pathfinder mage class

hit dice: d6

skill points per level: 3+int

class skills: appraise, craft, Knowledge(all), profession, spellcraft, use magic device

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| level | bab | fort | ref | will | special |
| 1 | 0 | 0 | 0 | 2 | Adaptive Caster, Mana Pool, Spells, Determination |
| 2 | 1 | 0 | 0 | 3 | Magical Defense |
| 3 | 1 | 1 | 1 | 3 | Magic Formulae |
| 4 | 2 | 1 | 1 | 4 | Magic Augmentation |
| 5 | 2 | 1 | 1 | 4 | Caster's Fugue |
| 6 | 3 | 2 | 2 | 5 | Magic Formulae |
| 7 | 3 | 2 | 2 | 5 |  |
| 8 | 4 | 2 | 2 | 6 | Magic Augmentation |
| 9 | 4 | 3 | 3 | 6 | Magic Formulae |
| 10 | 5 | 3 | 3 | 7 | Determination, Expanded Magic |
| 11 | 5 | 3 | 3 | 7 |  |
| 12 | 6 | 4 | 4 | 8 | Magic Formulae, Magic Augmentation |
| 13 | 6 | 4 | 4 | 8 |  |
| 14 | 7 | 4 | 4 | 9 |  |
| 15 | 7 | 5 | 5 | 9 | Magic Formulae |
| 16 | 8 | 5 | 5 | 10 | Magic Augmentation |
| 17 | 8 | 5 | 5 | 10 |  |
| 18 | 9 | 6 | 6 | 11 | Magic Formulae |
| 19 | 9 | 6 | 6 | 11 |  |
| 20 | 10 | 6 | 6 | 12 | Magic Augmentation, Determination, Progress |

**Adaptive Caster**

at first level the mage selects from int, wis, and chr, her selection becomes her casting stat and determines her spell DC, max spell level she can learn and the effects of certain class features, choosing int makes you an arcane caster, choosing wis makes you a psychic caster, choosing chr makes you a divine caster. the mage then selects a secondary stat from the remaining 2, the secondary stat will be used to determine her mana pool(detailed below) as well as the effects of certain other optional class features. once these choices are made they cannot be changed

**Mana Pool**

instead of spells slots, the mage draws on a magical reservoir of energy referred to as mana to cast her spells, her mana pool grows as she levels, not unlike her hit points, her max mana pool gaining 1d8 + her secondary stat mod each level, also like hit points the maximum value is gained at first level and she always gains at least 1 max mana each level. casting a spell requires expenditure of mana equal to 4 times the spell's level, some abilities may increase or decrease this cost or add additional cost for special effects however unless specifically noted otherwise the base cost of a spell is always 4 times its spell level, this means 1st level spells cost 4 mana, 5th level spells cost 20 mana, 9th level spells cost 36 mana and 0 level spells are free. a mana pool is refilled after 8 hours of rest. if an effect would provide additional spell slots, the mage gains max mana equal to 4 times the level of the spell slots she would gain instead, this includes spells slots gained from other casting classes, having a high casting stat adds 1 mana per bonus spell slot, effects such as pearls of power and the like restore current mana instead of increasing max mana

**Spells**

at first level the mage selects a school of magic(elemental schools are also acceptable choices) the chosen school becomes her favored school and she may learn spells from it regardless of what spell list those spells appear on. the mage then chooses a spell list, any spell list, and that becomes her base spell list she can learn spells from. at first level the mage may only know and cast 1st and 0 level spells, every level beyond first she may know and cast spells whose level is up to half her level(round down), if the mage chooses a spell list that does not go as high as half her level, she may still use effects that increase effective spell level such as metamagic up to that limit. Mages are considered spontaneous casters for all purposes and increase casting time by 1 step when applying metamagic. at 1st level the mage knows 3 0 level spells and 3 1st level spells, at each odd level after first she learns 1 additional spell, and each even level after first she learns 2 additional spells; whenever the mage would learn a new spell, she may instead sacrifice that new spell to focus on bettering a different part of her magic, she may sacrifice a new spell learned in one of 3 ways: increase effective caster level for one school of magic by 1, increase save DC for one school of magic by 1, instead learn 2 spells from your favored school, if you sacrifice your new spell to learn 2 spells from your favored school, those new spells may not be sacrificed.

**Determination**

mages have different intentions, desires and what they are willing to sacrifice to progress, so where they focus their magical energies and teachings also varies greatly. at 1st level the mage chooses between general, focused, specialized, or hyper specialized, each step away from general makes her magic more powerful, but also limits what magic she can effectively cast. general selects 1 column from the list below, focused selects 2 columns from the list below but also must select 2 opposing schools, opposing schools must be the same type as your favored(elemental favored means elemental opposed, etc.) opposed schools double the total mana cost of spells cast from them, are cast at half normal caster level, and are considered one spell level higher than normal for the purpose of when you can learn them, specialized selects 3 columns from the list below but must select 5 opposed schools, hyper specialized can only learn and cast from their favored school and all other schools are considered opposed, however they pick 4 columns

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| Level | Bonus Spell attack/DC | Bonus Effective caster level | Spell limit raised(as intensify spell) | Bonus Penetrate spell resist | Bonus to Concentration checks | Casting time | Base mana cost per spell level |
| 1 | 0 | 3 | 0 | 0 | 2 | -1step | 3 |
| 2 | 1 | 3 | 1 | 0 | 3 | -1step | 3 |
| 3 | 1 | 3 | 1 | 1 | 3 | -1step | 3 |
| 4 | 1 | 3 | 2 | 1 | 4 | -1step | 3 |
| 5 | 2 | 4 | 2 | 1 | 4 | -1step | 3 |
| 6 | 2 | 4 | 3 | 2 | 5 | -2steps | 3 |
| 7 | 2 | 4 | 3 | 2 | 5 | -2steps | 3 |
| 8 | 3 | 4 | 4 | 2 | 6 | -2steps | 3 |
| 9 | 3 | 4 | 4 | 3 | 6 | -2steps | 3 |
| 10 | 3 | 5 | 5 | 3 | 7 | -2steps | 2 |
| 11 | 4 | 5 | 5 | 3 | 7 | -2steps | 2 |
| 12 | 4 | 5 | 6 | 4 | 8 | -3steps | 2 |
| 13 | 4 | 5 | 6 | 4 | 8 | -3steps | 2 |
| 14 | 5 | 5 | 7 | 4 | 9 | -3steps | 2 |
| 15 | 5 | 6 | 7 | 5 | 9 | -3steps | 2 |
| 16 | 5 | 6 | 8 | 5 | 10 | -3steps | 2 |
| 17 | 6 | 6 | 8 | 5 | 10 | -3steps | 2 |
| 18 | 6 | 6 | 9 | 6 | 11 | -4steps | 2 |
| 19 | 6 | 6 | 9 | 6 | 11 | -4steps | 2 |
| 20 | 7 | 7 | 10 | 6 | 12 | -4steps | 1 |

it is worth noting that the casting time reduction cannot reduce a spell to a free action. Regardless of which is chosen, you choose an additional column at 10th and 20th level

**Magical Defense**

at 2nd level, your magical aura is dense and can actually protect you from some harm, attacks against you that deal less damage than your secondary attribute modifier have their damage nullified, attacks that have damage that exceed this threshold are unaffected. Nullifying an attack consumes 4 mana, the mage can choose to not nullify an attack if she wishes to conserve mana

**Magic Formulae**

at 3rd level and every 3 levels after the mage learns a magical formulae calculation which she may incorporate into her spells to alter them, this manifests as the written formulae forming in the air around you as you cast the affected spell. unless noted within the description, each magic formulae may be taken only once and may only be applied to an instance of a spell once. magic formulae do not affect the spell level or cast time unless noted within the description, even when it affects the cast time it cannot reduce a spell below a swift action

algebraic balance

when the mana cost of a spell increases, increase the effective spell level by a proportional amount

bypassing algorithm

the affected spell gains +2 to bypass spell resistance but increases casting time by 2 steps, bypassing algorithm can be applied to a spell multiple times, each time further boosts the bonus to bypass spell resistance by +2 and further increases the casting time by an additional 2 steps

calculated delay

when you cast a spell, you may delay the time the spell activates by a number of rounds(this does not affect the casting time of the spell, merely when its effects come into play), each round delayed reduces the total mana cost by 1 to a min of 1 mana. alternatively, you can forgo the mana cost reduction to instead boost the spells power, in which case, each round delayed increases effective caster level for the spell by 1 and increases its limit for caster level effect(as the intensify spell effect) by 1

calculation loop

a spell affected by calculation loop has its spell DC reduced by 2, but if the target of the spell still fails her save, you recover 2 mana, calculation loop may be applied multiple times to a spell, each time further reduces the spell DC by 2 and refunds an additional 2 mana on a failed save, however you may never recover more mana than the cost of the spell

cascading calculation

requires: double cast function, mirror amplification, mirror echo, resonance wavelength

if you would echo a set of spells affected by resonance wavelength, you may resonate with the echo, this acts as resonance wavelength using the original resonance wavelength and the echo as the 2 spells, this adds the cost of the echo to the cast and increases the casting time by 2 steps, but lets you cast a spell effectively 4 times as 1 spell. Cascading calculations may only be used once per round

divergent utility

requires: double cast function

when you use double cast function to cast 2 different spells(with or without the same formulae applied) the diverging energies can draw on each other and gain unique properties which make the spells harder to deal with, this causes the spell DC and attack roll of each spell(if applicable) to be increased by the spell level of the other spell being cast(casting a level 3 spell and a level 5 spell, the level 3 spell gets +5 bonus while the level 5 spell gets+3 bonus)

double cast function

you've learned to split your attention between 2 spells, double cast function costs extra mana equal to the base mana cost of a spell equal in level to the combined spell level of the two spells you wish to cast, casting both spells requires a concentration check for each as if casting defensively at a penalty equal to the combined effective spell level of the 2 spells being cast(actually casting defensively requires an additional concentration check for each spell at the same penalty) both spells activate at the same time, and take an amount of time to cast equal to the higher of the 2 cast times increased by 2 steps. applying additional magic formulae requires 1 additional mana per formulae applied and each formulae is applied to only 1 spell unless you pay 3 mana to apply it to both(using mirror amplification or divergent utility or other formulae that list those as prerequisites count as applying the formulae to both spells, increasing the mana cost by 3)

expedited functionality

you can sacrifice initiative to cast more quickly. By sacrificing 10 initiative per spell level, you can reduce that spell’s casting time by 1 step. If the casting time is 1 full round or less after being reduced, it casts at the caster’s original initiative order, any action the caster takes after the cast takes place at her reduced initiative. The mage cannot reduce her initiative below 1 with this effect

exponential stability

a spell with a rolled component affected by this magic formulae rolls twice the total number of dice and takes the best results up to the original dice pool, however rolls to bypass spell resistance suffer a -2 penalty per spell level, this magic formulae cannot effect spells unaffected by spell resistance

front loaded calculation

a spell affected by front loaded calculation has the spell DC increased by 2, but the duration cut in half, spells with duration of instant cut the potency of the spell in half instead, front loaded calculation may be applied multiple times to a spell, its effects stack, providing a further +2 spell DC and halving the remaining duration or potency

magical cosine

a spell affected by magical cosine has the spell DC cut in half, but the duration is increased by 50%, spells with a duration of instant are unaffected by magical cosine

mathematical shortcut

you've learned some trick to hasten your casting, this reduces the casting time of the affected spell by 1 step, however any concentration check associated with the spell has triple the normal DC

methodical aim protocol

double the total range of the affected spell, but increase casting time by 2 steps and increase the base mana cost per spell level by 1. this magic formulae cannot affect spells with range of personal

mirror amplification

requires: double cast function

when you use double cast function to cast 2 identical spells(same spell, same formula applied to each) they resonate with each other and bounce power back and forth, this results in the 2 spells being cast as if your effective caster level was increased by the effective spell level of the spells being cast(2 3rd level spells means +3, 2 5th level spells means +5, etc.)

mirror echo

requires: double cast function, mirror amplification

when using mirror amplification, you may cast the same 2 spells with the same formulae on your following turn against the same targets for half the total mana cost

polarizing logarithm

when casting a spell that offers a partial effect on successful save, you may increase the casting time by a number of steps, each step the casting time is increased in this way the spell DC is increased by 10%(round down, min +1) however a successful save results in negating the spell effect, no longer offering partial effect

quantum displacement calculation

casting a spell with this formulae, the casting point for that spell can be changed from you to a different position, this can cause the spell to be effectively cast from any point within 100 ft per caster level, however doing so increases the spells base mana cost by 2 per spell level

ostentatious display algorithm

sometimes you want your magic to be flashy, even if it doesn't do much, spells affected by ostentatious display algorithm have their potency cut in half, but they appear twice as strong as normal, this raises the DC of any detect magic, perception or sense motive check to identify the power of the spell by the spell's DC, failure on said check means the spell is thought to be much more powerful than it actually is(or would be)

planned resequencing

planned resequencing can only be used on spells with saving throws, a spell affected by planned resequencing has its casting time increase by 1 step, but on a failed save the target looses half their initiative(round down, min 1) and the caster gains an equal amount of initiative

recursive factorial cast

requires: double cast function, divergent utility, mirror amplification

when you cast a spell you may cast an additional spell that is one level lower at a mana cost as if it was one level higher(ex, if you cast a lv 3 spell, you can also cast a lv 2 spell at the mana cost of a lv 4 spell) the second spell activates the turn after the first. this effect may be applied to the subsequent additional spells

recursive simplification

you reduce the DC of concentration checks of a spell to ¼ its normal DC, but increase the casting time by 3 steps. Recursive simplification may be applied to a spell multiple times, each additional time reduces the remaining concentration DC to ¼ the previous value and increases the casting time by 3 more steps

resonance wavelength

requires: double cast function, mirror amplification, mirror echo

the 2 spells harmonize so well they act as one big spell with fantastic properties, the spells combine effects, the spell is treated as a spell of level equal to the combined level of the 2 spells for the purpose of base save and counter spell however the actual spell level is unaffected, and the target rolls any saves twice and takes the worse result.

reverberation angle

requires: double cast function, mirror amplification, mirror echo

when using mirror echo the spells may be against different targets

spell root

by careful proofing and checking you can bypass 1 component of a spell(vocal, somatic, mental or material, chosen when you begin casting), however doing so increases their casting time by 2 steps

stat multiplier

you've learned to skew the odds slightly, a spell with rolled hit point damage you may increase the dice rolled by 1(5d6 becomes 6d6, etc), however doing so increases the base mana cost per spell level of said spell by 1, if you wish to increase the dice rolled ability damage of a spell in the same manner it increases the mana cost per spell level by 4 instead. if you wish to increase the dice rolled negative levels of a spell in the same manner it increases the mana cost per spell level by 8 instead. stat multiplier may be applied to a spell multiple times, its effects stack

tactical division

a single target spell effected by this formulae splits the spell in 2, cutting the spell DC and potency in half, however it may now affect 2 targets instead of 1

tangential asymptote designation

you've learned to make your spells more controlled, an area of effect spell with this formulae effecting it can exclude certain targets in its area that it would otherwise hit, each target excluded increases the total mana cost by 4

temporal casting

a spell with this formulae applied to it reduces its cast time by 1 step at the cost of increasing the mana cost per spell level by 4. this formulae may be applied multiple times to a spell, its effects stack

two sided hash check

requires: double cast function, divergent utility

when using divergent utility, both spells gain a bonus to penetrate spell resistance equal to the difference in level between the two spells times 4

x equals y

requires: double cast function, divergent utility

when using divergent utility, you can swap the elemental descriptor tags of the 2 spells being cast

**Magic Augmentation**

magic formulae effect a mage's spells, magic augmentations effect the mage(and sometimes by extension her spells). at 4th level and every 4 levels after the mage gains a magic augmentation off the following list. unless stated otherwise in the description each magic augmentation may be taken only once

arcane augmentation

gain an arcane exploit you qualify for, using your mage level as arcanist level for qualifications, arcane exploits that require expenditure from an arcane pool may substitute thrice as much mana. this magic augmentation may be taken multiple times

astral converter

once per 10 minute interval you may swap the values of your current hp and mana, you must have at least 1 of each and doing so takes a standard action. Hp or mana that exceed the maximum of the swapped pools are lost

blood magic

you can expend hit points in place of mana at a 1 to 1 ratio, cannot be used to cast curative magic on self

combat casting

you recover 1 mana each round in combat, does not recover mana outside of combat. Combat casting may be taken multiple times, each additional time increases the mana recovered each round by 1

determined fugue

requires: caster's fugue, expanded magic

you can select an additional determination column, you only gain the benefits of this column during the caster's fugue. Choosing a column you already have causes the bonuses to stack(casting time may not be reduced below a swift action and mana cost per level may not be reduced below 1)

efficiency modulator alpha

requires: astral converter

when using astral converter, the “current” values get doubled after they are swapped, hp or mana in excess of maximum is still lost. this magic augmentation is mutually exclusive with efficiency modulator beta

efficiency modulator beta

requires: astral converter

when you use astral converter, if the swap would exceed the maximum of ether pool, only enough to refill the relevant pool is converted. This magic augmentation is mutually exclusive with efficiency modulator alpha

efficiency modulator gamma

requires: sublime mana converter

recover 2 mana per hit point in the reservoir pool instead of 1, this magic augmentation may be taken multiple times, each additional time increases the mana gain per point in the reservoir pool by 1

efficiency modulator delta

requires: sublime mana converter

you convert 2 hp into your reservoir pool each round instead of 1, this magic augmentation may be taken multiple times, each additional time increases the hp converted to your reservoir pool each round by 1

efficiency modulator epsilon

requires: caster's fugue

reduces the damage taken each round while caster's fugue is active from 1d4 to 1d2

efficiency modulator zeta

requires: caster's fugue

increases the mana cost reduction while caster's fugue is active from 10% to 20%

efficiency modulator theta

requires: astral converter

astral converter may now be used once per 5 minutes instead of once per 10 minutes

efficiency modulator kappa

requires: sublime mana converter

the normal limit for the reservoir of mana is 25% max hp, this increases that limit by +10, efficiency modulator kappa may be taken multiple times, each additional time further increases the max by 10

efficiency modulator lambda

requires: caster's fugue

the caster level bonus is increased from 25% to 50%

efficiency modulator pi

when taking this magic augmentation select a magic formulae you know that increases casting time a number of steps, you decrease that increase when you use it by 1, to a minimum of 1, efficiency modulator pi may be taken multiple times, its effects stack

efficiency modulator sigma

when taking this magic augmentation select a magic formulae you know that increases mana cost per spell level, you decrease that increase when you use it by 1, to a minimum of 1, efficiency modulator sigma may be taken multiple times, its effects stack

efficiency modulator omega

select a spell from your favored school that has an effect that scales with caster level up to a limit, when you cast that spell, that limit is now ignored and the effect continues to scale indefinitely

endless font

requires: combat castingx2

recover 1 mana each minute while outside of combat

exhaustive casting

requires: stamina pool

you may supplement your casting by expending stamina, 1 stamina in place of 4 mana

expanded mana

you may increase your mana pool by +1 per level. expanded mana may but taken multiple times, its effects stack

essence recycling

reduce the mana consumed when nullifying an attack with magical defense to 2, this augmentation may be taken a second time to reduce the mana consumed to 0

favored spell

choose one spell you know, this spell must be from your favored school, reduce that spells base mana cost per spell level by 1. this magic augmentation may be taken multiple times, its effects do not stack, but you may select other spells to reduce cost

greater magical defense

requires: improved magic defense, 20th level

the damage nullification threshold now becomes your secondary attribute modifier +1 times your total hit dice

high octane caster

you can double the total mana cost of a spell to double its potency, that is to say, double all numerical values

improved magical defense

increase the threshold at which you annul damage with magic defense by your level

improved reprisal

requires: reprisal, improved magical defense

when you nullify an attack with magical defense, the attacker takes damage equal to the difference between your nullification threshold and the damage nullified as force damage

kinetic converter

requires: improved magic defense

when your magic defense nullifies an attack, you gain temporary mana equal to the difference between your nullification threshold and the damage nullified. Temporary mana may be used to cast(or begin casting) spells on your next turn. Temporary mana can be used to cover part or all of the mana cost of the spells you cast that turn, but are lost afterward regardless

magical chronometer

whenever you roll initiative, you can burn mana to improve your result, every 3 mana spent increases your initiative result by 1. Magical chronometer may be taken up to 3 times, the second time taken improves the ratio to 2 mana to 1 initiative, the third time increases the ratio to 1:1

reprisal

when you nullify an attack with magical defense, the attacker takes 1 point of force damage

revealing augmentation

gain an oracle revelation you qualify for, using your mage level as oracle level for qualifications. this magic augmentation may be taken multiple times

sublime mana converter

as a standard action you may activate sublime mana converter, this converts 1 of your hp each round into a reservoir pool, this pool has a max of ¼ your max hp, once full you no longer loose hp each round. At any point you may reclaim the pool as a swift action, gaining mana equal to the amount stored in the pool. Sublime mana converter stops converting hp early if your current hp falls below 25% max

wavelength stabilizer

requires: kinetic converter

the temporary mana gained from kinetic converter becomes normal mana at the end of your next turn and don't fade unless they are in excess of your max

**Caster's Fugue**

at 5th level, as a full round action the mage may enter a state of excited magic, this boosts her abilities but puts a strain on her body. each round while in this state the mage takes 1d4 points of damage but gains the benefit of 25% increased effective caster level(round down, min +1), 10% reduction in total mana cost for spells and a bonus to concentration checks equal to twice her level. You may exit caster's fugue with a swift action, the caster's fugue immediately ends if at any point your current mana is 0

**Expanded Magic**

at 10th level, you select an additional spell list to be able to learn spells from, you learn a number of spells from this list each level equal to half the amount of your primary list at that level(1/2 on odd levels, 1 on even levels) gaining spells from previous levels retroactively, spells from this secondary spell list cast using your secondary attribute as your casting stat, and cast as if you chose it as your primary(int is arcane, wis is psychic, chr is divine). If this stat is high enough to grant bonus spells per day you gain 1 additional max mana per spell slot it would normally give. Spells on this list are still subject to your favored school, and any opposed schools you may have chosen. These spells cast from your mana pool as normal and can be affected by other class features as normal

**Progress**

at 20th level, your magical research has born new fruit and you can reap the benefits, you choose 1 of the following

-gain 1 additional Determination column

-gain 1 additional Magic Formulae

-gain 1 additional Magic Augmentation

-gain 1 additional spell list to learn spells from(as expanded magic) using the attribute you didn’t choose as your casting stat for that list and casting it as such(int is arcane, wis is psychic, chr is divine), you learn 1/3 a spell each odd level, and 2/3 a spell each even level(10 spells at 20th level)

-gain Forbidden Knowledge

Forbidden Knowledge

some spells aren't meant for mortals to wield, but through countless research and magical experimentation you have created something new. By taking Forbidden Knowledge as your Progress benefit, you learn 1 of the following 10th level spells, alternatively you may learn a mythic spell of your choosing, even if you are not mythic. Note; if playing past level 20, the remaining 10th level spells are added to your spell list you can learn from as normal

*Greater Miracle*

School: Evocation

Casting

casting time: 1 round

components: S, V

Effect

range: varies

target: varies

duration: varies

saving throw: varies spell resistance: no

Description

this spell functions as Miracle however the limit for spell effects it can emulate is 2 higher than normal and includes mythic versions of spells

*Greater Wish*

School: Universal

Casting

casting time: 1 round

components: S, V

Effect

range: varies

target: varies

duration: varies

saving throw: varies spell resistance: no

Description

this spell functions as Wish however the limit for spell effects it can emulate is 2 higher than normal and includes mythic versions of spells and the cap for the inherent ability bonus is raised to 10

*Mind Crush*

School: Enchantment

Casting

casting time: 1 round

components: S, V

Effect

range: touch

target: single creature

duration: instant

saving throw: none spell resistance: no

Description

this spell inflicts atrocities on the mind of its target, dealing 100 points of sanity damage

*Perfect Defense*

School: Abjuration

Casting

casting time: 1 round

components: S, V

Effect

range: touch

target: self

duration: 1 round + 1 round per 5 caster levels

saving throw: reflex, harmless spell resistance: no

Description

for the duration, all allies within 30 feet of the target have all damage they receive reduced to 0

*Perfect Revival*

School: Conjuration[Holy]

Casting

casting time: 1 round

components: S, V

Effect

range: long

target: area (see description)

duration: instant

saving throw: fortitude, harmless spell resistance: no

Description

all allies within range(including dead and dying) are restored to their max hp and gain temp hp equal to twice their max hp, these temp hp decay at a rate of 1 per round

*Perfect Self*

School: Transmutation

Casting

casting time: 1 round

components: S, V

Effect

range: touch

target: 1 creature

duration: 1 round + 1 round per 4 caster levels

saving throw: fortitude, harmless spell resistance: no

Description

the target of this spell is filled with tremendous power, for the duration they gain +10 to all attributes, +12 to all saving throws, +10 DR/-, +10 fast healing, +100ft move speed, +20 to all skill checks, +10 effective caster levels, +15 to save DC of spells and abilities, +10 AC, and deal twice as much damage as normal

*Perfect Undeath*

School: Necromancy[Evil]

Casting

casting time: 1 round

components: S, V

Effect

range: long

target: area (see description)

duration: indefinite

saving throw: reflex, harmless spell resistance: no

Description

all dead bodies within range rise as undead under your command, these undead are treated as they were in life however they gain the lich template and the mighty template, existing undead within range must make a reflex save or be brought under your control, undead brought under your control this way also gain the lich and mighty templates

*Ultimate Foresight*

School: Divination

Casting

casting time: immediate action

components: special(see description)

Effect

range: touch

target: self

duration: instant

saving throw: none spell resistance: no

Description

you can effectively rewind time by any amount up to a week, however you are the only one with memories of events, all that happened was in fact a vision of the future and will occur again barring deviation of your actions, the only difference is mana cost(or spells slots) being reduced from your total

Mage Archtypes

Calculator

The calculator focuses more on magic theory than practice, they receive the following class feature alterations

Magic Formulae

Calculators gain a new magic formulae every even level instead of every 3 levels

This alters the magic formulae class feature

Magic Augmentation

Due to their focus on theory over practice, calculators gain a new magic augmentation every 5 levels instead of every 4 levels

Pragmatist

The pragmatist is more concerned with using magic and implementing it than mucking with it too much, they receive the following class feature alterations

Magic Formulae

Pragmatists gain a new magic formulae every 4 levels instead of every 3 levels

This alters the magic formulae class feature

Magic Augmentation

Due to their focus on practicality, pragmitists gain a new magic augmentation every 3 levels instead of every 4 levels

Purist

The purist tries to be another type of caster, but better, they receive the following class feature alterations

Advancement

At 10th level, the purist gains +50 max mana and learns 8 new spells from their chosen spell list

This replaces expanded magic

Progress

The ability to pick a new spell list is replaced by option to gain an additional +50 max mana learn 10 new spells from their chosen spell list

This alters Progress

change log

v0.1.20.01.18.19.52

-fixed some typos and wording issues, intended effects unchanged

v0.1.19.08.17.13.25

-added 3 archtypes

v0.1.19.08.17.12.59

magic formulae

-added “expedited functionality”

-added “planned resequencing”

Magic augmentation

-added “magic chronometer”

v0.1.18.10.29.23.26

-fixed a typo

v0.1.18.09.27.15.08

-fixed some typos

v0.1.18.02.22.17.56

-adjusted formatting

-changed file type

v0.1.18.01.18.16.37

progress

-added spell to Forbidden Knowledge

v0.1.18.01.16.20.25

progress

-added Forbidden Knowledge

v0.1.17.11.29.20.45

magic augmentation

-buffed values for exhaustive casting

-added efficiency modulator theta

-added efficiency modulator kappa

-added efficiency modulator lambda

-added efficiency modulator pi

-added efficiency modulator omega

progress

-removed objective reality

v0.1.17.05.01.00.45

magic augmentation

-added efficiency modulator sigma

v0.1.17.02.22.10.13

-fixed some wording issues and typos

magic formulae

-added recursive factorial casting

-added temporal casting

expanded magic

-added text about gaining additional mana from secondary casting stat

v0.1.17.01.07.21.51

Caster's fugue

-wrote in ability to end it

v0.1.16.12.27.02.19

magic augmentation

-adjusted wording of wavelength stabilizer for clarity

-added determined fugue

v0.1.16.12.22.19.37

-added some clarifying text/fixed typos

determination

-fixed opposing school penalty

magic augmentation

-added efficiency modulator epsilon

-added efficiency modulator zeta

v0.1.16.12.14.22.54

-added craft and profession as class skills for consistency with other classes

-added caster's fugue class feature at level 5

magic augmentation

-removed caster fugue

progress

-added objective reality as option

v01.16.12.14.22.08

-adjusted mana gained from high caster stat

magic formulae

-added separate costs for ability damage and negative levels to stat multiplier

v0.1.16.12.14.18.21

-fixed various misc typos

magic formulae

-added per round limit to cascading calculation

v0.1.16.12.02.23.53

magic augmentation

-added caster fugue

v0.1.16.11.26.18.09

fixed various wording and added explanatory text

v0.1.16.11.19.23.15

magic augmentation

-made efficiency modulator alpha and beta mutually exclusive

v0.1.16.11.19.15.00

determination

-fixed some wording on columns to be more clear

magic formulae

-added polarizing logarithm

magic augmentation

-added sublime mana converter

-added efficiency modulator gamma

-added efficiency modulator delta

v0.1.16.11.16.12.47

-magic formulae

added tactical division magic formulae

added quantum displacement calculation

-adjusted spells that can be learned from progress

-added some clarifying example text

-fixed some typos

v0.1.16.11.5.18.55

-fixed various typos

v0.1.16.11.5.17.54

-added change log as final page

-made magical defense 2nd level class feature

-magic formulae

added mirror amplification

added mirror echo

added resonance wavelength

added cascading calculation

added reverberation angle

added divergent utility

added two sided hash check

added x equals y

added tangential asymptote designation

adjusted bypass algorithm to be stackable

adjusted recursive simplification to be stackable

adjusted recursive simplification to be stronger

-magic augmentation

added astral converter

added combat casting

added efficiency modulator alpha

added efficiency modulator beta

added exhaustive casting

added essence recycling

added reprisal

added improved reprisal

added kinetic converter

added wavelength stabilizer

adjusted blood magic to not be able to cure self with it

adjusted greater magical defense requirements

changed endless font

-added expanded magic at 10th level

-added progress as potential capstone ability at 20th level