

# MYSTIC THEURGE

## PRESTIGEKLASSE

### MYSTIC THEURGE

| Mystic<br>Theurge<br>Level |                          | Arcane<br>Spellcaster<br>Level | Divine<br>Spellcaster<br>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<br>Theurge<br>Level | Spell<br>Level | Effektive<br>Stufe |
|----------------------------|----------------|--------------------|
| 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.

Stufe  
**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.

