

Level: 2

AC 12

HP 16

Class: Half-elves

Occupation: Wayfarer

Speed 30 **Init** +1

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

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

Attack Info

Reflex	+2
Fortitude	+1
Will	+3

Attack Mod	+2
Crit Die/Table	1d8/ 11
Action Dice	1d20

Weapons

long sword +2 (dam 1d8)
short bow +3 (dam 1d6, 50'/100'/150')
dagger +2 (dam 1d4)

Armor

Sexy Leather +1 (fumble 1d6)

Birth Augur: Guarded by Pluto - Fortitude Saves

Languages: English, Elvish

Charisma Die: +1d3 on Personality based skill checks (not spell checks)

Adventuring Skills:

Climb Sheer Surfaces +6

Hide in Shadows +4

Acrobatics +4

Backstab +1

Successful Backstab = automatic reduced crit, 1d6/ II

Resistance: +1d on saves versus magical sleep + paralysis

Vulnerability: -1d attack rolls with cold-iron weapons, -1 AC with cold-iron armor

Mojo: +1 Mojo for every point of Fame earned

Luck: May choose to add Luck to all saving throws

Granstanding 1d3+2

Spell check 1d20+4

Cantrip

Dungeon Drone

Howitt's Flexible Form

Spellweaver Blast

Equipment

Backpack
quiver w. 24 arrows
50' rope + grapple
combat flashlight
1 alchemists charge
quiver w 24 arrows
Quality Boots