

|                     |              |              |              |                           |  |                      |                       |                                      |   |                      |  |
|---------------------|--------------|--------------|--------------|---------------------------|--|----------------------|-----------------------|--------------------------------------|---|----------------------|--|
| <b>Name:</b>        |              |              |              | <b>Core:</b> Professional |  | <b>Level:</b> 1      |                       | <b>Citizenship:</b>                  |   |                      |  |
| <b>Player:</b>      |              |              |              | <b>Sleeve:</b> Biosleeve  |  |                      |                       | <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> 15             | <b>HP Rec Roll:</b> 2d8+2  |                      | <b>Hit Points:</b>    |                                      | 36  |                      |  |
| <b>Dexterity</b>    | 18           | +4           | +5           | <b>PD:</b> 15             | <b>SP Rec Roll:</b> 2d8  |                      | <b>Shield Points:</b> |                                      | 8   |                      |  |
| <b>Constitution</b> | 14           | +2           | +3           | <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>DAMAGE</b>        |                       | <b>INITIATIVE</b>                    |   | <b>ACTION POINTS</b> |  |
| <b>Wisdom</b>       | 10           | 0            | +1           | <b>Melee Basic:</b> +5    |  | <b>Melee:</b> 2d8+4  |                       | <b>Standard:</b> +5                  |   |                      |  |
| <b>Charisma</b>     | 14           | +2           | +3           | <b>Ranged Basic:</b> +5   |  | <b>Ranged:</b> 2d8+4 |                       | <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>             |   |                      |  |
| Claws               |              | Melee        | +5           | AC                        | 2d8+4  | Finesse              |                       | Light armor                          |   |                      |  |
| Magnum              |              | Ranged       | +5           | AC                        | 2d8+4  | 1hd/2hd              |                       | Biosleeve:                           |   |                      |  |
|                     |              |              |              |                           |  |                      |                       | - only need half food, water and air |   |                      |  |
|                     |              |              |              |                           |  |                      |                       | - start with one extra Augmentation  |   |                      |  |
|                     |              |              |              |                           |  |                      |                       |                                      |   |                      |  |

| Cold Weapon Master  | Talent | Shock Trooper  | Talent | Trigger Happy   | Talent |
|---|--------|--|--------|---|--------|
| You can consider all one-hand melee weapons and unarmed attacks as having the <i>Finesse</i> property. An actual <i>Finesse</i> weapon has critical range expanded by 2 for you. Ranged weapons damage dice increase by one step. |        | When you wield a 1hd weapon with two hands or the other hand free and roll d6 or higher damage dice with it, you can reroll once any that comes up as a 1. Keep the second result. |        | You have Superiority on Initiative rolls and can draw weapons as part of an attack. If your initiative result is higher than all your enemies you gain an Action Point. |        |

| Shockwave   | Feature I | Combat Flow   | Feature II | Onslaught  | Feature III |
|---|-----------|---|------------|--|-------------|
| <b>No Action</b><br><b>Effect:</b> when you roll maximum result on a damage die, the die explodes: roll it again and add the result to the damage total<br><b>Note:</b> the effect can trigger multiple times per die |           | <b>No Action</b><br><b>Effect:</b> once per turn, when you roll a natural 16+ hit with an attack or reduce a non-mook enemy to 0 HP or less you gain one Action Point |            | <b>No Action</b> <b>AP: 1</b><br><b>Effect:</b> add 1d6 damage dice to an attack that hits. Use after the attack, but before the damage roll (this is not subject to critical or other effects, but the dice may explode). |             |

| Clean Strike  | At-will | Blind Spot   | Battle | Dance of Ice and Fire   | Battle+ |
|---|---------|--|--------|---|---------|
| <b>Standard Action</b><br><b>Range:</b> per weapon<br><b>Target:</b> 1 enemy<br><b>Attack:</b> +5 vs PD<br><b>Hit:</b> 2d6+4 damage<br><b>Notes:</b> you don't risk to hit allies engaged with the target on a natural 1 miss |         | <b>Standard Action</b><br><b>Range:</b> per weapon<br><b>Target:</b> 1 enemy<br><b>Attack:</b> per weapon<br><b>Hit:</b> [W] + [W]/tier + mod damage and you become Invisible to the target till the start of your next turn |        | <b>Standard Action (XD 3+)</b> <b>AP: 1</b><br><b>Range:</b> per weapon<br><b>Target:</b> 1 enemy<br><b>Attack:</b> +5 vs AC<br><b>Hit:</b> maximum damage (20)<br><b>Miss:</b> minimum damage (6)<br><b>Notes:</b> you may still roll the dice on a maximum damage, for the sake of triggering additional effects if any |         |

| Claws Implant (restricted)   | AGM | Fast-Heal Booster                     | AGM |
|--|-----|---------------------------------------|-----|
| As a free action you can extract or retract razor claws from your hands or forearms, effective as 1d8 base damage one handed weapons with the <i>finesse</i> property. |     | Your Rally dice increase by one step. |     |