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ABANDONED ARTS® PRESENTS:

CLASS ACTS: WIZARD ARCHETYPES

TWO NEW ARCHETYPES FOR USE WITH THE PATHFINDER® ROLEPLAYING GAME

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ARCHETYPES

As described in the *Pathfinder® Roleplaying Game: Advanced Player's Guide™*, archetypes are variant sets of class abilities which modify their corresponding base classes via the use of alternate class features. When a character selects a class, he must normally choose to use the standard class features found in the class's original source – the exception is if he chooses to adopt an archetype. Each alternate class feature presented in an archetype replaces a specific class feature from its parent class.

When an archetype includes multiple alternate class features, a character must take them all – often blocking the character from ever gaining certain standard class features, but replacing them with other options. All other class features of the base class that aren't mentioned among the alternate class features remain unchanged and are acquired normally when the character reaches the appropriate level, unless noted otherwise. A character who takes an alternate class feature does not count as having the class feature that was replaced for the purposes of meeting any requirements or prerequisites.

A character can take more than one archetype and garner additional alternate class features, but none of the alternate class features can replace or alter the same class feature from the base class as another alternate class feature.

THE ANIMIST (WIZARD ARCHETYPE)

The animist studies an arcane art long since lost to most wizardly schools and practices – the strange and wondrous ability to bestow the inanimate with a semblance of life!

An animist has the following class features.

Arcane School: An animist must choose the transmutation arcane school.

Weapon and Armor Proficiency: An animist gains proficiency with all simple melee weapons.

Hand of the Animist (Su): The animist can cause a held melee weapon to fly from his grasp and strike a foe before instantly returning. As a standard action, the animist can make a single attack using a melee weapon at a range of 30 feet. This attack is treated as a ranged attack with a thrown weapon, except that the animist adds his Intelligence modifier to the attack roll instead of his Dexterity modifier (damage still relies on Strength). This ability cannot be used to perform a combat maneuver. An animist can use this ability a number of times per day equal to 3 + his Intelligence modifier.

This ability replaces the telekinetic fist arcane school ability.

Object Familiar (Ex): An animist gains the service of a tiny animated object (as if animated by an *animate objects* spell) which functions in many ways like a familiar. The object may be any Tiny object and has 1 Construction Point. The hit points, effective Hit Die, base attack bonus, base save bonuses, and natural armor adjustments of the object familiar are determined in the same way as a traditional familiar, though the object familiar confers no special bonus to its master. The object also gains the Alertness, improved evasion, and share spells special features at 1st level, the deliver touch spells feature at 3rd level, the spell resistance feature at 11th level, and the scry on familiar feature at 13th level. An object familiar does not gain an Intelligence score, and obeys spoken commands as an animated object normally would.

This ability replaces arcane bond.

Empower Familiar (Su): At 8th level, when the animist's object familiar is within arm's reach, he can advance and reshape the familiar into any Small- or Medium-sized animated object. This process takes ten minutes and confers extra Construction Points normally. At 12th level, the object familiar may be advanced to Large size in this way.

This ability replaces the change shape arcane school ability.

Animate Objects (Ex or Su): At 10th level, an animist adds *animate objects* to his wizard spell list as a 6th-level spell, and may scribe the spell to his spellbook for free. Furthermore, when the animist animates one or more objects with this spell, or whenever he uses the empower objects class feature to reshape his object familiar, the animist may reduce the number of Construction Points the object would be entitled to by some number in order to bestow the objects' natural attacks with a stacking +1 enhancement bonus on attack and damage rolls, or with any one of the following weapon properties: *flaming, frost, ghost touch, mighty cleaving, shock, spell storing, or thundering*. Each bonus or weapon property requires the forfeiture of 1 Construction Point. At 20th level, the wizard may apply one of the above properties without expending a Construction Point.

This ability replaces the 10th level and 20th level wizard bonus feats.

THE GUILD SCHOLAR (WIZARD ARCHETYPE)

Promising arcane academics sometimes pursue a unique training program that emphasizes research and study, both mundane and divinatory, and delves deep into the arcane sciences of glyphs, symbols, and other runic spells.

A guild scholar has the following class features.

Arcane School: A guild scholar must choose the divination arcane school.

Bonded Spellbook (Su): A guild scholar learns to forge a special bond with his spellbook, endowing the book with special powers and protections and forging a familiarity with the tome that benefits the wizard in several ways. The spellbook shares a few traits in common with a traditional wizard's arcane-bonded object, and thus a guild scholar who attempts to cast a spell without his bonded spellbook in his possession must make a concentration check or lose the spell. The DC for this check is equal to 20 + the spell's level. Additionally, if a bonded spellbook is damaged, it is restored to full hit points the next time the wizard prepares his spells. If the spellbook is lost or destroyed, it can be replaced 1 day later through a special ritual that costs 500 gp per wizard level. The ritual takes 8 hours to complete. A new bonded spellbook contains all 0-level spells previously recorded, plus two spells of every level the guild scholar is able to cast.

Furthermore, the guild scholar's spellbook effectively contains infinite pages. There is no limit to the number of spells that a guild scholar can write into his bonded spellbook. Furthermore, the guild scholar may use his bonded spellbook as the focus for any divination spell that he casts, peering into the pages of the tome to receive the divinatory information he seeks. Finally, a guild scholar's spellbook benefits from a constant *nondetection* effect with a caster level equal to the guild scholar's caster level, gains an amount of fire resistance equal to one-half of the guild scholar's class level, and grants the guild scholar a +10 insight bonus on Craft checks made to create traps to protect the spellbook. Such traps must be placed on the spellbook itself, and must have a trigger related to the touching or opening of the bonded spellbook.

This ability replaces arcane bond.

Erase (Sp): A guild scholar begins play with the *erase* spell written in his bonded spellbook. Additionally, a guild scholar can use *erase* as a spell-like ability a number of times per day equal to his class level.

Guild Runic (Su): At 5th level, a guild scholar learns to "rewrite" scrolls and *symbol* spells, and to locate hidden runes and symbols. The guild runic adds half his class level on Perception checks made to locate hidden runes and *symbol* spells.

Rewriting a scroll or symbol takes 1 minute of uninterrupted ritualistic calligraphy, and requires the expenditure of special inks and materials costing 1 gp per spell level of the spell to be rewritten. For the purposes of this ability, a symbol spell is any spell with the word "symbol" in the name. The *arcane mark*, *sepia snake sigil*, *explosive runes*, *glyph of warding* and *greater glyph of warding*, and *illusory script* spells are also considered symbol spells for this purpose. Re-writing a scroll or *symbol* spell requires a successful caster level check against DC 15. A natural 1 is always a failure on this check. If the guild scholar fails to erase a *symbol* spell, he accidentally activates that spell, instead. The caster level of a successfully-altered scroll or *symbol* spell remains unchanged.

To rewrite a *symbol* spell, the guild scholar must identify the spell effect, and then choose a *symbol* spell to replace it. The chosen spell must be at least one level lower than the *symbol* to be affected. To rewrite a scroll, the guild scholar must identify each spell on the scroll to be rewritten, then simply chooses any spell that he knows that is at least one spell level lower than the level of the spell to be affected and scribes the chosen spell in its place. The spell must be one that the wizard knows. In either case, the change is permanent, and a re-written *symbol* or scroll may not be re-written a second time by the same guild scholar.

This ability replaces the 5th level wizard bonus feat.

Guild Researcher (Su): At 10th level, a guild scholar gains the ability to perform an 8-hour ritual research session, provided he has access to a library or a similar vault of general knowledge for the entire duration of the ritual. If the ritual session is completed uninterrupted, the guild scholar may cast a single prepared divination spell at the ritual's conclusion. The casting time of the chosen spell is replaced by the 8-hour duration of the ritual. At the completion of the ritual, the guild scholar may apply the effects of a single metamagic feat that he knows without increasing the effective spell level of the spell. Additionally, the guild scholar gains a +4 insight bonus on any caster level checks related to the casting.

Alternately, the guild scholar can perform an 8-hour research session in order to make a single Knowledge check with a +4 insight bonus. The wizard must possess at least 1 rank in the relevant Knowledge skill to use this ability.

This ability replaces the 10th level wizard bonus feat.

Runic Immortality (Su): At 20th level, the guild scholar gains the incredible ability to place his consciousness into his bonded spellbook upon his death, becoming a powerful and immortal intelligent magic item. The intelligent book retains the guild scholar's alignment and mental ability scores, gains an ego score of 25, and contains all the spells that the guild scholar knew in life. The book also has the read languages, *read magic*, senses (120 ft.), speech, and telepathy powers, an "intelligent item purpose" of the guild scholar's choice, and up to 100,000 gp in abilities and dedicated powers. The guild scholar's bonded spellbook must be in his possession at the moment of his death in order for this ability to activate.

This ability replaces the 20th level wizard bonus feat.

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