

Yatrix



Yatrix lives only to serve the will of his patron, the mysterious Klanth, god of hidden secrets.

NAME Yatrix **ARCHETYPE** Magic User **LEVEL** 2
VOCATION Priest **XP** 0
COMPLICATION Eccentric **XP TO LVL** 3

WEAPONS AND ARMOR

Armour: Heavy Robe (-1 damage reduction)
 Weapon: Dagger (1D4 damage)

PHY 9	AGI 7
INT 13	WIL 16
HP 9	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:

Disrupt Spell - Used to cancel the effects of another spell of equal PL or lower. The caster needs to roll higher than the result rolled to cast the target spell.

Protective Circle - Drawing a circle on the floor, the caster can protect up to PL targets against supernatural creatures of HD equal or less to the PL. These creatures cannot enter the circle unless they successfully resist the spell.

Consult Supernatural Entity - The caster contacts a supernatural entity to ask up to PL questions. This ritual takes PL turns to perform and the referee must determine the reaction of the entity.

Curse of Weakness - Imposes a Negative Die for all tests involving strength (melee attacks included) for PL turns.

