

SORCERER

MAJOR CLASS

LEVEL 1 FEATURES

Critical Effect: Mana Flux. When you roll a Critical Success with a Spell Attack, you may refund some of the Mana spent to Activate it, up to the same amount as your Character Level. You cannot gain more Mana than you spent on the spell in this way. If the triggering effect was due to a Sustaining Cost rather than an Activation, you refund the Sustaining Cost for that turn.

Potency. Before you make a Spell Attack roll, you may invoke this ability. If you do, and the attack hits, it cannot do less than half of the possible maximum damage. However, if the Spell Attack roll results in a 1, you suffer one instance of the Exhausted Affliction.

CLASS SKILLS

Whipshock (3+)

Range: 15ft.

Use: Action

Activation Cost: 3+ Mana

Tags: Attack, Shocking, Evocation

You lash at a target with a crackling whip of energy. Make a Spell Attack (1d12+Cleverness) against a target within range, and deal 1d8 Shocking Damage on a hit. After taking damage, the target must succeed on a Might Check against your Spell Save. If it fails, it is Knocked Down.

Upcast: For every additional 2 Mana spent to cast this spell, it deals an additional 1d4 Shocking Damage.

Flay Matter (5+)

Range: 30ft.

Use: Action

Activation Cost: 5+ Mana

Tags: Attack, Evocation, Debuff

You blast a target with raw Ether energy, which reacts violently with corporeal matter. Pick a target you can see within range and make a Spell Attack (1d12+Cleverness). On a hit, it suffers 4d4 Ether Damage.

Critical Effect: When you Crit with this spell, you may choose to reduce the target's Armor by 1.

Upcast: For every additional 3 Mana spent on this spell, add +1 to the spell attack roll and +2 Ether Damage to the total.

Scintillating Swarm (5+)

Range: 15ft.

Use: Action

Activation Cost: 5+ Mana

Tags: Attack, Evocation, AoE

You throw a cloud of chaotically darting motes of unstable magic at a target, damaging it and anything in between.

Make a Spell Attack (1d12+Cleverness) against a target you can see within range. On a hit, roll 3d6, and consult the table below for the damage dealt. Hit or miss, every creature between you and the target must make a Precision Check against your Spell Save (Cleverness + Willpower). If they fail, roll 1d6, and consult the table below.

Damage Table

Dice Result - Damage Dealt

1 - 1d4 Burning Damage

2 - 1d4 Shocking Damage

3 - 1d4 Freezing Damage

4 - 1d4 Acid Damage

5 - 2 Ether Damage

6 - 1 Explosive Damage

Upcast: For every additional 3 Mana spent on this spell, roll an additional 1d6 against all affected creatures.

Thunderblast (4)

Range: 30ft.

Use: Action

Activation Cost: 4 Mana

Tags: Attack, Sonic, Evocation, AoE

Choose a point within range. A thunderous boom shakes the air, dealing Sonic Damage equal to your Character Level to all creatures and objects within 5ft. of the target. Affected creatures make a Fortitude Check against your Spell Save (Cleverness + Willpower), taking half as much damage on a success. Creatures that fail the Check by 5 or more are also Knocked Down.

Hardlight Crystals (3+)

Range: 30ft.

Use: Action

Activation Cost: 3+ Mana

Tags: Wall, Cover

You throw flickering magic at target spaces, where it erupts and solidifies into crystalline structures.

Pick three spaces in range. A crystal grows to fully occupy each space. Each crystal is approximately ten feet tall and blocks vision through the space, but is translucent enough for light to pass through.

If a creature is occupying the target space, the crystal raises it up as it grows beneath the creature.

The crystals grown with this spell have 10 Health and an Armor of 2. When crystals are destroyed, or you dismiss one as a Free Action, they shatter and then crumble away into fine, inert dust.

You may have a maximum number of crystals equal to 3+your Character Level present at any one time, after which point the oldest crystals are destroyed as you make new ones.

Upcast: You may spend an additional 10 Mana to cast this spell.

If you do, crystals grow at all spaces between the three points you target, connecting them. If this would cause you to create more crystals than you can support, you choose which ones immediately crumble.

Incandescent Fog (7/4)

Range: 60ft., 20ft. diameter.

Use: Action

Activation Cost: 7 Mana

Sustaining Cost: 4 Mana

Tags: AoE, Evocation

You create a 20ft.-diameter fog cloud centered on a point in range.

The cloud is flecked through with shimmering motes of energy.

The cloud reduces visibility to 10ft. in any direction, and no

natural light within the cloud creates more than Dim Light.

Creatures that start their turn in the cloud, or move into it for the first time, have a 50% chance (coin flip or even/odds die roll) of colliding with a mote. They repeat this chance check for every square they move through within the cloud.

Larger creatures make additional checks depending on their size.

Whenever they would make a check for colliding with a mote, Large

creatures make an additional check. Creatures make an additional

check for each size above Large that they are.

A creature that collides with a mote takes 1d4 Ether + 1 Explosive

Damage.

MAGE CLASS | CASTING: SOMATIC
PRIMARY STAT: **CLEVERNESS**
SECONDARY STAT: **WILLPOWER**
TOUGHNESS: 2

SORCERER MAJOR CLASS

SPECIALIZATIONS

Level 1

Advanced Spellcraft. Choose 3 Generic Spell Perks.

Flexcaster. Learn two Flexcast Methods of your choice from the end of this section. You may use these to modify the effects of any spell you can cast, even non-sorcerer spells.

Level 2

Choose one:

- Increase **Mana Regeneration** by 1.
- Choose a **Perk**.

Level 3

Choose one:

- Additional Flexcasting.** Learn one additional Flexcast Method.
- Blowback Mitigation.** Once per Rest, when you would suffer a negative effect from Blowback, you may choose to ignore it.

Level 4

Choose one:

- Select a Spell or activated Ability from either your Minor or Influence Class. It no longer has a cost multiplier (2x or 4x).
- Choose a **Perk**.

Level 5

Choose one:

- Increase your **Cleverness** and **Willpower** by 1.
- Increase your **Mana Capacity** by 2.

Level 6

Choose one:

- Additional Flexcasting.** Learn one additional Flexcast Method.
- Blowback Mitigation.** Once per Rest, when you would suffer a negative effect from Blowback, you may choose to ignore it. If you already have this ability, gain one additional use per Rest.
- Harness Blowback.** After you suffer a negative effect from Blowback, immediately gain +1d12 Mana. (Does not trigger if you Mitigate the effect).

Level 7

Choose one:

- Increase the **Core Stat** of your choice by 1.
- Choose a **Perk**.

Level 8

Choose one:

- Select a Spell or activated Ability from either your Minor or Influence Class. It no longer has a cost multiplier (2x or 4x).
- Pick any unchosen specialization option from Levels 2, 4, 5, or 7.

Level 9

Choose one:

- Superior Flexcasting.** Learn two additional Flexcast Methods.
- Ethercharged.** When you start your turn with your maximum Mana, add your Character Level to the first Spell Attack you make that turn, or add it to your Spell Save Target the first time you make a creature roll against it.

Level 10

Choose one:

- Select a Spell or activated Ability from either your Minor or Influence Class. It no longer has a cost multiplier (2x or 4x).
- Increase the **Core Stat** of your choice by 2.

Level 11

Pick any two unchosen specialization options from Levels 2, 4, 5, 7, 8, or 10.

Level 12

Choose one:

- Additional Flexcasting.** Learn one additional Flexcast Method.
- Harness Blowback.** After you suffer a negative effect from Blowback, immediately gain +1d12 Mana. (Does not trigger if you Mitigate the effect). If you already have this ability, add +1d12 to the roll.

Level 13

Choose one:

- Increase the **Core Stat** of your choice by 2, or any two stats by 1.
- Choose a **Perk**.

Level 14

Choose one:

- Increase your **Mana Regeneration** by 2.
- Increase your **Stamina Regeneration** by 2.
- Choose a **Perk**.

Level 15

Arcana Vitalis. Once per Rest, you may use an Action to spend Mana equal to your maximum Mana Capacity and receive the following effects:

- You heal 4d20+10 points of Damage in any combination you choose.
- You remove all remaining Rounds or Counters relating to Conditions from yourself.
- You heal 1 Affliction of your choice from yourself.
- Until the start of your next turn, all Damage you take is halved.
- Until the end of your next turn, your Mana Regeneration is reduced to 1d10.

Level 16

Choose one:

- Select a Spell or activated Ability from either your Minor or Influence Class. It no longer has a cost multiplier (2x or 4x).
- Increase the **Core Stat** of your choice by 2.
- Choose a **Perk**.

Level 17

Choose one:

- Increase your **Mana Capacity** by 3.
- Choose a **Perk**.

Level 18

Choose TWO:

- Additional Flexcasting.** Learn one additional Flexcast Method.
- Blowback Mitigation.** Once per Rest, when you would suffer a negative effect from Blowback, you may choose to ignore it. If you already have this ability, gain one additional use per Rest.
- Harness Blowback.** After you suffer a negative effect from Blowback, immediately gain +1d12 Mana. (Does not trigger if you Mitigate the effect). If you already have

BUNK MAGE

MAJOR CLASS

SPECIALIZATIONS

this ability, add +1d12 to the roll.

Level 19

Choose two:

- () Increase your **Cleverness** by 3.
- () Increase your **Willpower** by 2.
- () Choose a **Perk**.

Level 20

Choose two. You may select the same option twice:

- () Select a Spell or activated Ability from either your Minor or Influence Class. It no longer has a cost multiplier (2x or 4x).
- () Choose a **Perk**.
- () Increase the **Core Stat** of your choice by 1.
- () Pick any unchosen specialization option from Levels 2, 4, 5, 7, 8, 10, 13, 14, 16, 17, or 19.

FLEXCAST METHODS

Flexcast Methods allow you to modify the spells you can cast (not just Sorcerer spells).

- You may select a Flexcast option that you know when you cast a spell, or under specific conditions in the Flexcast's description.
- Some Flexcasts have an additional cost to use (such as extra Mana), or carry a Blowback risk - a potential mishap if things go wrong.
- You may use multiple Flexcast effects you know on a single spell so long as all requirements are met, but costs and blowback effects stack.
- Flexcasting only works on spells (not Stamina-based skills), and does not work on spells that have additional non-mana Activation or Sustaining Costs.

() Shape Spell

Cost: +2 Mana Per Creature

When you cast a spell that would affect multiple creatures, you may designate specific creatures as immune to the spell. This adds 2 Mana to the Activation Cost per selected creature.

() Greater Potency

Before you make a Spell Attack roll, you may invoke this ability. If you do, and the attack hits, it deals the maximum possible damage.

Blowback: If the Spell Attack roll results in a 1, you suffer one instance of the Exhausted Affliction.

() Diffuse Spell

Cost: 2x Mana

When you cast a spell with the AoE (Area of Effect) tag, you may double its affected area. Its damage, duration of effect, or other values related to its potency (as determined by the GM if needed) are halved.

() Concentrate Spell

Cost: 2x Mana

When you cast a spell with the AoE (Area of Effect) tag, you may halve its affected area, rounded down to the nearest 5ft. increment (to a minimum 5ft radius). Its damage, duration of effect, or other values related to its potency (as determined by the GM if needed) are doubled.

() Project Spell

Cost: 2 Mana per 10ft.

You may spend Mana in increments of 2 to increase the range of a spell by 10ft. per 2 Mana spent. If the spell normally has a Touch range, the first increment increases it to 10ft.

() Chain Spell

Before you make a Spell Attack roll, you may invoke this ability. If you do, and the attack hits, a second instance of the spell is cast from the point of impact. This instance must have a different, valid target, and shares all the same properties (including upcast effects) as the original. You may choose to repeat this process as many times as you like, so long as you can select new, valid targets

for each instance. The same target cannot be hit twice by the same chain.

Blowback: If any of the Spell Attack rolls in the chain results in a 1, the spell targets you instead, and automatically hits. This ends the chain.

() Spell Echo

Cost: 2x Mana

When you cast a spell that does not have a Sustaining Cost, you may invoke this ability. At the start of your next turn (or when your turn would start, if you are no longer present or able to take a turn), an identical instance of the spell is cast. All variables match the first casting (position cast from, target, upcast effects), except that it must make new Spell Attacks and targets may make new Checks, if applicable.

If a creature tries to Counterspell a Spell Echo, your Character Level is added to the counter cost.

Blowback: You may cancel a pending Spell Echo at any time as a Free Action. If you do, roll 1d12. If the result is a 1, you suffer 1 instance of the Exhausted Affliction.

() Alter Spell

Cost: +5 Mana

When you cast a spell that deals damage, you may add +5 to its Activation Cost to invoke this ability. You may change the Damage Type of the spell to another type within the same category (e.g. Common Damage, Forceful Damage, Elemental Damage, and Esoteric Damage). So you may change Piercing Damage to Slashing Damage (both Common) or Burning Damage to Freezing Damage (both Elemental).

If the spell deals multiple damage types, you may change each type as you please, so long as you follow this rule.

() Flashmagic

You may use this ability to:

Cast a spell that normally takes an Action as a Reaction, or To reduce a spell that normally takes Two Actions to only take a single Action.

The Activation Cost for the spell cannot exceed your Character Level.

Blowback: After you use Flashmagic, roll 1d12. If the result is a 1, you suffer 1 instance of the Exhausted Affliction.

() Spell Lance

Cost: +4 Mana per space.

When you cast a spell that targets a single creature (or object), you may use this ability to pay additional Mana in increments of 4. For each additional 4 Mana paid, the spell affects another 5ft. space directly in line with the first point of impact. If the spell requires a Spell Attack, roll one and apply it against all affected targets' armor to see which are hit. If the spell requires a Check, all affected targets make their own Check.

() Spellhold

- You may invoke this ability when you cast a spell, pausing it for later release.
- You may choose to release the spell as a Free Action at any time, or upon a specific condition that you describe (such as "when an enemy comes within range" or "after 5 minutes").
- When released, the held spell is cast from your current position. If no valid targets are available, the spell fizzles with no effect.
- Creatures may attempt to Counterspell you when the spell is released, and/or when you first cast and hold it.
- You can hold multiple spells at once, up to a maximum number equal to your Character Level. If you are holding multiple spells, they are all released at the same time.

Blowback: While you are holding a spell, roll 1d100 at the start of each of your turns:

- 50-100: no effect
- 30-49: suffer 1 Psychic Damage for each spell you're holding.
- 10-29: suffer 1 Psychic + 1 Ether Damage for each spell you're holding.
- 2-9: suffer 1 instance of the Exhausted Affliction.
- 1: the spells fizzle and are lost. Suffer 1 instance of the Exhausted Affliction.