

WIZARD — 250 points

You're the only truly *learned* delver. Your knowledge of magic is deeper than that of the cleric or druid, and your spells don't merely borrow the power of mercurial supernatural beings (demons are *quite* controllable). The party needs your mighty wizardry, knowledge of all manner of strange creatures, and raw intellect. Not that you don't need the party – the greatest magical secrets are buried in the darkest pits, and you're smart enough to travel with bodyguards.

Attributes: ST 10 [0]; DX 12 [40]; IQ 15 [100]; HT 11 [10].

Secondary Characteristics: Damage 1d-2/1d; BL 20 lbs.; HP 10 [0]; Will 15 [0]; Per 12 [-15]; FP 14 [9]; Basic Speed 6.00 [5]; Basic Move 6 [0].

Advantages: Magery 3 [35]. • 30 points chosen from among DX +1 [20], IQ +1 [20], Will +1 to +5 [5/level], FP +1 to +10 [3/level], Eidetic Memory [5] or Photographic Memory [10], Gizmos 1-3 [5/level], Intuition [15], Language Talent [10], Languages (any) [2-6/language], Luck [15] or Extraordinary Luck [30], Magery 4, 5, or 6 [10, 20, or 30], Mind Shield [4/level], Signature Gear [Varies], Spirit Empathy [10], or Wild Talent 1 (Retention, +25%; Focused, Magical, -20%) [21].

Disadvantages: -15 points chosen from among Curious [-5*], Frightens Animals [-10], Obsession (Become the world's most powerful wizard, a lich, etc.) [-10*], Pyromania [-5*], Skinny [-5], Social Stigma (Excommunicated)† [-10], Unfit [-5] or Very Unfit [-15], Unnatural Features 1-5 [-1/level], or Weirdness Magnet [-15]. • Another -20 points chosen from among the previous traits or Absent-Mindedness [-15], Bad Temper [-10*], Clueless [-10], Combat Paralysis [-15], Cowardice [-10*], Hard of Hearing [-10], Klutz [-5] or Total Klutz [-15], Loner [-5*], Low Pain Threshold [-10], Nervous Stomach [-1], Oblivious [-5], Overconfidence [-5*], Post-Combat Shakes [-5*], Sense of Duty (Adventuring companions) [-5], or Stubbornness [-5].

Primary Skills: Hidden Lore (Demons, Magic Items, Magical Writings, or Spirits) and Occultism, both (A) IQ [2]-15; Alchemy (VH) IQ [8]-15; and Thaumatology (VH) IQ [1]-15‡.

Secondary Skills: Hazardous Materials (Magical), Research, Speed-Reading, Teaching, and Writing, all (A) IQ-1 [1]-14; and Meditation (H) Will-1 [2]-14. • *Either* Shield (Buckler) (E) DX+2 [4]-14 and Smallsword (A) DX+1 [4]-13, or Staff (A) DX+2 [8]-14. • *One* of Innate Attack (any) or Thrown Weapon (Dart) (E) DX+2 [4]-14; Throwing (A) DX+1 [4]-13; or Sling (H) DX [4]-12.

Background Skills: Nine of Fast-Draw (Potion) (E) DX [1]-12; Climbing or Stealth, both (A) DX-1 [1]-11; Body Sense (H) DX-2 [1]-10; First Aid, Gesture, or Savoir-Faire (High Society), all (E) IQ [1]-15; Cartography or Hidden Lore (any other) (A) IQ-1 [1]-14; Diplomacy, Physiology (monster type), or Strategy, all (H) IQ-2 [1]-13; Hiking (A) HT-1 [1]-10; or Scrounging (E) Per [1]-12.

Spells: Choose 30 wizardly spells, which will be either (H) IQ+1 [1]-16 or (VH) IQ [1]-15 with the +3 for Magery.

* Multiplied for self-control number; see p. B120.

† Means that helpful clerical spells (such as healing) work at -3 on you. Harmful ones *aren't* affected!

‡ Includes +3 for Magery.

Customization Notes

Unlike other casters, wizards lack a power that's distinct from their spells; their spell lists tend to define them. Essentially unrestricted access to magic makes generalization impossible.

Most wizards want as many FP as they can afford. It's also useful to trade the 5 points granted by quirks to get money for a high-capacity power item (p. 28) and a belt stocked with paut.

WIZARDLY SPELLS

Wizards use the magic system as written. They require Magery, and should be allowed to buy up to at least Magery 6 in play. Wizards *do* have to learn prerequisites are limited to the colleges available. Also, several spells are off-limits:

- Aside from Lend Energy and Recover Energy, Healing and Necromatic spells are the dominion of the Clerical Colleges. Wizards may only learn Healing spells that either belong to another college as well or are in the *only* prerequisite path to a spell in a different college. In the latter case, if *any* other path exists, the wizard **must** take it instead.
- Animal, Plant, Elemental Spirit, and Weather spells are the preserve of druids. Again, wizards may only learn such magic as part of another college or when a spell from another college absolutely *requires* it.
- Communication and Empathy spells belong to the Bardic College. Again, wizards may only learn such magic as part of another college or when a spell from another college absolutely *requires* it.
- Enchantment spells are the sphere of NPC enchanters, who don't share their secrets. If you want a magic sword and can't afford one, go look in a dungeon.
- Spells that permit flight, teleportation, planar travel (including ethereal and astral) and time manipulation are unknown. There is no Gate College.
- Technological (Machine, Energy, Radiation, and Metal & Plastic) Spells are off limits.

Other spells have been changed as noted below:

- "Create" spells that materialize matter last for a day and can't be made permanent.
- Enlarge costs 15 FP per +1 SM.
- Flash cost 5 FP and takes 3 seconds to cast.
- Darkness and Sunlight cost 3 to cast and 2 to maintain. Continual versions cost 5 FP.
- Invisibility spell ends *instantly* if the subject attacks, casts a combat spell, or otherwise does anything more violent than moving around, spying, and stealing. Reduce energy cost from 5/3 to 4/2 to compensate.