HEALER CONSULAR RANKED Healer Bonus Career Skills: Discipline, Knowledge (Education), Knowledge (Xenology), Medicine Force Sensitive only **SURGEON HEALING TRANCE RAPID RECOVERY PHYSICIAN** When making a Medicine Commit → For every full When healing strain after an When making a Medicine check to help a character encounter, heal 1 additional check to help a character encounter (or 12 hours) heal wounds, the target heals remains committed, heal 1 strain per rank of Rapid heal wounds, the target heals 1 additional would per rank Recovery. 1 additional strain per rank of wound per rank of Healing of Surgeon. Physician. Trance. COST 5 COST 5 COST 5 COST 5 **PHYSICIAN** PHYSICIAN GRIT **HEALING TRANCE** When making a Medicine When making a Medicine Gain +1 strain threshold. Commit ○ For every full check to help a character check to help a character encounter (or 12 hours) COST 10 heal wounds, the target heals heal wounds, the target heals remains committed, heal 1 1 additional strain per rank of 1 additional strain per rank of wound per rank of Healing Physician. Physician. Trance. COST 10 COST 10 COST 10 KNOWLEDGEABLE **HEALING TRANCE** GRIT **RAPID RECOVERY** HEALING Commit (For every full Gain +1 strain threshold. When healing strain after an When healing an ally, spend encounter (or 12 hours) encounter, heal 1 additional COST 15 1 Destiny Point to heal strain per rank of Rapid remains committed, heal 1 additional wounds equal to wound per rank of Healing Recovery. ranks in Knowledge Trance. (Xenology). COST 15 COST 15 COST 15 **IMPROVED HEALING TOUGHENED** SURGEON **CALMING AURA TRANCE** Gain +2 wound threshold. When an opponent targets When making a Medicine When healing wounds due to check to help a character character with a Force Healing Trance, make a COST 20 heal wounds, the target heals power, reduce generated Resilience check to heal a 1 additional would per rank Critical Injury. Difficulty of of Surgeon. the check equals severity of COST 20 the Critical Injury. COST 20 COST 20 **IMPROVED CALMING FORCE RATING DEDICATION** NATURAL DOCTOR AURA Gain +1 to a single Once per session, may re-roll Gain +1 Force Rating. Spend a maneuver and suffer characteristic. This cannot any 1 Medicine check. COST 25 2 strain to extend Calming bring a characteristic above COST 25 Aura's effects to allies equal to Willpower at short range COST 25 until star of next turn. COST 25

SIGNATURE ABILITY

CONSULAR

NIMAN DISCIPLE



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

Force Sensitive only





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

COST 5

NOBODY'S FOOL



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

COST 5

REFLECT



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

COST 5

GRIT



Gain +1 strain threshold.

COST 5

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 10

NIMAN TECHNIQUE

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

COST 10

TOUGHENED



Gain +2 wound threshold.

COST 10

PARRY



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

COST 10

PARRY



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

COST 15

SENSE EMOTIONS

Add to all Charm, Coercion, and Deception checks unless the target is immune to Force powers.

OST 1

REFLECT



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

COST 1

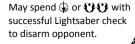
DEFENSIVE TRAINING



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

COST 15

SUM DJEM



COST 20

REFLECT



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

COST 20

DRAW CLOSER

Perform Draw Closer action; make a Lightsaber (Willpower) combat check against one silhouette 1 target within medium range, adding ○ no greater than Force rating to check. Spend ③ to move target one range band closer or to add ❖ to check.

<u> COST 20</u>

CENTER OF BEING



Take a Center of Being maneuver. Until the beginning of next turn, attacks against the character increase their critical rating by 1 per rank of Center of Being.

COST 20

DEDICATION



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

COST 25

FORCE ASSAULT

Spend on on a missed Lightsaber (Willpower) combat check to immediately perform Move

Force power action as maneuver.

COST 25

FORCE RATING



Gain +1 Force Rating.

COST 25

IMPROVED CENTER OF BEING

Suffer 1 strain to perform Center of Being maneuver as an incidental.

COST 25

SIGNATURE ABILITY

