

MERP3 :: Standard Classes

Leveling up

Each level a character gains 15 DPs (development points) which are pre-distributed according to class
 Characters can never change class, instead characters may move any number of DPs from one group into another.
 Doing this costs 1 DP for every DP moved. IE. Transferring DPs costs 2:1 (two transferred DPs increases the DP in the group by 1)
 DPs must be transferred prior to them being spent, so that all other limits on their expenditure apply

Level	Experience	Level	Experience
1	10000	11	190000
2	20000	12	230000
3	30000	13	270000
4	40000	14	310000
5	50000	15	350000
6	70000	16	430000
7	90000	17	510000
8	110000	18	590000
9	130000	19	670000
10	150000	20	750000

Spending Development Points

At level 1


No more than 2 ranks may be added to any single skill
 Transfers may not be made
 All Miscellaneous Skill ranks must be spent in Body
 Development ignoring cost increases (ie. 3 DPs = 3 new ranks in Body Development)

All other levels

The first new rank added costs 1 DP (1 in total), the second rank costs +2 DPs (3 in total) and the third costs +2 DPs (5 in total)


Warrior

	Profession Bonus	DPs	Prime stat:	Strength(St)
Move & Man Skills		3	Realm:	Open Channelling(3), or Open Essence(3)
Weapon Skills	+15 (all)	5	PPs:	As per realm
General Skills	+5 (all)	2		
Subterfuge Skills		2		
Magical Skills		0		
Miscellaneous Skills	+0 (all), (Body Development +10)	3		
Languages		0		
Spell Lists		0		




Scout

	Profession Bonus	DPs	Prime stat:	Agility(Ag)
Move & Man Skills		1	Realm:	Open Channelling(5), or Open Essence(5)
Weapon Skills	+5 (all)	3	PPs:	As per realm
General Skills	+5 (all)	3		
Subterfuge Skills	+10 (all)	5		
Magical Skills		0		
Miscellaneous Skills	+0 (all), (Perception +15)	2		
Languages		1		
Spell Lists		0		




Ranger

	Profession Bonus	DPs	Prime stat:	Constitution(Co)
Move & Man Skills		2	Realm:	Open Channelling(5)
Weapon Skills	+10 (all)	3	PPs:	Intuition(It)
General Skills	+15 (all)	4		
Subterfuge Skills	+0 (all), (Stalk/ Hide +10)	2		
Magical Skills		0		
Miscellaneous Skills	+0 (all), (Perception +10)	2		
Languages		1		
Spell Lists		1		



Mage


	Profession Bonus	DPs	Prime stat:	Intelligence(Ig)
Move & Man Skills		0	Realm:	Essence
Weapon Skills		0	PPs:	Intelligence(Ig)
General Skills		2	Notes:	As an essence caster the Mage may not wear armour while casting spells
Subterfuge Skills		0		
Magical Skills	+10 (all), (Directed spells +15)	5		
Miscellaneous Skills		1		
Languages		2		
Spell Lists		5		



MERP3 :: Classes


Animist

	Profession Bonus	DPs	Prime stat:	Intuition(It)
Move & Man Skills		1	Realm:	Channelling
Weapon Skills		1	PPs:	Intuition(It)
General Skills	+5 (all)	2	Notes:	As a channelling caster the Animist may not wear metal armour while casting spells
Subterfuge Skills		1		
Magical Skills	+5 (all), (Directed spells +10), (Base spells +10)	2		
Miscellaneous Skills	+0 (all), (Perception +10)	1		
Languages		2		
Spell Lists		5		




Bard

	Profession Bonus	DPs	Prime stat:	Presence(Pr)
Move & Man Skills		0	Realm:	Open Essence(5)
Weapon Skills	+5 (all)	2	PPs:	Intelligence(Ig)
General Skills	+5 (all)	2		
Subterfuge Skills	+5 (all)	2		
Magical Skills	+5 (all)	3		
Miscellaneous Skills	+0 (all), (Perception +5)	1		
Languages		3		
Spell Lists		2		




Barbarian

	Profession Bonus	DPs	Prime stat:	Strength(St)
Move & Man Skills		1	Realm:	none
Weapon Skills	+10 (all)	5	PPs:	none
General Skills	+15 (all)	5		
Subterfuge Skills		1		
Magical Skills		0		
Miscellaneous Skills	+0 (all), (Body Development +10)	3		
Languages		0		
Spell Lists		0		




Burglar

	Profession Bonus	DPs	Prime stat:	Agility(Ag)
Move & Man Skills		2	Realm:	Open Channelling(3), or Open Essence(3)
Weapon Skills		1	PPs:	As per realm
General Skills	+5 (all)	2		
Subterfuge Skills	+15 (all)	8		
Magical Skills		0		
Miscellaneous Skills	+0 (all), (Perception +15)	1		
Languages		1		
Spell Lists		0		




Civilian

	Profession Bonus	DPs	Prime stat:	depends on occupation
Move & Man Skills		0	Realm:	depends on occupation
Weapon Skills		1	PPs:	As per realm
General Skills	+20 (occupation skills)	2	Notes:	Reduced DP costs for occupation and occupation related skills see p216
Subterfuge Skills	+10 (occupation related skills)	0		
Magical Skills		0		
Miscellaneous Skills		1		
Languages		0		
Spell Lists		0		
Secondary skills		11		



Conjurer

	Profession Bonus	DPs	Prime stat:	Intelligence(Ig) and Intuition(It)
Move & Man Skills		0	Realm:	Open Channelling(5), and Open Essence(5)
Weapon Skills		1	PPs:	Ig + It / 2
General Skills	+5 (all)	1	Notes:	May not wear armour while casting essence spells
Subterfuge Skills		4		May not wear metal armour while casting channelling spells
Magical Skills	+5 (all)	3		
Miscellaneous Skills	+0 (all), (Perception +5)	1		
Languages		1		
Spell Lists		4		



MERP3 :: Classes

Explorer

	Profession Bonus	DPs	Prime stat:	Constitution(Co)
Move & Man Skills		2	Realm:	Open Channelling(3), or
Weapon Skills	+5 (all)	2		Open Essence(3)
General Skills	+15 (all)	5	PPs:	As per realm
Subterfuge Skills	+10 (all)	4		
Magical Skills		0		
Miscellaneous Skills	+0 (all), (Perception +10)	1		
Languages		1		
Spell Lists		0		



Donk

	Profession Bonus	DPs	Prime stat:	Agility(Ag)
Move & Man Skills		0	Realm:	Open Channelling(3), and
Weapon Skills		1		Open Essence(3)
General Skills	+5 (all)	2	PPs:	Ig + It / 2
Subterfuge Skills	+5 (all)	2	Notes:	May not wear armour
Magical Skills	+5 (all)	1		while casting essence spells
Miscellaneous Skills	+0 (all), (Perception +5)	1		May not wear metal armour
Languages		1		while casting channelling spells
Spell Lists		2		
Secondary skills	+0 (all), (Martial Arts skills +10)	0 / 3 / 2		



Rogue

	Profession Bonus	DPs	Prime stat:	Strength(St)
Move & Man Skills		2	Realm:	Open Channelling(3), or
Weapon Skills	+10 (all)	4		Open Essence(3)
General Skills	+10 (all)	3	PPs:	As per realm
Subterfuge Skills	+10 (all)	3		
Magical Skills		1		
Miscellaneous Skills		2		
Languages		0		
Spell Lists		0		



Scholar

	Profession Bonus	DPs	Prime stat:	Intelligence(Ig)
Move & Man Skills		1	Realm:	none
Weapon Skills		1	PPs:	none
General Skills		3		
Subterfuge Skills		0		
Magical Skills		0		
Miscellaneous Skills	+0 (all), (Perception +10)	1		
Languages		4		
Spell Lists		0		
Secondary skills	+5 (all), (all Lore skills +20)	5		



Warrior Donk

	Profession Bonus	DPs	Prime stat:	Agility(Ag)
Move & Man Skills		0	Realm:	Open Channelling(3), or
Weapon Skills		1		Open Essence(3)
General Skills	+5 (all)	1	PPs:	As per realm
Subterfuge Skills		2		
Magical Skills		0		
Miscellaneous Skills	+0 (all), (Body Development +10)	3		
Languages		0		
Spell Lists		0		
Secondary skills	+0 (all), (Martial Arts skills +15)	0 / 5 / 3		



Wizard

	Profession Bonus	DPs	Prime stat:	Intelligence(Ig) and Intuition(It)
Move & Man Skills		0	Realm:	Open Channelling(■), and
Weapon Skills		0		Open Essence(■)
General Skills		2	PPs:	Ig + It / 2
Subterfuge Skills		0	Notes:	May not wear armour
Magical Skills	+10 (all)	5		while casting essence spells
Miscellaneous Skills		1		May not wear metal armour
Languages		2		while casting channelling spells
Spell Lists		5		

