

# Star Wars Saga Edition Talent Summary

## Base and Prestige Classes

Starships of the Galaxy  
Threats of the Galaxy  
The Force Unleashed Campaign Guide  
Knights of the Old Republic Campaign

Scum & Villiany  
Clone Wars Campaign Guide  
Legacy of the Force Campaign Guide

Jedi		
Jedi Consular	prerequisite	benefit
Adept Negotiator		Make a Persuasion check to move target -1 step on the condition track.
Force Persuasion	Adept Negotiator	Make a Use the Force check instead of a Persuasion check.
Master Negotiator	Adept Negotiator	When using Adept Negotiator, target moves -2 steps down the condition track.
Cleanse Mind		As a swift action, once per turn remove mind-affect from ally.
Collective Vision	Farseeing Force Power	As a reaction, allies with Farseeing within 6 squares of you can make an aid another check when you initiate Farseeing.
Consular's Vitality		Once per round, as a swift action, you grant one ally within 12 squares of you (and in your line of sight) bonus hit points equal to 5 + your Charisma modifier. These bonus hit points last until the beginning of your next turn (at which point any remaining bonus hit points are lost), and any damage dealt to that ally comes out of bonus hit points first. You take a -5 penalty on all Use the Force checks until the beginning of your next turn.
Improved Consular's Vitality	Consular's Vitality	Whenever you damage a target with a successful lightsaber attack, you may use the Consular's Vitality talent as a free action instead of a swift action until the start of your next turn.
WatchCircle Initiate	Farseeing Force Power	As a reaction, make a Use the Force check to give a Force Point to an ally within line of sight.
Visionary Attack	Farseeing Force Power, WatchCircle Initiate	As a reaction, make a Use the Force check to give you or an ally within 12 squares a reroll on an missed attack.
Visionary Defense	Farseeing Force Power, WatchCircle Initiate	As a reaction, make a Use the Force check to give you or an ally within 12 squares +5 to Reflex Defense against a successful attack from an enemy.
Renew Vision		As a swift action, 1/per encounter refresh all expended uses of Farseeing.
Force of Will		+2 Will Defense. Also spend Force Point to grant allies bonus to Will Defense.
Skilled Advisor		Spend a full round action to give an ally a +5 or +10 to their next skill check.
Jedi Guardian		
Acrobatic Recovery		As a reaction make an Acrobatics check to avoid falling prone.
Battle Meditation		Spend full round action and Force Point to give allies within 6 squares +1 bonus on attacks for the duration of the encounter.
Improved Battle Meditation	Battle Meditation	As a swift action, activate Battle Meditation. Extends out to 12 squares and enemies suffer -1 penalty to attack rolls.
Elusive Target		When in melee, opponents have an additional -5 penalty to hit you.
Exposing Strike		When you use a lightsaber to deal damage to a target, you can spend a Force Point to make that target flat-footed until the end of your next turn.
Force Intuition		Make a Use the Force check instead of an Initiative check.
Forceful Warrior		When making a critical hit with a lightsaber, gain a Force Point.
Guardian Strike		Whenever you use a lightsaber to deal damage to a target, that target takes a -2 penalty on attack rolls against any target other than you until the beginning of your next turn.
Mobile Combatant		As a swift action, when adjacent opponent moves you can move with that opponent.
Resilience		Spend a full round action to move +2 along the condition track.
Jedi Sentinel		
Clear Mind		Reroll Use the Force check when avoiding detection from other force-users.
Force Haze	Clear Mind	Conceal you and allies in haze to avoid detection from others in line of sight.
Persistent Haze	Clear Mind, Force Haze	Whenever anyone concealed by your use of the Force Haze talent attacks, you maintain total concealment without having to make another Use the Force check. Only those who do not attack remain conceal; the attacker no longer has total concealment, even when using this talent.
Unseen Eyes	Clear Mind, Force Haze	Whenever you use the Force Haze talent, allies hidden by the haze can reroll any Perception check, keeping the better result. Additionally, allies hidden by the haze gain +2 on all damage rolls against foes that are unaware of them.
Dampen Presence		As a swift action, make a Use the Force check to make sentient forget the interaction with you.
Dark Side Sense		Reroll Use the Force check to sense the presence of those with a Dark Side Score of 1+.
Dark Side Scourge	Dark Side Sense	Deal extra damage with melee attacks versus creatures with a Dark Side Score of 1+.
Resist the Dark Side	Dark Side Sense	Gain a +5 bonus to all Defense scores versus Dark Side powers and Dark Force-users.
Sentinel Strike		When attacking with a Force Power or lightsaber against a flat-footed opponent, deal an extra 1d6 damage.
Dark Retaliation	Sentinel Strike	As a reaction, 1/per encounter spend a Force Point to activate a Force Power after being targeted by a power with the [dark] descriptor.
Sentinel's Gambit		As a swift action, 1/per encounter an adjacent enemy with a Dark Side Score loses its Dexterity bonus to Reflex Defense.
Sentinel's Observation		If you have concealment against a target, you gain a +2 circumstance bonus on attack rolls against that target.
Steel Resolve		Take a penalty to an attack roll to gain a bonus to Will Defense till the start of your next turn.
Lightsaber Combat		
Block		As a reaction, make a Use the Force check to negate a melee attack.
Riposte	Block, BAB +5	As a reaction, 1/per encounter make an attack after successfully using Block.
Deflect		As a reaction, make a Use the Force check to negate a ranged attack.
Redirect Shot	Deflect, BAB +5	Deflect a blaster bolt and then immediately make a ranged attack at target within line of sight.
Lightsaber Defense		As a swift action, gain a +1 deflection bonus to your Reflex Defense for one turn.
Lightsaber Specialization	Weapon Focus (Lightsabers) feat	Gain +2 bonus on melee damage with Lightsabers.
Lightsaber Throw		Make a thrown attack with your lightsaber, then pull it back to you if within 6 squares.

The Jedi class also has available all of the Force Talent Trees, including: Alter, Control, Sense & Dark Side

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Noble		
Collaborator	prerequisite	benefit
Double Agent		When you roll Initiative at the beginning of combat, also roll a Deception check, comparing the result to the Will Defense of all enemies in line of sight. If your Deception check is successful, that target cannot attack you and does not believe you to be an enemy (though they do not consider you an ally) while this effect is active. If you attack or otherwise obviously harm or hinder a target under the effect of this talent, or one of that target's allies, this effect ends. This is a mind-affecting effect.
Protection	Double Agent	As a standard action, you can designate one ally and make a Persuasion check, comparing the result against the Will Defense of all enemies in your line of sight who can hear and understand you. If your check result equals or exceeds a target's Will Defense, that target cannot attack the ally you designated until the beginning of your next turn.
Enemy Tactics		Whenever an enemy within 12 squares of you and in your line of sight receives an insight or morale bonus from any source, you can also gain that bonus, subject to all the same limitations as the bonus provided to that enemy.
Friendly Fire	Enemy Tactics	If you are engaged in melee combat with an adjacent enemy and are the target of a ranged attack that misses you, compare the attack roll to the Reflex Defense of one adjacent enemy; if the attack equals or exceeds the target's Reflex Defense, that enemy becomes the new target of the attack, which is resolved as normal.
Feed Information		As a swift action, you can grant one enemy a +1 bonus on its next attack roll made before the beginning of your next turn. Additionally, until the beginning of your next turn, you can designate one ally who receives a +2 bonus on its next attack roll.
Disgrace		
Castigate		You deliver a scathing rebuke against a target to erode its will and fill it with doubt. Make a Persuasion check as a standard action against the target's Will Defense. If successful, you impose a -2 penalty to all the target's Defenses until the end of your next turn. You can use this ability only against targets that can clearly hear you and understand your language.
Dirty Tactics		1/encounter, as a standard action, you can grant a tactical advantage to all allies within your line of sight. When any ally flanks an opponent, that ally gains a +4 flanking bonus on melee attack rolls instead of the normal +2 bonus. Allies lose this benefit immediately if line of sight is broken or if you are unconscious or dead, or at the end of the encounter.
Ambush	Dirty Tactics	During a surprise round, before combat begins, if you are not surprised you can give up your standard action to allow all nonsurprised allies within your line of sight to take an extra move action during the surprise round. Allies can spend this move action to instead reroll their Initiative check and take the better result as a free action before combat begins.
Misplaced Loyalty	Dirty Tactics	As a swift action 1/turn, you can make a Persuasion check against the Will Defense of all opponents within your line of sight. If successful, a target cannot attack you if one of your allies is within 6 squares of you. You may not use this talent in the same round as the soldier's Draw Fire talent. This effect lasts until the beginning of your next turn.
Two-Faced	Dirty Tactics, Misplaced Loyalty	You have mastered the art of saying one thing and doing another, allowing you to deceive your enemies to keep your machinations hidden. You can use each of the following actions once per encounter as a standard action:
		<ul style="list-style-type: none"> <li><i>False Security</i>: Make a single melee or ranged attack against a target within your range. At any time before the beginning of your next turn, you can make a single attack against that target as a reaction if that target attacks you.</li> <li><i>Nonthreatening</i>: Make a single melee or ranged attack against a target within your range. Until the beginning of your next turn, that opponent cannot make any attacks against you except for attacks of opportunity. This is a mind-affecting effect.</li> </ul>
		<ul style="list-style-type: none"> <li><i>Tricky Target</i>: Make a single melee or ranged attack against a target within your range that has not attacked you since the end of your last turn. You gain a +2 bonus on your attack roll and damage roll for this attack.</li> </ul>
Unreadable		You gain a +5 bonus to your Will Defense against skill checks made to read your emotions and influence your attitude. In addition, whenever you successfully feint a target in combat, that target is flat-footed against all your attacks until the end of your next turn.
Influence		
Presence		As a standard action, make a Persuasion check to intimidate a creature.
Demand Surrender	Presence	Once per encounter, make a Persuasion check to force an injured opponent to surrender.
Weaken Resolve	Presence	If you cause sufficient damage you can cause an opponent to flee in terror for 1 minute.
Improved Weaken Resolve	Presence, Weaken Resolve	Fleeing targets do not recover from their fear of you even if they are damaged again in encounter.
Fluster	Presence, trained in Persuasion Skill	1/per encounter, make Persuasion check to force target to make only swift action next round.
Intimidating Defense	Presence, trained in Persuasion Skill	As a reaction, 1/per encounter make Persuasion check to impose -5 penalty to attack roll that successfully hit you that turn.
Ideologue		
Instruction		As a standard action, 1/per encounter grant ally skill check with your skill modifier.
Idealist	Charisma 13	Add your Charisma bonus instead of Wisdom bonus to Will Defense.
Know Your Enemy		As a swift action, make Knowledge (galactic lore) check to learn two details of opponent.
Know Dissident	Know Your Enemy	As a standard action, make a Persuasion check to prevent opponent from attacking you for a round.
Lead by Example		1/per encounter grant allies +1 bonus to attack and +1 die of damage for remained of encounter to a target you successfully damaged.

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### Inspiration

<b>Bolster Ally</b>		As a standard action, granted ally within line of sight gains +1 on condition track and bonus hit points.
<b>Inspire Confidence</b>		As standard action, grant all allies within line of sight +1 morale bonus to attack rolls and skill checks until end of the encounter.
<b>Beloved</b>	Bolster Ally, Inspire Confidence	Your allies hold you in such esteem that when you are threatened or injured, you can impel them to action. You can use each of the following actions once per encounter: <ul style="list-style-type: none"> <li>• <i>Guardian</i>: Choose one ally as a swift action. As long as you remain within 6 squares of the ally, you gain a +2 bonus to your Reflex Defense until the start of your next turn.</li> <li>• <i>Reprisal</i>: Make a single melee or ranged attack against any target within your range as a standard action. If your attack roll succeeds and if that target attacks you before the end of your next turn, one ally within 6 squares can make an attack against that target as a reaction.</li> <li>• <i>To Me!</i>: Spend a swift action. Whenever you take any damage before the beginning of your next turn, each ally within line of sight can move 2 squares as a reaction. This movement does not provoke attacks of opportunity.</li> </ul>
<b>Ignite Fervor</b>	Bolster Ally, Inspire Confidence	If you hit opponent you can grant an ally a bonus to damage on their next attack.
<b>Inspire Zeal</b>	Bolster Ally, Inspire Confidence, Ignite Fervor	If an ally within line of sight makes an attack that causes an opponent to go down the condition track, the target goes down an additional -1 step.
<b>Willpower</b>	Inspire Confidence	As a swift action, 1/per encounter grant allies in line of sight +2 morale bonus to Will Defense.
<b>Inspire Haste</b>		As a swift action, grant ally on their next turn the use of skill check as a move action.

### Leadership

<b>Born Leader</b>		As a swift action, grant allies within line of sight a +1 insight bonus to attack rolls for duration of the encounter.
<b>Distant Command</b>	Born Leader	Allies who leave line of sight of you retain the Born Leader bonus.
<b>Rally</b>	Born Leader, Distant Command	As a swift action, allies within line of sight and half hit points gain +2 morale bonus to Reflex and Will Defenses, and to damage rolls for remainder of encounter.
<b>Fearless Leader</b>	Born Leader	As a swift action, allies in line of sight gain +5 to Will Defense against fear effects for duration of encounter.
<b>Reactionary Attack</b>	Born Leader, trained Persuasion skill	As a reaction, 1/per encounter grant ally within 6 squares a free attack at a target that attacked you or ally.
<b>Coordinate</b>		As a standard action, grant allies within line of sight additional +1 bonus for aid another actions for one turn.
<b>Trust</b>	Born Leader, Coordinate	Give up your standard action to give an ally in line of sight an extra standard or move action.

### Loyal Protector

<b>Inspire Loyalty</b>		You gain a single follower. Choose either the aggressive, defensive, or utility follower template for your follower, generating the follower's statistics based on the rules on page 32 (CWCG). This follower gains one Armor Proficiency feat of your choice and becomes trained in the Perception skill. The follower must meet the prerequisites for the Armor Proficiency feat your select. You can select this talent multiple times. Each time you do, you gain one additional follower (maximum of 3 followers).
<b>Punishing Protection</b>	Inspire Loyalty, base attack bonus +5	As a reaction to you being damaged by an attack or a Force power, one of your followers can make an immediate melee or ranged attack against the target that attacked you. Until the beginning of your next turn, any time you are damaged by an attack or Force power, another one of your followers can attack that attacking target. This ability can be use once per encounter.
<b>Protector Actions</b>	Inspire Loyalty	You and your followers have learned to work together to great effect, ensuring that you remain safe while allowing them to do their duty. You can use any of the following actions on your turn. <ul style="list-style-type: none"> <li>• <i>Bodyguard</i>: As a standard action, you can make a melee or ranged attack against a target within range. Until the end of your next turn, if that target damages you with an attack or a Force power, as a reaction you can choose to redirect the attack or Force power to an adjacent follower; the attack or Force power is resolved against that ally as normal.</li> <li>• <i>Diversion Attack</i>: As a standard action, you can make a melee or ranged attack against a target within range. If that target attacks you or one of your allies before the beginning of your next turn, you can move one of your followers up to its speed directly toward that target.</li> <li>• <i>The Best Defense</i>: As a standard action, you can make a melee or ranged attack against a target within range. For each of your followers armed with a ranged weapon and having line of sight to the target, that target takes a -1 penalty on attack rolls until the beginning of your next turn.</li> </ul>
<b>Undying Loyalty</b>		Each of your followers gains the Toughness feat.

### Lineage

<b>Connections</b>		Avoid paying licensing fees and having background checks, and Black Market items are cheaper.
<b>Influential Friends</b>	Connections	1/per day, have skill check made with 25 + ½ your heroic level result.
<b>Powerful Friends</b>	Connections, Influential Friends	1/per encounter take 20 on Persuasion check.
<b>Educated</b>		Make any knowledge check untrained.
<b>Engineer</b>	Educated, Knowledge (technology)	Gain training in Mechanics skill. Reduce time to install systems by 25%.
<b>Spontaneous Skill</b>	Educated	Once per day, make an untrained skill check as if it was trained.
<b>Wealth</b>		Gain 5000 x Noble level in credits each time you go up in level.

### Fencing

<b>Noble Fencing Style</b>	Trained in Deception and Persuasion skill	With light melee or lightsaber you can use your Charisma modifier instead of your Strength modifier for attack rolls.
<b>Demoralizing Defense</b>	Noble Fencing Style	As a reaction, a target you have just hit in melee takes half damage but is at -5 to attack rolls against you until the end of your next turn.
<b>Leading Feint</b>	Noble Fencing Style	As a swift action, if you damage target in melee make a Deception check to feint. If successful then target is flat-footed against an ally's first attack who is within 12 squares.
<b>Personal Affront</b>	Noble Fencing Style, BAB +5	As a reaction, 1/per encounter make a single melee attack against an adjacent enemy who damaged you.
<b>Transposing Strike</b>	Noble Fencing Style, BAB +5	When you hit target with melee attack, you can choose to do half damage and switch squares with target.

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Scoundrel		
Fortune	prerequisite	benefit
<b>Fool's Luck</b>		As standard action, spend Force Point to gain +1 luck bonus on attack rolls, or +1 to all of your defenses, or +5 on skill checks.
<b>Avert Disaster</b>	Fool's Luck	1/encounter, you can turn a critical hit against you into a normal hit.
<b>Better Lucky than Dead</b>	Fool's Luck	1/encounter, as a reaction, you gain a +5 luck bonus to any one defense until the start of your next turn.
<b>Fortune's Favor</b>		When you score critical hit, gain a free standard action.
<b>Gambler</b>		Gain +2 competence bonus on Wisdom checks when you gamble.
<b>Knack</b>		Once per day, reroll a skill check.
<b>Lucky Shot</b>	Knack	Once per day, reroll an attack roll.
<b>Lucky Stop</b>	Knack	As a reaction, 1/per encounter negate damage from one attack that would reduce you to zero hit points.
<b>Dumb Luck</b>	Knack, Lucky Shot	You are possessed of incredible luck and an uncanny ability to succeed where others would fail. You can use each of the following actions 1/encounter as a standard action: <ul style="list-style-type: none"> <li><b>Elude Enemy:</b> Make a single melee or ranged attack against any target within your range. If you damage the target, you gain a +2 bonus to your Reflex Defense against this target until the beginning of your next turn.</li> <li><b>Escape:</b> Make a single melee or ranged attack against any target within your range. If that target successfully damages you before the start of your next turn, you can immediately move 2 squares as a reaction. This movement does not provoke attacks of opportunity.</li> <li><b>Make your Own Luck:</b> Make a single melee or ranged attack against any target within your range. If you miss this target, you gain a +2 bonus on your next attack roll.</li> </ul>
<b>Ricochet Shot</b>	Knack, Lucky Shot	When making a ranged attack against a target with cover, you can choose to reduce the benefit of that target's cover by one step, from improved cover to cover, or cover to no cover. You deal only half damage with this attack.
<b>Uncanny Luck</b>	Knack, Lucky Shot	1/encounter, you can consider any single d20 roll or 16 or higher to be a natural 20.
<b>Unlikely Shot</b>	Knack, Lucky Shot	1/encounter, you can reroll the damage of one attack and take the better result.
<b>Labyrinthine Mind</b>		1/encounter, as a reaction, you become immune to all mind-affecting effects until the end of your next turn (you can choose to ignore this for beneficial effects). Any mind-affecting effects currently affecting you are also removed, though you can choose to retain any beneficial effects you currently have.
Misfortune		
<b>Befuddle</b>		If you are successful on a Deception check against a target's Will Defense as a swift action, until the start of your next turn you can move through the threatened area of that target as a part of your move action without provoking an attack of opportunity. Each threatened square that you move through counts as 2 squares of movement.
<b>Dastardly Strike</b>		If an opponent is denied its dexterity bonus to Reflex Defense and you hit with an attack, move the target -1 on the condition track.
<b>Weakening Strike</b>	Dastardly Strike	Whenever you deal damage to an opponent denied its Dex bonus Reflex Defense, you can choose not to move the target down the condition track and instead impose a -5 penalty on all your opponent's attacks and melee damage until the end of your next turn.
<b>Disruptive</b>		Spend two swift actions to suppress all morale and insight bonuses to enemies in line of sight for one turn.
<b>Walk the Line</b>	Disruptive	As standard action, all opponents within 6 squares and line of sight are -2 Defenses for one turn.
<b>Cunning Strategist</b>	Disruptive, Walk the Line	You can create opportunities to chip away at your opponent's defenses. You can use each of the following actions 1/encounter as a standard action: <ul style="list-style-type: none"> <li><b>Create Opening:</b> Make a single melee or ranged attack against any target within your range. If you damage the target, the target takes a -5 penalty to its Reflex Defense until the start of your next turn.</li> <li><b>Crippling Attack:</b> Make a single melee or ranged attack against any target within your range. Until the start of your next turn, the target takes a -2 penalty to its base speed.</li> <li><b>Vicious Attack:</b> Make a melee or ranged attack within your range against two opponents that are within 2 squares of each other. Make a separate attack roll at a -5 penalty against each target, but roll damage once only.</li> </ul>
<b>Hesitate</b>		You can fill your opponent with doubt by making a Persuasion check as a standard action against a single target that can hear and understand you within 12 squares of you. If your check result equals or exceeds the target's Will Defense, the target takes a -2 penalty to its base speed, and if the target takes a standard action, it must also spend its swift action. This penalty lasts until the end of the target's next turn.
<b>Sow Confusion</b>	Hesitate	1/encounter, as a standard action, you can make a Deception check and compare the result to the Will Defense of all enemies in your line of sight. If the check result equals or exceeds an enemy's Will Defense, that enemy must spend a swift action in addition to a standard action to make an attack until the start of your next turn.
<b>Skirmisher</b>		Move at least 2 squares to gain +1 on attack rolls for one turn.
<b>Improved Skirmisher</b>	Skirmisher	When you move at least 2 squares before your attack and end your move in a different square from where you started, you gain +1 bonus to all your defenses until the start of your next turn.
<b>Sneak Attack</b>		Deal an extra 1d6 damage to opponents denied their Dexterity bonus to Reflex Defense.
<b>Sudden Strike</b>	Skirmisher, Sneak Attack	Whenever you would gain the benefit of the Skirmisher talent and you successfully hit your opponent, you deal sneak attack damage in addition to the normal damage dealt by the attack.
<b>Stymie</b>		Once per round, as a swift action, you can designate a target within 12 squares of you and in your line of sight as the target of this talent. Until the beginning of your next turn, you can cause that target to take a -5 penalty on all checks made with a single skill. You must have line of sight to your target to make use of this talent, and declare which skill is to be penalized at the time this talent is activated. This is a mind-affecting effect.

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<b>Slicer</b>		
Electronic Forgery	Use Computer skill	Replace Deception with Use Computer when making forged electronic documents.
Electronic Sabotage	Use Computer skill	As a standard action, make Use Computer check to make computer unfriendly to others.
Virus	Electronic Sabotage, Use Computer skill	You can substitute a Use Computer check for a Mechanics check when disabling a computerized device. The effort takes 1 minute and the DC is equal to the computer's Will Defense. In addition, whenever anyone access the affected computer using a droid or another computer, that computer or droid's attitude immediately becomes unfriendly.
<b>Gimmick</b>		
Master Slicer	Gimmick	As a swift action, issue a routine command to a computer.
Security Slicer	Mechanics Skill	Reroll Use Computer check when trying to improve access.
Trace		You do not need a Security Kit to disable a security system with the Mechanics Skill.
<b>Spacer</b>		
Hyperdriven		Once per day, gain bonus equal to your class levels on one attack roll, skill check, or ability check.
Spacehound		No penalties in low or no gravity environments. Proficient with all starship weapons.
Starship Raider	Spacehound	While on board a starship, gain +1 on attack rolls.
Cramped Quarters Fighting	Spacehound, Starship Raider	When adjacent to an obstacle or barrier, you gain a +2 cover bonus to your Reflex Defense.
Stellar Warrior	Spacehound	While on board a starship, any natural 20 on an attack roll gives you a temporary Force point.
Make a Break for It	Spacehound, Stellar Warrior	1/encounter, while on or in a vehicle, you can move up to one half your speed or move the vehicle up to one-half its speed if you are the pilot, as a swift action. This movement does not provoke attacks of opportunity
<b>Outlaw Tech</b>		
Fast Repairs	Trained in Mechanics	If you jury-rig then object gains temporary hits points equal to Mechanics check.
Hotwire	Trained in Mechanics	Make a Mechanics check instead of a Use Computer check to improve access.
Quick Fix	Trained in Mechanics	Once per encounter, you can jury-rig an object that is not disabled.
Personalized Modifications		As a standard action, gain a +1 equipment bonus to attack rolls and +2 to damage rolls for powered weapons for the duration of the encounter.
<b>Smuggling</b>		
Art of Concealment		As a swift action you may conceal an item. When making Stealth check to conceal item, take 10 even under pressure.
Fast Talker	Art of Concealment	As a standard action, 1/per day take 20 on Deception check to deceive.
Hidden Weapons	Art of Concealment	As a move action, draw a hidden weapon to attack target as flat-footed.
Illicit Dealings		When Hagglng with Persuasion check, roll twice and keep the better result.
Surprise Strike		If you fail a Deception check, you can make single unarmed attack as free action.
<b>Malkite Poisoner</b>		
Malkite Techniques		Once per encounter, apply toxin to appropriate weapons. Beat Fort Def and target takes extra damage + condition steps each round until the attack on Fort misses.
Modify Poison	Malkite Techniques	Make Know (life sciences) check to modify delivery of poison.
Numbing Poison	Malkite Techniques	Poisoned target denied Dex to Ref Def while poison lasts.
Undetectable Poison	Malkite Techniques	+5 to Treat Injury tests versus poison.
Vicious Poison	Malkite Techniques	Poison's attack roll gains +2.
<b>Opportunist</b>		
Advantageous Opening		When an enemy or ally in your line of sight rolls a natural 1 on an attack roll, you can make a melee or ranged attack against a single target within range.
Thrive on Chaos	Advantageous Opening	When an enemy or ally within 20 squares of you is reduced to 0 hit points, you gain bonus hit points equal to 5 + one-half your character level. Damage is subtracted from bonus hit points first, and any bonus hit points remaining at the end of the encounter go away. Bonus hit points do not stack.
Retribution		When a target moves one of your allies in your line of sight down the condition track by any means, you gain a +2 insight bonus to your attack rolls against that target until the end of your next turn.
Vindication	Retribution	When an enemy you have damaged is reduced to 0 hit points or moved to the bottom of the condition track, your next attack made before the end of the encounter deals +1 die of damage.
Slip By		When you damage a target, until the beginning of your next turn, you can move through that target's space. Moving through the target's space might still provoke attacks of opportunity as normal, and you must end your movement in a legal space.
<b>Run and Gun</b>		
Opportunistic Strike		1/per encounter, you can make an attack of opportunity from point blank range when a target provokes from an ally.
Cheap Shot	Opportunistic Strike	1/per encounter, you can make an attack of opportunity from point blank range when a target takes the withdraw action from an ally.
No Escape	Opportunistic Strike	Opponents that withdraw from one of your threatened spaces are considered flat-footed till the end of your next turn.
Strike and Run		As a reaction, 1/per encounter you can move your speed after damaging an opponent.
Slippery Strike	Strike and Run	As a reaction, 1/per encounter designate a target that you have damaged. This target can not make attacks of opportunity against you until the end of your next turn. This ability stacks with Strike and Run.

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Scout		
Awareness	prerequisite	benefit
Acute Senses		Reroll Perception checks.
Expert Tracker	Acute Senses	No penalty to Survival checks when tracking while moving.
Improved Initiative	Acute Senses	Reroll Initiative checks.
Uncanny Dodge I	Acute Senses, Improved Initiative	No penalty for being flat-footed or attacked by hidden opponent.
Uncanny Dodge II	Acute Senses, Improved Initiative, Uncanny Dodge I	You cannot be flanked.
Reset Initiative	Acute Senses, Improved Initiative, Trained in Initiative	1/per encounter, after first round you can add 5 to your initiative.
Keen Shot	Acute Senses	No penalty when attacking target with concealment.
Weak Point	Acute Senses, Keen Shot	As a swift action, 1/per encounter you can ignore DR of a single target for the rest of your turn.
Camouflage		
Hidden Movement		No penalty to Stealth check while moving.
Hunker Down		Whenever you benefit from cover, you can spend a standard action to hunker down and maximize the benefit of the cover. You increase the benefit to cover to improved cover and improved cover to total cover.
Improved Stealth		Reroll Stealth checks.
Hide in Plain Sight	Hidden Movement, Improved Stealth	1/encounter, when you are within 2 squares or cover or concealment, you can move to that cover or concealment and make a Stealth check to hide as a single move action.
Shadow Striker	Hidden Movement, Improved Stealth	You excel in fighting from the shadows, hitting your opponents when they least expect it. You can use each of the following actions once per encounter as a standard action: <ul style="list-style-type: none"> <li>• <i>Blinding Strike</i>: Make a single melee or ranged attack against an opponent within range. If you damage the target, you gain total concealment against that target until the beginning of your next turn.</li> <li>• <i>Confusing Strike</i>: You can make a single melee or ranged attack against an opponent within range. If this opponent is denied its Dexterity bonus to Reflex Defense or if you have concealment from this opponent, a successful attack also causes the opponent to be able to take only a swift action on its next turn.</li> <li>• <i>Unexpected Strike</i>: Make a melee or ranged attack within your range against an opponent from whom you have concealment. You gain a +2 bonus on this attack roll if you have concealment or a +5 bonus if you have total concealment.</li> </ul>
Total Concealment	Hidden Movement, Improved Stealth	If a situation gives you concealment you have total concealment.
Fringer		
Barter		Reroll any Persuasion check to Haggle.
Fringe Savant		Gain one temporary Force Point whenever you roll a natural 20 on a skill check.
Long Stride		Increase your speed by 2 squares if you wear light or no armor.
Flee	Long Stride	As a standard action, you can designate a single opponent and move up to your speed away from that opponent; this movement does not provoke attacks of opportunity from that opponent, though it might provoke as normal for all other opponents. In addition, your speed increases by 2 until the end of your next turn.
Sidestep	Long Stride	You can use a swift action to reduce the cost of each move into a diagonal space to 1 until the end of your turn if you are wearing light armor or no armor. You cannot use this talent if you are wearing medium or heavy armor.
Swift Strider	Long Stride, Sidestep	You are skilled at maneuvering on the battlefield thanks to your experience surviving in dangerous places. You can use each of the following actions as a standard action: <ul style="list-style-type: none"> <li>• <i>Blurring Speed</i>: As a move action move up to your speed, and gain a +2 bonus to your Reflex Defense until the end of the encounter.</li> <li>• <i>Sudden Assault</i>: Make a charge attack against an enemy within range as a standard action. You take no penalty to your Reflex Defense for this attack.</li> <li>• <i>Weaving Stride</i>: Move up to your speed as a move action. You gain a cumulative +2 dodge bonus to Reflex Defense for each attack of opportunity made against you during this movement. This bonus lasts until the beginning of your next turn.</li> </ul>
Surge	Long Stride	1/encounter, you can use a swift action to move up to your speed.
Jury-Rigger		Reroll mechanics checks when jury-rigging.
Keep it Together	Jury-Rigger	Whenever you successfully jury-rig a device or vehicle, the vehicle does not move -5 steps along the condition track at the end of the encounter, though it does move -2 persistent steps down the condition track.
Spy		
Blend In		When creating deceptive appearance, you can replace your Deception with Stealth.
Incognito	Blend In	You can reroll Deception when creating deceptive appearance.
Surveillance	Trained in Perception	As a full round action, make Perception check grant yourself and allies +2 insight bonus to attack rolls against target until the end of your turn
Improved Surveillance	Surveillance	If successful with Surveillance, grant you and your allies +1 to defenses against target.
Intimate Knowledge	Surveillance	As a standard action, 1/per encounter take 10 or 20 on Knowledge skill that you normally would not be able to make.
Traceless Tampering		When making Mechanics check to disable, make no trace of tampering.



# Star Wars Saga Edition Talent Summary

## Base and Prestige Classes

<b>Survivor</b>		
<b>Evasion</b>		If hit by area effect attack, take half damage if it hits, no damage if the attack misses you.
<b>Extreme Effort</b>		Spend two swift actions to gain +5 to a single Strength check or Strength-based skill.
<b>Sprint</b>		When running, move up to five times your speed.
<b>Surefooted</b>		Your speed is not reduced by difficult terrain.
<b>Reconnaissance</b>		
<b>Reconnaissance Team Leader</b>		You gain a single follower. Choose either the aggressive, defensive or utility follower template for your follower, generating the follower's statistics using the rules on page 32 (CWCG). This follower gains the Skill Training feat for the Perception and Stealth skills. Additionally, whenever you use the Stealth skill, all your followers can also make Stealth checks as a part of the same action if they are able to.
<b>Close-Combat Assault</b>	Reconnaissance Team Leader	Each of your followers gains the Point Blank Shot feat.
<b>Get Into Position</b>	Reconnaissance Team Leader, bas attack bonus +5	As a move action, you can cause one of your followers to move up to his or her speed +2 squares.
<b>Reconnaissance Actions</b>	Reconnaissance Team Leader	You and your reconnaissance team have learned to work together as a cohesive unit and have an established set of tactics, which you have practised to perfection. You can use any of the following actions on your turn.
		Forward Scouting: As a standard action, you can make a melee or ranged attack against a target in range. For each of your followers armed with a ranged weapon who has line of sight to your target, you can grant one ally a +2 insight bonus on attack rolls against your target until the beginning of your next turn. This if you have multiple armed followers with line of sight to the target, you can grant the +2 bonus to multiple allies.
		Group Sniping: As a standard action, you can make a melee or ranged attack against a target in range. For each of your followers armed with a ranged weapon who has line of sight to your target, you and each of your followers gains a +1 circumstance bonus to Stealth checks until the end of your next turn.
		Sweep the Area: As a standard action, you can make a melee or ranged attack against a target in range. For each of your followers armed with a ranged weapon who has line of sight to your target, you and each of your followers gains a +1 circumstance on Perception checks until the end of your next turn.
<b>Surveillance</b>		
<b>Hidden Eyes</b>		If you have concealment from a target, you gain a +5 circumstance bonus on all Perception checks made against that target.
<b>Seek and Destroy</b>	Hidden Eyes	If you make a charge attack against a target that is unaware of you, that target cannot make a Perception check to notice you until the attack is resolved, even if you move away from cover or concealment.
<b>Hunt the Hunter</b>		When you use a standard action to actively look for hidden enemies (as per the Notice Targets application of the Perception skill), you can make a single melee or ranged attack against any one enemy you notice with your Perception check.
<b>Spotter</b>	Spotter	As a move action, you can make a Perception check with a DC equal to 10 + CL of a single target enemy in your line of sight. If you succeed on the check, you and all of your allies that can hear and understand you gain a +1 insight bonus on attack rolls against that target until the end of your next turn.
<b>Advanced Intel</b>		If you are not surprised at the beginning of combat, you can use the Spotter talent as a free action on your first turn, including during the surprise round.
<b>Hyperspace Explorer</b>		
<b>Deep-Space Gambit</b>		1/per encounter, make opponent re-roll an attack roll against you or your vehicle.
<b>Guidance</b>	Trained in Perception	As a swift action, grant an ally the ability to ignore difficult terrain on their next turn.
<b>Hidden Attacker</b>	Trained in Stealth	As a swift action, perform the snipe application of the Stealth skill.
<b>Hyperspace Savant</b>	Trained in Pilot	When piloting vehicle, you can use your Pilot skill instead of Use Computer for astrogation and operating sensors.
<b>Vehicle Sneak</b>	Trained in Pilot	Your vehicle is considered two size categories smaller when attempting Stealth checks.

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### Soldier

Armor Specialist	prerequisite	benefit
Armored Defense		Add either your heroic level or your armor bonus to calculate your Reflex Defense.
Armor Mastery	Armored Defense	Max Dexterity Bonus for armor improves by +1.
Improved Armored Defense	Armored Defense	Add your heroic level plus one-half your armor bonus, or your armor bonus to calculate your Reflex Defense.
Juggernaut	Armored Defense	Your armor does not reduce your speed or distance you can move while running.
Second Skin	Armored Defense	+1 to Reflex Defense and Fortitude Defense while wearing armor.
Shield Expert	Armor Proficiency (light)	As a swift action, 1/per encounter regain 10 points of SR on an active personal shield.
Brawler		
Cantina Brawler		While flanked, you gain a +2 bonus on unarmed attack rolls and damage rolls.
Pick a Fight	Cantina Brawler	During the surprise round, you and all allies within 6 squares of you gain a +1 morale bonus on attack rolls. Additionally, until the end of the encounter, you retain this bonus to attack rolls against any target you or your allies damage during the surprise round.
Counterpunch		When you fight defensively, and adjacent creature that attacks you provokes an attack of opportunity from you.
Expert Grappler		+2 competence bonus on grapple attacks.
Unbalance Opponent	Expert Grappler	One opponent may not use their Strength bonus to attack rolls for the round.
Gun Club		Use a ranged weapon as a melee weapon. Weapons with bayonets count as double weapons.
Bayonet Master	Gun Club	When you take a full attack action, you can treat a ranged weapon with a bayonet as a double melee weapon. You can attack with the bayonet and club a target with your ranged weapon (as with the Gun Club talent), ignoring the normal penalties for attacking with both ends of a double weapon.
Make Do		When fighting with an improvised weapon, you take no penalty on your attack rolls.
Man Down		Whenever an ally within 6 squares is reduced to 0 hit points, you can immediately move up to your speed toward that ally as a reaction. This movement does not provoke attacks of opportunity.
Melee Smash		+1 damage with melee attacks.
Stunning Strike	Melee Smash	When you damage an opponent they go down an additional -1 on condition track.
Experienced Brawler	Melee Smash, Stunning Strike	You know how to fight when the odds are against you. You can use each of the following actions as a standard action once per encounter. <ul style="list-style-type: none"> <li>• <i>Avoid Attack</i>: Make a single melee attack against an opponent within your reach. Until the beginning of your next turn, you gain a +5 dodge bonus to Reflex Defense against a single attack as a reaction.</li> <li>• <i>Fortified Mind</i>: Make a single melee attack against an opponent within your reach. Until the beginning of your next turn, you gain a +5 bonus to Fortitude or Will Defense against a single attack as a reaction.</li> <li>• <i>Focused Stance</i>: Make a single melee attack against an opponent within your reach. At any time until the beginning of your next turn, as a reaction, you can move up to 2 squares. This movement does not provoke attacks of opportunity.</li> </ul>
Devastating Melee Smash	Melee Smash	1/per encounter, during a melee attack add half your level to damage.
Unrelenting Assault	Melee Smash	You launch yourself at a foe, attacking with weapons, limbs, and anything else available. Whenever you miss with a melee attack or the attack is negated, you still deal your Strength bonus in damage to the target (minimum 1) or 2 x your Strength bonus if you attack with a weapon you are wielding two-handed.
Sucker Punch		When your melee attack damages an opponent that is denied its Dexterity bonus to Reflex Defense, that opponent cannot take attacks of opportunity until the end of its next turn.

### Commando

Battle Analysis		As a swift action, make a Knowledge (tactics) check to determine who in line of sight is at half hit points or less.
Cover Fire	Battle Analysis	When making attack with pistol or rifle, allies within 6 squares get +1 to their Reflex Defense for one turn.
Demolitionist		Placed explosives deal +2 dice of damage.
Draw Fire		As a swift action, make a Persuasion check so that allies within 6 squares are not targeted for one turn.
Harm's Way	Trained in Initiative	Once per round, spend a swift action to have attacks made against adjacent allies affect you instead.
Indomitable		Once per day, as a swift action, move +5 steps on the condition track.
Keep Them at Bay		When you use the aid another action to suppress an enemy, that enemy takes a -5 penalty on its next attack instead of the normal -2 penalty. Only 1 character may gain the benefits of this talent against a given target at a time.
Tough as Nails		You can catch an additional Second Wind per day.
Hard Target	Tough as Nails	As a reaction, take a second wind.

### Mercenary

Commanding Presence		As a swift action, 1/per encounter all enemies within 6 squares are -2 Will Defense for duration of encounter.
Fearful Warrior	Commanding Presence	When reducing opponent to 0 hit points, make Persuasion check to give -2 penalty to attack rolls for all opponents within 6 squares.
Combined Fire	Coordinated Attack Feat	If ally has damaged target since you last turn, you get +2 damage on the target.
Mercenary Teamwork	Coordinated Attack Feat, Combined Fire	+2 damage for each ally that has damaged the target since your last turn.
Dirty Fighting		1/per encounter if you damaged opponent then reduce opponents Damage Threshold is reduced by 2 for duration of the encounter.
Ruthless	Dirty Fighting	When you damage target beyond their Damage Threshold gain +2 to damage rolls against target for duration of encounter.
Focused Warrior		When you damage opponent, gain +5 Will Defense for one turn.
Mercenary's Grit		As a swift action, switch a condition track penalty into a bonus for one turn, then go down -1 step on the condition track.
Mercenary's Determination	Mercenary's Grit	As a free action, spend a force point to double your speed for one round.



# Star Wars Saga Edition Talent Summary

## Base and Prestige Classes

### Weapon Specialist

<b>Devastating Attack</b>		Treat your target's Damage Threshold as -5 less with selected weapon.
<b>Penetrating Attack</b>	Weapon Focus	Treat your target's Damage Reduction as -5 less with selected weapon.
<b>Weapon Specialization</b>	Weapon Focus	Gain +2 bonus on damage rolls with selected weapon.
<b>Crushing Assault</b>	Weapon Specialization	You use your attacks to beat down your opponents' defenses. When you successfully damage an opponent using a bludgeoning weapon that you have the Weapon Specialization talent for, your next attack against that opponent made before the end of the encounter gains a +2 bonus to the attack roll and to the damage roll. The effects of multiple Crushing Assaults do not stack.
<b>Disarming Attack</b>	Weapon Specialization, Improved Disarm, Intelligence 13	When attempting to disarm, target does not get their armor bonus to Reflex Defense. 1/per encounter gain +10 bonus on attack roll when attempting to disarm.
<b>Impaling Assault</b>	Weapon Specialization	You can hit your opponents to slow them down. Whenever you successfully damage an opponent using a piercing weapon that you have the Weapon Specialization talent for, your opponent reduces its speed by 2 squares until the end of your next turn. The effects of multiple Impaling Assaults do not stack.
<b>Stinging Assault</b>	Weapon Specialization	You can deliver nasty injuries that leave your opponents reeling. Whenever you successfully damage an opponent using a slashing weapon that you have the Weapon Specialization talent for, your opponent takes a -2 penalty on melee attacks against you until the start of your next turn. The effects of multiple Stinging Assaults do not stack.

### Trooper

<b>Comrades in Arms</b>		Whenever you are within 3 squares of an ally, you gain a +1 circumstance bonus to all melee and ranged attack rolls.
<b>Focused Targeting</b>	Comrades in Arms	When you damage a target with a melee or ranged attack, all allies within 3 squares gain a +2 bonus on damage rolls against that target until the beginning of your next turn.
<b>Stick Together</b>	Comrades in Arms	You can spend a move action to activate this talent. Until the beginning of your next turn, if an ally moves you can immediately move up to your speed as a move action, provided you end your movement within 3 squares of that ally.
<b>Watch Your Back</b>		If you are adjacent to at least one ally, enemies gain no benefit from flanking you or any adjacent allies.
<b>Phalanx</b>	Watch Your Back	Whenever you provide soft cover to an ally within 3 squares, you are considered to providing improved cover.

### Squad Leader

<b>Commanding Officer</b>		You gain a single follower. Choose either aggressive, defensive or utility follower template for your follower, generating the follower's statistics using the rules on page 32 (CWCG). This follower gains one Armor Proficiency feat of your choice and Weapon Proficiency (rifles) in addition to those provided by the follower templates. The follower must meet the prerequisites for the Armor Proficiency feat you select. You can select this talent multiple times. Each time you do, you gain one additional follower (maximum of three followers).
<b>Coordinated Tactics</b>	Commanding Officer	Each of your followers gains the Coordinated Attack feat (page 83 Core), provided he meets the prerequisite. If your follower later meets the prerequisite for the feat, he gains the feat at that time.
<b>Fire at Will</b>	Commanding Officer, base attack bonus +5	As a full-round action, you and one of your followers can make a ranged attack against one target (each) in line of sight. You each take a -5 penalty to your attack rolls.
<b>Squad Actions</b>	Commanding Officer	You and your squad have learned to work together as a team, and have an established set of tactics that you have practiced to perfection. You can use any of the following actions on your turn. <i>Autofire Barrage:</i> As a standard action, you can make an autofire attack against legal target squares. For each of your followers who is armed with a ranged weapon set on autofire, you can designate one additional square as targeted by your autofire (that square must be adjacent to your original target area). <i>Open Fire:</i> As a standard action, make a ranged attack against a single target. For each of your followers who is armed with a ranged weapon and has line of sight to the target, add +2 to your damage roll on a successful hit. <i>Painted Target:</i> As a standard action, make a ranged attack against a single target. You gain a competence bonus on your attack roll equal to the number of your followers who are armed with a ranged weapon and with line of sight to the target, you gain a +3 competence bonus on your attack roll.

### Rocket Jumper

<b>Jet Pack Training</b>		As a free action, activate jet pack. No Pilot check is needed to land safely.
<b>Burning Assault</b>	Jet Pack Training	As a standard action, expend one jet pack charge to make flamethrower attack.
<b>Improved Trajectory</b>	Jet Pack Training	Increase fly speed by 2 with jet pack.
<b>Jet Pack Withdrawal</b>	Jet Pack Training	As a reaction, 1/per encounter when your opponent moves adjacent to you, you can expend one charge of your jet pack to fly and move your speed or withdraw.

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Force		
Alter	prerequisite	benefit
Aversion		As a swift action, you can spend a Force Point to radiate an invisible aura that makes other beings want to avoid you. Until the end of the encounter, all squares within 2 squares of you are considered difficult terrain for your enemies.
Disciplined Strike		Exclude a certain number of targets from Force powers with cone effects.
Force Flow		When you roll a 1 on an attack or Use the Force check you get a temporary Force Point.
Illusion / Illusion	Mind Trick Force Power	As a standard action, spend a Force Point and make a Use the Force check to create an illusion.
Telekinetic Power		If you roll a natural 20 with telekinetic Force powers you may use the effect again immediately for free.
Telekinetic Savant		Once per encounter, return one telekinetic Force power to your suite for free.
Telepathic Link	Trained in Use the Force	As a swift action, create an enhanced link with another Force user. Telepathically communicate freely. 1/encounter you or your ally can use a Force power from the other's suite.
Telepathic Influence	Telepathic Link, Trained in Use the Force	If you roll a natural 20 on an attack roll or Use the Force check you can grant one ally within 12 squares a temporary Force Point.
Control		
Beast Trick		You can use the Mind Trick Force Power on creatures with an Intelligence of 2 or lower.
Damage Reduction 10		Spend a Force point to gain DR 10 for 1 minute.
Equilibrium		As a swift action, spend a Force Point to remove debilitating conditions affecting you.
Force Recovery	Equilibrium	When you use Second Wind, regain 1d6 x number of Force Points you possess in additional Hit Points.
Force Focus		As a full round action, make a Use the Force check to regain one spent Force power.
Force Exertion	Force Training Feat	You must designate one of your Force Powers for this talent. As a reaction, replace a Force Power in your current active suite with an additional use of the designated Force Power. Move -1 on the condition track for one minute.
Force Suppression	Rebuke Force Power	If you fail a Use the Force check for Rebuke you still lessen the effect of variable power effects by one step.
Indomitable Will		As a standard action, spend a Force Point to become immune to all mind-affecting effects for one minute.
The Will to Resist		1/turn, as a reaction to being targeted by a Force power or other ability that targets your Will Defense, you can make a Use the Force check and replace your Will Defense with the result of the Use the Force check. After you make this check, until the end of your next turn, you take a -5 penalty on all Use the Force checks.
Sense		
Force Perception		Make a Use the Force check instead of a Perception check.
Foresight	Force Perception	Spend a Force Point to reroll an Initiative Check.
Gauge Force Potential	Force Perception	As a standard action, make a Use the Force check to know Force details of a target.
Psychometry	Force Perception, Farseeing	When you use the <i>farseeing</i> Force power, you can choose to target an object you hold instead of a character or creature. You can look into the targeted object's past, up to a maximum of 5 years per your character level. Any information gained about the object's past is based on the thoughts and emotions of the person holding or carrying the object at the time you perceive, which can shew the results of the vision.
Visions	Force Perception, Farseeing	When using the Farseeing Force power, you can spend a Force Point to see in target's past or future.
Force Pilot		Make a Use the Force check instead of a Pilot check.
Force Reflexes	Force Sensitivity Feat, Starship Tactics Feat, Force Pilot	Spend a Force Point to reroll Pilot check when using a maneuver.
Feel the Force		As a standard action, spend a Force Point to ignore all concealment for one minute.
Heightened Awareness		You can spend a Force Point to add your Charisma bonus to your Perception check.
Shift Sense		You can spend a Force Point to gain low-light vision for 1 minute or until the end of the encounter, whichever is longer.
Light Side		
At Peace		You can spend a Force Point to gain a +2 Force bonus to all defenses until the end of the encounter or until you attack, whichever comes first.
Focused Attack		You can spend a Force Point to reroll an attack against a creature with a Dark Side Score of 1 or higher, keeping the better of the two rolls.
Attuned	Focused Attack	When you roll a natural 20 on an attack roll against a target with a Dark Side Score of 1 or higher, you can activate a single Force power with the <i>[light side]</i> descriptor immediately as a free action.
Surge of Light		1/encounter, as a swift action, you can return any Force power with the <i>[light side]</i> descriptor to your suite without spending a Force Point. You may select this talent multiple times. Each time you select it, you can use this talent one additional time per encounter.

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## Base and Prestige Classes

### Dark Side

#### Consumed by Darkness

Sometimes your anger consumes you. As a swift action, you can take a -5 penalty to your Will Defense to gain a +2 Force bonus on attack rolls. The penalty and bonus last until the beginning of your next turn.

#### Drain Knowledge

As a standard action, spend a Force Point to make a Use the Force check to drain knowledge from target you touch. Gain a skill or skill focus for 1 day. Or you can sift through mind to gain specific piece of knowledge. Dark Side score increases by 1.

#### Power of the Dark Side

When you spend a Force Point to add to attack roll, you may roll an additional die and take the best result. Dark Side score increases by 1.

#### Swift Power

Power of the Dark Side

Once per day, you can use a Force power that normally takes a standard action as a swift action.

#### Wrath of the Dark Side

Power of the Dark Side

When rolling a natural 20 on a Use the Force check for Force Powers that cause damage, you can choose not to regain Force Powers to instead cause an additional 1/2 damage to target in the next round.

#### Dark Presence

Charisma 13, Power of the Dark Side

As a standard action, you and your allies gain +1 Force bonus to all defenses for the duration of the encounter.

#### Revenge

Power of the Dark Side, Dark Presence

If an ally is reduced to 0 hit points or killed then you gain a +2 bonus on attack and damage rolls for the duration of the encounter.

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### Other Force Using Traditions

Jensaarai Defender (core)	prerequisite	benefit
Attune Armor		As a full-round action, spend a Force Point to get +2 armor bonus and max Dexterity bonus increases by +1.
Force Cloak		As a swift action, concentrate to conceal yourself from electronic surveillance.
Force Cloak Mastery	Force Cloak	Increase the Force Cloak to include others in its protection.
Linked Defender		As a swift action, take up to -5 on attack roll to grant ally up to +5 force bonus to Reflex Defense for one turn.
<b>Dathomir Witch (core)</b>		
Adept Spellcaster		Use a Force Power as a full round action to get a reroll for Use the Force check.
Flight	Adept Spellcaster	As a swift action, spend a Force Point to fly for one turn.
Charm Beast		Make a Use the Force check instead of a Persuasion check when trying to shift attitude with an undomesticated creature.
Command Beast	Charm Beast	When made friendly, an undomesticated creature becomes domesticated towards you and if large enough, may be used as a mount.
<b>Agent of Ossus (TFUCG)</b>		
Buried Presence		As a standard action, spend a Force Point to be immune from detection via the Force for 1 hour.
Conceal Other	Buried Presence	You can grant the benefit of Buried Presence or Vanish to an adjacent target.
Insightful Aim	Weapon Proficiency (pistols or rifles)	As a swift action, you can spend a Force Point to use a Use the Force check for your attack modifier on ranged attacks for one round.
Vanish		As a swift action, you can make a Use the Force check to gain total concealment from a target.
<b>Felucian Shaman (TFUCG)</b>		
Detonate	Force Blast Force Power	When using Force Blast power, spend a Force Point to create a 2 square area attack around your target.
Hive Mind		As a swift action, use the Telepathy power of the Use the Force skill and you auto succeed.
Infuse Weapon		As a full-round action, spend a Force Point to increase DR of your weapon and make it cause more damage (2 x Force Point result) when spending a Force Point to modify the attack roll.
Sickening Blast	Force Blast Force Power	When using the Force Blast power, if your Use the Force check exceeds the target's Fortitude Defense then you can move it -1 on the condition track at the cost of increasing your Dark Side Score by 1.
<b>Jai Shey (KOTOR)</b>		
Force Delay	Trained in Persuasion	1/per encounter make Persuasion check versus Will Defense on target with Intelligence 3 or higher. If successful then target loses move action next round. Spend a Force Point to have target lose standard action.
Action Exchange	Force Delay	When you successfully use Force Delay, grant one ally within 6 squares the ability to trade a move action for an additional standard action on their next turn.
Imbue Item		Create an item that can store one Force Point which can be activated with a swift action. May use this additional Force Point in same round that character spent regular Force Points.
Knowledge of the Force		As a reaction, spend a Force Point to aid another within 6 squares on a Use the Force check.
<b>Keetael (KOTOR)</b>		
Conceal Force Use		As a swift action, when making a Use the Force check, you can also make a Deception check to hide the use of the Force.
Force Direction		When you spend a Force Point to add to ranged attack roll, you can opt to just add +3 (d6) or +4 (d8).
Force Momentum		When you spend a Force Point to add to a melee attack roll, you can also apply the result to your damage roll.
Past Visions	Visions	When using farseeing to search the past, reduce your DC by half. You can also see everything within 6 squares of your target without spending a Force Point.
<b>The Krath (KOTOR)</b>		
Dark Side Manipulation		1/per encounter when you spend a Force Point that would result in gaining a Dark Side point, you get the maximum result on the die.
Krath Illusions	Illusions	As a swift action reduce penalty of large illusions by half.
Krath Intuition		1/per encounter spend a Force Point while using a Sith Alchemical weapon to cause maximum damage.
Krath Surge		As a swift action, 1/per encounter either add 1 die of damage or extend range by 6 squares to a Force Power.
<b>Luka Sene (KOTOR)</b>		
Field Detection	Trained in Use the Force	As a swift action, make a Use the Force check to detect the presence and type of electromagnetic and energy fields within 12 squares. For the next turn, reduce SR by 5 when attacking targets with personal energy shields.
Luka Sene Master	Field Detection, farseeing	1/per encounter gain 1 temporary Force Point for use on Luka Sene talents, farseeing Force Power, Search your Feelings and Sense Force applications.
Improved Force Sight		As a swift action, use the Search application of Perception. Auto succeed with Sense Surroundings application of Use the Force.
Quickseeing	Trained in Use the Force, farseeing	As a free action, make a Use the Force check versus Will Defense on target within 12 squares and remove one use of farseeing from force suite. If you succeed then you gain +2 insight bonus to attack rolls against target until the end of your turn.
<b>Order of Shasa (KOTOR)</b>		
Deception Awareness		Gain +5 to Will Defense against uses of Deception. You can use Use the Force instead of Perception for sense deception and sense influence applications, and gain a reroll of Use the Force for these applications.
Greater Weapon Focus (Fira)	Weapon Focus (Fira)	Gain an additional +1 bonus to attack rolls with Fira.
Progenitor's Call		1/per encounter make a Use the Force check versus Will Defense to make target take -1 persistent condition on the Condition Track and losing their standard action on the next turn.
Waveform		As a swift action, when you use a telekinetic Force Power you can add your Charisma modifier to damage.

# Star Wars Saga Edition Talent Summary

## Base and Prestige Classes

### Bando Gora Captain (CWCG)

#### Bango Gora Surge

Whenever you move up the condition track by any means, you gain bonus hit points equal to 5 + your heroic level. Bonus hit points are consumed before normal hit points, and unused bonus hit points go away at the end of the encounter. Bonus hit points from multiple sources do not stack.

#### Force Fighter

Whenever you spend a Force Point to add to an attack roll, you heal a number of hit points equal to the Force Point result if the attack hits.

#### Resist Enervation

Whenever an effect would move you down the condition track, you can spend a Force Point to negate that movement down the condition track.

#### Victorious Force Mastery

Whenever an enemy you have damaged in this encounter is reduced to 0 hit points, you may automatically return one spent Force power to your Force suite as a free action.

### Believer Disciple (CWCG)

#### Believer Intuition

As a reaction, when an opponent successfully attacks you, make a Use the Force check and compare the result to your opponent's attack roll. If the check equals or exceeds the result of the attack roll, you can add your Charisma modifier to your Reflex Defense.

#### Defense Boost

As a swift action, you can make a DC15 Use the Force check. If the check is succeeds, you gain a +1 Force bonus to your Fortitude Defense until the end of the encounter. Before you make your Use the Force check, you can increase that target number to DC20 to gain a +1 Force bonus to all your defenses.

#### Hardiness

You can spend a Force Point to reduce the number of swift actions it takes you to move +1 step along the condition track by one.

#### High Impact

As a swift action, make a DC15 Use the Force check. If your check succeeds, double your Strength bonus to the next melee damage roll you make before the end of your turn.

#### Sith Reverence

You gain a +1 morale bonus on your attack rolls while you are within 20 squares and in line of sight of an ally with Dark Side Score equal to or greater than your own.

### Korunnai Adept (CWCG)

#### Akk Dog Master

You gain an akk dog follower. Choose either the aggressive, defensive or utility follower template, and generate the akk dog follower's statistics using the rules on page 32 (CWCG). This follower gains the akk dog species traits (see Akk Dog Followers sidebar, CWCG 57) and the Power Attack feat. Additionally, any Force power you activate that targets you can target your akk dog follower instead, at your discretion. An akk dog counts toward the total number of followers you have, just like followers gained from other talents.

#### Akk Dog Trainer's Actions

#### Akk Dog Master

You and your akk dog have bonded through the Force and can fight in concert. You can use any of the following actions on your turn.

**Attack in Concert:** As a standard action, you can make a melee or ranged attack against a target in range. If your akk dog follower is adjacent to the target and your attack hits, the target also takes piercing damage equal to 1d6 + the akk dog's Strength modifier. This additional damage is considered part of your attack for the purposes of resolving damage, DR, SR, and overcoming damage threshold.

**Fall Upon Prey:** As a standard action, you can make a melee or ranged attack against a target in range, and your akk dog can take the charge action against a target within its range. However, both you and your akk dog take a -5 penalty on your attack rolls (this replaces the bonus to attack rolls granted by the charge action).

**Paired Maul:** As a standard action, you can make a melee or ranged attack against a target in range. If the attack hits, your akk dog follower gains a +2 competence bonus on its next attack roll against that target.

Your akk dog follower gains the Powerful Charge feat.

#### Akk Dog Attack Training

#### Akk Dog Master

#### Protective Reaction

#### Akk Dog Master

Whenever you are targeted by an attack made by an enemy adjacent to your akk dog follower, that attacker provokes an attack of opportunity from your akk dog follower.

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Ace Pilot			
Blockade Runner	prerequisite	benefit	
Outrun		Whenever you use the all-out movement action as the pilot of a vehicle, your vehicle gains a +2 dodge bonus to Reflex Defense.	
Punch Through		If you are the pilot of a vehicle, smaller vehicles that attempt to engage you in a dogfight take a -10 penalty on the Pilot check instead of the normal -5.	
Small Target		When you are the pilot of a Colossal or smaller vehicle, capital ship weapons that take a -20 penalty on attack rolls against your vehicle (such as turbolasers) do not automatically score a critical hit on your vehicle on a natural 20. The attack is only a critical hit of the total attack roll (20 + the weapon's attack bonus) would normally hit your vehicle. Otherwise, the attack deals normal damage.	
Watch This		You can move into or through a space occupied by a vehicle of Colossal (frigate) size or larger without causing a collision. Additionally, if you pilot a Colossal or smaller vehicle, you can occupy the same space as a vehicle of Colossal (frigate) size or larger.	
Close Cover	Watch This	If you occupy the same space as a vehicle that is larger than the vehicle you are piloting, your vehicle gains a +5 cover bonus from the larger vehicle.	
Expert Pilot			
Blind Spot		As a swift action, make an opposed Pilot check to move into opponents space and get +2 to attack rolls against target, while target gets -2 penalty to attack rolls against you.	
Close Scrape		As a reaction, make a Pilot check to turn a critical hit against you into a normal hit.	
Elusive Dogfighter		When in dogfight, opponent takes -10 penalty to attacks if you win Pilot Roll.	
Full Throttle		Take 10 on Pilot checks for speed, and move 5 times speed with all-out movement.	
Improved Attack Run		You do not have to move in a straight line to make an attack run.	
Keep it Together		Once per encounter, avoid going down condition track.	
Relentless Pursuit		Roll twice to initiate a dogfight.	
Renowned Pilot		All allies within 6 squares of a vehicle you pilot can reroll one Pilot check, keeping the better result. Once an ally has used this ability, that same ally cannot gain this talent's benefit during the same encounter.	
Vehicular Evasion		If vehicle is hit by area attack take half damage, if a miss then no damage.	
Juke	Vehicular Evasion	Fighting defensively allows the use of Vehicular Combat twice in a round.	
Vehicle Focus	Wisdom 13	Select vehicle type and gain +2 to attack rolls and take 10 on Pilot checks even when stressed.	
Wingman	Wisdom 13	As a swift action, make Pilot check to give +5 bonus to Pilot check for ally in dogfight.	
Gunner			
Expert Gunner		Gain +1 bonus on attack rolls with vehicle weapons.	
Dogfight Gunner	Expert Gunner	When in Dogfight, take no penalties with attack rolls.	
Quick Trigger	Expert Gunner	Make Attack of Opportunity on enemy vehicles.	
System Hit	Expert Gunner	When you do damage to enemy vehicle, it suffers an additional -1 step on condition track.	
Crippling Hit	Expert Gunner, System Hit	When you move a target vehicle down the condition track it also loses the use of one of its systems until it is fixed.	
Synchronized Fire	Expert Gunner	Once per encounter, ready attack with ally. Damage is combined for issues of SR and DR.	
Great Shot		Reduce the range category by one when firing vehicle weapons.	
Spacer			
Hyperdriven		Once per day, gain bonus equal to your class levels on one attack roll, skill check, or ability check.	
Spacehound		No penalties in low or no gravity environments. Proficient with all starship weapons.	
Starship Raider	Spacehound	While on board a starship, gain +1 on attack rolls.	
Cramped Quarters Fighting	Spacehound, Starship Raider	When adjacent to an obstacle or barrier, you gain a +2 cover bonus to your Reflex Defense.	
Stellar Warrior	Spacehound	While on board a starship, any natural 20 on an attack roll gives you a temporary Force point.	
Make a Break for It	Spacehound, Stellar Warrior	1/encounter, while on or in a vehicle, you can move up to one half your speed or move the vehicle up to one-half its speed if you are the pilot, as a swift action. This movement does not provoke attacks of opportunity	
Squadron Leader			
Begin Attack Run	Charisma 13	As swift action, squadron gains +5 bonus on attack with attack run against target.	
Regroup	Charisma 13	As standard action, once per encounter move all of squadron +1 on condition track.	
Squadron Maneuvers	Charisma 13, any other ace pilot	As standard action, once per encounter grant squadron use of one Expert Pilot or Gunner talent you possess for duration of the encounter.	
Squadron Tactics	Charisma 13, Wisdom 13, any other ace pilot talent, Squadron Maneuvers, Starship Tactics Feat	Once per encounter, when using maneuver, grant that maneuver to squadron for one turn.	



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Assassin (Scum & Villiany)		
Assassin	prerequisite	benefit
Murderous Arts I		When your successful attack causes an opponent to move -1 step along the condition track, that opponent immediately takes an additional +1d6 damage.
Murderous Arts II	Murderous Arts I	Whenever you successfully hit an opponent that you have marked (see "Mark" ability), your melee and ranged attacks deal an additional +1d6 damage.
Ruthless		1/encounter, when you drop a foe to 0 hit points or push an opponent to the bottom of the condition track, you can immediately take a bonus standard action.
Shift		As a move action, you can move 1 square without provoking an attack of opportunity.
Advantageous Positioning	Shift	Any opponent that you are flanking is considered flat-footed and is denied its Dexterity bonus to Reflex Defense against you.
Get Some Distance	Shift, Advantageous Positioning	1/encounter, as a standard action you can make a melee attack against a target and then move you speed away from that target. This movement does not provoke an attack of opportunity.
Sniping Assassin		When you make a ranged attack against a target that is not at point blank range, you add half your class level to your damage roll.
Sniping Marksman	Sniping Assassin	1/encounter, when you make a ranged attack against a target that is not at point blank range, you can ignore your target's armor bonus to Reflex Defense.
Sniping Master	Sniping Assassin, Sniping Marksman	By taking only a single swift action, you can aim at a target that is not within point blank range.
Geoharadan		
Deadly Repercussions		When you reduce a target to 0 hit points or move the target to the bottom of the condition track, all your opponents within line of sight of both you and your target take a -2 penalty on attack rolls until the beginning of your next turn.
Manipulating Strike		1/turn when you successfully damage a target with a non-area attack, make an immediate Persuasion check against the target's Will Defense. If successful, you can determine what that target does with its swift action on its next turn. This is a mind-affecting effect.
Improved Manipulating Strike	Manipulating Strike	Whenever you successfully use the Manipulating Strike talent, you determine what the target does with its move action on its next turn. You cannot move an opponent into a hazard (such as lava or off a cliff).
Pulling the Strings		As a standard action, you can make a Persuasion check against the Will Defense of a target within 12 squares. If you succeed, you move the target up to half its towards you through the safest route, and you can make an immediate ranged or melee attack against the target if it is within range. You cannot move an opponent into a hazard (such as lava or off a cliff).
Misfortune		
Befuddle		If you are successful on a Deception check against a target's Will Defense as a swift action, until the start of your next turn you can move through the threatened area of that target as a part of your move action without provoking an attack of opportunity. Each threatened square that you move through counts as 2 squares of movement.
Dastardly Strike		If an opponent is denied its dexterity bonus to Reflex Defense and you hit with an attack, move the target -1 on the condition track.
Weakening Strike	Dastardly Strike	Whenever you deal damage to an opponent denied its Dex bonus Reflex Defense, you can choose not to move the target down the condition track and instead impose a -5 penalty on all your opponent's attacks and melee damage until the end of your next turn.
Disruptive		Spend two swift actions to suppress all morale and insight bonuses to enemies in line of sight for one turn.
Walk the Line	Disruptive	As standard action, all opponents within 6 squares and line of sight are -2 Defenses for one turn.
Cunning Strategist	Disruptive, Walk the Line	You can create opportunities to chip away at your opponent's defenses. You can use each of the following actions 1/encounter as a standard action: <ul style="list-style-type: none"> <li>• Create Opening: Make a single melee or ranged attack against any target within your range. If you damage the target, the target takes a -5 penalty to its Reflex Defense until the start of your next turn.</li> <li>• Crippling Attack: Make a single melee or ranged attack against any target within your range. Until the start of your next turn, the target takes a -2 penalty to its base speed.</li> <li>• Vicious Attack: Make a melee or ranged attack within your range against two opponents that are within 2 squares of each other. Make a separate attack roll at a -5 penalty against each target, but roll damage once only.</li> </ul>
Hesitate		You can fill your opponent with doubt by making a Persuasion check as a standard action against a single target that can hear and understand you within 12 squares of you. If your check result equals or exceeds the target's Will Defense, the target takes a -2 penalty to its base speed, and if the target takes a standard action, it must also spend its swift action. This penalty lasts until the end of the target's next turn.
Sow Confusion	Hesitate	1/encounter, as a standard action, you can make a Deception check and compare the result to the Will Defense of all enemies in your line of sight. If the check result equals or exceeds an enemy's Will Defense, that enemy must spend a swift action in addition to a standard action to make an attack until the start of your next turn.
Skirmisher		Move at least 2 squares to gain +1 on attack rolls for one turn.
Improved Skirmisher	Skirmisher	When you move at least 2 squares before your attack and end your move in a different square from where you started, you gain +1 bonus to all your defenses until the start of your next turn.
Sneak Attack		Deal an extra 1d6 damage to opponents denied their Dexterity bonus to Reflex Defense.
Sudden Strike	Skirmisher, Sneak Attack	Whenever you would gain the benefit of the Skirmisher talent and you successfully hit your opponent, you deal sneak attack damage in addition to the normal damage dealt by the attack.
Stymie		Once per round, as a swift action, you can designate a target within 12 squares of you and in your line of sight as the target of this talent. Until the beginning of your next turn, you can cause that target to take a -5 penalty on all checks made with a single skill. You must have line of sight to your target to make use of this talent, and declare which skill is to be penalized at the time this talent is activated. This is a mind-affecting effect.

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### Malkite Poisoner

<b>Malkite Techniques</b>		Once per encounter, apply toxin to appropriate weapons. Beat Fort Def and target takes extra damage + condition steps each round until the attack on Fort misses.
<b>Modify Poison</b>	Malkite Techniques	Make Know (life sciences) check to modify delivery of poison.
<b>Numbing Poison</b>	Malkite Techniques	Poisoned target denied Dex to Ref Def while poison lasts.
<b>Undetectable Poison</b>	Malkite Techniques	+5 to Treat Injury tests versus poison.
<b>Vicious Poison</b>	Malkite Techniques	Poison's attack roll gains +2.

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### Bounty Hunter

Bounty Hunter	prerequisite	benefit
Hunter's Mark		If you aim, hit and damage then target moves –1 step on Condition Track.
Hunter's Target	Hunter's Mark	Once per encounter, pick target to deal bonus damage equal to class level for the duration of encounter.
Dread	Hunter's Mark, Hunter's Target	As a standard action, you can install bone-chilling fear in an opponent whom you selected for Hunter's Target. Make a Persuasion check against your opponent's Will Defense. If you equal or exceed your opponent's Will Defense, that opponent takes a -5 penalty to Will Defense. This is a mind-affecting effect. The penalty remains as long as you have line of sight to your opponent and immediately ends if the line of sight is broken.
Nowhere to Run	Hunter's Mark, Hunter's Target, Nowhere to Hide	Once per turn, whenever an opponent whom you selected for Hunter's Target attempts to withdraw, you can make an attack of opportunity against the opponent.
Relentless	Hunter's Mark, Hunter's Target	Opponent selected for Hunter's Target is unable to move you on Condition Track.
Tag	Hunter's Mark, Hunter's Target	Whenever you damage an opponent whom you selected for Hunter's Target, all allies gain +2 bonus on their next attack roll against that opponent until the start of your next turn.
Jedi Hunter		Gain +1 insight bonus to Fortitude and Will Defense and +1 die of damage versus Force Sensitive.
Signature Item		Select item and gain +2 morale bonus to opposed Skill checks.
Notorious		Reroll Persuasion checks to intimidate others.
Fearsome	Notorious	Opponents of equal or lower level to you within 6 squares are –1 to attack rolls.
Ruthless Negotiator	Notorious	Reroll Persuasion checks to haggle price of bounty.
Nowhere to Hide		Reroll Gather Information checks to locate specific individual.
Misfortune		
Befuddle		If you are successful on a Deception check against a target's Will Defense as a swift action, until the start of your next turn you can move through the threatened area of that target as a part of your move action without provoking an attack of opportunity. Each threatened square that you move through counts as 2 squares of movement.
Dastardly Strike		If an opponent is denied its dexterity bonus to Reflex Defense and you hit with an attack, move the target -1 on the condition track.
Weakening Strike	Dastardly Strike	Whenever you deal damage to an opponent denied its Dex bonus Reflex Defense, you can choose not to move the target down the condition track and instead impose a -5 penalty on all your opponent's attacks and melee damage until the end of your next turn.
Disruptive		Spend two swift actions to suppress all morale and insight bonuses to enemies in line of sight for one turn.
Walk the Line	Disruptive	As standard action, all opponents within 6 squares and line of sight are -2 Defenses for one turn.
Cunning Strategist	Disruptive, Walk the Line	You can create opportunities to chip away at your opponent's defenses. You can use each of the following actions 1/encounter as a standard action: <ul style="list-style-type: none"> <li>Create Opening: Make a single melee or ranged attack against any target within your range. If you damage the target, the target takes a -5 penalty to its Reflex Defense until the start of your next turn.</li> <li>Crippling Attack: Make a single melee or ranged attack against any target within your range. Until the start of your next turn, the target takes a -2 penalty to its base speed.</li> <li>Vicious Attack: Make a melee or ranged attack within your range against two opponents that are within 2 squares of each other. Make a separate attack roll at a -5 penalty against each target, but roll damage once only.</li> </ul>
Hesitate		You can fill your opponent with doubt by making a Persuasion check as a standard action against a single target that can hear and understand you within 12 squares of you. If your check result equals or exceeds the target's Will Defense, the target takes a -2 penalty to its base speed, and if the target takes a standard action, it must also spend its swift action. This penalty lasts until the end of the target's next turn.
Sow Confusion	Hesitate	1/encounter, as a standard action, you can make a Deception check and compare the result to the Will Defense of all enemies in your line of sight. If the check result equals or exceeds an enemy's Will Defense, that enemy must spend a swift action in addition to a standard action to make an attack until the start of your next turn.
Skirmisher		Move at least 2 squares to gain +1 on attack rolls for one turn.
Improved Skirmisher	Skirmisher	When you move at least 2 squares before your attack and end your move in a different square from where you started, you gain +1 bonus to all your defenses until the start of your next turn.
Sneak Attack		Deal an extra 1d6 damage to opponents denied their Dexterity bonus to Reflex Defense.
Sudden Strike	Skirmisher, Sneak Attack	Whenever you would gain the benefit of the Skirmisher talent and you successfully hit your opponent, you deal sneak attack damage in addition to the normal damage dealt by the attack.
Gand Findsman		
Findsman Ceremonies	Force Sensitivity Feat	1/day, you can spend 10 minutes performing rituals that will enhance your connection with the Force, receiving visions and portents as a result. At that time, you can spend any number of Force Points in the performance of the ritual, up to the total number you have remaining. For the remainder of the day, whenever you make a Perception or Stealth check, make a Use the Force check to use the farseeing Force Power, or make an attack roll, you can choose to reroll but must keep the second result, even if worst. You may do this a number of times per day equal to the number of Force Points you spent during the casting of the ritual. At the end of the day, you regain Force Points equal to the number of rerolls you have remaining.
Findsman's Foresight	Findsman Ceremonies	The visions you receive sometimes provide clues about dangerous situations. Whenever you make a Perception check to avoid surprise, you may roll two dice and keep the better result.
Omens	Findsman Ceremonies	You see omens in both success and failure. Whenever an ally within 10 squares and line of sight to you rolls a natural 1 or a natural 20 on an attack roll, you gain a +2 insight bonus to either your next attack roll made before the end of your next turn, or a +2 insight bonus to Reflex Defense until the end of your next turn (you choose).
Target Visions	Findsman Ceremonies	You have visions that tell you what your enemies are likely to do even before they do it. 1/encounter, when an enemy creature moves within 6 squares of you, you may make a melee or ranged attack against that target as a reaction to their movement.
Temporal Awareness	Findsman Ceremonies	Timing is crucial to a Findsman. 1/encounter as a reaction to any enemy's attack, you can move up to your speed.

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### Awareness

<b>Acute Senses</b>		Reroll Perception checks.
<b>Expert Tracker</b>	Acute Senses	No penalty to Survival checks when tracking while moving.
<b>Improved Initiative</b>	Acute Senses	Reroll Initiative checks.
<b>Uncanny Dodge I</b>	Acute Senses, Improved Initiative	No penalty for being flat-footed or attacked by hidden opponent.
<b>Uncanny Dodge II</b>	Acute Senses, Improved Initiative, Uncanny Dodge I	You cannot be flanked.
<b>Reset Initiative</b>	Acute Senses, Improved Initiative, Trained in Initiative	1/per encounter, after first round you can add 5 to your initiative.
<b>Keen Shot</b>	Acute Senses	No penalty when attacking target with concealment.
<b>Weak Point</b>	Acute Senses, Keen Shot	As a swift action, 1/per encounter you can ignore DR of a single target for the rest of your turn.

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Charlatan (Scum & Villiany)		
Trickery	prerequisite	benefit
Cunning Distraction		When you successfully feint an opponent in combat, you can immediately move up to one-half your speed.
Damaging Deception	Cunning Distraction	You know how to distract a target, exposing weak spots that your allies can exploit. As a standard action, you can make a Deception check against the Will Defense of any target within your line of sight that you can see, hear, and understand you. If successful, the next attack made by one of your allies against that target deals 2 additional dice of damage.
Distracting Shout		1/encounter, as a reaction to one of your allies being attacked, you can make a Deception check, replacing the defense scores of that ally with the result of your Deception check for the resolution of that attack. If any defense scores are higher than the Deception check result, your ally can use that defense score instead. If the attack still hits, this does not count as the one use per encounter of this talent.
Innocuous		As a swift action, you can make a Deception check against a single enemy within 6 squares and in line of sight. If the check equals or exceeds the target's Will Defense, the target takes a -5 penalty on all attacks made against you until the start of your next turn.
Improved Soft Cover	Innocuous	While you occupy a square adjacent to another creature, you can use a swift action to gain a +2 cover bonus to your Reflex Defense until the start of your next turn or until you are no longer adjacent to another creature, whichever comes first.
Treacherous	Innocuous, Improved Soft Cover	Whenever you are attacked in combat and adjacent to a creature other than your attacker, you can move 1 square as a reaction. The attack, intended for you, instead targets the adjacent creature, though if you move away from the creature that threatens you, it can make an attack of opportunity before the original attack is resolved.
Disgrace		
Castigate		You deliver a scathing rebuke against a target to erode its will and fill it with doubt. Make a Persuasion check as a standard action against the target's Will Defense. If successful, you impose a -2 penalty to all the target's Defenses until the end of your next turn. You can use this ability only against targets that can clearly hear you and understand your language.
Dirty Tactics		1/encounter, as a standard action, you can grant a tactical advantage to all allies within your line of sight. When any ally flanks an opponent, that ally gains a +4 flanking bonus on melee attack rolls instead of the normal +2 bonus. Allies lose this benefit immediately if line of sight is broken or if you are unconscious or dead, or at the end of the encounter.
Ambush	Dirty Tactics	During a surprise round, before combat begins, if you are not surprised you can give up your standard action to allow all nonsurprised allies within your line of sight to take an extra move action during the surprise round. Allies can spend this move action to instead reroll their Initiative check and take the better result as a free action before combat begins.
Misplaced Loyalty	Dirty Tactics	As a swift action 1/turn, you can make a Persuasion check against the Will Defense of all opponents within your line of sight. If successful, a target cannot attack you if one of your allies is within 6 squares of you. You may not use this talent in the same round as the soldier's Draw Fire talent. This effect lasts until the beginning of your next turn.
Two-Faced	Dirty Tactics, Misplaced Loyalty	You have mastered the art of saying one thing and doing another, allowing you to deceive your enemies to keep your machinations hidden. You can use each of the following actions once per encounter as a standard action:
		<ul style="list-style-type: none"> <li>• <i>False Security</i>: Make a single melee or ranged attack against a target within your range. At any time before the beginning of your next turn, you can make a single attack against that target as a reaction if that target attacks you.</li> <li>• <i>Nonthreatening</i>: Make a single melee or ranged attack against a target within your range. Until the beginning of your next turn, that opponent cannot make any attacks against you except for attacks of opportunity. This is a mind affecting effect.</li> </ul>
Unreadable		<ul style="list-style-type: none"> <li>• <i>Tricky Target</i>: Make a single melee or ranged attack against a target within your range that has not attacked you since the end of your last turn. You gain a +2 bonus on your attack roll and damage roll for this attack.</li> </ul> <p>You gain a +5 bonus to your Will Defense against skill checks made to read your emotions and influence your attitude. In addition, whenever you successfully feint a target in combat, that target is flat-footed against all your attacks until the end of your next turn.</p>

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## Base and Prestige Classes

### Fortune

<b>Fool's Luck</b>		As standard action, spend Force Point to gain +1 luck bonus on attack rolls, or +1 to all of your defenses, or +5 on skill checks.
<b>Avert Disaster</b>	Fool's Luck	1/encounter, you can turn a critical hit against you into a normal hit.
<b>Better Lucky than Dead</b>	Fool's Luck	1/encounter, as a reaction, you gain a +5 luck bonus to any one defense until the start of your next turn.
<b>Fortune's Favor</b>		When you score critical hit, gain a free standard action.
<b>Gambler</b>		Gain +2 competence bonus on Wisdom checks when you gamble.
<b>Knack</b>		Once per day, reroll a skill check.
<b>Lucky Shot</b>	Knack	Once per day, reroll an attack roll.
<b>Lucky Stop</b>	Knack	As a reaction, 1/per encounter negate damage from one attack that would reduce you to zero hit points.
<b>Dumb Luck</b>	Knack, Lucky Shot	You are possessed of incredible luck and an uncanny ability to succeed where others would fail. You can use each of the following actions 1/encounter as a standard action:
		<ul style="list-style-type: none"> <li>• <i>Elude Enemy</i>: Make a single melee or ranged attack against any target within your range. If you damage the target, you gain a +2 bonus to your Reflex Defense against this target until the beginning of your next turn.</li> <li>• <i>Escape</i>: Make a single melee or ranged attack against any target within your range. If that target successfully damages you before the start of your next turn, you can immediately move 2 squares as a reaction. This movement does not provoke attacks of opportunity.</li> <li>• <i>Make your Own Luck</i>: Make a single melee or ranged attack against any target within your range. If you miss this target, you gain a +2 bonus on your next attack roll.</li> </ul>
<b>Ricochet Shot</b>	Knack, Lucky Shot	When making a ranged attack against a target with cover, you can choose to reduce the benefit of that target's cover by one step, from improved cover to cover, or cover to no cover. You deal only half damage with this attack.
<b>Uncanny Luck</b>	Knack, Lucky Shot	1/encounter, you can consider any single d20 roll or 16 or higher to be a natural 20.
<b>Unlikely Shot</b>	Knack, Lucky Shot	1/encounter, you can reroll the damage of one attack and take the better result.
<b>Labyrinthine Mind</b>		1/encounter, as a reaction, you become immune to all mind-affecting effects until the end of your next turn (you can choose to ignore this for beneficial effects). Any mind-affecting effects currently affecting you are also removed, though you can choose to retain any beneficial effects you currently have.



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Corporate Agent (KOTOR)		
Corporate Power	prerequisite	benefit
Competitive Drive		1/per encounter reroll any Wisdom, Intelligence or Charisma based skill check.
Competitive Edge		If you and allies are not surprised, grant yourself and Charisma modifier's worth of allies the Quick Draw feat for duration of encounter.
Corporate Clout		As a standard action, 1/per encounter make Persuasion check against target's Will Defense to make the target either not attack you, your allies, or switch sides for duration of encounter.
Impose Hesitation		As a standard action, make a Persuasion check against targets in 6-square cone to force them to lose a swift action and unable to make full-round actions on their next turn.
Impose Confusion	Impose Hesitation	Increase Impose Hesitation's cone to 12 squares. Also you can choose to make them lose a standard action.
Willful Resolve		As a reaction, 1/per encounter negate attack roll or skill check that target's your Will Defense.
Wrong Decision		When attacked, opponent takes -2 morale penalty to Will Defense till the end of your next turn.
Leadership		
Born Leader		As a swift action, grant allies within line of sight a +1 insight bonus to attack rolls for duration of the encounter.
Distant Command	Born Leader	Allies who leave line of sight of you retain the Born Leader bonus.
Rally	Born Leader, Distant Command	As a swift action, allies within line of sight and half hit points gain +2 morale bonus to Reflex and Will Defenses, and to damage rolls for remainder of encounter.
Fearless Leader	Born Leader	As a swift action, allies in line of sight gain +5 to Will Defense against fear effects for duration of encounter.
Reactionary Attack	Born Leader, trained Persuasion skill	As a reaction, 1/per encounter grant ally within 6 squares a free attack at a target that attacked you or ally.
Coordinate		As a standard action, grant allies within line of sight additional +1 bonus for aid another actions for one turn.
Trust	Born Leader, Coordinate	Give up your standard action to give an ally in line of sight an extra standard or move action.
Lineage		
Connections		Avoid paying licensing fees and having background checks, and Black Market items are cheaper.
Influential Friends	Connections	1/per day, have skill check made with 25 + ½ your heroic level result.
Powerful Friends	Connections, Influential Friends	1/per encounter take 20 on Persuasion check.
Educated		Make any knowledge check untrained.
Engineer	Educated, Knowledge (technology)	Gain training in Mechanics skill. Reduce time to install systems by 25%.
Spontaneous Skill	Educated	Once per day, make an untrained skill check as if it was trained.
Wealth		Gain 5000 x Noble level in credits each time you go up in level.

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### Crime Lord

Infamy	prerequisite	benefit
Inspire Fear I		Opponents equal or lower in level are –1 on rolls against you.
<b>Frighten</b>	Attract Minion, Inspire Fear I	1/encounter, you can designate a minion as a free action to spread fear among your enemies. At any point before the end of the encounter, you can activate this ability to force all enemies adjacent to your minion to move 1 square away from the minion. This movement does not provoke attacks of opportunity. This is a mind-affecting effect.
Inspire Fear II	Inspire Fear I	Opponents equal or lower in level are –2 on rolls against you.
<b>Fear Me</b>	Attract Minion, Inspire Fear I, Inspire Fear II	Such is the fear you instill in your minions that when in your presence, they would rather die than disappoint you. 1/encounter, as a reaction to one of your minions being moved down the condition track, you can reduce the number of steps then minion moves down the condition track by 1. Additionally, the target regains hit points equal to your heroic level. If the target is reduced to 0 hit points or moved to the bottom of the condition track, you cannot use this talent on that target.
<b>Terrify</b>	Frighten, Inspire Fear I, Inspire Fear II	As a standard action, you can make a Persuasion check against a target that is within your line of sight and that is also affected by your Inspire Fear talent. If you equal or exceed the target's Will Defense, then on its next turn the target must spend at least one move action to move away from you. If the target is somehow prevented from doing so, then the penalty from Inspire Fear doubles until the start of your next turn. This is a mind-affecting fear effect.
Inspire Fear III	Inspire Fear I, Inspire Fear II	Opponents equal or lower in level are –5 on rolls against you.
<b>Unsavoring Reputation</b>	Notorious, Inspire Fear I, II & III	Any opponent that is reduced to half hit points or fewer while within 6 squares of you takes a -2 penalty on all attack rolls and skill checks for the duration of the encounter. This is a mind-affecting fear effect.
Notorious		Reroll Persuasion checks to intimidate others.
Shared Notoriety	Notorious	Minions may make reroll Persuasion checks to intimidate others.
<b>Mastermind</b>		
Attract Minion		Attract non-heroic character with a class level ¾ of your own rounded down as a minion.
<b>Bodyguard I</b>	Attract Minion	Whenever you are adjacent to a minion gained with the Attract Minion talent, 1/turn as a reaction to being attacked you can redirect the attack against the minion. Compare the attack roll to the minion's defenses and resolve the attack as normal.
<b>Bodyguard II</b>	Attract Minion, Bodyguard I	When you redirect an attack to a minion using the Bodyguard I talent, that minion's relevant defense score gains a bonus equal to half your class level.
<b>Bodyguard III</b>	Attract Minion, Bodyguard I & II	When you redirect an attack to a minion using the Bodyguard I talent, that minion can make an immediate melee or ranged attack against your attacker, if the attacker is within range. Additionally, the bonus provided by the Bodyguard II talent increases to your full class level.
<b>Shelter</b>	Attract Minion	Whenever you are adjacent to a minion, you gain a +2 cover bonus to your Reflex Defense
<b>Wealth of Allies</b>	Attract Minion	Whenever one of your minions is killed, he or she is replaced by another minion of the same level. This replacement occurs 24 hours later.
Impel Ally I		For each swift action spent, grant allies a move action on your turn.
Impel Ally II	Impel Ally I	Spend 2 swift actions to grant ally standard action on your turn.
<b>Impel Ally III</b>	Impel Ally I & II	1/encounter, you can spend three swift actions on consecutive turns to grant one ally the ability to take a standard action and a move action. The ally must act immediately on your turn when the final swift action is spent, before you do anything else, or the opportunity is wasted.
<b>Inspire Wrath</b>	Impel Ally I & II	As a standard action, you can designate a target to be the object of your allies' wrath. While your allies have line of sight to you or until you are unconscious or dead, your allies gain a +2 morale bonus on attack rolls against the target and a +2 morale bonus on skill checks against that target. You can designate a new target on any round by using another standard action. You can only use this talent against one opponent at a time.
<b>Urgency</b>	Impel Ally I & II	1/encounter, you can spend three swift actions on consecutive turns to increase the speed of all allies within line of sight of you by 2. The increased speed lasts until the start of your next turn after the third swift action is spent.
<b>Tactical Superiority</b>		Spend 2 swift actions to select two allies. Each ally can move 2 squares as a reaction. This movement does not provoke attacks of opportunity.
<b>Tactical Withdraw</b>		Spend 2 swift actions to grant all allies that are in your line of sight and within 6 squares of you the ability to use the withdraw action as a swift action until the start of the your next turn.
<b>Influence</b>		
Presence		As a standard action, make a Persuasion check to intimidate a creature.
<b>Demand Surrender</b>	Presence	Once per encounter, make a Persuasion check to force an injured opponent to surrender.
<b>Weaken Resolve</b>	Presence	If you cause sufficient damage you can cause an opponent to flee in terror for 1 minute.
<b>Improved Weaken Resolve</b>	Presence, Weaken Resolve	Fleeing targets do not recover from their fear of you even if they are damaged again in encounter.
<b>Fluster</b>	Presence, trained in Persuasion Skill	1/per encounter, make Persuasion check to force target to make only swift action next round.
<b>Intimidating Defense</b>	Presence, trained in Persuasion Skill	As a reaction, 1/per encounter make Persuasion check to impose –5 penalty to attack roll that successfully hit you that turn.

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Droid Commander (cwce)		
Droid Commander	prerequisite	benefit
Automated Strike	Double Attack with the chosen weapon	As a swift action, you can make a DC15 Knowledge (tactics) check. If successful, all droid allies able to hear and understand you gain the benefits of the Double Attack feat for one weapon group with which you are proficient until the end of your next turn.
Droid Defense		As a standard action, you can transmit tactical information to all droid allies that can hear and understand you, granting them a bonus equal to your Intelligence modifier to one of their defenses (your choice) until the beginning of your next turn.
Droid Mettle	Droid Defense	As a swift action once per turn, you can designate a single droid ally within your line of sight. That droid ally gains bonus hit points to 10 + your class level.
Overclocked Troops	Droid Defense	You can spend a swift action once per turn to allow each of your networked allies (see Networked Mind class feature) to immediately move up to their speed.
Reinforced Commands	Droid Defense	When you use an ability that grants a droid ally a morale or insight bonus, increase the value of that bonus by 1.
Expanded Sensors		If you or any of your droid allies has line of sight to and is aware of a target, all droid allies that can hear and understand you are also considered to have line of sight (but not necessarily line of effect) to that target.
Inspire Competence	Expanded Sensors	As a swift action once per turn, you can grant one droid ally within your line of sight a competence bonus on its next attack roll made before the start of your next turn equal to half your class level. Additionally, any droid designated as the target of your Networked Mind class feature is considered to have a heuristic processor whenever it is beneficial, even if it does not actually have a heuristic processor.
Maintain Focus		As a swift action once per turn, you can grant all droid allies within your line of sight the ability to take the Recover action as two swift actions (instead of as three swift actions) until the start of your next turn.
Inspiration		
Bolster Ally		As a standard action, granted ally within line of sight gains +1 on condition track and bonus hit points.
Inspire Confidence		As standard action, grant all allies within line of sight +1 morale bonus to attack rolls and skill checks until end of the encounter.
Beloved	Bolster Ally, Inspire Confidence	Your allies hold you in such esteem that when you are threatened or injured, you can impel them to action. You can use each of the following actions once per encounter: <ul style="list-style-type: none"> <li><b>Guardian:</b> Choose one ally as a swift action. As long as you remain within 6 squares of the ally, you gain a +2 bonus to your Reflex Defense until the start of your next turn.</li> <li><b>Reprisal:</b> Make a single melee or ranged attack against any target within your range as a standard action. If your attack roll succeeds and if that target attacks you before the end of your next turn, one ally within 6 squares can make an attack against that target as a reaction.</li> <li><b>To Me!</b> Spend a swift action. Whenever you take any damage before the beginning of your next turn, each ally within line of sight can move 2 squares as a reaction. This movement does not provoke attacks of opportunity.</li> </ul>
Ignite Fervor	Bolster Ally, Inspire Confidence	If you hit opponent you can grant an ally a bonus to damage on their next attack.
Inspire Zeal	Bolster Ally, Inspire Confidence, Ignite Fervor	If an ally within line of sight makes an attack that causes an opponent to go down the condition track, the target goes down an additional -1 step.
Willpower	Inspire Confidence	As a swift action, 1/per encounter grant allies in line of sight +2 morale bonus to Will Defense.
Inspire Haste		As a swift action, grant ally on their next turn the use of skill check as a move action.
Leadership		
Born Leader		As a swift action, grant allies within line of sight a +1 insight bonus to attack rolls for duration of the encounter.
Distant Command	Born Leader	Allies who leave line of sight of you retain the Born Leader bonus.
Rally	Born Leader, Distant Command	As a swift action, allies within line of sight and half hit points gain +2 morale bonus to Reflex and Will Defenses, and to damage rolls for remainder of encounter.
Fearless Leader	Born Leader	As a swift action, allies in line of sight gain +5 to Will Defense against fear effects for duration of encounter.
Reactionary Attack	Born Leader, trained Persuasion skill	As a reaction, 1/per encounter grant ally within 6 squares a free attack at a target that attacked you or ally.
Coordinate		As a standard action, grant allies within line of sight additional +1 bonus for aid another actions for one turn.
Trust	Born Leader, Coordinate	Give up your standard action to give an ally in line of sight an extra standard or move action.

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Elite Trooper		
Weapon Master	prerequisite	benefit
Controlled Burst		Reduces penalties for autofire attacks or the Burst Fire feat by 2. No penalty for bracing.
Exotic Weapon Mastery		Proficient with all Exotic Weapons.
Greater Weapon Focus		Gain +1 bonus on attack rolls with specific weapon type.
Greater Weapon Specialization	Greater Weapon Focus, Weapon Focus, Weapon Specialization	Gain +2 bonus on damage rolls with specific weapon type.
Greater Devastating Attack	Greater Weapon Focus, Weapon Focus, Devastating Attack	Treat target's Damage Threshold as 10 lower with specific weapon type.
Greater Penetrating Attack	Greater Weapon Focus, Weapon Focus, Penetrating Attack	Treat target's Damage Reduction as 10 lower with specific weapon type.
Multiattack Proficiency (heavy)		Reduce penalties to multiple attacks by 2.
Multiattack Proficiency (rifles)		Reduce penalties to multiple attacks by 2.
Commando		
Battle Analysis		As a swift action, make a Knowledge (tactics) check to determine who in line of sight is at half hit points or less.
Cover Fire	Battle Analysis	When making attack with pistol or rifle, allies within 6 squares get +1 to their Reflex Defense for one turn.
Demolitionist		Placed explosives deal +2 dice of damage.
Draw Fire		As a swift action, make a Persuasion check so that allies within 6 squares are not targeted for one turn.
Harm's Way	Trained in Initiative	Once per round, spend a swift action to have attacks made against adjacent allies affect you instead.
Indomitable		Once per day, as a swift action, move +5 steps on the condition track.
Keep Them at Bay		When you use the aid another action to suppress an enemy, that enemy takes a -5 penalty on its next attack instead of the normal -2 penalty. Only 1 character may gain the benefits of this talent against a given target at a time.
Tough as Nails		You can catch an additional Second Wind per day.
Hard Target	Tough as Nails	As a reaction, take a second wind.
Critical Master		
Extend Critical Range (heavy weapons)	BAB +10, Weapon Proficiency (heavy weapons)	Extend weapon's critical range by 1.
Extend Critical Range (rifles)	BAB +10, Weapon Proficiency (rifles)	Extend weapon's critical range by 1.
Flurry Attack	Proficient in chosen weapon	When using chosen weapon you may immediately make an additional attack after scoring a critical hit.
Knockback		As a free action, when you score a critical hit you can move opponent 1 square.
Reduce Defense		When you score a critical hit your target has a -2 to Reflex Defense until it has full hit points.
Reduce Mobility		When you score a critical hit your target is at half movement until it has full hit points.
Deny Move		When you score a critical hit your target cannot move on its next turn.
Master of Teräs Käsi		
Teräs Käsi Basics	Martial Arts I Feat	+1 die of damage with unarmed attacks
Teräs Käsi Mastery	Teräs Käsi Basics, Martial Arts I, II & III feats	If only using unarmed attacks, can make a full attack but have it only count as standard action.
Ignore Damage Reduction	Teräs Käsi Basics, Martial Arts I	If you cause more damage with unarmed attack than the DR rating of the target, then do full damage.
Unarmed Parry	Teräs Käsi Basics, Martial Arts I & II	As a reaction, when fighting defensively, you can negate attack by making a successful unarmed attack.
Unarmed Counterstrike	Teräs Käsi Basics, Martial Arts I & II, Unarmed Parry	As a reaction, when successfully parrying attack with Unarmed Parry, you can immediately make an unarmed attack.
Camouflage		
Hidden Movement		No penalty to Stealth check while moving.
Hunker Down		Whenever you benefit from cover, you can spend a standard action to hunker down and maximize the benefit of the cover. You increase the benefit to cover to improved cover and improved cover to total cover.
Improved Stealth		Reroll Stealth checks.
Hide in Plain Sight	Hidden Movement, Improved Stealth	1/encounter, when you are within 2 squares or cover or concealment, you can move to that cover or concealment and make a Stealth check to hide as a single move action.
Shadow Striker	Hidden Movement, Improved Stealth	You excel in fighting from the shadows, hitting your opponents when they least expect it. You can use each of the following actions once per encounter as a standard action:
		<ul style="list-style-type: none"> <li>• <i>Blinding Strike</i>: Make a single melee or ranged attack against an opponent within range. If you damage the target, you gain total concealment against that target until the beginning of your next turn.</li> <li>• <i>Confusing Strike</i>: You can make a single melee or ranged attack against an opponent within range. If this opponent is denied its Dexterity bonus to Reflex Defense or if you have concealment from this opponent, a successful attack also causes the opponent to be able to take only a swift action on its next turn.</li> <li>• <i>Unexpected Strike</i>: Make a melee or ranged attack within your range against an opponent from whom you have concealment. You gain a +2 bonus on this attack roll if you have concealment or a +5 bonus if you have total concealment.</li> </ul>
Total Concealment	Hidden Movement, Improved Stealth	If a situation gives you concealment you have total concealment.

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<b>Mandalorian Warrior</b>		
<b>Mandalorian Glory</b>		1/per encounter, gain +5 to your next attack in encounter when you reduce an opponent to zero hit points.
<b>Armored Mandalorian</b>	Mandalorian Glory, Dexterity 13, proficient with armor worn	Add your armor's Fortitude Defense bonus to your Elite Trooper DR.
<b>Mandalorian Advance</b>		As a free action, 1/per encounter move up to your speed before other actions in your turn.
<b>Mandalorian Ferocity</b>	Dexterity 13, proficient with weapon	1/per encounter, when making multiple attacks add +1 die of damage to each successful hit.
<b>Melee Specialist</b>		
<b>Accurate Blow</b>		Choose one exotic melee weapon or one of the following weapon groups in which you are proficient: advanced melee weapons, lightsabers, or simple weapons. When you make a melee attack with a weapon from the chosen group and the attack roll exceeds the target's Reflex Defense by 5 or more, you deal +1 die of damage with the attack.
<b>Close-Quarters Fighter</b>		Whenever you occupy the same square as your target or are adjacent to your target, you gain a +1 circumstance bonus to your melee attack rolls against that target.
<b>Ignore Armor</b>		1/encounter, when you make a melee attack, you can ignore any armor or equipment bonuses granted by your target's armor.
<b>Improved Stunning Strike</b>	Stunning Strike	When you damage an opponent with a melee attack that moves the target down the condition track, the target cannot take any action requiring a standard or full-round action on its next turn.
<b>Whirling Death</b>	Melee Smash, Unrelenting Assault	You twirl your weapon around you in a blur, creating a circle of death around you. Any enemy target that begins its turn adjacent to you takes damage equal to your Strength bonus. You must be wielding a melee weapon to use this talent.
<b>Republic Commando</b>		
<b>Ambush</b>		When you successfully hit an opponent that has not yet acted in combat, you deal +2 dice of damage with the attack.
<b>Higher Yield</b>	Trained in the Demolitions skill	1/encounter, you can choose to deal +1 die of damage with a single grenade or other explosive.
<b>Rapid Reload</b>		You can retrieve a stored energy cell and reload your weapon as a single swift action.
<b>Shoulder to Shoulder</b>		Whenever you begin your turn adjacent to an ally, you gain a number of bonus hit points equal to your heroic level. Damage is subtracted from the bonus hit points first, and any bonus hit points remaining at the end of the encounter go away. Bonus hit points from various sources do not stack.
<b>Strength in Numbers</b>		If you are within 10 squares of an ally, you can add +2 to your DR.
<b>Weapon Shift</b>	Gun Club	If you use a ranged weapon as a melee weapon (as with the Gun Club talent), you gain a +2 bonus to melee attack rolls with that weapon.

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Enforcer (Force Unleashed)		
Enforcement	prerequisite	benefit
Cover Bracing		As a swift action, brace a weapon set to autofire if adjacent to cover.
Intentional Crash	Trained in Pilot Skill	If you ram a vehicle and damage it then the target vehicle cannot move next round.
Nonlethal Tactics		Gain +1 bonus to attack rolls and +1 die of damage when using stun weapons.
Pursuit	Dexterity 13	When running you do not have to keep to a straight line and can reroll Endurance checks.
Respected Officer		Automatically improve attitude of indifferent to friendly without check.
Slowing Stun		When you move target –1 step on condition track its speed is halved.
Takedown		When you charge and successfully damage then target is also knocked prone.
Survivor		
Evasion		If hit by area effect attack, take half damage if it hits, no damage if the attack misses you.
Extreme Effort		Spend two swift actions to gain +5 to a single Strength check or Strength-based skill.
Sprint		When running, move up to five times your speed.
Surefooted		Your speed is not reduced by difficult terrain.



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Force Adept		
Dark Side Devotee	prerequisite	benefit
Channel Aggression		If you succeed at an attack on a flanked or flatfooted target you can spend a Force Point to add 1d6 x class level in additional damage.
Channel Anger	Channel Aggression	As a swift action, spend a Force Point to gain +2 rage bonus to melee attack and damage rolls for several rounds.
Crippling Strike	Channel Aggression	When you score a critical hit, spend a Force Point to reduce target's speed by half until healed.
Embrace the Dark Side	Channel Aggression, Crippling Strike	When using <i>[dark side]</i> Force Powers you can reroll your Use the Force check.
Force Adept		
Force Power Adept		Selected Force Power allows a Force Point to be spent to make two Use the Force Checks.
Force Treatment		Make a Use the Force check instead of a Treat Injury check.
Fortified Body	Equilibrium (from Control Talent tree)	Immune to disease, poison, and radiation.
Force Item		
Attune Weapon		Spend Force Point to gain +1 Force bonus on attack rolls with selected weapon.
Empower Weapon		Spend Force Point to gain +1 die of damage with selected weapon.
Force Throw	Empower Weapon	As a standard action, throw a simple or advanced melee weapon of your size or smaller at a target within 6 squares. Piercing and slashing weapons stick in target and cause additional damage each turn.
Primitive Block	Empower Weapon	As a reaction, make a Use the Force check to negate a melee attack with empowered weapon.
Force Talisman		Spend Force Point to gain +1 to a defense while wearing item.
Focused Force Talisman	Force Talisman	When you create a Force talisman, you can select a single Force power from your Force suite. Whenever you are wearing this talisman and activate the selected Force power, you can spend a Force Point to immediately regain that spent power, adding it to your Force suite.
Greater Focused Force Talisman	Force Talisman, Focused Force Talisman	As Focused Force Talisman, except that a Force Point spent to immediately recover the selected power does not count against the 'one per turn' restriction on spending Force Points.
Greater Force Talisman	Force Talisman	Spend a Force Point to gain +1 to all defenses while wearing item.
Imperial Inquisitor		
Force Interrogation		As a free action, when you damage an opponent with a Force Power, make a Persuasion check to intimidate target.
Unsettling Presence	Force Interrogation	As a standard action, spend a Force Point to make a Use the Force check vs Will Defense against those who come within 6 squares of you. Those who fail are at –2 to attack rolls. The aura lasts for the encounter.
Inquisition	Force Interrogation	Gain +1 on attack rolls and +1 die of damage versus Force Sensitive.
Cower Enemies		Intimidate in 6-square cone rather than single target.

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### Force Disciple

Force Adept	prerequisite	benefit
Force Power Adept		Selected Force Power allows a Force Point to be spent to make two Use the Force Checks.
Force Treatment		Make a Use the Force check instead of a Treat Injury check.
Fortified Body	Equilibrium (from Control Talent tree)	Immune to disease, poison, and radiation.
<b>Alter</b>		
Aversion		As a swift action, you can spend a Force Point to radiate an invisible aura that makes other beings want to avoid you. Until the end of the encounter, all squares within 2 squares of you are considered difficult terrain for your enemies.
Disciplined Strike		Exclude a certain number of targets from Force powers with cone effects.
Force Flow		When you roll a 1 on an attack or Use the Force check you get a temporary Force Point.
Illusion / Illusion	Mind Trick Force Power	As a standard action, spend a Force Point and make a Use the Force check to create an illusion.
Telekinetic Power		If you roll a natural 20 with telekinetic Force powers you may use the effect again immediately for free.
Telekinetic Savant		Once per encounter, return one telekinetic Force power to your suite for free.
Telepathic Link	Trained in Use the Force	As a swift action, create an enhanced link with another Force user. Telepathically communicate freely. 1/encounter you or your ally can use a Force power from the other's suite.
Telepathic Influence	Telepathic Link, Trained in Use the Force	If you roll a natural 20 on an attack roll or Use the Force check you can grant one ally within 12 squares a temporary Force Point.
<b>Control</b>		
Beast Trick		You can use the Mind Trick Force Power on creatures with an Intelligence of 2 or lower.
Damage Reduction 10		Spend a Force point to gain DR 10 for 1 minute.
Equilibrium		As a swift action, spend a Force Point to remove debilitating conditions affecting you.
Force Recovery	Equilibrium	When you use Second Wind, regain 1d6 x number of Force Points you possess in additional Hit Points.
Force Focus		As a full round action, make a Use the Force check to regain one spent Force power.
Force Exertion	Force Training Feat	You must designate one of your Force Powers for this talent. As a reaction, replace a Force Power in your current active suite with an additional use of the designated Force Power. Move -1 on the condition track for one minute.
Force Suppression	Rebuke Force Power	If you fail a Use the Force check for Rebuke you still lessen the effect of variable power effects by one step.
Indomitable Will		As a standard action, spend a Force Point to become immune to all mind-affecting effects for one minute.
The Will to Resist		1/turn, as a reaction to being targeted by a Force power or other ability that targets your Will Defense, you can make a Use the Force check and replace your Will Defense with the result of the Use the Force check. After you make this check, until the end of your next turn, you take a -5 penalty on all Use the Force checks.
<b>Sense</b>		
Force Perception		Make a Use the Force check instead of a Perception check.
Foresight	Force Perception	Spend a Force Point to reroll an Initiative Check.
Gauge Force Potential	Force Perception	As a standard action, make a Use the Force check to know Force details of a target.
Psychometry	Force Perception, Farseeing	When you use the <i>farseeing</i> Force power, you can choose to target an object you hold instead of a character or creature. You can look into the targeted object's past, up to a maximum of 5 years per your character level. Any information gained about the object's past is based on the thoughts and emotions of the person holding or carrying the object at the time you perceive, which can shew the results of the vision.
Visions	Force Perception, Farseeing	When using the Farseeing Force power, you can spend a Force Point to see in target's past or future.
Force Pilot		Make a Use the Force check instead of a Pilot check.
Force Reflexes	Force Sensitivity Feat, Starship Tactics Feat, Force Pilot	Spend a Force Point to reroll Pilot check when using a maneuver.
Feel the Force		As a standard action, spend a Force Point to ignore all concealment for one minute.
Heightened Awareness		You can spend a Force Point to add your Charisma bonus to your Perception check.
Shift Sense		You can spend a Force Point to gain low-light vision for 1 minute or until the end of the encounter, whichever is longer.
<b>Light Side</b>		
At Peace		You can spend a Force Point to gain a +2 Force bonus to all defenses until the end of the encounter or until you attack, whichever comes first.
Focused Attack		You can spend a Force Point to reroll an attack against a creature with a Dark Side Score of 1 or higher, keeping the better of the two rolls.
Attuned	Focused Attack	When you roll a natural 20 on an attack roll against a target with a Dark Side Score of 1 or higher, you can activate a single Force power with the <i>[light side]</i> descriptor immediately as a free action.
Surge of Light		1/encounter, as a swift action, you can return any Force power with the <i>[light side]</i> descriptor to your suite without spending a Force Point. You may select this talent multiple times. Each time you select it, you can use this talent one additional time per encounter.

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### Dark Side

#### Consumed by Darkness

Sometimes your anger consumes you. As a swift action, you can take a -5 penalty to your Will Defense to gain a +2 Force bonus on attack rolls. The penalty and bonus last until the beginning of your next turn.

#### Drain Knowledge

As a standard action, spend a Force Point to make a Use the Force check to drain knowledge from target you touch. Gain a skill or skill focus for 1 day. Or you can sift through mind to gain specific piece of knowledge. Dark Side score increases by 1.

#### Power of the Dark Side

When you spend a Force Point to add to attack roll, you may roll an additional die and take the best result. Dark Side score increases by 1.

#### Swift Power

Power of the Dark Side

Once per day, you can use a Force power that normally takes a standard action as a swift action.

#### Wrath of the Dark Side

Power of the Dark Side

When rolling a natural 20 on a Use the Force check for Force Powers that cause damage, you can choose not to regain Force Powers to instead cause an additional 1/2 damage to target in the next round.

#### Dark Presence

Charisma 13, Power of the Dark Side

As a standard action, you and your allies gain +1 Force bonus to all defenses for the duration of the encounter.

#### Revenge

Power of the Dark Side, Dark Presence

If an ally is reduced to 0 hit points or killed then you gain a +2 bonus on attack and damage rolls for the duration of the encounter.

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<b>Gladiator (KOTOR)</b>		
<b>Gladiatorial Combat</b>	prerequisite	benefit
<b>Brutal Attack</b>	Weapon Focus	Select exotic weapon or weapon group. Attacks with this weapon that exceed Damage Threshold do +1 die of damage.
<b>Distracting Attack</b>	Brutal Attack, Weapon Focus	When making attack, if attack roll also meets or exceeds Will Defense then target is at -2 Reflex Defense until end of your next turn.
<b>Exotic Weapons Master</b>	Proficiency in one exotic weapon	Treat all exotic weapons as a single weapon group and feats and talents applied to single exotic weapon now apply to the whole group.
<b>Multiattack Proficiency (exotic)</b>	Exotic Weapon Master	Reduce penalty of multiple attacks by 2.
<b>Lockdown Strike</b>		When you succeed in making an attack of opportunity, target's movement ends.
<b>Personal Vendetta</b>		As a swift action, all enemies within 12 squares are at -2 penalty on attack rolls to any target other than you.
<b>Call Out</b>	Personal Vendetta	When using Personal Vendetta, select one opponent to take a -5 penalty.
<b>Unstoppable</b>		1/per encounter an attack made against you that knocks you down condition track is reduced by 1 step.
<b>Armor Specialist</b>	prerequisite	benefit
<b>Armored Defense</b>		Add either your heroic level or your armor bonus to calculate your Reflex Defense.
<b>Armor Mastery</b>	Armored Defense	Max Dexterity Bonus for armor improves by +1.
<b>Improved Armored Defense</b>	Armored Defense	Add your heroic level plus one-half your armor bonus, or your armor bonus to calculate your Reflex Defense.
<b>Juggernaut</b>	Armored Defense	Your armor does not reduce your speed or distance you can move while running.
<b>Second Skin</b>	Armored Defense	+1 to Reflex Defense and Fortitude Defense while wearing armor.
<b>Shield Expert</b>	Armor Proficiency (light)	As a swift action, 1/per encounter regain 10 points of SR on an active personal shield.
<b>Awareness</b>	prerequisite	benefit
<b>Acute Senses</b>		Reroll Perception checks.
<b>Expert Tracker</b>	Acute Senses	No penalty to Survival checks when tracking while moving.
<b>Improved Initiative</b>	Acute Senses	Reroll Initiative checks.
<b>Uncanny Dodge I</b>	Acute Senses, Improved Initiative	No penalty for being flat-footed or attacked by hidden opponent.
<b>Uncanny Dodge II</b>	Acute Senses, Improved Initiative, Uncanny Dodge I	You cannot be flanked.
<b>Reset Initiative</b>	Acute Senses, Improved Initiative, Trained in Initiative	1/per encounter, after first round you can add 5 to your initiative.
<b>Keen Shot</b>	Acute Senses	No penalty when attacking target with concealment.
<b>Weak Point</b>	Acute Senses, Keen Shot	As a swift action, 1/per encounter you can ignore DR of a single target for the rest of your turn.

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Gunslinger		
Gunslinger	prerequisite	benefit
Blind Shot		You ignore the penalties on your ranged attack rolls when a target has concealment or total concealment.
Debilitating Shot		If you aim before making a ranged attack and it does damage, target moves –1 on condition track.
Deceptive Shot		Make Deception check to have target flatfooted to your next attack.
Improved Quick Draw		Draw a pistol and make an attack even when Surprised.
Knockdown Shot		If you aim before making a ranged attack and it hits then target goes prone.
Multiattack Proficiency (pistols)		Reduce penalties to multiple attacks by 2.
Mobile Attack (pistols)	Multiattack Proficiency (pistols), Dual Weapon Mastery I, Weapon Focus (pistols)	As a free action, after attacking with two pistols you may move up to your speed.
Ranged Disarm		Disarm with a ranged attack.
Ranged Flank		If you are within 6 squares of a target and are armed with a pistol or a rifle, you can act as though you occupied the nearest square adjacent to the target for the purposes of determining whether or not you or any allies are flanking that target. You may only be considered to be flanking a single target at range at a time. You must spend a swift action on your turn to designate the target you flank at range.
Trigger Work		Take no penalty with Rapid Shot feat.
Fortune	prerequisite	benefit
Fool's Luck		As standard action, spend Force Point to gain +1 luck bonus on attack rolls, or +1 to all of your defenses, or +5 on skill checks.
Avert Disaster	Fool's Luck	1/encounter, you can turn a critical hit against you into a normal hit.
Better Lucky than Dead	Fool's Luck	1/encounter, as a reaction, you gain a +5 luck bonus to any one defense until the start of your next turn.
Fortune's Favor		When you score critical hit, gain a free standard action.
Gambler		Gain +2 competence bonus on Wisdom checks when you gamble.
Knack		Once per day, reroll a skill check.
Lucky Shot	Knack	Once per day, reroll an attack roll.
Lucky Stop	Knack	As a reaction, 1/per encounter negate damage from one attack that would reduce you to zero hit points.
Dumb Luck	Knack, Lucky Shot	You are possessed of incredible luck and an uncanny ability to succeed where others would fail. You can use each of the following actions 1/encounter as a standard action: <ul style="list-style-type: none"> <li>• <i>Elude Enemy</i>: Make a single melee or ranged attack against any target within your range. If you damage the target, you gain a +2 bonus to your Reflex Defense against this target until the beginning of your next turn.</li> <li>• <i>Escape</i>: Make a single melee or ranged attack against any target within your range. If that target successfully damages you before the start of your next turn, you can immediately move 2 squares as a reaction. This movement does not provoke attacks of opportunity.</li> <li>• <i>Make your Own Luck</i>: Make a single melee or ranged attack against any target within your range. If you miss this target, you gain a +2 bonus on your next attack roll.</li> </ul>
Ricochet Shot	Knack, Lucky Shot	When making a ranged attack against a target with cover, you can choose to reduce the benefit of that target's cover by one step, from improved cover to cover, or cover to no cover. You deal only half damage with this attack.
Uncanny Luck	Knack, Lucky Shot	1/encounter, you can consider any single d20 roll or 16 or higher to be a natural 20.
Unlikely Shot	Knack, Lucky Shot	1/encounter, you can reroll the damage of one attack and take the better result.
Labyrinthine Mind		1/encounter, as a reaction, you become immune to all mind-affecting effects until the end of your next turn (you can choose to ignore this for beneficial effects). Any mind-affecting effects currently affecting you are also removed, though you can choose to retain any beneficial effects you currently have.
Pistoleer		
Dash and Blast	Dual Weapon Mastery I, Running Attack	1/encounter as a full-round action, when you are wielding two pistols, you may move up to twice your speed and make a ranged attack with each pistol. The normal penalties for attacking with two weapons apply to these attacks.
Flanking Fire	Dual Weapon Mastery I	Whenever you are flanked by two (or more) opponents and are wielding two pistols, you can make a full-round action as a standard action instead of a full-round action. This is provided that you target only opponents that flank you and attack at least two targets.
Guaranteed Shot	Dual Weapon Mastery I	If you are wielding two pistols and make a single ranged attack with one of those pistols as a standard action, even if you miss you deal damage equal to half your heroic level to that target. This consumes a single shot from the weapon not making the attack, and the weapon you attack with uses as many shots as required by the attack.
Hailfire	Dual Weapon Mastery I	When you are wielding two pistols, as a standard action you can make an autofire attack with one of the pistols as though the weapon were set to autofire, even if the pistol would not normally be capable of autofire. The normal penalties for autofire still apply to this attack roll, and you may split the number of shots consumed between the two pistols.
Twin Shot	Dual Weapon Mastery I, Rapid Shot	When you are wielding two pistols, you gain a +2 bonus to damage rolls when using the Rapid Shot feat.

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### Awareness

<b>Acute Senses</b>			Reroll Perception checks.
<b>Expert Tracker</b>	Acute Senses		No penalty to Survival checks when tracking while moving.
<b>Improved Initiative</b>	Acute Senses		Reroll Initiative checks.
<b>Uncanny Dodge I</b>	Acute Senses, Improved Initiative		No penalty for being flat-footed or attacked by hidden opponent.
<b>Uncanny Dodge II</b>	Acute Senses, Improved Initiative, Uncanny Dodge I		You cannot be flanked.
<b>Reset Initiative</b>	Acute Senses, Improved Initiative, Trained in Initiative		1/per encounter, after first round you can add 5 to your initiative.
<b>Keen Shot</b>	Acute Senses		No penalty when attacking target with concealment.
<b>Weak Point</b>	Acute Senses, Keen Shot		As a swift action, 1/per encounter you can ignore DR of a single target for the rest of your turn.



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Independent Droid (Force Unleashed)		
Autonomy	prerequisite	benefit
Defensive Electronics		Add your class level to Will Defense when someone tries to reprogram you.
Ion Resistance 10		Gain DR10 versus ion damage.
Soft Reset		If moved to bottom of condition track other than through exceeding Damage Threshold, then after 2 rounds go up +1 step.
Modification Specialist		You do not have a –5 penalty on Mechanics and Use Computer checks to modify or reprogram yourself.
Repair Self		When repairing yourself, repair 1 additional hit point per point rolled above DC of repair check.
Specialized Droid		
Computer Language	Binary Language	May use Persuasion instead of Use Computer Check.
Computer Master		Reroll opposed Use Computer checks.
Enhanced Manipulation	Dexterity 15	Take 10 when making Dexterity-based skill checks, even when not possible.
Hotwired Processor		As a swift action, gain +5 circumstance bonus on Intelligence- and Wisdom-based skill checks and +1 circumstance bonus on ranged attack rolls for ½ your level in rounds. After move –1 on condition track until repaired.

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Infiltrator (Force Unleashed)		
Infiltration	prerequisite	benefit
Always Ready	Trained in Initiative	Skill When you have readied an action is triggered you do not change your initiative count.
Concealed Weapon Expert		As a swift action, 1/per round reroll attack with concealable weapon.
Creeping Approach	Trained in Stealth Skill	As a swift action, select target in 12 squares. This target can not make Perception checks to notice you, even if you are in line of sight. Ends if target attacked.
Set for Stun		Spend two swift actions to cause target to go down –3 on the condition track with stun weapon.
Silent Takedown	Trained in Stealth Skill	If you damage opponent who was unaware of you then they can not make any noises until end of your next turn.
Camouflage		
Hidden Movement		No penalty to Stealth check while moving.
Hunker Down		Whenever you benefit from cover, you can spend a standard action to hunker down and maximize the benefit of the cover. You increase the benefit to cover to improved cover and improved cover to total cover.
Improved Stealth		Reroll Stealth checks.
Hide in Plain Sight	Hidden Movement, Improved Stealth	1/encounter, when you are within 2 squares or cover or concealment, you can move to that cover or concealment and make a Stealth check to hide as a single move action.
Shadow Striker	Hidden Movement, Improved Stealth	You excel in fighting from the shadows, hitting your opponents when they least expect it. You can use each of the following actions once per encounter as a standard action:
		<ul style="list-style-type: none"> <li>• <i>Blinding Strike</i>: Make a single melee or ranged attack against an opponent within range. If you damage the target, you gain total concealment against that target until the beginning of your next turn.</li> <li>• <i>Confusing Strike</i>: You can make a single melee or ranged attack against an opponent within range. If this opponent id denied its Dexterity bonus to Reflex Defense or if you have concealment from this opponent, a successful attack also causes the opponent to be able to take only a swift action on its next turn.</li> <li>• <i>Unexpected Strike</i>: Make a melee or ranged attack within your range against an opponent from whom you have concealment. You gain a +2 bonus on this attack roll if you have concealment or a +5 bonus if you have total concealment.</li> </ul>
Total Concealment	Hidden Movement, Improved Stealth	If a situation gives you concealment you have total concealment.
Spy		
Blend In		When creating deceptive appearance, you can replace your Deception with Stealth.
Incognito	Blend In	You can reroll Deception when creating deceptive appearance.
Surveillance	Trained in Perception	As a full round action, make Perception check grant yourself and allies +2 insight bonus to attack rolls against target until the end of your turn
Improved Surveillance	Surveillance	If successful with Surveillance, grant you and your allies +1 to defenses against target.
Intimate Knowledge	Surveillance	As a standard action, 1/per encounter take 10 or 20 on Knowledge skill that you normally would not be able to make.
Traceless Tampering		When making Mechanics check to disable, make no trace of tampering.
Bothan Spynet		
Spynet Agent	Bothan species, or two talents from Infiltration Tree	You can use Gather Information instead of Knowledge (galactic lore)
Bothan Resources	Spynet Agent	Make Gather Information check DC 20 to make standard purchases at 50% discount, and 25% discount for restricted purchases.
Knowledge is Life	Spynet Agent	As a swift action, make a Knowledge (galactic lore) check to gain +2 morale bonus to defense score of your choice against selected target.
Knowledge is Power	Spynet Agent	As a swift action, make a Knowledge (galactic lore) check to increase the critical range of your attacks by 1 for selected target.
Knowledge is Strength	Spynet Agent	As a swift action, make a Knowledge (galactic lore) check to gain +2 morale bonus to attack rolls against selected target.
Six Questions	Spynet Agent	As a swift action, make a Knowledge (galactic lore) check to know key details of character's stats.

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Jedi Knight		
Duelist	prerequisite	benefit
Force Fortification		As a reaction, spend a Force Point to negate critical hit.
Greater Weapon Focus	Weapon Focus (Lightsabers)	Gain +1 bonus on melee attacks with lightsabers.
Greater Weapon Specialization	Greater Weapon Focus, Weapon Focus (lightsabers), Weapon Specialization (lightsabers)	Gain +2 bonus on melee damage with lightsabers.
Improved Lightsaber	Throw Lightsaber Throw (from Lightsaber Combat Tree)	As a standard action, spend a Force Point to throw lightsaber in a 6-square line area attack. As a swift action you can pull your lightsaber back to you with a Use the Force check DC 20.
Thrown Lightsaber Mastery	Lightsaber Throw, Improved Lightsaber Throw	Targets hit by a lightsaber throw move at half speed for a turn.
Multiattack Proficiency		Reduce multiattack penalties by 2.
Severing Strike		You have the option of severing a limb with a lighsaber, rather than killing opponent.
Improved Riposte	Block, Riposte	1/per turn, do not take the block penalty for the Use the Force check to do a riposte maneuver.
Improved Redirect	Deflect, Redirect Shot	1/per turn, do not take the defelct penalty for the Use the Force check to do a redirect maneuver.
Lightsaber Forms		
Ataru		Replace your Strength bonus with your Dexterity bonus for damage with lightsabers.
Djem So		Spend a Force Point when an opponent hits you to make an immediate attack back.
Juyo	Weapon Focus (Lightsabers), Weapon Specialization (Lightsabers), BAB +10	Once per encounter, spend a Force Point to select an enemy who you can then reroll your first attack each round with that opponent for the duration of the encounter.
Vaapad	Weapon Focus (Lightsabers), Weapon Specialization (Lightsabers), BAB +12	Score a critical hit on a 19 or 20 with a lightsaber. Conditions apply when rolling a natural 19.
Makashi	Lightsaber Defense	When wielding a single lightsaber, your Lightsaber Defense bonus increases by 2.
Niman		When wielding a lightsaber, gain +1 bonus to Reflex and Will Defenses.
Jar'Kai	Lightsaber Defense, Niman	When wielding two lightsabers, gain twice the bonus for Lightsaber Defense.
Shien	Deflect, Redirect Shot	When deflecting blaster bolt, gain +5 bonus to ranged attack.
Shii-Cho	Block, Deflect	When using Block or Deflect, only take -2 penalty on Use the Force check for each previous attempt.
Sokan	Acrobatic Recovery	May take 10 on Acrobatic checks to tumble, even when distracted or threatened. No movement penalty cost.
Soresu	Block, Deflect	May reroll Use the Force Check for Block and Deflect.
Trákata	Weapon Focus (Lightsabers), Weapon Specialization (Lightsabers), BAB +12	Spend two swift actions to make Deception check to feint in combat.
Armor Specialist		
Armored Defense		Add either your heroic level or your armor bonus to calculate your Reflex Defense.
Armor Mastery	Armored Defense	Max Dexterity Bonus for armor improves by +1.
Improved Armored Defense	Armored Defense	Add your heroic level plus one-half your armor bonus, or your armor bonus to calculate your Reflex Defense.
Juggernaut	Armored Defense	Your armor does not reduce your speed or distance you can move while running.
Second Skin	Armored Defense	+1 to Reflex Defense and Fortitude Defense while wearing armor.
Shield Expert	Armor Proficiency (light)	As a swift action, 1/per encounter regain 10 points of SR on an active personal shield.
Lightsaber Combat		
Block		As a reaction, make a Use the Force check to negate a melee attack.
Riposte	Block, BAB +5	As a reaction, 1/per encounter make at attack after successfully using Block.
Deflect		As a reaction, make a Use the Force check to negate a ranged attack.
Redirect Shot	Deflect, BAB +5	Deflect a blaster bolt and then immediately make a ranged attack at target within line of sight.
Lightsaber Defense		As a swift action, gain a +1 deflection bonus to your Reflex Defense for one turn.
Lightsaber Specialization	Weapon Focus (Lightsabers) feat	Gain +2 bonus on melee damage with Lightsabers.
Lightsaber Throw		Make a thrown attack with your lightsaber, then pull it back to you if within 6 squares.

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<b>Jedi Battlemaster</b>		
<b>Jedi Battle Commander</b>	Battle Meditation	Your Battle Meditation grants +2 insight bonus on attack rolls.
<b>Defensive Circle</b>	Battle Meditation, Jedi Battle Commander, Block or Deflect	As a swift action, you and allies gain +2 insight bonus to Reflex Defense. Also gain +1 bonus to Use the Force checks for Block and Deflect for each adjacent ally wielding a lightsaber.
<b>Force Revive</b>	Battle Meditation, Jedi Battle Commander	As a reaction, grant an ally affected by Battle Mediation who is reduced to zero hit points the use of their Second Wind while unconscious.
<b>Slashing Charge</b>	Block, Riposte, Weapon Focus (lightsabers), Weapon Proficiency (lightsabers)	1/per encounter, while charging take no penalty to Block attempts and gain the charge bonus to Riposte attacks.
<b>Mobile Attack (lightsabers)</b>	Multiattack Proficiency (lightsabers), Dual Weapon Mastery I, Weapon Focus (lightsabers)	As a free action, after making a full attack with two or dual lightsabers move your speed.
<b>Jedi Shadow</b>		
<b>Dark Deception</b>		When another character tries to sense you through the force you can act as though your Dark Side Score equals your Wisdom score. Deception is a class skill for you.
<b>Taint of the Dark Side</b>	Dark Deception	Gain one Force Power with the [dark side] descriptor to your Force suite. 1/per encounter you can use this Force Power without raising your Dark Side Score.
<b>Improved Sentinel Strike</b>	Sentinel Strike	Your Sentinel Strike damage dice is now d8.
<b>Improved Sentinel's Gambit</b>	Sentinel's Gambit	You can use Sentinel's Gambit an additional number of times equal to half your class level.
<b>Rebuke the Dark Side</b>		Roll two dice and take the highest value for Rebuke attempts against Force Powers with the <i>[dark side]</i> descriptor.
<b>Jedi Watchman</b>		
<b>Force Warning</b>		Allies within 12 squares can reroll Initiative checks. If you are not surprised then you can designate a number of allies equal to your Wisdom bonus to also not be surprised.
<b>Watchman's Advance</b>	Force Warning	You and allies gain one extra move action in a surprise round.
<b>Vigilance</b>		As a swift action, grant an adjacent ally +1 deflection bonus to Reflex Defense as long as they stay adjacent to you.
<b>Sheltering Stance</b>	Block or Deflect,	You no longer need to spend a Force Point to use Block or Deflect on an adjacent ally.
<b>Improved Quick Draw (lightsabers)</b>	Quick Draw, Weapon Focus (lightsabers)	As a free action, you can draw and ignite a lightsaber. If you are surprised then you may also make one attack despite being surprised.
<b>Jedi Archivist</b>		
<b>Direct</b>		As a standard action, you can return one spent Force power to the Force suite of any ally within 6 squares of you and in your line of sight. The Force power must have been spent by the ally you designate.
<b>Impart Knowledge</b>	Skilled Advisor	You can aid another on the Knowledge checks of any ally within 6 squares of you as a reaction for Knowledge skills you are trained in.
<b>Insight in the Force</b>		You can make a Use the Force check in place of a Knowledge check for any Knowledge skill you are not trained in. You are considered trained in that Knowledge skill for purposes of using this talent. If you are entitled to a Knowledge check reroll, you can reroll your Use the Force check instead (subject to the same circumstances and limitations).
<b>Master Advisor</b>	Skilled Advisor	When you use the Skilled Advisor talent, the ally you aid gains one temporary Force Point at the end of her next turn. If the Force Point is not spent before the end of the encounter, it is lost.
<b>Scholarly Knowledge</b>		As a swift action, you can reroll a Knowledge check and keep the better of the two results. This can be used with any Knowledge skill you are trained in.
<b>Jedi Healer</b>		
<b>Force Treatment</b>		You can make a Use the Force check in place of a Treat Injury check. You are considered trained in the Treat Injury skill. If you are entitled to a Treat Injury check reroll, you can reroll your Use the Force check instead (subject to the same circumstances and limitations).
<b>Healing Boost</b>	<i>Vital Transfer</i>	When healing somebody through <i>vital transfer</i> , the amount of damage healed increases by 1 points per your class level.
<b>Improved Healing Boost</b>	<i>Vital Transfer</i> , Healing Boost	When healing somebody through vital transfer, the amount of damage healed increases by 2 points per your class level.
<b>Soothe</b>	Vital Transfer	When using vital transfer to heal somebody, you can move the target +1 step on the condition track instead of healing damage. When doing so, you move -1 step on the condition track in exchange.

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Jedi Master		
Duelist	prerequisite	benefit
Force Fortification		As a reaction, spend a Force Point to negate critical hit.
Greater Weapon Focus	Weapon Focus (Lightsabers)	Gain +1 bonus on melee attacks with lightsabers.
Greater Weapon Specialization	Greater Weapon Focus, Weapon Focus (lightsabers), Weapon Specialization (lightsabers)	Gain +2 bonus on melee damage with lightsabers.
Improved Lightsaber	Throw Lightsaber Throw (from Lightsaber Combat Tree)	As a standard action, spend a Force Point to throw lightsaber in a 6-square line area attack. As a swift action you can pull your lightsaber back to you with a Use the Force check DC 20.
Thrown Lightsaber Mastery	Lightsaber Throw, Improved Lightsaber Throw	Targets hit by a lightsaber throw move at half speed for a turn.
Multiattack Proficiency		Reduce multiattack penalties by 2.
Severing Strike		You have the option of severing a limb with a lighsaber, rather than killing opponent.
Improved Riposte	Block, Riposte	1/per turn, do not take the block penalty for the Use the Force check to do a riposte maneuver.
Improved Redirect	Deflect, Redirect Shot	1/per turn, do not take the defelct penalty for the Use the Force check to do a redirect maneuver.
Alter		
Aversion		As a swift action, you can spend a Force Point to radiate an invisible aura that makes other beings want to avoid you. Until the end of the encounter, all squares within 2 squares of you are considered difficult terrain for your enemies.
Disciplined Strike		Exclude a certain number of targets from Force powers with cone effects.
Force Flow		When you roll a 1 on an attack or Use the Force check you get a temporary Force Point.
Illusion / Illusion	Mind Trick Force Power	As a standard action, spend a Force Point and make a Use the Force check to create an illusion.
Telekinetic Power		If you roll a natural 20 with telekinetic Force powers you may use the effect again immediately for free.
Telekinetic Savant		Once per encounter, return one telekinetic Force power to your suite for free.
Telepathic Link	Trained in Use the Force	As a swift action, create an enhanced link with another Force user. Telepathically communicate freely. 1/encounter you or your ally can use a Force power from the other's suite.
Telepathic Influence	Telepathic Link, Trained in Use the Force	If you roll a natural 20 on an attack roll or Use the Force check you can grant one ally within 12 squares a temporary Force Point.
Control		
Beast Trick		You can use the Mind Trick Force Power on creatures with an Intelligence of 2 or lower.
Damage Reduction 10		Spend a Force point to gain DR 10 for 1 minute.
Equilibrium		As a swift action, spend a Force Point to remove debilitating conditions affecting you.
Force Recovery	Equilibrium	When you use Second Wind, regain 1d6 x number of Force Points you possess in additional Hit Points.
Force Focus		As a full round action, make a Use the Force check to regain one spent Force power.
Force Exertion	Force Training Feat	You must designate one of your Force Powers for this talent. As a reaction, replace a Force Power in your current active suite with an additional use of the designated Force Power. Move -1 on the condition track for one minute.
Force Suppression	Rebuke Force Power	If you fail a Use the Force check for Rebuke you still lessen the effect of variable power effects by one step.
Indomitable Will		As a standard action, spend a Force Point to become immune to all mind-affecting effects for one minute.
The Will to Resist		1/turn, as a reaction to being targeted by a Force power or other ability that targets your Will Defense, you can make a Use the Force check and replace your Will Defense with the result of the Use the Force check. After you make this check, until the end of your next turn, you take a -5 penalty on all Use the Force checks.
Sense		
Force Perception		Make a Use the Force check instead of a Perception check.
Foresight	Force Perception	Spend a Force Point to reroll an Initiative Check.
Gauge Force Potential	Force Perception	As a standard action, make a Use the Force check to know Force details of a target.
Psychometry	Force Perception, Farseeing	When you use the <i>farseeing</i> Force power, you can choose to target an object you hold instead of a character or creature. You can look into the targeted object's past, up to a maximum of 5 years per your character level. Any information gained about the object's past is based on the thoughts and emotions of the person holding or carrying the object at the time you perceive, which can shew the results of the vision.
Visions	Force Perception, Farseeing	When using the Farseeing Force power, you can spend a Force Point to see in target's past or future.
Force Pilot		Make a Use the Force check instead of a Pilot check.
Force Reflexes	Force Sensitivity Feat, Starship Tactics Feat, Force Pilot	Spend a Force Point to reroll Pilot check when using a maneuver.
Feel the Force		As a standard action, spend a Force Point to ignore all concealment for one minute.
Heightened Awareness		You can spend a Force Point to add your Charisma bonus to your Perception check.
Shift Sense		You can spend a Force Point to gain low-light vision for 1 minute or until the end of the encounter, whichever is longer.

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### Light Side

#### At Peace

You can spend a Force Point to gain a +2 Force bonus to all defenses until the end of the encounter or until you attack, whichever comes first.

#### Focused Attack

You can spend a Force Point to reroll an attack against a creature with a Dark Side Score of 1 or higher, keeping the better of the two rolls.

#### Attuned

#### Focused Attack

When you roll a natural 20 on an attack roll against a target with a Dark Side Score of 1 or higher, you can activate a single Force power with the *[light side]* descriptor immediately as a free action.

#### Surge of Light

1/encounter, as a swift action, you can return any Force power with the [light side] descriptor to your suite without spending a Force Point. You may select this talent multiple times. Each time you select it, you can use this talent one additional time per encounter.

### Dark Side

#### Consumed by Darkness

Sometimes your anger consumes you. As a swift action, you can take a -5 penalty to your Will Defense to gain a +2 Force bonus on attack rolls. The penalty and bonus last until the beginning of your next turn.

#### Drain Knowledge

As a standard action, spend a Force Point to make a Use the Force check to drain knowledge from target you touch. Gain a skill or skill focus for 1 day. Or you can sift through mind to gain specific piece of knowledge. Dark Side score increases by 1.

#### Power of the Dark Side

When you spend a Force Point to add to attack roll, you may roll an additional die and take the best result. Dark Side score increases by 1.

#### Swift Power

#### Power of the Dark Side

Once per day, you can use a Force power that normally takes a standard action as a swift action.

#### Wrath of the Dark Side

#### Power of the Dark Side

When rolling a natural 20 on a Use the Force check for Force Powers that cause damage, you can choose not to regain Force Powers to instead cause an additional 1/2 damage to target in the next round.

#### Dark Presence

#### Charisma 13, Power of the Dark Side

As a standard action, you and your allies gain +1 Force bonus to all defenses for the duration of the encounter.

#### Revenge

#### Power of the Dark Side, Dark Presence

If an ally is reduced to 0 hit points or killed then you gain a +2 bonus on attack and damage rolls for the duration of the encounter.

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Melee Duelist (KOTOR)		
Melee Duelist	prerequisite	benefit
Advantageous Strike		Gain +5 bonus to melee weapons when making attacks of opportunity.
Dirty Tricks	Trained in Deception	For two swift actions use the feint application of the Deception skill.
Dual Weapon Flourish I	Dual Weapon Mastery I, Weapon Finesse	When attacking with two light weapons or two lightsabers you can attack with both on the same target as a standard action + a free action.
Master of Elegance	Dual Weapon Flourish I or Single Weapon Flourish I, Weapon Finesse	Replace your Strength bonus for damage with your Dexterity bonus when wielding a light weapon.
Dual Weapon Flourish II	Dual Weapon Flourish I, Dual Weapon Mastery I & II, Master of Elegance, Weapon Finesse	As a standard action, make a full attack with two light weapons or two lightsabers.
Multiattack Proficiency (advanced melee weapons)		Reduce the penalty for multiple attacks by 2.
Out of Nowhere	Trained in Deception, Weapon Finesse	As a free action, 1/per encounter make an attack with a light weapon or lightsaber after an successful feint.
Single Weapon Flourish I	Double Attack (advanced, exotic, lightsaber), Weapon Finesse	When you wield only a single light melee weapon or a single lightsaber and make a full attack, you can move up to your speed as a free action at any time during your turn.
Master of Elegance	Dual Weapon Flourish I or Single Weapon Flourish I, Weapon Finesse	Replace your Strength bonus for damage with your Dexterity bonus when wielding a light weapon.
Single Weapon Flourish II	Double Attack (advanced, exotic, lightsaber), Weapon Finesse, Master of Elegance	When you wield only a single light melee weapon or a single lightsaber, you can make a full attack as a standard action instead of a full-round action.
Brawler		
Cantina Brawler		While flanked, you gain a +2 bonus on unarmed attack rolls and damage rolls.
Pick a Fight	Cantina Brawler	During the surprise round, you and all allies within 6 squares of you gain a +1 morale bonus on attack rolls. Additionally, until the end of the encounter, you retain this bonus to attack rolls against any target you or your allies damage during the surprise round.
Counterpunch		When you fight defensively, and adjacent creature that attacks you provokes an attack of opportunity from you.
Expert Grappler		+2 competence bonus on grapple attacks.
Unbalance Opponent	Expert Grappler	One opponent may not use their Strength bonus to attack rolls for the round.
Gun Club		Use a ranged weapon as a melee weapon. Weapons with bayonets count as double weapons.
Bayonet Master	Gun Club	When you take a full attack action, you can treat a ranged weapon with a bayonet as a double melee weapon. You can attack with the bayonet and club a target with your ranged weapon (as with the Gun Club talent), ignoring the normal penalties for attacking with both ends of a double weapon.
Make Do		When fighting with an improvised weapon, you take no penalty on your attack rolls.
Man Down		Whenever an ally within 6 squares is reduced to 0 hit points, you can immediately move up to your speed toward that ally as a reaction. This movement does not provoke attacks of opportunity.
Melee Smash		+1 damage with melee attacks.
Stunning Strike	Melee Smash	When you damage an opponent they go down an additional -1 on condition track.
Experienced Brawler	Melee Smash, Stunning Strike	You know how to fight when the odds are against you. You can use each of the following actions as a standard action once per encounter. <ul style="list-style-type: none"> <li>• <i>Avoid Attack</i>: Make a single melee attack against an opponent within your reach. Until the beginning of your next turn, you gain a +5 dodge bonus to Reflex Defense against a single attack as a reaction.</li> <li>• <i>Fortified Mind</i>: Make a single melee attack against an opponent within your reach. Until the beginning of your next turn, you gain a +5 bonus to Fortitude or Will Defense against a single attack as a reaction.</li> <li>• <i>Focused Stance</i>: Make a single melee attack against an opponent within your reach. At any time until the beginning of your next turn, as a reaction, you can move up to 2 squares. This movement does not provoke attacks of opportunity.</li> </ul>
Devastating Melee Smash	Melee Smash	1/per encounter, during a melee attack add half your level to damage.
Unrelenting Assault	Melee Smash	You launch yourself at a foe, attacking with weapons, limbs, and anything else available. Whenever you miss with a melee attack or the attack is negated, you still deal your Strength bonus in damage to the target (minimum 1) or 2 x your Strength bonus if you attack with a weapon you are wielding two-handed.
Sucker Punch		When your melee attack damages an opponent that is denied its Dexterity bonus to Reflex Defense, that opponent cannot take attacks of opportunity until the end of its next turn.



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### Weapon Specialist

<b>Devastating Attack</b>		Treat your target's Damage Threshold as -5 less with selected weapon.
<b>Penetrating Attack</b>	Weapon Focus	Treat your target's Damage Reduction as -5 less with selected weapon.
<b>Weapon Specialization</b>	Weapon Focus	Gain +2 bonus on damage rolls with selected weapon.
<b>Crushing Assault</b>	Weapon Specialization	You use your attacks to beat down your opponents' defenses. When you successfully damage an opponent using a bludgeoning weapon that you have the Weapon Specialization talent for, your next attack against that opponent made before the end of the encounter gains a +2 bonus to the attack roll and to the damage roll. The effects of multiple Crushing Assaults do not stack.
<b>Disarming Attack</b>	Weapon Specialization, Improved Disarm, Intelligence 13	When attempting to disarm, target does not get their armor bonus to Reflex Defense. 1/per encounter gain +10 bonus on attack roll when attempting to disarm.
<b>Impaling Assault</b>	Weapon Specialization	You can hit your opponents to slow them down. Whenever you successfully damage an opponent using a piercing weapon that you have the Weapon Specialization talent for, your opponent reduces its speed by 2 squares until the end of your next turn. The effects of multiple Impaling Assaults do not stack.
<b>Stinging Assault</b>	Weapon Specialization	You can deliver nasty injuries that leave your opponents reeling. Whenever you successfully damage an opponent using a slashing weapon that you have the Weapon Specialization talent for, your opponent takes a -2 penalty on melee attacks against you until the start of your next turn. The effects of multiple Stinging Assaults do not stack.

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Master Privateer (Force Unleashed - updated in Scum & Villiany)		
Infamy	prerequisite	benefit
Inspire Fear I		Opponents equal or lower in level are –1 on rolls against you.
<b>Frighten</b>	Attract Minion, Inspire Fear I	1/encounter, you can designate a minion as a free action to spread fear among your enemies. At any point before the end of the encounter, you can activate this ability to force all enemies adjacent to your minion to move 1 square away from the minion. This movement does not provoke attacks of opportunity. This is a mind-affecting effect.
Inspire Fear II	Inspire Fear I	Opponents equal or lower in level are –2 on rolls against you.
<b>Fear Me</b>	Attract Minion, Inspire Fear I, Inspire Fear II	Such is the fear you instill in your minions that when in your presence, they would rather die than disappoint you. 1/encounter, as a reaction to one of your minions being moved down the condition track, you can reduce the number of steps then minion moves down the condition track by 1. Additionally, the target regains hit points equal to your heroic level. If the target is reduced to 0 hit points or moved to the bottom of the condition track, you cannot use this talent on that target.
<b>Terrify</b>	Frighten, Inspire Fear I, Inspire Fear II	As a standard action, you can make a Persuasion check against a target that is within your line of sight and that is also affected by your Inspire Fear talent. If you equal or exceed the target's Will Defense, then on its next turn the target must spend at least one move action to move away from you. If the target is somehow prevented from doing so, then the penalty from Inspire Fear doubles until the start of your next turn. This is a mind-affecting fear effect.
Inspire Fear III	Inspire Fear I, Inspire Fear II	Opponents equal or lower in level are –5 on rolls against you.
<b>Unsavoury Reputation</b>	Notorious, Inspire Fear I, II & III	Any opponent that is reduced to half hit points or fewer while within 6 squares of you takes a -2 penalty on all attack rolls and skill checks for the duration of the encounter. This is a mind-affecting fear effect.
Notorious		Reroll Persuasion checks to intimidate others.
Shared Notoriety	Notorious	Minions may make reroll Persuasion checks to intimidate others.
Piracy		
Bloodthirsty		You can perform a coup de grace as a move action. Whenever you successfully perform a coup de grace action and kill the target, all allies within line of sight gain a +2 morale bonus on attack rolls for the duration of the encounter.
<b>Fight to the Death</b>	Bloodthirsty	1/encounter, as a swift action, you can fill your companions with renewed vigor. All allies within 6 squares of you heal damage equal to your heroic level.
<b>Savage Reputation</b>	Bloodthirsty	You have cultivated a savage reputation, and when you are recognized, you instill fear in your enemies. All opponents within 6 squares of you take a -1 penalty on all attacks. This is a mind-affecting effect.
Keep Them Reeling		As a standard action, you can make a single melee attack against a target within reach. If the attack hits, you deal no damage, but your target must move or withdraw away from you on its next turn.
Raider's Frenzy		Once per round, when one of your allies within 6 squares successfully damages a target, you grant all allies within your line of sight a bonus to damage rolls against that target equal to one-half your class level until the end of your next turn.
Raider's Surge		1/encounter, as a standard action, you can make a Deception or Persuasion check (your choice) against each enemy within your line of sight. If the check equals or exceeds the enemy's Will Defense, that enemy must withdraw on its next action or take a -1 penalty on its attack rolls until the end of the encounter. This is a mind-affecting effect.
Take Them Alive		Whenever you or any of your allies within 6 squares of you reduces a target to 0 hit points, you can choose to treat that opponent as though they had been reduced to 0 by stun damage (and, thus, remain stable).
Privateer		
Armored Spacer		You can used armored spacesuits as if you had Armored Proficiency (heavy)
Attract Privateer		Gain nonheroic character equal to ¾ your character level rounded down.
Blaster and Blade I	Dual Weapon Mastery I feat, Weapon Proficiency (advanced melee, pistols) feats	As a free action, when you make an attack with an advanced melee weapon you may also make an attack with a pistol.
Blaster and Blade II	Dual Weapon Mastery I feat, Weapon Proficiency (advanced melee, pistols) feats, Blaster and Blade I	When wielding both an advanced melee weapon and a pistol, treat the advanced melee weapon as if it was wielded two-handed.
Blaster and Blade III	Dual Weapon Mastery I feat, Weapon Proficiency (advanced melee, pistols) feats, Blaster and Blade I & II	When wielding both an advanced melee weapon and a pistol, make a full attack as a standard action rather than a full-round action.
Boarder		Ignore cover with your attacks when aboard a starship or space station.
Ion Mastery		Gain +1 bonus to attack rolls and +1 die of ion damage when using ion weapons.
Multiattack Proficiency (advanced melee weapons)		Reduce multiattack penalties by 2 with advanced melee weapons.
Preserving Shot		When you deal damage with a vehicle weapon that would destroy a target vehicle, you are able to deal half damage and move it –1 step on the condition track. You also cripple its sublight engines and hyperdrive, making it unable to move until repaired.

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<b>Medic</b> (Force Unleashed)		
<b>Advanced Medicine</b>	prerequisite	benefit
<b>Steady Under Pressure</b>		Reroll Treat Injury checks
<b>Battlefield Medic</b>	Steady Under Pressure	As a standard action, make a first aid attempt with Treat Injury
<b>Second Chance</b>	Steady Under Pressure	If you fail your Treat Injury check, patient does not take damage nor die from failed check.
<b>Bring Them Back</b>		You can use the revivify application on target who has died within ½ heroic level of rounds.
<b>Emergency Team</b>		Allies automatically succeed on aid another attempts with Treat Injury checks.
<b>Extra First Aid</b>		You can use first aid application on target one additional time per day.
<b>Medical Miracle</b>		As a standard action, make Treat Injury check DC 20 to allow adjacent target to take second wind, even when above half hit points.
<b>Natural Healing</b>		If you have natural substitutes, you do not need a medical kit to make first aid, treat disease and treat poison checks.
<b>Survivor</b>		
<b>Evasion</b>		If hit by area effect attack, take half damage if it hits, no damage if the attack misses you.
<b>Extreme Effort</b>		Spend two swift actions to gain +5 to a single Strength check or Strength-based skill.
<b>Sprint</b>		When running, move up to five times your speed.
<b>Surefooted</b>		Your speed is not reduced by difficult terrain.

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Military Engineer (CWCG)		
Military Engineer	prerequisite	benefit
Breach Cover		When you fire or throw a weapon with a burst or splash radius at a target with cover, you ignore that cover.
Breaching Explosive		You ignore the damage threshold of doors and walls when using mines and fixed (non-grenade) explosives.
Prepared Explosive		When you use a mine or other fixed (non-grenade) explosive, you can choose to have the blast radius of the explosive become difficult terrain after the explosive has detonated. Alternately, if you plant a mine or fixed explosive in an area of difficult terrain, you can have the explosive deal no damage and instead turn the difficult terrain into normal terrain.
Problem Solver		As a swift action once per turn, you can designate a single vehicle within your line of sight whose pilot can hear and understand you. That pilot's vehicle ignores difficult terrain until the start of your next turn, and the pilot gains a +5 insight bonus on all Pilot checks made to avoid hazards and collision until the start of your next turn.
Repairs on the Fly		You can use the Repairs application of the Mechanics skill to repair a droid or object as a standard action. You can gain the benefits of this talent only once per day per droid, object, or vehicle repaired.
Droid Expert	Repairs on the Fly	When you repair a droid, you repair 1 additional hit point for each point by which your Mechanics checks beats the base DC of 20.
Quick Modifications	Repairs on the Fly, Tech Specialist feat	When you create a field-created weapon (as per the class feature), you can choose one weapon modification from the Tech Specialist feat (SotG 21) to apply to the created weapon at the time of creation.
Sabotage Device		As a swift action, you can sabotage any object or weapon that is powered by an energy cell so that it becomes a grenade. The object or weapon is then considered to be a fragmentation grenade in all ways, but it can be turned back into its original form with another swift action.
Tech Savant	Trained in Knowledge (technology) skill	As a standard action, you can increase the speed of one adjacent droid or vehicle you occupy by 1 square (applied to any method of locomotion) until the end of your next turn.
Vehicular Boost		As a standard action, you can make a DC15 Mechanics check to grant one vehicle you occupy a number of bonus hit points equal to 5 x your class level. Damage is subtracted from the bonus hit points first, and any bonus hit points remaining at the end of the encounter go away. Bonus hit points from multiple sources do not stack.
Outlaw Tech		
Fast Repairs	Trained in Mechanics	If you jury-rig then object gains temporary hits points equal to Mechanics check.
Hotwire	Trained in Mechanics	Make a Mechanics check instead of a Use Computer check to improve access.
Quick Fix	Trained in Mechanics	Once per encounter, you can jury-rig an object that is not disabled.
Personalized Modifications		As a standard action, gain a +1 equipment bonus to attack rolls and +2 to damage rolls for powered weapons for the duration of the encounter.

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Officer		
Military Tactics	prerequisite	benefit
Assault Tactics		As a move action, make a Knowledge (Tactics) check to grant you and allies +1d6 damage to target for one round.
Exploit Weakness	Assault Tactics	When you use the Assault Tactics talent on an enemy, the target takes a cumulative -1 penalty to Reflex Defense each time it is damaged by one of your allies (maximum -5). This penalty applies until the end of your next turn.
Deployment Tactics		As a move action, make a Knowledge (Tactics) check to grant you and allies +1 competence bonus to attack rolls against flanked opponents or +1 dodge bonus to Reflex Defense against attacks of opportunity. Stacks with Born Leader or Battle Analysis.
Field Tactics	Deployment Tactics	As a move action, make a Knowledge (Tactics) check to grant you and allies additional +5 to cover bonus.
Outmaneuver	Deployment Tactics, Field Tactics	As a standard action, make a Knowledge (Tactics) check to deny enemies various bonuses to attack, damage and Reflex Defenses for one turn.
One for the Team	Deployment Tactics	As a reaction, you or ally may choose to take one-half or all damage dealt to adjacent ally.
Grand Leader		As a swift action, 1/encounter, you can grant bonus hit points equal to 5 + one-half your character level to all allies within 20 squares of you and in your line of sight. Damage is subtracted from the bonus hit points first, and any remaining bonus hit points remaining at the end of the encounter go away. Bonus hit points from multiple sources do not stack.
Shift Defense I		As swift action, take -2 penalty to one defense to gain +1 competence bonus to another for one turn.
Shift Defense II	Shift Defense I	As swift action, take -5 penalty to one defense to gain +2 competence bonus to another for one turn.
Shift Defense III	Shift Defense I & II	As swift action, take -5 penalty to two defenses to gain +5 competence bonus to another for one turn.
Tactical Edge		Use Assault, Deployment or Field Tactics talents as swift action.
Uncanny Defense		Once per day, you can add one-half your officer class level to all your defenses for one round. You must declare that you are using this talent at the beginning of your turn. The benefits last until the beginning of your next turn.
Leadership		
Born Leader		As a swift action, grant allies within line of sight a +1 insight bonus to attack rolls for duration of the encounter.
Distant Command	Born Leader	Allies who leave line of sight of you retain the Born Leader bonus.
Rally	Born Leader, Distant Command	As a swift action, allies within line of sight and half hit points gain +2 morale bonus to Reflex and Will Defenses, and to damage rolls for remainder of encounter.
Fearless Leader	Born Leader	As a swift action, allies in line of sight gain +5 to Will Defense against fear effects for duration of encounter.
Reactionary Attack	Born Leader, trained Persuasion skill	As a reaction, 1/per encounter grant ally within 6 squares a free attack at a target that attacked you or ally.
Coordinate		As a standard action, grant allies within line of sight additional +1 bonus for aid another actions for one turn.
Trust	Born Leader, Coordinate	Give up your standard action to give an ally in line of sight an extra standard or move action.
Commando		
Battle Analysis		As a swift action, make a Knowledge (tactics) check to determine who in line of sight is at half hit points or less.
Cover Fire	Battle Analysis	When making attack with pistol or rifle, allies within 6 squares get +1 to their Reflex Defense for one turn.
Demolitionist		Placed explosives deal +2 dice of damage.
Draw Fire		As a swift action, make a Persuasion check so that allies within 6 squares are not targeted for one turn.
Harm's Way	Trained in Initiative	Once per round, spend a swift action to have attacks made against adjacent allies affect you instead.
Indomitable		Once per day, as a swift action, move +5 steps on the condition track.
Keep Them at Bay		When you use the aid another action to suppress an enemy, that enemy takes a -5 penalty on its next attack instead of the normal -2 penalty. Only 1 character may gain the benefits of this talent against a given target at a time.
Tough as Nails		You can catch an additional Second Wind per day.
Hard Target	Tough as Nails	As a reaction, take a second wind.
Naval Officer		
Combined Fire		As a swift action, weapon batteries potentially do more damage to selected target.
Fleet Deployment	Charisma 13	As a full-round action, vehicles equal to class level may move at their speed rating.
Fleet Tactics	Charisma 13, Fleet Deployment	As standard action, make Knowledge (tactics) check to grant allied gunners +1 die of damage against designated target.
It's a Trap!		As reaction, once per encounter grant pilot of vehicle in line of sight a move action.
Legendary Commander	Charisma 13, Intelligence 13, Born Leader	When commanding capital ship, gain bonuses to Reflex defense, damage, and crew quality.

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Outlaw (Scum & Villiany)		
Outlaw	prerequisite	benefit
Preternatural Defense		1/encounter, as a reaction, you can add one-half your class level to the defense score of your choice.
Seize the Moment		Once per round, whenever an ally successfully damages an opponent, you can take a swift action as a reaction.
Find an Opening	Seize the Moment	Whenever you would use Seize the Moment, you can forgo the swift action to be able to aim as a single swift action on your next turn.
Double Up	Seize the Moment, Find an Opening	1/encounter, whenever you would use Seize the Moment, you can forgo the extra swift action to make an immediate melee or ranged attack that hits and deals damage, you treat the damage dealt by you and your ally as though it was one attack for the purposes of overcoming DR, SR, and determining whether the damage exceeded the target's damage threshold.
Uncanny Instincts		1/encounter whenever an opponent successfully deals damage to you, you can move 1 square as a reaction. This movement does not provoke attacks of opportunity.
Opportunistic Defense	Uncanny Instincts	1/encounter, whenever you would use Uncanny Instincts, you can forgo this extra movement and instead increase your Reflex Defense by 5 until the end of your next turn.
Tangle Up	Uncanny Instincts	As a standard action, you can make a non-area melee or ranged attack against an opponent within range. If the attack hits, you deal half your normal damage (minimum 1 point), but your opponent loses its next move action.
Confounding Attack	Uncanny Instincts, Tangle Up	1/encounter, whenever you would use the Uncanny Instincts, you can forgo the movement to make an immediate melee or ranged attack against an opponent that hit you. If your attack is a melee attack and deals damage, you and your opponent immediately switch places, if both you and your opponent can end in a legal space.
Slicer		
Electronic Forgery	Use Computer skill	Replace Deception with Use Computer when making forged electronic documents.
Electronic Sabotage	Use Computer skill	As a standard action, make Use Computer check to make computer unfriendly to others.
Virus	Electronic Sabotage, Use Computer skill	You can substitute a Use Computer check for a Mechanics check when disabling a computerized device. The effort takes 1 minute and the DC is equal to the computer's Will Defense. In addition, whenever anyone access the affected computer using a droid or another computer, that computer or droid's attitude immediately becomes unfriendly.
Gimmick		As a swift action, issue a routine command to a computer.
Master Slicer	Gimmick	Reroll Use Computer check when trying to improve access.
Security Slicer	Mechanics Skill	You do not need a Security Kit to disable a security system with the Mechanics Skill.
Trace		Make a Use the Computer check instead of a Gather Information check.
Fringer		
Barter		Reroll any Persuasion check to Haggle.
Fringe Savant		Gain one temporary Force Point whenever you roll a natural 20 on a skill check.
Long Stride		Increase your speed by 2 squares if you wear light or no armor.
Flee	Long Stride	As a standard action, you can designate a single opponent and move up to your speed away from that opponent; this movement does not provoke attacks of opportunity from that opponent, though it might provoke as normal for all other opponents. In addition, your speed increases by 2 until the end of your next turn.
Sidestep	Long Stride	You can use a swift action to reduce the cost of each move into a diagonal space to 1 until the end of your turn if you are wearing light armor or no armor. You cannot use this talent if you are wearing medium or heavy armor.
Swift Strider	Long Stride, Sidestep	You are skilled at maneuvering on the battlefield thanks to your experience surviving in dangerous places. You can use each of the following actions as a standard action: <ul style="list-style-type: none"> <li>• Blurring Speed: As a move action move up to your speed, and gain a +2 bonus to your Reflex Defense until the end of the encounter.</li> <li>• Sudden Assault: Make a charge attack against an enemy within range as a standard action. You take no penalty to your Reflex Defense for this attack.</li> <li>• Weaving Stride: Move up to your speed as a move action. You gain a cumulative +2 dodge bonus to Reflex Defense for each attack of opportunity made against you during this movement. This bonus lasts until the beginning of your next turn.</li> </ul>
Surge	Long Stride	1/encounter, you can use a swift action to move up to your speed.
Jury-Rigger		Reroll mechanics checks when jury-rigging.
Keep it Together	Jury-Rigger	Whenever you successfully jury-rig a device or vehicle, the vehicle does not move -5 steps along the condition track at the end of the encounter, though it does move -2 persistent steps down the condition track.
Survivor		
Evasion		If hit by area effect attack, take half damage if it hits, no damage if the attack misses you.
Extreme Effort		Spend two swift actions to gain +5 to a single Strength check or Strength-based skill.
Sprint		When running, move up to five times your speed.
Surefooted		Your speed is not reduced by difficult terrain.

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Saboteur (Force Unleashed)		
Sabotage	prerequisite	benefit
Skilled Demolitionist		As a swift action, set detonator. Detonator can not accidentally explode.
Shaped Explosion	Skilled Demolitionist	Make explosions that are a line or cone rather than a blast radius.
Extreme Explosion	Skilled Demolitionist, Shaped Explosion	Increase the blast radius of any mine or explosive by 1 square.
Device Jammer		As a full-round action, make a Mechanics check DC 20 to select type of equipment that will become inactive when within 12 squares of jammer.
Droid Jammer		As a full-round action, make a Mechanics check. Droids within 6 squares of jammer who's Will defense is overcome by Mechanics check can only take swift actions while in range.
Mine Mastery		As a standard action, place a mine.
Misfortune		
Befuddle		If you are successful on a Deception check against a target's Will Defense as a swift action, until the start of your next turn you can move through the threatened area of that target as a part of your move action without provoking an attack of opportunity. Each threatened square that you move through counts as 2 squares of movement.
Dastardly Strike		If an opponent is denied its dexterity bonus to Reflex Defense and you hit with an attack, move the target -1 on the condition track.
Weakening Strike	Dastardly Strike	Whenever you deal damage to an opponent denied its Dex bonus Reflex Defense, you can choose not to move the target down the condition track and instead impose a -5 penalty on all your opponent's attacks and melee damage until the end of your next turn.
Disruptive		Spend two swift actions to suppress all morale and insight bonuses to enemies in line of sight for one turn.
Walk the Line	Disruptive	As standard action, all opponents within 6 squares and line of sight are -2 Defenses for one turn.
Cunning Strategist	Disruptive, Walk the Line	You can create opportunities to chip away at your opponent's defenses. You can use each of the following actions 1/encounter as a standard action: <ul style="list-style-type: none"> <li>Create Opening: Make a single melee or ranged attack against any target within your range. If you damage the target, the target takes a -5 penalty to its Reflex Defense until the start of your next turn.</li> <li>Crippling Attack: Make a single melee or ranged attack against any target within your range. Until the start of your next turn, the target takes a -2 penalty to its base speed.</li> <li>Vicious Attack: Make a melee or ranged attack within your range against two opponents that are within 2 squares of each other. Make a separate attack roll at a -5 penalty against each target, but roll damage once only.</li> </ul>
Hesitate		You can fill your opponent with doubt by making a Persuasion check as a standard action against a single target that can hear and understand you within 12 squares of you. If your check result equals or exceeds the target's Will Defense, the target takes a -2 penalty to its base speed, and if the target takes a standard action, it must also spend its swift action. This penalty lasts until the end of the target's next turn.
Sow Confusion	Hesitate	1/encounter, as a standard action, you can make a Deception check and compare the result to the Will Defense of all enemies in your line of sight. If the check result equals or exceeds an enemy's Will Defense, that enemy must spend a swift action in addition to a standard action to make an attack until the start of your next turn.
Skirmisher		Move at least 2 squares to gain +1 on attack rolls for one turn.
Improved Skirmisher	Skirmisher	When you move at least 2 squares before your attack and end your move in a different square from where you started, you gain +1 bonus to all your defenses until the start of your next turn.
Sneak Attack		Deal an extra 1d6 damage to opponents denied their Dexterity bonus to Reflex Defense.
Sudden Strike	Skirmisher, Sneak Attack	Whenever you would gain the benefit of the Skirmisher talent and you successfully hit your opponent, you deal sneak attack damage in addition to the normal damage dealt by the attack.
Stymie		Once per round, as a swift action, you can designate a target within 12 squares of you and in your line of sight as the target of this talent. Until the beginning of your next turn, you can cause that target to take a -5 penalty on all checks made with a single skill. You must have line of sight to your target to make use of this talent, and declare which skill is to be penalized at the time this talent is activated. This is a mind-affecting effect.
Slicer		
Electronic Forgery	Use Computer skill	Replace Deception with Use Computer when making forged electronic documents.
Electronic Sabotage	Use Computer skill	As a standard action, make Use Computer check to make computer unfriendly to others.
Virus	Electronic Sabotage, Use Computer skill	You can substitute a Use Computer check for a Mechanics check when disabling a computerized device. The effort takes 1 minute and the DC is equal to the computer's Will Defense. In addition, whenever anyone access the affected computer using a droid or another computer, that computer or droid's attitude immediately becomes unfriendly.
Gimmick		As a swift action, issue a routine command to a computer.
Master Slicer	Gimmick	Reroll Use Computer check when trying to improve access.
Security Slicer	Mechanics Skill	You do not need a Security Kit to disable a security system with the Mechanics Skill.
Trace		Make a Use the Computer check instead of a Gather Information check.
Turrent Talent		
Blaster Turret I		1/per encounter, can make blaster turret on flat surface. Must be adjacent to operate.
Blaster Turret II	Blaster Turret I	Increase capabilities of turret, can be controlled via remote out to 12 squares.
Blaster Turret III	Blaster Turret I & II	Turret can fire twice per round and has DR 5
Ion Turret	Blaster Turret I	Turret deals ion damage.
Stun Turret	Blaster Turret I	Turret deals stun damage.
Turret Self-Destruct	Blaster Turret I	Turret can self destruct in 2-square radius.



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Sith Apprentice		
Sith	prerequisite	benefit
<b>Affliction</b>		When you damage a single opponent you cause an additional 2d6 damage on the target's next turn.
<b>Drain Force</b>	Affliction	As a reaction, 1/per encounter when you damage a Force Sensitive you regain one spent Force Power and the target loses 1 Force Point.
<b>Dark Healing</b>		As a standard action, spend a Force Point to make a ranged attack roll to transfer hit points from a target creature to yourself.
<b>Improved Dark Healing</b>	Dark Healing	Double range of Dark Healing, and if attack fails transfer half hit points.
<b>Dark Healing Field</b>	Dark Healing, Improved Dark Healing	1/per encounter, spend a Force Point and make a Use the Force check to drain 1d6 hit points per class level to up to three targets within 12 squares. You heal half of the points drained. If the check fails the targets take half damage and you heal that amount.
<b>Dark Scourge</b>		Gain +1 dark side bonus against Jedi.
<b>Dark Side Adept</b>		Reroll Use the Force checks for Force Powers with the <i>[dark side]</i> descriptor.
<b>Dark Side Master</b>	Dark Side Adept	Spend a Force Point to keep the better of two Use the Force checks.
<b>Sith Alchemy</b>	Dark Side Adept, Dark Side Master	As a full-round action, spend a Force Point to create a Sith Talisman which adds 1d6 damage to Force Powers. Also, you can spend a Force Point to apply a Sith alchemical weapon template to a weapon.
<b>Force Deception</b>		Make a Use the Force check instead of a Deception check.
<b>Wicked Strike</b>		With critical hit with lightsaber, spend a Force Point to move target -2 on condition track.
<b>Stolen Form</b>	Any one Force Technique, Weapon Focus (lightsabers)	Choose one Talent from the Lightsaber Forms talent tree.
Duelist		
<b>Force Fortification</b>		As a reaction, spend a Force Point to negate critical hit.
<b>Greater Weapon Focus</b>	Weapon Focus (Lightsabers)	Gain +1 bonus on melee attacks with lightsabers.
<b>Greater Weapon Specialization</b>	Greater Weapon Focus, Weapon Focus (lightsabers), Weapon Specialization (lightsabers)	Gain +2 bonus on melee damage with lightsabers.
<b>Improved Lightsaber</b>	Throw Lightsaber Throw (from Lightsaber Combat Tree)	As a standard action, spend a Force Point to throw lightsaber in a 6-square line area attack. As a swift action you can pull your lightsaber back to you with a Use the Force check DC 20.
<b>Thrown Lightsaber Mastery</b>	Lightsaber Throw, Improved Lightsaber Throw	Targets hit by a lightsaber throw move at half speed for a turn.
<b>Multiattack Proficiency</b>		Reduce multiattack penalties by 2.
<b>Severing Strike</b>		You have the option of severing a limb with a lighsaber, rather than killing opponent.
<b>Improved Riposte</b>	Block, Riposte	1/per turn, do not take the block penalty for the Use the Force check to do a riposte maneuver.
<b>Improved Redirect</b>	Deflect, Redirect Shot	1/per turn, do not take the defelct penalty for the Use the Force check to do a redirect maneuver.
Lightsaber Combat		
<b>Block</b>		As a reaction, make a Use the Force check to negate a melee attack.
<b>Riposte</b>	Block, BAB +5	As a reaction, 1/per encounter make at attack after successfully using Block.
<b>Deflect</b>		As a reaction, make a Use the Force check to negate a ranged attack.
<b>Redirect Shot</b>	Deflect, BAB +5	Deflect a blaster bolt and then immediately make a ranged attack at target within line of sight.
<b>Lightsaber Defense</b>		As a swift action, gain a +1 deflection bonus to your Reflex Defense for one turn.
<b>Lightsaber Specialization</b>	Weapon Focus (Lightsabers) feat	Gain +2 bonus on melee damage with Lightsabers.
<b>Lightsaber Throw</b>		Make a thrown attack with your lightsaber, then pull it back to you if within 6 squares.
Armor Specialist		
<b>Armored Defense</b>		Add either your heroic level or your armor bonus to calculate your Reflex Defense.
<b>Armor Mastery</b>	Armored Defense	Max Dexterity Bonus for armor improves by +1.
<b>Improved Armored Defense</b>	Armored Defense	Add your heroic level plus one-half your armor bonus, or your armor bonus to calculate your Reflex Defense.
<b>Juggernaut</b>	Armored Defense	Your armor does not reduce your speed or distance you can move while running.
<b>Second Skin</b>	Armored Defense	+1 to Reflex Defense and Fortitude Defense while wearing armor.
<b>Shield Expert</b>	Armor Proficiency (light)	As a swift action, 1/per encounter regain 10 points of SR on an active personal shield.

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Sith Lord		
Sith	prerequisite	benefit
<b>Affliction</b>		When you damage a single opponent you cause an additional 2d6 damage on the target's next turn.
<b>Drain Force</b>	Affliction	As a reaction, 1/per encounter when you damage a Force Sensitive you regain one spent Force Power and the target loses 1 Force Point.
<b>Dark Healing</b>		As a standard action, spend a Force Point to make a ranged attack roll to transfer hit points from a target creature to yourself.
<b>Improved Dark Healing</b>	Dark Healing	Double range of Dark Healing, and if attack fails transfer half hit points.
<b>Dark Healing Field</b>	Dark Healing, Improved Dark Healing	1/per encounter, spend a Force Point and make a Use the Force check to drain 1d6 hit points per class level to up to three targets within 12 squares. You heal half of the points drained. If the check fails the targets take half damage and you heal that amount.
<b>Dark Scourge</b>		Gain +1 dark side bonus against Jedi.
<b>Dark Side Adept</b>		Reroll Use the Force checks for Force Powers with the <i>[dark side]</i> descriptor.
<b>Dark Side Master</b>	Dark Side Adept	Spend a Force Point to keep the better of two Use the Force checks.
<b>Sith Alchemy</b>	Dark Side Adept, Dark Side Master	As a full-round action, spend a Force Point to create a Sith Talisman which adds 1d6 damage to Force Powers. Also, you can spend a Force Point to apply a Sith alchemical weapon template to a weapon.
<b>Force Deception</b>		Make a Use the Force check instead of a Deception check.
<b>Wicked Strike</b>		With critical hit with lightsaber, spend a Force Point to move target -2 on condition track.
<b>Stolen Form</b>	Any one Force Technique, Weapon Focus (lightsabers)	Choose one Talent from the Lightsaber Forms talent tree.
Alter		
<b>Aversion</b>		As a swift action, you can spend a Force Point to radiate an invisible aura that makes other beings want to avoid you. Until the end of the encounter, all squares within 2 squares of you are considered difficult terrain for your enemies.
<b>Disciplined Strike</b>		Exclude a certain number of targets from Force powers with cone effects.
<b>Force Flow</b>		When you roll a 1 on an attack or Use the Force check you get a temporary Force Point.
<b>Illusion / Illusion</b>	Mind Trick Force Power	As a standard action, spend a Force Point and make a Use the Force check to create an illusion.
<b>Telekinetic Power</b>		If you roll a natural 20 with telekinetic Force powers you may use the effect again immediately for free.
<b>Telekinetic Savant</b>		Once per encounter, return one telekinetic Force power to your suite for free.
<b>Telepathic Link</b>	Trained in Use the Force	As a swift action, create an enhanced link with another Force user. Telepathically communicate freely. 1/encounter you or your ally can use a Force power from the other's suite.
<b>Telepathic Influence</b>	Telepathic Link, Trained in Use the Force	If you roll a natural 20 on an attack roll or Use the Force check you can grant one ally within 12 squares a temporary Force Point.
Control		
<b>Beast Trick</b>		You can use the Mind Trick Force Power on creatures with an Intelligence of 2 or lower.
<b>Damage Reduction 10</b>		Spend a Force point to gain DR 10 for 1 minute.
<b>Equilibrium</b>		As a swift action, spend a Force Point to remove debilitating conditions affecting you.
<b>Force Recovery</b>	Equilibrium	When you use Second Wind, regain 1d6 x number of Force Points you possess in additional Hit Points.
<b>Force Focus</b>		As a full round action, make a Use the Force check to regain one spent Force power.
<b>Force Exertion</b>	Force Training Feat	You must designate one of your Force Powers for this talent. As a reaction, replace a Force Power in your current active suite with an additional use of the designated Force Power. Move -1 on the condition track for one minute.
<b>Force Suppression</b>	Rebuke Force Power	If you fail a Use the Force check for Rebuke you still lessen the effect of variable power effects by one step.
<b>Indomitable Will</b>		As a standard action, spend a Force Point to become immune to all mind-affecting effects for one minute.
<b>The Will to Resist</b>		1/turn, as a reaction to being targeted by a Force power or other ability that targets your Will Defense, you can make a Use the Force check and replace your Will Defense with the result of the Use the Force check. After you make this check, until the end of your next turn, you take a -5 penalty on all Use the Force checks.
Sense		
<b>Force Perception</b>		Make a Use the Force check instead of a Perception check.
<b>Foresight</b>	Force Perception	Spend a Force Point to reroll an Initiative Check.
<b>Gauge Force Potential</b>	Force Perception	As a standard action, make a Use the Force check to know Force details of a target.
<b>Psychometry</b>	Force Perception, Farseeing	When you use the <i>farseeing</i> Force power, you can choose to target an object you hold instead of a character or creature. You can look into the targeted object's past, up to a maximum of 5 years per your character level. Any information gained about the object's past is based on the thoughts and emotions of the person holding or carrying the object at the time you perceive, which can shew the results of the vision.
<b>Visions</b>	Force Perception, Farseeing	When using the Farseeing Force power, you can spend a Force Point to see in target's past or future.
<b>Force Pilot</b>		Make a Use the Force check instead of a Pilot check.
<b>Force Reflexes</b>	Force Sensitivity Feat, Starship Tactics Feat, Force Pilot	Spend a Force Point to reroll Pilot check when using a maneuver.
<b>Feel the Force</b>		As a standard action, spend a Force Point to ignore all concealment for one minute.
<b>Heightened Awareness</b>		You can spend a Force Point to add your Charisma bonus to your Perception check.
<b>Shift Sense</b>		You can spend a Force Point to gain low-light vision for 1 minute or until the end of the encounter, whichever is longer.

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### Light Side

At Peace

You can spend a Force Point to gain a +2 Force bonus to all defenses until the end of the encounter or until you attack, whichever comes first.

Focused Attack

You can spend a Force Point to reroll an attack against a creature with a Dark Side Score of 1 or higher, keeping the better of the two rolls.

Attuned

Focused Attack

When you roll a natural 20 on an attack roll against a target with a Dark Side Score of 1 or higher, you can activate a single Force power with the *[light side]* descriptor immediately as a free action.

Surge of Light

1/encounter, as a swift action, you can return any Force power with the [light side] descriptor to your suite without spending a Force Point. You may select this talent multiple times. Each time you select it, you can use this talent one additional time per encounter.

### Dark Side

Consumed by Darkness

Sometimes your anger consumes you. As a swift action, you can take a -5 penalty to your Will Defense to gain a +2 Force bonus on attack rolls. The penalty and bonus last until the beginning of your next turn.

Drain Knowledge

As a standard action, spend a Force Point to make a Use the Force check to drain knowledge from target you touch. Gain a skill or skill focus for 1 day. Or you can sift through mind to gain specific piece of knowledge. Dark Side score increases by 1.

Power of the Dark Side

When you spend a Force Point to add to attack roll, you may roll an additional die and take the best result. Dark Side score increases by 1.

Swift Power

Power of the Dark Side

Once per day, you can use a Force power that normally takes a standard action as a swift action.

Wrath of the Dark Side

Power of the Dark Side

When rolling a natural 20 on a Use the Force check for Force Powers that cause damage, you can choose not to regain Force Powers to instead cause an additional 1/2 damage to target in the next round.

Dark Presence

Charisma 13, Power of the Dark Side

As a standard action, you and your allies gain +1 Force bonus to all defenses for the duration of the encounter.

Revenge

Power of the Dark Side, Dark Presence

If an ally is reduced to 0 hit points or killed then you gain a +2 bonus on attack and damage rolls for the duration of the encounter.

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Vanguard (CWCG)		
Vanguard	prerequisite	benefit
Enhanced Vision		When actively looking for hidden enemies, you can make a Perception check as a swift action instead of a standard action.
Triangulate		IF you and at least one other ally have line of sight to and are aware of a target, you and allies that can hear and understand you can reroll one ranged attack roll against that target, accepting the second result even if it is worse. You and your allies can only gain the benefit of this talent once per encounter.
Mark the Target		Whenever you damage a target with a non-area ranged attack, you may designate one ally within your line of sight as a swift action. Your target is considered flat-footed against that ally's first attack made before the start of your next turn.
Maximize Cover		When an opponent uses the aim action to negate your cover, you can make a Stealth check opposed by the attacker's Initiative check. If successful, you retain your cover bonus.
Impenetrable Cover		Whenever you have cover against a target, you gain DR equal to your class level against that target until the start of your next turn, provided you still have cover from the target at the time the attack is made.
Invisible Attacker		If your target is unaware of you, your ranged attack deal +1 die of damage against the target.
Soften the Target		Whenever you damage a target with a ranged attack, you may designate one ally within your line of sight as a swift action. The ally you designate ignores the target's damage reduction and SR (if any) until the start of your next turn.
Shellshock		Whenever you damage a target that is unaware of you with an area attack, that target is considered flat-footed until the start of your next turn.
Awareness		
Acute Senses		Reroll Perception checks.
Expert Tracker	Acute Senses	No penalty to Survival checks when tracking while moving.
Improved Initiative	Acute Senses	Reroll Initiative checks.
Uncanny Dodge I	Acute Senses, Improved Initiative	No penalty for being flat-footed or attacked by hidden opponent.
Uncanny Dodge II	Acute Senses, Improved Initiative, Uncanny Dodge I	You cannot be flanked.
Reset Initiative	Acute Senses, Improved Initiative, Trained in Initiative	1/per encounter, after first round you can add 5 to your initiative.
Keen Shot	Acute Senses	No penalty when attacking target with concealment.
Weak Point	Acute Senses, Keen Shot	As a swift action, 1/per encounter you can ignore DR of a single target for the rest of your turn.
Survivor		
Evasion		If hit by area effect attack, take half damage if it hits, no damage if the attack misses you.
Extreme Effort		Spend two swift actions to gain +5 to a single Strength check or Strength-based skill.
Sprint		When running, move up to five times your speed.
Surefooted		Your speed is not reduced by difficult terrain.