

# Erart Windstep

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

Stats	Val	Bo	DR
Strength	9	-1	-1
Dexterity	13	3	5
Constitution	9	-1	-1
Intelligence	12	2	2
Charisma	13	3	3
Instinct	12	2	2
Will	9	-1	-1

Primary Stat	Charisma
Secondary Stat	Dexterity
Ability Hit	4
DR Power	13
WP Limit	4

Resources	Current	Max
Vitality		12
Temporary Vitality		20
Willpower		13
Narrative Momentum		16

Level	1
Tier	1
Archetype	Creative
Sub-Archetype	Artist

Evasion Stat	Charisma
Evasion	15
E. without Equipment	16
Armor	1
Initiative	31
Basic Movement	3 m

Proficiencies		
Weapons	Simple and Choose One: Medieval, Unearthly, or Mind	<input type="text" value="Mind"/>
Armor	Light	<input type="text"/>
Languages	<input type="text" value="Common, Gnomish"/>	

Weapon	Primary Stat	Secondary Stat	Dice	Damage	Hit	Properties
Instrument	Charisma	Dexterity	d10	3	4	Mind, Range 5m/15m, Two-Handed, Psychic, Flexible, Loud

Armor-Type	Armor	Evasion Cap
Light Armor	1	15

Shield	Evasion Bonus	Evasion Cap Mod
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Credits:

Inventory Weight: 11/18

Equip	Name	Quantity	Weight	Tier
<input type="checkbox"/>	Instrument	<input type="text" value="1"/>	3	0
<input checked="" type="checkbox"/>	Light Armor	<input type="text" value="1"/>	2	0
<input type="checkbox"/>	Equipment	<input type="text" value="1"/>	3	0
<input type="checkbox"/>	Bag	<input type="text" value="1"/>	3	0

Custom Inventory:

Primary Stat	Charisma	Secondary Stat	Dexterity	Ability Hit	4	DR Power	13	WP Limit	4
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Name	WP Cost	Time	Tier	Reach	Upcasting	Requirement	Category
<b>Ranged Heal</b>	3	3AP	1	10 m	+1d6 for 1 WP	Equipment	Healing
You restore 3d6 of a Biological creature's Vitality.							
<b>Psychic Projectile</b>	3	2AP	1	15 m	+1 target for 2 WP or +1d6 for 1 WP	Equipment	Control, Damage
You make a ranged attack against a target. On a hit, you deal 2d8 Psychic damage to it, and the target has to make a Will DR. On a failure, it is Tainted for five rounds. It can repeat the DR at the end of each of its turns. On a success, it ends the effect.							
<b>Psychic Eruption</b>	4	3AP	1	20 m	+1d6 for 1 WP or +1 target for 1 WP	Equipment	Damage
Choose up to 3 creatures. They have to make a Will DR. On a failure, they take 4d6 Psychic damage. On a success, they only receive half as much damage.							
<b>Shield</b>	2	1AP	1	5 m	+1d6 Temporary Vitality for 1 WP	Equipment	Healing
An ally of your choice gains 2d6 Temporary Vitality.							
<b>Simple Illusion</b>	2	2AP	1	15 m	+10 minutes for 1 WP or +1 size category for 2 WP	Equipment	Utility
You can create a medium or smaller visual illusion that lasts up to 10 minutes. The illusion does not make any sounds and does not move. Any creature can inspect the illusion as an action (2 AP). If they do, they have to make an Intelligence DR. On a failure, they believe it to be real unless it would be obvious to a creature of that intelligence to know that it is an illusion. The illusion has no physical form, and any direct physical interaction reveals it to be one.							
<b>Charm</b>	3	3AP	1	15 m	+1 target for 2 WP	-	Debuff, Utility

Name	WP Cost	Time	Tier	Reach	Upcasting	Requirement	Category
<p>One creature of your choice has to make an Intelligence DR. On a failure, they are Charmed by you for 1 hour. They stop being Charmed if you target them with an attack or negative effect. When the effect ends, they make another Intelligence DR. On a success, they noticed that they had been Charmed.</p>							
<b>Distract Target</b>	1	2AP	1	10 m	+1 target for 2 WP	-	Control, Maneuver
<p>A creature of your choice has to make an Intelligence DR. On a failure, all attacks against them have advantage, and they have disadvantage on all of their DR and Skill Checks until your next turn. A creature gains advantage on the Intelligence DR if you try to use this Ability more than once against them within 24 hours.</p>							

Archetype Feature	Description
Creative Improvisation	You can learn two additional Abilities from any Archetype for each Tier you have.

Sub-Archetype Feature	Description
All the Abilities	You can learn Abilities from every Archetype. You learn an additional Ability for each Tier that you have reached.

Additional Feature	Description
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Path	Description
Path of Healing	Choose one of your Abilities, which is of the category Healing and Tier 1. You can now use this Ability without using WP upcasted to your WP upcast limit up to a number of times equal to your Primary Stat Bonus per full rest. You can only use it a number of times equal to your Tier per full rest instead if you are a summoned creature or if you transformed into this creature. This feature does not have an effect if the Ability that summoned or transformed you had no WP cost.
Ranged Heal	

Lesser Talents 1/1	Description
Persuasion Adept	You have a very likable personality or are at least very good at faking that you have one. You leave an excellent first impression with almost everybody you meet for the first time unless you do not want to.

Greater Talents 0/0	Description
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Traits	Total: 0	Description
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