

**ACTION SKILL:**

**Berserk:** Puts away guns and breaks out fists for 2 turns. Each turn gains an Extra Movement and ability to Melee Attack twice, dealing +1 Melee Die Damage with each Attack. Regens 10 Health each turn. (MST Mod per Day+Once per Encounter)

**+0**  
+MST

|   |   |  |  |
|---|---|--|--|
| <b>ACCURACY (ACC)</b><br><b>3</b> <b>+1</b><br><small>MOD</small> | <b>DAMAGE (DMG)</b><br><b>6</b> <b>+3</b><br><small>MOD</small> | <b>SPEED (SPD)</b><br><b>4</b> <b>+2</b><br><small>MOD</small> | <b>MASTERY (MST)</b><br><b>1</b> <b>+0</b><br><small>MOD</small> |
|---|---|--|--|

**INITIATIVE**  
 $1$  (BADASS RANK) +  $2$  (SPD MOD) + \_\_\_\_\_ (MISC MOD) = **+3**

**MOVEMENT**  
 $3$  (BADASS RANK) +  $2$  (SPD MOD) + \_\_\_\_\_ (MISC MOD) = **5sq**

**HEALTH**

CURRENT **20** MAX REGEN

**SHIELDS**

CURRENT **20** MAX RECHARGE **5**

SHIELD TYPE: \_\_\_\_\_  
 INFO: \_\_\_\_\_

**GRENADES**

| TYPE        | DAMAGE       |
|-------------|--------------|
| INFO: _____ | <b>3</b> MAX |

**POTIONS**

\_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

**FAVORED GUN**

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

**CHECKS**

**INTERACT** (WITH HANDS!) ACC MOD **+1** + MISC MOD **-2** = **-1**

**TALK** (WITH WORDS!) SPD MOD **+2** + MISC MOD \_\_\_\_\_ = **+2**

**INSIGHT** ACC MOD **+1** + MISC MOD \_\_\_\_\_ = **+1**

**SNEAK** MST MOD **+0** + MISC MOD \_\_\_\_\_ = **+0**

**SEARCH** MST MOD **+0** + MISC MOD \_\_\_\_\_ = **+0**

**TRAVERSE** SPD MOD **+2** + MISC MOD \_\_\_\_\_ = **+2**

**MELEE DIE**

**1d10\*** **+3**  
\*(+1d6) +DMG

**BADASS RANK** **1** BADASS TOKENS

**GOLD** **120**

**SKILLS** SPEND 1 SKILL POINT SL = SKILL LEVEL

|   |  |  |   |
|---|--|--|---|
| <b>IRON FIST</b><br>+1 Melee Damage/SL. | <b>HARDENED</b><br>10+MST Mod Health/SL. | <b>SAFEGUARD</b><br>Increase Shield capacity by 10/SL. | <b>ENDOWED</b><br>+1 Splash Damage/SL for all Explosive Damage. |
|---|--|--|---|

**BACKGROUND & TRAITS**

**BACKGROUND**

**DYNAMITE:** You trained as an explosives expert during one long hot summer. You have the missing pinky to prove it. **+2 Damage to all Explosives, -2 on Interact Checks.**

**TRAITS**

**INTENSE:** You have a terminal case of RBF -- Resting Badass Face. **+5 on Intimidate Talk Checks.**

**BREACHER:** Most barricades and locked doors cannot withstand your might. You are also good with opening bottles and jars. **+5 on Strength Interact Checks.**

**ARCHETYPE FEAT**

**BRUTALITY:** Add 1d6 to your Melee Damage.

CURRENT GUN

GUN SLOT 2

GUN SLOT 3