Status and Magical Professions

LF100 and Classic · English · 2026.10.06 · r2

Profession requirements, starting spell lists, learning and PP, for use with the Rolemaster magic system and its Companions (C.1-C.7).



Admission and profession choice

Once Status is known, choose your Realm and type when attempting Admission (3.4). Passing it costs 300 of the initial 600 DP. Then choose a Career Path, complete the cycles and select a compatible Vocation and profession.

Your Status must meet or exceed the row's minimum. Matching any one of the listed Vocations is enough; without a match, no complete lists are granted. Vocation does not change type, Realm or Status.

Starting spell lists

Pure or Hybrid: requires the Leader or Sage Career Path and grants two complete base lists.

Semi: allows any Career Path and grants one complete base list.

Status 1: passing Admission grants one complete open list, without a magical profession.

Without Admission: no complete lists are granted.

A complete list includes every spell on the chosen list; casting follows the core rulebook.

Basic learning costs

Career Path	DP per +5%	With Natural Wit
Sage or Leader	10	5
Scout or Adventurer	50	25
Warrior or Rogue	100	50

Each payment adds +5%; learning uses RSN × 5 and one D100 resolution per level, including in Classic (3.8 and 6.3). If using Expanded Magic Cost, consult its costs instead; Natural Wit halves them but does not allow entries marked NO.

Calculating Power Points

Realm	Attributes	Realm average
Channelling	INTU and WIL	(INTU + WIL) ÷ 2
Essence	EMP and WIL	(EMP + WIL) ÷ 2
Mentalism	CHA and WIL	(CHA + WIL) ÷ 2

Pure and Semi spell users take the average for their chosen Realm. Hybrids average the values of all their own Realms; WIL appears in every pair. Base PP per level = round down (average ÷ 3). Base PP = base PP per level × level. Apply other core-rulebook modifiers where relevant.

Example: a Channelling/Essence Hybrid with INTU 10, EMP 6 and WIL 8 has Realm averages of 9 and 7; the combined average is 8. This gives 2 PP per level and, at level 4, 8 PP before other bonuses.

Spells and exceptions

Practice and Qualification: each grants one accessible spell outside the complete lists.

Natural Wit without schooling: ten spells from one Realm's open lists, castable without Admission; keep 600 DP and calculate PP using that Realm. It grants neither a complete list nor a profession. With schooling, choose the ten spells from accessible lists.

Reading the Realms

The Realms are Channelling, Essence and Mentalism. A slash / combines a Hybrid's own Realms; or means alternatives, from which you choose one Realm as your own. Learning spells from another field does not itself make that Realm your own.

Browse by Status: 2 and 3 (p. 2); 4 (p. 3); 5 and 6 (p. 4). Within each Status, entries are ordered by Realm and name.

Status 2 and 3 professions

Minimum Status, then Realm and alphabetical name

You may choose a profession with a Status at or below your own if you meet its other requirements. Your Vocation must match one of those listed.

Minimum Status 2 · 11 professions

Min. Status	Magical profession	Type	Realm	Vocations for full lists	Book	Notes
2	Animist	Pure	Channelling	Religious · Service	Core	Wild
2	Dancer	Semi	Channelling	Religious	C.2	Dervish
2	Druid	Pure	Channelling	Religious · Service	C.1	
2	Moon Mage	Semi	Channelling	Religious	C.3	Dancer variant
2	Shaman	Pure	Channelling	Religious	C.2	Wild
2	Beastmaster	Semi	Mentalism	Service · Court	C.2	Wild
2	Seducer	Semi	Mentalism	Court · Crime	C.4	Houri. Bard variant
2	Seer	Pure	Mentalism	Religious · Court	Core	Seer
2	Trickster	Semi	Mentalism	Crime · Trade	C.3	Mountebank. Bard/Rogue variant
2	Witch	Hybrid	Channelling / Essence	Service · Religious	C.2	Witch. Wild
2	Dream Lord	Hybrid	Channelling / Mentalism	Religious	C.3	Shaman variant. Wild

Minimum Status 3 · 13 professions

Min. Status	Magical profession	Type	Realm	Vocations for full lists	Book	Notes
3	Cultist	Semi	Channelling	Religious · Crime	C.6	Ranger variant
3	Lay Healer	Pure	Channelling	Service · Religious	Core	Wild
3	Delver	Semi	Essence	Trade · Service	C.1	Delver
3	Illusionist	Pure	Essence	Court · Crime	Core	
3	Tarot Mage	Pure	Essence	Court · Religious	C.7	
3	Bard	Semi	Mentalism	Court · Service	Core	
3	Shapeshifter	Pure	Mentalism	Crime · Court	C.7	Doppelgänger
3	Warlock	Hybrid	Channelling / Essence	Religious	Core	Sorcerer. Wild
3	Enchanter	Hybrid	Channelling / Mentalism	Crime · Religious	C.2	Warlock. Evil
3	Charmer	Hybrid	Essence / Mentalism	Court · Trade	C.4	
3	Mystic	Hybrid	Essence / Mentalism	Religious	Core	
3	Builder	Semi	Channelling or Essence or Mentalism	Trade · Service	C.3	Crafter
3	Monk	Semi	Mentalism or Essence	Religious	Core	

Status 4 professions

Minimum Status, then Realm and alphabetical name

You may choose a profession with a Status at or below your own if you meet its other requirements. Your Vocation must match one of those listed.

Minimum Status 4 · 17 professions

Min. Status	Magical profession	Type	Realm	Vocations for full lists	Book	Notes
4	Cleric	Pure	Channelling	Religious	Core	Has an evil variant
4	Investigator	Semi	Channelling	Crime · Service	C.3	Sleuth
4	Ranger	Semi	Channelling	Service · Military	Core	(Ranger)
4	Witch Hunter	Semi	Channelling	Religious · Military	C.7	Witch Hunter. Ranger variant
4	Alchemist	Pure	Essence	Trade	Core	
4	Cabalist	Pure	Essence	Religious	C.3	Magus
4	Conjurer	Pure	Essence	Service · Court	C.2	
4	Force Mage	Pure	Essence	Military	C.5	Mage variant
4	Mage	Pure	Essence	Service · Court	Core	Magician. Has an evil variant
4	Rune Master	Pure	Essence	Trade · Service	C.2	
4	Sorcerer	Pure	Essence	Service · Court	C.5	Wizard
4	Executioner	Semi	Mentalism	Crime · Military	C.1	Nightblade
4	Healer	Pure	Mentalism	Trade	Core	Lay Healer
4	Mentalist	Pure	Mentalism	Court · Military	Core	Has an evil variant
4	Necromancer	Hybrid	Channelling / Essence	Crime · Trade	C.2	Evil
4	Shadow Mage	Hybrid	Channelling / Essence	Crime · Military	C.7	Evil. Necromancer variant
4	Seeker	Hybrid	Essence / Mentalism	Trade · Service	C.6	Seeker (antiquarian). Alchemist variant



Channelling, Essence and Mentalism.

Status 5 and 6 professions

Minimum Status, then Realm and alphabetical name

You may choose a profession with a Status at or below your own if you meet its other requirements. Your Vocation must match one of those listed.

Minimum Status 5 · 9 professions

Min. Status	Magical profession	Type	Realm	Vocations for full lists	Book	Notes
5	Elementalist	Semi	Essence	Court · Service	C.7	
5	Sage	Pure	Mentalism	Service · Court	C.2	
5	Weapon Master	Semi	Mentalism	Military	C.7	
5	Astrologer	Hybrid	Channelling / Mentalism	Court	Core	
5	Creator	Hybrid	Channelling / Mentalism	Trade · Service	C.6	Lay Healer/Necromancer variant
5	Hexer	Hybrid	Channelling / Mentalism	Crime · Religious	C.5	Evil. Necromancer variant
5	Astral Traveller	Hybrid	Essence / Mentalism	Trade · Service	C.4	
5	Crystal Mage	Hybrid	Essence / Mentalism	Trade · Court	C.3	
5	War Mage	Semi	Mentalism or Essence	Military	C.2	

Minimum Status 6 · 6 professions

Min. Status	Magical profession	Type	Realm	Vocations for full lists	Book	Notes
6	Chaos Lord	Semi	Channelling	Crime	C.3	Evil
6	Paladin	Semi	Channelling	Religious	C.1	
6	Noble Warrior	Semi	Mentalism	Court · Military	C.3	
6	Archmage	Hybrid	Channelling / Essence / Mentalism	Court · Service	C.1	
6	Arcist	Hybrid	Channelling / Essence / Mentalism	Court · Religious	C.4	Arcist
6	Macabre	Semi	Channelling or Essence	Crime · Military	C.3	Evil

Core and C.1-C.7 refer to the Rolemaster core rulebook and its Companions. Notes retain the original catalogue's source names and variants. Grimoires usually contain spells up to level 10.