

Here is an original profile that I created because I really wanted to take advantage of spell sequencers mixing divine and arcane (there are very strong combinations to do with such potential), but I was not tempted by a common multi-class cleric / mage (the cleric profiles have big benefits and multi-class cleric have ... nothing). So I created this profile for him to be fun and interesting. My only regret: it is not possible to give a custom class to multi-class, the game engine makes that he must be content by using standard classes.

Multi-class Cleric/Wild Mage (human) : THEURGICAL EXPLORER

The Theurgical Explorer is a very hard priest of Azuth who has devoted to the sacred mission to add as many spells as possible to the great encyclopedia of Azuth. He does that for that choice to open himself to arcane magic and explore one of its most exotic branches: wild magic. If he is not the first to do so for worship, it is his deep passion for the magic that distinguishes him in the eyes of his god, and it is only when he wishes to devote himself completely to the exploration of magic in all its forms he can be given a complete change of divine abilities granted to him, in order to assist him in the mission he is given. He then ceases to be a priest to become a theurgical explorer.

Advantages:

- Dweomeric divine protection: his incantations can not fail: he is immune to miscast magic and Dead Magic, and wearing an armor does not prevent him to use his mage spells. (He can still be stopped, paralysed or muted)
- Divine Advantage: at levels 8 and 15, he gains a -1 bonus to spellcasting time.
- Special Divine Spell: he can cast a special version of "Wonderful Memory", which allows him to remember two priest spells AND two mage spells.
- Divine Reward: he receives the divine symbol of Azuth at level 21.

Disadvantages:

- Shared Entropy: Upon casting a divine spell, there is a 5% chance of incurring a wild surge.
- Esoteric Entropy: some spells that he casts, at a random day and variable frequency, automatically undergo a wild surge.

Special: after the creation of the character, the theurgical explorer automatically becomes a multi-class cleric / Wild mage.

Notes :

The Theurgical Explorer character is created by creating a human cleric. It is after the beginning of the game that he automatically becomes a multi-class Cleric / Wild mage and gets some spells, some random, as if he had chosen as a mage.