



Special Abilities and Quirks

Notes



Weapon and Sorcery Attacks

Combat
Attack
Bonus

Spell
Attack
Bonus

Strength
Modifier

Dexterity
Modifier

Charisma
Modifier

Melee Attack Type

Add to
Attack Roll

Attack Damage

Notes

Missile Attack Type

Add to
Attack Roll

Attack Damage

Range

Notes

Sorcery Attack Type

Add to
Attack Roll

Attack Damage

Range

Notes

Notes:

	Spell Attack Bonus		Ability Modifier		Item Modifiers	
Caster Level		Spell Points Allowed		Spell Points Used		dx Die Damage
One Staging	<ul style="list-style-type: none"> * Increase dx by 1 die * Increase range * Increase duration * Increase area of effect * Increase caster level for overcoming MI 	Two Stagings	<ul style="list-style-type: none"> * Change energy type * Change touch to 30' range * Change touch to 10' emanation * Move origin 30' 	Three Stagings		<ul style="list-style-type: none"> * Exclude targets from area
				Four Stagings		<ul style="list-style-type: none"> * Change single target ranged to 20' burst

Spell Name

Bonus to Hit

Spell Description

Inventory

Backpack Spaces

Backpack?

Unencumbered Body Spaces

Spaces	Items	Hands
1		
2		
3		
4		
5		

Belt Spaces

Belt?

Spaces	Items	Hands
1		
2		
3		
4		
5		

Zero Space Items

Spaces	Items	Hands
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		
11		
12		
13		
14		
15		
16		
17		
18		
19		
20		

Iron League Foot Locker

Worn Magic Item Accounting

#	Item	Slot
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		

Conjurations and Guardians

