MAGICIAN
WIZARD

Career Skills: **Alchemy, Charm, Cool, Crafts, Culture, Discipline, Lore, Wit | Exotica, Lore, Perception, Wit**

SECOND WIND
Once per encounter, may use Second Wind incidental to heal strain equal to ranks in Second Wind.

COST 5

OVERCHANNEL
When casting a spell, may select a number of additional effects with a difficulty of +1 up to your ranks in Overchannel. Instead of increasing the difficulty of the check, suffer 2 strain and add ⚙ ⚙ to the result per effect added. ⚙ added by this talent can be cancelled by ☂.

COST 5

CONFIDENCE
May decrease difficulty of Discipline checks to avoid fear by 1 per rank of Confidence.

COST 5

GRIT
Gain +1 strain threshold.

COST 5

OVERCHANNEL
When casting a spell, may select a number of additional effects with a difficulty of +1 up to your ranks in Overchannel. Instead of increasing the difficulty of the check, suffer 2 strain and add ⚙ ⚙ to the result per effect added. ⚙ added by this talent can be cancelled by ☂.

COST 10

GRIT
Gain +1 strain threshold.

COST 10

RESEARCHER
Remove ■ per rank of Researcher from all Knowledge checks.

COST 10

FLASH OF INSIGHT
When you roll ⊕ on a Knowledge check, roll ■ ■ and add the results to the check, in addition to spending the ⊕ as usual.

COST 10

BATTLE CASTER
Add 1 damage per rank of Battle Caster to Magic attacks.

COST 15

SIGNATURE SPELL
When acquired, decide on a signature spell consisting of one Magic action and a specific set of one or more effects. When you cast your signature spell, reduce the difficulty of the check by 1.

COST 15

SECOND WIND
Once per encounter, may use Second Wind incidental to heal strain equal to ranks in Second Wind.

COST 15

QUICK STUDY
When making a skill check with an unranked skill, may suffer an amount of strain to add an equal number of ■. Strain suffered this way cannot exceed ranks in Quick Study.

COST 15

SECOND WIND
Once per encounter, may use Second Wind incidental to heal strain equal to ranks in Second Wind.

COST 20

SIDESTEP
When hit by a Ranged attack, suffer 3 strain to reduce damage by 2 + ranks in Sidestep.

COST 20

SIGNATURE SPELL (IMPR.)
When your character casts their signature spell, reduce the difficulty of the check by 2 instead of 1.

COST 20

CONDUIT
Once per session, may spend a Destiny Point to perform a Wit action as a maneuver.

COST 20

OVERCHANNEL (IMPR.)
This counts as an Overchannel talent. In addition to Overchannel's effects, you may also add effects with +2 difficulty. Instead of increasing the difficulty of the check, suffer 4 strain and add ▼ to the result per effect added.

COST 25

MASTERFUL CASTING
When casting a spell, you may use this talent to spend ⊕ to trigger 2 additional effects instead of 1. These qualities or effects must be triggerable by ☂ or ⊕.

COST 25

DEDICATION
Gain +1 to a single characteristic. This cannot bring a characteristic above 5.

COST 25

NATURAL WIZARD
Once per session, may reroll any 1 Wit check.

COST 25