



Shien Expert Bonus Career Skills: Athletics, Lightsaber, Resilience, Skulduggery

SIDE STEP

Once per round, may perform Side Step maneuver and suffer a number of strain to upgrade difficulty of all incoming ranged attacks by an equal number for the next round. Strain suffered this way cannot exceed ranks in Side Step.

COST 5**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 5**STREET SMARTS**

Remove ■ per rank of Street Smarts from Streetwise or Knowledge (Underworld) checks.

COST 5**REFLECT**

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

COST 5**TOUGHENED**

Gain +2 wound threshold.

COST 10**PARRY**

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

COST 10**SHIEN TECHNIQUE**

When making a check using the Lightsaber skill, the character may use Cunning 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**PARRY**

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

COST 15**COUNTERSTRIKE**

When an attack misses the character and generates ♣ or ♣♣, may upgrade next Lightsaber (Cunning) check against attacker during encounter once.

COST 15**GRIT**

Gain +1 strain threshold.

COST 15**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 15**DJEM SO DEFLECTION**

After using Reflect, may spend 1 Destiny Point to perform Move maneuver as out-of-turn incidental to close distance with or engage opponent.

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**SABER THROW**

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

COST 20**REFLECT**

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

COST 20**FALLING AVALANCHE**

Suffer 2 strain to add damage equal to Brawn to next Lightsaber combat check made that turn.

COST 25**DEDICATION**

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

COST 25**DISRUPTIVE STRIKE**

Perform Disruptive Strike action; make a Lightsaber (Cunning) combat check, adding ♣ no greater than Force rating. Spend ♣ to add ♣ to the next combat check the target makes.

COST 25**SUPREME REFLECT**

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

COST 25*SIGNATURE ABILITY*