

Wizard

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Table: Wizard

Lvl	BAB	Fort	Ref	Will	Special	0	1	2	3	4	5	6	7	8	9
1	+0	+0	+0	+2	Summon Familiar, Scribe Scroll	3	1	–	–	–	–	–	–	–	–
2	+1	+0	+0	+3		4	2	–	–	–	–	–	–	–	–
3	+1	+1	+1	+3		4	2	1	–	–	–	–	–	–	–
4	+2	+1	+1	+4		4	3	2	–	–	–	–	–	–	–
5	+2	+1	+1	+4	Bonus Feat	4	3	2	1	–	–	–	–	–	–
6	+3	+2	+2	+5		4	3	3	2	–	–	–	–	–	–
7	+3	+2	+2	+5		4	4	3	2	1	–	–	–	–	–
8	+4	+2	+2	+6		4	4	3	3	2	–	–	–	–	–
9	+4	+3	+3	+6		4	4	4	3	2	1	–	–	–	–
10	+5	+3	+3	+7	Bonus Feat	4	4	4	3	3	2	–	–	–	–
11	+5	+3	+3	+7		4	4	4	4	3	2	1	–	–	–
12	+6	+4	+4	+8		4	4	4	4	3	3	2	–	–	–
13	+6	+4	+4	+8		4	4	4	4	4	3	2	1	–	–
14	+7	+4	+4	+9		4	4	4	4	4	3	3	2	–	–
15	+7	+5	+5	+9	Bonus Feat	4	4	4	4	4	4	3	2	1	–
16	+8	+5	+5	+10		4	4	4	4	4	4	3	3	2	–
17	+8	+5	+5	+10		4	4	4	4	4	4	4	3	2	1
18	+9	+6	+6	+11		4	4	4	4	4	4	4	3	3	2
19	+9	+6	+6	+11		4	4	4	4	4	4	4	4	3	2
20	+10	+6	+6	+12	Bonus Feat	4	4	4	4	4	4	4	4	3	3

Description

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Class Features

Hit Die: d4.

Skill Points: 2 + INT bonus, x4 at 1st level.

Class Skills: The wizard's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Decipher Script (Int), Knowledge (all skills, taken individually) (Int), Profession (Wis), and Spellcraft (Int).

Weapon and Armor Proficiency: A wizard is proficient with one weapon group and flexible armor, but not with shields. Arcane magic with somatic components uses complicated hand and arm gestures which are interfered with by armor, and may cause spells to fail (see the armor rules and spell failure).

Spells

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

throws against wizard spells is 10 + the spell's level + the wizard's Intelligence modifier.

Spellbooks

Wizards must study their spellbooks each day to prepare their spells. A wizard cannot prepare any spell not recorded in his spellbook (except for read magic, which all wizards can prepare from memory).

Spell Mastery

A wizard (and only a wizard) can take the special feat Spell Mastery. Each time the wizard takes this feat, choose a number of spells equal to the wizard's Intelligence modifier (they must be spells that the wizard already knows). From that point on, the wizard can prepare these spells without referring to a spellbook.

Arcane Spells and Armor

Armor restricts the gestures that a wizard must make while casting any spell that has a somatic component (most do). Armor and shield descriptions list the arcane spell failure chance of different armors and shields.

If a spell doesn't have a somatic component, a wizard can cast it with no problem while wearing armor. Such spells can also be cast even if the caster's hands are bound or if he is grappling (although Concentration checks still apply normally). Also, the metamagic feat Still Spell allows a spellcaster to prepare or cast a spell at one spell level higher than normal without the somatic component. This also provides a way to cast a spell while wearing armor without risking arcane spell failure.

School Specialization

A school is one of eight groupings of spells, each defined by a common theme. If desired, a wizard may specialize in one school of magic (see below). Specialization allows a wizard to cast extra spells from his chosen school, but he then never learns to cast spells from some other schools. The benefits for a specialist wizard are:

- **Bonus Spells:** A specialist wizard can prepare one additional spell from his specialty school at each available spell level each day.
- **Spellcraft:** He gains a +2 bonus on Spellcraft checks involving spells from his chosen school (including learning them).
- **Save DCs:** He gains a +2 bonus to spell DCs for his chosen school.
- In addition, a specialist wizard can give up some abilities in return for school-related abilities (see the individual schools, below).

The wizard must choose whether to specialize and, if he does so, choose his specialty at 1st level. At this time, he must also give up two other schools of magic (unless he chooses to specialize in divination; see below), which become his prohibited schools. Spells of the prohibited school or schools are not available to the wizard, and he can't even cast such spells from scrolls or fire them from wands. He may not change either his specialization or his prohibited schools later.

A wizard can never give up divination to fulfill this requirement.

The eight schools of arcane magic are abjuration, conjuration, divination, enchantment, evocation, illusion, necromancy, and transmutation. Spells that do not fall into any of these schools are called universal spells.

Abjuration

Spells that protect, block, or banish. An abjuration specialist is called an abjurer.

Conjuration

Spells that bring creatures or materials to the caster. A conjuration specialist is called a conjurer. For example, a conjurer who has prepared *greater invisibility* (a 4th level spell)

Divination

Spells that reveal information. A divination specialist is called a diviner. Unlike the other specialists, a diviner must give up only one other school.

Enchantment

Spells that imbue the recipient with some property or grant the caster power over another being. An enchantment specialist is called an enchanter.

Evocation

Spells that manipulate energy or create something from nothing. An evocation specialist is called an evoker.

Illusion

Spells that alter perception or create false images. An illusion specialist is called an illusionist.

Necromancy

Spells that manipulate, create, or destroy life or life force. A necromancy specialist is called a necromancer.

Transmutation

Spells that transform the recipient physically or change its properties in a more subtle way. A transmutation specialist is called a transmuter.

Universal

Not a school, but a category for spells that all wizards can learn. A wizard cannot select universal as a specialty school or as a prohibited school. Only a limited number of spells fall into this category.

Bonus Languages

A wizard may substitute Draconic for one of the bonus languages available to the character.

Familiar

A familiar is a normal animal that gains new powers and becomes a magical beast when summoned to service by a wizard. Only a normal, non-magical animal may become a familiar. An animal companion cannot also function as a familiar.

A familiar also grants special abilities to its master, as given on the table below. These special abilities apply only when the master and familiar are within 1 mile of each other.

Summoning a familiar takes one month of meditation and magic, during which the character must spend 8 hours per day. If a familiar is sent away (dismissed from service) or dies, acquiring a new familiar or bringing back the old one takes the same length of time.

Levels of different classes that are entitled to familiars stack for the purpose of determining any familiar abilities that depend on the master's level.

Familiar	Special
Bat	Master gains a +3 bonus on Listen checks
Cat	Master gains a +3 bonus on Move Silently checks
Hawk	Master gains a +3 bonus on Spot checks in bright light
Lizard	Master gains a +3 bonus on Climb checks
Owl	Master gains a +3 bonus on Spot checks in shadows
Rat	Master gains a +2 bonus on Fortitude saves
Raven ¹	Master gains a +3 bonus on Appraise checks
Snake ²	Master gains a +3 bonus on Bluff checks
Toad	Master gains +3 hit points
Weasel	Master gains a +2 bonus on Reflex saves

¹ A raven familiar can speak one language of its master's choice as a supernatural ability.

² Tiny viper.

Familiar Basics: Use the basic statistics for a creature of the familiar's kind, but make the following changes:

Hit Dice: The familiar has 1d2 hit die per wizard level, modified for the familiar's CON. For example, a familiar with a CON of 12 who serves a 10th level wizard would have 10d2 HD, +10 hit points for CON.

Attacks: The familiar has a good BAB progression for its Hit Dice. Thus, a familiar serving a 10th level wizard will have an base attack bonus of +10.

Damage equals that of a normal creature of the familiar's kind.

Saving Throws: The familiar has a good Reflex and Will save.

Skills: The familiar can use its own skills, learned as an animal, or it can “borrow” ranks from its master. When borrowing ranks in a skill, the familiar must be within 30 ft of the master, and does not gain any benefit from the master's non-rank bonuses (such as bonuses from ability scores, magic items, and so on).

Familiar Ability Descriptions: All familiars have special abilities (or impart abilities to their masters) depending on the master's combined level in classes that grant familiars, as shown on the table below. The abilities given on the table are cumulative.

Wizard Level	AC	Int	Special
1 st –2 nd	+1	6	Alertness, improved evasion, share spells, empathic link
3 rd –4 th	+2	7	Deliver touch spells
5 th –6 th	+3	8	Speak with master
7 th –8 th	+4	9	Speak with animals of its kind
9 th –10 th	+5	10	—
11 th –12 th	+6	11	Spell resistance
13 th –14 th	+7	12	Scry on familiar
15 th –16 th	+8	13	—
17 th –18 th	+9	14	—
19 th –20 th	+10	15	—

AC: This is a dodge bonus to AC.

Int: The familiar's Intelligence score.

Alertness (Ex): While a familiar is within 30 ft, the master gains the Alertness feat.

Improved Evasion (Ex): When subjected to an attack that normally allows a Reflex saving throw for half damage, a

familiar takes no damage if it makes a successful saving throw and half damage even if the saving throw fails.

Share Spells: At the master's option, he may have any spell (but not any spell-like ability) he casts on himself also affect his familiar. The familiar must be within 30 feet at the time of casting to receive the benefit.

If the spell or effect has a duration other than instantaneous, it stops affecting the familiar if it moves farther than 30 feet away and will not affect the familiar again even if it returns to the master before the duration expires. Additionally, the master may cast a spell with a range of “personal” on his familiar (as a touch range spell) instead of on himself.

A master and his familiar can share spells even if the spells normally do not affect creatures of the familiar's type (magical beast).

Empathic Link (Su): The master has an empathic link with his familiar out to a distance of up to 1 mile. The master cannot see through the familiar's eyes, but they can communicate empathically. Because of the limited nature of the link, only general emotional content can be communicated.

Because of this empathic link, the master has the same connection to an item or place that his familiar does.

Deliver Touch Spells (Su): If the master is 3rd level or higher, a familiar can deliver touch spells for him. If the master and the familiar are in contact at the time the master casts a touch spell, he can designate his familiar as the “toucher.” The familiar can then deliver the touch spell just as the master could. As usual, if the master casts another spell before the touch is delivered, the touch spell dissipates.

Speak with Master (Ex): If the master is 5th level or higher, a familiar and the master can communicate verbally as if they were using a common language. Other creatures do not understand the communication without magical help.

Speak with Animals of Its Kind (Ex): If the master is 7th level or higher, a familiar can communicate with animals of approximately the same kind as itself (including unusual varieties): bats with bats, rats with rodents, cats with felines, hawks and owls and ravens with birds, lizards and snakes with reptiles, toads with amphibians, weasels with similar creatures (weasels, minks, polecats, ermines, skunks, wolverines, and badgers). Such communication is limited by the intelligence of the conversing creatures.

Spell Resistance (Ex): If the master is 11th level or higher, a familiar gains spell resistance equal to the master's wizard level +5. To affect the familiar with a spell, another spellcaster must get a result on a caster level check (1d20 + caster level) that equals or exceeds the familiar's spell resistance.

Scry on Familiar (Sp): If the master is 13th level or higher, he may scry on his familiar (as if casting the *scrying* spell) once per day.

Craft Dweomer (Ink)

A wizard has the bonus item creation feat Craft Dweomer (Ink), enabling him to create magic scrolls and tattoos.

Bonus Feats

Every five levels, a wizard gains a bonus feat. This feat must be a metamagic feat, an item creation feat, or an arcane magic feat.