

Record of XP received from events & activities	Character Name		Durham University Treasure Trap				Player Name		Version 2.5 21/09/2010			
	Character Sheet Grey 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
3xp unspent	Elemental Theory	12	12	Light Armour 1	4	55						
	Elemental Skill 1	11	23	END LEVEL 1								
	Elemental Power 1	10	33	Elemental Skill 2	11	66						
	Grey (Metamagic) Lore 1	2	35	Elemental Power 2	10	76						
	Detect Magic (Cantrip)	0	35	Grey (Metamagic) Lore 2	2	78						
	Fracture	1	36	Dispel 2	2	80						
	Dispel 1	1	37	Air Lore 2	3	83						
	Darkness Lore 1	3	40	Disarm	2	85						
	Extinguish (Cantrip)	0	40	Light Lore 2	3	88						
	Glimmer	1	41	Recognise Nature of Creature	2	90						
	Light Lore 1	3	44									
	Light (Cantrip)	0	44									
	Whisper	1	45									
	Detect Heat	1	46									
	Air Lore 1	3	49									
	Breeze (Cantrip)	0	49									
	Lock/Unlock	1	50									
	Knot/Unknot	1	51									
	Signed by (Ref)	Date		Signed by (Ref)	Date		Signed by (Ref)	Date		Signed by (Ref)	Date	

Grey Mage

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.

Light Lore 1 & 2: light magic is focussed on perception and communication. This skill lets you learn 1st rank light spells and the cantrip **Light**. This causes a small light to appear in your hand or within 30 foot for five minutes. This can be represented by a pen-torch discretely placed in your hand. “**Light!**”

Air Lore 1 & 2: air magic is focussed on motion and change. This skill allows you to learn upto 2nd rank air spells and the cantrip **Breeze**. This causes a gentle wind to blow from your hand or within 30 feet of you for 5 minutes. “**Breeze!**”

Darkness Lore 1: 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!**”

Whisper: Light 1st. This spell allows a message to be transmitted **silently** to a target within 30 foot for up to 5 minutes. “**Whisper!**”

Detect Heat: Light 1st. This spell allows the caster to detect all creatures or items with a temperature above ambient. Responses will be “**Ping!**”. “**Mass Detect Heat!**”

Recognise Nature of Creature: Light 2nd. Allows the identification of the current form of a specific creature. “**Recognise Nature of Creature!**”

Lock/Unlock: Air 1st. Allows a lock that requires a key to be magically opened or locked. “**Lock!**” or “**Unlock!**”

Knot/Unknot: Air 1st. Allows a rope to be attached to an object or person ; or for a knot to be undone. “**Knot!**”/”**Unknot!**”

Disarm: Air 2nd. This spell causes wind to knock an item or weapon **out of a target's hand** within 30 feet. “**Winds of Disarming [that item]!**”

Light Armour 1: Allows you to wear one extra point of armour.