

SHADOW WEAVERS OF SETH

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 or Discern Black Arts Enhanced Order Casting
4	32:29	4	4	Ambidex	2S	Weapon Mastery 1
5	35:31	5	5		2S	Walk Through Seth
6	38:33	6	6		2S	Utilise Medium Armour 1 Table 1 Skill
7	41:35	7	7		3S	Enhanced Stress Res 1 Table 1 Skill 1 Table 2 Skill
8	44:37	8	8	Double Handed	4S/4D	1 Table 2 Skill Make Mystic Item
9	47:39	9	9		4S/4D	1 Table 3 Skill Immunity to All Fear
10	50:41	10	10		5S/6D	1 Table 3 Skill 1 Table 2 Skill*
11	55:44	12	12		6S/6D	1 Table 3 Skill*
12	60:47	14	14		6S/6D	Shadow Walk*

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.

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

Immune To All Fear – Shadow weavers are immune to all fear effects refs discretion.

Shadow walk* – allows the Wizard to turn invisible while in shadows/darkness for 5 minutes. The Wizard can move act normally while remaining inside the shadows or darkness until such time as they attack in any way. This skill is usable 3 times a day

Shadow Weaver Ability Tables

Table One	
Apprentice Alchemist	Hone Edge
Apprentice Black Arts	Reflex 1
Cut To Bleed	Weapon Mastery 1

Table Two	
Alchemist	Dodge
Backstab	Reflex 2
Black Arts	Weapon Mastery 2

Table Three	
Forearm Parry	Strength 1
Stamina 1	Strength 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.

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

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.

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

Table Two

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

Backstab – this skill allows the Wizard to do 6LPs extra damage to an un-armoured opponent, or to do their normal damage through any Physically Worn Armour. This attack must be made from behind and unnoticed.

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*)

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

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.

Table Three

Forearm Parry – if the Wizard 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.

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

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

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