



Opportunist / Lv1 Human	Female with an air of knowledge and style who is easy to get along with.
Class & Level	Race & Notable Characteristics
Archaicist	
Background(s)	Player Name

Teklana Apasha
Character Name

2 4 Proficiency Bonus

3 1 Inspiration

12 +1
O_Saving Throw
●_Athletics
Strength

16 +3
●_Saving Throw
O_Acrobatics
●_Nimble Fingers
O_Stealth
Dexterity

13 +1
O_Saving Throw
Constitution

14 +2
O_Saving Throw
O_Arcana
●_History
●_Investigation
O_Nature
O_Religion
●_Technology
Intelligence

16 +3
O_Saving Throw
O_Animal Handling
●_Insight
O_Medicine
●_Perception
O_Survival
Wisdom

12 +1
●_Saving Throw
O_Deception
O_Intimidation
O_Performance
●_Persuasion
Charisma

17 Passive Perception

Defense Initiative Speed(s)
13 +3 30
A-14 CP: 10 Other:
SP: 2
GTP:

Core Health: 16 Grit (HP): 9
Damage Damage
Class Specific Points
Hit Dice Total: 1-d8 Death Saves: Successes: Failures:
Hit Dice Used: Conditions

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.

Bonds
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.

Flaws

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	Max Dex +6	2/2	DC+1
Equiped	10 lbs	Str 8	DR1

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.

*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

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

Tech Lore Experience -Special-

Armor: Light
Weapon Groups: Short Blades, Thrown, Slinging
Tools: Explorer's Tools

Languages: Common (South Dialect), Old Tongue

Proficiencies