

NAME: _____ BACKGROUND: **Partner in Crime** LEVEL: **1**

ACTION SKILL: **Wings of Blood:** The Hunter's familiar flies from their perch to dive Attack and Taunt a chosen Enemy, dealing 2d8 Damage and Taunting all adjacent Enemies. All Taunted Enemies will Attack the Hunter on their next turn. (MST Mod per Day+Once per Encounter)
Wing Stats: Health: 15 • Attacks (1/turn) • DMG: 1d4+1 • ACC: +1 (2-7: -1 DMG, 8-15: Normal, 16+: +1 DMG)

+2
+MST

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

CURRENT **14** MAX REGEN

SHIELDS

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

SHIELD TYPE: INFO:

CHECKS

INTERACT (WITH HANDS!) ACC MOD **+3** + MISC MOD **-2** = **+1**

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 = **-1**

MELEE DIE

1d4 **+1**
+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

CALIBER +1 DMG Mod on Favored Guns. +1/SL on Search Checks.	SWIPE Enemies killed by <i>Wings of Blood</i> drop gold equal to their BR. +1/SL on Traverse Checks.	DEADLY 1+MST Mod Crit Damage. +1/SL on Sneak Checks.	GUN CRAZY Increase DMG Mod for all Pistols by 1/SL.
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BACKGROUND & TRAITS

BACKGROUND **PARTNER IN CRIME:** Friends who kill together, stay together. Your bird is with you 'til the end. **+2 Wing Damage, -2 on Interact Checks.**

TRAITS **INSIDER:** You've seen the inside of every Guild on Pan'Dorah, and are not welcome back at most of them. **+5 on Guild Sneak Checks.**

YO SOY MANUEL DEXTERITY: You're very good with your fingers. **+5 on Dexterity Interact Checks.**

ARCHETYPE FEAT

HIGH NOON: If there is only a single Enemy within 3 squares, gain +3 Crit Damage.

CURRENT GUN
GUN SLOT 2
GUN SLOT 3