

SE-105

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

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

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

Proficiencies	
Weapons	Tech
Armor	-
Languages	Galactic, Binary

Resources	Current	Max
Vitality		12
Temporary Vitality		21
Willpower		17
Narrative Momentum		10

Level	1
Tier	1
Archetype	Reality
Sub-Archetype	Displacer

Evasion Stat	Intelligence
Evasion	16
E. without Equipment	16
Armor	0
Initiative	31
Basic Movement	3 m

Weapon	D. Type	Primary Stat	Secondary Stat	Dice	Damage	Hit	Properties
Energy Blaster	Heat	Intelligence	Dexterity	d8	3	6	Tech, 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: 9/18

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

Custom Inventory:

Primary Stat	Intelligence	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
Teleportation	2	1AP	1	15 m	+1 target for 2 WP or +5 m for 2 WP	Equipment	Utility

You teleport a big or smaller ally or object up to 5 m.

Spectral Bullets	3	2AP	1	15 m	one additional 1d4 for 1 WP	Equipment	Damage
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You can deal 1d4 Reality damage three times. You can target one target or several with it. This damage ignores Armor and hits automatically. Any effect that increases the damage of your Abilities only increases the damage of one of the d4.

Reality Eruption	4	3AP	1	10 m	+1d6 for 1 WP or +1 m to cube for 2 WP	-	Control, Damage
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Choose a 3 m cube. All targets in that area have to make a Dexterity DR. On a failure, you deal 4d6 Reality damage to them, and you can switch the positions of all creatures you hit as you see fit, if they are big or smaller. On a success, you deal half as much damage.

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
Reality Warper	You roll one of each of the following dice types (d20, d12, d10, d8, d6, d4) after a full rest. You can change any dice roll of any creature you can see with the roll you made with the corresponding dice. You can use each roll only once, and you have to replace them after a full rest.

Sub-Archetype Feature	Description
Displacement	When you hit a target with an Ability, you can teleport yourself or the target, if it is of the size category big or smaller, by up to 3 m. You can use this feature once per turn.

Additional Feature	Description
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Path	Description
Path of Damage	Choose one of your Abilities, which is of the category Damage, not Healing or Maneuver, 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. The damage is reduced by half if you do so. This WP cost cannot be reduced.
Spectral Bullets	

Lesser Talents 1/1	Description
Natural Ability	You gain an innate equipment with weight that is part of you and cannot be removed. The equipment is of the Tier that you are. You can change the types of upgrades it has whenever you reach a new Tier. It can only have one negative upgrade. You still need equipment to craft or upgrade items unless one of the innate equipment's upgrades influences your crafting.

Greater Talents 0/0	Description
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Traits	Total:	Description
No Maintenance	3	You do not require food, water, air, or sleep.
Elemental Immunity x1 Poison	5	Choose a Elemental damage type. You gain immunity against it. You can choose this Trait multiple times with different damage types.
Exotic Diet (Daily) x1 Energy	-6	Choose a substance, like human blood, electricity, or oil. You regularly require it to keep yourself alive. You gain 1 level of Exhaustion if you do not consume a sufficient amount of that substance for one day. You cannot remove this Exhaustion unless you consume a sufficient amount of that substance. You can choose this Trait multiple times with different substances.

Traits	Total: 0	Description
Elemental Vulnerability x1 Shock	-2	Choose a Elemental damage type. You gain vulnerability against it. You can choose this Trait multiple times with different damage types.