



MARKSMAN

Name: _____ Seriah Swiftshot
Race: _____ Half Elf
Title: _____ Crowd Pleaser
Role: _____ Ranged Damage
Play style: _____ High mobility
short ranged bow specialist

NAME: Seriah Swiftshot					TITLE: Crowd Pleaser		LEVEL: 4	
RACE: Half-elf					CLASS: Marksman		GENDER: Female	
MODIFIERS		HIT/CAST	CRIT MISS/FAIL	CRIT HIT/CAST	OTHER	+/-	AGE: 28	
MELEE-All		+1	5%	4% 97+	Damage	0	HEIGHT: 5'4"	
RANGED-All		+8	5%	5% 96+	Damage	0	WEIGHT: 116 lbs.	
RANGED-Bows		+13	5%	11% 90+	Damage	+1	SIZE MODIFIER	
							Medium	0
							STATS	+/-
							MOVEMENT	5
							STRENGTH	10
							AGILITY	11
							STAMINA	9
							INTELLECT	10
							WISDOM	10
							AVOIDANCE	11
							PERCEPTION	15
							RESOLVE	11
							INITIATIVE	12
							CHARM	11
							DEFENSE	
							AC	28
							ARMOR	17
							DODGE	11
							NOISY	0
							STIFF	0
							DOUBLE	0
							TRIPLE	0
							RESISTANCES	+/-
							ARCANE	20
							ELEMENTAL	18
							NATURAL	24
							HOLY	22
							DEMONIC	26
							MENTAL	20
							INIT. SCORE 12+1d12	
HP (MAX:49)								
VIGOR (MAX:24)								
FOCUS (MAX:2)								
Lose 1 Focus if failing a Resolve test after taking damage (once/round)				Focus	Glancing	Connecting	Solid (effects)	Perfect
				1:	1 to 4	5 to 10	11 to 19	20
Cannot be reduced below 1 Focus				2:	1 to 4	5 to 9	10 to 19	20
Successful Meditation grants +1 Focus				3:	1 to 4	5 to 8	9 to 19	20
EXPERIENCE: 160								
REPUTATION	COMMON: 15							



v1.3

[illegible]

Seriah Swiftshot

VIGOR (PRIMARY) SKILLS

Known	Skill Name	Level	Cost	Use	Description	Prereq
✓	Recuperate	0	0	action	regenerate one Vigor per level	free
✓	Hail of Arrows	2	8	action	fire two arrows at -10 to hit, three arrows at -15 to hit, or four arrows at -20 to hit • can hit multiple targets if in a 90 degree firing arc • bows/no-reload crossbows only • each arrow is a separate attack with its own separate hit rolls and therefore (as per the global rules for Multiple Attack Actions) no more than 2 arrows can be allocated to a single target	training
✓	Hawk Strike/Shot	3	6/8	action	max damage main hand attack, costs 2 extra Vigor if used as a shot	training
✓	Concentration	1	4	instant	next normal melee/ranged attack or any type of 'strike' or 'shot' has +15 hit	training
✓	Strength of Will	1	2	instant	increases all resistances by 10 for one round AND doubles the base Crit chance of the next line-of-sight spirit/faith ability OR triples the base Crit chance of the next melee Spirit/Faith ability	training
✓	Marksmans Aggression	3	5	instant	Marksman only: consume one Tier of focus to auto perfect next attack	training
✓	Defensive Stance	2	4	instant	+2 AC/-1 physical dam taken • if block/parry gain +5% crit on next attack, for duration of battle or until changing stances	training
✓	Improved Defensive Stance	4	7	instant	+4 AC/-2 physical damage taken • if block/parry gain +10% crit on next attack, duration of battle or until changing stances	Defensive Stance
✓	Focused Stance	4	3	instant	+3 hit with Spirit powers and physical ranged attacks, also -1 req. Stealth or +1 to focus dice roll or -1 spirit cost, for duration of battle	training

Seriah Swiftshot

FOCUS (PRIMARY) SKILLS

Known	Skill Name	Current Rank	Max Rank	Discipline	Damage (by rank)	Use	Effects (if landing Solid or Perfect)
✓	Vital Shot	2	5	Ranged	as per Weapon not Rank	action	target Bleeds for 1 auto damage per Rank each round until healed or dead • can stack
✓	Bullseye	1	3	Ranged	as per Weapon not Rank	action	ignores 30 armor per rank
✓	Salvo	2	5	Ranged	as per Weapon (x0.5) not Rank	action	Fires 1 additional projectile per rank as a single shot, using a single hit roll • must hit a seperate target with each projectile • all targets must be within a cone template • if there is not enough available targets, excess projectiles are lost
✓	Exploit Weakness	1	2	Ranged	n/a	instant	spend your instant focusing on your target, the next 'shot' type attack has +10% crit chance per rank, adding another +10% if scoring a Perfect
✓	Fadeaway	1	3	Ranged	n/a	instant	spend your instant focusing on your positioning for your next shot, immedaitely following the next 'shot' type attack you may jump back up to 1" per Rank. Doing so does not count as disengaging from combat.
✓	Recoil	1	5	Defense	n/a	OT instant	once per battle per rank, after an enemy has elected to attack but before they roll to hit, may choose to Recoil. Add current your current Focus x3 to Dodge contribution to AC & Resistances for a single attack. If sucessfully Dodging may choose to jump back up to 2" without being consider to have disengaged from combat.