

# LUMINARIES OF ARLE

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 Utilise Any Weapon Utilise Medium Armour
4	32:29	4	4	Ambidex	2S	Weapon Mastery 1
5	35:31	5	6		2S	Walk Through Arle
6	38:33	6	8		2S	1 Table 1 Skill
7	41:35	7	10	Double Handed	3S/3D	Enhanced Stress Res 1 Table 1 Skill 1 Table 2 Skill
8	44:37	8	12		4S/4D	1 Table 2 Skill Make Mystic Item
9	47:39	9	14		4S/4D	1 Table 3 Skill Utilise Any Armour Enhanced Stress Res
10	50:41	10	16		5S/6D	1 Table 3 Skill 1 Table 2 Skill*
11	55:44	12	19		6S/6D	1 Table 3 Skill*
12	60:47	14	22		6S/6D	Resist Lightning* 1 Table 1 Skill 1 Table 2 Skill*

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

## 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

**Utilise Any Weapon** - This allows the Wizard to be able to use all weapons.

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

**Walk Through Arle** - This allows the Wizard to cast a Walk Through Arle 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.

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

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

**Utilise Any Armour** - This allows the Wizard to be able to use any category of armour.

**Resist Lightning** - Luminaries of Arle take half effect from lightning damage. If they are wearing metal armour and/or in water this effectively cancels the double damage which would normally be suffered.

## Luminaries Ability Tables

Table One	
Body Weaponry 1	Resist Knockdown
Disarm Parry	Weapon Mastery 1
Reflex 1	

Table Two	
Enhance Stress Resistance	Resist Disarm
Leap	Strength 1
Reflex 2	

Table Three	
Dodge	Surefooted
Stamina 1	Weapon Mastery 2
Strength 2	

## Skill descriptions

### Table One

**Body Weaponry 1** - this allows the Wizard to inflict damage with hands and feet - +6 LPs damage - **NB** anyone choosing this skill will be checked for safety in unarmed fighting.

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

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

**Resist Knockdown** - this allows the Wizard 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.

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

### Table Two

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

**Leap** – this allows the Wizard once per four levels per day to leap 15 foot forward horizontally or 10 foot vertically or backwards.

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

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

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

### Table Three

**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*)

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

**Strength 2** – this skill permanently gives the Wizard an additional 6 points strength. Requires *Strength 1*.

**SureFooted** – this allows the Wizard 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. (referees discretion)

**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.