THE WARRIOR

The Warrior's six career skills are Athletics, Brawl, Cool, Melee, Perception, and Survival. Characters with this career automatically gain a rank in three of these skills without spending experience and gain a discount on increasing them with future experience points. Warriors begin the game with a Force rating of 1.

A WARRIOR'S ROLE

Though the lightsaber is an iconic weapon for many Force users, some dedicate themselves wholly to becoming paragons of strife. These dangerous individuals are known as Warriors.
At their most basic, Warriors are focused combatants who use the Force to augment their prodigious martial prowess. Whether flying in the pilot’s seat of a starfighter, wielding a lightsaber on the field of battle, or blazing away with a blaster pistol, Warriors excel in combat of all types.

Legends indicate that the Jedi Order’s origins began with warriors who worked to integrate Force techniques into their physical training. Even in the absence of the Old Republic’s guardians, this association remains. The Force can give strength to those who need it, and Warriors excel at exploiting that strength. They become a physical manifestation of the Force, willing and ready to overcome those who would inflict harm.

The Warrior’s greatest strength, however, can also be his most dangerous weakness. Endless aggression can be a path toward the dark side. A wise individual must recognize that violence has its place but is not the only possible answer. A Warrior can inflict substantial and precise damage. However, even carefully applied attacks can still have far-reaching consequences. Because of this, it can be every bit as important for a Warrior to recognize when it is more appropriate not to attack. Some individuals who follow this career consider this sense of judgment to be the most important aspect of their training.

Warriors can come from a broad range of different cultures and environments. Physical conflict is every bit as common within the civilized and technologically advanced worlds of the Core as it is within the less structured societies of the Outer Rim. Combat styles and the tools employed within conflicts may change, but the motivations and final outcomes are often similar. Ultimately, Warriors must be willing to risk their own lives so that they can overcome threats to themselves and to those they hold most dear.

**WARRIOR SPECIALIZATIONS**

Each of these paths focuses on a different aspect of conflict. With the aid of the Force, the Warrior can apply his instinctual knowledge of combat to any and every fight he finds himself in.

**AGGRESSOR**

The Aggressor relies on fear to intimidate his opposition into surrender or retreat. Aggressors tend to be tough and dangerous combatants, able to dish out brutal damage to anyone who fights them, while surviving the same. They use their confident, terrifying attitudes to convey this to their opponents. Some Aggressors hope their enemies back down without a fight, but others fall into the trap of relishing the fear they inspire.

Aggressors acquire **Coercion, Knowledge (Underworld), Ranged (Light),** and **Streetwise** as additional career skills. If this is the character’s starting specialization, he may choose two of these skills and gain one free rank in each, without spending starting experience. These skills enable Aggressors to recognize the bravado shown by criminal enforcers and thugs. It also aids them in cowing these individuals, assuring these predators that the Force-sensitive character is a far scarier and more potent individual than they have previously faced.

Tempered by the Force, some characters who undertake this specialization prefer to use their abilities to intimidate foes into surrender so they don’t have to kill needlessly. While they are extremely capable in this regard, they frequently learn the techniques required to cause the bare minimum of damage necessary. Precision is important, as every life still holds value in the Force.

When confronted by a foe that seems irredeemable, however, the Aggressor’s attitude shifts appropriately. All elements of self-restraint are discarded, and the Aggressor is able to simply punish his foes, inflicting devastating blow after devastating blow. Often, opponents simply flee rather than engage an Aggressor. Stories told by survivors—and sometimes allies—add to the character’s reputation, making it even easier to intimidate future enemies.

**SHII-CHO KNIGHT**

The ancient lightsaber fighting style of Shii-Cho is said to be the first lightsaber form taught to the Jedi and their predecessors. It focuses on the essentials of saber fighting and borrows heavily from other sword fighting techniques. Appropriately, the modern practitioners of this form focus on perfecting the core tenants of sword fighting, recognizing the strength of simplicity. Shii-Cho Knights eschew fancy maneuvers, preferring to focus on the fundamentals of block, parry, and strike.

Shii-Cho Knights acquire **Athletics, Coordination, Lightsaber,** and **Melee** as additional career skills. If this is the character’s starting specialization, he may choose two of these skills and gain one free rank in each, without spending starting experience. These skills provide them with a solid grounding in the core techniques of any physical conflict. They are familiar with the weapon they wield, but they are also very comfortable exploiting their natural athleticism and flexibility. Because of this, they can not only avoid an enemy’s attack, but also make certain that they are able to strike effectively when their target is at a disadvantage.

Followers of this path are seldom concerned with personal appearances or the style that they exhibit in a conflict. Instead, they are focused on precision and on achieving their ultimate goal of victory. For them, a solid grounding in the basics is something they can
FORM I LIGHTSABER COMBAT: SHII-CHO

Believed to be the oldest form of saber fighting, Shii-Cho is considered the most elementary style of lightsaber combat. In spite of this, while all Jedi train in the style, not all are able to master it. This form developed at the same time as the first lightsabers, so its motions are very similar to the traditional attacks and parries used in sword fighting.

Shii-Cho swordplay is intended to be raw and simplistic. Its movements are deliberate and logical, intended to methodically eliminate an enemy’s options before eliminating the enemy with a solid, powerful final blow. Shii-Cho’s greatest weakness, however, is its age. The fighting style developed before blasters and does not take the lightsaber’s ability to reflect energy blasts into account. However, when fighting in melee, few forms are more effective.

TALENTS WITH CONFLICT COSTS

Certain talents give the Player Character who possess them Conflict at the beginning of each session. The knowledge associated with these talents is dark enough that simply understanding it can tempt a PC to the dark side. These talents are delineated with the following symbol in their header:

WARRIOR STORIES

Violence draws characters to the Warrior’s path. For some, it is a natural aptitude due to their physical gifts and Force talents. For others, it is the only possible option, due to childhood tragedies.

- **Discipline**: Some sentient beings have a natural call to battle and physical violence. In many species, their physiological evolution leaves them needing an outlet for such physical exertions. In others, martial arts form a central cultural element. Ultimately, interaction with galactic civilization requires individuals with such tendencies to constantly restrain themselves. For many, an outlet for these energies and emotions is necessary so they can live in “civil” society. Some embark upon the Warrior path seeking such an outlet, and discover that it is a natural path for them.

- **Vengeance**: Violence often begets even greater measures of savagery. Children who have seen their peers, or even their guardians, suffer at the hands of others sometimes swear to avenge these tragedies. Force-sensitive individuals who encounter such challenges during their childhood can spend much of their life honing their physical and Force abilities to pursue their revenge.

- **Survival**: Even under the constraints of urban civilization, there are neighborhoods ruled by savagery. Within such locales, the most dominant individuals are truly urban predators. They can be every bit as dangerous as an apex predator on a frontier world. Some who have suffered at the hands of such monsters recognize that the only way to defeat them is to become an even more fearsome combatant. Force adepts who suffer through such conditions can learn to channel their talents toward violence and intimidation, as it may be the only way to escape.
**WARRIOR: Aggressor**

**Career Skills:** Athletics, Brawl, Cool, Melee, Perception, Survival

**Additional Career Skills:** Coercion, Knowledge (Underworld), Ranged (Light), Streetwise

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**INTIMIDATING**
May suffer a number of strain to downgrade difficulty of Coercion checks, or upgrade difficulty when targeted by Coercion checks, by an equal number. Strain suffered this way cannot exceed ranks in Intimidating.

**PLAUSIBLE DENIALITY**
Remove □ per rank of Plausible Deniability from all Coercion and Deception checks.

**GRIT**
Gain +1 strain threshold.

**TOUGHENERD**
Gain +2 wound threshold.

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**FEARSOME**
When 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 Feasome.

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When 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.

**INTIMIDATING**
May suffer a number of strain to downgrade difficulty of Coercion checks, or upgrade difficulty when targeted by Coercion checks, by an equal number. Strain suffered this way cannot exceed ranks in Intimidating.

**PREY ON THE WEAK**
Add +1 damage to one hit of successful combat checks against disoriented targets per rank of Prey on the Weak.

**SENSE ADVANTAGE**
Once per session, may add □ to 1 NPC’s skill check.

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**TERRIFY**
Take the Terrify action; make a Hard (\(\bigcirc\)) Coercion check adding no greater than Force rating. Disable one target within medium range per □. Spend □ to extend duration and spend □ to immobilize affected target.

**Crippling Blow**
Increase the difficulty of next combat check by 1. If check deals damage, target suffers 1 strain whenever he moves for the remainder of the encounter.

**TOUGHENERD**
Gain +2 wound threshold.

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**GRIT**
Gain +1 strain threshold.

**IMPROVED TERRIFY**
Reduce the difficulty of Terrify’s check to Average (\(\bigcirc\)) and may spend □ to stagger an affected target.

**PREY ON THE WEAK**
Add +1 damage to one hit of successful combat checks against disoriented targets per rank of Prey on the Weak.

**HEROIC FORTITUDE**
May spend 1 Destiny Point to ignore effects of Critical Injuries on Brawn or Agility checks until the end of the encounter.

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**FORCE RATING**
Gain +1 Force rating.

**FEARSOME**
When 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 Feasome.

**DEDICATION**
Gain +1 to a single characteristic. This cannot bring a characteristic above 6.

**AGAINST ALL ODDS**
When incapacitated, perform Against All Odds action, making Hard (\(\bigcirc\)) Resilience check with equal to Force rating. Heal wounds equal to □, spend □ to add □.
WARRIOR: Shii-Cho Knight
Career Skills: Athletics, Brawl, Cool, Melee, Perception, Survival
Additional Career Skills: Athletics, Coordination, Lightsaber, Melee

- **PARRY**
  When hit by a melee attack, suffer 3 strain to reduce damage by 2 plus ranks in Parry.
  COST 5

- **SECOND WIND**
  Once per encounter, may use Second Wind incidental to recover strain equal to ranks in Second Wind.
  COST 10

- **TOUGHENED**
  Gain +2 wound threshold.
  COST 5

- **PARRY**
  When hit by a melee attack, suffer 3 strain to reduce damage by 2 plus ranks in Parry.
  COST 5

- **CONDITIONED**
  Remove 1 per rank of Conditioned from Athletics and Coordination checks. Reduce the damage and strain suffered from falling by 1 per rank of Conditioned.
  COST 10

- **MULTIPLE OPPONENTS**
  Add 1 to Lightsaber, Brawl, and Melee checks when engaged with multiple opponents.
  COST 10

- **QUICK DRAW**
  Once per round, draw or hoist a weapon or accessible item as an incidental.
  COST 15

- **GRIT**
  Gain +1 strain threshold.
  COST 15

- **PARRY**
  When hit by a melee attack, suffer 3 strain to reduce damage by 2 plus ranks in Parry.
  COST 15

- **DEFENSIVE TRAINING**
  When wielding a Lightsaber, Melee, or Brawl weapon, the weapon gains the Defensive quality with a rating equal to ranks in Defensive Training.
  COST 15

- **NATURAL BLADEMASTER**
  Once per session, may re-roll any 1 Lightsaber or Melee check.
  COST 20

- **SARLACC SWEEP**
  Increase difficulty of Lightsaber check by 1 to perform Sarlacc Sweep action. May spend 1 1 to hit additional engaged targets.
  COST 20

- **IMPROVED PARRY**
  When parrying a hit that generated a or a, may hit attacker once with Lightsaber, Brawl, or Melee weapon (dealing base damage) after original attack resolves.
  COST 20

- **CENTER OF BEING**
  Take a Center of Being maneuver. Until the beginning of next turn, attacks against the character increase their crit rating by 1 per rank of Center of Being.
  COST 25

- **DURABLE**
  May reduce any Critical Injury suffered by 10 per rank of Durable, to a minimum of 1.
  COST 25

- **DEDICATION**
  Gain +1 to a single characteristic. This cannot bring a characteristic above 6.
  COST 25

- **PARRY**
  When hit by a melee attack, suffer 3 strain to reduce damage by 2 plus ranks in Parry.
  COST 25
WARrior: Starfighter Ace
Career Skills: Athletics, Brawl, Cool, Melee, Perception, Survival
Additional Career Skills: Astrogation, Gunnery, Mechanics, Piloting (Space)

- **Grit**: Gain +1 strain threshold. COST 5
- **Skilled Jockey**: Remove # per rank of Skilled Jockey from all Piloting (Planetary) and Piloting (Space) checks. COST 5
- **Rapid Reaction**: Suffer a number of strain to add an equal number of @ to Initiative checks. Strain suffered cannot exceed ranks in Rapid Reaction. COST 5
- **Solid Repairs**: When repairing hull trauma on a starship or vehicle, repair 1 additional hull trauma per rank of Solid Repairs. COST 5
- **Intuitive Evasion**: Perform the Intuitive Evasion maneuver; suffer 1 strain and commit 0 up to ranks of Intuitive Evasion. Upgrade difficulty of combat checks targeting starship or vehicle by equal amount. Suffer 1 strain every round 0 remains committed. COST 10
- **Confidence**: May decrease difficulty of Discipline checks to avoid fear by 1 per rank of Confidence. COST 10
- **Solid Repairs**: When repairing hull trauma on a starship or vehicle, repair 1 additional hull trauma per rank of Solid Repairs. COST 10
- **Galaxy Mapper**: Remove # per rank of Galaxy Mapper from Astrogation checks. Astrogation checks take half normal time. COST 10
- **Full Throttle**: Take a Full Throttle action; make a Hard ★★★ Pi- loting check to increase a vehicle's top speed by 1 for a number of rounds equal to Cunning. COST 15
- **Rapid Reaction**: Suffer a number of strain to add an equal number of @ to Initiative checks. Strain suffered cannot exceed ranks in Rapid Reaction. COST 15
- **Exhaust Port**: Before attacking a starship or vehicle, may spend 1 Destiny Point to ignore the effects of the Massive rule for the attack. COST 15
- **Grit**: Gain +1 strain threshold. COST 15
- **Skilled Jockey**: Remove # per rank of Skilled Jockey from all Piloting (Planetary) and Piloting (Space) checks. COST 20
- **Touch of Fate**: Once per session, add ★★★★★ to any one check. COST 20
- **Grit**: Gain +1 strain threshold. COST 20
- **Skilled Jockey**: Remove # per rank of Skilled Jockey from all Piloting (Planetary) and Piloting (Space) checks. COST 20
- **Force Rating**: Gain +1 Force rating. COST 25
- **Tricky Target**: Count vehicle or starship piloted as having a silhouette 1 lower when being attacked. COST 25
- **Grit**: Gain +1 to a single characteristic. This cannot bring a characteristic above 6. COST 25
- **Intuitive Evasion**: Perform the Intuitive Evasion maneuver; suffer 1 strain and commit 0 up to ranks of Intuitive Evasion. Upgrade difficulty of combat checks targeting starship or vehicle by equal amount. Suffer 1 strain every round 0 remains committed. COST 25

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