

STAR WARS.

GENERATION

basic skills force skills basic feats force feats

FEATS	PREREQUISITES
Acrobatic	-
Alertness	-
Ambidexterity	dex 15
Animal Affinity	-
Armor Proficiency (light)	-
└ Armor Proficiency (medium)	-
└ Armor Proficiency (heavy)	-
└ Armor Proficiency (powered)	-
Athletic	-
Blind-Fight	-
Cautious	-
Combat expertise	Int 13
└ Improved disarm	-
└ Improved Trip	-
└ Whirlwind Attack	Dex 13, Spring Attack, BAB +4
Combat Reflexes	-
Dodge	Dex 13
└ Mobility	-
└ Spring Attack	BAB +4
Endurance	-
Exotic Weapon Proficiency	BAB +1
Fame	-
Force-Sensitive	needed for Force Feats and most Force Skills
Frightful Presence	Cha 15, Intimidate 9 ranks
Gearhead	-
Great Fortitude	-
Headstrong	-
Heroic Surge	-
Improved Critical	proficient w/ weapon, BAB +8
Improved Initiative	-
Infamy	-
Influence	-
Iron Will	-
Lightning Reflexes	-
Low Profile	-
Martial Artist	-
└ Defensive Martial Arts	-
└ Improved Martial Arts	BAB +4
└ Advanced Martial Arts	BAB +8
Mimic	-
Nimble	-
Persuasive	-
Point Blank Shot	-
└ Far Shot	-
└ Precise Shot	-
└ Rapid Shot	Dex 13
└ Multishot	-
└ Shot on the Run	Dex 13, Mobility
Power Attack	Str 13
└ Cleave	-
└ Great Cleave	BAB +4
└ Improved Bantha rush	-
└ Sunder	-
Quick Draw	BAB +1
Quickness	-
Rugged	-
Run	-
Sharp-Eyed	-
Skill Emphasis	-
Spacer	-
Stamina	Con 13
Starship Operation	Pilot 2 ranks
└ Starship Dodge	Dex 13, Pilot 6 ranks
Steady	-
Stealthy	-
Surgery	Treat Injury 4 ranks
Toughness	-
Track	-
Trick	-
Trustworthy	-
Two-Weapon Fighting	-
└ Improved Two-Weapon Fighting	Ambidexterity, BAB +9
Weapon Finesse	Proficient w/ weapon, BAB +1
Weapon Focus	Proficient w/ weapon, BAB +1
Weapon Group Proficiency	-
Zero-G Combat	Dex 13, Tumble 4 ranks

