

Name: Kyle Johnson

Mug:

Sprite: (optional)

Class: Fighter==>Bandit==>Mountain Warrior

Character Skill: Savior

Affinity: (leave this blank until I give you choices)

Personal Fault: Blinding Rage: When an ally is reduced to 0 hit points -2 skill

Personal Skills: Friendly Giant: +1 base damage VS. enemies who have attacked an ally within one turn

Preferred Stats: Strength, HP

Weapon Profs: Axe (E)

Total Level: 1

Level/Tier: 1

HP: 20 (100%)

STR: 6 (+1) (30%)

MAG: 0 (5%)

SKL: 2 (50%)

LCK: 1 (+2) (25%)

DEF: 3 (30%)

RES: 0 (+1) (25%)

SPD: 2 (15%)

CON: 6

AID: 5

MOV: 4

Bio: (optional but very much recommended)