

## 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 → d4 → d5 → d6 → d7 → d8 → d10 → d12 → d14 → d16 → d20 → d24<sup>1</sup> → d30<sup>2</sup>

<sup>1</sup>: 1d12 + (1d2-1 \* 12), <sup>2</sup>: 1d10 + (1d3-1 \* 10)

Title

Alignment:

Occupation:

Name

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)

[illegible]

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**Luck:** A wizard's 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. Magical corruption results from natural 1s on spell checks, such as misfire and/or corruption. Corruption effects are permanent but modified by the wizard's luck score.

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*ep*