

UNIVERSAL: Mandalorian Survivor

Mandalorian Survivor Bonus Career Skills: Mechanics, Negotiation, Ranged - Heavy, Survival

ACTIVE

PASSIVE

THIS IS THE WAY

The character may add \square to Charm, Leadership, and Negotiation checks targeting like-minded Mandalorian's, or Mandalorian's of their clan or covert. However, at the GM's discretion, this bonus can be lost if the character does not abide by the rules or values of the group.

Cost: 5

OUTDOORSMAN

The character removes \square per rank of Outdoorsman from his checks to move through terrain or to manage terrain or environmental effects. Decrease overland travel times by 50% (this does not decrease with additional ranks of Outdoorsman).

Cost: 5

FORAGER

The character removes up to \square from his skill checks to find food, water, or shelter. Survival checks to forage take half the time.

Cost: 5

TOUGHENED

The character increases his wound threshold by two per rank of Toughened.

Cost: 5

NOBODY'S FOOL

The difficulty of any Charm, Coercion, and Deception checks attempted against the character is upgraded once for each rank of Nobody's Fool.

Cost: 10

ARMOR MASTER

When wearing armor, the character increases his total soak value by one.

Cost: 10

GRIT

Each rank of Grit increases a character's strain threshold by one.

Cost: 10

DODGE

When targeted by a combat check (ranged or melee) the character may choose to immediately perform a Dodge incidental to suffer a number of strain, then upgrade the difficulty of the combat check by that number. The number of strain suffered cannot exceed his ranks in Dodge.

Cost: 10

PUSHY TALKER

While wearing armor, user may make Negotiation checks with Willpower instead of Presence.

Cost: 15

TOUGHENED

The character increases his wound threshold by two per rank of Toughened.

Cost: 15

SWIFT

The character does not suffer the penalties for moving through difficult terrain (he moves through it at normal speed, without spending additional maneuvers).

Cost: 15

OUTDOORSMAN

The character removes \square per rank of Outdoorsman from his checks to move through terrain or to manage terrain or environmental effects. Decrease overland travel times by 50% (this does not decrease with additional ranks of Outdoorsman).

Cost: 15

JURY RIGGED

The character chooses one personal weapon or piece of armor per rank of Jury Rigged. He may increase the damage of the weapon by one, decrease the \square cost on its Critical Hit or any single other effect by one, or increase armor's ranged or melee defense by one.

Alternatively, he can decrease the encumbrance of the item by two, to a minimum of one. The bonus only applies so long as the character is using the item. If the item is ever lost or destroyed, the character may apply Jury Rigged to a new personal weapon or piece of armor.

Cost: 20

INTIMIDATING

When attempting a Coercion check, the character may suffer a number of strain to downgrade the difficulty of the check a number of times equal to the strain suffered. This number cannot exceed his ranks in Intimidating. When the character is the target of a Coercion check, the character may suffer a number of strain to upgrade the difficulty of the check a number of times equal to the strain suffered. This number cannot exceed his ranks in Intimidating.

Cost: 20

POINT BLANK

Add one damage per rank of Point Blank to successful Ranged (Heavy) or Ranged (Light) checks made while at short range or engaged.

Cost: 20

DODGE

When targeted by a combat check (ranged or melee) the character may choose to immediately perform a Dodge incidental to suffer a number of strain, then upgrade the difficulty of the combat check by that number. The number of strain suffered cannot exceed his ranks in Dodge.

Cost: 20

BESKAR HELD UP

Once per round after the character suffers a Critical Injury but before the result is rolled, they may suffer strain up to their Soak+Defense to reduce the roll by a number equal to the amount of strain suffered, multiplied by ten.

Cost: 25

ARMOR MASTER (IMPROVED)

When wearing armor with a soak value of two or higher, the character increases his defense by one.

Cost: 25

DEDICATION

Each rank permanently increases a single characteristic of the player's choice by one point. This cannot bring a characteristic above six.

Cost: 25

I LIKE THOSE ODDS

Once per session during a combat encounter, as a maneuver the character may make a **Hard Survival or Discipline check**. For the next number of rounds equal to the ranking of the respective characteristic used, each \square generated will add an automatic \square to all skill checks made against an enemy.

Cost: 25