

Wizard

The red mage trades in his martial talent for the art of mastering black and white magic. The red mage uses his brains over his brawn to defeat his enemies.

The wizard is an archetype of the red mage class.

Weapon and Armor Proficiency: A wizard is proficient with simple weapons, animated dolls, power rod, and power staff. Like any other spellcaster, a wizard wearing light, medium, or heavy armor or using a shield incurs a chance of spell failure. A multiclass wizard still incurs the normal spell failure chance for spells received from other classes.

This ability replaces the normal red mage weapon and armor proficiencies.

Arcane Bond (Ex or Sp): At 1st level, wizards 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 wizard's skills and senses and can aid him in magic, while a bonded object is an item a wizard can use to cast additional spells or to serve as a magical item. Once a wizard 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/>

Wizards 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. 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 wizard 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 wizard knows and is capable of casting, without spending MP. This spell is treated like any other spell cast by the wizard, including casting time, duration, and other effects dependent on the wizard's level. This spell cannot be modified by metamagic feats or other abilities.

A wizard 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 wizard 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 wizard 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 wizard rests a full 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 red 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 wizard 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.

This ability replaces spell combat.

Scholar Knowledge (Ex): A wizard is specialized in dealing and healing damage with his spells. Whenever a wizard casts any 1st level spell or higher that deals a variable amount of damage (rather than a flat increase to damage), he adds his Intelligence bonus (minimum +1) to the amount of damage dealt. Whenever a wizard casts any 1st level spell or higher that heals a variable amount of damage (rather than a flat amount of healing), he adds his Wisdom bonus (minimum +1) to the damage healed. A spell that can create more than one instance of damage/healing in its casting gains this extra damage/healing to the first one of those instances. (For example, Fiery Shuriken creates 2 or more shuriken upon casting, the first shuriken gets the extra damage of those created from the casting. The -ra line of spells get the extra damage/healing from Scholar Knowledge). If a spell deals or heals damage for more than 1 round, it does not gain the benefit of the scholar knowledge ability. The bonus from this ability applies only to spells that he casts as a wizard, not to those he might have by virtue of levels in another class.

This ability modifies ruby knowledge.

Extra Arcane Pool: At 2nd and 6th level, a wizard may pick the Extra Arcane Pool feat instead of Weapon Bond for the Quick Learner (Minor) ability gained at 2nd and 6th level.

Mage Talents: At 2nd and 8th level, a wizard may pick a mage talent from either the black mage or white mage class.

This ability replaces spellstrike and improved spell combat.

Arcane Pool (Su): By spending 1 arcane pool from his arcane pool, a wizard can change the element type from his power rod or staff to any element for a number of rounds equal to his Charisma modifier.

This ability modifies arcane pool.

Ruby Scholar I (Sp): A wizard of 3rd level may select two 2nd level spells, one each from the black mage and white mage spell lists. The wizard can cast these spells as a spell-like ability by expending two points of his Arcane Pool. The wizard uses his red mage caster level and Intelligence modifier to determine its effects.

This ability replaces armored mage (light).

Quick Cast (Ex): Beginning at 4th level, once per day, a wizard can cast one spell up to 7th level spells as a swift action, so long as the casting time of the spell is 1 standard action or less. He can use this ability an additional time per day for every four red mage levels thereafter.

This ability modifies quick cast.

Ruby Scholar II (Sp): A wizard of 6th level may select two 3rd level spells, one each from the black mage and white mage spell lists. The wizard can cast these spells as a spell-like ability by expending three points of his Arcane Pool. The wizard uses his red mage caster level and Intelligence modifier to determine its effects.

This ability replaces ruby arcana gained at 6th level.

Master Scholar (Ex): At 7th level, a wizard adds half his red mage level (minimum 1) as a bonus on all Knowledge (arcana), Spellcraft, and Use Magic Device checks. He can always take 10 on Knowledge (arcana) and Spellcraft checks, even if distracted or endangered.

This ability replaces armored mage (medium) and armored mage (shield).

Ruby Scholar III (Sp): A wizard of 9th level may select two 4th level spells, one each from the black mage and white mage spell lists. The wizard can cast these spells as a spell-like ability by expending four points of his Arcane Pool. The wizard uses his red mage caster level and Intelligence modifier to determine its effects.

This ability replaces ruby arcana gained at 9th level.

Extra Arcane Pool: At 10th and 14th level, a wizard may pick the Extra Arcane Pool feat instead of Improved Weapon Bond for the Quick Learner (Moderate) ability gained at 10th and 14th level.

Loremaster (Ex): At 11th level, the wizard becomes a master of lore and can take 10 on any Knowledge skill check that he has ranks in. A wizard can choose not to take 10 and can instead roll normally. In addition, once per day, the wizard can take 20 on any Knowledge skill check as a standard action.

This ability replaces fighter training.

Ruby Scholar IV (Sp): A wizard of 12th level may select two 5th level spells, one each from the black mage and white mage spell lists. The wizard can cast these spells as a spell-like ability by expending five points of his Arcane Pool. The wizard uses his red mage caster level and Intelligence modifier to determine its effects.

This ability replaces ruby arcana gained at 12th level.

Advanced Mage Talents: At 14th and 16th level, a wizard may pick an advanced mage talent from either the black mage or white mage class.

This ability replaces greater spell combat and counterstrike.

Ruby Scholar V (Sp): A wizard of 15th level may select two 6th level spells, one each from the black mage and white mage spell lists. The wizard can cast these spells as a spell-like ability by expending six points of his Arcane Pool. The wizard uses his red mage caster level and Intelligence modifier to determine its effects.

This ability replaces ruby arcana gained at 15th level.

Ruby Scholar VI (Sp): A wizard of 18th level may select two 7th level spells, one each from the black mage and white mage spell lists. The wizard can cast these spells as a spell-like ability by expending seven points of his Arcane Pool. The wizard uses his red mage caster level and Intelligence modifier to determine its effects.

This ability replaces ruby arcana gained at 18th level.

Extra Arcane Pool: At 19th level, a wizard may pick the Extra Arcane Pool feat instead of Greater Weapon Bond for the Quick Learner (Major) ability gained at 19th level.

Quad-Cast (Su): At 20th level, once per day, a wizard can take a full-round action to cast four spells, but at 75% power. The wizard pays MP for all four spells as normal and must make a concentration check (DC 15 + double the spell's level) once for each spell at a cumulative +2 penalty, he must check for all four spells. He must also indicate the targets before spells are resolved.

This ability replaces red wizard.