

NAME:

PALADIN MIKE

CLASS:

CLAWBRINGER

LEVEL:

1

ACTION SKILL

Fiery Redemption: Paladin Mike's fists come together to form a giant hammer that slams down at the ground, dealing 2d6 Incendiary Damage to all Targets in a 2x3 area. Targets hit are Knockedback 1 Square.

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

+MST

ACCURACY (ACC)

DAMAGE (DMG)

SPEED (SPD)

MASTERY (MST)



INITIATIVE

2

BADASS RANK + SPD MOD + MISC MOD =

MOVEMENT

3

SPD MOD + MISC MOD =

HEALTH

CURRENT

MAX

REGEN

SHIELDS

CURRENT

MAX

RECHARGE

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

2

FAVORED WEAPON



COMBAT RIFLE

BREADSTICKS

GRENADES

TYPE

DAMAGE

INFO:

3

CURRENT

MAX

ITEMS

SKILLS

= SKILL LEVEL (SL)

DRONE STRIKE

Wyrn Drone gains +1d6/SL to their Incendiary Damage.

DRAGON AURA

You gain +1 DMG Mod/SL while Wyrn Drone is in an adjacent square.

BURST SHOT

All Crit Damage is Shock Damage and gain +1/SL Crit Damage.

DIAMOND GUARD

Gain MST Mod +5 Max Shields. Enemies who Melee Attack you take 1d6/SL Shock Damage.

FEAT

Wyrn Drone: A flying drone that deals 1d6 Incendiary Damage to anything it flies past.

BACKGROUND & TRAITS

Background: Known around the city as a defender of justice and the face of one of the many weapon vending machine brands, it's hard to go anywhere without being recognized. **+1 Badass Rank, -2 on Sneak Checks**

Impolite: You never let manners or people stand in your way, pushing and cursing your way through most interactions. **+5 on Crowd Traverse Checks**

Caffeine Addict: You're greatest fear is running out of energy, so you are quick to try any stim or potion to keep your edge. **+5 on Stim Interact Checks**

Profane Linguist: You are always trying out new curse words in conversation to get people to realize your wit strikes as hard as your weapons.

BACKGROUND AND TRAITS

TIPS

- Mike always has a drink or energy stim ready to go should the need arise.
- You deal a lot of elemental damage, so try not to light your friends on fire.
- Mike shares a strong bond with their Wyrn Drone, and will destroy anyone who tried to damage it.
- Don't forget about your Dragon Aura while your Wyrn Drone is near you (if you go for that Skill).

TRAUMAS

CURRENT WEAPON

WEAPON SLOT 2

WEAPON SLOT 3