

# Kris Ahn

/u/Konaspy

<b>Classpect:</b> _____ of _____ <b>Land:</b> The Land of _____ and _____ <b>Dream Location:</b> Kingdom of _____	<b>Current XP:</b> 0 XP / 20 XP (next level) <b>Echeladder Rung:</b> 1 <b>God Tier:</b> N/A
<b>EsperHandle:</b> <b>atomicArmageddon</b>	<b>Race and Gender:</b> Female Human
<b>Ability scores:</b> Str: 8 (-1)      Int: 14 (+2) Dex: 15 (+2)      Wis: 10 (+0) Con: 10 (0)      Cha: 17 (+3)	<b>Resistances:</b> Fortitude: 8 Reflex: 14 Will: 13 (Proficient)

## Combat Quick Reference

<b>HP:</b> 15/15 <b>AC:</b> 10+2(dex)+0(armor) = 12	<b>Psionic Slots:</b> Minor - 1/1    Major - 0/0
<b>Proficiency Bonus:</b> +1	<b>Initiative:</b> +2
<b>Hit Dice:</b> 1d6 left / 1d6 max	<b>Dream Self HP:</b> 0/0
<b>Ammunition Remaining:</b> 0/0	<b>Effects:</b> ([de]buffs, status effects, exhaustion)
<b>Racial or other Special Abilities:</b> Human Resistance, Quick to Learn	

## Strife Specibi

Specibus Name	Attack Name	Damage	Attack Description
LongBowKind	Arrow	Td8+DEX	Major action: Make a ranged attack roll against a single target
DaggerKind	Slice	Td4+DEX	Major action: Make an attack against an enemy in melee range. Combo.
	Lunge	Td6+DEX	Major action: Make an attack against an enemy in melee range. Before each use of Lunge, you must move 20 feet towards your opponent.

## *Minor Psionics*

Power Name	Subpower	Power Description
Illusion	Lose: Perception	At Will: Create a sound or an image of an object that lasts for 30 seconds (5 rounds). The illusion ends early if you cast the At Will version of Lose: Perception again, or if you dismiss it as a minor action. Any attempts to interact with the illusion reveals its nature, as everything passes through the illusion. If you create an illusion, it can be no larger than a 5 foot cube and it can't move in any way. If someone that can see or hear the illusion (but not interact with it) they can still try to disbelieve it as a minor action. When they do, they make an Investigation check opposed by a psionic attack roll. If their result is greater, they realize that the illusion is not real, and gain the ability to see through it.
		Minor slot: The illusion can be larger, with a maximum size of 10 foot cube. The illusion gains the ability to move.
		Major slot: The illusion has a maximum size of a 20 foot cube, and you can have sound and images at the same time.
	Lose: Yourself	At-Will: Make a psionic attack roll with certain situational modifiers depending on the thing you are trying to imitate (-5 for objects larger than yourself, -5 for non-human things, etc.) create an illusion that makes you appear as if you were someone or something else. If your psionic attack roll surpasses a character's passive Perception, they believe in the illusion. Characters may take a minor action to roll Perception against your illusion.
		Minor Slot: Create a carbon copy illusion of yourself. This illusion follows your movements, and has an AC of 10, and an HP of 1. You may take a minor action to command the Illusion to make certain movements, however, it cannot imitate physical touch. Upon creation, make a deception roll following the above rules.

## Skills

Name	Mod + Prof. = Total	Name	Mod + Prof. = Total
Athletics (Str)	<u>-1</u>	Insight (Wis)	+0+1= <u>+1</u>
Endurance (Con)	<u>+0</u>	Medicine (Wis)	+0
Acrobatics (Dex)	<u>+2</u>	Perception (Wis)	+0+1= <u>+1</u>
Sleight of Hand (Dex)	<u>+2</u>	Sanity (Wis)	+0+1= <u>+1</u>
Stealth (Dex)	<u>+2</u>	Survival (Wis)	<u>+0</u>
Engineering (Int)	<u>+2</u>	Deception (Cha)	<u>+3</u>
Investigation (Int)	<u>+2</u>	Intimidation (Cha)	<u>+3</u>
Occult (Int)	<u>+2</u>	Persuasion (Cha)	<u>+3</u>
Animal Handling (Wis)	<u>+0</u>	Perform (Cha)	<u>+3</u>
Concentration (Wis)	<u>+0</u>		

## Pillar & Paths

<b>Pillar:</b> Sniper	<ul style="list-style-type: none"> <li><b>Ranged Training:</b> You have +1 to hit with Ranged weapons, and all ranged weapons have 10 feet extra range.</li> </ul>
<b>Path Feature 1</b>	Path Feature Effects
<b>Path Feature 2</b>	Path Feature Effects
<b>Path Feature 3</b>	Path Feature Effects
<b>Path Feature 4</b>	Path Feature Effects
<b>Path Feature 5</b>	Path Feature Effects
<b>Path Feature 6</b>	Path Feature Effects
<b>Path Feature 7</b>	Path Feature Effects
<b>Path Feature 8</b>	Path Feature Effects
<b>Path Feature 9</b>	Path Feature Effects
<b>Path Feature 10</b>	Path Feature Effects

<i>Equipment</i>					
Location	Item	Description/Effect	Location	Item	Description/Effect
Head			Necklace		
Torso			Rings		
Legs			Wrists		
Feet			Face		

<i>Sylladex</i>
<b>Type:</b> Copypasta
<b>Description:</b> Whenever Kris pull something out of his sylladex, a random Copypasta is spammed into a Twitch chat, random subreddit, text chat client, etc. If the surface that he pulled out of his sylladex is writable (i.e. a desk, or a piece of paper), the whole surface gets covered by either a picture of a meme or a copypasta.
<b>Inventory:</b> <ul style="list-style-type: none"> <li>List here what items you have in your sylladex, and if applicable, how or where they're stored in your sylladex. Lots of things!</li> </ul>

<i>Grist Cache</i>					
Build	Tier I	Tier II	Tier III	Tier IV	Tier V
0	0	0	0	0	0
Tier VI	Tier VII	Tier VIII	Tier IX	Tier X	Special
0	0	0	0	0	0

<i>Gates &amp; House Building</i>	
<b>Total Build Grist Spent:</b> 0/50 (next tier)	<b>House Tier:</b> 1
Room Name	Room Description

# Character

## Personality

- She is a very friendly person. She is not very shy at all, and will be that one person who talks to the other guy on the elevator.
- Kris does not like to start confrontations, but if someone tips her scale she will stop at nothing to make them pay.
- Goals: git gud
- She has a weird fear of someone stabbing her in the back when she's not looking and someone throwing her off a cliff somehow. Also has a fear of everyone she cares about leaving her,

**Quirk:** She types like a normal fucking person, with a few abbreviations here and there. Also likes to say "k" and "lmao."  
Except.  
When.  
She's.  
Upset.

**Looks:** Your average Asian look with a bit of German in there.

## Artwork

- [Here's a sprite](#)

## Backstory

- She plays lots of Smash Brothers Melee and thoroughly enjoys beating all his friends at it. She also plays chess, but she sucks ass at it but so does everyone else around him so it doesn't really matter. She also likes the Fire Emblem series, and ironically yells out "TIME TO TIP THE SCALES" when she makes a comeback. No one else understands him so they think that he's a bit odd when he does that. She does have plenty of friends, and they are all very close. Although she does have a bit of trouble actually meeting new people, once she gets close she becomes one of the most outspoken people within her friends. She also has above average intelligence, but is also super lazy so her grades don't really reflect that. Kris also used to do acrobatics, which explains why she has above average flexibility, but not that of an actual acrobat.
- Also, [this](#).

## Relations to other characters

- Kris and Nick play Melee together.