



Name:

Level: XP:

Wizard

STR

Extra Bonuses

AGI

Extra Bonuses

STA

Extra Bonuses

PER

Extra Bonuses

INT

Extra Bonuses

LUC

Extra Bonuses

Monies

CP SP EP GP PP

Equipment

Saving Throws

Reflex Will Fortitude

Reflex Bonus Willpower Bonus Fortitude Bonus

Attack

Melee RangedAttack Modifier
Melee Ranged**Alignment:****Title:****Occupation:****Lucky Roll:****Languages:****Speed:**

Physical Info

Curr HP**AC**

Max HP

Unsteady AC

Hit Die

Rounds Until Death

Wizard 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)	Check
Sneak/Hide (AGI)	Penalty

d10 untrained/d20 trained

Life Skills

d10 untrained/d20 trained

Weapons

Weapon	Damage	Range	Description
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Armor

Armor	AC	CHK	Speed	Fumble
	Bonus	Penalty	Penalty	Die

Notes



Caster Level

Wizard 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.

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