

I
 can fling a blade
 further and more accurately
 than any other, filling the air with
 steel with a flick of my wrist. Being
 the best flinger is part skill, part
 talent and part showmanship.
 Choose this Exemplar Template
 is you would master the
 flinging arts!



The Master Blade Flinger (Exemplar)	20 Points
<p>(Sp) Blade Flinger's Ranged Disarm Talent (The Master Blade Flinger gains a +20 Talent Bonus to the attack and Agility roll made when using his Disarm (Ranged) tactical talent as long as he is throwing a Flinger weapon)</p> <p>(Sp) Flinger's Expertise Talent (The Master Blade Flinger gains a +10 Talent Bonus to ALL Ranged Attack and Injury Rolls he makes with a Flinger Weapon)</p> <p>(Sp) Improved Fusillade of Flying Steel Talent (The Master Blade Flinger may use his Fusillade of Flying Steel Talent as a (S) action instead of the normal (S*) action, though is still limited by the number of Flinger Weapons he can get using his Flinger's Quick Draw. This Talent stacks with any other talent)</p> <p>(Sp) Long Toss Talent (The Range of ANY Flinger Weapon used by the Master Blade flinger is increased by 6". Example: a Throwing Knife has a 24" range in the hands of a Master Blade Flinger)</p> <p>(Sp) Showman's Throw Talent (The Master Blade Flinger may add his Ranks in Perform to any Single Ranged Attack and Injury Roll when using a Flinger Weapon. The Master Blade flinger may use this talent Once Per Encounter for every 100 Build Points he is)</p>	<p>Observe +5</p> <p>Vigor Bonus +5</p>
<p>Prerequisites: (Sp) Flinger's Quickdraw Talent, Eagle Eyed Talent Disarm (Ranged) Tactical Talent, Acrobatics 5 Ranks, Observe 20 Ranks and Perform 20 Ranks</p>	<p>Bonus Gear: None</p>