

MAGE

Character: _____ Race: _____

LEVEL 1	
Racial Trait:	
Background Trait:	
Level 1 skill for first profession:	
Level 1 skill for second profession:	
Choose 1 General Skill	
Choose 1 General Skill	
Choose 1 Aspect:	

Arcane Knowledge I - The mage is able to use two (2) extra Level 1 spells per life.

Dual Spell Channeling - The mage is able to charge two (2) spells simultaneously; the character prepares two (2) spells at the same time during a single casting period. The player must have two (2) separate spell packets to represent these spells. Only usable with up to Level 2 spells. The spells may be the same or different. Has a five (5) minute cooldown between uses and cannot be combined with Instant Cast.

Magic: Choose four spell trees, plus Formal spells.

6 spells available per Life

Earth	Air	Fire	Water	Arcane	Shadow	Formal
Snare	Stun	Scorch	Frost Armor	Shield	Bind	Silence

LEVEL 2:	Event:	Event:	Event:	Event:	Event:	Event:
Level 2 skill for first profession:						
Level 2 skill for second profession:						
Choose 1 General Skill						
Choose 1 General Skill						

Arcane Knowledge II - The mage is able to use two (2) extra Level 2 spells per life.

Instant Cast - Allows the mage to skip spell channeling, and instantly cast a spell, up to Level 2. This has a five (5) minute cooldown.

Magic: Choose four spell trees, plus Formal spells.

5 spells available per Life

Earth	Air	Fire	Water	Arcane	Shadow	Formal
Acid Blast	Lightning Blast	Fire Blast	Ice Blast	Force Push	Raise Dead	Spell block

Note: Spells available per life include extra spell slots granted by Arcane Knowledge at each level

LEVEL 3:	Event:	Event:	Event:	Event:	Event:	Event:
Level 3 skill for first profession:						
Level 3 skill for second profession:						
Choose 1 General Skill:						
Choose 1 General Skill:						

Arcane Knowledge III - The mage is able to use one (1) extra Level 3 spell per life.

Mana Share - The mage is able to share their mana with another caster through touch, allowing the target to cast one (1) extra spell of any level. For example, a mage is able to “give” their magical energy to a shaman who has used up their daily spells. This skill costs the mage a spell slot from any level, and the shaman would gain one (1) spell slot of the same level. Usable two (2) times per day.

Soul Tap - A mage is able to steal energy from any bleeding out or dead character through touch. The mage is only able to steal enough energy for one (1) spell, up to Level 3, at one time. This allows the mage to cast an extra spell, up to Level 3, above their daily spell allowance. This does not use a spell slot. Usable two (2) times per day.

Magic: Choose four spell trees, plus Formal spells.

3 spells available per Life

Earth	Air	Fire	Water	Arcane	Shadow	Formal
Petrify	Wind Wall	Searing Blade	Chilled	Gravity Trap	One with Death	Dispel Magic

LEVEL 4:	Event:	Event:	Event:	Event:	Event:	Event:
Level 4 skill for first profession:						
Level 4 skill for second profession:						
Choose 1 General Skill:						
Choose 1 General Skill:						

Arcane Knowledge IV – The mage is able to use one (1) extra Level 4 spell per level per life.

Recant - If a thrown spell does not hit a target, the mage is able to attempt to hit a target with a different spell packet for the same spell within the 10 seconds after the original spell was cast and without using up an extra spell slot. Usable four (4) times per day.

Magic: Choose four spell trees, plus Formal spells.

3 spells available per Life

Earth	Air	Fire	Water	Arcane	Shadow	Formal
Mass Entangle	Whirlwind	Incinerate	Deep Freeze	Nullify Magic	Soul Reaver	Ritual of Protection

Note: Spells available per life include extra spell slots granted by Arcane Knowledge at each level