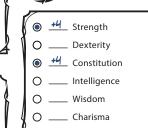




DEXTERITY

16

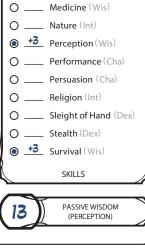


SAVING THROWS





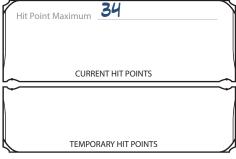
WISDOM

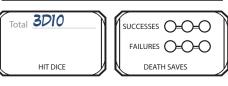












ATK BONUS	DAMAGE/TYPE
2 +7	1D10+3 PIERCING
+5	104+3 PIERCING
+5	1D6+3 PIERCING
+5	1D6+3 SLASHING
	2 +7 +5 +5

- $^{\rm I}$ YOU CAN FIRE YOUR RIFLE 300 FT. OR UP TO 1200 FT. WITH DISADVANTAGE ON YOUR ATTACK ROLL.
- ² **BUTTSTRIKE:** YOU CAN MAKE ATTACKS OF OPPORTUNITY BY STRIKING ADVERSARIES WITH THE THE BUTT OF YOUR RIFLE, INFLICTING ID4+2 BLUDGEONING DAMAGE ON A HIT.
- ³ YOU CAN USE A BONUS ACTION TO FIX YOUR BAYONETTE TO THE END OF YOUR RIFLE OR USE IT SEPARATELY AS A DAGGER.
- 4 YOU CAN FIRE YOUR REVOLVER 30 FT., OR UP TO 90 FT. WITH DISADVANTAGE ON THE ATTACK ROLL.

ATTACKS & SPELLCASTING

YOU'RE A SOLDIER, HARDENED BY WARFARE AND TRAINED IN WEAPONS AND ARMOUR. YOU KEEP YOUR COOL UNDER FIRE AND YOUR EYE ON THE TARGET.

*THE SOLDIER IS A RECONTEXTUALIZED FIGHTER.

FIGHTING STYLE: MARKSMAN (I.E. "FIGHTING STYLE: ARCHERY")

YOU GAIN A +2 BONUS TO ATTACK ROLLS MADE WITH RANGED WEAPONS (ALREADY NOTED IN YOUR SHEET).

SECOND WIND

ON YOUR TURN, YOU CAN USE A BONUS ACTION TO REGAIN 1010+3 HIT POINTS. YOU CAN USE THIS FEATURE ONCE PER SHORT OR LONG REST.

ACTION SURGE

ON YOUR TURN, YOU CAN TAKE ON EADDITIONAL ACTION ON TOP OF YOUR REGULAR ACTION AND A POSSIBLE BONUS ACTION. YOU CAN USE THIS FEATURE ONCE PER SHORT OR LONG REST.

IMPROVED CRITICAL

YOUR WEAPON ATTACKS SCORE A CRITICAL HIT ON A ROLL OF 19 OR 20.

FEAT: TOUGH

YOUR HIT POINT MAXIMUM INCREASES BY 6 HIT POINTS (ALREADY NOTED IN YOUR SHEET).

PROFICIENCIES. ALL ARMOUR & SHIELDS, HANDGUNS, LONG GUNS, SIMPLE WEAPONS, MARTIAL WEAPONS.

LANGUAGES. COMMON, AIONIAN, BATAVIAN

OTHER PROFICIENCIES & LANGUAGES

HALF PLATE (DISADVANTAGE ON STEALTH)
BOLT-ACTION RIFLE
REVOLVER
SABER
BAYONETTE

FEATURES & TRAITS