Wizard

You're a wizard.

Basics

Starting Characteristics: You start with a Reason of 2 and a Presence of 2, and can choose one of the following arrays for your other characteristics scores:

- 2, -1, -1
- 1, 1, -1
- 1, 0, 0

Potency Characteristic: Reason
Starting Stamina at 1st Level: 15
Stamina Gained at 2nd and Higher Levels: 9
Recoveries: 8
Skills: Magic, plus choose any three skills from the interpersonal or lore skill groups. (*Quick Build*: Magic, Brag, History, Timescape)

Wizard Advancement

Level	Features	# of Phrases & Phrase Length	# of Words
1st	School of Thought, Focus, Commentary, Spellbook, Enchantment, Probably Also a Maneuver, School Lexicon, Wizard Lexicon	2, 3	4
2nd	School Feature, Perk, School Ability	2, 4	5

1st-Level Features

As a wizard, you gain the following features.

School of Thought

Choose from the following:

Lihtenism: Based on the work of Haligweorth de Saba, an approach to wizardry that the First Language is a model of the channels of power through a Wyrm's brain, powered by lightning itself.
- You gain the Navigate skill

Thunorism: Emerged in the late Caelian era as a reaction to Lihtenism. It challenges (usually loudly) the idea that structure can arise from the unknowable mind of the Wyrms and instead proposes that the speaking of the language formed the structure itself.
- You gain the Intimidate skill

Focus

Capturing the First Language on your mortal tongue requires intense concentration. In battle, your concentration heightens and is represented by a heroic resource called focus.

Focus In Combat

At the start of a combat encounter or some other stressful situation tracked in combat rounds (as determined by the Director), you gain focus equal to your Victories. At the start of each of your turns during combat, you gain 2 focus. Additionally, you gain 1 focus when you use the Commentary ability. You lose any remaining focus at the end of the encounter.

Focus Outside of Combat

Though you can't gain focus outside of combat, you can use your heroic abilities and effects that cost focus without spending it. Whenever you use an ability or effect that costs focus outside of combat, you can't use that same ability or effect again outside of combat again until you gain at least 1 Victory or finish a Respite.

If you use an ability that lets you spend unlimited focus on its effect out of combat, you can use it as if you had spent an amount of focus on it equal to your Victories.

Triggered Action: Commentary

As a wizard, you gain the following triggered action.

Commentary	
You make a passing word commenting on the blow.	
KW: Magic, Ranged	**Type**: Triggered
Distance: Ranged 5	**Target**: 1 ally
Trigger: The target makes an ability power roll for an ability that deals damage.	
Effect: Apply the Modulation from one Word to the effect of the ability.	

Spellbook

As a wizard, you devise your own signature and heroic abilities by combining words from the First Language into phrases that you practice and ponder.

Through the course of your study, you have prepared your spellbook. Choose words from your lexicon (see Wizard Lexicon and School Lexicon) to combine into phrases.

At 1st-level, you have up to 2 phrases prepared and your phrases can be a maximum of 3 Words long.

Any word from your lexicon can only be prepared in a single phrase; no two phrases can share a word between them.

The first Word in a phrase is the Subject. The subsequent Words are the Predicates numbered in order (1st-Predicate, 2nd-Predicate, etc.).

Changing the phrases in your spellbook, including the order of Words in your phrases, is a respite activity.

Spellcasting

You lace your speech of the First Language with power, or perhaps speaking it draws the power from the Timescape itself. Whatever the case, your phrases determine your abilities.

You can cast a spell as an action:

- The spell uses a number of Words, the first being the Subject, the rest being Predicates.

- A spell that uses one Word is a Signature Ability.

- A spell that uses more than one Word is a Heroic Ability. The ability costs an amount of focus to use:

# of Words	2	3	4	5	6
Focus cost	3	5	7	9	11

Using a Spell

The Subject of the spell determines the Power Roll.

The Predicates of the spell modulate the effects of the spell, in order:

- Modulations involving the target's location care only about when the mod is applied. E.g., "adjacent targets" must be adjacent at the moment the Modulation applies, after any force-movement that would occur in the Power Roll or earlier Modulations.

- Assignment effects are snapshots. E.g., "Gain temporary Stamina equal to rolled damage" sets the temporary Stamina equal to the rolled damage when the mod applies, after previous Modulations and before subsequent Modulations affect the damage.

- Modulations with "[order]" as a potency are [weak] as the 1st-Predicate, [average] as the 2nd-Predicate, and [strong] as the 3rd-Predicate and beyond.

- The Keywords, Targets, and Distance of the spell are all determined by the final word.

- The name of a spell is the noun of the Subject followed by the Adjectives of the Predicates by default, but heroes are encouraged to name their favorites themselves.

The result of the spell's effects, its Subject's Power Roll and subsequent applied Predicate Modulations, resolve as a single effect, not one at a time.

For example, if your prepared phrase is:

1. *Torrent* – Subject
2. *Ignition* – 1st Predicate
3. *Affliction* – 2nd Predicate
4. *Zap* – 3rd Predicate

The resulting ability is:

KW: Magic, Strike	**Cost:** 7 Focus
Distance: Melee 1	**Target**: 1 creature

Effects:
1. Push the creature based on the Power Roll.
2. Creatures adjacent to the target after the push regain 1d6 Stamina.
3. The creature is M<[strong] dazed and you can teleport to an unoccupied square adjacent the target.

You might name this spell "Red Rover."

Enchantment

Blah, blah. Figure this out.

Probably Also a Maneuver

Idk this either right now.

1st-Level School Lexicon

Your school of thought has a number of Words they practice that other schools do not. As 1st-level wizard, you have one Word from your school in your Lexicon.

School	Word
Lihtenism	Zap
Thunorism	Whisper

Zap	
KW: Magic, Strike	**Type**: School Word
Distance: Melee 1	**Target**: 1 creature

Power Roll + Reason:
- *11-:* **3 lightning damage**
- *12-16:* **6 lightning damage**
- *17+:* **8 lightning damage**

Modulation: Targets are **M<[order]** dazed. You can teleport to an unoccupied square adjacent any target that is dazed.

Whisper	
KW: Magic, Strike	**Type**: School Word
Distance: Melee 1	**Target**: 1 creature

Power Roll + Presence:
- *11-:* **3 sound damage**
- *12-16:* **6 sound damage**
- *17+:* **8 sound damage**

Modulation: Targets are **M<[order]** frightened of you. Allies within 5 squares can use a free triggered action to make a free strike on any target that is frightened.

1st-Level Wizard Lexicon

As 1st-level wizard, you have all of the following general Words in your Lexicon.

Ignition	
KW: Magic, Ranged, Strike	**Type**: Word
Distance: Ranged 10	**Target**: 2 creatures or objects

Power Roll + Reason:
- *11-:* **2 fire damage**
- *12-16:* **4 fire damage**
- *17+:* **6 fire damage**

Modulation: All rolled damage is fire damage. Creatures adjacent to targets take 1d6 fire damage.

Torrent	
KW: Area, Magic, Strike	**Type**: Word
Distance: 1 Burst	**Target**: All enemies

Power Roll + Reason:
- *11-:* **push 1**
- *12-16:* **push 2**
- *17+:* **push 3**

Modulation: All fire damage is reduced to zero. If targets would have taken fire damage, they instead regain an equal amount of Stamina.

Affliction	
KW: Magic, Strike	**Type**: Word
Distance: Ranged 5	**Target**: Self and allies

Power Roll + Reason:
- *11-:* **Self and 1 ally can end one effect (including from Modulations in this spell) that is ended by a saving throw or EoT.**
- *12-16:* **Self and 2 allies can end one effect (including from Modulations in this spell) that is ended by a saving throw or EoT.**
- *17+:* **Self and 3 allies can end one effect (including from Modulations in this spell) that is ended by a saving throw or EoT.**

Modulation: Targets gain temporary Stamina equal to rolled damage.