

The Magic-User

The Magic-user is a mysterious figure, a student of arcane powers and dark magic. They can be devastating opponents. However, at lower levels, they are quite vulnerable and must be protected by the other party members. As Magic-users progress, they generally become the most powerful of the character classes—holding sway over the political destinies of great kingdoms and able to create wondrous magical artifacts.

Magic-user Abilities

WEAPON AND ARMOR RESTRICTIONS

Magic-users tend to spend their waking hours in study of arcane tomes and scrolls. As such, they have little time to train with weapons or learn how to properly engage in physical combat. Magic-users may only wield daggers or staves, and are not allowed the use of armor.

SPELL CASTING

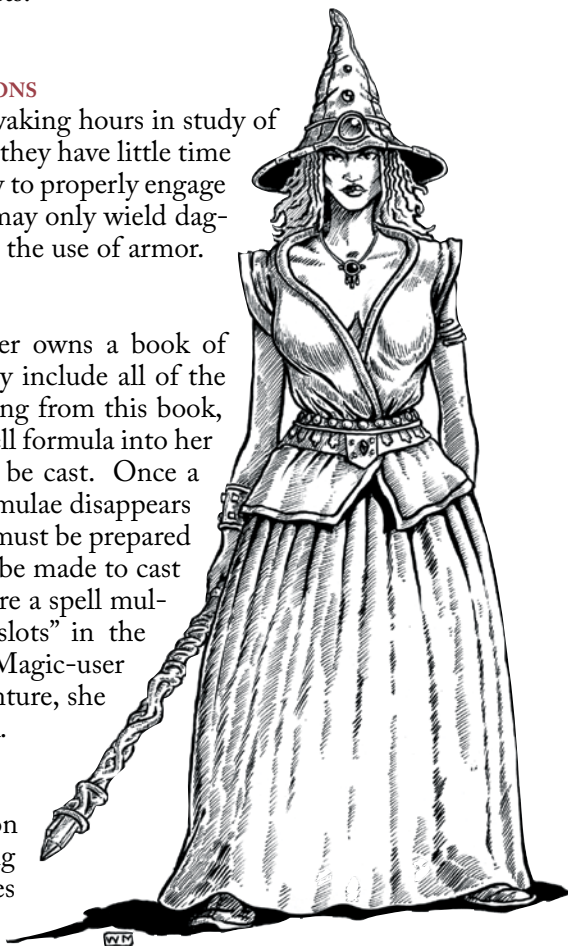
Unlike the Cleric, the Magic-user owns a book of spells—which does not necessarily include all of the spells on the standard lists. Reading from this book, the Magic-user presses a select spell formula into her mind, effectively “preparing” it to be cast. Once a prepared spell is cast, the spell formulae disappears from the Magic-user’s mind, and must be prepared again before another attempt can be made to cast it. However, it is possible to prepare a spell multiple times using the available “slots” in the Magic-user’s memory. If the Magic-user finds spell scrolls during an adventure, she can copy them into her spell book.

SAVING THROW

Magic-users receive a +2 bonus on saving throws vs. spells—including those cast from wands and staves (unless the Alternate “Saving Throw Matrix” is used).

EXPERIENCE BONUS FOR INTELLIGENCE

Intelligence is the Prime Attribute for Magic-users, which means that an Intelligence score of 15+ grants them an additional 5% to all experience points awarded.



ESTABLISH TOWER

At tenth level, a Magic-user gains the title of “witch” or “wizard” and can build a stronghold to house her library and laboratory. She will attract a mix of mercenaries, strange servants and even a few monsters (like flying monkeys). This motley crew will swear fealty to her and serve her with whatever loyalty she can inspire.

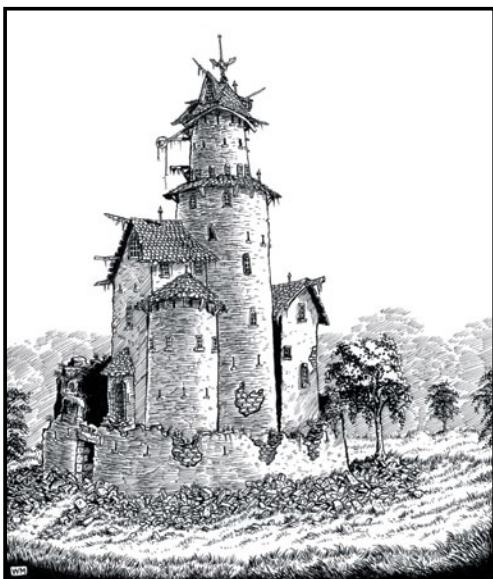


Table 6: Magic-User Advancement

Level	Exp. Points	Hit Dice	To Hit	Saving Throw	Spells					
					1	2	3	4	5	6
1	0	1	+0	15	1	–	–	–	–	–
2	2,500	1+1	+0	14	2	–	–	–	–	–
3	5,000	2	+0	13	3	1	–	–	–	–
4	10,000	2+1	+0	12	4	2	–	–	–	–
5	20,000	3	+1	11	4	2	1	–	–	–
6	40,000	3+1	+1	10	4	2	2	–	–	–
7	80,000	4	+2	9	4	3	2	1	–	–
8	160,000	4+1	+2	8	4	3	3	2	–	–
9	320,000	5	+3	7	4	3	3	2	1	–
10	640,000	5+1	+3	6	4	4	3	2	2	–
11	–	6	+4	5	4	4	4	3	3	–
12	–	6+1	+4	4	4	4	4	4	4	1