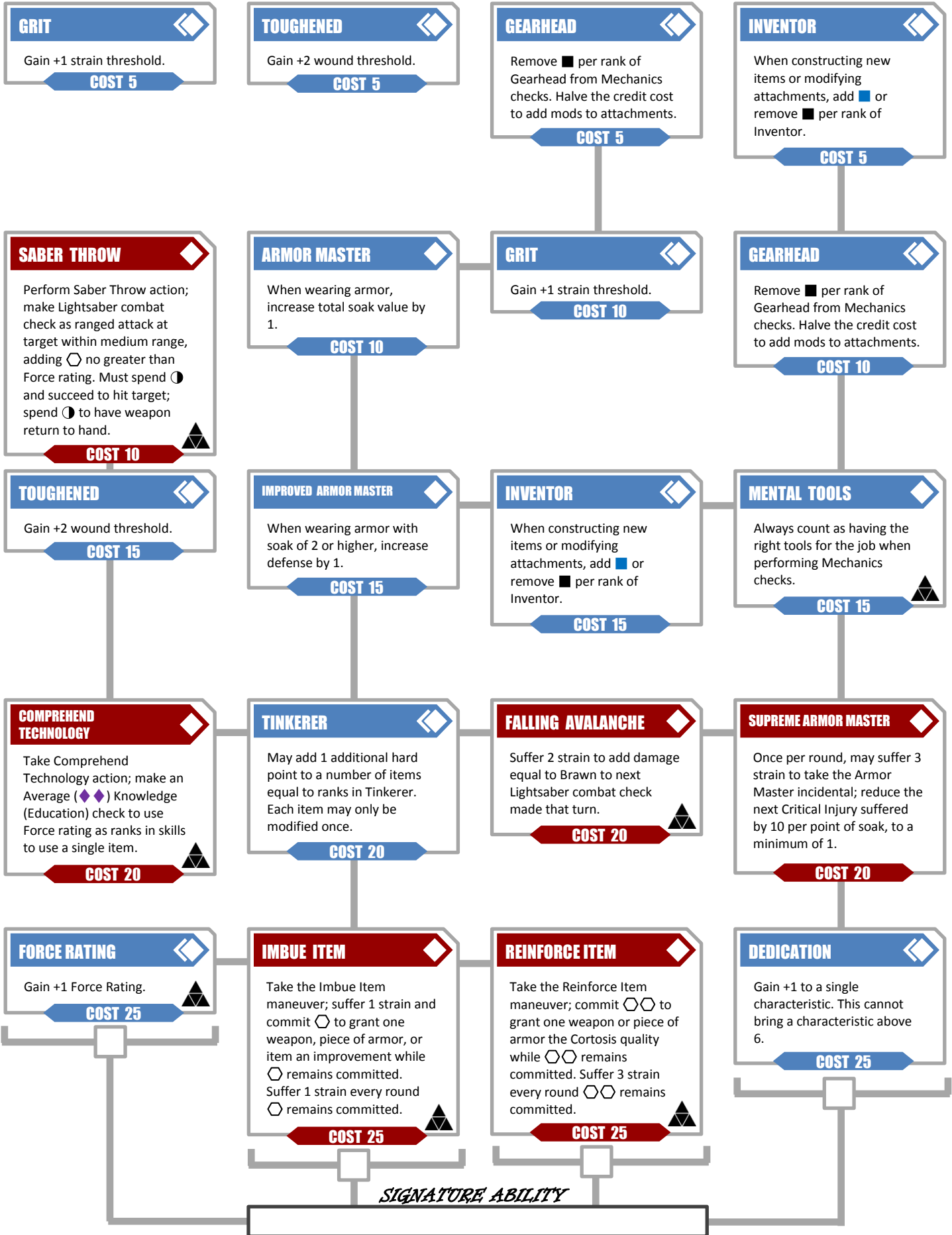
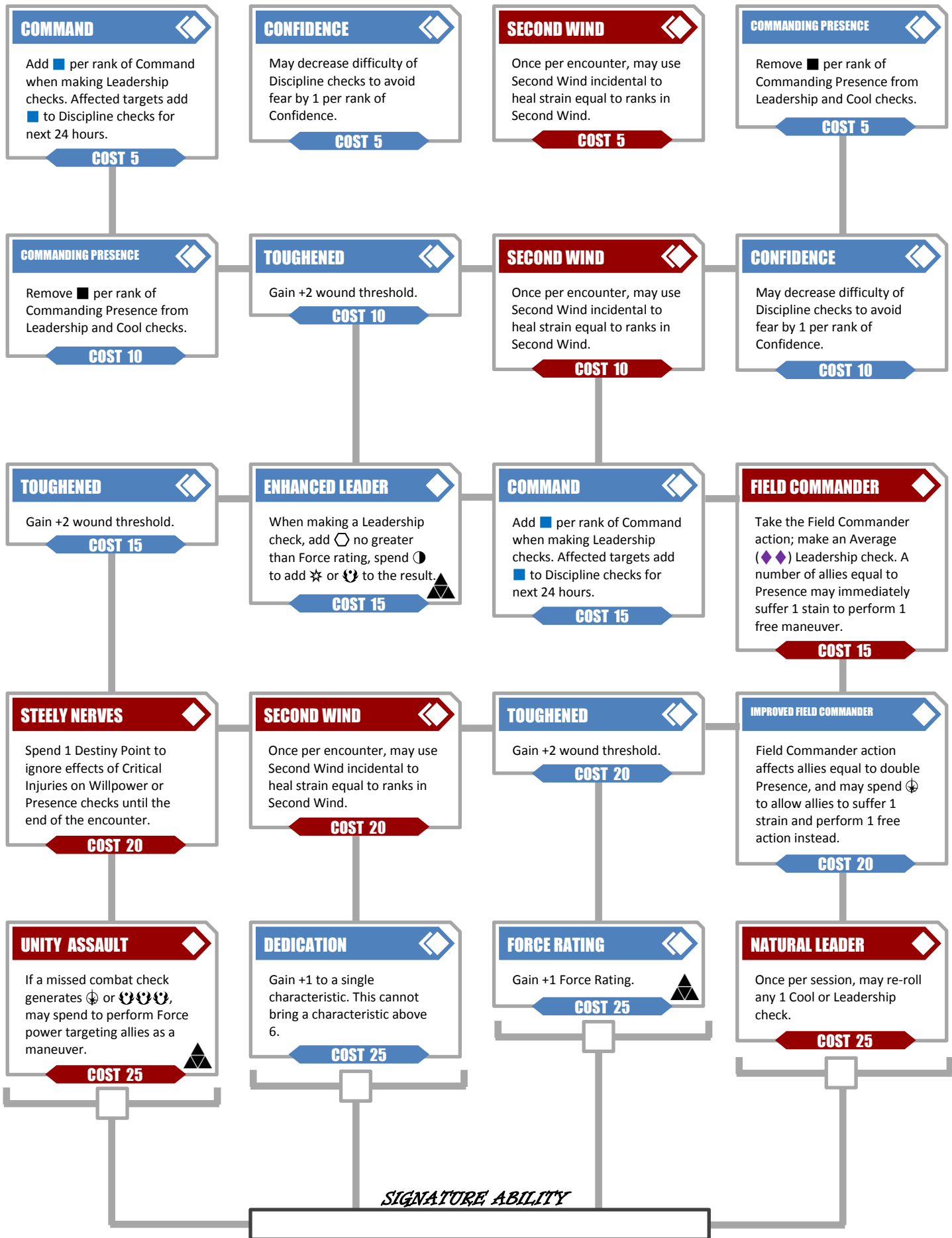


Bonus Career Skills: Knowledge (Outer Rim), Lightsaber, Mechanics, Resilience

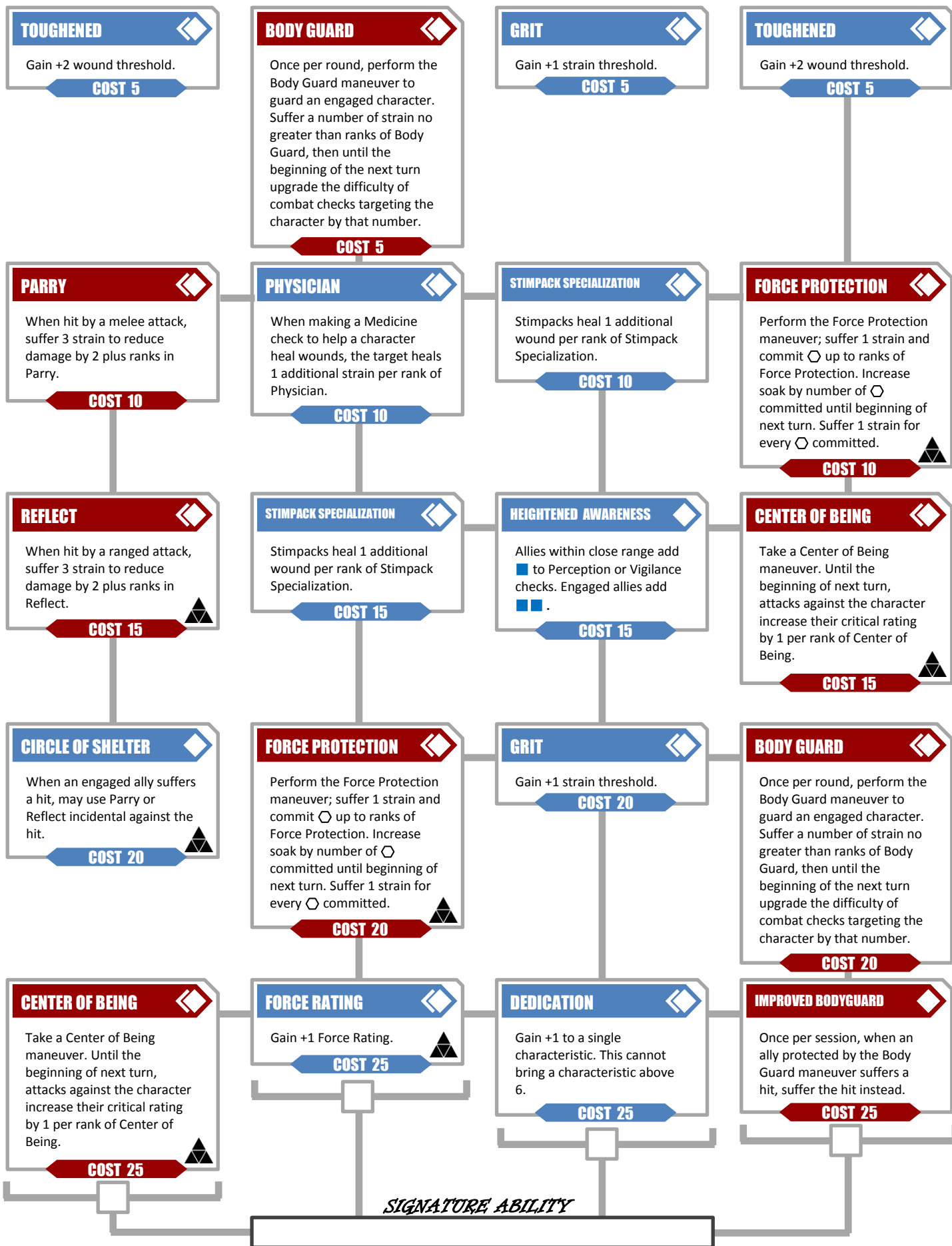


Peacekeeper Bonus Career Skills: Discipline, Leadership, Perception, Piloting (Planetary)

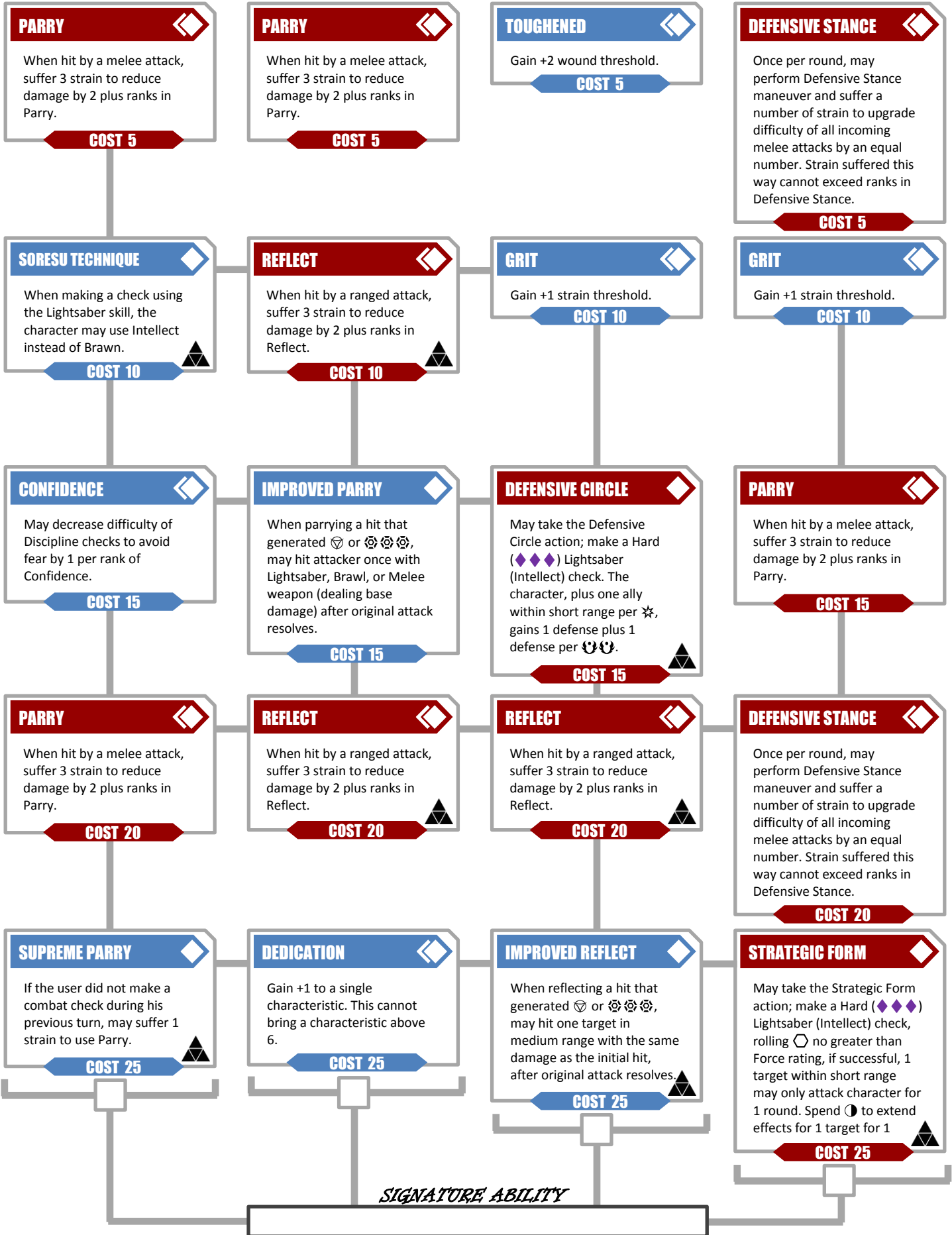




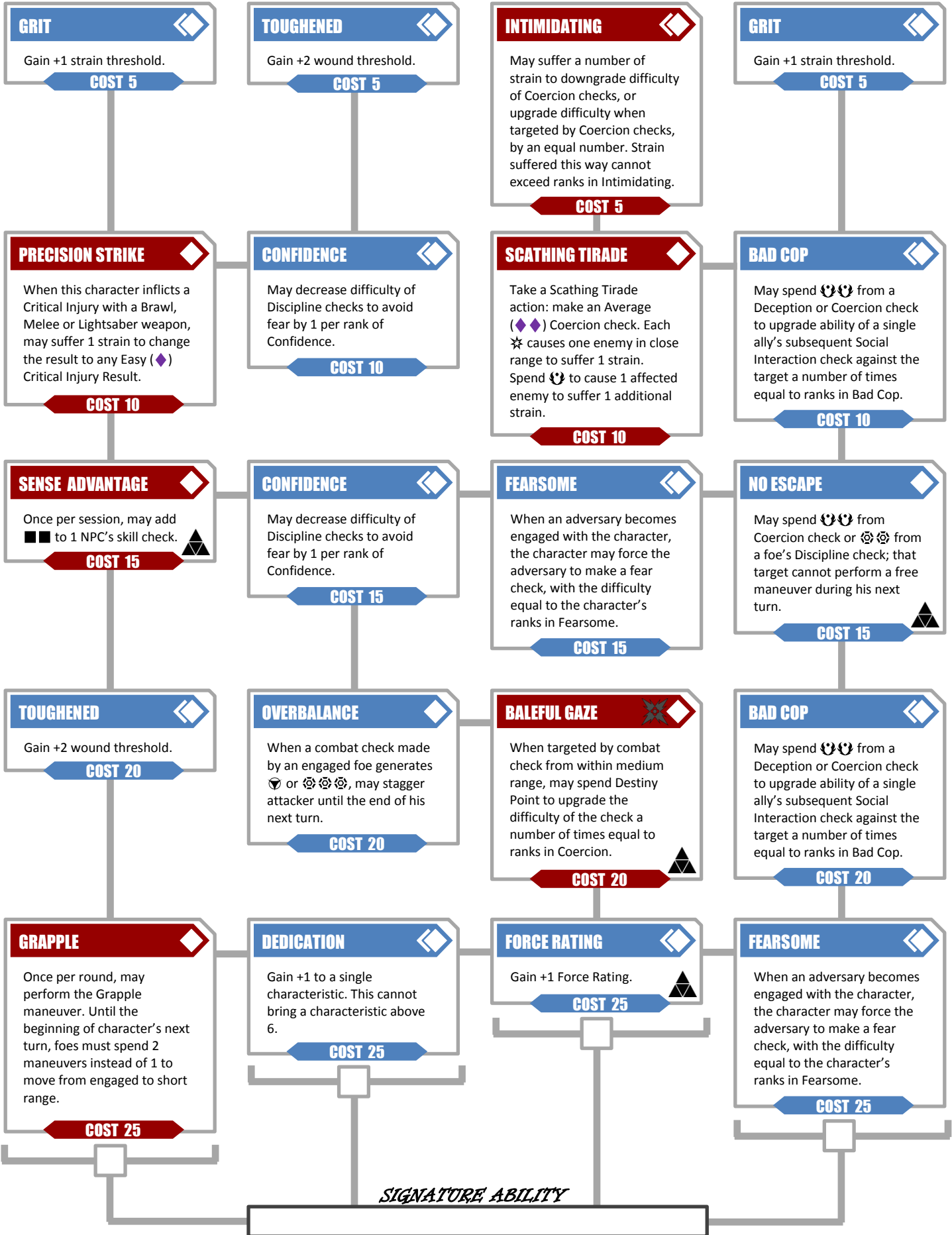
Protector Bonus Career Skills: Athletics, Medicine, Ranged (Light), Resilience



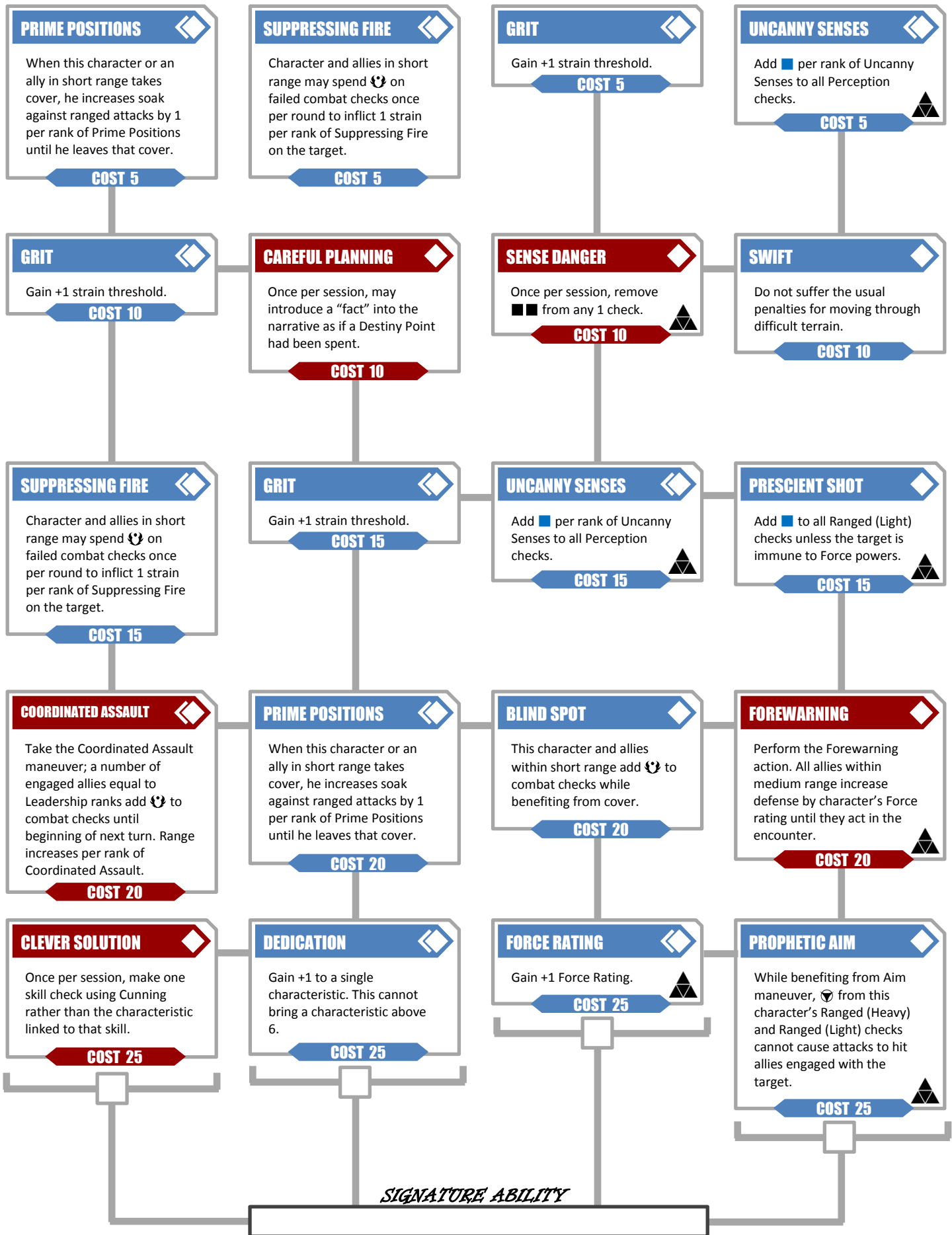
Soresu Defender Bonus Career Skills: Discipline, Knowledge (Lore), Lightsaber, Vigilance



Bonus Career Skills: Brawl, Coercion, Discipline, Knowledge (Underworld)



Bonus Career Skills: Leadership, Perception, Ranged (Light), Survival



*SIGNATURE ABILITY*

ATTACHED TO

## FATED DUEL BASE ABILITY

Once per game session, during a combat encounter, the character may spend 2 Destiny Points and make a Hard (◆◆◆) Discipline check to challenge another character. If he succeeds, the two characters are locked in a duel for 3 rounds. For the duration of the duel, the two dueling characters can only make attacks targeting each other and no other characters can target the dueling characters with attacks (or otherwise intervene).

**COST 30**

### REDUCE DIFFICULTY

Reduce the difficulty of the skill check to activate Fated Duel to Average (◆◆).

**COST 10**

### INSPIRATION

Add ■ to checks made by allies while Fated Duel is active.

**COST 10**

### DURATION

Fated Duel lasts for 1 additional round.

**COST 10**

### STAND FIRM

Increase wound threshold by +4 while Fated Duel is active.

**COST 10**

### STAND FIRM

Increase wound threshold by +4 while Fated Duel is active.

**COST 15**

### DURATION

Fated Duel lasts for 1 additional round.

**COST 15**

### INSPIRATION

Add ■ to checks made by allies while Fated Duel is active.

**COST 15**

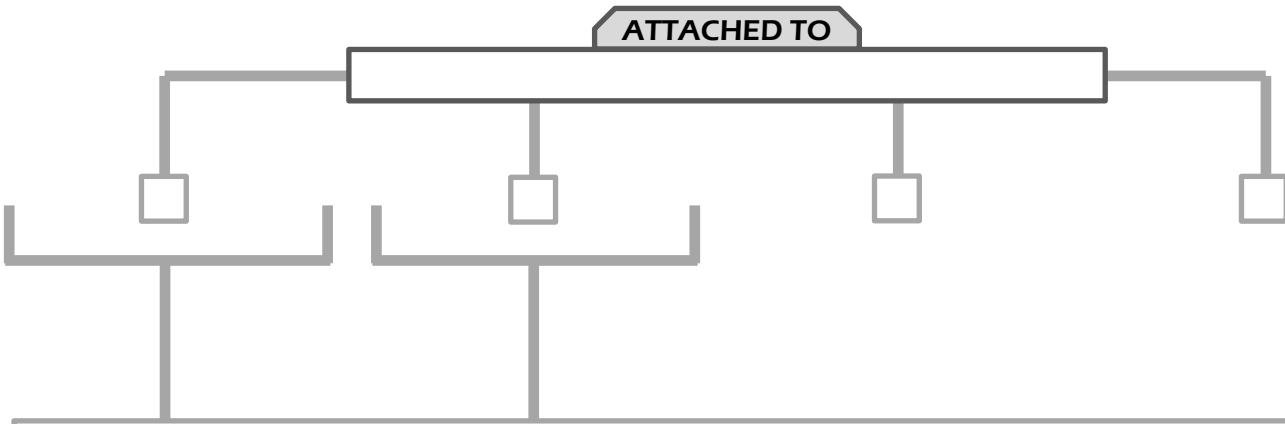
### COSMIC BALANCE

Whenever the character suffers a Critical Injury while Fated Duel is active, flip one Dark Side Destiny Point to a Light Side Destiny Point.

**COST 15**

*SIGNATURE ABILITY*

ATTACHED TO



**UNMATCHED HEROISM BASE ABILITY**

Once per game session, as an out of turn incidental, the character may spend 2 Destiny Points. For the next 2 rounds, whenever an ally within short range is targeted by a successful combat check, the character may suffer 2 strain to move to engaged range of that ally and become the target of the combat check instead.

**COST 30**

**DURATION**

Unmatched Heroism lasts for 1 additional round.

**COST 10**

**ENDURANCE**

Reduce the strain cost to become the target of an attack with Unmatched Heroism by 1.

**COST 10**

**DESTINY**

Unmatched Heroism costs 1 Destiny Point instead of 2.

**COST 10**

**DURATION**

Unmatched Heroism lasts for 1 additional round.

**COST 10**

**FREQUENCY**

Unmatched Heroism may be used twice per game session.

**COST 15**

**INCREASE RANGE**

Increase the range at which Unmatched Heroism can affect allies to medium range.

**COST 15**

**DURATION**

Unmatched Heroism lasts for 1 additional round.

**COST 15**

**ENDURANCE**

Reduce the strain cost to become the target of an attack with Unmatched Heroism by 1.

**COST 15**