

SEEKER

## PATHFINDER

PASSIVE

ACTIVE

RANKED



Force Sensitive only

Pathfinder Bonus Career Skills: Medicine, Ranged (Light), Resilience, Survival

## GRIT

Gain +1 strain threshold.

COST 5

## KEEN EYED

Remove ■ per rank of Keen Eyed from Perception and Vigilance checks. Decrease time to search a specific area by half.

COST 5

## FORAGER

Remove up to ■■ from skill checks to find food, water, or shelter. Survival checks to forage take half the time.

COST 5

## SWIFT

Do not suffer the usual penalties for moving through difficult terrain.

COST 5

## KEEN EYED

Remove ■ per rank of Keen Eyed from Perception and Vigilance checks. Decrease time to search a specific area by half.

COST 10

## OUTDOORSMAN

Remove ■ per rank of Outdoorsman from checks to move through terrain or manage environmental effects. Decrease overland travel time by half.

COST 10

## TOUGHENED

Gain +2 wound threshold.

COST 10

## OUTDOORSMAN

Remove ■ per rank of Outdoorsman from checks to move through terrain or manage environmental effects. Decrease overland travel time by half.

COST 10

## ANIMAL EMPATHY

When making checks to handle or tame animals, add ◻ no greater than Force rating to the check. Spend ● to add ☆ or ☹ to the check.

COST 15

## ANIMAL BOND

Develop long-term bond with single animal of silhouette no greater than half Force rating rounded down.

COST 15

## GRIT

Gain +1 strain threshold.

COST 15

## SLEIGHT OF MIND

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

COST 15

## MENTAL BOND

May perform the Mental Bond action. Commit ◻. While committed, may communicate with bonded animal at long range and see and hear through its senses.

COST 20

## FORCE RATING

Gain +1 Force Rating.

COST 20

## QUICK MOVEMENT

Suffer 2 strain to perform the Quick Movement incidental; add ◻ no greater than Force rating to next check. May spend ●● to perform one additional Move maneuver after action.

COST 20

## TOUGHENED

Gain +2 wound threshold.

COST 20

## SHARE PAIN

May perform the Share Pain incidental when bonded animal suffers wounds. Reduce wounds suffered to half, then character suffers wounds equal to number reduced.

COST 25

## ENDURING

Gain +1 soak value.

COST 25

## NATURAL OUTDOORSMAN

Once per session, reroll any 1 Resilience or Survival check.

COST 25

## DEDICATION

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

COST 25

SIGNATURE ABILITY