

SEEKER

ATARU STRIKER

PASSIVE

ACTIVE

RANKED



Force Sensitive only

Ataru Striker Bonus Career Skills: Athletics, Coordination, Lightsaber, Perception

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

DODGE

When targeted by combat check, may perform a Dodge incidental to suffer a number of strain no greater than ranks of Dodge, then upgrade the difficulty of the check by that number.

COST 10

QUICK STRIKE

Add ■ per rank of Quick Strike to combat checks against targets that have not acted yet this encounter.

COST 15

DODGE

When targeted by combat check, may perform a Dodge incidental to suffer a number of strain no greater than ranks of Dodge, then upgrade the difficulty of the check by that number.

COST 20

PARRY

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

COST 25

PARRY

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

COST 5

REFLECT

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

COST 10

REFLECT

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

COST 15

HAWK BAT SWOOP

Take the Hawk Bat Swoop action. Perform a Lightsaber (Agility) combat check against the target within short range, adding ○ no greater than Force rating. Spend ● to engage target and spend ● to add ○ to check.

COST 20

DEDICATION

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

COST 25

JUMP UP

Once per round, may stand from seated or prone as an incidental.

COST 5

ATARU TECHNIQUE

When making a check using the Lightsaber skill, the character may use Agility instead of Brawn.

COST 10

PARRY

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

COST 15

SABER SWARM

Perform the Saber Swarm maneuver, suffer 1 strain to make next Lightsaber (Agility) combat check this turn gain the Linked item quality equal to Force rating during turn.

COST 20

SABER THROW

Perform Saber Throw action; make Lightsaber combat check as ranged attack at target within medium range, adding ○ no greater than Force rating. Must spend ● and succeed to hit target; spend ● to have weapon return to hand.

COST 25

QUICK DRAW

Once per round, draw or holster a weapon or accessible item as an incidental.

COST 5

QUICK STRIKE

Add ■ per rank of Quick Strike to combat checks against targets that have not acted yet this encounter.

COST 10

IMPROVED PARRY

When parrying a hit that generated ○ or ○○○, may hit attacker once with Lightsaber, Brawl, or Melee weapon (dealing base damage) after original attack resolves.

COST 15

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 20

BALANCE

When the character heals strain at the end of the encounter, he may add ○ Force Rating. He regains additional strain equal to ● generated.

COST 25

SIGNATURE ABILITY