Blink Mage
Major Class

Level 1 Features

Blink Disruption. In addition to the Verbal requirement for casting Blink Mage spells, one of the following effects occurs at your destination whenever you use a spell with the Teleport tag. Choose one:
- ( ) An audible noise of your choice, such as a thundercrack, electrical discharge, discordant note, or BAMF! of displaced air, emanates from the space your spell targets. The sound is detectable by all creatures within 30ft.
- ( ) A bright flash of light in the color of your choosing, visible up to 300ft. away, appears in the same space your spell targets.
- ( ) A powerful gust of wind rushes in toward your target space from all directions, reversing to billow outward as the spell ends. All creatures within 60ft. notice the direction, approximate point of origin, and unnatural behavior of the wind, even if they do not know the cause.

Class Skills

Blink (2)
Range: 30ft.
Use: Action
Activation Cost: 2 Mana
Tags: Teleport, Movement
You instantly teleport yourself to an unoccupied space you can see within range. This does not incur Opportunity Attacks.

Transit (10*)
Range: 100ft.
Use: Action*
Activation Cost: 10 Mana (5 if Charged)
Tags: Teleport, Movement
You instantly teleport yourself to an unoccupied space you can see within range. This does not incur Opportunity Attacks.

Charged Casting: You may opt to use both of your Actions in the same turn to cast this spell. If you do, pick one:
- Double the range.
- Halve the Mana cost.

Send (3)
Range: Touch, 30ft.
Use: Action
Activation Cost: 3 Mana
Tags: Teleport, Utility
Instantly teleport an object you can touch to an unoccupied space within range. You must be able to see the destination.
- The object can weigh no more than 4x your Fortitude score in pounds (~2x in kg), can be no bigger than 2x2x2 ft., and must be inanimate. You cannot target objects that are being worn or carried by an unwilling creature.
- This spell only affects a single object.
  - *If used on a basket of apples, for example, the spell would only send the apple you touched, or the basket alone, leaving the rest behind.*
- Finally, the object must be freestanding, and objects that are securely attached to one another are considered the same object for the purposes of determining a valid target.
  - *Two planks of wood nailed together would be teleported together (including nails), but you could not teleport a window or door out of its frame.*
  - *Padlocks, handcuffs, or similar shackle-type devices would be considered securely fastened to whatever they were shackled to.*

Tunnel (5+)
Range: Touch, 60ft.
Use: Action
Activation Cost: 5+ Mana
Tags: Dimensional, Utility
Open a portal in the space you occupy, and another in a space you can see within range. Creatures can act through these portals as if there was no distance between them. This portal closes at the end of your next turn.

Upcast: for every additional 3 Mana spent to activate this spell, the portal lasts an extra Round.

Pocket (2+/1+)
Range: Touch
Use: Action
Activation Cost: 2+ Mana
Sustaining Cost: 1+ Mana
Tags: Dimensional, Utility
You create a small portal to a pocket dimension that only you can access. This pocket measures 1x1x1ft., contains no breathable air, and has an ambient temperature just below freezing.

When you cast this spell, you may transfer an inanimate object into or out of the pocket as a free action. Creatures must move in or out of their own accord, or be forced in through other means.

Normally, the opening to this pocket appears only long enough to transfer an object through it. You may opt to keep it open instead, tripling the Sustaining Cost as long as you do so. You may choose to dismiss the opening again at the end of one of your turns, without ending the spell, or reopen it at the beginning of a turn.

The pocket only exists as long as you are Sustaining the spell. You may do so indefinitely, even through normal sleep and rest, so long as you always maintain enough Mana to do so.

The spell ends if you are incapacitated or killed, or dismiss it as a free action at any time. Items inside the Pocket when the spell ends tumble out into a space beside you.

The interior of the pocket has an Armor Class of 1, and 10 hit points per Character Level.

A creature that reduces the pocket's HP to 0 makes a contested Willpower check against your Spell Save (Fortitude + Cleverness), ending the spell and breaking free to the nearest unoccupied space if it beats you. If you win, you restore half of the pocket's HP. The HP is halved again every time you win this check.

Upcast: When you cast this spell, you may double the Activation and Sustaining costs of this spell to double the size of the pocket. This may be done multiple times (2/1=1x1x1, 4/2=2x2x2, 8/4=4x4x4, 16/8=8x8x8, 32/16=16x16x16…)

Mage Class | Casting: Verbal
Primary Stat: Fortitude
Secondary Stat: Cleverness
Toughness: 4

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Specializations

Level 1

Basic Spellcraft. Choose 1 Generic Spell Perk.

Level 2
Choose one:
( ) Increase Mana Regeneration by 1.
( ) Choose a **Perk**.

Level 3
Choose one:
( ) **Far Step.** When you cast a Blink Mage spell with the Teleport tag, you can spend 2x the amount required mana to double its range.
( ) **Ride-Along.** When you cast a spell with the Teleport tag that changes your location, you may take one willing creature that you can touch with you.
( ) **Repulse.** You force a creature you can touch to make a Willpower check against your Spell Save (Fortitude+Cleverness). If it fails, it is teleported (1d4)x5 ft. directly away from you. If it would end in an occupied space this way, it instead takes 1d8 Force Damage and it appears in the farthest open space in that path.

Level 4
Choose one:
( ) Select a Spell or activated Ability from either your Minor or Influence Class. It no longer has a cost multiplier (2x or 4x).
( ) Choose a **Perk**.

Level 5
Choose one:
( ) Increase your Fortitude and Cleverness by 1.
( ) Increase your Mana Capacity by 2.

Level 6
Choose one:
( ) **Shadow Blink.** When you cast a Blink Mage spell with the Teleport tag, you may spend 2x the amount of required mana to emerge stealthily, without triggering any Blink Disruption effects.
( ) **Harness Disruption.** When you cast a spell that triggers a Blink Disruption effect, you may spend 2x the required Mana to weaponize the disruption to confuse and batter your foes.
- The affected radius of your disruption is doubled.
- Any creatures directly adjacent to your destination space make attacks against you with a -1d6 penalty until the end of their next turn, and must make a Fortitude check against your Spell Save (Fortitude+Cleverness). Creatures that fail this save are Knocked Down.

Level 7
Choose one:
( ) Increase the **Core Stat** of your choice by **1**.
( ) Choose a **Perk**.

Level 8
Choose one:
( ) Select a Spell or activated Ability from either your Minor or Influence Class. It no longer has a cost multiplier (2x or 4x).
( ) Pick any unchosen specialization option from Levels 2, 4, 5, or 7.

Level 9
Choose one:
( ) **Blink Sprint.** When you cast a spell with the Teleport tag that changes your location, you may spend 2 Stamina. If you do, you may move up to your Speed as part of the same Action. You may split this movement up before or after the teleportation effect in any increment.
( ) **Double Blink.** When you cast the Blink spell, you may spend 3x the required Mana. If you do, you gain an additional use of the Blink spell as a free action (must be used during the same turn).

Level 10
Choose one:
( ) Select a Spell or activated Ability from either your Minor or Influence Class. It no longer has a cost multiplier (2x or 4x).
( ) Increase the **Core Stat** of your choice by **2**.

Level 11
Pick any two unchosen specialization options from Levels 2, 4, 5, 7, 8, or 10.

Level 12
Choose one:
( ) **Flicker.** Activate this ability as an Action. You rapidly flit in and out of micro-distance teleportation in place, becoming much harder to hit. Your Armor Class increases by 5, but your attacks and spell attack rolls are made with a d8 instead of a d12. You may dismiss this ability with an Action. The effect ends automatically if you are incapacitated.
( ) **Phase Out.** Activate this ability as an Action. You partially step into the transitive plane you teleport through, becoming semi-corporeal.
- While in this state you take half damage from all sources, but are only able to deal half damage with any ability.
- When you use this ability, you may bring one willing creature you can touch into the state with you, or force an unwilling one to make a Willpower check against your Spell Save (Fortitude+Cleverness), coming on a failure.
  - Targeted creatures cannot be more than one size larger than you, and can interact with you (and vice versa) as normal.
  - If an affected creature ventures more than 60ft. away from you in this state, it takes 1d10 Force Damage and is returned to normal.
- You may dismiss this effect for you and any accompanying creature as an Action. The effect ends automatically if you are incapacitated.

Level 13
Choose one:
( ) Increase the **Core Stat** of your choice by **2**, or any **two stats** by **1**.
( ) Choose a **Perk**.

Level 14
Choose one:
( ) Increase your Mana Regeneration by 2.
( ) Increase your Stamina Regeneration by 2.
( ) Choose a **Perk**.

Level 15
Choose TWO:

( ) **Blind Jump.** You may use the Blink or Transit spell to target a space you cannot see. Decide what distance and direction you wish to travel when you cast the spell. If you would emerge inside a solid object, you instead take 1d20 Force Damage and emerge in an adjacent empty space, or if none is available, return to your point of origin.
  - *Telefrag: if you would emerge in a space occupied by another creature, both you and the creature take 1d20 Force Damage, and you emerge in the nearest open space.*

( ) **Remote Send.** You may cast the Blink or Send spell on a willing creature or object (respectively) that you can see within 30ft. of yourself, without teleporting along with them.

( ) **Rite of Returning.** You take eight hours to magically scribe an anchor point into a clear area 20ft. in diameter. Once completed, you may use two actions to instantly transport all creatures, living or dead, within 10ft. of yourself back to this space, so long as you are on the same plane of existence. Once used, an anchor must be refreshed before it can be used again, which takes four hours.
  - *You may scribe multiple anchors across the world, but the time to do so triples for each new anchor.*

Level 16
Choose one:

( ) Select a Spell or activated Ability from either your Minor or Influence Class. It no longer has a cost multiplier (2x or 4x).

( ) Increase the **Core Stat** of your choice by **2**.

( ) Choose a **Perk**.

Level 17
Choose one:

( ) Increase your Mana Capacity by 3.

( ) Choose a **Perk**.

Level 18
Choose one:

( ) **Rending Discontinuation.** Spend Mana to force a creature you can touch into the raw Ether, damaging it. Targeted creature makes a Willpower check against your Spell Save (Fortitude+Cleverness) to resist the effect.
  - Creatures affected by this ability vanish from the physical plane and appear in the Ether, sustaining 2d10 Force Damage immediately, and take 1d10 Ether Damage every turn they start in this state.
  - Creatures in this state repeat the Willpower check at the end of each turn to escape, and take no other Actions.
  - Creatures roll an additional 1d12 on checks against this ability for every time they have been affected by it in the past 24 hours.
  - The Mana cost for this ability scales with the size of the target: Tiny=5 / Small=10 / Medium=15 / Large=20 / Giant=25 / Humongous=30 / Colossal=35 / Titanic=40

( ) **Pull Others.** You may teleport a number of creatures you can see within 200ft. of you to unoccupied spaces within 10ft. of yourself. You choose which space each creature emerges on. Unwilling creatures make a Willpower check against your Spell Save (Fortitude+Cleverness) to resist the effect. This ability costs 5 Mana per targeted creature. Creatures that cannot emerge in an unoccupied space within the radius are unaffected.

Level 19
Choose two:

( ) Increase your Fortitude by 3.

( ) Increase your Cleverness by 2.

( ) Choose a **Perk**.

Level 20
Choose two. You may select the same option twice:

( ) Select a Spell or activated Ability from either your Minor or Influence Class. It no longer has a cost multiplier (2x or 4x).

( ) Choose a **Perk.**

( ) Increase the **Core Stat** of your choice by **1**.

( ) Pick any unchosen specialization option from Levels 2, 4, 5, 7, 8, 10, 13, 14 16, 17, or 19.