



Starchasers Lightsaber Duelist

Sheet version 0.10.0

Level _____ Character _____

Experience

Motivators

Forms Practice: Whenever a Lightsaber Duelist spends at least 10 minutes practicing their forms, they gain 1 Motivation.

De-Escalate: Whenever a Lightsaber Duelist powers down their Lightsaber during combat, they gain 1 Motivation.

Base Abilities (Form I: Shii-Cho)

Disarming Slash [Finesse] [Attack]: A strike directed at the opponent's weapon in an attempt to rip it out of their grasp or destroy it. As an Action, the Duelist spends 1 Motivation and rolls this +2 Finesse Attack. If the strike **Critically Hits**, the opponent's weapon is knocked out of their hands (1-2 Crit) or destroyed (3+ Crit).

Sarlacc Sweep [Power] [Attack]: A wide sweeping attack in which the duelist struck against multiple enemies. As an Action the Duelist spends 2 Motivation and performs this Power Attack. This move strikes up to four adjacent enemies and gains +3 Attack Dice. The Hits are canceled by the first character in the arc (via Defense), then they take damage. If this damage is enough to KO them, then the next character in the arc takes Hits and rolls their defense, and so on.

Knowledge: Lightsaber Construction ○○○○○○

Lightsaber Special Moves

Form I: Shii-Cho

- ☐ Deflect Ranged Attack
- ☐ Redirect Ranged Attack

Form II: Makashi

- ☐ Contentious Opportunity
- ☐ Makashi Riposte

Form III: Soresu

- ☐ Circle of Shelter
- ☐ Deflecting Slash

Form IV: Ataru

- ☐ Hawk-Bat Swoop
- ☐ Saber Swarm

Form V: Shien/Djem So

- ☐ Barrier of Blades
- ☐ Falling Avalanche
- ☐ Fluid Riposte
- ☐ Shien Deflection

Form VI: Niman

- ☐ Draw Closer
- ☐ Pushing Slash

Form VII: Juyo / Vaapad

- ☐ Assured Strike
- ☐ Vornskr's Ferocity
- ☐ Swift Flank

lvl xp total

1 60

2 90

3 120

4 150

5 180

6 240

7 330

8 420

9 510

10 600

11 750

12 900

13 1050

14 1300

15 1600

16 2000

17 2500

18 3000

19 3500

20 4000

Features

- Melee Weapons Proficiency
- Knowledge: Lightsabers

- Exotic Weapons Proficiency
- Lightsaber Forms II-IV: Special Move

- Ranged Weapons Proficiency
- **Deflect Ranged Attack**

- Thrown Weapons Proficiency
- Lightsaber Forms II-IV: Special Move

- Athlete Skill Point
- Knowledge: Lightsabers

- Melee Weapons Proficiency
- Lightsaber Forms II-IV: Special Move

- Scout Skill Point
- **Redirect Ranged Attack**

- Guard Skill Point
- Lightsaber Forms II-IV: Special Move

- Melee Weapons Proficiency
- Knowledge: Lightsabers

- Investigator Skill Point
- Lightsaber Forms V-VII: Special Move

- Melee Weapons Proficiency
- Shipstation Skill Point

- Technician Skill Point
- Lightsaber Forms V-VII: Special Move

- Melee Weapons Proficiency
- Knowledge: Lightsabers

- Survivalist Skill Point
- Lightsaber Forms V-VII: Special Move

- Helm Skill Point
- Ranged Weapons Proficiency

- Commander Skill Point
- Lightsaber Forms V-VII: Special Move

- Ranged Weapons Proficiency
- Engineering Skill Point

- Lightsaber Forms V-VII: Special Move
- Scanner Skill Point

- Medical Skill Point
- Comms Skill Point

- Tempered Aggression