Dhozeabyrn Warmfoot

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

Stats	Val	Во	DR
Strength	13	3	5
Dexterity	9	-1	-1
Constitution	12	2	4
Intelligence	13	3	3
Charisma	8	-2	0
Instinct	9	-1	1
Will	13	3	6

	-1	1			Tier	1	
	3	6		Archetype		Techno	ology
				Sι	ıb-Archetype	Battle-Er	ngineer
lr	ntelli	igen	ce		Evasion	Stat	Strengt

Resources

Vitality
Temporary Vitality

Willpower

Narrative Momentum

Level

Primary Stat	Intelligence
Secondary Stat	Strength
Ability Hit	4
DR Power	13
WP Limit	4

Evasion Stat	Strength
Evasion	14
E. without Equipment	12
Armor	4
Initiative	18
Basic Movement	3 m

Current Max

20

27

17

8

Proficiencies				
Weapons	Simple and Choose One: Medieval, Military, or Tech	Medieval, Tech, Ur		
Armor	Light, Medium			
Languages	Common, Dwarven			

Weapon	Primary Stat Secondary Stat		Dice	Damage	Hit	Properties
Mace	Strength	Intelligence	d8	4	4	Medieval, Melee 1m,
Medium Shield	Strength	Intelligence	d6	3	4	Medieval, Melee 1m, Heavy
Symbol	Intelligence	Will	d6	3	4	Unearthly, Range 15m/45m, Mystic, Loud

Armor-Type	Armor	Evasion Cap
Heavy Armor	4	13

Shield	Evasion Bonus	Evasion Cap Mod
Medium Shield	2	0

Credits: 300 Inventory Weight: 21/26

Equip	Name	Quantity	Weight	Tier
	Mace	1	2	1
~	Medium Shield	1	4	0
	Symbol	1	3	0
~	Heavy Armor	1	6	1
	Equipment	1	3	0
	Bag	1	3	0

Custom Inventory:	ustom Inventory:					
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Ability Hit WP Limit **Primary Stat** Intelligence Secondary Stat Strength **DR** Power WP Upcasting Name Time Tier Reach Requirement Category Cost +1d6 damage Heat for 1 WP or +1 Control, 3 2AP 1 Equipment Shockwave m from you for 2 Damage WP All targets within 1 m of you other than yourself have to make a Constitution DR. On a failure, they receive 2d10 Heat damage and start Burning for five rounds. On a success, they receive half as much damage. +1d4 for 1 WP Control, Weapon **Heat Strike** 3 1 or +2 on attack Damage, attack roll for 1 WP Maneuver Your weapon attack deals an additional 1d6 Heat damage, and the target starts Burning for five

+1d6 for 1 WP

Equipment

Healing

rounds if you hit.

2AP

You restore 2d6 of a Biological creature's Vitality.

1 m

Simple Heal

Archetype Feature	Description
Technology Crafter	You can craft, and upgrade items as if you were one Tier higher. Up to two items you start with can be 1 Tier higher if you gain this feature during character creation. If you get it outside character creation for the first time, you can instantly upgrade one item in your inventory by 1 Tier.

Sub-Archetype Feature	Description
Advanced Weaponry	You gain 2 <u>Vitality</u> more per <u>Level</u> . You can learn <u>Abilities</u> from the Bulwark and War <u>Archetype</u> . You gain proficiency with two <u>weapon</u> categories and with an <u>armor</u> category that is one
Unearthly	category above your highest. You can switch the <u>Primary</u> or <u>Secondary Stat</u> of a <u>weapon</u> to
Tech	Intelligence if neither of them already are.

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Additional Feature	l Description	_
Additional Federale	Description	

Path	Description		
Path of Attack	You learn one additional Lesser Talent. For every Tier beyond the first, you choose one of the following bonuses. You can either increase the damage of one attack that you gain with the Attack action by half or gain a new attack when you use the Attack action that deals half damage. You can change your choice whenever you reach a new Tier.		

Lesser Talents 2/2	Description	
Fully Armored	You gain proficiency with heavy <u>armor.</u> Your maximum <u>Vitality</u> increases by 1 per <u>Level</u> .	
Will to Act	Your maximum <u>WP</u> increases by 1 per <u>Level</u> .	

Greater Talents 0/0		Description	A	
Traits	Total: 0		Description	_