

# UNIVERSAL: Mandalorian Forgemaster

Mandalorian Forgemaster Bonus Career Skills: Lore, Mechanics, Melee, Resilience

■ ACTIVE  
■ PASSIVE

**GEARHEAD**

Remove ■ per rank of Gearhead from Mechanics checks. Halve the credit cost to add mods to attachments.

Cost: 5

**RESOLVE**

When a character involuntarily suffers strain, he suffers 1 less strain per rank of Resolve to a minimum of 1.

Cost: 5

**GRIT**

Gain +1 strain threshold

Cost: 5

**TOUGHENED**

Gain +2 wound threshold.

Cost: 5

**WASTE NOT, WANT NOT**

When making a check to work with beskar, the character can retain 10% of the materials used per rank in this talent.

Cost: 10

**ARMOR MASTER**

When wearing armor, increase total soak value by 1.

Cost: 10

**FERAL STRENGTH**

Add 1 damage per rank of Feral Strength to one hit of successful attacks made using Brawl or Melee skills.

Cost: 10

**DEFENSIVE STANCE**

Once per round, may perform Defensive Stance maneuver and suffer a number of strain to upgrade difficulty of all incoming melee attacks by an equal number. Strain suffered this way cannot exceed ranks in Defensive Stance.

Cost: 10

**WASTE NOT, WANT NOT**

When making a check to work with beskar, the character can retain 10% of the materials used per rank in this talent.

Cost: 15

**GEARHEAD**

Remove ■ per rank of Gearhead from Mechanics checks. Halve the credit cost to add mods to attachments.

Cost: 15

**TOUGHENED**

Gain +2 wound threshold.

Cost: 15

**KNOCKDOWN**

After hitting with a melee attack, may spend ⚔ to knock the target prone.

Cost: 15

**ARMOR MASTER (IMPROVED)**

When wearing armor with a soak value of 2 or higher, increase defense by 1.

Cost: 20

**INVENTOR**

When constructing new items or modifying existing attachments, add ■ or remove ■ per rank of Inventor.

Cost: 20

**GRIT**

Gain +1 strain threshold

Cost: 20

**DEFENSIVE STANCE**

Once per round, may perform Defensive Stance maneuver and suffer a number of strain to upgrade difficulty of all incoming melee attacks by an equal number. Strain suffered this way cannot exceed ranks in Defensive Stance.

Cost: 20

**BESKAR'GAM MASTER SMITH**

When making a check to work with beskar, the character may flip a Destiny Point to add Successes equal to their ranks in Knowledge (Lore).

Cost: 25

**MASTER ARTISAN**

Once per round, may take the Master Artisan Incidental; suffer 2 strain to decrease the difficulty of next Mechanics check by 1, to a minimum of Easy (♠).

Cost: 25

**DEDICATION**

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

Cost: 25

**GORAN A'DEN**

Once per session flip a Destiny Point. Once per round for the remainder of the encounter, after completing a successful Melee check against an engaged target (but before calculating damage), the character may perform the Goran A'den Incidental. The character suffers Strain no greater than their Brawn rating to add damage equal to Strain suffered to one hit of the attack.

Cost: 25