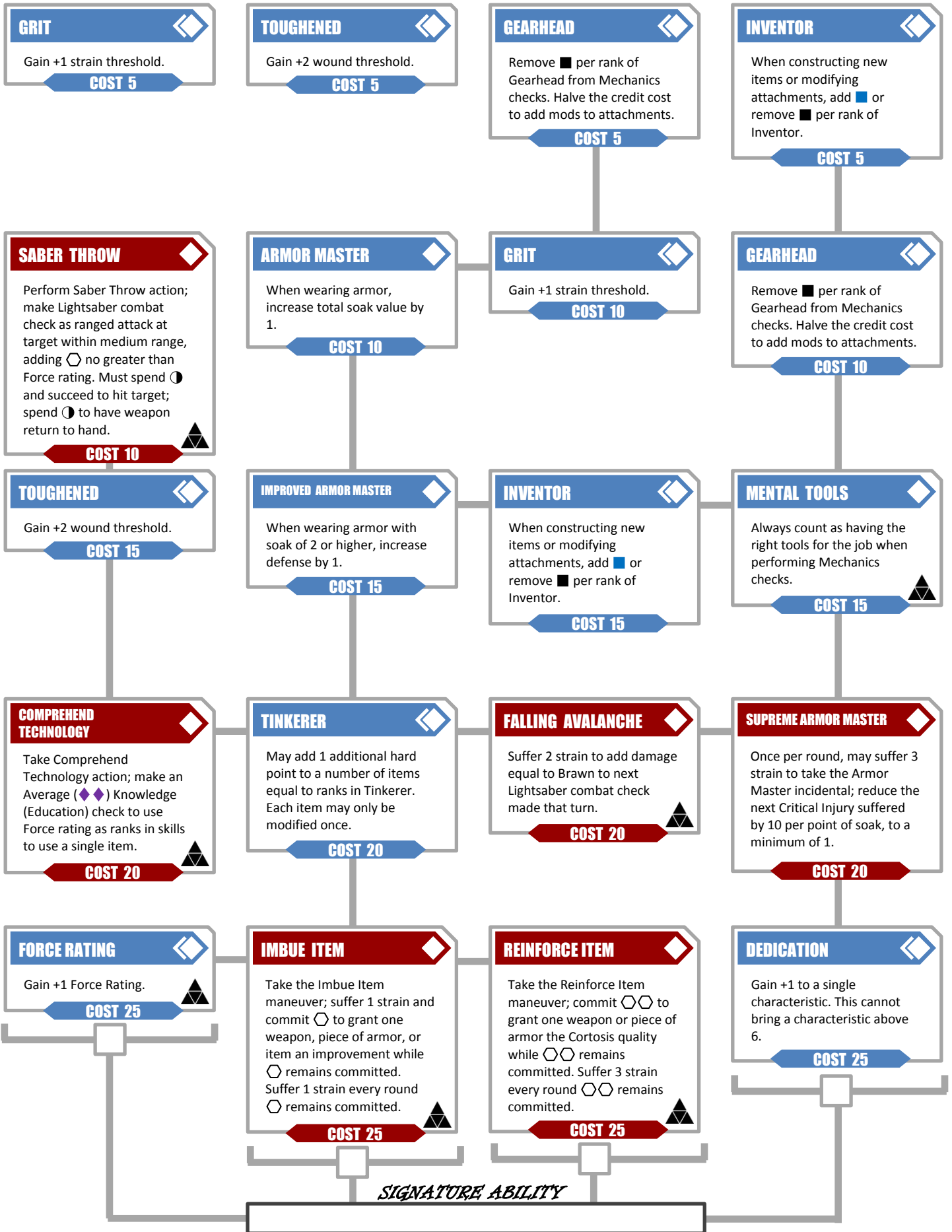
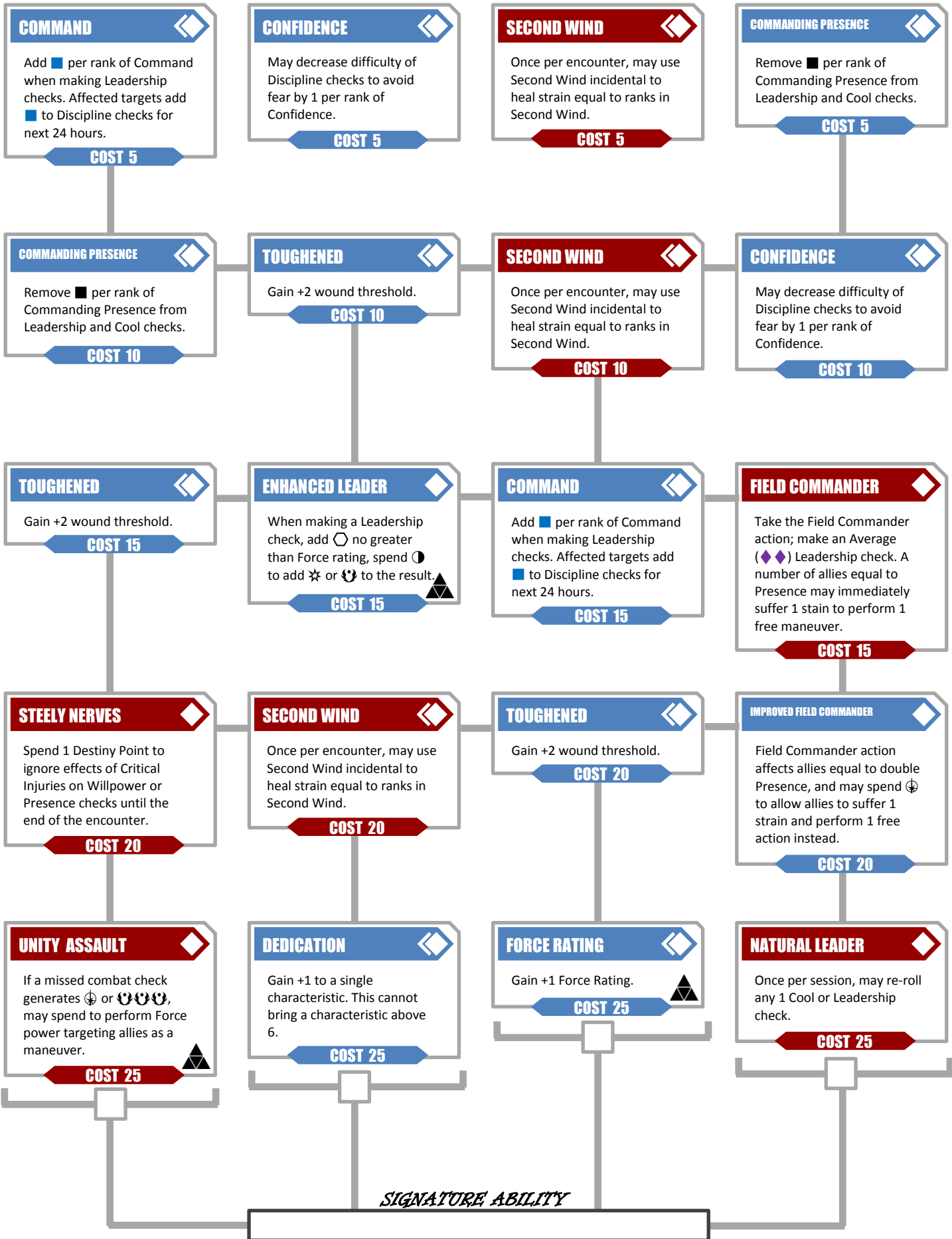


Bonus Career Skills: Knowledge (Outer Rim), Lightsaber, Mechanics, Resilience



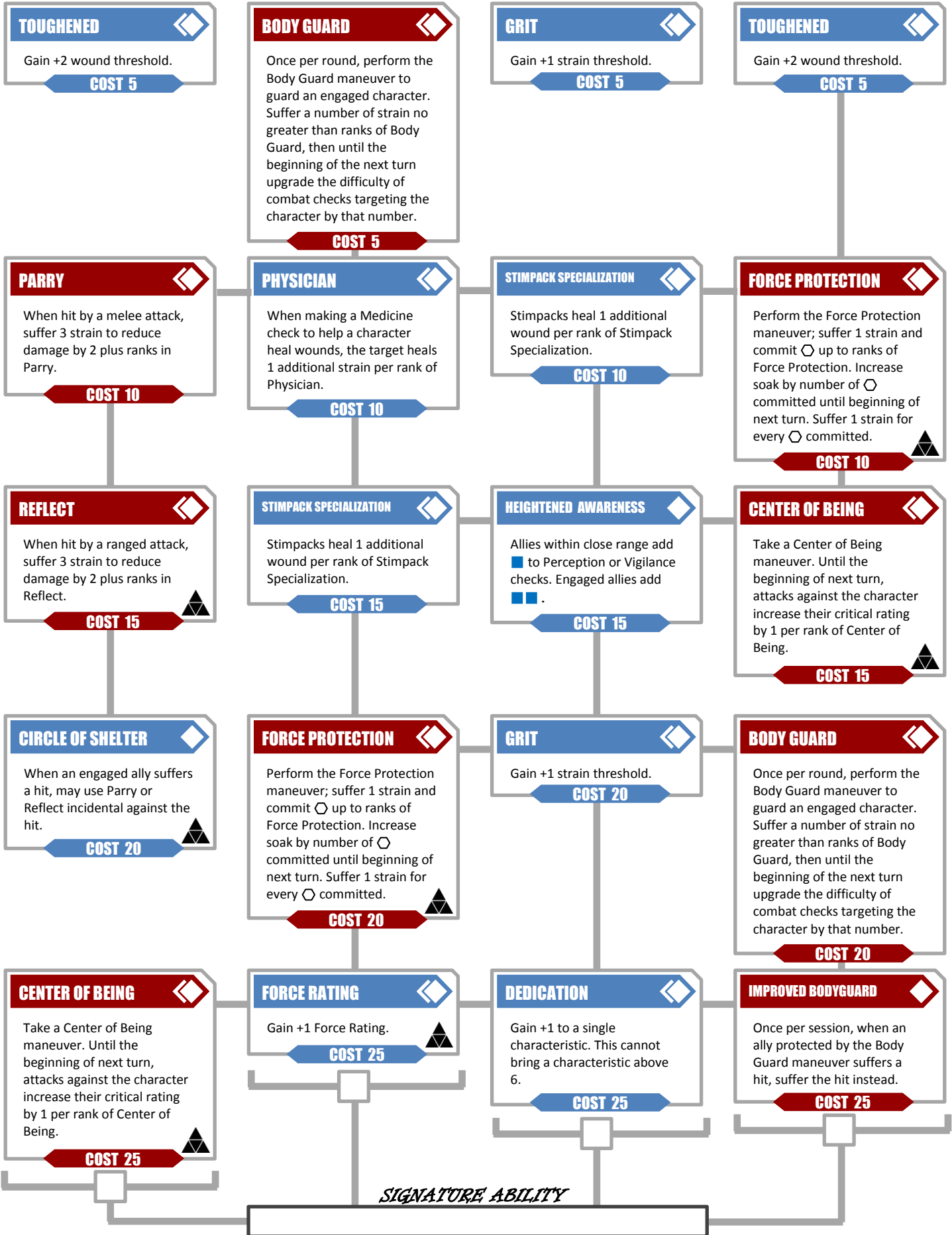


Peacekeeper Bonus Career Skills: Discipline, Leadership, Perception, Piloting (Planetary)

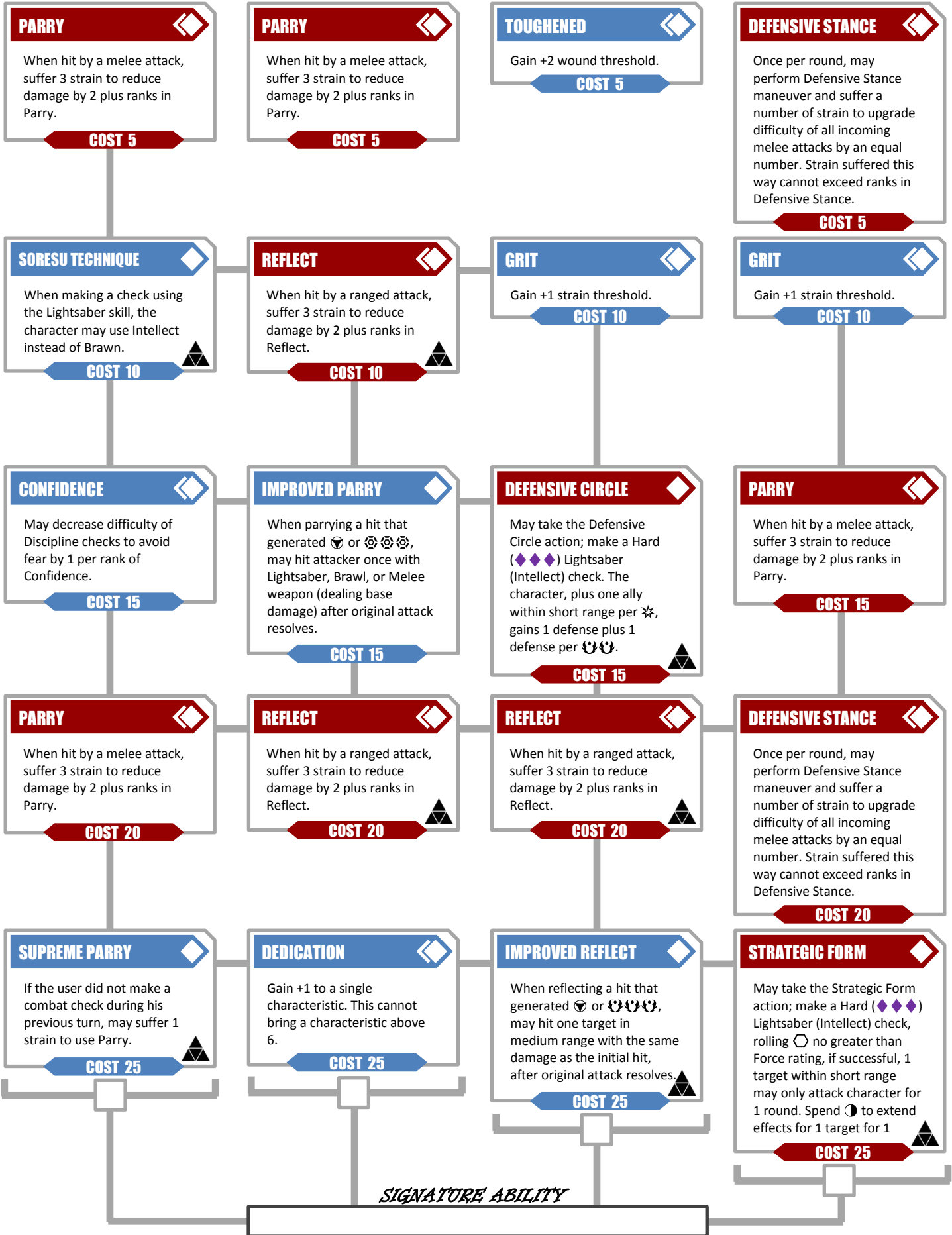




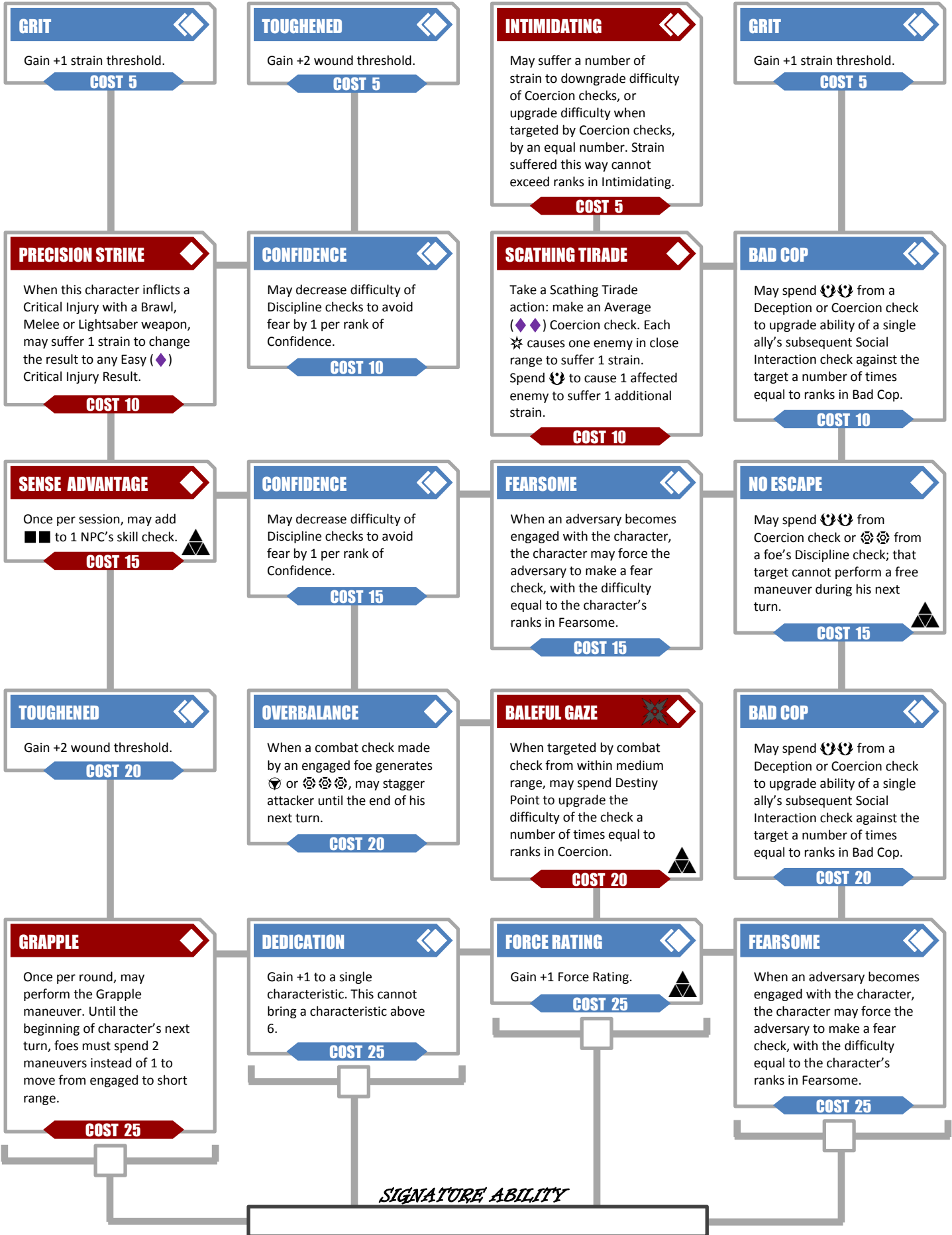
Protector Bonus Career Skills: Athletics, Medicine, Ranged (Light), Resilience



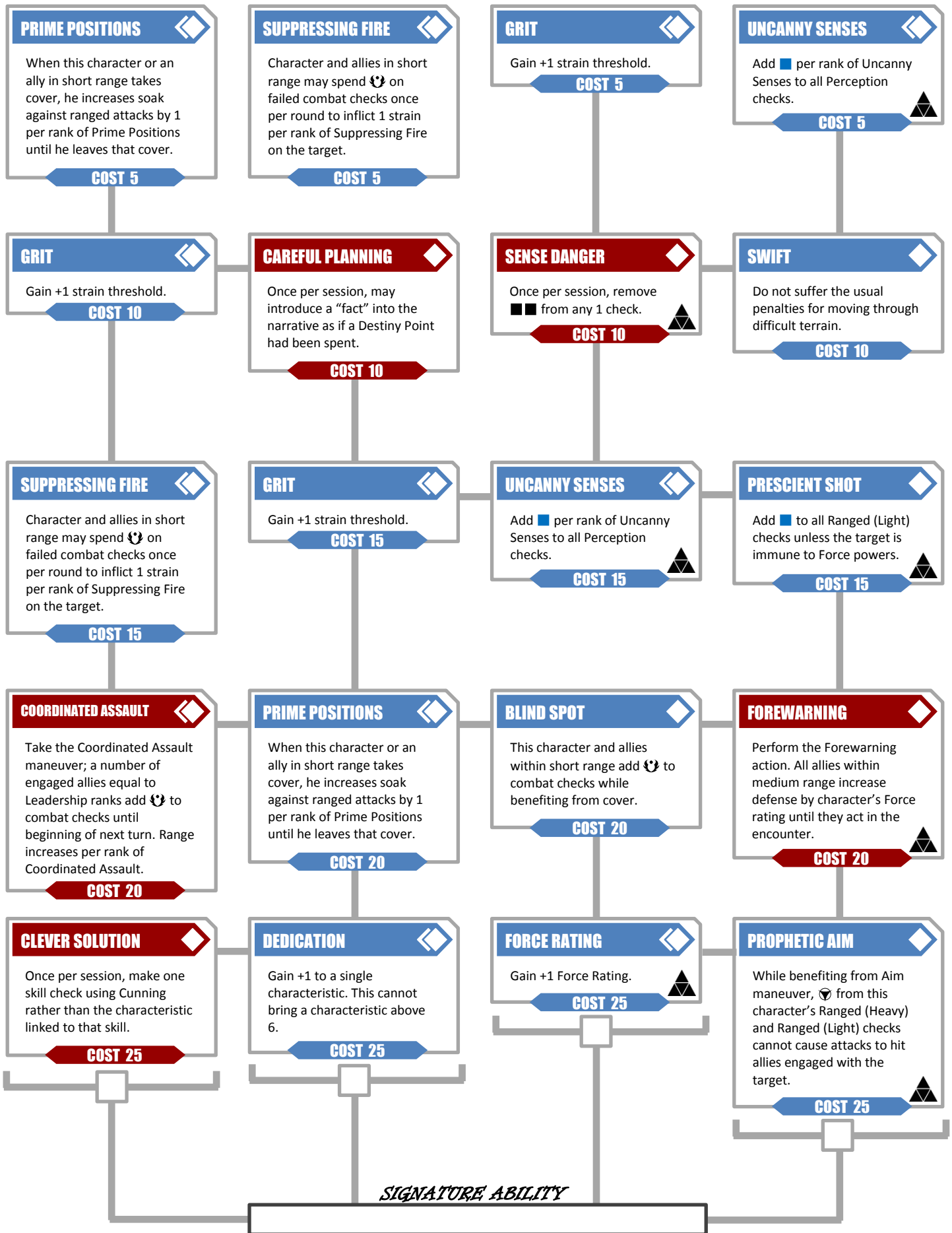
Soresu Defender Bonus Career Skills: Discipline, Knowledge (Lore), Lightsaber, Vigilance



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

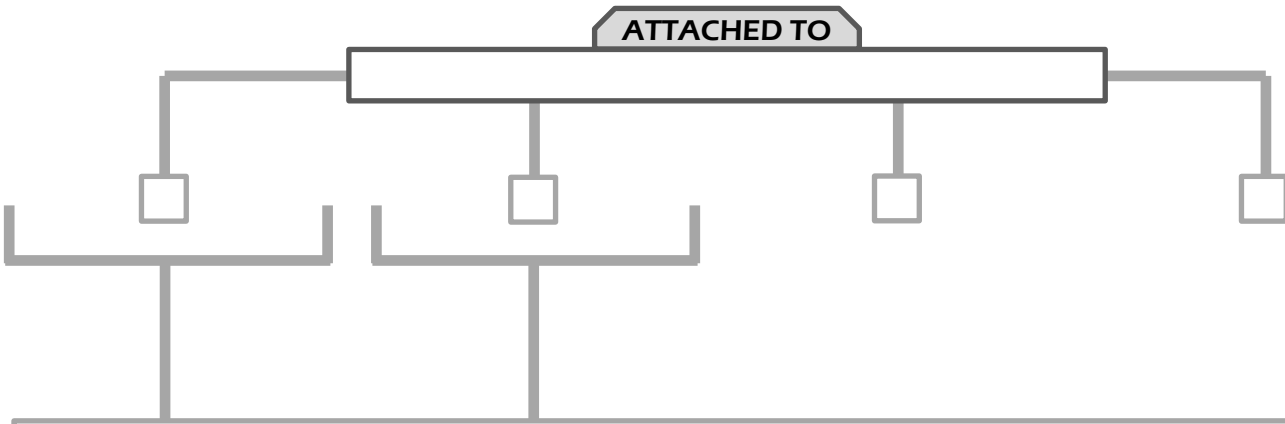
COSMIC BALANCE

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