

Name:				Core: Engineer		Level: 1		Citizenship:			
Player:				Sleeve: True Born (mindset)				Assets: Reputation:			
BACKGROUNDS				ONE UNIQUE THING				ICON RELATIONSHIPS			
ABILITIES	Score	Mod	+Lv	DEFENSES	HEALTH		DURABILITY		Base	Current	
Strength	10	+0	+1	AC: 16	HP Rec Roll: 2d6+1		Hit Points:		28		
Dexterity	13	+1	+2	PD: 12	SP Rec Roll: 2d8		Shield Points:		8		
Constitution	13	+1	+2	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	18	+4	+5	ATTACKS		DAMAGE		INITIATIVE		ACTION POINTS	
Wisdom	12	+1	+2	Melee Basic: +5		Melee: 2d6+1		Standard: +2			
Charisma	12	+1	+2	Ranged Basic: +5		Ranged: 2d8+1		Meshwalk: +5			
WEAPONS	Range	Bonus		Vs	DMG	Notes		GEAR & SLEEVE			
Shotgun	Close	+5		AC	2d6	Reload		Heavy armor			
Shiv	Melee	+5		AC	2d6+1	Finesse		True Born (with mindset)			
Magnum	Ranged	+5		AC	2d8+1	2hd wield		- start with 1 extra Power from the class			

Tech Retriever	Talent	Hardware Expertise	Talent	Weaponsmith	Talent
Choose a specific enemy type from the list: biosleeve, cybersleeve, drone, SIM. The chosen enemy type is Vulnerable to your attacks and you gain Superiority on all tracking attempts against it. You can select this talent once per tier picking a new enemy type each time.		When using weapons, you can make attacks as Int vs AC with them, but applying the normal mod to damage.		When rolling for damage you can consider any 1 as a 2 instead (this can affect minimum values too). You can create a makeshift weapon from basic materials in about 5 minutes, with damage dice reduced by one step compared to the standard version.	

Energy Conservation	Feature I	Dynamo Charger	Feature II	Power Source	Feature III
No Action Effect: 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.	

Cryo Gun	At-will	Sonic Whip	Battle	Entropy Ward	Battle+
Standard Action Range: ranged Target: 1 enemy Attack: +5 vs PD Hit: 2d8 cold damage and the target is Slowed till the end of its next turn		Standard Action Range: ranged (area) Target: [natural hit roll /5] creatures nearby in a group Attack: +5 vs PD Hit: 2d8 sonic damage and the target is Dazed		Immediate Interrupt AP: 1 Trigger: you take damage from an attack Effect: roll a saving throw: on a 6+ result you take half-damage, on a 11+ result you take half damage and the attacker takes the other half; on a 16+ result you take no damage and the attacker takes the whole damage Notes: apply resistances after the saving throw is rolled	

Shotgun	At-will	Retinal Implant	AGM	Analysis Suite	AGM
Standard Action Range: close (area) Target: [natural hit roll /5] creatures in a group (area) or 1 engaged Attack: Dex vs AC Hit: 2d6 damage (no mods). Double damage when firing to a single engaged enemy. Half damage when firing far away Notes: 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		You can zoom in at x20 distance and detect infrared and ultraviolet ranges (including Light Screen Camouflage/Transparency), as well as heath sources within nearby range. You can see normally in low light conditions.		You can attempt to figure out the chemical composition of any substance you inhale, touch or taste. You can get Superiority to tracking checks involving those.	