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	
☐ Crumble	☐ Petrify	☐ Call Storm	☐ Elemental Hammer
☐ Decay	☐ Slow	☐ Destructive Sphere	☐ Elemental Shield
☐ Fast Act	☐ Time Store	☐ Elemental Ball	☐ Scatter Shot
☐ Fleet Feet	☐ Time Walk	☐ Elemental Bolt	☐ Wall

Enchanter		Illusionist	
☐ Animate Construct	☐ Enchant Weapon	☐ Beauty	☐ Invisibility
☐ Control Construct	☐ Grenade	☐ Fool's Gold	☐ Monstrous Form
☐ Embed Enchantment	☐ Strength	☐ Glow	☐ Teleport
☐ Enchant Armour	☐ Telekinesis	☐ Illusionary Soldier	☐ Transpose

Necromancer		Sigilist	
☐ Bone Dart	☐ Reveal Death	☐ Absorb Knowledge	☐ Furious Quill
☐ Bones of the Earth	☐ Spell Eater	☐ Create Grimoire	☐ Power Word
☐ Control Undead	☐ Steal Health	☐ Draining Word	☐ Push
☐ Raise Zombie	☐ Strike Dead	☐ Explosive Rune	☐ Write Scroll

Soothsayer		Summoner	
☐ Awareness	☐ Reveal Invisible	☐ Bind Demon	☐ Planar Tear
☐ Combat Awareness	☐ Reveal Secret	☐ Imp	☐ Plane Walk
☐ Forget Spell	☐ Will Power	☐ Leap	☐ Possess
☐ Mind Control	☐ Wizard Eye	☐ Plague of Insects	☐ Summon Demon

Thaumaturge		Witch	
☐ Banish	☐ Heal	☐ Animal Companion	☐ Familiar
☐ Blinding Light	☐ Miraculous Cure	☐ Brew Potion	☐ Fog
☐ Circle of Protection	☐ Restore Life	☐ Control Animal	☐ Mud
☐ Dispel	☐ Shield	☐ Curse	☐ 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: