

# Ace: Gunner

**Career Skills:** Astrogation, Cool, Gunnery, Mechanics, Perception, Piloting (Planetary), Piloting (Space), Ranged (light)

**Gunner Bonus Career Skills:** Discipline, Gunnery, Ranged (Heavy), Resilience

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**R** RANKED

PASSIVE ABILITY

ACTIVATED ABILITY

**R** ☐ **DURABLE**

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

145 PASSIVE

**R** ☐ **GRIT**

Gain +1 to strain threshold.

135 ACTIVE

**R** ☐ **PRECISE AIM**

Once per round, may perform Precise Aim maneuver. Suffer a number of strain no greater than ranks in Precise Aim, then reduce target's melee and ranged defense by that number.

135 PASSIVE

**R** ☐ **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.

138 PASSIVE

**R** ☐ **TOUGHENED**

Gain +2 wound threshold.

135 PASSIVE

**R** ☐ **BRACE**

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

145 PASSIVE

**R** ☐ **SPARE CLIP**

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

137 ACTIVE

**R** ☐ **TRUE AIM**

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

138 PASSIVE

**R** ☐ **DURABLE**

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

135 PASSIVE

**R** ☐ **ENDURING**

Gain +1 soak value.

138 PASSIVE

**R** ☐ **JURY RIGGED**

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

145 PASSIVE

**R** ☐ **PRECISE AIM**

Once per round, may perform Precise Aim maneuver. Suffer a number of strain no greater than ranks in Precise Aim, then reduce target's melee and ranged defense by that number.

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139 ACTIVE

**R** ☐ **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.

138 PASSIVE

**R** ☐ **HEROIC FORTITUDE**

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

135 ACTIVE

**R** ☐ **JURY RIGGED**

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

135 PASSIVE

**R** ☐ **DEDICATION**

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

134 ACTIVE

**R** ☐ **TRUE AIM**

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

136 PASSIVE

5

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15

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