

ARCANE FOCUS

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In needing an Arcane Focus, I have attuned myself with

with which I must either be holding or carrying in order to cast Arcane Spells. Without my Arcane Focus, my spell casting fizzles out by

TRINKET

I carry with me a trinket, piece of jewelry or item of clothing that is a

which is of significant importance to me because

When creating an Arcanist, gain access to one of the following: Familiar or Counterspell.

FAMILIAR

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You have with you a creature of size small or tiny, that is capable of performing the most basic of tasks. If you familiar dies, you may spend a week of in-game time obtaining another. The new familiar begins with the same level of talent of the previous.

NAME

CREATURE

SIZE

WELLNESS

d12 d10 d8 d6 d4 d1

Wellness dice selection grid with a skull icon for d1.

SEVERITY

INJURIES

TEMPORARY

1 - Minor

2 - Moderate

COUNTERSPELL

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You have access to the Counterspell triggered action.

ACTION Counterspell

TYPE Triggered

TRIGGER

You can see a spell being cast, are able to perform the CAST SPELL action and not currently using the required spell-casting components (eg verbal, somatic) as part of another action.

Immediately cast a targeted spell, as an Instant Action, using the spell that you are attempting to Counterspell as the target. The target difficulty is equal to the outcome of the spell caster's skill roll. On a success, describe how you spell cancels out the targeted spell, including any outcomes from the area of effect of either spell (the point of impact becomes it's own temporary zone for determining environment and range based effects). On a failure, your spell either goes wide or fizzles out.

When starting as an Arcanist you are able to memorize a number of spells equal to a third of your KNOWLEDGE attribute, rounded down. You may memorize the same spell multiple times.

MEMORIZED SPELLS

Spell memorization grid 1: SPELL, SKILL, RANGE, STRAIN (8 dice)

Spell memorization grid 2: SPELL, SKILL, RANGE, STRAIN (8 dice)

Spell memorization grid 3: SPELL, SKILL, RANGE, STRAIN (8 dice)

Spell memorization grid 4: SPELL, SKILL, RANGE, STRAIN (8 dice)

Spell memorization grid 5: SPELL, SKILL, RANGE, STRAIN (8 dice)

Spell memorization grid 6: SPELL, SKILL, RANGE, STRAIN (8 dice)

Spell memorization grid 7: SPELL, SKILL, RANGE, STRAIN (8 dice)

ATTRIBUTES

As an Arcanist you'll want to prioritize:

- **KNOWLEDGE** as it is your main spell casting attribute and to extend the number of spells you know and can memorize
- **WILLPOWER** for being able to maintain concentration on spells

SKILLS

The **DISCIPLINE** skill is important for maintaining concentration, allowing you to hold onto more spells for longer.

Additionally, take note of the Arcane Skills required for casting each of your selected spells.

As an Arcanist, you have the innate ability to cast spells with the aid of an Arcane Focus. In order to cast a spell you must be able to verbally chant an incantation, as well as perform a set of intricate gestures with both your hands while having your Arcane Focus on your person.



ARCANIST
Starting Archetype

Character: _____

Player: _____