



Name: \_\_\_\_\_

Merits

Demerits

Situation: **Enchanter**

Element: **Air**

Special Serious Ability: **Channel Your Element**

Class: **Lower**

Immunities: **Chastity, Valour**

### Trait: **Sorcery**

Accoutrement: Pointy Hat

Accoutrement Stats: +2 to Sorcery rolls, -1 to Subtlety rolls



### Trait: **Nature**

Accoutrement: Ape Skull

Accoutrement Stats: +1 to Sorcery rolls, -1 to Decorum rolls



### Trait: **Wisdom in the Ways of Science**

Accoutrement: Silver Medal for Achyvmente in Scyntifyc Endyvors

Accoutrement Stats: +1 to Argumentation rolls, +1 to Decorum rolls, -2 to Humility rolls



### Trait: **Subtlety**

Accoutrement: Poison Ring

Accoutrement Stats: +2 to Subtlety rolls, -2 to Probity rolls



### Conveyance: **Mule-drawn Cart**

Stats: +2 to Animal Husbandry rolls, -1 to Decorum rolls

**Additional Accoutrement #1:** Bouquet of Dried Lupins (+1 to Subtlety rolls, -1 to Authority rolls)

**Additional Accoutrement #2:** Webb's Wonder Lettuce (+1 to Argumentation rolls, +1 to Sorcery rolls, -1 to Authority rolls; can be set to explode like a bomb...once.)

**Additional Accoutrement #3:** Whizzo Butter, 5 pats (each pat heals one point of Death and drops Decorum one degree toward Silly...it smells of dead crab)

**Additional Accoutrement #4:** Snowshoes (+1 to Nature rolls, -1 to Nimbleness rolls)

### DEATH STATUS



No More

### LOONEY STATUS



Looney



# Enchanter

*Whether you're an alchemist with a king for a patron, a pagan sorcerer casting fireballs at mountainsides, or a kindly hedge wizard who performs inflated sheep's bladder tricks at birthday parties, you are a master of the arcane arts, capable of astounding and likely heretical feats of magic. You attempt to harness the powers of elemental nature and chaos to your own ends, and as a result, your end is rarely natural and often quite chaotic.*

## **SPECIAL SERIOUS ABILITY: Channel Your Element**

You call forth the eldritch essence of your chosen element, smack it about, and bend it to your will to do something truly preternatural. Hopefully. Exactly how this all manifests is a function of the element with which you've aligned yourself, but no matter which you've chosen, invoking this ability requires a dramatic display of chanting, shouting, histrionics, casting of bones, sacrifice of furry animals, bloodletting, vomiting, and other such jiggery-pokery.

d30	Your Element Is...	Recharges...
<b>1-5</b>	Not your slave but your master! Suffer an immediate Dire Consequence and your Magical Accoutrement incinerates, puddles, scatters to the winds, or crumbles to dust. You cannot use Sorcery at all until you get a new one.	When you acquire a new Magical Accoutrement.
<b>6-14</b>	Rigid and unresponsive. Suffer terrible embarrassment. Move Sorcery one degree toward Silly.	Right away.
<b>15-20</b>	Slightly warped. Conjure up a flicker of flame. A small wavelet. A gentle breeze. A molehill.	After 3 hours of lying quietly in your Element.
<b>21-24</b>	Briefly bent to your will. A fireball. A powerful wave. A forceful buffet. A flying boulder. Counts as one successful Deed and you may move Sorcery one degree toward Serious.	After you build a gigantic bonfire / destroy a dam / take a ride in a hot air balloon / build a shed-sized dirt castle.
<b>25-27</b>	Bent and multiplied to your will. A barrage of fireballs or waves. Gales in all directions. Boulders on the wing. You may move Sorcery up to two degrees toward Serious.	Next session.
<b>28-29</b>	Bent over. A persistent firestorm. A storm of waves. A tornado. Marching mountains. You may move Sorcery up to three degrees toward Serious and set your physical health to Mr. Neutron.	Next session.
<b>30</b>	You. Burn a city. Create a tsunami. Conjure a hurricane. Cause an earthquake. You may move Sorcery up to four degrees toward Serious and set your physical health to Mr. Neutron.	Next session.