

UW:PE





MAGE CLASS

XP	LVL	♥
0	1	11
100	2	12
200	3	13

Hearts: $10 + 1$ Per Level

Level 1

SKILLS

-  Magic: Cast spells, read scrolls, etc.
-  Investigation: research, search, analyze, etc.
-  Lore: Recall history, legends, monster facts.
-  Persuasion: convince using honest means.

Spellcasting: Grimoire magic

You learn 3 random spells from the mage list, and add them to your spellbook. Each night, you may meditate to charge your spellbook. You may then cast each spell in the book once. Casting requires both hands, and cannot be performed while wearing armor.

Level 2

Spellcasting: Wand Magic

You learn the remaining mage spell list, adding them to your spellbook. At night when charging your spellbook, you may also charge one dedicated wand. You may use your wand 3 times, casting one spell of your choice from your spellbook.

Level 3

Signature Spell:

You may wait to use this later. Take one spell in your spellbook and work with Keeper to improve it. It is now your signature spell, <Your name>'s <spell>.

Continued Research

You may now copy spells from books and scrolls. This destroys scrolls. This costs 20 coins of ink to do.

Mage Spell List (D6) (For Novice Mages)

1. Light: Touch an object. It emits 30ft of light for one hour. May instead make unarmed attack to blind target for one hour.
2. Magic Missile: Fire 3 spectral darts that always hit and deal 2d6 each.
3. Find Familiar: A spirit takes the form of a vermin (1♥1♠) and follows your orders. Within 120ft, you may telepathically access its senses, ignoring your own. Each mage has only one familiar.
4. Firebolt: ranged spell attack, 2d6, 2/3 chance spell is not consumed by casting.

5. Invisibility: Touch creature. They become invisible for one hour. Ends if creature attacks or casts a spell.

6. Minor Illusion: For one hour, create illusion which fits in a 5ft cube. May not move, produce light, or produce sound.