



Aggressor Bonus Career Skills: Coercion, Knowledge (Underworld), Ranged (Light), Streetwise

**INTIMIDATING**

May suffer a number of strain to downgrade difficulty of Coercion checks, or upgrade difficulty when targeted by Coercion checks, by an equal number. Strain suffered this way cannot exceed ranks in Intimidating.

**COST 5****PLAUSIBLE DENIABILITY**

Remove ■ per rank of Plausible Deniability from all Coercion and Deception checks.

**COST 5****GRIT**

Gain +1 strain threshold.

**COST 5****TOUGHENED**

Gain +2 wound threshold.

**COST 5****FEARSOME**

When an adversary becomes engaged with the character, the character may force the adversary to make a fear check, with the difficulty equal to the character's ranks in Fearsome.

**COST 10****INTIMIDATING**

May suffer a number of strain to downgrade difficulty of Coercion checks, or upgrade difficulty when targeted by Coercion checks, by an equal number. Strain suffered this way cannot exceed ranks in Intimidating.

**COST 10****PREY ON THE WEAK**

Add +1 damage to one hit of successful combat checks against disoriented targets per rank of Prey on the Weak.

**COST 10****SENSE ADVANTAGE**

Once per session, may add ■■ to 1 NPC's skill check.

**COST 10****FEARSOME**

When an adversary becomes engaged with the character, the character may force the adversary to make a fear check, with the difficulty equal to the character's ranks in Fearsome.

**COST 15****TERRIFY**

Take the Terrify action; make a Hard (◆◆◆) Coercion check adding ○ no greater than Force rating. Disorient one target within medium range per ☆. Spend ○○○ to extend duration and spend ○ to immobilize affected target.

**COST 15****CRIPPLING BLOW**

Increase the difficulty of next combat check by 1. If check deals damage, target suffers 1 strain whenever they move for the rest of the encounter.

**COST 15****TOUGHENED**

Gain +2 wound threshold.

**COST 15****GRIT**

Gain +1 strain threshold.

**COST 20****IMPROVED TERRIFY**

Reduce the difficulty of Terrify's check to Average (◆◆) and may spend ○ to stagger an affected target.

**COST 20****PREY ON THE WEAK**

Add +1 damage to one hit of successful combat checks against disoriented targets per rank of Prey on the Weak.

**COST 20****HEROIC FORTITUDE**

May spend 1 Destiny Point to ignore effects of Critical Injuries on Brawn or Agility checks until the end of the encounter.

**COST 20****FORCE RATING**

Gain +1 Force Rating.

**COST 25****FEARSOME**

When an adversary becomes engaged with the character, the character may force the adversary to make a fear check, with the difficulty equal to the character's ranks in Fearsome.

**COST 25****DEDICATION**

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

**COST 25****AGAINST ALL ODDS**

When incapacitated, perform Against All Odds action; making Hard (◆◆◆) Resilience check with ○ equal to Force rating. Heal wounds equal to ☆, spend ○ to add ☆.

**COST 25***SIGNATURE ABILITY*