

Name: Wizard99⁶ (I'm too lazy to get the 6 in superscript)

Age: 23

Profession: Librarian



Appearance: Dirty blonde hair, extremely messy and almost shoulder length. 6'2", but also incredibly lanky. Not uncommon for jokes about whether he or Fiddlesticks is thinner.

Glasses with one side that doubles as one of those extendable parts to examine something in more detail, or at a further range.

Fashion disaster. If he wears anything in color, it is with bright neon hues. Otherwise, a labcoat or bulky overcoat.

Left arm is cybernetic. Typically uses it to store additional data, especially in places like bars where the notes may be damaged.

Always carries a notebook with multiple pages sticking out, and a satchel where he stores multiple notebooks, and minor alchemical concoctions.

Personality: Vocal about opinions, but doesn't mind listening to others if they have valid reasons for their own viewpoint. Prefers to follow, but point others in the right direction.

Undying curiosity, has a thirst for knowledge that cannot be sated, especially involving magic, nature, and techmaturgy.

Librarian in the Xelnor library in Zaun. Quiet, difficulty interacting with new people. Surprisingly eco-friendly, coming from Zaun.

Has no tolerance for those that treat knowledge lightly. Doesn't believe in backstabbing others, unless they clearly backstabbed/planned to first. Otherwise desires positive relations with other factions and summoners in order to create a more erudite and learned future.

Origin

The Future is Zaun (Research trained for free, added below)

Some things must remain buried: Shurima: (Know: hist trained free, added below)

Religion

The Glorious Evolution: You follow the movement to improve yourself via hextech as mentored by Viktor. You gain a +2 to non-magical rolls designed to use or repair hextech or techmaturgical devices (but not to craft them), but you also take a -2 on non-magical rolls to interact with those who do not follow your movement.

Class-True Summoner Base: 1/1/2/4/2/2 Cap: 5/5/5/9/7/8:

Start with a Magic at Trained and increase maximum mana by 6

Stats (Characteristics) (12 base+6 normal+10 allocated=16+base): 2+3+2+3+2+4=16

Might (Str)- 3

Dex (Agi)- 4

End (Cons)- 4

Int- 7

Jud-4

Cha- 6

Traits: (point total: 2+2+2-2+1+3-1+5+1+2)=15 (15)

Actually Is Human (0): You gain no special bonuses or penalties.

Actually is Adult (0) (Summoners are here by default): No Special Bonuses.

Unliving Limbs (-2): Your character has replacement limbs made of an unliving material.

Any attempts to heal wounds on you have a +4 to the TN.

Unattractive (-1): You are somewhat unappealing. You take a -1 penalty on all non-magical Charisma rolls against people who find your race and gender attractive. (NOTE: NO PENALTY DUE TO FLATTERING CLOTHES)

Book Worm (2): It isn't a stretch to call most Summoners 'book worms.' I mean hell, 'we' are some of the best mages on the continent so we got to know magic pretty well to fit the bill. That said there are some who spend WAAAAAY too much time in the libraries of the Institute in order to pursue their studies. They gain +3 to all Knowledge checks, and to Research checks to find a pre-existing piece of information in a library.

Enlightened (2): You are well versed in matters of the spirit. You gain a +2 on Intellect rolls that relate to philosophy, religion and other cosmic matters.

Alchemy [extended] (2): You are proficient in making potions, poisons and remedies. You can identify most alchemical ingredients and herbs with a few moments of study.

Botany (1): You are well versed in plants, and know which plants are beneficial, and which are harmful. You gain a +2 bonus to all rolls involving the knowledge of plants.

History (Technological)(1): You have studied the advance of hextech and other technology. Gain a +1 bonus to non-magical rolls involving any form of machinery or hextech.

Resilient Magics (3): Your magic is imbued with such power that it's incredibly resilient. Enemies trying to dispel or counterspell your spells take a -2 to their rolls to do so.

Magical Prowess (5): Gives +2 points to spend on Magic Learned.

Specialized Casting (2): +2 to casting on Charm and Possession and Debuffing and Crowd-Control, -2 to casting on Non-Harmful Matter and Summoning a Creature

Skills (1+1+1+2+1+3+1+1+1=12) (12)

Knowledge: History (trained from Shurima)

Knowledge: Hextech (trained)

Knowledge: Botany (trained)

Knowledge: Traps (trained)

Research: (mastered; +trained from Zaun)

Lie/Discern Lie (Trained)

Diplomacy (mastered)

Craft (trained)

Govern (trained)

Medic (trained)

Magic: (6) (4+2)

Void (trained free from class)

Psychic (grandmastered)

Summoning (trained: have from being Summoner)

Trained: Roll 2d6 + Characteristic.

Mastered: Roll 3d6 + Characteristic.

Grandmastered: Roll 4d6+Characteristic

Feats: (1+4+2+3-1+2=11) (11)

Through the Eyes of Madness (1): *Requires Psychic Vector*. When you have Mindlinked another being successfully, you may transfer your senses to the vector, observing their surroundings as though you were in their body. This causes you to take a -5 to Perception rolls noticing things around your own body (though no Perception penalty for noticing things around your Vector) and a -3 to your TN for being hit. If your vector takes any sensorial damage (such as blindness or any other attack that specifically targets the senses), you also suffer the effects on your body.

Mindshield (4): Requires at least Trained in Psychic magic. You may spend 1 Energy to use Psychic + either Charisma or Intellect + any bonuses that apply to magic rolls (but not to casting spells) in order to replace the untrained check required to resist or break free from one

of the following effects: Possession, Mindlink, Charm, a Debuff affecting your Charisma or Intellect, or Diplomacy. This counts as a magic roll. You may only do this once per round, but you may do so when it's not your turn.

Mental Backlash (2): Requires Mindshield. Whenever you wilfully break a Mindlink or Possession, you deal 1d3 wounds of "invisible damage" to the caster. You also count as a "psychically hostile" mind for the purposes of establishing a Mindlink in the first place and may choose to deal 1d2 wounds of "invisible damage" to the caster if they successfully establish a Mindlink with you. Both forms of damage are magical in nature.

Psychic Vector (3): Requires at least Trained in Psychic magic. Use mindlink to cast Psychic spells through target. Increases all TNs by 6. If you fail the TN but fail it by 1 to 6 points, you can opt get half effect and take 1d4 wounds as invisible damage, or simply fail.

Bitter History (-1): Due to a very personal reason, Bandle City fills you with rage. Whenever you are confronted by an individual or institution of that faction, you must roll an untrained Intellect or Charisma check against a TN of 11 in order to prevent yourself from losing your temper and taking a -3 penalty to all non-magical rolls involving Charisma for one scene or up to several minutes.

Mental Torment (2): Mindlinking with an enemy lays the groundwork for future suffering. Any enemy that Mindlinks with you (either you or your enemy as the caster) can be inflicted with "Distress". 1 "Distress" stack will form for every 5 Control an enemy loses while Mindlinked with you.

"Distress" can be consumed as a free action on your turn to perform various effects:

Consuming 6 "Distress" stacks will remove a minor action from the target for 1 turn.

Consuming 9 "Distress" stacks will reduce either their target's Charisma, Intelligence, or Judgement by 4 for 1 turn. Cannot drop the stat below 1.

Consuming 15 "Distress" stacks will put the target into a Catatonic state for 2 turns.

Silver Scrub (0): +3 drama points but at least you're not Bronze

Drama points: 5 (2+3)

Assets: (1+1+12+2+1+1=9) (9)

Goggles of Revelation (1): You own a pair of magical goggles that allow you to see tiny tiny details in things from a long ways away. You put on the goggles as a minor action, and while wearing them you gain a +2 to Perception rolls when focusing on minute details (footprints in the dirt, broken twigs, and the like). While focusing so intently, your TN to being hit is reduced by 1.

Authenticator (1) [Small]: You own a pair of hextech goggles that allow you to see tiny details in things you examine closely, such as documents, art pieces and suspicious bricks in walls. While wearing them, you gain a +2 to Discern Lie, Craft or Art when focusing on small details in things within arm's reach. While focusing so intently, your TN to being hit is reduced by 1.

Lens of True Sight (1) [Medium]: *Requires Goggles of Revelation and Authenticator.* You enjoy the benefits of both the Goggles of Revelation and the Authenticator at all times. You only gain a -1 to your TN while actively concentrating on examining details (not at all times). In addition, you gain a +4 on rolls to disbelieve illusions and identify magical effects.

Flattering Clothes (2): You have an outfit that looks particularly good on you. If you have the No Pain No Gain, Good Looks or Stunning Looks Traits, their bonuses increase by +1. If you have the Unattractive or Rather Ugly Traits, their penalties are lessened by 1 point.

Magic Armour (2): You possess minor magical augmentations from a small piece of armour from your techmaturgical cybernetics. This decreases the damage you take from non-magical attacks by a number equal to half Asset points spent on it (+1 bonus)

Contact (1): Zaunite corporations know of you and have an interest and an ability to aid you (typically in a very minor way)

Estate (1): You own an estate, as per a minor noble. You have a tiny group of servants, and your manor is modest but dignified. You do not own much actual land, but you can host parties and provide food and board for up to 7 other allies.

Combat Info

HP-8 (4x2)

TN to hit- 7+4 (Agi)=11

Mana-18 (12+6 from class)

Basic rolls:

Might: 1d6 + 3 (Mig).

Agility: 1d6 + 4 (Agi)

Endurance: 1d6 + 4 (End).

Intellect: 1d6 + 7 (Int).

Judgement: 1

Charisma: 1d6 + 7 (Cha).

Mindshield: You may spend 1 Energy to use Psychic + either Charisma or Intellect + any bonuses that apply to magic rolls (but not to casting spells) in order to replace the untrained check required to resist or break free from one of the following effects: Possession, Mindlink, Charm, a Debuff affecting your Charisma or Intellect, or Diplomacy. This counts as a magic roll. You may only do this once per round, but you may do so when it's not your turn.

Prepared Casting: If you spend your movement in a turn to prepare your magic, you receive a +2 to the next spell you cast. If you spend a whole turn preparing, you gain a +5 to the next spell you cast.

Knowledge in General: 1d6+10+1(If Tech-related)+2(Botanical related)

Knowledge: History: (trained) 2d6+7(Bookworm)=2d6+10

Knowledge: Hextech: (trained) 2d6+10

Knowledge: Traps: (trained) 2d6+10

Knowledge: Botany (trained) 2d6+

Research: 2d6+7 (+1 to Knowledge Hist, Hextech, Traps)(+3 if it's in a library already, Bookworm)

Lie/Discern Lie: 2d6+7 (Cha is body language, Int for logical flaws)

Diplomacy: 3d6+7

Craft: 2d6+7 (poisons+potions. delicate figurines may be Agi, buildings Mig, etc)

Govern: 2d6+7

Medic: 2d6+7

Enlightened (2): You are well versed in matters of the spirit. You gain a +3 on Intellect rolls that relate to philosophy, religion and other cosmic matters.

Original build at 2.0: RIP

Stats of 3/4/4/7/7

Envenomed Weapon (1): Requires Natural Weapon and at least Trained in Nature magic. You can easily poison your own magical weaponry. Whenever you successfully deal a wound with your Natural Weapon, you afflict the target with a poison. On every other round (starting on the round after you successfully deal the attack), the target must roll untrained Endurance vs. a TN of 11 or take a wound from the poison. The poison lasts for 2d4 rounds, add dice based on your mastery of Nature.

Natural Weapon (1): Requires at least Trained in Nature magic. The character is able to summon weapons made of plant matter or animal appendages as a minor action, without needing to roll. The weapon lasts for a single attack but the character is never unarmed.

Magecraft Weapon (1): Requires Natural Weapon. Your Natural Weapon does not disappear at the end of your attack, freeing your movement/minor actions for the round. Your weapons last until dispelled (TN 11 to dispel) or dismissed.

Arcane Endurance (2): You are highly practiced at casting particularly exhausting spells, and have conditioned yourself to shrug off the exhaustion. You gain a +3 to your untrained Endurance rolls to resist Exhaustion.