Level: 10		Rapid Su	Ibjagatoi	r	1	Ri	ico Calho	on		/shru	g [1]						Wardr	obifier	
2,190 XP	Ne	ext level	at 3640	XP		н	luman Ma	ale		Rogue	of Time				<u>Ha</u>	and 🛛	Ward	drobe	<u>Hand</u>
						swiftP	henomen	na [SP]	Land of	Dustbo	wls and Drea	ms				ed-off		s Lethal ther	Empty Hand
. It					•		Durpasuri	us	"Ah	aha, no,	I shot first"	_				tgun ssory		ssory	Accessory
Skill	Stat	Bonus	Total	1												r Shades			
Athletics	Str	+0	+8		Aegis	HP lost	1		lit Point	<u>ج</u>	HD		HD_						
Endurance	Con	+0	+5		0	0			74 / 74	-		<u>n</u>	<u>max</u> 10		Car	und off (	hotaun	L Tion 2 o	shotgunKind
Acrobatics	Dex	+0	+11			rary HP			100%			lit Die R	_		301	weu-on a	shotgun	1 1101 2 3	notgunkinu
Sleight of Hand	Dex	+0	+6			0			100 /0			1d8+2							
Stealth	Dex	+0	+6				-									It sh	oots bulle	ets. Allot'v	e em
Engineering	Int	+0	-1		Lesse	er slots	0				Greater slo	o <u>ts</u>	0						
Investigation	Int	+0	+0			eed	30 ft.	Pass	ive Percep	otion	Proficien	cy -	+4					assic	
Occult Animal Handling	Int Wis	+0 +0	-1 +4		Initi	<u>ative</u>	+5	J	15							<u>E</u> 1	<u>npty Har</u>	nd   Tier	<u>0</u>
Insight	Wis	+0	+4		Ab	oility Sco	res	1		16	Status	Debuffs	s						
Medicine	Wis	+0	+3			ength	12 (1)	Armo	r Class	+0	Rupture	Debumb	0						
Perception	Wis	+0	+5		Const	itution	14 (2)	Fort	itude	13	Sunder		0						
Sanity	Wis	+0	+5			terity	20 (5)	ron	luue	+0	Fade		0						
Survival	Wis	+0	+4			igence	8 (-1)	Re	flex	18	Cripple		0		Arı	nold's Le	thal Leat	ther   Tie	r 2 Apparel
Deception Intimidation	Cha Cha	+0 +0	+0 +0			idom risma	16 (3) 10 (0)			+0	Setback Max HP Red	lux	0						
Performance	Cha	+0	+0		Cridi	ISING	10 (0)	~	/ill	+0	Hux Hi Keu	ux.	<u> </u>		Give	es you a s	lightly be	tter T-800	00 impression
Persuasion	Cha	+0	+1		Hit E	Bonus	+0	Crit I	Range	20	Defense Bo	nus	+0						
																"I'll pr	obably b	e back. N	Maybe"
					ļ	Resource	<u>es</u>									<u>oider</u> ades			
Rounds		Gunn	netal Gyr	mnast		Berserk	c		Name		Na	me			200	ues			
6   6			1   1			1   1			I.										
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		C		1	Curr		1	Curr			Comment		_		100 100	C COOIEI ?			
<u>Current</u> Maximum	6 6		rent mum	1		<u>rent</u> imum	1		r <u>ent</u> imum		<u>Current</u> Maximun				100 1004	Cooler :			
<u>Maximum</u>	6 6		rent <u>mum</u>			rent imum			rent imum		Current <u>Maximun</u>					Cooler?			
Maximum Sawed-Off	6 Shotguni	<u>Maxi</u> Tier	<u>mum</u> 2	1 <u>Stat</u>	<u>Maxi</u> Dex	imum Hit	1 +9 t	<u>Maxi</u> to hit			Maximun			Tier	0	Stat	STR	Hit	+5 to hit
Maximum Sawed-Off	6	<u>Maxi</u> Tier anded	<u>mum</u> 2	1	<u>Maxi</u>	imum Hit	1	<u>Maxi</u>						Tier	0		STR 0/0	Hit Bonuses	
Maximum Sawed-Off	6 Shotguni ed Two-Ha	<u>Maxi</u> Tier anded	<u>mum</u> 2	1 <u>Stat</u>	Maxi Dex 0/0	imum Hit	1 +9 t	<u>Maxi</u> to hit			Maximun	<u>n</u>	Dice	<u>Tier</u>	0	Stat	0/0		
Maximum Sawed-Off Type Range Re	6 Shotgunl ed Two-Ha load Wea Dice	<u>Maxi</u> Tier anded pon	2 Ammo/ Major actio	1 Stat Charges	Maxi Dex 0/0 Desci	Hit Bonuse	1 +9 t es to hit: a single tar	<u>Maxi</u> to hit 0 rget within			Maximun Type	<u>n</u>	Dice		0	Stat	0/0	Bonuses	
Maximum Sawed-Off Type Range Re Shell	6 Shotguni ed Two-H load Wea Dice [2]	Maxi Tier anded pon Dmg 3d10+5	2 Ammo/ Major action range. De Major action	1 Stat Charges on: Make a crease rou ction: Make	Maxi Dex 0/0 Descr ranged attr nds by 1. [f	Hit Bonuse ription ack against Base damag	1 +9 t es to hit: a single tar ge: Qd10+D nst all target	Maxi			Maximun Type	<u>n</u>	Dice		0	Stat	0/0	Bonuses	
Maximum Sawed-Off Type Range Re Name	6 Shotgunl d Two-H load Wea Dice_ [2] Qd10+DEX	Maxi Tier anded pon Dmg	Mum 2 Ammo/ Major actio range. De Major ac range. Fo	1 Stat Charges Charges crease rou ction: Make a crease rou ction: Make rounds t	Maxi Dex 0/0 Descrite a ranged att a ranged att a ranged att a ranged att s a ran	Hit Bonuse ription ack against Base damag titack again iss, deal ha damage: Q	1 +9 t es to hit: a single tar ge: Qd10+D sst all target alf damage. Qd6+DEX]	Maxi to hit 0 get within EX, basic] ts within Decrease			Maximun Type	<u>n</u>	Dice		0	Stat	0/0	Bonuses	
Maximum Sawed-Off Type Range Re Shell	6 Shotgunl d Two-H load Wea Dice_ [2] Qd10+DEX	Maxi Tier anded pon Dmg 3d10+5	2 Ammo/ Major action range. De Major ac range. Fo Major ac range, t break re	1 Stat Charges on: Make a crease rou ction: Make r each targ r ounds t ction: Make cargeting Free sistance, t	Maxi Dex 0/0 Desc ranged attr nds by 1. [[ a ranged attr et, if you m by 3. [Base a ranged a tet, if you m by 3. [Base a ranged attr py 3. [Base	Hit Bonuse ription ack against Base damag tttack again ttack again ttack again tiss, deal ha damage: Q tttack again isstance. For zed and De	1 +9 t es to hit: a single tar ge: Qd10+D st all target gd6+DEX] st all target r each target afened for 1	Maxi to hit 0 get within JEX, basic] ts within Decrease ts within t, if you.			Maximun Type	<u>n</u>	Dice		0	Stat	0/0	Bonuses	
Maximum       Sawed-Off       Type     Range Reg       Name       Shell       Eruption	6 Shotguni d Two-H locad Wea <u>Dice</u> [2] Qd10+DEX Qd6+DEX	Maxi Tier anded Dmg 3d10+5 3d6+5	Mum 2 Ammo/ Major actii range. De Major act range, To De Major act De Major act Preak re De Major act	1 Stat Charges on: Make a crease rou ction: Make a reach targ rounds I tion: Make crease rou on: Make a or crease rou on: Make a	Maxi	Hit Bonuse ription ack against Base damag titack against siss, deal ha damage: Q titack against titack against titack against titack against	1 +9 t as to hit: a single tar ge: Qd10+D st all target ge: Qd10+DEX] st all target afened for 1 ge: Qd3+DE	Maxi o hit 0 get within Decrease s within t, if you round. EX] get within			Maximun Type	<u>n</u>	Dice		0	Stat	0/0	Bonuses	
Maximum       Sawed-Off       Type     Range Reg       Name       Shell       Eruption	6 Shotguni d Two-H locad Wea <u>Dice</u> [2] Qd10+DEX Qd6+DEX	Maxi Tier anded Dmg 3d10+5 3d6+5	Ammo/ Ammo/ Major actio range. De Major actio range, t Dreak re De Major actio range, ig	1 Stat Charges on: Make a screase rou ction: Make argeting Fo sistance, t screase rou on: Make a noring disa	Maxi	Hit Bonuse ription ack against asse damage: Q uttack again titack agai	1 +9 t as to hit: a single tar ge: Qd10+D st all target alf damage. Qd6+DEX] ust all target afened for 1 ge: Qd3+DEX a single tar ong range. Ia e rounds by	Maxi to hit 0 get within tEX, basic] s within Decrease s within t, if you :round. X] get within ff you hit,			Maximun Type	<u>n</u>	Dice		0	Stat	0/0	Bonuses	
Maximum Sawed-Off Type Range Re Shell Eruption Mawp	6 Shotguni d Two-H load Wea Dice_ [2] Qd10+DEX Qd6+DEX Qd3+DEX	Maxi Tier Dmg 3d10+5 3d6+5 3d3+5	Major actii range. De Major actor range. Fo Major actor range, fo De Major actor range, ig the targe	1 Stat Charges on: Make a crease rou ction: Make reach targ rounds t tion: Make arargeting FC esistance, t ecrease rou on: Make a noring disa- et is Dazed	Maxi Dex 0/0 Descri ranged att nds by 1. [[ a a ranged at ranged att ranged att ranged att fy ou m y 3. [Base a ranged a ranged at ranged att dvantage fo for 2 round damage:	Hit Bonuse ription ack against Base damag tttack again tiss, deal ha damage: Q tttack again tiss, deal ha damage: Q tttack again tistance. For zed and De Base dama ack against s. Decrease Qd4+DEXJ	1 +9 t as single tar- ge: Qd10+D st all target af damage. Qd6+DEX] ust all target ach target afreed for 1 ge: Qd3+DE a single tar ong range. 1 e rounds by	Maxi to hit 0 get within EX, basic] s within Decrease s within to crease s within to crea			Maximun Type	<u>n</u>	Dice		0	Stat	0/0	Bonuses	
Maximum Sawed-Off Type Range Re Shell Eruption Mawp	6 Shotguni d Two-H load Wea Dice_ [2] Qd10+DEX Qd6+DEX Qd3+DEX	Maxi Tier Dmg 3d10+5 3d6+5 3d3+5	Ammo/ Ammo/ Major actii range. De Major act range, to De Major actii range, igi the targe Major actii 5 feet.	1 Stat Charges on: Make a screase rou crease rou crease rou on: Make a screase rou on: Make a noring disa et is Dazed on: Make a	Maxi Dex 0/0 Descrite ranged attr nds by 1. [i a ranged attr nds by 2. [i a ranged attr ranged attr vantage fo for 2 round damage: ranged attr ranged attr	Hit Bonuse ription ack against asse damag asse damag stance. For zed and De Base dama stance. For zed and De Base dama ack against stance. The stance of the	1 +9 t es to hit: a single tar ge: Qd10+D st all target af damage. Qd6+DEX] st all target af damage. Qd6+DEX] e a single tar ong range. T a single tar nong or Stud	Maxi o hit 0 get within IEX, basic] s within t, if you r, if you cround. X] get within ff you hit, 2. [Base get within k, This			Maximun Type	<u>n</u>	Dice		0	Stat	0/0	Bonuses	
Maximum Sawed-Off Type Range Re Shell Eruption Slug Shot	6 Shotguni d Two-Hi coad Wea Dice. [2] Qd10+DEX Qd6+DEX Qd3+DEX Qd4+DEX	Maxi           Tier           anded           Jadio+5           3d6+5           3d3+5           3d4+5	Ammo/ Ammo/ Major actic range. De Major actic range. Ic break rr De Major actic S feet. abilitech a De	1 Stat Charges Charges crease rou crease rou crease rou crease rou crease rou on: Make a noring disa at is Dazed on: Make a noring disa t is Dazed	Maxi Dex 0/0 Desc ranged att nds by 1. [[ a a ranged at exp 3. [Base a ranged at y 3. [Base a ranged at ranged att ranged att ranged att ranged att ranged att ranged att ranged att	Hit Bonuse ription ack against asse damage: Uttack against asse damage: Uttack against stance, For zed and De Base dama ack against s, Decrease Qd4+DEX] ack against xposed, Pro attack for t asse damag	1 +9 t a single tar ge: Qd10+D ge: Qd10+D dd+DEX] dd+DEX] st all target adt arget ach target ach target ach target ach arget a single tar nong range. 1 a single tar nong range. 1 a single tar nong, or Stuck the purposes e: 2Qd6+DD	Maxi o hit 0 get within VEX, basic] s within Decrease s within t pound. EX] get within ff you hit, 2. [Base get within ff you hit, 2. [Base			Maximun Type	<u>n</u>	Dice		0	Stat	0/0	Bonuses	
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Maximum       Sawed-Off       Type     Range Re       Image: Shell     Image: Shell       Eruption     Image: Shell       Slug Shot     Image: Shell       Point Blank     Image: Shell       Reload     Image: Shell	6 Shotgunt d Two-H ood Wea Dice. [2] Qd10+DEX Qd6+DEX Qd3+DEX 2Qd6+DEX	<u>Maxi</u> Tier anded Dmg 3d10+5 3d6+5 3d3+5 3d3+5 6d6+5 Rang	Major acti range. De Major act range. To Major act range, to break r Do Major act range, igr the targe Major act Sfeet, abilitech a De Minor act act set 15/40 f	1 Stat Charges on: Make a screase rou citon: Make a screase rou counds t tion: Make a noring disa t is Dazed on: Make a The target iso counts crease rou on: Make a to compare the screase compare the screase	Maxi Dex 0/0 Descr ranged att nds by 1. [[ a ranged att a ranged at a ranged att dvantage fo for 2 round damage: ranged att cmush be E as a melee mas by 1. [[ se sounds b se sounds b se sounds b setore rounds as a melee as a	Hit Bonuse ription ack against asse damag track against asse damag damage: C tittack against track against stance, For zed and De Base damag ack against stop ack against stance, For zed and De Base damag Qd4+DEXJ ack against xposed, Pre tasse damag y 1. May be ds. This is	1 +9 t as too hit: as too hit: as too hit: as too hit: as tall target af damage. gd+DEX] bt all target af damage. gd+DEX] as single tar ong range. I a single tar	Maxi o hit 0 get within VEX, basic] s within Decrease s within t pound. EX] get within ff you hit, 2. [Base get within ff you hit, 2. [Base			Maximun Type	<u>n</u>	Dice		0	Stat	0/0	Bonuses	
Maximum       Sawed-Off       Type     Range Renge       Name     Shell       Eruption     Mawp       Slug Shot     Slug Shot       Point Blank     Reload	6 Shotgun de Two-Hi od Wea Pice. [2] Qd10+DEX Qd3+DEX Qd3+DEX 2Qd6+DEX Subtractions with the second seco	Maxi           Time           Jong           3d10+5           3d6+5           3d3+5           6d6+5           Rangeth           th this we	Ammo/ 2 Ammo/ Major actiting range. De Major actir range. Je Major actir range. ig Major actir range, ig Major actir 5 feet. abilitech a De Minor actir active 15/40 feet appon ignori	1 Stat Charges on: Make a crease rou crease rou crease rou crease rou crease rou crease rou on: Make a noring disa- ti s Dazed on: Make a noring disa- t s disa-t s	Maxi Dex 0/0 Pesco ranged att nds by 1. [If a ranged at they are pa- nds by 1. [If ranged att dy at gase ranged att dy at gase ranged att dy at gase ranged att dy at gase s a melee das by 1. [If ranged att dy at gase ranged att dy at gase s a melee to store rounds by 1. [If ranged att dy at gase ranged att dy at gase s a melee to store rounds by 1. [If ranged att dy at gase ranged att ranged att ranged att dy at gase ranged att dy at ga	Hit Bonuse Fiption ack against asse damage: Q asse damage: Q asse damage: Q asse damage: Q asse dama ack against r fring at l ack against r fring at l ack against r fring at l ack against r fring at l asse dama ack against r fring at l asse dama ack against r fring at l asse dama ack against r fring at l asse dama asse dama	1 +9 t es to hit: a single targe e: Qd10+D st all target each target afend for 1 ge: Qd3-DEX1 a single tar ong range. 1 e rounds by a single tar ong range. 1 e zounds by a single tar ong e. of Stud the purposes e: 2Qd5+DD a basic abilit ose range.	Maxi co hit 0 get within Decrease s within Pourcease s within round. XJ get within ff you hit, 2. [Base get within ff you hit, 4. This s of Prone. EX] full-round tech.			Maximun Type	<u>n</u>	Dice		0	Stat	0/0	Bonuses	
Maximum       Sawed-Off       Type     Range Renge       Name     Shell       Eruption     Mawp       Slug Shot     Slug Shot       Point Blank     Reload	6 Shotgun de Two-Hi od Wea Pice. [2] Qd10+DEX Qd3+DEX Qd3+DEX 2Qd6+DEX Subtractions with the second seco	Maxi           Time           Jong           3d10+5           3d6+5           3d3+5           6d6+5           Rangeth           th this we	Ammo/ 2 Ammo/ Major actiting range. De Major actir range. Je Major actir range. ig Major actir range, ig Major actir 5 feet. abilitech a De Minor actir active 15/40 feet. e: 15/40 feet. Ammo/	1 Stat Charges on: Make a crease rou crease rou crease rou crease rou crease rou crease rou on: Make a noring disa- ti s Dazed on: Make a noring disa- t s disa-t s	Maxi Dex 0/0 Pesco ranged att nds by 1. [If a ranged at they are pa- nds by 1. [If ranged att dy at gase ranged att dy at gase ranged att dy at gase ranged att dy at gase s a melee das by 1. [If ranged att dy at gase ranged att dy at gase s a melee to store rounds by 1. [If ranged att dy at gase ranged att dy at gase s a melee to store rounds by 1. [If ranged att dy at gase ranged att ranged att ranged att dy at gase ranged att dy at ga	Hit Bonuse Fiption ack against asse damage: Q asse damage: Q asse damage: Q asse damage: Q asse dama ack against r fring at l ack against r fring at l ack against r fring at l ack against r fring at l asse dama ack against r fring at l asse dama ack against r fring at l asse dama ack against r fring at l asse dama asse dama	1 +9 t as too hit: as too hit: as too hit: as too hit: as tall target af damage. gd+DEX] bt all target af damage. gd+DEX] as single tar ong range. I a single tar	Maxi co hit 0 get within Decrease s within Pourcease s within round. XJ get within ff you hit, 2. [Base get within ff you hit, 4. This s of Prone. EX] full-round tech.			Maximun Type	<u>n</u>	Dice		0	Stat	0/0	Bonuses	
Maximum       Sawed-Off       Type     Range Renge       Name     Shell       Eruption     Mawp       Slug Shot     Slug Shot       Point Blank     Reload	6 Shotgun de Two-Hi od Wea Pice. [2] Qd10+DEX Qd3+DEX Qd3+DEX 2Qd6+DEX Subtractions with the second seco	Maxi           Time           Jong           3d10+5           3d6+5           3d3+5           6d6+5           Rangeth           th this we	Ammo/ 2 Ammo/ Major actiting range. De Major actir range. Je Major actir range. ig Major actir range, ig Major actir 5 feet. abilitech a De Minor actir active 15/40 feet. e: 15/40 feet. Ammo/	1 Stat Charges on: Make a crease rou crease rou crease rou crease rou crease rou crease rou on: Make a noring disa- ti s Dazed on: Make a noring disa- t s disa-t s	Maxi Dex 0/0 Pesco ranged att nds by 1. [If a ranged at they are pa- nds by 1. [If ranged att dy at gase ranged att dy at gase ranged att dy at gase ranged att dy at gase s a melee das by 1. [If ranged att dy at gase ranged att dy at gase s a melee to store rounds by 1. [If ranged att dy at gase ranged att dy at gase s a melee to store rounds by 1. [If ranged att dy at gase ranged att ranged att ranged att dy at gase ranged att dy at ga	Hit Bonuse Fiption ack against asse damage: Q asse damage: Q asse damage: Q asse damage: Q asse dama ack against r fring at l ack against r fring at l ack against r fring at l ack against r fring at l asse dama ack against r fring at l asse dama ack against r fring at l asse dama ack against r fring at l asse dama asse dama	1 +9 t es to hit: a single targe e: Qd10+D st all target each target afend for 1 ge: Qd3-DEX1 a single tar ong range. 1 e rounds by a single tar ong range. 1 e zounds by a single tar ong e. of Stud the purposes e: 2Qd5+DD a basic abilit ose range.	Maxi co hit 0 get within Decrease s within Pourcease s within round. XJ get within ff you hit, 2. [Base get within ff you hit, 4. This s of Prone. EX] full-round tech.			Maximun Type	<u>n</u>	Dice		0	Stat	0/0	Bonuses	
Maximum Sawed-Off Type Range Re Shell Eruption Slug Shot Point Blank Reload If there	6 Shotguni dTwo-H od Two-H od Two-H Dice. [2] Qd10+DEX Qd4+DEX Qd4+DEX 2Qd6+DEX 2Qd6+DEX s any oth	Maxi           Time           Jong           3d10+5           3d6+5           3d3+5           6d6+5           Rangeth           th this we	Major actic range. De Major act range. De Major act range, fo De Major act range, ig the targe Major actic 5 feet. abilitech a Minor act actic e: 15/40 i about t	1 Stat Charges on: Make a crease rou crease rou crease rou crease rou crease rou crease rou on: Make a noring disa- ti s Dazed on: Make a noring disa- t s disa-t s	Maxi Dex 0/0 Pesco ranged att nds by 1. [If a ranged at they are pa- nds by 1. [If ranged att dy at gase ranged att dy at gase ranged att dy at gase ranged att dy at gase s a melee das by 1. [If ranged att dy at gase ranged att dy at gase s a melee to store rounds by 1. [If ranged att dy at gase ranged att dy at gase s a melee to store rounds by 1. [If ranged att dy at gase ranged att ranged att ranged att dy at gase ranged att dy at ga	Hit Bonuse Fiption ack against asse damage: Q asse damage: Q asse damage: Q asse damage: Q asse dama ack against r fring at l ack against r fring at l ack against r fring at l ack against r fring at l asse dama ack against r fring at l asse dama ack against r fring at l asse dama ack against r fring at l asse dama asse dama	1 +9 t es to hit: a single targe e: Qd10+D st all target each target afend for 1 ge: Qd3-DEX1 a single tar ong range. 1 e rounds by a single tar ong range. 1 e zounds by a single tar ong e. of Stud the purposes e: 2Qd5+DD a basic abilit ose range.	Maxi co hit 0 get within Decrease s within Pourcease s within round. XJ get within ff you hit, 2. [Base get within ff you hit, 4. This s of Prone. EX] full-round tech.		d Steps	Maximun Type	<u>n</u>			0	Stat Charges	0/0 Descr	Bonuses	s to hit: 0
Maximum Sawed-Off Type Range Re Shell Eruption Slug Shot Slug Shot Reload Notes: Al If there' Pillar,	6 Shotguni d Two-H load Wea Dice. [2] Qd10+DEX Qd4+DEX Qd4+DEX Qd4+DEX 2Qd6+DEX 2Qd6+DEX s any oth Racial, a ial   High t, you ent	Maxi Tier anded Dmg 3d10+5 3d6+5 3d3+5 3d3+5 6d6+5 6d6+5 6d6+5 Rang th this we her notes Fever: Ber er a berse 0 rounds) to your be	Ammo/ 2 Ammo/ Major actio range. De Major actio range, ig the targe Major actio range, ig the targe Major actio range, ig the targe Major actio range, ig the targe the targe about t apon ignor actio apon ignor about t tones serk rker rage a . You gain ise speed	1 Stat Charges on: Make a krease rou- tion: Make a reach targ rounds 1 tion: Make a noring disa- tis Dazed on: Make a noring disa- tis Dazed on: Make a noring disa- tis Dazed on: Make a The target iso counts crease rou- tis counts crease rou- nor: Increase rou- nor: Increase rou- nor: Increase rou- nor: Increase rou- nor: Increase rou- nor: Increase rou- tis counts crease rou- nor: Increase rou- nor: Increase rou- nor: Increase rou- nor: Increase rou- nor: Increase rou- nor: Increase rou- no: Increase Increase rou- no: Increase rou- no: Increase rou- Increase rou- Increase Increase Increase Increase Increase Increase	Maxi Dex 0/0 Pesco ranged att nds by 1. [If a ranged at they are pa- nds by 1. [If ranged att dy at gase ranged att dy at gase ranged att dy at gase ranged att dy at gase s a melee das by 1. [If ranged att dy at gase ranged att dy at gase s a melee to store rounds by 1. [If ranged att dy at gase ranged att dy at gase s a melee to store rounds by 1. [If ranged att dy at gase ranged att ranged att ranged att dy at gase ranged att dy at ga	Hit Bonuse ription ack against Jase damag track against Jase damag track against siss, deal ha damage: C track against sistance, for zed and De Base dama ack against s, Decrease Qd4+DEXJ ack against strack, for attack for attack for attack for a track yosed, Pro attack for a track yosed, Pro attack yosed, Pro attack for a track yosed, Pro attack yosed, Pro yosed, Pro yo	1 +9 t es to hit: a single targe e: Qd10+D st all target each target afend for 1 ge: Qd3-DEX1 a single tar ong range. 1 e rounds by a single tar ong range. 1 e zounds by a single tar ong e. of Stud the purposes e: 2Qd5+DD a basic abilit ose range.	Maxi co hit 0 get within tEX, basic] ss within Decrease ss within tround. EX] get within ff you hit, 2. [Base get within ff yo	Pillar an You ar	e a Slayer ting beato	Maximun Type		id,		0 Ammo/	Stat Charges	cors and P times strife ski an oppo Stakes i gambit	Bonuse: ription	s to_hit; 0

	ge, 10 ft. to your base speed and can action once per turn for the duration.	Sidyer
Fighting Style: Heavy Striker, Ivl 1, Slayer	Once per round, before making a damaging attack, you may take -2 to the attack roll to add 2P to the damage done and turn any 1s and 2s on the damage roll to 3 (if the die goes that high).	Gun Fury Stance, Gun-Fu, Slayer
Positioning: Charge, 2 Steps, Slayer	As a minor action, you move half your base movement speed towards an enemy.	Gunmetal Gymnast, Gun-Fu, Slayer
Action Surge, 4 Steps, Slayer	Once per short rest, as a free action on your turn, you gain an extra major action. This major action must be used to make an attack, and the attack deals half damage.	Double Tap, Gun-Fu, Slayer
	Pick this when you have six Steps of your pillar!	Hong Kong Action Theater, Gun-Fu, Slayer
		Self-Aggrandization, Outlaw, Slayer/Strategist
	Specializations	

While in the Gun Fury Stance, if you add your Strength or Dexterity mod to damage rolls on range dabilitechs made against targets within a range equal to half your speed, you may add the other stat's mod and your Proficiency as well. Additionally, you ignore penalties for using ranged abilitechs against adjacent targets. You find you excel by letting loose. If you can act to push yourself to your physical limits, you add one Stakes die. Direction: Force You have an aptitude for going the distance, able to weather the elements and withstand prolonged duress. Whenever you can bring this knack to bear, you add one Stakes die. Once per short rest, as a free action, gain +1 to st, Gun-Fu, your hit bonus, AC, and Reflex, and +10 ft. base peed for 1 minute. If you have at least a +8 to Acrobatics, double these bonuses. Knack: Survivor Once per turn, when you land an abilitech against a target while wielding a Reload specibus, you may expend a basic abilitech's worth of rounds/charges (min 1) to Assail for the combined total of STR, DEX, and P. You find you excel when leveraging your sense of rhythm. If you can applying a sense of timing, you add one Stakes die. Direction: Timing You have experience dealing with being physically outdone. If you suffer any flaws dice when participating in physical activities, remove one flaws die (min 0). If you find yourself in a situation where you physically compete against another, inflict one flaws die on your opponent as well. While in the Gun Fury Stance, you may add your Dexterity to initiative rolls an additional time, and may move half your base speed as part of rolling for initiative and as a reaction, but not if Stuck. [Requires Gun Fury Stance] Panoply: Fatigue on, Outlaw, Rupture, or other bonuses to damage, you add +P to each of their total magnitudes (or +P per stat mod for Assail). Pick this at level 13!

Pick this at level 15!

Colority	When rolling for initiative at of a strife, if you are not su you have advantage and +: roll.	irprised,						
Nimble to	nce per round, you have Ae o STR or DEX, of your choice he first instance of damage Pick this at level 17	e, against you take.						
	Pick this at level 17 Pick this at level 19							
This is the blackb n	oard, use it to write do otes you have!	wn any				_		notes you have!
Grist and	d Boondollars	1			Sylladex	(Reaction Modu	s)	
Grist and T0 Build G			What kind of captchalogue decl do vou have?	k Packrat	Sylladex	(Reaction Modu	s)	
T0 Build G	irist 20	-	captchalogue decl do you have? Your items only deal	1 damage when ejected.	Sylladex	(Reaction Modu	s)	
T0 Build G T1	orist 20 0	Y	captchalogue decl do you have? Your items only deal but you can captchalo bigger than you or so	1 damage when ejected, ogue items of one size maller (default is Large).	Sylladex	(Reaction Modu	s)	
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T0         Build G           T1         T2           T3         T4           T5         Boondollars	irist 20 0 0 0 0 0 0 0 0 0 0 0	Y B a a () i i	captchalogue decl do you have? Your items only deal but you can captchal joiger than you or deck's size i (unhide rows below t What's your fetch n it take to use it? Reaction	a damage when ejected, ogue items of one size maller (default is Large), is raised to 70 cards. the sylladex) modus? What skill does Sleight of Hand s skill when making		(Reaction Modu	s)	

Backstory (what's their story?)	
Rico had had a pretty normal upbringing, being raised on taught on most basic things and learning to be nice and kinda to everyone. Other than feeling a bit left out because of being homeschooled, Rico seems to live a pretty normal life for the most part. He lived with his sweet mother and cozy little cat. One night into his early teen years, a rather tragic event would occur though. His house was caught on fire by some sort of small, trickling local wildfire in the area. Everyone in the house quickly woke up and quickly left the house. All but their cat of course. Not being able to save one of his bestest friends left the bitterest taste in his mouth for the longest of times. Despite just being a child and doing his best to survive, he felt he held some responsability for it all. Thankfully though, they were able to find a new house, thanks to some mysterious family connections his mother had. Of course, many of the people in the town had helped as well, with most of them being good friends with his mother. They quickly got back into the groove of life once more, but it left Rico with a rather weird impression, Of how quickly life can change, leading him to belive he should always be ready.	
Personality (what are they like?)	
Rico is a very sweet and kind guy for the most part, but is also a very very fiesty spirit, his soul glowing alight at the slightest call to challenge he can find. He tends to be very carefree, mostly just aiming for whatever seems to be the most fun or challenging. He does try his best to tell when he needs to be serious though. He's overly competitive when it comes to most things, and will always try to do his best to win, but is usually a good sport when he loses. He can tend to be a bit impatient when it comes to long waits, and will attempt to take things into his own hands rather than wait forever. While also not the brightest, he's pretty quick thinking, being able to come up with solutions to a problem placed in front of him with relative quickness, albeit with no guaruntee of it being the correct or an inteligent solution. It usually works out anyways. Guardian (who raised them?) Rico's mother is a very kind woman, and very skilled too. She raised Rico well, teaching him to be kind and dilligent, and taught him how to do most of the things he knows how to and enjoys to do nowadays. She herself is still somehow quite an opposite to Rico, being quite calm and collected all the time, taking life quite slowly, and patiently waiting for when she needs to do. She enjoys reading, and can often be found in	
the living room reading a new book when not otherwise preoccupied.	
Hobbies (what do they like to do?) As is a long running tradition in his family, cooking and food in general are quite important to him. He spends quite a bit of his time preparing for larger meals with his Mother, and sometimes small snacks for himself. He's no master chef, but he's learned how to differentiate between all the spices and knows every cut of beef by marbling. Of course, that's not all he does. He also loves to race. With what? His feet of course! And well, just about everything else too, but mostly his feet. He loves to go fast, running around the house (while doing his best to not cause a ruckus of course), commonly going out into town in hopes of finding someone to race him. Quite inversiy, he also loves fishing, one of the slowest and most patient hobbies one could uptake. It helps anchor him a bit, as it gives him time to fully look back in retrospect on what hes's done during the day, with a more calm and collected mindset. He usually throws all the fish back though, as he isn't really much of a fan of the taste.	
Quirk (how do they type?)	
He usually talks in a pretty normal way, but do to his quick nature willtendtomeldwords whenemotionsarehigh, onlystoppingfor brieffbreathesinbetween.	
Roleplay Scribble (what do they RP like?)	
	Leitmotifs (a musical theme or two, if you wish?)
Looks (what do they look like?) A bit tan from the arid sun, as well as a permanently cheeky grind and ruffled brown hair. Usually found donning a plain denim jacekt and khaki shorts. He stands fairly stout, at a solid 5'11".	[theme 1?]
Lines & Veils	[theme 2?]
N/A. Feel free for anything	
Silverware	[theme 3?]

If you want to further flesh out your character or add more notes, here's some ideas for bonus sections:	
Knives: He can be a bit too quick sometimes, missing things he's supposed to or skipping them entirely.	
Spoons: He picked up using the shotgun after watching Terminator 2.	
Influences (what sort of media does your character relate to? Specifically media, like books, videogames, etc)	
Patterns: He'll often run into things while not looking and going to fast, both literally and metaphorically.	
Solutions: Ask the smart one. If that fails think of something good. If that fails, shotgun.	
	[theme 4?]
	[theme 5?]

This is your echeladder! Here, you give each rung whatever name you feel appropriate, and each level tells you what you gain at that level.

<u>Level</u>	Rung Nan	ne	Benefits	
1	Terrible St	not	See character cre	eation!
2			1 Step, 2 stat point points	s, 3 skill
3			1 Decor, 1 Sta	age
4			1 Step	
5			Lvl 5 Specialization points, 3 skill p	
6	Quick Cap	per	1 Step	
7			1 Decor	
8	Faster Blas	ster	1 Step, 2 stat point points	s, 3 skill
9			1 Decor, 1 Sta	age
10	Rapid Subja	gator	1 Step	
11			Lvl 11 Specializatio points, 3 skill p	
12			1 Step	
13			1 Decor	
14			1 Step, 2 stat point points	s, 3 skill
15			1 Decor, 1 Sta	age
16			1 Step	
17			Level 17 Specializa stat points, 3 skil	
18			1 Step	
19			Any one Speciali	zation
20			2 Steps, 2 stat point points	ts, 3 skill
			0 0 1	
	oints (You start v ill points at level		Expertise? [5]	Max
	Athletics			[6]
E		4 [7]		[6] 4
-	ndurance	4 [7] 3		
A				4
	ndurance	3		4
	ndurance crobatics	3 3 [8]		4 4 5
Slei	ndurance crobatics ght of Hand	3 3 [8] 1		4 4 5 5
Slei Er	ndurance crobatics ght of Hand Stealth ngineering vestigation	3 3 [8] 1		4 4 5 5 5 4 4
Slei Er Inv	ndurance crobatics ght of Hand Stealth ngineering vestigation Occult	3 3 [8] 1 1 1		4 4 5 5 5 4 4 4 4
Slei Er Inv	ndurance crobatics ght of Hand Stealth ngineering vestigation Occult nal Handling	3 3 [8] 1 1 1 1 1		4 4 5 5 5 4 4 4 4 4 4
Slei Er Inv Anir	ndurance crobatics ght of Hand Stealth ngineering vestigation Occult nal Handling Insight	3 3 [8] 1 1 1		4 4 5 5 5 4 4 4 4 4 4 4
Slei Er Inv Anir	ndurance crobatics ght of Hand Stealth ngineering vestigation Occult nal Handling Insight Medicine	3 3[8] 1 1 1 1 1 2		4 4 5 5 5 4 4 4 4 4 4 4 4 4
Slei Er Inv Anir	ndurance crobatics ght of Hand Stealth ngineering vestigation Occult nal Handling Insight Medicine erception	3 3[8] 1 1 1 1 1 2 2		4 4 5 5 5 4 4 4 4 4 4 4 4 4 4 4
Slei Er Inv Anir	ndurance crobatics ght of Hand Stealth ngineering vestigation Occult nal Handling Insight Medicine erception Sanity	3 3[8] 1 1 1 1 2 2 2 2 2		4 4 5 5 5 4 4 4 4 4 4 4 4 4
Slei Er Inv Anir	ndurance crobatics ght of Hand Stealth ngineering vestigation Occult nal Handling Insight Medicine erception Sanity Survival	3 3[8] 1 1 1 1 1 2 2		4 4 5 5 5 4 4 4 4 4 4 4 4 4 4 4 4
Slei Er Inv Anir P	ndurance crobatics ght of Hand Stealth ngineering vestigation Occult nal Handling Insight Medicine erception Sanity	3 3[8] 1 1 1 1 2 2 2 2 2		4 4 5 5 5 4 4 4 4 4 4 4 4 4 4 4 4
Slei Er Inv Anir P C Inv	ndurance crobatics ght of Hand Stealth ngineering vestigation Occult nal Handling Insight Medicine erception Sanity Survival Deception	3 3[8] 1 1 1 1 2 2 2 2 2		4 4 5 5 5 4 4 4 4 4 4 4 4 4 4 4 4 4 4 4
Slei Er Inv Anir P C In Pe	ndurance crobatics ght of Hand Stealth ngineering vestigation Occult nal Handling Insight Medicine erception Sanity Survival Deception timidation	3 3[8] 1 1 1 1 2 2 2 2 2		4 4 5 5 5 4 4 4 4 4 4 4 4 4 4 4 4 4 4 4

Total Skill Points

22

Characters start with a standard 15-14-13-12-10-8 array. Pick one number per initial stat. Put your racial bonuses under racial, and anything else in bonus.

		<u>Ability</u>	<u>Stats</u>		
Stat	Initial	Racial	Bonus	Total	Mod
STR	12			12	+1
CON	13	1		14	+2
DEX	15	1		20	+5
INT	8			8	-1
WIS	14			16	+3
CHA	10			10	+0
	Hit	Die	d	8	
	Ca	ste	Hur	nan	

## What's your race? Human Has +1 to a stat of choice, another +1 to a stat of choice. Racial is Childhood.

And your racial ability?	High Fever: Berserk
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Once per short rest, you enter a berserker rage as a free action, lasting 1 minute (10 rounds). You gain Aegis (Lvl/2), +2 crit range, 10 ft. to your base speed and can Assail as a free action once per turn for the duration. [4]

<u>Sta</u>	t Increa	<u>ses</u>	What resistance a proficient in? At cl	
Level	Stat 1	Stat 2	creation, pick of	
2	Dex	Dex	Fortitude	
5	Wis	Wis	Reflex	
8	Dex	Dex	Will	
11			What stats doe	s your
14			wardrobe u	se?
17			Stat One	Dex
20			Stat Two	Wis
Stage	s (you g	et them	every second [	Decor)

	ce chem every become becon
Expertise	Pick a skill. Any skill checks you make with this skill have +3.
Expertise	Pick a skill. Any skill checks you make with this skill have +3.
	Pick this at level 15!

	the roll co	
<u>HP</u>	<u>Roll</u>	<u>Total</u>
<u>Level</u>	d8	10
1	8 [3]	20
2	4	26
3	4	32
4	4	38
5	4	44
6	4	50
7	4	56
8	4	62
9	4	68
10	4	74
11		
12		——
13		——
14		
15		

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\_\_\_

\_\_\_

16

17 18

19

Every time you level up, take

your HD's average and add it

20 \_\_\_ **Psionics?** Martial You know all abilitechs for your strife specibi, when you gain a Step you gain 2 skill points, you increase the magnitude of your Stage benefits by 1, and you have +1 die size to your Hit Die. How psionically sensitive are you? Nothing. You are psionically normal! Psionic Slots Slots Bonus Total 0 0 Lesser 0 0 Greater What colors do you want? [10]

Text

What is the source of your psionics?	Wisdom	Initiativ	<u>Initiative</u>		Base Speed		#1
		Bonus	+0	Bonus	+0	Editable	
Strong is the stable, wizened mind;	your psionic skill is Sanity.	Total	+5	Total	30	Body 1	#5
		-				Body 2	#2
		Anything s about yo		All-Round	ler	Background	#4
Blackboar					Graph Background	#3	
						Graph Bar	3cb852 [11]
						Bar Remaining	16e711 [12]
				r as normal as on begin play with e		<u>Blackboa</u>	<u>rd</u>
One day. this space might be addition to the RPGStuck sys this space to write down a	tem! Until then, use			second strife spe		This is th blackboard, us write down any you have	se it to / notes

Name	Tier	Effect	Flavor Text
Arnold's Lethal Leather	2	Gives you a slightly better T-8000 impression	"I'll probably be back. Maybe"
Stupider Shades	2	You look cooler?	"Please, just take them off"

News	Tion	Creatileur	<b>F</b> <i>ff</i> = -1	Electric Test
Name	Tier 2	Specibus	Effect	Flavor Text
Sawed-off Shotgun		shotgunKind	It shoots bullets. Allot've em	A Classic
Empty Hand	0			
	<u> </u>			
	<u> </u>			
	<u> </u>			

Item	Components	Cost	Tier	Description
Example Item	Item A && Item B	[example cost]	Х	this is a placeholder text.

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Grist Sp	ent	0			Tov	ver	Γ		Household Blackboard	
Highest	Gate Rea	ached	0							
Room	n Points (I	RP)	0							
BG t	to Next Ti	ier	25							
Gate		Grist								
1		25						What's your	house like? What's in it? Who lives in	
2		50						it?	What's interesting about it?	
3		75							Describe it here.	
4		100								
5		125								
6		175								
7		225								
	ion Lengt	th?								
L	ength 1									
						Your house				
Boor	dollars [1	131				S	earch Functior	1		
					This is the				is is incomplete, but it serves as a	
Level	BD G	Gained		What Is This?	1113 13 116	glossary for	housebuilding	and an errat	ta for small clarifications!	
2	8	300								
3		200					Followers			
4		600		Name	Ro	le			Description	
5		400								
6		000								
7		600								
8		200								
9		800								
10		3050								
10										
11										
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14										
15			-							
16										
17										
18										
19										
20	-									
				Lodgor (Llog	this to keep	track of your	nurchacoc)			
				Leuger (Use	this to keep	track of your	purchases)			

## **Customization**

In this tab, you can input your own strife specibi, psionic powers, and Steps for the sheet to automate for you.

Alternately, you can use this to grab single subpowers or reskin weapons. For example, if you have Psionic Gift: Left Hand Rule, you can copy over just Lift and Impact.

If you need more, you can unhide them as you need them.

Strife Specibi / Psionic Powers					
Name [14]	Customization Test Example 1				
Notes [15]	Example Notes				
Type [16]	Examplekind				
Name [17]	Description [18]				
Test 1	Descriptions go here.				
Test 2	And here too.				
Test 3	And so on and so forth.				

Additional Steps [19]					
Name [20]	Description [21]				
Example Step	This is a description.				
3	And other description.				
5	And another.				
7	You know how this gag goes.				

Blackboard

This is a blackboard, use it to write down any notes you have!

	Customiz	<u>Tier</u>	0	<u>Stat</u>	STR	<u>Hit</u>	+5 t	o hit
Туре Е	xamplekir	nd	Ammo/	Ammo/Charges 0/0 Bonuses to hit:			0	
Name	<u>Dice</u>	Dmg	Description					
Test 1					Description	ns go here.		
Test 2					And he	re too.		
Test 3					And so on a	nd so forth		
Example Notes								

## Blackboard

This is a blackboard, use it to write down any notes you have!

[1] Dream Moon, Classpect, and Land sections should remain empty for the time being. You'll learn these as the session unfolds!

[2] This column doesn't change with the type of specibus or power, you'll have to change this on your own. The base damage dice of an abilitech or subpower will be listed in the Description column at the bottom, much like you can see with Swordkind here.

[3] For your first level, you take the maximum than the average!

[4] I've only picked this as I plan to make a build centered around going as fast as possible, but if this is a problem I can change it.

[5] If you pick Expertise as a Stage (gained at levels 3, 9, and 15), you can check off one skill and gain a bonus to it!

[6] The number of skill points you can have in a skill is capped by the higher of either your Proficiency or your stat.

[7] +1 from Martial/Expertise

[8] +1 from Martial/Expertise

[9] Being proficient in a resistance lets you add your Proficiency bonus to it.

[10] Go to Format at the top of the menu, then click Theme. This will bring up the Themes menu, where you can customize the colors and font of your character sheet.

You may need to refresh the sheet for any changes to the text color to work.

[11] There's one bar color not affected by this, and this is the temporary HP color for your HP bar in the Character tab. This one is blue.

If you want to change this, you should go to the K10 cell in your Character tab. Somewhere in that cell you'll see 3944BC in there. That's the hex code for blue. Replace that code with the hex code of your choosing.

Make sure to leave the quotation marks around the hex code intact! Replace only those six letters/numbers.

[12] If you've read this far, you probably want to go all in on the color customization. The color for your percent HP and skill totals on your Character tab can't be changed through these colors either.

If you want to change those, select the cell in question, then go to Format at the top of the menu, then Conditional Formatting near the bottom of the list.

Click on the color scaling, and you'll be able to change the three colors that make up the gradient to whatever colors you want.

[13] Every time you level up, you gain boondollars to spend on a variety of things in the Medium. Feel free to spend it, you can always get more.

The numbers are NOT cumulative; what you see per level is what you get.

[14] Well, what's its name?

[15] If it has a range, or ammo, or some special notes about it, put that here.

[16] Is it a psionic power, or some strife specibus?

[17] Each abilitch or subpower, its name goes here.

[18] Describe each abilitech or subpower here. Follow the same format, for which you can look up to the right, instead of going back and forth between tabs.

[19] If you have custom steps you want to use, you can put those in here!

[20] Each abilitch or subpower, its name goes here.

[21] Describe each abilitech or subpower here. Follow the same format, for which you can look up to the right, instead of going back and forth between tabs.