

GENERIC SPELLCASTERS

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Name	HD	AC	Atk.	Dmg.	Shock	Move	ML	Inst	Skill	Save
Apprentice Mage	1	10	+0	1d4	1/15	30'	7	6	+1	15+
<p>Spellcasting: Level 1 High Mage, 1 spell per day</p> <p>-<i>Damnation of the Sense</i> (pg. 69). Take control of a sense of a target on a failed save.</p> <p>-<i>The Wind of Final Repose</i> (pg. 75). Put all creatures with less than 4 hd in 1 10x10 cube to sleep.</p> <p>Arts: High Mage, pg. 67. 3 effort.</p> <p>-<i>Counter Magic</i>. DAY Stop an enemy spell via contested Int/Magic or Cha/Magic check.</p> <p>-<i>Ward Allies</i>. DAY Up to 6 allies are protected from direct effects of the caster's spell.</p>										
Criminal Mage	2	12	+1	1d4	1/15	30'	9	5	+1	15+
<p>Spellcasting: Level 2 High Mage, 1 spell per day</p> <p>-<i>The Excellent Transpicious Transformation</i> (pg. 70). Two targets turn invisible for two hours.</p> <p>-<i>The Wind of Final Repose</i> (pg. 75). Put all creatures with less than 4 hd in 1 10x10 cube to sleep.</p> <p>Arts: High Mage, pg. 67. 3 effort.</p> <p>-<i>Restrained Casting</i>. DAY A spell can be cast without noise or motion.</p> <p>-<i>Sense Magic</i>. COMMITTED Perceive magical energy and see in the dark.</p> <p>-<i>Suppress Magic</i>. DAY A spell or magical effect within 100 feet is suppressed for 1d6+2 rounds.</p>										
Deck Wizard	2	12a	+1	1d6	2/15	30'	9	5	+1	14+
<p>Spellcasting: Level 2 Elementalist, 1 spell per day</p> <p>-<i>Decree of Ligneous Dissolution</i> (pg. 70). Destroy plant-based matter in 2 contiguous 10' cubes within 200' ft.</p> <p>-<i>Elemental Favor</i> (pg. 78). Shape a 10-foot cube of an elemental mass.</p> <p>Arts: Elementalist, pg. 77. 3 effort.</p> <p>-<i>Beckoned Deluge</i>. SCENE Conjure water to drench 2 10' cubes. 2d6 damage to fiery creatures.</p> <p>-<i>Elemental Blast</i>. SCENE Magical attack with 100' range. +2 to hit, 1d6+2 Damage.</p> <p>-<i>Elemental Resilience</i>. The caster takes half damage from magical elemental attacks.</p> <p>-<i>Elemental Sparks</i>. Conjure petty amounts of an element.</p>										

Generic Spellcasters, Continued

Name	HD	AC	Atk.	Dmg.	Shock	Move	ML	Inst	Skill	Save
Elementalist	6	11	+1	1d6	1/13	30'	9	4	+2	13+
<p>Spellcasting: Level 6 Elementalist, 3 spells per day</p> <p>-<i>Decree of Lithic Dissolution</i> (pg. 70). Destroy all stone in 6 10-foot cubes.</p> <p>-<i>Elemental Vallation</i> (pg. 78). Create a wall of an element. Non-earthen walls do damage.</p> <p>-<i>Elemental Favor</i> (pg. 78). Reshape a 10' cube of an element.</p> <p>-<i>Like the Stones</i> (pg. 79). The caster changes their form into that of an element, gaining traits.</p> <p>-<i>Pact of Stone and Sea</i> (pg. 78). Impervious to mundane instances of an element.</p> <p>-<i>Wind Walking</i> (pg. 79). Turn a visible target a vapor for the rest of the scene.</p> <p>Arts: Elementalist, pg. 77. 4 effort.</p> <p>-<i>Earthsight</i>. COMITTED See solid outlines in the dark and through 6 feet of earth or stone.</p> <p>-<i>Elemental Blast</i>. SCENE Magical attack with 100' range. +3 to hit, 1d6+6 Damage,.</p> <p>-<i>Elemental Resilience</i>. The caster takes half damage from magical elemental attacks.</p> <p>-<i>Elemental Sparks</i>. Conjure petty amounts of an element.</p> <p>-<i>Steps of Air</i>. SCENE A Visible ally can fly for 6 rounds and float to the ground.</p> <p>-<i>Thermal Shield</i>. SCENE Negate one instance of fire or frost damage to a visible ally or object.</p>										
Hedge Mage	2	10	+0	1d4	1/15	30'	8	5	+1	14+
<p>Spellcasting: Level 2 High Mage, 1 spell per day</p> <p>-<i>The Excellent Transpicious Transformation</i> (pg. 70). Two targets turn invisible for two hours.</p> <p>Arts: High Mage, pg. 67. 3 effort.</p> <p>-<i>Hang Sorcery</i>. SCENE When a spell is cast its effects are held until a later on-turn action.</p> <p>-<i>Restrained Casting</i>. DAY A spell can be cast without noise or motion.</p> <p>-<i>Wizard's Grandeur</i>. COMITTED The caster is neat, clean, and comfortable regardless of climate.</p>										
High Mage	6	11	+1	1d6	2/13	30'	9	5	+2	13+
<p>Spellcasting: Level 6 High Mage, 3 spells per day</p> <p>-<i>Conjunction of the Inexorable Step</i> (pg. 69). Teleport a creature or object to a visible safe location.</p> <p>-<i>The Coruscating Coffin</i> (pg. 66). 6d8 damage against single target, save for half.</p> <p>-<i>Decree of Lithic Dissolution</i> (pg. 70). Destroy all stone in 6 10-foot cubes.</p> <p>-<i>Extirpate Arcana</i> (pg. 71). Dispel magic within a 20-foot radius of a point.</p> <p>-<i>Glass Chimes of the Bamboo Terrace</i>. (pg. 71). 3d6 damage to all other creatures in 40'.</p> <p>-<i>Ineluctable Shackles of Volition</i> (pg. 71). Control a target after a failed save.</p> <p>-<i>Phobic Storm</i> (pg. 73). All foes within 40' take 6 damage and make a morale check, fleeing on a failure.</p> <p>Arts: High Mage, pg. 67. 4 effort.</p> <p>-<i>Arcane Lexicon</i>. SCENE The caster can read any language.</p> <p>- <i>Counter Magic</i>. DAY Stop an enemy spell via contested Int/Magic or Cha/Magic check.</p> <p>-<i>Empowered Sorcery</i>. DAY re-roll any die associated with a spell.</p> <p>- <i>Sense Magic</i>. COMITTED Perceive magical energy and see in the dark.</p> <p>- <i>Wizard's Grandeur</i>. COMITTED The caster is neat, clean, and comfortable regardless of climate.</p>										

Generic Spellcasters, Continued

Name	HD	AC	Atk.	Dmg.	Shock	ML	Inst	Skill	Save	
Necromancer	6	15	+2	1d6+1	2/13	30'	10	4	+2	13+
Spellcasting: Level 6 Necromancer, 3 spells per day - <i>Command the Dead</i> (pg. 84). Exert control over 12 HD worth of undead with a save to resist. - <i>Compel Flesh</i> (pg. 85). A target's body obeys the commands of the caster. The Target is aware and can try to break the spell. - <i>The Coruscating Coffin</i> (pg. 69). 6d8 damage against single target, save for half. - <i>Final Death</i> (pg. 84). Curse 3 targets. Targets cannot regain HP and die if mortally wounded. Physical save to break curse after each failed healing. - <i>Forgetting the Grave</i> (pg. 85). A target cannot die for 6 rounds. - <i>Raise Corpse</i> (pg. 84). Turn an intact skeleton or corpse into a servitor. Arts: Necromancer, pg. 83. 4 Effort. - <i>Cold Flesh</i> . Suffer no more than 2 shock from any instance of damage. - <i>False Death</i> . INSTANT Caster appears dead to mundane examination for 6 days - <i>Gravesight</i> . COMMITTED Caster can see in darkness and detect poisons and disease with sight. - <i>Unaging</i> . Caster has a longer life.										
Necromancer, Apprentice	3	13	+1	1d4	1/15	30'	8	5	+1	14+
Spellcasting: Level 3 Necromancer, 2 spells per day - <i>Command the Dead</i> (pg. 84). Exert control over 6 HD worth of undead with a save to resist. - <i>Final Death</i> (pg. 84). Curse 3 targets. Targets cannot regain HP and die if mortally wounded. Physical save to break curse after each failed healing. - <i>Raise Corpse</i> (pg. 84). Turn an intact skeleton or corpse into a servitor. Arts: Necromancer, pg. 83. 3 Effort. - <i>Cold Flesh</i> . Suffer no more than 2 shock from any instance of damage. - <i>Uncanny Ichor</i> . Cannot die from puncture wounds unless pincushioned.										
Petty Tyrant	4	14a	+1	1d6+1	3/13	30'	8	4	+1	13+
Spellcasting: Level 4 High Mage, 2 spell per day - <i>The Coruscating Coffin</i> (pg. 69). 4d8 damage against single target, save for half. - <i>Ineluctable Shackles of Volition</i> (pg. 71). Control a target after a failed save. - <i>The Inexorable Imputation</i> (pg. 72). A statement is believed by all who hear it. - <i>Prudentially Transient Abnegation of Life</i> (pg. 73). A target appears to die but remains alive. - <i>Wardpact Invocation</i> (pg. 75) Make a target partially weapon-immune or make a weapon worthless. Arts: High Mage, pg. 67. 3 effort. - <i>Empowered Sorcery</i> . DAY re-roll any die associated with a spell. - <i>Inexorable Effort</i> . DAY Once per scene force the subject of a spell to re-roll a saving throw. - <i>Swift Casting</i> . DAY Once per scene cast a spell as an on-turn action. - <i>Wizard's Grandeur</i> . COMMITTED The caster is neat, clean, and comfortable regardless of climate.										
Raised Corpse	1	13	+1	1d6	-	30'	12	0	+0	15+

Generic Spellcasters, Continued

Name	HD	AC	Atk.	Dmg.	Shock	Move	ML	Inst	Skill	Save
Shaman	3	11	+1	1d8	1/13	30'	8	5	+1	14+
<p>Spellcasting: Level 3 Elementalist 2 spells per day</p> <p>-<i>Aqueous Harmony</i> (pg. 78.) Caster and 12 allies can breathe and see underwater for 3 hours.</p> <p>-<i>Decree of Ligneous Dissolution</i> (pg. 70). Destroy plant-based matter in 2 contiguous 10' cubes within 200' ft.</p> <p>-<i>Elemental Favor</i> (pg. 78). Reshape a 10' cube of an element.</p> <p>-<i>Pact of Stone and Sea</i> (pg. 78). Immune to injury from mundane instances of a chosen element.</p> <p>Arts: Elementalist, pg. 77. 3 effort.</p> <p>-<i>Elemental Resilience</i>. The caster takes half damage from magical elemental attacks.</p> <p>-<i>Elemental Sparks</i>. Conjure petty amounts of an element.</p> <p>-<i>Petrifying Stare</i>. DAY Visible target makes a physical save or loses Move action for 2 rounds.</p> <p>-<i>Steps of Air</i>. SCENE A Visible ally can fly for 3 rounds and float to the ground.</p>										
Sword Mage	3	15a	+2	1d12+1	3/15	30'	10	3	+1	14+
<p>Spellcasting: Level 3 Partial Necromancer, 1 spell per day</p> <p>-<i>Final Death</i> (pg. 84). Curse 3 targets. Targets cannot regain HP and die if mortally wounded. Physical save to break curse after each failed healing.</p> <p>Arts: Necromancer, pg. 83. 2 Effort.</p> <p>-<i>Consume Life Energy</i>. The caster gains 1d6 energy each time they damage a target, up to the damage dealt.</p> <p>-<i>Uncanny Ichor</i>. DAY When a sentient dies within 50' gain either 1d6 HP or a +4 bonus to next attack.</p>										
War Mage	5	14a	+1	1d6+1	3/15	30'	9	3	+2	13+
<p>Spellcasting: Level 5 High Mage, 3 spells per day</p> <p>-<i>The Coruscating Coffin</i> (pg. 69). 5d8 damage against single target, save for half.</p> <p>-<i>The Howl of Light</i> (pg. 71). 5d8 damage to all creatures within a 20-foot radius with a save for half.</p> <p>-<i>Glass Chimes of the Bamboo Terrace</i>. (pg. 71). 3d6 damage to all other creatures in 40'.</p> <p>-<i>Mantle of Disjuncting Dissection</i> (pg. 72). While the mage is still whirling blades surround them.</p> <p>-<i>Resounding Temporal Echo</i> (pg. 73). Give # targets an extra move for 1 system strain.</p> <p>-<i>Scorn the Fetters of Earth</i> (pg. 74). Caster and 5 allies can fly.</p> <p>-<i>The Verdant Vallation</i> (pg. 75). Summon a wall of plants.</p> <p>-<i>The Wind of Final Repose</i> (pg. 75). Put all creatures with less than 4 hd in 5 10x10 cubes to sleep.</p> <p>Arts: High Mage, pg. 67. 4 effort.</p> <p>-<i>Counter Magic</i>. DAY Stop an enemy spell via contested Int/Magic or Cha/Magic check.</p> <p>-<i>Iron Resolution</i>. DAY Make a save to avoid being disrupted after taking damage.</p> <p>-<i>Preparatory Countermagic</i>. SCENE Caster is unaffected by a spell they have prepared.</p> <p>-<i>Ward Allies</i>. DAY Up to 6 allies are protected from direct effects of the caster's spell.</p>										

SPELLCASTER BEHAVIOR

All spellcasters are challenging opponents, as even the weakest amongst them can put an entire low-level party to sleep. Players should be aware that they are up against a mage, as most mages wear occult garb (Making spellcasting capabilities apparent before the fight begins.) 1d6 spells can be removed from the spell lists of wizards if a GM wishes to represent spells with no combat applications

SPELLCASTERS

Apprentice Mages are young men and women receiving an education in magic. While an individual wizard may have up to 1d6 apprentices, more of them can be found at wizarding academies.

Criminal Mages are wizards who applied their talents to crime. While any statline could be a criminal, this statline is focused on breaking, entering, and subverting magical traps.

Deck Wizards are spellcasters that ply their trade on the high seas and waterways. Deck mages present major hazards to ships, and they can dissolve large portions of wooden hulls.

Elementalists are archetypical wizards that use elemental powers.

Hedge Mages are petty sorcerers who work for a living. Most brew potions and provide minor magical services. Few have an appetite for combat; they will flee at the first opportunity.

High Mages are standard fantasy wizards.

Necromancers are mages who animate the dead. In combat they tend to let their undead servitors protect them. If need be they use compel flesh on whichever opponent looks the most capable of harming the necromancer's enemies.

Apprentice Necromancers behave similarly in combat.

Petty Tyrants are evil wizards who focus their spells on dominating others. Some petty tyrants carve out their own fiefdoms, but this statline can be used for a villain's sorcerous lieutenants and other unethical mages.

Raised Corpses are the undead that accompany the typical necromancer.

Shamans are sorcerers who serve or lead remote communities and tribes. Most of their spells are focused on helping their community survive.

Sword Mages are warriors who know spells and arts to help them survive or fight.

War Mages are wizards trained to fight on a battlefield. They typically are accompanied by soldiers to protect them from closer assailants while they use their magic on distant foes and large formations.