Equipment / Stats

Grimorie

Title	Name		Level
Alignment: ___			XP: ___
Occupation: ___			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)

___

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*

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Possessions

Item	#

cp	sp	gp	ep

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 his 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.

Corruption effects

Skills

Penalty

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