## **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	Во	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	Tech					
Armor	Light, Medium						
Languages	Two of your choice						

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

Armor-Type	Armor	Evasion Cap	
Clothes	0	16	

Shield Evasion Bonus Evasion Cap Mod		Shield	Evasion Bonus	Evasion Cap Mod
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Credits: 300 Inventory Weight: 11/20

Equip	Name			Quan	tity	Weight		Tier
<b>✓</b>	Energy Blaster			1			2	0
Shock								
Upgrade	Tier	Cost	Cra	oft Cost	Time(l	h)	Requirement	
	En	ergy Blade	•	1	)	2 0		
Shock	Shock							
Upgrade	Tier	Cost	Cra	oft Cost	Time(l	h)	Require	ement
✓	E	quipment		1			3	1
✓		Clothes		1	1 1		1	1
✓	_	Bag		1			3	0

Custom Inventory:

Name	WP Cost	Time	Tier	Reach	Upcasting	Requirement	Category
Summon Machine	4	ЗАР	1	5 m	+1 max Level for 2 WP	1	Summon

You <u>summon</u> a <u>normal Mechanical creature</u> (max <u>Level</u> of 0), which is friendly towards you and disappears after 10 minutes. It will act on its own accord unless you use the <u>Command action</u> (1 AP).

You can force a <u>creature</u> you can <u>see</u> using a <u>Tier</u> 1 <u>Ability</u>, which has a <u>technology</u> power source, to make an Intelligence DR. On a failure, you nullify the Ability.

Shock Grenade	1	2AP	1	10 m	+1 m to cube for 1 WP or +1d6 Shock damage on failed DR for 1 WP	Equipment	Control, Damage
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Choose a 3 m <u>cube</u>. Everyone standing in that area has to make a <u>Constitution DR</u>. On a failure, they are shocked for five rounds.

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

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

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.

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	<b>▲</b>