

NPC

Name

Level

House

Heritage

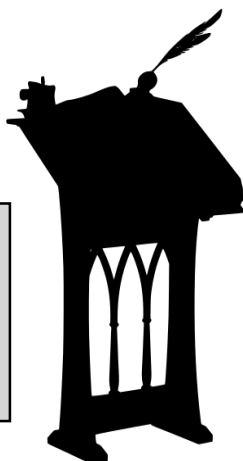


Stats

| | | |
|--------------|----------------------|----------------------|
| Strength | <input type="text"/> | <input type="text"/> |
| Dexterity | <input type="text"/> | <input type="text"/> |
| Constitution | <input type="text"/> | <input type="text"/> |
| Intelligence | <input type="text"/> | <input type="text"/> |
| Wisdom | <input type="text"/> | <input type="text"/> |
| Charisma | <input type="text"/> | <input type="text"/> |

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
 Knowledge
 (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

Saving Throws

| | Total | | Base | Ability mod | Other | Item |
|--------------|-------|----|------|-------------|-------|------|
| Reflex (Dex) | = | 10 | + | | | |
| Fort (Con) | = | 10 | + | | | |
| Will (Wis) | = | 10 | + | | | |

Combat

Hit Points (HP)

Base Attack Bonus

AC

| | Total | | Base | Ability mod | Other | Temp |
|----------------|-------|----|------|-------------|-------|------|
| Melee (Str) | = | 10 | + | | | |
| Spells (Magic) | = | 10 | + | | | |

Spells

Spell Class Proficiency

Charm

Conjuration

Curse

Jinx

Mind

Transfiguration

Description

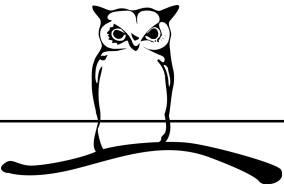
* = Trained Only

Initiative

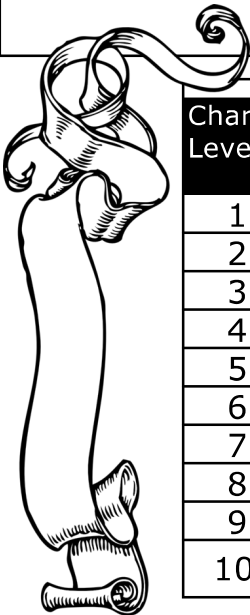
Total: = Dex + Misc

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*