Other Magics

CHARACTER

NAME _____

PRONOUNS _____

CLASS _____

ABILITY SCORES

Current		*Initial*
	BODY *3d10 + 20*	
	MIND *3d10 + 60*	
	SPIRIT *3d10 +50*	

CONDUIT

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FAMILIAR

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DEFAULT (TIER 1) SPELL ATTRIBUTES

- ***DISTANCE***
  Distance from target is less than or equal to the length of a large room.
- ***VOLUME***
  Spacial volume is less than or equal to a large animal.
- ***TARGET***
  Target can be one physically continuous location/instance/effect/entity.
  - If target is unwilling, ***increase*** tier by 1.
- ***COMPLEXITY*** *(SIMPLE)*
  Artificer - Intricacy limited to simple shapes.
  Kineticist - Force application and force intensity limited to that which could be generated by a large animal.
  Transmuter - Magnitude of shift limited to maintaining most physical properties while changing only few functions.
  Enchanter - Magnitude of increase limited to those which are “not out of the ordinary” for the target.

*Any attribute may be **doubled**, even multiple times, at the cost of increasing the Spell’s Tier by 1 per doubling.*

ITEMS

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ATTUNEMENT AND ESSENCES

FAVORED ESSENCE _____

ATTUNEMENT SLOTS	*Circle: Essence/Spell/Relic*	***DRAINED ESSENCES***
1 _____	(E/S/R)	_____
2 _____	(E/S/R)	_____
3 _____	(E/S/R)	_____
4 _____	(E/S/R)	_____
5 _____	(E/S/R)	_____
6 _____	(E/S/R)	_____
7 _____	(E/S/R)	_____
8 _____	(E/S/R)	_____

NOTES

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QUICK REFERENCE GUIDE

★ ***CASTING A SPELL***

Roll a d100 and compare to your current Mind plus/minus any Tier modifiers.

★ ***SUSTAINING A SPELL***

Roll a d100 and compare to your current Spirit plus/minus any Tier modifiers that were associated with the original casting.

★ ***BURNING AFTER A CHECK***

- Burn can target any combination of Ability Scores. Damage is equal to the difference between the roll result and the Target Number.
- 20 'Points' of Burn can be earned by Burning (i.e. losing) an Essence used to cast the spell.

★ ***RITUAL CASTING***

Every contributing wizard rolls the Spellcasting Check, taking the best result. After the roll, any points used for Burn must be subtracted from all Wizards. Burned Essences must also be burned by all contributing Wizards, and only grants a single 20 point bonus.

★ ***CRITICAL ROLLS***

- Critical Success: 01-05 on the die
- Critical Failure: 96-100 on the die