



Shii-Cho Knight Bonus Career Skills: Athletics, Coordination, Lightsaber, Melee

PARRY

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

COST 5**SECOND WIND**

Once per encounter, may use Second Wind incidental to heal strain equal to ranks in Second Wind.

COST 5**TOUGHENED**

Gain +2 wound threshold.

COST 5**PARRY**

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

COST 5**SECOND WIND**

Once per encounter, may use Second Wind incidental to heal strain equal to ranks in Second Wind.

COST 10**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 10**MULTIPLE OPPONENTS**

Add ■ to Lightsaber, Brawl and Melee checks when engaged with multiple opponents.

COST 10**DURABLE**

May reduce any Critical Injury suffered by 10 per rank of Durable to a minimum of 1.

COST 10**QUICK DRAW**

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

COST 15**GRIT**

Gain +1 strain threshold.

COST 15**PARRY**

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

COST 15**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 15**NATURAL BLADESMAN**

Once per session, may reroll any 1 Lightsaber or Melee check.

COST 20**SARLACC SWEEP**

Increase difficulty of Lightsaber check by 1 to perform Sarlacc Sweep action. May spend ☉☉ to hit additional engaged targets.

COST 20**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 20**SUM DJEM**

May spend ☉ or ☉☉☉ with successful Lightsaber check to disarm opponent.

COST 20**CENTER OF BEING**

Take a Center of Being maneuver. Until the beginning of next turn, attacks against the character increase their critical rating by 1 per rank of Center of Being.

COST 25**DURABLE**

May reduce any Critical Injury suffered by 10 per rank of Durable to a minimum of 1.

COST 25**DEDICATION**

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

COST 25**PARRY**

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

COST 25*SIGNATURE ABILITY*