Level

1

EXPERIENCE

HP HIT POINTS: 13

EP ENERGY POINTS: 10

AP ARMOR POINTS



Profile

Name
Mecele

Ancestry
Elf

Age
18 years

Height
170 cm

Weight
55 kg

Specific features

Edges
Lockpicker

Hindrances
Kleptomania

FOOL 0 10 +1*

-1* +1

MP MORALE POINTS

-1

5

* PENALTY/BONUS ON ALL ATTRIBUTE CHECKS

Attributes

Strength		Dexterity		Intelligence	
Base	Bonus	Base	Bonus	Base	Bonus
-3		3		0	

Constitution		Perception		Charisma	
Base	Bonus	Base	Bonus	Base	Bonus
-2		2		0	

Paths

Warrior	Rogue	Druid	Mage	Priest
0	1	1	0	0

Inventory

Weapon	Path	Damage	Range
Basic Shortbow	Rogue	1d6+DEX	2-15m
Knife	Rogue	1d4+DEX	Melee

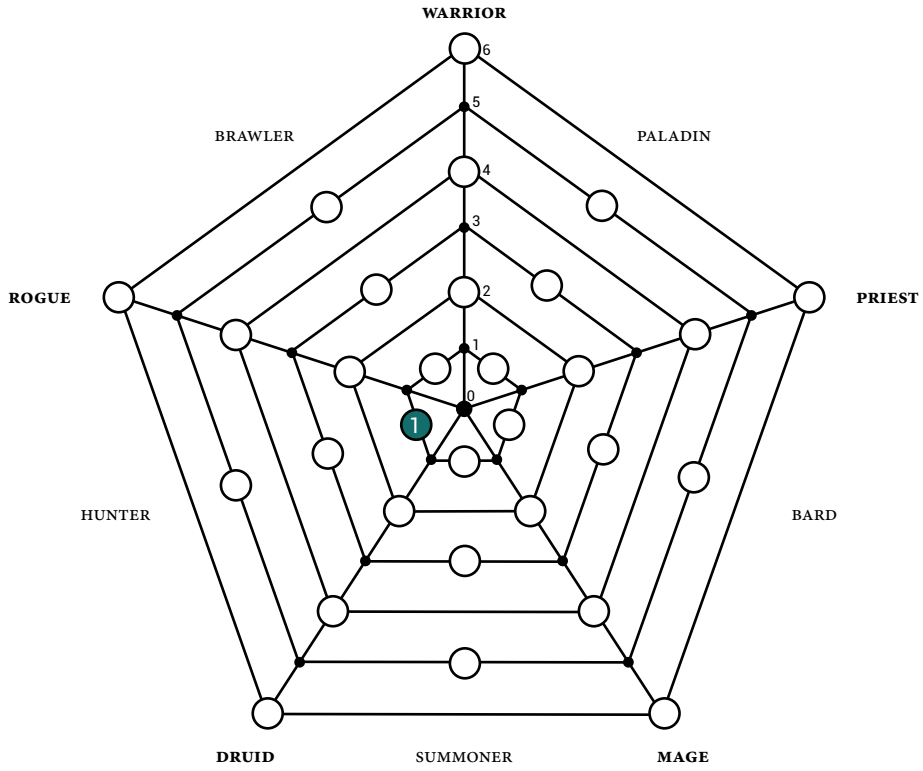
Armor	AP	Require	Penalty

Miscellaneous items
Everyday Clothes, Rope(5m), Arrow(x10), Piercing Arrow(x5), Ration(x3), Waterskin(1L), Lockpicking Kit(x2)

Currency

GP	SP	CP
GOLD PIECES	SILVER PIECES	COPPER PIECES
33	6	0
	=0.1 GP	=0.01 GP

Special Moves



Name	Effect	Path	EP	Turns
Thorn Trap	Immobilizes an enemy (2 turns)	D. & R.	3	

Biography

Mecele is a descendant of a long line of hunters who are part of the elite in the Kingdom of Epheria. Highly talented, she was nevertheless expelled from the Hunters' Academy of Aethel after being caught red-handed stealing one of the school's legendary bows. Now, Mecele aspires to try her luck at the Adventurers' Academy to restore her honor and bring pride back to her family.