

NAME:

FRETTE

CLASS:

BRR-ZERKER

LEVEL:

1

ACTION SKILL

Now We Slass!: Leaps forward up to 4 Squares, dealing 1d6 Cryo Damage to each Target in or adjacent to any square moved past.

(An enemy hit with Cryo Damage is *Slowed*, meaning they can only move one Square on their next Turn. If a *Slowed* Target is hit by Cryo again, they are *Frozen*. A *Frozen* Target can only choose to either move one space or make a Melee Attack on their next Turn. A *Frozen* Target cannot be *Slowed* or *Frozen* again.)

(Action Skill can be activated once per encounter for free. Can optionally be activated additional times per day equal to MST Mod.)

ACCURACY (ACC)	DAMAGE (DMG)	SPEED (SPD)	MASTERY (MST)
MOD	MOD	MOD	MOD



INITIATIVE

1

BADASS RANK SPD MOD MISC MOD

MOVEMENT

3

SPD MOD MISC MOD

HEALTH

CURRENT	MAX	REGEN
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SHIELDS

CURRENT	MAX	RECHARGE
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SHIELD TYPE:
INFO:



CHECKS

INTERACT	ACC MOD	+	MISC MOD	=	
TALK	SPD MOD	+	MISC MOD	=	
INSIGHT	ACC MOD	+	MISC MOD	=	
SNEAK	MST MOD	+	MISC MOD	=	
SEARCH	MST MOD	+	MISC MOD	=	
TRAVERSE	SPD MOD	+	MISC MOD	=	

MELEE DIE (HD)

1d10

+DMG

BADASS RANK

BADASS TOKENS

1

FAVORED WEAPON

SMG

BREADSTICKS

GRENADES

TYPE	DAMAGE
INFO:	3
CURRENT	MAX

ITEMS

SKILLS = SKILL LEVEL (SL)

<p>FROSTBITE</p> <p>Gain 2 Health/SL when you Melee Attack a Slowed or Frozen Target.</p>	<p>HACKER</p> <p>Gain +1 ACC Mod/SL while in Cyberspace.</p>	<p>NAVIGATOR</p> <p>+2 Max Health/SL. MST Mod +1 on Search Checks.</p>	<p>SUB ZERO</p> <p>Add +1/SL Cryo Damage to each Target when activating <i>Now We Slass!</i></p>
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FEAT

Rage of the Accountants: After activating your Action Skill, add +1d6 Cryo Damage to your Ranged and Melee Attacks for 2 Turns.

BACKGROUND & TRAITS

Background: You were good at crunching numbers and didn't have to interact with anyone. Now you're good at crunching bones and still prefer not to interact with people. **+2 Melee Damage, -2 on Talk Checks**

Blunt: You've done the math and have no problem telling everyone how likely they are to die horribly. **+5 on Chance Insight Checks**

Tech Savy: You cannot wait to get your hands on anything tech related, even if you have to pull it from bloody remains **+5 on Tech Interact Checks**

Calculated: As a former accountant, you have access to over 21tb of math and number based jokes, which are used instead of quips in battle.

BACKGROUND AND TRAITS

TIPS

- You are generally in a better mood than most people, mainly because you will outlive them.
- Even when in a rage, you find time to make jokes with 93% efficiency.
- Frette is good at slowing and freezing enemies, while also dealing massive damage, even with Melee attacks.
- You like to search, especially in cyberspace

TRAUMAS

CURRENT WEAPON

WEAPON SLOT 2

WEAPON SLOT 3