

Meet
Spell Book
the Unicorn

Player: --

With a bevy of magical power and mystical experience, Spell Book is a mage with a spell for almost any situation!

Attributes and Skills

<u>Brawn</u> : 5 Athletics: 5 Endurance: 5	<u>Precision</u> : 6 Acrobatics: 6 Stealth: 6 Mechanics: 6	<u>Knowledge</u> : 10 Arcana: 18*^ History: 10 Heal: 10	<u>Horse-Sense</u> : 7 Perception: 10* Persuasion: 7 Street-smarts: 7
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Trained: *

Cutie Mark: ^

Character Features

Magic Points: 2	Notes:
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Abilities

Telekinesis (2) – At Will

Preparation Time: Instantaneous

You may mentally pick up or manipulate any number of objects within 50 feet of you with combined weights of 50 pounds or less.

Telepathy (3) – At Will

You can communicate silently with other willing characters that you can either see or that you know very well within 1000 feet.

Dispel Magic (3) – 2/Day [Created by SamuelNow]

You may make an Arcana check with a +10 bonus to dispel or stop an ongoing magical effect.

Forcefield (3) – 1/Day

Preparation Time: 1 Minute

Duration: 10 minutes – 4 hours (if sustained with constant concentration)

Size: Up to 100-feet diameter

Conjure a spherical, semi-transparent force field at a chosen location. You may open holes in the force-field at will. It is considered under the effect of the *Immovable* ability once cast, and can support up to 5000 pounds. When cast, the user makes an Arcana check which becomes the DC for shattering the force field with an opposing Athletics or Arcana check (the Arcane check options requires *Dispel Magic*).

Celestia's Light (1) – At Will

Preparation Time: 5 Seconds

You become a beacon of light. This light is normally omnidirectional and may light an area up to 50 feet in diameter, or may be focused into a tight beam that can light objects up to 200 feet away.

Light of the Summer Sun (2) – 2/Day

Prerequisite: Celestia's Light

Preparation Time: 5 seconds

Twice per day you may turn your light up to a blinding intensity that lasts for ten seconds - so bright it's like looking into the Sun itself. Any creature that sees this light is blinded for the next twelve seconds.

Teleportation (3) – 6/Day [Created By Philadelphus]

Preparation Time: 30 Seconds

You or target willing ally can teleport to a location up to 30 feet away from the target of this power's starting location. You must be able to clearly see both the ending location and, if using this target on an ally, the ally in question. You may expend additional uses of this power to increase this range by 30 feet per use, or expend a Magic Point to double the range of this power to 60 feet for the next five minutes.

Mass Teleportation (3)

Prerequisite: Teleportation

When you use Teleportation you may choose up to 8 allies you can see that are within 30 feet of you. Those allies teleport with you, appearing next to you.

Disaster Averted (6) – Magic

Trigger – You or an ally you can see rolls a natural 1.

Effect – You may treat the result as if the triggering creature had rolled a natural 20.

Mystical Weariness (Derp) (4)

If you roll a 2 or a 3 on skill check, the roll is instead considered to be a natural 1. You gain an additional Magic Point after each extended rest.

Element†**Tenacity – Magic**

Fully recharge all uses of up to two of your X/Day abilities.

Combat

HP: 30 Pips: 4	Conditions:
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Combat Talents

[+4] **Trance** - Standard Utility

You suffer vulnerability 4 until the end of your next turn.

[+1] **Fireball** - Standard Attack

Deal 1d8 damage to target creature and each creature adjacent to the target.

[+1] **Magic Missile** (*Stab*) - Standard Attack

Deal 1d10 damage to target creature.

[0] **Prepare Spell** - Minor Utility

Choose one:

A) Choose a Basic Combat Talent you have selected (which can be this one) and swap it with one you do not have selected.

B) Pay 1 energy: Choose a Basic Combat Talent you don't have selected for this battle. You may now use that talent during this battle.

[-2] **Blink** - Interrupt Utility

Trigger - An enemy targets you with an attack.

Effect - Flip a coin. If heads, you are not affected by the attack. If tails, gain 5 temporary hp.

[-X] **Arcane Shield** (*Faith Ward*) - Minor Utility

You or target ally gains resist X+1 until the end of your next turn. X cannot be less than 1.

[-9] **Inferno** - Standard Attack

Deal 3d8 damage to up to six enemies.

[-9] **Conjure Fire Giant** - Standard Utility

Conjure an allied Fire Giant. It has the following stat-block.

Fire Giant - 40 HP

Trait - *Combustion*

When Fire Giant is destroyed, it deals 3d12 damage to up to six creatures.

[+3] *Blazing Blade* - Standard Attack

Deal 1d8 damage to up to six creatures.

[-2] *Chains of Fire* - Standard Attack

Target creature is subjected to your Chains of Fire until the end of your next turn. A creature subjected to your Chains of Fire takes 2d12 damage whenever it attacks a creature other than a fire giant.

[-6] *Meteor Smash* - Standard Attack

Target creature takes 4d12 damage.

Special Move - Magical Burst (Wild Lightning)

8: Deal 1d12 damage to a random enemy.

10: Deal 1d12 damage to a random creature, then deal 1d10 damage to another random creature, then deal 1d8 damage to a third random creature.

12: Use one of the combat talents you brought into battle at random without paying its energy cost.

Traits

none

Items

Overloader- 1500

Weapon

Once per battle, you may use the following combat talent.

[0] *Overload* - Reaction Attack [1/Battle]

Trigger - You spend 6 or more energy on a single combat talent.

Effect - Deal 5 damage to target creature and the creature suffers vulnerability 2 until the end of your next turn.

Reserve Amulet (Reloader) - 1500 Gold

Trinket

Once per battle, you may use the following combat talent

[0] Reload - Free Utility [1/Battle]

If you spent 6 or more energy this turn, gain 3 energy

Miscellaneous Character Notes