

Name:				Core: Strategist Level: 1		Citizenship:	
Player:				Sleeve: True Born (no 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: 2d8+2	Hit Points:	36
Dexterity	14	+2	+3	PD: 14	SP Rec Roll: 2d8	Shield Points:	8
Constitution	15	+2	+3	MD: 13	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	10	+0	+1	ATTACKS		INITIATIVE	ACTION POINTS
Wisdom	17	+3	+4	Melee Basic: +3		Standard: +4	
Charisma	13	+1	+2	Ranged Basic: +3		Meshwalk: +1	
WEAPONS	Range	Bonus	Vs	DMG	Notes	GEAR & SLEEVE	
Hunting Rifle	Ranged	+4	AC	2d8+2	Sniper	Light Armor	
Blade	Melee	+4	AC	2d8	2hd wield	True Born (no mindset):	
						- resist 12+ to Software damage	
						- start with one extra Talent	

Battleborn Talent	Reserve Talent	Tactical Acumen Talent
When using weapons, you can make attacks as Wis vs AC with them, but applying the normal mod to damage.	At the start of each session roll a d20 and keep the result. At any point once during the session you can swap the result for a d20 roll by either an ally, an enemy or yourself.	After taking a full heal-up you have two Action Points.

Promptness Talent
You give Hindrance to attempts of getting surprise on you and nearby allies (or gain and grant Superiority to them to avoid being caught by surprise). You can also use Wis instead of Dex for your Initiative checks.

Tactical Focus Feature I	Master Planner Feature II	Contingency Feature III
Free Action Range: close Target: one nearby or far away enemy or task Effect: 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 the focus disappears	Quick Action Effect: 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)	Free Reaction AP: 1 Trigger: you or an ally perform a d20 roll Effect: once per turn, by spending an Action Point you can add +2 to the roll (after seeing the result) Free Action Effect: once per turn you can transfer one AP from your pool to an ally you can see

Point Break At-will	Main Assist Battle	Alpha Strike Battle+
Standard Action Range: per weapon Target: 1 enemy Attack: +4 vs AC Hit: 2d8+2 (Rifle) or 2d8 (Blade) damage and the next (non-area) attack against the target before the start of your next turn has damage dice increased by one step	Standard Action Range: per weapon Target: 1 enemy Attack: +4 vs AC Hit: 2d8+2 (Rifle) or 2d8 (Blade) damage and the next attack on the target before the end of your next turn has Superiority to it	Standard Action AP: 1 Range: per weapon Target: 1 enemy Attack: +4 vs AC Hit: 2d8+2 (Rifle) or 2d8 (Blade) damage Effect: till the end of your next turn following attacks on the target add the Escalation Die to their crit range till one scores a crit in the extended range; if none does, the power is not expended (but the Action Point is)

Aim At-will	Auditory Amp & Filter 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	You get Superiority to perception checks based on hearing and to avoid being surprised. You can also hear ultrasounds and possess a sonar-like sense to 'see' shapes, volumes and detect movement nearby you even when blind.