BUNKERS BADASSES	3
NAME:	

ARCHETYPE:

SPEED (SPD)

Elemental

CLASS: Siren (Phaselock)

BADASS RANK

SPD MOD

BACKGROUND:

Hidden Past

INITIATIVE

MOVEMENT

LEVEL:

MISC MOD

1

ACTION SKILL:

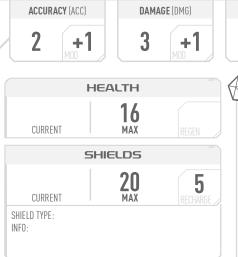
Phaselock: Siren locks an Enemy in sphere of energy, preventing the Enemy from taking Actions for 2 turns. If an Enemy cannot be Phaselocked, they instead take 3d6 Cryo Damage per turn. (MST Mod per Day+Once per Encounter)

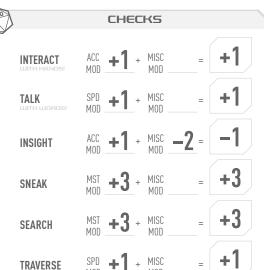
Cryo Damage: Targets Hit by Cryo are Slowed. Slowed targets' Movement is reduced to 1 square for 1 turn and takes -2 on Traverse Checks.

MASTERY (MST)

+3

CURRENT GUN







SPEND 1 SKILL POINT #



GRENADES



BACKGROUND

TRAITS



ШARD



After killing a Phaselocked
Enemy, gain 1 healing Orb/SL.
Each Orb moves 3 squares/turn
to a chosen alty and grants
1d4/SL Health.

10%+MST Mod Element chance on Elemental Guns. +1/SL on Sneak Checks.

FLICKER

SL = SKILL LEVEL

FAVORED GUN

PISTOL

5 74

PISTUL

SMG

_ ___

COMBAT RIFLE

SHOTGUN

SNIPER

ROCKET LAUNCHER

BACKGROUND 6 TRAITS

SKILLS

HIDDEN PAST: How you got your powers is a mystery. You don't think too much about it, you just embrace your good fortune. **+1 Speed, -2 on Insight Checks.**

SWIFT: They can't stop you if they can't catch you. +5 on Terrain Traverse Checks.

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

ARCHETYPE FEAT

STATIC SHOCK: When you are Hit by Melee, roll %. On a 30+: deal 1d6 Shock Damage. Shock Damage: Deals double Damage to Shields.

XP BAR:

100

GUN SLOT 3

SUN SLOT 2