

Name

M0A1R2I2P0

Class

Elementalist

Lvl1

Xp00

Ancestry

Human

SIGNATURE TRAIT: DETECT THE SUPERNATURAL

As a **maneuver**, you open your awareness to detect supernatural creatures and phenomena. Until the end of your next turn, you know the location of any supernatural object, Undead, Construct, or creature from another plane of existence within 5 squares of you, even if you don't have line of effect to them. You know if you're detecting an item or a creature, and you know if a creature is Undead, a Construct, or from another plane of existence.

RESIST THE SUPERNATURAL (COSTS 1 POINT)

Your connection to the natural world protects you from supernatural forces. When you take damage from a Magic or Psionic ability or effect, you can use your triggered action to half the damage.

STAYING POWER (COSTS 2 POINTS)

Your human anatomy allows you to fight, run, and stay awake longer than others. Increase your number of Recoveries by 2.

Lifespan: 70-120Age: 00Size: 1M

Culture

Culture Name

EnvironmentOrganizationUpbringing

UrbanBureaucraticNoble

Skills Granted:

Career

Mage's Apprentice

For long years, you studied magic under the mentorship of a more experienced mage. In defining your career, think about the following questions:

- Who did you study under, and what kind of person were they?
- What were your mentor's areas of expertise?
- What aspects of magic did you struggle to comprehend?
- What is your current relationship with your mentor?

Forgotten Memories: While practicing a spell, your inexperience caused the magic to backfire and your memories were wiped, leaving you with only fragments of who you once were. Determined to recall your past, you now dedicate yourself to helping others, hoping your actions will spark some remembrance or lead you to a way to reverse the magic.

Renown: 1Wealth: 1

Stamina

18 Max

9 Winded

0 Dying

Temp: 0-9Dead

Recoveries

Max: 10Value

Surges

+2 Damage

Victories

2 essence start of your turn.
1 essence first time each round you or a creature within 10 takes damage that isn't untyped or holy.

Essence

Melee

1

Range

5

Speed

5

Disengage

1

Stability

0

Skills

Empathize, Conceal Objects, Eavesdrop, Culture, History, Magic, Religion, Society, Timescape

Languages: Caelian, Vaslorian, The First Language

Immunity: Acid 2, Cold 2, Corruption 2, Fire 2, Lightning 2

Weakness:

Enchantment

ENCHANTMENT OF DESTRCTION

You harness the destructive power of flame inside your mind, allowing you to focus your magic on destroying your enemies. You gain a +1 rolled damage bonus with magic abilities.

Ward

WARD OF EXCELLENT PROTECTION

The protective shield you weave around yourself is made of all the elements to channel their full protective power. You have immunity to acid, cold, corruption, fire, and lightning damage equal to your Reason score.

Class Features

Fire

Some of your heroic abilities have a persistent effect entry, like Instantaneous Excavation, which has an effect noted as "Persistent 1." Whenever you use a persistent ability, you decide whether you want to maintain it and start doing so immediately after you first use the ability. If you maintain a persistent ability in combat, you reduce the amount of essence you earn at the start of your turn by an amount equal to the ability's persistent value, which enables the ability's persistent effect. All your active persistent abilities end when combat ends.

You can't maintain any abilities that would make you earn a negative amount of essence at the start of your turn or have a negative amount of essence outside of combat. You can stop maintaining an ability at any time (no action required).

If you maintain the same ability on several targets and the effect includes a power roll, you make that roll once and apply the same effect to all targets. A creature can't be affected by multiple instances of a persistent ability.

If you take damage equal 5 × your Reason score in one turn, you stop maintaining any persistent abilities. If you have a Reason score of 2 and are maintaining Instantaneous Excavation and take 10 or more damage in one turn, you stop maintaining the ability.

ACOLYTE OF FIRE

You gain this feature if fire is your specialization. You are an expert at wielding destructive flames. When you deal damage with a magic ability that has the Fire keyword, you deal an additional 1 damage.

Project

Project Name

Points Needed:0Total Points:0

Practical Magic

M

Your mastery of elemental power lets you customize your conjurations.

Keywords: Magic, Ranged, **Maneuver**

Distance: Self, see below **Target:** Self

Effect: Choose one of the following effects:

- You use the Knockback maneuver, but its distance becomes the range of your Hurl Element ability, and you use Reason instead of Might for the power roll.
- You choose a creature within the distance of your Hurl Element ability and deal damage equal to your Reason score to them. The damage type can be acid, cold, corruption, fire, lightning, poison, or sonic.
- You teleport up to a number of squares equal to your Reason score.

Melee Weapon Free Strike

A

Keywords: Charge, Melee, Strike, Weapon, **Action**

Distance: Melee 1 **Target:** 1 Creature or Object

Power Roll + MGT or AGL: **2d10+1**

◆ ≤ 11: **3 damage**
★ 12–16: **6 damage**
✱ ≥ 17: **8 damage**

Ranged Weapon Free Strike

A

Keywords: Strike, Weapon, **Action**, Ranged

Distance: Ranged 10 **Target:** 1 Creature or Object

Power Roll + MGT or AGL: **2d10+1**

◆ ≤ 11: **3 damage**
★ 12–16: **5 damage**
✱ ≥ 17: **7 damage**

Hurl Element

A

You cast a ball of elemental energy at an unsuspecting foe

Keywords: Magic, Ranged, Strike, **Action**

Distance: Ranged 10 **Target:** One creature or object

Power Roll + Reason: **2d10 + R**

◆ 11 or lower: **2 + R damage**
★ 12–16: **4 + R damage**
✱ 17+: **6 + R damage**

Effect: When you make this strike, choose the damage type from one of the following options: acid, cold, corruption, fire, lightning, poison, or sonic.

Explosive Assistance

T

You add a little magic to an ally's aggression at just the right time.

Keywords: Fire, Magic, Ranged, **Triggered**

Distance: Ranged 10 **Target:** Self or one ally

Trigger: The target force moves a creature or object.

Effect: The forced movement distance gains a bonus equal to your Reason score.

Spend 1 Essence: The forced movement distance gains a bonus equal to twice your Reason score instead.

Bifurcated Conflagration

S

Two jets of flame lance out at your command

Keywords: Fire, Magic, Ranged, Strike, **Action**

Distance: Ranged 10 **Target:** Two creatures or objects

Power Roll + Reason: **2d10 + 2**

◆ 11 or lower: **4 fire damage**
★ 12–16: **6 fire damage**
✱ 17+: **8 fire damage**

Viscous Fire

S

A jet of heavy fire erupts with elemental fury where it strikes.

Keywords: Fire, Magic, Ranged, Strike

Distance: Ranged 10 **Target:** One creature or object

Power Roll + Reason: **2d10 + 2**

◆ 11 or lower: **6 fire damage; push 2**
★ 12–16: **9 fire damage; push 3**
✱ 17+: **11 fire damage; push 4**

Resist the Unnatural

T

Your connection to the natural world protects you from unnatural forces

Keywords: Fire, Magic, Ranged, **Triggered**

Distance: Self **Target:** Self

Trigger: You take damage that isn't untyped

Effect: You half the damage

The Flesh, A Crucible

3

Fire engulfs a target of your choice and burns at your command.

Keywords: Fire, Magic, Ranged, Strike, **Action**

Distance: Ranged 10 **Target:** One creature or object

Power Roll + Reason: **2d10 + 2**

◆ 11 or lower: **9 fire damage**
★ 12–16: **12 fire damage**
✱ 17+: **15 fire damage**

Persistent 1: If the target is within distance at the start of your turn, make a power roll for this ability again.

Conflagration

5

A storm of fire descends upon your enemies.

Keywords: Area, Fire, Magic, Ranged, **Action**

Distance: 3 cube within 10 **Target:** Each enemy in the area

Power Roll + Reason: **2d10 + 2**

◆ 11 or lower: **6 fire damage**
★ 12–16: **8 fire damage**
✱ 17+: **12 fire damage**

Persistent 2: At the start of your turn, you can use a maneuver to use this ability again without spending essence.