

NAME	HEIGHT	BODY POINTS	MAGIC POINTS: 12			ATTACKS
			RED	GREEN	GREY	
Sorcerer with Sword	4	12	4	4	4	1

MANOEUVRES		PG	X	MOD	+
DOWN SWING					
	SMASH	24	50	+3	
SIDE SWING	STRONG	28	64	+2	
	HIGH	10	64	+1	
	LOW	2	58	+1	
THRUST	HIGH	32	60	0	
	LOW	14	60	0	
FAKE	HIGH	42	58	0	
	LOW	12	64	0	
	SIDESWING	22	60	-1	
	THRUST	38	58	0	
MAGIC SPELL	GREAT	36	54	S	
SPECIAL	KICK	34	56	0	
	WILD SWING	40	58	+2	
	DISLODGE WEAPON	30	58	-4	
	RETRIEVE WEAPON	46	52	-6	
MAGIC SPELL	MAJOR	26	54	S	
	MINOR	48	54	S	
JUMP	UP	18	52	-6	
	DODGE	8	52	-4	
	DUCK	20	52	-5	
	AWAY	16	62	-4	

EXTENDED RANGE		PG		MOD	+
	CHARGE	50		+3	
	SWING HIGH	64		-6	
	SWING LOW	58		-6	
	THRUST	60		-5	
	GREAT MAGIC	54		S	
	BLOCK & CLOSE	56		0	
	DODGE	52		-6	
	JUMP BACK	62		-6	

A Sorcerer may perform Red, Green and Grey magic. He has knowledge of and may use one spell of a given colour for every 2 Magic Points in that colour. All spells are acquired randomly, but are always those that can be cast with his present points.

	2	4	6	8	10	12	14	16	18	20	22	24	26	28	30	32	34	36	38	40	42	44	46	48
2	49			19	13	19	49	57	37	31	49	13	17	13	49	13	41	13	13	49	49		27	13
4	5			33	3	3	11	55	37	19	11	15	17	3	15	9	19	17	3	5	19		43	17
6	19			33	3	3	49	19	19	29	11	15	17	45	5	45	19	17	19	19	19		19	17
8	5			33	3	3	21	55	37	29	21	15	17	3	3	9	19	17	3	5	5		43	17
10	31			19	45	3	7	57	13	23	7	45	17	31	3	53	25	17	45	53	31		43	17
12	31			19	53	45	11	57	13	29	11	45	17	31	3	45	25	53	45	53	49		29	17
14	49			23	13	3	13	19	37	53	11	13	13	13	5	13	13	13	13	49	49		53	13
16	51			63	51	51	11	55	57	57	11	19	61	21	57	9	41	17	51	21	51		43	61
18	5			33	3	3	11	55	37	29	11	15	17	5	3	9	41	17	3	21	5		43	17
20	5			33	21	3	11	55	37	29	11	15	17	23	3	9	25	17	3	5	5		43	17
22	49			23	13	13	13	19	37	53	19	15	13	3	5	31	25	13	3	49	49		43	17
24	53			33	45	45	11	1	53	7	11	7	17	3	3	45	53	53	45	21	5		41	17
26	5			33	3	3	11	55	19	29	11	15	17	5	3	9	25	17	3	5	5		43	17
28	7			19	3	53	11	23	37	23	11	53	53	19	31	9	25	17	27	41	5		29	17
30	49			33	3	3	11	57	37	29	27	15	27	3	27	27	25	17	27	5	27		27	17
32	53			33	3	45	53	19	13	29	53	45	53	53	3	31	25	53	45	31	19		43	53
34	5			33	3	3	11	1	37	29	19	15	17	19	19	19	19	17	3	41	5		27	19
36	5			33	3	3	11	1	7	7	11	15	17	7	27	9	7	17	3	7	5		7	17
38	31			19	45	45	7	57	13	29	9	45	17	5	5	45	25	17	45	5	31		43	17
40	49			33	3	41	49	23	23	53	13	23	19	3	5	9	25	17	3	5	49		43	17
42	49			19	13	49	49	57	37	31	49	13	17	13	5	9	41	13	13	49	49		27	19
44	5			33	45	3	19	57	7	19	19	15	17	19	19	45	19	17	45	19	5		27	17
46	5			33	3	3	11	1	37	29	11	15	17	3	15	9	25	17	3	5	5		43	17
48	5			19	45	45	49	57	19	29	49	19	17	19	19	9	25	17	45	19	49		19	17

	50	52	54	56	58	60	62	64
50	45	23	17	53	41	11	19	19
52	21	63	17	57	5	11	55	51
54	53	33	17	45	35	11	35	3
56	39	63	17	45	51	59	55	3
58	39	33	61	47	5	13	57	51
60	13	33	13	57	5	11	57	47
62	39	63	61	57	51	59	55	51
64	7	35	53	45	51	59	57	3

- 1 JUMPING AWAY
Tell Opponent: "Restore any 2 Magic Points."
- 3 SWINGING HIGH
Tell Opponent: "Do no Thrusts or Red next turn."
- 5 SWINGING LOW
Tell Opponent: "Do no Thrusts or Blue next turn."
- 7 DAZED SCORE 8
Tell Opponent: "Do only Yellow or Green (except Magic) next turn."
- 9 THRUSTING HIGH
Tell Opponent: "No restrictions next turn."
- 11 THRUSTING LOW
Tell Opponent: "Do no Red next turn."
- 13 LEG WOUND SCORE 5
Tell Opponent: "Do no Orange next turn."
- 15 SWINGING DOWN
Tell Opponent: "Do no Blue next turn."
- 17 CASTING MAGIC
Tell Opponent: "No restrictions next turn, but if on a Score page, reveal Magic Card."
- 19 STRUCK OFF BALANCE SCORE 0
Tell Opponent: "Do only Yellow or Green (except Magic) next turn."
- 21 TURNED AROUND SCORE 0
Tell Opponent: "Do only Yellow next turn."
- 23 BEHIND YOU
Tell Opponent: "No restrictions next turn."
- 25 KICKING
Tell Opponent: "Do no Blue or Yellow next turn."
- 27 WEAPON DISLODGED
Tell Opponent: "Do only Magic, Green or Yellow (except Wild Swing) until weapon has been retrieved."
- 29 DUCKING
Tell Opponent: "Do no Orange, but add +2 to any Blue that Scores next turn."
- 31 ARM WOUND SCORE 4
Tell Opponent: "Do no Orange or Magic next turn."

33 DODGING

Tell Opponent: "Do no Magic, but add +2 to any Down or Side Swing that Scores next turn."

35 EXTENDED RANGE BODY WOUND SCORE 5

Tell Opponent: "Do only Brown next turn."

37 JUMPING UP

Tell Opponent: "Do no Blue, but add +2 to any Orange that Scores next turn."

39 CHARGING

Tell Opponent: "Do no Yellow next turn."

41 KNOCKED DOWN SCORE 0

Tell Opponent: "Do only Jumps next turn."

43 RETRIEVING WEAPON

Tell Opponent: "May use weapon again. Do no Orange or Magic next turn."

45 PARRYING HIGH SCORE -4

Tell Opponent: "No restrictions next turn."

47 EXTENDED RANGE LEG WOUND SCORE 5

Tell Opponent: "Do only Brown next turn."

49 PARRYING LOW SCORE -4

Tell Opponent: "No restrictions next turn."

51 EXTENDED RANGE SWINGING

Tell Opponent: "Do only Extended Range next turn."

53 BODY WOUND SCORE 5

Tell Opponent: "Do no Red or Orange next turn."

55 EXTENDED RANGE JUMPING AWAY

Tell Opponent: "Restore any 2 Magic Points. Do only Extended Range next turn."

57 EXTENDED RANGE BLOCKING

Tell Opponent: "Restore 1 Magic Point. Do only Extended Range next turn."

59 EXTENDED RANGE THRUSTING

Tell Opponent: "Do only Extended Range next turn."

61 EXTENDED RANGE CASTING MAGIC

Tell Opponent: "Do only Extended Range next turn, but if on a Score page, reveal Magic Card."

63 EXTENDED RANGE DODGING

Tell Opponent: "Restore any 2 Magic Points. Do only Extended Range next turn."