

Red Mage

The Red Mage

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Red Mage is a jack of all trades, even more so than a bard or ranger. He is an average spellcaster and an average fighter. The downside comes mainly with what Red Mages have to do to keep up with their spells and feats.

Adventures: A Red Mage has adventuring in his blood. Most Red Mages seek long time companions for their journeys. However, patience is required of this companion, because of the time that it takes for a Red Mage to maintain his class.

Characteristics: A Red Mage can choose to accelerate at virtually anything he wants. However, he will not be the best at it. (e.g. he can be a good warrior however, he still won't be as good as a fighter) Keeping this in mind Red Mages make good support and secondary fighters.

Religion: Red mages have no chief god they worship. Most worship Palor, god of the sun out of convenience.

Background: Red mages are your average achiever as an adventurer. They are not great at any one thing. As such most of the people seeking fame and glory are drawn away from the job. However, those who become adventurers for other reasons are drawn to the job because of its versatility.

Races: No single race is better than another as a Red Mage. The one that is probably best suited would be human simply because they have the ability to learn things faster, and that is very much a requirement in this job.

Game Rule Information

Alignment: Any is acceptable however Neutral alignments are the most common.

Hit Die: D6

They are not relevant just do not mention.]

Class Skills

The Red Mage class skills (and the key ability for each skill) are Appraise(Int), Balance(Dex), Climb(Str), Concentration(Con), Decipher Script(Int), Heal(Wis), Knowledge(arcane)(Int), Speak Language(Int), Spell Craft(Int), and Tumble(Dex)

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

Skill Points at each additional Level: 4 + Int modifier

Class Features

All of the following are class features of the Red Mage

Weapon and Armour Proficiency: A Red Mage is proficient with Simple and Martial weapons. A Red Mage is proficient with Light armor and Shields (except tower shield)

Reduced Spell Failure: At Level 1 the Red Mage gains the ability Reduced Spell Failure. Reduced Spell failure reduces the Arcane spell failure of the Red Mage to half of its normal value.

Bonus Feats: At level 3 and every 3 thereafter the Red Mage gains a bonus feat. He/She may choose a feat from this list: Armor Proficiency(Heavy), Combat Casting, Combat Reflexes, Combat Expertise, Dodge, Eschew Materials, Improved Counter Spell, Improved Critical, Improved Initiative, lightning reflexes, Magical Aptitude, Mounted Combat, Point Blank Shot, Power Attack, Cleave, Quick Draw, Rapid Reload, Tower Shield Proficiency, Spell Focus, Greater Spell Focus, Spell Penetration, Greater Spell Penetration, Toughness, Weapon finesse, Weapon focus, Brew Potion, Craft Magic Arms and Armor, Craft Rod, Craft Staff, Craft Wand, Craft Wondrous Item, Forge Ring, Scribe Scroll, Empower Spell, Enlarge Spell, Extend Spell, Heighten Spell, Maximize Spell, Quicken Spell, Silent Spell, Still Spell, and Widen Spell.

Learning Spells: Red Mages don't naturally learn spells. They can learn spells from any scroll or spellcaster. To learn spells from a scroll you need to obtain a scroll the scroll (obviously), and make a DC 15 + spell level Spell Craft check. If you succeed you get to add the spell to your spell book, the spell disappears from the scroll. If you fail the spell remains on the scroll and you don't learn the spell, you can't retry the same spell till your Spell Craft skill increases

You may also learn a spell from another spellcaster (this usually costs money, costs more if you go to a Wizard or Sorcerer). To do this you must make a DC 10 + spell level Spell Craft check. If you succeed you get to add the spell to your spell book. If you fail you don't learn the spell, you can't retry the same spell till your Spell Craft skill increases.

Alternatively you can also study to try to learn the way an existing spell works or create a new spell. Some Red Mages might seek out group study instead of independently. If that's the case add the maximum spell level of all members, otherwise use your total caster level. Then you need to make a DC 30 – Caster Level (or Total Maximum spell level).

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Table The Red Mage

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	1	0	1	2	Reduced Spell Failure
2	2	0	2	3	
3	3	1	2	3	Bonus Feat
4	4	1	3	4	
5	5	1	3	4	
6	6 \ 1	2	3	5	Bonus Feat
7	7 \ 2	2	4	5	
8	8 \ 3	2	4	6	
9	9 \ 4	3	5	6	Bonus Feat
10	10 \ 5	3	5	7	
11	11 \ 6 \ 1	3	5	7	
12	12 \ 7 \ 2	4	6	8	Bonus Feat
13	13 \ 8 \ 3	4	6	8	
14	14 \ 9 \ 4	4	7	9	
15	15 \ 10 \ 5	5	7	9	Bonus Feat
16	16 \ 11 \ 6 \ 1	5	7	10	
17	17 \ 12 \ 7 \ 2	5	8	10	
18	18 \ 13 \ 8 \ 3	6	8	11	Bonus Feat
19	19 \ 14 \ 9 \ 4	6	9	11	
20	20 \ 15 \ 10 \ 5	6	9	12	

Table The [Class Name] Spells Per Day

Class Level	Spells per Day								
	1 st	2 nd	3 rd	4 th	5 th	6 th	7 th	8 th	9 th
1	2	-	-	-	-	-	-	-	-
2	3	1	-	-	-	-	-	-	-
3	3	1	-	-	-	-	-	-	-
4	3	2	1	-	-	-	-	-	-
5	3	2	1	-	-	-	-	-	-
6	3	3	2	1	-	-	-	-	-
7	3	3	2	1	-	-	-	-	-
8	3	3	3	2	-	-	-	-	-
9	3	3	3	2	1	-	-	-	-
10	3	3	3	3	1	-	-	-	-
11	3	3	3	3	2	-	-	-	-
12	3	3	3	3	2	1	-	-	-
13	3	3	3	3	3	1	-	-	-
14	3	3	3	3	3	2	1	-	-
15	3	3	3	3	3	2	1	-	-
16	3	3	3	3	3	2	2	1	-
17	3	3	3	3	3	2	2	1	-
18	3	3	3	3	3	3	2	2	1
19	3	3	3	3	3	3	3	2	2
20	3	3	3	3	3	3	3	3	3

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