

Matthias d'Slaytonthorpe

	SCORE	MOD
STR:	12	+ 0
DEX:	14	+ 1
CON:	16	+ 2
INT:	16	+ 2
WIS:	13	+ 1
CHA:	12	+ 2

MAX. HP: 10
ARMOR CLASS: 8
ATTACK BONUS: + 0
FRAY DIE: d4

GEAR
Quarterstaff
daggers (pair)
backpack
flasks of oil (5)
iron spikes (3)
lantern (1)
2-qt waterskin (5# full)
clothes (common)
camp gear (15#)
spellbook (2#)

CLASS: Mage
RACE: Human (Fey-Folk)
LEVEL: 01
XP: -0-

TRAITS AND ABILITIES

Background: Scribe
Eidetic Memory +2
Natural Linguist +2
Skilled Liar +1

TREASURE
Starting gold: 100 gp
Current: 62 gp 5 sp

WEAPON	ATK	DMG
staff	+0	1d4
dagger	+1	1d4+1

CURRENT HP
frequently varies so will be tracked elsewhere

SPELLS KNOWN AND PREPARED

FIRST: 4K/3P **SECOND:** _____ **THIRD:** _____ **FOURTH:** _____ **FIFTH:** _____

SPELL KNOWN	LVL	PREP?	SPELL KNOWN	LVL	PREP?
Detect Magic (1 min/lv)	1st		Detect Passage/Portal (1 turn)	1st	
Ward Area (10 ft-cube)	1st		Unseen Servant (1hr+1tn/lv)	1st	
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
Manipulate Fate	_____	_____	_____	_____	_____
Eldritch Swap	_____	_____	_____	_____	_____
Arcane Deflection	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____