## Seeker

Skill (Stat)	Lvl	sc
Analysis (Int)	3	4
Animal Handling (Ins)		-1
Art (Cha)		0
Athletics (Str)	1	1
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)		-1
Intuition (Ins)	2	1
Lockpicking (Dex)		0
Luck (Cha)	2	2
Medicine (Int)		1
Menace (Str)		0
Meta (Ins)		-1
Natural Science (Int)	3	4
Nimbleness (Dex)		0
Perception (Ins)		-1
Perseverance (Wil)	1	2
Persuasion (Cha)		0
Presence (Cha)		0
Psychology (Int)		1
Quick Fingers (Dex)	2	2
Raw Force (Str)		0
Stealth (Dex)		0
Street Smarts (Ins)		-1
Supernatural (Int)		1
Survival (Ins)		-1
Vehicle Handling (Ins)		-1

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

Current	Max
	14
	26
	19
	12
	Current

Level	1
Tier	1
Archetype	Mental
Sub-Archetype	Myth Artificer

Primary Stat	Intelligence
Secondary Stat	Will
Ability Hit	6
DR Power	15
WP Limit	4

Evasion Stat	Intelligence
Evasion	14
E. without Equipment	14
Armor	0
Initiative	22
Basic Movement	3 m

	Proficiencies	
Weapons	Simple and Choose One: Tech, Unearthly, or Mind	Tech
Armor	-	
Languages	Two of your choice	

Weapon	Primary Stat	Secondary Stat	Dice	Damage	Hit	Properties
Dagger	Dexterity	Intelligence	d8	1	4	Simple, Melee 1m,

Armor-Type	Armor	Evasion Cap
Clothes	0	16

Shield Evasion Bonus Evasion Cap Mod	
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Credits: 300 Inventory Weight: 9/22

Equip	Name	Quantity	Weight	Tier
<b>✓</b>	Equipment	1	3	2
<b>✓</b>	Bag	1	3	0
✓	Clothes	1	1	0
<b>✓</b>	Dagger	1	2	0

Custom Inventory:	
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Name	WP Cost	Time	Tier	Reach	Upcasting	Requirement	Category
Move Target	2	2AP	1	15 m	+4 m for 1 WP or +1 target for 2 WP	Equipment	Control

A <u>target</u> of the <u>size</u> category <u>big</u> or <u>smaller</u> has to make a <u>Strength DR</u>. A <u>creature</u> holding the <u>target</u> can choose to make the <u>Strength DR</u> instead. On a failure, you can move it by up to 4 m.

Electromagnetic Vision	2	1AP	1	5 m	+10 Minutes for 1 WP or +10 m for 1 WP	Equipment	Utility
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An ally of your choice gains Electromagnetic Vision within 25 m for 10 minutes.

for 1 WP	Physical Eruption	4	ЗАР	1	10 m	+1d6 for 1 WP or +1 target for 1 WP	Equipment	Damage
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Choose up to four <u>targets</u> within a 5 m <u>cube</u>. They have to make a <u>Strength DR</u>. On a failure, they receive 4d6 <u>Physical</u> damage. On a success, they only receive half as much damage.

Analyze Object 4	1 min	1	1 m	+1 size category bigger for 2 WP	Equipment	Utility
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You analyze an <u>object</u> or <u>item</u> of your choice that is of the <u>size</u> category <u>small</u> or smaller. You know what it is and how it works when you are done.

Name	WP Cost	Time	Tier	Reach	Upcasting	Requirement	Category
Elemental Surge	2	2AP	1	10 m	+1d8 for 1 WP	Equipment	Damage

Choose one <u>Elemental damage type</u> when you learn this <u>Ability</u>. A <u>target</u> of your choice has to make a <u>Constitution DR</u>. On a failure, you deal 2d8 damage of the chosen type to it. You can learn this Ability multiple times with different <u>damage</u> types.

Archetype Feature	Description
Mental Recharge	You regain twice as many <u>WP</u> whenever you regain WP.

Sub- Archetype Feature	Description
The One Artefact Legend	Choose Legend or Master Piece, and one equipment in your inventory. You can change the chosen equipment whenever you take a full rest, but the previous choice loses all of its upgrades when you do. You can decide that only you can equip the equipment. If you choose Legend, the equipment gains upgrades of your choice until it reaches a Tier equal to your Tier plus 1. It can only gain an amount of negative upgrades with a total Tier of -3 or more. If you lose this feature, the equipment loses all upgrades gained this way. If you choose Master Piece, you can upgrade the equipment with only a tenth of the needed material cost and crafting time, and you can upgrade it beyond your Tier upgrade limit by 2.

Additional Fe	ature	Description
Path	<del></del>	Description
Path of Polymathy	You gain an add	ditional 2 WP and Ability per Level.

Lesser Talents 1/1	Description
Powerful	Your <u>DR</u> Power increases by 1.

Greater Talents 0/0	Description	•

Description

Total: 0

**Traits**