

<b>Name:</b>				<b>Core:</b> Combatant <b>Level:</b> 1		<b>Citizenship:</b>	
<b>Player:</b>				<b>Sleeve:</b> Cybersleeve		<b>Assets:</b>	<b>Reputation:</b>
<b>BACKGROUNDS</b>				<b>ONE UNIQUE THING</b>		<b>ICON RELATIONSHIPS</b>	
<b>ABILITIES</b>	<b>Score</b>	<b>Mod</b>	<b>+Lv</b>	<b>DEFENSES</b>	<b>HEALTH</b>	<b>DURABILITY</b>	<b>Base</b> <b>Current</b>
<b>Strength</b>	12	+1	+2	<b>AC:</b> 19	<b>HP Rec Roll:</b> 2d10+3	<b>Hit Points:</b>	44
<b>Dexterity</b>	18	+4	+5	<b>PD:</b> 14	<b>SP Rec Roll:</b> 2d10	<b>Shield Points:</b>	10
<b>Constitution</b>	16	+3	+4	<b>MD:</b> 11	<b>Fragmentation:</b> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<b>Shield Rec:</b>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<b>Intelligence</b>	10	0	+1	<b>ATTACKS</b>		<b>INITIATIVE</b>	<b>ACTION POINTS</b>
<b>Wisdom</b>	10	0	+1	<b>Melee Basic:</b> +5		<b>Standard:</b> +5	
<b>Charisma</b>	10	0	+1	<b>Ranged Basic:</b> +5		<b>Meshwalk:</b> +1	
<b>WEAPONS</b>	<b>Range</b>	<b>Bonus</b>	<b>Vs</b>	<b>DMG</b>	<b>Notes</b>	<b>GEAR &amp; SLEEVE</b>	
Assault Rifle	Ranged	+5	AC	2d10+4	Autofire	Heavy Armor	
Shiv	Melee	+5	AC	2d6+4	Finesse	Cybersleeve:	
Shotgun	Close	+5	AC	2d6	Reload (free)	- ½ env. dmg & no Radioactive, Toxic, Void	
						- cannot pass for a biological person	
						- no need to breathe, drink and eat	

<b>Heavy Duty</b> <b>Talent</b>	<b>Spec Ops</b> <b>Talent</b>	<b>Get Off My Lawn</b> <b>Talent</b>
When rolling d8 or higher damage dice with a two-handed weapons you can consider any 1 or 2 as a 3 instead (this can affect minimum values too).	Your first successful Shield Refresh attempt in a battle only required a 6+ check (instead off 11+).	All your reload actions decrease to the lower next action rank (standard to move, move to quick, quick to free). You can draw weapons as part of an attack and can swap them as a free action.

<b>Marksman</b> <b>Feature I</b>	<b>Combat Surge</b> <b>Feature II</b>	<b>Battle Hardened</b> <b>Feature III</b>
<b>Immediate Interrupt</b> <b>Trigger:</b> an enemy you have attacked since your previous turn deliberately performs an attack that doesn't include you <b>Effect:</b> perform a basic attack on the enemy <b>Notes:</b> multiple markings on the same target supersede each other	<b>No Action</b> <b>Effect:</b> once per turn, when you hit with a natural 16+ you gain one Action Point. Every time the Escalation Die increases, the range expands by one.	<b>No Action</b> <b>AP: 1</b> <b>Effect:</b> you can reroll any number of dice once in a damage, Rally or Shield Refresh roll. Keep the new results.

<b>Center Mass Strike (flexible)</b> <b>At-will</b>	<b>Resurgence Strike (flexible)</b> <b>At-will</b>	<b>Agony Strike</b> <b>Battle+</b>
<b>Standard Action</b> <b>Trigger:</b> natural even miss <b>Effect:</b> 3 damage <b>Range:</b> per weapon <b>Target:</b> 1 enemy <b>Attack:</b> +5 vs AC	<b>Standard Action</b> <b>Trigger:</b> natural 5, 10, 15, 20 attack roll <b>Effect:</b> automatically spend a Recovery and use a Shield Refresh <b>Range:</b> per weapon <b>Target:</b> 1 enemy <b>Attack:</b> per weapon <b>Hit:</b> 2d10+4 (Rifle) or 2d6+4 (Shiv) or 2d6 (Shotgun) damage	<b>Standard Action</b> <b>AP: 1</b> <b>Range:</b> per weapon <b>Target:</b> 1 enemy <b>Attack:</b> +5 vs AC <b>Hit:</b> 2d10+4 (Rifle) or 2d6+4 (Shiv) or 2d6 (Shotgun) damage and the target is Weakened till the end of its next turn <b>Miss:</b> minimum damage (6 or 2)

<b>Burst</b> <b>At-will</b>	<b>Suppressive Fire</b> <b>At-will</b>	<b>Shotgun</b> <b>At-will</b>
<b>Standard Action</b> <b>Range:</b> ranged (area) <b>Target:</b> [natural hit roll /5] creatures in a group <b>Attack:</b> +5 vs AC <b>Hit:</b> ½ of 2d10+4 ballistic damage <b>Notes:</b> requires an Autofire weapon. On a natural 3 or less attack roll the weapon runs out of ammo	<b>Standard Action</b> <b>Range:</b> ranged (area) <b>Target:</b> [natural hit roll /3] creatures in a group <b>Attack:</b> +5 vs PD <b>Hit:</b> ½ of 2d10+4 ballistic damage or targets may get Dazed till the end of their next turn (or till the suppression ends) <b>Notes:</b> requires an Autofire weapon. On a natural 5 or less attack roll the weapon runs out of ammo	<b>Standard Action</b> <b>Range:</b> close (area) <b>Target:</b> [natural hit roll /5] creatures in a group (area) or 1 engaged <b>Attack:</b> Dex vs AC <b>Hit:</b> 2d6 damage (no mods). Double damage when firing to a single engaged enemy. Half damage when firing far away <b>Notes:</b> doesn't allow aiming. Requires a quick action to reload every 2 shots, but no out of ammo on a 1. Cannot be used for opportunity attacks

<b>Auxiliary Power Module</b> <b>AGM</b>
Grants one additional Recovery.