

# Max Wells

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

Stats	Val	Bo	DR
Strength	10	0	1
Dexterity	13	3	4
Constitution	11	1	2
Intelligence	13	3	4
Charisma	11	1	2
Instinct	8	-2	-1
Will	11	1	2

Resources	Current	Max
Vitality		16
Temporary Vitality		24
Willpower		17
Narrative Momentum		11

Level	1
Tier	1
Archetype	Technology
Sub-Archetype	Supporter

Primary Stat	Intelligence
Secondary Stat	Dexterity
Ability Hit	6
DR Power	13
WP Limit	4

Evasion Stat	Intelligence
Evasion	16
E. without Equipment	16
Armor	0
Initiative	20
Basic Movement	3 m

Proficiencies		
Weapons	Simple and Choose One: Medieval, Military, or Tech	<input type="text" value="Tech"/>
Armor	Light, Medium	<input type="text"/>
Languages	<input type="text" value="Two of your choice"/>	

Weapon	Primary Stat	Secondary Stat	Dice	Damage	Hit	Properties
<b>Energy Blaster</b>	Intelligence	Dexterity	d8	3	6	Tech, Range 15m/45m, Elemental, Loud, Reload
<b>Energy Blade</b>	Intelligence	Dexterity	d8	3	6	Tech, Melee 1m, Elemental

Armor-Type	Armor	Evasion Cap
<b>Clothes</b>	0	16

Shield	Evasion Bonus	Evasion Cap Mod
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Credits:  Inventory Weight: 11/20

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 type="checkbox"/>	Energy Blade		<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	1
<input checked="" type="checkbox"/>	Clothes		<input type="text" value="1"/>		1	1
<input checked="" type="checkbox"/>	Bag		<input type="text" value="1"/>		3	0

Custom Inventory:



Archetype Feature	Description
Technology Crafter	You can craft, and upgrade items as if you were one Tier higher. Up to two items you start with can be 1 Tier higher if you gain this feature during character creation. If you get it outside character creation for the first time, you can instantly upgrade one item in your inventory by 1 Tier.

Sub-Archetype Feature	Description
Drone Support	You can choose one ally within 15 m of your summon and give them Temporary Vitality equal to twice your Primary Stat Bonus whenever you use a Summon Ability, which uses WP.

Path	Description
Path of Summons	Whenever you summon a creature you can choose to keep them summoned until you take a rest. If the summon would already last at least 24 hours without the effects of this Path, you can increase its Level by an amount equal to your Tier.
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Lesser Talents 1/1	Description
Computers Adept	Whenever you make an Intelligence-based Skill Check, you can make a Computers Check instead if you have equipment. If you do so, you need at least five rounds to perform the Skill Check.

Greater Talents 0/0		Description
Traits	Total: 0	Description