



Advisor Bonus Career Skills: Charm, Deception, Negotiation, Streetwise

PLAUSIBLE DENIABILITY

Remove ■ per rank of Plausible Deniability from all Coercion and Deception checks.

COST 5**KNOW SOMEBODY**

Once per session, when attempting to purchase a legally available item, reduce its rarity by 1 per rank of Know Somebody.

COST 5**GRIT**

Gain +1 strain threshold.

COST 5**KILL WITH KINDNESS**

Remove ■ per rank of Kill with Kindness from all Charm and Leadership checks.

COST 5**TOUGHENED**

Gain +2 wound threshold.

COST 10**KNOW SOMEBODY**

Once per session, when attempting to purchase a legally available item, reduce its rarity by 1 per rank of Know Somebody.

COST 10**KNOWLEDGE IS POWER**

Once per session, when making a check, count Force rating as being equal to ranks in Knowledge (Lore).

COST 10**NOBODY'S FOOL**

May upgrade difficulty of incoming Charm, Coercion, or Deception checks once per rank of Nobody's Fool.

COST 10**GRIT**

Gain +1 strain threshold.

COST 15**SMOOTH TALKER**

When first acquired, choose 1 skill; Charm, Coercion, Deception, or Negotiation. When making checks with that skill, spend ☉ to gain additional ☆ equal to ranks in Smooth Talker.

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COST 20**NATURAL CHARMER**

Once per session, may re-roll any 1 Charm or Deception check.

COST 20**CONTINGENCY PLAN**

Spend 1 Destiny Point to recover strain equal to Cunning rating.

COST 20**SENSE EMOTIONS**

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

COST 20**DEDICATION**

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

COST 25**STEELY NERVES**

Spend 1 Destiny Point to ignore effects of Critical Injuries on Willpower or Presence checks until the end of the encounter.

COST 25**FORCE RATING**

Gain +1 Force Rating.

COST 25**SENSE ADVANTAGE**

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

COST 25*SIGNATURE ABILITY*