

VAGABOND OUTLAW

Career Skills: **Adventuring, Coordination, Geography, Medicine, Perception, Ranged, Survival, Vigilance** | **Coercion, Discipline, Melee-Light, Streetwise**

TOUGHENED

Gain +2 wound threshold.

COST 5

PARRY

When hit by a Melee attack, suffer 3 strain to reduce damage by 2 + ranks in Parry.

COST 5

QUICK DRAW

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

COST 5

INTIMIDATING

May suffer a number of strain to downgrade difficulty of Coercion checks, or upgrade difficulty when targeted by Coercion checks, by an equal number. Strain suffered this way cannot exceed ranks in Intimidating.

COST 5

FLURRY OF BLOWS

After a successful combined check with two Melee-Light weapons, additional hits can be allocated to other targets within range.

COST 10

PARRY

When hit by a Melee attack, suffer 3 strain to reduce damage by 2 + ranks in Parry.

COST 10

COMPLETE CONTROL

When making a Melee-Light check, may suffer 2 strain to downgrade the difficulty of the check a number of times equal to the number of light Destiny Points in the Destiny Pool.

COST 10

LETHAL BLOWS

Add +10 to Critical Injury results inflicted on opponents.

COST 10

ASK QUESTIONS LATER

Once per session as an out-of-turn incidental, you may flip one Destiny Point in the Destiny pool from dark to light.

COST 15

LETHAL BLOWS

Add +10 to Critical Injury results inflicted on opponents.

COST 15

QUICK STRIKE

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

COST 15

EMBRACE YOUR HATE

May spend 1 Destiny Point to add damage equal to dark Destiny Points in Destiny pool to a successful Melee attack. May use this ability once per encounter per rank in Embrace Your Hate.

COST 15

SWING FIRST

Add 1 Boost Die to Brawl and Melee checks when engaged with multiple opponents.

COST 20

INTIMIDATING

May suffer a number of strain to downgrade difficulty of Coercion checks, or upgrade difficulty when targeted by Coercion checks, by an equal number. Strain suffered this way cannot exceed ranks in Intimidating.

COST 20

EMBRACE YOUR HATE

May spend 1 Destiny Point to add damage equal to dark Destiny Points in Destiny pool to a successful Melee attack. May use this ability once per encounter per rank in Embrace Your Hate.

COST 20

QUICK STRIKE

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

COST 20

PARRY

When hit by a Melee attack, suffer 3 strain to reduce damage by 2 + ranks in Parry.

COST 25

SEE THE WORLD BURN

You add +5 to Critical Injury rolls from Melee attacks for each dark Destiny Point in the Destiny pool.

COST 25

DEDICATION

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

COST 25

MASTER OF THE BLADE

As an incidental, suffer 2 strain to avoid increasing the difficulty of a Melee-Light check to attack with two weapons.

COST 25