

Name: Daxter
 Gender: male
 Age: 12
 Background: Tutor/Dog Boy



Height / Size: medium / 5'0"
 Weight: 120 (4)
 Description: _____

BODY

Acrobatics	Adept	4d6
Athletics	Expert	5d6
Combat	Novice	3d6
Intimidate	Novice	3d6+4
Stealth	Adept	4d6
Survival	Novice	3d6

CLASS: Mentor

Lessons

Guidance

Expand Horizons

move Tutor

CLASS: Hobbyist

Dilettante (RI)

MIND

General Edu	Novice	3d6
Medicine Edu	UT	2d6
Occult Edu	Pathetic	1d6
Pokémon Edu	Expert	5d6
Technology Edu	Untrained	2d6
Guile	Pathetic	1d6-4
Perception	Novice	3d6

CLASS: TYPE Ace (Dark)

Clearer Ruse

CLASS: _____

Sanity

Madness

EDGES

Throwing Masteries / Stamina

Train the Reserves

Stealth, Command, Athletics (N)

Mounted Proficiency

* Mounted Proficiency

GENERAL FEATURES

First Aid Expertise / Commander's Voice

FOCUSED TRAINING: +1 Ac / +2 Skill

Brutal Training: +1 Crit / Effect range

SPIRIT

Charm	Untrained	2d6-4
Command	Expert	5d6
Focus	Pathetic	1d6
Intuition	UT	2d6
Honor		

MOVES

STATS

Level: 10 EXP: 9 / 10

Action Points: 07

Hit Points: 78

Injuries: 0

HP: <u>16</u>	SpAtk: <u>6</u>
Atk: <u>9</u>	SpDef: <u>6</u>
Def: <u>8</u>	Speed: <u>10</u>

PhyEva: 1 SpcEva 1 SpdEva 2

Abilities: _____

CAPABILITIES

Overland: 7 Swim: 3

Power: 5 Throwing Range: 9

Jump L/H 2/4

Overland = 3 + [(Athl+Acro)/2]

Swim = Overland/2

Throwing Range = 4 + Athl

CHARACTER CREATION **EQUIPMENT AND INVENTORY**

Background Name: _____
 + Skills: _____
 - Skills: _____

Head: _____
 Body: _____
 Main Hand: _____
 Off-Hand: _____
 Feet: _____
 Accessory: _____

HP:	SpAtk:
Atk:	SpDef:
Def:	Speed:
Level 1 Edge: <u>General Edu (N)</u>	
Level 1 Edge: <u>Perception (N)</u>	
Level 1 Edge: <u>Elemental connection (Dark)</u>	
Level 1 Edge: <u>Athletics (N)</u>	
Level 1 Feat: <u>Brutal Training</u>	
Level 1 Feat: <u>mentor</u>	
Level 1 Feat: <u>Lessons</u>	
Level 1 Feat: <u>Hobbyist</u>	
Level 1 Feat: <u>Dilettante Rank!</u>	

ITEM	#	ITEM	#

NOTES:

MONEY: ₱

PROGRESSION **LEVEL** **EDGE/FEATURE** **STAT POINT**

LEVEL	EDGE/FEATURE	STAT POINT	LEVEL	EDGE/FEATURE	STAT POINT
2	HIE	Sleathy (A) Intimidate (N)	26		
3	IF	cleaver Abuse	27		
4	IE	mantled progress	28		
5	IF	Guidance	29		
6	HIE	E: Primr Edu (EX) ATHLETICS (EX)	30		
7	IF	Expands Horizans	31		
8	E	Command (EX/PEST)	32		
9	F	Movr Tutor	33		
10	E	Acrobatics (A)	34		
11	F		35		
12	E		36		
13			37		
14			38		
15			39		
16			40		
17			41		
18			42		
19			43		
20			44		
21			45		
22			46		
23			47		
24			48		
25			49		
			50		

adjust skills
 exact skills

CHARACTER CONCEPT:

BACKGROUND: Tutor / wolf boy

• Class 01: Mentor

Required Skills: 2 of Charm, Intimidate, Intuition, or PKMW Education @ novice rank

• Class 02: Hobbyist

Required Skills: novice General Edu., Novice Perception

• Class 03: TYPE Ace (Dark) * Stealth / Guile @ Novice

Required Skills: 2 different PKMW of the chosen TYPE, TYPE-Linked Skill* at Novice

Elemental connection (of the chosen TYPE), 1 PKMW of the chosen TYPE, TYPE-Linked Skill* at Novice

- 3 Pathetic (1d6): Focus, Guile, Occult Edu
- 1 NOVICE: (3d6): Acrobatics
- 1 ADEPT: (4d6): PKMW Edu

TRAINING FEATURE: Brutal Training

- FEATURE 01: Tutor
- FEATURE 02: Lessons
- FEATURE 03: Hobbyist
- FEATURE 04: Dilettante^{RI} (Edge: Train The Reserves. / Feature: First Aid Expertise)

→ DM FEATURE: TYPE ACE / FOCUSED TRAINING

- EDGE 01: General Edu (N)
- EDGE 02: Perception (N)
- EDGE 03: Elemental Connection (Dark)
- EDGE 04: Athletics (N)

- Skill Edge 01: stealth (N)
- Skill Edge 02: Command (N)
- Skill Edge 03: Athletics (A)

→ DM EDGE: Survival (N) / Command (Adept) / Combat (N)

- HP: 10 14 18 16
 - ATK: 8 6 7 8
 - DEF: 8 6 7 8
 - SP ATK: 8 6
 - SP DEF: 8 6
 - SPEED: 8 7 8 9 10
- PHYSICAL EVADE: 1
 - SPECIAL EVADE: 1
 - SPEED EVADE: 2

PWR: BASE 4 + (Athl [N]) + (Combat [A]) = 5

Long Jump: Acrobatics ÷ 2 = 2

HIGH JUMP: Base 0 + (Acro [A]) + (Acro [N]) = 1

OVERLAND: 3 + [(Athl) + (Acro) ÷ 2] = 7

SWIM: OVERLAND ÷ 2 = 3

THROWING RANGE: 4 + Athl Ranks = 7 + 2 = 9

TRAINER HP: (TRAINER LVL x 2) + (HP x 3) + 10 = 78

ACTION POINTS: 5 6 7

Level 02: STAT POINT: ATK

EDGE: Stealth (A)

- EDGE: ~~Categoric Inclination (Body)~~ Intimidate (N)

LEVEL 03: STAT POINT: DEF

- FEATURE: Dark Ace Feature (Clever Ruse)

LEVEL 04: STAT POINT: SPD

- EDGE: Mounted Prowess

LV 5: General Feature (Amateur Trainer Bonus):

COMMANDER'S VOICE

LV 10: (CAPABLE TRAINER BONUS)

EDGE 01: Throwing Masteries Prereq: Adept Acrobatics

Increase the Throwing Range of your Poke Balls, Ranged wPNs, and other small items by 2.

EDGE 02: Stamina. Prereq: Expert Athletics or Combat

Whenever you "Take A Breather", "Take Massive Damage", or a "crit. Hit", you gain Temp. HP equal to your Athletics or Combat rank after the triggering action has resolved.

DOMAINS: CONCEPTS & FATE

THE OUTER GODS: TYPE: DARK CONCEPT: SOLITUDE

PATRON: MIGHTYENA

PATRON STATS: [ATH]

BRANDED: STATIC: B & D: p. 49-50

You have made a contract w/ a deity or other supernatural being and have been Branded for it. This Brand may or may not be of your Choosing. The other party will uphold their side of the deal and expects you to do the same. Other Legendaries may be wary to grant you Gifts in the future based on the contents of this Contract. Your Patron stats for this feature are those of the being you made a contract with. If this being was not a typical Legendary, its Patron stats are its two highest stats.

Twisted Form: Your very being becomes warped, taking on aspects of the one who branded you. You gain the Elemental Types they possess as well as a +4 to Intimate checks but receive a -4 penalty on Charm and Guile checks, as these deformations are unsettling to most people & Pokemon.

Form: Upright standing version of MIGHTYENA.