### **SENTINEL**

# SHIEN EXPERT



Shien Expert Bonus Career Skills: Athletics, Lightsaber, Resilience, Skulduggery

Force Sensitive only





Once per round, may perform Side Step maneuver and suffer a number of strain to upgrade difficulty of all incoming ranged attacks by an equal number for the next round. Strain suffered this way cannot exceed ranks in Side Step.

# CONDITIONED



Remove per rank of Conditioned from Athletics and Coordination checks. Reduce the damage and strain suffered from falling by 1 per rank of Conditioned.

COST 5

### STREET SMARTS



Remove per rank of Street Smarts from Streetwise or Knowledge (Underworld) checks.

#### COST 5

### REFLECT



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

#### COST 5

COST 5

## TOUGHENED



Gain +2 wound threshold.

COST 10

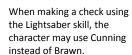
#### PARRY



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

#### COST 10





#### COST 10

#### REFLECT



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

#### COST 10

### PARRY



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

#### COST 15

### COUNTERSTRIKE

When an attack misses the character and generates 🗑 or ۞ ۞, may upgrade next Lightsaber (Cunning) check against attacker during encounter once.

#### COST 15

### GRIT



Gain +1 strain threshold.

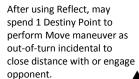
COST 15

### **IMPROVED REFLECT**



may hit one target in medium range with the same damage as the initial hit, after original attack resolves

#### **DJEM SO DEFLECTION**



### 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

### SABER THROW



Perform Saber Throw action; make Lightsaber combat check as ranged attack at target within medium range, adding  $\bigcirc$  no greater than Force rating. Must spend ① and succeed to hit target; spend () to have weapon

### COST 20





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

#### COST 20

### **FALLING AVALANCHE**



Suffer 2 strain to add damage equal to Brawn to next Lightsaber combat check made that turn.

#### COST 25



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

### COST 25

### **DISRUPTIVE STRIKE**

return to hand.



Perform Disruptive Strike action; make a Lightsaber (Cunning) combat check, adding  $\bigcirc$  no greater than Force rating. Spend ① to add ▼ to the next combat check

# the target makes.



# **SUPREME REFLECT**

If the user did not make a combat check during previous turn, may suffer 1 strain to use Reflect.

#### COST 25

COST 25

SIGNATURE ABILITY