

<b>Name:</b>				<b>Core:</b> Strategist		<b>Level:</b> 1		<b>Citizenship:</b>			
<b>Player:</b>				<b>Sleeve:</b> SIM				<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>	8	-1	+0	<b>AC:</b> 16	<b>HP Rec Roll:</b> 2d8+2			<b>Hit Points:</b>	36		
<b>Dexterity</b>	15	+2	+3	<b>PD:</b> 14	<b>SP Rec Roll:</b> 2d8			<b>Shield Points:</b>	8		
<b>Constitution</b>	15	+2	+3	<b>MD:</b> 13	<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>	12	+1	+2	<b>ATTACKS</b>		<b>DAMAGE</b>		<b>INITIATIVE</b>	<b>ACTION POINTS</b>		
<b>Wisdom</b>	10	+0	+1	<b>Melee Basic:</b> +3		<b>Melee:</b> 2d6+2		<b>Standard:</b> +3			
<b>Charisma</b>	17	+3	+4	<b>Ranged Basic:</b> +3		<b>Ranged:</b> 2d6+2		<b>Meshwalk:</b> +2			
<b>WEAPONS</b>	<b>Range</b>	<b>Bonus</b>		<b>Vs</b>	<b>DMG</b>	<b>Notes</b>		<b>GEAR &amp; SLEEVE</b>			
Pistol	Ranged	+3		AC	2d6+2			Light Armor			
Shiv	Melee	+3		AC	2d6+2	Finesse		SIM:			
								-Immune: non-software; vulnerable: software			
								-start with one extra SIM Augmentation			
								-insubstantial; doesn't breathe, drink, eat			

Lateral Thinking	Talent	Pulling Strings	Talent	Sensei	Talent
If at some point you realize there was something in your power that would have turned useful but was overlooked, by spending an Action Point and providing a brief explanation you try to retrospectively make it right: if the GM takes your point this turns out to be what actually happened. At the start of a battle, if you are not surprised, before the initiative is rolled you can place yourself in a position nearby that you can reach with a move action.		You gain one extra Relationship die. When you roll a 4 on a Icon Relationship die you can reroll it once by providing an explanation for that in a couple of sentences. If you roll a 5 you gain an Action Point (once per roll).		You can allow other characters to use one of your backgrounds at half effectiveness (round down) as long as you are able to communicate with them. This cannot stack with any other background on checks.	

Tactical Focus	Feature I	Master Planner	Feature II	Contingency	Feature III
<b>Free Action</b> <b>Range:</b> close <b>Target:</b> one nearby or far away enemy or task <b>Effect:</b> once per turn as a free action you can roll a d12 for a single target you can see or a task you can contribute to: till the start of your next turn you or one of your allies can use the result in place of an attack or skill check roll for it (other than a natural 1). Treat a matching result as a success and a matching success as a critical. Once used it disappears		<b>Quick Action</b> <b>Effect:</b> once per turn roll a d20; on a result of 11+ you gain one Action Point. On a natural 20 roll you also bump the XD by 1 and increase its size by one step till the end of the battle (max: d12)		<b>Free Reaction</b> <b>AP: 1</b> <b>Trigger:</b> you or an ally perform a d20 roll <b>Effect:</b> once per turn, by spending an Action Point you can add +2 to the roll (after seeing the result)  <b>Free Action</b> <b>Effect:</b> once per turn you can transfer one AP from your pool to an ally you can see	

On My Mark	At-will	Rescue Mission	Battle	Overrule	Battle+
<b>Standard Action</b> <b>Range:</b> close <b>Target:</b> 1 enemy you can see <b>Effect:</b> allow one ally to perform a basic attack against the target		<b>Quick Action</b> <b>Range:</b> close <b>Target:</b> 1 nearby or far away ally you can see <b>Effect:</b> once per turn you can allow a target to immediately attempt a Shield Refresh		<b>Quick Action</b> <b>AP: 1</b> <b>Effect:</b> allow an ally nearby or far away you can see to immediately perform a standard action	

Disguise Self (restricted)	AGM	Overclock Module	AGM
You can make yourself appear like a real person to those who can see ARO. This can look like yourself or any generic or specific person. You still don't have any solid substance, which can give away the trick. Roll Cha checks to pretend upon need.		You can perform an additional quick action in your turn. After the use, roll a d20: on a result of 15 or lower the capability is exhausted for the rest of the scene.	