

a castles & crusades class

WARLOCKE

The Warlocke, sometimes known as the Ley Warrior among the fey, is neither fighter nor magician and yet in their own way they are greater than either. There are those among the races that are able to sense the magic of the world but are able touch it with but fingertips and almost none of the control necessary to become wizards or illusionists. Still, they can touch it and with enough willpower and stamina, draw upon and use it in raw form. This ability is enhanced with discipline and practice so much of the Warlocke's time is spent to this effect. Oddly enough, those that become Warlockes find that the discipline of steel, the arts martial practiced by swordsmen and warriors, aids the development of their focus, willpower, and stamina necessary to manipulate the magic.

The ability to channel magic into their bodies, armor, and weapons makes the Warlocke more than a simple warrior and the steel they wear gives them an advantage most mages do not enjoy. As their skill increases, the Warlocke is able to heal others, though with significant effort, and can eventually force the magic into a form desired. Warlockes find their true calling in adventuring or war, where their abilities allow them to face foes that troops armed with mundane weapons simply cannot. Stamina is the key to a Warlocke's success. Greater stamina (CON) allows them to hold the magic energy for greater lengths of time and endure longer on the battlefield. Some may argue that willpower (CHA) is more of a key ability since without it a Warlocke could not even force the magic to conform to their wishes but this was invalidated on countless battlefields.

Prime Attribute:	Constitution
Hit Dice:	d6
Alignment:	Any (usually lawful)
Weapons:	All
Armor:	Padded, Leather Coat, Leather Armor, Ring Mail, Hide, Studded Leather, Laminar leather, Mail Shirt, Scale Mail, Cuir Bouille, Brigandine, Mail Hauberk, Coat of Plates, Banded Mail, Splint Mail, Small & Medium Shields, Armet, Bacinnet, Benin, Casquetel, Leather Coif, Pot Helm, Chain Coif.
Abilities:	Charge Weapon or Armor, Imbue Weapon, Sense Magic, Strengthen Self, Surge Strike, Synergy, Weapon Familiarity

1st Level: **Strengthen Self-** The Warlocke may draw magical energy into their body for a short time allowing them to heal faster or augment their strength or agility. When used to augment STR or DEX, the Warlocke gains a +2 to the ability being augmented and benefits from the associated modifiers. When used to speed healing, the Warlocke regenerates at a rate of one (1) hit point per round. This healing cannot be used to regenerate lost limbs or organs. The duration of this ability is a number of rounds equal to the Warlocke's level plus CON mod plus CHA mod. [Level + (CON mod + CHA mod)] Usable a number of times per day equal to CON mod + CHA mod.

Sense Magic- The Warlocke is able to sense magical energies when they are present and close proximity. The Warlocke cannot tell what the magic is, only that it is present. To use this ability, the Warlocke must be within 10-feet of the magic source (item, field, effect, etc.) and make a successful WIS check.

Weapon Familiarity- The Warlocke choses a weapon type with which to familiarize themselves more closely than other weapons. This in effect becomes their preferred weapon to use in combat. This ability does not grant any bonuses to hit or damage, unlike the specialization ability of the fighter class. Instead, it allows the Warlocke a +1 bonus to their check rolls when attempting to utilize their more powerful abilities, such as Charge Weapon/ Armor or Imbue Weapon.

2nd Level: **Charged Weapon/ Armor-** The Warlocke may channel magical energy into their weapon granting it a temporary magical bonus to hit and damage or into their armor granting it a temporary magical bonus to its armor class modifier. This ability may not be used on weapons or armor that is already magical, such enchantments being more powerful in nature. Nor may it be used on a weapon that has already been Imbued. The Warlocke may have either their armor or weapon charged in this manner, not both at once.

The Warlocke must make a successful CHA check with a challenge level -2 when attempting to charge their weapon or their armor. If this check is successful, then the item being charged gains a +1 arcane bonus for every three (3) levels the Warlocke has. (ie. A 2nd level Warlocke would gain a +1 bonus. A 7th level Warlocke would gain a +3 bonus.) This "charge" lasts for a number of rounds equal to two times their CON modifier plus one [2 x (CON mod.+1)].

4th Level: **Synergy-** The Warlocke has become disciplined and practiced enough to channel magical energy into others to speed the healing processes of their bodies. Doing so exhausts the Warlocke and if caution is not taken, can totally incapacitate them for several hours. When attempting to heal another person, the Warlocke must make a successful CHA check with a challenge level +1. Once a successful roll is made, the wounded person begins to regenerate at a rate equal to their CON mod + one (1) per round. For each round that the Warlocke spends healing someone, they suffer two (2) points of fatigue damage. Should this fatigue damage cause their hit points to reach zero (0), they fall into a temporary coma from which nothing can awaken them. Fatigue damage of this nature "heals" at a rate of one (1) point per 10 minutes spent resting.

7th Level: **Imbue Weapon-** The Warlocke is able to grasp more of the magical energy around them and has developed enough focus and willpower to change the nature of how the magical energy manifests when channeled into their weapon. This requires more strength of will to accomplish but lasts longer due to the increased stamina of the Warlocke. Like Charged Weapon, this ability cannot be used on a weapon that is already magical nor on a weapon that is Charged. To use this ability, the Warlocke must declare which one of the effects listed below they are attempting then make a successful CHA check. If successful, the weapon gains a magical bonus to hit and damage equal to 1 plus the Warlocke's CON bonus plus the extra damage from the listed magical effect. (ie. A Warlocke with a CON mod +1 chooses fire. The weapon would have a +2 bonus to hit and damage and do an additional 1d4 fire damage to creatures hit.) The duration of this ability is a number of rounds equal to the Warlocke's level plus two times their CON mod +1 [Level + 2 x (CON mod +1)].

Imbued Effects List (DMG bonus +1d4)

- Fire Weapon glows red and heats the air up to 5-feet away.
- Ice Weapon is rimed with hoarfrost and chills the air 5-feet away.
- Electricity Weapon has crackling arcs and sparks running up and down it.
- Acid Weapon seems to have beads of liquid upon it and is darkly mottled.

12th Level: **Surge Strike-** The Warlocke may release the magic stored within their Imbued Weapon in a surge of energy to strike everything surrounding them within 15-feet. This surge strike does not differentiate between friend or foe, simply raging outwards in a blast of whatever effect was imbued in the weapon at the time. (ie. If the weapon was imbued with Ice, the strike would be a blast wave of cold damage.) This takes significant effort and control on the part of the Warlocke, thereby requiring a successful CHA check with a challenge level +3 to release the imbued energy. If the weapon is not already Imbued at the time then the Surge Strike may not be attempted. Once the strike is made, the weapon becomes “normal” unless powered up by the Warlocke again.

Damage done by the Surge Strike is a number of d6 equal to two times the imbued hit bonus of the weapon. (ie. The Imbued weapon has a +3 to hit bonus, so would do 6d6 of surge strike damage.) The Warlocke may use this ability a number of times per day equal to 1 + CON mod.

Level	HD	BtH	EPP
1	d6	+0	0
2	d6	+1	2301
3	d6	+1	4601
4	d6	+2	9201
5	d6	+2	18401
6	d6	+3	36801
7	d6	+3	78001
8	d6	+4	156001
9	d6	+4	315001
10	d6	+5	425001
11	+3 HP	+6	650001
12	+3 HP	+7	950001
13+	+250,000 EP per level		