

## 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:**  $d3 \rightarrow d4 \rightarrow d5 \rightarrow d6 \rightarrow d7 \rightarrow d8 \rightarrow d10 \rightarrow d12 \rightarrow d14 \rightarrow d16 \rightarrow d20 \rightarrow d24^1 \rightarrow d30^2$   
<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)

$f_{1E}$ 

**Luck:** At 1st level, an elf may choose to apply their luck modifier to one spell of their choosing. This modifier does not change as the elf's luck score

**Weapon training:** An elf is trained to use the dagger, javelin, lance, longbow, longsword, short-bow, shortsword, staff, spear and two-handed sword. Elves often wear armor, although it does affect their spellcasting.

**Magic:** Elves cast spells by making a spell check. A elf's spell check is usually 1d20 + intelligence modifier + level. Elves automatically receive the spells *invoke patron* and *patron bond*.

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

**Invasion:** An elf can see in the dark up to 60'.  
**Immunities:** Elves are immune to magical sleep and paralysis.

**Vulnerabilities:** Elves are extremely sensitive to the touch of iron and iron alloys. Direct contact over prolonged periods causes burning and exposure at a distance makes them uncomfortable. An elf may not wear iron armor or use iron weapons for extended periods. Prolonged contact causes lthp of damage per day of direct contact.

**Hightened Senses:** All elf characters receive a +4 bonus to detecting secret doors. When passing within 10 feet of a secret door, elves are entitled to a check to detect it.

**Corruption effects**

## Corruption effects

*sllyS*

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

[illegible]

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*Penalty*

10

## *Possessions*

Item

#

[illegible]

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 $d\mathfrak{C}$ 

11

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 $ds$ 

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*d6*

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