

War sorcerer class.

The Charvin shun heavy armor, and prefer speed and skill—and have created a new way of battle that merges magic and skill, speed and sorcery. Their war sorcerer does not use magic to fireball her enemies, but to enhance her own speed, strength and power.

Occasionally other species become war sorcerers, although it is not nearly as common as it is among the Charvin. Most often, such sorcerers are individuals with draconic blood in them who are also enamored of the thrill of combat. They can find easy employment as bodyguards, spies, or assassins...to say nothing of the possibilities for individual gain.

Characteristics:

The War sorcerer is proficient with all simple and martial weapons, and skilled at combat. His ability to use magery, not to attack others, but to enhance his own abilities, and the capability to link with a chosen weapon, make him especially dangerous in settings where magic weapons are hard to come by.

Religion: Most Charvin War Sorcerers follow the First Warrior, Nalana. Non-Charvin who become War sorcerers may follow any god, as the nature of the class is not tied to any given alignment or philosophy.

Alignment: Any. The most common alignment for war sorcerers is neutral, but every type can be found, from near saints to fiendish brigands and killers.

Background: War sorcerers are a vital part of the Charvin, and have dedicated schools and sisterhoods. Among other species, war sorcerers are often loners, neither fish nor fowl, although they often find employment as soldiers for mystic organizations, bringing a strong arm to their brethrens sorcerous might.

Other classes: War sorcerers are independent sorts, able to make their way among any group. They often find themselves used as generalists in a party, rather than playing any set role. Among the other classes, war sorcerers find sorcerers and wizards very amiable traveling companions, as they can use their own magic to launch attacks on the enemy, while the war sorcerer engages them hand to hand.

Game information

War sorcerers have the following game abilities:

Abilities: Strength, Dexterity and Charisma are all important stats to the war sorcerer, as they impact her primary abilities. Constitution can be an effective way to keep from dying, as it increases the number of hit points possessed by the war sorcerer.

If the class has any great disadvantage, it is the fact that it has several characteristics that must be above average, as opposed to one or two.

Alignment: Any.

Hit Die: D8.

Class skills:

The War sorcerer's class skills are the following:

Climb, Concentration, Craft, Handle Animal, Jump, Knowledge (arcane), Ride, Swim.

Special abilities:

Bonded Weapon:

War sorcerers can establish a mystical bond with a single weapon, chosen at first level. This weapon must be a melee type, and its type cannot normally be changed after the initial choice. Many such weapons become heirlooms, handed down from mother to daughter, and this association with the family makes it easier to bond them.

At first level the character gets a bonded weapon for "Free". Should he or she lose it, and need to replace it, or desire to use another type of weapon, she must pay 250 XP \* current level in experience points. This also breaks the bond with any previously bonded weapon, as the character can only have one at a time. If the weapon is one that has been in his family, and held by another individual who bonded it, the bond can be recreated for only 150 XP \* his current level, explaining why so many war sorcerers keep their parents weapons.

The benefits are the following:

1. the weapon has a +1 magical bonus for every four levels in the War Sorcerer class, to a maximum of +5.
2. The weapon counts as a magic weapon for purposes of damage, and being broken, although no other being can gain any benefit from wielding it.
3. For purposes of spells with a range of touch, a successful hit by a bonded weapon counts as a successful touch. Such a spell can be cast and held ready for such an attack for one round per level of the war sorcerer. More than one spell cannot be held in this way—if the war sorcerer wishes to ready another spell for attack, he loses any previously held ones.

Combat Casting:

The war sorcerer gets the combat casting feat for free at first level.

Armor proficiency:

The war sorcerer has trained extensively in using light and medium armor during combat. He can deduct the number given behind his armor proficiency from any spell

failure chance due to armor. Note that only the highest level applies—they are not cumulative.

**Bonus Feat:** The war sorcerer may choose a bonus feat from those bonus feats permitted fighters under the description for fighters.

**Reflex Spell:**

Because of their extensive training in combat, War sorcerers are very skilled at using magic in the chaos of combat, which allows them to cast spells with only a quick thought and gesture. Reflexive spell permits the war sorcerer to cast spells of the given level as quickened spells, with no adjustment to their level. However, this ability is limited. The spell may **ONLY** affect the war sorcerer. Spells with a range of touch are not permitted. (balance note—even brief playtesting revealed that allowing this ability to have a range of touch led to all sorts of problems, especially when combined with the bonded weapon).

**Committed spell:**

The war sorcerer eventually learns how to take his mystic energy and commit it, binding it to his body for a variety of effects. By taking the energy and binding it to his body, the war sorcerer makes these effects innate to his body, requiring no casting, or even attention, until such a time as the sorcerer decides to change the effect.

Committed Spell I allows the use of level one and two spells, II permits the use of level 3 and 4 spells and III permits the use of level five and six spells. Note that cantrips are too weak to be used by this ability.

Committing a spell requires a weeks ritual, during which the sorcerer must spend at least six hours a day resting and meditating . In addition, an experience point cost equal to the level of the committed spell slot \* 100 must be paid. At the end of the period, one of the spells per day of the chosen level is no longer available, as it is now “locked” into powering the ability. A war sorcerer may have no more than ¼ his class level in committed spell abilities, (not in spell levels locked).

Should he desire to change the ability, he may simply make a note of it. He immediately loses the special ability, and the spell slot becomes usable in one week. Note that should he desire to “exchange” abilities, he will either have to wait a week, or start committing *another* spell slot of the same level, as during the week after his decision to abandon the ability, the spell slot cannot be used for any purpose.

At levels 10, 12, 14, 16, 18, and twenty, the war sorcerer gains a new committed spell ability.

**Greater bonding:**

The war sorcerer gains the ability to enhance his bonded weapon with special abilities. He may add up to +4 in special abilities (not to hit bonus). The procedure requires one week of meditation, and labor, and costs 500 XP per +1 bonus equivalent. While the war sorcerer can add *new* abilities piecemeal, the total bonus equivalent for any special ability must be paid for at once—thus, attempting to add a +2 bonus equivalent ability would cost 1000 XP and take two weeks. Every day, the war sorcerer must spend at least eight hours in exercise and meditation—failing to do this wastes the time, though the XP is paid for only after a successful bonding.

With the GM's approval, all special abilities for melee weapons are permissible for the greater bonding ritual. However, Lawful, Chaotic, Good or Evil special qualities may only be added to a weapon wielded by a war sorcerer who shares that alignment component .

#### Mage Warrior:

At 20<sup>th</sup> level, the war sorcerer's body flows with magical energy. She gains SR of her level + 10. In addition, no natural illnesses can affect the war sorcerer.

Level	BAB	Fort Save	Ref Save	Will Save	Special	Spells per day						
						0	1	2	3	4	5	6
1	+1	2	0	0	Bonded weapon, Reflex spell 0.	2	-	-	-	-	-	-
2	+2	3	0	0	Combat casting	3	0	0	-	-	-	-
3	+3	3	1	1	Bonus Feat	3	1	0	-	-	-	-
4	+4	4	1	1	Armor proficiency I (-10)	3	2	1	-	-	-	-
5	+5	4	1	1	Reflex spell. I	3	3	2	-	-	-	-
6	+6/+1	5	2	2	Committed spell 0	3	3	2	-	-	-	-
7	+7/+2	5	2	2	Bonus feat	3	3	3	0	-	-	-
8	+8/+3	6	2	2	Armor proficiency II (-15).	3	3	3	1	-	-	-
9	+9/+4	6	3	3	Reflex Spell II.	3	3	3	2	-	-	-
10	+10/+5	7	3	3	Committed spell I	3	3	3	2	0	-	-
11	+11/+6/+1	7	3	3	Bonus feat	3	3	3	3	1	-	-
12	+12/+7/+2	8	4	4	Armor proficiency III (-20).	3	3	3	3	2	-	-
13	+13/+8/+3	8	4	4	Reflex spell III	3	3	3	3	2	0	-
14	+14/+9/+4	9	4	4	Committed spell II	4	3	3	3	3	1	-
15	+15/+10/+5	9	5	5	Bonus Feat	4	4	3	3	3	2	0
16	+16/+11/+6/+1	10	5	5	Greater Bonding	4	4	4	3	3	2	1
17	+17/+12/+7/+2	10	5	5		4	4	4	4	3	3	2

18	+18/+13/+8/+3	11	6	6	Committed spell III	4	4	4	4	4	3	3
19	+19/+14/+9/+4	11	6	6	Bonus Feat	4	4	4	4	4	4	
20	+20/+14/+10/+5	12	6	6	Mage Warrior.	4	4	4	4	4	4	4

Level	Spells known.						
	0	1	2	3	4	5	6
1	4	-	-	-	-	-	-
2	5	2	0	-	-	-	-
3	6	3	0		-	-	-
4	6	3	1	-	-	-	-
5	6	4	2	-	-	-	-
6	6	4	2	-	-	-	-
7	6	4	3	0	-	-	-
8	6	4	3	1	-	-	-
9	6	4	3	2	-	-	-
10	6	4	3	2	0	-	-
11	6	4	3	3	1	-	-
12	6	4	3	3	2	-	-
13	6	4	3	3	2	0	-
14	6	4	3	3	3	1	-
15	6	4	3	3	3	2	0
16	6	5	4	3	3	2	1
17	6	5	4	4	3	3	2
18	6	5	4	4	4	3	3
19	6	5	4	4	4	4	4
20	6	5	4	4	4	4	4

Spell lists:

Level 0

Level 1

Endure elements, Protection from Chaos/Evil/Good/Law, Shield, Mage Armor, Obscuring Mist. True Strike, Chill Touch, Expeditious Retreat, Feather Fall, Jump, Shocking grasp.

Level 2

Protection from Arrows, Detect Thoughts, See Invisibility, Daylight, Darkness, Blur, Hypnotic Pattern, invisibility, Bull's Strength, Cat's Grace, Darkvision, Endurance, Knock,.

### Level 3

Nondetection, Protection from Elements, displacement, Blink, Fly, Gaseous Form, Haste, Keen Edge, Water Breathing.

### Level 4

Stoneskin, Fire Shield, Shout, Polymorph Self, dimension door. Immovability +, Dissolving touch +,

### Level 5

Teleport, Adamant Grasp +, Adapt Body +, Improved biofeedback, + *weapon pierce*, *Deadly slice*.

### Level 6

Repulsion, Shield of Prudence +, Ability boost \*, Bloodblade\*. *See the enemy*, *Arrow Storm*. *Weapon of terror*. *Dancing Teleport*.

\* are from Unearthed Arcana

+ from psionics handbook

*italicized* spells are new creations.

### Committed spells:

Levels 1-6.

### Mechanics:

Each committed spell effect is a spell like power that is energized by the semi-permanent committing of one spell slot. Multiple spell slots cannot be used to power a committed spell effect, so you couldn't use two, second level spell slots to power a level four effect. In addition, when being used to power the effect, the committed spell slot is completely unavailable for any use whatsoever.

Each committed power has the following description block:

Power name:

Spell slot level: The level of the effect—and the level of the spell slot that must be given up for it.

Duration: how long any given use of the effect will last. “Continuous”, means that the effect is innate and does not need to be invoked. 1/round means that the power may be invoked once a round, as many times as desired. X/day means that the power may be invoked the number of times given for every 24 hour period. Note that if a

power's duration is given in terms of minutes, then any use of the power expends at least one minute of its daily duration.

Description: What the power does.

Note that spell slot abilities are not cumulative—should a war sorcerer have two slots for the same type of ability, only the highest bonus applies. In addition, spell slot abilities are considered “Below” abilities conferred by spells, so the spell takes action first. As an example, Armor of Iron would come into effect only *after* a stonewall spell had come into play.

Spell slots concentrate on increasing innate abilities, rather than granting spell like abilities, although that also occurs. Stats, movement, combat abilities, defensive abilities, all get charged.

General Spell slot abilities:

These abilities are the same in effect, with different levels giving different degrees of power. As such, they only have one entry.

Muscles of the bull:

Spell slot level: 1-6

Duration: Continuous

Description: The war sorcerer commits a spell, and gains the spells level + 1/5 his class level, in strength bonus. This is a continuous effect, but does not stack with any other form of magical strength increase.

Armor of iron

Spell slot level: 1-6

Duration: Continuous

Description: This ability provides a DR of  $(2 * \text{committed spell level}) / +1$  at all times. So long as the spell is committed, the war sorcerer benefits from this, even when asleep or unconscious. Note that its protection does NOT stack with any spells that add to DR, so simply take the highest number. In addition, the plus required to defeat the protection also increases, at a ratio of  $1/4^{\text{th}}$  the class level, so a 20<sup>th</sup> level War sorcerer who had committed a sixth level spell would enjoy a DR of  $12/+5$

Level 1

Night sight.

Duration: Continuous

Description:

Empowered by magic, the sorcerer can see in the darkest night like most can in the day time. Alternately, those species that are hampered in bright light may filter out the harmful rays, and be able to see without difficulty. In game terms, this gives him darkvision. If the species already enjoys darkvision, the committed power does nothing for him.

Undoing the bonds

Duration: 1 day/ 3 levels.

Description:

The war sorcerer commits a spell and gains a great dexterity to her hands, becoming easily able to slip out of bonds or ties. The sorcerer can automatically slip out of any non-magical bonds, and gains a +5 at any attempt to slip out of magical bonds, if they permit attempts at escape. The ability will not work against paralyzation or other methods to completely immobilize the sorcerer.

Gauging the strength.

Duration: Continuous.

Description: The war sorcerer becomes capable of judging an enemies strength and combat abilities by watching him. If the sorcerer takes a partial action, she may see the enemies level and power in relation to her own. The GM could simply give a level number, or could describe it as somewhat more powerful, or less powerful. This committed power obviously requires that the GM not simply give the level and power level of npc's as a matter of course to other players.

Mirror Eyes:

Duration: continuous

Description:

The war sorcerer gains a +2 to her saving throw vs. any type of gaze attack.

Mystic Leap:

Duration: Continuous

Description: The war sorcerer gains the ability to leap far further than most other beings can. The distance of her leaps are doubled.

## Level 2

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Veiled body.

Duration: 10 minutes/level per day.

Description:

The war sorcerer gains an ability to pass unseen. Not precisely invisibility, the power could be better described as unnoticability. People see the sorcerer, they just don't register it. This grants a +10 on any hide checks, and in addition forces a wisdom saving throw on any observer who is trying to come up with a detailed description of the sorcerer. Those who fail only have a vague impressions—what sex, race and general height the sorcerer was, but nothing else.

Unlike most uses of the hide skill, this can be used in broad daylight in a crowd—again, it's not staying unseen, but being unnoticed. Should the war sorcerer do something dramatic, including but not limited to, attacking someone else, the ability is dispelled and cannot be re-used for thirty minutes.

See magic.

Duration: continuous.

Description:

Like the detect magic ability, only continuous, the war sorcerer can easily see the ebb and flow of magical power within a 30 foot radius. This power acts in all ways like the *detect magic* spell, save that it is continuous and innate.

Hammer blow

Duration: 1 per day/ 4 levels.

Description:

Focusing his magical power, the war sorcerer strikes more like a battering ram than a mortal. Be it by his fist, or his sword armor and flesh crumple before him. His damage is increased by +1d8+1 per level, up to 1d8+12. The war sorcerer must declare he is using this power before he makes his to hit roll. A miss does not expend the power, but the first hit will count as a use. If the war sorcerer decides not to use his power after declaring he will, it also counts as one use.

Babel's cure:

Duration: continuous

Description:

The war sorcerer can use a minor form of telepathy, allowing her to understand any spoken speech by a sentient. Undead and constructs cannot be communicated with in this manner. The war sorcerer cannot read any thoughts of the other—this just permits communication. In addition, it does nothing for comprehension—should the being have a radically different psychology, the war sorcerer may be unable to make any sense of the communication.

Confusing tracks:

Duration: Continuous.

Description:

The war sorcerer's tracks keep changing, sometimes slightly, and some times becoming something completely different. Any attempts at tracking the war sorcerer suffer a DC penalty as if the war sorcerer was two size classes smaller than it's true size. Tiny creatures impose a +6 penalty.

Infuse arrow.

Duration: special.

Description:

The war sorcerer can utilize her spell slots to create "magic" arrows. Every level can add +1 to the arrow, turning it into a magic weapon. Adding multiple spell levels increases the bonus by +1 per spell level, to a maximum of +3. The magic bonus lasts until the arrow is used or for ten minutes. All spell levels must be used at once—if a war sorcerer uses a third level spell, he can have one +3 arrow, three +1's or one +1 and one +2 arrows—any unused spell levels are lost, and cannot be saved until later.

This ability cannot be used on a magical arrow of any type, even if the magic does not confer bonuses to hit. It does, however, stack when fired from a magic bow.

Level 3:

Supple form.

Duration: 1/3 class levels per day.

Description: "Dancing between the raindrops" is an apt phrase to use for this power, as the war sorcerer moves in a fluid dance, nearly impossible to hit or grapple. The war sorcerer can easily dodge enemies as he dashes past them. The war sorcerer may utilize this power to move for a single round without provoking attacks of opportunity. Note that he cannot cast spells that normally provoke such attacks and avoid them by using this power.

Fiery weapon.

Duration: Ten minutes/level per day. The ability may only be used in ten minute increments, so if the sorcerer drops the effect before then, it is still counted as if the sword had been maintained for the full ten minutes.

Description: Channeling her might through her weapon, the war sorcerer gains the ability to unleash mystic fire on it, to illuminate and cleanse her enemies with fire. The war sorcerer's weapon blazes with eldritch flames, doing 1d8+1/class level, to a maximum of 1d8+20. This fire is considered magic, although it confers no bonus to hit. It may be used with the sorcerer's bonded weapon.

Walk on water

Duration: continuous

Description:

Or mud, or quicksand, or a paper thin covering over a trap. The War sorcerer can walk on any surface, no matter how insubstantial, although she cannot use this to walk on *air*—a crevasse would remain an obstacle. She will not trigger pressure sensitive traps, or crash through covered pit tops. However, environmental conditions still apply—the war sorcerer can walk on *top* of molten lava, but she'd better have some protection handy.

Level 4

Flight

Duration: 20 minutes/level.

Description:

Like the 3<sup>rd</sup> level spell, only this ability is innate, making the War sorcerer capable of fighting in all three dimensions.

The breathless warrior

Duration: continuous

Description:

The war sorcerer no longer needs to breathe, becoming immune to any attack that depends on inhalation, and being able to operate underwater without troubling for a source of air. Note that some breath attacks, such as acid or fire, will continue to harm the war sorcerer—only those attacks that require inhalation to cause damage are blocked.

Endless arrows:

Duration: continuous

Description:

The war sorcerer does not need to store arrows, as this power creates a new arrow (or bolt, or sling bullet), when ever needed. The arrow is completely normal in all respects, except that it will vanish if fired into a zone of anti-magic. Only one arrow at a time is created, and the fired arrow vanishes upon wounding or missing the target.

Winds of deflection

Whenever a ranged weapon (not a spell) is unleashed upon the war sorcerer, the very wind seems to pluck it from the air and fling it aside, shielding the sorcerer. The War sorcerer gains a +4 AC bonus against any ranged weapon attack.

Infusing the healing power of magic.

Duration: special.

Description:

The war sorcerer gains the ability to use her spells to heal herself. For every spell level she sacrifices, she can heal 1d4+ her charisma bonus, of points of damage. Once fully healed, any extra points are lost. Note that the war sorcerer must use *all* levels in any spell slot sacrificed—he could not use a sixth level slot to heal 4d4 points of damage, and then use the remaining levels to fuel a second level spell.

Hidden weapon:

Duration: continuous

Description:

The war sorcerer may keep her bonded weapon in a pocket of no space, and call it to hand with a free action. This power works anywhere except in a region of anti-magic, and no other being can take the weapon when it is in storage. This is a favorite of war sorcerers who are in the business of espionage.

#### Level 5

Weapon breaker

Duration: 1 day/ 3 levels.

Description:

By infusing his power into his weapon, the war sorcerer can shatter enemy weapons with a simple strike. For a single round, any non-magical weapon struck by the sorcerer must save v. magic or be shattered. This power does not effect magic weapons.

(at this level, most enemies will have some form of magic weapon, but this is still very useful in wading through hordes of lower level mooks.).

Fiery cloak.

Duration: 10 minutes/ 3 levels.

Description:

A moments concentration, and the war sorcerer seems bathed in dark fire, whipping about his body. The fire has several effects—it gives a +2 to any saves against cold attacks, and also gives a +1 to the war sorcerers AC. In addition, any being attempting to grapple with the war sorcerer, or attacking with any body parts receives 1d4 points of fire damage per level of the sorcerer, up to 16d4.

## Level 6.

Body of steel.

Duration: once per day. The duration is one minute per level.

Description:

The war sorcerer transforms her body into a form of supple steel. Arrows, swords and maces alike are nearly useless against the deadly form. In addition, the war sorcerer gains greater strength to go with her greater endurance. She gains 20/+5 DR, immunity to fire, cold and any attack that requires her to breathe, +8 to her strength And a SR of 10+ her level. Her hand to hand attacks do lethal damage, if she chooses not to use her bonded weapon.

This power is extremely draining, however—the war sorcerer is *stunned* upon reverting (whether voluntarily or due to the end of the duration) and loses ½ of her current hit points as temporary damage. In addition, the steel matrix makes it impossible to cast spells during this time, although committed spell powers may still be used.

Finally, should the war sorcerer have other protections or strength enhancing powers, only the most powerful counts—the bonuses do not stack.

Anti-magic shield.

Duration: 1 min/level.

Description:

The war sorcerer creates an anti-magic field that conforms to her body and gear. She cannot be affected by any magic spell targeted on her. However, during this period, she cannot *use* any other spell or committed ability, and her bonded weapon loses any magical benefits.

Note that this does not protect from the indirect effects of magic—just those spells targeted directly on the war sorcerer.