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THE MODERN SPELLCASTER

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System Merge

The Modern Spellcaster provides a way for D20 Modern characters to cast any spell in the Pathfinder Roleplaying Game, up to and including world-shattering ninth level spells!

Requires the Use of the D20 Modern Core Rulebook Published by Wizards of the Coast.

Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Publishing, LLC. See <http://paizo.com/pathfinderRPG> for more information on the Pathfinder Roleplaying Game. Paizo Publishing, LLC does not guarantee compatibility, and does not endorse this product. Pathfinder is a registered trademark of Paizo Publishing, LLC, and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Publishing, LLC, and are used under the Pathfinder Roleplaying Game Compatibility License. See <http://paizo.com/pathfinderRPG/compatibility> for more information on the compatibility license.

The traditions are breaking down.

The line between Druid and Wizard, between Summoner and Cleric, Bard and Witch and Sorcerer has blurred, wiped away like dust on a chalkboard. With the old divisions of magic lost and forgotten all that's left is the power, the power to summon demons, to heal the injured, to stop time or burn down a skyscraper with little more than a thought, a word and a strange gesture.

The Modern Spellcaster is a new basic class for D20 Modern, which draws heavily from the Pathfinder Roleplaying Game's much more expansive magic system. The Modern Spellcaster provides a way for D20 Modern characters to cast any spell in the Pathfinder Roleplaying Game, up to and including world-shattering ninth level spells!

The Modern Spellcaster is different than most D20 Modern Basic Classes- the class has no talents. Instead, the Modern Spellcaster has spells. Lots and lots of cool spells- why bother to learn to sneak around when you can just divine the truth of a matter with some tea leaves and expended mystic energy? Why learn to fight when you can just blast somebody with a magic missile or three, or just summon a golem to beat your enemies to a pulp? The lack of talents marks Modern Spellcasters as somehow different than the regular, workaday world, a product of a different time, a different ethos. However, the Modern Spellcaster has a pretty useful class skill list and decent amount of skill points, reflecting their nature as eccentric, well educated (if self taught) geniuses.

The Modern Spellcaster also makes a great alternative spellcasting class for Pathfinder Roleplaying Game campaigns. It is even more

spontaneous than a Sorcerer, and uses a Spell Point mechanic, which might make the class more palatable to gamers coming to the PFRPG from a console games or non D&D background. Younger and less experienced gamers might find the Modern Spellcaster more to their liking than the more 'specialized' spellcasting classes.

The Modern Spellcaster lacks the more exotic features of the other spellcasting classes- by default, the Modern Spellcaster can't *wildshape* like a Druid, summon an Eidolon, access Clerical domains or wield channeled energy, or do anything else. However the Modern Spellcaster can cast spells- lots and lots of spells. The Modern Spellcaster has access to every single spell in the game, and has the freedom to cast very high level spells even as a first level rookie, though doing so carries a major risk to the character. Customization and freedom are the Modern Spellcaster's biggest and more impressive advantages.

Across the Otherverse **Games Multiverse**

The following section briefly describes how the Modern Spellcaster would be integrated into Otherverse Games' four D20 Modern campaign worlds, three of which are distinctly non-magical by default.

In Black Tokyo

The Modern Spellcaster was created with Black Tokyo in mind! I needed a decent modern spellcasting option that offers full 9th level casting (not the nerfed 5th level casting of D20 Modern) for the upcoming second edition of the Black Tokyo campaign world, and the Modern Spellcaster fills that need. Expect this class to be referred to often in the revised Black Tokyo.

In the world of Black Tokyo, magic is everywhere, but it is a shadow thing, something glimpsed out of the corner of the eye. The ordinary



people of Black Japan might see an oni prowling along a trash strewn, neon-lit alleyway, or catch a fleeting glimpse of a dragon's shadow as it soars high over the Tokyo streets. When the citizens of Black Japan have a problem with *gaki* or *oni*, or if they are willing to pay the yen for a *Coinless Card* or *Maiden's Kimono*, there is a whisper network of referrals and 'friend of a friend of a cousin of mine' that will lead them, sooner or later, into the hands of a Modern Spellcaster.

Modern Spellcasters don't fit into modern Japan; they cling to its shadows or to their own dreams. Modern Spellcasters are very rarely

corporate drones; instead they are likely to be cute, traditionalist temple miko who have kept to the old ways, shut-in otaku who have somehow mastered a few mystical secrets from stolen spellbooks, crazy assted old hermits, or superstition haunted recent immigrants from the Tatakama. In short, not the most stable of folks. The Japanese Self Defense Force and Chrysanthemum Seven (among other factions) keep a few Modern Spellcasters on staff as occult experts and demon-hunters, but their wages can't begin to compare to what a Modern Spellcaster could make working for vile powers like the Amakaze.

Quite a few modern spellcasting traditions and mages' academies have been founded in Black Japan. The Clovers Academy, Monster's University and the Hanging Academy all teach their young students magic in a classroom setting. The Clovers Academy focuses on general magical studies, with an emphasis on transmutation and some decent healing classes. The Monster's University focuses on summoning, strength enhancing and savage combat magic, while the Hanging Academy's all-girl student body emphasizes necromancy and divination.

Note that all the gory, perverted spells found in *Spells and Gods of the Tatakama* (Otherverses Games, 2012) are as common in Black Japan as they are in the Tatakama themselves.



In Galaxy Command

Modern Spellcaster levels are rarely the province of human heroes. Instead, these mysterious talents represent secrets taught only by weird alien mentors hiding out on distant worlds. Human heroes who become Modern Spellcasters probably had alien mentors, and are somewhat uncomfortable in the 'modern' 35th Century. They dream of long vanished races, ancient secrets and faiths and powers long forgotten by the cosmos.

In keeping with the less violent nature of the setting, most of Galaxy Command's Modern Spellcasters focus on spells that offer enhanced sensory capabilities, travel options like flight or *spiderclimb*, ability buffs, and defensive magic. While high level combat magic exists, it is usually the province of WARSTAR or Space Mafia villains. Heroes usually keep their magical damage dealing options slightly below their defense capabilities, favoring low level offensive spells like *Magic Missile* rather than high level city-killers like *Meteor Swarm*.

Star Droids and other robotic characters cannot become Modern Spellcasters unless they select the True Souled racial trait described in *Synthetic Heroes (Otherverso Games, 2011)*.

In Otherverso America

Modern Spellcasters are treated as living WMDS, and even the youngest and least experienced Modern Spellcaster is kept under high security by her faction. The Modern Spellcaster class is a relatively new development, only coalescing in the wake of War's End. Modern Spellcasters are a dramatic refinement of earlier Object Philosophy thought tech, which are a set of highly specialized feats that grant near-magical abilities in accordance with the user's beliefs.

Very few high level Modern Spellcasters exist, and their impressive abilities are at least equal to capstone level Lifechained feats, high HD Lifespawn, or high level Powered Heroes. However, Modern Spellcasters have an even greater versatility and range of effect. Think about it. Once the first Modern Spellcaster, on either side, learns to cast a *Wish* spell, even if it cooks her, the Abortion War is OVER. "I wish that everyone who fought in the Choicer/Lifer military during the War spontaneously combusts." And there are plenty of characters, on both sides, who have the disposition necessary to pull the trigger on a *Wish* like that.

Each faction will make it an intelligence priority to keep tabs on rival Modern Spellcasters, targeting high level Modern Spellcasters for

assassination before they crack the secrets of 7th level spells or above. Likewise, each faction will rush its own Modern Spellcasters through training to catch up to a rival spellcaster.

You might want to reskin the Modern Spellcaster's abilities as psionic rather than magical in nature. This changes nothing about the character mechanically, nor how her powers work, merely giving a Modern Spellcaster in this setting the Psionic subtype at first level.

In Psi-Watch

The Nineties Comics that inspired Psi-Watch included a distinct minority of spellcasters and mystical heroes among their cyborgs, psychic mercenaries and charismatic mutants: *Spawn*, *Witchblade*, *Hellshock*, *Shadowman* and dozens more are good examples. Modern Spellcasters can be fit into the Psi-Watch world 'behind the scenes'. The general public has no idea that magic exists, and even most special ops teams have never encountered a spellcaster.

Modern Spellcasters are elite operatives, given the absolute highest security clearances possible. They are effectively above the law, and can command the obedience of most black operators, either by rank or through mind-warping spells. Modern Spellcasters go in and carry out missions that even whole fireteams couldn't accomplish, and often use their powers to sanitize a mission. Using their spells, they assassinate heads of state with untraceable strokes, use a faked gas line explosion to burn out a skyscraper, or use fate-warping magic to bring down a jetliner to get a single hard target. You've seen the handiwork of elite Modern Spellcaster spies on the news, but you've never realized what you've seen. . . .

By contrast, both the Blooded Ghosts and the Culture use magic openly, their populations both accepting sorcery as every bit a valid path as science. Blooded Ghost shamans favor spells that summon, deform or draw blood, or spells that heal their own races' hurts. Culture Modern Spellcasters favor spells that force obedience, rearrange matter to their whims or enhance the already impressive talents of Culture soldiers.

Class Information

The following information pertains to the Modern Spellcaster Basic Class.

Hit Die

Modern Spellcasters are not particularly fit, and spend more time training their mind and souls than they do their bodies. Modern Spellcasters receive D6 Hit Points per level. A first level Modern Spellcaster receives Hit Points equal to 6 + her CON modifier.

Action Points

The Modern Spellcaster gains a number of action points equal to 5 + one-half of his character level, rounded down every time she attains a new level in this class.

Class Skills

The Modern Spellcaster's class skills are as follows.

Bluff (CHA), Computer Use (INT), Concentration (CON), Craft (electronic, visual arts, writing) (INT), Decipher Script (INT), Diplomacy (CHA), Forgery (INT), Gamble (WIS), Gather Information (CHA), Investigate (WIS), Knowledge (any skill) (INT), Listen (WIS), Perform (any skill) (CHA), Profession (any occult, white collar or academic) (WIS), Research (INT), Sense Motive (WIS), Spot (WIS), Speak/Read Languages

In PFRPG campaigns, just use Linguistics instead of Decipher Script, Forgery and Speak/Read Languages, Spellcraft instead of Concentration, and Perception instead of Spot and Listen. Otherwise everything works fine as written.

Skill Points at First Level: (5 + INT Modifier) x4
Skill Points at Each Level: 5 + INT Modifier

Spell Points

Beginning at first level, the Modern Spellcaster begins accumulating Spell Points. To cast a spell, the Modern Spellcaster must expend Spell Points equal to the spell's level. Thus, to cast fireball, a 3rd level spell, a Modern Spellcaster would expend three Spell Points. If the spell is modified by Metamagic feats, the Modern Spellcaster must pay Spell Points equal to the spell's modified level. Thus, if that fireball is Enlarged, the Modern Spellcaster would pay the modified level cost, or four Spell Points.

At first level, the Modern Spellcaster receives Four (4) Spell Points, plus a number of additional Spell Points equal to his or her INT bonus. A few starting talents and feats increase the Modern Spellcaster's Spell Point total.

Just based upon the Spell Points provided by the class itself, discounting an INT bonus or feat to boost the Spell Point maximum, at 10th level the Modern Spellcaster would have 38 Spell Points, and a whopping 123 Spell Points at 20th level!

Armored Spell Failure?

Modern Spellcasters cast spells just like any other spellcaster. Modern Spellcasters suffer an arcane spell failure chance. One exception to this is Light armor of the Concealable type; these ultralight modern forms of body armor are designed for comfort and ease of wear. Modern Spellcasters do not suffer an arcane spell chance when wearing any type of Light, Concealable body armor.

Recovering Spell Points

The Modern Spellcaster recovers expended Spell Points through sleep or rest. Eight hours or sleep or restful calm allows the Modern Spellcaster to recover a number of Spell Points equal to her class level plus her INT modifier. At 10th level, after resting, the Modern Spellcaster recovers Spell Points equal to twice the sum of her class level plus her INT modifier. The Modern Spellcaster can only

Table: The Modern Spellcaster

Class Level	Base Attack Bonus	FORT Save	REF Save	WILL Save	Special	Spell Points	Safely Cast	Defense	Rep
1st	+0	+0	+0	+2	Bonus Feat, Cantrips, Recovery (class + INT)	+4	Zero First	+0	+0
2nd	+1	+0	+0	+3		+2	-	+1	+0
3rd	+1	+1	+1	+3		+2	Second	+1	+1
4th	+2	+1	+1	+4	Bonus Feat	+3	-	+1	+1
5th	+2	+1	+1	+4		+3	Third	+2	+1
6th	+3	+2	+2	+5		+4	-	+2	+2
7th	+3	+2	+2	+5		+4	Fourth	+2	+2
8th	+4	+2	+2	+6	Bonus Feat	+5	-	+3	+2
9th	+4	+3	+3	+6		+5	Fifth	+3	+3
10th	+5	+3	+3	+7	Recovery 2x(class + INT)	+6	-	+3	+3
11th	+5	+3	+3	+7		+6	Sixth	+4	+3
12th	+6/+1	+4	+4	+8	Bonus Feat	+7	-	+4	+4
13th	+6/+1	+4	+4	+8		+7	Seventh	+4	+4
14th	+7/+2	+4	+4	+9		+8	-	+5	+4
15th	+7/+2	+5	+5	+9		+8	Eighth	+5	+5
16th	+8/+3	+5	+5	+10	Bonus Feat	+9	-	+5	+5
17th	+8/+3	+5	+5	+10		+9	Ninth	+6	+5
18th	+9/+4	+6	+6	+11		+10	-	+6	+6
19th	+9/+4	+6	+6	+11		+10	Tenth (meta-magic)	+6	+6
20th	+10/+5	+6	+6	+12	Bonus Feat	+11	-	+7	+6

recover Spell Points once in any given 24 hour period.

Note that this might not completely restore the Modern Spellcaster's casting capacity if she runs her pool of magical energy down to zero. A few talents and feats allow Modern Spellcasters to recover Spell Points at a greater rate or in a different manner; these abilities are discussed later in this PDF.

Action Points & Spell Recovery

The Modern Spellcaster can expend an action point, as a full round action. Doing so allows her to focus her will and immediately recover $1d6+1$ Spell Points, up to her maximum. At 10th level, she recovers $2d6+2$ Spell Points.

Spells

The Modern Spellcaster uses her INT modifier to determine bonus Spell Points, and her INT modifier is used to calculate the Save DC of all her spells. The Modern Spellcaster can acquire and cast **any** spell, from any class list, including both arcane and divine spells!

The Modern Spellcaster can acquire any number of spells. Once a spell is learned, the Modern Spellcaster can cast it at any time. The Modern Spellcaster must acquire a written or digital copy of a spell to learn it; from another mage's spell book or book of shadows, from an ancient scroll, or a spell stored on a PDA. Learning the spell requires the Modern Spellcaster to spend a number of hours equal to the spell's level minus her INT modifier (minimum one hour) studying the spell. At the end of this period, the Modern Spellcaster makes a Spellcraft check with a DC equal to $12 + \text{the spell's level}$.

The Modern Spellcaster automatically succeeds when learning Zero level spells; she must merely expend an hour of study to add this minor spell to her collection.

If the check is successful, the Modern Spellcaster learns the new spell, and adds it to her repertoire of spells known. Whether or not the spell is successfully learned, it is expended; the written copy of the spell either vanishes entirely, consumed in mystic flames, or becomes illegible, writing fading, data becoming corrupt and unreadable, mystic diagrams shifting and changing into something useless, and so forth.

A Note on Different Spell Lists

If a spell appears on the spell lists of different PFRPG classes at different levels (example: Cleric 4, Wizard 5), the Modern Spellcaster gains that spell as a spell of the lowest possible level. In this example, that would mean the Cleric 4 spell would become a 4th level spell for the Modern Spellcaster. All spells cast by the Modern Spellcaster are considered to be Arcane spells, regardless of their previous origin.

Safe Casting and Overcasting

The Modern Spellcaster can cast any spell she desires, at any level, assuming she has enough Spell Points to power the spell. In some extraordinary circumstances, a first level Modern Spellcaster might even try her luck at casting an eighth or ninth level spell! Possible...but not a very good idea.

If the Modern Spellcaster attempts to cast a spell of a higher level than she can safely cast (overcasting), she risks potentially fatal backlash. If the Modern Spellcaster makes the attempt, she must succeed at a WILL Save, with a DC equal to $15 + \text{the spell's level}$. If the Modern Spellcaster makes her save, she casts the higher level spell without incident. The Modern Spellcaster casts higher level spells as if she were a spellcaster of the minimum level required to cast the spell.

If she fails her save, then things get interesting. On a failed save, the Modern Spellcaster suffers 1D10 points of damage per level of the overcast spell. If the Modern Spellcaster fails her save by five points or worse, in addition to this



damage, she suffers an additional point of damage for every Spell Point remaining in her pool, expending all these Spell Points (and probably cooking herself from the inside out). In either case, the overcast spell is not cast.

Cantrips

Each day, upon recovering spent Spell Points, the Modern Spellcaster can designate which zero level spells (called *cantrips*) she wishes to emphasize that day. The Modern Spellcaster can select a number of zero level spells equal to 3 + her INT modifier. She can cast these specific zero level

spells as many times as desired that day, without expending Spell Points. If she chooses to modify one of these cantrips with a Metamagic feat, she would spend Spell Points equal to the cantrip's total modified level.

If the Modern Spellcaster wishes to cast a zero level spell beyond the designated cantrips, she must expend one (1) Spell Point to do so.

Starting Spells Known

A first level Modern Spellcaster has somehow acquired a few spells when the campaign begins.

The Modern Spellcaster begins with as many cantrips as the gamemaster allows, which is a number equal to the Spellcaster's INT score at a minimum. Most campaigns will allow the Modern Spellcaster to begin with every zero level spell in the core rulebook.

The Modern Spellcaster begins with a number of first level spells known equal to her INT modifier, or three (3) whichever is greater.

For the rest of the Modern Spellcaster's starting spell allotment, roll randomly on the following chart. Your gamemaster will tell you what type of campaign you're running in, which determines what kind of spells you can roll for. Note that even the lowest power campaign offers the Modern Spellcaster a chance, albeit a small one, to start with a 9th level spell. The constant temptation to cast recklessly, and the risk of spectacular self immolation, are a big part of this class' mystique.

The Modern Spellcaster can sacrifice the chance to receive any spells of a particular level in order to receive a +10% bonus on the random roll to determine any spells of the next higher spell level.

As an aside, *Black Tokyo* and *Psi-Watch* are standard campaigns, *Galaxy Command* is a cautious campaign, and *Othervers America* is anything goes.

- Iron Will or any skill enhancing feat (such as Gearhead) from either the PFRPG or D20 Modern SRD

	Percentage Chance of Knowing One Spell of this Level		
Spell Level	Cautious Campaign	Standard Campaign	High Power, Anything Goes Campaign
2nd	35%	50%	50%
3rd	30%	40%	45%
4th	25%	30%	40%
5th	20%	20%	35%
6th	None	None	30%
7th	None	None	25%
8th	None	None	20%
9th	2%	5%	15%

Automatically Granted Spells

At each level, the Modern Spellcaster automatically learns a single spell of the highest level she can safely cast. This spell may be one she has been researching behind the scenes for a long time, one presented to her by an allied spellcaster, or one researched independently.

Bonus Feats

At first, 4th, 8th, 12, 16th and 20th level, the Modern Sorcerer receives a bonus feat, which must be chosen from the following list.

- Any Metamagic or Item Creation feat from the Pathfinder Roleplaying Game or D20 Modern SRD
- Any Object Philosophy feat (found in the Othervers America campaign setting)
- Any new feat found in this sourcebook

Item Creation Notes

The Modern Spellcaster can use Item Creation feats, such as Scribe Scroll or Craft Wondrous Item to create permanent or single-use magic items. The Modern Spellcaster must be able to safely cast a particular spell level to use spells of that level as a component in a magic item. Thus, a first level Modern Spellcaster might know how to cast *meteor swarm*, but she certainly isn't going to be making a magic item incorporating that spell for a long, long time.

The easiest way to convert PFRPG Gold Piece costs to the D20 Modern Wealth system is to treat 1 GP as being equal to \$1 and just converting the resulting dollar amount to a Wealth Check DC.

New Starting Talents

These new starting talents fill niches implied by the point based spellcasting system, and allow Modern Spellcasters to pull off some impressive magical feats.

Action Recharge (SU)

Prerequisite: Modern Spellcaster levels

You can draw upon your inner reserves to rapidly recharge your magical batteries. When spending an action point to instantly recover Spell



Points, you roll 1D10+1. At 10th level you recover 2D10+2 Spell Points when an action point is spent.

Ancient Lore (EX)

Prerequisite: Knowledge (history) 2 ranks

You are a student of the secret, occult history of the world. You receive a +1 trait bonus on Knowledge (history) and Spellcraft checks, as well as Gather Information checks made in the occult or supernatural 'community', whatever it may be in your campaign world.

assortment of cantrips on hand more extensive than most Modern Spellcasters'. Each day you can designate a number of zero level spells as cantrips equal to 5 + your INT modifier.

Elemental Blood (SU)

Prerequisite: Modern Spellcaster levels, CON 13+

The stuff of primal creation, of raw elemental magic, runs in your veins. Occasionally when you are wounded, a lick of flame, gout of water or steam, gust of wind or small drift of sand or dirt

Change in Accordance With Will (EX)

Prerequisite: Modern Spellcaster levels, vast personal transformation (see text)

Magic is the art of causing change in accordance with will, and so it follows that those with the sheer willpower to change their bodies completely are some of the most effective mages the world has ever known. To select this talent, the character must have undergone extensive and voluntary physical change: sexual reassignment surgery, full cybernetic conversion, massive genetic engineering, intense and painful physical conditioning, full body tattooing, ect.

You receive a +4 bonus on WILL Saves to safely overcast spells of the Transmutation school. It costs you one less Spell Point, to a minimum of one Spell Point to cast any Transmutation spell upon an ally or willing creature, including yourself.

Cantrip Expert (EX)

Prerequisite: Modern Spellcaster levels, Spellcraft 1 rank

You really enjoy casting minor spells, and have an

drops from the wound, a testament to your strange heritage. Perhaps you were the descendant of a powerful sorcerer of some lost aeon, or your magical awakening involved the intervention of an elemental spirit.

Select one of the four classical elements (Earth, Air, Fire, Water). Whenever you cast a spell with your chosen descriptor, reduce the Spell Point cost by -1, to a minimum of one.

Fast Learner (EX)

Prerequisite: Modern Spellcaster levels, Spellcraft 1 rank

You can learn spells more quickly than most. It only requires 15 minutes of study to learn a zero level spell, and you reduce the study time to learn more advanced spells by an hour, to a minimum of one hour.

Leech Energy (SU)

Prerequisite: Modern Spellcaster levels

You know how to draw in the tiny amount of magical energy held within the bodies of even the most mundane creature. You can touch a willing or unaware sentient creature as a touch attack. Doing so allows you to recover one Spell Point and does no harm (except for a faint second of dizziness or weakness) to the victim. You can only draw energy from a given character once per 24 hour period. You cannot draw energy from another spellcaster of any tradition, as mages are so attuned to their own energy flows they can prevent this minor theft.

Paranatural Bloodline (SU)

Prerequisite: Modern Spellcaster levels, CHA 13+

You are haunted by strange, hereditary shadow-memories of long ago spellcasters and long forgotten magical styles. You choose the Bloodline Arcana from any Sorcerer bloodline as a first level Sorcerer, as described in the Pathfinder Roleplaying Game. You gain this ability.

Serene Recharge (SU)

Prerequisite: Modern Spellcaster levels, WIS 13+

You meditate calmly to recover your mystical energy. Each day, you recover an additional

number of Spell Points equal to your WIS modifier when you sleep or rest. At 10th level, you recover a number of Spell Points equal to your WIS modifier x 2.

Solid Theorems (EX)

Prerequisite: Modern Spellcaster levels, Spellcraft 1 rank

You've got a better than average grasp of magical theory. This trait is extremely common among the studious, highly competitive teen mages of Black Tokyo's magical academies. You receive a +5 bonus on Spellcraft checks made to learn a new spell.

Traditions of Old (SU)

Prerequisite: Modern Spellcaster levels, Knowledge (arcana) 2 ranks

You have researched so deeply you have found the faintest echoes of the tutelage of a long extinct arcane college. Select one school specialist power, as a first level Wizard as described in the Pathfinder Roleplaying Game. You gain this ability.

New Feats

These new feats allow Modern Spellcasters to duplicate some, but not of the core features, of the specialized spellcasting classes of an earlier epoch. Other feats change the way the point based spellcasting system works, or upgrade a Modern Spellcaster in other, more conventional ways.

Balanced Risk

You've heard the horror stories of incautious mages cooked from inside by uncontrolled waves of magical energy. These spectacular deaths haven't stopped you from overcasting, but when you cast risky, high level spells, you find ways to minimize the risk.

Prerequisite: Modern Spellcaster levels, Spellcraft 4 ranks

Benefit: You reduce the damage inflicted by overcasting a higher level spell than to 1D6 points of damage per spell level.

Normal: You suffer 1D10 damage per level of the attempted spell if you fail a WILL Save while

casting a higher level spell than you can safely control.

Bardic Performance

You can channel your passion for a particular kind of art into your magic, and imbue your performances with mystical power.

Prerequisite: Modern Spellcaster levels, Perform (any) 4 ranks, CHA 15+

Benefit: You gain the Bardic Performance ability, identical to the Bard class feature described in the Pathfinder Roleplaying Game. Your Modern Spellcaster level determines the effects of your Bardic Performance.

You add any feats that improve or modify a Bardic Performance to your list of class-based bonus feats.

Bonus Arcana

You have more mystical energy at your disposal than most Modern Spellcasters.

Prerequisite: Modern Spellcaster levels

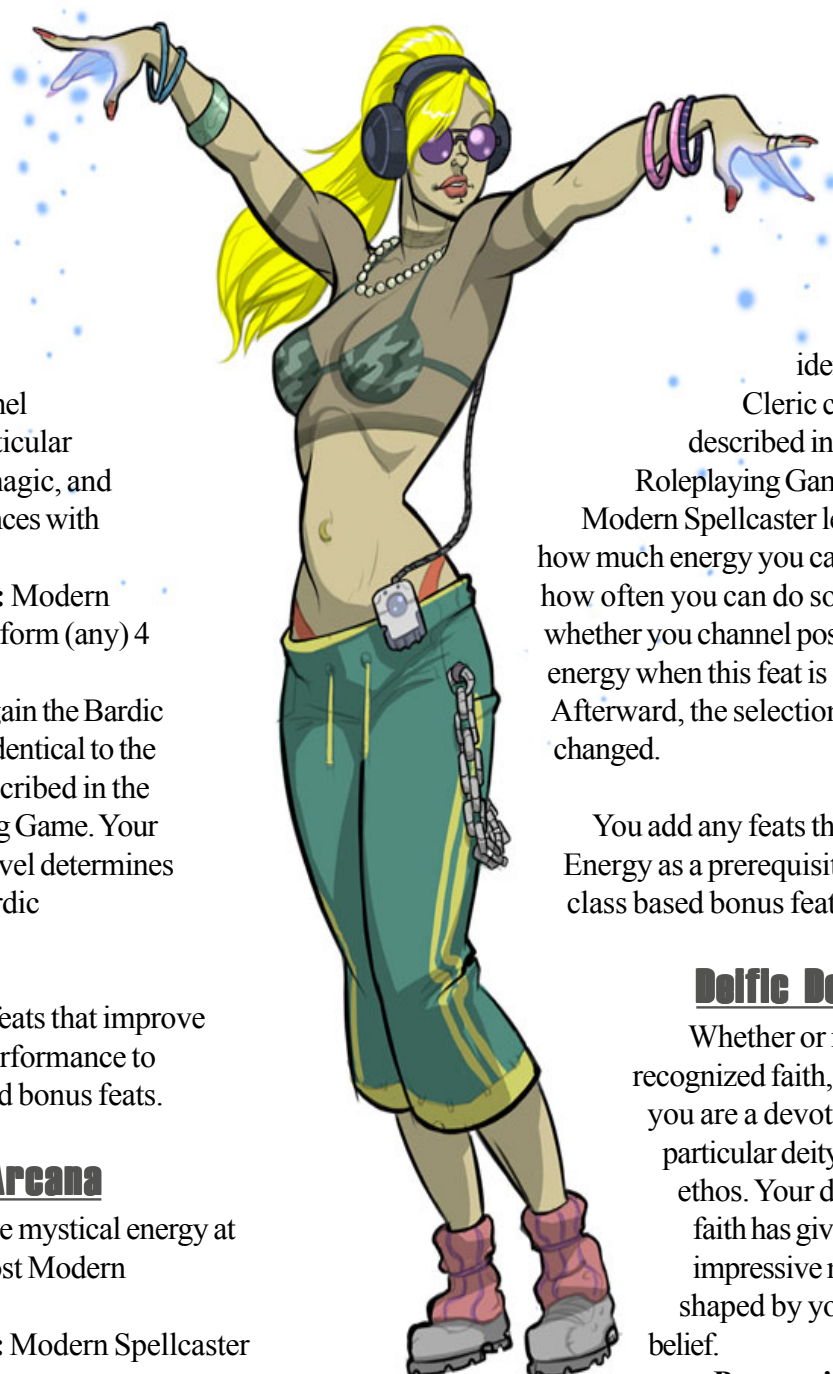
Benefit: You gain +5 bonus Spell Points, plus an additional +1 Spell Point per Modern Spellcaster level.

Special: You can select this feat multiple times. Its effects stack.

Channel Energy

You can unleash a roiling blastwave of gleaming divine energy that can heal your allies or blast apart the risen dead.

Prerequisite: Modern Spellcaster levels, Knowledge (theology & philosophy) 4 ranks



Benefit: You gain the ability to Channel

Divine energy, identical to the

Cleric class feature as described in the Pathfinder

Roleplaying Game. Your

Modern Spellcaster level determines how much energy you can channel, and how often you can do so. You decide whether you channel positive or negative energy when this feat is chosen.

Afterward, the selection cannot be changed.

You add any feats that have Channel Energy as a prerequisite to your list of class based bonus feats.

Dofic Domains

Whether or not you follow a recognized faith, church or cult, you are a devoted follower of a particular deity or driving ethos. Your dedication and faith has given you impressive magical powers shaped by your passion and belief.

Prerequisite: Modern Spellcaster levels, Knowledge (theology & philosophy) 4 ranks

Benefit: Choose two clerical domains which match your faith, ethos or personal code. You gain the granted power of these two clerical domains, as a first level Cleric as described in the Pathfinder Roleplaying Game.

Digital Magic

Instead of casting spells in person, the Modern Spellcaster can instead transmit a spell electronically. The digital spell takes the form of a mystically trapped e-mail message that activates when the recipient opens the file.

Prerequisite: Modern Spellcaster levels, Computer Use 5 ranks

Benefit: You can create spells in digital form, which can be e-mailed, tweeted or sent via text message, ect. You can create a digital version of any spell you can safely cast.

Creating a digital spell requires a Computer Use check (DC 20 + the spell's level), and at least two hours of work per spell level. First, the mage must successfully store the spell or spell he wishes to attach to the email message. A digital spell must be specifically targeted at a specific character; the spell does not function if any other person opens the e-mail before the intended recipient.

The Modern Spellcaster can collect mundane information about the target by successful Research, Gather Information or Computer Use checks. The more information the Digital Sorcerer can gather, the more effective the digital spell becomes. Each of the following bits of information increases the Virtual Hex's saving throw DC by +1

- The Modern Spellcaster has access to the victim's online blog, website or similar.
- The Modern Spellcaster has a recent (within 2 weeks) digital photo of the victim.
- The Modern Spellcaster knows the target's social security number, date of birth, and credit information.
- The Modern Spellcaster knows some of the the victim's passwords or access codes.

The virtual hex takes effect when the victim opens the trapped e-mail message. If the spell offers a saving throw, the victim saves against the spell at this point. The victim may attempt to recognize the virtual hex for the deadly threat that it is by making a successful Computer Use (DC 25 + spell level) or Knowledge (arcane lore) or Spell Craft (DC 15 + spell level). If the victim recognizes the email is

trapped, he can simply delete the message without opening it or allow someone else to open it, expending the magic. The digital spell remains functional for a number of days equal to the Modern Spellcaster's INT modifier. If not accessed before this time, it degrades into useless data.

Familiar

You have bound a tiny, clever and surprisingly useful magical mascot to your service.

Prerequisite: Modern Spellcaster levels

Benefit: You gain a familiar, identical to the Wizard class feature as described in the Pathfinder Roleplaying Game. Your Modern Spellcaster level determines your familiar's abilities.

Coomantle Recharge

Requires the Use of Ley Lines (Otherverse Games, 2012)

You can draw magical energy directly from the luminous lines of energy that crisscross the planet.

Prerequisite: Modern Spellcaster levels, Spellcraft 4 ranks

Benefit: You can draw energy directly from ley lines to recharge your pool of Spell Points. The amount of energy available is determined by the length of the ley line. To draw energy from a ley line, you must be within 30 ft of the line, and must expend a standard action. You can only draw energy from a particular ley line once per hour, though there is no limit on the number of creatures that can draw on a particular ley line at any given time. Even the shortest ley line is a font of almost limitless magical energy.

- Short – 1 point/hour
- Average- 3 points/hour
- Long- 5 points/hour
- Continental -10 points/hour

Media Magic

The affects of your Bardic Performance extend to those watching or listening to it live on the radio, on TV or over the Internet.

Prerequisite: Bardic Performance, Modern Spellcaster level 5th

Benefit: You can transmit the effects of your Bardic Performance through any form of live mass media- radio, television, streaming internet video, Skype or similar chats, ect. Recordings of your bardic performance have no magical effect.

When using Bardic Performance, rather than having the ability affect characters in your immediate vicinity, you can choose to have your Bardic Performance affect one or more creatures viewing or listening through a live media feed. You may affect the same number or Hit Die of remote listeners/viewers as you could in person; these remote audience members can be at a single location or at multiple locations. You can choose to affect multiple viewing locations (such as different radios playing your performance) equal to your CHA modifier.

You choose which listeners or viewers will be affected by your Bardic Performance, and must clearly identify these audience members when beginning the performance. (This identification can be by name: "I want to Inspire Courage in Lt. Roberts, who is listening to my song on a radio somewhere in Iraq." It can also be by location "I want to fascinate any guards at Folsom State Prison watching my performance on TV".) Other listeners/viewers only perceive the mundane performance, and are typically unaware of any supernatural aspect to your Bardic Performance. You are not aware whether or not the designated targets see your performance, nor if they are affected by it in any way.



Magical Prodigy

You regularly cast higher level spells than you should be able to, and somehow haven't incinerated yourself yet.

Prerequisite: Modern Spellcaster levels

Benefit: Add one level to the highest level of spells you can safely cast.

Special: You can select this feat multiple times; its effects stack.

Multiclassed Modern Spellcaster

You have dabbled in other professions, but retain a deep core of competence as a magic user.

Prerequisite: Modern Spellcaster level 5th

Benefit: You use your total character level as your Modern Spellcaster class level for determining your Spell Points.

Safe Overcasting

You can push your magical abilities to their limit and slightly beyond.

Prerequisite: Modern Spellcaster level 5th

Benefit: You receive a +4 bonus on the WILL Save to safely overcast a spell.

Skill Burn

You can channel mystical energy into your nerves and muscles, enabling you to perform phenomenal feats.

Prerequisite: Modern Spellcaster levels

Benefit: Rather than casting spells, you can choose to directly channel Spell Points to provide a bonus on a specific skill check. You can channel Spell Points in this manner as a swift action; you may use this ability after the skill check is rolled, but before the results of the roll are announced.

Each Spell Point expended provides a cumulative +1 luck bonus on the skill check. You may expend a number of Spell Points equal to your class level on any single skill check.

Signature School

You are surprisingly adept with a particular school of magic, enabling you to cast spells from that school more efficiently.

Prerequisite: Modern Spellcaster level 3rd

Benefit: Select one school of magic (such as Conjunction). You reduce the casting cost of all spells from this school by 2 Spell Points to a minimum of 1 Spell Point to cast the spell.

Special: You can select this feat multiple times, applying it to a different school of magic each time. Its effects do not stack.

Suicide Spellcaster

You have no fear of dying, so long as you get off one final, all important spell before your unchecked magical energies cook you alive.

Prerequisite: Modern Spellcaster

Benefit: If you fail a WILL Save to overcast a higher level spell than you can safely control, the necessary Spell Points to cast the spell are expended, and the spell takes effect normally. You immediately suffer the effects of the failed WILL save, suffering damage and possibly death. Note that your Spell Point pool is reduced by the cost of the overcast spell, which can reduce the severity of a truly cataclysmic WILL Save failure.

Superior Rest and Recharge

You recover Spell Points more quickly than other Modern Spellcasters.

Prerequisite: Modern Spellcaster levels

Benefit: You recover a number of Spell Points equal to your class level plus your INT score. At 10th level, you recover twice this amount.

Normal: You recover Spell Points equal to your class level plus your INT modifier.

Coming Soon

A huge selection of new spells, designed for the modern and future, and equally usable in both D20 Modern and the Pathfinder Roleplayign Game, is coming soon from Otherverse Games.....

Appendix: Fuckin' With the Coroner's Head

When a Modern Spellcaster botches in overcasting a spell, the results can be spectacular, and messy. If one of your players tries to unleash *Sunburst* as a second level Modern Spellcaster and fails miserably, and you're stuck for especially nasty ways to kill her character, roll on the chart below. Remember, the messy consequences of overcasting are a big part of the flavor of this class, so have some fun with the inevitable failures around the game table.

D20 Result	Messy Death by Overcasting
1	The Spellcaster explodes like 5 lbs of C4 were inserted into her guts, and her remains drip down from the ceiling.
2	The Modern Spellcaster is petrified, taking on the appearance of an agonized human statue made of rough coal.
3	The Modern Spellcaster's internal organs explode in a shower of vile, greenish acids.
4	Every orifice on or in the Modern Spellcaster's body, including her pores and blood vessels, instantly seals shut.
5	The Modern Spellcaster is electrocuted by her own neural discharges.
6	Imagine fatal radiation poisoning, on the order of about 15,000 rads, progressing through the stages in about 12 seconds. The corpse is probably going to remain mildly radioactive for the next few centuries.
7	The Modern Spellcaster is rendered down to her component organic molecules, which looks like frothy pink slime, sorta like lumpy Peptobismol.
8	The Spellcaster's metabolism changes permanently, so she now needs a highly pressurized methane atmosphere to survive. Good luck figuring that out before she suffocates.
9	Gushers of high pressure blood, like a Yakuza in Kill Bill (but worse) burst from the Spellcaster's mouth, eyes and nose.
10	Phantom blades cleanly slice the Modern Spellcaster neatly in half down the centerline of her body.
11	The Modern Spellcaster ignites and burns with an eerie greenish flame that doesn't stop burning until every last molecule is incinerated.
12	Imagine an invisible hammer weighing 200 tons slamming right down on the Spellcaster's skull, splattering her like a Warner Brother's cartoon.
13	Each and every one of the Spellcaster's internal organs are transformed into intricately folded origami and her blood vanishes.
14	Every single breed of cancer imaginable attacks the Spellcaster, and all these diseases run their course over the next minute or so. Don't worry, you won't be conscious for more than a couple of seconds, Tumor Girl.
15	Half your body changes gender, while the other half becomes some kind of inert organic substance like bone or lacquered wood.
16	About 75% of your body mass, except for your head, hands and hair, is replaced with delicious, beautifully iced pastries. At least your wake's been pre-catered.
17	You wink out of reality, and are teleported into the exact center of the nearest main sequence star.
18	Wolves, pit bulls, bobcats and other mid-sized predators claw their way out of the Modern Spellcaster's stomach.
19	Every wound, no matter how minor, the Modern Spellcaster has suffered throughout her life reopens, killing her thoroughly.
20	The Modern Spellcaster's blood becomes something incompatible with life, like tar, motor oil or wine.

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