

# THE HIRED GUN

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The Hired Gun's eight career skills are **Athletics**, **Brawl**, **Discipline**, **Melee**, **Piloting (Planetary)**, **Ranged (Light)**, **Resilience**, and **Vigilance**. He automatically gains one rank in four of these skills (of his choosing) without spending experience, and he receives a discount when he spends experience to purchase ranks in any of these skills.

## A HIRED GUN'S ROLE

When it comes to fighting, the Hired Gun is at the forefront. He's less of an independent operator than the Bounty Hunter, preferring to have a defined mission, an objective to achieve, and some credits to spend when the job is done. Hired Guns are muscle and applied force, meant to defend or attack as the situation requires. They deal damage or protect others for credits, and this makes them simple and sometimes refreshingly direct.

A Hired Gun one typically encounters in the Outer Rim likely came from one of three kinds of backgrounds; he may have been a soldier for the Empire (or, possibly, even for the Old Republic before its fall), he might have served with a planetary or organizational force of some kind, or he simply came up hard, learning how to shoot and fight because that was the only way he could survive. However he came by them, the Hired Gun has the kinds of skills and talents that make it fairly easy to find work in the Outer Rim and the fringes of society.



Many Hired Guns are true mercenaries, either working for themselves or contracted to a guild or company of some kind. Much like Bounty Hunters, the Hired Guns who are part of a guild tend to enjoy a great deal of support. They do not, however, have much in the way of freedom. More than a few Hired Guns have walked away from contracts that either violated their personal ethics or left them feeling completely exploited with terrible terms of service. Unfortunately, such mercenaries are left watching their backs for years after.

Independent Hired Guns enjoy the greatest freedom, yet they also spend a lot of time just trying to find a good job, and preferably one that doesn't give them a life expectancy measured in days. Reputation can mean everything for such professionals, yet a simple test of skills and competency may often result in a better arrangement if the right employer is impressed.

## HIRED GUN SPECIALIZATIONS

What follows is a brief summary of each specialization for this career, and how they apply to the career and to the player's decisions.

### BODYGUARD—PERSONAL DEFENDER

Hired Guns who choose the Bodyguard specialization are excellent choices for defending both people and places. They tend to be highly capable with all kinds of weaponry, extremely tough and savvy in combat, and exactly the right people to get behind when blaster fire starts flying.

Their additional Career skills are indicative of their job: **Gunnery**, **Perception**, **Piloting (Planetary)**, and **Ranged (Heavy)**. If this is the character's starting Specialization, he may choose two of these skills and gain one free rank in each, without spending starting experience. With this array of skills, a Bodyguard can operate anything that shoots, keep a good eye on his surroundings, and can handle any planet-bound craft with great aptitude. This, combined with his talent options, makes him potentially perfect as an armed chauffeur or as a heavy weapons emplacement operator. He also makes a resilient soldier.

A Bodyguard will have a rather easy time finding work in the Outer Rim, especially if he doesn't mind looking after the backside of high-ranking criminal scum or corporate operators who are trying to do business without becoming victims. His facility with all kinds of weapons and vehicles make him useful to any number of quasi-legal or criminal operations.

As part of a group of Player Characters, a Bodyguard is going to be considered more or less a heavy combatant—the guy who stands up front with the biggest gun. However, the combination of skills and talents can be angled towards some different ap-

proaches. For example, if there's any kind of Politico or Trader in the group, a Bodyguard may well be there solely for the purpose of keeping that person alive.

### MARAUDER—UP CLOSE AND PERSONAL

Marauders don't necessarily mind shooting their opponents, but they would much rather get mixed up in a melee, weapons in hand, smashing and slashing their way through. Marauders are tough—probably the toughest combatants in any conflict. They tend to take a great deal of punishment while dealing out far more to any who dare go against them.

A Marauder's list of additional Career skills is not at all surprising: **Coercion**, **Melee**, **Resilience**, and **Survival**. If this is the character's starting Specialization, he may choose two of these skills and gain one free rank in each, without spending starting experience. Marauders make excellent "leg-breakers," among other things, and they usually know quite a bit about how to survive in most situations. In combat, they are masters of dishing out and taking lots of damage.

Marauders may come from low-tech worlds, where advanced weaponry simply wasn't an option for them. Alternately, they might come from a culture where melee combat is considered far more honorable and worthy, and they keep to their traditions. Moreover, many pirates and raiders of starships favor melee weapons in order to avoid damaging vital systems aboard a ship they're in the middle of trying to take.

A character who chooses to be a Marauder might be an ex-pirate. Alternatively, he could be in the adventure to make money in the only way he can—with his fists. It could be that he's simply along for the ride, ready to bash his way through whatever adventure he encounters.

### MERCENARY SOLDIER—MASTER OF WAR

If the Marauder is the melee master, and the Bodyguard is the all-around weapons and gear trooper, the Mercenary Soldier is the warfare expert. An adept of both ranged combat and military tactics, he is a leader of warriors in combat and a deadly combatant himself.

Mercenary Soldiers add the career skills of **Discipline**, **Gunnery**, **Leadership** and **Ranged (Heavy)**. If this is the character's starting Specialization, he may choose two of these skills and gain one free rank in each, without spending starting experience. A Mercenary Soldier can be a true mental rock in critical situations. He is a deadly foe all on his own, and deadlier still if he has a force to lead in battle.

Mercenary Soldiers are the most likely to have come from prior service with a larger organization, and they almost certainly had at least a non-commissioned officer role with that force. They have a keen grasp of both tactics and strategy, though they will

tend to focus more on the former as a matter of practicality and survival. Even in less formal situations, a Mercenary Soldier will tend to show a high degree of personal discipline and order.

In a Player Character group, it will not be out of the question for a Mercenary Soldier to take charge, at least in situations where combat is likely. Though his leadership skills are not as comprehensive as other specializations, they are uniquely focused for combat.

## HIRED GUN STORIES

There are many places a Hired Gun might come from, and many directions he might take from one moment to the next. Warrior stories are timeless and compelling, and they need not be simplistic affairs.

- **Worthiness:** Many who walk the warrior path do so in order to live up to the expectations of those around them. Such a Hired Gun may come from a truly war-like culture, or one where survival of the fittest is greatly admired. Hired Guns might also come from families with a history of military service or combative excellence; they set out to prove themselves worthy of their heritage.
- **Conscience:** In the time of the Empire, many soldiers discover they can no longer serve a regime given to such ruthless tactics and even genocidal policies. Such a Hired Gun may not have a particularly extensive set of morals or ethics, but there are some things he simply won't do, such as killing the defenseless or enslaving entire populations. Not willing to throw his life away taking on the entire New Order by himself, he simply grabs what he can and heads out into the far reaches, hoping he can disappear among the stars and make a living doing what he does best.
- **Purpose:** Some people grow up with a natural gift for combat, or their lives require them to develop such skills for survival, and they become very good at it. Such a Hired Gun may never have meant to pursue a violent career, yet that's the hand that was dealt him, and he's going to play it. With nothing better to do, he makes his way into the galaxy and looks for a way to use what he knows to get by, and perhaps, do something meaningful with his life.
- **Respect:** He may not be very smart. He may look like a meteor shower pummeled his face. He may know very little beyond how to use and maintain his weapons, but he knows those skills very well, and he's going to get some respect from someone before he's through. Hired Guns with such a story are often easily manipulated, but they can also make excellent friends; you just have to give them their due credit.
- **Escape:** Knowing how to fight can come from training, but it can also come from surviving against terrible odds or a vicious environment full of enemies. A Hired Gun from such a background may simply be doing the only thing he's ever known, applying his experience in a way that helps him get away from a past he wants nothing to do with. Perhaps he doesn't know very much, but he's determined to learn all he can in order to ensure no one can come and take him back to that place.

### MYK TARM'S ADVICE: YOU GET WHAT YOU PAY FOR

Sure, you can buy a blaster-for-hire down at the cantina, get some salt-addled Arcona or thumbless Aqualish to do your dirty work for you. They'll work cheap. Die easy, too. What I do is a profession; it is a set of skills that I have worked hard to acquire. If it were easy, if anyone could do it, you wouldn't be looking to hire me. But you're here, and you need my help. And I will. I'll help you. And you'll pay my fee.

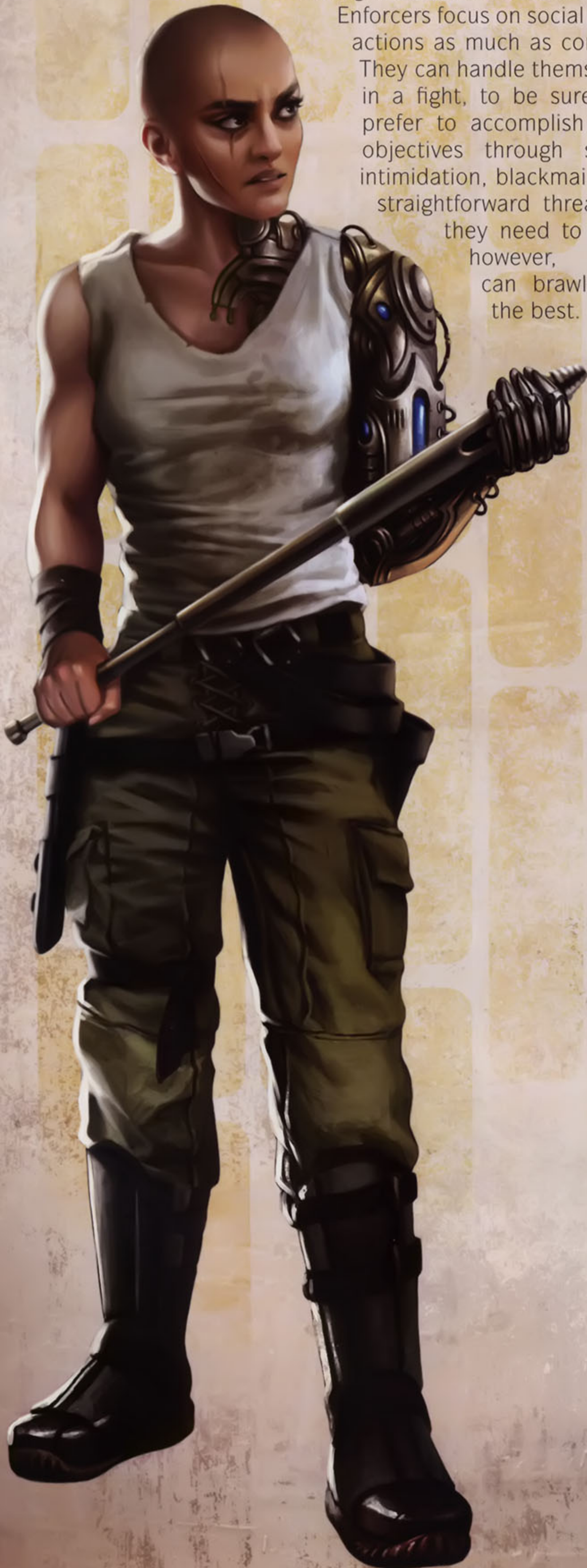
It's a dangerous galaxy. Let me tell you a secret: I don't even like what I do. I don't like that people like me are necessary. But the bad guys, the pirates and the raiders and the two-cred private armies, they're out there and they're well-armed and sometimes even well-trained. So yeah, you need me. I'm necessary.

I don't know what your trouble is. I don't much care. The fee's on the table. You're thinking about if you can afford me. Look around. Think about your trouble; look at your other options. Can you afford NOT to hire me?

# ENFORCER

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**E**nforcers know that achieving results does not always require violence—sometimes the threat of it is enough. Unlike other Hired Guns, Enforcers focus on social interactions as much as combat. They can handle themselves in a fight, to be sure, but prefer to accomplish their objectives through savvy, intimidation, blackmail, and straightforward threats. If they need to fight, however, they can brawl with the best.



## RUTHLESS THUGS

Enforcers receive **Brawl**, **Coercion**, **Knowledge (Underworld)**, and **Streetwise** as additional career skills. If this is the character's starting specialization, he may choose two of these skills and gain one free rank in each, without spending experience. While most Hired Guns focus almost exclusively on combat, Enforcers have a focus in intimidation and both learned and instinctual criminal knowledge. Although they have access to Brawl and other combat skills, for the most part Enforcers are not mindless thugs, but canny operators well-versed in the ins and outs of the criminal underworld. When it comes to navigating this world, few are as knowledgeable or adept as Enforcers. Even when visiting a new planet, Enforcers adapt quickly, picking up instinctively on subtle cues and local slang.

In most criminal organizations, Enforcers fill the dual role of hired muscle and the "face" of a criminal organization. The Enforcer brings a criminal syndicate's message to the streets, then ensures that message is followed (and punishes those who stray). Enforcers should have no trouble finding work, whether on the uncivilized worlds of the Outer Rim or in the shady underworlds of the Core planets. Enforcers are a natural fit for organized crime syndicates, where they collect debts and ensure everyone shows the proper respect and deference to bosses and leaders. Many Enforcers practice a certain subtlety, avoiding police forces while enforcing the rules of gangs and criminal organizations.

While most Enforcers have a fondness for violence, they also display a degree of self-control. Violence is a tool in the Enforcer's arsenal, and not an end in itself. Unlike some Hired Gun characters, an Enforcer is more likely to try words before violence, though these words may be laced with venom and the threat of imminent violence. However, an Enforcer must always be ready to fight.

In a group, Enforcers can fulfill much the same combat role as other Hired Guns, but can also take the lead in negotiations and social interactions. With their Knowledge (Underworld) and Streetwise skills, Enforcers can act as guides when the group delves into the criminal underworld, a realm as dangerous for the unprepared as any natural environment. A savvy Enforcer can actually help the group to avoid unnecessary fights by knowing what to say during tense negotiations with dangerous criminals. Enforcers are more likely to take on a social interaction role than some other Hired Guns, since their skills can be put to use negotiating jobs, finding work, and managing social encounters.

# DEMOLITIONIST

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**D**emolitionists are masters of explosives and incendiary devices. Often seen as dangerous pyromaniacs, most Demolitionists possess a deep understanding of the physics behind combustion and explosion on an intuitive level as well as an academic one. They are not mindless destroyers, but artists. Demolitionists are adept at wreaking havoc while avoiding being injured by their own handiwork—most of the time.

## FORCE OF DESTRUCTION

A Demolitionist's additional career skills are **Computers**, **Cool**, **Mechanics**, and **Skulduggery**. If this is the character's starting specialization, he may choose two of these skills and gain one free rank in each, without spending starting experience. With this selection of skills, Demolitionists can be much more technically-minded than most Hired Guns. They are also suited to much more than straightforward combat. Demolitionists can excel at setting traps, from improvised trip-wires tied to

grenades to sophisticated proximity and timed explosives. Whereas another Hired Gun might go after an enemy in a straight-up fight, a Demolitionist may find a more inventive route, such as rigging a thermal detonator to explode when the target starts up his speeder. Some Demolitionists enjoy the thrill of combat as much as any other Hired Gun. However, they favor flame projectors, grenade launchers, and missile tubes—anything that creates a large blast.

The work of a Demolitionist is extremely dangerous, as a single misstep can spell doom for the character (and anyone unfortunate enough to be in the general vicinity). In order to succeed, a Demolitionist must be able to keep a clear head and focus on his work, even as blaster bolts fill the air around him. As such, most Demolitionists are adept at staying cool in the most nerve-wracking situations.

In order to put their skills to the greatest use, Demolitionists must have an understanding of the principles of construction, as well as knowing how to construct their explosive devices. Both of these are where some skill with Mechanics becomes important. By knowing how a machine operates, or the load-bearing points of a structure, a Demolitionist can determine where to place explosives for the greatest effect. Similarly, Demolitionists know how to get the most from their tools, creating larger than expected explosions or causing devastating chain reactions. Demolitionists can use their creative talents for more than sheer destruction, and can usually be counted on to find an inventive route out of a dangerous situation. Of course, sometimes that plan is even more dangerous than the original threat.

For many groups, having a Demolitionist around is both a blessing and a curse. Demolitionists are very effective both in combat and in any job benefitting from sabotage. However, it is far from unheard of for Demolitionists to cause unintended collateral damage when things go really wrong. Fortunately, experienced Demolitionists rarely make mistakes (even if, in their profession, many mistakes tend to be final). Most individuals operating on the fringe understand that theirs is a life of danger, and think that the benefits of partnering with a skilled Demolitionist outweigh the added risk. Still, some grow weary of keeping a constant eye on their ally lest he get carried away in his destructive interests.



# HEAVY

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**F**or a Heavy, size really does matter. These characters prefer to use the biggest guns possible, and usually have the physique to match. Heavies are often physically impressive, a necessity for effectively wielding the heaviest man-portable weapons. Heavies are inevitably found at the front in combat, as allies back away and give them space.

## OVERWHELMING FIREPOWER

The list of additional career skills for a Heavy consists of **Gunnery**, **Perception**, **Ranged (Heavy)**, and **Resilience**. If this is the character's starting specialization, he may choose two of these skills and gain one free rank in each, without spending starting experience. This straightforward list of skills allows a Heavy to do primarily one thing: wield large, dangerous weapons. From heavy blasters to missile tubes, Heavies favor big, loud, and devastating weaponry. Using such weapons is often punishing for the wielder, and characters must possess great fortitude in order to wield such weapons extensively. A high Resilience skill is often a side effect of the Heavy's actions, rather than the result of conscious training.

Lugging around heavy weapons builds stamina, and simply dealing with the recoil provides a workout.

Heavies generally approach combat in the most direct way possible—stealth and duplicity are not becoming of a walking arsenal. Similarly, Heavies tend to be very straightforward in their dealings. This bluntness sometimes comes across as a lack of intellect, though few would be brave enough to say so to the Heavy's face. There may be some truth to the perception that Heavies sacrifice brains for brawn, but as with all generalizations, there are many exceptions. In a galaxy of double-crosses and altered deals, steadfastness and blunt honesty can be seen as virtues.

While some Heavies may work as independent operators, most find themselves as a permanent addition to a group. Heavies can easily find a place among a mercenary band. Having a Heavy in a group is a great boon. The mere sight of the heavy weapons they carry can ensure that no one hassles them, and a single Heavy—when properly equipped—is easily a match for numerous foes.

In a Player Character group, a Heavy fulfills a similar role to that of a light battle tank in a military force. Heavies can often deal out enough damage to wipe out entire groups of enemies single-handedly, and are also typically able to absorb a great deal of punishment. Heavies must have a high Brawn in order to wield heavy, cumbersome weapons, which helps them to shrug off damage, and also allows them to wear heavy armor that may be too encumbering for other characters. A Heavy's skills and talents are narrowly focused, but they make him a master of ranged combat.



# Hired Gun: Bodyguard Talent Tree

Career Skills: Athletics, Brawl, Discipline, Melee, Piloting (Planetary), Ranged (Light), Resilience, Vigilance

Bodyguard Bonus Career Skills: Gunnery, Perception, Piloting (Planetary), Ranged (Heavy)

ACTIVE

PASSIVE

**TOUGHENED**  
Gain +2 wound threshold.  
COST 5

**BARRAGE**  
Add 1 damage per rank of Barrage to 1 hit of successful attack while using Ranged (Heavy) or Gunnery skills at long or extreme range.  
COST 5

**DURABLE**  
May reduce any Critical Injury suffered by 10 per rank of Durable to a minimum of 1.  
COST 5

**GRIT**  
Gain +1 strain threshold.  
COST 5

**BODY GUARD**  
Once per round, perform the Body Guard maneuver to guard an engaged character. Suffer a number of strain no greater than ranks of Body Guard, then until the beginning of the next turn upgrade the difficulty of combat checks targeting the character by that number.  
COST 10

**HARD HEADED**  
When staggered or disoriented, perform the Hard Headed action; make a **Daunting (◆◆◆◆) Discipline check** to remove status. Difficulty reduced per rank of Hard Headed.  
COST 10

**BARRAGE**  
Add 1 damage per rank of Barrage to 1 hit of successful attack while using Ranged (Heavy) or Gunnery skills at long or extreme range.  
COST 10

**BRACE**  
Perform the Brace maneuver to remove ■ per rank of Brace from next Action. This may only remove ■ added by environmental circumstances.  
COST 10

**BODY GUARD**  
Once per round, perform the Body Guard maneuver to guard an engaged character. Suffer a number of strain no greater than ranks of Body Guard, then until the beginning of the next turn upgrade the difficulty of combat checks targeting the character by that number.  
COST 15

**SIDE STEP**  
Once per round, may perform Side Step maneuver and suffer a number of strain to upgrade difficulty of all incoming ranged attacks by an equal number for the next round. Strain suffered this way cannot exceed ranks in Side Step.  
COST 15

**DEFENSIVE STANCE**  
Once per round, may perform Defensive Stance maneuver and suffer a number of strain to upgrade difficulty of all incoming melee attacks by an equal number for the next round. Strain suffered this way cannot exceed ranks in Defensive Stance.  
COST 15

**BRACE**  
Perform the Brace maneuver to remove ■ per rank of Brace from next Action. This may only remove ■ added by environmental circumstances.  
COST 15

**ENDURING**  
Gain +1 soak value.  
COST 20

**SIDE STEP**  
Once per round, may perform Side Step maneuver and suffer a number of strain to upgrade difficulty of all incoming ranged attacks by an equal number for the next round. Strain suffered this way cannot exceed ranks in Side Step.  
COST 20

**DEFENSIVE STANCE**  
Once per round, may perform Defensive Stance maneuver and suffer a number of strain to upgrade difficulty of all incoming melee attacks by an equal number for the next round. Strain suffered this way cannot exceed ranks in Defensive Stance.  
COST 20

**HARD HEADED**  
When staggered or disoriented, perform the Hard Headed action; make a **Daunting (◆◆◆◆) Discipline check** to remove status. Difficulty reduced per rank of Hard Headed.  
COST 20

**DEDICATION**  
Gain +1 to a single characteristic. This cannot bring a characteristic above 6.  
COST 25

**BARRAGE**  
Add 1 damage per rank of Barrage to 1 hit of successful attack while using Ranged (Heavy) or Gunnery skills at long or extreme range.  
COST 25

**TOUGHENED**  
Gain +2 wound threshold.  
COST 25

**IMPROVED HARD HEADED**  
When incapacitated due to strain exceeding threshold, may take a more difficult Hard Headed action to reduce strain to 1 below threshold.  
COST 25

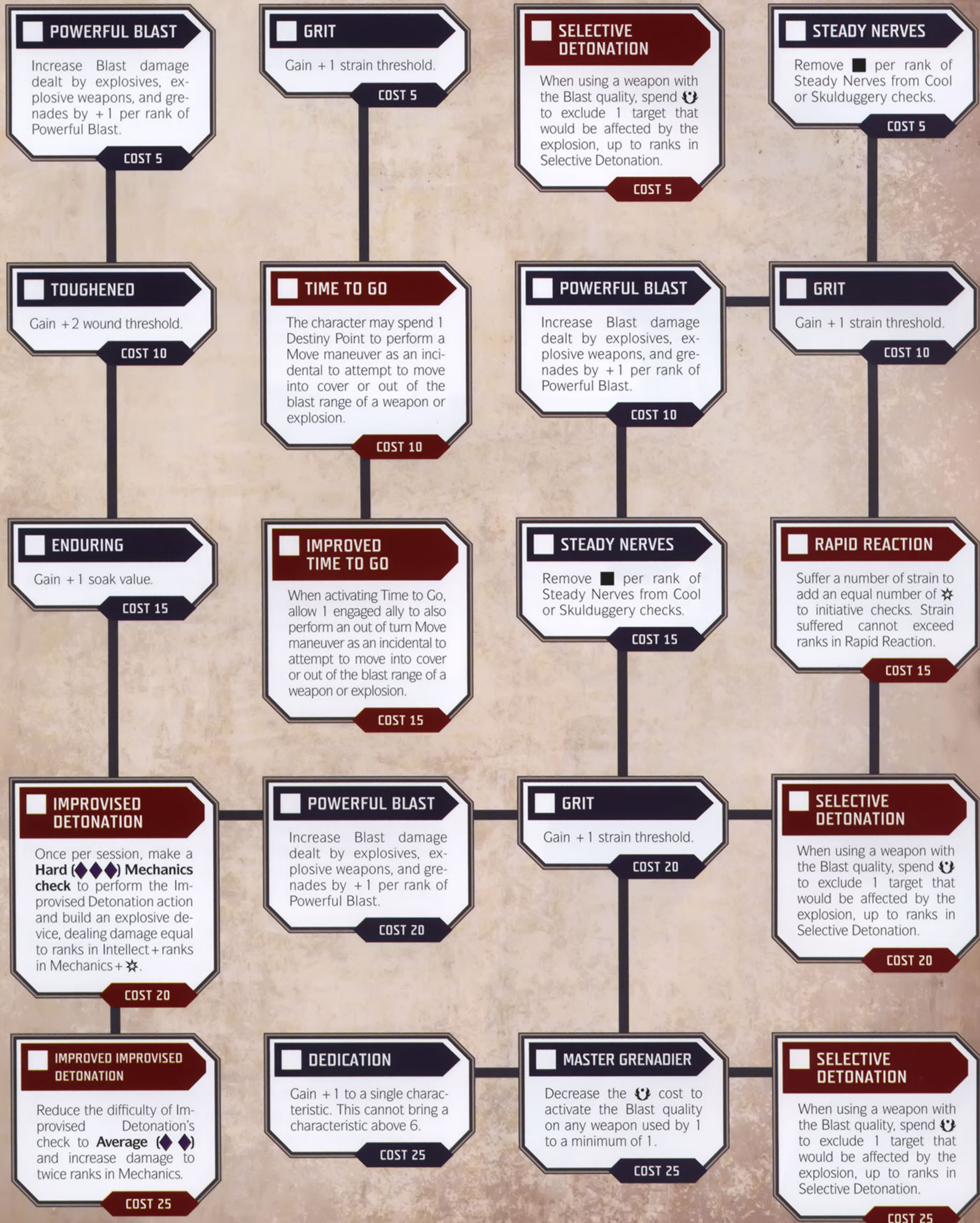
# Hired Gun: Demolitionist Talent Tree

Career Skills: Athletics, Brawl, Discipline, Melee, Piloting (Planetary), Ranged (Light), Resilience, Vigilance

Demolitionist Bonus Career Skills: Computers, Cool, Mechanics, Skulduggery

ACTIVE

PASSIVE





# Hired Gun: Enforcer Talent Tree

Career Skills: Athletics, Brawl, Discipline, Melee, Piloting (Planetary), Ranged (Light), Resilience, Vigilance

Enforcer Bonus Career Skills: Brawl, Coercion, Knowledge (Underworld), Streetwise

ACTIVE

PASSIVE

**TOUGHENED**  
Gain +2 wound threshold.  
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

**FEARSOME**  
When an adversary becomes engaged with the character, the character may force the adversary to make a fear check, with the difficulty equal to the character's ranks in Fearsome.  
COST 5

**STREET SMARTS**  
Remove ■ per rank of Street Smarts from Streetwise or Knowledge (Underworld) checks.  
COST 5

**DURABLE**  
May reduce any Critical Injury suffered by 10 per rank of Durable to a minimum of 1.  
COST 10

**STUNNING BLOW**  
When making Melee checks, may inflict damage as strain instead of wounds. This does not ignore soak.  
COST 10

**NATURAL ENFORCER**  
Once per session, may re-roll any 1 Coercion or Streetwise check.  
COST 10

**TALK THE TALK**  
When making a Knowledge skill check, the character may spend 1 Destiny Point to substitute Knowledge (Underworld) or Streetwise for the required skill.  
COST 10

**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 15

**DEFENSIVE STANCE**  
Once per round, may perform Defensive Stance maneuver and suffer a number of strain to upgrade difficulty of all incoming melee attacks by an equal number. Strain suffered this way cannot exceed ranks in Defensive Stance.  
COST 15

**TOUGHENED**  
Gain +2 wound threshold.  
COST 15

**LOOM**  
When an ally engaged with the character makes a successful Charm, Deception, or Negotiation check, the character adds ● per rank in Coercion to the ally's check.  
COST 15

**SECOND WIND**  
Once per encounter, may use Second Wind incidental to heal strain equal to ranks in Second Wind.  
COST 20

**STREET SMARTS**  
Remove ■ per rank of Street Smarts from Streetwise or Knowledge (Underworld) checks.  
COST 20

**WALK THE WALK**  
The character may spend 1 Destiny Point to add damage equal to his ranks in Streetwise to one hit of a successful Brawl check.  
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

**FEARSOME**  
When an adversary becomes engaged with the character, the character may force the adversary to make a fear check, with the difficulty equal to the character's ranks in Fearsome.  
COST 25

**DEDICATION**  
Gain +1 to a single characteristic. This cannot bring a characteristic above 6.  
COST 25

**BLACK MARKET CONTACTS**  
When purchasing illegal goods, may reduce rarity by 1 per rank of Black Market Contacts, increasing cost by 50 percent of base cost per reduction.  
COST 25

**FEARSOME**  
When an adversary becomes engaged with the character, the character may force the adversary to make a fear check, with the difficulty equal to the character's ranks in Fearsome.  
COST 25

# Hired Gun: Heavy Talent Tree

Career Skills: Athletics, Brawl, Discipline, Melee, Piloting (Planetary), Ranged (Light), Resilience, Vigilance

Heavy Bonus Career Skills: Gunnery, Perception, Ranged (Heavy), Resilience

ACTIVE

PASSIVE

**BURLY**

Reduce any wielded weapon's Cumbersome quality and Encumbrance rating by a number equal to ranks in Burly to a minimum of 1.

COST 5

**BARRAGE**

Add 1 damage per rank of Barrage to 1 hit of successful attack while using Ranged (Heavy) or Gunnery skills at long or extreme range.

COST 5

**GRIT**

Gain +1 strain threshold.

COST 5

**TOUGHENED**

Gain +2 wound threshold.

COST 5

**BARRAGE**

Add 1 damage per rank of Barrage to 1 hit of successful attack while using Ranged (Heavy) or Gunnery skills at long or extreme range.

COST 10

**BRACE**

Perform the Brace maneuver to remove ■ per rank of Brace from next Action. This may only remove ■ added by environmental circumstances.

COST 10

**SPARE CLIP**

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

COST 10

**DURABLE**

May reduce any Critical Injury suffered by 10 per rank of Durable to a minimum of 1.

COST 10

**SIDE STEP**

Once per round, may perform Side Step maneuver and suffer a number of strain to upgrade difficulty of all incoming ranged attacks by an equal number. Strain suffered this way cannot exceed ranks in Side Step.

COST 15

**BURLY**

Reduce any wielded weapon's Cumbersome quality and Encumbrance rating by a number equal to ranks in Burly to a minimum of 1.

COST 15

**HEROIC FORTITUDE**

May spend 1 Destiny Point to ignore effects of Critical Injuries on Brawn or Agility checks until the end of the encounter.

COST 15

**TOUGHENED**

Gain +2 wound threshold.

COST 15

**BRACE**

Perform the Brace maneuver to remove ■ per rank of Brace from next Action. This may only remove ■ added by environmental circumstances.

COST 20

**BARRAGE**

Add 1 damage per rank of Barrage to 1 hit of successful attack while using Ranged (Heavy) or Gunnery skills at long or extreme range.

COST 20

**RAIN OF DEATH**

Perform the Rain of Death maneuver to ignore the increased difficulty due to the Auto-fire quality of attacks made this turn.

COST 20

**HEROIC RESILIENCE**

Immediately after being hit by an attack but before suffering damage, spend 1 Destiny Point to increase soak by ranks in Resilience.

COST 20

**BURLY**

Reduce any wielded weapon's Cumbersome quality and Encumbrance rating by a number equal to ranks in Burly to a minimum of 1.

COST 25

**DEDICATION**

Gain +1 to a single characteristic. This cannot bring a characteristic above 6.

COST 25

**ARMOR MASTER**

When wearing armor, increase total soak value by 1.

COST 25

**HEAVY HITTER**

Once per session, spend ♣ on a successful Ranged (Heavy) or Gunnery check to add the Breach 1 quality to the attack, or increase an existing Breach rating by 1.

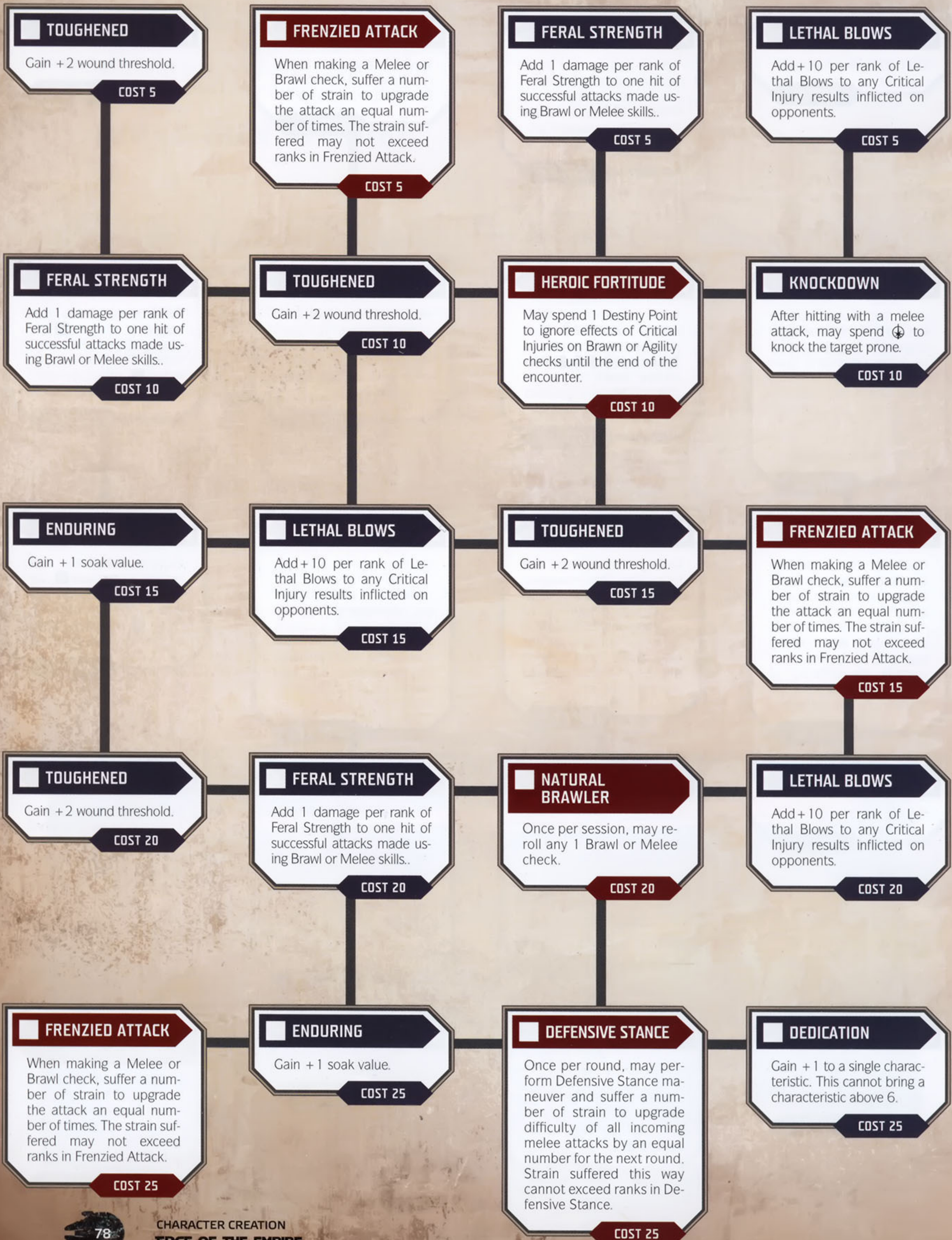
COST 25

# Hired Gun: Marauder Talent Tree

Career Skills: Athletics, Brawl, Discipline, Melee, Piloting (Planetary), Ranged (Light), Resilience, Vigilance  
 Marauder Bonus Career Skills: Coercion, Melee, Resilience, Survival

ACTIVE

PASSIVE



# Hired Gun: Mercenary Soldier Talent Tree

Career Skills: Athletics, Brawl, Discipline, Melee, Piloting (Planetary), Ranged (Light), Resilience, Vigilance

Mercenary Soldier Bonus Career Skills: Discipline, Gunnery, Leadership, Ranged (Heavy)

ACTIVE

PASSIVE

