

MAGICIANS

RANK	LIFE POINTS	HUMAN POWER	NAT. HEAL	CASTING MODIFIER	WEAPON SKILL	STRESS RESIST	CLASS ABILITIES
1	25:24	9	4	+2	Single	1S	Cut Purse Mana Gain Utilise Illusion Utilise Illusory Cantrips Utilise Light Armour Utilise Light Weapons
2	28:26	10	8	+1	Ambidex Thrown	2S	Subdue
3	31:28	12	12	+1	Missile	2S	Dagger Mastery 1 Reflex 1
4	34:30	13	16	0		3S	Dodge Thrown Mastery 1
5	37:32	15	20	0		3S	Conceal Small Animate Reflex 2
6	40:34	16	24	-1		3S	Dagger Mastery 2
7	43:36	18	28	-2		3S	Dark-sense Thrown Mastery 2
8	46:38	19	32	-3	Double- Handed	4S/5D	Dodge
9	49:40	21	36	-5		4S/5D	Reflex 3 Cut To Bleed
10	52:42	22	40	-8		5S/5D	Forearm Parry Sensing- darkness
11	57:45	25	46	-10		5S/6D	Conceal Lie
12	62:48	27	52	-10		6S/7D	Reflex 4

A Human Magician Gains 25:3 Life Points

An Elven Magician Gains 24:2 Life Points

Magicians were never actually acknowledged as a condoned Adventuring profession. Instead, these fellows kept to themselves with a Guild of never more than half a dozen members.

Magicians are mainly an Illusionist profession, but they have developed certain Thief abilities to aid in their professional entertaining (and then perhaps for personal gain).

As travellers it has been rumoured that Magicians are actually Spies and information gatherers; but for which side and for whom, no-one knows

Class Abilities

Cutpurse - this allows the Magician to take small items, coins etc from an unsuspecting target, this skill may be used at will

Mana Gain - This skill gives the Magician their level squared in mana e.g. a 5th level Magician would have 25 mana.

Utilise Illusion - This skill represents training in the arts of illusion, typically through the Magicians Guild (NPC Guild) who train Magicians and research their spells. At first level, a Magician has a base illusory casting modifier of +2, this decreases as the Magician goes up in level. (See Class table above.)

To cast a spell costs an amount of mana equal to the level of the spell to be cast and a number of life points (total body) equal to (the level of the spell to be cast plus the casting modifier) squared. There always a minimum life point cost of 1, no matter what the Magician's casting factor or the level of the spell.

e.g. At level one, with a casting modifier of +2, an Magician casts a 1 mana spell. This costs them 1 mana and $(1+2)^2 = 9$ life points.

Certain powerful illusory spells put an additional strain on the caster's system. In addition to the mana and life point cost there is a cost in power equal to the level of the spell. These more strenuous spells are indicated in the lists below. *Despite the expending of power in the casting of these spells, they are still entirely Magical in nature.*

Utilise Illusory Cantrips - This allows the Magician to cast minor spell like abilities. They gain two for free upon gaining this ability, and further cantrips may be purchased for a cost of 5xp each to a maximum of two per level. Please see the Illusory cantrips list for details of which are accessible to Magicians.

Utilise Light Armour - this allows the Magician to wear up to a maximum of 4 AC

Utilise Light Weapon - This allows the Magician to be able to use any Light Weapon.

Subdue - this allows the Magician to perform non-lethal melee damage. NB for every Hit of subdue damage inflicted 1LP is real damage. E.g. a Magician does triple subdue to a fellow party member to try and knock them out as they are in a *Rune of Pain* - 3 LPs of the damage is real, the other 15 are Subdued. The target has taken 18LPs damage but only 3 of it has actually done any real hurt.

Dagger Mastery 1 - this skill gives the Magician +6LPs damage with a dagger

Reflex 1 - this gives the Magician 1 point of dexterity armour.

Dodge - this allows the Magician to dodge one melee blow per day, this will include mystic weapons (*refs discretion for the more powerful mystical weapons*)

Thrown Mastery 1 - this grants the Magician +6LPs damage with thrown weapons.

Conceal Small Animate -- this allows the Magician to hide upon themselves small animals no more than small dog sized, so the animal could not be found by all but the thoroughness of body searches

Reflex 2 - this gives the Magician 2 points of dexterity armour. Requires *Reflex 1* first (gives total of 3 dexterity).

Dagger Mastery 2 - this skill gives the Magician +6LPs damage with a dagger.

Dark-Sense - This ability allows the Magician to have marked exits or paths useful in escaping any situation. Should a darkness then be cast, the player may keep their eyes open and move directly to an escape point which the have marked out. It does not allow the player to respond to attacks or their path being blocked. They will follow their sense of direction and instincts to their marked exit but may not dodge or avoid attacks as they are technically blind like everyone else.

Dodge – this allows the Magician to dodge one melee blow per day, this will include mystic weapons (*refs discretion for the more powerful mystical weapons*)

Thrown Mastery 2 - this grants the Magician further + 6LPs damage with thrown weapons. Requires *Thrown Mastery 1*.

Reflex 3 – this gives the Magician an additional 3 Dex AC. Requires *Reflex 1 and Reflex 2* (giving a total of 6 dexterity).

Cut To Bleed - this skill allows the Magician to inflict a cut upon a person in such away as for it to keep bleeding at the rate of 1LP per min. The added effect of this is it makes concentrating on casting very hard, spell casters cannot cast, psionics cannot be cast, etc. The bleeding requires mystical healing to stop. Natural Healing and bandages will not work. The Magician may use this ability 1 per 4 levels per day.

Forearm Parry- this allows the Magician to turn a physical blow aside and take only 1LP damage from the blow. The area of parrying is knuckles to elbow and an attempt must be made to parry the blow. This does not work on any mystical blows.

Sensing Darkness - this tuning of abilities allows a Magician to remain with their eyes open in darkness, and with this advanced ability they can also dodge blows etc. Technically they are blind but their senses are so well attuned as to theoretically keep them out of danger. They may not attack in any way, nor interfere with anyone else i.e. leading someone else away, or their concentration is disrupted.

Conceal Lie – this skill allows the Magician to physically confound physical or spiritual detect or perceive lie.

Reflex 4 – this gives the Magician an additional 4 Dex AC. Requires *Reflex 1, 2 and Reflex 3* (giving a total of 10 dexterity).