

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

| 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' |

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