

SORCERER SPECIAL ABILITIES & SPELLCASTING REFERENCE SHEET

MAGIC ATTACK		MAGIC DEFENCE		MAGIC POINTS (pg. 73)	
BASE	ADJUSTED	BASE	ADJUSTED	TOTAL	CURRENT

SORCERER MINIMUM REQUIREMENTS

A player who wishes to play a Sorcerer must roll scores of at least a 9 for both INTELLIGENCE and PSYCHIC TALENT, or the character is not qualified to study Sorcery. All Sorcerers are left-handed.

SORCERERS AND ARMOUR

Sorcerers receive -1 to ATTACK and DEFENSE for wearing a mail hauberk; -3 for mail armour; -4 for plate armour. Any other armours incur no ATTACK or DEFENSE penalties.

SPELLCASTING (See pg. 79 for spell list)

CASTING A SPELL

Sorcerers may not cast a spell of higher level than their rank. Spells cost a number of MAGIC POINTS equal to their level to cast (1 MP for a first-level spell, 2 MPs for a second-level, etc.). When the MAGIC POINTS score falls to 0, no more spells may be cast that day.

REGAINING MAGIC POINTS

All spent MP is regained precisely at midnight. This happens automatically; there is no need for the Sorcerer to perform any rituals, unlike the Elementalist.

SPELLS AND VICTIMS

There are two types of spells:

- **DIRECT-ATTACK:** These spells match the Sorcerer's MAGIC ATTACK against the victim's MAGIC DEFENCE.
- **INDIRECT-ATTACK:** These spells match the spell effect's SPEED against the victim's EVASION and/or subtracts the victim's ARMOUR FACTOR from the damage.

USING EXTRA MAGIC POINTS

Sorcerers may choose to put additional MAGIC POINTS into the cost of a spell, above the basic MP cost of the spell to grant a better chance of breaking through the foe's magical barriers (such as a *Wall of Magic* spell). This may only be done with INDIRECT-ATTACK spells.

RESISTING DIRECT-ATTACK SPELLS

The rules for this are very similar to EVASION rules (pg. 62). Subtract the foe's MAGIC DEFENCE from the Sorcerer's MAGIC ATTACK. The result is the number the Sorcerer must roll ≤ on 2d6 in order for the spell to work. As with EVASION, a result of 2 means the spell takes effect regardless of the foe's MAGIC DEFENCE. This procedure also applies to a number of magical attacks that are not, strictly speaking, spells (i.e. a Basilisk's gaze).

DURATION AND SPELL EXPIRY FOR SORCERERS

Spells with effects lasting more than one round are "DURATIONAL" spells. Some DURATIONAL spells state the duration of their effects clearly in their entry. Other durational spells have a duration of "SPELL EXPIRY ROLL applies." For most spells of this kind, this check is made by rolling 2d6 at the start of each COMBAT ROUND the spell is in effect. On a roll of 2-11, the spell continues. On a 12, the spell wears off. For convenience, minutely checks may be made if making a check every 6 seconds is too cumbersome. Sorcerers have a 75% of the spell continuing after 1 minute. Roll 1d100 at the end of every minute in game-time. On a roll of 1-75, the spell continues. On a roll of 76-100, the spell wears off.

OVERLAPPING SPELLS

All spell-casters can cast a spell before the effects of another spell have worn off. In fact, a Sorcerer may have any number of spells going at one time. However, The same spells may not be cast twice in a row to "double up" the effects and get twice the benefit. This merely results in wasted MAGIC POINTS.

SPELL FAILURE

Sorcerers wearing armours other than gambeson (AF 1) or padded armour (AF 2) incur a chance of miscasting their spells. The chances of miscasting are as follows:

- Mail Hauberk (AF 3): 10%
- Mail Armour (AF 4): 20%
- Plate Armour (AF 5): 30%

The Sorcerer must roll > the chance of miscasting on 1d100 in order to cast the spell normally. If a spell is miscast, the Sorcerer must pay double the MP cost and casts a random spell of the same level as the intended spell. Sorcerers roll 1d6 to determine which spell is cast.

TERMINATING A SPELL

Sorcerers may terminate a durational spell before its effects wear off. Sorcerers must will the spell to terminate, and so terminating a spell counts as an action and takes one COMBAT ROUND. When a Sorcerer terminates a DURATIONAL spell to which a SPELL EXPIRY ROLL applies, the Sorcerer gets back half the MAGIC POINTS (rounded down) expended to cast it.

SPECIAL ABILITIES

CALLIGRAPHY (4TH RANK)

This is the ability to create magical scrolls. The total cost of basic materials for a scroll will be 3-18 crowns: parchment of high quality is called for, along with gold leaf and some rare and expensive pigments. The scroll can be for any spell that the Sorcerer is able to cast (that is, whose level does not exceed the Sorcerer's rank), and the maximum number of **MAGIC POINTS** placed in the spell is limited by the Sorcerer's rank. The process of inscribing and illuminating a scroll takes two lunar months (twenty-eight days). Each scroll that a Sorcerer prepares temporarily suppresses 2 points of his normal **MAGIC POINTS** score until it is used. Once the scroll is used, it disintegrates. Scrolls are one-use items.

ALCHEMY (6TH RANK)

Alchemy is the science which governs the preparation of potions and thaumaturgic compounds. A fully equipped laboratory, which can be established at a cost of some 200 crowns, is the first prerequisite. This comprises a lot of equipment, so the Sorcerer needs somewhere to set it all up. If the Sorcerer later needs to relocate his laboratory (maybe the locals think the Sorcerer is doing something unholy), 2-20 crowns of the set-up cost can be salvaged in the form of small portable items and ingredients. The Sorcerer does not become a Master Alchemist overnight. At 6th rank the Sorcerer knows how to distil only the less complex potions. Others must wait until the Sorcerer gains experience:

Sorcerer's Rank	Potions Which Can Be Prepared	Cost Of Ingredients
6th	Dexterity	35C
	Occult Acuity	40C
	Strength	35C
7th	All of the above plus Healing	40C
	Replenishment	120C
	Poison	100C
	Theriac	100C
8th	All of the above plus Night Vision	35C
	Smoke	50C
	Amianthus Dust	150C
9th	All of the above plus Control	120C
	Truth	100C
	Love	100C
	Sleep	200C
10th	All of the above plus Transformation	200C
	Dreams	200C
	the Elemental Essences	200C
	Evaporating Potion	200C
	Elixir Vitae	250C
	Virus Lunare	180C

(See pgs. 138-141 for potion details)

It takes twenty-eight days to distil a potion. In a normal-sized laboratory there can be up to ten potions 'on the boil' at one time. The Sorcerer cannot leave these bubbling away while off on an adventure; the alchemical process calls for continual supervision as various ingredients are mixed and added, vaporized, condensed, and filtered. The chance that a potion will turn out misbrewed and useless is 40% when the Sorcerer is at 6th rank decreasing by 10% per rank above 6th. This roll is made by the GM; the Sorcerer only finds out whether the formula is right right when the Sorcerer (or someone else) drinks it.

ARTIFICE (8TH RANK)

This is the skill involved in constructing magic amulets, talismans, and rings. It is a very precise science and there is only a slight chance (5%) that the item will turn out flawed or useless. The work of constructing magic items is intensely demanding and ties up most of the Sorcerer's occult energy over a long period. No adventuring is possible while making one of these items. If the Sorcerer has to cast any spells, the Sorcerer must make sure at least 20 **MAGIC POINTS** are kept back each day to fuel the Sorcerer's laboratory enchantments. Even breaking off the work for one day is enough to undo these vital enchantments, and the entire procedure must then start again from scratch. A Sorcerer who is engaged in making a magic item will not appreciate any interruptions.

- Talismans (8th Rank) - The work will take seven months and cost the Sorcerer in the region of 300 crowns.
- Amulets (10th Rank) - Manufacture of one these items will take a year and a day at a basic materials cost of 400 to 500 crowns.
- Rings (12th Rank Master Sorcerer) - Apparatus and miscellaneous costs are likely to be in the region of 600 crowns. The work will take three years; those rings which have charges will require one month per charge.
- Innovation (15th Rank) - A Sorcerer of this rank is said to have a consummate understanding of **ARTIFICE** that the Sorcerer is able to build magic items of the Sorcerer's own devising rather than copying the powers and procedures handed down in ancient lore. If any player character reaches this lofty pinnacle, it is up to the GM to set the final ruling on this. A Sorcerer who undertakes something new may be starting a lifetime's work. Players should understand this.

A list of talismans, amulets which may be made can be found on pgs. 141-143. Rings are found on pgs. 144-145.

WANDS (8TH RANK)

A wand is a device which enables a Sorcerer to concentrate power efficiently in a small group of spells at the expense of weakening the Sorcerer in other spells and reducing the Sorcerer's versatility. The wand is a staff at least a metre long, often intricately carved or studded with gems or precious metals. Apart from the requirement that its length must be between one and two metres, a wand may be virtually any shape and appearance.

The cost of constructing a wand can be anything from a few silver pieces right up to hundreds or even thousands of crowns. This is up to the Sorcerer to decide; it depends how splendid the Sorcerer wants the wand to be. The GM is urged to deal harshly with any wayward player-character who has always displayed an extravagant lifestyle, lives in a richly appointed townhouse, mingles with nobles and wealthy merchants, and yet makes a wand out of a bit of driftwood to save money. NPCs are likely to treat such a character with scorn. Such a Sorcerer will be seen as a charlatan, and NPC patrons will find other, grander Sorcerers to employ.

After deciding which type of wand the Sorcerer wishes to make, three months are spent enchanting it. Throughout this period the Sorcerer may undertake no adventures; indeed the Sorcerer must become a veritable hermit, focusing all attention on the wand. Having done this, the Sorcerer must imbue it with magical energy. Until he does this, the wand is like an uncharged battery. To 'charge' it, the Sorcerer sacrifices some of the innate capacity for spell-casting. In game-terms, the Sorcerer's MAGIC POINT score is permanently reduced. For each MAGIC POINT sacrificed, the wand gains 1½ MP of its own, rounding fractions down.

The MAGIC POINTS contained in a wand can only be used to cast spells specific to the wand, The Sorcerer is till able to use MAGIC POINTS to cast any spells known, including spells governed by the wand. While the Sorcerer holds the wand, the Sorcerer casts ATTACK spells governed by it at a bonus: +1 to MAGICAL ATTACK or SPEED, whichever is applicable. Conversely, the wand hampers the Sorcerer's control of other spells, giving a 5% chance of miscasting these. MAGIC POINTS expended from the wand's stock regenerate, like the Sorcerer's own MPs, at midnight.

The spells specific to each wand are as follows:

Wand of Mastery	<i>Command and Enslave</i>
Wand of Flame	<i>Dragonbreath, Nova and Firestorm</i>
Wand of Healing	<i>Miracle Cure, Lesser and Greater Healing, Antidote, and Cure Disease</i>
Wand of Energy	<i>Shadowbolt and Deathlight</i>
Wand of Necromancy	<i>Hold Off The Dead, Reanimate The Dead and Animate Bones</i>
Wand of Summoning	<i>Wolfcall, Phantasm and Battlemaster</i>
Wand of War	<i>Vorpal Blade*, Destrier and Armour</i>

* The wand itself transforms into a weapon equivalent to a Vorpal Blade for the duration of the spell.

In combat, wands count as normal quarterstaves. They confer no bonus on the wielder's COMBAT FACTORS, but are magical and hence able to wound creatures such as Spectres and Wights. A wand can only be used for spellcasting by the Sorcerer who created it, although any character may wield it as a weapon.

A Sorcerer cannot have more than one wand, because the Sorcerer is not able to construct a second until the first is destroyed. A wand can only be destroyed by the Sorcerer who created it, or by an enormously powerful creature such as a Dragon or Demon. Destroying a wand does not return MAGIC POINTS invested in it by its owner; these are permanently lost.