CLONE SOLDIER

CAREER SKILLS: ATHLETICS, COOL, DISCIPLINE, MEDICINE, VIGILANCE, BRAWL, RANGED (LIGHT), RANGED (HEAVY)

UNMATCHED TEAMWORK

Once per game session as an incidental, the character may spend two Destiny Points to activate Unmatched Teamwork. Until the end of the encounter, the character may assist another character as an incidental (instead of a maneuver) once per round.

30

INCREASE EFFECT
The character's assistance instead adds ☆♻.

10

INCREASE EFFECT
The character's assistance instead adds ☆.

10

REMOVE SETBACK
The character's assistance also removes ■.

10

INCREASE RANGE
Increase the range at which the character can provide assistance by one range band.

10

INCREASE EFFECT
The character's assistance instead adds ✦.

15

DESTINY
Unmatched Teamwork costs one fewer Destiny Point to activate.

15

INCREASE RANGE
Increase the range at which the character can provide assistance by one range band.

15

CAMARADERIE
When the character provides assistance, they heal 2 Strain from themselves.

15

ARC TROOPER - CLONE SOLDIER

CAREER SKILLS: COORDINATION, MECHANICS, PILOTING (PLANETARY), STEALTH

PASSIVE TALENT	☐ (blue)	ACTIVE TALENT	☐ (red)
RANKED TALENT	⊞	TALENT COST	↗
FORCE TALENT	彡	CONFLICT TALENT	⚔

☐ TOUGHENED
Gain +2 Wound Threshold.

⊞ **5**

☐ GRIT
Gain +1 Strain Threshold.

⊞ **5**

☐ PHYSICAL TRAINING
Add ■ per rank of Physical Training to all Athletics and Resilience checks.

⊞ **5**

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

⊞ **5**

☐ CLANKER KILLER
Before rolling a combat check that targets a droid, remove ■ up to the character's ranks in Clanker Killer from the pool, and add an equal number of ☆ or ◌ to the results.

⊞ **10**

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

⊞ **10**

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

⊞ **10**

☐ POINT BLANK
Add 1 damage per rank of Point Blank to one hit of successful Ranged (Heavy) or Ranged (Light) attacks made while at Short range or Engaged.

⊞ **10**

☐ TOUGHENED
Gain +2 Wound Threshold.

⊞ **15**

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

15

☐ POINT BLANK
Add 1 damage per rank of Point Blank to one hit of successful Ranged (Heavy) or Ranged (Light) attacks made while at Short range or Engaged.

⊞ **15**

☐ GUNS BLAZING
Use the Guns Blazing incidental; suffer 2 Strain to avoid increasing the difficulty of a Ranged (Light) check to attack with more than one weapon.

15

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

⊞ **20**

☐ GRIT
Gain +1 Strain Threshold.

⊞ **20**

☐ CLANKER KILLER
Before rolling a combat check that targets a droid, remove ■ up to the character's ranks in Clanker Killer from the pool, and add an equal number of ☆ or ◌ to the results.

⊞ **20**

☐ NATURAL COMMANDO
Once per session, may re-roll any one Ranged (Light) or Stealth check.

⊞ **20**

☐ GET THE DROP
Once per session, the character and any number of allies in the encounter may add ☆ equal to the character's ranks in Stealth to their checks to determine initiative order.

25

☐ TACTICAL EVASION
Upgrade the difficulty of ranged combat checks targeting the character a number of times equal to the number of maneuvers they performed to move during this round.

25

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

⊞ **25**

☐ RAPID FIRE
May add the Autofire item quality to a Ranged (Light) combat check. After resolving the attack, the weapon runs out of ammo.

25

SIGNATURE ABILITY _____

CHARACTER NAME _____

CLONE COMMANDER - CLONE SOLDIER

CAREER SKILLS: PERCEPTION, LEADERSHIP, KNOWLEDGE (CORE WORLDS), KNOWLEDGE (WARFARE)

PASSIVE TALENT ■ (blue)   **ACTIVE TALENT** ■ (red)
RANKED TALENT ⊞   **TALENT COST**
FORCE TALENT   **CONFLICT TALENT**

GRIT
Gain +1 Strain Threshold.

(Ranked) — 5

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

(Ranked) — 5

RESEARCHER
Remove ■ per rank of Researcher from all Knowledge checks. Researching a subject takes half the usual time.

(Ranked) — 5

TOUGHENED
Gain +2 Wound Threshold.

(Ranked) — 5

CLANKER KILLER
Before rolling a combat check that targets a droid, remove ■ up to the character's ranks in Clanker Killer from the pool, and add an equal number of ☼ or ✦ to the results.

(Ranked) — 10

INGRAINED LOYALTY
When the character makes a Leadership check targeting one or more clones, they may change the result of one ⬡ to any non-blank face.

10

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

10

GRIT
Gain +1 Strain Threshold.

(Ranked) — 10

FIRST AMONG BROTHERS
When the character makes a check that does not generate any ✦, the check gains ✦ equal to ranks in First Among Brother. The character may only spend the additional ✦ to affect allied clones.

(Ranked) — 15

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

(Ranked) — 15

ENDURING PRESENCE
Once per session, the character may upgrade a Mass Combat check even if the character is not present or is prevented from communicating with their troops.

15

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

15

FIRST AMONG BROTHERS
When the character makes a check that does not generate any ✦, the check gains ✦ equal to ranks in First Among Brother. The character may only spend the additional ✦ to affect allied clones.

(Ranked) — 20

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

20

TACTICAL PLANNING
Once per session, the character may substitute a Knowledge (Warfare) skill check for another skill check.

20

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

20

AT ANY COST
May suffer a Critical Injury to reroll a Mass Combat check. At the GM's discretion, may sacrifice an item or individual of personal significance instead.

25

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

(Ranked) — 25

OUTMANEUVER
As an action, make a ◆◆◆ Knowledge (Warfare) check. Choose one ship or vehicle per ☼. Until the end of the character's next turn, the chosen ships must perform one extra maneuver to move.

25

PRACTICED STRATEGIST
Once per session, make an opposed Knowledge (Warefare) check against a leader of enemy forces to gain a narrative advantage.

25
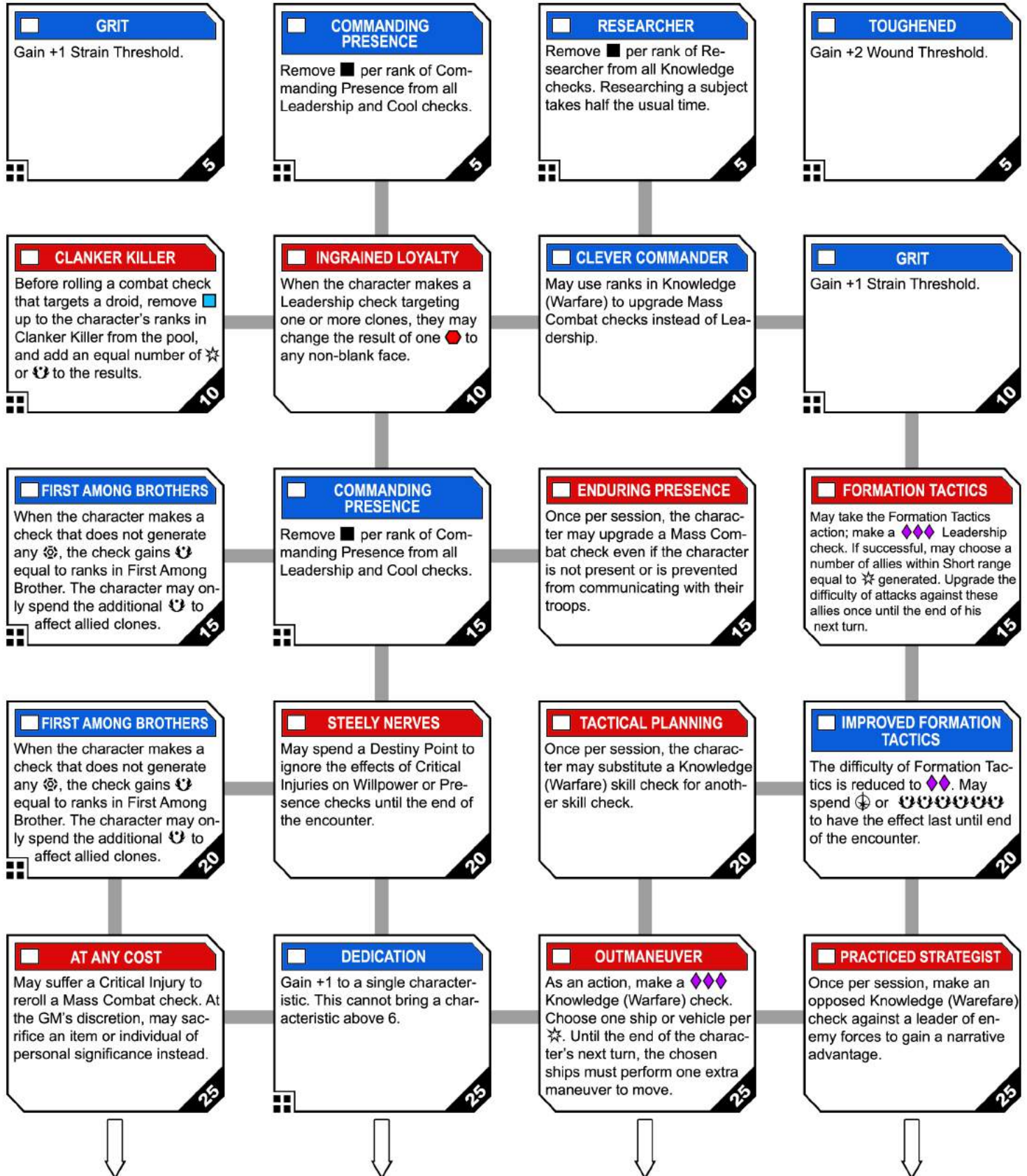

⬇   ⬇   ⬇   ⬇

SIGNATURE ABILITY _____

CLONE OFFICER - CLONE SOLDIER

CAREER SKILLS: COOL, LEADERSHIP, KNOWLEDGE (OUTER RIM), KNOWLEDGE (WARFARE)

PASSIVE TALENT ▮   ACTIVE TALENT ▮
RANKED TALENT ▦   TALENT COST ◣
FORCE TALENT ⟩⟨   CONFLICT TALENT ⚔

| PRIME POSITIONS	GRIT	GRIT	COMMAND
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.	Gain +1 Strain Threshold.	Gain +1 Strain Threshold.	Add ▪ per rank of Command to all Leadership checks. Affected targets add ▪ to all Discipline checks for the next 24 hours.
5	**5**	**5**	**5**

| TACTICAL ADVANCE	COMMAND	FIRST AMONG BROTHERS	CLANKER KILLER
The character may suffer 2 Strain to make the Tactical Advance incidental. Until the end of the character's turn, the character and allies within Short range may leave cover and continue to receive its benefits.	Add ▪ per rank of Command to all Leadership checks. Affected targets add ▪ to all Discipline checks for the next 24 hours.	When the character makes a check that does not generate any ☼, the check gains ۩ equal to ranks in First Among Brother. The character may only spend the additional ۩ to affect allied clones.	Before rolling a combat check that targets a droid, remove ▪ up to the character's ranks in Clanker Killer from the pool, and add an equal number of ☼ or ۩ to the results.
10	**10**	**10**	**10**

PRIME POSITIONS	COORDINATED ASSAULT	COORDINATED ASSAULT	TOUGHENED
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.	Perform a Coordinated Assault maneuver to add ۩ to combat checks for a number of Engaged allies equal to Leadership until the beginning of the next turn. Increase range per rank.	Perform a Coordinated Assault maneuver to add ۩ to combat checks for a number of Engaged allies equal to Leadership until the beginning of the next turn. Increase range per rank.	Gain +2 Wound Threshold.
15	**15**	**15**	**15**

FIELD COMMANDER	IMPROVED TACTICAL ADVANCE	FIRST AMONG BROTHERS	SCRAP 'EM
Take the Field Commander action; make a ◆◆ Leadership check. A number of allies equal to Presence may immediately suffer 1 Strain to perform one free maneuver.	The character may spend ۩۩ from any check they make or ☼☼ from a combat check targeting them to make the Tactical Advance incidental (instead of suffering Strain).	When the character makes a check that does not generate any ☼, the check gains ۩ equal to ranks in First Among Brother. The character may only spend the additional ۩ to affect allied clones.	On a successful attack, may suffer 2 Strain and select allies up to ranks in Leadership who add ▪ to attacks against the target until the character's next turn.
20	**20**	**20**	**20**

IMPROVED FIELD COMMANDER	DEDICATION	IMPROVED SCRAP 'EM	FOR THE REPUBLIC!
The Field Commander action affects allies equal to double Presence, and may spend ✦ to allow allies to suffer 1 Strain to perform 1 action instead.	Gain +1 to a single characteristic. This cannot bring a characteristic above 6.	Scrap 'Em affects twice the number of allies, and allies add ▪▪ to combat checks against the target.	When an ally is incapacitated or killed, the character can make a ◆◆◆◆ Leadership check. If successful, the ally is not defeated until the end of the following round.
25	**25**	**25**	**25**

⬇   ⬇   ⬇   ⬇

SIGNATURE ABILITY _____

CLONE PILOT - CLONE SOLDIER

CAREER SKILLS: MECHANICS, PILOTING (PLANETARY), PILOTING (SPACE), GUNNERY

PASSIVE TALENT ■	ACTIVE TALENT ■
RANKED TALENT ⊞	TALENT COST 🚀
FORCE TALENT 🗲	CONFLICT TALENT 🗡

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.
(5)

FIRE SUPPORT
After the character makes a successful combat check using a vehicle weapon, the next ally to make a check adds ■ equal to ranks of Fire Support.
(5)

GRIT
Gain +1 Strain Threshold.
(5)

GRIT
Gain +1 Strain Threshold.
(5)

HIGH-G TRAINING
When a starship or vehicle being piloted would suffer System Strain, may suffer Strain up to ranks in High-G Training to prevent an equal amount of System Strain.
(10)

CLANKER KILLER
Before rolling a combat check that targets a droid, remove ■ up to the character's ranks in Clanker Killer from the pool, and add an equal number of ☆ or ✪ to the results.
*(10)*

HIGH-G TRAINING
When a starship or vehicle being piloted would suffer System Strain, may suffer Strain up to ranks in High-G Training to prevent an equal amount of System Strain.
(10)

SKILLED JOCKEY
Remove ■ per rank of Skilled Jockey from all Piloting (Planetary) and Piloting (Space) checks.
(10)

ASSAULT DROP
Once per session, the character may perform the Assault Drop incidental to allow allies to embark or disembark from a vehicle or ship they are piloting as an out-of-turn incidental.
(15)

TRICKY TARGET
Count vehicle or starship piloted as having a Silhouette 1 lower when being attacked.
(15)

FULL THROTTLE
Take a Full Throttle action; make a ◆◆◆ Piloting check to increase a vehicle's top Speed by 1 for a number of rounds equal to Cunning.
(15)

BARREL ROLL
While piloting a vehicle or starship of Silhouette 3 or less, when hit by an attack, suffer 3 System Strain to reduce the damage of one hit by ranks in Piloting.
(15)

FIRE SUPPORT
After the character makes a successful combat check using a vehicle weapon, the next ally to make a check adds ■ equal to ranks of Fire Support.
(20)

NATURAL OPERATOR
Once per session, may re-roll any one Piloting (Planetary) or Piloting (Space) check.
(20)

IMPROVED BARREL ROLL
When the character takes the Barrel Roll incidental, reduce the damage of all hits of the attack by ranks in Piloting.
(20)

SUPREME BARREL ROLL
When using the Barrel Roll against certain weapons, may spend ◈ or ✪✪✪ to inflict one hit on an enemy vehicle within Close range, dealing the base damage of the original attack.
(20)

MISSION CRITICAL
Once per session after rolling a Piloting check, but before resolving it, the character may spend a Destiny Point to add ☆ or ✪ to the results equal to their ranks in that skill.
(25)

DEDICATION
Gain +1 to a single characteristic. This cannot bring a characteristic above 6.
(25)

MASTER PILOT
Once per round when driving a starship, may suffer 2 Strain to perform any action as a maneuver.
(25)

TOUGHENED
Gain +2 Wound Threshold.
(25)

⬇   ⬇   ⬇   ⬇

SIGNATURE ABILITY _____

CLONE TROOPER - CLONE SOLDIER

CAREER SKILLS: PERCEPTION, RESILIENCE, GUNNERY, RANGED (HEAVY)

PASSIVE TALENT ■ (blue)	ACTIVE TALENT ■ (red)
RANKED TALENT ▦	TALENT COST ◢
FORCE TALENT	CONFLICT TALENT

GRIT
Gain +1 Strain Threshold.
5

PHYSICAL TRAINING
Add ■ per rank of Physical Training to all Athletics and Resilience checks.
5

TOUGHENED
Gain +2 Wound Threshold.
5

BRACE
Perform the Brace maneuver to remove ■ per rank of Brace from your next action. This may only remove ■ added by environmental circumstances.
5

SUPPRESSING FIRE
Character and allies in Short range may spend ♻ on failed combat checks once per round to inflict 1 Strain per rank of Suppressing Fire on the target.
10

CLANKER KILLER
Before rolling a combat check that targets a droid, remove up to the character's ranks in Clanker Killer from the pool, and add an equal number of ✸ or ♻ to the results.
10

BRACE
Perform the Brace maneuver to remove ■ per rank of Brace from your next action. This may only remove ■ added by environmental circumstances.
10

TOUGHENED
Gain +2 Wound Threshold.
10

ARMOR MASTER
When wearing armor, increase total Soak value by 1.
15

DEADLY ACCURACY
When acquired, choose one combat skill. Add damage equal to ranks in that skill to one hit of a successful attack made using that skill.
15

SUPPRESSING FIRE
Character and allies in Short range may spend ♻ on failed combat checks once per round to inflict 1 Strain per rank of Suppressing Fire on the target.
15

IMPROVED BRACE
When the character performs the Brace maneuver, they may choose one environmental circumstance. The benefits of Brace apply to that circumstance until the end of the encounter.
15

TOUGHENED
Gain +2 Wound Threshold.
20

CLANKER KILLER
Before rolling a combat check that targets a droid, remove up to the character's ranks in Clanker Killer from the pool, and add an equal number of ✸ or ♻ to the results.
20

ENDURING
Gain +1 Soak value.
20

SUPREME BRACE
When the character performs the Brace maneuver, the benefits apply to all allies within Short range.
20

IMPROVED ARMOR MASTER
When wearing armor with a Soak value of 2 or higher, increase Defense by 1.
25

NATURAL TROOPER
Once per session, may re-roll any one Gunnery or Ranged (Heavy) check.
25

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

LATERAL THINKING
Once per encounter, spend a Destiny Point to force an enemy to reroll a successful check targeting the character. Does not require a Destiny Point if the enemy is a droid.
25

SIGNATURE ABILITY _____

CLONE VETERAN - CLONE SOLDIER

CAREER SKILLS: RESILIENCE, SKULDUGGERY, SURVIVAL, MELEE

PASSIVE TALENT ▮ (blue) ACTIVE TALENT ▮ (red)

RANKED TALENT ⊞ TALENT COST ◢

FORCE TALENT ⚡ CONFLICT TALENT ⚔

OUTDOORSMAN
Remove ■ per rank of Outdoorsman from checks to move through terrain or manage environmental effects. Decrease overland travel times by half.
5

GRIT
Gain +1 Strain Threshold.
5

TOUGHENED
Gain +2 Wound Threshold.
5

QUICK DRAW
Once per round, draw or holster a weapon or item as an incidental.
5

COMBAT VETERAN
The character adds ▢ to his Brawl and Discipline checks equal to his ranks in Combat Veteran.
10

TOUGHENED
Gain +2 Wound Threshold.
10

CLANKER KILLER
Before rolling a combat check that targets a droid, remove ▢ up to the character's ranks in Clanker Killer from the pool, and add an equal number of ☼ or ♥ to the results.
10

RAPID REACTION
Suffer a number of Strain up to ranks in Rapid Reaction to add an equal number of ☼ to initiative checks.
10

GRIT
Gain +1 Strain Threshold.
15

LETHAL BLOWS
Add +10 per rank of Lethal Blows to any Critical Injury result inflicted on opponents.
15

IMPROVED CLANKER KILLER
Decrease the Critical Rating of Brawl and Melee attacks targeting droids by 1 per rank of Clanker Killer, to a minimum of 1.
15

COMBAT VETERAN
The character adds ▢ to his Brawl and Discipline checks equal to his ranks in Combat Veteran.
15

MULTIPLE OPPONENTS
Add ▢ to all Lightsaber, Melee, and Brawl combat checks when Engaged with multiple opponents.
20

RAPID REACTION
Suffer a number of Strain up to ranks in Rapid Reaction to add an equal number of ☼ to initiative checks.
20

KNOWN PROGRAMMING
Once per session, make a ◆◆◆ Vigilance check to upgrade the difficulty of a certain droid model's checks against the character, plus one ally per ☼ after the first, once, for the rest of the encounter.
20

LETHAL BLOWS
Add +10 per rank of Lethal Blows to any Critical Injury result inflicted on opponents.
20

SIXTH SENSE
Gain +1 Ranged Defense.
25

SURVIVOR'S INSTINCTS
Once per session when the character suffers a Critical Injury, spend a Destiny Point. Then, the attacker must roll two results for the Critical Injury and the player chooses which will apply to their character.
25

IMPROVED KNOWN PROGRAMMING
Allies affected by Known Programming also upgrade the ability of their checks targeting the chosen droid model once.
25

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

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SIGNATURE ABILITY _____

CHARACTER NAME _____

JEDI

CAREER SKILLS: ATHLETICS, COOL, DISCIPLINE, PILOTING (SPACE), KNOWLEDGE (LORE), LIGHTSABER

☐ PEERLESS INTERCEPTION

Once per game session as an out-of-turn incidental, the character may spend two Destiny Points to activate Peerless Interception. For the next two rounds, when the character uses Parry or Reflect to reduce the damage of a hit, they reduce the damage by an additional amount equal to their Force rating.

30

☐ DESTINY

Peerless Interception costs one fewer Destiny Point to activate.

10

☐ INCREASE DURATION

Peerless Interception lasts for one additional round.

10

☐ INCREASE DURATION

Peerless Interception lasts for one additional round.

10

☐ CRITICAL COUNTER

When the character spends ◇ to inflict a hit on their attacker using Improved Parry or Improved Reflect, they also inflict a Critical Injury.

10

☐ REDUCE STRAIN

The character only suffers Strain the first time they use Parry or Reflect each round.

15

☐ ACTIVATE QUALITY

When the character uses Improved Parry or Improved Reflect to inflict a hit on an attacker, they may activate one item quality.

15

☐ EFFORTLESS COUNTER

Once per round, the character may use Improved Parry or Improved Reflect to inflict a hit on their attacker without spending ▽ or ⚙.

15

☐ INCREASE FREQUENCY

The character may activate Peerless Interception one additional time per session.

15

GENERAL - JEDI

CAREER SKILLS: PILOTING (PLANETARY), VIGILANCE, LEADERSHIP, KNOWLEDGE (WARFARE)
PREREQUISITE: FORCE RATING 2

PASSIVE TALENT | ACTIVE TALENT
RANKED TALENT | TALENT COST
FORCE TALENT | CONFLICT TALENT

GRIT
Gain +1 Strain Threshold.
5

COMMANDING PRESENCE
Remove ■ per rank of Commanding Presence from all Leadership and Cool checks.
5

COMMAND
Add ■ per rank of Command to all Leadership checks. Affected targets add ■ to all Discipline checks for the next 24 hours.
5

TOUGHENED
Gain +2 Wound Threshold.
5

PARRY
If wielding a Lightsaber or Melee weapon when hit by a melee attack, suffer 3 Strain to reduce damage by 2 plus ranks in Parry.
10

FALL BACK!
While engaged with an opponent, the character may suffer a number of Strain up to their Leadership to allow an equal number of allies engaged with that opponent to immediately disengage as an out-of-turn incidental.
10

STAND FIRM!
As an action, make a ◆◆◆ Leadership check. Choose one ally per ☼, who increases their Wound Threshold by the character's Presence until the end of the encounter.
10

REFLECT
If wielding a Lightsaber weapon when hit by a ranged attack, suffer 3 Strain to reduce damage by 2 plus ranks in Reflect.
10

PREEMPTIVE INTERVENTION
Immediately after an opponent moves to engage an ally within Short range, the character may spend a Destiny Point to engage that opponent as an out-of-turn incidental.
15

COMMANDING PRESENCE
Remove ■ per rank of Commanding Presence from all Leadership and Cool checks.
15

ENHANCED LEADER
When making a Leadership check, add ⬡ up to Force rating. Spend ◑ to add ☼ or ☯ to the result.
15

GRIT
Gain +1 Strain Threshold.
15

TOUGHENED
Gain +2 Wound Threshold.
20

INSPIRING KILL
The character may spend a Destiny Point to make the Inspiring Kill maneuver after incapacitating or inflicting a Critical Injury. Roll ⬡ no greater than Force rating, and spend ◑ to heal 2 Strain from each ally within Medium range.
20

NATURAL CHAMPION
Once per session, may re-roll any one Leadership or Lightsaber check.
20

IMPROVED STAND FIRM!
Stand Firm action also increases affected allies' Strain Thresholds by an amount equal to the character's Presence rating.
20

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

KNOWLEDGE IS STRENGTH
Once per session when making a check, the character may increase their Force rating by their ranks in Knowledge (Warfare).
25

FORCE RATING
Gain +1 Force rating.
25

EXEMPLAR OF THE REPUBLIC
Add ⬡ to mass combat check up to Force rating and spend ◑ to add ☼ or ☯ to the result.
25

SIGNATURE ABILITY _____

KNIGHT - JEDI

CAREER SKILLS: COOL, LEADERSHIP, NEGOTIATION, LIGHTSABER
PREREQUISITE: FORCE RATING 2

PASSIVE TALENT ■ (blue)	**ACTIVE TALENT** ■ (red)	
RANKED TALENT ⊞	**TALENT COST**	
FORCE TALENT	**CONFLICT TALENT**	

GRIT
Gain +1 Strain Threshold.
(Ranked) — 5

JUMP UP
Once per round, may stand from seated or prone as an incidental.
— 5

RESEARCHER
Remove ■ per rank of Researcher from all Knowledge checks. Researching a subject takes half the usual time.
(Ranked) — 5

GRIT
Gain +1 Strain Threshold.
(Ranked) — 5

PARRY
If wielding a Lightsaber or Melee weapon when hit by a melee attack, suffer 3 Strain to reduce damage by 2 plus ranks in Parry.
*(Ranked)* — 10

PARRY
If wielding a Lightsaber or Melee weapon when hit by a melee attack, suffer 3 Strain to reduce damage by 2 plus ranks in Parry.
(Ranked) — 10

SENSE EMOTIONS
Add ▢ to all Charm, Coercion, and Deception checks unless the target is immune to Force Powers.
— 10

RESEARCHER
Remove ■ per rank of Researcher from all Knowledge checks. Researching a subject takes half the usual time.
— 10

IMPROVED REFLECT
When reflecting a hit that generated ▽ or ❀❀❀, may hit one target in Medium range with the same damage as the initial hit, after the original attack resolves.
— 15

REFLECT
If wielding a Lightsaber weapon when hit by a ranged attack, suffer 3 Strain to reduce damage by 2 plus ranks in Reflect.
(Ranked) — 15

IMPROVED PARRY
When parrying a hit that generated ▽ or ❀❀❀, may hit attacker once with Lightsaber, Melee, or Brawl weapon, dealing base damage, after the original attack resolves.
— 15

BALANCE
When the character heals Strain at the end of an encounter, he may add ◯ per Force rating. He recovers additional Strain equal to ◑ generated.
— 15

CIRCLE OF SHELTER
When an Engaged ally suffers a hit, may use a Parry or Reflect incidental against the hit.
— 20

SIDE BY SIDE
While the character and one or more Engaged allies are wielding lightsabers, add ❀ to all combat checks that target the character or those allies.
— 20

REFLECT
If wielding a Lightsaber weapon when hit by a ranged attack, suffer 3 Strain to reduce damage by 2 plus ranks in Reflect.
(Ranked) — 20

WILL OF THE FORCE
Once per round after failing a skill check, the character may convert one dark side Destiny Point to a light side Destiny Point.
— 20

GUARDIAN OF THE REPUBLIC
After the character uses Parry or Reflect to reduce damage from a hit against an ally, that ally cannot be targeted by combat checks for the rest of the round.
— 25

SABER THROW
Take the Saber Throw action; make a Lightsaber combat check as a ranged attack at a target within Medium range, adding ◯ no greater than Force rating. Must spend ◑ and succeed to hit the target; spend ◑ to have the weapon return to hand.
— 25

DEDICATION
Gain +1 to a single characteristic. This cannot bring a characteristic above 6.
(Ranked) — 25

FORCE RATING
Gain +1 Force rating.
(Ranked) — 25

SIGNATURE ABILITY _____

MASTER - JEDI

CAREER SKILLS: PERCEPTION, CHARM, KNOWLEDGE (CORE WORLDS), KNOWLEDGE (EDUCATION)
PREREQUISITE: FORCE RATING 3

CONFIDENCE
May decrease the difficulty of Discipline checks to avoid fear by 1 per rank of Confidence.
Ranked — **5**

NOBODY'S FOOL
May upgrade the difficulty of incoming Charm, Coercion, or Deception checks once per rank of Nobody's Fool.
Ranked — **5**

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

CENTER OF BEING
Perform a Center of Being maneuver. Until the start of the next turn, attacks against the character increase their Crit Rating by 1 per rank of Center of Being.
Ranked — **5**

IMPROVED CONFIDENCE
May spend ⊕ on fear checks to give allies in Short range additional ☆ on the same fear check.
10

IMPROVED NOBODY'S FOOL
May spend ▽ or ◎◎ from an incoming Charm, Coercion, or Deception check to inflict Strain on the opponent equal to the character's ranks in Nobody's Fool.
10

IMPROVED RESEARCHER
On a successful Knowledge check, character and allies gain automatic ☺ per rank of Researcher on checks to act on those facts until the end of the next turn.
10

CENTER OF BEING
Perform a Center of Being maneuver. Until the start of the next turn, attacks against the character increase their Crit Rating by 1 per rank of Center of Being.
*Ranked* — **10**

FLOWS THROUGH ALL THINGS
The character may perform a maneuver to recover Strain equal to their Force rating.
15

THE FORCE IS MY ALLY
Once per session, may suffer 2 Strain to perform a Force power action as a maneuver.
15

SUM DJEM
May spend ⊕ or ☻☻ with a successful Lightsaber attack to disarm opponent.
15

IMPROVED CENTER OF BEING
Suffer 1 Strain to use a Center of Being maneuver as an incidental.
15

BOUND TOGETHER
Perform the Bound Together maneuver. Until the character's next turn, when the character or an ally within Short range suffers Strain, reduce the amount by the current number of light side Destiny Points.
20

POWERFUL ALLY
The character may spend a Destiny Point to use the basic version of a Force power they have not purchased or apply the effects of a control upgrade to a power they have purchased.
20

DEDICATION
Gain +1 to a single characteristic. This cannot bring a characteristic above 6.
Ranked — **20**

FOREWARNING
Take the Forewarning action; all allies within Medium range increase Defense by the character's Force rating until they act in the encounter.
20

MASTER OF THE ORDER
The character can spend two Destiny Points during a single action.
25

THERE IS NO TRY
Once per session before an ally rolls the dice for a check, the character may spend a Destiny Point to allow the ally to automatically succeed at the check with one ☆ and no other results.
25

FORCE RATING
Gain +1 Force rating.
Ranked — **25**

SUPREME CENTER OF BEING
When the character performs the Center of Being maneuver, the effects apply to ranged attacks as well.
25

SIGNATURE ABILITY _____

PADAWAN - JEDI

CAREER SKILLS: COORDINATION, MECHANICS, VIGILANCE, KNOWLEDGE (EDUCATION)

PASSIVE TALENT ⬛   ACTIVE TALENT 🟥

RANKED TALENT ⊞   TALENT COST ◣

FORCE TALENT ✸   CONFLICT TALENT ✦

Row 1

PARRY
If wielding a Lightsaber or Melee weapon when hit by a melee attack, suffer 3 Strain to reduce damage by 2 plus ranks in Parry.
5

TOUGHENED
Gain +2 Wound Threshold.
5

QUICK DRAW
Once per round, draw or holster a weapon or item as an incidental.
5

GRIT
Gain +1 Strain Threshold.
5

Row 2

TOUGHENED
Gain +2 Wound Threshold.
10

REFLECT
If wielding a Lightsaber weapon when hit by a ranged attack, suffer 3 Strain to reduce damage by 2 plus ranks in Reflect.
*10*

WELL ROUNDED
Choose any two skills. They permanently become career skills.
10

SENSE DANGER
Once per session, remove ⬛⬛ from any one check.
10

Row 3

PARRY
If wielding a Lightsaber or Melee weapon when hit by a melee attack, suffer 3 Strain to reduce damage by 2 plus ranks in Parry.
15

**LEARNING OPPORTUNITY**
Once per round, the character may spend ☯☯☯ from a check they fail to upgrade the ability of the next check once.
15

VALUABLE FACTS
Once per encounter, may take a Valuable Facts action; make a ◆◆ Knowledge check. If successful, add ✦ to one ally's skill check during the encounter.
15

FORCE RATING
Gain +1 Force rating.
15

Row 4

REFLECT
If wielding a Lightsaber weapon when hit by a ranged attack, suffer 3 Strain to reduce damage by 2 plus ranks in Reflect.
20

GRIT
Gain +1 Strain Threshold.
*20*

SOMETHING TO PROVE
Once per session, suffer 4 Strain to reroll a failed check. If the check succeeds, the character heals 4 Strain.
20

ADAPTABLE
When resolving a check that uses a skill in which they have no ranks, the character may spend a Destiny Point to remove ▽ or to remove ✦ equal to their ranks in Cool.
20

Row 5

BEGINNER'S LUCK
Once per session when the character makes a check, may add ✸ equal to the number of light side Destiny Points in the Destiny pool to the results.
25

TEMPLE TRAINING
Before making a Lightsaber skill check, the character may spend one Destiny Point to add damage to the attack equal to her ranks in Knowledge (Lore).
25

SINCEREST FLATTERY
Once per encounter when the character makes a check using a skill that another character has previously used during the encounter, they add 🟦🟦.
25

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

SIGNATURE ABILITY _____

CHARACTER NAME _____

DEATH WATCH WARRIOR - UNIVERSAL

CAREER SKILLS: MECHANICS, PILOTING (PLANETARY), COERCION, RANGED (LIGHT)

PASSIVE TALENT ▮ (blue)	ACTIVE TALENT ▮ (red)	
RANKED TALENT ▦	TALENT COST ◥	
FORCE TALENT	CONFLICT TALENT	

TOUGHENED
Gain +2 Wound Threshold.
(Ranked) — 5

INTIMIDATING
May suffer a number of Strain up to ranks in Intimidating to downgrade the difficulty of Coercion checks or upgrade the difficulty when targeted by Coercion checks by an equal number.
(Ranked) — 5

CONDITIONED
Remove ▮ per rank of Conditioned from all Athletics and Coordination checks. Reduce damage and Strain suffered from falling by 1 per rank of Conditioned.
(Ranked) — 5

GRIT
Gain +1 Strain Threshold.
(Ranked) — 5

ARMOR MASTER
When wearing armor, increase total Soak value by 1.
— 10

SIDE STEP
Once per round, as a maneuver, suffer Strain up to ranks in Side Step to upgrade the difficulty of all incoming ranged attacks by that number for the next round.
*(Ranked)* — 10

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

JETPACK EXPERTISE
The character may spend ⚡ from their checks to remove 1 System Strain from their jetpack. (They may choose this multiple times when spending ⚡.)
— 10

INTIMIDATING
May suffer a number of Strain up to ranks in Intimidating to downgrade the difficulty of Coercion checks or upgrade the difficulty when targeted by Coercion checks by an equal number.
(Ranked) — 15

POINT BLANK
Add 1 damage per rank of Point Blank to one hit of successful Ranged (Heavy) or Ranged (Light) attacks made while at Short range or Engaged.
(Ranked) — 15

SIDE STEP
Once per round, as a maneuver, suffer Strain up to ranks in Side Step to upgrade the difficulty of all incoming ranged attacks by that number for the next round.
(Ranked) — 15

POINT BLANK
Add 1 damage per rank of Point Blank to one hit of successful Ranged (Heavy) or Ranged (Light) attacks made while at Short range or Engaged.
(Ranked) — 15

IMPROVED ARMOR MASTER
When wearing armor with a Soak value of 2 or higher, increase Defense by 1.
— 20

CONDITIONED
Remove ▮ per rank of Conditioned from all Athletics and Coordination checks. Reduce damage and Strain suffered from falling by 1 per rank of Conditioned.
*(Ranked)* — 20

HIT AND RUN
After the character completes an attack targeting an opponent they are engaged with, they may immediately move to Short range using a jetpack.
— 20

DEATH FROM ABOVE
Once per encounter, inflict 1 System Strain on jetpack and make a ◆◆◆ Piloting check. For each ☼, one adversary in Short range is knocked prone. May spend ✥ to stagger one affected target.
— 20

DEDICATION
Gain +1 to a single characteristic. This cannot bring a characteristic above 6.
(Ranked) — 25

TO THE DEATH
Once per session, suffer Strain up to Willpower and add +10 per Strain suffered to critical rolls the character inflicts or suffers until the end of the encounter.
— 25

IMPROVED SIDE STEP
When the character performs a Side Step maneuver, until the start of their next turn they may spend ❂❂❂ or ▽ from an attacker's check to inflict one hit with a ranged weapon they are wielding.
— 25

MOMENTUM
The character deals additional damage with their first hit equal to the number of range bands they moved during the current round.
— 25

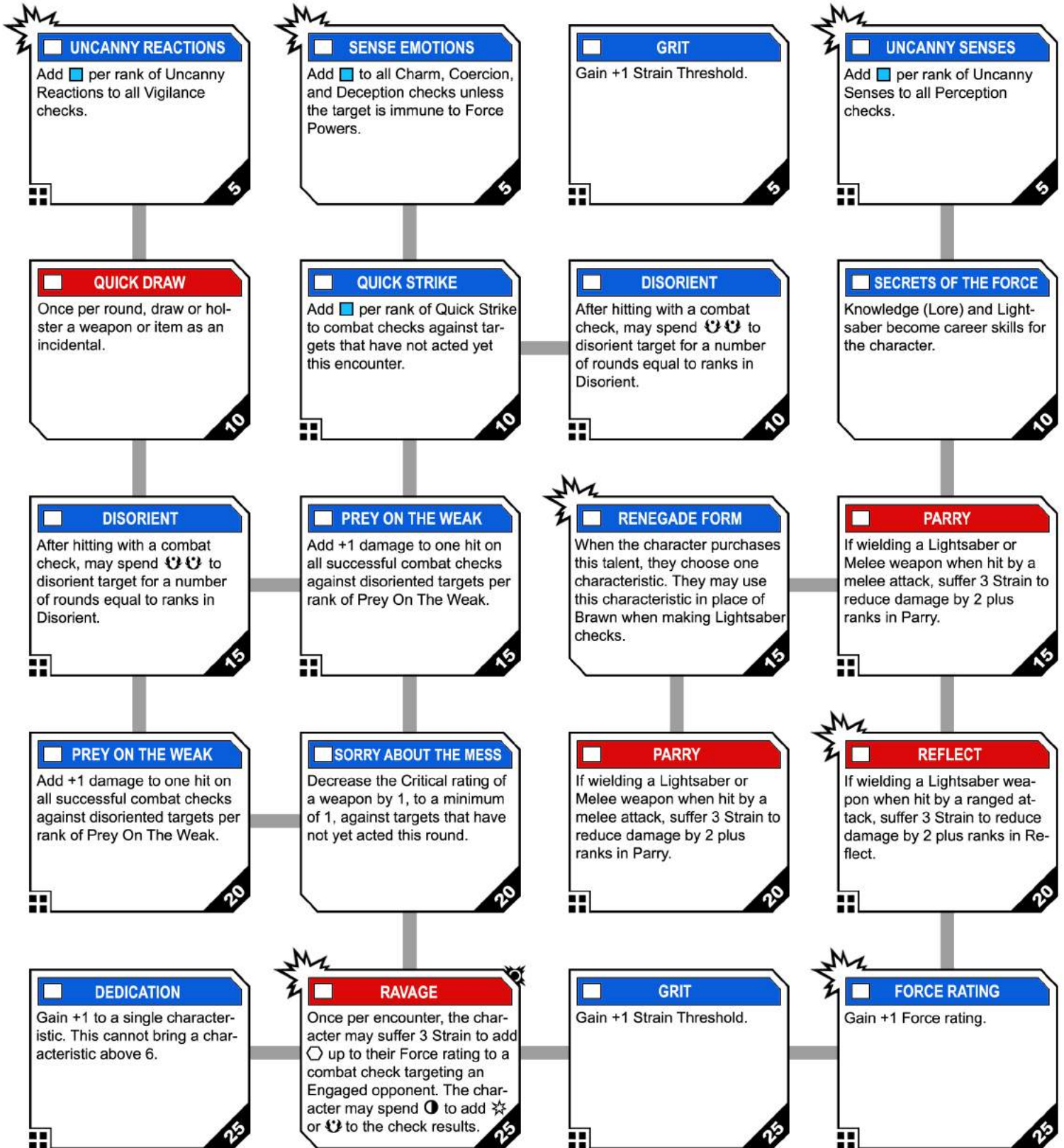# FORCE SENSITIVE OUTCAST - UNIVERSAL

GAIN FORCE RATING 1

PASSIVE TALENT ▮ ACTIVE TALENT ▮
RANKED TALENT ▦ TALENT COST ⬈
FORCE TALENT ⟩⌐ CONFLICT TALENT ⚔

▦ UNCANNY REACTIONS
Add ▮ per rank of Uncanny Reactions to all Vigilance checks.

5

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

5

GRIT
Gain +1 Strain Threshold.

5

▦ UNCANNY SENSES
Add ▮ per rank of Uncanny Senses to all Perception checks.

5

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

10

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

10

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

10

SECRETS OF THE FORCE
Knowledge (Lore) and Lightsaber become career skills for the character.

10

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

15

▦ PREY ON THE WEAK
Add +1 damage to one hit on all successful combat checks against disoriented targets per rank of Prey On The Weak.

15

RENEGADE FORM
When the character purchases this talent, they choose one characteristic. They may use this characteristic in place of Brawn when making Lightsaber checks.

15

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

15

▦ PREY ON THE WEAK
Add +1 damage to one hit on all successful combat checks against disoriented targets per rank of Prey On The Weak.

20

▦ 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 round.

20

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

20

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

20

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

25

RAVAGE
Once per encounter, the character may suffer 3 Strain to add ◯ up to their Force rating to a combat check targeting an Engaged opponent. The character may spend ◖ to add ☆ or 🌀 to the check results.

25

GRIT
Gain +1 Strain Threshold.

25

FORCE RATING
Gain +1 Force rating.

25

NIGHTSISTER - UNIVERSAL

CAREER SKILLS: DISCIPLINE, STEALTH, SURVIVAL, KNOWLEDGE (LORE)

PASSIVE TALENT ☐   ACTIVE TALENT ☐
RANKED TALENT ☷   TALENT COST ◥
FORCE TALENT ⚡   CONFLICT TALENT ☇

WITCHCRAFT
The character gains Force rating 1.

5

SUMMON ITEM
As a maneuver, the character can summon or dismiss a ritually prepared item.

5

GRIT
Gain +1 Strain Threshold.

5

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

5

SENSE ADVANTAGE
Once per session, may add ■■ to one NPC's skill check.

10

ICHOR BLADE
The character chooses one Melee or Brawl weapon they possess, which gains the Cortosis and Pierce 2 qualities and reduces its Critical rating by 1. If the weapon is ever lost or destroyed, the character can apply Ichor Blade to a new weapon.

10

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

10

TOUGHENED
Gain +2 Wound Threshold.

10

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

15

IMPROVED ICHOR BLADE
The chosen weapon also gains the Sunder and Defensive 1 qualities, and its Damage increases by 2.

15

GRIT
Gain +1 Strain Threshold.

15

SIXTH SENSE
Gain +1 Ranged Defense.

15

COVEN
May perform the Coven maneuver. On the character's next Force power check, they may reroll one ◌ for each ally with Coven in Short range.

20

ICHOR TRANSFUSION
Once per encounter, the character may perform the Ichor Transfusion maneuver to heal any number of Strain by suffering that number of Wounds +1. the character may instead heal any number of Wounds by suffering that many Strain +1.

20

SURVIVOR'S INSTINCTS
Once per session when the character suffers a Critical Injury, spend a Destiny Point. Then, the attacker must roll two results for the Critical Injury and the player chooses which will apply to their character.

20

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

20

FORCE RATING
Gain +1 Force rating.

25

ICHOR RESERVE
Once per session, as a maneuver, the character may suffer 2 Strain to increase Force rating by 1 until the end of the encounter.

25

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

25

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

25

REPUBLIC NAVY OFFICER - UNIVERSAL

CAREER SKILLS: ASTROGATION, DISCIPLINE, LEADERSHIP, KNOWLEDGE (WARFARE)

PASSIVE TALENT ▮ (blue) ACTIVE TALENT ▮ (red)
RANKED TALENT ▦ TALENT COST ⬈
FORCE TALENT ⚡ CONFLICT TALENT ✴

GRIT
Gain +1 Strain Threshold.
(5)

COMMAND
Add ■ per rank of Command to all Leadership checks. Affected targets add ■ to all Discipline checks for the next 24 hours.
*(5)*

COMMANDING PRESENCE
Remove ■ per rank of Commanding Presence from all Leadership and Cool checks.
(5)

GALAXY MAPPER
Remove ■ per rank of Galaxy Mapper from all Astrogation checks. Astrogation checks take half the usual time.
(5)

COMMAND
Add ■ per rank of Command to all Leadership checks. Affected targets add ■ to all Discipline checks for the next 24 hours.
(10)

COMMANDING PRESENCE
Remove ■ per rank of Commanding Presence from all Leadership and Cool checks.
(10)

GRIT
Gain +1 Strain Threshold.
(10)

KNOWN SCHEMATIC
Once per session, may perform the Known Schematic maneuver; make a ◆◆◆ Knowledge (Education) check to gain familiarity with a building or ship's design.
(10)

ORDNANCE SATURATION
When the character or certain allies activate the Blast quality of a planetary scale weapon, all ships or vehicles within Close range of the target suffer damage equal to the weapon's Blast quality.
(15)

STEELY NERVES
May spend a Destiny Point to ignore the effects of Critical Injuries on Willpower or Presence checks until the end of the encounter.
*(15)*

CONFIDENCE
May decrease the difficulty of Discipline checks to avoid fear by 1 per rank of Confidence.
(15)

TOUGHENED
Gain +2 Wound Threshold.
(15)

FIRE WHEN READY
As an action, make a ◆◆◆ Leadership check. Choose a number of crew equal to Presence who downgrade the difficulty of their next Gunnery check once, plus once per additional ✴✴.
(20)

ON MY ORDER
As an action, make a ◆◆◆ Leadership check. Choose a number of crew equal to Presence who upgrade the ability of the next Gunnery check once, plus once per additional ✴✴.
(20)

GALAXY MAPPER
Remove ■ per rank of Galaxy Mapper from all Astrogation checks. Astrogation checks take half the usual time.
(20)

HYPERSPACE ASSAULT
The character may use Astrogation or Knowledge (Warfare) to determine initiative during an encounter in which they are piloting or commanding a starship, and may spend ⊕ from the check to choose the starting location of allies.
(20)

NATURAL LEADER
Once per session, may re-roll any one Cool or Leadership check.
(25)

DEDICATION
Gain +1 to a single characteristic. This cannot bring a characteristic above 6.
(25)

CAREFUL PLANNING
Once per session, may introduce a "fact" into the narrative as if a Destiny Point was being spent.
(25)

OUTMANEUVER
As an action, make a ◆◆◆ Knowledge (Warfare) check. Choose one ship or vehicle per ✴. Until the end of the character's next turn, the chosen ships must perform one extra maneuver to move.
(25)

REPUBLIC REPRESENTATIVE - UNIVERSAL

CAREER SKILLS: COOL, CHARM, NEGOTIATION, KNOWLEDGE (choice)

PASSIVE TALENT ▢
ACTIVE TALENT ▣
RANKED TALENT ⊞
TALENT COST ◆
FORCE TALENT
CONFLICT TALENT

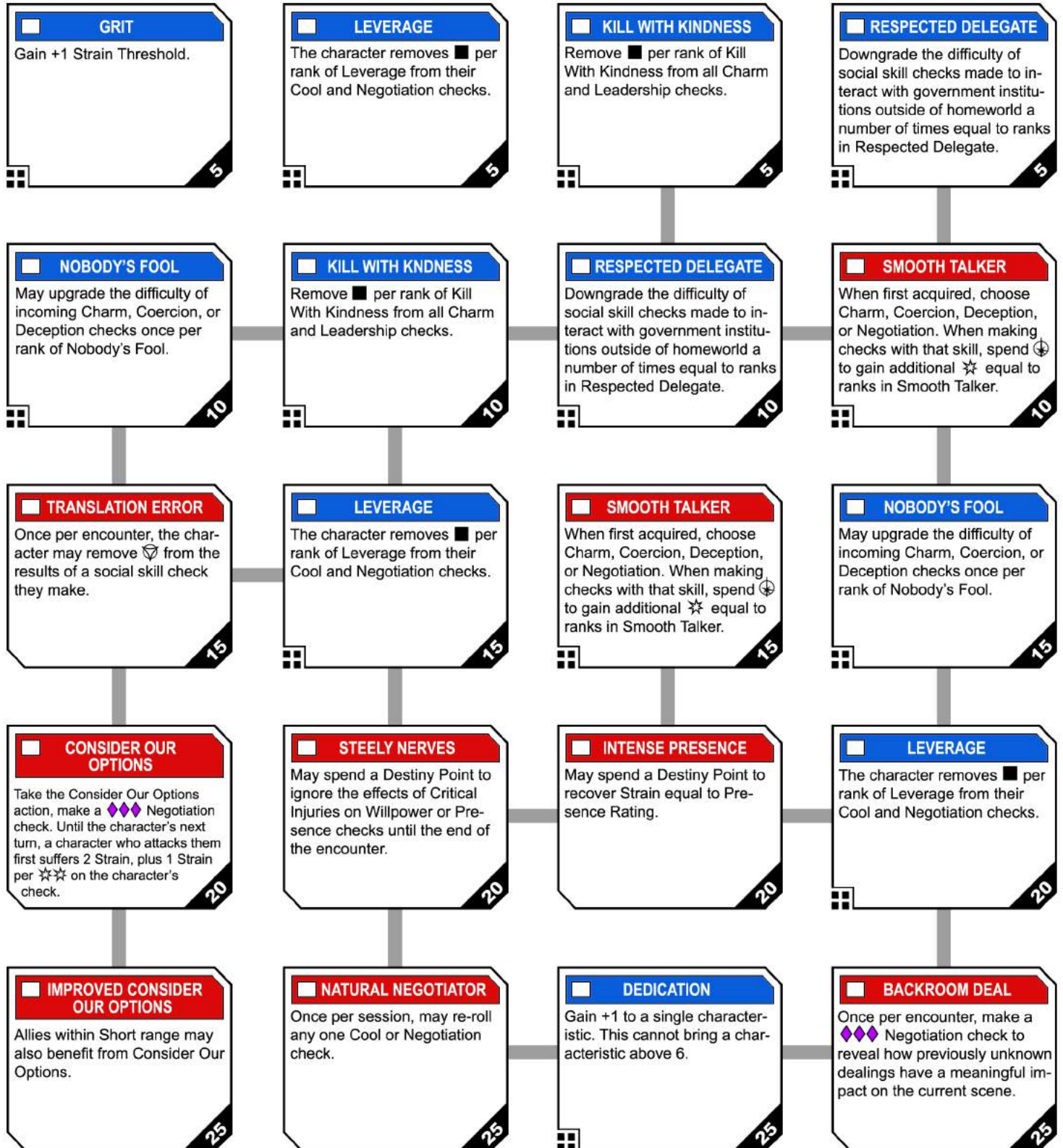|			
GRIT Gain +1 Strain Threshold. 5	**LEVERAGE** The character removes ■ per rank of Leverage from their Cool and Negotiation checks. 5	**KILL WITH KINDNESS** Remove ■ per rank of Kill With Kindness from all Charm and Leadership checks. 5	**RESPECTED DELEGATE** Downgrade the difficulty of social skill checks made to interact with government institutions outside of homeworld a number of times equal to ranks in Respected Delegate. 5
NOBODY'S FOOL May upgrade the difficulty of incoming Charm, Coercion, or Deception checks once per rank of Nobody's Fool. 10	**KILL WITH KNDNESS** Remove ■ per rank of Kill With Kindness from all Charm and Leadership checks. 10	**RESPECTED DELEGATE** Downgrade the difficulty of social skill checks made to interact with government institutions outside of homeworld a number of times equal to ranks in Respected Delegate. 10	**SMOOTH TALKER** When first acquired, choose Charm, Coercion, Deception, or Negotiation. When making checks with that skill, spend ⊕ to gain additional ☼ equal to ranks in Smooth Talker. 10
TRANSLATION ERROR Once per encounter, the character may remove ▽ from the results of a social skill check they make. 15	**LEVERAGE** The character removes ■ per rank of Leverage from their Cool and Negotiation checks. 15	**SMOOTH TALKER** When first acquired, choose Charm, Coercion, Deception, or Negotiation. When making checks with that skill, spend ⊕ to gain additional ☼ equal to ranks in Smooth Talker. 15	**NOBODY'S FOOL** May upgrade the difficulty of incoming Charm, Coercion, or Deception checks once per rank of Nobody's Fool. 15
CONSIDER OUR OPTIONS Take the Consider Our Options action, make a ◆◆◆ Negotiation check. Until the character's next turn, a character who attacks them first suffers 2 Strain, plus 1 Strain per ☼☼ on the character's check. 20	**STEELY NERVES** May spend a Destiny Point to ignore the effects of Critical Injuries on Willpower or Presence checks until the end of the encounter. 20	**INTENSE PRESENCE** May spend a Destiny Point to recover Strain equal to Presence Rating. 20	**LEVERAGE** The character removes ■ per rank of Leverage from their Cool and Negotiation checks. 20
IMPROVED CONSIDER OUR OPTIONS Allies within Short range may also benefit from Consider Our Options. 25	**NATURAL NEGOTIATOR** Once per session, may re-roll any one Cool or Negotiation check. 25	**DEDICATION** Gain +1 to a single characteristic. This cannot bring a characteristic above 6. 25	**BACKROOM DEAL** Once per encounter, make a ◆◆◆ Negotiation check to reveal how previously unknown dealings have a meaningful impact on the current scene. 25

SCAVENGER - UNIVERSAL

## CAREER SKILLS: MECHANICS, PERCEPTION, STREETWISE, SURVIVAL

GRIT
Gain +1 Strain Threshold.

5

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

5

UTINNI!
Remove ■ per rank of Utinni! from checks to find or scavenge items or gear. Such checks take half the usual time.

5

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

5

GRIT
Gain +1 Strain Threshold.

10

RAPID REACTION
Suffer a number of Strain up to ranks in Rapid Reaction to add an equal number of ✳ to initiative checks.

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.

10

UTINNI!
Remove ■ per rank of Utinni! from checks to find or scavenge items or gear. Such checks take half the usual time.

10

RAPID REACTION
Suffer a number of Strain up to ranks in Rapid Reaction to add an equal number of ✳ to initiative checks.

15

JURY RIGGED
Choose one weapon, armor, or other item and give it a permanent improvement while it remains in use.

15

EXCEED SPECIFICATIONS
When making a check using an item, may add ▮. The GM may spend ⚙⚙ on the check to damage the item one step, or ◈ to damage the item beyond usability.

15

ONE PERSON'S TRASH
May make a Perception check in order to locate a particular item at no cost in a location with potential salvage. The difficulty of the check is determined by the item's Rarity.

15

SIXTH SENSE
Gain +1 Ranged Defense.

20

SUPREME EXCEED SPECIFICATIONS
If a check benefitting from Exceed Specifications generates ⊕, may damage the item to roll additional ⬠ and add it to the check results. If ◈, add 🔴 to the check results.

20

IMPROVED EXCEED SPECIFICATIONS
When the character takes the Exceed Specifications incidental, upgrade the ability of the check once instead of the standard effect.

20

ANOTHER'S TREASURE
The condition of an item does not affect its sale price. In addition, the character can always find a buyer for an item, no matter its condition or apparent value.

20

IMPROVED UTILITY BELT
Once per session when the character performs a Utility Belt incidental, they may produce up to five functionally identical items.

25

UTILITY BELT
May spend a Destiny Point to use a Utility Belt incidental; produce a previously undocumented item or weapon, with restrictions, from a tool belt, pack, or satchel.

25

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

25

CONTRAPTION
Once per session, take the Contraption action; make a ◆◆◆ Mechanics check to fashion a device to solve a current problem using just the tools and parts on hand.

25

SENATOR - UNIVERSAL

CAREER SKILLS: CHARM, DECEPTION, NEGOTIATION, KNOWLEDGE (EDUCATION)

PASSIVE TALENT 🟦   ACTIVE TALENT 🟥

RANKED TALENT ▦   TALENT COST ◣

FORCE TALENT   CONFLICT TALENT

RESOLVE

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

5

RESPECTED DELEGATE

Downgrade the difficulty of social skill checks made to interact with government institutions outside of homeworld a number of times equal to ranks in Respected Delegate.

5

PLAUSIBLE DENIABILITY

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

5

GRIT

Gain +1 Strain Threshold.

5

RESOLVE

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

10

SAVVY

The character adds 🟦 to Charm and Negotiation checks per rank of Savvy.

10

CONGENIAL

As an incidental, suffer Strain up to ranks in Congenial to downgrade difficulty of Charm or Negotiation checks, or upgrade difficulty when targeted by the same, by an equal number.

10

NOBODY'S FOOL

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

10

GRIT

Gain +1 Strain Threshold.

15

INSPIRING RHETORIC

Take the Inspiring Rhetoric action; make a ◆◆ Leadership check. One ally for each ✷ in Short range recovers 1 Strain. Spend ☉ for one affected ally to recover 1 additional Strain.

15

PLAUSIBLE DENIABILITY

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

15

SAVVY

The character adds 🟦 to Charm and Negotiation checks per rank of Savvy.

15

RESIST QUESTIONING

When targeted by an opposed social skill check, the character may suffer 2 Strain to add ■ to the check. If the check fails, the character may spend ▽ to indicate they have provided false information.

20

IMPROVED INSPIRING RHETORIC

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

20

CONGENIAL

As an incidental, suffer Strain up to ranks in Congenial to downgrade difficulty of Charm or Negotiation checks, or upgrade difficulty when targeted by the same, by an equal number.

20

IMPROVED NOBODY'S FOOL

The character may spend ▽ or ⬡⬡⬡ from an incoming Charm, Coercion, or Deception check to inflict Strain on the opponent equal to the character's ranks in Nobody's Fool.

20

DEDICATION

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

25

BLATHER

Take the Blather action, making a ◆◆◆ Charm or Deception check. If successful, one adversary per ✷ is disoriented for rounds equal to the character's Presence. The character may spend ⬣ from the check to stagger one target.

25

DIPLOMATIC IMMUNITY

As an out-of-turn incidental, the character spends a Destiny Point and adversaries cannot choose them as the target of a combat check until the end of their next turn.

25

RESOURCE ALLOCATION

At the beginning of a Mass Combat, make a ◆◆◆ Charm or Negotiation check to increase their force's strength by one step for the duration by one step for the duration of the encounter. May spend ⬣ from the check to upgrade the ability of their force's first check.

25

SEPARATIST COMMANDER - UNIVERSAL

CAREER SKILLS: VIGILANCE, COERCION, LEADERSHIP, KNOWLEDGE (WAREFARE)

PASSIVE TALENT 🟦   ACTIVE TALENT 🟥
RANKED TALENT ▦   TALENT COST ◥
FORCE TALENT ⚡   CONFLICT TALENT ☄

|			
GRIT 🟦	**WELL TRAVELED** 🟦	**COMMAND** 🟦	**INTIMIDATING** 🟥
Gain +1 Strain Threshold.	Knowledge (Core Worlds) and Knowledge (Outer Rim) become career skills.	Add 🟦 per rank of Command to all Leadership checks. Affected targets add 🟦 to all Discipline checks for the next 24 hours.	May suffer a number of Strain up to ranks in Intimidating to downgrade the difficulty of Coercion checks or upgrade the difficulty when targeted by Coercion checks by an equal number.
5	5	5	5
TOUGHENED 🟦	**SPEAKS BINARY** 🟦	**CRUEL COMMANDER** 🟦	**SCATHING TIRADE** 🟥
Gain +2 Wound Threshold.	When directing NPC droids, may grant them 🟦 per rank of Speaks Binary on checks.	May use ranks in Coercion to upgrade Mass Combat checks instead of ranks in Leadership.	Take the Scathing Tirade action; make a ◆◆ Coercion check. One enemy for each ☼ in Short range suffers 1 Strain. Spend ⟳ for one affected enemy to suffer 1 additional Strain.
10	10	10	10
IMPROVED FIELD COMMANDER 🟦	**FIELD COMMANDER** 🟥	**SPEAKS BINARY** 🟦	**IMPROVED SCATHING TIRADE** 🟦
The Field Commander action affects allies equal to double Presence, and may spend ☮ to allow allies to suffer 1 Strain to perform 1 action instead.	Take the Field Commander action; make a ◆◆ Leadership check. A number of allies equal to Presence may immediately suffer 1 Strain to perform one free maneuver.	When directing NPC droids, may grant them 🟦 per rank of Speaks Binary on checks.	Each enemy affected by Scathing Tirade suffers ■ on all skill checks for a number of rounds equal to ranks in Coercion.
15	15	15	15
DROID COMMANDER 🟥	**SUPREME SPEAKS BINARY** 🟥	**IMPROVED SPEAKS BINARY** 🟦	**SUPREME SCATHING TIRADE** 🟥
Once per encounter, may perform Field Commander as a maneuver instead of an action. All affected allies must be droids.	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 one skill of character's choice.	When directing NPC droids, those droids grant additional 🟦 in addition to other benefits.	Suffer 1 Strain to perform the Scathing Tirade action as a maneuver.
20	20	20	20
LEAD FROM THE FRONT 🟥	**DEDICATION** 🟦	**INTIMIDATING** 🟥	**LEAD FROM THE BACK** 🟥
After succeeding on a Leadership check, or other check to inspire, lead, or rally an audience, the character may spend a Destiny Point to upgrade the ability of the next combat check made by all allies within Short range.	Gain +1 to a single characteristic. This cannot bring a characteristic above 6.	May suffer a number of Strain up to ranks in Intimidating to downgrade the difficulty of Coercion checks or upgrade the difficulty when targeted by Coercion checks by an equal number.	Once per round, may spend a Destiny Point to redirect a successful attack against the character to an allied NPC.
25	25	25	25