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Mage

1st Level:

Required:

- Arcane Magic Skill (3 pts).
- Arcane Mana Pool (2 pts).
- KS: Spellcraft and Magical Lore (3 pts).
- KS: First Level Arcane Spells (3 pts).
- Literacy in chosen language (1 pt).

Allows:

- Access to First Level Arcane Spells.
- KS: Read Magic/Scribe Scroll.
- Identify.
- Combat Casting (3 pts).
- Battlemage.
- Summon Familiar, a follower with -1/2 limitation "Must be a mage."
- An additional rank in the Magic combat tight group.

2nd Level:

Required:

- Arcane Magic Skill (7 pts).
- KS: Spellcraft and Magical Lore (5 pts).
- KS: Second Level Arcane Spells (3 pts).
- 5 points in first level arcane spells.

Allows:

- Access to Second Level Arcane Spells.
- KS: Alchemy.
- An additional rank in the Magic combat tight group.
- 1 additional level of speed, only usable to cast spells (5 pts).

3rd Level:

Required:

- Arcane Magic Skill (11 pts).
- KS: Spellcraft and Magical Lore (7 pts).
- KS: Third Level Arcane Spells (3 pts).
- 10 points in first level arcane spells.
- 5 points in second level arcane spells.

Allows:

- Access to Third Level Arcane Spells.
- An additional rank in the Magic combat tight group.
- KS: Magic Item Creation.
- KS: An arcane specialist school.

4th Level:

Required:

- Specialist Magic Skill (3 pts).
- KS: Any Specialist School (3 pts).
- Any Specialist Mana Pool (2 pts).
- 10 points in first level arcane spells.
- 10 points in second level arcane spells.
- 10 points in third level arcane spells.

Allows:

- Access to the basic spells of one Specialist School.
- An additional rank in the Magic combat tight group.
- 2 additional levels of speed, only usable to cast spells (10 pts).

5th Level:

Required:

- Another Specialist Magic Skill (3 pts).
- KS: Another Specialist School (3 pts).
- Another Specialist Mana Pool (2 pts).

Allows:

Access to the basic spells of another Specialist School.

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- An additional rank in the Magic combat tight group.
- May increase mana regeneration rates in all pools by 1.

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