

Bonus Career Skills: Brawl, Coercion, Discipline, Knowledge (Underworld)

GRIT

Gain +1 strain threshold.

COST 5**TOUGHENED**

Gain +2 wound threshold.

COST 5**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**GRIT**

Gain +1 strain threshold.

COST 5**PRECISION STRIKE**

When this character inflicts a Critical Injury with a Brawl, Melee or Lightsaber weapon, may suffer 1 strain to change the result to any Easy (♦) Critical Injury Result.

COST 10**CONFIDENCE**

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

COST 10**SCATHING TIRADE**

Take a Scathing Tirade action: make an Average (♦♦) Coercion check. Each ⚔ causes one enemy in close range to suffer 1 strain. Spend ⚔ to cause 1 affected enemy to suffer 1 additional strain.

COST 10**BAD COP**

May spend ⚔⚔ from a Deception or Coercion check to upgrade ability of a single ally's subsequent Social Interaction check against the target a number of times equal to ranks in Bad Cop.

COST 10**SENSE ADVANTAGE**

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

COST 15**CONFIDENCE**

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

COST 15**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**NO ESCAPE**

May spend ⚔⚔ from Coercion check or ⚔⚔ from a foe's Discipline check; that target cannot perform a free maneuver during his next turn.

COST 15**TOUGHENED**

Gain +2 wound threshold.

COST 20**OVERBALANCE**

When a combat check made by an engaged foe generates ⚔ or ⚔⚔, may stagger attacker until the end of his next turn.

COST 20**BALEFUL GAZE**

When targeted by combat check from within medium range, may spend Destiny Point to upgrade the difficulty of the check a number of times equal to ranks in Coercion.

COST 20**BAD COP**

May spend ⚔⚔ from a Deception or Coercion check to upgrade ability of a single ally's subsequent Social Interaction check against the target a number of times equal to ranks in Bad Cop.

COST 20**GRAPPLE**

Once per round, may perform the Grapple maneuver. Until the beginning of character's next turn, foes must spend 2 maneuvers instead of 1 to move from engaged to short range.

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**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*SIGNATURE ABILITY*