

MYSTIC THEURGE

PRESTIGE CLASS

MYSTIC THEURGE

| Mystic Theurge Level | | Arcane Spellcaster Level | Divine Spellcaster Level |
|----------------------|--------------------------|--------------------------|--------------------------|
| 1 | <input type="checkbox"/> | +1 | +1 |
| 2 | <input type="checkbox"/> | +2 | +2 |
| 3 | <input type="checkbox"/> | +3 | +3 |
| 4 | <input type="checkbox"/> | +4 | +4 |
| 5 | <input type="checkbox"/> | +5 | +5 |
| 6 | <input type="checkbox"/> | +6 | +6 |
| 7 | <input type="checkbox"/> | +7 | +7 |
| 8 | <input type="checkbox"/> | +8 | +8 |
| 9 | <input type="checkbox"/> | +9 | +9 |
| 10 | <input type="checkbox"/> | +10 | +10 |

COMBINED SPELLS

Prepare and cast spells from any of your spellcasting classes using available slots from any other spellcasting class.

Spells prepared in this way take up a slot 1 level higher.

| Mystic Theurge Level | Spell Level | Effective Level |
|----------------------|-------------|-----------------|
| 1 | 1 | 2 |
| 3 | 2 | 3 |
| 5 | 3 | 4 |
| 7 | 4 | 5 |
| 9 | 5 | 6 |

Spells from a prepared casting class can only be case if they were prepared that day, even if being cast as a spontaneous caster.

SPELL SYNTHESIS

Once a day, cast two spells from different classes as a single action.

- Level 10 The two spells must have the same casting time.
- Any target affected by both spells takes a -2 penalty on saves made against each spell.
- +2 to caster level checks to overcome spell resistance.

