

Name:

Archetype:

Character Sheet

Level	EXP	Escape U/s
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Max HP

Max MP

AttributesProficienciesModifiers

ATH:	<div>Health</div>	<div>Strength</div>	<div>Speed</div>	
FIN:	<div>Dexterity</div>	<div>Stealth</div>	<div>Precision</div>	
SPR:	<div>Endurance</div>	<div>Willpower</div>		
CHR:	<div>Deception</div>	<div>Performance</div>	<div>Persuasion</div>	
INT:	<div>Research</div>	<div>Arcane</div>	<div>History Flora/Fauna</div>	
EMP:	<div>Perception</div>	<div>Know Other</div>	<div>Healing</div>	
POW:				
EVL:	<div>Intimidation</div>	<div>Chaos</div>		

Skill Bonuses

Inventory

Equipped

AC

Spellcasting Dice

Hexes	Charms	Transfiguration	Protective
<div></div>	<div></div>	<div></div>	<div></div>
Divination	Illusion	Dark Arts	Resist Magic
<div></div>	<div></div>	<div></div>	<div></div>

Skill List

Don't forget to increase the prerequisite LVL by 2 every time a skill increases.

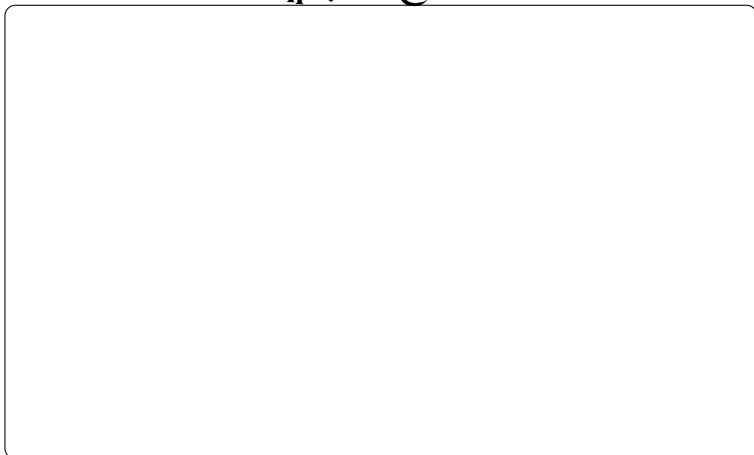
Skill	Prerequisite	Level
Ambidextrous	FIN > 10	0
Animagus	Expert Thaumaturgy	0
Apparate	Adept Sorcerer	0 0 0 0 0
Archer		0 0 0 0 0
Battlemage	Auto-gained at LVL 1	● 0 0 0 0
Brawler	Auto-gained at LVL 1	● 0 0 0 0
Catastrophic Critical		0 0 0 0 0
Clairvoyant	Auto-gained at LVL 1	● 0 0 0 0
Cleave	Strength > 2	0
Defence Against the Dark Arts		0 0 0 0 0
Defender	Auto-gained at LVL 1	● 0 0 0 0
Eagle-Eyed		0
Elegant Avoidance		0
Emergency Care		0
Familiar	Flora & Fauna > 2	0 0 0 0 0
Fast Caster	Adept Battlemage	0
Flying Lessons		0 0 0 0 0
Focussed Caster		0
Golden Touch	CHR > 10	0

Knife Handler	LVL 2	0 0 0 0 0
Linguist		0 0 0 0 0
Magician	Auto-gained at LVL 1	● 0 0 0 0
Meditation	Adept Defender	0 0 0 0 0
Merciful		0
Metamorphmagus	Expert Thaumaturgy	0
Mimicry	CHR > 13	0
Mobile		0
Momentum Dodge	ATH > 10	0 0 0 0 0
Muggle Lover		0
Musician	Performance > 0	0 0 0 0 0
Necromancer	Auto-gained at LVL 1	0 0 0 0 0
On the Ball		0 0 0 0 0
Overcome Resistance	Beginner Battlemage	0 0 0 0 0
Parry	Novice Brawler	0
Proficiency Boost	Various	0 0 0 0 0 0 0
Raw Power		0
Shadow Walker	Stealth > 3	0
Signature Spell	Novice in at least one school	0 0 0
Silent Magic		0 0 0
Sleight of Hand	FIN > 14	0 0 0 0 0
Sorcerer	Auto-gained at LVL 1	● 0 0 0 0
Species: Behind the Scenes	House-Elf Species Ability	0

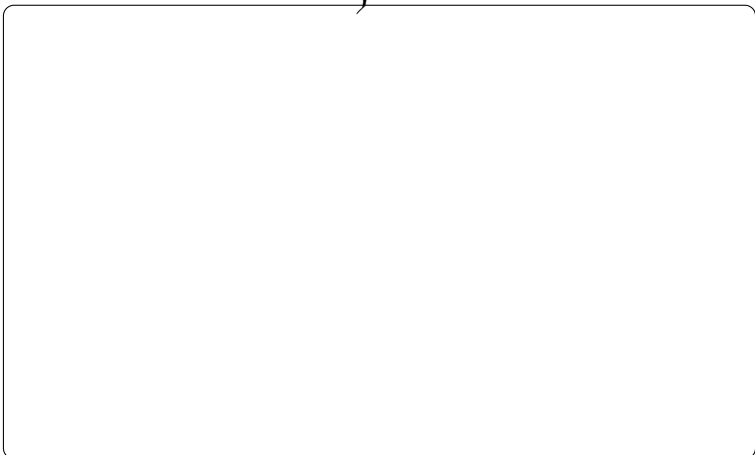
Species: Corrupted Blood	Vampire and Werewolf Species Ability	0
Species: Enormous Size	Half-Giant Species Ability	0
Species: Fury's Visage	Half-Veela Species Ability	0
Species: Night's Child	Vampire Species Ability	0
Species: Vampric Feeding	Vampire Species Ability	0
Species: Wolfblood	Werewolf Species Ability	0
Species: Wolfmoon	Werewolf Species Ability	0
Spellbinder	Adept Thaumaturge	0 0 0 0 0
Spellmaker	Master in at least one school	0
Stabiliser		0 0 0 0 0
Surge		0
Terrifying	POW > 14 or EVL > 6	0 0 0 0 0
Thaumaturgus	Auto-gained at LVL 1	● 0 0 0 0
Tool-User		0 0 0 0 0
Tough as Nails		
Undead Benefactor	Novice Defender	0
Wandless Magic	Adept Silent Magic	0
Warder		0 0 0 0 0
Weak Spot	Precision > 2	0
Withstand		0 0 0 0 0

Learned Spells

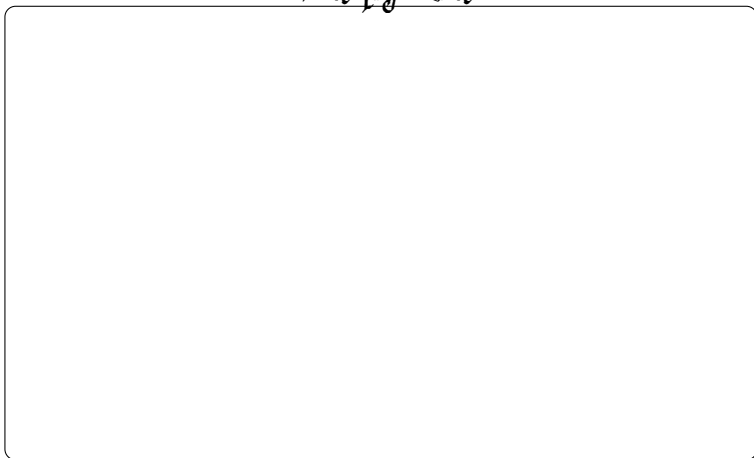
Hexes & Curses

A large, empty rectangular box with rounded corners, intended for listing hexes and curses.

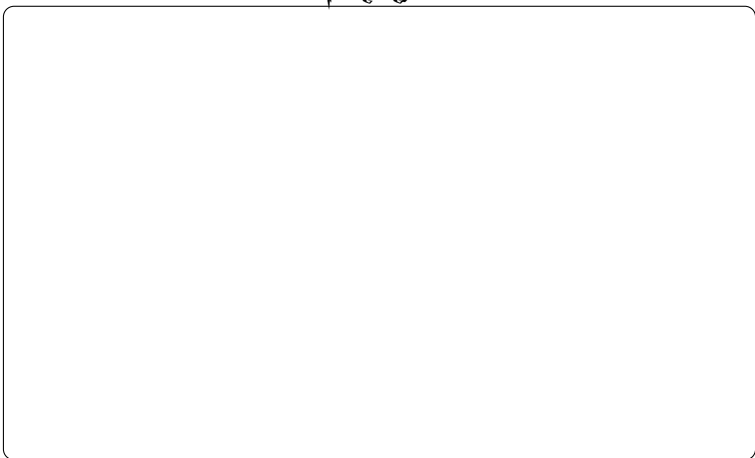
Charms

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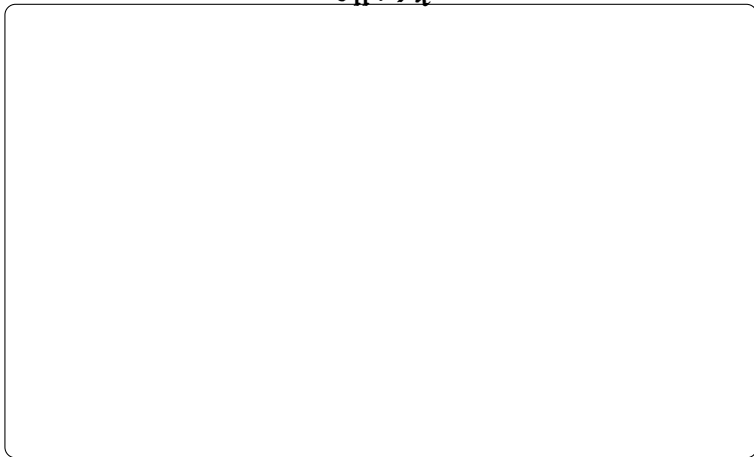
Transfiguration

A large, empty rectangular box with rounded corners, intended for listing transfiguration spells.

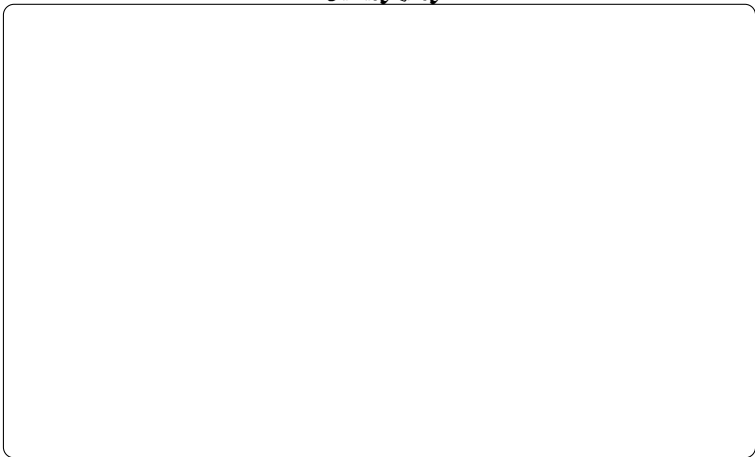
Protective

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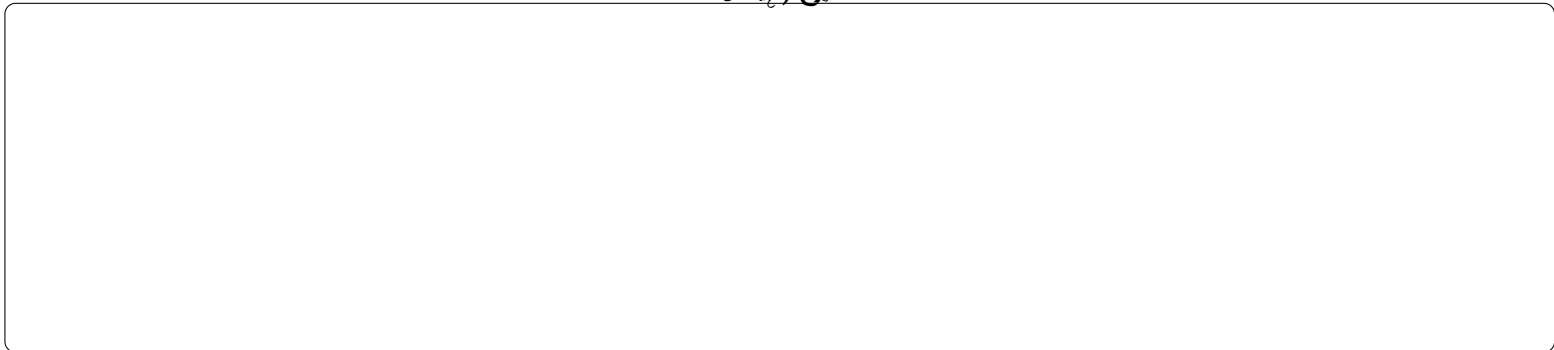
Illusion

A large, empty rectangular box with rounded corners, intended for listing illusion spells.

Divination

A large, empty rectangular box with rounded corners, intended for listing divination spells.

Dark Arts

A large, empty rectangular box with rounded corners, intended for listing dark arts.