

# 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	Bo	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

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

Resources	Current	Max
Vitality		14
Temporary Vitality		26
Willpower		19
Narrative Momentum		12

Level	1
Tier	1
Archetype	Mental
Sub-Archetype	Myth Artificer

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	<input type="text" value="Tech"/>
Armor	-	<input type="text"/>
Languages	<input type="text" value="Two of your choice"/>	

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

Armor-Type	Armor	Evasion Cap
<b>Clothes</b>	0	16

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

Equip	Name	Quantity	Weight	Tier
<input checked="" type="checkbox"/>	<b>Equipment</b>	<input type="text" value="1"/>	3	2
<input checked="" type="checkbox"/>	<b>Bag</b>	<input type="text" value="1"/>	3	0
<input checked="" type="checkbox"/>	<b>Clothes</b>	<input type="text" value="1"/>	1	0
<input checked="" type="checkbox"/>	<b>Dagger</b>	<input type="text" value="1"/>	2	0

Custom Inventory:



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

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

Archetype Feature	Description
Mental Recharge	You regain twice as many WP 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 Feature	Description
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Path	Description
Path of Polymathy	You gain an additional 2 WP and Ability per Level.
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Lesser Talents 1/1	Description
Powerful	Your DR Power increases by 1.

Greater Talents 0/0	Description
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Traits	Total: 0	Description
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