HEALER CONSULAR RANKED Healer Bonus Career Skills: Discipline, Knowledge (Education), Knowledge (Xenology), Medicine Force Sensitive only **SURGEON HEALING TRANCE RAPID RECOVERY PHYSICIAN** When making a Medicine Commit → For every full When healing strain after an When making a Medicine check to help a character encounter, heal 1 additional check to help a character encounter (or 12 hours) heal wounds, the target heals remains committed, heal 1 strain per rank of Rapid heal wounds, the target heals 1 additional would per rank Recovery. 1 additional strain per rank of wound per rank of Healing of Surgeon. Physician. Trance. COST 5 COST 5 COST 5 COST 5 **PHYSICIAN** PHYSICIAN GRIT **HEALING TRANCE** When making a Medicine When making a Medicine Gain +1 strain threshold. Commit ○ For every full check to help a character check to help a character encounter (or 12 hours) COST 10 heal wounds, the target heals heal wounds, the target heals remains committed, heal 1 1 additional strain per rank of 1 additional strain per rank of wound per rank of Healing Physician. Physician. Trance. COST 10 COST 10 COST 10 KNOWLEDGEABLE **HEALING TRANCE GRIT RAPID RECOVERY** HEALING Commit (For every full Gain +1 strain threshold. When healing strain after an When healing an ally, spend encounter (or 12 hours) encounter, heal 1 additional COST 15 1 Destiny Point to heal strain per rank of Rapid remains committed, heal 1 additional wounds equal to wound per rank of Healing Recovery. ranks in Knowledge Trance. (Xenology). COST 15 COST 15 COST 15 **IMPROVED HEALING TOUGHENED SURGEON CALMING AURA TRANCE** Gain +2 wound threshold. When an opponent targets When making a Medicine When healing wounds due to check to help a character character with a Force Healing Trance, make a COST 20 heal wounds, the target heals power, reduce generated Resilience check to heal a 1 additional would per rank Critical Injury. Difficulty of of Surgeon. the check equals severity of COST 20 the Critical Injury. COST 20 COST 20 **IMPROVED CALMING FORCE RATING DEDICATION** NATURAL DOCTOR AURA Gain +1 to a single Once per session, may re-roll Gain +1 Force Rating. Spend a maneuver and suffer characteristic. This cannot any 1 Medicine check. COST 25 2 strain to extend Calming bring a characteristic above COST 25 Aura's effects to allies equal to Willpower at short range COST 25 until star of next turn. COST 25

SIGNATURE ABILITY