At						
B At		BACKGROUNI	BACKGROUND: BLOOD!		LEVEL: 1	
	tack against an adjacent tar	uts away their gun, gains Extra Movem et, and a Ranged Attack as they thro . (MST Mod per Day+Once per Encour	w their Axe up to 4 squares av			
ACCURACY (ACC) DAMAGE (DMG)		SPEED (SPD) MAS			1 2	
2 +1	6 +3	4 +2 2	+1 NIT	BADASS RANK SPD MOI	+ = +3	
MOD /	MOD	MOD	MOV MOV	3 + 2	_ + = 5 sq	
HE	ALTH	CHE	ECKS	SPD MOI	D MISC MOD	
CURRENT 22 REGEN		INTERACT ACC H1 + MISC = +1				
SHIELDS				1d12 +5		
20 5		TALK SPD $+2$ + MISC -4 = -2		BADASS RANK BADASS TOKENS		
CURRENT HIELD TYPE:	MAX RECHARGE	INSIGHT ACC +1	+ MISC = +1	1		
NFO:						
	111	SNEAK MST +1	+ MISC = +1	GOLD	120	
GREI	NADES	SEARCH MST +1	+ MISC = +1			
			MOD			
TYPE NFO:	DAMAGE	TRAVERSE SPD +Z	2 + MISC +2 = +4	\		
110.	3		SKII	L LS SPEND 1 SKILL PC	DINT SL = SKILL LEVEL	
	CURRENT MAX	BURN, BABY, BURN	EMPTY THE RAGE		FEED THE MEAT	
POTIONS		When performing a Melee Attack, roll 1d20+MST Mod. On a 12+, become inflamed for 2 turns, While Shields are depleted,		When Shields hit 0 , a grenade drops, dealing +1d6/ SL Damage. If the grenade kills Damage. If the grenade kills Damage. If the grenade kills Damage. If the grenade hills Damage. If the grenade hill Damage. If the grenade hills Dama		
		dealing and taking +1d6 /SL 9aln an extra 1+M51 M00 an Enemy, gain 10+ M5T Mod Incendiary Damage while Attacking. Melee Damage. Shields and regain 1 grenade.				
<u> </u>			BACKGROUN			
<u> </u>		BLOOD!: I CAN TASTE YOUR	MEMURIES +2 Melee Damage,	+2 on Traverse Checks, –4 on Talk C	thecks.	
		BACKGROUND				
	RED GUN					
☐ THE PIS	PISTOL NOTHING'S OVER 'TIL YOU'RE UNDERGROUND: You seek death because it makes you feel alive. So edgy.					
SM	9	+5 on Interact Checks whi	ile Shields are Depleted.			
COMBAT RIFLE			BUZZ, YOUR GIRLFRIEND, WOOF: You love setting traps, not entirely unlike a small child who was left alone at home during Christmas. +5 on Trap Interact Checks.			
SHOTGUN		nome ourning chiristinas. *3 on map interact checks.				
SNIPER			ARCHETYPE FEAT			
ROCKET LAUNCHER		NO PAIN: While an Enemy is	NO PAIN: While an Enemy is adjacent, take 1 less Damage from each Attack.			