

NAME:

VALENTINE

CLASS:

Stabbomancer

LEVEL:

1

ACTION SKILL

Living Blade: Fire a spinning blade to a square you can see that deals 2d6 Damage to all enemies it passes through and all Targets adjacent to the chosen square for 2 Turns.

(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)

MOD

MOD

MOD

MOD



INITIATIVE

1

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)

1d8

+DMG

BADASS RANK

BADASS TOKENS

1

FAVORED WEAPON

SHOTGUN

BREADSTICKS

GRENADES

TYPE

DAMAGE

INFO:

3

CURRENT

MAX

ITEMS

SKILLS

SL = SKILL LEVEL (SL)

QUICK FIRE

Gain +1 DMG/SL on the first attack of each Encounter.

FROM SHADOWS

+1/SL on Sneak Checks. Take 1d4+MST Mod less Damage from Ranged Attacks.

HIDDEN BLADES

Gain +2 Melee Damage/SL

CRACK SHOT

Gain +1 Crit Damage/SL

FEAT

Dirty Fighting: Add a CRIT to the 2-7 Accuracy Range for all Favored Weapons (Shotguns).

BACKGROUND & TRAITS

Background: There are no shortage of enemies in your past and you aren't afraid to add new names to that list every time you go out in public. **+2 Initiative, -2 on Insight Checks**

Impulsive: You are quick to say (and do) the first thing that comes to your mind. **+5 on Bluffing Talk Checks when you first meet someone**

Charming: You know the key to going unnoticed is to be noticed with a smile that says "hey, don't worry about me" **+5 on Crowd Sneak Checks**

Confident: You are always sure that your first instinct is the best plan of attack, and usually it hasn't gotten you killed yet, so why change now?

BACKGROUND AND TRAITS

TIPS

- Valentine usually ends up taking a leader role, because he doesn't wait for anyone else to talk.
- Valentine is (slightly) more laid back when working with a group.
- Valentine is always on the move during an Encounter and tries to line up enemies for Living Blade.
- Even when rolling poorly, Valentine still ends up on top with Dirty Fighting.

TRAUMAS

CURRENT WEAPON

WEAPON SLOT 2

WEAPON SLOT 3