# Black Mage

# Black Mage Details



You are an eternal student of the aetheric power known as black magic, a potent magic of pure destructive force. By studying, practicing, or perhaps just through intuition itself, you unleash deadly manifestations of magical fury to lay waste to any in your path. Though many may grow concerned with the devastation you leave in your wake, this does not mean you are but a vessel of evil. The black is but a tool, and you are it's master.

#### Key Ability: Intelligence

At 1st level, your class gives you an ability boost to Intelligence.

#### Hit Points: 6 plus your Constitution modifier

You increase your maximum number of HP by this number at 1st level and every level thereafter.



# Roleplaying the Black Mage

## **During Combat Encounters...**

You likely try to stay out of the fray, using your spells from a distance to injure your enemies, weaken them for your allies, or just perhaps let loose, unleashing unimaginable havoc onto the field. You save your most powerful magic to incapacitate threatening foes and use your cantrips when only easier pickings remain.

## **During Social Encounters...**

You might provide a well of knowledge about aetherial matters, explain the details and nuances many do not consider, or could even comprehend, if asked.

## While Exploring...

You locate aetherial flows or magical auras and determine the significance of magical writing or phenomena you uncover. When you run across an unusual obstacle to further exploration, you probably have a spell that will make it easier to overcome...or you'd just blast it out of your way.

#### In Downtime...

You practice your aetherial arts, craft magical items, or study scroll to learn more spells to cast. Due to the dark nature of your power, you tend to be a bit of a loner, but this does not mean you may not make connections that could potentially grant you power in the future.

## You Might...

- Lust for destruction, being more than willing to show off your spells destructive powers at a moment's notice.
- Wear large brimmed hats to hide your face, so that others cannot get a glimpse of who delivered them to their demise.
- Believe fervently that your specific methodology is the correct form of casting the might of the black.

#### Others Probably...

- Consider you to be incredibly powerful and potentially dangerous.
- Fear what your magic can do to their minds, bodies, and souls, and ask that you avoid casting spells in polite company, as often devastation follows.
- Scorn you for using black magic, and not studying other perhaps less lethal traditions.

#### **Sources**

Pathfinder 2e: Sorcerer, Witch, and Wizard

Final Fantasy I-V, VIII, IX, X-XIV, TA, TA2, Dimensions, Bravely Default: Black Mage

Final Fantasy Tactics: Wizard

## **Initial Proficiencies**

At 1st level, you gain the listed proficiency ranks in the following statistics. You are untrained in anything not listed unless you gain a better proficiency rank in some other way.

### **Perception**

**Expert in Perception** 

## **Saving Throws**

Trained in Fortitude Trained in Reflex Expert in Will

#### **Skills**

Trained in Aetherial (Black)

Trained in a number of additional skills equal to 2 plus your Intelligence modifier

#### **Attacks**

Trained in club, crossbow, dagger, heavy crossbow, and staff Trained in unarmed attacks

#### **Defenses**

Untrained in all armor Trained in unarmored defense

## **Spells**

Trained in black spell attacks Trained in black spell DCs

# Class Features

You gain these features as a Black Mage. Abilities gained at higher levels list the levels at which you gain them next to the features' names.

Your Level	Class Features	MP
1	Ancestry and background, black spellcasting, class path, initial proficiencies, spell list	3
2	Black mage feat, skill feat	4
3	2nd-level spells, general feat, skill increase	10
4	Black mage feat, skill feat	12
5	3rd-level spells, ability boosts, ancestry feat, reflex mastery, skill increase	21
6	Black mage feat, skill feat	24
7	4th-level spells, black magick mastery, general feat, skill increase	36
8	Black mage feat, skill feat	40
9	5th-level spells, aetherial fortification, ancestry feat, skill increase	55
10	Ability boosts, black mage feat, skill feat	60
11	6th-level spells, black weapon expertise, general feat, skill increase	78

12	Black mage feat, skill feat	84
13	7th-level spells, ancestry feat, cloth fortificiation, skill increase, weapon specialization	105
14	Black mage feat, skill feat	112
15	8th-level spells, ability boosts, black magick mastery II, general feat, skill increase	136
16	Black mage feat, skill feat	144
17	9th-level spells, ancestry feat, enhanced resolve, skill increase	171
18	Black mage feat, skill feat	180
19	Black magick mastery III, general feat, skill increase, ultimate spell	180
20	Ability boosts, black mage feat, skill feat	180

## **Ancestry and Background**

In addition to the abilities provided by your class at 1st level, you have the benefits of your selected ancestry and background.

## **Black Spellcasting**

Through dedicated study and practice, or perhaps just natural talent, you use a form of spellcasting called the black to cast spells. You can cast black spells using the Cast a Spell activity, and you can supply somatic and verbal components when casting spells (see Casting Spells).

At 1st level, you gain 3 Magic Points (MP) which can be used to cast spells from your black spell list. As you increase in level as a black mage, your MP maximum and the highest level of spells you can cast increases, shown above.

Some of your spells require you to attempt a spell attack roll to see how effective they are, or have your enemies roll against your spell DC (typically by attempting a saving throw). Since your key ability is Intelligence, your spell attack rolls and spell DCs use your Intelligence modifier. Details on calculating these statistics appear in Spell Attack Rolls.

#### **Heightened Spells**

When you can cast spells at 2nd level and higher, you can heighten a lower level spell by casting it using additional MP, up to the highest spell level you can currently cast. This increases the spell's level, matching the additional MP spent. Many spells have specific improvements when they are heightened to certain levels.

#### **Cantrips**

Some of your spells are cantrips. A cantrip is a special type of spell that doesn't use MP. You can cast a cantrip at will, any number of times per day. A cantrip is automatically heightened to half your level rounded up—this is usually equal to the highest level of black mage spell slot you have. For example, as a 1st-level black mage, your cantrips are 1st-level spells, and as a 5th-level black mage, your cantrips are 3rd-level spells. Cantrips can be heightened further by using additional MP, 1 per additional spell level, up to the highest spell level you can

currently cast. This increases the spell's level by automatically heightened cantrips current level, plus the MP spent to increase it further.

#### **Class Path**

Choose your Class Path, which controls your style and method of casting black magic. Each path has a major influence on your class features, abilities, spellcasting, and potential spells.

Black Mage Class Paths can be found here.

#### **Initial Proficiencies**

At 1st level, you gain a number of proficiencies that represent your basic training. These proficiencies are noted at the start of this class.

## **Spell List**

The collection of spells you can cast is called your spell list. At 1st level, you learn two 1st-level spells of your choice and four cantrips of your choice. You choose these from the common spells from the black tradition, or from other spells from that tradition to which you have access. You can cast any spell in your spell list by consuming MP equal to the level of the spell.

You add to this spell list as you increase in level, or by learning spells from a scroll. Each time you level, you may add a new black spell of the highest spell level to your spell list, such that at 3rd level, you may learn a 2nd-level black spell, at 5th level, you may learn a 3rd-level black spell, and so on.

## Black Mage Feats

Level 2

At 2nd level and every even-numbered level thereafter, you gain a black mage class feat.

#### **Skill Feats**

Level 2

At 2nd level and every 2 levels thereafter, you gain a skill feat. You must be trained or better in the corresponding skill to select a skill feat.

#### **General Feats**

Level 3

At 3rd level and every 4 levels thereafter, you gain a general feat.

#### **Skill Increases**

Level 3

At 3rd level and every 2 levels thereafter, you gain a skill increase. You can use this increase either to increase your proficiency rank to trained in one skill you're untrained in, or to increase your proficiency rank in one skill in which you're already trained to expert.

At 7th level, you can use skill increases to increase your proficiency rank to master in a skill in which you're already an expert, and at 15th level, you can use them to increase your proficiency rank to legendary in a skill in which you're already a master.

Ability Boosts Level 5

At 5th level and every 5 levels thereafter, you boost four different ability scores. You can use these ability boosts to increase your ability scores above 18. Boosting an ability score increases it by 1 if it's already 18 or above, or by 2 if it starts below 18.

Ancestry Feats Level 5

In addition to the ancestry feat you started with, you gain an ancestry feat at 5th level and every 4 levels thereafter. The list of ancestry feats available to you can be found in your ancestry's entry.

Reflex Mastery Level 5

Your reflexes are lightning fast. Your proficiency rank for Reflex saves increases to expert.

#### **Black Magick Mastery**

Level 7

Extended practice of the black has improved your capabilities. Your proficiency ranks for black spell attack rolls and spell DCs increase to expert.

## **Aetherial Fortification**

Level 9

Magical power has improved your body's resiliency. Your proficiency rank for Fortitude saves increases to expert.

### **Black Weapon Expertise**

Level 11

Through a combination of magic and training, you've learned how to wield black mage weapons more effectively. You gain expert proficiency in the club, crossbow, dagger, heavy crossbow, staff, and unarmed attacks.

## **Cloth Fortificiation**

Level 13

The flow of aether and your training combine to help you avoid attacks. Your proficiency rank in unarmored defense increases to expert.

### Weapon Specialization

Level 13

You've learned how to inflict greater injuries with the weapons you know best. You deal an additional 2 damage with weapons and unarmed attacks in which you are an expert. This damage increases to 3 if you're a master, and 4 if you're legendary.

#### **Black Magick Mastery II**

Level 15

You have mastered manipulating aether in seemingly unfaltering flows. Your proficiency ranks for black magic spell attack rolls and spell DCs increase to master.

Enhanced Resolve Level 17

You've steeled your mind with resolve. Your proficiency rank for Will saves increases to master. When you roll a success at a Will save, you get a critical success instead.

## **Black Magick Mastery III**

Level 19

You are a master of the black, with a comprehensive understanding of both aetherial theory and manipulation. Your proficiency ranks for black spell attack rolls and spell DCs increase to legendary.

Ultimate Spell Level 19

You command the most potent black magic and are able to cast a spell of truly incredible power. You gain a single 10th-level spell. Unlike other spells, you can only cast a single 10th-level spell, and only once per day. You cannot cast any more 10th-level spells, even if you have learned other 10th-level spells through alternative means. You can take the Ultimate Spell Mastery feat to increase this to 2 10th-level spells a day.

# Black Mage Class Paths

Choose your Class Path, which controls your style and method of casting black magic. Each path has a major influence on your class features, abilities, spellcasting, and potential spells.

#### **Spell Lists**

You use these magical traditions and spell lists.

#### **Granted Spells**

You automatically add the spells listed here to your spell list, in addition to those you gain through black spellcasting. At 1st level, you gain any cantrips and 1st-level spells as listed. You learn the other spells on the list as soon as you gain the ability to cast black magic spells of that level. Depending on the Class Path, there may not be a spell granted for each spell level, and alternatively, there may be more than one granted instead.

#### Methodology

Each methodology affects what is needed and how you cast your spells. Some remove spell components, others allow for ways to bypass restrictions, add abilities, or even add stances to augment or enhance spell effects. These changes affect every spell cast, and unless specified, cannot be disabled.

#### **Feature Changes**

Which features are removed or changed by your path. Not all paths will remove features, nor add features.

# Black Wizardry



Source Final Fantasy I, Final Fantasy III, Final Fantasy V

The oldest and most traditional form, black wizardry focuses on fire, ice, and lightning spells, cast through ritualistic motions and chanting.

## Spell List: Black

The way of the Black Wizard does not require any external spells to taint its focus and mastery of the black.

### **Granted Spells**

Cantrips: *blizzard, fire, thunder* 1st-level: *blizzara, fira, thundara* 3rd-level: *blizzaga, firaga, thundaga* 

### Methodology: Black Chanting

Your spells that deal either fire, ice, or lightning damage (or a combination thereof) gain a status bonus to damage equal to half the spell's level (minimum 1). You also gain a +1 status bonus to any persistent fire, ice, or lightning damage you deal. Spells still require somatic and verbal components.

#### **Feature Changes**

None.

## **Cosmic Nexus**



Source Final Fantasy I, 8-Bit Theater

You are a cosmic nexus of pure aetherial energy given form. Be it your purpose to destroy existence, or defend it from greater evils, is unbeknownst to many. But to you, all you know is that you simply are. Every spell cast gives you more and more power, which then can be unleashed in a variety of dreadful effects. It is rumored that each time you do this, you remove a bit of potential love from the universe, but that can't be true, right?

#### Spell List: Black

You casts the spells that makes the peoples fall down!

#### **Granted Spells**

None.

### **Methodology: Emotional Siphon**

You gain a pool of "Love". This pool starts at 0, and each time you cast a spell, increase this pool by double the number of MP spent per spell. When you cast a 10th-level spell, increase this pool by 2.5x times the number of MP spent. Whenever you make your daily preparations, your pool of "Love" empties and returns to 0. Spells still require somatic and verbal components.

### **Feature Changes**

The Cosmic Nexus gains the following:

Hadoken Level 1

Black Mage Emotion Unaspected

Source 8-Bit Theater

Cast ❖ somatic, verbal

**Area** 60-foot line

#### Saving Throw basic Reflex

You unleash a powerful beam of unrestrained aetherial chaos in a 60-foot line, dealing 1 point of damage for each point in your pool of "Love".

After casting Hadoken, your pool of "Love" resets to 0.

# Magus



Source Final Fantasy III

Magi are black mages who work on mastering the traditional method of the black arts, with a focus on perfecting the how of casting, and not the what. Through such, they are able to unleash more spells than a Black Wizard would normally be able to.

#### **Spell List: Black**

You are a master of the black; nothing more is required.

#### **Granted Spells**

None.

## Methodology: Magi Mastery

The Magus gains an additional 2 MP per black mage level. In addition, each time you level, you may add 2 new black spells of the highest spell level to your spell list instead of 1. Spells still require somatic and verbal components.

## **Feature Changes**

None.

# Aetherian of the Black



Source Final Fantasy XIV

Placeholder text

## **Spell List: Black**

Placeholder text

<b>Granted Spells</b>			
Placeholder text			

Placeholder text

Methodology: Aetherial Arts

# **Feature Changes**

Placeholder text