Reflective

A specialized quality for lightsabers only. You can only benefit from this quality if you were wielding this weapon for the entirety of your previous turn. When an attack hits you, you can choose to gain a bonus to Armor equal to twice your Reflective rank + your Melee (L or H) rank until the start of your next turn. When you do, you can only take a maximum of one action on your next turn. Until then, when a blaster attack hits you but deals no damage, you can choose to end this effect and cause the attack to deal its damage to a character you choose within Medium range.

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