

THE MAGICIAN

NAME: _____

HUMAN: Avon, Morgan, Rath, Ysolde, Ovid, Vitus, Aldara, Xenon, Uri

ELF: Galadiir, Fenfaril, Lilliastré, Phirosalle, Enkirash, Halwyr, Ildaril, Nedorath, Adenastre

DWARF: Hrona, Jarad, Rasmus, Fala, Dreft, Balon, Syglyn, Tresgoran, Odilia

HALFLING: Mortimer, Ennis, Fosric, Ophelia, Moira, Kearney, Emrys, Imogen, Gannon

LOOK

Choose one for each, or write your own:

EYES: Haunted, Sharp, Crazy

HAIR: Styled, Wild, Pointed Hat, Hooded

ROBES: Worn, Stylish, Strange

BODY: Pudgy, Creepy, Thin

RACE: Human, Elf, Dwarf, Halfling, Kobold, Dhampir, Imp.

IDEALS

First, choose an alignment:

GOOD **LAWFUL** **NEUTRAL** **CHAOTIC** **EVIL**

Then, choose a drive from the list or write your own:

ARTIFACT HUNTER: Uncover new magical treasures.

SEEKER OF KNOWLEDGE: Discover something about a magical mystery.

SOWING INFAMY: Use magic to cause terror and fear.

You mark experience each time you act according to your moral code or your personal convictions.

MAGICAL SOURCE

How did you gain your powers? Choose one, or write your own:

INNATE GIFT: Magic is as natural as breath to you.

Whenever a **magical effect happens close by**, you can feel it and tell roughly which direction and how far it is from you.

HARD STUDY: You've earned your power through study and effort. When you **Spout Lore about something nobody else has any clue about**, take +1.

DARK DEAL: Great power comes with a price. When you **deal damage with Cast a Spell**, you may reroll any 1s. When you **take damage**, take an additional 1 damage (ignores armour).

BONDS

Fill in the name of one of your companions in at least one, but no more than three:

_____ believes that my magic is "too dangerous," but I will convince them that the benefits outweigh the risks. *Trigger: Use magic to achieve something otherwise dangerous.*

_____ is keeping an important secret from me, but I will wrest the truth from them. *Trigger: Find out, by force if need be.*

_____ is woefully misinformed about the world; I will teach them all that I can. *Trigger: Teach them something new.*

_____ and I shared a mystic vision after drinking the blood of the demon world together. *Trigger: Help it come to pass.*

You mark experience each time you trigger a bond.

STATS

ARMOR

HIT POINTS
CURRENT

MAX

DAMAGE

Your maximum HP is 4+Constitution.

You start with a d4 damage die.

STR
MOD

SCORE

WEAK (-1)

DEX
MOD

SCORE

SHAKY (-1)

CON
MOD

SCORE

SICK (-1)

INT
MOD

SCORE

STUNNED (-1)

WIS
MOD

SCORE

CONFUSED (-1)

CHA
MOD

SCORE

SCARRED (-1)

Assign these starting scores to your stats:

16 (+2), 15 (+1), 13 (+1), 12 (0), 9 (0), 8 (-1)

THE MAGICIAN

ADVANCED MOVES

Arcane Ward

You have +2 Armour against magical attacks, and nearby allies have +1 Armour against magical attacks.

Dispel Magic

When you **spend time unraveling an ongoing magical effect**, roll+INT. On a 10+, choose 2. On a 7-9, choose 1.

- The magic doesn't return after a short time.
- A weaker version of the magic doesn't linger.
- The unleashed magic doesn't harm anyone.

Enchanter

When you **have time and safety with a magic item**, you may ask the GM what it does; the GM will answer you truthfully. If you have the Ritual move, you also learn how to duplicate it.

Familiar

You have a strong magical connection with an arcane creature. You can communicate telepathically with it, and if destroyed, it will re-materialise after a night's rest. Describe your familiar, give it a name, and write a Bond with it; you may form new bonds with the familiar, and it can Aid you by rolling+Bonds.

Name and describe your familiar: _____

Counterspell

When you **attempt to counter an arcane spell targeting you as it is cast**, roll+INT. On a 10+, choose 2. On a 7-9, choose 1.

- The spell deals no damage.
- The spell's effects are superficial and temporary.
- You take +1 Forward against the caster.

Forager

When you **Make Camp in the wilderness**, you also gather 1 use of spell components; describe how. If you expose yourself to danger, you gather 3 uses of spell components instead.

Know-It-All

When you **give counsel to another PC about a difficult problem**, tell them what you honestly think is best; they take +1 Forward to follow your advice. If they succeed, you mark XP.

Price of Power

When you **successfully Cast a Spell**, you may make an extra choice from the list by taking an additional consequence.

Ritual

When you **draw upon a place of power to create a magical effect**, tell the GM what you're trying to achieve. Ritual effects are always possible, but the GM will give you 1 to 4 of the following conditions:

- It's going to take days/weeks/months.
- First you must _____.
- You'll need help from _____.
- It will require _____.
- The effect will be unreliable or limited.
- You and your allies will risk danger from _____.
- You'll have to disenchant _____ to do it.

Warmage

When you **Cast a Spell that deals damage**, you may choose up to two of the following effects:

- The spell gains the *Messy* tag.
- The spell gains the *Stun* tag.
- The spell gains the *Forceful* tag.
- The spell deals an additional die of damage.

MASTER MOVES

Arcane Armour

Requires: Arcane Ward

You have 2-Armour. Add the following to the list of consequences from Casting a Spell:

- Reduce the armour bonus from Arcane Armour to 0 until you have a few hours to recover.

Archmage

Replaces: Price of Power

When you **successfully Cast a Spell**, you may make an extra choice from the list.

Warlock

Requires: Warmage

When you **Cast a Spell which deals damage**, it gains the *ignores armour* tag and you roll an additional damage die.

Enchanter's Soul

Requires: Enchanter

When you **have time and safety with a magic item in a place of power**, you can empower that item so that the next time you use it its effects are amplified; the GM will tell you exactly how.

Logical

When you **use strict deduction to analyse your surroundings**, you can Discern Realities with INT instead of WIS. On a 10+, you may ask an additional question, not limited to the list.

Revoke Magic

Requires: Dispel Magic or Requires: Counterspell

When you **use Dispel Magic**, on a 7+, choose an extra option. When you **use Counterspell**, you can also protect your allies.

Sanctum

Requires: Ritual

When you **have time, arcane materials, and a safe space**, you can create your own place of power. Describe to the GM what kind of power it is and how you're binding it to this place. In return, the GM will tell you one kind of creature that will have an interest in your workings.

Signature Spell

Choose one spell from your repertoire. That spell no longer counts towards your maximum number of mastered spells.

Tough Truths

Requires: Know-It-All

When you **point out the mistakes of another PC**, tell them what you think they did wrong; they take +1 Forward to fixing it. If they right it, you mark XP.

Quick Study

When you **see the effects of an arcane spell**, ask the GM the name of the spell and its effects. You take +1 Forward to act on the answers.

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SPELL NAME TEMPLATES

The name of your spell must follow one of the following structures:

- [Element] [Form]
- [Form] of [Element]
- [Adjective] [Form]
- [Form] of [Adjective] [Form]
- [Adjective] [Element]
- [Form] of [Adjective] [Element]

If you want to prefix a name to it (e.g. Melf's Acid Arrow, Mordenkainen's Trans-Dimensional Sword, etc.) feel free to do so.

FORMS

Armor	Curse	Horn	Song
Arrow	Dagger	Lock	Spear
Aura	Dart	Mantle	Spell
Bane	Door	Mark	Sphere
Blade	Eye	Memory	Spray
Blast	Eyes	Mind	Staff
Blessing	Face	Mouth	Storm
Blob	Fang	Noose	Strike
Blood	Feast	Oath	Sword
Bolt	Finger	Oracle	Tendril
Bond	Fissure	Pattern	Tongue
Boon	Fist	Pillar	Tooth
Brain	Gaze	Pocket	Trap
Burst	Glamer	Portal	Veil
Call	Globe	Pyramid	Voice
Charm	Guard	Ray	Wall
Circle	Guide	Rune	Ward
Claw	Guise	Scream	Wave
Cloak	Halo	Seal	Weapon
Cone	Hammer	Shaft	Weave
Crown	Hand	Shield	Whisper
Cube	Heart	Sigil	Wings
Cup	Helm	Sign	Word

ELEMENTS

Acid	Energy	Lightning	Soul
Aether	Envy	Lore	Souls
Air	Fear	Love	Sound
Anger	Fire	Lust	Spirit
Ash	Fog	Metal	Stars
Avarice	Force	Might	Steam
Balance	Fury	Mist	Steel
Blight	Glory	Moon	Stone
Blood	Gluttony	Mud	Storm
Bone	Gold	Nature	Sun
Bones	Greed	Oil	Terror
Brimstone	Hate	Pain	Time
Clay	Hatred	Perception	Treasure
Cloud	Health	Plane	Truth
Copper	Heat	Plant	Vanity
Cosmos	History	Poison	Venom
Dark	Hope	Quicksilver	Vigor
Death	Ice	Revulsion	Void
Deceit	Iron	Rot	Water
Despair	Justice	Salt	Will
Dimension	Knowledge	Shadow	Wind
Doom	Lead	Sight	Wisdom
Dust	Lies	Silver	Wood
Earth	Life	Smoke	Youth
Ember	Light	Soil	

ADJECTIVES

All-Knowing	Damnable	Evil	Freezing	Poisonous	Thirsty
All-Seeing	Dark	Excruciating	Glittering	Prismatic	Thundering
Arcane	Deflecting	Expanding	Gyrating	Raging	Trans-Dimensional
Befuddling	Delicate	Extra-Planar	Helpful	Rejuvenating	Transmuting
Binding	Demonic	Invulnerable	Hindering	Restorative	Ultimate
Black	Devastating	Liberating	Icy	Screaming	Uncontrollable
Blazing	Devilish	Maddening	Illusory	Sensitive	Unseen
Blinding	Diminishing	Magnificent	Incredible	Shimmering	Unstoppable
Bloody	Training	Many-Coloured	Inescapable	Shining	Untiring
Bright	Eldritch	Mighty	Ingenious	Silent	Vengeful
Cacophonous	Empowering	Most Excellent	Instant	Sleeping	Vexing
Cerulean	Enlightening	Omnipotent	Invigorating	Slow	Violent
Concealing	Ensorcelling	Oozing	Invisible	Smoking	Voracious
Confusing	Entangling	Fearsome	Penultimate	Strange	Weakening
Consuming	Enveloping	Flaming	Pestilential	Stupefying	Wondrous
Crimson	Erratic	Floating	Piercing	Terrible	