

NAME		RACE		CLASS		HP	LEVEL	XP	
Althea		Human		Fighter		12	1	/	

STR	BONUS	DEX	BONUS	CON	BONUS	INT	BONUS	WIS	BONUS	CHA	BONUS
16	+3	13	+2	14	+2	11	+1	11	+1	12	+1
Strength		Dexterity		Constitution		Intelligence		Wisdom		Charisma	

AC

14

Base 10 + DEX bonus + Shield

SHIELD TYPE

Shield

Shield adds +2 to AC

ARMOR TYPE

Chain Shirt

DR

2

DR (Damage Reduction) is based on character Armor DR value.
DR reduces all damage except poison, disease, suffocation, or mind.

WEAPONS / EQUIPMENT / NOTES	CLASS ABILITIES	SAVE ROLLS
Dirk (1d4) Longsword (1d8) Clothes, travel Waterproof boots Belt Pouch Bedroll Blanket Flask of oil Water skin	Weapon Supremacy, Second Wind, Mighty Heave, Combat Focus, Fearless	DEX / Quick Current / ability bonus 15 / +2 CON / Tough Current / ability bonus 15 / +2 WIS / Mind Current / ability bonus 15 / +1 Current value for level 1 is 15. -1 per level; 5th level is 11. Ability + bonus for CON, DEX, and WIS subtracts from Current.
	LEVEL-UP BONUSES Adrenaline Surge Battle Roar	MONEY PP 0 GP 14 SP 0 CP 0
		APPEARANCE Female



RACE ABILITY	BACKGROUND & PERSONALITY
Versatile	

No more than 2 magical effects (spells or items) apply to the same destination.
A destination is a stat, ability, skill, actions, resources, equipment, etc.
If any single modifier is +3 or greater, then only that greatest magic/spell modifier applies.
No additional stacking occurs for that destination stat.
Stacking does not exist for any magic/spell that is +3 or greater.

[illegible]