

## CHARACTER ENHANCEMENT SHEET

\_ CHARACTER NAME

WEAPONS	APR Cost	Weight	Туре	Range	Damage	Special Qualities
				- 5		

ARMOR/PROTECTION	APR Cost	Weight	Durability	Vestment	Special Qualities	
	I					

PROFICIENCIES	You gain 6 points for Proficiencies at Character Creation, in addition to any Proficiencies provided by your race or culture.  AC* the cost of a Proficiency is EP = Proficiency Tier x 3. *AC means After Creation.				
-					
	-			C C	

EQUIPMENT	lbs.	lbs.
		<del></del>

LANGUAGES				

LEARNED SPELLS				





## CHARACTER ENHANCEMENT SHEET

GRIMOIRES Grimoires are tomes that hold spells and detail other magical rites. The most common grimoires are those that focus on a single element, and cover spells from two Tiers. They contain all the spells of the associated element from the two Tiers, as well as 20 additional spells (10 from each of the two Tiers). The gray numbers are for spells from the lower Tier. The black numbers are for spells from the higher Tier.

| Book of    |
|------------|------------|------------|------------|------------|------------|
| Tiers: (&) |
1.	1.	1.	1.	1.	1.
2.	2.	2.	2.	2.	2.
3.	3.	3.	3.	3.	3.
4.	4.	4.	4.	4.	4.
5.	5.	5.	5.	5.	5.
6.	6.	6.	6.	6.	6.
7.	7.	7.	7.	7.	7.
8.	8.	8.	8.	8.	8.
9.	9.	9.	9.	9.	9.
10.	10.	10.	10.	10.	10.
11.	11.	11.	11.	11.	11.
12.	12.	12.	12.	12.	12.
13.	13.	13.	13.	13.	13.
14.	14.	14.	14.	14.	14.
15.	15.	15.	15.	15.	15.
16.	16.	16.	16.	16.	16.
17.	17.	17.	17.	17.	17.
18.	18.	18.	18.	18.	18.
19.	19.	19.	19.	19.	19.
20.	20.	20.	20.	20.	20.



