

Strandmage (Hybrid Class)

When war comes, a new breed of witch emerges. Blending together the witch's hexcraft and the magus' martial prowess, the strandmage becomes something unique and altogether different to the sum of its parts. By charging their hair with arcane power, the strandmage becomes a potent force on the battlefield; attacking, displacing and trapping foes with a storm of hair around their calm centre.

Role: Few strandmagi are alike, but most train themselves to stand on the front lines of battle, choosing a space then using their magically reinforced hair as a weapon to maintain dominion over it against any enemies who dare enter.

Alignment: Any.

Hit Die: d8

Parent Classes: Magus and Witch

Starting Wealth: 4d6 x 10gp (average 140gp). In addition, each character begins play with an outfit worth 10gp or less.

Class Skills

The strandmage's class skills are Acrobatics (Dex), Climb (Str), Craft (Int), Fly (Dex), Knowledge (arcana) (Int), Knowledge (planes) (Int), Profession (Wis), Ride (Dex), Spellcraft (Int), Swim (Str), Use Magic Device (Cha).

Skill Ranks Per Level: 2 + Int Modifier

Level	BAB	Fort	Ref	Will	Special	0	1st	2nd	3rd	4th	5th	6th
1st	0	2	0	2	Arcane Pool, Cantrips, White Hair, Hair Style	2	0	-	-	-	-	-
2nd	1	3	0	3	Hair Style	3	1	-	-	-	-	-
3rd	2	3	1	3	Parent Secret	3	2	-	-	-	-	-
4th	3	4	1	4	White Hair 10ft Reach	3	2	0	-	-	-	-
5th	3	4	1	4	Hair Style	3	3	1	-	-	-	-
6th	4	5	2	5	Bonus Feat	4	3	2	-	-	-	-
7th	5	5	2	5	Armor Study	4	3	2	0	-	-	-
8th	6/1	6	2	6	White Hair 15ft Reach, Hair Style	4	3	3	1	-	-	-
9th	6/1	6	3	6	Parent Secret	4	4	3	2	-	-	-

10th	7/2	7	3	7	Fighter Training	4	4	3	2	0	-	-
11th	8/3	7	3	7	Advanced Hair style, Spell Recall	4	4	3	3	1	-	-
12th	9/4	8	4	8	Bonus Feat, White Hair 20ft Reach	4	4	4	3	2	-	-
13th	9/4	8	4	8	Armor Study	4	4	4	3	2	0	-
14th	10/5	9	4	9	Hair Style	4	4	4	3	3	1	-
15th	11/6/ 1	9	5	9	Parent Secret	4	4	4	4	3	2	-
16th	12/7/ 2	10	5	10	White Hair 25ft Reach	4	4	4	4	3	2	0
17th	12/7/ 2	10	5	10	Master Hair Style	4	4	4	4	3	3	1
18th	13/8/ 3	11	6	11	Bonus Feat	4	4	4	4	4	3	2
19th	14/9/ 4	11	6	11	Greater Witch Spell Access	4	4	4	4	4	4	3
20th	15/1 0/5	12	6	12	Hair Style, White Hair 30ft Reach, Parent Secret	4	4	4	4	4	4	4

Class Features

The following are class features of the strandmage.

Weapon and Armor Proficiency: strandmagi are proficient with all simple and martial weapons. A strandmage is also proficient with light armor. She can cast strandmage spells while wearing light armor without incurring the normal arcane spell failure chance. Like any other arcane spellcaster, a strandmage wearing medium armor, heavy armor, or a shield incurs a chance of arcane spell failure if the spell in question has a somatic component. A multiclass strandmage still incurs the normal arcane spell failure chance for arcane spells received from other classes.

Spells: A strandmage casts arcane spells drawn from the magus spell list. A strandmage must choose and prepare her spells ahead of time.

To learn, prepare, or cast a spell, the strandmage must have an Intelligence score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a strandmage's spell is 10 + the spell level + the strandmage's Intelligence modifier.

A strandmage can cast only a certain number of spells of each spell level per day. her base daily spell allotment is given on Table: strandmage. In addition, she receives bonus spells per day if she has a high Intelligence score.

A strandmage may know any number of spells. She must choose and prepare her spells ahead of time by getting 8 hours of sleep and spending 1 hour studying her spellbook. While studying, the strandmage decides which spells to prepare.

At levels 1, 2 and every two levels thereafter, the strandmage chooses one witch spell of a level equal to a magus spell she is capable of casting and adds it to her spell list and spellbook.

Cantrips: A strandmage can prepare a number of cantrips, or 0-level spells, each day, as noted on Table: strandmage under "Spells per Day." These spells are cast like any other spell, but they are not expended when cast and may be used again.

Spellbooks: A strandmage must study her spellbook each day to prepare her spells. She cannot prepare any spell not recorded in her spellbook except for read magic, which all magi can prepare from memory. A strandmage begins play with a spellbook containing all 0-level strandmage spells plus three 1st-level strandmage spells of her choice. The strandmage also selects a number of additional 1st-level strandmage spells equal to her Intelligence modifier to add to her spellbook. At each new strandmage level, she gains two new magus spells of any spell level or levels that she can cast (based on her new strandmage level) for her spellbook. At any time, a strandmage can also add spells found in other spellbooks to her own.

A strandmage can learn spells from a wizard's spellbook, just as a wizard can from a strandmage's spellbook. The spells learned must be on the strandmage spell list, as normal. An alchemist can learn formulae from a strandmage's spellbook, if the spells are also on the alchemist spell list. A strandmage cannot learn spells from an alchemist.

Arcane Pool (Su): At 1st level, the strandmage gains a reservoir of mystical arcane energy that she can draw upon to fuel her powers and enhance her weapon. The arcane pool has a number of points equal to 1/2 her strandmage level (minimum 1) + her Intelligence modifier. The pool refreshes once per day when the strandmage prepares her spells.

At 1st level, a strandmage can expend 1 point from her arcane pool as a swift action to grant any weapon she is holding a +1 enhancement bonus for 1 minute. For every four levels beyond 1st, the weapon gains another +1 enhancement bonus, to a maximum of +5 at 17th level. These bonuses can be added to the weapon, stacking with existing weapon enhancement to a maximum of +5. Multiple uses of this ability do not stack with themselves.

At 5th level, these bonuses can be used to add any of the following weapon properties: impervious (costing +1), flaming, flaming burst, frost, icy burst, keen, shock, shocking burst, speed, or vorpal.

Adding these properties consumes an amount of bonus equal to the property's base price modifier. These properties are added to any the weapon already has, but duplicates do not

stack. If the weapon is not magical, at least a +1 enhancement bonus must be added before any other properties can be added. These bonuses and properties are decided when the arcane pool point is spent and cannot be changed until the next time the strandmage uses this ability. These bonuses do not function if the weapon is wielded by anyone other than the strandmage.

A strandmage can only enhance one weapon in this way at one time. If she uses this ability again, the first use immediately ends.

White Hair (Su): At 1st level, a strandmage gains the ability to cause her hair to instantly grow up to 5 feet long or to shrink to its normal length as a free action, and for the purposes of lifting items can manipulate her hair as if it were a limb with a Strength score equal to her Intelligence or Strength score, whichever is higher. her hair can manipulate objects (but not weapons) as dexterously as a human hand. The strandmage may also choose to manipulate her beard, moustache, or eyebrows. The strandmage cannot use her hair to perform the somatic components of a spell, or to cast a hex as per hex combat.

The hair cannot be attacked as a separate creature, but it can be sundered. A strandmage's hair has Hardness and Hitpoints equal to twice her class level, then plus her intelligence bonus (minimum 5). If sundered, a strandmage's hair automatically regrows in 1d4 rounds, or can be immediately regrown as a standard action.

At 1st level, the strandmage must choose whether her hair deals piercing, slashing or bludgeoning damage. The strandmage may use her hair as a primary natural attack with a reach of 5 feet. The hair deals 1d4 points of damage (1d3 for a Small strandmage), plus other modifiers as normal. Using her hair is difficult, and in any round where the magus uses her hair, they are treated as if wielding a one-handed weapon. Unlike a natural attack, the strandmage gains iterative attacks with her hair when her BAB reaches 6, 11, etc. If the strandmage attacks in the same turn with a manufactured weapon, her hair does not gain iterative attacks.

With a successful attack the strandmage may also initiate a grapple as a free action, as per the Grab ability, with her hair using her class level as her base attack bonus when making the combat maneuver check. A strandmage can grapple with a creature up to one size category larger than she is. When a strandmage grapples a foe in this way, she can choose to gain the grappled condition or allow the hair to grapple for him; if so, the hair cannot perform the move or pin grapple sub-actions. The hair cannot be used for any combat maneuver other than grappling.

At 4th level and every four levels thereafter, a strandmage's hair adds 5 feet to its reach, to a maximum of 30 feet at 20th level. The strandmage's hair only threatens squares immediately adjacent to him.

At 10th level, the hair's damage increases to 1d6 (1d4 for a Small strandmage) and the strandmage is able to grapple with creatures one size increment larger. The strandmage also

gains complete control over her hair color, able to freely shift it to any **imaginable** color; however, when unconscious or dead, the strandmage's hair reverts to **white**.

Hair Styles (Su): At levels 1, 2 and every three levels thereafter, the strandmage gains access to a hair style selected from the following list. The strandmage can take feats for hexes that require saving throws and apply them to styles that require saving throws; for example, taking the Accursed Hex feat to apply to the Dreadlocks style. If a style requires a saving throw, the DC is equal to 10 + ½ the strandmage's level + the strandmage's intelligence modifier. The strandmage may take Extra Hex to gain an extra style whose prerequisites they meet.

Parent Secret: As she gains levels, a strandmage learns arcane secrets from both of her parent disciplines. At 3rd level, a strandmage gains either one magus arcana or one witch hex. She gains an additional parent secret every six levels thereafter, and at level 20. At 13th level, the strandmage may instead choose from the list of major hexes. At 19th level the strandmage may instead choose from the list of grand hexes. The feats Extra Hex and Extra Arcana apply to this ability.

Bonus Feat: At 6th level and every six levels thereafter, a strandmage gains a bonus feat in addition to those gained from normal advancement. These bonus feats must be selected from those listed as combat, item creation, or metamagic feats. He must meet the prerequisites for these feats as normal.

Armor Study: At 7th level, a strandmage gains proficiency with medium armor and may cast magus spells while wearing medium armor without incurring the normal arcane spell failure chance. At 13th level, she may do the same with heavy armor.

Fighter Training (Ex): Starting at 10th level, a magus counts half his total strandmage level as his fighter level for the purpose of qualifying for feats. If he has levels in fighter, these levels stack.

Spell Recall (Su): At 11th level, the strandmage learns to use her arcane pool to recall spells she has already cast. With a swift action she can recall any single magus spell that she has already prepared and cast that day by expending a number of points from her arcane pool equal to the spell's level (minimum 1). The spell is prepared again, just as if it had not been cast.

Advanced Hair Styles (Su): From 11th level a strandmage can choose to learn an advanced hair style from the following list whenever she could choose a new hair style.

Master Hair Styles (Su): From 17th level a strandmage can choose to learn a master hair style from the following list whenever she could choose a new hair style.

Greater Witch Spell Access (Su): At 19th level, the strandmage gains access to an expanded spell list. She learns and places 7 spells from the wizard's spell list into her spellbook as magus

spells of their wizard level, and 7 spells from the witch's spell list into her spellbook as magus spells of their witch level. She gains one wizard spell and one witch spell respectively for each spell level from 0 to 6. She can ignore the somatic component of these spells, casting them without the normal chance of spell failure.