



PLAYER Paraphernalia



THE THEOSOPHYST
(NEW HYBRID CLASS)

#8



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PLAYER PARAPHERNALIA #8

By the Knotty-Works



Welcome to the eighth issue of Player Paraphernalia, a hodge podge of character ideas and alternate rules that may be used with the Pathfinder Roleplaying Game (Paizo, Inc©). In this issue a new hybrid class is introduced, The Theosophyst.

The Theosophyst

The theosophyst combines the voracious search for knowledge common to many a wizard with the devotion and faith to the divine. He relies on his ability to study and practice the arts of the arcane yet knows his faith will provide him with all of his needs while he spreads the word of truth and knowledge.

Many see the theosophyst as little more than an proselytizing sage, seeking to convert others to his point of view or religion. However, his methods rely more on arguments of rationale than works of charity or displays of divine power.

Role: The theosophyst fits in well as both an aid to others and a supplemental arcane spell caster. Between his ability to draw upon spells from both the arcane and divine lists and class abilities that grant a few benefits to his casting abilities, the theosophyst can hold his own against others of similar classes.

Parent Classes: Cleric and Wizard

Hit Die: d6

Starting Wealth: 3d6 x 10 gp (average 105 gp). In addition each character begins play with an outfit worth 10 gp or less.

Class Skills: Appraise (int), Craft (int), Diplomacy (cha), Knowledge (all) (int), Linguistics (int), Profession (wis), Sense Motive (wis), Spellcraft (int)

Skill Ranks per Level: 2 + Int modifier

Weapon and Armor Proficiencies: The theosophyst is proficient with light one handed simple and martial weapons. He is also proficient with

light armor but is not trained in handling any type of shield. The theosophyst still suffers the chance of arcane spell failure while wearing armor of any type for any spell he chooses for this class (regardless of the nature of the spell).

Armor Training (Ex): The theosophyst gains Arcane Armor Training as a bonus feat at 1st level.

Spells: the theosophyst must prepare his spells daily from a combination spellbook/psalter on a daily basis. The theosophyst may choose spells from both the Wizard and Cleric spell list though the spells must be entered into his spellbook/psalter for him to prepare it. The theosophyst must have an Intelligence of at least 10 + the spell level in order to study and cast the spell. The theosophyst starts with three 1st level arcane spells and two 1st level divine spells in his spellbook/psalter. If the theosophyst has access to a spell that is on both the wizard and cleric spell list, his spell casting level is treated as the lowest class level. Thus, the theosophyst can cast *Continual Flame* as a 2nd level spell as it is on the wizard's 2nd level spell list while it is on the cleric's 3rd level spell list.

The number of prepared spells a theosophyst gains per day is listed in the Theosophyst Progression Table and theosophysts with a high Intelligence score may add additional spell bonuses (see the Ability Modifiers and Bonus Spells Table in the Pathfinder Core Rulebook).

The theosophyst gains no benefits from specializing in any formal arcane schools nor does he have to select one or more domains nor gain any benefit from choosing a domain. However, some of his theosophyst powers may grant him access to certain abilities as given below.

The theosophyst gains 2 additional wizard spells and 1 additional cleric spell for each level attained as long as he has the ability to cast them based on the progression table given. In addition, there are limitations on the magic items inherently usable by the theosophyst.

Theosophyst Progression Table

Level	Base Attack Bonus	Fort	Ref	Will	Special	Spells per Day									
						0	1 st	2 nd	3 rd	4 th	5 th	6 th	7 th	8 th	9 th
1	+0	+0	+0	+2	talisman of power, cantrips, Eleusnian Pool	3	1	—	—	—	—	—	—	—	—
2	+1	+0	+0	+3		4	2	—	—	—	—	—	—	—	—
3	+1	+1	+1	+3	Theosophyst Power	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	Theosophyst Power	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	Theosophyst Power	4	4	4	3	2	1	—	—	—	—
10	+5	+3	+3	+7		4	4	4	3	3	2	—	—	—	—
11	+5	+3	+3	+7	Bonus Feat	4	4	4	4	3	2	1	—	—	—
12	+6/+1	+4	+4	+8	Theosophyst Power	4	4	4	4	3	3	2	—	—	—
13	+6/+1	+4	+4	+8		4	4	4	4	4	3	2	1	—	—
14	+7/+2	+4	+4	+9		4	4	4	4	4	3	3	2	—	—
15	+7/+2	+5	+5	+9	Theosophyst Power	4	4	4	4	4	4	3	2	1	—
16	+8/+3	+5	+5	+10		4	4	4	4	4	4	3	3	2	—
17	+8/+3	+5	+5	+10	Bonus Feat	4	4	4	4	4	4	4	3	2	1
18	+9/+4	+6	+6	+11	Theosophyst Power	4	4	4	4	4	4	4	3	3	2
19	+9/+4	+6	+6	+11		4	4	4	4	4	4	4	4	3	3
20	+10/+5	+6	+6	+12		4	4	4	4	4	4	4	4	4	4

In regards to spell completion items (scrolls), the theosophyst may use arcane scrolls within normal the normal limitations of activating scrolls. He may not use divine scrolls other than for spells found within his psalter. Spell trigger items (staves and wands) imbued with arcane spells may be used normally by the theosophyst while items imbued with divine spells cannot be used except through the application of the Use Magic Device skill. For all other magic items, the theosophyst is considered an arcane spell caster in regards to any requirements based on class or access to spells.

Cantrips (Sp): The theosophyst can prepare a number of cantrips (0-level spells) as noted on the progression table. These spells are not expended when cast and may be used as desired. The theosophyst begins with six cantrips that he may choose from either the wizard 0-level spell list or the cleric 0-level spell list. He may add an additional cantrip for each new level attained.

Eleusnian Pool (Su): The theosophyst gains a number of points per day equal to ½ his class level (minimum of 1) plus his Intelligence modifier for his Eleusnian Pool. This pool is used to empower his spiritual and arcane gifts including the benefits of his talisman. The Eleusnian Pool is also

used to empower many of the theosophyst powers gained at later levels.

Talisman of Power (Su): The theosophyst has a trinket that is the focus of his powers. This can be a light one-handed weapon, a holy symbol, scepter, etc. The item itself is initially worth no more than 10 gp and must be 5 lbs or less in weight. While the theosophyst holds forth the talisman he is treated as possessing the [Eschew Materials](#) feat. If the theosophyst is deprived of his talisman he must make a concentration check to cast any prepared spell and must use materials as demanded by the spell components. The DC to cast a spell without his talisman is 20 + the spell's level.

The theosophyst may draw upon his Eleusnian Pool through his talisman to perform the following:

Gain a +1 bonus to the DC for a prepared spell by expending a point from the Eleusnian Pool. The bonus may be increased by an additional +1 at 4th level and every four levels thereafter (maximum of +5 at 16th level) by sacrificing the same number of points from the Eleusnian Pool.

Gain a +1 sacred or profane (depending on the alignment of the deity worshiped or the theosophyst's alignment) bonus to a single

saving throw as an **immediate action** by expending a point from the Eleusnian Pool. This bonus may be increased by another +1 at 3rd level and every three levels thereafter (maximum of +5 at 12th level) by spending the same number of points from the Eleusnian Pool.

Cast a prepared spell without expending the spell slot by spending twice the spell level in points from the theosophyst's Eleusnian Pool.

The effects cannot be combined for a single spell casting.

Talismans that are lost or destroyed must be replaced with a ritual that costs 200 gp per level of the theosophyst and takes a week to perform. If the theosophyst wishes to replace his talisman with an enchanted or improved talisman, the process is the same and must include the cost of the new item including any other requirements such as masterwork quality.

Theosophyst Powers: As the theosophyst gains experience and knowledge, he gains additional powers granted by study and divine inspiration. Beginning at 3rd level and every three levels thereafter, the theosophyst may choose from the following abilities. Unless noted within the description, no ability may be taken more than once.

Arcane Knowledge: The theosophyst chooses one **arcane school** and gains the powers associated with the school as a wizard of the same level. Unless the power is permanent in nature, the theosophyst must spend a point from his Eleusnian Pool to trigger the ability gained. This ability may be taken more than once, though he is limited to no more than 2 by 12th level and 3 by 18th level and a different school must be chosen each time. The theosophyst may choose the powers of a sub school in place of the main school powers when this ability is first chosen.

Divine Knowledge: The theosophyst chooses one **domain** and gains the powers associated with the domain as a cleric of the same level. Unless the power is permanent in nature, the theosophyst must spend a point from his Eleusnian Pool to trigger the ability gained. This ability may be taken more than once, though he is limited to no more than 2 by 12th level and 3 by 18th level and a different domain must be chosen each time. The theosophyst may choose the powers of a sub domain in place of the main school powers when this ability is first chosen.

Harming Knowledge (Su): The theosophyst may spend a point from his Eleusnian Pool to gain a +1d6 bonus to any Inflict Wounds spell that only damages a single recipient. This bonus may be increased by another +1d6 at 12th level and 18th level, though the number of points expended from the

Eleusnian Pool equals the number of bonus dice gained for the spell. The theosophyst must be 6th level before this ability may be taken.

Harming Knowledge, Mass (Su): The theosophyst may spend a number of points from his Eleusnian Pool equal to the number of recipients of a Mass Inflict spell to grant a +1d6 bonus to the effect of the spell for each recipient. The theosophyst must be 12th level to take this ability.

Healing Knowledge (Su): The theosophyst may spend a point from his Eleusnian Pool to gain a +1d6 bonus to any Cure Wounds spell that only heals a single recipient. This bonus may be increased by another +1d6 at 12th level and 18th level, though the number of points expended from the Eleusnian Pool equals the number of bonus dice gained for the spell. The theosophyst must be 6th level before this ability may be taken.

Healing Knowledge, Mass (Su): The theosophyst may spend a number of points from his Eleusnian Pool equal to the number of recipients of a Mass Cure spell to grant a +1d6 bonus to the effect of the spell for each recipient. The theosophyst must be 12th level to take this ability.

Ingrained Knowledge (Su): The theosophyst may select two spells from his spellbook/psalter and may prepare these spells without having to study them from his spellbook/psalter. In addition, the theosophyst may cast these spells by expending a number of points from his Eleusnian Pool without expending a spell slot if he has prepared the spells for the day. If he hasn't prepared the spell before hand, he may still cast the spell using his Eleusnian Pool but at a cost of twice the spell level. The theosophyst must be 9th level or higher before this ability may be taken.

Scroll Casting (Sp): The theosophyst may cast an arcane spell from a scroll as if casting it as a prepared spell. The spell on the scroll must be of a level the theosophyst may cast and he must choose prepared spell that will be lost while casting it from the scroll. Casting a spell from a scroll in this fashion is a **full round action** and does provoke **attacks of opportunity** unless cast defensively. A number of points from the theosophyst's Eleusnian Pool must be spent equal to the spell level of the scroll. If the spell on the scroll was created with one or more meta-magic effects, the theosophyst casts the spell with the effects applied—even if he doesn't have the meta-magic feat—though he must expend the spell slot at the adjusted level of the spell with the meta-magic effects applied.

Casting a spell in this fashion does not cause the spell to vanish from the scroll and it may be cast later as a normal scroll as desired. If

the spell has a material component that has a significant cost (more than 1 gp) then the theosophyst must provide the material component to cast the spell from the scroll using this ability. The theosophyst must be 9th level or higher to take this ability.

Spontaneous Healing (Sp): The theosophyst may cast a Cure spell without preparing it as long as he has unexpended spell slot of the level desired and must select a prepared spell that will be lost when the Cure spell is cast. The theosophyst must have the Cure spell in his spellbook/psalter in order to spontaneously cast the spell. This ability may only be taken at 6th level or higher theosophyst.

Talisman Transcendence (Su): The theosophyst may hold forth his talisman as a **standard action** and grant a **morale bonus** to all allies within 30 feet until the beginning of his next turn. The bonus may be used for a single saving throw, to hit roll, or skill check. The bonus gained is equal to the number of points spent from the theosophyst's Eleusnian Pool with a maximum bonus of +5 for each use. The theosophyst must be at least 9th level to take this ability.

Bonus Feat: The theosophyst may choose an **Item Creation Feat** or **Meta-Magic Feat** as a bonus feat at 5th, 11th, and 17th levels. The theosophyst must meet any pre-requisites for the feat including caster level minimums.



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