

Name:				Core: Engineer Level: 1		Citizenship:	
Player:				Sleeve: Cybersleeve		Assets: Reputation:	
BACKGROUNDS				ONE UNIQUE THING		ICON RELATIONSHIPS	
ABILITIES	Score	Mod	+Lv	DEFENSES	HEALTH	DURABILITY	Base Current
Strength	10	+0	+1	AC: 17	HP Rec Roll: 2d6+3	Hit Points:	36
Dexterity	14	+2	+3	PD: 13	SP Rec Roll: 2d8	Shield Points:	8
Constitution	16	+3	+4	MD: 12	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	17	+3	+4	ATTACKS		INITIATIVE	ACTION POINTS
Wisdom	12	+1	+2	Melee Basic: +1		Standard: +3	
Charisma	10	0	+1	Ranged Basic: +3		Meshwalk: +4	
WEAPONS	Range	Bonus	Vs	DMG	Notes	GEAR & SLEEVE	
SMG	Ranged	+3	AC	2d8+2	Autofire	Heavy armor	
Blade	Melee	+5	AC	2d8+1	2hd wield	Cybersleeve:	
						- 1/2 env. dmg & no Radioactive, Toxic, Void	
						- cannot pass for a biological person	
						- no need to breathe, drink and eat	

Energy Transmute	Talent	Spark	Talent	Gear Head	Talent
You can take off half or all of the current SP from your Shields and add them to damage after a hit attack (subject to resistances/immunities, but not to crits or other increases).		When you have no Action Points left you can spend a Recovery to get one immediately. If you attempt this again in the same battle or scene it costs two Recoveries per Action Point.		Increase your Action Points cap by 1 (for a total of 4).	

Energy Conservation	Feature I	Dynamo Charger	Feature II	Equalizer	Feature III
No Action Effect: when you hit with an attack or perform a shield refresh, on a natural 18+ roll you get additional damage (not subject to critical hits) or Shield Points to apply to a single roll: <ul style="list-style-type: none"> 18=+2 19=+3 20=+4 		No Action Effect: after a full heal-up you have Action Points up to your cap. After a battle, at the end of a quick rest, roll a d20 check for each AP below the cap and on each 11+ result recharge one		Free Action AP: 1 Effect: once per turn you can spend an Acton Point to refresh any one of yours or an adjacent ally's used Battle or Battle+ powers.	

Pocket Jumpgate	Battle	Burst	At-will	Suppressive Fire	At-will
Quick Action Effect: open a jumpgate portal nearby with exit point anywhere nearby. The gate lasts till the end of your next turn (unless you close it before, as a free action) and you can step through it as part of a move action. Other creatures, no bigger than large size, can go through while it is open Sustain: quick		Standard Action Range: ranged (area) Target: [natural hit roll /5] creatures in a group Attack: +3 vs AC Hit: 1/2 of 2d8+2 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: +3 vs PD Hit: targets either take half damage or 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 he weapon runs out of ammo	

Electrocution Circuit	Battle+	Perpetual Motion Engine	AGM	Gravity Warp Module	AGM
Standard Action AP: 1 Range: ranged Target: 1 enemy Attack: +3 vs PD Hit: 2d8+3 lightning damage and perform the attack again at -2 on a new target nearby the first, and so on with a cumulative -2 Miss: minimum damage (6) Notes: attacks after the first one cannot generate Action Points		Upon reaching 0 HP or lower for the first time in a battle or scene, roll a 16+ saving throw. On a success you can immediately Rally for free: if this brings you back to positive HP, you stand.		Generates a gravity vector on yourself in a direction of your choice allowing you to use a move action to travel at full speed on a vertical or liquid surface. You must land on a solid horizontal surface at the end of the movement or fall off.	