

Nora Flank

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

Stats	Val	Bo	DR
Strength	10	0	0
Dexterity	13	3	5
Constitution	10	0	0
Intelligence	12	2	4
Charisma	13	3	3
Instinct	10	0	0
Will	9	-1	-1

Primary Stat	Dexterity
Secondary Stat	Charisma
Ability Hit	7
DR Power	13
WP Limit	4

Proficiencies	
Weapons	Simple, Military
Armor	Light
Languages	Galactic, English

Resources	Current	Max
Vitality		15
Temporary Vitality		21
Willpower		12
Narrative Momentum		15

Level	1
Tier	1
Archetype	Cunning
Sub-Archetype	Sharpshooter

Evasion Stat	Charisma
Evasion	15
E. without Equipment	16
Armor	1
Initiative	23
Basic Movement	3 m

Weapon	D. Type	Primary Stat	Secondary Stat	Dice	Damage	Hit	Properties
Revolver	Physical	Dexterity	Charisma	d8	3	10	Simple, Range 15m/45m, Loud, Reload
Dagger	Physical	Dexterity	Intelligence	d8	3	9	Simple, Melee 1m,

Armor-Type	Armor	Evasion Cap
Light Armor	1	15

Shield	Evasion Bonus	Evasion Cap Mod
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Credits:

Inventory Weight: 12/20

Equip	Name	Quantity	Weight	Tier
☒	Revolver	1	2	0
☒	Light Armor	1	2	0
☒	Equipment	1	3	0
☒	Bag	1	3	0
☒	Dagger	1	2	0

Custom Inventory:

Primary Stat	Dexterity	Secondary Stat	Charisma	Ability Hit	7	DR Power	13	WP Limit	4
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Name	WP Cost	Time	Tier	Reach	Upcasting	Requirement	Category
Precision Attack	1	-	1	-	+2 on attack roll for 1 WP or +1d4 damage for 1 WP	Weapon attack	Damage, Maneuver

The weapon attacks attack roll increases by 4.

Lesser Invisibility	4	3AP	1	10 m	+1 target for 2 WP	Equipment	Buff, Utility
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An ally of your choice becomes invisible for 1 hour. While they are invisible, no creature can see them and interact with them as if the creature were Blinded unless they have a Vision that could logically see the target. The invisibility stops if they use an Ability or if they attack anything.

Thermal Vision	2	1AP	1	5 m	+1 hours for 2 WP or +10 m for 1 WP	Equipment	Utility
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An ally of your choice gains Thermal Vision within 25 m for 1 hour.

Archetype Feature	Description
Cunning Skill	You can add a d4 to any Skill Check that you make with a Skill that has a Skill Level of 1 or higher.

Sub-Archetype Feature	Description
Between The Eyes	Your Attack rolls increase by 1. Your attacks ignore Armor equal to your Level for every 10 you roll above the target's Evasion.

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
Lockpicking Adept	Whenever you need to roll a Computers, Engineering, or Supernatural Skill Check, you can roll a Lockpicking Skill Check instead. Whenever you roll a Lockpicking Skill Check to open a lock or disarm a trap and succeed, you can decide to destroy the lock or trap and harvest materials worth 20 times the value you rolled.
One-Handed Precision	You can add 3 to the attack rolls of your weapon attacks if you only attack with one one-handed weapon wielded with one hand during that turn, and you are not wielding any shield (other than the weapon you are attacking with if it is a shield).

Greater Talents 0/0	Description
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Traits	Total: 0	Description
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