

TORCHBEARER

The Magician

Level 1

Apprentice: You know three first circle spells (Wisdom of the Sages plus two randomly determined spells). You can memorize one at a time. You may wield a dagger as a weapon.

Levels 2-9

New spells as per table!

Gaining New Spells

When your magician advances in level, you gain a new spell slot: You can memorize and cast an additional spell. However, you do not automatically add a new spell to your spell book.

To add a new spell to your spell book, you must either be instructed by your mentor or copy a spell from a scroll or another spell book.

Once per level, your mentor will inscribe into your spell book one spell that he knows. To do so, you must locate your mentor in the game and spend a week in town.

Level 10

Heroic Ability: Choose Arcanist, Will, Scholar or Alchemist. The chosen skill becomes "heroic." When rolling this skill, 3-6 indicates a success (rather than the standard 4-6). This ability does not interface with Health as base of fight conflicts.

Transformed: Change one Nature descriptor to ensorcelling, experimenting or enchanting.



Level	Fate	Persona	Magician	
1	0	0	Magician	
2	3	3	+1 C1 spell	Neophyte
3	7	6	+1 C2 spell	Thaumaturge
4	14	9	+1 C1 spell	Spellbinder
5	22	12	+1 C2 spell	Sorcerer
6	31	16	+1 C3 spell	Adept
7	41	20	+1 C3 spell	Magister
8	52	24	+1 C4 spell	Magus
9	64	28	+1 C5 spell	Master
10	77	32	Special	Wizard