

# Sorcerer

## Dragon Warriors Reference Sheet (p30)

### Creation Summary (p24)

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

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

### Advancement Summary (p130)

+1	Attack, Defence, Stealth, and Perception	Ranks 4, 7, 10, etc.
+1	Health Points	Each even rank
+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)

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

### Calligraphy (p30)

- At rank 4, 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)

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

### Artifice (p31)

- **Rank 8:** craft talismans – 7 months + 300 crowns
- **Rank 10:** craft amulets – 1 year and a day + 400-500 crowns
- **Rank 12:** craft rings – 3 years plus 1 month/charge + 600 crowns
- **Rank 15:** craft unique items
- 5% chance that an item is flawed or useless
- Must expend 20 MP per day

### Wands (p32)

- May construct a wand from rank 8
- Takes 3 months to enchant
- Permanently lose 1 MP to charge wand with 1½ MP (round down)
- Wand MP 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) <i>Miracle Cure</i> (p88) <i>Lesser Healing</i> (p80)
...Healing	<i>Greater Healing</i> (p82) <i>Antidote</i> (p82) <i>Cure Disease</i> (p84)
...Energy	<i>Shadowbolt</i> (p83) <i>Deathlight</i> (p85) <i>Hold off the Dead</i> (p80)
...Necromancy	<i>Reanimate the Dead</i> (p84) <i>Animate Bones</i> (p87) <i>Wolfcall</i> (p82)
...Summoning	<i>Phantasm</i> (p84) <i>Battlemaste</i> (p88) <i>Vorpal Blade</i> (p85)
...War	<i>Destrier</i> (p87) <i>Armour</i> (p84)

