

NAME 




LOOK

**Elf:** Byakuren, Enkirash, Fenfaril, Halwyr, Lautrec, Lilliastre, Phirosalle, Quelann  
**Human:** Aldara, Avon, Logan, Marisa, Morgan, Ovid, Rath, Vitus, Uri, Xeno

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
WEAK -1	SHAKY -1	SICK -1	STUNNED -1	CONFUSED -1	SCARRED -1
STR	DEX	CON	INT	WIS	CHA

 D4
 
 HP
 CURRENT MAX
YOUR MAX HP IS 4 + CONSTITUTION

## ALIGNMENT

 GOOD

Use magic to directly aid another.

 NEUTRAL

Discover something about a magical mystery.

 EVIL

Use magic to cause terror and fear.

## STARTING MOVES

## CAST SPELL (INT)

When you **use your knowledge of magic to cast a spell**, describe the spell and choose an effect:

- Deal 1d6 damage (hand, and choose 2 other tags: close, elemental (choose 1), forceful, stun, 1d8 damage).
- Give someone a 1 or 2 word command that's not directly harmful to the target (they take 1d8 damage if they don't follow it).
- Dispel a temporary magical effect or counter another mortal's spell which has you as the target.
- Bar a place or portal to a specific person or a type of creature.
- Communicate with something that you do not share a language with.
- Summon a spirit whose true name you know to answer a single yes/no question.

Then roll +INT. On a 10+, the effect occurs without issue. On a 7-9, your spell still works, but choose two:

- The spell is weakened or of short duration.
- The spell has a problematic side-effect.
- Your spell draws immediate, unwelcome attention.
- You catch a glimpse of another plane as your spell draws power from it; you take -1 ongoing to INT until you have a few minutes to clear your head.
- The spell draws directly from your life energy for its power; take 1d8 damage (ignores armour).

In lieu of one 7-9 choice, the GM may say that the spell requires up to a minute to cast, one or two people to help, or one use of bag of books.

Spells typically take a second or two to cast and the effects last for 30 minutes unless otherwise specified.

## RITUAL

When you **draw on 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 one to four of the following conditions:

- It's going to take days/weeks/months
- First you must \_\_\_
- You'll need help from \_\_\_
- You need some rare and weird ingredients and supplies
- The best you can do is a lesser version, unreliable and limited
- You and your allies will risk danger from \_\_\_
- The spell needs to be cast at a particular place and / or time

## RACE

 ELF

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

 HUMAN

Whenever you parley, you can always offer to cast a spell as leverage.

## BONDS

Fill in the name of one 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.

## PRESTIDIGITATION

When you **focus on the fabric of magic**, with little effort needed, choose an effect:

- You move a small object you can see
- You communicate your thoughts to a creature you can touch
- You change how a single sense perceives a small object
- You create small harmless illusions
- You conjure a floating sphere of light, as strong as a torch, that follows you and produces no heat or noise.



# THE WIZARD

SANS SPELL LIST

LEVEL XP

## GEAR

Your Load is 7 + STR. You start with dungeon rations (5 uses, 1 weight) and an indestructible arcane treasure through which you draw power (such as a wand, crown, or book) describe it (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:

- One healing potion
- Three antitoxins

## ADVANCED MOVES

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

### ARCANE ARMOR

Add to Cast a Spell effects: +2 Armor for you or an ally (hand).

### IMPRESSIVE COUNTERSPELL

When you successfully counter another's spell, you may immediately use Cast Spell to try to turn their own magic against them.

### PROTECTIVE COUNTERSPELL

You may use Cast Spell to counter a spell cast at someone or something else (range near)

### MULTICLASS DABBLER

Gain one move from another class. Treat your level as one lower for choosing the move.

### EMPOWERED MAGIC

When you cast a spell, on a 10+, you may choose from the 7-9 list, and then choose one of these as well:

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

### BATTLE MAGE

Add the following tags to the deal damage effect list: Messy (+2 damage), Piercing 2, Reach, 2 Targets (-1 damage). In addition, range tags no longer count against your limit.

### SUMMON MONSTER

Add to Cast a Spell effects: a monster appears and aids you as best it can. Treat it as a hireling with a number = 1d6+half your level; choose a cost:

- Mayhem
- Mischief
- Corruption
- Power
- Sensual gratification
- Creation/artistry
- Knowledge
- Competition

The GM will tell you the type of monster you get based on the traits you select. The creature remains on this plane until it dies or you dismiss it. While the spell is ongoing you take -1 to cast a spell

### INVISIBILITY

Add to Cast a Spell effects: You or an ally turns invisible. This persists until the target attacks or you cast another spell or dispell the effect.

### IDENTIFY MAGIC

When you have time and safety with a magic item you may ask the GM what it does, the GM will answer you truthfully.

### REVEAL WHAT IS HIDDEN

Add to Cast a Spell effects: Ask two questions from the Discern Realities list.

### FLY

Add to Cast a Spell effects: You or an ally you touch can fly for up to 10 minutes. While this spell is ongoing you take -1 to cast a spell.

### DARK PAST

You used to dabble in the worst sort of mystical arts. If you trawl through your memories, roll +INT. On a 10+ ask 2 questions from the list below. On a 7-9 ask one.

- When I dealt with this creature (or one of its kind), what did I learn?
- What black magic do I know that could help here?
- Do I know anyone who might be behind this?
- Who do I know who can help us right now?

On a miss, you can ask a question anyway but that means you were personally complicit in creating the situation you are dealing with now.

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

### GREATER COUNTERSPELL

Requires: Impressive Counterspell or Protective Counterspell  
You may use Cast Spell to counter magic of beyond mortal power.

### ENCHANT

Requires: Identify

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.

### RITUALIST

When the GM tells you the requirements you need to perform a Ritual, you can veto one of those requirements.

### TELEPORT

Add to Cast a Spell effects: teleport to any location you can see. On a 10+, you may choose from the 7-9 list, and then take up to your level in other willing beings with you.

### WAR MAGE

Add the following tags to the deal damage effect list: Far, Damage 2d6, Ignore Armour, 3 Targets (-2 damage). In addition, you choose three tags instead of two.

### SHELTER

You create a structure out of pure magical power. It is impervious to all non-magical damage, but you cannot attack the outside from within it. The structure endures until you leave it or you end the spell.

### CREATE PLACE OF POWER

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.

### TRUE SEEING

Add to Cast a Spell effects: you see all things as they truly are. This effect persists until you tell a lie or dismiss the spell. While this spell is ongoing you take -1 to cast a spell.