

Scholar

These military tacticians often served as high-ranking officers in allied forces across the lands and seas. Extensive knowledge of ancient martial theory granted them the ability to wield dual schools of magic, between which they would alternate depending on the situation at hand. If a situation requires an unusual approach, they have no trouble developing and creating alterations to both their plans... and their magics.

Role: Scholars are military tacticians often served as high-ranking officers in allied forces across Vana'diel. Extensive knowledge of ancient martial theory granted them the ability to wield dual schools of magic, between which they would alternate depending on the situation at hand.

Alignment: Any.

Hit Die: d6.

Parent Classes: Black Mage and White Mage.

Starting Wealth: $2d6 \times 10$ gil (average 70 gil.) In addition, each character begins play with an outfit worth 10 gil or less.

Class Skills

The scholar's class skills (and the key ability for each skill) are Appraise (Int), Craft (Int), Fly (Dex), Knowledge (all) (Int), Linguistics (Int), Profession (Wis), and Spellcraft (Int).

Skill Ranks per Level: $4 + \text{Int modifier}$.

Table: Scholar							
Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special	MP	Spell Level
1 st	+0	+0	+0	+2	Spell Proficiency, Cantrips, Grimoire, Arcane Hypothesis, Light Arts/Dark Arts, Limit Breaks	1	1 st
2 nd	+1	+0	+0	+3	Arcane Reservoir, Scholar Exploit	2	1 st
3 rd	+1	+1	+1	+3	Light Arts: Penury (3/day), Dark Arts: Parsimony (3/day)	3	1 st
4 th	+2	+1	+1	+4	Scholar Exploit	4	2 nd
5 th	+2	+1	+1	+4	Clear Mind I, Consume MP	6	2 nd
6 th	+3	+2	+2	+5	Scholar Exploit, Refined Knowledge	8	2 nd
7 th	+3	+2	+2	+5	Light Arts: Accession (3/day), Dark Arts: Manifestation (3/day)	10	3 rd
8 th	+4	+2	+2	+6	Scholar Exploit	14	3 rd
9 th	+4	+3	+3	+6	Eldritch Surge	17	3 rd
10 th	+5	+3	+3	+7	Clear Mind II, Scholar Exploit, Sublimation (3/day)	20	4 th
11 th	+5	+3	+3	+7	Light Arts: Celerity (3/day), Dark Arts: Alacrity (3/day)	25	4 th
12 th	+6/+1	+4	+4	+8	Advanced Scholar Exploit	29	4 th
13 th	+6/+1	+4	+4	+8	Improved Surge	33	5 th
14 th	+7/+2	+4	+4	+9	Advanced Scholar Exploit	40	5 th
15 th	+7/+2	+5	+5	+9	Clear Mind III, Light Arts: Rapture (3/day), Dark Arts: Ebullience (3/day)	46	5 th
16 th	+8/+3	+5	+5	+10	Advanced Scholar Exploit	50	6 th
17 th	+8/+3	+5	+5	+10	Greater Surge	59	6 th

18 th	+9/+4	+6	+6	+11	Advanced Scholar Exploit	66	6 th
19 th	+9/+4	+6	+6	+11	Bottomless Well	74	6 th
20 th	+10/+5	+6	+6	+12	Clear Mind IV, Advanced Scholar Exploit, Magical Supremacy	79	6 th

Class Features

All of the following are class features of the scholar.

Weapon and Armor Proficiency: Scholars are proficient with the dagger, sling, power rod, power staff, and quarterstaff, but not with any type of armor or shield. Heavier armor interferes with a scholar's movements, which can cause her spells with somatic components to fail.

Limit Breaks (Su): At 1st level, the scholar receives the Limit Breaks (From Dusk Til Dawn and Tabula Rasa).

From Dusk Til Dawn (Su): This Limit Break allows the scholar to use any White Mage Limit Break while under Light Arts and any Black Mage Limit Break while under Dark Arts. If a limit break has a duration, it lasts for 1 round + 1 round per four scholar levels after 1st. Action required for this limit break is copied from the limit break the scholar has chosen.

Tabula Rasa (Su): This Limit Break allows the scholar to use both Light Arts and Dark Arts with all the bonuses but without penalties for a duration of 1 round + 1 round per four scholar levels after 1st. This limit break requires only a swift action.

Spells: A scholar casts black magic and white magic spells which are drawn from the black mage and white mage spell lists. A scholar begins play with 2 1st level black magic spells and 2 1st level white magic spells of her choice. The scholar also selects a number of additional 1st-level black magic spells equal to her Intelligence modifier and a number of additional 1st-level white magic 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 black magic and two white magic 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 scholar can find or purchase scrolls with spells to add to her repertoire.

To learn or cast a black magic spell, the scholar 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 scholar's black magic spell is 10 + the spell level + the scholar's Intelligence modifier. In addition, a scholar gains additional MP for having a high attribute (Intelligence).

To learn or cast a white magic spell, the scholar 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 scholar's white magic spell is 10 + the spell level + the scholar's Wisdom modifier. In addition, a scholar gains additional MP for having a high attribute (Wisdom).

Spell Proficiency (Ex): Scholars 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: Scholars 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. Scholars begin with 2 0-level spells from either the black mage or white mage spell list and gain an additional 0-level spell every four levels after 1st level.

Grimoire (Su): Beginning of 1st level, books and tomes become deadly weapons in the hands of a scholar. Functioning only in the hands of a scholar, a book or tome read by a scholar deals 1d4 + Intelligence modifier points of shadow damage while under Dark Arts and 1d4 + Wisdom modifier points of holy damage while un-

der Light Arts. The scholar must make a ranged touch attack that has a range of 25 feet + 5 feet per two scholar levels.

Arcane Hypothesis (Ex): Not just knowledgeable with spells, a scholar experiments constantly in order to better herself at wielding magic, and see what she can create. At 1st level, by increasing a spell's casting time (swift/immediate to standard action, standard action or less to full-round action, full-round action to 1 round, 1 round to 2 rounds, or double any longer casting time), the scholar can roll on the table below and add the resulting metamagic feat to the spell without increasing the MP cost of the spell.

Use of this ability must be declared before the spell to be affected is cast. First, the scholar selects the spell to be modified. Then she rolls on the Arcane Hypothesis table. If the resulting metamagic cannot be applied to the selected spell, she must roll again until it can. Lastly, the scholar casts the resulting spell as normal, choosing targets, making attack rolls, etc. This ability can be used a number of times per day equal to her Intelligence modifier or her Wisdom modifier, whichever is higher.

d%	Meta Effect
01-35	Apocalyptic Spell
36-55	Extend Spell
56-75	Empower Spell
76-90	Maximize Spell
91-95	Widen Spell
96-100	Chain Spell

At 3rd level, the scholar can adjust her roll result on the table above. She may increase, or decrease, the roll result by 3 points per two scholar levels after 1st in order to adjust the meta effect to a more desirable result.

At 7th level, the scholar can roll twice on the table above, and select one of the two metamagic effects to apply to that spell. She can still adjust the result of each roll to get a more desired result.

Light Arts/Dark Arts (Su): Starting at 1st level, as a standard action, a scholar can activate or deactivate the Light Arts or Dark Arts. You may only use Light Arts or Dark Arts abilities while in the Light/Dark Arts. The bonus/penalty from this ability applies only to spells that she casts as a scholar, not to those she might have by virtue of levels in another class. While in either Light/Dark Arts, you gain the following bonuses:

Light Arts Bonuses	Dark Arts Bonuses
All healing spells are increased by 1 extra die of the appropriate type.	All elemental spells are increased by 1 extra die of the appropriate type.
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 light spells' caster level are increased by 1 + 1 per four scholar levels after 1st.	All dark spells' caster level are increased by 1 + 1 per four scholar levels after 1st.
The save DC for all white magic spells is increased by 1 + 1 per four scholar levels after 1st.	The save DC for all black magic spells is increased by 1 + 1 per four scholar levels after 1st.
The caster level checks made to overcome a	The caster level checks made to overcome a

creature's spell resistance is increased by 1 + 1 per four scholar levels after 1st for white magic spells.	creature's spell resistance is increased by 1 + 1 per four scholar levels after 1st for black magic spells.
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Casting white magic spells while under Dark Arts, or casting black magic spells while under Light Arts results in penalties in the table below.

Dark Arts Penalties	Light Arts Penalties
All healing spells are decreased by 1 die of the appropriate type to a minimum of 1. If there is only 1 die, then it is subject to a -1 penalty - 1 per four scholar levels after 1st on healing.	All elemental spells are decreased by 1 die of the appropriate type to a minimum of 1. If there is only 1 die, then it is subject to a -1 penalty - 1 per four scholar levels after 1st on damage.
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 light spells' caster level are decreased by 1 + 1 per four scholar levels after 1st.	All dark spells' caster level are decreased by 1 + 1 per four scholar levels after 1st.
The save DC for all white magic spells is decreased by 1 + 1 per four scholar levels after 1st.	The save DC for all black magic 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 white magic 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 black magic spells.

At 7th level, a scholar can switch between Light Arts and Dark Arts as a move action instead of a standard action. At 13th level, a scholar can switch between Light Arts and Dark Arts as a swift action.

Arcane Reservoir (Su): Beginning of 2nd level, a scholar has an innate pool of magical energy that she can draw upon to fuel her scholar exploits and enhance her spells. The scholar's arcane reservoir can hold a maximum amount of magical energy equal to 3 + the scholar's level. Each day, after resting 8 hours, the scholar's arcane reservoir fills with raw magical energy, gaining a number of points equal to 3 + half of her scholar's level. She can also regain these points through the consume MP class feature and some scholar exploits. The arcane reservoir can never hold more points than the maximum amount noted above; points gained in excess of this total are lost.

Points from the scholar reservoir are used to fuel many of the scholar's powers. In addition, the scholar can expend 1 point from her arcane reservoir as a free action whenever she casts a spell. If she does, she can choose to increase the caster level by 1 or increase the spell's DC by 1. She can expend no more than 1 point from her reservoir on a given spell in this way.

Scholar Exploits: By bending and sometimes even breaking the rules of magic, the scholar learns to exploit gaps and exceptions in the laws of magic. Some of these exploits allow her to break down various forms of magic, adding their essence to her arcane reservoir. At 2nd level and every 2 levels thereafter, the scholar learns a new scholar exploit selected from the following list. A scholar exploit cannot be selected more than once. Once a scholar exploit has been selected, it cannot be changed. Most scholar exploits require the scholar to expend points from her arcane reservoir to function. Unless otherwise noted, the saving throw DC for a scholar exploit is equal to 10 + half of the scholar's level + her Intelligence or Wisdom (whichever is higher) modifier.

Acid Jet (Su): The scholar can unleash a jet of acid by expending 1 point from her arcane reservoir and making a ranged touch attack against any one target within 30 feet. If the attack hits, it deals 1d6 points of earth damage + the scholar's Intelligence or Wisdom (whichever is higher) modifier, plus an additional 1d6 points of

earth damage for every 2 levels beyond 1st (to a maximum of 10d6 at 19th level). The target is also sickened for 1d4 rounds. It can attempt a Fortitude saving throw to negate the sickened condition.

Additional Grimoire (Su): A scholar with this exploit is able to produce an additional grimoire attack at a -5 penalty as part of a full attack. **Prerequisite:** The scholar must be at least 8th level to select this exploit.

Arcane Barrier (Su): As a swift action, the scholar can expend 1 point from her arcane reservoir to create a barrier of magic that protects her from harm. This barrier grants the scholar a number of temporary hit points equal to her scholar level + her Intelligence or Wisdom (whichever is higher) modifier, and lasts for 1 minute per scholar level or until all the temporary hit points have been lost. Each additional time per day the scholar uses this ability, the number of arcane reservoir points she must spend to activate it increases by 1 (so the second time it is used, the scholar must expend 2 points from her arcane reservoir, 3 points for the third time, and so on). The temporary hit points from this ability do not stack with themselves, but additional uses do cause the total number of temporary hit points and the duration to reset.

Arcane Grimoire (Su): As a standard action, the scholar can expend 1 point from her arcane reservoir to enhance her grimoire. At 5th level, the grimoire gains a +1 enhancement bonus, which increases by 1 for every 4 levels beyond 5th (to a maximum of +4 at 17th level). These bonuses can be added to the grimoire, stacking with existing weapon bonuses to a maximum of +5. A scholar can also use this exploit to add one of the following weapon special abilities: dancing, distance, flaming, flaming burst, frost, icy burst, shock, shocking burst, speed, and spell storing. Adding these special abilities replaces an amount of enhancement bonus equal to the ability's cost. Duplicate special abilities do not stack. If the grimoire is not magical, at least a +1 enhancement bonus must be added to it before any other weapon special abilities can be added. The benefits are decided upon when the exploit is used, and they cannot be changed unless the exploit is used again. These benefits only apply to the grimoire wielded by the scholar; if another creature attempts to wield the grimoire, it loses these benefits, though they resume if the scholar regains possession of the grimoire. The scholar cannot have more than one use of this ability active at a time. This effect lasts for a number of minutes equal to the scholar's Intelligence or Wisdom (whichever is higher) modifier (minimum 1).

Armored Mask (Su): By expending 1 point from her arcane reservoir as a standard action, the scholar grants herself an effective illusion of armor. She gains the benefits of *mage armor* with a caster level that's equal to her scholar level and appears to be wearing light or medium armor of whatever design she chooses when activating this ability. At any time while this effect is active, she can expend 1 additional point from her arcane reservoir as an immediate action to also gain the benefits of *protect* with a caster level equal to her scholar level.

Consume Magic Items (Su): The scholar can consume the power of potions, scrolls, staves, and wands, using them to fill her arcane reservoir. Using this ability is a move action that provokes an attack of opportunity. When using this exploit, the scholar adds a number of points to her arcane reservoir equal to 1/2 the level of the spell contained in the item (0-level and 1st-level spells do not recharge the scholar's arcane reservoir). If used on a potion or scroll, the item is destroyed. If used on a wand, the wand loses 5 charges; if it has fewer than 5 charges, the wand is destroyed and the scholar gains no benefit. If used on a staff, it loses 1 charge and the scholar gains a number of points to his arcane reservoir equal to the level of the highest-level spell the staff can cast using only 1 charge; if the staff has no spells that require only 1 charge, the scholar cannot consume that staff's magic. No more than 1 charge can be drawn from a staff each day in this way. Points gained in excess of the scholar's reservoir's maximum are lost. This exploit has no effect on magic armor, weapons, rings, rods, wondrous items, or other magic items besides those noted above.

Counterspell (Su): By expending 1 point from her arcane reservoir, the scholar can attempt to counter a spell as it is being cast. She must identify the spell being cast as normal. If she successfully does so, the scholar can attempt to counter the spell as an immediate action and by expending MP equal to at least one higher than the level of the spell being cast. To counterspell, the scholar must attempt a dispel check as if using *dispel*. If

she expends 2 points from her arcane reservoir instead of 1, she gains a +5 bonus on the dispel check. Counterspelling in this way does not trigger any feats or other abilities that normally occur when a spellcaster successfully counters a spell.

Dimensional Slide (Su): The scholar can expend 1 point from her arcane reservoir to create a dimensional crack that she can step through to reach another location. This ability is used as part of a move action or withdraw action, allowing her to move up to 10 feet per scholar level to any location she can see. This counts as 5 feet of movement. She can only use this ability once per round. She does not provoke attacks of opportunity when moving in this way, but any other movement she attempts as part of her move action provokes as normal.

Elemental Shield (Su): The scholar can protect herself from elemental damage as a standard action by expending 1 point from her arcane reservoir. She must pick one elemental type and gains resistance 10 against that elemental type for 1 minute per scholar level. This protection increases by 5 for every 5 levels the scholar possesses (up to a maximum of 30 at 20th level).

Face Thief (Su): The scholar can expend 1 point from her arcane reservoir to assume an illusory disguise as *disguise self*. If she expends 2 points from her arcane reservoir instead of 1, the duration of the effect increases to 1 hour per level.

Flame Arc (Su): The scholar can unleash an arc of flame by expending 1 point from her arcane reservoir. This creates a 30-foot line of flame that deals 1d6 points of fire damage + the scholar's Intelligence or Wisdom (whichever is higher) modifier, plus an additional 1d6 points of fire damage for every 2 levels beyond 1st (to a maximum of 10d6 at 19th level) to each target in the line. Creatures in the area of effect may attempt a Reflex saving throw to halve the damage.

Ice Missiles (Su): The scholar can unleash a freezing projectile by expending 1 point from her arcane reservoir and making a ranged touch attack against any one target within 30 feet. If the attack hits, it deals 1d6 points of ice damage + the scholar's Intelligence or Wisdom (whichever is higher) modifier, plus an additional 1d6 points of ice damage for every 2 levels beyond 1st (to a maximum of 10d6 at 19th level). In addition, the target is staggered for 1 round. It can attempt a Fortitude saving throw to negate the staggered condition.

Illusion Catcher (Su): The scholar gains a +2 bonus on saving throws against illusions. If the scholar successfully disbelieves an illusion, she can expend 1 point from her arcane reservoir to try to negate or steal control of the illusion. The scholar attempts a caster level check as if she were dispelling the effect with *dispel*. If she succeeds, she can either end the effect or alter it as if she were the spell's caster. If the spell's duration is concentration, the scholar must concentrate on the new effect or it ends. **Prerequisite:** The scholar must have the *face thief* exploit to select this exploit.

Item Crafting: The scholar can select one item creation feat as a bonus feat. She must meet the prerequisites of this feat. This exploit may be taken more than once. Each time, a different feat must be selected.

Lightning Lance (Su): The scholar can unleash a lance of lightning by expending 1 point from her arcane reservoir and making a ranged touch attack against any one target within 30 feet. If the attack hits, it deals 1d6 points of lightning damage + the scholar's Intelligence or Wisdom (whichever is higher) modifier, plus 1d6 points of lightning damage for every 2 levels beyond 1st (to a maximum of 10d6 at 19th level). The target's vision is also impaired, causing the target to treat all creatures as if they had concealment (20%) for 1 round. It can attempt a Fortitude saving throw to negate the impaired vision.

Mending Flesh (Su): The scholar can expend 1 point from her arcane reservoir as a standard action and touch a target to grant superficial healing. This stops any bleed effects the target is suffering and grants a number of temporary hit points equal to 1d8 + the scholar's Intelligence or Wisdom (whichever is higher) modifier, lasting for a number of hours equal to the scholar's level. At 6th level, the number of hit points granted increases

es to $2d8 +$ the scholar's Intelligence or Wisdom (whichever is higher) modifier. A creature can benefit from mending flesh only once per day.

Metamagic Knowledge: The scholar can select one metamagic feat as a bonus feat. She must meet the prerequisites of this feat. This exploit may be taken more than once. Each time, a different feat must be selected.

Obfuscated Spellcasting (Su): When casting a spell, the scholar can spend 1 point from her arcane reservoir to make the spell being cast appear to be a different spell. The spell can be disguised as any other spell that the scholar knows. This exploit raises the DC for a Spellcraft check to correctly identify the spell being cast by double the scholar's caster level. Identification attempts that fail by an amount less than double the scholar's caster level mistakenly identify the spell being cast as the false spell chosen by the scholar.

Orderly Casting (Su): The scholar can tie her spells to the rigid order of Axis, giving them predictable results. As a swift action, she can spend 1 point from her arcane reservoir. For the next minute, her spells deal damage as if she had rolled exactly average on all of the dice, rounded down. To find the average, treat the scholar as if she had rolled $2-1/2$ on all d4s, $3-1/2$ on all d6s, $4-1/2$ on all d8s, $5-1/2$ on all d10s, and $6-1/2$ on all d12s.

Potent Magic (Su): Whenever the scholar expends 1 point from her arcane reservoir to increase the caster level of a spell, the caster level increases by 2 instead of 1. Whenever she expends 1 point from her arcane reservoir to increase the spell's DC, it increases by 2 instead of 1.

See Magic (Su): The scholar can see magical auras. If she expends 1 point from her arcane reservoir, for 1 minute she instantly recognizes magic item auras and spell effects (as *detect magic*). During this time, she is treated as if she had studied each aura for 3 rounds and she treats her Knowledge (arcana) skill check as if she had rolled a 15 on the d20. In addition, if she touches a magic item during this time, she can immediately identify its properties using Spellcraft without needing to spend 3 rounds examining the object. If an enemy possesses the object, the scholar must first succeed at a melee touch attack to identify the item.

Shadow Veil (Su): By expending 1 point from her arcane reservoir, a scholar can pull a veil of shadows around her, making her more difficult to spot and strike. The scholar gains concealment (20% miss chance) and a +5 bonus on Stealth checks. This effect lasts a number of rounds equal to $1 +$ the scholar's Intelligence or Wisdom (whichever is higher) modifier.

Sonic Blast (Su): The scholar can release a deafening blast of sonic energy by expending 1 point from her arcane reservoir and succeeding at a ranged touch attack against any one target within 30 feet. The blast deals an amount of non-elemental damage equal to $1d6 +$ the scholar's Intelligence or Wisdom (whichever is higher) modifier, plus an additional $1d6$ points of non-elemental damage for every 2 levels beyond 1st (to a maximum of $10d6$ at 19th level). The target is also deafened for 1 minute. The target can attempt a Fortitude save to halve the damage and negate the deafness.

Spell Disruption (Su): The scholar can temporarily disrupt a spell by expending 1 point from her arcane reservoir and succeeding at a dispel check against the spell, as *dispel*. This ability suppresses a spell effect for a number of rounds equal to the scholar's Intelligence or Wisdom (whichever is higher) modifier (minimum 1). If the spell affects multiple creatures, this ability only suppresses the spell for one creature. At the end of this duration, the spell resumes and the suppressed rounds do not count against its total duration. This ability can be used on unwilling targets, but the scholar must succeed at a melee touch attack, and the target may attempt a Will saving throw to negate the effect. This ability has no effect on spells that are instantaneous or have a duration of permanent.

Spell Resistance (Su): The scholar can grant herself spell resistance for a number of rounds equal to her Intelligence or Wisdom (whichever is higher) modifier (minimum 1) as a standard action by expending 1 point

from her arcane reservoir. This spell resistance is equal to 6 + her scholar level and cannot be suppressed, but it can be ended as a free action on her turn.

Spell Tinkerer (Su): The scholar can alter an existing spell effect by expending 1 point from her arcane reservoir. To use this ability, she must be adjacent to the spell effect (or the effect's target) and be aware of the effect. She can choose to increase or decrease the remaining duration of the spell by 50%. This ability can be used on unwilling targets, but the scholar must succeed at a melee touch attack, and the target may attempt a Will saving throw to negate the effect. This ability cannot be used on a given spell effect more than once. This ability has no effect on spells that are instantaneous or have a duration of permanent.

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

Swift Consume (Ex): The scholar can use the *consume MP* class feature or the *consume magic items* exploit as swift actions instead of as move actions.

Weather Sage (Su): If she spends 1 point from her arcane reservoir, the scholar can predict the weather in her current location for the next 24 hours. The scholar's prediction is always accurate, but it cannot account for spells or supernatural effects that might alter conditions. In addition, she gains a bonus equal to half her scholar level on Fortitude saves against severe weather for the next 24 hours. She can share this benefit with a number of allies equal to her Intelligence or Wisdom (whichever is higher) modifier.

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

Dark Arts: Parsimony (Su): Also at 3rd level, 3 times per day, as a move action, a scholar may reduce the MP cost of her next Black Magic spell to 0. This MP reduction is applied after any metamagic cost increases. Additional metamagic cannot be applied after this cost reduction.

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

Consume MP (Su): At 5th level, a scholar can expend MP up to the maximum she can spend as a move action. Doing this adds a number of points to her arcane reservoir equal to MP consumed. Points gained in excess of the reservoir's maximum are lost.

Refined Knowledge (Ex): At 6th level, the scholar can tap into her expanded knowledge about her enemies. Whenever the scholar rolls a Knowledge skill check to identify a creature, she may roll twice and takes the better result. If the scholar has Knowledge skill unlock at 20 ranks, she, instead, rolls thrice and takes the better result.

Light Arts: Accession (Su): At 7th level, 3 times per day, as a move action, a scholar may double the duration of her next Enhancing White Magic spell.

Dark Arts: Manifestation (Su): Also at 7th level, 3 times per day, as a move action, a scholar may double the duration of her next Enfeebling Black Magic spell.

Eldritch Surge (Su): At 9th level, a scholar can, as a swift action, pour more power into her spells and abilities. She can add 2 to the caster level and DC of a spell, or increase her effective scholar level by 2 when using a scholar exploit. She becomes fatigued upon using this ability. If she is already fatigued, she becomes exhausted. If she's already exhausted, or something would prevent her from becoming fatigued or exhausted, she cannot use this ability. This ability does not stack with spending points from her arcane reservoir to increase the spell's caster level or DC (as the arcane reservoir class feature).

Sublimation (Su): At 10th level, 3 times per day, as a swift action, a scholar may activate this ability which lasts 1 round per scholar level. Each round, the scholar is drained of 4 HPs and gains 1 MP. Once activated, it cannot be stopped and either runs its course, or the caster falls unconscious, which cancels this ability.

Light Arts: Celerity (Su): At 11th level, 3 times per day, a scholar may cast a White Magic spell as a swift action.

Dark Arts: Alacrity (Su): Also at 11th level, 3 times per day, a scholar may cast a Black Magic spell as a swift action.

Advanced Scholar Exploits: At 12th level and every 2 levels thereafter, a scholar can choose one of the following advanced scholar exploits in place of a scholar exploit.

Alter Enhancements (Su): A scholar with this exploit can modify the enhancements placed on a weapon, suit of armor, or shield. The scholar can use this exploit to change one weapon or armor special ability to another with an equal cost. This ability can only be used to change the item's special abilities, not its enhancement bonus. Using this ability requires the scholar to touch the item as a full-round action and expend 1 point from her arcane reservoir, and doing so provokes an attack of opportunity. This ability cannot be used on an item in the possession of an unwilling creature. This change lasts for a number of minutes equal to the scholar's Intelligence or Wisdom (whichever is higher) modifier (minimum 1). The scholar must have the *arcane grimoire* exploit to select this exploit.

Burning Flame (Su): Whenever the scholar uses the flame arc exploit, she can expend 2 points from her arcane reservoir instead of one. If she does, each target catches on fire if it fails its saving throw. Until the fire is extinguished, the target takes 3d6 points of fire damage at the start of each of its turns. The target can attempt a Reflex saving throw as a full-round action to extinguish the flames. Applying at least 1 gallon of water to the target automatically extinguishes the flames. **Prerequisite:** The scholar must have the *flame arc* exploit to select this exploit.

Convert Wand (Su): A scholar can spend 1 point from her arcane reservoir as a full-round action to convert one wand that is in her possession into a wand of a cure spell with the same spell level and caster level (a cure spell is any spell with "cure" in its name). This alteration lasts for 1 minute, after which the wand reverts to its original function. Charges expended while the wand was altered are still expended when it reverts.

Counter Drain (Su): Whenever the scholar successfully counters a spell, she regains a number of points to her arcane reservoir, which is determined by the level of the spell countered. Spells of 2nd level or lower do not restore any points to her arcane reservoir. Spells of 3rd and higher restore 1 point to her arcane reservoir. **Prerequisite:** The scholar must have the *counterspell* exploit to select this exploit.

Dancing Electricity (Su): Whenever the scholar uses the *lightning lance* exploit, she can expend 2 points from her arcane reservoir instead of one. If she does, all creatures adjacent to the target take an amount of damage equal to half the amount of lightning damage rolled. Adjacent creatures can attempt a Reflex saving throw to halve this damage. Whether or not the target makes its saving throw has no effect on adjacent targets. **Prerequisite:** The scholar must have the *lightning lance* exploit to select this exploit.

Dimensional Seal (Su): The scholar can expend 1 point from her arcane reservoir to emanate a field centered on herself which blocks dimensional travel—including summoning and teleportation effects, as well as the dimensional slide exploit—in a radius of 5 feet per scholar level for a number of minutes equal to her Intelligence or Wisdom (whichever is higher) modifier. She may dismiss this effect at will. **Prerequisite:** The scholar must have the *dimensional slide* exploit to select this advanced exploit.

Elemental Absorption (Su): Whenever the scholar is using the *elemental shield* exploit, and the shield prevents 10 or more points of damage, she can absorb a portion of that elemental energy and use it to fuel her exploits. After absorbing the damage, she can use any exploit that deals the same type of elemental damage as the type her shield absorbed, reducing the cost to her arcane reservoir by 1 point. She must use this elemental energy within 1 minute or it is lost. The scholar does not gain more than one such use of elemental energy per round, and she cannot store more than one use of this elemental energy at a time. **Prerequisite:** The scholar must have the *elemental shield* exploit to select this exploit.

Fast Healing (Su): A scholar can spend 1 point from her arcane reservoir and expend MP (maximum of 6) to grant her allies the fast healing ability. Allies within 30 feet gain fast healing equal to the MP spent. This effect lasts for a number of rounds equal to the scholar's Intelligence or Wisdom (whichever is higher) modifier (minimum 1).

Greater Additional Grimoire (Su): A scholar with this exploit is able to produce a third grimoire attack at a -10 penalty, as part of a full-attack. **Prerequisites:** The scholar must be at least 16th level and have the additional grimoire scholar exploit to select this exploit.

Greater Consume Magic Items (Su): The scholar can consume the power of magic armor, weapons, rings, rods, and wondrous items (this exploit may not be used on artifacts). Using this ability is a move action, and this ability cannot be used on an object in the possession of an unwilling creature. When using this exploit, the scholar adds a number of points to her arcane reservoir equal to half the caster level of the object, and the object gains the broken condition (or is destroyed if it already had the broken condition). Points gained in excess of the scholar's reservoir's maximum are lost. Objects damaged through the use of this exploit may not be repaired by mundane means, or by any magic. **Prerequisite:** The scholar must possess the *consume magic items* exploit before selecting this advanced exploit.

Greater Counterspell (Su): Whenever the scholar uses the *counterspell* exploit, she can expend MP equal to the same level or greater than the spell to be countered (instead of the spell level +1). **Prerequisite:** The scholar must have the *counterspell* exploit to select this exploit.

Greater Metamagic Knowledge: The scholar can select a metamagic feat as a bonus feat. She must meet the prerequisites of this feat. Each morning, when she prepares her spells, the scholar can expend 1 point from her arcane reservoir to exchange this bonus feat for another metamagic feat, as long as she meets the prerequisites of the new feat. **Prerequisite:** The scholar must have the *metamagic knowledge* exploit to select this exploit.

Greater Spell Resistance (Su): Whenever the scholar uses the *spell resistance* exploit, the spell resistance is equal to 11 + the scholar's level. **Prerequisite:** The scholar must have the *spell resistance* exploit to select this exploit.

Greater Spell Disruption (Su): The scholar can disrupt a spell effect or magic item by expending 1 point from her arcane reservoir. This acts like a targeted *dispel* with a range of touch. The scholar can add her Intelligence or Wisdom (whichever is higher) modifier to the dispel check. **Prerequisite:** The scholar must have the *spell disruption* exploit to select this exploit.

Hellfire Ray (Su): When a scholar uses the flame arc exploit, she can spend 1 additional point from her arcane reservoir to draw the flames from Hell. If she does so, half of the damage she deals is fire, and the other half results directly from unholy power that is not subject to fire resistance. Good creatures that take damage from a hellfire ray must succeed at a Will saving throw or be sickened for 1d4 rounds. **Prerequisite:** The scholar must have the *flame arc* exploit to select this exploit.

Icy Tomb (Su): Whenever the scholar uses the *ice missile* exploit, she can expend 2 points from her arcane reservoir instead of one. If she does, the target is coated in rime if it fails its saving throw. As long as the ice remains (typically 1 minute per level in a warm area), the target is entangled (although not anchored) and takes 1 point of Dexterity damage at the start of each of its turns. The target can break free from the ice as a standard action by making a Strength check with a DC equal to 10 + the scholar's Intelligence or Wisdom (whichever is higher) modifier. If the target takes more than 10 points of fire damage from a single attack, the ice melts and the effect ends. **Prerequisite:** The scholar must have the *ice missile* scholar exploit to select this exploit.

Lingering Acid (Su): Whenever the scholar uses the *acid jet* exploit, she can expend 2 points from her arcane reservoir instead of one. If she does, the target takes additional damage on the following rounds if it fails its saving throw. The target takes 1d6 points of earth damage on the following round for every 2d6 points of earth damage dealt by the initial attack. On subsequent rounds, the target continues to take 1d6 points of earth damage for every 2d6 points of earth damage dealt on the previous round. The damage continues until the amount of earth damage dealt on the previous round by this effect is 1d6. For example, a 9th level scholar would deal 5d6 points of earth damage + the scholar's Intelligence or Wisdom (whichever is higher) modifier, 2d6 points of earth damage on the following round, and 1d6 points of earth damage on the third and final round. **Prerequisite:** The scholar must have the *acid jet* exploit to select this exploit.

Redirect Spell (Su): The scholar can gain control of a spell cast by another spellcaster. As a standard action by expending 1 point from her arcane reservoir, the scholar can make a caster level check opposed by the creature controlling the spell. If the scholar is successful, she can direct the spell as a free action for 1 round, making any decisions allowed by the spell. This only functions on spells that can be directed or changed once they have been cast, such as *flaming sphere* or *elemental weapon*. The spell returns to its owner's control at the start of the scholar's next turn, unless the scholar expends another point from her arcane reservoir at the start of her turn to extend the duration of control by another round. She can continue to control the spell for as long as the spell lasts, provided she keeps spending points from her arcane reservoir.

Resistance Drain (Su): Whenever the scholar is using the *spell resistance* exploit, she can end the effect as an immediate action whenever her spell resistance successfully protects her from a spell cast by a foe. If she does so, she adds a number of points to her arcane reservoir equal to 1/2 the level of the spell. These points are temporary and are lost after 1 minute unless used. Points gained in excess of her arcane reservoir's maximum are lost. **Prerequisite:** The scholar must have the *greater spell resistance* exploit to select this exploit.

Siphon Spell (Su): When the scholar uses the *greater spell disruption* exploit, she can siphon some of the power of the targeted spell to restore her arcane reservoir. If the caster level of the spell is equal to or higher than that of the scholar, and she exceeds the DC of the dispel check by 5 or more, she adds 1 point to her arcane reservoir. If she exceeds this check by 10 or more, she instead adds 2 points to her arcane reservoir. This has no effect on magic items. **Prerequisite:** The scholar must have the *greater spell disruption* exploit to select this exploit.

Spell Thief (Su): The scholar can steal a spell affecting one creature by expending 1 point from her arcane reservoir. If the creature is unwilling, she must succeed at a melee touch attack to steal the spell; the target can attempt a Will saving throw to negate the effect. The scholar can specify a spell affecting the target to steal, but if she's incorrect or doesn't know what spells are affecting the target, the spell stolen is determined randomly from all those affecting the target. If successful, the spell effect transfers to the scholar, affecting her for the re-

maintaining duration. Unless the effect normally allows for a new saving throw during its duration (such as at the end of each round), this ability doesn't grant the scholar a saving throw against it. The scholar cannot use this ability to steal a spell with a range of personal or a duration of permanent. **Prerequisite:** The scholar must have the *spell tinkerer* exploit to select this exploit.

Suffering Knowledge (Su): The scholar can learn to cast a spell by suffering from its effects. When the scholar fails a saving throw against a spell cast by an enemy, as an immediate action she can expend 1 point from her arcane reservoir to temporarily acquire the spell. She can cast the spell as if it was a spell she had acquired. The spell must be on the black mage/white mage spell list and must be of a level that she can cast. The ability to cast this spell remains for a number of rounds equal to the scholar's Intelligence or Wisdom (whichever is higher) modifier (minimum 1).

Improved Surge (Su): At 13th level, a scholar can use her eldritch surge ability to reroll an attack roll associated with a spell or scholar exploit, or to reroll all of the damage dice associated with a spell or scholar exploit. In the case of attack rolls, this ability must be used after the die is rolled but before the results are revealed. The scholar must take the results of the reroll, even if they are lower.

Light Arts: Rapture (Su): At 15th level, 3 times per day, as a move action, a scholar may maximize her next Healing White Magic spell.

Dark Arts: Ebullience (Su): At 15th level, 3 times per day, as a move action, a scholar may maximize her next Elemental Black Magic spell.

Greater Surge (Su): At 17th level, a scholar can use her eldritch surge ability to force a creature to reroll a saving throw against one spell or scholar exploit and take the lower value. The scholar must declare the use of this ability before the result of that creature's saving throw is revealed. If the spell or scholar exploit affects more than one target, only one target is affected by this ability.

Bottomless Well (Su): At 19th level, a scholar can spend 1 hour studying her grimoire to refuel herself. Doing so allows her to regain MP as if resting for 8 hours and regain points of arcane reservoir equal to half her scholar level. She can use this ability multiple times per day, however she still only regains MP once per day.

Magical Supremacy (Su): At 20th level, the scholar learns how to convert her arcane reservoir into spells and back again. She can cast any spell she knows by expending a number of points from her arcane reservoir equal to 1 + the level of the spell to be cast instead of expending MP. When she casts a spell in this fashion, she treats her caster level as 2 higher than normal, and the DCs of any saving throws associated with the spell increase by 2. She cannot further expend points from her arcane reservoir to enhance a spell cast in this way nor can meta-magic feats be applied.