Custom Printable Talent Trees

By Dylan Standlea, aka DylanRPG
(Based off the Talent Trees from the Star Wars: Edge of the Empire Core Rulebook by Fantasy Flight Games.)
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BOUNTY HUNTER: ASSASSIN TALENT TREE

Career Skills: Athletics, Brawl, Perception Piloting (Planetary)
Piloting (Space), Ranged (Heavy) Streetwise, Vigilance
Assassin Bonus Career Skills: Melee, Ranged (Heavy), Skulduggery, Stealth

Grit
Gain + Strain Threshold

Lethal Blows
Add +10 per rank to any Critical Injury result

Stalker
Add Boost per rank to all Stealth and Coordination checks.

Dodge
When targeted, suffer strain no greater than ranks and upgrade difficulty of attack by same number

Precise Aim
Once per round suffer strain no greater than ranks and reduce target’s Defense by that number as a maneuver.

Jump Up
Once per round, may stand from seated or prone as an incidental

Quick Strike
Add Boost per rank to combat checks against targets that have not yet acted this encounter.

Quick Draw
Once per round, draw or holster a weapon or item as an incidental.

Targeted Blow
After attack, spend 1 Destiny Point to add Damage = to Agility to hit.

Stalker
Add Boost per rank to all Stealth and Coordination checks.

Lethal Blows
Add +10 per rank to any Critical Injury result

Anatomy Lessons
After attack, spend 1 Destiny Point to add damage = to Intellect to one hit.

Stalker
Add Boost per rank to all Stealth and Coordination checks.

Sniper Shot
As a maneuver, before making ranged attack, increase weapon range and upgrade difficulty by 1 per rank.

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

Lethal Blows
Add +10 per rank to any Critical Injury result

Deadly Accuracy
Choose 1 combat skill. Add damage equal to ranks in that skill to one hit with that skill

Dodge
When targeted, suffer strain no greater than ranks and upgrade difficulty of attack by same number

Master of Shadows
Once per round, suffer 2 strain to decrease difficulty of next Stealth or Skulduggery by one.
Career Skills: Athletics, Perception, Pilot (Planet), Pilot (Space), Streetwise, Brawl, Vigilance, Ranged (Heavy)

Gadgeteer Bonus Career Skills: Computers, Mechanics, Coerce, Ranged (Light)

- **Brace**
  - Remove 1 environmental Setback per rank from next action.

- **Toughened**
  - Gain +2 Wound Threshold

- **Intimidating**
  - May suffer strain = to rank to downgrade difficulty when using Coerce, or upgrade when used against you.

- **Toughened**
  - Gain +2 Wound Threshold

- **Armor Master**
  - When wearing armor, increase total Soak value by 1.

- **Natural Enforcer**
  - Once per session, may re-roll any 1 Coerce or Streetwise check.

- **Jury Rigged**
  - Choose 1 weapon, armor or other item and improve one of its statistics by 1 as long as it remains in use.

- **Tinkerer**
  - May add 1 additional Hard Point to a number of items equal to rank. Item may only be modified once.

- **Deadly Accuracy**
  - Choose 1 Combat Skill. Add +1 to damage when using this skill.

- **Improved Stunning Blow**
  - Spend Triumph to stagger target when dealing strain with Melee or Brawl.

- **Armored Master**
  - When wearing armor of a soak value of 2 or higher, increase Defense by 1.

- **Improved Armor Master**
  - When wearing armor of a soak value of 2 or higher, increase Defense by 1.

- **Trending Blow**
  - +1 combat check difficulty. If successful, target suffers 1 strain for each maneuver.

- **Brace**
  - Remove 1 environmental Setback per rank from next action.

- **Defensive Stance**
  - Once per round, as a maneuver, any attacks against you suffer 1 Setback.
BOUNTY HUNTER: SURVIVALIST TALENT TREE

Career Skills: Athletics, Brawl, Perception, Piloting (Planetary) Piloting (Space), Ranged (Heavy), Streetwise, Vigilance
Survivalist Bonus Career Skills: Xenology, Perception, Resilience, Survival

Forager
Remove up to 2 Setback from skill checks to find food, water, or shelter. Checks take ½ time.

Stalker
Add Boost per rank to all Stealth and Coordination checks.

Outdoorsman
Remove Setback per rank to move through terrain or manage environment. Travel takes ½ time.

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

Hunter
Add Boost per rank to all animal checks (including combat). +10 to Crit Injuries against animals.

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

Expert Tracker
Remove Setback per rank from tracking checks. Decrease time to track by ½.

Toughened
Gain +2 Wound Threshold

Expert Tracker
Remove Setback per rank from tracking checks. Decrease time to track by ½.

Outdoorsman
Remove Setback per rank to move through terrain or manage environment. Travel takes ½ time.

Stalker
Add Boost per rank to all Stealth and Coordination checks.

Natural Outdoorsman
Once per session, may re-roll any 1 Resilience or Survival check.

Toughened
Gain +2 Wound Threshold

Hunter
Add Boost per rank to all animal checks (including combat). +10 to Crit Injuries against animals.

Blooded
Add Boosts per rank to all checks to resist poison. Reduce duration of poison by 1 round per rank.

Expert Tracker
Remove Setback per rank from tracking checks. Decrease time to track by ½.

Stalker
Add Boost per rank to all Stealth and Coordination checks.

Grit
Gain + Strain Threshold

Enduring
Gain +1 Soak value.

Dedication
Gain +1 to characteristic.

Toughened
Gain +2 Wound Threshold

Grit
Gain + Strain Threshold

Heroic Fortitude
Spend 1 Destiny Point to ignore Crit Injuries on Brawn or Agility checks until end of encounter.
**COLONIST: DOCTOR TALENT TREE**

**Career Skills:** Charm, Deceit, Leadership, Negotiation, Streetwise, Knowledge (Core Worlds), Knowledge (Education), Knowledge (Lore)

**Doctor Bonus Career Skills:** Cool, Knowledge (Education), Medicine, Resilience

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**Surgeon**
When healing another character's wounds, that character heals an additional wound per rank.

**Bacta Specialist**
Patients regain 1 extra wound per rank from bacta tanks or long term care.

**Grit**
Gain +1 Strain Threshold

**Resolve**
When a character involuntary suffers strain he suffers 1 less strain per rank to a minimum of 1.

---

**Stim Application**
When using Stim on ally, make Average Medicine check for +1 characteristic for encounter. Ally also suffers 4 strain

**Grit**
Gain +1 Strain Threshold

**Surgeon**
When healing another character's wounds, that character heals an additional wound per rank.

---

**Improved Stim Application**
When performing Stim Application, may increase difficulty to Hard, and ally suffers only 1 strain

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

**Toughened**
Gain +2 Wound Threshold.

**Anatomy Lessons**
After making a successful attack, may add 1 Destiny Point to add damage = to Intellect.

---

**Master Doctor**
Once per round, suffer 2 strain to decrease difficulty of Medicine check by 1.

**Dedication**
Gain +1 to characteristic.

**Dodge**
When targeted, perform Dodge as an incidental to suffer number of strain no greater than ranks and upgrade difficulty by that number.

---

**Supreme Stim Application**
When performing Stim Application, spend 1 Triumph to increase additional Characteristic by 1.
COLONIST: POLITICO TALENT TREE

Career Skills: Charm, Deceit, Leadership, Negotiation, Streetwise, Knowledge (Core Worlds), Knowledge (Education), Knowledge (Lore)

Politico Bonus Career Skills: Charm, Coercion, Deception, Knowledge (Core Worlds)

Kill With Kindness
Remove Setback per rank from all Charm and Leadership checks.

Grit
Gain +1 Strain Threshold

Plausible Deniability
Remove Setback per rank from all Coercion and Deception checks.

Toughened
Gain +2 Wound Threshold

Inspired Rhetoric
Make an Average Leadership check. Each Success causes 1 ally to recover 1 strain. Advantage = extra strain recovered.

Kill With Kindness
Remove Setback per rank from all Charm and Leadership checks.

Scathing Tirade
Make and Average Coercion check. Each Success causes 1 close enemy to suffer 1 strain. Advantage = extra strain suffered.

Plausible Deniability
Remove Setback per rank from all Coercion and Deception checks.

Dodge
When targeted, perform Dodge as an incidental to suffer number of strain no greater than ranks and upgrade difficulty by that number.

Improved Inspiring Rhetoric
Each ally affected by Inspiring Rhetoric gains 1 Boost on all skill checks for rounds equal to ranks in Leadership.

Improved Scathing Tirade
Each enemy affected by Scathing Tirade suffer 1 Setback to all skill checks for rounds = to Coercion ranks.

Well Rounded
Choose any 2 Skills. They permanently become Career Skills.

Grit
Gain +1 Strain Threshold

Supreme Inspiring Rhetoric
Suffer 1 strain to perform Inspiring Rhetoric as a maneuver, not an action.

Supreme Scathing Tirade
Suffer 1 strain to perform Scathing Tirade as a maneuver, not an action.

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

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

Dedication
Gain +1 to characteristic.

Natural Charmer
Once per session, may re-roll any 1 Charm or Deception check.

Intense Presence
Spend 1 Destiny Point to recover strain = to Presence rating.

Plausible Deniability
Remove Setback per rank from all Coercion and Deception checks.

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

Dedication
Gain +1 to characteristic.

Natural Charmer
Once per session, may re-roll any 1 Charm or Deception check.

Intense Presence
Spend 1 Destiny Point to recover strain = to Presence rating.
**COLONIST: SCHOLAR TALENT TREE**

**Career Skills:** Charm, Deceit, Leadership, Negotiation, Streetwise, Knowledge (Core Worlds), Knowledge (Education), Knowledge (Lore)

**Scholar Bonus Career Skills:** Perception, Know. (Outer Rim), Know. (Underworld), Know. (Xenology)

**Respected Scholar**
- May downgrade difficulty per rank when dealing with learning facilities.

**Speaks Binary**
- When directing NPC Droids, may grant them 1 Boost per rank.

**Grit**
- Gain +1 Strain Threshold

**Toughened**
- Gain +2 Wound Threshold

**5**

**Respected Scholar**
- May downgrade difficulty per rank when dealing with learning facilities.

**Resolve**
- When character involuntarily suffers strain, character suffers 1 less strain per rank, to minimum of 1.

**Researcher**
- Remove Setback per rank from all Knowledge checks. Researching takes half the time.

**Speaks Binary**
- When directing NPC Droids, may grant them 1 Boost per rank.

**Grit**
- Gain +1 Strain Threshold

**Toughened**
- Gain +2 Wound Threshold

**10**

**Respected Scholar**
- May downgrade difficulty per rank when dealing with learning facilities.

**Resolve**
- When character involuntarily suffers strain, character suffers 1 less strain per rank, to minimum of 1.

**Researcher**
- Remove Setback per rank from all Knowledge checks. Researching takes half the time.

**Reader**
- Remove Setback per rank from all Knowledge checks. Researching takes half the time.

**15**

**Knowledge Specialization**
- Choose 1 Know. Skill. May spend 1 Triumph to gain success= to rank.

**Natural Scholar**
- Once per session, re-roll any Knowledge Skill check.

**Well Rounded**
- Choose any 2 Skills. They permanently become Career Skills.

**20**

**Intense Focus**
- As a maneuver, suffer 1 strain and upgrade the ability of next skill check.

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

**Resolve**
- When character involuntarily suffers strain, character suffers 1 less strain per rank, to minimum of 1.

**25**

**Knowledge Specialization**
- Choose 1 Know. Skill. May spend 1 Triumph to gain success= to rank.

**Mental Fortress**
- Spend 1 Destiny Point to ignore effects of critical injury until end of encounter

**Dedication**
- Gain +1 to characteristic.

**Resolve**
- When character involuntarily suffers strain, character suffers 1 less strain per rank, to minimum of 1.

**25**

**Natural Scholar**
- Once per session, re-roll any Knowledge Skill check.

**Dedication**
- Gain +1 to characteristic.

**Resolve**
- When character involuntarily suffers strain, character suffers 1 less strain per rank, to minimum of 1.

**25**

**Well Rounded**
- Choose any 2 Skills. They permanently become Career Skills.

**Resolve**
- When character involuntarily suffers strain, character suffers 1 less strain per rank, to minimum of 1.

**25**

**Brace**
- Remove 1 environmental Setback per rank from next Action.
**EXPLORER: FRINGER TALENT TREE**

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

**Fringer Bonus Career Skills:** Astrogation, Coordination, Negotiation, Streetwise

- **Galaxy Mapper:** Remove Setback per rank from Astrogation checks, which also take ½ time.
- **Street Smarts:** Remove Setback per rank from Streetwise or Underworld checks.
- **Rapid Recovery:** When healing strain after encounter, heal + 1 strain per rank.
- **Street Smarts:** Remove Setback per rank from Streetwise or Underworld checks.

- **Skilled Jockey:** Remove Setback per rank from all Piloting checks the character attempts.
- **Galaxy Mapper:** Remove Setback per rank from Astrogation checks, which also take ½ time.
- **Grit:** Gain + 1 Strain Threshold
- **Toughened:** Gain + 2 Wound Threshold

- **Master Starhopper:** Once per round, suffer 2 strain to decrease difficulty of next Astrogation check.
- **Defensive Driving:** Increase defense of vehicle or starship being piloted by 1 per rank.
- **Rapid Recovery:** When healing strain after encounter, heal + 1 strain per rank.
- **Durable:** May reduce any Critical Injury suffered by 10 per rank to a minimum of 1.

- **Rapid Recovery:** When healing strain after encounter, heal + 1 strain per rank.
- **Jump Up:** Once per round, may stand from seated or prone as an incidental.
- **Grit:** Gain + 1 Strain Threshold
- **Knockdown:** After hitting with a melee attack, may spend Triumph to knock the target prone.

- **Dedication:** Gain +1 to characteristic.
- **Toughened:** Gain + 2 Wound Threshold
- **Dodge:** When targeted, suffer strain no greater than ranks and upgrade difficulty of attack by same number
- **Dodge:** When targeted, suffer strain no greater than ranks and upgrade difficulty of attack by same number
EXPLORER: SCOUT TALENT TREE

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

**Scout Bonus Career Skills:** Athletics, Medicine, Piloting (Planetary), Survival

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**Rapid Recovery**
- When healing strain after encounter, heal +1 strain per rank

**Stalker**
- Add Boost per rank to all Stealth and Coordination checks.

**Grit**
- Gain +1 Strain Threshold

**Shortcut**
- During a chase scene, add Boost per rank to any checks made to catch or escape an opponent.

---

**Forager**
- Remove up to 2 Setback from skill checks to find food, water, or shelter.
  Checks take ½ time.

**Quick Strike**
- Add Boost per rank to combat checks against targets that have not yet acted.

**Let's Ride**
- Once per round, may mount or dismount a vehicle or beast, or enter cockpit or weapon station as an incidental.

**Familiar Suns**
- Once per session, may make a Hard Outer Rim or Core Worlds check to reveal current type of environment and other useful information.

**Disorient**
- After hitting with a combat check, spend Triumph to disorient target for rounds = to rank.

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

**Heightened Awareness**
- Close allies add 1 Boost to Perception or Vigilance checks. Engaged allies add 2 Boost.

**Toughened**
- Gain +2 Wound Threshold

**Quick Strike**
- Add Boost per rank to combat checks against targets that have not yet acted.

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**Utility Belt**
- Spend 1 Destiny Point to perform an incidental to produce a previously undocumented item or weapon from a tool belt or satchel.

**Dedication**
- Gain +1 to characteristic.

**Stalker**
- Add Boost per rank to all Stealth and Coordination checks.

**Disorient**
- After hitting with a combat check, spend Triumph to disorient target for rounds = to rank.
EXPLORER: TRADER TALENT TREE

Career Skills: Astrogation, Cool, Knowledge (Outer Rim), Knowledge (Xenology), Perception, Piloting (Space), Survival
Trader Bonus Career Skills: Deception, Know. (Core Worlds), Know. (Underworld), Negotiation

5
Know Somebody
Once per session when attempting to purchase legal items, reduce rarity by 1 per rank.

10
Wheel and Deal
When selling goods legally, gain 10% more credits per rank.

Know Somebody
Once per session when attempting to purchase legal items, reduce rarity by 1 per rank.

Grit
Gain +1 Strain Threshold

15
Wheel and Deal
When selling goods legally, gain 10% more credits per rank.

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

20
Natural Negotiator
Once per session may re-roll any 1 Cool or Negotiation check...

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

Dedication
Gain +1 to characteristic.

25
Know Somebody
Once per session when attempting to purchase legal items, reduce rarity by 1 per rank.

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

Master Merchant
When buying or selling or managing Obligation, may suffer 2 strain to sell 25% more, buy 25% less, or add 1 more or 1 less Obligation.
Hired Gun: Bodyguard Talent Tree

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

Bodyguard Bonus Career Skills: Gunnery, Perception, Piloting (Planetary), Ranged (Heavy)

5

Toughened
Gain +2 Wound Threshold

Barrage
Add 1 damage per rank to 1 hit of successful attack while using Ranged (Heavy) or Gunnery skills at long or extreme range.

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

Grit
Gain +1 Strain Threshold

10

Body Guard
Once per round, perform maneuver to guard engaged ally. Suffer a number of strain no greater than ranks and upgrade difficulty of combat checks against ally.

Hard Headed
When staggered or disoriented, make a Daunting Discipline check to remove status. Difficulty reduced per rank.

Barrage
Add 1 damage per rank to 1 hit of successful attack while using Ranged (Heavy) or Gunnery skills at long or extreme range.

Brace
Remove 1 environmental Setback per rank from next Action.

15

Body Guard
Once per round, perform maneuver to guard engaged ally. Suffer a number of strain no greater than ranks and upgrade difficulty of combat checks against ally.

Defensive Stance
Once per round, as a maneuver, any attacks against you suffer 1 Setback.

Side Step
Once per round, use maneuver and suffer a number of strain to upgrade difficulty of all ranged attacks by an = number for next round. Strain cannot exceed ranks.

Brace
Remove 1 environmental Setback per rank from next Action.

20

Enduring
Gain +1 Soak Value.

Side Step
Once per round, use maneuver and suffer a # of strain to upgrade difficulty of all ranged attacks by an = number for next round. Strain cannot exceed ranks.

Defensive Stance
Once per round, as a maneuver, any attacks against you suffer 1 Setback.

Hard Headed
When staggered or disoriented, make a Daunting Discipline check to remove status. Difficulty reduced per rank.

25

Dedication
Gain +1 to characteristic.

Barrage
Add 1 damage per rank to 1 hit of successful attack while using Ranged (Heavy) or Gunnery skills at long or extreme range.

Toughened
Gain +2 Wound Threshold

Improved Hard Headed
When disabled due to strain exceeding threshold, may take a more difficult Hard Headed action to reduce strain to 1 below threshold.
HIRED GUN: MARAUDEER TALENT TREE

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

Marauder Bonus Career Skills: Coercion, Melee, Resilience, Survival

Toughened
- Gain +2 Wound Threshold

Frenzied Attack
- When making a Melee or Brawl check, suffer # of strain to upgrade attack an = number of times. Strain cannot exceed ranks.

Feral Strength
- Add 1 damage per rank to one hit of successful attacks made using Brawl or Melee skills.

Lethal Blows
- Add +10 per rank to any Critical Injury result

Toughened
- Gain +2 Wound Threshold

Heroic Fortitude
- Spend 1 Destiny Point to ignore Critical Injuries on Brawn or Agility checks until end of encounter.

Knockdown
- After hitting with a melee attack, may spend Triumph to knock the target prone.

Enduring
- Gain +1 Soak Value.

Lethal Blows
- Add +10 per rank to any Critical Injury result

Toughened
- Gain +2 Wound Threshold

Knockdown
- After hitting with a melee attack, may spend Triumph to knock the target prone.

Frenzied Attack
- When making a Melee or Brawl check, suffer # of strain to upgrade attack an = number of times. Strain cannot exceed ranks.

Feral Strength
- Add 1 damage per rank to one hit of successful attacks made using Brawl or Melee skills.

Lethal Blows
- Add +10 per rank to any Critical Injury result

Toughened
- Gain +2 Wound Threshold

Natural Brawler
- Once per session, may re-roll any 1 Brawl or Melee check.

Frenzied Attack
- When making a Melee or Brawl check, suffer # of strain to upgrade attack an = number of times. Strain cannot exceed ranks.

Enduring
- Gain +1 Soak Value.

Defensive Stance
- Once per round, as a maneuver, any attacks against you suffer 1 Setback.

Dedication
- Gain +1 to characteristic.
Hired Gun: Mercenary Soldier Talent Tree

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

Mercenary Soldier Bonus Career Skills: Discipline, Gunnery, Leadership, Ranged (Heavy)
SMUGGLER: PILOT TALENT TREE

Career Skills: Coordination, Deception, Knowledge (Underworld), Perception, Piloting (Space), Skulduggery, Streetwise, Vigilance

Pilot Bonus Career Skills: Astrogation, Gunnery, Piloting (Planetary), Piloting (Space)

Full Throttle
As an action, make a Hard Piloting check to increase vehicle’s top speed by 1 for a number of rounds = to Cunning.

Skilled Jockey
Remove Setback per rank from all Piloting checks the character attempts.

Dead to Rights
Spend 1 Destiny Point to add damage = to half Agility (rounded up) to one hit of successful attack Made with ship or vehicle weaponry.

Galaxy Mapper
Remove Setback per rank from Astrogation checks, which also take 1/2 time.

Let’s Ride
Once per round, may mount or dismount a vehicle or beast, or enter cockpit or weapon station as an incidental.

Improved Full Throttle
Suffer 1 strain to attempt Full Throttle as a maneuver and decrease its difficulty to Average.

Improved Dead to Rights
Spend 1 Destiny Point to add additional damage = to Agility (rounded up) to one successful attack made with ship or vehicle.

Galaxy Mapper
Remove Setback per rank from Astrogation checks, which also take 1/2 time.

Rapid Recovery
When healing strain after encounter, heal + 1 strain per rank

Grit
Gain + 1 Strain Threshold

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

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

Defensive Driving
Increase defense of vehicle or starship being piloted by 1 per rank.

Master Pilot
Once per round when piloting a starship, may suffer 2 strain to perform any action as a maneuver.

Dedication
Gain +1 to characteristic.

Toughened
Gain + 2 Wound Threshold

Brilliant Evasion
Once per encounter select 1 enemy and make opposed Piloting check to stop enemy from attacking character for rounds = to Agility.

Skilled Jockey
Remove Setback per rank from all Piloting checks the character attempts.

Galaxy Mapper
Remove Setback per rank from Astrogation checks, which also take 1/2 time.

Natural Pilot
Once per session, may re-roll any 1 Piloting (Space) or Gunnery check.
SMUGGLER: SCOUNDREL TALENT TREE

Career Skills: Coordination, Deception, Knowledge (Underworld), Perception, Piloting (Space), Skulduggery, Streetwise, Vigilance
Scoundrel Bonus Career Skills: Charm, Cool, Deception, Ranged (Light)
SMUGGLER: THIEF TALENT TREE

**Career Skills:** Coordination, Deception, Knowledge (Underworld), Perception, Piloting (Space), Skulduggery, Streetwise, Vigilance

**Thief Bonus Career Skills:** Computers, Skulduggery, Stealth, Vigilance

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**Street Smarts**
- Remove Setback per rank from Streetwise or Knowledge (Underworld) checks.

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

**Indistinguishable**
- Upgrade difficulty of checks to identify character once per rank.

**Bypass Security**
- Remove Setback from attempts to disable security or open a locked door.

---

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

**Dodge**
- When targeted, suffer strain no greater than ranks and upgrade difficulty of attack by same number.

**Grit**
- Gain +1 Strain Threshold

**Hidden Storage**
- Gain hidden storage in vehicles or equipment that hold items with total encumbrance = to ranks.

---

**Stalker**
- Add Boost per rank to all Stealth and Coordination checks.

**Grit**
- Gain +1 Strain Threshold

**Rapid Reaction**
- Suffer a # of strain to add an = # of Success to initiative checks. Strain cannot exceed ranks.

**Shortcut**
- During a chase, add Boost per rank to any checks made to catch or escape an opponent.

---

**Bypass Security**
- Remove Setback from attempts to disable security or open a locked door.

**Natural Rogue**
- Once per session, may re-roll any 1 Skulduggery or Stealth check.

**Street Smarts**
- Remove Setback per rank from Streetwise or Knowledge (Underworld) checks.

**Jump Up**
- Once per round, may stand from seated or prone as an incidental.

---

**Bypass Security**
- Remove Setback from attempts to disable security or open a locked door.

**Dodge**
- When targeted, suffer strain no greater than ranks and upgrade difficulty of attack by same number.

**Indistinguishable**
- Upgrade difficulty of checks to identify character once per rank.

**Dedication**
- Gain +1 to characteristic.
**Career Skills:** Astrogation, Computers, Coordination, Discipline, Knowledge (Outer Rim), Mechanics, Perception, Piloting (Planetary)

**Mechanic Bonus Career Skills:** Brawl, Mechanics, Piloting (Space), Skulduggery

---

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

**Toughened**
Gain +2 Wound Threshold

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

**Solid Repairs**
Character repairs +1 hull trauma per rank whenever he repairs a starship or vehicle.

---

**Redundant Systems**
Once per session, make Easy Mechanics check to take parts from a working device to repair a broken one.

**Solid Repairs**
Character repairs +1 hull trauma per rank whenever he repairs a starship or vehicle.

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

**Grit**
Gain +1 Strain Threshold

---

**Contraption**
Once per session, make Hard Mechanics check to fashion a device to solve current problem using just tools on hand.

**Enduring**
Gain +1 Soak Value

**Bad Motivator**
Once per session, make Hard Mechanics check to cause one targeted device to spontaneously fail.

**Toughened**
Gain +2 Wound Threshold

---

**Natural Tinkerer**
Once per session, may re-roll any 1 Mechanics check.

**Hold Together**
Spend 1 Destiny Point to perform incidental immediately after vehicle or starship takes damage to turn it into system strain.

**Dedication**
Gain +1 to Characteristic.

**Improved Hard Headed**
When disabled due to strain exceeding threshold, may take a more difficult Hard Headed action to reduce strain to 1 below threshold.

---

**Solid Repairs**
Character repairs +1 hull trauma per rank whenever he repairs a starship or vehicle.

**Hard Headed**
When staggered or disoriented, make a Daunting Discipline check to remove status. Difficulty reduced per rank.

---
TECHNICIAN: OUTLAW TECH TALENT TREE

Career Skills: Astrogation, Computers, Coordination, Discipline, Knowledge (Outer Rim), Mechanics, Perception, Piloting (Planetary)
Outlaw Tech Bonus Career Skills: Know. (Education), Know. (Underworld), Mechanics, Streetwise

5

Tinkerer
May add 1 hard point to a # of items = to ranks. Each item may only be modified once.

Solid Repairs
Character repairs +1 hull trauma per rank whenever he repairs a starship or vehicle.

10

Utinni!
Remove Setback per rank from checks to find or scavenge items or gear. Such checks take ½ time.

Grit
Gain +1 Strain Threshold

Utinni!
Remove Setback per rank from checks to find or scavenge items or gear. Such checks take ½ time.

15

Utility Belt
Spend 1 Destiny Point to perform an incidental to produce a previously undocumented item or weapon from a tool belt or satchel.

Side Step
Once per round, use maneuver and suffer a # of strain to upgrade difficulty of all ranged attacks by an = number for next round. Strain cannot exceed ranks.

Speaks Binary
When directing NPC Droids, may grant them 1 Boost per rank.

Brace
Remove 1 environmental Setback per rank from next action.

Defensive Stance
Once per round, as a maneuver, any attacks against you suffer 1 Setback.

Jury Rigged
Choose 1 weapon, armor or other item and improve one of its statistics by 1 as long as it remains in use.

Speaks Binary
When directing NPC Droids, may grant them 1 Boost per rank.

Inventor
When constructing new items or modifying attachments, add 1 Boost or remove 1 Setback per rank.

Dedication
Gain +1 to Characteristic.

Known Schematic
Once per session may make Hard Education check. Success grants familiarity with a building or ship's design.

20

Toughened
Gain +2 Wound Threshold

Jury Rigged
Choose 1 weapon, armor or other item and improve one of its statistics by 1 as long as it remains in use.

Brace
Remove 1 environmental Setback per rank from next action.

25
TECHNICIAN: SLICER TALENT TREE

Career Skills: Astrogation, Computers, Coordination, Discipline, Mechanics, Perception, Pilot (Planet), Knowledge (Outer Rim)
Slicer Bonus Career Skills: Computers, Stealth, Knowledge (Education), Knowledge (Underworld)

5

Codebreaker
Remove Setback and decrease difficulty to break code or decrypt communications by 1.

Grit
Gain +1 Strain Threshold

Technical Aptitude
Reduce time needed to complete computer related tasks by 25%

Bypass Security
Remove Setback from attempts to disable security or open a locked door.

10

Defensive Slicing
When defending computer systems, add Setback per rank to opponent's check.

Technical Aptitude
Reduce time needed to complete computer related tasks by 25%

Grit
Gain +1 Strain Threshold

Bypass Security
Remove Setback from attempts to disable security or open a locked door.

15

Natural Programmer
Once per session, re-roll any 1 Computer or Astrogation check.

Bypass Security
Remove Setback from attempts to disable security or open a locked door.

Defensive Slicing
When defending computer systems, add Setback per rank to opponent's check.

Grit
Gain +1 Strain Threshold

20

Defensive Slicing
When defending computer systems, add Setback per rank to opponent's check.

Improved Defensive Slicing
Upgrade opponent's difficulty dice by 1 per rank instead of adding Setback.

Codebreaker
Remove Setback and decrease difficulty to break code or decrypt communications by 1.

Resolve
When character involuntary suffers strain, character suffers 1 less strain per rank, to minimum of 1.

25

Skilled Slicer
May spend Triumph to perform more Computer checks within the same system as maneuvers.

Master Slicer
Once per round, suffer 2 strain to reduce Computers or other slicing check by 1, as an incidental

Mental Fortress
Spend 1 Destiny Point to ignore the effects of criticals on Intellect or Cunning Checks until the end of encounter.

Dedication
Gain +1 to Characteristic.
### Non-Career: Force Sensitive Exile Talent Tree

**Force Sensitive Bonus Ability:** Gain Force Rating 1

<table>
<thead>
<tr>
<th>Rank</th>
<th>Talent</th>
<th>Description</th>
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<tbody>
<tr>
<td>5</td>
<td>Uncanny Senses</td>
<td>Add Boost per rank to all Perception checks.</td>
</tr>
<tr>
<td>10</td>
<td>Convincing Demeanor</td>
<td>Remove Setback per rank from any Deceit or Skullduggery check.</td>
</tr>
<tr>
<td>15</td>
<td>Sense Danger</td>
<td>Once per session, remove 2 Setbacks from any 1 check.</td>
</tr>
<tr>
<td>20</td>
<td>Street Smarts</td>
<td>Remove Setback per rank from Streetwise or Surveillance checks.</td>
</tr>
<tr>
<td>25</td>
<td>Sixth Sense</td>
<td>Gain +1 Ranged Defense.</td>
</tr>
<tr>
<td></td>
<td>Force Rating</td>
<td>Gain +1 Force Rating</td>
</tr>
<tr>
<td></td>
<td>Dedication</td>
<td>Gain +1 to 1 characteristic.</td>
</tr>
<tr>
<td></td>
<td>Superior Reflexes</td>
<td>Gain +1 Melee Defense</td>
</tr>
</tbody>
</table>

## Talent Descriptions

- **Uncanny Senses:** Add Boost per rank to all Perception checks.
- **Insight:** Perception and Vigilance become career skills.
- **Forager:** Remove up to 2 Setbacks to find food, water, or shelter. Survival checks for this take half the time.
- **Uncanny Reactions:** Add Boost per rank to all Vigilance checks.
- **Quick Draw:** Once per round, draw or holster a weapon or item as an incidental.
- **Convincing Demeanor:** Remove Setback per rank from any Deceit or Skullduggery check.
- **Overwhelm Emotions:** May add Force Die per Force Rating to Charm, Coerce, or Deceit checks.
- **Intense Focus:** As a maneuver, suffer 1 Strain, and upgrade the ability of next skill check once.
- **Touch of Fate:** Once per session, add 2 Boost to any 1 check.
- **Sense Danger:** Once per session, remove 2 Setbacks from any 1 check.
- **Sense Emotions:** Add Boost to all Charm, Coerce, and Deceit checks unless target is immune to the Force.
- **Balance:** When you perform the Recuperate maneuver, add 1 Force Die. You regain an extra Strain per Light Side symbol.
- **Street Smarts:** Remove Setback per rank from Streetwise or Surveillance checks.
- **Uncanny Senses:** Add Boost per rank to all Perception checks.
- **Uncanny Reactions:** Add Boost per rank to all Vigilance checks.
- **Street Smarts:** Remove Setback per rank from Streetwise or Surveillance checks.
FORCE POWER: SENSE

Requires Force Rating 1+

Sense Basic Power [10 XP]
You can sense the Living Force interacting with the world around you, and with training and practice can even perceive the emotions and thoughts of others.
- ○ : You sense living things within close range.
- ○ : You sense the current emotional state of one living target you are engaged with.

Control Upgrade [10 XP]
You gain the ability to sense danger the moment before it strikes, anticipating attacks and avoiding blows.
**Ongoing Effect:** Once per round, when an attack targets you, upgrade the difficulty of the check once.

Duration Upgrade [10 XP]
Sense’s Ongoing Effect may be used 1 additional time per round.

Strength Upgrade [10 XP]
When using Sense’s Ongoing Effect, upgrade the difficulty of the effect 1 more time.

Control Upgrade [10 XP]
Your ability to sense your surroundings guides your offense as well as your defense.
**Ongoing Effect:** Once per round, when you make an attack, upgrade on Ability Die to a Proficiency Die.

Control Upgrade [10 XP]
You gain the power to sense the thoughts of a target.
- ○ ○ : You sense the thoughts of one living target with which you are engaged.

Range Upgrade [5 XP]
- ○ : Increase the range of this power = to number of upgrades.

Magnitude Upgrade [5 XP]
- ○ : Increase the number of targets = to number of upgrades.

Range Upgrade [10 XP]
- ○ : Increase the range of this power = to number of upgrades.

Magnitude Upgrade [10 XP]
- ○ : Increase the number of targets = to number of upgrades.
FORCE POWER: INFLUENCE

Requires: Force Rating 1+

Influence Basic Power [10 XP]
You may attempt to guide, shape, and even twist the thoughts and feelings of others.

Special Rule: When guiding and shaping thoughts, only ● may be used to generate anger, fear, and hatred. Only ○ may be used to generate peace, tranquility and friendliness.

○: You stress the mind of one living target you are engaged with, inflicting 1 Strain.

Control Upgrade [10 XP]
You gain the ability to alter the thoughts and emotions of your target. Make an opposed Discipline vs. Discipline check, and roll a Force Die. If you win the check and gain at least 1 Force Point, you can force the target to adopt an emotional state or to believe something untrue. Lasts 1 round/5 min.

Control Upgrade [15 XP]
You gain the ability to enhance your arguments and increase your charisma via the Force. When making a Coerce, Charm, Deceit, Leadership, or Negotiate check, roll a Force Die and count any Force Points gained as Success symbols.

Range Upgrade [5 XP]
○: Increase the range of this power = to number of upgrades.

Magnitude Upgrade [5 XP]
○: Increase the number of minds affected = to number of upgrades.

Strength Upgrade [10 XP]
When stressing the mind of a target, you inflict 2 Strain.

Duration Upgrade [10 XP]
Increase the time this effect lasts by 5 minutes or 1 round.

Duration Upgrade [5 XP]
Increase the time this effect lasts by 5 minutes or 1 round.

Magnitude Upgrade [10 XP]
○: Increase the number of minds affected = to number of upgrades.
FORCE POWER: Move

Requires Force Rating 1+

Move Basic Power [10 XP]
The Force User can move small objects via the power of the Force.

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

Magnitude Upgrade [5 XP]
- : Increase number of targets = to number of upgrades.

Strength Upgrade [10 XP]
- : Increase the silhouette of target you can move = to number of upgrades.

Range Upgrade [5 XP]
- : Increase the range of this power = to number of upgrades.

Control Upgrade [10 XP]
You gain the ability to move objects so fast they can be used as weapons. Make Discipline check, and roll a Force Die. On a success and with a Force Point, you deal damage to the object and target. Silhouette 0 takes 5 damage, while other objects take damage = to 10 times their silhouette.

Strength Upgrade [10 XP]
- : Increase the silhouette of target you can move = to number of upgrades.

Range Upgrade [5 XP]
- : Increase the range of this power = to number of upgrades.

Magnitude Upgrade [10 XP]
- : Increase number of targets = to number of upgrades.

Control Upgrade [10 XP]
The character can perform fine manipulation of items, allowing him to do whatever he would normally with his hands via this power at this power's range.