

Warmage  
Level

## SPELLS

Spell Save DC = 10 + CHA + Spell Level

|   |   |
|---|---|
| % | Warmages can use light armour and shields without penalty. From level 8, this includes medium armour. |
|---|---|

WARMAGE EDGE

## INT

## KNOWN SPELLS

## SCROLLS

## POTIONS

## WANDS

[illegible]