

Pandora



Level	2	Race	Human
Gender	Male	Class	Chaos Mage
Age	26	Alignment	Chaotic Neutral
Eyes	Black	Height	182 cm
Hair	Black	Weight	74 kg
Languages	Common		

	STR	CON	DEX	INT	WIS	CHA
<i>Ability</i>	8	8	12	16	10	20
<i>Modifier</i>	-1	-1	1	3	0	5
<i>Modifier + Level</i>	1	1	3	5	2	7
		<i>Initiative</i>		+3		

AC	12
PD	11
MD	16
<i>Save Bonusses</i>	+0

Basic Melee (staff)		
Attack	Hit	Miss
+1	2d6-1	-

Basic Ranged (dagger)		
Attack	Hit	Miss
+3	2d4+1	-

HP	20
Recov.	8
<i>Recovery Roll</i>	2d6-1

One Unique Thing

Part of his soul is in a carry-on jewelry box.

Icon Relationships

The Archmage (Conflicted, 1 point)

Was once enjoying the Archmage's favor while in his wizarding school. But after not obeying the rules and dabbling with potions and abusing the Archmage's resources things are... complicated.

Prince of Shadows (Negative, 1 point)

Been in different adventurer parties with all kinds of people. Due to the chaotic nature of my spellcasting, not all my fellow adventurers survived. It was just unfortunate that both times the party member was in the Prince's favor. Pure coincidence. Really.

Great Gold Wyrn (Positive, 1 point)

Been an admirer of the strength, the course, the dedication of the great one. Believes he had visions given by the Great Gold Wyrn and he makes sure that I don't fall apart completely.

Backgrounds

Ogre Magi Teachings (5 points)

Former student at the Archmage's school (2 points)

Loner (1 point)

Racial Power

Quick to Fight

At the start of each battle, roll initiative twice and choose the result you want.

Talents

Touch of Wizardry

(Class Talent)

You gain a random spell from the wizard class.

Whenever you take a full heal-up, randomly choose a wizard spell of the highest level you can cast. For the rest of the day, you know this wizard spell and can cast it according to its normal usage pattern—atwill, cyclic, once per battle, recharge, or daily—when that option comes up during your chaos mage spellcasting sequence.

If the wizard spell refers to Intelligence, you can replace that ability score with references to Charisma.

Whiff of Sorcery

(Class Talent)

You gain a random spell from the sorcerer class.

Whenever you take a full heal-up, randomly choose a sorcerer spell of the highest level you can cast. For the rest of the day, you know this sorcerer spell and can cast it according to its normal usage pattern—atwill, once per battle, recharge, or daily—when that option comes up during your chaos mage spellcasting sequence.

Stench of Necromancy

(Class Talent)

You gain a random spell from the necromancer class.

Whenever you take a full heal-up, randomly choose a necromancer spell of the highest level you can cast. For the rest of the day, you know this necromancer spell and can cast it according to its normal usage pattern—atwill, once per battle, recharge, or daily—when that option comes up during your chaos mage spellcasting sequence.

If the necromancer spell refers to Intelligence, you can replace that ability score with references to Charisma.

Feats

Spell Determination

(Adventurer Feat)

Once per day when you cast an iconic daily or once-per-battle spell from an icon you have at least a one point relationship with, roll a normal save. If you succeed, you don't expend that spell, allowing you to cast it again, or another daily/once-per-battle spell.

Whiff of Sorcery (Gather power)

(Adventurer Feat)

Twice per day, you can gather power as if you were a sorcerer in order to deal double damage with either a sorcerer spell or a chaos mage spell the next time you cast a spell. You also gain the chaotic benefit for gathering power. (Note that you should have already determined the type of spell you will be casting, since you select a spell type when you roll initiative and at the end of each turn, so you're generally better off waiting to gather power when you know you have an attack or iconic spell coming.)

Light of the High Ones

(Adventurer Feat)

The Light of the High Ones feats provide access to the icon adventurer feats associated with the Archmage, Elf Queen, High Druid, and the Priestess.

Other

Equipment

- ⊕ Staff (1d6)
- ⊕ 2 daggers (1d4)
- ⊕ Leather Armor
- ⊕ Traveling gear
- ⊕ 25 gp

Lookup tables

Iconic spell category (d12)

1: Archmage	5: Elf Queen	9: Orc Lord
2: Crusader	6: Great Gold Wyrm	10: Priestess
3: Diabolist	7: High Druid	11: Prince of Shadows
4: Dwarf King	8: Lich King	12: The Three

Wizard spells (d12)

(Level 1)

1: Disguise Self (Utility, Defense)	5: Blur (Defense)	9: Ray of Frost (Offense)
2: Feather Fall (Utility, Defense)	6: Charm Person (Offense)	10: Shield (Defense)
3: Hold Portal (Utility, Defense)	7: Color Spray (Offense)	11: Shocking Grasp (Off.)
4: Acid Arrow (Offense)	8: Magic Missile (Offense)	12: Reroll

Sorcerer Spells (d6)

(Level 1)

1: Breath of the White (Offense)	3: Chaos Bolt (Offense)	5: Resist Energy (Def.)
2: Burning Hands (Offense)	4: Lightning Fork (Offense)	6: Scorching Ray (Off.)

Necromancer spells (d8)

(Level 1)

1: Channel Life (Offense)	4: Death's Gauntlet (Offense)	7: Unholy Blast (Offense)
2: Chant of Endings (Offense)	5: Summon Undead (Defense)	8: Zombie Form (Def.)
3: Command Undead (Offense)	6: Terror (Defense)	