

Level

 $Melee\ to ext{-}hit$

Melee damage

 $Missile \ to\text{-}hit$ $Armor \ class$

Reflex saves Initiative

 $Hit\ points$

 $Fortitude\ saves$

 $Will power\ saves$

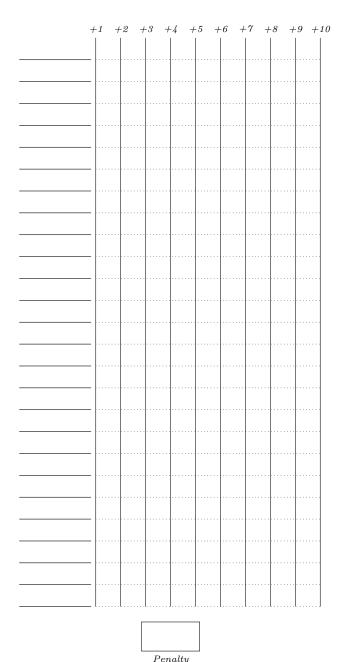
Languages

 $Crit/fumble\ rolls$ Ability burn (+1/pt)

XP:

Next:

Skills



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 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.

Corruption effects



Possessions

Item	#

cp	sp	gp	ep