

# NAME




# LOOK

Aearondes, Aleath, Ariane, Blaine, Brianna, Carina, Donvel, Drel, Enan, Farren, Flaccus, Gemri, Gymlainac, Hiranel, Hornung, Iltor, Ivan, Jera, Keyleth, Lynn, Mamercus, Meece, Mekkath, Mira, Mirul, Mynoc, Nahal, Omeg, Orrex, Paithan, Peluna, Philote, Rhialto, Vettius, Vik, Vostok, Yucca, Zauber

Two Toned Eyes, Wild Eyes, Unfocused Eyes, Searching Eyes  
 Untamed Hair, Burnt Hair, Long Hair, Dyed Hair  
 Damaged Robes, Pocketed Robes, Exotic Robes, Old Robes  
 Spectacles, Pointed Hat, Extra Bags, Ornaments

Assign these scores to your stats: 16 (+2), 15 (+1), 13 (+1), 12 (+0), 9 (+0), 8 (-1)

|                                  |                                   |                                  |                                     |                                      |                                     |
|----------------------------------|-----------------------------------|----------------------------------|-------------------------------------|--------------------------------------|-------------------------------------|
| STRENGTH                         | DEXTERITY                         | CONSTITUTION                     | INTELLIGENCE                        | WISDOM                               | CHARISMA                            |
| <input type="checkbox"/> WEAK -1 | <input type="checkbox"/> SHAKY -1 | <input type="checkbox"/> SICK -1 | <input type="checkbox"/> STUNNED -1 | <input type="checkbox"/> CONFUSED -1 | <input type="checkbox"/> SCARRED -1 |
| STR                              | DEX                               | CON                              | INT                                 | WIS                                  | CHA                                 |

DAMAGE  ARMOR  HP  CURRENT MAX YOUR MAX HP IS 4 + CONSTITUTION

# ALIGNMENT/DRIVE

- CHAOTIC**  
Use an unexpected and initially negative event to your advantage.
- EVIL**  
Ensure that a person or group suffers from the wild outcomes of your actions.
- GOOD**  
Further the understanding of a new type of magic.

# STARTING MOVES

- UNPREDICTABLE**  
The Wild Mage's spell power is constantly in flux. Whenever you use a magical ability or a move from another class, resolve it as normal then roll a D4 and add the modifier from this list. If this would cause the outcome to worsen, the GM is able to cause a soft move, otherwise if this would improve the outcome, make a soft move.
  - 1 (-2), 2 (-1), 3 (+1), 4 (+2)

# BACKGROUND

- CRAZED**  
When using the move, Unpredictable, roll a D6 with these values: 1 (-2), 2 (-1), 3 (+0), 4 (+1), 5 (+2), 6 (+3)
- PRIDEFUL**  
Gain +1 to CHA when Defying Danger or Parleying in events related to your wild surges.
- TERRIBLE**  
Gain an extra spell oddity. Whenever you level up, you may exchange an oddity for a new oddity.

- BAG OF ODDITIES (INT)**  
A collection of magical components that the wild mage draws magic from to cast spells of many kinds.
  - You start with two cantrip / rote oddities and three oddities of spells of your choice.
  - Gain one oddity every time you level.
  - For each oddity, name what it is and select a spell of any level from the Wild Mage, Wizard, or other approved playbooks that that oddity represents.
  - Each day you can prepare a number of oddities for practical use equal to your Level +1.
  - You can cast prepared spells with 2d6+INT as with the Wizard move:
    - 10+ the spell is successful, 7-9 choose from: Danger, Forgotten Spell, -1 Spell Casts.
  - Oddities are typically so odd and useless outside of their necessity for your magic that the general population will find no value in them.
  - Lost or damaged oddities can be replaced through conjuration, contacts, or scavenging in the same time that it takes to heal a debility.
  - Oddities are not used up in the process of casting a spell.
  - Spells cannot be cast if an oddity is lost, even if it had been prepared earlier that day.

# BONDS

Fill in the names of your companions in at least one:

\_\_\_\_\_ knew me from before my experimentations with wild magic.  
 Something about \_\_\_\_\_ strikes me as being odder than myself.  
 \_\_\_\_\_ needs to learn to try new experiences.  
 I understand that there is something unique about \_\_\_\_\_.  
 \_\_\_\_\_ misunderstands me and my magic, I will change this.  
 I have done something to \_\_\_\_\_, and they do not know the full truth.

- NAHAL'S RECKLESS DWEOMER (INT)**  
When you attempt to cast a spell that you know, but do not necessarily have prepared or have the oddity for, roll 2d6+INT and include any modifiers for casting a spell.
  - On a 12+ the spell is cast correctly and you can choose to roll on a wild surge table.
  - On a 10-11 the spell is cast correctly and you roll on a wild surge table.
  - On a 7-9 roll on a wild surge table. Additionally, you may cast a flawed version of the spell if you take -1 ongoing to cast a spell until the next time you prepare spells.

- WILD SCAR**
  - Your previous experimentations or encounters with magic have left you altered in some way. Choose a tell – A primarily cosmetic change to your body that signifies to others the dangerous magic with which you practice.



## GEAR

Your load is 7+STR. You start with your Personal Robes (0 Weight), a Bag of Oddities (1 Weight), Two Healing Potions (0 Weight), and Dungeon Rations (5 Uses, 1 Weight)

Choose your pack:

- Bag of Books (5 Uses, 2 Weight)
- Adventuring Gear (5 Uses, 1 Weight)

Choose your weapon:

- Dagger (Hand, 1 Weight)
- Staff (Close, Two-Handed, 1 Weight)
- Old Wand (Near, Slow, 1 Weight)

Optionally, choose one from each:

- Bonus: Two Healing Potions (0 Weight), Two Cantrip / Rote Oddities (0 Weight), Warded Robes (1 Armor, 1 Weight)
- Cost: A Debility, A Debt of 5d12 Coins, One Temporarily Lost Spell Oddity

## ADVANCED MOVES

When you gain a level from 2-5, choose from these moves.

### WHERE DID YOU LEARN THAT?

Gain a move from another class. Treat your level as one lower for picking the move.

### CHAOS SHIELD

Gain +1 armor. The Wild Mage is able to take a new debility to negate the effects of a wild surge only on themselves.

### FINE ODDITIES

The Wild Mage is able to draw out the essence of an oddity while casting a spell, destroying it but allowing him to empower the spell that he casts.

### LIGHTING NEVER...

Before a wild surge is rolled for, you can choose for the wild surge to occur twice or with doubled effect.

### PATTERN WEAVE

The Wild Mage is able to discern patterns in apparent chaos. Use INT for Discern Realities rolls and add this question: "How do the parts of this situation fit together?"

### CHAOTIC FIGHTING

The caster is able to focus on a target and imbue them with chaotic movements. The target gains +2 damage and applies the Unpredictable move to all their Physical actions until they take a short rest.

### WILD FORM

Roll a 1d4. Gain that many more Wild Scars which may be cosmetic and / or beneficial.

### CHAOS SENSE

You can vaguely sense other sources of wild magic, magic resulting from other planes, and those of the Chaotic alignment.

### LUCKY TOKEN

Name and describe your Lucky Token. Whenever you gain a +2 bonus or greater on Unpredictable you can give yourself or one ally +1 forward.

### RANDOM DEFLECTOR

When you have a spell ongoing, you create an area of chaotic energy around yourself and take +1 to Defy Danger against ranged attacks.

### REACTIVE SURGES

Each time the Wild Mage receives damage while at full health, a wild surge is created against the cause of the damage and the damage to the Wild Mage is halved

### TIDES OF CHAOS

You can manipulate the forces of chance and chaos to force any non wild surge roll to be rerolled. Once you do so, you must rest a night before you can use this advancement again. At any time before you regain the use of this advancement, the GM may cause you to roll on a wild surge table. You then regain the use of this advancement.

When you gain a level from 6-10, choose from these moves or the level 2-5 moves.

### DELUSIONS OF GRANDEUR

You may immediately level up again, this time as if you had reached level 11, and choose one of the following options:

- Retire to safety
- Take on an apprentice
- Change entirely to a new class

When you die (if you fail or forgo Last Breath), you can use this move:

Death: Stabilize

When the Wild Mage dies, he draws in his chaotic energies and nearby sources of magic beyond the black gate with him. Work with your GM and select any number of magical effects or sources of magic and stabilize, undo, or drain them.

### NO REALLY, WHERE DID YOU LEARN THAT?

*Requires: Where Did You Learn That?*

Gain a move from another class. Treat your level as one lower for picking the move.

### IMPROVED CHAOS SHIELD

*Replaces: Chaos Shield*

Gain +2 armor. The Wild Mage is able to take a new debility to negate the effects of a wild surge on any number of people.

### EXQUISITE ODDITIES

*Replaces: Fine Oddities*

The Wild Mage is able to empower a spell twice before the oddity is destroyed. Alternatively, if the Wild Mage has two charges on an oddity remaining, he can use both charges to empower and roll for a spell but then store the spell for later to relate with the same effect without a roll.

### ...STRIKES TWICE!

*Replaces: Chaos Shield*

You can now cause the second instance of a wild surge to occur at any place and time and with any target up until you use any source of magic. If you use any magic and have not selected a target, the second wild surge occurs at your current location with yourself as the target.

### WILD ZONE

When you have time, arcane materials, and a safe place, you can create your own wild place of power or a chaotic field around yourself. These function as a normal place of power, except that any magical moves used near them will automatically create a wild surge.

### I'VE FELT WORSE

The Wild Mage is immune to the effects of mind altering spells such as charm and body altering spells such as polymorph that do not originate from a wild surge.

### FORBIDDEN KNOWLEDGE

You have a new cap of 20 for Intelligence. Lose any number of points in Wisdom and add them to Intelligence up to your new cap. At 20 Intelligence gain the "Genius" tag which can be lost to ignore the first INT debility you receive. The "Genius" tag can be regained in the same amount of time that it takes to heal a debility.

### FOOL'S SPEECH

You can a new language and are able to temporarily give other sentient beings the ability to speak it. Those who do not have the ability to speak the language are not able to discern any information regarding anything spoken.

### SPELL SHAPE (INT)

When you focus your magic on a surprised, defenseless, or unassuming person casting a spell, roll 2d6+INT. On a 10+ you learn the details of their spell and are able to cause one alteration to the outcome of their spell. On a 7-9, you do not learn the details of their spell and they become aware of your interference, but you may still cause a minor alteration.

### HORNUNG'S SURGE SELECTOR

When you roll for a random magical effect, including wild surges, you may also roll again and choose which of the two effects occurs.

### \_\_\_\_\_'S WILD SPELL

Work with your GM and create a new wild magic spell or an amalgamation of previous spells.

# CANTRIPS

## ☐ PHILOTE'S GAME THEORY                      CANTRIP

With this spell, the Wild Mage is able to grant them a small boon to luck, win at simple games of chance, or conjure game tokens from this air.

## ☐ HORNING'S GUESS                              CANTRIP

The spell provides the Wild Mage with an instant and highly accurate estimate of the number of persons or objects in a group. The spell is used to improve the accuracy of estimates.

## FIRST LEVEL SPELLS

### ☐ CHAOS BOLT                                      LEVEL 1                      EVOCATION

Deals 1d6 damage to one target. If the damage rolled is even, before any reduction from defenses, then another Chaos Bolt will be cast on another randomly selected target that is not the caster or that has not been struck already by this chain of Chaos Bolts. If no suitable target is available and even damage is rolled, the chain ends by the Chaos Bolt striking something inanimate in the environment.

### ☐ GLYPH OF WILD MAGIC                      LEVEL 1                      ENCHANTMENT

The Wild Mage creates a glyph of condensed wild magic upon a surface. This wild magic remains stored until a specific trigger created by the caster upon creation occurs. When released, all nearby beings are affected by a wild surge.

## THIRD LEVEL SPELLS

### ☐ MYNOC'S WILD RECUPERATION              LEVEL 3                      ENCHANTMENT

The Wild Mage is able to focus a wild surge onto an object or person in order to replenish their magical potential. The subject suffers the effects of a wild surge and then immediately regains lost charges of magic or remembers forgotten spells.

### ☐ WILD STRIKE                                      LEVEL 3                      ENCHANTMENT *ONGOING*

The target of this spell is infused with wild magic until this spell is dispelled. Anytime they try to use a spell or magical item, they instead first cast Nahal's Reckless Dweomer. Player characters roll a 2d6 with a modifier of zero. While this spell is ongoing you take -1 to cast a spell.

## FIFTH LEVEL SPELLS

### ☐ PRISMATIC SPRAY                              LEVEL 5                      EVOCATION

Deals 2d6 damage to one target. Roll an additional 1d8 and apply any additional effects:

- Red – Burn
- Orange – Petrification
- Yellow – Electrocuted
- Green – Acid
- Blue – Frozen
- Indigo – Senses Numbed
- Violet – Charmed
- Roll twice more, ignore any "8" rolls

### ☐ VILE WORD OF DISCORD                      LEVEL 5                      ILLUSION *ONGOING*

The Caster points out a single creature, which then appears to shout insults in a strange sinister language. All those hearing the magic infused words suffer a randomly determined effect: attack each other, flee in panic, stand around in confusion, ally with the caster, drop their equipment, or stumble around uncontrolled. Those effected believe that the creature spouting the words to be the source of the magic. While this spell is ongoing you take -1 to cast a spell.

## SEVENTH LEVEL SPELLS

### ☐ HORNING'S RANDOM DISPATCHER              LEVEL 7                      SUMMONING *ONGOING*

With the utterance of a few words, the Wild Mage can hurl something to a random plane and leave them there for as long as the spell is maintained. The Wild Mage has no control over the destination of the target and may send them to their death or to paradise. The target arrives where they left when they return. While this spell is ongoing you take -1 to cast a spell.

### ☐ THERE / NOT THERE                              LEVEL 7                      ILLUSION *ONGOING*

While this spell is channeled on an area, everyone must roll a 1d4 before observing or interacting with any inanimate object within the area. On an even roll, the object exists for the viewing and functions as normal. On an odd roll, the object does not exist for the viewing and the two cannot interact with each other. There must be a new roll for every new observation with an object. While this spell is ongoing you take -1 cast a spell.

## NINTH LEVEL SPELLS

### ☐ TRANSFORM MAGIC                              LEVEL 9                      ENCHANTMENT

The Wild Mage is able to destroy a source of magic and have it spontaneously recreate itself as part of another system. Inanimate objects are transformed into artifacts while living targets gain a Wild Scar equal to the transformed magic. Creatures can gain a maximum number of Wild Scars Equal to their Constitution modifier through this method.

### ☐ WILD FIRE    LEVEL 9                      EVOCATION *ONGOING*

The caster is able to forge raw chaotic energies temporarily into a form they desire. These energies can be formed into any spell of 7<sup>th</sup> level or lower even if the caster is not normally able to cast the spell, or the energies can be formed into any inanimate object of the caster's design. Spells and constructs made with this power radiate magical energy and will eventually dissipate. Effects created with this spell have the "Dangerous" tag. While this spell is ongoing you take -1 to cast a spell.



# WILD MAGE SPELLS