

Magpie Neverbay

Novice Male Fairy, Mage

Player: Kieran

Attributes

Agility:	4	6	8	10	12
Smarts:	4	6	8	10	12
Spirit:	4	6	8	10	12
Strength:	4	6	8	10	12
Vigor:	4	6	8	10	12

Skills

(Unskilled):	4	6	8	10	12	-2
Academics:	4	6	8	10	12	
Athletics:	4	6	8	10	12	
Common						
Knowledge:	4	6	8	10	12	
Fighting:	4	6	8	10	12	
Language						
(Vulgate):	4	6	8	10	12	
Notice:	4	6	8	10	12	
Occult:	4	6	8	10	12	
Persuasion:	4	6	8	10	12	
Spellcasting:	4	6	8	10	12	
Stealth:	4	6	8	10	12	
Survival:	4	6	8	10	12	
Thievery:	4	6	8	10	12	

Derived

Pace	Parry	Toughness
6	5	1

Size: -3 (Very Small)

Armor

(Unarmored)	0
Toughness: 1	

Gear

Adventurer's Pack	8
Bedroll	5
2x Candle	0
Chalk (box of 12)	0
2x Common Clothing	2
Flint and Steel	0
Lantern, Bullseye	3
Mirror, small steel	0.5
Oil (1 pint)	1
Soap	1
3x Torch	3
Spellbook (blank)	3
Waterskin (empty)	0
Whetstone	0
Common Clothing	1
Wealth Die: d6	0

Damage

-1	-2	INC	-3	-2	-1
Fatigue			Wounds		

Hindrances

All Thumbs (minor)

-2 to use mechanical or electrical devices / SWADE p22

Armor Interference (major)

Subtract 4 from arcane skill rolls, and cannot use other abilities granted by their Arcane Background Edge or any Edge that has Arcane Background as a Requirement when wearing light, medium, or heavy armor, or using a light, medium, or heavy shield. / SWADE Fantasy

Big Mouth (minor)

Unable to keep secrets and constantly gives away private information / SWADE p23

Code of Honor (major)

The character keeps his word and acts like a gentleman / SWADE p23

Curious (major)

The character wants to know about everything / SWADE p23

Impulsive (major)

The hero leaps before he looks / SWADE p25

Loyal (minor)

The hero is loyal to his friends and allies / SWADE p25

Material Components (major)

Must have Arcane Background. On Critical Failure runs out of components (or if taken) and arcane skill rolls reduced by 4. Can be restored by foraging (takes day and Survival roll per rank) or purchasing (50gp x Rank). / SWADE Fantasy

Stubborn (minor)

The character wants his way and rarely admits his mistakes / SWADE p27

Edges

There are 6 more edges on page 2



Weapons and Attacks							
Name	Damage	Range	AP	ROF	Shots	Weight	Notes
Unarmed	Str	Melee	0	-	-	0	Innate Attack
Dagger/Knife	Str+d4	3/6/12	0	1	-	1	
Staff/Quarterstaff	Str+d4	Melee	0	-	-	4	+1 Parry, Reach 1, Two Hands
Whip	Str+d4	Melee	0	-	-	2	-1 Parry, Reach 2
Bolt	2d6	Smarts x2	0	-	-	0	Power, Power Points: 1

Special Abilities

Wizard
Power Points: 15; Powers: Bolt (SWADE Fantasy Companion (2022) p118; Sparks of Lightning Trappings), Bubble (Fantasy Add-On - Tomes & Prayers p; Shadows and Mist Trappings), Conjure Item (Fantasy Add-On - Tomes & Prayers p19; Created from Sparkling Motes Trappings), Darksight (SWADE Fantasy Companion (2022) p121; Owl Eyes Trappings), Detect/Conceal Arcana (SWADE Fantasy Companion (2022) p122), Dispel (SWADE Fantasy Companion (2022) p123), Elemental Manipulation (SWADE Fantasy Companion (2022) p124; Nature Trappings), Illusion (SWADE Fantasy Companion (2022) p128), Lock/Unlock (SWADE Fantasy Companion (2022) p130), Message (Custom) / SWADE Fantasy

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Components
Wizard spells require various bits and baubles, such as gemstones or powders, giving them the Material Components Hindrance (see page 29). / SWADE Fantasy p104

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Languages Known
Vulgate, Aenochian, Elven (Fortenouq Dialect), Elven (Shindolay Dialect), Elven (Twilight Dialect), Gnomish

Background

Friendly rivals with Elowen.
Former business partner with Davian.

More Edges

Arcane Background: Wizard
Provides the Arcane Background: Wizard / SWADE Fantasy p104

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Great Luck
+2 Bennies at the start of each session. / SWADE p40

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Luck
+1 Benny at the start of each session. / SWADE p40

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New Powers (Elemental Manipulation, Message)
Your character learns a new power. Wizards must have access to an Arcane Laboratory and Clerics must complete a quest. / SWADE p47

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New Powers (Illusion, Conjure Item)
Your character learns a new power. Wizards must have access to an Arcane Laboratory and Clerics must complete a quest. / SWADE p47

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Arcane Background (Wizard)
Provides Arcane Background: Wizard / SWADE Fantasy p.104

Advances

Novice

1 Edge: Luck

2 Edge: New Powers (Illusion, Conjure Item)

3 Edge: Great Luck

Wizard - 15 Mana

SWADE Power Modifiers (p152)

Armor Piercing (+1 to +3): Each Power Point spent grants the power AP 2 (see page 65), MAX AP 6.

Fatigue (+2): This modifier may be attached to any power that can cause damage or is resisted by the target. If she's affected by the power in any way, she also suffers Fatigue. This cannot cause Incapacitation, however.

Glow/Shroud (+1): This creates soft light in a Small Blast Template centered on the target, and lasts until the power expires. It subtracts 2 from her Stealth totals and negates 1 point of Illumination penalties for those attacking the glowing character. Shroud dims and slightly obscures the target so that attacks against her suffer a -1 penalty and she adds +1 to her Stealth rolls.

Heavy Weapon (+2): The attack counts as a Heavy Weapon.

Hinder/Hurry (+1): Target's base Pace is reduced by 2 until the power expires. A caster can Hurry the recipient instead. He might get increased energy, sure footing, or more powerful muscles. His Pace is increased by 2. Effects of either modifier aren't cumulative.

Lingering Damage (+2): On the victim's next turn, he suffers the power's base damage minus one die type (one additional turn only). If hit with a 2d6 bolt, for example, the victim takes 2d4 damage at the start of his next turn. If the base damage is already a d4 die type, it loses a die instead.

Range (+1/+2): Double the power's listed Range for 1 Power Point, or triple it for +2. This modifier may not be used on powers with a Range of Touch or the Cone Template.

Selective (+1): With intense focus, the caster can choose not to affect any or all individual targets within a power's area of effect (picking all enemies instead of allies in a blast, for example).

Bolt

SWADE Fantasy Companion (2022) p118

Mana: 1

Spellcasting Roll: d8

Trappings: Sparks of Lightning

Range: Smarts x2

Duration: Instant

Damage: 2d6

2d6 ranged attack. -

DAMAGE (+2): The bolt causes 3d6 damage (4d6 with a raise).

SWADE Fantasy Companion (2022) p118

Bubble

Fantasy Add-On - Tomes & Prayers p

Mana:

Spellcasting Roll: d8

Trappings: Shadows and Mist

Range: Smarts

Duration:

−2/−4 penalty to hit from outside to inside a Medium Blast Template centered on and moving with the caster. -

Fantasy Add-On - Tomes & Prayers p

Conjure Item

Fantasy Add-On - Tomes & Prayers p19

Mana: 2

Spellcasting Roll: d8

Trappings: Created from Sparkling Motes

Range: Touch

Duration: 5 minutes

Invokes a mundane object (max 20 lbs / half starting funds). -

PAIR (+1): The caster creates a pair of similar items (shoes, daggers...) or two items that usually works in pair (bow and arrows, sword and sheathe).

Fantasy Add-On - Tomes & Prayers p19

Darksight

SWADE Fantasy Companion (2022) p121

Mana: 1

Spellcasting Roll: d8

Trappings: Owl Eyes

Range: Smarts

Duration: One Hour

Target ignores Illumination penalties. -

ADDITIONAL RECIPIENTS (+1): The power may affect more than one target for 1 additional Power Point each.

SWADE Fantasy Companion (2022) p121

Detect/Conceal Arcana

SWADE Fantasy Companion (2022) p122

Mana: 2

Spellcasting Roll: d8

Range: Smarts

Duration: 5 (detect)/1 hour (conceal)

Detects magic for Duration 5 or conceals it for one hour. -

ADDITIONAL RECIPIENTS (+1): The power may affect more than one target for 1 additional Power Point each.

ALIGNMENT SENSE (+1): Sense exact location of supernatural good or evil within range, no LOS needed.

AREA OF EFFECT (+1/+2): Conceal only. Affects a Medium Blast Template for +1 points, or a Large Blast Template for +2.

IDENTIFY (+1): Success reveals an items' powers and how they work. Raise reveals any cursed powers.

STRONG (+1): Conceal only. Detection rolls to see through the concealment are made at 2.

SWADE Fantasy Companion (2022) p122

Dispel

SWADE Fantasy Companion (2022) p123

Mana: 1

Spellcasting Roll: d8

Range: Smarts

Duration: Instant

Negates magical effects. -

AREA OF EFFECT (+1/+2/+3): Affects all targets in SBT, MBT, and LBT respectively.

MULTIPLE POWERS (+3): Dispels all the target's currently active powers.

SWADE Fantasy Companion (2022) p123

Elemental Manipulation

SWADE Fantasy Companion (2022) p124

Mana: 1

Spellcasting Roll: d8

Trappings: Nature

Range: Smarts

Duration: 5

Allows minor manipulation of basic elements. -

SWADE Fantasy Companion (2022) p124

Illusion

SWADE Fantasy Companion (2022) p128

Mana: 3

Spellcasting Roll: d8

Range: Smarts

Duration: 5

Creates imaginary images. -

AREA OF EFFECT (+1): The illusion's area of effect is increased to a LBT.

MOBILITY (+1/+2): As limited free action the Illusion can move or fly at a Pace of 12, or 24 for +2 Power Points.

SOUND (+1): The illusion generates appropriate sound. May not mask or mute existing sound, however.

STRONG (+2): Smarts rolls to disbelieve the illusion are made at 2.

SWADE Fantasy Companion (2022) p128

Lock/Unlock

SWADE Fantasy Companion (2022) p130

Mana: 1

Spellcasting Roll: d8

Range: Smarts

Duration: Permanent (lock), Instant (unloc

Magically seals or unlocks an object. -

ALERT (+1): Lock only. If opened without password, the caster knows immediately. Lasts 1 day.

SWADE Fantasy Companion (2022) p130

Message

Custom

Mana: 1

Spellcasting Roll: d8

Range: 100 miles

Duration: Instant

Message allows the arcanist to send information, with a delay, to a far away person. -

Custom