

# WIZARD

*A caster of magic spells.*

**Dice:**                      **Bonus Dice: none**

Battle	1
Magic	6
Make	2
Muscle	1
Notice	2
Resist	3
Shoot	0
Sneak	1
Stunt	1
Talk	3

Wizards cast magic spells. Their magic has many uses, from creating balls of light to magical disguises and invisible shields. They are also skilled at using magic wands, scrolls, and other enchanted treasures. Wizards' mastery of lore and learning make them natural party leaders.

Wizards start with no bonus dice, but with many magic powers.

## POWERS

**Counterspell** — *You can make it harder for someone to make a Magic roll. Costs 2 Luck.*

Choose an opponent and roll your Magic dice. For each success, your opponent loses one Magic die from their next Magic roll (but always gets to roll at least one die).

**Disguise** — *You can make yourself look like someone else. Costs 2 Luck.*

Roll your Magic dice. One success creates a magical disguise for the rest of the action scene; each extra success improves the disguise. The disguise allows you to appear as any human or human-like creature you choose — a dwarf, elf, or goblin, for example. Enemies who speak with you or have some other reason to suspect you can

roll their Notice dice to see through the disguise. They need at least as many successes as the number of successes you rolled on the disguise in order to see through it.

**Float** — *Make yourself float above the ground. Costs 2 Luck.*

Roll your Magic dice. For each success, you can float above the ground for one turn. You float as if "treading air" about five feet off the ground. You can't move unless you can pull yourself along a wall or low ceiling.

**Ice Sheet** — *Make a slippery sheet of ice that makes people fall down, and puts out fires. Costs 3 Luck.*

Roll your Magic dice. One success creates a patch of ice one pace wide. More successes make more patches. You decide where the patches appear, on the ground anywhere you can see, even directly underneath an opponent's feet. Anyone smaller than a giant standing on an ice patch or trying to cross it must make at least one success on a Stunt roll to avoid falling down and losing a turn.

An ice patch can also put out a fire of the same size.

**Mistform** — Turn yourself into a mist that can seep through tiny spaces. Costs 3 Luck.

Roll your Magic dice. One success changes you into a cloud of mist for one turn. Each extra success makes the mistform last one extra turn. As a mist, you can't be attacked, and you can seep under doors and through the smallest of cracks. You can't speak or make any action rolls until you regain your natural form.

**Shield** — Make an invisible shield around yourself. Costs 1 Luck.

Roll your Magic dice. For each success, you can take away one Battle or Shoot success from an opponent's roll against you, until you run out of successes, or the action scene ends.

*Example: Feeney the wizard is in a battle against some orcs. She rolls her Magic dice to cast a shield around her, and rolls a 2, 2, 4, 4, 5, and 6. Two successes! A little later, an orc shoots an arrow at her and scores one success. Feeney's shield blocks the arrow and has one success left. An orc swings its sword at Feeney and scores two successes. One success is blocked by the shield spell, but the other success gets through – the shield is gone, and Feeney loses one Luck from the sword attack.*

**Teleport** — You can transport yourself to a nearby place. Costs 4 Luck.

Roll your Magic dice. You can disappear and then reappear an instant later at a distance of one pace for each success you roll, regardless of what's in the way. You can't teleport into solid rock or any other obstruction – the spell will “bounce” you back to your starting place.

**Tongues** — Talk with any creature with 1 or more Talk dice. Costs 2 Luck.

Roll your Magic dice. With one or more successes, you can speak to and understand the speech of any creature with 1 or more Talk dice for the rest of the action scene.

**Will o' the Wisp** — You make a glowing ball of light that moves in the air as you choose. Costs 1 Luck.

Roll your Magic dice. With one success, you create a glowing ball of light that creates dim light for two paces around itself, or bright light for 6 paces. The wisp must stay within sight of you, and has Luck 1 for purposes of Battle and Shoot rolls against it. The wisp lasts until you choose to make it go away.

**Zap** — You shoot a ray of magic force at an opponent. Costs zero Luck.

Roll your Magic dice. Your opponent loses one Luck for each success. Opponents can use Stunt, but not Armor, to take away some or all of your dice (but you always roll at least one die).