

Ruby Magister

There are those who spend their lives poring over ancient tomes and texts, unlocking the power of magic, and there are those who spend their time perfecting the use of individual weapons, becoming masters without equal. The ruby magister is at once a student of both philosophies, blending magical ability and martial prowess into something entirely unique, a discipline in which both spell and steel are used to devastating effect. As he grows in power, the ruby magister at the pinnacle of his art, the ruby magister becomes a blur of steel and magic, a force that few foes would dare to stand against.

Hit Die: d8.

Requirements

To qualify to become a ruby magister, a character must fulfill all the following criteria.

Feats: Combat Casting.

Spells: Able to cast 3rd-level red magic spells.

Special: Must have *Weapon Bond* (Red Mage) ability.

Class Skills

The ruby magister's class skills (and the key ability for each skill) are Acrobatics (Dex), Bluff (Cha), Diplomacy (Cha), Heal (Wis), Knowledge (arcana) (Int), Linguistics (Int), Perception (Wis), Profession (Wis), and Spellcraft (Int).

Skill Points at Each Level: 4 + Int modifier.

Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special
1 st	+0	+1	+0	+1	Infuse Weapon, Fighter Training, Arcane Potential, Potential Techniques, Limit Break
2 nd	+1	+1	+1	+1	Spell Power +1, Legendary Combat Casting (1st), +1 level to existing spell-casting class
3 rd	+2	+2	+1	+2	Spellblade, +1 level to existing spell-casting class
4 th	+3	+2	+1	+2	Spell Power +2, Perfect Strike, Legendary Combat Casting (2nd)
5 th	+3	+3	+2	+3	Mettle, +1 level to existing spell-casting class
6 th	+4	+3	+2	+3	Spellblade, Spell Power +3, Legendary Combat Casting (3rd), +1 level to existing spell-casting class
7 th	+5	+4	+2	+4	Critical Perfection, Spell Recall
8 th	+6	+4	+3	+4	Spell Power +4, Legendary Combat Casting (4th), +1 level to existing spell-casting class
9 th	+6	+5	+3	+5	Spellblade, Weapon Mastery, +1 level to existing spell-casting class
10 th	+7	+5	+3	+5	Spell Power +5, Improved Spell Recall, Whirlwind Blade, Legendary Combat Casting (5th)

Class Features

All of the following are class features of the ruby magister prestige class.

Weapon and Armor Proficiency: Ruby magisters gain no proficiency with any weapon or armor.

MP per Day / Spells Known: At each level except 1st, 4th, 7th and 10th, a ruby magister gains MP per day and spells known as if he had also gained a level in a spell-casting class to which he belonged before adding the prestige class level and an increased effective level of spellcasting. He does not, however, gain any other benefit

a character of this class would have gained. If he had more than one spell-casting class before becoming a ruby magister, he must decide to which class to add each level for the purpose of determining MP per day and spells known.

Limit Break (Su): At 1st level, the ruby magister receives the Limit Break (Chain Spell).

Chain Spell (Su): This Limit Break allows the ruby magister to unleash a flurry of spells in an instant. For a duration of 1 round + 1 round per two ruby magister levels after 1st, as a standard action, the ruby magister can cast up to five spells and use up to triple his maximum spell level in MP. For example, a 7 red mage/3 ruby magister can normally only use 3 MP to cast a spell, but with this limit break, he can spend up to 9 MP to be able to cast up to five spells. This limit break requires only a swift action.

Improved Fighter Training (Ex): Beginning at 1st level, a ruby magister counts his red mage levels and his ruby magister levels combined at -3 as his fighter level for the purpose of qualifying for feats (if he has levels in fighter, these levels stack). This ability replaces Fighter Training from the red mage class.

Infuse Weapon (Su): A ruby magister can channel arcane energy into his chosen weapon. As a swift action, at 1st level and every two levels thereafter, the ruby magister may infuse a cumulative +1 bonus to attack and damage into his weapon (to a max of +5 at 9th level). The ruby magister may infuse a previously enchanted weapon as well, provided that the total bonus does not exceed half of his total character level. He can perform this ability equal to 3 + his Charisma modifier times per day. This ability lasts for a number of rounds equal to 3 + the ruby magister's Charisma modifier.

While a ruby magister often chooses a single weapon to use this ability, he may switch weapons throughout the duration of the ability (although he cannot infuse more than one weapon in a single round). Should a ruby magister let go of a weapon (e.g. throwing or dropping it) then it loses its infusion prior to the ruby magister's next turn.

Arcane Potential (Su): At 1st level, a ruby magister learns to harness residual energy from spells he casts, called potential, and can use this stored energy to bolster his abilities in a variety of ways. A ruby magister starts his day with no potential, but can gain potential in the following ways (a ruby magister cannot gain potential from each of these more than once per round and a ruby magister must be in combat to gain potential):

- **Channelled Potential:** Whenever the ruby magister casts a red mage spell, he gains one point of potential.
- **Lingering Potential:** Whenever the ruby magister begins his turn under the effects of a red mage spell he cast of 1st level or higher, he gains one point of potential. This spell must be one that affects him **directly, not his weapons or equipment.**
- **Suffered Potential:** Whenever the ruby magister takes damage from a spell or spell-like ability, or rolls a saving throw against a harmful spell or spell-like ability, he gains two points of potential.

His potential goes up or down throughout the day, but usually cannot go higher than his Charisma modifier (minimum 1), though some feats and abilities may affect this maximum. At 3rd level and every two ruby magister levels afterward, his maximum potential increases by 1. If a ruby magister spends 1 minute or longer outside of combat, he loses all potential he possesses.

Potential Techniques (Su): A ruby magister can spend potential to imbue his body and weapons with incredible power. Each potential technique can only be used once per round. If an ability does not have an associated action listed, using it is a free action which can be done during anyone's turn. At 1st level, the ruby magister has access to the following potential techniques:

1 Potential

Arcane Deflection (Su): As an immediate action when an attack is rolled against the ruby magister or an adjacent ally, the ruby magister can create a miniature projection of force granting himself or his ally a +1 circumstance bonus to AC against the attack for each point of potential spent on this ability. This technique is used after an attack is rolled, but before damage is dealt, allowing it to negate an attack if this technique would cause the attack to miss.

Elemental Alteration (Su): Until the beginning of the ruby magister's next turn, whenever he deals earth, fire, ice, lightning, water, or wind damage with an attack or spell, he can choose to deal damage of another of those types instead. This choice must be made before the damage is rolled, and before resistance or immunity is applied.

Focused Concentration (Su): As a swift action, the ruby magister can select a single creature he can see and gains a +4 bonus to concentration checks against that creature until the beginning of his next turn. This applies to concentration checks as a result of being injured by that creature, affected by its spells, being grappled by that creature, and for casting defensive in that creature's threatened area.

Magician's Assault (Su): For each point of potential the ruby magister spends on this technique, he gains a +1 circumstance bonus to attack and damage rolls made with weapon attacks until the beginning of his next turn.

Sorcerous Guard (Su): For each point of potential the ruby magister spends on this technique, he gains a +1 circumstance bonus to his Touch AC and saving throws against spells and spell-like abilities until the beginning of his next turn.

2 Potential

Dimensional Jaunt (Su): As part of a move, withdraw, or charge action, the ruby magister can step through space, allowing him to move up to 10 feet per 2 potential spent on this technique to a location he can see. This teleportation can be done at any point during the movement. If this ability is used during a charge, the red mage can teleport and then choose the target of his charge.

Hastened Metamagic (Su): The ruby magister can add a metamagic feat that he knows to a spell as he casts it without affecting the MP cost). He can use this ability to add a metamagic feat to a spell that he knows, although he cannot add the same metamagic feat to a given spell more than once.

Modulated Range (Su): As part of casting a red mage spell, the ruby magister can modulate its range, increasing or decreasing its range by one step. If a spell requires a ranged touch attack and has its range reduced to touch, it now requires a melee touch. If a spell requires a melee touch attack and has its range increased to close, it now requires a ranged touch attack. A spell cannot have its range increased beyond long, or reduced beyond touch. The steps of range are as follows: Touch -> close (25 ft. + 5 ft./2 levels) -> medium (100 ft. + 10 ft./level) -> long (400 ft. + 40 ft./level).

Rapid Spell Combat (Su): The ruby magister can perform his spell combat as a standard action, casting a single spell and making only a single attack with his weapon. This ability is treated as spell combat for all purposes (including spell combat's penalty to attack rolls), is treated as an attack action, and may benefit from Vital Strike, as well as other feats and abilities that affect an attack action.

3 Potential

Arcane Redoubt (Su): The ruby magister can create a briefly lived wall of force interposed between himself, or an adjacent ally, and an enemy of his choice. This wall is one inch thick, 5-ft wide, and 5-ft tall. This wall provides the ruby magister, or his ally, with cover from that enemy until the beginning of the ruby magister's next turn, granting him a +4 bonus to Armor Class and a +2 bonus on Reflex saving throws. If the opponent's attack misses them by 4 or less, the attack strikes the wall instead. The wall has hardness 10 and 5 hit points per level of the ruby magister. If the shield is destroyed, the wall crumbles away into nothingness. Spells and effects that damage an area deal damage to the wall.

Shifting Position (Su): As a swift action, the ruby magister can cause his position to shift rapidly between nearby spaces. Until the beginning of his next turn, the ruby magister can treat himself as being in any space adjacent to him when he casts spells, or makes an attack. He is treated as being in the chosen space for all purposes during that action, and then immediately returns to his original space after the action is resolved.

Spell Power (Ex): Starting at 2nd level, a ruby magister can more easily overcome the spell resistance of any opponent he successfully injures with a melee attack. If the ruby magister has injured an opponent with a melee attack, he gains a +1 bonus on his caster level check to overcome spell resistance for the remainder of the encounter. This bonus increases to +2 at 4th level, to +3 at 6th level, to +4 at 8th level, and to +5 at 10th level. If the ruby magister has Spell Power from levels in another class, those levels stack with levels in ruby magister and use whichever progression is more beneficial to the ruby magister.

Legendary Combat Casting (Ex): At 2nd level, a ruby magister no longer provokes an attack of opportunity when casting a 1st level red mage spell during spell combat. At 4th level and every two ruby magister levels thereafter, this ability extends to the next spell level of red mage spells, to a maximum of 5th level spells at 10th level.

Spellblade (Ex): At 3rd, 6th, and 9th level, a ruby magister gains a spellblade ability. Each acquired ability can be used a number of times per day equal to the ruby magister's Charisma modifier as a swift action which only lasts for 1 round.

Arcane Endowment: This ability allows the ruby magister to expend MP up to his current spell level and gain a bonus to the attack and damage roll made with his weapon equal to the MP spent.

Critical Aim: This ability allows the ruby magister to expend MP up to his current spell level and increase the critical threat range of his weapon by +1 for every MP spent. This stacks with Improved Critical and similar abilities, but is calculated after all other modifiers.

Magical Barrier: This ability allows the ruby magister to expend MP up to his current spell level and gain a damage reduction equal to the MP spent.

Protection Grid: This ability allows the ruby magister to expend MP up to his current spell level and gain a deflection bonus to AC equal to the MP spent.

Resistance Array: This ability allows the ruby magister to expend MP up to his current spell level and gain a bonus to all elemental resistance equal to the MP spent.

Safeguard: This ability allows the ruby magister to expend MP up to his current spell level and gain a bonus to all saving throws equal to the MP spent.

Perfect Strike (Ex): At 4th level, when a ruby magister hits with his chosen weapon, he can spend 1 point from his arcane pool in order to maximize his weapon damage. Don't roll for damage—the weapon deals maximum damage. This affects only the weapon's base damage dice, not additional damage from sneak attack, magical

weapon properties, or critical hits. If the ruby magister confirms a critical hit, he can instead spend 2 points from his arcane pool to increase his weapon's critical multiplier by 1.

Mettle (Ex): At 5th level and higher, a ruby magister can resist magical and unusual attacks with great willpower or fortitude. If he makes a successful Will or Fortitude save against an attack that normally would have a lesser effect on a successful save (such as any spell with a saving throw entry of Will half or Fortitude partial), he instead completely negates the effect. An unconscious or sleeping ruby magister does not gain the benefit of mettle.

Critical Perfection (Ex): At 7th level, a ruby magister adds his Charisma modifier (minimum 0) on critical hit confirmation rolls with his favored weapon. In addition, the ruby magister may use his red mage and ruby magister levels in place of his base attack bonuses to qualify for Critical Focus and any feat for which it is a prerequisite; these feats apply only with a ruby magister's chosen weapon.

Spell Recall (Su): At 7th level, the ruby magister can tap in to their arcane potential to cast a spell he has recently expended. As a swift action, the ruby magister can choose a spell he has cast during the current combat and spend a number of points of potential equal to three times its level, allowing him to cast it again this round without requiring or expending MP. The ruby magister can only recall a spell once for each time it is cast and cannot recall a spell cast through this ability. The ruby magister does not gain a point of potential from casting this spell this round, or by casting it as part of spell combat, through his channeled potential ability. If this spell has a duration longer than instantaneous, its effect ends when his arcane potential empties after combat has ended.

Weapon Mastery (Ex): At 9th level, a ruby magister gains weapon mastery with his chosen weapon, as the fighter class ability.

Improved Spell Recall (Su): At 10th level, the ruby magister's ability to tap in to his arcane potential becomes more efficient, requiring them to only spend twice a spell's level in potential to recall it.

Whirlwind Blade (Su): At 10th level, when wielding a one-handed weapon in one hand (and nothing in the other), a ruby magister can, using a full attack action, spin around with his weapon and send replicas of the blade, composed of magical energy, toward all foes within 30 feet. The ruby magister makes a separate melee attack roll against each foe, using his highest attack bonus. Each successful attack inflicts damage as if the ruby magister struck the foe with the weapon. The ruby magister can use this ability a number of times per day, equal to his Charisma modifier (minimum 1/day).