

Character:	Traits
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(-)HP
Aging Out

MASTERY

- +3
- +2
- +1

CASTS

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90

80 **70**

60 **50**

40 **30**

20 **10**

9 **8**

7 **6**

5 **4**

3 **2**

1 **HP**

Gear, Weapons & Magic

(Max 2 Weapons (including Staff/Wand), Max 2 Protective)

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

Magic (Natural Ability)

- 1.
- 2.
- 3.

NOTES

Body (Max +/-2)	Mind (Max +/-2)	Spirit (Max +/-2)	Attack (Max +/-2)	Defense (Max +/-2)
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