BUNKERS BADASSES	
NAME:	

ARCHETYPE:

SPEED (SPD)

STRIKING

When performing Melee Attacks, roll **1d20**+MST

Mod. On a 15+, target is

BACKGROUND

TRAITS

Elemental

CLASS: Siren (Lightwalk)

BADASS RANK

SPD MOD

BACKGROUND:

Public Figure

INITIATIVE

MOVEMENT

LEVEL:

MISC MOD

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)

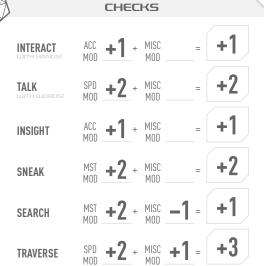
MASTERY (MST)

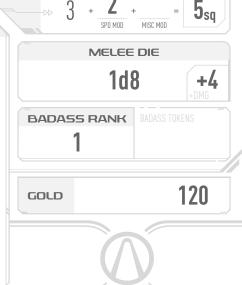


CURRENT GUN

GUN SLOT 2







SPEND 1 SKILL POINT #

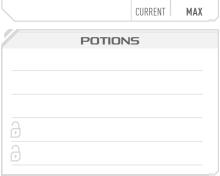
SLAYER

1+MST Mod Crit Damage/SL.

QUICKSILVER

+1 SPD and +1/SL on

Interact Checks.



GRENADES

DAMAGE

3

TYPE

INFO:





DIVA

+5 max Shields/SL

+1/SL on Traverse Checks.

SKILLS

greater good. +2 Melee Damage, -1 on Search Checks.

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.

XP BAR:

100