

Name:				Core: Professional		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: 15	HP Rec Roll: 2d8+2		Hit Points:	36			
Dexterity	18	+4	+5	PD: 15	SP Rec Roll: 2d8		Shield Points:	8			
Constitution	14	+2	+3	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"/>			
Intelligence	12	+1	+2	ATTACKS		DAMAGE	INITIATIVE		ACTION POINTS		
Wisdom	9	-1	+0	Melee Basic: +5		Melee: 2d6+4	Standard: +5				
Charisma	15	+2	+3	Ranged Basic: +5		Ranged: 2d8+4	Meshwalk: +2				
WEAPONS	Range	Bonus		Vs	DMG	Notes	GEAR & SLEEVE				
Shiv	Melee	+5		AC	2d6+4	Finesse; Dual wield	Light armor				
Magnum	Ranged	+5		AC	2d8+4	Dual wield	True Born (mindset):				
Precision Rifle	Ranged	+5		AC	2d10+4	Sniper	- start with one extra Power from the class				

Dual Slinger	Talent	Ghost Walk	Talent	Hawkeye	Talent
When you attack wielding a one-handed weapon in each hand (or unarmed), once per turn on a natural even roll you can perform a secondary attack with the off-hand weapon. The secondary attack is a basic attack that deals half damage on a hit and none on a miss and cannot generate Action Points.		At the start of your turn roll a d20: on a 11+ result you can place yourself nearby in a position you can reach (you need to be able to move, but this doesn't count as a move action). Once per round when you hit with a melee attack on a target engaged with one of your allies or Surprised, your damage dice increase by one step.		You can aim as a quick action instead of a move action.	

Shockwave	Feature I	Combat Flow	Feature II	Breaking Blow	Feature III
No Action Effect: when you roll maximum result on a damage die, the die explodes: roll it again and add the result to the damage total Note: the effect can trigger multiple times per die		No Action Effect: 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		No Action AP: 1 Effect: 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).	

Lingering Wound	At-will	Misdirection	Battle	Disabling Strike	Battle+
Standard Action Range: per weapon Target: 1 enemy Attack: +5 vs AC Hit: 2d6+4 (Shiv) or 2d8+4 (Magnum) or 2d10+4 (Rifle) damage and your following (non-area) attacks on the target will have damage dice increased by one step till the end of your next turn		Immediate Interrupt Trigger: an enemy hits you with a ranged attack Target: the attacking enemy Effect: roll a +3 (Cha) vs MD attack vs the target. On a hit you take half damage and an enemy nearby (other than the attacker) takes the other half		Standard Action AP: 1 or 2 Range: per weapon Target: 1 enemy Attack: +5 vs AC Hit: ½ of 2d6+4 (Shiv) or 2d8+4 (Magnum) or 2d10+4 (Rifle) damage and the target is Stunned till the end of its next turn Miss: minimum (normal) damage (6) Notes: you can do full damage on a hit by spending a second AP before the damage roll	

Aim	At-will	Twitch	Battle	Light Screen Camo (restrict.)	AGM
Move Action Range: ranged Target: 1 enemy Effect: increase critical range for the next ranged attack by 1 or by 2 with two consecutive move actions (even across turns). The move action(s) must be taken immediately before the attack Notes: two moves aim with Sniper weapons increases damage dice by one step if far away		Quick Action Effect: you gain a move action to use before the end of the turn		You can make yourself (almost) invisible if you stand still (not taking any action during your turn). You can get Superiority to Stealth checks while moving: if you take the higher result or use this to offset a Hindrance the capability is exhausted for the rest of the scene. If you attack or are hit while this augmentation is active the effect wears off till the end of the scene.	