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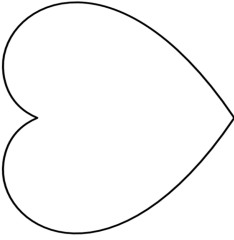
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Level

## Progress

## Expertise

## Movement

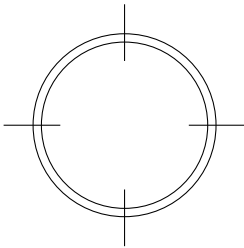


# Inventory

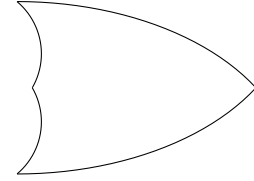
_____	Arcane	_____
_____	Chaos	_____
_____	Deception	_____
_____	Dexterity	_____
_____	Endurance	_____
_____	Emotions	_____
_____	Health	_____
_____	Intimidation	_____
_____	History	_____
_____	Nature	_____
_____	Performance	_____
_____	Persuasion	_____
_____	Precision	_____
_____	Research	_____
_____	Speed	_____
_____	Stealth	_____
_____	Strength	_____
_____	Surroundings	_____
_____	Willpower	_____

# Check Dice

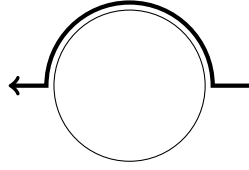
Charms	Dark Arts	Divination	Illusion
Malediction	Recuperation	Resist	Transfiguration



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	FIN > 10	○
Animagus	Expert Thaumaturgy	○
Basic Weapons Training		○
Battlecry	CHR > 13	○
Catastrophic Critical		○
Cleave	Strength > 2	○
Defence Against the Dark Arts		○
Eagle-Eyed		○
Emergency Care		○
Exotic Fighter		○
Extended Range		○ ○ ○
Familiar	Flora & Fauna > 2	○ ○ ○ ○ ○

Fast Caster	Adept Battlemage	○
Fighting Dirty		○
Flying Lessons		○
Focused Caster		○
Golden Touch	CHR > 10	○
Hulk Smash?		○
Increased Accuracy	FIN > 12	○
Instinctive Retribution		○
Ironclad	ATH > 15	○○
Knife Handler		○ ○ ○ ○ ○
Linguist		○ ○ ○ ○ ○
Long Range Threat		○
Meditation		○○
Merciful		○
Metamorphmagus	Expert Thaumaturgy	○
Mimicry	CHR > 13	○
Mobile		○
Moving Target	ATH > 12	○
Muggle Lover		○
Musician	Performance > 0	○ ○ ○ ○ ○
Overcome Resistance	Beginner Battlemage	○ ○ ○
Parry	Novice Brawler	○
Power Attack	Strength > 1	○
Quickloose		○
Raw Power		○
Sentinel	PER > 13	○
Shadow Walker	Stealth > 2	○

Signature Spell	Novice in at least one school	○ ○ ○
Silent Magic		○ ○ ○
Simple Ranged Training		○
Spellmaker	Expert in at least one school	○
Stabiliser		○ ○ ○ ○ ○
Surge		○
Swordfighter		○
Terrifying	POW > 14 or EVL > 6	○ ○ ○ ○ ○
Tool-User		○ ○ ○ ○ ○
Tough as Nails		○
Undead Benefactor	Novice Defender	○
Wandless Magic	Beginner Silent Magic	○
Weak Spot	Precision > 2	○
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: 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

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## Divination

[illegible]

## Transfiguration

## Recuperation

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## Illusion

## Divination

[illegible]

## Dark Arts