

CHARACTER

LEVEL

SHADOW OF THE WEIRD WIZARD

ANCESTRY

TRAITS

STRENGTH

SPEED

AGILITY

INTELLECT

SIZE

WILL

BACKGROUND, DESCRIPTION, & PROFESSIONS

NOVICE PATH

TALENTS

HEALTH

CURRENT

INJURED
INCAPACITATED

DAMAGE

DEFENSE

BONUS DAMAGE

EXPERT PATH

TALENTS

ARMOR & SHIELD

NAME DEFENSE

WEAPONS

NAME	TO HIT	BOONS & BANES	DAMAGE	HANDS	PROPERTIES
/	/	/	/	/	/
/	/	/	/	/	/
/	/	/	/	/	/
/	/	/	/	/	/

MASTER PATH

TALENTS

EQUIPMENT

EQUIPMENT

TRADITION

TALENTS & SPELLS

Lined writing area for the top-left 'TRADITION' section.

TRADITION

TALENTS & SPELLS

Lined writing area for the top-middle 'TRADITION' section.

TRADITION

TALENTS & SPELLS

Lined writing area for the top-right 'TRADITION' section.

TRADITION

TALENTS & SPELLS

Lined writing area for the middle-left 'TRADITION' section.

TRADITION

TALENTS & SPELLS

Lined writing area for the middle-middle 'TRADITION' section.

TRADITION

TALENTS & SPELLS

Lined writing area for the middle-right 'TRADITION' section.

ALLIES, ACQUAINTANCES, ENEMIES & OTHER RELEVANT NOTES

Large lined writing area at the bottom of the page for notes on allies, acquaintances, and enemies.