

Prestige Class: Arcane Master by Jim Lamb

HD d4 Skills (2+int) per level

Class	Level	BAB	Fort	Save	Ref	Save	Will	Save	Spell Casting	Special
1	0		0		0		2		+1 level	Master Study, Bonus Feat
2	1		0		0		3		+1 level	Master scribing
3	1		1		1		3		+1 level	Improved magical artisan, Bonus Feat
4	2		1		1		4		+1 level	Mental substitution
5	2		1		1		4		+1 level	Master Spell caster
6	3		2		2		5		+1 level	Bonus Feat
7	3		2		2		5		+1 level	Improved Skills
8	4		2		2		6		+1 level	Improved Magical Artisan
9	4		3		3		6		+1 level	Bonus Feat
10	5		3		3		7		+1 level	Improved Skills
11	5		3		3		7		+1 level	
12	6		4		4		8		+1 level	Bonus Feat
13	6		4		4		8		+1 level	
14	7		4		4		9		+1 level	
15	7		5		5		9		+1 level	Bonus Feat
16	8		5		5		10		+1 level	
17	8		5		5		10		+1 level	
18	9		6		6		11		+1 level	Bonus Feat
19	9		6		6		11		+1 level	
20	10		6		6		12		+1 level	

Information

The Arcane Master is a specialist of Magic. His knowledge of magic goes beyond normal wizards. With their great study of magic Arcane masters are able to get more spells, get bonus item creation and metamagic feats, use magic, metamagic and create magic items more efficiently. This mastering of magic comes at a price. Since the Arcane master spends more time in the lab, his physical skills are unrefined and his physical stats are weakened and can not increase over time.

Class Skills

Alchemy, Concentration, Craft, Profession, Knowledge, Search, Scry and Spellcraft

Benefits

Arcanic Mind: Ability to cast spells using spell slots rather than memorized spells.

Improved Magical artisan: Same as magical artisan feat but works with all Item creation feats known.

Improved Skills: The Arcane Master gains +1 skill points per level. These points may only be used toward knowledge skills or wizard class skills.

Master Scribing: Spells can be scribed into a spellbook without a scroll. This is done from memory and any Wiz/Sor spell the Arcane Master sees can be scribed. Scribing the spell successfully is done at 1/4 the learn spell chance and can only be tried once per level.

This does not include spell like abilities, innate abilities or spells from magic items

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Mental substitution: Ability to cast higher level spells using a combination of lower level spells slots. Spell slot cost can exceed the original spells level.

This can be used with the Heighten spell feat. For example a 3rd level spell and a 2nd level spell can be substituted to cast a memorized 5th level spell that has either been cast or is still memorized.

Master Study: Scribe scroll, +2 to spellcraft rolls when new learning spells, +1 to Int and +1 every 4 levels for determining bonus spells and +2 Saving throws

his field of view.

Master Spellcaster: Arcane Masters cast spells at +1 caster level.

Hindrances

> Due to the intense study required Arcane Masters can never multiclass or take a prestige class. If they do multiclass they become a Wizard (losing all special benefits) of the same level and the new class.

> Arcane Masters never gain an attack bonus with a weapon and are always at -4 attack bonus when using any type of weapon.

This is on top of the penalty for using a non proficient weapon.

> Arcane Masters can never wear armor above cloth.

> Arcane Masters can never use shields

> Characters lose 2 points of strength after choosing this class.

> Can not put new stat points into Strength or Constitution.

> Worship of Mystra is required for all Arcane Masters.

> Arcane Masters get no weapon proficiencies, and never get more than one attack per round regardless of BAB.

> Arcane Masters can not put feats into weapon types.

> Arcane Masters must maintain a research lab 1 level above their current level. Without this they do not get their magical artisan ability.

> They can not use familiars and must part with any existing ones.

> Arcane Master must always max their Knowledge arcane and Spellcraft skills at each new level.

> The Arcane Master counts as 1 size smaller in terms for massive damage

Qualifications

Must have a 17 Int

Must worship the campaign's magic god

Knowledge Arcane 8 ranks

Spellcraft 8 ranks

Alchemy 8 ranks

Concentration 8 ranks

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