

NAME

Male: Names

Female: Names

Wildcard: Names

LOOK

Haunted Eyes, Sharp Eyes, or Crazy Eyes

Styled Hair, Wild Hair, or Pointed Hat

Worn Robes, Stylish Robes, or Strange Robes

Pudgy Body, Creepy Body, or Thin Body

Assign these scores to your stats: 16 (+2), 15 (+1), 13 (+1), 12 (+0), 9 (+0), 8 (-1)

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
<input type="checkbox"/> WEAK -1	<input type="checkbox"/> SHAKY -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  ARMOR  HP  CURRENT MAX YOUR MAX HP IS 4+CONSTITUTION

DRIVE

POWER OVERWHELMING

Uniquely destroy or drastically change something significant with magic single handedly.

ESOTERIC BLISS

Willfully experiment with and dabble in magic despite grave consequences to broaden your magical knowledge.

THAT WHICH IS LOST

Discover a hidden magic artifact, long lost arcane knowledge, or some spell that no one has used in hundreds of years.

STARTING MOVES

SPELLBOOK

You have mastered several spells and inscribed them in your spellbook. You start with three first level spells in your spellbook as well as your cantrips. Whenever you gain a level, you add a new spell of your level or lower to your spellbook. Your spellbook is 1 weight.

PREPARE SPELLS

When you spend uninterrupted time (an hour or so) in quiet contemplation of your spellbook, you:

- Lose any spells you have already prepared
- Prepare new spells of your choice from your spellbook whose total levels don't exceed your own level +1
- Prepare your cantrips which never count against your limit

CAST A SPELL

When you release a spell you've prepared, roll +INT. *On a 10+, the spell is successfully cast and you do not forget the spell, you may cast it again later. *On a 7-9, the spell is cast, but choose one:

- You draw unwelcome attention or put yourself in a spot. The GM will tell you how.
- The spell disturbs the fabric of reality as it is cast, causing localized mayhem
- After it is cast, the spell is forgotten. You cannot cast the spell again until you prepare spells.

Note that maintaining spells with ongoing effects will sometimes cause a penalty to your roll to Cast a Spell.

SPELL DEFENSE

You may end any ongoing spell immediately and use the energy of its dissipation to deflect an oncoming attack. The spell ends and you subtracts its level from the damage done to you.

RITUAL

When you draw on a place or thing 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 one to four of the following conditions

- It's going to take days/weeks/months
- First you must _____
- You'll need help from _____
- It will require a lot of resources
- The best you can do is a lesser version, unreliable and limited
- You and your allies will risk danger from _____
- You'll have to disenchant _____ to do it

BACKGROUND

HEDGE WIZARD

You are self-taught, spending much of your time in seclusion with trial and error in your quest for magical power. When using Ritual, choose two of the options. These options may never be used by the GM as a requirement.

ARCHMAGE ACADEMY

Your skills took many years under the greatest minds and oldest tomes collected, though you have little experience of the outside world. When using Discern Realities, you may also ask for free "What hidden magical nature exists?"

WAR WIZARD

You were trained by brutal commanders, and your knack is on the battlefield in the thick of combat. When you Cast A Spell in the thick of battle, on a 12+ you strike fear into the hearts of lesser enemies nearby who will cower, break rank, or take a defensive position.

BONDS

Fill in the names of your companions in at least one:

_____ will play an important role in the events to come, I have foreseen it.

_____ is keeping an important secret from me.

_____ is woefully misinformed about the world; I will teach them all that I can.

More than a few times I have owed my life to _____.



GEAR

Your load is 7+STR. You start with your spellbook (1 weight) and dungeon rations (5 uses, 1 weight).

Choose your defenses:

- Leather armor (1 armor, 1 weight)
- Bag of books (5 uses, 2 weight) and 3 healing potions

Choose your weapon:

- Dagger (hand, 1 weight)
- Staff (close, two-handed, 1 weight)

Choose one:

- Healing potion (0 weight)
- 3 antitoxins (0 weight)

Choose two:

- A satchel of odd and rare ingredients
- Somebody's decorated skull
- Pipe and pouch of pipeweave (the good stuff)
- A strange map in an unknown language

ADVANCED MOVES

When you gain a level from 2-5, choose from these moves.

PRODIGY

Choose a spell. You prepare that spell as if it were one level lower.

EMPOWERED MAGIC

When you cast a spell, on a 10+ you have the option of choosing from the 7-9 list. If you do, you may choose one of these as well:

- The spell's effects are maximized
- The spell's targets are doubled

FOUNT OF KNOWLEDGE

When you Spout Lore about something no one else has any clue about, take +1. If another player's character comes to you for advice on the topic, tell them what you think is best and they get +1 forward. If they follow your advice mark experience.

THE GREY. NO WAIT, THE WHITE

You may choose to forget a spell to take on the physical appearance of any creature of similar size for a short amount of time.

EXPANDED SPELLBOOK

Add a new spell from the spell list of any class to your spellbook.

ENCHANTER

When you have time and safety with a magic item you may ask the GM what it does. The GM will answer truthfully, and if the item has adverse effects you may forget a prepared spell to negate them.

LOGICAL

When you use strict deduction to analyze your surroundings, you can Discern Realities with INT instead of WIS and also ask "What magical thing has touched this place?"

ARCANE WARD

As long as you have at least one prepared spell of first level or higher, you may mark which of the effects you are under:

- You gain armor +2
- You are immune to being knocked down
- You have a sixth sense for immediate danger to yourself and no one else

COUNTERSPELL

When you attempt to counter an arcane spell that will otherwise affect you, stake one of your prepared spells on the defense and roll +INT. *On a 10+, the spell is countered and has no effect on you. *On a 7-9, the spell is countered and you forget the spell you staked. Your counterspell protects only you; if the countered spell has other targets they get its effects.

QUICK STUDY

When you see the effects of an arcane spell, ask the GM the name of the spell and its effects. The GM will answer truthfully, and you take +1 forward when acting on the answers.

When you gain a level from 6-10, choose from these moves or the level 2-5 moves.

GREATER EMPOWERED MAGIC (REQUIRES: EMPOWERED MAGIC)

When you cast a spell, on a 10+ you have the option of choosing from the 7-9 list. If you do, you may choose one of these as well. *On a 12+ you get to choose one of these effects for free:

- The spell's effects are maximized
- The spell's targets are doubled

ENCHANTER'S SOUL (REQUIRES: ENCHANTER)

When you have time and safety with a magic item you may ask the GM what it does. The GM will answer truthfully. You may empower the item so that the next time you use it the effects are amplified, the GM will tell you exactly how.

HIGHLY LOGICAL (REQUIRES: LOGICAL)

When you use strict deduction to analyze your surroundings, you can Discern Realities with INT instead of WIS and also ask "What magical thing has touched this place?" On a 12+ you may ask the GM any 3 questions, not limited by the list.

NO SENSE OF RIGHT AND WRONG

When your allies are enveloped in the detrimental effects of your spells, they may add your INT to their inevitable Defy Danger.

PROTECTIVE COUNTER (REQUIRES: COUNTERSPELL)

When an ally within sight of you is affected by an arcane spell, you can counter it as if it affected you. If the spell affects multiple allies you must counter for each ally separately.

ETHEREAL TETHER

When you have time with a willing or helpless subject you can craft an ethereal tether with them. You perceive what they perceive and can Discern Realities about someone tethered to you or their surroundings no matter the distance. Someone willingly tethered to you can communicate with you over the tether as if you were in the room with them.

MYSTICAL PUPPET STRINGS

When you use magic to control a person's actions they have no memory of what you had them do and bear you no ill will.

SPELL AUGMENTATION

When you deal damage to a creature you can shunt a spell's energy into them. End one of your ongoing spells and add the spell's level to the damage dealt, or create a secondary minor magical effect of your choosing (weightlessness, hallucinations, speaking in tongues, etc).

SELF-POWERED

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, the GM will tell you one kind of creature that will have an interest in your workings.