhouette 1 larger per rank of Larger Project.
  - **Cost**: 15

- **Tuned Maneuvering Thrusters**
  - Increase the handling of Signature Vehicle by 1 per rank of Tuned Maneuvering Thrusters.
  - **Cost**: 25

- **Fortified Vacuum Seal**
  - Increase the hull trauma threshold of Signature Vehicle by 1 per rank of Fortified Vacuum Seal.
  - **Cost**: 25

- **Reinforced Frame**
  - Signature Vehicle gains Massive 1: when making an attack targeting the ship or vehicle, the Critical rating of any weapon used counts as 1 higher.
  - **Cost**: 25
Ace Signature Ability Tree: This One is Mine

This One is Mine has several upgrades that can improve its effects and make it easier to use. Any upgrades that appear in This One is Mine’s tree multiple times have their effects stack.

**Change Silhouette Upgrade:** This One is Mine can target a starship or vehicle with a silhouette 1 higher or lower per Change Silhouette Upgrade than the starship or vehicle the character is piloting.

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

**Duration Upgrade:** This One is Mine lasts for 1 additional round per Duration Upgrade.

**Evasion Upgrade:** While This One is Mine is active, the character upgrades the difficulty all incoming attacks once per Evasion Upgrade.

**Frequency Upgrade:** This One is Mine can be used twice per game session instead of once.

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**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.
**Ace Signature Ability Tree: Unmatched Survivability**

**UNMATCHED SURVIVABILITY 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.

**BEAST RIDER SIGNATURE ABILITIES**

A ny time one of the Ace Signature Abilities presented here refers to a starship or vehicle, it can also be applied to a riding beast. (In the case of Unmatched Survivability, it affects the beast’s wound threshold and Critical Injuries instead of hull trauma and Critical Hits.)

**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.
**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 1 per rank of Command when making Leadership checks. Affected targets add 1 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

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

- **KNOWN SCHEMATIC**
  - Once per session, may perform the Known Schematic maneuver; make a Hard (4)4) Knowledge (Education) check. Success grants familiarity with a building or ship's design.
  - Cost: 10

- **COMMANDING PRESENCE**
  - Remove 1 per rank of Commanding Presence from Leadership and Cool checks.
  - Cost: 10

- **FAMILIAR SUNS**
  - Once per session, may perform a Familiar Suns maneuver; make a Hard (4)4) Knowledge (Outer Rim) or (Core Worlds) check to reveal the current type of planetary environment and other useful information.
  - Cost: 10

- **SOLID REPAIRS**
  - When repairing hull trauma on a starship or vehicle, repair 1 additional hull trauma per rank of Solid Repairs.
  - Cost: 15

- **COMMAND**
  - Add 1 per rank of Command when making Leadership checks. Affected targets add 1 to Discipline checks for next 24 hours.
  - Cost: 15

- **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

- **GALAXY MAPPER**
  - Remove 1 per rank of Galaxy Mapper from Astrogation checks. Astrogation checks take half normal time.
  - Cost: 15

- **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 1 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 (4).
  - Cost: 20

- **SOLID REPAIRS**
  - When repairing hull trauma on a starship or vehicle, repair 1 additional hull trauma per rank of Solid Repairs.
  - Cost: 25

- **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 1 per rank of Galaxy Mapper from Astrogation checks. Astrogation checks take half normal time.
  - Cost: 25

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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)

- **COST 5**
  - **GRIT**
    - Gain +1 strain threshold.
  - **QUICK STRIKE**
    - Add • per rank of Quick Strike to combat checks against targets that have not acted yet this encounter.
  - **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.
  - **DEFENSIVE DRIVING**
    - Increase defense of vehicle or starship being piloted by 1 per rank of Defensive Driving.

- **COST 10**
  - **FIELD COMMANDER**
    - Take the Field Commander action; make an Average (+) Leadership check. A number of allies equal to Presence may immediately suffer 1 strain to perform 1 free maneuver.
  - **CONFIDENCE**
    - May decrease difficulty of Discipline checks to avoid fear by 1 per rank of Confidence.
  - **SITUATIONAL AWARENESS**
    - Allies within short range of the vehicle add • to their Perception and Vigilance checks. Allies within close range add •• instead.

- **COST 15**
  - **COMMAND**
    - Add • per rank of Command when making Leadership checks. Affected targets add • to Discipline checks for next 24 hours.
  - **GRIT**
    - Gain +1 strain 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.
  - **DEFENSIVE DRIVING**
    - Increase defense of vehicle or starship being piloted by 1 per rank of Defensive Driving.

- **COST 20**
  - **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.
  - **CONFIDENCE**
    - May decrease difficulty of Discipline checks to avoid fear by 1 per rank of Confidence.
  - **FORM ON ME**
    - Allies equal to ranks in Leadership in close range gain the benefits of the Gain the Advantage action.
  - **TRICKY TARGET**
    - Count vehicle or starship piloted as having a silhouette 1 lower when being attacked.

- **COST 25**
  - **MASTER LEADER**
    - Once per round, suffer 2 strain to decrease difficulty of next Leadership check by one, to a minimum of Easy (+).
  - **CONFIDENCE**
    - May decrease difficulty of Discipline checks to avoid fear by 1 per rank of Confidence.
  - **DEDICATION**
    - Gain +1 to a single characteristic. This cannot bring a characteristic above 6.
  - **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.
**COMMANDER: Figurehead Talent Tree**

Career Skills: Coercion, Cool, Discipline, Knowledge (Warfare), Leadership, Perception, Ranged (Light), Vigilance  
Figurehead Bonus Career Skills: Cool, Leadership, Negotiation, Knowledge (Core Worlds)

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

- **Resolve**: When involuntarily suffering strain, suffer 1 less strain per rank of Resolve, to a minimum of 1.  
  - **Cost**: 5

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

- **Command**: Add □ per rank of Command when making Leadership checks. Affected targets add □ to Discipline checks for next 24 hours.  
  - **Cost**: 10

- **Commanding Presence**: Remove ■ per rank of Commanding Presence from Leadership and Cool checks.  
  - **Cost**: 15

- **Inspiring Rhetoric**: Take the Inspiring Rhetoric action; make an Average (♦ ♦) Leadership check each ally in close range to recover 1 strain. Spend □ to cause 1 affected ally to recover 1 additional strain.  
  - **Cost**: 10

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

- **Calm Commander**: May use ranks in Cool to upgrade Mass Combat checks instead of ranks in Leadership.  
  - **Cost**: 10

- **Commanding Presence**: Remove ■ per rank of Commanding Presence from Leadership and Cool checks.  
  - **Cost**: 15

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

- **Confidence**: May decrease difficulty of Discipline checks to avoid fear by 1 per rank of Confidence.  
  - **Cost**: 20

- **Improved Confidence**: May spend □ on fear checks to give allies in short range additional □ on the same fear check.  
  - **Cost**: 20

- **Intense Presence**: Spend 1 Destiny Point to recover strain equal to Presence rating.  
  - **Cost**: 25

- **Natural Leader**: Once per session, may re-roll any 1 Cool or Leadership check.  
  - **Cost**: 25

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

- **Improved Commanding Presence**: Once per session, may take Commanding Presence action; make an opposed Cool vs. Discipline check to force target to leave the encounter.  
  - **Cost**: 25

- **Positive Spin**: Whenever any character’s Duty would increase, it increases by an additional 1 per rank of Positive Spin.  
  - **Cost**: 15

- **Gain +1 strain threshold.**

- **Gain +1 to a single characteristic.**

- **This cannot bring a characteristic above 6.**

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

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

Career Skills: Coercion, Cool, Discipline, Knowledge (Warfare), Leadership, Perception, Ranged (Light), Vigilance
Instructor Bonus Career Skills: Discipline, Medicine, Ranged (Heavy), Knowledge (Education)

- **CONDITIONED**
  - Remove ■ per rank of Conditioned from Athletics and Coordination checks. Reduce the damage and strain suffered from falling by 1 per rank of Conditioned.
  - COST 5

- **PHYSICAL TRAINING**
  - Add □ per rank of Physical Training to Athletics and Resilience checks.
  - COST 5

- **ENCOURAGING WORDS**
  - 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.
  - COST 10

- **STIMPACK SPECIALIZATION**
  - Stimpacks heal 1 additional wound per rank of Stimpack Specialization.
  - COST 10

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

- **FIELD COMMANDER**
  - Take the Field Commander action: make an Average (♦ ♦) Leadership check. A number of allies equal to Presence may immediately suffer 1 strain to perform 1 free maneuver.
  - COST 20

- **IMPROVED FIELD COMMANDER**
  - Field Commander action affects allies equal to double Presence. May spend to allow one ally to suffer 1 strain and perform 1 free action instead.
  - COST 25

- **MASTER INSTRUCTOR**
  - Once per round as an out of turn incidental, may suffer 2 strain to allow ally to use character’s ranks in Discipline for next Discipline check an ally makes.
  - COST 15

- **BODY GUARD**
  - Once per round, perform the Body Guard maneuver to guard an engaged character. Suffer a number of strain no greater than ranks of Body Guard, then until the beginning of the next turn upgrade the difficulty of combat checks targeting the character by that number.
  - COST 15

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

- **THAT’S HOW IT’S DONE**
  - May suffer 1 strain on successful skill check to add 1 to the same skill check made by a number of allies equally to Willpower within short range during the next round.
  - COST 25

- **NATURAL INSTRUCTOR**
  - Once per session, may re-roll one Discipline or Leadership check.
  - COST 25
COMMANDER: Strategist Talent Tree

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

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

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

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

- **CLEVER COMMANDER**
  - May use ranks in Knowledge (Warfare) to upgrade Mass Combat checks instead of ranks in Leadership.
  - 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 15

- **IMPROVED RESEARCHER**
  - On a successful Knowledge check, character and allies gain automatic ◆ per rank of Researcher on checks to act on these facts until the end of his next turn.
  - COST 20

- **IMPROVED READY FOR ANYTHING**
  - Remove ■ per rank of Ready for Anything on Mass Combat checks and Cool or Vigilance checks to determine initiative order.
  - COST 20

- **THOROUGH ASSESSMENT**
  - Once per session, take a Thorough Assessment action: make a Hard (4D6) Knowledge check to gain Boost dice equal to ◆ that can be distributed during the encounter.
  - 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

- **COORDINATED ASSAULT**
  - Take the Coordinated Assault maneuver: a number of engaged allies equal to Leadership ranks add ◆ to combat checks until beginning of next turn. Range increases per rank of Coordinated Assault.
  - COST 20

- **MASTER STRATEGIST**
  - Once per phase during a mass combat, may suffer 2 strain to decrease difficulty of a Mass Combat check once.
  - COST 15

- **WELL READ**
  - Choose any 3 Knowledge skills. They permanently become career skills.
  - COST 10

- **COMMAND**
  - Add ◆ per rank of Command when making Leadership checks. Affected targets add ◆ to Discipline checks for next 24 hours.
  - COST 10

- **READY FOR ANYTHING**
  - Remove ■ per rank of Ready for Anything on Mass Combat checks and Cool or Vigilance checks to determine initiative order.
  - COST 15

- **GREAT COMMANDER**
  - Add ◆ per rank of Command when making Leadership checks. Affected targets add ◆ to Discipline checks for next 24 hours.
  - COST 15

- **COMMANDER**
  - Add ◆ per rank of Command when making Leadership checks. Affected targets add ◆ to Discipline checks for next 24 hours.
  - COST 20

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

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

- **READY FOR ANYTHING**
  - Remove ■ per rank of Ready for Anything on Mass Combat checks and Cool or Vigilance checks to determine initiative order.
  - COST 15

- **WELL READ**
  - Choose any 3 Knowledge skills. They permanently become career skills.
  - COST 10

- **COMMAND**
  - Add ◆ per rank of Command when making Leadership checks. Affected targets add ◆ to Discipline checks for next 24 hours.
  - COST 10

- **READY FOR ANYTHING**
  - Remove ■ per rank of Ready for Anything on Mass Combat checks and Cool or Vigilance checks to determine initiative order.
  - COST 15

- **GREAT COMMANDER**
  - Add ◆ per rank of Command when making Leadership checks. Affected targets add ◆ to Discipline checks for next 24 hours.
  - COST 15

- **COMMANDER**
  - Add ◆ per rank of Command when making Leadership checks. Affected targets add ◆ to Discipline checks for next 24 hours.
  - COST 20

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

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

- **READY FOR ANYTHING**
  - Remove ■ per rank of Ready for Anything on Mass Combat checks and Cool or Vigilance checks to determine initiative order.
  - COST 15

- **WELL READ**
  - Choose any 3 Knowledge skills. They permanently become career skills.
  - COST 10

- **COMMAND**
  - Add ◆ per rank of Command when making Leadership checks. Affected targets add ◆ to Discipline checks for next 24 hours.
  - COST 10

- **READY FOR ANYTHING**
  - Remove ■ per rank of Ready for Anything on Mass Combat checks and Cool or Vigilance checks to determine initiative order.
  - COST 15

- **GREAT COMMANDER**
  - Add ◆ per rank of Command when making Leadership checks. Affected targets add ◆ to Discipline checks for next 24 hours.
  - COST 15

- **COMMANDER**
  - Add ◆ per rank of Command when making Leadership checks. Affected targets add ◆ to Discipline checks for next 24 hours.
  - COST 20

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

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

- **READY FOR ANYTHING**
  - Remove ■ per rank of Ready for Anything on Mass Combat checks and Cool or Vigilance checks to determine initiative order.
  - COST 15

- **WELL READ**
  - Choose any 3 Knowledge skills. They permanently become career skills.
  - COST 10

- **COMMAND**
  - Add ◆ per rank of Command when making Leadership checks. Affected targets add ◆ to Discipline checks for next 24 hours.
  - COST 10

- **READY FOR ANYTHING**
  - Remove ■ per rank of Ready for Anything on Mass Combat checks and Cool or Vigilance checks to determine initiative order.
  - COST 15

- **GREAT COMMANDER**
  - Add ◆ per rank of Command when making Leadership checks. Affected targets add ◆ to Discipline checks for next 24 hours.
  - COST 15

- **COMMANDER**
  - Add ◆ per rank of Command when making Leadership checks. Affected targets add ◆ to Discipline checks for next 24 hours.
  - COST 20
Commander Signature Ability Tree: Rousing Oratory

**BASE ABILITY**

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

**UPGRADES**

- **Change Skill (Discipline):** When activating Rousing Oratory, the character may make a Discipline check instead of a Leadership check.
- **Destiny:** To activate Rousing Oratory, the character needs to spend only 1 Destiny Point instead of the normal 2.
- **Recover Strain:** Friendly characters and NPCs targeted by Rousing Oratory recover a number of strain equal to the character’s ranks in Leadership.
- **Reduce Difficulty:** The skill check to activate Rousing Oratory is Average (♦♦) instead of Hard (♦♦♦♦).
- **Reduce Setback:** Remove ♦ from the skill check to activate Rousing Oratory.
- **Turning Point:** During a mass combat, the character may perform the Rousing Oratory action to immediately create a turning point (see page 75). The player and the GM should work together to determine the exact nature of the turning point, based on the circumstances of the mass combat. Alternatively, if the PCs are already taking part in an ongoing turning point, after triggering Rousing Oratory, add additional ♦ to all skill checks that friendly characters and NPCs make until the end of the turning point.

**BOOST ALLIES**

After triggering Rousing Oratory, add ♦ per Boost Allies upgrade to all Discipline and Cool checks that other friendly characters and NPCs make until the end of the encounter.

**REDUCE DIFFICULTY**

Reduce the difficulty of the skill check to activate Rousing Oratory to Average (♦♦).

**REDUCE SETBACK**

Remove ♦ from skill check to activate Rousing Oratory.

**RECOVER STRAIN**

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

**CHANGE SKILL**

May make a Discipline check instead of a Leadership check to activate Rousing Oratory.

**DESTINY**

Rousing Oratory costs 1 Destiny Point instead of 2.
**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.

**Upgrades**

**Destiny:** To activate Unmatched Authority, the character needs to spend only 1 Destiny Point instead of the normal 2.

**Duration:** Unmatched Authority lasts for 1 additional round per Duration upgrade.

**Endurance:** Reduce the strain cost to modify an ally’s skill check with Unmatched Authority by 1 (to a minimum of 1).

**Firm Resolve:** Increase strain threshold by 2 while Unmatched Authority is active.

**Mass Combat:** The character can spend strain to modify Mass Combat checks with Unmatched Authority as though it was an ally’s skill check.

**Increase Effect (Remove Setback):** When spending strain to modify an ally’s skill check with Unmatched Authority, the character may remove ■ from the check instead of downgrading the difficulty.

**Increase Effect (Reduce Difficulty):** When spending strain to modify an ally’s skill check with Unmatched Authority, the character may reduce the difficulty of the check instead of downgrading it.

**Mass Combat:** The character can spend strain to modify a Mass Combat check with Unmatched Authority as though it were an ally’s skill check.

**Voice of Authority**

*Lead by Example*

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**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

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**INDISTINGUISHABLE**

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

**KILL WITH KINDNESS**

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

**NOBODY'S FOOL**

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

**CONFIDENCE**

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

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**INDISTINGUISHABLE**

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

**GRIT**

Gain +1 strain threshold.

**GRIT**

Gain +1 strain threshold.

**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.

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**KILL WITH KINDNESS**

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

**INSPIRING RHETORIC**

Take the Inspiring Rhetoric action: make an Average Leadership check.

**Grit**

Gain +1 strain threshold.

**STEELY NERVES**

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

**CONFIDENCE**

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

---

**IMPROVED INSPIRING RHETORIC**

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

**INTENSE PRESENCE**

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

**WORKS LIKE A CHARM**

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

**SIXTH SENSE**

Gain +1 ranged defense.

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**SUPREME INSPIRING RHETORIC**

Suffer 1 strain to perform Inspiring Rhetoric as a maneuver, instead of an action.

**NATURAL CHARMER**

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

**DEDICATION**

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

**SIXTH SENSE**

Gain +1 ranged defense.
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. **Cost 5**

- **Nobody’s Fool**: Upgrade difficulty of incoming Charm, Coercion, and Deception checks once per rank of Nobody’s Fool. **Cost 5**

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

- **Street Smarts**: Remove 1 per rank of Street Smarts from Streetwise and Knowledge (Underworld) checks. **Cost 10**

- **Convincing Demeanor**: Remove 1 per rank of Convincing Demeanor from Deception and Skulduggery checks. **Cost 15**

- **Plausible Deniability**: Remove 1 per rank of Plausible Deniability from Coercion and Deception checks. **Cost 15**

- **Scathing Tirade**: Take a Scathing Tirade action; make an Average 4 Coercion check. Each 4 causes one enemy in short range to suffer 1 strain. Spend 4 to cause 1 additional strain. Gain +1 strain threshold. **Cost 15**

- **Grit**: Gain +1 strain threshold. **Cost 15**

- **Natural Enforcer**: Once per session, may re-roll any 1 Coercion or Streetwise check. **Cost 20**

- **Nobody’s Fool**: Upgrade difficulty of incoming Charm, Coercion, and Deception checks once per rank of Nobody’s Fool. **Cost 20**

- **Improved Scathing Tirade**: Each enemy affected by Scathing Tirade suffers 1 on all skill checks for a number of rounds equal to ranks in Coercion. **Cost 20**

- **Intimidating**: May suffer a number of strain to downgrade difficulty of Coercion checks, or upgrade difficulty when targeted by Coercion checks, by an equal number. Strain suffered this way cannot exceed ranks in Intimidating. **Cost 20**

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

- **Supreme Scathing Tirade**: Suffer 1 strain to perform Scathing Tirade as a maneuver, instead of an action. **Cost 25**

- **Incite Rebellion**: Once per session, may take an Incite Rebellion action; make a Hard 4 Coercion check to cause 1 number of beings up to ranks in Coercion to become rebellious until the end of the encounter. **Cost 25**
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.
- **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.
- **Wheel and Deal**: When selling goods legally, gain 10% more credits per rank of Wheel and Deal.
- **Know Somebody**: Once per session, when attempting to purchase a legally available item, reduce its rarity by 1 per rank of Know Somebody.
- **Master Merchant**: When buying or selling goods, may suffer 2 strain to sell for 25% more or buy for 25% less.
- **Grit**: Gain +1 strain threshold.
- **Grit**: Gain +1 strain threshold.
- **Grit**: Gain +1 strain threshold.
- **Grit**: Gain +1 strain threshold.
- **Toughened**: Gain +2 wound threshold.
- **Toughened**: Gain +2 wound threshold.
- **Toughened**: Gain +2 wound threshold.
- **Superior Reflexes**: Gain +1 melee defense.
- **Sound Investments**: At the start of each session, gain 100 credits for each rank of Sound Investments.
- **Sound Investments**: At the start of each session, gain 100 credits for each rank of Sound Investments.
- **Sound Investments**: At the start of each session, gain 100 credits for each rank of Sound Investments.
- **Sound Investments**: At the start of each session, gain 100 credits for each rank of Sound Investments.
- **Superior Negotiator**: Once per session, may re-roll any 1 Cool or Negotiation check.
DIPLOMAT: Advocate Talent Tree

Career Skills: Charm, Deception, Knowledge (Core Worlds), Knowledge (Lore), Knowledge (Outer Rim), Knowledge (Xenology), Leadership, Negotiation
Advocate Bonus Career Skills: Coercion, Deception, Negotiation, Vigilance

- **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.
  
- **DISCREDIT**
  Once per encounter, take the Discredit action: make a Hard ( ⬆️ ⬆️) Deception check to degrade the difficulty of one character's social checks once. Plus once for every 3 ⬆️ ⬆️, until the end of the encounter.
  
- **PLAUSIBLE DENIABILITY**
  Remove 1 per rank of Plausible Deniability from Coercion and Deception checks.
  
- **SUPPORTING EVIDENCE**
  When assisting an ally with a Charm, Coercion, Leadership, or Negotiation check, add automatic 4 ⬆️ per rank of Supporting Evidence.
  
- **TWISTED WORDS**
  When an incoming social check generates ⬆️ ⬆️ or ⬆️, may suffer 1 strain as an incidental to infect strain equal to ranks in Coercion or speaker.
  
- **IMPROVED PLAUSIBLE DENIABILITY**
  Take an Improved Plausible Deniability action: Hard ( ⬆️ ⬆️ ⬆️) Coercion check to convince one bystander per rank of Plausible Deniability to depart quietly.
  
- **GRIT**
  Gain +1 strain threshold.
  
- **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.
  
- **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.
  
- **DEDICATION**
  Gain +1 to a single characteristic. This cannot bring a characteristic above 6.
  
- **INTERJECTION**
  After another character makes a social check, suffer 5 strain to take an Interjection incidental: make an Average ( ⬆️) Vigilance check to add 4 or ⬆️ ⬆️ equal to ⬆️, and ⬆️ or ⬆️ ⬆️ equal to ⬆️ to the check.
  
- **CONTINGENCY PLAN**
  Spend 1 Destiny Point to recover strain equal to Cunning rating.
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. (Cost: 5)
- **Positive Spin**: Whenever any character’s Duty would increase, it increases by an additional 1 per rank of Positive Spin. (Cost: 5)
- **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. (Cost: 5)
- **Improvised 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. (Cost: 10)
- **Confidence**: May decrease difficulty of Discipline checks to avoid fear by 1 per rank of Confidence. (Cost: 15)
- **Informant**: Once per session, may reveal a contact who can shed light on a chosen subject. (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)
- **Improved In the Know**: Once per session, make an opposed Deception vs Vigilance check with the difficulty downgraded once per rank of In the Know to have a target NPC believe specific false intelligence. (Cost: 25)
**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.

**REDUCE SETBACK**

Remove ■ from skill check to activate Diplomatic Solution.

**BOOST ALLIES**

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

**CHANGE SKILL**

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

**ACTIVATION**

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

**REDUCE DIFFICULTY**

Reduce the difficulty of the skill check to activate Diplomatic Solution to Hard (♦ ♦ ♦)

**DESTINY**

Diplomatic Solution costs 1 Destiny Point instead of 2.

**BOOST ALLIES**

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

**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 stormtroopers 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 might 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.

**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 costs 1 Destiny Point instead of 2.**
Choose 1 character. Upgrade the ability of all social checks once per Leverage Upgrade against that character until the end of the encounter.

Notice one important detail that a chosen character would prefer to conceal.
Engineer: Mechanic Talent Tree
Career Skills: Athletics, Computers, Knowledge (Education), Mechanics, Perception, Piloting (Space), Ranged (Light), Vigilance
Mechanic Bonus Career Skills: Brawl, Mechanics, Piloting (Space), Skaldugger

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

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

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

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

**BAD MOTIVATOR**
- Once per session, may take a Bad Motivator action: make a Hard (4) Mechanics check to cause one targeted device to spontaneously fail.

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

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

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

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

**REDUNDANT SYSTEMS**
- Once per session, may take a Redundant Systems action; make an Easy (2) Mechanics check to harvest components from a functioning device to repair a broken one without breaking the first device.

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

**CONTRAPTION**
- Once per session, may take Contraction action; make a Hard (4) Mechanics check to fashion a device to solve a current problem using just the tools and parts on hand.

**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.

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

**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.

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

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

**TONGUE OF FIRE**
- Once per session, may take a Redundant Systems action; make an Easy (2) Mechanics check to harvest components from a functioning device to repair a broken one without breaking the first device.

**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.

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

**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.
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.
- **SECOND WIND**: Once per encounter, may use Second Wind incidental to recover strain equal to ranks in Second Wind.
- **GRIT**: Gain +1 strain threshold.
- **POWERFUL BLAST**: Increase Blast damage dealt by explosives, explosive weapons, and grenades by 1 per rank of Powerful Blast.
- **TOUGHENED**: Gain +2 wound threshold.
- **SECOND WIND**: Once per encounter, may use Second Wind incidental to recover strain equal to ranks in Second Wind.
- **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.
- **RAPID RECOVERY**: When recovering strain after an encounter, recover 1 additional strain per rank of Rapid Recovery.
- **RESOLVE**: When involuntarily suffering strain, suffer 1 less strain per rank of Resolve, to a minimum of 1.
- **TOUGHENED**: Gain +2 wound threshold.
- **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.
- **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.
- **POWERFUL BLAST**: Increase Blast damage dealt by explosives, explosive weapons, and grenades by 1 per rank of Powerful Blast.
- **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.
- **DEDICATION**: Gain +1 to a single characteristic. This cannot bring a characteristic above 6.
- **MASTER GRENAIDER**: Decrease the cost to activate the Blast quality on any weapon used by 1 to a minimum of 1.
- **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.
- **IMPROVED DETONATION**: When incapacitated due to strain exceeding threshold, may take a more difficult Hard Headed action to reduce strain to 1 below threshold.
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 4 result to gain additional successes equal to ranks in Knowledge Specialization. (Cost 5)

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

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

- **Knowledge Specialization**: When acquired, choose 1 Knowledge skill. When making that skill check, may spend 4 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 1 per rank of Speaks Binary on checks. (Cost 15)

- **Inventor**: When constructing new items or modifying attachments, add 1 or remove 1 per rank of Inventor. (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)

- **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 1 or remove 1 per rank of Inventor. (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)

- **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: 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

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**FORAGER**
Remove up to 3 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.

**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.

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**TOUGHENED**
Gain +2 wound threshold.

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

**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.

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

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**BACTA SPECIALIST**
Patients heal 1 additional wound per rank of Bacta Specialist when they heal wounds 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.

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

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

**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 (6) Medicine check to stop the ally from gaining the Critical Injury.

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

**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.

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

**GRIT**
Gain +1 strain threshold.

**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.

**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.

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

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

**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.

**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.

**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.

**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.

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

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

**GRIT**
Gain +1 strain threshold.

**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.

**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.

**LETHAL BLOWS**
Add +10 per rank of Lethal Blows to any Critical Injury results inflicted on opponents.
Soldier: Heavy Talent Tree

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

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 Burry to a minimum of 1.
  - 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 10

- **BARRAGE**
  - Add 1 damage per rank of Barrage to 1 hit of successful attack while using Ranged (Heavy) or Gunnery skills at long or extreme range.
  - COST 10

- **BURLY**
  - Reduce any wielded weapon's Cumbersome quality and Encumbrance rating by a number equal to ranks in Burry to a minimum of 1.
  - COST 15

- **SIDE STEP**
  - Once per round, may perform Side Step maneuver and suffer a number of strain to upgrade difficulty of all incoming ranged attacks by an equal number. Strain suffered this way cannot exceed ranks in Side Step.
  - COST 15

- **BURLY**
  - Reduce any wielded weapon's Cumbersome quality and Encumbrance rating by a number equal to ranks in Burry to a minimum of 1.
  - 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 20

- **BRAKE**
  - Perform the Brave maneuver to remove one per rank of Brave from next Action. This may only remove one added by environmental circumstances.
  - COST 10

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

- **BURLY**
  - Reduce any wielded weapon's Cumbersome quality and Encumbrance rating by a number equal to ranks in Burry to a minimum of 1.
  - COST 25

- **RAVEN**
  - When wearing armor, increase total soak value by 1.
  - COST 25

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

- **Armour Master**
  - When using a heavy or large weapon, increase to soak value by 1.
  - COST 25

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

- **BURLY**
  - Reduce any wielded weapon's Cumbersome quality and Encumbrance rating by a number equal to ranks in Burry 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 15

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

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

- **RAIN OF DEATH**
  - Perform the Rain of Death maneuver to ignore the increased difficulty due to the Auto-fire quality of attacks made this turn.
  - COST 20

- **HEROIC RESILIENCE**
  - Immediately after being hit by an attack but before suffering damage, spend 1 Destiny Point to remove 1 point of damage.
  - COST 20

- **HEAVY HITTER**
  - Once per session, spend 1 on a successful Ranged (Heavy) or Gunnery check to add 1 to the weapon's quality to the attack, or increase an existing Quality by 1.
  - COST 25
**Soldier Signature Ability Tree: The Bigger They Are...**

**THE BIGGER THEY ARE... BASE ABILITY**

Once per game session as an action, the character may spend 2 Destiny Points, nominate one vehicle, starship, or living creature of silhouette 2 or smaller that he can see, and make a Hard (★★★★) Knowledge (Warfare) check. If he succeeds, for the next 3 rounds, he and each other friendly character within medium range of him ignore the target's armor (or soak) when inflicting damage on the target with non-vehicle/starship weapons.

**INCREASE SILHOUETTE**

Increase the silhouette of targets that can be affected by The Bigger They Are... by 1.

COST 10

**CHANGE SKILL**

May use Survival instead of Knowledge (Warfare) to activate The Bigger They Are...

COST 10

**DURATION**

The Bigger They Are... lasts for 2 additional rounds.

COST 10

**CHANGE SKILL**

May use Athletics instead of Knowledge (Warfare) to activate The Bigger They Are...

COST 10

**ONGOING SALVO**

If the target is destroyed (or dies) while The Bigger They Are... is active, the character may spend 1 Destiny Point to select a new target for The Bigger They Are...

COST 15

**DESTINY**

The Bigger They Are... costs 1 Destiny Point instead of 2.

COST 15

**REDUCE DIFFICULTY**

Reduce the difficulty of the skill check to activate The Bigger They Are... to Average (★★)

COST 15

**INCREASE SILHOUETTE**

Increase the silhouette of targets that can be affected by The Bigger They Are... by 1.

COST 15

**SIGNATURE ABILITY: THE BIGGER THEY ARE...**

The Alliance to Restore the Republic is an organization founded upon the principle that seemingly invincible juggernauts can be brought down with creativity, determination, and a bit of luck. The Bigger They Are... is a signature ability that exemplifies this mentality, giving a Soldier the ability to fell targets well beyond the reach of most infantry. Using experience and the exact right spot to hit a target, whether it has several upgrades that can improve its effects and make it easier to use. Any upgrades that appear in The Bigger They Are...’s tree multiple times have their effects stack.

**Change Skill (Athletics):** When activating The Bigger They Are..., the character may make an Athletics check instead of a Knowledge (Warfare) check.

**Change Skill (Survival):** When activating The Bigger They Are..., the character may make a Survival check.
Soldier Signature Ability Tree: Unmatched Courage

Unmatched Courage Base Ability
Once per game session, as an out of turn incidental, the character may spend 2 Destiny Points to ignore the effects of all Critical Injuries for 2 rounds. When this effect ends, he suffers the effects of these Critical Injuries as normal.

Increase Effect
While Unmatched Courage is active, whenever the character would suffer strain, he may suffer that many wounds instead.

Cost 10

Duration
Unmatched Courage lasts for 2 additional rounds.

Cost 10

Survivor
While Unmatched Courage is active, add to checks to remove Critical Injuries.

Cost 10

Duration
Unmatched Courage lasts for 2 additional rounds.

Cost 10

See It Through
While Unmatched Courage is active, the character does not become incapacitated when his wounds exceed his wound threshold.

Cost 10

Finish the Job
While Unmatched Courage is active, the character adds +2 damage for each Critical Injury he is suffering to the first hit of each successful combat check he makes.

Cost 15

Survivor
While Unmatched Courage is active, add to checks to remove Critical Injuries.

Cost 15

Too Tough to Die
When Unmatched Courage ends, make a Hard (☆) Resilience check to remove one Critical Injury.

Cost 15
Spy: Infiltrator Talent Tree

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

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

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

- **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 6

- **STUNNING BLOW**
  - When making Melee checks, may inflict damage as strain instead of wounds. This does not ignore soak.
  - Cost 10

- **SOFT SPOT**
  - After making a successful attack, may spend 1 Destiny Point to add damage equal to Cunning to one hit.
  - Cost 10

- **KNOCKDOWN**
  - After hitting with a melee attack, may spend $ to knock the target prone.
  - Cost 15

- **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

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

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

- **IMPROVED STUNNING BLOW**
  - When dealing strain damage with Melee or Brawl checks, may spend $ to stagger target for 1 round per $.
  - Cost 20

- **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 20

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

- **CLEVER SOLUTION**
  - Once per session, make one skill check using Cunning rather than the characteristic linked to that skill.
  - Cost 25

- **MASTER OF SHADOWS**
  - Once per round, suffer 2 strain to decrease difficulty of next Stealth or Skulduggery check by 1.
  - Cost 25

- **NATURAL ROGUE**
  - Once per session, may re-roll any 1 Skulduggery or Stealth check.
  - Cost 25

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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.

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

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

- **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.

- **STALKER**
  Add a per rank of Stalker to Stealth and Coordination checks.

- **TOUGHENED**
  Gain +2 wound threshold. Allies within close range add a to Perception or Vigilance checks. Engaged allies add a.

- **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.

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

- **HEIGHTENED AWARENESS**
  Add a to Perception or Vigilance checks. Engaged allies add a.

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

- **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.

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

- **STALKER**
  Add a per rank of Stalker to Stealth and Coordination checks.

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

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

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

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

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

**DEFENSIVE SLICING**
- When defending computer systems, add 1 per rank of Defensive Slicing to opponents’ checks.

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

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

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

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

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

**DEFENSIVE SLICING**
- When defending computer systems, add 1 per rank of Defensive Slicing to opponents’ checks.

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

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

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

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

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

**DEFENSIVE SLICING**
- When defending computer systems, add 1 per rank of Defensive Slicing to opponents’ checks.

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

**EXECUTIVE**
- Increase time needed to complete computer-related tasks by 25% per rank.

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

**DEFENSIVE SLICING**
- When defending computer systems, add 1 per rank of Defensive Slicing to opponents’ checks.

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

**EXECUTIVE**
- Increase time needed to complete computer-related tasks by 25% per rank.

**SKILLED SLICER**
- When making a Computers check, may spend 1 to make further Computers checks within this system as maneuvers.

**MASTER SLICER**
- Once per round, may take a Master Slicer incidental to suffer 2 strain and decrease difficulty of Computers or other slicing checks by 1, to a minimum of Easy.

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

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

**ACTIVE**

**PASSIVE**

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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

- **REFLECT**
  - When hit by a ranged attack, suffer 3 strain to reduce damage by 2 plus ranks in Reflect.
  - COST: 15

- **GRIT**
  - Gain +1 strain 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

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

- **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

- **FORCE ASSAULT**
  - Spend or on a missed Lightsaber (Willpower) combat check to immediately perform Move Force power action as maneuver.
  - COST: 25

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

- **FORCE RATING**
  - Gain +1 Force rating.
  - COST: 25

- **IMPROVED CENTER OF BEING**
  - Suffer 1 strain to perform Center of Being maneuver as an incidental.
  - COST: 25

- **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

- **REFLECT**
  - When hit by a ranged attack, suffer 3 strain to reduce damage by 2 plus ranks in Reflect.
  - COST: 15

- **ACTIVE**

- **PASSIVE**

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

**Smooth Talker**

When first acquired, choose 1 skill: Charm, Coercion, Deception, or Negotiation. When making checks with that skill, spend 1 to gain additional 1 equal to ranks in Smooth Talker. **Cost 10**

**Valuable Facts**

Once per encounter, perform Valuable Facts action; make an Average (+1) Knowledge Check. If successful, add 1 to one ally's skill check during the encounter. **Cost 15**

**Smothering**

When first acquired, choose 1 skill: Charm, Coercion, Deception, or Negotiation. When making checks with that skill, spend 1 to gain additional 1 equal to ranks in Smooth Talker. **Cost 15**

**Force Rating**: Gain +1 Force rating. **Cost 20**

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

**Balance**

When the character recovers strain at the end of the encounter, he may add 1 per Force rating. He recovers additional strain equal to 1 generated. **Cost 25**

**The Force Is My Ally**

Once per session, may suffer 2 strain to perform Force power action as maneuver. **Cost 25**

**Natural Negotiator**

Once per session, may roll any 1 Cool or Negotiation check. **Cost 25**

**One With The Universe**

Once per session, meditate, then perform One with the Universe action; make Average (+1) Astrogation check. If successful, add 1 to all Force power checks in next encounter. If successful with +1, add +1 instead. **Cost 15**

**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 1 result to gain additional successes equal to ranks in Knowledge Specialization. **Cost 10**

**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 10**

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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. (COST 5)

- CONFIDENCE
  May decrease difficulty of Discipline checks to avoid fear by  per rank of Confidence. (COST 5)

- SECOND WIND
  Once per encounter, may use Second Wind incidental to recover strain equal to ranks in Second Wind. (COST 5)

- COMMANDING PRESENCE
  Remove  per rank of Commanding Presence from Leadership and Cool checks. (COST 10)

- TOUGHENED
  Gain +2 wound threshold. (COST 10)

- SECOND WIND
  Once per encounter, may use Second Wind incidental to recover strain equal to ranks in Second Wind. (COST 10)

- CONFIDENCE
  May decrease difficulty of Discipline checks to avoid fear by  per rank of Confidence. (COST 10)

- TOUGHENED
  Gain +2 wound threshold. (COST 20)

- SECOND WIND
  Once per encounter, may use Second Wind incidental to recover strain equal to ranks in Second Wind. (COST 20)

- TOUGHENED
  Gain +2 wound threshold. (COST 20)

- IMPROVED FIELD COMMANDER
  Field Commander action affects allies equal to double Presence, and may spend  to allow allies to suffer  strain and perform 1 free action instead. (COST 25)

- NATURAL LEADER
  Once per session, may re-roll any  Cool or Leadership check. (COST 25)

- 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)

- UNITY ASSAULT
  If a missed combat check generates  or , may spend to perform Force power targeting allies as a maneuver. (COST 25)

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

- FORCE RATING
  Gain +1 Force rating. (COST 25)
GUARDIAN: Protector
Career Skills: Brawl, Cool, Discipline, Melee, Resilience, Vigilance
Additional Career Skills: Athletics, Medicine, Ranged (Light), Resilience

TOUGHENED
Gain +2 wound threshold.

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.

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

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

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

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

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.

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.

GRIT
Gain +1 strain threshold.

Toughened
Gain +2 wound threshold.

Toughened
Gain +2 wound threshold.

GRIT
Gain +1 strain threshold.

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

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

HEIGHTENED AWARENESS
Allies within short range add □ to Perception or Vigilance checks. Engaged allies add □.

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

CIRCLE OF SHELTER
When an engaged ally suffers a hit, may use Parry or Reflect incidentally against the hit.

FORCE RATING
Gain +1 Force rating.

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

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.

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.

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

IMPROVED BODY GUARD
Once per session, when an ally protected by the Body Guard maneuver suffers a hit, suffer the hit instead.
GUARDIAN: Soresu Defender
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 \(\bullet\) or \(\bullet\bullet\bullet\), may hit attacker once with Lightsaber, Brawl, or Melee weapon (dealing base damage) after original attack resolves.
  **COST 15**

- **REFLECT**
  When hit by a ranged attack, suffer 3 strain to reduce damage by 2 plus ranks in Reflect.
  **COST 20**

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

- **DEFENSIVE CIRCLE**
  May take the Defensive Circle action, making a Hard \(\bullet\bullet\bullet\) Lightsaber (Intellect) check. The character, plus one ally within short range per \(\bullet\), gains X defense until the beginning of next turn. X equals \(1\) plus 1 per \(\bullet\).
  **COST 20**

- **IMPROVED REFLECT**
  When reflecting a hit that generated \(\bullet\) or \(\bullet\bullet\bullet\), may hit one target in medium range with the same damage as the initial hit, after original attack resolves.
  **COST 25**

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

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

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

- **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.

- **PARRY**
  When hit by a ranged 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.

- **DEFENSIVE STANCE**
  When reflecting a hit that generated \(\bullet\) or \(\bullet\bullet\bullet\), may hit one target in medium range with the same damage as the initial hit, after original attack resolves.
  **COST 25**

- **PARRY**
  When hit by a melee attack, suffer 3 strain to reduce damage by 2 plus ranks in Parry.
  **COST 20**

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

- **DEFENSIVE CIRCLE**
  May take the Defensive Circle action, making a Hard \(\bullet\bullet\bullet\) Lightsaber (Intellect) check. The character, plus one ally within short range per \(\bullet\), gains X defense until the beginning of next turn. X equals \(1\) plus 1 per \(\bullet\).
  **COST 20**

- **SUPREME PARRY**
  If the user did not make a combat check during his previous turn, may suffer 1 strain to use Parry.
  **COST 25**

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

- **STRATEGIC FORM**
  May take the Strategic Form action, making a Hard \(\bullet\bullet\bullet\bullet\) Lightsaber (Intellect) check, rolling \(\circ\) no greater than Force rating. If successful, 1 target within short range may only attack character for 1 round. Spend \(\circ\) to extend effects for 1 target for 1 round.
  **COST 25**

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GUARDIAN: Armorer
Career Skills: Brawl, Cool, Discipline, Melee, Resilience, Vigilance
Additional Career Skills: Knowledge (Outer Rim), Lightsaber, Mechanics, Resilience

- **SABER THROW**: Perform Saber Throw action; make Lightsaber combat check as ranged attack at target within medium range, adding no greater than Force rating. Must spend 3 and succeed to hit target; spend 1 to have weapon return to hand. **COST 10**

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

- **Armor Master**: When wearing armor, increase total soak value by 1. **COST 10**

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

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

- **Inventor**: When constructing new items or modifying attachments, add or remove 1 per rank of Inventor. **COST 5**

- **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 15**

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

- **Inventor**: When constructing new items or modifying attachments, add or remove 1 per rank of Inventor. **COST 10**

- **Gearhead**: Remove 1 per rank of Gearhead from Mechanics checks. Halve the credit cost to add mods to attachments. **COST 10**

- **Comprehend Technology**: Take Comprehend Technology action; make an Average (Knowledge (Education)) check to use Force rating as ranks in skills to use single item. **COST 20**

- **Tinkerer**: May add 1 additional hard point to a number of items equal to ranks in Tinkerer. Each item may only be modified once. **COST 20**

- **Imbue Item**: Take the Imbue Item maneuver; suffer 1 strain and commit 0 to grant one weapon, piece of armor, or item an improvement while 0 remains committed. Suffer 3 strain every round 0 remains committed. **COST 25**

- **Reinforce Item**: Take the Reinforce Item maneuver; commit 0 to grant one weapon or piece of armor the Cortosis quality while 0 remains committed. Suffer 3 strain every round 0 remain committed. **COST 25**

- **Force Rating**: Gain +1 Force rating. **COST 25**

- **Falling Avalanche**: Suffer 2 strain to add damage equal to Brawn to next Lightsaber combat check made that turn. **COST 20**

- **Supreme Armor Master**: Once per round, may suffer 5 strain to take the Armor Master incidental; reduce the next Critical Injury suffered by 10 per point of soak, to a minimum of 1. **COST 20**

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

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**GUARDIAN: Warden**

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

**Additional Career Skills:** Brawl, Coercion, Discipline, Knowledge (Underworld)

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**GUARDIAN: Warden**

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<tr>
<th>Skill</th>
<th>Description</th>
<th>Cost</th>
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</thead>
<tbody>
<tr>
<td><strong>GRIT</strong></td>
<td>Gain +1 strain threshold.</td>
<td>5</td>
</tr>
<tr>
<td><strong>TOUGHENED</strong></td>
<td>Gain +2 wound threshold.</td>
<td>5</td>
</tr>
<tr>
<td><strong>PRESION STRIKE</strong></td>
<td>When this character inflicts a Critical Injury with a Brawl, Melee, or Lightsaber weapon, may suffer 1 strain to change the result to any Easy Critical Injury result.</td>
<td>10</td>
</tr>
<tr>
<td><strong>CONFIDENCE</strong></td>
<td>May decrease difficulty of Discipline checks to avoid fear by 1 per rank of Confidence.</td>
<td>15</td>
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<tr>
<td><strong>SCATHING TIRADE</strong></td>
<td>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.</td>
<td>20</td>
</tr>
<tr>
<td><strong>Toughened</strong></td>
<td>Gain +2 wound threshold.</td>
<td>20</td>
</tr>
<tr>
<td><strong>OVERBALANCE</strong></td>
<td>When a combat check made by an engaged foe generates (§) or (§), may stagger attacker until the end of his next turn.</td>
<td>25</td>
</tr>
<tr>
<td><strong>GRAPPLE</strong></td>
<td>Once per round, may perform the Grapple maneuver. Until the beginning of character's next turn, foes must spend 2 maneuvers instead of 1 to move from engaged to short range.</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>FORCE RATING</strong></td>
<td>Gain +1 Force rating.</td>
<td>25</td>
</tr>
<tr>
<td><strong>BRAVE COP</strong></td>
<td>May spend (§) from a Deception or Coercion check: that Target cannot perform a free maneuver during his next turn.</td>
<td>25</td>
</tr>
<tr>
<td><strong>FEARSOME</strong></td>
<td>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.</td>
<td>25</td>
</tr>
</tbody>
</table>

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GUARDIAN: Warleader
Career Skills: Brawl, Cool, Discipline, Melee, Resilience, Vigilance
Additional Career Skills: Leadership, Perception, Ranged (Light), Survival

- **Prime Positions**: When this character or an ally in short range takes cover, he increases soak against ranged attacks by 1 per rank of Prime Positions until he leaves that cover. (Cost: 5)

- **Suppressing Fire**: Character and allies in short range may spend 1 on failed combat checks once per round to inflict 1 strain per rank of Suppressing Fire on the target. (Cost: 5)

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

- **Careful Planning**: Once per session, may introduce a race into the narrative as if a Destiny Point had been spent. (Cost: 10)

- **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. (Cost: 20)

- **Clever Solution**: Once per session, make one skill check using Curing rather than the characteristic linked to that skill. (Cost: 25)

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

- **Force Rating**: Gain +1 Force rating. (Cost: 25)

- **Uncanny Senses**: Add 1 per rank of Uncanny Senses to all Perception checks. (Cost: 15)

- **Swift**: Do not suffer usual penalties for moving through difficult terrain. (Cost: 10)

- **Forewarning**: Perform the Forewarning action. All allies within medium range increase defense by character's Force rating until they act in the encounter. (Cost: 20)

- **Prophetic Aim**: While benefiting from an Aim maneuver, 1 from this character's Ranged (Heavy/and Ranged (Light)) checks cannot cause attacks to hit allies engaged with the target. (Cost: 25)

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Guardian Signature Ability Tree: Fated Duel

FATED DUEL BASE ABILITY

Once per game session, during a combat encounter, the character may spend 2 Destiny Points and make a Hard (+1) Discipline check to challenge another character. If he succeeds, 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).

• REDUCE DIFFICULTY
  Reduce the difficulty of the skill check to activate Fated Duel to Average (+1).
  COST 10

• INSPIRATION
  Add +1 to checks made by allies while Fated Duel is active.
  COST 10

• DURATION
  Fated Duel lasts for 1 additional round.
  COST 10

• STAND FIRM
  Increase wound threshold by +4 while Fated Duel is active.
  COST 15

• INSPIRATION
  Add +1 to checks made by allies while Fated Duel is active.
  COST 15

• COSMIC BALANCE
  Whenever the character suffers a Critical Injury while Fated Duel is active, flip one Dark Side Destiny point to a Light Side Destiny Point.
  COST 15

SIGNATURE ABILITY: FATED DUEL

Many of the most iconic scenes in stories of heroism and sacrifice begin with two combatants drawing (or igniting) their blades to fight a duel to the death. This signature ability allows a Guardian to force a single foe into a duel, preventing both participants from attacking others for several rounds. Guardians can use this signature ability to give allies a chance to recover and regroup, to distract a powerful foe while comrades clear out weaker enemies, or even to stave off a single deadly combatant while allies make their escape. Characters who have mastered this signature ability can provide substantial boons to their allies while they fight the duel, giving them the best chance to complete important tasks without interruption. Of course, any use of this signature ability represents a considerable risk on the part of the Guardian, for it means bearing the entire burden of fighting a particular foe, if only for a short time. Such duels have been the finest moments of many Guardians, but also their last.

ENTERTAINING EVERYBODY ELSE

Signature abilities can pose a number of challenges to the GM, first and foremost because they allow one of the PCs to grab the spotlight, albeit briefly. While the narrative influence they allow the players is a good thing in moderation (and indeed, the purpose of signature abilities), it does mean that the GM has to account for the rest of the PCs during these scenes. Sometimes, it is obvious what the other PCs should be doing while a character uses Fated Duel or a similar narrative signature ability. If the PC who activated Fated Duel is holding off a Sith Lord while the rest of the characters outrun stormtroopers, retake their ship, and make an escape, then the other PCs will have plenty of activities and checks to keep them busy.

If, however, a PC uses Fated Duel during a battle against a single powerful foe intended for the whole party, it might not be as obvious what everyone else should do while the duel plays out. Sometimes, other players might not mind watching a friend play out a one-on-one battle, especially if the duel is with a personal foe of that PC in particular. Usually, though, the GM should come up with something to occupy the other PCs. This could be a parallel crisis to address, but it could also be an opportunity created by the duel. For instance, the other PCs might be able to use the distraction of a major NPC to accomplish goals they couldn't if the villain weren't busy—rescuing guarded prisoners, "liberating" relics from a vault, or slicing the enemy's computer for key information.
**Guardian Signature Ability Tree: Unmatched Heroism**

**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.

**UPGRADES**

- **Destiny Upgrade:** To activate Unmatched Heroism, the character only needs to spend 1 Destiny Point instead of the normal 2.
- **Duration Upgrade:** Unmatched Heroism lasts for 1 additional round per Duration Upgrade.
- **Endurance Upgrade:** Reduce the strain cost to become the target of an attack with Unmatched Heroism by 1 (to a minimum of 0) per Endurance Upgrade.
- **Frequency Upgrade:** Unmatched Heroism can be used twice per game session instead of once.
- **Increase Range Upgrade:** Increases the maximum range at which allies can be affected to medium range.

Unmatched Heroism has several upgrades that can improve its effects and make it easier to use. Any upgrades that appear in Unmatched Heroism's tree multiple times have their effects stack.

**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.
**MYSTIC: Advisor**

Career Skills: Charm, Coercion, Knowledge (Lore), Knowledge (Outer Rim), Perception, Vigilance

Additional Career Skills: Charm, Deception, Negotiation, Streetwise

**ACTIVE**

**PASSIVE**

**FORCE TALENT**

- **PLAUSIBLE DENIABILITY**
  Remove per rank of Plausible Deniability from Coercion and Deception checks.
  - **COST 5**

- **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**

- **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 10**

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

- **KILL WITH KINDNESS**
  Remove per rank of skill from all Charm and Leadership checks.
  - **COST 5**

- **NOBODY'S FOOL**
  May upgrade difficulty of incoming Charm, Coercion, and Deception checks once per rank of Nobody's Fool.
  - **COST 10**

- **NOBODY'S FOOL**
  May upgrade difficulty of incoming Charm, Coercion, and Deception checks once per rank of Nobody's Fool.
  - **COST 10**

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

- **SMOOTH TALKER**
  When first acquired, choose 1 skill: Charm, Coercion, Deception, or Negotiation. When making checks with that skill, spend to gain additional equal to ranks in Smooth Talker.
  - **COST 15**

- **NOBODY'S FOOL**
  May upgrade difficulty of incoming Charm, Coercion, and Deception checks once per rank of Nobody's Fool.
  - **COST 15**

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

- **CONTINGENCY PLAN**
  Spend 1 Destiny Point to recover strain equal to Cunning rating.
  - **COST 20**

- **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 20**

- **FORCE RATING**
  Gain +1 Force rating.
  - **COST 25**

- **SENSE ADVANTAGE**
  Once per session, may add to 1 NPC's skill check.
  - **COST 25**

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

- **STEELY NERVES**
  Spend 1 Destiny Point to ignore effects of Critical Injuries on Willpower or Presence checks until the end of the encounter.
  - **COST 25**

- **SENSE EMOTIONS**
  Add to all Charm, Coercion, and Deception checks unless the target is immune to Force powers.
  - **COST 20**

- **NATURAL CHARMER**
  Once per session, may re-roll any 1 Charm or Deception check.
  - **COST 20**

- **PLAUSIBLE DENIABILITY**
  Remove per rank of Plausible Deniability from all Coercion and Deception checks.
  - **COST 15**

**FORCE AND DESTINY**

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

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

- **RESIST DISARM**
  Suffer 2 strain to avoid being disarmed or having weapon damaged or destroyed.
  **COST 5**

- **PARRY**
  When hit by a melee attack, suffer 3 strain to reduce damage by 2 plus ranks in Parry.
  **COST 10**

- **FEINT**
  Spend ☐ or ☐ ☐ ☐ generated on a missed melee attack to upgrade difficulty of opponent's next attack targeting character by ranks in Feint.
  **COST 10**

- **INTENSE PRESENCE**
  Spend 1 Destiny Point to recover strain equal to Presence rating.
  **COST 20**

- **IMPROVED PARRY**
  When parrying a hit that generated ☐ or ☐ ☐ ☐, may hit attacker once with Lightsaber, Brawl, or Melee weapon (dealing base damage) after original attack resolves.
  **COST 20**

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

- **SUM DIJEM**
  May spend ☐ or ☐ ☐ with successful Lightsaber check to disarm opponent.
  **COST 25**

- **MAKASHI TECHNIQUE**
  When making a check using the Lightsaber skill, the character may use Presence instead of Brawn.
  **COST 10**

- **QUELISTER'S TRAINING**
  Add ☐ to Melee and Lightsaber checks when engaged with only one opponent.
  **COST 10**

- **MAKASHI FLOURISH**
  Once per encounter, perform Makashi Flourish action. May spend an Average (☐ ☐ ☐) Lightsaber (Presence) check. 1 engaged opponent suffers strain equal to ☐, and heal an equal amount of strain.
  **COST 25**

- **DEFENSIVE TRAINING**
  When wielding a Lightsaber, Melee, or Brawl weapon, the weapon gains the Defensive quality with a rating equal to ranks in Defensive Training.
  **COST 20**

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

- **PARRY**
  When hit by a melee attack, suffer 3 strain to reduce damage by 2 plus ranks in Parry.
  **COST 15**

- **FEINT**
  Spend ☐ or ☐ ☐ ☐ generated on a missed melee attack to upgrade difficulty of opponent's next attack targeting character by ranks in Feint.
  **COST 15**

- **PARRY**
  When hit by a melee attack, suffer 3 strain to reduce damage by 2 plus ranks in Parry.
  **COST 15**

- **PARRY**
  When hit by a melee attack, suffer 3 strain to reduce damage by 2 plus ranks in Parry.
  **COST 15**

- **GRIT**
  Gain +1 strain threshold.
  **COST 5**
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 2 from skill checks to find 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 10

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

- **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 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

- **KEEN EYED**
  - Remove 1 per rank of Keen EYed from Perception and Vigilance checks. Decrease time to search a specific area by half.
  - Cost 15

- **TOUGHENED**
  - Gain +2 wound threshold.
  - 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 DANGER**
  - Once per game, remove 1 from any 1 check.
  - Cost 20

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

- **FOREWARNING**
  - Perform the Forewarning action. All allies within medium range increase defense by character's Force rating until they act in the encounter.
  - Cost 20

- **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

- **ACTIVE**

- **PASSIVE**

- **FORCE TALENT**

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SEEKER: Ataru Striker

Career Skills:
- Knowledge (Xenology)
- Piloting (Planetary, Spacel)
- Ranged (Heavy)
- Survival
- Vigilance

Additional Career Skills:
- Athletics
- Coordination
- Lightsaber
- Perception

- Conditioned
  - Remove ° per rank of Conditioned from Athletics and Coordination checks.
  - Reduce damage and strain suffered from falling by ° 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 ° 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 ° strain to reduce damage by ° plus ranks in Parry.
  - When hit by a ranged attack, suffer ° strain to reduce damage by ° plus ranks in Reflect.

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

- Saber Swarm
  - Perform the Saber Swarm maneuver; suffer ° strain, to make next Lightsaber (Agility) combat check this turn gain the Linked item quality equal to Force rating during check.

- Saber Throw
  - Perform the Saber Throw action as a ranged attack at target within medium range. Adding ° no greater than Force rating. Must spend () to hit target and spend () to make weapon return to hand.

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

- Active
  - Force Talent

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### SEEKER: Hunter

**Career Skills:** Knowledge (Xenology), Piloting (Planetary), Piloting (Space), Ranged (Heavy), Survival, Vigilance

**Additional Career Skills:** Coordination, Ranged (Heavy), Stealth, Vigilance

<table>
<thead>
<tr>
<th>Skill</th>
<th>Description</th>
<th>Cost</th>
</tr>
</thead>
<tbody>
<tr>
<td>Rapid Recovery</td>
<td>When healing strain after an encounter, heal 1 additional strain per rank of Rapid Recovery.</td>
<td>5</td>
</tr>
<tr>
<td>Hunter</td>
<td>Add ( ) 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.</td>
<td>5</td>
</tr>
<tr>
<td>Expert Tracker</td>
<td>Remove ( ) per rank of Expert Tracker from checks to find tracks or track targets. Decrease time to track a target by half.</td>
<td>5</td>
</tr>
<tr>
<td>Toughened</td>
<td>Gain +2 wound threshold.</td>
<td>10</td>
</tr>
<tr>
<td>Keen Eyed</td>
<td>Remove ( ) per rank of Keen Eyed from Perception and Vigilance checks. Decrease time to search a specific area by half.</td>
<td>15</td>
</tr>
<tr>
<td>Natural Hunter</td>
<td>Once per session, may re-roll any 1 Perception or Vigilance check.</td>
<td>15</td>
</tr>
<tr>
<td>Expert Tracker</td>
<td>Add ( ) per rank of Expert Tracker 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.</td>
<td>15</td>
</tr>
<tr>
<td>Uncanny Senses</td>
<td>Add ( ) per rank of Uncanny Senses to all Perception checks.</td>
<td>15</td>
</tr>
<tr>
<td>Side Step</td>
<td>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.</td>
<td>15</td>
</tr>
<tr>
<td>Sixth Sense</td>
<td>Gain +1 ranged defense.</td>
<td>20</td>
</tr>
<tr>
<td>Soft Spot</td>
<td>After making a successful attack, may spend 1 Destiny Point to add damage equal to Cunning to one hit.</td>
<td>20</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>Intuitive Shot</td>
<td>When making a Ranged (Heavy) or Ranged (Light) combat check, add 2 to an equal or greater than Force rating to the check. May spend ( ) to add 3 or ( ).</td>
<td>25</td>
</tr>
<tr>
<td>Force Rating</td>
<td>Gain +1 Force rating.</td>
<td>25</td>
</tr>
</tbody>
</table>

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SEEKER: Executioner
Career Skills: Knowledge (Xenology), Piloting (Planetary), Piloting (Space), Ranged (Heavy), Survival, Vigilance
Additional Career Skills: Discipline, Melee, Perception, Ranged (Heavy)

- **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

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

- **MIND OVER MATTER**: The character may spend one Destiny Point to recover strain equal to his Willpower rating.
  COST 10

- **HUNTER'S QUARRY**: Take the Hunter's Quarry action, make a Hard ( chaining survival check to upgrade the ability of all attacks made against a target at long range until the end of the character's next turn.
  COST 10

- **LETHAL BLOWS**: The character adds +10 per rank of Lethal Blows to any Critical Injury rolls inflicted on opponents.
  COST 15

- **LETHAL BLOWS**: The character adds +10 per rank of Lethal Blows to any Critical Injury rolls inflicted on opponents.
  COST 15

- **QUICK DRAW**: Once per round, draw or holster a weapon or accessible item as an incidental.
  COST 5

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

- **LETHAL BLOWS**: The character adds +10 per rank of Lethal Blows to any Critical Injury rolls inflicted on opponents.
  COST 15

- **IMPROVED HUNTER'S QUARRY**: Suffer 2 strain to perform Hunter's Quarry action as a maneuver.
  COST 15

- **QUICK STRIKE**: Add + per rank of Quick Strike to combat checks against targets that have not acted yet this encounter.
  COST 15

- **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 15

- **HUNTER'S QUARRY**: Take the Marked for Death maneuver, committing ( to combat checks against targets while remains committed, but cannot use this talent again until the original target is incapacitated or the session ends.
  COST 20

- **DEATHBLOW**: After making a successful attack with a non-nilthorn/vehicle weapon, the character may spend one Destiny Point to add damage equal to his Willpower to one hit of the successful attack.
  COST 20

- **TERRIFYING KILL**: The character may spend 3 Destiny Point to take the Terrifying Kill maneuver after incapacitating or inflicting a Critical Injury. Roll no greater than Force rating, and spend ( to inflect 1 strain on each character within short range of target.
  COST 20

- **PRECISE AIM**: Once per round, may perform Precise Aim maneuver. Suffer a number of strain no greater than ranks in Precise Aim, then reduce target's melee and ranged defense by that number.
  COST 20

- **MARKED FOR DEATH**: Take the Marked for Death maneuver, committing ( to combat checks against targets while remains committed, but cannot use this talent again until the original target is incapacitated or the session ends.
  COST 20

- **LETHAL BLOWS**: The character adds +10 per rank of Lethal Blows to any Critical Injury rolls inflicted on opponents.
  COST 25

- **ESSENTIAL KILL**: When making a non-Gunnery combat check, the character may spend ( to add 3 or ( character's choice) to the result.
  COST 25

- **FORCE RATING**: Gain +1 Force rating.
  COST 25

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

Career Skills: Knowledge (Xenology), Piloting (Planetary), Piloting (Space), Ranged (Heavy), Survival, Vigilance

Additional Career Skills: Discipline, Knowledge (Xenology), Stealth, Survival

- **FORAGER**
  - Remove up to 2 skill checks to first roll, va-les, or checks: Survival checks to forage lasts half the time.
  - Cost: 5

- **SOOTHING TONE**
  - Once per encounter when riding a beast, perform Soothing Tone action at the end of an Average (Knowledge: Xenology) check; if successful, the beast gains strain equal to the number of levels the character has at this level. The beast does not have a strain threshold.
  - Cost: 5

- **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

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

- **SURVIVAL OF THE FITTEST**
  - Once per session, when making a single check, the character may treat his Force rating as being equal to ranks in Survival.
  - Cost: 15

- **ANIMAL BOND**
  - Develop long-term bond with single animal of similar species equal to half Force rating rounded down.
  - Cost: 10

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

- **CONTRACTED**
  - 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: 15

- **IMPROVED ANIMAL BOND**
  - When spending a maneuver to direct a bonded animal, the character may suffer 1 soak to add 2 to the animal's next check.
  - Cost: 20

- **HARASS**
  - Whenever the character's bonded animal makes a successful combat check against a target, it may suffer 1 soak to upgrade the difficulty of the target's next check, but not to its base difficulty.
  - Cost: 20

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

- **NATURAL OUTDOORSMAN**
  - Once per session, may re-roll any 1 Resilience or Survival checks.
  - Cost: 25

- **SHROUD**
  - The character may spend 1 Destiny Point to make himself undetectable via Force powers and make his own powers go unnoticed for the remainder of an encounter.
  - Cost: 25

- **FORCE RATING**
  - Gain +1 Force rating.
  - Cost: 25

- **FORCE TALENT**
  - Active
  - Passive
  - Force Connection
  - One with Nature
  - Animal Bond
  - Grit
  - Menace
  - Soothing Tone
  - Forager

- **FORCE TALENT**
  - Natural Outdoorsman
  - Grit
  - Harass
  - Improved Animal Bond
  - Conditioned
  - ENDURING
  - Grit
  - Soothing Tone
  - Forager

- **FORCE TALENT**
  - Conditioned
  - Enduring
  - Grit
  - Harass
  - Improved Animal Bond
  - Soothing Tone
  - Forager
SEEKER: Navigator
Career Skills: Knowledge (Xenology), Piloting (Planetary), Piloting (Space), Ranged (Heavy), Survival, Vigilance
Additional Career Skills: Astrogation, Knowledge (Outer Rim), Perception, Survival

- **STUDIOUS PLOTTING**
  When making a Streetwise or Survival skill check to navigate on a world, the character may use Intellect instead of Cunning.
  **COST 5**

- **EXPERT TRACKER**
  Remove 0 per rank of Expert Tracker from checks to find tracks or track targets. Decrease time to track a target by half.
  **COST 5**

- **SHORTCUT**
  During a chase, the character adds 0 equal to his ranks in Shortcut to any checks made to catch or escape an opponent.
  **COST 5**

- **GALAXY MAPPER**
  Remove 0 per rank of Galaxy Mapper from Astrogation checks; Astrogation checks take half normal time.
  **COST 10**

- **IMPROVED SHORTCUT**
  When engaging in a chase or race, may suffer 2 strain to add 0 equal to his ranks in Shortcut to the check.
  **COST 10**

- **PLANET MAPPER**
  Remove 0 per rank of Planet Mapper from Streetwise or Survival checks used for navigation on a world. Such checks also take half normal time.
  **COST 10**

- **SWIFT**
  Do not suffer usual penalties for moving through difficult terrain.
  **COST 15**

- **UNCANNY SENSES**
  Add 0 per rank of Uncanny Senses to all Perception checks.
  **COST 15**

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

- **ON WITH THE UNIVERSE**
  Once per session, make a meditation check. If successful, add 0 to all Force power checks until next session. If unsuccessful, add 0 instead.
  **COST 25**

- **INTUITIVE NAVIGATION**
  When performing an Astrogation or Knowledge (Outer Rim) skill check, the character may spend one Destiny Point to remove 0, or to add 0 equal to his ranks in Perception.
  **COST 20**

- **FORCE RATING**
  Gain +1 Force Rating.
  **COST 20**

- **MASTER STARHOPPER**
  Once per round, the character may suffer 2 strain to decrease the difficulty of his next Astrogation check by one step (maximum Easy). 0.
  **COST 25**

- **DEDICATION**
  Gain +1 to a single characteristic. This cannot bring a characteristic above 6.
  **COST 25**
Seeker Signature Ability Tree: Unexpected Demise

**UNEXPECTED DEMISE BASE ABILITY**

Once per session as an action, the character may spend 2 Destiny Points and make a Hard (★★★) Perception check. If successful, for the next 2 rounds the character may spend 1 maneuver to add 1 automatic ⚫ to his next combat check made in that turn. In addition, for the next 2 rounds when the character inflicts a Critical Injury on a rival NPC, the target is immediately incapacitated in the same way as a minion NPC (see page 400 of the *Force and Destiny* Core Rulebook).

**REDUCE SETBACK**

When making a combat check while Unexpected Demise is active, the character removes □.

**REDUCE DIFFICULTY**

The skill check difficulty to activate Unexpected Demise is Average (★★) instead of Hard (★★★).

**DURATION**

Unexpected Demise lasts for an additional round per Duration Upgrade.

**DESTINY**

To activate Unexpected Demise, the character only needs to spend 1 Destiny Point instead of the normal 2.

**REDUCE SETBACK**

When making a combat check while Unexpected Demise is active, the character removes □.

**CHANGE SKILL**

To activate Unexpected Demise, the character can use Discipline.

**UNEXPECTED DEMISE UPGRADES**

Unexpected Demise has several upgrades that can improve its effects and make it easier to use. Any upgrades that appear in Unexpected Demise's tree multiple times have their effects stack.

**Change Skill Upgrade:** To activate Unexpected Demise, the character can use Discipline instead of Perception as normal to ready the mind and calmly perform the perfect strike.

**Destiny Upgrade:** To activate Unexpected Demise, the character only needs to spend 1 Destiny Point instead of the normal 2.

**Duration Upgrade:** Unexpected Demise lasts for an additional round per Duration Upgrade.

**Reduce Difficulty Upgrade:** The skill check difficulty to activate Unexpected Demise is Average (★★) instead of Hard (★★★). The Game Master may still add 1 or 2 as the situation warrants.

**Reduce Setback Upgrade:** When making a combat check while Unexpected Demise is active, the character removes □.

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**SEEKER SIGNATURE ABILITY: UNEXPECTED DEMISE**

It's a dangerous and hostile galaxy, and only the most deadly survive to live another day. Seekers who know this hone themselves to eliminate threats before those threats eliminate them. Through exhaustive practice and careful examination, these characters stalk their prey to ensure that few will walk away once they become their target, whether in the midst of a chaotic battle or in the sights of a long-range blaster fire.

**BASE ABILITY**

Once per session as an action, the character may spend two Destiny Points and make a Hard (★★★★) Perception check. If successful, for the next two rounds the character may spend one maneuver to add one automatic ⚫ to his next combat check made in that turn. In addition, for the next two rounds when the character inflicts a Critical Injury on a rival NPC, the target is immediately incapacitated in the same way as a minion NPC would be (see page 400 of the *Force and Destiny* Core Rulebook).
**Seeker Signature Ability Tree: Unmatched Pursuit**

**UNMATCHED PURSUIT BASE ABILITY**

Once per game session, as an out of turn incidental, the character may spend 2 Destiny Points and engage one enemy character or vehicle within medium range (either personal or planetary scale) as his quarry. For the next 3 rounds, if the designated target would successfully elude pursuit, the character may voluntarily suffer 2 strain to keep pace, preventing the target from escaping.

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<td><strong>Unmatched Pursuit lasts for 1 additional round per Duration Upgrade</strong></td>
<td>Minimum the maximum range at which a target can be selected to keep pace</td>
<td><strong>Reduce the strain cost to keep pace with the target by 1 (to a minimum of 0) per Endurance Upgrade</strong></td>
<td><strong>Unmatched Pursuit can be used twice per game session instead of once</strong></td>
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**SEEKER SIGNATURE ABILITY: UNMATCHED PURSUIT**

Seekers often are called on to just track down or navigate to a specific location, but instead hunt a moving target. This signature ability allows Seekers to better continue the chase, be it across frozen mountains, through asteroid fields, or underneath sprawling cities. Masters of pursuits can doggedly stay on the trail of even the most nimble and clever of foes, thwarting every trick until the exhausted target is run to ground and captured.

**BASE ABILITY**

Once per game session, as an out of turn incidental, the character may spend 2 Destiny Points and designate one enemy character or vehicle within medium range (either personal or planetary scale) as his quarry. For the next 3 rounds, if the designated target would successfully elude pursuit, the character may voluntarily suffer 2 strain to keep pace, preventing the target from escaping him.

**UPGRADES**

Unmatched Pursuit has several upgrades that can improve its effects and make it easier to use. Any upgrades that appear in Unmatched Pursuit's tree multiple times have their effects stack.

- **Destiny Upgrade:** To activate Unmatched Pursuit, the character only needs to spend 1 Destiny Point instead of the normal 2.
- **Duration Upgrade:** Unmatched Pursuit lasts for 1 additional round per Duration Upgrade.
- **Endurance Upgrade:** Reduce the strain cost to keep pace with the target by 1 (to a minimum of 0) per Endurance Upgrade.
- **Frequency Upgrade:** Unmatched Pursuit can be used twice per game session instead of once.
- **Increase Range Upgrade:** Increase the maximum range at which a target can be selected to long range.

**Maneuver Upgrade:** Should the target of Unmatched Pursuit spend a maneuver to increase the target's distance from the character, the character may immediately perform a Move maneuver as an out of turn incidental to close the distance between them. This reestablishes the relative separation between the character and the target.
**SENTINEL: Artisan**

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

Additional Career Skills: Astrogation, Computers, Knowledge (Education), Mechanics

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

- **MENTAL TOOLS**
  - Always count as having the right tools for the job when performing Mechanics checks.
  - Cost: 5

- **TECHNICAL APITUDE**
  - Reduce time needed to complete Computers-related tasks by 25% per rank.
  - Cost: 5

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

- **FINE TUNING**
  - When repairing system strain on a starship or vehicle, repair 1 additional system strain per rank of Fine Tuning.
  - Cost: 10

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

- **INVENTOR**
  - When constructing new items or modifying attachments, add or remove per rank of Inventor.
  - Cost: 15

- **IMBUE ITEM**
  - Take the Imbue Item maneuver; suffer 1 strain and commit to grant one weapon, piece of armor, or item an improvement while remains committed. Suffer 1 strain every round remains committed.
  - Cost: 20

- **FORCE RATING**
  - Gain +1 Force rating.
  - Cost: 20

- **DEFENSIVE SLICING**
  - When defending computer systems, add per rank of Defensive Slicing to opponents' checks.
  - Cost: 20

- **MENTAL FORTESS**
  - Spend 1 Destiny Point to ignore effects of Critical Injuries on Intellect and Cunning checks until end of encounter.
  - Cost: 25

- **MARTIAL ARTISAN**
  - Once per round, may take the Master Artisan incident; suffer 2 strain, decrease the difficulty of next Mechanics check by 1, to a minimum of Easy.
  - Cost: 25

- **INTUITIVE IMPROVEMENTS**
  - When making check to craft or repair item, may add no greater than Force rating to check. Spend 1 to increase hard points by 1, to max of +2.
  - Cost: 25

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

- **COMPREHEND TECHNOLOGY**
  - Take Comprehend Technology action: make an Average (+) Knowledge (Education) check to use Force rating as ranks in skills to use a single item.
  - Cost: 25

CHARACTER CREATION

FORCE AND DESTINY

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**SENTINEL: Shadow**

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

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

**SLEIGHT OF MIND**
Add \( \text{\square} \) to all Stealth checks unless the opposition is immune to Force powers.

**STREET SMARTS**
Remove \( \text{\square} \) per rank of Street Smarts from Streetwise and Knowledge (Underworld) checks.

**CODEBREAKER**
Remove \( \text{\square} \) per rank of Codebreaker from checks to break codes or decrypt communications. Decrease difficulty of checks to break codes or decrypt communications by 1.

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

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

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

**GRIT**
Gain +1 strain threshold.

**SLIPPERY MINDED**
If under the effects of a Force power, perform the Slippery Minded action; make a Hard (\( \text{\square} \)) Deception check to immediately end effects of power.

**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.

**SLEIGHT OF MIND**
Add \( \text{\square} \) to all Stealth checks unless the opposition is immune to Force powers.

**GRIT**
Gain +1 strain threshold.

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

**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.

**FORCE RATING**
Gain +1 Force rating.

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

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

**NOW YOU SEE ME**
Once per session, take Now You See Me action. Make a Hard (\( \text{\square} \)) Deception check to make a number of NPCs equal to Cunning within medium range forget about character.

**CODEBREAKER**
Remove \( \text{\square} \) per rank of Codebreaker from checks to break codes or decrypt communications. Decrease difficulty of checks to break codes or decrypt communications by 1.

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

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**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.

**TOUGHENED**
Gain +2 wound threshold.

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

**COUNTERSTRIKE**
When an attack misses the character and generates a reflex attack, may upgrade next Lightsaber (Cunning) check against attacker during encounter once.

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

**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.

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

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

**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.

**STREET SMARTS**
Remove 1 per rank of Street Smarts from Streetwise and Knowledge (Underworld) checks.

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

**GRIFF**
Gain +1 strain threshold.

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

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**SENTINEL: Investigator**

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

Additional Career Skills: Knowledge (Education), Knowledge (Underworld), Perception, Streetwise

---

**STREET SMARTS**

Remove 1 per rank of Street Smarts from Streetwise checks.

**KEEN EYED**

Remove 1 per rank of Keen Eyed from Perception and Vigilance checks. Decrease time to search a specific area by half.

**UNCANNY SENSES**

Add 1 per rank of Uncanny Senses to all Perception checks.

**GRIT**

Gain +1 strain threshold.

**STREET SMARTS**

Remove 1 per rank of Street Smarts from Streetwise and Knowledge (Underworld) checks.

**TOUGHENED**

Gain +2 wound threshold.

**SENSE ADVANTAGE**

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

**UNRELENTING SKEPTIC**

Once per session, may take an Improved Street Smarts action. Make a Formidable Knowledge (Streetwise) check or Knowledge (Underworld) check to learn one vital clue from the GM. Reduce the difficulty once per rank of Street Smarts.

---

**TALK THE TALK**

When making a Knowledge skill check, the character may spend 1 Destiny Point to substitute Knowledge (Underworld) or Streetwise for the required skill.

**GRIT**

Gain +1 strain threshold.

**STREET SMARTS**

Remove 1 per rank of Street Smarts from Streetwise and Knowledge (Underworld) checks.

**TOUGHENED**

Gain +2 wound threshold.

**RECONSTRUCT THE SCENE**

Perform the Reconstruct the Scene action. Make a Hard (+ + +) Perception check to identify the physical characteristics of person present at the scene within 24 hours.

**CLEVER SOLUTION**

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

**SENSE THE SCENE**

Perform the Sense the Scene action. Make a Hard (+ + +) Perception check and add no greater than Force rating. If successful, spend 1 to identify the emotional characteristics of one person involved in the crime.

---

**DEDICATION**

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

**UNSEEN VIGILATES**

Don't let the Crime get away from you. If the GM asks, who's the most interesting person in the room? Answer: The Investigator!
**SENTINEL: Racer**

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

Additional Career Skills: Cool, Coordination, Piloting (Planetary), Piloting (Space)

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

- **ACUITY**
  - **SKILLED JOCKEY**
    - Remove 1 per rank of Skilled Jockey from all Piloting (Planetary) and Piloting (Space) checks the character attempts.
    - Cost: 5

- **ACTIVE**
  - **CONDITIONED**
    - Remove 1 per rank of Conditioned from Athletics and Coordination checks. Reduce the damage and strain suffered from failing by 1 per rank of Conditioned.
    - Cost: 5

- **PASSIVE**
  - **SHORTCUT**
    - During a chase, add 1 per rank in Shortcut to any checks made to catch or escape an opponent.
    - Cost: 5

- **FORCE TALENT**
  - **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: 10

- **SHORTCUT**
  - **IMPROVED FULL THROTTLE**
    - During a chase add 1 per rank in Shortcut to any checks made to catch or escape an opponent.
    - Cost: 10

- **CONDITIONED**
  - **IMPROVED FULL THROTTLE**
    - Suffer 1 strain when making a Move maneuver to move to any location within short range.
    - Cost: 15

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

- **FORCE TALENT**
  - **FREEERING**
    - Suffer 1 strain when making a Move maneuver to move to any location within medium range.
    - Cost: 15

- **CONDITIONED**
  - **IMPROVED FREEERING**
    - Suffer 4 strain when making a Move maneuver to move to any location within medium range.
    - Cost: 15

- **CONDITIONED**
  - **EXISTENTIAL TOPIC**
    - Perform the Intuitive Evasion maneuver; suffer 1 strain and commit 1 up to ranks of Intuitive Evasion. Upgrade difficulty of combat checks targeting starship or vehicle by equal amount. Suffer 1 strain every round, re-mains committed.
    - Cost: 25

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

- **BETTER LUCK NEXT TIME**
  - **IMPROVED SHORTCUT**
    - Take a Better Luck Next Time action; make a Hard ( ) Cool check to force a competitor to suffer a major misfortune.
    - Cost: 20

- **FORCE TALENT**
  - **UNSEEN VIGILANTES**
    - Permission granted to print and photocopy this page for personal use.
**SENTINEL: Sentry**

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

**Additional Career Skills:** Coordination, Lightsaber, Stealth, Vigilance

**Toughened**
Gain +1 strain threshold.

**Cost:** 5

**Grit**
Gain +1 strain threshold.

**Cost:** 5

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

**Cost:** 10

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

**Cost:** 5

**Uncanny Reactions**
Add per rank of Uncanny Reactions to all Vigilance checks.

**Cost:** 10

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

**Cost:** 15

**Improved Saber Throw**
When performing the Saber Throw action, may increase the range to long range. When attacking a target at long range, spend to have weapon return to hand.

**Cost:** 15

**Saber Throw**
Perform Saber Throw action; make a Hard Deception check to force a single minion group or rival to flee the encounter.

**Cost:** 15

**Impossible Fall**
Once per session, perform Impossible Fall. Incidental when falling, make Force power check and spend to decrease fall by one range band and land somewhere safe. Spend to decrease distance by one additional range band.

**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:** 20

**Fear the Shadows**
Perform the Fear the Shadows action; make a Hard Deception check to force a single minion group or rival to flee the encounter.

**Cost:** 20

**Constant Vigilance**
May always use Vigilance when making checks to determine initiative.

**Cost:** 20

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

**Cost:** 20

**Force Rating**
Gain +1 Force rating.

**Cost:** 25

**Improved Reflect**
When reflecting a hit that generated, may hit one target in medium range with the same damage as the initial hit, after original attack resolves.

**Cost:** 25

**Dodge**
When targeted by combat check, may perform a Dodge incidental to suffer a number of strain no greater than ranks of Dodge, then upgrade the difficulty of the check by that number.

**Cost:** 25

**Dedication**
Gain +1 to a single characteristic. This cannot bring a characteristic above 6.
Sentinel Signature Ability Tree: My City

**BASE ABILITY**

Once per game session when in a chosen urban setting, the character may spend 2 Destiny Points and make a Hard (Knowledge (Core Worlds) or Knowledge (Outer Rim)) check. If successful, the remainder of the game session, the character may spend 2 Destiny Points to recall or learn the location of any individual, group, or establishment within that city, and any relevant information.

**BOOST SKILL**

When making a skill check while My City is active, the character adds [ ] to Streetwise and Survival checks.

**REDUCE DIFFICULTY**

The skill check difficulty to activate My City is Reduced (Average) instead of Hard.

**COVER UPGRADE**

While My City is active and the character is in the chosen city, whenever the character is in cover, he increases his ranged defense by 1.

**CHANGE SKILL**

When activating My City, the character may make a Streetwise check instead of a Knowledge (Core Worlds Outer Rim) check.

**DESTINY**

To activate My City, the character only needs to spend 1 Destiny Point instead of the normal 2.

**DOWNGRADE**

While My City is active and the character is in the chosen city, he may suffer 2 strain to downgrade the difficulty of any Stealth check once.

**CHANGE SKILL**

When activating My City, the character may make a Knowledge (Underworld) check instead of a Knowledge (Core Worlds Outer Rim) check.

**UPGRADES**

**Boost Skill Upgrade:** While My City is active and the character is in the chosen city, the character adds [ ] to Streetwise and Survival checks.

**Boost Skill Upgrade:** While My City is active and the character is in the chosen city, the character adds [ ] to any Skill dexterity and Stealth checks he makes in that setting.

**Change Skill (Underworld) Upgrade:** When activating My City, the character may make a Knowledge (Underworld) check instead of a Knowledge (Core Worlds Outer Rim) check.

**Change Skill (Streetwise) Upgrade:** When activating My City, the character may make a Streetwise check instead of a Knowledge (Core Worlds Outer Rim) check.

**Cover Upgrade:** While My City is active and the character is in the chosen city, whenever the character is in cover, he increases his ranged defense by one.

**Destiny Upgrade:** To activate My City, the character needs to spend only 1 Destiny Point instead of the normal 2.

**Reduce Difficulty Upgrade:** Activating the base ability requires an Average ( ) skill check instead of a Hard ( ) skill check.

**Downgrade (Stealth) Upgrade:** While My City is active and the character is in the chosen city, the character may suffer 2 strain to downgrade the difficulty of any Stealth check once.

**SENTEL SIGNATURE ABILITY: MY CITY**

The habitat of many Sentinels is more than just where they live. It is their primary focus, and defending it dominates their thoughts. They study its streets and buildings, learning the best ways and times to travel through it. They also learn the hidden secrets of those who live there, whether law-abiding citizens or crime lords using veneers of respectability to avoid the rightful punishment. For these Sentinels, such knowledge and expertise is more than just useful information—it can become the decider between life and death.
Sentinel Signature Ability Tree: Unmatched Vigilance

**UNMATCHED VIGILANCE BASE ABILITY**

Once per game session at the beginning of a structured encounter, the character may spend 2 Destiny Points. If he does so, he determines the Initiative order of the first round of the encounter. Characters still make checks to determine Initiative, but these results will only apply after Unmatched Vigilance’s effects end.

**ALWAYS ALERT**

After activating Unmatched Vigilance, the character may choose to use either Cool or Vigilance for his Initiative check.

**GROUP VIGILANCE**

All PCs add \( \text{1} \) to their combat checks targeting any NPC who has already taken a turn during the current round.

**GROUP PREPARATION**

All NPCs add \( \text{1} \) to their combat checks targeting any PC who has not yet taken a turn in the current round.

**DURATION**

The Initiative order the base ability establishes lasts 1 additional round per Duration upgrade purchased.

**COMBAT PREPARATION**

When the character activates Unmatched Vigilance, he may choose to introduce a “fact” or additional context directly into the narrative as if he had spent a Destiny Point.

**COMBAT READINESS**

After activating Unmatched Vigilance, the character may immediately perform 1 free maneuver.

**DESTINY**

To activate the Unmatched Vigilance base ability, the character only needs to spend 1 Destiny Point instead of the normal 2.

**UPGRADES**

**Always Alert Upgrade:** After activating Unmatched Vigilance, the character may choose to use either Cool or Vigilance for his Initiative check until the end of the encounter.

**Combat Preparation Upgrade:** When the character activates Unmatched Vigilance, he may choose to introduce a “fact” or additional context directly into the narrative as if he had spent a Destiny Point.

**Combat Readiness Upgrade:** After activating Unmatched Vigilance, the character may immediately perform 1 free maneuver.

**Duration Upgrade:** The Initiative order that Unmatched Vigilance establishes lasts 1 additional round per Duration upgrade purchased.

**Destiny Upgrade:** To activate the Unmatched Vigilance base ability, the character needs to spend only 1 Destiny Point instead of the normal 2.

**Group Preparation Upgrade:** All NPCs add \( \text{1} \) to their combat checks targeting any Player Character who has not yet taken a turn in the current round.

**Group Vigilance Upgrade:** All PCs add \( \text{1} \) to their combat checks targeting any NPC who has already taken a turn during the current round.

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**SENTINEL SIGNATURE ABILITY: UNMATCHED VIGILANCE**

A classic mark of many Sentinels is their foresight and alertness. From carefully scouting out the terrain and possible cover in likely combat locations to always watching for signs of ambush, they are rarely if ever caught unaware. To their enemies, Sentinels appear to possess complete situational awareness, and always seem to be a step ahead of them.

Part of this is the intense preparation that Sentinels undergo before they conduct their crusades against injustice. They often carry a wide variety of useful items on their persons, and always seem to have just the right device or piece of gear in their pockets or packs for the current situation. With plans for any contingency readied and an unending vigilance, they can be the masters of almost any encounter.

**BASE ABILITY**

Once per game session at the beginning of a structured encounter, the character may spend 2 Destiny Points. If he does so, he determines the Initiative order of the first round of the encounter. Characters still make checks to determine Initiative, but these results will only apply after Unmatched Vigilance’s effects end.
WARRIOR: Aggressor
Career Skills: Athletics, Brawl, Cool, Melee, Perception, Survival
Additional Career Skills: Coercion, Knowledge (Underworld), Ranged (Light), Streetwise

- **ACTIVE**

- **PASSIVE**

- **FORCE TALENT**

### 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.

- **GRAVITY**

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

### GRIT
Gain +1 strain threshold.

### 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.

### 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.

### TERRIFY
Take the Terrify action; make a Hard (+++) Coercion check, adding no greater than Force rating. Disorient one target within medium range per ✦. Spend ✦ to extend duration and spend ✦ to immobilize affected target.

### CRIPPLING BLOW
Increase the difficulty of next combat check by 1. If check deals damage, target suffers 1 strain whenever he moves for the remainder of the encounter.

### 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.

### IMPROVED TERRIFY
Reduce the difficulty of Terrify's check to Average (★★) and may spend ✦ to stagger an affected target.

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

### 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.

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

### TOUGHENED
Gain +2 wound threshold.

### TOUGHENED
Gain +2 wound threshold.

### AGAINST ALL ODDS
When incapacitated, perform Against All Odds action making Hard (★★★) Resilience check with equal to Force rating. Heal wounds equal to ✦; spend ✦ to add ✦.
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 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

- **SECOND WIND**
  Once per encounter, may use Second Wind incidental to recover strain equal to ranks in Second Wind.
  **Cost**: 5

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

- **PARRY**
  When hit by a melee attack, suffer 3 strain to reduce damage by 2 plus ranks in Parry.
  **Cost**: 5

- **DEFENSIVE TRAINING**
  When wielding a Lightsaber, Melee, or Brawl weapon, the weapon gains the Defensive quality with a rating equal to ranks in Defensive Training.
  **Cost**: 15

- **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

- **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

- **DURABLE**
  May reduce any Critical Injury suffered by 10 per rank of Durable, to a minimum of 1.
  **Cost**: 25

- **CENTER OF BEING**
  Take a Center of Being maneuver. Until the beginning of next turn, attack against the character increase their crit rating by 1 per rank of Center of Being.
  **Cost**: 25

- **SARLACC SWEEP**
  Increase difficulty of Lightsaber check by 1 to perform Sarlacc Sweep action. May spend to hit additional engaged targets.
  **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 DJEM**
  May spend or with successful Lightsaber check to disarm opponent.
  **Cost**: 20

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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 1 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 0 up to ranks of Intuitive Evasion. Upgrade difficulty of combat checks targeting starship or vehicle by equal amount. Suffer 1 strain every round 0 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**

- **INTUITIVE STRIKE**
  - When making a combat check with a planetary scale weapon, add 0 no greater than Force rating to the check. Spend 0 to add 0 or 0.
  - **COST 20**

- **TOUCH OF FATE**
  - Once per session, add 0 to any one check.
  - **COST 20**

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

- **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**

- **FORCE RATING**
  - Gain +1 Force rating.
  - **COST 25**

- **SKILLED JOCKEY**
  - Remove 1 per rank of Skilled Jockey from all Piloting (Planetary) and Piloting (Space) checks the character attempts.
  - **COST 25**

- **INTUITIVE EVASION**
  - Perform the Intuitive Evasion maneuver; suffer 1 strain and commit 0 up to ranks of Intuitive Evasion. Upgrade difficulty of combat checks targeting starship or vehicle by equal amount. Suffer 1 strain every round 0 remains committed.
  - **COST 25**
Universal: Recruit Talent Tree

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

- **BASIC COMBAT TRAINING**
  Brawl and Ranged (Light) become career skills. (COST 5)

- **SECOND WIND**
  Once per encounter, may use Second Wind incidental to recover strain equal to ranks in Second Wind. (COST 10)

- **VEHICLE COMBAT TRAINING**
  Gunnery and Piloting (Planetary) become career skills. (COST 10)

- **OUTDOORSMAN**
  Remove one per rank of Outdoorsman from checks to move through terrain or manage environmental effects. Decrease overland travel times by half. (COST 5)

- **TACTICAL COMBAT TRAINING**
  Melee and Ranged (Heavy) become career skills. (COST 5)

- **QUICK DRAW**
  Once per round, draw or holster a weapon or accessible item as an incidental. (COST 15)

- **VEHICLE COMBAT TRAINING**
  Gunnery and Piloting (Planetary) become career skills. (COST 10)

- **WELL-TRAVELED**
  Knowledge (Core Worlds) and Knowledge (Outer Rim) become career skills. (COST 10)

- **TOUGHENED**
  Gain +2 wound threshold. Gain +1 strain threshold. (COST 10)

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

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

- **TOUGHENED**
  Gain +1 strain threshold. Once per round, may stand from seated or prone as an incidental. (COST 10)

- **CREATIVE KILLER**
  Reduce the crit rating of improvised weapons by 2 (to a minimum of 1). (COST 20)

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

- **TOUGHENED**
  Gain +2 wound threshold. (COST 25)

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

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Universal: Force Sensitive Exile Talent Tree

Gain Force Rating 1

- **UNCANNY SENSES**
  - Add per rank of Uncanny Senses to all Perception checks.
  - COST 10

- **INSIGHT**
  - Perception and Discipline become career skills.
  - COST 5

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

- **UNCANNY REACTIONS**
  - Add per rank of Uncanny Reactions to all Vigilance checks.
  - COST 10

- **CONVINCING DEMEANOR**
  - Remove per rank of Convincing Demeanor from Deceit or Subterfuge checks.
  - COST 10

- **OVERWHELm EMOTIONS**
  - May add per Force Rating to Charm, Coerce, or Decoy checks. and add to some checks and to others.
  - COST 10

- **INTENSE FOCUS**
  - Perform an Intense Focus maneuver; suffer 1 strain and upgrade the ability of the next skill check once.
  - COST 10

- **QUICK DRAW**
  - Once per round, draw or holster a weapon or accessible item as an incidental.
  - COST 10

- **SEnSE DANGER**
  - Once per session, remove from any 1 check.
  - COST 15

- **SENSE EMOTIONS**
  - Add to all Charm, Coerce, and Deception checks unless the target is immune to Force powers.
  - COST 15

- **BALANCE**
  - When the character heals strain at the end of the encounter, he may add per Force Rating. He regains additional strain equal to generated.
  - COST 15

- **TOUCH OF FATE**
  - Once per session, add to any 1 check.
  - COST 15

- **STREET SMARTS**
  - Remove per rank of Street Smarts from Streetwise or Knowledge (Underworld) checks.
  - COST 20

- **UNCANNY SENSES**
  - Add per rank of Uncanny Senses to all Perception checks.
  - COST 20

- **UNCANNY REACTIONS**
  - Add per rank of Uncanny Reactions to all Vigilance checks.
  - COST 20

- **STREET SMARTS**
  - Remove per rank of Street Smarts from Streetwise or Knowledge (Underworld) checks.
  - COST 20

- **SIXTH SENSE**
  - Gain +1 ranged defense.
  - COST 25

- **FORCE RATING**
  - Gain +1 Force Rating.
  - COST 25

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

- **SUPERIOR REFLEXES**
  - Gain +1 melee defense.
  - COST 25

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Universal: Force-Sensitive Emergent Talent Tree
Gain Force Rating 1

- **INSIGHT**
  - Perception and Discipline become career skills.
  - Cost 5

- **UNCANNY SENSES**
  - Add 1 per rank of Uncanny Senses to all Perception checks.
  - Cost 5

- **UNCANNY REACTIONS**
  - Add 1 per rank of Uncanny Reactions to all Vigilance checks.
  - Cost 10

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

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

- **SLEIGHT OF MIND**
  - Add 1 to all Stealth checks unless the opposition is immune to Force powers.
  - Cost 10

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

- **TOUCH OF FATE**
  - Once per session, add 1 to any 1 check.
  - Cost 20

- **BALANCE**
  - When the character recovers strain at the end of the encounter, he may add 1 per Force rating. He recovers additional strain equal to 1 generated.
  - Cost 20

- **INHIBITIVE**
  - Once per encounter, may add 1 to a check using Brawn or Agility made by an ally in short range.
  - 1 add 1 and 1 add 1.
  - Cost 23

- **FORCE OF WILL**
  - Once per session, make one skill check using Willpower rather than the characteristic linked to that skill.
  - Cost 25

- **FORCE RATING**
  - Gain +1 Force rating.
  - Cost 25

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

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**Force Power Tree: Battle Meditation**

**Prerequisites:** Force Rating 2+

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**Basic Power**

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

- The user may spend a Force point to add one automatic *\(\cdot\)* 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 Force points to generate Force points, 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 \(\bigoplus\) Leadership check as part of the pool. If the user is able to activate the power and succeeds on the check, he may send simple orders as part of the power.

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**FORCE POWER: BATTLE MEDITATION**

Some Force users can telepathically guide allies around them, helping them to coordinate and achieve amazing feats. This guidance can easily become domination, however, and Force users must strive to maintain a balance between gentle guidance and outright tyranny. Meanwhile, individuals less concerned with trifling matters like "morality" and "the basic dignity of all sentients" use Battle Meditation to guide their disposable pawns to ignoble ends for their own selfish betterment.

---

**BASIC POWER**

Battle Meditation’s basic power allows the Force user to influence and coordinate large groups of allies, guiding their actions to help them work as a unified whole.

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The basic power has one way of spending Force points:

- The user may spend a Force point to add one automatic *\(\cdot\)* 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 Force points to generate Force points, reduce each target's Willpower by 1 (to a minimum of 1) until the end of the encounter. The user may not activate this multiple times.

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

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**FORCE ABILITY**

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**Cost**

- **Basic Power:** Cost 15
- **Control:** Cost 10
- **Strength:** Cost 10
- **Duration:** Cost 25
- **Mastery:** Cost 25

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**The Force**

**Force and Destiny**

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

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**Control Upgrade:** When making a Battle Meditation power check, the user may make an Easy \(\bigoplus\) Leadership check as part of the pool. If the user 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: BIND**

Force users skilled in telekinetic powers can seize others from afar, preventing them from moving or attacking. When used with a calm heart, this power can be an extremely useful defensive tool, letting the Force user stop an enemy in his tracks without hurting him. Of course, once a foe is in the Force user’s grip, it can be extremely tempting to simply crush him.

**BASIC POWER**

Bind’s basic power allows the Force user to restrain those nearby, preventing them from harming others and themselves. The basic power has one way to spend Force points:

- The user may spend (1) to immobilize a target within short range until the end of the user’s next turn. If the user used any (1) to generate (1) on this check, the target also suffers 1 wound (ignoring soak) per (1) spent on the check. The user may not activate this multiple times.

**UPGRADES**

**Control Upgrade:** Spend (1) to immediately move the target one range band toward or away from the user. The user may not activate this multiple times.

**Control Upgrade:** Spend (1), whenever a target affected by Bind takes an action, he suffers strain equal to the user’s Willpower. The user may not activate this multiple times.

**Duration Upgrade:** The power gains the ongoing effect: Commit (1) after successfully activating the basic power. If a target was immobilized or staggered by this power, he remains immobilized or staggered as long as (1) remain committed and the target stays within range. If a target moves beyond the range of the power, the effects end for him, but not for any other targets of the power. The user may not activate this multiple times.
**Force Power Tree: Enhance**

**Prerequisites:** Force Rating 1

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**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 1 or 2 (user's choice) on the check. **Cost: 10**

**Control**

Enhance can be used with the Coordination skill. **Cost: 5**

Enhance can be used with the Resilience skill. **Cost: 5**

Enhance can be used with the Piloting (Planetary) skill. **Cost: 5**

Enhance can be used with the Piloting (Space) skill. **Cost: 5**

Enhance can be used with the Brawn skill. **Cost: 5**

Ongoing effect: Commit 1. The user increases his Brawn characteristic by 1 (to a maximum of 6). **Cost: 10**

Ongoing effect: Commit 1. The user increases his Agility characteristic by 1 (to a maximum of 6). **Cost: 10**

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**

When performing a Force Leap, the user can jump vertically in addition to jumping horizontally. **Cost: 10**

Spend 1 to increase power's range by a number of range bands equal to Range upgrades purchased. **Cost: 10**

The user can perform a Force Leap as a maneuver instead of an action. **Cost: 10**

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**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.

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**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 1 or 2 (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 Tree: Farsight
Prerequisites: Force Rating 1+

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

**Control**
- **Cost 5**
  - **Spent**: to see microscopic details of a single object within engaged range.

**Range**
- **Cost 10**
  - **Spent**: to increase power's range by one range band equal to Range upgrade purchased.

**Duration**
- **Cost 5**
  - **Spent**: to increase duration by number of rounds (or minutes, in narrative time) equal to Duration upgrade purchased.

**Control**
- **Cost 15**
  - **Spent**: to make out fine details on one object within medium range. The user may activate this multiple times, increasing the number of objects by one each time.

**Control**
- **Cost 15**
  - **Spent**: to see through a single object at medium range as though it were transparent.

**Control**
- **Cost 10**
  - **Spent**: to make out fine details on a single object within medium range.

**Range**
- **Cost 10**
  - **Spent**: to increase power's range by one range band equal to Range upgrade purchased.

**Mastery**
- **Cost 20**
  - **Spent**: The user now can see as though from a spot within close range (planetary scale) of the user's body.

**Control**
- **Cost 10**
  - **Spent**: to see in every direction simultaneously, noticing and observing things in a full 360 degrees arc. The user may not activate this multiple times.

**Control**
- **Cost 10**
  - **Spent**: to see in every direction simultaneously, noticing and observing things in a full 360 degrees arc. The user may not activate this multiple times.

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- **Cost 10**
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**Control**
- **Cost 10**
  - **Spent**: to make out fine details on a single object within medium range.

**Control**
- **Cost 10**
  - **Spent**: to make out fine details on a single object within medium range.

**Duration**
- **Cost 5**
  - **Spent**: to increase duration by number of rounds (or minutes, in narrative time) equal to Duration upgrade purchased.

**Mastery**
- **Cost 20**
  - **Spent**: The user now can see as though from a spot within close range (planetary scale) of the user's body.

**Control**
- **Cost 10**
  - **Spent**: to make out fine details on a single object within medium range.

**Duration**
- **Cost 5**
  - **Spent**: to increase duration by number of rounds (or minutes, in narrative time) equal to Duration upgrade purchased.

**Mastery**
- **Cost 20**
  - **Spent**: The user now can see as though from a spot within close range (planetary scale) of the user's body.

Control Upgrade: Spend 1 to make out fine details on one object within medium range. The user may activate this multiple times, increasing the number of objects by one each time.

Control Upgrade: Spend 1 to see microscopic details of one object within engaged range. The user may activate this multiple times, increasing the number of objects by one each time.

Control Upgrade: This power gains the ongoing effect. Commit 1. The Force user's rank in the Perception skill by 1 (to a maximum of 5) each time this is performed.

Control Upgrade: The user may spend 1 to see in every direction simultaneously, noticing and observing things in a full 360 degrees arc. The user may not activate this multiple times.

Duration Upgrade: The user may spend 1 to increase the duration by a number of rounds (or minutes, in narrative time) equal to Duration upgrade purchased.

Mastery Upgrade: The user may spend 1. The user now can see as though from a spot within close range (planetary scale) of the user's body. If the user is on the surface of a world, this distance can be a vertical altitude in the air as well as along the surface; if in space this can be in any direction. This effectively moves the character's personal point of view far away from the location of the user's body, allowing a viewpoint as if controlling a remote viewing mechanism.

Range Upgrade: The user may spend 1 to increase the power's range by one range band equal to Range upgrade purchased. The user may activate this multiple times, increasing the range by this number each time.
Force Power Tree: Foresee

Prerequisites: Force Rating 1+

**FORCE ABILITY**

**FORESEE BASIC POWER**

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

**CONTROL**

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

**STRENGTH**

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

**MAGNITUDE**

Spend to increase targets affected equal to Magnitude upgrades purchased.

**RANGE**

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

**CONTROL**

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

**DURATION**

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

**RANGE**

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

**STRENGTH**

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

**DURATION**

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

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

**FORCE POWER: FORESEE**

Force users often have precognitive flashes, experiencing waking dreams or visions about people and situations through their abilities. These powers are rarely so clear and obvious as to provide unequivocal visions of the future, but they are certainly enough to give Force users pause for thought when they have a “bad feeling about something.”

The power of foresight has been used in countless different ways by countless different Force users throughout history. Some use it to gain vague images far into the future, while others use it to predict the movements of their foes or see an unexpected event soon to happen.

**BASIC POWER**

The most basic form of Foresee allows the character to look into the Force to see vague hints of his near future. These hints may be blurry visual images, brief samples of sound, or simple emotions. The basic power has one way of spending Force points:

- The user may spend 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 1 to heal a number of wounds equal to Intellect from an engaged living creature (including user).

**Harm:** Spend 1 to inflict a number of wounds equal to Intellect (ignoring soak) on an engaged target. The user gains 1 Conflict.

---

### RANGE

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

**COST 15**

---

### MAGNITUDE

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

**COST 5**

---

### CONTROL

**Heal:** Heal additional wounds equal to ranks in Medicine.

**Harm:** Inflict additional wounds equal to ranks in Medicine.

**COST 20**

---

### MAGNITUDE

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

**COST 5**

---

### CONTROL

**Heal:** Spend 1 to increase wounds healed by 1 per rank of Strength upgrades purchased.

**Harm:** Spend 1 to increase wounds inflicted by 1 per rank of Strength upgrades purchased.

**COST 15**

---

### STRENGTH

**Heal:** Spend 1 to remove one status effect from target.

**Harm:** The user may spend 1 to heal wounds equal to wounds inflicted on target. Healed character gains 1 Conflict.

**COST 20**

---

### MASTERY

**Heal:** Once per session, spend 1 to heal 1 target who died after end of user’s last turn.

**Harm:** Once per session, may restore one engaged character who died this encounter to life. Each character gains 7 Conflict.

**COST 20**

---

### STRENGTH

**Heal:** Spend 1 to increase wounds healed by 1 per rank of Strength upgrades purchased.

**Harm:** Spend 1 to increase wounds inflicted by 1 per rank of Strength upgrades purchased.

**COST 20**

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### 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:

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**THE FORCE**

**FORCE AND DESTINY**
**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 (○ use):** When guiding and shaping thoughts, only ⬟ generated from ⬑ may be used to generate negative emotions such as rage, fear, and hatred. Only ⬑ generated from ⬑ may be used to generate positive emotions such as peace, tranquility, and friendliness. Other emotions such as confusion can be created from ⬑ generated from either ⬑ or ⬑.

The character may spend ⬑ to stress the mind of one living target he is engaged with, inflicting 1 strain.

### Range

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

**Cost 10**

### Magnitude

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

**Cost 5**

### Control

The Force user may make an opposed Discipline vs. Discipline check combined with an Influence power check. If the user spends ⬑ and succeeds on the check, he can force the target to adopt an emotional state or believe something untrue, lasting for 1 round or 5 minutes.

**Cost 10**

### Strength

When stressing the mind of a target, the character inflicts 2 strain.

**Cost 15**

### Influence Power: Influence

The ability to influence the minds of others is not something to be taken lightly. Misuse of the ability, colloquially known as a "mind trick," is a sure step on the path to the dark side. A powerful Force user can manipulate the minds of others to the point where he can convince them to believe things that are untrue, or calm an angry crowd. Conversely, he can rile the crowd into a murderous frenzy, or frighten a single soul into gibbeting madness. This is where the danger of Influence lies.

However, Influence is not inherently evil. Many Force users have used Influence to protect the helpless or to deal with a threat in a way that avoids violence. It is much better to convince a guard to return to his post than to have to kill him.

Influence’s most basic and arguably crudest ability allows the user to inflict strain on a living target, stressing his mind until he passes out. However, upgrades allow the Force user who specializes in Influence to perform much more subtle and impressive feats.

### Basic Power

The most basic form of Influence does not allow the Force user to guide or shape the thoughts of others. He can merely strain their mind, inflicting stress and exhaustion. The basic power has one effect that can be triggered multiple times on the same or different targets:

- The user spends ⬑ to stress the mind of one living target he is engaged with, inflicting 1 strain. The user may activate this multiple times, increasing the strain inflicted by one each time.
Force Power Tree: Manipulate
Prerequisites: Force Rating 1+

MANIPULATE BASIC POWER
The Force user shapes machine components on a molecular level, allowing him to mend damaged mechanical systems. The Force user may spend 2 to cause one vehicle or starship he is engaged with to recover one system strain. The user may activate this multiple times.

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

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

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

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

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

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

CONTROL
When performing a Manipulate power check as part of a Mechanics skill check, the user may spend 1 to gain 1 on the check. The user may not activate this multiple times.

CONTROL
Upgrade: The ability of Computers and Mechanics checks once.

RANGE
Ongoing effect: Commit 1. Increase the power’s range by a number of range bands equal to Range upgrades purchased.

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

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

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

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

MASTERY
Upgrade: The power gains the ongoing effect: Commit one or more 1. Increase the system strain threshold of one vehicle or starship at engaged range by 3 per 1 committed.

Mastery Upgrade: When performing a Manipulate power check as part of a Mechanics skill check, the user may spend 1 when using the power to gain 1 on the check. The user may not activate this multiple times.

Range Upgrade: The user may spend 1 to increase the power’s range by a number of personal range bands equal to Range upgrades purchased. The user may activate this multiple times, increasing the range by this number each time.

Strength Upgrade: When using this power to cause a target to recover strain or system strain or heal wounds, the user may spend 1 to cause the target to recover one additional strain, system strain, or heal one additional wound per Strength upgrade. This may be activated multiple times.

Control Upgrade: The power gains the ongoing effect: Commit one or more 1. Increase the system strain threshold of one vehicle or starship at engaged range by 3 per 1 committed.

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Control Upgrade: Manipulate may be used cause droids, including PC droids, to recover strain.
Force Power Tree: MISDIRECT

Prerequisites: Force Rating 1

**BASIC POWER**

The Force user creates illusions to fool those around him.

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

<table>
<thead>
<tr>
<th><strong>RANGE</strong></th>
<th><strong>MAGNITUDE</strong></th>
<th><strong>STRENGTH</strong></th>
<th><strong>CONTROL</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td>Spend (1) to increase power's range by a number of range bands equal to Range upgrades purchased.</td>
<td>Spend (1) to affect additional targets equal to Presence per rank of Magnitude purchased.</td>
<td>Spend (1) to increase the silhouette of the object obscured or illusion created by 1 per Strength upgrade purchased.</td>
<td>The user may alter the perceived appearance of the chosen person or object instead of hiding it.</td>
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<td>(\text{COST 5} )</td>
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**UPGRADES**

- The user may spend \(1\) to deceive the senses of a living target at short range or closer. The target does not perceive one object or being of silhouette 1 or lower that is within his line of sight until the beginning of the Force user's next turn. The user may not activate this multiple times.

**CONTROL**

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

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<td>Spend (1) to affect additional targets equal to Presence per rank of Magnitude purchased.</td>
<td>Spend (1) to increase the silhouette of the object obscured or illusion created by 1 per Strength upgrade purchased.</td>
<td>Spend (1) to obscure additional objects or create illusions equal to Cunning plus Deception.</td>
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<td>(\text{COST 10} )</td>
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**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 phantasmas.

**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:

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

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 to move one object of silhouette 0 that is within short range up to his maximum range. The default maximum range is short range.

- **STRENGTH**
  - Spend to increase silhouette ability to be targetable equal to Strength upgrades purchased.
  
- **MAGNITUDE**
  - Spend to increase targets affected equal to Magnitude upgrades purchased.

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

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

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 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;
Force Power Tree: Protect/Unleash
Prerequisites: Force Rating 3+

**PROTECT/UNLEASH BASIC POWER**

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

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

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

**RANGE**
Spend (Willpower) to increase power’s range by a number of range bands equal to Range upgrades purchased.

**STRENGTH**
Spend (Willpower) to decrease damage or add damage equal to ranks of Strength purchased.

**MAGNITUDE**
Spend (Willpower) to affect 1 additional target within range per rank of Magnitude purchased.

**CONTROL**
Protect: Spend (Willpower) to allow power to protect against all types of attack.
Unleash: Spend (Willpower) to give the attack Burn 2.

**DURATION**
Protect: If no effect generated, the power reduces damage of all attacks hitting the target.
Unleash: Spend (Willpower) to reduce critical rating of attacks to 1.

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

**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 casts out with his mind’s eye, searching for something lost, concealed, 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:

- **Seek Basic Power**
  - The user may spend 1 point to gain insight into the general location or direction of a person or object that he knows about, regardless of its current distance from him. The user may not activate this multiple times.
  - The user may make an **Average (1) Vigilance check** (or opposed Vigilance vs. Discipline check) to see through illusions. To successfully see past the deception, the character must spend 1 point to activate the power and must succeed on the **Average (1) 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 +*

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### Sense Basic Power

The Force user can sense the Force interacting with the world around him.

The user may spend 1 Force point to sense all living things within short range (including sentient and non-sentient beings).

The user may spend 1 to sense the current emotional state of one living target with whom he is engaged.

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### Control

Ongoing effect: Commit 0. Once per round, when an attack targets the Force user, he upgrades the difficulty of the pool once.

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### Duration

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

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### Strength

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

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### BASIC POWER

**Sense's basic power** allows the Force user to sense the living Force interacting with the world around him. This allows him to perceive life and read emotions. The basic power has two ways to spend Force points:

- The user may spend 1 to sense all living things within short range of himself (including animals and sentient beings). The user may not activate this multiple times.

- The user may spend 1 to sense the current emotional state of one living target with whom he is engaged. The user may not activate this multiple times.

### Upgrades

Sense's upgrades are split into two groups: those that allow the Force user to protect himself from danger and augment his attacks, and those that allow him to detect the thoughts of others.
Force Power Tree: Suppress

Prerequisites: Force Rating 1+

**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 0 to add automatic ▼ to Force power checks made against him or any ally within short range until the end of his next turn.

**STRENGTH**
Spend 0 to add additional automatic ▼ equal to Strength upgrades purchased to hostile Force power checks.

**DURATION**
Ongoing effect. Commit 0 to sustain ongoing effects of the power on each affected target while within range.

**RANGE**
Spend 0 to increase power’s range by a number of range bands equal to Range upgrades purchased.

**CONTROL**
Commit one or more 0 When an opponent targets the user with a Force power, after the opponent generates 0, reduce the total generated by 1 per 0 committed, to a minimum of 0.

**STRENGTH**
Spend 0 to add additional automatic ▼ equal to Strength upgrades purchased to hostile Force power checks.

**RANGE**
Spend 0 to increase power’s range by a number of range bands equal to Range upgrades purchased.

**STRENGTH**
Spend 0 to add additional automatic ▼ equal to Strength upgrades purchased to hostile Force power checks.

**RANGE**
Spend 0 to increase power’s range by a number of range bands equal to Range upgrades purchased.

**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 0 and succeeds on the check, the target Force user immediately uncommits all 0 and ends all ongoing effects of Force powers and Force talents that required committed 0.

Control Upgrade: Whenever an enemy targets a character affected by Suppress with a hostile Force power, if that enemy used any 0 to generate 0 on the check, the enemy suffers strain equal to the user’s ranks of Discipline.

Duration Upgrade: The power gains the ongoing effect. Commit 0 after successfully activating the basic power. This power remains in effect on each affected target as long as the target stays within range of the power. If the target moves beyond the range of the power, the effects end for him but not for any other targets affected by the power. The user may not activate this multiple times.

Mastery Upgrade: The user may choose an enemy within short range and attempt to disrupt that foe’s use of the Force. The user makes an a Suppress power check and rolls an opposed Discipline vs. Discipline check as part of the pool. If the user spends 0 and succeeds on the opposed Discipline check, the user causes the target Force user to immediately uncommit all committed 0 and immediately end all ongoing effects of Force powers, Force talents, and any other effects that required committed 0. The user may not activate this multiple times.

Range Upgrade: Spend 0 to increase the maximum range at which the Force user can affect targets with this power by a number of range bands equal to Range upgrades purchased. The user may activate this multiple times, increasing the range by this number each time.

Strength Upgrade: Spend 0 to add additional automatic ▼ equal to the number of Strength upgrades purchased to hostile Force power checks targeting characters affected by Suppress. The user may not activate this multiple times.
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.