Name: Amanda Dawson (199 T.E.) **Race:** Human **Age:** 29 **Sex:** Female

Height: 5' 3" **Weight:** 110 lbs. **Hair Color:** Blond **Eye Color:** Brown **Handedness:** Right

Skill Level: 15 Total Skill Points Earned: 280 Unspent Discipline Points: 0 Unspent Proficiency Points: 0

Attributes	base	adjusted
Agility	10	
Endurance	9	
Intellect	20	
Presence	14	
Strength	8	

	base	adjusted
Health Points	40	
Dodge	10	12
Physical Resistance Modifier		+1/+2
Mental Resistance Modifier		+8/+9
Feat of Strength Modifier		-2
Initiative Roll Modifier		+0

	base	adjusted
Armor Impedance	0	
Movement Rate	120'	
Swimming Rate	20'	
Encumbrance Class		I

Disciplines	grade
Language: Zhellan	
Language: Drohkan	
Language: Queyan	
Language: Valan	
Language: Irendi	
Literacy	
Hermetic Magic, 7th Circle	VII
Magic Potency	III
Magic Resistance	I
Increased Agility (10)	
Increased Endurance (9)	
Increased Intellect (19)	
Increased Presence (13)	
Improved Mental Res	III
Improved Physical Res	III
Extra Health Points (7)	
(bonus pts from	
Umslamyr)	

Proficiencies	grade	modifier
Ancient History	I	+4
Arcane Knowledge	III	+4
Contacts: Rheyes	I	
Dweomercraft (Hermetic)	III	+4
Extra-Planar Knowledge	III	+10
Heraldry	I	+4
Herbalism	I	+4
Magic Acuity	IV	+4
World Knowledge	I	+4
(bonus to Extra-Planar K		
from Codex of Enlight.		
and The Infernale)		

Worn Armor	damage absorbance	impedance score
Ring of Protection	2	-
Total Absorbance/Impedance	2	-

Weapons	class	damage	to-hit modifier	damage modifier	attacks per round
None					

Equipment, Spells, and Notes:

Simple clothes, old traveling cloak, boots, Magic Bag (contains spellbook, Lens of Scrying, The Infernale), 3 Jewels of Carcodian Asmoday, Robe of the Magi, Ring of Magic Resistance, Ring of Protection (2 pts), pouch (3 Potion of Extra-Healing, 1 Potion of Mana, 1 Potion of Iron Will)

Spellbook: 1st: Command: Sting, Darkness, Fog, Force Bolt, Friends, Ignore, Illuminate, Minor Enchantment, Seal Portal, Sense Magic, Vermin

2nd: Abridge, Blink, Darkvision, Enrage, Minor Timeportation, Reveal Enchantment, Summon Lesser Monsters, Thwart Magic

3rd: Compel, Crumble, Dim. Magic, Earth Walk, Function, Ice Ray, Levitation, Projection, Repel Projectiles, Scry, Seeker, Summon L. Elemental

4th: Counterspell, Dispel Magic, Fly, Invisibility, Lightning Bolt, Psychometry, Scry Shield, Shield, Summon Monsters, Time Cube, Wall of Fire

5th: Banish, Creation, Fireball, Inscribe, Locate, Magic Cache, Shadow Form, Speed, Summon Elemental, Timeportation

6th: Control, Extra-planar Protection, Minor Goetia, Read Mind, Teleportation; 7th: Magic Shield, Mass Dispel, Optimize Magic, Portal

Spells per day: 1st: 11, 2nd: 9, 3rd: 8, 4th: 5, 5th: 4, 6th: 2, 7th: 1 (includes Robe of Magi bonus)

This is Amanda Dawson near the end of her adventures, in the start of the year 199 T.E. She has been radically changed by her experiences, having been killed and brought back, and made terrible bargains to try to help her friends. She is no longer adverse to using magic to deal damage, summon demons, and kill, although she is greatly troubled by the sacrifices she has made and who she has become.