

The image features two characters in futuristic, dark armor. The character on the right is a man with a beard and a serious expression, holding a glowing blue lightsaber. He wears a dark, segmented suit with a long, dark cape. The character on the left is a younger man with dark hair, looking down at a glowing green lightsaber he holds in his right hand. He wears a similar dark suit with a white turtleneck. The background is a warm, golden-brown wall with some foliage at the top left.

# THE GUARDIAN

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**T**he Guardian's six career skills are **Brawl**, **Cool**, **Discipline**, **Melee**, **Resilience**, and **Vigilance**. A character who chooses this career automatically gains a rank in three of these skills without spending experience and gains a discount on increasing them with future experience points. **The Guardian begins with a Force rating of 1.**

## A GUARDIAN'S ROLE

Adherents of the Guardian career are driven by a strong sense of responsibility and compassion. They recognize their affinity for the Force gives them the power—and responsibility—to help the helpless and aid the oppressed. Guardians tend to be blunt and forthright, using their prodigious combat prowess and natural leadership skills to directly intercede where they are needed most.

Most Guardians have a swagger about them, a cool confidence coupled with an air of nobility and authority. This poise is often well deserved. Guardians are capable of surviving and winning battles against overwhelming odds. Their martial training tends to focus almost exclusively on defense and resilience, leaving a Guardian as hard as granite. Hordes of opponents break upon a Guardian like waves upon shoreline rocks, leaving themselves exhausted and open to devastating counterattacks.

Alone, this combat prowess would be impressive, but a Guardian couples his abilities with his connection to the



Force. This combination makes the Guardian far more than a mere thug, inspiring compassion and concern for those he protects. A Guardian's defensive combat style matches this concern for life. Rather than make aggressive moves, he gives his opposition every chance to relent and choose a peaceful resolution. However, if they attack, the Guardian quickly demonstrates why their choice was the wrong one.

In many cases, a Guardian becomes established within a particular geographic region. This might be as large as a group of planets within a sector or as small as a neighborhood in a large city. A Guardian who focuses on a region in this way can choose to take stewardship of it. Notably, such stewardship comes out of a sense of responsibility and duty rather than any actual authority. Guardians seldom assume political power. Instead, they act in accordance with their internal moral compass, as guided by the Force, to ensure that everyone under their protection receives the justice they deserve.

Other Guardians follow the calling of the Force to travel and aid beings in need wherever they might find them. Many such Guardians wander in a seemingly aimless fashion, apparently letting random chance direct them where they might need to go. Almost invariably, their voyages soon lead them to people who desperately need help.

## GUARDIAN SPECIALIZATIONS

Each of the specializations within the Guardian career focuses on using the Force to aid others. Each pursues a different path, though they are complementary, so that an accomplished Guardian may rely on lessons from each specialization.

### PEACEKEEPER

Across the galaxy, there are always tyrants, and those unlucky enough to suffer under their rule. Some Guardians take direct action through military force to attempt to overthrow such despots. Other Guardians see wars ravaging planets and harming the weak and defenseless. They step in to defend those innocents, and enforce peace at the tip of a lightsaber. These Guardians are often known as Peacekeepers.

Peacekeepers acquire **Discipline**, **Leadership**, **Perception**, and **Piloting (Planetary)** as additional career skills, and if this is the PC's starting specialization, the PC gains one rank in each of two of these skills. This combination ensures that they can recognize threats and respond to them in an effective and timely manner. Skilled Peacekeepers must be able to effectively delegate assignments to allies while reserving themselves to confront the challenges for which they are most adept.

Many Peacekeepers only assume this specialization after they have been thrust into a position of

authority—sometimes repeatedly. Because of their naturally protective personalities, these Guardians want to do everything in their power to protect their friends. Often, they decide the best choice is to become the best leader they can, out of a sense of responsibility rather than a desire for power.

Characters who pursue the Peacekeeper's path seldom limit their activities to a single region. Often once one region has been pacified or a tyrant overthrown, a Peacekeeper sets his sight on the next challenge and leads his friends and fellow freedom fighters to overcome it. Under the shadow of the Empire, Peacekeepers are always needed.

### PROTECTOR

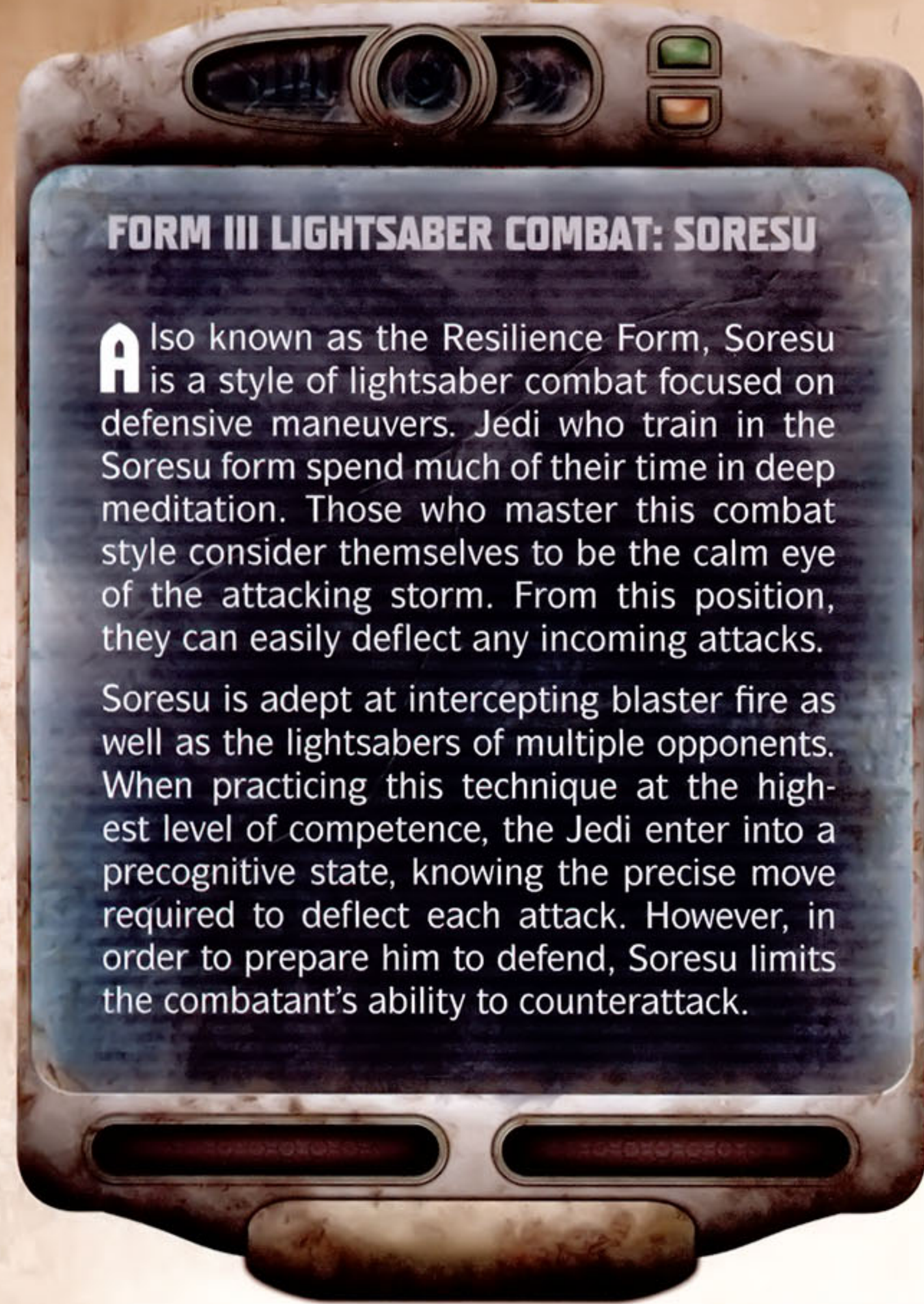
Guardians are often driven by their compassion for the plights of those who cannot protect themselves. Protectors ensure these innocents never come to harm. Few are tougher than a Protector, and even fewer can get through his guard to attack those he defends. Even if his charges do suffer harm, the Protector possesses basic medical knowledge to heal their wounds.

Protectors gain the additional career skills of **Athletics**, **Medicine**, **Ranged (Light)**, and **Resilience**. 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. This combination enables the character to assist those who are in need during a crisis. These skills complement many of the talent selections, so that the Protector remains capable of effectively shielding others from suffering harm without sacrificing his own capabilities.

Protectors could be considered bodyguards, but their efforts are seldom limited to protecting a single individual. Instead, Protectors are more likely to defend the needy on a larger scale. Often, they function as rescue workers, using their medical knowledge to stabilize injuries in the field and then providing additional protection. In other cases, Protectors may shelter refugees or other victims fleeing terrible situations, holding the line until the innocents can escape to safety. When a Protector does defend a single individual, it is likely because a great threat—even another Force user—pursues the person.

Some Protectors might come to master their abilities while working in a military or law enforcement role. Some Force techniques might manifest spontaneously as they instinctively act to keep companions safe. This could be particularly relevant for individuals who have not recognized their connection to the Force. Its presence might enable them to save an ally from danger in a seemingly inexplicable fashion. However, once these individuals realize the power they have, they must decide whether to continue their career and keep it a secret, or leave the life they've known and explore their new abilities.





### FORM III LIGHTSABER COMBAT: SORESU

**A**lso known as the Resilience Form, Soresu is a style of lightsaber combat focused on defensive maneuvers. Jedi who train in the Soresu form spend much of their time in deep meditation. Those who master this combat style consider themselves to be the calm eye of the attacking storm. From this position, they can easily deflect any incoming attacks.

Soresu is adept at intercepting blaster fire as well as the lightsabers of multiple opponents. When practicing this technique at the highest level of competence, the Jedi enter into a precognitive state, knowing the precise move required to deflect each attack. However, in order to prepare him to defend, Soresu limits the combatant's ability to counterattack.

### SORESU DEFENDER

Guardians frequently and deliberately put themselves in harm's way in order to aid others. However, just as the Protector is unmatched at keeping others safe, the Soresu Defender has mastered the art of self defense. With lightsaber in hand, Soresu Defenders can fend off hordes of enemies or stand firm against hails of blaster fire, surviving the worst the enemy can throw at them.

A Soresu Defender earns additional career skill access to **Discipline**, **Knowledge (Lore)**, **Lightsaber**, and **Vigilance**. 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. With this combination of skills, the character can maintain constant vigilance, recognize threats, and remain resolute in the face of danger.

Soresu Defenders depend on the Force to guide them through dangers. Their techniques rest almost entirely on knowing how best to use their weapons for defensive purposes. In many ways, this style approaches the level of precognition, as the Force guides its practitioners to use their weapons to deflect an incoming attack or to move out of the way of an assault. Individuals who are unaware of their Force potential can become accomplished martial artists using these techniques, but true Soresu Defenders must be sensitive to the Force.

## GUARDIAN STORIES

Guardians can emerge from nearly any environment. These characters act out of a strong compulsion to see justice and fairness throughout the galaxy. While they are often physically strong, Guardians use their strength as a tool to help those in need, rather than as a means to force their beliefs on others.

- **Justice:** Guardians often emerge from cultures or communities where there is a clear case of inequality. The character may draw upon the Force instinctively to see to it that a tyrant is overthrown or conditions are improved for the needy victims. Such individuals may live out their lives fighting crusade after crusade against injustice, always striving to offer assistance to those who cannot help themselves.
- **Selflessness:** Most Guardians are extremely self-assured, but they are also willing to act without fear of personal consequence. Throughout their lives, they have shown that they can overcome the most dramatic of challenges. Because of their past successes—as well as their connection to the Force—they are often comfortable with the idea of taking extreme personal risks in ways that others find unacceptable. They know that they're the only ones who can help in dire situations, and they throw themselves into those situations selflessly. All of their training and study becomes focused on helping others.
- **Zeal:** Enthusiasm can be a driving factor in a Guardian's life and career choices. Characters who experience success when they take risks can come to love the thrill of danger and sweet rush of victory. A commitment to travel across the galaxy righting wrongs and saving people from misfortune can be extremely tempting to an individual who laughs in the face of danger. Guardians who embark upon their career due to such a drive must sometimes depend on their companions and allies to steer them toward more moderate solutions to their challenges. Otherwise, even beings with the advantages they possess may find themselves overwhelmed.
- **Wanderlust:** Rarely, those who pursue a Guardian career also have a tremendous desire to travel the galaxy. This can be a fortunate combination, as their travels may be punctuated by opportunities to use their abilities to ease suffering. Countless planets are littered with oppressors and people living under persecution. For many Guardians, their travels may never actually come to an end, as they meditate on the Force and depend on it to draw them to the places and peoples who need help.



# GUARDIAN: Peacekeeper

Career Skills: Brawl, Cool, Discipline, Melee, Resilience, Vigilance



Additional Career Skills: Discipline, Leadership, Perception, Piloting (Planetary)

ACTIVE

PASSIVE

FORCE TALENT

**COMMAND**

Add  per rank of Command when making Leadership checks. Affected targets add  to Discipline checks for next 24 hours.

**COST 5**

**CONFIDENCE**

May decrease difficulty of Discipline checks to avoid fear by 1 per rank of Confidence.

**COST 5**

**SECOND WIND**

Once per encounter, may use Second Wind incidental to recover strain equal to ranks in Second Wind.

**COST 5**

**COMMANDING PRESENCE**

Remove  per rank of Commanding Presence from Leadership and Cool checks.

**COST 5**

**COMMANDING PRESENCE**

Remove  per rank of Commanding Presence from Leadership and Cool checks.

**COST 10**

**TOUGHENED**

Gain +2 wound threshold.

**COST 10**

**SECOND WIND**

Once per encounter, may use Second Wind incidental to recover strain equal to ranks in Second Wind.

**COST 10**

**CONFIDENCE**

May decrease difficulty of Discipline checks to avoid fear by 1 per rank of Confidence.





**COST 10**

**TOUGHENED**

Gain +2 wound threshold.



**COST 15**

**ENHANCED LEADER**

When making a Leadership check, add  no greater than Force rating. Spend  to add  or  to the result.

**COST 15**

**COMMAND**

Add  per rank of Command when making Leadership checks. Affected targets add  to Discipline checks for next 24 hours.

**COST 15**

**FIELD COMMANDER**

Take the Field Commander action; make an **Average**   Leadership check. A number of allies equal to Presence may immediately suffer 1 strain to perform 1 free maneuver.

**COST 15**

**STEELY NERVES**

Spend 1 Destiny Point to ignore effects of Critical Injuries on Willpower or Presence checks until the end of the encounter.

**COST 20**

**SECOND WIND**

Once per encounter, may use Second Wind incidental to recover strain equal to ranks in Second Wind.

**COST 20**

**TOUGHENED**

Gain +2 wound threshold.

**COST 20**

**IMPROVED FIELD COMMANDER**

Field Commander action affects allies equal to double Presence, and may spend  to allow allies to suffer 1 strain and perform 1 free action instead.

**COST 20**

**UNITY ASSAULT**

If a missed combat check generates  or , may spend to perform Force power targeting allies as a maneuver.

**COST 25**

**DEDICATION**

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

**COST 25**

**FORCE RATING**

Gain +1 Force rating.

**COST 25**

**NATURAL LEADER**

Once per session, may re-roll any 1 Cool or Leadership check.

**COST 25**



# GUARDIAN: Protector

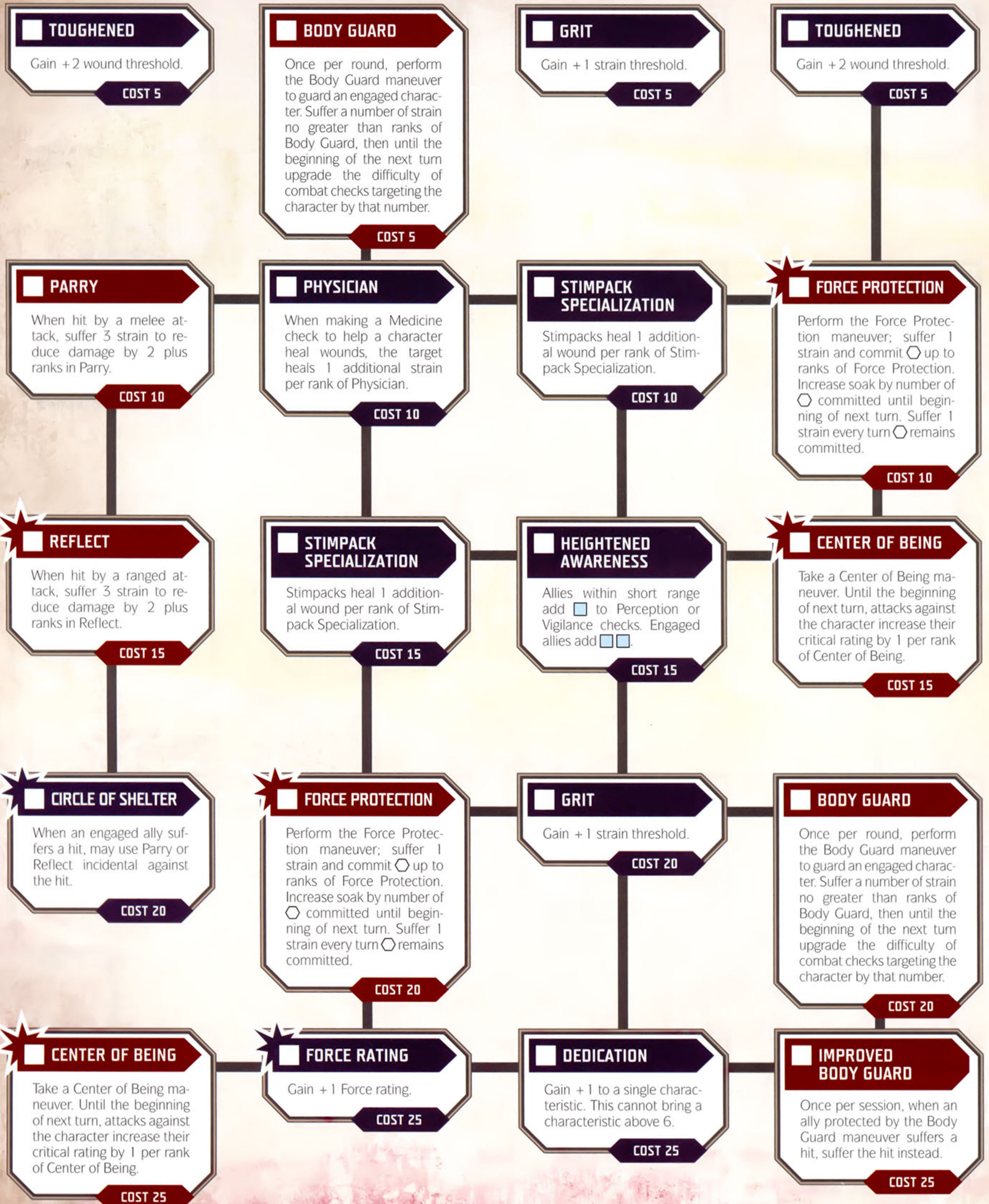
Career Skills: Brawl, Cool, Discipline, Melee, Resilience, Vigilance

Additional Career Skills: Athletics, Medicine, Ranged (Light), Resilience

ACTIVE

PASSIVE

 FORCE TALENT





# GUARDIAN: Soresu Defender

Career Skills: Brawl, Cool, Discipline, Melee, Resilience, Vigilance

Additional Career Skills: Discipline, Knowledge (Lore), Lightsaber, Vigilance

ACTIVE

PASSIVE

FORCE TALENT

