

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. For the remainder of the encounter, the character may perform the Goran A'den Incidental once per round after completing a successful Melee check against an engaged target (but before calculating damage). 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