

Record of XP received from events & activities	Character Name		Durham University Treasure Trap				Player Name		Version 2.5 21/09/2010			
	Character Sheet Fire Mage											
Race: Human			Faith: [CHOOSE] Hits:3/loc				Damage Call: Single			Mana/Spirit: 10/0 Max. Armour: 7		
New character: 90	Level 1 (0XP)	Skill XP	Total XP	Level 2 Advancement (Over 60XP)	Skill XP	Total XP	Level 3 Advancement (Over 120XP)	Skill XP	Total XP	Level 4 Advancement (Over 180XP)	Skill XP	Total XP
4 unspent	Elemental Theory	12	12	Elemental Skill 2	11	66						
	Elemental Skill 1	11	23	Elemental Power 2	10	76						
	Elemental Power 1	10	33	Fire Lore 2	3	79						
	Fire Lore 1	3	36	Shock	2	81						
	Ignite (Touch) (Cantrip)	0	36	Grey (Metamagic) Lore 2	2	83						
	Ignite (Range)	1	37	Dispел 2	2	85						
	Enhancement	1	38	Darkness Lore 2	3	88						
	Grey (Metamagic) Lore 1	2	40	Cloak of Dusk	2	90						
	Detect Magic (Cantrip)	0	40									
	Fracture	1	41									
	Dispел 1	1	42									
	Darkness Lore 1	3	45									
	Extinguish (Cantrip)	0	45									
	Glimmer	1	46									
	Light Armour 1	4	50									
	Subdual	5	55									
	Signed by (Ref)	Date		Signed by (Ref)	Date		Signed by (Ref)	Date		Signed by (Ref)	Date	

Fire Mage

You are a mage, versed in the art of manipulating elemental magic for a variety of uses. After studying the basics of elemental theory, you performed a ritual in which you created your **magical fire focus**, calling on all the **Elemental Lords and Ladies**, but particularly **Kakatal, Lord of Fire**. You are specialised in destructive, fire magic, and you have the potential to become a fearsome foe in combat, if you can find allies to protect you.

Skills

Elemental Theory: this *root skill* represents the basics of magic. You identify magic in items and other people, by calling "**Rec. Magic**" on a target within 3 inches of you. This will inform you as to the item's flavour and level of magic, if any, and may sometimes reveal special properties.

Elemental Skill 1 & 2: this *root skill* allows you to cast spells of upto **level 2** without harm to you.

Elemental Power 1 & 2: this skill determines how much **mana** you can use per day. You have a total of **10 points of mana** which is spent to cast spells.

Subdual 1: Allows you to call "**subdue single**" as a damage call when trying to incapacitate but not injure a person..

Light Armour 1: this skill allows you to wear an extra point of physical armour.

Fire Lore 1 & 2: fire magic is focussed on combat and violence. This skill lets you learn fire spells and use the cantrip **ignite** by touch, which causes a candle-sized flame to appear at your fingertips for a few seconds. This can be represented by a lighter held discreetly in one hand. "**Ignite!**"

Darkness Lore 1 & 2: darkness magic is focussed on misdirection and obfuscation. This skill allows access to 1st rank darkness spells and the cantrip **Extinguish** on a target within 30 foot. This will cancel a "light" cantrip, snuff out candles, or create a small patch of darkness for 5 minutes. "**Extinguish [that target]!**"

Metamagic (Grey) Lore 1 & 2: 'grey' magic is a combination of all the elements, and affects magic itself. This skill lets you learn metamagic spells and use the cantrip **Detect Magic**, which will cause any magical items, effects or individuals to become apparent to you (with the call "ping") within 30 feet. "**Mass Detect Magic!**"

You can cast the following **spells**. Casting a spell requires you to be in contact with your **focus** and to speak a **spell vocal** of at least 8 words followed by the activation phrase. The standard vocal is "**By my power over the element of (fire/darkness/etc)**" but you may invent your own. The exceptions to this are **most first level spells** and **cantrips** which can be cast simply with the **activation phrase** (*in italics*). You **must have enough mana** to cast a spell. Spells cost their **level in mana** to cast (cantrips are free). If you cast a spell without enough mana then you **over-cast** and are **immediately and irrevocably destroyed** along with all your items, as you are sucked through your focus and annihilated. The spell still works, however. If you are struck (even for no damage), immobilised, or **interrupted in any way** during the vocal then the spell fails and you may start again, and the **mana is not spent**.

Fracture: Grey 1st level. This spell interrupts the elemental spell casting of a target within 30 feet. They **cannot cast for 3 seconds**. "**Fracture!**"

Dispel 1 & 2: Grey 1st/2nd. A dispel with full vocal will cancel an ongoing effect of its level. It can also defensively cancel a same-level spell targeting you if you cast the dispel immediately after the oncoming effect. It has no effect on spells of higher level than the dispel. A 1st level dispel only works on 1st level spells; a 2nd level dispel works on 1st and 2nd level magical effects. "**Dispel 1!**" / "**Dispel 2!**"

Glimmer: Darkness 1st. This spell causes a target within 30 foot to be **unable to see you** for 3 seconds or until you interact with them. "**Glimmer!**"

Cloak of Dusk: Allows the caster to become shadowy and unobservable by sight for 30 seconds. "**Cloak of Dusk!**"

Ignite (Range): Fire 1st. This spell may ignite dry, flammable objects with a match-sized flame at up to 30 foot. "**Ignite [that item]!**"

Enhancement: Fire 1st. This spell causes the weapon it is cast upon to do **+1 damage** on its next blow (includes ranged weapons). "**Enhancement!**"

Shock: Fire 2nd. This spell allows the caster to do **FLAMING DOUBLE** to a location by touch in next ten seconds. "**Shock!**"