

Warrior Mage Base List 10.12.1

WEAPON ENCHANTMENTS

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Mage Blade I	1 weapon	P	touch	U
2)	Unhesitating Weapon *	1 weapon	1 rnd	self	U
3)	Retrieval *	1 weapon	—	5'/lvl	U
4)	Parry Weapon	1 weapon	1 rnd/lvl	self	U
5)	Elemental Weapon I	1 weapon	1 rnd/lvl	self	U
6)	Hidden Strike *	1 attack	1 rnd	self	U
7)	Hammerstrike I	1 weapon	1 rnd/lvl	self	U
8)	Multiple Strike I *	1 weapon	1 rnd	self	U
9)	Dancing Weapon I	1 weapon	1 rnd/2 lvls	self	Us
10)	Eldritch Weapon I	1 weapon	1 rnd/lvl	self	U
11)	Mage Blade II	1 weapon	P	touch	U
12)	Elemental Weapon II	1 weapon	1 rnd/lvl	self	U
13)	Hammerstrike II	1 weapon	1 rnd/lvl	self	U
14)	Multiple Strike II *	1 weapon	2 mds	self	U
15)	Dancing Weapon II	1 weapon	1 rnd/2 lvls	self	Us
16)	Eldritch Weapon II	1 weapon	1 rnd/lvl	self	U
17)	Elemental Weapon III	1 weapon	1 rnd/lvl	self	U
18)	Multiple Strike III *	1 weapon	3 mds	self	U
19)	Mage Blade III	1 weapon	P	touch	U
20)	Hammerstrike True	1 weapon	1 rnd/lvl	self	U
25)	Dancing Weapon True	1 weapon	1 rnd/2 lvls	self	Us
30)	Elemental Weapon True	1 weapon	1 rnd/lvl	self	U
35)	Eldritch Weapon True	1 weapon	1 rnd/lvl	self	U
50)	Cleaving Weapon	1 weapon	1 rnd/2 lvls	self	U

1. Mage Blade I — Caster attunes himself to one particular weapon of choice. That weapon becomes his mage blade. While wielding a *mage blade* caster have have an additional +1 level bonus to all Combat skills.

2. Unhesitating Weapon — For this round the caster will receive a +50 bonus to his initiative roll.

3. Retrieval — Caster may summon his *mage blade* via flight from a distance of up to 5'/lvl of caster. There may be no barriers between the weapon and the caster. The weapon arrive during the round and if distance travelled is shorter than half the possible distance caster may use the weapon to attack (or parry) in the same round (with a -20 penalty).

4. Parry Weapon — For the duration of this spell the caster parry at 150% effectivity. All OB moved to DB will be multiplied by x1,5. This spell is not cumulative with the *Dancing Weapon* spells.

5. Elemental Weapon I — Caster imbues his *mage blade* with elemental force. All criticals made by the weapon has 25% chance of making an additional elemental critical at the same degree of severity. The caster may opt to double the chance for every degree lesser in severity the critical.

6. Hidden Strike — If the caster's *mage blade* makes a critical strike the round this spell is cast that critical is modified by +5.

7. Hammerstrike I — For the duration of this spell, the casters *mage blade* will make x1,5 concussion damage.

8. Multiple Strike I — The round that this spell is cast the caster may act with 160%. He may make two separate attacks with a -20 OB modification to both.

9. Dancing Weapon I — The weapon have a will of its own for the duration of this spell. Should the caster be stun no parried, down or out, his *mage blade* will try to parry any attacks against its wielder. The bonus DB for such an attempt is 50% of the wielders OB with the *mage blade*.

10. Eldritch Weapon I — As *Elemental Weapon I*, except caster may imbue his weapon with either plasma or nether (doing either plasma or disruption criticals). The unpredictable nature of nether makes is difficult to control and lowers the duration of this spell to 1 rnd/2 levels.

11. Mage Blade II — As *Mage Blade I*, except enhances wielders Combat level bonus by +2.

12. Elemental Weapon II — As *Elemental Weapon I*, except the chance of making an additional critical is 50%.

13. Hammerstrike II — As *Hammerstrike I*, except that the *mage blade* will make x2 concussion hits.

14. Multiple Strike II — As *Multiple Strike I*, except caster may act with 180% activity for 2 rounds, i.e make two attacks with a -10 OB modification to both.

15. Dancing Weapon II — As *Dancing Weapon I*, except the *mage blade* will use 75% of wielders OB to parry.

16. Eldritch Weapon II — As *Eldritch Weapon I*, except the chance of making an additional critical is 50%.

17. Elemental Weapon III — As *Elemental Weapon I*, except the chance of making an additional critical is 75%.

18. Multiple Strike III — As *Multiple Strike I*, except caster may act with 200% activity for 3 rounds, i.e make two attacks without penalties each round.

19. Mage Blade III — As *Mage Blade I*, except enhances wielders Combat level bonus by +3.

20. Hammerstrike True — As *Hammerstrike I*, except that the *mage blade* will make x3 concussion hits.

25. Dancing Weapon True — As *Dancing Weapon I*, except the *mage blade* will use 100% of wielders OB to parry.

30. Elemental Weapon True — As *Elemental Weapon I*, except the chance of making an additional critical is 100%. I.e the weapon always make an extra critical at the same severity as the first critical.

35. Eldritch Weapon True — As *Eldritch Weapon I*, except the chance of making an additional critical is 100%.

50. Cleaving Weapon — The *mage blade* is imbued with magical sharpness and enchanted to cut through armor, flesh and bone. For any opponent of "medium size", i.e criticals rolled on the ordinary critical tables, there is a chance equal to casters level (-10 for "A" crit, -5 for "B" crit, modified by 0 for "C", +5 for "D" crit and +10 for "E" crit) that the critical is "severing". If the critical result indicates a specific body part struck by the swing it is severed. If the opponent is "large" or "super large" use the Slaying column for all criticals while this spell is cast (but not any severing effects unless).

SPECIAL NOTES

1) The Mage Blade spells may be cast on any melee weapon (i.e maces, swords, axes etc). The weapon of choice may be magical or non-magical. A warrior mage may shift weapon by casting Mage Blade on another weapon, but the process require a 24 hour period.

2) Only when wielding his attuned mage blade will the caster be able to cast spells from this list (i.e. wielding equals holding in his hands). The exception from this rule is the 3rd level spell *Retrieval*.

3) Only when wielding his attuned mage blade will the caster have the increased level-bonus on Combat skills.

4) While casting *Unhesitating Weapon* the character must still *roll* 150+ to act at 150% for that round. The bonus does not change that.

5) *Elemental Weapon*. At the retrieval of this spell the caster must chose one element. That element is the element that he can imbue into his weapon. For every 5 levels the caster gets to chose an additional element. The elements of choice are Fire, Ice, Earth and Wind. The corresponding criticals are Heat, Cold, Impact and Electricity.

6) Optional: GM may decide that a Warrior Mage that have developed only *Fire Law* (as Base List) could only imbue fire into his mage blade. Or the same corresponding element for the other Magician Base lists.

7) All extra criticals made by weapons imbued with elements are based on the roll for the first critical, i.e. if the ordinary slash critical was on a roll of "67", then the additional critical is also on a result if "67".

8) *Hidden Strike*. The roll can not be modified to "66". If the modified roll exceed 100, use the 100 result.