

Rau Kit

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

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

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

Resources	Current	Max
Vitality		17
Temporary Vitality		23
Willpower		12
Narrative Momentum		8

Level	1
Tier	1
Archetype	Unarmed
Sub-Archetype	Martial Artist

Evasion Stat	Strength
Evasion	16
E. without Equipment	16
Armor	0
Initiative	28
Basic Movement	3 m

Proficiencies		
Weapons	Simple and Choose One: Medieval, Tech, Unearthly, or Mind	<div>Medieval</div>
Armor	-	<div></div>
Languages	<div>Common, Wolf</div>	

Weapon	Primary Stat	Secondary Stat	Dice	Damage	Hit	Properties
Unarmed	Strength	Instinct	d10	3	4	Simple, Melee 1m,
Longbow	Strength	Instinct	d10	3	4	Medieval, Range 15m/45m, Two-Handed

Armor-Type	Armor	Evasion Cap
Clothes	0	16

Shield	Evasion Bonus	Evasion Cap Mod
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Credits:

Inventory Weight: 10/26

Equip	Name	Quantity	Weight	Tier
<input type="checkbox"/>	Unarmed	<input type="text" value="1"/>	0	0
<input type="checkbox"/>	Longbow	<input type="text" value="1"/>	3	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

Custom Inventory:

Archetype Feature	Description
Unarmed Fighting Arts Multi Wielder	Your unarmed attacks have a base damage die of 1d10 instead of 1d4, and you can switch the Primary or Secondary Stat of any weapon you wield with Constitution, Will, Intelligence, Instinct, or Charisma. You cannot wield a weapon with the two same Stats by using this feature. You also gain one of the following Lesser Talents: Multi Wielder, One-Handed Precision, Two-Handed Attacker, or Versatile Grip.

Sub-Archetype Feature	Description
Flurry of Blows	Whenever you use the Attack or Flash Attack action, you can choose to make one additional attack with an unarmed strike. You can use this feature a number of times equal to your Primary Stat Bonus per rest.

Additional Feature	Description
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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.
Two Attacks with Unarmed Attacks (100% Damage and 50% damage)	

Lesser Talents 3/3	Description
Multi-Wielder	Whenever you multi-wield weapons, you can deal the full damage with one of the weapon attacks instead of just half.
Superior Smell Vision	You can sense the traces of smell of anything that emits a smell that was within your Smell Visions range in the last 24 hours. You can identify the chemical nature of any smell within your Smell Visions range.
Animal Senses Smell Vision	Choose Seismic, Smell, Sound, or Thermal Vision. You gain Night Vision within 15 m and the chosen Vision within 5 m. You increase the range of the Vision by the corresponding distance if you already have it.

Greater Talents 0/0	Description
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Traits	Total:	Description
Mixed Ancestry x1 Animal	0	Choose one creature type other than the one you are. Effects that affect the chosen creature type also affect you. You can choose this Trait multiple times with different creature types.