

BAB Low

HP per Lv 5(d6)

Weapon Proficiency Any 1 group

Armor Proficiency None

Saving Throw Proficiency Will

Initial Equipment Spellbook

Bonus Language Draconic

Lv	Class Ability
1st	Arcane bond , arcane school
2nd	--
3rd	--
4th	--
5th	Bonus feat
6th	--
7th	--
8th	--
9th	--
10th	Bonus feat
11th	--
12th	--
13th	--
14th	--
15th	Bonus feat
16th	--
17th	--
18th	--
19th	--
20th	Bonus feat

Spells: A wizard casts arcane spells. Her casting type is Prepared 9th casting, and her casting ability is Intelligence.

A wizard prepare spells from his spell book. Spellbook には、Prohibited School 以外の Wizard が唱えられる Core に載っている呪文が書き込まれている。Lv が上がって新しいLv の呪文が唱えられるようになると、Wizard は日々の勉強から、Spellbook に新しいLv の呪文を書き込む。

After long rest, a wizard must spend 1 hour studying his spellbook to regain her daily allotment of spells

and prepare spells. Spellbook が無い場合、Wizard は呪文を準備し直すことができないが、spell slot は回復するため、前日に準備した呪文を使うことができる。

Arcane Bond (Ex or Sp): At 1st level, wizards form a powerful bond with an object or a creature. This bond can take one of two forms: a familiar or a bonded object. A familiar is a magical pet that enhances the wizard's skills and senses and can aid him in magic, while a bonded object is an item a wizard can use to cast additional spells or to serve as a magical item. Once a wizard makes this choice, it is permanent and cannot be changed. Rules for bonded items are given below, while rules for familiars are at the end of this section.

Wizards who select a bonded object begin play with one at no cost. Objects that are the subject of an arcane bond must fall into one of the following categories: amulet, ring, staff, wand, or weapon. These objects are always masterwork quality. Weapons acquired at 1st level are not made of any special material. If the object is an amulet or ring, it must be worn to have effect, while staves, wands, and weapons must be held in one hand. If a wizard attempts to cast a spell without his bonded object worn or in hand, he must make a concentration check or lose the spell. The DC for this check is equal to 20 + the spell's level. If the object is a ring or amulet, it occupies the ring or neck slot accordingly.

A bonded object can be used once per day to cast any one spell that the wizard has in his spellbook and is capable of casting, even if the spell is not prepared. This spell is treated like any other spell cast by the wizard, including casting time, duration, and other effects dependent on the wizard's level. This spell cannot be modified by metamagic feats or other abilities. The bonded object cannot be used to cast spells from the wizard's opposition schools (see arcane school).

A wizard can add additional magic abilities to his bonded object as if he has the required item creation feats and if he meets the level prerequisites of the feat. For example, a wizard with a bonded dagger must be at least 5th level to add magic abilities to the dagger (see the Craft Magic Arms and Armor feat in Feats). If the bonded object is a wand, it loses its wand abilities when its last charge is consumed, but it is not destroyed and it retains all of its bonded object properties and can be used to craft a new wand. The magic properties of a bonded object, including any magic abilities added to the object, only function for the wizard who owns it. If a bonded object's owner dies, or the item is replaced, the object reverts to being an ordinary masterwork item of the appropriate type.

If a bonded object is damaged, it is restored to full hit points the next time the wizard prepares his spells. If the object of an arcane bond is lost or destroyed, it can be replaced after 1 week in a special ritual that costs 200 gp per wizard level plus the cost of the masterwork item. This ritual takes 8 hours to complete. Items replaced in this way do not possess any of the additional enchantments of the previous bonded item. A wizard can designate an existing magic item as his bonded item. This functions in the same way as replacing a lost or destroyed item except that the new magic item retains its abilities while gaining the benefits and drawbacks of becoming a bonded item.

Arcane School: A wizard can choose to specialize in one school of magic, gaining additional spells and powers based on that school. This choice must be made at 1st level, and once made, it cannot be changed. A wizard that does not select a school receives the universalist school instead.

A wizard that chooses to specialize in one school of magic must select two other schools as his opposition schools, representing knowledge sacrificed in one area of arcane lore to gain mastery in another. A wizard who prepares spells from his opposition schools must use two spell slots of that level to prepare the spell. For example, a wizard with evocation as an opposition school must expend two of his available 3rd-level spell slots to prepare a fireball. In addition, a specialist takes a  $\frac{1}{4}$  penalty on any skill checks made when crafting a magic item that has a spell from one of his opposition schools as a prerequisite. A universalist wizard can prepare spells from any school without restriction.

Each arcane school gives the wizard a number of school powers. In addition, specialist wizards receive an additional school spell slot of each spell level he can cast, from 1st on up. このスロットは、Wizard の Spellbook に書いてあるその School に属する呪文を発動することができる（覚えている必要はない）。Generalist wizard は school spell slot を持たないが、各呪文レベルの Spell slot が 1 増える。

Bonus Feats: At 5th, 10th, 15th, and 20th level, a wizard gains a bonus feat. At each such opportunity, he can choose a metamagic feat, Spell Focus, Spell Penetration or Spell Mastery.

## Arcane Schools

The following descriptions detail each arcane school and its corresponding powers.

### Abjuration School

The abjurer uses magic against itself, and masters the art of defensive and warding magics.

Resistance (Ex): You gain resistance 5 to an energy type of your choice, chosen when you prepare spells. This resistance can be changed each day. At 11th level, this resistance increases to 10. At 20th level, this resistance changes to immunity to the chosen energy type.

Protective Ward (Su): As a swift action, you can create a 10-foot-radius field of protective magic centered on you that lasts for a number of rounds equal to your Intelligence modifier. All allies in this area (including you) receive a +1 deflection bonus to their AC. This bonus increases by +1 for every five wizard levels you possess. You can use this ability a number of times per day equal to 3 + your Intelligence modifier.

Energy Absorption (Su): At 6th level, you gain an amount of energy absorption equal to 3 times your wizard level per day. Whenever you take energy damage, apply immunity, vulnerability (if any), and resistance first and apply the rest to this absorption, reducing your daily total by that amount. Any damage in excess of your absorption is applied to you normally.

### Conjuration School

The conjurer focuses on the study of summoning monsters and magic alike to bend to his will.

Summoner's Charm (Su): Whenever you cast a conjuration (summoning) spell, increase the duration by a number of rounds equal to  $\frac{1}{2}$  your wizard level (minimum 1). This increase is not doubled by Extend Spell. At 20th level, you can change the duration of all summon monster spells to permanent. You can have no more than one summon monster spell made permanent in this way at one time. If you designate

another summon monster spell as permanent, the previous spell immediately ends.

**Acid Dart (Sp):** As a standard action you can unleash an acid dart targeting any foe within 30 feet as a ranged touch attack. The acid dart deals 1d6 points of acid damage per wizard levels you possess. You can use this ability a number of times per day equal to 3 + your Intelligence modifier. This attack ignores spell resistance.

**Dimensional Steps (Sp):** At 8th level, you can use this ability to teleport up to 30 feet per wizard level per day as a standard action. This teleportation must be used in 5-foot increments and such movement does not provoke an attack of opportunity. You can bring other willing creatures with you, but you must expend an equal amount of distance for each additional creature brought with you.

### Divination School

Diviners are masters of remote viewing, prophecies, and using magic to explore the world.

**Forewarned (Su):** You can always act in the surprise round even if you fail to make a Perception roll to notice a foe, but you are still considered flat-footed until you take an action. In addition, you receive a bonus on initiative checks equal to 1/2 your wizard level (minimum +1). At 20th level, anytime you roll initiative, assume the roll resulted in a natural 20.

**Diviner's Fortune (Sp):** When you activate this school power, you can touch any creature as a standard action to give it a magic bonus on all of its attack rolls, skill checks, ability checks, and saving throws equal to 1/2 your wizard level (minimum +1) for 1 round. You can use this ability a number of times per day equal to 3 + your Intelligence modifier.

**Scrying Adept (Su):** At 8th level, you are always aware when you are being observed via magic, as if you had a permanent detect scrying. In addition, whenever you scry on a subject, treat the subject as one step more familiar to you. Very familiar subjects get a -10 penalty on their save to avoid your scrying attempts.

### Enchantment School

The enchanter uses magic to control and manipulate the minds of his victims.

**Enchanting Smile (Su):** You gain a +2 magic bonus on Deception, Diplomacy, and Intimidate skill checks. This bonus increases by +1 for every five wizard levels you possess, up to a maximum of +6 at 20th level. At 20th level, whenever you succeed at a saving throw against a spell of the enchantment school, that spell is reflected back at its caster, as per spell turning.

**Dazing Touch (Sp):** You can cause a living creature to become dazed for 1 round as a melee touch attack. Creatures with more Hit Dice than your wizard level are unaffected. You can use this ability a number of times per day equal to 3 + your Intelligence modifier.

**Aura of Despair (Su):** At 8th level, you can emit a 30-foot aura of despair for a number of rounds per day equal to your wizard level. Enemies within this aura take a -2 penalty on ability checks, attack rolls, damage rolls, saving throws, and skill checks. These rounds do not need to be consecutive. This is a

mind-affecting effect. Starting this ability is a swift action, and ending is free action.

### Evocation School

Evokers revel in the raw power of magic, and can use it to create and destroy with shocking ease.

**Intense Spells (Su):** Whenever you cast an evocation spell that deals hit point damage, add 1/2 your wizard level to the damage (minimum +1). This bonus only applies once to a spell, not once per missile or ray, and cannot be split between multiple missiles or rays. This bonus damage is not increased by Empower Spell or similar effects. This damage is of the same type as the spell. At 20th level, whenever you cast an evocation spell you can roll twice to penetrate a creature's spell resistance and take the better result.

**Force Missile (Sp):** As a standard action you can unleash a force missile that automatically strikes a foe, as magic missile. The force missile deals 1d4 points of force damage per 1/2 wizard level. You can use this ability a number of times per day equal to 3 + your Intelligence modifier.

**Elemental Wall (Sp):** At 8th level, you can create a wall of energy that lasts for a number of rounds per day equal to your wizard level. These rounds do not need to be consecutive. This wall deals acid, cold, electricity, or fire damage, determined when you create it. The elemental wall otherwise functions like wall of fire.

### Illusion School

Illusionists use magic to weave confounding images, figments, and phantoms to baffle and vex their foes.

**Extended Illusions (Su):** Any illusion spell you cast with a duration of "concentration" lasts a number of additional rounds equal to 1/2 your wizard level after you stop maintaining concentration (minimum +1 round). At 20th level, you can make one illusion spell with a duration of "concentration" become permanent. You can have no more than one illusion made permanent in this way at one time. If you designate another illusion as permanent, the previous permanent illusion ends.

**Blinding Ray (Sp):** As a standard action you can fire a shimmering ray at any foe within 30 feet as a ranged touch attack. The ray causes creatures to be blinded for 1 round. Creatures with more Hit Dice than your wizard level are dazzled for 1 round instead. You can use this ability a number of times per day equal to 3 + your Intelligence modifier.

**Invisibility Field (Sp):** At 8th level, you can make yourself invisible as a swift action for a number of rounds per day equal to your wizard level. These rounds do not need to be consecutive. This otherwise functions as greater invisibility.

### Necromancy School

The dread and feared necromancer commands undead and uses the foul power of unlife against his enemies.

**Power over Undead (Su):** You receive Command Undead or Turn Undead as a bonus feat. You can channel energy a number of times per day equal to 3 + your Intelligence modifier, but only to use the selected feat. You can take other feats to add to this ability, such as Extra Channel and Improved Channel,

but not feats that alter this ability, such as Elemental Channel and Alignment Channel. The DC to save against these feats is equal to  $10 + \frac{1}{2}$  your wizard level + your Intelligence modifier. At 20th level, undead cannot add their channel resistance to the save against this ability.

**Grave Touch (Sp):** As a standard action, you can make a melee touch attack that causes a living creature to become shaken for a number of rounds equal to  $\frac{1}{2}$  your wizard level (minimum 1). If you touch a shaken creature with this ability, it becomes frightened for 1 round if it has fewer Hit Dice than your wizard level. You can use this ability a number of times per day equal to  $3 +$  your Intelligence modifier.

**Life Sight (Su):** At 8th level, you gain blindsight to a range of 10 feet for a number of rounds per day equal to your wizard level. This ability only allows you to detect living creatures and undead creatures. This sight also tells you whether a creature is living or undead. Constructs and other creatures that are neither living nor undead cannot be seen with this ability. The range of this ability increases by 10 feet at 12th level, and by an additional 10 feet for every four levels beyond 12th. These rounds do not need to be consecutive.

### Transmutation School

Transmuters use magic to change the world around them.

**Physical Enhancement (Su):** You gain a +1 magic bonus to one physical ability score (Strength, Dexterity, or Constitution). This bonus increases by +1 for every five wizard levels you possess to a maximum of +5 at 20th level. You can change this bonus to a new ability score when you prepare spells. At 20th level, this bonus applies to two physical ability scores of your choice.

**Telekinetic Fist (Sp):** As a standard action you can strike with a telekinetic fist, targeting any foe within 30 feet as a ranged touch attack. The telekinetic fist deals 1d6 points of bludgeoning damage per wizard level. You can use this ability a number of times per day equal to  $3 +$  your Intelligence modifier.

**Change Shape (Sp):** At 8th level, you can change your shape for a number of rounds per day equal to your wizard level. These rounds do not need to be consecutive. This ability otherwise functions like beast shape II or elemental body I. At 12th level, this ability functions like beast shape III or elemental body II. Starting this ability is swift action, and ending is free action.

### Universalist School

Wizards who do not specialize (known as universalists) have the most diversity of all arcane spellcasters.

**Hand of the Apprentice (Su):** You cause your melee weapon to fly from your grasp and strike a foe before instantly returning to you. As a standard action, you can make a Strike with a melee weapon at a range of 60 feet. You can use intelligence modifier for attack roll and damage roll of this attack. You can use this ability a number of times per day equal to  $3 +$  your Intelligence modifier.

**Metamagic Mastery (Su):** At 8th level, you can apply any one metamagic feat that you know to a spell you are about to cast. This does not alter the level of the spell. You can use this ability once per day at 8th level and one additional time per day for every two wizard levels you possess beyond 8th. Any time you use this ability to apply a metamagic feat that increases the spell level by more than 1, you must use an additional

daily usage for each level above 1 that the feat adds to the spell. Even though this ability does not modify the spell's actual level, you cannot use this ability to cast a spell whose modified spell level would be above the level of the highest-level spell that you are capable of casting.