

Torkak No

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

Stats	Val	Bo	DR
Strength	13	3	6
Dexterity	10	0	0
Constitution	13	3	5
Intelligence	12	2	2
Charisma	8	-2	-2
Instinct	10	0	0
Will	11	1	1

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

Proficiencies	
Weapons	Simple, Medieval, Military
Armor	Light, Medium, Heavy
Languages	Galactic, Grimka

Resources	Current	Max
Vitality		20
Temporary Vitality		26
Willpower		13
Narrative Momentum		8

Level	1
Tier	1
Archetype	Bulwark
Sub-Archetype	Shielder

Evasion Stat	Strength
Evasion	13
E. without Equipment	13
Armor	5
Initiative	23
Basic Movement	3 m

Weapon	D. Type	Primary Stat	Secondary Stat	Dice	Damage	Hit	Properties
Minigun	Physical	Strength	Constitution	d12	3	6	Military, Range 10m/40m, Two-Handed, Loud, Heavy

Armor-Type	Armor	Evasion Cap
Heavy Armor	3	13

Shield	Evasion Bonus	Evasion Cap Mod
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Credits:

Inventory Weight: 18/26

Equip	Name	Quantity	Weight	Tier
☒	Minigun	1	6	0
☒	Heavy Armor	1	6	0
☒	Equipment	1	3	0
☒	Bag	1	3	0

Custom Inventory:

Primary Stat	Constitution	Secondary Stat	Strength	Ability Hit	6	DR Power	13	WP Limit	4
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Name	WP Cost	Time	Tier	Reach	Upcasting	Requirement	Category
Shield	2	1AP	1	5 m	+1d6 Temporary Vitality for 1 WP	Equipment	Healing

An ally of your choice gains 2d6 Temporary Vitality.

Projectile Barrage	3	3AP	1	-	+1 m to cube for 2 WP, +1d8 damage for 1 WP or +2 on attack roll for 1 WP	Ranged Weapon	Damage, Maneuver
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Choose a 3 m cube within the range of your ranged weapon. You make a ranged weapon attack against every target within that area. You can add half the damage of the second weapon to the attacks if you are dual-wielding ranged weapons and have the Lesser Talent Multi-Wielder.

Archetype Feature	Description
Bulwark's Defense 2 Armor	Either your <u>Armor</u> increases by 2, your <u>Evasion</u> increases by 2, or your <u>Armor</u> and <u>Evasion</u> increase by 1. You can switch the <u>Primary</u> or <u>Secondary Stat</u> of a weapon from <u>Dexterity</u> or <u>Strength</u> to <u>Constitution</u> if neither of them already are <u>Constitution</u> .

Sub-Archetype Feature	Description
Shield Generator	You gain access to the <u>Generate Shield</u> action (1 AP) during combat. You gain twice your <u>Primary Stat Bonus</u> as <u>Temporary Vitality</u> whenever you use it.

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 <u>Attack</u> action by half or gain a new attack when you use the <u>Attack</u> action that deals half damage. You can change your choice whenever you reach a new Tier.

Lesser Talents 2/2	Description
Two-Handed Attacker	You can roll the damage dice of a <u>weapon</u> twice and choose the higher value if you are wielding a <u>two-handed weapon</u> . This feature does not work if you are wielding the <u>weapon</u> with only one hand.
Close Combat Shooter	You do not have <u>disadvantage</u> on <u>ranged attacks</u> if you are within the <u>melee range</u> of an <u>enemy</u> .

Greater Talents 0/0	Description	⬆ ⬇ ⬆
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Traits	Total: 0	Description	⬆ ⬇ ⬆
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