

Script Master

With the power of a judge and the wisdom of a philosopher, the script master is the pinnacle of written artists, so much so he can affect the real world with what he writes. Formal documents, informal threats and using the most pristine grammar allows these writers to cast magic simply from utilizing language to its fullest potential.

The script master is an archetype of the black mage class.

Class Skills: The script master adds Sense Motive to his list of class skills. This replaces Appraise as a class skill.

Limit Break (Su): At 1st level, the script master receives the Limit Break (Rewrite Scene).

Rewrite Scene (Su): This Limit Break allows the script master to reroll a single d20 die roll. As an immediate action, the script master may reroll a single d20 roll from himself, an ally, or an enemy. If rerolling for himself or an ally, he or the ally gains a +2 bonus to the roll, plus an additional +2 bonus per four black mage levels after 1st. If rerolling for an enemy, he must make a Will save (DC 10 + half of the black mage's level + his Intelligence modifier) or he receives a -2 penalty instead, with an additional -2 penalty per four black mage levels after 1st. In addition, if the d20 roll results in a 20 or higher (from the natural roll plus the Limit Break bonus), it is counted as a natural 20 instead. Likewise, if an enemy rolls a 1 or lower (from the natural roll plus the Limit Break penalty), it is counted as a natural 1 instead. This limit break lasts for a duration of 1 round + 1 round per four black mage levels after 1st. The script master may only affect one roll per round.

This ability replaces one of the black mage's standard Limit Breaks.

The Power of Speech: Starting at 1st level, the script master gains Orator as a bonus feat even if he does not have the prerequisite.

This ability replaces spell proficiency.

The Power of Grammar (Su): At 1st level, and every four levels thereafter (5th, 9th, 13th and 17th) the script master gains a better understanding of correct grammar, spelling and examples. This improvement allows the script master to better craft his spells and documents, gaining a +1 to all DCs of his spells as well as a +1 to Craft (Calligraphy) skill checks.

This ability replaces black magery.

The Pen is Mightier than the Sword (Su): At 2nd level and every other level thereafter (4th, 6th, 8th, etc.) the script master learns that writing a document can kill thousands in 1 stroke, while a sword must kill 1 at a time, though sometimes, a sword must be crossed along the way. The script master can imbue any writing utensil with his magic, as long as he has 1 MP remaining and is not within an anti-magic field. The writing utensil is then granted a damage die above that of a normal pencil.

At 2nd level, the script master's writing utensil is considered a magical dagger (of his size) of 1d4, this damage increases by 1 die step at every other level. This writing utensil works just like a dagger mechanically, and does not gain any additional strength through two-handing. If the script master wants to enchant his utensil like a normal weapon, he can, however, it retains the HP and Hardness of a dagger. Hardness 10, HP 2. The utensil still gets +2 to Hardness and +10 to HP for every enhancement bonus it has.

Level	Damage of Utensil (Pen)
4th	1d6

6th	1d8
8th	1d10
10th	2d6
12th	2d8
14th	3d6
16th	3d8
18th	4d6
20th	4d8

This ability replaces elemental shield.

Writing Talents: As a script master gains experience, he learns a number of talents that assists him in manipulating his formulae as well as that of professions. At 2nd level and every two levels thereafter, a script master can gain a mage talent or a writing talent from the list below. A script master cannot select an individual talent more than once unless stated.

Apprentice Writer (Ex): The script master gains a familiar in the form of an Imp, Goblin or small sized outsider (bipedal only, hands/claws only) that must be of a CR equal to or less than half his black mage level, the script master's expertise in writing attracts all sorts. The alignment of the familiar is the same as the script master, doing almost any task given to them. This familiar can only aid another with the script master for skill checks outside of combat.

Arcane Calligrapher (Ex): The script master has an exceptional understanding of the grammar behind creating magical scrolls. She creates scrolls 25% faster than normal, and gains a +4 bonus on Spellcraft checks.

Arcane Flexibility (Ex): The script master may decipher a magical scroll outside of his native spell list that is up to and including his second highest spell level to temporarily gain knowledge of the spell within until he rests or is knocked unconscious. Gaining a spell in this way follows the normal rules for learning spells from scrolls. The learned spell uses the casting modifier derived from the original caster (ie: Wisdom or Charisma for Cure), and is ineligible to receive any metamagic enhancements. This talent may be taken multiple times, allowing multiple spells to be memorized at a time.

Corrective Teaching (Su): The script master gives an insight bonus to allies within range when he casts spells. He can increase the saving DC of spells cast by a single ally within 30-feet by 2. This ability is an immediate action and can be done a number of times per day equal to his Intelligence modifier.

Emboldened Teaching (Su): The script master gives an insight bonus to allies within range when he cast spells. He can increase the number of damage dice of spells cast by a single ally within 30-feet by 1, increasing beyond past the normal cap. This ability is an immediate action and can be done a number of times per day equal to his Intelligence modifier. **Prerequisite:** The script master must have corrective teaching writing talent to select this talent.

Learned Reader (Ex): The script master adds his level to all Spellcraft checks made to decipher scrolls, spellbooks and magical writing.

Peculiar Writer (Ex): The script master gains another follower, in the form of a Mime, Mimic or animated object of sentience (Hands/Claws only), the script master's immense knowledge of all things writing attracts the most astute students, as a cohort that must be at least two levels lower than the script

master. The alignment of the follower is the same as the script master, doing almost any task given to them. This follower can only make skill checks and gains/gives aid another with the script master for skill checks outside of combat. **Prerequisites:** The script master must have apprentice writer writing talent and must be at least 6th level to select this talent.

Signature Skill: The script master gains the Signature Skill feat as long as it applies to a Craft, Profession or Linguistics skill. This can be selected several times, applying to different skills.

Skilled Focus: The script master gains the benefit of a single Skill Focus feat, as long as it is to do with writing. The most common are: Linguistics, Profession: Stenographer, Craft: Calligraphy. This can be selected several times, applying to different skills.

Tax Write-Off (Su): At 3rd level, a script master can make a numerable amount of purchases without paying or without paying much. A script master writes a single note, handing it to a vendor to pay for a purchase, equal to 100 gil per black mage level. If the note does not pay for the purchase fully, the script master must pay the difference. If the note pays above what is needed, the excess is lost. A purchase can be several items, but must be from the same shop. A script master may use this ability once per day and cannot be used during downtime. This magical note transmutes into gil for the vendor after the purchase is complete, but cannot be transmuted among the party.

This ability replaces dark affliction.

Perfected Formulae (Ex): Beginning at 4th level, a script master can increase the save DC of his next spell as a swift action, as long as the casting time of the spell is 1 standard action or less. The next spell the script master casts gains the Persistent Spell metamagic effect of forcing the target to make two rolls against the save, this change does not affect the spell level. This ability can be used once per day plus an additional time per day for every four black mage levels after 4th.

This ability replaces elemental seal.

You Spelt That Wrong! (Su): Beginning at 6th level, the script master sees the faults in all his opponent's spells and proceeds to correct them. The script master can counterspell, as if using a targeted *Dispel* spell, any caster within 60-feet as an immediate action. This ability can be used a number of times per day equal to 3 + his Intelligence modifier.

This ability replaces innate spells.

Detailed Description (Su): At 18th level, a script master can write so many words it takes the target longer to fully read or understand them. As a swift action, the script master gives his next spell an increase in spell duration, turning rounds to minutes, and minutes to hours. This does not affect the level of the spell and can only be used once per day.

This ability replaces 1 MP spell.

Death Note (Su): At 20th level, once per day, if the script master knows the name of a target, both first and last, along with a clear vision of the target's face (this can be seen through divination but not through art), he can force that target to die. Writing down how the target dies is up to the script master, but it cannot be done by another character, it must be a bodily affect such as a heart attack or suicide. The target will die within their next turn, or up to 5 turns depending on the script master's wish. The target gets a Will save (DC 20 + the script master's Intelligence modifier) to resist the effect. This effect works like a death effect, and those immune to death effects are also immune to Death Note.

This ability replaces black wizard.