

Magician

Ability Requirements: Constitution 11, Intelligence 12, Wisdom 15

Prime Requisites: Wisdom, Intelligence

Races Allowed: Human, Elf, Half-Elf

The Magician Class uses a rouge combat value pertaining to Thac0, Exceptional Strength, & constitution Hp bonuses. Magician players have their choice between the priest & wizard saving throw table. The Magician has a limited ac and may only wear armour that would bring his AC to 5 or worse without interfering with spellcasting. Magicians are able to possess proficiencies from the wizard, priest, psionicist, and general groupings. The Magician may only use dagger, dart, quarterstaff, mace, short sword, and sling for their weapons.

Magic & Psionic use is somewhat limited, the magicians advantage is that he may use his priest spells, mage spells, and PSPs worth of psionics in one day, not either or. Magicians are limited to 2 Magical Schools of the players choice, 2 Clerical Spheres of the players choice, and 1 Psionic Discipline at the rate of progression later mentioned on this paper. One of the Schools is restricted to 8th level & one Sphere is restricted to 6th level.

Weapon	Per Level	NonProficiency	Non-Weapon	Per Level
2	¼ Levels	-5	4	1/3 Level

Level	Sciences	Devotions	Attack Modes*	Defense Modes
1	1	3	1	1
2	1	3	1	1
3	1	4	1	2
4	2	5	2	2
5	2	6	2	2
6	2	6	2	3
7	3	7	3	3
8	3	7	3	3
9	3	8	3	3
10	3	10	3	3
11	3	10	3	3
12	3	11	3	4
13	4	11	4	4
14	4	12	4	4
15	4	12	4	4
16	4	14	4	4
17	5	14	4	4
18	5	15	4	4
19	6	16	4	4
20	7	18	4	5

*You may only get these if your discipline is Telepathy or you buy them from the section below

Level	Experience	Hit Dice(d6)
1	0	1
2	5,700	2
3	11,400	3
4	22,800	4
5	57,000	5
6	114,000	6
7	228,000	7
8	427,500	8

9	798,000	9
10	855,000	9+1
11	1,710,000	9+2
12	2,565,000	9+3
13	3,420,000	9+4
14	4,275,000	9+5
15	5,130,000	9+6
16	5,985,000	9+7
17	6,840,000	9+8
18	7,695,000	9+9
19	8,200,000	9+10
20	9,000,000	9+11

A Magician gets 10 points to spend on class abilities.

- (10) Hit point Bonus: use a d8 for hit dice instead of a d6.
- (10) Attack Modes: may use the attack modes as listed on the psionic progression table above.
- (5) More Priest Spheres: Gains Minor access to an additional sphere.
- (5) More Mage Schools: Gains 5th level access to an additional school.
- (5) Weapon allowance: The Magician may gain proficiencies in up to 3 non-magician weapons.
- (10) Armour Improvement: Magician may wear armour bring his Ac to 3.
- (10) Fighter Hp Bonus: The Magician gains the constitution hp bonus as a fighter.
- (10) Strong Magician: Magician Gain Exceptional Strength as a fighter.
- (10) Experience Bonus: The Magician will gain a 5% bonus to all experience gained from Psionics use, priestly and wizardly spell casting.