

SEEKER

HUNTER

PASSIVE

ACTIVE

RANKED



Force Sensitive only

Hunter Bonus Career Skills: Coordination, Ranged (Heavy), Stealth, Vigilance

RAPID RECOVERY

When healing strain after an encounter, heal 1 additional strain per rank of Rapid Recovery.

COST 5

HUNTER

Add ■ per rank of Hunter to all checks when interacting with beast or animals (including combat checks). Add +10 to Critical Injury results against beasts or animals per rank of Hunter.

COST 5

EXPERT TRACKER

Remove ■ per rank of Expert Tracker to find tracks or track targets. Decrease time to track a target by half.

COST 5

TOUGHENED

Gain +2 wound threshold.

COST 5

TOUGHENED

Gain +2 wound threshold.

COST 10

EXPERT TRACKER

Remove ■ per rank of Expert Tracker to find tracks or track targets. Decrease time to track a target by half.

COST 10

HUNTER

Add ■ per rank of Hunter to all checks when interacting with beast or animals (including combat checks). Add +10 to Critical Injury results against beasts or animals per rank of Hunter.

COST 10

UNCANNY SENSES

Add ■ per rank of Uncanny Senses to all Perception checks.

COST 10

SIDE STEP

Once per round, may perform Side Step maneuver and suffer a number of strain to upgrade difficulty of all incoming ranged attacks by an equal number for the next round. Strain suffered this way cannot exceed ranks in Side Step.

COST 15

KEEN EYED

Remove ■ per rank of Keen Eyed from Perception and Vigilance checks. Decrease time to search a specific area by half.

COST 15

NATURAL HUNTER

Once per session, may re-roll any 1 Perception or Vigilance check.

COST 15

UNCANNY REACTIONS

Add ■ per rank of Uncanny Reactions to all Vigilance checks.

COST 15

RAPID RECOVERY

When healing strain after an encounter, heal 1 additional strain per rank of Rapid Recovery.

COST 20

SOFT SPOT

After making a successful attack, spend 1 Destiny Point to add damage equal to Cunning to one hit.

COST 20

SIXTH SENSE

Gain +1 ranged defense.

COST 20

RAPID RECOVERY

When healing strain after an encounter, heal 1 additional strain per rank of Rapid Recovery.

COST 20

SIDE STEP

Once per round, may perform Side Step maneuver and suffer a number of strain to upgrade difficulty of all incoming ranged attacks by an equal number for the next round. Strain suffered this way cannot exceed ranks in Side Step.

COST 25

DEDICATION

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

COST 25

INTUITIVE SHOT

When making a Ranged (Heavy) or Ranged (Light) combat check, add ○ no greater than Force rating to check. May spend ○ to add ☆ or ☹.

COST 25

FORCE RATING

Gain +1 Force Rating.

COST 25

SIGNATURE ABILITY