

This material is Open Game Content, and is licensed for public use under the terms of the Open Game License v1.0a. Conversion from Wizard to Mage by Eric Pratt and Rob Collins, 2007.

Mage

Alignment: Any.

Hit Die: d4.

Class Skills

The mage's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Decipher Script (Int), Knowledge (all skills, taken individually) (Int), Profession (Wis), and Spellcraft (Int).

Skill Points at 1st Level: (2 + Int modifier) x4.

Skill Points at Each Additional Level: 2 + Int modifier.

Starting Gold: 3d4 x 10(75gp)

Table: The Mage

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spell Memory Points	Max Bonus Spell Casting Points	Specialist Spell Casting Points	Base spell casting points	Max Spell Level
1st	+0	+0	+0	+2	Summon Familiar, Scribe Scroll	1	1	1	1	1
2nd	+1	+0	+0	+3		2	1	1	2	1
3rd	+1	+1	+1	+3		4	3	3	4	2
4th	+2	+1	+1	+4		7	3	3	6	2
5th	+2	+1	+1	+4	Bonus Feat	10	6	6	9	3
6th	+3	+2	+2	+5		15	6	6	13	3
7th	+3	+2	+2	+5		20	10	10	17	4
8th	+4	+2	+2	+6		27	10	10	22	4
9th	+4	+3	+3	+6		34	15	15	28	5
10th	+5	+3	+3	+7	Bonus Feat	43	15	15	34	5
11th	+5	+3	+3	+7		52	21	21	41	6
12th	+6/+1	+4	+4	+8		63	21	21	49	6
13th	+6/+1	+4	+4	+8		74	28	28	57	7
14th	+7/+2	+4	+4	+9		87	28	28	66	7
15th	+7/+2	+5	+5	+9	Bonus Feat	100	36	36	76	8
16th	+8/+3	+5	+5	+10		115	36	36	86	8
17th	+8/+3	+5	+5	+10		130	45	45	97	9
18th	+9/+4	+6	+6	+11		147	45	45	109	9
19th	+9/+4	+6	+6	+11		163	45	45	121	9
20th	+10/+5	+6	+6	+12	Bonus Feat	180	45	45	134	9

Class Features

All of the following are class features of the mage.

Weapon and Armor Proficiency: Mages are proficient with the club, dagger, heavy crossbow, light crossbow, and quarterstaff, but not with any type of armor or shield. Armor of any type interferes with a mage's movements, which can cause her spells with somatic components to fail.

Spells: A mage casts arcane spells which are drawn from the sorcerer/wizard spell list. Like other spell casters, a mage can cast only a certain number of spells per day. Unlike other casters, the mage has a spell casting point pool and a spell memory point pool which determine the spells she can cast. A spell has a point cost equal to its spell level.

To learn, memorize, or cast a spell, the mage must have an Intelligence score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a mage's spell is 10 + the spell level + the mage's Intelligence modifier.

To memorize a spell, the mage must study the spell from her spell book and spend that spell's point cost in the spell memory point pool. Each day, after proper rest, a mage may choose to memorize spells again. If there are no points left in the spell memory point pool, the mage must "forget" enough points worth of spells from her spell memory points to make more room for the new spells to be memorized. The mage chooses which spells to forget when memorizing new ones. 0-level spells are an exception to this. 0-level spells are so simple the mage never forgets them. They cannot be forgotten to make room for more spells.

To cast the spell, the mage must use spell casting points from the spell point pool equal to the spell's point cost. Casting a spell does not remove it from a mage's memory, i.e. a memorized spell may be cast multiple times per day so long as the mage has enough remaining spell casting points. 0-level spells have no cost and do not use spell casting points. The number of 0-level spells a mage may cast in one day is equal to the

mage's intelligence score.

Her base daily spell point allotment is given on Table: The Mage. In addition, she receives bonus spell casting points if she has a high Intelligence score. The bonus spell casting points she receives is equal to the summation of all number from 1 to her INT modifier, up to an INT modifier equal to her highest current spell level. For instance, a 4th level mage has an INT modifier of 4 and can cast 2nd level spells. Her bonus spell casting points are 1 + 2, for a total of 3. If she reaches 9th level and her INT modifier is still 4, her bonus spell casting points are 1 + 2 + 3 + 4, for a total of 10. She does not get the full 15 bonus spell casting points because her INT modifier is not high enough. The maximum value for bonus spell casting points is listed in Table: The Mage.

A mage may have any number of spells scribed in her spell books.

Spell casting points are regained by resting. A mage regains all spell casting points after receiving enough rest for her race to be considered fully rested. A mage can never regain spell casting points if she is fatigued or if resting does not remove her fatigue.

Time is required to memorize spells. This time cannot be spent while the mage is resting to recover spell memory points. Because memorizing spells strains the mage's mind, she cannot fully rest while memorizing spells. She must instead spend additional time during her day to memorize spells. The time it takes to memorize a spell is equal to 10 minutes per spell level. For example, if a mage wants to memorize a single 3rd level spell, it will take 30 minutes to do so. This time must be uninterrupted or the spell is not memorized and the mage must begin all over again to memorize the spell.

Optional Rule

A mage channels the magic to cast a spell through her body. Every time a mage casts a spell, she must be able to withstand the physical effects of channeling the magical engeries by making a fortitude save, DC 10 + spell level. If the save is failed by 5 or less, she takes 1 point of subdual damage from the strain of the magical energies coursing through her body. If the save is failed by more than 5, she takes 1d3 subdual damage. Otherwise, she takes no damage from casting the spell.

Subdual damage taken from failing this save does not cause the mage to roll a concentration check to avoid losing the spell. The spell is cast successfully regardless of the results of this save.

0-level spells are not subject to a fortitude save when cast.

Bonus Languages: A mage may substitute Draconic for one of the bonus languages available to the character because of her race.

Familiar: A mage can obtain a familiar in exactly the same manner as a sorcerer. See the sorcerer description for details.

Scribe Scroll: At 1st level, a mage gains Scribe Scroll as a bonus feat.

Bonus Feats: At 5th, 10th, 15th, and 20th level, a mage gains a bonus feat. At each such opportunity, she can choose a metamagic feat, an item creation feat, or Spell Mastery. The mage must still meet all prerequisites for a bonus feat, including caster level minimums. These bonus feats are in addition to the feat that a character of any class gets from advancing levels.

Spell books: A mage must study her spell book to memorize her spells. She cannot memorize any spell not recorded in her spell book, except for *read magic*, which all mages have memorized at all times. The memorization of *read magic* does not cost any spell memory points, but it still costs spell casting points to cast. A mage begins play with a spell book containing all 0-level mage spells (except those from her prohibited school or schools, if any; see School Specialization, below) plus three 1st-level spells of your choice. For each point of Intelligence bonus the mage has, the spell book holds one additional 1st-level spell of your choice. Unlike a wizard, on reaching a new mage level, she gains does not automatically gain new spells for her spell book. At any time, a mage can add spells found in other mages' spell books to her own.

SCHOOL SPECIALIZATION

If desired, a mage may specialize in one school of magic (see the wizard class description for more details.)

As a specialist, she receives bonus spell casting points. The points can only be used to cast spells of her

chosen school. She must also give up her ability to learn spells from one to two other schools as described in the wizard class description for specialist wizards. The specialist spell casting points she receives is equal to the summation of all numbers from 1 to her highest current spell level. For instance, a 5th level specialist mage can cast 3rd level spells. Her specialist spell casting points are 1 + 2 + 3, for a total of 6. The maximum value for specialist spell casting points is listed in Table: The Mage. Mages that do not specialize do not receive these specialist spell casting points. She also gains a +2 bonus on Spellcraft checks to learn the spells of her chosen school.

ARCANE SPELLS AND ARMOR

Mages do not know how to wear armor effectively.

If desired, they can wear armor anyway (though they'll be clumsy in it), or they can gain training in the proper use of armor (with the various Armor Proficiency feats—light, medium, and heavy—and the Shield Proficiency feat), or they can multiclass to add a class that grants them armor proficiency. Even if a mage is wearing armor with which he or she is proficient, however, it might still interfere with spell casting.

Armor restricts the complicated gestures that a mage must make while casting any spell that has a somatic component (most do). The armor and shield descriptions list the arcane spell failure chance for different armors and shields.

If a spell doesn't have a somatic component, an arcane spell caster can cast it with no problem while wearing armor. Such spells can also be cast even if the caster's hands are bound or if he or she is grappling (although Concentration checks still apply normally). The metamagic feat Still Spell allows a spell caster to memorize or cast a spell at a cost equal to one spell level higher than normal without the somatic component. This also provides a way to cast a spell while wearing armor without risking arcane spell failure.