



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

**SLEIGHT OF MIND**

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

**COST 5****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**

Spend 1 Destiny Point to ignore effects of Critical Injuries on Intellect or Cunning checks until end of encounter.

**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**

The character may spend 1 Destiny Point to make himself undetectable via Force powers and make his own powers go unnoticed for the remainder of the encounter.

**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 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**

If under the effects of a Force power, perform the Slippery Minded action; make a Hard (◆◆◆) Deception check to immediately end effects of power.

**COST 20****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**

Once per session, take Now You See Me action. Make a Hard (◆◆◆) Deception check to make a number of NPCs equal to Cunning within medium range forget about character.

**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**

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 6.

**COST 25***SIGNATURE ABILITY*