# JEDI **MASTER**

ACTIVE PASSIVE RANKED < FORCE TALENT

Spec Bonus Career Skills: Charm, Knowledge (Core Worlds), Knowledge (Education), Perception

### CONFIDENCE

May decrease difficulty of Discipline checks to avoid fear by 1 per rank of Confidence.

#### NOBODY'S FOOL



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

#### RESEARCHER



Remove per rank of Researcher from Knowledge checks. Researching a subject takes half the time.

COST 5

#### **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.

## IMPROVED CONFIDENCE

May spend  $\clubsuit$  on fear checks to give allies in short range additional 🔅 on the same fear check.

COST 10

#### **IMPROVED NOBODY'S FOOL**



May spend ♥ or ♦♦♦ from an incoming Charm, Coercion, or Deception check or inflict strain on the opponent equal to character ranks in Nobody's Fool.

COST 10

## IMPROVED RESEARCHER

On a successful Knowledge check, character and allies gain automatic 😲 per rank of Researcher on checks to act on those facts until the end of character's next turn.

COST 10

# **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.

## FLOWS THROUGH **ALL THINGS**

The character may perform a maneuver to recover strain equal to their Force rating.

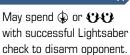
COST 15

### THE FORCE IS MY ALLY

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

COST 15

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COST 15

### **IMPROVED CENTER OF BEING**

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

#### **BOUND TOGETHER**

Perform the Bound Together maneuver. Until character's next turn, when character or an ally within short range suffers strain, reduce the amount by the number of light side Destiny points.

#### **POWERFUL ALLY**

The character may spend a Destiny Point to use the basic version of a Force power they have not purchased or apply the effects of a control upgrade to a power they have purchased.

COST 20

#### **DEDICATION**



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

COST 20

## **FOREWARNING**

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

COST 20

# **MASTER OF** THE ORDER

The character can spend 2 Destiny Points during a single action.

#### THERE IS NO TRY

Once per session before an ally rolls the dice for a check, the character may spend 1 Destiny Point to allow the ally to automatically succeed at the check with one 🕸 and no other results.

COST 25

# **FORCE RATING**



Gain +1 Force rating.

COST 25

# THE FORCE IS MY ALLY

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