

Elyscia

Skill (Stat)	Lvl	SC
Analysis (Int)		0
Animal Handling (Ins)		2
Art (Cha)		0
Athletics (Str)	3	5
Computers (Int)		0
Deception (Cha)		0
Disguising (Cha)		0
Endurance (Con)		1
Engineering (Int)		0
First Aid (Ins)	1	3
Grace (Cha)		0
History (Int)		0
Improvisation (Ins)	1	3
Intuition (Ins)	1	3
Lockpicking (Dex)		2
Luck (Cha)		0
Medicine (Int)		0
Menace (Str)		2
Meta (Ins)		2
Natural Science (Int)		0
Nimbleness (Dex)		2
Perception (Ins)	1	3
Perseverance (Wil)		1
Persuasion (Cha)		0
Presence (Cha)		0
Psychology (Int)		0
Quick Fingers (Dex)	3	5
Raw Force (Str)		2
Stealth (Dex)	3	5
Street Smarts (Ins)		2
Supernatural (Int)		0
Survival (Ins)	3	5
Vehicle Handling (Ins)		2

Stats	Val	Bo	DR
Strength	12	2	2
Dexterity	13	3	3
Constitution	11	1	1
Intelligence	9	-1	-1
Charisma	9	-1	-1
Instinct	13	3	4
Will	10	0	0

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

Proficiencies	
Weapons	Simple, Medieval
Armor	Light, Medium
Languages	Common, Elfish

Resources	Current	Max
Vitality		16
Temporary Vitality		23
Willpower		13
Narrative Momentum		9

Level	1
Tier	1
Archetype	Nature
Sub-Archetype	Ranger

Evasion Stat	Instinct
Evasion	15
E. without Equipment	16
Armor	1
Initiative	33
Basic Movement	4 m

Weapon	D. Type	Primary Stat	Secondary Stat	Dice	Damage	Hit	Properties
Longbow	Physical	Instinct	Dexterity	d10	3	6	Medieval, Range 15m/45m, Two-Handed
One-Handed Sword	Physical	Dexterity	Instinct	d8	3	6	Medieval, Melee 1m,

Armor-Type	Armor	Evasion Cap
Light Armor	1	15

Shield	Evasion Bonus	Evasion Cap Mod
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Credits:

Inventory Weight: 13/24

Equip	Name	Quantity	Weight	Tier
☒	Longbow	1	3	0
☐	One-Handed Sword	1	2	0
☒	Light Armor	1	2	0
☒	Equipment	1	3	0
☒	Bag	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
Blessed Attack	You can learn Abilities from the War Archetype. You can switch the Primary or Secondary Stat of a weapon to Instinct if neither of them already are. You can add 1d6 to the attack rolls of your weapon attacks if you use a Maneuver Ability on it.

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 3/3	Description
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.
Quick on your Feet	Your Basic Movement increases by 1 m.
Skillful	All of your Skill Checks increase by 1.

Greater Talents 0/0	Description
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Traits	Total: 0	Description
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