

Name Anya Autumnsworth Level 1 House Hufflepuff

Player Name Annalisa Heritage Muggle-born



## Stats

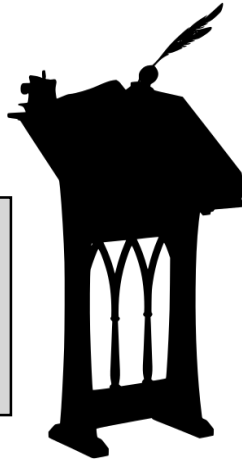
Strength	11	0
Dexterity	14	2
Constitution	10	0
Intelligence	14	2
Wisdom	15	2
Charisma	15	2

## Magic

14

Mod

2



## Skills

	Total	Ranks	Mod	Misc
Acrobatics DEX				
Athletics STR	0		0	
Appraise WIS	2		2	
Bluff CHA	2		2	
Brew Potion* MAG	4	1	3	
Diplomacy CHA	4		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	4		2	
Forgery* INT	-		2	
Handle Animal* CHA	-		2	1
Intimidate CHA	2		2	
Investigate WIS	3		2	1
Knowledge (magic)* INT	-		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

## 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

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Notes: N/A

Spell name Damage Crit Range

Notes: N/A

## Weapons

Weapon Weapon Enchantments

Damage Crit Range

Notes: N/A

## Initiative

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