Hilda Undertree

Skill (Stat)	Lvl	SC
Analysis (Int)	2	4
Animal Handling (Ins)		2
Art (Cha)		2
Athletics (Str)		0
Computers (Int)		2
Deception (Cha)		2
Disguising (Cha)		2
Endurance (Con)		0
Engineering (Int)		2
First Aid (Ins)		2
Grace (Cha)		2
History (Int)		2
Improvisation (Ins)	3	5
Intuition (Ins)		2
Lockpicking (Dex)		2
Luck (Cha)	3	5
Medicine (Int)		2
Menace (Str)		0
Meta (Ins)		2
Natural Science (Int)		2
Nimbleness (Dex)	3	5
Perception (Ins)		2
Perseverance (Wil)		0
Persuasion (Cha)		2
Presence (Cha)		2
Psychology (Int)	3	5
Quick Fingers (Dex)	3	5
Raw Force (Str)		0
Stealth (Dex)	3	5
Street Smarts (Ins)	3	5
Supernatural (Int)		2
Survival (Ins)		2
Vehicle Handling (Ins)		2

Stats	Val	Bo	DR
Strength	9	-1	-1
Dexterity	13	3	6
Constitution	9	-1	-1
Intelligence	13	3	6
Charisma	12	2	2
Instinct	12	2	2
Will	9	-1	-1

Resources	Current	Max
Vitality		14
Temporary Vitality		20
Willpower		12
Narrative Momentum		15

Level	1
Tier	1
Archetype	Cunning
Sub-Archetype	Rogue

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

Evasion Stat	Intelligence
Evasion	15
E. without Equipment	16
Armor	1
Initiative	32
Basic Movement	3 m

Proficiencies		
Weapons	Simple and Choose One: Medieval or Military	Medieval
Armor	Light	
Languages	Common, Gnomish	

Weapon	Primary Stat	Secondary Stat	Dice	Damage	Hit	Properties
Dagger	Dexterity	Intelligence	d8	3	4	Simple, Melee 1m,
Slingshot	Dexterity	Intelligence	d10	3	4	Simple, Range 10m/40m, Two-Handed

Armor-Type	Armor	Evasion Cap
Light Armor	1	15

Shield	Evasion Bonus	Evasion Cap Mod

Credits: 300   Inventory Weight: 13/18

Equip	Name	Quantity	Weight	Tier
☐	**Dagger**	1	2	0
☐	**Slingshot**	1	3	0
☑	**Light Armor**	1	2	0
☐	**Equipment**	1	3	0
☐	**Bag**	1	3	0

Custom Inventory:

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

Name	WP Cost	Time	Tier	Reach	Upcasting	Requirement	Category
Assassination Strike	4	-	1	-	-1 needed for critical hit for 2 WP or +6 damage on critical hit for 1 WP	Melee Weapon attack	Damage, Maneuver

If you attack a creature that you are hidden from with this melee weapon attack, you roll a critical hit even if you roll 4 lower than you needed, and you deal an additional 12 damage on a critical hit.

Name	WP Cost	Time	Tier	Reach	Upcasting	Requirement	Category
Flash Grenade	3	2AP	1	10 m	+1 m to cube for 2 WP	Equipment	Control

Choose a 3 m cube. Everyone standing in that area has to make an Instinct DR. On a failure, they are Blinded until the end of their next turn.

Name	WP Cost	Time	Tier	Reach	Upcasting	Requirement	Category
Parry	2	1RP	1	-	+1 Evasion for 1 WP	-	Control, Maneuver

You can increase your Evasion by 4 if you are hit by an attack against that attack, potentially causing it to miss you.

Archetype Feature	Description
Cunning Skill	You can add a d4 to any Skill Check that you make with a Skill that has a Skill Level of 1 or higher.

Sub-Archetype Feature	Description
Decisive Strike	You can add 1d6 to the damage of attacks if you have advantage on them. Your critical hits deal an additional 4 damage.

Additional Feature	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
Dirty Fighter	The Grab, Climb, Blind, Disarm, Distract, Hide and Trip action cost you 1 AP instead of 2 AP.
Skillful	All of your Skill Checks increase by 1.

Greater Talents 0/0	Description

Traits	Total: 0	Description