

Bonus Career Skills: Leadership, Perception, Ranged (Light), Survival

PRIME POSITIONS

When this character or an ally in short range takes cover, he increases soak against ranged attacks by 1 per rank of Prime Positions until he leaves that cover.

COST 5

SUPPRESSING FIRE

Character and allies in short range may spend ☹ on failed combat checks once per round to inflict 1 strain per rank of Suppressing Fire on the target.

COST 5

GRIT

Gain +1 strain threshold.

COST 5

UNCANNY SENSES

Add ■ per rank of Uncanny Senses to all Perception checks.

COST 5

GRIT

Gain +1 strain threshold.

COST 10

CAREFUL PLANNING

Once per session, may introduce a "fact" into the narrative as if a Destiny Point had been spent.

COST 10

SENSE DANGER

Once per session, remove ■■ from any 1 check.

COST 10

SWIFT

Do not suffer the usual penalties for moving through difficult terrain.

COST 10

SUPPRESSING FIRE

Character and allies in short range may spend ☹ on failed combat checks once per round to inflict 1 strain per rank of Suppressing Fire on the target.

COST 15

GRIT

Gain +1 strain threshold.

COST 15

UNCANNY SENSES

Add ■ per rank of Uncanny Senses to all Perception checks.

COST 15

PRESCIENT SHOT

Add ■ to all Ranged (Light) checks unless the target is immune to Force powers.

COST 15

COORDINATED ASSAULT

Take the Coordinated Assault maneuver; a number of engaged allies equal to Leadership ranks add ☹ to combat checks until beginning of next turn. Range increases per rank of Coordinated Assault.

COST 20

PRIME POSITIONS

When this character or an ally in short range takes cover, he increases soak against ranged attacks by 1 per rank of Prime Positions until he leaves that cover.

COST 20

BLIND SPOT

This character and allies within short range add ☹ to combat checks while benefiting from cover.

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

CLEVER SOLUTION

Once per session, make one skill check using Cunning rather than the characteristic linked to that skill.

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

PROPHETIC AIM

While benefiting from Aim maneuver, ☹ from this character's Ranged (Heavy) and Ranged (Light) checks cannot cause attacks to hit allies engaged with the target.

COST 25

SIGNATURE ABILITY