

# Mage Entry

Talent	PreReq	Description	Tags
Mage Entry	Character Level 2	Gain <b>Learned:</b> Gain +6 Skill Points for any INT-tagged skills. Gain <b>Student of the Arcane:</b> if you don't already have it: gain +5 SP and +1 Arcane Power instead. INT is your magic attribute. Gain: <b>Arcane Power:</b> Each level-up, when spending a Talent Point on a Mage talent, gain +5 SP and +1 Arcane Power. Gain <b>Focus:</b> Choose one of the nine functions of magic. This choice grants a special bonus when casting magic of that function.	Class Entry, Mage

## Focus

Focus	Description
Alchemy	Spend 10 minutes reshaping raw materials to your needs. The creation cannot exceed 1 ft × 1 ft × 2 ft. Examples: turning a branch into a crowbar, a crowbar into a long wire, or a long wire into tinder. Cannot create complex objects or machines. Materials may be refined (smelted ore, cut timber) but not fully crafted (sword, door). Silver, gold, and diamond cannot be transmuted.
Altering	Altering spells cost 1 fewer AP (minimum 1).
Divining	Gain <b>Signature Scry:</b> Spend 10 minutes meditating to see, hear, and smell from one of your arcane Signatures as if present within 5 ft of its location for 1 minute. Using this dispels the Signature.
Enchanting	When casting an enchanting spell that Charms or Frightens, multiply the duration by 1.5×.
Evoking	Gain <b>Devastating Blast (END/Rest):</b> When dealing damage with evoking magic, add damage equal to ½ your character level.
Illusory	Creatures attempting to identify your illusions take a -2 penalty to checks.
Necromancy	Gain <b>Lifetime Warranty:</b> When you would be reduced to 0 HP, you can sacrifice an undead creature under your control (0 Reactive AP) to immediately gain 1 HP. The undead is destroyed.
Summoning	Creatures you summon gain additional max HP equal to your Arcane Power level.
Warding	When casting warding magic that increases a creature’s defenses, that creature’s AR increases by +1.