

The reSpecialized Project

Click [HERE](#) to jump to the Specializations

Click [HERE](#) to jump to the Dev Updates

Click [HERE](#) to join the Dev Discord!

What is the reSpecialized Project?

The reSpecialized Project is a community-driven project to give the Fantasy Flight Games Star Wars Role-Playing Game a fresh coat of paint, specifically concerning the Specialization Trees within the game! As of Winter 2020, Fantasy Flight Games has stopped producing content for their RPG Lines. This has dashed the community's collective hope for a comprehensive errata, a Talent and Tree compendium book, or even a 2nd Edition. That means that the community is the only hope for fixing some of the underwhelming and poorly-designed Specialization Trees in the game. That is where we come in.

Who Are We?

LittlestMinish (Drew) - Lead Designer

Originated this project's early draft in 2020 after the untimely end of the SWRPG. Moderator of the SWRPG Community Discord. Co-Creator and part-time curator of the [SWRPGCommunity](#) website and forum. 12 Years experience with this system and *many* others. Creator of multiple system-dense, years-long Meta-Campaigns. Life-Long SW fan. Proud member of the Jar Jar fanclub.

Ebak - Graphical Designer, Layout Designer

Follower of the project from its Alpha days, Ebak is one of the graphic designers that works on assembling the folios and paths for each respective spec. Graduate of University Campus Suffolk with a Bachelor of Arts in Game Design. A massive Star Wars fan since the age of 5, Ebak eventually discovered the Star Wars RPG in 2013 and has never looked back, becoming a GM for the game (and even streams his game on [Twitch](#)).

Filbert - Resource Coordinator, Designer

Resource Coordinator for reSpecialized. Helped keep it alive during the slowdown. Enjoys adding automation to RPGsessions sheets. Fan of Star Wars since he saw the first film in theaters with his dad. Didn't start the RPG until 2020 GMing for his own kids. Playing by post on *Tall Tales SWRPG* server for 4 years, now the Admin.

Matope - Lead Layout Designer, Art Coordinator

Creator of [Memory Cores and Motivators](#). Major contributor and final compiler/designer for [Fires of Resistance](#). Developer of [Hyperdrive Generator](#). A design enthusiast from early days of the project, joined staff later to help with final layout and art direction. NDS love bloomed with Star Wars but extends to Genesys with a handful of [Foundry](#) titles as well.

What is the Process?

Step 1 - Assessment

To help me decide whether a specialization needs work (most do) we collect some information, conferring with my team and the community:

- What does the RPG and the Source Media tell me this spec should be doing? What do they care about? What's their scope?
- What Specs are mechanically and narratively similar to this spec, especially in newer expansion books? Do they have any talents that are useful to retroactively include?
- Do all the talents fit the spec, and effectively realize the fantasy that they are selling the player? Are any talents in the spec because they were previously created and fit "well enough?" Are any subfocuses of the tree neglected by its talents?

Step 2 - Principle Talent Design

After a tree has been assessed as needing a touch up or a redesign, we do the following, largely in this order:

- Identify the focuses of this specialization.
- Decide whether the specialization is highly focused, 2-to-1 hybrid, 1-to-1 hybrid, 3-way hybrid, or some other configuration.
- Decide to keep or replace capstone talents. Usually this comes in the form of creating capstone talents for subfocuses that were not explored in the raw tree.
- Identify gaps of talents that would better fill the core gameplay loop of the specialization
- Add existing or create new utility talents that shore up the gaps

Step 3 - Spec Tree Construction

Once we have established what the 20 talents should be we set enjoy arranging them in a coherent specialization tree, keeping the following in mind:

- Number of connections (11-14 Vertical and 6-9 Horizontal)
- Limiting the number of dead end talents (1-3)
- Avoiding access to improved talents before base talent.
- Avoiding both large junctions that make path choices meaningless, and linear paths that remove choice and build variance.
- Ensuring different talent paths inform different strengths and focuses.

Step 4 - Playtesting

After we get a specialization design into a happy state, we go through playtesting, doing the following:

- Create characters from Chargen, see what players resonate with, and what talents or paths players gravitate towards.
- Create characters at Knight/Heroic level to see what build paths players utilize.
- Create theoretical multi-spec characters to see if there are any interesting multi-spec combos, or any game-breaking wombo combos that players will weaponize

Priorities and Parameters

Our primary goal is to make the weakest and blandest specs and work them into a state so they are exciting for players. That requires the retooling of many Edge of the Empire trees, and complete specialization replacement on spec duplicates in Age of Rebellion. As for Force and Destiny, it mostly needs balancing for power and consistency, with some structural changes to Force Powers. Read below for our self-imposed rules and regs.

These are our general parameters in the reSpecialized Project:

- We will not change what Bonus Career Skills the specialization gives from their RAW state, unless absolutely necessary.
- We will not change the narrative focus of any Specialization, merely construct them to better embody their narrative description.
 - Caveat - In the case of specs with extreme overlap in focus such that they are *too* similar, they may be shifted slightly to better represent variety in narrative and mechanical focus.
 - Caveat - Specs shared between EotE and Age will be replaced, to create brand new specs for one or both trees.

- We will not change the text of or errata any talent, but may choose to create functional replacements of talents we decide are fundamentally flawed.
 - Caveat - We will create optional errata for the RAW vehicle rules for converting the project to be compatible with Genesys in addition to using SWRPG's Vehicle rules, utilizing the Order 66 homebrew.
- We will ensure most new talents are high-impact on gameplay and are interesting and unique, and more importantly, narrative-forward.
- We will reduce the raw combat output of most trees, to bring the overall lethality of the game down, giving Game Masters more control over encounters' difficulty and lethality.
- We will not step on the mechanical or narrative toes of any other spec when modifying new trees. Scope and Power creep aren't goals of the project.

Do we need Help?

Yes! We're always looking for more people to toss their hat in the ring to give us their thoughts during development. We have an excellent group of Development Enthusiasts who help us iron out ideas and make suggestions for talents, and specializations in general. We couldn't do it without them. So if you'd like to help, you can do that in the by making suggestions or leaving feedback in the following ways:

- PM me on discord at #LittlestMinish
- ~~Leave a comment on the Design Document with your google account~~
 - Due to volume of responses on Google, we would appreciate the feedback on the Discord
- Respond to the Respecialized team when you see us on Discord discussing this project.
 - We have roles for Development Enthusiasts who actively assist with development, Project Observers who are just wanting to be pinged for new content, and Playtesters who actively use the content and give feedback.
- Join the discord and drop feedback in the #Feedback-Only channel! [Link](#)

Team Members Needed

- **Social Media Manager** - We need someone who is generally well versed with D&D-tok, Instagram, Bluesky, and the SWRPG community outside the bounds of the SWRPG Community Discord. They would need to post updates, interact with the community, and connect the project with people in the community and beyond!
- **Content Editor(s)** - We are in need of detail-oriented team members who can spend time reviewing our content and public announcements for spelling, grammar, and game term inconsistencies.
- **Playtest Coordinator** - We are in need of someone who enjoys running the "con-game" experience, who is interested in picking up players in and out of the reSpec community

to create/adapt and run contained 1 to 3-shot adventures so that these new Specializations can be put through their paces on a regular basis.

List of reSpecialized Talent Trees

This list will be updated as reSpecialized progresses through the lines and careers, using the following legend:

Completed Spec **In Playtest** **Mid-Development** **Upcoming** Left as RAW

Edge of the Empire

Bounty Hunter ([Career Folder](#))

- **Assassin** ([RPGSessions](#)) ([Folio](#)) ([Design Doc](#))
- **Gadgeteer** ([RPGSessions](#)) ([Folio](#)) ([Design Doc](#))
- **Martial Artist** ([RPGSessions](#)) ([Folio](#)) ([Design Doc](#))
- **Operator** ([RPGSessions](#)) ([Folio](#)) ([Design Doc](#))
- **Skip Tracer** ([RPGSessions](#)) ([Folio](#)) ([Design Doc](#))
- **Survivalist** ([RPGSessions](#)) ([Folio](#)) ([Design Doc](#))

Colonist ([Career Folder](#))

- **Doctor** ([RPGSessions](#)) ([Folio](#)) ([Design Doc](#))
- **Entrepreneur** ([RPGSessions](#)) ([Folio](#)) ([Design Doc](#))
- **Marshal** ([RPGSessions](#)) ([Folio](#)) ([Design Doc](#))
- **Performer** ([RPGSessions](#)) ([Folio](#)) ([Design Doc](#))
- **Politico** ([RPGSessions](#)) ([Folio](#)) ([Design Doc](#))
- **Scholar** ([RPGSessions](#)) ([Folio](#)) ([Design Doc](#))

Explorer ([Career Folder](#))

- **Archaeologist** ([RPGSessions](#)) ([Folio](#)) ([Design Doc](#))
- **Big Game Hunter** ([RPGSessions](#)) ([Folio](#)) ([Design Doc](#))
- **Driver** ([RPGSessions](#)) ([Folio](#)) ([Design Doc](#))
- **Fringer** ([RPGSessions](#)) ([Folio](#)) ([Design Doc](#))
- **Scout** ([RPGSessions](#)) ([Folio](#)) ([Design Doc](#))
- **Trader** ([RPGSessions](#)) ([Folio](#)) ([Design Doc](#))

Hired Gun ([Career Folder](#))

- **Bodyguard** ([RPGSessions](#)) ([Folio](#)) ([Design Doc](#))
- **Demolitionist** ([RPGSessions](#)) ([Folio](#)) ([Design Doc](#))
- **Enforcer** ([RPGSessions](#)) ([Folio](#)) ([Design Doc](#))
- **Heavy** ([RPGSessions](#)) ([Folio](#)) ([Design Doc](#))
- **Marauder** ([RPGSessions](#)) ([Folio](#)) ([Design Doc](#))

- **Mercenary Soldier** ([RPGSessions](#)) ([Folio](#)) ([Design Doc](#))

Smuggler ([Career Folder](#))

- **Blockade Runner (Pilot Replacement)** ([RPGSessions](#)) ([Folio](#)) ([Design Doc](#))
- **Charmer** ([RPGSessions](#)) ([Folio](#)) ([Design Doc](#))
- **Gambler** ([RPGSessions](#)) ([Folio](#)) ([Design Doc](#))
- **Gunslinger** ([RPGSessions](#)) ([Folio](#)) ([Design Doc](#))
- **Scoundrel** ([RPGSessions](#)) ([Folio](#)) ([Design Doc](#))
- **Thief** ([RPGSessions](#)) ([Folio](#)) ([Design Doc](#))

Technician ([Career Folder](#))

- **Cyber Tech** ([RPGSessions](#)) ([Folio](#)) ([Design Doc](#))
- **Droid Tech** ([RPGSessions](#)) ([Folio](#)) ([Design Doc](#))
- **Mechanic** ([RPGSessions](#)) ([Folio](#)) ([Design Doc](#))
- **Modder** ([RPGSessions](#)) ([Folio](#)) ([Design Doc](#))
- **Outlaw Tech** ([RPGSessions](#)) ([Folio](#)) ([Design Doc](#))
- **Slicer** ([RPGSessions](#)) ([Folio](#)) ([Design Doc](#))

Age of Rebellion

Ace ([Career Folder](#))

- **Beast Rider** ([RPGSessions](#)) ([Folio](#)) ([Design Doc](#))
- **Ground Support (Driver Replacement)** ([RPGSessions](#)) ([Folio](#)) ([Design Doc](#))
- **Gunner** ([RPGSessions](#)) ([Folio](#)) ([Design Doc](#))
- **Hotshot** ([RPGSessions](#)) ([Folio](#)) ([Design Doc](#))
- **Rigger** ([RPGSessions](#)) ([Folio](#)) ([Design Doc](#))
- **Wingmate (Pilot Replacement)** ([RPGSessions](#)) ([Folio](#)) ([Design Doc](#))

Commander ([Career Folder](#))

- **Commodore** ([RPGSessions](#)) ([Folio](#)) ([Design Doc](#))
- **Figurehead** ([RPGSessions](#)) ([Folio](#)) ([Design Doc](#))
- **Instructor** ([RPGSessions](#)) ([Folio](#)) ([Design Doc](#))
- **Squadron Leader** ([RPGSessions](#)) ([Folio](#)) ([Design Doc](#))
- **Strategist** ([RPGSessions](#)) ([Folio](#)) ([Design Doc](#))
- **Tactician** ([RPGSessions](#)) ([Folio](#)) ([Design Doc](#))

Diplomat ([Career Folder](#))

- **Advocate** ([RPG Sessions](#)) ([Folio](#)) ([Design Doc](#))
- **Agitator** ([RPGSessions](#)) ([Folio](#)) ([Design Doc](#))
- **Ambassador** ([RPGSessions](#)) ([Folio](#)) ([Design Doc](#))
- **Analyst** ([RPGSessions](#)) ([Folio](#)) ([Design Doc](#))
- **Propagandist** ([RPGSessions](#)) ([Folio](#)) ([Design Doc](#))
- **Quartermaster** ([RPGSessions](#)) ([Folio](#)) ([Design Doc](#))

Engineer

- **Droid Specialist** ([RPGSessions](#)) ([Folio](#)) ([Design Doc](#))
- **Maintainer (Mechanic Replacement)** ([RPGSessions](#)) ([Folio](#)) ([Design Doc](#))
- **Saboteur** ([RPGSessions](#)) ([Folio](#)) ([Design Doc](#))

- **Sapper** ([RPGSessions](#)) (Folio) ([Design Doc](#))
- **Scientist** ([RPGSessions](#)) (Folio) ([Design Doc](#))
- **Shipwright** ([RPGSessions](#)) (Folio) ([Design Doc](#))

Soldier

- **Commando** ([RPGSessions](#)) (Folio) ([Design Doc](#))
- **Artillerist (Heavy Replacement)** ([RPGSessions](#)) (Folio) ([Design Doc](#))
- **Medic** ([RPGSessions](#)) (Folio) ([Design Doc](#))
- **Sharpshooter** ([RPGSessions](#)) (Folio) ([Design Doc](#))
- **Trailblazer** ([RPGSessions](#)) (Folio) ([Design Doc](#))
- **Vanguard** ([RPGSessions](#)) (Folio) ([Design Doc](#))

Spy

- **Courier** ([RPGSessions](#)) (Folio) ([Design Doc](#))
- **Infiltrator** ([RPGSessions](#)) (Folio) ([Design Doc](#))
- **Interrogator** ([RPGSessions](#)) (Folio) ([Design Doc](#))
- **“Scout”** ([RPGSessions](#)) (Folio) ([Design Doc](#))
- **Sleeper Agent** ([RPGSessions](#)) (Folio) ([Design Doc](#))
- **“Slicer”** ([RPGSessions](#)) (Folio) ([Design Doc](#))

Force and Destiny

Consular

- **Arbiter** ([RPGSessions](#)) (Folio) ([Design Doc](#))
- **Ascetic** ([RPGSessions](#)) (Folio) ([Design Doc](#))
- **Healer** ([RPGSessions](#)) (Folio) ([Design Doc](#))
- **Niman Disciple** ([RPGSessions](#)) (Folio) ([Design Doc](#))
- **Sage** ([RPGSessions](#)) (Folio) ([Design Doc](#))
- **Teacher** ([RPGSessions](#)) (Folio) ([Design Doc](#))

Guardian

- **Armorer** ([RPGSessions](#)) (Folio) ([Design Doc](#))
- **Peacekeeper** ([RPGSessions](#)) (Folio) ([Design Doc](#))
- **Protector** ([RPGSessions](#)) (Folio) ([Design Doc](#))
- **Soresu Defender** ([RPGSessions](#)) (Folio) ([Design Doc](#))
- **Warden** ([RPGSessions](#)) (Folio) ([Design Doc](#))
- **Warleader** ([RPGSessions](#)) (Folio) ([Design Doc](#))

Mystic

- **Advisor** ([RPGSessions](#)) (Folio) ([Design Doc](#))
- **Alchemist** ([RPGSessions](#)) (Folio) ([Design Doc](#))
- **Magus** ([RPGSessions](#)) (Folio) ([Design Doc](#))
- **Makashi Duelist** ([RPGSessions](#)) (Folio) ([Design Doc](#))
- **Prophet** ([RPGSessions](#)) (Folio) ([Design Doc](#))
- **Seer** ([RPGSessions](#)) (Folio) ([Design Doc](#))

Seeker

- **Ataru Striker** ([RPGSessions](#)) (Folio) ([Design Doc](#))

- **Executioner** (RPGSessions) (Folio) (Design Doc)
- **Hermit** (RPGSessions) (Folio) (Design Doc)
- **Hunter** (RPGSessions) (Folio) (Design Doc)
- **Navigator** (RPGSessions) (Folio) (Design Doc)
- **Pathfinder** (RPGSessions) (Folio) (Design Doc)

Sentinel

- **Artisan** (RPGSessions) (Folio) (Design Doc)
- **Investigator** (RPGSessions) (Folio) (Design Doc)
- **Racer** (RPGSessions) (Folio) (Design Doc)
- **Sentry** (RPGSessions) (Folio) (Design Doc)
- **Shadow** (RPGSessions) (Folio) (Design Doc)
- **Shien Expert** (RPGSessions) (Folio) (Design Doc)

Warrior

- **Aggressor** (RPGSessions) (Folio) (Design Doc)
- **Colossus** (RPGSessions) (Folio) (Design Doc)
- **Juyo Berserker** (RPGSessions) (Folio) (Design Doc)
- **Shii-Cho Knight** (RPGSessions) (Folio) (Design Doc)
- **Starfighter Ace** (RPGSessions) (Folio) (Design Doc)
- **Steel Hand Adept** (RPGSessions) (Folio) (Design Doc)

Rise of the Separatists/Collapse of the Republic

Clone Soldier

- **ARC Trooper** (RPGSessions) (Folio) (Design Doc)
- **Commander** (RPGSessions) (Folio) (Design Doc)
- **Officer** (RPGSessions) (Folio) (Design Doc)
- **Pilot** (RPGSessions) (Folio) (Design Doc)
- **Trooper** (RPGSessions) (Folio) (Design Doc)
- **Veteran** (RPGSessions) (Folio) (Design Doc)

Jedi

- **General** (RPGSessions) (Folio) (Design Doc)
- **Knight** (RPGSessions) (Folio) (Design Doc)
- **Master** (RPGSessions) (Folio) (Design Doc)
- **Padawan** (RPGSessions) (Folio) (Design Doc)

Universal

Edge of the Empire CRB

- **Force-Sensitive Exile** (RPGSessions) (Folio) (Design Doc)

Age of Rebellion CRB

- **Force-Sensitive Emergent** (RPGSessions) (Folio) (Design Doc)
- **Recruit** (RPGSessions) (Folio) (Design Doc)

Dawn of Rebellion

- **Force Adherent** (RPGSessions) (Folio) (Design Doc)
- **Imperial Academy Cadet** (RPGSessions) (Folio) (Design Doc)
- **Padawan Survivor** (RPGSessions) (Folio) (Design Doc)
- **Pirate** (RPGSessions) (Folio) (Design Doc)
- **Retired Clone Trooper** (RPGSessions) (Folio) (Design Doc)
- **Ship Captain** (RPGSessions) (Folio) (Design Doc)

Rise of the Separatists

- **Force-Sensitive Outcast** (RPGSessions) (Folio) (Design Doc)
- **Republic Navy Officer** (RPGSessions) (Folio) (Design Doc)
- **Republic Representative** (RPGSessions) (Folio) (Design Doc)
- **Scavenger** (RPGSessions) (Folio) (Design Doc)

Collapse of the Republic

- **Death Watch Warrior** (RPGSessions) (Folio) (Design Doc)
- **Nightsister** (RPGSessions) (Folio) (Design Doc)
- **Senator** (RPGSessions) (Folio) (Design Doc)
- **Separatist Commander** (RPGSessions) (Folio) (Design Doc)

Development Updates

Version .36 - The The Diplomat Update

- **Press Release**
- **Newly Released Specialization**
 - [Advocate 1.0](#)
 - [Agitator 1.0](#)
 - [Ambassador 1.0](#)
 - [Analyst 1.0](#)
 - [Propagandist 1.0](#)
 - [Quartermaster 1.0](#)
- **Explorer Career Review**
 - [Archaeologist 1.2](#)
 - Removed *Toughened* to make room for *Knowledge In Action*
 - Removed *Unearth The Past* to make room for *Improved Historian*
 - Restructured the 20xp row of the tree and the right side of the tree.
 - [Big Game Hunter 1.2](#)
 - Added multiple new pathing connections to make progression smoother.
 - Swapped *Conditioned* and the *Toughened* place in the tree
 - Replaced *Forager* with *Gatherer*
 - Updated the long text of *Improved Hunter* to include incapacitations and crits

- [Driver 1.2](#)
 - Swapped *Quick Pickup* and *Defensive Driving* positions in the specialization.
 - Updated the short and long text of *Improved Fine Tuning* to be more inclusive of different use-cases.
- [Fringer 1.2](#)
 - The Fringer Specialization has been largely reimagined.
 - Changed *Jack Of All Trades* to be more useful throughout an encounter.
 - Changed *Fearless Jump* into a conditional and powerful re-roll talent.
 - Removed *Improved Fearless Jump* to in favor of *Paths Uncharted*
 - Added *Desperate Scramble* as a defensive escape tool.
- [Scout 1.3](#)
 - Restructured the lower-left quadrant of the tree to make *Always Prepared* more accessible
 - Removed *Brace*, *Improved Brace*, and *Supreme Brace* from the game and the specialization, and replaced it with *Bolster* and *Improved Bolster*.
 - Moved *Clever Solution* over to A25 to replace *Supreme Brace*, and created *Supreme Read The Wind* in its place at B25
 - Replaced *Forager* with *Gatherer*, removing the former from the game.
- [Trader 1.2](#)
 - Made minor connection changes to open up pathing. Connected *Toughened* to *Improved Market Connections* and *Bargain Hunter* to *Dedication*.
- **MiscellansdxcfXX**
 - [Beast Rider 1.2](#)
 - Updated *Master Rider* to specify Survival checks or other mount-related checks.
 - Updated *Break Them In* to clarify that the beast must be engaged to break in.
 - [Commodore 1.1](#)
 - Replaced *Signature Command* and *Improved Signature Command* with *Flagship* and *Improved Flagship*, respectively
 - Replaced *Hold Together* with *Emergency Bulkheads*
 - Removed *Dockyard Expertise* and replaced it with *Flank Speed!*
 - Rewrote *Port Of Call* to be more utility-focused.
 - Rewrote *Under The Radar* to scale better and thus be a better talent for early on in the career.
 - Replaced *Fearless Jump* and *Improved Fearless Jump* with *Reckless Reposition* and *Improved Reckless Reposition*, respectively.
 - Restructured the left side of the tree in light of the above changes.
 - [Doctor 1.3](#)

- Updated the name, short text, and long text of the *Preexisting Condition* talent, changing it to *Diagnostician* to feel less malicious from the Doctor, and more neutral.
- [Figurehead 1.1](#)
 - Updated the language of *Ceasefire* to provide more deterrence for hostilities.
 - Updated *Figure Of War* to specify success on the reroll as a trigger.
- [Instructor 1.01](#)
 - Updated *Return Fire* to match the language used in Improved Side Step or Improved Parry
 - Updated *Stern Mentor* with style-guide corrections.
- [Marshall 1.21](#)
 - Updated *Improved Merciful Shot* to specify a duration of the condition applied.
- [Mechanic 1.1](#)
 - Updated the short and long text of *Improved Fine Tuning* to be more inclusive of different use-cases.
- [Scholar 1.21](#)
 - Removed vestigial talent description for *Supreme Researcher* from long text section.
- [Survivalist 1.4](#)
 - Updated *Nowhere Is Safe* to include reference to Guarded Stance
 - Replaced *Forager* with a single rank of *Gatherer*.
- [Tactician 1.01](#)
 - Updated the text of *Improved Killzone* to be clearer.

Version .32 - The The Commander Update

- [Press Release](#)
- [Newly Released Specialization](#)
 - [Commodore 1.0](#)
 - [Figurehead 1.0](#)
 - [Instructor 1.0](#)
 - [Squadron Leader 1.0](#)
 - [Strategist 1.0](#)
 - [Tactician 1.0](#)
- [Updated Specializations](#)
 - [Beast Rider 1.1](#)
 - Updated *Master Rider* to specify Survival and other similar checks that can be made as maneuvers, to include all Rider actions, attacks, and actions like *Soothing Tone*.
 - [Doctor 1.2](#)

- Removed both ranks of *Rapid Recovery* from the specialization.
- Added rank of *Physician* to differentiate the Doctor and Medic.
- Created *Preexisting Condition* as an offensive-forward utility for the Doctor, which can be used in conflict and in social situations.
- Lightly restructured the right side of the tree pursuant of the above changes.
- [Entrepreneur 1.2](#)
 - Updated the text of *Hired Help* so that it follows style guide for talent short and long text, replacing references of “you” the player to “the character.”
- [Marshal 1.2](#)
 - Updated and Buffed *Merciful Shot* and *Improved Merciful Shot* to more actively reward using non-lethal weapons, and give the Marshal more options in using their advantages during non-lethal combat.
 - Updated the long text of *Sidearm Diplomacy* to allow the Game Master the caveat to have the use of the talent to be no-consequence in low-stakes situations.
 - Minor edit of *Sidearm Diplomacy* long text entry to correctly display that is a ranked talent.
- [Performer 1.3](#)
 - Removed both *Feint* and *Second Wind* as redundant talents.
 - Rewrote and renamed *Friendly Jab* to *Dazzling Flourish*, so that it more accurately represented the intended flavor of a distracting attack that gives allies an opening for follow-up.
 - Created *Captive Audience* as a social utility capstone that allows the Performer to be the ultimate distraction in non-combat situations.
 - Added *Lighten The Mood* from Wingmate to represent the Performer’s bardic niche of inspiring and caring for teammates.
 - Restructured the specialization greatly to reduce the overall emphasis on combat, and made that section of the tree more like $\frac{2}{3}$ of the tree versus $\frac{1}{2}$.
- [Politico 1.2](#)
 - Connected *Scathing Tirade* and *Inspiring Rhetoric laterally* with the “corruption-themed” *Greased Palms* and *Well-Connected*, to better allow for “Dips” into corruption, should the character be so inclined.
 - Renamed *Hammer The Point* to *Skilled Orator* to better-reflect it being a talent more generically about social force multiplication rather than the implied fervency or anger.
- [Scholar 1.2](#)
 - Replaced *Supreme Researcher* with *Authority On The Subject*. The former was a little too force-multiplication, and the specialization had no way to interact offensively, so the new talent does just that.

Version .28 - The Ace Update

- [Press Release](#)
- **Newly Released Specialization**
 - [Beast Rider 1.0](#)
 - [Ground Support 1.0](#)
 - [Gunner 1.0](#)
 - [Hotshot 1.0](#)
 - [Rigger 1.0](#)
 - [Wingmate 1.0](#)
- **Updated Specializations**
 - [Assassin 1.3](#)
 - Updated *Assassinate* and *No Witnesses* for brevity and to make them both subject-object consistent.
 - Created *The Perfect Crime* Skullduggery talent to give the Assassin more latitude to create more infiltration and stealth takedown opportunities.
 - Update *No Witnesses* to center the talent around the cover-up of a kill rather than movement.
 - Removed 1 rank of *Dodge* to make room for *The Perfect Crime*
 - Reorganized the specialization to improve the flow of the right side of the specialization.
 - [Gadgeteer 1.4](#)
 - Restructured the rightmost column of the tree to make access to *Improved Master of Arms* and *Supreme Master of Arms* more attractive and less costly.
 - Added a connection between *Target Acquired* and *Improved Target Acquired* to give more pathing options on the bottom-left side of the tree.
 - Updated language of *Target Acquired* to improve readability.
 - [Martial Artist 1.3](#)
 - Connected *Parry* and *Martial Grace* to make for more interesting pathing decisions early in the tree.
 - Connected *Martial Prowess* to both *Grit* and *Coordination Dodge* to improve choice options and thematic consistency in that part of the tree.
 - Updated *Martial Prowess* to require 2 strain rather than 1 Destiny point, to reduce the tree's reliance on Destiny Points
 - [Operator 1.2](#)
 - Made language changes in *Smooth Operator* for readability.
 - Added clarity to the long text of *Prepare for Turbulence* to stipulate who makes choices for the purposes of the talent.
 - [Skip Tracer 1.3](#)
 - Updated *Stakeout* to allow the use of the *Cool* skill.
 - [Survivalist 1.3](#)

- Updated *Nowhere is Safe* to allow for more consistent use, including on success, and a slightly more powerful advantage cost to power ratio.
- Updated *Improved Nowhere is Safe* to be more explosive and less reliant on the fickleness of boost dice.

Version .24 - Technician Update

- [Press Release](#)
- **Newly Released Specializations**
 - [Cyber Tech 1.0](#)
 - [Droid Tech 1.0](#)
 - [Mechanic 1.0](#)
 - [Modder 1.0](#)
 - [Outlaw Tech 1.0](#)
 - [Slicer 1.0](#)
- **Updated Specialization**
 - [Gadgeteer 1.3](#)
 - Replaced *Utility Belt* with functionally similar, slightly more powerful version, *Always Prepared*.
 - Updated *Master of Arms* talent to be usable on weapons within engaged range rather than only equipped weapons.
 - [Scout 1.2](#)
 - Replaced *Utility Belt* with functionally similar, slightly more powerful version, *Always Prepared*.

Version .20 - Smuggler Update

- [Press Release](#)
- **Newly Released Specializations**
 - [Blockade Runner 1.0](#)
 - [Charmer 1.0](#)
 - [Gambler 1.0](#)
 - [Gunslinger 1.0](#)
 - [Scoundrel 1.0](#)
 - [Thief 1.0](#)
- **Updated Specializations**
 - [Assassin 1.21](#)
 - [Gadgeteer 1.2](#)
 - [Martial Artist 1.21](#)
 - [Operator 1.1](#)
 - [Skip Tracer 1.2](#)
 - [Survivalist 1.2](#)
 - [Doctor 1.1](#)
 - [Entrepreneur 1.1](#)

- [Marshal 1.1](#)
- [Performer 1.1](#)
- [Politico 1.1](#)
- [Scholar 1.1](#)
- [Archaeologist 1.1](#)
- [Big Game Hunter 1.1](#)
- [Driver 1.1](#)
- [Fringer 1.1](#)
- [Scout 1.1](#)
- [Trader 1.11](#)
- [Bodyguard 1.1](#)
- [Demolitionist 1.1](#)
- [Enforcer 1.22](#)
- [Heavy 1.1](#)
- [Marauder 1.01](#)
- [Mercenary Soldier 1.1](#)

Version .16 - Hired Gun Update

- [Press Release](#)
- **Newly Released Specializations**
 - [Bodyguard 1.0](#)
 - [Demolitionist 1.0](#)
 - [Enforcer 1.2](#)
 - [Heavy 1.0](#)
 - [Marauder 1.0](#)
 - [Mercenary Soldier 1.0](#)
- **Updated Specializations**
 - [Assassin 1.2](#)

Version .12 - Explorer Update

- [Press Release](#)
- **Newly Released Specializations**
 - [Archaeologist 1.0](#)
 - [Big-Game Hunter 1.0](#)
 - [Driver 1.0](#)
 - [Fringer 1.0](#)
 - [Scout 1.0](#)
 - [Trader 1.0](#)
- **Updated Specializations**
 - [Martial Artist 1.2](#)

Version .08 - Colonist Update

- [Press Release](#)
- Newly Released Specializations
 - [Doctor 1.0](#)
 - [Entrepreneur 1.0](#)
 - [Marshal 1.0](#)
 - [Performer 1.0](#)
 - [Politico 1.0](#)
 - [Scholar 1.0](#)
- Updated Specializations
 - [Assassin 1.1](#)
 - [Gadgeteer 1.1](#)
 - [Martial Artist 1.1](#)
 - [Skip Tracer 1.1](#)
 - [Survivalist 1.11](#)

Version .04 - Bounty Hunter Update

- [Press Release](#)
- Newly Released Specializations
 - [Assassin 1.0](#)
 - [Gadgeteer 1.0](#)
 - [Martial Artist 1.0](#)
 - [Operator 1.0](#)
 - [Skip Tracer 1.0](#)
 - [Survivalist 1.0](#)

Development Roadmap

Edge of the Empire

~~Ver .04 - Bounty Hunter~~ - Target Acquired!

~~Ver .08 - Colonist~~ - Settled!

~~Ver .12 - Explorer~~ - Discovered!

~~Ver .16 - Hired Gun~~ - Locked and Loaded!

~~Ver .20 - Smuggler~~ - Safely Delivered!

~~Ver .24 - Technician~~ - On Time & Under Budget!

Age of Rebellion

~~Ver .28 - Ace~~ - Ready for Launch!

Ver .32 - Commander

Ver .36 - Diplomat

Ver .40 - Engineer

Ver .44 - Soldier

Ver .48 - Spy

Ver .52 - Recruit + “Basic” Universal Design

Force & Destiny

Ver .56 - FSE + Force Power Design

Ver .60 - Consular

Ver .64 - Guardian

Ver .68 - Mystic

Ver .72 - Seeker

Ver .76 - Sentinel

Ver .80 - Warrior

Ver .84 - Force Power Wrap-Up

Universal Sourcebooks

Ver .88 - Dawn of Rebellion

Ver .92 - Rise of the Separatists

Ver .96 - Collapse of the Republic

Ver 1.0 - Final Review of Specializations

Accrediting & Thanks

The Team

- Ebak
- Fillbert66
- Matope

The Community

- Matope
- .Feil
- Valence
- Bill
- P47 Thunderbolt
- Hidron

reSpec Alpha Accrediting & Thanks

- **The “Star Wars RPG (FFG) Discord Server**
 - MaceWindows (MaceWindows#7038)
 - StanFresh (Stan Fresh#1699)
 - Cirex22 (Cirex22#8713)
 - Wilhelm Screamer (Wilhelm Screamer#1138)
 - Arioeh1973 (Arioeh1973#8605)
 - Matope(Matope#0949)
 - Gullio1(Gullio1#2850)
 - OhzDoesntDrinkGreenBeer (Dr. Voroninsky-Furumosu (Shard)#2962)
 - Ebak (Ebak#5581)
 - Madkcat (madkcat#3132)
- **The “Genesys RPG Community” Discord Server**
 - Flame112 (Flame112#2512)
- **Expanding Horizons Team**
 - MassiveJammies(MassiveJammies#8876)
- **My Brother**, who doesn't even play RPGs but listens anyway.