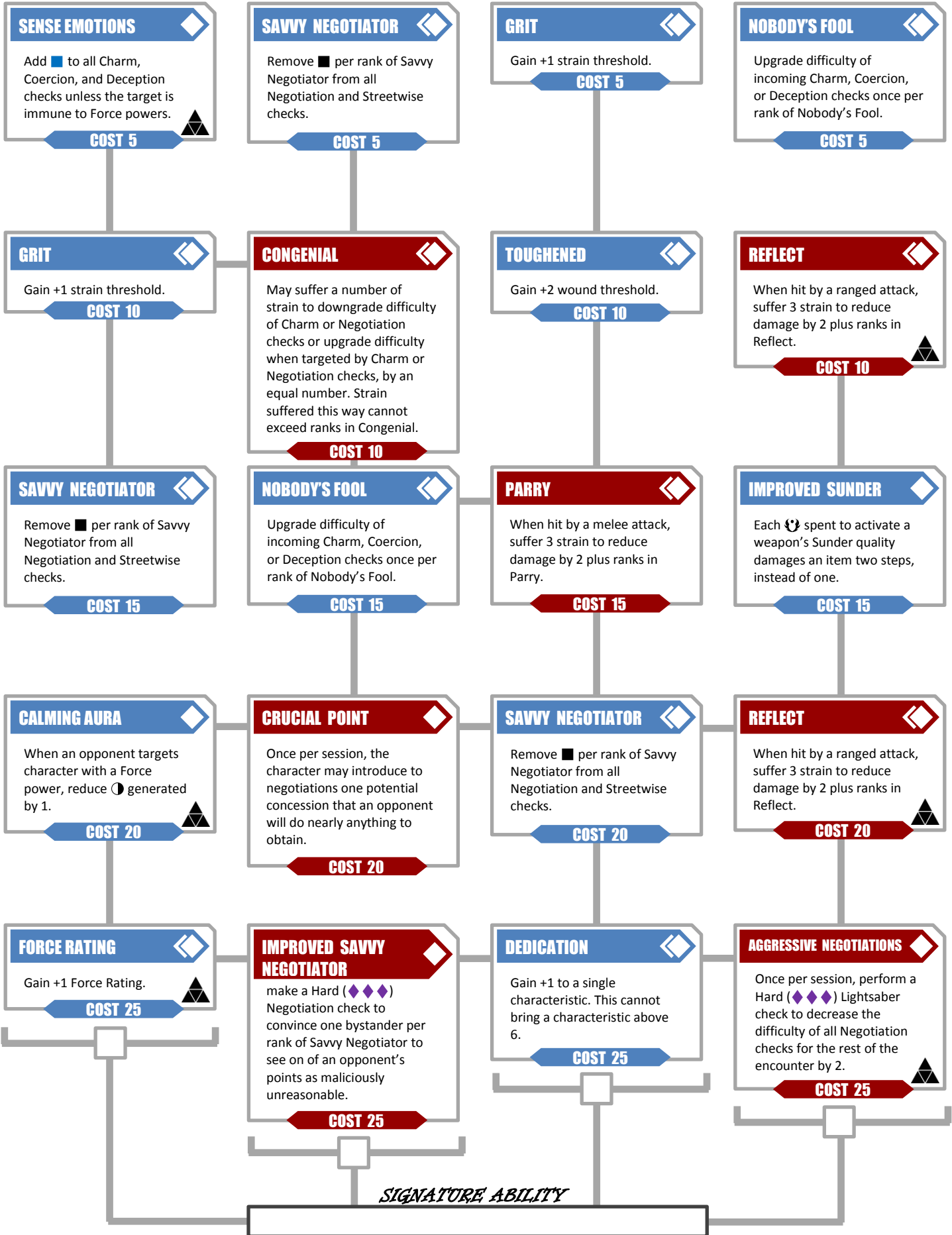


Bonus Career Skills: Knowledge (Xenology), Lightsaber, Negotiation, Perception



Bonus Career Skills: Athletics, Discipline, Resilience, Vigilance

**PHYSICAL TRAINING**

Add per rank of Physical Training to Athletics and Resilience checks.

**COST 5**

**CONFIDENCE**

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

**COST 5**

**GRIT**

Gain +1 strain threshold.

**COST 5**

**GRIT**

Gain +1 strain threshold.

**COST 5**

**GRIT**

Gain +1 strain threshold.

**COST 10**

**FORCE PROTECTION**

Perform the Force Protection maneuver; suffer 1 strain and commit up to ranks of Force Protection. Increase soak by number of committed until beginning of next turn. Suffer 1 strain for every committed.

**COST 10**

**GRIT**

Gain +1 strain threshold.

**COST 10**

**GO WITHOUT**

Once per session, the character counts as having the tools for the job when making a skill check.

**COST 10**

**MEDITATIVE TRANCE**

When Suffocating, the character suffers 1 strain each round instead of 3, When exposed to vacuum, the character suffers 1 wound each round instead of 3.

**COST 15**

**SLIPPERY MINDED**

If under the effects of a Force power, perform the Slippery Minded action; make a Hard ( ) Deception check to immediately end effects of power.

**COST 15**

**INTENSE FOCUS**

Perform an Intense Focus maneuver; suffer 1 strain and upgrade the ability of the next skill check once.

**COST 15**

**PHYSICAL TRAINING**

Add per rank of Physical Training to Athletics and Resilience checks.

**COST 15**

**CONFIDENCE**

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

**COST 20**

**MIND BLEED**

When attacked, the character may choose to suffer strain no greater than the number of wounds suffered from the attack. If he does so, the attacker then suffers a number of wounds equal to the strain suffered by the character.

**COST 20**

**FORCE PROTECTION**

Perform the Force Protection maneuver; suffer 1 strain and commit up to ranks of Force Protection. Increase soak by number of committed until beginning of next turn. Suffer 1 strain for every committed.

**COST 20**

**IRON SOUL**

When carrying items that total 2 encumbrance or less, at the end of each encounter, heal all strain the character is suffering.

**COST 20**

**DEDICATION**

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

**COST 25**

**GRIT**

Gain +1 strain threshold.

**COST 25**

**EMPTY SOUL**

If the character is carrying items that total 2 encumbrance or less, add to Force power checks.

**COST 25**

**FORCE RATING**

Gain +1 Force Rating.

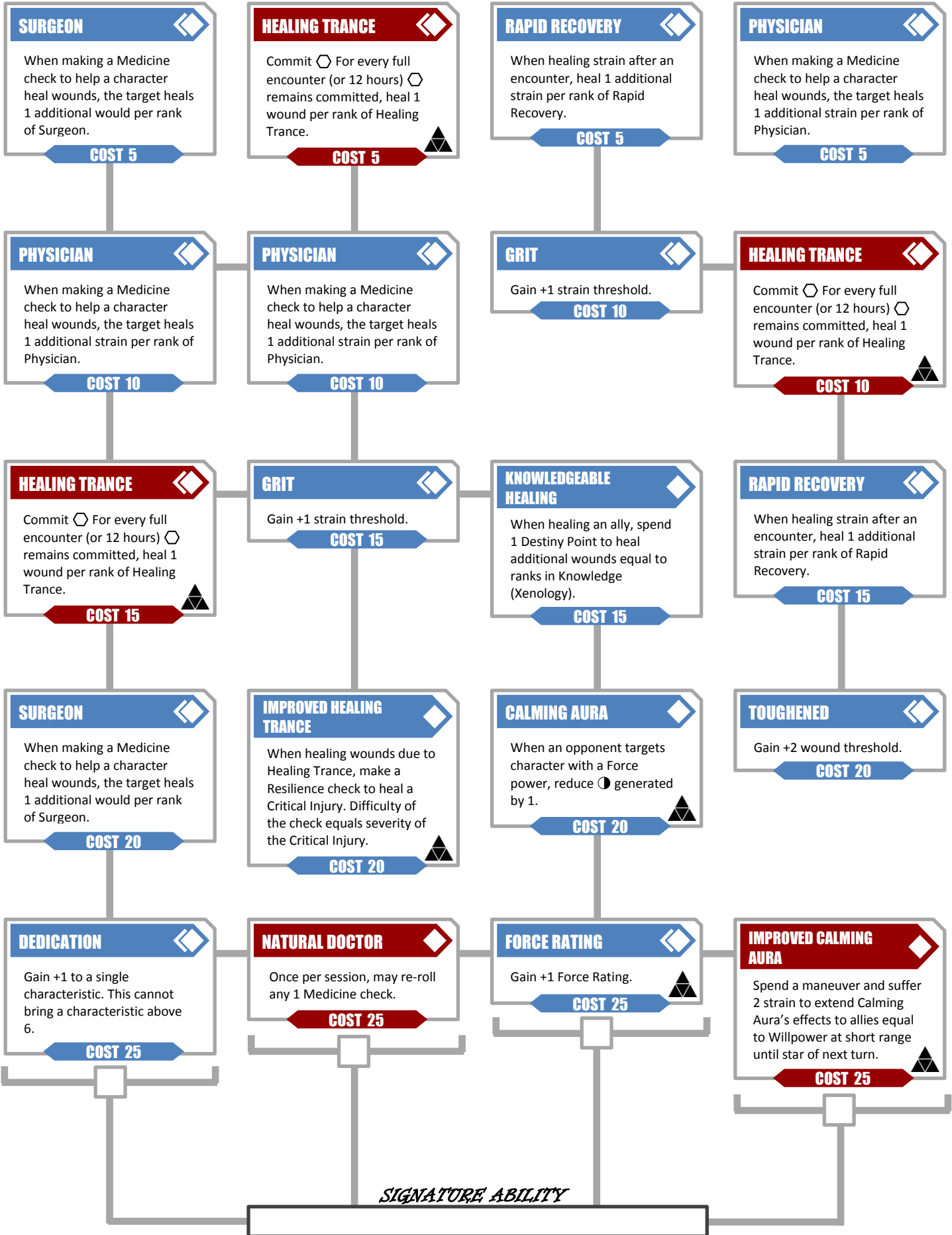
**COST 25**

*SIGNATURE ABILITY*

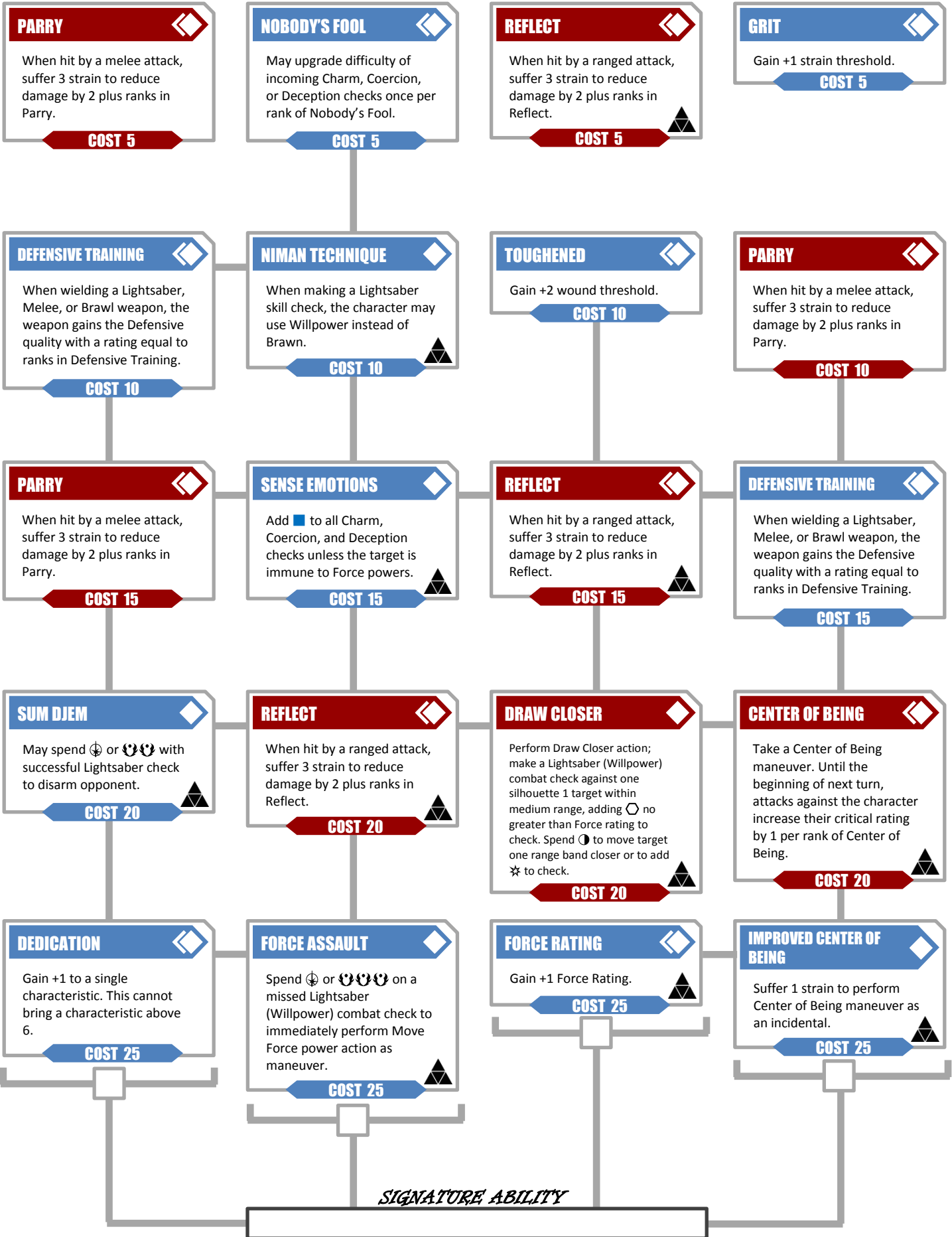


Force Sensitive only

Healer Bonus Career Skills: Discipline, Knowledge (Education), Knowledge (Xenology), Medicine



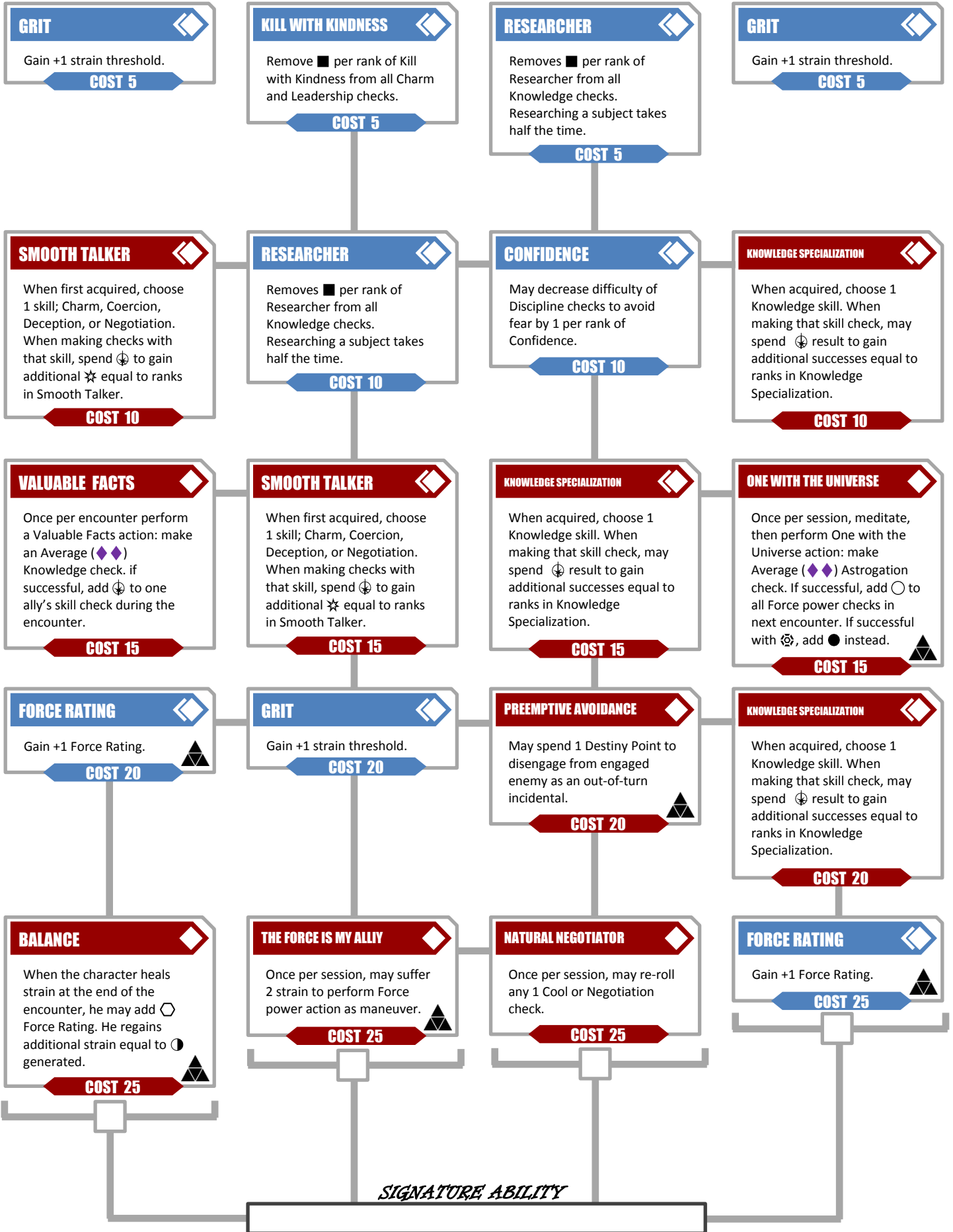
Niman Disciple Bonus Career Skills: Discipline, Leadership, Lightsaber, Negotiation





Force Sensitive only

Sage Bonus Career Skills: Astrogation, Charm, Cool, Knowledge (Lore)



Bonus Career Skills: Knowledge (Education), Knowledge (Lore), Leadership, Perception

**RESEARCHER**

Removes ■ per rank of Researcher from all Knowledge checks. Researching a subject takes half the time.

**COST 5**

**RESPECTED SCHOLAR**

May downgrade difficulty of checks to interact with institutes of learning by one level per rank of Respected Scholar.

**COST 5**

**SENSE DANGER**

Once per session, remove ■■ from any 1 check.

**COST 5**

**WELL ROUNDED**

Choose any 2 skills. They permanently become career skills.

**COST 5**

**WELL-TRAVELED**

Knowledge (Core Worlds) and Knowledge (Outer Rim) become career skills.

**COST 10**

**GRIT**

Gain +1 strain threshold.

**COST 10**

**NOBODY'S FOOL**

Upgrade difficulty of incoming Charm, Coercion, or Deception checks once per rank of Nobody's Fool.

**COST 10**

**ENCOURAGING WORDS**

After an engaged ally fails a check, may suffer 1 strain to assist that ally's next check this encounter as an out of turn Incidental.

**COST 10**

**TOUGHENED**

Gain +2 wound threshold.

**COST 15**

**SKILLED TEACHER**

If an ally at short range has lower ranks in a skill than the character, the character may perform a Skilled Teacher incidental to suffer a number of strain no greater than ranks of Skilled Teacher, then add an equal number of ✨ to ally's next check.

**COST 15**

**MASTER INSTRUCTOR**

Once per round as an out of turn incidental, may suffer 2 strain to allow ally to use character's ranks in Discipline for next Discipline check an ally makes.

**COST 15**

**NOW THE MASTER**

Once per session, choose one talent of Force power that any character in the current encounter possesses. Gain that talent or Force power until the end of the encounter.

**COST 15**

**IMPROVED WISE WARRIOR**

When performing the Wise Warrior incidental, one ally at short range may use the same characteristic for the next combat check the ally makes before the end of the character's next turn.

**COST 20**

**WISE WARRIOR**

When making a combat check, may perform the Wise Warrior incidental: spend 1 Destiny Point and use any characteristic for the check.

**COST 20**

**GRIT**

Gain +1 strain threshold.

**COST 20**

**ONCE A LEARNER**

As an action, suffer 4 strain and let one ally within short range increase the ally's Force rating by an amount equal to the character's Force rating until the end of the round.

**COST 20**

**DEDICATION**

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

**COST 25**

**GRIT**

Gain +1 strain threshold.

**COST 25**

**SKILLED TEACHER**

If an ally at short range has lower ranks in a skill than the character, the character may perform a Skilled Teacher incidental to suffer a number of strain no greater than ranks of Skilled Teacher, then add an equal number of ✨ to ally's next check.

**COST 25**

**FORCE RATING**

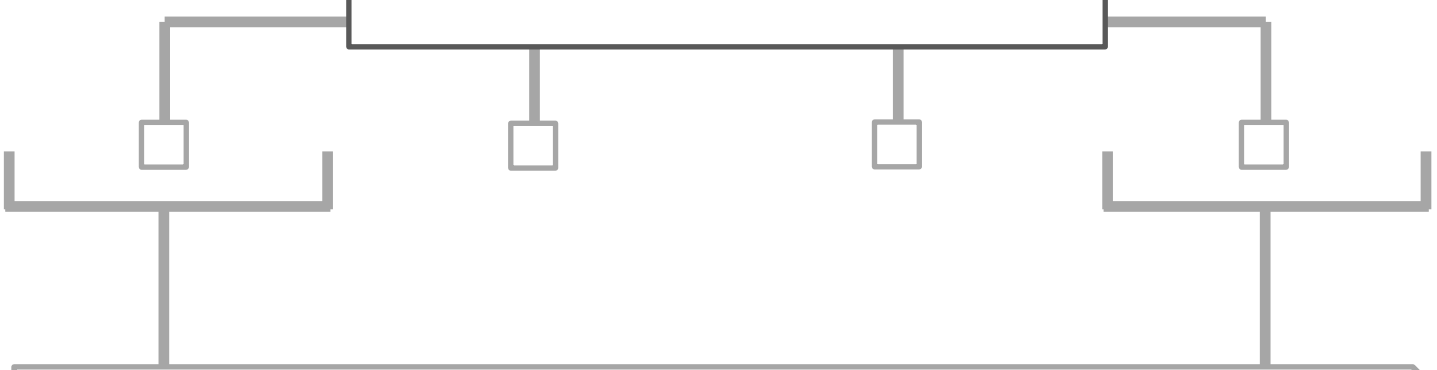
Gain +1 Force Rating.

**COST 25**

*SIGNATURE ABILITY*

*SIGNATURE ABILITY*

ATTACHED TO



**MUCH TO LEARN BASE ABILITY**

Once per game session, the character may spend 2 Destiny Points and make a Hard (◆◆◆) Knowledge (Education) check, then choose one talent that the character possesses. For the remainder of the current encounter, one allied character within medium range counts as having that talent. If that talent is ranked the allied character counts as having as many ranks in the talent as the character with this signature ability does.

**COST 30**

**INCREASE NUMBER**

Increase the number of allies affected by 2 per Increase Number upgrade.

**COST 10**

**REDUCE DIFFICULTY**

Reduce the difficulty of the skill check to activate Much to Learn to Average (◆◆).

**COST 10**

**DESTINY**

Much to Learn costs 1 Destiny Point instead of 2.

**COST 10**

**INCREASE NUMBER**

Increase the number of allies affected by 2 per Increase Number upgrade.

**COST 10**

**CHANGE SKILL**

May make a Leadership check instead of a Knowledge (Education) check to activate Much to Learn.

**COST 15**

**CHANGE SKILL**

May make any Knowledge skill check instead of a Knowledge (Education) check to activate Much to Learn.

**COST 15**

**IMPROVE TALENT**

If the character possesses the improved version of the chosen talent, allies affected count as possessing it too for the duration of the encounter.

**COST 15**

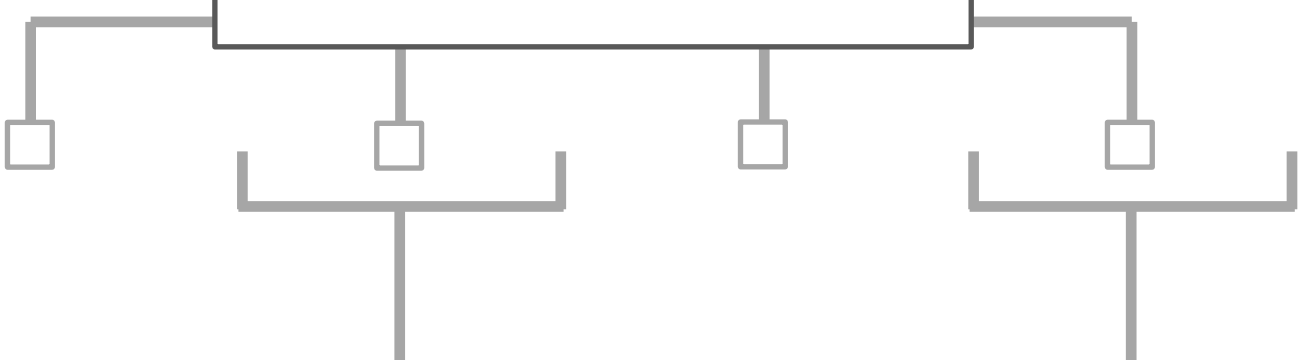
**SUPREME TALENT**

If the character possesses the supreme version of the chosen talent, allies affected count as possessing it too for the duration of the encounter.

**COST 15**

*SIGNATURE ABILITY*

ATTACHED TO



## UNMATCHED NEGOTIATION BASE ABILITY

Once per game session as an incidental, the character may spend 2 Destiny Points. For the rest of the round, whenever that character makes a Charm, Coercion, Deception, or Negotiation check, the character downgrades the difficulty of the check the number of times needed to remove all ● from the pool.

**COST 30**

### DURATION

Unmatched Negotiation lasts for 1 additional round.

**COST 10**

### INCREASE EFFECT

Engaged allied characters making Charm, Coercion, Deception, or Negotiation checks while this power is active downgrade their difficulty once.

**COST 10**

### DURATION

Unmatched Negotiation lasts for 1 additional round.

**COST 10**

### DESTINY

Unmatched Negotiation costs 1 Destiny Point instead of 2.

**COST 10**

### REMOVE SETBACK

Remove ■ from any checks affected by Unmatched Negotiation.

**COST 15**

### DURATION

Unmatched Negotiation lasts for 1 additional round.

**COST 15**

### INCREASE RANGE

Increase the range at which this ability affects allied PCs to medium range.

**COST 15**

### ADD TRIUMPH

Whenever the character fails a Charm, Coercion, Deception, or Negotiation check while this power is active, the character adds automatic ♣ to the results.

**COST 15**