



Peacekeeper Bonus Career Skills: Discipline, Leadership, Perception, Piloting (Planetary)

## COMMAND

Add ■ per rank of Command when making Leadership checks. Affected targets add ■ to Discipline checks for next 24 hours.

**COST 5**

## CONFIDENCE

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

**COST 5**

## SECOND WIND

Once per encounter, may use Second Wind incidental to heal strain equal to ranks in Second Wind.

**COST 5**

## COMMANDING PRESENCE

Remove ■ per rank of Commanding Presence from Leadership and Cool checks.

**COST 5**

## COMMANDING PRESENCE

Remove ■ per rank of Commanding Presence from Leadership and Cool checks.

**COST 10**

## TOUGHENED

Gain +2 wound threshold.

**COST 10**

## SECOND WIND

Once per encounter, may use Second Wind incidental to heal strain equal to ranks in Second Wind.

**COST 10**

## CONFIDENCE

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

**COST 10**

## TOUGHENED

Gain +2 wound threshold.

**COST 15**

## ENHANCED LEADER

When making a Leadership check, add ○ no greater than Force rating, spend ● to add ★ or ⚡ to the result.

**COST 15**

## COMMAND

Add ■ per rank of Command when making Leadership checks. Affected targets add ■ to Discipline checks for next 24 hours.

**COST 15**

## FIELD COMMANDER

Take the Field Commander action; make an Average (◆◆) Leadership check. A number of allies equal to Presence may immediately suffer 1 stain to perform 1 free maneuver.

**COST 15**

## STEELY NERVES

Spend 1 Destiny Point to ignore effects of Critical Injuries on Willpower or Presence checks until the end of the encounter.

**COST 20**

## SECOND WIND

Once per encounter, may use Second Wind incidental to heal strain equal to ranks in Second Wind.

**COST 20**

## TOUGHENED

Gain +2 wound threshold.

**COST 20**

## IMPROVED FIELD COMMANDER

Field Commander action affects allies equal to double Presence, and may spend ⚡ to allow allies to suffer 1 strain and perform 1 free action instead.

**COST 20**

## UNITY ASSAULT

If a missed combat check generates ⚡ or ⚡⚡⚡, may spend to perform Force power targeting allies as a maneuver.

**COST 25**

## DEDICATION

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

**COST 25**

## FORCE RATING

Gain +1 Force Rating.

**COST 25**

## NATURAL LEADER

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

**COST 25**

*SIGNATURE ABILITY*