

# SORCERERS OF GALZAR

RANK	LIFE POINTS	HUMAN POWER	NAT HEAL	WEAPON TYPE	STRESS RESIST	CLASS ABILITIES
1	25:25	1	1	Single	1S	Detect Magic Dismiss Elemental Utilise Cantrips Utilise Days Mediation Utilise Light Armour Utilise Medium Weapons Utilise One Order Spells Utilise Shields Wizardly Casting
2	27:26	2	2		2S	Discern Magic
3	29:27	3	3		2S	Enhanced order casting
4	31:28	4	4	Ambidex	2S	Weapon Mastery 1
5	33:29	5	6	Thrown	2S	Walk Through Galzar
6	35:30	6	8		2S	Utilise Medium Armour 1 Table 1 Skill
7	37:31	7	10		3S	Enhanced Stress Res 1 Table 1 Skill 1 Table 2 Skill
8	39:32	8	12	Double Handed	4S/4D	Make Mystic Item 1 Table 2 Skill
9	41:33	9	14		4S/4D	1 Table 3 Skill Surefooted
10	43:34	10	16		5S/6D	1 Table 3 Skill 1 Table 2 Skill*
11	46:36	12	19		6S/6D	1 Table 3 Skill*
12	49:38	14	22		6S/6D	Cloud of Fog*

A Human Wizard Gains 25:2 Life Points

An Elven Wizard Gains 25:1 Life Points

## Class Restrictions and Limitations

- Wizards will lose any spiritual blessings as soon as they cast a Wizard spell as the two powers are mutually exclusive.
- If a Wizard is struck by Starfire silver, they take double damage from anything which gets through their armour,
- Abilities marked \* require the Wizard to be High Order

## Class Abilities

**Detect Magic** - By use of this ability a Wizard can feel the presence of magic on a person, item or spell effect. This will work on one person, item or effect at a time to a maximum range of 30' from the Wizard

**Dismiss Elemental** - This allows the Wizard to dismiss an elemental once per 2 levels. At 1<sup>st</sup> to 4<sup>th</sup> rank these may be Childes, at 5<sup>th</sup> to 10<sup>th</sup> is Elementals, at 11<sup>th</sup>+ is Knights.

**Utilise Cantrips** - This allows the Wizard 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 cantrips list for details of which are accessible to Wizards.

**Utilise Days Mediation** - this allows the Wizard to cast spells using items that store days mediation, or days mediation that they have stored in themselves. It also allows the Wizard to mediate, and gain days mediation, to store in themselves. This is on a one for one days mediation, some locations can enhance this ratio.

**Utilise Light Armour** - This allows the Wizard to be able to use armour of up to a maximum of 4 AC.

**Utilise Medium Weapon** - This allows the Wizard to be able to use any Medium Weapon.

**Utilise One Order Spells** - this give the Wizard one complete list of order spells. These spells are useable at the appropriate levels.

**Utilise Shield** - This allows the Wizard to use Shields of any size.

**Wizardly Casting** - Once a Wizard has cast a spell, they must 'battle balance' for 30 seconds. They must take the appropriate order stance, and are not normally able to move from the spot whilst balancing, although they are still aware. Failure to battle balance before casting a second spell has **very** bad consequences.

**Discern Magic** - By concentrating on one item at a time, the Wizard may greater understand the nature of a magical object or spell. This will work on one person, item or effect to a maximum range of 1" per level from the Wizard. Under normal circumstances the level and element of enchantment may be discerned (ref's discretion).

**Enhanced order casting** - This gives the Wizard +1 level casting modifier - ie 5<sup>th</sup> level Wizard casts primary order spells at 6<sup>th</sup> level

**Walk Through Galzar** - This allows the Wizard to cast a Walk Through Galzar on themselves or others without the need to battle balance. The duration for this is equal to number of days med, and this Walk Through allows protection from detrimental effects of the element whilst permitting beneficial effects.

**Weapon Mastery 1** - this give the Wizard plus 6 LPs damage with a favoured melee weapon type e.g. a long sword.

**Utilise Medium Armour** - This allows the Wizard to be able to use armour of up to a maximum of 8 AC.

**Enhance Stress Resistance** - this skill raises the Wizard's stress resistance by one hit.

**Make Mystic Item** - This allows the Wizard to make mystic items - Refer to Makes rules handbook.

**Sure Footed** - this allows the Wizard to be immune to the effects of trip, strike down, knock down from gun or bow. (referees discretion)

**Cloud of Fog\*** - The Sorcerer summons a bank of fog which covers everything in the surrounding area. The Sorcerer and any Wizards of the same order is unimpaired, but others caught in the area may only defend. They cannot see clearly enough to attack.

## Sorcerer's of Galzar Skill Pick Tables

Table One Skills	
Dexterity	Reflex 2
Dodge	Stop Bleeding
Hone Edge	Thrown Mastery 1
Reflex 1	

Table Two Skills	
Reflex 3	Sprint Burst
Shield Mastery 1	Weapon Mastery 1

Table Three Skills	
Crushing Blow	Stamina 1
Smash	Weapon Mastery 2

## Skill descriptions

### Table One

**Dexterity** - this gives the Wizard 1 point of dexterity armour.

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

**Hone Edge** - this allows the Wizard to sharpen a blade to do extra damage on the first blow - this is 6LPs extra damage and is above stress resistance - limited by systems max. The Wizard may hone 1 blade per level per weekend.

**Reflex 1** - this gives the Wizard 1 point of dexterity armour.

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

**Stop Bleeding** - This allows a Sorcerer to stop the blood flow from an injury caused by either a cut to bleed or similar effect. It can be used to stop a half throat-slit but not a full one. The Sorcerer must 'pinch' the wound for at least 10 seconds for it to stop the bleeding sufficiently. The Wizard may use this ability 1 per 4 levels per day.

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

## Table Two

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

**Shield Mastery 1**- this grants the Wizard plus 1 dexterity armour whilst using a shield. This also adds 1 Hit breaking resistance to the shield. i.e. Shield Mastery 1 means a normal shield would take a 6 Hit blow to break as opposed to a 5 Hit blow.

**Sprint Burst** - This ability allows the Wizard to sprint at a speed  $\frac{1}{2}$  again their top speed. This burst lasts for 20 seconds only.

Physical representation is done by calling "sprint burst" and over twenty seconds counting the steps taken then in a time freeze after this allowing the sprinter to take half those paces again! This ability is usable twice plus once per level.

**Weapon Mastery 1** – this give the Wizard plus 6 LPs damage with a favoured melee weapon type e.g. a long sword.

## Table Three

**Crushing Blow** - this allows the Wizard with a suitably blunt / heavy bladed (axe) weapon, or body weaponry to strike a location and reduce it to zero LPS. This skill is usable 1 per 4 levels per day.

**Smash** - this allows the Sorcerer with a suitable weapon axe, pole arm, 2 handed weapon to break open a door, break a shield etc (ref's discretion). Usable 1 per 4 levels per day.

**Stamina 1** – this skill permanently raises the Wizard's total body by 3LPs

**Weapon Mastery 2** - this skill gives the Wizard +6LPs damage with a type of weapon ie Daggers, Long swords etc for a total of +12LPs with the chosen weapon type. Requires the Wizard to have *Weapon Mastery 1* in the same weapon type.