

NAME: \_\_\_\_\_ BACKGROUND: **Hidden Past** LEVEL: **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.

**+3**  
+MST

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

**HEALTH**

CURRENT	<b>16</b>	REGEN
	MAX	

**SHIELDS**







CURRENT	<b>20</b>	<b>5</b>
	MAX	RECHARGE
SHIELD TYPE: INFO:		

**GRENADES**

TYPE	DAMAGE
INFO:	<b>3</b>
	CURRENT MAX

**POTIONS**


**FAVORED GUN**

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

**CHECKS**

<b>INTERACT</b> <small>WITH HANDS!</small>	ACC MOD <b>+1</b> + MISC MOD = <b>+1</b>
<b>TALK</b> <small>WITH WORDS!</small>	SPD MOD <b>+1</b> + MISC MOD = <b>+1</b>
<b>INSIGHT</b>	ACC MOD <b>+1</b> + MISC MOD <b>-2</b> = <b>-1</b>
<b>SNEAK</b>	MST MOD <b>+3</b> + MISC MOD = <b>+3</b>
<b>SEARCH</b>	MST MOD <b>+3</b> + MISC MOD = <b>+3</b>
<b>TRAVERSE</b>	SPD MOD <b>+1</b> + MISC MOD = <b>+1</b>


**MELEE DIE**

**1d6** **+1**  
+DMG

**BADASS RANK** BADASS TOKENS

**1**

**GOLD** **120**

**SKILLS** SPEND 1 SKILL POINT  SL = SKILL LEVEL

<b>WARD</b> +5 max Shields/SL. 10+MST Mod Shield Recharge if SL is at 3.	<b>ACCELERATE</b> +1 SPD, +1/SL on Traverse Checks.	<b>SWEET RELEASE</b> After killing a Phaselocked Enemy, gain 1 healing Orb/SL. Each Orb moves 3 squares/turn to a chosen ally and grants 1d4/SL Health.	<b>FLICKER</b> 10%+MST Mod Element chance on Elemental Guns. +1/SL on Sneak Checks.
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**BACKGROUND & TRAITS**

**BACKGROUND**

**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.**

**TRAITS**

**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.