

CHAPTER 4
**BACKGROUNDS,
 FOCUSES,
 TALENTS &
 SPECIALIZATIONS**

FURTHER DEFINING YOUR CHARACTER

Characters are more than a combination of their class and species. Upbringing, skills, natural gifts and training also play a role. These are represented in backgrounds, ability focuses, and talents. This section expands, and sometimes changes, how these are represented in the *Fantasy AGE Basic Rulebook*.

BACKGROUNDS

Backgrounds function much like they do in Fantasy AGE, with the addition of a story item. A story item is an optional trinket that represents your character's past and can be used by the GM to further your character's story. You can choose your backgrounds or roll randomly.

ACADEMIC

Curiosity and thoroughness have served you well in your scholastic career. Imperial censors can make your work difficult, but uncovering the mysteries of the past is what excite and drive you.

CRIMINAL

You made your living by skirting the law. Whether as a free agent or as part of larger criminal organization, such as the Black Suns, you are wanted by Imperial authorities.

LABORER

Your labor may have been voluntary or forced, but you nonetheless thirst for freedom from your toil.

MERCENARY

The Empire would like everyone to

Backgrounds			
2d6 Roll	Background	Ability	Story Item
Outsider			
2	Criminal	Communication (Deception) or Dexterity (Stealth)	A set of well-worn dice that belonged to a friend
3	Wanderer	Constitution (Stamina) or Intelligence (Natural Lore)	A pendant from someone who later left you for dead
4	Youngling	Dexterity (Initiative) or Willpower (Self-Discipline)	A shattered kyber crystal
Lower Class			
5	Performer	Communication (Performance) or Dexterity (Acrobatics)	A handwritten letter from your mysterious benefactor
6	Laborer	Constitution (Stamina) or Strength (Might)	A holorecorder that plays the same scene over and over
7	Scavenger	Intelligence (Engineering) or Intelligence (Evaluation)	A piece of scrap that represents a promise
Middle Class			
8	Academic	Intelligence (Galactic Lore) or Intelligence (Research)	An ancient Sith urn
9	Mercenary	Accuracy (Brawling) or Constitution (Drinking)	A medal bestowed upon you by the Empire
10	Trader	Communication (Bargaining) or Intelligence (Evaluation)	An idol that you are compulsively attached to
Upper Class			
11	Noble	Communication (Etiquette) or Intelligence (Cultural Lore)	A document revealing your true lineage
12	Official	Communication (Leadership) or Intelligence (Military Lore)	An encrypted code cylinder that holds a secret

believe that they have made the galaxy a safer place, but the truth is, everyone can use someone good with a blaster and demands for your services have never been better.

NOBLE

Disenfranchised from the Imperial beauracacy and the waning power of the Senate, many of the galaxy's aristocracy still benefit from their considerable family holdings.

OFFICIAL

The Empire was supposed to be different

from the Republic where reward was based on merit not politics. Having risen through the Imperial beauracacy, you now see the truth of its injustices.

SCAVENGER

Whether on the fringes of the galaxy or one of the massive junk yards on the core worlds, you know that one person's trash is another's pay day, and something you found has gotten you into a lot of trouble.

TRADER

True merchantilism may have died with the Trade Federation, but the Empire

needs materials to feed its massive ambitions and building projects. As the Empire continues to expand its grasp, for how long your enterprise will be allowed to exist independently is hard to tell.

WANDERER

It may be between systems or across the lonely wilderness of a distant planet, you are searching for something.

YOUNGLING

You were only a child during the Great Jedi Purge. Whether truly gifted with the Force or not, your ties to the Jedi have made you an outcast and a fugitive.

ADVICE: WHEN CLASSES AND BACKGROUNDS CLASH

It can be fun to roll the dice to randomly determine a character's background. However, it can become very difficult to fix on a concept for your character when the background seems to completely contradict your class choice. This came up a couple of times during the playtest, and actually provides an opportunity in disguise to create really unique characters. A Scoundrel seems antithetical to being an Academic. However, as someone who often deals in contraband and whose curiosity often gets the better of them, that Sith urn all of a sudden becomes a trophy from your last score and the reason why the Empire is after you. A Fringer Noble may be a lordling from a far-flung world no one has heard of or a Diplomat Laborer may have been the spokesperson for the workers on an Imperial mining colony. You and the GM can work together to make these connections, and figure out how they may further relate to the plot of the story being told at the table.

FOCUSES

A focus is an area of expertise within a greater ability. Many of these are explained in detail beginning on page 40 in the *Fantasy AGE Basic Rulebook*.

Descriptions of the ability focuses follow. The GM has the final call on whether a focus applies for a given test.

Bold = New ability focus

Gray = Ability focuses not applicable to AGE of the Empire

Underline (x) = Replaces an existing focus

ACCURACY

- Arcane Blast
- Black Powder
- **Blasters:** Proficiency with weapons from the Blasters Group.
- Bows
- Brawling
- Dueling
- **Exotic:** Proficiency with weapons from the Exotic Group.
- Grenades
- **Heavy Weapons:** Proficiency with weapons from the Heavy Weapons Group.
- Light Blades
- **Repeaters:** Proficiency with weapons from the Repeaters Group.
- **Rifles:** Proficiency with weapons from the Rifles Group.
- Staves

COMMUNICATION

- Animal Handling
- Deception
- Disguise
- Etiquette
- Investigation
- Leadership
- Performance
- Persuasion
- Seduction

CONSTITUTION

- Drinking
- Rowing
- Running

- Stamina
- Swimming

DEXTERITY

- Acrobatics
- Calligraphy
- Crafting
- Disable Device (Lock Picking & Traps)
- Initiative
- Legerdemain
- Lock-Picking
- **Piloting:** Maneuvering a spacecraft or land vehicle.
- Riding
- Stealth
- Traps

FIGHTING

- Axes
- Bludgeons
- Heavy Blades
- Lance
- **Lightsabers:** Proficiency with weapons from the Lightsabers Group.
- Polearms
- Spears
- **Vibroblades:** Proficiency with weapons from the Vibroblades Group.

INTELLIGENCE

- Arcana
- Arcane Lore
- Astrogration (Navigation)
- Brewing
- Cartography
- **Computers:** Accessing and slicing digital systems.
- Cryptography
- Cultural Lore
- Engineering
- Evaluation
- **Force Lore:** Knowledge of the Force.
- Galactic Lore (Historical Lore): This also includes knowledge of current events throughout the galaxy.
- Healing
- Heraldry
- Historical Lore
- Military Lore
- Musical Lore
- Natural Lore

- Navigation
- Research
- Religious Lore
- **Underworld Lore:** Knowledge of illicit activities, criminal syndicates, and rumors on the street.
- Writing

PERCEPTION

- Empathy
- **Dark Side:** Proficiency with Force Powers from the Dark Side Group.
- **Force Alter:** Proficiency with Force Powers from the Alter Group.
- **Force Control:** Proficiency with Force Powers from the Alter Group.
- **Force Senses:** Proficiency with Force Powers from the Senses Group.
- Searching
- Seeing
- Smelling
- Tasting
- Touching
- Tracking

STRENGTH

- Climbing
- Driving
- Intimidation
- Jumping
- Might
- Smithing

WILLPOWER

- Courage
- Faith
- Morale
- Self-Discipline

TALENTS

Talents are areas of natural aptitude or training that your character has acquired in his or her journey throughout the galaxy.

Non-AGE of the Empire Talents: Alchemy, Horsemanship, Mounted Combat Style, and Weapon and Shield Style.

Talents						
Talent	Adept	Agent	Diplomat	Fringer	Scoundrel	Soldier
Animal Training	C	X	O	O	O	O
Armor Training*	X	X	X	O	X	A
Archery Style	O	O	O	O	X	O
Astrogation*	O	O	O	C	O	O
Carousing	O	O	O	O	O	O
Command	O	O	C	X	X	C
Contact	X	O	C	X	C	X
Droid Companionship*	O	O	O	C	O	O
Dual Weapon Style	O	O	O	X	O	C
Force Sensitivity*	A	O	O	O	O	O
Gunnery Style*	X	O	O	O	O	C
Gunslinger Style	O	O	O	O	O	C
Intrigue	O	C	O	X	O	X
Linguistics	O	O	O	O	O	X
Lore	C	O	O	O	O	O
Marksmanship Style*	X	O	X	O	X	C
Medicine (Chirurgy)*	O	O	O	C	O	O
Mind Over Body	O	O	O	X	X	X
Music	O	O	O	O	O	O
Observation	O	O	C	O	O	O
Oratory	X	O	A	X	O	O
Quick Reflexes	O	O	O	O	C	O
Scouting	X	C	O	O	O	O
Single Weapon Style	O	O	O	O	O	C
Slicing*	X	C	O	O	O	X
Staff Weapon Style (Polearm Style)*	O	O	O	O	X	C
Thievery*	X	O	X	O	C	X
Thrown Weapon Style*	X	O	O	O	O	C
Two-Hander Style	X	O	O	O	O	C
Unarmed Style	O	O	O	O	O	C

A = Automatically a Novice in this talent, C = Class option that you can take at Level 1
 O = Open to take this talent at any time, X = Unable to take this talent

*New talent or has undergone change

ARMOR TRAINING (CHANGED)

- **Classes:** Fringer and Soldier
- **Requirements:** None

Description: The changes reflect the different armors available in AGE of the Empire. The benefit for Novice applies to Light Armor and Journeyman applies to Heavy Armor (see Chapter 5). Master treats piercing damage as normal damage, but otherwise functions exactly the same (see *Fantasy Age Basic Rulebook*, page 42).

ASTROGATION

- **Classes:** All
- **Requirements:** Intelligence (Astrogation) focus

You are a skilled navigator and determining coordinates for the jump to hyperspace.

Novice: You are familiar with many different space lanes. If you fail an Intelligence (Astrogation) test, you can reroll it, but you must keep the results of the second roll.

Journeyman: You know your way around the space lanes. You get a +2 bonus when making an Intelligence (Astrogation) test.

Master: You are an accomplished navigator. When making Intelligence (Astrogation) tests as part of an advanced test, you gain a +1 bonus to the result of each Stunt Die. This allows you to reach the success threshold faster.

DROID COMPANION

- **Classes:** All
- **Requirements:** None

You have a loyal R2 astromech.

Novice: You designate a droid as your

droid companion. When your droid companion is adjacent to an enemy, all allies that can see and hear it receive a +1 attack bonus against that opponent.

Also, your droid companion acts on your initiative, and can take a major and minor action. Normally, a droid acts at the end of the initiative order and can take either a major or minor action.

You also are able to understand Binary, but are unable to speak it.

Journeyman: You can use the Heal action on your droid companion. The ability test is based on Intelligence (Engineering) instead of Intelligence (Healing).

Master: If your droid companion is adjacent to an opponent that just successfully hits or damages you, it can immediately attack that enemy as a free action once per round. This attack does not generate stunt points.

Also, your droid companion increases its health by 10 and it receives the Willpower (Morale) focus.

FORCE SENSITIVITY

- **Classes:** All
- **Requirements:** You must have Perception 2 or higher

You can feel the Force around you.

Novice: You become attuned to the Force. You learn two Force Powers and learn one additional Force Power each time you level (see Chapter 6: Using Force Powers).

Journeyman: You receive a +2 bonus on ability tests to resist Force Powers.

Master: You immediately sense the presence of other force sensitive creatures within 20 yards, unless they are actively attempting to conceal their presence. In

which case, you can make an opposed Perception (Force Senses) vs. Willpower (Self-Discipline) ability test to detect them. This test also reveals if he or she is aligned to the Dark Side.

GUNNERY STYLE

- **Classes:** All
- **Requirements:** You must be trained in Heavy Weapons

You are devastating behind artillery.

Novice: When you take the aim action while using heavy weapons or starship weapons, you gain +2 bonus on your damage roll.

Journeyman: You've learned to find weaknesses in starship shields. Your attacks always receive a +2 bonus to damage when attacking a ship's deflector shields.

Master: You know how to hit for maximum impact when firing heavy guns. You can perform the Lethal Blow stunt for 4 Stunt Points instead of 5.

GUNSLINGER STYLE

- **Classes:** All
- **Requirements:** You must be trained in Blasters

You are fast on the draw and shoot from the hip.

Novice: You can Ready a blaster as a free action once per round, instead of the usual minor action.

Journeyman: When you attack an adjacent enemy with a blaster, the opponent cannot make an interrupt attack (see Chapter 7).

Master: When shooting with a blaster, you can perform the Lightning Attack

combat stunt for 2 stunt points, instead of the usual 3.

LINGUISTICS (CHANGED)

- **Classes:** Adept, Agent, Diplomat, Fringer, and Scoundrel
- **Requirements:** Intelligence 1 or higher

Description: Each time you would normally gain a language, you choose from any of the languages of the common species (see Chapter 2: Species) or any one from the following list: Binary, Bocce, Ewokese, Huttese, Ithorese, and Ubese. You may not be able to speak it due to physical constraints, such as not being unable to reproduce the whirls and beeps of Binary, but understand it and are able to communicate effectively with native speakers.

MARKSMANSHIP STYLE

- **Classes:** Agent, Fringer, and Soldier
- **Requirements:** You must be trained with Rifles

You are a trained rifleman.

Novice: You know how to punish enemies who get too close. When shooting a rifle at an enemy within 3 spaces of you, you inflict +1 damage.

Journeyman: When shooting with a rifle, you can perform the Knock Prone combat stunt for 1 stunt point, instead of the usual 2.

Master: When shooting with a rifle, you can choose to re-roll your damage, but you must keep the results of the second roll.

MEDICINE (CHANGED FROM CHIRURGY)

- **Classes:** All
- **Requirements:** None

Description: This functions almost exactly as Surgery (*Fantasy Age Basic Rulebook*, page 43), except that you must have a use of a Medpac in order to Heal.

MIND OVER BODY

- **Classes:** Adept, Agent, and Diplomat
- **Requirements:** You must have Willpower 1 or higher

Your resilience comes from putting mind over matter.

Novice: Your force of will is what defines your vigor. You add your Willpower instead of your Constitution whenever you gain and regain Health.

Journeyman: You are better at keeping wits about you. You have a +1 bonus when making an ability test against becoming disoriented.

Master: You are capable of shrugging off some injuries. If you fail a Constitution (Stamina) test, you can reroll it, but you must keep the results of the second roll.

SLICING

- **Classes:** Agent, Fringer, and Scoundrel
- **Requirements:** You must have Intelligence 1 or higher

You can break into secured computer systems with ease.

Novice: If you fail an Intelligence (Computers) test, you can reroll it, but you must keep the results of the second roll.

If you take this talent at level 1, you also gain a security kit.

Journeyman: When you attempt an Intelligence (Computers) test to slice into a computer you gain a +2 bonus to your roll.

Master: You are an experienced slicer. When making Intelligence (Computers) tests as part of an advanced test, you gain a +1 bonus to the result of each Stunt Die. This allows you to reach the success threshold faster.

STAFF WEAPON STYLE (POLE WEAPON STYLE)

- **Classes:** Adept, Agent, Diplomat, Fringer, and Soldier
- **Requirements:** You must be trained in the Exotic, Lightsabers, or Staves Group

Description: This functions almost exactly as Pole Weapon Style (*Fantasy AGE Basic Rulebook*, page 45), except that its benefits apply to blasterstaves, electrostaves, lightsaber pikes, saberstaves, and quarterstaves.

THIEVERY (CHANGED)

- **Classes:** Agent, Fringer, and Scoundrel
- **Requirements:** You must have Dexterity 2 or higher

Description: This functions almost exactly as Thievery (*Fantasy Age Basic Rulebook*, page 47), except that its Novice benefit applies to Dexterity (Disable Device) tests and the Journeyman benefit applies to Dexterity (Legerdemain) tests.

THROWN WEAPON STYLE (CHANGED)

- **Classes:** Adept, Agent, Diplomat, Fringer, and Soldier
- **Requirements:** You must be trained in the Explosives or Vibroblades Group

Description: This functions almost exactly as Thrown Weapon Style (*Fantasy AGE Basic Rulebook*, page 47), except that its benefits apply to grenade weapons, improvised weapons, throwing spears, and vibroknives.

SPECIALIZATIONS

Specializations are exclusive talents that are only accessible at level 4 and give your character extraordinary abilities. Unlike in the *Fantasy AGE Basic Rulebook*, specializations are open to all classes as long as the character meets the requirements.

ACE PILOT

- **Requirements:** You must have Dexterity 2 or higher and the Dexterity (Piloting) focus

You can fly circles over, under, and around lesser pilots.

Novice: If you fail a Dexterity (Piloting) test, you can reroll it, but you must keep the results of the second roll.

Journeyman: You make your ship hard to strike during battle. When you are the pilot of a ship, it gains a +2 to its Defense.

Master: You are devastating in a dogfight. When firing starship weaponry, you can choose to re-roll your damage, but you must keep the results of the second roll.

BENDU DISCIPLE

- **Requirements:** You must have Perception and Willpower 2 or higher and the Force Sensitivity (Novice) talent

There is no light or dark, only the Force.

Novice: You learn the Lightsaber Weapon Group if you don't know it already. Also, you receive a +2 bonus on ability tests to resist Force Powers and other Force-related effects.

Journeyman: If you fail a Willpower (Self-Discipline) test, you can reroll it, but you must keep the results of the second roll.

Master: You walk the line between the light and the dark without succumbing to the temptations of the Dark Side. You can use Dark Side Powers without suffering a Dark Side Drawback (see Chapter 6).

BOUNTY HUNTER

- **Requirements:** You must have Dexterity and Perception 2 or higher

You always get paid and never lose your bounty.

Novice: With an Activate action you can designate one visible opponent within 10 spaces of you as your Quarry. All Melee and Ranged attacks against your Quarry receive a +1 damage bonus. The Quarry lasts until the end of the encounter, the target is slain or unconscious, or you pick a new Quarry with another Activate action. You can't have multiple Quarries at the same time. If your Quarry escapes the encounter, you have a +2 bonus on Perception (Tracking) tests to follow it.

Journeyman: You never give your Quarry an opportunity to escape. You can use the Press the Attack action as a free action against your Quarry.

Master: You exploit your opponent's weaknesses. You inflict an extra 1d6 damage against your Quarry.

COMBAT MEDIC

- **Requirements:** You must have Intelligence 2 or higher and the Medicine (Novice) talent

You save lives on and off the battlefield.

Novice: If you fail an Intelligence (Healing) test, you can reroll it, but you must keep the results of the second roll.

Journeyman: You and your allies regain +5 health while resting.



Master: You can perform Pain Killer, a special combat stunt that is triggered on a Heal action. The target receives a bonus to his or her Armor Rating for every Stunt Point you spend until the end of the encounter.

COMMANDO

- **Requirements:** You must have Constitution and Dexterity 2 or higher

You have unparalleled grit and endurance in combat.

Novice: Once per combat encounter, you regain an amount of Health as a minor action as if you had taken a 5-minute rest (*Fantasy AGE Basic Rulebook*, page 39).

Journeyman: When you Stand Firm, you receive +3 bonus Armor Rating.

Master: After taking damage that would reduce your Health to 0, you can attempt a TN 17 Constitution (Stamina) test. If you succeed, you are instead reduced to 1 Health. You can only do this once per encounter.

GUNFIGHTER

- **Requirements:** Dexterity 2 or higher and the Gunslinger Style (Novice) talent

You dual wield blaster pistols, capable of raining a flurry of blaster bolts.

Novice: You can Ready two blaster pistols as a free action. When wielding a blaster pistol in each hand, you inflict +1 damage.

Journeyman: You can also perform the Pierce Armor stunt for 1 SP instead of the usual 2.

Master: You fire from both barrels. After hitting an attack with a blaster pistol, you

can make a secondary attack with your off-hand blaster pistol as a free action. The secondary attack cannot generate stunt points, and you only add half your Perception (rounded down) to damage.

JEDI CONSULAR

- **Requirements:** You must have Perception and Willpower 2 or higher and the Force Sensitivity (Novice) talent

Your mastery of the Force gives you wisdom and insight.

Novice: You learn the Lightsaber Weapon Group if you don't know it already. While unarmored and wielding a lightsaber, you add your Perception to your Defense.

Journeyman: You gain one Communication ability focus of your choice. You also receive +1 SP when using Senses Force Powers.

Master: You can use your will and connection with the Force to counteract another Force-User. You can use a Prepare action to counter a Force Power until you next turn or an Attack action to disrupt a Force Power with an ongoing effect. A successful Willpower (Self-Discipline) ability test vs. the opponent's Forcepower ends the effect.

JEDI KNIGHT

- **Requirements:** You must have Dexterity and Willpower 2 or higher and the Force Sensitivity (Novice) talent

You and your lightsaber are one, an extension of the Force.

Novice: You learn the Lightsaber Weapon Group if you don't know it already. While unarmored and wielding a lightsaber, you add your Willpower to your Defense.

Journeyman: While wielding a lightsaber, ranged attacks suffer a -2 penalty against you.

Master: You can perform Force Assault, a special combat stunt, for 4 SP. This allows you to immediately use a Force Power after resolving a successful Melee Attack. You must have a major or minor action left in order to use the appropriate force power.

NEGOTIATOR

- **Requirements:** You must have Intelligence 2 or higher and the Oratory (Novice) talent

You always have an advantage in any negotiation.

Novice: If you fail a Communication (Persuasion) test, you can reroll it, but you must keep the results of the second roll.

Journeyman: When you attempt a Communication (Persuasion) test to negotiate a truce you gain a +2 bonus to your roll. You can also perform the And Another Thing stunt for 1 stunt point instead of the usual 2.

Master: You can perform Gone Sideways, a special roleplaying stunt for 3 SP. The situation immediately becomes violent and everyone rolls initiative for combat. However, all your opponents have -3 to their Dexterity (Initiative) tests.

OPERATIVE

- **Requirements:** You must have Communication and Intelligence 2 or higher

Novice: If you fail a Communication (Disguise) test, you can reroll it, but you must keep the results of the second roll.

Journeyman: When you Aim, you make a Perception (Seeing) test vs. your opponent's Defense. If you succeed, you catch your opponent off-balanced and you inflict +1d6 extra damage if you hit.

Master: You can perform the Sabotage stunt, a special combat stunt, for 4 SP. Any target wearing armor must reduce its Armor Rating by half (rounded down and before damage is calculated). Armor remains damaged until repaired with a TN 11 Intelligence (Engineering) test.

SHOCKTROOPER

- **Requirements:** You must have Constitution and Strength 2 or higher

You are a force to be reckoned with on the battlefield.

Novice: Your war cry intimidates your opponents. When you Charge, you can shout a war cry that gives all enemies within 4 spaces of your charge's final position a -1 on attack rolls on their next turn.

Journeyman: If you hit on an attack when you Charge, you inflict an extra 1d6 damage.

Master: After reducing an opponent to 0 Health, you can immediately make an attack against another enemy within range as a Free Action. This attack does not generate stunt points.

SMUGGLER

- **Requirements:** You must have Communication and Dexterity 2 or higher

You are used to making shady deals and running from trouble.

Novice: If you fail a Communication (Bargaining) test, you can reroll it, but

you must keep the results of the second roll.

Journeyman: You can perform the Flirt or Jest stunt for 1 stunt point instead of the usual 2.

Master: You can perform Out of Sight, a special combat stunt for 5 SP. This allows to be hidden from your opponents until you attack or the start of your next turn, whichever comes first. An opponent must use a minor action and succeed a TN 14 Perception (Seeing) test or all attacks against you have a -4 penalty.

TERÄS KÄSI MASTER

- **Requirements:** You must have Dexterity and Willpower 2 or higher and the Force Sensitivity (Novice) talent

You are a practitioner of the obscure Force-wielding martial art of Teräs Käsi.

Novice: Once per round, you can add 1d6 to the damage of a successful attack with you fist if your Dexterity is greater than your opponent's.

Journeyman: While fighting with your fists, all melee attacks suffer a -2 penalty against you.

Master: When you use the Charge action and hit with your attack, you can make an extra attack with your fist as a Free Action.

WITCH OF DATHOMIR

- **Requirements:** You must have Perception and Willpower 2 or higher and the Force Sensitivity (Novice) talent

You have learned the secrets of dark Force magic and are capable of performing the spells of Dathomiri Rituals.

Novice: You learn one Dathomiri Ritual of your choice (see Chapter 6). Also, you add

your Perception to your Defense while not wearing armor.

Journeyman: You learn one Dathomiri Ritual of your choice.

Master: You learn one Dathomiri Ritual of your choice. You also reduce the success threshold for all Force Rituals by 3.

EVIL CHARACTERS AND ANTIHEROES

A few of specializations embrace the notion of characters dabbling in dark forces. Outright evil characters often can present problems - they often introduce an amount of moral ambiguity and can get the party into predicaments that can make other players or the GM uncomfortable. Despite this challenge, there is an inarguable appeal behind playing the dark and gritty antihero. Doing so influences the tone of the game and requires coordination with the GM and other players. For these players, this is an additional specialization.

SITH ACOLYTE

Requirements: You must have a Constitution and Willpower 2 or higher and the Force Sensitivity (Novice) talent

Novice: You learn the Lightsaber Weapon Group if you don't know it already. You also receive bonus Health equal to your level. You regain this bonus Health with a short or long rest.

Journeyman: You receive a +1 bonus on all damage rolls. You also can use Dark Side Powers without suffering a Dark Side Drawback (see Chapter 6).

Master: You receive +1 SP when using Dark Side Force Powers.