

CONSULAR HEALER

ACTIVE

PASSIVE

RANKED

FORCE TALENT

Spec Bonus Career Skills: **Discipline, Knowledge (Education), Knowledge (Xenology), Medicine**

Find more handouts at BeggingForXP.com

SURGEON

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

COST 5

HEALING TRANCE

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

COST 5

RAPID RECOVERY

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

COST 5

PHYSICIAN

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

COST 5

PHYSICIAN

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

COST 10

PHYSICIAN

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

COST 10

GRIT

Gain +1 strain threshold.

COST 10

HEALING TRANCE

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

COST 10

HEALING TRANCE

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

COST 15

GRIT

Gain +1 strain threshold.

COST 15

KNOWLEDGEABLE HEALING

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

COST 15

RAPID RECOVERY

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

COST 15

SURGEON

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

COST 20

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.

COST 20

CALMING AURA

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

COST 20

TOUGHENED

Gain +2 wound threshold.

COST 20

DEDICATION

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

COST 25

NATURAL DOCTOR

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

COST 25

FORCE RATING

Gain +1 Force rating.

COST 25

IMPROVED CALMING AURA

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

COST 25

CONSULAR NIMAN DISCIPLE

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

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 FORCE TALENT 

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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.

COST 5

NOBODY'S FOOL 

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

COST 5

REFLECT 

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

COST 5

GRIT 

Gain +1 strain threshold.

COST 5

DEFENSIVE TRAINING 

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

COST 10

NIMAN TECHNIQUE 

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

COST 10

TOUGHENED 

Gain +2 wound threshold.

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

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 15

SENSE EMOTIONS 

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

COST 15

REFLECT 

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

COST 15

DEFENSIVE TRAINING 

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

COST 15

SUM DJEM 

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

COST 20

REFLECT 

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

COST 20

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.

COST 20

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.

COST 20

DEDICATION 

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

COST 25

FORCE ASSAULT 

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

COST 25

FORCE RATING 

Gain +1 Force rating.

COST 25

IMPROVED CENTER OF BEING 

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

COST 25

CONSULAR SAGE

Spec Bonus Career Skills: **Astrogation, Charm, Cool, Knowledge (Lore)**

ACTIVE

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GRIT

Gain +1 strain threshold.

COST 5

KILL WITH KINDNESS

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

COST 5

RESEARCHER

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

COST 5

GRIT

Gain +1 strain threshold.

COST 5

SMOOTH TALKER

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

COST 10

RESEARCHER

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

COST 10

CONFIDENCE

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

COST 10

KNOWLEDGE SPECIALIZATION

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

COST 10

VALUABLE FACTS

Once per encounter, as an action make a Knowledge check. If successful, add to one ally's skill check during the encounter.

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

KNOWLEDGE SPECIALIZATION

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

COST 15

ONE WITH THE UNIVERSE

Once per session, while meditating, make a Astrogation check. Success adds to all Force power checks in next encounter. Success with adds instead.

COST 15

FORCE RATING

Gain +1 Force rating.

COST 20

GRIT

Gain +1 strain threshold.

COST 20

PREEMPTIVE AVOIDANCE

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

COST 20

KNOWLEDGE SPECIALIZATION

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

COST 20

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.

COST 25

THE FORCE IS MY ALLY

Once per session, may suffer 2 strain to perform a Force power action as a maneuver.

COST 25

NATURAL NEGOTIATOR

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

COST 25

FORCE RATING

Gain +1 Force rating.

COST 25

CAREER GUARDIAN

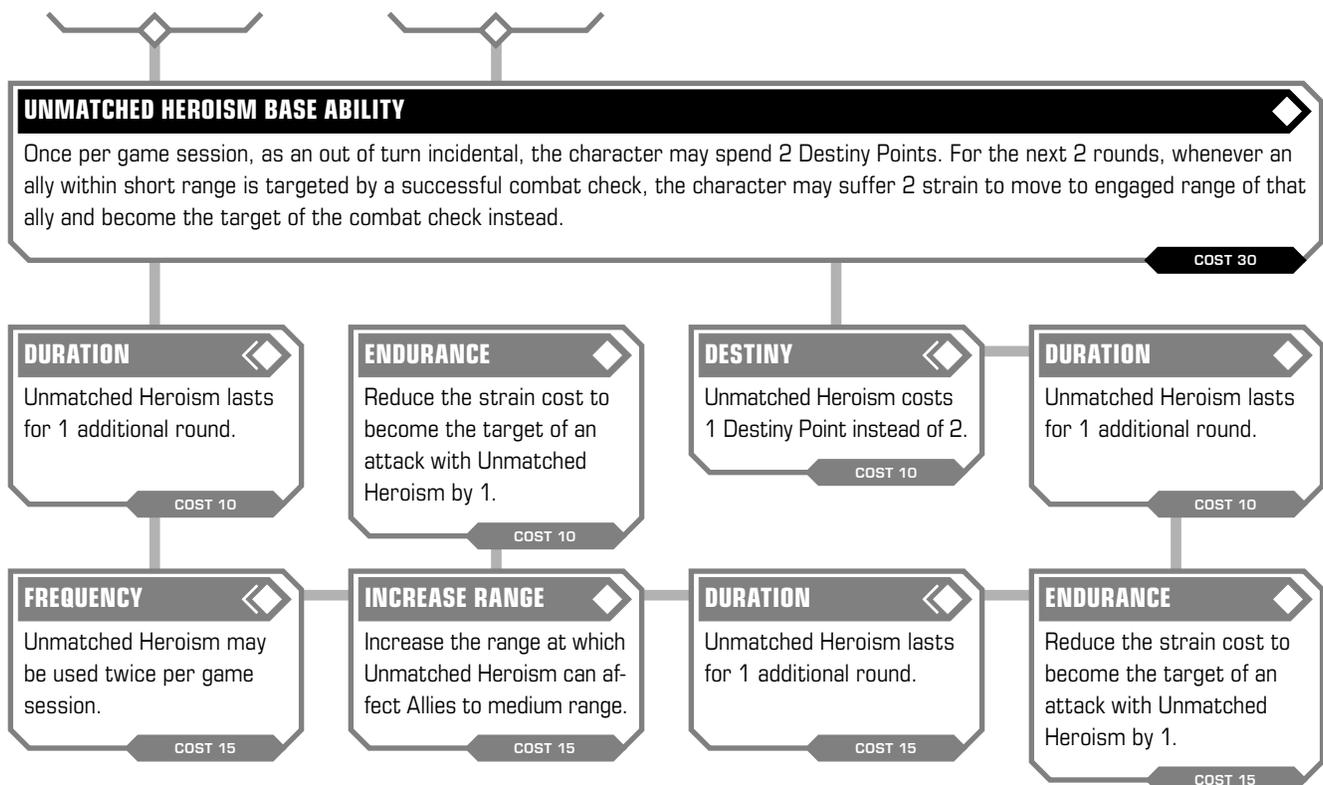
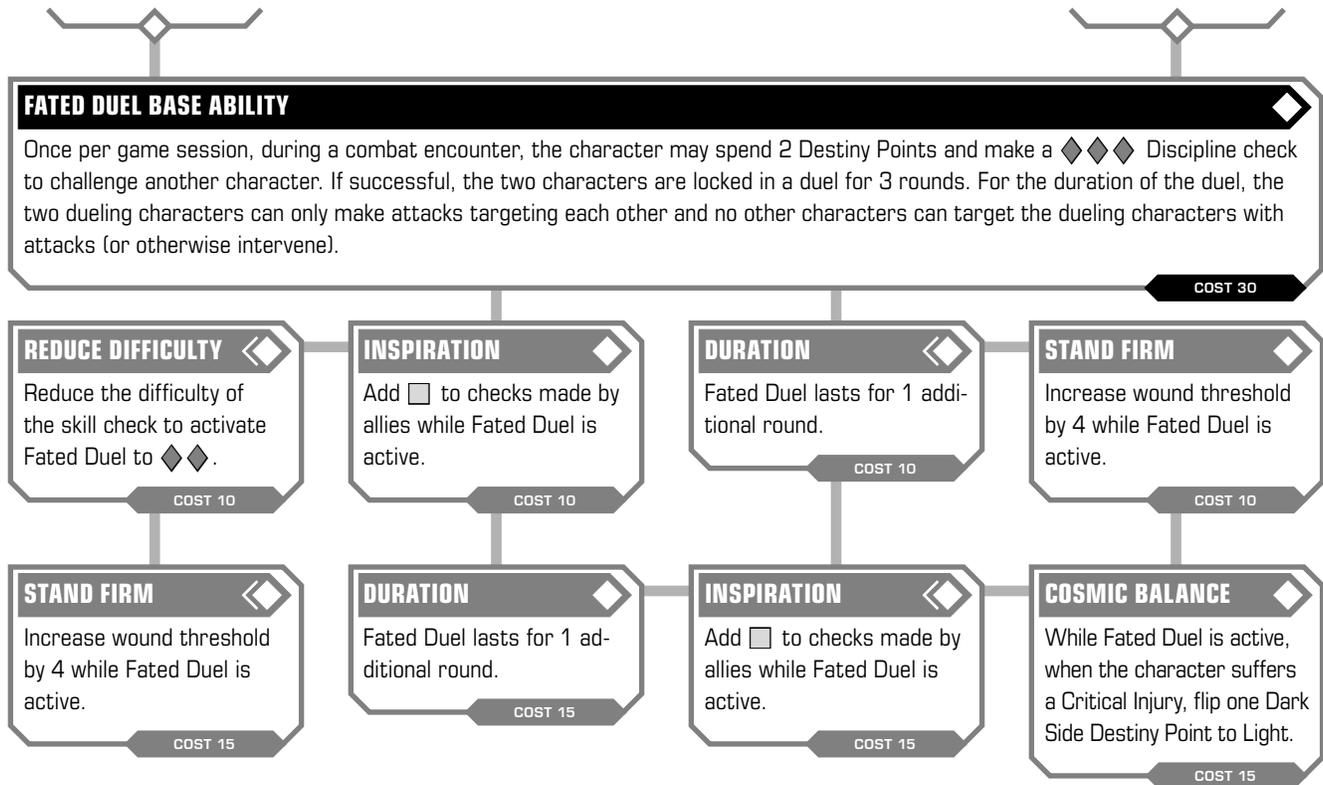
BASE ABILITY 

UPGRADE 

RANKED 

Career Skills: **Brawl, Cool, Discipline, Melee, Resilience, Vigilance**

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GUARDIAN PEACEKEEPER

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

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 FORCE TALENT 

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COMMAND 

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

COST 5

CONFIDENCE 

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

COST 5

SECOND WIND 

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

COST 5

COMMANDING PRESENCE 

Remove  per rank of Commanding Presence from Leadership and Cool checks.

COST 5

COMMANDING PRESENCE 

Remove  per rank of Commanding Presence from Leadership and Cool checks.

COST 10

TOUGHENED 

Gain +2 wound threshold.

COST 10

SECOND WIND 

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

COST 10

CONFIDENCE 

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

COST 10

TOUGHENED 

Gain +2 wound threshold.

COST 15

ENHANCED LEADER 

When making a Leadership check, add  up to Force rating. Spend  to add  or  to the result.

COST 15

COMMAND 

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

COST 15

FIELD COMMANDER 

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.

COST 15

STEELY NERVES 

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

COST 20

SECOND WIND 

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

COST 20

TOUGHENED 

Gain +2 wound threshold.

COST 20

IMPROVED FIELD COMMANDER 

Field Commander action affects allies equal to double Presence, and may spend  to allow allies to suffer 1 strain to perform 1 action instead.

COST 20

UNITY ASSAULT 

If a missed attack generates  or    , may spend to perform Force power targeting allies as a maneuver.

COST 25

DEDICATION 

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

COST 25

FORCE RATING 

Gain +1 Force rating.

COST 25

NATURAL LEADER 

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

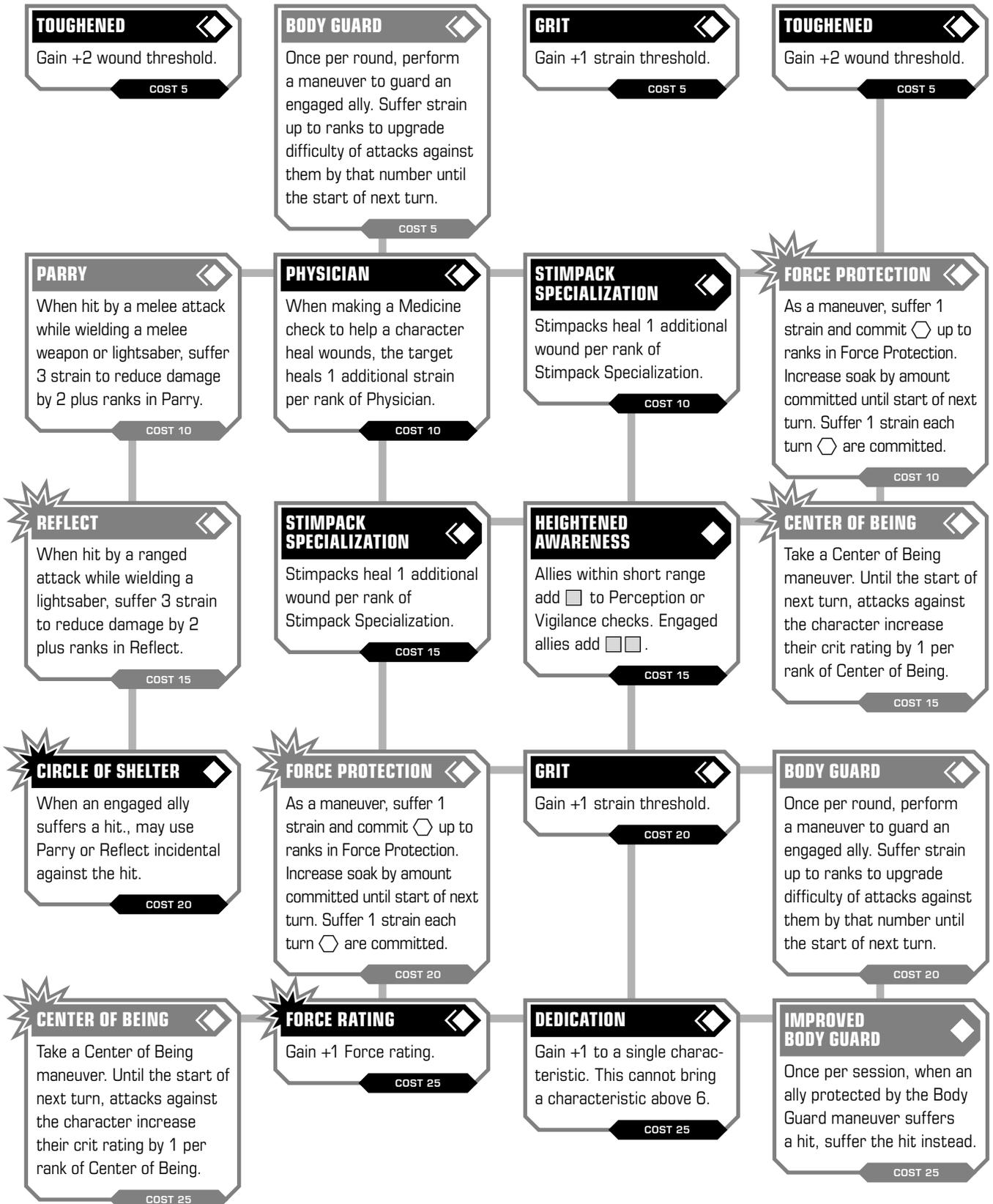
COST 25

GUARDIAN PROTECTOR

Spec Bonus Career Skills: **Athletics, Medicine, Ranged (Light), Resilience**

ACTIVE 
 PASSIVE 
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 FORCE TALENT 

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GUARDIAN SORESU DEFENDER

ACTIVE

PASSIVE

RANKED

FORCE TALENT

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

Find more handouts at BeggingForXP.com

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 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 5

TOUGHENED

Gain +2 wound threshold.

COST 5

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 5

SORESU TECHNIQUE

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

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

GRIT

Gain +1 strain threshold.

COST 10

GRIT

Gain +1 strain threshold.

COST 10

CONFIDENCE

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

COST 15

IMPROVED PARRY

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

COST 15

DEFENSIVE CIRCLE

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

COST 15

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 15

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 20

REFLECT

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

COST 20

REFLECT

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

COST 20

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

SUPREME PARRY

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

COST 25

DEDICATION

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

COST 25

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 25

STRATEGIC FORM

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

COST 25

GUARDIAN ARMORER

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

ACTIVE

PASSIVE

RANKED

FORCE TALENT

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GRIT

Gain +1 strain threshold.

COST 5

TOUGHENED

Gain +2 wound threshold.

COST 5

GEARHEAD

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

COST 5

INVENTOR

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

COST 5

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.

COST 10

ARMOR MASTER

When wearing armor, increase total soak value by 1.

COST 10

GRIT

Gain +1 strain threshold.

COST 10

GEARHEAD

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

COST 10

TOUGHENED

Gain +2 wound threshold.

COST 15

IMPROVED ARMOR MASTER

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

COST 15

INVENTOR

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

COST 15

MENTAL TOOLS

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

COST 15

COMPREHEND TECHNOLOGY

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

COST 20

TINKERER

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

COST 20

FALLING AVALANCE

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

COST 20

SUPREME ARMOR MASTER

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

COST 20

FORCE RATING

Gain +1 Force rating.

COST 25

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.

COST 25

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.

COST 25

DEDICATION

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

COST 25

GUARDIAN WARDEN

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

ACTIVE

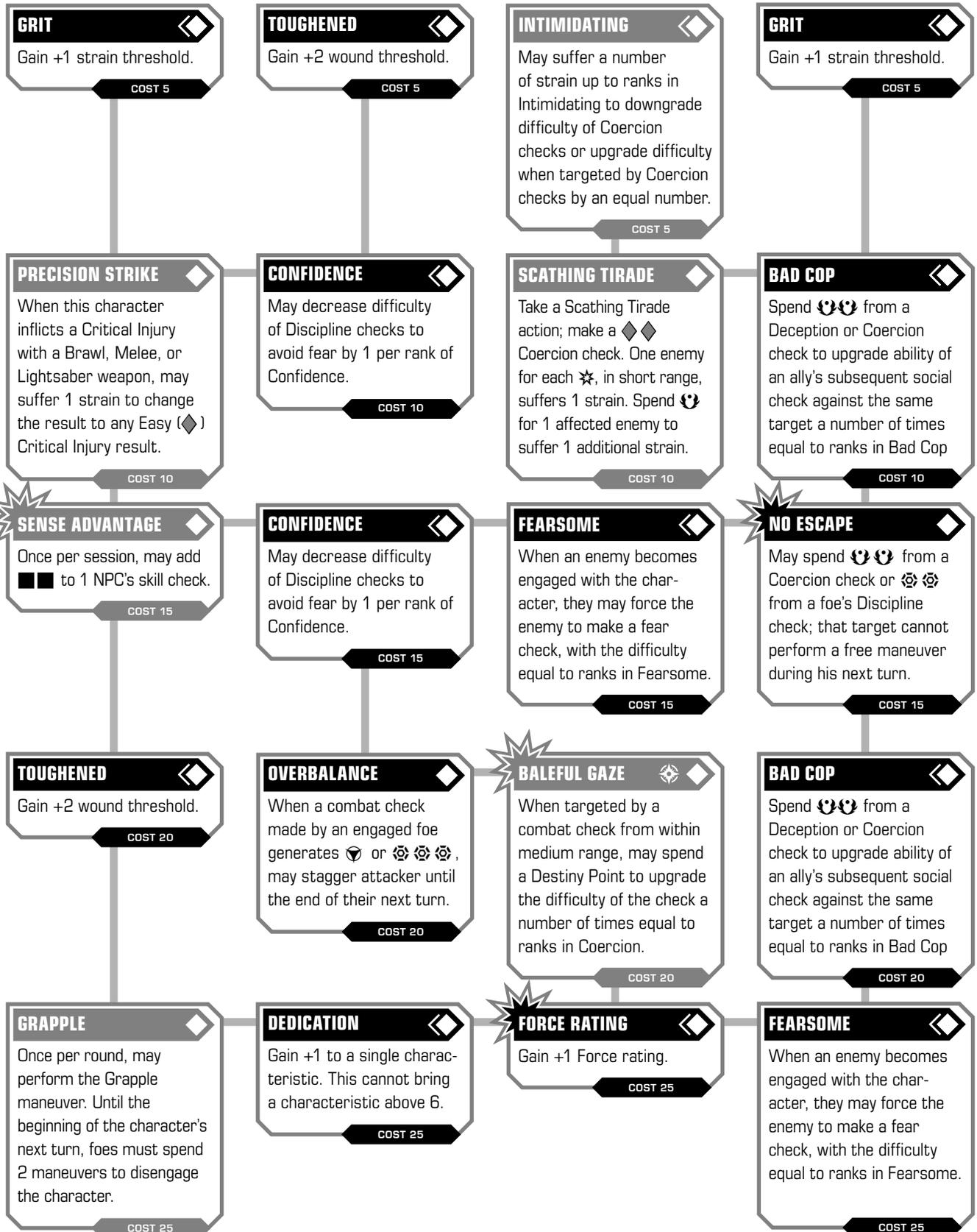
PASSIVE

RANKED

CONFLICT COST

FORCE TALENT

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GUARDIAN WARLEADER

ACTIVE

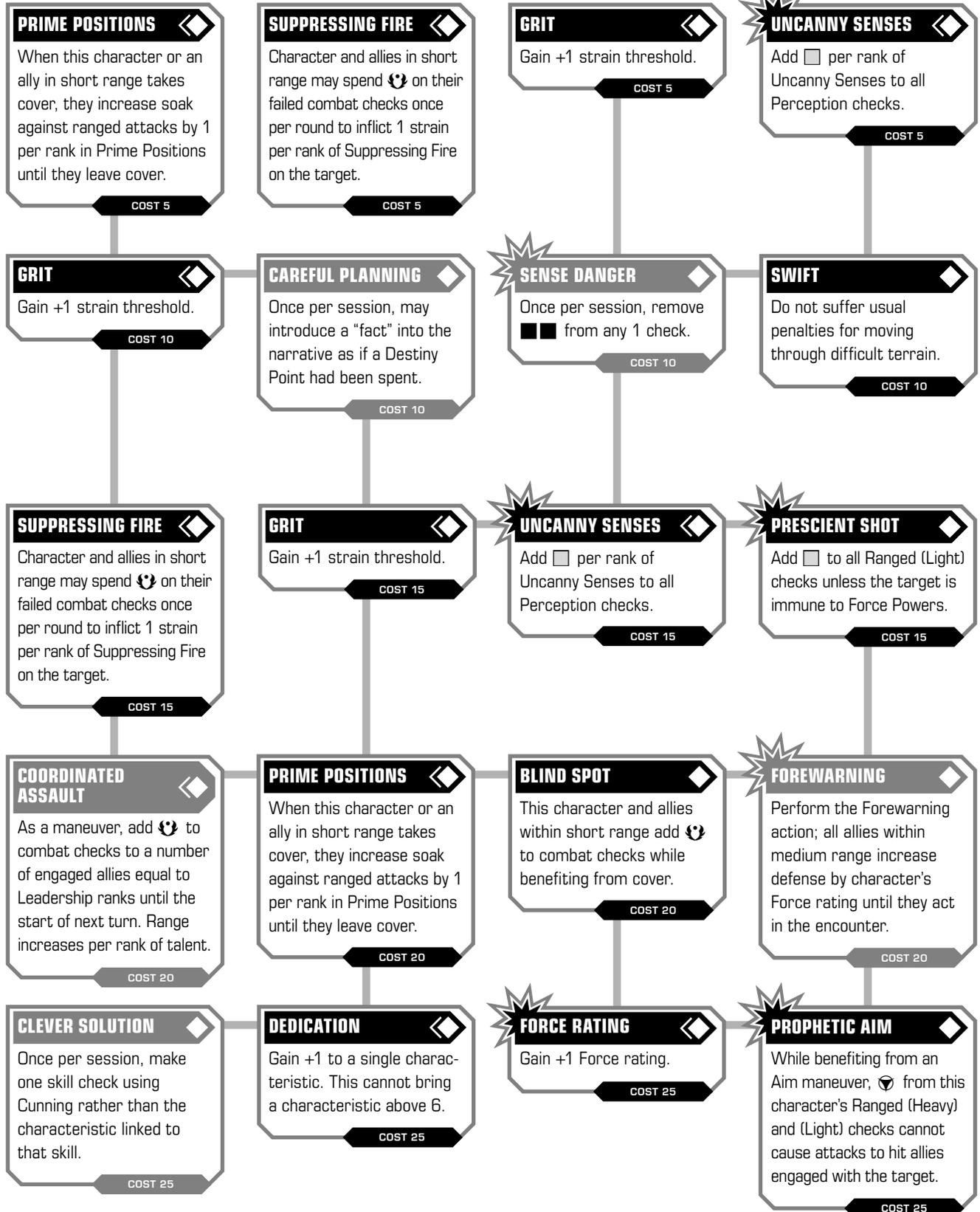
PASSIVE

RANKED

FORCE TALENT

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

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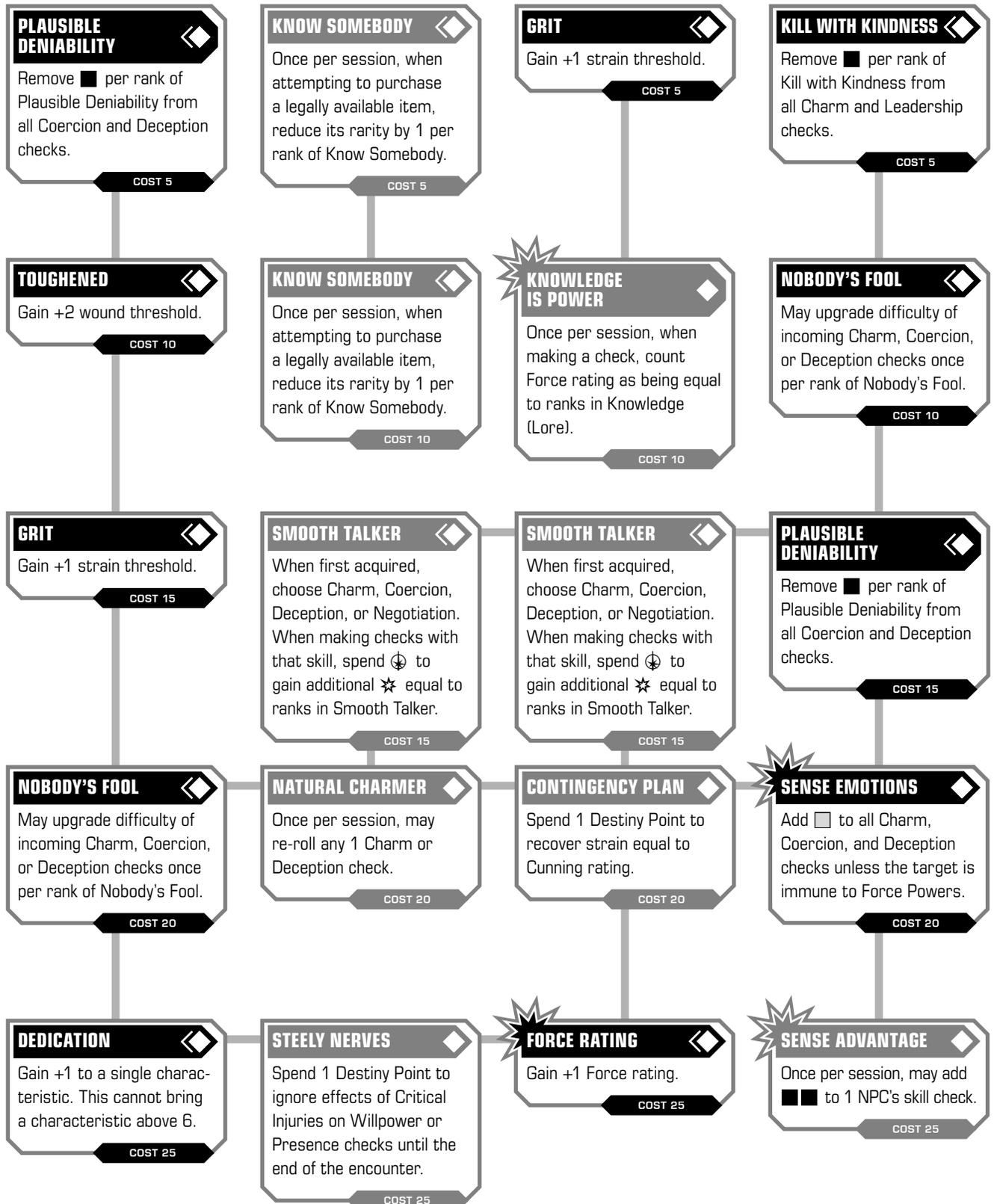


MYSTIC ADVISOR

Spec Bonus Career Skills: **Charm, Deception, Negotiation, Streetwise**

ACTIVE 
 PASSIVE 
 RANKED 
 FORCE TALENT 

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MYSTIC MAKASHI DUELIST

ACTIVE

PASSIVE

RANKED

FORCE TALENT

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

Find more handouts at BeggingForXP.com

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

GRIT

Gain +1 strain 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 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

MAKASHI TECHNIQUE

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

COST 10

DUELIST'S TRAINING

Add to Melee and Lightsaber checks when engaged with only one opponent.

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

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 15

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 15

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 15

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 15

INTENSE PRESENCE

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

COST 20

IMPROVED PARRY

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

COST 20

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

DEDICATION

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

COST 25

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

MYSTIC SEER

ACTIVE

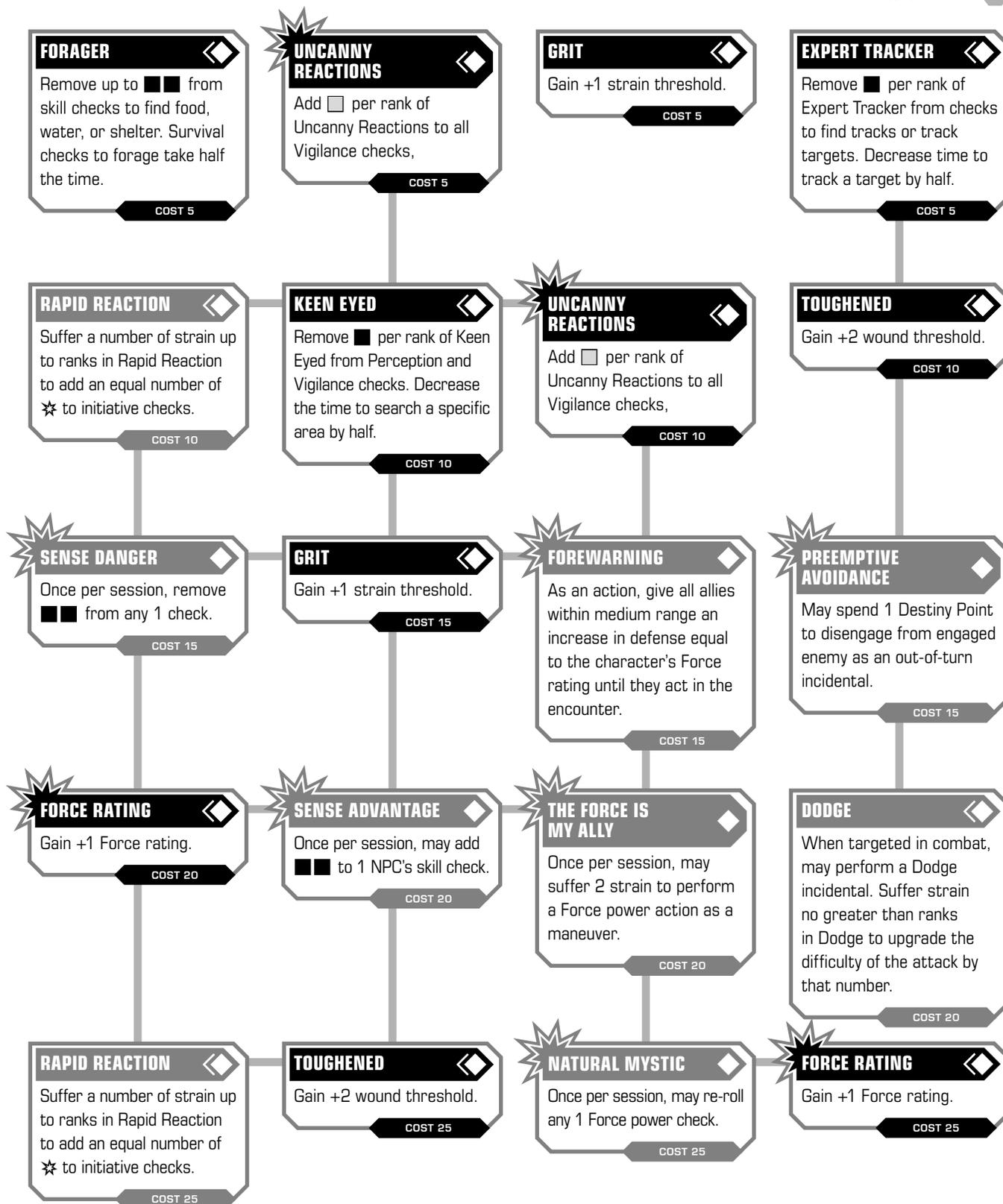
PASSIVE

RANKED

FORCE TALENT

Spec Bonus Career Skills: **Discipline, Knowledge (Lore), Survival, Vigilance**

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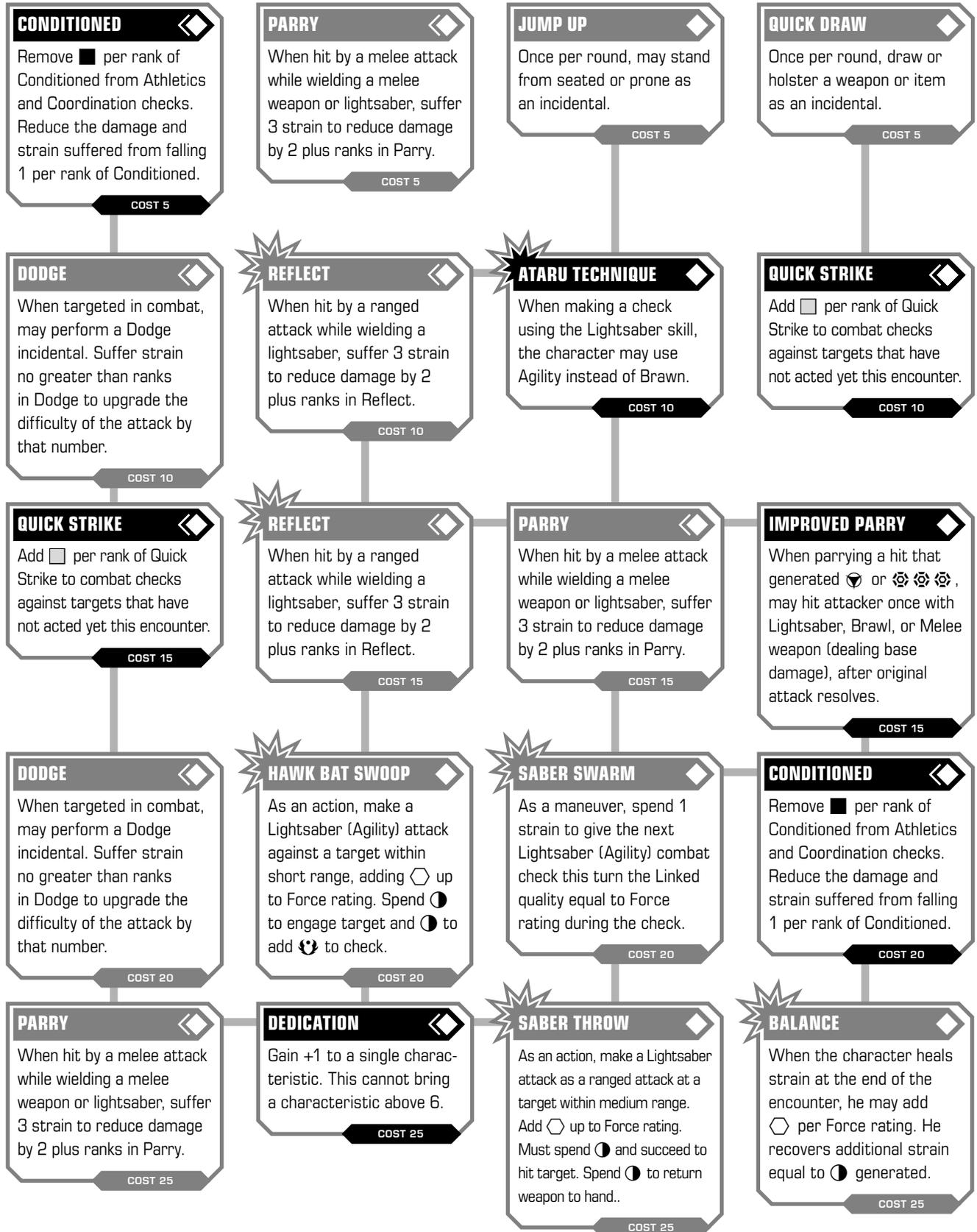
SEEKER

ATARU STRIKER

Spec Bonus Career Skills: **Athletics, Coordination, Lightsaber, Perception**

ACTIVE 
 PASSIVE 
 RANKED 
 FORCE TALENT 

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SEEKER HUNTER

ACTIVE

PASSIVE

RANKED

FORCE TALENT

Spec Bonus Career Skills: **Coordination, Ranged (Heavy), Stealth, Vigilance**

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RAPID RECOVERY

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

COST 5

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.

COST 5

EXPERT TRACKER

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

COST 5

TOUGHENED

Gain +2 wound threshold.

COST 5

TOUGHENED

Gain +2 wound threshold.

COST 10

EXPERT TRACKER

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

COST 10

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.

COST 10

UNCANNY SENSES

Add per rank of Uncanny Senses to all Perception checks.

COST 10

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 15

KEEN EYED

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

COST 15

NATURAL HUNTER

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

COST 15

UNCANNY REACTIONS

Add per rank of Uncanny Reactions to all Vigilance checks,

COST 15

RAPID RECOVERY

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

COST 20

SOFT SPOT

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

COST 20

SIXTH SENSE

Gain +1 ranged defense.

COST 20

RAPID RECOVERY

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

COST 20

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 25

DEDICATION

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

COST 25

INTUITIVE SHOT

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

COST 25

FORCE RATING

Gain +1 Force rating.

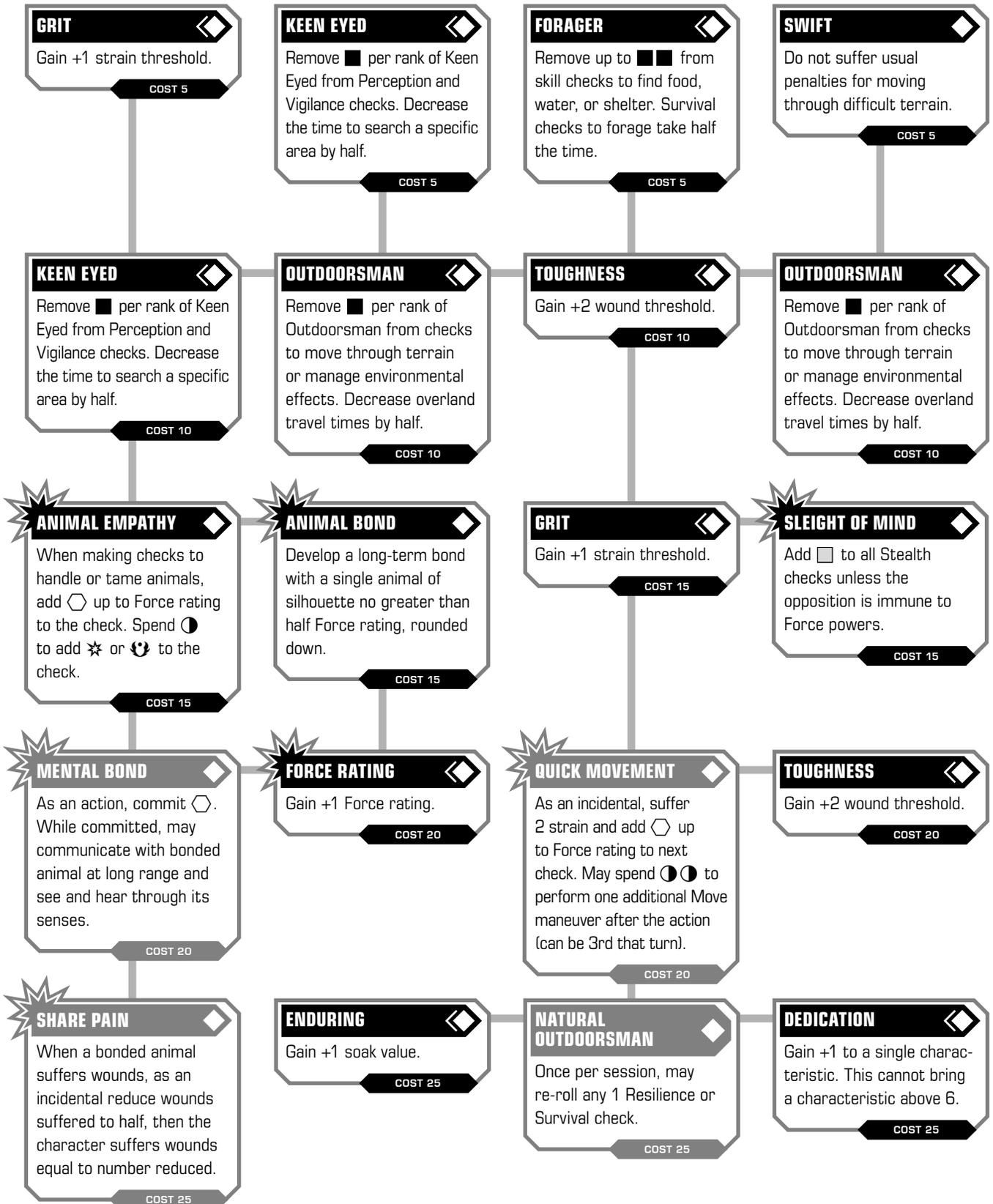
COST 25

SEEKER PATHFINDER

Spec Bonus Career Skills: **Medicine, Ranged (Light), Resilience, Survival**

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 PASSIVE 
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 FORCE TALENT 

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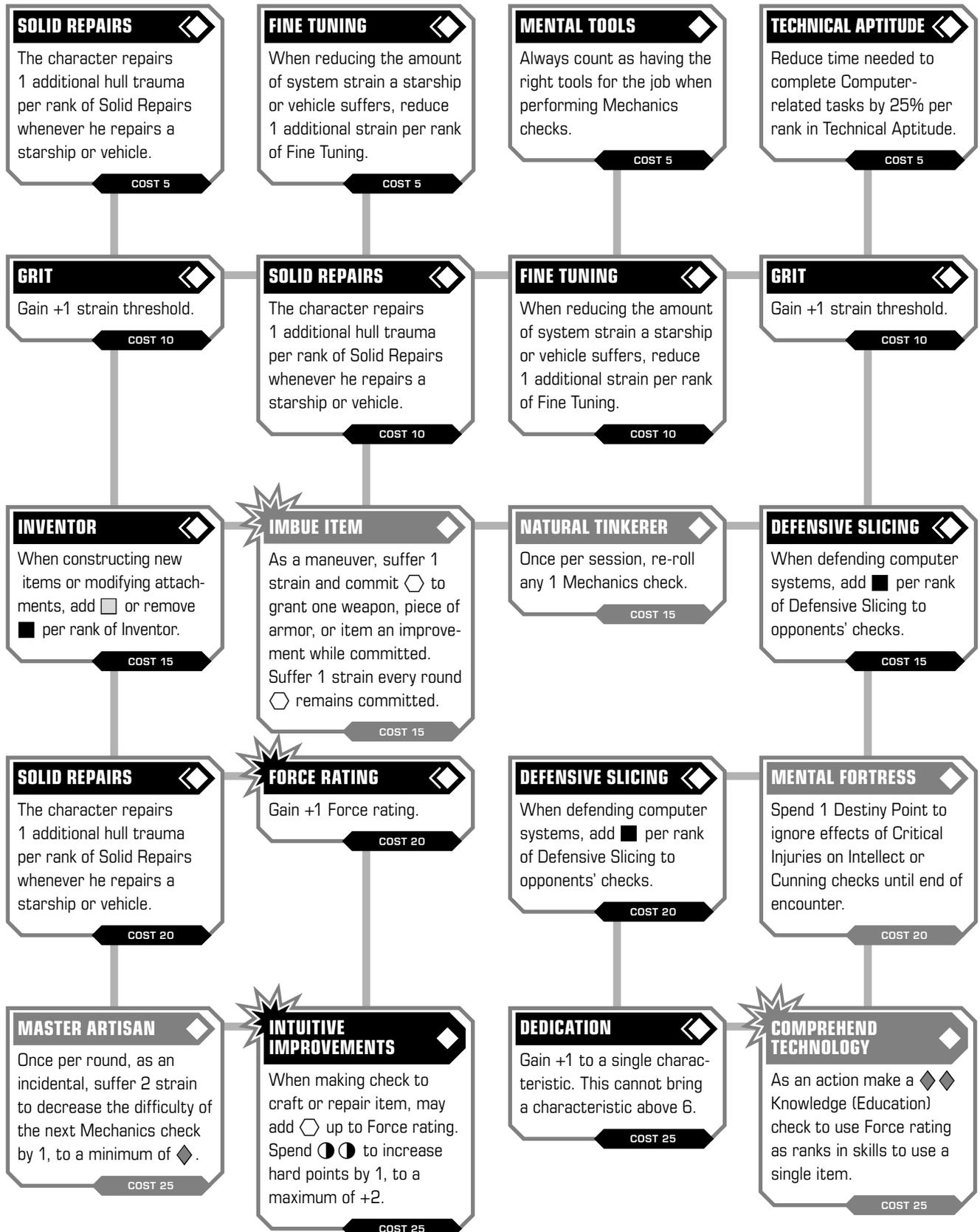


SENTINEL ARTISAN

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

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 RANKED 
 FORCE TALENT 

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SENTINEL SHADOW

ACTIVE

PASSIVE

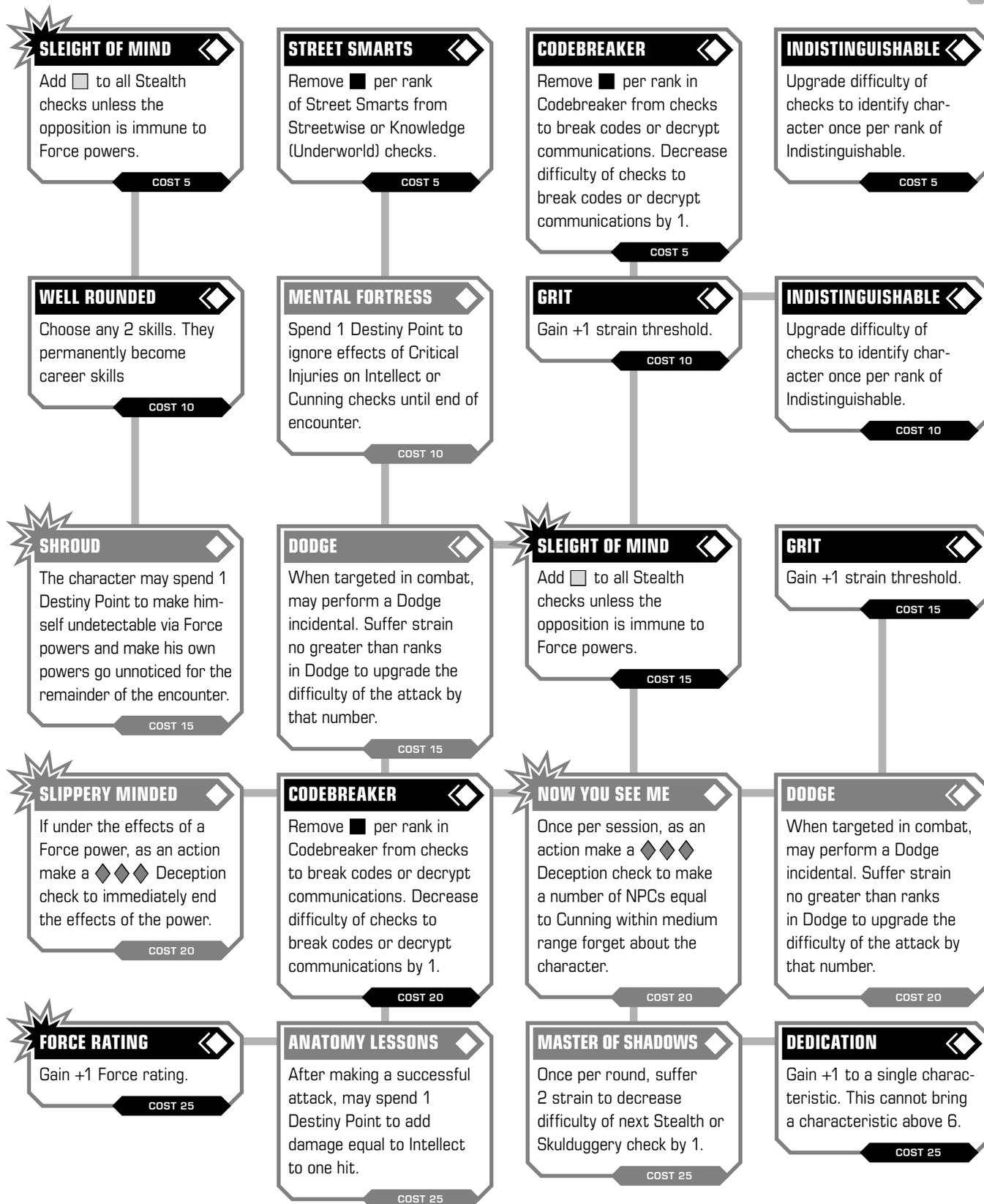
RANKED

FORCE TALENT

XP

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

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SENTINEL SHIEN EXPERT

Spec Bonus Career Skills: **Athletics, Lightsaber, Resilience, Skulduggery**

- ACTIVE 
- PASSIVE 
- RANKED 
- FORCE TALENT 

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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.

COST 5

CONDITIONED 

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

COST 5

STREET SMARTS 

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

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 5

TOUGHENED 

Gain +2 wound threshold.

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

SHIEN TECHNIQUE 

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

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

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 15

COUNTERSTRIKE 

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

COST 15

GRIT 

Gain +1 strain threshold.

COST 15

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

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.

COST 20

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

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.

COST 20

REFLECT 

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

COST 20

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

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

SUPREME REFLECT 

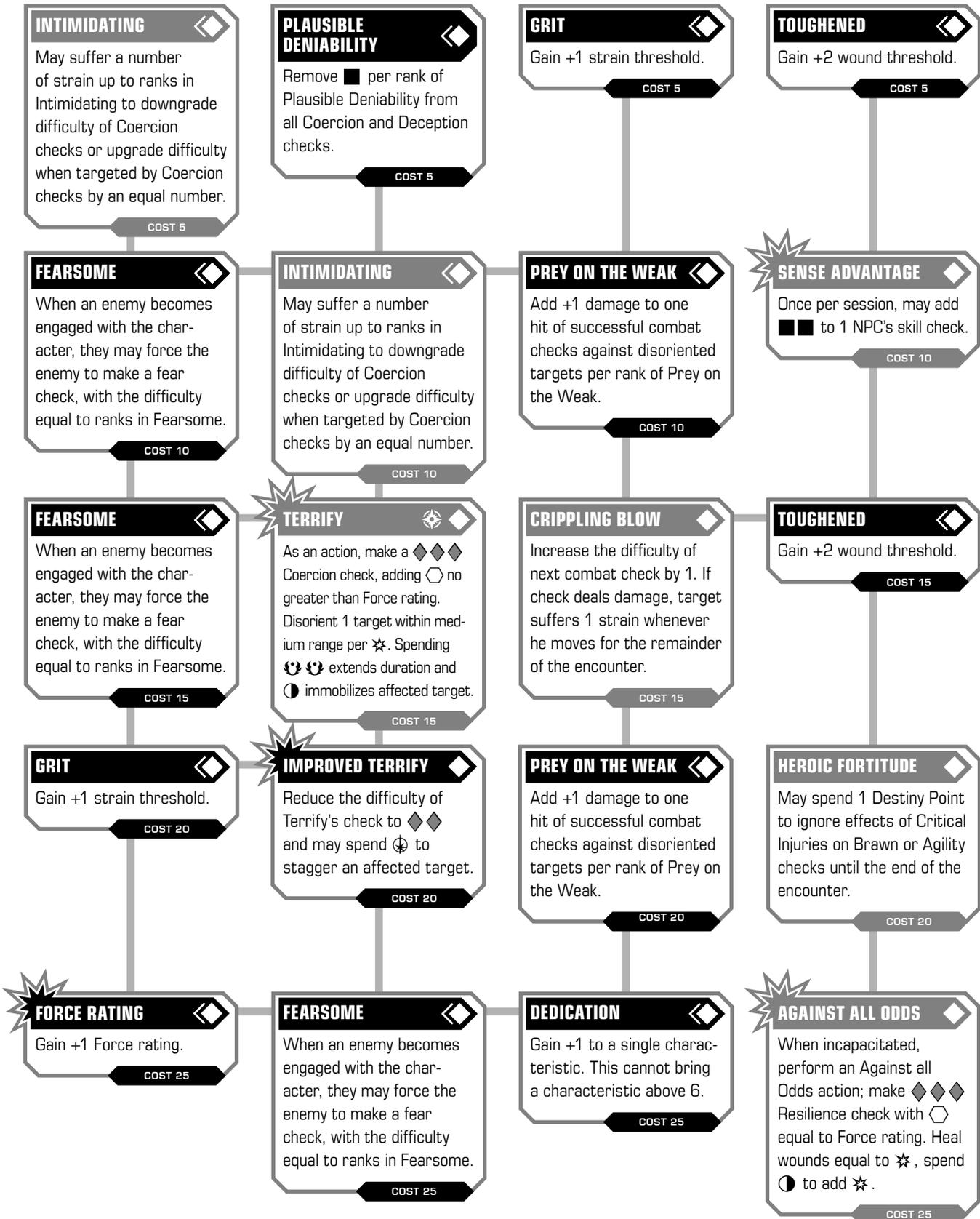
If the user did not make a combat check during previous turn, may suffer 1 strain to use Reflect.

COST 25

WARRIOR AGGRESSOR

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

CONFLICT COST  ACTIVE 
 PASSIVE 
 RANKED 
 FORCE TALENT 
 Find more handouts at BeggingForXP.com 

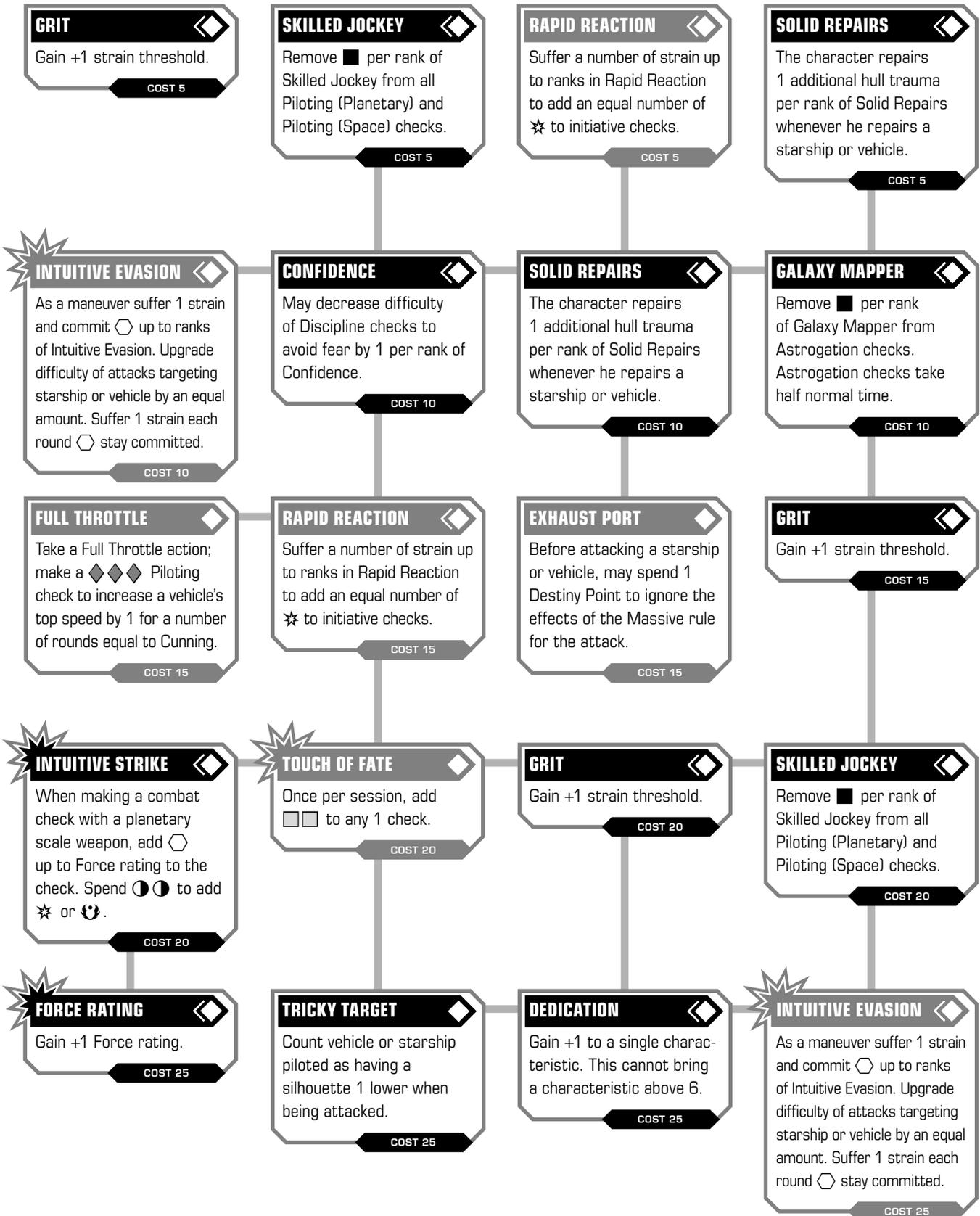


WARRIOR STARFIGHTER ACE

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

- ACTIVE 
- PASSIVE 
- RANKED 
- FORCE TALENT 
- XP 

Find more handouts at BeggingForXP.com



FORCE POWER

BATTLE MEDITATION

RANKED 

Prerequisites: **Force Rating 2+**

Find more handouts at BeggingForXP.com 

BATTLE MEDITATION BASIC POWER

The Force user directs allies in battle, making them more effective as a coordinated unit.

The user may spend 1 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 1, 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.

COST 15

MAGNITUDE

Spend 1 to affect a number of additional targets equal to Presence per rank of Magnitude upgrades purchased.

COST 5

RANGE

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

COST 5

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.

COST 10

MAGNITUDE

Spend 1 to affect a number of additional targets equal to Presence per rank of Magnitude upgrades purchased.

COST 10

RANGE

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

COST 10

STRENGTH

Spend 1 to add one additional automatic ✨ to affected characters. The user may activate this multiple times.

COST 10

MAGNITUDE

Spend 1 to affect a number of additional targets equal to Presence per rank of Magnitude upgrades purchased.

COST 15

RANGE

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

COST 15

DURATION

Commit 3 to sustain the ongoing effects of the power on each affected target while it remains in range.

COST 25

MAGNITUDE

Spend 1 to affect a number of additional targets equal to Presence per rank of Magnitude upgrades purchased.

COST 20

CONTROL

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

COST 20

MASTERY

If no ● were used to generate 1, 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 1, each affected character must make a ♦ Discipline check if he wishes to resist obeying orders given by the user as part of this power.

COST 25

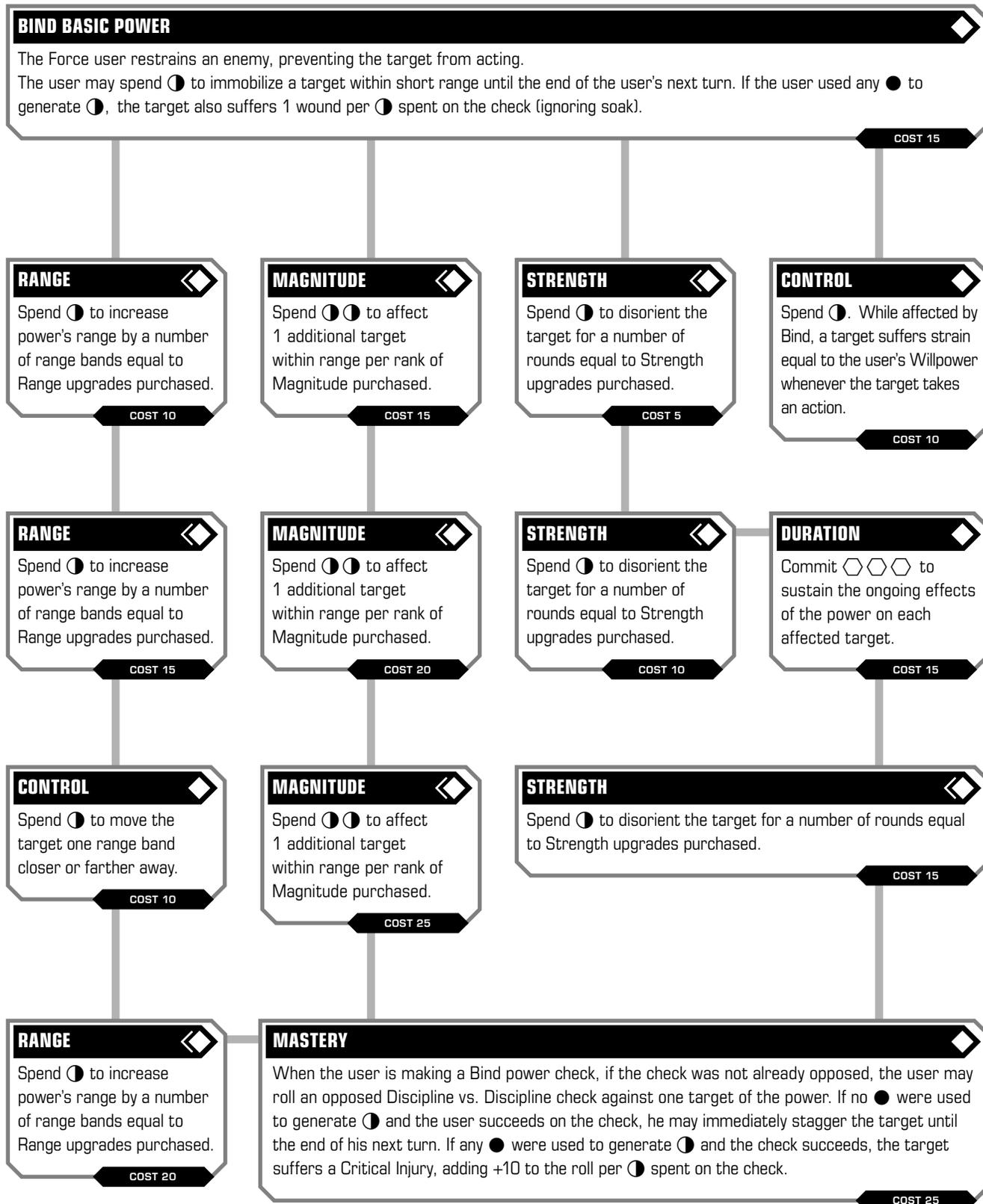
FORCE POWER

BIND

RANKED 

Prerequisites: **Force Rating 2+**

Find more handouts at BeggingForXP.com 



FORCE POWER ENHANCE

RANKED 

Prerequisites: **Force Rating 1+**

Find more handouts at BeggingForXP.com 

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  to gain  or  (user's choice) on the check.

COST 10

CONTROL

Enhance can be used with the Coordination skill.

COST 5

CONTROL

Enhance can be used with the Resilience skill.

COST 5

CONTROL

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

COST 10

CONTROL

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

COST 5

CONTROL

Enhance can be used with the Brawl skill.

COST 5

CONTROL

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

COST 10

CONTROL

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

COST 5

CONTROL

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

COST 10

RANGE

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

COST 10

CONTROL

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

COST 10

CONTROL

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

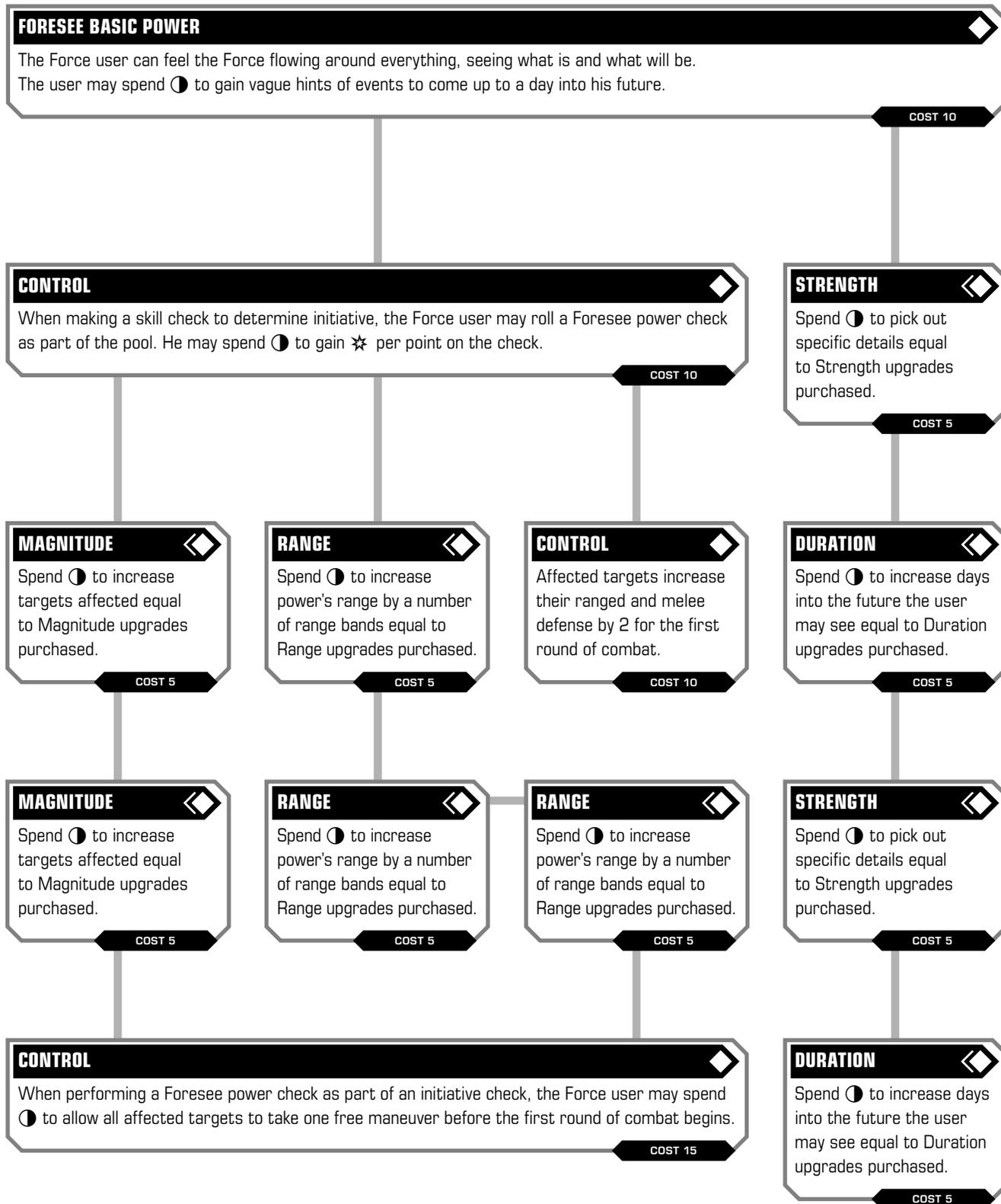
COST 10

FORCE POWER FORESEE

RANKED 

Prerequisites: **Force Rating 1+**

Find more handouts at BeggingForXP.com 



FORCE POWER

HEAL/HARM

RANKED 

Prerequisites: **Force Rating 1+**

Find more handouts at BeggingForXP.com 

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.

COST 15

RANGE

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

COST 15

MAGNITUDE

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

COST 5

MAGNITUDE

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

COST 5

CONTROL

Heal: If no ● generated, target heals strain equal to wounds healed.
Harm: If any ● generated, user heals strain equal to wounds inflicted.

COST 20

RANGE

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

COST 20

MAGNITUDE

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

COST 10

STRENGTH

Heal: Spend 1 to increase wounds healed by 1 per rank of Strength upgrades.
Harm: Spend 1 to increase wounds inflicted by 1 per rank of Strength upgrades.

COST 15

CONTROL

Heal: Spend 1 to remove 1 status effect from target.
Harm: The user may spend 1 to heal wounds equal to wounds inflicted on target. Healed character gains 1 Conflict.

COST 20

CONTROL

Heal: Heal additional wounds equal to ranks in Medicine.
Harm: Inflict additional wounds equal to ranks in Medicine.

COST 20

CONTROL

Heal: May make a Heal power check combined with a  Medicine check. If check succeeds, one target who heals wounds also heals 1 Critical Injury.
Harm: May make a Harm power check combined with an opposed Medicine vs. Resilience check. If check succeeds, one target who suffers wounds also suffers 1 Critical Injury (adding +10 to the roll per ).

COST 20

MASTERY

Heal: Once per session, spend  to restore 1 target who died after end of user's last turn to life.
Harm: Once per session, when this power kills a target, restore one engaged character who died this encounter to life. Each character gains 7 Conflict.

COST 20

STRENGTH

Heal: Spend 1 to increase wounds healed by 1 per rank of Strength upgrades.
Harm: Spend 1 to increase wounds inflicted by 1 per rank of Strength upgrades.

COST 15

FORCE POWER INFLUENCE

RANKED 

Prerequisites: **Force Rating 1+**

Find more handouts at BeggingForXP.com 

INFLUENCE BASIC POWER

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

Special Rule (○/● use): When guiding and shaping thoughts, only ● 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.

COST 10

RANGE

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

COST 5

MAGNITUDE

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

COST 5

CONTROL

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

COST 10

CONTROL

When making a Coercion, Charm, Deception, Leadership, or Negotiation check, the Force user may roll an Influence Power check as part of his dice pool. He may spend ● to gain ✨ or 🌀 (user's choice) on the check.

COST 15

STRENGTH

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

COST 10

RANGE

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

COST 10

MAGNITUDE

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

COST 5

DURATION

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

COST 5

DURATION

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

COST 5

RANGE

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

COST 10

MAGNITUDE

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

COST 10

DURATION

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

COST 5

DURATION

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

COST 5

FORCE POWER

MISDIRECT

RANKED 

Prerequisites: **Force Rating 1+**

Find more handouts at BeggingForXP.com 

MISDIRECT BASIC POWER

The Force user creates illusions to fool those around him.

The user may spend 1 to make a target at up to short range unable to perceive a chosen person or object of silhouette 1 or smaller. Until the beginning of the user's turn, the target cannot see or sense the hidden person or object.

COST 15

RANGE

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

COST 5

DURATION

Commit 2 to sustain this power while the beguiled target remains in range.

COST 5

STRENGTH

Spend 1 to increase the silhouette of the object obscured or illusion created by 1 per Strength upgrade purchased.

COST 5

CONTROL

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

COST 10

MAGNITUDE

Spend 1 to affect additional targets equal to Presence per rank of Magnitude purchased.

COST 10

MAGNITUDE

Spend 1 to affect additional targets equal to Presence per rank of Magnitude purchased.

COST 10

STRENGTH

Spend 1 to increase the silhouette of the object obscured or illusion created by 1 per Strength upgrade purchased.

COST 10

CONTROL

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

COST 15

RANGE

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

COST 10

CONTROL

Commit one or more 2. Add 1 per 2 to all combat checks targeting the Force user.

COST 15

STRENGTH

Spend 1 to increase the silhouette of the object obscured or illusion created by 1 per Strength upgrade purchased.

COST 15

MASTERY

Spend 1 to obscure additional objects or create illusions equal to Cunning plus Deception.

COST 20

RANGE

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

COST 15

STRENGTH

Spend 1 to increase the silhouette of the object obscured or illusion created by 1 per Strength upgrade purchased.

COST 15

FORCE POWER MOVE

RANKED 

Prerequisites: **Force Rating 1+**

Find more handouts at BeggingForXP.com 

MOVE BASIC POWER

The Force user can move small objects via the power of the Force.

The user may spend 1 to move one object of silhouette 0 that is within short range up to his maximum range. The default maximum range is short range.

COST 10

MAGNITUDE

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

COST 5

STRENGTH

Spend 1 to increase silhouette able to be targeted equal to Strength upgrades purchased.

COST 10

RANGE

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

COST 5

RANGE

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

COST 5

MAGNITUDE

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

COST 5

STRENGTH

Spend 1 to increase silhouette able to be targeted equal to Strength upgrades purchased.

COST 10

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.

COST 10

MAGNITUDE

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

COST 10

STRENGTH

Spend 1 to increase silhouette able to be targeted equal to Strength upgrades purchased.

COST 15

CONTROL

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

COST 5

RANGE

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

COST 15

MAGNITUDE

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

COST 10

STRENGTH

Spend 1 to increase silhouette able to be targeted equal to Strength upgrades purchased.

COST 20

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.

COST 15

FORCE POWER

PROTECT/UNLEASH

RANKED 

Prerequisites: **Force Rating 3+**

Find more handouts at BeggingForXP.com 

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 1 Conflict.

COST 20

RANGE

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

COST 5

STRENGTH

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

COST 5

STRENGTH

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

COST 10

CONTROL

Protect: Spend  to gain defense equal to  spent.
Unleash: Spend  to inflict 1 strain on target.

COST 10

RANGE

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

COST 10

MAGNITUDE

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

COST 10

RANGE

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

COST 10

CONTROL

Protect: Spend  to allow power to protect against all types of attacks.
Unleash: Spend  to give the attack Ensnare 2.

COST 15

MAGNITUDE

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

COST 20

STRENGTH

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

COST 15

STRENGTH

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

COST 20

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.

COST 20

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.

COST 25

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.

COST 25

FORCE POWER SENSE

RANKED 

Prerequisites: **Force Rating 1+**

Find more handouts at BeggingForXP.com 

SENSE BASIC POWER

The Force User can sense the Force interacting with the world around him.

The user may spend 1 to sense all living things within short range (including sentient and non-sentient beings).

The user may spend 1 to sense the current emotional state of one living target with whom he is engaged.

COST 10

CONTROL

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

COST 10

CONTROL

Effect: Spend 1. The Force user senses the current thoughts of one living target with whom he is engaged.

COST 10

DURATION

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

COST 10

RANGE

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

COST 5

MAGNITUDE

Spend 1 to increase number of targets affected by power equal to Magnitude upgrades purchased.

COST 5

STRENGTH

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

COST 10

RANGE

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

COST 10

MAGNITUDE

Spend 1 to increase number of targets affected by power equal to Magnitude upgrades purchased.

COST 10

CONTROL

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

COST 10

RANGE

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

COST 10

MAGNITUDE

Spend 1 to increase number of targets affected by power equal to Magnitude upgrades purchased.

COST 10

FORCE POWER SUPPRESS

RANKED 

Prerequisites: **Force Rating 1+**

Find more handouts at BeggingForXP.com 

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.

COST 10

STRENGTH

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

COST 5

DURATION

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

COST 5

RANGE

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

COST 5

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.

COST 10

RANGE

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

COST 5

STRENGTH

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

COST 10

CONTROL

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

COST 10

RANGE

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

COST 5

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 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.

COST 20

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.

COST 15