

BOOK	PAGE	FEAT	PREREQUISITES	BENEFIT	CLASS FEATS				
					Jedi	Noble	Scoundrel	Scout	Soldier
T	64	A Few Maneuvers	Dodge, Vehicular Combat	Ref Def +2 in Colossal or smaller vehicle, if projectile misses by 5					
K	32	Accelerated Strike	BAB +6	Once per encounter, full attack as stan	x				x
CR	82	Acrobatic Strike	Trained in Acrobatics	Gain +2 on next attack against opponent you tumble past	x				
F	31	Advantageous Attack	BAB +1	if opponent has not yet acted, add full heroic level to damage			x	x	
F	31	Advantageous Cover	Trained in Stealth	when you have cover, take no damage from area attacks			x	x	x
R	31	Ample Foraging	Ewok	Basic Survival of Survival, each gets +2 Fort Def until start next day					
F	32	Angled Throw	Dex 13	if Atk exceeds Ref Def 15, ignore cover and improved cover					x
C	28	Anointed Hunter	Nelvaanian species	if end move 2 sq from start +1 Atk with thrown weapons					
CR	82	Armor Proficiency (heavy)	AP light, AP medium	no penalty or armor check from armor				x	x
CR	82	Armor Proficiency (light)		no penalty or armor check from light armor		x		x	
CR	82	Armor Proficiency (medium)	AP light	no penalty or armor check from light or medium armor				x	
C	28	Artillery Shot	proficient with weapon	affect +2 sq with burst or splash at further than PB range					x
W		Assault	Double Atk or Dual Weapon I, BAB +6	spend FP to make 2 Atk as stan action not full					
R	28	Assured Attack		reroll lowest damage die if roll multiple dice, must take reroll	x				x
L	34	Attack Combo (Fire & Strike)	BAB +9, Atk Combo (Melee) & (Ranged)	if hit single target with 2 consecutive atks in same turn, additional atks +1 die dam					x
L	34	Attack Combo (Melee)	BAB +3	if hit single target with 2 consecutive melee or unarmed atks in same turn, additional atks +1 die dam	x				x
L	34	Attack Combo (Ranged)	BAB +3	if hit single target with 2 consecutive ranged atks in same turn, additional atks +1 die dam			x	x	x
L	34	Autofire Assault	Weapon Focus	autofire penalty -2 if autofired to same target last round, +1 die dam					x
L	34	Autofire Sweep	Weapon Focus	autofire as 6sq cone					x
F	32	Bad Feeling		extra move action in surprise round even if not surprised			x	x	
CR	82	Bantha Rush	Str 13, BAB +1	Push opponent 1 square after successful melee attack					x
R	31	Binary Mind	Cerean	enemy must roll mind-affecting effects twice & keep lower					
L	34	Biotech Specialist	Trained in Mechanics	modify a biotech item to give a special trait		x	x		
L	35	Biotech Surgery	Trained in Treat Injury	install biotech prosthesis		x			
R	31	Bothan Will	Bothan	if attack v. Will Def fails, gain +2 Will Def until start of your next turn					
R	31	Bowcaster Marksman	Wookiee	when spend Force Point to atk w/bowcaster, add result to dam too					
L	35	Brink of Death		if you deal damage that kills, can reduce to 0 hp instead	x				x

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CR	82	Burst Fire	WP heavy, proficient w/weapon	-5 on autofire Atk to gain +2 dice dam, 5 shots, if no Str 13 -10 Atk					
SV	21	Burst of Speed	Trained in Endurance	move action to move twice speed, -1 down track at end	x		x	x	x
CR	82	Careful Shot	BAB +2, Point Blank Shot	if you aim, +1 Atk				x	x
CR	82	Charging Fire	BAB +4	make ranged Atk at end of charge, -2 to Ref Def					x
K	31	Charging Fire + Dodge	Combo, requires Dodge	Ref Def penalty -1 when making a ranged attack at end of charge					
R	31	Clawed Subspecies	Quarren	gain claws 1d6 dam					
CR	83	Cleave	Str 13, Power Attack	extra melee Atk after dropping target, within reach, same BAB	x				x
SV	21	Close Combat Escape	Trained in Acrobatics	if escape grapple, swif action for single melee atk v. grappler	x		x		
SV	21	Collateral Damage	Rapid Shot, BAB +6	with Rapid Shot make a 2nd atk at -2 w/in 2sq of target, deal half dam			x		x
CR	83	Combat Reflexes		gain additional Attacks of Opportunity = Dex mod & flat-footed	x				x
K	32	Conditioning	Str 13, Con 13	reroll Str & Con skills trained in, mtr & 1/encounter add Str to Fort				x	x
R	31	Confident Success	Bothan	when successfully use Learn Secret Info gain Force Point up to 3 & max					
F	33	Controlled Rage	Rage	enter Rage as free action, end 1 round after you want to					
CR	83	Coordinated Attack	BAB +2	Automatic success with aid another at point blank range					x
C	28	Coordinated Barrage	BAB +5, Coordinated Attack	when aid for every 3 over Ref Def +1 die dam (+5 max)					x
SV	21	Cornered		when threatened & unable to withdraw +2 Atk against opponents		x	x	x	
K	32	Critical Strike	BAB +9, melee weapon, Weapon Focus	2 swif for crit range +1 on next melee Atk, no other actions before	x				x
F	33	Crossfire	PB Shot, Precise Shot, BAB +6	1/round, if you miss v. soft cover, make attack v. soft cover			x		x
CR	83	Crush	BAB +1, Pin	deal unarmed damage to a pinned opponent					x
F	33	Cunning Attack		+2 Atk v. flat-footed or any denied Dex to Ref Def			x	x	
CR	83	Cybernetic Surgery	Trained in Treat Injury	install cybernetic prosthesis		x			
R	31	Darkness Dweller	Sullustan	enemy that makes Stealth check w/in 10 sq of you is -2					
CR	84	Deadeye	BAB +4, PB Shot, Precise Shot	if you aim, deal extra die damage			x	x	x
SV	21	Deadly Sniper	Sniper, trained in Stealth	if target is unaware of you +2 Atk & +1 die dam on first attack				x	x
SV	21	Deceptive Drop	Trained in Initiative	in surprise rnd if you dam flat-foot opp they are prone if over FortDef			x		
R	31	Deep Sight	Quarren	gain darkvision					
R	28	Deft Charge		after you charge, you may take swif, reac & free actions	x			x	x

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SV	21	Desperate Gambit		1/turn if miss Atk, reroll w/ -2 RefDef until end next turn, nat 1=-5, mtr			x		
R	31	Devastating Bellow	Ithorian	bellow atk deals 4d6 dam					
R	31	Disarming Charm	Sullustan	when you successfully change attitude, +2 Deception & Persuasion v. target for next 24 hours					
CR	84	Dodge	Dex 13	+1 Ref Def against selected target	x		x	x	
K	31	Dodge + Charging Fire	Combo, requires Charging Fire	Ref Def penalty -1 when making a ranged attack at end of charge					
K	31	Dodge + Running Attack	Combo, requires Running Attack	add Dodge bonus to Ref Def v. Atk of opp					
CR	84	Double Attack	BAB +6, proficient with weapon	extra Atk during full attack, -5 penalty all attacks, per weapon group	x				x
<u>W</u>		Dreadful Countenance	Cha 13, Sith	Persuasion or Use the Force for fear effect, may reroll, mtr					
CR	84	Dreadful Rage	BAB +1, Rage species trait	rage bonus to Atk and dam increases to +5					
C	29	Droid Hunter	proficient with weapon	+2 dam v. droids, +4 dam v. droids with ion			x	x	x
C	28	Droidcraft	Trained in Mechanics	repair droids in 10 minutes not 1 hour			x	x	
CR	84	Dual Weapon Mastery I	Dex 13, BAB +1	-5 penalty when attacking with two weapons or a double weapon	x				x
K	31	Dual Weapon Mastery I + Quick Draw	Combo, requires Quick Draw	draw or holster 2 weapons as single swif action					
CR	84	Dual Weapon Mastery II	Dex 15, BAB +6, Dual Weapon Mastery I	-2 penalty when attacking with two weapons or a double weapon	x				x
CR	84	Dual Weapon Mastery III	Dex 17, BAB +11, Dual Mastery I, II	no penalty when attacking with two weapons or a double weapon	x				x
SV	21	Duck and Cover	Trained in Stealth	if area attack misses 1/turn you can move 2 sq as a reac, no atk opp			x		
K	33	Echani Training	Dex 13, Martial Arts I	dam bonus from Str x2 if make only one unarmed Atk, 1/enc when deal dam, make unarmed Atk to knock prone					
CR	84	Exotic Weapon Proficiency	BAB +1	no -5 penalty on Atk		x			x
C	29	Experienced Medic	Trained in Treat Injury	perform surgery on number = to Int mod (2 min), check individually		x			x
C	29	Expert Droid Repair	Trained in Mechanics	repair droids = to Int mod			x	x	
CR	85	Extra Rage	Rage species trait	rage one extra time a day					
CR	85	Extra Second Wind	Trained in Endurance	one extra second wind a day, nonheroic can take					
CR	85	Far Shot	Point Blank Shot	reduces range penalties by one range category, ex. short = PB				x	x
R	29	Fast Surge		catch second wind as free not swif	x	x	x	x	x
R	33	Fast Swimmer	Mon Calamari	+2 swim spd					

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L	36	Fatal Hit	Str 13, Dex 13	if your attack drops target to 0 hp you can kill them even if not over thresh, perform coup-de-grace as stan			x	x	x
L	35	Feat of Strength	Str 15	take 20 on trained Str skill check as full, DC15 Endurance to use again	x			x	x
C	29	Flash and Clear		if damage opponent with burst or splash, gain concealment				x	x
R	33	Flawless Pilot	Duros	always keep the better result on a Pilot reroll					
SV	21	Fleet-Footed	Running Attack	if move before & after attack increase speed 2 sq			x		
C	29	Flood of Fire	proficient with weapon	with autofire targets lose all dodge or deflection bonuses					x
K	33	Flurry	Dex 13	+2 Atk melee with light weapons or lightsabers, -5 Ref Def	x	x			x
F	33	Focused Rage	Rage, Controlled Rage	can use concentration skills with Rage at -5 penalty					
J	23	Follow Through		if reduce opp to 0 hp with melee atk can move your speed, with Cleave can move 1st					
CR	85	Force Boon	Force Sensitivity	gain 3 extra Force Points per level					
K	33	Force Readiness		spend Force Points as free action out of turn	x				
J	23	Force Regimen Mastery	Force Sensitivity, trained Use the Force	Learn a number of Force Regimens = 1 + Wis mod (min one)					
CR	85	Force Sensitivity	Non-droid	can make Use the Force checks, can select Force talents					
CR	85	Force Training	Force Sensitivity	Learn a number of Force Powers = 1 + Wis mod (min one)					
K	31	Force Training + Improved Disarm	Combo, requires Improved Disarm	gain +5 from Improved Disarm on Use the Force check					
R	33	Forest Stalker	Ewok	always keep the better result on a Stealth reroll					
SV	21	Friends in Low Places	Trained in Gather Information	to acquire license Gather Info replaces Know (bureaucracy)		x	x		
R	33	Fringe Benefits	Rodian	whenever you buy black market goods reduce multiplier by 2 (min x1)					
L	36	Galactic Alliance Military Training		do not move down track first time in an encounter					x
K	33	Gearhead		full = stan, stan = move, move = swif, mult swif = swif, full+ = half - 10			x	x	
C	31	Grand Army of the Republic Training	proficient with armor worn	apply armor's Fort Def to Will Def also					x
L	36	Grapple Resistance		+5 v. grab or grapple, +5 opposed grapple, +5 all your objects	x			x	x
CR	85	Great Cleave	Str 13, Cleave, Power Attack, BAB +4	no limit to cleave attacks per round	x				x
R	33	Gungan Weapon Master	Gungan	when spend Force Point to atk w/atlatl or cesta increase dam die by 1 step					
C	31	Gunnery Specialist	BAB +1 (can use Gunnery tactics)	1/encounter reroll vehicle atk, proficient w/vehicle weapons					x
SV	22	Hasty Modification	Tech Specialist	exchange a trait for another, 1 min DC 20 Mechanics		x	x		

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SV	22	Hideous Visage	Shapeshift	1/encounter swif Deception v. WillDef move target 1sq & -1 atk v. you					
R	33	Hunter's Instincts	Rodian	always keep the better result on a Perception reroll					
R	34	Imperceptible Liar	Twi'lek	when spend Force Point to Deception, increase die type by 2 steps					
R	29	Imperial Military Training		1/enc as free action on your turn, negate 1 mind-affecting effect					x
SV	23	Impersonate	Shapeshift, SF Deception	alter features & voice to a specific person, Moderate deception					
SV	23	Impetuous Move	Con 13	when catch 2nd wind, regain only half hp to move half spd, no atk opp	x				x
K	33	Implant Training	Possess a cybernetic implant	not moved down track extra step when would be moved down			x		
F	33	Improved Bantha Rush	Str 15, Bantha Rush, BAB +1	Push opponent squares = Str mod (2min) after successful melee attack					x
CR	85	Improved Charge	Dex 13, Dodge, Mobility	can charge without moving in a straight line	x				x
CR	86	Improved Damage Threshold		damage threshold increases by 5					
CR	85	Improved Defenses		+1 to all Def					
CR	85	Improved Disarm	Int 13, Melee Defense	+5 to melee attacks to Disarm, failure doesn't provoke Atk of Opp	x				x
K	31	Improved Disarm + Force Training	Combo, requires Force Training	gain +5 from Improved Disarm on Use the Force check					
K	33	Improved Rapid Strike	Rapid Strike, light melee weapon	-5 Atk to deal +2 die damage, melee, if no Dex 13 extra -10 Atk	x				x
SV	23	Impulsive Flight		can withdraw one extra square	x	x	x		
R	34	Inborn Resilience	Zabrak	reduce species bonus to 1 Def to 0 & another to +2, cannot change back					
K	33	Increased Agility	Conditioning	increase Climb, Jump or Swim by 2 squares & don't lose Dex climbing				x	x
R	34	Increased Resistance	Gamorrean	if attack v. Fort Def fails, gain +2 Fort Def until start of your next turn					
F	33	Informer	Skill Focus (Perception)	Perception replaces Gather Info, considered trained, reduce time		x			
R	34	Instinctive Perception	Zabrak	when you reroll Perception & take lower gain FP to use w/Perception until the end of the encounter					
C	31	Jedi Familiarity		1/encounter if targeted by Force from ally gain 1 FP until end of enc.					
R	34	Jedi Heritage	Twi'lek, Force Sensitivity	gain 2 extra Force powers for each Force Training					

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R	34	Justice Seeker	Kel Dor	+2 dam against targets that dam you or allies since end of your last turn					
R	34	Keen Scent	Ewok	range of Scent is 20 sq					
SV	23	Knife Trick	Lightning Draw, trained in Stealth	w/Atk Opp can draw concealed weapon & make 1 atk, still threaten sq			x		
L	36	Knock Heads	Str 13, Dex 13, Multi-Grab	deal 1d6+Str mod dam to adjacent you multi-grabbed, threshold -5					x
R	34	Lasting Influence	Bothan	with successful Persuasion gain favorable circumstances next 24 hours					
C	31	Leader of Droids		provide mind-affecting effect to allied droids = Int mod (min 1)		x			
SV	23	Lightning Draw	Quick Draw	1/encounter draw holstered weapon & attack as single stan action	x		x		x
CR	86	Linguist	Int 13	bonus languages = 1 + Int mod (min one)		x		x	
K	34	Logic Upgrade: Self-Defense	Droid	Once per encounter, as reac +2 one defense					
K	34	Logic Upgrade: Tactician	Droid, BAB +4	Once per encounter, aid another +5 Atk					
J	23	Long Haft Strike	proficient with weapon	can attack with both ends of lightsaber pike or long-handled lightsaber					
K	34	Mandalorian Training	Charging Fire	make ranged +2 Atk at end of charge, -2 to Ref Def, +2 Will Def					
CR	86	Martial Arts I		+1 Ref Def, increase damage for unarmed attacks by one die step	x				x
CR	86	Martial Arts II	BAB +3, Martial Arts I	+1 Ref Def, increase damage for unarmed attacks by one die step	x				x
CR	86	Martial Arts III	BAB +6, Martial Arts I, II	+1 Ref Def, increase damage for unarmed attacks by one die step	x				x
R	34	Master Tracker	Rodian	when spend Force Point to Survival, increase die type by 2 steps					
CR	86	Melee Defense	Int 13	trade Atk bonus on melee attacks for dodge bonus Ref Def	x	x	x		x
SV	23	Metamorph	Con 13, shapeshift, trained Deception	full round can change mass & change size, number of rounds = Con					
CR	86	Mighty Swing	Str 13	spend two swift actions to increase damage 1 die					x
F	33	Mighty Throw	Str 13	add Str & Dex to thrown Atk, range + squares = Str mod					x
R	34	Mind of Reason	Cerean	can use Wisdom instead of Intelligence for Intelligence-based skills					
CR	86	Mobility	Dex 13, Dodge	+5 Ref Def against attacks of opportunity	x		x	x	
T	127	Momentum Strike	Trained in Pilot or Ride	melee Atk +1 die damage if mounted and moving					

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R	34	Mon Calamari Shipwright	Mon Calamari	spend 2 swif to move vehicle up track not 3, automatically reroute power					
T	127	Mounted Defense	Trained in Pilot or Ride	Once per encounter, can redirect Atk to mount or vehicle, after Atk					
R	29	Moving Target	Dodge	if end turn 3 sq from start +1 dodge to Ref Def	x		x	x	
L	36	Multi-Grab	Dex 13	as stan action, grab atk v. 2 adjacent if you have 2 empty hands					x
F	34	Natural Leader	Cha 13	organization has scale = 1/2 HL + Cha mod, +10 organization score					
R	34	Nature Specialist	Ithorian	when spend FP to Knowledge (life sciences), increase die type by 2 steps					
SV	23	Opportunist Retreat	Combat Reflexes	instead of Atk of Opp 1/turn not attack to move half speed, no atk opp	x	x			
C	31	Overwhelming Attack		2 swif for -5 on target's attempt to negate (Block, Vehicular Combat)			x		x
C	31	Pall of the Dark Side	Dark Side Score 1+	add one-half Dark Side Score to Use the Force to resist detection					
R	35	Perfect Intuition	Cerean	always keep the better result on a Initiative reroll					
R	35	Perfect Swimmer	Gungan	always keep the better result on a Swim reroll					
CR	87	Pin	BAB +1	grappled opp is pinned 1 round and loses Dex to Def					x
R	35	Pitiless Warrior	Trandoshan	gain hp = 5 + 1/2 level if reduce opponent to 0 hp					
CR	87	Point Blank Shot		+1 on ranged Atk and damage against point blank foes				x	x
K	34	Poison Resistance	Con 13	+5 Fort Def v. Poison, half dam if fail			x	x	
CR	87	Power Attack	Str 13	trade Atk bonus on melee attacks for damage (up to BAB)	x				x
K	34	Power Blast	Dex 13	trade Atk bonus on melee atk for dam (BAB), no Str 13 -5 Atk					x
CR	87	Powerful Charge	BAB +1, Medium or larger size	+2 Atk on charge and extra damage = 1/2 your level	x				
F	34	Powerful Rage	Rage	+4 Str checks & Str skill checks while raging					
CR	87	Precise Shot	Point Blank Shot	no penalty shooting into melee			x	x	x
R	29	Prime Shot	Point Blank Shot	if none of your allies are closer than you, +1 ranged atk (short or closer)			x	x	x
R	35	Primitive Warrior	Gamorrean	+1 die dam with simple melee weapons					
R	35	Quick Comeback	Gamorrean	when moved down track can move +1 up track until end of next turn					
CR	87	Quick Draw	BAB +1	draw weapon as swift action instead of move action	x		x		x
K	31	Quick Draw + Dual Weapon Mastery I	Combo, requires Dual Weapon Mastery I	draw or holster 2 weapons as single swif action					

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					Jedi	Noble	Scoundrel	Scout	Soldier
K	31	Quick Draw + WP (lightsabers)	Combo, requires proficiency in lightsabers	draw and ignite lightsaber as single swift action					
K	34	Quick Skill		Once per encounter, can take 10 when rushed, can take 20 in half time		x	x		
L	36	Rancor Crush	Str 15, Crush, Pin, BAB +1	when you Pin an opponent & use Crush feat, target -1 down track					x
R	29	Rapid Reaction		1/enc you can use two different reactions to the same trigger	x	x	x	x	x
CR	88	Rapid Shot	BAB +1, proficient with weapon	-2 Atk for +1 die dam, ranged, fires 2 shots, if no Str 13 extra Atk -5			x	x	x
CR	88	Rapid Strike	BAB +1, proficient with weapon	-2 Atk to deal +1 die damage, melee, if no Dex 13 extra -5 Atk	x				x
F	34	Rapport	Wis 13	additional +2 aid another, does not stack with Coordinate		x			x
R	35	Read the Winds	Kel Dor	ignore concealment & cover for Perception w/in 10 sq					
R	30	Rebel Military Training	Running Attack	if move before & after attack +2 Ref Def				x	x
F	35	Recall	Trained in one Knowledge skill	Once per day, reroll trained Knowledge check, taking best		x			
R	30	Recovering Surge		move +1 up track when catch Second Wind	x	x	x	x	x
R	35	Regenerative Healing	Trandoshan	1/day with Second Wind regain no hp but gain 5 hp at end of each turn					
J	23	Relentless Attack	proficient & Double Attack w/weapon	if miss, add +2 on next atk roll before end of next turn against missed					
K	35	Republic Military Training		Once per encounter as reac, gain DR10 if you have cover even v. aim					
SV	24	Resurgence	Trained in Endurance	catch second wind & immediately gain immediate move action	x				x
R	35	Resurgent Vitality	Wookiee	with Second Wind gain additional hp = twice Con bonus (minimum 2)					
L	37	Return Fire	Dex 15, Quick Draw, Weapon Focus	1/enc as reac ranged atk v. target that missed you w/ranged atk in LOS		x	x	x	
L	37	Returning Bug	proficient with weapon	if you miss with razor or thud bug it automatically returns		x	x		
CR	88	Running Attack	Dex 13	move before and after an attack, cannot exceed speed	x		x	x	x
K	31	Running Attack + Dodge	Combo, requires Dodge	add Dodge bonus to Ref Def v. Atk of opp					
F	35	Savage Attack	Double Attack, proficient with weapon	with full attack if hit on first attack, +1 die dam v. same target	x				x
F	35	Scavenger		1 hour scavenging, Perception check to determine value			x		
R	35	Scion of Dorin	Kel Dor	+5 Fort Def v. natural hazards					
C	31	Separatist Military Training		+1 Atk to one attack if adjacent to ally					x
CR	88	Shake It Off	Con 13, trained in Endurance	spend two swift actions to move +2 up condition track					x
R	35	Sharp Senses	Mon Calamari	when spend Force Point to Perception, increase die type by 2 steps					

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R	35	Shrewd Bargainer	Quarren	when you use Persuasion target does not receive bonuses to Will Def					
SV	24	Signature Device	Tech Specialist	one item two traits from Tech Spec, switch between with swif		x	x		
K	35	Sith Military Training		1/encounter, if reduce opp to 0hp or over thresh, w/in 6sq of opp -2 def					
CR	88	Skill Focus		+5 on a trained skill	x	x	x	x	x
CR	88	Skill Training		become trained in one class skill	x	x	x	x	x
SV	24	Slippery Maneuver	Dodge	apply Dodge to two opp, use withdraw at full spd v. Dodge opp	x			x	x
CR	88	Sniper	BAB +4, PB Shot, Precise Shot	ignore soft cover making a ranged attack				x	x
K	35	Sniper Shot	Proficient with ranged weapon	+2 ranged Atk, -5 Ref Def, not with vehicle or heavy weapons			x		x
R	35	Spacer's Surge	Duros	when roll Nat 20 on Pilot check, gain Force Point to use before end of enc					
C	31	Spray Shot		reduce autofire to 1 square					
SV	24	Staggering Attack	Sneak attack talent or Rapid Shot/Strike	if deal extra dice dam, can move 2 sq per extra die not used					
S	20	Starship Designer	Tech Specialist, Trained in Mechanics	you can train a starship from scratch					
S	20	Starship Tactics	Vehicular Combat, Trained in Pilot	Learn a number of starship maneuvers = 1 + Wis mod (min 1)					
SV	24	Stay Up	Trained in Endurance	1/encounter instead of dam you can take half dam & -1 down track					
F	35	Strafe	Running Attack	autofire Atk 1 sq wide & 4sq long instead of 2x2					x
R	36	Strong Bellow	Ithorian	1/enc move one less down track when use bellow					
CR	88	Strong in the Force		roll d8 instead of d6 when you spend a Force Point	x				
SV	24	Superior Tech	Int 17, Tech Specialist, 9th level	see page 24-25 SV					
T	91	Suppression Fire	Str 13, Burst Fire, WP Heavy	with aid another & Atk roll beats target's Will Def, target needs cover					
R	36	Sure Climber	Sullustan	if not distracted or threatened gain climb speed of 4					
CR	88	Surgical Expertise	Trained in Treat Injury	can perform surgery in 10 minutes instead of an hour		x			
R	36	Survivor of Ryloth	Twilek	1/hour in heat or cold you & 10 allies can use result of Survival check in place of Fort Def					
F	35	Swarm	Coordinated Attack	+1 melee Atk for each allied character adjacent to target	x				
SV	25	Tactical Advantage	Combat Reflexes	if do damage with Atk of Opp, can move 1 sq, no atk of opp					
S	21	Tactical Genius	Starship Tactics, Vehicular Combat*	regain all spent maneuvers at end of round with natural 20 on Atk					
S	21	Tech Specialist	Trained in Mechanics	modify an item to give a special trait		x	x		
R	36	Thick Skin	Trandoshan	+2 Fort Def					
CR	88	Throw	BAB +1, Trip	throw a grappled opponent one square and deal damage					x
CR	88	Toughness		+1 hp per level					x

BOOK	PAGE	FEAT	PREREQUISITES	BENEFIT	CLASS FEATS				
					Jedi	Noble	Scoundrel	Scout	Soldier
C	31	Trench Warrior		+1 Atk v. target if you are adjacent to cover from target					x
CR	88	Trip	BAB +1	knock grappled opponent prone, attacks v. prone +5, theirs -5					x
CR	89	Triple Attack	BAB +9, Double Attack, proficient	make a extra attack during full attack, -5 to all attacks, per group	x				x
CR	89	Triple Crit	BAB +8, proficient with weapon	deal triple damage on a Crit, with selected weapon	x				x
K	35	Tumble Defense	Dex 13, proficient with melee weapon	when tumbled against add your BAB to DC, if they fail Atk of opp	x				x
F	35	Unleashed	Destiny	spend Destiny Point to access Unleashed abilities					
R	30	Unstoppable Combatant	Extra Second Wind	can catch more than one Second Wind per encounter					
C	31	Unstoppable Force		+5 Fort Def & Will Def v. Use the Force	x				x
J	24	Unswerving Resolve	BAB +2	if targeted by fear or mind-affecting effect that fails, gain FP to be					
R	36	Unwavering Focus	Zabrak	when mind-affecting effect is against your Will Def, you impose -2					
C	32	Unwavering Resolve	Trained in Perception	+5 Will Def v. Deception & Persuasion	x	x			
L	37	Vehicle Systems Expertise	Tech Specialist, Trained in Mechanics	Recharge Shields/Reroute Power as 2swif, 1/encounter DC30 Mechanics 1 swif			x	x	
CR	89	Vehicular Combat	Trained in Pilot	negate one attack a round against a vehicle, Pilot v. Atk roll			x	x	x
R	30	Vehicular Surge	Trained in Pilot	1/day as swif bonus hp = 1/4 max hp of Colossal or smaller vehicle			x	x	x
R	36	Veteran Spacer	Duros	+5 Use Computer to perform astrogation					
R	30	Vitality Surge	Extra Second Wind	can catch Second Wind even if not below half hit points					
R	36	Warrior Heritage	Gungan	+2 Will Def when you wield atlatl or cesta					
C	32	Wary Defender		+2 Fort Def & Will Def if fight defensively	x	x			x
CR	89	Weapon Finesse	BAB +1	Use Dex mod instead of Str mod on Atk with light melee weapons	x	x			
K	31	Weapon Finesse + Weapon Focus	Combo, requires Weapon Focus	a single one-handed weapon with Focus is light for Weapon Finesse					
CR	89	Weapon Focus	proficient with weapon	+1 Atk on selected weapon	1				x
K	31	Weapon Focus + Weapon Finesse	Combo, requires Weapon Finesse	a single one-handed weapon with Focus is light for Weapon Finesse					
CR	89	Weapon Proficiency		no -5 penalty on Atk		2,3	2	2	2,4
K	31	Weapon Proficiency (lightsabers) + QD	Combo, requires Quick Draw	draw and ignite lightsaber as single swif action					
CR	89	Whirlwind Attack	Dex 13, Int 13, Melee Defense, BAB +4	melee Atk against each target within reach, make one roll					
SV	25	Wicked Strike	Rapid Strike	with Rapid Strike make a 2nd atk at -2 w/in reach, deal 1\2 dam	x	x			
K	35	Withdrawal Strike	BAB +5, proficient with melee weapon	opponents may not withdraw, they may Tumble as normal	x				x
R	36	Wroshyr Rage	Wookiee	when you first enter a rage, gain hp = 10 + 1/2 level					

BOOK	PAGE	FEAT	PREREQUISITES	BENEFIT	CLASS FEATS				
					Jedi	Noble	Scoundrel	Scout	Soldier
L	37	Zero Range	PB Shot	+1 on ranged Atk and +1 die damage against point blank foes			x		x

Tech Specialist Modifications

Special: This feat is considered a bonus feat for the noble and scoundrel classes.

Armor Trait

Agile Armor
Fortifying Armor
Protective Armor

Benefit

Increases the armor's maximum Dexterity bonus 1.
Increases the armor's equipment bonus to Fortitude Defense by 1.
Increases the armor's armor bonus to Reflex Defense by 1.

Device Trait

Enhanced Strength
Improved Durability
Mastercraft Device

Benefit

Increases the device's Strength score by 2.
The device's damage reduction increases by 1, and it gains extra hit points equal to one-quarter of its base HP.
Skill checks made using the device gain a +1 equipment bonus, or the device's existing equipment bonus increases by 1.

Droid Trait

Enhanced Dexterity
Enhanced Intelligence
Enhanced Strength

Benefit

Increases the droid's Dexterity score by 2.
Increases the droid's Intelligence score by 2.
Increases the droid's Strength score by 2.

Vehicle Trait

Enhanced Dexterity
Improved Speed
Improved Shields

Benefit

Increases the vehicle's Dexterity score by 2.
Increases the vehicle's speed by one-quarter of its base speed (minimum 1 square).
Increases the vehicle's shield rating by 5.

Weapon Trait

Improved Accuracy
Improved Damage
Selective Fire

Benefit

The weapon gains a +1 equipment bonus on attack rolls.
The weapon deals +2 points of damage with a successful hit. Apply the extra damage before applying the multiplier (e.g. x2).
An autofire-only ranged weapon can be set to fire single shots, or single-shot weapon can be made to have an autofire mode.

Must pay the greater of one-tenth the cost of the item or 1,000 credits. Modification takes 1 day per 1,000 credits cost.

The market value of a modified item is equal to the base cost of the item plus double the cost of the modifications made to it.

BOOK	PAGE	TALENT	PRE-REQUISITES	ACT	FP?	MR	FP?: x = must spend force point, * = may spend	CLASS	TREE
							MtR: Must take Reroll		
C	39	Accurate Blow					if exceed Ref Def by 5 or more deal +1 die dam, per melee group	Elite Trooper	Melee Specialist
CR	40	Acrobatic Recovery					DC 20 Acrobatics to not fall prone	Jedi	Jedi Guardian
K	57	Action Exchange	Force Delay				when you use Force Delay, grant 1 ally in 6sq & LOS to trade a move action for a stan action	Force-Using Traditions	Jal Shey
CR	49	Acute Senses				y	reroll Perception	Scout	Awareness
L	30	Adapt and Survive					when an enemy in 24sq & LOS gains morale or insight bonus, you gain it too until your next turn	Scout	Versatility
F	102	Adept Assistant					with aid another on a Mechanics, Pilot or Use Computer add +5 not +2	Droid	Second-Degree Droid
CR	39	Adept Negotiator		stan			Persuasion check v. Will Def (+5 bonus if opp higher level), moves -1 down track, if at end, cannot attack unless attacked or allies attacked	Jedi	Jedi Consular
CR	107	Adept Spellcaster		free		y	reroll any force power as a full-round action	Force-Using Traditions	Dathomiri Witch
L	47	Adrenaline Implant		stan			1/encounter adjacent ally gains 10 hp at start of each of its turns (do not accumulate) (at end of encounter target moves -3 down track & needs rest or surgery)	Shaper	Implant
C	25	Advanced Intel	Spotter	free			if not surprised can use Spotter even in surprise round	Scout	Surveillance
C	24	Advantageous Opening					when ally or opponent in LOS rolls nat 1 on atk, make atk against single target	Scoundrel	Opportunist
SV	29	Advantageous Positioning	Shift				opponent you're flanking is considered flat-footed	Assassin	Assassin
K	47	Advantageous Strike					+5 Atk with Atk of Opp with melee	Melee Duelist	Melee Duelist
J	14	Adversary Lore		stan			Use the Force v. Will Def in 12 sq & LOS for target -2 Ref Def	Jedi	Jedi Consular
K	40	Affliction					when you damage an opponent with a Force power, opponent takes +2d6 dam at start of next turn	Sith Apprentice	Sith
L	26	Aggressive Negotiator	Adept Negotiator				when you damage an opponent with lightsaber, can take 10 on Persuasion checks	Jedi	Jedi Consular
R	26	Aggressive Surge					1/enc make a free charge when you take a Second Wind	Scout	Unpredictable
C	57	Akk Dog Attack	Akk Dog Master				your akk dog follower gains Powerful Charge feat	Force-Using	Korunnai Adept
C	57	Akk Dog Master					gain 1 akk dog follower w/Power Attack feat, your force powers can target akk dog (one toward max)	Force-Using Traditions	Korunnai Adept
C	57	Akk Dog Trainer's Actions	Akk Dog Master	stan			if you atk: if akk dog adjacent to target dam = d6+Str mod & part of your atk for DR, akk dog can charge (both -5 atk & replaces charge mod), if you hit akk dog +2 next atk v. target	Force-Using Traditions	Korunnai Adept
F	49	Always Ready	Initiative skill				when a readied action is triggered Initiative does not change	Infiltrator	Infiltration

BOOK	PAGE	TALENT	PRE-REQUISITES	ACT	FP?	MR	FP?: x = must spend force point, * = may spend MtR: Must take Reroll	CLASS	TREE
							BENEFIT		
SV	13	Ambush	Dirty Tactics				if not surprised give up stan for nonsurprised allies in LOS extra move or can reroll Init & take better	Noble	Disgrace
C	40	Ambush					if you hit an opponent that has not yet acted, add +2 dice dam	Elite Trooper	Republic Commando
R	28	Ambush Specialist					if not surprised you can treat first round of combat as surprise round to activate talents etc. In surprise round designate one enemy as prime target & +2 atk until end of encounter	Soldier	Ambusher
J	19	Apprentice Boon		reac	x		add your Force Point result to an ally w/in 12 sq with a Use the Force max Dex bonus is +1	Jedi Knight	Jedi Instructor
CR	51	Armor Mastery	Armored Defense					Soldier	Armor Specialist
L	45	Armor Mastery					Ref Def bonus = HL + 1/2 armor bonus or armor bonus, counts as Armored & Improved Armored Def	Imperial Knight	Knight's Armor
L	45	Armored Augmentation I	AP of armor	swif	x		1/encounter add armor bonus to Ref Def to thresh until end of encounter	Imperial Knight	Knight's Armor
L	45	Armored Augmentation II	Armored Augmentation I*				also gain DR = 2 x armor's equipment bonus to Fort Def	Imperial Knight	Knight's Armor
CR	52	Armored Defense					Ref Def bonus = either heroic level or armor bonus	Soldier	Armor Specialist
L	40	Armored Guard	Ward				when you use Ward add one-half your armor bonuses to ally's Ref Def	Elite Trooper	Protection
K	38	Armored Mandalorian	Dex 13, Mandalorian Glory				add armor's Fort Def to Elite Trooper DR, if lightsaber does not ignore DR it doesn't ignore your DR	Elite Trooper	Mandalorian Warrior
F	52	Armored Spacer					treat as AP (heavy)	Master Privateer	Privateer
F	27	Art of Concealment					Stealth to conceal items on person can take 10 even if rushed, can conceal as a swif	Scoundrel	Smuggling
R	24	Assault Gambit		stan			1/turn designate 1 ally & 1 target with LOE, they roll Initiative & winner makes free atk against other	Noble	Gambling Leader
CR	221	Assault Tactics		move			DC15 Tactics, designate single object or creature, allies that can hear you, +d6 dam until next turn	Officer	Military Tactics
C	53	At Peace			x		+2 all Def until end of encounter or until you attack	Force Sensitive	Light Side
CR	218	Ataru					may add Dex mod on damage or double Dex bonus if two-handed instead of Str	Jedi Knight	Lightsaber Forms
CR	210	Attract Minion					attracts nonheroic character 3/4 your level, multiple	Crime Lord	Mastermind
F	52	Attract Privateer					attracts nonheroic character 3/4 your level, multiple	Master Privateer	Privateer
CR	107	Attune Armor		free	x		armor bonus +2, Dex bonus improves +1	Force-Using	Jensaarai Defender

BOOK	PAGE	TALENT	PRE-REQUISITES	ACT	FP?	MIR	<div style="border: 1px solid black; padding: 2px;"> FP?: x = must spend force point, * = may spend MtR: Must take Reroll </div>	BENEFIT	CLASS	TREE
CR	214	Attune Weapon		free	x			+1 Atk with melee weapon	Force Adept	Force Item
C	53	Attuned	Focused Attack	free				when you roll nat 20 on attack v. opp with Dark Side 1+ can activate any	Force Sensitive	Light Side
J	73	Aura of Freedom			*			+5 on skill or grapple checks to all allies w/in 6 sq, can spend FP to	Force-Using	Aing-Tii Monk
C	43	Automated Strike		swif				DC 15 Knowledge (tactics), all droid allies who can hear you gain	Droid Commander	Droid Commander
C	53	Aversion		swif	x			until end of encounter all squares within 2sq are difficult terrain for	Force Sensitive	Alter
SV	14	Avert Disaster	Fool's Luck					1/encounter turn a critical hit into a normal hit	Scoundrel	Fortune
C	55	Bando Gora Surge						if you move up track, gain hp = 5 + HL	Force-Using	Bando Gora
CR	49	Barter				y		reroll Persuasion to haggle	Scout	Fringer
CR	52	Battle Analysis		swif				DC15 Knowledge (Tactics) know which allies or opponents in LOS have	Soldier	Commando
CR	40	Battle Meditation		full	x			allies within 6 squares get +1 Atk for encounter if within 6 squares	Jedi	Jedi Guardian
F	54	Battlefield Medic						first aid as stan not full	Medic	Advanced Medicine
C	26	Bayonet Master	Gun Club					with full atk treat ranged weapon w/bayonet as double weapon ignoring penalties for double weapon	Soldier	Brawler
K	53	Beast Trick						can use mind trick on beast Int 2 or less, cannot perform or understand complex directions	Force Sensitive	Control
SV	15	Befuddle		swif				Deception v. Will Def can move through threatened area without Atk of	Scoundrel	Misfortune
S	17	Begin Attack Run	Cha 13	swif				designate a single target, +5 Atk with an attack run	Ace Pilot	Squadron Leader
C	56	Believer Intuition		reac				if successfully attacked, Use the Force v. attack to add Cha mod to Ref Def	Force-Using Traditions	Believer Disciple
SV	14	Beloved	Bolster, Inspire Confidence					each 1/enc: ally 6sq +2 Ref swif, or atk & if atked ally atk free, or if atked LOS allies move 2sq as reac	Noble	Inspiration
SV	14	Better Lucky than Dead	Fool's Luck	reac				1/encounter +5 bonus to one Def until start of your next turn	Scoundrel	Fortune
R	43	Bigger Bang	Improvised Device					+1 die dam with Improvised Device	Improviser	Improviser
L	29	Biotech Adept				y		reroll Knowledge (life sciences) or Treat Injury to use or repair biotech	Scoundrel	Yuuzhan Vong Biotech
L	47	Biotech Mastery						can make modifications in half time & half cost, can take 10 on	Shaper	Shaper
R	43	Black Market						automatically locate black market merchant	Improviser	Procurement
R	26	Blast Back		reac				1/rnd when damaged by area atk, make an atk v. source if have LOS &	Scout	Unpredictable
F	52	Blaster and Blade I	Dual Weapon I, WP (advanced & pistols)					with a single attack with an advanced melee weapon make a free pistol attack	Master Privateer	Privateer

BOOK	PAGE	TALENT	PRE-REQUISITES	ACT	FP?	MR	FP?: x = must spend force point, * = may spend MtR: Must take Reroll	CLASS	TREE
							BENEFIT		
F	52	Blaster and Blade II	Blaster & Blade I, Dual Weapon I, WP (advanced & pistols)				treat advanced melee weapon as if you were holding it two-handed (dbl Str bonus)	Master Privateer	Privateer
F	52	Blaster and Blade III	Blaster & Blade I & II, Dual Weapon I, WP (advanced & pistols)				make full attack as stan if you attack with both	Master Privateer	Privateer
F	57	Blaster Turret I		stan			1/encounter, Tiny Init +4 Percep +4 Ref Def 10 10hp thresh 8 turret, 3d6 dam, you must be adjacent	Saboteur	Turret
F	57	Blaster Turret II	Blaster Turret I	stan			1/encounter, Tiny Init +8 Percep +8 Ref Def 12 15hp thresh 10 turret, 3d8 dam, remote 12sq	Saboteur	Turret
F	57	Blaster Turret III	Blaster Turret I & II	stan			1/encounter, Tiny Init +8 Percep +8 Ref Def 12 15hp DR5 thresh 10, 3d8 dam fires twice, remote 12sq	Saboteur	Turret
F	28	Blend In					Stealth replaces Deception for a deceptive appearance, considered trained	Scout	Spy
C	41	Blind Shot					ignore penalties v. concealment or total concealment	Gunslinger	Gunslinger
S	17	Blind Spot		swif			with vehicle 2 sizes bigger, must be adjacent, opposed Pilot, Atk vs. target +2, Atk from target -2	Ace Pilot	Expert Pilot
CR	41	Block		reac	*		negate melee attack with Use the Force check, DC = Atk roll, -5 every time used in round must have activated lightsaber, aware and not flat-footed, FP for adjacent character.	Jedi	Lightsaber Combat
SV	33	Bloodthirsty					perform coup de grace as move, if kill with coup de grace all allies in LOS +2 Atk for encounter	Master Privateer	Piracy
L	41	Blowback					push target 1 square if you exceed target's threshold	Gunslinger	Carbineer
F	52	Boarder					ignore cover with character-scale ranged attacks aboard a starship or space station	Master Privateer	Privateer
J	81	Body Control			*		add Cha mod instead of Con mod to Fort Def, can spend FP to become	Force-Using	Matukai Adept
SV	27	Bodyguard I	Attract Minion	reac			1/turn redirect attack to attracted minion	Crime Lord	Mastermind
SV	27	Bodyguard II	Bodyguard I*				1/turn redirect attack to attracted minion, minion +Ref Def = half your class level	Crime Lord	Mastermind
SV	27	Bodyguard III	Bodyguard II*				1/turn redirect attack to attracted minion, minion +Ref Def = your class level & free Atk v. attacker	Crime Lord	Mastermind
L	41	Bodyguard's Sacrifice		reac			take any or all damage for adjacent ally rest goes to target, cannot use it again until end of next turn	Elite Trooper	Protection
CR	43	Bolster Ally		stan			+1 up condition track & hp = their level if under half HP	Noble	Inspiration

BOOK	PAGE	TALENT	PRE-REQUISITES	ACT	FP?	MR	FP?: x = must spend force point, * = may spend MtR: Must take Reroll	CLASS	TREE
							BENEFIT		
R	40	Bolstered Numbers	Recruit Enemy				if successfully Recruit Enemy, allies gain +2 atk until end of enc	Officer	Rebel Recruiter
J	18	Bonded Mount	Charm Beast	full	x		mount shares an empathic link, when you ride your mount has your Ref & Will Def, you gain senses	Force Adept	Beastwarden
CR	44	Born Leader		swif			once per encounter, all allies +1 Atk, if in LOS and if N conscious	Noble	Leadership
F	50	Bothan Resources	Spynet Agent				DC20 Gather Info can purchase standard equipment at 50% rate or exotic at 75%	Infiltrator	Bothan Spynet
C	45	Breach Cover					ignore cover if you fire or throw a weapon with burst or splash	Military Engineer	Military Engineer
C	45	Breaching Explosive					ignore threshold of doors & walls when using mines & non-grenade explosives	Military Engineer	Military Engineer
F	54	Bring Them Back					revivify on a target that has died a number of rounds = half heroic level	Medic	Advanced Medicine
K	44	Brutal Attack	Weapon Focus				if you do dam over thresh add +1 die dam	Gladiator	Gladiatorial Combat
J	89	Brutal Unarmed Strike	Telekinetic Strike				reroll any damage dice that has a "1" as a result	Force-Using Traditions	Warden of the Sky
L	29	Bugbite					+1 die damage with razor & thud bugs	Scoundrel	Yuuzhan Vong
R	45	Bunker Blaster					if adjacent to object that provides cover to target you can aim at target as	Pathfinder	Pathfinder
F	92	Buried Presence		stan	x		immune to Force detection for 1 hour, may use as a reac v. Sense Force	Force-Using	Agent of Ossus
K	30	Burning Assault	Jet Pack Training	stan			expend a charge as an attack, treat as flame thrower, not while flying	Soldier	Rocket Jumper
K	44	Call Out	Personal Vendetta				as Personal Vendetta but designate one opponent to be -5 Atk	Gladiator	Gladiatorial
J	19	Call Weapon					call & ignite a lightsaber you built as a free action if in LOS	Jedi Knight	Jedi Artisan
SV	17	Cantina Brawler					if flanked +2 on unarmed attack & damage	Soldier	Brawler
R	43	Capture Droid		stan			1/enc v. adjacent droid reduced to 0 hp, Mechanics v. Will Def for +2 up	Improviser	Improviser
F	103	Cargo Hauler					track & d8 hp & friendly	Droid	Fifth-Degree Droid
L	27	Cast Suspicion		swif			double carrying capacity & +5 to Str-based skill checks	Noble	Provocateur
SV	14	Castigate		stan			one enemy in LOS loses all insight/morale bonuses on atk & can't be aided until end of your next turn	Noble	Disgrace
J	21	Cause Mutation	Sith Alchemy		x		Persuasion v. Will Def to impose -2 to all of target's def until end of your transform to Sith Abomination (J22) or Chrysalis Beast (J133), domesticated for you, days = new CL	Sith Apprentice	Sith Alchemy
CR	213	Channel Aggression			x		Atk vs. flanked opp or one denied Dex to Def, extra dam = 1d6 per class lvl (10d6 max)	Force Adept	Dark Side Devotee
CR	213	Channel Anger	Channel Aggression	swif	x		+2 melee Atk & damage for rounds equal to 5 + Con mod, then move down one on track, no patience	Force Adept	Dark Side Devotee

BOOK	PAGE	TALENT	PRE-REQUISITES	ACT	FP?	MR	FP?: x = must spend force point, * = may spend MtR: Must take Reroll	CLASS	TREE	
							BENEFIT			
J	16	Channel Energy	Negate energy	reac	x		convert energy to activate any power in your suite	Force Sensitive	Control	
J	18	Channel Vitality		swif			move -1 down track to gain 1 Force Point until the end of your turn	Force Adept	Mystic	
J	18	Charm Beast					UseForce replaces Persuasion w/animal Int 2 or less, -5 if animal doesn't understand doesn't apply	Force Adept	Beastwarden	
CR	107	Charm Beast					UseForce replaces Persuasion w/animal Int 2 or less, -5 if animal doesn't understand doesn't apply	Force-Using Traditions	Dathomiri Witch	
CR	107	Charm Beast					UseForce replaces Persuasion w/animal Int 2 or less, -5 if animal doesn't understand doesn't apply	Force-Using Traditions	Felucian Shaman	
K	27	Cheap Shot					Opportunistic Strike	once per encounter make an atk of opp against an opponent that withdraws from an ally in PB range	Scoundrel	Run and Gun
F	24	Cleanse Mind		swif			once per turn you can remove an ongoing mind-affecting effect from 1 ally in LOS	Jedi	Jedi Consular	
CR	40	Clear Mind		may reroll Use the Force check to avoid detection			Jedi	Jedi Sentinel		
L	57	Cloak of Shadow		swif			x	until end of encounter when you move 3 sq from start you gain concealment from all targets	Force-Using Traditions	Disciple of Twilight
L	41	Close Contact		PB range increased by 5 sq, Short range begins 5 sq later but ends at same distance			Gunslinger	Carbineer		
SV	25	Close Cover	Watch This				if you occupy the same space as a larger vehicle +5 cover bonus	Ace Pilot	Blockade Runner	
R	23	Close Maneuvering	swif				1/turn designate a target, your move does not provoke Atk of Opp from target if you move adjacent	Jedi	Jedi Guardian	
S	17	Close Scrape	reac	Colossal size or smaller, Pilot check turns crit into normal (still hit, not crit)	Ace Pilot	Expert Pilot				
C	25	Close-Combat Assault	Recon Team Leader				each follower gains PB Shot feat	Scout	Reconnaissance	
J	18	Closed Mind	mind-affecting effects must be rolled twice against you taking the lower result				Force Adept	Mystic		
C	40	Close-Quarters Fighter	if adjacent or in same sq, +1 melee atk				Elite Trooper	Melee Specialist		
K	24	Collective Visions	Farseeing				other Force-users with farseeing can aid another as a reac within 6sq	Jedi	Jedi Consular	
F	103	Combat Repairs	full				1/day use Mechanics to repair self instead of 1 hour	Droid	Fourth-Degree Droid	
J	21	Combat Trance	Coordinated Attack				battle strike applies to the first attack you make each round until the end of the encounter	Jedi Knight	Jedi Weapon Master	
T	57	Combined Fire					+2 dam against targets damaged by an ally since end of your last turn	Soldier	Mercenary	

BOOK	PAGE	TALENT	PRE-REQUISITES	ACT	FP?	MR	FP?: x = must spend force point, * = may spend MtR: Must take Reroll	CLASS	TREE
							BENEFIT		
S	18	Combined Fire		swif			designate single vehicle, object or creature in LOS, extra die for batteries every 2, not 3 on roll with tactical fire, may designate one weapon or battery to make a single attack	Officer	Naval Officer
J	85	Combustion	Force Training	swif	x		+1d6 fire dam to any force power that affects a single target & catches it on fire	Force-Using Traditions	Shapers of Kro Var
CR	107	Command Beast	Charm Beast				treat animal as domesticated and can Ride	Force-Using Traditions	Dathomiri Witch
CR	107	Command Beast	Charm Beast				treat animal as domesticated and can Ride	Force-Using Traditions	Felucian Shaman
C	26	Commanding Officer					gain 1 follower with AP feat & WP (rifles), can be taken max 3 times	Soldier	Squad Leader
F	28	Commanding Presence		swif			once per encounter all enemies -2 Will Def, Persuasion is now a class skill	Soldier	Mercenary
K	42	Competitive Drive					once per encounter reroll one Wis Int or Cha based skill except Use the Force	Corporate Agent	Corporate Power
K	42	Competitive Edge					when you and allies are not surprised, # allies = Cha mod benefit from Quick Draw	Corporate Agent	Corporate Power
F	47	Computer Language	Binary				Persuasion replaces Use Computer, considered trained	Independent Droid	Specialized Droid
F	47	Computer Master				n	reroll opposed Use Computer checks	Independent Droid	Specialized Droid
C	26	Comrades in Arms					if within 3 sq of ally, +1 atk	Soldier	Trooper
F	92	Conceal Another	Buried Presence				you can use Buried Presence or Vanish on one extra person	Force-Using Traditions	Agent of Ossus
K	58	Conceal Force Use		swif			with Use the Force to make a Deception check to conceal the effects of your Force use	Force-Using Traditions	Keetael
F	49	Concealed Weapon Expert		swif		y	1/round with unarmed, hold-out, dagger or vibrodagger reroll attack	Infiltrator	Infiltration
R	40	Concentrate All Fire					+1 die dam when aid another's atk with vehicle weapon, an ally can only benefit once per atk	Ace Pilot	Wingman
SV	34	Confounding Attack	Tangle Up*				1/encounter forgo extra move to atk, if hit & dam with melee you switch places with opponent	Outlaw	Outlaw
CR	44	Connections					acquire equipment, CLx1000 credits, reduce black market multiplier by 1	Noble	Lineage
C	22	Consular's Vitality		swif			1/round grant one ally in 12 sq & LOS hp = 5+Cha mod, you take -5 Use	Jedi	Jedi Consular
L	26	Consular's Wisdom	Adept Negotiator	swif			1/encounter 1 ally in LOS, until end of encounter ally adds your Wis bonus to Will Def	Jedi	Jedi Consular

BOOK	PAGE	TALENT	PRE-REQUISITES	ACT	FP?	MR	FP?: x = must spend force point, * = may spend MtR: Must take Reroll	CLASS	TREE
							BENEFIT		
C	53	Consumed by Darkness		swif			take -5 to Will Def for +2 Atk	Force Sensitive	Dark Side
CR	212	Controlled Burst					autofire or Burst Fire penalty reduced by 2, if you brace, no penalty	Elite Trooper	Weapon Master
CR	44	Coordinate		stan			all allies in LOS get +1 with aid another, +5 max	Noble	Leadership
C	26	Coordinated Tactics	Commanding Officer				each follower gains Coordinated Attack feat	Soldier	Squad Leader
K	42	Corporate Clout	Impose Hes, Wrong Decision	stan			1/encounter Persuasion v. Will w/in LOS target cannot attack you, if over by 5 can't attack allies	Corporate Agent	Corporate Power
L	45	Cortosis Defense					+2 on opposed unarmed melee attack roll v. lightsaber	Imperial Knight	Knight's Armor
L	27	Cortosis Gauntlet Block	AP (light, medium)				can use Block with cortosis gauntlets, deactivates lightsabers on successful Block	Jedi	Lightsaber Combat
L	45	Cortosis	Cortosis Defense				when you successfully parry lightsaber atk you may make immediate atk	Imperial Knight	Knight's Armor
SV	18	Counterpunch					if fight defensively any adjacent creature provokes an attack of	Soldier	Brawler
F	45	Cover Bracing					brace autofire weapon with one swif if near an object that provides you	Enforcer	Enforcement
CR	52	Cover Fire	Battle Analysis				with a ranged attack, allies w/in 6 squares get +1 Def until your next turn	Soldier	Commando
L	41	Cover Your					Gather Information checks against you are -5	Jedi Knight	Jedi Refugee
F	42	Cower Enemies	Force				Persuasion to intimidate 6sq cone not single target.	Force Adept	Imperial Inquisitor
SV	16	Cramped Quarters	Starship Raider*				Ref Def +2 when adjacent to obstacle or barrier	Scoundrel	Spacer
F	49	Creeping	Stealth skill	swif			designate unaware target in 12sq, until next turn target may not make	Infiltrator	Infiltration
S	17	Crippling Hit	System Hit*				if Atk moves ship down track, target loses: hyperdrive, weapon, or	Ace Pilot	Gunner
CR	213	Crippling Strike	Channel		x		on a Crit, can reduce target speed by half until fully healed	Force Adept	Dark Side Devotee
J	17	Crucial Advice					1/encounter reroll failed skill check with +2	Force Sensitive	Guardian Spirit
SV	18	Crushing Assault	Weapon Specialization				if damage opp with bludgeoning Atk, +2 Atk & dam on next atk v. opponent before end of encounter	Soldier	Weapon Specialist
SV	31	Cunning Distraction					if you feint in combat you can move half your speed	Charlatan	Trickery
SV	15	Cunning Strategist	Walk the Line*	stan			each 1/enc after you Atk: if dam target -5 Ref, or target -2 spd, v. 2 opp w/in 2sq -5 Atk but 1 dam roll	Scoundrel	Misfortune
L	29	Curved Throw	Bugbite	swif			ignore cover (not total) with razor & thud bugs	Scoundrel	Yuuzhan Vong Biotech
R	43	Custom Model	Improvised Device, Tech Specialist feat				add one modification from Tech Specialist of Improvised Device & does not affect value of item	Improviser	Improviser
J	87	Cycle of Harmony	Tyia Adept				ally in 12 sq & LOS takes dam or moves down track another ally w/in 12 & LOS gets hp = 5 + Cha mod	Force-Using Traditions	Tyia Adept

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							BENEFIT		
CR 101	SV 31	Damage Reduction		stan	x		DR 10 for one minute	Force Sensitive	Control
	F 24	Damaging Deception	Cunning Distraction	stan			Deception v. Will Def in LOS, the next attack by your ally against the target deals +2 dice damage	Charlatan	Trickery
	K 39	Dampen Presence		swif			Use the Force v. Will Def it does not remember interacting with you (+5 if opp higher level)	Jedi	Jedi Sentinel
	CR 223	Dark Deception					with attempts to sense you with force you can act as if Dark Side = Wis, Deception is a class skill	Jedi Knight	Jedi Shadow
	K 40	Dark Healing		stan	x		life from creature w/in 6 squares, ranged Atk v. target's Fort Def, deals & heals d6 dam per class level	Sith Apprentice	Sith
	CR 101	Dark Healing Field					life from 3 creatures w/in 12sq, 1/encounter UtF if = Fort target d6 dam per class level & you heal half if attack fails target takes half dam & you heal that amount	Sith Apprentice	Sith
	L 55	Dark Presence	Cha 13, Power of the Dark Side	stan			you and allies within 6 squares +1 Def until end of encounter as long as conscious	Force Sensitive	Dark Side
	K 25	Dark Preservation	Power of the Dark Side		x		increase Dark Side Score by one to stop moving down track	Force Sensitive	Dark Side
	CR 223	Dark Retaliation	Sentinel Strike		x		once an encounter activate a force power as a reaction if targeted by dark side power	Jedi	Jedi Sentinel
	CR 223	Dark Scourge					+1 Atk v. Jedi	Sith Apprentice	Sith
	L 27	Dark Side Adept			y		reroll any Dark side skill	Sith Apprentice	Sith
	K 59	Dark Side Bane	Dark Side Sense				damage dealing Force power against creature with Dark Side Score 1+	Jedi	Jedi Sentinel
	CR 223	Dark Side					1/encounter when you spend a Force Point & get a dark side point, treat	Force-Using	The Krath
	J 16	Dark Side Master	Dark Side Adept		x	n	reroll any Dark side skill	Sith Apprentice	Sith
	CR 40	Dark Side Savant		swif			1/encounter return one dark side power to suite without Force Point	Force Sensitive	Dark Side
	CR 40	Dark Side Scourge	Dark Side Sense				extra damage on melee attacks v. Dark Side equal to Cha mod (min +1)	Jedi	Jedi Sentinel
	J 17	Dark Side Sense			y		may reroll Use the Force check to sense Dark Side	Jedi	Jedi Sentinel
	SV 27	Dark Side Talisman		full	x		+2 on one Def against light-side powers	Force Adept	Dark Side Devotee
	SV 27	Dash and Blast	Dual Weapon Mastery I, Running Attack	full			1/encounter with two pistols can move twice your speed & attack with each	Gunslinger	Pistoleer
	CR 46	Dastardly Strike					Atk against opp denied Dex to Def moves -1 down track	Scoundrel	Misfortune
	SV 29	Deadly Repercussions					when you reduce an opponent to 0 hp all opp in LOS of you & target -2 Atk until your next turn	Assassin	Genohardan
	CR 216	Debilitating Shot					aim before attacking moves target one down track if attack deals damage	Gunslinger	Gunslinger

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							MtR: Must take Reroll		
K	61	Deception Awareness					Will Def +5 v. Deception, UtF replaces Perception to sense deception & influence, considered trained	Force-Using Traditions	Order of Shasa
CR	216	Deceptive Shot		2swif			target in LOS & 6 squares, Deception v. Will, remove Dex to Def until 1/encounter when you or vehicle is target of an atk, can force opponent to reroll, must take worse result	Gunslinger Scout	Gunslinger Hyperspace Explorer
K	28	Deep-Space Gambit							
C	56	Defense Boost		swif			DC 15 Use the Force to gain +1 Fort Def until end of encounter, or DC 20 for +1 all Def	Force-Using Traditions	Believer Disciple
L	27	Defensive Acuity					when you fight defensively you deal +1 die dam with lightsaber & +2 to Block & Deflect	Jedi	Jedi Guardian
K	39	Defensive Circle	Battle Meditation, Block or Deflect, Jedi Battle Commander	swif			you & allies affected by Battle Med +2 Ref Def, you +1 on UtF to Block/Deflect for ea adjacent ally	Jedi Knight	Jedi Battlemaster
F	47	Defensive Electronics					add class level to Will Def if someone tries to reprogram you	Independent Droid	Autonomy
R	45	Defensive Measures	Safe Zone				all enemies treat your safe zone as difficult terrain	Pathfinder Scout	Pathfinder Versatility
L	30	Defensive Protection		reac	x		add results of Force Point to any one of your Def or to 1 adjacent ally until your next turn		
CR	41	Deflect		reac	*		negate ranged attack with Use the Force check, DC = Atk roll, -5 every time used in round must have activated lightsaber, aware and not flat-footed, vs. autofire = 1/2 or no damage spend a Force Point for an adjacent character.	Jedi	Lightsaber Combat
CR	43	Demand Surrender	Presence	stan			once per encounter, Persuasion if opp has 1/2 hp, vs. Will (+5 if opp higher level), cannot attack unless attacked or allies attacked	Noble	Influence
CR	52	Demolitionist					using Mechanics skill to set explosives = +2 dice dam, take multiple and stack	Soldier	Commando
K	26	Demoralizing	Noble Fencing	reac			v. an enemy you just hit with melee atk, takes half dam & takes -5 Atk v. with a crit target cannot move next turn	Noble Elite Trooper	Fencing Critical Master
F	42	Deny Move	Reduce Mobility						
CR	221	Deployment		move			DC15 Tactics, allies +1 Atk vs. flanked, or +1 Def v. AoO next turn,	Officer	Military Tactics
L	43	Desperate	Focus Terror	swif			1/encounter all allies w/in 12 sq & LOS may make an immediate atk at -5	Sith Apprentice	Sith Commander
R	28	Destructive	Ambush Specialist				+1 die dam v. prime target until end of encounter	Soldier	Ambusher
F	93	Detonate	Force blast				Use the Force v. Ref Def in 2sq of target of Force blast, they take full or	Force-Using Soldier	Felucian Shaman
CR	53	Devastating Attack					opponent's damage threshold is 5 less, single weapon group	Soldier	Weapon Specialist
K	29	Devastating Melee	Melee Smash				once per encounter, before making atk, add half level to dam not +1	Soldier	Brawler

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							BENEFIT		
F	56	Device Jammer		full			DC20 Mechanics v. item, if successful all items of the type don't function	Saboteur	Sabotage
L	41	Difficult to Sense				n	reroll opposed Use the Force check to conceal presence	Jedi Knight	Jedi Refugee
C	41	Direct		stan			return one Force power to any ally within 6 sq & LOS (one ally spent) 1/turn designate 1 ally & 1 target w/out cover from you, ally ignores target's cover bonus to Ref Def	Jedi Knight	Jedi Archivist
R	24	Direct Fire	Assault Gambit	swif			once per encounter if you damage an opp reduce target's thresh by 2 for encounter	Noble	Gambling Leader
F	28	Dirty Fighting					1/encounter +4 flank bonus to allies in LOS to melee attacks	Soldier	Mercenary
SV	14	Dirty Tactics		stan			can use feint as 2swif against opp you threaten	Noble	Disgrace
K	47	Dirty Tricks	Deception skill	2swif			ignore target's armor bonus to Ref Def when disarming, 1/encounter as	Melee Duelist	Melee Duelist
K	29	Disarming Attack	Impr Disarm, Int				make area atk with discblade v. 3 targets if all in PB range, make 1 attack	Soldier	Weapon Specialist
J	91	Discblade Arc		full			area effect can exclude a number of targets = to Wis mod	Force-Using	Zeison Sha
CR	100	Disciplined Strike				y	1/turn allow 1 ally w/in 12 sq to reroll Deception or Stealth	Force Sensitive	Alter
L	42	Disciplined		reac			suppress morale and insight bonuses until your next turn to all in LOS	Officer	Fugitive
CR	46	Disruptive		2swif			does not lose Born Leader if out of LOS	Scoundrel	Misfortune
CR	44	Distant Command	Born Leader				treat thrown discblade as pistol for range	Noble	Leadership
J	91	Distant Discblade	proficient				any enemy w/in 3 sq -2 Will Def & -2 atk v. you	Force-Using	Zeison Sha
J	17	Distracting	Manifest Guardian				if do dam, compare Atk to Will Def, if meet or exceed target -2 Ref Def	Force Sensitive	Guardian Spirit
K	44	Distracting Attack	Brutal Attack				1/encounter when ally attacked, your Deception check replaces their Def,	Gladiator	Gladiatorial
SV	31	Distracting Shout	Cunning				when ally in LOS takes 2nd Wind all enemies within 2sq loses Dex to	Charlatan	Trickery
L	27	Distress to Discord					once per round if hit in melee, make an immediate attack against	Noble	Provocateur
CR	218	Djem So			x		no penalty with vehicle weapons even if not pilot	Jedi Knight	Lightsaber Forms
CR	207	Dogfight Gunner	Expert Gunner				when you roll Initiative & Deception v. Will Def in LOS, cannot be	Ace Pilot	Gunner
C	22	Double Agent					1/enc forgo extra swif to atk, if hit & dam w/ranged count your & ally's atk as one for DR/SR/thresh	Noble	Collaborator
SV	35	Double Up	Find an Opening*				once per encounter when you damage a Force-sensitive opp regain 1 force power & target loses 1 FP	Outlaw	Outlaw
K	40	Drain Force		reac			drain knowledge by touch (DC=Will Def), gain trained skill or SF if own skill, target down track, DSP	Sith Apprentice	Sith
T	30	Drain Knowledge		stan	x		Persuasion v. Will, cannot attack anyone within 6 squares if you don't have cover	Force Sensitive	Dark Side
CR	52	Draw Fire		swif			Persuasion v. Will Def of Hunter's Target, opp takes -5 on Will Def as long as keep LOS	Soldier	Commando
SV	26	Dread	Hunter's Target*	stan			all droid allies who can hear you, bonus to one Def = Int mod (you choose Def)	Bounty Hunter	Bounty Hunter
C	43	Droid Defense		stan			opponent is flat-footed against your next attack with a lightsaber before end of your next turn	Droid Commander	Droid Commander
J	79	Droid Duelist		swif	x			Force-Using Traditions	Iron Knight

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C	45	Droid Expert	Repairs on the Fly				repair droids +1 hp for every point over Mechanics DC 20	Military Engineer	Military Engineer
F	56	Droid Jammer		full			Mechanics v. droid's Will Def within 6sq, if successful droid can take only swif actions, 1 at a time	Saboteur	Sabotage
C	43	Droid Mettle	Droid Defense	swif			1/turn single droid ally in LOS gains hp = 10 + CL	Droid Commander	Droid Commander
F	103	Droid Smash					add 2x Str bonus to melee damage rolls with a weapon in one hand	Droid	Fourth-Degree Droid
K	47	Dual Weapon Flourish I	Dual Weapon Mastery I, Weapon Finesse				with 2 light melee or lightsabers & full atk with one you get free atk with other	Melee Duelist	Melee Duelist
K	47	Dual Weapon Flourish II	Dual Weapon Mastery I, II, Dual Weapon Flourish I, Master of Elegance, Weapon Finesse				with 2 light melee or lightsabers make full atk as stan as long as you use both weapons, 1 per turn	Melee Duelist	Melee Duelist
F	102	Dull the Pain	Medical Droid	full			DC15 Treat Injury check to move adjacent living creature +1 up track	Droid	First-Degree Droid
SV	14	Dumb Luck	Knack, Lucky Shot	stan			each 1/enc after you Atk: if dam target +2 Ref Def v., or if damaged move 2sq, if you miss +2 next Atk	Scoundrel	Fortune
J	85	Earth Buckle		swif	x		create 3x3 sq difficult terrain around you & you ignore difficult terrain you create	Force-Using Traditions	Shapers of Kro Var
J	20	Echoes of the					use farseeing on a location & standing in location viewed, DC 20 + 1 per	Jedi Knight	Jedi Investigator
CR	44	Educated					make Knowledge untrained	Noble	Lineage
F	27	Electronic Forgery	Use Computer				Use Computer replaces Deception with forged documents	Scoundrel	Slicer
F	27	Electronic Sabotage	Use Computer	stan			Use Computer result replaces computer's Will Def to change its attitude & considered unfriendly	Scoundrel	Slicer
CR	207	Elusive Dogfighter					opposed pilot check, opponents in dogfight are -10 to Atk	Ace Pilot	Expert Pilot
CR	40	Elusive Target					if in a melee, ranged attacks are -10 not -5	Jedi	Jedi Guardian
CR	213	Embrace Dark Side	Channel Anger*			y	reroll Dark side skills/Use the Force, no longer able to use light side	Force Adept	Dark Side Devotee

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F	54	Emergency Team					allies automatically aid another	Medic	Advanced Medicine
R	37	Empower Siang		full	x		+1 die damage	Force-Using	Kilian Ranger
CR	214	Empower Weapon		free	x		+1 die damage	Force Adept	Force Item
C	23	Enemy Tactics					when an enemy within 12sq & LOS gains a bonus, you also gain that	Noble	Collaborator
S	16	Engineer	Educated, Know				trained in Mechanics, time reduced 25% when installing new systems to	Noble	Lineage
R	45	Enhance Cover		swif			1 ally in LOS & has cover is considered to have improved cover as long	Pathfinder	Pathfinder
J	75	Enhanced Danger			*		+10 Perception to avoid being surprised, spend FP to act in surprise	Force-Using	Baran Do Sage
F	47	Enhanced	Dex 15				take 10 on Dex based skill checks even if you normally could not	Independent Droid	Specialized Droid
C	47	Enhanced Vision					Perception as swif not stan	Vanguard	Vanguard
L	26	Entreat Aid		swif	x		1/turn one adjacent ally to aid another as reac to assist you if they have	Jedi	Jedi Consular
J	18	Entreat Beast	Charm Beast	swif			Use the Force v. Will Def of indifferent or better beast to perform a	Force Adept	Beastwarden
F	103	Environmentally Shielded					+5 Fort Def against environmental hazards	Droid	Fifth-Degree Droid
CR	101	Equilibrium		swif	x		remove debilitating condition affecting you and return to normal, inc. up to top of track	Force Sensitive	Control
R	45	Escort Fighter		swif			1 adjacent ally if you move that ally moves & ends adjacent, can't exceed ally's move	Pathfinder	Pathfinder
R	40	Escort Pilot					+10 threshold of you and ally when adjacent to Colossal or smaller ally	Ace Pilot	Wingman
J	18	Esoteric Technique					when you spend a Force Point to activate a technique or secret you gain hp = 10 + class level	Force Adept	Mystic
F	103	Etiquette					when change attitude, adjust one additional step	Droid	Third-Degree Droid
CR	50	Evasion					if hit with area attack, take half or no damage	Scout	Survivor
R	43	Excellent Kit					all gear you purchase has +50% hp & +5 DR more & +2 Mechanics	Improviser	Procurement
CR	212	Exotic Weapon Mastery					check made with objects	Elite Trooper	Weapon Master
K	44	Exotic Weapons Master	exotic Proficiency				proficient with any exotic weapon FEAT even if don't possess	Gladiator	Gladiatorial Combat
J	75	Expanded Horizon			*		treats all exotic weapons as a single weapon group	Force-Using Traditions	Baran Do Sage
C	43	Expanded Sensors					with Search Your Feelings can sense consequences 1 hour in future, spend FP for 8 hours, DP 24 hrs	Droid Commander	Droid Commander
L	47	Expedient Mending	Expert Shaper				if you or droid allies has LOS & is aware of a target, all droid allies have LOS to target	Shaper	Shaper
SV	18	Experienced	Stunning Strike*	stan			can mend a damaged or disabled biotech device as stan not full	Soldier	Brawler
							each 1/enc after you Atk: +5 dodge, or +5 Fort or Will Def, or move 2 sq		

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CR	52	Expert Grappler					+2 opposed Grapple checks	Soldier	Brawler
CR	207	Expert Gunner					+1 Atk	Ace Pilot	Gunner
L	47	Expert Shaper				y	reroll Treat Injury to repair or modify biotech	Shaper	Shaper
CR	49	Expert Tracker	Acute Senses				no penalty on Survival checks to track at normal speed	Scout	Awareness
C	42	Exploit Weakness	Assault Tactics				when you use Assault Tactics, target takes cumulative -1 Ref Def each	Officer	Military Tactics
C	22	Exposing Strike			*		when you dam opp w/lightsaber, can spend FP to make opponent flat-	Jedi	Jedi Guardian
F	42	Extended Critical	BAB +10, WP				weapon's crit range extended by 1	Elite Trooper	Critical Master
F	42	Extended Critical	BAB +10, WP				weapon's crit range extended by 1	Elite Trooper	Critical Master
F	54	Extra First Aid					you can perform first aid one additional time a day on a target	Medic	Advanced
CR	50	Extreme Effort		2swif			+5 Str check in same round	Scout	Survivor
F	57	Extreme Explosion	Skilled				increase blast radius by 1 square	Saboteur	Sabotage
R	24	Face the Foe					+1 atk v. target if you do not have cover from target	Noble	Gambling Leader
R	26	Fade Away		reac			1/turn when damaged by atk, move half speed with no Atk of Opp	Scout	Unpredictable
S	16	Fast Repairs	Mechanics				jury-rig = hp for vehicle = to result of Mechanics check	Scoundrel	Outlaw Tech
F	27	Fast Talker	Art of Concealment				once per day take 20 on Deception check as stan when attempting to deceive	Scoundrel	Smuggling
SV	26	Fear Me	Inspire Fear I & II, Attract Minion	reac			1/encounter if minion down track you can reduce by 1 & target regains hp = your HL, unless 0 hp	Crime Lord	Infamy
F	29	Feared Warrior	Commanding Presence				when you reduce enemy to 0hp, Persuasion v. targets in 6sq, -2 Atk rest of encounter (once only)	Soldier	Mercenary
CR	44	Fearless Leader	Born Leader	swif			+5 Will vs. fear if in LOS and N conscious	Noble	Leadership
F	42	Fearsome	Notorious				opponents level equal or lower to your heroic level within 6sq -1 Atk	Bounty Hunter	Bounty Hunter
C	23	Feed Information		swif			grant one enemy +1 Atk, one ally gets +2 Atk	Noble	Collaborator
F	88	Feel the Force		stan	x		ignore all concealment for 1 minute	Force Sensitive	Sense
K	60	Field Detection	Use the Force skill	swif			DC15 can detect presence, general strength, & origin of energy fields	Force-Using	Luka Sene
CR	221	Field Tactics	Deployment	move			DC15 Tactics, allies w/in 10 squares get +10 Cover bonus if in cover,	Officer	Military Tactics
SV	33	Fight to the Death	Bloodthirsty	swif			1/encounter all allies in 6 sq heal hp = your HL	Master Privateer	Piracy
SV	35	Find an Opening	Seize the Moment				forgo extra swif action to aim with 1 swif on your next turn	Outlaw	Outlaw
R	25	Find Openings					if missed by an atk, +2 on next atk before end of next turn	Scoundrel	Recklessness
SV	26	Findsman	Force Sensitivity			y	1/day 10 min spend FP & can reroll Perception, Stealth, farseeing, Atk	Bounty Hunter	Gand Findsman
SV	26	Findsman's	Findsman				can roll two dice for Perception to avoid surprise & keep better	Bounty Hunter	Gand Findsman
C	26	Fire at Will	BAB+5,	full			you and 1 follower can make ranged atk v. target in LOS with you each	Soldier	Squad Leader
SV	28	Flanking Foe	Dual Weapon				if flanked & with two pistols, attack flankers as stan instead of full, must	Gunslinger	Pistoleer
SV	17	Flee	Long Stride	stan			designate single opp & move away +2 speed, no Atk of Opp from that	Scout	Fringer
S	18	Fleet Deployment	Charisma 13	full			a number of vehicles = to your class level & LOS may move a number of	Officer	Naval Officer
S	18	Fleet Tactics	Cha 13, Fleet	stan			DC15 Tactics, designate single vehicle, allied gunners in LOS +1 die	Officer	Naval Officer

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							BENEFIT		
CR J F	107 85 42	Flight Fluidity Flurry Attack	Adept Spellcaster	swif	x *		fly speed double land speed, ascend 1/2 speed, descend double speed, UtF for Acrobatics & can reroll UtF if can reroll Acrobatics, spend FP to with a crit make an additional attack against a target in range, once per turn	Force-Using Force-Using Elite Trooper	Dathomiri Witch Shapers of Kro Critical Master
K	26	Fluster	Presence, Persuasion	stan			1/encounter, intimidate check opp in LOS vs. Will, can take only swif next turn (+5 if opp higher level)	Noble	Influence
L	43	Focus Terror		swif			1/encounter all allies w/in 12 sq & LOS move +2 up track but are -2 atk & skills for rounds = CL	Sith Apprentice	Sith Commander
C C	53 40	Focused Attack Focused Force Talisman	Force Talisman		x n		reroll an attack against opponent with Dark Side score 1+ select a single Force power & if you use power spend Force Point to return all spent uses to suite	Force Sensitive Force Adept	Light Side Force Item
C	26	Focused Targeting	Comrades in Arms				if you damage opponent all allies within 3 sq gain +2 dam v. that target	Soldier	Trooper
F	29	Focused Warrior					when you deal damage you get +5 Will Def until next turn unless you are surprised or flat-footed	Soldier	Mercenary
J	73	Folded Space Mastery	Fold space				Use the Force replaces Use Computer to astrogate if you move object of sufficient size, no hyperdrive	Force-Using Traditions	Aing-Tii Monk
CR L	46 40	Fool's Luck Force Blank		stan	x		for rest of encounter: +1 Atk, +5 competence to skills or +1 Def Use the Force -10 when someone uses Sense Surroundings to detect you	Scoundrel Bounty Hunter	Fortune Force Hunter
CR	107	Force Cloak		swif			blocks electronic surveillance until next turn or spending standard action	Force-Using Traditions	Jensaarai Defender
CR	107	Force Cloak Mastery	Force Cloak				expands bubble to number of creatures = to character level	Force-Using Traditions	Jensaarai Defender
CR	223	Force Deception					Use the Force replaces Deception, considered trained	Sith Apprentice	Sith
K	57	Force Delay	Persuasion skill	reac	*		1/encounter Persuasion v. Will Def of Int 3 or higher & understand, target loses move, FP for stan	Force-Using Traditions	Jal Shey
K	58	Force Direction			x		always add +3 to ranged attacks with a Force Point (+4 with d8s)	Force-Using Traditions	Keetael
F	88	Force Exertion	Force Training	reac			designate one force power, remove one power for the designated power, you -1 down track for 1 min	Force Sensitive	Control
C	56	Force Fighter					if you spend a Force Point to add to an attack roll, heal hp = Force Point result	Force-Using Traditions	Bando Gora Captain
K	52	Force Flow					when you roll a natural 1 on Atk or Use the Force roll gain +1 FP until end of encounter	Force Sensitive	Alter
CR	101	Force Focus		full			DC15 Use the Force, regain one Force Power	Force Sensitive	Control

BOOK	PAGE	TALENT	PRE-REQUISITES	ACT	FP?	MR	FP?: x = must spend force point, * = may spend MtR: Must take Reroll	CLASS	TREE
							BENEFIT		
CR	218	Force Fortification			x		negates crit, take normal damage	Jedi Knight	Duelist
J	16	Force Harmony					1/encounter activate a Force talent that requires a Force Point without spending one	Force Sensitive	Control
CR	40	Force Haze	Clear Mind	stan	x		hide you and allies equal to class level, Use the Force v. Will, 1min or if attack from haze	Jedi	Jedi Sentinel
J	77	Force Immersion	Stealth, White Current Adept				sneak from Stealth from electronic devices, use same roll for Perception & Use Computer	Force-Using Traditions	White Current Adept (Fallanassi)
F	43	Force Interrogation		free			when you damage an opponent with a Force Power, Persuasion to intimidate	Force Adept	Imperial Inquisitor
CR	40	Force Intuition					Use the Force instead of Initiative, considered trained	Jedi	Jedi Guardian
K	58	Force Momentum			x		when you spend a Force Point for a melee attack, add the roll to damage	Force-Using	Keetael
F	24	Force of Will		swif	x		permanent Will Def +2, give all allies 6sq +2 Will Def for rest of encounter if within 6sq	Jedi	Jedi Consular
CR	101	Force Perception					UseForce replaces Perception avoid surprise/notice enemies/sense deception or influence, trained	Force Sensitive	Sense
CR	40	Force Persuasion	Adept Negotiator				Use the Force instead of Persuasion check, considered trained	Jedi	Jedi Consular
CR	101	Force Pilot					Use the Force instead of Pilot, considered trained	Force Sensitive	Sense
CR	214	Force Power Adept			x	n	on a selected Force power, you may reroll Use the Force checks	Force Adept	Force Adept
CR	101	Force Recovery	Equilibrium				with second wind, gain additional hp: d6 per Force Point possessed (10d6 max)	Force Sensitive	Control
S	16	Force Reflexes	Starship Tact, Force Pilot		x	n	when activating starship maneuver, reroll Pilot Check	Force Sensitive	Sense
J	79	Force Repair					can use Force Trance & receive vital transfer & gain additional hp = Cha mod (min 1)	Force-Using Traditions	Iron Knight
K	39	Force Revive	Battle Meditation, Jedi Battle Commander	reac	x		ally affected by Battle Med is reduced to 0 hp allows ally to take 2nd Wind as reac & falls uncon	Jedi Knight	Jedi Battlemaster
J	87	Force Stabilize	Tyia Adept	swif			1/turn ally within 12 sq & LOS can take 2nd Wind if they have not already	Force-Using Traditions	Tyia Adept
K	53	Force Suppression	rebuke Force power				if fail to rebuke, lessen affect by one step, only works with powers with variable effects	Force Sensitive	Control
CR	214	Force Talisman		free	x		+1 on one Def, can not remake for 24 hours, only one at a time	Force Adept	Force Item

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							BENEFIT		
K	38	Force Throw	Empower Weapon	stan			if within 6 squares, can pull back as a swift action w/DC20 Use the Force	Force Adept	Force Item
CR	214	Force Treatment					Use the Force replaces Treat Injury, can treat without a medkit or medpac, considered trained	Force Adept	Force Adept
C	41	Force Treatment					Use the Force replaces Treat Injury, can treat without a medkit or medpac, considered trained	Jedi Knight	Jedi Healer
L	41	Force Veil	Difficult to Sense				the radius to which you can be detected is 10km not 100km	Jedi Knight	Jedi Refugee
K	40	Force Warning				y	allies w/in 12sq can reroll Init, if allies surprised but not you, 1 ally per your Wis mod not surprise	Jedi Knight	Jedi Watchman
F	24	Forceful Warrior					with a crit using a lightsaber gain temp Force Point to be used before the end of the encounter	Jedi	Jedi Guardian
CR	101	Foresight	Force Perception		x	n	reroll Initiative Check, natural 20 = regain Force Point	Force Sensitive	Sense
CR	214	Fortified Body	Equilibrium				immune to disease, poison and radiation	Force Adept	Force Adept
CR	46	Fortune's Favor					with a Critical, gain a standard free action, take before next turn or lose	Scoundrel	Fortune
L	27	Friend or Foe	Cast Suspicion	reac			1/turn when ally in LOS missed by ranged atk compare missed atk to adjacent enemy to see if it hits	Noble	Provocateur
C	23	Friendly Fire	Enemy Tactics				if melee combat & you are missed by a ranged Atk, that Atk target's	Noble	Collaborator
SV	26	Frighten	Inspire Fear I, Attract Minion	free			1/encounter force all enemies to move 1 sq away from one minion, no Atk of Opp	Crime Lord	Infamy
CR	50	Fringe Savant					natural 20 on skill check = one extra Force Point for encounter	Scout	Fringer
CR	207	Full Throttle					can take 10 to increase speed, all-out movement is x5 not x4	Ace Pilot	Expert Pilot
CR	46	Gambler					+2 Wisdom checks when gambling, take multiple times	Scoundrel	Fortune
L	30	Gang Leader					1/encounter when you intimidate gain +1 for every ally within 6sq & target's LOS (max +5)	Soldier	Brute Squad
CR	101	Gauge Force Potential	Force Perception	stan			Use the Force v. Will, detect Force sensitivity, force powers number, Force Points	Force Sensitive	Sense
C	25	Get Into Position	BAB+5, Recon Team Leader	move			one of your followers +2 speed	Scout	Reconnaissance
SV	29	Get Some Distance	Advantageous Positioning*	stan			1/encounter make melee Atk then move your speed away without Atk of Opp	Assassin	Assassin
CR	47	Gimmick		swif			issue routine command to a computer	Scoundrel	Slicer
L	31	Grabber					do not take -5 when using grab action	Soldier	Brawler
R	23	Gradual Resistance					if take dam from Force power +2 all Def against that power until end of encounter	Jedi	Jedi Sentinel
C	42	Grand Leader		swif			1/encounter grant hp = 5 + 1/2 CL to all allies within 20 sq & LOS	Officer	Military Tactics

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S	17	Great Shot						reduces range penalties by one range category, ex. short = PB	Ace Pilot	Gunner
J	17	Greater Dark Side Talisman	Dark Side Talisman					+2 on all Def against light-side powers	Force Adept	Dark Side Devotee
CR	212	Greater Devastating Attack	Greater WF, Devastating*					with proficient weapon, lower damage threshold by 10 (replaces Devastating Atk)	Elite Trooper	Weapon Master
C	40	Greater Focused Force Talisman	Focused Force Talisman*					as Focused Force Talisman but Force Point does not count toward "one per turn"	Force Adept	Force Item
CR	214	Greater Force Talisman	Force Talisman	free	x			+1 on all Def	Force Adept	Force Item
CR	212	Greater Penetrating Attack	Greater WF, Penetrating*					with proficient weapon, lower DR by 10 (replaces Penetrating Atk)	Elite Trooper	Weapon Master
CR	212	Greater Weapon Focus	Weapon Focus					with proficient weapon, +1 Atk	Elite Trooper	Weapon Master
K	61	Greater Weapon Focus (Fira)	Weapon Focus (Fira)					fira attack +1	Force-Using Traditions	Order of Shasa
CR	218	Greater Weapon Focus (lightsabers)	Weapon Focus					+1 Atk	Jedi Knight	Duelist
CR	212	Greater Weapon Specialization	Greater WF, Weapon Specialization*					with proficient weapon, +2 damage	Elite Trooper	Weapon Master
CR	218	Greater Weapon Specialization (lightsabers)	Weapon Specialization					+2 damage	Jedi Knight	Duelist
J	14	Grenade Defense						Use the Force v. grenade atk roll to negate attack, you take -5 penalty on Use the Force until next turn	Jedi	Jedi Guardian
L	42	Group Perception						all allies w/in 6 sq can roll Perception if you do taking the highest result	Officer	Fugitive Commander
SV	28	Guaranteed Shot	Dual Weapon					with two pistols & attack, even if miss deal dam = half HL	Gunslinger	Pistoleer
J	16	Guardian Spirit						your guardian spirit can tell you the immediate consequences of your actions, gain 1 bonus FP/day after 6 hrs rest to improve Force power or activate technique or secret	Force Sensitive	Guardian Spirit
C	22	Guardian Strike						when you dam opp w/lightsaber, target is -2 Atk against anyone but you	Jedi	Jedi Guardian
L	41	Guard's Endurance	Ward					whenever you begin turn adjacent to target of Ward gain hp = your character level	Elite Trooper	Protection

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							BENEFIT		
K	28	Guidance	Perception	swif			show ally in LOS to ignore effect of difficult terrain until your next turn, not you	Scout	Hyperspace Explorer
R	23	Guiding Strikes		swif			allies adjacent to target you dealt dam +2 melee atk v. target	Jedi	Jedi Consular
CR	52	Gun Club					use gun as melee weapon w/out penalty, with bayonet, acts as blade and club	Soldier	Brawler
SV	28	Hailfire	Dual Weapon Mastery I				with two pistols attack as if autofire even without, autofire penalties apply	Gunslinger	Pistoleer
L	31	Hammerblow					if unarmed & holding no items double Str bonus on unarmed attacks	Soldier	Brawler
T	95	Hard Target	Tough As Nails	reac			catch a Second Wind as a reaction not a swift action	Soldier	Commando
C	56	Hardiness			x		reduce swif actions to move up track by 1	Force-Using Traditions	Believer Disciple
CR	52	Harm's Way	Initiative skill	swif			once per round, shield ally, any attacks that target you	Soldier	Commando
L	42	Hasty Withdrawal		swif			1/turn number of allies = Cha bonus (min 1) & w/in 12 sq & LOS, each may withdraw as free	Officer	Fugitive Commander
J	79	Heal Droid	Vital transfer				can heal droids with vital transfer	Force-Using Traditions	Iron Knight
C	41	Healing Boost	Vital transfer				damage healed with vital transfer increase by 1 point per class level	Jedi Knight	Jedi Healer
C	53	Heightened Awareness			x		add Cha bonus to Perception check	Force Sensitive	Sense
F	103	Helpful					1/turn with aid another to adjacent ally on a skill check as a swift action not stan	Droid	Third-Degree Droid
SV	15	Hesitate		stan			Persuasion v. Will Def within 12sq, -2 speed & must spend swif with stan, until target's next turn	Scoundrel	Misfortune
K	29	Hidden Attacker	Stealth	swif			snipe action of Stealth is swif not move	Scout	Hyperspace
C	25	Hidden Eyes					if have concealment v. target, +5 Perception v. target	Scout	Surveillance
CR	49	Hidden Movement	Improved Stealth				no penalty to stealth at normal movement	Scout	Camouflage
F	27	Hidden Weapons	Art of Hidden	move			if a weapon you draw is not noticed opp is flat-footed, can use Quick	Scoundrel	Smuggling
SV	16	Hide in Plain Sight					1/encounter within 2sq of cover or concealment can move to & make DC 15 Use the Force to double Str bonus to next melee dam roll	Scout	Camouflage
C	56	High Impact		swif			1/encounter +1 die dam with grenade or explosive	Force-Using	Believer Disciple
C	40	Higher Yield	Trained in				allies take no or half dam from your area atk	Elite Trooper	Republic
R	25	Hit the Deck					telepathy of Use the Force as swif & auto success (no roll) if target is	Scoundrel	Recklessness
F	93	Hive Mind					with a successful attack of opportunity, you stop the target's movement	Force-Using	Felucian Shaman
J	14	Hold the Line					can use Mechanics instead of Use Computer to improve access,	Jedi	Jedi Guardian
S	16	Hot Wire	Mechanics				hotwire processor +5 Int/Wis skill & +1 ranged atk, rounds = half level,	Scoundrel	Outlaw Tech
F	47	Hotwired		swif			if benefit from cover you can increase cover by one step	Independent Droid	Specialized Droid
SV	16	Hunker Down		stan				Scout	Camouflage

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							BENEFIT		
C	25	Hunt the Hunter		stan			if looking for hidden enemies, can make one atk v. one enemy you notice	Scout	Surveillance
CR	208	Hunter's Mark					aim before attacking moves target one down track if attack deals damage	Bounty Hunter	Bounty Hunter
CR	208	Hunter's Target	Hunter's Mark	free			once per encounter, designate an opponent, +dam=to BH level	Bounty Hunter	Bounty Hunter
CR	47	Hyperdriven					once a day, add class level to Atk, skill or ability roll	Scoundrel	Spacer
K	29	Hyperspace Savant	Pilot				Pilot replaces Use the Computer for astrogate or operate sensors	Scout	Hyperspace Explorer
F	25	Idealist	Cha 13				add Cha bonus not Wis bonus to Will Def	Noble	Ideologue
CR	43	Ignite Fervor	Bolster, Inspire Confidence	free			if you hit, give an ally a dam bonus = to their level	Noble	Inspiration
C	40	Ignore Armor					1/encounter ignore armor or equipment bonuses with melee atk	Elite Trooper	Melee Specialist
T	53	Ignore Damage Reduction	Martial Arts I, Teras Kasi Basics				if damage more than DR, ignore DR	Elite Trooper	Master of Teras Kasi
F	27	Illicit Dealings				n	reroll Persuasion when haggling for restricted, military or illegal goods	Scoundrel	Smuggling
K	52	Illusion (F87 & J14)	Mind Trick	stan	x		Use the Force v. Will Def, see K52 or F87 or J14	Force Sensitive	Alter
J	15	Illusion Bond	Illusion				can see or hear as if you were standing in the space of your illusion if humanoid	Force Sensitive	Alter
K	58	Imbue Item		full	x		swif to spend stored Force Point, can attune 1 item per 24 hours, only for you & one FP at a time	Force-Using Traditions	Jal Shey
J	77	Immerse Another	Stealth, White Current Adept			*	applies to ally also, spend Force Point to all adjacent allies	Force-Using Traditions	White Current Adept (Fallanassi)
R	23	Immovable		swif			anyone attempting to move you involuntarily is -5 to their check/atk	Jedi Soldier	Jedi Guardian
SV	18	Impaling Assault	Weapon Specialization				if damage opp with piercing Atk, opponent -2 speed until end of your next turn		Weapon Specialist
C	41	Impart Knowledge	Skilled Advisor	reac			aid on Knowledge checks of ally within 6 sq if you're trained	Jedi Knight	Jedi Archivist
CR	210	Impel Ally I		swif			ally moves normal speed, must move immediately or wasted, can use 3 times a turn	Crime Lord	Mastermind
CR	210	Impel Ally II	Impel Ally I	2swif			ally can make a standard or move action, immediately or wasted	Crime Lord	Mastermind
SV	27	Impel Ally III	Impel Ally II*	3swif			ally can make a standard & move action, immediately or wasted	Crime Lord	Mastermind
C	47	Impenetrable Cover					if in cover, gain DR = CL provided you still have cover when they attack	Vanguard	Vanguard

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							BENEFIT		
K	43	Impose Confusion	Impose Hesitation				Persuasion 12sq cone v. Will target loses swif action on next & no full, 1/encounter lose stan action	Corporate Agent	Corporate Power
K	43	Impose Hesitation		stan			Persuasion 6sq cone v. Will target loses swif action on next & no full	Corporate Agent	Corporate Power
CR	52	Improved Armored Defense	Armored Defense				Ref Def bonus = either heroic level + 1/2 armor bonus or armor bonus	Soldier	Armor Specialist
S	17	Improved Attack Run					do not have to move in straight line on attack run	Ace Pilot	Expert Pilot
K	25	Improved Battle Meditation	Battle Meditation	swif			react Battle Meditation as swif not full, range 12sq, enemies within radius -1 attack	Jedi	Jedi Guardian
C	22	Improved Consular's Vitality	Consular's Vitality				when you damage an opponent, use Consular's Vitality as free action	Jedi	Jedi Consular
CR	224	Improved Dark	Dark Healing	stan	x		range increases to 12 squares, failure deals and heals 1/2 damage	Sith Apprentice	Sith
K	60	Improved Force Sight	Force sight, Use the Force skill	swif			can use Search (Perception) as swif, always succeed when using Sense Surroundings (no roll needed)	Force-Using Traditions	Luka Sene
C	41	Improved Healing Boost	Healing Boost*				damage healed with vital transfer increase by 2 points per class level	Jedi Knight	Jedi Healer
CR	49	Improved Initiative	Acute Senses			y	reroll Initiative	Scout	Awareness
R	43	Improved Jury-Rig					Jury-Rig as stan not full, do not have to make check to jury-rig & move up +3 steps not +2	Improviser	Improviser
F	43	Improved Lightsaber Throw	Lightsaber Throw	stan	x		make a single ranged atk & compare to Ref Def of all targets in 6sq line, half on miss, DC20 return	Jedi Knight	Duelist
SV	30	Improved Quick Draw					1/turn when you dam target with non-area atk, Persuasion v. Will Def, may attack in surprise round	Assassin Gunslinger	Genohardan Gunslinger
CR	216	Improved Quick Draw	Quick Draw, WF (lightsabers)				can draw ignite & attack with lightsaber even if surprised, can draw & ignite lightsaber as free	Jedi Knight	Jedi Watchman
K	40	Improved Quick Draw (lightsabers)	Quick Draw, WF (lightsabers)					Jedi Knight	Jedi Watchman
K	39	Improved Redirect	Deflect, Redirect Shot				once per turn when you redirect an attack do not count the initial deflect penalty	Jedi Knight	Duelist
K	39	Improved Riposte	Block, Riposte				when you make a riposte do not count the initial block penalty	Jedi Knight	Duelist
K	39	Improved Sentinel Strike					increase damage dice to d8 not d6	Jedi Knight	Jedi Shadow

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							BENEFIT		
K	39	Improved Sentinel's Gambit	Sentinel's Gambit				can use Sentinel's Gambit an additional number of times per encounter = half class level	Jedi Knight	Jedi Shadow
SV	15	Improved Skirmisher	Skirmisher				if move at least 2 sq & in a different square +1 all Def	Scoundrel	Misfortune
SV	31	Improved Soft Cover	Innocuous	swif			if adjacent to a creature, +2 Ref Def until your next turn or no longer adjacent	Charlatan	Trickery
CR	49	Improved Stealth				y	reroll Stealth	Scout	Camouflage
C	40	Improved Stunning	Stunning Strike				if move opponent down track with melee atk, target cannot take stan or	Elite Trooper	Melee Specialist
L	31	Improved					when you suppress that enemy is -5 atk, if targeting with autofire each	Soldier	Weapon Specialist
F	28	Improved	Surveillance				you and allies +1 on all defenses v. target	Scout	Spy
K	30	Improved	Jet Pack Training				increase fly speed 2sq	Soldier	Rocket Jumper
CR	43	Improved Weaken Resolve	Weaken Resolve*	free			same as Weaken but target keeps fleeing	Noble	Influence
R	43	Improvised Device					DC 25 Mechanics & 1 hour to create item = 200 credits x cl cannot be rare or illegal & must be familiar with item, destroyed after 24 hours, 1/day	Improviser	Improviser
J	21	Improvised Weapon Master					no penalty on improvised weapons	Jedi Knight	Jedi Weapon Master
L	43	Incite Rage		swif			1/encounter all allies w/in 12 sq & LOS +1 rage bonus on atk but -2 Ref Def until end of encounter	Sith Apprentice	Sith Commander
F	28	Incognito	Blend In			n	can reroll Deception for a deceptive appearance	Scout	Spy
CR	52	Indomitable		swif			once per day, +5 up condition track, but not persistent conditions, can take multiple	Soldier	Commando
F	88	Indomitable Will		stan	x		immune to all mind-affecting effects 1 minute	Force Sensitive	Control
J	15	Influence Savant		swif			1/encounter can return 1 Force mind-affecting force power w/out FP	Force Sensitive	Alter
F	25	Influential Friends	Connections				once per day friends take 20 on skill check with modifier 5+half your HL, takes 10*result min	Noble	Lineage
F	93	Infuse Weapon		full	x		weapon's DR doubled, lightsabers do not ignore, with Force Point on	Force-Using	Felucian Shaman
L	58	Initiate of Vahl					take half dam from heat or fire or no damage on a miss	Force-Using Traditions	Ember of Vahl
SV	31	Innocuous		swif			Deception v. Will Def in 6 sq & LOS target -5 Atk v. you until the start of your next turn	Charlatan	Trickery
F	43	Inquisition					+1 attack rolls & +1 die damage vs. Force Sensitives	Force Adept	Imperial Inquisitor

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							BENEFIT		
C	41	Insight of the Force					Use the Force replaces Knowledge if not trained, considered trained substitute Use the Force mod for ranged attack bonus until next turn	Jedi Knight	Jedi Archivist
F	92	Insightful Aim	WP (pistols or Expanded Sensors)	swif	x		1/turn one droid ally in LOS +Atk = 1/2 your CL, any in Networked all allies w/in sight, +1 Atk & skills for encounter or N unconscious opponents of equal or lower level take -1 on Atk rolls, opposed skill	Force-Using	Agent of Ossus
C	44	Inspire		swif			-2 penalty	Droid Commander	Droid Commander
CR	44	Inspire Confidence		stan			-5 penalty	Noble	Inspiration
CR	210	Inspire Fear I	Inspire Fear I				ally makes skill check as move action, not standard	Crime Lord	Infamy
CR	210	Inspire Fear II	Inspire Fear I				gain 1 follower with AP feat & trained in Perception, can be taken max 3 allies in LOS +2 Atk & skill checks v. your designated target	Crime Lord	Infamy
CR	210	Inspire Fear III	Inspire Fear I & II				ally's attack moves target 1 more down condition track	Crime Lord	Infamy
CR	44	Inspire Haste		swif			Use the Force replaces Use Computer for astrogation	Noble	Inspiration
C	23	Inspire Loyalty					once per encounter for one ally within 6sq can use your skill modifier for successful ram you take half from ram, if target is same size or smaller v. adjacent, use Treat Injury instead of Persuasion to change attitude or once per encounter can take 20 on trained Knowledge or take 10 on untrained Knowledge even if can't	Noble	Loyal Protector
SV	27	Inspire Wrath	Impel Ally II*	stan			1/encounter, Persuasion if opp has attacked you, vs. Will then -5 that Atk (+5 if opp higher level)	Crime Lord	Mastermind
CR	44	Inspire Zeal	Ignite Fervor*				if target is unaware of you, +1 die dam from ranged	Noble	Inspiration
J	17	Instinctive	Force Pilot				with ion weapons +1 Atk & +1 die dam	Force Sensitive	Sense
F	25	Instruction		stan			DR10 against ion dam	Noble	Ideologue
F	45	Intentional Crash	Pilot				1/encounter, Tiny Init +4 Percep +4 Ref Def 10 10hp thresh 8 turret, 3d6 twice Lightsaber deflection bonus with two lightsabers	Enforcer	Enforcement
F	102	Interrogator	Surveillance	stan			your Battle Meditation grants +2 to attack not +1	Droid Scout	First-Degree Droid
F	28	Intimate					Fort & Will Def +1 & you deal +1 die dam against Force Sensitives		Spy
K	26	Intimidating Defense	Presence, Persuasion	reac			includes Acquire Equipment or Funds, Obtain Info, Receive Medical +2 speed if you end move adjacent to target	Noble	Influence
C	47	Invisible Attacker	Maximize Cover				activate as free, no Pilot check to land	Vanguard	Vanguard
F	52	Ion Mastery					once per encounter when enemy moves adjacent expend one charge to fly armor does not reduce speed or distance moved	Master Privateer	Privateer
F	47	Ion Resistance 10					when fighting defensively, may negate one more attack per round with reroll Mechanics check to jury-rig	Independent Droid	Autonomy
F	57	Ion Turret	Blaster Turret I	stan				Saboteur	Turret
S	18	It's a Trap		reac				Officer	Naval Officer
CR	218	Jar'Kai	Lightsaber Def, Battle Meditation					Jedi Knight	Lightsaber Forms
K	39	Jedi Battle						Jedi Knight	Jedi Battlemaster
F	42	Jedi Hunter						Bounty Hunter	Bounty Hunter
L	42	Jedi Network						Jedi Knight	Jedi Refugee
J	20	Jedi Quarry		swif				Jedi Knight	Jedi Investigator
K	30	Jet Pack Training						Soldier	Rocket Jumper
K	30	Jet Pack Withdraw	Jet Pack Training	reac				Soldier	Rocket Jumper
CR	52	Juggernaut	Armored Defense					Soldier	Armor Specialist
CR	207	Juke	Vehicular Evasion					Ace Pilot	Expert Pilot
CR	50	Jury-Rigger						Scout	Fringer

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R	43	Just What Is						restore +1d8 hp when use Repair of Mechanics & with aid another	Improviser	Procurement
CR	218	Juyo	BAB +10,	swif	x	n		once per encounter, single enemy in LOS, may reroll your first Atk roll,	Jedi Knight	Lightsaber Forms
CR	49	Keen Shot	Acute Senses					no penalty vs. opponents in concealment (except total concealment)	Scout	Awareness
R	28	Keep It Going	Ambush Specialist	free				if you reduce your prime target to 0 hp, designate a new prime target	Soldier	Ambusher
SV	17	Keep it Together	Jury-Rigger					if you jury-rig vehicle moves -2 down track at end not -5	Scout	Fringer
CR	207	Keep It Together						once per encounter, vehicle avoids moving down condition track	Ace Pilot	Expert Pilot
C	26	Keep Them at Bay						if you aid another to suppress an attack, the enemy takes -5 on its atk not -2	Soldier	Commando
SV	33	Keep Them Reeling		stan				make single melee atk v. within reach, if hits deal no damage but target must move/withdraw next turn	Master Privateer	Piracy
R	28	Keep Them Reeling	Ambush Specialist	swif				1/turn make opposed Initiative check v. prime target, if win prime target is flat-footed v. you	Soldier	Ambusher
CR	46	Knack				n		once a day, reroll skill check	Scoundrel	Fortune
L	45	Knight's Morale						when ally w/in 12 sq hits with lightsaber you gain +1 all Def until end of your next turn	Imperial Knight	Knight's Resolve
F	42	Knockback						with a crit move opponent back 1sq if they are not grabbed/grappled or into something, within 2 sizes	Elite Trooper	Critical Master
CR	216	Knockdown Shot						aim before attacking and knock target prone, no bigger than two size	Gunslinger	Gunslinger
J	14	Know Weakness	Adversary Lore					target of Adversary Lore takes +1d6 dam from successful attacks	Jedi	Jedi Consular
F	25	Know Your Enemy		swif				select an enemy in LOS & Knowledge (galactic lore) v. DC15+CL, can learn 2 pieces of info (see F25)	Noble	Ideologue
J	75	Knowledge and Defense	Enhanced Danger Sense					add Wis bonus to Ref Def if denied Dex	Force-Using Traditions	Baran Do Sage
F	50	Knowledge is Life	Spynet Agent	swif				Knowledge (galactic lore) DC15+CL for +2 one defense v. target	Infiltrator	Bothan Spynet
F	50	Knowledge is Power	Spynet Agent	swif				Knowledge (galactic lore) DC15+CL for crit +1 range v. target	Infiltrator	Bothan Spynet
F	50	Knowledge is Strength	Spynet Agent	swif				Knowledge (galactic lore) DC15+CL for atk v. target	Infiltrator	Bothan Spynet
K	58	Knowledge of the Force		reac	x			aid an ally in 6sq on Use the Force	Force-Using Traditions	Jal Shey
F	25	Known Dissident	Know Your Enemy	stan				Persuasion v. Will Def 1 opponent in LOS, opponent may not attack until next turn (+5 if higher level)	Noble	Ideologue
K	60	Krath Illusions	Illusion	swif				reduce penalty for large illusions by one half (min -1)	Force-Using Traditions	The Krath

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							BENEFIT		
K	60	Krath Intuition				x	once per encounter treat damage from a Sith alchemical weapon as if you rolled max on Force Point	Force-Using Traditions	The Krath
K	60	Krath Surge		swif			once per encounter add 1 die dam or extend range 6sq, adds "dark side" to descriptor	Force-Using Traditions	The Krath
SV	15	Labyrinthine Mind		reac			1/encounter you become immune to mind-affecting effects until your next turn, lose affects if choose	Scoundrel	Fortune
R	45	Launch Point	Safe Zone				any ally who starts in your safe zone & then exits it, +2 atk	Pathfinder	Pathfinder
F	25	Lead by Example					once per encounter when you deal dam all allies +1 Atk & +1 die dam on non-area atks for encounter	Noble	Ideologue
R	24	Lead From the	Face the Foe				if you do not have cover from target you dam with ranged atk, allies +2	Noble	Gambling Leader
K	26	Leading Feint	Noble Fencing	swif			when you dam an opp, Deception to feint, if successful, ally in 12sq, gunners on your ship add 1/2 your HL or 1/2 their HL to dam & treat	Noble	Fencing
S	18	Legendary	Cha 13, Int 13,				one ally w/in 12 sq & LOS that is grabbed etc & release them & can	Officer	Naval Officer
J	73	Liberate	Aura of Freedom	swif	x		1/encounter if ally to 0 hp or over thresh you may move your spd to be	Force-Using	Aing-Tii Monk
L	41	Lifesaver	Bodyguard's	reac			+1 to Ref Def, must have activated lightsaber, aware and not flat-footed,	Elite Trooper	Protection
CR	41	Lightsaber		swif			when an enemy misses with a lightsaber you can move 2 sq without Atk	Jedi	Lightsaber Combat
L	40	Lightsaber Evasion					1/encounter return 1 lightsaber form to suite w/out spending FP	Bounty Hunter	Force Hunter
J	19	Lightsaber Form		swif			+2 Block & Deflect with a lightsaber you built	Jedi Knight	Duelist
J	19	Lightsaber	Masterwork				if within 6 squares, can pull back as a swift action w/DC20 Use the Force	Jedi Knight	Jedi Artisan
CR	41	Lightsaber Throw		stan			1 ally w/in 12 sq & LOS & trained in UtF, as long as w/in 12 sq can aid	Jedi	Lightsaber Combat
J	15	Link		stan			take up to -5 on Atk to give up to +5 Ref Def to ally in LOS	Force Sensitive	Alter
CR	107	Linked Defense		swif			when you hit a moving opp that is one size larger or smaller with Atk of	Force-Using	Jensaarai Defender
K	44	Lockdown Strike					move +2 squares if wearing light or no armor	Gladiator	Gladiatorial
CR	50	Long Stride					+5 to avoid dogfight of you and ally when adjacent to Colossal or smaller	Scout	Fringer
R	40	Lose Pursuit					gain hp = 5 + 1/2 level if 1 enemy in LOS is aware & you don't have	Ace Pilot	Wingman
R	24	Luck Favors the	Face the Foe				once a day, reroll Atk roll	Noble	Gambling Leader
CR	46	Lucky Shot	Knack			n	once an encounter can negate damage a single attack that would normally	Scoundrel	Fortune
K	27	Lucky Stop	Knack	reac			1/encounter gain temp FP to spend w/ Luka Sene or Sense talents, to	Scoundrel	Fortune
K	60	Luka Sene Master	Field Detection,				1/turn Deception v. Will Def of 1 enemy in 12 sq & LOS, target must	Force-Using	Luka Sene
R	25	Lure Closer	Trick Step	move			1/turn grant all droid allies in LOS to take Recover in 2 swif not 3	Scoundrel	Recklessness
C	44	Maintain Focus		swif			lightsaber defense bonus increase by 2 (max of 5)	Droid Commander	Droid Commander
CR	218	Makashi	Lightsaber				1/encounter can move half your speed on a vehicle or half vehicle speed	Jedi Knight	Lightsaber Forms
SV	16	Make a Break for	Stellar Warrior*	swif			no penalty with improvised weapons	Scoundrel	Spacer
SV	18	Make Do					if attack exceeds Fort Def, target is poisoned, poison makes Atk d20+HL	Soldier	Brawler
T	13	Malkite		stan			if ally within 6sq reduced to 0 hp, move up to speed toward ally without	Scoundrel	Malkite Poisoner
SV	18	Man Down		reac			once per encounter on your turn you move your speed as free before any	Soldier	Brawler
K	38	Mandalorian					once per encounter with more than one atk you can add one die for each	Elite Trooper	Mandalorian
K	38	Mandalorian Ferocity	Dex 13, proficient				successful hit	Elite Trooper	Mandalorian Warrior

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							BENEFIT		
K	38	Mandalorian Glory					once per encounter when you reduce opp hp to 0 gain +5 atk with next attack in same encounter	Elite Trooper	Mandalorian Warrior
J	17	Manifest Guardian Spirit		swif	x		guardian spirit present for enc w/in 6 sq of you, as long as w/in 12 sq you: +1 atk, +2 UtF, +2 Will Def you can move spirit 6 sq as swif action 1/turn	Force Sensitive	Guardian Spirit
SV	30	Manipulating Strike					1/turn when you dam target with non-area atk, Persuasion v. Will Def, you decide their swif action	Assassin	Genohardan
J	73	Many Shades of the Force	Force Training				one force power no longer has dark or light side descriptor	Force-Using Traditions	Aing-Tii Monk
C	47	Mark the Target		swif			when you damage target with non-area atk, 1 ally in LOS treats target as if flat-footed	Vanguard	Vanguard
J	89	Martial Resurgence					recover all Force powers on a nat 20 on an unarmed attack	Force-Using Traditions	Warden of the Sky
J	79	Mask Presence		swif			become immune to Sense Force & appear to be normal droid until you use the Force	Force-Using Traditions	Iron Knight
J	15	Masquerade	Illusion				Use the Force = Deception for creating deceptive appearance	Force Sensitive	Alter
C	41	Master Advisor	Skilled Advisor				ally you use Skilled Advisor with gains Force Point to be spent before end of encounter	Jedi Knight	Jedi Archivist
L	47	Master Mender	Expert Shaper				when you temporarily mend biotech using Treat Injury moves +4 up track and only -3 down at end	Shaper	Shaper
CR	40	Master Negotiator	Adept Negotiator				target moves two steps down the track	Jedi	Jedi Consular
K	47	Master of Elegance	Dual or Single Weapon Flourish I, Weapon Finesse				add Dex to melee dam with light melee weapon, double if two-handed	Melee Duelist	Melee Duelist
J	14	Master of the Great Hunt					+1 atk & +1 die dam v. beast with Dark Side Score of 1+	Jedi	Jedi Sentinel
CR	47	Master Slicer	Gimmick			n	reroll Use Computer checks to improve access to computers	Scoundrel	Slicer
J	19	Masterwork				y	add one extra accessory, reroll one die of dam if you built, mentor	Jedi Knight	Jedi Artisan
C	47	Maximize Cover					if opponent use aim to negate cover, Stealth v. attacker's Initiative to	Vanguard	Vanguard
F	102	Mechanics					can always take 10 on Mechanics	Droid	Second-Degree
F	102	Medical Droid					with a medpac for first aid, gain 2 hp for every point over DC instead of	Droid	First-Degree Droid
F	54	Medical Miracle		stan			DC20 Treat Injury on adjacent, target uses second wind even if above	Medic	Advanced
L	31	Melee Assault					with melee atk against target with your allies adjacent if also over Fort	Soldier	Brute Squad
L	31	Melee Brute					w/melee atk against target w/your allies adjacent if also over Fort Def	Soldier	Brute Squad
L	31	Melee Opportunist					1/encounter when ally makes successful melee atk against target adjacent	Soldier	Brute Squad

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							BENEFIT		
CR	52	Melee Smash					+1 dam on melee attacks	Soldier	Brawler
T	57	Mercenary's	Mercenary's Grit	free	x		double your speed for 1 round, must wait 5 rounds between uses	Soldier	Mercenary
T	57	Mercenary's Grit		swif			when affected by a debilitating condition, change penalty to bonus for 1	Soldier	Mercenary
T	57	Mercenary's	Combined Fire*				+2 dam against targets damaged by an ally since end of your last turn	Soldier	Mercenary
J	18	Mind Probe		full			touch & creature must have Int 3+, Use the Force v. Will Def if unwilling	Force Adept	Telepath
F	57	Mine Mastery					can place mine as stan not full	Saboteur	Sabotage
SV	14	Misplaced Loyalty	Dirty Tactics	swif			1/turn Persuasion v. Will Def to all opponents in LOS so target cannot	Noble	Disgrace
K	39	Mobile Attack	Multiattack Prof,				immediately after making a full atk with two lightsabers you may move	Jedi Knight	Jedi Battlemaster
K	39	Mobile Attack					immediately after making a full atk with two pistols you may move your	Gunslinger	Gunslinger
F	24	Mobile Combatant		swif			when you end movement next to opponent & they withdraw, you can	Jedi	Jedi Guardian
J	83	Mobile Whirlwind	Seyugi Cyclone				can move speed after Whirlwind Attack	Force-Using	Seyugi Dervish
F	47	Modification					do not take -5 penalty when you try to modify or reprogram yourself	Independent Droid	Autonomy
T	13	Modify Poison	Malkite Techniques				you can modify delivery method with a Knowledge (life sciences) check, DC=Treat Injury DC	Scoundrel	Malkite Poisoner
J	17	Motion of the Future	Force Perception	swif			uses farseeing from your suite, before end of your next turn force attacker to reroll atk & keep second	Force Sensitive	Sense
L	55	Move Massive Object	Telekinetic Power, move object				use move object to make area attack = L 2x2, H 3x3, G 4x4 C 6x6, compare Use the Force to Ref Def	Force Sensitive	Alter
F	52	Multiattack Proficiency (advanced melee weapons)					reduce Atk penalty by 2	Master Privateer	Privateer
K	47	Multiattack Proficiency (advanced melee weapons)					reduce Atk penalty by 2	Melee Duelist	Melee Duelist
K	45	Multiattack Proficiency (exotic weapons)	Exotic Weapons Master				reduce Atk penalty by 2	Gladiator	Gladiatorial Combat
CR	212	Multiattack Proficiency (heavy weapons)					reduce Atk penalty by 2	Elite Trooper	Weapon Master
CR	218	Multiattack proficiency (lightsabers)					reduces penalty by 2, can be taken multiple	Jedi Knight	Duelist

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							BENEFIT		
CR	216	Multiattack					reduce Atk penalty by 2	Gunslinger	Gunslinger
L	41	Multiattack Proficiency (rifles)					reduce Atk penalty by 2	Gunslinger	Carbineer
CR	212	Multiattack Proficiency (rifles)					reduce Atk penalty by 2	Elite Trooper	Weapon Master
SV	29	Murderous Arts I					if you move opponent down track they take +1d6 dam	Assassin	Assassin
SV	29	Murderous Arts II	Murderous Arts I				if you hit an opponent you have "marked" +1d6 dam	Assassin	Assassin
J	18	Mystic Mastery					when you gain a level you get bonus Force Points = number of Force Talents (6 max)	Force Adept	Mystic
F	54	Natural Healing					can make Treat Injury checks without medical kit with natural substitutes	Medic	Advanced Medicine
CR	218	Niman					+1 Ref and Will Def with lightsaber	Jedi Knight	Lightsaber Forms
K	27	No Escape	Opportunistic Strike				when an opponent withdraws that opponent is considered flat-footed v. you until end of next turn	Scoundrel	Run and Gun
K	27	Noble Fencing Style	Deception & Persuasion trained				can use Cha mod to replace Str mod with light melee or a lightsaber	Noble	Fencing
R	40	Noble Sacrifice	Recruit Enemy				if recruited enemy is 0 hp or bottom of track, you & all allies in LOS gain hp = 10 + your cl	Officer	Rebel Recruiter
F	45	Nonlethal Tactics					with a stun weapon +1 Atk & +1 die dam	Enforcer	Enforcement
CR	208	Notorious				n	reroll Persuasion to Intimidate	Bounty Hunter	Bounty Hunter
CR	210	Notorious				n	reroll Persuasion checks to intimidate	Crime Lord	Infamy
CR	208	Nowhere to Hide				y	reroll Gather Info to locate a specific individual	Bounty Hunter	Bounty Hunter
SV	26	Nowhere to Run	Nowhere to Hide,				1/turn if Hunter's Target attempts to withdraw you can make Atk of Opp	Bounty Hunter	Bounty Hunter
T	13	Numbing Poison	Malkite Techniques				poisoned target denied Dex to Ref Def as long as it remains poisoned	Scoundrel	Malkite Poisoner
L	45	Oath of Duty					when ally w/in 12 sq hits with lightsaber you gain hp = 3 x class level	Imperial Knight	Knight's Resolve
R	45	Obscuring Defenses	Safe Zone				-2 atk to enemies that fire into your safe zone	Pathfinder	Pathfinder
L	41	Old Faithful					Trusty Sidearm also applies to any rifle or carbine	Gunslinger	Carbineer
SV	26	Omens	Findsman Ceremonies				when ally in 10 sq & LOS rolls a nat 1 or 20, you gain +2 Atk or +2 Ref Def until the end of your next	Bounty Hunter	Gand Findsman

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							BENEFIT		
CR	221	One for the Team	Deployment				can take 1/2 or all dam for an adjacent ally an ally may take the same for	Officer	Military Tactics
R	43	Only the Finest	Black Market				can obtain modified items without increasing base value	Improviser	Procurement
SV	35	Opportunistic	Uncanny Instincts				1/encounter forgo extra move to add +5 to one Def until end of your next	Outlaw	Outlaw
K	27	Opportunistic					1/encounter you can make an AoO v. opponent in PB range if opponent	Scoundrel	Run and Gun
L	41	Opportunity Fire					+2 on attacks of opportunity with rifles	Gunslinger	Carbineer
L	41	Out of Harm's		move			allow 1 ally within 6 sq to move its speed to be adjacent to you, no Atk	Elite Trooper	Protection
K	47	Out of Nowhere	Deception skill,	free			once per encounter make an attack with light melee or lightsaber after a	Melee Duelist	Melee Duelist
CR	221	Outmaneuver	Field Tactics*	stan			DC 15 Tactics, enemies in LOS lose competence/insight/morale/dodge	Officer	Military Tactics
SV	25	Outrun					with all-out movement as the pilot +2 Ref Def	Ace Pilot	Blockade Runner
C	44	Overclocked	Droid Defense	swif			1/turn allow each of your networked allies to immediately move up to	Droid Commander	Droid Commander
K	58	Past Visions	Visions				when using farseeing to look in the past, DCs are halved, can see within	Force-Using	Keetael
							6sq without a Force Point	Traditions	
CR	53	Penetrating Attack	Weapon Focus				opponent's DR is 5 less, single weapon group	Soldier	Weapon Specialist
		Perceptive							
R	28	Ambusher	Ambush Specialist				+5 Perception v. prime target until end of the encounter	Soldier	Ambusher
J	19	Perfect	Masterwork				if you spend a Force Point on a lightsaber atk you built you can also add	Jedi Knight	Jedi Artisan
		Attunement	Lightsaber				that amount to damage		
J	18	Perfect Telepathy					you can communicate in full sentences & complete thoughts, subject no	Force Adept	Telepath
							change		
SV	13	Persistent Haze	Force Haze*				if someone attacks, they lose concealment but no one else does	Jedi	Jedi Sentinel
K	27	Personal Affront	BAB +5, Noble	reac			once an encounter make a single melee Atk v. adjacent enemy who just	Noble	Fencing
			Fencing Style				damaged you		
K	45	Personal Vendetta		swif			taunt enemies within 12sq & LOS, they're -2 Atk on targets that are not	Gladiator	Gladiatorial
							you		Combat
S	17	Personalized		stan			for powered weapons you're using, +1 Atk, +2 Dam for rest of encounter	Scoundrel	Outlaw Tech
		Modifications							
C	26	Phalanx	Watch Your Back				if you provide soft cover to an ally within 3 sq it is improved cover	Soldier	Trooper
L	57	Phantasm		swif	x		with a successful mind-affecting Force power you & allies in target's	Force-Using	Disciple of
J	81	Physical Surge					when you roll an Initiative check at beginning of enc you can spend a	Force-Using	Matukai Adept
							swif immediately regardless	Traditions	
SV	18	Pick a Fight	Cantina Brawler				during surprise you & allies within 6sq +1 Atk & you retain bonus	Soldier	Brawler
							against damaged targets		
J	75	Planetary			x		on new planet 10 min to acclimate & on planet +2 all Def against natural	Force-Using	Baran Do Sage
		Attunement					hazards, spd +1 sq, sense weather for 24 hours as full-round	Traditions	

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L	43	Power of Hatred	Incite Rage	swif			1/encounter all allies in LOS with less than half hp gains hp = CL	Sith Apprentice	Sith Commander
CR	101	Power of the Dark Side			x		when spending a Force Point on an Atk, reroll die, Dark Side Score +1	Force Sensitive	Dark Side
F	103	Power Supply					2 swif to recharge shields or reroute power, can act as power generator	Droid	Fifth-Degree Droid
F	48	Power Surge		swif			surge +1 melee atk, +1 die melee dam & +2sq speed, rounds = half level, move -1 down track after	Independent Droid	Specialized Droid
F	26	Powerful Friends	Connections, Influential Friends				once per encounter, take 20 on Persuasion check with no increase in time needed for check	Noble	Lineage
L	45	Praetoria Ishu	Block, Deflect				may use Block & Deflect to protect adjacent ally	Imperial Knight	Knight's Resolve
L	45	Praetoria Vonil	Weapon Focus (lightsabers)				with lightsaber in two hands +1 die dam if you move at least 1 sq on your turn before your attack	Imperial Knight	Knight's Resolve
R	24	Precise Direct	Redirect Shot				whenever you successfully redirect a blaster bolt and hit, you deal +1 die dam	Jedi	Lightsaber Combat
L	27	Precision		stan			against adjacent opponent with lightsaber atk if hit target's speed reduced	Jedi	Lightsaber Combat
L	40	Precision Fire					when you aim +5 difficulty to have your attack Deflected	Bounty Hunter	Force Hunter
L	47	Precision Implant		stan			1/encounter adjacent ally gains +1 atk at end of encounter target moves -3 down track & needs rest or surgery	Shaper	Implant
J	75	Precognitive Meditation			x		1/day spend 10 min & once later in day negate an attack as long as not nat 20, if don't use regain FP	Force-Using Traditions	Baran Do Sage
C	45	Prepared Explosive					can have non-grenade explosive turn normal terrain to difficult terrain & difficult into normal terrain	Military Engineer	Military Engineer
J	20	Prepared for Danger					spend a remaining farseeing power to regain any other force power	Jedi Knight	Jedi Investigator
CR	43	Presence		stan			Persuasion as Intimidation as a standard action, not full-round	Noble	Influence
F	52	Preserving Shot					instead of destroying a vehicle you can disable it so it cannot move	Master Privateer	Privateer
SV	35	Preternatural Senses		reac			1/encounter add half class level to one Defense	Outlaw	Outlaw
K	38	Primitive Block	Empower Weapon		*		negate melee attack with Use the Force check, DC = Atk roll, -5 every time used in round must have empowered weapon, aware and not flat-footed, FP for adjacent character	Force Adept	Force Item
C	45	Problem Solver		swif			1/turn one vehicle in your LOS who can hear you, ignore difficult terrain & +5 Pilot to avoid hazards	Military Engineer	Military Engineer

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							MtR: Must take Reroll		
K	61	Progenitor's Call					once per encounter Use the Force v. Will Def, move target down track & they lose stan	Force-Using Traditions	Order of Shasa
C	23	Protection	Double Agent	stan			Persuasion v. Will Def in LOS, if over then one ally cannot be attacked until your next turn	Noble	Collaborator
C	57	Protective Reaction	Akk Dog Master				when you are targeted by an adjacent enemy it provokes and Atk of Opp from your akk dog	Force-Using Traditions	Korunnai Adept
C	23	Protector Actions		stan			if you atk: redirect atk to follower, move follower toward target, target -1 atk per follower w/ranged	Noble	Loyal Protector
F	103	Protocol					always succeed on attempts to aid another on Deception, Knowledge & Persuasion (no roll)	Droid	Third-Degree Droid
J	18	Psychic Citadel					Will Def bonus = your class level	Force Adept	Telepath
J	18	Psychic Defenses					when targeted by mind-affecting powers they automatically take dam = 1d6 x your Wis mod (min x1)	Force Adept	Telepath
C	53	Psychometry	farseeing, Force Perception				can target object you hold, up to 5 years per level	Force Sensitive	Sense
SV	30	Pulling the Strings		stan			Persuasion v. Will Def within 12 sq, move target half speed toward you & make an immediate atk v.	Assassin	Genohardan
SV	25	Punch Through					if you pilot a vehicle, smaller vehicles that attempt to dogfight -10 penalty not -5	Ace Pilot	Blockade Runner
C	23	Punishing Protection	Inspire Loyalty, BAB+5				1/encounter as reac, follower can attack opponent if you're damaged by an attack or Force power	Noble	Loyal Protector
F	45	Pursuit	Dex 13			n	not restricted to a straight line when running & can reroll Endurance	Enforcer	Enforcement
S	17	Quick Fix	Mechanics				once per encounter jury-rig an object not disabled	Scoundrel	Outlaw Tech
J	19	Quick Modification	Masterwork Lightsaber				spend 1 min removing an accessory & adding another on a lightsaber you built	Jedi Knight	Jedi Artisan
C	45	Quick Modifications	Tech Spec, Repairs on the Fly				when you create a field-created weapon, add one modification at the time of creation	Military Engineer	Military Engineer
L	30	Quick on Your		reac			1/encounter move your speed	Scout	Versatility
CR	207	Quick Trigger	Expert Gunner				can make Atk of Opp	Ace Pilot	Gunner
K	60	Quickseeing	farseeing, Use the Force skill	free			Use the Force against living creature w/in 12sq, remove farseeing, v. Will Def, for +2 Atk v. target	Force-Using Traditions	Luka Sene
SV	33	Raider's Frenzy					1/round if you or ally in 6sq damages target, allies in LOS + dam to target = half class level	Master Privateer	Piracy
SV	33	Raider's Surge		stan			1/encounter Deception or Persuasion v. Will Def in LOS target must withdraw or -1 Atk until end enc	Master Privateer	Piracy

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CR	44	Rally	Distant Command*	swif			once per encounter, allies in LOS w/ less than 1/2 hp get +2 Ref, +2 Will, +2 Dam	Noble	Leadership
CR	217	Ranged Disarm					can disarm with ranged weapon, does not provoke Atk of opp	Gunslinger	Gunslinger
SV	27	Ranged Flank		swif			if within 6 sq of target, you can be considered adjacent for purposes of flanking, single target	Gunslinger	Gunslinger
J	21	Rapid Alchemy		stan			+2 atk with melee weapon, 1/encounter lose bonus as free for +5 on single damage roll	Sith Apprentice	Sith Alchemy
C	40	Rapid Reload					retrieve energy cell/power pack and load weapon with single swif	Elite Trooper	Republic Commando
K	26	Reactionary Attack	Born Leader, Persuasion				once per encounter, as a reac to attack, ally within 6sq can make immediate attack against attacker	Noble	Leadership
L	58	Reading the Flame	Initiate of Vahl			n	reroll Use the Force to Search Your Feelings or farseeing	Force-Using Traditions	Ember of Vahl
L	30	Ready and Willing					you can take a readied action at the end of the current turn after opponent takes its action	Scout	Versatility
R	23	Reap Retribution					if take dam from Force power you deal +2 dam against that creature until end of encounter	Jedi	Jedi Sentinel
J	89	Rebound Leap					make Jump check as free when reduce opponent to 0 hp & can use surge	Force-Using Traditions	Warden of the Sky
K	39	Rebuke the Dark					if dark side power, roll two dice for rebuke attempt & take best	Jedi Knight	Jedi Shadow
R	23	Recall					regain 2 Force Powers when Force Point is spent to regain a power	Jedi	Jedi Consular
J	91	Recall Disblade	proficient disblade	free			DC 15 Use the Force to recall disblade	Force-Using Traditions	Zeison Sha Warrior
C	25	Reconnaissance Actions	Recon Team Leader	stan			if you atk: +2 ranged atk to each, +1 Stealth each, or +1 Perception each if armed with ranged weapon	Scout	Reconnaissance
C	25	Reconnaissance					gain follower trained in Perception & Stealth, can be taken max 3 times, 1/enc when deal dam = target's current hp & thresh, Persuasion v. Will	Scout Officer	Reconnaissance Rebel Recruiter
R	41	Recruit Enemy					once per round, not autofire or other projectiles	Jedi	Lightsaber Combat
CR	41	Redirect Shot	Deflect, BAB +5				with a crit target -2 Ref Def until healed to full hp	Elite Trooper	Critical Master
F	42	Reduce Defense					with a crit target speed is halved until healed to full hp	Elite Trooper	Critical Master
F	42	Reduce Mobility							
J	18	Regimen Aptitude	Force Regimen				+5 bonus on skill checks made to perform a Force Regimen	Force Adept	Mystic
S	18	Regroup	Cha 13	stan			once per encounter, move every ship in your squadron +1 up track	Ace Pilot	Squadron Leader
C	44	Reinforced Commands	Droid Defense				when you use an ability to grant a morale or insight bonus, increase by 1	Droid Commander	Droid Commander

BOOK	PAGE	TALENT	PRE-REQUISITES	ACT	FP?	MR	FP?: x = must spend force point, * = may spend MtR: Must take Reroll	CLASS	TREE
							BENEFIT		
CR	208	Relentless	Hunter's Target*				avoid moving on track from designated opponent	Bounty Hunter	Bounty Hunter
CR	207	Relentless Pursuit				n	may roll twice for Pilot check to initiate dogfight	Ace Pilot	Expert Pilot
R	45	Relocate	Safe Zone	swif			dismiss your safe zone & allies in your old safe zone +2 spd	Pathfinder	Pathfinder
K	25	Renew Vision		swif			once per encounter, can regain all expended uses of farseeing power	Jedi	Jedi Consular
C	39	Renowned Pilot					allies within 6sq can reroll one Pilot check, keep best (once per ally)	Ace Pilot	Expert Pilot
F	47	Repair Self					when you repair yourself +1 additional hp for each point over DC	Independent Droid	Autonomy
C	45	Repairs on the Fly					Repair as stan, 1/day per droid, object or vehicle	Military Engineer	Military Engineer
J	87	Repel Discord		reac	x		when targeted by dark side power you can give penalty to their UtF =	Force-Using	Tyia Adept
J	83	Repelling	Seyugi Cyclone				+2 Ref Def v. target hit by Whirlwind Attack until start of your next turn	Force-Using	Seyugi Dervish
F	28	Reset Initiative	Improved				once per encounter after first full round can add +5 to Initiative	Scout	Awareness
CR	40	Resilience		full			move +2 steps up condition track	Jedi	Jedi Guardian
L	47	Resilience Implant		stan			1/encounter adjacent ally gains +5 to thresh	Shaper	Implant
C	56	Resist Enervation			x		if you would move down track, spend Force Point to negate movement	Force-Using	Bando Gora
CR	41	Resist the Dark	Dark Side Sense				+5 Force bonus to all Def scores against Dark Side skills from dark force-	Jedi	Jedi Sentinel
F	45	Respected Officer					automatically improve attitude of an indifferent character to friendly with	Enforcer	Enforcement
C	24	Retribution					if enemy in LOS moves ally down track, gain +2 Atk v. that enemy	Scoundrel	Opportunist
L	58	Revelation		stan			target loses concealment bonus to Ref Def if Use the Force beats Will	Force-Using	Disciple of
CR	101	Revenge	Dark Presence*				+2 Atk & Dam if an ally of equal or higher level dies or reduced to 0 hp	Force Sensitive	Dark Side
SV	15	Ricochet Shot	Knack, Lucky Shot				with ranged attack, move cover down one step & deal half damage	Scoundrel	Fortune
J	77	Ride the Current		reac			reaction to damage gain total concealment until end of your next turn &	Force-Using	White Current
L	41	Rifle Master					treat rifles as accurate weapons & take no penalty firing at short range	Gunslinger	Carbineer
R	43	Job					+5 equipment bonus to an ally's untrained check & ally considered		
K	25	Riposte	Block, BAB +5	reac			trained (not Use the Force)	Improviser	Procurement
							once an encounter make a lightsaber attack v. opponent you Block (not v.	Jedi	Lightsaber Combat
R	25	Risk for Reward	Find Openings	reac			1/turn if you're damaged from Atk of Opp, make a single atk v. a target	Scoundrel	Recklessness
L	41	Roll With It	Take the Hit*				if you take damage for an ally you gain DR = class level until end of your	Elite Trooper	Protection
							next turn		
							can negate an attack of an adjacent ally Colossal or smaller with		
R	40	Run Interference	Escort Pilot	reac			Vehicular Combat	Ace Pilot	Wingman
F	29	Ruthless	Dirty Fighting				when you deal damage over thresh, +2 dam v. that target rest of	Soldier	Mercenary
							encounter		
SV	29	Ruthless					1/encounter if you drop a foe to 0 hp or to bottom of track take a bonus	Assassin	Assassin
							stan action		
CR	208	Ruthless Negotiator	Notorious				reroll Persuasion to haggle over a price of bounty	Bounty Hunter	Bounty Hunter

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							MtR: Must take Reroll		
C	46	Sabotage Device		swif			sabotage object with energy cell/power pack to become a grenade, can be turned back with swif	Military Engineer	Military Engineer
R	45	Safe Passage	Escort Fighter	move			1/turn 1 ally in LOS move its speed as a reac, if a target makes an Atk of Opp v. ally you can make Atk of Opp v. target	Pathfinder	Pathfinder
R	45	Safe Zone		stan			4x4 sq = safe zone, ally starting in safe zone +2 Fort & Will Def, cannot overlap another safe zone	Pathfinder	Pathfinder
SV	33	Savage Reputation	Bloodthirsty				all opponents in 6 sq -1 Atk	Master Privateer	Piracy
C	41	Scholarly Knowledge		swif		n	reroll Knowledge if you're trained in that Knowledge	Jedi Knight	Jedi Archivist
F	54	Second Chance					if you fail Treat Injury check, patient does not take any additional damage	Medic	Advanced Medicine
CR	52	Second Skin	Armored Defense				armor bonus to Ref Def and equip bonus to Fort Def increase by +1	Soldier	Armor Specialist
R	26	Second Strike	Blast Back	free			1/enc when you miss move half spd & atk another target w/out Atk of Opp (Combat Reflexes = number of uses = Dex bonus but only once a round)	Scout	Unpredictable
F	27	Security Slicer	Mechanics				can disable security without a security kit, something goes wrong if you fail by 10 not 5	Scoundrel	Slicer
L	29	Seducer				y	if fail Persuasion to change attitude, reroll with Deception	Scoundrel	Misfortune
C	25	Seek and Destroy	Hidden Eyes				if make charge against unaware target, target cannot make Perception check to notice you	Scout	Surveillance
L	29	Seize Object		move			1/encounter seize an object from adjacent target w/+10 to Disarm, must	Scoundrel	Misfortune
L	27	Seize the Moment	Distress to Discord	reac			1/turn when enemy to 0 hp or down track, 1 ally in LOS to take 2nd Wind as free & add hp = CL	Noble	Provocateur
SV	35	Seize the Moment					1/round when an ally dam an opponent you can take a swif action as a	Outlaw	Outlaw
J	20	Sense Deception					Use the Force replaces Will Def against Deception or Persuasion	Jedi Knight	Jedi Investigator
K	25	Sentinel Strike					when you attack flat-footed opponent with a damage dealing Force power	Jedi	Jedi Sentinel
K	25	Sentinel's Gambit		swif			1/encounter enemy with Dark Side score 1+, enemy loses Dex to Def v. your atk until next turn	Jedi	Jedi Sentinel
C	22	Sentinel's Observation				*	if have concealment v. target, can spend FP to make opponent flat-footed until end of your next turn	Jedi	Jedi Sentinel
F	49	Set for Stun		2swif			if stun dam over thresh target -3 down track not -2	Infiltrator	Infiltration
CR	218	Severing Strike					if dam over current hp & threshold, then deal half dam, move down track and sever	Jedi Knight	Duelist
J	83	Seyugi Cyclone					if wielding no weapons (gloves or gauntlets) can use Whirlwind Attack until start of your next turn	Force-Using Traditions	Seyugi Dervish

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							BENEFIT		
L	58	Shadow Armor	Cloak of Shadow	swif			+1 Force bonus to Ref Def until start of your next turn	Force-Using Traditions	Disciple of Twilight
SV	16	Shadow Striker	Hidden Movement*	stan			each 1/enc after you Atk: if dam gain total conceal v., or if opp no Dex to Def or if you concealed & you dam target can only take swif next turn, or if you have conceal +2 Atk or +5 with total	Scout	Camouflage
L	58	Shadow Vision		swif			gain low-light vision, lasts 5 min or until end of encounter whichever comes first	Force-Using Traditions	Disciple of Twilight
F	57	Shaped Explosion	Skilled Demolitionist				blast in line or cone, length 2x radius, length of cone 3x radius of blast, originates from explosives' sq	Saboteur	Sabotage
J	19	Share Force Secret	at least 1 Force Secret	swif			1/turn grant use of Force Secret to ally w/in 12 sq & trained in Use the Force	Jedi Knight	Jedi Instructor
J	20	Share Force Technique	at least 1 Technique	swif			1/turn grant use of Force Technique to ally w/in 12 sq & trained in Use the Force, not FP Recovery	Jedi Knight	Jedi Instructor
J	20	Share Talent	at least 1 from special	stan	x		1/day grant use of Lightsaber Combat or Forms, Duelist until end of enc if w/in 12 sq to allies = 1/2 cl	Jedi Knight	Jedi Instructor
CR	210	Shared Notoriety	Notorious			y	minions may reroll Persuasion checks to Intimidate	Crime Lord	Infamy
C	47	Shellshock	Soften the Target				if you damage target with area attack, target is flat-footed v. you until next turn	Vanguard	Vanguard
SV	27	Shelter	Attract Minion				any cover bonus is +2 Ref Def if adjacent to minion	Crime Lord	Mastermind
K	40	Sheltering Stance	Block or Deflect, Vigilance				may use Block or Deflect to protect adjacent without sending Force Point	Jedi Knight	Jedi Watchman
K	29	Shield Expert	AP (light)				once per encounter spend swif to regain 10 SR to max on an active personal shield	Soldier	Armor Specialist
R	37	Shield Gauntlet Defense	Siang Lance Mastery, BAB +7	reac			1/turn +2 Ref Def v. 1 ranged atk if have activated shield gauntlet & not flat-footed	Force-Using Traditions	Kilian Ranger
R	37	Shield Gauntlet Deflect	Shield Gauntlet Defense	reac			1/rnd negate ranged attack with Use the Force check, DC = Atk roll, must have activated gauntlet, aware and not flat-footed, vs. autofire = 1/2 or no damage spend a Force Point for adjacent	Force-Using Traditions	Kilian Ranger
R	37	Shield Gauntlet Redirect	Shield Gauntlet Defense, Shield Gauntlet Deflect, BAB +5				with successful Deflect make ranged atk w/in 6 sq & LOS, not autofire		Kilian Ranger
CR	218	Shien	Deflect, Redirect				+5 on ranged attack on deflected shot	Jedi Knight	Lightsaber Forms
SV	29	Shift		move			move 1 square without an Atk of Opp	Assassin	Assassin

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							MtR: Must take Reroll		
CR	222	Shift Defense I		swif			-2 one Def, +1 to another Def	Officer	Military Tactics
CR	222	Shift Defense II	Shift Defense I	swif			-5 one Def, +2 to another Def	Officer	Military Tactics
CR	222	Shift Defense III	Shift Defense I-II	swif			-5 two Defs, +5 to other Def	Officer	Military Tactics
C	53	Shift Sense			x		gain low-light vision for 1 minute or the encounter whichever is longer	Force Sensitive	Sense
CR	219	Shii-Cho	Block, Deflect				take only -2 penalty on your Use the Force check for each block or	Jedi Knight	Lightsaber Forms
L	41	Shoot from the					can always use rifles to make attacks of opportunity	Gunslinger	Carbineer
J	14	Shoto Focus					+2 atk with shoto or guard shoto if you wield a one-handed lightsaber	Jedi	Lightsaber Combat
J	19	Shoto Master					one-handed lightsaber considered light with shoto, can activate	Jedi Knight	Duelist
J	21	Shoto Pin	Block				when you Block w/shoto the attacker can make no melee atk until its next	Jedi Knight	Jedi Weapon
C	40	Shoulder to					if begin turn adjacent to ally, gain hp = HL	Elite Trooper	Republic
R	37	Siang Lance					treat siang lance as rifle, +1 atk & counts as Weapon Focus (rifles)	Force-Using	Kilian Ranger
F	93	Sickening Blast	Force blast				if Use the Force of Force blast exceeds Fort Def, target moves 1 down	Force-Using	Felucian Shaman
SV	17	Sidestep	Long Stride	swif			reduce cost of diagonal move to 1 if in light or no armor	Scout	Fringer
F	42	Signature Item					with certain item +2 opposed skill checks, multiple items cumulative +1	Bounty Hunter	Bounty Hunter
F	49	Silent Takedown	Stealth skill				if unaware target damaged, opp cannot speak or make other noises until	Infiltrator	Infiltration
J	79	Silicon Mind		reac	x		gain bonus to Will Def = Cha mod (min 1) against Use the Force until	Force-Using	Iron Knight
J	89	Simultaneous	BAB +5	stan			make two unarmed attacks each against different targets	Force-Using	Warden of the Sky
K	47	Single Weapon	Double Attack,				with 1 light melee or lightsaber you can move your speed as a free action	Melee Duelist	Melee Duelist
K	47	Single Weapon	Double Attack,				with 1 light melee or lightsaber make full atk as stan, 1 per turn	Melee Duelist	Melee Duelist
K	41	Sith Alchemy	Dark Side Adept	full	x		Create Sith Talisman = +d6 dam with Force powers or lightsaber, gain	Sith Apprentice	Sith
J	21	Sith Alchemy					Create Sith Amulet, Sith Armor, Sith Talisman, or Sith Weapon, see J21-	Sith Apprentice	Sith Alchemy
J	22	Sith Alchemy	Sith Alchemy		x		modify an item to gain Sith Alchemy traits, see J22	Sith Apprentice	Sith Alchemy
C	56	Sith Reverence					+1 atk while within 20 sq & LOS of an ally with Dark Side score equal	Force-Using	Believer Disciple
F	50	Six Questions	Spynet Agent				Knowledge (galactic lore) DC15+CL for target's level, classes, abilities	Infiltrator	Bothan Spynet
F	48	Skill Conversion					with reprogram, sacrifice one trained skill for +1 skill focus, once per	Independent Droid	Specialized Droid
CR	40	Skilled Advisor		full	*		ally gets +5 on skill check, Force Point = +10	Jedi	Jedi Consular
F	57	Skilled					set detonator as swif & does not go off if fail roll by 10 or more	Saboteur	Sabotage
L	47	Skilled Implanter	Biotech Surgery				when installing an implant the attack bonus is halved	Shaper	Shaper
CR	46	Skirmisher					if move 2 squares, +1 Atk until next turn	Scoundrel	Misfortune
K	39	Slashing Charge	Block, Riposte,				once per encounter with charge take no penalty on UtF for Block during	Jedi Knight	Jedi Battlemaster
C	24	Slip By					when you dam opponent you can move through that opponent's square,	Scoundrel	Opportunist
K	27	Slippery Strike	Strike and Run	reac			once per encounter designate an opp you just damaged cannot make	Scoundrel	Run and Gun
F	45	Slowing Stun					when you move target -1 down track their speed halved until removed	Enforcer	Enforcement
SV	25	Small Target					if you pilot a colossal or smaller vehicle, capital ships -20 Atk not -10 &	Ace Pilot	Blockade Runner
L	41	Snap Shot					do not provoke attacks of opportunity when using aim with stock	Gunslinger	Carbineer
CR	46	Sneak Attack					if opp flat-footed or no Dex to Def, deal +d6 dam, must be w/in 6	Scoundrel	Misfortune
SV	29	Sniping Assassin					ranged attack not at point blank range add half class level to damage	Assassin	Assassin
SV	29	Sniping Marksman	Sniping Assassin				1/encounter ranged attack not at point blank range ignore target's armor	Assassin	Assassin

BOOK	PAGE	TALENT	PRE-REQUISITES	ACT	FP?	MR	FP?: x = must spend force point, * = may spend	CLASS	TREE
							MtR: Must take Reroll		
SV	29	Sniping Master	Sniping				aim with 1 swif at a target not in point blank range	Assassin	Assassin
F	47	Soft Reset					after 2 rounds of being disabled move +1 up track	Independent Droid	Autonomy
J	81	Soft to Solid		reac	x		when damaged gain DR 10 until end of your next turn	Force-Using	Matukai Adept
C	47	Soften the Target		swif			when you damage target with ranged atk, 1 ally in LOS ignores target's	Vanguard	Vanguard
CR	219	Sokan	Acrobatic				take 10 on Acrobatics check to tumble even when distracted, each	Jedi Knight	Lightsaber Forms
C	41	Soothe	Vital transfer				use vital transfer to move target +1 up track not heal, you move -1 down	Jedi Knight	Jedi Healer
J	18	Soothing Presence	Charm Beast				shift unfriendly beast to indifferent automatically	Force Adept	Beastwarden
CR	219	Soresu	Block, Deflect				reroll Use the Force	Jedi Knight	Lightsaber Forms
SV	15	Sow Confusion	Hesitate	stan			1/encounter Deception v. Will Def in LOS target must spend swif w/ stan	Scoundrel	Misfortune
CR	47	Spacehound					no Atk penalty in low or zero-gravity, ignore space sickness, proficient	Scoundrel	Spacer
J	73	Spatial Integrity		reac	x		Use the Force negates damage to vehicle you are aboard, occurs after DR	Force-Using	Aing-Tii Monk
L	47	Speed Implant		stan			1/encounter adjacent ally gains +2 spd	Shaper	Implant
CR	44	Spontaneous Skill	Educated				once a day, make skill check trained, multiple per day	Noble	Lineage
C	25	Spotter		move			Perception v. DC 10+CL of target in LOS to gain for you and allies +1	Scout	Surveillance
R	28	Spring the Trap					if you & all allies roll higher Initiative than opponents, gain a surprise	Soldier	Ambusher
CR	50	Sprint					run up to five time speed	Scout	Survivor
F	50	Spynet Agent	Bothan, 2 talents				Gather Info replaces Knowledge (galactic lore), considered trained	Infiltrator	Bothan Spynet
C	26	Squad Actions		stan			if you atk: extend autofire by 1 sq, +2 dam, or + atk per follower if armed	Soldier	Squad Leader
L	31	Squad Brutality					with melee atk against target with your allies adjacent reroll damage &	Soldier	Brute Squad
L	31	Squad Superiority					with you & two allies adjacent to target, target is flat-footed	Soldier	Brute Squad
S	18	Squadron	Cha 13, any other	stan			once per encounter, grant benefits of a talent to every ship in your	Ace Pilot	Squadron Leader
S	18	Squadron Tactics	Wis 13, Starship				once per encounter, grant a maneuver you use to every ship in your	Ace Pilot	Squadron Leader
L	42	Stalwart					an ally w/in 12 sq & LOS & Will Def targeted forces enemy to reroll &	Officer	Fugitive
CR	47	Starship Raider	Spacehound				+1 Atk aboard starship including personal weapons	Scoundrel	Spacer
L	42	Stay in the Fight	Stalwart	swif			remove 1 mind-affecting or fear effect of ally w/in 12 sq & LOS & grant	Officer	Fugitive
R	41	Stay in the Fight	Recruit Enemy				recruited enemy can immediately use second wind as a reac	Officer	Rebel Recruiter
F	54	Steady Under				n	reroll Treat Injury	Medic	Advanced
L	42	Stealthy	Hasty Withdrawal				an ally of Hasty Withdrawal that ends in cover may make a Stealth check	Officer	Fugitive
L	40	Steel Mind					if you resist a mind-affecting Force power the user cannot use the same	Bounty Hunter	Force Hunter
F	24	Steel Resolve					melee atk, penalty -1 to -5 for double the number to Will Def, may not	Jedi	Jedi Sentinel
CR	47	Stellar Warrior	Spacehound				natural 20 on Atk roll = one extra Force Point for encounter	Scoundrel	Spacer
C	26	Stick Together	Comrades in Arms	move			if an ally moves you can move before your next turn if you end within 3	Soldier	Trooper
J	87	Stifle Conflict					your force powers can deal stun dam	Force-Using	Tyia Adept
SV	18	Stinging Assault	Weapon				if damage opp with slashing Atk, opp -2 melee Atk until your next turn	Soldier	Weapon Specialist
L	28	Stolen Advantage	Cast Suspicion	reac			when enemy in LOS aids another, you give +2 atk to 1 ally in LOS &	Noble	Provocateur
T	81	Stolen Form	Any force				choose a lightsaber form	Sith Apprentice	Sith
L	47	Strength Implant		stan			1/encounter adjacent ally gains +1 die dam	Shaper	Implant
C	40	Strength in					if within 10 sq of an ally +2 DR	Elite Trooper	Republic

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L	45	Strength of the	Knights's Morale				when ally w/in 12 sq hits with lightsaber you deal +1 die dam with next	Imperial Knight	Knight's Resolve
K	28	Strike and Run		reac			once per encounter after you dam opp you can move your speed	Scoundrel	Run and Gun
L	31	Strong Grab					when you grab and opponent they must use a full to break the grab not a	Soldier	Brawler
L	40	Strong-Willed					add your class level to Will Def v. Use the Force	Bounty Hunter	Force Hunter
F	57	Stun Turret	Blaster Turret I	stan			1/encounter, Tiny Init +4 Percep +4 Ref Def 10 10hp thresh 8 turret, 3d6	Saboteur	Turret
CR	52	Stunning Strike	Melee Smash				with damage in a melee attack, move 1 down track if damage beat	Soldier	Brawler
C	24	Stymie		swif			1/round target w/in 12sq & LOS, target -5 one skill until beginning of	Scoundrel	Misfortune
SV	18	Sucker Punch					if your melee Atk does dam v. Opp without Dex to Def that opp cannot	Soldier	Brawler
J	83	Sudden Storm	Seyugi Cyclone		x		make Whirlwind Attack at end of charge not normal melee attack if using	Force-Using	Seyugi Dervish
SV	15	Sudden Strike	Skirmisher, Sneak				deal sneak attack damage when you use Skirmisher	Scoundrel	Misfortune
J	15	Suppress Force	Influence Savant,	reac			mind trick to convince target they can't use the Force, Int 3 & w/in 12sq,	Force Sensitive	Alter
CR	50	Surefooted					speed not reduced by difficult terrain	Scout	Survivor
SV	17	Surge	Long Stride	swif			1/encounter move up to your speed	Scout	Fringer
C	53	Surge of Light		swif			1/encounter return any [light side] power without spending Force Point	Force Sensitive	Light Side
F	27	Surprise Strike					if fail Deception can make single unarmed strike as free in surprise	Scoundrel	Smuggling
L	29	Surprising					if your atk with an amphistaff, thud bug, or razor bug is also over Will	Scoundrel	Yuuzhan Vong
J	77	Surrender to the		swif			until end of encounter: can only use "you" Force Powers & 1/turn	Force-Using	White Current
F	28	Surveillance	Perception	full			Perception v. target in LOS, DC15 or Stealth (higher), you & allies +2	Scout	Spy
R	26	Swerve	Fade Away	reac			1/enc can negate Atk of Opp & move half spd w/out Atk of Opp (Combat	Scout	Unpredictable
CR	101	Swift Power	Power of the Dark				once a day, use a swift action instead of move or standard	Force Sensitive	Dark Side
SV	17	Swift Strider	Sidestep*				each 1/encounter: move your speed & +2 Ref Def until end of enc, or no	Scout	Fringer
L	58	Sword of Vahl	Initiate of Vahl				+1 Force bonus to attacks with simple weapons	Force-Using	Ember of Vahl
S	17	Synchronized Fire	Expert Gunner				once per encounter, treat attack with ally on with same target together vs.	Ace Pilot	Gunner
CR	207	System Hit	Expert Gunner				move vehicle additional step down track	Ace Pilot	Gunner
CR	222	Tactical Edge		swif			can use Assault, Deployment or Field Tactics as a swift action not move	Officer	Military Tactics
SV	27	Tactical		2swif			any cover bonus is +2 Ref Def if adjacent to minion	Crime Lord	Mastermind
SV	27	Tactical		2swif			all allies in LOS & within 6sq can withdraw as a swif until start of your	Crime Lord	Mastermind
SV	26	Tag	Hunter's Target*				if you damage Hunter's Target all allies +2 on next Atk v. Target until	Bounty Hunter	Bounty Hunter
K	39	Taint of the Dark	Dark Deception				add one dark side force power, once per encounter use that power	Jedi Knight	Jedi Shadow
L	41	Take the Hit	Bodyguard's				if you take damage for an ally your damage threshold +5	Elite Trooper	Protection
SV	33	Take Them Alive					if you or allies in 6 sq reduce enemy to 0 hp you can instead treat them as	Master Privateer	Piracy
F	45	Takedown					when you deal dam at end of charge, you knock target prone if opponent	Enforcer	Enforcement
SV	35	Tangle Up	Uncanny Instincts	stan			if non-area atk hits, can choose to do half damage and target loses its	Outlaw	Outlaw
SV	26	Target Visions	Findsman				1/encounter when an enemy moves within 6 sq can make Atk against as a	Bounty Hunter	Gand Findsman
F	103	Targeting Package		2swif			+2 Atk & damage on next PB or within reach attack if in LOS	Droid	Fourth-Degree
R	41	Team Recruiting	Recruit Enemy				can use Recruit Enemy when you or ally would deal dam to kill target instead of only you	Officer	Rebel Recruiter

BOOK	PAGE	TALENT	PRE-REQUISITES	ACT	FP?	MR	FP?: x = must spend force point, * = may spend MtR: Must take Reroll	BENEFIT	CLASS	TREE
C	46	Tech Savant	trained in Know (tech)	stan				increase speed of droid or vehicle if you occupy or are adjacent by 1 sq, 1 per round	Military Engineer	Military Engineer
CR	100	Telekinetic Power						w/natural 20 to use Force disarm, grip, slam, thrust or Move Object, reuse same power immediately	Force Sensitive	Alter
F	88	Telekinetic Prodigy	Telekinetic Savant					with Force Training & take move object, gain extra power from disarm, slam, thrust or move object	Force Sensitive	Alter
L	40	Telekinetic Resistance						if you are moved by a Force power reduce the distance by half	Bounty Hunter	Force Hunter
CR	100	Telekinetic Savant		swif				once per encounter, return Force disarm, slam, thrust, or Move Object	Force Sensitive	Alter
L	55	Telekinetic Stability			x			negate movement if being force against will	Force Sensitive	Control
J	89	Telekinetic Strike						add Force Point roll to damage & attack if unarmed	Force-Using Traditions	Warden of the Sky
J	89	Telekinetic Throw	Throw feat					with successful Throw opponent falls prone in any space you desire up to 3 sq beyond your reach	Force-Using Traditions	Warden of the Sky
J	91	Telekinetic Vigilance	Intercept	swif				can return Intercept to suite without spending Force Point	Force-Using Traditions	Zeison Sha Warrior
K	53	Telepathic Influence	Telepathic Link*					when you roll a natural 20 on Atk or Use the Force instead of gaining force powers can grant ally FP	Force Sensitive	Alter
J	18	Telepathic Intruder						if you successfully use a mind-affecting power gain +2 on mind-affecting powers v. that target	Force Adept	Telepath
K	53	Telepathic Link	Use the Force	swif				link within 1km can communicate as if speaking, 1/encounter may share Force power of target or you	Force Sensitive	Alter
J	83	Tempest Tossed	Seyugi Cyclone					can move target 1 sq if damaged by Whirlwind Attack, not if grabbed or grappled, no Atk of Opp	Force-Using Traditions	Seyugi Dervish
SV	26	Temporal Awareness	Findsman Ceremonies					1/encounter when attacked you can move your speed	Bounty Hunter	Gand Findsman
T	53	Teras Kasi Basics	Martial Arts I					deal additional die of damage	Elite Trooper	Master of Teras Kasi
T	53	Teras Kasi Mastery	MA I-III, Teras Kasi Basics					only full-round actions unarmed, take full attack as standard action	Elite Trooper	Master of Teras Kasi
SV	27	Terrify	Inspire Fear II, Frighten*	stan				Persuasion v. Will Def of Inspire Fear & LOS, must move away from you, if can't move, Fear doubled	Crime Lord	Infamy
C	53	The Will to Resist		reac				1/turn if Will Def is targeted can replace Will with Use the Force check, you -5 UtF until end of next	Force Sensitive	Control
C	24	Thrive on Chaos	Advantageous Opening					when enemy or ally within 20sq is reduced to 0hp, you gain hp = 5+1/2CL	Scoundrel	Opportunist

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							BENEFIT		
F	43	Thrown Lightsaber Mastery	Improved & Lightsaber Throw				any target struck by thrown lightsaber moves at half spd (round down) until your next turn	Jedi Knight	Duelist
J	85	Thunderclap	Bantha Rush, Force Training				if you use a Force Power that deals damage you can use Bantha Rush against target as if melee atk	Force-Using Traditions	Shapers of Kro Var
CR	49	Total Concealment	Hidden Movement*				get total concealment in place of any concealment	Scout	Camouflage
CR	53	Tough as Nails		swif			catch a Second Wind one extra time	Soldier	Commando
CR	47	Trace					can substitute Use Computer for Gather Info if you have computer access	Scoundrel	Slicer
F	28	Traceless Tampering					automatically leave no trace of tampering, something goes wrong if you fail by 10 not 5	Scout	Spy
CR	219	Trakata	BAB +12, Weapon Specialization*	2swif			Deception to feint, shut off and reignite lightsaber	Jedi Knight	Lightsaber Forms
J	16	Transfer Essence	Dark Side Score = Wis				when you die become a dark side spirit & can possess others or enter an object, see J16	Force Sensitive	Dark Side
J	20	Transfer Power	Force Training feat	stan			spend a power in suite & give to ally trained in UtF & w/in 12 sq & LOS, lost if not used by end of enc	Jedi Knight	Jedi Instructor
K	27	Transposing Strike	Noble Fencing				when you hit an opp with melee you can choose to do half dam & switch	Noble	Fencing
SV	32	Treacherous	Improved Soft Cover*				if not adjacent to attacker & attacked other adjacent attacked & you move 1 sq, can have Atk of Opp	Charlatan	Trickery
C	47	Triangulate	Enhanced Vision			y	1/encounter if you and allies have LOS to same target you all can reroll one ranged attack	Vanguard	Vanguard
R	26	Trick Step		swif			Initiative check v. enemy in LOS, loser is flat-footed v. other	Scoundrel	Recklessness
CR	217	Trigger Work					no penalty to Atk when using Rapid Shot	Gunslinger	Gunslinger
L	28	True Betrayal	Friend or Foe*	stan			Persuasion v. Will Def of 1 enemy in LOS for them to attack who you choose, +5 if they're higher level	Noble	Provocateur
CR	44	Trust	Born Lead, Coordinate	stan			give up standard action to give all extra action next turn	Noble	Leadership
F	57	Turret Self-	Blaster Turret I				turret self-destructs at 0hp with 2sq radius dealing its normal dam, you	Saboteur	Turret
SV	28	Twin Shot	Dual Weapon Mastery I, Rapid Shot				with two pistols, +2 dam if using Rapid Shot	Gunslinger	Pistoleer
J	21	Twin Weapon Mastery					you can move 2 squares between attacks without an attack of opportunity	Jedi Knight	Jedi Weapon Master
J	21	Twin Weapon Style		stan			you can make an attack with both weapons or double-sided weapon against different targets	Jedi Knight	Jedi Weapon Master

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SV	14	Two-Faced	Misplaced Loyalty*				each 1/enc after you atk: if same atks you atk/react, or opp can't atk you, or +2 atk if they haven't atk	Noble	Disgrace
J	87	Tyia Adept		swif	x		ally in 12 sq & LOS takes dam you take half dam & ally takes half dam	Force-Using Traditions	Tyia Adept
T	53	Unarmed	MA I-II, Unarmed				if parry melee attack, can immediately make unarmed Atk as reaction	Elite Trooper	Master of Teras
T	53	Unarmed Parry	MA I-II, Teras Kasi Basics				fighting defensively, can negate melee Atk, if Atk beats melee Atk, Atk negated (-2 cum Atk v. others)	Elite Trooper	Master of Teras Kasi
CR	52	Unbalance Opponent	Expert Grappler				one opponent loses Str bonus to melee attacks against you, not to damage	Soldier	Brawler
L	30	Unbalancing Adaptation	Adapt and Survive				when you use Adapt & Survive, you deny the bonus to the enemy in LOS	Scout	Versatility
C	42	Uncanny Defense					1/day add 1/2 officer class to all Def 1 round, must declare at beginning of your turn	Officer	Military Tactics
CR	49	Uncanny Dodge I	Improved				do not lose Dex bonus if flat-footed or attacked by hidden attacker	Scout	Awareness
CR	49	Uncanny Dodge II	Uncanny Dodge I*				cannot be flanked	Scout	Awareness
SV	35	Uncanny Instincts					1/round if damaged move 1 sq as reac, no Atk of Opp	Outlaw	Outlaw
SV	15	Uncanny Luck	Knack, Lucky Shot				1/encounter a roll 16 or higher is considered a natural 20	Scoundrel	Fortune
J	20	Unclouded	Sense Deception	reac	x		spend a Force Point to automatically negate a mind-affecting Force	Jedi Knight	Jedi Investigator
T	13	Undetectable Poison	Malkite Techniques				Treat Injury DC increases by 5	Scoundrel	Malkite Poisoner
C	23	Undying Loyalty	Inspire Loyalty				followers gain Toughness feat	Noble	Loyal Protector
SV	15	Unlikely Shot	Knack, Lucky Shot			n	1/encounter reroll damage of one attack	Scoundrel	Fortune
SV	14	Unreadable					Will Def +5 v. skill checks to read your emotion, when you feint in combat target is flat-footed v. you	Noble	Disgrace
C	26	Unrelenting	Melee Smash				if miss melee or atk negated still do Str bonus (min 1) or 2 x Str bonus if	Soldier	Brawler
SV	27	Unsavory	Inspire Fear I-III,				opponent reduced to half hp within 6 sq of you -2 Atk & skill for rest of	Crime Lord	Infamy
C	22	Unseen Eyes	Force Haze*				allies hidden in Haze can reroll Perception, keep best, allies gain +2 dam v. unaware foes	Jedi	Jedi Sentinel
F	43	Unsettling Presence	Force Interrogation	stan	x		Use the Force v. Will Def v. any in 6sq, -2 Atk & skill checks within 6sq of you until end of encounter	Force Adept	Imperial Inquisitor
K	45	Unstoppable					once per encounter an attack that would knock you down the track is reduced by 1 step	Gladiator	Gladiatorial Combat

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R	25	Unwavering Ally		swif			1/turn 1 ally in LOS immune to effects that make flat-footed or deny Dex to Ref Def	Noble	Leadership
SV	27	Urgency	Impel Ally II*	3swif			1/encounter increase speed of allies in LOS by 2	Crime Lord	Mastermind
CR	219	Vaapad	BAB +12, Juyo*				Cri on 19-20, 19 not an auto hit	Jedi Knight	Lightsaber Forms
L	58	Vahl's Brand	Empower Weapon				additional damage from an empowered weapon is considered fire damage	Force-Using Traditions	Ember of Vahl
L	58	Vahl's Flame	Initiate of Vahl	swif			+1d6 fire damage with melee weapons until the beginning of your next turn	Force-Using Traditions	Ember of Vahl
F	92	Vanish		swif			UtF v. Will Def to vanish from sight of one target in LOS, total concealment v. target until next turn	Force-Using Traditions	Agent of Ossus
S	17	Vehicle Focus	Wis 13				+2 Atk with selected vehicle type, may take 10 on Pilot checks	Ace Pilot	Expert Pilot
F	102	Vehicle Mechanic		3swif			1/day make DC 20 Mechanics restore d8 vehicle hp & +1 up track & 1 hp for every point over DC	Droid	Second-Degree Droid
K	29	Vehicle Sneak	Pilot				treat your ship as two size categories smaller when attempting Stealth checks	Scout	Hyperspace Explorer
C	46	Vehicular Boost		stan			DC 15 Mechanics for hp = 5 x CL	Military Engineer	Military Engineer
CR	207	Vehicular Evasion					if hit by area attack, take half or no damage, must be moving	Ace Pilot	Expert Pilot
L	29	Veiled Biotech	Trained in Stealth				+10 Deception & Stealth to conceal biotech, draw biotech as swif & if you atk opp loses Ref to Def	Scoundrel	Yuuzhan Vong Biotech
T	13	Vicious Poison	Malkite Techniques				poisons used against a target get +2 Atk against Fort Def	Scoundrel	Malkite Poisoner
C	56	Victorious Force Mastery					if an enemy you damaged in this encounter is at 0 hp, return one Force Power as free	Force-Using Traditions	Bando Gora Captain
K	40	Vigilance		swif			one adjacent ally +1 Ref Def as long as they remain adjacent	Jedi Knight	Jedi Watchman
C	24	Vindication	Retribution				when an enemy you reduced to 0 hp or bottom of track, your next atk is +1 die	Scoundrel	Opportunist
SV	16	Virus	Electronic Sabotage*				can sub Use Comp for Mechanics to disable computerized device, 1min v. Will, becomes unfriendly	Scoundrel	Slicer
K	24	Visionary Attack	WatchCircle Initiate*	reac			you or ally within 12sq if you miss an atk, UtF check over target's Will attacker can reroll Atk spend one farseeing, you -5 Use the Force until beginning of your next turn	Jedi	Jedi Consular
K	25	Visionary Defense	WatchCircle Initiate*	reac			you or ally within 12sq if attacked, UtF check over target's Will defender +5 Ref Def spend one farseeing, you -5 Use the Force until beginning of your next turn	Jedi	Jedi Consular

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CR	101	Visions	farseeing, Force Perception	swif	x		See into past or future with farseeing, max one year per your level	Force Sensitive	Sense
J	17	Vital Encouragement		free			1/encounter you gain hp = 10 + 1/2 your HL	Force Sensitive	Guardian Spirit
CR	46	Walk the Line	Disruptive	stan			enemies in LOS take -2 Def until your next turn	Scoundrel	Misfortune
J	81	Wan-Shen Defense	proficient Wan-shen	swif			+1 Ref Def v. melee if have wan-shen in hand & not flat-footed	Force-Using Traditions	Matukai Adept
J	81	Wan-Shen Kata	proficient Wan-shen				treat wan-shen as Med weapon not Large, can Pin & Trip with wan-shen if wan-shen in hand	Force-Using Traditions	Matukai Adept
J	81	Wan-Shen Mastery		stan			make 2 atk with wan-shen each against a different target if have wan-shen in hand	Force-Using Traditions	Matukai Adept
L	41	Ward		swif			provide soft cover to 1 adjacent ally	Elite Trooper	Protection
SV	26	Watch This					can move into same space as frigate or larger without collision & can occupy same space	Ace Pilot	Blockade Runner
C	26	Watch Your Back					if you are adjacent to an ally you can't be flanked	Soldier	Trooper
K	25	WatchCircle Initiate	Farseeing	reac	x		Use the Force DC15, remove farseeing, add 1 Force Point to ally in LOS, replaces normal affects	Jedi	Jedi Consular
K	40	Watchman's Advance	Force Warning				when acting in surprise round you & allies take +1 move max	Jedi Knight	Jedi Watchman
K	61	Waveform		swif			add Cha mod to dam (min +1) to telekinetic Force power	Force-Using Traditions	Order of Shasa
K	28	Weak Point	Keen Shot*	swif			once per encounter ignore DR of single target in LOS for the rest of your turn	Scout	Awareness
CR	43	Weaken Resolve	Presence	free			if deal dam over threshold, Persuasion as a free action v. Will, flees one min target can spend Force Point to negate, or if target's level is higher	Noble	Influence
SV	15	Weakening Strike	Dastardly Attack				if deal dam to opp without Dex to Def can impose -5 to Atk & melee dam instead of down track	Scoundrel	Misfortune
CR	44	Wealth					every level, get credits class level x5000	Noble	Lineage
SV	27	Wealth of Allies	Attract Minion				if minion killed, they are replaced by one of same level 24 hours later	Crime Lord	Mastermind
C	40	Weapon Shift	Gun Club				if use ranged weapon as melee weapon +2 melee atk	Elite Trooper	Republic Commando
CR	53	Weapon Specialization	Weapon Focus				+2 dam, single weapon group	Soldier	Weapon Specialist

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J	91	Weapon Specialization (discblade)	Weapon Focus, proficient discblade				+2 melee dam with discblade	Force-Using Traditions	Zeison Sha Warrior
CR	41	Weapon Specialization (lightsaber)	Weapon Focus	stan			+2 to melee damage	Jedi	Lightsaber Combat
C	40	Whirling Death	Unrelenting Assault*				any target adjacent takes dam = Str bonus with melee weapon	Elite Trooper	Melee Specialist
J	77	White Current Adept					Use the Force replaces Stealth, considered trained, if can reroll Stealth can reroll Use the Force	Force-Using Traditions	White Current Adept
CR	224	Wicked Strike	Weapon Focus, Weapon Specialization		x		Crit with a lightsaber, move target 2 steps down track	Sith Apprentice	Sith
J	18	Wild Sense	Charm Beast	swif			1/turn touch mind of indifferent or better beast w/in 12 sq & LOS, beast's Perception & LOS is yours	Force Adept	Beastwarden
K	43	Willful Resolve					once per encounter negate the effect of a single attack or skill check v. Will Def	Corporate Agent	Corporate Power
F	25	Willpower	Inspire Confidence	swif			once per encounter grant allies in LOS +2 Will Def for encounter even if out of LOS, not self	Noble	Inspiration
J	85	Wind Vortex		swif	x		gain concealment & +2 Ref Def v. thrown weapons until end of encounter	Force-Using Traditions	Shapers of Kro Var
S	17	Wingman	Wis 13	swif			Pilot DC15, to assist allied starfighter w/in 2 squares, ally +5 Pilot in dogfight	Ace Pilot	Expert Pilot
R	40	Wingman Retribution	Escort Pilot	reac			1/round make a vehicle weapon atk at -5 v. ally's attacker if damage dealt (Colossal or smaller)	Ace Pilot	Wingman
F	88	Wrath of the Dark Side	Power of the Dark Side				when you roll nat 20 with force power that deals dam, not regain powers for dam & half dam next turn	Force Sensitive	Dark Side
K	43	Wrong Decision					each time you're attacked opponent -2 Will Def until end of next turn	Corporate Agent	Corporate Power
R	45	Zone of Recuperation	Safe Zone				any ally who uses second wind in your Safe Zone gains additional hp = your cl	Pathfinder	Pathfinder

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SV	25	Close Cover	Watch This				if you occupy the same space as a larger vehicle +5 cover bonus	Ace Pilot	Blockade Runner
SV	25	Outrun					with all-out movement as the pilot +2 Ref Def	Ace Pilot	Blockade Runner
SV	25	Punch Through					if you pilot a vehicle, smaller vehicles that attempt to dogfight -10 penalty not -5	Ace Pilot	Blockade Runner
SV	25	Small Target					if you pilot a colossal or smaller vehicle, capital ships -20 Atk not -10 & no crits unless you'd be hit	Ace Pilot	Blockade Runner
SV	26	Watch This					can move into same space as frigate or larger without collision & can occupy same space	Ace Pilot	Blockade Runner
S	17	Blind Spot		swif			with vehicle 2 sizes bigger, must be adjacent, opposed Pilot, Atk vs. target +2, Atk from target -2	Ace Pilot	Expert Pilot
S	17	Close Scrape		reac			Colossal size or smaller, Pilot check turns crit into normal (still hit, not crit)	Ace Pilot	Expert Pilot
CR	207	Elusive Dogfighter					opposed pilot check, opponents in dogfight are -10 to Atk	Ace Pilot	Expert Pilot
CR	207	Full Throttle					can take 10 to increase speed, all-out movement is x5 not x4	Ace Pilot	Expert Pilot
S	17	Improved Attack Run					do not have to move in straight line on attack run	Ace Pilot	Expert Pilot
CR	207	Juke	Vehicular Evasion				when fighting defensively, may negate one more attack per round with Vehicular Combat	Ace Pilot	Expert Pilot
CR	207	Keep It Together					once per encounter, vehicle avoids moving down condition track	Ace Pilot	Expert Pilot
CR	207	Relentless Pursuit				n	may roll twice for Pilot check to initiate dogfight	Ace Pilot	Expert Pilot
C	39	Renowned Pilot					allies within 6sq can reroll one Pilot check, keep best (once per ally)	Ace Pilot	Expert Pilot
S	17	Vehicle Focus	Wis 13				+2 Atk with selected vehicle type, may take 10 on Pilot checks	Ace Pilot	Expert Pilot
CR	207	Vehicular Evasion					if hit by area attack, take half or no damage, must be moving	Ace Pilot	Expert Pilot
S	17	Wingman	Wis 13	swif			Pilot DC15, to assist allied starfighter w/in 2 squares, ally +5 Pilot in dogfight	Ace Pilot	Expert Pilot
S	17	Crippling Hit	System Hit*				if Atk moves ship down track, target loses: hyperdrive, weapon, or communications	Ace Pilot	Gunner
CR	207	Dogfight Gunner	Expert Gunner				no penalty with vehicle weapons even if not pilot	Ace Pilot	Gunner
CR	207	Expert Gunner					+1 Atk	Ace Pilot	Gunner
S	17	Great Shot					reduces range penalties by one range category, ex. short = PB	Ace Pilot	Gunner
CR	207	Quick Trigger	Expert Gunner				can make Atk of Opp	Ace Pilot	Gunner
S	17	Synchronized Fire	Expert Gunner				once per encounter, treat attack with ally on with same target together vs. SR, DR & Threshold	Ace Pilot	Gunner

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CR	207	System Hit	Expert Gunner				move vehicle additional step down track	Ace Pilot	Gunner
S	17	Begin Attack Run	Cha 13	swif			designate a single target, +5 Atk with an attack run	Ace Pilot	Squadron Leader
S	18	Regroup	Cha 13	stan			once per encounter, move every ship in your squadron +1 up track	Ace Pilot	Squadron Leader
S	18	Squadron Maneuvers	Cha 13, any other Ace talent	stan			once per encounter, grant benefits of a talent to every ship in your squadron until end of enc.	Ace Pilot	Squadron Leader
S	18	Squadron Tactics	Wis 13, Starship Tact, Squadron Maneuvers*				once per encounter, grant a maneuver you use to every ship in your squadron next round	Ace Pilot	Squadron Leader
R	40	Concentrate All Fire					+1 die dam when aid another's atk with vehicle weapon, an ally can only benefit once per atk	Ace Pilot	Wingman
R	40	Escort Pilot					+10 threshold of you and ally when adjacent to Colossal or smaller ally	Ace Pilot	Wingman
R	40	Lose Pursuit					+5 to avoid dogfight of you and ally when adjacent to Colossal or smaller ally	Ace Pilot	Wingman
R	40	Run Interference	Escort Pilot	reac			can negate an attack of an adjacent ally Colossal or smaller with Vehicular Combat	Ace Pilot	Wingman
R	40	Retribution	Escort Pilot	reac			1/round make a vehicle weapon atk at -5 v. ally's attacker if damage dealt (Colossal or smaller)	Ace Pilot	Wingman
SV	29	Advantageous Positioning	Shift				opponent you're flanking is considered flat-footed	Assassin	Assassin
SV	29	Get Some Distance	Advantageous Positioning*	stan			1/encounter make melee Atk then move your speed away without Atk of Opp	Assassin	Assassin
SV	29	Murderous Arts I					if you move opponent down track they take +1d6 dam	Assassin	Assassin
SV	29	Murderous Arts II	Murderous Arts I				if you hit an opponent you have "marked" +1d6 dam	Assassin	Assassin
SV	29	Ruthless					1/encounter if you drop a foe to 0 hp or to bottom of track take a bonus stan action	Assassin	Assassin
SV	29	Shift		move			move 1 square without an Atk of Opp	Assassin	Assassin
SV	29	Sniping Assassin					ranged attack not at point blank range add half class level to damage	Assassin	Assassin
SV	29	Sniping Marksman	Sniping Assassin				1/encounter ranged attack not at point blank range ignore target's armor bonus to Ref Def	Assassin	Assassin
SV	29	Sniping Master	Sniping Marksman*				aim with 1 swif at a target not in point blank range	Assassin	Assassin
SV	29	Deadly Repercussions					when you reduce an opponent to 0 hp all opp in LOS of you & target -2 Atk until your next turn	Assassin	Genohardan

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SV	30	Improved Manipulating Strike					1/turn when you dam target with non-area atk, Persuasion v. Will Def, you decide their move action	Assassin	Genohardan
SV	30	Manipulating Strike					1/turn when you dam target with non-area atk, Persuasion v. Will Def, you decide their swif action	Assassin	Genohardan
SV	30	Pulling the Strings		stan			Persuasion v. Will Def within 12 sq, move target half speed toward you & make an immediate atk v.	Assassin	Genohardan
SV	26	Dread	Hunter's Target*	stan			Persuasion v. Will Def of Hunter's Target, opp takes -5 on Will Def as long as keep LOS	Bounty Hunter	Bounty Hunter
F	42	Fearsome	Notorious				opponents level equal or lower to your heroic level within 6sq -1 Atk	Bounty Hunter	Bounty Hunter
CR	208	Hunter's Mark					aim before attacking moves target one down track if attack deals damage	Bounty Hunter	Bounty Hunter
CR	208	Hunter's Target	Hunter's Mark	free			once per encounter, designate an opponent, +dam=to BH level	Bounty Hunter	Bounty Hunter
F	42	Jedi Hunter					Fort & Will Def +1 & you deal +1 die dam against Force Sensitives	Bounty Hunter	Bounty Hunter
CR	208	Notorious				n	reroll Persuasion to Intimidate	Bounty Hunter	Bounty Hunter
CR	208	Nowhere to Hide				y	reroll Gather Info to locate a specific individual	Bounty Hunter	Bounty Hunter
SV	26	Nowhere to Run	Nowhere to Hide, Hunter's Target*				1/turn if Hunter's Target attempts to withdraw you can make Atk of Opp	Bounty Hunter	Bounty Hunter
CR	208	Relentless	Hunter's Target*				avoid moving on track from designated opponent	Bounty Hunter	Bounty Hunter
CR	208	Ruthless	Notorious				reroll Persuasion to haggle over a price of bounty	Bounty Hunter	Bounty Hunter
F	42	Negotiator Signature Item					with certain item +2 opposed skill checks, multiple items cumulative +1	Bounty Hunter	Bounty Hunter
SV	26	Tag	Hunter's Target*				if you damage Hunter's Target all allies +2 on next Atk v. Target until start of your next turn	Bounty Hunter	Bounty Hunter
L	40	Force Blank					Use the Force -10 when someone uses Sense Surroundings to detect you	Bounty Hunter	Force Hunter
L	40	Lightsaber Evasion					when an enemy misses with a lightsaber you can move 2 sq without Atk of Opp	Bounty Hunter	Force Hunter
L	40	Precision Fire					when you aim +5 difficulty to have your attack Deflected	Bounty Hunter	Force Hunter
L	40	Steel Mind					if you resist a mind-affecting Force power the user cannot use the same power against you again	Bounty Hunter	Force Hunter
L	40	Strong-Willed					add your class level to Will Def v. Use the Force	Bounty Hunter	Force Hunter
L	40	Telekinetic Resistance					if you are moved by a Force power reduce the distance by half	Bounty Hunter	Force Hunter

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SV	26	Findsmen Ceremonies	Force Sensitivity			y	1/day 10 min spend FP & can reroll Perception, Stealth, farseeing, Atk roll, regain unspent FP	Bounty Hunter	Gand Findsmen
SV	26	Findsmen's Foresight	Findsmen Ceremonies				can roll two dice for Perception to avoid surprise & keep better	Bounty Hunter	Gand Findsmen
SV	26	Omens	Findsmen Ceremonies				when ally in 10 sq & LOS rolls a nat 1 or 20, you gain +2 Atk or +2 Ref Def until the end of your next	Bounty Hunter	Gand Findsmen
SV	26	Target Visions	Findsmen Ceremonies				1/encounter when an enemy moves within 6 sq can make Atk against as a reaction	Bounty Hunter	Gand Findsmen
SV	26	Temporal Awareness	Findsmen Ceremonies				1/encounter when attacked you can move your speed	Bounty Hunter	Gand Findsmen
SV	31	Cunning Distraction					if you feint in combat you can move half your speed	Charlatan	Trickery
SV	31	Damaging Deception	Cunning Distraction	stan			Deception v. Will Def in LOS, the next attack by your ally against the target deals +2 dice damage	Charlatan	Trickery
SV	31	Distracting Shout	Cunning Distraction				1/encounter when ally attacked, your Deception check replaces their Def, if fail not used	Charlatan	Trickery
SV	31	Improved Soft Cover	Innocuous	swif			if adjacent to a creature, +2 Ref Def until your next turn or no longer adjacent	Charlatan	Trickery
SV	31	Innocuous		swif			Deception v. Will Def in 6 sq & LOS target -5 Atk v. you until the start of your next turn	Charlatan	Trickery
SV	32	Treacherous	Improved Soft Cover*				if not adjacent to attacker & attacked other adjacent attacked & you move 1 sq, can have Atk of Opp	Charlatan	Trickery
K	42	Competitive Drive					once per encounter reroll one Wis Int or Cha based skill except Use the Force	Corporate Agent	Corporate Power
K	42	Competitive Edge					when you and allies are not surprised, # allies = Cha mod benefit from Quick Draw	Corporate Agent	Corporate Power
K	42	Corporate Clout	Impose Hes, Wrong Decision	stan			1/encounter Persuasion v. Will w/in LOS target cannot attack you, if over by 5 can't attack allies	Corporate Agent	Corporate Power
K	43	Impose Confusion	Impose Hesitation				Persuasion 12sq cone v. Will target loses swif action on next & no full, 1/encounter lose stan action	Corporate Agent	Corporate Power
K	43	Impose Hesitation		stan			Persuasion 6sq cone v. Will target loses swif action on next & no full	Corporate Agent	Corporate Power
K	43	Willful Resolve					once per encounter negate the effect of a single attack or skill check v. Will Def	Corporate Agent	Corporate Power
K	43	Wrong Decision					each time you're attacked opponent -2 Will Def until end of next turn	Corporate Agent	Corporate Power
SV	26	Fear Me	Inspire Fear I & II, Attract Minion	reac			1/encounter if minion down track you can reduce by 1 & target regains hp = your HL, unless 0 hp	Crime Lord	Infamy

BOOK	PAGE	TALENT	PRE-REQUISITES	ACT	FP?	M/R	FP?: x = must spend force point, * = may spend MtR: Must take Reroll	CLASS	TREE
SV	26	Frighten	Inspire Fear I, Attract Minion	free			1/encounter force all enemies to move 1 sq away from one minion, no Atk of Opp	Crime Lord	Infamy
CR	210	Inspire Fear I					opponents of equal or lower level take -1 on Atk rolls, opposed skill checks, & Use the Force	Crime Lord	Infamy
CR	210	Inspire Fear II	Inspire Fear I				-2 penalty	Crime Lord	Infamy
CR	210	Inspire Fear III	Inspire Fear I & II				-5 penalty	Crime Lord	Infamy
CR	210	Notorious				n	reroll Persuasion checks to intimidate	Crime Lord	Infamy
CR	210	Shared Notoriety	Notorious			y	minions may reroll Persuasion checks to Intimidate	Crime Lord	Infamy
SV	27	Terrify	Inspire Fear II, Frighten*	stan			Persuasion v. Will Def of Inspire Fear & LOS, must move away from you, if can't move, Fear doubled	Crime Lord	Infamy
SV	27	Unsavoring Reputation	Inspire Fear I-III, Notorious				opponent reduced to half hp within 6 sq of you -2 Atk & skill for rest of encounter	Crime Lord	Infamy
CR	210	Attract Minion					attracts nonheroic character 3/4 your level, multiple	Crime Lord	Mastermind
SV	27	Bodyguard I	Attract Minion	reac			1/turn redirect attack to attracted minion	Crime Lord	Mastermind
SV	27	Bodyguard II	Bodyguard I*				1/turn redirect attack to attracted minion, minion +Ref Def = half your class level	Crime Lord	Mastermind
SV	27	Bodyguard III	Bodyguard II*				1/turn redirect attack to attracted minion, minion +Ref Def = your class level & free Atk v. attacker	Crime Lord	Mastermind
CR	210	Impel Ally I		swif			ally moves normal speed, must move immediately or wasted, can use 3 times a turn	Crime Lord	Mastermind
CR	210	Impel Ally II	Impel Ally I	2swif			ally can make a standard or move action, immediately or wasted	Crime Lord	Mastermind
SV	27	Impel Ally III	Impel Ally II*	3swif			ally can make a standard & move action, immediately or wasted	Crime Lord	Mastermind
SV	27	Inspire Wrath	Impel Ally II*	stan			allies in LOS +2 Atk & skill checks v. your designated target	Crime Lord	Mastermind
SV	27	Shelter	Attract Minion				any cover bonus is +2 Ref Def if adjacent to minion	Crime Lord	Mastermind
SV	27	Tactical Superiority		2swif			any cover bonus is +2 Ref Def if adjacent to minion	Crime Lord	Mastermind
SV	27	Tactical Withdrawal		2swif			all allies in LOS & within 6sq can withdraw as a swif until start of your next turn	Crime Lord	Mastermind
SV	27	Urgency	Impel Ally II*	3swif			1/encounter increase speed of allies in LOS by 2	Crime Lord	Mastermind
SV	27	Wealth of Allies	Attract Minion				if minion killed, they are replaced by one of same level 24 hours later	Crime Lord	Mastermind
F	103	Cargo Hauler					double carrying capacity & +5 to Str-based skill checks	Droid	Fifth-Degree Droid
F	103	Environmentally Shielded					+5 Fort Def against environmental hazards	Droid	Fifth-Degree Droid
F	103	Power Supply					2 swif to recharge shields or reroute power, can act as power generator	Droid	Fifth-Degree Droid

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F	102	Dull the Pain	Medical Droid	full			DC15 Treat Injury check to move adjacent living creature +1 up track	Droid	First-Degree Droid
F	102	Interrogator					v. adjacent, use Treat Injury instead of Persuasion to change attitude or intimidate	Droid	First-Degree Droid
F	102	Medical Droid					with a medpac for first aid, gain 2 hp for every point over DC instead of 1	Droid	First-Degree Droid
F	103	Combat Repairs		full			1/day use Mechanics to repair self instead of 1 hour	Droid	Fourth-Degree Droid
F	103	Droid Smash					add 2x Str bonus to melee damage rolls with a weapon in one hand	Droid	Fourth-Degree Droid
F	103	Targeting Package		2swif			+2 Atk & damage on next PB or within reach attack if in LOS	Droid	Fourth-Degree Droid
F	102	Adept Assistant					with aid another on a Mechanics, Pilot or Use Computer add +5 not +2	Droid	Second-Degree Droid
F	102	Mechanics Mastery					can always take 10 on Mechanics	Droid	Second-Degree Droid
F	102	Vehicle Mechanic		3swif			1/day make DC 20 Mechanics restore d8 vehicle hp & +1 up track & 1 hp for every point over DC	Droid	Second-Degree Droid
F	103	Etiquette					when change attitude, adjust one additional step	Droid	Third-Degree Droid
F	103	Helpful					1/turn with aid another to adjacent ally on a skill check as a swif action not stan	Droid	Third-Degree Droid
F	103	Protocol					always succeed on attempts to aid another on Deception, Knowledge & Persuasion (no roll)	Droid	Third-Degree Droid
C	43	Automated Strike		swif			DC 15 Knowledge (tactics), all droid allies who can hear you gain Double Atk from one of your WP	Droid Commander	Droid Commander
C	43	Droid Defense		stan			all droid allies who can hear you, bonus to one Def = Int mod (you choose Def)	Droid Commander	Droid Commander
C	43	Droid Mettle	Droid Defense	swif			1/turn single droid ally in LOS gains hp = 10 + CL	Droid Commander	Droid Commander
C	43	Expanded Sensors					if you or droid allies has LOS & is aware of a target, all droid allies have LOS to target	Droid Commander	Droid Commander
C	44	Inspire Competence	Expanded Sensors	swif			1/turn one droid ally in LOS +Atk = 1/2 your CL, any in Networked Mind gains heuristic processor	Droid Commander	Droid Commander
C	44	Maintain Focus		swif			1/turn grant all droid allies in LOS to take Recover in 2 swif not 3	Droid Commander	Droid Commander
C	44	Overclocked Troops	Droid Defense	swif			1/turn allow each of your networked allies to immediately move up to their speed	Droid Commander	Droid Commander
C	44	Reinforced Commands	Droid Defense				when you use an ability to grant a morale or insight bonus, increase by 1	Droid Commander	Droid Commander

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F	42	Deny Move	Reduce Mobility				with a crit target cannot move next turn	Elite Trooper	Critical Master
F	42	Extended Critical Range (heavy)	BAB +10, WP (heavy)				weapon's crit range extended by 1	Elite Trooper	Critical Master
F	42	Extended Critical Range (rifles)	BAB +10, WP (rifles)				weapon's crit range extended by 1	Elite Trooper	Critical Master
F	42	Flurry Attack					with a crit make an additional attack against a target in range, once per turn	Elite Trooper	Critical Master
F	42	Knockback					with a crit move opponent back 1sq if they are not grabbed/grappled or into something, within 2 sizes	Elite Trooper	Critical Master
F	42	Reduce Defense					with a crit target -2 Ref Def until healed to full hp	Elite Trooper	Critical Master
F	42	Reduce Mobility					with a crit target speed is halved until healed to full hp	Elite Trooper	Critical Master
K	38	Armored Mandalorian	Dex 13, Mandalorian Glory				add armor's Fort Def to Elite Trooper DR, if lightsaber does not ignore DR it doesn't ignore your DR	Elite Trooper	Mandalorian Warrior
K	38	Mandalorian Advance					once per encounter on your turn you move your speed as free before any other action	Elite Trooper	Mandalorian Warrior
K	38	Mandalorian Ferocity	Dex 13, proficient				once per encounter with more than one atk you can add one die for each successful hit	Elite Trooper	Mandalorian Warrior
K	38	Mandalorian Glory					once per encounter when you reduce opp hp to 0 gain +5 atk with next attack in same encounter	Elite Trooper	Mandalorian Warrior
T	53	Ignore Damage Reduction	Martial Arts I, Teras Kasi Basics				if damage more than DR, ignore DR	Elite Trooper	Master of Teras Kasi
T	53	Teras Kasi Basics	Martial Arts I				deal additional die of damage	Elite Trooper	Master of Teras Kasi
T	53	Teras Kasi Mastery	MA I-III, Teras Kasi Basics				only full-round actions unarmed, take full attack as standard action	Elite Trooper	Master of Teras Kasi
T	53	Unarmed Counterstrike	MA I-II, Unarmed Parry, Teras Kasi Basics				if parry melee attack, can immediately make unarmed Atk as reaction against target	Elite Trooper	Master of Teras Kasi
T	53	Unarmed Parry	MA I-II, Teras Kasi Basics				fighting defensively, can negate melee Atk, if Atk beats melee Atk, Atk negated (-2 cum Atk v. others)	Elite Trooper	Master of Teras Kasi
C	39	Accurate Blow					if exceed Ref Def by 5 or more deal +1 die dam, per melee group	Elite Trooper	Melee Specialist
C	40	Close-Quarters Fighter					if adjacent or in same sq, +1 melee atk	Elite Trooper	Melee Specialist
C	40	Ignore Armor					1/encounter ignore armor or equipment bonuses with melee atk	Elite Trooper	Melee Specialist

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C	40	Improved Stunning Strike	Stunning Strike				if move opponent down track with melee atk, target cannot take stan or full action its next turn	Elite Trooper	Melee Specialist
C	40	Whirling Death	Unrelenting Assault*				any target adjacent takes dam = Str bonus with melee weapon	Elite Trooper	Melee Specialist
L	40	Armored Guard	Ward				when you use Ward add one-half your armor bonuses to ally's Ref Def	Elite Trooper	Protection
L	41	Bodyguard's Sacrifice		reac			take any or all damage for adjacent ally rest goes to target, cannot use it again until end of next turn	Elite Trooper	Protection
L	41	Guard's Endurance	Ward				whenever you begin turn adjacent to target of Ward gain hp = your character level	Elite Trooper	Protection
L	41	Lifesaver	Bodyguard's Sacrifice	reac			1/encounter if ally to 0 hp or over thresh you may move your spd to be adjacent and take dam instead	Elite Trooper	Protection
L	41	Out of Harm's Way		move			allow 1 ally within 6 sq to move its speed to be adjacent to you, no Atk of Opp	Elite Trooper	Protection
L	41	Roll With It	Take the Hit*				if you take damage for an ally you gain DR = class level until end of your next turn	Elite Trooper	Protection
L	41	Take the Hit	Bodyguard's Sacrifice				if you take damage for an ally your damage threshold +5	Elite Trooper	Protection
L	41	Ward		swif			provide soft cover to 1 adjacent ally	Elite Trooper	Protection
C	40	Ambush					if you hit an opponent that has not yet acted, add +2 dice dam	Elite Trooper	Republic Commando
C	40	Higher Yield	Trained in Mechanics				1/encounter +1 die dam with grenade or explosive	Elite Trooper	Republic Commando
C	40	Rapid Reload					retrieve energy cell/power pack and load weapon with single swif	Elite Trooper	Republic Commando
C	40	Shoulder to Shoulder					if begin turn adjacent to ally, gain hp = HL	Elite Trooper	Republic Commando
C	40	Strength in Numbers					if within 10 sq of an ally +2 DR	Elite Trooper	Republic Commando
C	40	Weapon Shift	Gun Club				if use ranged weapon as melee weapon +2 melee atk	Elite Trooper	Republic Commando
CR	212	Controlled Burst					autofire or Burst Fire penalty reduced by 2, if you brace, no penalty	Elite Trooper	Weapon Master
CR	212	Exotic Weapon Mastery					proficient with any exotic weapon FEAT even if don't possess	Elite Trooper	Weapon Master
CR	212	Greater Devastating Attack	Greater WF, Devastating*				with proficient weapon, lower damage threshold by 10 (replaces Devastating Atk)	Elite Trooper	Weapon Master
CR	212	Greater Penetrating Attack	Greater WF, Penetrating*				with proficient weapon, lower DR by 10 (replaces Penetrating Atk)	Elite Trooper	Weapon Master

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CR	212	Greater Weapon Focus	Weapon Focus				with proficient weapon, +1 Atk	Elite Trooper	Weapon Master
CR	212	Greater Weapon Specialization	Greater WF, Weapon Specialization*				with proficient weapon, +2 damage	Elite Trooper	Weapon Master
CR	212	Multiattack Proficiency (heavy weapons)					reduce Atk penalty by 2	Elite Trooper	Weapon Master
CR	212	Multiattack Proficiency (rifles)					reduce Atk penalty by 2	Elite Trooper	Weapon Master
F	45	Cover Bracing					brace autofire weapon with one swif if near an object that provides you with cover from target squares	Enforcer	Enforcement
F	45	Intentional Crash	Pilot				successful ram you take half from ram, if target is same size or smaller they cannot move next round	Enforcer	Enforcement
F	45	Nonlethal Tactics					with a stun weapon +1 Atk & +1 die dam	Enforcer	Enforcement
F	45	Pursuit	Dex 13			n	not restricted to a straight line when running & can reroll Endurance	Enforcer	Enforcement
F	45	Respected Officer					automatically improve attitude of an indifferent character to friendly with no check required	Enforcer	Enforcement
F	45	Slowing Stun					when you move target -1 down track their speed halved until removed	Enforcer	Enforcement
F	45	Takedown					when you deal dam at end of charge, you knock target prone if opponent no more than 1 size larger	Enforcer	Enforcement
J	18	Bonded Mount	Charm Beast	full	x		mount shares an empathic link, when you ride your mount has your Ref & Will Def, you gain senses	Force Adept	Beastwarden
J	18	Charm Beast					Use Force replaces Persuasion w/animal Int 2 or less, -5 if animal doesn't understand doesn't apply	Force Adept	Beastwarden
J	18	Entreat Beast	Charm Beast	swif			Use the Force v. Will Def of indifferent or better beast to perform a minor task within 30 sq, see J18	Force Adept	Beastwarden
J	18	Soothing Presence	Charm Beast				shift unfriendly beast to indifferent automatically	Force Adept	Beastwarden
J	18	Wild Sense	Charm Beast	swif			1/turn touch mind of indifferent or better beast w/in 12 sq & LOS, beast's Perception & LOS is yours	Force Adept	Beastwarden
CR	213	Channel Aggression			x		Atk vs. flanked opp or one denied Dex to Def, extra dam = 1d6 per class lvl (10d6 max)	Force Adept	Dark Side Devotee
CR	213	Channel Anger	Channel Aggression	swif	x		+2 melee Atk & damage for rounds equal to 5 + Con mod, then move down one on track, no patience	Force Adept	Dark Side Devotee

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CR	213	Crippling Strike	Channel Aggression		x		on a Crit, can reduce target speed by half until fully healed	Force Adept	Dark Side Devotee
J	17	Dark Side Talisman		full	x		+2 on one Def against light-side powers	Force Adept	Dark Side Devotee
CR	213	Embrace Dark Side	Channel Anger*			y	reroll Dark side skills/Use the Force, no longer able to use light side	Force Adept	Dark Side Devotee
J	17	Greater Dark Side Talisman	Dark Side Talisman				+2 on all Def against light-side powers	Force Adept	Dark Side Devotee
CR	214	Force Power Adept			x	n	on a selected Force power, you may reroll Use the Force checks	Force Adept	Force Adept
CR	214	Force Treatment					Use the Force replaces Treat Injury, can treat without a medkit or medpac, considered trained	Force Adept	Force Adept
CR	214	Fortified Body	Equilibrium				immune to disease, poison and radiation	Force Adept	Force Adept
CR	214	Attune Weapon		free	x		+1 Atk with melee weapon	Force Adept	Force Item
CR	214	Empower Weapon		free	x		+1 die damage	Force Adept	Force Item
C	40	Focused Force Talisman	Force Talisman				select a single Force power & if you use power spend Force Point to return all spent uses to suite	Force Adept	Force Item
CR	214	Force Talisman		free	x		+1 on one Def, can not remake for 24 hours, only one at a time	Force Adept	Force Item
K	38	Force Throw	Empower Weapon	stan			if within 6 squares, can pull back as a swift action w/DC20 Use the Force	Force Adept	Force Item
C	40	Greater Focused Force Talisman	Focused Force Talisman*				as Focused Force Talisman but Force Point does not count toward "one per turn"	Force Adept	Force Item
CR	214	Greater Force Talisman	Force Talisman	free	x		+1 on all Def	Force Adept	Force Item
K	38	Primitive Block	Empower Weapon			*	negate melee attack with Use the Force check, DC = Atk roll, -5 every time used in round must have empowered weapon, aware and not flat-footed, FP for adjacent character	Force Adept	Force Item
F	42	Cower Enemies	Force Interrogation				Persuasion to intimidate 6sq cone not single target.	Force Adept	Imperial Inquisitor
F	43	Force Interrogation		free			when you damage an opponent with a Force Power, Persuasion to intimidate	Force Adept	Imperial Inquisitor
F	43	Inquisition					+1 attack rolls & +1 die damage vs. Force Sensitives	Force Adept	Imperial Inquisitor
F	43	Unsettling Presence	Force Interrogation	stan	x		Use the Force v. Will Def v. any in 6sq, -2 Atk & skill checks within 6sq of you until end of encounter	Force Adept	Imperial Inquisitor
J	18	Channel Vitality		swif			move -1 down track to gain 1 Force Point until the end of your turn	Force Adept	Mystic
J	18	Closed Mind					mind-affecting effects must be rolled twice against you taking the lower result	Force Adept	Mystic

BOOK	PAGE	TALENT	PRE-REQUISITES	ACT	FP?	MtR	FP?: x = must spend force point, * = may spend MtR: Must take Reroll	CLASS	TREE
J	18	Esoteric Technique					when you spend a Force Point to activate a technique or secret you gain hp = 10 + class level	Force Adept	Mystic
J	18	Mystic Mastery					when you gain a level you get bonus Force Points = number of Force Talents (6 max)	Force Adept	Mystic
J	18	Regimen Aptitude	Force Regimen Mastery				+5 bonus on skill checks made to perform a Force Regimen	Force Adept	Mystic
J	18	Mind Probe		full			touch & creature must have Int 3+, Use the Force v. Will Def if unwilling as Gather Info	Force Adept	Telepath
J	18	Perfect Telepathy					you can communicate in full sentences & complete thoughts, subject no change	Force Adept	Telepath
J	18	Psychic Citadel					Will Def bonus = your class level	Force Adept	Telepath
J	18	Psychic Defenses					when targeted by mind-affecting powers they automatically take dam = 1d6 x your Wis mod (min x1)	Force Adept	Telepath
J	18	Telepathic Intruder					if you successfully use a mind-affecting power gain +2 on mind-affecting powers v. that target	Force Adept	Telepath
C	53	Aversion		swif	x		until end of encounter all squares within 2sq are difficult terrain for enemies	Force Sensitive	Alter
CR	100	Disciplined Strike					area effect can exclude a number of targets = to Wis mod	Force Sensitive	Alter
K	52	Force Flow					when you roll a natural 1 on Atk or Use the Force roll gain +1 FP until end of encounter	Force Sensitive	Alter
K	52	Illusion (F87 & J14)	Mind Trick	stan	x		Use the Force v. Will Def, see K52 or F87 or J14	Force Sensitive	Alter
J	15	Illusion Bond	Illusion				can see or hear as if you were standing in the space of your illusion if humanoid	Force Sensitive	Alter
J	15	Influence Savant		swif			1/encounter can return 1 Force mind-affecting force power w/out FP	Force Sensitive	Alter
J	15	Link		stan			1 ally w/in 12 sq & LOS & trained in UtF, as long as w/in 12 sq can aid another as a reac, -5 other UtF	Force Sensitive	Alter
J	15	Masquerade	Illusion				Use the Force = Deception for creating deceptive appearance	Force Sensitive	Alter
L	55	Move Massive Object	Telekinetic Power, move object				use move object to make area attack = L 2x2, H 3x3, G 4x4 C 6x6, compare Use the Force to Ref Def	Force Sensitive	Alter
J	15	Suppress Force	Influence Savant, mind trick	reac			mind trick to convince target they can't use the Force, Int 3 & w/in 12sq, UtF v. UtF	Force Sensitive	Alter
CR	100	Telekinetic Power					w/natural 20 to use Force disarm, grip, slam, thrust or Move Object, reuse same power immediately	Force Sensitive	Alter
F	88	Telekinetic Prodigy	Telekinetic Savant				with Force Training & take move object, gain extra power from disarm, slam, thrust or move object	Force Sensitive	Alter

BOOK	PAGE	TALENT	PRE-REQUISITES	ACT	FP?	MtR	FP?: x = must spend force point, * = may spend MtR: Must take Reroll	CLASS	TREE
CR	100	Telekinetic Savant		swif			once per encounter, return Force disarm, slam, thrust, or Move Object without Force Point	Force Sensitive	Alter
K	53	Telepathic Influence	Telepathic Link*				when you roll a natural 20 on Atk or Use the Force instead of gaining force powers can grant ally FP	Force Sensitive	Alter
K	53	Telepathic Link	Use the Force	swif			link within 1km can communicate as if speaking, 1/encounter may share Force power of target or you	Force Sensitive	Alter
K	53	Beast Trick					can use mind trick on beast Int 2 or less, cannot perform or understand complex directions	Force Sensitive	Control
J	16	Channel Energy	Negate energy	reac	x		convert energy to activate any power in your suite	Force Sensitive	Control
CR	101	Damage Reduction 10		stan	x		DR 10 for one minute	Force Sensitive	Control
CR	101	Equilibrium		swif	x		remove debilitating condition affecting you and return to normal, inc. up to top of track	Force Sensitive	Control
F	88	Force Exertion	Force Training	reac			designate one force power, remove one power for the designated power, you -1 down track for 1 min	Force Sensitive	Control
CR	101	Force Focus		full			DC15 Use the Force, regain one Force Power	Force Sensitive	Control
J	16	Force Harmony					1/encounter activate a Force talent that requires a Force Point without spending one	Force Sensitive	Control
CR	101	Force Recovery	Equilibrium				with second wind, gain additional hp: d6 per Force Point possessed (10d6 max)	Force Sensitive	Control
K	53	Force Suppression	rebutke Force power				if fail to rebuke, lessen affect by one step, only works with powers with variable effects	Force Sensitive	Control
F	88	Indomitable Will		stan	x		immune to all mind-affecting effects 1 minute	Force Sensitive	Control
L	55	Telekinetic Stability			x		negate movement if being force against will	Force Sensitive	Control
C	53	The Will to Resist		reac			1/turn if Will Def is targeted can replace Will with Use the Force check, you -5 UtF until end of next	Force Sensitive	Control
C	53	Consumed by Darkness		swif			take -5 to Will Def for +2 Atk	Force Sensitive	Dark Side
CR	101	Dark Presence	Cha 13, Power of the Dark Side	stan			you and allies within 6 squares +1 Def until end of encounter as long as conscious	Force Sensitive	Dark Side
L	55	Dark Preservation	Power of the Dark Side		x		increase Dark Side Score by one to stop moving down track	Force Sensitive	Dark Side
J	16	Dark Side Savant		swif			1/encounter return one dark side power to suite without Force Point	Force Sensitive	Dark Side
T	30	Drain Knowledge		stan	x		drain knowledge by touch (DC=Will Def), gain trained skill or SF if own skill, target down track, DSP	Force Sensitive	Dark Side
CR	101	Power of the Dark Side			x		when spending a Force Point on an Atk, reroll die, Dark Side Score +1	Force Sensitive	Dark Side

BOOK	PAGE	TALENT	PRE-REQUISITES	ACT	FP?	M/R	FP?: x = must spend force point, * = may spend MtR: Must take Reroll	CLASS	TREE
CR	101	Revenge	Dark Presence*				+2 Atk & Dam if an ally of equal or higher level dies or reduced to 0 hp in LOS	Force Sensitive	Dark Side
CR	101	Swift Power	Power of the Dark Side				once a day, use a swift action instead of move or standard	Force Sensitive	Dark Side
J	16	Transfer Essence	Dark Side Score = Wis				when you die become a dark side spirit & can possess others or enter an object, see J16	Force Sensitive	Dark Side
F	88	Wrath of the Dark Side	Power of the Dark Side				when you roll nat 20 with force power that deals dam, not regain powers for dam & half dam next turn	Force Sensitive	Dark Side
J	17	Crucial Advice					1/encounter reroll failed skill check with +2	Force Sensitive	Guardian Spirit
J	17	Distracting Apparition	Manifest Guardian Spirit				any enemy w/in 3 sq -2 Will Def & -2 atk v. you	Force Sensitive	Guardian Spirit
J	16	Guardian Spirit					your guardian spirit can tell you the immediate consequences of your actions, gain 1 bonus FP/day after 6 hrs rest to improve Force power or activate technique or secret	Force Sensitive	Guardian Spirit
J	17	Manifest Guardian Spirit		swif	x		guardian spirit present for enc w/in 6 sq of you, as long as w/in 12 sq you: +1 atk, +2 UtF, +2 Will Def you can move spirit 6 sq as swif action 1/turn	Force Sensitive	Guardian Spirit
J	17	Vital Encouragement		free			1/encounter you gain hp = 10 + 1/2 your HL	Force Sensitive	Guardian Spirit
C	53	At Peace			x		+2 all Def until end of encounter or until you attack	Force Sensitive	Light Side
C	53	Attuned	Focused Attack	free			when you roll nat 20 on attack v. opp with Dark Side 1+ can activate any power with [light side]	Force Sensitive	Light Side
C	53	Focused Attack			x	n	reroll an attack against opponent with Dark Side score 1+	Force Sensitive	Light Side
C	53	Surge of Light		swif			1/encounter return any [light side] power without spending Force Point	Force Sensitive	Light Side
F	88	Feel the Force		stan	x		ignore all concealment for 1 minute	Force Sensitive	Sense
CR	101	Force Perception					Use Force replaces Perception avoid surprise/notice enemies/sense deception or influence, trained	Force Sensitive	Sense
CR	101	Force Pilot					Use the Force instead of Pilot, considered trained	Force Sensitive	Sense
S	16	Force Reflexes	Starship Tact, Force Pilot		x	n	when activating starship maneuver, reroll Pilot Check	Force Sensitive	Sense
CR	101	Foresight	Force Perception		x	n	reroll Initiative Check, natural 20 = regain Force Point	Force Sensitive	Sense
CR	101	Gauge Force Potential	Force Perception	stan			Use the Force v. Will, detect Force sensitivity, force powers number, Force Points	Force Sensitive	Sense
C	53	Heightened Awareness			x		add Cha bonus to Perception check	Force Sensitive	Sense
J	17	Instinctive Navigation	Force Pilot				Use the Force replaces Use Computer for astrogation	Force Sensitive	Sense
J	17	Motion of the Future	Force Perception	swif			uses farseeing from your suite, before end of your next turn force attacker to reroll atk & keep second	Force Sensitive	Sense

BOOK	PAGE	TALENT	PRE-REQUISITES	ACT	FP?	M/R	FP?: x = must spend force point, * = may spend MtR: Must take Reroll	CLASS	TREE
C	53	Psychometry	farseeing, Force Perception				can target object you hold, up to 5 years per level	Force Sensitive	Sense
C	53	Shift Sense			x		gain low-light vision for 1 minute or the encounter whichever is longer	Force Sensitive	Sense
CR	101	Visions	farseeing, Force Perception	swif	x		See into past or future with farseeing, max one year per your level	Force Sensitive	Sense
F	92	Buried Presence		stan	x		immune to Force detection for 1 hour, may use as a reac v. Sense Force	Force-Using Traditions	Agent of Ossus
F	92	Conceal Another	Buried Presence				you can use Buried Presence or Vanish on one extra person	Force-Using Traditions	Agent of Ossus
F	92	Insightful Aim	WP (pistols or rifles)	swif	x		substitute Use the Force mod for ranged attack bonus until next turn	Force-Using Traditions	Agent of Ossus
F	92	Vanish		swif			UtF v. Will Def to vanish from sight of one target in LOS, total concealment v. target until next turn	Force-Using Traditions	Agent of Ossus
J	73	Aura of Freedom			*		+5 on skill or grapple checks to all allies w/in 6 sq, can spend FP to negate an ally moved against will	Force-Using Traditions	Aing-Tii Monk
J	73	Folded Space Mastery	Fold space				Use the Force replaces Use Computer to astrogate if you move object of sufficient size, no hyperdrive	Force-Using Traditions	Aing-Tii Monk
J	73	Liberate	Aura of Freedom	swif	x		one ally w/in 12 sq & LOS that is grabbed etc & release them & can move half spd as reac w/no AoO	Force-Using Traditions	Aing-Tii Monk
J	73	Many Shades of the Force	Force Training				one force power no longer has dark or light side descriptor	Force-Using Traditions	Aing-Tii Monk
J	73	Spatial Integrity		reac	x		Use the Force negates damage to vehicle you are aboard, occurs after DR & SR applied	Force-Using Traditions	Aing-Tii Monk
C	55	Bando Gora Surge					if you move up track, gain hp = 5 + HL	Force-Using Traditions	Bando Gora Captain
C	56	Force Fighter					if you spend a Force Point to add to an attack roll, heal hp = Force Point result	Force-Using Traditions	Bando Gora Captain
C	56	Resist Enervation			x		if you would move down track, spend Force Point to negate movement	Force-Using Traditions	Bando Gora Captain
C	56	Victorious Force Mastery					if an enemy you damaged in this encounter is at 0 hp, return one Force Power as free	Force-Using Traditions	Bando Gora Captain
J	75	Enhanced Danger Sense			*		+10 Perception to avoid being surprised, spend FP to act in surprise round even if surprised	Force-Using Traditions	Baran Do Sage
J	75	Expanded Horizon			*		with Search Your Feelings can sense consequences 1 hour in future, spend FP for 8 hours, DP 24 hrs	Force-Using Traditions	Baran Do Sage
J	75	Knowledge and Defense	Enhanced Danger Sense				add Wis bonus to Ref Def if denied Dex	Force-Using Traditions	Baran Do Sage
J	75	Planetary Attunement			x		on new planet 10 min to acclimate & on planet +2 all Def against natural hazards, spd +1 sq, sense weather for 24 hours as full-round	Force-Using Traditions	Baran Do Sage

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J	75	Precognitive Meditation			x		1/day spend 10 min & once later in day negate an attack as long as not nat 20, if don't use regain FP	Force-Using Traditions	Baran Do Sage
C	56	Believer Intuition		reac			if successfully attacked, Use the Force v. attack to add Cha mod to Ref Def	Force-Using Traditions	Believer Disciple
C	56	Defense Boost		swif			DC 15 Use the Force to gain +1 Fort Def until end of encounter, or DC 20 for +1 all Def	Force-Using Traditions	Believer Disciple
C	56	Hardiness			x		reduce swif actions to move up track by 1	Force-Using Traditions	Believer Disciple
C	56	High Impact		swif			DC 15 Use the Force to double Str bonus to next melee dam roll	Force-Using Traditions	Believer Disciple
C	56	Sith Reverence					+1 atk while within 20 sq & LOS of an ally with Dark Side score equal or greater than yours	Force-Using Traditions	Believer Disciple
CR	107	Adept Spellcaster		free	y		reroll any force power as a full-round action	Force-Using Traditions	Dathomiri Witch
CR	107	Charm Beast					UseForce replaces Persuasion w/animal Int 2 or less, -5 if animal doesn't understand doesn't apply	Force-Using Traditions	Dathomiri Witch
CR	107	Command Beast	Charm Beast				treat animal as domesticated and can Ride	Force-Using Traditions	Dathomiri Witch
CR	107	Flight	Adept Spellcaster	swif	x		fly speed double land speed, ascend 1/2 speed, descend double speed, until next turn	Force-Using Traditions	Dathomiri Witch
L	57	Cloak of Shadow		swif	x		until end of encounter when you move 3 sq from start you gain concealment from all targets	Force-Using Traditions	Disciple of Twilight
L	57	Phantasm		swif	x		with a successful mind-affecting Force power you & allies in target's LOS gain concealment v. target	Force-Using Traditions	Disciple of Twilight
L	58	Revelation		stan			target loses concealment bonus to Ref Def if Use the Force beats Will Def	Force-Using Traditions	Disciple of Twilight
L	58	Shadow Armor	Cloak of Shadow	swif			+1 Force bonus to Ref Def until start of your next turn	Force-Using Traditions	Disciple of Twilight
L	58	Shadow Vision		swif			gain low-light vision, lasts 5 min or until end of encounter whichever comes first	Force-Using Traditions	Disciple of Twilight
L	58	Initiate of Vahl					take half dam from heat or fire or no damage on a miss	Force-Using Traditions	Ember of Vahl
L	58	Reading the Flame	Initiate of Vahl		n		reroll Use the Force to Search Your Feelings or farseeing	Force-Using Traditions	Ember of Vahl
L	58	Sword of Vahl	Initiate of Vahl				+1 Force bonus to attacks with simple weapons	Force-Using Traditions	Ember of Vahl
L	58	Vahl's Brand	Empower Weapon				additional damage from an empowered weapon is considered fire damage	Force-Using Traditions	Ember of Vahl
L	58	Vahl's Flame	Initiate of Vahl	swif			+1d6 fire damage with melee weapons until the beginning of your next turn	Force-Using Traditions	Ember of Vahl

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CR	107	Charm Beast					UseForce replaces Persuasion w/animal Int 2 or less, -5 if animal doesn't understand doesn't apply	Force-Using Traditions	Felucian Shaman
CR	107	Command Beast	Charm Beast				treat animal as domesticated and can Ride	Force-Using Traditions	Felucian Shaman
F	93	Detonate	Force blast		x		Use the Force v. Ref Def in 2sq of target of Force blast, they take full or half dam	Force-Using Traditions	Felucian Shaman
F	93	Hive Mind					telepathy of Use the Force as swif & auto success (no roll) if target is willing recipient in same planet	Force-Using Traditions	Felucian Shaman
F	93	Infuse Weapon		full	x		weapon's DR doubled, lightsabers do not ignore, with Force Point on attack add 2xFP result to dam	Force-Using Traditions	Felucian Shaman
F	93	Sickening Blast	Force blast				if Use the Force of Force blast exceeds Fort Def, target moves 1 down track, you get Dark Side point	Force-Using Traditions	Felucian Shaman
J	79	Droid Duelist		swif	x		opponent is flat-footed against your next attack with a lightsaber before end of your next turn	Force-Using Traditions	Iron Knight
J	79	Force Repair					can use Force Trance & receive vital transfer & gain additional hp = Cha mod (min 1)	Force-Using Traditions	Iron Knight
J	79	Heal Droid	Vital transfer				can heal droids with vital transfer	Force-Using Traditions	Iron Knight
J	79	Mask Presence		swif			become immune to Sense Force & appear to be normal droid until you use the Force	Force-Using Traditions	Iron Knight
J	79	Silicon Mind		reac	x		gain bonus to Will Def = Cha mod (min 1) against Use the Force until end of your next turn	Force-Using Traditions	Iron Knight
K	57	Action Exchange	Force Delay				when you use Force Delay, grant 1 ally in 6sq & LOS to trade a move action for a stan action	Force-Using Traditions	Jal Shey
K	57	Force Delay	Persuasion skill	reac	*		1/encounter Persuasion v. Will Def of Int 3 or higher & understand, target loses move, FP for stan	Force-Using Traditions	Jal Shey
K	58	Imbue Item		full	x		swif to spend stored Force Point, can attune 1 item per 24 hours, only for you & one FP at a time	Force-Using Traditions	Jal Shey
K	58	Knowledge of the Force		reac	x		aid an ally in 6sq on Use the Force	Force-Using Traditions	Jal Shey
CR	107	Attune Armor		free	x		armor bonus +2, Dex bonus improves +1	Force-Using Traditions	Jensaarai Defender
CR	107	Force Cloak		swif			blocks electronic surveillance until next turn or spending standard action	Force-Using Traditions	Jensaarai Defender
CR	107	Force Cloak Mastery	Force Cloak				expands bubble to number of creatures = to character level	Force-Using Traditions	Jensaarai Defender
CR	107	Linked Defense		swif			take up to -5 on Atk to give up to +5 Ref Def to ally in LOS	Force-Using Traditions	Jensaarai Defender
K	58	Conceal Force Use		swif			with Use the Force to make a Deception check to conceal the effects of your Force use	Force-Using Traditions	Keetael

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K	58	Force Direction			x		always add +3 to ranged attacks with a Force Point (+4 with d8s)	Force-Using Traditions	Keetael
K	58	Force Momentum			x		when you spend a Force Point for a melee attack, add the roll to damage	Force-Using Traditions	Keetael
K	58	Past Visions	Visions				when using farseeing to look in the past, DCs are halved, can see within 6sq without a Force Point	Force-Using Traditions	Keetael
R	37	Empower Siang Lance		full	x		+1 die damage	Force-Using Traditions	Kilian Ranger
R	37	Shield Gauntlet Defense	Siang Lance Mastery, BAB +7	reac			1/turn +2 Ref Def v. 1 ranged atk if have activated shield gauntlet & not flat-footed	Force-Using Traditions	Kilian Ranger
R	37	Shield Gauntlet Deflect	Shield Gauntlet Defense	reac			1/rnd negate ranged attack with Use the Force check, DC = Atk roll, must have activated gauntlet, aware and not flat-footed, vs. autofire = 1/2 or no damage spend a Force Point for adjacent	Force-Using Traditions	Kilian Ranger
R	37	Shield Gauntlet Redirect	Shield Gauntlet Defense, Shield Gauntlet Deflect, BAB +5				with successful Deflect make ranged atk w/in 6 sq & LOS, not autofire	Force-Using Traditions	Kilian Ranger
R	37	Siang Lance Mastery					treat siang lance as rifle, +1 atk & counts as Weapon Focus (rifles)	Force-Using Traditions	Kilian Ranger
C	57	Akk Dog Attack Training	Akk Dog Master				your akk dog follower gains Powerful Charge feat	Force-Using Traditions	Korunnai Adept
C	57	Akk Dog Master					gain 1 akk dog follower w/Power Attack feat, your force powers can target akk dog (one toward max)	Force-Using Traditions	Korunnai Adept
C	57	Akk Dog Trainer's Actions	Akk Dog Master	stan			if you atk: if akk dog adjacent to target dam = d6+Str mod & part of your atk for DR, akk dog can charge (both -5 atk & replaces charge mod), if you hit akk dog +2 next atk v. target	Force-Using Traditions	Korunnai Adept
C	57	Protective Reaction	Akk Dog Master				when you are targeted by an adjacent enemy it provokes and Atk of Opp from your akk dog	Force-Using Traditions	Korunnai Adept
K	60	Field Detection	Use the Force skill	swif			DC15 can detect presence, general strength, & origin of energy fields within 12sq, reduce shields by 5	Force-Using Traditions	Luka Sene
K	60	Improved Force Sight	Force sight, Use the Force skill	swif			can use Search (Perception) as swif, always succeed when using Sense Surroundings (no roll needed)	Force-Using Traditions	Luka Sene
K	60	Luka Sene Master	Field Detection, farseeing				1/encounter gain temp FP to spend w/ Luka Sene or Sense talents, to Search Feelings or Sense Force	Force-Using Traditions	Luka Sene
K	60	Quickseeing	farseeing, Use the Force skill	free			Use the Force against living creature w/in 12sq, remove farseeing, v. Will Def, for +2 Atk v. target	Force-Using Traditions	Luka Sene
J	81	Body Control			*		add Cha mod instead of Con mod to Fort Def, can spend FP to become immune to poison, radiation & disease until end of enc	Force-Using Traditions	Matukai Adept

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J	81	Physical Surge					when you roll an Initiative check at beginning of enc you can spend a swif immediately regardless	Force-Using Traditions	Matukai Adept
J	81	Soft to Solid		reac	x		when damaged gain DR 10 until end of your next turn	Force-Using Traditions	Matukai Adept
J	81	Wan-Shen Defense	proficient Wan-shen	swif			+1 Ref Def v. melee if have wan-shen in hand & not flat-footed	Force-Using Traditions	Matukai Adept
J	81	Wan-Shen Kata	proficient Wan-shen				treat wan-shen as Med weapon not Large, can Pin & Trip with wan-shen if wan-shen in hand	Force-Using Traditions	Matukai Adept
J	81	Wan-Shen Mastery		stan			make 2 atk with wan-shen each against a different target if have wan-shen in hand	Force-Using Traditions	Matukai Adept
K	61	Deception Awareness					Will Def +5 v. Deception, UtF replaces Perception to sense deception & influence, considered trained	Force-Using Traditions	Order of Shasa
K	61	Greater Weapon Focus (Fira)	Weapon Focus (Fira)				fira attack +1	Force-Using Traditions	Order of Shasa
K	61	Progenitor's Call					once per encounter Use the Force v. Will Def, move target down track & they lose stan	Force-Using Traditions	Order of Shasa
K	61	Waveform		swif			add Cha mod to dam (min +1) to telekinetic Force power	Force-Using Traditions	Order of Shasa
J	83	Mobile Whirlwind	Seyugi Cyclone				can move speed after Whirlwind Attack	Force-Using Traditions	Seyugi Dervish
J	83	Repelling Whirlwind	Seyugi Cyclone				+2 Ref Def v. target hit by Whirlwind Attack until start of your next turn	Force-Using Traditions	Seyugi Dervish
J	83	Seyugi Cyclone					if wielding no weapons (gloves or gauntlets) can use Whirlwind Attack until start of your next turn	Force-Using Traditions	Seyugi Dervish
J	83	Sudden Storm	Seyugi Cyclone		x		make Whirlwind Attack at end of charge not normal melee attack if using no weapons (gloves, etc)	Force-Using Traditions	Seyugi Dervish
J	83	Tempest Tossed	Seyugi Cyclone				can move target 1 sq if damaged by Whirlwind Attack, not if grabbed or grappled, no Atk of Opp	Force-Using Traditions	Seyugi Dervish
J	85	Combustion	Force Training	swif	x		+1d6 fire dam to any force power that affects a single target & catches it on fire	Force-Using Traditions	Shapers of Kro Var
J	85	Earth Buckle		swif	x		create 3x3 sq difficult terrain around you & you ignore difficult terrain you create	Force-Using Traditions	Shapers of Kro Var
J	85	Fluidity			*		UtF for Acrobatics & can reroll UtF if can reroll Acrobatics, spend FP to be one size larger w/grapple	Force-Using Traditions	Shapers of Kro Var
J	85	Thunderclap	Bantha Rush, Force Training				if you use a Force Power that deals damage you can use Bantha Rush against target as if melee atk	Force-Using Traditions	Shapers of Kro Var
J	85	Wind Vortex		swif	x		gain concealment & +2 Ref Def v. thrown weapons until end of encounter	Force-Using Traditions	Shapers of Kro Var
K	59	Dark Side Manipulation					1/encounter when you spend a Force Point & get a dark side point, treat the FP as if rolled the max	Force-Using Traditions	The Krath

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K	60	Krath Illusions	Illusion	swif			reduce penalty for large illusions by one half (min -1)	Force-Using Traditions	The Krath
K	60	Krath Intuition			x		once per encounter treat damage from a Sith alchemical weapon as if you rolled max on Force Point	Force-Using Traditions	The Krath
K	60	Krath Surge		swif			once per encounter add 1 die dam or extend range 6sq, adds "dark side" to descriptor	Force-Using Traditions	The Krath
J	87	Cycle of Harmony	Tyia Adept				ally in 12 sq & LOS takes dam or moves down track another ally w/in 12 & LOS gets hp = 5 + Cha mod	Force-Using Traditions	Tyia Adept
J	87	Force Stabilize	Tyia Adept	swif			1/turn ally within 12 sq & LOS can take 2nd Wind if they have not already	Force-Using Traditions	Tyia Adept
J	87	Repel Discord		reac	x		when targeted by dark side power you can give penalty to their UtF = Dark Side score	Force-Using Traditions	Tyia Adept
J	87	Stifle Conflict					your force powers can deal stun dam	Force-Using Traditions	Tyia Adept
J	87	Tyia Adept		swif	x		ally in 12 sq & LOS takes dam you take half dam & ally takes half dam	Force-Using Traditions	Tyia Adept
J	89	Brutal Unarmed Strike	Telekinetic Strike				reroll any damage dice that has a "1" as a result	Force-Using Traditions	Warden of the Sky
J	89	Martial Resurgence					recover all Force powers on a nat 20 on an unarmed attack	Force-Using Traditions	Warden of the Sky
J	89	Rebound Leap					make Jump check as free when reduce opponent to 0 hp & can use surge	Force-Using Traditions	Warden of the Sky
J	89	Simultaneous Strike	BAB +5	stan			make two unarmed attacks each against different targets	Force-Using Traditions	Warden of the Sky
J	89	Telekinetic Strike					add Force Point roll to damage & attack if unarmed	Force-Using Traditions	Warden of the Sky
J	89	Telekinetic Throw	Throw feat				with successful Throw opponent falls prone in any space you desire up to 3 sq beyond your reach	Force-Using Traditions	Warden of the Sky
J	77	White Current Adept					Use the Force replaces Stealth, considered trained, if can reroll Stealth can reroll Use the Force	Force-Using Traditions	White Current Adept
J	77	Ride the Current		reac			reaction to damage gain total concealment until end of your next turn & may take 2nd Wind if didn't	Force-Using Traditions	White Current Adept
J	77	Force Immersion	Stealth, White Current Adept				sneak from Stealth from electronic devices, use same roll for Perception & Use Computer	Force-Using Traditions	White Current Adept (Fallanassi)
J	77	Immerse Another	Stealth, White Current Adept			*	applies to ally also, spend Force Point to all adjacent allies	Force-Using Traditions	White Current Adept (Fallanassi)

BOOK	PAGE	TALENT	PRE-REQUISITES	ACT	FP?	M/R	FP?: x = must spend force point, * = may spend MtR: Must take Reroll	CLASS	TREE
J	77	Surrender to the Current		swif			until end of encounter: can only use "you" Force Powers & 1/turn recover 1 spent power w/out FP	Force-Using Traditions	White Current Adept (Fallanassi)
J	91	Discblade Arc		full			make area atk with discblade v. 3 targets if all in PB range, make 1 attack roll	Force-Using Traditions	Zeison Sha Warrior
J	91	Distant Discblade Throw	proficient discblade				treat thrown discblade as pistol for range	Force-Using Traditions	Zeison Sha Warrior
J	91	Recall Discblade	proficient discblade	free			DC 15 Use the Force to recall discblade	Force-Using Traditions	Zeison Sha Warrior
J	91	Telekinetic Vigilance	Intercept	swif			can return Intercept to suite without spending Force Point	Force-Using Traditions	Zeison Sha Warrior
J	91	Weapon Specialization (discblade)	Weapon Focus, proficient discblade				+2 melee dam with discblade	Force-Using Traditions	Zeison Sha Warrior
K	44	Brutal Attack	Weapon Focus				if you do dam over thresh add +1 die dam	Gladiator	Gladiatorial Combat
K	44	Call Out	Personal Vendetta				as Personal Vendetta but designate one opponent to be -5 Atk	Gladiator	Gladiatorial Combat
K	44	Distracting Attack	Brutal Attack				if do dam, compare Atk to Will Def, if meet or exceed target -2 Ref Def until end of your turn	Gladiator	Gladiatorial Combat
K	44	Exotic Weapons Master	exotic Proficiency				treats all exotic weapons as a single weapon group	Gladiator	Gladiatorial Combat
K	44	Lockdown Strike					when you hit a moving opp that is one size larger or smaller with Atk of Opp, ends movement	Gladiator	Gladiatorial Combat
K	45	Multiattack Proficiency (exotic weapons)	Exotic Weapons Master				reduce Atk penalty by 2	Gladiator	Gladiatorial Combat
K	45	Personal Vendetta		swif			taunt enemies within 12sq & LOS, they're -2 Atk on targets that are not you	Gladiator	Gladiatorial Combat
K	45	Unstoppable					once per encounter an attack that would knock you down the track is reduced by 1 step	Gladiator	Gladiatorial Combat
L	41	Blowback					push target 1 square if you exceed target's threshold	Gunslinger	Carbineer
L	41	Close Contact					PB range increased by 5 sq, Short range begins 5 sq later but ends at same distance	Gunslinger	Carbineer
L	41	Multiattack Proficiency (rifles)					reduce Atk penalty by 2	Gunslinger	Carbineer
L	41	Old Faithful					Trusty Sidearm also applies to any rifle or carbine	Gunslinger	Carbineer

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L	41	Opportunity Fire					+2 on attacks of opportunity with rifles	Gunslinger	Carbineer
L	41	Rifle Master					treat rifles as accurate weapons & take no penalty firing at short range	Gunslinger	Carbineer
L	41	Shoot from the Hip					can always use rifles to make attacks of opportunity	Gunslinger	Carbineer
L	41	Snap Shot					do not provoke attacks of opportunity when using aim with stock extended	Gunslinger	Carbineer
C	41	Blind Shot					ignore penalties v. concealment or total concealment	Gunslinger	Gunslinger
CR	216	Debilitating Shot					aim before attacking moves target one down track if attack deals damage	Gunslinger	Gunslinger
CR	216	Deceptive Shot		2swif			target in LOS & 6 squares, Deception v. Will, remove Dex to Def until next turn	Gunslinger	Gunslinger
CR	216	Improved Quick Draw					may attack in surprise round	Gunslinger	Gunslinger
CR	216	Knockdown Shot					aim before attacking and knock target prone, no bigger than two size categories	Gunslinger	Gunslinger
K	39	Mobile Attack (pistols)					immediately after making a full atk with two pistols you may move your speed as free action	Gunslinger	Gunslinger
CR	216	Multiattack Proficiency (pistols)					reduce Atk penalty by 2	Gunslinger	Gunslinger
CR	217	Ranged Disarm					can disarm with ranged weapon, does not provoke Atk of opp	Gunslinger	Gunslinger
SV	27	Ranged Flank		swif			if within 6 sq of target, you can be considered adjacent for purposes of flanking, single target	Gunslinger	Gunslinger
CR	217	Trigger Work					no penalty to Atk when using Rapid Shot	Gunslinger	Gunslinger
SV	27	Dash and Blast	Dual Weapon Mastery I, Running Attack	full			1/encounter with two pistols can move twice your speed & attack with each	Gunslinger	Pistoleer
SV	28	Flanking Foe	Dual Weapon Mastery I				if flanked & with two pistols, attack flankers as stan instead of full, must attack two targets	Gunslinger	Pistoleer
SV	28	Guaranteed Shot	Dual Weapon Mastery I				with two pistols & attack, even if miss deal dam = half HL	Gunslinger	Pistoleer
SV	28	Hailfire	Dual Weapon Mastery I				with two pistols attack as if autofire even without, autofire penalties apply	Gunslinger	Pistoleer
SV	28	Twin Shot	Dual Weapon Mastery I, Rapid Shot				with two pistols, +2 dam if using Rapid Shot	Gunslinger	Pistoleer
L	45	Armor Mastery					Ref Def bonus = HL + 1/2 armor bonus or armor bonus, counts as Armored & Improved Armored Def	Imperial Knight	Knight's Armor

BOOK	PAGE	TALENT	PRE-REQUISITES	ACT	FP?	M/R	FP?: x = must spend force point, * = may spend MtR: Must take Reroll	CLASS	TREE
L	45	Armored Augmentation I	AP of armor	swif	x		1/encounter add armor bonus to Ref Def to thresh until end of encounter	Imperial Knight	Knight's Armor
L	45	Armored Augmentation II	Armored Augmentation I*				also gain DR = 2 x armor's equipment bonus to Fort Def	Imperial Knight	Knight's Armor
L	45	Cortosis Defense					+2 on opposed unarmed melee attack roll v. lightsaber	Imperial Knight	Knight's Armor
L	45	Cortosis Retaliation	Cortosis Defense				when you successfully parry lightsaber atk you may make immediate atk v. attacker	Imperial Knight	Knight's Armor
L	45	Knight's Morale					when ally w/in 12 sq hits with lightsaber you gain +1 all Def until end of your next turn	Imperial Knight	Knight's Resolve
L	45	Oath of Duty					when ally w/in 12 sq hits with lightsaber you gain hp = 3 x class level	Imperial Knight	Knight's Resolve
L	45	Praetoria Ishu	Block, Deflect				may use Block & Deflect to protect adjacent ally	Imperial Knight	Knight's Resolve
L	45	Praetoria Vonil	Weapon Focus (lightsabers)				with lightsaber in two hands +1 die dam if you move at least 1 sq on your turn before your attack	Imperial Knight	Knight's Resolve
L	45	Strength of the Empire	Knight's Morale				when ally w/in 12 sq hits with lightsaber you deal +1 die dam with next lightsaber atk	Imperial Knight	Knight's Resolve
R	43	Bigger Bang	Improvised Device				+1 die dam with Improvised Device	Improviser	Improviser
R	43	Capture Droid		stan			1/enc v. adjacent droid reduced to 0 hp, Mechanics v. Will Def for +2 up track & d8 hp & friendly	Improviser	Improviser
R	43	Custom Model	Improvised Device, Tech Specialist feat				add one modification from Tech Specialist of Improvised Device & does not affect value of item	Improviser	Improviser
R	43	Improved Jury-Rig					Jury-Rig as stan not full, do not have to make check to jury-rig & move up +3 steps not +2	Improviser	Improviser
R	43	Improvised Device Black Market					DC 25 Mechanics & 1 hour to create item = 200 credits x cl cannot be rare or illegal & must be familiar with item, destroyed after 24 hours, 1/day	Improviser	Improviser
R	43	Buyer					automatically locate black market merchant	Improviser	Procurement
R	43	Excellent Kit Just What Is Needed					all gear you purchase has +50% hp & +5 DR more & +2 Mechanics check made with objects	Improviser	Procurement
R	43	Only the Finest Right Gear for the Job	Black Market Buyer				restore +1d8 hp when use Repair of Mechanics & with aid another	Improviser	Procurement
R	43						can obtain modified items without increasing base value	Improviser	Procurement
R	43						+5 equipment bonus to an ally's untrained check & ally considered trained (not Use the Force)	Improviser	Procurement

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F	47	Defensive Electronics					add class level to Will Def if someone tries to reprogram you	Independent Droid	Autonomy
F	47	Ion Resistance 10					DR10 against ion dam	Independent Droid	Autonomy
F	47	Modification Specialist					do not take -5 penalty when you try to modify or reprogram yourself	Independent Droid	Autonomy
F	47	Repair Self					when you repair yourself +1 additional hp for each point over DC	Independent Droid	Autonomy
F	47	Soft Reset					after 2 rounds of being disabled move +1 up track	Independent Droid	Autonomy
F	47	Computer Language	Binary				Persuasion replaces Use Computer, considered trained	Independent Droid	Specialized Droid
F	47	Computer Master				n	reroll opposed Use Computer checks	Independent Droid	Specialized Droid
F	47	Enhanced Manipulation	Dex 15				take 10 on Dex based skill checks even if you normally could not	Independent Droid	Specialized Droid
F	47	Hotwired Processor		swif			hotwire processor +5 Int/Wis skill & +1 ranged atk, rounds = half level, move -1 down track after	Independent Droid	Specialized Droid
F	48	Power Surge		swif			surge +1 melee atk, +1 die melee dam & +2sq speed, rounds = half level, move -1 down track after	Independent Droid	Specialized Droid
F	48	Skill Conversion					with reprogram, sacrifice one trained skill for +1 skill focus, once per reprogram	Independent Droid	Specialized Droid
F	50	Bothan Resources	Spynet Agent				DC20 Gather Info can purchase standard equipment at 50% rate or exotic at 75%	Infiltrator	Bothan Spynet
F	50	Knowledge is Life	Spynet Agent	swif			Knowledge (galactic lore) DC15+CL for +2 one defense v. target	Infiltrator	Bothan Spynet
F	50	Knowledge is Power	Spynet Agent	swif			Knowledge (galactic lore) DC15+CL for crit +1 range v. target	Infiltrator	Bothan Spynet
F	50	Knowledge is Strength	Spynet Agent	swif			Knowledge (galactic lore) DC15+CL for atk v. target	Infiltrator	Bothan Spynet
F	50	Six Questions	Spynet Agent				Knowledge (galactic lore) DC15+CL for target's level, classes, abilities & Force & Destiny points	Infiltrator	Bothan Spynet
F	50	Spynet Agent	Bothan, 2 talents from Infiltration				Gather Info replaces Knowledge (galactic lore), considered trained	Infiltrator	Bothan Spynet
F	49	Always Ready	Initiative skill				when a readied action is triggered Initiative does not change	Infiltrator	Infiltration
F	49	Concealed Weapon Expert		swif		y	1/round with unarmed, hold-out, dagger or vibrodagger reroll attack	Infiltrator	Infiltration
F	49	Creeping Approach	Stealth skill	swif			designate unaware target in 12sq, until next turn target may not make Perception against you	Infiltrator	Infiltration
F	49	Set for Stun		2swif			if stun dam over thresh target -3 down track not -2	Infiltrator	Infiltration

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F	49	Silent Takedown	Stealth skill				if unaware target damaged, opp cannot speak or make other noises until end of your next turn	Infiltrator	Infiltration
CR	39	Adept Negotiator		stan			Persuasion check v. Will Def (+5 bonus if opp higher level), moves -1 down track, if at end, cannot attack unless attacked or allies attacked	Jedi	Jedi Consular
J	14	Adversary Lore		stan			Use the Force v. Will Def in 12 sq & LOS for target -2 Ref Def	Jedi	Jedi Consular
L	26	Aggressive Negotiator	Adept Negotiator				when you damage an opponent with lightsaber, can take 10 on Persuasion checks	Jedi	Jedi Consular
F	24	Cleanse Mind		swif			once per turn you can remove an ongoing mind-affecting effect from 1 ally in LOS	Jedi	Jedi Consular
K	24	Collective Visions	Farseeing				other Force-users with farseeing can aid another as a reac within 6sq	Jedi	Jedi Consular
C	22	Consular's Vitality		swif			1/round grant one ally in 12 sq & LOS hp = 5+Cha mod, you take -5 Use the Force until next turn	Jedi	Jedi Consular
L	26	Consular's Wisdom	Adept Negotiator	swif			1/encounter 1 ally in LOS, until end of encounter ally adds your Wis bonus to Will Def	Jedi	Jedi Consular
L	26	Entreat Aid		swif	x		1/turn one adjacent ally to aid another as reac to assist you if they have not aided already	Jedi	Jedi Consular
F	24	Force of Will		swif	x		permanent Will Def +2, give all allies 6sq +2 Will Def for rest of encounter if within 6sq	Jedi	Jedi Consular
CR	40	Force Persuasion	Adept Negotiator				Use the Force instead of Persuasion check, considered trained	Jedi	Jedi Consular
R	23	Guiding Strikes		swif			allies adjacent to target you dealt dam +2 melee atk v. target	Jedi	Jedi Consular
C	22	Improved Consular's Vitality	Consular's Vitality				when you damage an opponent, use Consular's Vitality as free action	Jedi	Jedi Consular
J	14	Know Weakness	Adversary Lore				target of Adversary Lore takes +1d6 dam from successful attacks	Jedi	Jedi Consular
CR	40	Master Negotiator	Adept Negotiator				target moves two steps down the track	Jedi	Jedi Consular
R	23	Recall					regain 2 Force Powers when Force Point is spent to regain a power	Jedi	Jedi Consular
K	25	Renew Vision		swif			once per encounter, can regain all expended uses of farseeing power	Jedi	Jedi Consular
CR	40	Skilled Advisor		full	*		ally gets +5 on skill check, Force Point = +10	Jedi	Jedi Consular
K	24	Visionary Attack	WatchCircle Initiate*	reac			you or ally within 12sq if you miss an atk, UtF check over target's Will attacker can reroll Atk spend one farseeing, you -5 Use the Force until beginning of your next turn	Jedi	Jedi Consular
K	25	Visionary Defense	WatchCircle Initiate*	reac			you or ally within 12sq if attacked, UtF check over target's Will defender +5 Ref Def spend one farseeing, you -5 Use the Force until beginning of your next turn	Jedi	Jedi Consular

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K	25	WatchCircle Initiate	Farseeing	reac	x		Use the Force DC15, remove farseeing, add 1 Force Point to ally in LOS, replaces normal affects	Jedi	Jedi Consular
CR	40	Acrobatic Recovery					DC 20 Acrobatics to not fall prone	Jedi	Jedi Guardian
CR	40	Battle Meditation		full	x		allies within 6 squares get +1 Atk for encounter if within 6 squares	Jedi	Jedi Guardian
R	23	Close Maneuvering		swif			1/turn designate a target, your move does not provoke Atk of Opp from target if you move adjacent	Jedi	Jedi Guardian
L	27	Defensive Acuity					when you fight defensively you deal +1 die dam with lightsaber & +2 to Block & Deflect	Jedi	Jedi Guardian
CR	40	Elusive Target					if in a melee, ranged attacks are -10 not -5	Jedi	Jedi Guardian
C	22	Exposing Strike			*		when you dam opp w/lightsaber, can spend FP to make opponent flat-footed until end of your next turn	Jedi	Jedi Guardian
CR	40	Force Intuition					Use the Force instead of Initiative, considered trained	Jedi	Jedi Guardian
F	24	Forceful Warrior					with a crit using a lightsaber gain temp Force Point to be used before the end of the encounter	Jedi	Jedi Guardian
J	14	Grenade Defense					Use the Force v. grenade atk roll to negate attack, you take -5 penalty on Use the Force until next turn	Jedi	Jedi Guardian
C	22	Guardian Strike					when you dam opp w/lightsaber, target is -2 Atk against anyone but you	Jedi	Jedi Guardian
J	14	Hold the Line					with a successful attack of opportunity, you stop the target's movement ending its action	Jedi	Jedi Guardian
R	23	Immovable		swif			anyone attempting to move you involuntarily is -5 to their check/atk	Jedi	Jedi Guardian
K	25	Improved Battle Meditation	Battle Meditation	swif			react Battle Meditation as swif not full, range 12sq, enemies within radius -1 attack	Jedi	Jedi Guardian
F	24	Mobile Combatant		swif			when you end movement next to opponent & they withdraw, you can move with them	Jedi	Jedi Guardian
CR	40	Resilience		full			move +2 steps up condition track	Jedi	Jedi Guardian
CR	40	Clear Mind				y	may reroll Use the Force check to avoid detection	Jedi	Jedi Sentinel
F	24	Dampen Presence		swif			Use the Force v. Will Def it does not remember interacting with you (+5 if opp higher level)	Jedi	Jedi Sentinel
K	25	Dark Retaliation	Sentinel Strike			x	once an encounter activate a force power as a reaction if targeted by dark side power	Jedi	Jedi Sentinel
L	27	Dark Side Bane	Dark Side Sense				damage dealing Force power against creature with Dark Side Score 1+ deal dam = Cha mod (min 1)	Jedi	Jedi Sentinel
CR	40	Dark Side Scourge	Dark Side Sense				extra damage on melee attacks v. Dark Side equal to Cha mod (min +1)	Jedi	Jedi Sentinel
CR	40	Dark Side Sense				y	may reroll Use the Force check to sense Dark Side	Jedi	Jedi Sentinel
CR	40	Force Haze	Clear Mind	stan	x		hide you and allies equal to class level, Use the Force v. Will, 1min or if attack from haze	Jedi	Jedi Sentinel

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R	23	Gradual Resistance					if take dam from Force power +2 all Def against that power until end of encounter	Jedi	Jedi Sentinel
J	14	Master of the Great Hunt					+1 atk & +1 die dam v. beast with Dark Side Score of 1+	Jedi	Jedi Sentinel
SV	13	Persistent Haze	Force Haze*				if someone attacks, they lose concealment but no one else does	Jedi	Jedi Sentinel
R	23	Reap Retribution					if take dam from Force power you deal +2 dam against that creature until end of encounter	Jedi	Jedi Sentinel
CR	41	Resist the Dark Side	Dark Side Sense				+5 Force bonus to all Def scores against Dark Side skills from dark force user	Jedi	Jedi Sentinel
K	25	Sentinel Strike					when you attack flat-footed opponent with a damage dealing Force power or lightsaber add +d6 dam	Jedi	Jedi Sentinel
K	25	Sentinel's Gambit		swif			1/encounter enemy with Dark Side score 1+, enemy loses Dex to Def v. your atk until next turn	Jedi	Jedi Sentinel
C	22	Sentinel's Observation			*		if have concealment v. target, can spend FP to make opponent flat-footed until end of your next turn	Jedi	Jedi Sentinel
F	24	Steel Resolve					melee atk, penalty -1 to -5 for double the number to Will Def, may not exceed BAB	Jedi	Jedi Sentinel
C	22	Unseen Eyes	Force Haze*				allies hidden in Haze can reroll Perception, keep best, allies gain +2 dam v. unaware foes	Jedi	Jedi Sentinel
CR	41	Block		reac	*		negate melee attack with Use the Force check, DC = Atk roll, -5 every time used in round must have activated lightsaber, aware and not flat-footed, FP for adjacent character.	Jedi	Lightsaber Combat
L	27	Cortosis Gauntlet Block	AP (light, medium)				can use Block with cortosis gauntlets, deactivates lightsabers on successful Block	Jedi	Lightsaber Combat
CR	41	Deflect		reac	*		negate ranged attack with Use the Force check, DC = Atk roll, -5 every time used in round must have activated lightsaber, aware and not flat-footed, vs. autofire = 1/2 or no damage spend a Force Point for an adjacent character.	Jedi	Lightsaber Combat
CR	41	Lightsaber Defense		swif			+1 to Ref Def, must have activated lightsaber, aware and not flat-footed, +3 max	Jedi	Lightsaber Combat
CR	41	Lightsaber Throw		stan			if within 6 squares, can pull back as a swift action w/DC20 Use the Force	Jedi	Lightsaber Combat
R	24	Precise Direct	Redirect Shot				whenever you successfully redirect a blaster bolt and hit, you deal +1 die dam	Jedi	Lightsaber Combat
L	27	Precision		stan			against adjacent opponent with lightsaber atk if hit target's speed reduced 2 squares (end your turn)	Jedi	Lightsaber Combat
CR	41	Redirect Shot	Deflect, BAB +5				once per round, not autofire or other projectiles	Jedi	Lightsaber Combat
K	25	Riposte	Block, BAB +5	reac			once an encounter make a lightsaber attack v. opponent you Block (not v. area attacks)	Jedi	Lightsaber Combat

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J	14	Shoto Focus					+2 atk with shoto or guard shoto if you wield a one-handed lightsaber	Jedi	Lightsaber Combat
CR	41	Weapon Specialization (lightsaber)	Weapon Focus	stan			+2 to melee damage	Jedi	Lightsaber Combat
CR	218	Force Fortification			x		negates crit, take normal damage	Jedi Knight	Duelist
CR	218	Greater Weapon Focus (lightsabers)	Weapon Focus				+1 Atk	Jedi Knight	Duelist
CR	218	Greater Weapon Specialization (lightsabers)	Weapon Specialization				+2 damage	Jedi Knight	Duelist
F	43	Improved Lightsaber Throw	Lightsaber Throw	stan	x		make a single ranged atk & compare to Ref Def of all targets in 6sq line, half on miss, DC20 return	Jedi Knight	Duelist
K	39	Improved Redirect	Deflect, Redirect Shot				once per turn when you redirect an attack do not count the initial deflect penalty	Jedi Knight	Duelist
K	39	Improved Riposte	Block, Riposte				when you make a riposte do not count the initial block penalty	Jedi Knight	Duelist
J	19	Lightsaber Form Savant		swif			1/encounter return 1 lightsaber form to suite w/out spending FP	Jedi Knight	Duelist
CR	218	Multiattack proficiency (lightsabers)					reduces penalty by 2, can be taken multiple	Jedi Knight	Duelist
CR	218	Severing Strike					if dam over current hp & threshold, then deal half dam, move down track and sever	Jedi Knight	Duelist
J	19	Shoto Master					one-handed lightsaber considered light with shoto, can activate Lightsaber Defense as free with shoto	Jedi Knight	Duelist
F	43	Thrown Lightsaber Mastery	Improved & Lightsaber Throw				any target struck by thrown lightsaber moves at half spd (round down) until your next turn	Jedi Knight	Duelist
C	41	Direct		stan			return one Force power to any ally within 6 sq & LOS (one ally spent)	Jedi Knight	Jedi Archivist
C	41	Impart Knowledge	Skilled Advisor	reac			aid on Knowledge checks of ally within 6 sq if you're trained	Jedi Knight	Jedi Archivist
C	41	Insight of the Force					Use the Force replaces Knowledge if not trained, considered trained	Jedi Knight	Jedi Archivist
C	41	Master Advisor	Skilled Advisor				ally you use Skilled Advisor with gains Force Point to be spent before end of encounter	Jedi Knight	Jedi Archivist

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C	41	Scholarly Knowledge		swif		n	reroll Knowledge if you're trained in that Knowledge	Jedi Knight	Jedi Archivist
J	19	Call Weapon					call & ignite a lightsaber you built as a free action if in LOS	Jedi Knight	Jedi Artisan
J	19	Lightsaber Specialist	Masterwork Lightsaber				+2 Block & Deflect with a lightsaber you built	Jedi Knight	Jedi Artisan
J	19	Masterwork Lightsaber				y	add one extra accessory, reroll one die of dam if you built, mentor another building (-5 their DC)	Jedi Knight	Jedi Artisan
J	19	Perfect Attunement	Masterwork Lightsaber				if you spend a Force Point on a lightsaber atk you built you can also add that amount to damage	Jedi Knight	Jedi Artisan
J	19	Quick Modification	Masterwork Lightsaber				spend 1 min removing an accessory & adding another on a lightsaber you built	Jedi Knight	Jedi Artisan
K	39	Defensive Circle	Battle Meditation, Block or Deflect, Jedi Battle Commander	swif			you & allies affected by Battle Med +2 Ref Def, you +1 on UtF to Block/Deflect for ea adjacent ally	Jedi Knight	Jedi Battlemaster
K	39	Force Revive	Battle Meditation, Jedi Battle Commander	reac	x		ally affected by Battle Med is reduced to 0 hp allows ally to take 2nd Wind as reac & falls uncon	Jedi Knight	Jedi Battlemaster
K	39	Jedi Battle Commander	Battle Meditation				your Battle Meditation grants +2 to attack not +1	Jedi Knight	Jedi Battlemaster
K	39	Mobile Attack (lightsabers)	Multiattack Prof, Dual Weapon Mastery I, WF (lightsabers)				immediately after making a full atk with two lightsabers you may move your speed as free action	Jedi Knight	Jedi Battlemaster
K	39	Slashing Charge	Block, Riposte, WF & WP (lightsabers)				once per encounter with charge take no penalty on UtF for Block during the charge, applies to Riposte	Jedi Knight	Jedi Battlemaster
C	41	Force Treatment					Use the Force replaces Treat Injury, can treat without a medkit or medpac, considered trained	Jedi Knight	Jedi Healer
C	41	Healing Boost	Vital transfer				damage healed with vital transfer increase by 1 point per class level	Jedi Knight	Jedi Healer
C	41	Improved Healing Boost	Healing Boost*				damage healed with vital transfer increase by 2 points per class level	Jedi Knight	Jedi Healer
C	41	Soothe	Vital transfer				use vital transfer to move target +1 up track not heal, you move -1 down track	Jedi Knight	Jedi Healer
J	19	Apprentice Boon		reac	x		add your Force Point result to an ally w/in 12 sq with a Use the Force modifier lower than yours	Jedi Knight	Jedi Instructor

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J	19	Share Force Secret	at least 1 Force Secret	swif			1/turn grant use of Force Secret to ally w/in 12 sq & trained in Use the Force	Jedi Knight	Jedi Instructor
J	20	Share Force Technique	at least 1 Technique	swif			1/turn grant use of Force Technique to ally w/in 12 sq & trained in Use the Force, not FP Recovery	Jedi Knight	Jedi Instructor
J	20	Share Talent	at least 1 from special	stan	x		1/day grant use of Lightsaber Combat or Forms, Duelist until end of enc if w/in 12 sq to allies = 1/2 cl	Jedi Knight	Jedi Instructor
J	20	Transfer Power	Force Training feat	stan			spend a power in suite & give to ally trained in UtF & w/in 12 sq & LOS, lost if not used by end of enc	Jedi Knight	Jedi Instructor
J	20	Echoes of the Force					use farseeing on a location & standing in location viewed, DC 20 + 1 per day into the past	Jedi Knight	Jedi Investigator
J	20	Jedi Quarry		swif			+2 speed if you end move adjacent to target	Jedi Knight	Jedi Investigator
J	20	Prepared for Danger					spend a remaining farseeing power to regain any other force power	Jedi Knight	Jedi Investigator
J	20	Sense Deception					Use the Force replaces Will Def against Deception or Persuasion	Jedi Knight	Jedi Investigator
J	20	Unclouded Judgment	Sense Deception	reac	x		spend a Force Point to automatically negate a mind-affecting Force power or talent	Jedi Knight	Jedi Investigator
L	41	Cover Your Tracks					Gather Information checks against you are -5	Jedi Knight	Jedi Refugee
L	41	Difficult to Sense				n	reroll opposed Use the Force check to conceal presence	Jedi Knight	Jedi Refugee
L	41	Force Veil	Difficult to Sense				the radius to which you can be detected is 10km not 100km	Jedi Knight	Jedi Refugee
L	42	Jedi Network					includes Acquire Equipment or Funds, Obtain Info, Receive Medical Attention, Secure Safe House	Jedi Knight	Jedi Refugee
K	39	Dark Deception					with attempts to sense you with force you can act as if Dark Side = Wis, Deception is a class skill	Jedi Knight	Jedi Shadow
K	39	Improved Sentinel Strike					increase damage dice to d8 not d6	Jedi Knight	Jedi Shadow
K	39	Improved Sentinel's Gambit	Sentinel's Gambit				can use Sentinel's Gambit an additional number of times per encounter = half class level	Jedi Knight	Jedi Shadow
K	39	Rebuke the Dark					if dark side power, roll two dice for rebuke attempt & take best	Jedi Knight	Jedi Shadow
K	39	Taint of the Dark Side	Dark Deception				add one dark side force power, once per encounter use that power without increasing Dark Side score	Jedi Knight	Jedi Shadow
K	40	Force Warning				y	allies w/in 12sq can reroll Init, if allies surprised but not you, 1 ally per your Wis mod not surprise	Jedi Knight	Jedi Watchman

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K	40	Improved Quick Draw (lightsabers)	Quick Draw, WF (lightsabers)				can draw ignite & attack with lightsaber even if surprised, can draw & ignite lightsaber as free	Jedi Knight	Jedi Watchman
K	40	Sheltering Stance	Block or Deflect, Vigilance				may use Block or Deflect to protect adjacent without sending Force Point	Jedi Knight	Jedi Watchman
K	40	Vigilance		swif			one adjacent ally +1 Ref Def as long as they remain adjacent	Jedi Knight	Jedi Watchman
K	40	Watchman's Advance	Force Warning				when acting in surprise round you & allies take +1 move max	Jedi Knight	Jedi Watchman
J	21	Combat Trance					battle strike applies to the first attack you make each round until the end of the encounter	Jedi Knight	Jedi Weapon Master
J	21	Improvised Weapon Master					no penalty on improvised weapons	Jedi Knight	Jedi Weapon Master
J	21	Shoto Pin	Block				when you Block w/shoto the attacker can make no melee atk until its next turn or you're not adjacent	Jedi Knight	Jedi Weapon Master
J	21	Twin Weapon Mastery					you can move 2 squares between attacks without an attack of opportunity	Jedi Knight	Jedi Weapon Master
J	21	Twin Weapon Style		stan			you can make an attack with both weapons or double-sided weapon against different targets	Jedi Knight	Jedi Weapon Master
CR	218	Ataru					may add Dex mod on damage or double Dex bonus if two-handed instead of Str	Jedi Knight	Lightsaber Forms
CR	218	Djem So				x	once per round if hit in melee, make an immediate attack against opponent	Jedi Knight	Lightsaber Forms
CR	218	Jar'Kai	Lightsaber Def, Niman				twice Lightsaber deflection bonus with two lightsabers	Jedi Knight	Lightsaber Forms
CR	218	Juyo	BAB +10, Weapon Specialization*	swif		x n	once per encounter, single enemy in LOS, may reroll your first Atk roll, keeping best	Jedi Knight	Lightsaber Forms
CR	218	Makashi	Lightsaber Defense				lightsaber defense bonus increase by 2 (max of 5)	Jedi Knight	Lightsaber Forms
CR	218	Niman					+1 Ref and Will Def with lightsaber	Jedi Knight	Lightsaber Forms
CR	218	Shien	Deflect, Redirect Shot				+5 on ranged attack on deflected shot	Jedi Knight	Lightsaber Forms
CR	219	Shii-Cho	Block, Deflect				take only -2 penalty on your Use the Force check for each block or deflect in last turn	Jedi Knight	Lightsaber Forms
CR	219	Sokan	Acrobatic Recovery				take 10 on Acrobatics check to tumble even when distracted, each occupied square counts as 1	Jedi Knight	Lightsaber Forms
CR	219	Soresu	Block, Deflect				reroll Use the Force	Jedi Knight	Lightsaber Forms

BOOK	PAGE	TALENT	PRE-REQUISITES	ACT	FP?	M/R	FP?: x = must spend force point, * = may spend MtR: Must take Reroll	CLASS	TREE
CR	219	Trakata	BAB +12, Weapon Specialization*	2swif			Deception to feint, shut off and reignite lightsaber	Jedi Knight	Lightsaber Forms
CR	219	Vaapad	BAB +12, Juyo*				Cri on 19-20, 19 not an auto hit	Jedi Knight	Lightsaber Forms
SV	33	Bloodthirsty					perform coup de grace as move, if kill with coup de grace all allies in LOS +2 Atk for encounter	Master Privateer	Piracy
SV	33	Fight to the Death	Bloodthirsty	swif			1/encounter all allies in 6 sq heal hp = your HL	Master Privateer	Piracy
SV	33	Keep Them Reeling		stan			make single melee atk v. within reach, if hits deal no damage but target must move/withdraw next turn	Master Privateer	Piracy
SV	33	Raider's Frenzy					1/round if you or ally in 6sq damages target, allies in LOS + dam to target = half class level	Master Privateer	Piracy
SV	33	Raider's Surge		stan			1/encounter Deception or Persuasion v. Will Def in LOS target must withdraw or -1 Atk until end enc	Master Privateer	Piracy
SV	33	Savage Reputation	Bloodthirsty				all opponents in 6 sq -1 Atk	Master Privateer	Piracy
SV	33	Take Them Alive					if you or allies in 6 sq reduce enemy to 0 hp you can instead treat them as stunned	Master Privateer	Piracy
F	52	Armored Spacer					treat as AP (heavy)	Master Privateer	Privateer
F	52	Attract Privateer					attracts nonheroic character 3/4 your level, multiple	Master Privateer	Privateer
F	52	Blaster and Blade I	Dual Weapon I, WP (advanced & pistols)				with a single attack with an advanced melee weapon make a free pistol attack	Master Privateer	Privateer
F	52	Blaster and Blade II	Blaster & Blade I, Dual Weapon I, WP (advanced & pistols)				treat advanced melee weapon as if you were holding it two-handed (dbl Str bonus)	Master Privateer	Privateer
F	52	Blaster and Blade III	Blaster & Blade I & II, Dual Weapon I, WP (advanced & pistols)				make full attack as stan if you attack with both	Master Privateer	Privateer
F	52	Boarder					ignore cover with character-scale ranged attacks aboard a starship or space station	Master Privateer	Privateer
F	52	Ion Mastery					with ion weapons +1 Atk & +1 die dam	Master Privateer	Privateer

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F	52	Multiattack Proficiency (advanced melee weapons)					reduce Atk penalty by 2	Master Privateer	Privateer
F	52	Preserving Shot					instead of destroying a vehicle you can disable it so it cannot move	Master Privateer	Privateer
F	54	Battlefield Medic					first aid as stan not full	Medic	Advanced Medicine
F	54	Bring Them Back					revivify on a target that has died a number of rounds = half heroic level	Medic	Advanced Medicine
F	54	Emergency Team					allies automatically aid another	Medic	Advanced Medicine
F	54	Extra First Aid					you can perform first aid one additional time a day on a target	Medic	Advanced Medicine
F	54	Medical Miracle		stan			DC20 Treat Injury on adjacent, target uses second wind even if above half hp	Medic	Advanced Medicine
F	54	Natural Healing					can make Treat Injury checks without medical kit with natural substitutes	Medic	Advanced Medicine
F	54	Second Chance					if you fail Treat Injury check, patient does not take any additional damage	Medic	Advanced Medicine
F	54	Steady Under Pressure				n	reroll Treat Injury	Medic	Advanced Medicine
K	47	Advantageous Strike					+5 Atk with Atk of Opp with melee	Melee Duelist	Melee Duelist
K	47	Dirty Tricks	Deception skill	2swif			can use feint as 2swif against opp you threaten	Melee Duelist	Melee Duelist
K	47	Dual Weapon Flourish I	Dual Weapon Mastery I, Weapon Finesse				with 2 light melee or lightsabers & full atk with one you get free atk with other	Melee Duelist	Melee Duelist
K	47	Dual Weapon Flourish II	Dual Weapon Mastery I, II, Dual Weapon Flourish I, Master of Elegance, Weapon Finesse				with 2 light melee or lightsabers make full atk as stan as long as you use both weapons, 1 per turn	Melee Duelist	Melee Duelist

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K	47	Master of Elegance	Dual or Single Weapon Flourish I, Weapon Finesse				add Dex to melee dam with light melee weapon, double if two-handed	Melee Duelist	Melee Duelist
K	47	Multiattack Proficiency (advanced melee weapons)					reduce Atk penalty by 2	Melee Duelist	Melee Duelist
K	47	Out of Nowhere	Deception skill, Weapon Finesse	free			once per encounter make an attack with light melee or lightsaber after a successful feint	Melee Duelist	Melee Duelist
K	47	Single Weapon Flourish I	Double Attack, Weapon Finesse				with 1 light melee or lightsaber you can move your speed as a free action	Melee Duelist	Melee Duelist
K	47	Single Weapon Flourish II	Double Attack, Master of Elegance, Single Weapon Flourish I, Weapon Finesse				with 1 light melee or lightsaber make full atk as stan, 1 per turn	Melee Duelist	Melee Duelist
C	45	Breach Cover					ignore cover if you fire or throw a weapon with burst or splash	Military Engineer	Military Engineer
C	45	Breaching Explosive					ignore threshold of doors & walls when using mines & non-grenade explosives	Military Engineer	Military Engineer
C	45	Droid Expert	Repairs on the Fly				repair droids +1 hp for every point over Mechanics DC 20	Military Engineer	Military Engineer
C	45	Prepared Explosive					can have non-grenade explosive turn normal terrain to difficult terrain & difficult into normal terrain	Military Engineer	Military Engineer
C	45	Problem Solver		swif			1/turn one vehicle in your LOS who can hear you, ignore difficult terrain & +5 Pilot to avoid hazards	Military Engineer	Military Engineer
C	45	Quick Modifications	Tech Spec, Repairs on the Fly				when you create a field-created weapon, add one modification at the time of creation	Military Engineer	Military Engineer
C	45	Repairs on the Fly					Repair as stan, 1/day per droid, object or vehicle	Military Engineer	Military Engineer
C	46	Sabotage Device		swif			sabotage object with energy cell/power pack to become a grenade, can be turned back with swif	Military Engineer	Military Engineer
C	46	Tech Savant	trained in Know (tech)	stan			increase speed of droid or vehicle if you occupy or are adjacent by 1 sq, 1 per round	Military Engineer	Military Engineer

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C	46	Vehicular Boost		stan			DC 15 Mechanics for hp = 5 x CL	Military Engineer	Military Engineer
C	22	Double Agent					when you roll Initiative & Deception v. Will Def in LOS, cannot be attacked until you harm an ally	Noble	Collaborator
C	23	Enemy Tactics					when an enemy within 12sq & LOS gains a bonus, you also gain that bonus & any limitations	Noble	Collaborator
C	23	Feed Information		swif			grant one enemy +1 Atk, one ally gets +2 Atk	Noble	Collaborator
C	23	Friendly Fire	Enemy Tactics				if melee combat & you are missed by a ranged Atk, that Atk target's opponent instead (same Atk roll)	Noble	Collaborator
C	23	Protection	Double Agent	stan			Persuasion v. Will Def in LOS, if over then one ally cannot be attacked until your next turn	Noble	Collaborator
SV	13	Ambush	Dirty Tactics				if not surprised give up stan for nonsurprised allies in LOS extra move or can reroll Init & take better	Noble	Disgrace
SV	14	Castigate		stan			Persuasion v. Will Def to impose -2 to all of target's def until end of your next turn	Noble	Disgrace
SV	14	Dirty Tactics		stan			1/encounter +4 flank bonus to allies in LOS to melee attacks	Noble	Disgrace
SV	14	Misplaced Loyalty	Dirty Tactics	swif			1/turn Persuasion v. Will Def to all opponents in LOS so target cannot attack you or 1 ally in 6sq	Noble	Disgrace
SV	14	Two-Faced	Misplaced Loyalty*				each 1/enc after you atk: if same atks you atk/reac, or opp can't atk you, or +2 atk if they haven't atk	Noble	Disgrace
SV	14	Unreadable					Will Def +5 v. skill checks to read your emotion, when you feint in combat target is flat-footed v. you	Noble	Disgrace
K	26	Demoralizing Defense	Noble Fencing Style	reac			v. an enemy you just hit with melee atk, takes half dam & takes -5 Atk v. you until next turn, 1 per rnd	Noble	Fencing
K	26	Leading Feint	Noble Fencing Style	swif			when you dam an opp, Deception to feint, if successful, ally in 12sq, target as flat-foot v. your opp	Noble	Fencing
K	27	Noble Fencing Style	Deception & Persuasion trained				can use Cha mod to replace Str mod with light melee or a lightsaber	Noble	Fencing
K	27	Personal Affront	BAB +5, Noble Fencing Style	reac			once an encounter make a single melee Atk v. adjacent enemy who just damaged you	Noble	Fencing
K	27	Transposing Strike	Noble Fencing Style, BAB +5				when you hit an opp with melee you can choose to do half dam & switch spots with foe, no Atk of Opp	Noble	Fencing
R	24	Assault Gambit		stan			1/turn designate 1 ally & 1 target with LOE, they roll Initiative & winner makes free atk against other	Noble	Gambling Leader
R	24	Direct Fire	Assault Gambit	swif			1/turn designate 1 ally & 1 target w/out cover from you, ally ignores target's cover bonus to Ref Def	Noble	Gambling Leader
R	24	Face the Foe					+1 atk v. target if you do not have cover from target	Noble	Gambling Leader

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R	24	Lead From the Front	Face the Foe				if you do not have cover from target you dam with ranged atk, allies +2 atk v. target & +5 opposed Initiative checks	Noble	Gambling Leader
R	24	Luck Favors the Bold	Face the Foe				gain hp = 5 + 1/2 level if 1 enemy in LOS is aware & you don't have cover v. that enemy	Noble	Gambling Leader
F	25	Idealist	Cha 13				add Cha bonus not Wis bonus to Will Def	Noble	Ideologue
F	25	Instruction		stan			once per encounter for one ally within 6sq can use your skill modifier for a skill check (not Use Force)	Noble	Ideologue
F	25	Know Your Enemy		swif			select an enemy in LOS & Knowledge (galactic lore) v. DC15+CL, can learn 2 pieces of info (see F25)	Noble	Ideologue
F	25	Known Dissident	Know Your Enemy	stan			Persuasion v. Will Def 1 opponent in LOS, opponent may not attack until next turn (+5 if higher level)	Noble	Ideologue
F	25	Lead by Example					once per encounter when you deal dam all allies +1 Atk & +1 die dam on non-area atks for encounter	Noble	Ideologue
CR	43	Demand Surrender	Presence	stan			once per encounter, Persuasion if opp has 1/2 hp, vs. Will (+5 if opp higher level), cannot attack unless attacked or allies attacked	Noble	Influence
K	26	Fluster	Presence, Persuasion	stan			1/encounter, intimidate check opp in LOS vs. Will, can take only swif next turn (+5 if opp higher level)	Noble	Influence
CR	43	Improved Weaken Resolve	Weaken Resolve*	free			same as Weaken but target keeps fleeing	Noble	Influence
K	26	Intimidating Defense	Presence, Persuasion	reac			1/encounter, Persuasion if opp has attacked you, vs. Will then -5 that Atk (+5 if opp higher level)	Noble	Influence
CR	43	Presence		stan			Persuasion as Intimidation as a standard action, not full-round	Noble	Influence
CR	43	Weaken Resolve	Presence	free			if deal dam over threshold, Persuasion as a free action v. Will, flees one min target can spend Force Point to negate, or if target's level is higher	Noble	Influence
SV	14	Beloved	Bolster, Inspire Confidence				each 1/enc: ally 6sq +2 Ref swif, or atk & if atked ally atk free, or if atked LOS allies move 2sq as reac	Noble	Inspiration
CR	43	Bolster Ally		stan			+1 up condition track & hp = their level if under half HP	Noble	Inspiration
CR	43	Ignite Fervor	Bolster, Inspire Confidence	free			if you hit, give an ally a dam bonus = to their level	Noble	Inspiration
CR	44	Inspire Confidence		stan			all allies w/in sight, +1 Atk & skills for encounter or N unconscious	Noble	Inspiration
CR	44	Inspire Haste		swif			ally makes skill check as move action, not standard	Noble	Inspiration
CR	44	Inspire Zeal	Ignite Fervor*				ally's attack moves target 1 more down condition track	Noble	Inspiration
F	25	Willpower	Inspire Confidence	swif			once per encounter grant allies in LOS +2 Will Def for encounter even if out of LOS, not self	Noble	Inspiration
CR	44	Born Leader		swif			once per encounter, all allies +1 Atk, if in LOS and if N conscious	Noble	Leadership
CR	44	Coordinate		stan			all allies in LOS get +1 with aid another, +5 max	Noble	Leadership

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CR	44	Distant Command	Born Leader				does not lose Born Leader if out of LOS	Noble	Leadership
CR	44	Fearless Leader	Born Leader	swif			+5 Will vs. fear if in LOS and N conscious	Noble	Leadership
CR	44	Rally	Distant Command*	swif			once per encounter, allies in LOS w/ less than 1/2 hp get +2 Ref, +2 Will, +2 Dam	Noble	Leadership
K	26	Reactionary Attack	Born Leader, Persuasion				once per encounter, as a reac to attack, ally within 6sq can make immediate attack against attacker	Noble	Leadership
CR	44	Trust	Born Lead, Coordinate	stan			give up standard action to give all extra action next turn	Noble	Leadership
R	25	Unwavering Ally		swif			1/turn 1 ally in LOS immune to effects that make flat-footed or deny Dex to Ref Def	Noble	Leadership
CR	44	Connections					acquire equipment, CLx1000 credits, reduce black market multiplier by 1	Noble	Lineage
CR	44	Educated					make Knowledge untrained	Noble	Lineage
S	16	Engineer	Educated, Know (tech)				trained in Mechanics, time reduced 25% when installing new systems to vehicle	Noble	Lineage
F	25	Influential Friends	Connections				once per day friends take 20 on skill check with modifier 5+half your HL, takes 10*result min	Noble	Lineage
F	26	Powerful Friends	Connections, Influential Friends				once per encounter, take 20 on Persuasion check with no increase in time needed for check	Noble	Lineage
CR	44	Spontaneous Skill	Educated				once a day, make skill check trained, multiple per day	Noble	Lineage
CR	44	Wealth					every level, get credits class level x5000	Noble	Lineage
C	23	Inspire Loyalty					gain 1 follower with AP feat & trained in Perception, can be taken max 3 times	Noble	Loyal Protector
C	23	Protector Actions		stan			if you atk: redirect atk to follower, move follower toward target, target -1 atk per follower w/ranged	Noble	Loyal Protector
C	23	Punishing Protection	Inspire Loyalty, BAB+5				1/encounter as reac, follower can attack opponent if you're damaged by an attack or Force power	Noble	Loyal Protector
C	23	Undying Loyalty	Inspire Loyalty				followers gain Toughness feat	Noble	Loyal Protector
L	27	Cast Suspicion		swif			one enemy in LOS loses all insight/morale bonuses on atk & can't be aided until end of your next turn	Noble	Provocateur
L	27	Distress to Discord					when ally in LOS takes 2nd Wind all enemies within 2sq loses Dex to Def until end of your next turn	Noble	Provocateur
L	27	Friend or Foe	Cast Suspicion	reac			1/turn when ally in LOS missed by ranged atk compare missed atk to adjacent enemy to see if it hits	Noble	Provocateur
L	27	Seize the Moment	Distress to Discord	reac			1/turn when enemy to 0 hp or down track, 1 ally in LOS to take 2nd Wind as free & add hp = CL	Noble	Provocateur

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L	28	Stolen Advantage	Cast Suspicion	reac			when enemy in LOS aids another, you give +2 atk to 1 ally in LOS & enemy does not benefit	Noble	Provocateur
L	28	True Betrayal	Friend or Foe*	stan			Persuasion v. Will Def of 1 enemy in LOS for them to attack who you choose, +5 if they're higher level	Noble	Provocateur
L	42	Disciplined Trickery		reac	y		1/turn allow 1 ally w/in 12 sq to reroll Deception or Stealth	Officer	Fugitive Commander
L	42	Group Perception					all allies w/in 6 sq can roll Perception if you do taking the highest result	Officer	Fugitive Commander
L	42	Hasty Withdrawal		swif			1/turn number of allies = Cha bonus (min 1) & w/in 12 sq & LOS, each may withdraw as free	Officer	Fugitive Commander
L	42	Stalwart Subordinates					an ally w/in 12 sq & LOS & Will Def targeted forces enemy to reroll & take lowest	Officer	Fugitive Commander
L	42	Stay in the Fight	Stalwart Subordinates	swif			remove 1 mind-affecting or fear effect of ally w/in 12 sq & LOS & grant target hp = 10 + class level	Officer	Fugitive Commander
L	42	Stealthy Withdrawal	Hasty Withdrawal				an ally of Hasty Withdrawal that ends in cover may make a Stealth check to sneak as free	Officer	Fugitive Commander
CR	221	Assault Tactics		move			DC15 Tactics, designate single object or creature, allies that can hear you, +d6 dam until next turn	Officer	Military Tactics
CR	221	Deployment Tactics		move			DC15 Tactics, allies +1 Atk vs. flanked, or +1 Def v. AoO next turn, Born Leader/Battle Analysis +2	Officer	Military Tactics
C	42	Exploit Weakness	Assault Tactics				when you use Assault Tactics, target takes cumulative -1 Ref Def each time damaged (max -5)	Officer	Military Tactics
CR	221	Field Tactics	Deployment Tactics	move			DC15 Tactics, allies w/in 10 squares get +10 Cover bonus if in cover, until next turn	Officer	Military Tactics
C	42	Grand Leader		swif			1/encounter grant hp = 5 + 1/2 CL to all allies within 20 sq & LOS	Officer	Military Tactics
CR	221	One for the Team	Deployment Tactics				can take 1/2 or all dam for an adjacent ally an ally may take the same for you	Officer	Military Tactics
CR	221	Outmaneuver	Field Tactics*	stan			DC 15 Tactics, enemies in LOS lose competence/insight/morale/dodge bonus to Ref Def, opposed	Officer	Military Tactics
CR	222	Shift Defense I		swif			-2 one Def, +1 to another Def	Officer	Military Tactics
CR	222	Shift Defense II	Shift Defense I	swif			-5 one Def, +2 to another Def	Officer	Military Tactics
CR	222	Shift Defense III	Shift Defense I-II	swif			-5 two Defs, +5 to other Def	Officer	Military Tactics
CR	222	Tactical Edge		swif			can use Assault, Deployment or Field Tactics as a swift action not move	Officer	Military Tactics
C	42	Uncanny Defense					1/day add 1/2 officer class to all Def 1 round, must declare at beginning of your turn	Officer	Military Tactics
S	18	Combined Fire		swif			designate single vehicle, object or creature in LOS, extra die for batteries every 2, not 3 on roll with tactical fire, may designate one weapon or battery to make a single attack	Officer	Naval Officer

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S	18	Fleet Deployment	Charisma 13	full			a number of vehicles = to your class level & LOS may move a number of squares = speed	Officer	Naval Officer
S	18	Fleet Tactics	Cha 13, Fleet Deployment	stan			DC15 Tactics, designate single vehicle, allied gunners in LOS +1 die damage	Officer	Naval Officer
S	18	It's a Trap		reac			once per encounter, a single vehicle in LOS and immediate move action	Officer	Naval Officer
S	18	Legendary Commander	Cha 13, Int 13, Born Leader				gunners on your ship add 1/2 your HL or 1/2 their HL to dam & treat crew as one level higher calculate your capital ship's Ref Def as your HL+1/2armor (round down) if higher	Officer	Naval Officer
R	40	Bolstered Numbers	Recruit Enemy				if successfully Recruit Enemy, allies gain +2 atk until end of enc	Officer	Rebel Recruiter
R	40	Noble Sacrifice	Recruit Enemy				if recruited enemy is 0 hp or bottom of track, you & all allies in LOS gain hp = 10 + your cl	Officer	Rebel Recruiter
R	41	Recruit Enemy					1/enc when deal dam = target's current hp & thresh, Persuasion v. Will Def to deal half dam & -1 down track & target becomes ally & friendly, if target is higher level they get +5 Will Def	Officer	Rebel Recruiter
R	41	Stay in the Fight	Recruit Enemy				recruited enemy can immediately use second wind as a reac can use Recruit Enemy when you or ally would deal dam to kill target	Officer	Rebel Recruiter
R	41	Team Recruiting	Recruit Enemy				instead of only you	Officer	Rebel Recruiter
SV	34	Confounding Attack	Tangle Up*				1/encounter forgo extra move to atk, if hit & dam with melee you switch places with opponent	Outlaw	Outlaw
SV	35	Double Up	Find an Opening*				1/enc forgo extra swif to atk, if hit & dam w/ranged count your & ally's atk as one for DR/SR/thresh	Outlaw	Outlaw
SV	35	Find an Opening	Seize the Moment				forgo extra swif action to aim with 1 swif on your next turn	Outlaw	Outlaw
SV	35	Opportunistic Defense	Uncanny Instincts				1/encounter forgo extra move to add +5 to one Def until end of your next turn	Outlaw	Outlaw
SV	35	Preternatural Senses		reac			1/encounter add half class level to one Defense	Outlaw	Outlaw
SV	35	Seize the Moment					1/round when an ally dam an opponent you can take a swif action as a reac	Outlaw	Outlaw
SV	35	Tangle Up	Uncanny Instincts	stan			if non-area atk hits, can choose to do half damage and target loses its next move	Outlaw	Outlaw
SV	35	Uncanny Instincts					1/round if damaged move 1 sq as reac, no Atk of Opp	Outlaw	Outlaw
R	45	Bunker Blaster Defensive					if adjacent to object that provides cover to target you can aim at target as move action	Pathfinder	Pathfinder
R	45	Measures	Safe Zone				all enemies treat your safe zone as difficult terrain	Pathfinder	Pathfinder

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R	45	Enhance Cover		swif			1 ally in LOS & has cover is considered to have improved cover as long as they still have cover	Pathfinder	Pathfinder
R	45	Escort Fighter		swif			1 adjacent ally if you move that ally moves & ends adjacent, can't exceed ally's move	Pathfinder	Pathfinder
R	45	Launch Point	Safe Zone				any ally who starts in your safe zone & then exits it, +2 atk	Pathfinder	Pathfinder
R	45	Obscuring Defenses	Safe Zone				-2 atk to enemies that fire into your safe zone	Pathfinder	Pathfinder
R	45	Relocate	Safe Zone	swif			dismiss your safe zone & allies in your old safe zone +2 spd	Pathfinder	Pathfinder
R	45	Safe Passage	Escort Fighter	move			1/turn 1 ally in LOS move its speed as a reac, if a target makes an Atk of Opp v. ally you can make Atk of Opp v. target	Pathfinder	Pathfinder
R	45	Safe Zone		stan			4x4 sq = safe zone, ally starting in safe zone +2 Fort & Will Def, cannot overlap another safe zone	Pathfinder	Pathfinder
R	45	Zone of Recuperation	Safe Zone				any ally who uses second wind in your Safe Zone gains additional hp = your cl	Pathfinder	Pathfinder
F	56	Device Jammer		full			DC20 Mechanics v. item, if successful all items of the type don't function within 12sq, 1 at a time	Saboteur	Sabotage
F	56	Droid Jammer		full			Mechanics v. droid's Will Def within 6sq, if successful droid can take only swif actions, 1 at a time	Saboteur	Sabotage
F	57	Extreme Explosion	Skilled Demolitionist, Shaped Explosion				increase blast radius by 1 square	Saboteur	Sabotage
F	57	Mine Mastery					can place mine as stan not full	Saboteur	Sabotage
F	57	Shaped Explosion	Skilled Demolitionist				blast in line or cone, length 2x radius, length of cone 3x radius of blast, originates from explosives' sq	Saboteur	Sabotage
F	57	Skilled Demolitionist					set detonator as swif & does not go off if fail roll by 10 or more	Saboteur	Sabotage
F	57	Blaster Turret I		stan			1/encounter, Tiny Init +4 Percep +4 Ref Def 10 10hp thresh 8 turret, 3d6 dam, you must be adjacent	Saboteur	Turret
F	57	Blaster Turret II	Blaster Turret I	stan			1/encounter, Tiny Init +8 Percep +8 Ref Def 12 15hp thresh 10 turret, 3d8 dam, remote 12sq	Saboteur	Turret
F	57	Blaster Turret III	Blaster Turret I & II	stan			1/encounter, Tiny Init +8 Percep +8 Ref Def 12 15hp DR5 thresh 10, 3d8 dam fires twice, remote 12sq	Saboteur	Turret
F	57	Ion Turret	Blaster Turret I	stan			1/encounter, Tiny Init +4 Percep +4 Ref Def 10 10hp thresh 8 turret, 3d6 ion, you must be adjacent	Saboteur	Turret
F	57	Stun Turret	Blaster Turret I	stan			1/encounter, Tiny Init +4 Percep +4 Ref Def 10 10hp thresh 8 turret, 3d6 stun, you must be adjacent	Saboteur	Turret
F	57	Turret Self-Destruct	Blaster Turret I				turret self-destructs at 0hp with 2sq radius dealing its normal dam, you can disable if adjacent as reac	Saboteur	Turret
SV	14	Avert Disaster	Fool's Luck				1/encounter turn a critical hit into a normal hit	Scoundrel	Fortune

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SV	14	Better Lucky than Dead	Fool's Luck	reac			1/encounter +5 bonus to one Def until start of your next turn	Scoundrel	Fortune
SV	14	Dumb Luck	Knack, Lucky Shot	stan			each 1/enc after you Atk: if dam target +2 Ref Def v., or if damaged move 2sq, if you miss +2 next Atk	Scoundrel	Fortune
CR	46	Fool's Luck		stan	x		for rest of encounter: +1 Atk, +5 competence to skills or +1 Def	Scoundrel	Fortune
CR	46	Fortune's Favor					with a Critical, gain a standard free action, take before next turn or lose	Scoundrel	Fortune
CR	46	Gambler					+2 Wisdom checks when gambling, take multiple times	Scoundrel	Fortune
CR	46	Knack				n	once a day, reroll skill check	Scoundrel	Fortune
SV	15	Labyrinthine Mind		reac			1/encounter you become immune to mind-affecting effects until your next turn, lose affects if choose	Scoundrel	Fortune
CR	46	Lucky Shot	Knack			n	once a day, reroll Atk roll	Scoundrel	Fortune
K	27	Lucky Stop	Knack	reac			once an encounter can negate damage a single attack that would normally reduce you to 0 hp	Scoundrel	Fortune
SV	15	Ricochet Shot	Knack, Lucky Shot				with ranged attack, move cover down one step & deal half damage	Scoundrel	Fortune
SV	15	Uncanny Luck	Knack, Lucky Shot				1/encounter a roll 16 or higher is considered a natural 20	Scoundrel	Fortune
SV	15	Unlikely Shot	Knack, Lucky Shot			n	1/encounter reroll damage of one attack	Scoundrel	Fortune
T	13	Malkite Techniques		stan			if attack exceeds Fort Def, target is poisoned, poison makes Atk d20+HL v. Fort Def damage = d6+1/2HL & moves down track, poison attacks until it misses or cured	Scoundrel	Malkite Poisoner
T	13	Modify Poison	Malkite Techniques				you can modify delivery method with a Knowledge (life sciences) check, DC=Treat Injury DC	Scoundrel	Malkite Poisoner
T	13	Numbing Poison	Malkite Techniques				poisoned target denied Dex to Ref Def as long as it remains poisoned	Scoundrel	Malkite Poisoner
T	13	Undetectable Poison	Malkite Techniques				Treat Injury DC increases by 5	Scoundrel	Malkite Poisoner
T	13	Vicious Poison	Malkite Techniques				poisons used against a target get +2 Atk against Fort Def	Scoundrel	Malkite Poisoner
SV	15	Befuddle		swif			Deception v. Will Def can move through threatened area without Atk of Opp, counts as 2 squares	Scoundrel	Misfortune
SV	15	Cunning Strategist	Walk the Line*	stan			each 1/enc after you Atk: if dam target -5 Ref, or target -2 spd, v. 2 opp w/in 2sq -5 Atk but 1 dam roll	Scoundrel	Misfortune
CR	46	Dastardly Strike					Atk against opp denied Dex to Def moves -1 down track	Scoundrel	Misfortune
CR	46	Disruptive		2swif			suppress morale and insight bonuses until your next turn to all in LOS	Scoundrel	Misfortune
SV	15	Hesitate		stan			Persuasion v. Will Def within 12sq, -2 speed & must spend swif with stan, until target's next turn	Scoundrel	Misfortune

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SV	15	Improved Skirmisher	Skirmisher				if move at least 2 sq & in a different square +1 all Def	Scoundrel	Misfortune
L	29	Seducer				y	if fail Persuasion to change attitude, reroll with Deception	Scoundrel	Misfortune
L	29	Seize Object		move			1/encounter seize an object from adjacent target w/+10 to Disarm, must have free hand & can't conceal	Scoundrel	Misfortune
CR	46	Skirmisher					if move 2 squares, +1 Atk until next turn	Scoundrel	Misfortune
CR	46	Sneak Attack					if opp flat-footed or no Dex to Def, deal +d6 dam, must be w/in 6 squares, max 10d6	Scoundrel	Misfortune
SV	15	Sow Confusion	Hesitate	stan			1/encounter Deception v. Will Def in LOS target must spend swif w/ stan to attack until your next turn	Scoundrel	Misfortune
C	24	Stymie		swif			1/round target w/in 12sq & LOS, target -5 one skill until beginning of your turn	Scoundrel	Misfortune
SV	15	Sudden Strike	Skirmisher, Sneak Attack				deal sneak attack damage when you use Skirmisher	Scoundrel	Misfortune
CR	46	Walk the Line	Disruptive	stan			enemies in LOS take -2 Def until your next turn	Scoundrel	Misfortune
SV	15	Weakening Strike	Dastardly Attack				if deal dam to opp without Dex to Def can impose -5 to Atk & melee dam instead of down track	Scoundrel	Misfortune
C	24	Advantageous Opening					when ally or opponent in LOS rolls nat 1 on atk, make atk against single target	Scoundrel	Opportunist
C	24	Retribution					if enemy in LOS moves ally down track, gain +2 Atk v. that enemy	Scoundrel	Opportunist
C	24	Slip By					when you dam opponent you can move through that opponent's square, Atk of Opp as normal	Scoundrel	Opportunist
C	24	Thrive on Chaos	Advantageous Opening				when enemy or ally within 20sq is reduced to 0hp, you gain hp = 5+1/2CL	Scoundrel	Opportunist
C	24	Vindication	Retribution				when an enemy you reduced to 0 hp or bottom of track, your next atk is +1 die	Scoundrel	Opportunist
S	16	Fast Repairs	Mechanics				jury-rig = hp for vehicle = to result of Mechanics check	Scoundrel	Outlaw Tech
S	16	Hot Wire	Mechanics				can use Mechanics instead of Use Computer to improve access, considered trained	Scoundrel	Outlaw Tech
S	17	Personalized Modifications		stan			for powered weapons you're using, +1 Atk, +2 Dam for rest of encounter	Scoundrel	Outlaw Tech
S	17	Quick Fix	Mechanics				once per encounter jury-rig an object not disabled	Scoundrel	Outlaw Tech
R	25	Find Openings					if missed by an atk, +2 on next atk before end of next turn	Scoundrel	Recklessness
R	25	Hit the Deck					allies take no or half dam from your area atk	Scoundrel	Recklessness
R	25	Lure Closer	Trick Step	move			1/turn Deception v. Will Def of 1 enemy in 12 sq & LOS, target must move half its spd toward you but avoiding hazards (stops move if can't avoid hazard), does not provoke Atk of Opp	Scoundrel	Recklessness
R	25	Risk for Reward	Find Openings	reac			1/turn if you're damaged from Atk of Opp, make a single atk v. a target	Scoundrel	Recklessness

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R	26	Trick Step		swif			Initiative check v. enemy in LOS, loser is flat-footed v. other	Scoundrel	Recklessness
K	27	Cheap Shot	Opportunistic Strike				once per encounter make an atk of opp against an opponent that withdraws from an ally in PB range	Scoundrel	Run and Gun
K	27	No Escape	Opportunistic Strike				when an opponent withdraws that opponent is considered flat-footed v. you until end of next turn	Scoundrel	Run and Gun
K	27	Opportunistic Strike					1/encounter you can make an AoO v. opponent in PB range if opponent provokes AoO from an ally	Scoundrel	Run and Gun
K	27	Slippery Strike	Strike and Run	reac			once per encounter designate an opp you just damaged cannot make attacks of opp until next turn	Scoundrel	Run and Gun
K	28	Strike and Run		reac			once per encounter after you dam opp you can move your speed	Scoundrel	Run and Gun
F	27	Electronic Forgery	Use Computer				Use Computer replaces Deception with forged documents	Scoundrel	Slicer
F	27	Electronic Sabotage	Use Computer	stan			Use Computer result replaces computer's Will Def to change its attitude & considered unfriendly	Scoundrel	Slicer
CR	47	Gimmick		swif			issue routine command to a computer	Scoundrel	Slicer
CR	47	Master Slicer	Gimmick			n	reroll Use Computer checks to improve access to computers	Scoundrel	Slicer
F	27	Security Slicer	Mechanics				can disable security without a security kit, something goes wrong if you fail by 10 not 5	Scoundrel	Slicer
CR	47	Trace					can substitute Use Computer for Gather Info if you have computer access	Scoundrel	Slicer
SV	16	Virus	Electronic Sabotage*				can sub Use Comp for Mechanics to disable computerized device, 1min v. Will, becomes unfriendly	Scoundrel	Slicer
F	27	Art of Concealment					Stealth to conceal items on person can take 10 even if rushed, can conceal as a swif	Scoundrel	Smuggling
F	27	Fast Talker	Art of Concealment				once per day take 20 on Deception check as stan when attempting to deceive	Scoundrel	Smuggling
F	27	Hidden Weapons	Art of Concealment	move			if a weapon you draw is not noticed opp is flat-footed, can use Quick Draw as a swif	Scoundrel	Smuggling
F	27	Illicit Dealings				n	reroll Persuasion when haggling for restricted, military or illegal goods	Scoundrel	Smuggling
F	27	Surprise Strike					if fail Deception can make single unarmed strike as free in surprise round, or other with Quick Draw	Scoundrel	Smuggling
SV	16	Cramped Quarters Fighting	Starship Raider*				Ref Def +2 when adjacent to obstacle or barrier	Scoundrel	Spacer
CR	47	Hyperdriven					once a day, add class level to Atk, skill or ability roll	Scoundrel	Spacer
SV	16	Make a Break for It	Stellar Warrior*	swif			1/encounter can move half your speed on a vehicle or half vehicle speed if pilot without Atk of Opp	Scoundrel	Spacer
CR	47	Spacehound					no Atk penalty in low or zero-gravity, ignore space sickness, proficient w/starship weapons	Scoundrel	Spacer

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CR	47	Starship Raider	Spacehound				+1 Atk aboard starship including personal weapons	Scoundrel	Spacer
CR	47	Stellar Warrior	Spacehound				natural 20 on Atk roll = one extra Force Point for encounter	Scoundrel	Spacer
L	29	Biotech Adept				y	reroll Knowledge (life sciences) or Treat Injury to use or repair biotech	Scoundrel	Yuuzhan Vong Biotech
L	29	Bugbite					+1 die damage with razor & thud bugs	Scoundrel	Yuuzhan Vong Biotech
L	29	Curved Throw	Bugbite	swif			ignore cover (not total) with razor & thud bugs	Scoundrel	Yuuzhan Vong Biotech
L	29	Surprising Weapons					if your atk with an amphistaff, thud bug, or razor bug is also over Will Def, opponent flat-footed v. you	Scoundrel	Yuuzhan Vong Biotech
L	29	Veiled Biotech	Trained in Stealth				+10 Deception & Stealth to conceal biotech, draw biotech as swif & if you atk opp loses Ref to Def	Scoundrel	Yuuzhan Vong Biotech
CR	49	Acute Senses				y	reroll Perception	Scout	Awareness
CR	49	Expert Tracker	Acute Senses				no penalty on Survival checks to track at normal speed	Scout	Awareness
CR	49	Improved Initiative	Acute Senses			y	reroll Initiative	Scout	Awareness
CR	49	Keen Shot	Acute Senses				no penalty vs. opponents in concealment (except total concealment)	Scout	Awareness
F	28	Reset Initiative	Improved Initiative, Initiative*				once per encounter after first full round can add +5 to Initiative	Scout	Awareness
CR	49	Uncanny Dodge I	Improved Initiative*				do not lose Dex bonus if flat-footed or attacked by hidden attacker	Scout	Awareness
CR	49	Uncanny Dodge II	Uncanny Dodge I*				cannot be flanked	Scout	Awareness
K	28	Weak Point	Keen Shot*	swif			once per encounter ignore DR of single target in LOS for the rest of your turn	Scout	Awareness
CR	49	Hidden Movement	Improved Stealth				no penalty to stealth at normal movement	Scout	Camouflage
SV	16	Hide in Plain Sight	Hidden Movement*				1/encounter within 2sq of cover or concealment can move to & make Stealth check as single move	Scout	Camouflage
SV	16	Hunker Down		stan			if benefit from cover you can increase cover by one step	Scout	Camouflage
CR	49	Improved Stealth				y	reroll Stealth	Scout	Camouflage
SV	16	Shadow Striker	Hidden Movement*	stan			each 1/enc after you Atk: if dam gain total conceal v., or if opp no Dex to Def or if you concealed & you dam target can only take swif next turn, or if you have conceal +2 Atk or +5 with total	Scout	Camouflage
CR	49	Total Concealment	Hidden Movement*				get total concealment in place of any concealment	Scout	Camouflage
CR	49	Barter				y	reroll Persuasion to haggle	Scout	Fringer

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SV	17	Flee	Long Stride	stan			designate single opp & move away +2 speed, no Atk of Opp from that opponent	Scout	Fringer
CR	50	Fringe Savant					natural 20 on skill check = one extra Force Point for encounter	Scout	Fringer
CR	50	Jury-Rigger				y	reroll Mechanics check to jury-rig	Scout	Fringer
SV	17	Keep it Together	Jury-Rigger				if you jury-rig vehicle moves -2 down track at end not -5	Scout	Fringer
CR	50	Long Stride					move +2 squares if wearing light or no armor	Scout	Fringer
SV	17	Sidestep	Long Stride	swif			reduce cost of diagonal move to 1 if in light or no armor	Scout	Fringer
SV	17	Surge	Long Stride	swif			1/encounter move up to your speed	Scout	Fringer
SV	17	Swift Strider	Sidestep*				each 1/encounter: move your speed & +2 Ref Def until end of enc, or no Def penalty on charge, or move & +2 Ref Def v. Atk of Opp until next turn	Scout	Fringer
K	28	Deep-Space Gambit					1/encounter when you or vehicle is target of an atk, can force opponent to reroll, must take worse result	Scout	Hyperspace Explorer
K	28	Guidance	Perception	swif			show ally in LOS to ignore effect of difficult terrain until your next turn, not you	Scout	Hyperspace Explorer
K	29	Hidden Attacker	Stealth	swif			snipe action of Stealth is swif not move	Scout	Hyperspace Explorer
K	29	Hyperspace Savant	Pilot				Pilot replaces Use the Computer for astrogate or operate sensors	Scout	Hyperspace Explorer
K	29	Vehicle Sneak	Pilot				treat your ship as two size categories smaller when attempting Stealth checks	Scout	Hyperspace Explorer
C	25	Close-Combat Assault	Recon Team Leader				each follower gains PB Shot feat	Scout	Reconnaissance
C	25	Get Into Position	BAB+5, Recon Team Leader	move			one of your followers +2 speed	Scout	Reconnaissance
C	25	Reconnaissance Actions	Recon Team Leader	stan			if you atk: +2 ranged atk to each, +1 Stealth each, or +1 Perception each if armed with ranged weapon	Scout	Reconnaissance
C	25	Reconnaissance Team Leader					gain follower trained in Perception & Stealth, can be taken max 3 times, make Stealth checks with you	Scout	Reconnaissance
F	28	Blend In					Stealth replaces Deception for a deceptive appearance, considered trained	Scout	Spy
F	28	Improved Surveillance	Surveillance				you and allies +1 on all defenses v. target	Scout	Spy
F	28	Incognito	Blend In			n	can reroll Deception for a deceptive appearance	Scout	Spy
F	28	Intimate Knowledge	Surveillance	stan			once per encounter can take 20 on trained Knowledge or take 10 on untrained Knowledge even if can't	Scout	Spy
F	28	Surveillance	Perception	full			Perception v. target in LOS, DC15 or Stealth (higher), you & allies +2 atk until next turn & out of LOS	Scout	Spy
F	28	Traceless Tampering					automatically leave no trace of tampering, something goes wrong if you fail by 10 not 5	Scout	Spy

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C	25	Advanced Intel	Spotter	free			if not surprised can use Spotter even in surprise round	Scout	Surveillance
C	25	Hidden Eyes					if have concealment v. target, +5 Perception v. target	Scout	Surveillance
C	25	Hunt the Hunter		stan			if looking for hidden enemies, can make one atk v. one enemy you notice	Scout	Surveillance
C	25	Seek and Destroy	Hidden Eyes				if make charge against unaware target, target cannot make Perception check to notice you	Scout	Surveillance
C	25	Spotter		move			Perception v. DC 10+CL of target in LOS to gain for you and allies +1 Atk v. target	Scout	Surveillance
CR	50	Evasion					if hit with area attack, take half or no damage	Scout	Survivor
CR	50	Extreme Effort		2swif			+5 Str check in same round	Scout	Survivor
CR	50	Sprint					run up to five time speed	Scout	Survivor
CR	50	Surefooted					speed not reduced by difficult terrain	Scout	Survivor
R	26	Aggressive Surge					1/enc make a free charge when you take a Second Wind	Scout	Unpredictable
R	26	Blast Back		reac			1/rnd when damaged by area atk, make an atk v. source if have LOS & range	Scout	Unpredictable
R	26	Fade Away		reac			1/turn when damaged by atk, move half speed with no Atk of Opp	Scout	Unpredictable
R	26	Second Strike	Blast Back	free			1/enc when you miss move half spd & atk another target w/out Atk of Opp (Combat Reflexes = number of uses = Dex bonus but only once a round)	Scout	Unpredictable
R	26	Swerve	Fade Away	reac			1/enc can negate Atk of Opp & move half spd w/out Atk of Opp (Combat Reflexes = number of uses = Dex bonus but only once a round)	Scout	Unpredictable
L	30	Adapt and Survive					when an enemy in 24sq & LOS gains morale or insight bonus, you gain it too until your next turn	Scout	Versatility
L	30	Defensive Protection		reac	x		add results of Force Point to any one of your Def or to 1 adjacent ally until your next turn	Scout	Versatility
L	30	Quick on Your Feet		reac			1/encounter move your speed	Scout	Versatility
L	30	Ready and Willing					you can take a readied action at the end of the current turn after opponent takes its action	Scout	Versatility
L	30	Unbalancing Adaptation	Adapt and Survive				when you use Adapt & Survive, you deny the bonus to the enemy in LOS	Scout	Versatility
L	47	Adrenaline Implant		stan			1/encounter adjacent ally gains 10 hp at start of each of its turns (do not accumulate) (at end of encounter target moves -3 down track & needs rest or surgery)	Shaper	Implant
L	47	Precision Implant		stan			1/encounter adjacent ally gains +1 atk at end of encounter target moves -3 down track & needs rest or surgery	Shaper	Implant

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L	47	Resilience Implant		stan			1/encounter adjacent ally gains +5 to thresh at end of encounter target moves -3 down track & needs rest or surgery	Shaper	Implant
L	47	Speed Implant		stan			1/encounter adjacent ally gains +2 spd at end of encounter target moves -3 down track & needs rest or surgery	Shaper	Implant
L	47	Strength Implant		stan			1/encounter adjacent ally gains +1 die dam at end of encounter target moves -3 down track & needs rest or surgery	Shaper	Implant
L	47	Biotech Mastery					can make modifications in half time & half cost, can take 10 on Mechanics check	Shaper	Shaper
L	47	Expedient Mending	Expert Shaper				can mend a damaged or disabled biotech device as stan not full	Shaper	Shaper
L	47	Expert Shaper				y	reroll Treat Injury to repair or modify biotech	Shaper	Shaper
L	47	Master Mender	Expert Shaper				when you temporarily mend biotech using Treat Injury moves +4 up track and only -3 down at end	Shaper	Shaper
L	47	Skilled Implanter	Biotech Surgery feat				when installing an implant the attack bonus is halved	Shaper	Shaper
K	40	Affliction					when you damage an opponent with a Force power, opponent takes +2d6 dam at start of next turn	Sith Apprentice	Sith
CR	223	Dark Healing		stan	x		life from creature w/in 6 squares, ranged Atk v. target's Fort Def, deals & heals d6 dam per class level	Sith Apprentice	Sith
K	40	Dark Healing Field					life from 3 creatures w/in 12sq, 1/encounter UtF if = Fort target d6 dam per class level & you heal half if attack fails target takes half dam & you heal that amount	Sith Apprentice	Sith
CR	223	Dark Scourge				y	+1 Atk v. Jedi	Sith Apprentice	Sith
CR	223	Dark Side Adept					reroll any Dark side skill	Sith Apprentice	Sith
CR	223	Dark Side Master	Dark Side Adept		x	n	reroll any Dark side skill	Sith Apprentice	Sith
K	40	Drain Force		reac			once per encounter when you damage a Force-sensitive opp regain 1 force power & target loses 1 FP	Sith Apprentice	Sith
CR	223	Force Deception					Use the Force replaces Deception, considered trained	Sith Apprentice	Sith
CR	224	Improved Dark Healing	Dark Healing	stan	x		range increases to 12 squares, failure deals and heals 1/2 damage	Sith Apprentice	Sith
K	41	Sith Alchemy	Dark Side Adept & Master	full	x		Create Sith Talisman = +d6 dam with Force powers or lightsaber, gain Dark Side point with first use Create Sith Weapon - imbue weapon with Sith alchemical weapon template (K79)	Sith Apprentice	Sith

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T	81	Stolen Form	Any force technique, WF lightsabers				choose a lightsaber form	Sith Apprentice	Sith
CR	224	Wicked Strike	Weapon Focus, Weapon Specialization		x		Crit with a lightsaber, move target 2 steps down track	Sith Apprentice	Sith
J	21	Cause Mutation	Sith Alchemy		x		transform to Sith Abomination (J22) or Chrysalis Beast (J133), domesticated for you, days = new CL	Sith Apprentice	Sith Alchemy
J	21	Rapid Alchemy		stan			+2 atk with melee weapon, 1/encounter lose bonus as free for +5 on single damage roll	Sith Apprentice	Sith Alchemy
J	21	Sith Alchemy					Create Sith Amulet, Sith Armor, Sith Talisman, or Sith Weapon, see J21-22	Sith Apprentice	Sith Alchemy
J	22	Sith Alchemy Specialist	Sith Alchemy		x		modify an item to gain Sith Alchemy traits, see J22	Sith Apprentice	Sith Alchemy
L	43	Desperate Measures	Focus Terror	swif			1/encounter all allies w/in 12 sq & LOS may make an immediate atk at -5	Sith Apprentice	Sith Commander
L	43	Focus Terror		swif			1/encounter all allies w/in 12 sq & LOS move +2 up track but are -2 atk & skills for rounds = CL	Sith Apprentice	Sith Commander
L	43	Incite Rage		swif			1/encounter all allies w/in 12 sq & LOS +1 rage bonus on atk but -2 Ref Def until end of encounter	Sith Apprentice	Sith Commander
L	43	Power of Hatred	Incite Rage	swif			1/encounter all allies in LOS with less than half hp gains hp = CL	Sith Apprentice	Sith Commander
R	28	Ambush Specialist Destructive					if not surprised you can treat first round of combat as surprise round to activate talents etc. In surprise round designate one enemy as prime target & +2 atk until end of encounter	Soldier	Ambusher
R	28	Ambusher	Ambush Specialist				+1 die dam v. prime target until end of encounter	Soldier	Ambusher
R	28	Keep It Going Keep Them	Ambush Specialist	free			if you reduce your prime target to 0 hp, designate a new prime target	Soldier	Ambusher
R	28	Reeling Perceptive	Ambush Specialist	swif			1/turn make opposed Initiative check v. prime target, if win prime target is flat-footed v. you	Soldier	Ambusher
R	28	Ambusher	Ambush Specialist				+5 Perception v. prime target until end of the encounter	Soldier	Ambusher
R	28	Spring the Trap					if you & all allies roll higher Initiative than opponents, gain a surprise round even if aware	Soldier	Ambusher
CR	51	Armor Mastery	Armored Defense				max Dex bonus is +1	Soldier	Armor Specialist
CR	52	Armored Defense					Ref Def bonus = either heroic level or armor bonus	Soldier	Armor Specialist

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CR	52	Improved Armored Defense	Armored Defense				Ref Def bonus = either heroic level + 1/2 armor bonus or armor bonus	Soldier	Armor Specialist
CR	52	Juggernaut	Armored Defense				armor does not reduce speed or distance moved	Soldier	Armor Specialist
CR	52	Second Skin	Armored Defense				armor bonus to Ref Def and equip bonus to Fort Def increase by +1	Soldier	Armor Specialist
K	29	Shield Expert	AP (light)				once per encounter spend swif to regain 10 SR to max on an active personal shield	Soldier	Armor Specialist
C	26	Bayonet Master	Gun Club				with full atk treat ranged weapon w/bayonet as double weapon ignoring penalties for double weapon	Soldier	Brawler
SV	17	Cantina Brawler					if flanked +2 on unarmed attack & damage	Soldier	Brawler
SV	18	Counterpunch					if fight defensively any adjacent creature provokes an attack of opportunity	Soldier	Brawler
K	29	Devastating Melee Smash	Melee Smash				once per encounter, before making atk, add half level to dam not +1	Soldier	Brawler
SV	18	Experienced Brawler	Stunning Strike*	stan			each 1/enc after you Atk: +5 dodge, or +5 Fort or Will Def, or move 2 sq w/out Atk of Opp	Soldier	Brawler
CR	52	Expert Grappler					+2 opposed Grapple checks	Soldier	Brawler
L	31	Grabber					do not take -5 when using grab action	Soldier	Brawler
CR	52	Gun Club					use gun as melee weapon w/out penalty, with bayonet, acts as blade and club	Soldier	Brawler
L	31	Hammerblow					if unarmed & holding no items double Str bonus on unarmed attacks	Soldier	Brawler
SV	18	Make Do					no penalty with improvised weapons	Soldier	Brawler
SV	18	Man Down		reac			if ally within 6sq reduced to 0 hp, move up to speed toward ally without Atk of Opp	Soldier	Brawler
CR	52	Melee Smash					+1 dam on melee attacks	Soldier	Brawler
SV	18	Pick a Fight	Cantina Brawler				during surprise you & allies within 6sq +1 Atk & you retain bonus against damaged targets	Soldier	Brawler
L	31	Strong Grab					when you grab and opponent they must use a full to break the grab not a stan	Soldier	Brawler
CR	52	Stunning Strike	Melee Smash				with damage in a melee attack, move 1 down track if damage beat threshold	Soldier	Brawler
SV	18	Sucker Punch					if your melee Atk does dam v. Opp without Dex to Def that opp cannot make Atk of Opp	Soldier	Brawler
CR	52	Unbalance Opponent	Expert Grappler				one opponent loses Str bonus to melee attacks against you, not to damage	Soldier	Brawler
C	26	Unrelenting Assault	Melee Smash				if miss melee or atk negated still do Str bonus (min 1) or 2 x Str bonus if attacking two-handed	Soldier	Brawler

BOOK	PAGE	TALENT	PRE-REQUISITES	ACT	FP?	M/R	FP?: x = must spend force point, * = may spend MtR: Must take Reroll	CLASS	TREE
L	30	Gang Leader					1/encounter when you intimidate gain +1 for every ally within 6sq & target's LOS (max +5)	Soldier	Brute Squad
L	31	Melee Assault					with melee atk against target with your allies adjacent if also over Fort Def deal +1 die dam & prone	Soldier	Brute Squad
L	31	Melee Brute					w/melee atk against target w/your allies adjacent if also over Fort Def spd -2 & -2 Ref Def next turn	Soldier	Brute Squad
L	31	Melee Opportunist					1/encounter when ally makes successful melee atk against target adjacent to you, atk as reac & +2 atk	Soldier	Brute Squad
L	31	Squad Brutality					with melee atk against target with your allies adjacent reroll damage & keep best	Soldier	Brute Squad
L	31	Squad Superiority					with you & two allies adjacent to target, target is flat-footed	Soldier	Brute Squad
CR	52	Battle Analysis		swif			DC15 Knowledge (Tactics) know which allies or opponents in LOS have half hp	Soldier	Commando
CR	52	Cover Fire	Battle Analysis				with a ranged attack, allies w/in 6 squares get +1 Def until your next turn	Soldier	Commando
CR	52	Demolitionist					using Mechanics skill to set explosives = +2 dice dam, take multiple and stack	Soldier	Commando
CR	52	Draw Fire		swif			Persuasion v. Will, cannot attack anyone within 6 squares if you don't have cover	Soldier	Commando
T	95	Hard Target	Tough As Nails	reac			catch a Second Wind as a reaction not a swift action	Soldier	Commando
CR	52	Harm's Way	Initiative skill	swif			once per round, shield ally, any attacks that target you	Soldier	Commando
CR	52	Indomitable		swif			once per day, +5 up condition track, but not persistent conditions, can take multiple	Soldier	Commando
C	26	Keep Them at Bay					if you aid another to suppress an attack, the enemy takes -5 on its atk not 2	Soldier	Commando
CR	53	Tough as Nails		swif			catch a Second Wind one extra time	Soldier	Commando
T	57	Combined Fire	Coordinated Attack				+2 dam against targets damaged by an ally since end of your last turn	Soldier	Mercenary
F	28	Commanding Presence		swif			once per encounter all enemies -2 Will Def, Persuasion is now a class skill	Soldier	Mercenary
F	28	Dirty Fighting					once per encounter if you damage an opp reduce target's thresh by 2 for encounter	Soldier	Mercenary
F	29	Feared Warrior	Commanding Presence				when you reduce enemy to 0hp, Persuasion v. targets in 6sq, -2 Atk rest of encounter (once only)	Soldier	Mercenary
F	29	Focused Warrior					when you deal damage you get +5 Will Def until next turn unless you are surprised or flat-footed	Soldier	Mercenary
T	57	Mercenary's Determination	Mercenary's Grit	free	x		double your speed for 1 round, must wait 5 rounds between uses	Soldier	Mercenary
T	57	Mercenary's Grit		swif			when affected by a debilitating condition, change penalty to bonus for 1 round, then move down track	Soldier	Mercenary

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T	57	Mercenary's Teamwork	Combined Fire*				+2 dam against targets damaged by an ally since end of your last turn (+10 max)	Soldier	Mercenary
F	29	Ruthless	Dirty Fighting				when you deal damage over thresh, +2 dam v. that target rest of encounter	Soldier	Mercenary
K	30	Burning Assault	Jet Pack Training	stan			expend a charge as an attack, treat as flame thrower, not while flying	Soldier	Rocket Jumper
K	30	Improved Trajectory	Jet Pack Training				increase fly speed 2sq	Soldier	Rocket Jumper
K	30	Jet Pack Training	Jet Pack Training				activate as free, no Pilot check to land	Soldier	Rocket Jumper
K	30	Jet Pack Withdraw	Jet Pack Training	reac			once per encounter when enemy moves adjacent expend one charge to fly or move speed or withdraw	Soldier	Rocket Jumper
C	26	Commanding Officer					gain 1 follower with AP feat & WP (rifles), can be taken max 3 times	Soldier	Squad Leader
C	26	Coordinated Tactics	Commanding Officer				each follower gains Coordinated Attack feat	Soldier	Squad Leader
C	26	Fire at Will	BAB+5, Commanding Officer	full			you and 1 follower can make ranged atk v. target in LOS with you each taking -5 on atk	Soldier	Squad Leader
C	26	Squad Actions		stan			if you atk: extend autofire by 1 sq, +2 dam, or + atk per follower if armed with ranged weapon	Soldier	Squad Leader
C	26	Comrades in Arms					if within 3 sq of ally, +1 atk	Soldier	Trooper
C	26	Focused Targeting	Comrades in Arms				if you damage opponent all allies within 3 sq gain +2 dam v. that target	Soldier	Trooper
C	26	Phalanx	Watch Your Back				if you provide soft cover to an ally within 3 sq it is improved cover	Soldier	Trooper
C	26	Stick Together	Comrades in Arms	move			if an ally moves you can move before your next turn if you end within 3 sq of that ally	Soldier	Trooper
C	26	Watch Your Back					if you are adjacent to an ally you can't be flanked	Soldier	Trooper
SV	18	Crushing Assault	Weapon Specialization				if damage opp with bludgeoning Atk, +2 Atk & dam on next atk v. opponent before end of encounter	Soldier	Weapon Specialist
CR	53	Devastating Attack					opponent's damage threshold is 5 less, single weapon group	Soldier	Weapon Specialist
K	29	Disarming Attack	Impr Disarm, Int 13, Weapon Specialization*				ignore target's armor bonus to Ref Def when disarming, 1/encounter as free +10 Atk when disarming	Soldier	Weapon Specialist
SV	18	Impaling Assault	Weapon Specialization				if damage opp with piercing Atk, opponent -2 speed until end of your next turn	Soldier	Weapon Specialist

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L	31	Improved Suppression Fire					when you suppress that enemy is -5 atk, if targeting with autofire each enemy -2 atk in area	Soldier	Weapon Specialist
CR	53	Penetrating Attack	Weapon Focus				opponent's DR is 5 less, single weapon group	Soldier	Weapon Specialist
SV	18	Stinging Assault	Weapon Specialization				if damage opp with slashing Atk, opp -2 melee Atk until your next turn	Soldier	Weapon Specialist
CR	53	Weapon Specialization	Weapon Focus				+2 dam, single weapon group	Soldier	Weapon Specialist
C	47	Enhanced Vision					Perception as swif not stan	Vanguard	Vanguard
C	47	Impenetrable Cover					if in cover, gain DR = CL provided you still have cover when they attack	Vanguard	Vanguard
C	47	Invisible Attacker	Maximize Cover				if target is unaware of you, +1 die dam from ranged	Vanguard	Vanguard
C	47	Mark the Target		swif			when you damage target with non-area atk, 1 ally in LOS treats target as if flat-footed	Vanguard	Vanguard
C	47	Maximize Cover					if opponent use aim to negate cover, Stealth v. attacker's Initiative to retain cover	Vanguard	Vanguard
C	47	Shellshock	Soften the Target				if you damage target with area attack, target is flat-footed v. you until next turn	Vanguard	Vanguard
C	47	Soften the Target		swif			when you damage target with ranged atk, 1 ally in LOS ignores target's DR & SR	Vanguard	Vanguard
C	47	Triangulate	Enhanced Vision			y	1/encounter if you and allies have LOS to same target you all can reroll one ranged attack	Vanguard	Vanguard