

Classes-Arcanist

The Arcanist

In the land of Siluria practitioners of that discipline known as the Will and Word or simply the Art are referred to by many titles from wizard or gnos to the ever popular mage. Regardless of title they are always referred to with respect and deference among the common folk. Looking at it from their perspective it's fairly obvious why. Even the newest apprentice of the Art travels cloaked in mystery with secret knowledge. They possess strange powers, frighteningly intelligent pets, and frequently do such things as fly through the air, turn invisible or produce blasts of energy with naught but a word and a gesture.

Of course this is purely on a functional level the roots go much deeper for wizards are the very font of civilization. For millennia their ancient wisdom and unnatural powers in the protective hands of sorcerer king and ministry of Art have been the guiding strength that kept order and drove back enemy. This isn't to imply all such devotees of the Art are good individuals, many aren't and this is the source of the deference shown by commoners or to a lesser extent any who lack their gifts. Unless well known by the local peasantry any mage will be treated with all due courtesy, and rigidly suppressed fear and suspicion. After all he may save your town from a marauding horde pressing out of the wild lands, but it's just as possible he could use the common folk for grotesque magical experiments. Until they get to know any particular mage well fear remains it could be the latter of those fates awaiting them.

Adventuring

Wizards are the material embodiment of the phrase "knowledge is power," and conduct their enterprises with caution and forethought. Ever in search of greater insight into the workings of creation they adventure for many reasons but always with an eye toward the knowledge and resources their studies require.

Characteristics

The wizard's strength is his magic, it is also his life and a times an obsession. As he gains in experience and gathers knowledge whether by research or experimentation his library of spells grows and his ability to manipulate them increases. Where some wizards maintain diverse studies others prefer to specialize in a particular field of magic. This enhances a wizard's power in their chosen field but forces them to avoid certain other spells outside their favored area.

Alignment

Especially in Siluria the nature of a wizard's talent and disposition creates a tendency to favor order over chaos. In many places this is only reinforced by the high status and responsibilities mages hold in society. Which in turn leads to a tradition of order and preservation through social values.

Religion

In general wizards are more devoted to their personal studies than to their spiritual side. Deities known to favor knowledge and literacy are universally respected and most regional pantheons have a member associated with magic as a patron of the Art who is generally revered by mages hailing from that area. Many wizards hold a unique reverence for magic itself however, seeing the source of their power as a font of creation and nearly worshiping this idea of magic as others would a deity.

Background

Unlike most other classes there is a unique cohesiveness to wizards. Though they may come from different cultures and traditions their craft is a unifying element. While a member of the ruling magocracy of Kerwyn may look down his nose at a hedge wizard taught by a mystic hermit from the Vykarian steppes he can't deny the other's identity as a fellow practitioner of the Art.

Other Classes

Wizards prefer to work in concert with other classes. They are intelligent enough to realize their weaknesses and understand the value of teamwork. Especially as regards front-line combatants who provide a vital layer of protection between themselves and sharp pointy objects and the healing ability of clerics.

Rule Information

Arcanists have the following game statistics.

Abilities: Intelligence determines how powerful a spell an arcanist can cast, how many spells he can cast, and how hard those spells are to resist. High dexterity is helpful for an arcanist as he typically wears little to no armor. A good constitution is also helpful if possible as the low hit dice render arcanists scarce on hit points.

Alignment: Any

Hit Dice: d6

Class Skills: The arcanist's class skills (and key ability for each skill) are Concentration (Con), Craft (Int), Decipher Script

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(Int), Knowledge (all skills, taken individually) (Int), Speak Language (Int), Profession (Wis), and Spellcraft (Int)

Skill Points at 1st Level: (4 + Int modifier) x 4.

Skill Points at Each Additional Level: 4 + Int modifier.

<i>Level</i>	<i>BAB</i>	<i>Defense Bonus</i>	<i>Fort Save</i>	<i>Ref Save</i>	<i>Will Save</i>	<i>Special</i>	<i>Spell Level</i>	<i>Essentia Pool</i>
1	+0	+3	+0	+0	+2	Apprenticeship, Spellbook, Specialization, Summon Familiar	1st	4
2	+1	+3	+0	+0	+2	Sign of Power	1st	6
2	+1	+4	+1	+1	+3	-	2nd	8
4	+2	+4	+1	+1	+4	Path of the Magi 1 st Ability	2nd	10
5	+2	+4	+1	+1	+4	-	3rd	13
6	+3	+5	+2	+2	+5	Bonus Feat	3rd	19
7	+3	+5	+2	+2	+5	-	4th	24
8	+4	+5	+2	+2	+6	Path of the Magi 2 nd Ability	4th	31
9	+4	+6	+3	+3	+6	-	5th	38
10	+5	+6	+3	+3	+7	Bonus Feat	5th	47
11	+5	+6	+3	+3	+7	Sign of Greater Power	6th	56
12	+6/+1	+7	+4	+4	+8	Path of the Magi 3 rd Ability	6th	67
13	+6/+1	+7	+4	+4	+8	-	7th	78
14	+7/+2	+7	+4	+4	+9	Bonus Feat	7th	91
15	+7/+2	+8	+5	+5	+9	-	8th	104
16	+8/+3	+8	+5	+5	+10	Path of the Magi 4 th Ability	8th	119
17	+8/+3	+8	+5	+5	+10	-	9th	134
18	+9/+4	+9	+6	+6	+11	Bonus Feat	9th	151
19	+9/+4	+9	+6	+6	+11	-	9th	167
20	+10/+5	+9	+6	+6	+12	Bonus Feat, Epic Spellcasting, Path of the Magi 5 th Ability	9th	184

Spells: An arcanist casts spells which are drawn from the sorcerer/wizard spell list. He does not need to prepare his spells in advance, he can cast any spell he knows at any time assuming he has enough essentia left to cover the cost. There is no need to decide ahead of time which spells he'll cast or what metamagic is applied to them and he may know any number of spells. To learn or cast a spell, the arcanist must have an Intelligence score equal to at least 10 + the spell's level. The Difficulty Class for a saving throw against an arcanist's spells is 10 + the arcanist's Intelligence modifier + the spell's level.

Class Features

All of the following are class features of the arcanist.

Weapons and Armor Proficiency: Arcanists are automatically proficient with the basic weapon group and one other. They are proficient with light and medium armors but not with any shield and cast without armor related spell failure.

Essentia Pool: An arcanist can tap into the depthless flow of power that is magic but can only reach so much. They have a certain amount of energy called essentia they can use to work their spells, but within this limitation they may cast whatever spells they chose to from their spellbook until they run out of energy to do it with. Base daily allotment of essentia points is given in Table 1-1. Bonus points are based on Intelligence (see Table _ page _). Spell cost is based on level and metamagic feats cost essentia points since this is a slotless system (see Table _ page _). Cantrips are cast with no essentia cost as at-will spell-like abilities. In order to replenish his essentia pool the arcanist must rest. The default time for this is eight hours,

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however certain races require less rest and some magic items can reduce the requirement for rest. In these cases the specified amount of rest is sufficient to refill the essentia pool.

Spellbooks: An arcanist begins play with a spellbook containing all 0-level arcane spells plus three 1st level spells of the player's choice. For each point of Intelligence bonus the arcanist has, the spellbook holds one additional 1st-level spell of the player's choice. At each new arcanist level he gains two new spells of any spell level or levels that he can cast (based on his new arcanist level) for his spellbook. At any time an arcanist can add spells found in other spellbooks to his own.

Bonus Languages: An arcanist adds both Aleph and Draconic as a bonus languages available to the character since many tomes of magic are written in Draconic and apprentice wizards learn it as part of their initial studies. Aleph is the language of magic itself and may not be written or spoken without creating spell effects, Draconic is the only suitable language for writing spells translated from Aleph.

Familiar: An arcanist can obtain a familiar. Doing so takes 24 hours and uses up magical materials that cost 100 gp. A familiar is a magical beast that resembles a small animal and is unusually tough and intelligent. The creature serves as a companion and servant. The arcanist chooses the kind of familiar he gets. As the arcanist advances in level, his familiar also increases in power. If the familiar dies or is dismissed by the arcanist, the arcanist must attempt a DC 15 Fortitude saving throw. Failure means he loses a virtual 50 experience points per sorcerer level; success reduces the loss to one-half that amount. This virtual experience loss is similar to a temporary negative energy level. While it does not cause any mechanical change these virtual points must be regained before the arcanist can continue to advance. However, an arcanist's experience point total can never go below 0 as the result of a familiar's demise or dismissal. A slain or dismissed familiar cannot be replaced for a season and a day. A slain familiar can be raised from the dead just as a character can be, and it does not lose a level or a Constitution point when this happy event occurs.

A character with more than one class that grants a familiar may have only one familiar at a time.

Apprenticeship: At 1st level, an arcanist gains Eschew Materials and Scribe Scroll as bonus feats.

Specialization: An arcanist can specialize in one of the eight schools of magic, additionally at 4th level and every four levels afterward a specialized arcanist has access to one or more sets of special abilities called the Path of the Magi. A specialist arcanist adds +2 to his caster level with spells of his school. Otherwise specialization is the same as in the Player's Handbook. Arcanists have access to the Path of the Magi even if they do not specialize.

Sign of Power: As a creature of and tied indelibly to magic, arcanists receive certain special abilities. If an arcanist specializes in a particular school of magic or follows the Path of the Familiarist or Metamage new choices upon up for him.

1. **Aura of Protection (Su):** This ability can only be acquired by a specialist abjurer. The arcanist is constantly surrounded by an invisible protective field that grants a +1 deflection bonus to AC and energy resistance 5 against two chosen energy types. This bonus does not stack with energy resistance granted by other sources.
2. **Effective Creation (Ex):** This ability can only be acquired by a generalist. 20% less time is required to create magic items other than scrolls or potions.
3. **Energetic Will (Ex):** This ability is available only to evokers and allows an arcanist gain +1 caster level when casting spells of a single chosen energy descriptor.
4. **Improved Familiar:** This ability is a free bonus feat as per the SRD and available to all arcanists.
5. **Followers:** This ability can only be acquired by an enchanter. At 2nd level they gain no bonus but receives the Leadership feat for free upon entering their 6th character level.
6. **Instant Spell (Ex):** Available only to those with at least one step on the Path of the Metamage. The arcanist gains Quicken Spell for free and can use it without increasing spell level three times per day.
7. **Planar Familiar:** This ability can only be acquired by conjurers. The arcanist gains a normal familiar with the anarchic, axiomatic, celestial, or fiendish template added. The template's theme must match the conjurer's alignment. If the arcanist's alignment changes so that it is no longer consistent with the familiar it will return to its planar home and this is treated as if it died.
8. **Shape Control (Ex):** This ability is open only to transmuters and allows them to cast all transmutation spells that alter the shape of creatures or objects at +1 caster level.

Path of the Magi: Beginning at 4th level arcanists choose a Path and gains a step on it they do not yet possess. In order to take any step the arcanist must have all previous steps of the same path. At 4th level an arcanist takes the first step of the Path of Preservation, at 8th level they may take the second step of that path or the first step of any other path not associated with a prohibited school.

Path of Preservation: Preservers take special care to defend themselves and others from harmful magic.

1. **Monitor Allies (Sp):** A preserver can cast status as a spell-like ability usable at will.
2. **Spellboon (Ex):** A preserver gains the ability to cast abjuration spells with personal range on another

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touched creature at a cost of 1 extra essentia point.

3. **Fortified Magic (Su):** Whenever a creature casts dispel magic or a similar spell on a preserver or any ally within 10 feet, the creature suffers a -2 penalty on their dispel check.
4. **Effortless Spellboon (Ex):** A preserver with this ability no longer has to pay an essentia cost to use Spellboon.
5. **Magic Resistance (Su):** A preserver and all allies within 10 feet gain a +2 bonus on saving throws against spells, spell-like abilities, and supernatural abilities.

Path of the Neutralizer: Neutralizer are masters of negating enemy magic both in and out of combat.

1. **Spell knowledge (Ex):** A neutralizer gains a +4 competence bonus on all Spellcraft checks to identify spells being cast by any other creature.
2. **Improved Counterspell (Ex):** Whenever a neutralizer attempts to counter a spell, he may use any spell of the same school and equal or higher level.
3. **Thwart (Ex):** Neutralizers with this ability gain a +2 bonus on all dispel checks they make.
4. **Instinctive Counterspell (Ex):** At this level of talent a neutralizer may counter a spell even if they haven't readied an action to do so with the action taking the place of their regular action for that round.
5. **Always Prepared (Su):** The height of a neutralizer's power comes with the ability to cast *dispel magic* as a supernatural ability usable at will, and *greater dispel magic* as a supernatural ability twice per day.

Path of the Summoner: Summoners as the name implies focus on bringing using other creatures to fight for them.

1. **Augment Summoning:** A summoner automatically gains the Augmented Summoning feat for free.
2. **Loyal Monster (Ex):** The duration of a summoner's *summon monster* spells becomes 10 minutes/level with no increase to essentia cost.
3. **Expert Summoning (Ex):** With this ability a summoner doubles the range of his *summon monster* spells and casts them as a standard action.
4. **Telepathic Supervision (Su):** Upon reaching this level of competence a summoner can communicate telepathically with all creatures summoned by *summon monster* within a range of 100 feet.
5. **Greater Loyal Monster (Ex):** The duration of spells affected by Loyal Monster increases to 1 hour/level.

Path of the Seer: Seers are masters of foresight, devoting themselves to find solutions before the problems behind them even begin.

1. **See Allegiance (Ex):** Seers can cast *detect chaos/evil/good/law* spells as if they were cantrips.
2. **Farsight (Ex):** All *detect* spells (those with the word detect in the name) cast by a seer have their range doubled.
3. **Eyes of the Oracle (Ex):** Seers add their arcanist level to each d% roll required by divination spells they cast (example, contact other plane).
4. **Stalking Sensors (Ex):** The DC to detect magical sensors created by a seer's spells increases by +5.
5. **Omens (Ex):** Divination spells with casting times of longer than 1 round are reduced to ½ normal casting time.

Path of the Warmage: These arcanists are the sort that bring fear to army and populace alike, specializing in magics that lay waste and destroy.

1. **Mass Destruction (Ex):** The warmage gains the feat Explosive Spell which may be cast at half normal cost or 1 essentia point.
2. **More Power! (Ex):** The warmage adds his Intelligence bonus to all spells that deal hit point damage.
3. **Battlefield Empower (Ex):** All spells modified with the feat Empower Spell deal one extra point of damage per spell level and Empower costs only 1 essentia to add.
4. **Cry Havoc (Ex):** all spells that deal hit point damage deal one extra dice and Explosive Spell no longer costs essentia to add.
5. **Imminent Doom (Ex):** If creatures affected by a warmage's spell would take no damage due to evasion, improved evasion, or a similar ability it takes 25% damage from the spell instead.

Path of the Puppetmaster: These specialized enchanters manipulate the emotions and thoughts of others as a bard plays an instrument.

1. **Force of Personality (Ex):** Diplomacy becomes a class skill for the puppetmaster and they may add their charisma bonus to the DC of any Enchantment (Charm) spell they cast.

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2. **Best Friends (Ex):** Whenever a puppetmaster uses an Enchantment (Charm) spell to alter a creature's attitude that creature becomes helpful instead of friendly and does not receive the +5 bonus when attacked by the puppetmaster's allies.
3. **Demanding Master (Ex):** Gains the ability to cast *enthrall* as a 2nd level arcane spell and ignores up to 4 points of racial saving bonus against enchantment spells or effects.
4. **Persuading Voice (Ex):** Gains +8 bonus to all opposed Charisma checks to convince charmed creatures to do anything it wouldn't ordinarily do (see Players Handbook page 209 for details).
5. **Easy Request (Ex):** The puppetmaster casts charm monster, mass charm monster, and symbol of persuasion spells as though one spell level lower.

Path of the Miragecrafter: Focused on glamers and deceptions a miragecrafter will make the imaginary live and corporeal vanish.

1. **Keen Sight (Ex):** Miragecrafters add their Intelligence modifier on all Will saving throws against illusions.
2. **Vanish (Ex):** *Invisibility* and similar spells are treated as though extended at no extra essentia cost.
3. **Imagine (Ex):** The miragecrafter gains 1st level illusion(glamer) spells as spell-like abilities usable at will.
4. **Lasting Images (Su):** When an illusion spell ends because the miragecrafter stops concentrating on it the spell lasts 3 more rounds before fading away.
5. **True Illusions (Ex):** Illusion spells cast by the miragecrafter are no longer discerned by true seeing or detect magic and are quasi-real as though cast with the shadow conjuration spell.

Path of the Dark Master: These potent necromancers focus on the creation and control of undead creatures.

1. **Company of the Dead (Ex):** The dark master gains a +4 bonus on saving throws against disease and a +2 bonus to all Diplomacy, Bluff, Intimidate, and Sense Motive checks made when dealing with intelligent undead. He also casts animate dead as though it were a 3rd level spell.
2. **Iron Fist of Will (Ex):** A dark master controls undead as though 4 levels higher and casts animate dead as a close range spell rather than touch range.
3. **Lord of the Dead (Ex):** All undead created by a dark master fall automatically under their control, unless that would make them control more undead than they can. The number of undead under control raises from 4 times caster level to 5 times caster level.
4. **Cheap Animation (Ex):** Any material component of an undead-creating spell less than 250gp is ignored, if greater it is reduced by 250gp.
5. **Greater Animation (Ex):** Undead created or summoned by a dark master gain +1 hit point per Hit Dice, +2 turn resistance, and +1 on attack and damage rolls.

Path of the Shaper: Shapers are master of form altering combat both in and out of magic.

1. **Winds of Change (Ex):** DC of form altering spells cast gains +4 bonus.
2. **Extended Magic (Ex):** Any transmutation spell with a duration of other than instantaneous or permanent is treated as if Extend Spell had been applied at no extra essentia cost.
3. **Feet of Clay (Ex):** All form altering spells of the transmutation school are cast as though 1 level lower. Examples (*enlarge/reduce person, alter self, gaseous form, polymorph, baleful polymorph, disintegrate, flesh to stone/stone to flesh, iron body, polymorph any object, shapechange*).
4. **Mutable Form (Su):** Gains *alter self* as an at will supernatural ability.
5. **Lasting Change (Ex):** Form altering spells the shaper cast upon themselves are treated as though Persistent at no extra essentia cost.

Path of the Familiarist: These spellcasters explore the very limits of the familiar bond and gain special benefits from it as well.

1. **Improved Link (Ex):** Familiarists suffer no ill effects when their familiars die, and the bonus granted by one familiar doubles.
2. **Extra Familiar (Ex):** The familiarist gains the ability to call a second familiar, it does not have to be the same kind as the first.
3. **Distant Sharing (Su):** The share spells familiar ability extends to a distance of 100 feet.
4. **Call Familiar (Su):** The familiarist can summoner their familiars from up to one mile away, as a full-round action that requires concentration and provokes an attack of opportunity. The familiar appears in the master's square or any adjacent square.

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5. **Paragon Familiar (Ex):** Familiars gain a +2 bonus on attack and damage rolls, saving throws, and skill checks, and their Spell Resistance increases by +4.

Path of the Metamage: These spellcasters dedicate themselves to the pursuit of magic-altering techniques. Their spells are often changed in nearly unrecognizable ways from the standard version.

1. **Metamagic Mastery 1 (Ex):** Gain one metamagic feat as a bonus feat. Choose any one metamagic feat and reduce its essentia cost by 1.
2. **Metamagic Mastery 2 (Ex):** Gain one metamagic feat as a bonus feat. Choose any one metamagic feat not already affected and reduce its essentia cost by 1.
3. **Metamagic Mastery 3 (Ex):** Gain one metamagic feat as a bonus feat. Choose any one metamagic feat not already affected and reduce its essentia cost by 1.
4. **Metamagic Mastery 4 (Ex):** Gain one metamagic feat as a bonus feat. Choose any one metamagic feat not already affected and reduce its essentia cost by 1.
5. **Metamagic Supremacy (Ex):** All metamagic feats whether previously reduced in cost via Metamagic Mastery or not are reduced in cost a further 1 essentia point.

Bonus Feats: At 6th, 10th, 14th, 18th, and 20th level an arcanist gains a bonus feat. At each opportunity they can choose a metamagic feat, item creation feat, or any other spellcaster feat. The arcanist must still meet all prerequisites for a bonus feat, including caster level minimums.