

Name: _____		House: Artificer		Computers		
Gender: _____		Age: _____		TN=50		
Pentacles: 31		Armor: Heavy Armor (magic ring)		LoS=14		
WILL	7	Initiative	16	Speed/Sprint	18/36	Int. Analysis
BODY	2	Martial Block	Easy	Health	17	TN=34
AGILITY	3	Dodge	Easy	Hits Before Death	2	LoS=11
MAGIC	7	Magic Block	Easy	Magic Resistance	Moderate	Forging
<b>Trait</b>	<b>Level</b>	<b>LoS</b>	<b>Trait</b>	<b>Level</b>	<b>LoS</b>	TN=34
Testament	3	1				LoS=13
Innovation	3	1				Security System
Prioritization	3	1				TN=24
Trained by Mentor: Computer	3	3				LoS=9
Wealth	1					Action
Analytic Mind	3	1				TN
Specialized Training: Academics	3	1				LoS
Computers Mastery	3	1				Action
Specialized Training: Magical	3	1				TN
Forging Mastery	3	1				LoS
Forgemaster	2	1				Action
Familiar	3	3				TN
Independent Income	1					LoS
<b>Academics</b>	<b>8</b>	<b>Magical</b>	<b>9</b>	<b>Strategic</b>	<b>8</b>	
Computers	7	Alchemy		Administration		
History		Divination		Awareness		
Linguistics		Forging	7	Espionage		
Lore		Hexing		Intelligence Analysis	7	
Parapsychology		Occult		Investigation	7	
Science	6	Summoning		Organization		
Theology		Warding		Tactics		
<b>Artistic</b>	<b>4</b>	<b>Martial</b>	<b>4</b>	<b>Technical</b>	<b>4</b>	
Appraising		Blind-Fighting		Animal Handling	1	
Crafting		Disarm		First Aid		
Dancing		Dodge		Mechanics		
Disguise		Dual Wield		Salvage		
Drawing		Melee		Survival		
Performance		Ranged		Traps		
Writing		Unarmed		Weaponsmith		
<b>Athletics</b>	<b>4</b>	<b>Social</b>	<b>4</b>	<b>Underworld</b>	<b>4</b>	
Acrobatics		Appearance		Deciet		
Drive/Pilot		Conversation		Forced Entry		
Endurance		Diplomacy		Interrogation		
Lifting		Ettiquette		Intimidation		
Sleight of Hand		Gambling		Larceny		
Stealth		Persuasion		Lockpicking		
Throwing		Politics		Security Systems	7	