

Green Mage

The green mage lends support on the battlefield, shielding allies and crippling foes.

The green mage is an archetype of the scholar class.

Weapon Proficiency: Green mages are proficient with all simple weapons plus all weapons from the hammer and flail weapon groups. (See Chosen Weapon from Fighter.)

This ability replaces the scholar's normal weapon proficiencies.

Martial Prowess: A green mage's base attack bonus increases by one step (from 1/2 BAB to 3/4 BAB). Also increases green mage's hit dice from d6 to d8.

This ability replaces arcane hypothesis.

Limit Breaks (Su): At 1st level, the green mage receives the Limit Breaks (Enfeeblement Cloud and Turtle Shell).

Enfeeblement Cloud (Su): This Limit Break allows the green mage to inflict status effects upon all enemies within a 30-ft.-radius. Enemies within the area of effect are inflicted with Blind (Fortitude), Curse (Will), Disease (Fortitude), Immobilize (Fortitude), Poison (Fortitude), Sap (Fortitude), Silence (Will), Slow (Will), and Zombie (Fortitude) status unless they make a save for each status effect (DC 10 + half of the green mage's level + her Intelligence or Wisdom modifier) to negate. Duration for each status lasts for a duration of 1 round + 1 round per four scholar levels after 1st.

Turtle Shell (Su): This Limit Break bestows the green mage and her allies within 30 feet a magical glowing turtle shell. For a duration of 1 round + 1 round per four scholar levels after 1st, the green mage and her allies that are within the area of effect gain Fast Healing 2, damage reduction 2/-, and a +2 deflection bonus to AC. These effects increase by +2 for every four scholar levels after 1st. This limit break requires only a swift action.

These abilities replace the scholar's standard Limit Breaks.

Spells and Cantrips: A green mage casts enfeebling and enhancing spells which are drawn from any spell lists except for summoner and blue mage. A green mage begins play with 2 1st level enfeebling spells and 2 1st level enhancing spells of her choice. The green mage also selects a number of additional 1st-level enfeebling spells equal to her Intelligence modifier and a number of additional 1st-level enhancing spells equal to her Wisdom modifier to add to her list of spells. Each time a character attains a new scholar level, she gains two enfeebling and two enhancing spells of her choice to add to her list of spells. These free spells must be of spell levels she can cast. Like most mages, a green mage can find or purchase scrolls with spells to add to her repertoire.

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

To learn or cast an enhancing spell, the green mage 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 green mage's enhancing spell is 10 + the spell level + her Wisdom modifier. In addition, a green mage gains additional MP for having a high attribute (Wisdom).

All spells learned by the green mage uses her Intelligence modifier for enfeebling spells and Wisdom modifier for enhancing spells instead of the normal casting modifier used for all spells' effects.

In addition, a green mage learn a number of cantrips, or 0-level green magic spells. These spells are cast like any other spell, but they do not consume MP and may be used again. Green mages begin with 3 0-level spells and gain an additional 0-level spell every three levels after 1st level.

This ability modifies spellcasting.

Hammer Time (Su): Beginning of 1st level, flails, hammers and maces become deadly weapons in the hands of a green mage. While under Enhancing Arts, the green mage gains a +1 bonus to attack and damage rolls with any weapon from the flail and hammer weapon groups plus an additional +1 for every four scholar levels after 1st. While under Enfeebling Arts, the green mage bestows a -1 penalty to attack and damage rolls to enemies adjacent to her plus an additional -1 for every four scholar levels after 1st.

This ability replaces grimoire.

Enhancing Arts/Enfeebling Arts (Su): Starting at 1st level, as a standard action, a green mage can activate or deactivate the Enhancing Arts or Enfeebling Arts. She may only use Enhancing Arts or Enfeebling Arts abilities while in the Enhancing/Enfeebling Arts. This is indicated in the "Penalties" column of the table below. The bonus/penalty from this ability applies only to spells that she casts as a green mage, not to those she might have by virtue of levels in another class.

Enhancing Arts Bonuses	Enfeebling Arts Bonuses
All enhancing spells with variable durations are increased by 1 + 1 per four scholar levels after 1st.	All enfeebling spells with variable durations are increased by 1 + 1 per four scholar levels after 1st.
All enhancing spells' caster level are increased by 1 + 1 per four scholar levels after 1st.	All enfeebling spells' caster level are increased by 1 + 1 per four scholar levels after 1st.
The save DC for all enhancing spells is increased by 1 + 1 per four scholar levels after 1st.	The save DC for all enfeebling spells is increased by 1 + 1 per four scholar levels after 1st.
The caster level checks made to overcome a creature's spell resistance is increased by 1 + 1 per four scholar levels after 1st for enhancing spells.	The caster level checks made to overcome a creature's spell resistance is increased by 1 + 1 per four scholar levels after 1st for enfeebling spells.

Casting enhancing spells while under Enfeebling Arts, or casting enfeebling spells while under Enhancing Arts results in penalties in the table below.

Enfeebling Arts Penalties	Enhancing Arts Penalties
All enhancing spells with variable durations are decreased by 1 + 1 per four scholar levels after 1st to a minimum of 1.	All enfeebling spells with variable durations are decreased by 1 + 1 per four scholar levels after 1st to a minimum of 1.
All enhancing spells' caster level are decreased by 1 + 1 per four scholar levels after 1st.	All enfeebling spells' caster level are decreased by 1 + 1 per four scholar levels after 1st.
The save DC for all enhancing spells is decreased by 1 + 1 per four scholar levels after 1st.	The save DC for all enfeebling spells is decreased by 1 + 1 per four scholar levels after 1st.
The caster level checks made to overcome a creature's spell resistance is decreased by 1 + 1 per four scholar levels after 1st for enhancing spells.	The caster level checks made to overcome a creature's spell resistance is decreased by 1 + 1 per four scholar levels after 1st for enfeebling spells.

At 7th level, a green mage can switch between Enhancing Arts and Enfeebling Arts as a move action instead of a standard action. At 13th level, a green mage can switch between Enhancing Arts and Enfeebling Arts as a swift action.

This ability replaces light arts/dark arts.

Enhancing Arts: Intensify (Su): At 3rd level, 3 times per day, as a move action, a green mage may reduce the MP cost of her next enhancing spell to 0. This MP reduction is applied after any metamagic cost increases. Additional metamagic cannot be applied after this cost reduction.

This ability replaces light arts: penury.

Enfeebling Arts: Debilitate (Su): At 3rd level, 3 times per day, as a move action, a green mage may reduce the MP cost of her next enfeebling spell to 0. This MP reduction is applied after any metamagic cost increases. Additional metamagic cannot be applied after this cost reduction.

This ability replaces dark arts: parsimony.

Enhancing Arts: Auto-Spell (Su): At 7th level, 3 times per day, a green mage can take an enhancing spell with a variable duration up to half of the spell levels she knows and turn it into an Auto-spell. An auto-spell lasts for 1 hour per four scholar levels, and renews itself if it is dispelled.

This ability replaces light arts: accession.

Enfeebling Arts: Continuous-Spell (Su): At 7th level, 3 times per day, a green mage can take an enfeebling spell with a variable duration up to half of the spell levels she knows and turn it into a Continuous-spell. A Continuous-spell attempts to renew itself once the duration of the enfeebling spell runs its course. The inflicted creature must make the same saving throw to negate.

This ability replaces dark arts: manifestation.

Enhancing Arts: Fleetness (Su): At 11th level, 3 times per day, a green mage may cast an enhancing spell as a swift action.

This ability replaces light arts: celerity.

Enfeebling Arts: Rapidity (Su): At 11th level, 3 times per day, a green mage may cast an enfeebling spell as a swift action.

This ability replaces dark arts: alacrity.

Enhancing Arts: Exuberance (Su): At 15th level, 3 times per day, as a move action, a green mage can double the bonuses of her next enhancing spell. This ability calculates before the bonus from Enhancing Arts are used.

This ability replaces light arts: rapture.

Enfeebling Arts: Effervescence (Su): At 15th level, 3 times per day, as a move action, a green mage can double the penalties or damage of her next enfeebling spell. This ability calculates before the bonus from Enfeebling Arts are used.

This ability replaces dark arts: ebullience.

Improved Enhancing/Enfeebling Arts (Su): At 19th level, a green mage's enhancing/enfeebling arts improves (see table below).

Enhancing Arts Bonuses	Enfeebling Arts Bonuses
All enhancing spells' effects are increased by a +1 bonus of the appropriate type.	All enfeebling spells' effects are increased by a +1 penalty of the appropriate type.
Enfeebling Arts Penalties	Enhancing Arts Penalties
All enhancing spells' effects are decreased by a -1 penalty of the appropriate type to a minimum of 1.	All enfeebling spells' effects are decreased by a -1 penalty of the appropriate type to a minimum of 1.

This ability replaces bottomless well.

Infectious Enfeeblement (Su): At 20th level, a green mage's enfeebling spells becomes infectious. A creature with a status effect inflicted by the green mage can inflict other creatures within a 10-ft.-radius. As a free action, a green mage can choose a creature to infect with the same spell that was inflicted on a creature within 10-ft. of it.

This ability replaces magical supremacy.