

Name: _____		House: Magi		Hexing (2/rd)		
Gender: _____		Age: _____		TN=45		
Pentacles: 8		Armor: Heavy Armor (whole body from a magical tattoo)		LoS=17		
WILL	6	Initiative	9	Speed/Sprint	20/40	Healing (2/rd)
BODY	3	Martial Block	Easy	Health	19	TN=35
AGILITY	3	Dodge	Easy	Hits Before Death	3	LoS=11
MAGIC	7	Magic Block (2/rd)	Extreme	Magic Resistance	Moderate	Crafting
Trait	Level	LoS	Trait	Level	LoS	TN=33
Hermetic Understanding	3	1				LoS=13
Specialized Training: Magical	3	1				Awareness
Hexing Mastery	3	1				TN=17
Trained by Mentor: Hexing	3	3				LoS=7
Familiar	3	3				Illusion
Magical Tradition: Elemental*	3	1				TN=42
Creative Soul	3	1				LoS=16
Sacred Geometry	3	1				Occult Eyes
Master Crafter	3	3				TN=36
						LoS=12
						Animal Emp
						TN=27
						LoS=6
Academics	4	Magical	13	Strategic	4	
Computers		Alchemy		Administration		
History		Divination		Awareness	7	
Linguistics		Forging		Espionage		
Lore		Hexing*	7	Intelligence Analysis		
Parapsychology		Occult	7	Investigation		
Science		Summoning		Organization		
Theology		Warding		Tactics		
Artistic	8	Martial	4	Technical	4	
Appraising		Blind-Fighting		Animal Handling	1	
Crafting*	7	Disarm		First Aid	6	
Dancing		Dodge		Mechanics	7	
Disguise		Dual Wield		Salvage		
Drawing		Melee		Survival		
Performance		Ranged		Traps		
Writing		Unarmed		Weaponsmith*	7	
Athletics	4	Social	4	Underworld	4	
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		