



MAGE

Name: _____ Pippendula "Pippy" Portugalia


Race: _____ Gnome

Title: _____ Entered Apprentice
of the Arcanum

Role: _____ Ranged Damage

Play style: _____ High burst arcane damage

NAME: Pippendula "Pippy" Portigalia				TITLE: Entered Apprentice of the Arcanum		LEVEL: 4	
RACE: Gnome				CLASS: Mage		GENDER: Female	
MODIFIERS		HIT/CAST	CRIT MISS/FAIL	CRIT HIT/CAST	OTHER	AGE: 62	
MELEE-All		0	5%	3% 98+	Damage 0	HEIGHT: 2'11"	
RANGED-All		0	5%	3% 98+	Damage 0	WEIGHT: 75lbs.	
SPIRIT-Common Arcane		+9	5%	15% 86+	Damage +4	SIZE MODIFIER	
SPIRIT-Destruction		+11	0%	15% 86+	Damage +5	Small -2	
SPIRIT-Devastation		+11	0%	17% 84+	Damage +4	STATS +/-	
						MOVEMENT	3
						STRENGTH	8
						AGILITY	10
						STAMINA	10
						INTELLECT	17
						WISDOM	11
						AVOIDANCE	11
						PERCEPTION	10
						RESOLVE	11
						INITIATIVE	11
						CHARM	9
SPIRIT SPEC		Destruction	Modifiers already added, see Spirit Cost Reductions				
SPIRIT SPEC		Devastation	Modifiers already added, see Spirit Cost Reductions				
PRIMARY LOAD OUT	MAIN HAND	Short Staff (2d4 dam, Stun 15%; Ward-off; Two-Handed)					
	OFF HAND						
SECOND LOAD OUT	MAIN HAND	Spirit Siphoning Arcane Wand of Minor Haste (1d6+2 Arcane damage, Rng 10")					
	OFF HAND	(once/battle may shoot twice, always convert wand damage into spirit)					
BELT SLOTS		Light Healing Potion (1d10 HP)		Minor Spirit Potion (+10)		DEFENSE	
<i>Traveler's Belt</i>		Light Healing Potion (1d10 HP)		Minor Spirit Potion (+10)		AC 27	
6 slots		Light Healing Potion (1d10 HP)		Minor Spirit Potion (+10)		ARMOR 16	
						DODGE 11	
						NOISY 0	
						STIFF 0	
						DOUBLE 0	
						TRIPLE 0	
						RESISTANCES +/-	
						ARCANE 39	
						ELEMENTAL 30	
						NATURAL 21	
						HOLY 22	
						DEMONIC 22	
						MENTAL 28	
						INIT. SCORE 11+1d12	
MONEY POUCH (GP.SP) 6.8							
ARMOR & ITEMS (by slot)	LEGS	Quilted Trousers				2	
	TORSO	Quilted Shirt				2	
	SHOULDERS	Quilted Mantle				2	
	FEET	Quilted Boots				2	
	HANDS	Quilted Gloves				2	
	ARMS	Quilted Bracers				2	
	HEAD	Quilted Cap				2	
	BACK	Quilted Cape				2	
	NECK	Mana Charged Amulet of Greater Arcane Power (mods. already added)					
	TRINKET						
OTHER							
BACK PACK		Spell Book (contains all T1-2 Arcane powers)		#	#		
<i>Standard</i>				#	#		
10 Slot Pack				#	#		
MAX CAPACITY				#	#		
8 slots		#	#	#	#		
HP (MAX:41)							
SPIRIT (MAX:46)							
MAX TIER: 2							
EXPERIENCE: 160							
REPUTATION	COMMON: 12						
	THE ARCANUM: 13						



v1.4

PASSIVE SKILLS:		DETAILS:
Armor Proficiencies	Cloth	
Weapon Proficiencies	Knives, Staves, Wands	
Languages	Common, Gnomish, Dwarven, High Elven, Mage Tongue	
Tunnel Sight	retain a limited capacity to see in shades of grey while in natural subterranean darkness, at a range equal to 1/2 Perception	
Small Race	smaller than average race, must under-size all armor; +10% Crit Miss chance if wielding XL weapons gain a natural +2 damage w/ any S weapons that they have Proficiency with (already added to wand)	
Light of Foot	Can sneak (move while hidden) at 3/4 speed instead of the regular 1/2 speed and always ignore naturally occurring Difficult Terrain movement penalties	
Arcane Mastery	When using powers from the Arcane Domain, gain +1/5 lvls damage and bonus critical hit chance equal to current Max Spirit divided by 20 (Bonuses already added); all Arcane spirit costs are reduced by 10% (minimum 1 reduction but never reducing costs below 1)	
Spirit Echo	if spirit powers were used, 25% chance to gain back 1d12+17 Spirit points at end of battle	
Arcane Capacitance	All Tier2 and higher powers add a stack of Arcane Capacitance when successfully cast The stack can be consumed (as an instant) at any time to add +1dam/+2hit per stack to next power	
SECONDARY SKILLS:	RANK:	DETAILS:
Scholar	1	Can read and speak 4 languages of their choice (seePassives). Can transcribe Spirit powers from their own memory into their own Spirit Book.
Engineer	1	Can design & build simple engineering items that would only require one person & a basic (untrained) understanding of masonry, carpentry, etc... (i.e a siege ladder, a simple battering ram, a barricade) Max three or less creations per day based on complexity.
Destruction Specialist	1	all Destruction powers cost 1 less spirit (but cannot be reduced below 1)
	2	+2 to cast & +1 dam and -5% Crit Failure chance with Destruction powers (already added)
Devastation Specialist	1	all devastation powers cost 1 less spirit (but cannot be reduced below 1)
	2	+2 to cast & +2% Crit and -5% Crit Failure chance with Devastation powers (already added)
EXTRA:		
Child Prodigy	Pippy was identified as a prodigy of arcane magic at a young age and was sent from her home in Wunderkin to study in Volanthia. She has been around magic her entire life and can't imagine life without it. While her natural aptitude is certainly a strength it can also be a weakness as she struggles to conceive of solutions to even the most mundane of problems without the use of magic, even if it overcomplicates things at times.	
Condescending Charm	Pippy's sheer brilliance puts her at odds with anyone of lesser intelligence. Though not intentional, she is often accused of being condescending. Yet somehow, she manages to do so in a charming and endearing manner that leaves her intellectual inferiors feeling at ease with her playful insults.	
"Make it go boom!"	Once the magic starts flowing, Pippy's love of explosions shines through. She loves nothing more than seeing grandiose and explosive displays of the arcane.	

Pippendula "Pippy" Portigalia

SPIRIT POWERS (Primary Skills)

All Destruction & Devastation Powers Cost 1 less Spirit & ALL Common Magic costs 1 OR 10% less (overall reduction cannot drop powers below 1 Spirit)

Known	Spell Name	Tier	Discipline	Domain	School of Magic	School of Powers	Spirit Cost	Use	Range	Description	Archetype	Archetype Details
✓	Arcane Cantrip	0	None	Arcane	Common	None	2	action	15	Mage & Wizard only: 1d4+1 arcane damage	Burst	no direct projectile therefore no LOS required and no dodge allowed, however caster must still have some reason to know that a target exists
✓	Detect Magic	0	None	Arcane	Common	None	1	instant	15	detects/identifies all Spirit buffs/effects/enhancements (Spirit-based) on a given target, temporarily glow according to school (for up to 1 hour) • the more specific the target the more specific the results will be	Reveal	reveals hidden mysteries of the spirit world, allowing the caster and/or allies to exploit this knowledge
✓	Memorize Power	0	None	Arcane	Common	None	1/Tier	non-combat	self	commit a power to memory from a Spirit Book, this power is limited to being cast once per rest or once per half rest if caster has level 2 Scholar secondary skill	Modify	modifies the basic properties of something for useful purposes
✓	Magic Missile	1	Destruction	Arcane	Common	Mana	1/lvl	action	30	fires a single arcane projectile, dealing 1d4 dam per lvl (max level 5)	Missile	magical projectile based power that typically has solid form • requires LOS • cannot cast on targets in base contact with the caster, target can add dodge to resistance roll
✓	Spirit Burn	2	Destruction	Arcane	Common	Mana	4	instant	20	1d4 dam • if target uses Spirit gains +1 damage • damage done to spirit users drains that much spirit and gives it to the caster	DOT	no direct projectile therefore no LOS required and no dodge allowed, however caster must still have some reason to know that a target exists • remains active for one additional round per Tier or until dispelled/canceled, resist against initial cast only (unlike poison effects), damage bonus applies on first round only
✓	Arcane Grasp	2	Destruction	Arcane	Common	Mana	4	action	melee	3d6 damage	Shock	Requires an empty hand and must touch the target. Counts as either a main hand or off-hand attack, but can only be used as an off hand attack if no special ability was used with the main hand. If using a weapon in two hands Shocks can still be cast with the off hand if no attack was made with the weapon that round • targets can add dodge to resistance roll • ward-offs apply • can be combined a main hand 'fist' Focus ability but doing so prevents using an off hand fist attack
✓	Mana Bomb	1	Devastation	Arcane	Common	Mana	4	instant	12	remains on the target and stacks mana energy, gaining 1 stack each subsequent time the target is hit by any mana power • magic missile grants 1 stack per level and arcane darts grants 1 stack per dart • immediately upon reaching 5 stacks the bomb explodes dealing 1d10 damage in 2" radius	Bomb	Applied to a single target with no immediate or direct effects (though it can be dispelled) but triggers after certain conditions are met or a certain duration is reached • requires LOS for initial target • casting roll is delayed until the bomb is triggered • once bomb has been triggered use a single casting roll where the initial target cannot dodge but those in the area of effect can add dodge to their Resistance
✓	Arcane Darts	2	Devastation	Arcane	Common	Mana	1.5/lvl	action	24	1 dart/lvl, allocated as caster sees fit, each dart does 1d4+1 damage (max level 5)	Multi	Fires multiple projectiles where LoS is required on each target • can't cast on targets in base contact • targets can add Dodge to Resistance • use a separate casting roll for each target, however any Critical Failure(s) does not prevent the other rolls from succeeding (effectively done simultaneously)
✓	Cone of Force	2	Devastation	Arcane	Common	Mana	4	action	Cone Template	1d4+2 damage, pushes effected targets to the nearest edge of the template	Cone	Effects a three dimensional area in a cone originating from the casters location that is 8" long and 3" wide at the end (or using wargaming Cone Template), partially covered targets can add dodge to resistance roll, roll a single hit roll
✓	Arcane Blink	2	Alteration	Arcane	Common	Mana	2	instant	15	immediately move 4" in straight line • ignoring any obstacles in your way • does not count as disengaging from combat	Movement	alters the way things move • self cast only, unless spending 1.5x the spirit cost • unless otherwise specified, using a Movement power to leave base contact with an enemy does NOT count as Disengaging from Combat
✓	Dispel Magic	1	Alteration	Arcane	Common	Mana	0.5/lvl against	instant or action	15	dispel 1 known spirit effect • use resistance equal to level*4 of the caster of the effect • can also be used to dispel/shatter 1 spirit based enchant/crafting	Dispel	action OR can be used as an instant for double the Spirit cost
✓	Magical Convergeance	1	Fortification	Arcane	Common	Mana	3	instant	self	while buff is active, gain +1 cast, damage or healing for every additional spirit spent (max +10) • distribute modifier at will if there are multiple targets • consume to have your next power auto cast (no casting roll required)	Empower	self cast only buff • positive effects that remain in play for up to one hour unless dispelled • some Empower spells may be consumed at will as an instant for the affected target on their own turn • consuming a Empower immediately ends its effects, but causes an immediate additional effect • if an Empower is consumed it cannot be recast on that target for 1 hour
✓	Conjure Food	1	Conjuration	Arcane	Common	Mana	1/Tier	instant	25	creates up to 4 servings of food: • T1: equivalent to trail rations • T3: equivalent to fresh/cooked food • T5: equivalent to a feast	Utility	non-combat oriented conjuration (not worth any XP), typically used as a survival/adventuring tool