[DESIGN NOTES: magic-users don’t need a lot of change from version 1. I’ve eliminated some mentions of the Skill Mechanic, which belongs to Jacks alone and added some former Skills useful to magic-users as class abilities]

**MAGIC-USERS**

**Magic-User Progression Table**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Level** | **EXP** | **Added Hit Points** | **Attack Bonus** |  |  | **Saving Throw** |
| 1 | 0 | 1 die | +0 |  |  | 19 |
| 2 | 2500 | 1 die | +0 |  |  | 18 |
| 3 | 5000 | 1 die | +0 |  |  | 17 |
| 4 | 10,000 | 1 die | +0 |  |  | 16 |
| 5 | 20,000 | 1 die | +0 |  |  | 15 |
| 6 | 30,000 | 1 die | +1 |  |  | 14 |
| 7 | 40,000 | 1 die | +1 |  |  | 13 |
| 8 | 50,000 | +1 | +1 |  |  | 12 |
| 9 | 100,000 | +1 | +1 |  |  | 11 |
| 10 | 150,000 | +1 | +1 |  |  | 10 |
| 11 | 200,000 | +1 | +2 |  |  | 9 |
| 12 | 250,000 | +1 | +2 |  |  | 8 |
| 13 | 300,000 | +1 | +2 |  |  | 7 |
| 14 | 400,000 | +1 | +2 |  |  | 6 |
| 15 | 500,000 | +1 | +2 |  |  | 6 |
| 16 | 600,000 | +1 | +3 |  |  | 6 |
| 17 | 700,000 | +1 | +3 |  |  | 6 |
| 18 | 800,000 | +1 | +3 |  |  | 6 |
| 19 | 900.000 | +1 | +3 |  |  | 6 |
| 20 | 1,000,000 | +1 | +3 |  |  | 6 |

Magic-Uses are people who have devoted their careers to studying and mastering secret formulae, symbols and incantations that bring forth powerful supernatural effects. Spell casting is their bread and meat and is how they solve problems and overcome obstacles. They are often called Wizards, Magicians, Mages or Sorcerers

**Armor and Weapons:** magic-users cannot cast any spells if they are wearing any sort of armor, so they are not trained or accustomed to its use. Even multi-classed magic-users cannot cast magic spells while wearing the armor of their other class. Magic-users are limited to use of only a few basic weapons: fist, baton, club, staff, knife, dagger, silver dagger or darts. If they attempt to use any weapon but these, they suffer -4 on their “To Hit” roll.

**Saving Throws;** Magic-users get a +2 bonus to saving throws against Spells and spell-like magic effects, magic devices, and magical traps.

**Magic Item Creation:**  a magic-user can make a variety of magic items. To make scrolls, he uses the Read Magic spell (level 1). To make Potions, he uses the Brew Potions spell (level 2). To make a Spell Book he uses the Prepare Spell Book spell (level 3). To make magic wands, he uses the Create Wands spell (level 4). And to make Permanent Magic Items, he uses the Create Permanent Magic Item spell (level 5).

**Book Knowledge:** since Magic-Users (and Specialist Mages) are dependent on the written word for their powers, they have deep knowledge of books. By taking a turn of examination they can detect whether a set of books, scrolls and maps is infested with bookworms (see book 2) and the presence of magical or mundane traps on books or scrolls (but not cursed scrolls) if they roll an INT d20 check. Likewise, they can appraise the value of non-magic books on a similar INT d20 check. Natural Talents, Witches and Bards do not have this ability.

**Spell Casting:**

The magic-user prepares his spells ahead of time (some call it “memorizing” them, others refer to it as “hanging them in the ether” others just as “partially pre-casting them”). He can have as many prepared as the magic-user spell chart allows. As each spell is cast it is removed from his prepared number of spells until he has time to prepare again. To prepare his spells, he must get 8 hours of rest, and then spend 1 hour studying his spell book and making the preparations.

Example: Titus Thunder is a 3rd level magic-user. He therefore can prepare 3 first level spells, and 1 second level spell. He chooses, Sleep, Sleep, and Circle of Protection as his first level spells, and Invisibility as his second level spell. During a dungeon expedition, he uses both sleep spells and the Invisibility. After a good night’s rest, he can spend an hour and prepare a new set of 3 firsts and a second, or he can leave the Circle of Protection prepared and only pick 2 other firsts.

Magic-Users with an INT of 15 or higher get one bonus level 1 spell to cast each day.

**Components:**

Spells that are directly cast, i.e., not from a scroll, potion or device, need various symbolic odds and ends to achieve. If a magic-user has a Component Bag, he is assumed to have all the components he needs to cast a spell. If he is forced to cast a spell when his bag is taken from him, he can attempt to cast anyway, by making a INT check d20, but if he fails, the prepared spell is spoiled and lost. Magic-Users, Specialist Mages, Natural Talents and Witches all must use a Component Bag, but Bards replace it with a musical instrument.

**Mystic Reserve:**

When a magic-user has cast all of his prepared spells, and is in time of need (trapped and unable to escape, fighting in a deadly combat, etc.; the Judge has the final say) he may attempt to cast any one single spell that he has in his spell book. He must roll his INT on less on a 1d20, subtracting 1 from the INT for each level of the spell. If he succeeds, he casts the spell, if he fails, he takes 1 hit point of damage for each level of the spell and is stunned for 1 round for each level of the spell.

**SPECIALIST MAGE**: some magic-users, when they start their careers, can decide to be Specialist Mages in one of the 13 spell realms. If so, they can prepare 1 extra spell for each spell level that they’ve reached (e.g., Titus Thunder, above, could prepare 4 level 1 and 2 level 2 spells at a time). However, by specializing in a Realm of Magic, the mage must first choose a spell of that Realm before any others when he gains a level. A specialist in Necromancy might call himself a Necromancer, a specialist in Illusions an Illusionist, in Enchantment an Enchanter etc.

However, specialist mages will be unable to cast spells from 2 realms outside of their specialty. Each Realm has a listed “opposite”, and the caster is automatically forbidden from casting from that Realm (e.g. a Fire Specialist cannot cast Water spells). The second will be rolled randomly, go to the first level spell list, roll 1d12, look at the realm next to that number and you cannot learn spells from that realm (if you land on your specialty or its opposite, roll again). It is possible to specialize in Grip spells, but you must roll both forbidden Realms randomly. It is not possible to specialize in “magic art”.

**ALTERNATIVE MAGIC TYPES (Natural Talents, Witches, Bards):** some individuals are not trained in scholarly, literary magic tradition like the Magic-Users and Specialist Mages, instead they gain their magic powers from other means. These individuals do not have spell books and do not automatically learn the Magical Arts spells. Instead, they have a number of spells in their mental inventory equal to the spells a regular magic-user can prepare and can cast each one once per day. These types cannot be specialist mages. Some are born with magic powers and are called **Natural Talents** but sometimes Hedge Wizards, Psychics or even Witch Doctors. Other individuals can cast spells not through training like magic-users or inborn talent, but because of being granted the power by an extra-worldly being (often, but not always by a Demon). They follow the same rules as Natural Talents but are usually called **Witches or Warlocks** Finally, there are those who learn to cast spells through music. They use these same rules as Natural Talents, but use song to cast all their spells. They are usually called **Bards**, and use a musical instrument (typically a lute, lyre or harp) instead of a component bag to cast their spells.

**Example:** Fantastic Flanders is a 4th level natural talent. He knows 4 different first level spells and 2 2nd level spells, he can cast each one once per day. He does not automatically have Read Magic, Circle of Protection, or Mind-Reading. So, at first level he chose Sleep, at second Air Shield, at third Disguise and Protection from Normal Missiles, and at 4th Shocking Grip and Ice Bolt. He can cast each one exactly once per day.

**SCROLLS:** magic-users and specialist mages (but not natural talents, bards or witches unless they choose Read Magic as one of their spells) can make and use spells placed on a scroll (using the Read Magic Spell). A scroll is a one-use magic item that stores a spell on it which can be read out and cast by any magic-user or specialist mage and, with a skill roll, a thief. It takes 1 week and 100gp per spell level to make a scroll, and the magic-user must have access to scroll making supplies (i.e., be in a proper town or city). A scroll spell is cast just like a regular spell but does not use up a prepared spell slot. Scroll spells are also a way to find and copy new spells into someone’s spell book.

**GUILDS:** Magic-Users often join guilds to get access to libraries and other benefits. They must pay their dues each month, which isn’t included in living expenses.

**MAGIC-USER SPELLS PREPARED BY EXPERIENCE LEVEL (all types except specialist mages)**

Spell Level

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

Magic-users with INT of 15+ get 1 additional level-1 spell

**Specialist Mage Spells per Level Table**

Spell Level

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

The “+1” indicates 1 additional spell of that level that must come from the Specialists Realm of choice.

Specialists also get +1 first level spell if they have INT +1