

# Battlecaster by Søren Surlykke

**Ability Requirements:** Strength 12  
Intelligence 13  
Dexterity 10  
**Prime Requisite:** Strength, Intelligence  
**Races Allowed:** Human, Elf, Half-Elf

Battlecasters are perhaps one of the most frightening opponents you can meet. Not only can he fight as good as a Fighter, he can also cast some magic as well, even when wearing armour.

A Battlecaster can use all kinds of weapons and armour, and can also specialize in one weapon, but not more than one. He cannot attain mastery in any kind of weapon. In addition, he gets the bonuses from high strength, as a Fighter, but not from high constitution.

If a Battlecaster is a member of an army, he is often the "artillery" of the army, hitting the opponent with lots and lots of *Fireballs*, *Lightning Bolts* and *Meteor Swarms*.

Battlecasters are rare, even more than their requirements might suggest, they are only trained in lands where magic is held in high honour. Better check with your DM before creating a Battlecaster, to see if they are allowed (in the Birthright setting, for example, I would only allow them to the Khinasi, elves and half-elves, perhaps Anurian).

A Battlecaster gains followers as a fighter, but in the case of a roll of "DM's option" for leader, it is recommended that (s)he is a Battlecaster.

## Birthright Note:

A human Battlecaster MUST be blooded, Battlecasters collect regency as follows:

Full from: Law, Province  
Half from: Source  
None from: Temple, Guild, Trade route

A Battlecaster can only cast Realm Magic from the schools of invocation/evocation and abjuration.

Proficiency slots:	WP			NWP	
	initial	#levels	penalty	initial	#levels
	4	3	-3	4	4

## Calculation numbers:

Race: Human, Elf, Half-Elf  
Combat Value: Warrior  
Saving Throw used: Wizard  
Hit dice: d8  
Armour allowed: All  
Weapons allowed: All  
Hp after 9<sup>th</sup>: +2  
Abilities: Fighter exceptional Strength bonus  
Learn and cast one school (Invocation/Evocation)  
Learn and cast one school (Abjuration)  
Restrictions: Non-human level limit of 12 (if the character is non-human)  
Must be lawful

## XP:

Level	XP needed	Hit dice
1	0	1d8
2	2,900	2d8
3	5,800	3d8
4	11,600	4d8
5	29,000	5d8
6	58,000	6d8
7	116,000	7d8
8	217,500	8d8
9	406,000	9d8
10	435,000	9d8+2
11	870,000	9d8+4
12	1,305,000	9d8+6
13	1,740,000	9d8+8
14	2,175,000	9d8+10
15	2,610,000	9d8+12
16	3,045,000	9d8+14
17	3,480,000	9d8+16
18	3,915,000	9d8+18
19	4,350,000	9d8+20
20	4,785,000	9d8+22