

Level: 2

Diagram illustrating the initial values of AC (Attack Count) and HP (Hit Points). AC is represented by a shield icon with the number 16 inside, and HP is represented by a heart icon with the number 26 inside.

Class: Athlete

Occupation: Bartender 

Speed 35 **Init** +1

Alignment:  **Law**  **Neutral**  **Chaos**

	mod	
Strength	14	+1
Agility	13	+1
Stamina	16	+2
Personality	9	+0
Intelligence	8	-1
Luck	12	+0

Saves		Attack Info	
Reflex	+2	Attack Mod	+1
Fortitude	+3	Crit Die/Table	1d8/ III
Will	+1	Action Dice	1d20

Weapons
Grapple check 1d4+1 (dam 1d4+1+ training die)
spear +2 (dan 1d8+1)
javelin +2 (dam 1d6. 30'/60'/90')

Armor
Chainmail shirt +4 (check penalty -2)

Character Details

Birth Augur: Whispers of Trivia - Number of Languages

Languages: English

Training Die: 1d4 bonus to grapple checks & physical skill checks

Scramble +1 AC while mobile & unencumbered, figured above

Giant Killer: creatures have a reduced size penalty vs athlete grapple

Creature is...	Normal bonus	Versus Athlete
Double man sized	+4	+2
Triple man sized	+8	+4
Quadruple man sized	+16	+8

Techniques of Wrestling Prowess: 3 or better on training die to perform specific wrestling technique, a la Mighty Deed

Athletic Durability: ignore 2 points subdual damage/ round

Mojo: +1 Mojo for every creature defeated with grapple damage only

Luck: Athletes may choose to add their Luck modifier to Strength, Agility, and Stamina based skill checks.

[illegible]

Equipment

3 javelins
Waterproof Backpack
Sports bottle
headset flashlight
Bottle opener