

Dalyor Zindi

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

Stats	Val	Bo	DR
Strength	9	-1	-1
Dexterity	13	3	4
Constitution	9	-1	-1
Intelligence	13	3	4
Charisma	11	1	1
Instinct	9	-1	-1
Will	13	3	5

Primary Stat	Intelligence
Secondary Stat	Will
Ability Hit	6
DR Power	13
WP Limit	5

Resources	Current	Max
Vitality		12
Temporary Vitality		24
Willpower		17
Narrative Momentum		11

Level	1
Tier	1
Archetype	Mental
Sub-Archetype	Evoker

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

Proficiencies		
Weapons	Simple and Choose One: Tech, Unearthly, or Mind	Tech
Armor	-	
Languages	Common, Elvish	

Weapon	Primary Stat	Secondary Stat	Dice	Damage	Hit	Properties
Energy Blaster	Intelligence	Dexterity	d8	3	6	Tech, Range 15m/45m, Elemental, Loud, Reload
Dagger	Dexterity	Intelligence	d8	3	6	Simple, Melee 1m,

Armor-Type	Armor	Evasion Cap
Clothes	0	16

Shield	Evasion Bonus	Evasion Cap Mod
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Credits:
Inventory Weight: 11/18

Equip	Name	Quantity	Weight	Tier
☐	Energy Blaster	1	2	0
☒	Clothes	1	1	0
☐	Equipment	1	3	0
☐	Bag	1	3	0
☐	Dagger	1	2	0

Custom Inventory:

Primary Stat	Intelligence	Secondary Stat	Will	Ability Hit	6	DR Power	13	WP Limit	5
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Name	WP Cost	Time	Tier	Reach	Upcasting	Requirement	Category
Elemental Bolt Shock	2	2AP	1	15 m	+1d10 for 1 WP	Equipment	Damage

Choose one Elemental damage type when you learn this Ability. You make a ranged attack against a target. On a hit, you deal 2d10 damage of the chosen type to it. You can learn this Ability multiple times with different damage types.

Elemental Touch Heat	2	2AP	1	1 m	+1d12 for 1 WP	Equipment	Damage
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Choose one Elemental damage type when you learn this Ability. You make a melee attack against a target. On a hit, you deal 2d12 damage of the chosen type to it. You can learn this Ability multiple times with different damage types.

Cold Eruption	4	3AP	1	10 m	+1d6 for 1 WP or +1 m to cube for 2 WP	Equipment	Control, Damage
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Choose a 3 m cube. All targets in that area have to make a Constitution DR. On a failure, they receive 4d6 Cold damage, and their Basic Movement is reduced by half until the end of their next turn. On a success, they only receive half as much damage.

Barrier	2	1RP	1	10 m	+3 Armor for 1 WP	Equipment	Control
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You can increase the Armor of an ally who is being targeted by 6 against the effect that is targeting them.

Archetype Feature	Description
Mental Recharge	You regain twice as many WP whenever you regain WP.

Sub-Archetype Feature	Description
Tracking Fire	Damage Abilities you use deal half of their damage against creatures you miss if they do not already do so. This feature does not work on Abilities with WP costs reduced to 1 or 0 by the Path of Damage or Path of Maneuver.

Additional Feature	Description
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Path	Description
Path of Damage	Choose one of your Abilities, which is of the category Damage, not Healing or Maneuver, and Tier 1. You can now use this Ability for only 1 WP (or free if you do not have any WP left) upcasted to your WP upcast limit once per turn. The damage is reduced by half if you do so. This WP cost cannot be reduced.
Elemental Bolt (Shock)	

Lesser Talents 1/1	Description
Overcharge	Your WP upcast and turn limit increase by 1. This feature does not work on Abilities with WP costs reduced to 1 or 0 by the Path of Damage, Path of Control, or Path of Maneuver.

Greater Talents 0/0	Description
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Traits	Total: 0	Description
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