#### **ADVISOR MYSTIC** RANKED Advisor Bonus Career Skills: Charm, Deception, Negotiation, Streetwise Force Sensitive only **PLAUSIBLE DENIABILITY KILL WITH KINDNESS KNOW SOMEBODY GRIT** Remove per rank of Once per session, when Gain +1 strain threshold. Remove ■ per rank of Kill attempting to purchase a Plausible Deniability from all COST 5 with Kindness from all Charm Coercion and Deception legally available item, reduce and Leadership checks. its rarity by 1 per rank of checks. COST 5 Know Somebody. COST 5 COST 5 **KNOWLEDGE IS POWER** TOUGHENED KNOW SOMEBODY **NOBODY'S FOOL** Gain +2 wound threshold. May upgrade difficulty of Once per session, when Once per session, when incoming Charm, Coercion, attempting to purchase a making a check, count Force COST 10 legally available item, reduce rating as being equal to ranks or Deception checks once per its rarity by 1 per rank of in Knowledge (Lore). rank of Nobody's Fool. Know Somebody. COST 10 COST 10 **PLAUSIBLE DENIABILITY SMOOTH TALKER** GRIT SMOOTH TALKER Gain +1 strain threshold. When first acquired, choose When first acquired, choose Remove per rank of COST 15 1 skill; Charm, Coercion, 1 skill; Charm, Coercion, Plausible Deniability from all Deception, or Negotiation. Deception, or Negotiation. Coercion and Deception When making checks with When making checks with checks. that skill, spend $\mbox{\Large \textcircled{$\psi$}}$ to gain that skill, spend 🕸 to gain COST 15 additional ☆ equal to ranks additional 🕸 equal to ranks in Smooth Talker. in Smooth Talker. **COST 15 COST 15** NOBODY'S FOOL **SENSE EMOTIONS** NATURAL CHARMER **CONTINGENCY PLAN** May upgrade difficulty of Once per session, may re-roll Spend 1 Destiny Point to Add to all Charm, incoming Charm, Coercion, recover strain equal to any 1 Charm or Deception Coercion, and Deception or Deception checks once per check. Cunning rating. checks unless the target is rank of Nobody's Fool. immune to Force powers. COST 20 COST 20 COST 20 COST 20 **FORCE RATING DEDICATION** STEELY NERVES **SENSE ADVANTAGE** Gain +1 to a single Spend 1 Destiny Point to Gain +1 Force Rating. Once per session, may add characteristic. This cannot ignore effects of Critical ■ to 1 NPC's skill check. COST 25 bring a characteristic above Injuries on Willpower or COST 25 Presence checks until the end of the encounter. COST 25 COST 25 SIGNATURE ABILITY

# **MYSTIC**

# **MAKASHI DUELIST**



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

Force Sensitive only





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**



COST 10

#### **PARRY**



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

COST 15

#### FEINT



COST 15

#### **PARRY**



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

COST 15

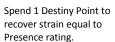
#### **PARRY**



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

COST 15

#### INTENSE PRESENCE



COST 20

### **IMPROVED PARRY**

When parrying a hit that generated 🏵 or 〈호 〈호 〈호 〈호 〉, 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

COST 25

#### **SUM DJEM**

May spend  $\textcircled{\bullet}$  or  $\textcircled{\bullet}$  with successful Lightsaber check to disarm opponent.

COST 25

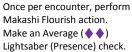
#### **MAKASHI FINISH**



Take the Makashi Finish action. Perform a Lightsaber (Presence) combat check against engaged target, adding ○ no greater than Force rating. Spend ① to add +10 to any resulting Critical Injury rolls.

COST 25

#### **MAKASHI FLOURISH**



1 engaged opponent suffers strain equal to 汝, and heal an equal amount.

COST 25

SIGNATURE ABILITY

