

Name: Mikel

Mug: Don't have one yet.

Class: Trainee Fighter -> Fighter -> Warrior

Character Skill: Blossom - 3 preferred stats instead of 2, with a minimum of 3 stats increasing per level up instead of 2. The cap of the first preferred stat (Strength) is raised by 2.

Affinity: (blank for now. 2 are rolled and 1 is chosen, or the player can reroll for a third result they must take, even if they think it's worse.)

Personal Fault

Faltering Confidence - When Mikel's HP is below 50%, he suffers a -15 penalty to Hit.

Personal Skill(s):

(Trainee) - Vengeance - Mikel has a +2 damage bonus against enemies who have downed at least one teammate.

(First Class) - Thrill of Combat - +2 damage bonus for the next turn after landing the killing blow on an enemy.

(Promoted Class) - Bloodlust - +15 bonus to hit for the next turn after landing the killing blow on an enemy.

Preferred Stats: Skill, Strength, Luck

Weapon Profs: Axe (E),

Total Level: (DM fills this up)

Level/Tier: (DM fills this up)

HP: 20 (60%)

STR: 6 (50%)

MAG: 0 (0%)

SKL: 2 (60%)

LCK: 1 (+1) (30%)

DEF: 3 (50%)

RES: 0 (+2) (30%)

SPD: 2 (+1) (50%)

CON: 6

AID: 5

MOV: 4

Bio: A young man from a small village out in Aleph, who made their living through hunting, farming, and lumber. Though his family was kind, the village was relatively free of danger, and he could perform the tasks of village life easily enough, Mikel soon grew bored and restless, and rather than live a quiet life free of violence, chose to seek his fortune in the army.

Personality: A bit out of his depth, and life in a fairly isolated village means he's quite unfamiliar with a lot of things outside of stories from travelers or merchants.

Rather naive morally, but generally refuses to believe that evil of any kind is truly justified.