

Niman Disciple Bonus Career Skills: Discipline, Leadership, Lightsaber, Negotiation

## PARRY

When hit by a melee attack, suffer 3 strain to reduce damage by 2 plus ranks in Parry.

**COST 5**

## NOBODY'S FOOL

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

**COST 5**

## REFLECT

When hit by a ranged attack, suffer 3 strain to reduce damage by 2 plus ranks in Reflect.

**COST 5**

## GRIT

Gain +1 strain threshold.

**COST 5**

## DEFENSIVE TRAINING

When wielding a Lightsaber, Melee, or Brawl weapon, the weapon gains the Defensive quality with a rating equal to ranks in Defensive Training.

**COST 10**

## NIMAN TECHNIQUE

When making a Lightsaber skill check, the character may use Willpower instead of Brawn.

**COST 10**

## TOUGHENED

Gain +2 wound threshold.

**COST 10**

## PARRY

When hit by a melee attack, suffer 3 strain to reduce damage by 2 plus ranks in Parry.


**COST 10**

## PARRY

When hit by a melee attack, suffer 3 strain to reduce damage by 2 plus ranks in Parry.

**COST 15**

## SENSE EMOTIONS

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

**COST 15**

## REFLECT

When hit by a ranged attack, suffer 3 strain to reduce damage by 2 plus ranks in Reflect.



**COST 15**

## DEFENSIVE TRAINING

When wielding a Lightsaber, Melee, or Brawl weapon, the weapon gains the Defensive quality with a rating equal to ranks in Defensive Training.

**COST 15**

## SUM DJEM

May spend  or  with successful Lightsaber check to disarm opponent.




**COST 20**

## REFLECT

When hit by a ranged attack, suffer 3 strain to reduce damage by 2 plus ranks in Reflect.

**COST 20**

## DRAW CLOSER

Perform Draw Closer action; make a Lightsaber (Willpower) combat check against one silhouette 1 target within medium range, adding  no greater than Force rating to check. Spend  to move target one range band closer or to add  to check.

**COST 20**

## CENTER OF BEING

Take a Center of Being maneuver. Until the beginning of next turn, attacks against the character increase their critical rating by 1 per rank of Center of Being.



**COST 20**

## DEDICATION

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

**COST 25**

## FORCE ASSAULT

Spend  or  on a missed Lightsaber (Willpower) combat check to immediately perform Move Force power action as maneuver.

**COST 25**

## FORCE RATING

Gain +1 Force Rating.

**COST 25**

## IMPROVED CENTER OF BEING

Suffer 1 strain to perform Center of Being maneuver as an incidental.

**COST 25**

*SIGNATURE ABILITY*