## Juliana Hooper

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

| Stats        | Val | Во | DR |
|--------------|-----|----|----|
| Strength     | 9   | -1 | -1 |
| Dexterity    | 10  | 0  | 0  |
| Constitution | 10  | 0  | 0  |
| Intelligence | 13  | 3  | 5  |
| Charisma     | 13  | 3  | 6  |
| Instinct     | 9   | -1 | -1 |
| Will         | 13  | 3  | 3  |

|                   |    |    |    |              |         | LEVEI     |        |
|-------------------|----|----|----|--------------|---------|-----------|--------|
|                   |    |    | -  |              | Level   |           | '      |
| t                 | 9  | -1 | -1 |              |         | Tier      | 1      |
|                   | 12 | 1  | 2  |              | Hel     |           |        |
|                   | 13 | 3  | 3  |              |         | Archetype | Mental |
|                   |    |    | Sι | ıb-Archetype | Maniac  |           |        |
|                   |    |    |    |              |         |           |        |
| Stat Intelligence |    |    | ce |              | Evasion | Stat      |        |

Resources

Vitality
Temporary Vitality

Willpower

Narrative Momentum

| Primary Stat   | Intelligence |
|----------------|--------------|
| Secondary Stat | Will         |
| Ability Hit    | 6            |
| DR Power       | 13           |
| WP Limit       | 4            |

| Evasion Stat         | Intelligence |
|----------------------|--------------|
| Evasion              | 13           |
| E. without Equipment | 13           |
| Armor                | 0            |
| Initiative           | 21           |
| Basic Movement       | 3 m          |

Current Max

25

18 13

| Proficiencies |  |      |  |  |  |  |  |  |
|---------------|--|------|--|--|--|--|--|--|
| Weapons       | Simple and Choose One:<br>Tech, Unearthly, or Mind | Tech |  |  |  |  |  |  |
| Armor         | -  |      |  |  |  |  |  |  |
| Languages     | Two of your choice                                 |      |  |  |  |  |  |  |

| Weapon            | Primary<br>Stat | Secondary<br>Stat | Dice | Damage | Hit | Properties                                      |
|-------------------|-----------------|-------------------|------|--------|-----|---|
| Energy<br>Blaster | Intelligence    | Dexterity         |      | 3      | 3   | Tech, Range 15m/45m, Elemental,<br>Loud, Reload |
| Energy<br>Blade   | Intelligence    | Dexterity         | d8   | 3      | 3   | Tech, Melee 1m, Elemental                       |

| Armor-Type | Armor | Evasion Cap |  |  |
|------------|-------|-------------|--|--|
| Clothes    | 0     | 16          |  |  |

| Shield | Evasion Bonus | Evasion Cap Mod                       |
|--------|---------------|---------------------------------------|
|        |               | • • • • • • • • • • • • • • • • • • • |

Credits: 300 Inventory Weight: 11/18

| Equip    | Name           |            |     | Quan           | tity   | Weight |         | Tier  |  |  |
|----------|----------------|------------|-----|----------------|--------|--------|---------|-------|--|--|
| <b>✓</b> | Energy Blaster |            |     | [1             | 1      |        | 2       | 0     |  |  |
| Shock    | Shock          |            |     |                |        |        |         |       |  |  |
| Upgrade  | Tier Cost Cra  |            |     | ıft Cost       | Time(l | h)     | Require | ement |  |  |
| <b>✓</b> | E              | quipment   |     | 1              |        |        | 3       | 0     |  |  |
| <b>✓</b> | Bag            |            |     | 1              |        | 3      | 0       |       |  |  |
| <b>✓</b> | Clothes        |            |     | 1              |        |        | 1       | 0     |  |  |
|          | En             | ergy Blade |     | 1              |        |        | 2       | 0     |  |  |
| Poison   | Poison         |            |     |                |        |        |         |       |  |  |
| Upgrade  | Tier           | Cost       | Cra | Craft Cost Tii |        | h)     | Require | ement |  |  |

Custom Inventory:

| Name                      | WP<br>Cost | Time | Tier | Reach | Upcasting         | Requirement | Category |
|---------------------------|------------|------|------|-------|-------------------|-------------|----------|
| Elemental<br>Bolt<br>Cold | 2          | 2AP  | 1    | 15 m  | +1d10 for 1<br>WP | Equipment   | Damage   |

Choose one Elemental damage type when you learn this Ability. You make a <u>ranged</u> attack against a <u>target</u>. On a <u>hit</u>, you deal 2d10 damage of the chosen type to it. You can learn this Ability multiple times with different damage types.

| Heat<br>Eruption | 4 | ЗАР | 1 | 10 m | +1d6 for 1<br>WP or +1 m<br>to cube for 2<br>WP | Equipment | Damage |
|------------------|---|-----|---|------|---|-----------|--------|
|------------------|---|-----|---|------|---|-----------|--------|

Choose a 3 m <u>cube</u>. All <u>targets</u> in that area have to make a <u>Constitution DR</u>. On a failure, they receive 4d6 <u>Heat</u> damage. On a success, they only receive half as much damage. The area stays hot for five <u>rounds</u> and deals 1d6 Heat damage to anybody that ends their turn in it.

| Elemental Touch Chemical | 2 | 2AP | 1 | 1 m | +1d12 for 1<br>WP | Equipment | Damage |
|--------------------------|---|-----|---|-----|-------------------|-----------|--------|
|--------------------------|---|-----|---|-----|-------------------|-----------|--------|

Choose one <u>Elemental damage type</u> when you learn this <u>Ability</u>. You make a <u>melee</u> attack against a <u>target</u>. On a <u>hit</u>, you deal 2d12 damage of the chosen type to it. You can learn this Ability multiple times with different damage types.

| Illusion | 4 | 3AP | 1 | 15 m | +10 minutes<br>for 1 WP or<br>+1 size<br>category for<br>2 WP | Equipment | Utility |
|----------|---|-----|---|------|---|-----------|---------|
|----------|---|-----|---|------|---|-----------|---------|

You can create a <u>big</u> or <u>smaller</u> illusion that lasts up to 10 minutes. The illusion can move and make sounds but cannot leave its original place unless you directly control it as an action (1 AP) or when you create it. Any <u>creature</u> can inspect the illusion as an

| Name | WP<br>Cost | Time | Tier | Reach | Upcasting | Requirement | Category |
|------|------------|------|------|-------|-----------|-------------|----------|
|------|------------|------|------|-------|-----------|-------------|----------|

action (2 AP). If they do, they have to make an <u>Intelligence DR</u>. 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.

| Archetype Feature | Description  |
|-------------------|--|
| Mental Recharge   | You regain twice as many <u>WP</u> whenever you regain WP. |

| Sub-<br>Archetype<br>Feature | Description  |
|------------------------------|--|
| Unstable<br>Overcharge       | Whenever you upcast an Ability to your WP upcast limit, roll a d8. Rerolling this d8 cost 4  Narrative Momentum instead of just 2. On 6 or higher, you only have to spend half of the needed WP on that Ability. On 1, you deal damage to yourself of a damage type of your choice equal to twice your WP upcast limit. You cannot become resistant or immune to this damage or prevent it in any way. |

| Path                  | Description   |
|-----------------------|---|
| Path of Damage        | Choose one of your Abilities, which is of the category Damage, not Healing or Maneuver, 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. The damage is reduced by half if you do so. This WP cost cannot be reduced. |
| Elemental Bolt (Cold) |   |

| Lesser Talents 1/1 | Description                               |
|--------------------|---|
| Will to Act        | Your maximum WP increases by 1 per Level. |

| G      | reater Talents 0/0 | Description | •           |          |
|--------|--------------------|-------------|-------------|----------|
|        |                    |             |             |          |
| Traits | Total: 0           |             | Description | <b>^</b> |