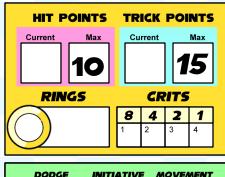
TYPE **FLY** 

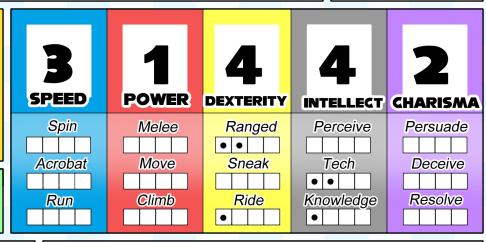
**CHARACTER NAME** 

## MADELINE THE BAT

PLAYER NAME



2 2 4



ITEA	AS & MISC.	MOBIUMS \$	
GE/ Name:	Bass Blaster Desc	<sub>er:</sub> +1 Damage	Equip?
Name:	Descr:		
Name:	Desc	or:	
Name:	Desc	or:	
Name:	Desc	er:	
Name:	Desc	er:	

## SIGNATURE ATTACKS & TALENTS

NAME: BASS BLAST SKILL: RANGED DAMAGE: 5

Description: Blast enemy within 4 sq. Additional Hits may

inflict Dazzled.

**NAME:** SPIN ATTACK **SKILL:** SPIN **DAMAGE:** 2

Description: Roll into enemy in Melee range, ignores
Height 1 penalty.

NAME: DELICATE HANDS SKILL: TECH DAMAGE (?):

Description: +1 Advantage to Tech checks involving repair and modification of devices with small components.

NAME: DETAIL ORIENTED SKILL: KNOWLEDGE DAMAGE (?):

Description: Once per session, may reroll a single Knowledge check.

## TAG-TEAM ATTACKS

NAME: Thunder Shoot STATUS FX: Stunned\* MY DAMAGE: N/A RANGE: 4 ★5 POINTS★ MY SKILL(S): Ranged THEIR SKILL(S): Spin/Melee OTHER: \*Madeline Tricks inflict Stunned

Madeline carries an ally to Height 1 and throws a teammate doing a Spin/Melee attack, up to 4 sq. away. Madeline rolls against the enemy's Dodge, teammate rolls the attack to deal damage, using the damage for their strongest Spin/Melee attack with no other modifiers. If Madeline rolls a Trick, the enemy is Stunned.

NAME: Mega Strike STATUS FX: Dazzled MY DAMAGE: 5 RANGE: 4 sq \*10 POINTS\*

MY SKILL(S): Spin/Melee/Ranged THEIR SKILL(S):Spin/Melee/Ranged OTHER:

Madeline and another teammate move into Melee range of target, rolling both of their skills as a combined attack, creating one concentrated assault at point-blank range. The first successful hit deals combined damage equal to each player's chosen attack loadout. Additional Hits may add +1 damage or inflict Dazzled.

NAME: Bass Boost STATUS FX: Dazzled MY DAMAGE: 5 RANGE: 5x5 sq ★15 POINTS★
MY SKILL(S): Ranged THEIR SKILL(S): Spin WORKS WITH Speed TYPE

Madeline charges up her Bass Blaster and tosses it to Mojave, who runs to a target within 4 sq of Madeline and spins the arc of the shot around in a circle as it goes off, inflicting damage on all targets within 5x5 area of the original target. Additional hits may add +2 damage or inflict Dazzled.

**AGE:** 11

**GENDER**: Female

HEIGHT: 2'7" (80 cm)

**SPECIES**: Bat

ABILITIES: Flight, well read, mechanical aptitude,

Bass Blaster

WEAKNESSES: Physically weak, shy, perfectionist

LIKES: Reading, tinkering, handicrafts, caves,

listening to music, her team

DISLIKES: Disorder, selfish people



(Draw or describe your character here)

BIO: A carefree girl who spends a lot of time reading and tinkering with gadgets, Madeline has created a one of a kind Bass Blaster, a weapon that can project sound waves tuned to just the right frequency to incapacitate baddies of all sorts. She travels with Team Wild because she wants to make a difference in the lives of others and give whatever assistance she can.



Describe your Team Blast or other Special move here

**REVERB** 

(Move Name)

Madeline rolls Tech to crank up her Bass Blaster , distracting enemies with sound waves.

(Description)

1 Hit: +2 Advantage and +4 damage on team's successful Team Blast attacks

2 Hits/Crit Success: +4 Advantage and +5 damage on team's successful Team Blast attacks,

3 Hits: +6 Advantage and +6 damage on team's successful Team Blast attacks

4 Hits/2 Crit Success: Ignore all Dodge, 20 damage to all enemies