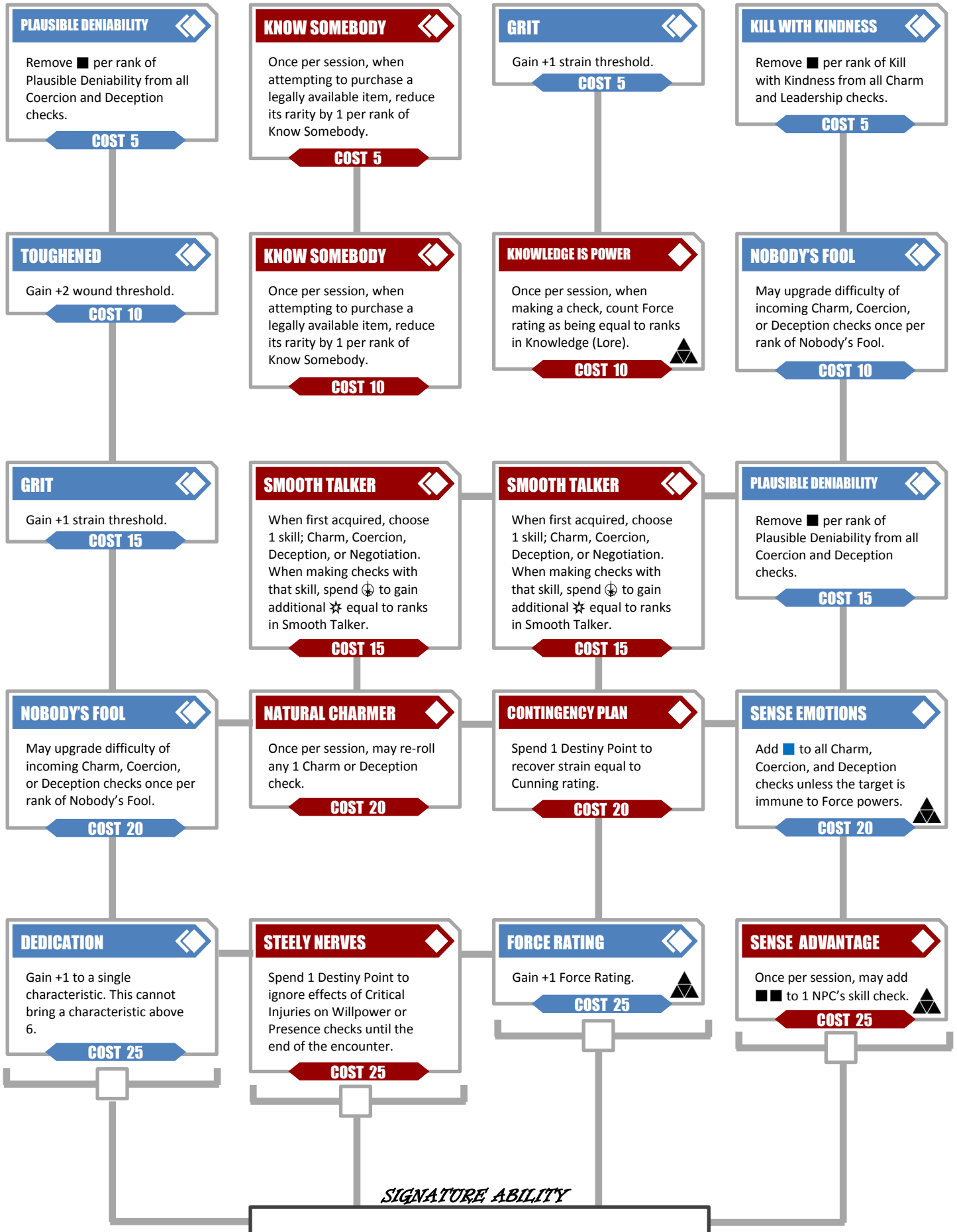
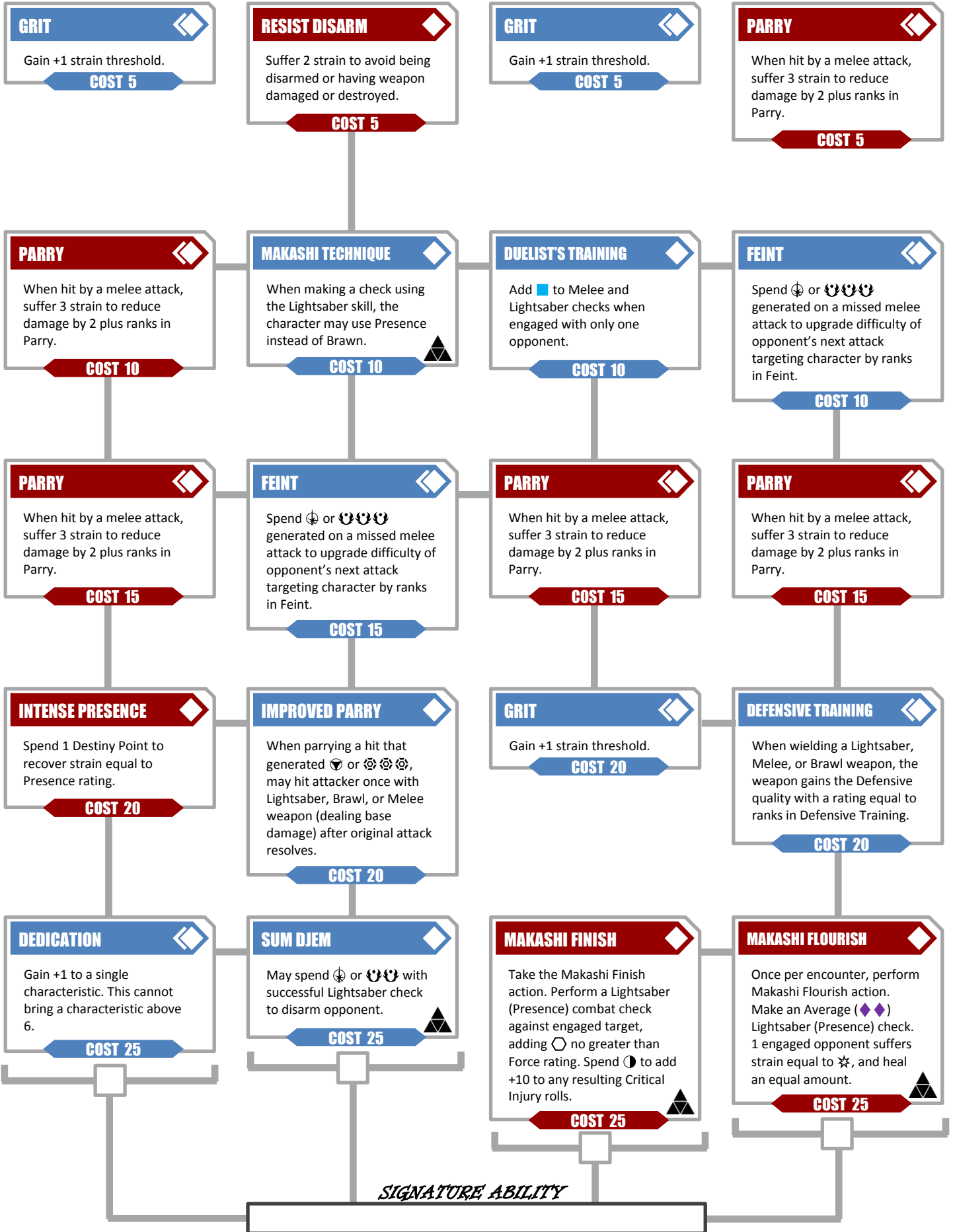


Advisor Bonus Career Skills: Charm, Deception, Negotiation, Streetwise





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





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

**FORAGER**

Remove up to ■■ from skill checks to find food, water, or shelter. Survival checks to forage take half the time.

**COST 5**

**UNCANNY REACTIONS**

Add ■ per rank of Uncanny Reactions to all Vigilance checks.

**COST 5**

**GRIT**

Gain +1 strain threshold.

**COST 5**

**EXPERT TRACKER**

Remove ■ per rank of Expert Tracker to find tracks or track targets. Decrease time to track a target by half.

**COST 5**

**RAPID REACTION**

Suffer a number of strain to add an equal number of ☆ to initiative checks. Strain suffered cannot exceed ranks in Rapid Reaction.

**COST 10**

**KEEN EYED**

Remove ■ per rank of Keen Eyed from Perception and Vigilance checks. Decrease time to search a specific area by half.

**COST 10**

**UNCANNY REACTIONS**

Add ■ per rank of Uncanny Reactions to all Vigilance checks.

**COST 10**

**TOUGHENED**

Gain +2 wound threshold.

**COST 10**

**SENSE DANGER**

Once per session, remove ■■ from any 1 check.

**COST 15**

**GRIT**

Gain +1 strain threshold.

**COST 15**

**FOREWARNING**

Perform the Forewarning action. All allies within medium range increase defense by character's Force rating until they act in the encounter.

**COST 15**

**PREEMPTIVE AVOIDANCE**

May spend 1 Destiny Point to disengage from engaged enemy as an out-of-turn incidental.

**COST 15**

**FORCE RATING**

Gain +1 Force Rating.

**COST 20**

**SENSE ADVANTAGE**

Once per session, may add ■■ to 1 NPC's skill check.

**COST 20**

**THE FORCE IS MY ALLIY**

Once per session, may suffer 2 strain to perform Force power action as maneuver.

**COST 20**

**DODGE**

When targeted by combat check, may perform a Dodge incidental to suffer a number of strain no greater than ranks of Dodge, then upgrade the difficulty of the check by that number.

**COST 20**

**RAPID REACTION**

Suffer a number of strain to add an equal number of ☆ to initiative checks. Strain suffered cannot exceed ranks in Rapid Reaction.

**COST 25**

**TOUGHENED**

Gain +2 wound threshold.

**COST 25**

**NATURAL MYSTIC**

Once per session, may reroll any 1 Force power check.

**COST 25**

**FORCE RATING**

Gain +1 Force Rating.

**COST 25**

*SIGNATURE ABILITY*