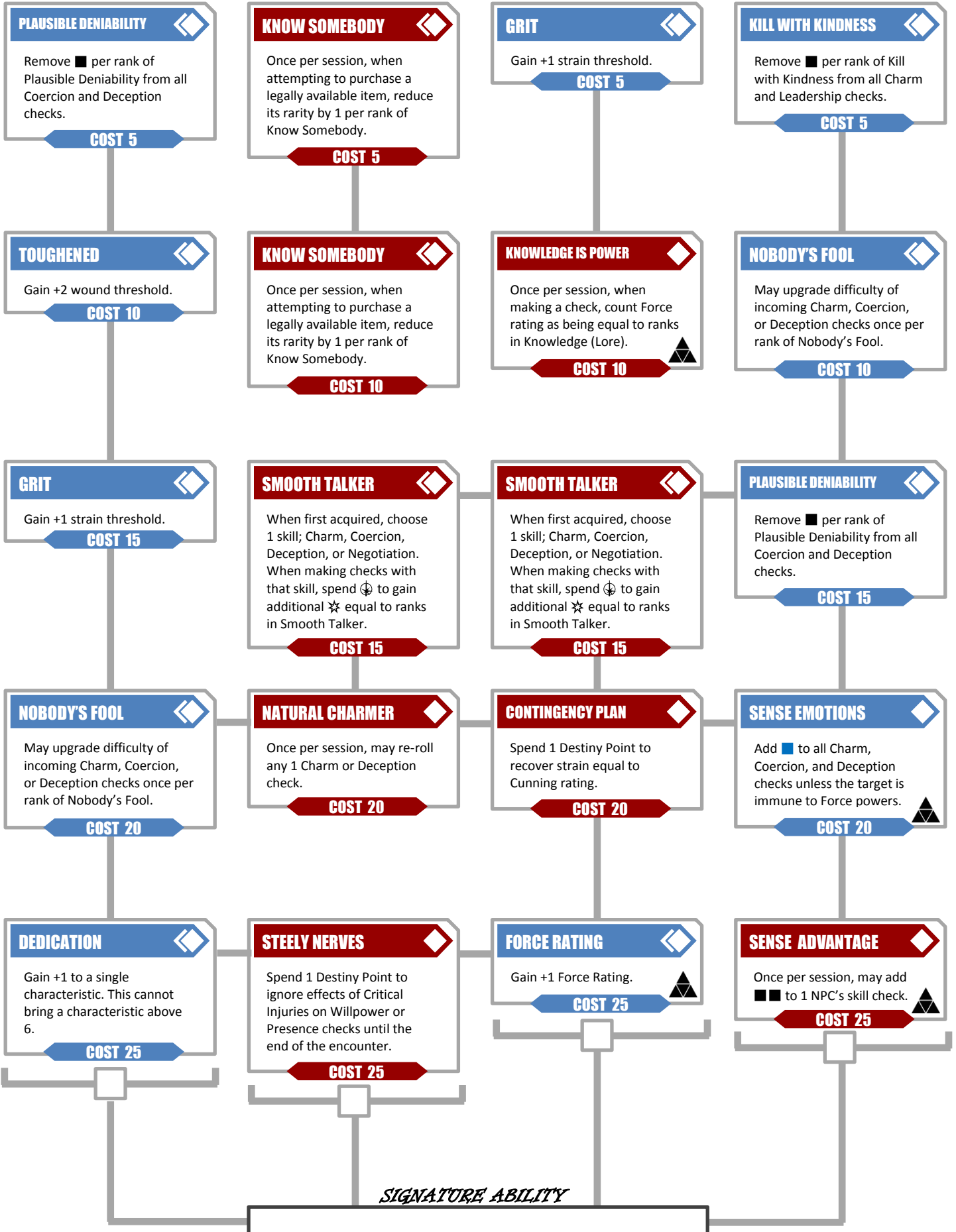


Advisor Bonus Career Skills: Charm, Deception, Negotiation, Streetwise



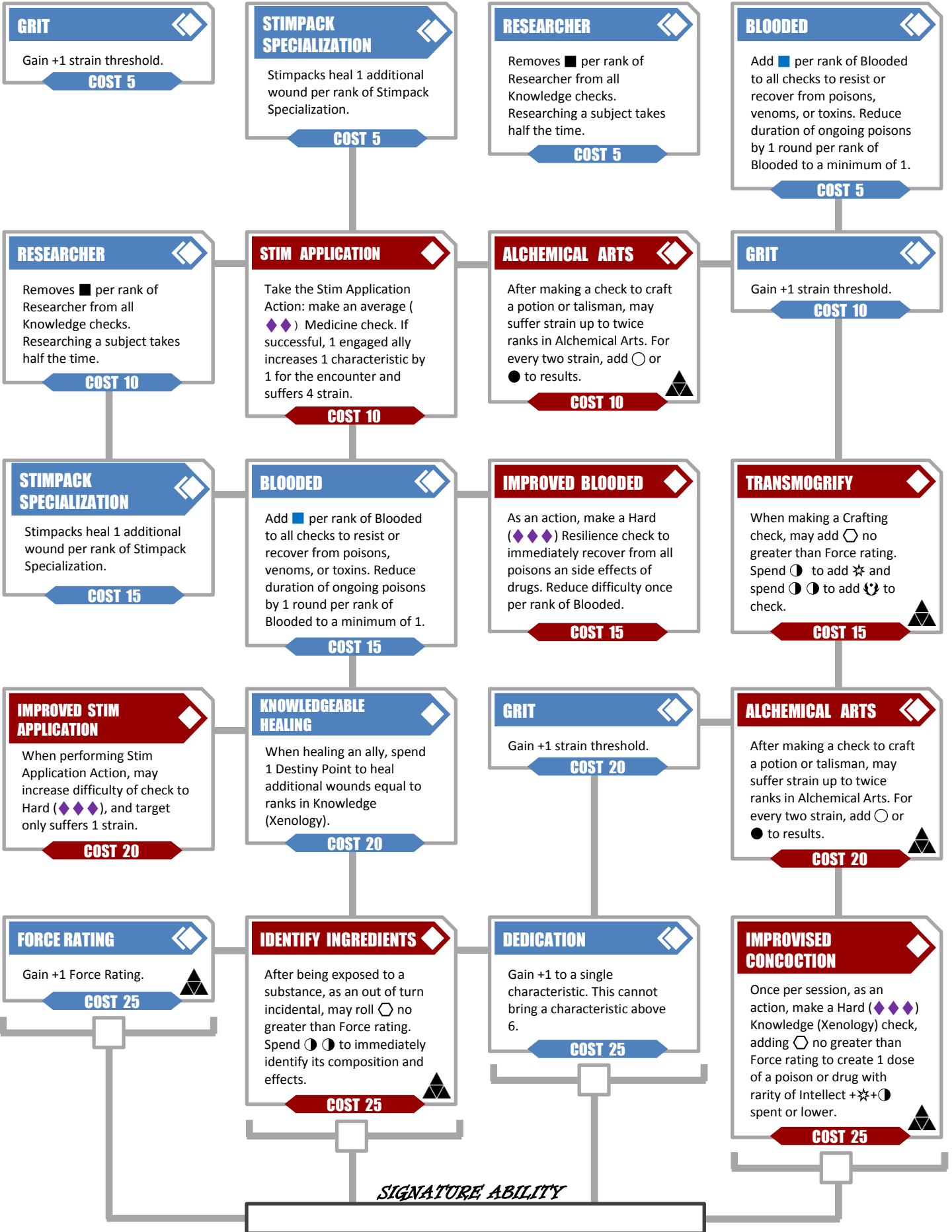
MYSTIC

ALCHEMIST

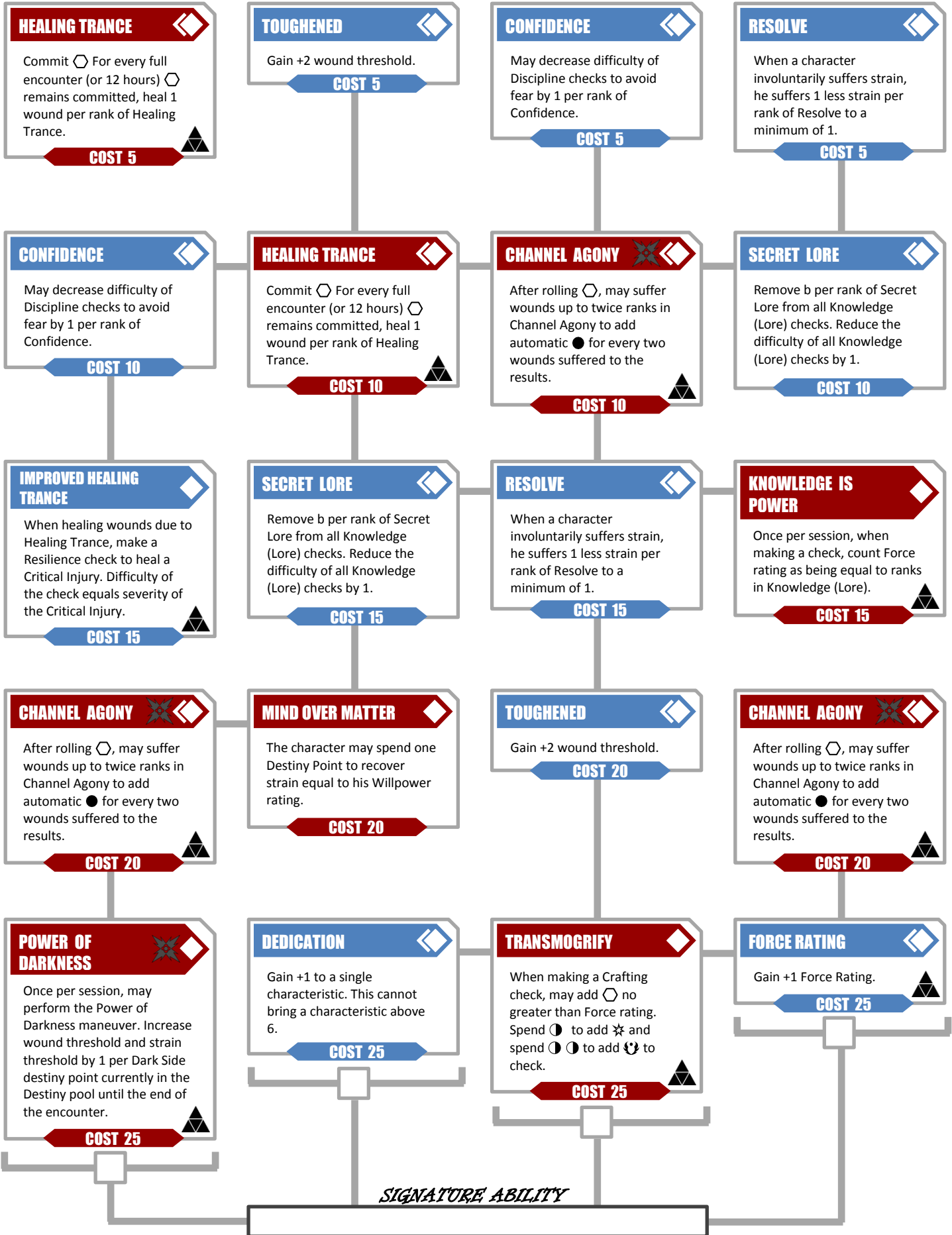
PASSIVE ACTIVE RANKED

Force Sensitive only

Bonus Career Skills: Knowledge (Education), Knowledge (Xenology), Medicine, Resilience



Bonus Career Skills: Coercion, Discipline, Knowledge (Lore), Medicine



MYSTIC

MAKASHI DUELIST

PASSIVE

ACTIVE

RANKED



Force Sensitive only

Makashi Duelist Bonus Career Skills: Charm, Cool, Coordination, Lightsaber

GRIT

Gain +1 strain threshold.

COST 5

RESIST DISARM

Suffer 2 strain to avoid being disarmed or having weapon damaged or destroyed.

COST 5

GRIT

Gain +1 strain threshold.

COST 5

PARRY

When hit by a melee attack, suffer 3 strain to reduce damage by 2 plus ranks in Parry.

COST 5

PARRY

When hit by a melee attack, suffer 3 strain to reduce damage by 2 plus ranks in Parry.

COST 10

MAKASHI TECHNIQUE

When making a check using the Lightsaber skill, the character may use Presence instead of Brawn.

COST 10

DUELIST'S TRAINING

Add to Melee and Lightsaber checks when engaged with only one opponent.

COST 10

FEINT

Spend or generated on a missed melee attack to upgrade difficulty of opponent's next attack targeting character by ranks in Feint.

COST 10

PARRY

When hit by a melee attack, suffer 3 strain to reduce damage by 2 plus ranks in Parry.

COST 15

FEINT

Spend or generated on a missed melee attack to upgrade difficulty of opponent's next attack targeting character by ranks in Feint.

COST 15

PARRY

When hit by a melee attack, suffer 3 strain to reduce damage by 2 plus ranks in Parry.

COST 15

PARRY

When hit by a melee attack, suffer 3 strain to reduce damage by 2 plus ranks in Parry.

COST 15

INTENSE PRESENCE

Spend 1 Destiny Point to recover strain equal to Presence rating.

COST 20

IMPROVED PARRY

When parrying a hit that generated or , may hit attacker once with Lightsaber, Brawl, or Melee weapon (dealing base damage) after original attack resolves.

COST 20

GRIT

Gain +1 strain threshold.

COST 20

DEFENSIVE TRAINING

When wielding a Lightsaber, Melee, or Brawl weapon, the weapon gains the Defensive quality with a rating equal to ranks in Defensive Training.

COST 20

DEDICATION

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

COST 25

SUM DJEM

May spend or with successful Lightsaber check to disarm opponent.

COST 25

MAKASHI FINISH

Take the Makashi Finish action. Perform a Lightsaber (Presence) combat check against engaged target, adding no greater than Force rating. Spend to add +10 to any resulting Critical Injury rolls.

COST 25

MAKASHI FLOURISH

Once per encounter, perform Makashi Flourish action. Make an Average () Lightsaber (Presence) check. 1 engaged opponent suffers strain equal to , and heal an equal amount.

COST 25

SIGNATURE ABILITY

Bonus Career Skills: Charm, Coercion, Deception, Leadership

GRIT

Gain +1 strain threshold.

COST 5

OVERWHELMING AURA

Commit . Add to social checks equal to committed. Add equal to committed to enemy social checks in short range.

COST 5

RAPID RECOVERY

When healing strain after an encounter, heal 1 additional strain per rank of Rapid Recovery.

COST 5

CONGENIAL

May suffer a number of strain to downgrade difficulty of Charm or Negotiation checks or upgrade difficulty when targeted by Charm or Negotiation checks, by an equal number. Strain suffered this way cannot exceed ranks in Congenial.

COST 5

SCATHING TIRADE

Take a Scathing Tirade action: make an Average Coercion check. Each causes one enemy in short range to suffer 1 strain. Spend to cause 1 affected enemy to suffer 1 additional strain.

COST 10

PLAUSIBLE DENIABILITY

Remove per rank of Plausible Deniability from all Coercion and Deception checks.

COST 10

INSPIRING RHETORIC

Take the Inspiring Rhetoric action: make an Average Leadership check. Each causes 1 ally in Short range to recover 1 strain. Spend to cause 1 affected ally to recover 1 additional strain.

COST 10

RAPID RECOVERY

When healing strain after an encounter, heal 1 additional strain per rank of Rapid Recovery.

COST 10

RAPID RECOVERY

When healing strain after an encounter, heal 1 additional strain per rank of Rapid Recovery.

COST 15

OVERWHELMING AURA

Commit . Add to social checks equal to committed. Add equal to committed to enemy social checks in short range.

COST 15

GRIT

Gain +1 strain threshold.

COST 15

TWISTED WORDS

When an incoming social check generates or , may suffer 1 strain as an incidental to inflict strain equal to ranks in Coercion on speaker.

COST 15

FEARSOME

When an adversary becomes engaged with the character, the character may force the adversary to make a fear check, with the difficulty equal to the character's ranks in Fearsome.

COST 20

GRIT

Gain +1 strain threshold.

COST 20

IMPROVED INSPIRING RHETORIC

Each ally affected by Inspiring Rhetoric gains on all skill checks for a number of rounds equal to ranks in Leadership.

COST 20

CONGENIAL

May suffer a number of strain to downgrade difficulty of Charm or Negotiation checks or upgrade difficulty when targeted by Charm or Negotiation checks, by an equal number. Strain suffered this way cannot exceed ranks in Congenial.

COST 20

IMPROVED OVERWHELMING AURA

Characters affected by Overwhelming Aura add automatic to fear checks the character causes and automatic to fear check not caused by the character

COST 25

FORCE RATING

Gain +1 Force Rating.

COST 25

FONT OF POWER

Once per session, may take the Font of Power action. Until the end of the encounter, characters within medium range add automatic or to checks based on alignment.

COST 25

DEDICATION

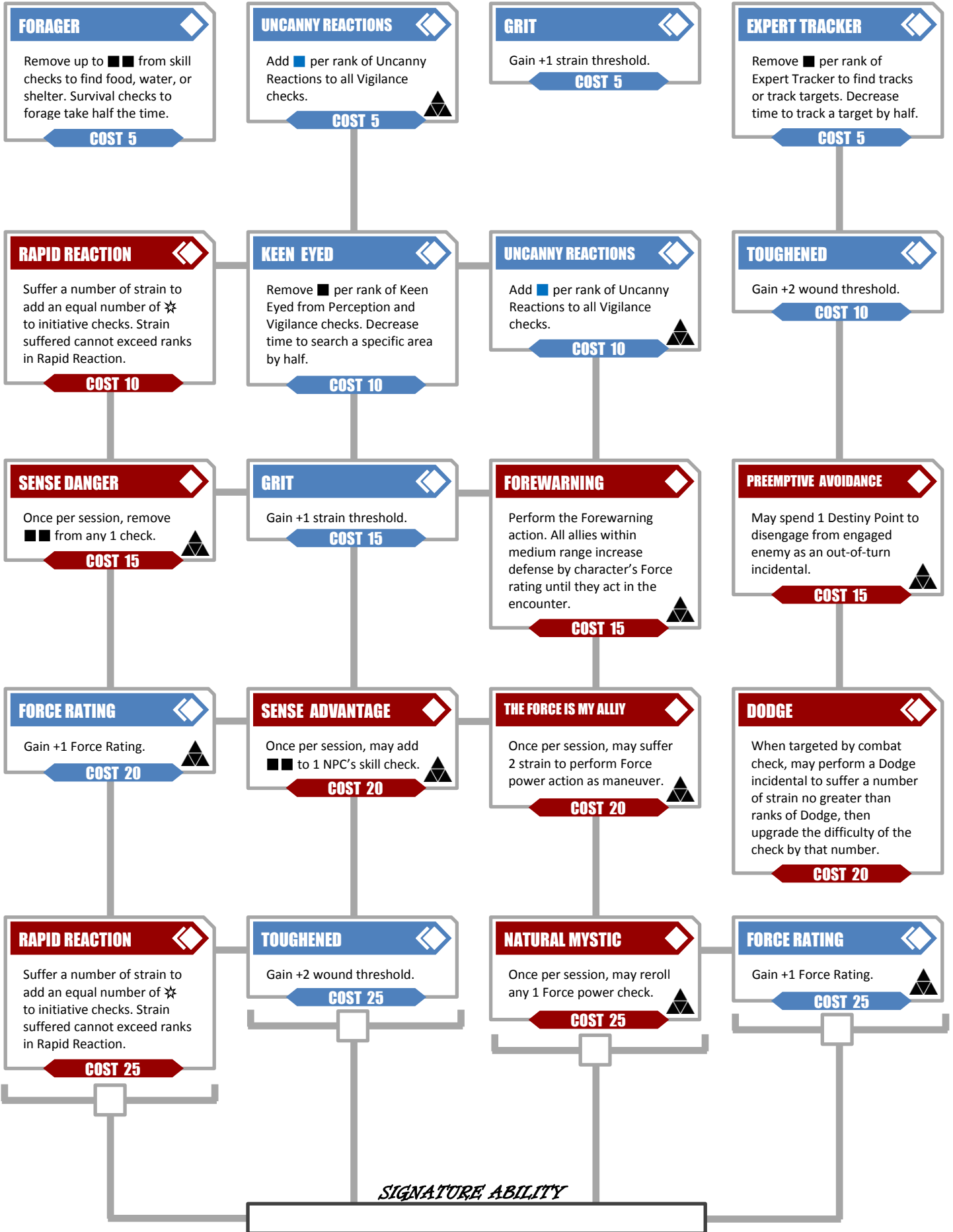
Gain +1 to a single characteristic. This cannot bring a characteristic above 6.

COST 25

SIGNATURE ABILITY



Seer Bonus Career Skills: Discipline, Knowledge (Lore), Survival, Vigilance



MYSTIC

PROPHECY

SIGNATURE ABILITY

ATTACHED TO

PROPHECY BASE ABILITY

Once per game session, the character may spend 1 Destiny Point and make a Hard (◆◆◆) Vigilance check to utter a prophecy. If they succeed, they foretell a single event, the focus of which is centered around themselves. At any time before the end of the game session, they may spend 1 Destiny Point, at which point the foretold event transpires. The GM should interpret the prophecy to fit the scene, possibly revealing truths the character did not foresee in the process.

COST 30

REDUCE SETBACK

Remove ■ from the check to activate Prophecy

COST 10

FLOW OF THE UNIVERSE

Add ■ to the character's checks to bring the foretold event to fruition.

COST 10

SHARED REVELATION

The prophecy may pertain to any one other character who hears it.

COST 10

REDUCE SETBACK

Remove ■ from the check to activate Prophecy

COST 10

RECURRENCE

One additional time before the end of the game session, the character may spend 1 Destiny Point to have the prophecy's foretold event recur, likely in a different form.

COST 15

REDUCE DIFFICULTY

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

COST 15

DOOM

Add ■ to any character's checks to prevent the foretold event from occurring.

COST 15

DESTINY

Prophecy costs 1 fewer Destiny Points to activate. It still requires a Destiny Point to trigger the occurrence of the prophesied event.

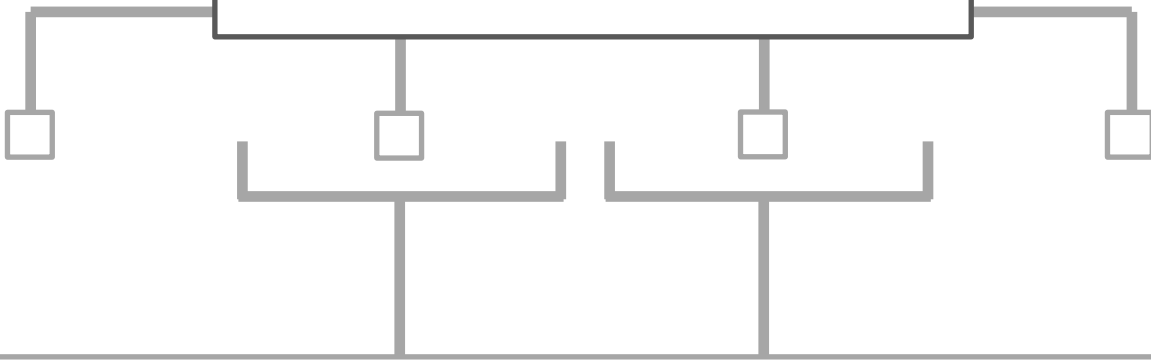
COST 15

MYSTIC

UNMATCHED DESTINY

SIGNATURE ABILITY

ATTACHED TO



UNMATCHED DESTINY BASE ABILITY

Once per game session, after making a Force power check, the character may spend 2 Destiny Points to reroll up to 2 Force dice. Conflict generated as part of this Force power check is doubled.

COST 30

INCREASE NUMBER

Reroll up to 1 additional Force die per Increase Number upgrade.

COST 10

DESTINY

Unmatched Destiny costs 1 fewer Destiny Point to activate.

COST 10

INCREASE NUMBER

Reroll up to 1 additional Force die per Increase Number upgrade.

COST 10

SHARED DESTINY

Unmatched Destiny can be used after another character at short range makes a Force power check.

COST 10

FREQUENCY

Unmatched Destiny can be used 1 additional time per session.

COST 15

INCREASE NUMBER

Reroll up to 1 additional Force die per Increase Number upgrade.

COST 15

UNLEASHED POWER

For each ○○ result, add automatic ○ to the check.
For each ●● result, add automatic ● to the check.

COST 15

FREQUENCY

Unmatched Destiny can be used 1 additional time per session.

COST 15