

NAME:
 PLAYER:
 OCCUPATION:

CLASS: WIZARD
 ALIGNMENT:
 XP:

LEVEL:

| | MOD | +TEMP MOD |
|-----|-----|-----------|
| STR | | |
| AGI | | |
| STA | | |
| PER | | |
| INT | | |
| LUC | | |

LUCKY ROLL:
 FAVORED WEAPONS:

COMBAT

SPEED:
 ACTION DICE:
 INIT:

CRIT DIE:
 CRIT TABLE: 1
 ATTACK BONUS:

HD: d4
 HP:

SAVES

REFLEX:
 FORTITUDE:
 WILL:

SPECIAL ABILITIES:

Trained in the use of the dagger, bows, club, short sword, staff, and pistols.
 Spell casting (1d20 + Intelligence bonus + caster level - armor check penalty).
 Invoke Patron (as DCC p. 107).

EQUIPMENT:

TREASURE & WEALTH:

SPELLS

SPELL CHECK:

PATRON

| ARMOR | | | |
|----------------------|-----|---|---|
| AC: | | | |
| CHECK PENALTY: | | | |
| ARMOR DIE: | | | |
| FUMBLE DIE: | | | |
| PIECES | [i] | f | a |
| | | | |
| | | | |
| | | | |
| | | | |
| | | | |
| | | | |
| | | | |
| | | | |
| | | | |
| | | | |
| BASE AC: | | | |
| MAX FUMBLE DIE: none | | | |
| SPECIAL: | | | |

AC is usually 10 + Ref save + shields.
 [Impervious] armor does not degrade.
 f: Feeble pieces degrade on a 1-2.
 a: Ablatives can be discarded to nullify a 1 on an armor die. Every two ablatives increase Fumble die +1d.