

Mana-Scarred.

(Variant build rules based on Sorcerer rules from Players Handbook 2 and Arcane Power).

*"Why are those born with the curse allowed to exist?
I am not weak, one who cannot control my power.
My mastery is complete, and power even the God's fear is
mine to control."*

Class Traits: Striker. Your magic thunders down on the battlefield striking foes and dealing significant amounts of damage, as a secondary characteristic you can help control the battlefield, choosing to help move the flow of battle into your favour.

Power Source: Arcane. Your power comes from beyond even the Seven's knowledge. It's power drove Korandia mad, and Lagetan is perhaps the only God that understands it. The power is immense and unfathomable. You have been taught from a young age to control it, before it controls you.

Key Abilities: Charisma, Dexterity, Strength.

Armour Proficiencies: Cloth, Leather.

Weapon Proficiencies: Simple Melee.

Implements: Daggers, Staffs.

Bonus to Defence: +2 to Willpower.

Hit Points at first level: 12 + Constitution score.

Hit Points gained per level: 5

Healing Surges per day: 6 + Constitution mod.

Trained Skills: Arcana, plus three more from: - Athletics, Bluff, Diplomacy, Endurance, Healing, History, Insight, and Intimidate.

Class Features: Spell Source (Storm Magic*), The Release.

* From Arcane Power.

Mana Scarred are the few in Skaran society who are born with an innate talent for magic. The power they control is said to be the same that feeds the Seven Gods. Obviously much debate ensues whether this is a power that any mortal should be allowed to wield, and more question if the Mana Scarred are capable of wielding it safely. There is some truth in this notion. Mastery of the magic comes from long hours learning mental discipline, working out how to keep emotions under control. Those who cannot control the magic find that in the end the magic consumes them, often in explosive ways dangerous to those around them.

Mana Scarred normally first show signs of their power at age five to seven. The power literally burns in their blood, causing tracks of glowing energy to appear over their bodies, most notably the hands and arms at first. These

spread, and end up covering them in small trails of light. With practice and thought they can douse these lights for a time, but doing so always takes conscious effort. When these signs appear, most Skaran know that the best hope for their child lies in one of the many Academies located well outside of most civilised areas. Without training it is rare for the discipline needed to control these powers to develop. The Academies provide a safer training ground, and a place where the young Mana Scarred can be protected.

Mana Scarred are taught how to release their power by using ceremonial daggers, cutting into their own flesh in elaborate rituals and using the Mana powered blood in their ceremonial castings.

Class Rituals

Spell Source (See Arcane Power)

The Release

When a Mana-Scarred releases his magic he must do so using his sacred dagger. This dagger has been purified using elaborate rituals, and will allow only the energy to be cut from the body without harming the flesh. Using your sacred dagger this way causes no harm to the caster.

The dagger must stay pure, however if it is used in combat to injure another it will become unclean and useless for this purpose. If this is the case, then the caster must use another method to release blood for the casting, causing the caster to take damage equal to the level of the power used. This is the case even if the Mana Scarred is already bleeding as a fresh cut will be required to release the flow of Mana.

The other side effect of this is when a Mana-scarred is critically injured they may use the release power. This represents the loss of control when a Mana-scarred is critically injured.

The Release Mana-Scarred Feature

The energy contained within runs wild, as you struggle with your last to focus the destruction you unleash.

Encounter ♦ **Arcane.**

Immediate Interrupt.

Trigger: When the Mana-Scarred is reduced to 0 hp.

Effect: You can immediately use any one power, even if that power has already been expended. The power can no longer tell friend from foe, and can not provide healing or temporary hit points.

Powers: A Mana-Scarred may pick his powers from any available to the Sorcerer from the PHB2 or Arcane Power. To help keep the feel however any powers that deal special damage, can only inflict Storm associated damage, (Lightning, Thunder, etc.). If a power deals a different type of damage, substitute an appropriate damage type in it's place.