

The Wizard

"Follow the Gleam."

ALFRED, LORD TENNYSON, *MERLIN AND THE GLEAM*

Wizards are wise and cunning students of the magical arts, learning their spells through the long study of ancient tomes and grimoires.

Toughness	T4
Weapons	Lightweight only
Armor	Featherweight only
Bonuses	+3 Magic Points
Spell Save	Your level + Intellect + 3
Abilities	Begin with all three below

Starting Abilities

- ◇ **PRESTIDIGITATION** – creates a minor magical effect like colored smoke, blinking lights, disembodied sounds, etc.
- ◇ **SPELL-CASTING (MAGICAL)** – start with 3 spells and cast magical spells for their cost in MP; other spell types cost double (may not cast divine spells).
- ◇ **SPLASH-EFFECT** – modifies an attack spell, causing it to inflict equal damage to all creatures within a 10-foot radius of the target (attack roll versus Toughness for each creature). *Cost: 1 PP.*

New Spells. Forget old spells and learn new ones under the right circumstances (e.g., long hours of study in the libraries), but never more than the total you have gained at your level.

Making a Wizard

1. **Race** – choose one below.
2. **Attributes** – divide 3 points among Aspect, Intellect, Power, and Reflex.
3. **Hit & Power Points** – divide 10 points between HP and PP.
4. **Magic Points** – roll 1d10: on 1–5, gain +4 MP; on 6–9, +5 MP; on 10, +6 MP; then add the wizard's +3 MP.
5. **Wealth** – roll 1d10 each for gp, sp, and cp, multiplying each by 10 (1cp = \$1; 1sp = \$10; 1gp = \$50).

DWARF – double XP against goblinoids; the craft skill; –1 to magical attacks against the dwarf; +1 HP per level.

ELF – +1 to Perception Checks; +1 damage to evil creatures; immunity to poison; +1 Intellect.

HALFLING – the hide and sneak skills; –1 to ranged attacks against the halfling; +1 PP per level.

HUMAN – +1 damage to natural beasts; the persuade skill; an additional skill; +1 Aspect.

The Roll

1d10 + attribute ≥ Toughness

Magical spells use **Intellect**; melee uses **Power**; ranged and small weapons use **Reflex**.

Power Points add to any roll (declared before rolling), or pay for class abilities. **Combat** runs in Reflex order; each turn allows one attack, ability, or spell and one movement sequence; damage is 1 unless otherwise specified.

Spells automatically succeed unless otherwise specified; attack spells roll against Toughness.

Dying & Healing. At 0 HP you are dying, expiring after 1d5 rounds. A T5 Intellect Check restores 1–2 HP, MP, and PP (automatic with the heal skill); magical healing generally does not restore MP or PP. A full day's rest restores 1d5 + your level.

Magical Spells

ARCANE SNARE – restrains one target within line of sight (suffers –1 Toughness); Intellect Save versus caster's spell save to break free. *Cost: 2 MP.*

ANIMATE STATUE (MEDIUM) – animates a statue (T5; 1d5 + your level HP; +1 Power) of medium size or smaller; follows your basic commands. *Cost: 3 MP.*

BALL OF LIGHT – a powerfully luminous orb. *Cost: 0 MP.*

CHARM (PERSON OR ANIMAL) – one neutral person or animal is immediately friendly to you; unfriendly persons or animals must Intellect Save versus caster's spell save to prevent. *Cost: 1 MP.*

CREATE MAGIC ITEM/SCROLL – imbues a small item or scroll with the power of any spell you know; requires 10 – your level hours to create the item. *Cost: 3 MP.*

DETECT THOUGHTS – hear the active thoughts of a target within 50ft. *Cost: 2 MP.*

DISPEL MAGIC – eliminates any magical effect(s). *Cost: 2 MP.*

FEATHERFALL – slows the fall of an object up to 100 x your level pounds; range 100 ft. *Cost: 1 MP.*

FIREBALL I – inflicts 1d5 + 1 damage; attack roll versus Toughness; range 50 ft. *Cost: 1 MP.*

HEAL – restores 1d5 HP. *Cost: 2 MP (1 if the caster possesses the heal skill).*

IMPRINT SPELL – temporarily learn any magical spell cast during the active combat encounter and cast it at cost; lasts for duration of combat encounter.

MAGE ARMOR – gain a Toughness bonus equal to your level for 1d5 + your level rounds. *Cost: 2 MP (3 if cast on a nearby target).*

MAGIC MIRROR – creates 1d5 illusory duplicates of yourself; attacks targeting you hit an illusion first, which vanishes upon impact. *Cost: 3 MP.*

MAGIC MISSILE I – inflicts 1 damage; attack roll versus Toughness; range 100 ft. *Cost: 0 MP (2 to automatically strike the target).*

PHANTOM HAND – opens doors, moves objects, or attacks opponents (standard melee attack) within your line of sight. *Cost: 1 MP.*

Advancement

LEVEL 2: ADVENTURER (50 XP) – a class ability; two skills; +2 HP; +1 to any attribute or +1 T; +2 PP or +2 MP; 1 spell.

LEVEL 3: HERO (100 XP) – a class ability; +1 to any attribute or +1 T; one skill; +2 HP or +1 PP or +2 MP; 2 spells.

LEVEL 4: CHAMPION (200 XP) – a class ability; one skill; +2 HP or +1 T; +1 to any attribute or 1 spell. *Champion's Resolve:* re-roll once any time the result is 1.

LEVEL 5: LEGEND (400 XP) – +1 to any attribute. *Legendary Presence:* an opponent's first attack on you is an Aspect Challenge; if they fail, –2 to attack.

Advanced Spells

level 3 and above

ANIMATE STATUE (LARGE) – animates a statue (T7; 1d10 + your level HP; +2 Power) of large size or smaller; follows your basic commands. *Cost: 5 MP.*

DETECT MAGIC – range 100 ft. *Cost: 0 MP.*

ENCHANT WEAPON – touch a weapon to enchant it with a +1 attack and damage bonus for duration of combat encounter. *Cost: 3 MP.*

FIREBALL II – inflicts 1d10 damage; attack roll versus Toughness; range 100 ft. *Cost: 2 MP.*

INVISIBILITY – the target remains invisible for up to your level amount of hours, or until attacking. *Cost: 2 MP.*

MAGIC MISSILE II – inflicts 2 damage; attack roll versus Toughness (+1 attack bonus); range 100 ft. *Cost: 1 MP (2 to automatically strike the target).*

RAY OF DEATH – inflicts 1d10 damage; Aspect or Reflex Save versus caster's spell save to reduce damage by half; range 50 ft. *Cost: 4 MP.*

REPEL – all creatures within your path are repelled by an unseen force, pushed aside or otherwise kept 5 ft. from you for the duration of this spell; lasts for 1d5 + your level movement sequences. *Cost: 2 MP.*

REPRISAL – any time you are struck, an opponent that has previously struck you suffers the damage instead; lasts for duration of combat encounter. *Cost: 3 MP.*

REVERSE GRAVITY – affects a radius of 10 x your level ft.; lasts for your level amount of hours; range 100 ft. *Cost: 2 MP.*

SPECTRAL SWORD – one mighty thrust inflicts 1d5 damage; range 100 ft. *Cost: 4 MP.*

TELEPORT – costs 1 MP per 500 ft.

TIME STOP – freezes time within your line of sight; lasts for 1d5 rounds. *Cost: 4 MP.*

VAPOROUS FORM – take the form of a small, innocuous strand of fog or mist; lasts for 1d10 x your level minutes. *Cost: 3 MP.*

WARD (MAGICAL) – resist the effects (but not the damage) of magical spells for duration of combat encounter. *Cost: 2 MP (3 if cast on a nearby target).*

Additional Abilities

one each at levels 2, 3 & 4

ABSORPTION – any time you are struck by a magical spell, you gain 1 MP.

APPRAISE – determine any item's worth with reliable accuracy.

APPRENTICE/FAMILIAR – any willing intelligent creature may become your apprentice, or any charmed animal may become your familiar (costing 4 MP per pact). Once per combat encounter (or at the cost of 1 PP), your apprentice/familiar (T5; 4-6 HP) can conduct a melee attack (with advantage) and cast one spell that you know.

ARCANE KNOWLEDGE – reduce spell cost by 1 MP (may not reduce spell cost to 0).

ENCHANTED HEALING – convert any amount of MP into HP for yourself or allies within your line of sight.

MAGICAL DISRUPTION – spells targeting you or nearby allies suffer a -1 attack penalty.

MAGICAL INTRUSION – doors unlock before you, and re-lock after your passing (must possess the pick lock skill).

MAGICAL POWER – convert all PP to temporary MP; gain +1 Toughness for 1d5 rounds.

POLYGLOT – learn a new tongue solely by hearing it spoken; know 3 x your level languages.

PRODIGIOUS CASTING – gain an additional +1 MP each time you advance a level.

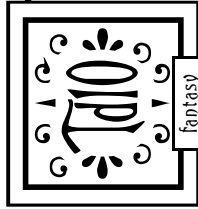
RE-SPell – if you cast a spell last combat round, you may cast it again for half its cost (rounded up) in MP.

RESIST MAGIC – any time you are the target of a magical spell attack, conduct an Intellect Challenge against the attacker; if you succeed, the effects of the spell (but not the damage) are cancelled.

SPell ADEPT – any time you heal (or are healed), restore double the amount of MP.

SWIFT – permanently gain +1 Reflex.

WAR MAGE – permanently gain +1 HP, +1 PP, and +1 Toughness.



Fantasy

Player:

Dwarf
Elf
Halfling
Human
Wizard

Cleric
Rogue
Warrior
Wizard

Attributes

Aspect +

Intellect +

Power +

Reflex +

Skills

Charm Detect Magic Detect Motive
Heal Intimidate Persuade Survival

Craft Detect Trap Know History Spot
Know Nature Listen Magic Use

Athletics Brute Force Climb Hold
Lift Resist

Acrobatics Disarm Trap Hide Motive
Pick Lock Sleight-of-Hand Sneak

Experience

LEVEL 1 Explorer
(0 XP +)

LEVEL 2 Adventurer
(50 XP +)

LEVEL 3 Hero
(100 XP +)

LEVEL 4 Champion
(200 XP +)

LEVEL 5 Legend
(500 XP)

Racial Advantages

Hit Points

Power Points

Magic Points

Spells & Notes

Class Abilities

Wealth

GP: ---

SP: ---

CP: ---

Toughness +

RULES:

ALL ROLLS USE ONE



When attempting an ACTION or PERCEPTION CHECK (p. 4)

When conducting a SAVE versus DEATH or DISMEMBERMENT (p. 5)

When conducting a CHALLENGE against OTHERS (p. 5)