

# Bounty Hunter vs. Smuggler Revamp

A profound rework drawing directly from *The Bounty Hunter Code* and *Smuggler's Guide*, crafting a living underworld environment where Smuggler actions fuel the targets for the Guild.

## The Smuggler's "Heat"

Smugglers take contracts from bosses (Jabba, Talon), picking up illicit cargo and running blockades. Carrying contraband generates '**Underworld Heat**'.

High Heat causes Imperial patrols, and reaching critical heat pushes an automatic PvP contract onto the Bounty Hunter terminal. Master the paths of *The Gunslinger* (burst damage) or *The Scoundrel* (debilitating slicing & dirty tricks) to survive.

## The Bounty Hunter's "Pursuit"

Taking contracts off active Smugglers or PvE marks, using deployed Arakyd Seeker Droids to track targets across hyperspace.

Will you choose *The Apprehender* route, utilizing Electro-Nets to capture targets alive in Carbonite for triple the profit? Or walk the path of *The Assassin* using Sniper Shots and Thermal Detonators to leave none alive? The choice is dictated by the Guild.

- [Bounty Hunter & Smuggler Profession Revamp](#)

# Bounty Hunter & Smuggler Profession Revamp

Details on the updates, ideas, etc., for the Bounty Hunter & Smuggler professions revamp are provided below.

## **Bounty Hunter & Smuggler**

[https://docs.google.com/document/d/1T4Bb\\_BpBo9vqVOq\\_5puO80jsO4tg68846dG7c78yrXo/edit?usp=drivesdk](https://docs.google.com/document/d/1T4Bb_BpBo9vqVOq_5puO80jsO4tg68846dG7c78yrXo/edit?usp=drivesdk)