

BONUS FEAT LISTS

JEDI

Accelerated Strike, Acrobatic Strike, Assured Attack, Attack Combo (Melee), Brink of Death, Burst of Speed, Cleave, Close Combat Escape, Combat Reflexes, Critical Strike, Deft Charge, Dodge, Double Attack, Dual Weapon Mastery I, Dual Weapon Mastery II, Dual Weapon Mastery III, Fast Surge, Feat of Strength, Force Readiness, Flurry, Grapple Resistance, Great Cleave, Impetuous Move, Improved Charge, Improved Disarm, Improved Rapid Strike, Impulsive Flight, Lightning Draw, Martial Arts I, Martial Arts II, Martial Arts III, Melee Defense, Mobility, Moving Target, Opportunistic Retreat, Quick Draw, Power Attack, Powerful Charge, Rapid Reaction, Rapid Strike, Recovering Surge, Resurgence, Running Attack, Savage Attack, Skill Focus, Skill Training, Slippery Maneuver, Stay Up, Strong in the Force, Swarm, Tactical Advantage, Triple Attack, Triple Crit, Tumble Defense, Unstoppable Force, Unwavering Resolve, Wary Defender, Weapon Finesse, Weapon Focus (lightsabers), Wicked Strike, Withdrawal Strike.

NOBLE

Armor Proficiency (light), Biotech Specialist, Biotech Surgery, Cornered, Cybernetic Surgery, Exotic Weapon Proficiency, Experienced Medic, Fast Surge, Flurry, Friends in Low Places, Hasty Modification, Impulsive Flight, Informer, Leader of Droids, Linguist, Melee Defense, Opportunistic Retreat, Quick Skill, Rapid Reaction, Rapport, Recall, Recovering Surge, Return Fire, Returning Bug, Signature Device, Skill Focus, Skill Training, Superior Tech, Surgical Expertise, Tactical Advantage, Tech Specialist, Unwavering Resolve, Wary Defender, Weapon Finesse, Weapon Proficiency (advanced melee weapons), Weapon Proficiency (rifles), Wicked Strike.

SCOUNDREL

Advantageous Attack, Advantageous Cover, Attack Combo (Ranged), Bad Feeling, Biotech Specialist, Burst of Speed, Close Combat Escape, Collateral Damage, Cornered, Crossfire, Cunning Attack, Deadeye, Deceptive Drop, Desperate Gambit, Dodge, Droid Hunter, Droidcraft, Duck and Cover, Expert Droid Repair, Fast Surge, Fatal Hit, Flash and Clear, Fleet Footed, Friends in Low Places, Gearhead, Hasty Modification, Implant Training, Impulsive Flight, Knife Trick, Lightning Draw, Melee Defense, Mobility, Moving Target, Poison Resistance, Precise Shot, Prime Shot, Quick Draw, Quick Skill, Rapid Reaction, Rapid Shot, Rebel Military Training, Recovering Surge, Return Fire, Returning Bug, Running Attack, Scavenger, Signature Device, Skill Focus, Skill Training, Sniper Shot, Superior Tech, Tech Specialist, Vehicle Systems Expertise, Vehicular Combat, Vehicular Surge, Weapon Proficiency (advanced melee weapons), Zero Range.

SCOUT

Advantageous Attack, Advantageous Cover, Armor Proficiency (light), Armor Proficiency (medium), Armor Proficiency (heavy), Attack Combo (Ranged), Bad Feeling, Burst of Speed, Careful Shot, Conditioning, Cornered, Cunning Attack, Deadeye, Deadly Sniper, Deft Charge, Dodge, Droid Hunter, Droidcraft, Duck and Cover, Expert Droid Repair, Far Shot, Fast Surge, Fatal Hit, Flash and Clear, Feat of Strength, Fleet Footed, Gearhead, Grapple Resistance, Increased Agility, Linguist, Mobility, Moving Target, Point Blank Shot, Poison Resistance, Precise Shot, Prime Shot, Rapid Reaction, Rapid Shot, Rebel Military Training, Recovering Surge, Resurgence, Return Fire, Running Attack, Skill Focus, Skill Training, Slippery Maneuver, Sniper, Stay Up, Vehicle Systems Expertise, Vehicular Combat, Vehicular Surge, Weapon Proficiency (advanced melee weapons).

SOLDIER

Accelerated Strike, Advantageous Cover, Angled Throw, Armor Proficiency (heavy), Artillery Shot, Assured Attack, Attack Combo (Fire and Strike), Attack Combo (Melee), Attack Combo (Ranged), Autofire Assault, Autofire Sweep, Bantha Rush, Blaster Barrage, Brink of Death, Burst of Speed, Careful Shot, Charging Fire, Cleave, Collateral Damage, Combat Reflexes, Conditioning, Coordinated Attack, Coordinated Barrage, Critical

Strike, Crossfire, Crush, Deadeye, Deadly Sniper, Deft Charge, Double Attack, Droid Hunter, Dual Weapon Mastery I, Dual Weapon Mastery II, Dual Weapon Mastery III, Exotic Weapon Proficiency, Experienced Medic, Far Shot, Fast Surge, Fatal Hit, Feat of Strength, Flash and Clear, Flood of Fire, Flurry, Galactic Alliance Military Training, Grand Army of the Republic Training, Grapple Resistance, Great Cleave, Gunnery Specialist, Imperial Military Training, Impetuous Move, Improved Bantha Rush, Improved Charge, Improved Disarm, Improved Rapid Strike, Increased Agility, Knock Heads, Lightning Draw, Martial Arts I, Martial Arts II, Martial Arts III, Melee Defense, Mighty Swing, Mighty Throw, Multi-Grab, Overwhelming Attack, Pin, Point Blank Shot, Power Attack, Power Blast, Precise Shot, Prime Shot, Quick Draw, Rancor Crush, Rapid Reaction, Rapid Shot, Rapid Strike, Rapport, Rebel Military Training, Recovering Surge, Resurgence, Running Attack, Savage Attack, Separatist Military Training, Shake It Off, Skill Focus, Skill Training, Slippery Maneuver, Sniper, Sniper Shot, Stay Up, Strafe, Throw, Toughness, Trench Warrior, Trip, Triple Attack, Triple Crit, Tumble Defense, Unstoppable Force, Vehicular Combat, Vehicular Surge, Wary Defender, Weapon Focus, Weapon Proficiency (advanced melee weapons), Weapon Proficiency (heavy weapons), Withdrawal Strike, Zero Range.

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ABBREVIATIONS

SECR – Saga Edition Core Rulebook

SotG – Starships of the Galaxy

KotOR – Knights of the Old Republic Campaign Guide

TFU – The Force Unleashed Campaign Guide

SaV – Scum and Villainy

CWCG – Clone Wars Campaign Guide

LECG – Legacy Era Campaign Guide

RECG – Rebellion Era Campaign Guide