


Bonus Career Skills: Discipline, Melee, Perception, Ranged (Heavy)

## GRIT

Gain +1 strain threshold.

COST 5

## QUICK STRIKE

 Add  per rank of Quick Strike to combat checks against targets that have not acted yet this encounter.

COST 5

## TOUGHENED

Gain +2 wound threshold.

COST 5

## QUICK DRAW

Once per round, draw or holster a weapon or accessible item as an incidental.




COST 5

## MIND OVER MATTER

The character may spend one Destiny Point to recover strain equal to his Willpower rating.

COST 10

## HUNTER'S QUARRY

 Take Hunter's Quarry action; make a Hard (  ) Survival check to upgrade the ability of all attacks made against a target at long range until the end of the character's next turn.

COST 10

## GRIT

Gain +1 strain threshold.

COST 10

## LETHAL BLOWS

Add +10 per rank of Lethal Blows to any Critical Injury result inflicted on opponents.

COST 10

## LETHAL BLOWS

Add +10 per rank of Lethal Blows to any Critical Injury result inflicted on opponents.


COST 15

## IMPROVED HUNTER'S QUARRY

Suffer 2 strain to perform Hunter's Quarry action as a maneuver.

COST 15

## QUICK STRIKE

 Add  per rank of Quick Strike to combat checks against targets that have not acted yet this encounter.



COST 15

## PRECISE AIM

Once per round, may perform a Precise Aim maneuver. Suffer a number of strain no greater than ranks in Precise Aim, then reduce target's melee and ranged defense by that number.

COST 15

## TERRIFYING KILL

 The character may spend 1 Destiny Point to take the Terrifying Kill maneuver after incapacitating or inflicting a Critical Injury. Roll  no greater than Force rating and spend  to inflict 1 strain on each character within short range of target.





COST 20

## PRECISE AIM

Once per round, may perform a Precise Aim maneuver. Suffer a number of strain no greater than ranks in Precise Aim, then reduce target's melee and ranged defense by that number.

COST 20

## MARKED FOR DEATH

 take the Marked for Death maneuver, committing . Add   to combat checks against target while  remains committed, but cannot use this talent again until the original target is incapacitated or the session ends.

COST 20

## DEATHBLOW

After making a successful attack with a non-starship/vehicle weapon, the character may spend one Destiny Point to add damage equal to his Willpower to one hit of the successful attack.







COST 20

## LETHAL BLOWS

Add +10 per rank of Lethal Blows to any Critical Injury result inflicted on opponents.

COST 25

## ESSENTIAL KILL

 when making a non-Gunnery combat check, the character may add  no greater than Force rating to the check. the character may spend  to add , or   to add  (character's choice) to the result.

COST 25

## FORCE RATING

Gain +1 Force Rating.

COST 25

## DEDICATION

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

COST 25

SIGNATURE ABILITY