

THE PALLADIUM ROLE-PLAYING GAME SHIELD



OCCUPATIONAL CHARACTER CLASS (O.C.C.)

Men of arms	Requirements
Mercenary Fighter	P.S. 7
Soldier	P.S. 10, P.E. 8
Knight	I.Q. 7, P.E. 10, P.P. 12, P.S. 10
Palladin	I.Q. 10, P.E. 10, P.P. 12, P.S. 12
Long Bowman	P.S. 10, P.P. 12
Ranger	I.Q. 9, P.E. 13, P.S. 10
Thief	P.P. 9
Assassin	I.Q. 9, P.P. 14
Men of Magic	
Wizard (spell magic)	I.Q. 10
Witch (devil worshiper)	I.Q. 5 (evil alignment)
Warlock (elemental magic)	I.Q. 6, M.E. 10
Diabolist (circles/symbols)	I.Q. 12
Summoner (demonology)	I.Q. 10, M.E. 14
Mind Mage (psionics)	I.Q. 9 (psionics)
Alchemist (Non-player class)	
Clergy	
Priest/Priestess	I.Q. 7
Druid	I.Q. 9, P.E. 12
Shaman	I.Q. 9, P.E. 9
Healer	P.E. 15
Optional O.C.C.'s	
Peasant/Farm/Stable hand	P.P. 7
Squire	I.Q. 7, P.S. 6
Scholar	I.Q. 14
Merchant	I.Q. 10
Noble	I.Q. 7

INITIAL EQUIPMENT FOR THE DIFFERENT O.C.C.'S

Men at Arms

All have a set of clothes, boots, belt, one large sack, one small sack and one low quality weapon (of any type). Amount of gold (to buy more equipment under G.M. supervision) 120.

NOTE: Soldiers start off with the same, but are provided with more equipment when they enlist. See Soldier.

Men of Magic

All have a set of clothes, boots, belt, large sack, unused notebook (blank pages), ink, pen and quills, chalk, candle, one knife. Amount of gold 110 gold.

Clergy

All have a set of clothes, boots, belt, back pack or sack, one vial of holy water, one scented candle, bandages, ½ dozen sticks of incense, one knife and 105 gold.

Optional O.C.C.s

All have a basic set of clothes, boots, sack, one low quality weapon and 50 gold. (Noble has same as Men at Arms and 200 gold)

Weapons: pages 45-47

Additional Equipment: pages 48-50

Magic Items (See Alchemist): pages 135-139

Wards, Runes, Symbols (See Diabolist): pages 103-113

Gods and Religions: pages 154-171

Demons and Devils: pages 172-186

LANGUAGES

Common Racial Languages	Written Language
*Human: Northern tongue (barbarian) Southern tongue Eastern tongue Western tongue	Yes
**Elven: (includes) Elf Changeling Titan	Yes
**Dwarven: (includes) Dwarf Kobold Gnome Troglodyte	Yes
**Goblin: (includes) Goblin Hob-goblin Orc	No
**Troll: (includes) Troll Most Giant tongues	No
Wolfen: One common tongue	Yes
Ogre: One common tongue	No
**Faerie: (includes <i>all</i> faerie folk, even Goblins, Hob-goblins, Orcs and Kobolds, but is distinctly different than the Goblin language.)	No

* Humans have 4 *distinctly different* languages depending on geographic point of origin.

**Those languages with 2 asterisks indicate the *same language* is spoken by several races.

EXPERIENCE POINTS

Awarding experience points

Experience Points	The action
25	Performing a skill (successful or not).
25	Clever, but futile idea.
100	Clever, useful idea or action.
100	Quick thinking idea or action.
200	A critical plan or action that saves the character's life and/or a few comrades.
400-1000	A critical plan or action that saves the entire group or many people.
100-300	Endangering the character's own life to help others.
500-700	Self-sacrifice (or potential self-sacrifice) in a <i>life and death</i> situation (like leaping in front of a fireball meant for someone else to save that person, even though likely to die, or offering own life to save the group or another).
100	Avoiding unnecessary violence.
100-200	Deductive reasoning and/or insight.
50	Good judgement.
50	Playing in character bonus.
50-100	Daring (clever or not).
25-50	Killing or subduing a minor menace.
75-100	Killing or subduing a major menace.
150-300	Killing or subduing a great menace.

ATTRIBUTE BONUS CHART

	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
I.Q. add to all skills. This is a one time bonus	+2%	+3%	+4%	+5%	+6%	+7%	+8%	+9%	+10%	+11%	+12%	+13%	+14%	+15%	+16%
M.E. save vs. psionic attack	+1	+1	+2	+2	+3	+3	+4	+4	+5	+5	+6	+6	+7	+7	+8
save vs. insanity	+1	+1	+2	+2	+3	+4	+5	+6	+7	+8	+9	+10	+11	+12	+13
M.A. trust/intimidate	40%	45%	50%	55%	60%	65%	70%	75%	80%	84%	88%	92%	94%	96%	97%
P.S. Hand to Hand combat: damage	+1	+2	+3	+4	+5	+6	+7	+8	+9	+10	+11	+12	+13	+14	+15
P.P. parry and dodge bonus	+1	+1	+2	+2	+3	+3	+4	+4	+5	+5	+6	+6	+7	+7	+8
bonus to strike	+1	+1	+2	+2	+3	+3	+4	+4	+5	+5	+6	+6	+7	+7	+8
P.E. save vs. coma/death	+4%	+5%	+6%	+8%	+10%	+12%	+14%	+16%	+18%	+20%	+22%	+24%	+26%	+28%	+30%
save vs. magic/poison	+1	+1	+2	+2	+3	+3	+4	+4	+5	+5	+6	+6	+7	+7	+8
P.B. charm/impress	30%	35%	40%	45%	50%	55%	60%	65%	70%	75%	80%	83%	86%	90%	92%
Spd. No special bonuses other than the raw, natural ability to run.															

RACIAL ATTRIBUTE CHART

Number of Dice rolled for attributes

RACE	AVERAGE LIFE SPAN	CANNIBALISM	IQ	ME	MA	PS	PP	PE	PB	Spd.
HUMAN	60 years	8%	3	3	3	3	3	3	3	3
ELF	600 years	0	3	3	2	3	4	3	5	3
DWARF	200 years	0	3	3	2	4	3	4	2	2
GOBLIN	80 years	18%	2	3	3	3	4	3	2	3
HOB-GOBLIN	60 years	50%	2	4	3	3	3	3	2	3
KOBOLD	160 years	90%	3	2	3	3	3	4	2	3
ORC	50 years	60%	2	2	3	4	3	3	3	3
OGRE	90 years	99%	3	3	2	4	3	4	2	3
TROLL	120 years	99%	3	2	2	5	4	4	2	2
TROGLODYTE	90 years	30%	2	2	3	4	4	3	2	5
CHANGELING	800 years	40%	3	5	4	3	3	2	2	2
GNOME	300 years	0	3	2	3	2	4	4	4	2
WOLFEN	50 years	90%	3	3	2	4	3	3	3	4

COST (gold) LIGHT ARMOUR

20	Cloth (full suit)
50	Padding or Quilt (full suit)
75	Soft Leather (full suit)
150	Hard Leather (full suit)
200	Studded Leather (Bezainted) (full suit)

ARMOUR RATING (A.R.) S.D.C. WEIGHT

5	6	2 lbs.
8	15	5 lbs.
9	20	8 lbs.
10	30	11 lbs.
12	38	20 lbs.

HEAVY ARMOUR

280	Chain mail (full suit)	13	44	40 lbs.
170	Chain mail (half suit)	9	20	18 lbs.
340	Double mail (full suit)	14	55	50 lbs.
200	Double mail (half suit)	10	28	20 lbs.
650	Scale mail (Jazeraint) (full suit)	15	75	45 lbs.
300	Scale mail (half suit)	11	35	20 lbs.
700	Splint armour (Laminated metal) (full suit)	16	82	50 lbs.
400	Splint armour (half suit)	12	40	22 lbs.
800	Plate and chain (full suit only)	15	100	52 lbs.
1000	Plate (full suit only)	17	160	58 lbs.
450	Plate (half suit)	13	60	20 lbs.

FULL SUIT: Leggings (chausses) or leg plating; knee, shoulder, and elbow guards; helmet; coif (protects neck), hauberk (protects chest/thigh) or plating; arm bands or plating; gloves or gauntlets; surcoat.

HALF SUIT: Protects chest, neck, joints (knees, elbows, and wrists), and head (helmet).

COST (gold) Barding (Armour for horses)

		A.R.	S.D.C.	WEIGHT
400	Leather (full suit) average size	10	40	44 lbs.
500	Leather (full suit) war horse size	10	40	56 lbs.
750	Studded leather and chain (full suit)	14	60	55 lbs.
900	Studded leather and chain war horse	14	70	70 lbs.
1700	Plate (full suit) average	17	125	70 lbs.
2400	Plate (full suit) war horse	17	160	100 lbs.
1200	Plate (½ suit) average	13	70	50 lbs.
1600	Plate (½ suit) war horse	13	80	60 lbs.

ELECTIVE SKILLS

	Hand to Hand Non-Men of arms O.C.C.	Hand to Hand Soldier	Hand to Hand Mercenary
Disguise	Level 1 +2 to dodge <i>only</i>	Level 1 +1 to damage	Level 1 +1 to damage
Dowling	2 +1 to parry <i>only</i>	2 2 attacks per melee	2 +2 to parry/dodge
Forgery	3 +2 to damage	3 +3 to parry/dodge	3 2 attacks per melee
Hand to Hand Combat	4 2 attacks per melee	4 +2 to damage	4 +2 to damage
Horsemanship	5 Kick attack: 1-6 damage	5 3 attacks per melee	5 +3 to parry/dodge
Identify plants/fruit	6 Critical strike on from behind	6 +3 to damage	6 3 attacks per melee
Identify tracks	7 +2 parry	7 Critical strike 18-20	7 Critical strike 19-20
Locate secret compartments/doors	8 +3 to parry/dodge	8 +4 to damage	8 +3 to damage
Medical	9 3 attacks per melee	9 4 attacks per melee	9 Kick attack: 1-6 damage
Pick locks	10 +3 to damage	10 +5 to damage	10 Stun on 18-20
Pick pockets	11 Critical strike on 19 or 20	11 Stun on 18-20	11 +4 to damage
Prowl	12 +4 to parry/dodge	12 +4 to parry/dodge	12 4 attacks per melee
Read/write (Native Language)	13 +4 to damage	13 +6 to damage	13 +5 to damage
Scale Walls	14 4 attacks per melee	14 5 attacks per melee	14 +4 to parry/dodge
Track	15 +5 to parry/dodge	15 +5 to parry/dodge	15 5 attacks per melee
Trap/skin small animals			
Trap/skin large animals			
Use poison			

Weapon Proficiency (W.P.):

	Hand to Hand Palladin	Hand to Hand Knight	Hand to Hand Thief
W.P. Throwing axe	Level 1 +2 to damage	Level 1 +2 to damage	Level 1 +2 to parry/dodge
W.P. battle axe	2 2 attacks per melee	2 2 attacks per melee	2 2 attacks per melee
W.P. ball and chain	3 +2 to parry/dodge	3 +3 to damage	3 Kick attack: 1-6 damage
W.P. blunt	4 +4 to damage	4 +3 to parry/dodge	4 Critical strike from behind
W.P. Knives	5 3 attacks per melee	5 3 attacks per melee	5 +2 to damage
W.P. Lance	6 Critical strike on 17-20	6 Kick attack: 1-6 damage	6 3 attacks per melee
W.P. Pole arms	7 Kick attack: 1-6 damage	7 Critical strike 18-20	7 Critical strike from behind (x3)
W.P. Spears/Forks	8 Stuns on 18-20	8 +4 to damage	8 Critical strike on 19 or 20
W.P. Short swords	9 4 attacks per melee	9 4 attacks per melee	9 +4 to dodge <i>only</i>
	10 +5 to damage	10 Stun on 18-20	10 Stuns on 18-20
	11 +3 to parry/dodge	11 +4 to parry/dodge	11 +3 to damage
	12 +2 to strike	12 +5 to damage	12 4 attacks per melee
	13 5 attacks per melee	13 +2 to strike	13 +6 to dodge <i>only</i>
	14 +6 to damage	14 5 attacks per melee	14 Critical strike from behind (x4)
	15 +4 to parry/dodge	15 +5 to parry/dodge	15 5 attacks per melee

SECONDARY SKILLS

	Hand to Hand Assassin	Hand to Hand Ranger	Hand to Hand Long Bowman
Carpentry	Level 1 +2 to damage	Level 1 +1 to parry/dodge	Level 1 +2 to dodge <i>only</i>
Cook	2 2 attacks per melee	2 +1 to strike	2 +1 to damage
Dance	3 Kick attack: 1-6 damage	3 2 attacks per melee	3 2 attacks per melee
Demon and Devil Lore	4 Critical strike from behind	4 Kick attack: 1-6 damage	4 +2 to parry
Faerie Lore	5 3 attacks per melee	5 +2 to damage	5 Kick attack: 1-6 damage
Imitate voices	6 Critical strike on 17-20	6 3 attacks per melee	6 Critical strike with
Mathematics	7 Critical strike from behind (x3)	7 +2 to parry/dodge	bow/arrow <i>only</i> on 18-20
Paint	8 Stuns on 18-20	8 +3 to damage	7 3 attacks per melee
Play string instruments	9 Death blow on natural 20	9 4 attacks per melee	8 +3 to damage
Play wind instruments	10 4 attacks per melee	10 Stuns on 18-20	9 +3 to parry/dodge
Plant/Farm Lore	11 +3 to parry/dodge	11 Critical strike on 18-20	10 +4 to damage
Preserve food	12 +2 to strike	12 +4 to damage	11 4 attacks per melee
Racial Histories	13 Critical strike from behind (x4)	13 +3 to parry/dodge	12 +4 to parry/dodge
Read/write additional Language	14 5 attacks per melee	14 5 attacks per melee	13 +4 to damage
Recognize Poison	15 +4 to damage	15 +4 to parry/dodge	14 +2 to strike
Recognize Precious metals/stones			15 5 attacks per melee
Recognize Weapon quality			
Religious Doctrine			
Sailing			
Sense of direction			
Sing			
Speak additional Language			
Swim			
Tailor			
Ventriloquism			

COMBAT REFERENCE KEY

Attacks per melees: this indicates the number of strikes or attacks a character has per melee (minute) in combat.

Critical strike: the numbers indicate when a character rolls to hit when he inflicts a critical strike doing double the usual damage. This must be a natural roll *only* and not subsidized by bonuses to hit.

Kick attack: This is an offensive assault using only the foot and leg strength much like a karate kick. It is not an additional melee attack, but an optional attack ability.

Stun: Again this applies to unmodified (natural) rolls to strike. The assault renders the opponent temporarily stunned/incapacitated for 1-6 melee rounds.

Critical from behind: inflicts double damage from behind.

Critical from behind (x3): inflicts triple damage from this sneak attack.

Critical from behind (x4): inflict quadruple damage.

Death blow: the assassin, skilled in death dealing, scores an instant death with the roll of a natural 20 to strike. A natural 20 is a strike roll *that is not modified* by bonuses to strike.

SPELL MAGIC

Level One Page 61

charm
charismatic aura
decipher magic
globe of silence
increase weight
paralysis bolt
reduce self (6 inches)
sense evil
sense magic
ventriloquism
weightlessness
Elemental Spells
blinding flash
cloud of slumber
cloud of smoke
dust storm
water to wine

Level Two Page 62

carpet of adhesion
invisibility (self)
immobilize
levitate (self)
love charm
mesmerism
see the invisible
sense traps
swim as a fish
tongues
wisps of confusion
Elemental Spells
chameleon
darkness
dowsing
fog of fear
identify minerals
resist cold
rock to mud
sphere of day light
wind rush

Level Three Page 64

commune with dead
fleet feet
fly as the eagle
levitate others
mask of deceit
multiple image
reduce object
sphere of invisibility
speed of the snail
the armour of Ithan
the fairies tongue
turn self into mist
words of truth
Elemental Spells
call lightning
circle of flame
breath underwater
fire ball
grow plants
miasma
resist fire
wall of clay

Level Four Page 66

animate/control dead
commune with spirits
control the beasts
death trance

diminish others
familiar link
magic pigeon
magic net
mystic illusion
negate magic
size of the Behemoth
spirit of the wolf
turn objects invisible
Elemental Spells
clay to lead
extinguish fires
fifteen foot air bubble
hail
phantom
wall of ice
wall of thorns
wither plants

Level Five Page 68

blind
create bread and milk
detect poison
eyes of the wolf
heal self
induce epilepsy
mute
metamorphosis (self)
shadow beast
shadow walk/meld
teleport (self)
the strength of Utgard Loki
turn the dead
x-ray vision
Elemental Spells
animate plants
circle of rain
heal burns
melt metal
part waters
wall of stone
water seal
whirlwind

Level Six Page 70

age
animate object
dispel magic barriers
exorcism
mind whip
mystic alarms
mystic portal
metamorphosis (other)
schizophrenia
telekinetics
the faeries dance
the sorcerers seal
witch bottle
Elemental Spells
calm storm
encase object in stone
snow storm
walk the waves

Level Seven Page 72

astral projection
curse of boils
empathy
impenetrable wall of force
geas
remove curse
see wards
Elemental Spells

eternal flame
quicksand
suspended animation
ten foot wheel of fire

Level Eight Page 73

create zombies
curse of fever
doppleganger
expel demons
expel devils
swords to snakes
restoration
Elemental Spells
close fissure
earthquake
river of lava
stone to flesh

Level Nine Page 74

teleport (superior)
summon greater familiar
Elemental Spells
rainbow
tornado

Level Ten Page 74

death
havoc
scroll creation
Elemental Spells
hurricane
magnetism

Level Eleven Page 75

dimensional teleport
resurrection
Elemental Spells
petrification

ELEMENTAL MAGIC

AIR SPELLS

Level one Page 81

breath without air
clap of thunder
cloud of slumber
cloud of steam
create light
create mild wind (2 mph)
howling wind
stop wind

Level two Page 81

change wind direction
create air
heavy breathing
levitate
mesmerism
miasma
northwind
silence (15 feet radius)
wind rush (60 mph)

Level three Page 82

call lightning
darkness
fingers of the wind
float in air
fifteen foot air bubble
northern lights
resist cold
walk the wind

Level four Page 83

ball lightning
calm storm
dissipate gases
freeze water
invisibility
leaf rustler
phantom footman
protection from lightning

Level five Page 84

breath of life
circle of rain
darken the sky
detect the invisible
invisible wall
phantom
whirl-wind

Level six Page 85

electric field/wall
electromagnetism
mist of death
snow storm
vacuum
whisper of wind

Level seven Page 85

atmosphere manipulation
hurricane
rainbow
tornado

EARTH SPELLS

Level one Page 86

chameleon
dowsing
dust storm
fool's gold
identify minerals
identify plants
rock to mud
rot wood

Level two Page 87

create dirt or clay
dirt to clay
dirt to sand
grow plants
hopping stones
track
wall of clay
wither plants

Level three Page 87

animate plants
create mound
crumble stone
dig
earth rumble
encase object in stone
locate minerals
wall of stone

Level four Page 88

animate object
cocoon of stone (self)
mend stone
quicksand
repel animals
rust
sand storm
wall of thorns

Level five Page 89

chasm
clay to lead

clay to stone
close fissures
mud mound
river of lava
travel through earth

Level six Page 89

clay to iron
earthquake
mend metal
sculpt and animate clay animals
stone to flesh
travel through stone
wood to stone

Level seven Page 90

create golem
metal to clay
metal to wood
petrification
wall of iron

Level eight Page 91

cap volcano
magnetism
soul transference
suspended animation

FIRE SPELLS

Level one Page 91

blinding flash
cloud of smoke
create coal
flame lick
globe of day light
nightvision (60 feet)
resist fire
stench of Hades

Level two Page 92

cloud of ash
darkness
fiery touch
freeze water
resist cold
spontaneous combustion
swirling lights
tongue of flame

Level three Page 92

circle of cold
circle of flame
create heat
extinguish fires
fire ball
lower temperature
wall of flame

Level four Page 93

cloud of steam
flame friend
fuel flame
heal burns
heat objects/water
mini-fireballs

Level five Page 94

blue flame
breath fire
eat fire
screaming wall of flame
wall of ice

Level six Page 94

dancing fires
eternal flame
flame of life
ten foot wheel of fire

Level seven Page 95
fire whip
melt metal
river of lava

Level eight Page 95
burst into flame
drought

WATER SPELLS

Level one Page 95
cloud of steam
color water
create fog
dowsing
float on water
purple mist
saltwater to fresh
water to wine

Level two Page 96
breath underwater
fog of fear
foul water
liquid (any) to water
resist fire
ride the waves
walk the waves
water seal

Level three Page 96
calm waters
circle of rain
command fish
freeze water
resist cold
sheet of ice
wall of ice

Level four Page 97
create water
hail
shards of ice
snow storm
swim like the dolphin
water wisps

Level five Page 98
earth to mud
protection from lightning
ten foot ball of ice
toxic mist
whirlpool

Level six Page 98
heal burns
hurricane
ice elemental
summon sharks/whales
encase in ice

Level seven Page 99
drought
rain dance
storm
tidal wave

PSIONICS

LEVEL ONE Page 127
aura of truth
detect psionics
hypnotic suggestion
meditation/trance

object reading
presence sense
resist cold
resist thirst
resist fatigue
see aura
sense good or evil
sense magic

LEVEL TWO Page 128

bio-regeneration
commune with spirits
death trance
empathy
levitate
limited telepathy
limited telekinesis
mind block
nightvision
resist fire
resist hunger
spontaneous combustion

LEVEL THREE Page 129

extended telepathy
mental bolt of force
precognition
see the invisible
teleport object
turn invisible
evil eye
despair
paralysis
stun
sleep
fear
blind
pain
death

LEVEL FOUR Page 130

astral projection
commune with animals
float
fuel flame
mind wipe
sense traps

LEVEL FIVE Page 131

basic force field
cure insanity
cause insanity
dispel spirits
extended telekinesis
mentally possess others
negate poison
water walk

LEVEL SIX Page 132

create illusion with sound
heal others
mass hypnotic suggestion
mind bond
psychic surgery
resist vacuum
teleport self

LEVEL SEVEN Page 132

generate personal aura
induced catatonic state
induced nightmares
recurring nightmares
multiple phantoms

LEVEL EIGHT Page 133

advanced trance state
group mind block
insert memory

LEVEL NINE Page 133

alter personality
fantasy experience

LEVEL TEN Page 134

death trap

CIRCLE MAGIC

Circles of Protection

Protection from Angels
Protection from Devils
Protection from Demons
Protection from Elementals
Protection from Elemental Forces
Protection from Evil
Protection from Faerie Folk
Protection from Good
Protection from Ghosts/spirits
Protection from Jinn
Protection from Magic (simple)
Protection from Magic (superior)
Protection from Old Ones
Protection from Undead
Protection from Witches
Protection from Were-beasts

Circles of Summoning

Angels
Animals
Demons/Devils (lesser)
Demons/Devils (greater)
Elementals
Elemental Forces
Faerie Folk
Gargoyles
Ghosts
Insects
Pawn
Serpents
Spirits
Undead

Circles of Power

All Seeing
Animate Dead
Command
Death
Dimensional Rift
Domination/control
Force
Healing
Invisibility
Insanity
Knowledge
Pain
Passion
Power
Power Leech
Power Matrix
Strength
Wonder

SAVING THROWS VS CIRCLES

Summoning: 13 or better
Power: 13 or better
Protection: 16 or better

WIZARD

Level	Magic Combat
1	Recognize enchantment 50%
2	Recognize magic items 20%
3	+1 save vs. spell magic
4	2 SPELL ATTACKS per melee
5	+2 spell strength
6	+2 save vs. spell magic
7	+1 save vs. circles/wards
8	Recognize enchantment 80%
9	+3 spell strength
10	Recognize magic items 60%
11	+2 save vs. circles/wards
12	+3 save vs. spell magic
13	Sense evil 55%
14	+4 spell strength
15	+4 save vs. spell magic

WARLOCK

Level	Magic Combat
1	+1 save vs. spell magic
2	+1 save vs. circles/wards
3	+1 spell strength
4	2 SPELL ATTACKS per melee
5	Recognize enchantment 36%
6	Summon greater elemental 38%
7	+2 save vs. spell magic
8	+2 spell strength
9	Summon greater elemental 50%
10	Recognize enchantment 56%
11	+2 save vs. circles/wards
12	+3 spell strength
13	+3 save vs. spell magic
14	Summon greater elemental 77%
15	+3 save vs. circles/wards

WITCH

Level	Magic Combat
1	+1 save vs. spell magic
2	+1 save vs. circles/wards
3	Recognize enchantment 30%
4	+1 spell strength
5	Recognize magic items 15%
6	2 SPELL ATTACKS per melee
7	+2 save vs. spell magic
8	+2 save vs. circles/wards
9	+2 spell strength
10	Recognize enchantment 45%
11	Sense evil 30%
12	Recognize magic items 33%
13	+3 save vs. spell magic
14	+3 spell strength
15	+3 save vs. circles/wards

THE DIABOLIST

Level	Magic Combat
1	+1 save vs. circles
2	+2 save vs. wards
3	Recognize enchantment 40%
4	+2 ward strength
5	+1 save vs. spell magic
6	Recognize magic items 58%
7	+1 circle strength
8	+3 ward strength
9	+2 save vs. spell magic
10	+3 save vs. wards
11	+2 circle strength
12	+4 ward strength
13	+2 save vs. circles
14	+4 save vs. wards
15	+3 save vs. spell magic

THE SUMMONER

Level	Magic Combat
1	+1 save vs. circles
2	+1 circle strength
3	Recognize enchantment 48%
4	+1 save vs. spell magic
5	+2 circle strength
6	+2 save vs. wards
7	Recognize magic item 40%
8	+2 save vs. circles
9	+3 circle strength
10	+2 save vs. spell magic
11	+3 save vs. circles
12	Sense evil 50%
13	+3 save vs. wards
14	+3 save vs. spell magic
15	+4 save vs. circles

MIND MAGE

Level	Magic Combat
1	+1 save vs. psionic attack
2	Recognize illusions 39%
3	+1 save vs. spell magic
4	2 psionic attacks per melee
5	+2 save vs. insanity
6	+2 save vs. psionic attack
7	+1 save vs. circles/wards
8	Recognize illusions 69%
9	+3 save vs. psionic attack
10	+2 save vs. spell magic
11	+3 save vs. insanity
12	+2 save vs. circles/wards
13	Recognize illusions 92%
14	+4 save vs. psionic attack
15	+4 save vs. insanity

PRIEST/PRIESTESS

Level	Magic Combat
1	+1 Save vs. Spell magic
2	+1 Save vs. Circles/wards
3	+1 Spell Strength
4	Sense Evil 40%
5	2 Spell Attacks per melee
6	Recognize enchantment 30%
7	+2 Save vs. Spell magic
8	+2 Save vs. Circles/wards
9	+2 Spell Strength
10	Sense Evil 65%
11	Recognize enchantment 50%
12	+3 Save vs. Spell magic
13	+3 Spell Strength
14	+3 Save vs. Circles/wards
15	Recognize enchantment 71%

SHAMAN

Level	Magic Combat
1	+1 Save vs. Spell magic
2	+1 Save vs. Circles/wards
3	+1 Spell Strength
4	Sense Evil 40%
5	2 Spell Attacks per melee
6	Recognize enchantment 30%
7	+2 Save vs. Spell magic
8	+2 Save vs. Circles/wards
9	+2 Spell Strength
10	Sense Evil 65%
11	Recognize enchantment 50%
12	+3 Save vs. Spell magic
13	+3 Spell Strength
14	+3 Save vs. Circles/wards
15	Recognize enchantment 71%