

BLINK MAGE

MINOR 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 (x2 BASE COSTS)

Blink (4)

() **Specialized** (halve all costs)

Range: 30ft.

Use: Action

Activation Cost: 4 Mana

Tags: Teleport, Movement

You instantly teleport yourself to an unoccupied space you can see within range. This does not incur Opportunity Attacks.

Transit (20*)

() **Specialized** (halve all costs)

Range: 100ft.

Use: Action*

Activation Cost: 20 Mana (10 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 (6)

() **Specialized** (halve all costs)

Range: Touch, 30ft.

Use: Action

Activation Cost: 6 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 (10+)

() **Specialized** (halve all costs)

Range: Touch, 60ft.

Use: Action

Activation Cost: 10+ 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 6 Mana spent to activate this spell, the portal lasts an extra Round.

Pocket (4+/2+)

() **Specialized** (halve all costs)

Range: Touch

Use: Action

Activation Cost: 4+ Mana

Sustaining Cost: 2+ 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 (4/2=1x1x1, 8/4=2x2x2, 16/8=4x4x4, 32/16=8x8x8, 64/32=16x16x16...)

MAGE CLASS | CASTING: VERBAL
PRIMARY STAT: FORTITUDE
SECONDARY STAT: CLEVERNESS
TOUGHNESS: 4