Dexterity

Dexterity represents a character’s speed, skill, and precision.

Skills

• **Agility:** Leap, flip, tumble, and dodge

• **Blasters:** Operate ranged blaster weapons

• **Melee (Light):** Fight with weapons that require finesse, like blades and staves

• **Steal:** Lift, stow, and hide items

• **Throw:** Hurl items such as knives or grenades

Bonuses

If your character meets these thresholds, they get the following bonuses during combat.

Dexterity 4. You can Attack with Melee(L), Blasters, or Throw once on your turn as a Free Action.

Dexterity 6. You can Defend with Agility once on your turn as a Free Action. When you do, you can move up to one zone.

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