

Mountain's Strength

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

Stats	Val	Bo	DR
Strength	13	3	6
Dexterity	12	2	2
Constitution	13	3	6
Intelligence	7	-3	-3
Charisma	8	-2	-2
Instinct	11	1	1
Will	13	3	3

Resources	Current	Max
Vitality		37
Temporary Vitality		28
Willpower		15
Narrative Momentum		8

Level	1
Tier	1
Archetype	Bulwark
Sub-Archetype	Heavy

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

Evasion Stat	Strength
Evasion	13
E. without Equipment	15
Armor	0
Initiative	24
Basic Movement	3 m

Proficiencies		
Weapons	Simple, Medieval, and Military	<input type="text"/>
Armor	Light, Medium, Heavy	<input type="text"/>
Languages	Two of your choice	

Weapon	Primary Stat	Secondary Stat	Dice	Damage	Hit	Properties
Large Blunt Weapon	Strength	Constitution	d12	3	6	Simple, Melee 2m, Two-Handed
Large Throwing Weapon	Strength	Constitution	d12	3	6	Simple, Range 5m/15m, Two-Handed, Heavy, Flexible

Armor-Type	Armor	Evasion Cap
Light Armor	1	15

Shield	Evasion Bonus	Evasion Cap Mod

Credits: Inventory Weight: 17/26

Equip	Name	Quantity	Weight	Tier
<input checked="" type="checkbox"/>	Large Blunt Weapon	<input type="text" value="1"/>	3	0
<input checked="" type="checkbox"/>	Light Armor	<input type="text" value="1"/>	2	0
<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 type="checkbox"/>	Large Throwing Weapon	<input type="text" value="1"/>	6	0

Custom Inventory:

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

Name	WP Cost	Time	Tier	Reach	Upcasting	Requirement	Category
Meteor Attack	3	2AP	1	-	+1 attack for 1 WP, +1d6 damage for 1 WP or +2 on attack roll for 1 WP	Melee Weapon	Damage, Maneuver

Choose a 3 m cube within the range of your melee weapon. You make a melee weapon attack with that weapon against all targets within the cube. On a miss, you still deal half damage. You can add half the damage of your second weapon to the attacks if you are dual-wielding melee weapons and have the Lesser Talent Multi-Wielder. The cube needs to be in the range of the second weapon, and the attack roll is reduced by 1 if you do so.

Battle Rage	4	1AP	1	-	+1 Armor or Damage for 1 WP	-	Buff, Control, Maneuver
--------------------	---	-----	---	---	-----------------------------	---	-------------------------

You gain advantage on all rolls based on Strength, Dexterity, Constitution, or Will but disadvantage on rolls based on Intelligence, Charisma, or Instinct. Your Armor and Attack damage increases by 1. You cannot be Frightened while this Buff is active. This Buff lasts for five rounds.

Archetype Feature	Description
Bulwark's Defense 2 Armor	Either your <u>Armor</u> increases by 2, your <u>Evasion</u> increases by 2, or your <u>Armor</u> and <u>Evasion</u> increase by 1. You can switch the <u>Primary</u> or <u>Secondary Stat</u> of a <u>weapon</u> from <u>Dexterity</u> or <u>Strength</u> to <u>Constitution</u> if neither of them already are <u>Constitution</u> .

Sub-Archetype Feature	Description
Protective Layer	Your maximum <u>Vitality</u> increases by 2 per <u>Level</u> . Your <u>Armor</u> is set to 0 and your <u>Evasion</u> to 13 if it is higher. Your maximum <u>Vitality</u> increases by 3 for each <u>Armor</u> and <u>Evasion</u> you lose this way.

Additional Feature	Description

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 <u>Attack</u> action by half or gain a new attack when you use the <u>Attack</u> action that deals half damage. You can change your choice whenever you reach a new Tier.
<input type="text"/>	

Lesser Talents 2/2	Description
Two-Handed Attacker	You can roll the damage dice of a <u>weapon</u> twice and choose the higher value if you are wielding a <u>two-handed weapon</u> . This <u>feature</u> does not work if you are wielding the <u>weapon</u> with only one hand.
Surprising Speed	Your <u>Basic Movement</u> doubles during the first <u>round</u> of <u>combat</u> .

Greater Talents 0/0	Description

Traits	Total: 0	Description