

THE BOUNTY HUNTER

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The Bounty Hunter's eight career skills are **Athletics**, **Brawl**, **Perception**, **Piloting (Planetary)**, **Piloting (Space)**, **Ranged (Heavy)**, **Streetwise**, 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 BOUNTY HUNTER'S ROLE

The name says it all: this is a hunter who seeks to collect bounties for his work. Bounty Hunters tend to be feared, reviled, looked down upon—and in great

demand throughout the galaxy. They are expert trackers, brutal combatants, and effective investigators. They tend to prefer skulduggery, stealth, and traps over frontal assaults, but the most respected Bounty Hunters will do whatever it takes to catch their quarries and collect their fees.

Bounty Hunters generally fall within three categories: Imperial Bounty Hunters, Guild Bounty Hunters, or Independents. Imperial Bounty Hunters are essentially on permanent



contract to the Imperial Security Bureau (or a similar arm of Imperial law), and they never take assignments from corporations, smaller governments, or individuals. They are highly-trusted members of the extended law-enforcement community of the Empire, usually ex-military personnel that prefer a less-regimented (if possibly dangerous) way to serve.

Those Bounty Hunters who join a guild enjoy many excellent benefits: room and board wherever the guild has a presence, exceptional training and access to high-end equipment as needed for specific assignments, and a steady stream of jobs given to them by the guild brokers acting on their behalf. The downside to all of this is the fact that Guild Bounty Hunters have little-to-no say in what jobs they get, and failure to accept an assignment is grounds for immediate termination of a guild contract.

The greatest freedom comes with being an Independent Bounty Hunter; it also comes with the greatest challenges and dangers. Although Independents often take Imperial contracts, which are usually the most readily available and lucrative, they enjoy knowing they are not exactly a *part* of the Empire. Not being a part of a guild also serves an Independent Bounty Hunter's sensibilities; he can pick and choose his contracts as he likes, and has only himself to credit for success or failure.

Player Characters are almost certainly going to be either Guild or Independent Hunters. However, regardless of what type of Bounty Hunter is played, the character will need to have a current and legitimate Imperial Peace-Keeping Certificate (IPKC). This is the specific license that all Bounty Hunters are required to have on file with the Empire in order to operate as professionals. Without such documentation and status, a Bounty Hunter is little more than a kidnapper and, possibly, a murderer. Any character with the Bounty Hunter career automatically gains an IPKC—unless the player would prefer his character not start with one. Although this may seem like an odd choice, it could make for a particularly compelling story or character background.

BOUNTY HUNTER SPECIALIZATIONS

The specializations are covered in greater detail in the following sections; this section mainly deals with how each specialization connects to the Bounty Hunter Career.

ASSASSIN—INSTRUMENT OF POLICY

Whereas most Bounty Hunters focus primarily on the capture of quarry, those who specialize as Assassins are generally tasked with the straightforward proposition of terminating their targets. The selection of addi-

tional skills for an Assassin very much points towards his focus: **Melee**, **Ranged (Heavy)**, **Skulduggery**, and **Stealth**. These four skills become 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 starting experience. Assassins tend to prefer getting in quietly, taking out targets (either up close or sniping from afar), and leaving just as silently as they entered. Their talents are very appropriate for this kind of work.

Despite their different methods, Assassins still adhere to many of the same ethics and practices of other Bounty Hunters. They take their work very seriously, avoid all needless bloodshed, and honor their contracts to the letter. Some treat their methods with reverence, even assigning a certain mystique to it. Others simply see themselves as cold killers, and are just fine with it.

GADGETEER—CONNOISSEUR OF TECH

Considering how often a single Bounty Hunter finds himself faced with terrible odds (more often than not, an acquisition has friends or employees who work hard to protect him), it's not surprising how many specialize in high-tech gear and weapons. The Gadgeteer excels at presenting himself as a one-person battle force, at least for a short time. Using both the latest tech and his own personally-modified gear, a Bounty Hunter with this specialization can be hard to stop.

Gadgeteers add the skills **Brawl**, **Coercion**, **Mechanics**, and **Ranged (Light)** to their repertoire of class skills, making them ranged combat experts, effective technicians, and masters of surveillance. 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. Gadgeteer talents lean heavily towards gear use, taking down targets, and adapting to tough situations.

Gadgeteer-specialized Bounty Hunters are in many ways the ultimate hybrid of tech expert and combatant; for smaller groups, this may be a perfect choice. Gadgeteers—especially those that are operating as Independent Bounty Hunters—have little trouble signing on for nearly any job. After all, the credits they need for that next nifty piece of tech have to come from *somewhere*.

SURVIVALIST—MASTER OF THE WILD

Beyond civilization, in the farthest reaches of the galaxy, there are places where few (if any) sentients have ever trodden the ground. Places like these are ideal hiding places for those fleeing the law or retribution for their actions. Places like these are where Bounty Hunters who specialize as Survivalists thrive.

Harkening back to the ancient practices of true wilderness hunters, the Survivalist gains **Knowledge (Xenology)**, **Perception**, **Resilience**, and **Survival** 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 starting experience. With his talent array, he can keep himself and his companions alive, and he knows where and what to look for when searching for just about anything or anyone. He's also gifted at hunting any kind of target.

Not everything that happens in the galaxy occurs in cities or out in space. In fact, most of the habitable places of the galaxy are rural or wilderness in nature. A specialization in Survivalist ensures a character has the necessary knowledge and training to make his way in such environments, and help the far more urban-minded folks he's likely traveling with.

Despite their capacity to live off the land, Survivalists enjoy credits and the things that can be purchased with them just like anyone else. They will often look to hire themselves out to customers who need their expertise in seeking out (or hunting) something beyond the duracrete and tapcafs.

BOUNTY HUNTER STORIES

The average, sane person does not become a Bounty Hunter. Each Bounty Hunter has his own reason to embark on his chosen career, and these reasons may have rich story potential. Here are just a few ideas:

- **Revenge:** Many Bounty Hunters get into the business as a means to achieving revenge against someone (or a group) that has otherwise escaped justice. Their initial motives are very personal, usually due to the loss of something or someone precious to them. Once justice is achieved, however, a person who has trained and practiced such skills and talents will often discover this is now his path.
- **Disgrace:** Utter failure or a terrible tragedy might well drive him to seek a career that takes him away from his former life. Tracking criminals across the galaxy, he can build a completely different life and reputation for himself, hopefully leaving his past behind him. However, he may not be so lucky.
- **Honor:** Some people find that the law they serve is being trod upon by the very people for whom they work. Others watch corruption and tyranny crush everyone around them, and they come to decide they've had enough. Such a Bounty Hunter may have been a law enforcement agent, or perhaps just someone who decided enough was enough. He's decided to defend justice and the law in his own way, perhaps even against those he once served.

- **Aggression:** There are those in the galaxy who just need to hit people, or do something both active and dangerous. Marching in ranks and following orders doesn't suit them, but beating someone into unconsciousness before handing them over for a paycheck certainly does. Such a Hunter may have washed out of military service, or decided to run from assault charges (or worse) and this seemed like a good fallback plan.
- **Legacy:** Perhaps his father—and his father's father—was a Bounty Hunter, and he's chosen to follow the family tradition. It could be that he is from a culture that reveres those who track transgressors, or that an honored friend wanted to pass his skills along to someone. Whatever the source, such a Bounty Hunter tends to view the traditions of the trade with great reverence and respect.

THE BOUNTY HUNTER'S CREED

Although Bounty Hunters are often perceived as honorless scum, this is generally not true. Most Bounty Hunters simply follow a very different set of rules from the average civilian, known as the Bounty Hunter's Creed. In broad strokes, its tenets include:

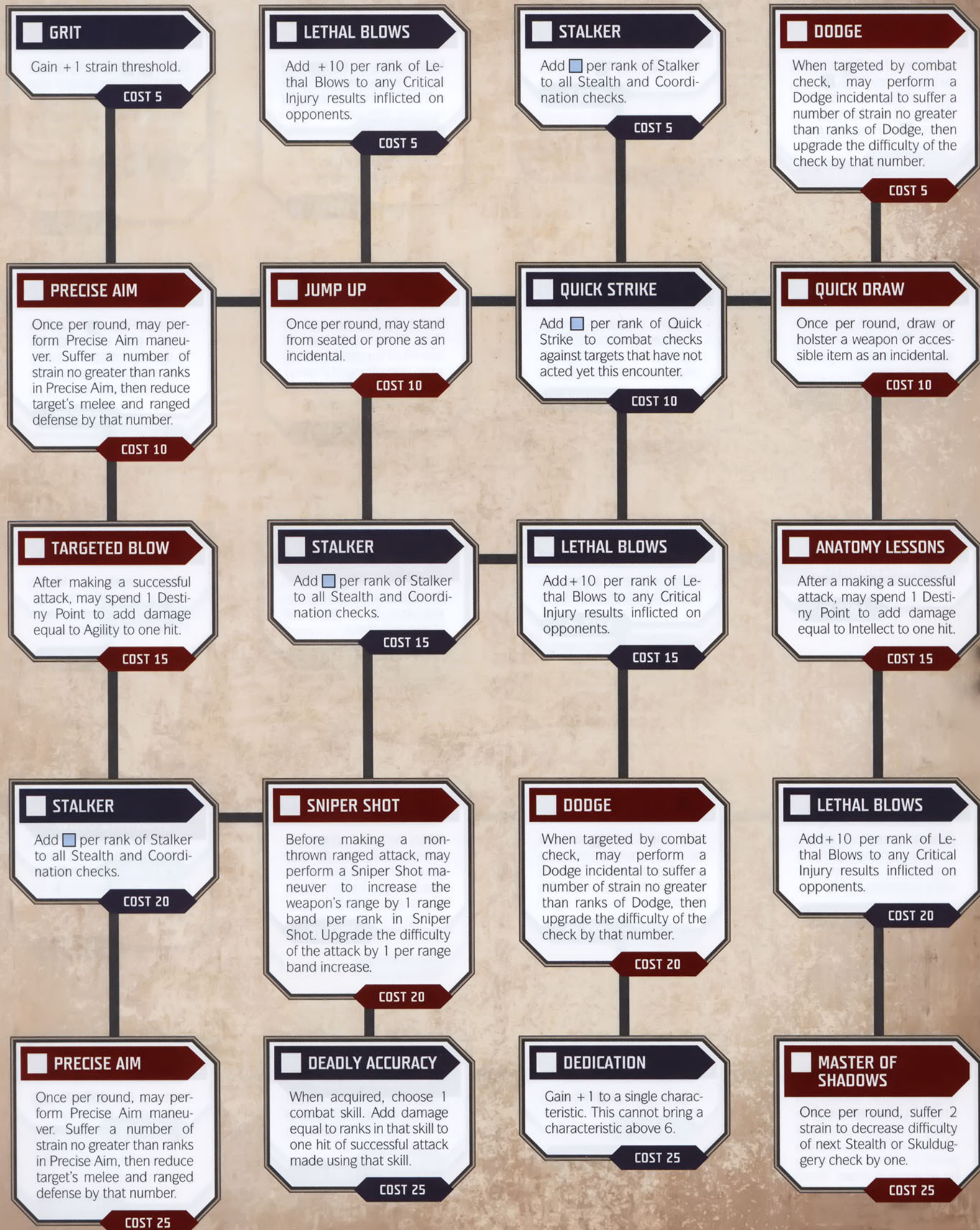
- **People Don't Have Bounties; Only Acquisitions Have Bounties:** Anyone with a bounty on his head isn't a person anymore; he's an "acquisition."
- **Capture By Design; Kill By Necessity:** A Bounty Hunter should at least try to bring his target in alive.
- **No Hunter Shall Slay Another Hunter:** This rule, and the next, may be "creatively interpreted," and sometimes the cause of death can be hard to prove.
- **No Hunter Shall Interfere With Another's Hunt:** In general, Hunters leave one another alone.
- **In the Hunt, One Captures or Kills; Never Both:** Once an acquisition has been captured alive, the Bounty Hunter is obligated to keep him that way until the bounty is claimed.
- **No Hunter Shall Refuse Aid to Another Hunter:** Bounty Hunters take care of their own. But there's nothing wrong with negotiating a fee...

Bounty Hunter: Assassin Talent Tree

Career Skills: Athletics, Brawl, Perception, Piloting (Planetary), Piloting (Space), Ranged (Heavy), Streetwise, Vigilance
 Assassin Bonus Career Skills: Melee, Ranged (Heavy), Skulduggery, Stealth

ACTIVE

PASSIVE



Bounty Hunter: Gadgeteer Talent Tree

Career Skills: Athletics, Brawl, Perception, Piloting (Planetary), Piloting (Space), Ranged (Heavy), Streetwise, Vigilance
 Gadgeteer Bonus Career Skills: Brawl, Coercion, Mechanics, Ranged (Light)

ACTIVE

PASSIVE

BRACE

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

COST 5

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

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 5

SPARE CLIP

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

COST 10

JURY RIGGED

Choose 1 weapon, armor, or other item and give it a permanent improvement while it remains in use.

COST 10

POINT BLANK

Add 1 damage per rank of Point Blank to damage of one hit of successful attack while using Ranged (Heavy) or Ranged (Light) skills at close range or engaged.

COST 10

DISORIENT

After hitting with combat check, may spend ☞☞ to disorient target for number of rounds equal to ranks in Disorient.

COST 10

TOUGHENED

Gain +2 wound threshold.

COST 15

ARMOR MASTER

When wearing armor, increase total soak value by 1.

COST 15

NATURAL ENFORCER

Once per session, may re-roll any 1 Coercion or Streetwise check.

COST 15

STUNNING BLOW

When making Melee checks, may inflict damage as strain instead of wounds. This does not ignore soak.

COST 15

JURY RIGGED

Choose 1 weapon, armor, or other item and give it a permanent improvement while it remains in use.

COST 20

TINKERER

May add 1 additional hard point to a number of items equal to ranks in Tinkerer. Each item may only be modified once.

COST 20

DEADLY ACCURACY

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

COST 20

IMPROVED STUNNING BLOW

When dealing strain damage with Melee or Brawl checks, may spend ☞ to stagger target for 1 round per ☞.

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 25

DEDICATION

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

COST 25

IMPROVED ARMOR MASTER

When wearing armor with a soak value of 2 or higher, increase defense by 1.

COST 25

CRIPPLING BLOW

Increase the difficulty of next combat check by 1. If check deals damage, target suffers 1 strain whenever he moves for the remainder of the encounter.

COST 25

Bounty Hunter: Survivalist Talent Tree

Career Skills: Athletics, Brawl, Perception, Piloting (Planetary), Piloting (Space), Ranged (Heavy), Streetwise, Vigilance

Survivalist Bonus Career Skills: Knowledge (Xenology), Perception, Resilience, Survival

ACTIVE

PASSIVE

FORAGER

Remove up to ■■ from skill checks to find food, water, or shelter. Survival checks to forage take half the time.

COST 5

STALKER

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

COST 5

OUTDOORSMAN

Remove ■ per rank of Outdoorsman from checks to move through terrain or manage environmental effects. Decrease overland travel times by half.

COST 5

EXPERT TRACKER

Remove ■ per rank of Expert Tracker from checks to find tracks or track targets. Decrease time to track a target by half.

COST 5

OUTDOORSMAN

Remove ■ per rank of Outdoorsman from checks to move through terrain or manage environmental effects. Decrease overland travel times by half.

COST 10

SWIFT

Do not suffer usual penalties for moving through difficult terrain.

COST 10

HUNTER

Add ■ per rank of Hunter to all checks when interacting with beast or animals (including combat checks). Add +10 to Critical Injury results against beasts or animals per rank of Hunter.

COST 10

SOFT SPOT

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

COST 10

TOUGHENED

Gain +2 wound threshold.

COST 15

EXPERT TRACKER

Remove ■ per rank of Expert Tracker from checks to find tracks or track targets. Decrease time to track a target by half.

COST 15

STALKER

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

COST 15

NATURAL OUTDOORSMAN

Once per session, may reroll any 1 Resilience or Survival check.

COST 15

TOUGHENED

Gain +2 wound threshold.

COST 20

HUNTER

Add ■ per rank of Hunter to all checks when interacting with beast or animals (including combat checks). Add +10 to Critical Injury results against beasts or animals per rank of Hunter.

COST 20

EXPERT TRACKER

Remove ■ per rank of Expert Tracker from checks to find tracks or track targets. Decrease time to track a target by half.

COST 20

BLOODED

Add ■ per rank of Blooded to all checks to resist or recover from poisons, venoms, or toxins. Reduce duration of ongoing poisons by 1 round per rank of Blooded to a minimum of 1.

COST 20

ENDURING

Gain +1 soak value.

COST 25

DEDICATION

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

COST 25

GRIT

Gain +1 strain threshold.

COST 25

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 25