

Bonus Career Skills: Coordination, Lightsaber, Stealth, Vigilance

TOUGHENED



Gain +2 wound threshold.

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**CONDITIONED**Remove  per rank of Conditioned from Athletics and Coordination checks. Reduce the damage and strain suffered from falling by 1 per rank of Conditioned.**COST 5****UNCANNY REACTIONS**Add  per rank of Uncanny Reactions to all Vigilance checks.**COST 10****GRIT**




Gain +1 strain threshold.

COST 10**REFLECT**


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

COST 10**UNCANNY REACTIONS**Add  per rank of Uncanny Reactions to all Vigilance checks.**COST 10****SLEIGHT OF MIND**Add  to all Stealth checks unless the opposition is immune to Force powers.**COST 15****IMPROVED SABER THROW**When performing the Saber Throw action, may increase the range to long range. When attacking a target at long range, spend   to have weapon return to hand.**COST 15****SABER THROW**Perform Saber Throw action; make Lightsaber combat check as ranged attack at target within medium range, adding  no greater than Force rating. Must spend  and succeed to hit target; spend  to have weapon return to hand.**COST 15****IMPOSSIBLE FALL**Once per session, perform Impossible Fall incidental when falling, make Force power check and spend  to decrease fall by one range band and land somewhere safe, Spend  to decrease distance by one additional range band.**COST 15****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**FEAR THE SHADOWS**Perform the Fear the Shadows action; make a Hard (  ) Deception check to force a single minion group or rival to flee the encounter.**COST 20****CONSTANT VIGILANCE**

May always use Vigilance when making checks to determine initiative.

COST 20**SLEIGHT OF MIND**Add  to all Stealth checks unless the opposition is immune to Force powers.**COST 20****FORCE RATING**

Gain +1 Force Rating.

25**IMPROVED REFLECT**When reflecting a hit that generated  or  , may hit one target in medium range with the same damage as the initial hit, after original attack resolves.**COST 25****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 25**DEDICATION**

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

COST 25*SIGNATURE ABILITY*