

Red Mage

Everyone wants to do something. Some people want to heal and help others, whether by magical or non-magical means. Some wish to become great warriors, forging their names in battle and increasing their martial prowess. Some wish to become better magicians, learning new spells or having better control over powers they already have. Others wish to become more skillful, learning new skills and becoming better at the skills they already have. But there are a rare few who wish to do everything at once. These skilled individuals are known as red mages. Red magic is an ancient arcane tradition that blends offensive spells, curative magic, and melee combat. While red mages do not belong to an organization, they tend to wear distinctive garb and share mannerisms and signals, allowing them to recognize each other and work together on short notice.

Role: Red mages spend much of their time traveling the world, learning whatever martial or arcane secrets they can find. They might spend months learning a new sword-fighting style from a master warrior, while simultaneously moonlighting in the local library, poring through tomes of ancient lore. Most who take this path dabble in all sorts of lore, picking up anything that might aid them in their search for perfection.

Alignment: Any.

Hit Die: d8.

Starting Wealth: $4d6 \times 10$ gil (average 140 gil.) In addition, each character begins play with an outfit worth 10 gil or less.

Class Skills

The red mage's class skills (and the key ability for each skill) are Acrobatics (Dex), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Fly (Dex), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (planes) (Int), Perception (Wis), Profession (Wis), Ride (Dex), Spellcraft (Int), Swim (Str), and Use Magic Device (Cha).

Skill Points Per Level: $6 + \text{Int modifier}$.

Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special	MP	Spell Level
1 st	+0	+2	+0	+2	Red Magery, Armored Mage (Light), Spell Combat, Spell Proficiency, Cantrips, Limit Breaks	1	1 st
2 nd	+1	+3	+0	+3	Arcane Pool, Quick Learner (Minor), Spellstrike	2	1 st
3 rd	+2	+3	+1	+3	Ruby Arcana, Ruby Knowledge	3	1 st
4 th	+3	+4	+1	+4	Quick Cast (1/day), Spell Power +2	4	2 nd
5 th	+3	+4	+1	+4	Clear Mind I, Red Magery, Convert (1/day)	6	2 nd
6 th	+4	+5	+2	+5	Quick Learner (Minor), Ruby Arcana	8	2 nd
7 th	+5	+5	+2	+5	Armored Mage (Medium), Spell Recall	10	3 rd
8 th	+6/+1	+6	+2	+6	Improved Spell Combat, Quick Cast (2/day)	14	3 rd
9 th	+6/+1	+6	+3	+6	Red Magery, Ruby Arcana, Convert (2/day), Spell Power +3	17	3 rd
10 th	+7/+2	+7	+3	+7	Clear Mind II, Quick Learner (Moderate), Armored Mage (Shield)	20	4 th
11 th	+8/+3	+7	+3	+7	Jack-of-All-Trades, Fighter Training	25	4 th
12 th	+9/+4	+8	+4	+8	Quick Cast (3/day), Ruby Arcana	29	4 th
13 th	+9/+4	+8	+4	+8	Red Magery, Convert (3/day), Improved Spell Recall	33	5 th

14 th	+10/+5	+9	+4	+9	Greater Spell Combat, Quick Learner (Moderate), Spell Power +4	40	5 th
15 th	+11/+6/+1	+9	+5	+9	Clear Mind III, Doublecast (1/day), Ruby Arcana	46	5 th
16 th	+12/+7/+2	+10	+5	+10	Counterstrike, Quick Cast (4/day)	50	6 th
17 th	+12/+7/+2	+10	+5	+10	Red Magery, Convert (4/day)	59	6 th
18 th	+13/+8/+3	+11	+6	+11	1 MP Spell (3/day) , Ruby Arcana	66	6 th
19 th	+14/+9/+4	+11	+6	+11	Quick Learner (Major), Spell Power +5	74	6 th
20 th	+15/+10/+5	+12	+6	+12	Clear Mind IV, Doublecast (2/day), Red Wizard	79	6 th

Class Features

All of the following are class features of the red mage.

Weapon and Armor Proficiency: Red mages are proficient with all simple and martial weapons including all power weapons (melee and ranged). They are also proficient with light armor, medium armor, and shields (except tower shields) but can cause his spells with somatic components to fail.

Limit Breaks (Su): At 1st level, the red mage receives the Limit Breaks (Dual Spells and Flexibility).

Dual Spellcasting (Su): This Limit Break allows the red mage to cast a healing spell and a damage spell in the same round for a duration of 1 round + 1 round per four red mage levels after 1st. MP must be paid for both spells. This limit break requires only a swift action.

Flexibility (Su): This Limit Break allows the red mage to change his current HP total and current MP total on the fly. Once per round as a free action, for a duration of 1 round + 1 round per four red mage levels after 1st, the red mage can swap any number of points from HP to MP or from MP to HP on a 3 to 1 basis (3 HP to 1 MP). The red mage cannot swap below 1 hit point. This limit break requires a swift action.

Spells: A red mage casts red magic spells which are drawn from the red mage spell list. A red mage begins play with 3 1st level red mage spells of his choice. The red mage also selects a number of additional 1st-level spells equal to his Charisma modifier to add to his list of spells. Each time a character attains a new red mage level, he gains two spells of his choice to add to his list of spells. The two free spells must be of spell levels he can cast. Like most mages, a red mage can find or purchase scrolls with spells to add to his repertoire.

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

Red Magery (Ex): At 1st level and every four red mage levels thereafter, a red mage increases his power with his spells. At each such opportunity, he can choose from the list of the following (with a maximum of 2 per):

- *Extra Quick Casts:* This grants the red mage an additional use of Quick Cast per day. (Cannot be obtained until 5th level.)
- *Quick Mind:* This grants the red mage an additional swift or immediate action per round that can be used with red mage class features or spells.
- *Ruby Knowledge Mastery:* This increases the Intelligence/Wisdom score for Ruby Knowledge as if it were two points higher.
- *Spell Combat Expertise:* This lowers the attack penalty by 1.

Spell Proficiency (Ex): Red mages are considered to have the Precise Shot feat while casting spells, using class features that require ranged touch or using any magical items that require ranged touch.

Cantrips: Red mages learn a number of cantrips, or 0-level spells. These spells are cast like any other spell, but they do not consume MP and may be used again. Red mages begin with 2 0-level spells and gain an additional 0-level spell every four levels after 1st level.

Armored Mage (Ex): At 1st level, normally, armor of any kind interferes with a spell-caster's gestures, which can cause spells to fail if those spells have a somatic component. A red mage's limited focus and specialized training, however, allows him to avoid spell failure so long as he sticks to light armor and light shields. This training does not extend to medium armor or to heavy shields. This ability does not apply to spells gained from a different spell-casting class. At 7th level, a red mage learns to use medium armor with no chance of spell failure. At 10th level, a red mage learns to use heavy shields with no chance of spell failure.

Spell Combat (Ex): At 1st level, a red mage learns to cast spells and wield his weapons at the same time. This functions much like two-weapon fighting, but the off-hand weapon is a spell that is being cast. To use this ability, the red mage must have one hand free, while wielding a light or one-handed melee weapon in the other hand. As a full-round action, he can make all of his attacks with his melee weapon at a –2 penalty and can also cast any spell from his red mage spell list with a casting time of 1 standard action (any attack roll made as part of this spell also takes this penalty). If he casts this spell defensively, he can decide to take an additional penalty on his attack rolls, up to his Charisma bonus, and add the same amount as a circumstance bonus on his Concentration check. If the check fails, the spell is wasted, but the attacks still take the penalty. A red mage can choose to cast the spell first or make the weapon attacks first, but if he has more than one attack, he cannot cast the spell between weapon attacks. This ability applies only to spells that he casts as a red mage, not to those he might have by virtue of levels in another class.

Arcane Pool (Su): At 2nd level, the red mage gains a reservoir of mystical arcane energy that he can draw upon to fuel his powers and enhance his weapon. This arcane pool has a number of points equal to half his red mage level (minimum 1) + his Charisma modifier. The pool refreshes once per day when the red mage rests for a full 8 hours.

At 2nd level, a red mage can expend 1 point from his arcane pool as a swift action to grant any weapon he is holding a +1 enhancement bonus for 1 minute. For every four levels beyond 2nd the weapon gains another +1 enhancement bonus, to a maximum of +5 at 18th level. These bonuses can be added to the weapon, stacking with existing weapon enhancement to a maximum of +5. Multiple uses of this ability do not stack with themselves.

At 6th level, these bonuses can be used to add any of the following weapon properties: dancing, earthen, earthen burst, flaming, flaming burst, frost, icy burst, jetstream, jetstream burst, keen, roaring, roaring burst, shock, shocking burst, speed, or vorpal.

Adding these properties consumes an amount of bonus equal to the property's base price modifier. These properties are added to any the weapon already has, but duplicates do not stack. If the weapon is not magical, at least a +1 enhancement bonus must be added before any other properties can be added. These bonuses and properties are decided when the arcane pool point is spent and cannot be changed until the next time the red mage uses this ability. These bonuses do not function if the weapon is wielded by anyone other than the red mage.

A red mage can only enhance one weapon in this way at one time. If he uses this ability again, the first use immediately ends.

Quick Learner (Minor): At 2nd and 6th level, the red mage chooses one of the following abilities to add to his list of class features:

- *Advanced Learning (Ex):* The red mage can add a new spell from the black or white mage spell list to his list with a level of his highest known spell level or lower. He may select this special ability multiple times, each time he adds a different spell to his spells known.
- *Bonus Metamagic Feat:* The red mage gains a bonus metamagic feat he meets the prerequisites for.
- *Weapon Bond (Ex):* The red mage selects one weapon he is proficient with. He gains Weapon Focus with this weapon, even if he does not meet the prerequisites for it. The red mage can only take this ability once.

Spellstrike (Su): At 2nd level, whenever a red mage casts a touch (melee or ranged) spell from the red mage spell list, he can deliver the spell through any weapon he is wielding as part of a melee attack. Instead of the touch attack normally allowed to deliver the spell, a red mage can make one free melee attack with his weapon (at his highest base attack bonus) as part of casting this spell. If successful, this melee attack deals its normal damage as well as the effects of the spell. If the red mage makes this attack in concert with spell combat, this melee attack takes all the penalties accrued by spell combat melee attacks. This attack uses the weapon's critical range (20, 19–20, or 18–20 and modified by the keen weapon property or similar effects), but the spell effect only deals $\times 2$ damage instead of maximize damage on a successful critical hit, while the weapon damage uses its own critical modifier.

Ruby Knowledge (Ex): At 3rd level, a red mage is specialized in dealing and healing damage with his spells. Whenever a red mage casts any 1st level spell or higher that deals a variable amount of damage (rather than a flat increase to damage), he adds his Intelligence bonus (if any) to the amount of damage dealt. Whenever a red mage casts any 1st level spell or higher that heals a variable amount of damage (rather than a flat amount of healing), he adds his Wisdom bonus (if any) to the damage healed. A spell that can create more than one instance of damage/healing in its casting gains this extra damage/healing to the first one of those instances. (For example, Fiery Shuriken creates 2 or more shuriken upon casting, the first shuriken gets the extra damage of those created from the casting. The -ra line of spells get the extra damage/healing from Ruby Knowledge). If a spell deals or heals damage for more than 1 round, it does not gain the benefit of the ruby knowledge ability. The bonus from this ability applies only to spells that he casts as a red mage, not to those he might have by virtue of levels in another class.

Ruby Arcana: As he gains levels, a red mage learns arcane secrets tailored to his specific way of blending martial puissance and magical skill. Starting at 3rd level, a red mage gains one ruby arcana. He gains an additional ruby arcana for every three levels of red mage attained after 3rd level. Unless specifically noted in a ruby arcana's description, a red mage cannot select a particular ruby arcana more than once. Ruby arcana that affect spells can only be used to modify spells from the red mage spell list unless otherwise noted.

Accurate Strike (Ex): The red mage can expend 2 points from his arcane pool as a swift action to resolve all of his melee weapon attacks until the end of his turn as melee touch attacks. **Prerequisite:** The red mage must be at least 9th level to select this arcana.

Aquatic Agility (Su): Benefit: As an immediate action, the red mage can spend 1 point from his arcane pool to gain the benefits of *water breathing* for 1 round per level. During this time, he can ignore the effects of rough water and underwater combat on his attacks and movement. **Prerequisite:** The red mage must be at least 6th level to select this arcana.

Arcane Accuracy (Su): The red mage can expend 1 point from his arcane pool as a swift action to grant himself an insight bonus equal to his Charisma bonus on all attack rolls until the end of his turn.

Arcane Cloak (Su): The red mage can expend 1 point from his arcane pool to add his Charisma bonus to Stealth checks and Bluff checks to create a diversion in order to hide. This bonus lasts for 1 minute.

Arcane Dealer (Su): The red mage gains the Deadly Dealer feat, even if he does not meet the prerequisites. He can use his arcane pool to grant a deck of cards an enhancement bonus as though it were a ranged weapon with 54 pieces of ammunition. The red mage must use either Arcane Strike or his arcane pool to enhance the cards in order to use them as weapons. **Prerequisite:** The red mage must be at least 6th level to select this arcana.

Arcane Deed (Su): The red mage gains a Fencer deed. The deed must be able to be used by a fencer of his red mage level. He can use that deed by spending points from his arcane pool as the panache points required for that deed. **Prerequisite:** The red mage must have the Flamboyant Arcana ruby arcana to select this arcana.

Arcane Edge (Su): The red mage can expend 1 point from his arcane pool as an immediate action after hitting a target with a slashing or piercing weapon in order to deal an amount of bleed damage equal to his Charisma modifier (minimum 0). **Prerequisite:** The red mage must be at least 9th level to select this arcana.

Arcane Power Weapon (Su): As a full-round action and spending 1 point from his arcane pool, a red mage can use spellstrike with any melee power weapon. **Prerequisites:** The red mage must be at least 6th level and spellstrike class feature to select this arcana.

Arcane Redoubt (Su): As a swift action, the red mage can expend 1 point from his arcane pool to treat his shield bonus to AC (including any enhancement bonus) as a bonus to touch AC until the beginning of his next turn.

Arcane Redoubt, Greater (Su): Whenever the red mage uses his arcane redoubt ruby arcana, he may spend an additional point from his arcane pool in order to apply his shield bonus to AC (including any enhancement bonus) as a bonus on Reflex saves until the beginning of his next turn. If he is targeted with an effect requiring a Reflex save while using this power, he may spend 2 points from his arcane pool as an immediate action to grant himself evasion, or 4 points to grant himself improved evasion. **Prerequisites:** The red mage must be at least 12th level and have the arcane redoubt ruby arcana to select this arcana.

Arcane Scent (Ex): The red mage can sniff out other spellcasters. By spending 1 point from his arcane pool, the red mage gains the scent special quality for 1 hour per red mage level. This scent can only detect creatures capable of casting spells or using spell-like abilities. Additionally, while this effect persists, the red mage can attempt a Spellcraft check as a move action to determine the highest level spell a detected creature is capable of casting (DC 10 + the creature's caster level). The red mage can only attempt this Spellcraft check once per creature per 24 hours.

Bane Blade (Su): Whenever the red mage enhances his weapon using his arcane pool, he may spend 1 additional point from his arcane pool to add the bane special ability to the weapon. **Prerequisite:** The red mage must be at least 15th level to select this arcana.

Broad Study (Ex): The red mage selects another one of his spellcasting classes. The red mage can use his spell combat abilities while casting or using spells from the spell list of that class. **Prerequisite:** The red mage must be at least 6th level and levels in another spellcasting class to select this arcana.

Brutish Arcana (Ex): The red mage may use the spell combat ability with two-handed weapons. Taking his hand off of a weapon and taking hold of it again with two hands are both free actions that can be done as part of the full attack to cast his spell as part of the spell combat ability. However, the red mage takes an additional -2 penalty to attack rolls when doing so, and his full attack ends after he casts the spell, even if he

would normally have more attacks to make. **Prerequisite:** The red mage must have at least at 15 Strength to select this arcana.

Cautious Arcana (Ex): When using spell combat to cast a spell with an area of effect, a red mage can exclude a number of squares equal to his Charisma modifier.

Circle of Order (Su): As a swift action, the red mage can spend 1 point from his arcane pool to fortify his defenses against chaotic attacks. This grants him a dodge bonus to his AC equal to half his red mage level (maximum +10 at 20th level) against chaotic-aligned attacks and effects and outsiders with the chaotic subtype until the beginning of his next turn. **Prerequisite:** The red mage must be at least 9th level to select this arcana.

Concentrate (Ex): The red mage can reroll any concentration check he has just made with a +4 bonus. He must use this ability after the roll is made, but before the roll's outcome is determined. The red mage must take the second roll, even if it is worse. The red mage can use this ability once per day.

Critical Strike (Su): Whenever the red mage scores a critical hit with a melee weapon, he may cast a spell with a range of touch as a swift action, then make a touch attack with that spell against the target of the critical hit as a free action. The red mage can use this ability once per day. **Prerequisite:** The red mage must be at least 12th level to select this arcana.

Devoted Blade (Su): Whenever the red mage enhances his weapon using his arcane pool, he may spend 1 additional point from his arcane pool to add either the anarchic, axiomatic, holy, or unholy special ability to the list of available options. A red mage may only add one of these abilities if it matches his own alignment. **Prerequisite:** The red mage must be at least 12th level to select this arcana.

Dispelling Strike (Su): The red mage can spend 1 or more points from his arcane pool as a swift action to imbue his weapon with a special power. If the weapon strikes a creature within the next minute, that creature is the subject of a targeted dispel using the red mage's level as the caster level, except that this effect cannot dispel a spell of a level higher than the number of arcane pool points expended to activate this ability (treat higher-level spells as if they do not exist and apply the dispel attempt to the remaining spells with the highest caster level). Once the strike is made, the power dissipates, even if the dispel attempt is unsuccessful. **Prerequisite:** The red mage must be at least 9th level to select this arcana.

Disruptive (Ex): The red mage gains Disruptive as a bonus feat.

Divinatory Strike (Su): Whenever the red mage scores a critical hit against an opponent with a melee attack, he can gain preternatural insight into his foe's strengths and weaknesses as though he had rolled a natural 20 on a Knowledge check to identify the creature struck. Any bonuses or penalties the red mage normally applies to such a Knowledge check are applied to this ability, including his Intelligence modifier, ranks in the requisite Knowledge skill, and other applicable modifiers. Depending on the final calculated outcome of this ability and the CR of the creature struck, the red mage may still be unable to glean information about his enemy. This ability works even if the red mage has already attempted a Knowledge check to identify the creature.

Enduring Blade (Su): Whenever the red mage enchants his weapon using his arcane pool, he may spend 1 additional point from his arcane pool to increase the duration to 1 minute per red mage level. **Prerequisite:** The red mage must be at least 6th level to select this arcana.

Empowered Magic (Su): The red mage can cast one spell per day as if it were modified by the Empower Spell feat. This does not increase the MP cost or the level of the spell. **Prerequisite:** The red mage must be at least 6th level to select this arcana.

Familiar (Ex): The red mage forms a powerful bond with a familiar. A familiar is a magical pet that enhances the red mage's skills and senses and can aid him in magic. See this link for more information on familiars: <http://www.finalfantasyd20.com/magic/familiars/>

Flamboyant Arcana (Ex): The red mage gains the derring-do and opportune parry and riposte Fencer deeds. He can use that deed by spending points from his arcane pool as the panache points required for that deed.

Ghost Blade (Su): Whenever the red mage enchants his weapon using his arcane pool, he may spend 1 additional point from his arcane pool to add the brilliant energy and ghost touch special abilities to the list of available options. **Prerequisite:** The red mage must be at least 9th level to select this arcana.

Hasted Assault (Su): The red mage can expend 1 point from his arcane pool as a swift action to move more quickly. This functions as haste, but only targets the red mage and lasts for a number of rounds equal to the red mage's Charisma bonus. **Prerequisite:** The red mage must be at least 9th level to select this arcana.

Heavily Armored Mage (Ex): The red mage gains proficiency with heavy armor and can cast red mage spells in heavy armor without incurring the armor's normal spell failure chance. **Prerequisite:** The red mage must be at least 12th level and armored mage class feature to select this arcana.

Ki Arcana (Ex): The red mage may use points from his arcane pool and ki points from a ki pool granted by another class interchangeably. **Prerequisites:** The red mage must be at least 6th level and levels in a class with the ki pool class feature to select this arcana.

Lingering Pain (Su): The red mage can expend 1 point from his arcane pool as an immediate action after hitting a target with a weapon attack. All damage from that attack is considered continuous damage for the purposes of any concentration checks made by the target prior to the beginning of the red mage's next turn.

Maneuver Mastery (Ex): The red mage has mastered one combat maneuver. He selects one maneuver when selecting this arcana. Whenever he is attempting the selected maneuver, he uses his red mage level in place of his base attack bonus (in addition to any base attack bonus gained from other classes). A red mage can select this ruby arcana more than once. Its effects do not stack. Each time he selects this arcana, he selects another combat maneuver.

Maximized Magic (Su): The red mage can cast one spell per day as if it were modified by the Maximize Spell feat. This does not increase the MP cost or the level of the spell. **Prerequisite:** The red mage must be at least 12th level to select this arcana.

Natural Spell Combat (Ex): The red mage can use his spell combat class feature with a natural attack of his choice. If he does, he gains a +2 bonus on concentration checks. If the natural attack is made with an appendage that would normally hold a weapon (such as a claw attack), the red mage cannot wield a weapon in that appendage while making natural attacks with it. If the natural attack is a bite or other attack that does not require a free appendage to make, the red mage can use the natural attack in addition to all of the attacks he could make with his melee weapon, if he has one. A red mage can select this arcana more than once. The bonus on concentration checks does not stack. Each time he selects this arcana, he selects another natural weapon. For example, a red mage could select this arcana twice, choosing claw attacks and bite attacks. This would allow him to use a full-round action to make all of his claw attacks with his free hand and all of his bite attacks in addition to casting a spell. This arcana otherwise functions exactly like the spell combat class feature.

Pool Strike (Su): The red mage can expend 1 point from his arcane pool as a standard action to charge his free hand with elemental energy. He can make a melee touch attack with that hand as a free action as part of activating this ability. If the touch attack hits, it releases the charge and deals 2d6 points of elemental damage

(earth, fire, ice, lightning, water, or wind chosen when he spends the arcane pool point to activate this ability). If he misses with this attack, he can hold the charge for up to 1 minute before it dissipates. At 6th level, and every three levels thereafter, the amount of damage dealt by this attack increases by 1d6.

Pool Strike, Arcing (Su): The red mage can expend 1 additional point from his arcane pool when using the pool strike arcana. If his attack hits, the red mage can target a number of enemies within 15 feet equal to his Charisma modifier (minimum 0) with a ranged touch attack as a free action. Those struck take the same elemental damage as the primary target of the pool strike, including increased damage on a critical hit.

Prerequisite: The red mage must be at least 12th level and have the pool strike ruby arcana to select this arcana.

Pool Strike, Clinging (Su): The red mage can expend 1 additional point from his arcane pool when making a pool strike. A single target of his pool strike takes elemental damage as normal from the pool strike and also takes half this amount of damage at the beginning of its turn on the following round. **Prerequisite:** The red mage must be at least 9th level and have the pool strike ruby arcana to select this arcana.

Prescient Attack (Su): The red mage can expend 1 point from his arcane pool as an immediate action after hitting a target with a weapon attack, allowing him to anticipate his opponent's defenses. The target is denied its Dexterity bonus against the red mage's attacks until the end of the red mage's next turn.

Prerequisite: The red mage must be at least 6th level to select this arcana.

Prescient Defense (Su): The red mage can expend 1 point from his arcane pool as an immediate action after hitting a target with a weapon attack, granting him a premonition of his enemy's intentions. The red mage gains a bonus to his AC and on Reflex saves equal to his Charisma modifier (minimum 0) against attacks by that opponent until the beginning of his next turn. **Prerequisite:** The red mage must be at least 9th level to select this arcana.

Quickened Magic (Su): The red mage can cast one spell per day as if it were modified by the Quicken Spell feat. This does not increase the MP cost or the level of the spell. **Prerequisite:** The red mage must be at least 15th level to select this arcana.

Reach Magic (Su): The red mage can cast one spell per day as if it were modified by the Reach Spell feat. This does not increase the MP cost or the level of the spell.

Reflection (Su): The red mage can sacrifice 1 or more points from his arcane pool as an immediate action to reflect a spell back at its caster. This functions as reflect, but only if the targeted spell is of a level equal to or lower than the number of points expended. If insufficient points are expended, they instead grant an insight bonus on any saving throws allowed by the spell, equal to the number of points spent. **Prerequisite:** Red Mage 15

Restless Scholar (Su): The red mage can go without eating or drinking for a number of days equal to his Charisma modifier before he must make Constitution checks to avoid nonlethal damage. Additionally, he can spend 8 hours studying his spells instead of sleeping. This confers the same benefit as an 8 hour rest, but he is awake the entire time. **Prerequisite:** The red mage must be at least 6th level to select this arcana.

Rod Mastery (Su): Whenever the red mage uses a rod, he calculates the DC for any spell it contains using his Charisma modifier (minimum 0) instead of the minimum modifier needed to cast a spell of that level.

Rod Wielder (Su): The red mage adds his Charisma bonus (minimum 0) on caster level checks made to overcome spell resistance when using a spell contained within a rod.

Ruby Finesse (Ex): A red mage with this ruby arcana gains Weapon Finesse as a bonus feat. In addition, he can select any one type of weapon that can be used with Weapon Finesse (such as rapiers or daggers). Once this choice is made, it cannot be changed. Whenever he makes a successful melee attack with the selected weapon, he adds his Dexterity modifier instead of his Strength modifier to the damage roll. If any effect would prevent the red mage from adding his Strength modifier to the damage roll, he does not add his Dexterity modifier. The red mage can select a second weapon at 12th level and a third at 19th level.

Scroll Mastery (Su): Whenever the red mage uses a scroll, he may expend 1 point from his arcane pool to allow him to calculate the DC for any spell contained on the scroll using his Charisma modifier, instead of the minimum modifier needed cast a spell of that level. **Prerequisite:** The red mage must be at least 6th level to select this arcana.

Silent Magic (Su): The red mage can cast one spell per day as if it were modified by the Silent Spell feat. This does not increase the MP cost or the level of the spell.

Spell Blending (Ex): When a red mage selects this arcana, he must select one spell from the black or white mage spell list that is of a red mage spell level he can cast. He adds this spell to his list of red mage spells known as a red mage spell of its black or white mage spell level. He can instead select two spells to add in this way, but both must be at least one level lower than the highest-level red mage spell he can cast. A red mage can select this ruby arcana more than once.

Spell Shield (Su): The red mage can expend a point from his arcane pool as an immediate action to grant himself a shield bonus to AC equal to his Charisma bonus until the end of his next turn.

Spell Trickery (Ex): When the red mage successfully performs a dirty trick combat maneuver, he can cast an illusion or enfeebling spell with a casting time of 1 standard action or less as a swift action. **Prerequisite:** The red mage must be at least 12th level to select this arcana.

Spellbreaker (Ex): The red mage gains Spellbreaker as a bonus feat. **Prerequisite:** The red mage must be at least 9th level to select this arcana.

Still Magic (Su): The red mage can cast one spell per day as if it were modified by the Still Spell feat. This does not increase the MP cost or the level of the spell.

Surecast (Su): The red mage exercises caution when in danger, casting his spells with more care. While in a threatened square, he may choose to spend a full-round action to cast a spell, with a casting time of standard action or less. Doing so allows him to cast the spell without needing to cast defensively. **Prerequisite:** The red mage must have the Combat Casting feat to select this talent.

Throwing Arcana (Su): Whenever the red mage enhances his weapon using his arcane pool, he can spend 1 additional point from his arcane pool to add the returning and throwing abilities to the list of available weapon special abilities. When the red mage throws a weapon enhanced by his arcane pool and hits a foe, he regains 1 arcane pool point. The red mage can regain a number of arcane pool points per day equal to his Charisma modifier in this way. If he throws his held weapon and draws another in the same round, he can enhance the newly drawn weapon with his arcane pool as a free action instead of a swift action.

Wand Mastery (Su): Whenever the red mage uses a wand, he calculates the DC for any spell it contains using his Charisma modifier, instead of the minimum modifier needed to cast a spell of that level.

Wand Wielder (Su): The red mage can activate a materia, wand, or staff in place of casting a spell when using spell combat.

Wave Step (Sp): As a swift action, a red mage can spend 1 point from his arcane pool and gain the effects of a *water walk* spell for 10 minutes per red mage level. If he expends 2 points from his arcane pool, he can affect a total number of touched creatures equal to his red mage level. **Prerequisite:** The red mage must be at least 6th level to select this arcana.

Quick Cast (Ex): Beginning at 4th level, once per day, a red mage can cast one currently known spell up to 6th level spells as a swift action, so long as the casting time of the spell is 1 standard action or less. He can use this ability an additional time per day for every four red mage levels thereafter.

Spell Power (Ex): Starting at 4th level, the red mage can more easily overcome the spell resistance of any opponent he successfully injures with a melee attack. If he has injured an opponent with a melee attack, he gains a +2 bonus on his caster level check to overcome spell resistance for the remainder of the encounter. This bonus increases to +3 at 9th level, to +4 at 14th level, and to +5 at 19th level.

Clear Mind (Ex): At 5th level, a red mage can regain his MP quicker. The red mage must be relaxed and must be free from overt distractions, such as combat raging nearby or other loud noises. For example, he could be riding in the back of a carriage and benefit from this ability. The red mage does not gain this recovery if he is asleep or unconscious. The red mage regains 1 MP per hour. This increases by 1 for every five red mage levels after 5th.

Convert (Ex): Beginning of 5th level, once per day, a red mage can convert hit points into MP as a swift action. For every 5 hit points converted, the red mage receives 1 MP. The red mage cannot convert below 1 hit point and can only convert MP equal to his red mage level. He can use this ability twice per day at 9th level, three times per day at 13th level, and four times per day at 17th level.

Spell Recall (Su): At 7th level, the red mage learns to use his arcane pool to recall spells he has already cast. With a standard action, he can recall any single red mage spell that he has already cast that day by expending a number of points from his arcane pool equal to the spell's level (including any MP spent on metamagic feats). The red mage casts the spell again and uses the same target or number of targets as the previous spell.

Improved Spell Combat (Ex): At 8th level, the red mage's ability to cast spells and make melee attacks improves. When using the spell combat ability, the red mage receives a +2 circumstance bonus on concentration checks, in addition to any bonus granted by taking an additional penalty on the attack roll.

Quick Learner (Moderate): At 10th and 14th level, the red mage may add one of the following abilities to his list of class features.

- **Advanced Learning (Ex):** The red mage can add a new spell from the black or white mage spell list to his list with a level of his highest known spell level or lower. He may select this special ability multiple times, each time he adds a different spell to his spells known.
- **Bonus Metamagic Feat:** The red mage gains a bonus metamagic feat he meets the prerequisites for.
- **Improved Weapon Bond (Ex):** The red mage selects a weapon for which he has the Weapon Bond ability. He is treated as having the Weapon Specialization feat for that weapon, even if he does not meet the prerequisites. The red mage can only take this ability once.

Fighter Training (Ex): Starting at 11th level, a red mage counts half his total red mage level as his fighter level for the purpose of qualifying for feats. If he has levels in fighter, these levels stack.

Jack-of-All-Trades (Ex): Also, at 11th level, the red mage can use any skill, even if the skill normally requires him to be trained. At 15th level, the red mage considers all skills to be class skills. At 19th level, the red mage can take 10 on any skill check, even if it is not normally allowed.

Improved Spell Recall (Su): At 13th level, the red mage's ability to recall spells using his arcane pool becomes more efficient. Whenever he recalls a spell with spell recall, he expends a number of points from his arcane pool equal to 1/2 the spell's level (minimum 1). Furthermore, instead of recalling a spell, as a standard action, the red mage can cast a spell of the same level that he has in his known spells. He does so by expending a number of points from his arcane pool equal to the spell's level (minimum 1). The red mage cannot apply metamagic feats to a spell cast in this way.

Greater Spell Combat (Ex): At 14th level, the red mage gains the ability to seamlessly cast spells and make melee attacks. Whenever he uses the spell combat ability, his concentration check bonus equals double the amount of the attack penalty taken.

Doublecast (Su): At 15th level, a red mage can cast two spells using one standard action. Both of the spells must have the same standard action casting time. The red mage can make any decisions concerning the spells independently of each other. Any target affected by both of the spells takes a -4 penalty on saves made against each spell. A red mage receives a +4 bonus on caster level checks made to overcome spell resistance with these two spells. The red mage may use this ability once per day at 15th level and one additional time per day at 20th level.

Counterstrike (Ex): At 16th level, whenever an enemy within reach of the red mage successfully casts a spell defensively, that enemy provokes an attack of opportunity from the red mage after the spell is complete. This attack of opportunity cannot disrupt the spell.

1 MP Spell (Su): At 18th level, three times per day, as a free action, a red mage can reduce the cost of his next spell to 1 MP. This MP reduction is applied after any metamagic cost increases. Additional metamagic cannot be applied after this cost reduction.

Quick Learner (Major): At 19th level, the red mage may add one of the following abilities to his list of class features:

- *Advanced Learning (Ex):* The red mage can add a new spell from the black or white mage spell list to his list with a level of his highest known spell level or lower. He may select this special ability multiple times, each time he adds a different spell to his spells known.
- *Greater Weapon Bond (Ex):* The red mage selects a weapon for which he has the Improved Weapon Bond ability. He is treated as having the Greater Weapon Focus feat for that weapon, even if he does not meet the prerequisites.
- *Innate Spell (Su):* A red mage with this ability selects one 1st level red mage spell that he knows. He may now cast that spell as a spell-like ability at will.

Red Wizard (Su): At 20th level, the red mage becomes a master of spells and combat. Whenever he uses his spell combat ability, he does not need to make a concentration check to cast the spell defensively. Whenever the red mage uses spell combat and his spell targets the same creature as his melee attacks, he can choose to either increase the DC to resist the spell by +2, grant himself a +2 circumstance bonus on any checks made to overcome spell resistance, or grant himself a +2 circumstance bonus on all attack rolls made against the target during his turn.