

Explosive Mage

She doesn't look like much. If anything she looks like some weirdo with a bad dress sense. But people who cross on her have a way of blowing up. Most wizards seek apprentices who will use their magic for the betterment of the world, but some just want to run around making things explode for fun and profit. When someone like that is in the area, people learn really quickly to stay the hell away if they can help it.

Creating an Explosive Mage

To create an explosive mage, choose a name, look, stats, moves, temptations, heart's desire, and connections.

Name

Given Name: Anubis, Ashram, Diana, Emil, Galvan, Louise, Luna, Magnus, Melanie, Mina, Sol

Family Name: Astraios, Bishop, Elric, Felicitas, Hyperion, Inverse, Mercury, Pax, Varga

Look

Elf, redhead, intense eyes, long blond hair, strangely colored eyes

Cloak, gothic Lolita, ornate staff, scantily clad, skull motif, witch hat

Stats

Choose one set:

- Charm+1, Guts+1, Magic+2, Sanity-1, Wits=0
- Charm+0, Guts+1, Magic+2, Sanity-1, Wits+1
- Charm+1, Guts-1, Magic+2, Sanity=0, Wits+1
- Charm=0, Guts+1, Magic+2, Sanity+1, Wits-1

Moves

You get all of the basic moves, plus *big bang* and one other explosive mage move.

Big Bang: You toss out a really big, destructive spell. Roll+magic. On a miss the spell fizzles and you look stupid. On a 7-9 choose 2. On a 10+ choose 3.

- You make any minor enemies in the area fall down.
- You cast the spell without causing massive collateral damage.

Bloody-Minded Fool: You gain +1guts.

Dangerous Reputation: When ordinary people become aware of who you are and what you can do, roll+magic. On a 10+ they will flee in terror if you show the slightest sign of aggression. On a 7-9 they'll be shaking in their boots, but someone will try to act against you if they think they can get away with it.

Medium Bang: You can roll+magic to *kick some ass*.

Weird Little Cantrips: You can roll+magic try to accomplish some small, mundane task. On a 10+ it works perfectly. On a 7-9 it works, but it's flawed and obviously unnatural in some way.

Temptations

Choose two temptations:

Bragging, Food, Lore, Money, Power

Your Heart's Desire

Pick one of your temptations and write down something more specific that you really, really want.

Connections

All of the players introduce their characters and tell the rest of the group a bit about them. Then go around again for Connections. On your turn:

- One of them has been adventuring with you for a while, and has been with you through thick and thin. Tell them Connection+2.
- You accidentally blew up something important to one of them, and they've been avoiding you. Tell them Connection+0.
- One of them was in the same magic school or apprenticeship as you (though if they can't use magic it obviously didn't work out for them, presumably because of something *you* did). Tell them Connection+2.

Tell everyone else Connection+1. You're not hard to figure out.

On others' turns:

- Choose which character you think is most useful to you. Whatever the player tells you, add 1 next to the character's name.
- For everyone else, just write down what they tell you.

Explosive Mage Improvement

Whenever you roll with a highlighted stat or reset a connection with someone, mark experience.

When you mark 5 experience, pick and improvement and erase all the marks. Each time you improve, pick one of the things on this list and check it off (which means you can't use it again).

- ☐ Get +1magic (max magic+3)
- ☐ Get +1guts (max guts+2)
- ☐ Get +1guts (max guts +2)
- ☐ Get +1wits (max wits+2)
- ☐ Get +1charm (max charm +2)
- ☐ Get a new explosive mage move.
- ☐ Get a new explosive mage move.
- ☐ Get a move from another character type.
- ☐ Get a move from another character type.