

| | | | | | | | | | |
|---------------------|--------------|--------------|------------|--|--|-----------------------------------|---|---------------------|----------------------|
| Name: | | | | Core: Combatant Level: 1 | | Citizenship: | | | |
| Player: | | | | Sleeve: True Born (no mindset) | | Assets: Reputation: | | | |
| BACKGROUNDS | | | | ONE UNIQUE THING | | ICON RELATIONSHIPS | | | |
| | | | | | | | | | |
| ABILITIES | Score | Mod | +Lv | DEFENSES | HEALTH | DURABILITY | Base | Current | |
| Strength | 16 | +3 | +4 | AC: 18 | HP Rec Roll: 2d10+2 | Hit Points: | 44 | | |
| Dexterity | 18 | +4 | +5 | PD: 14 | SP Rec Roll: 2d10 | Shield Points: | 10 | | |
| Constitution | 14 | +2 | +3 | MD: 11 | Fragmentation: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | Shield Rec: | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | | |
| Intelligence | 8 | -1 | +0 | ATTACKS | | DAMAGE | | INITIATIVE | ACTION POINTS |
| Wisdom | 11 | 0 | +1 | Melee Basic: +4 | | Melee: 2d10+3 | | Standard: +5 | |
| Charisma | 10 | 0 | +1 | Ranged Basic: +5 | | Ranged: 2d10+4 | | Meshwalk: +1 | |
| WEAPONS | Range | Bonus | Vs | DMG | Notes | GEAR & SLEEVE | | | |
| Assault Rifle | Ranged | +5 | AC | 2d10+4 | Autofire | Heavy Armor | | | |
| Glaive | Melee | +4 | AC | 2d10+3 | 2hd | True Born (no mindset): | | | |
| | | | | | | -resist Software 12+ | | | |
| | | | | | | -start with 1 extra Talent | | | |
| | | | | | | | | | |

| | | |
|---|--|--|
| Close Combat Expert Talent | Quick to Anger Talent | Unforgiving Talent |
| Enemies take Hindrance to checks to disengage from you and when you hit with a melee Opportunity attack you also make the target Prone (requires natural 12+ for Large/x2 and 16+ for Huge/x3). Add 1[W] to unarmed damage. | As soon as the battle starts you are considered to be at Escalation=1 already. When the XD is even add +1 to it, which can bring it above its maximum for you. | When you drop a non-mook enemy to 0 Hit Points or less, once per turn you get a free basic attack against another enemy within reach. This attack cannot generate Action Points. |

| |
|---|
| Last Stand Talent |
| You can Rally as a quick action instead of a standard action. |

| | | |
|---|---|--|
| Marksman Feature I | Combat Surge Feature II | Battle Hardened Feature III |
| Immediate Interrupt Trigger: an enemy you have attacked since your previous turn deliberately performs an attack that doesn't include you Effect: perform a basic attack on the enemy Notes: multiple markings on the same target supersede each other | No Action Effect: 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. | No Action AP: 1 Effect: you can reroll any number of dice once in a damage, Rally or Shield Refresh roll. Keep the new results. |

| | | |
|--|--|---|
| Splinter Strike At-will | One for the Team Battle | Pinning Strike Battle+ |
| Standard Action Range: per weapon Target: 1+ enemies Attack: +5 (Rifle) or +4 (Glaive); single attack vs all targets Hit: d10/target Notes: you can target with the attack as many enemies as you have damage dice and on hits allocate damage dice between targets | Immediate Interrupt Trigger: an ally nearby is hit by an attack Effect: you can move adjacent to him and take the attack in his place, but sustaining half damage only for it. The movement doesn't provoke opportunity attacks | Standard Action AP: 1 Range: per weapon Target: 1 enemy Attack: +5 (Rifle) or +4 (Glaive) Hit: 2d10+5 (Rifle) or +4 (Glaive) damage weapon and the target is Stuck (save ends) Miss: minimum damage (7 or 6) |

| | | |
|---|---|---------------------------------|
| Burst At-will | Suppressive Fire At-will | Reinforced Skeleton AGM |
| Standard Action Range: ranged (area) Target: [natural hit roll /5] creatures in a group Attack: Dex vs AC Hit: ½ of 2d10+4 ballistic damage Notes: requires an Autofire weapon. On a natural 3 or less attack roll the weapon runs out of ammo | Standard Action Range: ranged (area) Target: [natural hit roll /3] creatures in a group Attack: Dex vs PD Hit: ½ of 2d10+4 ballistic damage or targets may get Dazed till the end of their next turn (or till the suppression ends) Notes: requires an Autofire weapon. On a natural 5 or less attack roll the weapon runs out of ammo | Increase Hit Points total by 4. |