

Zimwubu

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

Stats	Val	Bo	DR
Strength	8	-2	-1
Dexterity	13	3	4
Constitution	9	-1	0
Intelligence	13	3	6
Charisma	12	2	5
Instinct	11	1	2
Will	11	1	2

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

Proficiencies	
Weapons	Simple, Military
Armor	Light, Medium
Languages	Galactic, Brindi

Resources	Current	Max
Vitality		14
Temporary Vitality		22
Willpower		17
Narrative Momentum		12

Level	1
Tier	1
Archetype	Technology
Sub-Archetype	Mad Doctor

Evasion Stat	Intelligence
Evasion	16
E. without Equipment	16
Armor	0
Initiative	26
Basic Movement	3 m

Weapon	D. Type	Primary Stat	Secondary Stat	Dice	Damage	Hit	Properties
Pistol	Physical	Dexterity	Intelligence	d8	3	6	Simple, Range 15m/45m, Loud, Reload
Dagger	Physical	Dexterity	Intelligence	d8	3	6	Simple, Melee 1m,

Armor-Type	Armor	Evasion Cap
Clothes	0	16

Shield	Evasion Bonus	Evasion Cap Mod
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Credits:

Inventory Weight: 11/16

Equip	Name	Quantity	Weight	Tier
☒	Pistol	1	2	0
☒	Clothes	1	1	1
☒	Dagger	1	2	0
☒	Equipment	1	3	1
☒	Bag	1	3	0

Custom Inventory:

Archetype Feature	Description
Technology Crafter	You can craft, and upgrade items as if you were one Tier higher. Up to two items you start with can be 1 Tier higher if you gain this feature during character creation. If you get it outside character creation for the first time, you can instantly upgrade one item in your inventory by 1 Tier.

Sub-Archetype Feature	Description
Experimental Medicine	Whenever you restore Vitality or Temporary Vitality of an ally with a Healing Ability, you can choose to increase the amount by 50%. If you do so, the ally gains an Elemental Status Effect of your choice for five rounds. If the Ability also removes Status Effects, the Status Effect is applied after the removal. This feature does not work if the ally is immune to the Status Effect or already has it (unless it is Poisoned).

Additional Feature	Description	▲▼
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Path	Description
Path of Healing	Choose one of your Abilities, which is of the category Healing and Tier 1. You can now use this Ability without using WP upcasted to your WP upcast limit up to a number of times equal to your Primary Stat Bonus per full rest. You can only use it a number of times equal to your Tier per full rest instead if you are a summoned creature or if you transformed into this creature. This feature does not have an effect if the Ability that summoned or transformed you had no WP cost.
Ranged Heal	

Lesser Talents 1/1	Description
Medicine Adept	You can use your Medicine Skill instead of your First Aid Skill when using the Stabilize action. Healing Abilities that you use cost 1 WP less.

Greater Talents 0/0	Description	▲▼
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Traits	Total: 0	Description	▲▼
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