No	ame	Shay	y Talix	Seroc	1				20	2	n	
Abilities							4 U		U			
			Score			Mod	ifier		HP	Alt		Dam.
Stre	ength	15		15	+2	2	+2			Clas	ses	
	luscle			16	+3		+3			Wild I	Mage	-
Dexi	amina tavit	_		<i>14</i> 15	+2		+2	_		Lev		
Dexi	Ain			16	+3		+3					
Ва	alance			14	+2		+2			2		
Constitu				15	+2		+2			perienc	ce Po	ints
	Health			14	+2		+2		Total:	,		
	itness bility			16 12	+3		+3		To next L	evel: vel Adj	ustma	onts
	Speed			14	+2		+2	_	Racial:	чеі Ацј	usime	nus
	emen			10	+(+0		Special:			
Intellig			,	16	+3		+3			TAI		
Know	_			16	+3		+3		Corrupt	tion:	De	pravity:
	soning			16	+3		+3	_	0			1
	sdom uition			16 14	+2		+3		Sani	ty:		50/8
	powe			18	+4		+4		T	•4	0	, 0
Char	isma	18	3	18	+4	1	+4		Insan	ity:	0	±0
	uence			20	+.		+5		A	4ffin	itie	25
Phys. B				16	+3		+3			-		
	Fëa Sou			18 18	+4		+4		Psych			lystic (
	Luck	_		18	+4		+4		029	%	9	6%
			•	Ba	se Att	ack S	Scores			•		
Base	M	uscle	Size	Misc	/ Epic			ì	Base Melee	Attack	Prog	ression
+0		+3	+0		+0		- 0			+3		
#()		4 <i>im</i> +3	Size +0		<i>E / Epic</i> +()		<i>Bonus</i> ⊢()	В	ase Range	<u>4 Attaci</u> +3	k Prog	gression
10								D.	u a ta a ti a ta			
A	rmor	Name	<u>v eapon</u>	S, Armo AC B		etas e Ma	x Otne x Dex to	AC	rotection Check Pe	enalty	Spe	ell Failure
		Leathe	er	+		1/240	+5		-1	- Turing	_	00%
		Other I	Propertie:	s (Master								p Speed
		ck with		styling								30 ft.
Absorb R	ate	C1 · 1 ·		; 1P; 0E	3 15H			_		1		# F '
			<i>Name</i> one		AC Bonus +()			S	Check Pe	enalty	•	<u>ll Failure</u> 00%
				s (Master	work / N	Magica		ıic)	-0		Top Speed	
												30 ft.
Absorb R				s; 0P; 01		; Hit		e: 10				
Deflectio	n		Psionic O	Insight	_		Other		Profane/S		1	<i>Natural</i>
+0			-0	+0 +0				+0			+0	
		Name		Melee Attack Progressio							Dame	
Spiked Chain Attack B Damage B Special B					+3 2d4+ Ranged Attack Progression Crit Range / N							
+()	+		+()		zungeu	- Auuc	-	233101		ora Ru	$\frac{100}{20/2}$	
~		her Prop	erties (M	asterwork		ical / F	Psionic)			Туре	e	Range
		10	ft total	Reach.						Peirci	ing	5/10 ft.
W	'eapoi	n Name			Melee	Attack	R Progres	ssion			Dame	age
Attack D	Dam	na P C	nacial D			A44	ok D			Cuit D	mac.	Multipli
+()	tack B Damage B Special B Attack B Crit Range / Mul +0 +0 +0 20/x											
. 0		~		asterwork	k / Magi	ical / F	Psionic)			Туре		Range
			•									
					Psi	onics	5					
PPE Cost	Disp	lay					Power 1	Vam	e			
Total	PPE_		PPE	Used							Surge	e Bonus
10111											~ m &	

Player DMPC

						Magic
Armor Cl	15	10	+2	+3	+0	+0
Fortitude	+6	+3	+3			
Reflex	+5	+3	+2			
Will	+4	+0	+4			
Soul	+6	+2	+4			
Initiative	+2		+2			

Movement & Encumbrance									
Weight	Move	Category	Max Dex	Check P					
76	42	Light	_	_					
153	42	Medium	+3	-3					
230	28	Heavy	+1	-6					
460	7	Lift	+0	*					
1,150	14	Push	*	*					

Special Qualities / Abilities Human: +1 Skill Point/Level Attuned to Magic, Wild Magic, Magical Reverb

S	Skills			
Skill Name	Total	Rank	Abil	Mod
Applied Sci ()	+3	0	Know	+3
Alchemy	+3	0	Reas	+3
Appraise	+2	0	Re/Inu	+2
Assense	+7	5	Intuitiion	+2
Autohypnosis	+8	4	Will	+4
Balance	+2	0		+2
Bluff	+8	3	Influence	
Bureaucracy (cc)	+5	0	Inf+Soc	
Climb	+2	0	Mus/Bal	+2
Concentration	+7	3	Will	+4
Craft ()	+0	0	Varies	+0
Craft ()	+3	0	Reas	+3
Decipher Script	+2	0	Inu/Rea	+2
Diplomacy	+8	3	Inf+Soc	+5+0
Disable Device	+2	0	Inu/Dex	+2
Disguise	+4	0	Inf/Rea	+4
Engineering	+3	0	Reason	+3
Escape Artist	+2	0	Dexterity	+2
First Aid	+2	0	Inu/Kno	+2
Forgery	+3	0	Inf/Int	+3
Gather Information	+5	0	Infl	+5
Handle Animal	+5	0	Infl	+5
Hide	+2	0	Balance	+2
Intimidate	+0	0		±0
Jump	+3	0		+3
Know. (Acrana)	+8	5	Know	+3
Knowledge ()	+3	0	Know	+3
Knowledge ()	+3	0	Know	+3
Listen	+2	0	Intuition	+2
Move Silently	+2	0	Balance	+2
Nautical	+2	0	Intu/Reas	+2
Open Lock	+2	0	Dx/Rea	+2
Overchannel	+6	3	Con/Inf	+3
Perform ()	+0	0	Varies	+0
Profession ()	+0	0	Vaires	+0
Psicraft	+3	0	Reason	+3
Read Lips	+2	0	Intuition	+2
Ride	+2	0	Balance	+2
Scry	+3	0	Reason	+3
Search	+3	0	Reason	+3
Sense Motive	+5	3	Intuition	+2
Slight of Hand	+2	0	Dexterity	+2
Spellcraft	+11	5	Inf+Con	+5+1
Spot	+2	0	Intuition	
Survival	+2	0	Intu/Kno	
Swim	+2	0	Stam/Fit	
Tumble	+2	0	Balance	+2
	+9	4	Influence	-
Use Magical Device				
Use Psionic Device	+5	0	Influence	
Use Rope	+2	0	Dex/Kno	
Use Scientific Apparatus	+3	0	Reason	+3

Jam Name	Normal (Mundane / Masterwork) Equipment								Ma	oney			
Sudded Leather Fromze Spell Orb Black Silk Dress 3 Artisan's Tools (Etching) Beekeeper's Suit 1 Signet Ring (Dark Metal) Book of Origin, Simple 1 Book of Origin, Simpl	Item Name							Lbs	Tot			Koji	Aros
Studded Leather 1		1								Stored 0	0	0	0
Black Cloth Dress 3		1									0	0	0
Black Sith Dress 3 Artisan's Tools (Etching) 1set Beckeeper's Suit 1 Signet Ring (Dark Metal) 1 Blank Hand 1 Black Color of Circuity Statistics Personal Information & Other Statistics Personal Inform		1										-	-
Total Weight Special Powers Special Powers Language Starting Simple Total Weight Special Powers Language Starting Special Powers Starting Special Powe										Other I	Valuabl	as	
Artisan's I dois (Etching) Reckeeper's Suit 1	Black Cloth Dress	3											Subtotal
Beckeeper's Suit 1 Marbles, bag of 1 Book of Origin, Simple 1 Waluables Total 0 Mx Marbles, bag of 1 Book of Origin, Simple 1 Waluables Total 0 Mx Canan Total 0 Mx Language State 1 Mystic		1set									1 1		
Marbles, bag of Book of Origin, Simple 1	Beekeeper's Suit	1											•
Personal Information & Other Statistics Special Magical / Psionic / Artifact) Equipment Father Forestein Personal Information & Other Statistics Special Forestein Personal Information & Other Statistics Perso		1											
Valuables Total 0 Mk Grand Total 0 Mk 0 M		1											
Canning Controlled Undead Controlled Und	Book of Origin, Simple	1											
Canning Controlled Undead Controlled Und													
Canning Controlled Undead Controlled Und													
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Canning Controlled Undead Controlled Und													
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Canning Controlled Undead Controlled Und													
Language Name Tot+ Ranks Int+ Imperial 111 8 43										Valu	ables T	otal	0 Mk
Language Name Tot+ Ranks Int+ Imperial 111 8 43										G	Grand T	otal	0 Mk
Language Name Tot+ Ranks Int+ Imperial +11 8 +3 1 Legal 0 0 Mystic +7 4 +3 Alterran (Ori) 1 0 Total Weight 0 Total Weight 1 1 1 1 1 1 1 1 1													
Imperial												Ranks	Int+
Legal Mystic +7 4 +3 Alternan (Ori) 0 Tarana (Orient) 0 Glyph +7 4 +3 Alternan (Ori) 0 Glyph +7 4 +3 Total Weight 0 Total Weight 1 Special (Magical / Psionic / Artifact) Equipment 1 Item Name Special Powers # Lbs Total Metal Box from Sacros # Lbs Total Metal Box from Sacros # Lbs Total Metal Box from Sacros # Lbs Total Weapon Group: Simple Weapon Group: Flails & Chains Weapon Group: Exotic Armor Group: Light Total Weight Weight Marital Status Human F 25 4ft 9in 10ft Single Grey Black 7 7 1 Mother (Profession) Father (Profession) Place of Origin Deceased? Deceased? Occamercantera Notes Pathos													
Mystic +7 4 +3 Alterran (Ori) 0 Glyph +7 4 +3 Total Weight 0 Total Weight 1 Special (Magical / Psionic / Artifact) Equipment Item Name											'11		1.5
Alterran (Ori) 0 Tarana (Orient) 0 Glyph +7 4 +3 Special Weight O											+7		+3
Total Weight 0 Total Weight 0 Total Weight Special (Magical / Psionic / Artifact) Equipment Special (Magical / Psionic / Artifact) Equipment Special Powers # Lbs Total											' '		13
Total Weight Special (Magical / Psionic / Artifact) Equipment Item Name Metal Box from Saeros Metal Box from Saeros Metal Box from Saeros Personal Information & Other Statistics Race Gender Age Height Weight Marital Status Human F 25 4ft 9in 101# Single Eye Color Hair Color Social Status Soc. Stat Mod Soc. Rank Birth Rank Grey Black ? 1 0f 1 Mother (Profession) Father (Profession) Place of Origin Deceased? Deceased? Occamercantera Notes Pathos X X Neutral Ethos X X Neutral Cohort / Animal Companion / Controlled Undead Name Type (Subtype) HD Hp AC/1/Ff Attack (& Damage) Metal Box from Saeros # Lbs Total Weight Racial Status Weapon Group: Simple Weapon Group: Exotic Armor Group: Light ## Lbs Total Weight Weapon Group: Simple Weapon Group: Simple Weapon Group: Exotic Armor Group: Light ## Deceased Marital Status Weapon Group: Deceased Racial Status Weapon Group: Simple Weapon Group: Exotic Armor Group: Light ## Deceased Marital Status Weapon Group: Deceased Racial Status Weapon Group: Exotic Armor Group: Light ## Deceased Marital Status Weapon Group: Deceased Racial Status Weapon Group: Simple Weapon Group: Light ## Deceased Marital Status Weapon Group: Exotic Armor Group: Light ## Deceased Racial Status Weapon Group: Simple Weapon Group: Exotic Armor Group: Light ## Deceased Racial Status Weapon Group: Simple Weapon Group: Exotic Armor Group: Light ## Deceased Racia Status Weapon Group: Simple Weapon Group: Exotic Armor Group: Light ## Deceased Racia Status Weapon Group: Simple Weapon Group: Exotic Armor Group: Light ## Deceased Racia Status Weapon Group: Simple Weapon Group: Simple Weapon Group: Simple Weapon Group: Exotic Armor Group: Light ## Deceased Racia Status Weapon Group: Simple Weapon Group: S													
Feats & Class Features Starting Still Spell Special (Magical / Psionic / Artifact) Equipment Liem Name Special Powers # Lbs Total Weapon Group: Simple Weapon Group: Simple Weapon Group: Exotic Armor Group: Light											+7		+3
Starting Still Spell Special (Magical / Psionic / Artifact) Equipment													1 . 5
Special (Magical / Psionic / Artifact) Equipment Item Name Special Powers # Lbs Total	Total Weight	4		0	,	Total Weig	ht		0			uures	
Metal Box from Saeros			l / D	-			<u> </u>		U				
Metal Box from Sacros Metal Box from Sacros Weapon Group: Simple		gicai	! / P	sion				r 1	T / 1				
Weapon Group: Flails & Chains Weapon Group: Exotic					Speciai Power	-8	# 1	LDS	1 otal			7	
Weapon Group: Exotic	Wietai Box Holli Saeios												
Personal Information & Other Statistics												ains	
Personal Information & Other Statistics Race Gender Age Height Weight Marital Status Human F 25 4ft 9in 101# Single Eye Color Hair Color Social Status Soc. Stat Mod Soc. Rank Birth Rank Grey Black ? +? ? 1 of 1 Mother (Profession) Father (Profession) Place of Origin Deceased? Occamercantera Notes Pathos Notes Pathos X X N Neutral Ethos X X N Neutral Cohort / Animal Companion / Controlled Undead Name Type (Subtype) HD Hp AC/1/Ff Attacks (& Damage)													
Personal Information & Other Statistics Race Gender Age Height Weight Marital Status Human F 25 4ft 9in 101# Single Eye Color Hair Color Social Status Soc. Stat Mod Soc. Rank Birth Rank Grey Black ? +? ? 1 of 1 Mother (Profession) Father (Profession) Place of Origin Deceased? Deceased? Occamercantera Notes Pathos Notes Pathos XXX Neutral Ethos XXX Neutral Cohort / Animal Companion / Controlled Undead Name Type (Subtype) HD Hp AC/1/Ff Attacks (& Damage)										Armor Group: Light			
Personal Information & Other Statistics Race Gender Age Height Weight Marital Status Human F 25 4ft 9in 101# Single Eye Color Hair Color Social Status Soc. Stat Mod Soc. Rank Birth Rank Grey Black ? +? ? 1 of 1 Mother (Profession) Father (Profession) Place of Origin Deceased? Deceased? Occamercantera Notes Pathos Notes Pathos XXX Neutral Ethos XXX Neutral Cohort / Animal Companion / Controlled Undead Name Type (Subtype) HD Hp AC/1/Ff Attacks (& Damage)						Tota	1 Wei	aht					
Race Gender Age Height Weight Marital Status Human F 25 4ft 9in 101# Single Eye Color Hair Color Social Status Soc. Stat Mod Soc. Rank Birth Rank Grey Black ? ? 1 of 1 Mother (Profession) Father (Profession) Place of Origin Deceased? Deceased? Occamercantera Notes Notes Pathos X X Neutral Ethos X X Neutral Cohort / Animal Companion / Controlled Undead Name Type (Subtype) HD Hp AC/t/Ff Attack / Full Attack Movement (Burrow/Fly/Swim) Attacks (& Damage) Learning	n 1		•	,•	0.04.6		i meiz	gnı					
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Eye Color Hair Color Social Status Soc. Stat Mod Soc. Rank Birth Rank													
Mother (Profession) Father (Profession) Place of Origin Deceased? Deceased? Occamercantera Notes Pathos Notes Pathos Neutral Ethos Neutral Cohort / Animal Companion / Controlled Undead Name Type (Subtype) HD Hp AC/t/Ff Attack / Full Attack Movement (Burrow/Fly/Swim) Attacks (& Damage)			cial St										
Deceased? Deceased? Occamercantera			•					1 of	1				
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Ethos X X Neutral Cohort / Animal Companion / Controlled Undead Name Type (Subtype) HD Hp AC/t/Ff Attack / Full Attack Movement (Burrow/Fly/Swim) Attacks (& Damage)													
Cohort / Animal Companion / Controlled Undead Name Type (Subtype) HD Hp AC/t/Ff Attack / Full Attack Movement (Burrow/Fly/Swim) Attacks (& Damage)													
Name Type (Subtype) HD Hp AC/t/Ff Attack / Full Attack Movement (Burrow/Fly/Swim) Attacks (& Damage)	Ethos			X	$ \mathbf{X} $		N	eut	ral				
Attack / Full Attack Movement (Burrow/Fly/Swim) Attacks (& Damage)	Cohort / Anin	nal	Con	граг	nion / Contro	olled Under	ad						
Attacks (& Damage)				_				C/t/L	Ff				
I parning	Attack / Fi	ull Att	ack			Movement (B	Surrow/F	ly/Sw	vim)				
I parning			4	1 /2							-		
Special Attacks / Qualities Learning			Attac	cks (&	Damage)					*			
		Sį	oecial	Attac	ks / Qualities					Learning			

Chg 1 1 1 1	Item/Staff Name, Caster Level: 0 Ability 1 Ability 2 Ability 3 Ability 4	DC 00 00 00 00	Remaining Ch
Chg 1 1 1	Item/Staff Name, Caster Level: 0 Ability 1 Ability 2 Ability 3 Ability 4	DC 00 00 Ray	Remaining Ch
Chg 1 1 1	Item/Staff Name, Caster Level: 0 Ability 1 Ability 2 Ability 3 Ability 4	00 00 Ray	Remaining Ch
Chg 1 1 1	Item/Staff Name, Caster Level: 0 Ability 1 Ability 2 Ability 3 Ability 4	00 00 Ray	Remaining Ch
Chg 1 1 1	Item/Staff Name, Caster Level: 0 Ability 1 Ability 2 Ability 3 Ability 4	00 00 Ray	Remaining Ch
Chg 1 1 1	Item/Staff Name, Caster Level: 0 Ability 1 Ability 2 Ability 3 Ability 4	00 00 Ray	Remaining Ch 50
1	Wand of Spell Name Wand of Spell Name	DC 00 DC 00	50 50
1	Wand of Spell Name	DC 00	50

Game Notes

MPE = Mystic Potential Energy

Each spell requires the expenditure of MPE points. A 1st degree spell requires two AGE point, whereas each successive degree doubles this cost (e.g. 2nd Degree = 4, Third Degree = 8). Cantrips require IMPE only.

Wild Slots

Each day you may attempt to cast spells of any kind, even those which you do not know, within certain restrictions. In addition to your MPE, you gain Wild Magic slots, which you may use to cast any spell on your spell list. To do so, you must roll a spellcraft check = DC15+Spell Degree. If the check is successful, then the spell is cast. Using this ability is a full-round action. You may do this as many times a day as you have wild slots. Each slot may only be used to cast its appropriate (or lower) degree of spell.

Magical Reverb: 36%

Magical reverb = 30% + 3%/level of normal spell. Currently: 36%; Max 90% at Level 20.

N	IP	Total	Expe	nded				
	ergy	12						
	Spells Known							
0	Pres	tidigitation						
0	Crea	ite Water						
0	Cure	Minor Would	nds					
0	Ama	anuensis						
0	Men	ding						
0	Silent Portal (WnO)							
0	Mag	e Hand						
1	Cure Light Wounds							
1	True Strike							
1	Disguise Self							
1		rm Person						
1		olar's Touch						
1	Orb	of Electricity	, Lesser					
2	Wea	kening						
		Spells Unde	rstood					
0	Can	trip		1MPE				
1	$1^{st} D$	egree		2MGP				
2	$2^{nd}I$	Degree		4MGP				
		Wild Slo	ots					
0	Can			2/Day				
1	$1^{st}D$	egree		1/Day				

		Additio	nal Weapons, Tools and Item	ıs			
I	Weapon Nam		Melee Attack Progression	Damage			
Thrown S	plash Weapo	n/Grenade	+3 Touch; No save.	Varies			
Attack B	Damage B	Special B	Ranged Attack Progression	Crit Range / Multiplier			
+()	+0	+()	+3		0/		
			sterwork / Magical / Psionic)	Type	Range		
If used	as touch, vo	ou must sav	e vs. splash damage with a -4 penalty.	E/P	10 ft.		
	Weapon Nam		Melee Attack Progression				
,	weapon Nam	ie	Metee Attack Progression	Dai	nage		
Attack B	Damage B	Special B	Ranged Attack Progression	Crit Range	/ Multiplier		
+()	+()	+()	Rungen Annek 110gression		0/		
⊤ 0			sterwork / Magical / Psionic)	Type	Range		
	Other 11	operues (mi	sterwork/ Mugicut/ I stonic)	Туре	Kunge		
					•		
J	Weapon Nam	ie	Melee Attack Progression	Dar	nage		
Attack B	Damage B	Special B	Ranged Attack Progression	Crit Range	/ Multiplier		
+0	+0	+0		2	0/		
	Other Pr	operties (Ma	sterwork / Magical / Psionic)	Туре	Range		
J	Weapon Nam	ie	Melee Attack Progression	Dar	nage		
			<u> </u>				
Attack B	Damage B	Special B	Ranged Attack Progression	Crit Range	/ Multiplier		
+()	+0	+()		_	0/		
. 0	_	~	sterwork / Magical / Psionic)	Type	Range		
	0	operaes (1120	intervente l'augreur 1 steme	2,700	11111190		
J	Weapon Nam	ie	Melee Attack Progression	Dar	nage		
	1	~		~			
Attack B	Damage B	_	Ranged Attack Progression		/ Multiplier		
+0	+0	+0	+0		0/		
	Other Pr	operties (Ma	sterwork / Magical / Psionic)	Туре	Range		
J	Weapon Nam	ie	Melee Attack Progression	Dar	nage		
Attack B	Damage B	Special B	Attack B	Dam	age B		
+0	+0	+0	+0	+	-0		
	Other Pr	operties (Ma	sterwork / Magical / Psionic)	Туре	Range		
1	Weapon Nam	10	Melee Attack Progression	Dat	nage		
,	, capon i tan		interest in the second	2			
Attack B	Damage B	Special B	Ranged Attack Progression	Crit Range	/ Multiplier		
+()	+()	+0	+0		0/		
. 0	-		sterwork / Magical / Psionic)	Туре	Range		
	23,,0,1,	7 1.00 (1.11)	and the second second				
1	Weapon Nam		Melee Attack Progression	Dan			
,	weapon Nam	ie	Metee Attack Progression	Dai	nage		
Attack B	Damaga P	Cunnial D	Danced Attack Ducquession	Cuit Banas	/ Multiplier		
	Damage B	Special B	Ranged Attack Progression				
+0	+()	+0	+()		0/ Range		
	Oiner Pr	operues (Ma	sterwork / Magical / Psionic)	Type	Kange		
				Dar	nage		
J	Weapon Nam	ie	Melee Attack Progression	Dai			
J	Weapon Nam	ie	Melee Attack Progression	Dai			
Attack B	Weapon Nam		Melee Attack Progression Ranged Attack Progression	Crit Range			
				Crit Range	/ <i>Multiplier</i> 0/		
Attack B	Damage B +()	Special B +()	Ranged Attack Progression	Crit Range			
Attack B	Damage B +()	Special B +()	Ranged Attack Progression +()	Crit Range	0/		
Attack B +()	Damage B +() Other Pr	Special B +0 coperties (Ma	Ranged Attack Progression +() asterwork / Magical / Psionic)	Crit Range 2 Type	0/ Range		
Attack B +()	Damage B +()	Special B +0 coperties (Ma	Ranged Attack Progression +()	Crit Range 2 Type	0/		
Attack B +()	Damage B +() Other Pr	Special B +0 coperties (Ma	Ranged Attack Progression +() sterwork / Magical / Psionic) Melee Attack Progression	Crit Range 2 Type Dan	0/ Range . nage		
Attack B +0	Damage B +() Other Pr Weapon Nam	Special B +() coperties (Ma	Ranged Attack Progression +() asterwork / Magical / Psionic) Melee Attack Progression Ranged Attack Progression	Crit Range 2 Type Dan Crit Range	O/ Range . nage / Multiplier		
Attack B +()	Damage B +0 Other Pr Weapon Nam Damage B +0	Special B +() operties (Mo	Ranged Attack Progression +() asterwork / Magical / Psionic) Melee Attack Progression Ranged Attack Progression +()	Crit Range 2 Type Dan Crit Range 2	Range . nage / Multiplier 0/		
Attack B +0	Damage B +0 Other Pr Weapon Nam Damage B +0	Special B +() operties (Mo	Ranged Attack Progression +() asterwork / Magical / Psionic) Melee Attack Progression Ranged Attack Progression	Crit Range 2 Type Dan Crit Range	O/ Range nage / Multiplier		

Game Notes

Energy		12	0					
	Additional Spells Known							
Special Spells								

Total