



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

### Physical Info

**Curr HP****AC**

Max HP

Unsteady AC

Hit Die

Rounds Until Death

**Initiative**

### 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