

## Strategist

*Strategists are militant mages who use the materialized forms of stratagems, learned from a legendary military tactician who taught Martial Theory, passed down from generation to generation.*

The strategist is an archetype of the scholar class.

**Limit Break (Su):** At 1st level, the strategist receives the Limit Break (Enlightenment).

*Enlightenment (Su):* This Limit Break allows the strategist to be affected by both Light and Dark Arts bonuses without penalties, in addition to having access to both Addendums for a duration of 1 round + 1 round per four scholar levels after 1st.

This ability replaces the Limit Break (Tabula Rasa).

**Stratagems (Su):** The strategist gains access to stratagems. This is a number of special tactics such as more Advanced Arts or Helices that can be used a number of times per encounter equal to the strategist's Intelligence and Wisdom modifier combined, if the encounters are at least 1 hour apart. All Advanced Arts and Helices cost 1 stratagem to use.

This ability replaces arcane reservoir, scholar exploits and advanced scholar exploits.

**Advanced Arts (Su):** The strategist uses more advanced forms of Light and Dark Arts with the use of stratagems. These Advanced Arts are activated as a move action.

At 5th level, the strategist gains access to Light Arts: Dissulto. Using this stratagem causes the next white magic spell to affect all allies in a 20-ft.-burst from the spell's target.

At 5th level, the strategist gains access to Dark Arts: Corrumpto. Using this stratagem causes the next black magic spell to affect all targets in a 20-ft.-burst from the spell's target.

At 19th level, while the strategist is in Light Arts, he gains access to Addendum: Light as a stratagem. If the stratagem is used and the strategist switches to Dark Arts, is knocked unconscious, or dies, he loses the stratagem and must activate it again. This allows the strategist to gain access to the following spells at the same time as a white mage of the strategist's level for a single cast of these spells:

- 7th level: Bravery, Protect IV, Shell IV, and Regen IV
- 8th level: Condemn, Iron Body, Magic Barrier, Warp
- 9th level: Basuna, Protect V, Regen V, Shell V, Storm of Vengeance, Wind of Vengeance

At 19th level, while the strategist is in Dark Arts, he gains access to Addendum: Dark as a stratagem. If the stratagem is used and the Strategist switches to Light Arts, is knocked unconscious, or dies, he loses the stratagem and must activate it again. This allows the strategist to gain access to the following spells at the same time as a black mage of the strategist's level for a single cast of these spells:

- 7th level: Bind, Burn II, Crush II, Drown II, Freeze II, Gloom II, Shock II, Slice II
- 8th level: Warp, Abyss II, Burst II, Flare II, Flood II, Glacier II, Quake II, Tornado II, Scathe
- 9th level: Ardor, Clashing Rocks, Lightning Form, Scourge, Stop

This ability replaces consume mp and bottomless well.

**Helices (Su):** At 4th level, the strategist gains access to Helices used as offensive stratagems that can gain a boost in power based on the surrounding weather or environment. A target within 30 feet must make a Will save (DC 10 + half of the scholar's level + his Intelligence modifier) each turn to negate the effect. These stratagems are affected like black magic when it comes to dark arts and its related abilities. Using a Helix is a standard action.

*Anemohelix (Su):* This helix deals 1d6 + the strategist's Intelligence modifier of wind damage to a single target. This damage is repeated over a number of rounds equal to 1 + his Intelligence modifier. When the strategist is in a particularly windy area, this stratagem adds half the total damage, rounded down.

*Cryohelix (Su):* This helix deals 1d6 + the strategist's Intelligence modifier of ice damage to a single target. This damage is repeated over a number of rounds equal to 1 + his Intelligence modifier. When the strategist is in a particularly cold and dry area, this stratagem adds half the total damage, rounded down.

*Geohelix (Su):* This helix deals 1d6 + the strategist's Intelligence modifier of earth damage to a single target. This damage is repeated over a number of rounds equal to 1 + his Intelligence modifier. When the strategist is in a particularly mountainous or hilly area, this stratagem adds half the total damage, rounded down.

*Hydrohelix (Su):* This helix deals 1d6 + the strategist's Intelligence modifier of water damage to a single target. This damage is repeated over a number of rounds equal to 1 + his Intelligence modifier. When the strategist is in a particularly wet or rainy area, this stratagem adds half the total damage, rounded down.

*Ionohelix (Su):* This helix deals 1d6 + the strategist's Intelligence modifier of lightning damage to a single target. This damage is repeated over a number of rounds equal to 1 + his Intelligence modifier. When the strategist is in a particularly stormy area, this stratagem adds half the total damage, rounded down.

*Luminohelix (Su):* This helix deals 1d6 + the strategist's Intelligence modifier of holy damage to a single target. This damage is repeated over a number of rounds equal to 1 + his Intelligence modifier. When the strategist is in a particularly holy or sanctified area and during auroras, this stratagem adds half the total damage, rounded down.

*Noctohelix (Su):* This helix deals 1d6 + the strategist's Intelligence modifier of shadow damage to a single target. This damage is repeated over a number of rounds equal to 1 + his Intelligence modifier. When the strategist is in a particularly dark or unholy area and during voidstorms, this stratagem adds half the total damage, rounded down.

*Pyrohelix (Su):* This helix deals 1d6 + the strategist's Intelligence modifier of fire damage to a single target. This damage is repeated over a number of rounds equal to 1 + his Intelligence modifier. When the strategist is in a particularly hot area, this stratagem adds half the total damage, rounded down.

At 14th level, all helices are upgraded to deal 2d6 damage + his Intelligence modifier.

This ability replaces eldritch surge, improved eldritch surge, and greater eldritch surge.

**Sabbatical (Su):** At 20th level, the strategist masters the final two Stratagems from Martial Theory, Embrava and Kustra. These are physically and mentally taxing, making them only able to use one or the other once per day.

*Embrava (Su):* The strategist, while under the effects of Addendum: Light, gains access to Embrava, one of the final teachings of the militant mages. This ability scales with the amount of Stratagems he wishes to spend on it. This spell heals for 2d10 points of damage for each Stratagem spent. Spending 3 or more

stratagems causes the target to gain Fast Healing 5 and increases by 1 for each additional stratagem. Spending 5 or more grants the target *Haste*. Spending 10 grants the target *Auto-Life*.

*Kaustra (Su)*: The strategist, while under the effects of Addendum: Dark, gains access to Kaustra, one of the final teachings of the militant mages. This ability scales with the amount of Stratagems he wishes to spend on it. This does 2d10 points of non-elemental damage for each Stratagem spent. Spending 3 or more stratagems causes the damage to be repeated for a number of rounds equal to his Intelligence modifier. Spending 5 or more causes the target to have all attributes reduced by 2. Spending 10 or more causes the target to be unable to be risen from the dead except by divine intervention.

Both Kaustra and Embrava have a stratagem use limit of 10, are affected by their respective Arts, and cost a standard action to use.

This ability replaces magical supremacy.