

Table 1–1: The Magician

Hit Dice: d6

Class Level	Base Attack Bonus	Fort	Ref	Will	Special	Spells per day					
						1st	2nd	3rd	4th	5th	6th
1st	+0	+0	+2	+0	Detect magic, summon familiar	2	--	--	--	--	--
2nd	+1	+0	+3	+0	Spell repertoire (1st)	3	--	--	--	--	--
3rd	+2	+1	+3	+1	Advanced learning	4	--	--	--	--	--
4th	+3	+1	+4	+1	Spell repertoire (2nd)	5	3	--	--	--	--
5th	+3	+1	+4	+1	Prescient sense	6	4	--	--	--	--
6th	+4	+2	+5	+2	Spell repertoire (3rd)	6	5	--	--	--	--
7th	+5	+2	+5	+2	Advanced learning	6	6	3	--	--	--
8th	+6/+1	+2	+6	+2	Spell repertoire (4th)	6	6	4	--	--	--
9th	+6/+1	+3	+6	+3	Mettle	6	6	5	--	--	--
10th	+7/+2	+3	+7	+3	Spell repertoire (5th)	6	6	6	3	--	--
11th	+8/+3	+3	+7	+3	Advanced learning	6	6	6	4	--	--
12th	+9/+4	+4	+8	+4	Spell repertoire (6th)	6	6	6	5	--	--
13th	+9/+4	+4	+8	+4		6	6	6	6	3	--
14th	+10/+5	+4	+9	+4	Spell repertoire (7th)	6	6	6	6	4	--
15th	+11/+6/+1	+5	+9	+5	Advanced learning	6	6	6	6	5	--
16th	+12/+7/+2	+5	+10	+5	Spell repertoire (8th)	6	6	6	6	6	3
17th	+12/+7/+2	+5	+10	+5	Timeless body	6	6	6	6	6	4
18th	+13/+8/+3	+6	+11	+6	Spell repertoire (9th)	6	6	6	6	6	5
19th	+14/+9/+4	+6	+11	+6	Advanced learning	6	6	6	6	6	6
20th	+15/+10/+5	+6	+12	+6	Attuned ascension	6	6	6	6	6	6

**Class Skills (4 + Intelligence modifier; ×4 at 1st level):** Appraise (Int), Bluff (Cha), Concentration (Con), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Disguise (Cha), Forgery (Int), Gather Information (Cha), Intimidate (Cha), Knowledge (all skills, taken individually) (Int), Perform (Cha), Sense Motive (Wis), Speak Language (None), Spellcraft (Int).

## CLASS FEATURES

**Weapon and Armor Proficiency:** A magician is proficient with all simple weapons and with light armor, but not shields. The somatic components required for magician spells are simple, so members of this class can cast magician spells while wearing light armor without incurring the normal arcane spell failure chance. She still incurs the normal arcane spell failure chance for arcane spells derived from other classes. In addition, if a magician wears medium or heavy armor, or uses a shield, she incurs the same chance of arcane spell failure as any other arcane caster if the spell in question has a somatic component (most do).

**Spellcasting:** A magician casts arcane spells, which are drawn from the magician's spell list (see page XX). Like a sorcerer, she can cast any spell she knows without preparing it ahead of time. When a magician gains access to a new level of spells, she automatically knows all the spells for that level given on the magician's spell list. Magicians also have the option of adding to their existing spell list through their Advanced Learning ability as they increase in level (see below).

To cast a spell, a magician must have an Intelligence score of 10 + the spell's level. The Difficulty Class for a saving throw against a magician's spell is 10 + the spell's level + her Intelligence modifier. Like other spellcasters, a magician can cast only a certain number of spells of each spell level per day. Her base daily spell allotment is given in Table 1–1: The Magician. In addition, she receives bonus spells for a high Intelligence score (see the *Player's Handbook*).

**Detect Magic (Sp):** A magician's senses are keenly aware of the occult and the supernatural. Upon attaining her 1st level, a magician can detect magic, as the spell, at will. Treat her class level as the caster level for this effect.

**Summon Familiar:** Many magicians are aided by a fantastic creature, much like a sorcerer or wizard. A magician may perform a 24-hour ritual, expending 100 gp worth of magical components to summon a familiar. See the sorcerer class feature of the same name. The magician uses her class level to determine her familiar's special abilities.

**Spell Repertoire (Su):** A magician is attuned to the occult. Beginning at 2nd level, whenever she witnesses a spell being cast by

another character (or creature), she may attempt to memorize and replicate the effects of the spell. She must first make a Spellcraft check to identify the spell (DC 15 + spell level). If she succeeds on this check, she can then expend her own magical energy to produce an identical spell effect. She must expend a spell slot of a level greater or equal to the level of the spell she memorized in order to cast it, and doing so requires a one full round to cast. Spells cast in this manner are treated as spell-like abilities for most purposes, and can't be modified by standard metamagic feats as spells; nor can they be used to counterspell.

Beginning at 2nd level, a magician can memorize and duplicate the effects of any 1st-level spell she can identify. She gains the ability to duplicate more powerful and more difficult spells as she advances in level, according Table 1–1: The Magician. A magician's ability to duplicate spell effects quickly surpasses her ability to cast spells of a given level, and so she must learn to expend her power in increasingly flexible manner. In order to cast a spell from her Spell Repertoire, a magician may (and with higher-level spells, be required to) expend a number of spell slots whose level total the level of a spell in her Repertoire she wishes to cast. For example, an 8th-level magician who has properly identified an *enervation* spell (4th-level spell), must sacrifice any combination of 1st-, 2nd-, and 3rd-level slots to cast it (×4 1st-level slots, ×2 2nd-level slots, or ×1 1st and 3rd-level slots, etc.).

**Advanced Learning (Ex):** At 3rd level, a magician can add a new spell to her spell list, representing the result of personal study and experimentation. The spell must be a cleric or wizard spell of the abjuration, conjuration, or divination school, and of a level no higher than that of the highest-level spell the magician already knows. Once a new spell is selected, it is added to that magician's spell list and can be cast just like any other spell she knows. If a spell is both a cleric spell and a wizard spell, use the lower of the two spell levels (when different) to determine what level the spell is for a magician.

A magician gains an additional new spell at 7th, 11th, 15th, and 19th level.

**Prescient Sense (Ex):** Starting at 5th level, if a magician makes a successful Reflex saving throw against an attack that normally inflicts half damage on a successful save, she instead suffers no damage. This form of evasion works no matter what armor the magician wears, unlike the monk's and rogue's evasion ability.

**Mettle (Ex):** At 9th level and higher, a magician can resist magical attacks with greater fortitude or willpower. If she makes a successful Fortitude or Will saving throw against an attack that normally would have a lesser effect on a successful save (such as any spells with a saving throw entry of Fortitude partial or Will half), she instead completely negates the effect. An unconscious or sleeping magician doesn't gain the benefit of mettle.

**Timeless Body (Ex):** Upon attaining 17th level, a magician no longer takes penalties to her ability scores for aging and cannot be magically aged. Any such penalties that she has already taken, however, remain in place. Bonuses still accrue, and the magician still dies of old age when her time is up.

**Attuned Ascension:** Upon reaching 20th level, a magician has transformed her body and mind with magic to the point that she becomes a magical creature. Her type changes to outsider and she gains the (native) subtype. She also gains spell resistance 10 + her magician level + her Charisma bonus (if any), which allows her to brush aside many spells and effects that might harm her. Unlike other outsiders, the magician can be raised from the dead as if she were a member of her previous creature type.

## MAGICIAN SPELL LIST

**1st level:** Alarm, Cure Light Wounds, Detect Secret Doors, Endure Elements, Entropic Shield, Identify, Mount, Obscuring Mist, Remove Fear, Sanctuary, Shield, Summon Monster I

**2nd level:** Augury, Cure Moderate Wounds, Detect Thoughts, Glitterdust, Locate Object, Obscure Object, Protection from Arrows, Remove Paralysis, Lesser Restoration, See Invisibility, Summon Monster II, Undetectable Alignment

**3rd level:** Clairaudience/Clairvoyance, Cure Serious Wounds, Dispel Magic, Glyph of Warding, Locate Object, Nondetection, Remove Blindness/Deafness, Remove Curse, Remove Disease, Stinking Cloud, Summon Monster III, Tongues

**4th level:** Arcane Eye, Cure Critical Wounds, Detect Scrying, Dimensional Anchor, Dismissal, Divination, Locate Creature, Neutralize Poison, Restoration, Scrying, Solid Fog, Summon Monster IV

**5th level:** Atonement, Break Enchantment, Commune, Mass Cure Light Wounds, Lesser Planar Binding, Plane Shift, Prying Eyes, Raise Dead, Spell Resistance, Summon Monster V, True Seeing, Wall of Stone

**6th level:** Analyze Dweomer, Banishment, Mass Cure Moderate Wounds, Greater Dispel Magic, Find the Path, Greater Glyph of Warding, Heal, Legend Lore, Planar Binding, Summon Monster VI, Wall of Iron, Word of Recall