



## 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)	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

Add. Attack Mod

Melee Ranged

Reflex  
Bonus

Willpower  
Bonus

Fortitude  
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