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Alright, so you want to switch to a spellpoint system. No problem. I've been working on this system for over a year now (with some new help), and I believe it works quite well. If it gets too confusing, just sit back, mix up a Pan-galactic-gargle-blaster(tm), and re-read. If that doesn't help, try making up a practice wizard and mess around with spellcasting, after all, sometimes it's easier to try something than to explain it.

If you have never used a spellpoint or mana system before, it's actually a very simple concept. Instead of having a number of spells that he can memorize daily, a wizard instead has a pool of points from which to draw upon, each point representing a spell level or a fraction of one. This allows him to cast spells on the fly, using whatever spell that the moment calls for. This allows for a more fantasy-style approach to sorcery, allowing the wizard to use his spells to the highest advantage, although it usually does remove situations in which a wizard would be caught without a useful spell memorized (which DM's love to set up), however, as you will find out, other similar situations can arise when a wizard doesn't have enough spellpoints left.

As with all other major rules changes, spellpoints are completely optional. As the DM, you may disregard these rules, or change them to suit your campaign.

Also of note is the wide-spread use of Wild Surges. Wild Surges are one of my favorite additions from the Tome Of Magic(tm), and are referred to in several parts of this system. If you do not like Wild Surges or do not have the book, then just have the spells fizzle out.

As a final warning to DM's, I would only recommend the use of spellpoints (anyones version of spellpoints) only to those DM's who run a more roleplaying than hack'n'slash type of campaign. Systems like this one can easily be abused by 'power players' or 'munchkins' (though I have tried to lower the chances of this with a few more direct rules), so DM's be carfeul.

With that having been said, I'll get down to the basics.

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1. WIZARDS AND SPELLPOINTS

In this system, a wizard gets enough spellpoints every level to cast a spell from his maximum circle (up to 12/level at 12th). He also gains 2 points of his Intelligence bonus (see the chart at the end of this) every time he gains access to a new circle.

| Level | Circle | Pts/Level |
|-------|--------|-----------|
| 1-2 | 1 | 2 |
| 3-4 | 2 | 4 |
| 5-6 | 3 | 6 |
| 7-8 | 4 | 8 |
| 9-11 | 5 | 10 |
| 12-13 | 6 | 12 |
| 14-15 | 7 | 12 |
| 16-17 | 8 | 12 |
| 18+ | 9 | 12 |

An example of this is Dave. Dave is a 5th level mage with a 17 Intelligence, which, according to the chart, gives him 4 bonus points. He starts play with 4 (2+2 bonus) spellpoints, gains 2 spellpoints at 2nd level, and 6 (4+2 bonus) points at 3rd level (when he gains access to 2nd circle spells).

To deal with specialists, the spells of their school cost the spells level in points for the first casting, then follow standard rules for multiple castings. If the specialist isn't casting spells from his school all that often, or not at all, than it's up to you to remind him of how a specialist is supposed to be played.

To sum up a lot of this math, I have added the following reference chart. Level is the wizards level, #Points is the average number of points that he should have, and Bonus indicates the levels at which the wizard receives 2 points of his Intelligence bonus (if any).

| Level | #Points | Bonus |
|-------|---------|-------|
| 1 | 2 | * |
| 2 | 4 | |
| 3 | 8 | * |
| 4 | 12 | |
| 5 | 18 | * |
| 6 | 24 | |
| 7 | 32 | * |
| 8 | 40 | |
| 9 | 50 | * |
| 10 | 60 | |
| 11 | 70 | |
| 12 | 82 | * |
| 13 | 94 | |
| 14 | 106 | * |
| 15 | 118 | |
| 16 | 130 | * |
| 17 | 142 | |
| 18 | 154 | * |
| 19 | 166 | |

A. OPTIONAL RULE (SEMI-OPPOSITION):

Specialists do not have opposition schools that they cannot cast spells from. Instead, those schools that would normally be barred simply cost twice what they should to cast, and all subsequent castings cost double the previous total (So the Necromancer in the party could cast Phantom Steed, but it would cost him 12 points, and a second casting would cost 24!). There is also a 20% penalty (on top of the -15% for specialists) to learn spells from opposition schools.

2. CASTING SPELLS

Casting spells works basically the same as it does under standard rules. Casting times, ranges, etc. remain the same. The cost of casting a spell is twice its circle in spellpoints (2 for 1st, 4 for 2nd, 6 for 3rd, etc).

2A. CASTING AGAIN...

Wizards can also cast spells more than once, although it does cost them extra points to do so. The cost of casting extra spells is only slightly painful to calculate (this won't hurt a bit...). The first time a spell is cast, it costs double that spells circle (except for specialists). For every time past the first casting, add the spells circle to the cost (this is cumulative). So, for example, Dave decides to cast Fireball. This costs him 6 points to do, then ten minutes later he gets himself into trouble and has to cast Fireball again. This time it costs him 9 (6+3) points to cast. The cost after that goes to 12, then 15, etc. until he has no more points left. This may not seem like an extreme penalty, but the use of extra points does add up very quickly (and makes the caster tired), so it does balance out fairly well (but for those that might dispute this, simply double the cost of the spell every time it is cast beyond the first time). The reason for the additional costs is to maintain balance and keep it simple. If you feel this isn't fair, ignore it.

Please note that a wizard can only use those spells that he has access to, so if a wizard is using a travelling spellbook, he will only be able to use those spells that are in that book, not the ones that are in the giant tome in his tower, though he may make a Wisdom -1/circle check in order to attempt such a spell (all costs are doubled), failure resulting in a Wild Surge.

2B. CASTING HIGH

Another trick that this system allows is for wizards to cast spells as though they were of higher level than they actually are. This is a tricky process since the caster doesn't really know how to handle the extra spell effects, thus it requires a Wisdom check (-1 to the check for every level higher than himself that he is trying to cast) in order to be successful (failure indicates a Wild Surge instead). Regardless of its success, the cost of casting is still deducted. The extra cost is the spells level for every level higher that the wizard wants to cast. For example if Dave (5th level) decides to cast Lightning Bolt, but not just his snivelling little 5d6 job, but a mighty 10d6 blast from above, it will cost him 21 spellpoints to do so (6 points for the spell, plus 15 points for the five level difference in casting), and he would have to pass a Wisdom check at a -5 (level difference) in order to cast it. Keep in mind that Dave's total number of spellpoints at 5th level is 22, so you can imagine how he would feel after having cast that bolt.

2C. FATIGUE

Speaking of getting tired, I have incorporated a fatigue system into this, and it seems to work out quite well (much to Dave's chagrin). There are four categories of fatigue (Fine, Tired, Weak, and Exhausted). When a wizard is at his maximum point total, he is considered to be Fine. When he has used up one half of his points (round down) he begins to feel Tired. This fatigue is minor and does not effect his reactions (in other words, its a only a roleplaying tool, but feel free to add any penalties you see fit). When he has used three fourths of his points (again, round down) he becomes physically Weak (consult the chart below) and has definite difficulties in melee. When all of his points are used he becomes completely Exhausted, and must get a full nights sleep to shake off the effects. Here is the above-mentioned penalty chart, Points stands for spellpoints, STR stands for strength penalty, DEX for dexterity penalty, and CON stands for constitution penalty.

| Status | Points | STR | DEX | CON | |
|-----------|--------|--------|--------|--------|--|
| Fine | All | Normal | Normal | Normal | |
| Tired | 1/2 | Normal | Normal | Normal | |
| Weak | 3/4 | -1 | -1 | -2 | |
| Exhausted | None | -2 | -2 | -4 | |

Make a copy of this chart and have the PC's keep track of this information on their character sheet to save time and aggravation.

Also as a side note, some wizards don't have the best Strength Dexterity, or Constitution scores, so a good rule is that penalties can drop a score to 1, but not below it (I don't know what happened Majesty... one minute he was casting Sleep, the next he shriveled up and vanished...and no, I HAVEN'T BEEN DRINKING LATELY!). Wizards with low Constitution scores also have the risk of losing hitpoints due to having an even lower one. This usually leaves the wizard doubled over in pain or coughing up blood, much like the sorcerer Raistlin from the Dragonlance novels. Also, keep an eye out for wizards with strangely high strength, dexterity, or constitution scores, as players have this funny tendency to try and avoid penalties.

B. OPTIONAL RULE (BIOMANA):

When a wizard is down to zero spellpoints, he can draw extra points right from his own lifeforce. He can draw up to his level in points, but he may only cast a single spell with them. This spell may be any spell he knows, and always costs normal (even if he cast it before, but opposition spells still cost double). In addition, the spells duration cannot exceed 1 round per level, and its casting time cannot exceed 1 round per 2 levels.

As an example, Dave (now almost dead thanks to that 10d6 Lighting Bolt) has used up his last point, and is about to be killed by a half-charred Frost Giant. He decides to draw the extra points from his own lifeforce, and uses 4 of the 5 to cast Invisibility and escape unnoticed. Unfortunately, the spells normal duration of 24hrs

doesn't apply, and it only lasts for 5 minutes, though thankfully for Dave, this is just long enough for him to make his escape. Also unfortunate is that right after he became visible, he fell down into a coma.

The reason this happened to Dave is simple: Gaining energy from your own life force (using what is called Biomana) is a very dangerous practice, and whenever a wizard does it it overloads his system and there is a chance that it could kill him. After the duration or casting of the final spell, the wizard's brain goes into magical shock. If he passes a save vs paralyzation (penalized -1/spell circle just used), he only gets weakened. His effective Strength, Constitution, and Dexterity scores are reduced to 1. His AC, saving throws, and Movement Rate are penalized by 4. All lost attributes/penalties are regained at a rate of 1 point per day of rest (all abilities rise at the same time). If he fails the save he must make a system shock roll (adjusted for his -4 to Constitution from having used all of his spellpoints) or die from mental and physical overload. If the check is successful, he goes into a coma for 1d4 plus the spells level in hours. Only a Heal or Restoration spell will awaken him before the time is up, and he has all of the previous penalties (scores of 1, etc.) for the same number of days afterwards (poor Dave). The period of rest is also a bad time to cast spells, because every day is considered his Cogitation Day (explained below), and involves all of the penalties associated with it.

As one could imagine, most wizards will only do this to save their life. In fact, many wizards have special 'suicide spells' that they reserve for just such an occasion, if for nothing else but to go out with a major league bang, and take their enemies <cough>PC's<cough> with them.

Also of note is a rumor that some evil wizards are learning to use the biomana of living beings (souls) to cast their spells. The ultimate form of necromancy. It is said that they are learning this magic from creatures of the lower planes who have been using such arts for eons. Hopefully such magic is only a rumor...

3. MEMORIZATION

A wizard's percentage chance to learn a spell literally replaces the whole daily memorization concept. If he passes the check, he learns enough of the spell to be able to cast it whenever he needs to. This does not mean that wizards do not use their spellbooks anymore, in fact, a wizard must go over his spellbooks every morning for around 10 minutes for every circle he can cast (if he can cast to 3rd circle, he must study for 30 minutes every morning) to refresh his memory of how his spells work. If this studying is missed, he must make a Wisdom check (-1/circle) in order to cast his spells (failure results, of course, in a Wild Surge).

To calculate a wizard's maximum number of spells per circle, start with the number given for his INT score below. This is the number of first circle spells he may know. For each spell level above this, subtract one from the number. If it reaches zero he cannot know spells of any level higher. This is a quick and easy way to show the complexity of the different circles without any charts or equations. If you don't like it, don't use it. This rule also applies to bards.

C. OPTIONAL RULE (COGITATION)

Optionally, every wizard has what is called a Cogitation Day (or CD for short) on which he must study his spellbooks for 2 times his maximum circle in hours. For example, Dave can cast to 3rd circle, so he would have to study for 6 hours on his Cogitation Day. Cogitation Days occur every Intelligence divided by two days (round down). For quicker reference see the replacement Intelligence chart below.

On his Cogitation Day a wizard is thoroughly going over his spells one by one and keeping up to date on his casting methods. During his study time he is considered to (for game purposes) have only half of his normal points, and if he is forced to cast a spell during this intense study time, he must make a Wisdom check penalized by $-\frac{2}{\text{circle of the spell}}$. If the check is successful, the spell works normally (but costs double), and a failed check results in a Wild Surge. Keep in mind that the wizard also starts out with only half of his points, which means that as he casts, he becomes tired very quickly.

Wizards guard the knowledge of their Cogitation Day with their lives. To know it is to know when he is at his weakest, this is why most people (those without the Spellcraft proficiency) do not even know of this weakness (and mages like to keep it that way!). In some wizardly orders, to even speak of Cogitation Days with non-wizards is considered akin to treason and is punishable by death, both of the wizard and those he told!

A wizard can change his Cogitation Day interval by forcing himself into another CD on a day before his next normal CD. Example (you may want to have a calendar with you for this): Dave has a Cogitation Day every 8 days, and his next CD is coming up on Friday (it is now Monday), but Dave is planning to begin an adventure on Thursday and knows that he won't be able to get his study time in, so he does his studying on Wednesday, which changes the interval of his CD so that he won't have to study until the following Thursday.

4. RESTING AND SPELLPOINT RECOVERY

Regaining spellpoints is handled fairly simply. Spellpoints are recovered only while sleeping or Cogitating (see below). While sleeping, a spellcaster recovers $\frac{1}{8}$ th of his total points (round up) every hour. This rule also applies to Bards. As an option, I have also included the following proficiency:

COGITATION

1 slot, Intelligence, -2 modifier

Wizard group

Cogitation is a specialized form of meditation that, if successful, will allow the spellcaster to regain $\frac{1}{4}$ of his spellpoints per hour of rest. This proficiency is especially useful for dealing with creatures or characters that do not need to sleep, but must still recharge lost spellpoints (for example, Liches). Please note that this proficiency does not negate the need for a nights rest due to physical exertion, only magical exertion.

5. BARDS AND SPELLPOINTS

Bards are handled differently from wizards, and under spellpoint rules become more of the dabblers in magic that they were meant to be, rather than the wizard wanna-be's that the normal rules make them out to be.

Bards start at 2nd level with 2 spellpoints and gain more according to the chart below (cumulative of course). Bards are also entitled to any bonus points that their Intelligence allows, but they gain them at a rate of 1 extra point per level (starting at 3rd).

Bards also gain access to the circles of magic at the same rate that they normally do, but for quick reference, here is the chart:

| Level | Circle | Pts/Level |
|-------|--------|-----------|
| 2-3 | 1 | 2 |
| 4-6 | 2 | 2 |
| 7-9 | 3 | 4 |
| 10-12 | 4 | 4 |
| 13-15 | 5 | 6 |
| 16+ | 6 | 6 |

6. BARDS AND CASTING

Bards follow all the same rules that wizards do for spellcasting, including those dealing with casting spells as though he were of higher level, but there is one major difference involving the fatigue system.

Bards are not as strongly tied to magic as wizards are, and therefore suffer different penalties for using up their points. The following chart shows all of the penalties involved:

| Status | Points | STR | DEX | CON |
|-----------|--------|--------|--------|--------|
| Fine | All | Normal | Normal | Normal |
| Tired | 1/2 | Normal | Normal | -1 |
| Weak | 3/4 | -1 | Normal | -2 |
| Exhausted | None | -2 | -1 | -3 |

If you are using the optional Biomana rule, bards can also draw extra points, but it is even more dangerous for them to do so. He can draw up to his level in points, just like a wizard, but the casting time cannot exceed 1 round per 4 levels, and the duration cannot exceed his level minus 1 in rounds. Also, after the duration or casting is completed he must save vs paralyzation (-1 per circle) or die. A successful save indicates that his Strength, Constitution, and Dexterity immediately drop to 1 and he falls into a coma for his level plus the spells level in hours. An example of this is Jim. Jim is a 7th level bard who has used up all of his points. Jim decides to (despite what his wizard friend, Dave said) actually use Biomana to cast a Wraithform to escape a rather disgruntled and horribly burned Frost Giant (again, something his friend Dave told him to avoid). The wraithform lasts for around 6 rounds then expires, and as he reverts back to normal form, having escaped through a small crack in the wall, he immediately feels the world spinning and his

strength dropping, and goes into a coma (which will last for 10 hours). When he does recover, his STR, DEX, and CON are all still at 1, and it will take him several more days to fully recover.

Because of this incredible chance for death, most bards never do more than study the concept of using biomana, regarding it as an absolute last resort. They have been known to also have 'suicide spells' for last resort purposes like some wizards do, but bardic versions tend to be a lot more flashy.

7. BARDS AND MEMORIZATION

Bards also have to sit down and read through their spellbooks, but they do not have Cogitation Days like wizards (if the optional rule is being used), instead, they must study their spellbooks for 10 minutes per level every morning in order to cast their spells properly that day. If he does not look over his spellbook, he must make a Wisdom check (-2 per circle) in order to cast his spells (failure means a Wild Surge).

D. OPTIONAL RULE (JACK-OF-ALL-SPELLS):

This is actually just a modified version of an older rule that I used to use before I came up with this system. The basic idea is this: A bard can, after finding a clerical scroll, pen it into his spellbooks like any other spell. While this might sound ridiculous, it is actually not as unbalancing as it may sound. First off, he has a -15% chance to learn the spell, and second, if he uses the spell too often, the being that is granting the spells may choose to deny the functionality of it, or send minions out to get his spellbook and destroy it. Another restriction is that clerical spells (as cast by bards) cost 3 spellpoints per circle, and cost double every time after the first casting (this combined with the bards lower number of spellpoints is almost restriction enough in itself). Bards can gain access to up to 4th circle priest magic (though this may change depending on the god and campaign world) and gains access to the circles at the same rate as with wizard magic. His priest casting level (for purposes of range/duration/etc) is half that of his current level, round down (if he is 6th level, his priest spells are cast as though he were 3rd). He also needs, if the spell calls for it, a holy symbol from the appropriate diety(s) that he has spells from (which could get him funny looks, at the least, from clerics).

8. SPELLPOINTS AND SPELLCASTERS

What do wizards call spellpoints? This is one of the more common questions that is asked, but unfortunately, it is up to the DM. I personally use the term Mana to describe spell energy itself, but to describe spellpoints, wizards on my world refer to them in units of power called Gilve's. One Gilve is enough mana to create a Major Effect Cantrip (see below), 2 Gilves is enough to form a 1st circle spell, etc. I got the term rather easily (they're named for my god of magic, Gilven), so it isn't that hard to come up with descriptive terms, you just have to look in the right places.

9. SPELLPOINT SPELLS

Spellpoint spells are special spells that are very weak by themselves, but with the expenditure of extra points, they can become quite powerful. Since extensive rules on the creation of spellpoint spells would take up far too much space, I have included

the following spell as an example of what these spells are capable of. Please use this as a base for creating your own spellpoint spells, but as a general rule, these spells should be rare and powerful, the sort of thing that you would have to adventure to get. In all cases, the initial cost for the spell is the same as a normal spell of that level and any additional effects are added to this casting cost BEFORE the spell takes effect.

ORIN'S MANA-MISSILES (Invocation/Evocation)

Level: 1

Range: 30yds + 20yds/point

Components: V,S

Duration: Special

Casting Time: 1

Area of Effect: 1 or more creatures in a 10' + 5'/point cube

Saving Throw: None

Mana-Missile works much the same as the Magic Missile spell, but is a spellpoint spell version of it. It creates missiles that do 1d4+1 if no extra points are expended, 1d6+1 if two are spent, 1d8+1 if four are spent, etc (maximum of 1d12+1). The default number of missiles is 1 every six levels (up to 3 at 18th level), but for every additional 2 points spent, an extra missile can be fired (no maximum). Up to 10 missiles may be released in a given round (each missile takes 1 segment to fire), but doing so will occupy the wizards concentration completely (no other spellcasting). The missiles, if not fired, will fizzle out at a rate of 1/round.

This spell functions in all other ways as per the Magic Missile spell. It was researched by Orin Lenar, a powerful Wild Mage who always thought Magic Missile was too weak, and therefore merited reinvention.

E. OPTIONAL RULE (SPELLTRIPS):

Cantrip, the all purpose smoke and flash spell, becomes a minor spellpoint spell. The first time Cantrip is cast it costs only 1 point, which represents the minor nature of the spell and its effects, and it then costs 2 points to cast every time after that.

Beyond this the spell basically functions normal, but a wizard may spend an extra point at any time during Cantrip's duration and cause what is called a Major Effect with one. These minor spells can be anything from conjuring a banana to minor telekinesis (lifting a cloak from a rack and putting it on without touching it, fetching a staff, making a Mutton, Lettuce & Tomatoe sandwich), or even zapping someone for 1 point of temporary damage, etc, but all of them are subject to the DM's approval. This also allows PC's to add more flare to their wizard characters, making them more fun to play (which is the point of the game, isn't it?).

This rule is included for those of you who still use Cantrip as a spell and not as a proficiency or ability. I personally allow wizards to do cantrips pretty much whenever they need to, but to create a Major Effect, it costs them 1 spellpoint.

10. SPELLPOINTS AND THE CAMPAIGN WORLD

Spellpoints can turn average monsters into formidable foes, simple NPC's into powerhouses, and magic items into truly wondrous devices. Imagine a vampire or dragon that uses spellpoints, or the powerful Necromancer up on the hill with his specially researched spellpoint spells. With these rules spellcasters become more like the

fantasy sorcerers that they were meant to be, and less like the list of memorized spells that they tend to be.

11. CONCLUSION

To finish up, spellpoints, at least in my campaigns, have given wizards a new life. With new abilities and new weaknesses, wizards become more interesting to play and that seems to be what is truly important.

I hope that you decide to use these rules in your campaigns, or at the very least give them a try. The worst that could happen is that you won't like the way they work. Also, if you do decide to use them and you run across a problem or some loophole that I accidentally left in there, drop me a line. My new (and hopefully permanent) email address is:

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<http://www.geocities.com/Area51/Labyrinth/9570/>

Please note that flames will be returned postage due.

P.S. I would like to thank all those people who contributed to the creation of this system, and the subsequent revisions of it, you know who you are (but I lost the list, so I apologize). Thanks again and enjoy.

P.P.S. Just to let the word out, and I realize this is going to sound bogus, but Yan Glina is not the name of the creator of this system, as was evidently assumed. At the time I had created this system I had no internet connection, so my friend Yan allowed me to utilize his account to browse usenet and post it. I forgot to attach my name to it (a bad habit of mine dating back to primary school) and I didn't realize at the time that his name would be credited. I don't really care if he gets credit (he doesn't even game so it's rather amusing), I just wanted to let everyone know. A day (year) late and a dollar short I guess, but hell, I just got back online after a very long sabbatical and only now am I realizing my error. Figures. Thanks to all those who have spread the system around the world. It's good to see people getting use out of something I made.

And finally, here is that chart I mentioned. Please be sure to check it over because there are a few minor changes to balance out the rules. Get some scissors and a glue-stick, and paste this on page 16 in the PH <grin>.

Replacement for 'Table 4: INTELLIGENCE' on page 16 in the Players Handbook:

| Score | #Lang. | Spell Level | % Learn Spell | Max.# of Spells/Lvl | Cog. Day Interval | Bonus Points | Illusion Immunity |
|-------|--------|-------------|---------------|---------------------|-------------------|--------------|-------------------|
| 1 | 0* | - | - | - | - | - | - |
| 2 | 1 | - | - | - | - | - | - |
| 3 | 1 | - | - | - | - | - | - |
| 4 | 1 | - | - | - | - | - | - |
| 5 | 1 | - | - | - | - | - | - |
| 6 | 1 | - | - | - | - | - | - |
| 7 | 1 | - | - | - | - | - | - |
| 8 | 1 | - | - | - | - | - | - |
| 9 | 2 | 4th | 35% | 6 | 4 | - | - |
| 10 | 2 | 5th | 40% | 7 | 5 | - | - |
| 11 | 2 | 5th | 45% | 7 | 5 | - | - |
| 12 | 3 | 6th | 50% | 8 | 6 | - | - |
| 13 | 3 | 6th | 55% | 9 | 6 | - | - |
| 14 | 4 | 7th | 60% | 9 | 7 | - | - |
| 15 | 4 | 7th | 65% | 11 | 7 | - | - |
| 16 | 5 | 8th | 70% | 11 | 8 | 2 | - |
| 17 | 6 | 8th | 75% | 14 | 8 | 4 | - |
| 18 | 7 | 9th | 85% | 18 | 9 | 6 | - |
| 19 | 8 | 9th | 94% | 30 | 9 | 8 | 1st |
| 20 | 9 | 9th | 95% | 40 | 10 | 10 | 2nd |
| 21 | 10 | 9th | 97% | 50 | 10 | 12 | 3rd |
| 22 | 11 | 9th | 99% | All | 11 | 14 | 4th |
| 23 | 12 | 9th | 100% | All | 11 | 16 | 5th |
| 24 | 15 | 9th | 100% | All | 12 | 18 | 6th |
| 25 | 20 | 9th | 100% | All | 12 | 18 | 7th |

SCORE refers to the characters Intelligence score.
 #LANG. is the maximum number of languages the character can learn.
 SPELL LEVEL indicates the maximum circle the character could cast to (if any) if he were a wizard.
 % LEARN SPELL shows the percentage chance a character would have to learn a given spell if he were a wizard.
 MAX.# OF SPELLS/LVL is the number of spells that could be known per circle if the character were a wizard (note how the number is different for wizards with 19 or higher Intelligence).
 COG.DAY INTERVAL is the number of days between a characters Cogitation Days if he were a wizard (if the optional rule is in use).
 BONUS POINTS are bonus spellpoints that spellcasters gain at different levels.
 ILLUSION IMMUNITY indicates what circles of Illusion magic a character is immune to.