

Hi. My name is Phillip and I have created a new Prestige class that I thought you guys might be interested in.

Pardic Battle-Mage

Descending from the mountainous regions, the *Pardic Battle-Mage* uses fierce combat skill combined with combat magic to boost their abilities. Although they are quick learners and have a number of spells available to them per day, they shortly reach a point of training in which they cannot learn anymore. *Pardic Battle-Mage's* tend to be human, although some dwarfs have been known to under go the training. Barbarians, wizards, and sorcerers are generally the types that become *Pardic Battle-Mages*. None who have met these fierce mystic fighters will ever say they! ! haven't been a worthy opponent.

HIT DIE: d8

REQUIREMENTS:

To qualify to become a *Pardic Battle-Mage*, a character must fulfill the following criteria:

RACE: Human or Dwarf (If Dwarf is chosen, all Racial Bonuses and Abilities are ignored.)

FEATS: Combat Casting (While this IS required, upon obtaining 1st Level as a *Pardic Battle-Mage* all prior known Feats are lost [Except Combat Casting].)

SKILLS: Knowledge (arcana) 5 Ranks, Survival 5 Ranks

SPELLS: Ability to cast 1st Level arcane spells

SPECIAL: Rage 1/day

CLASS SKILLS:

The *Pardic Battle-Mage's* class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Concentration (Con), Intimidate (Cha), Jump (Str), Knowledge (arcana) (Int), Spellcraft (Int), Survival (Wis), Swim (Str), and Tumble (Dex). See chapter 4 of the *Player's Handbook* for skill descriptions.

SKILL POINTS AT EACH LEVEL: 2 + Int Modifier

Note: All class skills acquired before taking this prestige class are lost in favor of these class skills. Ranks gained in a skill that becomes a cross-class skill are retained, but must be reduced if the Maximum Ranks for a Cross-Class skill of your respective level are exceeded.

Maximum Rank Table for *Pardic Battle-Mages*:

<u>Level</u>	<u>Max. Class Ranks</u>	<u>Max. Cross-Class Ranks</u>	<u>EXP to Obtain</u>
1st	8	4	5000
2nd	9	4.5	10000
3rd	10	5	16000
4th	11	5.5	23000
5th	12	6	31000
6th	13	6.5	40000
7th	14	7	50000
8th	15	7.5	61000
9th	16	8	73000
10th	20	10	86000

Note: You can only take this prestige class at 3rd Level. Once you take this class, your character cannot level up as any other class.

CLASS FEATURES:

The following are class features of the *Pardic Battle-Mage* prestige class.

Note: All prior class features are lost (Except the following: Rage 1/day, and the Barbarian's +10 Speed Bonus), including familiars.

<u>Level</u>	<u>Base Attack Bonus</u>	<u>Fort. Save</u>	<u>Reflex Save</u>	<u>Will Save</u>
1st	+1	+2	+0	+0
2nd	+2	+3	+0	+0
3rd	+3	+3	+1	+1
4th	+4	+4	+1	+1
5th	+5	+4	+2	+2
6th	+6/+1	+5	+2	+2
7th	+7/+2	+5	+3	+3
8th	+8/+3	+6	+3	+3
9th	+9/+4	+6	+4	+4
10th	+10/+5	+7	+4	+4

SPECIAL

1st	<i>Spells I, Ability, Still, Eschew Materials/Focus, Extra Speed</i>
2nd	<i>Spells II, Rage 2/day, Pardic Feats 1&2</i>
3rd	<i>Spells III, Greater Rage, Pardic Feats 3&4</i>
4th	<i>Spells IV, Rage 3/day, Pardic Feats 5&6</i>
5th	<i>Spells V, Rage 4/day, Pardic Feats 7&8</i>
6th	<i>Spells VI, Tireless Rage, Pardic Feats 9&10</i>
7th	<i>Spells VII, Rage 5/day, Pardic Feats 11&12</i>
8th	<i>Spells VIII, Rage 6/day, Pardic Feats 13&14</i>
9th	<i>Spells IX, Mighty Rage, Pardic Feats 15&16</i>
10th	<i>The Mirari* Effect, Pardic Feats 17-20</i>

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Note: As a result of taking this prestige class a character must forfeit his normal bonus feats every 3rd Level as well as his bonus ability points every 4th Level.

WEAPON AND ARMOR PROFICIENCY:

A *Pardic Battle-Mage* is proficient with all simple and martial weapons, bastard sword, dwarven waraxe, dwarven urgrosh, and light armor. A *Pardic Battle-Mage* ignores any Arcane spell failure chance that is incurred from wearing armor.

Note: In favor of these proficiencies, all other pre-existing proficiencies are ignored.

SPELLS/DAY/LEVEL:

A *Pardic Battle-Mage* can cast once/day, each spell that he knows. (Each Level he gains the knowledge of the respective level of spells; e.g. a 1st Level *Pardic Battle-Mage* knows all 1st Level *Pardic* spells, a 2nd Level *Pardic Battle-Mage* knows all 1st and 2nd Level spells, etc.)

Spells:

A *Pardic Battle-Mage* ONLY has access to the spells listed for their respective Level. Also his Spell DC is modified, not by Wisdom, but by his Strength. A *Pardic Battle-Mage* no longer qualifies for ANY bonus spells from any source.

Spells I:

Retrieve Weapon

Transmutation

Level: *Pardic Battle-Mage* (PBM) 1

Components: V

Casting Time: 1 Standard Action

Range: Close (25' + 5' /Level)

Target: Any Melee Weapon

Duration: Instantaneous

Saving Throw: Will Negates

Spell Resistance: Yes

You point your hand at a melee weapon and can draw it to your hand at will from a distance. Weapons in possession of an unwilling creature may make a Will save (DC 10) to negate; unwilling intelligent weapons may also make this save. If the unwilling creature has Spell Resistance, this also applies.

Razor Sharp:

Transmutation

Level: PBM 1

Components: V

Casting Time: 1 Minute

Range: Touch

Target: Any non-intelligent Slashing Weapon

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Razor Sharp sharpens any non-intelligent slashing weapon and endows the masterwork quality to it (+1 Attack and Damage). *Razor Sharp* does not affect masterwork or magical weapons.

Endure Fire and Lightning:

Abjuration

Level: PBM 1

Components: V

Casting Time: 1 Standard Action

Range: Personal

Target: You

Duration: 5 minutes/level

Saving Throw: None

Spell Resistance: No

This abjuration grants you a limited protection from damage from fire and electricity. You gain energy resistance 5 against fire and electricity, meaning each time you are subjected to such damage (whether from a natural or magical source) that damage is reduced by 5 points before being applied to your hit points. The value of energy resistance granted increases to 10 points at 5th Level PBM and to a maximum of 15 points at 10th Level PBM. The spell protects your equipment as well.

Endure Fire and Lightning absorbs only damage. You can still suffer unfortunate side effects, such as drowning in lava (since drowning damage comes from lack of oxygen).

Endure Fire and Lightning overlaps and does not stack with any other resistance to, or protection from, fire and electricity.

Battle-Mage Armor:

Abjuration [Force]

Level: PBM 1

Components: V

Casting Time: 1 Standard

Range: Personal

Target: You

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: No

Battle-Mage Armor creates an invisible, mobile, field of force around you. It negates any damage that would normally be incurred from the *Burning Hands* spell. The field also provides a +2 bonus to AC. This bonus applies against incorporeal torch attacks, since it is a force effect. The *Battle-Mage Armor* has no armor check penalty or arcane spell failure chance.

Blast of Fire:

Evocation [Fire]
Level: PBM 1
Components: V, must be wielding a melee weapon
Casting Time: 1 Standard Action
Range: Close (20' + 5'/3 Levels)
Area: Line of Fire equal to Range
Duration: Instantaneous
Saving Throw: Reflex Half
Spell Resistance: Yes

A line of searing flame shoots from the end of your weapon. Any creature in the area of the flames takes 1d4 points of fire damage/caster level (maximum 5d4). Flammable materials such as cloth, paper, parchment, and thin wood burn if the flames touch them. A character can extinguish burning items, as a full-round action.

Spells II:

Resist Fire and Lightning:

Abjuration
Level: PBM 2
Components: V
Casting Time: 1 Standard Action
Range: Personal
Target: You
Duration: 10 minutes/level
Saving Throw: None
Spell Resistance: No

This abjuration grants you a limited protection from damage from fire and electricity. You gain energy resistance 10 against fire and electricity, meaning each time you are subjected to such damage (whether from a natural or magical source) that damage is reduced by 10 points before being applied to your hit points. The value of energy resistance granted increases to 20 points at 6th Level PBM and to a maximum of 30 points at 10th Level PBM. The spell protects your equipment as well.

Resist Fire and Lightning absorbs only damage. You can still suffer unfortunate side effects, such as drowning in lava (since drowning damage comes from lack of oxygen).

Resist Fire and Lightning overlaps and does not stack with any other resistance to, or protection from, fire and electricity.

Continual Flame:

Level: PBM 2

Makes a permanent heatless torch. (See page 213 in the *Player's Handbook*.)

Ray of Fire:

Evocation [Fire]
Level: PBM 2
Components: V, must be wielding a melee weapon
Casting Time: 1 Standard Action
Range: Close (25' + 5'/Level)
Effect: One or more rays
Duration: Instantaneous
Saving Throw: None
Spell Resistance: Yes

You blast your enemies with fiery rays from the end of your weapon. You may fire one ray, plus one additional ray for every three levels beyond 3rd (to a maximum of three rays at 9th Level). Each ray requires a ranged touch attack to hit and deals 4d6 points of Fire damage. The rays may be fired at the same or different targets, but all bolts must be aimed at targets within 30' of each other and fired simultaneously.

Blur:

Level: PBM 2

Attacks miss subject 20% of the time. (See page 206 of the *Player's Handbook*.)

Bull's Strength:

Level: PBM 2

Subject gains +4 to Str for 1 minute/Level. (See page 207 in the *Player's Handbook*.)

Pyrotechnics:

Level: PBM 2

Turns fire into blinding light or choking smoke. (See page 267 in the *Player's Handbook*.)

Spells III:

Protection from Fire and Lightning

Abjuration
Level: PBM 3
Components: V
Casting Time: 1 Standard Action
Range: Personal
Target: You
Duration: 10 minutes/Level or until discharged
Saving Throw: None
Spell Resistance: No

Protection from Fire and Lightning grants temporary immunity from fire and lightning. When the spell absorbs 12 points/caster level of damage (to a maximum of 120 points at 10th Level), it is discharged.

Protection from Fire and Lightning overlaps (and does not stack with) any other resistance or protection from fire or lightning.

Fireball:

Level: PBM 3

1d6 damage/ Level, 20' radius. (See page 231 in the *Player's Handbook*.)

Blast of Lightning:

Evocation [Electricity]

Level: PBM 3

Components: V, must be wielding a melee weapon

Casting Time: 1 Standard Action

Range: 120'

Area: 120' Line

Duration: Instantaneous

Saving Throw: Reflex Half

Spell Resistance: Yes

You release a powerful stroke of electrical energy that deals 1d6 points of electricity damage/caster level (maximum 10d6) to each creature within its area. The bolt begins at the end of your weapon.

The *Blast of Lightning* sets fire to combustibles and damages objects in its path. It can melt metals with a low melting point, such as lead, gold, copper, silver, or bronze. If the damage caused to an interposing barrier shatters or breaks through it, the bolt may continue beyond the barrier if the spell's range permits; otherwise, it stops at the barrier just as any other spell effect does.

Flaming Weapon:

Transmutation [Fire]

Level: PBM 3

Components: V

Casting Time: 1 Standard action

Range: Touch

Target: Any melee weapon or 50 projectiles (all of which must be in contact with each other at the time of casting)

Duration: 10 minutes/Level

Saving Throw: None

Spell Resistance: No

You turn your weapon or ammunition (such as arrows, bolts, shuriken, and stones) into a flaming weapon or fiery projectiles. The weapon deals 1d4/Level Fire damage (maximum 5d4) on a successful hit.

The ammunition deals an extra 1d6 points of Fire damage to any target it hits. A flaming weapon or fiery projectile can easily ignite a flammable object or structure, but it won't ignite a creature it strikes.

Haste:

Level: PBM 3

One creature/Level moves faster, +1 on attack rolls, AC, and Reflex Saves. (See page 239 in the *Player's Handbook*.)

Spells IV:

Fire Shield:

Level: PBM 4

Creatures attacking you take fire damage; you're protected from heat or cold. (See page 230 in the *Player's Handbook*.)

Spells V:

Energy Axe:

Evocation [Fire, Electricity]

Level: PBM 5

Components: V

Casting Time: 1 Standard Action

Range: Close (25' + 5'/Level)

Effect: Fiery or Electrical Throwing Axe

Duration: Instantaneous

Saving Throw: Reflex Half

Spell Resistance: Yes

You create a throwing axe in your hand of pure energy (your choice: fire or electricity) which does not harm you. You must succeed at a ranged touch attack to hit. It deals 1d10 points of respective energy damage, plus, if target fails saving throw, it deals an additional 2d10 damage/5 Levels (maximum 4d10 at 10th Level) as it explodes. An *Energy Axe* of Fire can ignite combustible materials such as parchment, straw, dry sticks, and cloth.

Spells VI:

Chain Lightning:

Level: PBM 6

1d6/Level damage; 1 secondary bolt/Level each deals half-damage. (See page 208 in the *Player's Handbook*.)

Spells VII:

Delayed Blast Fireball:

Level: PBM 7

1d6/Level fire damage; you can postpone blast for 5 rounds. (See page 217 in the *Player's Handbook*.)

Spells VIII:

Solar Ray:

Level: PBM 8

As Polar Ray except deals fire damage. Ranged touch attack deals 1d6/level fire damage. (See page 262 in the *Player's Handbook*.)

Sunburst:

Level: PBM 8

Blinds all within 10' deals 6d6 damage. (See page 289 in the *Player's Handbook*.)

Spells IX:

Meteor Swarm:

Level: PBM 9

Four exploding spheres each deal 6d6 fire damage. (See page 253 in the *Player's Handbook*.)

Time Stop:

Level: PBM 9

You act freely for 1d4+1 rounds. (See page 294 in the *Player's Handbook*.)

Ability:

Upon obtaining 1st Level PBM you lose your old Ability scores in favor of these: STR, DEX, & CON = 18; INT, WIS, & CHA = 10.

Still:

A PBM no longer requires any Somatic component for any spell he casts.

Eschew Materials/Focus:

A PBM no longer requires any material components or focuses normally needed for any spell he casts.

Extra Speed:

A PBM gains a +10 Speed Bonus added to his Racial speed.

Rage:

A PBM starts out with Rage useable once/encounter once/day. It gives a PBM +4 to his Str & Con, +2 Will, +2HP/Level and a -2 AC for (3 + "new" Con modifier) rounds. For the rest of the encounter in which

Rage is used, he is considered fatigued (-2 Str & Dex). At 2nd Level it increases to 2/day, at 4th: 3/day, 5th: 4/day, 7th: 5/day, and 8th: 6/day.

Greater Rage: At 3rd Level a PBM gains +6 to his Str & Con, +3 Will, +2 HP/Level and -2 AC instead of "regular" Rage.

Tireless Rage: At 6th Level a PBM no longer gets fatigued as a result of going into a Rage.

Mighty Rage: At 9th Level a PBM gains +8 to his Str & Con, +4 Will, +2 HP/Level and -2 AC instead of Greater Rage.

Pardic Feats:

From 2nd Level and up you gain a number of Feats each Level. This is the listing of them:

Level	Pardic Feat #'s	Description
2nd	1&2	Combat Reflexes, Lightning Reflexes
3rd	3&4	Dodge, Mobility
4th	5&6	Endurance, Die Hard
5th	7&8	Combat Expertise, Improved Initiative
6th	9&10	Power Attack, Cleave
7th	11&12	Great Cleve, Improved Bull Rush
8th	13&14	Improved Overrun, Improved Sunder
9th	15&16	Craft Magic Arms & Armor, <i>Greater Craft Magic Arms & Armor</i>
10th	17-20	<i>Weapon Mastery</i>

Greater Craft Magic Arms and Armor: A *Pardic Battle-Mage* only requires the Cost of Materials and the access to any required spell in order to craft any Arms or Armor.

Weapon Mastery: You choose one weapon. You gain *Weapon Focus*, *Weapon Specialization*, *Greater Weapon Focus*, and *Greater Weapon Specialization* for that weapon. Plus double it's Critical Range.

The Mirari Effect:

Your Spell DC is now equal to 14 + Str modifier + Spell Level. You may cast 1st Level PBM standard action spells as a move action instead.