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|---|-------------|----------------------------------|
| Hits: 30 | Wnds: 6/2/1 | CrTs: 6/8/10/12/14/16 |
| DT: 14 | AR: 0 | Move: 10' Fate Pts: 3 |
| Primary Stats: | | Secondary Stats: |
| Chr: 2 | Res: 4 | Aura: 6 Reflexes: 4 |
| Con: 2 | Spd: 2 | Init: 6 Stamina: 6 |
| Dex: 2 | Str: 2 | Insight: 10 Will: 10 |
| Int: 6 | Wis: 4 | Might: 6 Lift: 300 lbs |
| Skills: (stats not added) | | Attacks: (stats already added) |
| Acrobatics | 1 | 4 Quarterstaff (9, 3AP, +2 Init) |
| Athletics | 2 | 4 Dagger (4, 2AP, +4 Init) |
| Blades (Short) | 2 | 4 Elemental Arc (10, 4AP, Spell) |
| Casting (High Magic: Int) | 5 | Skills (continued): |
| Crafts (Herbalist) | 2 | Perception 3 |
| Crafts (Smithing) | 1 | Riding (Horses) 2 |
| Foraging (Forests) | 2 | Stealth 2 |
| Influence (Trading) | 1 | Survival (Forests) 2 |
| Magecraft | 5 | Targeting 2 |
| Magelore (Herbals) | 2 | Tracking 2 |
| Magelore (Dusts) | 1 | Two-Handed (Staves) 2 |
| Size: 6'2" tall, 230 lbs | | |
| Special Skills & Abilities: | | |
| <ul style="list-style-type: none">• Sense Magic: +4 to Aura rolls to sense active magic• Cantrips: 8 Cantrips known• Arcanist: +1 to all magic-related rolls, including Casting, Magelore, Magecraft, & Sense Magic rolls (not added in)• Eloquence: May cast 1 spell per round as a Half Action instead of having to use a Full Action• Spatial Gift: Spells with a range of Self may be cast on others with a range of Touch. Spells with a range of Touch have a range of 10', other spell ranges unaffected.• Poor Control: Any spell casting failures (or fumbles) will result in +2 Snag Points. | | |

Myddan (pronounced mith-an) grew up among a normal Human family of traders who 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, he never made many close friends. Until the day that they stopped for the night by the home of what they thought was an old hermit.

The hermit, a strange old man named Talyan, recognized in Myddan the seeds of what could blossom into a truly great Magician. He revealed his own talents to Myddan's parents and Myddan himself, and convinced them to apprentice their child to him, so that he could teach Myddan his trade.

Myddan learned quickly and well and was soon ready to strike out on his own on his journeyman travels, which have to last at least a year and day. For Myddan, this was not the hardship it was for some. He actually missed travelling.

And he continues to wander still, never settling in any place more than a few days, and is well known in the various halls of magic around the land as he travels with the band of adventurers that he met and befriended.

Equipment:

- **Tools of the Trade:**
 - Leather Bracers
 - Monkey Fist
 - Slingshot (& pouch with 20 stones)
 - Crystal Choker (Casting Focus)
 - Spell Book (carried in pack)
- **Standard Pack:**
 - 50' of Superior Rope
 - 2 weeks of iron rations
 - 1 small steel mirror
 - 1 waterskin (filled with water)
 - 1 flask of oil (padded)
 - 1 small lantern
 - 1 set of Flint & Steel
 - 1 Bedroll
- **At Belt Items:**
 - Equipment belt
 - 2 belt pouches
 - 1 Dagger
- **Clothing:**
 - Cloak
 - Soft Leather boots
 - extra set of clothing (not including outfit worn)
- **Money:**
 - 6 silver pieces
 - 9 bronze pieces
 - 6 copper pieces
- **Languages:**
 - Common
 - Elvish

NOTES:

| DAMAGE TAKEN | | | |
|--------------|----------------|-----------|-------|
| HITS/FATIGUE | BLEEDING | PENALTIES | |
| | | WOUNDS | OTHER |
| | | | |
| | ROUNDS OF STUN | | |
| | STAGGERED | SHAKEN | DAZED |
| | | | |

MYDDAN'S CANTRIPS & SPELLS

CANTRIPS

Clean - Caster is able to remove all dirt and grime from a single object. It takes a full minute for this to be accomplished.

Cool - This reduces the temperature of any one object by up to 50 degrees over the course of a minute. This cannot freeze an object, nor take it below the 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 over the course of 1 minute.

Firejet - Caster is able to cause a small 1-inch jet of flame to erupt from the tip of one of his fingers for as long as the caster concentrates. The caster is not harmed by this.

Flavor - This is a trivial illusion that alters the flavor of a single dish to any flavor desired. This does not change the nutritional content or make it edible. The more food within the dish the weaker the flavor and it cannot flavor anything if there is more than enough for a dozen people. The flavor lasts for an hour.

Glowsphere - This cantrip creates a small, 2-inch diameter sphere of colored light that will follow the caster around. The caster chooses the color at the time of casting. This light sheds no shadows. It gives off enough light to illuminate a 2' radius. This light does not help nor hinder the various types of vision (i.e. Darkvision, Nightvision, etc.), nor can it be seen from more than 50' away.

Refresh - This allows a caster to restore something to freshness. It can undo, about 1 weeks of natural aging of an object. Using this cantrip will always cause the caster 1 Fatigue 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.

Sigil - This cantrip allows the caster to permanently mark a non-magical object with his own personal mark. This mark may be visible or invisible. The caster may make the mark glow with just a single round of concentration (this will make an invisible mark visible). The caster must be within 20' of the object to make the sigil glow. The glow is bright enough to be visible in daylight, but sheds no light otherwise.

SPELLS

ELEMENTAL ARC (M_J 2/M_N 3/N 4)

CTN: 16 Fatigue: 1
Vs: DT Range: 5'
Duration: —

Description: Caster is able to create an arc of elemental energy and use it as a slashing attack. This may be of fire, cold (frozen air particles), or lightning. The caster chooses at the time of casting. This attack does a Base Damage of 4 + the caster's Intelligence. If the bolt is of fire, the flame has a 5 out of 10 chance of setting any flammable materials that are worn or carried by the target on fire.

| Casting Options | CTN | Ftg |
|-----------------------------------|-----|-----|
| Increase Base Damage (per +1 hit) | +3 | +1 |
| Increase Arc (per +45°) | +2 | +1 |
| Ranged Arc (per +10' & -2 Hits) | +2 | +1 |
| Bolt Attack (to +50') | +2 | +1 |
| Increase Bolt Range (per +50') | +2 | +1 |

MAGE ARMOR (M_J 2/M_N 3/N 4)

CTN: 17 Fatigue: 1
Vs: — Range: Self
Duration: 1 round/rank

Description: Caster is encased in an invisible force field that grants him a bonus of +2 to his DT. This force field also reduces all damage received by 2 points (i.e. AR 2) and it does not impede spell casting or have any penalties like worn armor does. Nor does *Mage Armor* impede the flow of gases such as air. When a blow strikes the Mage Armor, it becomes momentarily visible through a short series of ripples radiating out from the point of impact.

| Casting Options | CTN | Ftg |
|---------------------------------------|-----|-----|
| Increase DT (per +1; to +5 maximum) | +2 | +1 |
| Increase AR (per +1, up to 5 AR) | +2 | +1 |
| Increase AR (per +1, AR 6 to 10 max.) | +4 | +2 |
| Increase Duration (1 minute/rank) | +4 | +2 |
| Target Other (Range: Touch) | +2 | +1 |
| Increase Range (from Touch to 10') | +2 | +1 |
| Increase Range (from Touch to 50') | +4 | +2 |

SHIELD* (M_J 2/M_N 3/N 4)

CTN: 17 Fatigue: 1
Vs: — Range: 5'
Duration: 1 round/rank

Description: Caster creates a floating disk of translucent magical force 2' in diameter that floats in front of him, up to 5' away. The caster may move the disk by moving his hand and the disk acts like a shield, and provides the caster with a +2 to his DT against all frontal attacks. This is always cast as a *Fast Cast* spell.

| Casting Options | CTN | Ftg |
|------------------------------------|-----|-----|
| Increase DT (per +1; max +5 total) | +2 | +1 |
| Increase Duration (1 minute/rank) | +4 | +2 |
| Moves on its own to defend caster | +5 | +2 |

SLEEP (M_J 2/M_N 3/N 4)

CTN: 18 Fatigue: 1
Vs: Aura Range: 20'
Duration: 1 Minute

Description: Caster puts target into a magically induced slumber, and nothing will wake him during the first round that he is asleep (thus, falling to the ground will not awaken him). Beyond that first round, normal noises will not wake the targets, but loud noises, such as screaming, or slapping or wounding the target will wake him up. Once the duration of the spell has expired, the sleep becomes non-magical, and the target will awaken at whatever would normally awaken him.

| Casting Options | CTN | Ftg |
|----------------------------------|-----|-----|
| Increase Save TN* | +2 | +1 |
| Additional Target | +2 | +1 |
| Area Effect (5' radius) | +5 | +2 |
| Increase Radius (per +5' radius) | +3 | +1 |
| Increase Range (to 50') | +6 | +2 |