

The Magic User

Class Description: Magic-users are human characters who have studied the arcane arts and who are able to cast magical spells. Unlike the inherently magical elves, magic does not come easily to humans, and prospective magic-users must study for years before they are able to master it. In some larger cities such studying is done in a university, but in more rural areas with fewer resources and fewer people it is more likely to be a master / apprentice system. Unfortunately either kind of study leaves little time for other pursuits and this means that magicusers tend to be somewhat lacking in more physical traits and skills.

In an adventuring party, a magic-user makes excellent artillery with a wide range of offensive spells; but must be protected by other characters as they are physically weak. At low levels, the small number of spells that a magicuser has can make them almost a liability to their party—but wise parties look after their magic-users since should they survive to high level they will begin to wield awesome destructive power.

Magic User Abilities

Equipment Restrictions: Magic-users may not wear armour or use shields and may not use most weapons. The only weapons they may use are daggers, staves, slings, whips, pistols, nets and blowguns.

Hit Points: Magic Users gain (4 + Con Bonus) hit points at first level, and then another (3 + Con Bonus) hit points per level of experience until 9th level. After 9th level, Magic Users gain 1 hit point per level and do not add additional Con bonuses (but do retain the bonuses to hit points gained at previous levels).

Base Attack Bonus: An magic user's attack bonus is based on their level. See Chapter 10: Combat for details of how this translates into to-hit numbers for different armour classes.

Skills: An magic user starts with 4 skill points plus extra points equal to their Int bonus. These points can be used on the same skill or different skills. Magic Users gain more skill points as they rise in level.

See Chapter 5: Skills for the list of available skills.

Weapon Feats: Magic Users start with two weapon feats, which must be spent immediately on basic proficiency with two different weapons. See Chapter 6: Weapon Feats for a description of how weapon feats work. Magic Users gain more weapon feats as they rise in level, but these weapon feats cannot be spent immediately upon gaining the level. See Chapter 11: Gaining Experience for further details.

Spells: Magic Users can cast magic-user spells. Additionally, a magic user may (but does not have to) choose to specialise in one of the four types of magic-user spells: Energy, Entropy, Matter or Spirit spells.

A magic user who specialises in one of these types of spell will find that type of spell easier to learn and prepare, but will find spells of the opposite type more difficult to learn and prepare. See Chapter 7: Spells for detailed descriptions of these spells and specialisation.

Providing a magic user has had a good night's sleep (8 hours), they can spend an hour studying their spell book after waking up in order to gain spells for the day as indicated on table 4-9a.

A 1st level magic user starts with only two spells in their spell book, and must acquire more during their adventures. Magic Users may prepare any spell from their book in either the normal or the reversed form (if the spell has a reversed form), but may not prepare spells from someone else's book or from a scroll; not even by using a Read Magic spell.

Each prepared spell can be cast once during the day, and if a magic user wishes to cast a spell more than once then they must prepare the spell more than once, taking up multiple spell slots of the spell's level.

Some magic user spells are reversible. These spells can be reversed in order to have an effect opposite to the normal effect of the spell. A magic user chooses whether or not to reverse the spell at the time of preparation, not at the time of casting.

A beginning magic user starts with a spell book given to them by their master, and this spell book will contain the spell Read Magic and one other 1st level spell of the player's choice.

This spell book is a gift from the character's master and does not need to be paid for.

See Chapter 7: Spells for more information on spells and spell casting.

Saving Throws: Magic Users make saving throws using the bonuses listed on table 4-9b.

Table 4-9b: Magic-user Saving Throws

Level	Death Ray / Poison	Magic Wands	Paralysis / Petrify	Breath Weapon	Rod / Staff / Spell
1	+7	+6	+7	+4	+5
2	+7	+6	+7	+4	+5
3	+7	+6	+7	+4	+5
4	+7	+6	+7	+4	+6
5	+8	+7	+8	+5	+6
6	+8	+7	+8	+5	+7
7	+9	+8	+9	+6	+7
8	+9	+8	+9	+6	+8
9	+9	+8	+9	+6	+9
10	+10	+9	+10	+7	+9
11	+10	+9	+10	+7	+10
12	+11	+10	+11	+8	+10
13	+11	+10	+11	+8	+11
14	+11	+10	+11	+8	+12
15	+12	+11	+12	+9	+12
16	+12	+11	+12	+9	+13
17	+13	+12	+13	+10	+13
18	+13	+12	+13	+10	+14
19	+13	+12	+13	+10	+14
20	+14	+13	+14	+11	+15
21	+14	+13	+14	+11	+15
22	+15	+14	+15	+12	+16
23	+15	+14	+15	+12	+16
24	+15	+15	+15	+13	+16
25	+16	+15	+16	+13	+17
26	+16	+16	+16	+14	+17
27	+16	+16	+16	+14	+17
28	+16	+16	+16	+15	+17
29	+17	+17	+17	+15	+18
30	+17	+17	+17	+16	+18
31	+17	+17	+17	+16	+18
32	+17	+17	+17	+17	+18
33	+18	+18	+18	+17	+18
34	+18	+18	+18	+18	+18
35	+18	+18	+18	+18	+18
36	+18	+18	+18	+18	+18