

Mages and magic use.

We have 4 archetypes: Warrior, Archer, Mage, and Cleric.

****To become a a mage or cleric, you must qualify as you would for weapons classes. This requires you to apprentice yourself to a qualified mage or cleric. They will qualify you as fully trained at their discretion****

Each warband may have one Mage

Wizard/spell caster weaponry and HP:

- Must carry a staff (or similar). This can be used defensively and offensively as a two-hander.
- Can have one 'short' weapon; sword offhander for example.
- HP as per their own costuming to a limit of 9 HP.

Mandatory requirements:

- Costuming.
- A spell book or scroll (affixed to a belt to denote status - spells should be memorised)
- Spell balls (use a bag or pouch)

Magic system

Spell casters can use socks, sponge balls or any other core less ball shaped object as an attacking "Spell Balls". **TENNIS BALLS ARE NOT ALLOWED OR ANYTHING ELSE OF A SIMILAR WEIGHT.**

Each Spell requires you to say a certain amount of ***WORDS***. At the end of the words you must shout the spell you are using at the end. For example a Lightning Bolt spell would be a simple a simple chant of 35 words and then "LIGHTNING BOLT!" to finish.

When attempting to cast a spell you cannot attack or defend yourself with weapons. If you must defend yourself, are hit or move away quickly the cast is 'bad', and you must start

again You must be stationary while casting but you can duck to avoid arrows and thrown weapons.

There are 3 spells which can be used:

FIRE BALL (causes 2 HP damage) - 20 words then yell 'FIREBALL!!' - requires spell ball.

LIGHTNING BOLT (causes 3 HP damage) - 35 words then yell 'LIGHTNING BOLT!' - requires spell ball

FROST BALL (does not cause damage, freezes target in place for 20 count - cannot defend or attack) - 30 words - ball, yell FREEZE!!!!!!!!!!!!!! etc.

You are able to carry as many "spell balls" as you like. But you are only allowed to use your own spell balls, and each spell ball is a one use weapon per game phase. If you use all your spell balls in one phase, you must wait for the next game phase to restock. You will then start the new phase with your complete load out.

List of Qualified Mages

Andrew Gould

Chris Morris

David Neville

Joel Garner

Les Petersen

Peter Arentsen

Peter Greig

Rob Dickson - Qualified by Gavan 22/03/2015