

Sorcerer

The Sorcerer learns to wield magic not from careful study or rigorous practice, but through dreams and visions wherein their astral encounters with an otherworldly Familiar unveil the secrets of The Mystery before their dreaming eyes. As such, Sorcerers come from all walks of life, many fearing their barely contained powers as a curse while others recklessly embrace them as a gift.

Starting Scores

Hit Points: 8 + (Brawn)d6

Focus: 3 + Intellect

Prowess: 1 + Skill

Starting Equipment

Quarterstaff Elixir of Focus (2)

Dagger Traveler's Pack

Robes 40 Crowns

Key Ability

Start with this ability and one rank in a Schema of your choosing

Sorcery

Perk

You practice a rare and powerful form of magic that can only be learned from myterious astral spirits called Familiars. Your personal Familiar accompanies you at all times as your teacher, confidante, critic, and guide. She is interested more in your development as a magician than your safety or comfort and offers help or knowledge only if she feels you can't work it out yourself. She teaches you magic in your dreams and meditations.

Your spells are cast instantly as you will them into existence without the need for arcane words, motions, or rituals. Such power is not without consequence as your magic is highly unstable; if the number of Bumps you roll when casting a spell is higher than your Power score, the Echo of the spell is increased by one degree, placing you in greater danger of being discovered by those sensitive to magic.

You are able to cast spells using The Mystery. Select three Rotes now and learn two more at Levels 5, 10, 15, and 20.

Rituals

Astral Consultation

Spend 10 minutes in conversation with your Familiar. During the course of this conversation, you may ask one question which she will answer honestly to the best of her knowledge. Familiars are quite knowledgeable about The Sphere, its people, its monsters, and its magic but are not omniscient, cannot read minds, and have little understanding of why Mortals do the baffling things they do.

Call Flame

Within 5 minutes, you summon a fire that is completely under your control. This fire is mundane and requires all the things a normal fire needs to burn (fuel, oxygen, etc.). You may craft this fire into a shape of your choosing and may increase or decrease its size or intensity by one degree (candle - torch - campfire - bonfire - inferno) during the course of its existence.

Draw Power

Spend up to 1 hour meditating, drawing power from the Ley Lines running through Creation around you. Make a Feat with +1d6 for every 15 minutes spent drawing power. For each Bump, recover 1d6 Focus. If you are near a Nexus, double the amount of Focus recovered.

Learn Spell

Spend an hour in a meditative state, communing with your Familiar to learn a Rote of your choice until your next Full Rest ends.

Character Notes

When did you acquire your powers? What is your Familiar like?
Are your powers a gift or a curse?

General Perks, Rotes, & Arcane Schema

A Sorcerer may learn any Sorcerer or Arcane Schema.

Melt Object

Call upon eldritch fire to incinerate a mundane, unattended object, reducing it to ash. The time this takes depends on the object in question:

- Wood/Organic (5 minutes)
- Ceramic (10 minutes)
- Metal (15 minutes)
- Stone (20 minutes)

Pick one of the following:

- The object is destroyed instantly but the flames begins to spread.
- The object is destroyed, generating a great deal of light and smoke.
- The object is removed as an obstacle but not completely destroyed.

Ritual of Binding

In a 20 minute ritual, you and up to 10 others join hands and concentrate. Each of you must share one secret for the ritual to work. After it is complete, you may communicate telepathically with one another. The first time one of you is reduced to 0 HP, another in the same Scene is fully restored to 100% HP. These effects last until your next Full Rest ends.

Radiate Power

Spend 10 minutes allowing arcane power to radiate from your body and rest on your allies. Each of your allies may apply a +(Power) bonus to one Combat roll they make before the end of the next Combat Scene.

Sense Magic

Like most magicians, you can sense when a spell has been cast nearby. With 15 minutes of concentration, you can tell which Rotes were used, where the spell was cast, or the emotional state of the magician at the time of the spell's casting. You can also use this Ritual to sense the effects of unidentified potions and magical items.

Sorcerer Schema

Astral Conduit

Action - 1 Stamina

Create an Astral Conduit in a space within 10 yards of you. You or an ally can use a Minor Action while adjacent to the Conduit to draw power from it, recovering 1d6 Focus. Doing so uses up a charge from your Astral Conduit, which has (Power) charges. At 0 charges, your Astral Conduit disappears.

Rank 2: As a Free Action, you may cause your Conduit to surge power. Doing so uses up one of its charges and all creatures adjacent to the Conduit must Save or take (Power)d6 damage.

Rank 3: Allies ending their turn within 5 yards of your Conduit gain (Power) Temporary HP.

Rank 4: Use of your Conduit restores an additional 1d6 Focus.

Rank 5: When your Conduit reaches 0 charges, it explodes. Enemies within 5 yards of it take (Power)d6 damage (a successful Save halves this damage) while allies within 5 yards recover 2d6 Focus.

Dark Anima

Minor Action - 1 Focus

You can project your will and spirit outward, affecting the world and others with little more than the intent to do so. Your Dark Anima has a range of 10 yards and with it you can:

- Allow a creature to spend 1 Stamina and recover (Power)d6 HP
- Cloud another's mind, forcing them to Save or be *Staggered* (Save ends)
- Move unattended objects weighing up to (Rank x 10) stones.

Rank 2: Allies you target with *Dark Anima* are *Shielded*. Enemies *Staggered* by *Dark Anima* are also *Charmed*.

Rank 3: You may use *Dark Anima* to reanimate a dead body, causing it to rise again and act under your influence. The body has all the stats and abilities it did during life but only (Power x 5) HP and no will of its own. The body performs one Action of your choice during your turn each round (this increases to 2 Actions at Rank 5).

Rank 4: You can return *Defeated* allies to consciousness with *Dark Anima*. If you do, the target may elect to recover twice as much HP as they normally would from *Dark Anima* or remove a Wound they have.

Rank 5: You can use *Dark Anima* as a full Action to affect all creatures within 5 yards of you.

Eldritch Flame

Action - 1+ Focus

Make a Focal attack and spend up to (Rank) Focus to deal an additional (Power)d6 damage for each point of Focus spent.

Rank 2: *Eldritch Flame* still deals half damage on a miss and its damage can never be reduced, negated, or ignored.

Rank 3: All creatures adjacent to the target must Save or take (Power)d6 damage for each point of Focus spent on *Eldritch Flame*.

Rank 4: Those damaged by *Eldritch Flame* take (Power) *Ongoing Damage* for each point of Focus spent on *Eldritch Flame*.

Rank 5: Allies affected by *Eldritch Flame* are healed for the amount of damage they'd otherwise sustain.

Sorcerer Perks

Cosmic Insight

You have (Power) points of Insight each day (replenished by a Full Rest). Insight can be spent as a Free Action any time you use a Schema to increase that Schema's Rank by one for each point spent. This effect lasts until the end of the Scene.

Crackling Dynamo

You always have a bonus to Combat equal to the amount of Focus you last spent.

Incarnate Familiar

Your Familiar becomes a physical being in the shape of a coal-black owl, cat, raven, toad, ferret, hare, bat, snake, or dog. It can cast spells using Rotes you know, counts as an ally, and may use your Actions to do anything you can. It has (Level x 5) HP and at 0 HP, becomes spirit until your next Full Rest ends. While present, your Familiar grants you +2 to Feats related to knowledge and spellcasting, but may reveal you as a Sorcerer.

Mana Sponge

Recover 1d6 Focus when a creature within 10 yards of you is reduced to 0 HP.

Restraint

Whenever an Action you take would damage an ally, you may Save to prevent your ally from taking damage.

The Price of Power

Total Focus +3

You recover Focus every hour you are conscious. The amount of Focus recovered is equal to the number of Wounds and Trauma you are currently suffering from.

Explosive Touch

Minor Action - 1 Focus

Touch an unattended non-magical object no larger than your fist. At the start of your next turn, the object explodes, dealing (Power)d6 damage to all adjacent creatures who fail a Save.

Rank 2: Those damaged by the explosion are *Staggered* (Save ends).

Rank 3: Target object explodes as a Free Action when you choose (sometime before the end of the Scene).

Rank 4: You may use *Explosive Touch* from up to 10 yards away and may target unattended non-magical objects as large as a Medium-sized creature.

Rank 5: You may spend up to (Power) Focus when you touch an object. For each point of Focus you spend, increase the explosion's damage by (Power)d6 and the blast radius by 1 yard in all directions.

Flowing Shadows

Action - 1 Focus

You meld with nearby shadows, teleporting (Speed) yards and becoming *Hidden*.

Rank 2: Target a creature within (Speed) yards; you and the target change places (the target may Save to resist).

Rank 3: While *Hidden* by *Flowing Shadows*, you are also *Intangible*.

Rank 4: After the *Hidden* effect from *Flowing Shadows* ends, gain +2 to Guard until you take damage or the Scene ends.

Rank 5: Enemies you begin or end this movement adjacent to must Save or become *Blinded* (Save ends). Allies you begin or end this movement adjacent to may make a Feat to hide.

Hypnotic Gaze

Action - 1 Focus

Make a weapon attack; target must Save or become *Charmed* (Save ends).

Rank 2: After the *Charmed* effect ends, the target is *Staggered* until the end of their next turn.

Rank 3: While under the effects of *Hypnotic Gaze*, the target has Disadvantage on all Saves.

Rank 4: After using *Hypnotic Gaze*, you have Advantage on all attacks and Counters against the target until the Scene ends.

Rank 5: After you use *Hypnotic Gaze*, gain one of the target creature's abilities until you take damage. During this time, they cannot use the ability you're copying.