

## Punk

Level	Base Attack	Resist Save	Reflex Save	Will Save	Defense Bonus	Special Ability
01	1	4	0	0	1	Dirty Fighter
02	2	4	0	0	1	
03	3	5	1	1	2	
04	4	5	1	1	2	Sneak Attack 1d6
05	5	6	1	1	3	Gang Up +1
06	6/1	6	2	2	3	
07	7/2	7	2	2	3	
08	8/3	7	2	2	4	Sneak Attack 2d6, Dirty Attack
09	9/4	8	3	3	4	
10	10/5	8	3	3	5	Gang Up +2
11	11/6/1	9	3	3	5	
12	12/7/2	9	4	4	5	Sneak Attack 3d6
13	13/8/3	10	4	4	6	
14	14/9/4	10	4	4	6	
15	15/10/5	11	5	5	7	Gang Up +3
16	16/11/6/1	11	5	5	7	Sneak Attack 4d6
17	17/12/7/2	11	5	5	7	
18	18/13/8/3	12	6	6	8	
19	19/14/9/4	12	6	6	8	
20	20/15/10/5	13	6	6	9	Gang Up +4, Sneak Attack 5d6

Warriors of the street, Punks are strong fighters that are known to ignore typical rules of fighting, and try to move in quick and strike hard. They don't care what kind of weapon they have on hand as long as it can mess up their target.

**Dirty Fighter** – A Punk at level 1 can use any weapon or improvised weapon at only a -2. If they have the Improvised weapon feat they take no penalty on using any item as a weapon.

**Sneak Attack** - If a punk can catch an opponent when he is unable to defend himself effectively from her attack, she can strike a vital spot for extra damage. The punk's attack deals extra damage anytime her target is surprised, or when the punk flanks her target. This extra damage is 1d6 at 1st level, and increases by 1d6 every four punk levels thereafter and ignores the targets Armor and End Bonus in their ADS score. Should the punk score a critical hit with a sneak attack, this extra damage is not multiplied. Ranged attacks can count as sneak attacks only if the target is within 30 feet. With a weapon that deals non-lethal damage (like a sap, whip, or an unarmed strike), a punk can make a sneak attack that deals non-lethal damage instead of lethal damage. She cannot use a weapon that deals lethal damage to deal non-lethal damage in a sneak attack, not even with the usual -4 penalty. The punk must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. A punk cannot sneak attack while striking a creature with concealment.

**Gang Up** – A punk in range of 30' from his allies can take a partial action to motivate his friends to have a better attack and damage result.

**Dirty Attack** – At level 8 a punk can make a second sneak attack in the same round with their second attack when performing a feint attack. A punk can only pull this off as many times as their Dex Bonus per day (this cannot be increase through build points or abilities)

Green Lightning Alpha Rules

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**Weapon Proficiencies:**

Simple, Martial

**Armor Proficiencies:**

Light

**Hit Die:** 1d6

**Skills:** (points per level 30 + INT MOD),

Acrobatics, Animal Empathy, Climb, Craft, Drive, Gather Info, Intimidate, Jump, Notice, Profession, Perform, Repair, Ride, Streetwise, Swim, Taunt, Use Tech, Use Rope

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