

Hayden | 1 | Monika

HUMAN ANCESTRY

09	-1	STRENGTH
11	+1	AGILITY
13	+3	INTELLECT
12	+2	WILL

5	Speed
1	Size
11	Defense (base: 8)
12	Health
Damage: __	

SKILLS & PROFESSIONS

Unskilled	-1
Profession (Apothecary/Mage)	+0

Athletics	+__
Bureaucracy & Law	+__
Drive & Pilot & Ride	+__
Gather Intelligence	+1
Observe & Search	+__
Persuade & Deceive	+1
Sneak & Hide	+1
Survive & Forage	+__

Academics:

- Foreign Cultures	+1
Craft	()
Etiquette & Contacts	()
Perform	()

NOVICE PATHS: Mage

Mage Implement

You have a wand that helps you focus your magic. If you lose this object, you can fashion another

one after you rest. You can have one mage implement at a time. The implement contains a number of charges equal to your level. Once per round, you can expend 1 charge from the implement to produce one of the following effects. You regain expended charges after you rest.

- **Augment Magic:** You can produce this effect when you cast a spell or use a magical talent. You roll with 1 boon and you impose 1 bane on rolls made as a result of casting the spell or using the talent.

- **Mage Sense (Magical):** You can use an action to perceive the presence or absence of magic within 5 yards. The range increases to 10 at level 3, and 20 at level 7. If a creature, object, or space is under the effects of or created by magic and is within range, you know it and where to find it. The effect lasts 1 minute.

- **Mage Shield (Magical):** You can use a reaction when a creature you can see within 10 yards targets you with a magical effect. You roll to resist the effect with 1 boon and you impose 1 bane on the roll made to affect you. In addition, if the magic deals damage, you take half damage from it.

EXPERT PATHS

MASTER PATHS

ARMOR & SHIELD

name | defense

Padded armor | 11 or +0

WEAPONS

name | to-hit | boons & banes | damage | hands | properties

Dagger | +1 | __ | 1d6 | 1h | Light (bonus dmg -1d6, min +1d6), Nimble (Str or Agi), Thrown 5
Quarterstaff | +1 | __ | 1d6 | 1h | Light (bonus dmg -1d6, min +1d6), Nimble (Str or Agi)

EQUIPMENT

Normal set of clothes, backpack, waterskin, provisions (7 days), 5 torches, and a tinderbox, 1 dose of poison, 2 blank books, writing kit, 3 poultices

TRADITIONS

talents & spells

Enchantment

Seed of Delusion (Magical)

You can use an action to plant a seed of delusion in your foe. Target one creature within 5 yards. Make an Intellect roll against the target's Intellect. On a success, the target becomes confused until the end of your

next turn. While confused in this way, the target rolls an additional d20 for any attribute roll it makes, and uses the lower roll. You can use this talent once, twice at level 3, and three times at level 7. You regain expended uses after you rest.

DREADFUL PRESENCE

CASTINGS: 1

TARGET: Up to three creatures within 5 yards

DURATION: Instantaneous

A thrill of fear washes through the target, causing them to become vulnerable (luck ends). A creature immune to the frightened affliction ignores this effect. When a target vulnerable in this way ends its turn within 5 yards of you, it takes 1d6 damage.

Oneiromancy

Lucid Dreaming (Magical)

You can perform a ritual to place yourself into a restful sleep.

When you finish, you fall prone and sleep for 1 hour. The effect ends early if you are harmed. If you sleep the whole time, you heal 4d6 damage and you make Intellect and Will rolls with 1 boon for 24 hours. Once you use this talent, you lose access to it until after you rest.

FRIGHTEN

CASTINGS: 3

TARGET: One creature with 10 yards

DURATION: Instantaneous

You amplify the target's misgivings and doubts until it experiences naked terror. Make an Intellect roll against the target's Will. On a success, the target becomes frightened of you (luck ends). On a critical success, the target becomes frightened of you for 1 minute instead.

IMAGINARY FRIEND

CASTINGS: 1

TARGET: One empty Size 1 space on the ground within 5 yards

DURATION: 1 hour

You see a being formed from your imagination appear inside the target space. The being can have any appearance you choose, but it is invisible to all other creatures. The imaginary friend becomes your controlled companion for the duration, but the spell ends early if the companion becomes incapacitated, in which case you make a Will roll. On a failure, you become stunned until the end of your next turn. The friend uses your Intellect score for its Defense, Health, and attributes. The friend cannot harm other creatures directly and cannot interact with creatures, though it can use actions to carry things

for you, help you with tasks, and perform other activities as you choose.

MIND BONDAGE

CASTINGS: 1

TARGET: One creature within 5 yards

DURATION: Instantaneous

You place the target into a dreamlike state and cause it to become Will impaired until the end of your next turn. When the affliction ends, provided you are still within 5 yards of the target, you can make an Intellect roll against its Will. You make the roll with 1 bane if the target's Health score is greater than yours. On a success, describe an activity you want the target to perform at some point within the next 24 hours that is within its power to do and does not directly cause its death or bring harm to its loved ones or property. For example, you might suggest the target unlock a door, speak a phrase, or start a fire. As part of the activity's description, you also define the event that triggers the activity. The event could be the expiration of a period of time, a signal of some kind, or arriving at a specified place. The target becomes bound to perform the stated activity when the triggering event occurs

and does so unless somehow prevented.

BACKGROUND

You made a pact with higher power and you gained power to do magic.

LANGUAGES

Arcane and Common

ALLIES