

Dravwyn Mage Yalaldrega

Yalaldrega Fardéfel Sfurro Lyskhal

“New-Song, daughter of Evergreen-Peak and Rabbit, wife of Falcon”

Dignified, passionate, and tactless

Level 3 **Experience** 0/400

HP 170 **MP** 470 **DP** 19

Speed 17/34 **Spell Range** 21

Attributes

STR 17/d6 **END** 17/d6 **DEX** 19/d6

AGI 17/d6 **MAG** 26/d8 **AUR** 21/d6



Skills

Charm 2, **Learning** 4, **Wits** 4

Bonuses: +2d6 to vision

Languages

Tegwynvant (Dravwyn), Elven, Minotauren, Tubvólasi (Shapeshifter)

Attacks

Weapon	Mastery	Accuracy	Power	Swing	Critical	Range	Evade
Ice Arrows	Throwing	2d8	70-100	d8	pierce, 4 requirement with wand	spell	2d6
Wand x2	Blunt	2d6	40	d6	max swing damage	-	2d6
Fists x2	Unarmed	d6+d8, 2d6 off-hand	10	d6	stun	-	2d6
Kick	Unarmed	d6+d8	10	2d6	stun	-	*

Notes

Kick evade depends on the other weapons you have equipped, if any.

Ice Arrows: Can cast a thrown spell from each hand, flinging twice as many arrows for twice as much MP, with each benefiting from a wand.

Wand: Spellcasting: Wands can be used to strike or stab an opponent in an emergency, but the normal use is to enhance spellcasting. Casters may treat a hand that is holding a wand as a free hand for the purposes of casting destruction spells. In addition, wands provide spellcasting benefits based on quality level, with each improvement in quality adding another effect. (Higher qualities provide both their own effects and the effects of lower qualities.) Effects may apply to non-thrown spells whether the wand is wielded in the main hand or the off-hand.

- **Crude:** Non-thrown spells reduce *critical requirement* by 1 (applies twice if you have a wand in each hand).
Thrown spells from a hand holding a wand reduce *critical requirement* by 2.

Fist, Kick: Knockout: If you deal enough damage to reduce your target to 0 HP or below, you may instead reduce your target to 1 HP and knock him out for d6 minutes. You do not need to declare that you are attacking non-lethally before rolling for damage, and you still roll swing dice and can get critical hits.

Fist: Armor: While wearing metal armor on the hand, power is 20 for bronze, 25 for iron, and 30 for steel. Scale, chain, lamellar, segmented, and plate armor all include hand armor that provides this bonus.

Defense

Deduct this from damage you take.

Total 70

Scale armor 50 + END 17, round to 10

Shield -

Race/Class Abilities

Raptor Vision: You have excellent vision.

Swift Flight: You have a pair of large, feathery wings in a color of your choice. They enable you to fly, taking to the skies at will. While flying, your speed is equal to double your AGI.

Mage Options: fire, ice, enchantment

Surge (Active): You can spend +50% MP on a spell to grant +1 swing die to that spell (+2 if the spell is two-handed). You must announce the surge and pay the extra MP before doing any rolling for the spell, but the surge and the spell itself are considered a single action. You can only use this ability with a spell that normally rolls swing dice.

Stances

You can change stances at the start of each round of combat. You are in neutral stance unless you say otherwise.

Aggressive: +1 to accuracy rolls, -1 to evade rolls. This stance takes its turn first.

Neutral: No bonuses or penalties.

Defensive: +1 to evade rolls, -1 to accuracy rolls. This stance takes its turn last.

Attribute Worksheet

Attribute	Starting	Cost	Base	+/-	Die
Strength	17	12	17		d6
Endurance	17	12	17		d6
Dexterity	19	11	19		d6
Agility	16	13	17		d6
Magic	19	8	26		d8
Aura	16	10	21		d8

Remaining points: 1

Weapon Masteries

Unarmed: accuracy d8, evade d6

Blunt d6 Edged d6 Pole d6

Throwing d8 Archery d6

Use unarmed evade when unarmed, when defending against a ranged attack, and when you have don't have a melee weapon in your dominant hand.

Inventory

Money 2

Basics: backpack, bedroll, a few cooking implements, fire striker, change of clothes, water

Crude wands (2), iron scale armor

Weak dark blast potion, weak fire blast potions (2), weak lightning blast potion, weak plant blast potion, weak wind blast potion, flash bomb, flask of weak mage coffee

Torches (2), 2 days' rations

Spells

Pain, 40 MP, 20 magical damage, resistible

Inflict pain on a target, preventing it from acting on its next turn and from using counters until after its next turn. It may still move, and if it could otherwise act multiple times, it loses only one action. (Note that, assuming the target does not resist the spell entirely, the spell's damage is always the same. The caster does not roll a swing die, and the damage is not reduced by the target's AUR.)

Manipulate Fire/Ice

Control an existing volume composed of a particular element.

You cannot use this spell to create an element; only to control it. You cannot target a creature unless it is elementally-aligned, in which case the spell becomes resistible. There is a different version of this spell for each element, and each version must be learned separately.

MP cost is determined by the GM on a case-by-case basis. A good baseline for simple uses of the spell is 25 MP. GMs should avoid letting players use this spell as a substitute for other spells in order to avoid spending spell points to learn them—at least, not without a much steeper MP cost.

For example:

- Use manipulate fire for a low cost (perhaps 10 MP) to quickly snuff out the party's light sources as an enemy patrol approaches.
- Use manipulate ice for a higher cost (perhaps 100 MP) to turn the ice and snow around you into a low wall of snow around your party, with spikes of ice protruding from it to deter approaching enemies.

Burn, 50 MP, burn 50, resistible

Burn II, 75 MP, burn 60

Give your target a severe burn, causing it to take damage over time.

Ice Arrows, 25 MP per arrow (2 max), 70 power ice/magic/physical, thrown, deducts defense

Ice Arrows II, 30 MP per arrow, 80 power

Ice Arrows III, 90 power

Ice Arrows IV, 35 MP per arrow (3 max), 100 power

Element Shift: Fire, may cast as a fire spell instead of ice

Fling arrows of ice at one or more targets. MP cost is per arrow, and the maximum number of arrows increases as the spell is upgraded. Roll each arrow as a separate attack. You must choose your targets and how many arrows you will throw before rolling to see which ones hit. You may send multiple arrows after the same target.

Pierce critical. Cast one-handed.

Flare, 50 MP, 60 power fire/magic, resistible, deducts AUR

Flare II, 55 MP, 70 power

Generate a sudden burst of magical fire on the target. This flame sears the target, inflicting damage, but does not ignite it. *Flare* is not a projectile and can strike any target within range that you can see.

Store Spell, ½ spell MP per charge, enchant an item

Bind a spell to an item so that the spell may be cast at will by the item's user. That casting takes an action like a normal spell casting.

This spell can be cast on an already-enchanted item to either add another spell (if the item's material supports multiple enchantments) or remove it. The difficulty to create a *store* enchantment is the difficulty of this spell or of the spell being bound, whichever is higher. Creating a *store* enchantment has an MP cost of half the spell's cost per charge (ignoring *efficiency*) and incurs MP debt of the same amount.

See the Enchanting rules for details.

Chill, 25 MP, resistible

Cool a target.

Cancel Destruction Spell, canceled spell MP, prevent a spell from being cast

Cast only as a counter or *interrupt* when a creature within spell range casts a spell, preventing the spell from being cast. When you do this, the caster of the canceled spell still pays the spell's MP cost, and you pay the same MP cost in order to cancel it.

There is a version of this spell for each school and element, and each version must be learned separately for 2 points in that version's school or element. For example: to cancel *heal*, the caster must have *cancel healing spell* (2 healing points); to cancel *terror*, the caster must have either *cancel enchantment spell* (2 enchantment points) or *cancel dark spell* (2 dark points) but does not need both.

Cancel spell cannot be negated except by another *cancel spell* of the same version. (The original caster cannot be the one to *cancel spell* the *cancel spell*, because he is still in the middle of his action and thus not yet able to counter.)