Bounty Hunter: Assassin Talent Tree

Career Skills: Athletics, Brawl, Perception, Piloting (Planetary), Piloting (Space), Ranged (Heavy), 145 PAGE NUMBER Streetwise, Vigilance R RANKED Assassin Bonus Career Skills: Melee, Ranged (Heavy), Skulduggery, Stealth PASSIVE ABILITY **ACTIVATED ABILITY** STALKER **LETHAL BLOWS GRIT** DODGE Gain + 1 strain threshold Add + 10 per rank of Lethal blows Add \square per rank of Stalker to all When targeted by combat check, to any Critical Injury inflicted on may perform a Dodge incidental to Stealth and Coordination checks. opponents. suffer a number of strain no greater than ranks of Dodge, then upgrade the difficulty of the check by that number. **PASSIVE PASSIVE PASSIVE ACTIVE** PRECISE AIM JUMP UP **QUICK STRIKE** QUICK DRAW Once per round, may perform Once per round, may stand from Add per rank of Quick Strike to Once per round, draw or holster a Precise AIM maneuver. Suffer a weapon or accessible item as an seated or prone as an incidental. combat checks against targets number of strain no greater than incidental that have not acted yet this ranks in Precise Aim, then reduce encounter. target's melee and ranged defense by that number, **ACTIVE PASSIVE ACTIVE** 141 **ACTIVE** TARGETED BLOW ANATOMY LESSONS **STALKER LETHAL BLOWS** Add + 10 per rank of Lethal blows After making a successful attack, After making a successful attack, Add per rank of Stalker to all may spend 1 Destiny Point to add Stealth and Coordination checks. to any Critical Injury inflicted on may spend 1 Destiny Point to add damage equal to Agility to one hit. opponents. damage equal to Intellect to one **ACTIVE** ACTIVE 144 STALKER **LETHAL BLOWS SNIPER SHOT** DODGE Add per rank of Stalker to all Before making a non-thrown When targeted by combat check, Add + 10 per rank of Lethal blows may perform a Dodge incidental to to any Critical Injury inflicted on Stealth and Coordination checks. ranged attack, may perform a suffer a number of strain no opponents. Sniper Shot maneuver to increase greater than ranks of Dodge, then the weapon's range by 1 range upgrade the difficulty of the check band per rank in Sniper Shot. by that number. Upgrade the difficulty of the attack by 1 per range band increase **ACTIVE PASSIVE ACTIVE** 135 **PASSIVE** DEADLY ACCURACY MASTER OF SHADOWS PRECISE AIM DEDICATION Once per round, may perform When acquired, choose 1 combat Gain +1 to a single characteris-Once per round, suffer 2 strain to Precise AIM maneuver. Suffer a skill. Add damage equal to ranks tic. This cannot bring a characterdecrease difficulty of next Stealth

istic above 6

PASSIVE

in that skill to one hit of a

successful attack made using

that skill.

number of strain no greater than

ranks in Precise Aim, then reduce

target's melee and ranged

ACTIVE

defense by that number.

141

or Skulduggery check by one.