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

Title	Name		Level
Alignment: ___			*XP:* ___
Occupation: ___			*Next:* ___

score *mod*

STR — *Melee to-hit* / *Melee damage*

AGI — *Missile to-hit* / *Armor class* / *Reflex saves* / *Initiative*

STA — *Hit points* / *Fortitude saves*

PER — *Willpower saves*

INT — *Languages*

LUCK — *Crit/fumble rolls* / *Ability burn (+1/pt)*

Possessions

Item	#

Elf

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 changes

Weapon training: An elf is trained to use the dagger, javelin, lance, longbow, longsword, shortbow, 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 1s on spell checks, such as misfire and/or corruption. Corruption effects are permanent but modified by the wizard's luck score.

Infravision: 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 1hp of damage per day of direct contact.

Highthened 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

Skills

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