

**Name:** \_\_\_\_\_**Level: 1****AC** (13)**HP** (6)**Class:**

Elf

**Occupation:**

Elven forester

**Speed**

30

**Init**

0

**Alignment:****Law****Neutral****Chaos****Saves**

Reflex

1

Fortitude

2

Will

2

**Attack Info**

Attack Mod

1

Crit Die/Table

1d6/II

Action Dice

1d20

**Weapons**

Longbow +1 (dmg 1d6)

Short sword +1 (dmg 1d6)

Staff +1 (dmg 1d4)

**Armor**

Studded Leather (+3) Check penalty (-2) Fumble die (d8)

**Strength**

10

mod

0

**Agility**

9

0

**Stamina**

14

1

**Personality**

14

1

**Intelligence**

14

1

**Luck**

7

-1

**Spell Check: d20+2**

1) Patron Bond

1) Invoke Patron

1) Charm Person

1) Chill Touch

1) Color Spray

**Character Details**

Lucky Sign: Fortunate date (Missile fire attack rolls) (-1)

Languages: Common, Elven, choose 2 more

Elven traits: Heightened senses, iron vulnerability, Infravision

Elf trait: Lucky spell - choose one spell that you apply your luck mod to

**Equipment**

47 cp + 15 gp

Herbs (1 lb.)

Iron spike (1 sp)