



incurred by Dwarves using magical items outside their class (20% of device malfunction whenever it is used or activated), but cursed items cannot be gotten rid of like Dwarves can.

## >> SPELLCASTING

SCHOOLS. Magicians can learn and cast any spell from the school of Illusion/Phantasm as a wizard of equal level. He can also learn and cast spells from the Alteration and Enchantment/Charm schools as a wizard of two levels lower; a Magician must be at least IIIrd level before he can cast spells of these schools. The only exception to these rules are the Alteration Polymorph spells \*Polymorph Other\*, \*Polymorph Self\*, and \*Polymorph Any Object\*, which can be cast at normal level.

CANTRIPS. A Magician gains extra memorization slots for cantrips equal to his experience level. These extra slots can be used only for cantrips, and do not count towards his usual allotment of spell progression slots.

## >> THIEF SKILLS

Magicians acquire a few thief skills as well as spellcasting abilities. They have the following: Pick Pockets (or Sleight of Hand), Open Locks, Find / Remove Traps (to undo complex puzzles like the "three rings" trick), and Escape Bonds (as found in the Player's Option: Skills & Powers book on pp. 52 - 54). They get the normal base of each skills as a thief does, but receives 20 points at 1st level to distribute and 10 points for each additional level.

For those who do not have the Player's Option book mentioned above, here is a brief description of this particular skill, as quoted from its source.

"Escape Bonds: There comes a time in every thief's career when his luck runs out and... he is apprehended. The ability to escape bonds such as ropes, leather thongs, manacles, chains and even straight jackets is a feat of contortion and determination. The thief must roll to break every device binding him. If he's tied at the wrists and at the ankles, then he must make two successful rolls to free himself. This skill takes five rounds to use. A thief might hurry his efforts, but he suffers a -5% penalty for each round he tries to shave. Locked items also require the thief to successfully pick the locks. A failure on any attempt means that the thief cannot loose that bond or pick the lock." (Player's Handbook: Skills and Powers, pp. 52)

The Escape Bonds skill has a base chance of 10%. Half - ogres add 5% to their Escape Bonds, and Halflings add 10% to their scores. For every point of DEX below 12, subtract 5% from Escape Bonds; for every point of DEX above 16, add 5%.

## >> MISCELLANEOUS

Here are the standard statistics for the class:

HIT DICE SIZE: 1d5 (1d6, reroll 6's, or 1d10 / 2 and round up fractions), gaining +1 hp every level above IXth.

THAC0 PROGRESSION: As Rogue.

SAVING THROWS: As Wizard.

PROFICIENCY SLOTS: as Rogue.

PROFICIENCY GROUP ACCESS: Wizard, Rogue, General.

EXPERIENCE LEVEL PROGRESSION:

LEVEL	XP NEEDED	HD
Ist -	0	1d5
IIInd -	5,000	2d5
IIIrd -	10,000	3d5
IVth -	25,000	4d5
Vth -	50,000	5d5
VIth -	75,000	6d5
VIIth -	100,000	7d5
VIIIth -	200,000	8d5
IXth -	350,000	9d5
Xth -	750,000	9d5+1
XIth -	1,150,000	9d5+2
XIIth -	1,550,000	9d5+3
XIIIth -	1,950,000	9d5+4
XIVth -	2,450,000	9d5+5
XVth -	2,850,000	9d5+6
XVIth -	3,250,000	9d5+7
XVIIth -	3,650,000	9d5+8
XVIIIth -	4,050,000	9d5+9
XIXth -	4,450,000	9d5+10
XXth -	4,850,000	9d5+11
XIIst -	5,250,000	9d5+12

\* 400,000 per level above IXth.

-----  
(c) 1997 by Xeno, where applicable.  
E-MAIL ADDRESS: mlsheltn@cc.memphis.edu  
WEB PAGE: <http://www.people.memphis.edu/~mlsheltn>  
Creator of the NetBook of Heretic and the Puritan class.  
Created: 20 February 1997