

Mage Skills	Index Sheet		
Skill Name	Skill Cost	Pre-requisites	Description
Air Mastery 1	4	Special	All Air spells cast by the character with this skill have their mana cost reduced by 1 to a min of 1.
Air Mastery 2	4	Air Mastery 1, Special	This ability allows an air mage to innately teleport himself, 1 point of mana will move him 1 metre in any direction of his choosing. The mage can use as much mana as he likes to move him as far as he likes, no verbal is necessary.
Detect Magic	1	None	Allows a mage caster to detect the presence of active elemental magic effects. The caster must place his hand within 10 cm of an object and concentrate for this to work.
Detect Magic 10ft Radius	3	Detect Magic	As per detect magic but the mage can detect any magic within a 10ft area around him. The spell does not allow him to determine where in the area any magic is only that it is there.
Detect Mendac Magic	1	Special	This skill allows a mage to detect the present of mendac magic although no level of other details are given
Dispel Magic	3	None	Dispel Magic breaks a flow of magic that is currently in use. Temporary spells are dispelled permanently by using this skill. Permanent effects are negated for a short time if sufficient power is used. To dispel an effect, you must use 2 mana plus one additional point for every level of the effect you wish to dispel. Therefore a third level effect would need 2 + 3 =5 mana to dispel. It should be noted that magical effects can be trapped and enhanced to make dispelling them more difficult. DisPELLing temporary effects happens instantly. Permanent effects can be temporarily dispelled but the mage has to concentrate totally on unravelling the magics of the permanent effect to do so. The concentration is so all consuming that the only thing a mage can do while he is concentrating is walk slowly. Dodging blows, speech and any other such interruption will end the dispel attempt and the effects of the permanent spell will start again.
Earth Mastery 1	4	Special	All Earth spells cast by the character with this skill have their mana cost reduced by 1 to a min of 1
Earth Mastery 2	4	Special, Earth Mastery 1	This ability allows the earth mage to subtract damage taken from his mana pool instead of his hit points. 3 mana will absorb 1 point of damage.
Fire Mastery 1	4	Special	All Fire spells cast by the character with this skill have their mana cost reduced by 1 to a min of 1
Fire Mastery 2	4	Special, Fire Mastery 1	This ability allows the fire mage to heal their own hit points by burning mana. Heal rate is 3 mana for 1 hit point of healing.
ID Spell	1	None	This skill allows a mage to determine the level as well as the sphere of a spell in a book before he attempts to learn it. If he does not have this skill he has no idea of the power of any spell before he tries to learn it. This skill will also tell him if he knows the spell or not. However, it will not reveal which spell it actually is.
Identify Basic Item	3	Special	This ability allows the user to determine the magical properties of a basic item. Requires the item to be handled and 15 minutes of uninterrupted concentration. This skill will not allow the user to determine if the item is cursed.
Identify Complex Item	5	Special, Identify Medium Item	This ability allows the user to try and determine the magical properties of powerful or sentient magical items. Requires the item to be handled and 15 minutes of uninterrupted concentration. This skill will not allow the user to determine if the item is cursed.
Identify Medium Item	4	Special, Identify Basic Item	This ability allows the user to determine all magical properties of a medium magical item. Requires the item to be handled and 15 minutes of uninterrupted concentration. This skill will not allow the user to determine if the item is cursed.
Learn Magic	2	None	Grants the character the knowledge to learn magic in the first place. Without this skill the character cannot master the most basic of spells. Included in the cost is Mental Discipline level 1. When a starting character purchases this skill they gain three level one spells, two of which are chosen by the player and the third is chosen at random by the referee.

Make Scroll (1 Level)	2	Special	This skill allows a character to make scrolls of any magical spells they know. Each day they can make a number of levels of scroll equal to their make scroll level. For example if a character had make scroll level 4. Then he could make a scroll of 1 x Level 4 spell or he could make 2 x scrolls of Level 2 spells.
Mana	1	None	This buys the mage 3 mana to power his spells.
Mental Discipline 10	1	Special, Mental Discipline 9	See Mental Discipline
Mental Discipline 2	1	Learn Magic	The Mental Discipline skills are those that help a mage in the mental combat he undergoes when attempting to learn a spell. Although the disciplines are not necessary for a mage to learn spells, if he does not have an equal level in mental discipline to the level of spell he is trying to learn, he will almost certainly die if he loses the mental combat with the spell. If a mage loses against a spell the spell will be erased from the book or scroll he is attempting to learn it from but the mental discipline skills also reduce the chance of this happening. When a starting character purchases this skill they learn two second level spells. One is chosen by the player and the other is chosen at random by the referee. Each level of the mental discipline skill will also reduce the hour long med by 2 minutes, the half hour med by 1 minute and will increase the amount of mana received from the 5 minute med by 1.
Mental Discipline 3	1	Special, Mental Discipline 2	See Mental Discipline
Mental Discipline 4	1	Special, Mental Discipline 3	See Mental Discipline
Mental Discipline 5	1	Special, Mental Discipline 4	See Mental Discipline
Mental Discipline 6	1	Special, Mental Discipline 5	See Mental Discipline
Mental Discipline 7	1	Special, Mental Discipline 6	See Mental Discipline
Mental Discipline 8	1	Special, Mental Discipline 7	See Mental Discipline
Mental Discipline 9	1	Special, Mental Discipline 8	See Mental Discipline
PreCast	2	None	This skill allows a mage to cast any spell of any level and to hold its effects until he needs it. A mage can hold ONE spell only with this skill and the spell is held until the mage uses it. A mage can move, cast and fight as normal with a spell held and the spell cannot be interrupted when it is released as it has already been cast. The mage only needs say "spell casting spell name" (See casting spells section) rather than the full verbal when they wish to release the spell, as they have done the full casting earlier. The spell being stored costs 150% of the normal mana cost (rounded down) This skill may be bought multiple times.
Read Scrolls	2	None	Allows a mage to use (but not make) magical scrolls. Scrolls are a limited form of spell. They simply need releasing from the page and directing to a target. Due to the fact that the scroll is a spell that has already been cast onto a page, mages cannot learn the spell by studying the scroll. Spells look similar to scrolls when written down and can be used like a scroll so mages must be careful not to use a new spell when they believe they are using a scroll. Once a scroll or spell is used in this fashion it is erased from the paper and cannot be re-used.
Improved PreCast	3	Special, At least 1 PreCast	This skill improves a mages existng pre-casts so that spells stored in a precast are improved by one of the following (choose at casting): 1) +1 damage, 2) +50% duration, 3) +50% area of effect.
Scribe Sigil	2	None	This skill allows a mage to cast a spell into a rune, which he draws on a surface and then sends a trigger condition such as when the rune is read, touched or so on. When someone meets the trigger condition, they get the effects of the spell cast into the rune. To prepare and scribe one rune it takes half the spells level in minutes. The rune must be at least 30cm square in size and scribed onto a reasonably flat surface. The caster cannot have more than one rune cast at any time. However the skill may be bought multiple times, each purchase granting and the mage an additional rune they may have active at any one time.
Water Mastery 1	4	Special	All water spells cast by the mage have their mana cost reduced by 1 to a min of 1

Water Mastery 2	4	Special, Water Mastery 1	This ability allows a caster to innately apply either of the spell alteration effects to any of the their spells for the cost of 1 additional mana per alteration. This does stack with the spell alteration effects.	
Transcend Armour	4	Special	Allows a mage to cast in any type of armour without casting penalties	
Sigil Master	3	Special	Any Sigil created by the character with this skill can be boosted by one of the following effects chosen at the time of the runes creation: 1) +1 damage, 2) +50% duration, 3) +50% area of effect.	