

Character:	Traits
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(-)HP
Aging Out

MASTERY
+3
+2
+1

CASTS

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Gear, Weapons & Magic

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

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

Magic (Natural Ability)

- 1.
- 2.
- 3.

NOTES

Body (Max +/-5) **Mind** (Max +/-5) **Spirit** (Max +/-5) **Attack** (Max +/-2) **Defense** (Max +/-2)