

Mage

15 Hit points + vigor

1 wound

Level	Class Feature	Augments	Mana
1	Arcane Recovery, Spell school		3
2			4
3	New Spell		5
4			6
5	New Spell		8
6			10
7	New Spell		12
8			14
9	New Spell		16
10			20

Arcane Recovery

The mage casts arcane spells that draw their power from an enormous stream of energy that permeates the world. Tapping this vast river of magic is difficult, and it requires a lot of training to pull just a small amount to be used.

At 1st level the mage can only tap a small portion of the magical energy, as noted on the mage table. This mana can be used to augment his or her spells in different ways.

The pool is refreshed by spending a short rest to draw in more energy. Thus a 1st level mage can only use 3 points of mana before he or she needs to rest again. Otherwise, he or she is forced to rely on his or her basic spells and powers to fight.

Spell School

At 1st level the mage chooses two schools of magic that he or she has had special training in. He gains the basic spells and powers associated with that school. Basic spells are easily mastered, and thus costs no mana to cast.

Fire	Ice
<p>Basic Spell – Flames</p> <p>You can produce small flames that can be used to lit candles, burn paper, or scorch enemies. These flames are magical in nature, and will die out after a few seconds, no matter how much fuel they have contacted.</p> <p>If used to attack an enemy, you must succeed at a ranged attack and can then deal 1d6 + intelligence fire damage.</p>	

<p>Associated Power – Heat Shield</p> <p>You can surround yourself with a protective corona of heat that shimmers and protects you. Turning the shield on or off is a minor action.</p> <p>The shield creates a slight heat shimmer in the air around the caster, and is thus visible to everyone watching.</p> <p>If you are hit by a melee attack while the shield is active, you may have the shield deal 1d6 + intelligence fire damage to the attacker.</p> <p>You are also protected against cold weather. This doesn't convey any protection against cold damage, but you can exist comfortably in cold climates.</p>	
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Augments