

# EXPERT

## You're the best there is at what you do.

Other people have luck. You have skill. Or rather, skills – more of them than the average inhabitant of Gamma Terra, that's for sure. You could be a beast-riding bounty hunter, a spice-trading naturalist, a storytelling mad scientist, or a marauding soldier of fortune. What you do doesn't matter as much as how well you do it – and there are none who do it better than you.

**Appearance:** Your other origin determines your physical characteristics; an expert could look like anything, from a giant rat scientist to a robotic killing machine.



### Expert Traits

- Mutant Type:** Dexterity; none; +2 to all overcharge.
- Skill Bonus (Level 1):** Gain a +1 bonus to all skill checks.
- Trained Defenses (Level 1):** Gain a +1 bonus to Fortitude, Reflex, and Will.
- A True Professional (Level 1):** Choose two vocations. You gain the grade 1 feat for both of those vocations.
- Expert Critical (Level 2 or 6):** When you score a critical hit, the attack deals 10 extra damage.

### Expert Powers

#### PRECISION ATTACK

#### EXPERT NOVICE

*You rarely, if ever, miss. You're just that good.*

**At-Will** ☉ Physical, Weapon

**Standard Action**      Melee or Ranged weapon

**Target:** One creature

**Attack:** Dexterity + weapon accuracy + your level vs. AC

**Special:** Make the attack twice and use the highest result.

**Hit:** 1[W] + twice your level physical damage.

#### EXTRA EFFORT

#### EXPERT UTILITY

*You thought you made a mistake once, but it turns out you were incorrect about that.*

**Encounter**

**No Action**

**Personal**

**Trigger:** You fail a skill check or saving throw.

**Effect:** You gain a +4 bonus to the skill check or saving throw.

#### KILL SHOT

#### EXPERT EXPERT

*One shot, one kill.*

**Encounter** ☉ Physical, Weapon

**Standard Action**

**Melee or Ranged weapon**

**Target:** One creature

**Attack:** Dexterity + weapon accuracy + your level vs. AC

**Hit:** 2[W] + Dexterity modifier + twice your level physical damage. If the target is bloodied, it takes an additional 2[W] damage.

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