

LIST OF PROFESSIONS FROM ROLEMASTER 2/CLASSIC EDITION:

Standard RM Professions	Rolemaster Companion I
1. Fighter 2. Thief 3. Rogue 4. Warrior Monk 5. Magician 6. Illusionist 7. Alchemist 8. Cleric# 9. Animist 10. Healer 11. Mentalist 12. Lay Healer 13. Seer 14. Sorcerer 15. Mystic 16. Astrologer 17. Monk 18. Ranger 19. Bard 20. No profession	21. Paladin 22. Burglar 23. Barbarian 24. Druid 25. Delver 26. High Warrior Monk 27. Archmage 28. Nightblade
Rolemaster Companion II	Rolemaster Companion III
29. Dancer 30. Scholar 31. Sage 32. Trader 33. Dervish 34. Runemaster 35. Shaman 36. Beastmaster 37. Conjuror 38. Necromancer 39. Warlock 40. Warrior Mage 41. Witch	42. Bounty Hunter 43. Assassin 44. Duelist 45. Cavalier 46. Gypsy 47. Warrior 48. Farmer 49. Sailor 50. Crafter 51. Noble Warrior 52. Craftsman 53. Professional 54. Sleuth 55. Montebanc 56. Magus 57. Bashkar 58. Dream Lord 59. Macabre 60. Chaotic Lord 61. Moon Mage 62. Crystal Mage
Rolemaster Companion IV	Rolemaster Companion V
63. Enchanter 64. Leader 65. Houri 66. Arcist 67. Astral Traveller	68. Wizard 69. Forcemage 70. Maleficant
Rolemaster Companion VI	Rolemaster Companion VII
71. Romantic 72. Seeker 73. Free Thinker	76. Elementalist 77. Arms Master 78. Witch Hunter

74. Creator 75. Cultist	79. Doppelganger 80. Tarot Mage 81. Shadow Mage
Arms Companion	Elemental Companion
82. Horseman 83. Outrider 84. Templar 85. Trench Fighter (Dwarven Warrior) 86. Hunter 87. Swordsman 88. Archer 89. Sword Thrower 90. Lancer 91. Indurate	92. Elemental Enchanter 93. Elemental Healer 94. Mystical Elementalist 95. Elemental Physician 96. High Elementalist 97. Rogue Elementalist 98. Elemental Summoner 99. Evil Elementalist 100. Elemental Chanter 101. Elemental Hunter 102. Elemental Warrior 103. Elemental Channeler
Alchemy Companion	Oriental Companion
104. Dwarven Alchemist 105. Grand Vizier 106. Tinker 107. Crafter 108. Smith. 109. Charlatan 110. Craftsman 111. Inorganic Alchemist 112. Organic Alchemist 113. Thaumaturge (Mentalism Alchemist) 114. Theurgist (Miracle-Worker) 115. Delver 116. Adept 117. Royal Alchemist 118. Evil Alchemist 119. Theocratist 120. Shamanic Alchemist 121. Engineer 122. Geomancer (Earth Alchemist)	123. Samurai/Ronin 124. Sohei 125. Ashigaru 126. Geisha 127. Buddhist Priest 128. Shinto Priest 129. Kuge 130. Yamabushi 131. Ninja 132. Wu Jen
At Rapier's Point	Combat Companion
133. Diplomat 134. Noble de Robe (Civil Servant) 135. Poet/Actor 136. Religious Dissident 137. Scientist	138. Champion 139. Venturer 140. Elemental Warrior

Profession Descriptions:

- **Arms**
- **Mentalism**
- **Semi Magic/Arms**
- **Essence**
- **Hybrid**
- **Channeling**
- **(Accane)**

NOTE: WHEN CHOOSING A SPELL CASTER PROFESSION REMEMBER THAT THERE ARE A WHOLE HOST OF ADDITIONAL SPELL LISTS IN THE VARIOUS COMPANIONS (BOTH THE COMPANIONS I – VII & THE LIKES OF SPELL USERS COMPANION ETC).

PLAYERS ARE STRONGLY ADVISED TO DO SOME ADDITIONAL CHECKING IN OTHER BOOKS BEFORE CHOOSING BASE SPELL LISTS AS A RESULT.

PROFESSIONS OF THE REALM OF ARMS

These characters have relatively easy times learning the use of weapons and the skills of maneuver and manipulation, but they will find it difficult to develop spell using ability. These professions have no training in the use of magical power and thus can only learn spells at great effort and cost.

Even then their spells are of very limited potency. If a Non-spell user does learn to cast spells, he is typically restricted to spells from one realm only. He makes his choice of realm during profession selection.

ARCHER - Specialist (Archer, Lancer, Swordsman & Sword Thrower)

Often times a soldier, but also a character of specific weapons training, the Specialist chooses to master one type of weapon and the skills that accompany its use. The Companion presents several versions of the profession the Swordsman, skilled at the use of hand-held bladed or hafted weapons, the Archer, master of missile weaponry, the Sword Thrower, skilled at casting bladed or blunt weapons for distance and accuracy, and the Lancer, skilled at the use of pole arms (mounted or unmounted).

ASHIGARU

The primary warriors of the oriental world are without doubt the Samurai. However the most common type of warrior is the Ashigaru – the common soldiery. Many of these men are little more than trained brigands, many of whom were once part of clan armies, but now prefer to work freelance.

There is a minority amongst these people, who follow the code of Bushido, just like the Samurai. These Ashigaru are honorable warriors, often found fighting for some noble cause, or on some personal quest of great importance.

ASSASSIN

Not unlike the Rogue, this profession also falls between the Fighter and Thief, making use of the skills of both professions. The differences are found in the specialization it has for reaching a target unawares, through stealth and disguise, and also for being able to eliminate a target, through precise attacks and poison. The profession is geared towards assassination and infiltration.

BARBARIAN

The word barbarian conjures up many familiar images, from Visigoths to Arnold Schwarzenegger in a leather loincloth. While some of these have their merit, it must be noted that many 'barbarian' peoples were peoples of tradition and structure. The barbarian profession is one that mirrors the fighter in combat skills, but differs sharply in his disdain for armor and his ability in the wild. Like the burglar, this profession also makes use of swift movement, combining it with adrenal defense and outdoor skills. It also has greater skill at athletics and with flora and fauna. All in all, this makes for someone quite able to hold his own outside of town.

BASHKAR

Here is the true berserker, who actually has a good chance of making use of the Frenzy skill that comes so easy to him. His main areas of focus are relatively simple move towards, at or through an opponent and bludgeon and/or cleave him with whatever happens to be at hand (I'll leave that up to your imagination) in a berserk rush. This is the profession others would like to be behind (at a safe enough distance) in a charge or rush. Some cultures, such as Picts, Celts or the traditional 'barbarians' have been known to produce such a type.

BOUNTY HUNTER

This profession straddles the line between a Fighter and a Ranger, focusing on skills of tracking, hunting, combat and survival. It is better suited to the outdoors, but it is not restricted in its ability to make its way and survive in an urban setting. The majority of its skill costs have been tailored for the capture of its target, whether by tracking, trapping or pursuing information. Such a profession is often a loner, but can be adapted to use as a skilled huntsman, spy or scout.

BURGLAR

A variant of the Thief profession. Looking at the both of them, there's little way of telling them apart. While both excel in the art of stealth, the difference that is seen lies not in offense or thievery skills but in defense. While the thief can feel free to put on a leather jerkin and parry with weapons when confronted, the burglar chooses to avoid combat and confrontation as he can. His skill at armor is less than that of the thief, his weapon skills are more focused, and he can make better use of adrenal skills and defense to avoid dangerous situations and keep himself nimble of foot.

CAVALIER (KNIGHT)

The very picture of a knight, the Cavalier profession is often attributed to that soldier that has the advantage of intelligence, nobility and leadership skills. It commands lesser forces, often from horseback, and rejects the use of stealth in his dealings (which is good, because those skill costs aren't the best, anyway). Also at its command is a penchant for lore and tactics.

CHARLATAN

The ways of the Charlatan are the ways of ledgermain and deceit, achieved through making unsuspecting persons believe they have a desirable, magical ability that will lead to their great benefit. Being skilled as he is at trickery, fast-talking and knowledge about (not of) magic, this couldn't be farther from the truth. Knowing just enough magical lore to make it seem to people that he knows what he speaks of, he can almost instantly produce the miracle elixir or transmuted metal that his buyers believe they want. Thankfully, most Charlatans are also skilled at skipping town when necessary, when his deeds are seen for what they really are.

CRAFTSMAN

When you look at the Craftsman, the first thing you notice is that its adventuring skills are probably not much better than an average spell-user's. The profession is most often not used for adventuring, rather pursuing some line of work. The nice thing about the profession is that it is very open ended, allowing just about any 'common' profession to be viable, while also allowing the townsfolk to have a less adventurous profession attributed to them than 'Fighter' or 'Thief' or 'Rogue'.

DANCER

The dancer is of the type that has chosen mastery not necessarily in combat, but in physical movement. Whether an entertainer, religious zealot or acrobat, the dancer foregoes other skills to concentrate on the ability to move with speed, precision and fluidity. Also, the ability to communicate a variety of themes through dance and movement has been a commonality between many different cultures, and, to this purpose, the dancer trains diligently.

DIPLOMAT

Exemplary at etiquette and at bending the ear, the Diplomat is skilled at representing his home country's interests abroad. Able to appear the innocent purveyor of good will, this type also has a knack for acquiring and coercing necessary information from others. He is often found among the wealthy and powerful, attending all courtly functions to gain any potential advantage.

DUELIST

The Duelist is a profession that takes hand-to-hand combat to a tight specialty, where a small group of weapons is focused on, at the expense of all others. Furthermore, the Duelist learns every possible advantage with his weapon type of choice, making use of every part and potential motion, whether parrying, disabling or enduring his opponent's attacks. Concentration and efficient movements are key elements in his regimen. Often such a one is called upon to settle matters of honour and often adhere to a code.

FARMER

You would expect that this is the type of profession that many adventurers try to escape, but we actually have it presented here as a profession. He doesn't excel in combat or stealth, but he does have some good strong points, which are not immediately evident.

This profession's specialties are rather broad, such as the ability not only to grow but also to identify plants and their uses, also knowing where and how they are best kept. One who works closely with the land will also know the lay of it and also many of its nearby waterways. As a manager of animals, he is as skilled with the keeping and use of domesticated ones as he is able to keep the wild ones at bay. For all these traits, there is the requirement that both the body and the will be strong and able to endure

FIGHTER

Fighters are the primary arms specialists. Fighters will find it easy to develop a variety of different weapons and to wear heavier types of armor. They are less skilled in maneuvering and manipulating mechanical devices such as locks and traps (though they are still superior in those areas to spell users) and have the greatest difficulty in learning anything connected with spells.

FREE THINKER

The consummate questioner of the status quo, the Free Thinker is a profession that challenges convention in order to make discoveries that can shake the cobwebs of institutional complacency. When one considers some examples of this type of profession, such as DaVinci or Newton, one can see a spirited delver into the truth of matters. This profession's only limitation is that the supernatural is seen as entirely mythical and invalid to his way of thinking.

GYPSY

The Gypsy is a profession that is nomadic in background. It is well traveled, with the ability to survive in the wilderness for a goodly period of time. However, this profession's thief-like skills tend to make up for any deficiency that it would normally endure. Also, it has a tendency towards magic, superstition and some performance skills, giving the profession an air of mystery and enchantment...or sometimes, suspicion.

HIGH WARRIOR MONK

This profession learns the art of hand fighting, concentration, focus and meditation in a closed environment. The high warrior monk, unlike the warrior monk, focuses his learning of these things in a more isolated and monastic setting, so as to limit exposures to skills outside his primary education. What this makes for is an extremely specialized profession, with regards to these select areas of study.

HORSEMAN

Excelling in riding and mounted combat, the Horseman is designed to be master of arms when riding an appropriate mount. Several Animal skills have been adjusted to meet the purpose of this profession, and allow him to become an expert cavalryman or mounted warrior, swift and in control of his mount.

HUNTER

A superlative outdoorsman, the Hunter is a profession well suited to outdoor living and - you guessed it - hunting. Designed to be akin to such professions as the Rogue, Bounty Hunter and Ranger, it possesses a talent for knowing where and how to find game, by use of superlative senses and wood lore. While trained sufficiently for combat, the Hunter seeks only the chase and capture with his training. However, tangling with one in his own element is a risky endeavor.

INDURATE

Able to surmount nearly all obstacles, the Indurate has been designed to use a tight group of skills to fight and survive in all but the most hopeless situations. In a way, such a profession would mirror real-life Special Forces groups in existence today (without the guns and explosives). Trained heavily in weapons, armor, movement, survival skills and tactics, this profession can often be unstoppable, breaking through defenses normally unassailable by the normal soldier.

KUGE

Members of the Oriental nobility who do not follow another profession; they are most often diplomats or bureaucrats. These people are mostly skilled in diplomatic and social communication, unlike the Samurai lords who, although have knowledge of social protocol, often ignore the orthodox channels of communication. A great majority of the Kuge, instead of being the lords of the various clans, act as advisors and administrators for their clans, often assuming the role of the "Power behind the Throne" subtly controlling their masters with words of wisdom.

LANCER - Specialist (Archer, Lancer, Swordsman & Sword Thrower)

Often times a soldier, but also a character of specific weapons training, the Specialist chooses to master one type of weapon and the skills that accompany its use. The Companion presents several versions of the profession the Swordsman, skilled at the use of hand-held bladed or hafted weapons, the Archer, master of missile weaponry, the Sword Thrower, skilled at casting bladed or blunt weapons for distance and accuracy, and the Lancer, skilled at the use of pole arms (mounted or unmounted).

LEADER

While there are many professions able to hold their own in a fight, it takes someone special to not only fight well but also to lead and encourage others to fight well. The leader is up to the task. With the intelligence required of such a character, a unit or army is able to act with greater efficiency, guided tactically and precisely. He has had extensive training and exposure to the battlefield and is certainly someone who has 'been out there'.

NINJA

The Ninja is a non-spell user who specializes in the art of stealth, infiltration and assassination. Outcasts from the rest of society, the Ninja are feared by all for their power and influence. Yet, little is known by the general populace, concerning their motives and methods.

Due to their casteless nature, they never reveal their identities to anyone – doing so would mean certain death at the hands of other Ninja.

NOBLE DE ROBE

A profession of business and wealth, this type represents an upper middle class that has found success in mercantile or other business prospects. A sense of cunning and opportunism aids him in keeping his household and business above water and on solid ground. Adept at skills of influence, record keeping and administration,

the Noble de Robe uses whatever is necessary to keep his holdings. This type is most often found in urban settings, but he can actually base himself in a rural setting, if a less crowded clime is desired.

NO PROFESSION

This profession is the 'jack-of-all-trades,' having near equal abilities in all areas, except magic. While a master of no profession, he has equal room to dabble a little in everything. If he encounters magic at all, he is better prepared to learn of it than the others in the Arms group, but any knowledge will be feeble.

OUTRIDER

The Outrider profession is similar to the Rogue, in that it has an application for spy work, but it is more focused, dealing strictly with reconnaissance and infiltration. While as able in combat as the Rogue, the Outrider is designed to slip in, blend in, retrieve needed information, disrupt operations, and fade away unnoticed. Able to acclimate himself to enemy surroundings both by stealth and by manner, very little is inaccessible to him.

POET/ACTOR

Wandering to impress and entertain, the Poet (or Actor) seeks to gain a living with his art and talent. If the Poet cannot find regular patrons in a town or city, he is often forced to travel from place to place, so as to not overstay his welcome. A non-magical version of the performing Bard, his skills in the active and written arts can easily rival the common works of his semi-realm counterpart. Of course, when a new act fails to provide dinner, the Poet can always resort to more stealthy tactics.

PROFESSIONAL

A variant of the No Profession, this type is actually very similar to it, having average costs for most skills. However, while the No Profession seeks to master nothing, the Professional actually does have a 'professional' focus, whether it is an 'acrobat', 'monster hunter' or 'valet'. Such a profession might be good for a character that does wish to be constrained by the limits of one profession or another, but still wants to do at least one or two things well.

ROGUE

Rogues are characters with some expertise in thief abilities with a more specialized knowledge of arms.

Normally a Rogue will be almost as good as a Fighter with one weapon of his choice. The cost, in development points, of developing his thief skills will generally not allow him to be as good in these areas as a Thief, but his flexibility is unmatched by either profession.

RELIGIOUS DISSIDENT

This profession represents the challenging or heretical exception to the common religion of state, often finding myriad ways of getting his message across and of finding converts to his view of what religion should be. To this end, he must often use discretionary methods to keep his 'heresy' at a low key, and is skilled at concealing that which must remain hidden. When it's time to preach, though, with conviction and "right" on its side he is able to make a considerable impression with his linguistic skills.

ROMANTIC

Able to hold his own, whether in combat or as a diplomat, this profession chooses to make his way in style. As trained in the social graces as in weapons use, the Romantic is very much at home in various social engagements. The dashing manner of this profession invokes visions of Errol Flynn, the Black Adder, the Dread Pirate Roberts, Zorro, and more, flamboyantly entering to steal the scene by blade or by charm.

SAILOR

This profession is very similar to the Rogue, differing in the water-borne lifestyle that it comes from. The sailor is common to many cultures, making its way by traveling the rivers, seas and oceans, in search of food, land, trade, plunder, etc. Its skill at survival at sea involves being able to adapt to life on a boat or vessel, finding its way around the watercourses, by way of maps and navigation, and having a better-than-average knowledge of the creatures and weather conditions of the waters they travel.

SAMURAI/RONIN

The Samuri/Ronjn is a non spell user who specializes in the field of martial prowess. The concept of honor is of paramount importance to both the Samurai and his clanless counterpart the Ronin. Loss of honor to these individuals is unacceptable, and if the loss is great enough, will often result in the warrior committing ritual Seppuku.

Totally loyal to their lords, the Samurai will gladly give up his life to defend his master, or even his honor. The Ronin on the other hand is a Samurai without a master, either due to being cast out from his clan or having his clan abolished by the Shogun. Whilst being free to act as he wishes the Ronin tends to be somewhat of a tragic character, driven in life by the desire for vengeance.

Samurai and Ronin are also well versed in the many social skills required to act in the highly structured Oriental world.

SCHOLAR

The need for the cataloguing and dissemination of lore has always been of prime importance to a pre-industrial society. While craftsmen crafted and soldiers fought, scholars trained themselves in the keeping of knowledge. Matters of history, instruction and research were the forte of this master of lore. Were it not for these diligent souls, much knowledge of the ancient world would have become lost, as few other were up to the task of handling such a large scope of information.

SCIENTIST

Generalizing in scientific pursuits, this profession seeks to understand the natural laws and properties of his world. His goal is to understand the what, where, when, why, and how of all things his senses can perceive and he is extremely studious in these pursuits. Unlike the Scholar, who maintains a single place of study, the Scientist is eager to go forth and test and prove his theories. Also, unlike the Free Thinker, he does not dismiss magical

matters.

SMITH

In the area of metal manipulation the Smith is up to the task. More than one who simply pounds on metal, he is skilled in the art of forging, stoking necessary fires for the shaping and tooling of metal for the purposes he needs. Often specialized, he is often known by a trade name, such as blacksmith, but is not limited to such pursuits. Given will and time, he is capable of great works, bringing credit to himself and his smithy. He is also more adept at combat than most craftsmen, as he understands what the steel he forges is capable of, perhaps even better than the warriors he works for.

SOHEI

The Sohei are non spell users who form the lowest level of the monastic structure. They are primarily acolytes of the Buddhist (*in the Duranaki World of the "Dio"*) faith, trained in the basic forms of martial arts.

The level of professionalism of the Sohei varies, depending on which monastery they hail from. In some areas they are little more than mercenaries, hired by the monks to protect their home from intruders. In others, they are dedicated fanatics, ready to give their lives.

SWORDSMAN - Specialist (Archer, Lancer, Swordsman & Sword Thrower)

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SWORD THROWER - Specialist (Archer, Lancer, Swordsman & Sword Thrower)

Often times a soldier, but also a character of specific weapons training, the Specialist chooses to master one type of weapon and the skills that accompany its use. The Companion presents several versions of the profession the Swordsman, skilled at the use of hand-held bladed or hafted weapons, the Archer, master of missile weaponry, the Sword Thrower, skilled at casting bladed or blunt weapons for distance and accuracy, and the Lancer, skilled at the use of pole arms (mounted or unmounted).

TEMPLAR

Fanatical in defense of his beliefs, the Templar is devoted to the preservation and teaching of his religion. As much a philosopher as he a warrior, he knows of what he preaches, holding true to tenets until death. Able to endure the rigors of travel, he is often seen in far places, teaching others about his faith and righting what he believes to be wrong, sometimes in a rather 'direct' manner.

THIEF

Thieves are specialists at stealth and subtlety. They have the easiest time learning mechanical skills such as picking locks and disarming traps and are fairly good at picking up weapons skills. Thieves are also unusually adept at Stalking and Hiding, Climbing and Perception. They rarely wear heavy armor, but light armor does not especially harm the exercising of their professional abilities.

TRADER

Able to haggle his way across the landscape, the trader (or merchant) is best known for his ability to manipulate the "art of the deal". While he does well in cities and towns, he is not restricted to such places, and is well versed in traveling, as is necessary to oversee and continue his trade. Also, he bears the advantage of a keen eye, not only for value and opportunity, but also for perceiving when deals go bad. In his defense, he may not only use arms but also his quick tongue, being well versed in different ways to get his point across.

TRENCH FIGHTER (DWARVEN WARRIOR)

The Trench Fighter develops his fighting talent in tight spaces or underground. His weapons tend to be short and adaptable to his practiced fighting environment, and he has been trained to travel and fight with nimbleness and strength. Taking advantage of situations where most fighters would be hindered, this profession excels at combat in those confined spaces.

WARRIOR

Very much like the Fighter, this profession excels in combat with all types of weapons and armour. In some ways, the Warrior has an easier time in learning combat than the Fighter, the only trade-in being that all other skills and pursuits are very much neglected. This profession typifies the combatant who focuses solely on the basic fighting arts, or, for reason of lesser intelligence, doesn't aspire to learning other talents.

WARRIOR MONK

Warrior Monks are experts at maneuvering and martial arts. Warrior Monks can learn to use normal weapons, although not as easily as others of this realm; they prefer to utilize unarmed combat using the special AL&CL Martial Arts attack tables.

PROFESSIONS THAT COMBINE ARMS AND MAGIC (SEMI SPELL USER)

These are professions that combine the use of arms with a rudimentary knowledge of spells. These “semi-spell users” combine a realm of power with the realm of Arms. These professions can only throw spells of limited potency, but are fairly adept in the use of arms.

Generally, these characters are inferior to Fighters in the use of arms and to spell users in the use of spells, but they have the ability to combine the advantages of both to meet a variety of needs.

ARMS MASTER

The Arms Master is a semi-realm user of Mentalism with a single focus to his magic - warcraft. While the Warrior Mage, Paladin and the Noble Warrior may be able to greatly enhance their combative abilities, the Arms Master profession is not limited to supporting only his puissance in battle but is also able to support his fellows on the field as well, making himself of greater benefit to an army.

CHAMPION

The Champion is a semi-spell user of the realm of Channeling. He is a holy warrior, dedicated to supporting his church and the clerical hierarchy of his religion. A Paladin is a Champion, but not all Champions will fit the ideal of the Paladin.

CODE OF CONDUCT: Champions must have a Code of Conduct which they must follow. This Code should be worked out between the player and the GM and it should reflect the tenets of the faith to which the Champion subscribes. Failure to follow this Code of Conduct could result in a wide range of punishments; from the Champion being excommunicated from his religion (not being allowed to learn any more portions of his base spell lists) or even rejection by his deity (loss of the ability to regain power points). Such punishments usually require that the Champion atone for the transgression before they are restored.

CULTIST

A user of Channeling, this profession seems similar to an evil Cleric in the devotion to the sinister cult he adheres to. In addition to dark magics, he can also use his martial skill and guile in the defense of his organization, whether in conjunction with magic or not. By and large, such a profession takes his lead from the Pure Channeling users he serves, but is not above ambition and the desire to usurp such leadership.

DELVER

A semi-spell user of Essence, this profession uses his developed power to probe into the nature and value of many materials, both common and rare, and also has the ability to mold those materials and work them as his need dictates. Also, he has the ability to imbed his magic into surfaces and structures, fortifying and augmenting them. While not as skilled in weapons or armor as his fellow semi-spell users, he excels in various crafts, which aid the power he uses.

BARD

Bards are semi-spell users who combine the realm of Mentalism with the realm of Arms. Their base spells deal with sound, lore, and item use.

BEASTMASTER

The beastmaster is a semi-spell user of Mentalism, who possesses the ability to communicate with and command animals. While drawn from the example of the movie of the same name, one sees this type of professional theme come up in many sources of fantasy literature and RPGs. Using his powers of the mind, he focuses his will not only to control the beasts around him, but also to control himself as he can also affect his movement, senses and fighting ability according to the examples of the animals he comes in contact with.

CHAOTIC LORD

This profession of Arms and Channeling has its focus in the manipulation of Chaos for malevolent or unbridled purpose. This semi-spell using warrior has access to great power from a master of Chaos, who he serves exclusively. The manipulation of the very element of Chaos is the most dangerous aspect of its power, causing all to be devoured by the madness therein. The Chaotic lord is very dangerous, indeed.

CRAFTER

This semi-spell user draws from the realm of his choosing and background, in the magical crafting and shaping of substances and constructs. Like the Alchemist his spells don't provide too many immediate effects during an adventure, but his better affinity to engage in combat alleviates this drawback. Also, his ability use spells to build up is also carried along with those spells used to break down materials and, therefore, bypass obstacles.

DERVISH

This semi-spell user of Channeling is not unlike the dancer, in the way he moves with complete control of his body. The profession is by-and-large painted as being a dancing zealot, focusing his power to induce and inspire religious fervour. The magical dances that he performs have a myriad of uses, including enchantment, holy communion, swift travel, and combat. Often, one would underestimate this profession, not perceiving the potential combatant behind the veil of the dance.

ELEMENTALIST

A variant of the Warrior Mage, this semi-realm user of Essence concentrates his spell-casting abilities towards the manipulation of the elements. While he has a basis in common with the pure Essence Magician, the Elementalist uses his powers in a more personal manner, using the elements for more defensive and utilitarian purposes. In a pinch, while he cannot cast bolts of elemental force, he can empower himself for offense, even taking on the aspect of an elemental if of great skill.

ENGINEER

A user of Arms and one of the three realms of magic, this profession makes use of his talents in the building up, fortifying and protecting building and surrounding areas. A pioneer in construction sciences, he also has the ability to make explosives for use in construction, which may add a unique bit of offensive capability to his skills,

while his knowledge also adds defensively against sieges. What makes the semi-realm Engineer more desirable than the average Professional engineer is his ability to magically set protective wards on construction sites and elements, to ward off the effects of time and hostile intrusions.

ELEMENTAL HUNTER

A variant of the Ranger, the Elemental Hunter is a semi elemental spell user that is the bane of the other elementalists and elemental creatures. This bounty hunter feels it is his duty to rid the world of the evil that elemental magic has caused.

ELEMENTAL WARRIOR (**NOTE:** *There are two versions of this profession; one from RMC2 and one from Combat Companion*)

The Elemental Warrior is a semi-spell user of the realm of Essence. The Elemental Warrior focuses on spells that enhance their defenses and combat skills. They specialize in a single element, and many of their spells will utilize visual effects that are based upon the selected element. Elemental Warriors often call themselves names that are associated with their chosen element.

An Elemental Warrior with the chosen element of fire might call himself a Firebrand, while one with the chosen element of air might call himself a Windblade, and so forth. Such groupings are often natural, and different

orders of Elemental Warriors may be rivals due to their natural elemental associations. Regardless of the name of a specific sub-group, they all follow the broader heading of the Elemental Warrior.

GEISHA

The Geisha is a semi-spell user who specializes in the art of entertainment and manipulation. Their realm is Mentalism. They are trained from an early age in the fields of music, art, conversation and subterfuge. They are sold to the Geisha houses by their families, and sometimes even join through personal choice (usually to save the honor of their families).

Although the Geisha requires a permit from her master to leave the house, it has been known for them to buy their contracts after several years, allowing them freedom to do as they wish.

HOURI

A variant of the Bard, this profession excels in skills and spells of seduction and influence. Primarily targeting the opposite gender, she chooses subtlety as a way of achieving her means. When subtlety fails, however, the Houris also has combat talents similar to a semi-realm user, but many foes never come to the point of matching blows, as her charms are difficult to overcome.

MACABRE

A semi-spell user of Essence and Channeling (the only one you'll find in RM), this profession specializes in torturing people in all aspects of their being, with plenty of spells to back up this pursuit. The body, mind and soul are fair game to this twisted nature of this type of character. When he's bored, more mundane means can be used to cause damage, with the better than marginal weapon skill he has.

MONK

Monks are semi-spell users who combine the realm of Essence with the realm of Arms. Their base spells deal with personal movement and the control of their own body and mind, while their arms capabilities are concentrated in unarmored, unarmed combat.

MONTEBANC

This semi-spell user of Mentalism resembles largely a thief with magical talent. While the combat and stealth abilities of the Montebanc suffer a little from the combining of Mentalism with Arms, this profession is still able to infiltrate and sneak into most places, by mundane means or magically.

MOON MAGE

This semi-spell using profession of Channeling draws its power from the magic available in the proper lunar cycles. Light (full moon), grey (waning/waxing moon) and dark (new moon) Moon Mages depend on the moon being in the proper phase. The spells of this profession tend to mirror the philosophy of the respective mage, with the commonality being the ability to alter various aspects of being through the use of lunar power.

NIGHTBLADE

This Mentalism semi-spell user uses his magical talents for stealth, assassination, and infiltration. He uses magic to cloak his movement and appearance, while allowing him to augment his ability to strike with or without weapons. Upon looking at him, one can easily see a combination of rogue and mystic, with all the things those professions entail.

NOBLE WARRIOR

A semi-spell user of Mentalism, one can compare it to a Cavalier, except that this one has access to magical abilities that enhance his success in combat. His spells allow him to increase his own blows, avoid the blows of others, and move in ways that exceed the norm. Also, he can use his abilities to enhance his armour and

weapon, as his need dictates. The profession is presented as one adhering to one code or another, although that would more likely depend on game setting than a requirement of any sort.

PALADIN

Here we have the traditional "holy warrior" of role-playing. He is proficient with arms and armour, like the fighter, but has special favor from a divine source to aid him. In some interpretations, he is a champion of his faith and of goodness and chivalry, while other examples paint him as an enforcer of religion, whatever it may be.

RANGER

Rangers are semi-spell users who combine the realm of Channeling with the realm of Arms. Their base spells deal with operating in the outdoors and manipulating the element (weather).

ROUGE ELEMENTALIST

A variant of the Beastmaster, the Rouge Elementalist is a semi elemental spell user that attempts to use and control the elements without the benefit of a proper schooling in the art of elemental manipulation.

SLEUTH

The Sleuth is a semi-spell user of Channeling, which uses its power to detect, analyze and solve mysteries, along with various spell-like abilities to perform amazing escapes and infiltrations. The skills of this profession are geared towards looking deeply into a case, to draw conclusions for its own ends.

TINKER

A semi-realm user of Mentalism, the Tinker uses his spell powers for the making and repairing of items from a wide variety of materials. His advanced understanding of basic crafting skills assist him with these abilities, allowing him to mold and shape and mend, as the need is present. With advanced skill, he is able to craft items of great quality and beauty, making his skills highly prized wherever he goes. Being of the realm of Mentalism, it is often difficult to determine whether his skill is magical or simply extraordinary.

WARRIOR MAGE

Essence is the realm of this semi-spell user, and he uses it as his pure realm counterpart, the Magician, in combination with skill at arms. His spells are used to mold the elements to his use, as well as magically convey himself and other people and objects. In addition, he has learned to use his power towards his physical and combat abilities, enhancing his own attacks, perception and movement.

WITCH HUNTER

The Witch Hunter pursues its prey, those heretics that misuse magic and arcane lore, with an unrelenting chase. This semi-realm user of Channeling has been gifted by divine forces and empowered to the end of ending the power of those spell-users opposed to his religious beliefs. His spells allow his to hamper and strangle the magical ability of his foe, contain and capture his prey, and enhance his own combat abilities, making him a sure threat to any mage or witch that stands against him.

VENTURER

The Venturer is a semi-spell user from the realm of Mentalism. He uses the powers of his mind to enhance his own abilities and to aid in clouding and/ or controlling the minds of others.

While many of his abilities are like those of the Mentalist, they are not as powerful.

YAMABUSHI

The Yamabushi is a semi-spell user of Essence, specializing in the arts of coordination and martial arts. Yamabushi are monastic monks, usually of the Buddhist (*in the Duranaki World of the "Dio"*) faith who, apart from being well versed in the various scriptures of their religion, are highly trained in the field of martial arts.

PROFESSIONS THAT COMBINE TWO REALMS OF MAGIC

These are Hybrid spell user professions, each of which combines some of the powers of two different realms of magic. They can obtain the power of the most potent pure spell user only in a very restricted set of spells. However, they are much more flexible since they have access to two realms of power.

When a Hybrid spell user casts a spell, they must abide by the restrictions of that realm of power (only). For example, when casting a Mentalism spell, a helmet cannot be worn. When casting one of the spells from their hybrid base lists, they must abide by the restrictions of both realms.

ADEPT

Based on the various examples of historical alchemists of Earth's history, the Adept is portrayed as a Hybrid spell-user of Essence and Channeling. In manipulating the Essence, with some 'oomph' from his spiritual devotions, he permeates the material world with magical influence, causing an unorthodox blend of both. This profession is largely responsible for the development of transmutative and perfecting theories of its history, such as the Philosopher's Stone and Philosopher's Elixir. The methods (and spell lists) used in his work are as various as his traditions

ASTROLOGER

Astrologers are Hybrid spell users who combine the realms of Channeling and Mentalism; they have concentrated on spells that pertain to gathering information. Their spells deal with detection, communing, recognition and communication.

ASTRAL TRAVELER

Adept at shifting through the many planes of existence, the Astral Traveler draws power from both Essence and Mentalism, bending barriers and obstacles to travel outside his home plane to his will. His spells deal much with reaching and adapting to the hostile environments of other planes, while he also maintains access to an elemental focus, using the power of a particular elemental plane and surviving its use.

CREATOR

The creator is a master of animation, both of dead bodies and of inanimate matter. Using his talents, he finds unique ways to take those things that do not live and gives them what might be referred to as life. While Dr. Frankenstein was not a spell user, as portrayed in Shelly's book, one might liken the desire of the creator to him, going beyond the norm of society and taking extreme measures to attain his goals.

CRYSTAL MAGE

Crystals and deep earth elements are the focus of this hybrid Essence/Mentalism profession, which makes use of its power in myriad ways. The Crystal Mage can attack, discover hidden lore, create light and fire, and enchant crystalline items. Often the focusing crystals and other earth elements are necessary for the success of the Crystal Mage's spells.

DREAM LORD

This profession deals exclusively with dreams and the dream state, with the ability to manipulate both. A hybrid user of either Essence/Mentalism or Channeling/Mentalism, this profession makes various uses of the dream

world to serve his agenda, whether to travel within dreams, manifest various creatures and objects within them, protect the dreaming state, or cause harm to a dreamer.

ENCHANTER

Able to cause people to do as he pleases, the Enchanter draws his power from Essence and Mentalism. His tight focus of spells involves deception, domination and control. While not terribly overt, one can see the workings of his power, making the target believe exactly what he wants for the Enchanter's own purposes. Little able to participate in combat, this spell user has chosen another way to defeat his foes.

EVIL ELEMENTALIST

A variant/combination of the Evil Magician, the Evil Channeler and the Evil Mentalist, the Evil Elementalist is a hybrid elemental spell user that specializes in spells that will advance their power and social position. Their spells cause misery for any that elect to stand in their way.

ELEMENTAL CHANTER

A variant of the Warlock, the Elemental Chanter is a hybrid elemental spell user that still has access to some of the greater elemental spell lists.

ELEMENTAL PHYSICIAN

A variant of the Lay Healer, the Elemental Physician is a hybrid elemental spell user that specializes in healing.

GEOMANCER

In tune with the earth and its hidden forces, the Geomancer seeks a balance in the natural forces of his surroundings. Through the power he harnesses, in a combining of Channeling and the manipulation of Essence, he becomes knowledgeable of his surroundings, is able to divine events in time and place, understand and utilize the earthly places of power, and harmonize the various aspects of his environment. He may also call up spirits to further his knowledge and wisdom, conversing with them through the use of his magics.

GRAND VIZIER

Often viewed as the advisor of noble and lordly patrons, the Grand Vizier uses his magics through the direct manipulation of Essence and the focusing of Mentalism. Using his abilities, he takes spells and enchantments and embeds them into temporary molds within items for use at a later time. The most unique ability of the Vizier is that of embedding spells into trappings of woven cloth, such as tapestries, garments and carpets. In addition to this is the ability to peer into the unknowable secrets, craved by his patrons, such as the nature of magical items and enchantments or the seeing of events of the past and future.

MAGUS

The Magus is a profession of Essence, Channeling or both realms that makes use of the hidden power of runes, symbols and words to evoke great power, not only in the creation of sigils and signs or the speaking of words or power but also in the creation of permanent enchantments on items. Such a one is comparable to some cross between an Archmage and an Alchemist, and it is apparent that there is great power to be evidenced in this profession's magics.

MALEFICANT

This type of profession is similar to a cross between a Warlock and a Necromancer, with spells of both types for him to command. The stereotypical voodoo priest, he uses his power to terrify, destroy and alter his targets for his own purposes. His abilities are capable of harming the body, mind, and soul, even at the same time. Tangling with one is a scary proposition at best. His power is based on Channeling and Mentalism.

MYSTIC

Mystics are Hybrid spell users who combine the realms of Essence and Mentalism; they have concentrated on subtle spells of misdirection and modification. Their base spells deal with personal illusion as well as the modification of matter.

NECROMANCER

The necromancer, or death mage, is a spell-user that makes use of both Channeling and Essence in his deathly (and undeadly) workings. This profession uses his power exclusively over the manipulation of life forces and the spirits of the dead. He is fearsome in his ability to create and animate undead forms to his service, and equally dreadful in his ability to steal the life from others and consume his victims with darkness.

SEEKER

This user of Mentalism and Essence devotes his time and abilities to seeking out lost magical lore and items. In these pursuits he has no equal, combining spell talents and perceptive skills to best research and find those lost secrets and dweomers. He has great value in those lost and arcane cities and ruins where such things are to be found, and is prepared to understand not only what to look for but also what may guard it.

SHADOW

A user of both Channeling and Essence, this spell user exercises the power of dark faerie magic, at home with dark ways and shadow. Nearly self-sufficient in his pursuits, he is able to manipulate darkness and shadow, communicate with and animate evil spirits, and bring about the ruination of a victim in myriad ways. At first glance he appears to be a cross between a Necromancer, Evil Alchemist and Maleficant, but his focus mainly lies in bringing darkness in all ways and becoming one with it.

SHAMANIC ALCHEMIST

A hybrid user of Channeling and Mentalism, the Shamanic Alchemist has his skill in artifice focused on spiritual forces and communing with spirit beings, and those same spirits are bonded to inanimate objects, whether in totems, charms or other forms. Also, this profession may also take the aspects of people, animal and creatures, so that their strengths (or weaknesses) may be placed within objects to affect their users. Another talent of his is to draw power from items to be used for his own purposes. The best example I've seen of this profession is in

the miniseries Shaka Zulu, where the Zulu king, Shaka, in having a formidable spear made for him, is aided by a mysterious shaman, who imbeds a part of Shaka's spirit into the blade.

SORCERER

Sorcerers are Hybrid spell users who combine the realms of Essence and Channeling, concentrating on spells of destruction. Their base spells deal with the specific destruction of animate and inanimate material.

WARLOCK

A hybrid user of Channeling and Mentalism, the warlock uses his power in a way that is best called 'spiteful.' His focus is the causing of misery to those he practices his craft on. Indeed, his magic takes the forms of various, permanent 'curses', which intend nothing but ill for the victim. Harm is often the goal of such a spell-user as this.

WITCH

The hybrid spell-user of Essence and Channeling is more often found in rural or wild settings, where he may more closely manipulate natural forces. This is the reclusive user of forbidden magics, causing suspicion and fear among those that are aware of him. The power that he uses allows contact with and summoning of dread beings from beyond the world, the enchantment of potions and candles, and direct manipulation of the earth and the animals in it.

PROFESSIONS OF THE REALM OF ESSENCE

These are pure spell user professions that concentrate primarily on manipulating the Essence that surrounds us all to create magical effects and cast spells. Characters in these professions can acquire knowledge of things magical and how to use them relatively quickly, but they are terribly handicapped in developing arms skills since they must discipline their minds in pursuit of their profession. Like spell users generally, they are less adept than Arms Users at the skills of maneuvering and combat.

Essence is the power that exists in everyone and everything of and on a given world. It has been known in other sources as the Tao, Magic, Unified Field, The Force, etc. A spell user of the Essence taps this power, molds it, and diverts it into spells. Most powerful Essence spells reflect this and are almost elemental in nature fire, earth, water, wind, light, cold, etc.

The more inert material that is on the person of the spell user of Essence, the more difficult it becomes to manipulate the Essence. Thus, when casting or using an Essence spell no armor, heavy clothing, or helmet may be worn. When the cooperation of more than one party is necessary for the Essence spell to take effect, all parties must abide by the above restriction.

ALCHEMIST

Alchemists are skilled at integrating magic into the physical universe. Alchemists are pure spell users of Essence who have concentrated in spells that can manipulate matter to make items and imbed spells of all three realms — nonetheless, an Alchemist requires someone or something to cast the spell to be imbedded (if they know the spell they can do this themselves).

They do have advantages over most spell users in mechanical areas, but the concentration on spells necessary for their profession prohibits them from developing these skills as rapidly as Thieves, Rogues, or even Fighters.

CONJUROR

This spell-user focuses his talent on summoning creatures of myriad kinds. The conjuring of beasts, spirits and demons is his realm, and he also makes use of the ability to control and command that which he summons. To these ends, he is well versed in the use of conjuring circles and has developed other uses for those same circles, for protection and the use of other magics.

ELEMENTAL ENCHANTER

A variant of the Alchemist, an Elemental Enchanter is a pure elemental spell user that has the power to enchant and mold raw elemental force.

ELEMENTAL SUMMONER

A variant of the Conjuror, an Elemental Summoner is a pure elemental spell user that specializes in summoning and mastering elemental beings and creatures.

EVIL ALCHEMIST

Using his alchemical talents for evil and twisted ends, the Evil Alchemist takes things both natural and artificial, living and dead and perverts them his own purposes or the purposes of his foul master. He can store and embed souls into stationary and articulate vessels, call upon and embed demons into items, hamper and destroy the ability of magical items, work with the deadliest poisons, and create undead beings. In all instances, he takes a person, place or thing and bends it to his benefit, much to its detriment.

FORCEMAGE

A user of Essence, this profession manipulates more natural forces, such as magnetism, inertia, gravity, and so forth, to a greater depth than most elemental mages. With these powers at his control, he can bend and alter those same forces to his own ends. In a way, he is comparatively similar to an Archmage, when looking at his skills with various forms of energy.

HIGH ELEMENTALIST

A variant of the Magician, the High Elementalist is a pure elemental spell user that specializes in the direct manipulation of elemental forces. High Elementalists are viewed as being the premiere elementalists.

MAGICIAN (MAGE)

Magicians are the basic manipulators of the Essence. Magicians are pure spell users of Essence who have concentrated in the elemental spells. Their base spells deal mainly with the elements earth, water, air, heat, cold and light.

MYSTICAL ELEMENTALIST

A variant of the Runemaster, the Mystical Elementalist is a pure elemental spell user that specializes in mastering elemental energy patterns and matrices.

ILLUSIONIST

Illusionists are less able to manipulate the Essence to overpower others; instead they use magical skills to mislead them. Illusionists are pure spell users who have concentrated in spells of misdirection and illusion. Their base spells deal mainly with the manipulation of elements that affect the human senses sight, sound, touch, taste, smell, mental impulses, and the combination of these senses. Illusionists have advantages in Perception and Stalking and Hiding over other spell users.

INORGANIC ALCHEMIST

With an emphasis on working with those things that have no capacity for life and growth, the Inorganic Alchemist also has a great similarity to the Core-Rules Alchemist, except that the Organic Skills list will not be found in repertoire. Where his knowledge of plants, animals and the useful and rare natures (and parts) of both are lacking, he excels in his knowledge of stone, metal and chemicals, molding their natures to his will and enchanting them with his own power or that which is contributed.

ORGANIC ALCHEMIST

While also very similar to the Core-Rules Alchemist profession, the Organic Alchemist takes an approach to magical artifice that is entirely different than that of the Inorganic Alchemist, and it seems appropriate to compare them together in this article. The focus of the Organic Alchemist's talents lies mainly in dealing with the living and growing parts of the natural world in enchanting and molding. Not only able to shape and enchant dead organic matter, he also has a deep understanding of the flora and fauna around him, as well as the abilities of the flesh of beings. In fact, when appropriate, he can even enchant magic onto the skin of beings, to enhance abilities, protect its bearer or be stored for later use.

ROYAL ALCHEMIST

Not unlike the Grand Vizier, the Royal Alchemist is a profession that is also found near personages of power and prestige. Manipulating the Essence directly, he functions for the most part as a Core-Rules Alchemist, with a few differences. In addition to being able to embed spells in items, he is also skilled in creating magical automatons and animate items, even to the extent of giving them temporary intelligence and abilities. In support of their patrons, they are also able to create medicinal mixtures through their spells.

RUNEMASTER

The runemaster has chosen his discipline in the inscribing and embedding power among various designs and patterns, either permanently or temporarily. Having this ability, he also has limited mastery of protective and powerful circles, not unlike the conjuror. In addition, he knows how to achieve specific magics through words of power, each word enacting a different spell effect. In a way, he appears to possess great power.

TAROTMAGE

Using the magic of his tarot deck, this Essence user draws from symbolic forms to cast unique magics. Focusing on the trappings and symbols of his profession, he pursues his philosophical path, according to the fate drawn in the cards. Using his own interpretation of elemental forces and philosophies, he becomes one with his surroundings, self-sufficient and wise in the ways of Fate.

WIZARD

A spell user much out of the ordinary, the Wizard uses the Essence to alter magical forces rather than people, places or things. Most of the spells of this user are used to change the flow of magic, making some spells more successful and many more fail or lose power. Such a user is the bane of anyone else seeking to use magic, while keeping his own spells at full power. Such a magical duelist would be good to have on one's side in battles against the supernatural.

~~PROFESSIONS OF THE REALM OF CHANNELING~~

These are pure spell user professions that concentrate primarily on using Channeling power from their deities to create magical effects and cast spells. Channeling is the power of the deities of a given world as channeled through their followers or other spell users. It is religious in nature and independent of the Essence.

A spell user of Channeling draws directly on the power of his deity, even though this “usually” does not require the conscious cooperation of the deity. Thus spells of this realm do not necessarily reflect the nature of the deity as long as the spell user is using relatively subtle spells (i.e. healing, detection, etc.). More powerful and significant spells such as death spells and the revival of the dead might require the active consent of a deity, depending upon the campaign setting being used by the GM.

Metal interferes with the drawing of power from deities, so no metal armor or helmet may be worn when casting or using a Channeling spell (any spell of this realm). In addition, only a small amount of metal may be carried on the person of a spell user of Channeling when casting or using spells; this should be determined by the GM in accordance with his campaign setting.

ANIMIST

Animists are Pure spell users of Channeling specializing in studies and power concerning living things, both animal and vegetable (e.g. druids, Shinto priests, etc.). Their base spells deal with plants, animals, nature and weather. They generally develop the skill of riding (and controlling) animals to a high level.

BUDDHIST PRIEST

Skilled in the arts of healing, Buddhist priests guide their followers towards reaching a state of Nirvana or enlightenment. Their spells deal with healing and the ability to cure others of their sins. They are also skilled in the ability to exorcise evil spirits from possessed individuals.

CLERIC

Clerics are the basic Channeling spell users. Clerics are pure spell users of Channeling who have concentrated in spells that require direct power from their deities. Their base spells deal directly with life communing with

deities, summoning live creatures, protection from servants of opposing deities, and direct Channeling from their own deities.

These spell users are the most powerful of the spell users of Channeling, but they are also the most restricted in the sense of heeding the desires or alignment of their deity (to be determined by the GM). They have the ability to learn, albeit at heavy cost, the use of any weapon but must wear non-metal armor (if any) in order to avoid having significant amounts of metal interfere with their Channeling abilities. A Cleric, or any user of the Channeling realm, cannot cast spells while wearing metal armor.

DRUID

This profession, looking at his skill costs and nature-borne background, does not appear to be different from the animist of the core professions. Looking at the spell lists he has access to, though, one can see that this spell-user has a different purpose. While the animist seeks to attune himself with nature, the druid seeks more the role of its guardian. To this end, he has more direct influence of animal, plant and earth, and can respond to threats with more of an offensive approach, while also able to end battles by use of his calming magics

DWARVEN ALCHEMIST

Receiving power from his smithing patron deity, the Dwarven Alchemist acts much like a Core-Rules Alchemist, except for the use of the realm of Channeling and several other differences that reflect his race and culture. Like all Dwarves, he has an affinity for craft, especially of those things of metal, earth and stone, with skill costs reflecting these facts, such as lessened costs in mining and caving. Being that Dwarves are often of a martial society, his costs to learn the use of weapons are also less. For some, the animation of inorganic constructs is accomplished by his deity's will and teaching.

ELEMENTAL CHANNELER

A variant of the cleric, a Elemental Channeler is a pure elemental spell user that worships a “deity level” elemental intelligence – for each element there is a elemental being whose powers are like unto a god (or are actually a god ... in another form ... who knows for sure).

A “supreme elemental” is usually interested in only one thing: the proliferation of his element throughout the planes, and an Elemental Channeler works towards this end.

ELEMENTAL HEALER

A variant of the Healer, an Elemental Healer is a pure elemental spell user that specializes in elemental healing.

HEALER

Healers channel power to take wounds from others and use the enormous recuperative power of their bodies to heal the wounds once taken (ie they take on the wounds of others onto their own bodies). Healers are Pure spell users of Channeling who have concentrated on spells of self-healing and the ability to take the injuries of others upon themselves. Thus, a healer could heal a person by taking his patient's injury upon himself and then healing this injury gradually.

SHAMAN

A spell-user with power over various spirits, the shaman is a communer, both with nature and with the spirit world. While able to communicate with, heal and call upon spirits of the other world, he also maintains close affinity for flora and fauna. Such a one can be seen as the archetypical 'medicine man', communing with forces natural and unnatural to achieve a balance in his world.

SHINTO PRIEST

The Shinto priest worships the spirits of the land, sea and sky known as the Kami. It is the responsibility of the Shinto priest to appease these beings, along with the ancestors, when they are angry and to give thanks to them when they make the land flourish.

As such the Shinto faith has no scriptures or organized structure – most priests are only lay preachers. Also rather than teaching through sermons and tales, they use a combination of dance and song to worship and often utilize their magic.

THEURGIST

A user of Channeling in his magical artifice, the Theurgist uses the gifted power of his deity to enchant items and perform miraculous feats of transmutation. Except for his transmutative affinity and greater ability to embed Channeling magics, this profession works largely the same as the Core-Rules Alchemist. It is the approach to this profession's enchanting skills that makes it unique and a good basis for an alchemist type that uses neither the direct manipulation nor the focusing of Essence, as do the Essence and Mentalism alchemist types. His understanding of how his deity perceives the states of matter and energy makes the use of his Transmutations list possible. Of course, all such 'miracle-working' must meet with the approval of the deific force involved in such gifting of power.

THEOCRATIST

An alternative to the Cleric profession in game world religions, this Channeling user combines Cleric-like ability with enchantment and artifice. While the majority of the enchantments he performs are temporary in nature, several are devoted to the warding of a particular area or structure and the embedding of elemental beings into items. Other spell abilities available to the Theocratist would include detailed spell channeling and raw offensive power, arming and armoring magics, and even the ability to convert an individual to his religious persuasion.

WU JEN

The Wu Jen represent the element of the magical community in the orient who have succumbed to the corrupting influence of the darker powers at work within the world, and the worlds beyond. Shunned by all, save for other Wu Jen. Wu Jen are feared by the peasant folk and are often actively hunted down by the forces of the Shogun.

Their primary area of magical expertise lies in the field of demonology and the manipulation of dark matter.

PROFESSIONS OF THE REALM OF MENTALISM

These are pure spell user professions that manipulate their own personal Essence and the Essence immediately around them with their minds in order to perform magical functions. Mentalism is the power of the Essence channeled through the mind of the spell user, who in effect acts as a very, very minor deity for these purposes.

Thus, Mentalism is a very personal power, and even the most powerful spells are usually limited by the senses and perceptions of the spell user. Similarly, such spells are usually limited to affecting the caster or one particular target. Any head covering interferes with the power of Mentalism spells, so no head covering (especially helmets) may be worn while casting or using a Mentalism spell.

MENTALIST

Mentalists are the basic spell users of Mentalism who have concentrated on spells that deal with the interaction of minds. Their base spells deal with the detection of mental presence, mental communication, mind control, mind attack, mind merging, and sense control.

DOPPELGANGER

Able to change into a myriad of forms through the disciplines of his spells, this Mentalism user has wide latitude

in adventuring life, being able appear as (and be) whatever he chooses. While the majority of his spells lend to appearance and/or mindset, more advanced disciplines allow him aid in mobility, sensory ability and combat. Firmly cognizant of the possibility of becoming too much of what he takes the shape of, he measures carefully what shape is needed and when it is needed.

LAY HEALER

Lay Healers can aid the recuperative powers of others. Lay Healers are pure spell users of Mentalism who have concentrated on spells that heal people and animals. Their base spells deal with the specific healing of certain diseases and injuries organs, blood, muscles, bones, and concussion hits.

SAGE

A magical master of lore, this profession serves as the spell-using counterpart of the scholar. While also focusing on the keeping and disseminating of knowledge, his mental abilities assist in his efforts. His spells aid him in cataloguing and recalling lore, as well as analyzing and preserving scrolls and books. Also, he may manipulate light and sound to recall and relate both tales and images.

SEER

Seers are information-gathering specialists. Seers are pure spell users of Mentalism who have concentrated on spells that gain information through the use of mental spells. Their spells deal with recognition, and the control and modification of the senses.

THAUMATURGE

Mentally focusing the Essence into items for either permanent or temporary effect, the Thaumaturge embeds his own power and the power of others into items, and his approach centers more on mental energies, intelligence and experience. Oftentimes, he is able to simply enchant items, as does the Core-Rules Alchemist, but, given the proper resources, he can actually cause an item to actually possess the skill or trait of an individual or he can even transfer the entirety of a spell-user's psyche into it.

PROFESSIONS OF THE REALM OF ARCANE MAGIC

Arcane magic is the “old magic” before the three realms, Essence, Channeling and Mentalism were “spilt up”. This is ancient, wild magic in the extreme and is typically very difficult to learn about as typically its secrets are either lost or at the least extremely jealously guarded but those who still know this ancient lore.

ARCIST

Conceptually, the Arcist is the same as the Archmage from RMC. The only real difference between the two is the way in which they develop spells; otherwise, the skill costs are pretty much the same.

ARCHMAGE

The Archmage is a spell user who is able to learn and cast spells from all three Realms. He may also develop learning of the Old Ways, so called Arcane magic. He harks back to the days before magic was divided. The Archmage chose his 6 Base lists from whatever Realm and profession he like.

While, in game terms, that simply means that he has access to most spells and spell-lists, he actually can be seen as a spell-user whose ability transcends the normal restrictions of realm.