

The Warmage

You were born and forged in the fire, war-caster. You spent your time in the academy, suffered for your power, suffered for your might. You let the fire wash over you, the arcane tempest flay your soul. You stood at the edge of madness and death and came back with the elements dancing about your hands and lightning in your eyes. Wizards glare at you and ask how you can break your body in the crucible of magic, use yourself as a conduit for true power; warriors see you and tremble with jealousy or fear. But none of them understand, no. You were made for this.

Names

Dwarf: Ogden, Grimhelm, Earth-and-Bones, Gar, Dendek, Killeron, Zant, Melody, Vargru

Human: Garth, Entreri, Absalom, Miranda, Kent, Mitsuki, Amanda, Bluescale, Liskander

Look

grim eyes, angry eyes, wild eyes, cunning eyes

scarred skin, burnt skin, pale skin, scaly skin

cheap robes, mercenary wear, commoner's outfit, bits of armor

bold voice, wavering voice, joking voice, boisterous voice

Stats

You start with 6+constitution HP

Your base damage is d10

Alignment

Chaotic: Impress someone with an unexpected solution.

Evil: Lash out at someone who's angered you.

Lawful: Uphold a contract or promise.

Gear

Your load is 6+str.

Choose something defensive:

- robes and a healing potion
- leather armor (1 armor, 1 weight)
- scale mail (2 armor, clumsy, 3 weight)

Choose a weapon:

- warhammer (close, 1 weight)
- long sword (close, +1 damage, 2 weight)
- spear (reach, thrown, near, 1 weight)

Choose two of:

- dungeon rations (5 uses, 1 weight)
- bag of books (5 uses, 2 weight)
- another weapon or defensive item (from above)
- an assistant or campman who will carry and upkeep your gear, but is not of much use otherwise

Bonds

_____ fears my elemental might; I will prove myself as an honorable ally

_____ once fought with me, back to back; I will fight in their name again

I once studied alongside _____; I will learn more from them

_____ has heard legends of my skill in war; I can use my reputation to my advantage

Racial Moves

Dwarf: When you focus your eyes on a foe and stomp the earth, roll+con. On a hit, the ground shakes and quakes about them. On a 7-9, choose one. On a 10+, choose two.

- they take half your level in damage
- they drop something they're holding
- they fall to their knees or upon their back
- they're distracted and miss something or present an opening

Human: When you give a command in battle and an ally follows it, they take +1-forward. If your command significantly advances your side of the battle, both of you mark XP.

Starting Moves

Arcane Strike: When you expel arcane power from your weapon in a damaging blast, choose a profile and roll+con. On a hit, you launch the attack successfully. On a 7-9, also take 1d4+1 damage as your body burns and aches with the power.

Arcane Strike Profiles

- Argent Fist (close forceful +1-damage)
- Cutting Winds (near area messy)
- Lightning Bolt (far electric ignores armor)

Magic Scarring: When you defy a magical danger, take +1. When you suffer damage from magic, take -1-damage.

Shields & Wards: When you surround yourself or another with protective runes, roll+wis. On a 10+, the protected person holds 3. On a 7-9, they hold 1. The protected person can spend hold as follows:

- Name a particular type of damage (crushing, fire, poison, slicing, piercing) and ignore all damage of that type as long as they have hold (if they spend their last hold for this effect, they simply ignore the next attack of that type)
- Halve damage from a single attack
- The attacker takes half the amount of damage the protected person suffers

Weapon Focus: Choose a type of weapon (hammers & maces [argent fist], spears & polearms [lightning bolt], or swords & daggers [cutting winds]). When you use the chosen weapon type, gain +1 to damage when hacking or slashing or using the associated arcane strike.

Advanced Moves

Arcane Basics: Gain the spellbook, prepare a spell, and cast a spell wizard moves. Your wizard level is one less than your class level for purposes of determining spell casting.

Argent Finesse: Using a hand made of pure magical force, you can manipulate objects you could manipulate using a single hand anywhere you can see. If doing so requires intricate manual manipulation, defy danger using +dex.

Armored: You ignore the clumsy tag on armor you wear.

Bloody Mess: Whenever you have less than half of your hit points, you take +1 to defy danger.

Charge: When you channel elemental energy into a weapon, choose an element (killing frost, potent lightning, or raging fire, maybe) and roll+con. On a 10+, hold 3. On a 7-9, hold 1. When you deal damage while you have hold, lose 1 hold and deal +1 damage of the chosen element. On a miss, your body bursts in a surge of the element; you take 1d6 damage and -1-forward.

Dancing Winds: You can buoy yourself in the air with mystic winds. When you do, you can leap extraordinary distances and can't won't suffer from falling (instead, you float gracefully).

Elemental Summoning: When you perform a ritual to conjure an incarnate elemental, it counts as a ritual. If you succeed, the GM will tell you the element's stats, moves, and other benefits.

Lightning Parry: You can move with the quickness of lightning to defend yourself or another; you can defend against any attack you're aware of, even if you just have a split-second, and you can instantly move to anywhere you can see to do so.

Vampiric Breath: You can breathe deeply of a nearby enemy's life force. Gain a new arcane strike profile: Vampiric Breath (hand ignores armor harms living only). When you deal damage with this profile, heal half that much damage.

Void Conjunction: When you summon the energies of the null void, choose one and one enemy you can see loses $\frac{1}{2}$ of their hit points (rounded down).

- you lose $\frac{1}{4}$ of your hit points (rounded up)
- you take -1-ongoing until you have five or ten minutes to catch your breath
- the conjunction will take a few moments, during which you'll be focused entirely on it

Warrior-Apprentice: Gain a Fighter move.

6-10

Arcane Mastery (*Requires: Arcane Basics*): Gain a Wizard move and increase your effective wizard level by 1 (it now equals your character's level).

Bloody Terror (*Requires: Bloody Mess*): Whenever you have less than half of your hit points and you deal damage, roll damage twice and keep the higher roll.

Elemental Immunity: Choose fire, cold, electricity, or acid. You ignore all negative effects from the chosen element.

Elemental Burst (*Requires: Charge*): Your extra damage from charging a weapon with elemental power is +1d4, not just +1.

Master Warrior (*Requires: Warrior-Apprentice*): Gain a Fighter move.

Meteor Strike: You can call down a flaming stone from heaven. Gain a new arcane strike profile: Meteor Strike (far crushing/fire +2-harm ignores armor area messy). This attack always causes collateral damage. Always.

Phasing Strike: When you hack and slash, on a 12+, treat it as a 10+ and ignore any armor on your target.

Versatile Warrior: Gain a move from another class.