At 6th level, each Magic User chooses to specialize in one of the following fields: Archmagis, Battle Mage, or Meta Mage; once chosen, this specialization may never be changed.

<table>
<thead>
<tr>
<th>Level</th>
<th>Melee Damage</th>
<th>Marginal Archery Damage</th>
<th>Critical Archery Damage</th>
<th>Thrown Damage</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>1</td>
<td>NA</td>
<td>NA</td>
<td>1</td>
</tr>
<tr>
<td>2</td>
<td>1</td>
<td>NA</td>
<td>NA</td>
<td>1</td>
</tr>
<tr>
<td>3</td>
<td>2</td>
<td>NA</td>
<td>NA</td>
<td>2</td>
</tr>
<tr>
<td>4</td>
<td>2</td>
<td>NA</td>
<td>NA</td>
<td>2</td>
</tr>
<tr>
<td>5</td>
<td>3</td>
<td>NA</td>
<td>NA</td>
<td>3</td>
</tr>
<tr>
<td>6</td>
<td>3</td>
<td>4</td>
<td>NA</td>
<td>3</td>
</tr>
<tr>
<td>7</td>
<td>3</td>
<td>5</td>
<td>NA</td>
<td>3</td>
</tr>
<tr>
<td>8</td>
<td>3</td>
<td>5</td>
<td>NA</td>
<td>3</td>
</tr>
<tr>
<td>9</td>
<td>3</td>
<td>6</td>
<td>NA</td>
<td>3</td>
</tr>
<tr>
<td>10</td>
<td>3</td>
<td>6</td>
<td>NA</td>
<td>3</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Level</th>
<th>No Armor</th>
<th>Leather Armor</th>
<th>Chain Mail</th>
<th>Plate Mail</th>
</tr>
</thead>
<tbody>
<tr>
<td>1-10</td>
<td>0</td>
<td>NA</td>
<td>NA</td>
<td>NA</td>
</tr>
<tr>
<td>6+ Battle Mage</td>
<td>0</td>
<td>1</td>
<td>NA</td>
<td>NA</td>
</tr>
<tr>
<td>9+ Battle Mage</td>
<td>0</td>
<td>1</td>
<td>2</td>
<td>NA</td>
</tr>
</tbody>
</table>
## Life and Spell Points

<table>
<thead>
<tr>
<th>Level</th>
<th>Points in Each Limb</th>
<th>Points to Unconsciousness</th>
<th>Points to Death</th>
<th>Spell Points</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>3</td>
<td>10</td>
<td>18</td>
<td>27</td>
</tr>
<tr>
<td>2</td>
<td>3</td>
<td>12</td>
<td>20</td>
<td>34</td>
</tr>
<tr>
<td>3</td>
<td>3</td>
<td>14</td>
<td>22</td>
<td>41</td>
</tr>
<tr>
<td>4</td>
<td>4</td>
<td>16</td>
<td>24</td>
<td>48</td>
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<tr>
<td>5</td>
<td>5</td>
<td>18</td>
<td>26</td>
<td>55</td>
</tr>
<tr>
<td>6</td>
<td>6</td>
<td>20</td>
<td>28</td>
<td>62</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>Magic User</td>
<td>Archmagis</td>
</tr>
<tr>
<td>7</td>
<td>7</td>
<td>22</td>
<td>30</td>
<td>69</td>
</tr>
<tr>
<td>8</td>
<td>8</td>
<td>24</td>
<td>32</td>
<td>76</td>
</tr>
<tr>
<td>9</td>
<td>9</td>
<td>26</td>
<td>34</td>
<td>83</td>
</tr>
<tr>
<td>10</td>
<td>10</td>
<td>28</td>
<td>36</td>
<td>90</td>
</tr>
</tbody>
</table>
Specialty Abilities

Archmagis

The following abilities are gained by Magic Users who specialize in pure magic (Archmagis) and are in addition to the standard Magic abilities described above.

Level 6

Improved Spell Damage I

<table>
<thead>
<tr>
<th>Range</th>
<th>Area</th>
<th>Duration</th>
</tr>
</thead>
<tbody>
<tr>
<td>Self</td>
<td>Self</td>
<td>Permanent</td>
</tr>
</tbody>
</table>

Stacking: BASE

Misc.: NA

Cost: 0

At 6th level and above, an Archmagis may choose one of the following spells and increase its damage by an innate +1. Once chosen, this spell may never be changed. This skill is a base of the character class and may not be placed in a magic item.

- Blast (*Blast* will cause 5 points of damage per spell point expended by the Magic User)
- Bolt (*Bolt* will cause 5 points of damage per spell point expended by the Magic User)
- Deadeye (*Dead Eye* will cause 3 points of damage per spell point expended by the Magic User)
- Elemental Ball (*Elemental Ball* will cause 4 points of damage per spell point expended by the Magic User)
- Elemental Strike (*Elemental Strikes* will cause 4 points of damage per spell point expended by the Magic User)

LI Specialization

<table>
<thead>
<tr>
<th>Range</th>
<th>Area</th>
<th>Duration</th>
</tr>
</thead>
<tbody>
<tr>
<td>Self</td>
<td>Self</td>
<td>Game Day or until used</td>
</tr>
</tbody>
</table>

Stacking: BASE

Misc.: NA

Uses: ½ level

Once per day per 2 levels (round down) the Archmagis may apply a +1 LI to an LI spell at the time of casting. The additional LI of the spell is at 0 cost to the Archmagis. For example, a 7th Archmagis may cast Crash Time (Magic User 1) at 8th using this ability for a total cost of 7 spell points. This skill is a base of the character class and may not be placed in a magic item.

Level 7

Additional Spell Points (Base)

<table>
<thead>
<tr>
<th>Range</th>
<th>Area</th>
<th>Duration</th>
</tr>
</thead>
<tbody>
<tr>
<td>Self</td>
<td>Self</td>
<td>Permanent</td>
</tr>
</tbody>
</table>

Stacking: BASE

Misc.: NA

Cost: 0

At 7th level the Archmagis gains an additional 10 spell points. This skill is a base of the character class and may not be placed in a magic item. This additional spell points are reflected in the table at the beginning of this chapter.

Improved Spell Damage II

<table>
<thead>
<tr>
<th>Range</th>
<th>Area</th>
<th>Duration</th>
</tr>
</thead>
<tbody>
<tr>
<td>Self</td>
<td>Self</td>
<td>Permanent</td>
</tr>
</tbody>
</table>

Stacking: BASE

Misc.: NA

Cost: 0

At 7th level the Archmagis chooses an additional spell to gain increased damage. The Archmagis may not select the same spell that he chose the first time and all restrictions of Improved Spell Damage I apply.
Level 8

**Improved Spell Damage III**

**Range:** Self  
**Area:** Self  
**Duration:** Permanent  
**Cost:** 0

At 8th level the Archmagis chooses an additional spell to gain increased damage. The Archmagis may not select the same spell that he chose previously and all restrictions of *Improved Spell Damage I* apply.

**Li Defense**

**Range:** Self  
**Area:** Self  
**Duration:** 5 minutes/level  
**Cost:** 8

This spell will provide the Archmagis with an additional +2 to his base Li. Material component: Blue flag.

Level 9

**Improved Spell Damage IV**

**Range:** Self  
**Area:** Self  
**Duration:** Permanent  
**Cost:** 0

At 9th level the Archmagis chooses an additional spell to gain increased damage. The Archmagis may not select the same spell that he chose previously and all restrictions of *Improved Spell Damage I* apply.

**Improved Li Specialization**

**Range:** Self  
**Area:** Self  
**Duration:** Game Day or until used  
**Cost:** ½ level

At 9th level the Archmagis Li Specialization is at +2 Li instead of +1. This skill is a base of the character class and may not be placed in a magic item.

Level 10

**Improved Spell Damage V**

**Range:** Self  
**Area:** Self  
**Duration:** Permanent  
**Cost:** 0

At 10th level the Archmagis chooses an additional spell to gain increased damage. The Archmagis may not select the same spell that he chose previously and all restrictions of *Improved Spell Damage I* apply.

**Spell Swap**

**Range:** Self  
**Area:** Special  
**Duration:** Game Day or until used  
**Cost:** ½ level

This ability allows an Archmagis to swap any single spell he knows with another PC, gaining a spell of the same level. The spell swap lasts until the spell is cast by the individual PC. For example, an Archmagis could swap his Electrify (Magic User 1) with his teams Cleric’s Heal (Cleric 1). This would allow the Cleric to cast Electrify 1 time and the Archmagis to cast Heal one time. Each PC must abide by all restrictions of the original spell. This ability only works on PCs and will not affect an NPC. This skill is a base of the character class and may not be placed in a magic item.
LI Bypass

Range: Self  
Area: Self  
Duration: Game Day or until used  
Stacking: BASE  
Misc.: NA  
Cost: ½ level

Once per day per 2 levels (round down) the Archmagis may bypass any LI defenses the target has casts on themselves. This causes the spell to be resisted at the base LI of the character. For example, a 7th Archmagis cast *Enthrall 7th level* (Magic User 2) at a 7th level thief who has cast *Distrust* (Thief 4) on themselves, making their normal LI resistance 9th versus *Enthrall*. The thief would be affected by the *Enthrall* since it bypasses his *Distrust*. The spell should be called out as “*Enthrall, 7th level, Bypass LI* <color>“.”
Battle Mage

The following abilities are gained by Magic Users who specialize in Battle (Battle Mages) and are in addition to the standard Magic abilities described above.

Level 6

Base Proficiency with Two Weapons

<table>
<thead>
<tr>
<th>Range</th>
<th>Area</th>
<th>Duration</th>
<th>Cost</th>
</tr>
</thead>
<tbody>
<tr>
<td>Self</td>
<td>Self</td>
<td>Permanent</td>
<td>0</td>
</tr>
</tbody>
</table>

Stacking: BASE  
Misc.: NA

At 6th level and above, Battle Mages are able to apply their base hand-held proficiency to 2 weapons simultaneously.

Battle Training

<table>
<thead>
<tr>
<th>Range</th>
<th>Area</th>
<th>Duration</th>
<th>Cost</th>
</tr>
</thead>
<tbody>
<tr>
<td>Self</td>
<td>Self</td>
<td>Permanent</td>
<td>0</td>
</tr>
</tbody>
</table>

Stacking: BASE  
Misc.: NA

At 6th level Battle Mages gain the ability to wear Leather armor. This skill is a base of the character class and may not be placed in a magic item.

Improved Strong Arm I

<table>
<thead>
<tr>
<th>Range</th>
<th>Area</th>
<th>Duration</th>
<th>Cost</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 inch</td>
<td>1 Target</td>
<td>1 Combat</td>
<td>0</td>
</tr>
</tbody>
</table>

Stacking: Damage  
Misc.: NA

At 6th level when a Battle Mage casts Strong Arm, in addition to melee damage, it will also affect missile and thrown damage.

Weapon Training

<table>
<thead>
<tr>
<th>Range</th>
<th>Area</th>
<th>Duration</th>
<th>Cost</th>
</tr>
</thead>
<tbody>
<tr>
<td>Self</td>
<td>Self</td>
<td>Permanent</td>
<td>0</td>
</tr>
</tbody>
</table>

Stacking: BASE  
Misc.: NA

At 6th level Battle Mages gain an additional proficiency with a melee weapon in addition to the single weapon gained at first level. This skill is a base of the character class and may not be placed in a magic item.

Level 7

Elemental Arrow

<table>
<thead>
<tr>
<th>Range</th>
<th>Area</th>
<th>Duration</th>
<th>Cost</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 inch</td>
<td>1 Arrow</td>
<td>Game Day or until used</td>
<td>3</td>
</tr>
</tbody>
</table>

Stacking: Damage  
Misc.: NA

With this spell, the Battle Mage can enhance an arrow with elemental damage. The affected arrow will cause an additional 5 points of magical damage; the Battle Mage must specify at the time of casting whether the additional damage will come from Earth, Fire, Ice, or Lightning. When the arrow is fired, the archer must call out Elemental Arrow, the specific element, and the total amount of damage. The duration of the enhancement is until used or one game day, whichever comes first.
**Improved Strong Arm II**

**Range:** 1 inch  
**Area:** 1 Target  
**Duration:** 1 Combat  
**Stacking:** Damage  
**Misc.:** NA  
**Cost:** 0

At 7th level when a Battle Mage casts Strong Arm they may choose to have it either do an additional point of damage or affect both arms. This must be chosen at the time of casting and may not be changed for the duration of the spell. This skill is a base of the character class and may not be placed in a magic item.

**Level 8**

**Auto Electrify**

**Range:** Self  
**Area:** Special  
**Duration:** Game Day or until used  
**Stacking:** Damage  
**Misc.:** Material Component  
**Uses:** ½ level

At 8th level a Battle Mage may autocast the electrify spell a number of times per day equal to their level divided by 2. The electrify will be at first level (6 points) and all restrictions of the electrify spell apply. This skill is a base of the character class and may not be placed in a magic item.

**Improved Defense**

**Range:** 1 inch  
**Area:** 1 Target  
**Duration:** 1 Combat  
**Stacking:** Damage  
**Misc.:** Material Component  
**Cost:** 0

At 8th level when a Battle Mage casts Defense they will gain an innate +1 to their base armor. This skill is a base of the character class and may not be placed in a magic item.

**Level 9**

**Improved Battle Training**

**Range:** Self  
**Area:** Self  
**Duration:** Permanent  
**Stacking:** BASE  
**Misc.:** NA  
**Cost:** 0

At 9th level Battle Mages gain the ability to wear Chain Mail. This skill is a base of the character class and may not be placed in a magic item.

**Improved Branding**

**Range:** 30  
**Area:** 1 Target  
**Duration:** Special  
**Stacking:** NA  
**Misc.:** NA  
**Cost:** 0

At 9th level a Battle Mages Branding (Magic User 1) is No Defense damage. All other restrictions of the branding spell apply. This skill is a base of the character class and may not be placed in a magic item.

**Level 10**

**Reflect**

**Range:** Self  
**Area:** Self  
**Duration:** Game Day or until used  
**Stacking:** Damage  
**Misc.:** Material Component  
**Cost:** 10

With this spell, a Magic User can partially reflect the effects of single direct damaging spell of his choice. This spell will reflect 50% of the damage back onto the caster of the spell and the Battle Mage will take 50% of the damage. For example, if a Battle Mage has this spell precast and is hit with a 40-point bolt from another mage, he should call out “Reflect Bolt, 20 points, <color>.” In this case both characters would take 20 points damage along with any additional effects such as knockdowns. The duration of this
spell is until an eligible spell of the caster’s choice is reflected, or one game day, whichever comes first. Material component: Blue flag.
Meta Mage

The following abilities are gained by Magic Users who specialize in technical aspects of magic (Meta Mages) and are in addition to the standard Magic abilities described above.

Level 6

Improved Create Scroll I

<table>
<thead>
<tr>
<th>Range</th>
<th>Area</th>
<th>Duration</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 inch</td>
<td>Special</td>
<td>Game Day or until used</td>
</tr>
</tbody>
</table>

Stacking: LI  
Misc.: NA  
Cost: 0

The Meta Mage no longer pays a gold cost to Create Scroll (Magic User 3). All other restrictions of the spell apply. This skill is a base of the character class and may not be placed in a magic item.

Improved LI Enhancement I

<table>
<thead>
<tr>
<th>Range</th>
<th>Area</th>
<th>Duration</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 inch</td>
<td>Special</td>
<td>Game Day or until used</td>
</tr>
</tbody>
</table>

Stacking: LI  
Misc.: NA  
Cost: 0

The Meta Mage may now cast his LI Enhancement +1 (Magic User 3) on one of his bonded magic items or on another player. If cast on a magic item, the LI effect is still limited to the Mage’s level +2. This skill is a base of the character class and may not be placed in a magic item.

Level 7

Improved Dispel Magic

<table>
<thead>
<tr>
<th>Range</th>
<th>Area</th>
<th>Duration</th>
</tr>
</thead>
<tbody>
<tr>
<td>Self</td>
<td>Self</td>
<td>Instantaneous</td>
</tr>
</tbody>
</table>

Stacking: NA  
Misc.: LI  
Cost: LI

If the Meta Mage targets a magical effect on himself, he may autocast Dispel Magic on the spell. The Meta Mage does not pay the additional cost for the Autocast, only the cost for the LI dispel. This spell may be used as an instantaneous counter. This skill is a base of the character class and may not be placed in a magic item.

Level 8

Elemental Counterspell

<table>
<thead>
<tr>
<th>Range</th>
<th>Area</th>
<th>Duration</th>
</tr>
</thead>
<tbody>
<tr>
<td>Self</td>
<td>Self</td>
<td>Game Day or until used</td>
</tr>
</tbody>
</table>

Stacking: Damage  
Misc.: Material Component  
Cost: 8

The Meta Mage may counter 1 elemental (ice, fire, lightning, or earth) spell (Strike or Ball) as an immediate counter if they are in the area of effect. Elemental Strikes and Balls countered using this ability are considered dispelled before the casting is completed so they deal no damage or secondary effects.

Improved Create Scroll II

<table>
<thead>
<tr>
<th>Range</th>
<th>Area</th>
<th>Duration</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 inch</td>
<td>Special</td>
<td>Game Day or until used</td>
</tr>
</tbody>
</table>

Stacking: LI  
Misc.: NA  
Cost: 0

The Meta Mage may now cast Self Only spells into a scroll created with Create Scroll (Magic User 3). All other restrictions of the spell apply. This skill is a base of the character class and may not be placed in a magic item.
Level 9

Improved LI Enhancement II

<table>
<thead>
<tr>
<th>Range: 1 inch</th>
<th>Area: Special</th>
<th>Duration: Game Day or until used</th>
</tr>
</thead>
<tbody>
<tr>
<td>Stacking: LI</td>
<td>Misc.: NA</td>
<td>Cost: 0</td>
</tr>
</tbody>
</table>

The Meta Mage may now cast his *LI Enhancement +2* (Magic User 6) on one of his bonded magic items or on another player. If cast on a magic item, the LI effect is still limited to the Mage’s level +2. This skill is a base of the character class and may not be placed in a magic item.

Level 10

Improved Create Scroll III

<table>
<thead>
<tr>
<th>Range: 1 inch</th>
<th>Area: Special</th>
<th>Duration: Game Day or until used</th>
</tr>
</thead>
<tbody>
<tr>
<td>Stacking: LI</td>
<td>Misc.: NA</td>
<td>Cost: 0</td>
</tr>
</tbody>
</table>

The Meta Mage may now cast spells that improve other spells into a scroll created with *Create Scroll* (Magic User 3). For example, a Meta Mage could create a scroll containing a 10th level *Autocast (Magic User 7)* Bolt (Magic User 10) by paying 17 spell points. All other restrictions of the spell apply. This skill is a base of the character class and may not be placed in a magic item.

Protected Ally

<table>
<thead>
<tr>
<th>Range: Special</th>
<th>Area: Special</th>
<th>Duration: Game Day or until used</th>
</tr>
</thead>
<tbody>
<tr>
<td>Stacking: BASE</td>
<td>Misc.: NA</td>
<td>Cost: 0</td>
</tr>
</tbody>
</table>

At the time of casting the mage may designate a number of targets (up to ½ his level) to be immune to the mage’s Area of Effect spells for 1 combat. The targets are protected from both spells cast and items used by the Meta Mage. Other sources will affect the targets normally. This skill is a base of the character class and may not be placed in a magic item.