

BATSHIDO'S BIG LIST OF CHARACTER OPTIONS

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FEATS

ECHANI TRAINING

Your training in the Echani martial arts has taught you new ways to unbalance foes.

Prerequisites: Martial Arts 1, Weapon Focus: Unarmed Strike, Trip

Benefit: You gain a + 2 bonus to your grapple checks to trip a foe or avoid being tripped.



TERAS KASI TRAINING

You have trained in Teras Kasi, and learned how to make the most of your attacks.

Prerequisites: Martial Arts 1, Power Attack, Weapon Focus: Unarmed Strike

Benefit: When using the Power Attack feat in conjunction with an unarmed attack, you may ignore an amount of Damage Reduction equal to the penalty you take to attack rolls with Power Attack.

MARTIAL CONDITIONING

Your disciplined Martial Arts training has made you more mentally and physically resilient.

Prerequisites: Martial Arts

Benefit: You gain a +2 Conditioning bonus to your Will and Fortitude Defenses.

GREATER MIGHTY SWING

You have learned to put greater amounts of force behind your strikes.

Prerequisites: Mighty Swing, BAB +5

Benefit: When you use the Mighty Swing feat, you deal 2 extra dice of damage with your attack.

Normal: Using the Mighty Swing feat allows you to deal an extra die of damage with your attack.

ADJUST AIM

You have learned to track your targets effectively, and turn near misses into hits.

Prerequisites: Careful Aim

Benefit: Whenever you fail an attack roll that had benefited from the Aim action, on your next turn using the aim action against that same target only requires one Swift action.

Normal: Using the Aim action requires 2 Swift Actions.

LEARN FORCE TECHNIQUE

Your relationship with the Force has deepened, giving you greater insights.

Prerequisites: Force Training, Level 9+, Any one Force Talent

Benefit: You learn one Force Technique.

K'THRI TRAINING

Commonly used by commandos and others who prefer

to take out their targets quickly and quietly, K'trhi is one of the most common martial arts amongst members of the galaxy's militaries.

Prerequisites: Martial Arts 1, Stealth as a trained skill

Benefit: Whenever you make an unarmed attack or grapple check against a flat-footed foe, that enemy loses the ability to speak or vocalize in any way until the end of your next turn. If you used the Pin or Crush feat to make your grapple check, your target remains silent until they break your grapple.

DUAL WEAPON DEFENSE

You have trained to make use of your off-hand weapon defensively when you're not attacking with it.

Prerequisites: Dual Weapon Mastery 1

Benefit: Whenever you use a Standard action to make an attack with your primary melee weapon, you may use your other weapon to parry. To do this, you must be wielding 2 melee weapons, at least one of which must be a "light" weapon for you. As long as you do not attack with the second, smaller weapon, you gain a +2 bonus to your Reflex Defense against melee attacks until the start of your next turn.

Special: If you are wielding a small lightsaber or "shoto" as your secondary weapon and make use of this feat, you also gain a +2 competence bonus to any Use the Force checks you make to use the Block and Deflect talents until the start of your next turn.

MULTI-ATTACK MOBILITY

You can move and make multiple attacks in the same turn.

Prerequisites: Running Attack, Double Attack (Chosen Weapon or Weapon Group), +8 Base Attack Bonus

Benefit: Choose one weapon or weapon group. When

you use your Double Attack feat to make multiple attacks with that weapon during a turn, you may also move a distance up to your speed. Using this feat imposes a -2 penalty to each attack you make this turn and until the start of your next turn, as movement makes attacking more difficult.

TALENTS

ALTER TALENT TREE

Telekinetic Combat: As a Swift action, you may designate one square that is within 3 squares of you. You are considered to be in that square when determining which enemies you threaten and flank until the beginning of your next turn. When making attacks, you are also considered to be in the designated square, and you gain no attack or damage bonuses from Ability Modifiers. You also do not benefit from any talent from the Lightsaber Forms tree for the duration of this power. While this ability is active, you may not use the Deflect or Block talents.

Prerequisites: Throw Lightsaber, Skill Focus: Use the Force

Advanced Telekinetic Combat: As a Swift action, you may designate one square that is within 3 squares of you. You are considered to be in that square when determining which enemies you threaten and flank until the beginning of your next turn. When making attacks, you are also considered to be in the designated square. You add your Wisdom bonus to attack rolls with the levitated weapon, and your Charisma bonus to damage rolls, instead of your Strength or Dexterity, whichever would apply. While this ability is active, you may not use the Deflect or Block talents.

Prerequisites: Throw Lightsaber, Telekinetic Combat, Skill Focus: Use the Force
Prerequisites: Weapon Proficiency (Heavy Weapons)

Telekinetic Sweep:

As a Full round action, you may spend a Force Point and choose one opponent within 5 squares of you. Make a Use the Force check. That character and each character adjacent to him whose Reflex Defense you beat with your roll take damage as though you had just successfully attacked them with your lightsaber, except that you apply no damage bonuses from Attribute modifiers.

Prerequisites: Throw Lightsaber, Telekinetic Combat, Skill Focus: Use the Force

ASSAULT TRAINING TALENT TREE

Given the military realities of the galaxy, often small units of highly trained individuals can have a greater impact than massed troops. In order to ensure that they always have those sorts of individuals available, modern militaries select particularly talented soldiers to undergo additional training.

Available To: Soldier, Elite Trooper, Officer

Special: The Officer adds Assault Training to the list of talent trees available for the *Share Talent* ability.

Heavy Gunner: When using an autofire-only weapon, you may brace it using only one Swift action. Additionally, you may use your Strength modifier instead of your Dexterity modifier when making ranged attacks with weapons in the Heavy Weapons proficiency group.

Normal: Bracing an autofire weapon requires two Swift actions.

Grenadier: You may reroll any attack roll you make with a grenade, whether thrown or propelled by a grenade launcher. The range increments for all of your attacks with grenades also extend by two squares.

Improved Heavy Gunner: Whenever you take the Full Attack action with an autofire-only weapon, that weapon is considered braced until the end of your turn.

Prerequisites: Heavy Gunner

Close Combat: Enemies you threaten provoke Attacks of Opportunity from you when making ranged attacks.

Prerequisites: Martial Arts

Improved Autofire: When making autofire attacks, you may choose an area that is 1 square by 4 squares. Alternatively, you may choose to target an area that is 3 squares by 3 squares.

Prerequisites: Weapon Proficiency (Heavy Weapons)

Vanguard: Whenever an opponent makes a ranged attack against you in the Surprise Round, you may make an immediate attack against them as a reaction. This ability triggers only once per round, and only if you are not flat footed.

Prerequisites: Point Blank Shot, Skill Focus (Initiative)

BIONIC AUGMENTATION TALENT TREE

Whether by design or accident, you found yourself in need of cybernetic replacement limbs. This talent tree helps you utilize them to their full potential.

Available to: Anyone with cybernetic replacement parts

Special: Each talent a character has from this tree imposes a -2 cumulative penalty to their Use the Force checks, as it represents an abandonment of their natural form and a move towards the artificial.



Repulsor Strike: As a Swift action, you may add one die to your melee damage rolls until the end of the turn.

Prerequisites: Cybernetic arm or arms

Servo Assisted Leap: As a Swift action, you may add a bonus equal to your Heroic Level to your Jump checks.

Prerequisites: Cybernetic leg or legs

Targeting Optics: As a Swift action, you may add a +1 bonus to your ranged attack rolls and ignore the penalties for attacking at close range until the end of turn.

Prerequisites: Any eye or it's analog for your species as a cybernetic replacement.

Concealed Weapon: Choose one weapon you own, that is made for creatures your size or smaller (so a human could choose a blaster pistol, since it is a medium weapon). That weapon is stored inside your cybernetic limb or body part. Thanks to mechanical assistance, you may draw this weapon as a Swift action (or a Free action if you have the Quick Draw feat) and you may re-roll any Stealth or Deception check to conceal this weapon, keeping the higher of the two results.

Prerequisites: Any one cybernetic limb or body part

Internal Air Supply: You are implanted with an internal tank that contains a supply of atmosphere that is breathable for your species. Using this internal supply, you can avoid breathing or otherwise intaking air for a number of hours equal to your Constitution modifier. Use of this supply begins as a reaction that takes place even if you are unconscious or otherwise helpless.

DUELIST TALENT TREE

You have a knack for keeping people alive when they otherwise wouldn't be.

Available to: Jedi Knight, Jedi Master, Sith Apprentice

Force Deflect: You may use the Deflect talent even if you are not currently wielding a lightsaber.

Prerequisite: Deflect

HEALER TALENT TREE

You have a knack for keeping people alive when they otherwise wouldn't be.

Available to: Noble, Soldier, Tech Specialist, Force Disciple

Medic: Whenever you make a Treat Injury check, you may re-roll that check. You must use the result of the re-roll, even if it is lower.

Prerequisite: Any 1 Healer Talent

Healing Knack: Whenever you make a Treat Injury or Use the Force check to administer first aid to another character, you may add one half of your heroic levels to

the number of hit points that character recovers. **Available To:** Force Adept

Prerequisites: Treat Injury as a Trained Skill

Heal Self: When using the Treat Injury or Use the Force skill in an attempt to heal yourself, you do not take the normal -5 penalty.

Prerequisites: Force Treatment

Improved Vital Transfer: When using the Vital Transfer power on another character, you are considered to have spent a Force Point to avoid taking damage yourself.

Prerequisites: Use the Force as a trained skill, Force Treatment

Battlefield Medic: You may take 10 on Treat Injury or Use the Force checks to heal characters or use the Vital Transfer Force Power, even when you are in danger or under stressful conditions.

Prerequisites: Medic

Improved Healing: Whenever you make a successful Treat Injury or Use the Force check (including using the Vital Transfer Force Power) to move yourself or an ally up the condition chart, that character moves an extra step. This healing may not put that character above the first level of the condition chart. In addition, if you fail the character you are attempting to heal does not lose any additional hit points or move down the condition chart as a result.

Prerequisites: Healing Knack

DARK SIDE DEVOTEE TALENT TREE

Force Crush: Whenever you successfully use a Force Power with the Dark Side descriptor to deal damage to an opponent, you deal an extra amount of damage equal to your Dark Side Score.

Prerequisites: Channel Aggression, Channel Anger, Embrace The Dark Side

EPIC TALENT TREE

You have eclipsed the capabilities of mere mortals, becoming either a legendary hero or a truly terrifying villain.

Available to: Epic Characters

Quadruple Attack: Chose one weapon. Whenever you take the Full Attack action with the chosen weapon, you may make 3 additional attacks. These attacks and each attack you make until the start of your next turn, takes a -15 penalty as you're sacrificing accuracy for speed.

Prerequisites: Triple Attack with the chosen weapon.

Inherent Power: Chose one Force Power you have in your Power Suite. That power is now an inherent power for you, and you may use that power at-will. It is no longer expended when you use it.

Prerequisites: Force Training (Chosen Power), Skill Focus (Use the Force)

Special: This talent may be taken more than once. Each time it is taken, you must select a new Force Power.



Attribute Increase: One of your attributes permanently increases by +2.

Special: This talent may be taken more than once. Each time it is taken, you may choose to have it apply to the same attribute or to a different one. It's effects stack.

Epic Defense: Once per encounter as a reaction, you may force an opponent to reroll an attack or check that successfully targets one of your defenses. You must choose to use this ability before any damage is rolled or degree of success determined outside of the initial d20 roll.

Nexus: Whenever you spend a Force Point to effect an attack roll or check, if any one of the dice rolled comes up a 6, you immediately gain a Force Point to replace the one you spent.

Epic Cleave: Whenever you trigger your Cleave feat, you may move a distance up to your base speed before taking your next attack. You may not move more than your base speed in this way in a given turn.

Prerequisites: Cleave, Great Cleave

Instinctive Defense: You may use the Block and Deflect talents to defend yourself, even if you are not aware of the source of the attack. Additionally, whenever you are attacked while flat-footed, you may draw and ignite your lightsaber as a reaction.

Prerequisites: Block, Deflect

Epic Skill Focus: Choose a skill. Checks you make with that skill gain a +5 bonus. This bonus stacks with that from the Skill Focus feat.

Prerequisites: Skill Focus in the chosen skill

Special: You may select this talent multiple times, applying each selection to a different skill.

EVOLUTIONARY TALENT TREE

Your experience in the wild and genetic advantages have led you to become something more than a mere beast.

Available to: Altered Beast, Elite Beast

Fast Healing: You gain Fast Healing 2. This means that you heal 2 points of damage each round.

Special: This talent may be taken twice. The second time the ability increases to Fast Healing 5 (healing 5 points of damage a round).

Ambush: Whenever you attack a flat-footed enemy with a natural attack, you deal an extra die of damage.

Special: This talent may be taken more than once. It's effects stack.

Attribute Increase: One of your attributes permanently increases by +2.

Special: This talent may be taken more than once. Each time it is taken, you may choose to have it apply to the same attribute or to a different one. It's effects stack.

Rage: Once per day, you may fly into a Rage. This ability functions as the Wookiee ability from Saga Core Rules.

Swift: Your base speed improves by 2.

Special: This talent may be taken more than once. It's effects stack.

Scent: You gain the Scent ability. This functions as the Ewok ability from Saga Core Rules.

INFILTRATOR TALENT TREE

You have been trained to go places no one else can, and get back out without being seen.

Available to: Scoundrel, Scout, Sith Apprentice, Elite Trooper

Sudden Strike: If you successfully attack an opponent who is flat-footed, your attack deals an extra die of damage.

Prerequisites: Stealth as a trained skill, Uncanny Hide



Improved Sudden Strike: If you successfully attack an opponent who is flat-footed, you deal an extra die of damage. Additionally, when making attacks against flat-footed opponents you score a critical hit on a natural roll of 19 or 20. This bonus damage stacks with that of Sudden Strike. If you would not hit your opponent on a 19, this ability does not allow you to hit them.

Prerequisites: Stealth as a trained skill, Sudden Strike, Uncanny Hide

Stealth Mastery: You may take 10 on Stealth checks, even when under stressful situations, but not when under attack.

Prerequisite: Skill Focus: Stealth

Uncanny Hide: Whenever you are unaware of your foes at the beginning of an encounter, during the surprise round, you may as a reaction make a Stealth check to avoid being noticed, even though you would not normally get an action. This action does not work if you are being directly observed.

Prerequisite: Stealth as a trained skill

Improvised Tools: When using the Disable Device or Handle Explosives aspects of the Mechanics skill, you take no penalty for not using the proper gear.

Prerequisites: Mechanics as a trained skill

Concealed Arsenal: Whenever you make a Deception or Stealth check to conceal an item or weapon on your person, you may reroll that check, keeping the higher result.

INVESTIGATOR TALENT TREE

Whether self-taught or highly trained, you have learned to ferret out the truth in the most unlikely of places.

Available to: Scout, Jedi Knight, Bounty Hunter

Perceptive: You may make a Perception check instead of an Initiative check. Initiative is considered to be a trained skill for you. Any ability that would give you bonuses, or allow you to re-roll or take 10 on initiative checks gives you the same advantages on Perception checks for this purpose.

Prerequisites: Perception as a trained skill

Empathy: You may make Perception check instead of Gather Information checks. Gather Information is considered to be a trained skill for you. In addition, any

ability that provides bonuses or allows for re-rolls or taking 10 on Gathering Information checks also gives these advantages on Perception checks for this purpose.

Prerequisites: Perception as a trained skill

Intuition: Once per day, you may have the Game Master make a Perception check for you as a Full Round Action that doesn't provoke attacks of opportunity. You should specify a person, place or object associated with your current investigation or adventure. Based on the result of this check, your storyteller will give you a certain amount of information about the subject of your hunch.

Roll Total:

14 or lower- Vaguely misleading information. Ex: Right person, but wrong crime.

15- Vague information, but accurate. Ex: This person can be found in this part of town.

25- More specific information, nothing solid. Ex: This person is a member of a local crime syndicate, and they hang out on the south side of town.

35- Specific information: Ex: An individual's exact whereabouts. Who is importing weapons.

45+ Extremely Specific- Ex: A complete profile of the person, from how they dress to what they eat, where they live and who they hang out with.

Prerequisites: Perceptive or Empathy

Investigative Procedure: You can take 10 on Gather Information and Perception rolls, even when you are under attack or in otherwise highly stressful situations.

Prerequisites: Perceptive or Empathy

JEDI ACE TALENT TREE

You have learned to let the Force guide you in ship to ship combat.

Available to: Ace Pilot, Jedi Knight

Meld Senses, Squadron: As Meld Senses, only using Starship Combat scales instead of Melee Combat scales.

Prerequisites: Force Pilot, Meld Senses

Trust the Force: You may spend a Force Point to re-roll an attack roll you just made with ship mounted weapons. You must take the result of the re-roll, even if it's lower.

Prerequisites: Force Pilot

Force Projectile: You may spend a Force Point to ignore your target's SR on one attack with a missile weapon.

Prerequisites: Force Pilot

JEDI SCHOLAR TALENT TREE

Learned much of the nature of the Force, you have.

Available to: All

Force Scholar: Whenever you take the Force Training feat, you may select one additional Force Power, as though your Wisdom score were two points higher. This bonus is retroactive, so you may select another power to add to your Force Suite for each time you have taken the Force Training Feat. In addition, when making Knowledge: Galactic Lore checks to recall knowledge about ancient Jedi, Sith



or members of other Force traditions, you may re-roll the check if you are not satisfied. You must use the result of the re-roll, even if it is lower.

Prerequisites: Force Sensitive, Knowledge: Galactic Lore as a trained skill

Sense Force Location: When you come within (10 X Your Heroic Level) kilometers of a location with a strong presence in the Force, you get a vague impression of it's direction and distance from you, as well as whether it is Light or Dark side. You may receive a short vision or other knowledge of the site, at your GM's discretion.

Prerequisites: Force Scholar

Traditional Weapons Training: You gain Proficiency with a single weapon that has a history in a particular Force Tradition (Sith Sword, Lanvarok, Dual Phase Lightsaber, Wan-Shen, etc). In addition, your tireless study grants you the feat Weapon Focus with this weapon, and once you can forge your own Lightsaber (at level 7) you learn the secrets of it's creation. Crafting a Force Tradition specific weapon is mechanically identical to crafting a lightsaber.

Sith Secrets: You learn one Sith Secret and gain the ability to learn others.

Prerequisites: Force Scholar, Heroic Level 13

Potentium Heretic: Using a Force Power with the Dark Side descriptor does not cause you to gain a Dark Side Point. In addition, when spending Force Points to atone for Dark Side transgressions, every Force Point you spend eliminates 2 Dark Side Points.

Force Thesis: When taking this talent, select a specific Force Power. When using this power, you gain one free Force Point, which must be used to augment that use of the power, either through features of the power itself or Force Techniques and Force Secrets. This ability does not let you exceed the limit of using only one Force Point per turn. In addition, you gain one extra use of this Force Power per encounter.

Prerequisites: Force Scholar, Skill Focus: Use the Force, Force Training

JETPACK ACE TALENT TREE

You've learned to make maximum use of your Jetpack in combat.

Available to: Soldier, Elite Trooper, Bounty Hunter

Elevated Attack: On any turn you use a Swift action to activate your Jetpack, you gain a +5 bonus to your attack rolls with ranged weapons.

Prerequisites: Pilot as a trained skill

Sudden Launch: As a reaction, you may expend one activation of your Jetpack to make a Pilot check, opposed by your opponent's attack roll, to negate an incoming attack. This ability can be used once a turn and only effect ranged attacks.

Prerequisites: Pilot as a trained skill, Evasion

Aerial Charge: Whenever you use a Swift action to activate your Jetpack, until the end of your turn you



gain a +2 bonus to your attack rolls at the end of a charge.

Prerequisites: Pilot as a trained skill

Backburn: Whenever you use a Swift action to activate your Jetpack, you may expend an extra charge. If you do, you may make an area attack against each square adjacent to you when you take off, using your Pilot skill instead of an attack roll. This is resolved as an area attack, dealing 3d6 fire damage if successful.

Prerequisites: Pilot as a trained skill

Dive Attack: With a pair of Jetpack activations (requiring two Swift actions and expending two charges from the Jetpack) you propel yourself upward and then add velocity to your descent. Any melee attack rolls you make before your next turn gain a +5 bonus, and you roll an extra die to determine melee damage.

Prerequisites: Pilot as a trained skill, Aerial Charge

MARTIAL ARTS TALENT TREE

You have studied the more esoteric techniques of hand to hand combat the galaxy has to offer.

Available to: Martial Artist

Axe Kick: Whenever you successfully grapple someone and trip them via the Trip feat, you may make an immediate attack with an unarmed strike against that opponent.

Prerequisites: Echani Training

Dragonfly Kick: After making a successful attack with an unarmed strike at the end of a charge, you may



make an immediate attack with an unarmed strike against an adjacent opponent. This additional attack does not receive any bonuses to attack or damage rolls associated with the charge or any other variables that may have effected the initial attack.

Prerequisites: Echani Training

Concussive Throw: Whenever you successfully grapple a foe using the Trip or Throw feats, that foe moves one level down the Condition Track.

Prerequisites: Echani Training

Steel Hands: Your unarmed attacks are treated as two-handed weapons for the purposes of doubling damage bonuses from your Str score and the Power Attack feat.

Prerequisites: Teras Kasi Training

Crushing Blow: Whenever one of your unarmed attacks deals enough damage to a foe to move them down the Condition Track, that foe moves one additional step.

Prerequisites: Teras Kasi Training

Rancor Claw: Whenever you would move an opponent down the Condition Track due to damage from one of your unarmed strikes, you may instead knock that foe prone, and your attack moves them one less step down the condition track.

Prerequisites: Teras Kasi Training

Silencing Strike: Whenever one of your unarmed strikes deals enough damage to a foe to move them down the condition track, that foe loses the ability to speak or vocalize until the end of the encounter.

Prerequisites: K'thri Training

Flurry: The penalty to attack rolls associated with the Rapid Strike feat is reduced by two (to a minimum of 0) when you use it in conjunction with an unarmed strike.

Prerequisites: Rapid Strike

MASTERCRAFT TALENT TREE

You have mastered the creation of a specific type of item, increasing the performance values of those you craft.

Available to: Expert

Mastercraft: Chose on of the following types of items: Personal Ranged Weapons, Personal Melee Weapons, Armor, Planetary Vehicles, Computers/Electronic Devices or Medical Equipment. When constructing items of the chosen type, you may choose to make a Mastercraft Item. Mastercraft Items provide a +1 Craftsmanship bonus to any rolls or scores that they effect or are used in. For example, a Mastercraft Medkit provides a bonus to Treat Injury checks when it is utilized, a Mastercraft Vibrosword provides it's wielder with a bonus to his attack and damage rolls, and Mastercraft Armor has an increased bonus to Reflex Defense and Damage Reduction.

In addition, each Mastercraft item gains a "Customization Slot" that may be used to further improve upon the item.

Prerequisites: Mechanics as a trained skill.

Special: This Talent may be selected multiple times. Each new selection may be applied to a different type of item, or reapplied to the same item type. Multiple Mastercraft talents associated with the same type of item stack, allowing for greater Craftsmanship bonuses

(+2 for twice, +3 for the third time, etc.) and creating items with an extra customization slot for each time selected.

Advanced Skill Focus: Choose any one skill except Use the Force. Checks you make with that skill gain a +5 bonus. This bonus stacks with that from the Skill Focus feat.

Prerequisites: Skill Focus in the chosen skill

Special: You may select this talent multiple times, applying each selection to a different skill.

Skill Mastery: Choose any one skill except Use the Force. When making checks with that skill you may take 10, even when you are in danger or otherwise distracted.

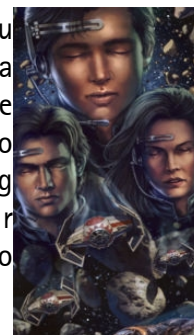
Prerequisites: Skill Focus in the chosen skill

Special: You may select this talent multiple times, applying each selection to a different skill.

SENSE TALENT TREE

Available to: All (Force Sensitive only)

Meld Senses: As a Standard action, you may spend a Force Point to initiate a Force Meld. For the duration of the Force Meld, you gain a bonus equal to one-half the number of people taking part in the Meld (rounded down) to your attack rolls, Reflex Defense and to Initiative or Perception checks.



Any Force Sensitive Ally within 5 squares of you may spend a Force Point as a free action to join the Force Meld. They immediately count towards the number of

participants when determining the bonuses you receive an the number of Swift actions required to maintain the Force Meld. If this ally then moves further than 5 squares from you, they are removed from the Meld.

Maintaining a Force Meld requires one Swift action for each two participants. These actions may be taken by any member of the meld, and each member may take up to three of them a turn. At the start of your turn, if the requisite number of Swift actions have not been dedicated to the Force Meld since the start of your last turn, the Meld ends.

SITH WARRIOR TALENT TREE

You have studied the ways and weapons of the ancient Sith.

Available to: Jedi, Sith Apprentice, Sith Lord, Warrior Adept

Block: As per the talent of the same name on page 41 of the SECR, with the exception that you may utilize it with a Sith Sword instead of a Lightsaber.

Deflect: As per the talent of the same name on page 41 of the SECR, with the exception that you may utilize it with a Sith Sword instead of a Lightsaber. Sith Swords cannot be used with the Redirect Shot talent.

Sith Weapon Specialization: Choose either Sith Sword or Lanvarok. When you successfully attack a foe with



the chosen weapon, you deal an extra 2 points of damage. This ability counts as Weapon Specialization for the purpose of meeting prerequisites.

Prerequisites: Weapon Focus in the chosen weapon

Sith Sword Defense: As a swift action, you may give yourself a +1 Dark Side Bonus to Fortitude and Will Defense against force powers. This bonus lasts until the beginning of your next turn. You may select this ability up to 3 times. It's effects stack (+2 if you select it twice, etc...).

Prerequisites: Weapon Focus: Sith Sword

Dark Force Blade: When you successfully attack a foe with your Sith Sword, you may spend a Force Point to deal extra damage to that foe equal to the total number of Dark Side Points you have.

Prerequisites: Weapon Focus: Sith Sword, Weapon Specialization: Sith Sword, Force Sensitivity

Dehabilitating Strike: Whenever the damage you deal with an attack from your Sith Sword exceeds your opponent's damage threshold, that opponent moves an additional -1 down the condition track.

Prerequisites: Weapon Focus: Sith Sword, Weapon Specialization: Sith Sword

Sith Tattoo: As part of a long ritual, usually performed by the Sith Master who trained you, you are visibly marked as a member of the Sith with geometric patterns of interweaving black and red tattoos all over your body. As a result, your appearance is disturbing to others, and you may reroll Persuasion checks made to intimidate opponents. In addition, you gain a +1 bonus to all your defenses against Force Powers

Prerequisites: Force Sensitivity, member of Sith Tradition.

Poison Blade: Using this ability requires two Swift actions, though they may be in consecutive turns. Once you take the second Swift action, your Sith Sword is considered to be coated in the poison you prepared and placed in it previously. This effect lasts for a number of rounds equal to one half your Heroic Level, after which time the poison loses its potency. Your Sith Sword may only hold one use of poison at a time, though you may have multiple swords each holding its own dose of poison.

Prerequisites: Weapon Focus: Sith Sword, Sith Alchemy

Flurry of Disks: Using this ability is a Standard Action. Choose two opponents that are within Short range of you. Discharge your Lanvarok and make a Use the Force check, opposed by each opponent's Reflex Defense. Each opponent whose Reflex Defense you beat takes damage as though you had just successfully attacked them with your Lanvarok.

Prerequisites: Weapon Focus: Lanvarok, Move Object

Sudden Barrage: As a Standard action, you may make a Use the Force check, opposed by your foe's Initiative check. If you lose, you discharge your Lanvarok to no effect. If you win, that foe takes damage as appropriate for your Lanvarok and moves 2 steps down the Condition Track.

Prerequisites: Weapon Focus: Sith Lanvarok, Weapon Specialization: Sith Lanvarok

SNIPER TALENT TREE

Through a combination of natural ability and rigorous

training, you have mastered the art of killing with a single shot from hiding.

Available to: Soldier, Gunslinger, Elite Trooper

Clean Shot: Whenever you use the Aim action before making an attack with a Rifle, you deal an extra die of damage on that attack.

Prerequisites: Deadeye, any 1 Sniper talent.

Deadly Shot: Whenever you use the Aim action before making an attack with a Rifle, your next attack is considered a Critical Strike if you roll a natural 19 or 20 on the attack roll.

Prerequisites: Careful Aim, Greater Careful Aim, Weapon Focus: Rifle

Greater Careful Aim:

Whenever you use the Aim action before making an attack with a Rifle, you gain an extra +1 bonus on that attack roll.

Prerequisites: Careful Aim, Weapon Focus: Rifle

Opportunist: Whenever you ready a Standard action to make an attack with your Rifle, you are considered to have used the Aim action in conjunction with that attack, even if you have already used all your other actions for the turn.

Prerequisites: Careful Shot, Adjust Aim

Hidden Assailant: Whenever you use the Snipe aspect



of the Stealth skill, the penalty to your Stealth check following your attack is reduced by 5.

Prerequisites: Stealth as a trained skill

Special: You may take this talent twice. The second time reduces the penalty by an additional 5 points, eliminating it.

SUPPLICANT TALENT TREE

You have attached yourself to a powerful Master, and act according to their will.



Available to: Noble, Soldier, Scoundrel, Jedi, Sith Apprentice, Force Adept, Force Disciple

Will of the Master: When actively carrying out orders from your Master, you gain a +5 Force bonus to your Will Defense to avoid being

distracted or otherwise prevented from completing your task. In addition, once per day you may re-roll any one skill check that you have made that directly impacts your Master's goals. You must choose to use this ability after you roll the die, but before you know the outcome of the check and you must accept the result of the re-roll even if it is lower.

Prerequisites: Force Sensitivity

Foes of the Master: Choose a group of beings that your Master despises and wishes to destroy. This group should be fairly specific, but should not be a list of specific individuals. For example, Jedi Masters is ok, Masters Yoda and Windu is not. Or, Imperial officers is

good, but Imperial soldiers is too general, as is choosing either Darksiders or Lightsiders. As a final example, galactic crime syndicates is unacceptable, but a specific organization is fine. In the end, your Game Master should decide what is or isn't too broad a category, and who qualifies on an individual basis.

Against this chosen group of foes, you gain a +2 bonus on Attack and Damage rolls, and you can choose to re-roll any Deception, Stealth, Gather Information and Persuasion checks you make against them. You must take the result of the re-roll, even if it is lower.

Prerequisites: Will of the Master, Any one talent from either of the Dark Side or Dark Side Devotee trees

Special: This talent may be selected multiple times. When it is selected for the second time, you can either decide to add another group to your list of hated foes, or you can choose the same foe again. If you choose the same foe, the bonuses stack.

Hand of the Master: You may spend a Force point as a Swift action to count the next d20 roll you make this turn as a natural 20. If you use this for an attack roll, the attack is an automatic critical hit. You may use this ability a maximum of once per day.

Prerequisites: Will of the Master

Force Link: Once per day you may spend one Force Point from your master's pool. The use of this Force Point must follow all the normal rules for using Force Points. In addition, you gain a +5 bonus on Use the Force checks involving contacting your master telepathically or using the Force to heal them.

Prerequisites: Will of the Master

Spurned Servant: You lose access to all talents you possess from the Suppliant tree, except this one. You may select a number of other talents that you qualify for equal to the number of Suppliant talents you lost. These talents may be selected from the talents available to the classes you have levels in. All choices are subject to GM approval.

In addition, you may re-roll Knowledge, Perception, Deception and Initiative checks involving your former Master and his current servants, keeping the higher result.

Alternatively, if you gained this talent as a result of your master's death, the bonuses from this talent apply against the enemies you feel are responsible for his or her demise.

Prerequisites: Will of the Master, any one other Suppliant talent

WEAPON MASTER TALENT TREE

Adaptable Mastery: By familiarizing yourself with a new weapon, you may benefit from your previous training with another weapon. To use this ability, you must spend at least an hour training with the new weapon. At the end of this period, you may choose any number of feats and talents you have that directly apply to the use of one weapon you are proficient with. Those feats and talents now apply to the use of the weapon you trained with (and all weapons that share a proficiency group with that weapon) and no longer apply to the old weapon. This effect lasts until you spend an hour to train with another weapon. Alternatively, you may decide to have your feats and

talents return to their original configuration (before the original application of this talent) when you wake up on a given morning, no matter how they were applied previously.

Prerequisite: Tools of the Trade

WEAPON SPECIALIST TALENT TREE

Tools of the Trade: Once per day as a Swift action, you may choose to transform your talent for wielding one weapon into skill with another. You may apply any feats or talents you have regarding one specific weapon (such as Weapon Focus, Double Attack, Multi-Attack Proficiency, etc) to another weapon of the same general type (Ranged or Melee) until the end of the current encounter. You must be proficient with the chosen weapon for this ability to work. For example, a character with Devastating Attack (Rifles), Double Attack (Rifles) and Weapon Specialization (Rifles) could transfer those feats to a Pistol or E-Web Blaster (making them Devastating Attack (Pistols) or Double Attack (Heavy Weapons) until the end of the encounter, assuming she was proficient in the use of those weapons.

Special: This talent may be taken more than once. Each time it is taken, you may use this ability one additional time each day.

FORCE TRADITION TALENT TREES

Talents presented in this section are considered to be in Chapter 6 of the Saga Edition core Rules.

BARAN-DO SAGES TALENT TREE

The Baran-Do Sages specialize in using the Force to predict future events. Almost exclusively Kel-Dor, they occasionally allow members of other species into the order.

Members of the Baran-Do Sages Tradition with levels in the Jedi class may select the talents they gain from their Jedi levels from the Awareness tree. In exchange, they lose access to the Jedi Guardian tree.



Danger Sense: You may re-roll Initiative checks to determine action order in combat. You may keep the higher re-roll.

Prerequisites: Force Perception

Currents of the Force: By expending two Swift actions, you may add a bonus equal to your the current number of Force Points you possess to one skill check or attack roll. This roll must be made before the end of your turn.

Prerequisites: Force Perception, Danger Sense

Improved Danger Sense: You may apply your Wisdom bonus to your Reflex Defense in place of your Dexterity bonus. This ability functions even if you would be denied your Dexterity bonus to Reflex Defense.

Prerequisites: Force Perception, Danger Sense

DATHOMIRI TALENT TREE

Members of the Dathomiri Tradition with levels in the Jedi class may select the talents they gain from their Jedi levels from the Influence tree. A member of the

Dathomiri Tradition with Jedi Knight levels adds the Force Item Talent Tree to his list of available trees for the Jedi Knight class. In exchange, they lose access to the Guardian and Lightsaber Forms trees.

Improved Flight: Your the effect of your Flight talent lasts until the end of the encounter, or for one minute each activation, whichever happens first. In addition, you may now ascend at your base speed, rather than one half your base speed.

Prerequisite: Force Flight

Force Ride: You may make Use the Force checks instead of a Ride checks. You are considered trained in the Ride skill. Any effect that would give you bonuses or allow re-rolls on Ride checks also allows you to make those re-rolls on Use the Force checks for this purpose. In addition, you gain a +2 bonus on any Ride checks made in this manner when you are mounted on a beast you have Charmed or Dominated.

Prerequisites: Charm Beast

Force Storm: As a Full Round action, you may spend a Force Point and make a Use the Force check to cause nature to strike out at those in your vicinity. This storm has a ground radius equal to 20 meters times your Character Level (so a 5th level character could produce a storm with a radius of 50 meters) and reaches up into the highest levels of the atmosphere. Within that radius all characters receive a penalty to attacks and skill and ability checks due to the intensity of the storm. This penalty is determined by the result of your



Use the Force check.

15: -1 to all attacks and checks

25: -2 to all attacks and checks

35: -5 to all attacks and checks

The storm itself takes 2 rounds to build, starting with the turn you initiate it, taking effect on the start of your second turn of maintenance (3rd turn total). During these two turns, there is no mechanical effect. Maintaining this power is a Full Round action, and while you maintain it you are considered helpless.

FALLANASSI TALENT TREE

Members of the Fallanassi tradition focus on illusion and misdirection. Able to weave images through the Force, they prefer trickery and subterfuge to direct conflict.

Members of the Fallanassi Tradition with levels in the Jedi class may select the talents they gain from their Jedi levels from the Fortune tree. In exchange, they lose access to the Duelist tree. Additionally, they do not gain Weapon Proficiency (Lightsaber) as a feat at first level, but instead they receive Skill Training: Deception.

Illusory Foe: As a Standard action, you may choose one opponent make a Use the Force check. If your check equals or exceeds your target's Will Defense, that character is considered Flanked for the remainder of this encounter.

Prerequisite: Force Illusion

Force Stealth: You may make a Use the Force check instead of a Stealth check to avoid detection by your enemies. You are considered trained in the Stealth skill.

Any effect that would give you bonuses or allow re-rolls on Stealth checks also allows you to make those re-rolls on Use the Force checks for this purpose.

Extend Illusion: When using the *Force Illusion* power, you may spend a Force Point to extend the range of the illusion. If you do, the range of your illusion is now 100 squares. If you are using the Starship Scale, as in space combat, it is 10 squares. Maintaining an extended illusion is a Full Round action.

FORCE WARRIOR TALENT TREE

The Force Warrior tradition is one of the most ancient and enduring Force Traditions. It owes this to the fact that single practitioners often take it up and learn its secrets without being taught by another. Often they learn by trial and error, eventually coming to understand the secrets they use.

Members of the Force Warrior Tradition with levels in the Jedi class may select the talents they gain from their Jedi levels from the Brawler and Weapon Specialization trees. In addition, they receive Martial Arts 1 as a bonus feat at first level. A member of the Force Warrior Tradition with Jedi Knight levels adds the Weapon Mastery Talent Tree to his list of available trees for the Jedi Knight class. In exchange, they lose access to the Duelist, Lightsaber Forms and Jedi Consular trees and do not gain Lightsaber Proficiency at first level.



Superior Unarmed Strike: The damage of your

unarmed strikes increases by one die size. For example, 1d6 becomes 1d8, 1d8 becomes 1d10, 1d10 becomes 1d12, etc.

Prerequisites: Martial Arts I, Weapon Focus: Unarmed Strike, Weapon Specialization: Unarmed Strike

Force Acrobatics: You may make Use the Force checks instead of Acrobatics checks. You are considered to have Acrobatics as a trained skill. In addition, any ability that would allow you to take 10 or make a re-roll on an Acrobatics check will allow you to do the same on a Use the Force check made in this manner.

Prerequisites: Use the Force as a trained skill

Force Speed: You add 2 squares on to your base movement rate.

Prerequisites: Force Acrobatics

Special: This Talent can be taken more than once. It's effects stack.

Block: As per the talent of the same name on page 41 of the SECR, with the exception that you must have a free hand to utilize this talent, and it does not require a Lightsaber.

JAL SHEY TALENT TREE

The Jal Shey tradition is an order of intellectual Force Users, who alternate between the roles of peace keeper and military advisor.

Members of the Jal Shey Tradition with levels in the Jedi class may select the talents they gain from their Jedi levels from the Leadership and Inspiration trees. A member of the Jal Shey Tradition with Jedi Knight levels adds the Military Tactics Talent Tree to his list of

available trees for the Jedi Knight class. In exchange, they lose access to the Duelist, Lightsaber Forms and Jedi Guardian trees. In addition, members of the Jal Shey Tradition add Armor Proficiency: Light to their list of Jedi Bonus Feats.

Force Intellectualism: You may use your Intelligence bonus instead of your Wisdom bonus to determine the number of Force Powers you gain each time you take the Force Training feat. When you select this talent, recalculate the number of Force Powers you should have access to, using your Intelligence instead of your Wisdom score. You must select all new powers from amongst those you had access too (i.e. Those that were in your Power Suite) before you took this talent.

Prerequisite: Wisdom 13+

Force Guidance: When taking the Aid Another action, instead of making an attack roll or a skill check with the appropriate skill, you may make a Use the Force check against DC 10. If you are successful, your ally gains all the bonuses associated with Aid Another

Attune Armor: As the Jensaasrai talent on page 107 of the Saga core rules.

Improved Force Guidance: When using the Force Guidance talent to substitute a Use the Force check for another type of check or attack roll, you gain additional benefits for higher rolls. A Use the Force check of 20 or more grants your target ally a +4 bonus or gives your target enemy a -4 penalty. A check of 30 or more increases this bonus or penalty to +6/-6 respectively.

Prerequisites: Force Guidance

MATUKAI TALENT TREE

The Matukai are a group of Force Users that specialize in using their bodies as a conduit for the Force. Practiced martial artists, their numbers stay low due to an edict that they not recruit openly.

Members of the Matukai Tradition with levels in the Jedi class may select the talents they gain from their Jedi levels from the Brawler and Weapon Specialization trees. A member of the Matukai Tradition with Jedi Knight levels adds the Weapon Mastery Talent Tree to his list of available trees for the Jedi Knight class. In exchange, they lose access to the Duelist, Lightsaber Forms and Jedi Consular trees. In addition, members of the Matukai Tradition add Exotic Weapon Proficiency: Wan-Shen to their list of Jedi Bonus Feats.

Body Adjustment: You gain a +4 Force bonus to Fortitude Defense.

Searing Body: As a Standard action, you may cause your internal temperature to rise to the point where it damages those you touch. Your body heats up to the point that it deals damage equal to your Constitution modifier to any enemy that hits you with an unarmed strike or natural weapon. Your unarmed strikes or natural attacks deal additional heat damage equal to your Constitution modifier as well. This effect lasts for a number of rounds equal to one half your heroic level.

Weapon Kata: When you make a successful melee attack with your wan-shen, you may, as a Swift action, make an immediate attack against an adjacent foe with an unarmed strike.

Prerequisites: Weapon Proficiency: Wan-Shen, Weapon

Focus: Wan-Shen, Martial Arts I

Soft to Solid: Whenever you use the Second Wind action, you gain a number of Temporary Hit Points equal to twice your Heroic Level. These hit points disappear at the end of the encounter.

Prerequisites: Equilibrium

Damage Reduction: You gain DR 3/-. This stacks with all other forms of Damage Reduction.

Prerequisites: Equilibrium, Soft to Solid

ZEISON SHA TALENT TREE

As a Force organization, the Zeison Sha specialize in telekinetic abilities, able to perform great feats of skill with minimal effort, ranging from levitating objects to knocking over enemies or even crushing them with the power of the Force.

Members of the Zeison Sha Tradition with levels in the Jedi class may select the talents they gain from their Jedi levels from the Camouflage and Weapon Specialization trees. A member of the Zeison Sha Tradition with Jedi Knight levels adds the Weapon Mastery Talent Tree to his list of available trees for the Jedi Knight class. In exchange, they lose access to the Duelist, Lightsaber Forms and Jedi Consular trees. In addition, members of the Zeison Sha tradition add Exotic Weapon Proficiency: discblade to their list of Jedi Bonus Feats.

Recover discblade: After you attack an opponent with a thrown discblade, whether you are successful or not, you may, as a Swift action, return your discblade to your hand.

Prerequisites: Move Object, Use the Force as a trained skill, Exotic Weapon Proficiency: discblade

Telekinetic Interception: As Deflect on page 41 of the SECR, except that it doesn't require you to be holding an activated Lightsaber.

Prerequisites: Move Object, Use the Force as a trained skill, Any 1 other Zeison Sha talent.

discblade Richochet: As a Full Round Action, you may make a Use the Force check opposed by the Reflex Defenses of each of two targets within "Short Range" for a thrown discblade. Each Opponent whose Reflex Defense you beat takes damage as though you had just attacked them with your discblade. At the end of your turn your discblade returns to your hand.
Prerequisites: Recover discblade, Weapon Focus: discblade

Telekinetic Channeling: While holding your discblade, you may add any attack bonuses you have for it via feats or talents to your Use the Force rolls to use Force Disarm, Force Grip, Force Slam, Force Thrust or Move Object. If the force power deals damage, you may add any damage bonuses you have for your discblade from feats or talents to the damage dealt by the power.
Prerequisites: Exotic Weapon Proficiency: discblade, Imbue Weapon, 1 other Zeison Sha Talent

RACIAL TALENT TREES

BOTHAN TALENT TREE

Espionage Training: The Stealth and Deception skills are considered class skills for you. Additionally,

whenever you use Stealth to conceal a weapon or item on your person, you may choose to re-roll that check. You must keep the result of the re-roll even if it is lower.

Spynet Connections: Once per session, when using the Learn Secret Information aspect of the Gather Information skill, you may call in a favor from one of your contacts at Spynet. Doing so takes the normal amount of time, but doesn't come with a cost associated with it, and the check is made with a +5 bonus.

Prerequisites: Gather Information as a trained skill.

CEREAN TALENT TREE

Bifurcate Brain: The structure of your brain gives you a +2 bonus to Will Defense, and an additional +2 to Will Defense against Force Powers, as it is much harder to affect 2 minds than just one.

Dark Side Buffer: Using one side of your brain as a repository for all your negative emotions, you add a number equal to your Heroic level to the number of Dark Side Points that you must acquire to be lost to the Dark Side.

Prerequisites: Bifurcate Brain

DUROS TALENT TREE

Talented Spacer: Whenever you use the Astrogate aspect of the Use Computer skill or the Jury-Rig, Recharge Shields or Regulate Power aspects of the Mechanics skill, you may choose to re-roll your skill check. You must keep the results of the re-roll, even if it is lower.

Prerequisites: Trained in Computer Use and Mechanics

Adept Pilot: When piloting a starship, you may use any action that normally takes a Standard action by spending two Swift actions instead.
Prerequisites: Pilot as a trained skill

CATHAR TALENT TREE

Quick Reflexes: You may re-roll initiative checks to act first in combat. You may keep the higher roll.

Pack Mentality: Whenever you use a Talent or ability that grants competence, moral, insight or Force bonuses to allies, the granted bonus increases by +1.

DEVRONIAN TALENT TREE

Silver Tongue: You may reroll any Deception check made in an attempt to deceive a target or targets, or to talk your way out of trouble. You must take the result of the reroll, even if it is lower.

Size Up: You may use your Natural Curiosity racial ability as a Swift action rather than a Standard action.

EWOK TALENT TREE

Wiley Grappler: You are treated as being Medium Size for the purpose of grapple checks.

Trained Combatant: You gain proficiency with Pistols and Rifles
Prerequisites: 1 Level of Soldier

GAMORREAN TALENT TREE

Thick Skin, Thick Head: You gain a +2 bonus to both your Will and Fortitude Defenses.

Prerequisites: Heroic Level 3

Trained Combatant: You gain proficiency with Pistols and Rifles
Prerequisites: 1 Level of Soldier

HUMAN TALENT TREE

Destined For Greatness: You gain 2 Destiny Points.

Broad Training: You may add any one skill, even a skill that is not on your list of class skills, to your list of trained skills, except Use the Force.
Special: This talent may only be taken at First Level.

GUNGAN TALENT TREE

Dumb Luck: Once per day, you may make a foe re-roll an attack roll for an attack he or she made targeting you. They must keep the result of this re-roll. You must use this ability after the attack is rolled, but before you have seen the outcome.

Aquatic: Your base swim speed increases by 4 squares.

ITHORIAN TALENT TREE

Greater Bellow: When you use your racial Bellow ability, you do an extra die of damage to each character whose Fortitude Defense you beat with your attack roll. In addition, each step you move yourself down the Condition Track in order to add damage to your Bellow yields an extra die of damage.
Prerequisites: Heroic Level 3

Beast Warden: You may use the Force to communicate telepathically with any beast. This requires a DC 20 Use

the Force check, with unwilling targets using adding their Will Defense to the DC for the attempt. In addition, whenever you make contact with a creature in this fashion, their opinion of you shifts to be one degree friendlier.

Prerequisites: Force Sensitive

KEL DOR TALENT TREE

Adaptive Breather: While wearing your breathing mask, you are immune to airborne poisons or toxins and can survive without air for a number of minutes equal to your constitution score.

Clarity: When using the Sense Surroundings aspect of the Use the Force skill, you can ignore the penalties to your attack rolls from cover and concealment for a number of turns equal to your Wisdom modifier.

Prerequisites: Force Sensitive

MIRALUKA TALENT TREE

Combat Perception: You may use your Charisma score in place of your Strength or Dexterity scores to qualify for feats. If you would not have otherwise qualified for a feat, such as through an insufficient Strength score, you may only use that feat with your Lightsaber.

Prerequisites: Weapon Focus: Lightsaber, Weapon Specialization: Lightsaber, Skill Focus: Use the Force

Extend Senses: Your senses extend around you, and you can react to danger from any side. You cannot be flanked

MON CALAMARI TALENT TREE

Aquatic: Your base swim speed increases by 4 squares.

Captain's Intuition: When piloting a Starship, you may choose to re-roll Initiative checks. You must keep the re-roll, even if it is lower.

Prerequisites: Pilot as a trained skill

NOGHRI TALENT TREE

Stava: When you use the Charge action in combat and attack with an unarmed strike, you may make an additional attack with an unarmed strike as a swift action this turn. Each attack you make this turn receives a -5 penalty.

Prerequisites: Martial Arts, Double Attack: Unarmed Strike

Stava Adept: When you successfully attack with an unarmed strike at the end of a charge, you may add twice your Str bonus to the damage of the attack, instead of the normal 1xStr damage.

Prerequisites: Martial Arts 2, Stava

PAU'AUN TALENT TREE

Aura of Authority: When using any talent or ability (including Aid Another) that grants a Morale, Insight or Force bonus to allies (including yourself) you grant an additional +1 bonus. This is in addition to that granted by your Authority racial ability.

Official Bearing: When using the Persuasion or Deception skills to take command of a situation or organization or to pass yourself off as a member of an organization's management, you may reroll your checks. You must take the result of the reroll, even if it is lower.

QUARREN TALENT TREE

Aquatic: You gain a Swim speed of 8 squares.

Hard Headed: You gain a +2 bonus to your Will Defense, and an additional +2 bonus to resist Intimidation attempts.

RODIAN TALENT TREE

Sharp Eyed: Whenever you make an opposed Perception roll to detect someone who is using the Stealth skill, you gain a +5 bonus.
Prerequisites: Perception as a trained skill

Hunter: Stealth and Survival are considered class skills for you. In addition, when you make a Survival check to track a creature, you may choose to re-roll that check. You must keep the result of the re-roll.

SULLUSTAN TALENT TREE

Sharp Eyed: Whenever you make an opposed Perception roll to detect someone who is using the Stealth skill, you gain a +5 bonus.
Prerequisites: Perception as a trained skill

Heat Resistance: Your Fortitude Defense is considered to be 4 points higher when it is being used to resist extreme heat or cold.

TOGRUTA TALENT TREE

Pack Mentality: Whenever you use a Talent or ability that grants competence, moral, insight or Force bonuses to allies, the granted bonus increases by +1.

Improved Spacial Perception: The range of your Spacial Perception ability extends to 5 squares.

TRANDOSHAN TALENT TREE

Thick Scales: Your natural armor bonus to Reflex Defense increases to +3
Prerequisites: Heroic level 5

Regeneration: When using the Second Wind action, you regain an extra number of hit points equal to your Heroic Level.

TWI'LEK TALENT TREE

Twi'lek Allure: When using the Change Attitude aspect of the Persuasion skill, you may re-roll your check. You must take the result of the re-roll, even if it is lower. In addition, if you are successful your target moves an extra step towards Helpful.
Prerequisites: Heroic level 3, Persuasion as a trained skill

Dancer's Grace: When using the Acrobatics skill, you may re-roll your check. You must keep the result of this re-roll.

WHIPID TALENT TREE

Large and In Charge: When wielding a Large melee weapon, you may choose to extend your range of attack. You now threaten characters up to two squares away, rather than just one. Activating this ability is a Swift action, and it lasts until the start of your next turn.

Whipid Toughness: At each level, you gain 1 extra hit point, as though your Constitution score were 2 points

higher.

WOOKIEE TALENT TREE

Forest Shaman: When making a Use the Force check in natural surroundings, you may re-roll the check if you do not like the result. You must keep the re-roll, even if it is lower.

Prerequisites: Force Sensitivity, any 1 Force talent

Shadowlands Survivor: You gain a permanent +2 to your Will Defense. Against Fear effects or Darkside Force Powers, you gain an additional +2 to your Will Defense.

Prerequisites: Must have spent time in the Shadowlands

Wrruushi: When making an unarmed attack, you may expend a Swift action to add a bonus to your damage equal to your Str modifier (this is in addition to the bonus damage you usually receive from Str).

Prerequisites: Martial Arts, Power Attack

ZABRAK TALENT TREE

Hard to Kill: Your species bonus to all your defenses increases to +2.

Prerequisites: Heroic level 3

Sharp Eyed: Whenever you make an opposed Perception roll to detect someone who is using the Stealth skill, you gain a +5 bonus.

Prerequisites: Perception as a trained skill

SPECIES



CATHAR

Ability Modifiers: +2 Dex, -2 Int.

Cathar are more nimble than other races, but tend to rely more on instinct than intellect.

Speed: Cathar have a base lands speed of 8 squares.

Claws: You have a claw attack that does 1d6+Str Modifier damage. These claws fall into the weapon group "Natural Weapons" and Cathar with Heroic Levels are automatically proficient with them.

MIRALUKA



Ability Modifiers: -2 Dex, +2 Cha.

Miraluka are somewhat less graceful than other races, due to their lack of eyesight, but they possess an innate connection to the Force and a strong sense of self.

Force Sensitive: Miraluka gain Force Sensitivity as a bonus feat at first level.

Force Perception: The Miraluka see through the Force. As such, they use their Use the Force skill in place of their Perception skill. This functions exactly as the Sense Talent Force Perception, and is counted as such to meet prerequisites for talents and feats, but does not count as a Talent Known to meet prerequisites for entering Prestige Classes such as for the Force Adept Prestige Class.

NOGHRI

Ability Modifiers: +2 Dex, +2 Wis, -2 Chr, -2 Str

The Noghri are extremely quick and even tempered, but they tend to be extremely reserved and soft-spoken.



Small Size: Noghri gain a +1 Size Bonus to their Reflex Defense and a +5 Size

Modifier to their Stealth Checks. However, their lifting capacity is three-quarters that of Medium Sized Characters.

Scent: Noghri have a keen sense of smell. At close range (within 10 squares), Noghri ignore concealment and cover for the purposes of Perception checks, and they take no penalty from poor visibility when tracking with the Survival Skill.

TOGRUTA

Ability Modifiers: +2 Dex, -2 Con.
Togruta tend to rely on their senses and quickness to survive, reducing the need for resilience.

Spacial Awareness: Togruta ignore all concealment from darkness or invisibility out to a distance of 2 squares.

Packmate: When using the aid another action, a togruta may spend two Swift actions instead of a Standard action.



WHIPID

Ability Modifiers: +6 Str, +2 Con, -2 Cha, -2 Wis, -2 Int, -2 Dex

Whipids are big and strong, but tend to lack the education and social graces of other races.

Tough Hide: Whipids get a +2 bonus to Fortitude Defense

Claws: You have a claw attack that does 1d6+Str Modifier damage. These claws fall into the weapon group "Natural Weapons" and Whipids with Heroic Levels are automatically proficient with them.



Large Size: Whipids are larger than most other species. They take a -1 penalty to Reflex Defense and add +5 to their Damage Threshold.

Scent: Noghri have a keen sense of smell. At close range (within 10 squares), Noghri ignore concealment and cover for the purposes of Perception checks, and they take no penalty from poor visibility when tracking with the Survival Skill.

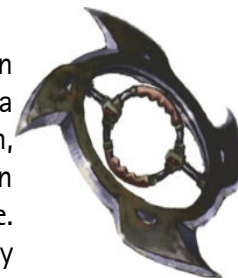
WEAPONS

Forging a tradition specific weapon.

Upon attaining 7th level, a member of one of the Force Traditions can craft their own weapon. This follows the same process as crafting a lightsaber, including the act of attuning the weapon.

DISCBLADE

The signature weapon of the Zeison Sha force tradition, a discblade is a triangular or circular bladed weapon, .5 to .75 meter in diameter with an opening in the middle for a handle. The weapon can be used effectively in melee combat, or thrown at foes.



Discblade

Exotic Melee and Ranged Weapon

Size: Small

Cost: 500 for Zeison Sha adepts, rarely available to others.

Damage: 1d8

Range: Thrown Weapon

Weight: 2 kg
Type: Slashing
Availability: Rare

SITH LANVAROK

As with much of Sith technology, the lanvarok is an adaptation of technology the Sith encountered on their conquests. Originally a Massassi polearm that could be swung at high speeds to expel metal disks, the Sith converted the idea into something that could be easily concealed and more easily used to supplement their talents with the force. In combat, a lanvarok is typically concealed until it is needed, to better catch a foe off guard.

A Sith Lanvarok is worn on the forearm, usually under heavy robes for maximum concealment, and typically is utilized by the non-lightsaber wielding hand of a Sith duelist. It is activated via thumb stud on a retractable handle. While this handle is extended, the arm wielding the lanvarok may not be used to wield a lightsaber or any other weapon. Extending or retracting this handle is a swift action.

When activated, a dozen or so metal disks are magnetically propelled from the weapon in a random and unpredictable pattern. This spray adds a +1 bonus to attacks with the lanvarok made against targets in point blank range. A skilled user (one with Weapon Proficiency: Sith Lanvarok and who knows the Force Power *Move Object*) may, as a swift action taken before the attack, extend this bonus out to the weapon's



maximum range.

Reloading a lanvarok is a time consuming process, involving individually setting the metallic disks into place by hand. This requires a total of 3 Swift actions, even if you have an extra set of disks ready on you person. These Swift actions may be taken consecutively, or over any number of rounds.

Sith Lanvarok
Exotic Ranged Weapon
Size: Medium
Cost: Not available on the open market. A Sith Lanvarok must be found or created.
Damage: 2d4
Range: As Heavy Blaster Pistol
Weight: 3 kg
Type: Blunt
Availability: Rare

SITH SWORD

Forged using the techniques of Sith Alchemy, these blades were the pride of their wielders, usually Sith Lords or their apprentices. A skilled user could channel the force through his blade, deflect incoming attacks and call on the power of the Dark Side to aid him in battle. With the advent of Lightsaber technology, the art of crafting Sith Swords faded into obscurity. Today, they are extremely rare and are almost entirely in the hands of powerful force users.

While wielding a Sith Sword, a character may spend a Force Point to add a die of damage to any successful attack. Using this ability gains the wielder a Dark Side Point.

Sith Sword

Exotic Melee Weapon

Size: Medium

Cost: Not available on the open market. A Sith Sword in good condition will sell for hundreds of thousands of credits to the right buyer.

Damage: 1d12

Weight: 4 kg

Type: Slashing

Availability: Rare

WAN-SHEN

A symbol of the Matukai force tradition, this shafted blade weapon resembles a halberd. The blade is forged with the aid of the Force, resulting in an incredibly sharp and resilient weapon. A wan-shen is collapsible for easier transport. It takes a full-round action to assemble or disassemble a wan-shen.

Wan-Shen

Exotic Melee Weapon

Size: Large

Cost: Not available for sale.

Damage: 1d10

Weight: 5 kg

Type: Slashing

Availability: Rare

DUAL-PHASE LIGHTSABER

The dual-phase lightsaber was born of the ancient dueling culture within the Jedi Order. Designed to capture and hone the specific advantages of the Order's chosen weapon, this weapon is essentially a normal lightsaber taken to a logical extreme.

A typical lightsaber's pressure plate acts as a means to extend or shorten the ignited blade, and to ensure that it shuts off if it's wielder releases his or her grip. In a dual-phase saber, the pressure plate allows for a third setting that nearly doubles the length of the blade.

Adjusting the blade length of a dual-phase lightsaber is a Swift action. When the blade is normal length, it is considered to be a normal lightsaber, with all the normal rules that apply to those weapons. When the wielder uses a Swift action to extend the blade, the saber becomes a reach weapon. As such, the wielder is considered to threaten enemies one square away (instead of those that are adjacent) and may make melee attacks against those enemies. While the blade is fully extended, the lightsaber becomes extremely unwieldy and is considered to be a large weapon.

Dual-Phase Lightsaber

Exotic Melee Weapon

Size: Medium (Large when extended)

Cost: Not available on the open market. Dual-Phase Lightsabers are typically built by or bestowed upon Jedi Knights.

Damage: 2d8

Weight: 1.5 kg

Type: Energy

Availability: Rare

WAN-SHEN

A symbol of the Matukai force tradition, this shafted blade weapon resembles a halberd. The blade is forged with the aid of the Force, resulting in



an incredibly sharp and resilient weapon. A wan-shen is collapsible for easier transport. It takes a full-round action to assemble or disassemble a wan-shen.

Wan-Shen

Exotic Melee Weapon

Size: Large

Cost: Not available for sale.

Damage: 1d10

Weight: 5 kg

Type: Slashing

Availability: Rare

EQUIPMENT UPGRADES

Through the use of the Mastercraft talent, a Tech Specialist can create items with "Upgrade Slots." These items may be given special abilities, based on the needs and desires of the Tech Specialist. Unless otherwise stated all Upgrades may only be applied once, and must be applied at the time of item creation.

ARMOR UPGRADES

Cortosis Weave- Whenever a suit of armor that incorporates a cortosis weave successfully prevents any amount of damage to it's wearer from an attack with a lightsaber, it may cause that Lightsaber to short out. The wielder of the Lightsaber must make a Use the Force check, opposed by a special roll of 1d20+Heroic Level made by the armor's wearer. If the lightsaber

wielder loses the opposed check, the lightsaber shorts out and cannot be reignited for a number of rounds equal to the Heroic Level of the armors wearer. This Upgrade uses up two upgrade slots.

Phrik- Armor incorporating phrik or phrik alloys gains DR 1 against attacks from energy weapons.

Increased Mobility- The armor's Maximum Dexterity bonus to Reflex Defense is increased by 1. This Upgrade may be applied more than once to a given set of armor.

Light Weight- The armor's weight is reduced by half.

Reinforcement- The armor's Damage Reduction is increased by 1. This Upgrade may be applied more than once to a given set of armor.

EVA- Environmental upgrades to the armor provide 12 hours of breathable air.

Environmental Shielding- Choose 1: Extreme Cold, Extreme Heat, Radiation. The armor provides immunity to the chosen effect. This Upgrade may be applied more than once to a given set of armor. Each application provides a different type of protection.

RANGED WEAPON UPGRADES

Sound Suppressed- A ranged weapon with this Upgrade imposes a -5 penalty to Perception checks to hear the weapon being discharged.

Optical Scope- When using a



weapon with this Upgrade to make an attack in conjunction with the Aim action, an extra +1 bonus to attack is applied.

"Dot" Scope- In visible, infrared or ultraviolet, the weapon projects a beam perceivable by the wielder to allow for better accuracy. The wielder of a weapon with this Upgrade may take a Swift action to gain a +1 bonus to all ranged attacks he or she makes with this weapon this turn.

Increased Accuracy- The accuracy of the weapon improves by one step, from Inaccurate to Accurate. This ability may not be applied to weapons that are already Accurate.

Improved Multifire- When using a weapon with this Upgrade to make multiple attacks in a turn, whether through attacking with multiple weapons or the Double Attack and Triple Attack feats, the penalty for making those extra attacks is reduced by 1. This Upgrade may be applied to a particular weapon multiple times, it's effects stack.

Autofire Capacity- A weapon with this Upgrade gains the ability to make Autofire attacks. This Upgrade takes up two Upgrade Slots.

Fire-Linked- This Upgrade is typically shared between two pistol-type weapons, as fire-linked rifles or heavy weapons are almost impossible to use effectively. Whenever a character is wielding a pair of fire-linked weapons, they may make two ranged attacks with them as one Standard action. Each of these attacks suffers a -2 penalty in addition to the normal penalties for two

weapon fighting, as controlling the targeting of two weapons simultaneously is very difficult.. The fire-linked Upgrade may be turned on and off at the cost of a Swift action. When it is off, the weapons function as normal versions of their type. This Upgrade takes up two Upgrade slots and must be built into two separate weapons to have any effect. Fire-linked weapons are keyed to one other specific weapon, so they may not be mixed and matched.

Improved Stunning- When using a weapon with this Upgrade to make an attack with the Stun setting, that attack deals an extra die of damage. This Upgrade may be applied to a given weapon multiple times, the effects stack.

MELEE WEAPON UPGRADES

Repulsor Impact- When wielding a weapon with this Upgrade, a character may take a Swift action to add a +2 Equipment bonus to damage rolls with this weapon until the end of his or her turn. This Upgrade may be selected multiple times it's effects stack.

Finessable- When wielding a weapon with this Upgrade, a character with the Weapon Finesse feat may apply his or her Dexterity bonus to attack rolls, rather than his or her Strength bonus.

Lightweight- A weapon with this upgrade weighs one half the amount of a normal weapon of it's type.

Gravitonics- When wielding a weapon with this upgrade and making multiple attacks via attacking with two weapons or the Double Attack and Triple Attack

feats, the penalty for these attacks is reduced by 1, to a minimum of 0. This Upgrade may be applied multiple times to a given weapon, the effects stack.

Cortosis- When an attack with a weapon with this Upgrade is negated via the Block talent, it may cause that Lightsaber to short out. The wielder of the Lightsaber must make a Use the Force check, opposed by a special roll of 1d20+Heroic Level made by the weapon's wielder. If the lightsaber wielder loses the opposed check, the lightsaber shorts out and cannot be reignited for a number of rounds equal to the Heroic Level of the weapon's wielder.

ITEMS OF POWER

Sometimes an object is involved in a momentous event gains a modicum of power of it's own. Often, these are items are weapons or the tools of war. The Force swirls around them, and they are destined to be used again and again to change the face of the Universe.

In mechanical terms, an item of power has a tiny amount of Force potential, granting wielders who take the effort to attune themselves to it certain benefits. Most commonly, these items are the weapons of great warriors or leaders, as conflict tends to lead to greater Force impressions than other types of events. Some other examples might be the medical equipment of a doctor that cured a great plague, or the security kit of an agent that prevented war.

A character in possession of an item of power may spend a Force Point to become attuned to that item. Depending on the item, it may grant bonuses to that

character in any number of forms. The bonuses associated with a given weapon are listed under it's entry, in the Attuned section. In order for a character to benefit from an attuned item, they must be carrying it, or in the instance of a weapon they must be actively wielding it.

The items listed below are meant to serve as an example for GMs who would like to incorporate more concrete parts of the history of the Starwars universe into their games. GMs are encouraged to create their own campaign specific items to give their games more distinct flavor.

EXAR KUN'S LIGHTSABER

Renowned as a great warrior and leader of the ancient Sith, Exar Kun was a highly skilled lightsaber duelist who utilized aggressive Force Powers in combat. His chosen weapon, a double-bladed lightsaber, has retained some of his mentality.

Attuned: You gain a +1 to hit with this weapon, as though you had constructed it yourself. In addition, whenever you use a Force Power that deals damage, you may add any bonuses you would apply to your lightsaber damage rolls from feats or talents to your damage from that Force Power.



DARTH VADER'S LIGHTSABER

Anakin Skywalker walked a path of darkness for the greater part of his life, but his true moment of triumph saw him returning to the light. His weapon has retained an impression of him in his last moments.

Attuned: You gain a +1 to hit with this weapon, as though you had constructed it yourself. In addition, while wielding this weapon you gain a +5 bonus to each of your defenses against Force Powers.

MOMAW NADON'S CLOAK

A longtime resident of Tatooine, Momaw Nadon was the self-appointed of a grove of trees he planted in the mountains around Mos Isley. Having been exiled from his position as High Priest of Tafanda Bay, he exuded a humility and concern for life that is still felt on the desert planet long after his departure.

Attuned: You gain a +1 Force bonus to each of your Defenses. Additionally, if you are Force Sensitive and have the power Vital Transfer in your Force Suite, the first time you use that power each day you are considered to have spent a Force Point to prevent yourself from taking damage.

BADGE OF THE UNKNOWN REBEL

This insignia from the uniform of an unknown rebel soldier was found during an excavation of the ruins of the base on Hoth. Singed at the edges and scarred from a glancing blaster bolt, it appears to have turned at least one blast that would have killed its former owner, though it's unknown if it truly helped.

Attuned: You may use the Second Wind ability an additional time each day. This ability does not function if you have a dark side score of one or higher.

FORCE POWERS

BATTLE MIND

Action: Swift

Make a Use the Force check. Until the beginning of your next turn, you gain the abilities outlined below, based on the result of your check.

Check total:

15- +1 on attack rolls

25- +2 on attack rolls, +1 Reflex Defense

35- +3 on attack rolls, +2 Reflex Defense

FORCE ILLUSION (MIND AFFECTING)

Action: Full-Round, plus maintenance.

Target: All characters within 10 squares of you.

Make a Use the Force check. You create visual and auditory illusions through the Force that may fool other people. These illusions are visible to all. Each character who's Will Defense you beat with your check believes the images produced by the illusion are real. Anyone with Use the Force as a trained skill may also make a Use the Force check. If their total beats yours, they see the illusion for what it is. Characters that believe the illusion react as if it were real. Interacting with the illusion physically (attacking it, being attacked by it, touching it, etc.) immediately reveals the nature of the illusion.

You may direct the illusion in any way you wish. After the first round, it requires 2 Swift actions a turn to maintain. Assuming you choose to maintain it, the illusion lasts for a maximum number of turns equal to your Heroic level.

ENHANCE ABILITY

Action: Swift

Make a Use the Force Check. The bonus to the chosen ability score is determined by the result of the check:

15: +2

25: +4

35: +6

This bonus lasts until the end of your turn. You may spend a Force Point as a Free action to extend the bonus until the end of the encounter.

The ability to be enhanced is selected at the time this power is learned and may not be changed later. A character may learn multiple versions, however (Enhance Ability: Strength and Enhance Ability: Wisdom, for example).

ERASE MEMORY (DARK SIDE)

Action: Standard

Effect: Make a Use the Force check, with the DC being 10+Your Target's Will Defense. If you are successful, you may choose to have that character lose a great deal of detail about a span of time a number of minutes long equal to your Heroic Level. Your target will still have a vague recollection of the events that happened during that period, but won't be able to recall names, faces or details with any accuracy or clarity.

For each time an individual has been effected by this power, the DC to effect them again increases by 5. In addition, a character effected by this power may use a Force Point to recall details from the removed period. In order to do this, the character must be aware that they have been effected and spend a Force Point specifically to recover their memory.

FORCE SCREAM (DARK SIDE)

Action: Standard

Make a Use the Force check. In a 6 square cone in front of you, each character whose Will Defense you beat with your Use the Force check takes 2d6 damage. Using this Power moves you one place down the Condition Track. As part of using this Power, you may move yourself extra steps down the Condition Track. For every extra step you move yourself down, you do an extra die of damage and for every two extra steps you move yourself down each of the characters effected also moves a step down the condition track

COMBAT MANEUVERS

Combat Maneuvers are special techniques, available to those who have dedicated themselves to mastering the art of melee combat. Combat Maneuvers are similar to Force Powers in that they are basically special effects that are available once per encounter. A given maneuver can be selected multiple times, allowing it to be used repeatedly in the same combat, just like Force Powers. Unlike Force Powers, however, they are only available to characters that have levels in specific classes, similarly to Force Techniques. Unlike Force Powers, however, you may not spend a Force Point to recover a Combat Maneuver.

A Maneuver will either have an activation action (Standard, Move or Swift), an option of activation on taking a different action (charging, tripping another character, etc) or will be a reaction contingent on a specific combat situation.

Maneuvers with the Force descriptor may only be taken

by characters with Use the Force as a trained skill. Additionally, those Maneuvers count as Force Techniques for the purposes of meeting Prestige Class Prerequisites.

BURST

Action: Standard

Target: One enemy in line of sight.

You may move a distance up to your base speed and make a melee attack. This attack is considered to be at the end of a charge, even if you normally wouldn't have been able to do so, due to difficult terrain, or being closer than 2 spaces to your target. All normal penalties and bonuses from the Charge action apply to this attack.

NERVE STRIKE

Action: Standard

As part of initiating this maneuver, make a melee attack. If successful, the damage from your attack is considered Stun damage, with all the advantages and disadvantages that entails.

LEG SWEEP

Action: Move

Make an immediate Grapple check against an adjacent opponent. If you win the opposed check, your opponent falls prone.

SNAP KICK

Action: Swift

Make an immediate attack with an unarmed strike against a legal target. This attack does not receive any bonuses from effects like the Charge action or Power Attack., though the appropriate penalties still apply.

FORCE LEAP [FORCE]

Action: Standard

Target: one opponent within 6 squares.

Make a Use the Force check. If your total equals or exceeds your target's Reflex Defense you leap through the air propelled by the Force, if not your attempt fails. This attack is considered a Charge attack, except that it ignores difficult terrain, low obstacles, intervening opponents and cover, and deals an extra die of damage if successful. All other rules apply as per a normal Charge.

AGILE RIPOSTE

Action: Reaction

You may initiate this maneuver when an opponent's attack misses you in melee combat. You may make an immediate melee attack against that foe at your highest base attack bonus. This attack uses up one of your Attacks of Opportunity for the turn.

ACROBATIC DODGE

Action: Reaction

You may initiate this maneuver when an opponent's attack misses you in melee combat. You may immediately move to any square adjacent to your current position. This movement does not provoke attacks of opportunity.

GRAPPLING ATTACK

Action: Special

You may initiate this maneuver when you attempt to grapple an opponent. Instead of an unarmed strike to start the grapple, you may roll using your bonuses for whatever weapon you are wielding. In addition, if your

grapple is successful you may make an immediate attack with that weapon. This attack replaces any other attack you may be entitled to, as from wielding a light weapon or having the Crush feat.

DECEPTIVE ATTACK

Action: Move

Target: One opponent in your line of sight.
Make a Deception check, opposed by your target's Initiative check. If you win, that target is considered Flat Footed against your next melee attack this round. All other rules for Feinting in Combat apply.

DUAL STRIKE

Action: Swift

When you initiate this maneuver, the next time you would make a melee attack as a standard action (a normal attack, not one using the Charge action or any other special attack actions) you may instead make one attack with each of your weapons, or both sides of your double weapon. These attacks incur the normal penalties for fighting with two weapons, though these penalties can be off-set with the appropriate feats.

REDIRECT ATTACK

Action: Reaction

You may initiate this maneuver when an opponent's attack misses you in melee combat. That opponent must make an immediate attack against another target of your choice that is adjacent to both you and your attacker, using the same modifiers as the initial attack. This attack is resolved normally.

SHIFTING STANCE

Action: Standard

As part of initiating this maneuver, make a melee attack. If this attack fails, nothing happens. If it succeeds, you and the target of the attack switch places. This movement does not provoke attacks of opportunity.

BALISTAKINESIS [FORCE]

Action: Standard

Target: One opponent within 6 squares and in your line of sight.

Make a Use the Force check. If this check equals or exceeds your target's Reflex Defense, that character takes 5d6 damage. In addition, if this damage causes the target to move down the Condition Track, they move 2 steps down instead due to the distracting nature of the technique.

SHOCKWAVE [FORCE]

Action: Standard

Target: All adjacent characters.

Make a Use the Force check. For each target whose Fortitude Defense your check beats, that character is moved one square directly away from you. This movement does not provoke attacks of opportunity.

GRAPPLING CHARGE

Action: Standard

You may move in a straight line up to your speed (using all the normal rules for charging), followed by making a grapple check against the opponent you charged. You gain a +2 bonus to this check, but you take a -2 penalty to your Reflex Defense until the start of your next turn.

PRESTIGE CLASSES

EXPERT



The galaxy is full of people who are defined more by their skills than by their combat ability. When one of those people takes up the life of an adventurer, they usually end up as an expert. Experts are the most highly skilled individuals in the galaxy. Some are doctors, some are mechanics, but all are sought after for their extraordinary level of expertise.

REQUIREMENTS

Skills: Any two of the following as trained skills: Mechanics, Use Computer or Treat Injury. Knowledge: Technology as a trained skill.

Feats: Skill Focus: (Mechanics, Use Computer or Treat Injury)

Heroic Level: 7th

Special: Must be able to understand Binary.

GAME RULE INFORMATION

Hit Points

At each level, the Expert gains 1d6 hit points + their Constitution modifier

Force Points

Experts gain a number of Force Points equal to 6+ one-half their character level, rounded down, every time they gain a new level in this class.

CLASS FEATURES

Defense Bonuses

+2 to Reflex Defense, +4 to Will Defense.

Talents

At each odd level, the Expert selects a talent from the Outlaw Tech, Slicer, Healer or Tech Specialist trees.

Advanced Training

At each even level, the Expert selects one skill from the following list: Knowledge: Any, Mechanics, Use Computer, Treat Injury, Pilot, Survival, or Ride. If the Expert is trained in that skill, he or she gains Skill Focus in that skill as a bonus feat. If the Expert is not trained in that feat, he or she adds it to the list of skills they are trained in. The skill selected need not have been on any list of class skills that the Expert has access to.

THE EXPERT

<i>Level</i>	<i>Base Attack Bonus</i>	<i>Class Feature</i>
1	+0	Defense Bonuses, Talent
2	+1	Advanced Training
3	+2	Talent
4	+3	Advanced Training
5	+3	Talent
6	+4	Advanced Training
7	+5	Talent
8	+6	Advanced Training
9	+6	Talent
10	+7	Advanced Training

MARTIAL ARTIST

While blasters rule the battlefields of the galaxy, there is a rare breed of sentient that devotes their life to mastering the art of hand to hand combat.

REQUIREMENTS

Feats: Martial Arts 1, Martial Arts 2, Martial Arts 3
Heroic Level: 7th

GAME RULE INFORMATION

Hit Points

At each level, the Martial Artist gains 1d10 hit points + their Constitution modifier

Force Points

Martial Artists gain a number of Force Points equal to 6+ one-half their character level, rounded down, every time they gain a new level in this class.

CLASS FEATURES

THE MARTIAL ARTIST

<i>Level</i>	<i>Base Attack Bonus</i>	<i>Class Feature</i>
1	+1	Defense Bonuses, Talent
2	+2	2 Combat Maneuvers
3	+3	Talent
4	+4	2 Combat Maneuvers
5	+5	Talent
6	+6	2 Combat Maneuvers
7	+7	Talent
8	+8	2 Combat Maneuvers

<i>Level</i>	<i>Base Attack Bonus</i>	<i>Class Feature</i>
9	+9	Talent
10	+10	2 Combat Maneuvers

Defense Bonuses

+4 to Reflex Defense, +2 to Fortitude Defense

Talents

At each odd level, the Martial Artist selects a talent from the Martial Arts, Guardian, Weapon Master or Brawler trees.

Combat Maneuvers

At each even level, a Martial Artist may select 2 combat maneuvers to add to his Maneuver Suite. A maneuver may be selected more than once in order to gain multiple uses per encounter.

WARRIOR ADEPT

More martially minded than their counterparts, the Warrior adept focuses on aggressive uses of the Force.

REQUIREMENTS

Force Powers: *Battle Strike*

Talents: Any 2 Talents from the following trees: Control, Weapon Specialist or any Force Tradition tree.

Level: 7th

GAME RULE INFORMATION



Hit Points

At each level, the Warrior Adept gains 1d10 hit points + their Constitution modifier

Force Points

Warrior Adepts gain a number of Force Points equal to 6+ one-half their character level, rounded down, every time they gain a new level in this class.

CLASS FEATURES

Defense Bonuses

+2 to Will, Reflex and Fortitude Defense

Talents

At each odd level, the Warrior Adept selects a talent from the Force Item, Guardian, Weapon Specialist or Weapon Master trees. As per normal, a Warrior Adept may also select their talents from the Force Talent trees or from the Talent tree associated with his Force Tradition if he has one.

Combat Maneuvers

At each even level, a Warrior Adept may select 2 combat maneuvers to add to his Maneuver Suite. A maneuver may be selected more than once in order to gain multiple uses per encounter.

THE WARRIOR ADEPT

<i>Level</i>	<i>Base Attack Bonus</i>	<i>Class Feature</i>
1	+1	Defense Bonuses, Talent
2	+2	2 Combat Maneuvers

<i>Level</i>	<i>Base Attack Bonus</i>	<i>Class Feature</i>
3	+3	Talent
4	+4	2 Combat Maneuvers
5	+5	Talent
6	+6	2 Combat Maneuvers
7	+7	Talent
8	+8	2 Combat Maneuvers
9	+9	Talent
10	+10	2 Combat Maneuvers

PRODIGY

Every decade or so, an individual comes along that embodies the very essence of a particular way of life from a very young age.

REQUIREMENTS

Heroic Level: 5th

Special: Must possess two talents from any one tree the chosen class has access to. Force talents may not be used to meet this requirement.

GAME RULE INFORMATION

Hit Points

At each level, the Prodigy gains 1d8 hit points + their Constitution modifier

Force Points

Prodigy gain a number of Force Points equal to 3+ one-half their character



level, rounded down, every time they gain a new level in this class. most skilled individuals in existence.

CLASS FEATURES

THE PRODIGY

<i>Level</i>	<i>Base Attack Bonus</i>	<i>Class Feature</i>
1	+0	Class Affinity, Talent
2	+1	Talent
3	+2	Talent
4	+3	Talent
5	+3	Talent

Talents

At each level, the Prodigy selects a talent from any talent tree available to the class they selected with their Class Affinity ability.

Class Affinity

At first level, the Prodigy chooses a class with which he or she has an affinity. The Prodigy must already possess two talents from any one tree a class has access to in order to select that class for this ability. Once made, this choice may not be changed. Levels in Prodigy count as levels in the chosen Class when determining the effectiveness of abilities that depend on Class levels.

ADVANCED TRAINING

A character with Advanced Training levels has spent a lot of time honing his or her skills. Whether those skills lie in a specific form of combat or a more peaceful arena, they are widely recognized as being amongst the

REQUIREMENTS

Heroic Level: 5th

GAME RULE INFORMATION

Hit Points

At each level of Advanced Training, the character gains 1d8 hit points + their Constitution modifier

Force Points

At each level of Advanced Training a character gains a number of Force Points equal to 5+ one-half their character level, rounded down.

ADVANCED TRAINING

<i>Level</i>	<i>Base Attack Bonus</i>	<i>Class Feature</i>
1	+0	Bonus Feat
2	+1	Bonus Feat
3	+2	Bonus Feat
4	+3	Bonus Feat
5	+3	Bonus Feat

CLASS FEATURES

Bonus Feats

At each level of Advanced Training, a character gains a bonus feat. This feat may be selected from amongst any that the character qualifies for, excluding Force Sensitivity or Force Training. These bonus feats are in addition to those normally gained via character level.

SITH SECRETS

Long centuries of ruthlessly seeking power have lead the Sith to acquire knowledge that is at once dangerous and extremely powerful. This knowledge includes such disparate subjects as genetic manipulation, alchemy, mind transference and resurrecting the dead. Detailed below are the secrets available to scholars (both Sith and otherwise) who would seek such dark truths.



Uncovering individual secrets is at the purview of the GM, as always. Once it is cleared with them, each individual secret comes at the cost of a Feat selection (with the exception of the first free secret gained from Sith Secrets). Alternatively, they may be learned in place of Force Secrets for members of the Sith Master or Force Disciple classes. Using any Sith Secret increases the user's dark side score by one point each time it is used.

BREW SITH POISON

You gain the ability to create various Sith Poisons, though functionally all poisons work the same mechanically. Whenever the poison is used, make a Use the Force or Galactic Lore check (use the values of the character that created the poison if they are not the one applying it). That check is compared to your target's Fortitude Defense. If your check is greater, your target immediately moves 2 steps down the condition track, and may be forced further down based on the level of your success;

Roll exceeds Fort Defense by:

- 05: Target moves 2 steps down condition track.
- 6-10: Target moves 3 steps down condition track.
- 11-15: Target moves 4 steps down condition track.
- 16+: Target moves 5 steps down condition track.

If a Sith Poison puts a character into the Helpless category, that character is either killed (with the option of spending a Force Point to survive in the case of Player Characters) or rendered unconscious for a predetermined period, as decided at the crafting of the poison. Sith poison may be applied to weapon blades (except lightsabers) or delivered via ingestion, contact or poisoned dart.

SITH CORRUPTION

A favorite of the Sith Masters of old, this Secret increases the physical prowess of it's subject at the cost of mental capability. It is most typically used on servants or beasts, almost never on the Sith themselves as it is detrimental to one's ability to access the Force.



To use this ability, the possessor of this secret must spend an hour in a dark ceremony with the character or beast chosen to be corrupted. During this ceremony, the Sith (or would-be Sith) spends a Force Point and makes a Use the Force check. One may take 10 or 20 on this check, though taking 20 obviously makes for a rather arduous ceremony and the GM is encouraged to require Endurance checks. The

result of this check determines the effect on the corrupted character:

14 or less: No effect.

15–25: +2 Dark Side bonus to Strength and Constitution scores, -2 penalty to Charisma, Intelligence and Wisdom.

26–35: +4 Dark Side bonus to Strength and Constitution scores, -4 penalty to Charisma, Intelligence and Wisdom.

36+: +6 Dark Side bonus to Strength and Constitution scores, -6 penalty to Charisma, Intelligence and Wisdom.

A character who is reduced to 0 Wisdom, Intelligence or Charisma in this way is considered lost to the dark side and is the fanatical servant of the Sith who corrupted him/her.

FLESHGRAFTING

Often used in conjunction with Sith Corruption, Fleshgrafting is the process of creating bizarre chimera creatures and humanoids by attaching the limbs, sensory organs or other body parts of various creatures to new hosts.

This process has a few practical applications. All of the options laid out below require a day of ceremony and medical treatment to complete, as well as the expenditure of a Force Point, either by the recipient or the Sith doing the procedure.

A given character may only have a number of grafts

equal to their Constitution Modifier. Each additional graft causes one of the earlier grafts to be rejected by the host (determined randomly). Note that the Sith Corruption Secret can be used to increase a subject's tolerance for grafts; they are often found working hand in hand.

Each graft a character possesses imposes a -2 penalty on their Use the Force checks, as it is extremely unnatural and interferes with their ability to connect with the Force, even the Dark Side.

Claws/Fangs: The subject gains a natural attack that deals an amount of damage based on size;

Small: 1d6

Medium: 1d8

Large: 1d10

Huge: 1d12

If the subject possesses (or later acquires) the Martial Arts feats, this damage is increased as though it were unarmed damage.

Tough Hide: The subject gains a hard carapace that grants DR 2.

Eyes (Nocturnal): The subject gains Darkvision and ignores concealment from up to total darkness.

Aquatic: The subject gains the ability to breathe underwater.

Air Sac: The subject gains the ability to hold his or her breath for up to one hour. This graft conveys the ability

to survive in a vacuum for that period of time as well.

Wallcrawling: The subject is grafted with the claws, spines, suckers or other climbing implements of an appropriately sized animal. They gain a climb speed equal to their base land speed.

Scent: The graft of a predator's olfactory glands (sometimes along with the whole nose or other sensing organ) and gains the Scent ability (as the Ewok entry in the Saga Core Rules).

SITH ALCHEMY

Through a combination of alchemical processes and the dark side of the Force, the Ancient Sith discovered the means to create weapons and armor of unparalleled quality and effectiveness in the hands of a darksider.

Crafting an item with Sith Alchemy (or treating/improving an existing weapon) requires all the checks normally required to create it, along with the expenditure of a Force Point.

Weapons created with Sith Alchemy grant any character wielding them a +1 Dark Side bonus to attack rolls as long as they have a dark side score of at least 4. Additionally, any character with a dark side score equal to their Wisdom modifier threatens a critical on a roll of 19 or 20 with such a weapon. Only bladed melee weapons may be created in this manner.

Armor created with Sith Alchemy grant the wearer a +1 Dark Side bonus to Ref Defense and Damage Threshold, providing they have a dark side score of at least 4. Additionally, any character with a dark side score equal

to their Wisdom modifier may spend a Force Point to turn any critical hit they take into a normal hit.

ORBALISK ARMOR

Though more niche than other Sith Secrets, orbalisk armor is one of the more impressive and useful applications of Sith Alchemy, and the only one that is commonly used on the possessor.



Creating a suit of orbalisk armor requires a day long ceremony and the expenditure of a Force Point, along with the possession of at least a dozen orbalisks. After the process is started, the effects are permanent, though the amount of coverage is potentially variable based on the wearer's dedication to keeping the growth of the symbiote under control.

The subject of this secret chooses how much protection he or she wishes to get from the orbalisks upon the completion of the ceremony. The level of coverage can be adjusted with another ceremony, requiring the same time and Force Point investment. If a wearer chooses to have a level of protection that he or she is not proficient with (see below), that wearer takes penalties as though wearing armor of the corresponding type. Most subjects of this Secret have at least a few Soldier levels, using them to gain the Armor Proficiency feats and Armor talents to make the best possible use of their symbiote.

20% Coverage:

The subject grows a light carapace around their torso, possibly with greaves and/or pauldrons. +6 armor

bonus to Reflex Defense, +3 armor bonus to Fortitude Defense. DR 1 against energy weapons (including lightsabers). Counts as light armor.

40% Coverage:

The carapace increases in thickness and now covers the upper arms and legs. +8 armor bonus to Reflex Defense, +4 armor bonus to Fortitude Defense. DR 2 against energy weapons (including lightsabers). Counts as medium armor.

75% Coverage:

Arms and legs fully covered, chest and back armor 2 to 4 inches thick, armor covering neck and encroaching on the face. +10 armor bonus to Reflex Defense, +6 armor bonus to Fortitude Defense. DR 4 against energy weapons (including lightsabers). Counts as medium armor.

TRANSFER SPIRIT

In the quest for power, some Sith have found it necessary to extend their lifespans unnaturally. One way of doing this is to transfer one's spirit or Force presence into another, ostensibly healthier body. The process of doing this is rather gruesome, as it effectively consumes one life to lengthen another.

In order to use this power, you must spend a Force point as a full round action and be within 5 squares of your intended target, who must be at the "helpless" stage on the condition track or otherwise unconscious. Make a Use the Force check and compare it to your target's Will Defense. If you succeed, you take possession of the new body, forcing the original spirit out. If your target is a cloned body or has been

specially prepared for this procedure (such as through brainwashing or indoctrination) you automatically succeed on this check. If the target is Force Sensitive, you gain a number of Force Points equal to the number they had immediately before you stole their body.

You gain the physical attributes (Constitution, Dexterity and Strength) of the new body, but you retain all your mental attributes and skills. You also retain your original amount of hit points, modified by the differential between your old Con score and your new one. You gain no proficiencies or skills from the new body.

Stolen bodies are difficult to maintain, as you must spend a Force Point each morning to put off the eventual decay that comes from being a body deprived of it's original spirit. Each day that you neglect to spend this Force Point, your new body loses one point of Constitution. If it reaches 0 Constitution with you still inside, it crumbles to dust and you must immediately find a new body (using the process laid out above) or be killed.

BEASTS

Whether the product of evolution or alchemy, beasts are formidable foes for any hero. In the interest of increasing the level of threat they can provide, the Elite beast prestige class allows GMs to further customize and adapt beasts to their games.

ELITE BEAST

The Elite Beast has distinguished itself from it's normal

counterparts, either through continuing evolution or sheer ruthlessness. This class is may be used to differentiate wild, feral or region specific versions of typical animals, or to create new and more deadly creatures for the worlds your campaign visits.

REQUIREMENTS

Beast Level: 3

GAME RULE INFORMATION

Hit Points

At each level, the Elite Beast gains 1d10 hit points + their Constitution modifier

Force Points

Elite Beasts do not gain Force Points, instead relying on their natural abilities to survive.

CLASS FEATURES

THE ELITE BEAST

<i>Level</i>	<i>Base Attack Bonus</i>	<i>Class Feature</i>
1	+1	Defense Bonuses, Talent
2	+2	Bonus Feat
3	+3	Talent
4	+4	Bonus Feat
5	+5	Talent
6	+6	Bonus Feat
7	+7	Talent

<i>Level</i>	<i>Base Attack Bonus</i>	<i>Class Feature</i>
8	+8	Bonus Feat
9	+9	Talent
10	+10	Bonus Feat

Defense Bonuses

+1 to Reflex Defense and +2 to Fortitude Defense. Additionally, each Elite Beast level adds to your Defenses as though it were a Heroic Class.

Talents

At each odd level, the Elite Beast selects a talent from the Weapon Specialist (applying them to natural weapons), Evolutionary, Camouflage, or Weapon Master trees.

Bonus Feats

At each even level, the Elite Beast may select a bonus feat from the following list:

Bantha Rush, Cleave, Combat Reflexes, Coordinated Attack, Crush, Dodge, Dual Weapon Mastery (I, II or III), Double Attack (any natural weapon), Dreadful Rage, Extra Rage, Extra Second Wind, Great Cleave, Improved Charge, Improved Defenses, Improved Damage Threshold, Martial Arts (I, II or III), Mighty Swing, Mobility, Pin, Power Attack, Powerful Charge, Rapid Strike, Running Attack, Shake It Off, Skill Focus, Skill Training, Throw, Toughness, Trip, Triple Attack (any natural weapon), Triple Crit (any natural weapon), Weapon Finesse, Weapon Focus (any natural weapon), Whirlwind Attack

ALTERED BEAST

Altered beasts are the product of environmental manipulation, whether accidental or purposeful. The might be actively created by force users or the result of evolutionary processes in the presence of strong Dark Side energies. The altered beast class is meant to allow the creation of creatures that are obviously touched by the Force and have departed from the normal ecosystem because of it. The more intelligent example of Altered Beasts are sometimes found as servants to Sith or other Dark Side Force users. Some Altered Beasts have gone so far as to acquiring the instinctive use of Force Powers.



REQUIREMENTS

Beast Level: 3

GAME RULE INFORMATION

Hit Points

At each level, the Elite Beast gains 1d8 hit points + their Constitution modifier

Force Points

Altered Beasts gain 2 Force Points a level, due to their close natural connection with the Force.

CLASS FEATURES

Defense Bonuses

+1 to Reflex, Will and Fortitude Defenses against Force Powers. Additionally, each Altered Beast level adds to your Defenses as though it were a Heroic Class.

Talents

At each odd level, the Altered Beast selects a talent from the Evolutionary, Dark Side Devotee, Camouflage, or Supplicant (if possessing an Intelligence of 4 or higher) Talent Trees. Note that their natural Force Sensitivity gives them access to the Force talent trees as well.

Bonus Feat

The Altered Beast gains a bonus feat at first level. If the Beast is the product of Dark Side energies or Sith manipulation, it gains the Force Sensitivity feat. If it was altered by a another source, such as genetic manipulation or "Vong-Shaping," it instead gains Improved Defenses as a bonus feat.

Resistance

At each even level, the Altered Beast gains a bonus to each of their defenses. This is in addition to the level bonus they received at that level.

THE ALTERED BEAST

Level	Base Attack Bonus	Class Feature
1	+0	Defense Bonuses, Talent, Bonus Feat
2	+1	Resistance +1
3	+2	Talent

<i>Level</i>	<i>Base Attack Bonus</i>	<i>Class Feature</i>
4	+3	Resistance +2
5	+3	Talent
6	+4	Resistance +3
7	+5	Talent
8	+6	Resistance +4
9	+6	Talent
10	+7	Resistance +5

EPIC LEVELS

When a hero (or villain) has reached a certain level of power, they become very hard to quantify in terms that the people of the galaxy at-large can really understand. They become creatures of legend, powerful enough that it takes a nearly unimaginable level of threat to challenge them. These heroes are Epic Level Characters, and they are a league apart from lower level characters.

Epic Level Characters use most of the same rules as do those still level 1 to 20. They gain levels at roughly the same rate (as outlined below), they gain hit points every level, their skills continue to increase, etc. The main difference is that a character that is level 21+ no longer automatically gains level based feats or defense bonuses. Instead, they use the progression detailed here to determine the bonuses they accrue at each level.

Epic Level Experience:

<i>Level</i>	<i>Experience Necessary</i>
21	210,000
22	231,000
23	253,000
24	276,000
25	300,000
26+	+(Current Level) X 1000

EPIC CHARACTER LEVELS

<i>Level</i>	<i>Base Attack Bonus</i>	<i>Class Feature</i>
1	+0	Epic Defense Bonus (+1), Talent
2	+1	Feat/Force Technique/Force Secret
3	+1	Epic Defense Bonus (+2), Talent
4	+2	Feat/Force Technique/Force Secret
5	+2	Epic Defense Bonus (+3), Talent
6	+3	Feat/Force Technique/Force Secret
7	+3	Epic Defense Bonus (+4), Talent
8	+4	Feat/Force Technique/Force Secret
9	+4	Epic Defense Bonus (+5), Talent
10	+5	Feat/Force Technique/Force Secret

GAME RULE INFORMATION

Hit Points

At each level, the Epic Character gains 1d8 hit points +

their Constitution modifier

Force Points

Epic Characters gain a number of Force Points equal to 6+ one-half their character level, rounded down, every time they gain a new level of Epic.

Whenever an Epic Character spends a Force Point to effect an attack roll or check, they roll 4d6 and take the highest die as their result.

EPIC LEVEL FEATURES

Destiny Points

Epic Characters gain a bonus Destiny Point every time they gain a new level in this class. This is in addition to the Destiny Point normally gained from leveling up. This bonus represents the Epic Character's special place as a mover and shaker in the galaxy.

Epic Defense Bonuses

Epic Characters no longer gain a level based bonus to their defense at each level. Instead, they gain an Epic bonus to each of their defenses at each odd level of their Epic progression.

Talents

The Epic Character may select a new talent at each odd level. These talents may be chosen from amongst those available to any class the Epic Character had before reaching level 21, or they may come from the list of Epic Talent Tree.

Feats, Force Techniques and Force Secrets

At each even level, the Epic Character may select a feat from any that they qualify for. Alternatively, if the character had access to Force Techniques or Force Secrets as a non-Epic character, they may select one of those instead.