

Knights of Valour

Days of Thunder

Wizard Role

Introduction

A Wizard is able to channel & use Magic - a supernatural force that flows throughout the Universe.

A Wizard's Magical strength is expressed as *Mana*, tracked with Mana Points (M.P.). The more Mana Points you have, the more Spells you can Cast before you must Rest and Recover spent Mana.

Primary Physical Stat Requirement

A minimum of +2 Wisdom.

Armor

A Wizard can wear any Armor, or use any Shield, but while doing so they cannot cast any Spells, use Scrolls, or use any Magic Items.

Weapons

Any Martial Melee Weapon.

Character Creation

When you roll a new character you can choose any 1 Weapon that you are Proficient in (P.L: 1) – you attained this Proficiency in your early years training to be an Adventurer. Record this Weapon on your Character Sheet.

A Wizard starts with 5 Mana Points, record this on your Character Sheet.

Mana Points

A Wizard spends Mana Points (M.P.) in order to Cast Spells, Activate Spell Scrolls, and to use Magic Items.

A Wizard can have at most 100 M.P.

Certain Items provide additional sources of Mana Points.

Mana Points can be restored by Meditation, Sleeping, use of certain Mana-Restoration Items, and at Power Points.

Spell Acquisition

You can Acquire new Spells by Resting within 10" of a Power Point.

Every Spell has an associated V.P. Cost, which is the number of V.P. that must be spent in order to acquire the Spell. This follows the same increasing scale as Buffs:

Spell Level	V.P.
1	500
2	1000
3	2000
4	4000
5	8000
6	14000
7	23000
8	34000
9	48000
10	64000

While Resting at a Power Point you can Purchase as many new Spells as you have V.P. to spend. You could save up all your V.P. to purchase a single high-level Spell, or you could purchase a number of Lower level Spells, if you have sufficient V.P.

Every Spell has a Mana Cost to Cast – the number of Mana Points that must be spent to activate it's effect. Each time you Cast a Spell, reduce your current Mana by the number of Mana Points indicated on the Spell Card. You can Cast the same Spell multiple times if you have sufficient Mana Points.

Spell Casting

To Cast a Spell, pay the associated Mana Cost indicated on the Spell Card. If you have sufficient Mana then you can cast the same Spell multiple times.

Spell Saving Throw:

Many spells require that the target make a saving throw to avoid some or all of the spell effects.

When casting such a spell the target will roll a D20, and must exceed the Spell Strength of the caster.

Casters Spell Strength = 10 + Spell Level + Skill/Spell Modifiers

Targets Saving Throw = D20 + Health Stat + Skill/Spell Modifiers

Spell Attack Roll:

Some spells require that the caster make an attack roll to hit the intended target.

Casters Attack Roll = D20 + Spell Level + (10 – Armor Class) + Skill/Spell Modifiers

Targets Defence Roll = Armor Class + Skill/Spell Modifiers

Note that the Casters Armor Class is subtracted from the casters attack roll – as Armor impedes the flow of Magic. A Spell Caster with no armour is more effective than a heavily armoured Spell Caster.

If the caster is within 5” of the intended target apply a -5 modifier to the Casters Attack Roll.

Mana Restoration

Mana Points can be restored by Meditation, Sleeping, use of certain Mana-Restoration Items, and at Power Points.

Mediation

In order to Meditate you must be in a calm & quiet environment. For every Hour that you spend Meditating you recover 1 M.P.

Sleeping

For every 4 consecutive hours that you spend sleeping, you recover 8 M.P.

Power Points

If you Meditate or Sleep within 10” of a Power Point you recover 4x the M.P i.e. 4 M.P. per hour spent Meditating, or 32 M.P. every 4 consecutive Hours spent Sleeping.

Wizard Role Buffs

Increase Mana:

Cost: 1000 V.P.

- ❖ Pay the V.P. Cost
- ❖ Increase your Mana by 5 Points, up to a Maximum of 100.

Appendix A: Spells Reference

Importing D&D 5e Spells:

To use D&D 5e Spells with KoV you need to determine the V.P. Cost of the Spell and the number of Mana Points to cast the Spell.

Take the Level of the Spell, as indicated in the Players Handbook, and lookup the corresponding V.P. cost:

The number of Mana Points to cast a Spell is equal to the Level of that Spell.