

Sage Bonus Career Skills: Astrogration, Charm, Cool, Knowledge (Lore)

Force Sensitive only

GRIT

Gain +1 strain threshold.

COST 5

KILL WITH KINDNESS

Remove ■ per rank of Kill with Kindness from all Charm and Leadership checks.

COST 5

RESEARCHER

Removes ■ per rank of Researcher from all Knowledge checks. Researching a subject takes half the time.

COST 5

GRIT

Gain +1 strain threshold.

COST 5

SMOOTH TALKER

When first acquired, choose 1 skill; Charm, Coercion, Deception, or Negotiation. When making checks with that skill, spend ☉ to gain additional ☆ equal to ranks in Smooth Talker.

COST 10

RESEARCHER

Removes ■ per rank of Researcher from all Knowledge checks. Researching a subject takes half the time.

COST 10

CONFIDENCE

May decrease difficulty of Discipline checks to avoid fear by 1 per rank of Confidence.

COST 10

KNOWLEDGE SPECIALIZATION

When acquired, choose 1 Knowledge skill. When making that skill check, may spend ☉ result to gain additional successes equal to ranks in Knowledge Specialization.

COST 10

VALUABLE FACTS

Once per encounter perform a Valuable Facts action: make an Average (◆◆) Knowledge check. If successful, add ☉ to one ally's skill check during the encounter.

COST 15

SMOOTH TALKER

When first acquired, choose 1 skill; Charm, Coercion, Deception, or Negotiation. When making checks with that skill, spend ☉ to gain additional ☆ equal to ranks in Smooth Talker.

COST 15

KNOWLEDGE SPECIALIZATION

When acquired, choose 1 Knowledge skill. When making that skill check, may spend ☉ result to gain additional successes equal to ranks in Knowledge Specialization.

COST 15

ONE WITH THE UNIVERSE

Once per session, meditate, then perform One with the Universe action: make Average (◆◆) Astrogration check. If successful, add ○ to all Force power checks in next encounter. If successful with ☉, add ● instead.

COST 15

FORCE RATING

Gain +1 Force Rating.

COST 20

GRIT

Gain +1 strain threshold.

COST 20

PREEMPTIVE AVOIDANCE

May spend 1 Destiny Point to disengage from engaged enemy as an out-of-turn incidental.

COST 20

KNOWLEDGE SPECIALIZATION

When acquired, choose 1 Knowledge skill. When making that skill check, may spend ☉ result to gain additional successes equal to ranks in Knowledge Specialization.

COST 20

BALANCE

When the character heals strain at the end of the encounter, he may add ○ Force Rating. He regains additional strain equal to ● generated.

COST 25

THE FORCE IS MY ALLIY

Once per session, may suffer 2 strain to perform Force power action as maneuver.

COST 25

NATURAL NEGOTIATOR

Once per session, may re-roll any 1 Cool or Negotiation check.

COST 25

FORCE RATING

Gain +1 Force Rating.

COST 25

SIGNATURE ABILITY