

Initiate

The most advanced practitioners of magic are Initiates, able to bend spells in strange ways and draw power from normally inaccessible reservoirs. Most are purely mages, sorcerers or other types of arcane spellcaster, as few wish to sacrifice arcane power for other abilities by multiclassing.

Select this prestige class if you want your character to be able to use more spells, more effectively than any other spellcaster.

The only path into this prestige class is from any Arcane spellcasting advanced class, such as Mage, Techno Mage, Adept or Sorcerer, although it does not matter which path is taken.

REQUIREMENTS

To qualify to become an Initiate, a character must fulfil the following criteria.

Skills: Concentration 7 ranks, Knowledge (arcane lore) 10 ranks, Spellcraft 7 ranks.

Feat: Spellslinger (any arcane casting class) and any one Metamagic feat.

Special: The character must be able to cast 3rd level arcane spells.

Class Information

The following information pertains to the Initiate prestige class.

Hit die

The Initiate gains 1d6 hit points per level. The character's Constitution modifier applies.

Action points

The Initiate gains a number of action points equal to 7+ one-half his character level, rounded down, every time he attains a new level in this class.

Class Skills

The Initiate's class skills are as follows.

Bluff (Cha), Computer Use (Int), Concentration (Con), Craft (chemical, electronic, mechanical, pharmaceutical, visual art, writing) (Int), Decipher Script (Int), Demolitions (Cha), Disable Device (Int), Intimidate (Cha), Investigate (Int), Knowledge (arcane lore, art, behavioural sciences, business, civics, current events, earth and life sciences, history, physical sciences, popular culture, streetwise, technology, theology and philosophy) (Int), Profession (Wis), Read/Write Language (none), Repair (Int), Research (Int), Speak Language (none), Spellcraft (Int).

Skill Points at Each Level: 7 + Int modifier.

Table: The Initiate

<u>Class Level</u>	<u>Base Attack Bonus</u>	<u>Fort Save</u>	<u>Ref Save</u>	<u>Will Save</u>	<u>Class Features</u>	<u>Defense Bonus</u>	<u>Reputation Bonus</u>
1st	+0	+0	+0	+2	Arcane power, Spellpool	+1	+2
2nd	+1	+0	+0	+3	Spellpool 2	+1	+2
3rd	+1	+1	+1	+3	Arcane warding, spellpool 3	+2	+2
4th	+2	+1	+1	+4	Spellpool 4	+2	+3
5th	+2	+1	+1	+4	Spellpool 5, warp spell	+3	+3

Class Features

All of the following are features of the Initiate prestige class.

Arcane Power

An Initiate uses the total of all his arcane spellcasting class levels (including Initiate levels) to determine caster level for any arcane spell he casts.

Spellpool

An Initiate possesses the ability to draw extra spells from the plane of Shadow. By spending a full-round action, he may gain any arcane spell as if he had prepared it normally. The maximum level of spell he may gain this way is equal to his Initiate level. He need not know the spell, or have it in his spellbook or spellfiles. If he does not cast the spell within 1 minute (10 rounds) it disappears again, as if he had cast it. Any metamagic effect the Initiate has access to may be applied to the spell, but its level is raised accordingly. A spell cast from an Initiate's spellpool uses either the Initiate's Int- or Cha-modifier, whichever is higher, to determine the Save DC. An Initiate cannot summons spells of a higher level than he could normally cast (including spells affected by metamagics).

Whenever he summons a spell from his spellpool, an initiate gains a 'spell debt' equal to the spell's level. If this debt rises above double his total arcane caster level, he may not summon any further spells from the pool until the debt is lowered to below double his total arcane caster level. He may reduce his spell debt by spending a full-round action and losing a prepared spell. This reduces his total spell debt by the level of the spell lost.

Arcane Warding

From 3rd level, an Initiate gains spell resistance equal to 15 + his arcane caster level for one round after taking the Total Defense action. The Arcane Power ability applies.

Warp Spell

At 5th level, an Initiate gains the ability to 'warp' any spell they cast by exposing it to the raw power of the plane of Shadow. This decision is made at the time of casting, not the time of preparation, and does not affect components, casting time, or any characteristic of the spell except saving throw DC. The save DC is now calculated by 1d20 + spell level + the normal ability modifier. The Spell Focus feat applies, if appropriate. Note that because it is now a d20 roll, an Action Point may be spent to increase the roll as normal.