

## MARKSMAN

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

	Seriah Swiftsh	ot		Crowd Pleaser			LEVEL:	4	ŀ
RACE:	Half-elf							Fem	nale
Μ	IODIFIERS	HIT/CAST	CRIT MISS/FAIL	CRIT HIT/CAST	OTHER	+/-	AGE:	2	
	MELEE-All	+1	5%	4% 97+	Damage	0	HEIGHT:	5'4	4"
	RANGED-All	+8	5%	5% 96+	Damage	0	WEIGHT:	116	lbs.
	<b>RANGED-Bows</b>							IFIER	2
							Medium	C	)
							STATS		+/-
							MOVEMENT	5	
	COMBAT SPEC	Skirmisher	See Mobile Shooter	Flanking Shots, Point	Blank Firing		STRENGTH	10	
				AGILITY	11				
PRIMARY	MAIN HAND	Heartseeker Reflex E	30w [1d12+1d6 dam		STAMINA	9			
LOAD OUT		Large Quiver: Broad			Arrows (20%) >		INTELLECT	10	
CE CONID	MAIN HAND	Large Quiver. Droadi		()	WISDOM				
SECOND LOAD OUT	OFF HAND				AVOIDANCE	11			
		Light Healing Potion		Scouts Elixir (+1mov			PERCEPTION	15	
	-	Light Healing Potion	(1d10)	Scouts Elixir (+1mov	e +5rng hit 1 ba	attle)	RESOLVE	11	
	4 slots						INITIATIVE	12	
MONEY	POUCH (GP.SP)						CHARM	11	
	LEGS	Quilted Trousers				2	DEFEN	SE	
)t)	TORSO	Quilted Shirt				2	AC	2	8
ARMOR & ITEMS (by slot)	SHOULDERS		Pteruges (once/day a	auto-resist stun. knoc	kdown. k.back)	3	ARMOR	1	7
by	FEET	Leather Boots of Imp	2	DODGE	1				
1S (		Studded Handwraps				3	NOISY	0	
ΕV		Boiled Vambraces of		STIFF	C				
Ξ	HEAD	Quilted Cap			e test once/day,	2	DOUBLE	C	
R 8		Quilled Cap				0	TRIPLE	0	
10	BACK								
RV	NECK				RESISTANC		+/-		
٩	TRINKET						ARCANE		
	OTHER			1	1		ELEMENTAL	18	
		Broadhead Arrows (20)	Trail Rations (10)				NATURAL		
	Standard	Tar Arrows (20)	Flint				HOLY		
	10 Slot Pack	Stun Arrows (20)					DEMONIC	26	
	MAX CAPACITY	Sleeping Roll					MENTAL	20	
	10 slots	х					INIT. SCORE 1	12+10	d12
HP (MA VIGOR	(MAX:24)								
FOCUS (MAX:2) Focus Glancing Connecting Lose 1 Focus if failing a Resolve test after taking damage (once/round) 1: 1 to 4 5 to 10							(effects) 19	Perfe 20	ct
Cannot be reduced below 1 Focus 2: 1 to 4 5 to 9							19	20	
Successful Meditation grants +1 Focus 3: 1 to 4 5 to 8								20	
	ENCE: 160			5. 100 1	5.000	9 to 1			
REPUTATION	COMMON: 15								v1.3

Armor Proficiencies	DETAILS								
Almor Proficiencies	Cloth, Leather								
Weapon Proficiencies	Knives, Bows, Crossbows								
Languages	Common, High Elven								
Outcast	reputation gains w/ common and/or mainstream groups are cut in half but doubled for outcast groups								
Half Breed	of High Elven descent								
Will Power									
'ill Power once/day, may elect at any time (even if critically hit) to automatically resist a single faith or spirit   based attack, effect or debuff									
Unwavering Aim									
Showmanship									
Meditation	· · · · · · · · · · · · · · · · · · ·	r entire turn (considered Vulnerable) or half-rest, regain 1 Focus if taking no damage during							
SECONDARY SKILLS:	RANK:	DETAILS:							
Performer	1	Can put on a show for: travellers camp, farmstead, trade caravan, or hamlet (see Risk tables							
Extra Sensory Perception	1	Adds +1 to either the characters Perception stat permanently (already added)							
Combat Specialist	1	Mobile Shooter: Removes the penalty for moving & shooting while firing at targets w/in 10"							
(Skirmisher)	2	Flanking Shots: shots that hit side or rear arcs w/in 10" have +5 to hit and +1 dam							
	3	Point Blank Firing: Can fire ranged weapon at targets in base contact @ -10 to hit & +2 dam							
Bow Specialist	1	+5 hit and +1 Damage with bows (already added)							
EXTRA: Fan Favorite		well loved by the common folk, a natural performer who has built a reputation for putting d show. She has wowed audiences across the continent with her remarkable skills with							
	a bow and if she ever finds herself in a place where the name Seriah Swiftshot is unknown, she can't leave until she is sure they will remember her.								
		pest known for a trick shot where she tosses a full tankard of ale into the air and puts an							

Seriah Swiftshot Known Skill Name		VIGOR (PRIMARY) SKILLS				
		Level Cost Use		Use	Description	Prereq
$\checkmark$	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
$\checkmark$	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
$\checkmark$	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
$\checkmark$	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
$\checkmark$	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
$\checkmark$	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)		
$\checkmark$	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		
$\checkmark$	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		
$\checkmark$	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.		