



Aggressor Bonus Career Skills: Coercion, Knowledge (Underworld), Ranged (Light), Streetwise

INTIMIDATING

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

COST 5

PLAUSIBLE DENIABILITY

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

COST 5

GRIT

Gain +1 strain threshold.

COST 5

TOUGHENED

Gain +2 wound threshold.

COST 5

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 10

INTIMIDATING

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

COST 10

PREY ON THE WEAK

Add +1 damage to one hit of successful combat checks against disoriented targets per rank of Prey on the Weak.

COST 10

SENSE ADVANTAGE

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

COST 10

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 15

TERRIFY

Take the Terrify action; make a Hard (◆◆◆) Coercion check adding ○ no greater than Force rating. Disorient one target within medium range per ☆. Spend ○○ to extend duration and spend ○ to immobilize affected target.

COST 15

CRIPPLING BLOW

Increase the difficulty of next combat check by 1. If check deals damage, target suffers 1 strain whenever they move for the rest of the encounter.

COST 15

TOUGHENED

Gain +2 wound threshold.

COST 15

GRIT

Gain +1 strain threshold.

COST 20

IMPROVED TERRIFY

Reduce the difficulty of Terrify's check to Average (◆◆) and may spend ○ to stagger an affected target.

COST 20

PREY ON THE WEAK

Add +1 damage to one hit of successful combat checks against disoriented targets per rank of Prey on the Weak.

COST 20

HEROIC FORTITUDE

May spend 1 Destiny Point to ignore effects of Critical Injuries on Brawn or Agility checks until the end of the encounter.

COST 20

FORCE RATING

Gain +1 Force Rating.

COST 25

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 25

DEDICATION

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

COST 25

AGAINST ALL ODDS

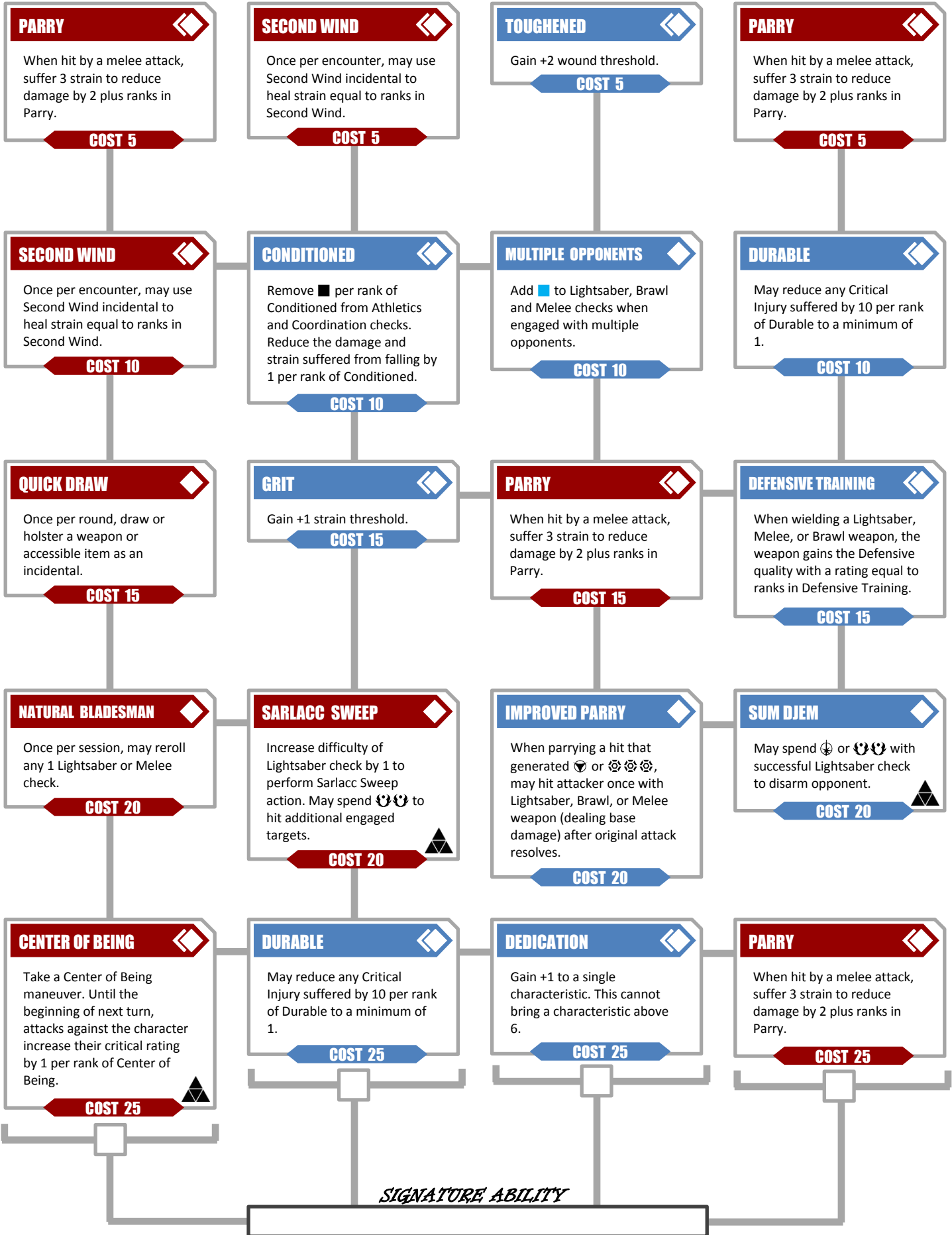
When incapacitated, perform Against All Odds action; making Hard (◆◆◆) Resilience check with ○ equal to Force rating. Heal wounds equal to ☆, spend ○ to add ☆.

COST 25

SIGNATURE ABILITY



Shii-Cho Knight Bonus Career Skills: Athletics, Coordination, Lightsaber, Melee





Starfighter Ace Bonus Career Skills: Astrogation, Gunner, Mechanics, Piloting (Space)

