

The Warrior-mage

Warrior-mages are in the pursuit of an elusive ideal: blending magical and martial excellence into a single, coherent whole. Armed with both sword and spell, an experienced warrior-mage can be an unpredictable and dangerous foe.

Adventures: Most warrior-mages are drawn to adventure, and for a variety of reasons. Like wizards, warrior-mages tend to have a natural curiosity: they seek to uncover the secrets of lost civilizations, forbidden arcana, or rare objects of power. They train extensively for combat, and battle thrills them as a result: warrior-mages love to gird themselves with sword and spell and overcome dangerous adversaries and foul beasts.

Characteristics: Warrior-mages are a sort of hybrid class that combines the traits of the fighter and the wizard. They are trained combatants, and acquire combat techniques slightly less quickly than fighters do. Focusing more or less exclusively on combat magic, warrior-mages use spells to heighten their battle skills, defend against magical opponents, or attack opponents in situations where conventional weapons are less effective. Moreover, warrior-mages have devote special attention to enabling their disparate arts to function in concert, learning to casting spells while armored and magically enhancing weapon attacks.

Religion: Perhaps unsurprisingly, warrior-mages tend to worship gods that emphasize combat, magic, or both: Boccob is especially common, as is Kord. Elven warrior-mages revere Correlon Larethian as an ideal almost unanimously.

Background: In general, warrior-mages are trained in small, elite schools, lodges, or guilds, each with extensive traditions and a focus on a particular weapon. Students are generally sent to a warrior-mage school at an early age (generally, early adolescence). Many warrior-mage schools associate an animal with their favored weapon (a serpent might represent the spiked chain, or a tiger or other hunting cat the longsword) and include representations of their chosen animal on flags, clothing, and the like. Warrior-mages trained in such guilds take their affiliation seriously: a guild background means that a warrior-mage will have a close allies and, perhaps, fierce enemies, for the course of his career.

Races: The plurality of warrior-mages are human, as a result of both the race's large population and its adaptability, which lends itself to professions that draw on multiple disciplines. Some believe that elves were the first warrior-mages, and the elves make up a relatively high proportion of the profession to this day. Warrior-mage still holds a relatively high place in elven culture, and a particular school of elven warrior-mages, who call themselves "bladesingers" after the traditional fencing style they practice, are especially famous. Many other warrior-mages are half-elves, who draw upon either human or elven traditions in the class. Quick and skillful halfling warrior-mages are not unknown, nor are clever gnomish ones who rely especially on tricks and illusions in battle. Dwarves rarely become warrior-mages, and half-orcs almost never do.

Classes: Warrior-mages are valued in an adventuring party for their power and versatility, and tend to get along reasonably well with most classes. At times, members of subtler classes like assassins, bards, monks, or rogues consider a warrior-mages flashy combat spells to be more trouble than they're worth.

Game Rule Information

Warrior-mages have the following game statistics.

Abilities: Warrior-mages combine combat skill with arcane spellcasting ability, so they value both Strength and Intelligence a great deal. Warrior-mages also need Constitution in order to survive in close combat, and Dexterity, as their spells prevent them from wearing the heaviest armor.

Alignment: Any.

Hit Die: d8

Weapon and Armor Proficiency: Warrior-mages are proficient with all simple and martial weapons, light armor, medium armor, and shields.

Class Skills

The warrior-mage's class skills (and the key ability for each skill) are Alchemy (Int), Concentration (Con), Climb (Str), Craft (Int), Handle Animal (Cha), Knowledge (arcana) (Int), Jump (Str), Profession (Wis), Ride (Dex), Scry (Int, exclusive skill), Swim (Str), and Spellcraft (Int). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

TABLE: THE WARRIOR-MAGE

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special Abilities	0th	1st	Spells Per Day 2nd	3rd	4th	5th	6th
1	+0	+2	+0	+2	Weapon weave, summon familiar	1	–	–	–	–	–	–
2	+1	+3	+0	+3	Bonus feat	2	–	–	–	–	–	–
3	+2	+3	+1	+3		2	0	–	–	–	–	–
4	+3	+4	+1	+4	Channel spell	2	1	–	–	–	–	–
5	+3	+4	+1	+4	Bonus feat	3	1	0	–	–	–	–
6	+4	+5	+2	+5		3	2	1	–	–	–	–
7	+5	+5	+2	+5		3	2	1	0	–	–	–
8	+6/+1	+6	+2	+6	Bonus feat	4	2	2	1	–	–	–
9	+6/+1	+6	+3	+6		4	3	2	2	–	–	–
10	+7/+2	+7	+3	+7		4	3	3	2	0	–	–
11	+8/+3	+7	+3	+7	Bonus feat	4	4	3	2	1	–	–
12	+9/+4	+8	+4	+8		4	4	3	3	2	–	–
13	+9/+4	+8	+4	+8		4	4	4	3	2	0	–
14	+10/+5	+9	+4	+9	Bonus feat	4	4	4	3	2	1	–
15	+11/+6/+1	+9	+5	+9		4	4	4	3	3	1	–
16	+12/+7/+2	+10	+5	+10		4	4	4	4	3	2	0
17	+12/+7/+2	+10	+5	+10	Bonus feat	4	4	4	4	3	2	1
18	+13/+8/+3	+11	+6	+11		4	4	4	4	4	3	2
19	+14/+9/+4	+11	+6	+11		4	4	4	4	4	3	3
20	+15/+10/+5	+12	+6	+12	Bonus feat	4	4	4	4	4	4	3

Class Features

The following are class features of the warrior-mage.

Spells: A warrior-mage casts arcane spells. She is limited to a certain number of spells of each spell level per day, according to her class level. A warrior-mage must prepare spells ahead of time by getting a good night's sleep and spending 1 hour studying her spellbook. While studying, the warrior-mage decides which spells to prepare. To learn, prepare, or cast a spell, a warrior-mage must have an Intelligence score of at least 10 + the spell's level. A warrior-mage's bonus spells are based on Intelligence. The Difficulty Class for saving throws against warrior-mage spells is 10 + the spell's level + the warrior-mage's Intelligence modifier.

Warrior-mages train to cast spells effectively in armor. All warrior-mage spells may be cast in light armor, or with any shield other than a tower shield, with no chance of arcane spell failure. Warrior-mages who take the Armored Arcana feat may also cast spells in medium armor with no chance of arcane spell failure.

Weapon Weave (Ex): First-level warrior-mages choose a single type of melee weapon to practice her art with. A warrior-mage gains three benefits with her chosen weapon, as follows.

- She gains the Weapon Focus feat with it.
- When holding this weapon, she can cast spells that require a somatic component even if she lacks a free hand.
- The warrior-mage may use the weapon to deliver touch spells. Treat a touch spell delivered through a weapon as any other touch spell, except for the fact that the warrior-mage can apply bonuses to attack rolls that she only gets from using the weapon (such as the weapon's enhancement bonus, or bonuses from Weapon Focus feat). The warrior-mage does not deal normal weapon damage when using her weapon in this way.

Summon Familiar: A first level warrior-mage may summon a familiar in the same manner as a wizard or sorcerer.

Bonus Feat: At 2nd level, and every three levels thereafter (5th, 8th, and so on), a warrior-mage gains a bonus feat. She may choose any feat from the fighter's list of available bonus feats, any metamagic feat, or the Armored Arcana, Combat Casting, or Improved Combat Casting feats.

Channel Spell: At 4th level, warrior-mages gain the ability to cast their spells through a weapon while they simultaneously attack with it. She must have the Weapon Focus feat with the weapon that she uses. This works much like a metamagic feat; warrior-mages must determine whether to prepare spells as channeled spells or not when preparing the rest of their spells. Any spell that specifies a creature can be prepared as a channeled spell. A channeled spell uses up a spell slot one level higher than the spell's actual level.

A warrior-mage may cast a channeled spell as part of a melee attack. Casting a channeled spell is not an action apart from the attack, and does not provoke an attack of opportunity. The warrior-mage must announce that she are channeling the spell before making her attack roll; if she misses, the channeled spell is wasted. A channeled spell targets the creature struck by her attack, which still gets a saving throw if the spell allows one. A warrior-mage may not cast more than one channeled spell per round, and she may not cast a

channeled spell in the same round that she casts a quickened one. The following special conditions apply:

- Channeled spells that require a touch attack or a ranged touch attack are assumed to automatically hit; they do not require a second attack roll.
- Even if a spell can target more than one creature, channeling it through an attack limits its effect to the single opponent struck.
- Spells that can strike a single target more than once, such as *magic missile* or *flame arrow*, can affect the opponent struck multiple times, as normal.
- Targeted spells that function over multiple attacks delivered over a period of time, such as *chill touch*, are applied to subsequent weapon attacks.
- Resolve the channeled spell after resolving the results of the melee attack. Thus, a channeled *charm person* takes effect after the attack ends and is not automatically ended by the attack that delivered it.
- If a warrior-mage with the Cleave feat deals enough damage with a melee attack to drop her target before resolving the effect of a channeled spell, she may choose for the channeled spell not to target the downed opponent but instead affect the target of the additional attack that she make using Cleave.

Warrior-mage Spell List

Warrior-mages choose their spells from the following list (see the *Player's Handbook* for spell descriptions):

0th level – Detect Magic, Detect Poison, Light, Mage Hand, Ray of Frost, Read Magic, Resistance,

1st level – Burning Hands, Chill Touch, Color Spray, Endure Elements, Enlarge, Expeditious Retreat, Feather Fall, Identify, Jump, Mage Armor, Magic Missile, Magic Weapon, Mount, Protection from Chaos/evil/good/law, Shield, Shocking Grasp, Sleep, Summon Monster I, True Strike

2nd level – Blur, Bull's Strength, Cat's Grace, Darkness, Darkvision, Daylight, Endurance, Invisibility, Levitate, Melf's Acid Arrow, Mirror Image, Protection from Arrows, Resist Elements, See Invisibility, Summon Monster II, Web

3rd level – Blink, Dispel Magic, Displacement, Fireball, Flame Arrow, Fly, Greater Magic Weapon, Haste, Hold Person, Keen Edge, Lightning Bolt, Magic Circle against Chaos/evil/good/law, Phantom Steed, Protection from Elements, Slow, Summon Monster III, Vampiric Touch, Wind Wall

4th level – Bestow Curse, Confusion, Dimension Door, Emotion, Enervation, Evard's Black Tentacles, Fear, Fire Shield, Ice Storm, Improved Invisibility, Minor Globe of Invulnerability, Otiluke's Resilient Sphere, Polymorph Self, Solid Fog, Shout, Stoneskin, Summon Monster IV, Wall of Fire, Wall of Ice

5th level – Bigby's Interposing Hand, Cloudkill, Cone of Cold, Dismissal, Hold Monster, Mass Haste, Passwall, Permanency, Prying Eyes, Summon Monster V, Telekinesis, Teleport, Tenser's Transformation, Wall of Force, Wall of Iron, Wall of Stone

6th level – Acid Fog, Antimagic Field, Bigby's Forceful Hand, Chain Lightning, Circle of Death, Contingency, Disintegrate, Flesh to Stone, Globe of Invulnerability, Greater Dispelling, Mislead, Mordenkainen's Sword, Summon Monster VI, Spell Turning, Stone to Flesh, True Seeing