

ACTION SKILL:

Gunzerking: Gunzerker gains the ability to wield 2 equipped guns at once for 2 turns. Each Ranged Attack fires both guns at a single target. While *Gunzerking*, Gunzerker gains Health Regen. (MST Mod per Day+Once per Encounter)

+1
+MST

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

MOVEMENT $3 + 2 + \text{MISC MOD} = \mathbf{5sq}$
SPD MOD MISC MOD

HEALTH

CURRENT	25	REGEN
	MAX	

SHIELDS

CURRENT	20	5
	MAX	RECHARGE

SHIELD TYPE: _____
 INFO: _____

CHECKS

INTERACT <small>WITH HANDS!</small>	ACC MOD +1 + MISC MOD = +1
TALK <small>WITH WORDS!</small>	SPD MOD +2 + MISC MOD = +2
INSIGHT	ACC MOD +1 + MISC MOD = +1
SNEAK	MST MOD +1 + MISC MOD = +1
SEARCH	MST MOD +1 + MISC MOD = +1
TRAVERSE	SPD MOD +2 + MISC MOD -2 = +0

MELEE DIE

1d10 **+3**
+DMG

BADASS RANK **1** BADASS TOKENS

GOLD **120**

GRENADES

TYPE	DAMAGE
INFO:	3
	CURRENT MAX

POTIONS

FAVORED GUN

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

SKILLS SPEND 1 SKILL POINT SL = SKILL LEVEL

QUICK DRAW +2 Initiative Mod/SL. +1/SL on Interact Checks.	FILLED TO THE BRIM Increase max grenades by 1/SL. Increase max potions by 1+MST Mod.	INCITE The first time you take Damage during an encounter, gain Extra Movement. +1/SL on Traverse Checks.	HARD TO KILL 10+MST Mod Health. +5 Health Regen/SL.
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BACKGROUND & TRAITS

BACKGROUND

ROIDS: After years of pumping iron and stuff, your body is as hard as your guns. The stunted growth is a coincidence. **+5 Starting Health, -2 on Traverse Checks.**

TRAITS

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

PARKOUR!: You have delusions of being Spiderantman. **+5 on Vaulting Traverse Checks.**

ARCHETYPE FEAT

FLEX: The first time your Shields are depleted in an encounter, gain 1 Badass Token.

CURRENT GUN

GUN SLOT 2

GUN SLOT 3