

Wizard



Sash: Yellow

Armor: None

Shields: None

Weapons: Dagger

Magic-User: 5 pts of magic from list

Look The Part: 1 extra point of magic

Incantations

“The spirits banish thee from this place” x3

“I shall not be harmed”

“I call upon flame to heat that [type of weapon]” x3

“I make this item whole again” x5

“My power shoves thee” x3

“Force bolt” x3

Abilities

Fold Here

Fold Here

Fold Here

Experienced

T: Neutral S: Neutral

E: A single per-life Verbal purchased becomes Charge x5 in addition to the normal frequency OR a single per-refresh Verbal purchased becomes Charge x10 in addition to the normal frequency. This Verbal must be determined before the game begins and cannot be changed.

L: Verbal must be 4th level or lower.

Force Barrier

T: Verbal S: Sorcery R: Self

I: “I shall not be harmed”

E: Player is Frozen for 30 seconds.

Heat Weapon

T: Verbal S: Flame R: 20’

I: “I call upon flame to heat that [type of weapon]” x3

E: Target weapon may not be wielded for 30 seconds.

Players who are Immune to Flame may continue to wield the weapon.

Mend

T: Verbal S: Sorcery R: Touch

I: “I make this item whole again” x5

E: Destroyed item is repaired, or one point of armor in one location is repaired.

Shove

T: Verbal S: Sorcery R: 20’

I: “My power shoves thee” x3

E: Target player is moved back 20’ in a straight line away from the caster. Works on Stopped players

Force Bolt

T: Magic Ball S: Sorcery R: Ball

I: “Forcebolt” x3

M: Blue Magic Ball

E: Force Bolt will have one of the following effects on the object first struck:

1. A weapon hit is destroyed

R: Touch: Others

2. Armor hit with Armor Points remaining is subject to Armor Breaking

3. A player hit receives a Wound to that hit location

Charge Incant: Out of battle I pause to rest, I take some time to catch my breath. Return to me my fleeting power To aid me in my darkest hour.” v8.5P by Spork

Name	Cost	Max	Frequency	Type	School	Range
1st Level						
Banish	1	-	1/Life	Verbal	Spirit	20’
Cancel	0	1	Unlimited	Neutral	Neutral	Touch
Equipment: Weapon, Short	2	1	-	Neutral	Neutral	-
Experienced	2	2	-	Neutral	Neutral	-
Force Barrier	1	-	1/Life	Verbal	Sorcery	Self
Force Bolt	1	4	3 Balls / Unlimited	Magic Ball	Sorcery	Ball
Heat Weapon	1	-	1/Life	Verbal	Flame	20’
Mend	1	-	1/Life	Verbal	Sorcery	Touch
Shove	1	-	1/Life Charge x3	Verbal	Sorcery	20’

(ex)-extraordinary (am)- ambulant X/L- times per life X/R- times per refresh