

# Jorge Valerio

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

Stats	Val	Bo	DR
Strength	13	3	6
Dexterity	11	1	1
Constitution	13	3	5
Intelligence	10	0	0
Charisma	8	-2	-2
Instinct	12	2	2
Will	10	0	0

Resources	Current	Max
Vitality		20
Temporary Vitality		25
Willpower		12
Narrative Momentum		8

Level	1
Tier	1
Archetype	War
Sub-Archetype	Conqueror

Primary Stat	Strength
Secondary Stat	Constitution
Ability Hit	6
DR Power	13
WP Limit	4

Evasion Stat	Strength
Evasion	14
E. without Equipment	14
Armor	3
Initiative	27
Basic Movement	4 m

Proficiencies		
Weapons	Simple and two of your choice	Medieval, Military
Armor	Light, Medium	
Languages	Two of your choice	

Weapon	Primary Stat	Secondary Stat	Dice	Damage	Hit	Properties
<b>Large Blunt Weapon</b>	Strength	Constitution	d12	6	6	Simple, Melee 2m, Two-Handed
<b>Minigun</b>	Strength	Constitution	d12	6	6	Military, Range 10m/40m, Two-Handed, Loud, Heavy

Armor-Type	Armor	Evasion Cap
<b>Medium Armor</b>	3	14

Shield	Evasion Bonus	Evasion Cap Mod
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Credits:  Inventory Weight: 19/26

Equip	Name	Quantity	Weight	Tier
<input checked="" type="checkbox"/>	<b>Large Blunt Weapon</b>	<input type="text" value="1"/>	3	1
<input type="checkbox"/>	<b>Minigun</b>	<input type="text" value="1"/>	6	1
<input checked="" type="checkbox"/>	<b>Medium Armor</b>	<input type="text" value="1"/>	4	1
<input checked="" type="checkbox"/>	<b>Equipment</b>	<input type="text" value="1"/>	3	1
<input checked="" type="checkbox"/>	<b>Bag</b>	<input type="text" value="1"/>	3	0

Custom Inventory:



Archetype Feature	Description
Ready for War Extra Weapon Damage	Either your weapon attack damage increases by 2, your weapon hit bonus increases by 2, or both increase by 1. You learn one additional Lesser Talent.

Sub-Archetype Feature	Description
Born For Combat	Your damage and attack rolls of weapon attacks and Damage Abilities increase by 1 for each round that has passed during combat. This can stack up to 5 times. This feature resets at the end of combat.

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.
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Lesser Talents 2/2	Description
Quality over Quantity x1	The next time you gain a Lesser Talent while you gain a new Level, you gain a Greater Talent instead. You can choose this Talent multiple times.
Two-Handed Attacker	You can roll the damage dice of a weapon twice and choose the higher value if you are wielding a two-handed weapon. This feature does not work if you are wielding the weapon with only one hand.

Greater Talents 1/1	Description
Natural Armory Medium Large Blunt Weapon Minigun	You gain the benefits of the Lesser Talents Natural Weapons, Natural Armor, and Natural Ability. You can replace those Lesser Talents with new ones if you already have them.

Traits	Total: 0	Description
Mixed Ancestry x1 Mechanical	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.