

THE JEDI – A DYING LIGHT

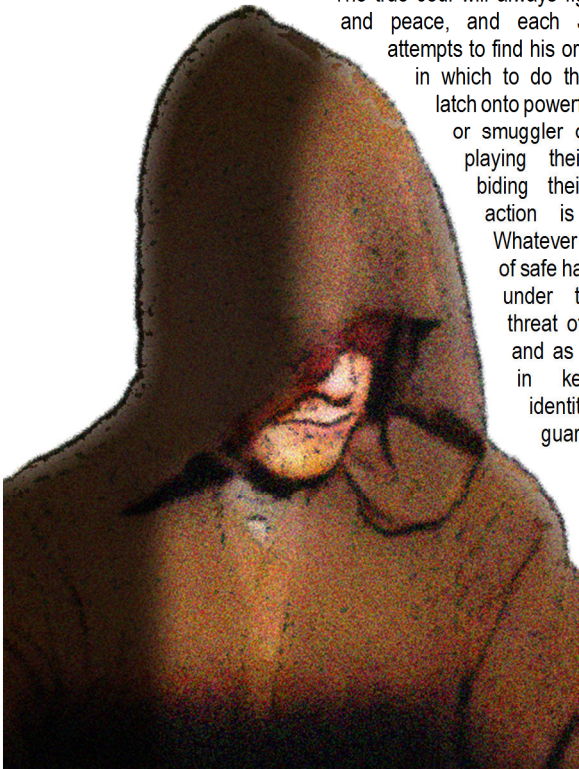
For over a thousand generations, the Jedi Knights were the guardians of peace and justice in the Republic. Their skills were legendary: **Athletics, Coordination, Discipline, Leadership, Perception, Vigilance, Lightsaber, Knowledge (Education)**. They were adept at much and had the ever-present, mystical Force to guide them. But that was before the Empire. Jedi player characters at the *Edge of the Empire* will find just living to be a daunting prospect. **The player chooses 3 of the career skills, each in which to train a single rank at character creation. Jedi must start with Force Rating 1. At character creation, they may either buy into the Force-Sensitive Exile specialization or spend 10 XP to attain Force Rating 1.** Playing a Jedi in *Edge of the Empire* requires express GM permission, and is especially inappropriate for Rebellion-Era games.

THE ROLE OF THE JEDI

Jedi these days spend most of their time simply trying to survive. Refugees by necessity, they have few friends and many hunters. This has led some to put away their lightsabers and eschew their connection to the Force, though some might prefer to stand and fight the dominant Sith power. Still others try to walk the line, holding true to their Jedi ideals but with the realization that to live, you've got to be smarter than those trying to kill you.

Many erstwhile "Jedi" now live as exiles; these characters should start generally start in a different career—whatever fits their new lifestyle—and begin play with access to the Force-Sensitive Exile talent tree rather than the Jedi career.

The true Jedi will always fight for justice and peace, and each Jedi refugee attempts to find his or her own way in which to do this. Many will latch onto powerful crime lords or smuggler organizations, playing their part and biding their time until action is called for. Whatever their choice of safe haven, they live under the constant threat of annihilation, and as such do well in keeping their identities a closely-guarded secret.



A JEDI'S LIGHTSABER

More than a tool or weapon iconic of the Jedi; the lightsaber is a symbol of light and life. But for a Jedi at the Edge of the Empire, it is a liability and a beacon for agents of evil. The player and GM should discuss lightsabers at character creation, including whether it would be appropriate for the Jedi player character to have one.

JEDI SPECIALIZATIONS

The three traditional archetypes of Jedi are presented here. Some may well choose to branch into other careers in order to expand their skillfulness and abilities, but their rather unique abilities make for some interesting characters.

GUARDIAN – THE FIRST LINE OF DEFENSE

Concentrating on martial training, Guardians engage in combat more than other Jedi. Descended from the Order's founders whose role in the galaxy was to defend the weak and uphold the laws of the Galactic Republic, the Guardians were often seen as representatives of the Order and the classic Jedi weapon: the lightsaber.

The Guardian focuses on what skills can give him an edge in combat: **Leadership, Lightsaber, Melee, Pilot (Space)**. This means that he can start out with two ranks in Lightsaber for free. The Guardian talent tree reflects the physical acuity and conditioning for which Jedi are known, as well as reliance on the Force that is central to the Jedi code.

SENTINEL – THE JEDI SPECIALIST

In a galaxy full of Dark deceit, the Sentinel exists as a hidden champion of the Light. Trained in various jobs for which most Jedi would be ill-equipped, a Sentinel has a bag of tricks and techniques that can make him an expert at just about anything. Sentinels are masterful infiltrators, stealthy Shadows, investigators, and Watchmen.

The Sentinel's bonus career skills **Mechanics, Stealth, Streetwise, and Knowledge (Underworld)** make him well-suited for life on the Edge. He's true to the Jedi code, yes, but he has been trained to work deep under cover—he can handle many a tasteless job and won't get squeamish along the way.

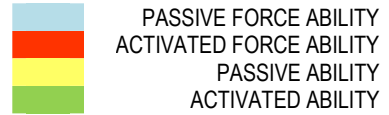
CONSULAR – A FORCE FOR GOOD

The Jedi Consular is a scholar, researcher, meditator, healer, and student of the Force. Seeking harmony in all matters, the Consular is rarely seen drawing or igniting his lightsaber. He prefers to arm himself with knowledge and diplomacy, protecting himself and others by physical means only as a last resort.

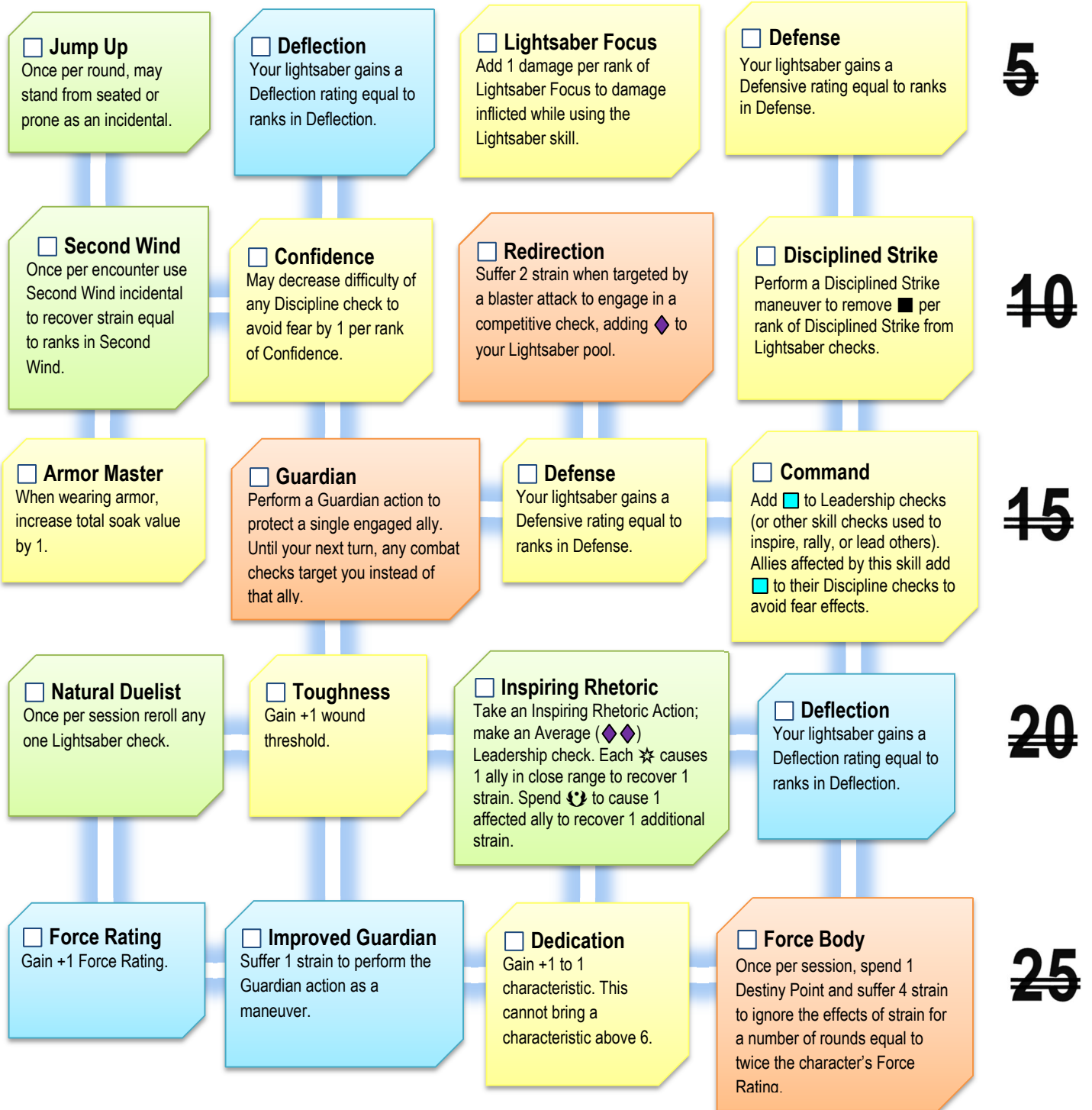
A Consular might focus his learning on **Discipline** and use of the Force, or he might spend his time learning the art of **Medicine**. **Negotiate** can help the diplomatic Consular get ahead in sticky situations, and **Knowledge (Lore)** is a staple of any scholar.

Jedi: Guardian Talent Tree

Prerequisite: Force Rating 1+



Career Skills: Athletics, Cool, Coordination, Discipline, Perception, Vigilance, Lightsaber, Knowledge (Education)
 Guardian Bonus Skills: Leadership, Lightsaber, Melee, Pilot (Space)



Jedi: Sentinel Talent Tree

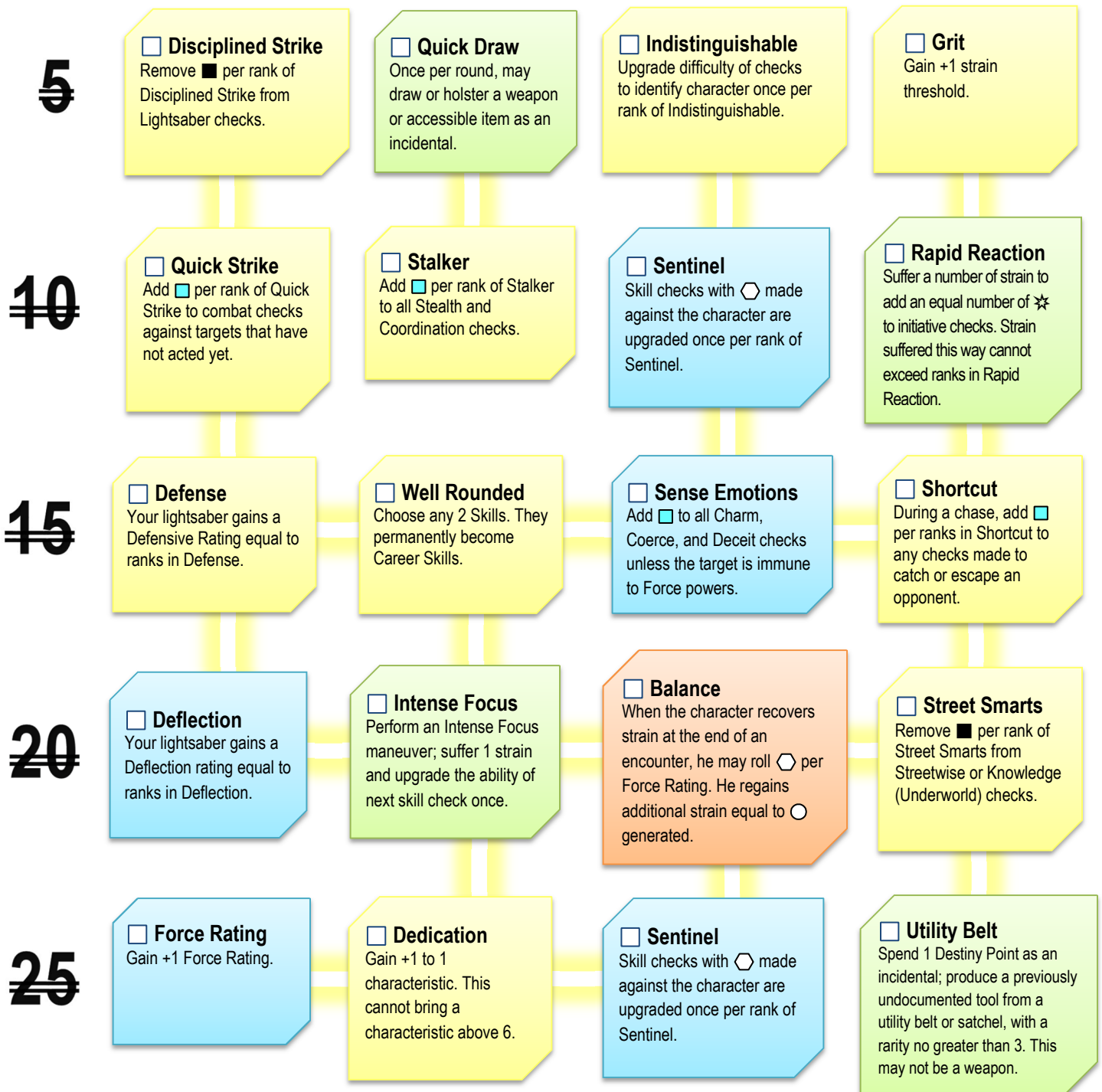
Prerequisite: Force Rating 1+



PASSIVE FORCE ABILITY
ACTIVATED FORCE ABILITY
PASSIVE ABILITY
ACTIVATED ABILITY

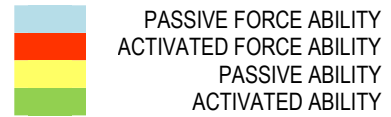
Career Skills: Athletics, Cool, Coordination, Discipline, Perception, Vigilance, Lightsaber, Knowledge (Education)

Sentinel Bonus Skills: Mechanics, Stealth, Streetwise, Knowledge (Underworld)



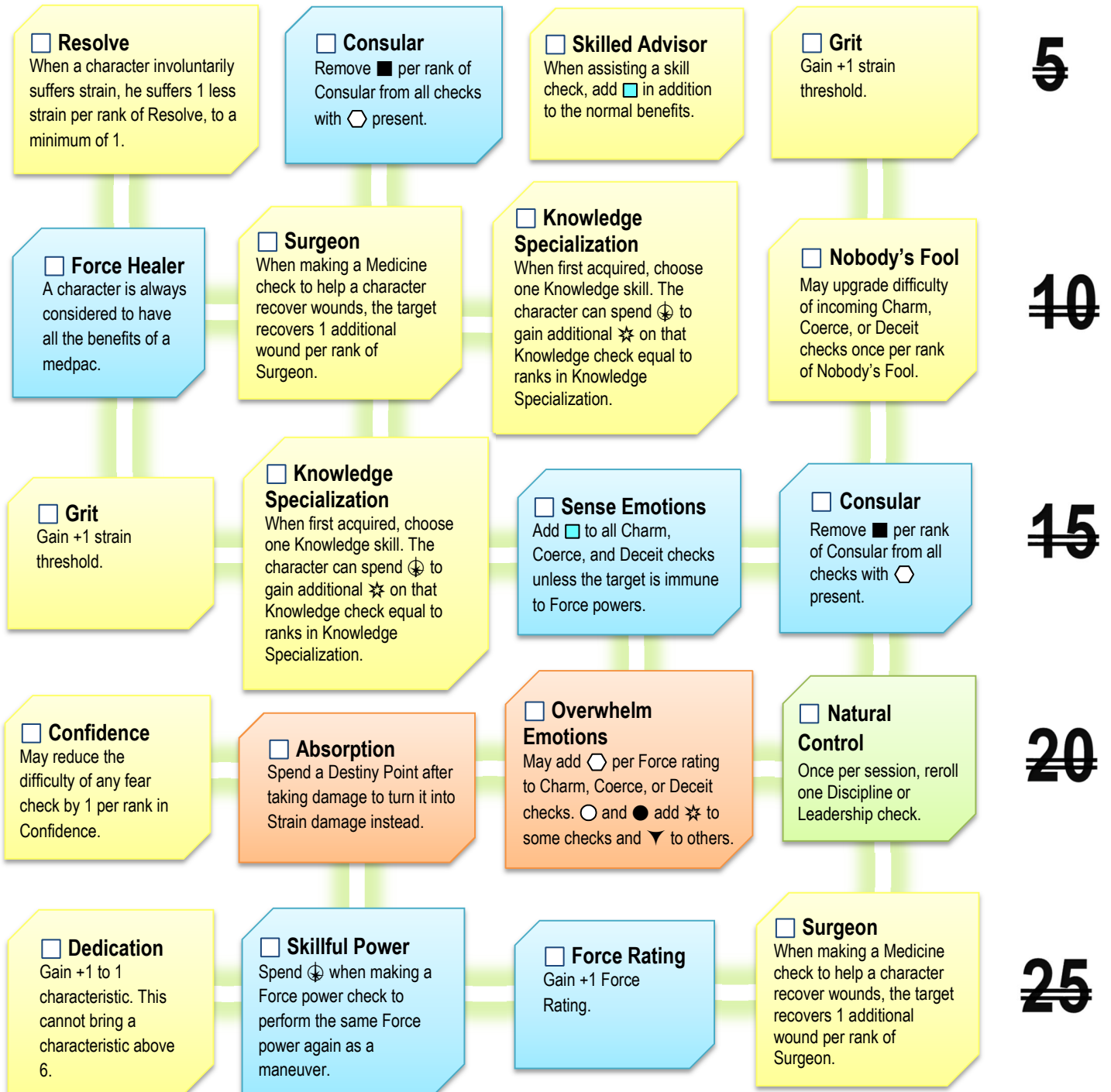
Jedi: Consular Talent Tree

Prerequisite: Force Rating 1+



Career Skills: Athletics, Cool, Coordination, Discipline, Perception, Vigilance, Lightsaber, Knowledge (Education)

Consular Bonus Skills: Discipline, Medicine, Negotiate, Knowledge (Lore)



TALENT DESCRIPTIONS

ABSORPTION

Activation: Active (Incidental, out of turn)

Ranked: No

Trees: Consular

The character may spend a Destiny Point when taking damage from an attack to turn any wound damage from the attack into strain damage.

CONSULAR

Activation: Passive

Ranked: Yes

Trees: Consular

The character may remove ■ per rank of Consular from any skill check where 1 or more ◻ are included in the pool.

DEFENSE

Activation: Passive

Ranked: Yes

Trees: Guardian, Sentinel

When the character wields a lightsaber, it gains a Defensive rating equal to ranks in the Defense talent (see page 106 of *Edge of the Empire Beta*).

DEFLECTION

Activation: Passive

Ranked: Yes

Trees: Guardian, Sentinel

When the character wields a lightsaber, it gains a Deflection rating equal to ranks in the Deflection talent (see page 106 of *Edge of the Empire Beta*).

DISCIPLINED STRIKE

Activation: Active (Maneuver)

Ranked: Yes

Trees: Guardian, Sentinel

The character can perform a Disciplined Strike maneuver, removing ■ per rank of Disciplined Strike from the next Lightsaber check.

FORCE BODY

Activation: Active (Incidental)

Ranked: No

Trees: Guardian

Once per session, as an incidental the character may suffer 4 strain and spend a Destiny Point to ignore the effects of strain for a number of minutes, or rounds in combat, equal to twice his Force rating. During this time, the character can still suffer strain, but cannot be incapacitated by it.

FORCE HEALER

Activation: Passive

Ranked: No

Trees: Consular

The character is always considered to have the benefits of a medpac: he can make Medicine checks without penalty, adds ◻ to all Medicine checks to heal wounds, and can grant the benefits of a stimpack once per scene to any 1 target.

GUARDIAN

Activation: Active (Action)

Ranked: No

Trees: Guardian

The character may spend a Guardian action to protect one ally he is engaged with. For the rest of the turn, the ally cannot be targeted by ranged combat checks as long as he remains engaged with the character.

IMPROVED GUARDIAN

Activation: Passive

Ranked: No

Trees: Guardian

The character may suffer one strain to perform the Guardian talent as a maneuver.

LIGHTSABER FOCUS

Activation: Passive

Ranked: Yes

Trees: Guardian

The character deals +1 damage on all successful Lightsaber checks per rank of Lightsaber Focus.

MASTER DUELIST

Activation: Active (Incidental)

Ranked: No

Trees: Guardian

Once per round, the character may voluntarily suffer two strain to decrease the difficulty of the next Lightsaber check by one, to a minimum of **Easy** (◆).

NATURAL CONTROL

Activation: Active (Incidental)

Ranked: No

Trees: Consular

Once per game session, the character may reroll any 1 Discipline or Leadership check.

NATURAL DUELIST

Activation: Active (Incidental)

Ranked: No

Trees: Guardian

Once per game session, the character may reroll any 1 Lightsaber check.

REDIRECTION

Activation: Active (Incidental, Out of Turn)

Ranked: No

Trees: Guardian

When the character is armed with a lightsaber and is the target of a combat check from a blaster weapon, the character may attempt to redirect the blaster attack at any other enemy within range. The character suffers 2 strain to turn the combat check into a competitive check (see page 21 of the *Edge of the Empire* Beta). The character uses his Lightsaber skill to form a competitive pool, applying the required difficulty for ranged combat and adding \blacklozenge . The attack is considered to be originating from the winner of the competitive check, but retains the base damage, range, and critical rating of the blaster weapon.

SENTINEL

Activation: Passive

Ranked: Yes

Trees: Sentinel

When targeted by a skill check in which \square are present, or by a Force power, the character may upgrade the difficulty of the skill check once per rank of Sentinel.

SKILLED ADVISOR

Activation: Passive

Ranked: Yes

Trees: Consular

When the character performs the assist maneuver, he may add an additional \square per rank of Skilled Advisor.

SKILLFUL POWER

Activation: Passive

Ranked: No

Trees: Consular

When making a skill check to activate a Force power as an action, the character can spend \oplus to activate the same Force power as a maneuver in the same round.