

Naomi Hall

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

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

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

Resources	Current	Max
Vitality		15
Temporary Vitality		21
Willpower		12
Narrative Momentum		9

Level	1
Tier	1
Archetype	Cunning
Sub-Archetype	Exploiter

Evasion Stat	Instinct
Evasion	15
E. without Equipment	16
Armor	1
Initiative	36
Basic Movement	3 m

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

Weapon	Primary Stat	Secondary Stat	Dice	Damage	Hit	Properties
Assault Rifle	Dexterity	Strength	d12	3	6	Military, Range 15m/45m, Two-Handed, Loud, Reload
Fist Weapon	Strength	Instinct	d8	3	6	Simple, Melee 1m,

Armor-Type	Armor	Evasion Cap
Light Armor	1	15

Shield	Evasion Bonus	Evasion Cap Mod
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Credits: Inventory Weight: 13/26

Equip	Name	Quantity	Weight	Tier
<input checked="" type="checkbox"/>	Assault Rifle	<input type="text" value="1"/>	3	0
<input checked="" type="checkbox"/>	Light Armor	<input type="text" value="1"/>	2	0
<input type="checkbox"/>	Fist Weapon	<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

Custom Inventory:

Archetype Feature	Description
Cunning Skill	You can add a d4 to any Skill Check that you make with a Skill that has a Skill Level of 1 or higher.

Sub-Archetype Feature	Description
Exposing Mark	You gain access to the Expose action (1 AP). When you use it, you can force a creature within 5 m of you to make an Intelligence or Instinct DR (your choice). On a failure, they gain an expose charge. The Evasion, Armor, and DR of a creature are reduced by one for each expose charge they have. A creature cannot have more expose charges than your Primary Stat Bonus. All expose charges disappear at the end of combat or after 10 minutes.

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 Attack action by half or gain a new attack when you use the Attack action that deals half damage. You can change your choice whenever you reach a new Tier.
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Lesser Talents 2/2	Description
Night Vision x1	You gain a Night Vision of 25 m. You increase the range of your night vision by 25 m if you already have it. You can choose this Talent multiple times.
Analysis Adept	You can analyze an enemy to see what their strengths and weaknesses are as an action (1 AP). Make an Analysis Check against the targets Deception Check. If you roll higher, you gain knowledge of all their resistances, immunities, and vulnerabilities.

Greater Talents 0/0	Description
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Traits	Total: 0	Description
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