

PLAYER Paraphernalia



CORE PRESTIGE CLASSES
(SORCERER AND WIZARD)

#44

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PLAYER PARAPHERNALIA #44

By the Knotty-Works

Welcome to the forty-fourth issue of Player Paraphernalia, a hodge podge of character ideas and alternate rules that may be used with the Pathfinder Roleplaying Game (Paizo, Inc©). Finishing the core classes prestige editions, we present the sorcerer and wizard. Each prestige class focuses on just a couple of the signature abilities with an accelerated rate of gain compared to the normal class.

Of all of the core classes, the sorcerer and wizard present unique challenges due to the relatively limited number of class abilities other than actual spell casting. The sorcerer's non-spell casting abilities are completely entwined in the bloodline chosen at first level and obviously dropping the bloodline is not an option so any limitations must be worked within the bloodline abilities granted the sorcerer. The wizard similarly has limited set of class abilities other than casting spells, even more so than the sorcerer to some extent. The obvious choice was to not include the Arcane class ability.

Sorcerer (Prestige Class)

Either genetics or a spiritual awakening, the sorcerer gains the ability to manipulate arcane energies newly discovered to be infused within his very being. Where others spend years studying the secrets of magical formulas and rituals, the sorcerer unlocks the innate ability to focus his energies to produce the same effect. Typically associated with his bloodline, the sorcerer unlocks both powers and spells based on a mystical heritage.

Role: Sorcerers are powerful spell casters but generally limited to a limited selection of spells and progresses more slowly than others in some respects. However, his ability to be free from the tedious need to prepare

and plan allows him to react much more quickly in many situations.

Alignment: The sorcerer may be of any alignment.

Hit Die: d6

Requirements

Ability Scores: Cha 13

Skills: Knowledge (arcana) or Spellcraft 5 ranks

Class Skills

Appraise, Bluff, Craft, Fly, Intimidate, Knowledge (arcana), Profession, Spellcraft, and Use Magic Device.

Skill Ranks per Level: 2 + Int modifier

Class Abilities

Weapon and Armor Proficiencies: The sorcerer is not proficient with any additional weapons or armor (including shields). If the sorcerer wears armor and casts spells with somatic components, he suffers the normal chance of arcane spell failure.

Spells (Sp): The sorcerer may cast arcane spells drawn from the Sorcerer/Wizard Spell List. He may cast any spell he knows without preparing it ahead of time, but must have a Charisma score of at least 10 + the spell level to cast it. The difficulty class for any saving throws against the sorcerer's spells is 10 + the spell's level + the Sorcerer's Charisma modifier. The sorcerer may cast a number of spells per day as listed in the Sorcerer Progression table and gains additional spells he may cast per level if he has a high Charisma based on the **Table: Ability**

Sorcerer Progression Table

Level	Base Attack Bonus	Saving Throws			Special	Spells Per Day	
		Fort	Ref	Will		1 st	2 nd
1	+0	+0	+0	+1	Bloodline, Cantrips, Eschew Materials	2	—
2	+1	+1	+1	+1	Bloodline Power	3	—
3	+1	+1	+1	+2	Bloodline Spell	4	—
4	+2	+1	+1	+2	Bloodline Power	5	3
5	+2	+2	+2	+3	Bloodline Power	6	4

Modifiers and Bonus Spells from the Pathfinder Core Rulebook.

The sorcerer is limited in the number of spells he may learn as listed on the Sorcerer Spells Known table. He may choose 4 0 level spells and 2 1st level spells at 1st level. He does not gain any additional spells known regardless of his Charisma. Spells chosen cannot be changed, but the sorcerer does not have to prepare them ahead of time, but may spontaneously cast any of his desired spells as desired.

Sorcerer Spells Known

Level	0	1 st	2 nd
1	4	2	—
2	5	2	—
3	5	3	—
4	5	3	1
5	5	4	2

Bloodline: The sorcerer must choose a bloodline at 1st level based on the bloodlines available to the core Sorcerer class. At 1st level the sorcerer gains the class skills associated with the bloodline and the Bloodline Arcana.

At 2nd level the sorcerer gains the bloodline power that the core Sorcerer class gains at 1st level. If the power grants abilities that scale with the sorcerer's class level, use the prestige class sorcerer's class level.

At 3rd level the sorcerer adds the first bloodline spell to his list of spells known.

At 4th level the sorcerer gains the bloodline power that the core Sorcerer class gains at 3rd level. Powers that grant abilities that scale with the sorcerer's class level, use the prestige Sorcerer's class level.

At 5th level the sorcerer gains the bloodline power the core Sorcerer class gains at 9th level.

Cantrips (Sp): The sorcerer may learn a number of 0 level spells—cantrips—

that he may cast as a normal spell but they do not require a spell slot and may be cast as desired.

Eschew Materials (Ex): The sorcerer gains the Eschew Materials feat at 1st level.

Wizard (Prestige Class)

Power is not physical but something much more ethereal and the wizard seeks to unlock the secrets to gain that power. Understanding these secrets allow the wizard to harness the power not only to make his life easier, but to change the world as he knows it to shape it to his own desires. But the quest for power has a price both in time and effort and for some their very own lives.

Role: Requiring both intuition and intelligence, the wizard seeks to truly understand the problem and determine the best method of resolving it, typically through magic. Of course, the decision of which school to focus colors the wizard's perception and ideals as to solve problems as they appear.

Alignment: The wizard may be of any alignment.

Hit Die: d6

Requirements

Ability Scores: Int 13

Skills: Knowledge (arcana) or Spellcraft 5 ranks

Class Skills

Appraise, Craft, Fly, Knowledge (all), Linguistics, Profession, and Spellcraft.

Skill Ranks per Level: 6 + Int modifier.



Wizard Progression Table

Level	Base Attack Bonus	Saving Throws			Special	Spells Per Day			
		Fort	Ref	Will		0	1 st	2 nd	3 rd
1	+0	+0	+0	+1	Arcane School, Cantrips	3	1	—	—
2	+1	+1	+1	+1	Arcane Power	4	2	—	—
3	+1	+1	+1	+2	Meta-Magic Feat	4	2	1	—
4	+2	+1	+1	+2	Craft Feat	4	3	2	—
5	+2	+2	+2	+3	Arcane Power	4	3	3	1

Class Abilities

Weapon and Armor Proficiencies: The wizard is not proficient with any additional weapons or armor (including shields). If the wizard wears armor and casts spells with somatic components, he suffers the normal chance of arcane spell failure.

Spells (Sp): The wizard may cast spells from the Sorcerer/Wizard Spell List as long as his Intelligence is equal to at least 10 + the spell level. The DC for any saving throws versus the wizard's spells is equal to 10 + the spell level + the wizard's Intelligence modifier. The wizard may cast a number of spells per day as listed on the Wizard Progression table and may gain additional spells for a high Intelligence as listed on the **Table: Ability Modifiers and Bonus Spells** from the *Pathfinder Core Rulebook*.

The wizard must prepare his spells ahead of time by spending 1 hour studying his spellbook after getting 8 full hours of sleep. He must maintain these spells in his own spellbook, and the wizard begins with a spellbook containing *Read Magic* and 4 additional cantrips (0-level spells) and 2 1st level spells. The wizard adds an additional spell when he attains a new level as a wizard as long as they are of a level that the wizard has access per his spells per day. The wizard may enter additional spells in his spellbook through traditional means as well.

Cantrips (Sp): The wizard may prepare a number of cantrips—0 level spells—as listed on the Wizard Progression table. Cantrips are cast as normal spells but are not expended and the wizard may cast them as desired.

Arcane School: The wizard must choose an *arcane school* to specialize in at 1st level as listed for the *core Wizard class*. If

the wizard chooses any school other than Universalist school, he must choose two other schools as his opposition schools. Once these selections are made, the wizard may not change them.

The wizard gains one additional bonus spell of the chosen school per spell level in which he can cast 1 or more spells per day as long as it is in his spellbook and he did not choose the Universalist school.

When the wizard prepares a spell from one of his opposition schools, the spell expends two spell slots. If the wizard attempts to craft a magic item that has a spell requirement from one of his opposition schools he suffers a -4 penalty to any skill checks pertaining to the crafting of the item.

At 2nd level the wizard gains the arcane powers from his chosen school that the *core Wizard class* gains at 1st level. Any power abilities that scale with the wizard's class level uses the prestige wizard's class level.

At 5th level the wizard gains the arcane school power normally gained by the *core Wizard class* at 8th level. Any power abilities that scale with the wizard's class level uses the prestige wizard's class level.

Meta-Magic Feat (Ex): The wizard gains a bonus feat at 3rd level that must be chosen from the *meta-magic feats*. The wizard must meet any prerequisites for the feat.

Craft Feat (Ex): The wizard gains another bonus feat at 4th level that must be chosen from the *item creation feats*. The wizard must meet any prerequisites for the feat though he may treat his class level as twice of his actual class level for level dependent requirements.

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