

HEDGE WIZARDS OF NIN

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 Discern Black Arts Enhanced order casting
4	32:29	4	4	Ambidex	2S	Weapon Mastery 1
5	35:31	5	8		2S	Walk Through Nin
6	38:33	6	12		2S	Utilise Medium Armour 1 Table 1 Skill
7	41:35	7	16		3S	Enhanced Stress Res 1 Table 1 Skill 1 Table 2 Skill
8	44:37	8	20	Double	4S / 4D	Make Mystic Item 1 Table 2 Skill
9	47:39	9	24		4S / 4D	1 Table 3 Skill Apprentice Alchemist Or Apprentice Black Arts
10	50:41	10	28		5S / 6D	1 Table 3 Skill 1 Table 2 Skill*
11	55:44	12	34		6S / 6D	1 Table 3 Skill*
12	60:47	14	40		6S / 6D	Enhanced Natural Healing*

A Human Wizard Gains 25:2 Life Points

An Elven Wizard Gains 25:1 Life Points

Class Restrictions and Limitations

- Wizard s will lose any spiritual blesses 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
- Elven Nin Wizards Do get natural healing

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 Weapons - 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.

Discern Black Arts - this allows the Wizard to discern the various poisons, acids, etc 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 Nin - This allows the Wizard to cast a Walk Through Nin 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.

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

Apprentice Black Arts - This allows the Wizard to make poisons, acids, etc - Refer to Makes rules handbook.

Enhanced Natural Healing* - This doubles the amount of natural healing the Wizard can use per day.

Hedge Wizard Skill Pick Tables

Table One Skills	
Apprentice Alchemist	Reflex 2
Apprentice Black Arts	Repair skill
Disguise	Track
Reflex 1	

Table Two Skills	
Alchemist	Snare
Black Arts	Spiritual Enhancement
Dodge	Weapon Mastery 1

Table Three Skills	
Stamina 1	Strength 1
Stamina 2	Weapon Mastery 2

Skill descriptions

Table One

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

Apprentice Black Arts - This allows the Wizard to make poisons, acids, etc - Refer to Makes rules handbook.

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.

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).

Repair Skill – this allows the Wizard to maintain the equipment between mission, On missions it will allow the Wizard, should he have some suitable tools, to fix armour and equipment that has been damaged through rends this takes 10 minutes per rend.

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

Table Two

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

Black Arts – this further enhances the Wizard's poison / acid etc making skills - Refer to Makes rules handbook.

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*)

Snare - The Wizard may set a trap in an appropriate location, where it will remain until set off. The trap inflicts a number of LPs damage equal to double the Wizards level at the time of setting the trap.

Spiritual Enhancement – This skill permanently grants the Wizard an additional 2 points of power. This skill may be purchased more than once.

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

Table Three

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

Stamina 2 – this gives the Wizard an additional permanent 6LPs total body. Requires *Stamina 1*.

Strength 1 – this skill permanently grants the Wizard +3 points of strength.

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.