

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 → d24¹ → d30²

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

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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Corruption effects

Possessions

Item	#
1	1
2	2
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100	100

[illegible]

$d\mathfrak{a}$	$d\mathfrak{b}$	$d\mathfrak{s}$	$d\mathfrak{c}$

sllyS

[illegible]

Penalty