



Jasna _____ Lev : 1 Exp : _____

Jasna is from the small village of Klodenn in the northeastern part of the Republic of Rautha. Her parents discovered her aptitude for magic during a night of sleepwalking when Jasna almost set the family home on fire. After this event, Jasna decided to join the Castle City Adventurer's Academy to learn how to control her powers and stop being a danger to her family.



HP (Max 12)

Progress bar for HP (Max 12)

EP (Max 10)

Progress bar for EP (Max 10)

Strength

-3 +0

Dexterity

0 +0

Intelligence

3 +0

Constitution

-3 +0

Perception

1 +0

Charisma

2 +1

Moral (Max 10)

Moral progress bar (10 circles)



Race

Human

Age

28

Size

65

Weight

121

Specificities

Blank lines for specificities

Strengths

Elementary mastery: You can master and manipulate an element such as fire, water, earth, and air, without a wand. You can use it to perform ranged damage attacks, 1d4 + Mage Rank.

Weakness

Sleepwalker: While sleeping, your character may get hurt and/or wake up in the middle of a funny situation. Make a Constitution roll to resist when this happens.



Warrior

Thief

Mage

0

0

2

LVL	Name	Effect	Range	⏪	🔥
1	🔥 Elemental spell : Ice	DMG Weapon and Immobilized (1 Turn)	1 Target between 2 to 10m	1turn	3 EP
1	🔥 Elemental spell : Lighting	DMG Weapon and Ricochet DMG/2	1 Target between 2 to 10m	1turn	3 EP
1	🔥 Elemental spell : Fire	DMG Weapon and Burn (3 turns)	1 Target between 2 to 10m	1turn	3 EP



🔥 Name	Damage	Range(ft)	Path
Basic wand	1D8+3*		Wizard

🔥 Name	AP	Requires	Malus

GP = 1GP

SP = 0.1GP

CP = 0.01GP

🔥 Name

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

Note
