# **GUARDIAN**

# **ARMORER**



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

Force Sensitive only





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

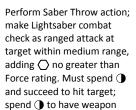
## **INVENTOR**



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

COST 5

## SABER THROW



COST 10

# ARMOR MASTER

When wearing armor, increase total soak value by

COST 10

#### GRIT

Gain +1 strain threshold.

COST 10

# **GEARHEAD**

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

COST 10

return to hand.



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

Inventor.

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

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 \( \bigcirc \( \) to grant one weapon or piece of armor the Cortosis quality while \rightarrow \rightarrow remains committed. Suffer 3 strain every round  $\bigcirc\bigcirc$  remains committed.

COST 25

SIGNATURE ABILITY

## **DEDICATION**

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

COST 25