Hilda Undertree

Skill (Stat)	Lvl	sc
Analysis (Int)	2	4
Animal Handling (Ins)		2
Art (Cha)		2
Athletics (Str)		0
Computers (Int)		2
Deception (Cha)		2
Disguising (Cha)		2
Endurance (Con)		0
Engineering (Int)		2
First Aid (Ins)		2
Grace (Cha)		2
History (Int)		2
Improvisation (Ins)	3	5
Intuition (Ins)		2
Lockpicking (Dex)		2
Luck (Cha)	3	5
Medicine (Int)		2
Menace (Str)		0
Meta (Ins)		2
Natural Science (Int)		2
Nimbleness (Dex)	3	5
Perception (Ins)		2
Perseverance (Wil)		0
Persuasion (Cha)		2
Presence (Cha)		2
Psychology (Int)	3	5
Quick Fingers (Dex)	3	5
Raw Force (Str)		0
Stealth (Dex)	3	5
Street Smarts (Ins)	3	5
Supernatural (Int)		2
Survival (Ins)		2
Vehicle Handling (Ins)		2

Stats	Val	Во	DR
Strength	9	-1	-1
Dexterity	13	3	6
Constitution	9	-1	-1
Intelligence	13	3	6
Charisma	12	2	2
Instinct	12	2	2
Will	9	-1	-1

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Will 9 -1 -1					Archetype		
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Primary Stat	Dexterity
Secondary Stat	Intelligence
Ability Hit	6
DR Power	13
WP Limit	4

Resources	Current	Max
Vitality		14
Temporary Vitality		20
Willpower		12
Narrative Momentum		15

Level	1
Tier	1
Archetype	Cunning
Sub-Archetype	Rogue

Evasion Stat	Intelligence
Evasion	15
E. without Equipment	16
Armor	1
Initiative	32
Basic Movement	3 m

Proficiencies					
Weapons Simple and Choose One: Medieval or Military		Medieval			
Armor Light					
Languages	Common, Gnomish	_			

Weapon	Primary Stat	Secondary Stat	Dice	Damage	Hit	Properties
Dagger	Dexterity	Intelligence	d8	3	6	Simple, Melee 1m,
Slingshot	Dexterity	Intelligence	d10	3	6	Simple, Range 10m/40m, Two- Handed

Armor-Type	Armor	Evasion Cap
Light Armor	1	15

Shield Evasion Bonus Evasion Cap Mod

Credits: 300 Inventory Weight: 13/18

Equip	Name	Quantity	Weight	Tier
	Dagger	1	2	0
	Slingshot	1	3	0
~	Light Armor	1	2	0
	Equipment	1	3	0
	Bag	1	3	0

Custom Inventory:	 	
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Name	WP Cost	Time	Tier	Reach	Upcasting	Requirement	Category
Assassination Strike	4	-	1	-	-1 needed for critical hit for 2 WP or +6 damage on critical hit for 1 WP	Melee Weapon attack	Damage, Maneuver

If you attack a <u>creature</u> that you are hidden from with this <u>melee weapon</u> attack, you roll a <u>critical hit</u> even if you roll 4 lower than you needed, and you deal an additional 12 damage on a critical <u>hit</u>.

Flash Grenade	3	2AP	1	10 m	+1 m to cube for 2 WP	Equipment	Control
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Choose a 3 m <u>cube</u>. Everyone standing in that area has to make an <u>Instinct DR</u>. On a failure, they are Blinded until the end of their next turn.

Parry 2 1RP 1	+1 Evasion for 1 WP	Control, Maneuver
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You can increase your <u>Evasion</u> by 4 if you are <u>hit</u> by an <u>attack</u> against that attack, potentially causing it to miss you.

Archetype Feature	Description
Cunning Skill	You can add a d4 to any <u>Skill Check</u> that you make with a <u>Skill</u> that has a <u>Skill Level</u> of 1 or higher.

Sub-Archetype Feature	Description
Decisive Strike	You can add 1d6 to the damage of <u>attacks</u> if you have <u>advantage</u> on them. Your <u>critical hits</u> deal an additional 4 damage.

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.

Lesser Talents 2/2	Description
Dirty Fighter	The <u>Grab, Climb, Blind, Disarm, Distract, Hide</u> and <u>Trip</u> action cost you 1 <u>AP</u> instead of 2 AP.
Skillful	All of your Skill Checks increase by 1.

Greater Talents 0/0			Description	_
Traits	Total: 0		Description	<u>_</u>