

Johon Soran

Skill (Stat)	Lvl	SC
Analysis (Int)		1
Animal Handling (Ins)		-1
Art (Cha)	1	2
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)	1	2
History (Int)	3	4
Improvisation (Ins)		-1
Intuition (Ins)		-1
Lockpicking (Dex)		1
Luck (Cha)	2	3
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)	2	3
Presence (Cha)	3	4
Psychology (Int)		1
Quick Fingers (Dex)		1
Raw Force (Str)		-1
Stealth (Dex)	1	2
Street Smarts (Ins)		-1
Supernatural (Int)		1
Survival (Ins)		-1
Vehicle Handling (Ins)		-1

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

Primary Stat	Will
Secondary Stat	Charisma
Ability Hit	6
DR Power	14
WP Limit	4

Proficiencies	
Weapons	Mind
Armor	-
Languages	Galactic, Havara

Resources	Current	Max
Vitality		12
Temporary Vitality		24
Willpower		17
Narrative Momentum		15

Level	1
Tier	1
Archetype	Mental
Sub-Archetype	Controller

Evasion Stat	Charisma
Evasion	15
E. without Equipment	15
Armor	0
Initiative	19
Basic Movement	3 m

Weapon	D. Type	Primary Stat	Secondary Stat	Dice	Damage	Hit	Properties
Psionic Blade	Psychic	Charisma	Will	d8	3	6	Mind, Melee 1m,
Psychic Blaster	Psychic	Charisma	Will	d8	3	6	Mind, Range 15m/45m, Loud, Reload

Armor-Type	Armor	Evasion Cap
Clothes	0	16

Shield	Evasion Bonus	Evasion Cap Mod
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Credits:

Inventory Weight: 11/18

Equip	Name	Quantity	Weight	Tier
☒	Psionic Blade	1	2	0
☒	Psychic Blaster	1	2	0
☒	Clothes	1	1	0
☒	Equipment	1	3	0
☒	Bag	1	3	0

Custom Inventory:

Primary Stat	Will	Secondary Stat	Charisma	Ability Hit	6	DR Power	14	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.

Barrier	2	1RP	1	10 m	+3 Armor for 1 WP	Equipment	Control
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You can increase the Armor of an ally who is being targeted by 6 against the effect that is targeting them.

Bleed Grenade	2	2AP	1	10 m	+1 m to cube for 2 WP or +1d6 Physical damage on failed DR for 1 WP	Equipment	Control, Damage
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Choose a 3 m cube. Everyone standing in that area has to make an Instinct DR. On a failure, they start Bleeding for five rounds.

Mind Reading	4	3AP	1	10 m	+1 target for 2 WP	Equipment	Utility
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A creature of your choice has to make a Charisma DR. On a failure, you can read their surface thoughts for 10 minutes. On a success, they notice that something is invading their mind.

Archetype Feature	Description
Mental Recharge	You regain twice as many WP whenever you regain WP.

Sub-Archetype Feature	Description
Weighted Control	You can reduce the Basic Movement of any target you hit with a Control Ability by half (rounded up, so 3 m turns into 2 m) or increase it by 1 m for the next five rounds.

Additional Feature	Description
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Path	Description
Path of Control	Choose one of your Abilities, which is of the category Control, not Healing or Damage, and Tier 1. You can now use this Ability for only 1 WP (or free if you do not have any WP left) upcasted to your WP upcast limit once per turn. This WP cost cannot be reduced.
Move Target	

Lesser Talents 1/1	Description
Powerful	Your DR Power increases by 1.

Greater Talents 0/0	Description
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Traits	Total: 0	Description
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