

MAGE ABILITIES

RANK ONE [APPRENTICE]

FROST BLAST (EXCLUSIVE) 1 MP, COOLDOWN

You can engulf an entire region in frost, with a range of half your PRE. Everyone in the target region takes a PRE vs. FOR attack (including allies). This can only be dodged if the target dives (ending up prone) into an adjacent region as a major interrupt action. Additional connected regions can be added to the blast for one MP each. This is a stunning attack and will also knock down targets with a powerful wind (if successful). A double success also pushes a target into an adjacent region, if possible.

COUNTERSPELL (MINOR)

You can use INT as an active defense against any spell targeted at you, or anything in the same region, with an interrupt action. A success completely counters the spell and no effect occurs (even on others). You can also counter an on-going spell or magical effect.

ELECTIVE:

Rank one Warlock, Rogue, Monk, or Alchemist abilities only.

ARCANE RITUALS

Rank one arcane rituals can have minor effects related to air, water, cold, sound, light, or magic itself. Examples are simple illusions, water-breathing or water-walking, anti-magic circles or wards, etc.

RANK TWO [ADEPT]

LIGHTNING BOLT (EXCLUSIVE) 1 MP, COOLDOWN

You can hit a single target, within a range of half your PRE, with a bolt of lightning on a successful PRE vs. DEF roll (this cannot be dodged or parried, but can be blocked). If successful, another target in the same region can be attacked as well. This can continue until a target is missed, but a given target can only be hit once. The bolt can also jump to an adjacent region for one MP per region.

ILLUSIONS (MAJOR) 1 MP, COOLDOWN

Simple illusions (lights and sounds, disguises on yourself or others, illusory creatures, etc.) each require a major action to start and a minor action to sustain/move every turn. Any actions an illusory creature takes come from the caster. Illusions can make melee attacks and defend using the caster's PRE. A successful attack against an illusory creature will destroy it. A perception vs. INT roll reveals something is an illusion, but the illusion still remains. Complex illusions (changing surroundings, multiple people, etc.) are rituals, but can be sustained in combat with a major action each turn.

ELECTIVE:

Rank one Warlock, Rogue, Monk, or Alchemist abilities only.

ARCANE RITUALS

Rank two arcane rituals can create complex sound and light illusions, perform psychometry, scry a distant location, use telepathy to communicate mentally, etc.

RANK THREE [MAGUS]

ICE WALL (EXCLUSIVE) 1 MP, COOLDOWN

Creates a wall of ice that spans a region (the caster's or an adjacent one). Additional connected regions can be added for an one MP each. This wall is permanent (although it will eventually melt) and can be used to create platforms or bridges. A disadvantaged attack against the caster's PRE will break them. Ice walls take double damage from fire.

INVISIBILITY (MAJOR) 1 MP, COOLDOWN

The caster (or an ally in the same region) becomes completely invisible, giving advantage to all stealth rolls. A perception roll vs. the caster's INT is needed just to be able to attack (except area effect abilities), and any attacks made are disadvantaged. Requires a major action to sustain every turn, and also stops if the target takes damage or makes an attack.

ELECTIVE:

Rank one or two Warlock, Rogue, Monk, or Alchemist abilities only.

ARCANE RITUALS

Rank three arcane rituals can create fully immersive illusions, summon rainstorms, thunderstorms, and blizzards, communicate telepathically over great distances (even different realms), etc.

RANK FOUR [MAGISTER]

LEVITATION (MAJOR) 2 MP, COOLDOWN

The caster and up to 1/2 PRE of their allies in the same region can fly at their normal speed, with a minor action to sustain. Objects and non-cooperative people can be levitated, but this takes a new casting and PRE roll each turn, with a difficulty based on the total weight.

POLYMORPH (EXCLUSIVE) 3 MP, COOLDOWN

Turns a living target, within a range of one region, into any normal animal, as long as that animal weighs at least a tenth of the target's weight and no more than five times the target's weight. The roll is PRE vs. PRE, with the number of successes determining how long the effect lasts in turns. If the number of successes is equal to or greater than the target's current HP, the effect lasts for the rest of the encounter. With an additional number of successes beyond this equal to the target's maximum HP, the effect is permanent (barring a Counterspell). The target can act as it wishes, but all stats and abilities are that of the animal, including INT, which means their reasoning ability will be limited.

ELECTIVE:

Rank one or two Warlock, Rogue, Monk, or Alchemist abilities only.

ARCANE RITUALS

Rank four arcane rituals can summon and control air or water elementals, create permanent structures out of ice, create temporary pocket dimensions, permanently alter a person's looks or body, etc.