

Bounty Hunter: Assassin

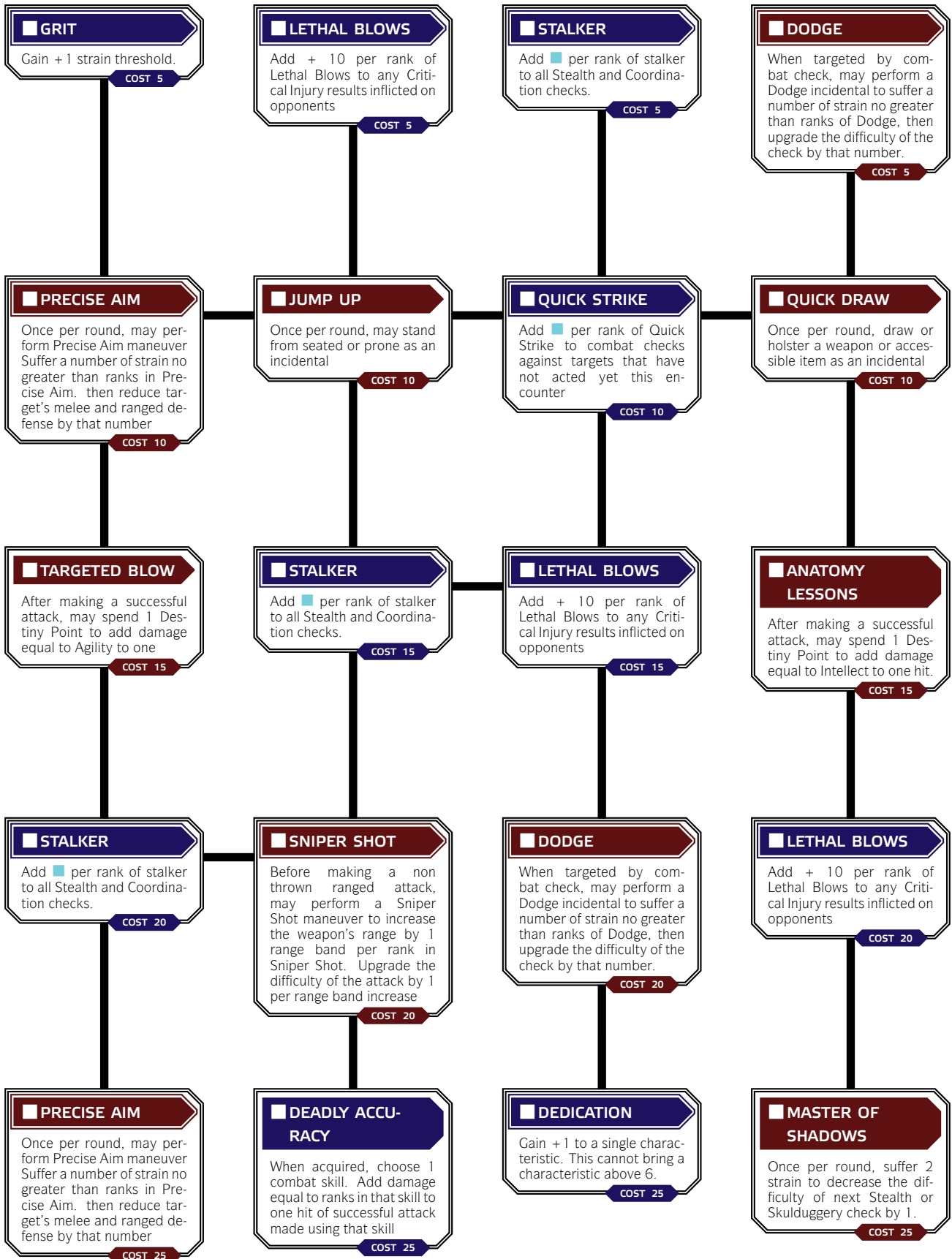
Career Skills: Athletics, Brawl, Perception, Piloting (Planetary), Piloting (Space), Ranged (Heavy), Streetwise, Vigilance

Additional Career Skills: Melee, Ranged (Heavy), Skulduggery, Stealth

PASSIVE

ACTIVE

RANKED TALENT



Bounty Hunter: Gadgeteer

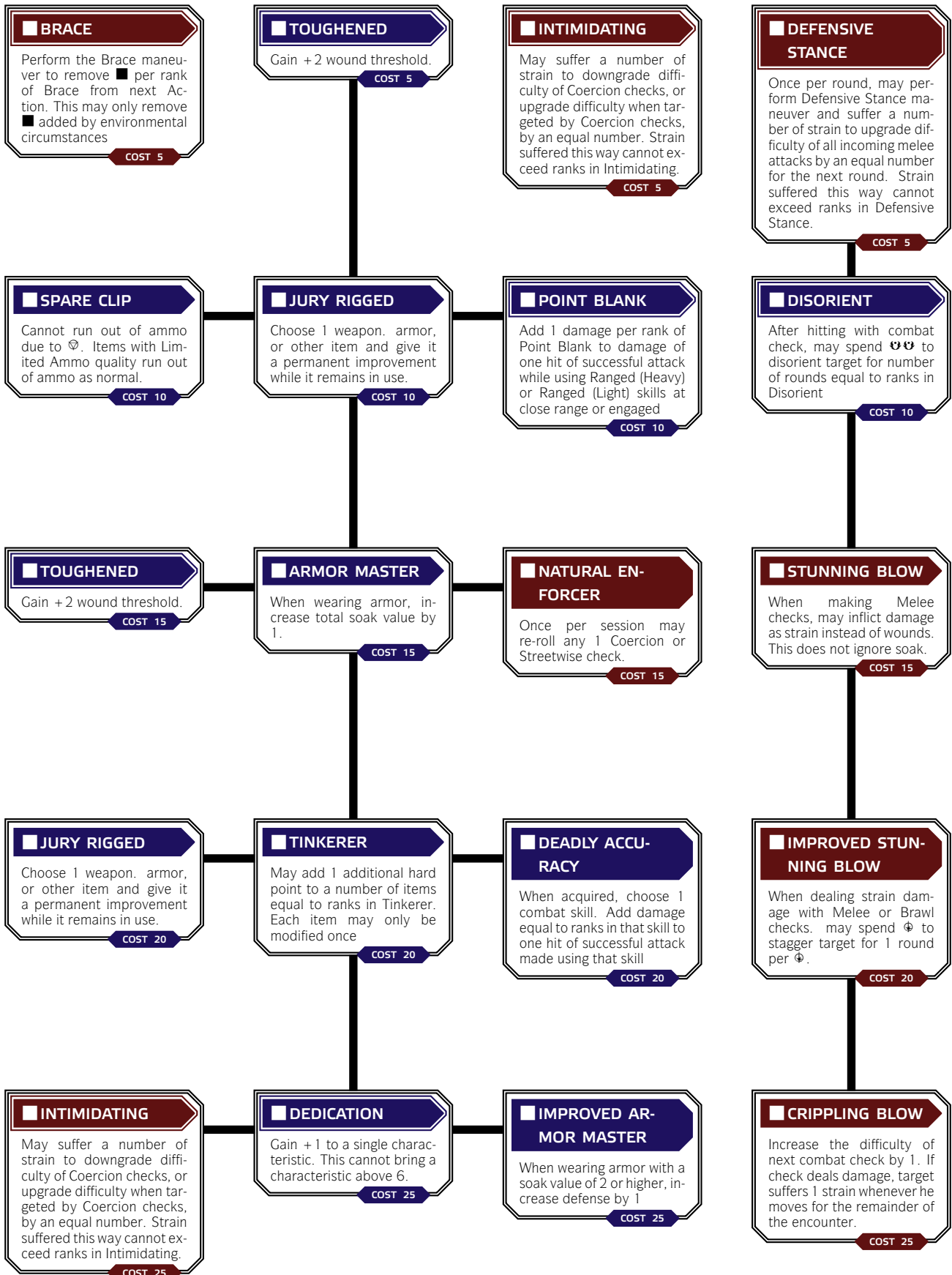
Career Skills: Athletics, Brawl, Perception, Piloting (Planetary), Piloting (Space), Ranged (Heavy), Streetwise, Vigilance

Additional Career Skills: Brawl, Coercion, Mechanics, Ranged (Light)

PASSIVE

ACTIVE

RANKED TALENT



Bounty Hunter: Martial Artist

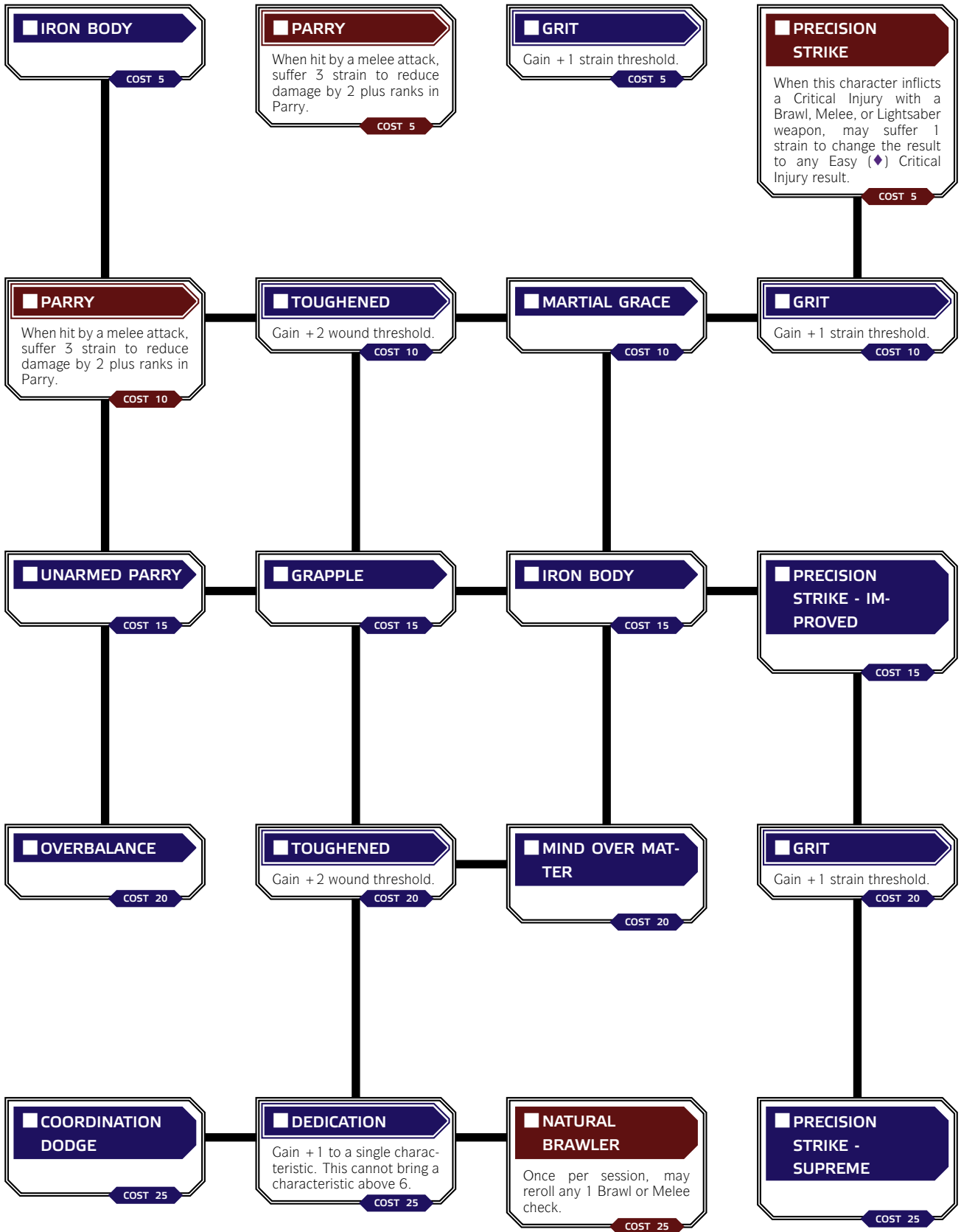
Career Skills: Athletics, Brawl, Perception, Piloting (Planetary), Piloting (Space), Ranged (Heavy), Streetwise, Vigilance

Additional Career Skills: Athletics, Brawl, Coordination, Discipline

PASSIVE

ACTIVE

RANKED TALENT



Bounty Hunter: Operator

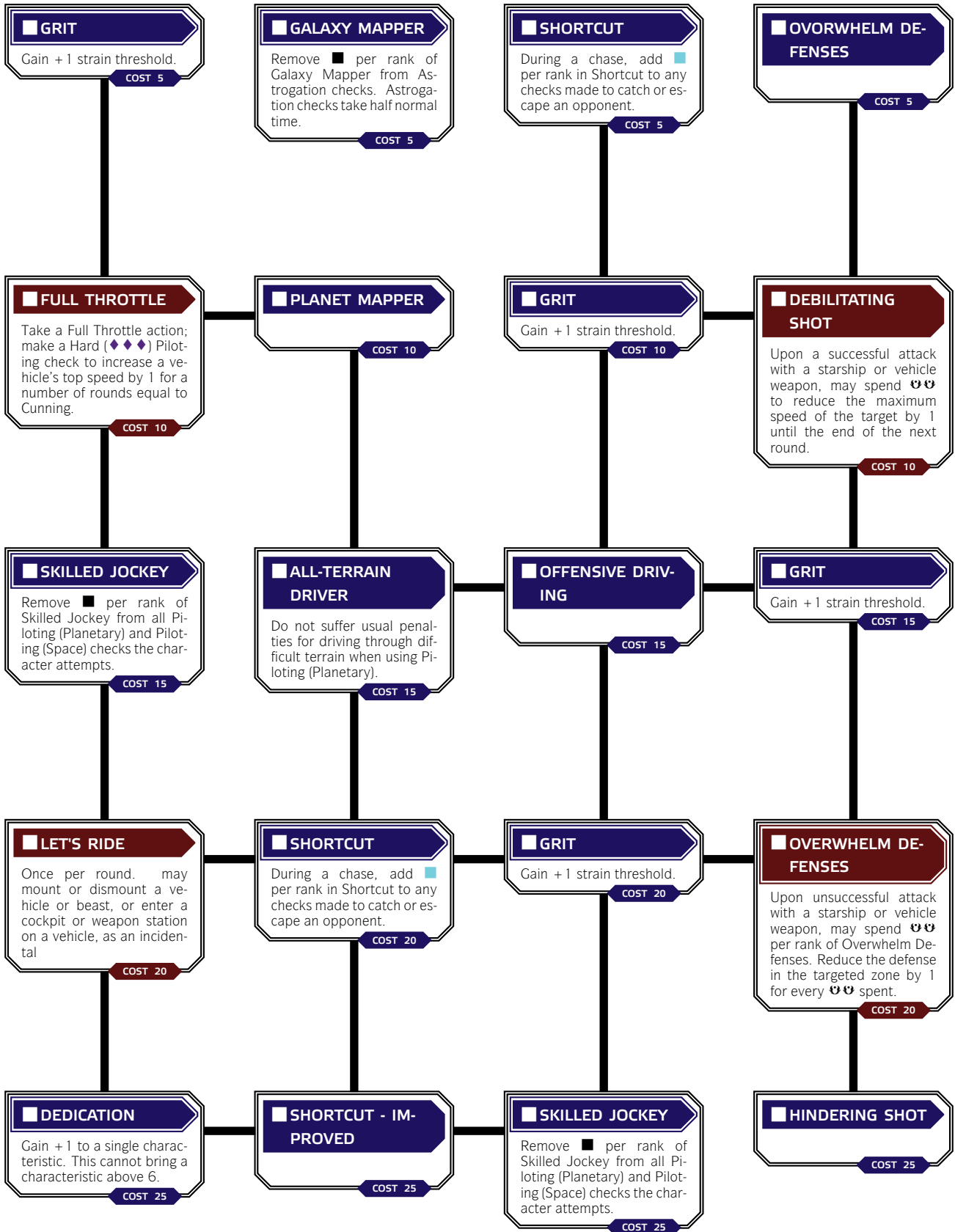
Career Skills: Athletics, Brawl, Perception, Piloting (Planetary), Piloting (Space), Ranged (Heavy), Streetwise, Vigilance

Additional Career Skills: Astrogation, Gunnery, Piloting (Planetary), Piloting (Space)

PASSIVE

ACTIVE

RANKED TALENT



Bounty Hunter: Skip Tracer

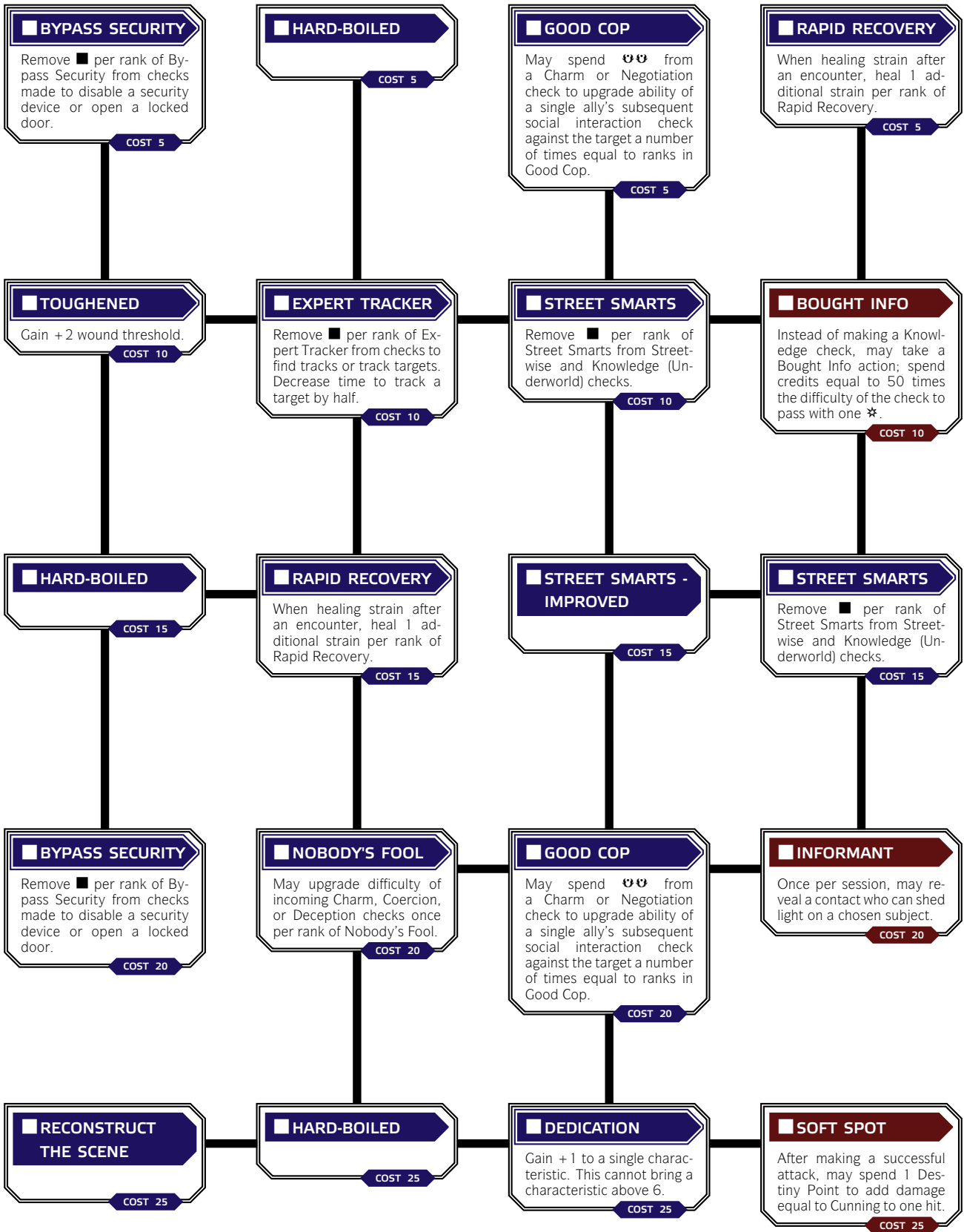
Career Skills: Athletics, Brawl, Perception, Piloting (Planetary), Piloting (Space), Ranged (Heavy), Streetwise, Vigilance

Additional Career Skills: Cool, Knowledge (Underworld), Negotiation, Skulduggery

PASSIVE

ACTIVE

RANKED TALENT



Bounty Hunter: Survivalist

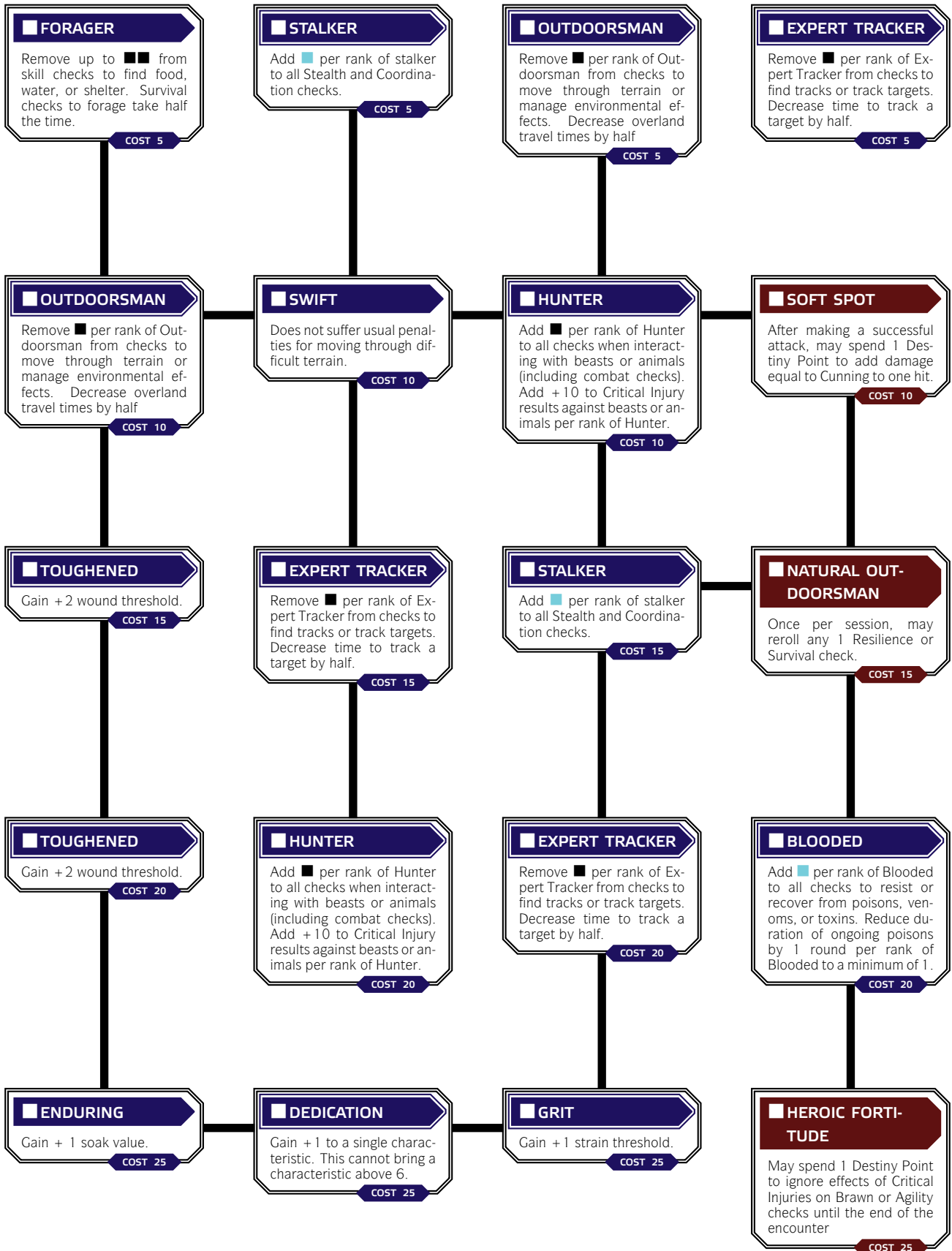
Career Skills: Athletics, Brawl, Perception, Piloting (Planetary), Piloting (Space), Ranged (Heavy), Streetwise, Vigilance

Additional Career Skills: Brawl, Coercion, Mechanics, Ranged (Light)

PASSIVE

ACTIVE

RANKED TALENT



Undefined talents (17)

- (iron body) - No Disintegrations p. 29
- (martial grace) - No Disintegrations p. 29
- (unarmed parry) - No Disintegrations p. 29
- (grapple) - No Disintegrations p. 29
- (precision strike - improved) - No Disintegrations p. 29
- (overbalance) - No Disintegrations p. 29
- (mind over matter) - No Disintegrations p. 29
- (coordination dodge) - No Disintegrations p. 29
- (precision strike - supreme) - No Disintegrations p. 29
- (overwhelm defenses) - No Disintegrations p. 31
- (planet mapper) - No Disintegrations p. 31
- (offensive driving) - No Disintegrations p. 31
- (shortcut - improved) - No Disintegrations p. 31
- (hindering shot) - No Disintegrations p. 31
- (hard-boiled) - No Disintegrations p. 33
- (street smarts - improved) - No Disintegrations p. 33
- (reconstruct the scene) - No Disintegrations p. 33