Clark Manik

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

Stats	Val	Bo	DR
Strength	10	0	0
Dexterity	13	3	3
Constitution	13	3	3
Intelligence	10	0	0
Charisma	10	0	0
Instinct	13	3	5
Will	8	-2	-2

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

Resources	Current	Max
Vitality		18
Temporary Vitality		23
Willpower		11
Narrative Momentum		10

Level	1
Tier	1
Archetype	Demolition
Sub-Archetype	Chemist

Evasion Stat	Instinct
Evasion	15
E. without Equipment	16
Armor	1
Initiative	36
Basic Movement	3 m

Proficiencies		
Weapons	Simple and Choose One: Military, Tech, Unearthly, or Mind	Military
Armor	Light, Medium	
Languages	Galactic, English	

Weapon	Primary Stat	Secondary Stat	Dice	Damage	Hit	Properties
Grenade Launcher	Dexterity	Instinct	d8	3	4	Military, Range 10m/40m (Cube 2m) , Two-Handed, Heavy, Loud, Reload
Rifle	Dexterity	Instinct	d12	3	4	Military, Range 15m/45m, Two-Handed, Loud, Reload, Elemental
Claw	Dexterity	Instinct	d8	3	4	Simple, Melee 1m,

Armor-Type	Armor	Evasion Cap
Light Armor	1	15

Shield	Evasion Bonus	Evasion Cap Mod

Credits: 300   Inventory Weight: 19/20

Equip	Name	Quantity	Weight	Tier
☑	**Grenade Launcher**	1	6	0
☐	**Rifle**	1	3	0

Upgrade	Tier	Cost	Craft Cost	Time(h)	Requirement
Elemental Weapon **x1** **Heat**	0	600	300	2	-
The weapon gains the Elemental property. This upgrade removes the Mystic and Psychic property and the Reality Weapon upgrade.					

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

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

Name	WP Cost	Time	Tier	Reach	Upcasting	Requirement	Category
Dissolving Grenade	1	2AP	1	10 m	+1 m to cube for 1 WP or +1d6 Chemical damage on failed DR for 1 WP	Equipment	Control, Damage
Choose a 3 m cube. Everyone standing in that area has to make a Constitution DR. On a failure, they are Dissolving for five rounds.							
Burn Grenade	1	2AP	1	10 m	+1 m to cube for 1 WP or +1d6 Heat damage on failed DR for 1 WP	Equipment	Control, Damage
Choose a 3 m cube. Everyone standing in that area has to make a Constitution DR. On a failure, they are burning for five rounds.							
Tainted 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 a Will DR. On a failure, they are Tainted until the end of their next turn.							

Archetype Feature	Description
Bigger Demolition	You can increase the size of non-line area-of-effect Abilities by 1 m, the length of the line of Abilities by 3 m, and Abilities that hit multiple targets can hit one more. The size restrictions for all your features, Abilities, upgrades, and actions increase by 1 size category. You ignore the reload property of area-of-effect weapons, and you can increase their base damage dice from 1d4 to 1d6 and from 1d8 to 1d10.

Sub-Archetype Feature	Description
Lasting Gas	Your Debuff and Control Abilities that can hit multiple targets can cover the chosen area or spaces of the targets for five rounds. Any target that is within that area for the first time in a round is targeted by that Ability if they were not already targeted by the original Ability this turn. A creature targeted two rounds in a row by the same Ability this way has disadvantage on any DR that they have to make against that Ability.

Additional Feature	Description

Path	Description
Path of Control	Choose one of your Abilities, which is of the category Control, not Healing or Damage, 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. This WP cost cannot be reduced.

| Tainted Grenade |

Lesser Talents 1/1	Description
Quick to Act	Your Initiative increases by 7.

Greater Talents 0/0	Description

Traits	Total: 0	Description