### **GUARDIAN**

# **SORESU DEFENDER**



Soresu Defender Bonus Career Skills: Discipline, Knowledge (Lore), Lightsaber, Vigilance

Force Sensitive only





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 5

### **TOUGHENED**



Gain +2 wound threshold.

#### COST 5



### **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 5

### **SORESU TECHNIQUE**

When making a check using the Lightsaber skill, the character may use Intellect 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

### GRIT

Gain +1 strain threshold.

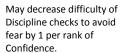
#### COST 10

### GRIT

Gain +1 strain threshold.

#### COST 10

### **CONFIDENCE**



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.

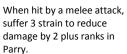
#### COST 15

### **DEFENSIVE CIRCLE**

May take the Defensive Circle action; make a Hard (♦ ♦ ♦) Lightsaber (Intellect) check. The character, plus one ally within short range per ※, gains 1 defense plus 1 defense per ﴿).

#### COST 15

#### PARRY



#### COST 15

### **PARRY**



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

#### COST 20

### REFLECT

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

#### COST 20

### REFLECT

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

### COST 20

## **>**L

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

Defensive Stance.

STRATEGIC FORM

### **SUPREME PARRY**

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

### COST 25

### **DEDICATION**

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

#### COST 25

### **IMPROVED REFLECT**

When reflecting a hit that generated  $\bigcirc$  or  $\bigcirc$   $\bigcirc$   $\bigcirc$   $\bigcirc$   $\bigcirc$   $\bigcirc$  , may hit one target in medium range with the same damage as the initial hit, after original attack resolves.

#### COST 25

May take the Strategic Form

#### COST 25

SIGNATURE ABILITY