

Player:

Name:		Title:		Alignment:	
Occupation:		Class:		Gender:	Level:
Strength:	/	mod:	HD:	Hit points:	/
Agility:	/	mod:	Ref save:		Speed:
Stamina:	/	mod:	Fort save:		Action dice:
Personality:	/	mod:	Will save:		Attack bonus:
Intelligence:	/	mod:	Languages:		Crit die:
Luck:	/	mod:			Crit table:

Weapon	Initiative roll	Attack roll	Damage	Armor
				Armor class: Check penalty: Fumble die:

NOTE: Initiative adds AGI mod, melee adds STR mod (both to-hit & damage), ranged adds AGI mod (both to-hit & damage). Armor class = 10 + AGI mod + armor bonus.

Wild Mage Abilities			
CL:	Wild Surge Die:	Innate magic: Roll spells at random.	Wild Surge Effects
Base spell check:		Mercurial!!!: Re-roll 1 st "No change."	Wild Surge = 1 Spell misfire!
Familiar:		Mindburn: Burn INT & PER for power.	Wild Surge = 1 Random spell with Action die = 1 random targets.
Patron(s):			Wild Surge = MAX Choose different same Action die = CRIT level spell.
Spells			
Spell Name	Level & Spell Check		Notes
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

Notes & Corruption	Loot & Gear
Birth augur:	