Name:
Traits/Notes:

ALIGNMENT



CORRUPTION



MASTERY

1 2 3

CASTS

Gear, Weapons (2 max)**, Armor** (2 max) **& Magic**

1.
2.
3.
4.
5.
6.
7.
8.
9.
10.

Permanent Magic (Natural Ability)

1.
2.
3.

Body (+/-5 max): **Mind** (+/-5 max): **Spirit** (+/-5 max):

HP



DAMAGE: Lt=1d20/10(up) **Med**=1d20/5(up) **Hvy**=1d20/2(up) **Sup**=2d20/2(up, separate)