Equipment / Stats

AC : **10** [+] [+] [+]
        Agility   Armor   Other

Attack
Attack Bonus   Action Dice   Initiative

HP
Current   Maximum   Hit die

Saves
Fortitude   Reflex   Willpower

Crits
Crit die   Crit table/pg   Fumble die

Grimorie

Dice Chain:

$d3 \rightarrow d4 \rightarrow d5 \rightarrow d6 \rightarrow d7 \rightarrow d8 \rightarrow d10 - d12 \rightarrow d14 \rightarrow d16 \rightarrow d20 \rightarrow d24^1 \rightarrow d30^2$

[1]: 1d12 + (1d2-1 * 12), [2]: 1d10 + (1d3-1 * 10)

Title	Name
Alignment:	
Occupation:	

Level
XP:
Next:

score   *mod*
STR
    Melee to-hit
    Melee damage

score   *mod*
AGI
    Missile to-hit
    Armor class
    Reflex saves
    Initiative

score   *mod*
STA
    Hit points
    Fortitude saves

score   *mod*
PER
    Willpower saves

score   *mod*
INT
    Languages

score   *mod*
LUCK
    Crit/fumble rolls
    Ability burn (+1/pt)

	+1	+2	+3	+4	+5	+6	+7	+8	+9	+10

Penalty

Wizard

Luck: A wizards Luck modifier applies to rolls for corruption and mercurial magic.

Languages: A wizard knows two additional languages for every point of Int modifier.

Weapon training: A wizard is trained in the use of the dagger, longbow, longsword, shortbow, short sword, and staff. Wizards rarely wear armor, as it hinders spellcasting.

Magic: Wizards cast spells by making a spell check. A wizard's spell check is usually 1d20 + intelligence modifier + level.

Spellburn: Wizards may sacrifice ability scores for bonuses to spell checks. For every ability point they expend, the wizard adds +1 to their spell check. Ability scores lost in this way return at a rate of 1 per day that spellburn has not been inflicted. Other sacrifices can also net casting bonuses, at a rate of +1 per 500gp.

Corruption: Low-level wizards are powerful. High-level wizards fear for their souls. Natural 1s on spell checks can result in misfire and/or corruption. Corruption effects are permanent but modified by the wizard's luck score.

Corruption effects

Possessions

Item	#

cp	sp	gp	ep