

Charlatan

In a world where magic is limited and perhaps outlawed, a charlatan merely pretends that his miracles are that... miracles.

The charlatan is an archetype of the medic class.

Class Skills: A charlatan adds the Bluff skill to his class skill list.

Spells: Beginning at 1st level, a charlatan gains the ability to cast white magic spells from the Healing school, which are drawn from the white mage spell list. A charlatan begins play with 3 1st level white mage spells of his choice. The charlatan also selects a number of additional 1st-level spells equal to his Wisdom modifier to add to his list of spells. Each time a character attains a new medic level, he gains two spells of his choice to add to his list of spells. These two free spells must be of spell levels he can cast. Like most spellcasters, a charlatan can find or purchase scrolls with spells to add to his repertoire.

To learn or cast a spell, the charlatan must have a Wisdom score equal to at least 10 + the spell level (Wis 11 for 1st-level spells, Wis 12 for 2nd-level spells, and so forth). The Difficulty Class for a saving throw against a charlatan's spell is 10 + the spell level + the charlatan's Wisdom modifier. In addition, a charlatan gains additional MP for having a high attribute (Wisdom).

| Level | Base MP | Spell Level |
|------------------|---------|-----------------|
| 1 st | 1 | 1 st |
| 2 nd | 2 | 1 st |
| 3 rd | 3 | 1 st |
| 4 th | 4 | 2 nd |
| 5 th | 6 | 2 nd |
| 6 th | 8 | 2 nd |
| 7 th | 10 | 3 rd |
| 8 th | 14 | 3 rd |
| 9 th | 17 | 3 rd |
| 10 th | 20 | 4 th |
| 11 th | 25 | 4 th |
| 12 th | 29 | 4 th |
| 13 th | 33 | 5 th |
| 14 th | 40 | 5 th |
| 15 th | 46 | 5 th |
| 16 th | 50 | 6 th |
| 17 th | 59 | 6 th |
| 18 th | 66 | 6 th |
| 19 th | 74 | 6 th |
| 20 th | 79 | 6 th |

This ability replaces triage, medical practices, and master medic.

Discreet Healing (Su): Also at 1st level, a charlatan is always considered to have Still Magic and Silent Magic feats when casting any spell, but reduces the range of all spells to touch. This does not increase the MP cost of the spells, however.

This ability replaces medical specialist.

Enhancing Magic: At 5th level, a charlatan gains access to Enhancing spells from the white mage spell list, except that the charlatan's effective caster level is equal to his medic level -4 when casting Enhancing spells.

This ability replaces injections gained at 5th, 10th, and 15th level.

Smooth Performance (Ex): At 6th level, a charlatan is able to take 10 on any Bluff checks to disguise his spellcasting. He gains Skill Focus (Bluff) as a bonus feat. If the charlatan already has this feat, he may pick another Non-Combat feat for which he meets the prerequisites for.

This ability replaces anesthetic.

Healer's Blessing (Ex): At 7th level, a charlatan's healing spells are treated as if they were empowered, increasing the amount of damage healed by half (+50%). This does not stack with the Empower Spell metamagic feat.

This ability replaces improved triage.

Rebuke Death (Sp): At 9th level, a charlatan can touch a living creature as a standard action, healing it for 1d4 points of damage plus 1 for every two medic levels he possesses. He can only use this ability on a creature that is below 0 hit points. He can use this ability a number of times per day equal to 3 + his Wisdom modifier.

This ability replaces resuscitation.

Metamagic Specialist (Ex): At 14th level, any metamagic feats the charlatan uses on his spells costs 1 less MP.

This ability replaces improved resuscitation.

Healing Mastery (Ex): At 19th level, a charlatan's healing spells are also treated as if they were maximized. All variable, numeric effects of the healing spell are maximized.

This ability replaces greater resuscitation.