

Bonus Career Skills: Knowledge (Outer Rim), Lightsaber, Mechanics, Resilience

GRIT

Gain +1 strain threshold.

COST 5**TOUGHENED**

Gain +2 wound threshold.

COST 5**GEARHEAD**

Remove ■ per rank of Gearhead from Mechanics checks. Halve the credit cost to add mods to attachments.

COST 5**INVENTOR**

When constructing new items or modifying attachments, add ■ or remove ■ per rank of Inventor.

COST 5**SABER THROW**

Perform Saber Throw action; make Lightsaber combat check as ranged attack at target within medium range, adding ○ no greater than Force rating. Must spend ● and succeed to hit target; spend ● to have weapon return to hand.

COST 10**ARMOR MASTER**

When wearing armor, increase total soak value by 1.

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COST 10**GEARHEAD**

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COST 10**TOUGHENED**

Gain +2 wound threshold.

COST 15**IMPROVED ARMOR MASTER**

When wearing armor with soak of 2 or higher, increase defense by 1.

COST 15**INVENTOR**

When constructing new items or modifying attachments, add ■ or remove ■ per rank of Inventor.

COST 15**MENTAL TOOLS**

Always count as having the right tools for the job when performing Mechanics checks.

COST 15**COMPREHEND TECHNOLOGY**

Take Comprehend Technology action; make an Average (◆◆) Knowledge (Education) check to use Force rating as ranks in skills to use a single item.

COST 20**TINKERER**

May add 1 additional hard point to a number of items equal to ranks in Tinkerer. Each item may only be modified once.

COST 20**FALLING AVALANCHE**

Suffer 2 strain to add damage equal to Brawn to next Lightsaber combat check made that turn.

COST 20**SUPREME ARMOR MASTER**

Once per round, may suffer 3 strain to take the Armor Master incidental; reduce the next Critical Injury suffered by 10 per point of soak, to a minimum of 1.

COST 20**FORCE RATING**

Gain +1 Force Rating.

COST 25**IMBUE ITEM**

Take the Imbue Item maneuver; suffer 1 strain and commit ○ to grant one weapon, piece of armor, or item an improvement while ○ remains committed. Suffer 1 strain every round ○ remains committed.

COST 25**REINFORCE ITEM**

Take the Reinforce Item maneuver; commit ○ to grant one weapon or piece of armor the Cortosis quality while ○ remains committed. Suffer 3 strain every round ○ remains committed.

COST 25**DEDICATION**

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

COST 25*SIGNATURE ABILITY*