

[NAME]:

DRAGON LORD

[CLASS]:

GRAVEBORNE

[LEVEL]:

1

[ACTION SKILL]: REAPER OF SOULS: Dragon Lord becomes the *Reaper of Souls*. While in this form, roll an extra 2d12 when rolling for Damage. The higher value is added to the Attack as Damage, while the lower value is taken by Dragon Lord as Health loss. When Dragon Lord would drop below 1 Health, remain at 1 Health and exit *Reaper of Souls* form instead.

Action Skill can be activated once per encounter for free. Can optionally be activated additional times per day equal to MST Mod.

+MST

ACCURACY(ACC); MOD	DAMAGE(DMG); MOD	SPEED(SPD); MOD	MASTERY(MST); MOD	[INITIATIVE]: 1 + $\frac{\text{BADASS RANK}}{\text{SPD MOD}} + \frac{\text{MISC MOD}}{\text{MISC MOD}} =$
				[MOVEMENT]: 3 + $\frac{\text{SPD MOD}}{\text{SPD MOD}} + \frac{\text{MISC MOD}}{\text{MISC MOD}} =$

[HEALTH]:

CURRENT	MAX	REGEN
---------	-----	-------

[CHECKS]:

INTERACT <small>WITH HANDS!</small>	ACC MOD	+	MISC MOD	=	
TALK <small>WITH WORDS!</small>	SPD MOD	+	MISC MOD	=	
INSIGHT	ACC MOD	+	MISC MOD	=	
SNEAK	MST MOD	+	MISC MOD	=	
SEARCH	MST MOD	+	MISC MOD	=	
TRAVERSE	SPD MOD	+	MISC MOD	=	

[MELEE.DIE]:

1d6 +DMG

[BADASS.RANK]: BADASS TOKENS

1

[FAVORED.GUN]:

SNIPER RIFLE

breadsticks

[SHIELDS]:

CURRENT	MAX	RECHARGE
---------	-----	----------

SHIELD TYPE:
INFO:

[GRENADES]:

TYPE	DAMAGE
INFO:	3
CURRENT	MAX

[ITEMS]:

[SKILLS]: SPEND 1 SKILL POINT SL = SKILL LEVEL

SACRIFICE DEAD Your Digi-Lich flies at a target and explodes, dealing 1d6/SL Shock Damage. Digi-Lich respawns after the encounter.	SOUL ESSENCE When you kill an Enemy, gain 1+MST Mod Damage on your next Attack, and gain 1 Health/SL .	POWER ARMOR Take 1d4 less Damage from Melee Attacks. +1/SL on Interact Checks.	DECIMATE When you kill an Enemy, gain 1 Badass Token/SL .
---	--	--	--

[FEAT]:

Digi-Lich: A remnant from your tech; a digital skull floats around you and will automatically Melee Attack (using your stats) any target that enters an adjacent square.

[BACKGROUND_AND_TRAITS]:

BACKGROUND: The toll of the tech that allows for your almost-magical abilities leaves you unable to move quickly. Thankfully, the tech also helps you heal faster.

+3 Health Regen, -2 on Traverse Checks.

(TRAIT)=BOOMING: You are used to commanding a room from a comfortable distance as your voice booms over others. **+5 on Intimidation Talk Checks.**

(QUIRK)= You are a grump. If any other player can elicit a genuine laugh from you, they get +1 to their next roll.

BACKGROUND & TRAITS

TIPS

- Dragon Lord is kind of a grump, having been around for a long time.
- Digi-Lich is more upbeat, but also craves violence a bit too often.
- Dragon Lord takes Damage from their Actions, so find ways to heal.
- Think about taking Extra Attack Actions while *Reaper of Souls* is active; it may be worth the Mayhem.

[TRAUMAS]:

#CURRENT<GUN>

#GUN<SLOT>2

#GUN<SLOT>3

[NAME]:

FRETTE

[CLASS]:

BRR-ZERKER

[LEVEL]:

1

[ACTION SKILL]: NOW WE SLASS! Leaps forward up to 4 squares, dealing 1d6 Cryo Damage to each target in or adjacent to any square moved past.
 (An Enemy hit with Cryo Damage is Slowed, meaning they can only move 1 square on their next turn. If a Slowed target is hit by Cryo again, they are Frozen. A Frozen target can only choose to either move 1 space or make a Melee Attack on their next turn. A Frozen target cannot be Slowed or Frozen again.)
 Action Skill can be activated once per encounter for free. Can optionally be activated additional times per day equal to MST Mod.

+MST

ACCURACY(ACC); MOD	DAMAGE(DMG); MOD	SPEED(SPD); MOD	MASTERY(MST); MOD	[INITIATIVE]: 1 + $\frac{\text{BADASS RANK}}{\text{SPD MOD}} + \frac{\text{MISC MOD}}{\text{MISC MOD}} =$
				[MOVEMENT]: 3 + $\frac{\text{SPD MOD}}{\text{SPD MOD}} + \frac{\text{MISC MOD}}{\text{MISC MOD}} =$

[HEALTH]:

CURRENT	MAX	REGEN
---------	-----	-------

[CHECKS]:

INTERACT <small>WITH HANDS!</small>	ACC MOD	+	MISC MOD	=	
TALK <small>WITH WORDS!</small>	SPD MOD	+	MISC MOD	=	
INSIGHT	ACC MOD	+	MISC MOD	=	
SNEAK	MST MOD	+	MISC MOD	=	
SEARCH	MST MOD	+	MISC MOD	=	
TRAVERSE	SPD MOD	+	MISC MOD	=	

[MELEE.DIE]:

1d10 +DMG

[BADASS.RANK]: BADASS TOKENS

1

[FAVORED.GUN]:

SUBMACHINE GUN

breadsticks

[SHIELDS]:

CURRENT	MAX	RECHARGE
---------	-----	----------

SHIELD TYPE:
INFO:

[GRENADES]:

TYPE	DAMAGE
INFO:	3
CURRENT	MAX

[ITEMS]:

[SKILLS]: SPEND 1 SKILL POINT SL = SKILL LEVEL

FROSTBITE Gain 2 Health/SL when you Melee Attack a Slowed or Frozen target.	HACKER Gain +1 ACC Mod/SL while in Cyberspace.	NAVIGATOR +2 Max Health/SL. 1+MST Mod on Search Checks.	SUB ZERO Add +1/SL Cryo Damage to each target when activating Now We Slass!.
---	--	--	--

[FEAT]:

Rage of the Accountants: After activating your Action Skill, add +1d6 Cryo Damage to your Ranged and Melee Attacks for 2 turns.

[BACKGROUND_AND_TRAITS]:

BACKGROUND: You were good at crunching numbers and didn't have to interact with anyone. Now you're good at crunching bones and still prefer not to interact with anyone.
 +2 Melee Damage, -2 on Talk Checks.
(TRAIT)=BLUNT: You've done the math and have no problem telling everyone how likely they are to die horribly. +5 on Chance Insight Checks.
(QUIRK)= You are a math whiz. At any time, you can ask the BM to hit you with a simple multiplication problem (single digits only - 9 x 9 is the largest problem the BM can possibly ask for). If you can correctly answer it off the top of your head, you get a +1 to your next roll.

BACKGROUND & TRAITS

TIPS

- You are generally in a better mood than most people, mainly because you will outlive them.
- Even when in a rage, you find time to make jokes with 93% efficiency.
- Frette is good at Slowing and Freezing Enemies, while also dealing massive Damage, even with Melee Attacks.
- You like to Search, especially in Cyberspace.

[TRAUMAS]:

#CURRENT<GUN>

#GUN<SLOT>2

#GUN<SLOT>3

[NAME]:

PALADIN MIKE

[CLASS]:

CLAWBRINGER

[LEVEL]:

1

[ACTION SKILL]: **FIERY REDEMPTION:** Paladin Mike's fists come together to form a giant hammer that slams down at the ground, dealing 2d6 Incendiary Damage to all targets in a 2x3 area. Targets hit are Knocked Back 1 square.

Action Skill can be activated once per encounter for free. Can optionally be activated additional times per day equal to MST Mod.

+MST

ACCURACY(ACC); MOD	DAMAGE(DMG); MOD	SPEED(SPD); MOD	MASTERY(MST); MOD	[INITIATIVE]; 20 BADASS RANK + SPD MOD + MISC MOD =
				[MOVEMENT]; 3 + SPD MOD + MISC MOD =

[HEALTH];

CURRENT	MAX	REGEN
---------	-----	-------



[CHECKS];

INTERACT <small>WITH HANDS!</small>	ACC MOD	+	MISC MOD	=	
TALK <small>WITH WORDS!</small>	SPD MOD	+	MISC MOD	=	
INSIGHT	ACC MOD	+	MISC MOD	=	
SNEAK	MST MOD	+	MISC MOD	=	
SEARCH	MST MOD	+	MISC MOD	=	
TRAVERSE	SPD MOD	+	MISC MOD	=	

[MELEE.DIE];

1d10 +DMG

[BADASS.RANK]: BADASS TOKENS

2

[FAVORED.GUN];

COMBAT RIFLE

breadsticks

[SHIELDS];

CURRENT	MAX	RECHARGE
---------	-----	----------

SHIELD TYPE:
INFO:

[GRENADES];

TYPE	DAMAGE
INFO:	3
CURRENT	MAX

[ITEMS];

[SKILLS]; SPEND 1 SKILL POINT SL = SKILL LEVEL

DRONE STRIKE Wyrvn Drone gains +1d6/SL to their Incendiary Damage.	DRAGON AURA You gain +1 DMG Mod/SL while Wyrvn Drone is in an adjacent square.	BURST SHOT All Crit Damage is Shock Damage and gains +1/SL Crit Damage.	DIAMOND GUARD Gain 5+MST Mod Max Shields. Enemies who Melee Attack you take 1d6/SL Shock Damage.
--	--	---	--

[FEAT];

Wyrvn Drone: A flying drone that deals 1d6 Incendiary Damage to anything it flies past.

[BACKGROUND_AND_TRAITS];

BACKGROUND: Known around the city as a defender of justice and the face of one of the many weapon-vending-machine brands, it's hard to go anywhere without being recognized.
+1 Badass Rank, -2 on Sneak Checks.

(TRAIT)=CAFFEINE_ADDICT: Your greatest fear is running out of energy, so you are quick to try any stim or potion to keep your edge. +5 on Stim Interact Checks.

(QUIRK)= Make up some fake curse words. If you ever make the other players genuinely laugh through use of them, get +1 on your next roll.

BACKGROUND & TRAITS

TIPS

- Mike always has a drink or energy stim ready to go, should the need arise.
- Mike shares a strong bond with their Wyrvn Drone, and will destroy anyone who tries to Damage it.
- You deal a lot of Elemental Damage, so try not to light your friends on fire.
- Don't forget about your *Dragon Aura* while your Wyrvn Drone is near you (if you go for that Skill).

[TRAUMAS];

#CURRENT<GUN>

#GUN<SL>2<

#GUN<SL>3<

[NAME]:

VALENTINE

[CLASS]:

STABBOMANCER

[LEVEL]:

1

[ACTION SKILL]: **LIVING BLADE:** Fire a spinning blade to a square you can see that deals 2d6 Damage to all Enemies it passes through, and all targets adjacent to the chosen square for 2 turns.

Action Skill can be activated once per encounter for free. Can optionally be activated additional times per day equal to MST Mod.

+MST

ACCURACY(ACC); MOD	DAMAGE(DMG); MOD	SPEED(SPD); MOD	MASTERY(MST); MOD	[INITIATIVE]; 1 + $\frac{\text{BADASS RANK}}{\text{SPD MOD}} + \frac{\text{MISC MOD}}{\text{MISC MOD}} =$
				[MOVEMENT]; 3 + $\frac{\text{SPD MOD}}{\text{SPD MOD}} + \frac{\text{MISC MOD}}{\text{MISC MOD}} =$

[HEALTH];

CURRENT	MAX	REGEN
---------	-----	-------



[CHECKS];

INTERACT <small>WITH HANDS!</small>	ACC MOD	+	MISC MOD	=	
TALK <small>WITH WORDS!</small>	SPD MOD	+	MISC MOD	=	
INSIGHT	ACC MOD	+	MISC MOD	=	
SNEAK	MST MOD	+	MISC MOD	=	
SEARCH	MST MOD	+	MISC MOD	=	
TRAVERSE	SPD MOD	+	MISC MOD	=	

[MELEE.DIE];

1d8 +DMG

[BADASS.RANK]; BADASS TOKENS

1

[FAVORED.GUN];

SHOTGUN

breadsticks

[SHIELDS];

CURRENT	MAX	RECHARGE
---------	-----	----------

SHIELD TYPE:
INFO:

[GRENADES];

TYPE	DAMAGE
INFO:	3
CURRENT	MAX

[ITEMS];

[SKILLS]; SPEND 1 SKILL POINT SL = SKILL LEVEL

QUICK FIRE Gain +1 DMG/SL on the first Attack of each encounter.	FROM SHADOWS +1/SL on Sneak Checks. Take 1d4+MST Mod less Damage from Ranged Attacks.	HIDDEN BLADES Gain +2 Melee Damage/SL.	CRACK SHOT Gain +1 Crit Damage/SL.
--	---	--	--

[FEAT];

Dirty Fighting: Add a Crit to the 2-7 Accuracy Range for all Favored Guns (Shotguns).

[BACKGROUND_AND_TRAITS];

BACKGROUND: There are no shortage of enemies in your past, and you aren't afraid to add new names to that list every time you go out in public.
+2 Initiative, -2 on Insight Checks.

(TRAIT)=CHARMING: You know the key to going unnoticed is to be noticed with a smile that says, "hey, don't worry about me". +5 on Crowd Sneak Checks.

(QUIRK)= Thinking is overrated. If your friends ever take too long thinking up a course of action, get +2 to your next roll if you do immediately do something brash and stupid.

BACKGROUND & TRAITS

TIPS

- Valentine usually ends up taking a leader role, because he doesn't wait for anyone else to talk.
- Valentine is (slightly) more laid back when working with a group.
- Valentine is always on the move during an encounter and tries to line up Enemies for *Living Blade*.
- Even when rolling poorly, Valentine still ends up on top with *Dirty Fighting*.

[TRAUMAS];

#CURRENT<GUN>

#GUN<SL>2<

#GUN<SL>3<