NAME_____ Level_____ Prof. Bonus_____

Appearance _____ Pronouns_____

ABILITY SCORES ◦ ROLL 4D6 DROP THE LOWEST, SWAP TWO SCORES OF YOUR CHOICE

ABILITY	MAX/CURRENT	MODIFIER		TRAINED?	TOTAL
Strength	_____/_____	STR	_____	○	_____
Dexterity	_____/_____	DEX	_____	○	_____
Constitution	_____/_____	CON	_____	○	_____
Intelligence	_____/_____	INT	_____	○	_____
Wisdom	_____/_____	WIS	_____	○	_____
Charisma	_____/_____	CHA	_____	○	_____

Score	Mod
3	-4
4-5	-3
6-7	-2
8-9	-1
10-11	+0
12-13	+1
14-15	+2
16-17	+3
18-19	+4
20	+5

Armor _____

Max HP _____

Current HP _____

ATTACKS

Weapon Damage Dice:

_____ _____

_____ _____

_____ _____

TRAITS ◦ BACKGROUND

GEAR/INVENTORY ◦

CASH

SPELLS

Name Description/Results:

_____ _____

_____ _____

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_____ _____

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Spell Power

Roll	Effect	Range	Duration	Targets	Examples
+5	Cantrip (0/0)	Close	Instant	Self/1	Warm a beverage,
+3	Easy (+1/1d6)	Near	Seconds	Self/1	Charm, Frighten
+0	Normal (+2/2d6)	Near	1 min.	1	Blindness, sleep
-3	Major (+3/4d6)	Far	10 min	2	Open a Lock, Invisibility
-5	Spectacular (+4/6d6)	Far	1d4 hours	3	Polymorph
-8	Historic (+5/8d6)	Far	1d6 days	4	Create Magical Weapon

d8	**The spell goes off but....** On a partial success, choose 1-6, or roll a d8
1	you also hit an ally (or yourself) for 1d6 damage
2	You take 1d4 intelligence burn
3	You garner unwelcome attention (the gm will tell you how)
4	You forget the spell until you memorize it again
5	Cannot cast spells for 1d10 minutes
6	The GM gets to choose
7	Something about the world changes. Probably you. Save. Partial success is 1d6 hours. Failure, permanent.
8	... nothing happens...