

## Shield Mage

*This red mage has learned how to cast spells from behind the safety of a shield.*

The shield mage is an archetype of the red mage class.

**Bulwark Style (Ex):** At 1st level, the shield mage gains proficiency in shields (including tower shields) and does not incur spell failure chance from a wielded shield while casting red mage spells. The shield mage treats a hand wielding a shield as a free hand for the purposes of casting spells with somatic components. She gains a bonus to her Reflex saving throws equal to her shield's bonus to AC (including its enhancement bonus if it has one). When using a buckler, the shield mage only benefits from this ability if the buckler is providing her a bonus to her armor class.

This ability replaces ruby knowledge.

**Storing Shield (Su):** At 3rd level, when the shield mage casts a spell with a range of melee or ranged touch, instead of making a free attack, she can choose to store the spell in her shield. If a creature would attack her, or an ally adjacent to her, she may make a melee touch attack against the attacking creature using her shield as an attack of opportunity, gaining a bonus to the attack roll equal to the shield's enhancement bonus to AC. On a hit, the creature is affected by the stored spell. Alternatively, she can deliver this spell using a shield bash in the same manner, using the shield's critical threat range and critical damage modifier for both the shield bash and the spell. She can use a tower shield with the touch attack portion of this ability but cannot use it to deliver a spell with a shield bash. This stored spell remains stored until used, until the shield mage prepares her spells for the day, until she stops wielding the shield, or until she chooses to store a different spell in the shield.

This ability replaces a ruby arcana gained at 3rd level.

**Arcane Combustion (Su):** At 6th level, a shield mage's shield bashes now add its enhancement bonus to AC as an enhancement bonus to attack and damage rolls, and may use the higher of her Strength or Charisma when determining her attack bonus. Once per round, on a successful hit, the shield mage can choose to spend MP up to the highest spell level she can cast to have her shield bash deal an extra 1d8 damage per MP spent. This extra damage is magical in nature, bypassing her target's damage reduction, and is not multiplied on a critical hit.

This ability replaces a ruby arcana gained at 6th level.

**Shielding Emanation (Su):** At 9th level, the shield mage adds her shield bonus to her touch AC. In addition, allies adjacent to her gain an enhancement bonus to their shield AC equal to her shield's enhancement bonus to AC, and applies this bonus to their touch AC as well. The bonus to touch AC provided by this ability applies against incorporeal touch attacks, since it is a force effect.

This ability replaces a ruby arcana gained at 9th level.

**Transpositional Aegis (Su):** At 15th level, the shield mage's shield is imbued by potent arcane energies. The shield mage's abilities now affect allies within 15 feet, rather than only affecting her adjacent allies. This includes her storing shield ability, allowing her to make a melee touch attack against a foe who attacks an ally within this range, even if it's not normally within her reach. If an ally within this area is targeted by an attack roll, as an attack of opportunity the shield mage and that willing ally can switch positions, with the shield mage becoming the target of this attack. This is a supernatural teleportation effect.

This ability replaces a ruby arcana gained at 15th level.