

THE WIZARD SHEET

Wizard:						School:	
Move	Fight	Shoot	Armour	Will	Health	Level:	Experience:
						Current Health:	
Items (max 5):						Notes:	

Apprentice:						
Move	Fight	Shoot	Armour	Will	Health	Current Health:
Items (max 4):						Notes: -2 to all Casting Rolls

Chronomancer		Elementalist	
<input type="checkbox"/> Crumble	<input type="checkbox"/> Petrify	<input type="checkbox"/> Call Storm	<input type="checkbox"/> Elemental Hammer
<input type="checkbox"/> Decay	<input type="checkbox"/> Slow	<input type="checkbox"/> Destructive Sphere	<input type="checkbox"/> Elemental Shield
<input type="checkbox"/> Fast Act	<input type="checkbox"/> Time Store	<input type="checkbox"/> Elemental Ball	<input type="checkbox"/> Scatter Shot
<input type="checkbox"/> Fleet Feet	<input type="checkbox"/> Time Walk	<input type="checkbox"/> Elemental Bolt	<input type="checkbox"/> Wall
Enchanter		Illusionist	
<input type="checkbox"/> Animate Construct	<input type="checkbox"/> Enchant Weapon	<input type="checkbox"/> Beauty	<input type="checkbox"/> Invisibility
<input type="checkbox"/> Control Construct	<input type="checkbox"/> Grenade	<input type="checkbox"/> Fool's Gold	<input type="checkbox"/> Monstrous Form
<input type="checkbox"/> Embed Enchantment	<input type="checkbox"/> Strength	<input type="checkbox"/> Glow	<input type="checkbox"/> Teleport
<input type="checkbox"/> Enchant Armour	<input type="checkbox"/> Telekinesis	<input type="checkbox"/> Illusionary Soldier	<input type="checkbox"/> Transpose
Necromancer		Sigilist	
<input type="checkbox"/> Bone Dart	<input type="checkbox"/> Reveal Death	<input type="checkbox"/> Absorb Knowledge	<input type="checkbox"/> Furious Quill
<input type="checkbox"/> Bones of the Earth	<input type="checkbox"/> Spell Eater	<input type="checkbox"/> Create Grimoire	<input type="checkbox"/> Power Word
<input type="checkbox"/> Control Undead	<input type="checkbox"/> Steal Health	<input type="checkbox"/> Draining Word	<input type="checkbox"/> Push
<input type="checkbox"/> Raise Zombie	<input type="checkbox"/> Strike Dead	<input type="checkbox"/> Explosive Rune	<input type="checkbox"/> Write Scroll
Soothsayer		Summoner	
<input type="checkbox"/> Awareness	<input type="checkbox"/> Reveal Invisible	<input type="checkbox"/> Bind Demon	<input type="checkbox"/> Planar Tear
<input type="checkbox"/> Combat Awareness	<input type="checkbox"/> Reveal Secret	<input type="checkbox"/> Imp	<input type="checkbox"/> Plane Walk
<input type="checkbox"/> Forget Spell	<input type="checkbox"/> Will Power	<input type="checkbox"/> Leap	<input type="checkbox"/> Possess
<input type="checkbox"/> Mind Control	<input type="checkbox"/> Wizard Eye	<input type="checkbox"/> Plague of Insects	<input type="checkbox"/> Summon Demon
Thaumaturge		Witch	
<input type="checkbox"/> Banish	<input type="checkbox"/> Heal	<input type="checkbox"/> Animal Companion	<input type="checkbox"/> Familiar
<input type="checkbox"/> Blinding Light	<input type="checkbox"/> Miraculous Cure	<input type="checkbox"/> Brew Potion	<input type="checkbox"/> Fog
<input type="checkbox"/> Circle of Protection	<input type="checkbox"/> Restore Life	<input type="checkbox"/> Control Animal	<input type="checkbox"/> Mud
<input type="checkbox"/> Dispel	<input type="checkbox"/> Shield	<input type="checkbox"/> Curse	<input type="checkbox"/> Poison Dart

Vault	Home Base
	The Treasury (gc)

Captain:							
Move	Fight	Shoot	Armour	Will	Health	Level:	Experience:
						Current Health:	
Items (max 5):					Tricks of the Trade:		
Notes:							

Soldier:						Type:
Move	Fight	Shoot	Armour	Will	Health	Current Health
Items (standard equipment + 1):						Notes:

Soldier:						Type:
Move	Fight	Shoot	Armour	Will	Health	Current Health:
Items (standard equipment + 1):						Notes:

Soldier:						Type:
Move	Fight	Shoot	Armour	Will	Health	Current Health:
Items (standard equipment + 1):						Notes:

Soldier:						Type:
Move	Fight	Shoot	Armour	Will	Health	Current Health:
Items (standard equipment + 1):						Notes:

Soldier:						Type:
Move	Fight	Shoot	Armour	Will	Health	Current Health:
Items (standard equipment + 1):						Notes:

Soldier:						Type:
Move	Fight	Shoot	Armour	Will	Health	Current Health:
Items (standard equipment + 1):						Notes:

Soldier:						Type:
Move	Fight	Shoot	Armour	Will	Health	Current Health:
Items (standard equipment + 1):						Notes:

Soldier:						Type:
Move	Fight	Shoot	Armour	Will	Health	Current Health:
Items (standard equipment + 1):						Notes: