

## White Mage

Gaia for all her beauty is a complex and complicated place. The world while filled with beautiful and wondrous landscapes is still fraught with disaster. Conflict, and war are only one of these disasters, casting a shadow of misery and pain in their wake. It is in this darkness that those who follow the teachings of the white mage shine brightest. While some seek to hurt and maim, the white mage chooses a life of compassion only seeking to harm when absolutely necessary. The white mage finds purpose in protecting their allies, often by empowering their abilities and enhancing attributes to a height previously unattainable. When all this preparation and protection isn't enough the white mage is there with their gentle healing embrace, mending the wounds of their comrades.

**Role:** White mages provide excellent support, from keeping their allies up and ready with healing spells, such as *cure* and *regen*, keeping their defenses sharp with spells such as *shell* and *protect*, negating various status effects with *esuna* and *dispel*, and even flagging down bonuses foes get with *deprotect* and *deshell*. Additionally, white mages can serve as deadly, if one-note damage dealers, capable of blasting down foes with spells like *light* and *holy*. White mages can come incredibly in handy against the undead as well, as undead typically take damage from healing spells.

**Alignment:** Any.

**Hit Die:** d6.

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

### Class Skills

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

**Skill Points Per Level:** 4 + Int modifier.

Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special	MP	Spell Level
1 <sup>st</sup>	+0	+0	+0	+2	White Magery, Spell Proficiency, Cantrips, Limit Breaks	1	1 <sup>st</sup>
2 <sup>nd</sup>	+1	+0	+0	+3	Lay on Hands (1d6), Mage Talent	2	1 <sup>st</sup>
3 <sup>rd</sup>	+1	+1	+1	+3	Divine Caress, Focused Caster	3	2 <sup>nd</sup>
4 <sup>th</sup>	+2	+1	+1	+4	Lay on Hands (2d6), Divine Seal (1/day), Mage Talent	5	2 <sup>nd</sup>
5 <sup>th</sup>	+2	+1	+1	+4	Clear Mind I, White Magery, Metamagic Enhancement	8	3 <sup>rd</sup>
6 <sup>th</sup>	+3	+2	+2	+5	Lay on Hands (3d6), Mage Talent, Innate spell	11	3 <sup>rd</sup>
7 <sup>th</sup>	+3	+2	+2	+5	Auto-Regen	15	4 <sup>th</sup>
8 <sup>th</sup>	+4	+2	+2	+6	Lay on Hands (4d6), Divine Seal (2/day), Mage Talent	20	4 <sup>th</sup>
9 <sup>th</sup>	+4	+3	+3	+6	White Magery, Innate spell	26	5 <sup>th</sup>
10 <sup>th</sup>	+5	+3	+3	+7	Clear Mind II, Lay on Hands (5d6), Doublecast (1/day), Mage Talent	32	5 <sup>th</sup>
11 <sup>th</sup>	+5	+3	+3	+7	Divine Veil, Metamagic Enhancement	39	6 <sup>th</sup>
12 <sup>th</sup>	+6/+1	+4	+4	+8	Lay on Hands (6d6), Divine Seal (3/day), Innate spell, Advanced Mage Talent	47	6 <sup>th</sup>

13 <sup>th</sup>	+6/+1	+4	+4	+8	White Magery, Selective Targets	56	7 <sup>th</sup>	
14 <sup>th</sup>	+7/+2	+4	+4	+9	Lay on Hands (7d6), Auto-Regen II, Advanced Mage Talent	65	7 <sup>th</sup>	
15 <sup>th</sup>	+7/+2	+5	+5	+9	Clear Mind III, Doublecast (2/day), Innate spell, Sudden Metamagic	75	8 <sup>th</sup>	
16 <sup>th</sup>	+8/+3	+5	+5	+10	Lay on Hands (8d6), Divine Seal (4/day), Advanced Mage Talent	86	8 <sup>th</sup>	
17 <sup>th</sup>	+8/+3	+5	+5	+10	White Magery, Bypass Spell Resistance, Metamagic Enhancement	98	9 <sup>th</sup>	
18 <sup>th</sup>	+9/+4	+6	+6	+11	Lay on Hands (9d6), 1 MP Spell (3/day), Innate spell, Advanced Mage Talent	110	9 <sup>th</sup>	
19 <sup>th</sup>	+9/+4	+6	+6	+11	Shaped Area	122	9 <sup>th</sup>	
20 <sup>th</sup>	+10/+5	+6	+6	+12	Clear Mind IV, Lay on Hands (10d6), White Wizard, Doublecast (3/day), Divine Seal (5/day), Advanced Mage Talent	135	9 <sup>th</sup>	

### Class Features

All of the following are class features of the white mage.

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

**Limit Breaks (Su):** At 1st level, the white mage receives the Limit Breaks (Breath of the Earth and Pulse of Life).

*Breath of the Earth (Su):* This Limit Break causes the earth to rupture partially and releases a warm wind encompassing white mage and her allies within 30 feet, curing any negative status effects each round (from 1st-7th level, cures 3rd level or lower status effects, 8th-15th level, cures 6th level or lower status effects, 16th-20th level, cures any status effects). This Limit Break lasts for a duration of 1 round + 1 round per four white mage levels after 1st.

*Pulse of Life (Su):* This Limit Break causes an intense burst of angelic light to pulse through the white mage and her allies within 30 feet, healing for 2d10 points of damage + an additional 2d10 per four white mage levels after 1st and providing a Fast Healing 2 that increases by 2 per four white mage levels after 1st and lasts for a duration of 1 round + 1 round per four white mage levels after 1st. Any affected allies that are unconscious and brought to consciousness as a result of the initial healing and are prone are immediately brought to their feet (this action does not provoke attacks of opportunity).

**Spells:** A white mage casts white magic spells which are drawn the white mage spell list. A white mage begins play with 3 1st level white mage spells of her choice. The white mage also selects a number of additional 1st-level spells equal to her Wisdom modifier to add to her list of spells. Each time a character attains a new white mage level, she gains two spells of her choice to add to her list of spells. The two free spells must be of spell levels she can cast. Like most mages, a white mage can find or purchase scrolls with spells to add to her repertoire.

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

**White Magery (Ex):** At 1st level and every four white mage levels thereafter, a white mage increases her power with her spells of 1st level or higher. This ability applies only to spells that she casts as a white mage, not to those she might have by virtue of levels in another class. At each such opportunity, she can choose from the list of the following (with a maximum of 2 per):

- *Healing Mastery:* This increases the white mage's caster level by 1 for all spells from the healing school.
- *Increased Healing:* This increases any healing spell the white mage casts by 1 extra die of the appropriate type. This allows the white mage to overcome any healing cap a spell might restrict her to.
- *Spell Mastery:* This increases the DC for all of the white mage's spells by 1.
- *Spell Penetration:* This increases the white mage's caster level checks by 1 made to overcome a creature's spell resistance. This stacks with the Spell Penetration feat.

**Spell Proficiency (Ex):** White mages 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:** White mages 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. White mages begin with 4 0-level spells and gain an additional 0-level spell every three levels after 1st level.

**Lay on Hands (Su):** At 2nd level, a white mage can heal wounds (her own or those of others) by touch. Each day she can use this ability a number of times equal to half her white mage level plus her Wisdom modifier. With one use of this ability, a white mage can heal 1d6 hit points of damage plus an additional 1d6 for every two white mage levels after 2nd. Using this ability is a standard action, unless the white mage targets herself, in which case it is a swift action. Despite the name of this ability, a white mage only needs one free hand to use this ability. Alternatively, a white mage can use this healing power to deal damage to undead creatures, dealing 1d6 points of holy damage for every two levels the white mage possesses. Using lay on hands in this way requires a successful melee touch attack and doesn't provoke an attack of opportunity. Undead do not receive a saving throw against this damage.

**Mage Talents (Ex or Su):** As a white mage gains experience, she learns a number of talents that assist her in manipulating spells and other forms of magic. At 2nd level, and every two levels thereafter, a white mage gains one mage talent. A white mage cannot select an individual talent more than once. Talents marked with an asterisk add effects to a white mage's spellcasting ability. Only one of these talents can be applied to an individual spell and the decision must be made before the spell is cast.

*Arcane Builder (Ex):* The white mage has an exceptional understanding of the theory behind creating magical items. She can select one type of magic item (potions, wondrous items, and so on); she creates items of this type 25% faster than normal, and gains a +4 bonus on Spellcraft checks (or other checks, as appropriate) to craft items of this type. She may select this talent multiple times; its effects do not stack. Each time she selects this talent, it applies to a different type of magic item.

*Blessing (Su):* The white mage gains one blessing from the holy knight's 3rd-level blessing list. At 12th level, the white mage gains one blessing from the holy knight's 6th-level blessing list. At 18th level, the white mage gains one blessing from the holy knight's 9th-level blessing list. The white mage uses her white mage level as her holy knight level. **Prerequisites:** The white mage must be at least 6th level and have the lay on hands class feature to select this talent.

*Concentrate (Ex):* The white mage can reroll any concentration check she has just made with a +4 bonus. She must use this ability after the roll is made, but before the roll's outcome is determined. The white mage must take the second roll, even if it is worse. The white mage can use this ability once per day.

*Defensive Feedback (Su)\*:* Rather than dissipate damaging energy, the white mage can redirect some of it back to its source. When an enhancing spell the white mage casts prevents damage (with damage reduction or energy resistance), if the attacking creature is within 30 feet of the protected creature, the foe takes 1d6 points of damage for every 10 points of damage prevented.

*Empowered Magic (Su):* The white mage can cast one spell per day as if it were modified by the Empower Spell feat. This does not increase the MP cost or the level of the spell.

*Extended Magic (Su):* The white mage can cast one spell per day as if it were modified by the Extended Spell feat. This does not increase the MP cost or the level of the spell.

*Familiar (Ex):* The white mage forms a powerful bond with a familiar. A familiar is a magical pet that enhances the white mage's skills and senses and can aid her in magic. See this link for more information on familiars: <http://www.finalfantasyd20.com/magic/familiars/>

*Healing Spell (Su)\*:* As a free action, the white mage adds an element of extra healing energy to any healing spell she is casting. Affected targets gain Fast Healing equal to the level of the spell for a duration of 1 round + her Wisdom modifier. The white mage may use this ability a number of times per day equal to 3 + her Wisdom modifier.

*Idealize (Su)\*:* In her quest for self-perfection, the white mage has discovered a way to further enhance herself and others. When an enhancing spell the white mage casts grants an enhancement bonus to an ability score, that bonus increases by 2. At 20th level, the bonus increases by 4. **Prerequisite:** The white mage must be at least 10th level to select this talent.

*Improved Enhancements (Ex)\*:* When the white mage casts an enhancement spell, its highly effective on the first round. During the first round that the enhancement spell was casted, the effects are doubled. She may use this ability a number of times per day equal to 3 + her Wisdom modifier.

*Mage Training:* The white mage may select an item creation or metamagic feat. The white mage must still meet all prerequisites for a bonus feat, including caster level minimums. This talent may be taken more than once. Each time, a different feat must be selected.

*Reach Magic (Su):* The white mage can cast one spell per day as if it were modified by the Reach Spell feat. This does not increase the MP cost or the level of the spell.

*Silent Magic (Su):* The white mage can cast one spell per day as if it were modified by the Silent Spell feat. This does not increase the MP cost or the level of the spell.

*Spell Guard (Su)\*:* Whenever the white mage casts a spell with a casting time of 1 standard action, she may instead cast it as a full round action. The white mage channels some of the energy of the spell into a defensive shield around her, giving her a deflection bonus to her AC equal to the level of the spell being cast. This bonus lasts until the beginning of the white mage's next turn.

*Spell Lore (Ex):* The white mage adds her level to all Spellcraft checks made to identify a spell being cast. (This is most often useful when attempting to counterspell.)

*Spell Restraint (Su)\*:* Whenever the white mage cast a spell with an area described as a radius, she may decide to make the radius smaller. She may reduce the radius down by any number of 5-foot increments, to a minimum of a 5-foot-radius.

*Spell Sage (Ex)*: When the white mage attempts a Use Magic Device check to cast a spell from materia, she gains a +4 competence bonus to the check.

*Still Magic (Su)*: The white mage can cast one spell per day as if it were modified by the Still Spell feat. This does not increase the MP cost or the level of the spell.

*Surecast (Su)*: The white mage 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 white mage must have the Combat Casting feat to select this talent.

*Turn Undead (Ex)*: Whenever the white mage uses her lay on hands ability to inflict damage on undead, any undead touched must make a Will save (DC 10 + half of the white mage's level + her Wisdom modifier) against this ability or it flees from the white mage for a duration of 1 round + her Wisdom modifier.

*Vigor (Su)\**: As a free action, the white mage adds temporary hit points to any healing spell she is casting. Affected targets gain 2 temporary hit point per level of the spell for a duration 1 round + her Wisdom modifier. The white mage may use this ability a number of times per day equal to 3 + her Wisdom modifier.

**Divine Caress (Su)**: At 3rd level, any white magic spells that the white mage casts that cures status effects provides a bonus to saving throws against that status effect equal to the spell level of the spell for 1 round.

**Focused Caster (Ex)**: Beginning at 3rd level, a white mage may roll twice on any concentration check and take the higher result.

**Divine Seal (Ex)**: Beginning at 4th level, a white mage can increase the potency of her next healing spell as a swift action, so long as the casting time of the spell is 1 standard action or less. The next healing spell the white mage casts heals for half again as many hit points. She can use this ability once per day and every four levels thereafter, she gains an additional use. The use of this ability cannot be used with metamagic feats.

**Clear Mind (Ex)**: At 5th level, a white mage can regain her MP quicker. The white mage 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 white mage does not gain this recovery if she is asleep or unconscious. The white mage regains 1 MP per hour. This increases by 1 for every five white mage levels after 5th.

**Metamagic Enhancement (Su)**: A white mage is a master at manipulating magical forces. At 5th level, as a move action, she reduces the cost of any metamagic feat known by one MP less than standard. For example, a 5th level white mage casts a spell with the Empower feat for 1 extra MP cost higher than the original spell. The metamagic enhancement can only be applied to one enhancement per spell. This ability does not affect the Heighten Spell feat. At 11th level and 17th level, the adjusted MP cost is reduced one additional MP. The adjusted enhancement can never reduce the base spell below its original level. A white mage may use this ability up to 3 times per day.

**Innate Spells (Sp)**: As the white mage's mastery of magic grows deeper, she learns to cast a small number of spells without spending magic points. Beginning at 6th level, a white mage may select one 1st-level white magic spell she knows and is able to cast. She may now cast this spell once per day as a spell-like ability without needing to spend MP. The caster level for this spell is equal to the white mage's caster level. At 9th level and every three levels thereafter (12th, 15th, and 18th level), the white mage may select an additional spell which she can cast once per day as a spell-like ability. The maximum spell level which can be chosen at each of these intervals is indicated on the table below.

Level	Maximum Spell Level
6th	1st
9th	2nd or lower
12th	3rd or lower
15th	4th or lower
18th	5th or lower

**Auto-Regen (Su):** At 7th level, the white mage begins regenerating hit points. The white mage gains Fast Healing 2 up to 50% health, gaining the Regen status effect that cannot be dispelled. At 14th level, the white mage's Fast Healing increases to 4.

**Doublecast (Su):** At 10th level, a white mage can cast two spells using one standard action. Both of the spells must have the same standard action casting time. The white mage can make any decisions concerning the spells independently of each other. Any target affected by both of the spells takes a –4 penalty on saves made against each spell. A white mage receives a +4 bonus on caster level checks made to overcome spell resistance with these two spells. The white mage may use this ability once per day at 10th level and one additional time per day at 15th and 20th level.

**Divine Veil (Su):** At 11th level, when a white mage uses Divine Seal, her next healing spell not only heals for double, but also removes 1 negative status effect chosen by the white mage. The use of this ability cannot be used with metamagic feats.

**Advanced Mage Talents (Ex or Su):** At 12th, and every two levels thereafter, a white mage learns further talents to assist her in manipulating spells and other forms of magic. She may choose one of the following advanced mage talents in place of a mage talent. Talents marked with an asterisk add effects to a white mage's spellcasting ability. Only one of these talents can be applied to an individual spell and the decision must be made before the spell is cast.

*Augment Spell (Ex)\*:* Any spell the white mage knows that has a variable that increases by caster level which has a maximum, that maximum is increased by the equivalent of one additional caster level. Thus, a white mage with this talent heals a maximum of 1d6+6 hit points with *cure*, and deals a maximum of 1d4 holy damage with *holy*.

*Effortless Healing (Ex):* The white mage has learned to cast healing spells with minimal effort. She may cast such spells without provoking attacks of opportunity. This ability applies only to healing spells that she casts as a white mage, not to those that she may have by virtue of levels in another class.

*Healing Hands (Ex):* Whenever a white mage casts a spell that cures hit point damage, she adds her Wisdom modifier to the amount of damage healed.

*Immortality (Ex):* The white mage discovers a cure for aging, and from this point forward, she takes no penalty to her physical ability scores from advanced age. If she is already taking such penalties, they are removed at this time. **Prerequisite:** The white mage must be at least 20th level to select this talent.

*Mage Counter (Su)\*:* When the white mage uses *dispel* to counterspell, she gains a +4 competence bonus to her *dispel* check. **Prerequisite:** A white mage must know *dispel* to select this talent.

*Maximized Magic (Su):* The white mage can cast one spell per day as if it were modified by the Maximize Spell feat. This does not increase the MP cost or the level of the spell.

*Protective Ward (Su)\*:* When the white mage casts an enhancement spell, the white mage or a single ally within 30 feet gains a sacred bonus to AC equal to the level of the enhancement spell casted. This ability

lasts for a duration of 1 round + the white mage's Wisdom modifier. The white mage may use this ability a number of times per day equal to 3 + her Wisdom modifier.

*Quickened Magic (Su):* The white mage can cast one spell per day as if it were modified by the Quicken Spell feat. This does not increase the MP cost or the level of the spell.

*Spell Diligence (Su)\*:* As a free action, the white mage may focus all her attention on casting a single spell. Only spells with a casting time of 1 standard action and a range of personal or touch may be cast in this way. The white mage adds her level to any concentration check made to cast a spell when using spell diligence. The white mage may use this ability a number of times per day equal to 3 + her Wisdom modifier.

*Staff-Like Wand (Ex):* The white mage's research has unlocked a new power in conjunction with using a wand. Similar to using a magic staff, she uses her own Wisdom score and relevant feats to set the DC for saves against spells she casts from a wand, and she can use her caster level when activating the power of a wand if it's higher than the caster level of the wand. **Prerequisite:** The white mage must have the Craft Staff feat to select this talent.

*Twincast (Ex)\*:* Once per day, the white mage may cast two spells as a standard action, but the combined MP cost cannot exceed her caster level. The two spells must have the same casting time and if they have a target, the targets for the spells may be different.

**Selective Targets (Su):** At 13th level, the white mage may select up to one target per point of Wisdom bonus to exclude from any area-of-effect spell cast, or double the number of targets affected by a spell. In the first application, the targets are engulfed in the effect, but do not suffer any of the effects. This is a target-based exclusion; other opponents sharing the excluded target's space are still affected by the spell. In the second case, when a spell description specifies an effect of "one creature per level," the white mage may instead affect up to two creatures per level.

**Sudden Metamagic (Su):** At 15th level, the white mage may apply any single metamagic feat that she knows to a 6th-level spell or lower that she is about to cast. This does not alter the level of the spell or the MP cost. The white mage can apply a metamagic feat in this way a number of times per day equal to her Wisdom modifier.

**Bypass Spell Resistance (Ex):** At 17th level, the white mage's command of magic is such that she may unravel a creature's natural resistance to magic. A white mage may reduce a target's spell resistance by her white mage level, once per day per target. In addition, a white mage ignores energy resistance equal to half her caster level.

**1 MP Spell (Su):** At 18th level, three times per day, as a free action, a white mage can reduce the cost of her next spell to 1 MP. This MP reduction is applied after any metamagic cost increases. Additional metamagic cannot be applied after this cost reduction.

**Shaped Area (Su):** At 19th level, a white mage can alter areas of effect for spells that use one of the following shapes: burst, cone, cylinder, emanation, or spread. The alteration consists of creating spaces within the spell's area or effect that are not subject to the spell. The minimum dimension for these spaces is a 5 ft. cube. Furthermore, any shapeable spells have a minimum dimension of 5 ft. instead of 10 ft. She can use this ability a number of times per day equal to 3 + her Wisdom modifier.

**White Wizard (Su):** At 20th level, a white mage becomes the pinnacle of white magic. The white mage gains the following abilities:

- Any healing spells cast grants temporary hit points to the person or persons cast upon equal to 2 per spell level of the spell that last for one minute. This does not stack with any spell that grants temporary hit points, but will overwrite any such spell, even itself.
- Any light spells cast gains a bonus to damage rolls equal to the white mage's Wisdom modifier.
- Any attacks (including magical ranged touch spells) now deal an additional 1d6 points of holy damage and grants a +5 bonus to attack rolls against any creature that the white mage misses on her next attack roll.