

# 10 MAGICAL CAREERS

The core rulebook contains seven magical careers: the mage, necromancer, druid, diabolist, firemage, cleric, and inquisitor (not counting the loremaster, alchemist and herbalist). This article introduces ten more, widening the available selection for those characters who wish to explore the arcane and the divine. In this article you will meet:

- Archmage
- Battlemage
- Enchanter
- Healer
- Icemage
- Illusionist
- Magician
- Shaman
- Soothsayer
- Witch/Warlock

## ARCHMAGE [2D6 YEARS]

**Prerequisites:** MAG 12+, at least 10 secrets

**Attributes:** LOG +1, WIL +1, MAG +1, REP +1

**Skill choices:** *[magical], literature, history, linguistics, religion*

A master of magic, you have learned much that there is to know. Many lesser mages look up at you in awe.

**Apprentice.** You gain an apprentice **mage** who follows you and serves your bidding.

Your apprentice will obey your commands, but will not do anything obviously suicidal.

**Font of power.** Your reservoir of magical energy is greater than most. You permanently gain +3d6 MP. You can take this exploit multiple times.

**Overpowered.** Normal mages cannot cast a spell with more MP than their MAG score. You are no normal mage; once per day you



may cast a spell with MP up to 150% (round up) of your MAG score.

**Signature spellbook.** You gain a number of signature spells equal to your LOG dice pool. Devise your signature spells.

Additionally, your LOG attribute no longer limits the total number of signature spells you may know.

**Spell resistance.** You have cast countless spells, and have had countless spells cast at you. You can brush off the trivial enchantments of lesser mages. As a reaction, you may automatically spend twice the MP of a spell cast at you to ignore it.

## BATLEMAGE [1D6 YEARS]

**Prerequisites:** MAG 6+, *tactics*

**Attributes:** LOG +1, AGI +1, END +1, MAG +1

**Skill choices:** *tactics, evocation, abjuration, transformation, staves, leadership*

You trained for the battlefield, learning to fight alongside soldiers on the field of war.

**Arcane shield.** You gain SOAK 6 from a permanent arcane shield which surrounds you while you are awake. This does not stack with other forms of SOAK.

**Area specialist.** You are expert at area-of-effect battlefield spells. You pay half the normal MP price for area of effect.

**Armored wizard.** You are adept at wearing armor. If you don't already have it, you gain 6 ranks (3d6) in *medium armor*. Medium armor which you wear and inscribe with battle runes gains +2 SOAK beyond that which is would ordinarily offer.

**Artillery.** One role of a battlemage is as artillery support for infantry. You pay half the normal MP price for range.

**Master of terrain.** You understand that terrain is an important factor in war. You may make a 30' diameter area within 100' difficult terrain for one minute as a single action.

**Siegemage.** Your spells ignore the SOAK of non-organic objects such as walls and doors.

## ENCHANTER [1D6 YEARS]

**Prerequisites:** *enchantment* 6+, CHA 10+

**Attributes:** INT +1, WIL +1, CHA +1, MAG +1

**Skill choices:** *enchantment, compulsion, [social], hypnotism*

A master of the mind, you seek to expand your influence and control over others.

**Deceiver.** You are an expert at deception. You gain +1d6 to any attempt to verbally deceive another.

**Extended enchantments.** Your charm or enchantment spells cannot be shaken off until the spell duration expires.

**Mental resistance.** You gain +4 MENTAL DEFENSE.

**Mindreader.** You are able to read the minds of those with 10' of you, immediately knowing when they are not speaking the truth.

**Mind trick.** You can impose your will on others. Make a MAG mental attack against a target within 30'; that target will perform one non-harmful action of your choosing.

**Natural control.** You are able to manipulate the minds of others easily. With a wave and a word you can move somebody who can hear and understand you one stage along a WIL status track with a successful CHA mental attack.

**Telepathy.** You are able to freely send telepathic messages to those you have spent at least 8 hours with, as long as you can see them.

## HEALER [1D6 YEARS]

**Prerequisites:** *healing* 6+, *medicine, secret of life*

**Attributes:** LOG +1, WIL +1, CHA +1, MAG +1

**Skill choices:** *healing, medicine, enchantment, infusion, nature, herbalism*

A master of the *secret of life*, you are able to heal wounds with a touch. Many are able to cure injuries, but you are the epitome of magical healing.

***Alleviate condition (requires Oath of Healing).*** You can automatically remove a temporary condition in an adjacent creature with a single action.

***Cure wound (requires Oath of Healing).*** You can restore HEALTH to an adjacent creature with a touch. The target gains HEALTH equal to your MAG check. This takes you one minute.

***Cure disease (requires Oath of Healing).*** When you succeed in a check to cure a disease track, you move the patient two stages back up the track rather than one. You are also automatically able to identify any disease.

***Healing aura (requires Oath of Healing).*** Once per day, for one minute, any allies within 30' of you recover 1 HEALTH at the start of their turn.

***Mass heal (requires Cure Wound).*** You spend two actions, and all allies within 30' of you recover 3d6 HEALTH.

***Oath of healing.*** You take an oath to heal those in need, even your enemies (although you are not required to heal them in battle). You swear not to use the secrets of *death, shadow, mist, or ooze*. If you break this oath, you lose all exploits gained from this career. You gain *medicine* 6 (3d6) if you do not already have it.

***Perfect health (requires Oath of Healing).*** You become immune to all diseases.

***Raise dead (requires Cure Wound).*** Once per week, you can make a MAG check vs. a creature's negative HEALTH total. If the creature has been dead less than five minutes, you restore it to life with 1 HEALTH. You are then limited to half HEALTH for the remainder of the day.

***Stop bleeding (requires oath of Healing).*** You automatically succeed on emergency healing checks.

## ICEMAGE [1D6 YEARS]

**Prerequisites:** *secret of ice, evocation*

**Attributes:** END +1, LOG +1, WIL +1, MAG +1

**Skill choices:** *[magical], sculpting, insight, knives, hardy*

You mastered the cold, able to manipulate snow and ice, with a demeanour as chilling as your heart.

***Chilling touch.*** Your very touch is icy. Your unarmed damage becomes cold damage.

***Cold Immunity.*** You become completely immune to cold damage. However, you gain vulnerability 1d6 (fire).

***Freeze (requires Chilling Touch).*** Your Chilling Touch freezes your target, immobilising them (they can shake this off). The target must be medium-sized or smaller.

***Freezing breath.*** You can breathe a 15' cone of icy breath, making a ranged MAG attack against all in the area. The breath does 2d6 cold damage.

***Howling blizzard (requires Chilling Touch).*** You create a localised blizzard for one minute, with a diameter of 30' entered on you. Any creature which enters or starts its turn in the blizzard takes 1d6 cold damage. The area becomes difficult terrain. The blizzard moves with you.

***Ice javelin (requires Icicle).*** Your icicles can be thrown, and gain the stats of a javelin which does piercing/cold damage.

***Ice slick (requires Chilling Touch).*** Touching the ground, you create a 30' diameter slick ice sheet centered on you. You can walk on the sheet normally, but for everybody else it is difficult terrain. Anybody who moves at more than half





SPEED across the ice must make a *Challenging [13]* AGI check or fall prone.

***Icicle.*** You can create a sharp icicle in your hand and use it like a knife which does piercing/cold damage. This icicle is a high quality knife. You can take this exploit multiple times, increasing the quality of the knife each time.

***Icy skin (requires Chilling Touch).*** Your very skin becomes cold and hard to touch. You gain natural SOAK 10, but now have vulnerability 2d6 (fire) if you didn't already have it.

## ILLUSIONIST [106 YEARS]

**Prerequisites:** *illusion 6+*

**Attributes:** AGI +1, INT +1, CHA +1, MAG +1

**Skill choices:** *[artistic], perception, illusion, divination, disguise, stealth, bluffing, insight*

Your goal is deception. You weave complex illusions designed to baffle or confuse your foes. You are a master of deceit.

***Change self.*** You can make superficial changes to your appearance at will - hair colour, clothing, facial hair, and so on. You cannot change race or gender, or impersonate a specific person.

***Illusory attack.*** You make a ranged or melee attack against a target, but it targets their MENTAL DEFENSE and does psychic damage. You can describe the attack how you wish; it does 2d6 psychic damage. You can take this exploit a second time to increase the damage to 3d6 psychic damage.

***Illusory perception.*** You can't fool a fooler. You automatically recognise illusions for what they are.

***Invisibility.*** Once per day you may become invisible for one minute.

***Truesight (requires Illusory Perception).*** You gain *truesight*, able to see though

illusions and disguises, and clearly see invisible creatures and objects.

## MAGICIAN [1D6 YEARS]

**Prerequisites:** MAG 1+, *prestidigitation*

**Attributes:** AGI +1, CHA +1, MAG +1, REP +1

**Skill choices:** *prestidigitation, thievery, perception, [performance], creation, displacement, illusion, movement, summoning, transformation, hypnotism*

A master of magical entertainment, you perform onstage for money.

**Arrow catch.** You may catch one small missile fired at you as a reaction. You must be aware of the attack.

**Card trick.** When gambling with cards, you dice pools explode. However, if you roll three ones, your cheating methods are exposed.

**Escape artist.** Once per day you may automatically escape from any restraints or open a lock.

**Levitation.** You can levitate, moving at a speed of 20' per round vertically. This does not enable you to move horizontally.

**Rabbit from a hat.** Three times per day, you may produce a small object from nowhere, up to a total value of 100gc per day. This items disappear after one minute.

**Rope trick.** You cause a rope to levitate. You can climb the rope. At the top of the rope is a tiny pocket dimension with room for one person. You may pull the rope up after you. The dimension and effect lasts for up to one hour.

**Rope trick, greater (requires Rope Trick).** As Rope Trick, but you can fit a number of people equal to your LOG attribute in the pocket dimension.

**Vanishing act.** You can teleport short distances (5' per point of INT) to a location you can see.

## SHAMAN [1D6 YEARS]

**Prerequisites:** *nature*

**Attributes:** INT +1, END +1, WIL +1, MAG +1

**Skill choices:** *[outdoors], [magic], religion*

**Ghost warrior.** You are able to touch - and harm - incorporeal creatures such as spirits as though they were corporeal.

**Speak with spirits.** You can see and speak to spirits. There are a surprising number of spirits permeating the world, and there is always one to talk to. A spirit will answer one yes/no question. You can do this once per day.

**Spirit animal.** Choose an animal with a maximum dice pool equal to yours or lower. That is your spirit animal. You are able to invoke the abilities of that animal - spend two actions and gain one of that animal's attribute scores or skills for one minute. You can take this exploit multiple times, getting a new spirit animal each time; the new one is in addition to your existing animal(s).

**Spiritual energy.** You gain energy from your companion spirits, who provide you with power to cast spells. Once per day you may cast a spell which you would normally be able to cast, but you do not expend the MP needed to do so.

**Spirit ward.** You can create a 30' diameter circle which spirits and other incorporeal creatures cannot enter. This circle stays in place until you create a new circle. You may only create one circle per day.

## SOOTHSAYER [1D6 YEARS]

**Prerequisites:** *divination, astrology*

**Attributes:** INT +1, CHA +1, MAG +1, LUC +1

**Skill choices:** *divination, astrology, insight, gambling, fortune-telling, bluffing, religion*

You make a living reading the stars, palms, tea-leaves, or speaking to the dead.





**Cold reading.** You are adept at reading the faces and body language of others, as well as other clues, signals, and even simple probabilities. You can ask somebody a question, and get a truthful answer (even if verbally they say the opposite) with a CHA mental attack.

**Reading the stars.** Choose a fortune-telling method, whether it be astrology, palm-reading, casting bones, or anything else you choose. Once per day you may use this method to find one piece of information. Ask the GM a question; the GM will answer it truthfully, although may do so cryptically.

**Speak with dead.** You may speak to corpses and ask them questions. This does not compel them to answer, or grant them knowledge they wouldn't already have, but they can answer questions about their lives, things they witnessed while alive, or the manner of the death. They have no knowledge of events which transpired after their death.

**See the future.** Once per day you may roll an attribute check and - after seeing the result - decide whether or not to take that action.

**There is no fate.** You can see the moment of your death, and take steps to avoid it. Once, when you would ordinarily be reduced to zero HEALTH, you may ignore the attack which caused it. Once you have used this exploit, you cannot use it again.

## WITCH/WARLOCK [1D6 YEARS]

**Prerequisites:** none.

**Attributes:** STR +1, AGI +1, WIL +1, MAG +1

**Skill choices:** *hexes, transformation, divination, compulsion, herbalism, alchemy, cooking, knives*

While many believe you dabble in dark arts, you are a practitioner of natural, although somewhat primitive, magic.

**Backstab.** You leap onto the back of a target (she must be behind the target to do this); on a successful hit, you plunges your dagger repeatedly into the target's back, doing double damage. On a miss, you are flung to the ground and land prone.

**Evil eye.** You make a MAG mental attack at a target within sight. On a success, that target is unable to access its LUC pool for one hour.

**Maniacal cackle.** You let loose a deranged cackle which disturbs all who hear it. You make a MAG mental attack against those within 30'; on a hit, targets are made afraid.

**Raven's Flight.** Once per day you may transform into a raven, with a FLY speed of 10. You immediately moves that speed. She can only use this ability once per day.

**Sacrificial dagger.** When using a knife or dagger, you automatically push the victim one stage along the pain status track on a hit.

**Torturous curses.** You make a MAG mental attack against a creature within 30'. You can

only attempt this once per target per day. The effects are persistent, and last until the victim takes a night's rest. Each time you take this exploit, choose one of the following curses:

*Amateur's amnesia.* Affected creatures are unable to remember the thing they do the best — for example, for a firemage this is fire magic; for a knight this is how to fight with a sword. Affected creatures simply cannot take actions having to do with their signature talent, as determined by the GM.

*Brainless.* The affected creature cannot communicate with anything more than gestures, grunts, and gibberish, nor understand other people's linguistic communications. This does not prevent spellcasting.

*Cowardly lion.* If the affected creature is adjacent to an enemy and none of its allies are also adjacent to that enemy, the affected creature is frightened of the enemy.

*Heartless.* The affected creature cannot heal.

*Layabout's lethargy.* The target suffers -1d6 to all physical checks, and always goes last in the INITIATIVE order.

*Madman's mirth.* You curse foes with insane laughter. The victim suffers -1d6 on all checks due to constant chortling and giggling. Additionally, the first time the victim takes damage in each encounter, he falls prone in a sudden fit of inexplicable laughter at the pain.

*Prey for the Coven.* Attacks made by and spells cast by witches deal an extra 1d6 necrotic damage to the affected creature. Natural animals are spooked by the affected creature.

