



HUMAN ARCANIST

Visit our website (www.mana-punk.com) for more information on the game!

NAME: "The Gunslinger"
ARCHETYPE: Arcanist
Total L.P. Earned: _____
Fate Pool: 1

RACE: Human
GENDER: _____
L.P. Left: _____
Spent Fate: _____



	Base	Bonus	Final
BODY	4		4
STRENGTH	3		3
QUICKNESS	5		5
INTELLIGENCE	6		6
WILLPOWER	6		6
CHARISMA	6		6
MAGIC	6		6
REFLEX	5		5

Combat Pool 7
Magic Pool 6
Astral Pool 6

Initiative 5 + 1d6
Initiative Dice 1
Init. Penalty 0

Primary Weapon : Wheellock Pepperboxes (2)
Primary Weapon Damage : 4L / 6M
Secondary Weapon : Flintlock Long Barrel
Secondary Weapon Damage : 8S
Ammo Count : _____

Padded Leather		<u>Movement :</u> 5
ARMOR		<u>Run Multiplier</u> 4
SLASHING	2	+ 3
CRUSHING	1	+ 3
ARCANE	0	+ 3
PIERCING	1	+ 3

Damage Meters		
	Physical	Mental
Deadly 10	+4 TN (-4 Init)	+4 TN (-4 Init)
9		
8		
Serious 7	+3 TN (-3 Init)	+3 TN (-3 Init)
6		
5		
4		
Moderate 3	+2 TN (-2 Init)	+2 TN (-2 Init)
2		
Light 1	+1 TN (-1 Init)	+1 TN (-1 Init)

Active Skills	Base	Skill Ups	Knowledge Skills	Base	Skill Ups
Etiquette	7		The Arcane Arts	5	
Sorcery	6		Arcanist Imp Studies	5	
Conjuring	8		Arcanist Research Groups	5	
Black Powder Weapons	5		Aura Reading Background	5	
Aura Reading	5		Mercenary Group Hot Spots	4	
			Sky Pirate Hot Spots	3	
			Naughty Unicorn Jokes	3	

Item	Weight	Cost
"The Kitchen Sink" Kit		5
Firefly Lantern (Magical)		3
Gunpowder Packets (LOTS!)		1
24 Arcane Bullets		
12 Fire Bullets		
12 Acid Bullets		
12 Smoke Bullets		
24 Thunderclap Bullets		
Combat Fetish		2
Detection Fetish		0.5
Healing Fetish		5
Illusion Fetish		1
Manipulation Fetish		3
Clockwork Rifle Scope (on Flintlock Long Barrel)		8
"The Super Deluxe" Steamer Trunk		40

Mage Spells	Force	Cost
Arcane Bullets	6	6
Fire Bullets	6	1
Acid Bullets	6	1
Smoke Bullets	6	1
Thunder Bullets	6	1
Arcane Armor	5	5
Accuracy	5	5
Seeing Double	5	5
Stun Blast	5	5

TRAITS	
<i>Lifestyle: Back Alley Storehouse</i>	
<i>Expertise: Conjuring</i>	
<i>Foible: Malicious</i>	

Gold	10
Silver	80
Copper	

Contact #1	Location	Rank	NOTES
Copper-Dreadful Author	Dagger Falls, Central Valley	1	
Regularly buys stories from you of heroic exploit and adventure.			
Contact #2	Location	Rank	
Black-Alley Fence	Dagger Falls, Central Valley	1	
Buys & sells goods of all kind, as well as a regular source for contract jobs.			
Contact #3	Location	Rank	
Contact #4	Location	Rank	
Contact #5	Location	Rank	
Contact #6	Location	Rank	
Contact #7	Location	Rank	
Contact #8	Location	Rank	

Three conjured minions ("imps") currently in service to you:

Thrasher Imp (Force 5, Combat spell attuned. Currently sustaining your "Arcane Armor" spell with 3 successes.)

Bone Imp (Force 5, Detection spell attuned. Currently sustaining your "Accuracy" spell with 4 successes.)

Rattler Imp (Force 5, Illusion spell attuned. Currently sustaining your "Seeing Double" spell with 4 successes.)

Each of these Imps have 3 services left for more advanced tasks. They can be commanded to manifest and protect you and your adventuring party-mates without using up a service.

Character Information

Race: Human

The humans of *Zethyria* represent the broadest and most diverse cross section of cultures in the world of *Zethyria*. From the *A'Bondi Kingdom of the Western Sands* to the island nation of *Ka'Li*, humans of every shape and color can be found. Humans tend to be the most adaptive of all races, being best able to adjust to any rapid change in condition or environment. This means that, while the humans seem to lack many of the inherent bonuses of other races, they more than make up for it with their adaptability.

Culture

Zethyria is home to as wide and diverse a variety of human cultures and environments as it is non-human races. Humans make up almost half the known population of *Zethyria* itself, often being the starting point for tense inter-species relationships with the other races of the world.

The kingdoms of man have, unfortunately, perpetrated some of the most heinous of crimes cataloged in the history of *Zethyria*. The most recent of these atrocities is the slave trade still being run by the *Theran Empire* to the north. They still manage a very heavy traffic of slaves within their region, as well as to some less scrupulous spots outside of their borders. Many an airship captain has had to make the hard decision: do they keep their principles and turn down such a lucrative *Theran* slave contract?

The human city of *Dagger Falls* sits as the prime example on the opposite end of this point. *Dagger Falls* is a city open in their beliefs and very blind to whom their trade comes from. While you may find some taverns with a prejudice of one kind or another, the city itself maintains a very short watch list of "trouble makers", and the law enforcement there can be quite accommodating to the unique properties of some of the more monstrous races of *Zethyria*.

Bozrah, major city of the *A'Bondi Kingdom*, is a haven of culture and art as well as a massive center of trade. Hidden just beneath this layer of enlightenment, however, is a major black market that specializes in the deepest dreams and darkest or most twisted fantasies a person could ever image.

While the human race may well be the largest population segment on the map, the primary saving grace of this tense political status will eternally be saved by the fact the primary enemy of humans are regularly other humans. This sets itself as a self balancing equation, forever preventing humans from ever rallying together as a single unified nation against the other races.

Game Information

Average Height: 1.7 Meters

Average Weight: 70 Kilograms

Skin Coloration: Pinkish-white to Ebony

Stat Bonuses: None

Abilities: Humans advance their Fate Pool **1** point for every **10** Legend Points earned, instead of every **20** as normal for other races.

Skill Bonuses: +2 to Etiquette

Archetype: Arcanist

The Arcanist

Using ancient rituals and long forgotten knowledge, the Arcanist connects to and harnesses mysterious magical powers. While outsiders consider the Arcanist's practices dangerous and careless, the Arcanist sees this as a path to true knowledge and enlightenment. Only through the pursuit of these deep mysteries can the Arcanist reach the magical capabilities they desire.

While usually found in dank dungeons or dark towers pouring over volumes of arcane runes, an Arcanist will quite often put him or herself into the employ of an adventuring group. Doing so guarantees the Arcanist the possibility of finding new texts and tomes to add to their collection, as well as the possibility of discovering something even greater. Arcanists quite easily fit into adventuring and mercenary groups as damage support through spells and summoned creatures.

Arcanists use libraries of runic texts and tomes of forgotten knowledge to research their magical abilities. They use the information gained from these sources to summon demons into their service; powerful creatures unwillingly bonded into the service of the Arcanist. These beings are pulled through portals opened to extra-planar locations often unknown to the Arcanist.

More on Arcanists

Despite comments made by Necromancers to the contrary, the Arcanist is the rarest of mage professions. Few individuals have the patience necessary to hunt down tomes of forgotten lore, or pour over volumes of cryptic text. The pay off for all of this research however, are the imps that an Arcanist is capable of summoning from the deep recesses of the unknown.

Imps

Arcanists conjure minions that they refer to as Imps. These imps are small creatures pulled forcefully from separate planes of existence. The Arcanist binds these creatures to his willpower through use of long forgotten magical formulas and incantations. Most imps are conjured from other planes such as Hades, Limbo, or Acheron... and have some rather unpleasant spells and abilities at their disposal. For more information on this minion type, make sure to check the *Minions* section of this chapter.

Using the Imps

Imps provide a greater service to the Arcanist that controls them, greater than extra manpower. At any time an Arcanist that is sustaining an active spell can choose to have an imp within their service take up the sustaining of this spell. Imps can only sustain spells from the same spell category they specialize in.

Imp	Spell Type
Thrasher	Combat
Bone	Detection
Rattler	Illusion
Nettle	Manipulation

Specific imps are capable of dealing with specific spell categories. Thrasher imps are most at home in the thick of combat, and so they best deal with sustaining things such as defensive spells used on the battlefield. Nettle imps get employed by many Arcanists for sustaining Portal spells, or other such taxing Manipulation category tasks.

An imp can only sustain a spell with a force rating equal to its own force rating. This can actually be multiple spells sustained by the imp, but the totaled up force ratings for all of the spells cannot exceed the force rating at which the imp was conjured. For every spell force point in excess of its own force rating that the imp is commanded to sustain by their controller... the imp's force rating permanently drops by **1** point once they stop sustaining any spells. This overexertion causes intense pain for the imp, and can end up turning the imp on its controlling Arcanist.

Spells

ARCANE (AMMO)

Physical Spell / Permanent

Touch / TN# 4

Drain: +1 (Moderate)

When learned, the caster must choose which ammunition type they are learning the spell for: Arrows, Bolts, or Bullets. The caster summons a magically imbued item into their waiting hands for whatever ammo type they chose. Arcane ammunition acts as an *enchanted weapon* doing damage to creatures that are otherwise immune to mundane weapon damage. Arcane ammunition is always perfectly weight

Page | 6

balanced when summoned, sometimes seeming to defy normal rules of convention and design. This spell summons a number of the chosen ammo type equal to the number of successes generated on the initial casting test.

Available Modifiers:

- Fire Ammo – **Drain** +2 (Moderate): *The arcane ammo is created with fiery properties. There is a glowing red rune etched into the rounded tip of each one summoned. When it strikes a target, the ammo does normal damage then combusts in a fiery 'pop'. The target and some of their possessions are then ignited, dealing **Spell Force (Light)** damage every round until they put themselves out (this is a complex action)*
- Acid Ammo – **Drain** +2 (Moderate): *The arcane ammo is created with acidic properties. There is a pulsating green rune etched into the rounded tip of each one summoned. When it strikes a target, the ammo does normal damage then ruptures in a spray of sickly green liquid. The target is splashed with acid, causing **Spell Force (Light)** damage for the next three rounds... and the object resistance ratings of all outward possessions are reduced by 2.*
- Smoke Ammo – **Drain** +1 (Moderate): *The ammo is summoned with a barrel shaped rune etched into the rounded tip. When it strikes a hard surface it explodes into a large cloud of thick black smoke. This cloud of smoke has a radius of the spell's force in meters. All persons within the smoke cloud suffer a TN# modifier penalty to visibility that is equal to the spell force rating, until the smoke either dissipates or the person leaves that area. The cloud dissipates at a rate of 1 combat round per spell force rating.*
- Thunder Ammo – **Drain** +2 (Serious): *The ammo is summoned with a pulsating yellow rune etched into the rounded tip. This ammo releases a massive clap of thunder the moment it strikes a hard surface. The thunder clap effect has a radius of the spell force in meters, forcing all targets within range of the thunder clap to make a Body Check against the spell force rating or suffer temporary deafness and a +2 TN Penalty to all actions due to disorientation. Each round after the effected targets make repeated Body Checks with their target number dropping by 1 per turn. Once the Body Check is passed with at least 2 successes, the effects cease.*

ARCANE ARMOR

Physical Spell / Sustained

Line of Sight / TN# 5

Drain: +2 (Moderate)

Mana manifests as glowing armor that hugs the contours of the target's form. This armor protects against physical damage

of all types, behaving just as if it was bought or forged regular armor. Arcane Armor adds an S-CAP rating each equal to the total number of successes generated on the casting test. The armor does not degrade, nor inhibit movement or range of motion in any way. This bonus is maintained only for as long as the spell is sustained.

ACCURACY

Mana Spell / Sustained

Touch / TN# 6 (Voluntary)

Drain: (Moderate)

Accuracy is used to magnify the aiming acuity of ranged projectile attacks. Casting the spell on a recipient within touch range will give a TN# bonus on ranged attacks equal to the number of net successes rolled on the initial casting check, for as long as the spell is sustained on the target.

SEEING DOUBLE

Mana Spell / Sustained

Touch / TN# 4

Drain: (Serious)

Seeing Double creates an illusionary double image of the target it is cast upon. While being sustained the magical double mimic's actions are under the full control of the casting Mage in all aspects. It should be noted that the double created with this spell is merely an illusion and has no real physical presence. It appears to be real and even makes noises appropriate to its mimicked actions... but is otherwise just an illusion.

STUN BLAST

Mana Spell / Instant

Line of Sight / TN# Willpower (Resisted)

Drain: -1 (Damage Level)

This calibrated bolt of energy is specially designed to not kill a target but only deal stun damage to render it unconscious. The spell has no visible manifestations, nor does it make any noise... even upon impact.

Traits

"Expertise" (Spend 3 BP)

This character has an expertise in a certain skill; an understanding and capability with that skill that is above and beyond the norm. When a character takes *Expertise* for a specific skill, they gain a one-time **+2** permanent modifier to that skill's rating; this modifier does **not** count towards the base rating of the skill when calculating the raising of skills with *Legend Points*. *Expertise* can only be taken one time for a skill.

The *Game Master* may choose to limit the number of over all times a character can take the *Expertise* aptitude, so make sure

and check with your *Game Master* if you want to have a character with multiple *Expertise* aptitudes.

"Malicious" (Earn 3 BP)

Even the smallest of slights against this *Malicious* character will get returned tenfold in hatred and retaliation. They will go out of their way to retaliate on negative social interactions with a person. If someone ever draws blood from the *Malicious* character, then pain (and possibly death) will soon rain down upon the originating person. A character with this foible must make a *Willpower* attribute test against a target number of **6** in order to conquer the overpowering urge of retaliation against their chosen target. If this check is failed, the character will go out of their way to make sure their presence is felt by their supposed 'foe'.

Equipment

Firefly Lantern

The *Firefly Lantern* is built around a magical gem called a 'firefly emerald', which constantly radiates a brilliant heatless light. This gem is very small, but has a focusing lens that turns it into a type of *Bull's Eye Lantern* (which does not require lantern oil).

Spell Fetishes

Fetishes are small trinkets and possessions that the Mage must keep with them at all times, as they work as balances for any spells they may have with modifiers to them. If a spell has been learned with at least 1 modifier, then it requires a fetish to cast this spell. If for some reason the Mage has lost or otherwise misplaced their fetishes for a particular spell or spell category... they will be required to purchase a new fetish to replace the old one. Until this happens, they cannot use any of the modifiers a spell may have to offer.

Once the fetishes have been replaced, the Mage must make a *Sorcery* skill check with a target number equal to the force rating of the most powerful spell requiring a fetish in that category. This whole process re-bonds the fetishes to the Mage, allowing this particular category of fetish to be used again and support whatever fetish-requiring spells the Mage may have.

Clockwork Rifle Scope

Clockwork Rifle Scope (8g): Finely crafted gearing as well as precision cut lenses this apparently simple contraption instantly into the rifleman's friend. These creations are highly sought after amongst black-powder weapon users, a fact further enhanced by the manual nature of the adjustments it requires. Grants **-4** TN# bonus to *Black Powder* weapons (minimum TN# of **2**).

Bonding Cost: *None*

'The Kitchen Sink'

Price: 5 Gold

For those characters that absolutely positively have to be prepared for everything, this is their kit! It comes with a full set of camping gear, two sets of clothes, climbing gear for two people, a full set of healing supplies and other wonderful luxury items.

- 2 sets of Traveler's Grab (Soft Boots, Shirt, Belt, Breeches, Traveler's Cloak)
- Bedroll
- Tent (Canvas, 4 Person)
- Blanket
- Comfy-Soft Pillow
- "Sleepi-by Bedtime Defender" (Choose 1)
- Packrat Backpack
- Sack (Large)
- Flint & Steel
- 3 Torches (Standard)
- Water Skin
- Whetstone
- Lantern (Hooded) w/Lantern Oil
- Iron Pot
- Set of Utensils & Metal Bowl
- Arcane Chef™ Insta-Hotplate
- Small Hatchet
- Rope (3 Meters)
- Rope (15 Meters) x4
- Grappling Hook (2)
- Climbing Harness (2)
- Piton (24)
- Chalk Belt Pouch (w/ Powdered Chalk)
- Lantern (Hooded) w/Lantern Oil
- Chalk (5 pieces)
- Fishing Hook
- Fishing Line (8 Meters)
- Healer's Tools
- Medicine Box (Wooden w/ Latch)
- Herb Collecting Belt Pouch
- 12 Small Glass Vials w/ Corks (Empty)

The Arcane Chef Insta-Hotplate allows for expert culinary experiences even in the wildest and most inhospitable of conditions. Combined with the Comfy-Soft Pillow and your very own stuffed Sleepy Time Owl Bear, you are guaranteed to go be well fed and well rested!

"The Super Deluxe" Steamer Trunk

"The Super Deluxe"

40 g

"The Super Deluxe" is an exquisite piece of craftsmanship to behold. This double sided steamer trunk is the ultimate in travel luggage intended for only the most prepared and discerning of adventurers. This oversized steamer trunk is designed specifically to be stood up on its end in order to be opened, almost as if you are opening a door. Once opened the left half contains a series of twelve square pull out drawers, each with a safety latch designed to prevent unintended 'drawer slide' during transportation. All twelve of these drawers (laid out in four rows of three drawers per row) are enchanted "Preservationist" containers, affording its' owner copious amounts of storage for food and perishables.

The right half of the trunk, not to be left out on details, has been designed and enchanted in similar fashion to *Packrat* luggage. Setup with the *Dimensional Warehouse* enchantment, the caliber of space capable is as impressive as it is vast.

To round out the features list, this metal reinforced steamer trunk has been given the gift of *Levitation*, allowing it to float along as it quietly follows its owner. While this levitation feature was never designed for the purposes of use as prolonged travel method, a few "Super Deluxe" owners have had to use this luggage as a life raft during an airship disaster... safely riding their luggage down to the ground far below. Don't wait, act now! Just answer the envious stares of your associates by whispering these two words: "**Super Deluxe**"!