

Some talents are better than others. They may have more exciting abilities or just better mechanical boosts for your character. To balance these talents out and create an opportunity for characters to progress toward better abilities, this system sets different talents at different tiers. Each tier determines how much a talent costs in experience points.

- Tier 1: Each talent costs 5 XP.
- Tier 2: Each talent costs 10 XP.
- Tier 3: Each talent costs 15 XP.
- Tier 4: Each talent costs 20 XP.
- Tier 5: Each talent costs 25 XP.

When you are buying talents for your character, you must follow one simple rule. After buying the new talent, your character must have more talents in the next lowest tier. So, if your character has two Tier 1 talents, they can only have a single Tier 2 talent, and can't have any Tier 3 talents. But if your character has four Tier 1 talents, they can have three Tier 2 talents, two Tier 3 talents, and a single Tier 4 talent.

Ranked Talents

Most talents can only be purchased once. However, some talents are ranked, which means they can be purchased multiple times. These talents have a cumulative effect: the more of them you purchase, the better they become.

However, after you purchase the talent, the talent now counts as being in the next highest tier for the next time you want to purchase it. This means the experience cost goes up (since talents in higher tiers cost more), and this new version of the talent takes up one of your more valuable talent slots in the higher tier (the first version you purchased still takes up its original slot).

If a ranked talent is already at Tier 5 (or has reached Tier 5 after multiple purchases), that talent remains at Tier 5 for any future purchases.

This system is designed to encourage some difficult choices (do you keep buying more ranks

in a single talent or buy the exclusive, high-tier talents when you get access to them?), and it helps ensure that every character feels a bit different.

Talents that add blue dice per rank to a skill check to not stack for the same skill.

Tier 1 Talents

Ataru Technique

Tier: 1

Activation: Passive

Ranked: No

Prerequisites: Lightsaber 1

Traits: Force Power

Description: When making a lightsaber skill check, the character may use Agility instead of Brawn. Page 139 Force and Destiny.

Blooded

Tier: 1

Activation: Passive

Ranked: Yes

Prerequisites: None

Traits: None

Description: The character adds (1 boost die) per rank of Blooded to his checks to resist or recover from the effects of poisons, venoms, and other toxins. Reduce the duration of any related ongoing effects or damage from toxins, venoms, or poisons by one round per rank of Blooded to a minimum of one.

Body Guard

Tier: 1

Activation: Active (Maneuver)

Ranked: Yes

Prerequisites: None

Traits: None

Description: Once per round on the character's turn, the character may perform a Body Guard maneuver to protect one ally with whom he is engaged. He then suffers a number of strain no greater than his ranks in Body Guard. Until the start of the character's next turn, upgrade the difficulty of all combat checks targeting the

protected ally a number of times equal to the strain suffered by the character.

Bought Info

Tier: 1

Activation: Active (Action)

Ranked: No

Prerequisites: None

Traits: None

Description: When required to make a Knowledge skill check, the character can instead make a Bought Info action. He spends a number of credits equal to 50 times the difficulty of the check and counts as succeeding on the check with one uncanceled (1 success) . At the GM's discretion, the character may not be able to use this ability if the information sought is particularly hard to find, or if the character is in a situation where he could not purchase information (such as marooned on a planet with no access to the HoloNet).

Brace

Tier: 1

Activation: Active (Maneuver)

Ranked: Yes

Prerequisites: None

Traits: None

Description: As a maneuver, the character may Brace himself. This allows a character to remove (1 setback die) per rank of Brace from the next skill check based on changing conditions, inclement weather, unstable surfaces, zero gravity, heavy gravity, or other disruptive physical obstacles that would make a skill check more difficult.

Bypass Security

Tier: 1

Activation: Passive

Ranked: Yes

Prerequisites: None

Traits: None

Description: The character removes (1 setback die) per rank of Bypass Security from his Skulduggery and Computers skill checks made to disable a security device or open locked door.

Center of Being

Tier: 1

Activation: Active (Maneuver)

Ranked: Yes

Prerequisites: None

Traits: Force Talent

Description: Once per round, when wielding a lightsaber, the character can make a Center of Being maneuver. Until the beginning of his next turn, whenever an enemy makes a melee attack targeting the character, the critical rating of the enemy's weapon counts as one higher per rank of Center of Being.

Clever Commander

Tier: 1

Activation: Passive

Ranked: No

Prerequisites: None

Traits: None

Description: When upgrading the ability of a Mass Combat check in a mass combat in which the character is the commander of the acting force (or when upgrading the difficulty if the character is the commander of the enemy force), the character may use ranks of Knowledge (Warfare) instead of ranks in Leadership.

Codebreaker

Tier: 1

Activation: Passive

Ranked: Yes

Prerequisites: None

Traits: None

Description: The character removes (1 setback die) per rank of Codebreaker from his attempts to break codes or decrypt communications. In addition, the character decreases the difficulty of his Computers and Intellect checks made to break codes or decrypt communications by one (this does not increase with additional ranks of Codebreaker).

Command

Tier: 1

Activation: Passive

Ranked: Yes

Prerequisites: None

Traits: None

Description: The character gains (1 boost die) per rank of Command when making Leadership checks (or other checks to inspire, lead, or rally an audience). Inspired targets also add (1 boost die) per rank to any subsequent Discipline checks they make over the next twenty-four hours (this does not increase with additional ranks of Command).

Commanding Presence

Tier: 1

Activation: Passive

Ranked: Yes

Prerequisites: None

Traits: None

Description: The character removes (1 setback die) per rank of Commanding Presence from his Leadership and Cool checks.

Conditioned

Tier: 1

Activation: Passive

Ranked: Yes

Prerequisites: None

Traits: None

Description: The character removes (1 setback die) per rank of Conditioned from his Athletics and Coordination checks. He reduces the damage and strain suffered from falling by 1 per rank of Coordination.

Confidence

Tier: 1

Activation: Passive

Ranked: Yes

Prerequisites: None

Traits: None

Description: The character may decrease the difficulty of any Discipline check to avoid the effects of fear by one per rank of Confidence. If he decreases the difficulty to zero, he does not have to make a Discipline check.

Congenial

Tier: 2

Activation: Active (Incidental, Out of Turn)

Ranked: Yes

Prerequisites: None

Traits: None

Description: When attempting a Charm or Negotiation check, the character may suffer a number of strain to downgrade the difficulty of the check a number of times equal to the strain suffered. This number cannot exceed their ranks in Congenial. When the character is the target of a Charm or Negotiation check, the character may suffer a number of strain to upgrade the difficulty of the check a number of times equal to the strain suffered. This number cannot exceed their ranks in Congenial.

Convincing Demeanor

Tier: 1

Activation: Passive

Ranked: Yes

Prerequisites: None

Traits: None

Description: The character removes (1 setback die) per rank of Convincing Demeanor from his Deception and Skulduggery checks.

Cruel Commander

Tier: 1

Activation: Passive

Ranked: No

Prerequisites: None

Traits: None

Description: When upgrading the ability of a Mass Combat check in a mass combat in which the character is the commander of the acting force (or when upgrading the difficulty if the character is the commander of the enemy force), the character may use ranks of Coercion instead of ranks in Leadership.

Debilitating Shot

Tier: 1

Activation: Passive

Ranked: No

Prerequisites: None

Traits: None

Description: Upon making a successful attack with a starship or vehicle weapon, may spend (2 advantage) to reduce the maximum speed of the target by 1 (to a minimum of 1) until the end of

the next round. If the starship or vehicle was traveling its maximum speed, it has its current speed reduced to the new maximum.

Duelist's Training

Tier: 1

Activation: Passive

Ranked: No

Prerequisites: May not have Multiple Opponents

Traits: None

Description: Your character adds (1 boost die) to their Lightsaber or Melee combat checks while engaged with a single opponent.

Durable

Tier: 1

Activation: Passive

Ranked: Yes

Prerequisites: None

Traits: None

Description: Character reduces any Critical Injury roll by 10 per rank, to a minimum of 01.

Expert Tracker

Tier: 1

Activation: Passive

Ranked: Yes

Prerequisites: None

Traits: None

Description: The character removes (1 setback die) per rank of Expert Tracker from his checks to find or follow tracks. Survival checks made to track targets take 50% less time than normal (this does not decrease with additional ranks of Expert Tracker).

Fine Tuning

Tier: 1

Activation: Passive

Ranked: No

Prerequisites: None

Traits: None

Description: Whenever the character repairs system strain on a starship or vehicle, he repairs 1 additional system strain per rank of Fine Tuning.

Fire Support

Tier: 1

Activation: Passive

Ranked: Yes

Prerequisites: None

Traits: None

Description: After the character makes a successful combat check using a vehicle weapon, the next ally to make a check adds (1 boost die) equal to the character's ranks in Fire Support.

Forager

Tier: 1

Activation: Passive

Ranked: No

Prerequisites: None

Traits: None

Description: Character removes up to (2 setback dice) from any skill checks made to find food, water, or shelter. Checks to forage or search the area that your character makes take half of the time they would normally.

Galaxy Mapper

Tier: 1

Activation: Passive

Ranked: Yes

Prerequisites: None

Traits: None

Description: The character removes (1 setback die) per rank of Galaxy Mapper from his Astrogation checks. In addition, Astrogation checks take 50% less time (this does not decrease with additional ranks of Galaxy Mapper).

Grit

Tier: 1

Activation: Passive

Ranked: Yes

Prerequisites: None

Traits: None

Description: Increase strain threshold by 1 per rank.

Healing Trance

Tier: 1

Activation: Active (Action)

Ranked: Yes

Prerequisites: None

Traits: Force Talent

Description: The character may commit (1 force die) . For every full encounter (1 force die) remains committed, the character heals 1 wound he is suffering per rank of Healing Trance. This is in addition to wounds healed due to natural rest or other abilities. If in a situation without defined encounters, the GM can have Healing Trance take effect every 12 hours.

High-G Training

Tier: 1

Activation: Active (Incidental, Out of Turn)

Ranked: Yes

Prerequisites: None

Traits: None

Description: When a starship or vehicle the character is currently piloting would suffer system strain (either voluntary or involuntary), the character may suffer a number of strain ip to their ranks in High-G Training. If they do, the amount of system strain the starship or vehicle suffers is reduced by that amount (to a minimum of 0).

Hunter

Tier: 1

Activation: Passive

Ranked: Yes

Prerequisites: None

Traits: None

Description: The character adds (1 boost die) per rank of Hunter to all skill checks when interacting with wild beasts and animals, including combat checks. The character adds +10 per rank of Hunter to all of his Critical Injury rolls against animals.

Indistinguishable

Tier: 1

Activation: Passive

Ranked: Yes

Prerequisites: None

Traits: None

Description: The character's appearance is so common that people have a hard time identifying distinguishing traits. Opposing characters upgrade the difficulty of any checks made to identify him once per rank of Indistinguishable.

Intimidating

Tier: 1

Activation: Active (Incidental, Out of Turn)

Ranked: Yes

Prerequisites: None

Traits: None

Description: When attempting a Coercion check, the character may suffer a number of strain to downgrade the difficulty of the check a number of times equal to the strain suffered. This number cannot exceed his ranks in Intimidating. When the character is the target of a Coercion check, the character may suffer a number of strain to upgrade the difficulty of the check a number of times equal to the strain suffered. This number cannot exceed his ranks in Intimidating.

Jump Up

Tier: 1

Activation: Active (Incidental)

Ranked: No

Prerequisites: None

Traits: None

Description: Once per round during your character's turn, your character may use this talent to stand from a prone or seated position as an incidental.

Keen Eyed

Tier: 1

Activation: Passive

Ranked: Yes

Prerequisites: None

Traits: None

Description: The character removes (1 setback die) per rank of Keen Eyed from his Perception and Vigilance checks. Checks made to search a specific area take 50 % less time than normal. This does not decrease with additional ranks of Keen Eyed.

Kill With Kindness

Tier: 1

Activation: Passive

Ranked: Yes

Prerequisites: None

Traits: None

Description: The character removes (1 setback die) per rank of Kill with Kindness from his Charm and Leadership checks.

Know Somebody

Tier: 1

Activation: Passive

Ranked: Yes

Prerequisites: None

Traits: None

Description: Once per game session, when attempting to purchase a legally available item, the character may reduce its rarity by one step per rank of Know Somebody.

Knack For It

Tier: 1

Activation: Passive

Ranked: Yes

Prerequisites: None

Traits: None

Description: When you purchase this talent for your character, select one skill. Your character removes up to (2 setback dice) from any checks they make using this skill.

Each additional time you purchase this talent for your character, select two additional skills. Your character also removes □ □ from any checks they make using these skills. You cannot select combat or magic skills when choosing skills for this talent.

Know Somebody

Tier: 1

Activation: Active (Incidental)

Ranked: Yes

Prerequisites: None

Traits: None

Description: Once per session, when attempting to purchase a legally available item, your

character may use this talent to reduce its rarity by one per rank of Know Somebody.

Let's Ride

Tier: 1

Activation: Active (Incidental)

Ranked: No

Prerequisites: None

Traits: None

Description: Once per round during your character's turn, your character can use this talent to mount or dismount from a vehicle or animal, or move from one position in a vehicle to another (such as from the cockpit to a gun turret) as an incidental. In addition, if your character suffers a short-range fall from a vehicle or animal, they suffer no damage and land on their feet.

Leverage

Tier: 1

Activation: Passive

Ranked: Yes

Prerequisites: None

Traits: None

Description: The character removes (1 setback die) per rank of Leverage from their Cool and Negotiation checks.

Makashi Technique

Tier: 1

Activation: Passive

Ranked: No

Prerequisites: Lightsaber 1

Traits: Force Power

Description: When making a lightsaber skill check, the character may use Presence instead of Brawn. Page 146 Force and Destiny.

Mental Tools

Tier: 1

Activation: Passive

Ranked: No

Prerequisites: None

Traits: Force Talent

Description: The character always counts as having the right tools for the job (see page 181) when performing Mechanics checks.

Multiple Opponents

Tier: 1

Activation: Passive

Ranked: No

Prerequisites: May not have Duelist's Training

Traits: None

Description: Your character adds (1 boost die) to their Lightsaber or Melee combat checks while engaged with more than one opponent. This includes single groups of multiple minions.

Niman Technique

Tier: 1

Activation: Passive

Ranked: No

Prerequisites: Lightsaber 1

Traits: Force Power

Description: When making a lightsaber skill check, the character may use Willpower instead of Brawn. Page 148 Force and Destiny.

Nobody's Fool

Tier: 1

Activation: Passive

Ranked: Yes

Prerequisites: None

Traits: Force Power

Description: The difficulty of any Charm, Coercion, and Deception checks attempted against the character is upgraded once for each rank of Nobody's Fool.

One With Nature

Tier: 1

Activation: Active (Incidental)

Ranked: No

Prerequisites: None

Traits: None

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

Outdoorsman

Tier: 1

Activation: Passive

Ranked: Yes

Prerequisites: None

Traits: None

Description: The character removes (1 setback die) per rank of Outdoorsman from his checks to move through terrain or to manage terrain or environmental effects. Decrease overland travel times by 50% (this does not decrease with additional ranks of Outdoorsman).

Parry

Tier: 1

Activation: Active (Incidental, Out of Turn)

Ranked: Yes

Prerequisites: Lightsaber 1 or Melee 1

Traits: None

Description: When your character suffers a hit from a melee combat check, after damage is calculated but before soak is applied (so immediately after Step 3 of Perform a Combat check), your character may suffer 3 strain to use this talent to reduce the damage of the hit by two plus their ranks in Parry. This talent can only be used once per hit, and your character needs to be wielding a Melee weapon or Lightsaber.

Physical Training

Tier: 1

Activation: Passive

Ranked: Yes

Prerequisites: None

Traits: None

Description: The character adds (1 boost die) per rank of Physical Training to his Athletics and Resilience checks.

Physician

Tier: 1

Activation: Passive

Ranked: Yes

Prerequisites: None

Traits: None

Description: When this character makes a Medicine check to help a character heal wounds, the target heals one additional strain per rank of Physician.

Plausible Deniability

Tier: 1

Activation: Passive

Ranked: Yes

Prerequisites: None

Traits: None

Description: The character removes (1 setback die) per rank of Plausible Deniability from his Coercion and Deception checks.

Point Blank

Tier: 1

Activation: Passive

Ranked: Yes

Prerequisites: None

Traits: None

Description: The character adds 1 damage per rank of Point Blank to one hit of his successful Ranged (Heavy) or Ranged (Light) attacks made while at short range or engaged.

Prime Positions

Tier: 1

Activation: Passive

Ranked: Yes

Prerequisites: None

Traits: None

Description: When the character or an ally within short range takes cover, the character taking cover increases their soak by one per rank of Prime Positions against ranged attacks until they leave that cover.

Quick Draw

Tier: 1

Activation: Active (Incidental)

Ranked: No

Prerequisites: None

Traits: None

Description: Once per round on your character's turn, they may use this talent to draw or holster an easily accessible weapon or item as an incidental. Quick Draw also reduces a weapon's Prepare rating by one, to a minimum of one. This talent also reduces the amount of time to draw or stow a weapon that usually requires more than one maneuver to properly prepare or stow, by one maneuver.

Quick Strike

Tier: 1

Activation: Passive

Ranked: Yes

Prerequisites: None

Traits: None

Description: Your character adds (1 boost die) for each rank of Quick Strike to any combat checks they make against any targets that have not yet taken their turn in the current encounter.

Rapid Reaction

Tier: 1

Activation: Active (Incidental, Out of Turn)

Ranked: Yes

Prerequisites: None

Traits: None

Description: Your character may suffer a number of strain to use this talent to add an equal number of (successes) to a Vigilance or Cool check they make to determine Initiative order. The number may not exceed your character's ranks in Rapid Reaction.

Rapid Recovery

Tier: 1

Activation: Passive

Ranked: Yes

Prerequisites: None

Traits: None

Description: When the character recovers strain after an encounter has concluded, he recovers one additional strain per rank in Rapid Recovery.

Reflect

Tier: 1

Activation: Active (Incidental, Out of Turn)

Ranked: Yes

Prerequisites: Lightsaber 1

Traits: Force Talent

Description: When your character suffers a hit from a ranged combat check, after damage is calculated but before soak is applied (so immediately after Step 3 of Perform a Combat check), your character may suffer 3 strain to use this talent to reduce the damage of the hit by two plus their ranks in Reflect. This talent can only

be used once per hit, and your character needs to be wielding a Lightsaber.

Researcher

Tier: 1

Activation: Passive

Ranked: Yes

Prerequisites: None

Traits: None

Description: The character removes (1 setback die) per rank of Researcher from his Knowledge checks. Researching takes 50% less time (this does not decrease with additional ranks of Researcher).

Resist Disarm

Tier: 1

Activation: Passive

Ranked: No

Prerequisites: None

Traits: None

Description: If the character would be disarmed or his weapon would be damaged or destroyed, he may choose to suffer 2 strain to ignore the effect.

Resolve

Tier: 1

Activation: Passive

Ranked: Yes

Prerequisites: None

Traits: None

Description: When the character suffers strain, he suffers one less strain per rank of Resolve, to a minimum of one. This does not apply to voluntary strain loss.

Respected Delegate

Tier: 1

Activation: Passive

Ranked: Yes

Prerequisites: None

Traits: None

Description: The character downgrades the difficulty of checks to interact with government institutions outside of their homeworld by one per rank of Respected Delegate.

Respected Scholar

Tier: 1

Activation: Passive

Ranked: Yes

Prerequisites: None

Traits: None

Description: The character downgrades the difficulty of checks to interact with institutions of learning by one per rank of Respected Scholar.

Savvy

Tier: 1

Activation: Passive

Ranked: Yes

Prerequisites: None

Traits: None

Description: The character add (1 boost die) to Charm and Negotiation check they make per rank of Saavy.

Second Wind

Tier: 1

Activation: Active (Incidental, Out of Turn)

Ranked: Yes

Prerequisites: None

Traits: None

Description: Once per encounter, your character may use this talent to heal an amount of strain equal to their ranks in Second Wind.

Shien Technique

Tier: 1

Activation: Passive

Ranked: No

Prerequisites: Lightsaber 1

Traits: Force Power

Description: When making a lightsaber skill check, the character may use Cunning instead of Brawn. Page 151 Force and Destiny.

Shortcut

Tier: 1

Activation: Passive

Ranked: Yes

Prerequisites: None

Traits: None

Description: During a chase, the character adds • per rank of Shortcut to his checks made to catch or escape an opponent.

Skilled Jockey

Tier: 1

Activation: Passive

Ranked: Yes

Prerequisites: None

Traits: None

Description: The character removes (1 setback die) per rank of Skilled Jockey from his Piloting (Planetary) and Piloting (Space) checks.

Sleight of Mind

Tier: 1

Activation: Passive

Ranked: Yes

Prerequisites: None

Traits: Force Talent

Description: The character adds (1 boost die) per rank of Sleight of Mind to his Stealth checks unless the being attempting to detect the character is immune to Force powers.

Smooth Talker

Tier: 1

Activation: Passive

Ranked: Yes

Prerequisites: None

Traits: None

Description: When a character first acquires this talent, he chooses one skill: Charm, Coercion, Negotiation, or Deception. When making checks with that skill, he may spend (1 triumph) to gain additional (1 success) equal to his ranks in Smooth Talker.

Sniper Shot

Tier: 1

Activation: Active (Maneuver)

Ranked: Yes

Prerequisites: None

Traits: None

Description: Once per round before making a non-thrown ranged attack, the character may perform a maneuver to attempt a Sniper Shot. Sniper Shot increases the maximum range of his

ranged weapon up to one range band per rank. For each rank beyond the normal maximum of the weapon, upgrade the difficulty of the check by one (this is in addition to the increased difficulty of the shot due to longer range).

Solid Repairs

Tier: 1

Activation: Passive

Ranked: Yes

Prerequisites: None

Traits: None

Description: Whenever the character repairs hull trauma on a starship or vehicle, he repairs 1 additional hull trauma per rank of Solid Repairs.

Soresu Technique

Tier: 1

Activation: Passive

Ranked: No

Prerequisites: Lightsaber 1

Traits: Force Power

Description: When making a lightsaber skill check, the character may use Intellect instead of Brawn. Page 152 Force and Destiny.

Speaks Binary

Tier: 1

Activation: Passive

Ranked: Yes

Prerequisites: None

Traits: None

Description: The character grants (1 boost die) per rank of Speaks Binary to any tasks he directs Non-Player Character droids to perform.

Stalker

Tier: 1

Activation: Passive

Ranked: Yes

Prerequisites: None

Traits: None

Description: The character adds (1 boost die) per rank of Stalker to his Coordination and Stealth checks.

Street Smarts

Tier: 1

Activation: Passive

Ranked: Yes

Prerequisites: None

Traits: None

Description: The character removes (1 setback die) per rank of Street Smarts from his Streetwise and Knowledge (Underworld) checks.

Summon Item (Nightsister)

Tier: 1

Activation: Active (Maneuver)

Ranked: Yes

Prerequisites: Witchcraft

Traits: None

Description: When the character purchases this talent, choose one item they own of encumbrance 4 or less. As a maneuver, the character can summon this item to their hand or dismiss it from their hand back to the depths of Dathomir, regardless of the character's location. Once per session, the character can spend one hour to ceremonially prepare a different item to be summoned. The character can have only one item prepared in this way at a time.

Surgeon

Tier: 1

Activation: Passive

Ranked: Yes

Prerequisites: None

Traits: None

Description: When your character makes a Medicine check to heal wounds, the target heals one additional wound per rank of Surgeon.

Swift

Tier: 1

Activation: Passive

Ranked: No

Prerequisites: None

Traits: None

Description: Your character does not suffer the penalties for moving through difficult terrain (they move through difficult terrain at normal speed without spending additional maneuvers).

Technical Aptitude

Tier: 1

Activation: Passive

Ranked: Yes

Prerequisites: None

Traits: None

Description: For each rank, the character reduces the amount of time needed to complete computer-related tasks by 25%. (Max 75%).

Toughened

Tier: 1

Activation: Passive

Ranked: Yes

Prerequisites: None

Traits: None

Description: Increase wound threshold by 2 per rank.

Uncanny Reactions

Tier: 1

Activation: Passive

Ranked: Yes

Prerequisites: None

Traits: None

Description: The character adds (1 boost die) per rank of Uncanny Reactions to his Vigilance checks.

Uncanny Senses

Tier: 1

Activation: Passive

Ranked: Yes

Prerequisites: None

Traits: None

Description: The character adds (1 boost die) per rank of Uncanny Senses to his Perception checks.

Unremarkable

Tier: 1

Activation: Passive

Ranked: No

Prerequisites: None

Traits: None

Description: Other characters add (failure) to any checks made to find or identify your character in a crowd.

Utinni!**Tier:** 1**Activation:** Passive**Ranked:** Yes**Prerequisites:** None**Traits:** None

Description: The character removes (1 setback die) equal to the the character's ranks in Utinni! from checks made to find or scavenge items or gear. These checks could include Negotiation, Perception, or other checks, depending on the circumstances and the GM's discretion. Such skill checks take half their normal time (this does not decrease with multiple ranks of Utinni!).

Well Rounded**Tier:** 1**Activation:** Passive**Ranked:** Yes**Prerequisites:** None**Traits:** None

Description: For each rank of Well Rounded, pick two non-career skills. They become career skills.

Wheel and Deal**Tier:** 1**Activation:** Passive**Ranked:** Yes**Prerequisites:** None**Traits:** None

Description: When he sells legal goods to a reputable merchant or business, the character gains an additional 10 % more credits per rank of Wheel and Deal (based on the original selling price of the good or item).

Witchcraft (Nightsister)**Tier:** 1**Activation:** Passive**Ranked:** Yes

Prerequisites: Must be initiated into the tradition of the Nightsisters.

Traits: None

Description: The character gains a Force Rating of 1. If the character already has a Force Rating of 1 or higher, the Force Rating does not

change. This talent represents a character's initiation into the Nightsisters of Dathomir.

Tier 2 Talents**Animal Empathy****Tier:** 2**Activation:** Passive**Ranked:** No**Prerequisites:** None**Traits:** Force Talent

Description: When making checks to handle, tame, or control animals, the character may add a number of (1 force die) no greater than his Force rating to the check. The character may spend (force points) to add (success) or (advantage) (character's choice) to the result.

Armor Master**Tier:** 2**Activation:** Passive**Ranked:** No**Prerequisites:** None**Traits:** None

Description: When wearing armor, the character increases his total soak value by one.

Basic Military Training**Tier:** 2**Activation:** Passive**Ranked:** No**Prerequisites:** None**Traits:** None

Description: Athletics, Ranged (Heavy), and Resilience are now career skills for your character.

Clanker Killer**Tier:** 2**Activation:** Active (Incidental)**Ranked:** Yes**Prerequisites:** None**Traits:** None

Description: Before rolling a combat check that targets a droid (including a droid vehicle or a vehicle piloted by a droid), the character may remove (1 boost die) up to their ranks in

CLanker Killer from the pool and add an equal number of (1 success) or (1 advantage) (in any combination) to the results.

Combat Veteran

Tier: 2

Activation: Passive

Ranked: Yes

Prerequisites: None

Traits: None

Description: The character adds (1 boost die) per rank of Brawl and Discipline checks equal to their ranks in Combat Veteran.

Confidence (Improved)

Tier: 1

Activation: Passive

Ranked: No

Prerequisites: Confidence, Discipline 3+

Traits: None

Description: The character may spend (1 triumph) on a fear check to steady the nerves of other allies making the same fear check. If the character does so, each ally within short range who makes the fear check adds automatic (1 success) equal to the character's ranks in Confidence to the results of the check.

Coordinated Assault

Tier: 2

Activation: Active (Maneuver)

Ranked: Yes

Prerequisites: None

Traits: None

Description: Once per turn, your character may use this talent to have a number of allies engaged with your character equal to your ranks in Leadership add (1 advantage) to all combat checks they make until the end of your character's next turn. The range of this talent increases by one band per rank of Coordinated Assault beyond the first.

Crippling Blow

Tier: 2

Activation: Active (Incidental)

Ranked: No

Prerequisites: None

Traits: None

Description: The character may voluntarily increase the difficulty of a combat check by one to deal a crippling blow. If he succeeds and deals damage to the target's wound threshold, the target suffers 1 strain whenever he moves for the remainder of the encounter.

Dead to Rights

Tier: 2

Activation: Active (Incidental)

Ranked: Yes

Prerequisites: None

Traits: None

Description: The character may spend one Destiny Point to add additional damage equal to half his Agility rating (rounded up) to one hit of a successful attack made by ship or vehicle-mounted weaponry.

Defensive Stance

Tier: 2

Activation: Active (Maneuver)

Ranked: Yes

Prerequisites: None

Traits: None

Description: Once per round, your character may suffer a number of strain no greater than their ranks in Defensive Stance to use this talent. Then, until the end of your character's next turn, upgrade the difficulty of all melee combat checks targeting your character a number of times equal to the strain suffered.

Disorient

Tier: 2

Activation: Passive

Ranked: Yes

Prerequisites: None

Traits: None

Description: After hitting with a combat check, the character may spend (2 advantage) to disorient his foe. Disoriented targets add (1 setback die) to all skill checks. The target is disoriented for a number of rounds equal to the attacker's ranks in Disorient.

Dual Wielder**Tier:** 2**Activation:** Active (Maneuver)**Ranked:** No**Prerequisites:** None**Traits:** None

Description: Your character may use this talent to decrease the difficulty of the next combined combat check (see TwoWeapon Combat) they make during the same turn by one.

Fall Back**Tier:** 2**Activation:** Active (Incidental)**Ranked:** No**Prerequisites:** None**Traits:** None

Description: While engaged with an opponent, the character may suffer a number of strain up to their ranks in Leadership to allow an equal number of allies to immediately disengage from that opponent as an out-of-turn incidental.

Fearsome**Tier:** 2**Activation:** Passive**Ranked:** Yes**Prerequisites:** None**Traits:** None

Description: 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. At the GM's discretion, some adversaries may be immune to this talent based on the type of adversary or the ongoing circumstances.

Feint**Tier:** 2**Activation:** Passive**Ranked:** Yes**Prerequisites:** None**Traits:** None

Description: Upon missing an opponent with a Lightsaber, Brawl, or Melee combat check, the character may spend (1 triumph) or (3 advantage) to upgrade the difficulty of the

opponent's next combat check targeting the character during this encounter by the character's ranks in Feint.

First Among Brothers (Clone)**Tier:** 2**Activation:** Passive**Ranked:** Yes**Prerequisites:** Clone**Traits:** None

Description: When the character makes a check that does not result in any uncanceled (1 threat), add (1 advantage) equal to the character's ranks in First Among Brothers to the check results. The character may only spend these additional (1 advantage) to affect allied clones.

Guns Blazing**Tier:** 2**Activation:** Active (Incidental)**Ranked:** No**Prerequisites:** None**Traits:** None

Description: Your character may suffer two strain to decrease the difficulty of the next combined combat check (see TwoWeapon Combat) they make during the same turn by one.

Greased Palms**Tier:** 2**Activation:** Active (Maneuver)**Ranked:** Yes**Prerequisites:** None**Traits:** None

Description: Before making a social interaction check, the character may perform a Greased Palms maneuver and spend up to 50 credits per rank of Greased palms. For every 50 credits spent, the character upgrades the ability of the skill check once. How the money accomplishes this can be up to the player and GM, but could take the form of bribes, buying gifts, or even purchasing information that gives the character an advantage in the ensuing interaction.

Hidden Storage

Tier: 2

Activation: Passive

Ranked: Yes

Prerequisites: None

Traits: None

Description: Any large equipment, vehicle, or droid that the character owns has one or more hidden compartments for smuggling appropriately sized gear. The number of compartments is up to the player, but cannot be enough to hold a total encumbrance value of items more than the character's ranks in Hidden Storage. The size of the compartments are proportional to the size of the vehicle or droid in question. Most humanoid droids can only hold items equivalent in size to a one-handed weapon, whereas a silhouette 4 starship could conceal humanoids within its compartments. Any checks to detect these compartments have a Formidable (difficulty 4) difficulty.

Heightened Awareness

Tier: 2

Activation: Passive

Ranked: No

Prerequisites: None

Traits: None

Description: Allies within short range of the character add (1 boost die) to their Perception and Vigilance checks. Allies engaged with him add (2 boost dice) instead.

Ichor Blade (Nightsister)

Tier: 2

Activation: Passive

Ranked: No

Prerequisites: Witchcraft

Traits: Force Talent

Description: When the character purchases this talent, choose one Melee or Brawl weapon they possess that does not feature electronic or other high-tech parts. (For example, they could choose a sword or staff, but not a vibroknife or electrostaff.) The weapon gains the Cortosis and Pierce 2 item qualities and reduces its critical rating by 1 to a minimum of 1. In addition, any other character adds (1 setback die) to checks

they make to use this weapon. If the weapon is ever lost or destroyed, the character can apply Ichor Blade to a new weapon. If the weapon leaves the character's possession for longer than a single scene or encounter, it loses all effects of this talent until the character reacquires it.

Ingrained Loyalty (Clone)

Tier: 2

Activation: Passive

Ranked: Yes

Prerequisites: Clone

Traits: None

Description: When the character makes a Leadership check targeting one or more clones and no other characters, they may change the result of one (1 challenge die) to any nonblank face.

Inspiring Rhetoric

Tier: 2

Activation: Active (Action)

Ranked: No

Prerequisites: None

Traits: None

Description: Your character may use this talent to make an Average (Difficulty 2) Leadership check. For each (1 success) the check generates, one ally within short range heals one strain. For each (1 advantage), one ally benefiting from Inspiring Rhetoric heals one additional strain.

Intuitive Evasion

Tier: 2

Activation: Active (Maneuver)

Ranked: Yes

Prerequisites: None

Traits: Force Talent

Description: When piloting a vehicle of silhouette 5 or smaller, the character may take the Intuitive Evasion maneuver, suffering 1 strain and committing a number of (force dice) no greater than his Force rating or his ranks of Intuitive Evasion. He then upgrades the difficulty of combat checks targeting his vehicle by an equal amount. The character suffers 1 strain at

the beginning of each of his turns in which these dice remain committed.

Inventor

Tier: 2

Activation: Passive

Ranked: Yes

Prerequisites: None

Traits: None

Description: When constructing new items or modifying existing attachments, the character may choose to add (1 boost die) or remove (1 setback die) from the check per rank of Inventor.

Jetpack Expertise

Tier: 2

Activation: Passive

Ranked: Yes

Prerequisites: None

Traits: None

Description: The character may spend (1 advantage) from checks they make to remove 1 system strain from a jetpack they are equipped with. (They may choose this effect multiple times when spending (1 advantage).)

Knowledge is Power

Tier: 2

Activation: Active (Incidental)

Ranked: No

Prerequisites: None

Traits: Force Talent

Description: Once per session, when making a single check, the character may treat his Force rating as being equal to his ranks in Knowledge (Lore).

Knowledge Specialization

Tier: 2

Activation: Passive

Ranked: Yes

Prerequisites: None

Traits: None

Description: When the character first acquires this talent, he may choose one Knowledge skill. When making checks with that skill, he may spend (1 triumph) to gain additional (1 success) equal to his ranks in Knowledge Specialization.

Known Schematic

Tier: 2

Activation: Active (Maneuver)

Ranked: No

Prerequisites: None

Traits: None

Description: Once per game session, the character may spend a maneuver to make a Hard (difficulty 4) Knowledge (Education) check. Success means he is familiar with a building or capital ship's design. He now knows the location of critical components or facilities within the ship or vehicle, as well as his own location. He can also plan unconventional routes around obstacles. Additional (1 success), (one advantage) or (1 triumph) results can reveal other useful information at the GM's discretion.

Lethal Blows

Tier: 2

Activation: Passive

Ranked: Yes

Prerequisites: None

Traits: None

Description: The character adds +10 per rank of Lethal Blows to any Critical Injury rolls inflicted on opponents.

Lucky Strike

Tier: 2

Activation: Active (Incidental)

Ranked: No

Prerequisites: None

Traits: None

Description: When your character purchases this talent, choose one characteristic. After your character makes a successful combat check, you may spend one Destiny Point to use this talent to add damage equal to your character's ranks in that characteristic to one hit of the combat check.

Powerful Blast

Tier: 2

Activation: Passive

Ranked: Yes

Prerequisites: None

Traits: None

Description: The character increases the Blast quality damage dealt by explosives, explosive weapons, and grenades he uses by 1 per rank of Powerful Blast.

Prey on the Weak

Tier: 2

Activation: Passive

Ranked: Yes

Prerequisites: None

Traits: None

Description: The character deals + 1 damage to one hit on all successful combat checks against disoriented targets per rank of Prey on the Weak.

Redundant Systems

Tier: 2

Activation: Active (Action)

Ranked: No

Prerequisites: None

Traits: None

Description: Once per game session, the character can take a Redundant Systems action to make a Easy (difficulty 1) Mechanics check. If successful, the character may harvest components from a functioning device to repair a broken one, without breaking the functioning device. This allows the character to repair a broken device without having required spare parts, raw materials, or repair kits (the initial check does not suffer penalties for lacking repair kits, either). This only works, however, if the functioning device is at least the same size and technological level as the device being repaired (it's impossible to repair a starship with a blaster pistol).

Renegade Form (Renegade)

Tier: 2

Activation: Passive

Ranked: No

Prerequisites: None

Traits: Force Talent

Description: When the character purchases this talent, they choose one characteristic. They may

use this characteristic in place of Brawn when making Lightsaber checks.

Scathing Tirade

Tier: 2

Activation: Active (Action)

Ranked: No

Prerequisites: None

Traits: None

Description: Your character may use this talent to make an Average (Difficulty 2) Coercion check. For each (1 Success) the check generates, one enemy within short range suffers 1 strain. For each (1 advantage), one enemy affected by Scathing Tirade suffers 1 additional strain.

Sense Advantage

Tier: 2

Activation: Active (Incidental, Out of Turn)

Ranked: No

Prerequisites: None

Traits: Force Talent

Description: Once per game session, the character may add (2 setback dice) to the skill check of one NPC within extreme range.

Sense Danger

Tier: 2

Activation: Active (Incidental)

Ranked: No

Prerequisites: None

Traits: Force Talent

Description: Once per game session, the character may remove (2 setback dice) from any one skill check.

Side Step

Tier: 2

Activation: Active (Action)

Ranked: Yes

Prerequisites: None

Traits: None

Description: Once per round, your character may suffer a number of strain no greater than their ranks in Side Step to use this talent. Until the end of your character's next turn, upgrade the difficulty of all ranged combat checks

targeting your character a number of times equal to the strain suffered.

Situational Awareness

Tier: 2

Activation: Passive

Ranked: No

Prerequisites: None

Traits: None

Description: When in a starship or vehicle with functional comms, allies within short range add (1 boost die) to their Perception and Vigilance checks. Allies within close range add (2 boost dice) instead. This talent operates on planetary scale, not personal scale.

Spare Clip

Tier: 2

Activation: Passive

Ranked: No

Prerequisites: None

Traits: None

Description: The character does not run out of ammo on a (1 despair). Items with Limited Ammo quality run out of ammo as normal.

Stand Firm!

Tier: 2

Activation: Active (Action)

Ranked: No

Prerequisites: None

Traits: None

Description: Once per encounter, the character may take the Stand Firm! action, making a Hard (difficulty 3) Leadership check. If the check is successful, the character chooses one ally within medium range for each (1 success) on the check. Until the end of the encounter, chosen allies increase their wound threshold by an amount equal to the character's Presence rating. (Multiple uses of this talent are not cumulative.)

Strong Arm

Tier: 2

Activation: Passive

Ranked: No

Prerequisites: None

Traits: None

Description: Characters with the Strong Arm talent treat thrown weapons as if they had one step greater range, to a maximum of medium range.

Stunning Blow

Tier: 2

Activation: Passive

Ranked: No

Prerequisites: None

Traits: None

Description: When making Melee checks, the character may choose to deal damage as strain instead of wounds. This does not ignore soak.

Suppressing Fire

Tier: 2

Activation: Passive

Ranked: Yes

Prerequisites: None

Traits: None

Description: The character and each ally within short range may spend (1 advantage) on their failed combat checks to inflict 1 strain on their respective targets per rank of Suppressing Fire. Each character can only activate this effect once per round.

Tactical Advance (Clone)

Tier: 2

Activation: Active (incidental)

Ranked: No

Prerequisites: Clone

Traits: None

Description: While in cover, the character may suffer 2 strain to perform the Tactical Advance incidental. Until the end of the character's next turn, the character and allies within short range may move out of cover and continue to receive its benefits.

Tinkerer

Tier: 2

Activation: Passive

Ranked: Yes

Prerequisites: None

Traits: None

Description: The character makes one piece of equipment more modifiable. He chooses one piece of equipment and increases its number of hard points by one. He can only do this once per piece of equipment, but can modify a number of pieces of equipment equal to his ranks in Tinkerer. If he loses a modified piece of equipment, he may apply Tinkerer to a new one.

Tinkerer

Tier: 2

Activation: Active (Maneuver)

Ranked: Yes

Prerequisites: None

Traits: None

Description: Once per round, before the character makes a ranged attack, he may perform a True Aim maneuver. By performing this maneuver, the character gains all the benefits for aiming and also upgrades his attack roll once per rank of True Aim.

Tier 3 Talents

Animal Bond

Tier: 3

Activation: Passive

Ranked: No

Prerequisites: None

Traits: Force Talent

Description: Through the force, the character creates a bond with a single animal approved by your GM. This animal must be silhouette equal to or less than half the character's Force Rating. The bond persists as long as the character chooses, although at your GM's discretion, the bond may also be broken due to abusive treatment or other extenuating circumstances.

As long as the bond persists, the animal follows your character, and you dictate the animal's overall behavior (although, since the animal is only bonded with the character, not dominated, it may still perform inconvenient actions such as scratching furniture, consuming rations, and marking territory). Once per round in structured encounters, your character may spend one

maneuver to direct their animal in performing one action and one maneuver during your character's turn. The animal must be within hearing and visual range of your character (generally medium range) to do this. Otherwise, the animal does not contribute to the encounter. The specifics of its behavior are up to you and your GM.

Armor Master (Improved)

Tier: 3

Activation: Passive

Ranked: No

Prerequisites: Armor Master

Traits: None

Description: When wearing armor with a soak value of two or higher, the character increases his defense by one.

Assault Drop

Tier: 3

Activation: Active (Incidental, Out of Turn)

Ranked: No

Prerequisites: None

Traits: None

Description: Once per session while piloting a vehicle or snip, the character may perform the Assault Drop incidental. All passengers aboard or allies engaged with the vehicle or ship may immediately disembark or embark as an out-of-turn incidental.

Bad Motivator

Tier: 3

Activation: Active (Action)

Ranked: No

Prerequisites: None

Traits: None

Description: Once per game session, the character may take a Bad Motivator action to make a Hard (difficulty 4) Mechanics check. If successful, one device (subject to the GM's approval) spontaneously fails due to the character's involvement, or because it was about to fail anyway and the character noticed it (this is the character's decision).

Balance**Tier:** 3**Activation:** Active (Incidental, Out of Turn)**Ranked:** No**Prerequisites:** None**Traits:** None

Description: When the character recovers from strain at the end of each encounter, he may roll (force dice) no greater than his Force rating. The character recovers additional strain equal to the (force points) generated.

Barrel Roll**Tier:** 3**Activation:** Active (Incidental, Out of Turn)**Ranked:** No**Prerequisites:** None**Traits:** None

Description: Your character can only use this talent while piloting a starfighter or aircraft of Silhouette 3 or less. When your vehicle suffers a hit from a ranged combat check, after damage is calculated but before armor is applied, your character may have their vehicle suffer 3 system strain to use this talent. Then, reduce the damage suffered by a number equal to ranks in Piloting.

Body Guard (Improved)**Tier:** 3**Activation:** Active (Incidental, Out of Turn)**Ranked:** No**Prerequisites:** None**Traits:** None

Description: Once per session, when an ally protected by the character's Body Guard maneuver would suffer a hit from a combat check, the character may choose to suffer that hit instead of the ally.

Brace (Improved)**Tier:** 3**Activation:** Passive**Ranked:** No**Prerequisites:** Brace**Traits:** None

Description: When the character performs the Brace maneuver, they may choose one

environmental circumstance. The benefits of Brace apply to that circumstance until the end of the encounter. (This benefit is not cumulative with further uses of the Brace maneuver, although the character may select additional circumstances with subsequent uses.)

Calming Aura**Tier:** 3**Activation:** Passive**Ranked:** No**Prerequisites:** None**Traits:** Force Talent

Description: When an opponent targets the character with a Force power, after the opponent generates (force points), reduce the total (force points) generated by one, to a minimum of 0.

Center of Being (Improved)**Tier:** 3**Activation:** Passive**Ranked:** No**Prerequisites:** Center of Being**Traits:** Force Talent

Description: The character may spend a maneuver and suffer 2 strain to extend the effects of Calming Aura to a number of allies within short range equal to his Willpower. This lasts until the beginning of his next turn. The character may voluntarily suffer 1 strain to perform Center of Being as an incidental instead of a maneuver.

Clanker Killer (Improved)**Tier:** 3**Activation:** Passive**Ranked:** No**Prerequisites:** Clanker Killer**Traits:** None

Description: When making a Brawl or Melee combat check targeting a droid, the character treats their attack's critical rating as being 1 lower per rank of Clanker Killer (to a minimum of 1).

Contingency Plan**Tier:** 3**Activation:** Active (Incidental, Out of Turn)

Ranked: No

Prerequisites: None

Traits: None

Description: The character may spend one Destiny Point to recover strain equal to his Cunning rating.

Counterstrike (Shien)

Tier: 3

Activation: Passive

Ranked: No

Prerequisites: Shien Technique

Traits: None

Description: Whenever an attack misses the character, the character may spend (2 threat) or (1 despair) to upgrade the next Lightsaber (Cunning) combat check he makes against the attacker during his next turn once.

Dead to Rights (Improved)

Tier: 3

Activation: Active (Incidental)

Ranked: Yes

Prerequisites: Dead to Rights

Traits: None

Description: The character may spend one Destiny Point to add additional damage equal to his Agility rating to one hit of a successful attack made by ship or vehicle mounted weaponry. This replaces the normal ability for Dead to Rights.

Deadly Accuracy

Tier: 3

Activation: Passive

Ranked: Yes

Prerequisites: None

Traits: None

Description: Each time the character gains a rank of Deadly Accuracy, he must choose one combat skill. The character may add his basic training ranks in that combat skill as additional damage to one hit of a successful attack made with that skill with non-starship/vehicle weapons. He cannot choose the same combat skill twice.

Defensive Circle (Soresu)

Tier: 3

Activation: Active (Action)

Ranked: No

Prerequisites: Soresu Technique

Traits: Force Talent

Description: While wielding a lightsaber, the character may take the Defensive Circle action, making a Hard (difficulty 3) Lightsaber (Intellect) check. If successful, the character plus one ally per (1 success) within short range gains ranged and melee defense X until the beginning of the character's next turn. X equals 1, plus 1 for every (2 advantage).

Defensive Slicing

Tier: 3

Activation: Passive

Ranked: Yes

Prerequisites: None

Traits: None

Description: When attempting to defend a computer system against intrusion (or when an opponent attempts to slice a computer owned or programmed by the character), the character adds (1 setback die) per rank of Defensive Slicing to his opponent's checks.

Defensive Training

Tier: 3

Activation: Passive

Ranked: Yes

Prerequisites: None

Traits: None

Description: When the character wields a Lightsaber weapon, Melee weapon, or Brawl weapon, that weapon gains ranks in the Defensive item quality equal to the character's ranks in Defensive Training (this replaces any ranks in Defensive the weapon already has).

Dodge

Tier: 3

Activation: Active (Incidental, Out of Turn)

Ranked: Yes

Prerequisites: None

Traits: None

Description: When your character is targeted by a combat check (ranged or melee), they may suffer a number of strain no greater than their

ranks in Dodge to use this talent. Then, upgrade the difficulty of the combat check targeting your character a number of times equal to the strain suffered.

Embrace Your Hate (Juyo/Vaapad)

Tier: 3

Activation: Active (Incidental)

Ranked: Yes

Prerequisites: Intimidating

Traits: Conflict Talent

Description: After making a successful Brawl, Lightsaber, or Melee combat check, the character may spend one Destiny Point and then gain Conflict equal to the number of dark side Destiny Points in the Destiny pool to add an equal amount of damage to one hit of the attack. The character may use this ability once per encounter for each rank of Embrace Your Hate. A character who has purchased one or more ranks of this talent automatically gains 1 Conflict at the beginning of a game session.

Enduring Presence

Tier: 3

Activation: Passive

Ranked: No

Prerequisites: Commanding Presence

Traits: None

Description: Once per session, the character may upgrade the ability of a Mass Combat check in a mass combat in which the character is the commander of the acting force (or when upgrading the difficulty if the character is the commander of the enemy force) even if the character is not present or is prevented from communicating with their troops.

Enhanced Commander

Tier: 3

Activation: Passive

Ranked: No

Prerequisites: None

Traits: Force Talent

Description: When making a Leadership check, the character may add (force dice) no greater than Force rating to the check. The character

may spend (1 force point) to add (1 success) or (1 advantage) (character's choice) to the result.

Exceed Specifications

Tier: 3

Activation: Active (Incidental)

Ranked: No

Prerequisites: None

Traits: None

Description: Before making a check using an item, the character may take the Exceed Specifications incidental, adding (1 boost die) to the check. The GM may spend (2 threat) on the check to damage the item one step, or (1 despair) to damage it beyond usability. (1 threat) or (1 despair) may have additional consequences depending on the nature of the item, at the GM's discretion.

Exhaust Port

Tier: 3

Activation: Active (Incidental)

Ranked: No

Prerequisites: None

Traits: None

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

Familiar Suns

Tier: 3

Activation: Active (Maneuver)

Ranked: No

Prerequisites: None

Traits: None

Description: Once per game session the character may spend a maneuver to make a Hard (difficulty 3) Knowledge (Outer Rim) or Knowledge (Core Worlds) check. If successful, the character is familiar with the type of planetary environment in which he finds himself. He knows whether the planet is likely to be inhabited and, if so, where habitation could be found. He also knows about environmental effects, hostile predators, or potential base locations.

Feral Strength**Tier:** 3**Activation:** Passive**Ranked:** Yes**Prerequisites:** None**Traits:** None

Description: The character adds 1 damage per rank of Feral Strength to one hit of his successful Brawl and Melee attacks.

Field Commander**Tier:** 3**Activation:** Active (Action)**Ranked:** No**Prerequisites:** None**Traits:** None

Description: Your character may use this talent to make an Average (difficulty 2) Leadership check. If successful, a number of allies equal to your character's Presence may immediately suffer 1 strain to perform one maneuver (out of turn). If there are any questions as to which allies take their maneuvers first, your character is the final arbiter.

Flows Through All Things**Tier:** 3**Activation:** Active (Maneuver)**Ranked:** No

Prerequisites: The Force is My Ally, Force Rating 3+

Traits: Force Talent

Description: Once per round, the character may perform the Flows Through all Things maneuver to recover strain equal to their Force Rating.

Forewarning**Tier:** 3**Activation:** Active (Action)**Ranked:** No**Prerequisites:** None**Traits:** Force Talent

Description: The character may take the Forewarning action. All allies within medium range increase their melee and ranged defense by a number equal to the character's Force rating until they take their first turn during an

encounter. If they have already taken their first turn, Forewarning has no effect.

Formation Tactics**Tier:** 3**Activation:** Active (Action)**Ranked:** No**Prerequisites:** None**Traits:** None

Description: The character may take the Formation Tactics action by making a Hard (difficulty 3) Leadership check. If successful, they may choose a number of allies within short range equal to (1 success) generated. The difficulty of attacks against these allies is upgraded once until the end of the character's next turn. The effects of this action do not stack.

Frenzied Attack**Tier:** 3**Activation:** Active (Incidental)**Ranked:** No**Prerequisites:** None**Traits:** None

Description: When making a Melee or Brawl combat check, the character may suffer a number of strain, then upgrade the ability of his combat check by that number. This number cannot exceed his ranks in Frenzied Attack.

Full Stop**Tier:** 3**Activation:** Active (Maneuver)**Ranked:** No**Prerequisites:** None**Traits:** None

Description: When piloting a ship or vehicle, the character may take the Full Stop maneuver to immediately reduce the speed of the ship or vehicle to zero. The ship or vehicle then suffers one point of system strain for every point of speed it had before stopping.

Full Throttle**Tier:** 3**Activation:** Active (Action)**Ranked:** No**Prerequisites:** None

Traits: None

Description: While driving or flying, your character may use this talent to make a Hard (difficulty 3) Piloting or Driving check. If successful, the top speed of the vehicle increases by one (to a maximum of 5) for a number of rounds equal to your character's Cunning.

Hard Headed

Tier: 3

Activation: Active (Action)

Ranked: Yes

Prerequisites: None

Traits: None

Description: On any turn in which the character is staggered or disoriented, he may perform the Hard Headed action (this action may be specifically performed even though he is normally barred from performing actions when staggered). He makes a Daunting (difficulty 4) Discipline check. If he succeeds, he is no longer staggered or disoriented. The difficulty of this check decreases by one per additional rank of Hard Headed, to a minimum of Easy (difficulty 1).

Heroic Will

Tier: 3

Activation: Active (Incidental, Out of Turn)

Ranked: No

Prerequisites: None

Traits: None

Description: When you purchase this talent for your character, choose two characteristics. You may spend a Destiny Point to use this talent to have your character ignore the effects of all Critical Injuries on any skill checks using those two characteristics until the end of the current encounter. (Your character still suffers the Critical Injuries; they just ignore the effects.)

Ichor Blade (Improved) (Nightsister)

Tier: 3

Activation: Passive

Ranked: No

Prerequisites: Ichor Blade

Traits: Force Talent

Description: The weapon affected by the character's Ichor Blade talent also gains the Sunder and Defensive 1 item qualities, and increases its damage by 2.

Imbue Item

Tier: 3

Activation: Active (Maneuver)

Ranked: No

Prerequisites: None

Traits: Force Talent

Description: The character may take the Imbue Item maneuver, suffering 1 strain and committing (1 force die). He then grants one weapon, suit of armor, or item within short range a temporary enhancement chosen from the following options: increase weapon's damage by 1, decrease the (advantage) cost for its Critical Hit or for any other single effect by 1, to a minimum of 1, or increase a piece of armor's ranged or melee defense by 1. Alternatively, the character can decrease an item's encumbrance by 2, to a minimum of 1. The character suffers 1 strain at the beginning of each of his turns in which he keeps this die committed.

Inner Peace (Vaapad)

Tier: 3

Activation: Active (Incidental)

Ranked: Yes

Prerequisites: Embrace Your Hate

Traits: Force Talent

Description: Once per encounter, the character may convert a number of dark side Destiny Points equal to the character's ranks in Inner Peace to light side Destiny Points. The character reduces the amount of Conflict they gain at the end of the session by 1 plus 1 per Destiny Point converted.

Inspiring Rhetoric (Improved)

Tier: 3

Activation: Passive

Ranked: No

Prerequisites: Inspiring Rhetoric

Traits: None

Description: Your character must have purchased the Inspiring Rhetoric talent to benefit

from this talent. Allies affected by your character's Inspiring Rhetoric add (1 boost die) to all skill checks they make for a number of rounds equal to your character's ranks in Leadership.

Intense Presence

Tier: 3

Activation: Active (Incidental, Out of Turn)

Ranked: No

Prerequisites: None

Traits: None

Description: The character may spend one Destiny Point to recover strain equal to his Presence rating.

Jury Rigged

Tier: 3

Activation: Passive

Ranked: Yes

Prerequisites: None

Traits: None

Description: The character chooses one personal weapon or piece of armor per rank of Jury Rigged. He may increase the damage of the weapon by one; decrease the Advantage cost on its Critical, or any single other effect by one to a minimum of one; or increase armor's ranged or melee defense by one. Alternatively, he can decrease the encumbrance of the item by two to a minimum of one. The bonus only applies so long as the character is using the item. If the item is ever lost or destroyed, the character may apply Jury Rigged to a new personal weapon or piece of armor.

Knockdown

Tier: 3

Activation: Active (Incidental, Out of Turn)

Ranked: No

Prerequisites: None

Traits: None

Description: After hitting with a melee attack, the character may knock the target prone by spending (1 triumph) If the target is larger than the acting character, it requires one additional (1 triumph) for each silhouette larger.

Knowledgeable Healing

Tier: 3

Activation: Passive

Ranked: No

Prerequisites: None

Traits: None

Description: When the character performs a successful Medicine check to heal an ally, the character may spend one Destiny Point to allow the target to heal additional wounds equal to the character's ranks in Knowledge (Xenology).

Learning Opportunity

Tier: 3

Activation: Active (Incidental)

Ranked: No

Prerequisites: None

Traits: None

Description: Once per round, the character may spend (3 advantage) from a check they fail to upgrade the ability of their next check once.

Natural

Tier: 3

Activation: Active (Incidental)

Ranked: No

Prerequisites: None

Traits: None

Description: When your character purchases this talent, choose two skills. Once per session, your character may use this talent to reroll one skill check that uses one of those two skills.

Nobody's Fool (Improved)

Tier: 3

Activation: Active (Incidental, Out of Turn)

Ranked: No

Prerequisites: Nobody's Fool

Traits: None

Description: When targeted by a Charm, Coercion, or Deception check, the character may spend (1 despair) or (3 threat) from the check to inflict strain on the opponent equal to the character's ranks in Nobody's Fool.

On My Order

Tier: 3

Activation: Active (Action)

Ranked: No

Prerequisites: None

Traits: None

Description: The character may take the On My Order action, making a Hard (difficulty 3) Leadership check. If the check succeeds, the character chooses a number of crew aboard the ship equal to their Presence. Those crew members upgrade the ability of their next Gunnery check once, plus one time for every additional (2 successes) on the check.

One Person's Treasure

Tier: 3

Activation: Active (Action)

Ranked: No

Prerequisites: None

Traits: None

Description: The character may make a Perception check in order to locate a particular item amid a battlefield, shipwreck, junkyard, or other location with potential salvage. The difficulty of the check is equal to half the item's rarity, rounded down. There is no cost to acquire an item this way, but the item is in need of moderate repairs when found.

One With The Universe

Tier: 3

Activation: Active (Action)

Ranked: No

Prerequisites: None

Traits: Force Talent

Description: Once per session, the character may spend several minutes meditating, then take the One with the Universe action, making an Average Astrogation check. If successful, during the next encounter he adds (lightside force point) to all Force power checks. However, if he succeeded with (1 threat), he adds (1 darkside force point) to all Force power checks instead.

Overwhelm Defenses

Tier: 3

Activation: Active (Incidental)

Ranked: Yes

Prerequisites: None

Traits: None

Description: Upon making an unsuccessful attack with a starship or vehicle weapon, the character may spend (2 advantage) per rank of Overwhelm Defenses. Reduce the defense rating in the defense zone targeted by the attack for the remainder of the encounter by 1 for every (2 advantage) spent.

Parry (Improved)

Tier: 3

Activation: Active (Incidental, Out of Turn)

Ranked: No

Prerequisites: Parry rank 1

Traits: None

Description: When your character suffers a hit from a melee combat check and uses Parry to reduce the damage from that hit, after the attack is resolved, you may spend (1 despair) or (3 threat) from the attacker's check to use this talent. Then, your character automatically hits the attacker once with a Brawl or Melee weapon your character is wielding. The hit deals the weapon's base damage, plus any damage from applicable talents or abilities. Your character can't use this talent if the original attack incapacitates them.

Preemptive Avoidance

Tier: 3

Activation: Active (Incidental, Out of Turn)

Ranked: No

Prerequisites: None

Traits: Force Talent

Description: Immediately after an opponent moves to engage the character, the character may spend one Destiny Point to disengage from that opponent as an out-of-turn incidental.

Preemptive Intervention

Tier: 3

Activation: Active (Incidental, Out of Turn)

Ranked: No

Prerequisites: None

Traits: Force Talent

Description: Immediately after an opponent moves to engage an ally within short range of the character, the character may spend one

Destiny Point to engage that opponent as an out-of-turn incidental.

Reflect (Improved)

Tier: 3

Activation: Active (Incidental, Out of Turn)

Ranked: No

Prerequisites: Reflect rank 1

Traits: Force Talent

Description: Your character must have purchased the Reflect talent to benefit from this talent. When your character suffers a hit from a ranged combat check and uses Reflect to reduce the damage from that hit, after the attack is resolved, you may spend (1 despair) or (3 threat) from the attacker's check to use this talent. Then, your character automatically hits the attacker once with a Brawl or Melee weapon your character is wielding. The hit deals the weapon's base damage, plus any damage from applicable talents or abilities. Your character can't use this talent if the original attack incapacitates them.

Scathing Tirade (Improved)

Tier: 3

Activation: Passive

Ranked: No

Prerequisites: None

Traits: None

Description: Your character must have purchased the Scathing Tirade talent to benefit from this talent. Enemies affected by your character's Scathing Tirade add (1 setback die) to all skill checks they make for a number of rounds equal to your character's ranks in Coercion.

Sense Emotions

Tier: 3

Activation: Passive

Ranked: No

Prerequisites: None

Traits: None

Description: The character adds (1 boost die) to all Charm, Coercion, and Deception checks unless the target is immune to Force powers.

Shroud

Tier: 3

Activation: Active (Incidental)

Ranked: No

Prerequisites: None

Traits: Force Talent

Description: Once per session, the character may spend one Destiny Point to make himself undetectable via the Force (through abilities such as the Sense power) and to make his own Force powers unnoticeable for the remainder of the encounter.

What this entails exactly is up to the player and the GM, and the GM may rule that some actions (such as lifting an X-wing with one's mind) are too obvious to be ignored. However, abilities such as manipulating control panels, lifting small objects, or using Force powers to affect someone physically or mentally go unnoticed, or the effects are attributed to something else.

Sound Investments

Tier: 3

Activation: Passive

Ranked: Yes

Prerequisites: None

Traits: None

Description: At the beginning of each game session, the character gains credits equal to his ranks in Sound Investments times 100. How this money is earned is up to the player and CM, and could be actual investments, business dealings, or even a small legal or illegal side business. The GM can also decide that the current events of the adventure may make these funds temporarily unavailable.

Speaks Binary (Improved)

Tier: 3

Activation: Passive

Ranked: No

Prerequisites: Speaks Binary

Traits: None

Description: When the character directs an NPC droid to assist any character with a check, that droid provides an additional (1 boost die) to

the check with which it is assisting (beyond the usual benefits of assistance).

Stand Firm! (Improved)

Tier: 3

Activation: Passive

Ranked: No

Prerequisites: Stand Firm!

Traits: None

Description: Allies affected by Stand Firm! also increase their strain threshold by an amount equal to the character's Presence rating. (Multiple uses of this talent are not cumulative.)

Stim Application

Tier: 3

Activation: Active (Action)

Ranked: No

Prerequisites: None

Traits: None

Description: The character may take the Stim Application action. To perform this action, he must have access to drugs, a medpac, or stimpacks. He makes an Average (difficulty 2) Medicine check. If successful, one ally he is engaged with (including himself) increases one characteristic of the character's choice by one for the remainder of the encounter, and suffers four strain. A single character's individual characteristics may each only be increased once by Stim Application during an encounter.

Stimpack Specialization

Tier: 3

Activation: Passive

Ranked: Yes

Prerequisites: None

Traits: None

Description: When your character uses painkillers (or their equivalent, depending on the setting), the target heals one additional wound per rank of Painkiller Specialization. The sixth painkiller and beyond each day still has no effect.

Sum Djem

Tier: 3

Activation: Passive

Ranked: No

Prerequisites: Lightsaber 2

Traits: Force Talent

Description: When the character makes a successful Lightsaber combat check, they may spend (Triumph) or (2 Advantage) to disarm the opponent. Page 152 Force and Destiny.

Terrify

Tier: 3

Activation: Active (Action)

Ranked: No

Prerequisites: None

Traits: Force Talent, Conflict Talent

Description: The character may take a Terrify action, making a Hard (difficulty 3) Coercion check and rolling (1 force die) no greater than Force rating as part of the check. If successful, one target per within medium range of the character is disoriented until the end of the next round. The character may spend (2 advantage) to increase the duration of disorientation for all affected targets by one round, and may spend (1 force point) to immobilize an affected target until the end of the next round.

Time to Go

Tier: 3

Activation: Active (Incidental, Out of Turn)

Ranked: No

Prerequisites: None

Traits: None

Description: The character may spend 1 Destiny Point to perform a Move maneuver as an incidental to attempt to move into cover or out of the blast range of a weapon or explosion. This may be performed out of turn. This incidental occurs after the character determines he would be hit by the blast, but before damage is applied.

Touch of Fate

Tier: 3

Activation: Active (Incidental)

Ranked: No

Prerequisites: None

Traits: Force Talent

Description: Once per game session, the character may add (2 boost dice) to any one skill check.

Translation Error

Tier: 3

Activation: Active (Incidental)

Ranked: No

Prerequisites: Nobody's Fool

Traits: None

Description: Once per encounter, the character may remove (1 despair) from the results of a social skill check they make.

Tricky Target

Tier: 3

Activation: Passive

Ranked: No

Prerequisites: None

Traits: None

Description: Any vehicle the character pilots counts as having a silhouette one lower than normal when being attacked, to a minimum of 0.

Valuable Facts

Tier: 3

Activation: Active (Action)

Ranked: No

Prerequisites: None

Traits: None

Description: Once per encounter, the character may take a Valuable Facts action, making an Average (difficulty 2) Knowledge check (the GM and player should determine which Knowledge skill is most applicable in the given situation). If successful, the character may add (1 triumph) to any one check made by an allied character during the encounter.

The subsequent check should relate in some way to the facts the character learned, or the player should come up with an explanation for why the information the character learned is instrumental in the success of the ally's check.

Tier 4 Talents

Adaptable

Tier: 4

Activation: Active (Incidental)

Ranked: No

Prerequisites: None

Traits: Force Talent

Description: When resolving a check that uses a skill in which they have no ranks, the character may spend one Destiny Point to remove (1 despair) from the check or to remove (1 threat) equal to their ranks in Cool from the check.

Anatomy Lessons

Tier: 4

Activation: Active (Incidental)

Ranked: No

Prerequisites: None

Traits: None

Description: After a successful attack with a personal (nonstarship/vehicle) weapon, the character may spend one Destiny Point to add damage equal to his Intellect to one hit of the attack.

Another's Treasure

Tier: 4

Activation: Passive

Ranked: No

Prerequisites: One Person's Trash

Traits: None

Description: The condition of an item does not affect the price the character receives when selling it. In addition, the character can always find a buyer for an item, no matter its condition or how useless or worthless it may seem. The details of the transaction are subject to the GM's discretion, as always, and a buyer might not be immediately (or easily) available.

Armor Master (Supreme)

Tier: 4

Activation: Active (Incidental, Out of Turn)

Ranked: No

Prerequisites: Armor Master (Improved)

Traits: None

Description: Once per round, when the character suffers a Critical Injury, the character may suffer 3 strain to take the Armor Master incidental. If the character does, reduce the result of an incoming critical injury by 10 per point of soak, to a minimum of 1.

Bound Together

Tier: 4

Activation: Active (Maneuver)

Ranked: No

Prerequisites: Force Rating 3+

Traits: Force Talent

Description: The character may perform the Bound Together maneuver. Until the start of the character's next turn, when the character or an ally within short range suffers strain involuntarily, they reduce the amount suffered by the current number of light side Destiny Points in the Destiny Pool.

Brace (Supreme)

Tier: 4

Activation: Passive

Ranked: No

Prerequisites: Brace (Improved)

Traits: None

Description: When the character performs the Brace maneuver, the benefits apply to all allies within short range.

Calming Aura (Improved)

Tier: 4

Activation: Active (Maneuver)

Ranked: No

Prerequisites: Calming Aura

Traits: Force Talent

Description: The character may spend a maneuver and suffer 2 strain to extend the effects of Calming Aura to a number of allies within short range equal to his Willpower. This lasts until the beginning of his next turn.

Circle of Shelter

Tier: 4

Activation: Active (Incidental)

Ranked: No

Prerequisites: None

Traits: Force Talent

Description: When an ally engaged with the character suffers a hit from a combat check, the character may use a Parry or Reflect incidental to reduce the damage the hit deals (even though he is not the target of the combat check).

Comprehend Technology

Tier: 4

Activation: Active (Action)

Ranked: No

Prerequisites: None

Traits: None

Description: Once per session, the character may take the Comprehend Technology action, making an Average (difficulty 2) Knowledge (Education) check to intuitively understand one weapon, armor set, or other piece of personal gear. Success means that for the remainder of the encounter, when the character makes any skill checks to use or repair the item, he may count his ranks in the applicable skill as equal to his current Force rating. For example, a character may use Comprehend Technology to count his ranks in Mechanics as equal to his Force rating when repairing a broken lightsaber, or he can count his ranks in Ranged (Light) as equal to his Force rating when firing a blaster pistol.

Consider Our Options

Tier: 4

Activation: Active (Action)

Ranked: No

Prerequisites: None

Traits: None

Description: The character may take the Consider Our Options action, making a Hard (difficulty 3) Negotiation check. If the check succeeds, until the start of the character's next turn, any enemy who attacks the character suffers 2 strain, plus 1 strain per additional (2 successes) on the character's check, before resolving the attack. (If this strain causes the adversary to become incapacitated, the GM may determine that adversary simply bows out of the fight.) The effect ends immediately if the character inflicts damage on an enemy.

Contraption**Tier:** 4**Activation:** Active (Action)**Ranked:** No**Prerequisites:** None**Traits:** None

Description: Once per game session, the character can take a Contraption action. With a successful Hard (difficulty 3) Mechanics check, the character can fashion a device to solve a current problem using the tools and parts on hand. This device must be approved by the GM and functions for the duration of the current encounter only. Those tools are destroyed in the process. (1 triumph) may be spent to allow the tools to be recovered to be reused later.

Coven (Nightsister)**Tier:** 4**Activation:** Active (Maneuver)**Ranked:** No**Prerequisites:** Witchcraft**Traits:** Force Talent

Description: The character may perform the Coven maneuver. On their next Force power check, they may reroll one (1 force die) for each ally within short range who also possesses the Coven talent.

Creative Killer**Tier:** 4**Activation:** Passive**Ranked:** No**Prerequisites:** None**Traits:** None

Description: The character reduces the critical rating of all improvised weapons he is wielding by 2 (to a minimum of 1).

Death From Above (Jetpack)**Tier:** 4**Activation:** Active (Action)**Ranked:** No**Prerequisites:** Jetpack Expertise**Traits:** None

Description: Once per encounter while using a jetpack, the character may take the Death from

Above action, inflicting one strain on their jetpack and making a Hard (difficulty 3) Piloting (Planetary) check. If the check succeeds, for each (1 success), one adversary of silhouette 0 or 1 within short range is knocked prone. The character may spend (1 triumph) from the check to stagger one affected adversary until the end of that adversary's next turn.

Defensive Driving**Tier:** 4**Activation:** Passive**Ranked:** Yes**Prerequisites:** None**Traits:** None

Description: Increase the defense of any vehicle, of silhouette 4 or less, your character pilots by one per rank of Defensive Driving.

Defensive Slicing (Improved)**Tier:** 4**Activation:** Passive**Ranked:** No**Prerequisites:** Defensive Slicing**Traits:** None

Description: When attempting to defend a computer system against intrusion, the character upgrades the difficulty of an opponent's dice pool a number of times equal to his rank of Defensive Slicing. This replaces the usual benefits from Defensive Slicing.

Djem So Deflection**Tier:** 4**Activation:** Active (Incidental, Out of Turn)**Ranked:** No**Prerequisites:** Reflect 1**Traits:** Force Rating

Description: After using the Reflect incidental, the character may spend one Destiny Point to perform a Move maneuver as an out of turn incidental to move closer to or engage an opponent. This incidental may be performed once per round.

Draw Closer (Niman)**Tier:** 4**Activation:** Active (Incidental, Out of Turn)

Ranked: No

Prerequisites: Niman Technique

Traits: Force Talent

Description: The character may take a Draw Closer action, making a Lightsaber (Willpower) melee combat check against one silhouette 1 (or smaller) target within medium range and adding a number of (force dice) no greater than Force rating to the check. The character may spend (1 force point) before resolving the success or failure of the check to move the target one range band closer to the character (including from short to engaged). He may also spend (1 force point) to add (1 success) to the combat check. If the character cannot move his target to engage him, the combat check automatically misses.

Droid Commander

Tier: 4

Activation: Active (Incidental)

Ranked: No

Prerequisites: Field Commander

Traits: None

Description: Once per encounter, the character may perform Field Commander as a maneuver instead of an action. All affected allies must be droids.

Dynamic Fire

Tier: 4

Activation: Active (Incidental)

Ranked: No

Prerequisites: None

Traits: None

Description: When making a ranged attack while engaged with an opponent, the character may suffer 2 strain to reduce the ranged modifier added for being engaged by 1 for the attack. So, when firing a Ranged (Heavy) weapon, the character only increases the difficulty by 1 when engaged, and when firing a Ranged (Light) weapon, he doesn't increase the difficulty at all.

Exceed Specifications (Improved)

Tier: 4

Activation: Passive

Ranked: Yes

Prerequisites: Exceed Specifications

Traits: None

Description: When the character takes the Exceed Specification incidental, upgrade the ability of the check once instead of adding (1 boost die).

Enduring

Tier: 4

Activation: Passive

Ranked: Yes

Prerequisites: None

Traits: None

Description: Each rank of Enduring increases your character's soak value by one.

Falling Avalanche

Tier: 4

Activation: Active (Incidental)

Ranked: No

Prerequisites: None

Traits: None

Description: Once per round the character may suffer 2 strain to add additional damage equal to Brawn to one hit of a successful Lightsaber combat check.

Field Commander (Improved)

Tier: 4

Activation: Passive

Ranked: No

Prerequisites: Field Commander

Traits: None

Description: When your character uses the Field Commander talent, your character affects a number of allies equal to twice the character's Presence. In addition, you may spend (1 triumph) to allow one ally to suffer 1 strain to perform an action, instead of a maneuver.

Fire When Ready

Tier: 4

Activation: Active (Action)

Ranked: No

Prerequisites: On My Order

Traits: None

Description: The character may take the Fire When Ready action, making a Hard (difficulty 3) Leadership check. If the check succeeds, the

character chooses a number of crew aboard their ship equal to their Presence. Those crew members downgrade the difficulty of their next Gunnery check once, plus one more time for every additional (2 successes) on the check.

Force Protection

Tier: 4

Activation: Active (Maneuver)

Ranked: No

Prerequisites: None

Traits: Force Talent

Description: The character may take the Force Protection maneuver, suffering 1 strain and committing a number of (force dice) no greater than Force rating or ranks of Force Protection. The character then increases his soak value by an equal amount. The character suffers 1 strain at the beginning of each of his turns in which he keeps these dice committed.

Form On Me

Tier: 4

Activation: Passive

Ranked: No

Prerequisites: None

Traits: None

Description: When the character performs the Gain the Advantage action, a number of allied vehicles equal to his ranks in Leadership and within close range also gain the benefits of the action on the target. These allied vehicles maintain the benefits until they leave close range with the character or the character loses the benefits of Gain the Advantage.

Formation Tactics (Improved)

Tier: 4

Activation: Passive

Ranked: No

Prerequisites: Formation Tactics

Traits: None

Description: The difficulty of taking the foRmation Tactics action is reduced to Average (difficulty 2) instead of Hard (difficulty 3). The character may spend (1 triumph) or (6 advantage) to have the effect last until the end of the encounter.

Full Throttle (Improved)

Tier: 4

Activation: Active (Maneuver)

Ranked: No

Prerequisites: Full Throttle

Traits: None

Description: The character may voluntarily suffer one strain to attempt Full Throttle as a maneuver. In addition, the difficulty of Full Throttle is reduced to Average (difficulty 2).

Hawk Bat Swoop (Ataru)

Tier: 4

Activation: Active (Action)

Ranked: No

Prerequisites: Ataru Technique

Traits: Force Talent

Description: The character may take a Hawk Bat Swoop action, performing a Lightsaber (Agility) melee combat check against one target within short range and adding (force dice) no greater than Force rating to the pool. The character may spend (1 force point) before resolving the success or failure of the check to engage the target immediately as an incidental, and may spend (1 force point) to add (1 advantage) to the check. If the character cannot move to engage the target, the attack automatically misses.

Healing Trance (Improved)

Tier: 4

Activation: Passive

Ranked: No

Prerequisites: Healing Trance

Traits: Force Talent

Description: Whenever the character heals wounds as a result of Healing Trance, if the character is suffering from a Critical Injury, he makes a Resilience check with the difficulty equal to the Critical Injury's severity rating. On a successful check, the character recovers from the Critical Injury. If the character is suffering from multiple Critical Injuries, he chooses which one to attempt to recover from.

Hit and Run (Jetpack)**Tier:** 4**Activation:** Active (Incidental)**Ranked:** No**Prerequisites:** Jetpack Expertise**Traits:** None

Description: While the character is using a jetpack, after they complete an attack targeting an opponent they are engaged with, the character may immediately disengage as an incidental.

Hold Together**Tier:** 4**Activation:** Passive**Ranked:** No**Prerequisites:** None**Traits:** None

Description: The character may spend one Destiny Point to make a Hold Together incidental immediately after a vehicle or starship he has repaired this encounter takes damage resulting in hull trauma. The character explains why the apparently serious damage was in fact superficial, and the damage from the attack becomes system strain instead.

Hyperspace Assault**Tier:** 4**Activation:** Passive**Ranked:** No**Prerequisites:** Outmaneuver**Traits:** None

Description: The character may use Astrogation or Knowledge (Warfare) to determine their Initiative during an encounter in which they are piloting or commanding a starship. If they do so, they may spend (1 triumph) from the check to choose the starting locations of all allied ships in the encounter.

Ichor Transfusion (Nightsister)**Tier:** 2**Activation:** Active (Maneuver)**Ranked:** No**Prerequisites:** Witchcraft**Traits:** Force Talent

Description: Once per encounter, the character may perform the Ichor Transfusion maneuver.

The character may heal any number of their current wounds by suffering that number of strain +1. The character may instead heal any number of their current strain by suffering that number of wounds +1.

Inspiring Kill**Tier:** 4**Activation:** Active (Maneuver)**Ranked:** No**Prerequisites:** Enhanced Leader**Traits:** Force Talent, Conflict Talent

Description: The character may spend one Destiny Point to perform an Inspiring Kill maneuver immediately after conducting a successful attack in which the target is incapacitated or suffers a Critical Injury. The character rolls (1 force die) no greater than their Force Rating, and may spend (1 force point) to heal 2 strain from allies within medium range (and may do so multiple times). A character who has purchased one or more ranks of this talent automatically gains 1 Conflict at the beginning of a game session.

Inspiring Rhetoric (Supreme)**Tier:** 4**Activation:** Active (Incidental)**Ranked:** No**Prerequisites:** Inspiring Rhetoric**Traits:** None

Description: Your character may choose to suffer 1 strain to use the Inspiring Rhetoric talent as a maneuver, instead of as an action.

Intense Focus**Tier:** 4**Activation:** Active (Maneuver)**Ranked:** No**Prerequisites:** None**Traits:** None

Description: Before making a skill check, the character may perform the Intense Focus maneuver. The character suffers one strain to upgrade the ability of the skill check once.

Intuitive Strike**Tier:** 4**Activation:** Passive**Ranked:** No**Prerequisites:** None**Traits:** Force Talent

Description: When making a combat check with a vehicle weapon, the character may add (force dice) no greater than Force rating to the check. The character may spend (1 force point) to add (1 success) or (1 advantage) (character's choice) to the result.

Juyo Savagery (Juyo)**Tier:** 4**Activation:** Passive**Ranked:** No**Prerequisites:** Embrace Your Hate**Traits:** Force Talent

Description: When the character inflicts a Critical Injury with a Lightsaber combat check, add +5 to the Critical Injury roll for each dark side Destiny Point in the Destiny pool. A character who has purchased this talent automatically gains 1 Conflict at the beginning of each game session.

Known Programming (Clone)**Tier:** 4**Activation:** Active (Action)**Ranked:** No**Prerequisites:** Clone**Traits:** None

Description: Once per session, the character may choose a single model of droid that they have encountered before and make a Hard (difficulty 3) Vigilance check. If the check is successful, minion and rival droids of that type upgrade the difficulty of their checks targeting the character, plus one ally per (1 success) after the first, once for the rest of the encounter.

Mental Bond**Tier:** 4**Activation:** Active (Action)**Ranked:** No**Prerequisites:** Animal Bond**Traits:** Force Talent

Description: The character may take the Mental Bond action, committing (1 force die). As long as (1 force die) remains committed, he may communicate mentally with an animal bonded to him via the Animal Bond talent. He can see and hear what it sees and hears, and in structured encounters, he may direct his animal (see the Animal Bond talent) at up to extreme range.

Now You See Me**Tier:** 4**Activation:** Active (Action)**Ranked:** No**Prerequisites:** None**Traits:** Force Talent

Description: Once per session, the character may take the Now You See Me action, making a Hard (difficulty 3) Deception check. If successful, a number of NPCs equal to his Cunning within medium range forget any interactions they had with the character during the last thirty minutes.

At the GM's discretion, multiple (1 threat) or (1 despair) may give the NPCs in question unpleasant side effects, such as confusion, nightmares, or a persistent and maddening suspicion that they've forgotten something important.

Parry (Supreme)**Tier:** 4**Activation:** Passive**Ranked:** Yes**Prerequisites:** Parry (Improved)**Traits:** None

Description: If the user did not make a combat check during his previous turn, he suffers 1 strain when taking the Parry incidental, instead of 3.

Powerful Ally**Tier:** 4**Activation:** Active (Incidental)**Ranked:** No

Prerequisites: The Force is My Ally, Force Rating 3+

Traits: Force Talent

Description: The character may spend a Destiny Point to use the basic version of a Force Power they have not purchased or to apply the effects of a single unpurchased upgrade control upgrade to a power they have purchased.

Quick Movement

Tier: 4

Activation: Active (Incidental)

Ranked: No

Prerequisites: None

Traits: Force Talent

Description: Before making a non-Force power check during structured gameplay, the character may suffer 2 strain to add (1 force die) no greater than Force rating to the check. The character may spend (2 force points) generated during the check to perform one free Move maneuver after the check is finished. This Move maneuver may be in addition to any other maneuvers performed this turn and can allow the character to perform three maneuvers in a turn.

Reflect (Supreme)

Tier: 4

Activation: Passive

Ranked: Yes

Prerequisites: Reflect (Improved)

Traits: Force Talent

Description: If the user did not make a combat check during his previous turn, he suffers 1 strain when taking the Reflect incidental, instead of 3.

Resist Questioning

Tier: 4

Activation: Active (Incidental, Out of Turn)

Ranked: Yes

Prerequisites: None

Traits: None

Description: When targeted by an opposed social skill check, the character may suffer 2 strain to perform the Resist Questioning out-of-turn incidental, adding (1 setback die) to the check. If the check fails, they may spend (1 triumph) to indicate they have provided false or

misleading information that the target believes to be truthful.

Saber Swarm (Ataru)

Tier: 4

Activation: Active (Action)

Ranked: No

Prerequisites: Ataru Technique

Traits: Force Talent

Description: The character may take the Saber Swarm maneuver, suffering 1 strain. His next Lightsaber (Agility) combat check this turn gains the Linked item quality, with ranks equal to Force rating.

Saber Throw

Tier: 4

Activation: Active (Action)

Ranked: No

Prerequisites: None

Traits: Force Talent

Description: The character may take the Saber Throw action, making a Lightsaber combat check as a ranged attack at one target within medium range, adding (1 force die) no greater than his Force rating to the check. The character must spend (1 force point) and succeed on the check to hit his target; he may spend (1 force point) to have his weapon return to his hand after resolving the attack.

Sarlacc Sweep (Shii-Cho)

Tier: 4

Activation: Active (Action)

Ranked: No

Prerequisites: None

Traits: Force Talent

Description: The character may take the Sarlacc Sweep action, making a Lightsaber (Brawn) combat check with +1 difficulty against one engaged target. The character may spend (2 advantage) generated by this combat check to hit one additional target he is engaged with. He may do this once per engaged target, paying (2 advantage) for each additional hit.

When performing a Sarlacc Sweep action, the character must always target the opponent with

the highest difficulty and highest defense (if two targets have the same difficulty and defense, the GM chooses which target is the initial target).

Scathing Tirade (Supreme)

Tier: 4

Activation: Active (Incidental)

Ranked: No

Prerequisites: Scathing Tirade

Traits: None

Description: Your character may choose to suffer 1 strain to use the Scathing Tirade talent as a maneuver, instead of as an action.

Scrap 'Em!

Tier: 4

Activation: Active (Incidental)

Ranked: No

Prerequisites: Clone

Traits: None

Description: After making a successful combat check, the character may suffer 2 strain to perform the Scrap 'em! incidental. The character selects a number of allies no greater than their ranks in Leadership. Those allies add (1 boost die) to their combat checks against the character's target until the start of the character's next turn.

Selective Detonation

Tier: 4

Activation: Active (Incidental)

Ranked: Yes

Prerequisites: Powerful Blast

Traits: None

Description: When using weapons with the Blast quality or explosive devices, the character may spend (1 advantage) to exclude one target that would normally be affected by the explosion. Multiple targets may be excluded in this manner, but the total number may not exceed his ranks in Selective Detonation. The character may also spend (1 triumph) to exclude multiple targets, as long as the total number of targets excluded does not exceed his ranks in Selective Detonation.

Side By Side

Tier: 4

Activation: Passive

Ranked: No

Prerequisites: Lightsaber Rank 1+

Traits: Force Talent

Description: While the character is wielding a lightsaber and engaged with one or more allies also wielding a lightsaber, add (1 threat) to all combat checks that target the character or those allies. (If multiple allied characters in the engagement possess this talent, the effects are cumulative.)

Sixth Sense

Tier: 4

Activation: Passive

Ranked: Yes

Prerequisites: None

Traits: None

Description: The character gains + 1 ranged defense.

Slippery Mind

Tier: 4

Activation: Active (Action)

Ranked: No

Prerequisites: None

Traits: Force Talent

Description: On any turn in which the character is under the effects of a Force power, he may perform the Slippery Minded action (this action may be specifically performed even if the Force power would normally bar him from performing actions). He makes a Hard (difficulty 3) Deception check. If he succeeds, he is no longer under the effects of the Force power.

Stim Application (Improved)

Tier: 4

Activation: Active (Incidental)

Ranked: No

Prerequisites: Stim Application

Traits: None

Description: As an incidental, when performing the Stim Application action, the character may increase the difficulty of the Medicine check to

Hard (difficulty 3) If he does so, the target of the action suffers one strain instead of four.

Soft Spot

Tier: 4

Activation: Active (Incidental)

Ranked: No

Prerequisites: None

Traits: None

Description: After making a successful attack with a non-starship/ vehicle weapon, the character may spend one Destiny Point to add damage equal to his Cunning to one hit of the successful attack.

Something to Prove

Tier: 4

Activation: Active (Incidental)

Ranked: No

Prerequisites: Adaptable

Traits: None

Description: Once per session, the character may suffer 4 strain in order to reroll a failed check. If the check succeeds, the character heals 4 strain.

Sorry About the Mess (Renegade)

Tier: 4

Activation: Passive

Ranked: No

Prerequisites: Renegade Form

Traits: None

Description: The character decreases the critical rating of any non-starship weapon they wield by 1 (to a minimum of 1) against targets that have not yet acted this encounter.

Speaks Binary (Supreme)

Tier: 3

Activation: Passive

Ranked: No

Prerequisites: Speaks Binary (Improved)

Traits: None

Description: Once per encounter, the character may perform the SPEaks Binary maneuver, choosing one skill. Until the beginning of their next turn, a number of NPC non-minion droids up to their ranks in SPEaks Binary may use the

character's ranks in the chosen skill (rather than their own ranks in that skill).

Stunning Blow (Improved)

Tier: 4

Activation: Passive

Ranked: No

Prerequisites: Stunning Blow

Traits: None

Description: When dealing strain damage with Melee or Brawl checks, the character may spend a (1 triumph) result to stagger his target for one round per (1 triumph) spent.

Survivor's Instincts

Tier: 4

Activation: Active (Incidental, Out of Turn)

Ranked: No

Prerequisites: None

Traits: None

Description: Once per session after the character suffers a Critical Injury but before the result is rolled, they may spend 1 Destiny Point. Then, the attacker must roll two results for the Critical Injury and the player chooses which will apply to their character.

Tactical Advance (Improved) (Clone)

Tier: 4

Activation: Active (Incidental, Out of Turn)

Ranked: No

Prerequisites: Tactical Advance

Traits: None

Description: The character may spend (2 advantage) from any check they make or (2 threat) from a combat check targeting them to perform the Tactical Advance incidental (instead of suffering strain).

Tactical Planning

Tier: 4

Activation: Active (Incidental)

Ranked: No

Prerequisites: None

Traits: None

Description: Once per game session when performing an activity that requires a skill check, the character may choose to substitute

Knowledge (Warfare) check for the skill check that would normally apply. When they do this, they must explain how their tactical foresight is helping them overcome the challenge.

Targeted Blow

Tier: 4

Activation: Active (Incidental)

Ranked: No

Prerequisites: None

Traits: None

Description: On a successful attack during combat with a non starship/vehicle weapon, the character may spend one Destiny Point to add damage equal to his Agility to one hit of the successful attack.

Temple Training

Tier: 4

Activation: Active (Incidental)

Ranked: No

Prerequisites: None

Traits: Force Talent

Description: Before making a Lightsaber skill check, the character may spend one Destiny Point to add damage to the attack equal to their ranks in Knowledge (Lore).

Time to Go (Improved)

Tier: 4

Activation: Active (Incidental, Out of Turn)

Ranked: No

Prerequisites: Time to Go

Traits: None

Description: When activating Time to Go, the character may allow one ally he is engaged with to also perform an out of turn Move maneuver as an incidental to attempt to move into cover or out of the blast range of a weapon or explosion. This incidental occurs after the ally determines he would be hit by the blast, but before damage is applied.

Superior Reflexes

Tier: 4

Activation: Passive

Ranked: Yes

Prerequisites: None

Traits: None

Description: The character gains + 1 ranged defense.

Terrify (Improved)

Tier: 4

Activation: Passive

Ranked: No

Prerequisites: Terrify

Traits: Force Talent

Description: The difficulty of the Terrify action decreases to Average (difficulty 2). In addition, the character may spend (1 triumph) generated on the check to stagger an affected target until the end of the next round.

The Force Is My Ally

Tier: 4

Activation: Active (Incidental)

Ranked: No

Prerequisites: None

Traits: Force Talent

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

Touch of Fate

Tier: 4

Activation: Active (Incidental)

Ranked: No

Prerequisites: None

Traits: Force Talent

Description: Once per game session, the character may add (2 boost dice) to any one skill check.

Will of the Force

Tier: 4

Activation: Active (Incidental)

Ranked: No

Prerequisites: None

Traits: Force Talent

Description: Once per round after failing a skill check, the character may convert one dark side Destiny Point to a light side Destiny Point.

Tier 5 Talents

Against All Odds

Tier: 5

Activation: Active (Action)

Ranked: No

Prerequisites: None

Traits: Force Talent

Description: Once per session, if the character is incapacitated due to exceeding his wound threshold, he may perform the Against All Odds action (this action may be performed even though characters are normally barred from performing actions when incapacitated). The character makes a Hard (difficulty 3) Resilience check, rolling a number of (force dice) equal to his Force rating as part of the check. If successful, the character heals wounds equal to (successes) . The character may spend Force points to add (successes) to the result.

At Any Cost (Clone)

Tier: 5

Activation: Active (Incidental)

Ranked: No

Prerequisites: Clone

Traits: None

Description: The character may suffer a Critical Injury to force a Mass Combat check to be rerolled. At the GM's discretion, the character may be required to sacrifice an item, vehicle, or individual or personal significance instead.

Backroom Deal

Tier: 5

Activation: Active (Action)

Ranked: No

Prerequisites: Leverage

Traits: None

Description: Once per encounter, the character may take the Backroom Deal action, making a Hard (difficulty 3) Negotiation check. If the check succeeds the character (or player) reveals how their previously unknown dealings have a meaningful impact on the current scene or encounter. The nature of the revelation and its impact on the scene are ultimately subject to the

GM's discretion, but they should give a significant advantage to the PC. If the check fails and generates (1 despair) however, the GM may decide that the character's disastrously failed deal has negative repercussions.

Beginner's Luck

Tier: 5

Activation: Active (Incidental)

Ranked: No

Prerequisites: None

Traits: Force Talent

Description: Once per session when the character makes a check, the character may add (1 success) equal to the number of light side Destiny Points in the Destiny Pool to the results.

Blather

Tier: 5

Activation: Active (Action)

Ranked: No

Prerequisites: None

Traits: None

Description: The character may take the Blather action, making a Hard (difficulty 3) Charm or Deception check. If the check is successful, one adversary per (1 success) within medium range is disoriented for a number of rounds equal to the character's Presence. The character may spend (1 triumph) from the check to stagger one affected target for one round.

Brilliant Evasion

Tier: 5

Activation: Active (Action)

Ranked: No

Prerequisites: None

Traits: None

Description: The character may make the Brilliant Evasion action when piloting a vehicle or starship. The character selects one opponent and makes an opposed Piloting (Planetary or Space) check. If he succeeds, the opponent's vehicle or starship cannot make any attacks against the character's vehicle for a number of rounds equal to the character's Agility. Brilliant Evasion can only be performed once per encounter.

Careful Planning**Tier:** 5**Activation:** Active (Action)**Ranked:** No**Prerequisites:** None**Traits:** None

Description: Once per game session, the character can choose to introduce a "fact" or additional context directly into the narrative as if he had spent a Destiny Point.

Center of Being (Supreme)**Tier:** 5**Activation:** Passive**Ranked:** No**Prerequisites:** Center of Being (Improved)**Traits:** Force Talent

Description: When the character performs the Center of Being maneuver, until the beginning of their next turn, ranged weapons also treat their critical rating as one higher per rank of Center of Being when attacking the character.

Clever Solution**Tier:** 5**Activation:** Active (Incidental)**Ranked:** No**Prerequisites:** None**Traits:** None

Description: Once per game session, the character can choose to make one skill check using Cunning, rather than the characteristic linked to that skill. When he does this, he must explain how, in this particular instance, his cunning is helping him overcome this challenge.

Consider Our Options (Improved)**Tier:** 5**Activation:** Active (Incidental)**Ranked:** No**Prerequisites:** Consider Our Options**Traits:** None

Description: When the character takes the Consider Our Options action, the character may choose to have the effects also apply to attacks that target the character's allies who are within short range. The effects end for all characters if

the character or an affected ally inflict damage on an enemy.

Dedication**Tier:** 5**Activation:** Passive**Ranked:** Yes**Prerequisites:** None**Traits:** None

Description: Each rank of Dedication increases one of your character's characteristics by one. This talent cannot increase a characteristic above 5. You cannot increase the same characteristic with Dedication twice.

Diplomatic Immunity**Tier:** 5**Activation:** Active (Incidental, Out of Turn)**Ranked:** No

Prerequisites: Status that would provide diplomatic immunity.

Traits: None

Description: Once per encounter, the character may perform the Diplomatic Immunity incidental. The character spends one Destiny Point, and adversaries cannot choose the character as the target of a combat check until after the end of the character's next turn. The effect ends if the character makes a combat check.

Disruptive Strike (Shien)**Tier:** 5**Activation:** Passive**Ranked:** No**Prerequisites:** Shien Technique**Traits:** Force Talent

Description: The character may take a Disruptive Strike action, making a Lightsaber (Cunning) combat check against one engaged target and adding (force dice) no greater than Force rating to the check. The character may spend (1 force point) to add (1 failure) to the target's next combat check made during this encounter.

Exceed Specifications (Supreme)**Tier:** 5**Activation:** Active (Incidental)

Ranked: No

Prerequisites: Exceed Specifications
(Improved)

Traits: None

Description: If the character's check benefitting from the Exceed Specifications incidental generates (1 triumph), they may damage the item one step to roll one additional (1 proficiency die) and add it to the check results. If the check generates (1 despair) roll (1 challenge die) and add it to the check results.

Exemplar of the Republic

Tier: 5

Activation: Active (Incidental)

Ranked: No

Prerequisites: Enhanced Leader or Enhanced Commander

Traits: Force Talent

Description: When making a Mass Combat check for which the character is the acting commander or takes a prominent role on the battlefield, the character may add (force dice) no greater than Force rating to the check. The character may spend (1 force point) to add (1 success) or (1 advantage) (character's choice) to the result.

Fire Control

Tier: 5

Activation: Active (Maneuver)

Ranked: No

Prerequisites: None

Traits: None

Description: When in a starship or vehicle, the character can make a Fire Control maneuver. If he does so, all combat checks from the starship or vehicle count the silhouette of the target as one higher than normal until the beginning of the character's next turn. This effect does not stack with multiple uses of the Fire Control maneuver.

For the Republic! (Clone)

Tier: 5

Activation: Active (Incidental, Out of Turn)

Ranked: No

Prerequisites: Clone

Traits: None

Description: Once per encounter, when an ally is incapacitated or killed, the character may perform the For the Republic! incidental. The character makes a Daunting (difficulty 4) Leadership check. If the check succeeds, the ally is not incapacitated or killed until the end of the following round, instead. If the character's wounds or stain are reduced below their threshold before the end of the next round, they are not incapacitated.

Force Assault (Niman)

Tier: 5

Activation: Passive

Ranked: No

Prerequisites: Noman Technique, Move Power

Traits: Force Talent

Description: Upon missing an opponent with a Lightsaber (Willpower) combat check, the character may spend (1 triumph) or (3 advantage) to perform a Move Force power action as a maneuver this turn (the character must still be able to perform maneuvers and still may not perform more than two maneuvers in a turn).

Force of Will

Tier: 5

Activation: Active (Incidental)

Ranked: No

Prerequisites: None

Traits: None

Description: Once per game session, the character can choose to make one skill check using Willpower, rather than the characteristic linked to that skill. When he does this, he must explain how, in this particular instance, his willpower is helping him overcome this challenge.

Force Rating

Tier: 5

Activation: Passive

Ranked: Yes

Prerequisites: None

Traits: Force Talent

Description: Each rank permanently increases the character's Force rating by 1.

Full Throttle (Supreme)**Tier:** 5**Activation:** Passive**Ranked:** No**Prerequisites:** Full Throttle (Improved)**Traits:** None

Description: When the character successfully performs Full Throttle, the ship's top speed increases by two for a number of rounds equal to his Cunning, instead of one.

Get the Drop**Tier:** 5**Activation:** Passive**Ranked:** No**Prerequisites:** None**Traits:** None

Description: Once per session, the character and any number of allies in the current encounter may add (1 success) equal to the character's ranks in Stealth to a check to determine Initiative order. The player must explain how their character's stealthy approach helps the PCs to get the drop on their opponents.

Guardian of the Republic**Tier:** 5**Activation:** Passive**Ranked:** No**Prerequisites:** Parry and Reflect**Traits:** Force Talent

Description: After the character uses Parry or Reflect to reduce damage to an ally, that ally cannot be targeted by combat checks for the remainder of the round.

Hard Headed (Supreme)**Tier:** 5**Activation:** Active (Action)**Ranked:** No**Prerequisites:** Hard Headed**Traits:** None

Description: The character may use his Hard Headed action to recover from being incapacitated due to exceeding his strain threshold. On his next turn after being

incapacitated, he may make a Formidable (difficulty 4) Discipline check as his Hard Headed action (this action can specifically be performed even though he is normally barred from performing actions). If he succeeds, decrease his strain to one below his strain threshold. The difficulty of this check decreases by one per rank of Hard Headed, to a minimum of Easy (difficulty 1).

Ichor Reserve (Nightsister)**Tier:** 5**Activation:** Active (Maneuver)**Ranked:** No**Prerequisites:** Ichor Transfusion**Traits:** Force Talent

Description: Once per session, the character may suffer 2 strain to perform the Ichor Reserve maneuver. Their Force Rating increases by 1 until the end of the scene or encounter. At the GM's discretion, the character may need to occasionally return to Dathomir to replenish their supply of magickal ichor.

Incite Rebellion**Tier:** 5**Activation:** Active (Action)**Ranked:** No**Prerequisites:** None**Traits:** None

Description: Once per game session, the character can take an Incite Rebellion action to make a Hard (difficulty 3) Coercion check. If successful, a number of beings up to his ranks in Coercion become unhappy and try to take action against an organization or authority with power over them until the end of the encounter. This could be due to something the character did or said, or just because the beings were already unhappy with their position.

Indomitable**Tier:** 5**Activation:** Active (Incidental, Out of Turn)**Ranked:** No**Prerequisites:** None**Traits:** None

Description: Once per encounter, when your character would be incapacitated due to exceeding their wound or strain threshold, you may spend a Story Point to use this talent. Then, your character is not incapacitated until the end of their next turn. If your character reduces their strain or wounds to below their threshold before the end of their next turn, they are not incapacitated.

Intuitive Improvements

Tier: 5

Activation: Passive

Ranked: No

Prerequisites: None

Traits: Force Talent

Description: When making a check to repair or craft a non-starship or vehicle item, the character may add (force dice) no greater than Force rating to the check. The character may spend (2 force points) to permanently increase the number of hard points the item has by 1, to a maximum of 2 additional hard points. An item may only be improved in this way once.

Intuitive Shot

Tier: 5

Activation: Passive

Ranked: No

Prerequisites: None

Traits: Force Talent

Description: When making a Ranged (Heavy) or Ranged (Light) combat check, the character may add (force dice) no greater than Force rating to the check. The character may spend (1 force point) to add (1 success) or (1 advantage) (character's choice) to the result.

Invigorate

Tier: 5

Activation: Active (Incidental)

Ranked: No

Prerequisites: None

Traits: None

Description: Once per encounter, when an ally within short range attempts a skill check using the Brawn or Agility characteristic, the character may roll (1 force die) no greater than Force

Rating. Each (light side force point) adds (1 success) to the target's check; however, each (darkside force point) adds (1 threat) to the target's check.

It's Not That Bad

Tier: 5

Activation: Active (Incidental)

Ranked: No

Prerequisites: None

Traits: Force Talent

Description: Once per game session, when an ally is about to suffer a critical injury, the character can take an It's Not That Bad incidental to make a Hard (difficulty 3) Medicine check. If successful, the ally does not gain the Critical Injury and does not suffer any of its normal effects (although the attack that caused the Critical Injury still deals its damage as normal).

Known Programming (Improved) (Clone)

Tier: 5

Activation: Passive

Ranked: No

Prerequisites: Known Programming

Traits: None

Description: Allies affected by Know Programming also upgrade the ability of their checks targeting the chosen droid model once.

Knowledge is Strength

Tier: 5

Activation: Active (Incidental)

Ranked: No

Prerequisites: Enhanced Leader

Traits: Force Talent, Conflict Talent

Description: Once per session, when making a check, the character may increase their Force Rating by their ranks in Knowledge (Warfare) for the duration of the check. A character who has purchased this talent automatically gains 1 Conflict at the beginning of each game session.

Lateral Thinking (Clone)

Tier: 5

Activation: Active (Incidental, Out of Turn)

Ranked: No

Prerequisites: Clone

Traits: None

Description: Once per encounter after an enemy succeeds on a check targeting the character, the character may spend one Destiny Point to force the enemy to reroll the check. If the enemy is a droid, the character does not spend a Destiny Point to use this talent.

Lead from the Back

Tier: 5

Activation: Active (Incidental, Out of Turn)

Ranked: No

Prerequisites: None

Traits: None

Description: Once per round when an enemy makes a successful combat check targeting the character, the character may spend 1 Destiny Point to perform the Lead from the Back incidental. The character chooses one allied NPC subordinate within short range, who becomes the target of the attack instead. At the GM's discretion, the character may select an allied NPC at a greater distance if they are between the character and the attacker.

Lead from the Front

Tier: 5

Activation: Active (Incidental)

Ranked: No

Prerequisites: None

Traits: None

Description: After succeeding on a Leadership check, or other check to inspire, lead, or rally an audience, the character may spend 1 Destiny Point to upgrade the ability of the next combat check made by each ally within short range once.

Makashi Finish (Makashi)

Tier: 5

Activation: Active (Action)

Ranked: No

Prerequisites: Makashi Flourish

Traits: Force Talent

Description: The character may take the Makashi Finish action, making a Lightsaber (Presence) combat check against an engaged

target, adding (1 force die) no greater than Force rating to the check. The character may spend (1 force point) to add + 10 to any Critical Injury roll resulting from the check.

Makashi Flourish (Makashi)

Tier: 5

Activation: Active (Action)

Ranked: No

Prerequisites: Makashi Technique

Traits: Force Talent

Description: Once per encounter, the character may take the Makashi Flourish action, making an Average (difficulty 3) Lightsaber (Presence) check. If it is successful, one engaged opponent suffers strain equal to (1 success) (ignoring soak), and the character recovers an equal amount of strain. The character may also spend (3 advantage) or (1 triumph) generated on the check to stagger the opponent until the end of the target's next turn.

Master (Skill)

Tier: 5

Activation: Active (Incidental)

Ranked: No

Prerequisites: None

Traits: None

Description: When you purchase this talent for your character, choose one skill. Once per round, your character may suffer 2 strain to use this talent to reduce the difficulty of the next check they make using that skill by two, to a minimum of Easy (difficulty 1).

Master of the Order

Tier: 5

Activation: Active (Action)

Ranked: No

Prerequisites: The Force is My Ally, Force Rating 3+

Traits: Force Talent

Description: The Character may spend two Destiny Points during a single action.

Mental Bond

Tier: 5

Activation: Active (Incidental, Out of Turn)

Ranked: No

Prerequisites: Animal Bond

Traits: Force Talent

Description: When an animal bonded to the character by the Animal Empathy talent suffers wounds, the character may take the Share Pain incidental. He reduces the wounds the animal suffered by half (rounded up), then suffers a number of wounds equal to the number reduced.

Mission Critical

Tier: 5

Activation: Active (Incidental)

Ranked: No

Prerequisites: None

Traits: None

Description: Once per session after rolling a Piloting (Planetary) or Piloting (Space) check but before resolving it, the character may spend a Destiny Point to add (1 success) or (1 advantage) to the results equal to their ranks in that skill. (The character may divide the results between (1 success) or (1 advantage) in any combination.)

Momentum (Jetpack)

Tier: 5

Activation: Passive

Ranked: No

Prerequisites: Death From Above

Traits: None

Description: When making a melee attack, the character deals additional damage equal to the number of range bands they moved during the current round.

Ordnance Saturation

Tier: 5

Activation: Passive

Ranked: No

Prerequisites: Fire When Ready

Traits: None

Description: When the character or an ally who is currently benefiting from On My Order or Fire When Ready activates the Blast Quality of a planetary-scale weapon, all ships or vehicles within close range of the target suffer damage

equal to the weapon's Blast quality (plus 1 per addition (1 success), as usual).

Outmaneuver

Tier: 5

Activation: Active (Action)

Ranked: No

Prerequisites: None

Traits: None

Description: The character may take the Outmaneuver action, making a Hard (difficulty 3) Knowledge (Warfare) check. If the check succeeds, the character chooses one enemy ship or vehicle in the current encounter for each (1 success). Until the end of the character's next turn, the chosen ships must perform one extra maneuver in order to move or change range bands relative to the character's ship or allies.

Practiced Strategist

Tier: 5

Activation: Active (Action)

Ranked: No

Prerequisites: Formation Tactics (Improved)

Traits: None

Description: Once per session during a mass combat or combat encounter, the character may take the Practised Strategist action, making an opposed Knowledge (Warfare) versus Knowledge (Warfare) check targeting the leader of the enemy forces. If the check succeeds, the character (or player) reveals a narrative advantage provided by their strategic planning, such as the timely arrival of reinforcements, sabotage of the enemy's equipment, or a spy planted within the enemy ranks. The exact nature of the revelation is ultimately at the GM's discretion, but it should provide the character and their allies with a significant advantage in the encounter or session.

Quick Fix

Tier: 5

Activation: Active (Incidental)

Ranked: No

Prerequisites: None

Traits: None

Description: Once per game session, the character can choose to make one skill check using Agility, rather than the characteristic linked to that skill. When he does this, he must explain how, in this particular instance, his agility is helping him overcome this challenge.

Ravage (Renegade)

Tier: 5

Activation: Active (Action)

Ranked: No

Prerequisites: Renegade Form

Traits: Force Talent, Conflict Talent

Description: Once per encounter, the character may suffer 3 strain to add (1 force die) up to their current Force Rating to a combat check targeting an engaged opponent. The character may spend (1 force point) to add (1 success) or (1 advantage) to the results of the check. A character who has purchased this talent automatically gains 1 Conflict at the beginning of each game session.

Rapid Fire

Tier: 5

Activation: Active (Incidental)

Ranked: No

Prerequisites: None

Traits: None

Description: Before making a Ranged (Light) combat check using a weapon that does not have the Limited Ammo item quality, the character may perform the Rapid Fire incidental to add the Auto-fire item quality to the attack. After resolving the attack, the weapon runs out of ammo.

Resource Allocation

Tier: 5

Activation: Active (Action)

Ranked: No

Prerequisites: None

Traits: None

Description: At the beginning of a mass combat, the character may make a Hard (difficulty 3) Charm or Negotiation check to increase their force's strength by one step for the duration of the encounter. The character

may spend (1 triumph) from the check to upgrade the ability of their force's first Mass Combat check once.

Scrap 'Em! (Improved)

Tier: 5

Activation: Passive

Ranked: No

Prerequisites: Scrap 'Em!

Traits: None

Description: When the character takes the Scrap 'Em! incidental, they affect a number of allies no greater than twice their ranks in Leadership, and affected allies add (2 boost dice) to combat checks (instead of (1 boost die)).

Sincerest Flattery

Tier: 5

Activation: Active (Incidental)

Ranked: No

Prerequisites: Adaptable

Traits: None

Description: Once per encounter when the character makes a check using a skill that another character has previously used during the encounter, they add (2 boost dice).

Skilled Slicer

Tier: 5

Activation: Active (Incidental)

Ranked: No

Prerequisites: None

Traits: None

Description: When making a Computers check, the character may spend (1 triumph) to gain some measure of control over the target system. Any further Computers checks within this system can be made as maneuvers.

Stim Application (Supreme)

Tier: 5

Activation: Passive

Ranked: No

Prerequisites: Stim Application (Improved)

Traits: None

Description: When performing the Stim Application action, each (1 triumph) may be

spent to increase an additional characteristic by one.

Strategic Form (Soresu)

Tier: 5

Activation: Active (Action)

Ranked: No

Prerequisites: Defensive Circle

Traits: Force Talent

Description: While wielding a Lightsaber weapon, the character may take the Strategic Form action, making a Hard (difficulty 3) Lightsaber (Intellect) check and rolling (1 force die) no greater than Force rating as part of the check. For each (1 success), one target within short range of the character may only make combat checks if those combat checks target the character until the end of the following round. The character may spend (1 force point) to cause Strategic Form to affect a target for one additional round. The effects of Strategic Form end if the character is incapacitated.

Stroke of Genius

Tier: 5

Activation: Active (Incidental)

Ranked: No

Prerequisites: None

Traits: None

Description: Once per game session, the character can choose to make one skill check using Intellect, rather than the characteristic linked to that skill. When he does this, he must explain how, in this particular instance, his intelligence is helping him overcome this challenge.

There Is No Try

Tier: 5

Activation: Active (Incidental, Out of Turn)

Ranked: No

Prerequisites: Powerful Ally, Force Rating 3+

Traits: Force Talent

Description: Once per session before an ally rolls the dice for one check, the character may spend a Destiny Point to allow the ally to automatically succeed at the check with one (1 success) and no other results.

To the Death!

Tier: 5

Activation: Active (Maneuver)

Ranked: No

Prerequisites: None

Traits: None

Description: Once per session, the character may take the To the Death! maneuver, suffering strain no greater than their Willpower rating. For each strain suffered this way, add +10 to Critical Injury rolls the character inflicts and suffers until the end of the encounter.

Unity Assault

Tier: 5

Activation: Active (Maneuver)

Ranked: No

Prerequisites: None

Traits: Force Talent

Description: Whenever the character misses an opponent with a combat check and generates (1 triumph) or (3 advantage) the character may spend this to perform a Force power action that targets one or more allies as a maneuver (he must still be able to perform maneuvers, and may not perform more than two maneuvers in a turn).

Unstoppable

Tier: 5

Activation: Passive

Ranked: No

Prerequisites: Durable

Traits: None

Description: If the percentile roll made when the character receives a Critical Injury is 1 or is reduced to 1, the character does not receive the Critical Injury and suffers none of the effects.

Utility Belt

Tier: 5

Activation: Active (Incidental)

Ranked: No

Prerequisites: None

Traits: None

Description: The character may spend one Destiny Point to perform a Utility Belt incidental

to produce a previously undocumented—but essential—small tool from his utility belt, satchel, or pockets, with a rarity no greater than (4). This cannot be a weapon unless the weapon has the Limited Ammo 1 quality.

Utility Belt (Improved)

Tier: 5

Activation: Passive

Ranked: No

Prerequisites: Utility Belt

Traits: None

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

Vaapad Control (Vaapad)

Tier: 5

Activation: Active (Incidental)

Ranked: No

Prerequisites: Inner Peace

Traits: Force Talent

Description: When making a Lightsaber combat check, the character may suffer 1 strain to downgrade the difficulty of the check a number of times equal to the number of light side Destiny Points in the Destiny pool.

Works Like a Charm

Tier: 5

Activation: Active (Incidental)

Ranked: No

Prerequisites: None

Traits: None

Description: Once per game session, the character can choose to make one skill check using Presence, rather than the characteristic linked to that skill. When he does this, he must explain how, in this particular instance, his social ability is helping him overcome this challenge.