

WARRIOR WIZARDS OF ADOR

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 Armour Utilise Any Weapon
4	33:30	4	4	Ambidex	2S	Weapon Mastery 1
5	37:33	5	6	Thrown	2S	Walk Through Ador
6	41:36	6	8	Double Handed	2S/3D	Enhanced Stress Res 1 Table 1 Skill
7	45:39	7	10		3S/3D	1 Table 1 Skill 1 Table 2 Skill
8	49:42	8	12		4S/4D	Make Mystic Item 1 Table 2 Skill
9	53:45	9	14		4S/4D	Enhanced Stress Res 1 Table 3 Skill
10	57:48	10	16		5S/6D	1 Table 3 Skill 1 Table 2 Skill*
11	63:53	12	19		6S/6D	1 Table 3 Skill*
12	69:58	14	22		6S/6D	Enhanced Stress Res* 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 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).

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

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

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

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

Warrior Wizards Ability Tables

Table One	
Disarm Parry	Turn Blow
Reflex 1	Weapons Mastery 1
Resist Disarm	

Table Two	
Dodge	Strength 1
Reflex 2	Weapons Mastery 2
Stamina 1	

Table Three	
General Weapon Mastery 1	Stamina 2
Reflex 3	Strength 2
Speed Self	Weapons Mastery 3

Skill descriptions

Table One

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

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

Table Two

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).

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.

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

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

Reflex 3 – this gives the Wizard an additional 3 Dex AC. Requires *Reflex 1 and Reflex 2* (giving a total of 6 dexterity).

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

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

Weapon Mastery 3 – this gives the Wizard a further +6LPs damage with a particular weapon type. Requires *Weapon Mastery 1 and 2* in the same weapon type.