




# BATTLEMage

Name: \_\_\_\_\_ Bloodbrood the Cleaver  
Race: \_\_\_\_\_ Minotaur  
Title: \_\_\_\_\_ Spellsword  
Role: \_\_\_\_\_ Melee/Ranged Damage Hybrid  
Play style: \_\_\_\_\_ High crit chance  
Pyromancer wielding  
two handed axes

NAME: Bloodbrood the Cleaver				TITLE: Spellsword			LEVEL: 4		
RACE: Minotaur				CLASS: Battlemage			GENDER: Male		
MODIFIERS		HIT/CAST	CRIT MISS/FAIL	CRIT HIT/CAST	OTHER	+/-	AGE: 62		
MELEE-Axes		+5	0%	27% 74+	Damage	+4	HEIGHT: 7'4"		
MELEE-All		0	5%	7% 94+	Damage	+3	WEIGHT: 350lbs.		
RANGED-All		0	5%	3% 98+	Damage	0	SIZE MODIFIER		
SPIRIT-All		+2	5%	4% 97+	Damage	0	Large 2		
SPIRIT-Fire/Heat		+2	5%	4% 97+	Damage	0	STATS +/-		
SPIRIT-Destruction		+4	0%	4% 97+	Damage	+1	MOVEMENT	5	
WEAPON SPEC		Axe					STRENGTH	16	
SPIRIT SPEC		Destruction					AGILITY	10	
PRIMARY LOAD OUT	MAIN HAND	Keen Bearded Axe (2H) of Improved Flame (1d12+1d4+1 phys. dam +1d4 fire dam) where: keen + cleaving 10 = +15% Crit, already added to Axe modifiers above					STAMINA	12	
	OFF HAND						INTELLECT	11	
SECOND LOAD OUT	MAIN HAND						WISDOM	10	
	OFF HAND						AVOIDANCE	8	
BELT SLOTS		Light Healing Potion (1d10 HP)		Battlemages Elixir		PERCEPTION	10		
Heavy Belt		Major Spirit Potion (+10 Spirit)		###		RESOLVE	11		
4 slots		Minor Vigor Potion (+8 Vigor)		###		INITIATIVE	10		
MONEY POUCH (GP.SP)		2.80					CHARM	9	
ARMOR & ITEMS (by slot)	LEGS	Studded Cuisses				3	DEFENSE		
	TORSO	Quilted Shirt				2	AC	24	
	SHOULDERS	Quilted Mantle				2	ARMOR	16	
	BEAST LEGS	Cloth Shinguards				1	DODGE	8	
	HANDS	Quilted Gloves				2	NOISY	0	
	ARMS	Studded Sleeves				3	STIFF	0	
	HEAD	Boiled Helm				3	DOUBLE	0	
	BACK					0	TRIPLE	0	
	NECK						RESISTANCES +/-		
	TRINKET	Stoic Silver Ring of of Minor Agility					ARCANE	22	
OTHER						ELEMENTAL	24		
BACK PACK		Sleeping Roll	x				NATURAL	22	
Standard Pack		Heavy Blanket	x		###		HOLY	22	
10 Slot Pack		Small Spellbook			###		DEMONIC	21	
MAX CAPACITY					###		MENTAL	21	
10 slots					###	INIT. SCORE 10+1d12			
HP (MAX: 54):									
TEMP HP/SHIELDS:									
VIGOR (MAX:32)									
SPIRIT (MAX:29)									
MAX TIER: 2									
EXPERIENCE: 160									
REPUTATION	COMMON: 7								
	VESTIN COLLEGE OF PYROMANCY: 14								
	REPUBLICAN ARMY: 11			RIDERS OF ILETHIN: 4					
	REPUBLIC OF GANT: 9			CITYSTATE OF RALGOR: 8					

CCv1.6.2

<b>PASSIVE SKILLS:</b>	<b>DETAILS:</b>
Armor Proficiencies	Cloth, Leather
Weapon Proficiencies	Knives, Swords, Bludgeons, Axes, Staves, Axes2H
Languages	Common, Minotauren
Adrenaline Casting	While in base contact w/ enemy, can use a non-melee action spirit powers as instants if self-cast or casting on a target not in base contact (LOS still applies), but if doing so cannot cast for your action gain +10 to hit with Shock and Strike powers or physical attacks that have been Imbued gain +10 to all resistances while any self-cast Ward power is active
Animal Feet	cannot wear conventional footwear/armor, but don't suffer the -1 movement penalty, can instead equip "beast" leg armor in their foot armor slot
Large Race	larger than average race, must oversize all armor gain 1 free Secondary Skill point into any Brute Skill during character creation
Bull Charge	add straight line distance (in inches) as dam bonus to a single melee attack made after moving
Spirit Echo	if spirit powers were used, 25% chance to gain back 1d12+11 Spirit points at end of battle
Heat Seeking	Spells with 'Heat Seeking' in the description gain +15 to cast or +3 spell damage against any target that is under the effects of periodic fire damage, suffered heat or fire damage on its previous turn, or naturally produces a significant amount of heat.
<b>SECONDARY SKILLS:</b>	<b>DETAILS:</b>
Intimidator, Dominance	Gain +3 Advantage on all stat tests related to Intimidation (see Glossary)
Strongman I	Adds +1 to the characters Strength stat permanently, up to a maximum of 20
Strongman II	+2 melee damage (already added) & +1 Advantage on most Strength Stat tests/roll-offs
Axe Fighting	+2 melee damage (already added) & +1 Advantage on most Strength Stat tests/roll-offs
Axe Wounds	Receive +5 hit & +1 damage when attacking with any type of Axe (already added)
Improved Destruction	all Destruction powers cost 1 less spirit (but cannot be reduced below 1)
Destruction Potency	+2 to cast & +1 dam & -5% Critical Failure chance w/ Destruction powers (already added)
<b>EXTRA:</b>	
Typical Lifestyle	

## Bloodbrood the Cleaver

## Spirit Powers (Primary Skills)

Known	Spell Name	Tier	Discipline	Domain	School of Magic	School of Powers	Spirit Cost	Use	Range	Description	Archetype	Archetype Details
TIER0 POWERS (Always known)												
✓	Arcane Spark	0	Destruction	Arcane	Common	None	2	action	melee	1d4+2 arcane damage	Shock	Requires an empty hand and must touch the target. Counts as either a main hand or off-hand attack, but if used as an off hand attack the main hand can only be a regular weapon attack. 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 with a main hand Focus skill but doing so prevents using any kind of off hand attack or kick (single hit roll vs AC & resist seperately)
✓	Detect Magic	0	Alteration	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	Alteration	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 half rest, unless possessing Rank 2 or higher of the Linguist secondary skill.	Modify	modifies the basic properties of something for useful purposes
DESTRUCTION DISCIPLINE (single target offensive powers, -1 Spirit Cost due to Destruction Specialization Rank1)												
✓	Flame Lance	1	Destruction	Elemental	Fire	Fire	3	action	25	1d8+1 damage, burns for 1 dam/round in the following 1d6 rounds, Heat-Seeking	Missile	magical projectile based power that typically has solid/physical form and therefore can be blocked with a conventional shield • requires LOS, cannot cast on targets in base contact with the caster, target can add dodge to resistance roll
✓	Imbue Scorch	1	Destruction	Elemental	Fire	Fire	4	instant	3	Imbues Scorching heat onto a melee weapon granting +1 Damage per Tier • if hitting has a 15% per Tier chance to cause any periodic/residual fire damage on the target to be doubled for 1 round	Imbue	imbues Spirit powers/effects onto a weapon (including natural weapons such as animal claws/bites, or fists) • cannot stack imbues on a weapon but stays on the weapon until successfully hitting • does not stack or chain with special abilities other than non-spirit based 'strikes', 'shots', or unarmed Focus Abilities • roll to cast immediately, where a crit cast doubles the dispel resistance • some imbues may require additional resist rolls upon hitting • unless otherwise stated, in order for imbue effects to be applied the physical attack must hit magical projectile based power that typically does not have solid/physical form and counts as a 'Shot' • requires LOS, cannot cast on targets in base contact with the caster, target can add dodge to resistance
✓	Flame Orb	4	Destruction	Elemental	Fire	Fire	11	action	20	The flame orb inflicts 1d10+10 damage to the target and remains in play. The target takes another 1d6+6 damage on their next turn if it does not move. If they do move the orb will attempt to follow them once they have completed their movement. The orb moves up to 10" in a straight line towards the target but will strike the first solid object in its path dealing 1d8+8 damage if failing an unmodified elemental resistance. The orb is Heat-Seeking.	Shot	
✓	Flame Strike	2	Destruction	Elemental	Fire	Fire	7	action	melee	+1d6 damage • on the follow round target takes 1d6 damage and one less each round after until zero • if either portion of Flame Strike critically hits also double the 1d6 damage taken on the subsequent round and reduce it by two each round after until reaching zero • Heat-Seeking	Strike	Adds spirit based damage and effects onto a single main hand melee attack that counts as a 'strike'. Use the same d100 hit roll for both the physical portion vs AC and the spirit portion vs Resistance, but assigning separate modifiers to each (including critical hit) • if the physical portion of the attack fails to hit then unless otherwise stated the spirit portion ALSO fails • however if the spirit portion fails to hit but the physical hit is successful, treat it as a normal melee attack • Strike powers do allow for a regular off-hand attack if dual wielding, but it cannot benefit from ANY special skill/power (i.e. Focus , "Shock" power, etc...) • if a Strike is used while unarmed (non-Focus) it is assumed that a basic fist attack is made (i.e. a 1 damage physical attack)
ALL OTHER DISCIPLINES												
✓	Fire Ball	2	Devastation	Elemental	Fire	Fire	1 +3/Tier	action	20	A ball of flame is launched towards to the target point, rapidly growing in size as it travels and inflicting 1d8 +1d6dam/Tier Fire damage in a 1.5" radius around the target point • Heat-Seeking	Blast	Has an area of effect in a spherical radius around the target point • LoS is required for the target point, however the area of effect can hit targets out of LoS • use a single casting roll where the initial target cannot dodge but those in the area of effect can add dodge to their Resistance • Blast powers are projectile based, and unless otherwise stated move in a straight line from the caster to the target point
✓	Flaming Breath	2	Devastation	Elemental	Fire	Fire	8	action	Cone Template	2d8 damage, 75% chance of doing an additional 1d8 damage during the targets next turn, Heat Seeking	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
✓	Melt Magic	1	Alteration	Elemental	Fire	Fire	0.5/lvl against	instant or action	12	can dispel one known magic effect, use resistance equal to 5x the level of the caster of the effect • if the effect is earth or water magic, use resistance equal to 3x the level of the caster of the effect • can also be used to rapidly melt naturally occurring ice in a 1" per Tier radius around the target • can also be used to dispel/shatter one earth or water magic based enchant/crafting	Dispel	Removes, negates, or otherwise alters a persistent or ongoing effect that the caster is aware of. Typically, this is an action OR can be used as an instant for double the Spirit cost.
✓	Heat Sense	2	Alteration	Elemental	Fire	Fire	4	instant	12	for 1 hour per Tier of the Caster, a single target can sense heat signatures, gaining +1 Perception per Tier (effecting ranged modifiers accordingly) against any target that produces heat	Reveal	reveals hidden mysteries of the spirit world, allowing the caster and/or allies to exploit this knowledge

## Bloodbrood the Cleaver VIGOR SKILLS

Known	Skill Name	Discipline	Level	Cost	Use	Description
✓	Recuperate	Tactics	0	0	action	regenerate one Vigor per level
✓	Hawk Strike	Offense	3	6	action	max damage main hand melee attack
✓	Tactical Charge	Tactics	2	3	action	if it will bring you into base contact with an enemy, immediately move 2" and make a regular main hand attack • will also knock the target down if winning a Strength vs. Stamina stat roll-off
✓	Improved Tactical Charge	Tactics	4	5	action	if it will bring you into base contact with an enemy, immediately move 3" and make a mainhand attack • will also knock the target down if winning a Strength vs. Stamina stat roll-off with +1 advantage
✓	Hamstring	Offense	1	4	action	minimum damage melee attack that on wounding prevents the target from moving on their next turn and reduces their movement speed by half for the remainder of battle, healing cancels both effects
✓	Offensive Stance	Offense	0	3	instant	Adopt a battle stance that favors offensive melee combat, granting the following features for the duration of battle or until switching stances: • +2 hit/+1 damage (physical melee attacks only) • -1 Vigor cost to all Vigor skills from the Offense Discipline (to a minimum of 1)
✓	Improved Offensive Stance	Offense	2	6	instant	Adopt a battle stance that favors offensive melee combat, granting the following features for the duration of battle or until switching stances: • +4 hit/+2 damage (physical melee attacks only) • -2 Vigor cost to all Vigor skills from the Offense Discipline (to a minimum of 1)
✓	Greater Offensive Stance	Offense	4	9	instant	Adopt a battle stance that favors offensive melee combat, granting the following features for the duration of battle or until switching stances: • +6 hit/+3 damage (physical melee attacks only) • -3 Vigor cost to all Vigor skills from the Offense Discipline (to a minimum of 1)
✓	Concentration	Offense	1	4	instant	next normal melee/ranged attack or any type of 'strike' or 'shot' has +15 hit/cast
✓	Strength of Arms	Offense	3	7	instant	the next time you roll dice to inflict damage with a melee weapon you are proficient with, choose a single dice to roll twice, selecting the most desirable result