

NAME: _____ BACKGROUND: **Public Figure** LEVEL: **1**

ACTION SKILL:

Phasewalk: Become Cloaked and gain Extra Movement for 2 turns. When activated/deactivated, create a Phase Blast that deals 3d6 Incendiary Damage to adjacent Enemies. (MST Mod per Day+Once per Encounter)

+2
+MST

ACCURACY (ACC) 2 +1 <small>MOD</small>	DAMAGE (DMG) 4 +2 <small>MOD</small>	SPEED (SPD) 4 +2 <small>MOD</small>	MASTERY (MST) 4 +2 <small>MOD</small>	INITIATIVE $1 + 2 + \text{MISC MOD} = \mathbf{+3}$ <small>BADASS RANK SPD MOD</small>
				MOVEMENT $3 + 2 + \text{MISC MOD} = \mathbf{5sq}$ <small>SPD MOD</small>

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 **+2** + MISC MOD = **+2**

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

SNEAK MST MOD **+2** + MISC MOD = **+2**

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

TRAVERSE SPD MOD **+2** + MISC MOD **+1** = **+3**

MELEE DIE

1d8 **+4**
+DMG

BADASS RANK **1** BADASS TOKENS

GOLD **120**


GRENADES

TYPE	DAMAGE
INFO:	
CURRENT	3 MAX

POTIONS

FAVORED GUN

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

SKILLS SPEND 1 SKILL POINT  SL = SKILL LEVEL

STRIKING When performing Melee Attacks, roll 1d20+MST Mod . On a 15+ , target is Slowed for 1 turn/SL .	DIVA +5 max Shields/SL. +1/SL on Traverse Checks.	QUICKSILVER +1 SPD and +1/SL on Interact Checks.	SLAYER 1+MST Mod Crit Damage/SL.
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BACKGROUND & TRAITS

BACKGROUND

PUBLIC FIGURE: You have always used your special abilities for the greater good. At least, your interpretation of the greater good. **+2 Melee Damage, -1 on Search Checks.**

TRAITS

WOULD I LIE?: Yes, probably. **+5 on Bluffing Talk Checks.**

GOT A BAD FEELING ABOUT THIS: You can tell when stuff's about to go sideways. **+5 on Danger Insight Checks.**

ARCHETYPE FEAT

OVER UNDER: +1 on all Sneak Checks or +1 on all Traverse Checks.

CURRENT GUN
GUN SLOT 2
GUN SLOT 3