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**Finesse**

Spirit

Charisma

Charisma

**Intelligence** **Perception**

## Perception

## Perception

**Power**

**Evil**

**Evil**

**Evil**

**Finesse**

Spirit

Charisma

Charisma

**Intelligence** **Perception**

## Perception

**Power**

**Evil**

**Evil**

A diagram consisting of two vertically stacked rectangular boxes. The top box is labeled 'Progress' and the bottom box is labeled 'Movement'. Both boxes are empty.

Level

## Progress

## Movement

## Movement

**Health Points**

**Health Points**



# Inventory

<input type="checkbox"/> Arcane (INT)	
<input type="checkbox"/> Chaos (EVL)	
<input type="checkbox"/> Compassion (PER)	
<input type="checkbox"/> Deception (CHR)	
<input type="checkbox"/> Dexterity (FIN)	
<input type="checkbox"/> Endurance (SPR)	
<input type="checkbox"/> Health (ATH)	
<input type="checkbox"/> Intimidation (EVL)	
<input type="checkbox"/> History (INT)	
<input type="checkbox"/> Nature (INT)	
<input type="checkbox"/> Observation (PER)	
<input type="checkbox"/> Performance (CHR)	
<input type="checkbox"/> Persuasion (CHR)	
<input type="checkbox"/> Precision (FIN)	
<input type="checkbox"/> Research (INT)	
<input type="checkbox"/> Speed (ATH)	
<input type="checkbox"/> Stealth (FIN)	
<input type="checkbox"/> Strength (ATH)	
<input type="checkbox"/> Willpower (SPR)	

The diagram illustrates the progression of spells. It is organized into three rows and three columns. The first row contains 'Charms', 'Divination', and 'Illusion'. The second row contains 'Recuperation', 'Transfiguration', and 'Dark Arts'. The third row contains 'Resist DV'. Arrows point from 'Charms' to 'Divination' to 'Illusion', and from 'Recuperation' to 'Transfiguration' to 'Dark Arts'. Additionally, an arrow points from 'Illusion' down to 'Dark Arts', and another arrow points from 'Dark Arts' down to 'Resist DV'.

The image contains three separate geometric diagrams. The top diagram shows a circle with a semi-circular arc attached to its top, and a horizontal arrow pointing left from the center of the arc. The middle diagram is a pointed oval shape, resembling a stylized arrowhead or a lens. The bottom diagram consists of two concentric circles with a crosshair (two perpendicular lines) centered on them.

# Dodge

# Dodge

# Dodge

# Skill List

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

Skill	Prerequisite	Level
Magic: Battlemage	Auto-gained at LVL 1	● ○ ○ ○ ○
Magic: Clairvoyant	Auto-gained at LVL 1	● ○ ○ ○ ○
Magic: Defender	Auto-gained at LVL 1	● ○ ○ ○ ○
Magic: Magician	Auto-gained at LVL 1	● ○ ○ ○ ○
Magic: Necromancer	Auto-gained at LVL 1	● ○ ○ ○ ○
Magic: Sorcerer	Auto-gained at LVL 1	● ○ ○ ○ ○
Magic: Thaumaturgus	Auto-gained at LVL 1	● ○ ○ ○ ○
Magic: Withstand	Auto-gained at LVL 1	● ○ ○ ○ ○
Always Alert		○
Ambidextrous		○
Animagus	Expert Thaumaturgy	○
Area Dodge	Speed Proficiency	○
Basic Weapons Training		○
Battlecry	CHR > 13	○
Catastrophic Critical		○ ○ ○
Cleave		○
Confident Accuracy		○
Defence Against the Dark Arts		○
Disciplined		○○
Eagle-Eyed		○
Elegant Avoidance		○
Elemental Master	Adept Sorcerer	○
Emergency Care		○

Exotic Fighter		○
Extended Range		○ ○ ○
Familiar		○
Fast Caster	Adept Battlemage	○
Fighting Dirty		○
Flying Lessons		○
Focussed Caster		○
Golden Touch	CHR > 10	○
Hulk Smash?		○
Improved Instincts		○
Increased Accuracy	FIN > 12	○
Instinctive Retribution		○
Ironclad	ATH > 15	○○
Knife Handler		○ ○ ○ ○ ○
Linguist		○ ○ ○ ○ ○
Long Range Threat		○
Meditation		○○
Merciful		○
Mimicry	CHR > 13	○
Mobile		○
Moving Target	ATH > 12	○
Muggle Lover		○
Musician		○ ○ ○ ○ ○
Overcome Resistance		○ ○ ○ ○ ○
Parry	Novice Brawler	○
Power Attack		○
Quickloose		○
Rapid Swing		○
Raw Power		○
Sentinel	PER > 13	○

Shadow Walker		○
Signature Spell	Novice in at least one school	○ ○ ○
Silent Magic		○ ○ ○
Simple Ranged Training		○
Spellmaker	Expert in at least one school	○
Stabiliser		○ ○ ○ ○ ○
Surge		○
Swordfighter		○
Tool-User		○
Tough as Nails		○
Undead Benefactor	Novice Defender	○
Wandless Magic	Beginner Silent Magic	○
Wandwork		○
Weak Spot		○
Species: Behind the Scenes	House-Elf Species Ability	○
Species: Corrupted Blood	Vampire and Werewolf Species Ability	○
Species: Enormous Size	Half-Giant Species Ability	○
Species: Fury's Visage	Half-Veela Species Ability	○
Species: Morph	Metamorphmagus Species Skill	○
Species: Night's Child	Vampire Species Ability	○
Species: Vampiric Feeding	Vampire Species Ability	○
Species: Wolfblood	Werewolf Species Ability	○
Species: Wolfmoon	Werewolf Species Ability	○

## Learned Spells

## Charms

This image shows a single sheet of white paper with horizontal blue or grey ruling lines. The lines are evenly spaced and run across the width of the page. There is no handwriting or other markings on the paper.

## Divination

This is a blank sheet of white paper with horizontal ruling lines. The lines are evenly spaced and run across the width of the page. There are approximately 20 lines visible. The paper has rounded corners on the left side and a thin black border around the edges.

## Transfiguration

## Recuperation

[illegible]

## Illusion

## Divination

This is a blank sheet of white paper with horizontal ruling lines. The lines are evenly spaced and run across the width of the page. There are no margins or other markings on the paper.

## Dark Arts