



Mecele \_\_\_\_\_ Lev : 1 Exp : \_\_\_\_\_

Mecele is a young elf who grew up in one of the many villages located in the forests of Epheria. Her dexterity with the bow has long allowed her to support her family through hunting, but the expansion of Aethel's territory is beginning to scare away the wildlife in the surrounding area, reducing the hunting grounds between these villages. Mecele decided to join the alliance to make her voice heard and stop Aethel's expansion.



HP (Max 13)

Progress bar for HP (Max 13) with 13 segments.

EP (Max 10)

Progress bar for EP (Max 10) with 10 segments.

Strength

-3 +0

Dexterity

3 +0

Intelligence

-1 +0

Constitution

-2 +0

Perception

2 +0

Charisma

1 +0

Moral (Max 10)

Moral progress bar with 10 circles.



Race

Elf \_\_\_\_\_

Age

18 \_\_\_\_\_

Size

67 \_\_\_\_\_

Weight

125 \_\_\_\_\_

Specificities

Blank lines for specificities.

Strengths

Handyman: You are able to patch up broken weapons and armor. A broken weapon loses -2 damage and a patched armor loses -1 point of armor.

Weakness

Kleptomania: When you see a valuable object, your instinct is to steal it, even if it costs you a lot of money. Make a Constitution roll to resist when this happens.



Warrior

Thief

Mage

LVL	Name	Effect	Range		
1	Tactical withdrawal	DMG Weapon and Extra Move.	Weapon's range	2turn	3 EP



Name	Damage	Range(ft)	Path
Basic sword	1D8+-3	Melee	Warrior

Name	AP	Requires	Malus

GP = 1GP

SP = 0.1GP

CP = 0.01GP

Name

Flask (1L), Arrows(x10), Crochet kit, Ration, Meals on the go ... (x2), City clothes

Note

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