

Spring Caller

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

Stats	Val	Bo	DR
Strength	12	2	2
Dexterity	13	3	5
Constitution	7	-3	-3
Intelligence	10	0	0
Charisma	13	3	6
Instinct	10	0	2
Will	12	2	3

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

Resources	Current	Max
Vitality		10
Temporary Vitality		21
Willpower		17
Narrative Momentum		14

Level	1
Tier	1
Archetype	Creative
Sub-Archetype	Inspirer

Evasion Stat	Charisma
Evasion	16
E. without Equipment	16
Armor	0
Initiative	22
Basic Movement	3 m

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

Weapon	Primary Stat	Secondary Stat	Dice	Damage	Hit	Properties
Spear	Strength	Dexterity	d6	2	5	Medieval, Melee 2m,
Sling	Strength	Instinct	d6	2	2	Simple, Range 10m/40m,

Armor-Type	Armor	Evasion Cap
Clothes	0	16

Shield	Evasion Bonus	Evasion Cap Mod
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Credits:
Inventory Weight: 11/24

Equip	Name	Quantity	Weight	Tier
<input checked="" type="checkbox"/>	Spear	<input type="text" value="1"/>	2	0
<input checked="" type="checkbox"/>	Clothes	<input type="text" value="1"/>	1	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"/>	Sling	<input type="text" value="1"/>	2	0

Custom Inventory:

Primary Stat	Charisma	Secondary Stat	Dexterity	Ability Hit	6	DR Power	13	WP Limit	4
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Name	WP Cost	Time	Tier	Reach	Upcasting	Requirement	Category
Empower	2	2RP	1	5 m	+2 WP upcast for 2 WP	Equipment	Healing

You can use this Ability when you see an ally, other than yourself, in range use an Ability. That Ability is upcasted by 3 WP for free. If the Ability has a duration, it stops working after 1 hour.

Encourage	2	2RP	1	5 m	+1d10/1d6 for 1 WP	-	Healing, Maneuver
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You can use this Ability when you see an ally, other than yourself, in range make a weapon attack. The weapon attack deals 3d10 additional damage if it has one target and 3d6 if it has multiple (no multiplication).

Simple Heal	2	2AP	1	1 m	+1d6 for 1 WP	Equipment	Healing
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You restore 2d6 of a Biological creature's Vitality.

Motivating Presence	4	1AP	1	-	+1d4 for 2 WP	-	Buff, Healing, Maneuver
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For the next five rounds, every ally within 5 m of you, other than yourself, gains 1d6 Temporary Vitality at the end of your turn during combat.

Distract Target	1	2AP	1	10 m	+1 target for 2 WP	-	Control, Maneuver
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A creature of your choice has to make an Intelligence DR. On a failure, all attacks against them have advantage, and they have disadvantage on all of their DR and Skill Checks until your next turn. A creature gains advantage on the Intelligence DR if you try to use this Ability more than once against them within 24 hours.

Name	WP Cost	Time	Tier	Reach	Upcasting	Requirement	Category
Flash	1	2AP	1	5 m	+1 target for 2 WP	Equipment	Control

A creature has to make an Instinct DR. On a failure, they are Blinded for five rounds. They can repeat the DR at the end of each of their turns. On a success, they end the effect.

Archetype Feature	Description
Creative Improvisation	You can learn two additional Abilities from any Archetype for each Tier you have.

Sub-Archetype Feature	Description
Inspiration	You can give one ally within 10 m of you other than yourself advantage on a Skill Check, DR, or attack as a reaction (1 RP). You can use this feature a number of times equal to your Primary Stat Bonus per rest.

Additional Feature	Description
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Path	Description
Path of Reaction	You gain an additional number of RP equal to your Primary Stat Bonus per round. The WP cost of Abilities you use as a reaction is reduced by an amount equal to your Tier.
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Lesser Talents 1/1	Description
Will to Act	Your maximum WP increases by 1 per Level.

Greater Talents 0/0	Description
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Traits	Total: 0	Description
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