

Name
Level
House

Player Name
Heritage

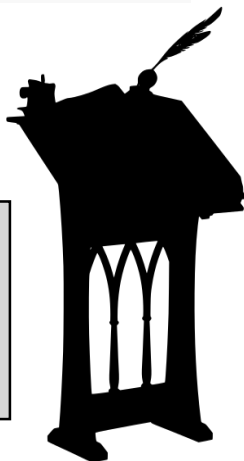


Stats

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 mod	Other	Item
Reflex (Dex)		=				
Fort (Con)		=				
Will (Wis)		=				

Combat

Hit Points (HP)

Base Attack Bonus

AC

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

Spells - Battle/Duel

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

Weapons

Weapon	Weapon Enchantments
Damage	Crit
	Range
Notes:	

Initiative

Total:

=

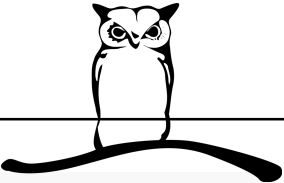
+

Dex

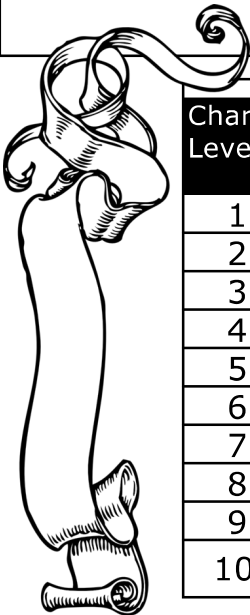
Misc

Items

Wealth



Notes



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