## BOUNTY HUNTER GADGETEER

May suffer a number

difficulty of Coercion

of strain up to ranks in

Intimidating to downgrade

checks or upgrade difficulty

when targeted by Coercion

checks by an equal number.

ACTIVE PASSIVE PASSIVE

Gadgeteer Bonus Career Skills: Brawl, Coercion, Mechanics, Ranged (Light)

Find more handouts at BeggingForXP.com XP BRACE **TOUGHENED** INTIMIDATING Perform the Brace man-Gain +2 wound threshold. May suffer a number Once per round, as a maneuver to remove of strain up to ranks in euver suffer a number of per rank of Brace from Intimidating to downgrade strain up to ranks in Defenyour next Action. This difficulty of Coercion sive Stance to upgrade may only remove checks or upgrade difficulty difficulty of all incoming added by environmental when targeted by Coercion melee attacks by an equal checks by an equal number. circumstances. number for the next round. SPARE CLIP JURY RIGGED POINT BLANK DISORIENT  $\langle \rangle$ After hitting with a combat Cannot run out of ammo Choose 1 weapon, armor, Add 1 damage per rank due to . Items with or other item and give it a of Point Blank to damage check, may spend (?) (?) Limited Ammo quality run permanent improvement of one hit of successful to disorient target for a out of ammo as normal. while it remains in use. Ranged (Heavy) or (Light) number of rounds equal to attacks made while at ranks in Disorient. short range or engaged. **TOUGHENED** ARMOR MASTER NATURAL ENFORCER STUNNING BLOW Gain +2 wound threshold. When making Melee When wearing armor, inc-Once per session, may rease total soak value by 1. re-roll any 1 Coercion or checks, may inflict damage as strain instead of Streetwise check wounds. This does not ignore soak. IMPROVED Stunning blow JURY RIGGED TINKERER Choose 1 weapon, armor, May add 1 additional hard When acquired, choose 1 When dealing strain point to a number of items combat skill. Add damage or other item and give it a damage with Melee or permanent improvement equal to ranks in Tinkerer. equal to ranks in that skill Brawl checks, may spend Each item may only be to one hit of a successful while it remains in use. modified once. attack made using that skill. to stagger target for 1 round per . IMPROVED ARMOR MASTER INTIMIDATING DEDICATION **CRIPPLING BLOW** 

When wearing armor with

a soak value of 2 or higher,

increase defense by 1.

Gain +1 to a single charac-

teristic. This cannot bring

a characteristic above 6.

of the encounter.

Increase the difficulty of

next combat check by 1. If

check deals damage, target

he moves for the remainder

suffers 1 strain whenever