

Nomar Dith

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

Stats	Val	Bo	DR
Strength	13	3	5
Dexterity	13	3	3
Constitution	11	1	2
Intelligence	13	3	3
Charisma	7	-3	-3
Instinct	10	0	0
Will	10	0	2

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

Proficiencies	
Weapons	Simple, Military, Tech
Armor	Light, Medium, Heavy
Languages	Galactic, Izunoko

Resources	Current	Max
Vitality		20
Temporary Vitality		23
Willpower		12
Narrative Momentum		7

Level	1
Tier	1
Archetype	War
Sub-Archetype	Executioner

Evasion Stat	Strength
Evasion	14
E. without Equipment	16
Armor	3
Initiative	23
Basic Movement	3 m

Weapon	D. Type	Primary Stat	Secondary Stat	Dice	Damage	Hit	Properties
Chainsaw Greatsword	Physical	Strength	Intelligence	d12	5	6	Military, Melee 3m, Two-Handed, Heavy
Pistol	Physical	Dexterity	Intelligence	d8	5	6	Simple, Range 15m/45m, Loud, Reload

Armor-Type	Armor	Evasion Cap
Medium Armor	2	14

Shield	Evasion Bonus	Evasion Cap Mod
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Credits:

Inventory Weight: 18/26

Equip	Name	Quantity	Weight	Tier
☒	Chainsaw Greatsword	1	6	0
☒	Medium Armor	1	4	0
☐	Pistol	1	2	0
☒	Equipment	1	3	0
☒	Bag	1	3	0

Custom Inventory:

Primary Stat	Strength	Secondary Stat	Intelligence	Ability Hit	6	DR Power	13	WP Limit	4
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Name	WP Cost	Time	Tier	Reach	Upcasting	Requirement	Category
Cleave	2	2AP	1	-	+1 target for 1 WP, +1d8 damage for 1 WP or +2 on attack roll for 1 WP	Melee Weapon	Damage, Maneuver

You can make up to 3 melee weapon attacks against different targets. Roll the damage and attack roll only once, which counts for all attacks. You can add half the damage of your second weapon to the attacks if you are dual-wielding melee weapons and have the Lesser Talent Multi-Wielder. The attack roll is reduced by 1 if you do so.

Pull Chain	1	1AP	1	5 m	+5 m for 1 WP	Equipment	Control, Maneuver
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A target of your choice has to make a Strength DR. On a failure, you move them towards you until they are in an empty space next to you, and their movement is set to 0 at the start of their next turn. You pull yourself towards the target instead if it is one size category larger than you or they cannot be moved.

Archetype Feature	Description
Ready for War Extra Weapon Damage	Either your weapon attack damage increases by 2, your weapon hit bonus increases by 2, or both increase by 1. You learn one additional Lesser Talent.

Sub-Archetype Feature	Description
Executioners Blade	You roll a critical hit even if you roll 2 lower than needed if you reduce the Vitality of a creature below 1 until the end of your next turn or if you target a creature with less than half its maximum Vitality.

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
Hardened Armor	Your Armor increases by 1.
Durable	Your maximum Vitality increases by 2 per Level.
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.

Greater Talents 0/0	Description
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Traits	Total: 0	Description
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