**KNOWLEDGEABLE HEALING**
When healing an ally, spend 1 Destiny Point to heal additional wounds equal to ranks in Knowledge (Xenology).

**HEALING TRANCE**
Commit 0. For every full encounter 0 remains committed, heal 1 wound per rank of Healing Trance.

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

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

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

**GRIT**
Gain +1 strain threshold.

**HEALING TRANCE**
Commit 0. For every full encounter 0 remains committed, heal 1 wound per rank of Healing Trance.

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

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

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

**IMPROVED HEALING TRANCE**
When healing wounds due to Healing Trance, make a Resilience check to heal a Critical Injury. Difficulty of the check equals the Critical Injury severity.

**CALMING AURA**
When an opponent targets the character with a Force power, reduce 0 generated by 1.

**TOUGHENED**
Gain +2 wound threshold.

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

**FORCE RATING**
Gain +1 Force rating.

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

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

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

**IMPROVED HEALING TRANCE**
When healing wounds due to Healing Trance, make a Resilience check to heal a Critical Injury. Difficulty of the check equals the Critical Injury severity.

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

**GRIT**
Gain +1 strain threshold.

**Toughened**
Gain +2 wound threshold.

**PERSISTENT FORCE TALENT**
-

**CALMING AURA**
When an opponent targets the character with a Force power, reduce 0 generated by 1.
As an action, make a Lightsaber (Willpower) attack against a silhouette 1 target in medium range. Add \( C \) to Force rating. Spend \( F \) to move target one range band closer or to add \( s \) to check.

**FORCE ASSAULT**

Spend \( F \) or \( F F F F \) on a missed Lightsaber (Willpower) attack to immediately perform a Move Force power action as a maneuver.

**NOBODY’S FOOL**

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

**REFLECT**

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

**GRIT**

Gain +1 strain threshold.

**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.

**TOUGHENED**

Gain +2 wound threshold.

**REMOVE**

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

**PARRY**

Gain +2 wound threshold.

**FLAME**

May spend \( F F \) or \( F F F F \) with a successful Lightsaber attack to disarm opponent.

**SUM DJEM**

Add \( b \) to all Charm, Coercion, and Deception checks unless the target is immune to Force Powers.

**SENSE EMOTIONS**

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

**IMPROVED CENTER OF BEING**

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

**CENTER OF BEING**

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

**DRAW CLOSER**

As an action, make a Lightsaber (Willpower) attack against a silhouette 1 target in medium range. Add \( C \) up to Force rating. Spend \( F \) to move target one range band closer or to add \( s \) to check.

**REFLECT**

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

**PARRY**

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

**NIMAN TECHNIQUE**

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

**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.

**CENTER OF BEING**

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

**DRAW CLOSER**

As an action, make a Lightsaber (Willpower) attack against a silhouette 1 target in medium range. Add \( C \) up to Force rating. Spend \( F \) to move target one range band closer or to add \( s \) to check.

**IMPROVED CENTER OF BEING**

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

**FORCE RATING**

Gain +1 Force rating.

**DEDICATION**

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

**PARRY**

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

**DEFENSE TRAINING**

When wielding a Lightsaber, Melee, or Brawl weapon, the weapon gains the Defensive quality with a rating equal to ranks in Defensive Training.

**FORCE RATING**

Gain +1 Force rating.

**NOBODY’S FOOL**

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

**REFLECT**

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

**GRIT**

Gain +1 strain threshold.
**FATED DUEL BASE ABILITY**

Once per game session, during a combat encounter, the character may spend 2 Destiny Points and make a Discipline check to challenge another character. If successful, the two characters are locked in a duel for 3 rounds. For the duration of the duel, the two dueling characters can only make attacks targeting each other and no other characters can target the dueling characters with attacks (or otherwise intervene).

**FREQUENCY**

Unmatched Heroism may be used twice per game session.

**REDUCE DIFFICULTY**

Reduce the difficulty of the skill check to activate Fated Duel to d.

**DURATION**

Fated Duel lasts for 1 additional round.

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Fated Duel lasts for 1 additional round.

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Fated Duel lasts for 1 additional round.

**STAND FIRM**

Increase wound threshold by 4 while Fated Duel is active.

**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.

**FREQUENCY**

Unmatched Heroism may be used twice per game session.

**ENDURANCE**

Reduce the strain cost to become the target of an attack with Unmatched Heroism by 1.

**DURATION**

Unmatched Heroism lasts for 1 additional round.

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Unmatched Heroism lasts for 1 additional round.

**DURATION**

Unmatched Heroism lasts for 1 additional round.

**STAND FIRM**

Increase wound threshold by 4 while Unmatched Heroism is active.

**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.
**GUARDIAN PEACEKEEPER**

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

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<table>
<thead>
<tr>
<th>Skill</th>
<th>Description</th>
<th>Cost</th>
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</thead>
<tbody>
<tr>
<td><strong>COMMAND</strong></td>
<td>Add +1 per rank of Command to Leadership checks. Affected targets add +1 to Discipline checks for the next 24 hours.</td>
<td>5</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>5</td>
</tr>
<tr>
<td><strong>SECOND WIND</strong></td>
<td>Once per encounter, may use Second Wind incidental to heal strain equal to ranks in Second Wind.</td>
<td>5</td>
</tr>
<tr>
<td><strong>COMMANDING PRESENCE</strong></td>
<td>Remove +1 per rank of Commanding Presence from Leadership and Cool checks.</td>
<td>5</td>
</tr>
<tr>
<td><strong>TOUGHEned</strong></td>
<td>Gain +2 wound threshold.</td>
<td>10</td>
</tr>
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<td>15</td>
</tr>
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<td>15</td>
</tr>
<tr>
<td><strong>FIELD COMMANDER</strong></td>
<td>Take the Field Commander action; make a Leadership check. A number of allies equal to Presence may immediately suffer 1 strain to perform 1 free maneuver.</td>
<td>5</td>
</tr>
<tr>
<td><strong>TOUGHEned</strong></td>
<td>Gain +2 wound threshold.</td>
<td>20</td>
</tr>
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<td><strong>SECOND WIND</strong></td>
<td>Once per encounter, may use Second Wind incidental to heal strain equal to ranks in Second Wind.</td>
<td>20</td>
</tr>
<tr>
<td><strong>TOUGHEned</strong></td>
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<td>20</td>
</tr>
<tr>
<td><strong>IMPROVED FIELD COMMANDER</strong></td>
<td>Field Commander action affects allies equal to double Presence, and may spend +1 to allow allies to suffer 1 strain to perform 1 action instead.</td>
<td>20</td>
</tr>
<tr>
<td><strong>UNITY ASSAULT</strong></td>
<td>If a missed attack generates +1 or +1 or +1 or +1, may spend to perform Force power targeting allies as a maneuver.</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>NATURAL LEADER</strong></td>
<td>Once per session, may re-roll any 1 Cool or Leadership check.</td>
<td>25</td>
</tr>
<tr>
<td><strong>GUARDIAN</strong> <strong>PEACEKEEPER</strong></td>
<td>Spec Bonus Career Skills: <strong>Discipline, Leadership, Perception, Piloting (Planetary)</strong></td>
<td></td>
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</tbody>
</table>
FORCE PROTECTION
As a maneuver, suffer 1 strain and commit up to ranks in Force Protection. Increase soak by amount committed until start of next turn. Suffer 1 strain each turn are committed.

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

GRIT
Gain +1 strain threshold.

TOUGHENED
Gain +2 wound threshold.

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

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.

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

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

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

FORCE RATING
Gain +1 Force rating.

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

IMPROVED BODY GUARD
Once per session, when an ally protected by the Body Guard maneuver suffers a hit, suffer the hit instead.
DEFENSIVE CIRCLE
As an action, make a **Lightsaber** (Intellect) check. The character, plus 1 ally within short range per **s**, gains \(X\) defense until the beginning of the next turn. \(X\) equals 1, plus 1 per additional **a**.

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

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

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

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

IMPROVED PARRY
When parrying a hit that generated \(\heartsuit\) or \(\blacklozenge\), may hit attacker once with **Lightsaber**, **Brawl**, or **Melee** weapon (dealing base damage), after original attack resolves.

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

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

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

DEFENSIVE CIRCLE
As an action, make a **Lightsaber** (Intellect) check. The character, plus 1 ally within short range per **s**, gains \(X\) defense until the beginning of the next turn. \(X\) equals 1, plus 1 per additional **a**.

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

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

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

GRIT
Gain +1 strain threshold.

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

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

GRIT
Gain +1 strain threshold.

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Gain +1 strain threshold.
GUARDIAN ARMORER

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

**Grit**
Gain +1 strain threshold.

**Toughened**
Gain +2 wound threshold.

**Gearhead**
Remove 3 per rank of Gearhead from Mechanics checks. Halve the credit cost to add mods to attachments.

**Imbue Item**
As a maneuver, suffer 1 strain to grant one weapon, piece of armor, or item an improvement while committed. Suffer 1 strain every round committed.

**Reinforce Item**
As a maneuver, commit 3 to grant one weapon or piece of armor the Cortosis quality while committed. Suffer 3 strain each round committed.

**Saber Throw**
As an action, make a Lightsaber attack as a ranged attack at a target within medium range. Add 3 to Force rating. Must spend 3 and succeed to hit target. Spend 3 to return weapon to hand.

**Armor Master**
When wearing armor, increase total soak value by 1.

**Improved Armor Master**
When wearing armor with a soak value of 2 or higher, increase defense by 1.

**Inventor**
When constructing new items or modifying attachments, add 3 or remove 3 per rank of Inventor.

**Mental Tools**
Always count as having the right tools for the job when performing Mechanics checks.

**Comprehend Technology**
As an action make a Knowledge (Education) check to use Force rating as ranks in skills to use a single item.

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

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

**Supreme Armor Master**
Once per round, may suffer 3 strain to take the Armor Master incidental; reduce the next Critical Injury suffered by 10 per point of soak, minimum 1.

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

**Force Rating**
Gain +1 Force rating.

**Force Talent**
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**GUARDIAN WARDEN**

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

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**GRIT**
Gain +1 strain threshold.

**TOUGHENED**
Gain +2 wound threshold.

**SCATHING TIRADE**
Take a Scathing Tirade action; make a Coercion check. One enemy for each in short range, suffers 1 strain. Spend for 1 affected enemy to suffer 1 additional strain.

**BAD COP**
Spend from a Deception or Coercion check to upgrade ability of an ally’s subsequent social check against the same target a number of times equal to ranks in Bad Cop.

**OVERBALANCE**
When a combat check made by an engaged foe generates , may stagger attacker until the end of their next turn.

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

**GRAPPLE**
Once per round, may perform the Grapple maneuver. Until the beginning of the character’s next turn, foes must spend 2 maneuvers to disengage the character.

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

---

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

---

**Baleful Gaze**
When targeted by a combat check from within medium range, may spend a Destiny Point to upgrade the difficulty of the check a number of times equal to ranks in Coercion.

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

---

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

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

---

**Sense Advantage**
Once per session, may add to 1 NPC’s skill check.

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

---

**Precision Strike**
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.

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

---

**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.

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

---

**Grit**
Gain +1 strain threshold.

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

---

**Toughened**
Gain +2 wound threshold.

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

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

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

---

**Grapple**
Once per round, may perform the Grapple maneuver. Until the beginning of the character’s next turn, foes must spend 2 maneuvers to disengage the character.

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

---

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

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

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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.

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

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

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**Sense Advantage**
Once per session, may add to 1 NPC’s skill check.

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

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

### PRIME POSITIONS
- When this character or an ally in short range takes cover, they increase soak against ranged attacks by 1 per rank in Prime Positions until they leave cover.

- **Cost:** 5

### SUPPRESSING FIRE
- Character and allies in short range may spend a ⬇ on their failed combat checks once per round to inflict 1 strain per rank of Suppressing Fire on the target.

- **Cost:** 15

### GRIT
- Gain +1 strain threshold.

- **Cost:** 10

### UNCA NNY SENSES
- Add a ⬆ per rank of Uncanny Senses to all Perception checks.

- **Cost:** 15

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

- **Cost:** 10

### SENSE DANGER
- Once per session, remove 2 ⬇ from any 1 check.

- **Cost:** 10

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

- **Cost:** 10

### SUPPRESSING FIRE
- Character and allies in short range may spend a ⬇ on their failed combat checks once per round to inflict 1 strain per rank of Suppressing Fire on the target.

- **Cost:** 15

### UNCA NNY SENSES
- Add a ⬆ per rank of Uncanny Senses to all Perception checks.

- **Cost:** 15

### FOREWARNING
- Perform the Forewarning action; all allies within medium range increase defense by character’s Force rating until they act in the encounter.

- **Cost:** 20

### PROPHETIC AIM
- While benefiting from an Aim maneuver, a ⬇ from this character’s Ranged (Heavy) and (Light) checks cannot cause attacks to hit allies engaged with the target.

- **Cost:** 25

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

- **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

---

Find more handouts at BeggingForXP.com
KNOWLEDGE IS POWER
Once per session, when making a check, count Force rating as being equal to ranks in Knowledge (Lore).

COST 15

PLAUSIBLE DENIABILITY
Remove □ per rank of Plausible Deniability from all 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

GRIT
Gain +1 strain threshold.

COST 10

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

COST 10

TOUGHENED
Gain +2 wound threshold.

COST 10

KNOW SOMEBODY
Once per session, when attempting to purchase a legally available item, reduce its rarity by 1 per rank of Know Somebody.

COST 10

KNOWLEDGE IS POWER
Once per session, when making a check, count Force rating as being equal to ranks in Knowledge (Lore).

COST 10

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

COST 15

GRIT
Gain +1 strain threshold.

COST 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.

COST 15

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

COST 15

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

COST 15

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

COST 15

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

COST 20

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

COST 20

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

COST 20

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

FORCE RATING
Gain +1 Force rating.

COST 25

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

COST 25
**Makashi Duelist**

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

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

**Resist Disarm**
- Suffer 2 strain to avoid being disarmed or having the character's weapon be damaged or destroyed.
- **Cost 5**

**Duelist's Training**
- Add [ ] to Melee and Lightsaber checks when engaged with only one opponent.
- **Cost 10**

**PARRY**
- When hit by a melee attack while wielding a melee weapon or lightsaber, suffer 3 strain to reduce damage by 2 plus ranks in Parry.
- **Cost 10**

**Feint**
- Spend [ ] or [ ] generated on a missed melee attack to upgrade difficulty of opponent’s next attack targeting the character by ranks in Feint.
- **Cost 10**

**Makashi Technique**
- When making a check using the Lightsaber skill, the character may use Presence instead of Brawn.
- **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 [ ] or [ ] or [ ], may hit attacker once with Lightsaber, Brawl, or Melee weapon (dealing base damage), after original attack resolves.
- **Cost 20**

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

**Defensive Training**
- When wielding a Lightsaber, Melee, or Brawl weapon, the weapon gains the Defensive quality with a rating equal to ranks in Defensive Training.
- **Cost 20**

**Sum Djem**
- May spend [ ] or [ ] with a successful Lightsaber attack to disarm opponent.
- **Cost 25**

**Makashi Finish**
- As an action, make a Lightsaber (Presence) attack against engaged target, adding [ ] up to Force rating. Spend [ ] to add +10 to any resulting Critical Injury rolls.
- **Cost 25**

**Makashi Flourish**
- Once per encounter, as an action make a [ ] Lightsaber (Presence) check. 1 engaged opponent suffers strain equal to [ ], and heal an equal amount of strain.
- **Cost 25**

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

**Find more handouts at BeggingForXP.com**
Spec Bonus Career Skills: **Discipline, Knowledge (Lore), Survival, Vigilance**

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

**UNCANNY REACTIONS**
Add | per rank of Uncanny Reactions to all Vigilance checks.

**GRIT**
Gain +1 strain threshold.

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

**RAPID REACTION**
Suffer a number of strain up to ranks in Rapid Reaction to add an equal number of ◊ to initiative checks.

**KEEN EYED**
Remove | per rank of Keen Eyed from Perception and Vigilance checks. Decrease the time to search a specific area by half.

**UNCANNY REACTIONS**
Add | per rank of Uncanny Reactions to all Vigilance checks.

**TOUGHENED**
Gain +2 wound threshold.

**FORCE RATING**
Gain +1 Force rating.

**SENSE ADVANTAGE**
Once per session, may add | | to 1 NPC’s skill check.

**FORCE TALENT**
Find more handouts at BeggingForXP.com

**FOREWARNING**
As an action, give all allies within medium range an increase in defense equal to the character’s Force rating until they act in the encounter.

**PREEMPTIVE AVOIDANCE**
May spend 1 Destiny Point to disengage from engaged enemy as an out-of-turn incidental.

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

**GOIT**
Gain +1 strain threshold.

**FORCE AND DESTINY • VERSION 2 • 2016-01**
**CONDITIONED**

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

**PARRY**

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

**JUMP UP**

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

**QUICK DRAW**

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

**DODGE**

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

**REFLECT**

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

**ATARU TECHNIQUE**

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

**QUICK STRIKE**

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

**HAWK BAT SWOOP**

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

**SABER SWARM**

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

**CONDITIONED**

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

**DEDICATION**

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

**SABER THROW**

As an action, make a Lightsaber attack as a ranged attack at a target within medium range. Add □ up to Force rating. Must spend ○ and succeed to hit target. Spend ○ to return weapon to hand.

**BALANCE**

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

When making a Ranged (Light) or (Heavy) combat check, add C up to Force rating to the check. May spend F to add ⚫ or ⚪.

**FORCE RATING**

Gain +1 Force rating.

**DEDICATION**

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

**SIDE STEP**

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

**RAPID RECOVERY**

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

**SIDE STEP**

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

**RAPID RECOVERY**

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

**SIXTH SENSE**

Gain +1 ranged defense.

**NATURAL HUNTER**

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

**UNREACHABLE REACTIONS**

Add ⚫ per rank of Uncanny Reactions to all Vigilance checks.

**UNCANNY SENSES**

Add ⚫ per rank of Uncanny Senses to all Perception checks.

**KEEN EYED**

Remove ⚫ per rank of Keen Eyed from Perception and Vigilance checks. Decrease the time to search a specific area by half.

**FORCE TALENT**

Find more handouts at BeggingForXP.com

**HUNTER**

Add ⚫ per rank of Hunter to all checks when interacting with beasts or animals (including combat). 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.

**EXPERT TRACKER**

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

**TOUGHENED**

Gain +2 wound threshold.

**TOUGHENED**

Gain +2 wound threshold.

**HUNTER**

Add ⚫ per rank of Hunter to all checks when interacting with beasts or animals (including combat). Add +10 to Critical Injury results against beasts or animals per rank of Hunter.

**HUNTER**

Add ⚫ per rank of Hunter to all checks when interacting with beasts or animals (including combat). Add +10 to Critical Injury results against beasts or animals per rank of Hunter.

**SOFT SPOT**

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

**FORCE TALENT**

Find more handouts at BeggingForXP.com

**FORCE AND DESTINY • VERSION 2 • 2016-01**
### ANIMAL EMPATHY
When making checks to handle or tame animals, add $C$ up to Force rating to the check. Spend $F$ to add $\star$ or $\odot$ to the check.

### KEEN EYED
Remove $\star$ per rank of Keen Eyed from Perception and Vigilance checks. Decrease the time to search a specific area by half.

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

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

### ANIMAL BOND
Develop a long-term bond with a single animal of silhouette no greater than half Force rating, rounded down.

### TOUGHNESS
Gain +2 wound threshold.

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

### KEEN EYED
Remove $\star$ per rank of Keen Eyed from Perception and Vigilance checks. Decrease the time to search a specific area by half.

### TROUGHNESS
Gain +2 wound threshold.

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

### MENTAL BOND
As an action, commit $\bigcirc$. While committed, may communicate with bonded animal at long range and see and hear through its senses.

### GRIT
Gain +1 strain threshold.

### SLEIGHT OF MIND
Add $\star$ to all Stealth checks unless the opposition is immune to Force powers.

### ANIMAL EMPATHY
When making checks to handle or tame animals, add $\bigcirc$ up to Force rating to the check. Spend $\bigcirc$ to add $\star$ or $\odot$ to the check.

### ENDURING
Gain +1 soak value.

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

### SHARE PAIN
When a bonded animal suffers wounds, as an incidental reduce wounds suffered to half, then the character suffers wounds equal to number reduced.

### GRIT
Gain +1 strain threshold.

### GRIT
Gain +1 strain threshold.

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

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

#### Active

<table>
<thead>
<tr>
<th>Skill</th>
<th>Description</th>
<th>Cost</th>
<th>Description</th>
<th>Cost</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Solid Repairs</strong></td>
<td>The character repairs 1 additional hull trauma per rank of Solid Repairs whenever he repairs a starship or vehicle.</td>
<td>5</td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>Fine Tuning</strong></td>
<td>When reducing the amount of system strain a starship or vehicle suffers, reduce 1 additional strain per rank of Fine Tuning.</td>
<td>5</td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>Mental Tools</strong></td>
<td>Always count as having the right tools for the job when performing Mechanics checks.</td>
<td>5</td>
<td>Reduce time needed to complete Computer-related tasks by 25% per rank in Technical Aptitude.</td>
<td>5</td>
</tr>
<tr>
<td><strong>Intuitive Improvements</strong></td>
<td>When making check to craft or repair item, may add up to Force rating. Spend to increase hard points by 1, to a maximum of +2.</td>
<td>25</td>
<td></td>
<td></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>
<td>As an action make a Knowledge (Education) check to use Force rating as ranks in skills to use a single item.</td>
<td>25</td>
</tr>
<tr>
<td><strong>Comprehend Technology</strong></td>
<td></td>
<td>25</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

#### Passive

<table>
<thead>
<tr>
<th>Skill</th>
<th>Description</th>
<th>Cost</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Grit</strong></td>
<td>Gain +1 strain threshold.</td>
<td>10</td>
</tr>
<tr>
<td><strong>Solid Repairs</strong></td>
<td>The character repairs 1 additional hull trauma per rank of Solid Repairs whenever he repairs a starship or vehicle.</td>
<td>10</td>
</tr>
<tr>
<td><strong>Fine Tuning</strong></td>
<td>When reducing the amount of system strain a starship or vehicle suffers, reduce 1 additional strain per rank of Fine Tuning.</td>
<td>10</td>
</tr>
<tr>
<td><strong>Grit</strong></td>
<td>Gain +1 strain threshold.</td>
<td>10</td>
</tr>
<tr>
<td><strong>Inventor</strong></td>
<td>When constructing new items or modifying attachments, add or remove per rank of Inventor.</td>
<td>15</td>
</tr>
<tr>
<td><strong>Imbue Item</strong></td>
<td>As a maneuver, suffer 1 strain and commit to grant one weapon, piece of armor, or item an improvement while committed. Suffer 1 strain every round remains committed.</td>
<td>15</td>
</tr>
<tr>
<td><strong>Natural Tinkerer</strong></td>
<td>Once per session, re-roll any 1 Mechanics check.</td>
<td>15</td>
</tr>
<tr>
<td><strong>Defensive Slicing</strong></td>
<td>When defending computer systems, add per rank of Defensive Slicing to opponents’ checks.</td>
<td>15</td>
</tr>
<tr>
<td><strong>Mental Fortress</strong></td>
<td>Spend 1 Destiny Point to ignore effects of Critical Injuries on Intellect or Cunning checks until end of encounter.</td>
<td>20</td>
</tr>
</tbody>
</table>

#### Ranked

<table>
<thead>
<tr>
<th>Skill</th>
<th>Description</th>
<th>Cost</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Master Artisan</strong></td>
<td>Once per round, as an incidental, suffer 2 strain to decrease the difficulty of the next Mechanics check by 1, to a minimum of .</td>
<td>25</td>
</tr>
<tr>
<td><strong>Force Rating</strong></td>
<td>Gain +1 Force rating.</td>
<td>20</td>
</tr>
<tr>
<td><strong>Defensive Slicing</strong></td>
<td>When defending computer systems, add per rank of Defensive Slicing to opponents’ checks.</td>
<td>20</td>
</tr>
</tbody>
</table>

### Additional Information

Find more handouts at BeggingForXP.com

**Force and Destiny • Version 2 • 2016-01**
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.

SLIPPERY MINDED
If under the effects of a Force power, as an action make a Deception check to immediately end the effects of the power.

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

GRIT
Gain +1 strain threshold.

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

GRIT
Gain +1 strain threshold.

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.

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.

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

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

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

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

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

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

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

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

SLEIGHT OF MIND
Add per Stealth check unless the opposition is immune to Force powers.

SLEIGHT OF MIND
Add per Stealth check unless the opposition is immune to Force powers.

GRIT
Gain +1 strain threshold.

GRIT
Gain +1 strain threshold.

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.

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.

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

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

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

SLEIGHT OF MIND
Add per Stealth check unless the opposition is immune to Force powers.

SLEIGHT OF MIND
Add per Stealth check unless the opposition is immune to Force powers.

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

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

FORCE TALENT
Find more handouts at BeggingForXP.com

FORCE RATING
Gain +1 Force rating.

FORCE RATING
Gain +1 Force rating.
COUNTERSTRIKE
When an attack misses the character and generates ♦ or ♦ ♦ ♦, may upgrade next Lightsaber (Cunning) attack against the attacker during the encounter once.

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

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

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

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

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

COUNTERSTRIKE
When an attack misses the character and generates ♦ or ♦ ♦ ♦, may upgrade next Lightsaber (Cunning) attack against the attacker during the encounter once.

COST 5

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

COST 10

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

COST 20

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

COST 25

TOUGHENED
Gain +2 wound threshold.

COST 5

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

COST 10

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

COST 5

SABER THROW
As an action, make a Lightsaber (Cunning) attack as a ranged attack at a target within medium range. Add ♦ up to Force rating. Must spend ( ) and succeed to hit target. Spend ( ) to return weapon to hand.

COST 20

GRIT
Gain +1 strain threshold.

COST 15

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

COST 25

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

COST 5

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

COST 10

GRIT
Gain +1 strain threshold.

COST 15

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

COST 10

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

COST 10

COST 15

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

COST 25

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

COST 25

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

COST 25

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

COST 10

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

COST 15

TOUGHENED
Gain +2 wound threshold.

COST 5

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

COST 10

GRIT
Gain +1 strain threshold.

COST 15

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

COST 10

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

SENTINEL

Find more handouts at BeggingForXP.com
**TERRIFY**

As an action, make a Coercion check, adding no greater than Force rating. Disorient 1 target within medium range per s. Spending extends duration and immobilizes affected target.

**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.

**FEARSOME**

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

**GRAVITATIONAL
drag force**

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

**GRIT**

Gain +1 strain threshold.

**IMPROVED TERRIFY**

Reduce the difficulty of Terrify’s check to and may spend to stagger an 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.

**FORCE RATING**

Gain +1 Force rating.

**FEARSOME**

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

**DEDICATION**

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

**AGAINST ALL ODDS**

When incapacitated, perform an Against all Odds action; make Resilience check with equal to Force rating. Heal wounds equal to , spend to add .

**HEROIC FORTITUDE**

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

**PLEASINGLY DENIABILITY**

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

**PREY ON THE WEAK**

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

**SENSE ADVANTAGE**

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

**TOUGHENED**

Gain +2 wound threshold.

**TOUGHENED**

Gain +2 wound threshold.

**FEARSOME**

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

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Find more handouts at BeggingForXP.com

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**WARRIOR AGGRESSOR**

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

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**FORCE AND DESTINY • VERSION 2 • 2016-01**
SHII-CHO KNIGHT
Spec Bonus Career Skills: Athletics, Coordination, Lightsaber, Melee

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

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

**TOUGHENED**
Gain +2 wound threshold.

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

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

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

**MULTIPLE OPPONENTS**
Add to Lightsaber, Brawl, and Melee checks when engaged with multiple opponents.

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

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

**GRIT**
Gain +1 strain threshold.

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

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

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

**SARLACC SWEEP**
Increase difficulty of Lightsaber check by 1 to perform Sarlacc Sweep action. May spend to hit additional engaged targets.

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

**SUM DJEM**
May spend or with a successful Lightsaber attack to disarm opponent.

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

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

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

<table>
<thead>
<tr>
<th>Ability</th>
<th>Effect</th>
<th>Cost</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Grit</strong></td>
<td>Gain +1 strain threshold.</td>
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<tr>
<td><strong>Skilled Jockey</strong></td>
<td>Remove ▲ per rank of Skilled Jockey from all Piloting (Planetary) and Piloting (Space) checks.</td>
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<tr>
<td><strong>Rapid Reaction</strong></td>
<td>Suffer a number of strain up to ranks in Rapid Reaction to add an equal number of • to initiative checks.</td>
<td>5</td>
</tr>
<tr>
<td><strong>Solid Repairs</strong></td>
<td>The character repairs 1 additional hull trauma per rank of Solid Repairs whenever he repairs a starship or vehicle.</td>
<td>5</td>
</tr>
<tr>
<td><strong>Galaxy Mapper</strong></td>
<td>Remove ▲ per rank of Galaxy Mapper from Astrogation checks. Astrogation checks take half normal time.</td>
<td>5</td>
</tr>
<tr>
<td><strong>Full Throttle</strong></td>
<td>Take a Full Throttle action; make a ρρρρρ Piloting check to increase a vehicle's top speed by 1 for a number of rounds equal to Cunning.</td>
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<td>Before attacking a starship or vehicle, may spend 1 Destiny Point to ignore the effects of the Massive rule for the attack.</td>
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<td><strong>Intuitive Evasion</strong></td>
<td>As a maneuver suffer 1 strain and commit □ to a number of ranks up to ranks of Intuitive Evasion. Upgrade difficulty of attacks targeting starship or vehicle by an equal amount. Suffer 1 strain each round □ stay committed.</td>
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<tr>
<td><strong>Confidence</strong></td>
<td>May decrease difficulty of Discipline checks to avoid fear by 1 per rank of Confidence.</td>
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<td><strong>Intuitive Strike</strong></td>
<td>When making a combat check with a planetary scale weapon, add ▲ ▲ ▲ ▲ to Force rating to the check. Spend ▲ ▲ ▲ ▲ to add • or ▲ .</td>
<td>20</td>
</tr>
<tr>
<td><strong>Touch of Fate</strong></td>
<td>Once per session, add ▲ or ▲ to any 1 check.</td>
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<tr>
<td><strong>Tricky Target</strong></td>
<td>Count vehicle or starship piloted as having a silhouette 1 lower when being attacked.</td>
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**Exhaust Port**

Before attacking a starship or vehicle, may spend 1 Destiny Point to ignore the effects of the Massive rule for the attack.

**Grit**

Gain +1 strain threshold.

**Skilled Jockey**

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

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Gain +1 Force rating.

**Tricky Target**

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

**Dedication**

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

**Intuitive Strike**

When making a combat check with a planetary scale weapon, add ▲ ▲ ▲ ▲ to Force rating to the check. Spend ▲ ▲ ▲ ▲ to add • or ▲ .
**BATTLE MEDITATION BASIC POWER**

The Force user directs allies in battle, making them more effective as a coordinated unit. The user may spend \( F \) to add one automatic \( \star \) to all checks made by a number of engaged friendly targets up to his Presence before the end of this next turn. If the user used any \( \bullet \) to generate \( F \), 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.

**MAGNITUDE**

Spend \( F \) to affect a number of additional targets equal to Presence per rank of Magnitude upgrades purchased.

**RANGE**

Spend \( F \) to increase power's range by a number of range bands equal to Range upgrades purchased.

**CONTROL**

When making a Battle Meditation power check, the user may make a \( \diamond \) 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.

**STRENGTH**

Spend \( F \) to add one additional automatic \( \star \) to affected characters. The user may activate this multiple times.

**DURATION**

Commit \( \bullet \bullet \) to sustain the ongoing effects of the power on each affected target while it remains in range.

**MASTERY**

If no \( \bullet \) were used to generate \( F \), choose one skill. While under the effects of the power, each affected target counts as having the same number ranks in the chosen skill as the target with the most ranks in the skill. If the user used any \( \bullet \) to generate \( F \), each affected character must make a \( \diamond \) Discipline check if he wishes to resist obeying orders given by the user as part of this power.

---

Prerequisites: **Force Rating 2+**
**BIND BASIC POWER**
The Force user restrains an enemy, preventing the target from acting.
The user may spend \( \mathbb{F} \) to immobilize a target within short range until the end of the user's next turn. If the user used any \( \mathbb{F} \) to generate \( \mathbb{F} \), the target also suffers 1 wound per \( \mathbb{F} \) spent on the check (ignoring soak).

**RANGE**
Spend \( \mathbb{F} \) to increase power's range by a number of range bands equal to Range upgrades purchased.

**MAGNITUDE**
Spend \( \mathbb{F} \) to affect 1 additional target within range per rank of Magnitude purchased.

**STRENGTH**
Spend \( \mathbb{F} \) to disorient the target for a number of rounds equal to Strength upgrades purchased.

**CONTROL**
Spend \( \mathbb{F} \). While affected by Bind, a target suffers strain equal to the user's Willpower whenever the target takes an action.

**STRENGTH**
Spend \( \mathbb{F} \) to disorient the target for a number of rounds equal to Strength upgrades purchased.

**DURATION**
Commit \( \mathbb{F} \) to sustain the ongoing effects of the power on each affected target.

**MASTERY**
When the user is making a Bind power check, if the check was not already opposed, the user may roll an opposed Discipline vs. Discipline check against one target of the power. If no \( \mathbb{F} \) were used to generate \( \mathbb{F} \) and the user succeeds on the check, he may immediately stagger the target until the end of his next turn. If any \( \mathbb{F} \) were used to generate \( \mathbb{F} \) and the check succeeds, the target suffers a Critical Injury, adding +10 to the roll per \( \mathbb{F} \) spent on the check.
When performing a Force Leap, the user can jump vertically in addition to horizontally.

The user can perform a Force Leap as a maneuver instead of an action.

Enhance can be used with the Coordination skill.

Enhance can be used with the Piloting (Planetary) skill.

Enhance can be used with the Piloting (Space) skill.

Enhance can be used with the Resilience skill.

Enhance can be used with the Brawl skill.

RANGE
Spend \( F \) to increase power’s range by a number of range bands equal to Range upgrades purchased.

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 \( E \) to gain \( \star \) or \( \dagger \) (user’s choice) on the check.

CONTROL
Enhance can be used with the Coordination skill.

CONTROL
Enhance can be used with the Piloting (Planetary) skill.

CONTROL
Enhance can be used with the Piloting (Space) skill.

CONTROL
Enhance can be used with the Resilience skill.

CONTROL
Enhance can be used with the Brawl skill.

CONTROL
Take a Force leap action; make an Enhance power check. The user may spend \( E \) to jump horizontally to any location in short range.

CONTROL
When performing a Force Leap, the user can jump vertically in addition to horizontally.

CONTROL
Ongoing effect: Commit \( C \). The user increases his Agility characteristic by 1 (to a maximum of 6).

CONTROL
Ongoing effect: Commit \( C \). The user increases his Brawn characteristic by 1 (to a maximum of 6).

CONTROL
The user can perform a Force Leap as a maneuver instead of an action.
**FORESEE BASIC POWER**
The Force user can feel the Force flowing around everything, seeing what is and what will be. The user may spend \( \text{F} \) to gain vague hints of events to come up to a day into his future.

---

**CONTROL**
When making a skill check to determine initiative, the Force user may roll a Foresee power check as part of the pool. He may spend \( \text{F} \) to gain \( \# \) per point on the check.

---

**STRENGTH**
Spend \( \text{F} \) to pick out specific details equal to Strength upgrades purchased.

---

**MAGNITUDE**
Spend \( \text{F} \) to increase targets affected equal to Magnitude upgrades purchased.

---

**RANGE**
Spend \( \text{F} \) 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 \( \text{F} \) to increase days into the future the user may see equal to Duration upgrades purchased.

---

**MAGNITUDE**
Spend \( \text{F} \) to increase targets affected equal to Magnitude upgrades purchased.

---

**RANGE**
Spend \( \text{F} \) to increase power’s range by a number of range bands equal to Range upgrades purchased.

---

**RANGE**
Spend \( \text{F} \) to increase power’s range by a number of range bands equal to Range upgrades purchased.

---

**STRENGTH**
Spend \( \text{F} \) to pick out specific details equal to Strength upgrades purchased.

---

**CONTROL**
When performing a Foresee power check as part of an initiative check, the Force user may spend \( \text{F} \) to allow all affected targets to take one free maneuver before the first round of combat begins.

---

**DURATION**
Spend \( \text{F} \) to increase days into the future the user may see equal to Duration upgrades purchased.
Heal (light side Force user only): Spend 1 to heal a number of wounds equal to Intellect from an engaged living creature (including the user). The user may not activate this multiple times.

Harm: Spend 1 to inflict a number of wounds equal to Intellect (ignoring soak) on an engaged target. The user gains 1 Conflict. The user may not activate this multiple times.
**INFLUENCE BASIC POWER**

The character may attempt to guide, shape, and even twist the thoughts and feelings of others.

**Special Rule (\(\text{\(\bigcirc\)} / \text{\(\bigcirc\)} use): When guiding and shaping thoughts, only \(\text{\(\bigcirc\)}\) may be used to generate negative emotions such as rage, fear, and hatred. Only \(\text{\(\bigcirc\)}\) may be used to generate positive emotions such as peace, tranquility, and friendliness. Other emotions such as confusion can be generated with either \(\text{\(\bigcirc\)}\) or \(\text{\(\bigcirc\)}\).

The character may spend \(\text{\(\bigcirc\)}\) to stress the mind of one living target he is engaged with, inflicting 1 strain.

---

**RANGE**

Spend \(\text{\(\bigcirc\)}\) to increase power’s range by a number of Range bands equal to range upgrades purchased.

**MAGNITUDE**

Spend \(\text{\(\bigcirc\)}\) to increase targets affected equal to Magnitude upgrades purchased.

**CONTROL**

The Force user may make an opposed Discipline vs Discipline check combined with an Influence Power check. If the user spends \(\text{\(\bigcirc\)}\) and succeeds on the check, he can force the target to adopt an emotional state or believe something untrue, lasting for 1 round or 5 minutes.

---

**STRENGTH**

When stressing the mind of a target, the character inflicts 2 strain.

---

**DURATION**

Spend \(\text{\(\bigcirc\)}\) to increase duration by number of rounds (or minutes) equal to Duration upgrades purchased.

---

**RANGE**

Spend \(\text{\(\bigcirc\)}\) to increase power’s range by a number of Range bands equal to range upgrades purchased.

**MAGNITUDE**

Spend \(\text{\(\bigcirc\)}\) to increase targets affected equal to Magnitude upgrades purchased.

---

**RANGE**

Spend \(\text{\(\bigcirc\)}\) to increase power’s range by a number of Range bands equal to Range upgrades purchased.

**MAGNITUDE**

Spend \(\text{\(\bigcirc\)}\) to increase targets affected equal to Magnitude upgrades purchased.

---

**RANGE**

Spend \(\text{\(\bigcirc\)}\) to increase power’s range by a number of Range bands equal to Range upgrades purchased.

**MAGNITUDE**

Spend \(\text{\(\bigcirc\)}\) to increase targets affected equal to Magnitude upgrades purchased.

---

**RANGE**

Spend \(\text{\(\bigcirc\)}\) to increase power’s range by a number of Range bands equal to Range upgrades purchased.

**MAGNITUDE**

Spend \(\text{\(\bigcirc\)}\) to increase targets affected equal to Magnitude upgrades purchased.
MISDIRECT BASIC POWER
The Force user creates illusions to fool those around him. The user may spend \( \text{F} \) to make a target at up to short range unable to perceive a chosen person or object of silhouette 1 or smaller. Until the beginning of the user’s turn, the target cannot see or sense the hidden person or object.

RANGE
Spend \( \text{F} \) to increase power’s range by a number of range bands equal to Range upgrades purchased.

DURATION
Commit \( \text{CC} \) to sustain this power while the beguiled target remains in range.

STRENGTH
Spend \( \text{FF} \) to increase the silhouette of the object obscured or illusion created by 1 per Strength upgrade purchased.

CONTROL
The user may alter the perceived appearance of the chosen person or object instead of hiding it.

MAGNITUDE
Spend \( \text{F} \) to affect additional targets equal to Presence per rank of Magnitude purchased.

STRENGTH
Spend \( \text{FF} \) to increase the silhouette of the object obscured or illusion created by 1 per Strength upgrade purchased.

MAGNITUDE
Spend \( \text{F} \) to affect additional targets equal to Presence per rank of Magnitude purchased.

CONTROL
May use this power to force the target to perceive a single illusory person or object.

RANGE
Spend \( \text{F} \) to increase power’s range by a number of range bands equal to Range upgrades purchased.

Mastery
Spend \( \text{FF} \) to obscure additional objects or create illusions equal to Cunning plus Deception.

STRENGTH
Spend \( \text{FF} \) to increase the silhouette of the object obscured or illusion created by 1 per Strength upgrade purchased.

RANGE
Spend \( \text{F} \) to increase power’s range by a number of range bands equal to Range upgrades purchased.

STRENGTH
Spend \( \text{FF} \) to increase the silhouette of the object obscured or illusion created by 1 per Strength upgrade purchased.
**FORCE POWER**

**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 **\( F \)** to move one object of silhouette 0 that is within short range up to his maximum range. The default maximum range is short range.

---

**MAGNITUDE**

Spend **\( F \)** to increase targets affected equal to Magnitude upgrades purchased.

**STRENGTH**

Spend **\( F \)** to increase silhouette able to be targeted equal to Strength upgrades purchased.

**RANGE**

Spend **\( F \)** 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 Discipline ranged combat check combined with a Move Power check, dealing damage equal to 10 times silhouette.

---

**MAGNITUDE**

Spend **\( F \)** to increase targets affected equal to Magnitude upgrades purchased.

**STRENGTH**

Spend **\( F \)** to increase silhouette able to be targeted equal to Strength upgrades purchased.

**RANGE**

Spend **\( F \)** to increase power’s range by a number of range bands equal to Range upgrades purchased.

**CONTROL**

The Force user can pull objects out of secure mountings or out of an opponent’s grasp.

---

**MAGNITUDE**

Spend **\( F \)** to increase targets affected equal to Magnitude upgrades purchased.

**STRENGTH**

Spend **\( F \)** to increase silhouette able to be targeted equal to Strength upgrades purchased.

**RANGE**

Spend **\( F \)** to increase power’s range by a number of range bands equal to Range upgrades purchased.

**CONTROL**

The character can perform fine manipulation of items, allowing him to do whatever he would normally with his hands via this power at this power’s range.
**FORCE POWER**

**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 a discipline check as part of the pool. Spend to reduce damage from an energy-based weapon that hits himself or an engaged character by amount equal to Willpower plus per . Dark side Force users may only protect themselves.

**Unleash:** The user makes an Unleash power check as ranged attack and rolls a discipline check. If check succeeds and spends , 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 to increase power’s range by a number of range bands equal to Range upgrades purchased.

**STRENGTH**

Spend to decrease damage or add damage equal to ranks of Strength upgrades purchased.

**STRENGTH**

Spend to decrease damage or add damage equal to ranks of Strength upgrades purchased.

**CONTROL**

Protect: Spend to gain defense equal to spent.

Unleash: Spend to inflict 1 strain on target.

---

**RANGE**

Spend to increase power’s range by a number of range bands equal to Range upgrades purchased.

**MAGNITUDE**

Spend to affect 1 additional target within range per rank of Magnitude upgrades.

**RANGE**

Spend to increase power’s range by a number of range bands equal to Range upgrades purchased.

**CONTROL**

Protect: Spend to allow power to protect against all types of attacks.

Unleash: Spend to give the attack Ensnare 2.

---

**MAGNITUDE**

Spend to affect 1 additional target within range per rank of Magnitude upgrades.

**STRENGTH**

Spend to decrease damage or add damage equal to ranks of Strength upgrades purchased.

**STRENGTH**

Spend to decrease damage or add damage equal to ranks of Strength upgrades purchased.

**DURATION**

Protect: If no generated , the power reduces damage of all attacks hitting the target before the start of user’s next turn.

Unleash: Spend to give the attack Burn 2.

---

**CONTROL**

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.

**MASTERY**

Protect: Light side Force users may spend to reflect all attacks they reduce to 0 damage, dealing damage equal to initial attack to attacker.

Unleash: Dark side Force users may spend to reduce critical rating of attacks to 1.
SEEK BASIC POWER
The Force user allows the will of the Force to lead the way to something lost or forgotten. The user may spend $\spadesuit\spadesuit$ to gain insight into the general location or direction of a person or object that he knows about, regardless of current distance. The user may spend $\spadesuit$ and succeed at a $\clubsuit\clubsuit$ Vigilance check (or opposed Vigilance vs. Discipline check) to see through illusions.

STRENGTH
Spend $\spadesuit$ to eliminate 1 Force-based illusion per rank of Strength upgrade purchased.

MAGNITUDE
Spend $\spadesuit$ to gain one additional detail per Magnitude upgrade purchased.

CONTROL
Spend $\spadesuit$ to track one additional target.

DURATION
Commit $\spadesuit$ to continue tracking target even when it moves.

MAGNITUDE
Spend $\spadesuit$ to gain one additional detail per Magnitude upgrade purchased.

CONTROL
Ongoing effect: Commit $\spadesuit\spadesuit\spadesuit$. Upgrade the ability of Vigilance and Perception checks once.

STRENGTH
Spend $\spadesuit$ to eliminate 1 Force-based illusion per rank of Strength upgrade purchased.

MAGNITUDE
Spend $\spadesuit$ to gain one additional detail per Magnitude upgrade purchased.

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Spend $\spadesuit$ to gain one additional detail per Magnitude upgrade purchased.

MASTERY
Make Seek power check and spend $\spadesuit\spadesuit\spadesuit$ to add $\spadesuit$ to combat checks against one target until the end of the encounter.

SEEK BASIC POWER
The Force user allows the will of the Force to lead the way to something lost or forgotten. The user may spend $\spadesuit\spadesuit$ to gain insight into the general location or direction of a person or object that he knows about, regardless of current distance. The user may spend $\spadesuit$ and succeed at a $\clubsuit\clubsuit$ Vigilance check (or opposed Vigilance vs. Discipline check) to see through illusions.

STRENGTH
Spend $\spadesuit$ to eliminate 1 Force-based illusion per rank of Strength upgrade purchased.

MAGNITUDE
Spend $\spadesuit$ to gain one additional detail per Magnitude upgrade purchased.

CONTROL
Spend $\spadesuit$ to track one additional target.

DURATION
Commit $\spadesuit$ to continue tracking target even when it moves.

MAGNITUDE
Spend $\spadesuit$ to gain one additional detail per Magnitude upgrade purchased.

CONTROL
Ongoing effect: Commit $\spadesuit\spadesuit\spadesuit$. Upgrade the ability of Vigilance and Perception checks once.

STRENGTH
Spend $\spadesuit$ to eliminate 1 Force-based illusion per rank of Strength upgrade purchased.

MAGNITUDE
Spend $\spadesuit$ to gain one additional detail per Magnitude upgrade purchased.

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MAGNITUDE
Spend $\spadesuit$ to gain one additional detail per Magnitude upgrade purchased.

MASTERY
Make Seek power check and spend $\spadesuit\spadesuit\spadesuit$ to add $\spadesuit$ to combat checks against one target until the end of the encounter.
SENSE BASIC POWER
The Force User can sense the Force interacting with the world around him. The user may spend \( \mathbb{F} \) to sense all living things within short range (including sentient and non-sentient beings). The user may spend \( \mathbb{C} \) to sense the current emotional state of one living target with whom he is engaged.

CONTROL
Ongoing effect: Commit \( \mathbb{C} \). Once per round, when an attack targets the Force user, he upgrades the difficulty of the pool once.

DURATION
Sense’s ongoing effects may be triggered one additional time per round.

STRENGTH
When using Sense’s ongoing effects, upgrade the pool twice, instead of once.

CONTROL
Ongoing effect: Commit \( \mathbb{C} \). Once per round, when making a combat check, he upgrades the ability of that check once.

RANGE
Spend \( \mathbb{F} \) to increase power’s range by a number of range bands equal to Range upgrades purchased.

MAGNITUDE
Spend \( \mathbb{F} \) to increase number of targets affected by power equal to Magnitude upgrades purchased.

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 1 to add automatic -1 to Force power checks made against him or any ally within short range until the end of his next turn.

**STRENGTH**

 Spend 1 to add additional automatic -1 to Strength upgrades purchased to hostile Force power checks.

**DURATION**

 Ongoing effect: Commit 1 to sustain ongoing effects of the power on each affected target while within range.

**RANGE**

 Spend 1 to increase power’s range by a number of range bands equal to Range upgrades purchased.

**CONTROL**

 Commit one or more 1; when an opponent targets the user with a Force power, after the opponent generates 1 reduce the total 1 generated by 1 per 1 committed, to a minimum of 0.

**RANGE**

 Spend 1 to increase power’s range by a number of range bands equal to Range upgrades purchased.

**STRENGTH**

 Spend 1 to add additional automatic -1 to Strength upgrades purchased to hostile Force power checks.

**CONTROL**

 Spend 1 Destiny point to use Suppress as an out of turn incidental once per session.

**RANGE**

 Spend 1 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 1 and succeeds on the check, the target Force user immediately uncommits all 1 and ends all ongoing effects of Force powers and Force talents that required committed 1.

**CONTROL**

 Whenever a Force user targets a character affected by Suppress with a hostile Force power, if that opponent used 1 to generate 1 on the check, he suffers strain equal to the user’s ranks in Discipline.