

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: $d3 \rightarrow d4 \rightarrow d5 \rightarrow d6 \rightarrow d7 \rightarrow d8 \rightarrow d10 \rightarrow d12 \rightarrow d14 \rightarrow d16 \rightarrow d20 \rightarrow d24^1 \rightarrow d30^2$
¹: $1d12 + (1d2-1 * 12)$, ²: $1d10 + (1d3-1 * 10)$

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)

Corruption effects

guages 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.

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Corruption effects

Possessions

Item

#

[illegible]

$d\alpha$	$d\beta$	ds	$d\omega$

sllyS

[illegible]

Penalty