

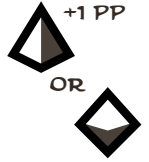
NAME: _____ ARCHETYPE: The Sorcerer

ALIAS: _____ LOOK: _____

ALLIES: _____

AFFILIATIONS SOLO BUDDY TEAM

DISTINCTIONS



POWERSSETS

MASTER OF THE ARCANES

SORCERY	D10		TELEPORTATION	D8	
INTANGIBILITY	D8		INVISIBILITY	D10	

SFX:

AREA ATTACK - spend 1 PP to include your allies for the effects of 1 spell.

PUSH AGAINST THE COSMOS - add 1d6 or Step Up the Doom Pool for one action w/out a PP

LIMIT:

THE COSMOS PUSH BACK - 1's and 2's count as Opportunities for the Doom Pool when rolling this power

COMBAT MAGIC

BLAST OF FIRE	D8		BLAST OF ELECTRICITY	D8	
BLAST OF WATER/ICE	D8		FORCE SHIELD	D10	
BLAST OF ICE	D8		TELEKINESIS	D10	

SFX:

AREA ATTACK - spend 1 PP to attack multiple targets; add 1d6 and keep one extra Effect Die per target

GRAPPLE - add 1d6 and step up Effect Die when using Telekenisis to hold someone down or back

LIMIT:

EXHAUSTED - shutdown Combat Magic for 1pp - Recover when GM rolls an Opportunity, or Transition

SPECIALTIES

MEDICAL EXPERT	D8	
MYSTIC MASTER	D10	

MILESTONES

