



Name: \_\_\_\_\_  
 Blood: \_\_\_\_\_  
 House: \_\_\_\_\_  
 Casting Style: \_\_\_\_\_  
 Alignment: \_\_\_\_\_



Strength



Dexterity



Constitution



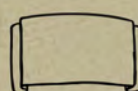
Intelligence



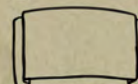
Wisdom



Charisma



Proficiency Bonus



Passive Wisdom  
(Perception)

- ☐ \_\_\_\_\_ Strength
- ☐ \_\_\_\_\_ Dexterity
- ☐ \_\_\_\_\_ Constitution
- ☐ \_\_\_\_\_ Intelligence
- ☐ \_\_\_\_\_ Wisdom
- ☐ \_\_\_\_\_ Charsima

- |   |  |  |
|---|--|--|
| <input type="checkbox"/> _____ Acrobatics (Dex)       | <input type="checkbox"/> _____ Intimidation (Cha)      | <input type="checkbox"/> _____ Performance (Cha)     |
| <input type="checkbox"/> _____ Athletics (Str)        | <input type="checkbox"/> _____ Investigation (Int)     | <input type="checkbox"/> _____ Persuasion (Cha)      |
| <input type="checkbox"/> _____ Deception (Cha)        | <input type="checkbox"/> _____ Medicine (Wis)          | <input type="checkbox"/> _____ Potion-making (Wis)   |
| <input type="checkbox"/> _____ History of Magic (Int) | <input type="checkbox"/> _____ Magical Creatures (Wis) | <input type="checkbox"/> _____ Sleight of Hand (Dex) |
| <input type="checkbox"/> _____ Herbology (Int)        | <input type="checkbox"/> _____ Muggle Studies (Int)    | <input type="checkbox"/> _____ Stealth (Dex)         |
| <input type="checkbox"/> _____ Insight (Wis)          | <input type="checkbox"/> _____ Perception (Wis)        | <input type="checkbox"/> _____ Survival (Wis)        |



Armour Class  
(AC)



Initiative  
(Dex)



Speed



Maximum Health



Current Health

Total \_\_\_\_\_

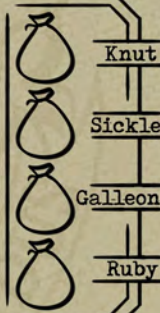
Hit Die

Success ☐ ☐ ☐

Failures ☐ ☐ ☐

Death Saves

### EQUIPMENT



### TRAITS & FEATURES

### PROFIENCIES & LANGUAGES



WAND

@carpitan

Wood \_\_\_\_\_  
Core \_\_\_\_\_  
Flexibility \_\_\_\_\_  
Length \_\_\_\_\_

Personality Traits

-----  
Ideals

-----  
Bonds

-----  
Flaws

BACKGROUND

FAMILIAR

-----  
Armour Class:  
Hit Points:  
Speed: \_\_\_\_\_

STR DEX CON INT WIS CHA

-----  
Skills:  
Senses: \_\_\_\_\_

-----  
ACTIONS

SCHEDULE

Additional Features & Traits

TREASURES



# SCHOOL OF MAGIC

Spellcasting  
Ability

Spell-Save  
DC

Spell-Attack  
Bonus

Sorcery  
Points

## CORRUPTION

Corruption  
Points

- ☐ (0 points) Pure-Hearted
- ☐ (1-4 points) Pragmatic
- ☐ (5-7 points) Devious
- ☐ (8-11 points) Vicious
- ☐ (12+ points) Vile

Corruption Boon

Corruption Effect

0 | Cantrips

Spell Level Slots Total Slots Expended

1 | |

Prepared

Spell Level Slots Total Slots Expended

2 | |

Prepared

Spell Level Slots Total Slots Expended

3 | |

Prepared

Spell Level Slots Total Slots Expended

4 | |

Prepared

Spell Level Slots Total Slots Expended

5 | |

Prepared

Spell Level Slots Total Slots Expended

6 | |

Prepared

Spell Level Slots Total Slots Expended

7 | |

Prepared

Spell Level Slots Total Slots Expended

8 | |

Prepared

Spell Level Slots Total Slots Expended

9 | |

Prepared

Spell Level Slots Total Slots Expended

10 | |

Prepared



