

TYPE

FLY

CHARACTER NAME

MADELINE THE BAT

PLAYER NAME

HIT POINTS

TRICK POINTS

Current

Max

Current: Max: **10**

Current

Max

Current: Max: **15**

RINGS

CRITS



8 4 2 1
1 2 3 4

DODGE

INITIATIVE

MOVEMENT

2

2

4

3

SPEED

Spin

Acrobat

Run

1

POWER

Melee

Move

Climb

4

DEXTERITY

Ranged

Sneak

Ride

4

INTELLECT

Perceive

Tech

Knowledge

2

CHARISMA

Persuade

Deceive

Resolve

ITEMS & MISC.

MOBIUMS \$

GEAR

Name: Bass Blaster Descr: +1 Damage

Equip?

Name: Descr:

Name: Descr:

Name: Descr:

Name: Descr:

Name: Descr:

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.

★SPECIAL★

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