

I'm not a bot

































Character may choose to immediately perform a Dodge incidentally to suffer a number of strain, then upgrade the difficulty of the combat check by that number. The number of strain suffered cannot exceed their ranks in Dodge. Don't Shoot:Active (Action)Once per session, the character can take the Dont Shoot action to make a Hard () Check. If they succeed, they take the benefit of a Double check. A Double check means the difficulty of the check by one. Then, after canceling opposing symbols, they double the number of remaining. Double or Nothing (Supreme)When performing the Double or Nothing incidental, the character also doubles the number of and... DurableTrees: Bodyguard, Fringer, Marshal, Archaeologist, Enforcer, Heavy, Cyber TechThe character may reduce a Critical Injury result they suffer by 10 per rank of Durable, to a minimum of one. EnduringTrees: Bodyguard, Marauder, Mechanic, Survivalist, Archaeologist, DemolitionistCharacter gains +1 soak value per rank of Enduring. Energy TransferActive: Active (Maneuver)The character may suffer 1 strain to perform the Energy Transfer maneuver; when they do, they can power up an appropriate unpowered device (such as a datapad, a droid, or a door) until the end of the encounter.Alternatively, they can restore ammunition to an energy-based weapon, allowing a character to ignore an out of ammo result.The character must have at least one cybernetic installed to perform this maneuver. Engineered RedundanciesThe character benefits from Emergency Repair Patches as if they were a droid. The character still benefits from Stimpacks as usual, but can only benefit from a total of 5 Stimpacks and/or Emergency Repair Patches per day.Additionally, the character can be healed with the Mechanics skill in the same manner as a droid. Expert TrackerTrees: Survivalist, Skip Tracer, Big-Game HunterRemove per rank of Expert Tracker from checks to find or follow tracks.Survival checks made to track targets take 50% less time than normal. This does not decrease with additional ranks of Expert Tracker. Eye For DetailActivation: Active (Incidental)Trees: Cyber Tech, Droid TechAfter rolling the dice pool for a Mechanics or Computers check but before interpreting the results, the character may voluntarily suffer a number of strain no greater than their ranks in Eye for Detail. If they do, they may convert that many of their ranks into a bonus to the check. Familiar SuitActivation: Active (Maneuver)Once per game session, the character chooses a maneuver to make a Hard () Knowledge (Outer Rim) or Knowledge (Core Worlds) check. If successful, the character is familiar with the type of planetary environment they find themselves in. They know whether the planet is likely to be inhabited and, if so, where habitation could be found. They also know about unusual environmental effects, hostile predators, or sources of potential profit. Fancy PaintJobThe character can upgrade the ability of all of their Charm, Deception, and Negotiation checks made in the presence of their Signature Vehicle once. FearsomeWhen an adversary becomes engaged with the character, the character may force the adversary to make a fear check, with the difficulty equal to the character's ranks in Fearsome.At the GM's discretion, some adversaries may be immune to this talent based on the type of adversary or the ongoing circumstances. Feral StrengthThe character deals +1 damage to one hit on all successful Brawl and Melee checks per rank of Feral Strength. Field CommanderActivation: Active (Action)The character may take a Field Commander action. By successfully passing an Average () Leadership check, a number of allies equal to their Presence may immediately suffer one strain to perform one maneuver. This does not count against the number of maneuvers they may perform in their turn.If there are any questions as to the order in which allies act, the character using Field Commander is the final arbitrator. Field Commander (Improved)When taking a Field Commander action, the character may affect allies equal to twice their Presence.In addition, they may spend generated on their Leadership checks to allow one ally to suffer one strain to perform an action, rather than a maneuver. Fine TuningWhenever the character reduces the amount of strain a starship or vehicle suffers, they reduce one additional strain per rank of Fine Tuning. ForagerTrees: Force Sensitive Exile, Scout, Survivalist,Big-Game HunterRemove up to from skill checks to find food, water, or shelter.Survival checks to forage take half the time. Force RatingTrees: Force Sensitive ExileEach rank permanently increases the Force Rating by one. Fortune Favors the BoldActivation: Active (Incidental, Out of Turn)Once per game session, as an out of turn incidentally, the character may suffer two strain to flip one Destiny Point to a Destiny Point (this cannot be used to interrupt the spending of a Destiny Point). Frenzied AttackActivation: Active (Incidental)When making a Melee or Brawl combat check, the character may suffer a number of strain, then upgrade the ability of their combat check by that number. The number cannot exceed their ranks in Frenzied Attack. Full StopActivation: Active (Maneuver)When piloting a ship or vehicle, the character may take the full-stop maneuver to immediately reduce the speed of the vehicle to zero. The ship or vehicle then suffers one point of system strain for every point of speed it had before stopping.(GM: If someone purchases Driver, we'll have to improve/change this talent due to the updated vehicle rules. Full ThrottleActivation: Active (Action)The character may push a ship or vehicle past its limits of speed. They may perform the Full Throttle action, attempting a Hard () Piloting check. With success, the ships top speed increases by one for a number of rounds equal to Cunning.The ship still cannot perform actions or maneuvers it could not perform normally (i.e. actions that have a minimum speed requirement). Full Throttle (Improved)Activation: Active (Maneuver)The character may voluntarily suffer one strain to attempt Full Throttle as a maneuver.In addition, the difficulty of Full Throttle is reduced to Average () Full Throttle (Supreme)When the character successfully performs Full Throttle, the ship's top speed increases by two for a number of rounds equal to their Cunning, instead of one. Galaxy MapperTrees: Fringer, Pilot, OperatorRemove per rank of Galaxy Mapper from all Astrologation checks.In addition, Astrologation checks take 50% less time. This does not increase with multiple ranks of Galaxy Mapper.Remove per rank of Gearhead from all Mechanics checks. - In addition, the credit cost to add mods to attachments decreases by 30%. This does not increase with multiple ranks of Gearhead. Good CopTrees: Skip Tracer, MarshalThe character may spend from a Charm or Negotiation check to upgrade the ability of a single ally's subsequent Social Interaction skill check against the same target in the same encounter. Upgrade the ability a number of times equal to the character's ranks in Good Cop. A single check may only benefit from one use of Good Cop Guns BlastActivation: Active (Incidental)When making a combined combat check with two Ranged (Light) weapons, the character may suffer two strain in order to refrain from increasing the difficulty of the check for attacking with two weapons. GrappleActivation: Active (Maneuver)Once per round, the character may perform the Grapplemaneuver. Until the beginning of their next turn, enemiesmust spend two maneuvers instead of one maneuver tomove from engaged range to short range of the character. Greased PalmsActivation: Active (Maneuver)Before making a Social Interaction check, the character may perform a Greased Palms maneuver and spend up to 50 credits per rank of Greased Palms. For every 50 credits spent, the character upgrades the ability of the skill check once. How the money accomplishes this can be up to the player and GM, but could take the form of bribes, buying gifts, or even purchasing information that gives the character an advantage in the interaction. GriTrees: Assassin, Bodyguard, Doctor, Fringer, Mechanic, Outlaw Tech, Pilot, Politico, Scout, Slicer, Mercenary Soldier, Scholar, Survivalist, Thief, Trader, Martial Artist, Operator, Entrepreneur, Marshal, Performer, Archaeologist, Big-Game Hunter, Demolitionist, Heavy, Charmer, Gambler, Gunslinger, Droid TechEach rank of GriT increases a characters strain threshold by one. Hard-BoiledWhen making a check to recover strain at the end of an encounter, the character may spend to recover 1 wound. spent this way cannot exceed the character's ranks inHard-BoiledActivation: Active (Action)Trees: Bodyguard, Mechanic, Marshal, ArchaeologistThe character may perform the Hard Headed action. On any turn in which the character is Staggered or Disoriented, they may perform the Hard Headed action (this action may be specifically performed even though they are normally barred from performing actions when staggered). They make a Daunting () Discipline check. If they succeed, they are no longer staggered or disoriented. The difficulty of this check decreases by one per additional rank of Hard Headed, to a minimum of Easy ().Activation: Active (Action)Trees: Bodyguard, Mechanic, MarshalThe character may use their Hard Headed action to recover from being incapacitated due to exceeding their strain threshold. On their next turn after being incapacitated, they may make a Formidable () Discipline check as their Hard Headed action (this action can specifically be performed even though they are normally barred from performing actions). If they succeed, they decrease their strain to one below their strain threshold.The difficulty of this check decreases by one per rank of Hard Headed, to a minimum of Easy (). Heavy HitterActivation: Active (Incidental)Once per session, the character may spend on a successful Ranged (Heavy) or Gunnery check to add the Breach 1 quality to the attack, or increase an existing Breach rating by 1. Heightened AwarenessTrees: Scout, Big-Game HunterAllies within close range of the character add to their Perception and Vigilance checks.Allies engaged with them add instead. Heroic FortitudeActivation: Active (Incidental)Trees: Marauder, Survivalist, HeavyThe character may spend one Destiny Point to ignore the effects of ongoing Critical Injuries on any Brawn or Agility related checks until the end of the encounter.They still suffer from the injury itself. Heroic ResilienceActivation: Active (Incidental, Out of Turn)Immediately after being hit by a successful combat check but before damage is calculated, the character may spend one Destiny Point to increase their soak by a number equal to their ranks in Resilience.Trees: Scoundrel, Thief, Droid Tech, ModderAny large equipment, vehicle, or droid that the character owns has one or more hidden compartments for smuggling appropriately sized gear. The number of compartments is up to the player, but cannot be enough to hold a total encumbrance value of items more than the characters ranks in Hidden Storage. The size of the compartments are proportional to the size of the vehicle or droid in question. Most humanoid droids can only hold items equivalent in size to a one-handed weapon, whereas a silhouette 4 starship could conceal humanoid within its compartments. Any checks to detect these compartments have a Formidable () difficulty. Hindering ShotActivation: Active (Incidental)The character may voluntarily increase the difficulty of a Gunnery combat check once to inflict a hindering shot on a vehicle. If they succeed and deal damage to the target vehicle's hull trauma threshold, the vehicle suffers system strain equal to its current speed whenever it moves until the end of the encounter. Hold TogetherActivation: Active (Incidental, Out of Turn)The character may spend one Destiny Point to make a Hold Together incidental immediately after a vehicle or starship they have repaired this encounter takes damage. The character explains why the apparently serious damage was in fact superficial, and the damage from the attack becomes system strain instead. HunterThe character adds per rank of Hunter to all skill checks when interacting with wild beasts and animals, including combat checks. Add +10 per rank to all Critical Injury rolls against animals per rank of Hunter. Hunter's QuarryActivation: Active (Action)The character may take the Hunter's Quarry action against an opponent within long range, making a Hard () Survival check. If the check succeeds, upgrade the ability of all attacks made against the target by one until the end of the character's next turn. Hunter's Quarry (Improved)The character can choose to suffer 2 strain to perform the Hunter's Quarry action as a maneuver instead. Improved DetonationActivation: Active (Action)Once per session, the character may make a Hard () Mechanics check to perform the Improved Detonation action and build an explosive device out of available materials. The device can be detonated via any logical means (timed delay, pressure-activated, or even a fuse). When the device explodes, it deals damage equal to the character's ranks in Intellect, plus ranks in Mechanics, plus on the initial check, and possesses the Blast quality at an equal value. The character can spend to increase the damage by an additional 2.A causes the device to detonate immediately in the owner's face. If the check would have been otherwise successful, the premature detonation does damage based on the successful check (and has an equivalent Blast quality). If the check would have failed, the premature detonation only does damage equal to ranks in Mechanics, plus ranks in Intellect. Improved Detonation (Improved)Reduce the difficulty of Improved Detonation's check to Average () and increase the damage dealt by the explosive to ranks in Intellect, plus twice the ranks in Mechanics, plus on the initial check (this includes the damage dealt on a premature detonation triggered by ). IndistinguishableThe characters appearance is so common that people have a hard time identifying distinguishing traits. Opposing characters upgrade the difficulty of any checks made to identify them once per rank of Indistinguishable.Activation: Active (Incidental)Once per game session, the character may reveal a contact who possesses information on a particular subject of their choice. When the character does this, they must explain how they know this contact and how the contact can shed light on the matter in question. The contact should be available to the PCs, but the GM decides what the contact's expertise might cost. InsightTrees: Force Sensitive ExilePerception and Discipline become career skills if they are not already. Inspiring RhetoricActivation: Active (Action)The character may take the Inspiring Rhetoric action, making an Average () Leadership check. For each , one ally within close range receives one strain.For each one ally benefiting from Inspiring Rhetoric recovers one additional strain. Inspiring Rhetoric (Improved)Each ally affected by Inspiring Rhetoric gains on all skill checks for a number of rounds equal to the characters ranks in Leadership; this does not stack with itself. Inspiring Rhetoric (Supreme)Activation: Active (Incidental)The character may voluntarily suffer 1 strain to perform Inspiring Rhetoric as a maneuver instead of an action. Intense FocusActivation: Active (Maneuver)Trees: Force Sensitive Exile, Scholar, EntrepreneurBefore making a skill check, the character may perform the Intense Focus maneuver. The character suffers one strain to upgrade the ability of the skill check once. Intense PresenceActivation: Active (Incidental, Out of Turn)Trees: Politico, Performer, CharmerThe character may spend one Destiny Point to recover strain equal to their Presence rating. IntimidatingActivation: Active (Incidental, Out of Turn)Trees: Gadgeteer, EnforcerWhen attempting a Coercion check, the character may suffer a number of strain to downgrade the difficulty of the check a number of times equal to the strain suffered.This number cannot exceed their ranks in Intimidating.When the character is the target of a Coercion check, the character may suffer a number of strain to upgrade the difficulty of the check a number of times equal to the strain suffered.This number cannot exceed their ranks in Intimidating. InventionWhen constructing new items or modifying existing attachments, the character may choose to add or remove from the check per rank of Invention. Iron BoiFrom their Coordination and Resilience checks. The critical rating of the character's unarmed attacks is reduced by 1 per rank of Iron Boi, to a minimum of 1.Activation: Active (Incidental)Trees: Assassin, Fringer, Thief, PerformerOnce per round on the characters turn, the character may stand up from prone or a seated position as an Incidental. Jury RiggedTrees: Gadgeteer, Outlaw Tech, ModderThe character chooses one personal weapon or piece of armor per rank of Jury Rigger. They may increase the damage of the weapon by one; decrease the Advantage cost on its Critical, or any single other effect by one to a minimum of one; or increase armors ranged or melee defense by one.Alternatively, they can decrease the encumbrance of the item by two to a minimum of one.The bonus only applies so long as the character is using the item.If the item is ever lost or destroyed, the character may apply Jury Rigger to a new personal weapon or piece or armor. Just KiddingActivation: Active (Incidental, Out of Turn)Once per round as an incidental, when the character or any of their allies in short range generates on a social skill check, the character may spend one Destiny Point to convert a single generated on the check to . When they do this, they must explain what they say or do to smooth things over after the verbal misstep. Kill with KindnessTrees: Politico, Performer, CharmerRemove per rank of Kill with Kindness from all Charm and Leadership checks the character attempts. KnockdownTrees: Fringer, Marauder, ArchaeologistAfter hitting with a melee attack, the character may knock the target prone by spending a . If the target is larger than the acting character, it requires one additional for each silhouette larger. Know SomebodyActivation: Active (Incidental)Trees: Trader, Entrepreneur, ModderOnce per game session, when attempting to purchase a legally available item, the character may reduce its rarity by one step per rank of Know Somebody. Knowledge SpecializationTrees: Scholar, ArchaeologistWhen the character first acquires this talent, they may choose one Knowledge skill. When making checks with that skill, they may spend to gain additional successes equal to the ranks in Knowledge Specialization. Know SomebodyActivation: Active (Maneuver)Once per game session, the character may spend a maneuver to make a Hard () Knowledge (Education) check to upgrade the character's familiarity with a building or capital ships design. They now know the location of certain components or facilities within the ship or vehicle, as well as their own location. They can also plan unconventional routes around obstacles.Additional or results can reveal other useful information at the GMs discretion. Larger ObjectThe character can choose a Signature Vehicle with a silhouette value 1 higher than normal per rank of Larger Project. Let's RideActivation: Active (Incidental)Trees: Pilot, Scout, OperatorOnce per round on the characters turn, the character may mount or dismount from a vehicle or beast, or slide into the cockpit or weapon station aboard a star- ship, as an incidental instead of a maneuver. Lethal BlowTrees: Assassin, Marauder, Mercenary Soldier, GunslingerThe character adds +10 per rank of Lethal Blows to any Critical Injury rolls inflicted on opponents. LoomWhen an ally engaged with the character makes a successful Charm, Deception, or Negotiation check, the character adds per rank in Coercion to the ally's check. Machine MendWhen this character makes a Mechanics check to help a character heal wounds, the target heals one additional wound per rank of Machine Mendery.Typically, only droids can be healed with Mechanics checks. Master DoctorActivation: Active (Incidental)Once per round, the character may suffer two strain to decrease the difficulty of their next Medicine check by one to a minimum of Easy (). Master DriverActivation: Active (Incidental)Once per round when piloting a vehicle using the Piloting (Planetary) skill, the character may voluntarily suffer 2 strain to perform any action as a maneuver instead. Master GrenaiderThe character decreases the cost to activate the Blast quality on any weapon they use by 1 to a minimum of 1. This includes the cost to activate the Blast quality if the weapon misses. Master MerchantActivation: Active (Incidental)Trees: Trader, EntrepreneurBefore making a check when buying or selling items, or undertaking or paying off Obligation, the character may choose to suffer two strain. If the check succeeds, they sell the item for 25% more than its base cost, but if for 25% less, pay off an additional one Obligation point or undertake one less Obligation point. Master of ShadowsActivation: Active (Incidental)Once per round, the character may voluntarily suffer two strain to perform any action as a maneuver instead. Master SlicerActivation: Active (Incidental)Once per round, the character may perform a Master Slicer incidental to suffer two strain and decrease the difficulty of the next Computers or other slicing-related check by one, to a minimum of Easy (). Master StarhopperActivation: Active (Incidental)Once per round, the character may suffer two strain to decrease the difficulty of their next Astrologation check by one, to a minimum of Easy (). Mental FortressActivation: Active (Incidental)The character may spend one Destiny Point to ignore the effects of ongoing Critical Injuries on any Intellect or Cunning related checks until the end of the encounter.They still suffer from the injury itself. Mind Over MatterActivation: Active (Incidental)The character may spend one Destiny Point to recover strain equal to their Willpower rating. More Machine than ManEach rank of More Machine than Man increases the character's cybernetic implant cap by 1. Museum WorthyActivation: Active (Action)Once per game session, the character may take an action to make a Hard () Knowledge (Education) check regarding a single relic, ruin, or piece of galactic history (subject to the GM's approval). If successful, the character knows an amount of information about the item based on the number of rolled. Natural AthleteActivation: Active (Incidental)Once per game session, the character may reroll any one Athletics or Coordination check. Natural BrawlerActivation: Active (Incidental)Trees: Marauder, Martial ArtistOnce per game session, the character may reroll any one Brawl or Melee check. Natural CharmerActivation: Active (Incidental)Trees: Politico, Scoundrel, CharmerOnce per game session, the character may reroll any one Charm or Deception check. Natural DoctorActivation: Active (Incidental)Once per game session, the character may reroll any one Medicine check. Natural DriverActivation: Active (Incidental)Once per game session, the character may reroll any one Piloting (Planetary) or Gunnery check. Natural EnforcerActivation: Active (Incidental)Trees: Gadgeteer, EnforcerOnce per game session, the character may reroll any one Coercion or Streetwise check. Natural HunterActivation: Active (Incidental)Trees: Scout, Big-Game HunterOnce per game session, the character may reroll any one Perception or Vigilance check. Natural MarksmanActivation: Active (Incidental)Trees: Mercenary Soldier, Marshal, GunslingerOnce per game session, the character may reroll any one Ranged (Light) or Ranged (Heavy) check. Natural MerchantActivation: Active (Incidental)Once per game session, the character may reroll any one Streetwise or Negotiation check. Natural NegotiatorActivation: Active (Incidental)Once per game session, the character may reroll any one Cool or Negotiation check. Natural OutdoorsmanActivation: Active (Incidental)Once per game session, the character may reroll any one Resilience or Survival check. Natural PilotActivation: Active (Incidental)Once per game session, the character may reroll any one Piloting (Space) or Gunnery check. Natural ProgrammerActivation: Active (Incidental)Once per game session, the character may reroll any one Computers or Astrologation check. Natural RogueActivation: Active (Incidental)Once per game session, the character may reroll any one Skulduggery or Stealth check. Natural ScholarActivation: Active (Incidental)Once per game session, the character may reroll any one Knowledge skill check. Natural TankerActivation: Active (Incidental)Once per game session, the character may reroll any one Mechanics check. Nobody's FoolTrees: Politico, Trader, Skip TracerThe difficulty of any Charm, Coercion, or Deception checks attempted against the character are once for each rank of Nobodys Fool. Offensive DrivingActivation: Active (Maneuver)As a maneuver, the character may inflict a number of system strain on their vehicle no greater than its highest defense value and choose a vehicle within close range. If the character does so, upgrade the difficulty of the next Piloting (Planetary) or Piloting (Space) check that vehicle's pilot makes before the end of the encounter, once for each system strain inflicted on the character's craft this way. OutdoorsmanTrees: Survivalist, Big-Game HunterThe character removes per rank of Outdoorsman from checks to move through terrain or manage terrain or environmental effects.Decrease overland travel times by 50%. This does not decrease with multiple ranks of Outdoorsman. OverbalanceWhenever an enemy engaged with the character makes a combat check after the attack is resolved, the character may spend or to stagger the attacker until the end of the attacker's next turn. OverchargeActivation: Active (Action)Once per encounter, the character may take the Overcharge action by making a Hard () Mechanics check and choosing one of their cybernetic implants that grants them one or more of the following: +1 to a characteristic rating, +1 rank to a skill, or +1 rank of a ranked talent. If they succeed, until the end of the encounter, the chosen cybernetic provides an additional +1 to any characteristic ratings (to a maximum of 7), an additional +1 ranks to any skills (to a maximum of 5), and an additional +1 rank of any ranked talents that it provides.The GM may spend from the check to have the overcharged cybernetic short out at the end of the encounter; it provides no benefit until the character spends several hours making an Average () Mechanics check to repair it. Overcharge (Improved)Once per round when using the Overcharge action, the character may spend or from the Mechanics check to immediately take one additional action. Overcharge (Supreme)When performing the Overcharge action, the character may choose any number of cybernetic implants to attempt to overcharge instead of just one. If they do, upgrade the difficulty of the Mechanics check once for each additional cybernetic beyond the first.The GM may spend from the check to have any one overcharged cybernetic short out at the end of the encounter; each cybernetic that shorts out provides no benefit until the character spends several hours making an Average () Mechanics check to repair it. Overwhelm DefensesActivation: Active (Incidental)Upon making an unsuccessful attack with a starship or vehicle weapon, the character may spend per rank of Overwhelm Defenses. Reduce the defense rating in the defense zone targeted by the attack for the remainder of the encounter by 1. For every spent Overwhelm EmotionsTrees: Force Sensitive ExileWhen the character performs a Charm, Coercion, or Deception check, they may include equal to their Force rating.Each adds to Charm checks.Each adds to Coercion or Deception checks.However, every add to Coercion or Deception checks, and every add to Charm checks.This does not apply to targets immune to Force powers. ParryActivation: Active (Incidental, Out of Turn)When the character suffers a hit from a Brawl, Melee, or Lightsaber combat check, after damage is calculated (but before soak is applied), the character may take a Parry incidental. They suffer 3 strain and reduce the damage dealt by that hit by a number equal to 2 plus their ranks in Parry.This talent may only be used once per hit and when the character is wielding a Melee weapon or Lightsaber. PinActivation: Active (Action)The character may take the Pin action. By successfully passing an Opposed Athletics check against an engaged opponent, the character immobilizes that opponent until the end of the character's next turn.In addition, the character may spend generated on the check to increase the duration of the immobilization by one round. Planet MapperThe character removes per rank of Planet Mapper from their Streetwise or Survival checks used to navigate on a world.In addition, such checks take 50% less time. This does not decrease with additional ranks of Planet Mapper. Plausible DeniabilityTrees: Politico, Entrepreneur, CharmerRemove per rank of Plausible Deniability from all Coercion and Deception checks the character attempts. Point BlankTrees: Gadgeteer, Mercenary Soldier, MarshalThe character adds one damage per rank of Point Blank to one hit of successful Ranged (Heavy) or Ranged (Light) attacks made while at short range or engaged. Powerful BlastThe character increases the damage dealt by the Blast quality of explosives, explosive weapons, and grenades they use by +1 per rank of Powerful Blast. Precise AimActivation: Active (Maneuver)Once per round on the characters turn, the character may perform a Precise Aim maneuver before attempting a combat check and suffer a number of strain. The number of strain cannot exceed their ranks in Precise Aim. They then decrease the targets defense (ranged and ) by one per strain suffered. Precision StrikeActivation: Active (Incidental, Out of Turn)When the character makes a Critical Injury with a Brawl, Melee, or Lightsaber weapon, they may spend to strain to change the result to any Hard () Critical Injury result.Additionally, whenever the character defeats a minion or rival NPC, they may always choose to do so by nonlethal means, even if the environment or exceptional circumstances would normally make that very difficult or impossible. Precision Strike (Improved)Activation: Active (Incidental, Out of Turn)Once per round, when the character inflicts a Critical Injury with a Brawl or Melee weapon, they may suffer 2 strain to change the result to any Average () Critical Injury result. Precision Strike (Supreme)Activation: Active (Incidental, Out of Turn)Once per game session, when the character inflicts a Critical Injury with an unarmed attack, they may suffer 3 strain to change the result to any Hard () Critical Injury result.Combat checks to activate this talent cannot be made with any weapons. Pressure PointActivation: Active (Incidental)When making a Brawl check against a living opponent, the character may choose to forgo dealing damage as wounds, instead dealing the equivalent damage as strain, plus additional strain equal to their ranks in Medicine.These checks cannot be made with any weapons, but this strain damage is not reduced by soak. Quick DrawActivation: Active (Incidental)Trees: Assassin, Force Sensitive Exile, Scoundrel, Marshal, GunslingerOnce per round on the characters turn, they may draw or holster an easily accessible weapon as an incidental, not a maneuver.This talent also reduces the amount of time to draw or stow a weapon that usually requires more than one maneuver to properly prepare or stow, by one maneuver. Quick Draw (Improved)The character may activate the Quick Draw talent twice per round (instead of just once per round). Quick StrikeTrees: Assassin, Scoundrel, Scout, Big-Game Hunter, GunslingerWhen performing a combat check during combat, the character adds per rank of Quick Strike to combat checks against any target that has not yet acted in the encounter. Rain of DeathActivation: Active (Maneuver)The character may perform the Rain of Death maneuver. If they do so, when they make an attack in the same turn, they do not increase the difficulty of the attack due to the Auto-fire quality. Rapid Reload (Improved)Activation: Active (Action)Once per round, the character may spend to strain to change the result to any Hard () Critical Injury result. Rapid Reload (Supreme)Activation: Active (Action)Once per round, the character may spend to strain to change the result to any Hard () Critical Injury result. Rapid Recovery, Reconstruct the SceneActivation: Active (Action)Once per round, the character may perform the Reconstruct the Scene action. The character makes a Hard () Perception check, after which they may spend 2 strain to change the result to any Average () Critical Injury result. Precision Strike (Supreme)Activation: Active (Incidental, Out of Turn)Once per game session, when the character inflicts a Critical Injury with an unarmed attack, they may suffer 3 strain to change the result to any Hard () Critical Injury result.Combat checks to activate this talent cannot be made with any weapons. 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