

WIZARD

RANK	LIFE POINTS	HUMAN POWER	NAT HEAL	WEAPON TYPE	SKILL POINTS	STRESS RESIST	CLASS ABILITIES
1	25:25	1	1	Single	N/A	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	
3	29:27	3	3			2s	Discern Magic
4	31:28	4	4	Ambidex		2s	
5	As per order specific	As per order specific	As per order specific	As per order specific	As per order specific	As per order specific	At this level they become Wizard of their order. This will be their primary casting
6							Skills as per order specific
7							
8							
9							
10	Abilities as per High Order	As per order specific	Abilities as per High Order	Abilities as per High Order	Abilities as per High Order	As per order specific	At this level they may become a high order Wizard. Must have 3 orders of Wizardry.
11							Abilities as per High Order
12							

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 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,
- Wizards must be Evermorian-raised, although they may be of many races.

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).

At 5th rank the Wizard moves on the class tables of their chosen order.