

Warlock (p38)

Creation Summary (p24)

Attack	12	Magical Attack	12	Initial Equipment Lantern, flint-and-tinder, backpack, bow (d6, 4), quiver with 6 arrows, dagger (d4, 3), full mail armour (AF 4), 2d10 florins, two-handed sword (d10, 5) or spear (2d4, 4) or sword (d8, 4) and shield.
Defence	5	Magical Defence	4	
Stealth	13	Evasion	3	
Perception	5	Health Points	1d6+5	
		Magic Points	2	

Intelligence must be 11+
Psychic Talent must be 9+

Advancement Summary (p130)

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

Armour Proficiencies (p71)

Plate Armour: -2 Attack and Defence

Weapon Groups (p38)

Pick two groups at 3rd rank:

Group I Flail Mace Morning Star Scourge Warhammer	Group III Halberd Staff Spear Footman's Flail War Lance	Group V Battleaxe War Axe	Group VII Crossbow Javelin Sling Thrown Dagger Rock
Group II Dagger Shortsword Sword	Group VI 2H Sword Longsword	Group VI Bow	Group VIII Cudgel Unarmed Combat

-2 to Attack with a weapon outside selected groups.

Advanced Skills (p39)

Select one at 8th rank and each subsequent rank:

Appraise Enemy

Determine profession and rank of a target by rolling d20 below Warlock's Psychic Talent score.

Arrow Cutting

Warlock may use his Defence against ranged attacks. Can only be used if Warlock sees the attack coming. Applies to more than just arrows.

Fight Blind

Only -2 Attack and -4 Defence in darkness or vs. invisible targets.

Minor Enchantment (Armour)

May be taken up to 3 times, each time it increases the magical plus of the armour that the Warlock can enchant by +1.

Minor Enchantment (Weapons)

May be taken up to 3 times, each time it increases the magical plus of a weapon that the Warlock can enchant by +1.

Major Enchantment (Weapons)

Enables the Warlock to create three different types of powerful magical sword. Must already be able to craft +3 magical weapons.

Major Enchantment (Armour)

May be taken up to 3 times, each time allows the Warlock to create a powerful suit of magical plate armour. Must already be able to craft +3 magical armour.

Ride Warhorse

May ride a warhorse as per Knight or Barbarian (p245).

Unarmed Combat

Unarmed attacks are (d6,3) attacks. Must have specialised in Weapon Group VIII