| <br>T |
|-------|
| 3     |
|       |
| C.    |

| NAME G               | rey (The Veter | ran)       | RACE | Dwarf          | HEI               | GHT <u>4</u>  | 8"WEIGH          | T200lbs                      | _ HL_1_                | EL <u>0</u> TP | /_  |
|----------------------|----------------|------------|------|----------------|-------------------|---------------|------------------|------------------------------|------------------------|----------------|-----|
| PRIMARY              | CLASS G        | unner      | su   | BCLASS_        | Tinker            | soui          | _ PURPOSE        | Ī                            |                        |                | LP  |
| CON                  | 2              | AGI        | 2    | INT            | _2_               | STR           | 2                | WILL                         | 1                      | СНА            | _1_ |
|                      |                |            |      |                |                   |               | _                |                              |                        |                |     |
| Stamina              |                | Mobility   |      | Search         |                   | Brawn         |                  | Curse Res.                   |                        | Sales          |     |
| 2 <sup>nd</sup> Wind |                | Sp. Jump   |      | Percepti       | on OOO            | St. Jump      |                  | Will to Live                 |                        | Bargaining     |     |
| Immune S.            |                | Finesse    |      | Focus          |                   | Brutality     |                  | Mental Res.                  |                        | Distract       |     |
| Hit Points           | 30 / 30        | Initiative | 2    | C. Maste       | ery <u>5</u>      | Armor         | 2                | SP Armor                     | _1_                    | Song Effect    | _1_ |
| Vitality             | 60 / 60        | Speed      | 4    | H. Maste       | ery 2             | MAD           | 2                | M. Mastery                   | _1_                    | M. Speed       | _1_ |
|                      |                | RAD        | 2    | SP Mast        | ery 2             |               |                  | Resistance                   | _1_                    | M. Damage      | _1_ |
|                      |                |            |      |                |                   |               |                  |                              |                        |                |     |
| EQUIPM               | ENT            |            |      | ATTACK         | ROLLS & M         | ODS           | RESI             | STANCES                      | U                      | TILITY BELT    | •   |
| L. Hand:             | Sniper Rifle   |            |      | Weapon At      | tacks:            |               | Burnin           | g 🗆 🗆                        | <b>1</b> . <u>.</u>    | Omnigun        |     |
| R. Hand:             |                |            |      | Sniper Rifle   |                   |               | Frost            |                              | □□ <b>2</b> . <u>.</u> | Shotgun        |     |
| Helmet: _            |                |            |      | Range: 10      | ACC: 4/5/6        | DMG: 3        | D6 Poison        |                              | □□ 3                   |                |     |
| Gloves: _            |                |            |      | +Lethal, and 5 | /6 Accuracy again | st adjacent t | argets.) Dissolv | /e                           | □□ 4. <u>.</u>         |                |     |
| Suit:                |                |            |      | Shotgun        |                   |               | Stun             |                              | □□ <b>5</b>            |                |     |
| Pants:               |                |            |      | Range: 3       | ACC: 3/4/5/6      | DMG: 3        | D6 Blind         |                              | □□ <b>6</b>            |                |     |
| Boots:               |                |            |      | HL 1 MOD:      |                   |               | Slow             |                              | □□ <b>7</b>            |                |     |
| Ring 1:              |                |            |      | HL 2 MOD:      |                   |               | Knock            | back 🗆 🗆 🗆                   | □□ <b>8</b>            |                |     |
| Ring 2:              |                |            |      | HL 3 MOD:      |                   |               | AILN             | IENTS                        | 9.                     |                |     |
| Accessory 1          | L:             |            |      | HL 4 MOD:      |                   |               | Curse:           | ☐ Illness: _                 | 10                     |                |     |
| Accessory 2          | 2:             |            |      | HL 5 MOD:      |                   |               | Diseas           | e: M $\square$ S $\square$ I | F 🗆 Go                 | ld H.          | C   |

| HERO LEV   | /FL (HL) Yours         | tart tha dan | 10 0t H | ero Lov   | al 1 an | d with   | O EVD T  | ho hor   | holow    | vo nvoco       | nto vo   | ur Horo  | Lovele      | vnorion | oo Fo   | r oooh  | EVD +h        | ot vou          | oorn fill |
|--|------------------------|--------------|---------|---|---------|----------|----------|----------|----------|----------------|----------|----------|-------------|---------|---------|---------|---------------|-----------------|-----------|
|  | You will receive level | tart the gam |         |   |         |          |          |          |          | -              | -        |          |             | -       |         |         |               | -               |           |
|  | d attain Hero Level 5, |              |         |   |         |          |          | 1011, yo | u wiii S | anı . <u>.</u> | Attiliou | ito i on | it for car  | on box  | inat yo | u mi m  | . 01100       | you m           | m an z-r  |
|  | ,                      |              |         |   |         |          |          |          |          |                |          |          |             |         |         |         |               |                 |           |
|  | l l                    | IL2          |         |   |         |          | HL3      |          |          |                |          |          | HL4         |         |         |         |               |                 | HL5       |
| _  | _                      |              |         |   |         |          |          |          |          |                |          |          |             |         |         |         |               |                 |           |
| EPIC LEV   | <b>EL (EL)</b> (Same p | rotocol as a | bove, e | xcept y   | ou no l | longer ( | gain +1  | Attribu  | te Poin  | t for ea       | ch box   | that yo  | ou fill in. | You on  | ly gain | Level   | <u>Awards</u> | <u>s now</u> .) |           |
|  |                        |              | 1       |   |         | 1        | =1.0     | 1        | Т        | <u> </u>       |          | 1        | =1.0        |         | Ι       | Т       | <del></del>   | Т               | T = 1 4   |
|  |                        | L1           |         |   |         |          | EL2      |          |          |                |          |          | EL3         |         |         | $\perp$ |               |                 | EL4       |
|  | When you fi            | ll in the b  | ox wi   | th HL   | 2 in i  | it, you  | ı gain l | Hero     | Level    | 2. <i>(Sa</i>  | ame p    | rotoc    | ol app      | lies f  | or the  | e rest  | .)            |                 |           |
| TEC & STA  | T DOINTS               |              |         | CL  |         | CTE      | R BAC    | V C D    | OLINI    | ) O T          | DAIT     | 'e       |             |         | DA      | CKD     | ACK           | 0 111           | IITE      |
|  |                        | C attributa  | . 1     | CI  | IAINA   | GII      | K BAC    | NGK      | OUNL     | <i>)</i> α 1   | KAII     | •        |             |         | - 5/-   | CAP     | ACK           | a Ur            | 111.9     |
| (where you ke  | eep track of your TE   | C allribule  | .)      |   |         |          |          |          |          |                |          |          |             |         |         |         |               |                 |           |
| TECHNIQUE: 1   |                        |              |         | The Sacred 6 met each other at an unkempt cemetery. |         |          |          |          |          |                |          | 1        |             |         |         |         |               |                 |           |
|  |                        |              |         | He  | re, the | e stars  | blesse   | d then   | n with   | the sa         | me So    | ul Pur   | pose.       |         | 2.      |         |               |                 |           |
| (Where you spend your Stat Points from TEC.) Each one of them came to the cemetery for their own |                        |              |         |   |         |          |          | '        | 3.       |                |          |          |             |         |         |         |               |                 |           |
| Max HP:  |                        |              |         | reasons; But they left together with a common goal. |         |          |          |          |          | 1              | 4        |          |             |         |         |         |               |                 |           |
| IVIAX FIFT   |                        |              |         | Todoono, but they lost to bother with a common boan |         |          |          |          |          | i              | 4        |          |             |         |         |         |               |                 |           |

| TECHNIQUE: _         | <u>1</u>               | The Sacred 6 met each other at an unkempt cemetery.         | 1                        |
|----------------------|------------------------|---|--------------------------|
|                      |                        | Here, the stars blessed them with the same Soul Purpose.    | 2                        |
| Where you spend your | Stat Points from TEC.) | Each one of them came to the cemetery for their own         | 3                        |
| Max HP:              |                        | reasons; But they left together with a common goal.         | 4                        |
| Initiative:          |                        |   | 5                        |
| Speed:               |                        | Grey is one of these 6.                                     | 6                        |
| RAD:                 |                        |   | 7                        |
| Craft Mastery:       |                        | Grey is a grizzled veteran that has a dry sense of humor.   | 8                        |
| Healing Mastery:     |                        | He comes to the cemetery yearly to honor his fallen         | 9                        |
| Spell Mastery:       |                        | platoon. As he ages, he's starting to rely more on crafting | 10                       |
| Armor:               |                        | and technology.   |                          |
| MAD:                 |                        |   | (Alchemical, Material, & |
| SP Armor:            |                        |   | Technological Units.)    |
| Minion Mastery:      |                        |   | 4                        |
| Minion Speed:        |                        |   | A.U                      |
| Minion Damage:       |                        |   | )                        |
| Song Effect:         |                        | GUNNER ABILITIES: Firearms Training, Custom Shot            |                          |
| _                    |                        |   | M.U                      |
| APPEARANCE &         | ALIGNMENT (optional)   | TINKER ABILITIES: Heal Bots                                 |                          |
|                      |                        |   |                          |
|                      |                        | <b>DEATH D6:</b> (You start with all 4.)                    | T.U.                     |
|                      |                        |   |                          |