

Opportunist / Lv1 Human style who is easy to get along with.

Class & Level

Race & Notable Characteristics

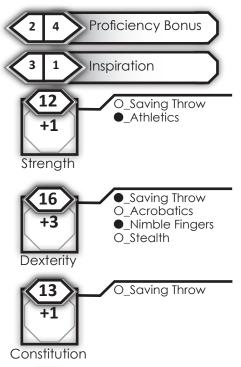
Archaicist

Background(s)

Player Name

Teklana Apasha

Character Name





Charisma O_Intimidation O_Performance O_Persuasion Persuasion 17 Passive Perception
Tech Lore Experience 2 4 5 -Special- Armor: Light Weapon Groups: Short Blades, Thrown, Slinging Tools: Explorer's Tools
Languages: Common (South Dialect), Old Tongue Proficiencies

Defense	Initiative	Speed(s)	
13 A-14	+3	30	
A-14	CP: 10 SP: 2 GTP:	Other:	
Core He	ealth:	Grit (HP):	>
Dama	ge	Damage	
	Class Specific	Points	
		/	
Hit Dice 1-d8 Hit Dice	Suc	Death Saves: cesses: Ures:	
	Condition	ns	
			1

Teklana was born to parents who loved discovery. They shared it with her at an early age, and taught her the skills she uses everyday to survive and seek her own fortune. She is extremely insightful and can usually tell when things are not going well, takes the first opportunity to leave before being caught in a bad situation with people.

Personality

Teklana would like to discover enough technology to be considered an equal to a Warlord.

Ideals

Teklana loves her parents, and they have created a secret group with a few others that gather sharing ideas and discoveries. She is very devoted to protecting them.

Teklana usually is able to hide her contempt for stupidity, but she has a need to be taken seriously. Fools have been known to brush her ideas aside.

Kyoketsu-Shoge		Dimin-	2/2	3/5			
R. Hip		Light	Dex 15	d4			
Range 5/10/15, Can Initiate Grapple 5/10 AT: S/P/B							
Sling		Dimin-	2/2	3/5			
R. Hip		Light	Dex 10	d4			
Range 5/10/15, Can Initiate Grapple 5/10 AT: B							
Net		Ranged	2/2	5			
L. Hip		Special	-				
Range 5/10/15, Grapple DC 14 Dex AT: -							
Short Sword		Short	2/2	3			
L. Hip		Balanced	Str 8	d6			
Range 5/10/15, Can Initiate Grapple 5/10 AT: P/S							
			-				
Leather Armor	Ма	x Dex +6	2/2	DC+1			
Equiped		10 lbs	Str 8	DR1			

*DR only protects Core Health. Core health is reduced when Grit is drained or when hit by a Critical. Quality Check when DR used. (See After Core Book.)

Item/Location Bonus Quality/Notes
Scavenger's Pack: Includes a backpack, a crowbar, a hammer, 10 pitons, 10 torches, a tinderbox, 10 days of rations, and a waterskin. The pack also has 50 feet of hempen rope strapped to the side of it.

2 Everlights (flash lights)

Gear

Expertise: Your proficiency bonus is doubled for any ability check you make with Perception and your use of Explorer's Tools.

Secret Languages: As an Opportunist you learned thieves' cant, hobo glyphs, and other relevant slang made of various dialects, jargons, and codes allowing you to hide messages in seemingly normal conversation or written locations. It takes four times longer to convey such a message than it does to speak the same idea plainly. In addition, you understand a set of secret signs and symbols used to convey short, simple messages, such as whether an area is dangerous or controlled territory, whether technology is nearby, or whether the people in an area are prosperous, violent, or will provide a safe house for people on the run.

Athletic:

You gain advantage on Athletics Checks when not rushed or engaged in combat, and you may always spend Inspiration on Athletics checks.

BackGround Feature-Quick Study: When studying devices from the previous age you gain +1 to your Research Checks.

Description & Features