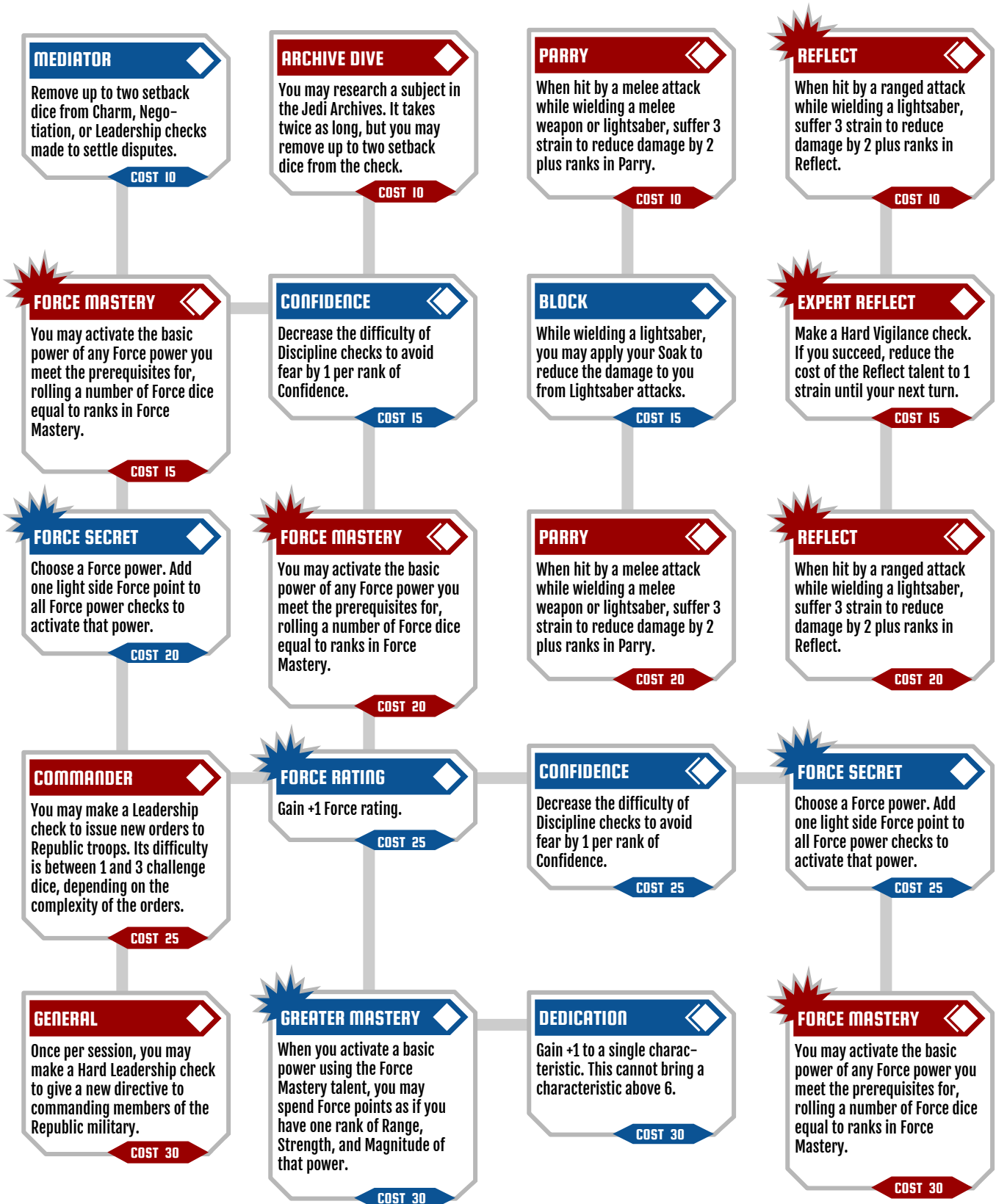


# UNIVERSAL JEDI KNIGHT

*Prerequisites:* Member of the Jedi Order, Force Rating 2+

*Bonus Career Skills:* Discipline, Lightsaber, Negotiation, Vigilance



**Mediator:** The reputation of the Jedi Knights precedes you, and many beings in the galaxy will readily accept your advice. When settling disputes between other beings, you may remove up to 2 setback dice from your check.

**Archive Dive:** You have the wealth of the Republic's knowledge available to you through the Jedi Archives, and you know how to navigate them. You may downgrade the difficulty of any Knowledge check. You must have access to the Archives, and spend a day researching.

**Force Mastery:** You have trained in a broad range of Force powers, and may activate them as if you have purchased the Basic ability of that power. You may roll a number of Force dice up to the number of ranks in Force Mastery you have, but not more than your current Force Rating. You may activate any power in the Force and Destiny Core Rulebook, and at the GM's discretion there may be other Force powers available.

**Greater Mastery:** When you activate a power using the Force Mastery talent, you may spend additional Force points as if you have one rank in Range, Magnitude, and Strength upgrades for that power.

**Force Secret:** When you select this talent, choose a Force power. Whenever you roll a check to activate that power, add one Light Side Force point to your result. Each time you select this talent, you may select an additional Force power.

**Commander:** The Republic military forces are accustomed to taking orders from the Jedi. You may make a Leadership check to issue new orders to Republic soldiers in the field. The difficulty ranges from Easy for orders that go along with their current task, to Hard for orders that are in contradiction with it.

**General:** Some Jedi are renowned in the field of battle, and their opinions can sway the Republic's military leaders. Once per session, you may make a Hard Leadership check to give a new directive to a member of Republic command.

**Block:** Jedi have trained in lightsaber combat, and can effectively counter attacks from other lightsabers. As long as you are wielding a lightsaber, you may apply your Soak to reduce the damage you take from lightsaber weapons.

**Expert Reflect:** By preparing yourself for battle, you can use a lightsaber to protect yourself against a hail of blaster bolts. As an action, make a Hard vigilance check. If successful, reduce the cost of activating the Reflect talent to 1 strain until your next turn.