



Name:

Level: XP:

**STR**

Extra Bonuses

**AGI**

Extra Bonuses

**STA**

Extra Bonuses

**PER**

Extra Bonuses

**INT**

Extra Bonuses

**LUC**

Extra Bonuses

**Wizard****Monies****CP SP EP GP PP****Equipment**

Physical Info	
Curr HP	AC
Max HP	Unsteady AC
Hit Die	Bleeding Out
Initiative	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

**Armor**Armor AC CHK Speed Fumble  
Bonus Penalty Penalty Die**Notes****Saving Throws****Reflex Will Fortitude****Attack**

Melee	Ranged
Attack Modifier	
Melee	Ranged

Reflex Bonus Willpower Bonus Fortitude Bonus



For Dungeon Crawl Classics



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