SEEKER

EXECUTIONER



only





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





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

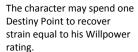
QUICK DRAW



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

COST 5

MIND OVER MATTER



COST 10

HUNTER'S OUARRY

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.

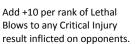
COST 10

GRIT

Gain +1 strain threshold.

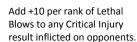
COST 10

LETHAL BLOWS



COST 10

LETHAL BLOWS



COST 15

IMPROVED HUNTER'S QUARRY

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

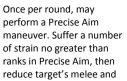
COST 15

OUICK STRIKE

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

COST 15

PRECISE AIM



COST 15

ranged defense by that number.

TERRIFYING KILL

The character may spend 1 Destiny Point to take the Terrifying Kill maneuver after incapacitating or inflicting a Critical Injury. Roll \bigcirc 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

ESSENTIAL KILL

MARKED FOR DEATH

take the Marked for Death maneuver, committing \bigcirc . 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

COST 25

DEATHBLOW

After making a successful attack with a nonstarship/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.

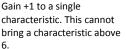
COST 25

FORCE RATING

Gain +1 Force Rating.



DEDICATION



COST 25

character may spend (1) to add \, or \\ \\ to add \\ (character's choice) to the result. COST 25

when making a non-Gunnery

combat check, the character

may add \bigcirc no greater than

Force rating to the check. the

SIGNATURE ABILITY