LEVEL

1

EXPERIENCE

HP
HIT POINTS
16

EP
ENERGY POINTS
10

AP
ARMOR POINTS



Profile

NAME
Nastor

ANCESTRY
Human

AGE
20 years

HEIGHT
180 cm

WEIGHT
72 kg

SPECIFIC FEATURES

EDGES
Quick Learner

HINDRANCES
Poor

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
2		2		-3	

CONSTITUTION		PERCEPTION		CHARISMA	
Base	Bonus	Base	Bonus	Base	Bonus
1		0		-2	-1

PATHS

WARRIOR	ROGUE	DRUID	MAGE	PRIEST
1	1	0	0	0

INVENTORY

WEAPON	PATH	DAMAGE	RANGE
Basic Brawling Weapons	R & W	1d4+STR+DEX	Melee

ARMOR	AP	REQUIRE	PENALTY

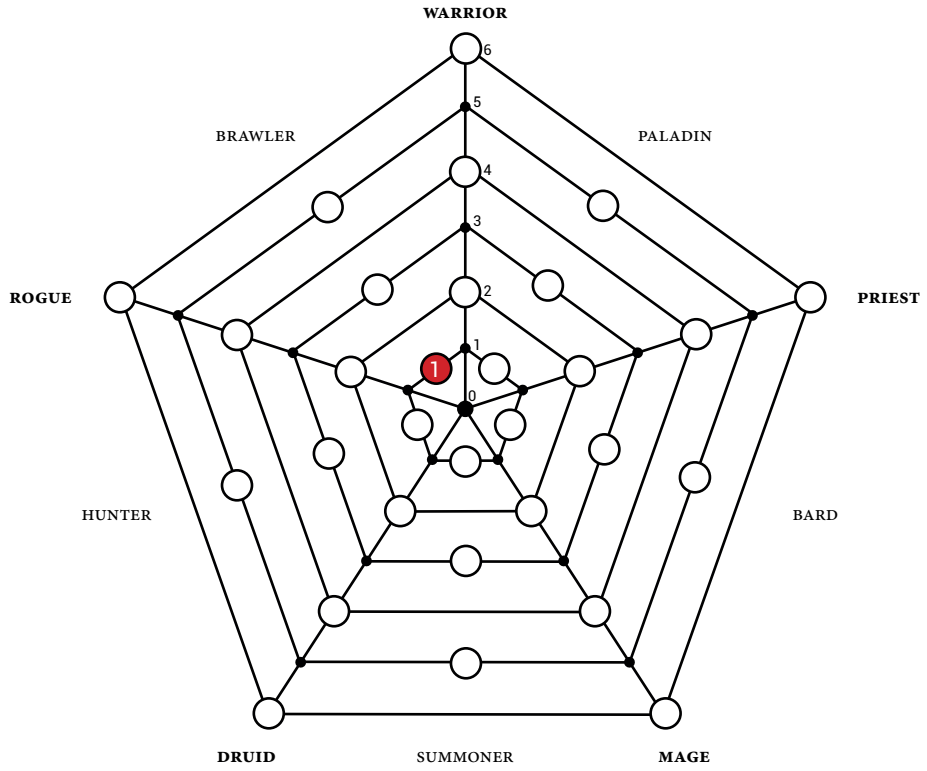
MISCELLANEOUS ITEMS

Rags, Ration(x3), Waterskin(1L),

CURRENCY

GP	SP	CP
GOLD PIECES	SILVER PIECES	COPPER PIECES
13	1	0
	=0.1 GP	=0.01 GP

Special Moves



Name	Effect	Path	EP	Turns
Palm Strike	DMG 1d6+STR+DEX and Pushes the target to 3 m	R. & W.	3	

Biography

Nastor is a former delinquent from the slums of Carleon, the capital of the Kingdom of Irdian. He grew up among a group of orphans with whom he used to steal from the city's merchants to meet his needs. His combat skills caught the eye of a guard named Adonis, who chose to send him to the Adventurers' Academy instead of prison.