Player Name	Character Name	Level	Character Bonus
Mr H	Nar	1	2

Strength	Dexterity	Grit	Focus	ntelligence	Wit	Charisma	Aura	Reserve
1	1	1	0	0	0	4	4	0

Current Health	Max Health	Stamina	Exhaustion Level	Death Points	Speed	Dark Vision
13	13	3			23	60

Condition:

Total skill proficiencies = 11

## Total number of feat tiers

Skill Name	Total	Primary	Secondary	bonus	Feat Name	Tier	Notes
Dodge	1	1			Bardic Performance	1	
Armor	1	1			Center of Attention	1	
Concentration	0	0			Magic Elemental	1	
Stabilize	1	1			Magical Source	1	poings, Long Lived 2 (Preform Instrument Lute, charm), Outer touch
Charm	6	4	4	2			
Convince	6	0	4	2			
Deceive	6	0	4	2			
Disguise	6	0	4	2			
Insight	2	0		2			
Intiative	2	0		2			
Intimidate	5	1	4				
Knowledge Arcane	2	0		2			
Knowledge street	2	0		2			
Magic Attack	6	0		2			
Magic Support	6	4		2			
Preform Instrument Lute	10	4	4	2			

Max of		Large Weight 5				Small Weight				Worthiness		
						27				10		
		Co	pper	Sil	ver	G	old	Plat	inum			Sw
									9			1
Armor	buff		r	resist	ance				added s	W	Lw	
Weapon name	skill		damag	e	damag type	e	range		Added s	W	Lw	
												-
Gear Name								,	Added s	W	Lw	Sw
Cor	nceale	ed l	Pocke	ets	cloth	ing	J				1	
	La	rge	brim	g h	at						1	
		Р	onch	0							1	
Co	oncea	lec	l Poc	ket	s (lute	e)					1	
		S	atche	el							1	
		В	edrol	I								5
Personal Tent												5
Trail Ratio	ons V	Vate	er Sk	in F	Flint A	۱nc	Stee	el				16
						То	tal	Α	dd s	W	Lw	Sw
											5	27

Current Mana	Max Mana	Spells Known	Mana Recovery
11	11	7	7

## Spells Known

Spell Name	Туре	Level	Range Type	Range	Skill vs Skill	Description
Feather Fall	Е	1	t	5	support vs 15	Slow your fall to prevent all damage of a fall
Fog	е	1	С	15		Create a fog in which people can only see 5 ft through it.
Fire	е	1	r	100	attack vs dodge	Target takes 4 plus Bonus fire damage

Current Mana	Max Mana	Spells Prepared Max	Mana Recovery

## Spells Book

Spell Name	Туре	Level	Range Type	Range	Skill vs Skill	Description	Prepared ?