

# Erart Windstep

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

| Stats        | Val | Bo | DR |
|--------------|-----|----|----|
| Strength     | 9   | -1 | -1 |
| Dexterity    | 13  | 3  | 5  |
| Constitution | 9   | -1 | -1 |
| Intelligence | 12  | 2  | 2  |
| Charisma     | 13  | 3  | 3  |
| Instinct     | 12  | 2  | 2  |
| Will         | 9   | -1 | -1 |

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

| Resources          | Current | Max |
|--------------------|---------|-----|
| Vitality           |         | 12  |
| Temporary Vitality |         | 20  |
| Willpower          |         | 13  |
| Narrative Momentum |         | 16  |

|               |          |
|---------------|----------|
| Level         | 1        |
| Tier          | 1        |
| Archetype     | Creative |
| Sub-Archetype | Artist   |

|                      |          |
|----------------------|----------|
| Evasion Stat         | Charisma |
| Evasion              | 15       |
| E. without Equipment | 16       |
| Armor                | 1        |
| Initiative           | 31       |
| Basic Movement       | 3 m      |

| Proficiencies |                                                           |                                   |
|---------------|-----------------------------------------------------------|-----------------------------------|
| Weapons       | Simple and Choose One:<br>Medieval, Unearthly, or<br>Mind | <input type="text" value="Mind"/> |
| Armor         | Light                                                     | <input type="text"/>              |
| Languages     | <input type="text" value="Common, Gnomish"/>              |                                   |

| Weapon            | Primary Stat | Secondary Stat | Dice | Damage | Hit | Properties                                              |
|-------------------|--------------|----------------|------|--------|-----|---------------------------------------------------------|
| <b>Instrument</b> | Charisma     | Dexterity      | d10  | 3      | 6   | Mind, Range 5m/15m, Two-Handed, Psychic, Flexible, Loud |

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

| Shield | Evasion Bonus | Evasion Cap Mod |
|--------|---------------|-----------------|
|--------|---------------|-----------------|

Credits: 
Inventory Weight: 11/18

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

Custom Inventory:

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

| Name                                                                                                                                                                                                                                                               | WP Cost | Time | Tier | Reach | Upcasting                                         | Requirement | Category        |
|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------|------|------|-------|---------------------------------------------------|-------------|-----------------|
| <b>Ranged Heal</b>                                                                                                                                                                                                                                                 | 3       | 3AP  | 1    | 10 m  | +1d6 for 1 WP                                     | Equipment   | Healing         |
| You restore 3d6 of a Biological creature's Vitality.                                                                                                                                                                                                               |         |      |      |       |                                                   |             |                 |
| <b>Psychic Projectile</b>                                                                                                                                                                                                                                          | 3       | 2AP  | 1    | 15 m  | +1 target for 2 WP or +1d6 for 1 WP               | Equipment   | Control, Damage |
| You make a ranged attack against a target. On a hit, you deal 2d8 Psychic damage to it, and the target has to make a Will DR. On a failure, it is Tainted for five rounds. It can repeat the DR at the end of each of its turns. On a success, it ends the effect. |         |      |      |       |                                                   |             |                 |
| <b>Psychic Eruption</b>                                                                                                                                                                                                                                            | 4       | 3AP  | 1    | 20 m  | +1d6 for 1 WP or +1 target for 1 WP               | Equipment   | Damage          |
| Choose up to 3 creatures. They have to make a Will DR. On a failure, they take 4d6 Psychic damage. On a success, they only receive half as much damage.                                                                                                            |         |      |      |       |                                                   |             |                 |
| <b>Shield</b>                                                                                                                                                                                                                                                      | 2       | 1AP  | 1    | 5 m   | +1d6 Temporary Vitality for 1 WP                  | Equipment   | Healing         |
| An ally of your choice gains 2d6 Temporary Vitality.                                                                                                                                                                                                               |         |      |      |       |                                                   |             |                 |
| <b>Simple Illusion</b>                                                                                                                                                                                                                                             | 2       | 2AP  | 1    | 15 m  | +10 minutes for 1 WP or +1 size category for 2 WP | Equipment   | Utility         |

| Name                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             | WP Cost | Time | Tier | Reach | Upcasting          | Requirement | Category          |
|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------|------|------|-------|--------------------|-------------|-------------------|
| <p>You can create a medium or smaller visual illusion that lasts up to 10 minutes. The illusion does not make any sounds and does not move. Any creature can inspect the illusion as an action (2 AP). If they do, they have to make an Intelligence DR. On a failure, they believe it to be real unless it would be obvious to a creature of that intelligence to know that it is an illusion. The illusion has no physical form, and any direct physical interaction reveals it to be one.</p> |         |      |      |       |                    |             |                   |
| <b>Charm</b>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     | 3       | 3AP  | 1    | 15 m  | +1 target for 2 WP | -           | Debuff, Utility   |
| <p>One creature of your choice has to make an Intelligence DR. On a failure, they are Charmed by you for 1 hour. They stop being Charmed if you target them with an attack or negative effect. When the effect ends, they make another Intelligence DR. On a success, they noticed that they had been Charmed.</p>                                                                                                                                                                               |         |      |      |       |                    |             |                   |
| <b>Distract Target</b>                                                                                                                                                                                                                                                                                                                                                                                                                                                                           | 1       | 2AP  | 1    | 10 m  | +1 target for 2 WP | -           | Control, Maneuver |
| <p>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.</p>                                                                                                                                                       |         |      |      |       |                    |             |                   |

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

| Sub-Archetype Feature | Description                                                                                                        |
|-----------------------|--------------------------------------------------------------------------------------------------------------------|
| All the Abilities     | You can learn Abilities from every Archetype. You learn an additional Ability for each Tier that you have reached. |

| Additional Feature | Description |
|--------------------|-------------|
|--------------------|-------------|

| Path            | Description                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    |
|-----------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Path of Healing | Choose one of your Abilities, which is of the category Healing and Tier 1. You can now use this Ability without using WP upcasted to your WP upcast limit up to a number of times equal to your Primary Stat Bonus per full rest. You can only use it a number of times equal to your Tier per full rest instead if you are a summoned creature or if you transformed into this creature. This feature does not have an effect if the Ability that summoned or transformed you had no WP cost. |
| Ranged Heal     |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                |

| Lesser Talents<br>1/1 | Description                                                                                                                                                                                                     |
|-----------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Persuasion Adept      | You have a very likable personality or are at least very good at faking that you have one. You leave an excellent first impression with almost everybody you meet for the first time unless you do not want to. |

| Greater Talents 0/0 | Description |
|---------------------|-------------|
|---------------------|-------------|

| Traits | Total: 0 | Description |
|--------|----------|-------------|
|--------|----------|-------------|