



ARCHETYPE:

Enforcer

interactable

CLASS:

Gunzerker

interactable

NAME:

interactable

BACKGROUND:

Buff

interactable

LEVEL:

1  
interactable

ACTION SKILL:

**Gunzerking:** Gunzerker gains the ability to wield 2 equipped guns at once for 2 turns. Each Ranged Attack fires both guns at a single target. While *Gunzerking*, Gunzerker gains Health Regen. (MST Mod per Day+Once per Encounter)

interactable

BASED  
ON  
STATS  
+1  
+MST

ACCURACY (ACC) interactable 2 +1 MOD	DAMAGE (DMG) 6 +3 MOD 1/2 * roll	SPEED (SPD) 4 +2 MOD	MASTERY (MST) 2 +1 MOD	INITIATIVE 1 + 2 + i = +3 BADASS RANK SPD MOD MISC MOD SUM	MOVEMENT 3 + 2 + i = 5sq SPD MOD MISC MOD SUM
HEALTH interactable CURRENT 25 MAX i REGEN				MELEE DIE 1d10 BASED ON STATS +3 +DMG	
SHIELDS i CURRENT 15 MAX 5 RECHARGE SHIELD TYPE: INFO: interactable		CHECKS based on stats column sum column INTERACT (WITH HANDS) ACC MOD +1 + MISC MOD i = +1 TALK (WITH WORDS) SPD MOD +2 + MISC MOD i = +2 INSIGHT ACC MOD +1 + MISC MOD i = +1 SNEAK MST MOD +1 + MISC MOD i = +1 SEARCH MST MOD +1 + MISC MOD i = +1 TRAVERSE SPD MOD +2 + MISC MOD -1 = +1			BADASS RANK interactable 1 BADASS TOKENS interactive
GRENADES interactable TYPE DAMAGE INFO: interactable i 3 CURRENT MAX		GOLD interactable 120			CURRENT GUN so met hin g
POTIONS interactable		SKILLS SPEND 1 SKILL POINT SL = SKILL LEVEL QUICK DRAW +2 Initiative Mod/SL. +1/SL on Interact Checks. clickable FILLED TO THE BRIM Increase max grenades by 1/SL. Increase max potions by 1+MST Mod. clickable INCITE The first time you take Damage during an encounter, gain Extra Movement. +1/SL on Traverse Checks. clickable HARD TO KILL 10+MST Mod Health. +5 Health Regen/SL. clickable			
FAVORED GUN selectable <input type="checkbox"/> PISTOL <input type="checkbox"/> SMG <input type="checkbox"/> COMBAT RIFLE <input checked="" type="checkbox"/> SHOTGUN <input type="checkbox"/> SNIPER <input type="checkbox"/> ROCKET LAUNCHER		BACKGROUND & TRAITS BACKGROUND ROID: After years of pumping iron and stuff, your body is as hard as your guns. The stunted growth is a coincidence. +5 Starting Health, -2 on Traverse Checks. interactive TRAITS INTENSE: You have a terminal case of RBF -- Resting Badass Face. +5 on Intimidate Talk Checks. PARKOUR!: You have delusions of being Spiderantman. +5 on Vaulting Traverse Checks.			GUN SLOT 2 GUN SLOT 3
ARCHETYPE FEAT interactable FLEX: The first time your Shields are depleted in an encounter, gain 1 Badass Token.					

XP BAR:

100