


Name
Anya Autumnsworth
Level
1
House
Hufflepuff

Player Name
Annalisa
Heritage
Muggle-born



Stats

Strength
11
0

Dexterity
14
2

Constitution
10
0

Intelligence
14
2

Wisdom
15
2

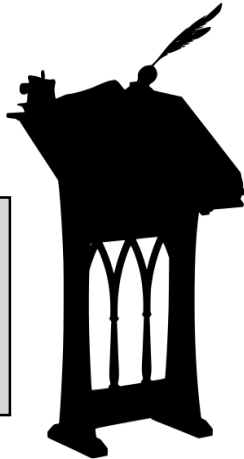
Charisma
15
2

Magic

14

Mod

2



Saving Throws

	Total		Base	Ability mod	Other	Item
Reflex (Dex)		=	10	+ 1		
Fort (Con)		=	10	+ 0		
Will (Wis)		=	10	+ 2		

Combat

Hit Points (HP)
8+1 = 9

Base Attack Bonus
0

AC
11

	Total		Base	Ability mod	Other	Temp
Melee (Str)	10	=	10	+ 0		
Spells (Magic)	13	=	10	+ 3		

Spells - Battle/Duel

Spell name	Damage	Crit	Range
Notes: N/A			

Spell name	Damage	Crit	Range
Notes: N/A			

Spell name	Damage	Crit	Range
Notes: N/A			

Spell name	Damage	Crit	Range
Notes: N/A			

Skills

	Total	Ranks	Mod	Misc
Acrobatics DEX	2		2	
Athletics STR	0		0	
Appraise WIS	2		2	
Bluff CHA	3	1	2	
Brew Potion* MAG	4	1	3	
Diplomacy CHA	5	1	2	2
Disable Dev* DEX	-		2	
Disguise CHA	2		2	
Divination* MAG	-		2	
Escape Artist* DEX	-		2	
First Aid WIS	3		2	1
Fly MAG	3	1	2	
Forgery* INT	-		2	
Handle Animal* CHA	4	1	2	1
Intimidate CHA	2		2	
Investigate WIS	3		2	1
Knowlege (magic)* INT	3	1	2	
Knowledge (muggle)* INT	5	1	2	2
Perception WIS	4	1	2	1
Sense Motive WIS	2		2	
Sleight of Hand* DEX	-		2	
Spellcraft* MAG	4	1	2	1, 1
Stealth DEX	2		2	
Use Magic Device* INT	1	1	2	-2
Use Muggle Device* INT	5	1	2	2

* = Trained Only

Weapons

Weapon	Weapon Enchantments
Damage	Crit
Range	
Notes: N/A	

Initiative

	Dex	Misc
Total: 1	= 1	+

Items

3x Plain Work Robes (black)*
 1x Plain Pointed Hat (black)*
 1x Protective Gloves (dragon hide)*
 1x Winter Cloak (Black, silver fastenings)*
 7x Books for classes*
 1x Standard Book of Spells, Vol.1*
 1x wand*
 1x Cauldron (pewter, std size 2)*
 1x set of glass phials*
 1x telescope*
 1x Brass Scales*

Wealth

100 Galleons



Notes

Wand: Redwood wood w/ a Unicorn hair core

*1st year supplies do not come out of "wealth" and cannot be sold for profit.

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

Alohomora J 5/5 unlocking
 Colloportus Ch, J 5/5/ locking
 Lumos Ch 5/5 light
 Nox J 5/5 dark
 Accio Co 10/5 objects appear
 Incendio Co 5/5 small fire
 Wingardium Leviosa Ch 5, lev
 Fumos Co 5/5 Smoke cloud

Level 2

Level 1

Aviary Co 10/5 birds appear!
 Disapp. T 10/5 writing invisible
 Disruption J 10/5 disrupt spell
 Poly Obj T 5/5 transf inan obj
 Slippery Ch/J 10/5 slip floor
 Sparks Co 10/5 color sparks!
 Sticking Ch/J 10/5 very sticky
 Entrancing M 10/5 emotion

Level 3

Spell Class Proficiency

Charm 1
 Conjuraton
 Curse
 Jinx
 Mind
 Transfiguration 1

Casting a Spell:

Spell check base
 + 1d20 + Spellcraft
 + Class Proficiency