

Dalyor Zindi

| Skill (Stat) | Lvl | SC |
|------------------------|-----|----|
| Analysis (Int) | 3 | 4 |
| Animal Handling (Ins) | | -1 |
| Art (Cha) | | 0 |
| Athletics (Str) | | -1 |
| Computers (Int) | | 1 |
| Deception (Cha) | | 0 |
| Disguising (Cha) | | 0 |
| Endurance (Con) | | -1 |
| Engineering (Int) | | 1 |
| First Aid (Ins) | | -1 |
| Grace (Cha) | 1 | 1 |
| History (Int) | 3 | 4 |
| Improvisation (Ins) | | -1 |
| Intuition (Ins) | | -1 |
| Lockpicking (Dex) | | 1 |
| Luck (Cha) | | 0 |
| Medicine (Int) | | 1 |
| Menace (Str) | | -1 |
| Meta (Ins) | | -1 |
| Natural Science (Int) | 3 | 4 |
| Nimbleness (Dex) | 1 | 2 |
| Perception (Ins) | 3 | 2 |
| Perseverance (Wil) | 2 | 3 |
| Persuasion (Cha) | | 0 |
| Presence (Cha) | | 0 |
| Psychology (Int) | 1 | 2 |
| Quick Fingers (Dex) | | 1 |
| Raw Force (Str) | | -1 |
| Stealth (Dex) | | 1 |
| Street Smarts (Ins) | | -1 |
| Supernatural (Int) | 3 | 4 |
| Survival (Ins) | | -1 |
| Vehicle Handling (Ins) | | -1 |

| Stats | Val | Bo | DR |
|--------------|-----|----|----|
| Strength | 9 | -1 | -1 |
| Dexterity | 13 | 3 | 4 |
| Constitution | 9 | -1 | -1 |
| Intelligence | 13 | 3 | 4 |
| Charisma | 11 | 1 | 1 |
| Instinct | 9 | -1 | -1 |
| Will | 13 | 3 | 5 |

| | |
|----------------|--------------|
| Primary Stat | Intelligence |
| Secondary Stat | Will |
| Ability Hit | 4 |
| DR Power | 13 |
| WP Limit | 5 |

| Resources | Current | Max |
|--------------------|---------|-----|
| Vitality | | 12 |
| Temporary Vitality | | 24 |
| Willpower | | 17 |
| Narrative Momentum | | 11 |

| | |
|---------------|--------|
| Level | 1 |
| Tier | 1 |
| Archetype | Mental |
| Sub-Archetype | Evoker |

| | |
|----------------------|--------------|
| Evasion Stat | Intelligence |
| Evasion | 16 |
| E. without Equipment | 16 |
| Armor | 0 |
| Initiative | 22 |
| Basic Movement | 3 m |

| Proficiencies | | |
|---------------|--|-----------------------------------|
| Weapons | Simple and Choose One: Tech, Unearthly, or Mind | <input type="text" value="Tech"/> |
| Armor | - | <input type="text"/> |
| Languages | <input type="text" value="Common, Elvish"/> | |

| Weapon | Primary Stat | Secondary Stat | Dice | Damage | Hit | Properties |
|----------------|--------------|----------------|------|--------|-----|--|
| Energy Blaster | Intelligence | Dexterity | d8 | 3 | 4 | Tech, Range 15m/45m, Elemental, Loud, Reload |
| Dagger | Dexterity | Intelligence | d8 | 3 | 4 | Simple, Melee 1m, |

| Armor-Type | Armor | Evasion Cap |
|------------|-------|-------------|
| Clothes | 0 | 16 |

| Shield | Evasion Bonus | Evasion Cap Mod |
|--------|---------------|-----------------|
|--------|---------------|-----------------|

Credits:

Inventory Weight: 11/18

| Equip | Name | Quantity | Weight | Tier |
|-------------------------------------|----------------|--------------------------------|--------|------|
| <input type="checkbox"/> | Energy Blaster | <input type="text" value="1"/> | 2 | 0 |
| <input checked="" type="checkbox"/> | Clothes | <input type="text" value="1"/> | 1 | 0 |
| <input type="checkbox"/> | Equipment | <input type="text" value="1"/> | 3 | 0 |
| <input type="checkbox"/> | Bag | <input type="text" value="1"/> | 3 | 0 |
| <input type="checkbox"/> | Dagger | <input type="text" value="1"/> | 2 | 0 |

Custom Inventory:

| | | | | | | | | | |
|--------------|--------------|----------------|------|-------------|---|----------|----|----------|---|
| Primary Stat | Intelligence | Secondary Stat | Will | Ability Hit | 4 | DR Power | 13 | WP Limit | 5 |
|--------------|--------------|----------------|------|-------------|---|----------|----|----------|---|

| Name | WP Cost | Time | Tier | Reach | Upcasting | Requirement | Category |
|-----------------------------|---------|------|------|-------|----------------|-------------|----------|
| Elemental Bolt Shock | 2 | 2AP | 1 | 15 m | +1d10 for 1 WP | Equipment | Damage |

Choose one Elemental damage type when you learn this Ability. You make a ranged attack against a target. On a hit, you deal 2d10 damage of the chosen type to it. You can learn this Ability multiple times with different damage types.

| | | | | | | | |
|-----------------------------|---|-----|---|-----|----------------|-----------|--------|
| Elemental Touch Heat | 2 | 2AP | 1 | 1 m | +1d12 for 1 WP | Equipment | Damage |
|-----------------------------|---|-----|---|-----|----------------|-----------|--------|

Choose one Elemental damage type when you learn this Ability. You make a melee attack against a target. On a hit, you deal 2d12 damage of the chosen type to it. You can learn this Ability multiple times with different damage types.

| | | | | | | | |
|----------------------|---|-----|---|------|--|-----------|--------------------|
| Cold Eruption | 4 | 3AP | 1 | 10 m | +1d6 for 1 WP or +1 m to cube for 2 WP | Equipment | Control, Damage |
|----------------------|---|-----|---|------|--|-----------|--------------------|

Choose a 3 m cube. All targets in that area have to make a Constitution DR. On a failure, they receive 4d6 Cold damage, and their Basic Movement is reduced by half until the end of their next turn. On a success, they only receive half as much damage.

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|----------------|---|-----|---|------|-------------------|-----------|---------|
| Barrier | 2 | 1RP | 1 | 10 m | +3 Armor for 1 WP | Equipment | Control |
|----------------|---|-----|---|------|-------------------|-----------|---------|

You can increase the Armor of an ally who is being targeted by 6 against the effect that is targeting them.

| Archetype Feature | Description |
|-------------------|---|
| Mental Recharge | You regain twice as many WP whenever you regain WP. |

| Sub-Archetype Feature | Description |
|-----------------------|--|
| Tracking Fire | Damage Abilities you use deal half of their damage against creatures you miss if they do not already do so. This feature does not work on Abilities with WP costs reduced to 1 or 0 by the Path of Damage or Path of Maneuver. |

| Additional Feature | Description | |
|--------------------|-------------|--|
|--------------------|-------------|--|

| Path | Description |
|------------------------|---|
| Path of Damage | Choose one of your Abilities, which is of the category Damage, not Healing or Maneuver, and Tier 1. You can now use this Ability for only 1 WP (or free if you do not have any WP left) upcasted to your WP upcast limit once per turn. The damage is reduced by half if you do so. This WP cost cannot be reduced. |
| Elemental Bolt (Shock) | |

| Lesser Talents 1/1 | Description |
|-----------------------|---|
| Overcharge | Your WP upcast and turn limit increase by 1. This feature does not work on Abilities with WP costs reduced to 1 or 0 by the Path of Damage, Path of Control, or Path of Maneuver. |

| Greater Talents 0/0 | Description | |
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| Traits | Total: 0 | Description | |
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