

Mystic Savant

There are many paths taken by spellcasters. Some devote their lives to studying esoteric tomes and rituals, others beseech or are chosen by greater powers, and still others are born with magic in their very being, and need only let it out. There are, however, some very few for whom magic is not a task to be studied, nor a gift to be channeled. For them, magic is something palpable and intuitive, something to simply be grasped and shaped. These intuitive molders of arcana, are called mystic savants. This unique perspective on the magical arts can act as both boon and bane for these gifted few. While boundaries between the arcane and the divine do not exist for these practitioners, the living, breathing nature of spells in their eyes results in a tremendous difficulty in pinning down and retaining them. Instead, they find their niche taking hold of the spells of others, to redirect, or consume.

The mystic savant is an archetype of the blue mage class.

Seeing Token (Su): At 1st level, the mystic savant begins play possessing a special token. This token may take the form of a lens, a small mirror, or any other similar small object that can show reflections, or be looked through. A seeing token has a faint magical aura, but is otherwise a mundane object. If the mystic savant's token is lost or destroyed, he may attune himself to a new object, by finding an item of the appropriate type and carrying it on his person for 24 hours. A mystic savant may only have one seeing token attuned to them at a time. A mystic savant may use his Seeing Token to grant them the effects of *detect magic* and *read magic* at will.

This ability replaces spell proficiency.

Spell Eating (Su): At 1st level, to a mystic savant, magic is a tangible thing, something to grasp and even consume. The mystic savant may choose to eat a spell, the effect of which is similar to using counterspell, wherein the mystic savant must select an opponent as the target. They do this by choosing to ready an action. In doing so, they elect to wait to complete their action until their opponent tries to cast a spell. The mystic savant may still move at their normal speed, since ready is a standard action.

If the target of their spell eating tries to cast a spell, the mystic savant makes a Spellcraft check (DC 15 + the spell's level). This check is a free action. Successfully identifying a spell in this manner allows the mystic savant to spend MP equal to the appropriate spell level or higher. If the check succeeds, the mystic savant must make a caster level check (DC 11 + the spell's caster's level). On a successful check, the mystic savant consumes the spell and treats it as if it had been negated by counterspell. Otherwise, the spell is cast as normal. Starting at 3rd level, the mystic savant gains a +1 on this check, and an additional +1 every three blue mage levels thereafter. A mystic savant may eat spells a number of times per day equal to 3 + his Intelligence modifier. Spell eating does not provoke an attack of opportunity. A mystic savant must be able to present his seeing token to use this ability.

This ability replaces blue magery.

Intuitive Artifice (Ex): Beginning at 2nd level a mystic savant develops a special affinity for magic items. A mystic savant using a wand may use his caster level in place of the wand's level. Additionally, for the purposes of using or creating magic items, the mystic savant is automatically considered to have the appropriate spells on his class spell list. Finally, a mystic savant gains a bonus on all Use Magic Device checks equal to half his blue mage level, as well as a bonus on all skill checks to craft magic items equal to his Intelligence modifier.

This ability replaces an azure talent gained at 2nd level.

Consuming Aura (Su): Starting at 3rd level, a mystic savant gains a 10-foot consuming aura. Any spell cast by another caster within this aura allows the mystic savant to use his spell eating ability as an attack of opportunity,

so long as they haven't used up his attack of opportunity, and still have charges available for his spell eating ability.

Spells consumed in this way, expend a use of spell eating as normal, and do not allow the use of abstract synthesis, but may be stored. The consuming aura increases to 15-foot at 8th level, 20-foot at 11th level, 25-foot at 14th level, and 30-foot at 17th level. This is a passive ability that is always active.

This ability replaces analysis.

Abstract Synthesis (Su): At 4th level, and every four blue mage levels thereafter, a mystic savant can select one abstract. Each abstract adds an effect the mystic savant can execute when using his spell eating ability. Whenever the mystic savant eats a spell, he can enact one effect from his list of chosen abstracts. All spell effects gained from abstract synthesis use the mystic savant's caster level. Saves for abstract synthesis all have a DC of 10 + the consumed spell's level + the mystic savant's Intelligence modifier. Enacting an abstract synthesis is considered a free action that does not provoke attacks of opportunity.

At 4th level, the mystic savant can select from the following initial abstracts.

- *Magic Armor:* The mystic savant gains a protective layer of magical energy as the spell *mage armor*.
- *Reflect:* This abstract may only be used on spells that target the mystic savant and deal hit point damage as part of their effect. Upon consuming the spell, the mystic savant may target the original spellcaster with a ray. This ray is considered a ranged touch attack that deals damage equal to one-half the damage the consumed spell would have dealt to the mystic savant.
- *Spell Theft:* The mystic savant can choose to cast the stolen spell without spending MP.

At 8th level, a mystic savant adds the following options to the list of those that can be selected.

- *Hasten:* The mystic savant may use the consumed spell to grant them a burst of speed as the spell *Haste*.
- *Heighten*:* This ability functions as the spell theft abstract, but when cast, the stolen spell is treated as though it were one caster level higher.
- *Regenerate (self):* The mystic savant may choose to replenish his health as the spell *cure II* (3d6 + Intelligence modifier + CL) and add his blue mage level to the result.

At 12th level, a mystic savant adds the following options to the list of those that can be selected.

- *Ability Up:* The mystic savant selects a single ability score and gains a temporary +4 enhancement bonus for a number of rounds equal to his blue mage level.
- *Amnesia:* The mystic savant temporarily rips the knowledge of the consumed spell from the caster. Upon consuming a spell, the mystic savant may force the caster to make a Will save, or be unable to cast the consumed spell for a number of rounds equal to the blue mage's level.
- *Elemental Shift*:* This ability functions as the spell theft abstract, but can only be used on a spell that deals or prevents elemental damage as part of its effect. When cast, the mystic savant may choose to change any elements to earth, fire, ice, lightning, water, or wind.
- *Reflect (Greater):* This ability functions as the reflect abstract, except the ray deals the full damage the spell would have dealt to the mystic savant. This ability may only be taken if the mystic savant has Reflect.
- *Sapping Spell*:* This ability functions as the spell theft abstract, but can only be used on a spell with one or more targets. When cast, in addition to the stolen spell's normal effects, the mystic savant chooses a single ability score. Targets affected by the spell must make a Fortitude save or take a -4 penalty to the chosen ability score for a number of rounds equal to the mystic savant's blue mage level.

At 16th level, a mystic savant adds the following options to the list of those that can be selected.

- *Panacea (self)*: The mystic savant may choose to convert the consumed spell into a restoring surge that acts as the *panacea*, *cleanse*, and *restora* spells with himself as the target.
- *Positive Charge*: If the mystic savant consumes and stores a spell that would normally heal a creature's hit points, when cast to heal themselves or an ally, he may add his blue mage level to the hit points restored.
- *Replenish**: This ability functions as the spell theft abstract, except rather than casting the stolen spell, the mystic savant may restore MP equal the consumed spell's level.
- *Revenge*: This ability functions as the Reflect (Greater) abstract, but allows the mystic savant to add his blue mage level to the ray's damage. This ability may only be taken if the mystic savant has Reflect (Greater).

* Indicates that the mystic savant must select the spell theft abstract before selecting this ability.

These abilities are selected at 4th level and every four blue mage levels thereafter. Once an abstract synthesis is chosen, it can't be changed.

This ability replaces azure physical training.

Recognition (Su): Beginning at 7th level, a mystic savant gains the ability to recognize the inner workings of spell-like abilities. When a creature uses a spell-like ability, the mystic savant may attempt to identify it with a Spellcraft check (DC 15 + the spell's level), and may cast them as if they were a normal spell. The spell is retained for 1 minute or until he attempts to cast it. Additionally, he may use his spell eating ability to nullify such abilities as he would any other normal spell.

This ability replaces i know that trick.

Cosmic Mirror (Ex): At 20th level, the mystic savant reaches the pinnacle of his art; gaining access to all abstract synthesis options. Additionally, he may freely cast any spell or spell-like ability known by any caster within 120 feet. Finally, the mystic savant automatically succeeds on any Spellcraft check made to identify a spell or spell-like ability.

This ability replaces assimilation.