

Bonus Career Skills: Discipline, Knowledge (Xenology), Stealth, Survival

Force Sensitive only

FORAGER

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

COST 5

SOOTHING TONE

Once per encounter, when riding a beast, take a Soothing Tone action; make an Average (◆◆) Knowledge (Xenology) check to allow a beast to recover strain (or wounds if it has no strain threshold) equal to ☆.

COST 5

GRIT

Gain +1 strain threshold.

COST 5

ONE WITH NATURE

When in the wilderness, the character may make a Simple (-) Survival check (instead of Discipline or Cool) to recover strain at the end of an encounter.

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 10

GRIT

Gain +1 strain threshold.

COST 10

MENACE

Character guides bonded animal to perform Menace Maneuver: Enemy within short range of the bonded animal adds ■ to next Combat checks made against the character.

COST 10

ANIMAL BOND

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

COST 10

ENDURING

Gain +1 soak value.

COST 15

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 15

SURVIVAL OF THE FITTEST

Once per session, when making a single check, the character may treat his Force rating as being equal to ranks in Survival.

COST 15

GRIT

Gain +1 strain threshold.

COST 15

FORCE RATING

Gain +1 Force Rating.

COST 20

IMPROVED ANIMAL BOND

When spending a maneuver to direct a bonded animal, the character may suffer 1 strain to add ■ to the animal's next check.

COST 20

HARASS

Whenever the character's bonded animal makes a successful combat check against a target, it may forgo inflicting damage to upgrade the difficulty of the target's next check once instead.

COST 20

FORCE CONNECTION

When the character performs a Survival or Knowledge (Xenology) skill check, he may roll ☐ no greater than his Force rating. The character may spend ● to add ☆ or ☪ (character's choice) to the result.

COST 20

GRIT

Gain +1 strain threshold.

COST 25

NATURAL OUTDOORSMAN

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

COST 25

FORCE RATING

Gain +1 Force Rating.

COST 25

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 25

SIGNATURE ABILITY