

Name
Level
House

Player Name
Heritage

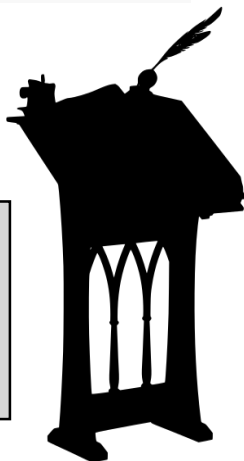


Stats

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)		=	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 - Battle/Duel

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

Weapons

Weapon	Weapon Enchantments
Damage	Crit
Notes:	

Initiative

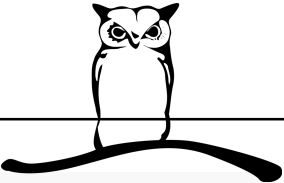
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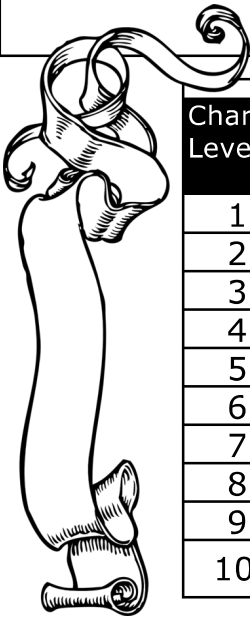
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Items

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