

MYDDAN THE CURIOUS

AGE: 22 EYES: Hazel HAIR: Red HEIGHT: 6'0" WEIGHT: 180 lbs KIN: D'Anui (Human) SEX: _____ SKIN: Pale/Freckled DRESS: Sturdy Clothing/Robes DEMEANOR: Carefree TRUE ATTITUDE: Watchful
LVL: 2 VOCATION: Magus (Magician/Bard) CULTURE: Nomad XP: 22
STATS: Br: 3 Dx: 2 St: 3 Ws: 4 In: 2 Ch: 2 Re: 3 TSR: 13 RSR: 12 WSR: 12 Mana: 26 Drive: 2 Heroic Path: 0 Mv: 22
HITS: 30 DM: 2 AR: B5/S8/P5/E6/SL0 Sh: none
ATTACKS: 8 Jo Staff (10b, 2 handed); 8 Monkey Fist (8b; +2AB vs. shields); 4 Dagger (6s/7p); 3 Sling Shot (9b, Rng: 25); 9 Fire Bolt (10eh, spell)
COMBAT SKILLS (1 DP): Blades [1] 4; Blunt [5] 8; Brawl [1] 4; Ranged [1] 3;
ADVENTURING SKILLS (3 DP): Athletics [1] 4; Hunting [3] 7; Nature [3] 5; Ride [3] 5; Wandering [3] 5;
ROGUERY SKILLS (2 DP): Acrobatics [1] 3; Deceive [3] 7; Perception [5] 7; Stealth [3] 5; Trickery [2] 4;
KNOWLEDGE SKILLS (6 DP): Alkemics [3] 7; Appraisal [2] 8; Arcana [5] 9; Arts (Music) [2] 6; Crafts (Woodcarving) [1] 3; Cultures [4] 8; Healing [1] 3; Influence [4] 8; Lore [5] 11;
SPELL LORES (6 DP - Magery/Wizardry): Circle of Light/Dark [2] 8; Detect Magic [1] 7; Elemental Attacks (Fire) [4] 10; History [2] 5; Inspire [2] 5; Magestaff [4] 10; Minor Healing [3] 9; Phantasms [2] 5;
MISC. SKILLS: Armor (1 DP) [3] 6; Body (1 DP) [3] 6; Mana (2 DP) [4] 8;
LANGUAGES (3 DP): Gaelsh S3/W3; Æglits S3/W0; Sprak S2/W2; Teangai S2/W2; Lihasa S2/W2; Zabon S2/W2; Ainu S2/W0; Ard Tafodd S2/W0;
SPECIAL SKILLS: <ul style="list-style-type: none"> • Arcane Scholar (Gain +1 Bonus to cast all Spells from the School of Magery, gain +1 Mana Point per level) • Minstrel (Tained in Songs and Tales, gains +2 to Arts(Music) and to Lore) • Sixth Sense (May make a Perception roll to determine presence, not actual location, creatures or objects that are invisible, illusions, and those actively using any shape-changing ability, as well as emanations from magical triggers)
SPECIAL ABILITIES: <ul style="list-style-type: none"> • Eccentric (1 BP — You have a strange predeliction of attempting to read everything you can, even if you shouldn't. Gain +1 to Wits) • Eloquence (1 BP — You have a natural aptitude for spell casting. All known Spells of your level or less may be cast as a Half Action) • Gifted (1 BP — You have been dubbed <i>the Curious</i>, by those who know you for your tendency to investigate everything. Gain +1 Wits) • Linguist (3 BP — You are adept at learning new languages. You gain 1 DP per level in the Language skill category; Gain 2 ranks Written and Spoken in 3 languages, already chosen above) • Poor Control (-1 BP — While you are talented at magic, it does tend to get away from you if you fumble it. +2 to Spell Fumble rolls.) • Unusual Training (1 BP — Your mentor, who taught you magic also taught you to be an Arcane Scholar as well) • Specialization (Kin: Gains a +2 bonus to 2 skills, Appraisal and Influence)
PASSIONS: <ul style="list-style-type: none"> • Motivation: I want to see the world, and explore places that I have never been before • Nature: I am curious about everything, especially if it is in a book. • Allegiances: I fully trust only a few, but those I trust, I trust implicitly and without reservation.

Myddan (pronounced *mith-an*) grew up among an extended family of traders who went by the name of Terahn. The Terahni were constantly on the move, travelling between Hyb Rasil on the western coast of Tir Tuath and Mirrhyc, up in the Mirr Valley in Tir Caledi. They never stayed in one place for more than a few days.

While Myddan got to see many places, they never made many close friends, except for their cousin, Slef. Until the day that they stopped for the night by the home of an old hermit. The hermit, a strange old man named Talsan, recognized in Myddan the seeds of magic. He revealed his own talents to both Myddan's parents and Myddan, and convinced Myddan's parents to apprentice their child to him.

Myddan learned quickly and well and was soon ready to strike out on their own on their journeyman travels, which have to last at least a year and day. For Myddan, this was not the hardship it could be for other. They had actually missed travelling.

And they continue to wander still, never settling in any place more than a few days, and they are well known in the various halls of magic around the land as they travel with the band of adventurers that they recently met and befriended.

EQUIPMENT:	Standard Pack:
Tools of the Trade:	<ul style="list-style-type: none"> • 50' of Superior Rope • 1 canvas sack • 2 weeks of iron rations • 1 small steel mirror • 1 waterskin (filled) • 1 flask of oil (padded) • 1 small lantern • 1 set of Flint & Steel • 1 Bedroll
<ul style="list-style-type: none"> • Soft Leather Hauber (B4/S7/P4/E5; -3MvP) • Arming Cap (B1/S1/P1/E1) • Jo Staff (10b; Hand and a Half, Swift; used as a walking stick; enchanted w/ Magestaff spell, +1 to casting spells) • Monkey Fist (8b; Flexible, Martial, Swift, Unreliable; +2 vs. shields; CF3) • Dagger (6s/7p; Agile, Backstab, Swift; Rng: 10) • Sling Shot (9b, Rng: 25; Load(1), Quick Load) • Pouch (20 bullets) • Pouch (spell components; grants +4 to offset CM) • Spellbook • Ocarina (instrument) 	At Belt Items: <ul style="list-style-type: none"> • Equipment belt • 2 belt pouches • 1 Dagger/Scabbard
	Clothing:
	<ul style="list-style-type: none"> • Cloak • Soft Leather boots • extra set of clothing (not including outfit worn)
	Money:
	<ul style="list-style-type: none"> • 17 bronze pieces

NOTES:

DAMAGE RECEIVED			
Hits	Bleeding	Pain	Stun

MYDDAN'S CANTRIPS

Clean — Caster is able to remove all dirt and grime from a single object, such as a cloak, robe, or even a pair of boots. It takes a full minute for this to be accomplished.

Cool — This reduces the temperature of one object by 50 degrees over 1 minute. Cannot take object below freezing point of water.

Dry — This removes the surface dampness from a 5' radius area, or it can be used to completely remove all water from a single object, such as a cloak or other item of clothing. It takes a full minute for the effect of this cantrip to be accomplished.

GlowSphere — This Cantrip creates a small, 2-inch diameter sphere of colored light, color chosen at Casting, that will follow the caster around, and sheds no shadows. It gives off enough light to illuminate a 2' radius and lasts for 5 minutes. This light does not help nor hinder the various types of vision (i.e. Dark vision, Night vision, etc.), nor can it be seen from more than 50' away.

Heat — This increases the temperature of one object by 50 degrees over 1 minute. This cannot increase the temperature of the object by more than 50 degrees over its starting temperature.

Ignite/Douse — This allows the caster to ignite any one object within 10' that is designed for burning, such as a candle, torch, lantern, or even a pile of kindling that has been prepped for starting a fire. The target object must be dry, and this Cantrip cannot be used as any sort of attack. The reverse of this Cantrip allows the caster to put out any one flame of the sort that could be lit using this Cantrip.

Refresh — This allows a caster to restore something to freshness. It can undo, at most, about 1 week's worth of natural aging of an object. This can cause a wilted flower to come back to bloom; remove a spoiled taint from milk, and other things of that nature. Using this Cantrip will always cause the caster 1 Hit point of damage as it uses the caster's own life force to restore the item. It takes a full minute for the effect of this cantrip to be accomplished.

Zap — This Cantrip is used to exterminate pests, such as a mouse, or some bees, gnats or other bugs, within a 1 foot radius area. The area will stay clear of such mundane pests for up to an hour. Alternatively, the caster could use this cantrip to form a shield around himself, about 1 inch from his body that will repel all such pests for an hour.

MYDDAN'S KNOWN SPELLS

CIRCLE OF LIGHT/DARK †

Tier: 1 **CM:** —

Range: 50' **Vs:** —

Duration: 10 minutes/rank

Allows the caster to create a globe of light that fills a 10' radius. This spell may be used to dispel magical darkness of a similar radius.

This spell may be reversed to create a circle of darkness that is 10' in radius. No non-magical light will work within the radius. This spell may be used to dispel magical light of a similar radius.

The circle will move with any object that it has been cast upon.

Scaling Options

+1 Tier for each +1' radius

-6 CM for 1 hour/rank duration

DETECT MAGIC

Tier: 1 **CM:** —

Range: Self **Vs:** —

Duration: 1 minute

Allows the caster to determine the presence of active magic or magical items within a 10' radius. May focus on a different 10' radius each round.

Scaling Options

-3 CM to increase duration to 1 minute per rank

-2 CM to add 5' to the detection radius

ELEMENTAL ATTACKS (FIRE)

Tier: 1 **CM:** —

Range: 50' **Vs:** DM

Duration: —

Caster is able to shoot a bolt of elemental energy from the palm of his hand. It will strike, dealing 10 Hits of the appropriate Elemental energy. This spell must be learned separately for each Element.

Scaling Options

+1 Tier for +2 Hits of damage

+1 Tier for Line attack (50' long)

+2 Tiers for a Ball attack (5' radius)

+3 Tiers for Cone attack (25' long)

+1 Tier for +5' length to Cone

-1 CM per each +10' range

HISTORY †

Tier: 2 **CM:** —

Range: Touch **Vs:** —

Duration: Concentration

Caster must concentrate on an object that he is holding. As he does so, he gains information about the object based upon how many minutes spent concentrating.

1 minute: the meaning of any writings or inscriptions on the object

2 minutes: approximate age of the object studied

3 minutes: any powers and uses of the object studied

4 minutes: a vague mental image of the last person who possessed the object

Scaling Options

+1 Tier for a 10' range

+2 Tiers to change required number of minutes of concentration to rounds

MYDDAN'S KNOWN SPELLS

INSPIRE †

Tier: 1 **CM:** —

Range: 10' radius **Vs:** —

Duration: Concentration

Caster must play or sing for the duration of this song, if he stops, the spell ends.

All allies within a 10' radius of the caster will receive a +1 to all actions while this spell is active.

The Scaling Options that have specific durations do not require the Caster to play or Sing.

Scaling Options

- +1 Tier for each +1 inspiration
- +1 Tier for each +5' radius
- +1 Tier to for a 1 round/rank duration
- +2 Tiers for a 1 minute/rank duration

MAGESTAFF

Tier: 1 **CM:** —

Range: Touch **Vs:** —

Duration: Permanent

Caster is able to enchant a wooden or leather item that he has crafted himself, that is no larger than a quarterstaff.

When cast, this spell grants the item a +1 bonus to one of several options as follows:

Attack Bonus: Grants a +1 to the caster's AB when using the item;

Casting Bonus: The caster gains a +1 to casting spells;

Damage Bonus: Grants a +1 to the damage dealt with the item;

Mana Battery: The item adds 1 bonus Mana to any spell cast, as long as that spell requires 2 or more Mana to cast.

The item cannot have more than 5 bonuses added to it in total, no matter how they are spread across the options.

Should the item be destroyed, the caster will be at -4 for 1 week, then -3 for 1 week, then -2 for 1 week, and finally -1 for one week. The caster will not be able to create a new one until this negative modifier is completely gone.

Scaling Options

- +2 Tiers to add a second bonus
- +4 Tiers to add a third bonus
- +6 Tiers to add a fourth bonus
- +8 Tiers to add a fifth bonus

MINOR HEALING

Tier: 2 **CM:** —

Range: Touch **Vs:** —

Duration: —

This allows the caster to heal two of the following:

- 1 Hit of Bleeding
- 2 from Pain or injury
- 1 hit per rank in this spell

Scaling Options

- +1 Tier for each +1 Bleeding stopped
- +1 Tier for each -2 modifier healed
- +1 Tier each +1 hit per rank healed

PHANTASMS †

Tier: 1 **CM:** —

Range: 50' **Vs:** —

Duration: 1 minute/rank

Caster is able to create a relatively simple illusion that is as large as a person (no more than 7' tall). The illusion is visual only, and if the caster concentrates on it (Half Action), he can make it move, and remain frozen when he is not concentrating on it.

The caster may move the illusion up to 5x the distance from himself that he cast it, but it must be in sight the whole time, or be using programmed actions to direct its movement.

Scaling Options

- +1 Tier for each additional Sense added to the illusion
- +1 Tier for each additional Phantasm of the same size at the same time
- +2 Tiers for programmed actions to be taken by the illusion
- 4 CM for 10 minutes/rank duration