

# RAKEESH\_SORREL'S COMPLETE TALENT TREES



check result, your target is flat-footed against all attacks you make before the end of your turn.

*Prerequisite: Ambush Specialist*

↳ **Perceptive Ambusher (Rebel):** You gain a +5 circumstance bonus to Perception checks against your prime target until the end of the encounter.

*Prerequisite: Ambush Specialist*

↳ **Spring the Trap (Rebel):** If you and your allies roll higher Initiative checks to start combat than do all your opponents, you automatically gain a surprise round, even if the opponents are aware of you when combat begins.

## Armour Specialist Talent Tree (pp. 51-52)

↳ **Armoured Defence:** When calculating your Reflex Defence, you may add either your heroic level or your armour bonus, whichever is higher. You must be proficient with the armour you are wearing to gain this benefit.

↳ **Armour Mastery:** The maximum Dexterity bonus of your armour improves by +1. You must be proficient with the armour you are wearing to gain this benefit.

*Prerequisite: Armoured Defence*

↳ **Improved Armoured Defence:** When calculating your Reflex Defence, you may add your heroic level plus one-half your armour bonus (rounded down) or your armour bonus, whichever is higher. You must be proficient with the armour you are wearing to gain this benefit.

*Prerequisite: Armoured Defence*

↳ **Juggernaut:** Your armour does not reduce your speed or the distance you can move while running. You must be proficient with the armour you are wearing to gain this benefit.

*Prerequisite: Armoured Defence*

↳ **Second Skin:** When wearing armour with which you are proficient, your armour bonus to your Reflex Defence and equipment bonus to your Fortitude Defence increase by +1.

*Prerequisite: Armoured Defence*

↳ **Shield Expert (Kotor p. 29):** You are an expert in using personal shields for maximum effectiveness. Once per encounter, you can spend a swift action to regain 10 points of SR (up to the shield's maximum) on an active personal shield.

*Prerequisite: Armour Proficiency (light)*

## SOLDIER CLASS TALENT TREES

### Ambusher Talent Tree (Rebel p. 28)

↳ **Ambush Specialist (Rebel):** If you are not surprised on the first round of combat in an encounter, you can treat the first round of combat as if it were the surprise round for the purposes of talents and feats that trigger only during the surprise round.

Additionally, during the surprise round as a free action you can designate that target as your prime target. You gain a +2 morale bonus to attack rolls against your prime target until the end of your encounter.

↳ **Destructive Ambusher (Rebel):** After you designate a prime target, you deal +1 die of damage on attacks against the prime target until the end of the encounter.

*Prerequisite: Ambush Specialist*

↳ **Keep It Going (Rebel):** If you reduce your prime target to 0 hit points, as a free action you can designate another target within your line of sight as your new prime target. This new target remains your prime target until the end of the encounter.

*Prerequisite: Ambush Specialist*

↳ **Keep Them Reeling (Rebel):** Once per turn as a swift action, you can make an Initiative check, opposed by the Initiative check of your prime target. If your check result equals or exceeds your prime target's

### Brawler Talent Tree (p. 52)

↳ **Cantina Brawler (Scum p. 17):** While flanked, you gain a +2 bonus on unarmed attack rolls and damage rolls.

↳ **Pick a Fight (Scum p. 18):** During the Surprise round, you and all allies within 6 squares of you gain a +1 morale bonus on attack rolls. Additionally, until the end of the encounter, you retain this bonus to attack rolls against any target you or your allies damage during the surprise round.

*Prerequisite: Cantina Brawler*

↳ **Counterpunch (Scum p. 18):** When you fight defensively, any adjacent creature that attacks you provokes an attack of opportunity from you.

↳ **Expert Grappler:** You gain a +2 competence bonus on grapple attacks.

↳ **Unbalance Opponent:** You are skilled at keeping your opponents off balance in melee combat. During your action, you designate an opponent no more than one size category larger or smaller than you. That opponent doesn't get to add his Strength bonus on attack rolls when targeting you. (If the opponent has a Strength penalty, he still suffers that penalty). The opponent's Strength modifier applies to damage, as usual. You can select a new opponent on your next turn.



*Prerequisite: Expert Grappler.*

**Gun Club:** You can use a ranged weapon as a melee weapon without taking a penalty on your attack roll. (Normally you take a -5 penalty on attack rolls made with an improvised weapon). The weapon is otherwise treated as a club in all respects.

If you are using a rifle with a mounted bayonet or vibrobayonet you may wield that weapon as a double weapon. The bayonet or vibrobayonet end is treated normally, and the other end is treated as a club.

↳ **Bayonet Master** (*Clone p. 26*): When you take a full attack action, you can treat a ranged weapon with a bayonet as a double melee weapon. You can attack with the bayonet and club a target with your ranged weapon (as with the Gun Club talent), ignoring the normal penalties for attack with both ends of a double weapon.

*Prerequisite: Gun Club*

↳ **Grabber** (*Legacy p. 31*): You do not take a -5 penalty when using the grab action.

↳ **Hammerblow** (*Legacy p. 31*): If you are unarmed and holding no items, you double your Strength bonus on unarmed attack rolls.

↳ **Make Do** (*Scum p. 18*): When fighting with an improvised weapon, you take no penalty on your attack rolls.

↳ **Man Down** (*Scum p. 18*): Whenever an ally within 6 squares is reduced to 0 hit points, you can immediately move up to your speed toward that ally as a reaction. This movement does not provoke attacks of opportunity.

↳ **Melee Smash:** You deal +1 point of damage with melee attacks.

↳ **Devastating Melee Smash** (*Kotor p. 29*): Once per encounter, you can attempt a devastating melee smash. You must declare this special melee attack before making the attack roll. If the attack roll succeeds add half your level to the damage instead of the normal +1 for Melee Smash. The damage from this talent does not stack with any damage bonus provided by the Powerful Charge feat.

*Prerequisite: Melee Smash*

↳ **Unrelenting Assault** (*Clone p. 26*): You launch yourself at your foe, attacking with weapons, limbs, and anything else available. Whenever you miss with a melee attack or the attack is negated, you still deal your Strength bonus in damage to the target (minimum 1) or 2x your Strength bonus if you attack with a weapon you are wielding two-handed.

*Prerequisite: Melee Smash.*

↳ **Stunning Strike:** When you damage an opponent with a melee attack, your opponent moves an additional -2 step along the condition track if your attack roll result equals to or exceeds the target's damage threshold.

*Prerequisite: Melee Smash*

↳ **Experienced Brawler** (*Scum p. 18*): You know how to fight when the odds are against you. You can use each of the following actions as a standard action once per encounter:

- **Avoid Attack:** Make a single melee attack against an opponent within your reach. Until the beginning of your next turn, you gain a +5 dodge bonus to Reflex Defence against a single attack as a reaction.
- **Fortified Mind:** Make a single melee attack against an opponent within your reach. Until the beginning of your next turn, you gain a +56 bonus to Fortitude or Will Defence against a single attack as a reaction.
- **Focused Stance:** Make a single melee attack against an opponent within your reach. At any time until the beginning of your next turn, as a reaction, you can move up to 2 squares. This movement does not provoke attacks of opportunity.

*Prerequisite: Melee Smash, Stunning Strike.*

↳ **Strong Grab** (*Legacy p. 31*): When you successfully grab an opponent, they must use a full-round action instead of a standard action to break the grab.

↳ **Sucker Punch** (*Scum p. 18*): When your melee attack damages an opponent that is denied its Dexterity bonus to Reflex Defence, that opponent cannot take attacks of opportunity until the end of its next turn.

## Brute Squad Talent Tree (*Legacy pp. 30-31*)

↳ **Gang Leader** (*Legacy*): Once per encounter, when you make a Persuasion check to intimidate, you gain a +1 bonus on the check for every ally within 6 squares of you and in the target's line of sight (maximum +5 bonus).

↳ **Melee Assault** (*Legacy*): When you make a melee attack against a target that has one or more of your allies adjacent to it, compare the result to that target's Fortitude Defence as well as its Reflex Defence. If the attack hits both defences, the attack deals +1 die of damage and the target is knocked prone.

↳ **Melee Brute** (*Legacy*): When you make a melee attack against a target that has one or more of your allies adjacent to it, compare the result to the target's Fortitude Defence as well as its Reflex Defence. If the attack hits both defences, the target's speed is reduced by 2 squares and it takes a -2 penalty to its Reflex Defence until the end of your next turn.

↳ **Melee Opportunist** (*Legacy*): Once per encounter, when an ally makes a successful melee attack against a target adjacent to you, you can make a melee attack against that target as a reaction, with a +2 bonus on the attack roll.

↳ **Squad Brutality** (*Legacy*): When you succeed on a melee attack against a target that has one or more of your allies adjacent to it, you may reroll your damage roll, taking the better result.

↳ **Squad Superiority** (*Legacy*): Whenever you and at least two allies are adjacent to the same target, that target is considered flat-footed against you.

## Commando Talent Tree (*pp. 52-53*)

↳ **Battle Analysis:** As a swift action, you can make a DC 15 Knowledge (tactics) check. If the check succeeds, you know which allies and opponents in your line of sight are reduced to at least half of the maximum total hit points.

(*Starships p. 16*) If you succeed at both a DC 15 Knowledge (tactics) check and a DC 15 Use Computer check, you may use this talent to determine what vehicles are reduced to at least half their maximum hit points.

↳ **Cover Fire:** When you make a ranged attack with a pistol or rifle, all allies within 6 squares of you when the attack is made gain a +1 bonus to Reflex Defence until the start of your next turn. Allies within range don't need to be within your line of sight to gain the bonus.

*Prerequisite: Battle Analysis*

↳ **Demolitionist:** When you use the Mechanics skill to place an explosive device, the explosion deals +2 dice of damage. You may take this talent multiple times, its effects stack.

↳ **Draw Fire:** You can distract opponents and convince them that you are the most tempting (or most dangerous) target in an area. As a swift action, make a Persuasion check and compare the result to the Will Defence of all opponents within line of sight. If the check result exceeds an opponent's Will Defence, that opponent cannot attack any character within 6 squares of you until the start of your next turn as long as you do not have cover against that opponent. (The affected opponent may still attack you, however).

(*Starships p. 16*) If you are the pilot of a vehicle, you may use this talent to protect allied vehicles. You may use it to protect vehicles no more than one size category larger than your own.

↳ **Hard Target** (*Threats p. 95*): You can catch a second wind as a reaction instead of a swift action.



*Prerequisite: Tough as Nails*

**Harm's Way:** Once per round, you may spend a swift action to shield a single adjacent ally from attacks, taking the damage and suffering the ill effects in your ally's stead. Until the start of your next turn, any attack made against the protected ally affects you instead. You may elect not to shield your protected ally against a given attack, provided the decision is made before the attack roll is made.

(Starships p. 16) If you are the pilot of a vehicle, you may use this talent to protect allied vehicles. You may use it to protect vehicles no more than one size category larger than your own.

*Prerequisite: Trained in the Initiative skill*

**Indomitable:** Once per day as a swift action, you can move +5 steps on the condition track. This does not remove any persistent conditions that may be affecting you.

(Starships p. 16) You can select this talent multiple times. Each time you select this talent, you can use it once additional times per day.

This talent does not affect the condition track of a vehicle.

**Keep Them at Bay (Clone p.26):** When you use the aid another action to suppress an enemy, that enemy takes a -5 penalty on its next attack instead of the normal -2 penalty. Only 1 character may gain the benefits of this talent against a given target at a time.

**Tough as Nails:** You can catch a second wind one extra time per day. If you have this talent and the Extra Second Wind feat, you can catch your second wind a total of three times per day.

## Mercenary Talent Tree (Unleashed pp. 28-29)

**Combined Fire (Threats p. 57):** You gain a +2 bonus to damage rolls on attacks against targets that have been damaged by an ally since the end of your last turn.

*Prerequisites: Coordinated Attack feat*

**Mercenary's Teamwork (Threats p. 57):** You gain a +2 bonus to damage rolls (to a maximum of +10) for each ally that has damaged your target since the end of your last turn.

*Prerequisites: Combined Fire, Coordinated Attack Feat*

**Commanding Presence (Unleashed):** Once per encounter, you can activate this talent as a swift action. Until the end of the encounter, all your enemies within 6 squares of you take a -2 penalty to their Will Defence. This is a mind-affecting feat effect.

Additionally, Persuasion is now considered a class skill for you.

**Fearful Warrior (Unleashed):** Your abilities on the battlefield are well known and feared. When you reduce an enemy to 0 hit points with an attack, you can make a Persuasion check as a free action against all targets within 6 squares. If your Persuasion check exceeds a target's Will Defence, that target takes a -2 penalty on attack rolls for the remainder of the encounter. This talent affects any given target only once per encounter. This is a mind-affecting fear effect.

*Prerequisite: Commanding Presence*

**Dirty Fighting (Unleashed):** Once per encounter, if you successfully damage an opponent with a melee or ranged attack, you reduce the target's damage threshold by 2 for the remainder of the encounter.

**Ruthless (Unleashed):** When you deal damage to a target with a melee or ranged attack roll that exceeds the target's damage threshold, you gain a +2 bonus on damage rolls against the target for the remainder of the encounter.

*Prerequisite: Dirty Fighting*

**Focused Warrior (Unleashed):** Your training makes you confident and disciplined in combat. When you successfully deal damage to an opponent in combat, you gain a +5 morale bonus to Will Defence until the start of your next turn. You lose this bonus to Will Defence if you are surprised or flat-footed for any reason.

**Mercenary's Grit (Threats p. 57):** When you are affected by any debilitating condition, you can convert the condition's modifier from a penalty to a bonus for 1 round as a swift action. At the end of your next turn, move -1 step along the condition track.

**Mercenary's Determination (Threats p. 57):** As a free action, on your turn, you can spend a Force point to double your speed for 1 round. You must wait 5 rounds between each use of this ability.

*Prerequisites: Mercenary's Grit*

## Rocket Jumper Talent Tree (Kotor p. 30)

**Jet Pack Training (Kotor):** You can activate a jet pack as a free action on your turn. You need not make Pilot checks to land safely with a jet pack.

**Burning Assault (Kotor):** As a standard action you can expend one of your jet pack's charges to make an attack with the jet pack, treating it as a flame thrower. You cannot use this talent when you are flying. You are considered proficient in the flame thrower for the purpose of making this attack.

*Prerequisite: Jet Pack Training*

**Improved Trajectory (Kotor):** You always use the proper trajectories to maximize efficiency of your rocket-pack burn rates. You increase your fly speed by 2 squares when using a jet pack.

*Prerequisite: Jet Pack Training*

**Jet Pack Withdraw (Kotor):** Once per encounter, as a reaction when an opponent moves adjacent to you, you can expend one charge of your jet pack to fly and move your speed or withdraw.

*Prerequisite: Jet Pack Training*

## Squad Leader Talent Tree (Clone – Follower pp. 26-27)

**Commanding Officer (Clone):** You gain a single follower. Choose either the aggressive, defensive, or utility follower template for your follower. This follower gains one Armour Proficiency feat of your choice and Weapon Proficiency (rifles), in addition to those provided by the follower templates. The follower must meet the prerequisites for the armour Proficiency feat you select.

You can select this talent multiple times. Each time you do, you gain one more additional follower (maximum of three followers).

**Coordinated Tactics (Clone):** Each of your followers gains the Coordinated Attack feat, provided he meets the prerequisites. If your follower later meets the prerequisites for the feat, he gains the feat at that time.

*Prerequisite: Commanding Officer*

**Fire at Will (Clone):** As a full-round action, you and one of your followers can make a ranged attack against one target (each) in line of sight. You each take a -5 penalty to your attack rolls.

*Prerequisites: Commanding Officer, base attack bonus +5*

**Squad Actions (Clone):** You and your squad have learned to work together as a team, and have an established set of tactics that you have practiced to perfection. You can use any of the following actions on your turn.

- **Autofire Barrage:** As a standard action, you can make an autofire attack against legal target spaces. For each of your followers who is armed with a ranged weapon set on autofire and has line of sight to the area targeted by your autofire, you can designate one additional square as targeted by your autofire (that square must be adjacent to your original target area).



- **Open Fire:** As a standard action, make a ranged attack against a single target. For each of your followers who are armed with a ranged weapon and has line of sight to the target, add +2 to your damage roll on a successful hit.
- **Painted Target:** As a standard action, make a ranged attack against a single target. You gain a competence bonus on your attack roll equal to the number of your followers who are armed with a ranged weapon and have line of sight to the target. Thus, if you have three armed followers with line of sight to the target, you gain a +3 competence bonus on your attack roll.

*Prerequisite: Commanding Officer*

## Trooper Talent Tree (Clone p. 26)

**Comrades in Arms (Clone):** Whenever you are within 3 squares of an ally, you gain a +2 circumstance bonus on all melee and ranged attack rolls.

↳ **Focused Targeting (Clone):** When you damage a target with a melee or ranged attack, all allies within 3 squares gain a +2 bonus on damage rolls against that target until the beginning of your next turn.

*Prerequisite: Comrades in Arms.*

↳ **Stick Together (Clone):** You can spend a move action to active this talent. Until the beginning of your next turn, if an ally moves you can immediately move up to your speed as a move action, provided you end your movement within 3 squares of that ally.

*Prerequisite: Comrades in Arms.*

**Watch Your Back (Clone):** If you are adjacent to at least one ally, enemies gain no benefit from flanking you or any adjacent allies.

↳ **Phalanx (Clone):** Whenever you provide soft cover to an ally within 3 squares, you are considered to be providing improved cover.

*Prerequisite: Watch Your Back*

## Weapon Specialist Talent Tree (p. 53)

**Devastating Attack:** Choose a single exotic weapon or weapon group with which you are proficient. Whenever you make a successful attack against a target using such a weapon, you treat your target's damage threshold as if it were 5 points lower when determining the result of your attack.

You may select this talent multiple times. Each time you select this talent, it applies to a different exotic weapon or weapon group.

(Starships p. 16) If you select heavy weapons as the weapon group this talent applies to, you may use this talent with vehicle weapon attacks.

**Disarming Attack (Kotor p. 29):** Choose a single exotic weapon or weapon group with which you are proficient. You ignore a target's armour bonus to Reflex Defence when disarming with such a weapon. Additionally, as a free action, once per encounter, you can grant yourself a +10 bonus on your attack roll when attempting to disarm an opponent while using such a weapon.

*Prerequisite: Improved Disarm, Intelligence 12, Weapon Specialization with the chosen weapon*

**Improved Suppression Fire (Legacy p. 31):** When you successfully suppress an enemy using the aid another action, that enemy takes a -5 penalty on its attack rolls until the start of your next turn. When targeting an area with an autofire weapon, each enemy in the attack area takes a -2 penalty on its attack rolls until the start of your next turn, regardless of whether your attack hits.

**Penetrating Attack:** Choose a single exotic weapon or weapon group with which you are proficient. Whenever you make a successful attack against a target using such a weapon, you treat your target's damage reduction as if it were 5 points lower when determining the result of your attack.

You may select this talent multiple times. Each time you select this talent, it applies to a different exotic weapon or weapon group.

(Starships p. 16) If you select heavy weapons as the weapon group this talent applies to, you may use this talent with vehicle weapon attacks.

*Prerequisite: Weapon Focus with the chose exotic weapon or weapon group.*

**Weapon Specialisation:** Choose a single exotic weapon or weapon group with which you are proficient. You gain a +2 bonus on damage rolls with such weapons.

You may select this talent multiple times. Each time you select this talent, it applies to a different exotic weapon or weapon group.

(Starships p. 16) If you select heavy weapons as the weapon group this talent applies to, you may use this talent with vehicle weapon attacks.

*Prerequisite: Weapon Focus with chosen exotic weapon or weapon group.*

↳ **Crushing Assault (Scum p. 18):** You use your attacks to beat down your opponent's defences. When you successfully damage an opponent using a bludgeoning weapon that you have the Weapon Specialisation talent for, your next attack against that opponent made before the end of the encounter gains a +2 bonus to the attack roll and to the damage roll. The effects of multiple Crushing Assaults do not stack.

*Prerequisite: Weapon Specialisation*

↳ **Impaling Assault (Scum p. 18):** You can hit your opponents to slow them down. Whenever you successfully damage an opponent using a piercing weapon that you have the Weapon Specialisation talent for, your opponent reduces its speed by 2 squares until the end of your next turn. The effects of multiple Impaling Assaults do not stack.

*Prerequisite: Weapon Specialisation*

↳ **Stinging Assault (Scum p. 18):** You can deliver nasty injuries that leave your opponents reeling. Whenever you successfully damage an opponent using a slashing weapon that you have the Weapon Specialisation talent for, your opponent takes a -2 penalty on melee attacks against you until the start of your next turn. The effects of multiple Stinging Assaults do not stack.

*Prerequisite: Weapon Specialisation*