

Essa

Overview

Role: Essa is a powerful but inexperienced Arcane spellcaster who serves as a primary **DPS Character** for the Mage Guild. Her tremendous magical potential allows her to unleash barrages of Arcane energy, explosive blasts, and devastating chains of magical lightning.

That power comes with two significant weaknesses: Essa has very little personal protection, and she has not yet learned to completely control the magical energies she commands. Her **Wild Magic** can cause her spells to behave unpredictably, forcing both Essa and her opponents to adapt whenever she begins casting.

When protected by a Tank and supported by the rest of her party, Essa can unleash extraordinary amounts of offensive pressure. When isolated or caught by the enemy, however, the Mage Guild's glass cannon can shatter very quickly.

Core Information

Summon Points: 1 (*Character*)

Alignment: Light

Affiliation: Mage Guild

Keywords

- Character
- Mage Guild
- DPS
- Arcane

Statistics

- **Health:** 5
- **Armor:** 0
- **Speed:** 5
- **Defense:** 5
- **Dodge:** 6
- **Willpower:** 9

Special Rules

Arcane

Essa is an Arcane spellcaster. All of Essa's magical attacks and Abilities are considered **Arcane Magic**.

Wild Magic

Essa possesses tremendous magical potential, but she is still learning to fully control the unpredictable Arcane energies she channels.

Whenever Essa declares an Ability that uses **Wild Magic**, roll **1d6 before making any attack rolls**.

- On an **odd result**, the Ability rolls against the target's **Dodge**.
- On an **even result**, the Ability rolls against the target's **Willpower**.
- Once determined, that statistic is used for the entire resolution of the Ability.
- If the Ability affects multiple targets or makes multiple attacks, roll Wild Magic **only once** and use the resulting statistic against all affected targets.

Abilities

Mystic Missile

- **Type:** Ranged (R)
- **Range:** 10"
- **Mechanic:** Fate vs. Wild Magic
- **Damage:** Light Damage

Essa gathers unstable Arcane energy and releases it as a barrage of glowing Mystic Missiles.

When Mystic Missile is declared, Essa fires **two Mystic Missiles**.

Special Rules

- Both missiles may target the **same enemy**.
- Alternatively, Essa may target **two different enemies**, provided those enemies are within **3" of each other**.
- All targets must be declared before any attack rolls are made.
- Roll Wild Magic **once** and use the resulting defensive statistic for both missiles.
- Make a **separate attack roll for each missile**.
- Each successful missile deals **Light Damage**.
- If one or more missiles deal damage, gain **1 Fate Token**.
- Essa may generate a maximum of **1 Fate Token each round** from Mystic Missile.

Arcane Blast

- **Type:** Ranged (R)

- **Cost:** 1 Fate Token
- **Range:** 6"
- **Blast:** 2"
- **Mechanic:** Fate vs. Wild Magic
- **Damage:** Light Damage

Essa gathers unstable Arcane energy into a concentrated sphere and hurls it toward her target. Upon impact, the energy erupts outward in a brilliant explosion of magical force.

Choose one enemy within **6"**. The target and all other enemy units within **2" of the target** are affected by Arcane Blast.

Special Rules

- Roll Wild Magic **once** when Arcane Blast is declared.
- Use the resulting defensive statistic against every enemy affected by the blast.
- Make a separate attack roll against each affected enemy.
- Each successful attack deals **Light Damage**.
- Friendly units are **not affected** by Arcane Blast.
- Arcane Blast may therefore target enemies engaged in Melee Combat with friendly units without harming those allies.
- Arcane Blast does not generate Fate Tokens.

Arcane Lightning

- **Type:** Ranged (R)
- **Cost:** 3 Fate Tokens
- **Range:** 6"
- **Mechanic:** Fate vs. Wild Magic
- **Damage:** Light Damage

Essa summons a violently unstable bolt of Arcane lightning and hurls it toward an enemy. If the energy finds its mark, the lightning leaps from one opponent to the next.

Choose one enemy within **6"** as the initial target.

Special Rules

- Roll Wild Magic **once** when Arcane Lightning is declared.
- The resulting defensive statistic is used against every target affected by Arcane Lightning.
- Make a separate attack roll against the initial target.
- If the attack **deals damage**, Arcane Lightning may chain to another enemy within **2" directly behind the previous target**.
- Make a separate attack roll against each new target.
- Every successful attack deals **Light Damage**.

- The chain continues as long as each attack deals damage.
- If an attack fails to deal damage, the chain **immediately ends**.
- Arcane Lightning may continue for a maximum of **10"** measured from the original target.
- A unit may only be targeted by Arcane Lightning **once per use**.
- Friendly units are not valid targets for the chain.
- Arcane Lightning does not generate Fate Tokens.

Forbidden Knowledge

- **Type:** Ultimate
- **Cost:** 5 Fate Tokens
- **Mechanic:** Fate vs. 7

Essa opens her ancient tome and delves into knowledge she has been forbidden to study. For a brief moment, the limitations imposed by her incomplete training disappear and her Arcane power surges beyond anything she can normally control.

On a successful roll, Essa receives the following benefits until the **end of the round**:

- **+1 to all attack and Ability rolls.**
- The Range of all of Essa's Ranged Abilities increases by **5"**.
- Successful damaging Abilities deal **+1 damage**.
- **Mystic Missile** fires **three missiles instead of two**.
- **Arcane Blast** increases its Blast radius from **2" to 3"**.
- **Arcane Lightning** may create **two additional branches from the initial target**, provided eligible enemy targets are available.

After successfully activating Forbidden Knowledge, Essa must **immediately use one of her other Abilities**.

Special Rules

- The Ability used immediately after Forbidden Knowledge follows all of its normal rules unless specifically modified above.
- Any additional Fate Token cost required by the chosen Ability must still be paid.
- The additional Arcane Lightning branches are resolved separately and follow the normal rules for Arcane Lightning.
- Forbidden Knowledge does not generate Fate Tokens.
- If the Fate vs. 7 roll fails, Forbidden Knowledge provides **no benefits**.

Tactics and Strategies

Essa represents the pure **DPS** component of the Mage Guild's Holy Trinity.

Her offensive potential is considerable, but **Armor 0, Defense 5, and Dodge 6** leave her vulnerable to enemies capable of reaching her. Essa performs best when a Tank controls the frontline and prevents enemy Characters from placing direct pressure on her.

Wild Magic makes Essa inherently unpredictable. Because her spells may resolve against either Dodge or Willpower, neither Essa nor her opponent can know exactly which defense will matter until the spell is cast.

Mystic Missile provides consistent offensive pressure through two separate Light Damage attacks and serves as Essa's primary Fate generator.

Arcane Blast punishes clustered enemies and works particularly well with the Mage Guild's Tank Characters. A Tank can hold several enemies in place while Essa places Arcane Blast directly into the engagement without harming her ally.

Arcane Lightning rewards Essa for identifying enemy formations that allow her lightning to travel from one target to another. Its potential damage can be significant, but the entire chain depends upon continuing to deal damage.

Forbidden Knowledge temporarily removes many of the limitations on Essa's spellcasting. Her attacks become more accurate, travel farther, hit harder, and gain enhanced versions of their normal effects. However, accessing that power requires a significant Fate investment and still carries the possibility of failure.

Essa is exactly what the Mage Guild expects from its DPS:

Keep her protected, give her room to cast, and let the glass cannon do what glass cannons do.