

NAME	Academy Mage	RACE	Human	SIZE	1	HEIGHT	5'0"	WEIGHT	100lbs	HL	1	EL	0
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CON	<u>3</u>	AGI	<u>2</u>	INT	<u>5</u>	STR	<u>2</u>	WILL	<u>2</u>	CHA	<u>2</u>
Hit Points	<u>90</u> / <u>90</u>	Initiative	<u>4</u>	C. Mastery	<u>10</u>	Armor	<u>4</u>	SP Armor	<u>4</u>	Song Effect	<u>4</u>
Vitality	<u>180</u> / <u>180</u>	Speed	<u>4</u>	H. Mastery	<u>10</u>	MAD	<u>4</u>	M. Mastery	<u>4</u>	M. Speed	<u>4</u>
		RAD	<u>4</u>	SP Mastery	<u>10</u>					M. Damage	<u>4</u>

ATTACK # 1

Description: Magic Blade

Type: S.N. Melee Weapon Range: 1 Accuracy: 2/3/4/5/6DMG: _____ Crit DMG: _____ | SP-DMG: **20** Crit SP-DMG: **30**

Other: _____

ATTACK # 2

Description: Arcane Bolt

Type: S.N. Ranged Weapon Range: 4 Accuracy: 3/4/5/6DMG: _____ Crit DMG: _____ | SP-DMG: **20** Crit SP-DMG: **30**

Other: _____

ABILITIES

Name: Blizzard **Description:** All hostile creatures test CON 5 **DPD:** Frost & 5 SP-DMG

Name: Ancient Frost **Description:** Target creature within 5 spaces tests INT 5 **DPD:** Frost **&** 5 SP-DMG

Name: Ancient Flame **Description:** Target creature within 5 spaces tests INT 5 **PPD:** Burning & 5 SP-DMG

Name: Disc of Repulsion	Description: All adjacent targets test STR 5	PPD: Knockback & 5 DMG
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Name: Kinetic Burst	Description: Target adjacent creature tests STR 6	DPD: Knockback & 5 DMG
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IMMUNITIES, VULNERABILITIES, & TRAITS

Immunities: Frost, Burning, Knockback

Vulnerabilities: _____

Traits: _____

EQUIPMENT, ITEMS, GOLD, & LOOT (If any)

+2 Staff of SP Mastery, +2 Robe of SP Mastery

Size = How many spaces the creature takes up | HL = Hero Level | EL = Epic Level | SP = Spell | DMG = Damage | HP = Hit Points | RAD = Ranged Attack DMG | MAD = Melee Attack DMG | H. = Healing | C. = Craft | M. = Minion | SE = Song Effect | DPD = Dealt Per Difference | N. = Natural | S.N. = Supernatural

LORE

The Academy Mage has an ambiguous past. As explained at the very end of the Sample Campaign, her lore is left empty for you to fill in. Take the story in any path you see fit. *(The space below is provided so you can write in some Lore of your own!)*

APPEARANCE

The Academy Mage dons a blue, sparkling robe. She has a frail figure and keeps most of her face covered in the cowl of her robe. Her Staff is wooden with a sparkling blue sphere at the top. The sphere seems to shift back and forth between a tear drop and a small fireball. In her other hand, she wields a glowing blue sword that appears to be conjured by her own will *(It's a magic blade, not a real loot-able weapon.)*

COMBAT BEHAVIOR

The Academy Mage is a ranged oriented enemy. She prefers to stay away from the Heroes when possible. If a hostile creature is next to her, she will likely attack them with her sword and then try to knock them away with one of her abilities. She is smart enough to ignore minions and go straight for their summoners.

An ideal turn for the Academy Mage would be to use her ranged Arcane Bolt attack, and then either a movement action or one of her abilities. She will start combat off with her Blizzard ability, and then will refrain from using it until stressed.