

WARD

Wards are magically-gifted Warriors who take it as their duty to defend Sorcerers, Elementalists and Wizards, acting as their bodyguards and fighting arm. To all intents and purposes Wards are a Warrior/Sorcerer cross.

RANK	LIFE POINTS	HUMAN POWER	NAT. HEAL	CASTING MODIFIER	WEAPON TYPE	STRESS RESIST	SKILL POINTS	CLASS ABILITIES
1	34 :30	8	2	+2	Single	1S	1	Detect Magic Mana Gain Utilise Defensive Sorcery Utilise Heavy Weapon Utilise Medium Armour Utilise Shield
2	38 :33	9	4	+1	All	1S/2D	1	
3	42 :36	10	6	0		2S/2D		
4	46 :39	11	8	0		2S/3D	1	
5	50 :42	12	10	-1		3S/4D	2	
6	54 :45	13	12	-2		4S/4D	1	
7	58 :48	14	14	-3		4S/5D	2	
8	62 :51	15	16	-5		6S/7D	3	
9	66 :54	16	18	-6		6S/7D	2	
10	70 :57	17	20	-8		7S/8D	3	
11	76 :62	19	23	-10		7S/8D	5	
12	82 :67	21	26	-10		8S/9D	5	

A HUMAN WARD GAINS 34:4 LIFE POINTS

AN ELVEN WARD GAINS 30:3 LIFE POINTS

Class Restrictions and Limitations

1. Besides Armour Wards Can Carry Up To Six Metal Points. Exceeding this limit means the Ward forfeits their mana casting for 24 hours. However this limit may be increased by purchasing the Metal Tolerance skill.
2. Wards will lose any spiritual blessings as soon as they cast a sorcerous spell as the two powers are mutually exclusive
3. Wards Cannot Use Spiritual Items Nor Carry Them
4. Wards Will Not Attack Wizards Or Sorcerors Even Enemy Ones Unless Cornered Or Directly Attacked By Such
5. If a Ward 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

Class Abilities

Detect Magic - By use of this ability a Ward 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 Ward.

Mana Gain - This skill gives the Ward their level squared in mana e.g. a 5th level Ward would have 25 mana.

Utilise Defensive Sorcery - This skill represents training in the arts of elemental magic, typically through the School of Magic who train Ward s and research their spells. A Ward is able to access the defensive spells listed below
At first level, a Ward has a base sorcerous casting modifier of +2, this decreases as the Ward 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 Ward's casting factor or the level of the spell.

e.g. At level one, with a casting modifier of +2, a Ward casts a 1 mana spell. This costs them 1 mana and $(1+2)^2 = 9$ life points.

Utilise Heavy Weapon - This allows the Ward to be able to use any weapon up to and including Heavy Weapons.

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

Utilise Shield - This allows the Ward to use Shields of any size

Ward Spell List

level		level		level	
1	Dispel Magic 1	3	Chameleon Self	4	Air Bubble
	Frost		Dispel Magic 3		Chameleon Other
	Lock		Feather-Fall Inanimate		Dispel Magic 4
	Mend		Feather-Fall Other		Invulnerability
	Push		Jump Self		Jump Other
2	Deafness		Plate Self		Passwall Other
	Dispel Magic 2		Reform Range		Plate Other
	Feather-Fall Self		Shield Of Darkness		Walk Through Element Other
	Firelight		Walk Through Element Self		
	Light				
	Mend Range				
	Reform Touch				

level		level	
5	Dispel Magic 5	8	Compression Field 2
	Invulnerability Other		Conceal Animate
	Walk on Element Other		Dispel Magic 8
			Stone Armour
			Wall of Fire
6	Compression Field 1		Wall of Lightening
	Dispel Magic 6		
	Heat Sink	10	Compression Field 3
			Dispel Magic 10
7	Dispel Magic 7		Gate Bar
	Unseen		Stone Armour Other

Air Bubble
 4th level Air
 Range: Touch
 Duration: 5 mins
 Vocal: Sylphs of Air, envelop (me/them) in your pure embrace.

Air Bubble causes the target to be encased in a bubble of pure air. This bubble has no defensive properties, but will allow a creature to breathe in an environment it would not ordinarily be capable of doing so for the duration, such as underwater or in a vacuum. In addition, the target will be unaffected by any gases/inhaled toxins etc for the duration

Ward skill pick tables

TABLE 1	
Apprentice Armour Smith	Missile Mastery 1
Apprentice Weapon Smith	Reflex 1
Body Weaponry 1	Thrown Mastery 1
Disarm Parry	Turn Blow
Leap	Weapon Mastery 1
Metal Tolerance 1	Weapon Smith

TABLE 2	
Armour Smith	Missile Mastery 2
Body Weaponry 2	Reflex 2
Dexterity	Smash
Dodge	Stamina 1
Enhance Casting Modifier	Strength 1
Enhance Mana Reserve	Weapon Mastery 2
Master Armour Smith	

TABLE 3	
Crushing Blow	Strength 2
Frenzy	Utilise Sorcerous Cantrips
Reflex 3	Weapon Mastery 3
Stamina 2	

TABLE 4	
Cold Rage	Stamina 3
Dodge Missile	Strength 3
Full Reflexive Defence	Weapon Mastery 4
Riverflow Technique	

Table One

Apprentice Armour Smith - This allows the Ward to make Armour - Refer to Makes rules handbook.

Apprentice Weapon Smith - This allows the Ward to make Weapons - Refer to Makes rules handbook.

Body Weaponry 1 – this allows the Ward 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 Ward to disarm an opponent’s weapon by striking with their own weapon, this skill is usable 1 per 4 levels per day.

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

Metal Tolerance 1 – this gives the Ward 3 additional metal points

Missile Mastery 1 – this allows the Ward to inflict an additional 6LPs damage with a favoured missile weapon – bow, blow pipe cross bow etc.

Reflex 1 – this gives the Ward 1 point of dexterity armour.

Thrown Mastery 1 – this grants the Ward +6LPs damage with thrown weapons.

Turn Blow – this allows the Ward 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 gives the Ward +6LPs damage with a favoured melee weapon type e.g. a long sword.

Weapon Smith – this enhances the Ward's weapon making skills – refer to current makes rules.

Table Two

Armour Smith – this enhances the Ward's armour making skills- refer to current makes rules.

Body Weaponry 2 – this allows the Ward to deal an additional 6LPs damage with body weaponry. Requires *Body Weaponry 1*.

Dexterity – this gives the Ward 1 point of dexterity armour.

Dodge- this allows the ward to dodge a mortal melee blow once per day

Enhance Casting Modifier - Purchase of this skill improves the Ward'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.

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 6th rank, the skill would increase your mana reserve by +6 points.

Master Armour Smith – this further enhances the Ward's armour making abilities – Refer to current Makes Rules Handbook.

Missile Mastery 2 - this allows the Ward to inflict an additional 6LPs damage with a favoured missile weapon. Requires *Missile mastery 1*.

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

Smash - this allows the Ward 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.

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

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

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

Table Three

Crushing Blow - this allows the Ward with a suitably blunt / heavy bladed (axe) weapon, or body weaponry to strike a location and reduce it to zero LPS. This skill is usable 1 per 4 levels per day.

Frenzy - This at will ability allows the Ward to only take 2/3 physical damage while in Frenzy. The Ward retains weapon masteries and dexterity skills while in this state. Wards must choose what they are fanatic against before adventuring and must have this checked with a referee. This allows the Ward to keep going, no matter how much physical damage has been taken. All other damage cuts straight through. The Frenzy lasts until all enemies have been killed, escaped, or a period of 15 minutes has passed. There is no wind down period. 1 Sanity is lost per use of this skill.

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

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

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

Utilise Sorcerous Cantrips - This allows the Ward 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 Sorcerous Cantrip list for details of which are accessible to Wards.

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

Table Four

Cold Rage - this allows the Ward to enter a state of rage against an opponent. A Ward in this state will take only one quarter (1/4) of all normal physical damage after armour. The Ward gains +6 points strength whilst in cold rage. The Ward may still use all weapon masteries and skills whilst in cold rage. This skill should be declared against a specific opponent in an encounter (e.g. cold rage vs that Gil commander). This allows the Ward to keep going, no matter how much damage has been taken (except Spirit damage which cuts straight through), until the target has been killed or escaped. There is no wind down to this skill - once the target has died or escaped, the Cold Rage ends immediately. This skill is usable once per six levels per day.

Dodge Missile - this allows the ward to dodge missiles fired or shot at them they only need be aware of the missile they do not need to be looking at the shooter. This skill is usable at will.

Full Reflexive Defence - the Ward by use of this skill achieves a state of supreme reflexive capability and by doing so burns dexterity AC to dodge blows one for one. Once initiated a Ward should inform the ref by calling "FRD". This ability must run its course and will end by midnight or when the Ward has dodged X number of blows, X being the amount of Natural dexterity the Ward has. (Gods charms, Elven cloaks, Blesses or potions do not add to NATURAL dexterity) Once finished the natural dexterity is gone for 24 hours. FRD will work against all but the most potent of melee blows (refs Discretion). It will work against the likes of Pole Axe, crushing blows, mighty blows etc.

River Flow Technique 1 per day – by use of this skill the Ward is able to halve the damage of all melee blows before armour. This will work on all but the most potent of mystical weapons and lasts 5min or one encounter (refs discretion).

Stamina 3– this gives the Ward a permanent additional 9LPs total body. Requires *Stamina 1 and Stamina 2*.

Strength 3 – this gives the Ward a permanent +9 points strength. Requires *Strength 1 and Strength 2*.

Weapon Mastery 4 – this gives the Ward a further +6LPs damage (giving a total of +24 lps damage) with a particular weapon type. Requires *Weapon Mastery 1 and 2 and 3* in the same weapon type.

Ward Spells

Level	Spell	Colour
1	Dispel Magic 1 Frost Lock Mend Push	Grey Water Grey Earth Grey/Air
2	Deafness Dispel Magic 2 Feather-Fall Self Firelight Light Mend Range Reform Touch	Grey Grey Light Fire Grey/Light Earth Light
3	Chameleon Self Dispel Magic 3 Feather-Fall Inanimate Feather-Fall Other Jump Self Plate Self Reform Range Shield Of Darkness Walk Through Element Self	Earth Grey Air/Light Air/Light Air Air /Water Light Darkness Grey
4	Chameleon Other Dispel Magic 4 Invulnerability Jump Other Passwall Other Plate Other Walk Through Element Other	Earth Grey Earth Air Darkness Air/Water Grey
5	Dispel Magic 5 Invulnerability Other Walk on Element Other	Grey Earth Air/Darkness/Earth/Fire/Light/Water
6	Compression Field 1 Dispel Magic 6 Heat Sink	Air Grey Earth/Fire
7	Dispel Magic 7 Unseen	Grey Darkness/Light
8	Compression Field 2 Conceal Animate Dispel Magic 8 Stone Armour Wall of Fire Wall of Lightening	Air Air/Darkness Grey Earth Fire Light+Water
10	Compression Field 3 Dispel Magic 10 Gate Bar Stone Armour Other	Air Grey Grey Earth

