

Dhozeabyrn Warmfoot

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

Stats	Val	Bo	DR
Strength	13	3	5
Dexterity	9	-1	-1
Constitution	12	2	4
Intelligence	13	3	3
Charisma	8	-2	0
Instinct	9	-1	1
Will	13	3	6

Primary Stat	Intelligence
Secondary Stat	Strength
Ability Hit	6
DR Power	13
WP Limit	4

Proficiencies	
Weapons	Simple, Medieval, Military, Tech, Unearthly
Armor	Light, Medium, Heavy
Languages	Common, Dwarven

Resources	Current	Max
Vitality		21
Temporary Vitality		27
Willpower		17
Narrative Momentum		8

Level	1
Tier	1
Archetype	Technology
Sub-Archetype	Battle-Engineer

Evasion Stat	Strength
Evasion	14
E. without Equipment	12
Armor	4
Initiative	18
Basic Movement	3 m

Weapon	D. Type	Primary Stat	Secondary Stat	Dice	Damage	Hit	Properties
Mace	Physical	Strength	Intelligence	d8	4	6	Medieval, Melee 1m,
Medium Shield	Physical	Strength	Intelligence	d6	3	6	Medieval, Melee 1m, Heavy
Symbol	Holy	Intelligence	Will	d6	3	6	Unearthly, Range 15m/45m, Loud

Armor-Type	Armor	Evasion Cap
Heavy Armor	4	13

Shield	Evasion Bonus	Evasion Cap Mod
Medium Shield	2	0

Credits:

Inventory Weight: 21/26

Equip	Name	Quantity	Weight	Tier
☒	Mace	1	2	1
☒	Medium Shield	1	4	0
☐	Symbol	1	3	0
☒	Heavy Armor	1	6	1
☒	Equipment	1	3	0
☒	Bag	1	3	0

Custom Inventory:

Primary Stat	Intelligence	Secondary Stat	Strength	Ability Hit	6	DR Power	13	WP Limit	4
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Name	WP Cost	Time	Tier	Reach	Upcasting	Requirement	Category
Heat Shockwave	3	2AP	1	-	+1d6 damage for 1 WP or +1 m from you for 2 WP	Equipment	Control, Damage

All targets within 1 m of you, other than yourself, have to make a Constitution DR. On a failure, they receive 2d10 Heat damage and start Burning for five rounds. On a success, they receive half as much damage.

Heat Strike	3	-	1	-	+1d4 for 1 WP or +2 on attack roll for 1 WP	Weapon attack	Control, Damage, Maneuver
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Your weapon attack deals an additional 1d6 Heat damage, and the target starts Burning for five rounds if you hit.

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.

Archetype Feature	Description
Technology Crafter	You can craft, and upgrade items as if you were one Tier higher. Up to two items you start with can be 1 Tier higher if you gain this feature during character creation. If you get it outside character creation for the first time, you can instantly upgrade one item in your inventory by 1 Tier.

Sub-Archetype Feature	Description
Advanced Weaponry Military Tech	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 Intelligence 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.

Lesser Talents 2/2	Description
Will to Act	Your maximum WP increases by 1 per Level.
Durable	Your maximum Vitality increases by 2 per Level.

Greater Talents 0/0	Description	▲ ▼
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Traits	Total: 0	Description	▲ ▼
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