



Nastor \_\_\_\_\_ Lev : 1 Exp : \_\_\_\_\_

Nastor is a former delinquent from the slums of Carleon, capital of the Irdian kingdom. He grew up among a group of orphans with whom he used to rob the city's merchants to support himself. His fighting skills caught the eye of a guard named Adonis, who preferred to lead him to the adventurer's academy rather than behind bars.



HP (Max 16)

Progress bar for HP (Max 16)

EP (Max 10)

Progress bar for EP (Max 10)

Strength

2 +0

Dexterity

2 +0

Intelligence

-3 +0

Constitution

1 +0

Perception

1 +0

Charisma

-3 -1

Moral (Max 10)

Moral progress bar (10 circles)



Race

Human

Age

20

Size

70

Weight

176

Specificities

Blank lines for specificities

Strengths

Insight: You get 50 extra experience points at the end of each scenario.

Blank lines for strengths

Weakness

Poor: You start the game with 1d10 + 25 PO (instead of 1d20 + 50). Cancels the effect of "Bourgeois".

Blank lines for weaknesses

