



CHAPTER ONE: THE SPELLCASTER

In *True Sorcery*, all magic is the same. Whether you are a priest, a warlock, a magician, a shaman, or any other user of magic, the mechanics are identical. Magic is the miraculous, a departure from the ordinary, the ability to bring about a new thing, a new phenomenon, an effect that lies outside what is ordinarily possible. Through force of will, spellcasters change the essential nature of the world, altering the fabric

of reality to suit their needs. Whether calling forth a demon from the Abyss or evoking a lightning from her fingertips, the spellcaster restructures the laws of reality to achieve a desired end. Sure, a priest invokes the blessing of his god, while a wizard recalls complex magical formula, but the process and energy harnessed is the same regardless of the user.

THE SPELLCASTER

Spellcasters have the following game statistics.

Abilities: Charisma is the most important statistic for spellcasters, as it is the determining score for her magical abilities. Constitution is vital as it determines starting spell energy. Intelligence is also useful: It helps a spellcaster prepare her spell effects in advance. Dexterity is another useful stat, improving the spellcaster's defenses.

Optional Rule: If you prefer to mimic the *PHB* distinctions between spellcasters, you may allow a player to choose a key ability (Intelligence, Wisdom, or Charisma) for Spellcraft. Spellcasters who use Intelligence are likely to be wizards, those using Wisdom are clerics and druids, and those who use Charisma might be witches or bards.

Hit Die: d6.

Starting Gold: 3d4 × 10 gp (75 gp).

MAGNITUDES

Magnitude is the measure of a spellcaster's power. Magnitude has several effects on a spellcaster's ability to manipulate magic as follows. For more information on magnitude, see **Chapter Two: System of Magic**.

Spell Selection: Many spells require a certain magnitude in order to select them.

Bonus to Spellcraft checks: Magnitude awards an insight bonus to Spellcraft checks.

Modifies Casting Time: Magnitude modifies casting time for spell effects (see **Casting Time** on page 20).

Maximum Spell Energy Expenditures: A spellcaster's magnitude limits the amount of spell energy she can expend each round. Dabblers and Students can spend 1 point of spell energy each round, First Magnitude spellcasters may spend 2 points, Second Magnitude spellcasters may spend 3, Third Magnitude spellcasters may spend 4, and Fourth Magnitude spellcasters may spend any amount.

TABLE 1–1: THE SPELLCASTER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+0	+2	Bonus feat, Student of Magic, Talent
2nd	+1	+0	+0	+3	—
3rd	+1	+1	+1	+3	Skill Focus (Spellcraft), Talent
4th	+2	+1	+1	+4	—
5th	+2	+1	+1	+4	Bonus feat, First Magnitude, Talent
6th	+3	+2	+2	+5	—
7th	+3	+2	+2	+5	Talent
8th	+4	+2	+2	+6	—
9th	+4	+3	+3	+6	Talent
10th	+5	+3	+3	+7	Second Magnitude, bonus feat
11th	+5	+3	+3	+7	Talent
12th	+6/+1	+4	+4	+8	—
13th	+6/+1	+4	+4	+8	Talent
14th	+7/+2	+4	+4	+9	—
15th	+7/+2	+5	+5	+9	Bonus feat, Talent, Third Magnitude
16th	+8/+3	+5	+5	+10	—
17th	+8/+3	+5	+5	+10	Talent
18th	+9/+4	+6	+6	+11	—
19th	+9/+4	+6	+6	+11	Talent
20th	+10/+5	+6	+6	+12	Bonus feat, Fourth Magnitude

CLASS SKILLS

The spellcaster's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Decipher Script (Int), Detect Magic (Int), Ghost Sound (Cha), Knowledge (all skills, taken individually) (Int), Prestidigitation (Cha), Resistance (Con), Speak Language (n/a), and Spellcraft (Cha)*. See **Chapter Four: Skills** in the *PHB* for skill descriptions. See **Skills** in this chapter and **Chapter Two: System of Magic** in this book for details on new skills. In order to place ranks in any of the magic skills, a character must have the Dabbler feat or the Student of Magic class feature.

*In *True Sorcery*, Spellcraft is an extension of a spellcaster's ability to make use of magical energy and so it is an expression of force of will and strength of personality. Hence, Charisma is its key ability (unless the optional rule under Abilities above is used).

Skill Points at 1st Level: $(4 + \text{Int modifier}) \times 4$.

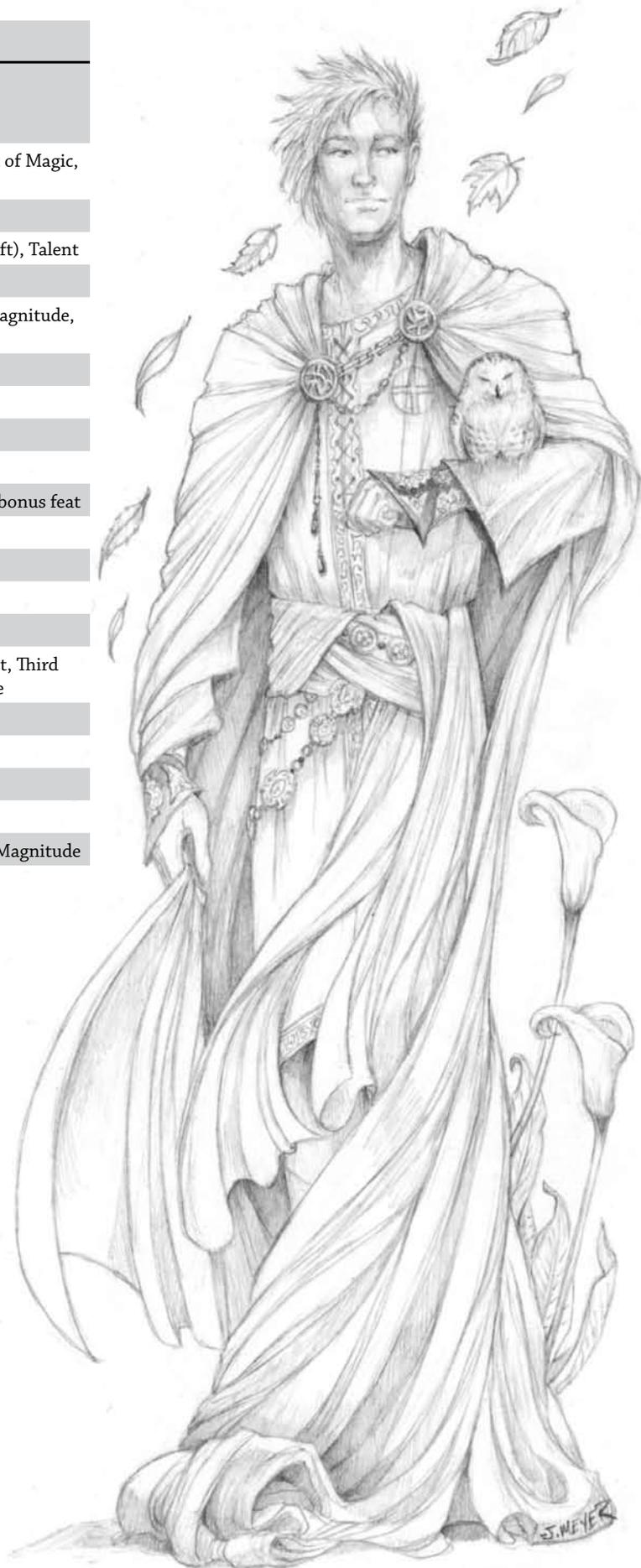
Skill Points at Each Additional Level: $4 + \text{Int modifier}$.

CLASS FEATURES

All of the following are class features of the spellcaster class.

WEAPON AND ARMOR PROFICIENCY

Spellcasters are proficient with all simple weapons, but not with armor or shields.



BONUS FEAT

At 1st, 5th, 10th, 15th, and 20th levels, a spellcaster gains a bonus feat. At each instance, she can choose any magic feat (see **Feats** in this chapter for details). The spellcaster must meet all prerequisites for the bonus feat, including caster level minimums. These bonus feats are in addition to the feats a character ordinarily gains from advancing levels and the bonus feat a human character gets at 1st level.

STUDENT OF MAGIC (EX)

A spellcaster gains spell energy equal to her Constitution modifier +1 (minimum of 1 point of spell energy). See **Chapter Two: System of Magic** for details on spell energy and its uses. In addition, the spellcaster gains a +2 insight bonus on Spellcraft skill checks.

TALENT

Starting at 1st level, and every two levels thereafter, the spellcaster gains an instance of Talent as a bonus feat.

SKILL FOCUS

At 3rd level, the spellcaster gains Skill Focus (Spellcraft) as a bonus feat.

FIRST MAGNITUDE (SU)

At 5th level, the spellcaster's insight bonus to Spellcraft checks increases to +4. She gains 1 point of spell energy.

SECOND MAGNITUDE (SU)

At 10th level, the spellcaster's insight bonus to Spellcraft checks increases to +8. She gains 2 points of spell energy.

THIRD MAGNITUDE (SU)

At 15th level, the spellcaster's insight bonus to Spellcraft checks increases to +16. She gains 4 points of spell energy.

FOURTH MAGNITUDE (SU)

At 20th level, the spellcaster's insight bonus to Spellcraft checks increases to +32. She gains 8 points of spell energy.

THE MODERN SPELLCASTER

In the modern world, there are skyscrapers, fast cars, blazing guns, gangs, planes, and computers. Add magic to this mix. Sorcerers lob fireballs while hanging out the window of a speeding car, battle demons in the subways, or engage in incredible duels for mastery over a city. The *True Sorcery* spellcaster can be easily adapted for the *d20 Modern Roleplaying Game* or other games using similar rules. In a modern-era game, the spellcaster functions as an advanced class instead of a base class as presented for traditional fantasy games.

The fastest path into the spellcaster advanced class is from the Charismatic hero basic class, although Smart and Dedicated heroes are also possible.

REQUIREMENTS

To qualify to become a Spellcaster, a character must fulfill the following criteria.

Skills: Craft (chemical) 3 ranks, Decipher Script 3 ranks, Knowledge (arcane lore) 6 ranks or Knowledge (theology and philosophy) 6 ranks, and Research 3 ranks.

Feat: Dabbler.

CLASS INFORMATION

The following applies to the Spellcaster advanced class.

HIT DIE

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

ACTION POINTS

The Spellcaster gains a number of action points equal to 6 + one-half her character level, rounded down, every time she attains a new level in this class.

TABLE 1–2: THE MODERN SPELLCASTER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+0	+1	+2	Talent	+1	+1
2nd	+1	+0	+2	+3	Student of Magic	+1	+1
3rd	+1	+1	+2	+3	Talent	+2	+1
4th	+2	+1	+2	+4	First Magnitude	+2	+2
5th	+2	+1	+3	+4	Talent	+3	+2
6th	+3	+2	+3	+5	Second Magnitude	+3	+2
7th	+3	+2	+4	+5	Talent	+4	+3
8th	+4	+2	+4	+6	Third Magnitude	+4	+3
9th	+4	+3	+4	+6	Talent	+5	+3
10th	+5	+3	+5	+7	Fourth Magnitude	+5	+4