

Name: Avgust Ruslan	Look
Background: Magician (Arcane Ritualist, Prepared Caster, Sage [A])	

Assign these scores to your stats: 16 (+2), 15 (+1), 13 (+1), 12 (0), 9 (0), 8 (0)

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
8	13	9	16	15	12
WEAK -1	SHAKY -1	SICK -1	STUNNED -1	CONFUSED -1	SCARRED -1
0	+1	0	+2	+1	0
STR	DEX	CON	INT	WIS	CHA

Damage	d4	Armor	0	HP	15	Max HP	15	Level	1	XP	7
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Alignment

Good: endanger self to combat unnatural threat.

Race

Human: When another PC comes to you for advice about something important and you tell them what you honestly think is best, they also deal +1d6 damage forward if they follow that advice.

Bonds (Max 4)

FILL IN FIVE OF THESE WITH ANOTHER PC NAME, THEN DELETE THE REST AND THESE INSTRUCTIONS

_____ does not understand me or my culture. I will explain myself to them, no matter how long it takes.

_____ doesn't think I'm cut out for this life. I'll show them!

_____ got me involved in a dubious adventure, and now I'm having second thoughts.

_____ has been through hardships that would break me. They can stand against the darkness I see looming over the world.

_____ has seen the lands of my home, more recently than me.

_____ is a friend of a friend, so if they don't get me out of this mess, they're going to be in trouble!

_____ owes me a favour.

_____ talked me into it.

I am in love with _____.

Narbo has stood by me in battle and can be trusted completely.

Alexei is in constant danger, but I will keep them safe.

_____ would benefit greatly from following my path.

_____ has some problems I could help them solve.

Jozef is a valuable friend.

_____ is always making fun of me, but they still know who the real boss is around here.

_____ never takes my advice.

__Irine__ and I share the vision of the Blue & Gold Messenger.

Gear (Max Load 6)

Horse (Load 10)

Magic Spellbook (1 weight, see moves)

Sweet Hat (stylish, 0 weight)

Oleksander's Necklace (? , 0 weight)

Backpack

Cloak (warm, 1 weight)

Piece of Fractal Marble (8 uses, +1d4 damage on casting)

Magic Missile, 0 weight)

Dagger (hand, 1 weight)

Moves

(Cut and paste new moves here as you earn them)

Consult Sage

When another PC comes to you for advice about something important and you tell them what you honestly think is best, they get +1 forward when following your advice. At the end of a session, if any other PCs benefited from following your advice, you can mark XP.

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:

- First you must _____.
- It will require a lot of money.
- It will take days/weeks/months.
- 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.
- You'll need help from _____.

Cast a Magic Spell

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:

- After it is cast, the spell is forgotten. You cannot cast the spell again until you prepare spells.
- 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.
- You draw unwelcome attention or put yourself in a spot. The GM will tell you how.

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

Prepare Magic 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.

Magic Spellbook

You have mastered several spells and inscribed them in your spellbook. When you gain a level, add a new spell of your level or lower to your spellbook, chosen from those offered by your three schools. Your spellbook is 1 weight.

Note: Max HP = 6+Constitution; Max Load = 7+STR

Lantern (uses oil, Light 3, 1 weight) Flask of Oil (2 uses, 1 weight) The Map (1 weight) Healing Potion x 1 216 coins Dungeon Rations x 1 (3 wt) Adventuring Gear x 5 (1 wt) Horn of Cowardly Terror TOTAL WEIGHT: 6	
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Spells

School	Spell Name	Level	Description
Evocation	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 colour of the flame. The spell lasts as long as it is in your presence.
Evocation	Magic Missile	LEVEL 1	Projectiles of pure magic spring from your fingers. Deal 2d4 damage to one target.
Divination	Identify	CANTRIP	This spell will tell you what an item that you touch is, if you don't already know. Only mundane details are revealed.
Divination	Detect Magic	LEVEL 1	One of your senses is briefly attuned to magic. The GM will tell you what here is magical.
Summoning	Unseen Servant	CANTRIP ONGOING	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. Otherwise the unseen servant serves you until you end the spell.
Summoning	Contact Spirits	LEVEL 1	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.
Illusion	Invisibility	Level 1	P311 Class Warfare
Enchantment	Dispelling Magic	Level 3	P306 Does What It Says On the Tin
Alteration	Mending	Level 1	P298 repair a touched object

Advancement

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

Buddy Movie

You have a trusty sidekick or partner, who supports you in all that you do. Describe them and give them a name (Adam, Monkey King, or Sarah, for example). They count as a hireling with loyalty +2 and skill points equal to your level+1, with your choice of skills, plus one of the following abilities:

- When they help you defend, you get +1 hold.
- When they help you defy danger, take +1.
- When they help you fight, you deal +1d4 damage.
- When they help you parley, take +1.

They do not have their own HP. When they take damage, lower your own HP. If you die or refuse Death's bargain, your buddy can sacrifice their own life so that you may live.

Fount of Knowledge

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

I Know This Work

When you encounter an interesting artifact, construction, or device (your call), roll+WIS. On a hit, you can ask the GM questions. On a 10+, ask three. On a 7-9, ask two: How could I make this thing do _____?

- How is it weak or vulnerable?
- What's happened to it recently?
- What's it for?
- What's it made of?
- Who made it?

On a miss, it is something beyond your knowledge and understanding.

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.

Empowered Magic

Requires: Cast a Magic Spell. 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.

Expanded Spellbook

Requires: Magic Spellbook. Add a new spell from the spell list of any class or archetype to your spellbook.

Prodigy

Requires: Prepare a Magic Spell. Choose a spell. You prepare that spell as if it were one level lower.

Arcane Library

When you spout lore about magical writings, on a 10+, the GM will also ask you a question. Whatever you answer, it is the truth.

Logical

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

Scrying Pool

When you perform a ritual to investigate the doings of someone, and you have a piece of their body or an item that is important to them, roll+INT. On a 10+, ask the GM two questions from the list. On a 7-9, ask one. On a miss, they get to ask two questions about you:

- How could I get to them, physically or emotionally?
- What are they really up to?
- What is their weakness?
- Who are their allies?

When you gain a level from 6-10, you may choose from these moves as well as the level 2-5 moves:

Book of Names

When you meet someone important (your call), say what you've heard about them and roll+WIS. On a hit, the GM will tell you more details. On a 10+, the GM's details will complement yours. On a 7-9, the GM's details may contradict your own information, and how you discover the truth is your own affair. On a miss, you are wrong about something important.

Evidence of Faith

When you see divine magic as it happens, you can ask the GM which deity granted the spell and its effects. Take +1 when acting on the answers.

Superfriends

Requires: Buddy Movie. Give your trusty sidekick or partner a second ability from the list.

A Wealth of Knowledge

When you spout lore, on a 12+, you ask the GM a question, but the GM will also ask you a question about the subject. Whatever you answer, it is the truth.

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.

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.

Spell Augmentation

Requires: Cast a Magic Spell. When you deal damage to a creature, you can shunt a spell's energy into them—end one of your ongoing spells and add the spell's level to the damage dealt.

Astral Scryer

Requires: Scrying Pool. When you use your scrying pool, you can ask an extra question, even on a miss.

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.

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.

Self-Powered

Requires: Ritual. 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.

■ Who are their enemies?