

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	Bo	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

Resources	Current	Max
Vitality		13
Temporary Vitality		25
Willpower		18
Narrative Momentum		13

Level	1
Tier	1
Archetype	Mental
Sub-Archetype	Maniac

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

Proficiencies		
Weapons	Simple and Choose One: Tech, Unearthly, or Mind	<input type="text" value="Tech"/>
Armor	-	<input type="text"/>
Languages	<input type="text" value="Two of your choice"/>	

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

Armor-Type	Armor	Evasion Cap
Clothes	0	16

Shield	Evasion Bonus	Evasion Cap Mod
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Credits: Inventory Weight: 11/18

Equip	Name		Quantity		Weight	Tier
<input checked="" type="checkbox"/>	Energy Blaster		<input type="text" value="1"/>		2	0
Shock						
Upgrade	Tier	Cost	Craft Cost		Time(h)	Requirement
<input checked="" type="checkbox"/>	Equipment		<input type="text" value="1"/>		3	0
<input checked="" type="checkbox"/>	Bag		<input type="text" value="1"/>		3	0
<input checked="" type="checkbox"/>	Clothes		<input type="text" value="1"/>		1	0
<input type="checkbox"/>	Energy Blade		<input type="text" value="1"/>		2	0
Poison						
Upgrade	Tier	Cost	Craft Cost		Time(h)	Requirement

Custom Inventory:

Name	WP Cost	Time	Tier	Reach	Upcasting	Requirement	Category
<p>action (2 AP). If they do, they have to make an Intelligence DR. 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.</p>							

Archetype Feature	Description
Mental Recharge	You regain twice as many WP whenever you regain WP.

Sub-Archetype Feature	Description
Unstable 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.

Greater Talents 0/0	Description
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Traits	Total: 0	Description
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