



Protector Bonus Career Skills: Athletics, Medicine, Ranged (Light), Resilience

TOUGHENED

Gain +2 wound threshold.

COST 5

BODY GUARD

Once per round, perform the Body Guard maneuver to guard an engaged character. Suffer a number of strain no greater than ranks of Body Guard, then until the beginning of the next turn upgrade the difficulty of combat checks targeting the character by that number.

COST 5

GRIT

Gain +1 strain threshold.

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 10

PHYSICIAN

When making a Medicine check to help a character heal wounds, the target heals 1 additional strain per rank of Physician.

COST 10

STIMPACK SPECIALIZATION

Stimpacks heal 1 additional wound per rank of Stimpack Specialization.

COST 10

FORCE PROTECTION

Perform the Force Protection maneuver; suffer 1 strain and commit ○ up to ranks of Force Protection. Increase soak by number of ○ committed until beginning of next turn. Suffer 1 strain for every ○ committed.

COST 10

REFLECT

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

COST 15

STIMPACK SPECIALIZATION

Stimpacks heal 1 additional wound per rank of Stimpack Specialization.

COST 15

HEIGHTENED AWARENESS

Allies within close range add ■ to Perception or Vigilance checks. Engaged allies add ■■.

COST 15

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 15

CIRCLE OF SHELTER

When an engaged ally suffers a hit, may use Parry or Reflect incidental against the hit.

COST 20

FORCE PROTECTION

Perform the Force Protection maneuver; suffer 1 strain and commit ○ up to ranks of Force Protection. Increase soak by number of ○ committed until beginning of next turn. Suffer 1 strain for every ○ committed.

COST 20

GRIT

Gain +1 strain threshold.

COST 20

BODY GUARD

Once per round, perform the Body Guard maneuver to guard an engaged character. Suffer a number of strain no greater than ranks of Body Guard, then until the beginning of the next turn upgrade the difficulty of combat checks targeting the character by that number.

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

FORCE RATING

Gain +1 Force Rating.

COST 25

DEDICATION

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

COST 25

IMPROVED BODYGUARD

Once per session, when an ally protected by the Body Guard maneuver suffers a hit, suffer the hit instead.

COST 25

SIGNATURE ABILITY