

Nora Flank

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

Stats	Val	Bo	DR
Strength	10	0	0
Dexterity	13	3	5
Constitution	10	0	0
Intelligence	12	2	4
Charisma	13	3	3
Instinct	10	0	0
Will	9	-1	-1

Primary Stat	Dexterity
Secondary Stat	Charisma
Ability Hit	5
DR Power	13
WP Limit	4

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

Level	1
Tier	1
Archetype	Cunning
Sub-Archetype	Sharpshooter

Evasion Stat	Charisma
Evasion	15
E. without Equipment	16
Armor	1
Initiative	23
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="Galactic, English"/>	

Weapon	Primary Stat	Secondary Stat	Dice	Damage	Hit	Properties
Revolver	Dexterity	Charisma	d8	3	7	Simple, Range 15m/45m, Loud, Reload, Elemental
Dagger	Dexterity	Intelligence	d8	3	7	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: 12/20

Equip	Name	Quantity		Weight	Tier	
	Revolver	<div>1</div>		2	0	
Upgrade		Tier	Cost	Craft Cost	Time(h)	Requirement
Elemental Weapon x1 Heat		0	600	300	2	-
The weapon gains the Elemental property. This upgrade removes the Mystic and Psychic property and the Reality Weapon upgrade.						
	Light Armor	<div>1</div>		2	0	
	Equipment	<div>1</div>		3	0	
	Bag	<div>1</div>		3	0	
	Dagger	<div>1</div>		2	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
Between The Eyes	Your Attack rolls increase by 1. Your attacks ignore Armor equal to your Level for every 10 you roll above the target's Evasion.

Additional Feature	Description
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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
Lockpicking Adept	You can use your Lockpicking Skill to open locks and disarm traps that are electrical or magical.
One-Handed Precision	You can add 2 to the attack rolls of your weapon attacks if you only attack with one one-handed weapon wielded with one hand during that turn, and you are not wielding any shield (other than the weapon you are attacking with if it is a shield).

Greater Talents 0/0	Description
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Traits	Total: 0	Description
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