

Sorcerer

The sorcerer's family has always been skilled in the eldritch art of magic. While many of his relatives were accomplished black mages, his powers developed without the need for study and practice.

The sorcerer is an archetype of the black mage class.

Bloodline Powers: Magic comes naturally to the sorcerer, but as he gains levels he must take care to prevent the power from overwhelming him.

Arcane Bond (Su): At 1st level, sorcerers form a powerful bond with an object or a creature. This bond can take one of two forms: a familiar or a bonded object. A familiar is a magical pet that enhances the sorcerer's skills and senses and can aid him in magic, while a bonded object is an item a sorcerer can use to cast additional spells or to serve as a magical item. Once a sorcerer makes this choice, it is permanent and cannot be changed.

Rules for bonded items are given below, while rules for familiars are located here:

<http://www.finalfantasyd20.com/magic/familiars/>

Sorcerers who select a bonded object begin play with one at no cost. Objects that are the subject of an arcane bond must fall into one of the following categories: amulet, ring, staff, wand, or weapon (dagger, quarterstaff, power rod, or power staff). These objects are always masterwork quality. Weapons acquired at 1st level are not made of any special material. If the object is an amulet or ring, it must be worn to have effect, while staves, wands, and weapons must be held in one hand. If a sorcerer attempts to cast a spell without his bonded object worn or in hand, he must make a concentration check or lose the spell. The DC for this check is equal to 20 + the spell's level. If the object is a ring or amulet, it occupies the ring or neck slot accordingly.

A bonded object can be used once per day to cast any one spell that the sorcerer knows and is capable of casting, without spending MP. This spell is treated like any other spell cast by the sorcerer, including casting time, duration, and other effects dependent on the sorcerer's level. This spell cannot be modified by metamagic feats or other abilities.

A sorcerer can add additional magic abilities to his bonded object as if he has the required Item Creation Feats and if he meets the level prerequisites of the feat. For example, a sorcerer with a bonded dagger must be at least 5th level to add magic abilities to the dagger (see Craft Magic Arms and Armor feat). If the bonded object is a wand, it loses its wand abilities when its last charge is consumed, but it is not destroyed and it retains all of its bonded object properties and can be used to craft a new wand. The magic properties of a bonded object, including any magic abilities added to the object, only function for the sorcerer who owns it. If a bonded object's owner dies, or the item is replaced, the object reverts to being an ordinary masterwork item of the appropriate type.

If a bonded object is damaged, it is restored to full hit points the next time the sorcerer rests for 8 hours. If the object of an arcane bond is lost or destroyed, it can be replaced after 1 week in a special ritual that costs 200 gil per black mage level plus the cost of the masterwork item. This ritual takes 8 hours to complete. Items replaced in this way do not possess any of the additional enchantments of the previous bonded item. A sorcerer can designate an existing magic item as his bonded item. This functions in the same way as replacing a lost or destroyed item except that the new magic item retains its abilities while gaining the benefits and drawbacks of becoming a bonded item.

Spell Study (Su): At 5th level, the sorcerer's innate understanding of the spells of geomancers, illusionists, necromancers, red mages, and time mages is so great that he can use his own magic in an inefficient, roundabout way to duplicate those classes' spells. Once per day, a sorcerer can cast any spell on the geomancer, illusionist, necromancer, red mage, or time mage spell list of a spell level he can cast as if it were a black mage spell he knew. Casting the spell requires the sorcerer to spend 1 full round per spell level of the

desired spell (if the spell is on multiple spell lists indicated above, using the lowest level from among those lists) and requires spending MP equal to double the spell's level (for this ability's purpose, a sorcerer isn't limited by his max MP he can spend, but he cannot use metamagic feats); if the spell's casting time is normally 1 full round or longer, this is added to the sorcerer's casting time. For example, if a sorcerer wants to use spell study to cast cure (white mage spell level 1st), he must spend 1 full round casting and spend 2 MP. At 10th level and every 5 levels thereafter, a sorcerer can use this ability an additional time per day (to a maximum of four times per day at 20th level).

New Arcana (Ex): At 9th level, the sorcerer can add any one spell from any spell list to his list of spells known. This spell must be of a level that he is capable of casting. He can also add one additional spell at 13th level and 17th level.

Element Power (Ex): At 13th level, the sorcerer picks one element. The DC for any spells he casts from that element increases by +2. This bonus stacks with the bonus granted by Elemental Focus.

Arcane Apotheosis (Ex): At 18th level, the sorcerer's body surges with arcane power. Whenever the sorcerer uses magic items that require charges, he can instead expend MP to power the item. For every three MP that he expends, he consumes one less charge when using a magic item that expends charges.

These abilities replace black magery.

Bloodline Arcana (Ex): At 5th level, whenever the sorcerer applies a metamagic feat to a spell that increases MP, increase the spell's DC by +1. This bonus does not stack with itself and does not apply to spells modified by the Heighten Spell feat.

This ability replaces metamagic enhancement.