

VAGABOND HUNTER

Career Skills: **Adventuring, Coordination, Geography, Medicine, Perception, Ranged, Survival, Vigilance** | **Cool, Ranged, Stealth, Survival**

SWIFT

You do not suffer penalties for moving through difficult terrain.

COST 5

EXPERT TRACKER

Remove ■■ from checks to find tracks or track targets.

COST 5

HUNTER

Add ■ to all checks when interacting with beasts or animals. Add +20 to Critical Injury results against beasts or animals.

COST 5

TOUGHENED

Gain +2 wound threshold.

COST 5

STALKER

Add ■ per rank of Stalker to all Stealth and Coordination checks.

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 or extreme range until the end of the character's next turn.

COST 10

EXTRA AMMO

Cannot run out of ammo due to ☹. Items with Limited Ammo quality run out of ammo as normal.

COST 10

CUNNING SNARE

Once per encounter as an action, may create a trap. Any other character who moves into engaged range of the trap must make an opposed Vigilance vs Survival check against you. If the check fails, they suffer wounds, ignoring soak, equal to your Cunning, plus 1 additional wound per ▼. You may disorient the character for 1 round per ☹ spent, or immobilize the character for 1 round for ☹☹.

COST 10

OVERWATCH

Once per encounter, perform the Overwatch maneuver: when an opponent attacks an ally within medium range of your character, may spend ☹☹ or ☹ to automatically hit the opponent with a Ranged weapon you are wielding. The attack deals the weapon's base damage, plus ranks in Ranged. Moving or being disrupted ends this effect.

COST 15

HUNTER'S QUARRY (IMPR.)

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

COST 15

LETHAL BLOWS

Add +10 per rank of Lethal Blows to any Critical Injury results inflicted on targets.

COST 15

TRUE AIM

Once per round, may perform True Aim maneuver to gain benefits of aiming and upgrade Combat check once per rank of True Aim.

COST 15

EAGLE EYED

Before making a non-thrown Ranged attack, may perform an Eagle Eyes maneuver to increase the weapon's range by 1 range band for one Combat check.

COST 20

BLOODHOUND

When you make a check to follow another character's trail, may use this talent to add ✨ no greater than ranks in Bloodhound to the check's results.

COST 20

DEADLY ACCURACY

When acquired, choose 1 Combat skill. Add damage equal to ranks in that skill to 1 hit of successful attack made using that skill.

COST 20

TARGETED BLOW

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

COST 20

BLOODHOUND

When you make a check to follow another character's trail, may use this talent to add ✨ no greater than ranks in Bloodhound to the check's results.

COST 25

NATURAL MARKSMAN

Once per session, may reroll any 1 Perception or Ranged check.

COST 25

RAPID ARCHERY

While armed with a Ranged weapon, may suffer 2 strain to use this talent. During the next Ranged combat check you make this turn, your weapon gains the Linked quality with a value equal to your ranks in Ranged.

COST 25

DEDICATION

Gain +1 to a single characteristic. This cannot bring a characteristic above 5.

COST 25