

Magehome LARP

AN EXTRACT FROM THE MAGEHOME LARP

# PLAYER'S PRIMER

by Dave Wainwright

AN INTRODUCTION TO THE

## WARLOCK

CLASS OUTLINE



# MAGEHOME LARP FANTASY RULES SYSTEM

www.magehome.com

## WARLOCK

The way of the *Warlock* is a path chosen by many. This warrior/wizard, all rolled into one, does not normally grow to be as powerful as either of its two base classes but is often a useful person to have in a group, (especially if there is no *Wizard*), as it has not been unknown for those of this profession to save the day with a last minute surprise be it magical or martial.

### SKILLS AVAILABLE

SKILL/ABILITY	COST
Alchemical Script	7
Ambidexterity	3
Armour - Light	2
Armour - Medium	4
Armour - Elven Mail	5
Body Points - Basic (2)	3 ea.
Body Points - Body Building	6
Body Points - Endurance	9
Bravery	10
Component Foraging	12
Creature Knowledge	5
Alchemy - Distillation - Shard I	6
Etiquette	1
Evaluate	4

Literacy - Basic  
Literacy - Advanced  
Lore  
Magical Identification  
Magical Script  
Numeracy - Basic  
Numeracy - Advanced  
Power (49)  
Shield  
Spells - 1 Power  
Spells - 2 Power  
Spells - 3 Power  
Spells - 4 Power  
Spells - 5 Power  
Strength  
Strength Subdual  
Subdue  
Teach  
Weapon Skill - 1 handed  
Weapon Skill - 2 handed  
Weapon Skill - Bow  
Weapon Skill - Dagger  
Weapon Skill - Pole  
Weapon Skill - Thrown  
Weapon Speciality  
Weapon Smith - Repair