Bunkers & Badasses

ARCHETYPE: Deadeye

CLASS: Assassin

NAME:

BACKGROUND: The Blade

LEVEL: 1

ACTION SKILL: **Deceptiʘn:** The Assassin becomes Cloaked for 2 turns, sending out an illusionary decoy that mimics their Attacks and movements for the duration of *Deceptiʘn* (mimicked Attacks do not deal Damage or have any effect). Performing any Attack while *Deceptiʘn* is active will break the cloak and illusion, but will upgrade all Hits to Crits for that Attack. (MST Mod per Day+Once per Encounter)

+2 +MST

ACCURACY (ACC)	DAMAGE (DMG)	SPEED (SPD)	MASTERY (MST)
6	2	2	4
+3 MOD	+1 MOD	+1 MOD	+2 MOD

INITIATIVE: 1 (BADASS RANK) + 1 (SPD MOD) + ___ (MISC MOD) = +2

MOVEMENT: 3 + 1 (SPD MOD) + ___ (MISC MOD) = 4sq

HEALTH

CURRENT | 16 MAX | REGEN

SHIELDS

CURRENT | 20 MAX | 5 RECHARGE

SHIELD TYPE:
INFO:

GRENADES

TYPE | DAMAGE

INFO:

CURRENT | 3 MAX

POTIONS

FAVORED GUN

- PISTOL
- SMG
- COMBAT RIFLE
- SHOTGUN
- SNIPER
- ROCKET LAUNCHER

CHECKS

INTERACT (WITH HANDS!)	ACC MOD	+3	+	MISC MOD	___	= +3
TALK (WITH WORDS!)	SPD MOD	+1	+	MISC MOD	___	= +1
INSIGHT	ACC MOD	+3	+	MISC MOD	___	= +3
SNEAK	MST MOD	+2	+	MISC MOD	___	= +2
SEARCH	MST MOD	+2	+	MISC MOD	___	= +2
TRAVERSE	SPD MOD	+1	+	MISC MOD	−2	= −1

MELEE DIE

1d6 +4 +DMG

BADASS RANK

1

BADASS TOKENS

GOLD

120

SKILLS

SPEND 1 SKILL POINT | SL = SKILL LEVEL

HEADSHOT

+2 Crit Damage/SL.

FAST HANDS

+1 SPD.
+1/SL on Interact Checks.

COUNTER STRIKE

The first time Damage is taken during an encounter, deal +1 Hit/SL on your next 1+MST Mod Attacks.

IRON HAND

+1 Melee Damage and +10 max Health/SL.

BACKGROUND & TRAITS

BACKGROUND

THE BLADE: You inherited a legendary blade with an ancient, mysterious origin. Maybe some day you will learn its secrets. ***Sword of Legend:* +3 Melee Damage, −2 on Traverse Checks.**

TRAITS

FREELANCE: You used to get a regular paycheck. Now you don't. On the upside: freedom. On the downside: ramen for every meal. **+5 on Mercenary Insight Checks.**

THE LOAD: You have mastered the art of hiding unwanted items on people. **+5 on Plant Sneak Checks.**

ARCHETYPE FEAT

LINE OF SIGHT: +1 on Search Checks with a Sniper Rifle equipped.

CURRENT GUN

GUN SLOT 2

GUN SLOT 3

XP BAR: 100