

Sorcerer (p30)

Creation Summary (p24)

Attack	11	Magical Attack	15	Initial Equipment Lantern, flint-and-tinder, backpack, dagger (d4, 3), shortsword (d8, 3) or staff (d6, 3), 20 florins, and any two potions from the following: <i>Dexterity</i> , <i>Occult Acuity</i> , <i>Strength</i> , <i>Healing</i> , and <i>Replenishment</i> .
Defence	5	Magical Defence	5	
Stealth	13	Evasion	3	
Perception	5	Health Points	1d6+4	
		Magic Points	4	

Intelligence and **Psychic Talent** must be 9+

Advancement Summary (p130)

+1	Attack, Defence, Stealth, and Perception	Ranks 4, 7, 10, etc.
+1	Health Points	Even Ranks
+1	Magical Defence and Magical Attack	Each Rank
+1	Additional Magical Defence and Magical Attacks	Ranks 7 and 12
+1	Evasion	Ranks 5, 9, and 13

Armour Proficiencies (p71)

Mail hauberk:	-1 Attack and Defence 10% spell miscast
Mail armour:	-3 Attack and Defence 20% spell miscast
Plate armour:	-4 Attack and Defence 30% spell miscast

Calligraphy (p30)

- At 4th rank, scribe magical scrolls
- Each scroll costs 3d6 crowns
- Max MP in spell is Sorcerer's rank
- Takes 28 days
- MP total reduced by 2 until scroll read

Alchemy (p30)

- At 6th rank, brew potions of: *Dexterity*, *Occult Acuity* and *Strength*
- At 7th rank, additionally brew potions of: *Healing*, *Replenishment*, *Poison* and *Theriac*
- At 8th rank, additionally brew potions of: *Night Vision*, *Smoke* and *Amianthus Dust*
- At 9th rank, additionally brew potions of: *Control*, *Truth*, *Love* and *Sleep*
- At 10th rank, brew all potions
- 200 crowns to set up a laboratory
- Takes 28 days to brew up to 10 potions

Artifice (p31)

- At 8th rank, craft talismans (takes 7 months and costs 300 crowns)
- At 10th rank, craft amulets (takes 1 year and a day and costs 400-500 crowns)
- At 12th rank, craft rings (takes 3 years plus 1 month per charge and costs 600 crowns)
- At 15th rank, craft unique items
- 5% chance that an item is flawed or useless
- Must expend 20MP per day

Wands (p32)

- At 8th rank, may construct a wand
- Takes 3 months to enchant
- Permanently lose 1 MP to charge wand with 1½ MP (round down)
- Wand MPs may be used to cast specific spells with +1 Magical Attack or Speed
- 5% chance of miscasting other spells
- A sorcerer may only have 1 wand

Wand of...	Spells
...Mastery	<i>Command</i> (p82); <i>Enslave</i> (p85)
...Flame	<i>Dragonbreath</i> (p80); <i>Nova</i> (p85); <i>Firestorm</i> (p88)
...Healing	<i>Miracle Cure</i> (p88); <i>Lesser Healing</i> (p80); <i>Greater Healing</i> (p82); <i>Antidote</i> (p82); <i>Cure Disease</i> (p84)
...Energy	<i>Shadowbolt</i> (p83); <i>Deathlight</i> (p85)
...Necromancy	<i>Hold off the Dead</i> (p80); <i>Reanimate the Dead</i> (p84); <i>Animate Bones</i> (p87)
...Summoning	<i>Wolfcall</i> (p82); <i>Phantasm</i> (p84); <i>Battlemaste</i> (p88)
...War	<i>Vorpal Blade</i> (p85); <i>Destrier</i> (p87); <i>Armour</i> (p84)