

NAME: _____ BACKGROUND: **Veteran** LEVEL: **1**

ACTION SKILL:
Sabre Turret: Releases a Turret in an adjacent square, that remains in place and fires at Enemies for 2 turns. It targets the closest Enemy each turn and Taunts it. (MST Mod per Day+Once per Encounter)
Sabre Turret Stats: Shields: 40 • Damage: 1d8 per Hit • ACC: +2 (2-7: 2 Hits, 8-15: 3 Hits, 16+: 4+ Hits)

+1
+MST

ACCURACY (ACC) 3 +1 <small>MOD</small>	DAMAGE (DMG) 4 +2 <small>MOD</small>	SPEED (SPD) 6 +3 <small>MOD</small>	MASTERY (MST) 3 +1 <small>MOD</small>
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INITIATIVE $1 + 3 + \text{MISC MOD} = +4$
BADASS RANK SPD MOD

MOVEMENT $3 + 3 + \text{MISC MOD} = 6\text{sq}$
SPD MOD

HEALTH

CURRENT **18** MAX REGEN

SHIELDS

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

SHIELD TYPE: _____
 INFO: _____

CHECKS

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

TALK (WITH WORDS!) SPD MOD **+3** + MISC MOD = **+3**

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

SNEAK MST MOD **+1** + MISC MOD = **+1**

SEARCH MST MOD **+1** + MISC MOD **-2** = **-1**

TRAVERSE SPD MOD **+3** + MISC MOD = **+3**

MELEE DIE

1d8 **+2**
+DMG

BADASS RANK **1** BADASS TOKENS

GOLD **120**

GRENADES

TYPE	DAMAGE
INFO: _____	_____

CURRENT **3** MAX

POTIONS/ITEMS

FAVORED GUN

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

SKILLS SPEND 1 SKILL POINT SL = SKILL LEVEL

SENTRY <i>Sabre Turret gains +1 Hit/SL and increases duration by 1+MST Mod turns.</i>	READY +1 SPD and +1/SL on Search Checks.	EXPERTISE +1 ACC Mod to all non-Favored Guns. +1/SL on Insight Checks.	IMPACT +1 MST. +1/SL Melee Damage.
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BACKGROUND & TRAITS

BACKGROUND

VETERAN: After serving honorably for over a decade, the military was beginning to question your methods, so it was time to pack up your *Sabre Turret* and head out. **+1 Speed, +2 on Insight Military Checks, -2 on Search Checks.**

INFILTRATOR: Kept you waiting, huh? **+5 on Bunker Sneak Checks.**

TRAITS

EVERYBODY BE COOL: You just want everyone to get along. You picked the wrong occupation, but still, good for you. **+5 on Diplomacy Talk Checks.**

ARCHETYPE FEAT

BY YOUR SIDE: Gain Extra Movement anytime an ally's Shield depletes.

XP BAR: **100** _____

CURRENT GUN

GUN SLOT 2

GUN SLOT 3