

3. Stor 10

Permission granted to print and photocopy this page for personal use. © LFL 2013.



Permission granted to print and photocopy this page for personal use. © LFL 2013.











ALWAYS GET MY MARK BASE ABILITY

Once per game session, the character may choose a known minion NPC on the same planet to be her mark, spend 2 Destiny Points, and make a Hard ($\diamond \diamond \diamond$) Streetware Streetwise check. If she succeeds, the character tracks down the chosen mark; a new encounter begins as the character reaches the mark's location. The nature of the succeeds, the character tracks down the chosen mark; a new encounter begins as the character reaches the mark's location. The nature of the succeeds, the character tracks down the chosen mark; a new encounter begins as the character reaches the mark's location. The nature of the succeeds, the character tracks down the chosen mark; a new encounter begins as the character reaches the mark's location. The nature of the succeeds, the character tracks down the chosen mark; a new encounter begins as the character reaches the mark's location. nature of the encounter, as well as the circumstances under which it takes place, must be approved by the GM (see Narrative Abilities on page 40). COST 30



SIGNATURE ABILITY: **ALWAYS GET MY MARK**

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

BASE ABILITY

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

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

UPGRADES

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

Change Skill: When activating Always Get My Mark, the character may make a Survival check instead of a Streetwise check.

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

Increase Effect: When activating Always Get My Mark, the Bounty Hunter may choose a rival NPC instead of a minion NPC. If she does so, upgrade the difficulty of the check once.

Increase Effect: When activating Always Get My Mark, the Bounty Hunter may choose a nemesis NPC (or a Player Character, at the GM's discretion) instead of a minion NPC. If she does so, upgrade the difficulty of the check twice.

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

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

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



Bounty Hunter Signature Ability Tree: Unmatched Devastation



SIGNATURE ABILITY: UNMATCHED DEVASTATION

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

BASE ABILITY

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

The difficulty of this combat check is increased by 1 for each successful combat check the character has performed this turn. This combat check must be made using a non-starship/vehicle weapon that the character has not already used this turn. **Draw and Fire:** Before performing each combat check with Unmatched Devastation, the character may holster a weapon and draw a different weapon as an incidental.

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

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

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

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





A State State

Permission granted to print and photocopy this page for personal use. @ LFL 2013.











Permission granted to print and photocopy this page for personal use. C LFL 2014. C FFG 2014

valuable information that he did not previously possess pertaining to his current situation. What he learns is up to the GM, but it must be valuable to the player in overcoming his immediate encounter or situation, and the information cannot be obtainable by any other immediately available means.

When making the skill check to activate Insightful Revelation, the GM can add \Box or \blacksquare for any situational effects that might cause the test to be more easy or difficult.

UPGRADES

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

Reduce Setback: When making the skill check to activate Insightful Revelation, the character removes

Add Boost: When making the skill check to activate Insightful Revelation, the character adds .

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

Reduce Difficulty: The skill check to activate Insightful Revelation is **Average** (\blacklozenge) instead of **Hard** (\diamondsuit).

Increase Effect: The character may spend \bigoplus generated on a successful Insightful Revelation check to gain one additional piece of information. The information must be as useful as the original information.

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

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

UNMATCHED EXPERTISE

A combination of education and hard-earned life experiences can make Colonists far more capable individuals than they appear. When the time is right, they can put their vast experience to good use, making challenging tasks look easy, and the impossible merely difficult.

BASE ABILITY

Once per game session as an action, the character may spend two Destiny Points to reduce the difficulty of all career skill checks he makes by one, to a minimum of Easy, for the remainder of the encounter.

UPGRADES

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

Reduce Setback: When making the skill check to activate Unmatched Expertise, the character removes .

Reduce Difficulty: Unmatched Expertise reduces the difficulty of subsequent career skill checks by two instead of one.

Colonist Signature Ability Tree: Insightful Revelation





Once per game session, the character may perform an Insightful Revelation action and spend 2 Destiny points to make a **Hard () () () (Education) check.** If he succeeds, he learns some valuable information that he did not previously possess pertaining to his current situation. What he learns is up to the GM, but it must be valuable to the player overcoming his immediate encounter or situation, and the information cannot be obtainable by any other immediately available means.





BUILDING BETTER WORLDS

Reduce Difficulty: Unmatched Expertise reduces the difficulty of subsequent career skill checks to a minimum of Simple instead of Easy.

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

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

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

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

Colonist Signature Ability Tree: Unmatched Expertise



Explorer: Fringer Talent Tree

「日日本」

3. State - 10

Career Skills: Astrogation, Cool, Knowledge (Lore), Knowledge (Outer Rim), Knowledge (Xenology), Perception, Piloting (Space), Survival



ACTIVE

PASSIVE



Permission granted to print and photocopy this page for personal use. C LFL 2013.



Permission granted to print and photocopy this page for personal use. @ LFL 2013.



opponent until the end of the character's next turn. Spend (to extend duration one round.

COST 25

institutes of learning by one level per rank of Respected Scholar.

COST 25

(Education) check to ascertain information regarding a relic, ruin, or piece of history.

COST 25



Permission granted to print and photocopy this page for personal use. © LFL 2013. © FFG 2013

COST 25



COST 25





Permission granted to print and photocopy this page for personal use. C LFL 2013. C FFG 2013

COST 25

Explorer: Driver Talent Tree

Career Skills: Astrogation, Cool, Knowledge (Lore), Knowledge (Outer Rim), Knowledge (Xenology), Perception, **Piloting (Space), Survival**

Driver Bonus Career Skills: Cool, Gunnery, Mechanics, Piloting (Planetary)





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

COST 25

When piloting a ship or vehicle, take a full-stop maneuver to reduce speed to zero and suffer system strain equal to the speed reduced.

COST 25

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

COST 25

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

COST 25

ACTIVE

PASSIVE

GALACTIC SOJOURNERS ENTER THE UNKOWN



Permission granted to print and photocopy this page for personal use. © LFL 2013. © FFG 2013

Explorer Signature Ability Tree: Sudden Discovery

SUDDEN DISCOVERY BASE ABILITY

Once per game session, the character may spend 2 Destiny Points to make a Hard () Knowledge (Outer Rim) or Knowledge (Core Worlds) check. If he succeeds, the character can pinpoint his exact location without a map or other guide, discover a lost or hidden item or location, or identify a safe and fast path through any terrain. The exact nature of what the character is trying to accomplish, as well as the end results, must be approved by the GM.



COST 15

SIGNATURE ABILITY: SUDDEN DISCOVERY

Plying the endless worlds of the galaxy leads Explorers to master many different skills, not the least of which is the uncanny ability to keep their bearing no matter where they find themselves. A veteran spacer may be able to ascertain his position in the galaxy by simply staring out of the cockpit, while an experienced scout may be able to find his way out of a completely unknown alien wilderness solely through instinct and past experience.

BASE ABILITY

COST 15

Once per game session, the character may spend 2 (Outer Rim) or Knowledge (Core Worlds) check. If he succeeds, the character can pinpoint his exact location without a map or other guide, discover a lost or hidden item or location, or identify a safe and fast path through any terrain. The exact nature of what the character is trying to accomplish, as well as the end results, must be approved by the GM (see Narrative Abilities).

When making the skill check to activate Sudden Discovery, the GM can add or for any situational effects

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

UPGRADES

Add Boost Upgrade: When making the skill check to activate Sudden Discovery, the character adds .

Change Skill Upgrade: To activate Sudden Discovery, the character can choose to use the Astrogation skill to find locations in space or the Survival skill to find locations on the ground (instead of the normal Knowledge skills).

Destiny Upgrade: To activate Sudden Discovery, the character only needs to spend 1 Destiny Point instead of the normal 2.

Frequency Upgrade: Sudden Discovery can be used twice per game session instead of once.

Reduce Difficulty Upgrade: The skill check difficulty to activate Sudden Discovery is Average () instead of Hard (+).

Reduce Setback Upgrade:

When making the skill check to activate Sudden Discovery, the character removes

that might cause the test to be more easy or difficult.



Explorer Signature Ability Tree: Unmatched Mobility

UNMATCHED MOBILITY BASE ABILITY

Once per game session as an incidental, the character may spend 2 Destiny Points to increase the number of maneuvers he is allowed to perform in a turn to three for the next two rounds. This third maneuver may be gained through any of the means a second maneuver is normally gained.



SIGNATURE ABILITY: UNMATCHED MOBILITY

Agile and talented, Explorer characters often survive and thrive among the dangers of the galaxy through the use of speed and mobility. A seasoned Explorer can focus under pressure, using adrenaline and training to move around and complete tasks faster than those around him. Some use this ability to evade danger, keeping themselves out of harm's way. Others use it to gain an edge against their foes, outmaneuvering them in battle.

NARRATIVE ABILITIES

Many signature abilities (such as the Explorer's Sudden Discovery) have primarily narrative effects, allowing the character to instantly overcome a challenge in his path. These abilities are powerful tools that allow the players and GM to work together to tell a more collaborative, cinematic story. However, they can also pose a challenge to the GM as the character circumvents sections of his planned narrative.

Because of these potential challenges, when a player wishes to use a signature ability with a narrative effect, he must first consult with the GM. Together, the player and GM decide on the effect the ability will have, fitting it into the narrative of the game. However, as with all things, the GM is the final arbiter as to the effect of the ability. Once per game session as an incidental, the character may spend two Destiny Points to increase the number of maneuvers he is allowed to perform in a turn to three for the next 2 rounds. This third maneuver may be gained through any of the means a second maneuver is gained (see page 200 of the Core Rulebook).

UPGRADES

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

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

Duration Upgrade: Unmatched Mobility lasts for one additional round.

Free Maneuver Upgrade: While Unmatched Mobility is active, the character gains one additional free maneuver on his turn. This does not increase the maximum number of maneuvers the character can perform per turn (three with base ability active).

Melee Defense Upgrade: While Unmatched Mobility is active, the character increases his melee defense value by 1.

BASE ABILITY

Ranged Defense Upgrade: While Unmatched Mobility is active, the character increases his ranged defense value by 1.

GALACTIC SOJOURNERS



Permission granted to print and photocopy this page for personal use. @ LFL 2013.





Permission granted to print and photocopy this page for personal use. @ LFL 2013.

Hired Gun: Enforcer Talent Tree

Career Skills: Athletics, Brawl, Discipline, Melee, Piloting (Planetary), Ranged (Light), Resilience, Vigilance Enforcer Bonus Career Skills: Brawl, Coercion, Knowledge (Underworld), Streetwise





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

COST 25

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



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

COST 25

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

ACTIVE

PASSIVE





COST 25

Hired Gun: Demolitionist Talent Tree

Career Skills: Athletics, Brawl, Discipline, Melee, Piloting (Planetary), Ranged (Light), Resilience, Vigilance Demolitionist Bonus Career Skills: Computers, Cool, Mechanics, Skulduggery



Reduce the difficulty of Improvised Detonation's check to Average (and increase damage to twice ranks in Mechanics.

COST 25

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

COST 25

Decrease the U cost to activate the Blast quality on any weapon used by 1 to a minimum of 1.

COST 25

ACTIVE

PASSIVE

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

ARMED AND DANGEROUS DANGEROUS COVENANTS



COST 25

Hired Gun: Heavy Talent Tree

Career Skills: Athletics, Brawl, Discipline, Melee, Piloting (Planetary), Ranged (Light), Resilience, Vigilance Heavy Bonus Career Skills: Gunnery, Perception, Ranged (Heavy), Resilience



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

COST 25

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

COST 25

When wearing armor, increase total soak value by 1.

COST 25

Once per session, spend on a successful Ranged (Heavy) or Gunnery check to add the Breach 1 quality to the attack, or increase an existing Breach rating by 1.

COST 25

ACTIVE

PASSIVE

ARMED AND DANGEROUS

Hired Gun Signature Ability Tree: Last One Standing

LAST ONE STANDING BASE ABILITY

Once per game session during a combat encounter, the character may spend 2 Destiny Points to make a **Hard ()** Resilience check. If he succeeds, he skips his next turn and eliminates all enemy minions in the encounter. (The minions are all eliminated immediately, so will not get to participate further in the combat, but for the sake of the narrative, the PC can spend the next round of combat incapacitating them). The narrative means by which he accomplishes this is up to the player character, but should be suitably exciting, and must also be approved by the GM.



Hired Gun Signature Ability Tree: Unmatched Protection

UNMATCHED PROTECTION BASE ABILITY

Once per game session as an incidental, the character may spend 2 Destiny Points to gain the following ability: once per round, after suffering a hit and determining damage, the character may halve the damage (rounded up) dealt before it is applied to his soak. This ability is active for the remainder of the current round and two additional rounds.



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

UPGRADES

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

Add Boost: When making the skill check to activate Last One Standing, the character adds .

Destiny: To activate Last One Standing, the character only needs to spend one Destiny Point instead of the normal two.

Increase Effect: When triggering Last One Standing, eliminate one rival per increase effect upgrade in addition to the minions.

Reduce Difficulty: The skill check to activate Last One Standing is **Average (**) instead of **Hard (**).

Reduce Setback: When making the skill check to activate Last One Standing, the character removes

SIGNATURE ABILITY: UNMATCHED PROTECTION

BASE ABILITY

Once per game session as an incidental, the character may spend two Destiny Points to gain the following ability: once per round, after suffering a hit and determining damage, the character may halve the damage (rounded up) dealt before it is applied to his soak. This ability is active for the remainder of the current round and two additional rounds.

UPGRADES

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

Additional Reduction: May reduce the damage of one additional hit suffered each round Unmatched Protection is active.

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

Duration: Unmatched Protection lasts for one additional round.

Protect Ally: Once per session while Unmatched Protection is active, when an engaged ally is hit by an attack, the character may choose to be hit by that attack instead.

Some of the toughest sentients in the galaxy are Hired Guns. A lifetime of conflict leaves them covered in scars from countless wounds. However, this also leaves them as tough and resilient as durasteel.

Soak: Gain +1 soak while Unmatched Protection is active.

ARMED AND DANGEROUS



Permission granted to print and photocopy this page for personal use. @ LFL 2013.



Permission granted to print and photocopy this page for personal use. © LFL 2013.



Carl State






Smuggler Signature Ability Tree: Narrow Escape

NARROW ESCAPE BASE ABILITY

Once per game session, the character may spend two Destiny Points to make a **Hard** () Streetwise check. If successful, the character is immediately able to flee from the current personal-scale combat encounter unscathed. The challenge is not overcome or defeated, but the character is able to evade the hazard or threat for the time being. The exact nature of what the character is trying to accomplish, as well as the end results, must be approved by the GM (see Narrative Abilities on page 38), but should be suitably creative or daring.



SIGNATURE ABILITY: NARROW ESCAPE

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

BASE ABILITY

Once per game session, the character may spend two Destiny Points to make a **Hard (A A**) **Streetwise check**. If he succeeds, the character immediately flees from the current personal-scale combat encounter unscathed. The challenge is not overcome or defeated, but the character evades the hazard or threat for the time being. The exact nature of what the character is trying to accomplish, as well as the end results, must be approved by the GM (see **Narrative Abilities** on page 38).

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

RUN AWAY!

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

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

Smuggler Signature Ability Tree: Unmatched Fortune

UNMATCHED FORTUNE BASE ABILITY

Once per game session as an incidental, the character may spend 2 Destiny Points to change the face of one positive die in the character's dice pool to another face adjacent to it. An "adjacent" face is any die face sharing an edge—not a point—with the rolled face. Unmatched Fortune cannot be used on a \bigcirc .



SIGNATURE ABILITY: UNMATCHED FORTUNE

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

BASE ABILITY

Once per game session, as an incidental, the character may spend 2 Destiny Points to change the face of one positive die in the character's dice pool to another face adjacent to it. An "adjacent" face is any die face sharing an edge—not a point—with the rolled face. Unmatched Fortune cannot be used on a \bigcirc .

UPGRADES

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

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

Frequency Upgrade: Unmatched Fortune can be used an additional time per game session equal to ranks in Frequency upgrade.

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

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

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

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

Technician: Mechanic Talent Tree

Sister P

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



ACTIVE

PASSIVE

Permission granted to print and photocopy this page for personal use. © LFL 2013.



Technician: Slicer Talent Tree

A second second

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



ACTIVE

Permission granted to print and photocopy this page for personal use. @ LFL 2013.









Technician Signature Ability Tree: Inventive Creation

INVENTIVE CREATION BASE ABILITY

Once per game session, as an action, the character may spend 2 Destiny Points and make a **Daunting** (Mechanics check. If he succeeds, the character immediately uses available parts to build a device that functions as an item of his choice with a rarity of 5 or lower. The item functions until the end of the encounter, at which point it falls apart, shorts out, or otherwise ceases to function permanently. The exact nature of the device the character is trying to construct, as well as the end results, must be approved by the CM (see Narrative Abilities on page 38).



SIGNATURE ABILITY: INVENTIVE CREATION

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

BASE ABILITY

Once per game session, as an action, the character may spend 2 Destiny Points and make a **Daunting** ($\diamond \diamond \diamond \diamond$) Mechanics Check. If he succeeds, the character immediately uses available parts in the surrounding environment to build a device that functions as a weapon, suit of armor, or other piece of personal equipment of his choice with a rarity of 5 or lower. The item functions until the end of the encounter, at which point it falls apart, shorts out, or otherwise permanently ceases to function.

The exact nature of the device the character is trying to construct, as well as the end results, must be approved by the GM based on common sense and the ongoing story (see **Narrative Abilities** on page 38). When the character makes the skill check to activate Inventive Creation, the GM should add or for situational effects that would cause the check to be easier or more difficult.

UPGRADES

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

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

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

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

Reduce Difficulty Upgrade: The skill check difficulty to activate Inventive Creation is **Hard** ($\blacklozenge \diamondsuit \diamondsuit$) instead of **Daunting** ($\diamondsuit \diamondsuit \diamondsuit \diamondsuit$). The GM may still add or may as the situation warrants.

Reduce Setback Upgrade: When making the skill check to activate Inventive Creation, the character removes ■ per Reduce Setback upgrade.





UNMATCHED CALIBRATION BASE ABILITY

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



Ace: Driver Talent Tree

2500 -

Career Skills: Astrogation, Cool, Gunnery, Mechanics, Perception, Piloting (Planetary), Piloting (Space), Ranged (Light)



ACTIVE

i ala

987

197

910

10

25



Ace: Pilot Talent Tree

A Part of the

Career Skills: Astrogation, Cool, Gunnery, Mechanics, Perception, Piloting (Planetary), Piloting (Space), Ranged (Light) Pilot Bonus Career Skills: Astrogation, Gunnery, Piloting (Planetary), Piloting (Space) ACTIVE

PASSIVE









Y Liz



ACE: Rigger

Career Skills: Astrogation, Cool, Gunnery, Mechanics, Perception, Piloting (Planetary), Piloting (Space), Ranged (Light) Rigger Bonus Career Skills: Gunnery, Knowledge (Underworld), Mechanics, Resilience



ACTIVE

31

STAY ON TARGET

Ace Signature Ability Tree: This One is Mine

THIS ONE IS MINE BASE ABILITY

Once per game session, when piloting a starship or vehicle, the character may spend 2 Destiny Points to challenge another starship or vehicle in the battle with equal silhouette. For 2 rounds, the two ships are locked in a duel. For the duration of the duel, the two dueling ships can only make attacks targeting each other, and no other starships or characters can target the dueling ships with attacks.



ACE SIGNATURE ABILITY: THIS ONE IS MINE

Amidst the pandemonium of battles involving hundreds of starships and vehicles, pilots must ignore the chaos around them and focus on individual enemy targets to prioritize. Ace characters have become masters of this. When they focus on a target, all else seems to disappear around them as they stalk their prey. And in turn, as an Ace begins the attack, his target is forced to focus all its attention on staying alive. As the two combatants fight, they weave through the ongoing battle, ignored by all others as they duel for their lives.

BASE ABILITY

Once per game session, when piloting a starship or vehicle, the character may spend 2 Destiny Points to challenge another starship or vehicle with equal silhouette in the battle. For 2 rounds, the two ships are locked in a duel. For the duration of the duel, the two dueling ships can only make attacks targeting each other, and no other starships or characters can target the dueling ships with attacks. This One is Mine has several upgrades that can improve its effects and make it easier to use. Any upgrades that appear in This One is Mine's tree multiple times have their effects stack.

UPGRADES

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

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

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

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

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

36

Ace Signature Ability Tree: Unmatched Survivability

UNMATCHED SURVIVABILITY BASE ABILITY

Once per game session, when piloting a starship or vehicle with a silhouette of 3 or less that is crippled (has hull trauma in excess of its hull trauma threshold), the character may spend 2 Destiny Points as an incidental. The starship or vehicle operates as if it is not crippled for the next 3 rounds, acting as if its hull trauma is equal to its hull trauma threshold.



ACE SIGNATURE ABILITY: UNMATCHED SURVIVABILITY

Flying speeders and fighters into combat is a dangerous job. Amidst the chaos of a battle, one stray blast can knock an unsuspecting ship out of commission. Experienced Aces know this, and know every little trick to keep their vehicle going as long as possible.

BASE ABILITY

Once per game session, when piloting a starship or vehicle with a silhouette of 3 or less that is crippled (has hull trauma in excess of its hull trauma threshold), the character may spend 2 Destiny Points as an incidental. The starship or vehicle operates as if it is not crippled for the next 3 rounds, acting as if its hull trauma is equal to its hull trauma threshold.

BEAST RIDER SIGNATURE ABILITIES

ny time one of the Ace Signature Abilities presented here refers to a starship or vehicle, it can also be applied to a riding beast. (In the case of Unmatched Survivability, it affects the beast's wound threshold and Critical Injuries instead of hull trauma and Critical Hits.) Unmatched Survivability has several upgrades that can improve its effects and make it easier to use. Any upgrades that appear in Unmatched Survivability's tree multiple times have their effects stack.

UPGRADES

Change Silhouette Upgrade: Unmatched Survivability affects starships and vehicles with 1 greater silhouette per Change Silhouette Upgrade.

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

Durability Upgrade: While Unmatched Survivability is active, the character reduces Critical Hits the starship or vehicle suffers by 10 per Durability Upgrade, to a minimum of 1.

Duration Upgrade: Unmatched Survivability lasts until the end of the encounter, instead of 3 rounds.

Frequency Upgrade: Unmatched Survivability can be used twice per game session instead of once.

Reinforcement Upgrade: While Unmatched Survivability is active, when an opponent makes an attack targeting the starship or vehicle, the Critical rating of any weapon they use counts as 1 higher.















Commander Signature Ability Tree: Rousing Oratory

ROUSING DRATORY BASE ABILITY

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



BASE ABILITY

Once per game session, the character may perform a Rousing Oratory action and spend 2 Destiny Points to make a **Hard ()) Leadership check**. On a success, the character inspires a group to take action in a military situation about which members were previously hesitant. This could include stirring the hearts of a beleaguered army, spurring an oppressed populace to take up arms against their oppressors, or uniting fractious groups against a common enemy. Rousing Oratory can influence only those who can see or hear the character using it. The exact nature of what the character is trying to accomplish, as well as the end results, must be approved by the GM.

UPGRADES

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

Change Skill (Cool): When activating Rousing Oratory, the character may make a Cool check instead of a Leadership check.

Change Skill (Discipline): When activating Rousing Oratory, the character may make a Discipline check instead of a Leadership check.

Destiny: To activate Rousing Oratory, the character needs to spend only 1 Destiny Point instead of the normal 2.

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

Reduce Difficulty: The skill check to activate Rousing Oratory is **Average** ($\blacklozenge \diamondsuit$) instead of **Hard** ($\blacklozenge \diamondsuit \diamondsuit$).

Reduce Setback: Remove from the skill check to activate Rousing Oratory.

Turning Point: During a mass combat, the character may perform the Rousing Oratory action to immediately create a turning point (see page 75). The player and the GM should work together to determine the exact nature of the turning point, based on the circumstances of the mass combat. Alternatively, if the PCs are already taking part in an ongoing turning point, after triggering Rousing Oratory, add additional \bigcirc to all skill checks that friendly characters and NPCs make until the end of the turning point.



Commander Signature Ability Tree: Unmatched Authority

UNMATCHED AUTHORITY BASE ABILITY

Once per game session, as an action during an encounter in structured time, the character may spend 2 Destiny Points to gain the following ability for the remainder of the current round and two additional rounds: As an out of turn incidental, the character may suffer 2 strain to downgrade the difficulty of an ally's skill check once.



UPGRADES

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

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

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

Firm Resolve: While Unmatched Authority is active, increase the character's strain threshold by +2 per Firm Resolve upgrade. (Note that if the character's strain exceeds his strain threshold when Unmatched Authority ends, and his strain threshold resets to normal, he is incapacitated, as described on page 230 of the **Ace of Rebellion** Core Rulebook.

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

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

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

















Diplomat Signature Ability Tree: Diplomatic Solution

DIPLOMATIC SOLUTION BASE ABILITY Once per game session, when a combat encounter against one or more sentient creatures is about to begin, the character may spend 2 Destiny Points and make a **Daunting** ($\Phi \Phi \Phi$) Charm check to turn the encounter into a social encounter instead. COST 30 CHANGE SKILL **REDUCE SETBACK BOOST ALLIES** CHANGE SKILL May make a Coercion check Remove from skill check to Other friendly characters May make a Leadership instead of a Charm check to activate Diplomatic Solution gain 📃 on social checks uncheck instead of a Charm activate Diplomatic Solution til the end of the encounter check to activate Diplo COST 10 per Boost Allies Upgrade. matic Solution COST 10 COST 10 COST 10 ACTIVATION REDUCE DESTINY **BOOST ALLIES** DIFFICULTY May activate Diplomatic Diplomatic Solution costs 1 Other friendly characters Solution at the start of any Reduce the difficulty of the Destiny Point instead of 2 gain on social checks uncombat turn instead of skill check to activate Diptil the end of the encounter Iomatic Solution to Hard COST 15 only at the start of combat. per Boost Allies Upgrade (🌢 🔶 🌒) COST 15 COST 15 COST 15

SHARING THE SPOTLIGHT

D iplomatic Solution gives Diplomat characters a great deal of narrative power, and lets them shape entire scenes and even whole sessions. While this can be a lot of fun if used at appropriate times, sometimes the Soldier just wants to fire that heavy blaster rifle at some stormtroopers or the Ace is looking to dogfight with a deadly foe. The GM should keep this in mind, and consider ways in which the Diplomat and more martially minded characters can contribute at the same time, so that everyone has fun!

Of course, when the Diplomat does use Diplomatic Solution, the GM should encourage the other PCs to participate in the ensuing encounter, even if diplomacy is not their strong suit. After all, Soldiers, Commanders, and Aces can offer insight into the realities of the battlefield that Diplomats might lack, while Spies and Engineers often have information that nobody else in the party would have reason to possess. Many different skills can be used over the course of a diplomatic encounter, and the GM should encourage the PCs to be creative! Other times, the GM should consider ways that the Diplomat can use Diplomatic Solution without depriving the other PCs of a fight. For instance, in a battle with Imperial troops, the GM might let the Diplomat use this signature ability to negotiate a cease-fire mid-battle to exchange prisoners or to evacuate civilians from the area, but not end the battle entirely. Alternatively, if the PCs are on a mission to negotiate for supplies or support, Diplomatic Solution might let the Diplomat smooth over ruffled feathers after a situation turns hostile, but not completely eliminate the need for combat. Perhaps an offended party demands a duel to see honor upheld, or maybe the aggrieved group demands that the PCs take care of some dangerous task to make amends. This is where other characters can step in and shine!

By using narrative techniques like these, the GM can let the Diplomat affect the story in a big way by defusing conflicts and still give the other characters important jobs in the diplomatic process.

Diplomat Signature Ability Tree: Unmatched Insight

UNMATCHED INSIGHT BASE ABILITY

Once per game session, during an encounter or scene involving one or more other sentient creatures, the character may spend 2 Destiny Points. The character immediately becomes aware of the emotional states and basic histories of up to 3 chosen participants in the scene.


Engineer: Mechanic Talent Tree

Career Skills: Athletics, Computers, Knowledge (Education), Mechanics, Perception, Piloting (Space), Ranged (Light), Vigilance



ACTIVE

PASSIVE







FM

TRE .

154

R













COST 15

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

COST 15

This character and allies within short range add ⁽¹⁾ to combat checks while benefiting from cover.

COST 15

DODGE

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

PREY ON THE WEAK

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

COST 20

COST 25

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 20

ONE WITH NATURE

COST 15

When in the wilderness, the character may make a **Simple (-) Survival check** (instead of Discipline or Cool) to recover strain at the end of an encounter.

COST 20

COST 20

DEDICATION

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

COST 25



DISORIENT

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

COST 25

HEROES OF THE REBELLION

FORGED IN BATTLE

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

PREY ON

COST 25

31





The Alliance to Restore the Republic is an organization founded upon the principle that seemingly invincible juggernauts can be brought down with creativity, determination, and a bit of luck. The Bigger They Are... is a signature ability that exemplifies this mentality, giving a Soldier the ability to fell targets well beyond the reach of most infantry. Using experience the evert right snot to hit a target, whether it

upgrades that appear in The Bigger They Are ...'s tree multiple times have their effects stack.

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

Change Skill (Survival): When activating The Bigger They Are..., the character may make a Survival check

UNMATCHED COURAGE BASE ABILITY

INCREASE EFFECT

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

COST 10

SEE IT THROUGH

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



first hit of each successful combat check he makes.

COST 30

DURATION

Unmatched Courage lasts for 2 additional rounds.

COST 10

TOO TOUGH TO DIE

When Unmatched Courage ends, make a Hard (Resilience check to remove one Critical Injury.

COST 15



374

Permission granted to photocopy for personal use only. © LFL. © FFG.





CONSULAR: Healer

Career Skills: Cool, Discipline, Knowledge (Education), Knowledge (Lore), Leadership, Negotiation Additional Career Skills: Discipline, Knowledge (Education), Knowledge (Xenology), Medicine



ACTIVE PASSIVE FORCE TALENT

characteristic above 6.

COST 25

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

69

COST 25



CONSULAR: Niman Disciple

Career Skills: Cool, Discipline, Knowledge (Education), Knowledge (Lore), Leadership, Negotiation Additional Career Skills: Discipline, Leadership, Lightsaber, Negotiation



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

COST 25

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

COST 25

Gain +1 Force rating. COST 25

ACTIVE

PASSIVE

FORCE TALENT

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

COST 25



CHARACTER CREATION FORCE AND DESTINY

CONSULAR: Sage

Career Skills: Cool, Discipline, Knowledge (Education), Knowledge (Lore), Leadership, Negotiation Additional Career Skills: Astrogation, Charm, Cool, Knowledge (Lore)



When the character recovers strain at the end of the encounter, he may add O per Force rating. He recovers additional strain equal to generated.

COST 25

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

COST 25

Once per session, may reroll any 1 Cool or Negotiation check.

COST 25



ACTIVE

PASSIVE

FORCE TALENT





GUARDIAN: Peacekeeper

Career Skills: Brawl, Cool, Discipline, Melee, Resilience, Vigilance Additional Career Skills: Discipline, Leadership, Perception, Piloting (Planetary)





If a missed combat check generates () or () () (), may spend to perform Force power targeting allies as a maneuver.

COST 25

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



Once per session, may reroll any 1 Cool or Leadership check.

75

COST 25

ACTIVE

PASSIVE

FORCE TALENT

CHARACTER CREATION

GUARDIAN: Protector

Career Skills: Brawl, Cool, Discipline, Melee, Resilience, Vigilance Additional Career Skills: Athletics, Medicine, Ranged (Light), Resilience



ACTIVE

PASSIVE

FORCE TALENT

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

76

COST 25



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

COST 25

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

COST 25



GUARDIAN: Soresu Defender

Career Skills: Brawl, Cool, Discipline, Melee, Resilience, Vigilance Additional Career Skills: Discipline, Knowledge (Lore), Lightsaber, Vigilance





COST 25

um range with the same damage as the initial hit, after original attack resolves.

COST 25

greater than Force rating. If successful, 1 target within short range may only attack character for 1 round. Spend () to extend effects for 1 target for 1 round.

COST 25

ACTIVE

PASSIVE

FORCE TALENT







Permission granted to print and photocopy this page for personal use. @ LFL @ FFG

Guardian Signature Ability Tree: Fated Duel

FATED DUEL BASE ABILITY

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



SIGNATURE ABILITY: FATED DUEL

Many of the most iconic scenes in stories of heroism and sacrifice begin with two combatants drawing (or igniting) their blades to fight a duel to the death. This signature ability allows a Guardian to force a single foe into a duel, preventing both participants from attacking others for several rounds. Guardians can use this signature ability to give alles a chance to recover and regroup, to distract a powerful foe while comrades clear out weaker enemies, or even to stave off a single deadly combatant while allies make their escape. Characters who have mastered this signature ability can provide substantial boons to their allies while they fight the duel, giving them the best chance to complete important tasks without interruption. Of course, any use of this signature ability represents a considerable risk on the part of the Guardian, for it means bearing the entire burden of fighting a particular foe, if only for a short time. Such duels have been the finest moments of many Guardians, but also their last.

ENTERTAINING EVERYBODY ELSE

S ignature abilities can pose a number of challenges to the CM, first and foremost because they allow one of the PCs to grab the spotlight, albeit briefly. While the narrative influence they allow the players is a good thing in moderation (and indeed, the purpose of signature abilities), it does mean that the GM has to account for the rest of the PCs during these scenes. Sometimes, it is obvious what the other PCs should be doing while a character uses Fated Duel or a similar narrative signature ability. If the PC who activated Fated Duel is holding off a Sith Lord while the rest of the characters outrun stormtroopers, retake their ship, and make an escape, then the other PCs will have plenty of activities and checks to keep them busy.

If, however, a PC uses Fated Duel during a battle against a single powerful foe intended for the whole party, it might not be as obvious what everyone else should do while the duel plays out. Sometimes, other players might not mind watching a friend play out a one-on-one battle, especially if the duel is with a personal foe of that PC in particular. Usually, though, the GM should come up with something to occupy the other PCs. This could be a parallel crisis to address, but it could also be an opportunity created by the duel. For instance, the other PCs might be able to use the distraction of a major NPC to accomplish goals they couldn't if the villain weren't busy---rescuing guarded prisoners, "liberating" relics from a vault, or slicing the enemy's computer for key information.

Guardian Signature Ability Tree: Unmatched Heroism

UNMATCHED HEROISM BASE ABILITY



SIGNATURE ABILITY: UNMATCHED HEROISM

The act of sheltering allies is frequently a literal one for Guardians. This signature ability allows Guardians to intercept attacks meant for friends, taking mighty strikes in their allies' place. Since Guardians often have means of mitigating incoming attacks, from deft sword skills to resilient armor to Force-enhanced toughness, they can often resist strikes that would incapacitate or even slay their comrades. Some Guardians can even capitalize on being hit, launching counterstrikes or otherwise smiting foes who strike at them. Armed with this signature ability, a Guardian can safeguard a whole party against numerous foes for several rounds.

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 as an out of turn incidental to move to engaged range of that ally and become the target of the combat check instead.

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

UPGRADES

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

Duration Upgrade: Unmatched Heroism lasts for 1 additional round per Duration Upgrade.

Endurance Upgrade: Reduce the strain cost to become the target of an attack with Unmatched Heroism by 1 (to a minimum of 0) per Endurance Upgrade.

Frequency Upgrade: Unmatched Heroism can be used twice per game session instead of once.

Increase Range Upgrade: Increases the maximum range at which allies can be affected to medium range.



MYSTIC: Advisor

Career Skills: Charm, Coercion, Knowledge (Lore), Knowledge (Outer Rim), Perception, Vigilance Additional Career Skills: Charm, Deception, Negotiation, Streetwise





COST 25





ACTIVE

PASSIVE

FORCE TALENT

MYSTIC: Makashi Duelist

Career Skills: Charm, Coercion, Knowledge (Lore), Knowledge (Outer Rim), Perception, Vigilance Additional Career Skills: Charm, Cool, Coordination, Lightsaber



Once per encounter, per-

form Makashi Flourish

action. Make an Average

() Lightsaber (Pres-

ence) check. 1 engaged

opponent suffers strain

equal to 🗱, and heal an

COST 25

equal amount of strain.





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



May spend () or () () with successful Lightsaber check to disarm opponent.

COST 25

Take the Makashi Finish action. Perform a Lightsaber (Presence) combat check against engaged target, adding () no greater than Force rating. Spend () to add +10 to any resulting Critical Injury rolls.

COST 25



MYSTIC: Seer

Career Skills: Charm, Coercion, Knowledge (Lore), Knowledge (Outer Rim), Perception, Vigilance Additional Career Skills: Discipline, Knowledge (Lore), Survival, Vigilance





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

COST 25



Once per session, may reroll any 1 Force power check.

COST 25



ACTIVE

PASSIVE

FORCE TALENT





SEEKER: Ataru Striker

Career Skills: Knowledge (Xenology), Piloting (Planetary), Piloting (Space), Ranged (Heavy), Survival, Vigilance Additional Career Skills: Athletics, Coordination, Lightsaber, Perception



ACTIVE

PASSIVE

FORCE TALENT

When hit by a melee attack, suffer 3 strain to reduce damage by 2 plus ranks in Parry.

COST 25

Gain + 1 to a single characteristic. This cannot bring a characteristic above 6. Perform Saber Throw action; make Lightsaber combat check as ranged attack at target within medium range, adding O no greater than Force rating. Must spend and succeed to hit target; spend T to have weapon return to hand.

COST 25

When the character recovers strain at the end of the encounter, he may add O per Force rating. He recovers additional strain equal to O generated.

COST 25

SEEKER: Hunter

Career Skills: Knowledge (Xenology), Piloting (Planetary), Piloting (Space), Ranged (Heavy), Survival, Vigilance Additional Career Skills: Coordination, Ranged (Heavy), Stealth, Vigilance



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



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

COST 25

When making a Ranged (Heavy) or Ranged (Light) combat check, add ○ no greater than Force rating to the check. May spend ○ to add ☆ or ♥.

COST 25



ACTIVE

PASSIVE

FORCE TALENT

SEEKER: Pathfinder

Career Skills: Knowledge (Xenology), Piloting (Planetary), Piloting (Space), Ranged (Heavy), Survival, Vigilance Additional Career Skills: Medicine, Ranged (Light), Resilience, Survival



half, then character suffers wounds equal to number reduced.

COST 25

COST 25

ACTIVE

PASSIVE

FORCE TALENT











Seeker Signature Ability Tree: Unexpected Demise

UNEXPECTED DEMISE BASE ABILITY

Once per unselent as an action, the character may spend 7 Dentity Points and make a Hard (Second Se



SEEKER SIGNATURE ABILITY: UNEXPECTED DEMISE

It's a dangerous and hostile galaxy, and only the most dead by survive to live another day. Seekers who know this hone themselves to reliminate threats before those threats elimnate them. Through exhaustive practice and careful examination, these characters stalks then prey to ensure that few will walk away once they become their target, whether in the midst of a character battle or in the sights of a long-range blaster rifle.

BASE ABILITY

Once per session as an action, the character may spend two Destiny Points and make a Hard () Perception check. If successful, for the next two rounds the character may spend one maneuver to add one automatic () to his next combat check made in that turn. In addition, for the next two rounds, when the character inflicts a Critical injury on a two NPC, the target is immediately incapacitated in the same way as a minion NPC would be (see page 400 of the Force and Destiny Core Rulebook) Unexpected Demise has several upgrades that can improve its effects and make it easier to use. Any upgrades that appear in Unexpected Demise's tree multiple times have their effects stack.

UPGRADES

Change Skill Upgrade: To activate Unexpected Demise, the character can use Discipline (Instead of Perception as normal) to ready the mind and calmly perform the perfect strike.

Destiny Upgrade: To activate Unexpected Demise, the character only needs to spend 1 Destiny Point instead of the normal 2.

Duration Upgrade: Unexpected Demise lasts for 1 additional round per Duration Upgrade.

Reduce Difficulty Upgrade: The skill check difficulty to activate Unexpected Demise is Average () instead of Hard () the Game Master may still add) or as the situation warrants.

Reduce Setback Upgrade: When making a combat check, while Unexpected Demise is active, the character removes



SOLITARY TRAVELERS

Seeker Signature Ability Tree: Unmatched Pursuit

UNMATCHED PURSUIT BASE ABILITY

Does per partie session, as an out of our modernal, the character may spend 2. Durding Points and compare one enemy character or which within medium ringe letters personal or planetary walks with quarry for the mest 5 minutes if the designated target would successfully clude pursuit, the character may valantiality failer 2 security perp pare-presentate the carget from escaping.



ellects stock.

SEEKER SIGNATURE ABILITY: UNMATCHED PURSUIT

COST 15

Seekers often are called on not to just track down or navigate to a specific location, but instead hunt a moving target. This signature ability allows Seekers to better continue the chase, be it across frozen mountains, through esteroid fields, or underneath sprawling cities. Masters of pursuits can dog gedly stay on the trail of even the most minble and clever of fors, thwarting every trick until the exhausted target is run to ground and captured.

BASE ABILITY

Once per game session, as an out of furn incidental, the character may spend 2 Destiny Points and designate one enemy character or vehicle within medium range (either per sonal or planetary scale) as his quarty. For the next 3 rounds, if the designated target would successfully clude his pursuit, the character may voluntarily suffer 2 strain to keep pace, preventing the target from escoping him.

Unmakehed Puriori has several upgrades that can improve its effects and make it easier to use. Any upgrades that up pear in Unmakehed Pursuit's tree multiple times have their

UPGRADES

Destiny Upgrade: To activate Unmalched Pursuit, the char acter only needs to spend 1 Destiny Point instead of the normal 2

Duration Upgrade: Unmatched Purnuit lasts for 1 additional round per Duration Upgrade.

Endurance Upgrade: Reduce the strain cost to keep pace with the target attempting to clude the character by 1 (to a minimum of 0) per Endurance Upgrade

Frequency Upgrade: Unmalched Pursuit ran be used twice pur game session instead of once.

Increase Range Upgrade: Increase the maximum range at which a target can be selected to long range.

Maneuver Upgrade: Should the target of Unmatched Pursuit spend a maneuver to increase the target's distance from the character, the character may immediately perform a Move maneuver as an out of turn incidental to close the distance between them. This reestablishes the relative separation between the character and the target.

SOLITARY TRAVELERS


SENTINEL: Artisan

Career Skills: Computers, Deception, Knowledge (Core Worlds), Perception, Skulduggery, Stealth Additional Career Skills: Astrogation, Computers, Knowledge (Education), Mechanics



Once per round, may take the Master Artisan incidental; suffer 2 strain to decrease the difficulty of next Mechanics check by 1, to a minimum of Easy ().

COST 25

When making check to craft or repair item, may add O no greater than Force rating to check. Spend OO to increase hard points by 1, to max of +2. COST 25

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

COST 25

ACTIVE

PASSIVE

FORCE TALENT

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

93

COST 25

CHARACTER CREATION FORCE AND DESTINY

SENTINEL: Shadow

Career Skills: Computers, Deception, Knowledge (Core Worlds), Perception, Skulduggery, Stealth Additional Career Skills: Knowledge (Underworld), Skulduggery, Stealth, Streetwise







94

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

COST 25

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

COST 25

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

COST 25

ACTIVE

PASSIVE

FORCE TALENT

CHARACTER CREATION FORCE AND DESTINY

SENTINEL: Shien Expert

Career Skills: Computers, Deception, Knowledge (Core Worlds), Perception, Skulduggery, Stealth Additional Career Skills: Athletics, Lightsaber, Resilience, Skulduggery



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

COST 25

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

Perform Disruptive Strike action; make a Lightsaber (Cunning) combat check, adding \bigcirc no greater than Force rating. Spend \bigcirc to add \checkmark to the next combat check the target makes.

COST 25

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

COST 25

ACTIVE

PASSIVE

FORCE TALENT



the saint and abotecony this name for aprenal use IT IFI IT FI





29

Sentinel Signature Ability Tree: My City

MY CITY BASE ABILITY

Once per game session when in an urban setting, the character may spend 2 Destiny points and make a Hard () Knowledge (Core Worlds) or Knowledge (Outer Rim) check. If successful, for the remainder of the game session, the character may suffer 2 strain to recall or learn the location of any notice group, or establishment within that city, and any relevant information.



SENTINEL SIGNATURE ABILITY: MY CITY

The habitat of many Sentinels is more than just where they live. It is their primary focus, and defending it dominates their thoughts. They study its streets and buildings, learning the best ways and times to travel through it. They also learn the hidden secrets of those who live there, whether law-abiding citizens or crime lords using veneers of respectability to avoid the rightful punishment. For these Sentinels, such knowledge and expertise is more than just useful information—it can become the decider between life and death.

BASE ABILITY

Boost Skill Upgrade: While My City is active and the character is in the chosen city, the character adds to Street wise and Survival checks.

UPGRADES

Boost Skill Upgrade: While My City is active and the char acter is in the chosen city, the character adds to any Skulduggery and Stealth checks he makes in that setting

Change Skill (Underworld) Upgrade: When activating My City, the character may make a Knowledge (Underworld check instead of a Knowledge (Core Worlds/Outer Rim) check

Change Skill (Streetwise) Upgrade: When activating My City, the character may make a Streetwise check instead of a Knowledge (Core Worlds/Outer Rim) check.

Cover Upgrade: While My City is active and the character is in the chosen city, whenever the character is in cover, he increases his ranged defense by one

Destiny Upgrade: To activate My City, the character needs to spend only 1 Destiny Point instead of the normal 2

Reduce Difficulty Upgrade: Activating the base ability requires an Average ($\blacklozenge \diamondsuit$) skill check instead of a Hard ($\blacklozenge \diamondsuit$) skill check instead of a grad

Downgrade (Stealth) Upgrade: While My City is active and the character is in the chosen city, the character may suffer 2 strain to downgrade the difficulty of any Stealth check once



Sentinel Signature Ability Tree: Unmatched Vigilance

UNMATCHED VIGILANCE BASE ABILITY

Once per game session at the beginning of a structured encounter, the character may spend 2 Destiny Points. If he does so, he determines the Initiative order of me first round of the encounter. Characters still make checks to determine Initiative, but these results will only apply after Unmatched Vigilance's effects end



UPGRADES

SENTINEL SIGNATURE ABILITY: UNMATCHED VIGILANCE

A classic mark of many Sentinels is their foresight and alertness. From carefully scouting out the terrain and possible cover in likely combat locations to always watching for signs of ambush, they are rarely if ever caught unawares. To their enemies, Sentinels appear to possess complete situational awareness, and always seem to be a step ahead of them.

Part of this is the intense preparation that Sentinels undergo before they conduct their crusades against injustice. They often carry a wide variety of useful items on their persons, and always seem to have just the right device or piece of gear in their pockets or packs for the current situation. With plans for any contingency readied and an unending vigiance, they can be the masters of almost any encounter.

BASE ABILITY

Once per game session at the beginning of a structured encounter. The character may spend 2 Destiny Points. If he does so, he determines the initiative order of the first round of the encounter. Characters still make checks to determine initiative, but these results will only apply after Unmatched Viplance's effects and Always Alert Upgrade: After activating Unmatched Vigilance, the character may choose to use either Cool or Vigilance for his Initiative check until the end of the encounter

Combat Preparation Upgrade: When the character activates Unmatched Vigilance, he may chose to introduce a "fact" or additional context directly into the narrative as if he had spent a Destiny Point.

Combat Readiness Upgrade: After activating Unmatched Vigilance, the character may immediately perform one free maneuver.

Duration Upgrade: The Initiative order that Unmatched Vigilance establishes lasts one additional round per Duration upgrade purchased.

Destiny Upgrade: To activate the Unmatched Vigilance base ability, the character needs to spend only 1 Destiny Point instead of the normal 2.

Group Preparation Upgrade: All NPCs add to their combat checks targeting any Player Character who has not yet taken a turn in the current round.

Group Vigilance Upgrade: All PCs add to their combat checks targeting any NPC who has already taken a turn during the current round.

ACTIVE PASSIVE WARRIOR: Aggressor Career Skills: Athletics, Brawl, Cool, Melee, Perception, Survival FORCE TALENT Additional Career Skills: Coercion, Knowledge (Underworld), Ranged (Light), Streetwise TOUGHENED PLAUSIBLE GRIT INTIMIDATING DENIABILITY Gain +2 wound threshold. Gain +1 strain threshold. May suffer a number of Remove per rank of strain to downgrade difficul-COST 5 COST 5 Plausible Deniability from ty of Coercion checks, or all Coercion and Deception upgrade difficulty when targeted by Coercion checks, checks. by an equal number. Strain COST 5 suffered this way cannot exceed ranks in Intimidating. COST 5 FEARSOME INTIMIDATING PREY ON SENSE ADVANTAGE THE WEAK When an adversary be-May suffer a number of Once per session, may add comes engaged with the strain to downgrade difficul-Add +1 damage to one to 1 NPC's skill check. character, the character ty of Coercion checks, or hit of successful combat checks against disorientmay force the adversary to upgrade difficulty when tar-**COST 10** ed targets per rank of Prey make a fear check, with the geted by Coercion checks, difficulty equal to the charby an equal number. Strain on the Weak. acter's ranks in Fearsome. suffered this way cannot ex-COST 10 ceed ranks in Intimidating. COST 10



may force the adversary to make a fear check, with the difficulty equal to the character's ranks in Fearsome.

COST 25

COST 25

Resilience check with equal to Force rating. Heal wounds equal to 🔅, spend ●to add 数.

99

COST 25

CHARACTER CREATION FORCE AND DESTINY

WARRIOR: Shii-Cho Knight

Career Skills: Athletics, Brawl, Cool, Melee, Perception, Survival

ACTIVE

PASSIVE



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

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

COST 25

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

COST 25

When hit by a melee attack, suffer 3 strain to reduce damage by 2 plus ranks in Parry.

COST 25



COST 25

CHARACTER CREATION FORCE AND DESTINY





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

COST 25

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

COST 25

Perform the Intuitive Evasion maneuver; suffer 1 strain and commit \bigcirc up to ranks of Intuitive Evasion. Upgrade difficulty of combat checks targeting starship or vehicle by equal amount. Suffer 1 strain every round () remains committed.

COST 25



Permission granted to photocopy for personal use only. © LFL. © FFG.

101

AGE OF REBELLION

1817





293

THE FORCE

AGE OF REBELLION

SER

10

Siz

Force Power Tree: Battle Meditation

Prerequisites: Force Rating 2 +

FORCE ABILITY

BATTLE MEDITATION BASIC POWER

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

The user may spend \bigcirc to add one automatic \bigstar to all checks made by a number of engaged friendly targets up to his Presence before the end of his next turn. If the user used any \bigcirc to generate \bigcirc reduce each target's Willpower by 1 (to a minimum of 1) until the end of the encounter.



FORCE POWER: BATTLE MEDITATION

Some Force users can telepathically guide allies around them, helping them to coordinate and achieve amazing feats. This guidance can easily become domination, however, and Force users must strive to maintain a balance between gentle guidance and outright tyranny. Meanwhile, individuals less concerned with trifling matters like "morality" and "the basic dignity of all sentients" use Battle Meditation to guide their disposable pawns to ignoble ends for their own selfish betterment.

BASIC POWER

Battle Meditation's basic power allows the Force user to influence and coordinate large groups of allies, guiding their actions to help them work as a unified whole. The basic power has one way of spending Force points:

UPGRADES

Control Upgrade: When making a Battle Meditation power check, the user may make an Easy () Leadership check as part of the pool. If he generates enough Force points to activate the power and succeeds on the check, he can telepathically transmit a simple order to each character he affects with this power. This order is not mandatory, but the recipient comprehends it even if he does not understand the user's language.



Force Power Tree: Bind

Prerequisites: Force Rating 2 +





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

COST 20

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 the were used to generate and the user succeeds on the check, he may immediately stagger the target until the end of his next turn. If any were used to generate and the check succeeds, the target suffers a Critical Injury, adding +10 to the roll per spent on the check.

FORCE POWER: BIND

soak) per spent on the check. The user may not activate this multiple times.

UPGRADES

COST 25

Force users skilled in telekinetic powers can seize others from afar, preventing them from moving or attacking. When used with a calm heart, this power can be an extremely useful defensive tool, letting the Force user stop an enemy in his tracks without hurting him. Of course, once a foe is in the Force user's grip, it can be extremely tempting to simply crush him.

BASIC POWER

Bind's basic power allows the Force user to restrain those nearby, preventing them from harming others and themselves. The basic power has one way to spend Force points:

 The user may spend to immobilize a target within short range until the end of the user's next turn. If the user used any to generate on this check, the target also suffers 1 wound (ignoring **Control Upgrade:** Spend to immediately move the target one range band toward or away from the user. The user may not activate this multiple times.

Control Upgrade: Spend (), whenever a target affected by Bind takes an action, he suffers strain equal to the user's Willpower. The user may not activate this multiple times.

Duration Upgrade: The power gains the ongoing effect: Commit $\bigcirc \bigcirc \bigcirc$ after successfully activating the basic power. If a target was immobilized or staggered by this power, he remains immobilized or staggered as long as $\bigcirc \bigcirc \bigcirc$ remain committed and the target stays within range. If a target moves beyond the range of the power, the effects end for him, but not for any other targets of the power. The user may not activate this multiple times.



THE FORCE

Force Power Tree: Enhance

FORCE ABILITY

Prerequisites: Force Rating 1 +



FORCE POWER: ENHANCE

One of the most straightforward ways in which Force users utilize the power of the Force is to imbue their own bodies with energy and strength. Making leaps that might otherwise be deemed impossible, moving at high speeds, and harnessing physical strength well beyond the capacity of most sentient beings are all equally viable. In this way, the Force becomes an almost literal fuel for feats of endurance and power. Most Force users find it a relatively simple thing to use the Force in order to overcome their own physical limitations and shrug off the effects of fatigue. With a little practice, most Force users are able to expand the arenas in which they can use the Force beyond that of mere brute strength. They are able to concentrate the Force into assisting them with acts of dexterity and acrobatics.

BASIC POWER

Enhance allows Force users to perform athletic feats beyond the original scope of their natural abilities. The basic power has one way of spending Force points:

• When making an Athletics check, the user may roll an Enhance power check as part of the pool. The user may spend to gain * or * (his choice) on the check. (Remember, this counts as a normal Force power check in every way—it is simply combined with the overall skill check.)

UPGRADES

Upgrades to Enhance work in two distinct ways. Force users may choose to use the power to improve their natural abilities, enhancing existing skills and even improving their bodies' physical characteristics using



THE FORCE

Force Power Tree: Farsight

Prerequisites: Force Rating 1 +

Force Ability



Control Upgrade: Spend () to make out fine details on one object within medium range. The user may activate this multiple times, increasing the number of objects by one each time.

Control Upgrade: Spend () to see microscopic details of one object within engaged range. The user may activate this multiple times, increasing the number of objects by one each time.

Control Upgrade: This power gains the ongoing effect. Commit O. The Force user's rank in the Perception skill by 1 (to a maximum of 5) each time this is performed.

Control Upgrade: The user may spend () () to see in every direction simultaneously, noticing and observing things in a full 560 degree arc. The user may not activate this multiple times. Duration Upgrade: The user may spend () to increase the duration by a number of rounds (or minutes in narrative time) equal to Duration upgrades purchased

Mastery Upgrade: The user may spend () () The user now can see as though from a spot within close range (planetary scale) of the user's body. If the user is on the surface of a world, this distance can be a vertical altitude in the air as well as along the surface; if in space this can be in any direct tion. This effectively moves the character's personal point of view fair away from the location of the user's body, allowing a viewpoint as if controlling a remote viewing mechanism.

Range Upgrade: The user may spend () to increase the power's range by one range band equal to Range upgrades purchased. The user may activate this multiple times, increasing the range by this number each time.

Force Power Tree: Foresee

Prerequisites: Force Rating 1 +





FORCE POWER: FORESEE

Force users often have precognitive flashes, experiencing waking dreams or visions about people and situations through their abilities. These powers are rarely so clear and obvious as to provide unequivocal visions of the future, but they are certainly enough to give Force users pause for thought when they have a "bad feeling about something."

The power of foresight has been used in countless different ways by countless different Force users throughout history. Some use it to gain vague images far into the future, while others use it to predict the movements of their foes or see an unexpected event soon to happen.

BASIC POWER

The most basic form of Foresee allows the character to look into the Force to see vague hints of his near future. These hints may be blurry visual images, brief samples of sound, or simple emotions. The basic power has one way of spending Force points:

 The user may spend
to gain vague hints of events to come in the next day of his own, personal future. The basic power cannot see further than one day.

UPGRADES

Foresee's upgrades work in two distinct manners. The first set of upgrades serves to further enhance the character's ability to intuit the actions of oth-



THE FORCE FORCE AND DESTINY

Force Power Tree: Heal/Harm

Prerequisites: Force Rating 1 +

FORCE ABILITY

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 to heal a number of wounds equal to Intellect from an engaged living creature (including user). Harm: Spend to inflict a number of wounds equal to Intellect (ignoring soak) on an engaged living target. The user gains 1 Conflict.



FORCE POWER: HEAL/HARM

This power reflects a Force user's capacity to manipulate the living energy in things around him. It is the individual's choice, however, whether to use this gift to help others flourish, binding their injuries and making them whole, or to steal their vital essence, ripping the life from them to watch as they wither and die.

BASIC POWER

Unlike many other Force powers, Heal/Harm has a basic power that can be used in two distinct ways (to heal or to harm). Heal allows the Force user to treat his comrades' injuries, while Harm lets him drain the life from his foes. When a character purchases the basic power Heal/ Harm, he gains access to both Heal and Harm. Each time a character uses the basic power, he must choose whether he is using Heal or Harm, and he receives only the effects associated with his choice. Each upgrade a character purchases improves both Heal and Harm, but some improve each power in a different way.

HEAL (LIGHT SIDE FORCE USER ONLY)

The basic power for Heal lets a character mend wounds with a simple touch. Heal can only be used by light side Force-sensitive characters. The basic power has one way to spend Force points:



Force Power Tree: Influence

FORCE ABILITY

Prerequisites: Force Rating 1 +



FORCE POWER: INFLUENCE

The ability to influence the minds of others is not something to be taken lightly. Misuse of the ability, colloquially known as a "mind trick," is a sure step on the path to the dark side. A powerful Force user can manipulate the minds of others to the point where he can convince them to believe things that are untrue, or calm an angry crowd. Conversely, he can rile the crowd into a murderous frenzy, or frighten a single soul into gibbering madness. This is where the danger of Influence lies.

However, Influence is not inherently evil. Many Force users have used Influence to protect the helpless or to deal with a threat in a way that avoids violence. It is much better to convince a guard to return to his post than to have to kill him. Influence's most basic and arguably crudest ability allows the user to inflict strain on a living target, stressing his mind until he passes out. However, upgrades allow the Force user who specializes in Influence to perform much more subtle and impressive feats.

BASIC POWER

The most basic form of Influence does not allow the Force user to guide or shape the thoughts of others. He can merely strain their mind, inflicting stress and exhaustion. The basic power has one effect that can be triggered multiple times on the same or different targets:

 The user spends to stress the mind of one living target he is engaged with, inflicting 1 strain. The user may activate this multiple times, increasing the strain inflicted by one each time.



Force Power Tree: Manipulate Prerequisites: Force Rating 1 +

MANIPULATE BASIC POWER

The Force user shapes machine components on a molecular level, allowing him to mend damaged mechanical systems

The Force user may spend () to cause one vehicle or starship he is engaged with to recover one system strain. The user may activate this multiple times When using this power spend () to cause targets to recover 1 additional strain or COST 10 CONTROL Spend () to increase the The user may spend () to spend () to gain 🗱 or 😲 range, the user may spend () CONTROL Spend () to increase the spend () to cause targets to COST 15 COST 10 COST 10 RANGE When performing a Manipulate power check as part of a Mechanics skill check, the user may spend $\bigcirc \bigcirc$ to gain \bigoplus on the check. Spend () to increase the power's range by a number of range bands equal to COST 20 Range upgrades purchased. COST 15

Control Upgrade: The power gains the ongoing effect: Commit one or more O. Increase the system strain threshold of one vehicle or starship at engaged range by 3 per O

Control Upgrade: The power gains the ongoing effect: Commit one or more (). Increase the system strain threshold of one

Control Upgrade: The power gains the ongoing effect: Commit one or more O Increase the hull trauma threshold of one

Control Upgrade Manipulate may be used cause droids.

Mastery Upgrade: When performing a Manipulate power check as part of a Mechanics skill check, the user may spend • • when using the power to gain • on the check. The user may not activate this multiple times

Range Upgrade: The user may spend () to increase the power's range by a number of personal range bands equal to Range upgrades purchased. The user may activate this multiple times, increasing the range by this number each time.

Strength Upgrade: When using this power to cause a target to recover strain or system strain or heal wounds. the user may spend) to cause the target to recover one additional strain, system strain, or heal one additional wound per Strength upgrade. This may be activated multiple times

> UNSEEN VIGILANTES ENDLESS VIGL



Force Ability

Force Power Tree: Misdirect

Prerequisites: Force Rating 1 +

MISDIRECT BASIC POWER

The Force user creates illusions to fool those around him.

The user may 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 next turn, the target cannot see or sense the hidden person or object.



FORCE POWER: MISDIRECT

Trickery is an important part of many Force users' arsenals, letting them tip the scales of battle in their favor or even avoid some conflicts entirely. Force users versed in shrouding techniques often walk unseen amidst their foes—a particularly useful ability for any Force-sensitive hiding from the Empire. Especially skilled crafters of illusions can even project visions onto those around them, baffling pursuers or terrifying enemies with horrific phantasms.

BASIC POWER

The Misdirect power allows the user to manipulate the senses of others, beguiling his targets so that he can hide people and objects in plain sight or impose sensory illusions on those targets. The basic power has one way to spend Force points: The user may spend () to deceive the senses of a living target at short range or closer. The target does not perceive one object or being of silhouette 1 or lower that is within his line of sight until the beginning of the Force user's next turn. The user may not activate this multiple times.

UPGRADES

Control Upgrade: Instead of merely hiding an object or person from the target with this power, the user may alter the appearance of that object or person, making it appear to be something or someone else to the target.

Control Upgrade: Instead of hiding an object or person from the target with this power, the user may cause the target to see a vision of an illusory object, person, or creature where none exists. This phantasm can be silhouette 1 or smaller. To accomplish this, the Force



THE FORCE

Force Power Tree: Move

Prerequisites: Force Rating 1 +



MOVE BASIC POWER

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

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



FORCE POWER: MOVE

Many Force users develop the ability to shift objects without physically handling them, moving matter with the power of the mind. Those with a modicum of training in the skill can cause small objects to slowly and painstakingly rise, fall, or travel in space. True masters of the Force are rumored to be able to hurl starships about or juggle heavy crates in the air. Other applications of the power allow for Force users to manipulate control panels or computer keyboards at a distance. There is thought to be no limit to what a Force user could move with the application of enough concentration.

When moving items, the default speed is slow and deliberate, not fast enough to inflict injury or accurate enough to allow for fine manipulation.

BASIC POWER

At its most basic, Move allows the Force user to move small objects that are near him. It has one basic effect:

 The user may spend to move one object of silhouette 0 that is within short range up to his maximum range. The default maximum range is short range. The user may not activate this multiple times.

UPGRADES

Move's upgrades include the ability to move a larger number of objects at once, to move increasingly large objects, and to move objects over greater distances. Some upgrades give the Force user different ways to use the power, though most are cumulative improvements to the abilities described by the basic power.

Control Upgrade: The user gains the ability to move objects fast enough so as to be both difficult to dodge and capable of inflicting damage. Resulting impacts deal damage to both the target and the object being moved. The user makes a Force power check and rolls a ranged attack as part of the pool. The attack's difficulty is equal to the silhouette of the object being thrown instead of the normal difficulty for ranged attacks, and



THE FORCE

Force Power Tree: Protect/Unleash

Prerequisites: Force Rating 3 +

PROTECT/UNLEASH BASIC POWER

The Force user guides the flow of energy, protecting himself and others or unleashing blasts of power upon his foes



FORCE POWER: PROTECT/UNLEASH

Force users can harness the innate abilities of the Force to protect themselves and others from harm. However, that same power can be turned to terrible ends when the user infuses himself with the dark side. Dark siders can shoot lightning from their fingertips or envelop their targets in withering, murderous cold.

BASIC POWER

Unlike many other Force powers, Protect/Unleash has a basic power that can be used in two very different ways. A character who purchases the basic power Protect/

Unleash gains access to both Protect and Unleash. Each time a character uses the basic power, he must choose whether to use Protect or Unleash and receives only the effects associated with that choice. Each upgrade a character purchases improves both Protect and Unleash, but some improve each power in a different way.

PROTECT

The basic power for Protect lets a Force user shield himself or an ally against oncoming energy attacks. A dark side Force user cannot use Protect to defend allies (he can only use it to protect himself). The basic power has one way to spend Force points:

 The user chooses himself or one ally he is currently engaged with and makes a Protect power check,



Force Power Tree: Seek

Prerequisites: Force Rating 1 +





FORCE POWER: SEEK

The Force user casts out with his mind's eye, searching for something lost, concealed, or forgotten. While countless different Force traditions across the galaxy have attached different practices and techniques to this power, from tribal cultures that use it to hunt prey-beasts to orders of assassins who seek out any who defy their orthodoxy, the basic ability remains the same: those who follow pathways of the Force can track down anything or anyone, regardless of the distance or eons that separate them from their quarry.

BASIC POWER

Seek's basic power allows Force users to find faraway things and to shatter sensory tricks that might hide their quarry. The basic power has two ways to spend Force points:

- The user may spend ① to gain insight into the general location or direction of a person or object that he knows about, regardless of its current distance from him. The user may not activate this multiple times.
- The user may make an Average (♦ ♦) Vigilance check with the power check to see through all sensory misdirections confronting him, whether these come from technology or more esoteric sources. This power works against tricks such as cloaking fields, holograms, Force illusions, and even physical disguises, at the GM's discretion, but has no direct effect on spoken or written lies. To successfully see past the deception, the character must spend () to activate the power and must succeed on the Average (♦ ♦) Vigilance check (or opposed Vigilance versus Discipline check if illusions are being created by another Force user). If the user succeeds, his supernatural



Force Power Tree: Sense

Prerequisites: Force Rating 1 +





FORCE POWER: SENSE

By opening his mind, a Force user can commune with the world around him. He senses the endless movement of the Living Force, seeing beyond what his eyes allow. The actions of those around him are laid bare, as if the Force user had a bird's eye view of his surroundings, allowing him to anticipate attacks and better strike blows of his own, or even spot ambushes and lurking foes. Alternatively, he can sense the thoughts of others. Even a Jedi cannot read someone's mind completely, but a Force-sensitive being can detect his target's feelings and emotions, and even sense surface thoughts.

Unlike many other Force powers, Sense has a basic power that can be used in two very different ways. Users can rely on Sense to augment their defensive (and eventually offensive) abilities, or they can invest in the ability to read the emotions and feelings of others. They can even read their surface thoughts, which can be particularly valuable in a wide variety of situations. Sense's basic power allows the Force user to sense the living Force interacting with the world around him. This allows him to perceive life and read emotions. The basic power has two ways to spend Force points:

- The user may spend ① to sense all living things within short range of himself (including animals and sentient beings). The user may not activate this multiple times.
- The user may spend to sense the current emotional state of one living target with whom he is engaged. The user may not activate this multiple times.

UPGRADES

BASIC POWER

Sense's upgrades are split into two groups: those that allow the Force user to protect himself from danger and augment his attacks, and those that allow him to detect the thoughts of others.



Force Power Tree: Suppress

Prerequisites: Force Rating 1 +

SUPPRESS BASIC POWER

The Force user can dampen the effect of incoming Force powers, dramatically diminishing their effects on himself and his allies. The user may spend to add automatic 💙 to Force power checks made against him or any ally within short range until the end of his next turn.



Control Upgrade: Whenever an enemy targets a character affected by Suppress with a hostile Force power, if that enemy used any \bigcirc to generate \bigcirc on the check, the enemy suffers strain equal to the user's ranks of Discipline.

Duration Upgrade: The power gains the ongoing effect: Commit () after successfully activating the basic power. This power remains in effect on each affected target as long as the target stays within range of the power. If the target moves beyond the range of the power, the effects end for him but not for any other targets affected by the power. The user may not activate this multiple times.

Mastery Upgrade: The user may choose an enemy within short range and attempt to disrupt that foe's use of the Force. The user makes an a Suppress power check and rolls an opposed Discipline vs. Discipline check as part of the pool. If the user spends () and succeeds on the opposed Discipline check, the user causes the target Force user to immediately uncommit all committed \bigcirc and immediately end all ongoing effects of Force powers, Force talents, and any other effects that required committed \bigcirc . The user may not activate this multiple times.

Force Ability

Range Upgrade: Spend **()** to increase the maximum range at which the Force user can affect targets with this power by a number of range bands equal to Range upgrades purchased. The user may activate this multiple times, increasing the range by this number each time.

Strength Upgrade: Spend () to add additional automatic ▼ equal to the number of Strength upgrades purchased to hostile Force power checks targeting characters affected by Suppress. The user may not activate this multiple times.



FORESIGHT AND FORESHADOWING

s Yoda says, "Difficult to see. Always in motion, the future is." In other words, it is important that the future not be immutable, because one of the underlying themes of *Star Wars* is that destiny is forged not only through prophecy, but also through the choices that individuals make when faced with predictions of their possible futures.

On the other hand, the players would likely find it frustrating if their new Force power wasn't useful because the future is too mercurial to predict at all, and so the GM should strive to balance the effectiveness of Warde's Foresight with the idea that destiny is what one makes of it. One way to address this is to make sure that the character always learns something useful from using Warde's Foresight. Even if a vision does not come to pass, perhaps it reveals a detail that is true—and useful—about the person it concerned. For example, even if a mysterious Force sensitive does not choose to unleash blasts of withering energy on the user of Warde's Foresight in response to an impertinent question, knowing that the character has the capacity to do so is valuable in and of itself. The vision might not come true, but it still reveals truth. Warde's Foresight can and should reveal things that don't come to pass, but it generally should not show visions that are completely impossible.