

LEVEL

EXPERIENCE

1				
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Profile

NAME

Jasna

RACE

Human

AGE

21 years

SIZE

165 cm

WEIGHT

55 kg

SPÉCIFICITÉS

STRENGTHS

Elementary mastery

WEAKNESS

Sleepwalker



12



10

AP

ARMOR POINTS



CHARACTERISTICS

STRENGTH

Base	Bonus
-3	

DEXTERITY

Base	Bonus
0	

INTELLIGENCE

Base	Bonus
3	

CONSTITUTION

Base	Bonus
-3	

PERCEPTION

Base	Bonus
1	

CHARISMA

Base	Bonus
2	+1

PATHS

WARRIOR

0

THIEF

0

WIZARD

2

INVENTORY

WEAPON

Basic wand

PATH

Wizard

DAMAGE

1D8+INT

RANGE

-

ARMOR

AP

REQUIRED

MALUS

MISC ITEMS

Ration, Meals on the go...(x2), Chic clothing, Flask (1L), Invigorating Potion

FOOL



0

-1*



-1



-1



-1



-1



-1



-1



-1



-1

MP

MORALE POINTS

10



+1



+1



+1



+1



+1



+1



+1



+1



+1

5

* MALUS/BONUS ON ALL CHARACTERISTIC ROLLS

CURRENCY

GP

GOLD COINS

25

SP

SILVER COINS

9

=0,1 GP

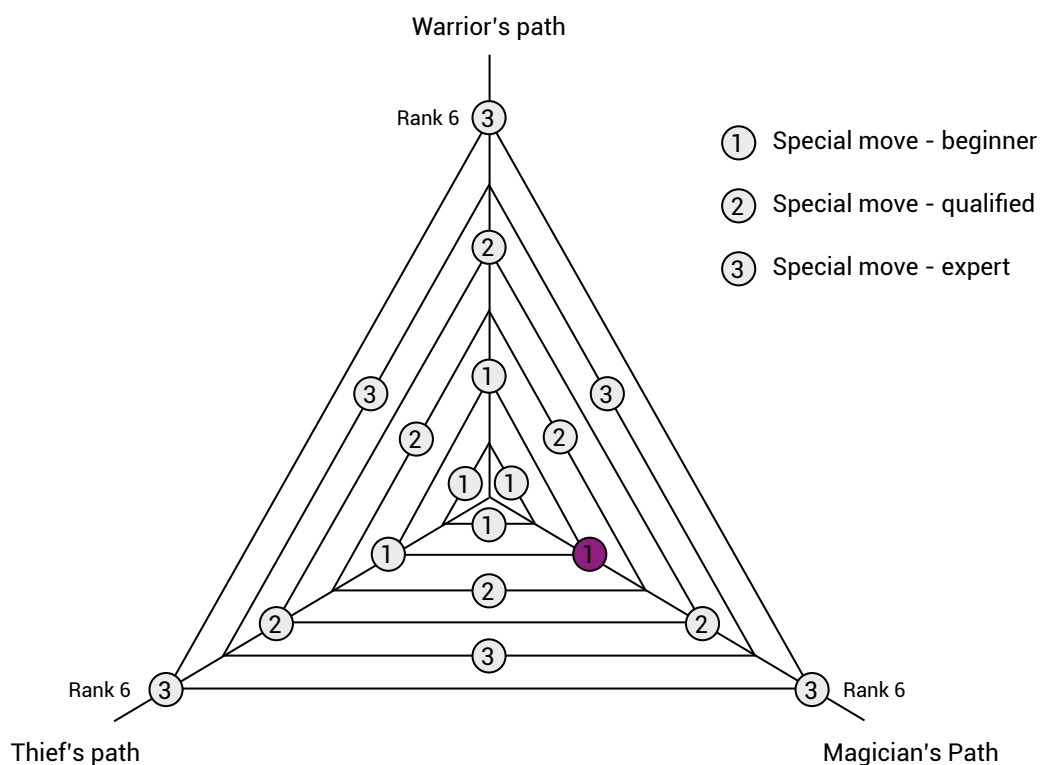
CP

COPPER COINS

0

=0,01 GP

SPECIAL MOVES



NAME	EFFECT	PATH	EP	TURNS
Elemental spell	DMG Weapon and variable effect	Wizard	3	<div style="width: 100%; height: 15px; background-color: black;"></div>
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BIOGRAPHY

Jasna hails from the small village of Klodenn in the northeast of the Republic of Rautha. Her parents discovered her affinity for magic during a night of sleepwalking when Jasna nearly set fire to the family home. After this event, Jasna decided to join the Castle City Adventurers' Academy to learn how to control her powers and no longer be a danger to her family.
