



## 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

**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)  
 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

## 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