



WEAPON SKILLS
Firearms & Beam Weapons

Advantage: Ambidexterous
Advantage: Combat Reflexes



| <u>Pts.</u> | <u>Skill</u> | | <u>Level</u> | <u>Rank</u> | <u>Notes:</u> |
|-------------|-------------------------------------|--------|--------------|-------------|---------------------|
| [1] | Beam Weapons (Pistol) /TL12 | DX/E | 29 | 1 | Familiarity: Phaser |
| [1] | Beam Weapons (Rifle) /TL12 | DX/E | 27 | 1 | Familiarity: Phaser |
| [28] | Guns (Pistol) /TL7 | DX/E | 33 | 8 | |
| [1] | Fast Draw (Pistol) | DX/E | 26 | 1 | |
| [1] | Fast Draw (Ammo) | DX/E | 26 | 1 | |
| [5] | ~ Dual Weapon Attack (Pistol) | Tech/H | 33 | +4 | |
| [5] | ~ Mounted Shooting (Pistol/Gryphon) | Tech/H | 33 | +4 | |
| [6] | ~ Targeted Attack (Pistol/Eye) | Tech/H | 29 | +5 | |
| [3] | ~ Targeted Attack (Pistol/Vitals) | Tech/H | 32 | +2 | |
| [1] | Guns (Rifle) /TL7 | DX/E | 31 | 6 | |
| [1] | Guns (Shotgun) /TL7 | DX/E | 31 | 6 | |
| [1] | Guns (Submachine Gun) /TL7 | DX/E | 31 | 6 | |
| [1] | Gunner (Machine Gun) /TL7 | DX/E | 29 | 4 | |
| [1] | Gunner (Beams) /TL12 | DX/E | 29 | 4 | Familiarity: Phaser |