

WARLOCK

Warlocks are magically-gifted Weaponsmasters who take it as their duty to defend Sorcerers and Wizards, acting as their bodyguards and fighting arm. To all intents and purposes Warlocks are a Swordsman/Sorcerer cross.

RANK	LIFE POINTS	HUMAN POWER	NAT. HEAL	CASTING MODIFIER	WEAPON TYPE	STRESS RESIST	SKILL POINTS	CLASS ABILITIES
1	27 : 25	8	2	+2	Single, Ambidex	1S	2	Mana Gain Self Weapon Casting Enhancement Utilise Light Armour Utilise Medium Weapons Utilise Offensive Sorcery Utilise Self Sword
2	30 : 27	9	4	+1		2S	2	Self Weapon Mastery 1
3	33 : 29	10	6	0	Double-Handed	2S/3D	2	
4	36 : 31	11	8	0		3S/3D	2	Self Weapon Mastery 2
5	39 : 33	12	10	-1		4S/4D	1	+1 Dex Ac
6	42 : 35	13	12	-2		4S/5D	1	En Garde
7	45 : 37	14	14	-3		6S/6D	2	Power Sword Self Weapon Enhancement Protection Self Weapon Mastery 3 Speed Self
8	48 : 39	15	16	-5		6S/7D	2	+1 Dex Ac
9	51 : 41	16	18	-5		6S/7D	1	Sure-Handedness Self Weapon Mastery 4
10	54 : 43	17	20	-7		8S/8D	2	Mighty Blow +1 Dex Ac
11	59 : 46	19	23	-10		9S/9D	3	Mighty Blow Powered Sword Deflection
12	64 : 49	21	26	-10		10S/10D	2	Mighty Blow Self Weapon Mastery 5

A HUMAN WARLOCK GAINS 27:3 LIFE POINTS

AN ELVEN WARLOCK GAINS 25:2 LIFE POINTS

The Warlock's Coda

1. Warlocks never attack anyone or anything in the back (to such an extent that lives have been saved by turning one's face to a wall).
2. They will not attack anybody or anything that yields.
3. Warlocks have two options to back down in any fight. I) they can yield to a single opponent, so long as this option has been specifically stated in the current rules for the duel. If the Duel is to the death no such option occurs. If no specific rules have been laid then the Warlock may choose to 'interpret their options'. Failure to comply with the coda (whether the opponent is a Warlock or not) can and will result in a 'chivalric rage' by the wronged weapons master. II) Warlock may retreat (always in good order- never running) if they feel that they and their group are outnumbered and cannot win. In this event, although the Warlock may be the one to call 'retreat', they will always endeavour to be the last to break combat. 'Suffer not fools' though..
4. Although it is not forbidden, a dedicated Warlock should be unwilling to despatch an unconscious opponent.
5. They will never rob the dead.
6. Blesses are 'for weaklings' and may give the Warlock an unfair advantage. All the same, blesses may even the score when dealing with supernatural opponents. Any such bless should be removed immediately after such a combat.

Class Abilities and Restrictions

- Warlocks will never use shields
- Besides their self weapon Warlocks can carry up to three metal Points. Exceeding this limit means the Warlock forfeits their mana casting for 24 hours. However this limit may be increased by purchasing the Metal Tolerance skill.
- Warlocks will lose any spiritual blesses as soon as they cast a sorcerous spell as the two powers are mutually exclusive.
- If a Warlock is struck by Starfire silver, they take double damage from anything which gets through their armour, and also lose their mana reserve for 24 hours. However, you may still cast spells using mana from mana stores and similar items.
- The Warlock's Power Sword ability may only be used to inflict Magical damage (see below).
- Spells may not be used during a duel unless specifically allowed by the terms, as their use would otherwise be considered dishonourable
- Warlocks only wear plain clothes and on occasion a leather (AC2 to AC4) jerkin, which cannot cover the arms, lest it impair prowess.
- Warlocks will not allow themselves to be magically armoured.
- Warlocks must always be lawful. Any deviation, voluntary or otherwise, will cause the automatic loss of their professional skills. (ref's discretion)
- Warlocks gain additional XP for any 'duel killed' opponents (the amount is at the Referees discretion).
- Self-swords may be long swords, bastard swords, broad swords or short swords only.
- Warlock should never use specialised abilities such as Disarm Parry, Mighty Blow against fellow citizens (even in a duel) though sub-humans and super-naturals are always fair game.
- Warlocks will not attack Wizards or Sorcerors, including monsters / NPCs, unless cornered by such.
- Warlocks have the same idealistic sense of honour as Swordsmen and therefore follow the Warlock's Coda.

Class Abilities

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

Self Weapon Casting Enhancement - This allows the Warlock to cast weapon enhancements enchantments on their self weapon. While enchanted the self weapon is able to be affected by detrimental mystical effects that the self weapon would normally be immune to.

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

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

Utilise Offensive Sorcery - This skill represents training in the arts of elemental magic, typically through the School of Magic who train Warlocks and research their spells. A Warlock is able to access the offensive spells listed below

At first level, a Warlock has a base sorcerous casting modifier of +2, this decreases as the Warlock 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 Warlock's casting factor or the level of the spell.

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

Utilise Self Sword- Only one of these may be owned at any time. Self weapon are immune to mystical effects (eg black blade, blade dull). Should a Self- weapon be lost then it will have to be replaced with an exact copy (ten times the cost of an equivalent weapon). Also the Warlock will need to retrain at a cost of 10XP per level they have attained.

Self Weapon Mastery 1 - This gives the Warlock +6LPs damage with their Selfsword.

Self Weapon Mastery 2- This gives the Warlock +6LPs damage with their Selfsword for a total of +12LPs damage.

En Garde - This ability allows the Warlock, in an amazing display of dexterity, to return their sword to his hand following a disarm, fumble, etc. The Warlock kicks / flips the sword back into his hand in an effective 'Time Freeze'. Note that the sword must be within reachable distance of a hand or foot for the skill to work; it will not retrieve a sword from 10' away, etc.

+1 Dex AC - This gives the Warlock 1 point of dexterity armour each time it is listed.

Power Sword - This ability allows the Warlock to 'energise' his self weapon to inflict Magical damage for a temporary cost of 1 power per minute. When activating this skill, the Warlock may choose to call either Magical damage or one Element chosen upon first gaining the ability (e.g. 'Magic' or 'Fire Magic'), but not both during the same activation.

Self Weapon Enhancement Protection This allows the self weapon to retain its protections against detrimental mystical effects even while being enhanced by the Warlock. Any questions speak to a Ref.

Self Weapon Mastery 3 – This gives the Warlock +6LPs damage with their Selfsword for a total of +18LPs damage.

Sure Handed – this allows the Warlock, to be immune to disarm parry, fumble spells or practically anything else including a slippery object being dropped by the Warlock. (referees discretion). Unlike other classes, Warlocks do not require the skill Resist Disarm as a prerequisite to Surehandedness.

Speed Self - This skill allows the Warlock to focus his dexterity and speed to avoid damage from incoming attacks. When the Warlock activates the skill he gains his current level in Speed Self points, which can be spent on either the level of Speed Self or the duration. E.g. an 8th level Warlock has 8 points, which could be spent on Speed Self 4 for two times a day, Speed Self 1 for eight times a day or any similar combination. Note that a Warlock is limited to using Speed Self of a level up to half his own level, so the 8th level Warlock could use up to Speed Self-4.

Speed Self 1 halves the damage a Warlock takes against physical damage only, Speed Self 2 the Warlock takes one third damage, Speed Self 3 one quarter damage is taken and so on.

When activated the speed self chosen lasts for 5 minutes

Self Weapon Mastery 4 – This gives the Warlock +6LPs damage with their Selfsword for a total of +24LPs damage.

Mighty Blow – this allows the Warlock to strike a melee blow that is three times their normal damage. This skill is usable once per time it is listed.

Powered Sword Deflection - This ability allows the Warlock to deflect (take no damage from) any visible mystical attack, e.g. Lightning Dart, Rune Blast, etc. at a cost of 1 power per level of the incoming spell. The Warlock may not deflect a spell which targets an area unless he is specifically the target of the spell, in which case the spell is deflected so that the Warlock is outside the area of effect. The Warlock may choose the direction in which the spell is deflected.

Self Weapon Mastery 5 – This gives the Warlock +6LPs damage with their Selfsword for a total of +30LPs damage.

Warlock Spell List

level		Level		level	
1	Dispел Magic 1	2	Shadow Dart	4	Chill Metal
	Pull		Shatter Range		Dispел Magic 4
	Shatter		Shock		Fireball
			Trip		Firebrand
2	Disintegrate Touch				Heat Metal
	Dispел Magic 2	3	Disintegrate Range		Thunder Clap
	Fire Dart		Dispел Magic 3		
	Fumble		Entangle		
	Ice Dart		Jump Self		
	Laser Dart		Magic Missile		
	Lightning Dart		Rust Range		
	Rust				

level		level		level	
5	Black Blade	6	Dispел Magic 6	7	Cold Snap
	Blindness V Levels		Fire Bolt		Dispел Magic 7
	Dispел Magic 5		Freeze V levels		Super Shock
	Fire Blast		Ice Bolt		
	Flash of Light		Laser Bolt	8	Dancing Sword of Darkness
	Ice Blast		Lightning Bolt		Disintegrate Animate 1
	Laser Blast		Shadow Bolt		Dispел Magic 8
	Lightning Blast		Sonic Blast		Disruption
	Melt		Spin		
	Remote Incendiary		Stone Fist		
	Shadow Blast		Sword of Searing Light 1		

level	
10	Air Storm
	Disintegrate Animate 2
	Dispел Magic 10
	Earthquake
	Fire Storm
	Ice Storm
	Laser Storm
	Lightning Storm
	Shadow Storm
	Shock Durational Self
	Super Disruption
	Sword of Searing Light 2

Warlock Ability Tables

Table 1	
Apprentice Weapon Smith	Leap
Disarm Parry	Reflex 1
Enhance Casting Modifier	Subdue
Enhance Mana reserve	Turn Blow
Enhance Stress Resistance	Weapon Smith

Table 2	
Alchemist	Discern Alchemy
Apprentice Alchemist	Dodge
Arrow Cutting	Reflex 2
Detect Magic	Resist Disarm
Dexterity	Resist Knockdown

Table 3	
Cut to Bleed	River-flow Technique
Discern Undead	Stamina 1
General Weapons Mastery 1	Sure-footedness
Metal Tolerance 1	Utilise Chivalric Weapons
Perceive Lie	Utilise Sorcerous Cantrips
Reflex 3	

Table 4	
Animosity	Full Reflexive Defence
Cold Rage	Master Chivalric Weapons
Detect Power	Reflex 4
Discern Disease	Strength 1
Discern Nature of Wounds	Track
Forearm Parry	

Skill Descriptions

Table One

Apprentice Weapon Smith - This allows the Warlock to make Weapons - Refer to Makes rules handbook.

Disarm Parry - this allows the Warlock to disarm an opponent's weapon by striking with their own weapon, this skill is usable 1 per 4 levels per day.

Enhance Mana Reserve - This skill permanently increases your mana reserve by a number of points equal to your current casting level. For example, if bought at the 6th rank, the skill would increase your mana reserve by +6 points

Enhance Casting Modifier - Purchase of this skill improves the Warlock's casting modifier by one level. This skill may take the casting modifier above their class level and may be purchased no more than twice ever.

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

Leap – this allows the Warlock 1/4 levels/day to leap 10 foot horizontally or 10 foot vertically.

Reflex 1 – this gives the Warlock 1 point of dexterity armour.

Subdue – this allows the Warlock to deal non-lethal melee damage as skillfully as they may deal lethal melee damage. The call of Subdue should be added to the damage call to make this clear. For every Hit of subdue damage inflicted 1LP is lethal damage. E.g. a Warlock does triple subdue to a fellow party member to try and knock them out as they are in a rune of pain – 3LPs 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. When using Subdue it is not possible to accidentally kill the person being subdued. Without the Subdue skill, any untrained attempt to deal non-lethal melee damage is limited to a Subdue Single (6LPs). Any attempt to deal more than that without training will always deal full lethal damage.

Turn Blow – this allows the Warlock to reduce the damage a melee blow does by half before armour. This will work on all but the most powerful mystic types. This skill is usable 1 per 4 levels per day.

Weapon Smith – this enhances the Warlock’s weapon making skills – refer to current makes rules.

Table Two

Alchemist – this further enhances the Warlock’s potion making skills - Refer to Makes rules handbook.

Apprentice Alchemist – This allows the Warlock to make potions - Refer to Makes rules handbook.

Arrow Cutting – by use of this skill the Warlock can halve all damage from ranged attacks of a physical nature that hit him with the exception of gunshot.

Detect Magic - By use of this ability a Warlock 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 Warlock

Dexterity – this gives the Warlock 1 point of dexterity armour.

Discern Alchemy – this allows the Warlock to discern the various potions in the world - Refer to Makes rules handbook.

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

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

Resist Disarm – this allows the Warlock to resist a disarm parry from an opponent. This skill is usable 1 per 4 levels per day.

Resist Knockdown – this allows the Warlock to ignore the effects of a knockdown – whether it be from a bow shot, melee skill etc. This skill is usable 1 per 4 levels per day.

Table Three

Cut To Bleed – this skill allows the Warlock 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 Warlock may use this ability 1 per 4 levels per day.

Discern Undead – The Warlock is able to discern undead, this also gives types and levels.

General Weapon Mastery 1 – this skill gives the Warlock +6LPs damage with any weapon type (does not stack with weapon masteries).

Metal Tolerance 1 – this gives the Warlock 3 additional metal points

Perceive Lie – this skill allows the Warlock by reading body language and general posture while they talk to someone to tell if they are being lied too, The conceal lie of skill of the likes of Anti- paladins , spies etc will foil this skill.

Reflex 3 – this gives the Warlock 3 more dexterity AC must have Reflex 1 and 2 (total of 6 dexterity).

River Flow Technique – by use of this skill the Warlock is able to halve the damage of all melee blows before armour. This will work on all but the most potent of mystical weapons and lasts 5min or one encounter (refs discretion). Usable once per day

Stamina 1 – this skill permanently raises the Warlock’s total body by 3LPs.

Sure Footed – this allows the Warlock who has already bought the skill *Resist Knockdown* to now be immune to the effects of trip, strike down, knock down from gun or bow. (referee’s discretion)

Utilise Chivalric Weapons – This gives the Warlock one chivalric weapons point per two levels. See Chivalric Weapons Table.

Utilise Sorcerous Cantrips – This allows the Warlock 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 Sorcerer cantrip list for details of which are accessible to Warlocks

Table Four

Animosity - This allows a Warlock at will to berserk against a specific type of adversary. The enemy type must be cleared with a referee. When in this raged state the Warlock loses all weapon masteries, cannot use a shield, cannot use any skills such as dodge, turn blow, mighty blow etc. The Warlock gains 6 points of strength and has all normal physical damage reduced by ½ what the Warlock would normally take after armour. This allows the Warlock to keep going, no matter how much damage has been taken (except Spirit damage which cuts straight through) until all enemies have been killed, or escaped, or a period of 15 minutes has passed. There is a 30 second wind down period to this skill.

Cold Rage – this allows the Warlock to enter a state of rage against an opponent. A Warlock in this state will take only one quarter (1/4) of all normal physical damage after armour. The Warlock gains 6 points strength whilst in cold rage. The Warlock may still use all weapon masteries and skills whilst in cold rage. This skill should be declared against a specific opponent in an encounter (e.g. cold rage vs. that Gil

commander). This allows the Warlock to keep going, no matter how much damage has been taken (except Spirit damage which cuts straight through), until the target has been killed or escaped. There is no wind down to this skill – once the target has died or escaped the Cold Rage ends immediately. This skill is usable once per six levels per day

Detect Power - By use of this ability a Warlock can feel the presence of power 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 Warlock.

Discern Disease - This allows the Warlock to discern the presence and nature of any disease which is currently afflicting the target, including diseases with no current physical symptoms or where the target is merely a carrier.

Discern Nature of Wounds - This allows the Warlock to discern the exact injuries suffered by their subject. This is done by a combination of training of physical examination and mystical ability.

Forearm Parry - if the Warlock successfully parries a physical blow between the tip of the elbow and the wrist then they will only suffer 1LP bruising damage regardless of the damage called. This will include absolute effects such as crushing blow/location out, poleaxe, decapitation/location off and cut to bleed.

Full Reflexive Defence - the Warlock by use of this skill achieves a state of supreme reflexive capability and by doing so burns dexterity AC to dodge blows one for one. Once initiated a Warlock should inform the ref by calling "FRD". This ability must run its course and will end by midnight or when the Warlock has dodged X number of blows, X being the amount of Natural dexterity the Warlock has. (Gods charms, Elven cloaks, Blesses or potions do not add to NATURAL dexterity) Once finished the natural dexterity is gone for 24 hours. FRD will work against all but the most potent of melee blows (refs Discretion). It will work against the likes of Pole Axe, crushing blows, mighty blows etc.

Master Chivalric Weapons - This enhances a Warlock's chivalric weapons use to one point per level. Requires *Utilise Chivalric Weapons*

Reflex 4 - this gives the Warlock a further 4 points of Dex AC. Requires *Reflex 1, Reflex 2 and Reflex 3*. (Gives a total of 10 dexterity)

Strength 1 - this skill permanently grants the Warlock +3 points of strength.

Track - Allows the Warlock to track known prints/markings. Warlocks may learn these through study and any known tracks should be recorded by a referee on a track card! Track may also allow a Warlock to follow the trail of someone who has passed through - depending upon conditions (ref's discretion)

Warlock Spells

Level	Spell	Colour
1	Dispel Magic 1	Grey
	Pull	Air
	Shatter	Air/Grey
2	Disintegrate Touch	Darkness
	Dispel Magic 2	Grey
	Fire Dart	Fire
	Fumble	Air/Grey
	Ice Dart	Water
	Laser Dart	Light
	Lightning Dart	Light+ Water
	Rust	Water
	Shadow Dart	Darkness
	Shatter Range	Air/Grey
	Shock	Fire
	Trip	Earth/Grey
3	Disintegrate Range	Darkness
	Dispel Magic 3	Grey
	Entangle	Earth
	Jump Self	Air
	Magic Missile	Earth+ Darkness
	Rust Range	Water
4	Chill Metal	Water
	Dispel Magic 4	Grey
	Fireball	Fire
	Firebrand	Fire
	Heat Metal	Fire
	Thunder Clap	Air+ Water
5	Black Blade	Darkness
	Blindness V Levels	Darkness /Light
	Dispel Magic 5	Grey
	Fire Blast	Fire
	Flash of Light	Light
	Ice Blast	Water
	Laser Blast	Light
	Lightning Blast	Light+ Water
	Melt	Fire
	Remote Incendiary	Fire
Shadow Blast	Darkness	
6	Dispel Magic 6	Grey
	Fire Bolt	Fire
	Freeze V levels	Water
	Ice Bolt	Water
	Laser Bolt	Light
	Lightning Bolt	Light+ Water
	Shadow Bolt	Darkness
	Sonic Blast	Air
	Spin	Air
	Stone Fist	Earth
Sword of Searing Light 1	Light	

7	Cold Snap Dispel Magic 7 Super Shock	Water Grey Fire
8	Dancing Sword of Darkness Disintegrate Animate 1 Dispel Magic 8 Disruption	Darkness Darkness Grey Fire
10	Air Storm Disintegrate Animate 2 Dispel Magic 10 Earthquake Fire Storm Ice Storm Laser Storm Lightning Storm Shadow Storm Shock Durational Self Super Disruption Sword of Searing Light 2	Air Darkness Grey Earth Fire Water Light Light+ Water Darkness Fire Fire Light