

# Enchanter Character Sheet

Character Name: \_\_\_\_\_ Race: \_\_\_\_\_ Level: \_\_\_\_\_

Deity: \_\_\_\_\_ Starting City: \_\_\_\_\_ Server: \_\_\_\_\_

## Attributes

Strength: \_\_\_\_\_ Agility: \_\_\_\_\_ Wisdom: \_\_\_\_\_ **Charisma:** \_\_\_\_\_  
 Stamina: \_\_\_\_\_ Dexterity: \_\_\_\_\_ **Intelligence:** \_\_\_\_\_

\*Primary attributes underlined

## Skills

	#		#	#
2H Blunt (1)	_____	Abjuration (1)	_____	Alteration (1)
Bind Wound (1)	_____	Channeling (1)	_____	Conjuration (1)
Defense (1)	_____	Divination (1)	_____	Dodge (22)
Evocation (1)	_____	Hand to Hand (1)	_____	Fishing (1)
Meditate (4)	_____	Offense (1)	_____	Piercing (1)
Research (16)	_____	Sense Heading (1)	_____	Specialization (20)
Swimming (1)	_____	Throwing (1)	_____	

## Resistances

Poison

Magic

Disease

Heat

Cold

Tot. Armor Class \_\_\_\_\_

## Armor

Tot. Armor Wt. \_\_\_\_\_

Description	AC	WT	Description	AC	WT	Description	AC	WT
Arms			Back			Chest		
Face			Feet			Hands		
Head			Legs			Neck		
Shoulders			Waist			Wrists		
Ear			Ear			Wrists		
Finger			Name	AC		Name	AC	
Finger								

## Money

Platinum \_\_\_\_\_

Gold \_\_\_\_\_

Silver \_\_\_\_\_

Copper \_\_\_\_\_

## Weight

Armor \_\_\_\_\_

Weaponry \_\_\_\_\_

Other \_\_\_\_\_

Total Wt. \_\_\_\_\_

Wt Allow \_\_\_\_\_

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## Weaponry

Weaponry Wt. \_\_\_\_\_

Weapon type & Name			Skill	Weapon type & Name			Skill
Damage	Delay	Range	Weight	Damage	Delay	Range	Weight
Melee (_____)				Melee (_____)			
Range (_____)				Ammo (_____)			
Other (_____)				Other (_____)			

## Spells

Mana Calc.	Name	Target	Effect	Mana	CT	Skill	Mem
Int /5	_____ / 5						
Add 2	+ 2						
Mult. by lvl	X						
Mana Pts.	_____						
Modify +/-	_____						
Total Mana	_____						

## Targets

S	Self
O	Object
G	Group
N	NPC only
T	PC/NPC
P	Pet
AE	Area effect

## SKILLS

- A Alteration
- B Abjuration
- C Conjuration
- D Divination
- E Evocation