

**LEVELS AND NUMBER OF EXPERIENCE POINTS NECESSARY TO ATTAIN THEM:**  
(Addition)

Player-characters with psionic ability progress in the normal character type as they originally selected at the usual rate. However, beginning at 1st level, they have a possibility of acquiring a psionic-type ability. Psionic abilities are given under SPELLS. The possibility of gaining any given ability is 10% per experience level, so that a 1st level character has a 10% chance of having a psionic ability, a 2nd level character has a 20% chance, and so on with a 10th level character having a 100% chance.

Selection of psionic-type ability is done by random number generation, but if random determination indicates an ability already possessed the random number generation should be continued until an ability which is not already possessed is indicated. At such time as there is a 100% probability of an ability being gained (10th level) the character may select whichever ability is desired whenever an experience level is gained.

**Druids**

Aspirant	0
Initiate of the 1st Circle*	2000
Initiate of the 2nd Circle	4000
Initiate of the 3rd Circle	7500
Initiate of the 4th Circle	12000
Initiate of the 5th Circle**	20000
Initiate of the 6th Circle	40000
Initiate of the 7th Circle	60000
Initiate of the 8th Circle	90000
Initiate of the 9th Circle	125000
Druid	200000
Archdruid	400000
The Great Druid	800000

\*gains basic powers  
\*\*gains additional powers

**Druids:** These clerics all serve the same general deity (Nature), and so above the level of Initiate the number of persons is strictly limited. There can be a maximum of four Druids (10th level), two Archdruids (11th level), and but one Great Druid. At such time as a player-character attains experience points sufficient to advance him to the 11th (Druid) or higher level he does not attain the powers of his new level unless there are fewer than the maximum number of druids at the level in question or until he defeats in spell combat a druid of the level he wishes to attain (combat need not be mortal). As with monks (see BLACKMOOR) the loser of such a combat drops in number of experience points to the level immediately below, i.e. if a Druid were seeking to become an Archdruid, and if he were successful, he would then gain that level, but the former Archdruid would drop to 200,000 experience points and become a Druid (of course at such time as the former Archdruid regained experience points sufficient to rank him as an Archdruid he could then seek a rematch ...).

There is no level above 13th (Great Druid).

**STATISTICS REGARDING CLASSES** (Addition):

Clerics (Druids)	Dice for Ac- cumulated Hits	Fighting Capability	Spells and Level						
			1	2	3	4	5	6	7
Aspirant	1	Man	1	-	-	-	-	-	-
Initiate, 1st	2	2 Men	2	1	-	-	-	-	-