

Xantius



Xantius, master of fire, seeks knowledge, for only through acquiring lore can true power be gained.

NAME Xantius ARCHETYPE Magic User LEVEL 2
 VOCATION Pyromancer XP 0
 COMPLICATION Addicted to Sorcery XP TO LVL 3

WEAPONS AND ARMOR

Armour: Heavy Robe (-1 damage reduction)

Weapon: Staff (1 D4 damage)

PHY

8

AGI

10

INT

14

WIL

13

HP

11

HIT DIE

D6

Luck

4

6

8

10

12

CLASS ABILITIES

Sense Magic: A Magic User can make an Intellect test to detect the presence of magic in their surroundings.

Spellcasting: A Magic User can cast spells making a Willpower test according to the Spellcasting rules described later.

Blood Sacrifice: A Magic User can sacrifice points of Physique or Agility to temporarily add the same amount of points to their Willpower to cast a spell. These points are healed as normal.

Spells Known: A Magic User begins knowing 3 spells and learns an additional spell each time they level up. The max number of spells a Magic User can know is equal to his Intellect. To learn a spell, the Magic User must make an Intellect test. If he fails, he may try again when he gains another level.

LOOT SPELLS NOTES

Spells Known:

Arcane Blast (Fire) - Blasts a point within far range, affecting targets within close distance, inflicting 1 d6 points of damage per PL. Can be resisted for half damage.

Elemental Body (Fire) - The Magic User's body acquires the characteristics of fire for PL turns. Besides the obvious aesthetic changes, the character acquires the following ability: Attackers in close range suffer 1 d3 points of damage per round. The character may hurl flame projectiles that do 1 d6 points of damage to targets up to nearby range as a normal missile attack.

Fire Shield - Gives the target a Damage Reduction of -2d against fire for PL hours.

Pyrokinesis - Takes control over a source of fire within nearby range of up to PL cubic feet for PL turns. It can be detonated to immolate everyone in close range for 1 d6 damage per PL. Can be resisted for half damage.