

ENCHANTERS OF EBONAIR

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	Discern Alchemy Enhanced order casting
4	31:29	4	4	Ambidex	2S	Weapon Mastery 1
5	33:30	5	5		2S	Walk Through Ebonair
6	35:32	6	6		2S	Utilise Medium Armour 1 Table 1 Skill
7	37:33	7	7		3S	Enhanced Stress Resistance 1 Table 1 Skill 1 Table 2 Skill
8	39:35	8	8	Double	4S / 4D	1 Table 2 Skill Make Mystic Item
9	41:36	9	9		4S / 4D	1 Table 3 Skill Resist Magic
10	43:38	10	10		5S / 6D	1 Table 3 Skill 1 Table 2 Skill*
11	46:40	12	12		6S / 6D	1 Table 3 Skill*
12	49:42	14	14		6S / 6D	Resist Disrupt Sanity*

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 1st to 4th rank these may be Childes, at 5th to 10th is Elementals, at 11th+ 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).

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

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

Walk Through Ebonair - This allows the Wizard to cast a Walk Through Ebonair 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.

Resist Magic – May resist any Magic effect/damage/etc. once per 4 levels.

Resist Disrupt Sanity – May resist M1 Disrupt Sanity effect once per 3 levels

Enchanter Skill Pick Tables

Table One Skills	
Apprentice Alchemist	Leap
Conceal Small Object	Make Concealed Weapon
Disguise	Reflex 1
Dodge	Reflex 2

Table Two Skills	
Alchemist	Physical Deceive Perception
Arrow Cutting	Weapon Mastery 1

Table Three Skills	
Conceal Lie	Stamina 1
Deceive Perception	Weapon Mastery 2

Skill descriptions

Table One

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

Conceal Small Object – this allows the Wizard to hide upon themselves small objects no more than small dagger sized, so the item could not be found by any but the most thorough of body searches. One item per level is concealable.

Disguise – this skill allows the Wizard to change their appearance (and smell if they have Discern Smell). This can include base race changes of approximately the same size and stature as the Wizard, hair colour etc.

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)*

Leap – this allows the Wizard 1/4 levels/day to leap 15 foot horizontally or 10 foot vertically.

Make Concealed Weapon – this allows the Wizard to make weapons that can be

broken down in to small parts or inconspicuous looking items. Weapons no greater than the size of a long sword may be made – the exception to this is a long bow. Refer to current make rules.

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).

Table Two

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

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

Physical Deceive Perception – this skill allows the Wizard to foil Detect Lie, Detect Race (if suitably disguised) Detect Outlaw, Discern Wounds (from an enemy Priest) etc. Remember all these are at the Refs Discretion, as are any Perceives or Detects which may be foiled by this skill.

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

Table Three

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

Deceive Perception – a Wizard, having already gained Physical Deceive Perception, may now make use of this higher discipline. The effect is a mental discipline that has a Spiritual and Psionic effect. Any attempt to directly scan or sense the Wizard that is directed at the source visibly can be foiled. A Detect Life in a dark room where the Wizard is stood, would not reveal the Wizard. A Farsense on the Wizard while they are Invisible will not pick them up. A Farsee at a party at some distance will not actually notice the Wizard, and the sight of the undead will not pick up a Wizard should they so much as lean against a tree. This is the idea and some uses of the skill. Remember it does not work if someone knows you are there or can physically see you.

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.