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

Commit C. For every full encounter C remains committed, heal 1 wound per rank of Healing Trance.

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

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

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

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

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

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

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

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

Gain +1 strain threshold.

Gain +1 strain threshold.

Gain +1 strain threshold.

Gain +2 wound threshold.

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

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.

Gain +1 Force rating.

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**CONSULAR**

**NIMAN DISCIPLE**

Spec Bonus Career Skills: Discipline, Leadership, Lightsaber, Negotiation

---

**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.

**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.

**NIMAN TECHNIQUE**

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

**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.

---

**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.

**SENSE EMOTIONS**

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

**REFLECT**

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

**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.

---

**SUM DJEM**

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

**REFLECT**

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

**DRAW CLOSER**

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

**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.

---

**DEDICATION**

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

**FORCE ASSAULT**

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

**FORCE RATING**

Gain +1 Force rating.

**IMPROVED CENTER OF BEING**

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

---

Find more handouts at BeggingForXP.com
**ONE WITH THE UNIVERSE**
Once per session, while meditating, make an Astrogation check. Success adds 1 per rank in Astrogation check. Researching a subject takes half the time.

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

**VALUABLE FACTS**
Once per encounter, as an action, make a Knowledge check. If successful, add 1 to one ally’s skill check during the encounter.

**RESEARCHER**
Remove 2 per rank in Researcher from all Knowledge checks. Researching a subject takes half the time.

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

**THE FORCE IS MY ALLY**
Once per session, may re-roll any 1 Cool or Negotiation check.

**NATURAL NEGOTIATOR**
Once per session, may re-roll any 1 Cool or Negotiation check.

**BALANCE**
When the character heals strain at the end of the encounter, may add 1 per Force rating. He recovers additional strain equal to generated.

**GRIT**
Gain +1 strain threshold.

**KILL WITH KINDNESS**
Remove 2 per rank of Kill with Kindness from all Charm and Leadership checks.

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

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

**RESEARCHER**
Remove 2 per rank in Researcher from all Knowledge checks. Researching a subject takes half the time.

**ONE WITH THE UNIVERSE**
Once per session, while meditating, make an Astrogation check. Success adds 1 per rank in Astrogation check. Researching a subject takes half the time.

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

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

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

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

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

**GRIT**
Gain +1 strain threshold.

**KILL WITH KINDNESS**
Remove 2 per rank of Kill with Kindness from all Charm and Leadership checks.

**RESEARCHER**
Remove 2 per rank in Researcher from all Knowledge checks. Researching a subject takes half the time.

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

**HOME**
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).

**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.

---

**Reduction Difficulty**

Reduce the difficulty of the skill check to activate Fated Duel to 1.

**Inspiration**

Add to checks made by allies while Fated Duel is active.

**Duration**

Fated Duel lasts for 1 additional round.

**Stand Firm**

Increase wound threshold by 4 while Fated Duel is active.

**Unmatched Heroism**

Unmatched Heroism may be used twice per game session.

**Increase Range**

Increase the range at which Unmatched Heroism can affect Allies to medium range.

**Duration**

Unmatched Heroism lasts for 1 additional round.

**Endurance**

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

**Destiny**

Unmatched Heroism costs 1 Destiny Point instead of 2.

**Stand Firm**

Increase wound threshold by 4 while Unmatched Heroism is active.

**Duration**

Unmatched Heroism lasts for 1 additional round.

**Endurance**

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

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

---

**COMMAND**
- Add \( \bullet \) per rank of Command to Leadership checks. Affected targets add \( \bullet \) to Discipline checks for the next 24 hours.

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

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

**COMMANDING PRESENCE**
- Remove \( \bullet \) per rank of Commanding Presence from Leadership and Cool checks.

---

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

**ENHANCED LEADER**
- When making a Leadership check, add \( \bullet \) up to Force rating. Spend \( \bullet \) to add \( \bullet \) or \( \bullet \) to the result.

**COMMAND**
- Add \( \bullet \) per rank of Command to Leadership checks. Affected targets add \( \bullet \) to Discipline checks for the next 24 hours.

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

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

---

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

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

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

**IMPROVED FIELD COMMANDER**
- Field Commander action affects allies equal to double Presence, and may spend \( \bullet \) to allow allies to suffer 1 strain to perform 1 action instead.

---

**UNITY ASSAULT**
- If a missed attack generates \( \bullet \) or \( \bullet \bullet \bullet \bullet \), may spend to perform Force power targeting allies as a maneuver.

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

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

**NATURAL LEADER**
- Once per session, may re-roll any 1 Cool or Leadership check.
FORCE PROTECTION
As a maneuver, suffer 1 strain and commit C up to ranks in Force Protection. Increase soak by amount committed until start of next turn. Suffer 1 strain each turn C are committed.

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

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.

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 .

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

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.

IMPROVED BODY GUARD
Once per session, when an ally protected by the Body Guard maneuver suffers a hit, suffer the hit instead.

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

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.

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

GUARDIAN PROTECTOR
Spec Bonus Career Skills: Athletics, Medicine, Ranged (Light), Resilience
**DEFENSIVE CIRCLE**
As an action, make a Lightsaber (Intellect) check. The character, plus 1 ally within short range per success, gains X defense until the beginning of the next turn. X equals 1, plus 1 per additional success.

**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 C spent.

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

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

**TOUGHENED**
Gain +2 wound threshold.

**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.

**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 or , may hit attacker once with Lightsaber, Brawl, or Melee weapon (dealing base damage), after original attack resolves.

**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.

**SORESU DEFENDER**
Spec Bonus Career Skills: Discipline, Knowledge (Lore), Lightsaber, Vigilance

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

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

**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.

**GRIT**
Gain +1 strain threshold.

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

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

**TOUGHENED**
Gain +2 wound threshold.

**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.

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

**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.

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

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

GRIT
Gain +1 strain threshold.

TOUGHENED
Gain +2 wound threshold.

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

INVENTOR
When constructing new items or modifying attachments, add or remove 1 per rank of Inventor.

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

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

INVENTOR
When constructing new items or modifying attachments, add or remove 1 per rank of Inventor.

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.

FORCE RATING
Gain +1 Force rating.

IMBUE ITEM
As a maneuver, suffer 1 strain and commit to grant one weapon, piece of armor, or item an improvement while committed. Suffer 1 strain every round remains committed.

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

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

GUARDIAN ARMORER

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

GRIT
Gain +1 strain threshold.

TOUGHENED
Gain +2 wound threshold.

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

INVENTOR
When constructing new items or modifying attachments, add or remove 1 per rank of Inventor.

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

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

INVENTOR
When constructing new items or modifying attachments, add or remove 1 per rank of Inventor.

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.

FORCE RATING
Gain +1 Force rating.

IMBUE ITEM
As a maneuver, suffer 1 strain and commit to grant one weapon, piece of armor, or item an improvement while committed. Suffer 1 strain every round remains committed.

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

DEDICATION
Gain +1 to a single characteristic. This cannot bring a characteristic above 6.
Spec Bonus Career Skills: Brawl, Coercion, Discipline, Knowledge (Underworld)

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

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

**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.  COST 5

**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 (d) Critical Injury result.  COST 10

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

**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.  COST 15

**OVERBALANCE**
When a combat check made by an engaged foe generates or , may stagger attacker until the end of their next turn.  COST 20

**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.  COST 20

**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.  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

**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.  COST 25

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

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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.

**Suppressing Fire**
Character and allies in short range may spend \( \cdot \) on their failed combat checks once per round to inflict 1 strain per rank of Suppressing Fire on the target.

**Grit**
Gain +1 strain threshold.

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

**Suppressing Fire**
Character and allies in short range may spend \( \cdot \) on their failed combat checks once per round to inflict 1 strain per rank of Suppressing Fire on the target.

**Grit**
Gain +1 strain threshold.

**Uncanny Senses**
Add \( \cdot \) per rank of Uncanny Senses to all Perception checks.

**Suppressing Fire**
Character and allies in short range may spend \( \cdot \) on their failed combat checks once per round to inflict 1 strain per rank of Suppressing Fire on the target.

**Grit**
Gain +1 strain threshold.

**Prophetic Aim**
While benefiting from an Aim maneuver, \( \cdot \) from this character’s Ranged (Heavy) and (Light) checks cannot cause attacks to hit allies engaged with the target.

**Clever Solution**
Once per session, make one skill check using Cunning rather than the characteristic linked to that skill.

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

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

**Grit**
Gain +1 strain threshold.

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

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

**Blind Spot**
This character and allies within short range add \( \cdot \) to combat checks while benefiting from cover.

**Grit**
Gain +1 strain threshold.

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

**Grit**
Gain +1 strain threshold.

**Grit**
Gain +1 strain threshold.

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Gain +1 strain threshold.

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Gain +1 strain threshold.

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Gain +1 strain threshold.

**Grit**
Gain +1 strain threshold.
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<td>Plausible Deniability</td>
<td>Remove</td>
<td>rank of Plausible Deniability from all Coercion and Deception checks.</td>
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<tr>
<td>Knowledge</td>
<td>Once per session, when attempting to purchase a legally available item, reduce its rarity by</td>
<td>5</td>
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<td>Know Somebody</td>
<td>1 per rank of Know Somebody.</td>
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<tr>
<td>Grit</td>
<td>Gain +1 strain threshold.</td>
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<tr>
<td>Kill with Kindness</td>
<td>Remove</td>
<td>rank of Kill with Kindness from all Charm and Leadership checks.</td>
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<td>Toughened</td>
<td>Gain +2 wound threshold.</td>
<td>10</td>
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<tr>
<td>Know Somebody</td>
<td>Once per session, when attempting to purchase a legally available item, reduce its rarity by</td>
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<td>Knowledge is Power</td>
<td>1 per rank of Know Somebody.</td>
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<tr>
<td>Nobody’s Fool</td>
<td>May upgrade difficulty of incoming Charm, Coercion, or Deception checks once per rank of Nobody’s Fool.</td>
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<td>Grit</td>
<td>Gain +1 strain threshold.</td>
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<td>Smooth Talker</td>
<td>When first acquired, choose Charm, Coercion, Deception, or Negotiation. When making checks with that skill, spend</td>
<td>20</td>
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<td>Natural Charmer</td>
<td>Once per session, may re-roll any 1 Charm or Deception check.</td>
<td>20</td>
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<td>Contingency Plan</td>
<td>Spend 1 Destiny Point to recover strain equal to Cunning rating.</td>
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<tr>
<td>Plausible Deniability</td>
<td>Remove</td>
<td>rank of Plausible Deniability from all Coercion and Deception checks.</td>
</tr>
<tr>
<td>Sense Emotions</td>
<td>Add</td>
<td>to all Charm, Coercion, and Deception checks unless the target is immune to Force Powers.</td>
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<tr>
<td>Dedication</td>
<td>Gain +1 to a single characteristic. This cannot bring a characteristic above 6.</td>
<td>25</td>
</tr>
<tr>
<td>Streetly Nerves</td>
<td>Spend 1 Destiny Point to ignore effects of Critical Injuries on Willpower or Presence checks until the end of the encounter.</td>
<td>25</td>
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<tr>
<td>Force Rating</td>
<td>Gain +1 Force rating.</td>
<td>25</td>
</tr>
<tr>
<td>Sense Advantage</td>
<td>Once per session, may add</td>
<td>to 1 NPC’s skill check.</td>
</tr>
</tbody>
</table>
**DUELIST’S TRAINING**
Add \( b \) to Melee and Lightsaber checks when engaged with only one opponent.

---

**FEINT**
Spend \( x \) or \( \text{aaa} \) generated on a missed melee attack to upgrade difficulty of opponent’s next attack targeting the character by ranks in Feint.

---

**MAKASHI FINISH**
As an action, make a Lightsaber (Presence) attack against engaged target, adding \( C \) up to Force rating. Spend \( F \) to add +10 to any resulting Critical Injury rolls.

---

**MAKASHI DUELIST**
Spec Bonus Career Skills: Charm, Cool, Coordination, Lightsaber
**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.

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

**COST 5**

**COST 5**

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**COST 5**

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**COST 10**

**COST 15**

**COST 15**

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**COST 20**

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**COST 20**

**COST 25**

**COST 25**

**COST 25**

**COST 25**

**TERMINAL**

**FORCE TALENT**

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

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ANIMAL EMPATHY
When making checks to handle or tame animals, add \( \phantom{a} \)\textsuperscript{\textup{up to}} Force rating to the check. Spend \( \phantom{b} \) to add \( \phantom{a} \) or \( \phantom{b} \) to the check.

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

MENTAL BOND
As an action, commit \( \phantom{a} \). While committed, may communicate with bonded animal at long range and see and hear through its senses.

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

**Grit**
Gain +1 strain threshold.

**Solid Repairs**
The character repairs 1 additional hull trauma per rank of Solid Repairs whenever he repairs a starship or vehicle.

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

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

**Technical Aptitude**
Reduce time needed to complete Computer-related tasks by 25% per rank in Technical Aptitude.

**Intuitive Improvements**
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.

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

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

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

**Mentor Artisan**
Once per round, as an incidental, suffer 2 strain to decrease the difficulty of the next Mechanics check by 1, to a minimum of .

**Grit**
Gain +1 strain threshold.

**Solid Repairs**
The character repairs 1 additional hull trauma per rank of Solid Repairs whenever he repairs a starship or vehicle.

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

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

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

**Solid Repairs**
The character repairs 1 additional hull trauma per rank of Solid Repairs whenever he repairs a starship or vehicle.

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

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

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

**Energy**
Gain +1 strain threshold.
**SHROUD**
The character may spend 1 Destiny Point to make himself undetectable via Force powers and make his own powers go unnoticed for the remainder of the encounter.

**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.

**SLEIGHT OF MIND**
Add +1 to all Stealth checks unless the opposition is immune to Force powers.

**CODEBREAKER**
Remove +1 per rank of Codebreaker checks to break codes or decrypt communications. Decrease difficulty of checks to break codes or decrypt communications by 1.

**CODEBREAKER**
Remove +1 per rank in Codebreaker checks to break codes or decrypt communications. Decrease difficulty of checks to break codes or decrypt communications by 1.

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

**GRIT**
Gain +1 strain threshold.

**GRIT**
Gain +1 strain threshold.

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

**SHIELD**
The character may spend 1 Destiny Point to make himself undetectable via Force powers and make his own powers go unnoticed for the remainder of the encounter.

**DODGE**
When targeted 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.

**SLEIGHT OF MIND**
Add +1 to all Stealth checks unless the opposition is immune to Force powers.

**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.

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

**SLEIGHT OF MIND**
Add +1 to all Stealth checks unless the opposition is immune to Force powers.

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

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

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

**SENTINEL SHADOW**
Spec Bonus Career Skills: Knowledge (Underworld), Skulduggery, Stealth, Streetwise

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**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.

**CONDITIONED**

Remove \( \square \) per rank of Conditioned from Athletics and Coordination checks. Reduce the damage and strain suffered from falling 1 per rank of Conditioned.

**STREET SMARTS**

Remove \( \square \) per rank of Street Smarts from Streetwise or Knowledge (Underworld) checks.

**REFLECT**

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

---

**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.

**SHIEN TECHNIQUE**

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

**REFLECT**

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

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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.

**COUNTERSTRIKE**

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

**GRIT**

Gain +1 strain threshold.

**IMPROVED REFLECT**

When reflecting a hit that generated \( \checkmark \) or \( \checkmark \checkmark \), may hit one attacker in medium range with the same damage as the initial hit, after original attack resolves.

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**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.

**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.

**SABER THROW**

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

**REFLECT**

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

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**FALLING AVALANCE**

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

**DEDICATION**

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

**DISRUPTIVE STRIKE**

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

**SUPREME REFLECT**

If the user did not make a combat check during previous turn, may suffer 1 strain to use Reflect.
TERRIFY
As an action, make a Coercion check, adding no greater than Force rating. Disorient 1 target within medium range per spend. Extends duration and immobilizes affected target. 

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. 

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. 

IMPROVED TERRIFY
Reduce the difficulty of Terrify’s check to and may spend to stagger an affected target. 

TOUGHENED
Gain +2 wound threshold. 

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

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

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

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 a Resilience check with equal to Force rating. Heal wounds equal to , spend to add .
WARRIOR

SHII-CHO KNIGHT

Spec Bonus Career Skills: Athletics, Coordination, Lightsaber, Melee

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**CONDITIONED**
- Remove 1 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.

**MULTIPLE OPPONENTS**
- Add 1 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**
- Gain +1 to a single characteristic. This cannot bring a characteristic above 6.

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

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

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**COST 5**

**COST 10**

**COST 15**

**COST 20**

**COST 25**

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**SUM DJEM**
- May spend 1 or 2 to hit additional engaged targets.

**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.

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**INTUITIVE EVASION**

As a maneuver suffer 1 strain and commit 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.

**CONFIDENCE**

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

**SOLID REPAIRS**

The character repairs 1 additional hull trauma per rank of Solid Repairs whenever he repairs a starship or vehicle.

**INTUITIVE STRIKE**

When making a combat check with a planetary scale weapon, add up to Force rating to the check. Spend 1 to add ¥ or ¥.

**Rapid Reaction**

Suffer a number of strain up to ranks in Rapid Reaction to add an equal number of ¥ to initiative checks.

**EXHAUST PORT**

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

**SKILLED JOCKEY**

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

**TOUCH OF FATE**

Once per session, add ¥ or ¥ to any 1 check.

**GRIT**

Gain +1 strain threshold.

**DIFFICULTY**

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

**EXHAUST PORT**

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

**SKILLED JOCKEY**

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

**TOUCH OF FATE**

Once per session, add ¥ or ¥ to any 1 check.

**GRIT**

Gain +1 strain threshold.

**FORCE RATING**

Gain +1 Force rating.
**BATTLE MEDITATION BASIC POWER**

The Force user directs allies in battle, making them more effective as a coordinated unit. The user may spend to add one automatic 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 to generate, 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 to affect a number of additional targets equal to Presence per rank of Magnitude upgrades purchased.

**RANGE**

Spend 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 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 to add one additional automatic to affected characters. The user may activate this multiple times.

**DURATION**

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

**MASTERY**

If no were used to generate, 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 to generate, each affected character must make a Discipline check if he wishes to resist obeying orders given by the user as part of this power.

**CONTROL**

May suffer 4 strain to change the range of power and range upgrades to planetary scale.

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

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

**MAGNITUDE**
Spend \( \Box \) to affect 1 additional target within range of Magnitude purchased.

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

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

**DURATION**
Commit \( \Box \Box \Box \) 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 \( \Box \) were used to generate \( \Box \) and the user succeeds on the check, he may immediately stagger the target until the end of his next turn. If any \( \Box \) were used to generate \( \Box \) and the check succeeds, the target suffers a Critical Injury, adding +10 to the roll per \( \Box \) spent on the check.
**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 \( F \) to gain ✈️ or 🏃 (user’s choice) on the check.

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**CONTROL**

Enhance can be used with the Coordination skill.

**CONTROL**

Enhance can be used with the Resilience skill.

**CONTROL**

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

**CONTROL**

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

**CONTROL**

Enhance can be used with the Brawl skill.

**CONTROL**

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

**CONTROL**

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

**CONTROL**

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

**RANGE**

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

**CONTROL**

Ongoing effect: Commit ✉️. The user increases his Agility 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 1 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 1 to gain * stars per point on the check.

**STRENGTH**

Spend 1 to pick out specific details equal to Strength upgrades purchased.

**MAGNITUDE**

Spend 1 to increase targets affected equal to Magnitude upgrades purchased.

**RANGE**

Spend 1 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 1 to increase days into the future the user may see equal to Duration upgrades purchased.

**MAGNITUDE**

Spend 1 to increase targets affected equal to Magnitude upgrades purchased.

**RANGE**

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

**RANGE**

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

**STRENGTH**

Spend 1 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 1 to allow all affected targets to take one free maneuver before the first round of combat begins.

**DURATION**

Spend 1 to increase days into the future the user may see equal to Duration upgrades purchased.

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**FORESEE BASIC POWER**

The Force user can feel the Force flowing around everything, seeing what is and what will be. The user may spend 1 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 1 to gain * stars per point on the check.

**STRENGTH**

Spend 1 to pick out specific details equal to Strength upgrades purchased.

**MAGNITUDE**

Spend 1 to increase targets affected equal to Magnitude upgrades purchased.

**RANGE**

Spend 1 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 1 to increase days into the future the user may see equal to Duration upgrades purchased.

**MAGNITUDE**

Spend 1 to increase targets affected equal to Magnitude upgrades purchased.

**RANGE**

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

**RANGE**

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

**STRENGTH**

Spend 1 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 1 to allow all affected targets to take one free maneuver before the first round of combat begins.

**DURATION**

Spend 1 to increase days into the future the user may see equal to Duration upgrades purchased.
HEAL/HARM BASIC POWER

The Force user bolsters his ally with renewed vigor or saps his foe of vital energy.

**Heal** *(light side Force user only):* Spend 1 to heal a number of wounds equal to Intellect from an engaged living creature (including 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 (\%/z\% use): When guiding and shaping thoughts, only \% may be used to generate negative emotions such as rage, fear, and hatred. Only \% may be used to generate positive emotions such as peace, tranquility, and friendliness. Other emotions such as confusion can be generated with either \% or \%.

The character may spend \% to stress the mind of one living target he is engaged with, inflicting 1 strain.

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

MAGNITUDE
Spend \% 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 \% and succeeds on the check, he can force the target to adopt an emotional state or believe something untrue, lasting for 1 round or 5 minutes.

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

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

MAGNITUDE
Spend \% to increase targets affected equal to Magnitude upgrades purchased.

DURATION
Spend \% to increase duration by number of rounds (or minutes) equal to Duration upgrades purchased.

DURATION
Spend \% to increase duration by number of rounds (or minutes) equal to Duration upgrades purchased.
**MISDIRECT BASIC POWER**

The Force user creates illusions to fool those around him.
The user may spend \( \spend \) to make a target at up to short range unable to perceive a chosen person or object of silhouette 1 or smaller. Until the beginning of the user’s turn, the target cannot see or sense the hidden person or object.

**RANGE**

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

**DURATION**

Commit \( \spend \) to sustain this power while the beguiled target remains in range.

**STRENGTH**

Spend \( \spend \) 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.

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**MISDIRECT BASIC POWER**

The Force user creates illusions to fool those around him.
The user may spend \( \spend \) to make a target at up to short range unable to perceive a chosen person or object of silhouette 1 or smaller. Until the beginning of the user’s turn, the target cannot see or sense the hidden person or object.

**RANGE**

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

**DURATION**

Commit \( \spend \) to sustain this power while the beguiled target remains in range.

**STRENGTH**

Spend \( \spend \) 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.

---

**MISDIRECT BASIC POWER**

The Force user creates illusions to fool those around him.
The user may spend \( \spend \) to make a target at up to short range unable to perceive a chosen person or object of silhouette 1 or smaller. Until the beginning of the user’s turn, the target cannot see or sense the hidden person or object.

**RANGE**

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

**DURATION**

Commit \( \spend \) to sustain this power while the beguiled target remains in range.

**STRENGTH**

Spend \( \spend \) 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.

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**MISDIRECT BASIC POWER**

The Force user creates illusions to fool those around him.
The user may spend \( \spend \) to make a target at up to short range unable to perceive a chosen person or object of silhouette 1 or smaller. Until the beginning of the user’s turn, the target cannot see or sense the hidden person or object.

**RANGE**

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

**DURATION**

Commit \( \spend \) to sustain this power while the beguiled target remains in range.

**STRENGTH**

Spend \( \spend \) 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.
**FORCE POWER**

**MOVE**

**Prerequisites:** Force Rating 1+

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.

**CONTROL**

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

**RANGE**

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

**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.

**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.

**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.

**RANGE**

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

**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.

**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.
**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 1 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 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.

**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.

**MASTERY**

Protect: Light side Force users may spend 1 Destiny Point to use Protect as an out-of-turn incidental once per session.

Unleash: Dark side Force users may spend 1 Destiny Point to use Unleash as a maneuver once per session.
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  to gain insight into the general location or direction of a person or object that he knows about, regardless of current distance.
The user may spend  and succeed at a Vigilance check (or opposed Vigilance vs. Discipline check) to see through illusions.

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

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

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

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

CONTROL
Spend  to track one additional target.

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

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

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

DURATION
Commit  to continue tracking target even when it moves.

CONTROL
Ongoing effect: Commit . The user’s attacks gain Pierce with rating equal to Cunning plus ranks in Perception (or increases existing Pierce by an equal amount).

MASTERY
Make Seek power check and spend  to add 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 ♂ to sense all living things within short range (including sentient and non-sentient beings).
The user may spend ♂ to sense the current emotional state of one living target with whom he is engaged.

CONTROL
Ongoing effect: Commit ♂. Once per round, when an attack targets the Force user, he upgrades the difficulty of the pool once.

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

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

CONTROL
Ongoing effect: Commit ♂. Once per round, when making a combat check, he upgrades the ability of that check once.

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

MAGNITUDE
Spend ♂ to increase number of targets affected by power equal to Magnitude upgrades purchased.

SENSE BASIC POWER
The Force User can sense the Force interacting with the world around him.
The user may spend ♂ to sense all living things within short range (including sentient and non-sentient beings).
The user may spend ♂ to sense the current emotional state of one living target with whom he is engaged.

CONTROL
Ongoing effect: Commit ♂. Once per round, when an attack targets the Force user, he upgrades the difficulty of the pool once.

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

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

CONTROL
Ongoing effect: Commit ♂. Once per round, when making a combat check, he upgrades the ability of that check once.

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

MAGNITUDE
Spend ♂ to increase number of targets affected by power equal to Magnitude upgrades purchased.

SENSE BASIC POWER
The Force User can sense the Force interacting with the world around him.
The user may spend ♂ to sense all living things within short range (including sentient and non-sentient beings).
The user may spend ♂ to sense the current emotional state of one living target with whom he is engaged.

CONTROL
Ongoing effect: Commit ♂. Once per round, when an attack targets the Force user, he upgrades the difficulty of the pool once.

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

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

CONTROL
Ongoing effect: Commit ♂. Once per round, when making a combat check, he upgrades the ability of that check once.

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

MAGNITUDE
Spend ♂ to increase number of targets affected by power equal to Magnitude upgrades purchased.
**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 ⌁ to add automatic ⌋ to Force power checks made against him or any ally within short range until the end of his next turn.

**STRENGTH**
Spend ⌁ to add additional automatic ⌋ equal to Strength upgrades purchased to hostile Force power checks.

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

**RANGE**
Spend ⌁ to increase power's range by a number of range bands equal to Range upgrades purchased.

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

**RANGE**
Spend ⌁ to increase power's range by a number of range bands equal to Range upgrades purchased.

**STRENGTH**
Spend ⌁ to add additional automatic ⌋ equal 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 ⌁ 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 ⌁ and succeeds on the check, the target Force user immediately uncommits all ⌁ and ends all ongoing effects of Force powers and Force talents that required committed ⌁.

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