

The Wizard

In Modern Life

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Wizards depend no intensive study to create their magic. They examine musty old tomes, debate magical theory with their peers, and practice minor magics whenever they can. For a wizard, magic is not a talent but a difficult, rewarding art. *The Player's Handbook*, page 55.

1 Description

The wizard is a magical being who can solve problems with objects at hand. These are often very physical problems, like unlocking a door or retrieving a lost object.

The wizard engages in the life of the problem-solver through an inquisitive sense of how objects work, and a growing collection of material components necessary for his 'spells:' for example, his black bag which contains ibuprofen, stamps, a compass, a metal rod, a book for recording data.

The wizard also engages with the life of the problem-solver through his engagement with the intellectual world and has love and need to learn and understand and craft explanations for what he has learned. The wizard has a nose for knowledge, and eye for truth, and a skeptical tongue.

The wizard gains nothing from a mistaken view of life, and strives to break down untruth. He speaks plain but persuasively. He seeks truth and usefulness.

2 Levels

2.1 First Level

At first level, he strives to identify one "problem" daily that he engages with, in an attempt to solve. He attempts to turn away from from a passive recipient of problems and instead become an active seeker and even *connoisseur* of problems. He keeps track of his so-called *willful problems* as he solves them, with the desire that he will construct a book of willful problems that he encounters. He refers to this book of willful problems with solutions as his *book of spells*.

At first level, he also strives to identify one spell each week that he has and is improving. (We define spell below.)

2.1.1 Advancement

He will get to second level when

1. His *book of spells* is added to weekly, and
2. He regularly engages in one *willful problem* per day.

*This is a modern character class developed by duus, based on the D and D class of the same name. Please see <http://thedu.us/character> for more information.

3 The Wizard in the Modern Life

This section refers to the modern aspect of the character class: what relationship is between the conception of the wizard above and the modern life, and how a human player can play a modern wizard.

3.1 Relationship to the Human life

Spells are the watch-word of the wizard. A spell is an *intelligently*-derived set of steps to create an effect with a combination of spoken, material, and physical action components. From that point of view, a spell is a script in the programming sense, with the script consisting of a set of actions. For example, consider the following spell:

Open Locked Window Silently

The wizard can silently open a locked window by attaching the suction cup to the pane and cutting a circle into the glass with the blowtorch with the cup at its center. When the circle of glass is silently removed, the wizard can reach the locking mechanism and open it from within.

Components:

- *Material:* Suction cup. Pocket blowtorch.
- *Somatic:* Carving circle. Removal of pane. Opening internal mechanism.
- *Verbal:* None.

From this point of view, the modern wizard is a general problem-solver. A MacGyver might qualify: a bag of relevant tools by his side, the swiss army knife, the bandaid, the duct tape, the pen, the marker.

A modern wizard also solves intellectual problems. He is a general catalyst for other's problem solving, asking the right questions, following the arguments, probing, and seeking truth. The modern wizard could be a speaker, a writer, a musician, or a physical artist, designing works for a particular effect. The modern wizard scripts and automates the experience he has with his ever-present laptop, tweaking his preferences and scripts and apps to carve out effects in this virtual space as well. He also maintains a collection of material components close at hand in daily life.

3.2 Playing a Modern Wizard

The wizard seeks to problems to solve and seeks opportunity to optimize. The wizard cultivates this living problem-solving: both the taste for problems and the eye for problems.

The modern wizard also carefully chooses modern gadgetry. He has an ever-present bag of material components for his spells and, likely, his spell-book as well. He prizes objects that are simple, small, and multi-functional, and constantly tweaks and optimizes his *bag of tricks*, commonly called a purse or a man-purse or a 'European carry-all' or some such.

He is also eager to experiment with adapting new habits and tools as they appear. So this wizard also cultivates the other side of living problem-solving: a taste and eye for *solutions*.