

Wizard v4

These shrewd magic users seek, collect, and covet knowledge, drawing on mystical arts to work wonders beyond the abilities of mere mortals. Wizards prove a cunning and potent lot, capable of smiting their foes, empowering their allies, and shaping the world to their every desire.

Wizards study to prepare for any manner of danger. They are all masters of the impossible and can aid their allies in overcoming any danger.

HP @ level 1 = 6 + CON Bonus

HP per level gained = 4 + CON Bonus

Skill Ranks per level = 4 + INT Bonus



Level	BAB	FORT	REF	WILL
1	+0	+0	+0	+2
2	+1	+0	+0	+3
3	+1	+1	+1	+3
4	+2	+1	+1	+4
5	+2	+1	+1	+4
6	+3	+2	+2	+5
7	+3	+2	+2	+5
8	+4	+2	+2	+6
9	+4	+3	+3	+6
10	+5	+3	+3	+7

Level	BAB	FORT	REF	WILL
11	+5	+3	+3	+7
12	+6/+1	+4	+4	+8
13	+6/+1	+4	+4	+8
14	+7/+2	+4	+4	+9
15	+7/+2	+5	+5	+9
16	+8/+3	+5	+5	+10
17	+8/+3	+5	+5	+10
18	+9/+4	+6	+6	+11
19	+9/+4	+6	+6	+11
20	+10/+5	+6	+6	+12

Weapon & Armor Proficiency = Clubs, daggers, heavy and light crossbows, and staves.

Class Skills: (+3 to these skills) Appraise, Craft, Knowledge (All), Linguistics, Profession, Spellcraft

Combat Abilities: Disarm, Trip, Bull Rush, Grapple, Unarmed Strike, Shield Bash.

Class Abilities:

Feats (@ lvl 1): +1 feat at every odd level, plus Bonus Metamagic Spell Feats at every 5th level (5, 10, 15, 20).

Spells (@ lvl 1): A wizard must prepare his spells ahead of time by getting 8 hours of sleep before his spells are ready to be used. *If INT >17, then +1 spells, if INT >23, then +2 spells (Applies only Spells cast per day).*

Level	Wizard Spells Per Day									
	0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	3	1	—	—	—	—	—	—	—	—
2nd	4	2	—	—	—	—	—	—	—	—
3rd	4	2	1	—	—	—	—	—	—	—
4th	4	3	2	—	—	—	—	—	—	—
5th	4	3	2	1	—	—	—	—	—	—
6th	4	3	3	2	—	—	—	—	—	—
7th	4	4	3	2	1	—	—	—	—	—
8th	4	4	3	3	2	—	—	—	—	—
9th	4	4	4	3	2	1	—	—	—	—
10th	4	4	4	3	3	2	—	—	—	—
11th	4	4	4	4	3	2	1	—	—	—
12th	4	4	4	4	3	3	2	—	—	—
13th	4	4	4	4	4	3	2	1	—	—
14th	4	4	4	4	4	3	3	2	—	—
15th	4	4	4	4	4	4	3	2	1	—
16th	4	4	4	4	4	4	3	3	2	—
17th	4	4	4	4	4	4	4	3	2	1
18th	4	4	4	4	4	4	4	3	3	2
19th	4	4	4	4	4	4	4	4	3	3
20th	4	4	4	4	4	4	4	4	4	4

Starting Spells: A Wizard begins with a spellbook containing ALL 0-level spells plus 3 1st-level spells of his/her choice. The Wizard also selects a number of additional 1st-level spells equal to his INT Bonus.

At each new Wizard level, he/she gains 2 new spells of any spell level or levels that he/she can cast. At any time, a Wizard can also add spells found from scrolls & spellbooks he/she finds during his/her adventures.

Arcane Bond (@ lvl 1): The Wizard picks an object (amulet, ring, staff, wand, or weapon) and starts with it for free. This bonded object (if a weapon) is always of Masterwork Quality (+1 attack). It must be held in the Wizard's hand otherwise he/she must make a concentration check or lose a spell being cast.

The bonded object can be used 1x/day to cast any one spell that the Wizard has in his/her spellbook, even if it is not a prepared spell. The spell cannot be enhanced or modified. If the bonded object is destroyed/damaged, it can be replaced at 200gp per Wizard level + 300gp (Masterwork Quality cost). A Wizard can switch bonded objects, but it costs the same as if replacing a destroyed/damaged one.

Hand of the Apprentice (@ lvl 1): The Wizard is able to make his/her melee weapon fly from his/her grasp and strike a foe before instantly returning. As a standard this can be done at a range of 30 ft (6 sq). Add your INT Bonus on the attack roll instead of DEX Bonus. The damage still relies on your STR Bonus however. This ability can be used 3 + INT Bonus times / day.

Metamagic Mastery (@ lvl 8): The Wizard can use a metamagic version of a spell without sacrificing any higher level spells. This ability can be done 1x/day and increases by 1 every 2 levels (8, 10, 12, 14...20).

To use a +1 metamagic feat on a spell, it will cost 1 use. To use a +2 metamagic feat on a spell, it will cost 2 uses, +3 feats will cost 3 uses, and +4 feats will cost 4 uses of this ability.

You cannot cast a metamagic spell that would be above the highest level spell you are capable of. A 9th level Wizard may not use this ability to cast a spell that a 11th level Wizard is capable of.

WARNING!!! Casting a Metamagic spell (that normally would be a standard action) takes a FULL ROUND action. Anything taking longer than a standard action would take 1 extra turn to fully cast (i.e. summons, calling down elemental forces, etc.



Familiar (@ lvl 1): A familiar is an animal chosen by a Wizard to aid him/her in the study of magic. It retains many of the abilities it had as a normal animal.

HP: 1/2 of Wizard's total HP rounded up.

Attacks: Uses the Wizard's base attack bonus. Use the familiar's DEX or STR Bonus, whichever is greater to calculate the familiar's melee attack bonus.

Save: Uses the Wizards BASE save, plus/minus the familiar's own bonuses.

Master's Level	Nat. Armor Bonus	INT	Special
1st - 2nd	+1	6	Alertness, Imp. Evasion, share spells, telepathic link
3rd - 4th	+2	7	Deliver touch spells
5th - 6th	+3	8	Speak with master
7th - 8th	+4	9	Speak with animals of its kind
9th - 10th	+5	10	--
11th - 12th	+6	11	Spell resistance
13th - 14th	+7	12	--
15th - 16th	+8	13	--
17th - 18th	+9	14	--
19th - 20th	+10	15	--

Nat. Armor Bonus (@ lvl 1): The familiar gains this as an armor bonus (does NOT stack from previous levels).

Alertness(@ lvl 1): While the familiar is within 10ft of its master, the master gains the Alertness feat.

Improved Evasion(@ lvl 1): When subjected to an attack that normally allows a REF save for ½ damage, a familiar takes NO damage if successful and only ½ damage even if it fails.

Share Spells(@ lvl 1): A Wizard may cast a spell on a familiar even though the spell states it can only be cast on the Wizard only.

Empathic Link (@ lvl 1): The master can communicate feelings and emotions through the familiar up to 1 mile away and vice versa.

Deliver Touch Spells (@ lvl 3): A familiar can deliver touch spells for him/her. If the master and familiar are in contact at the time the Wizard casts a touch spell, he can choose the familiar as his/her “toucher”. The familiar can then deliver the spell just as the Wizard could. If the Wizard casts another spell before the touch is delivered, the touch spell dissipates.

Speak with Master(@ lvl 5): A familiar and Wizard can communicate verbally like normal. Other creatures do NOT understand the communication without magical help.

Speak with Animals of its Kind (@ lvl 7): A familiar can communicate with animals of approximately the same kind as itself. Such communication is limited by the INT of the conversing creature.

Spell Resistance (@ lvl 11): A familiar gains spell resistance equal to the master’s level +5. To affect a familiar with a spell, another spellcaster must get a result of 1d20+caster level) that equals or exceeds the familiar’s spell resistance.

****Please check the following webpage for a full list of familiars and the bonuses they give the Wizard.****

<https://www.d20pfsrd.com/classes/core-classes/wizard/familiar>

*“What rules of combat? I’m just here to troll all the monsters AND eat bananas.
Heh.”*

~ James Lu (2014–2015 Dragons)

