

# Prestige Class: Spellchaser by Ryan Pinks

If you have any questions, comments, and ideas for this class send them to

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Alignment: Lawful Good HD: d6

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Spell casting	Special
1	0	0	0	2	+1 level	Gain Sense, Familiar
2	1	0	0	3	+1 level	Gain Shield, Bonus
3	1	1	1	3	+1 level	Bonus Feat
4	2	1	1	4	+1 level	Gain Protection
5	2	1	1	4	+1 level	Bonus Feat
6	3	2	2	5	+1 level	Special Touch 1/day
7	3	2	2	5	+1 level	Bonus Feat
8	4	2	2	6	+1 level	Special Touch 2/day
9	4	3	3	6	+1 level	Bonus Feat
10	5	3	3	7	+1 level	Special Touch 3/day, Additional Familiar

## Information

A Spellchaser is a warrior of magic. He/She cares more for magic than anything else. Spellchasers believe that magic is their only true love. They would sacrifice friendship or a lover if she/he thought it was necessary so he/she can gain better magic.

## Ex-Spellchasers

If a spellchaser ever gains a level in a non-spellcasting related class they loose all abilities in the spellchaser prestige class. If a spellchaser becomes Neutral, Chaotic, or Evil in anyway they loose their powers until the alignment change is reversed

## Special Abilities

**Chaotic and Evil Sense:** At level 1 a spellchaser can sense chaotic and evil beings within 60 ft. As Detect Evil and Detect Chaos spell cast by a 10<sup>th</sup> level Cleric

**Spellchaser's Familiar:** At level 1 a spellchaser can have some additional types of familiars . At level 10 a spellchaser can gain 2 new familiars (see below).

**Magic Sheild:** At level 2 a spellchaser gains a magical sheild around them. +1 AC.

**Attack bonus against Chaotic Evil:** At level 2 a spellchaser gains a +2 Attack bonus against all Chaotic Evil.

**Protection against Chaotic and Evil:** At level 4 a spellchaser gains Protection against Chaotic and Evil as Protection from Evil/Chaotic spells by a 10<sup>th</sup> level Cleric.

**Special Touch:** At level 6 a spellchaser gains the ability to heal other by a single touch once per day. As Cure Light Wounds Spell. At level 8 the Spellchaser can cast the spell 2 times per day. At 10<sup>th</sup> level the Spellchaser can cast the spell 3 times per day. Note: you can use as a touch spell can be used with familiar.

**Bonus Feat:** At levels 3,5,7, and 9 the Spellchaser gains an extra Feat foe meta-magic use only.

## Class Skills

A Spellchaser has the same Class skills as the chosen class. The chosen class can be changed every level.

Skill Points at Each Level: 4+ Int modifier.

## Cons

A Spellchaser may only use armor restricted to his former spell casting class.

A Spellchaser has to be Lawful Good.

A Spellchaser can only have classes and prestige classes dealing with magic.

## Pre-Requests

Before a character can become a spellchaser they have to accomplish all these requests.

Must have killed a magical casting evil monster of at least equal to the current level. The monster must have been killed alone and with magic spells only.

Must have a Lawful Good alignment.

Must not have any classes in anything but, spellcasting related classes and prestige classes.

Must have 16 in (intelligence for wizards. wisdom for Clerics, Druids, Paladins, and Rangers. charisma for Sorcerers and Bards.).

If the person worships a god the god must be Lawful or Good and not Evil or Chaotic.

## Familiars

Treat these additional familiars as you would a wizards. You can get these in addition to in addition to what you already can get. All these familiars must be Lawful Good unless you already can get these as a familiar.

<u>Name of familiar</u>	<u>Familiar can be gained at level</u>	<u>Find in Monster Manual page</u>
Blink dog	1	26
Celestial Dog	1	211-212
Celestial Hawk	1	211-212
Celestial Monkey	1	211-212
Small Elemental	1	81-85
Medium Elemental	10	81-85
Half-Celestial Dog	1	213-214
Homunculus	1	120-121
Ice Mephit	10	132-134
	1	164