

# SCARECROW MAKER

RANK	LIFE POINT	HUMAN POWER	CASTING MOD	MANA	WEAPON SKILL	SKILL PICKS	Nat Heal	STRESS RESIST	CLASS ABILITIES
1	28:26	8	0	4	Single	1	3	1S	Mana Gain Enhanced Mana gain Mend Utilise Light Weapons Utilise Shield Utilise Sorcerous Cantrips Utilise Sorcery
2	30:28	9	0	9		1	6	2S	Recognise and Discern Scarecrow
3	32:30	10	0	16		1	9	2S	Detect Magic Control 6 Hits Of Scarecrow Per Level
4	34:32	11	-1	25	+1 Skill	1	12	2S	
5	36:34	12	-2	36		1	15	2S	Reform Scarecrow
6	38:36	13	-3	49		1	18	2S	Use Straw Armour
7	40:38	14	-4	64		1	21	3S	Mend Range
8	42:40	15	-4	81	Double Handed	1	24	4S / 5D	
9	44:42	16	-5	100		2	27	4S / 5D	Make Mystic Item
10	46:44	17	-8	121		1	30	4S / 5D	Reform Scarecrow Range
11	49:47	19	-10	144		1	35	4S / 5D	
12	52:50	21	-10	169		2	40	5S / 6D	

\* Choice Of: Ambidextrous, Thrown, Missile, Firearms.

Dwarf Scarecrow Maker Gain 28:2 Life Points

Human Scarecrow Maker Gain 26:2 Life Points

## Class Restrictions

- scarecrow maker are limited to 3 units of metal. Exceeding this limit means you forfeit your mana casting for 24 hours. However this limit may be increased by purchasing the Metal Tolerance skill.
- scarecrow maker will lose any spiritual blesses as soon as they cast a sorcerous spell as the two powers are mutually exclusive.
- If a scarecrow maker is struck by Starfire silver, they take double damage from anything which gets through their armour, and also lose their mana reserve for 24 hours. However, you may still cast spells using mana from mana stores and similar items.
- Max AC of clothes till straw armour
- Scarecrow makers casting is limited to their level.

## Class Abilities

**Mana Gain** - This skill gives the scarecrow maker their level squared in mana e.g. a 5<sup>th</sup> level Scarecrow Maker would have 25 mana.

**Enhanced Mana gain** - this skill give the scarecrow maker their level plus one squared in mana

**Mend 1 /2 levels** - this allows the scarecrow maker to cast the mend spell for no cost in mana or lps once per two levels per day

**Utilise Light Weapon** - This allows the scarecrow maker to be able to use any Light Weapon..

**Utilise Shield** - This allows the scarecrow maker to use Shields of any size.

**Utilise Sorcerous Cantrips** - This allows the scarecrow maker 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 Scarecrow Makers.

**Utilise Sorcery** - This skill represents training in the arts of elemental magic, typically through the School of Magic who train Scarecrow Makers and research their spells. A scarecrow maker is able to access the scarecrow maker spell list.

At first level, a scarecrow maker has a base sorcerous casting modifier of 0, this decreases as the scarecrow maker goes up in level. (See Class table above.)

To cast a spell costs an amount of mana equal to the level of the spell to be cast and a number of life points (total body) equal to (the level of the spell to be cast plus the casting modifier) squared. There always a minimum life point cost of 1, no matter what the scarecrow maker's casting factor or the level of the spell.

e.g. At level one, with a casting modifier of 0, a scarecrow maker casts a 1 mana spell. This costs them 1 mana and  $(1+0)^2 = 1$  life points.

**Recognise and discern scarecrow** - this will allow the Scarecrow maker to determine the type of scarecrow seen, it will also give some insight into other made or constructed creatures IE golems

**Detect Magic** - By use of this ability a Scarecrow Maker 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 Scarecrow Maker

**Control 6 hits of scarecrow per level** - this allows the Scarecrow maker to control scarecrows at a rate of 6 per level. This skill may also work on other constructed creatures e.g golems - refs discretion

**Reform Scarecrow** - This will reform and totally heal a scarecrow from most forms of destruction, except fire. NB this does counter a disintegrate spell. This ability is usable once per two levels per day.

**Use straw armour.** - The scarecrow maker makes straw into armour this has the effect of giving the scarecrow maker 5pts of AC Vs physical non-bladed attacks and 10pts of physical AC Vs bladed attacks. Any fire based attacked will do an extra 6 LPs damage and will destroy the straw armour on the location hit (a fireball will destroy all locations, darts blasts and bolts will reduce the armour from 5pts by the amount they do to the location IE 1 2 or 4 pts of damage)

**Mend Range 1 /4 levels** - this allows the scarecrow maker to cast the mend range spell for no cost in mana or lps once per four levels per day

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

**Reform Scarecrow Range** - This will reform and totally heal a scarecrow from most forms of destruction, except fire. NB this does counter a disintegrate spell. This ability is usable at 30 foot range once per four levels per day.

## Skill Tables

Table 1	
Apprentice Alchemist	Dodge
Apprentice Black Arts	Leap
Discern Alchemy	Metal Tolerance1
Discern Black Arts	Reflex 1

Table 2	
Disarm parry	Resist Disarm
Discern Magic	Stamina 1
Enhance Casting Modifier	Strength 1
Enhance Mana Reserve	Turn Blow
Metal Tolerance 2	Utilise Medium Weapons

Table 3	
Increase range of mend /reform	Utilise Heavy Weapons
Smash	Weapons Mastery 1
Spiritual Enhancement	

Table 4	
Body Weaponry	Stamina 2
Reflex 2	Strength 2
Sigil Burn	Weapons Mastery 2

## Skill Descriptions

Table 1

**Apprentice Alchemist** - This allows the Scarecrow Maker to make potions - Refer to Makes rules handbook.

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

**Detect Magic** - By use of this ability a Scarecrow Maker 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 Scarecrow Maker.

**Discern Alchemy** - this allows the Scarecrow Maker to discern the various potions in the world - Refer to Makes rules handbook.

**Discern Black Arts** – this allows the Scarecrow Maker to discern the various poisons, acids, etc in the world. - Refer to Makes rules handbook.

**Dodge** – this allows the Scarecrow Maker to dodge one melee blow per day, this will include mystic weapons (*refs discretion for the more powerful mystical weapons*)

**Leap** – this allows the Scarecrow Maker 1/4 levels/day to leap 30 foot horizontally or 10 foot vertically.

**Metal Tolerance 1** – this gives the Scarecrow Maker 3 additional metal points (6 total)

**Reflex 1** – this gives the Scarecrow Maker 1 point of dexterity armour

## Table 2

**Disarm parry** – this allows the scarecrow maker to disarm a weapon 1 per 4 level a day

**Discern Magic** - By concentrating on one item at a time, the Scarecrow Maker 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 Scarecrow Maker. Under normal circumstances the level and element of enchantment may be discerned (ref's discretion).

**Enhance Mana Reserve** - This skill permanently increases your mana reserve by a number of points equal to your current casting level. For example, if bought at the 6<sup>th</sup> rank, the skill would increase your mana reserve by +6 points.

**Enhance Casting Modifier** - Purchase of this skill improves the Scarecrow Maker's casting modifier by one level. This skill may take the casting modifier above their class level and may be purchased no more than twice ever.

**Metal Tolerance 2** – this gives the Scarecrow Maker 6 additional metal points (12 total). Requires Metal Tolerance 1 first.

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

**Stamina 1** – this skill permanently raises the Scarecrow Maker's total body by 3 LPs.

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

**Turn Blow** – this allows the Scarecrow Maker 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.

**Utilise Medium Weapon** – This allows the Scarecrow Maker who already has Utilise Light Weapon to be able to use any Medium Weapon

## Table 3

**Increase range of mend /reform** – this gives the scarecrow maker double the range on ranged mend and reforms for no additional cost

**Smash** - this allows the Scarecrow Maker with a suitable weapon axe, pole arm, 2handed weapon to break open a door, break a shield etc (ref's discretion). Usable 1 per 4 levels per day.

**Spiritual Enhancement** – This skill permanently grants the Scarecrow Maker an additional 2 power. This skill may be purchased more than once.

**Utilise Heavy Weapon** – This allows the Scarecrow Maker who already has Utilise Medium Weapon to be able to use any Heavy Weapon.

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

## Table 4

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

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

**Sigil Burn** The use of this ability activates one of the inscribed spell sygla on the Scarecrow Maker to function as the spell itself. This has no mana cost and requires no vocals. Sigil Burn can be used to cast spells while the Scarecrow Maker is impaled, bleeding or in any similar effect which normally prevents casting. Only spells that the Scarecrow Maker could normally cast may be burnt in this manner.

*eg. A 4<sup>th</sup> level Scarecrow Maker with 28 life points and a –1 casting factor will be able to cast a maximum of a 6 mana spell as this would cost 25 life points to cast. This would make a 6<sup>th</sup> level spell the highest that can be used with this ability.*

However, due to its nature the sygla itself is burned from the skin and as such the spell itself cannot be cast again until it has been re-inscribed. Normal rules apply for purchase of spells.

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

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

**Weapon Mastery 2** - this skill gives the Scarecrow Maker +6LPs damage with a type of weapon ie Daggers, Long swords etc for a total of +12LPs with the chosen weapon type. Requires the Scarecrow Maker to have *Weapon Mastery 1* in the same weapon type.

## Scarecrow Maker Spell List

1st - push, pull, mend, detect inanimate, lock, shatter

2nd – disintegrate touch, darkness, light, make Scarecrow, dispel magic II, trip, mend range, reform, warp range, call scarecrow, shatter range

3rd - magic missile, entangle, plate self, teleport inanimate, pass wall, glue

4th - dispel magic IV, jump other, pass wall other, make Fear crow

5th - invulnerability other, black blade

6th - dispel magic VI, make Horror crow, catalepsy IV levels, fumble jinx, heatsink, Stonefist

7th - dust

8th - dispel magic VIII, make Dread crow, disintegrate animate, stone armour

9th - there are no 9th level spells

10th - dispel magic X, shatter touch durational, make Terror crow

# Crows

## Scarecrow

8 hits (16 vs blades)  
6lp Damage damage (or as per weapon)  
Regenerates completely on Mend Spell  
Resurrects with a reform spell

## Fear Crow

16 hits (32 vs blades)  
12lp Damage (or as per weapon)  
*Passwall x1, Shadow Blast x1, Fumble x1*  
Regenerates completely on Mend Spell  
Resurrects with a reform spell

## Horror Crow

32 Hits (64 vs blades)  
18lp Damage (or as per weapon)  
*Passwall x2, Shadow Blast x2, Fumble x2, Extinguish x2*  
*Blindness x1, Summon Scarecrow x1, Shadow Shift x1, Repulsion x1*  
Immune to Fire and Light  
Regenerates completely on Mend Spell  
Resurrects with a reform spell

## Dread Crow

64 hits (128 vs blades)  
18lp Damage + Dark harm + Magical Paralysis + 1 perm power drain  
Anti Magic Sphere A/W  
Regenerates completely on Mend Spell  
Resurrects with *reform scarecrow ONLY*

## Terror Crow

128 hits (256 vs blades)  
36lp Damage (or as per weapon)  
Immune to Mantic 1 to 5 mystical effects and damage  
*Shadow Bolt x4, Disintegrate ranged x4, Shadow shift x4*  
*Spirit Bolt x2, Repulsive Blast x2, Blindness x2*  
*Acrid Fog x1, Void x1*  
Resurrects with *reform scarecrow ONLY*

## Specials

Anti Magic Sphere - Will suppress all mantic 1 to 3 effects in a 30ft area, any mantic 1 to 3 weapons cannot cause ANY damage while in the area. The scarecrow makers class abilities can effect through this anti magic sphere however his spell casting will not.

Acrid Fog - will cause all within 30ft for the duration -6 dex AC and all will take -6 necrotic TB (3 hits) per minute, this does not effect the scarecrow maker.