

MYSTIC

MAKASHI DUELIST

PASSIVE

ACTIVE

RANKED



Force Sensitive only

Makashi Duelist Bonus Career Skills: Charm, Cool, Coordination, Lightsaber

GRIT

Gain +1 strain threshold.

COST 5

RESIST DISARM

Suffer 2 strain to avoid being disarmed or having weapon damaged or destroyed.

COST 5

GRIT

Gain +1 strain threshold.

COST 5

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 10

MAKASHI TECHNIQUE

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

COST 10

DUELIST'S TRAINING

Add 1 to Melee and Lightsaber checks when engaged with only one opponent.

COST 10

FEINT

Spend 1 or 3 generated on a missed melee attack to upgrade difficulty of opponent's next attack targeting character by ranks in Feint.

COST 10

PARRY

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

COST 15

FEINT

Spend 1 or 3 generated on a missed melee attack to upgrade difficulty of opponent's next attack targeting character by ranks in Feint.

COST 15

PARRY

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

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PARRY

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

COST 15

INTENSE PRESENCE

Spend 1 Destiny Point to recover strain equal to Presence rating.

COST 20

IMPROVED PARRY

When parrying a hit that generated 1 or 3, may hit attacker once with Lightsaber, Brawl, or Melee weapon (dealing base damage) after original attack resolves.

COST 20

GRIT

Gain +1 strain threshold.

COST 20

DEFENSIVE TRAINING

When wielding a Lightsaber, Melee, or Brawl weapon, the weapon gains the Defensive quality with a rating equal to ranks in Defensive Training.

COST 20

DEDICATION

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

COST 25

SUM DJEM

May spend 1 or 3 with successful Lightsaber check to disarm opponent.

COST 25

MAKASHI FINISH

Take the Makashi Finish action. Perform a Lightsaber (Presence) combat check against engaged target, adding 1 no greater than Force rating. Spend 1 to add +10 to any resulting Critical Injury rolls.

COST 25

MAKASHI FLOURISH

Once per encounter, perform Makashi Flourish action. Make an Average (1) Lightsaber (Presence) check. 1 engaged opponent suffers strain equal to 1, and heal an equal amount.

COST 25

SIGNATURE ABILITY