

Fredejorna

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

Stats	Val	Bo	DR
Strength	8	-2	-2
Dexterity	13	3	6
Constitution	9	-1	-1
Intelligence	11	1	1
Charisma	10	0	0
Instinct	13	3	6
Will	13	3	5

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

Proficiencies	
Weapons	Simple, Tech
Armor	-
Languages	Galactic, Liverano

Resources	Current	Max
Vitality		14
Temporary Vitality		24
Willpower		17
Narrative Momentum		10

Level	1
Tier	1
Archetype	Unarmed
Sub-Archetype	Sage

Evasion Stat	Instinct
Evasion	16
E. without Equipment	16
Armor	0
Initiative	29
Basic Movement	4 m

Weapon	D. Type	Primary Stat	Secondary Stat	Dice	Damage	Hit	Properties
Energy Blade	Heat	Instinct	Dexterity	d8	3	6	Tech, Melee 1m,

Armor-Type	Armor	Evasion Cap
Clothes	0	16

Shield	Evasion Bonus	Evasion Cap Mod
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Credits: Inventory Weight: 9/16

Equip	Name	Quantity	Weight	Tier
☒	Energy Blade	1	2	0
☒	Clothes	1	1	0
☒	Equipment	1	3	0
☒	Bag	1	3	0

Custom Inventory:

Primary Stat	Instinct	Secondary Stat	Dexterity	Ability Hit	6	DR Power	13	WP Limit	4
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Name	WP Cost	Time	Tier	Reach	Upcasting	Requirement	Category
Move Target	2	2AP	1	15 m	+4 m for 1 WP or +1 target for 2 WP	Equipment	Control

A target of the size category big or smaller has to make a Strength DR. A creature holding the target can choose to make the Strength DR instead. On a failure, you can move it by up to 4 m.

Supernatural Step	1	-	1	-	+10 minutes for 1 WP	-	Maneuver, Utility
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You can move along vertical surfaces and across liquids for 10 minutes.

Deflect Projectile	1	2RP	1	15 m	+1d6 to damage reduction for 1 WP	-	Control, Damage, Maneuver
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You can reduce the damage of a ranged attack by 1d6. You can repel the attack and make a ranged ability attack against a target within range if you reduce the damage to 0. On a hit, the target is hit by the repelled attack (without any damage reduction).

Shield	2	1AP	1	5 m	+1d6 Temporary Vitality for 1 WP	Equipment	Healing
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An ally of your choice gains 2d6 Temporary Vitality.

Physical Shockwave	3	2AP	1	-	+1d6 damage for 1 WP, +1 m from you for 2 WP or +2 m moved for 1 WP	Equipment	Control, Damage
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All targets within 1 m of you, other than yourself, have to make a Strength DR. On a failure, they receive 2d10 Physical damage. You can also move them up to 3 m if they are of one size category larger than you or smaller. On a success, they receive half as much damage.

Push Attack	1	-	1	-	+1d4 for 1 WP, +2 on attack roll	Weapon attack	Control, Damage,
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Archetype Feature	Description
Unarmed Fighting Arts Versatile Grip	Your unarmed attacks have a base damage die of 1d10 instead of 1d4, and you can switch the Primary or Secondary Stat of any weapon you wield with Constitution, Will, Intelligence, Instinct, or Charisma. You cannot wield a weapon with the two same Stats by using this feature. You also gain one of the following Lesser Talents: Multi Wielder, One-Handed Precision, Two-Handed Attacker, or Versatile Grip.

Sub-Archetype Feature	Description
Path of Wisdom	You gain 1 WP more per Level. You can learn the Abilities of the Mental Archetype. You learn three additional Abilities.

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
Versatile Grip	When you attack with a one-handed weapon, you can decide to wield it with two hands. If you do so, you can add a 1d6 to the attack's damage.
Quick on your Feet	Your Basic Movement increases by 1 m.
Nimbleness Adept	You ignore difficult terrain. You can use your Nimbleness Skill Level instead of your Strength Bonus to calculate your jumping distance. When calculating your fall damage, you can subtract your Nimbleness Skill Level from the number of meters that you fell.

Greater Talents 0/0	Description
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Traits	Total: 0	Description
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