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# FLOATING MAGICIANS

*A New Character Class for your  
Old School Fantasy Games*



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This supplement allows you to play an adventuring *floating magician*! Float above your enemies and their traps! Cast spells to impress your friends and distract opponents! And maybe even pull a rabbit out of your hat!

Inside you'll find: a full character class for Basic/Expert and Advanced style games, helpful charts to progress your Floating magicians from levels 1 to 20, and print and play pregenerated characters. Characters may also be used with later editions if desired.



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*GAMING LOOKS EVEN SWEETER FROM SHARP MOUNTAIN!*

# FLOATING MAGICIANS



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# FLOATING MAGICIANS

*“Barnabus and I had stopped to spend the night at Friar Thyme’s abbey. The good friar was delighted to see us and rushed to cook us a feast. He asked that we keep his other visitor company while he began the preparations. Luckily there was some good ale available as well.*

*At first, I thought the little fellow seated by the fire was also a halfling. But as he turned and floated into the air, his robes swirling around him, I knew I was mistaken. He introduced himself as Gorthon the Great, and claimed his people were from a far-off land. He was sent here to learn about our cultures and continue his magical studies. He and Barnabus compared notes through much of dinner, which was quite nice, by the way. After dinner he was eager to show us his magic tricks, putting on a little performance. While I’m always glad to visit with Friar Thyme, this floating magician certainly made that visit unique.”*

Sunday Roamer, *The Third Road*

## INTRODUCTION:

Thank you for purchasing this product. Its goal is to provide you with a light-hearted, unique class for your old school (or even new school) game. Floating magicians take their inspiration from the sidekicks of many cartoons and comic books. However, we hope you’ll find that the Floating magicians levitating ability, blended spell list, and Cloak of Often Useful Items bring flavor and utility to your game. Also, you’ll get some suggestions on how to weave Floating magicians into your campaign.

We’ll start with an overview of the class. Then we’ll look at the game mechanics, including helpful charts that progress from levels 1 to 20. The advancement chart lists **armor class** in both Ascending and Descending format. For example, an armor class listing of 17(3) means to use **17** for ascending and **3** for descending. A **Base Attack Bonus** is given for systems using ascending armor

class, and an attack table is provided for those using descending. All old school variants are welcome at the table. The booklet concludes with pregenerated Floating magicians at levels 1, 3, and 6. These sheets can be printed and used at your next session.

Since they are a unique race, they are presented in a “race as class” format. The class is based closely on the magic-user class. Generally, they do not multiclass.

## PHYSICAL DESCRIPTION

Floating magicians are humanoid beings about 3 feet tall who weigh up to 50 pounds. They hail from the far-off world of Norna, which will be discussed under HABITAT AND SOCIETY. They have elfin, almost childlike features, which they sometimes hide under a hood or brimmed hat. They do this in the hopes of being taken more seriously. Their skin color ranges from slightly greenish to light blue. They wear robes that cover their legs and feet. They swirl these robes dramatically, especially when giving a magical performance.

Their singular feature is the ability to hover up to 10 feet above the ground. This is a natural ability and they do not need to concentrate to maintain it. They may move horizontally at 40 feet per round. However, they may not rise above 10 feet unless they also use the *Levitate* spell as any magic user would. When they rest or sleep, they sit or recline on furniture just like any other being.

Floating magicians tend to hover about 3 feet above the ground. In some cases, they may hover just above the ground to try to pass as a halfling or dwarf. They may carry about 50 pounds.

Floating magicians require about the same amount of food and drink as a halfling, and can live for two centuries.



## PERSONALITIES

Floating magicians exhibit a variety of personalities, just like any other species. However, a “typical” floating magician is good natured, enjoys a fine joke (or even a lame one), and makes the best out of any situation. Their sunny disposition can sometimes grate on sterner travelling companions. As outsiders, they are quite curious about, well, just about everything. This often leads them into trouble as they may rush into situations they should not. Wise travelling companions know to advise caution when entering dangerous locations.

Floating magicians are proud of the magical nature of their society. They enjoy entertaining people with their magic. In combat, they will sometimes use showmanship to distract opponents rather than engaging them directly. Most floating magicians use their magic for good, however a few chaotic floating magicians occasionally leave their home world to cause trouble elsewhere.

Floating magicians interact especially well with halflings, sharing their love of laughter and food.

Humans and elves like the little fellows, but often humor them as one would an enthusiastic child. Dwarves and human barbarians find them to be a bit frivolous.

## HABITAT AND SOCIETY

Floating magicians are native to the world of Norna, a world located in a distant crystal sphere. Its exact location is a carefully guarded secret among floating magicians. A Nornan would only bring his most trusted companions to Norna. They may do this if there is a great danger facing their society.

Norna is a world of lush forests and breathtaking violet oceans. Nornans build their towns and villages in close harmony with nature. There are only a few cities, and these host their centers of government and magical universities.

Nornan society is fundamentally based on magic and all Nornans know at least a few low-level spells. Little distinction is made between arcane spells and divine spells. Their spell list consists of spells of both types. Magical performances are highly valued on their world, and numerous festivals and competitions are held throughout the year.

Nornans are the dominant intelligent lifeform on their world, however there are others. The evils Krogons are much like trolls or ogres, and occasionally threaten Nornan villages. The immense Aramasts resemble plant-like dragons and can prove a danger as well.

## ADVENTURING

There are several backstories that can be used to bring floating magicians into a fantasy campaign. Feel free to add your own. Some possibilities are:

**The Scholar.** Some floating magicians are sent out to learn about different cultures and to hone their magical abilities. Others may have been sent to recover a powerful magic item stolen from their

world. These characters will easily fit into most adventuring parties, and can't wait for the next venture into danger.

**Redemption.** Some floating magicians may have accidentally caused harm with their magic. They have been sent away to they can prove that they can use their magic safely and effectively. They will be glad to join an adventuring party to gain opportunities to prove their skill and bravery.

**The Way Home.** Some floating magicians may have found their way to your world through a teleportation accident, or a skysailing ship's crash. These stranded souls will adventure in the hopes of finding a way back home. They'll be especially interested in ancient sites which may house dimensional gates. However, despite their circumstances, floating magicians will always try to make the best of things. They'll want to learn all they can and have a good time wherever the road home takes them.

## FLOATING MAGICIAN NAMES

Floating magicians have short names and do not use surnames. Some add a dramatic qualifier, though they don't always live up to the hype.

**Suggested Names:** And-Ella, Bup-Bup the Dangerous, Driz-Tor, Gortho the Magnificent, Konthork, the Great Korpa, Orkanor the Indomitable, Zorn-Tok

## FLOATING MAGICIAN TRAITS

In this section, you'll find everything you need to create a Floating magician character. A handy advancement chart follows this section. A floating magician's prime requisite is **Intelligence**.

**Hit Dice.** Floating magicians use a six-sided die (d6) to determine their hit points.

**Armor Class Bonus.** Like all magic users, floating magicians do not wear armor or use shields. Also, they do not use weapons other than daggers or staves. However, their innate levitation

grants them a base armor class of 13. They may add their DEXTERITY bonus to this as well.

**Hide.** Much like halflings, floating magicians use their small size to hide in many environments. They have a 50% chance of success if hiding places are available.

**Innate Levitation.** All floating magicians can levitate from just above the ground to about 10 feet in the air without concentrating. They may move horizontally at a speed of up to 40 feet per round. They may only carry up to 50 pounds, and must take the spell *Levitate* if they wish to ascend or descend greater distances.



**Cloak of Often Useful Items.** Floating magicians may attempt to produce a mundane item from inside their cloak. These items may not be magic items, weapons, or armor. The items are permanent, and can be up to the size of a 10-foot ladder or perhaps a one-man boat. As floating magicians advance, they may produce more items per day. Also, there is a chance that the cloak will "misfire" and produce an unwanted item. This chance decreases as the floating magician

advances. The number of items per day and chance of a mishap are presented in the chart following this section.

On a mishap, the Gamemaster should roll a d20 to see which random item was produced. Gamemasters are free to add their own items or make something up as desired.

| Roll | Item Produced                |
|------|------------------------------|
| 1    | Live chicken                 |
| 2    | Cooked chicken               |
| 3    | Toy rabbit                   |
| 4    | Cloud of butterflies         |
| 5    | Bath brush                   |
| 6    | Pound of butter              |
| 7    | Trumpet                      |
| 8    | Basket of Laundry            |
| 9    | Lump of coal                 |
| 10   | Bucket of red paint          |
| 11   | Wagon wheel                  |
| 12   | Brass crown                  |
| 13   | Birthday cake                |
| 14   | Romance novel                |
| 15   | Broom                        |
| 16   | Dozen roses                  |
| 17   | Portrait of someone's mother |
| 18   | Wig                          |
| 19   | Umbrella                     |
| 20   | Underpants (extra-large)     |

**Specialized Spell List.** Floating magicians use a specialized spell list. It is composed of spells from both Magic-User and Cleric spell lists. Though they have access to more offensive spells than most clerics, they tend to prefer spells that focus on illusion. They would much rather defeat an opponent through bedazzlement and cunning than brute magical force. However, they are still a practical people and realize some protection is necessary.

Here is a list of spells they may access. The names and effects of the spells may vary slightly depending on which old school variant you use.

### First Level Spells

|                   |               |
|-------------------|---------------|
| Charm Person      | Read Magic    |
| Cure Light Wounds | Shield        |
| Light             | Sleep         |
| Magic Missile     | Ventriloquism |

### Second Level Spells

|                 |                   |
|-----------------|-------------------|
| Continual Light | Levitate          |
| Invisibility    | Mirror Image      |
| Hold Person     | Phantasmal Force  |
| Knock           | Speak with Animal |

### Third Level Spells

|                   |                         |
|-------------------|-------------------------|
| Clairvoyance      | Invisibility 10' Radius |
| Cure Disease      | Lightning Bolt          |
| Dispel Magic      | Locate Object           |
| Growth of Animals | Water Breathing         |

### Fourth Level Spells

|                     |                       |
|---------------------|-----------------------|
| Charm Monster       | Hallucinatory Terrain |
| Cure Serious Wounds | Polymorph Others      |
| Dimension Door      | Polymorph Self        |
| Growth of Plants    | Neutralize Poison     |

### Fifth Level Spells

|                   |               |
|-------------------|---------------|
| Conjure Elemental | Insect Plague |
| Create Food       | Passwall      |
| Feeblemind        | Telekinesis   |
| Hold Monster      | Teleport      |

### Sixth Level Spells

|                  |                 |
|------------------|-----------------|
| Animate Objects  | Heal            |
| Anti-Magic Shell | Projected Image |
| Control Weather  | Restoration     |
| Find the Path    | Stone to Flesh  |

**Languages.** Common, Nornan, alignment language (if used)

## AUTHOR'S NOTE

Thank you again for purchasing this product. Hopefully you'll have as much fun with Floating magicians in your campaign as I had writing this supplement. Feel free to adjust whatever you like to suite your own tastes. Helpful charts for advancement are on the next two pages.

## FLOATING MAGICIAN ADVANCEMENT CHART

### RESTRICTIONS

- Do not wear armor or use shields
- May only use daggers and staves as weapons

### SPECIAL ABILITIES

- Armor class bonus (13 + DEX BONUS)
- Hide 50%
- Innate Levitation
- Cloak of Often Useful Items
- Languages: Common, Nornan, alignment language

### SAVING THROWS

(d20, roll over)

| Level | XP        | Hit Dice | Base Attack Bonus | Death Ray or Poison | Magic Wands | Paralysis or Petrify | Dragon Breath | Spells | Spells per level      | Cloak (Items per day/chance of misfire) |
|-------|-----------|----------|-------------------|---------------------|-------------|----------------------|---------------|--------|-----------------------|---|
| 1     | 0         | 1d6      | +1                | 13                  | 14          | 13                   | 16            | 15     | 1                     | 1 item / 50%                            |
| 2     | 2,625     | 2d6      | +1                | 13                  | 14          | 13                   | 15            | 14     | 2                     | 1 item / 48%                            |
| 3     | 5,250     | 3d6      | +1                | 13                  | 14          | 13                   | 15            | 14     | 2 / 1                 | 2 item / 46%                            |
| 4     | 10,500    | 4d6      | +2                | 12                  | 13          | 12                   | 15            | 13     | 2 / 2                 | 2 item / 44%                            |
| 5     | 21,000    | 5d6      | +2                | 12                  | 13          | 12                   | 15            | 13     | 2 / 2 / 1             | 3 item / 42%                            |
| 6     | 42,000    | 6d6      | +3                | 12                  | 12          | 11                   | 14            | 13     | 3 / 2 / 2             | 3 item / 40%                            |
| 7     | 84,000    | 7d6      | +3                | 12                  | 12          | 11                   | 14            | 13     | 3 / 2 / 2 / 1         | 4 item / 38%                            |
| 8     | 157,500   | 8d6      | +3                | 11                  | 11          | 10                   | 14            | 12     | 3 / 2 / 2 / 2         | 4 item / 36%                            |
| 9     | 315,000   | 9d6      | +4                | 11                  | 11          | 10                   | 14            | 12     | 3 / 3 / 2 / 2 / 1     | 5 item / 34%                            |
| 10    | 472,500   | 9d6+1*   | +4                | 11                  | 10          | 9                    | 13            | 11     | 4 / 3 / 3 / 2 / 2     | 5 item / 32%                            |
| 11    | 630,000   | 9d6+2*   | +4                | 11                  | 10          | 9                    | 13            | 11     | 4 / 4 / 3 / 2 / 2 / 1 | 6 item / 30%                            |
| 12    | 787,500   | 9d6+3*   | +4                | 10                  | 10          | 9                    | 13            | 11     | 4 / 4 / 3 / 2 / 2 / 2 | 6 item / 28%                            |
| 13    | 945,000   | 9d6+4*   | +5                | 10                  | 10          | 9                    | 13            | 11     | 4 / 4 / 4 / 3 / 2 / 2 | 7 item / 26%                            |
| 14    | 1,102,500 | 9d6+5*   | +5                | 10                  | 9           | 8                    | 12            | 10     | 4 / 4 / 4 / 3 / 3 / 2 | 7 item / 24%                            |
| 15    | 1,260,000 | 9d6+6*   | +5                | 9                   | 9           | 8                    | 12            | 10     | 5 / 4 / 4 / 3 / 3 / 2 | 8 item / 22%                            |
| 16    | 1,417,500 | 9d6+7*   | +6                | 9                   | 8           | 7                    | 12            | 9      | 5 / 5 / 4 / 3 / 3 / 2 | 8 item / 20%                            |
| 17    | 1,575,000 | 9d6+8*   | +6                | 9                   | 8           | 7                    | 12            | 9      | 5 / 5 / 4 / 4 / 3 / 3 | 9 item / 18%                            |
| 18    | 1,732,500 | 9d6+9*   | +6                | 8                   | 7           | 6                    | 11            | 9      | 6 / 5 / 4 / 4 / 3 / 3 | 9 item / 16%                            |
| 19    | 1,890,000 | 9d6+10*  | +7                | 8                   | 7           | 6                    | 11            | 9      | 6 / 5 / 5 / 4 / 3 / 3 | 10 items / 14%                          |
| 20    | 2,047,500 | 9d6+11*  | +7                | 8                   | 6           | 5                    | 11            | 8      | 6 / 5 / 5 / 4 / 4 / 3 | 10 items / 10%                          |

\*Constitution bonus no longer applies

## DESCENDING ARMOR CLASS CHART

Roll needed on a d20 to hit armor class:

| Level | 9  | 8  | 7  | 6  | 5  | 4  | 3  | 2  | 1  | 0  |
|-------|----|----|----|----|----|----|----|----|----|----|
| 1     | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 |
| 2     | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 |
| 3     | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 |
| 4     | 9  | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 |
| 5     | 9  | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 |
| 6     | 9  | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 |
| 7     | 8  | 9  | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 |
| 8     | 8  | 9  | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 |
| 9     | 8  | 9  | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 |
| 10    | 7  | 8  | 9  | 10 | 11 | 12 | 13 | 14 | 15 | 16 |
| 11    | 7  | 8  | 9  | 10 | 11 | 12 | 13 | 14 | 15 | 16 |
| 12    | 7  | 8  | 9  | 10 | 11 | 12 | 13 | 14 | 15 | 16 |
| 13    | 6  | 7  | 8  | 9  | 10 | 11 | 12 | 13 | 14 | 15 |
| 14    | 6  | 7  | 8  | 9  | 10 | 11 | 12 | 13 | 14 | 15 |
| 15    | 6  | 7  | 8  | 9  | 10 | 11 | 12 | 13 | 14 | 15 |
| 16    | 5  | 6  | 7  | 8  | 9  | 10 | 11 | 12 | 13 | 14 |
| 17    | 5  | 6  | 7  | 8  | 9  | 10 | 11 | 12 | 13 | 14 |
| 18    | 5  | 6  | 7  | 8  | 9  | 10 | 11 | 12 | 13 | 14 |
| 19    | 4  | 5  | 6  | 7  | 8  | 9  | 10 | 11 | 12 | 13 |
| 20    | 4  | 5  | 6  | 7  | 8  | 9  | 10 | 11 | 12 | 13 |

## PREGENERATED CHARACTERS

Character sheets are presented on the following pages. Armor class is listed in both Ascending and Descending Armor Class. An attack bonus is listed for each weapon. For example, if you are using Ascending Armor Class and a weapon is listed as **+1 (1d6)**, that means you roll 1d20+1 to hit, and it does 1d6 damage.

If you use Descending Armor Class, a chart is provided at the bottom of the sheet.

Maximum hit points were given at level one.

**FLOATING MAGICIAN****AC 14(6) HP 6****Abilities**

|     |    |                                  | Adj. |
|-----|----|----------------------------------|------|
| STR | 8  | (To-Hit, Damage, Open Doors)     | -1   |
| DEX | 13 | (Missile To-Hit, AC, Initiative) | +1   |
| CON | 10 | (Hit Points)                     |      |
| INT | 16 | (Languages)                      | +2   |
| WIS | 12 | (Save vs. Spells)                |      |
| CHA | 14 | (Reactions)                      | +1   |

**Gear**

Cloak of Often Useful Items, Two daggers, Torches, Water flask, Marbles

**Weapons**

Dagger: +0 (1d4-1)  
 Dagger (thrown): +2 (1d4-1)  
 Unarmed: +0 (1d2-1)

**Spells**

Level 1: *Sleep*

**Saving Throws**

|                   |    |
|-------------------|----|
| POISON/DEATH RAY  | 13 |
| MAGIC WANDS       | 14 |
| PARALYSIS/PETRIFY | 13 |
| DRAGON BREATH     | 16 |
| SPELLS            | 15 |

**Restrictions**

Do not wear armor or use shields  
 May only use daggers and staves as weapons

**Special Abilities**

Armor class bonus (13 + DEX BONUS)  
 Hide 50%  
 Innate Levitation  
 Cloak of Often Useful Items  
 1 item per day, 50% chance of misfire

**Languages**

*Common, Nornan, Orc, Dragon*

| AC:                  | 9  | 8  | 7  | 6  | 5  | 4  | 3  | 2  | 1  |
|----------------------|----|----|----|----|----|----|----|----|----|
| "TO HIT" ROLL NEEDED | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 |

**FLOATING MAGICIAN****AC 14(6) HP 13****Abilities**

|     |    |                                  | Adj. |
|-----|----|----------------------------------|------|
| STR | 8  | (To-Hit, Damage, Open Doors)     | -1   |
| DEX | 13 | (Missile To-Hit, AC, Initiative) | +1   |
| CON | 10 | (Hit Points)                     |      |
| INT | 16 | (Languages)                      | +2   |
| WIS | 12 | (Save vs. Spells)                |      |
| CHA | 14 | (Reactions)                      | +1   |

**Gear**

Cloak of Often Useful Items, Two daggers, Torches, Water flask, Marbles

**Weapons**

Dagger: +0 (1d4-1)  
 Dagger (thrown): +2 (1d4-1)  
 Unarmed: +0 (1d2-1)

**Spells**

Level 1: *Sleep, Cure Light Wounds*  
 Level 2: *Phantasmal Force*

**Saving Throws**

|                   |    |
|-------------------|----|
| POISON/DEATH RAY  | 13 |
| MAGIC WANDS       | 14 |
| PARALYSIS/PETRIFY | 13 |
| DRAGON BREATH     | 16 |
| SPELLS            | 15 |

**Restrictions**

Do not wear armor or use shields  
 May only use daggers and staves as weapons

**Special Abilities**

Armor class bonus (13 + DEX BONUS)  
 Hide 50%  
 Innate Levitation  
 Cloak of Often Useful Items  
 2 item per day, 46% chance of misfire

**Languages**

*Common, Nornan, Orc, Dragon*

| AC:                  | 9  | 8  | 7  | 6  | 5  | 4  | 3  | 2  | 1  |
|----------------------|----|----|----|----|----|----|----|----|----|
| "TO HIT" ROLL NEEDED | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 |

**FLOATING MAGICIAN****AC 14(6) HP 24****Abilities**

|     |    |                                  | Adj. |
|-----|----|----------------------------------|------|
| STR | 8  | (To-Hit, Damage, Open Doors)     | -1   |
| DEX | 13 | (Missile To-Hit, AC, Initiative) | +1   |
| CON | 10 | (Hit Points)                     |      |
| INT | 16 | (Languages)                      | +2   |
| WIS | 12 | (Save vs. Spells)                |      |
| CHA | 14 | (Reactions)                      | +1   |

**Gear**

Cloak of Often Useful Items, Two daggers, Torches, Water flask, Marbles

**Weapons**

Dagger: +1 (1d4-1)  
 Dagger (thrown): +3 (1d4-1)  
 Unarmed: +1 (1d2-1)

**Spells**

Level 1: *Sleep, Cure Light Wounds, Magic Missile*

Level 2: *Phantasmal Force, Invisibility*

Level 3: *Clairvoyance, Lightning Bolt*

**Saving Throws**

|                   |    |
|-------------------|----|
| POISON/DEATH RAY  | 12 |
| MAGIC WANDS       | 12 |
| PARALYSIS/PETRIFY | 11 |
| DRAGON BREATH     | 14 |
| SPELLS            | 13 |

**Restrictions**

Do not wear armor or use shields  
 May only use daggers and staves as weapons

**Special Abilities**

Armor class bonus (13 + DEX BONUS)  
 Hide 50%  
 Innate Levitation  
 Cloak of Often Useful Items  
 3 item per day, 40% chance of misfire

**Languages**

*Common, Nornan, Orc, Dragon*

| AC:                  | 9 | 8  | 7  | 6  | 5  | 4  | 3  | 2  | 1  |
|----------------------|---|----|----|----|----|----|----|----|----|
| "TO HIT" ROLL NEEDED | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 |

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