

Sammy Jo – *”Luk røven og kys gulvet, sveskefjæs!”*



Engineered Human / Hypercognitive

Kølig, hårdkogt og får hurtigt overblik i enhver situation. Ynder korte og kontante udmeldinger (som oftest opfattet som ordrer af alle som hører det). Folk siger at hun er som snydt ud af næsen på sin far, Dirty Garry. Sammy Jo har dog aldrig kendt ham, da han gik op i røg og forsvandt sporeløst (i bogstaveligste forstand) mens hun var spæd.

Sammy Jo fungerer som leder af gruppen. Det er hende som tager de endelige beslutninger, og det er et ansvar hun gerne tager på sig. Hun er i høj grad bevidst om sin menneskelige oprindelse, og at det gør hende til den naturlige leder. Dog uden at være nedladende overfor de andre. Men omsorg eller hensyn skal man heller ikke forvente...

De andre har hidtil accepteret hendes lederskab, da hun indtil nu har ført dem til gode resultater (og fordi ingen tør sige hende imod!).

1 NAME	XP	LEVEL
Sammy Jo	5000	7

1a ORIGIN 1 (FIRST)	ORIGIN 2 (SECOND)
Engineered Human	Hypercognitive

1b TRAITS
<i>Engineered Human:</i> Intelligence; no power source; +2 to all overcharge; +4 bonus to Interaction and Science checks; +1 bonus to Fortitude, Reflex, and Will; +2 bonus to checks to see if your Omega Tech burns out.
<i>Hypercognitive:</i> Wisdom; Psi; +2 to psi overcharge; +4 bonus to Insight checks; +2 bonus to Reflex; +8 bonus to initiative checks.
CRITICAL (LEVEL 2): Engineered Human Critical
CRITICAL (LEVEL 6): Hypercognitive Critical

1c POWERS
Novice Primary: Bold Attack
Novice Secondary: Uncanny Strike
Utility (Level 3): Tough As Nails
Expert (Level 5): Tactical Assault
Utility (Level 7): Saw It Coming
Expert (Level 9): Exploit Weakness
Uber Feature (Level 10): Unassigned

2 ABILITY SCORES (+MODIFIER)
STR: 11 (+0) DEX: 13 (+1) WIS: 16 (+3)
CON: 18 (+4) INT: 18 (+4) CHA: 14 (+2)

3 SKILLS				
Skill Name	Associated Ability	Ability Bonus	Origin Bonus	Total Bonus
Acrobatics	Dexterity	+1		+8
Athletics	Strength	+0		+7
Conspiracy	Intelligence	+4		+11
Insight	Wisdom	+3	+4	+14
Interaction	Charisma	+2	+4	+13
Mechanics	Intelligence	+4		+11
Nature	Wisdom	+3		+10
Perception	Wisdom	+3	+4	+14
Science	Intelligence	+4	+4	+15
Stealth	Dexterity	+1		+8

24 Perception Passive	Insight Passive	24
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4 GEAR
Armor: Light Armor + Shield
Melee: Light One-handed Melee
Ranged: Light One-handed Ranged
Other: Explorer's kit, Night-vision goggles, Heavy flashlight, Crowbar, Tent, Crowbar

5a HIT POINTS	CURRENT HIT POINTS
Hit Points 65	Bloodied 32
Second Wind <input type="checkbox"/>	Death Saves <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

SPEED: 6

Speed: 6

5b 25 AC	AC: 10 / Level: 7 / Armor: 4 / Int (+4)
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22 FORTITUDE	(Str or Con Modifier)
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Fort: 10 / Level: 7 / Engineered Human: +1 / Con (+4)

24 REFLEX	(Dex or Int Modifier)
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Ref: 10 / Level: 7 / Engineered Human: +1 / Hypercognitive: +2 / Int (+4)

21 WILL	(Wis or Cha Modifier)
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Will: 10 / Level: 7 / Engineered Human: +1 / Wis (+3)

5c INITIATIVE: +16

Initiative: Level: 7 / Dex: (+1) / Hypercognitive +8

ATTACKS			
Attack Bonus	Attack	Dam. Dice	Dam. Bonus
+14	Unarmed Quick Attack	1d4	+11
+13	Unarmed Powerful	1d8	+11
+14	Light One-handed Melee	1d8	+11
+14	Light One-handed Ranged (5)	1d8	+11

5d VOCATIONS
Level 4: Marauder - Marauder Reflexes
Level 7: Marauder - Marauder Toughness
Level 10: Unassigned

6 You begin with **2 Alpha Mutation** cards and **1 Omega Tech** card.

7 CRYPTIC ALLIANCE

HUMAN, ENGINEERED 

SURE YOU'RE HUMAN, BUT

Most engineered humans possess heroic proportions and dashing good looks, because the DNA has been cooked that way.

ENGINEERED HUMAN TRAITS


Mutant Type: Intelligence; no power source; +2 to all overcharge.

Skill Bonus (Level 1): Gain a +4 bonus to Interaction checks and Science checks.

Engineered Resilience (Level 1): Gain a +1 bonus to Fortitude, Reflex, and Will.

Tech Affinity (Level 1): Gain a +2 bonus to checks to see if your Omega Tech burns out.

Engineered Human Critical (Level 2 or 6): When you score a critical hit, the attack deals 1d10 extra damage, and the target grants combat advantage until the end of your next turn.

HYPERCOGNITIVE 

YOU SEE THE FUTURE

You have an unsettling calmness and economy of motion. You assess your surroundings with a single glance.

HYPERCOGNITIVE TRAITS


Mutant Type: Wisdom; Psi; +2 to psi overcharge.

Skill Bonus (Level 1): Gain a +4 bonus to Insight checks.

Forseen Consequences (Level 1): Gain a +2 bonus to Reflex.



Unsurprisable (Level 1): Gain a +8 bonus to initiative checks.

Hypercognitive Critical (Level 2 or 6): When you score a critical hit, the attack deals 1d10 extra damage, and you or an ally within 5 squares of you gains a +2 bonus to all defenses until the end of your next turn.

BOLD ATTACK 

ENGINEERED HUMAN NOVICE


Your instinct for violence inspires your allies to follow your lead.

At-Will  **Physical, Weapon Standard Action**  **Melee or Ranged weapon**

Target: One creature



Attack: Your level + 4 + weapon accuracy vs. AC

Hit: 1[W] + your level physical damage, and you can choose an ally within 5 squares of you. That ally makes a basic attack as a free action.


TOUGH AS NAILS 

ENGINEERED HUMAN UTILITY

You're tougher than you look.



Encounter  **Healing Minor Action**  **Personal**

Effect: You regain hit points equal to 5 + your level and make a saving throw with a +5 bonus.

TACTICAL ASSAULT 

ENGINEERED HUMAN EXPERT

As you attack, you tell your allies where to go so they can get in on the fun, too.


Encounter  **Physical, Weapon Standard Action**  **Melee or Ranged weapon**

Effect: Before the attack, each ally within 10 squares of you can shift 2 squares as a free action.

Target: One creature



Attack: Your level + 4 + weapon accuracy vs. AC

Hit: 3[W] + Intelligence modifier + your level physical damage.

UNCANNY STRIKE 

HYPERCOGNITIVE NOVICE


With a glance, you assess your foe's weaknesses and strike to enhance that disadvantage.

Encounter  **Psi, Physical, Weapon Standard Action**  **Melee or Ranged weapon**

Target: One creature



Attack: Wisdom + your level + weapon accuracy vs. AC

Hit: 1[W] + Wisdom modifier + your level physical damage, and the target grants combat advantage until the end of the turn.

SAW IT COMING 

HYPERCOGNITIVE UTILITY

You anticipate your enemy's attack and respond accordingly.

Encounter  **Psi Immediate Interrupt**  **Personal**

Trigger: An enemy hits you

Effect: The triggering enemy rerolls the target and must accept the new result.