



Soresu Defender Bonus Career Skills: Discipline, Knowledge (Lore), Lightsaber, Vigilance

PARRY

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

COST 5**PARRY**

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

COST 5**TOUGHENED**

Gain +2 wound threshold.

COST 5**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 5**SORESU TECHNIQUE**

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

COST 10**REFLECT**

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

COST 10**GRIT**

Gain +1 strain threshold.

COST 10**GRIT**

Gain +1 strain threshold.

COST 10**CONFIDENCE**

May decrease difficulty of Discipline checks to avoid fear by 1 per rank of Confidence.

COST 15**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**DEFENSIVE CIRCLE**

May take the Defensive Circle action; make a Hard (♦♦♦) Lightsaber (Intellect) check. The character, plus one ally within short range per ☆, gains 1 defense plus 1 defense per ☹☹.

COST 15**PARRY**

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

COST 15**PARRY**

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

COST 20**REFLECT**

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

COST 20**REFLECT**

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

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**SUPREME PARRY**

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

COST 25**DEDICATION**

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

COST 25**IMPROVED REFLECT**

When reflecting a hit that generated ☹ or ☹☹☹, may hit one target in medium range with the same damage as the initial hit, after original attack resolves.

COST 25**STRATEGIC FORM**

May take the Strategic Form action; make a Hard (♦♦♦♦) Lightsaber (Intellect) check, rolling ☹ no greater than Force rating, if successful, 1 target within short range may only attack character for 1 round. Spend ☹ to extend effects for 1 target for 1

COST 25*SIGNATURE ABILITY*