



If
 you're wanted,
 good, bad or ugly
 then you're mine. So
 lawless scum take notice, it
 don't matter to me if you live
 or die, pays then same either
 way. Choose this Exemplar
 Template if you feel the
 right side of the law is
 whichever one that
 you're on.

<p style="text-align: center;">The Bounty Killer (Exemplar)</p>	<p style="text-align: center;">Point Cost: 20</p>
<p>(Sp) Always Gets His Man Talent (The Bounty Killer gains a +10 Talent Bonus on ALL Attack & Injury Rolls and ALL Skill test opposed by Any Creature that is a Wanted fugitive)</p> <p>(Sp) A Few Blue Coins More Talent (The Bounty Killer gains a bonus number of Blue Coins equal to the wanted targets build point total when he receives payment for a bounty)</p> <p>(Sp) Everybody is Wanted Somewhere Talent (The Bounty Killer may choose a Single Target Creature, that Creature Counts as WANTED and allows the use of all the Bounty Killer Talents vs it. The Bounty on the Creature is 50EP for every 100 Build Points it is, in addition to any the Bounty Killer gains using A Few Blue Coins More. The Bounty Killer Can use this Talent Once Per Adventure)</p> <p>(Sp) Practice Makes Perfect Talent (The Bounty Killer gains 1 bonus Build point at the end of ANY Adventure that he practices his trade and succeeds on bringing in a wanted Target. He gains 1 Build point per target brought in)</p> <p>(Sp) Surrender or Die Talent (The Bounty Killer gains a +20 Talent Bonus to his Attack and injury rolls vs ANY Creature the Bounty Killer Successfully Intimidates. This Bonus Last for One Encounter)</p>	<p>Gossip +5</p> <p>Vigor Bonus +5</p>
<p>Prerequisites: (Sp) Bring 'em Back Alive Talent, Fearless Talent, Quickdraw Talent, Gossip 10 ranks, Intimidate 30 ranks, Observe 20 ranks, Ride 10 ranks, Survival 10 ranks, World Lore 20 ranks</p>	<p>Bonus Gear: Pancho of Protection (Cloak Slot) Grants a +10 Magic Bonus To Defense</p>