

Record of XP received from events & activities

Character Name

Durham University Treasure Trap

Player Name

Version 2.5

21/09/2010

Character Sheet

Water Mage

Race: Human

Faith: [CHOOSE] **Hits:**3/loc

Damage Call: Single

Mana/Spirit: 10/0 **Max. Armour:** 6

New character: 90	Level 1 (0XP)			Level 2 Advancement (Over 60XP)			Level 3 Advancement (Over 120XP)			Level 4 Advancement (Over 180XP)		
	Skill	XP	Total XP	Skill	XP	Total XP	Skill	XP	Total XP	Skill	XP	Total XP
	Elemental Theory	12	12	Elemental Skill 2	11	69						
	Elemental Skill 1	11	23	Elemental Power 2	10	79						
	Elemental Power 1	10	33	Water Lore 2	3	82						
	Water Lore 1	3	36	Barrier (Self)	2	84						
	Create Water	0	36	Water Blast	2	86						
	Douse	1	37	Darkness Lore 1	3	89						
	Water Breathing	1	38	Extinguish	0	89						
	Sprout	1	39	Glimmer	1	90						
	First Aid 1	10	49									
	Subdual 1	5	54									
	Grey (Metamagic) Lore 1	2	56									
	Detect Magic	0	56									
	Dispel 1	1	57									
	Fracture	1	58									
	Signed by (Ref)	Date		Signed by (Ref)	Date		Signed by (Ref)	Date		Signed by (Ref)	Date	

Water Mage

You are a mage, versed in the art of manipulating elemental magic for a variety of uses. After studying the basics of magical theory, you performed a ritual in which you created your **magical water (green) focus**, calling on all the **Elemental Lords and Ladies**, but particularly **Straasha, Lady of Water**. You are specialised in defensive, water magic, which allows you to protect yourself, and later, your allies, from harm.

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.

Water Lore 1 & 2: water magic is focussed on **defence and harmony**. This skill lets you learn water spells and use the cantrip **Create Water** which will cause a pint of pure water to appear in a touched container. Casting it again causes the previous pint to disappear. "**Create Water!**"

Metamagic (Grey) Lore 1: '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!**"

Darkness Lore 1: darkness magic is focussed on **obfuscation and misdirection**. This skill lets you learn darkness magic and use the cantrip **Extinguish** which will cause a source of light, **mundane or magical**, to be extinguished. "**Extinguish!**"

First Aid 1: this skill lets you determine how injured someone is. By examining another character you may call "**Rec. Nature of Wounds**", at which point they will inform you of where they are injured and how badly.

Subdual 1: this skill allows you to call "**Subdual Single**" instead of your normal melee call to do a single point of non-lethal damage.

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 (water/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: Grey 1st. 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 higher level spells. This dispel only works on 1st level spells. "**Dispel 1!**"

Douse: Water 1st. This spell **creates 1 pint of water** at a visible point up to 30 foot away. Unlike create water, multiple pints can exist at once. "**Douse!**"

Water Breathing: Water 1st. This spell allows you to **breath under water for 5 minutes**. "**Water Breathing!**"

Sprout: Water 1st. This spell causes **1 plant** (touched) to **grow to fruition within 24 hours**. "**Sprout!**"

Barrier (Self): Water 2nd. This spell grants you **2 points of magical armour** for 5 minutes. "**Barrier!**"

Water Blast: Water 2nd. This spell causes a bolt of water to hit an opponent causing **one point of subdual damage** to the chest. "**Freezing Subdual One!**"

Glimmer: Darkness 1st. This spell causes the target to be unable to see the caster for 3 seconds. "**Glimmer!**"