

The Wizard

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Class Features	Defense Bonus	Reputation Bonus
1 st	+1	+1	+2	+2	Starting Feats, Talent	+1	+1
2 nd	+2	+1	+3	+3	Magical Training, Bonus Feat	+2	+1
3 rd	+3	+2	+3	+3	Talent	+2	+1
4 th	+3	+2	+3	+3	Bonus Wizard Feat	+3	+2
5 th	+4	+2	+4	+4	Talent	+3	+2
6 th	+5	+3	+4	+4	Bonus Feat	+3	+2
7 th	+6/+1	+3	+5	+5	Talent	+4	+3
8 th	+6/+1	+3	+5	+5	Bonus Wizard Feat	+4	+3
9 th	+7/+2	+4	+5	+5	Talent	+5	+3
10 th	+8/+3	+4	+6	+6	Bonus Feat	+5	+4
11 th	+9/+4	+4	+6	+6	Talent	+5	+4
12 th	+9/+4	+5	+7	+7	Bonus Wizard Feat	+6	+4
13 th	+10/+5	+5	+7	+7	Talent	+6	+5
14 th	+11/+6/+1	+5	+7	+7	Bonus Feat	+7	+5
15 th	+12/+7/+2	+6	+8	+8	Talent	+7	+5
16 th	+12/+7/+2	+6	+8	+8	Bonus Wizard Feat	+7	+6
17 th	+13/+8/+3	+6	+9	+9	Talent	+8	+6
18 th	+14/+9/+4	+7	+9	+9	Bonus Feat	+8	+6
19 th	+15/+10/+5	+7	+9	+9	Talent	+9	+7
20 th	+15/+10/+5	+7	+10	+10	Bonus Wizard Feat	+9	+7

Game Rule Information

Wizard heroes have the following game statistics.

Ability

There is no ability score associated with this class.

Hit Die

Wizard heroes gain 1d6 hit points per level. The character's Constitution modifier applies. A 1st-level Wizard hero receives hit points equal to 6 + his or her Constitution modifier.

Action Points

Wizard heroes gain a number of action points equal to 5 + one-half of their character level, rounded down, at 1st level and every time they attain a new level in this class.

Class Skills

The Wizard hero's class skills and the ability for each skill are as follows. See Chapter Two of the d20 Modern Roleplaying Game for skill descriptions.

Concentration (Con), Craft (any) (Int), Decipher Script (Int), Gather Information (Cha), Investigate (Int), Knowledge (any) (Int), Read/Write Language, Research (Int), Sense Motive (Wis), Speak Language, Spellcraft (Int), Use Magic (Cha) (see below).

Skill Points at First Level: (5 + Int modifier) x4
Points at Each Additional Level: 5 + Int modifier

Starting Feats

In addition to the two feats all characters get at 1st level, the Wizard hero begins play with the Simple Weapons Proficiency and Wizardblood (see below) feats.

Class Features

The following are class features of the Wizard hero.

Talents

At 1st level and every odd numbered level thereafter (3rd, 5th 7th, etc.) the Wizard selects a talent from the

following talent trees. Talents may be chosen from any talent tree as long as the prerequisites (if any) are met. No talent may be selected more than once unless expressly indicated.

Leadership Talent Tree

Some Wizards, such as those who go on to become Aurors, are renowned for their ability to inspire other by their resolve and courage. They may often get the best from their companions and friends, even things that they would not normally be able to do.

(See the Leadership talent tree for the Charismatic hero. These add bonuses to skill checks. Prerequisite: Cha 14.)

Student Talent Tree

Wizard students are famous for their curiosity, dedication to study, and inquisitive minds.

Young Pupil

A worldly education at a young age has been beneficial. You may make any knowledge check untrained.
Special: Cannot be selected past Character level 6.

Quick Study

When choosing a Talent or Feat, you may add one to your total levels, skills, or attributes for meeting Prerequisites. This talent may be taken more than once.
Prerequisite: Young Pupil, Wis 14.

Master Training

When choosing the Magical Training feat, you may add one additional spell to your spell suite. If you have Magical Training already, gain a number of spells equal to the number of Magical Training feats you possess.
Prerequisite: Young Pupil, Int 14.

Dueling Talent tree

Focus

When facing exactly one opponent, you gain a +2 bonus to skill checks and saves against that opponent.
Prerequisite: Sense Motive Ranks: 7.

Improved Wand Draw

You may ready your wand as a free action.
Prerequisite: Dex 14.

Duelist

You are specialized with a specific offensive school of magic. You get a +2 bonus to Use Magic and Spellcraft

skill checks dealing with Curses, Jinxes, or Hexes (choose one). You may select this talent multiple times, stacking the bonus or to choose the other spell type.
Prerequisite: Focus.

Personal Reserves

Immediately after casting a spell, you may make a DC 12 Con check as a free action. If successful, the spell is regained and may be cast again in a later round. The DC goes up 5 each time this is used in the same encounter.
Prerequisite: Con 14.

Bonus Feats

The Bonus Wizard Feats gained at 4th, 8th, 12th, 16th, and 20th level may be chosen from any of the Feats listed below, Brew Potion, or any of the Metamagic Feats.

Metamagic Feats typically enhance a spell at the cost of memorizing at a higher level. For the Wizard Hero, this will translate to an increase in the spell's DC by 5 for each level the Metamagic Feat would raise the spell's level.

The Bonus Feat gained at other even levels (2nd, 6th, 10th, etc.) may be chosen from any available Feats. In both cases, The Wizard must meet all of the Prerequisites.

New Skills

Use Magic (Cha): Prerequisite: Wizardblood Feat. You may use magic, and use this skill to determine spell effectiveness.

New Feats

Apparate

You may travel instantaneously to far places by force of will.

Prerequisites: Wizardblood, trained in the Use Magic Skill, character level 7th or more.

Benefit: As a move action, you may disappear and reappear at a new location. Make a Use Magic Check – The DC of the destination is as follows:

Very familiar:	DC 15
Familiar:	DC 20
Seen casually:	DC 25
Viewed Once:	DC 30

If your skill check is equal or exceeds the DC, you arrive safely to the destination point. If not you arrived off target as determined by the Game Master.

Special: If you obtain a natural 1 on the Use Magic skill check, roll the dice again against the same DC. If your roll's result equals or exceeds the DC you merely arrive

off target. If the result is lower than the DC you become splinched: you suffer 2d6 hit points of damage, and you don't travel anywhere.

Inner Eye

Your powers of farseeing and prophecy are unusually accurate.

Prerequisites: Trained in the Use Magic Skill.

Benefit: As a full-round action, make a Use Magic check to get impressions about events happening around a particular being. You may use various methods for obtaining this information, such as Crystallomancy, tea leaves reading, etc. If the check result is less than the targets Will Defense, you obtain no information and may not attempt another Prophecy check against that target for 24 hours. If your check result equals or exceeds the target's Will Defense, you sense the target's actual state and a vague sense of its surroundings, what he's currently doing and any strong emotions he's presently feeling. If you spend an action point you may also obtain some vague information about future whereabouts of the target, such as "Danger", "Death", "Happiness" or similar feelings.

Magical Training

You learn one or more spells.

Prerequisites: Wizardblood, trained in the Use Magic Skill.

Benefit: Add to your Spell Suite a number of spells equal to 1 + your Intelligence Modifier (minimum 1). You may add the same spell more than once.

Special: You may take this feat more than once. Each time you take this feat you add to your spell suite a number of spells equal to 1 + your Intelligence modifier. If your intelligence modifier increases, you immediately gain a number of Spells equal to the number of Magical Training Feats you have taken.

Non-verbal Spell

You are able to cast spells without mouthing an incantation.

Benefit: When casting a spell, you may attempt to cast it without any verbal component. Add 10 to the Spell's DC. If the spell fails, it is still considered used.

Parselmouth

You have the ability to understand and talk to snakes (using Parseltongue). Parselmouths are often assumed to be evil.

Signature Spell

You are very skilled at using a particular Spell.

Prerequisites: Magical training, Wizardblood, trained in the Use Magic Skill.

Benefit: Select one Spell you know. When using that spell you may make two Use Magic checks, keeping the better result.

Wizardblood

You may use magic.

Prerequisites: 1st level character

Benefit: You may attempt Use Magic checks, and Use Magic is considered a class skill for you.

Spells

Spells are special abilities available to all characters with the Wizardblood feat. They allow characters to do astonishing things such as play tricks on the minds of others, move heavy objects or even kill enemies without leaving a wound.

Learning spells

A character that takes the Magical training Feat automatically learns a number of spells equal to 1 + her Intelligence modifier (Minimum 1). A character may learn additional spells by taking the Magical Training Feat or by increasing her Intelligence modifier.

Using Spells

When a hero casts a spell, she utters the spell name and points her wand at the target. You then make a Use Magic check. Some spells are all-or-nothing; others have multi-tiered effects. Your Use Magic check determines the maximum you may achieve, though you may always choose a lesser effect. A ranged touch attack determines if the spell hits its intended target.

Spell Suite

Using a spell removes it from your character's active "suite" of spells, regardless of whether the Use Magic skill check succeeds or fails.

Regaining spells

There are different ways for regaining spells so the Wizard may cast them again:

- When combat is over and you have the chance to rest for at least five minutes, you regain all your spells.
- If you roll a natural 20 on a Use Magic check, you regain all spent spells the end of your turn.
- You may spend an action point as a reaction and immediately regain a spent Spell.
- Some unique abilities (such as the Personal Reserves talent) allow you to regain spent spells.

Spells and Wands

Wizards generally require the use of a spell focus called a Wand. A wand is usually a short wood baton or stick that contains an active magical substance such as Unicorn's hair, Phoenix feathers, etc. Casting a spell without a wand is possible but it is akin to being shortsighted and not wearing glasses. Attempting to cast a spell without a wand increases the Spell's DC by 20.

Also note that wands choose their masters; a wand and wizard are attuned to each other. Although it is possible to use a borrowed wand, the results will not be as powerful as if a personal wand is used. Add 5 to the DC check of a spell cast with a foreign wand.

Spell Descriptions (So Far)

Alohomora

You may use magic to open doors or locks.

Time: Standard Action

Target: One locked door or similar

Make a Use Magic check: You may use your Use Magic modifier instead of your Mechanics skill modifier when trying to open a locked door.

Special: When using this spell against an object protected by a Colloportus spell the DC is equal to the result of the Use Magic check of the original Colloportus spell.

Colloportus

You magically close and lock a door or similar object, making it difficult to be opened.

Time: Standard Action.

Target: One door or lockable object.

Make a Use Magic check: You use your Use Magic check result to establish the Mechanics skill DC for opening it.

Episkey

Used to heal relatively minor injuries. When this spell is cast, the person feels their injured body part go very hot and then very cold.

Time: Standard Action.

Target: One person.

Make a Use Magic Check (DC10) to heal 1d6 points of damage.

Expecto Patronum

The Patronus Charm conjures an incarnation of the caster's innermost positive feelings, such as joy, hope, or the desire to survive, known as a Patronus. A Patronus is conjured as a *protector*, and is a weapon rather than a predator of souls: Patronuses shield their conjurers from Dementors, and may even drive them away. A Patronus "cannot feel despair, as real humans can, so Dementors can't hurt it." The conjured Patronus protects the witch or wizard that summoned it, obeys his or her commands, and fades away shortly after it is no longer required.

When conjured, a Patronus appears silvery, ethereal, and semi-transparent. Improperly formed Patronuses range from momentary formless bursts of silvery mist, to poorly-defined forms which are easily defeated or quickly dissipate on their own. A full-fledged (or *corporeal*) Patronus takes on a fixed animal form that is often significant to the witch or wizard casting the charm.

Prerequisite: Wizard Level 3

Time: Standard Action

Target: All targets within a 10 feet radius and within line of sight.

Make a Use Magic Check: You create a Patronus in your square. All creatures with the Dark Subtype in a 10' radius of the Patronus suffer damage. The result of the check determines the effect if any:

DC 20: The targets take 2d6 points of damage. If your Use Magic check equals or exceeds the target's fortitude Defense, the target may take only a single move or attack action on his next turn.

DC 30: As DC 20 except the targets take 4d6 points of damage.

DC 40: As DC 20 except the targets take 6d6 points of damage.

This is an area of effect.

Special: You may maintain your concentration on the Patronus to continue manifesting it from round to round. Maintaining the Patronus is a standard action and you must make a new Use Magic check each round. If the check fails, the Patronus vanishes. Each round you successfully maintain the Patronus you may move it 60' during your turn as a free action as long as you maintain line of sight.

Expelliarmus

You disarm an opponent by using magic to pull an item from his grasp.

Prerequisites: Wizard Level 3

Time: Standard action.

Target: One creature within 30' and within line of sight.

Make a Use Magic Check: Use this check instead of your attack roll when attempting to disarm the target. If your check succeeds you may choose to either let the item drop to the ground at the target's feet, or cause the item to fly into your hand (you must have a free hand to catch it).

Special: Feats that Improve disarm attacks (such as Improved Disarm) do not apply to Expelliarmus.

Finite Incantatem

End an active spell effect.

Prerequisites: Wizard Level 5

Time: Standard Action

Target: One spell or effect within 60' and line of sight.

Make a Use Magic check: If your result equals or exceeds the Use Magic check made to create the spell, the target effect is dissipated.

Special: If the magical effect was not cast using the Use Magic skill, instead make a dispel check: 1d20+1 per

caster level (maximum +10) against a DC of 11+ the spell's caster level.

Imperio [Curse, Mind Affecting, Dark Arts]

The Imperius Curse causes the victim of the curse to obey the spoken or unspoken commands of the caster.

Prerequisites: Wizard Level 7

Time: Standard Action

Target: One Intelligence 3 or higher creature in line of sight and within 30' of you.

Make a Use magic check: If you equal or exceed the targets Will defense you may improve the target's attitude by one step, plus one step for every 5 points your Use Magic check exceeds the targets will defense. You may compel the target to accept unpalatable suggestions so they seem completely reasonable to the target. You must be able to communicate with the target. If the target is forced to do actions that obviously threaten him or beloved ones he may try to break the spell. Another Use Magic check must be done to see of the spell is maintained.

Incendio

Produces fire.

Prerequisite: Wizard Level 2

Time: Standard Action

Target: Variable.

Make a Use Magic Check: Fire is expelled from the caster's wand. See the table below for results. The Target may make a Reflex Save (DC = Use Magic Skill check) to only suffer half damage.

DC	Heat Damage	Length of Blast
15	1d4 (Hot Smoke)	5 Feet
20	1d6	5 Feet
25	2d6	10 Feet
30	3d6	15 Feet
35	4d6	20 Feet
+5	+1d6	+5 Feet

Mobilis

You telekinetically move a target up to 30' in any direction.

Prerequisites: Wizard Level 3

Time: Standard action

Target: One character or object within 30' and in your line of sight.

Make a Use Magic check: The result of the check determines the maximum size of the object you want to lift. If the target is a creature that resists the attempt, your Use Magic check must equal or exceed the target's Will defense. You may hurl the object at (or drop it) if you equal or exceed the target's Reflex defense. Both targets take damage determined by your Use Magic result.

DC 15: Move an objet up to medium size (2d6 points of damage)

DC 25: Move an objet up to Large size (4d6 points of damage)

DC 35: Move an objet up to Huge size (6d6 points of damage)

DC 45: Move an objet up to Gargantuan size (8d6 points of damage)

Special: You may maintain your concentration on the targeted object to continue moving it from round to round. Maintaining the Mobilis spell is a standard action.

Momordi [Hex]

The Stinging Hex produces a stinging sensation in the victim, resulting in angry red welts and the severe inflammation of the affected area.

Time: Standard Action

Target: One creature within 30' and line of sight.

Make a Use Magic Check: If you equal or exceed the target's Fort defense, the target takes 1d4 points of damage and may only make a move action in the next round. On subsequent rounds, the target must make a concentration check to cast a spell. The DC of the concentration check is equal to the amount your Use Magic Check exceeded his Fort save.

Protego

You create a defensive Shield that protects you against hostile magic. You may protect anyone in your space or anyone directly behind you.

Time: Standard action

Target: You

Make a Use Magic check: The result of your check determines the bonus you receive to your Defense scores.

DC 15: +2 Deflection bonus to AC

DC 20: +4 Deflection bonus to AC and Saves

DC 25: +6 Deflection bonus to AC and Saves

DC 30: +8 Deflection bonus to AC and Saves

Special: You may maintain your concentration on the spell to keep it working from round to round. Maintaining the Shield Charm is a swift action and you must make a new Use Magic check each round. If the check exceeds the initial round's check, the shield is maintained. If not, the defense bonus provided falls to the level of the DC made, and this becomes the DC needed to maintain the spell.

Reparo

Used to repair broken or damaged objects. Shattered objects fly back together, but substances contained within broken objects are not restored.

Time: Standard action

Target: One non magical object.

Make a Use Magic check: You may use your Use Magic modifier instead of your Craft modifier to repair a non

magical damaged object. A magical object may be repaired with a +20 modifier to the repair DC.

Stupefy

Puts the victim in an unconscious state. Manifests as a beam of red light.

Prerequisite: Wizard Level 5

Time: Standard action

Target: One creature within 30' and within your line of sight.

Make a Use Magic check: Compare the result to the target's Will defense. If the check result equals or exceeds the target's Will defense the target is stunned for 1 round.

For every 5 points the target's Will defense is exceeded, the target is stunned for an additional round.

Special: When you use this spell, if you exceed the target's Will defense, you may spend an Action Point to stun the target for an additional round.

Trinus (Jinx)

Cause an opponent to trip over his own feet.

Time: Move action

Target: One creature within 30' and your line of sight.

Make a Use Magic check instead of an attack roll to attempt a trip attack against the target.