# **CONSULAR**

# NIMAN DISCIPLE



Niman Disciple Bonus Career Skills: Discipline, Leadership, Lightsaber, Negotiation

Force Sensitive only





When hit by a melee attack, suffer 3 strain to reduce damage by 2 plus ranks in Parry.

COST 5

# **NOBODY'S FOOL**



May upgrade difficulty of incoming Charm, Coercion, or Deception checks once per rank of Nobody's Fool.

COST 5

#### REFLECT



When hit by a ranged attack, suffer 3 strain to reduce damage by 2 plus ranks in Reflect.

COST 5

#### **GRIT**



Gain +1 strain threshold.

COST 5

#### **DEFENSIVE TRAINING**



When wielding a Lightsaber, Melee, or Brawl weapon, the weapon gains the Defensive quality with a rating equal to ranks in Defensive Training.

COST 10

## NIMAN TECHNIQUE

When making a Lightsaber skill check, the character may use Willpower instead of Brawn.

COST 10

## **TOUGHENED**



Gain +2 wound threshold.

COST 10

#### **PARRY**



When hit by a melee attack, suffer 3 strain to reduce damage by 2 plus ranks in Parry.

COST 10

#### PARRY



When hit by a melee attack, suffer 3 strain to reduce damage by 2 plus ranks in Parry.

COST 15

#### SENSE EMOTIONS

Add to all Charm, Coercion, and Deception checks unless the target is immune to Force powers.

#### REFLECT



When hit by a ranged attack, suffer 3 strain to reduce damage by 2 plus ranks in Reflect.

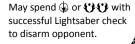
# **DEFENSIVE TRAINING**



When wielding a Lightsaber, Melee, or Brawl weapon, the weapon gains the Defensive quality with a rating equal to ranks in Defensive Training.

COST 15

#### **SUM DJEM**



COST 20

#### REFLECT



When hit by a ranged attack, suffer 3 strain to reduce damage by 2 plus ranks in Reflect.

COST 20

#### **DRAW CLOSER**

Perform Draw Closer action; make a Lightsaber (Willpower) combat check against one silhouette 1 target within medium range, adding O no greater than Force rating to check. Spend ① to move target one range band closer or to add ☆ to check.

#### CENTER OF BEING



Take a Center of Being maneuver. Until the beginning of next turn, attacks against the character increase their critical rating by 1 per rank of Center of Being.

COST 20

# **DEDICATION**



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

COST 25

# **FORCE ASSAULT**

Spend  $\oplus$  or  $oldsymbol{arphi}oldsymbol{arphi}oldsymbol{arphi}$  on a missed Lightsaber (Willpower) combat check to immediately perform Move Force power action as

COST 25

maneuver.

## **FORCE RATING**



Gain +1 Force Rating. COST 25

Suffer 1 strain to perform Center of Being maneuver as an incidental.

**IMPROVED CENTER OF** 

COST 25

SIGNATURE ABILITY