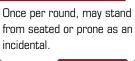


ACTIVE PASSIVE RANKED FORCE TALENT

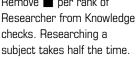
Spec Bonus Career Skills: Cool, Leadership, Lightsaber, Negotiation





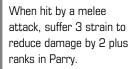


RESEARCHER Remove ■ per rank of Researcher from Knowledge











PARRY

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

COST 10

SENSE EMOTIONS

Add to all Charm, Coercion and Deception checks unless the target is immune to Force powers.

COST 10

RESEARCHER

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

COST 10

IMPROVED REFLECT

When reflecting a hit that generated ۞ or 發發發, may hit one target in medium range with the same damage as initial hit, after original attack resolves.

COST 15

REFLECT

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

COST 15

IMPROVED PARRY

When parrying a hit that generated ۞ or ﴿ ② ② ② , may hit attacker once with Lightsaber, Brawl, or Melee (dealing base damage) after original attack resolves.

COST 15

BALANCE

When the character heals strain at the end of the encounter, they may add per Force Rating. They recover additional strain equal to generated.

COST 15

CIRCLE OF SHELTER

When an engaged ally suffers a hit, may use Parry or Reflect incidental against the hit.

COST 20

SIDE BY SIDE

While the character and one or more engaged allies are wielding lightsabers, add 🌣 to all combat checks that target the character or those allies.

COST 20

REFLECT

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

COST 20

WILL OF THE FORCE

Once per round after failing a skill check, the character may convert one dark side Destiny Pont to a light side Destiny Point.

COST 20

GUARDIAN OF THE REPUBLIC

After the character uses Parry or Reflect to reduce damage from a hit against an ally, that ally cannot be targeted by combat checks for the rest of this round.

COST 25

SABER THROW

Make Lightsaber combat check as ranged attack at target within medium range, adding ○ up to Force rating. Must spend ● and succeed to hit; spend ● to have weapon return to hand.

COST 25

DEDICATION

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

COST 25

FORCE RATING

Gain +1 Force rating.

COST 25