

# Wings of Eagle

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

Stats	Val	Bo	DR
Strength	12	2	2
Dexterity	13	3	5
Constitution	12	2	2
Intelligence	8	-2	-2
Charisma	8	-2	-2
Instinct	13	3	6
Will	11	1	1

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

Resources	Current	Max
Vitality		19
Temporary Vitality		25
Willpower		14
Narrative Momentum		8

Level	1
Tier	1
Archetype	Nature
Sub-Archetype	Predator

Evasion Stat	Instinct
Evasion	15
E. without Equipment	16
Armor	1
Initiative	26
Basic Movement	4 m

Proficiencies		
Weapons	Simple and Choose One: Medieval, Military, or Unearthly	Medieval, Military, l
Armor	Light, Medium	
Languages	Two of your choice	

Weapon	Primary Stat	Secondary Stat	Dice	Damage	Hit	Properties
<b>Shortbow</b>	Dexterity	Instinct	d10	3	6	Medieval, Range 10m/40m, Two-Handed
<b>Axe</b>	Instinct	Dexterity	d8	3	6	Simple, Melee 1m,

Armor-Type	Armor	Evasion Cap
<b>Light Armor</b>	1	15

Shield	Evasion Bonus	Evasion Cap Mod
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Credits: 
Inventory Weight: 13/24

Equip	Name	Quantity	Weight	Tier
<input checked="" type="checkbox"/>	<b>Shortbow</b>	<input type="text" value="1"/>	3	0
<input type="checkbox"/>	<b>Axe</b>	<input type="text" value="1"/>	2	0
<input checked="" type="checkbox"/>	<b>Light Armor</b>	<input type="text" value="1"/>	2	0
<input checked="" type="checkbox"/>	<b>Equipment</b>	<input type="text" value="1"/>	3	0
<input checked="" type="checkbox"/>	<b>Bag</b>	<input type="text" value="1"/>	3	0

Custom Inventory:



Archetype Feature	Description
Master of Nature Quick on your Feet	Difficult terrain does not slow you down, you can climb and swim as fast as you can run, and you gain the Lesser Talent Quick on your Feet, Elemental Weapon, Climber, Jumper, Made for the Ground, or Made for Water.

Sub-Archetype Feature	Description
Made for the Hunt Military Unearthly	You gain 2 Vitality more per Level. You can learn Abilities from the Bulwark and War Archetype. You gain proficiency with two weapon categories and with an armor category that is one category above your highest. You can switch the Primary or Secondary Stat of a weapon to Instinct if neither of them already are.

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 3/3	Description
Quick on your Feet	Your Basic Movement increases by 1 m.
Two-Handed Attacker	You can roll the damage dice of a weapon twice and choose the higher value if you are wielding a two-handed weapon. This feature does not work if you are wielding the weapon with only one hand.
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.

Greater Talents 0/0	Description
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Traits	Total: 0	Description
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