

Character A Storm In A Single Drop Of Rain ELEMENTALIST

Player Burn things with Fire Level 1
Career Title Hedge Mage Renown 1
Ancestry High Elf

Career Mage's Apprentice
Complication None
Languages Caelian, Hyrallic, Khelt

Culture Environment Secluded
Organization Communal
Upbringing Academic

MGT	AGL	REA	INU	PRS
-1	1	2	2	1

Stamina

18

18

Max

9

Winded
1/2 Max

Recoveries

8

8

Total #

+6 Stamina

Value
1/3 Max Stamina

Size	Weight	Reach	Speed	Stability
1	4	1	5	0

Victories

Heroic Resource *Essence Name*

Melee Free Strike

Keywords Attack, Melee, Weapon Type Action
Distance Reach 1 Target 1 creature or object
Power Roll + Characteristics **2d10+1**

<11

 2 damage

12-16

 6 damage

17+

 9 damage

Ranged Free Strike

Keywords Attack, Ranged, Weapon Type Action
Distance Ranged 5 Target 1 creature or object
Power Roll + Characteristics **2d10+2**

<11

 2 damage

12-16

 5 damage

17+

 8 damage

Kit Frigid Equipment Crystal Staff
Ice Armor
Melee Weapon DMG+ **+0** / **+0** / **+0** Ranged Weapon DMG+ **+0** / **+0** / **+0** Magic DMG+ **+0** / **+0** / **+0**

<11

12-16

17+

<11

12-16

17+

<11

12-16

17+

Area+ 1 Stability+ 0
Distance+ 7 (magic) Stamina+ 3
Reach+ 0 Speed+ 0
Mobility+ 0

Kit Signature Ability Frozen Explosion

Keywords Attack, Magic, Ranged Type Action
Distance 3 cube within 12 Target All creatures
Power Roll + Characteristics **2d10+2**

<11

 2 cold damage

12-16

 3 cold damage; slowed (EoT)

17+

 4 cold damage; slowed (EoE)

Kit Ward Ice Armor

- You have cold immunity and fire immunity equal to your highest characteristic score (2)
- When a creature damages you with a melee ability, they take cold damage equal to your highest characteristic score (2).

Triggered Action Explosive Assistance

Keywords Fire, Magic, Ranged Type Triggered
Distance Ranged 12 Target Self or 1 Ally
Trigger The target force moves a creature or object.
Effect The distance of the forced movement is increased by a number of squares equal to your Reason score (2).
Extra **Spend 1 Essence:** The distance of the forced movement is increased by a number of squares equal to twice your Reason score instead (4).

Signature Ability Growing Pains
Keywords Attack, Green, Magic, Ranged Type Action
Distance Ranged 12 Target 1 creature
Power Roll + Characteristics **2d10+2**

<11

 2 damage

12-16

 6 damage

17+

 9 damage
Effect A creature within 5 squares of the target is pulled 2 squares toward the target.

Heroic Ability Burn Cost 2

Keywords Attack, Fire, Magic, Persistent, Ranged Type Action
Distance Ranged 12 Target 1 creature or object
Power Roll + Characteristics **2d10+2**

<11

 6 fire damage

12-16

 8 fire damage

17+

 13 fire damage
Effect **Persistent 1**
If the target is within distance at the start of your turn, make a power roll for this ability again.

Heroic Ability Conflagration Cost 4

Keywords Area, Fire, Magic, Persistent, Ranged Type Action
Distance 5 cube within 12 Target All enemies
Power Roll + Characteristics **2d10+2**

<11

 5 fire damage

12-16

 7 fire damage

17+

 10 fire damage
Effect **Persistent 2**
At the start of your turn, you can use this ability again as a maneuver without spending essence.

Crafting Skills

Alchemy

Architecture

Blacksmithing

Fletching

Forgery

Jewelry

Mechanics

Tailoring

Exploration Skills

Climb

Drive

Endurance

Gymnastics

Heal

Jump

Lift

Navigate

Ride

Swim

Interpersonal Skills

Brag

Empathize

Flirt

Gamble

Handle Animals

Interrogate

Intimidate

Lead

Lie

Music

Persuade

Read Person

Intrigue Skills

Alertness

Conceal Object

Disguise

Eavesdrop

Escape Artist

Hide

Performance

Pick Lock

Pick Pocket

Sabotage

Search

Sneak

Track

Lore Skills

Culture

Criminal Underworld

History

Magic

Monsters

Nature

Psionics

Religion

Rumors

Society

Timescape

Class

ELEMENTALIST

Essence

Outside of combat and other dangerous situations tracked in turns and rounds, you have essence equal to your Victories. If you lose some or all of this essence outside of combat, it takes you 1 minute to regain it. You can also dedicate that essence to maintaining persistent abilities (see Persistent Magic below).

Specialization: Fire

Heroic abilities that include your specialization's keyword (**fire**) have their initial essence cost reduced by 1 (to a minimum of 1). This reduced cost doesn't apply to abilities you gain because of your specialization, such as Manipulate Earth or Void Sense.

Ancestry

HIGH ELF

High Elf Glamor

A magic glamor makes others perceive you as interesting and engaging, granting you an edge on Presence tests using the Flirt or Persuade skills. This glamor makes you look and sound slightly different to each creature you meet, since what is engaging to one might be different for another. However, you never appear to be anyone other than yourself.

Otherworldly Grace

Your elven body and mind can't be contained for long, and accessing memories is as easy as living in the present for you. You gain an edge on resistance rolls, and on tests that use any skills you have from the lore skill group.

Unstoppable Mind

Your mind allows you to maintain your cool in any situation. You can't be dazed.

Complication

Culture

Languages

Caelian, Hyrallic

Environment: Secluded

Raised by a wizard organization that was secluded in Arcadia.

Organization: Communal

You had a cooperative upbringing.

Upbringing: Academic

Your parents were sages within the organization.

Career

Mage's Apprentice

Skills

2 lore skills and Magic

Languages

1 language

Renown

1

Oops:

While studying magic, you accidentally sent yourself from your original world to this one. Now you're stranded here, hoping to get back home by finding ancient texts or powerful magical treasures that might transport you there. A life of adventure it is!

Career Title: Hedge Mage

You have the Arcane Trick ability.

Renown

1

Project

Points

0

Melt

Cost

2

Keywords:

Fire, Magic, Melee

Type:

Action

Distance:

Reach

Target:

1 mundane object

Effect:

You heat the target and cause it to combust and melt. If the object is larger than 1 square, then only the square of the object that you touch is destroyed.

Spend

No Essence:

You can use this ability without spending essence. If you do, you must spend 1 uninterrupted minute using the ability while touching the target before its effect occurs.

Arcane Trick

Keywords:

Magic

Distance:

Self

Effect:

Choose one of the following effects:

You teleport an unattended size 1 object within 1 square of you to an unoccupied space within 1 square of you.

Until the start of your next turn, a part of your body shoots a shower of harmless noisy sparks that give off light within 1 square of you.

You ignite or snuff out (your choice) every mundane light source within 1 square of you.

You make up to 1 pound of edible food within your reach taste delicious or disgusting.

Until the start of your next turn, you make your body exude a particular odor you've smelled before. This smell can be sensed by creatures within 5 squares of you, but can't impose any condition or other drawback on creatures.

You place a small magical inscription on the surface of a mundane object within your reach, or remove an inscription that was made by you or by another creature using Arcane Trick.

You cover an object of weight 1 that you touch with an illusion that makes it look like another object. A creature who handles the object can see through the illusion. The illusion ends when you stop touching the object.

Persistent Magic

Whenever you use a persistent ability, you decide whether you want to maintain it. If you maintain a persistent ability in combat, you reduce the amount of essence you earn at the start of your turn by an amount equal to the ability's persistent value, which enables the ability's persistent effect. All your active persistent abilities end when combat ends.

You can't maintain any abilities that would make you earn a negative amount of essence at the start of your turn or have a negative amount of essence outside of combat. You can stop maintaining an ability at any time (no action required).

If you maintain the same ability on several targets and the effect includes a power roll, you make that roll once and apply the same effect to all targets. A creature can't be affected by multiple instances of a persistent ability.

Whenever you take damage while you have an active persistent ability, you must make the following power roll.

Power Roll + Characteristics

2d10+2

<11

You lose all active persistent abilities

12-16

If you have only one persistent ability active, it remains active. Otherwise, you lose one active persistent ability of your choice.

17+

All your active persistent abilities remain active.

Practical Magic

Keywords

Magic

Type

Maneuver

Distance

Self

Target

Self

Effect

Choose one of the following effects:

You use the Knockback maneuver, but you make a Reason test instead of a Might test. For this use of the maneuver, you can target a creature at a distance equal to the distance of your Hurl Element ability.

You choose a creature within the distance of your Hurl Element ability (12) and deal damage to that creature equal to your Reason score (2). The damage type can be acid, cold, corruption, fire, lightning, poison, or sonic.

You teleport a number of squares equal to your Reason score (2).

Hurl Element

Keywords

Attack, Magic, Ranged

Type

Action

Distance

Ranged 12

Target

1 creature or object

Power Roll + Characteristics

2d10+2

<11

2 damage

12-16

6 damage

17+

9 damage

Effect

When you make this attack, choose the damage type from one of the following options: acid, cold, corruption, fire, lightning, poison, or sonic.