MAGIC the GATHERING CHARACTER SHEET

Name:
Calling:
Demeanor:

Primary Mana (Color)**:**
Hand Size (IQ+2)**:**
Life Points (10+2*Con)**:**

Renewal Period:
Sanctuary:
Unused Experience:

ATTRIBUTES & SKILLS

STRENGTH (Red - Power) ❍❍❍❍❍
- Climb ❍❍❍❍❍___
- Jump ❍❍❍❍❍___
- Swim ❍❍❍❍❍___

DEXTERITY (Green - Iniative) ❍❍❍❍❍
- Disable Device ❍❍❍❍❍___
- Dodge ❍❍❍❍❍___
- Pick Pocket ❍❍❍❍❍___
- Ride ❍❍❍❍❍___
- Stealth ❍❍❍❍❍___

CONSTITUTION (Black – LP) ❍❍❍❍❍
- Endurance ❍❍❍❍❍___
- Stabilize Self ❍❍❍❍❍___

INTELLIGENCE (Blue – Cards) ❍❍❍❍❍
- Arcane Knowledge ❍❍❍❍❍___
- Craft _____ ❍❍❍❍❍___
- Engineering ❍❍❍❍❍___
- History / Lore ❍❍❍❍❍___
- Spell Research ●❍❍❍❍___

WISDOM (White - Reserve) ❍❍❍❍❍
- Awareness ❍❍❍❍❍___
- Direction Sense ❍❍❍❍❍___
- Healing ❍❍❍❍❍___
- Seamanship ❍❍❍❍❍___
- Sense Motive / Detect Lie ❍❍❍❍❍___
- Tracking ❍❍❍❍❍___
- Wilderness Lore / Survival ❍❍❍❍❍___

CHARISMA (Colorless / Artifacts - Creatures) ❍❍❍❍❍
- Animal Handling ❍❍❍❍❍___
- Bluff / Intimidate ❍❍❍❍❍___
- Diplomacy / Subterfuge ❍❍❍❍❍___
- Investigate ❍❍❍❍❍___
- Perform ❍❍❍❍❍___

OTHER LANGUAGES

	Speak	Read & Write
_____	❍	❍
_____	❍	❍
_____	❍	❍
_____	❍	❍
_____	❍	❍

PHYSICAL DESCRIPTION	
Gender:	Weight:
Age:	Hair:
Height:	Eyes:
Distinguishing Features:	

FEATS	FEATS

WEALTH (GP)

FAMILIAR / COMPANION / COHORT / OTHER

NAME _____ RACE/SPECIES _____ _____ Pts Spent _____

STR	
DEX	
CON	
INT	
WIS	
CHR	

POWER: ____ **TOUGHNESS**: ____

ABILITIES / EQUIPMENT

ARMS & EQUIPMENT

Talisman:	
Weapon:	

CANTRIPS PER DAY (Wisdom + 1 + Feats):

CANTRIPS (Prime + Feats)	RANGE / DURATION / NOTES

ADVENTURING COMPANIONS

SECRET(S)

SAYINGS

NOTABLE NPC'S

LONG & SHORT TERM GOALS

HISTORY

FLAWS & QUIRKS

EXPIERENCE LOG