

Nickname: Talon
Species: Rufflet
Sex: Male
Level: 14
Experience: 203 of 220
Type: Dark/Flying
Loyalty: 3
Nature: Brave (+Attack, -Speed)
Size: Small
Weight Class: 1
Trait: Physique
Tutor Points: 2 of 4
Vitality: 10
STAB: 1d6



Stats:

Physique: [13], 63/63 **Hit Points**, + X Temporary Hit Points
Attack: [19], **CS:** -1 **Current:** [16]
Defense: [10], **CS:** -1 **Current:** [9]
Special Attack: [4], **CS:** **Current:** [4]
Special Defense: [10], **CS:** -1 **Current:** [9]
Speed: [5], **CS:** **Current:** [5]

Base Relations: Physique Trait-- Attack > Defense/Spec. Def > Spec. Attack/Speed
Evasion: +1 vs. Physical, +1 vs. Special, +1 vs. Hazard/Any

Abilities:

- **[Sheer Force]**
 - o **Effect:** This character's Moves add 3d12 to their Damage rolls. This character's Moves' Secondary Effects can never be triggered. This Ability does not affect Critical Hits or Critical Hit Range.
- **[Mach Speed]**
 - o **Effect:** Whenever this character uses a Flying Type Move, Resolve one of the following Effects. Effect 1 – The Move inflicts bonus damage equal to this character's Tick Value, +5 for each injury this Character has. Effect 2 – This character gains Damage Reduction equal to their Tick Value, +5 for each injury this character has.

Move	Type	Class	Keywords	Freq.	AC/Crit	Damage:	Range:	Effect:
Peck	Flying	Phys	N/A	At-W	3, 20+	4[3d6] +STAB	Melee, 1 Target	

Leer	Normal	Status	Friendly, Social	At-W	3, 20+	1 [2d4]	Cone 3	Targets have their Defense lowered by 1 Combat Stage
Fury Attack	Dark	Phys	Five Strike	At-W	6, 20+	5 [4d6] +STAB	Melee, 1 Target	Whenever this Move is used, roll the Accuracy check five times. After determining the number of these attacks that hit, divide this character's attack stat by that number and apply the result to each of the damage rolls. Then resolve each attack separately.
Wing Attack	Flying	Phys		At-W	3, 20+	5 [4d6] +STAB	Melee, 2 Targets	
Hone Claws	Dark	Status		Scene x2			Self	This character's Accuracy is increased by 1. This character's Attack is increased by 1 Combat Stage. This character's next attack has its critical hit range extended by 2.

Movement: Overland 3, Swim 1, Sky 5

Skills: Athl 2d6, Acro 2d6, Combat 2d6, Stealth 2d6, Percep 3d6, Focus 2d6

Tutor: [Mach Speed, 2]

Capabilities: Underdog

- [Edge]
 - o Effect

Edges:

