

Raistlin Majere

Human; Seasoned (25 XP)

Male; Age: 25; Height: 6'; Weight: 125 lb.

Languages: Abanasinian, Camptalk, Common, Elven, Ergot, Magius, Solamnic

Attributes

Agility $\diamond 10$ Strength .. $\triangle 4$
 Smarts $\circ 12$ Vigor $\triangle 4$
 Spirit $\square 6$

Derived Traits

Pace 6 Toughness 6(2)
 Parry 7 Charisma 0
 Encumbrance ... 0 / 20 Load Limit 20x1

Skills

Fighting $\square 6$ +2 Notice $\triangle 4$
 Healing $\triangle 4$ Stealth $\square 6$
 Intimidation ... $\triangle 4$ Throwing $\triangle 4$
 Knowledge: Alchemy $\square 6$
 Knowledge: Arcana $\diamond 10$
 Knowledge: History $\diamond 8$
 Spellcasting (Arcane) $\circ 12$

Hindrances

Anemic -2 Vigor to resist fatigue, poison, etc.
Arrogant μ Flaunt superiority; Seek master in battle
Overconfident μ Believes he can do anything; Accepts all
Poverty Start with half money; Lose half of money regularly
Stubborn Always wants his way; Never admits he's wrong

Edges

Arcane Magic Gain the Magic arcane background



Arcane Drawbacks

Backlash Shaken on Spellcasting die of 1

Arcane Powers (10 Points)

	Mod	Range	Dur/Maint	Trappings
Cantrips	-0	Sma*2	Instant	A few simple
				Perform "tricks" with a chosen element
Comprehend Languages	-0	Touch	Maintained	Words of magic
				Gain ability to speak, read, and write a language
Detect/Conceal Arcana	-1	Sight	Maintained	Whispered words
				Sense supernatural persons, objects, or effects within sight; Conceal a single supernatural target
Sleep	-1	Sma*2	Maintained	Sand through
				All targets in a Medium Burst Template must make a Spirit roll (at -2 if a Raise) or fall asleep
Web	-1 to -2	Sma	Special	Spider webs
				Restrained target suffers -2 Pace and skills linked to Agi and Str; Break free with Str or Agi; Single target costs 2 points, Medium Burst Template costs 4

Injuries

-None-

Wounds

-1 -2 -3 INC -2 -1

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Validation Report (0 issues): Nothing identified

Magic Weapons

Attack Damage AP Range

Staff of Magius « d6+2 Str+d4+2 - -

- Attack Bonus: +2; • Damage Bonus: +2
- Block - +1 Parry
- Armor - Confers 2 or 4 points of Armor
 Trappings: Magical field that deflects blows
- Light - Illuminate area equal to Large Burst Template
 Trappings: Crystal atop staff glows

Trappings: A shod ironwood staff topped with a bronze dragon claw clutching a crystal

Notes: Once per day the wielder can bearer of the staff can cast a modified version of the Fly power which allows them to slow their rate of decent in a fall and to suffer no damage upon landing. This power works only on the bearer of the staff.

The bearer of the staff can command the crystal to glow and shed light as bright as a torch. He can summon and dismiss the light as often as he likes.

Dagger of Magius d6+2 - -

- Attack Bonus: +3; • Damage Bonus: +3
- Quick Draw - Ignore -2 penalty to attack after drawing; +2 on draw

Trappings: An unassuming dagger crafted from magically hardened silver

Notes: The dagger cannot be detected by mundane searches nor by using the Detect Arcana power in a search of the mage's person.

Weapons

Attack Damage AP Range

Unarmed Strike d6+2 Str - -

Gear (Cash: \$230)

Clothing (Normal) Spellbook Writing Supplies
Herbalist Supplies (10)

Novice Levels - Raistlin Majere

Date (real world) : 2014/09/25

XP Awarded : 15

Cash Awarded : 0

Sseasoned Levels - Raistlin Majere

Date (real world) : 2014/09/28

XP Awarded : 10

Cash Awarded : 0