

NAME

Human: Cabel, Trinks, Duscle, Morrel, Riggee, Light, Syca, Fellord, Rantipol

Elf: Ascal, Jandar, Falael, Glarald, Esyae, Allannia, Hycis, Imryll, Myeii

Dwarf: Barman, Mortharm, Tassyl, Kathin, Tizmyl Bardan, Malrak, Dulrik

Halfling: Otto, Sig, Seric, Vice, Otto, Magna, Grimal, Iridian, Nautila

LOOK

Cold Eyes or Icy Eyes

Slick Hair, Short hair or Bald

Simple robes, Luxury clothes or Bottoms only

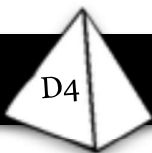
Blue body, Scarred body or Frail body

Assign these scores to your stats: 9 (+0), 8 (-1), 15 (+1), 16 (+2), 15 (+1), 12 (+0)

STRENGTH	DEXTERITY	CONSTITUTION	INTELLEGENCE	WISDOM	CHARISMA
<input type="checkbox"/> WEAK -1	<input type="checkbox"/> SHAKEY -1	<input type="checkbox"/> SICK -1	<input type="checkbox"/> STUNNED -1	<input type="checkbox"/> CONFUSED -1	<input type="checkbox"/> SCARRED -1
STR	DEX	CON	INT	WIS	CHA

DAMAGE

D4



ARMOR



HP

CURRENT
MAX



YOUR MAX HP IS
6+ CONSTITUTION

Characteristic

MIST MASTER

You are able to sense every creature, whilst in misty conditions.

WATER BREATHER

You are able to breath and move in water with ease.

SYSTEMIC CONTROL

Poisons and similar agents are not effective against you.

Alignment

GOOD

Your water reaches those in need.

CHAOTIC

Your tempestuous nature is an agent of destruction.

EVIL

Hold the balance of life and death in your hands.

Bonds

_____ Will grow to appreciate the water

Without my ice, _____ would suffer

I know I can rely on _____ to help when the water fails me

Starting Moves

CAST A SPELL (INT)

When you spend 1 mana to cast a *Dynamic* spell Roll + INT. On a 7-9 the spell is cast without any issue. On a 10+ choose one of the following:

- The spell costs 0 Mana
- The effect is increased
- NPC's are terrified or impressed by the spell

GATHERING MANA

When you have a few hours to rest and are near water, you can spend the time restoring mana. Roll 1D4+LEVEL to set current mana. you may expend 1 mana to *Cast A Spell*. It does not require mana to use *Passive* spells.

ICE CONSTRUCT

Dynamic

By manipulating water into ice, you can easily create most small hand held items. The constructs are sturdy enough for most uses and last a while before melting.

SPLASH

Dynamic

A small, pressurised, ball of water forms in your hand which you can throw at a target causing 1D6 damage and making the target wet.

WATER CONTROL

Dynamic

You can easily manipulate atmospheric moisture and small bodies of water such a jugs of mead, puddles or damp clothing. Through concentration, you can influence the water such as by changing the water's shape or direction

RAIN MAKER

Dynamic

Through concentration you are able to summon clouds above and make it rain. Even indoors.



THE HYDROMANCER

MANA LEVEL

XP

Gear

Load is 8+STR. You start with 5 Dungeon Rations.

Choose one defence:

- Battle Robes (1 Armour, 1 Weight)
- 3 Healing Potions & 3 Mana Potions (Restore 5 Mana)

Choose 1 Weapon:

- Dagger (1 Weight)
- Staff (2 Handed, 1 Weight)

Choose 1:

- Water Flask
- 15 Gold

Advanced Moves

When you gain a level from 2-5 choose a move from these:

SCALDING WATER *Passive*

By manipulating the state of water through concentration, any water based spell can now use boiling water, causing an additional 1D4 damage

HEALING WATER *Passive*

By infusing water with your own mana, you can elect to have your water based spells heal 1D6 damage.

FREEZING WATER *Dynamic*

By manipulating the state of water through concentration, any water based spell can now freeze a target for a short period of time

HAILSTORM *Dynamic*

Whist you **Make it Rain**, You can choose yo allow hailstones to fall from the summoned clouds causing 2D4 damage to every enemy

FROST ARMOUR *Passive*

By reinforcing the fibres of your clothing you gain +1 Armour

ICE WEAPONS *Passive*

You can improve the effectiveness of weapons by forming a layer of ice on the weapon. these modified weapons have an additional +1 Damage and +1 Piercing.

MIRAGE (WIS) *Dynamic*

By forcing water particles to refract light you are able to trick enemies into thinking you are somewhere you are not.. Roll + WIS. on a 7-9 an enemy attack hits the mirage instead of you. 10+ your mirage is able to respond to it's attacker before you take your own turn. Your mirage can do everything you can.

BLOOD MANIPULATION *Dynamic*

Through serious meditation you are able to exert influence over the blood of a target. You may be able to carry out small, simple actions

When you gain a level from 6-10 you may choose a move from this list.

BRITTLE *Passive*

Any attacks against an opponent who is frozen counts as ignoring armour.

ACID RAIN *Passive*

Water based spells can now be acidic causing an additional 1D6 Damage and Ignore Armour

DETONATE *Dynamic*

You can detonate any structure that you have control over causing 3D4 damage to any enemies that are near the target.

MANA BREAK *Passive*

By consuming a drink during battle, you may **Gather Mana** immediately. However, you take an extra 1D4 Damage from all sources until you next sleep

BLESSED WATER *Passive*

Any water based healing gains an additional 1D4 healing power and removes a debility

SCULPTOR *Passive*

You can now create larger ice constructs and the only limit to their design is your own imagination.

LIVING ICE (WIS) *Dynamic*

You can animate your ice constructs giving them a will of their own. They effectively act at hirelings under your command and last for as long as you have at least 1 Mana. On a 7-9 the construct will need to Roll+Loyalty for dangerous actions. on a 10+ the Construct will obey without question.

TIDAL CRUSH *Dynamic*

You envelop a target in a swirling ball of water. You can increase the pressure of the water, crushing the target causing 2D6 Damage.