

Aku

NAME Atumasp Nijara

LOOK

Elf: Galadiir, Fenfaril, Lilliasre, Phirosalle, Enkirash, Halwyr
Human: Avon, Morgan, Rath, Ysolde, Ovid, Vitus, Aldara, Xeno, Uri

Haunted Eyes, Sharp Eyes, or Crazy Eyes
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 |
|----------|-----------|--------------|--------------|-------------|------------|
| 8 | 15 | 9 | 16 | 13 | 12 |
| WEAK -1 | SHAKY -1 | SICK -1 | STUNNED -1 | CONFUSED -1 | SCARRED -1 |
| -1 STR | +1 DEX | 0 CON | +2 INT | +1 WIS | 0 CHA |

DAMAGE

D4

ARMOR

1

HP

CURRENT MAX

13

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.

RACE

☒ ELF

Magic is as natural as breath to you. Detect Magic is a cantrip for you.

☐ HUMAN

Choose one cleric spell. You can cast it as if it was a wizard spell.

BONDS

Fill in the name of one of your companions in at least one:

Nassteem will play an important role in the events to come. I have foreseen it!

Doaga is keeping an important secret from me.

Zari is woefully misinformed about the world; I will teach them all that I can.

I owe Nassteem a ^{red} life boon.

TO ME

Doaga will teach me to hunt

STARTING MOVES

SPELLBOOK

You have mastered several spells and inscribed them in your spellbook. You start out with three first level spells in your spellbook as well as the cantrips. Whenever you gain a level, you add a new spell of your level or lower to your spellbook. You spellbook is 1 weight.

PREPARE SPELLS

When you spend uninterrupted time (an hour or so) in quiet contemplation of your spellbook, you:

- Lose any spells you already have prepared
- Prepare new spells of your choice from your spellbook whose total levels don't exceed your own level+1.
- Prepare your cantrips which never count against your limit.

CAST A SPELL (INT)

When you release a spell you've prepared, roll+INT. *On a 10+, the spell is successfully cast and you do not forget the spell—you may cast it again later. *On a 7-9, the spell is cast, but choose one:

- You draw unwelcome attention or put yourself in a spot. The GM will tell you how.
- The spell disturbs the fabric of reality as it is cast—take -1 ongoing to cast a spell until the next time you Prepare Spells.
- After it is cast, the spell is forgotten. You cannot cast the spell again until you prepare spells.

Note that maintaining spells with ongoing effects will sometimes cause a penalty to your roll to cast a spell.

SPELL DEFENSE

You may end any ongoing spell immediately and use the energy of its dissipation to deflect an oncoming attack. The spell ends and you subtract its level from the damage done to you.

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 ____
- It will require a lot of money
- The best you can do is a lesser version, unreliable and limited
- You and your allies will risk danger from ____
- You'll have to disenchant ____ to do it



THE WIZARD

LEVEL

XP

8

your Load is 7+STR. You start with your spellbook (1 weight) and dungeon rations (8 uses, 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:

- ☐ Healing potion (0 weight)
- ☒ 3 antitoxins (0 weight)

ADVANCED MOVES

When you gain a level from 2-5, choose from these moves. You also add a new spell to your spellbook at each level.

☐ PRODIGY

Choose a spell. You prepare that spell as if it were one level lower.

☐ EMPOWERED MAGIC

When you cast a spell, on a 10+ you have the option of choosing from the 7-9 list. If you do, you may choose one of these as well:

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

☐ FOUNT OF KNOWLEDGE

When you spout lore about something no one else has any clue about, take +1.

☐ KNOW-IT-ALL

When another player's character comes to you for advice and you tell them what you think is best, they get +1 forward when following your advice and you mark experience if they do.

☐ EXPANDED SPELLBOOK

Add a new spell from the spell list of any class to your spellbook.

☐ ENCHANTER

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

☐ LOGICAL

When you use strict deduction to analyze your surroundings, you can discern realities with INT instead of WIS.

☐ ARCANE WARD

As long as you have at least one prepared spell of first level or higher, you have +2 armor.

☐ COUNTERSPELL

When you attempt to counter an arcane spell that will otherwise affect you, stake one of your prepared spells on the defense and roll+INT. *On a 10+, the spell is countered and has no effect on you. *On a 7-9, the spell is countered and you forget the spell you staked. Your counterspell protects only you; if the countered spell has other targets they get its effects.

☐ QUICK STUDY

When you see the effects of an arcane spell, ask the GM the name of the spell and its effects. You take +1 when acting on the answers.

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

☐ MASTER

Requires: Prodigy

Choose one spell in addition to the one you picked for prodigy. You prepare that spell as if it were one level lower.

☐ GREATER EMPOWERED MAGIC

Replaces: Empowered Magic

When you cast a spell, on a 10-11 you have the option of choosing from the 7-9 list. If you do, you may choose one of these effects as well. On a 12+ you get to choose one of these effects for free:

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

☐ ENCHANTER'S SOUL

Requires: Enchanter

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.

☐ HIGHLY LOGICAL

Replaces: Logical

When you use strict deduction to analyze your surroundings, you can discern realities with INT instead of WIS. On a 12+ you get to ask the GM any three questions, not limited by the list.

☐ ARCANE ARMOR

Replaces: Arcane Ward

As long as you have at least one prepared spell of first level or higher, you have +4 armor.

☐ PROTECTIVE COUNTER

Requires: Counterspell

When an ally within sight of you is affected by an arcane spell, you can counter it as if it affected you. If the spell affects multiple allies you must counter for each ally separately.

☐ ETHEREAL TETHER

When you have time with a willing or helpless subject you can craft an ethereal tether with them. You perceive what they perceive and can discern realities about someone tethered to you or their surroundings no matter the distance. Someone willingly tethered to you can communicate with you over the tether as if you were in the room with them.

☐ MYSTICAL PUPPET STRINGS

When you use magic to control a person's actions they have no memory of what you had them do and bear you no ill will.

☐ SPELL AUGMENTATION

When you deal damage to a creature you can shunt a spell's energy into them—one of your ongoing spells and add the spell's level to the damage dealt.

☐ SELF-POWERED

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.

CANTRIPS

You prepare all of your cantrips every time you prepare spells without having to select them or count them toward your allotment of spells.

☐ LIGHT

CANTRIP

An item you touch glows with arcane light, about as bright as a torch. It gives off no heat or sound and requires no fuel, but it is otherwise like a mundane torch. You have complete control of the color of the flame. The spell lasts as long as it is in your presence.

☐ UNSEEN SERVANT

CANTRIP

You conjure a simple invisible construct that can do nothing but carry items. It has Load 3 and carries anything you hand to it. It cannot pick up items on its own and can only carry those you give to it. Items carried by an unseen servant appear to float in the air a few paces behind you. An unseen servant that takes damage or leaves your presence is immediately dispelled, dropping any items it carried.

☐ PRESTIDIGITATION

CANTRIP

You perform minor tricks of true magic. If you touch an item as part of the casting you can make cosmetic changes to it: clean it, soil it, cool it, warm it, flavor it, or change its color. If you cast the spell without touching an item you can instead create minor illusions no bigger than yourself. Prestidigitation illusions are crude and clearly illusions—they won't fool anyone, but they might entertain them.

FIRST LEVEL SPELLS

☐ CONTACT SPIRITS

LEVEL 1

SUMMONING

Name the spirit you wish to contact (or leave it to the GM). You pull that creature through the planes, just close enough to speak to you. It is bound to answer any one question you ask to the best of its ability.

☐ DETECT MAGIC

LEVEL 1

DIVINATION

One of your senses is briefly attuned to magic. The GM will tell you what here is magical.

☐ TELEPATHY

LEVEL 1

DIVINATION ONGOING

You form a telepathic bond with a single person you touch, enabling you to converse with that person through your thoughts. You can only have one telepathic bond at a time.



☐ CHARM PERSON

LEVEL 1 ENCHANTMENT ONGOING

The person (not beast or monster) you touch while casting this spell counts you as a friend until they take damage or you prove otherwise.

☐ INVISIBILITY

LEVEL 1

ILLUSION ONGOING

Touch an ally: nobody can see them. They're invisible! The spell persists until the target attacks or you dismiss the effect. While the spell is ongoing you can't cast a spell.

☐ MAGIC MISSILE

LEVEL 1

EVOCATION

Projectiles of pure magic spring from your fingers. Deal 2d4 damage to one target.

☐ ALARM

LEVEL 1

Walk a wide circle as you cast this spell. Until you prepare spells again your magic will alert you if a creature crosses that circle. Even if you are asleep, the spell will shake you from your slumber.

THIRD LEVEL SPELLS

☐ DISPEL MAGIC

LEVEL 3

Choose a spell or magic effect in your presence: this spell rips it apart. Lesser spells are ended, powerful magic is just reduced or dampened so long as you are nearby.

☐ VISIONS THROUGH TIME

LEVEL 3

DIVINATION

Cast this spell and gaze into a reflective surface to see into the depths of time. The GM will reveal the details of a grim portent to you—a bleak event that will come to pass without your intervention. They'll tell you something useful about how you can interfere with the grim portent's dark outcomes. Rare is the portent that claims "You'll live happily ever after." Sorry.

☐ FIREBALL

LEVEL 3

EVOCATION

You evoke a mighty ball of flame that envelops your target and everyone nearby, inflicting 2d6 damage which ignores armor.

☐ MIMIC

LEVEL 3

ONGOING

You take the form of someone you touch while casting this spell. Your physical characteristics match theirs exactly but your behavior may not. This change persists until you take damage or choose to return to your own form. While this spell is ongoing you lose access to all your wizard moves.

☐ MIRROR IMAGE

LEVEL 3

ILLUSION

You create an illusory image of yourself. When you are attacked, roll a d6. On a 4, 5, or 6 the attack hits the illusion instead, the image then dissipates and the spell ends.

☐ SLEEP

LEVEL 3

ENCHANTMENT

1d4 enemies you can see of the GM's choice fall asleep. Only creatures capable of sleeping are affected. They awake as normal: loud noises, jolts, pain.



WIZARD SPELLS

halloccino

Calming [^] furl

2d6 + charisma

Bakuna to pull barge

Roll + wis