SENTINEL

SHADOW



Shadow Bonus Career Skills: Knowledge (Underworld), Skulduggery, Stealth, Streetwise

Force Sensitive only





Add to all Stealth checks unless the opposition is immune to Force powers.



STREET SMARTS



Remove **■** per rank of Street Smarts from Streetwise or Knowledge (Underworld) checks.

COST 5

CODEBREAKER



Remove per rank in Codebreaker from checks to break codes or decrypt communications. Decrease difficulty of checks to break codes or decrypt communications by 1.

COST 5

INDISTINGUISHABLE



Upgrade difficulty of checks to identify character once per rank of Indistinguishable.

COST 5

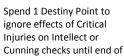
WELL ROUNDED



Choose any 2 skills. They permanently become career skills.

COST 10

MENTAL FORTRESS



COST 10

GRIT



Gain +1 strain threshold.

COST 10

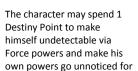
INDISTINGUISHABLE



Upgrade difficulty of checks to identify character once per rank of Indistinguishable.

COST 10

SHROUD



COST 15

DODGE

encounter.



When targeted by combat check, may perform a Dodge incidental to suffer a number of strain no greater than ranks of Dodge, then upgrade the difficulty of the check by that number.

COST 15

SLEIGHT OF MIND



Add to all Stealth checks unless the opposition is immune to Force powers.

COST 15

GRIT



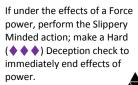
Gain +1 strain threshold.

COST 15

SLIPPERY MINDED

the remainder of the

encounter.



CODEBREAKER



Remove per rank in Codebreaker from checks to break codes or decrypt communications. Decrease difficulty of checks to break codes or decrypt communications by 1.

COST 20

NOW YOU SEE ME



You See Me action. Make a Hard (♦ ♦ ♦) Deception check to make a number of NPCs equal to Cunning within medium range forget about

Once per session, take Now

COST 20

DODGE



When targeted by combat check, may perform a Dodge incidental to suffer a number of strain no greater than ranks of Dodge, then upgrade the difficulty of the check by that number.

COST 20

FORCE RATING



Gain +1 Force Rating.

COST 25

ANATOMY LESSONS



After making a successful attack, may spend 1 Destiny Point to add damage equal to Intellect to one hit.

COST 25

MASTER OF SHADOWS

character.



Once per round, suffer 2 strain to decrease difficulty of next Stealth or Skulduggery check by 1.

COST 25

DEDICATION



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

COST 25

SIGNATURE ABILITY