



STR

Extra Bonuses

AGI

Extra Bonuses

STA

Extra Bonuses

PER

Extra Bonuses

INT

Extra Bonuses

LUC

Extra Bonuses

Name:

Level: XP:

Monies

CP SP EP GP PP

Equipment

Alignment:

Title:

Occupation:

Lucky Roll:

Languages:

Speed:

Physical Info

Curr
HP

AC

Max
HP

Unsteady
AC

Hit Die

Rounds Until
Death

Elf Abilities

Familiar:

Patron:

Crit Die/Table:

/

Caster Level:

Action Dice:

1st

2nd

3rd

Spellburn (+1 Check Bonus Per Stat Reduced)

STR

AGI

STA

Common Skills

Balance (AGI) Jump (AGI)
 Climb (STR or AGI) Smash (STR)
 Listen (LUC)
 Search (INT)
 Sneak/Hide (AGI) Check
 Penalty

d10 untrained/d20 trained

Life Skills

d10 untrained/d20 trained

Weapons

Weapon Damage Range Description

Armor

Armor AC CHK Speed Fumble
 Bonus Penalty Penalty Die

Notes

Saving Throws

Reflex Will Fortitude

Attack

Melee Ranged

Add. Attack Mod
Melee Ranged

Reflex Willpower Fortitude
Bonus Bonus Bonus



Caster Level

Elf Spells

And Abilities

Spell Check Check Penalty

Patron Name:

Patron Description

Familiar Name:

Familiar Description

Corruption

Critical Spell Failure Causes Misfire or Corruption

- Roll is 1d10 minus the spell level plus Luck modifier.
- A point of Luck may be burned to avoid corruption.

Mercurial Magic

- Each new spell has trait. Roll 1d100 x 10% per Luck Mod.

Cast Spells

- 1d20 + INT + Caster Level

Spell Cast Failure Causes Spell to be Uncastable

- Spell is regained next day.

Reverse Spells

- Reverse of a spell may be cast using a reduced die.

Critical Success

- A critical success adds casters level again to spell check.

Elf Features:

- Immune to Magical Sleep and Paralysis.
- Infravision to 60'.
- +4 to Detect Secret Doors
- Vulnerability to Iron (-1 HP per day)

Max Spell Level:

Spells Known:

Times Patron Spells Cast:

Tainted

Spell
Lost Spell Name

Level Spell Mercurial Magic Description

Spell
Lost Spell Name

Level Spell Mercurial Magic Description

Patron Spells

Level Spell Mercurial Magic Description