**Class: Mage**

**Brief Class Description:** Mages are individuals who are capable of mastering the mystical arts through the use of Grimoires. While the books themselves enable the users to perform spells, Mages must reach a certain Mastery of the mystical arts in order to perform incantations without risking self-harm.

* **Mastery:** Mages are ranked based on their level of proficiency, from lowest to highest: Novicius, Idoneus Peritum, with each rank taking years of experience and practice to earn. The Mastery ranks used for Mages also apply to the spells contained within Grimoires, mainly used as a means to warn Mages of the risk of performing a Corrupt Cast. An unofficial fourth-ranking is Puer, which is generally used for individuals who have little-to-no experience with performing spells.
* **Casts**: When a developing Mage performs a spell, one of three casts will be performed: Pure Cast, Dull Cast, or Corrupt Cast. A Pure Cast will result in the spell being performed as the user intended, a Dull Cast will result in nothing occurring, and a Corrupt Cast will usually cause the user harm, or more generally, unintended consequences. When a Mage’s mastery matches, or is greater than, a spell’s mastery, then each cast will be guaranteed to be Pure Casts.

**Class Relic: Grimoire**

**Brief Relic Synopsis:** A textbook of magic that gifts the user the ability to perform incantations. This class-defining relic can be located in the library, however, it has plenty of missing pages, scattered about the building.

**Spells:**

* **Offensive (Onium Spells):**
  + Igonium
    - Short Description: Fireball
    - Long Description: The user summons a fireball on the palm of their hand, which can be thrown at a target.
    - Mastery Level: Novicius
      * Pure Cast: 70% - The user hurls a fireball towards their target, exploding on impact.
        + Effect: Damage (Target) = Medium
      * Dull Cast: 10% - “Nothing happened”
      * Corrupt Cast: 20% - Upon casting the spell, the fireball instantly explodes, burning the user.
        + Effect: Damage (Self) = Medium
  + Glacieonium
    - Short Description: Iceshards
    - Long Description: The user holds out their hand, and a various number of shards of ice are instantly summoned and launched at high speed
    - Mastery Level: Idoneus
      * Pure Cast: 60% - The user launches [5 - 10 - 15] shards of ice at their target. If the spell kills one of multiple foes, and the spell is able to continue, then it will target another foe.
        + Effect: Damage (Target) = Low
      * Dull Cast: 20% - “Nothing happened”
      * Corrupt Cast: 30% - Only a single shard is created, and it gets launched into the users hand. Great pain is felt as the user tries to remove the shard that was jabbed into their palm.
        + Effect: Damage (Self) = Low
        + Effect: Slowed (Self) = Low
  + Fulmenonium
    - Short Description: Lightning Bolt
    - Long Description: The user aims two of their finger at a target, and at their command, a lightning bolt shoots out from the tip of the fingers,
    - Mastery Level: Peritum
      * Pure Cast: 50% - The user fires a lightning bolt at a target, and if there are multiple foes within the vicinity, the lightning bolt chains to them as well, but the spell damages them less.
        + Effect: Damage (Target) = High
        + Effect: Damage (Target) = Medium
      * Dull Cast: 10% - “Nothing happened”
      * Corrupt Cast: 40% - The energy being channeled becomes uncontrollable, resulting in an electrical discharge that hits everyone within the vicinity, but the damage caused to the user is multiplied for each individual the spell targets.
        + Effect: Damage (Target) = High
        + Effect: Damage (Self) = High
* **Defensive (Elus Spells):**
  + Sanatelus
    - Short Description: Healing
    - Long Description: The user summons a halo atop their head, which will heal the user’s injuries over a period of time.
    - Mastery Level: Novicius
      * Pure Cast: 70% - The halo begins to emit a glowing light, signifying that it is healing the user. Once the spell has healed as much as it can, or fully healed the user, it disappears.
        + Effect: Healing (Self) = Low
        + Effect: Duration (Self) = Medium
      * Dull Cast: 10% - “Nothing happened”
      * Corrupt Cast: 20% - The halo fractures, draining the user’s of its health, and if there are living being within the vicinity, it heals them of their injuries as well.
        + Effect: Damage (Self) = Low
        + Effect: Duration (Self) = Low
        + Effect: Healing (Target) = Low
  + Indurelus
    - Short Description: Iron Skin
    - Long Description: The user hardens their skin, as tough as iron, mitigating a percentage of damage taken for a short duration.
    - Mastery Level: Idoneus
      * Pure Cast: 60% - The user’s skin pigment turns silver, and they are capable of taking less damage from obstacles or enemies.
        + Effect: Defense (Self) = Medium Increase
        + Effect: Duration (Self) = Medium
      * Dull Cast: 10% - “Nothing happened”
      * Corrupt Cast: 30% - The user’s hands and feet are encased in blocks of iron, making them immobile, all while deteriorating their defenses.
        + Effect: Defense (Self) = Medium Decrease
        + Effect: Duration (Self) = Medium
* **Crowd Control (Ritus Spells):**
  + Lumeritus
    - Short Description: Light
    - Long Description: The user summons a Lumin Spirit, capable of lighting up a vicinity with its glow.
    - Mastery Level: Idoneus
      * Pure Cast: 60% - A Lumin Spirit is summoned successfully, and they will hover around the user for a moderate period of time.
        + Effect: Duration (Self) = Medium
      * Dull Cast: 10% - “Nothing happened”
      * Corrupt Cast: 30% - The Lumin Spirit is swelled up with magical energy, causing it to emit brighter and brighter until it explodes, blinding all within a vicinity.
        + Effect: Duration (Self) = High
        + Effect: Duration (Target) = Low
  + Territus
    - Short Description: Ground Fissure
    - Long Description: The user places their hand on a stone surface, which causes a slight quake. The area of the user’s focus begins to crumble, allowing for targets to be trapped momentarily in a small fissure, or it can be used to break through stone walls.
    - Mastery Level: Peritum
      * Pure Cast (Ground): 50% - The ground beneath a target breaks apart, causing them to fall into a small fissure, trapping them for a generous amount of time.
        + Effect: Damage (Target) = Medium
        + Effect: Duration (Target) = High
      * Pure Cast (Wall): 50% - The wall begins to crack and break apart, after a brief moment, all that remains are pebbles of a former barricade.
        + Effect: Duration (Target) = Low
      * Dull Cast: 10% - “Nothing happened”
      * Corrupt Cast (Ground): 40% - The ground around the user’s vicinity begins to protrude stone spikes, trapping everyone inside, with one spike managing to pierce the user’s leg. After a brief moment, the stone trap begins to break apart.
        + Effect: Damage (Self) = Medium
        + Effect: Duration (Self) = High
      * Corrupt Cast (Wall): 40% - The wall rapidly begins breaking apart, resulting in rocks being launched out of the wall. A few rocks manage to strike the user.
        + Effect: Damage (Self) = Medium
        + Effect: Duration (Target) = Low