

The Pathfinder Warmage

Trained for war, mercilessly instructed in the arcane arts, pushed to their limits (and beyond) while still just children, the handful of proud graduates of the arduous *Collegium Bellum Arcanum* are a breed of spell-caster far distinct from the average Wizard, Sorcerer, or Witch. Brutal in its training regime, the Arcane War College nonetheless produces graduates with abilities and skills that few other arcane casters can match. Skilled not only in magic, but in the mundane arts of war, these *Warmages* lead armies and use their talents to utterly destroy their enemies.

While they are often ridiculed (in private) by other arcanists as spell-casters who want to play at being warrior-wizard, none can deny the warmage is the unquestioned master of the battlefield evocations. Of course, many wizards will point out that such magics are among the least effective overall, and even more general-themed sorcerers are quick to highlight that much of the famed warmage spell list is just some derivation of an area-effect damage spell. Neither class normally makes such jests and jeers directly to the face of a warmage, however, for both will acknowledge (however grudgingly) that a skilled warmage can reliably penetrate defenses specifically designed to counter many of his spells.

Despite this general viewpoint of other spellcasters of his inferiority, the warmage is confident (indeed, some would instead say *arrogant*) in his own abilities. He knows well his own limitations and the effectiveness of other magic, magic that he cannot use. But for the true warmage that means little. A true warmage finds that he is happiest not in a library or a dusty archive, but in the midst of the chaos of battle, where his knowledge and skill and magic can turn even the darkest hour into victory for the side which he champions.

Role: A warmage controls the battlefield, isolating his opponents, reducing their effectiveness, and killing them in large numbers. Unlike many other spellcasters, the warmage has few utility spells at their disposal; instead these armored arcanists concentrate on what they see as the most important aspect of magic—the ability to quickly wound or kill large numbers of opponents in a precise and orderly military fashion.

Alignment: Any.

Hit Die: d8.

Class Skills: Climb (Str); Diplomacy (Cha); Intimidate (Cha); Knowledge (Arcana) (Int); Knowledge (Engineering) (Int); Knowledge (History) (Int); Knowledge (Nobility); Perception (Wis); Ride (Dex); Spellcraft (Int); and Swim (Str).

Skill Ranks per Level: 2 + Int modifier.

Weapons and Armor Proficiency: A warmage is proficient in all simple and all martial weapons. He is proficient in light armor and medium armor, but not with heavy armor or with any type of shield. A warmage can cast warmage spells gained from the warmage class (but not other arcane spells gained from other spellcasting classes) in light armor or medium armor without suffering any arcane spell failure chance, but suffers the normal chance of failure for casting in heavy armor or when using any type of shield.

Level	BAB	Fort	Ref	Will	Special
1	+0	+2	+0	+2	Spells, Cantrips, Arcane Weapon Training, Military Knowledge, Warmage Edge +1
2	+1	+3	+0	+3	Judge of Steel
3	+1	+3	+1	+3	Sudden Silent (2/day)
4	+2	+4	+1	+4	Advanced Learning
5	+2	+4	+1	+4	Sudden Still (2/day)
6	+3	+5	+2	+5	Advanced Learning, Warmage Intensity (2/day)
7	+3	+5	+2	+5	Energy Substitution (3/day)
8	+4	+6	+2	+6	Advanced Learning, Battlefield Counterspelling (1/day), Warmage Edge +2
9	+4	+6	+3	+6	Sudden Empower (2/day)
10	+5	+7	+3	+7	Advanced Learning, Energy Substitution (5/day), Penetrating Spell, Warmage Intensity (3/day)
11	+5	+7	+3	+7	Unavoidable Spell (2/day), Warmage Edge +3
12	+6/+1	+8	+4	+8	Advanced Learning, Sudden Widen (2/day)

13	+6/+1	+8	+4	+8	Battlefield Counterspelling (2/day), Shape Spell (2/day)
14	+7/+2	+9	+4	+9	Advanced Learning, Warmage Edge +4, Unavoidable Spell (3/day), Warmage Intensity (4/day)
15	+7/+2	+9	+5	+9	Energy Substitution (7/day), Sudden Maximize (1/day)
16	+8/+3	+10	+5	+10	Advanced Learning, Shape Spell (3/day)
17	+8/+3	+10	+5	+10	Unavoidable Spell (4/day), Warmage Edge +5
18	+9/+4	+11	+6	+11	Advanced Learning, Sudden Quicken (1/day), Warmage Intensity (5/day)
19	+9/+4	+11	+6	+11	Battlefield Counterspelling (3/day), Shape Spell (4/day)
20	+10/+5	+12	+6	+12	Advanced Learning, Archmage of War, Energy Substitution (11/day), Unavoidable Spell (5/day), Warmage Edge +6

Spells: A warmage casts arcane spells drawn from the warmage spell list (see below). To cast a spell, a warmage must have a Charisma score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a warmage's spell is 10 + the spell level + the warmage's Charisma modifier.

Like other spellcasters, a warmage can cast only a certain number of spells of each spell level per day. His base daily spell slot allotment is the same as a Sorcerer. In addition, he receives bonus spells per day if he has a high Charisma score.

A warmage automatically knows all of the spells on his spell list. He does not have to select these spells, nor does he have a spellbook. A warmage cannot add new spells to his spells known (with the exception of his *advanced learning* ability, see below).

Unlike a wizard or cleric, a warmage need not prepare his spells in advance. He can use any spell he knows at any time, assuming he has not yet used up his spells per day for that spell level.

Cantrips: Warmages learn a number of *cantrips*, or 0-level spells, as noted

in the warmage spell list. These spells are cast like any other spell, but they do not consume slots and may be used again.

Arcane Weapons Training (Ex): A warmage knows well that in the heat of battle he might find himself forced to resort to mundane arms. When wielding a melee weapon with which he is proficient, a warmage can, as a swift action, expend a 1st level or higher spell slot that he not yet used during the day. Until the start of his next turn, any attack that the warmage makes with that weapon receives a +1 insight bonus equal to the level of the spell slot expended, to a maximum bonus of +9 when spending a 9th level spell slot on this ability.

If the warmage strikes at a target with concealment with a melee weapon while this ability is active, he may roll his miss chance twice. If either roll results in a hit, then the warmage successfully strikes his opponent.

If the warmage also possesses the Arcane Strike feat, he may activate both this ability and the Arcane Strike feat with the same swift action.

Military Knowledge (Ex): A warmage is familiar with basic military protocol, including how to lay out a military encampment, setting watches, operating siege equipment, and the day-to-day details involved in coordinating hundreds of men and horses. He gains a competence bonus on all Knowledge (Engineering) and Knowledge (History) skill checks as it relates to war, armies, and the burden of logistics, equal to one-half his warmage class level (minimum of 1).

Warmage Edge (Ex): A warmage specializes in dealing damage with his spells. Whenever a warmage casts a spell of 1st-level or higher that deals hit point damage, he adds a bonus to the damage dealt. This bonus equals the warmage's Intelligence modifier +1. At 5th level, and every three warmage levels gained thereafter, this bonus increases by an additional +1 to a maximum bonus of Intelligence modifier +6 at 20th level. The bonus from the *warmage edge* special ability applies only to spells that he casts as a warmage, not to those he might have by virtue of levels in another class.

If the spell is an area effect, this bonus damage applies to all targets within the area of effect. If the spell lasts for more than one round, then the bonus damage applies to all targets within the area of effect (if any) each round. A

spell that creates more than one effect that can target any one individual (such as *magic missile*) only inflicts this bonus damage once per target, per round that the spell effect lasts.

Scrolls and wands used, scribed, or crafted by a warmage do not gain the benefit of this special ability; nor do staves crafted by a warmage. However, staves wielded by a warmage do receive the benefit of this special ability.

Judge of Steel (Ex): Starting at 2nd level, a warmage gains a competence bonus on all Appraise skill checks he performs on armor or weapons. This bonus is equal to one-half of the warmage's class level (round down). A warmage may use this ability to identify magic arms and armor, as per the spell *identify*, but using the bonus granted by this ability instead of the bonus listed in the spell.

Sudden Silent (Ex): At 3rd level, a warmage may use the Silent Spell meta-magic feat twice per day without any increase in casting time or in the level of spell being cast. A warmage may only apply one sudden metamagic to any single spell.

Advanced Learning (Ex): At 4th level, a warmage gains the knowledge of one spell of his choice that he may add to his spell-list. The spell chosen must be from the sorcerer/wizard spell, the spell must be from either the *conjuration* school or the *evocation* school, the spell cannot be one that *summons* a creature, and the spell must be at least one level below the highest level spell a warmage is capable of casting. At 6th level, and every even level gained thereafter as a warmage, the character may add one additional spell to his spell-list.

When this ability is gained at 20th level, a warmage may select a single sorcerer/wizard spell of any level to add to his spell list, so long as the spell selected is from either the *conjuration* school or the *evocation* school and the spell selected cannot be one that *summons* a creature.

Sudden Still (Ex): At 5th level, a warmage may use the Still Spell meta-magic feat twice per day without any increase in casting time or in the level of spell being cast. A warmage may only apply one sudden metamagic to any single spell.

Warmage Intensity (Ex): At 6th level, a warmage begins to be able to transcend the normal limitations of some of his magical spells. Twice per day, if the warmage casts a spell that deals hit point damage, and that spell has a damage cap based upon the warmage level (such as *burning hands* or *fireball*) that spell is affected as though the warmage had applied the Intensified Spell feat. This does not change either the level of the spell being cast nor does it increase the casting time.

This ability does not stack with the feat Intensified Spell. At 10th level, and every four warmage levels gained thereafter, the warmage gains one additional daily use of this ability, to a maximum of 5 times per day at 18th level.

Energy Substitution (Ex): At 7th level, three times per day, a warmage may alter the energy of one of his spells to any of the following: *acid*, *cold*, *electricity*, or *fire*. The spell altered must be a spell that inflicts energy based damage. This ability is a free action that can be used once per round.

At 10th level, the warmage may use this ability five times per day. At 15th level, the warmage may use this ability seven times per day. At 20th level, the warmage may use this ability eleven times per day.

Battlefield Counterspelling (Ex): At 8th level, once per day, as an immediate action, a warmage may counter a hostile spell, so long as the spell is on his spell list AND has been cast within medium range (100 feet plus 10 feet per war mage level) of the warmage. He must expend a spell slot equal to that of the spell being cast or higher.

At 13th level he may do this twice per day. At 19th level he may do this three times per day.

Sudden Empower (Ex): At 9th level, a warmage may use the Empower Spell meta-magic feat twice per day without any increase in casting time or in the level of spell being cast. A warmage may only apply one sudden metamagic to any single spell.

Penetrating Spell (Ex): At 10th level, when a warmage casts a spell that inflicts energy-based damage (such as *fireball* or *lightning bolt*), the warmage may ignore 10 points of an affected creature's energy resistance (if

any).

This ability applies to innate energy resistance that is part of the creature itself as well as to energy resistance bestowed by magic items or spell effects. At each warmage level gained thereafter, the amount of resistance a warmage can bypass increases by 1, to a maximum of 20 at 20th level.

Creatures with energy immunity (either natural or magical) are not affected by this ability.

Unavoidable Spell (Ex): At 11th level, the warmage may, twice per day, declare he is casting an unavoidable spell. The spell must be one that inflicts damage and has a Reflex saving throw. When the spell is cast, the warmage may instead choose to base the saving throw on either Fortitude or Will. All creatures within the area of effect must roll against the save type that the warmage chooses.

Neither *evasion* nor *improved evasion* protect against an unavoidable spell, although *stalwart* (see the Inquisitor class) does. The warmage gains one additional daily use of this ability at 14th level, 17th level, and 20th level, to a maximum of 5 times per day at 20th level.

Sudden Widen (Ex): At 12th level, a warmage may use the Widen Spell meta-magic feat twice per day without any increase in casting time or in the level of spell being cast. A warmage may only apply one sudden metamagic to any single spell.

Shape Spell (Ex): At 13th level, a warmage can cast a spell and designate up to one ally per warmage level that is within the area of effect as immune to that spell's effects. The spell must be an area effect spell, it must be instantaneous, and it must inflict hit point damage to be eligible for this ability. A warmage may use this ability twice per day. At 16th level, and again at 19th level, a warmage gains one additional daily use of this ability.

Sudden Maximize (Ex): At 15th level, a warmage may use the Maximize Spell meta-magic feat once per day without any increase in casting time or in the level of spell being cast. A warmage may only apply one sudden metamagic to any single spell.

Sudden Quicken (Ex): At 18th level, a warmage may use the Quicken Spell meta-magic feat once per day without any increase in casting time or in the level of spell being cast. A warmage may only apply one sudden metamagic to any single spell.

Archmage of War (Ex): A 20th level warmage selects one type of energy immunity (*acid, cold, electricity, or fire*). He may thereafter ignore this energy immunity when he casts a spell that inflicts hit point damage against a creature (either innate immunity or magically bestowed immunity). For the purpose of determining the damage of the warmage's spells, the creature is considered to not possess energy immunity (but the creature retains any energy vulnerabilities it might possess). In addition, an archmage of war may roll any check to penetrate Spell Resistance twice and choose which roll to accept. Finally, a Warmage of this level may apply a maximum of two (2) of his sudden-metamagic abilities to a single spell.

WARMAGE SPELL LIST

0-level: Acid Splash; Detect Magic; Flare; Know Direction; Light; Mage Hand; Mending; Message; Prestidigitation; Ray of Frost; Read Magic

1st-level: Burning Hands; Chill Metal; Color Spray; Heat Metal; Magic Missile; Mount; Obscuring Mist; Shocking Grasp; Sleep; True Strike

2nd-level: Flaming Sphere; Fog Cloud; Gust of Wind; Make Whole; Protection from Arrows; Pyrotechnics; Resist Energy; Scorching Ray; Shatter; Whispering Wind

3rd-level: Daylight; Deep Slumber; Dispel Magic; Fireball; Flame Arrow; Lightning Bolt; Phantom Steed; Sleet Storm; Slow; Stinking Cloud

4th-level: Black Tentacles; Confusion; Fear; Ice Storm; Shout; Solid Fog; Wall of Fire; Wall of Ice

5th-level: Blight; Cloudkill; Cone of Cold; Sending; Telekinesis; Teleport; Wall of Stone; Waves of Fatigue

6th-level: Acid Fog; Circle of Death; Freezing Sphere; Greater Dispel Magic; Move Earth; Undeath to Death; Wall of Iron

7th-level: Blade Barrier; Delayed Blast Fireball; Prismatic Spray; Reverse Gravity; Waves of Exhaustion

8th-level: Greater Shout; Horrid Wilting; Incendiary Cloud; Prismatic Wall; Sunburst

9th-level: Earthquake; Firestorm; Meteor Swarm; Wail of the Banshee