

When you choose to go a Mage Class at level 1 you get:

Hitpoints at first level: 6 + constitution modifier

Saving Throws: Intelligence, Wisdom

Active Spell Slots: 8

Light armor proficiency

2 weapon proficiencies

3 skill proficiencies

Abilities:

Channel Spirit

Adept Ability

During a short rest, when you spend HD to heal. You may choose to, instead of healing, restore 2 spirit power per HD spent.

If you use this ability you cannot use HD to restore hit points during this short rest.

Tier 1

White Mage

Hit Dice: 1d6

Hitpoints per level: 4 + constitution modifier

Proficiency: 1d4

Astral Arts

You can learn and cast Astral spells from your spell-book.

Astral arts use Charisma as their spell casting stat.

Astral Spell-casting Stat = charisma modifier + proficiency modifier

Astral Spell-casting DC = 8 + charisma modifier + proficiency modifier

Exorcism

Lv1 White Mage Ability

Range: Short vs One

As an action, you may target an undead entity that is at 0 hit points. That undead cannot regenerate as is destroyed and reduced a pile of ashes smoldering with holy energy.

White Magic

When you gain this feature, choose six Lv1 Astral spells.

You learn these spells and add them to your spell book.

Black Mage

Hit Dice: 1d6

Hitpoints per level: 4 + constitution modifier

Proficiency: 1d4

Mystic Arts

You can learn and cast Mystic spells from your spell-book.

Mystic arts use Intelligence as their spell casting stat.

Mystic Spell-casting Stat = intelligence modifier + proficiency modifier

Mystic Spell-casting DC = 8 + intelligence modifier + proficiency modifier

Overchannel

Black Mage Ability

Once per long rest, when you cast a Mystic spell that deals damage, you may increase the cost of the spell by 1.

This spell is then cast with advantage and deals maximum damage.

Black Magic

When you gain this feature, choose six Lv1 Mystic spells.

You learn these spells and add them to your spell book.

Red Mage

Hit Dice: 1d6

Hitpoints per level: 4 + constitution modifier

Proficiency: 1d4

Mystic Arts

You can learn and cast Mystic spells from your spell-book.

Mystic arts use Intelligence as their spell casting stat.

Mystic Spell-casting Stat = intelligence modifier + proficiency modifier

Mystic Spell-casting DC = 8 + intelligence modifier + proficiency modifier

Astral Arts

You can learn and cast Astral spells from your spell-book.

Astral arts use Charisma as their spell casting stat.

Astral Spell-casting Stat = charisma modifier + proficiency modifier

Astral Spell-casting DC = 8 + charisma modifier + proficiency modifier

Red Magic

When you gain this feature, choose five Lv1 Mystic or Astral spells.

You learn these spells and add them to your spell book.

Tier 2

Arithmetician

Hit Dice: 1d6

Hitpoints per level: 4 + constitution modifier

Proficiency: 1d6

Optimized Casting

Arithmetician Ability

When you cast a spell, roll a d6.

On a roll of 5-6: reduce the cost of the cast spell by 1 (to a minimum of 0.)

Mathematical Spellcasting

Arithmetician Ability

When you cast a spell that deals damage, you may have the spell do average damage instead of rolling damage.

Alchemancer

Hit Dice: 1d6

Hitpoints per level: 4 + constitution modifier

Proficiency: 1d6

Geomagical Prowess

Alchemancer Ability

You ignore the effects of difficult terrain.

Your spells ignore cover and concealment.

Elemental Affinity

Alchemancer Ability

When you gain this ability, choose two of the following elements:

- **Fire**
- **Frost**
- **Water**
- **Wind**
- **Earth**
- **Lightning**
- **Thunder**
- **Acid**

When you cast a spell that does damage, you may change its damage type to one of the two choices you made.

Countermeasure

Lv2 Alchemancer Ability

When an entity within medium range casts a spell of your chosen two elements, as a reaction, negate that spell.

Astrologician

Hit Dice: 1d6

Hitpoints per level: 4 + constitution modifier

Proficiency: 1d6

Magic Shell

Lv1 Astrologician Ability

Range: Medium vs One

As a bonus action, cover an ally with a magical shell. Until the start of your next turn that ally takes half damage from all spells and has advantage on saving throws imposed by spells.

Zodiac Alignment

Lv1 Astrologician Ability

Range: Medium vs One

When an entity within range makes an ability check, as a reaction, grant the target advantage on that check.

Celestial Stasis

Lv2 Astrologician Ability

Range: Medium vs One

As an action, focus your power and set still an entities spirit, until the start of your next turn the target cannot use any abilities that require spirit.

Tier 3

Mystic

Hit Dice: 1d6

Hitpoints per level: 4 + constitution modifier

Proficiency: 1d8

Dual Cast

Once per short rest, when you cast a spell, you may increase the spells cost by 1, if you do so you may re-cast the spell for no spirit power cost.

Invoke

Once per short rest, you may as an action, choose one spell you have prepared, and remove it from your list of active spells. Restore an amount of spirit power equal to the spells level.

Sage

Hit Dice: 1d6

Hitpoints per level: 4 + constitution modifier

Proficiency: 1d8

Ω-Arts

When you gain this feature, choose either **intelligence**, **wisdom**, or **charisma**.

You may cast any spell using the chosen stat.

You may learn and cast any Mystic, Astral or Dark Arts spell.

Shape Spell

When you cast a spell, you may choose any standard spell, from a domain that you know. You may cast it at double its cost.

Oracle

Hit Dice: 1d6

Hitpoints per level: 4 + constitution modifier

Proficiency: 1d8

Future Sight

Oracle Ability

At the end of a long rest, roll d20 twice and record both numbers. When you or an entity that you can see makes an ability check, attack roll, or saving throw, you may expend one of these numbers to substitute it instead of rolling a d20. You must substitute the number before any checks are rolled.

Unused numbers go away during a long rest.

Destiny Chime

Lv1 Oracle Ability

When an entity you can see makes an ability check, attack roll, or saving throw, as a reaction. Instead of rolling a d20, the target must flip a coin.

On heads, the target passes the check

On tails, the target fails the check

No other modifiers apply to this flip.

You must use this ability before the check is rolled.