

PHILOSOPHERS !

A Debating & Debatable New Class for MAZES & MINOTAURS

Described and Demonstrated by Doug Matik



Two Philosophers ardently debating the pros and cons of adding yet another new class to the M&M system

Description : Philosophers are thinkers, moralists and debaters who serve the power of Pure Logic, a force that defies all forms of magic – including the will of the Gods themselves !

Attributes : Philosophers have no prime requisite, as they strongly object to such arbitrary forms of social selection, neither do they have a Faith score, which would be totally incompatible with their dedication to the powers of Reason and Pure Logic. They still have a Luck score, for even Pure Logic can't control the forces of Fate – now *wait*, that would make a fascinating topic of discussion...

Gender Restrictions : All Philosophers are male (and wear beards).

Basic Hits = 8

Special Ability : Lacking Faith, philosophers do not have a Mystic Fortitude modifier (and are obviously never allowed to make Mystic Fortitude rolls). The greatest weapon of the Philosopher is his ability to call on the power of Pure Logic : a Philosopher is automatically and totally immune to all magical powers (including Divine Prodigies !) with a level equal to or less than his own level. Thus a level 3 Philosopher will be totally immune to all magical powers of levels 1,2 and 3.

Level Advancement : Every level after the first, a Philosopher gains the following benefits : +2 Hits, Danger Evasion +1. Philosophers advance by gaining Reason points.

Reason	Level	Title
0 to 999.....	1.....	Doubter
1000 to 1999.....	2.....	Disciple
2000 to 3999.....	3.....	Debater
4000 to 6999.....	4.....	Dialectician
7000 to 9999.....	5.....	Dogmatist
10 000+.....	6.....	Decide

School of Thought : Roll 1d10 on the following table to determine the Philosopher's school of thought :

- 1 = Socratic
- 2 = Platonician
- 3 = Aristotelician
- 4 = Epicurian
- 5 = Stoician
- 6 = Cartesian
- 7 = Nietzschean
- 8 = roll again but add the 'post' prefix
- 9 = roll again but add the 'neo' prefix
- 10 = roll twice and mix the results.

This roll may be renewed each time the Philosopher reaches a new level (only fools never change their minds, you know).

Equipment : Philosophers start the game with no specific equipment. Mind over matter, remember ?

Starting Wealth : None. True Philosophers disdain material possessions anyway, so that's only fair.



New rules ? What are rules anyway ?

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