

Healer Bonus Career Skills: Discipline, Knowledge (Education), Knowledge (Xenology), Medicine

Force Sensitive only

SURGEON

When making a Medicine check to help a character heal wounds, the target heals 1 additional wound per rank of Surgeon.

COST 5

HEALING TRANCE

Commit For every full encounter (or 12 hours) remains committed, heal 1 wound per rank of Healing Trance.

COST 5

RAPID RECOVERY

When healing strain after an encounter, heal 1 additional strain per rank of Rapid Recovery.

COST 5

PHYSICIAN

When making a Medicine check to help a character heal wounds, the target heals 1 additional strain per rank of Physician.

COST 5

PHYSICIAN

When making a Medicine check to help a character heal wounds, the target heals 1 additional strain per rank of Physician.

COST 10

PHYSICIAN

When making a Medicine check to help a character heal wounds, the target heals 1 additional strain per rank of Physician.

COST 10

GRIT

Gain +1 strain threshold.

COST 10

HEALING TRANCE

Commit For every full encounter (or 12 hours) remains committed, heal 1 wound per rank of Healing Trance.

COST 10

HEALING TRANCE

Commit For every full encounter (or 12 hours) remains committed, heal 1 wound per rank of Healing Trance.

COST 15

GRIT

Gain +1 strain threshold.

COST 15

KNOWLEDGEABLE HEALING

When healing an ally, spend 1 Destiny Point to heal additional wounds equal to ranks in Knowledge (Xenology).

COST 15

RAPID RECOVERY

When healing strain after an encounter, heal 1 additional strain per rank of Rapid Recovery.

COST 15

SURGEON

When making a Medicine check to help a character heal wounds, the target heals 1 additional wound per rank of Surgeon.

COST 20

IMPROVED HEALING TRANCE

When healing wounds due to Healing Trance, make a Resilience check to heal a Critical Injury. Difficulty of the check equals severity of the Critical Injury.

COST 20

CALMING AURA

When an opponent targets character with a Force power, reduce generated by 1.

COST 20

TOUGHENED

Gain +2 wound threshold.

COST 20

DEDICATION

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

COST 25

NATURAL DOCTOR

Once per session, may re-roll any 1 Medicine check.

COST 25

FORCE RATING

Gain +1 Force Rating.

COST 25

IMPROVED CALMING AURA

Spend a maneuver and suffer 2 strain to extend Calming Aura's effects to allies equal to Willpower at short range until star of next turn.

COST 25

SIGNATURE ABILITY