


Name
Level
House

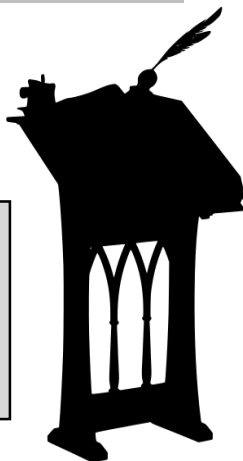
Player Name
Heritage



Stats

Strength
Dexterity
Constitution
Intelligence
Wisdom
Charisma

Magic
Mod



Skills

	Total	Ranks	Mod	Misc
Acrobatics DEX				
Athletics STR				
Appraise WIS				
Bluff CHA				
Brew Potion* MAG				
Diplomacy CHA				
Disable Dev* DEX				
Disguise CHA				
Divination* MAG				
Escape Artist* DEX				
First Aid WIS				
Fly MAG				
Forgery* INT				
Handle Animal* CHA				
Intimidate CHA				
Investigate WIS				
Knowlege (magic)* INT				
Knowledge (muggle)* INT				
Perception WIS				
Sense Motive WIS				
Sleight of Hand* DEX				
Spellcraft* MAG				
Stealth DEX				
Use Magic Device* INT				
Use Muggle Device* INT				

* = Trained Only

Saving Throws

	Total	=	Base	Ability	Other	Item
Reflex (Dex)		=				
Fort (Con)		=				
Will (Wis)		=				

Combat

Hit Points (HP)
Base Attack Bonus
AC

	Total	=	Base	Ability	Other	Temp
Initiative		=				
Melee		=				
Spells		=				

Spells - Battle/Duel

Spell name	Damage	Crit	Range
Notes:			
Notes:			
Notes:			
Notes:			

Weapons

Weapon	Weapon Enchantments
Damage	Crit
Range	
Notes:	

Initiative

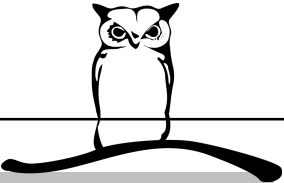
Total:
Dex
Misc

=

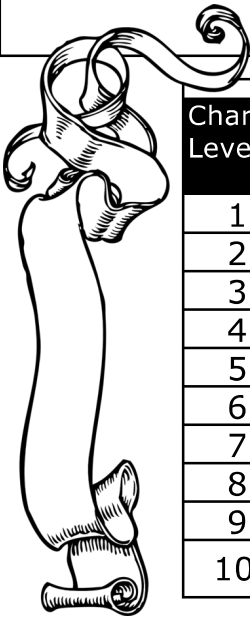
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Items

Wealth



Notes



Character Level	Spells Per Day			
	Tier 0	Tier I	Tier II	Tier III
1	3	1	0	0
2	4	2	0	0
3	5	3	0	0
4	6	4	0	0
5	7	5	1	0
6	8	6	2	0
7	9	7	3	0
8	9	8	4	0
9	9	9	5	0
10	9	10	6	1

Most Used Spells

Cantrips - Level 0

Level 1

Level 2

Level 3

Spell Class Proficiency

Charm

Conjuration

Curse

Jinx

Mind

Transfiguration

Casting a Spell:

Spell check base
+ 1d20 + Spellcraft
+ Class Proficiency