

THE MAGUS

I have studied the arts of magic for as long as I can remember. I am a scholar, an advisor, and a pioneer of that which we never truly understood.

NAME:			EXPERIENCE	MASTERY
ATTRIBUTES				
STRENGTH <input style="width: 40px;" type="text"/>	AGILITY <input style="width: 40px;" type="text"/>	INFLUENCE <input style="width: 40px;" type="text"/>		
WITS <input style="width: 40px;" type="text"/>	ARCANE <input style="width: 40px;" type="text"/>	LUCK <input style="width: 40px;" type="text"/>		
HEALTH <input style="width: 40px;" type="text"/>	ARMOR <input style="width: 40px;" type="text"/>	EVASION <input style="width: 40px;" type="text"/>		
BATTLE TRACKER				
Current Health	Max Health	Luck Points <input style="width: 40px;" type="text"/>		
		Haunt Points <input style="width: 40px;" type="text"/>		
Ongoing Effects				



LIFE BEFORE...	LIFE NOW...
<ul style="list-style-type: none"> [] I was taken as a child to study magic in a prestigious place with everything I needed. [] I was taken in by a proficient Magus, who taught me the ways of their world and led me in my studies. [] I stumbled upon a treasure trove of magic scrolls and tomes of secrets, and I taught myself. [] My magical potential was noticed later in life by someone in a position of great power, and I accepted their patronage. [] _____ 	<ul style="list-style-type: none"> [] I have mastered at least one school of magic, and continue my studies into the field. [] With my proficiency in so many fields of study, I have struck out to teach others. [] I have become deeply fascinated with the world's secrets, I must learn more, seeing all that there is to see. [] I leverage my wisdom and authority to my political advantage, shaping the world with more mundane means. [] _____

STARTING MOVE

[] **Scholar of Magic:** You have studied magic more than any other, being given the foundation and support to take it further than other wizards could even dream. You gain Mastery in the **Identify Task** and are able to wield any one-handed Weapon with a Staff; additionally, add the **Link Tag** to any Staff you own. You also have a Mentor/Teacher, or else a network of colleagues, that you can turn to about things you are less knowledgeable about. You are respected among Nobles and people of Power, and will sometimes receive requests from them in return for magical goods or resources. Common folk will not understand you well or be generally irritated/fearful of you.

Quirk: You are a part of a far-reaching academic institution that measures your accomplishments as a Mage by the color of your Robes. As you learn more and gain renown, your Robes will change colors, and others in the know will respect your achievements.

THE SCHOOLS OF MAGI

You have become a master of one of the Schools of Magic. Different Schools have different specialties; the skills learned in some fields of study are considered evil and selfish, and others revered and their practitioners regarded as benevolent. Regardless, none can dispute the sheer magnitude of your magical and academic achievement. You can only graduate into one School. Do not pick at the start. These are only obtainable through the Advanced Improvement.

<p>[] Graduation - Wizard: You have earned the title of Wizard, becoming a keen ally of world leaders, and a powerful spell caster. Gain Mastery in Spells, get 2 Free Bonus Tags on Casting, and Ward Incantations don't need Material Components.</p> <p>[] Graduation - Sorcerer: You have been labeled a Sorcerer, being seen as a Magi who wields magic selfishly and for personal gain. Gain Mastery in Spells, can cast Spells as a Quick Action, and Illusion Incantations don't need Material Components. *You can only Graduate into 1 School</p>	<p>[] Graduation - Sage: You have ascended into the title of Sage, being seen as a farseeing wise one, relied upon as much as you are distrusted. Gain Mastery in Rituals, can use Divination Incantations as Spells, and when you are Scrying you can cast Spells at the location you are currently seeing.</p> <p>[] Graduation - Warlock: You have fallen into the infamy of Warlock, being seen as a malevolent overlord using magic for evil. Gain Mastery in Rituals, non-Harming Hexes & Illusions become semi-permanent, and anyone with this permanent affliction given the proper Tool as a Quick Action. *You can only Graduate into 1 School.</p>
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BASIC MOVES (Pick 2 at start)

[] **Beacon:** Perform a **Ranged Attack** that uses your **Arcane** instead. The flash has the **Light**, **Holy**, and **Accurate** Tags and deals 1d8 Harm in a large **Area** (est 20 ft) around the caster this does not hurt allies; it will also drive away **Undead** and **Abomination** monsters and apply the **Blind** status effect on all other hostile Creatures, giving other Hunters +1 Forward and Harm against them.

[] **Enchanted Cloak:** You have acquired a cloak that has been magically granted sentience, as well as other useful properties. It has the **Linked** Tag and provides +1 Evasion, as well as the ability to glide. It can be thrown at a Target to **Slow** or **Stagger** them as a **Reaction** or **Quick Action**.

[] **Tumble:** As you understand the building blocks of magic, you understand mundane mechanisms with clarity. As an Incantation, you can point your staff at a lock or mechanism and alter it, either locking it, unlocking it, operating it, or otherwise manipulating it from a short distance. You can do this discreetly, but if done out in the open, someone who can see you may catch on.

[] **Prepared Ritual:** You can use a minor Ritual (one that takes less than 1 hour to prepare) and save the final step for when it is most important. You can only prepare 1 Ritual in this way at a time, and can only save it for up to 1 Day. When in Danger Time, it takes 3 turns (including the turn you start the Ritual) to cast it. It can be interrupted.

[] **Mage Shield:** You become adept at anticipating Danger and as a **Reaction** can give yourself +4 Harm Reduction, you cannot use this if you are wearing Armor, wielding a shield, or if someone is protecting you. Additionally this does not work in the case of you falling, or taking Harm from an unforeseen attack or threat.

[] **Collapse:** You slam your staff into the ground, channeling earth-shattering magic. Select a structure within **Close** distance and perform an Arcane Task. On a roll of:

- 8 - 10, deal 1d6 Harm in an **Area** (est. 10 ft radius)
- 11 - 12, deal 1d8 Harm in a larger **Area** (est. 20 ft radius)
- 13+, deal 1d12 harm in a larger **Area** (est. 20 ft radius).

If you cast this from **Hand** distance, +2 Harm, but have a chance to get caught in it yourself.

[] **Infuse:** Perform a **Spell Task (Hex)** on an Object at **Far** range as a **Quick Action** to infuse it with an element of your choice. On a roll of:

- 8 - 10, the Target must drop the infused object at the end of their turn or be afflicted with the chosen Element's **Status Effect**.
- 11 - 12, the Target drops it at the end of *your* turn.
- 13+, the Target drops it immediately and is afflicted with the chosen Element's **Status Effect**.
- On a Miss, you Infuse the wrong object.

Once dropped, touching the object will afflict the holder with the chosen Element's **Status Effect**; the object will be unsafe to touch until the end of your next turn, or up to the end of your third turn if you use Material Components to cast *Infuse*.

[] **Hit the Books:** When in a town, you can spend a week looking for a place that can teach you a unique Spell. You can then spend a week learning the Spell. Perform an **Identify Task**, On a roll of:

- 8 - 10, you find someone who knows a new Spell, but might require something from you in return.
- 11+, you find someone willing to teach you a Spell you've never learned.
- On a Miss, you find no one and waste your time.

ADVANCED MOVES

[] **Manipulate Object:** Perform an **Arcane Task** on an Object or Item to move it from **Far** distance. On a roll of:

- 8 - 10, choose an equippable/carryable object on the ground or not held by someone and move it freely, or throw it at a Target for 1d6 Environmental Harm.
- 11 - 12, choose up to a Heavy or Large Item/Object to move or throw for 1d8 Environmental Harm with the **Area** Tag.
- 13+, Control up to a Massive Object to use or throw potentially dealing 1d10 Environmental Harm in a large **Area** (est. 20 ft) or you can rip an equipped Item right off a Target.

One cannot have precise control over the objects (such as turning a key in a lock), but otherwise can relocate it as they see fit. The size of the **Area** may be affected by the size of the Object thrown but the Harm is not.

[] **Manipulate Person:** Perform an **Arcane Task** on any Creature, if the Target is Large, get -1 Forward to this task; if they are Massive, -2 Forward. On a success, you get -2 Evasion and cannot use **Reactions** while it's being maintained.

- 8 - 10, the Target is flung and **Prone**.
- 11 - 12, the Target will levitate for 1 turn and suffer -2 Evasion, then flung the next turn.
- 13+ the Target will levitate for 1 turn and cannot take any Actions, including **Reactions**, with -2 Evasion, and then flung the turn after.
- On a Miss you blast yourself back away from the Target and are knocked **Prone**.

OTHER MOVES (Moves picked from another Playbook)

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IMPROVEMENTS

BASIC IMPROVEMENTS

- [] Allocate 2 Attribute points (Max 3)
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- [] Add an extra tag to your staff
- [] +1 Move from your Playbook
- [] +1 Move from your Playbook
- [] +1 Move from your Playbook
- [] +1 Move from another Playbook
- [] Gain Mastery in 2 **Innate Tasks**
- [] Gain Mastery in 2 **Innate Tasks**
- [] Acquire an Apprentice Magus

ADVANCED IMPROVEMENTS

- [] Allocate 2 Attribute points (Max 4)
- [] +1 Advanced Move from your Playbook
- [] +1 Advanced Move from another Playbook
- [] +1 Graduate from one of the *Schools of Magi*
- [] Get Mastery in Staffs, Staff attacks are **Quick Actions**
- [] Increase your Magus Rank, gaining an additional +1 Arcane (max 5), Health, Armor, & Evasion from your Magus Robes
- [] Leave the circle of Magi (Change Hunter Type)
- [] Retire this Hunter to safety (Makes NPC)
- [] Sail to the land beyond death, to live as an immortal (Removes Hunter)

INVENTORY

BACKPACK

Write down any Items you are carrying on your person.

STORAGE

Write down any Items that are stored in a safe location (house, ship, guild, etc)

NOTES

HUNTER RELATIONS

This is a list of ways you might know other Hunters (Players) before your adventures. As a group choose 1 Hunter to start, and give everyone a turn to discuss with that Hunter how they know each other. Here is a list of Suggestions:

- They hunted a Monster that you had information about. Ask/tell them what information you gave them.
- They were hired by a person you advised. Discuss how you each felt about your employer.
- They requested your magical aid for hunting a Monster. Ask/tell what they needed you for.
- You hired them to help acquire a specific component from a Monster. Ask/tell what this was.
- They knew you as a kid before you began your studies. Discuss your friendship.
- They are a relative that knew you before you began your training as a Magus. Discuss how they felt about it.
- They do not trust you as a Mage, but see your usefulness. Ask/tell them why they don't trust you.

EQUIPMENT

WEAPONS

- [] _____
- [] _____
- [] _____

STARTING WEAPON:

Magic Staff - d8, versatile, hand, snipe, magic, precise, pierce, projectile

THEN (CHOOSE 1):

Dagger - d6, discreet, intimate, tool, fast, awkward

Small Sword - d6, hand, accurate, awkward

Mace - d8, hand, awkward, pierce, heavy

Spell Book - d6, magic, snipe, Choose 1 Spell effect before each Battle to get +1 Ongoing to

ARMOR & TOOLS

- [] _____
- [] _____
- [] _____

STARTING ARMOR:

Magi Robes (Gain Resistance in 1 Element of choice)

STARTING TOOLS (CHOOSE 1):

Scroll - +1 on Rituals

Orb - +1 on Incantations

Catalyst - +2 Harm to Casting

Symbols - +1 on Spells

Dowsing Rod - +1 Investigation Tasks

Crystal - Free Luck Point per Season

Lantern - discreet, fire

Chalk - Draw rituals onto surfaces

Potion kit - Arcane Task to remove Status, on a miss make Status Severe