

Character Picture, Name & Traits



(-)HP
Aging Out

MASTERY

+3

+2

+1

CASTS

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Gear, Weapons & Magic

(Max 2 non-Magic Weapons, Max 2 Protective, Max 1 Staff/Wand)

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 +/-5)

Defense

(Max +/-5)