SEEKER

ATARU STRIKER



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

Force Sensitive only





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



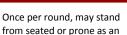


When hit by a melee attack, suffer 3 strain to reduce damage by 2 plus ranks in Parry.

COST 5

JUMP UP

incidental.



COST 5

QUICK DRAW



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

COST 5

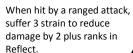




When targeted by combat check, may perform a Dodge incidental to suffer a number of strain no greater than ranks of Dodge, then upgrade the difficulty of the check by that number.

COST 10

REFLECT



COST 10

ATARU TECHNIOUE

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

OUICK STRIKE



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

COST 10

OUICK STRIKE



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

COST 15

REFLECT

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

COST 15

PARRY

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

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

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

HAWK BAT SWOOP

Take the Hawk Bat Swoop action. Perform a Lightsaber (Agility) combat check against the target within short range, adding O no greater than Force rating. Spend ① to engage target and spend ① to add 😲 to check.

COST 20

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

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

PARRY



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

COST 25

DEDICATION

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

COST 25

SABER THROW

Perform Saber Throw action; make Lightsaber combat check as ranged attack at target within medium range, adding \bigcirc no greater than Force rating. Must spend ① and succeed to hit target; spend ① to have weapon return to hand.

COST 25

SIGNATURE ABILITY

BALANCE

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

COST 25