

# Red Mage

## Red Mage Details



You are a jack-of-all-trades, learning the ways of not only black and white magicks, but martial combat as well. Through studying what makes the art of black and white unique, you've learned not only to properly utilize the two, but create a tradition that merges both, called the red. Through red magic, you become a boon for any group you may find yourself in, filling in nearly every gap wherever it may be; proving to all that your versatility is more than just convenient, but an asset.

### **Key Ability: Charisma**

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

### **Hit Points: 8 plus your Constitution modifier**

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



## Roleplaying the Red Mage

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

You complement the party's composition, taking the burden off many that are stuck in their defined roles, from throwing out a healing spell that could save the party from defeat, to following up an almost fatal attack with your own quick spell to finish the job.

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

You get along with most everyone, since your broad knowledge allows you to hold and contribute to conversations on subjects others find fascinating.

### **While Exploring...**

Your knowledge of a vast array of subjects helps guide your fellow adventurers into solving mysteries, riddles, or puzzles you come across. Your spells may also provide needed support in helping the party push through difficult situations.

## In Downtime...

You may take the time to practice your weapon skills, or spend time doing some light studying. Or, due to your natural style and charm, spend some time in the nearby pub, gathering intel from or socializing with the locals.

## You Might...

- Take your role as face of the group, using your natural charisma to negotiate when needed.
- Seek adventure for the sake of adventure, as each challenge is just another way to improve your mastery of the red.
- Keep the peace, especially between fellow mages, who may be just as passionate about their own traditions and magicks.

## Others Probably...

- Gain comfort having you around, knowing you can easily adjust to handle unexpected situations.
- Have appreciation of your general understanding of most things, as even the most basic grasps can produce tangible leads.
- Underestimate you and the red, believing that it is nothing more than parlor tricks that can't compare to more traditional magicks.

## Sources

Pathfinder 2e: Bard and Sorcerer

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

## 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 (Red)  
Trained in a number of additional skills equal to 4 plus your Intelligence modifier

Attacks

Trained in simple weapons  
Trained in the longsword, rapier, sap, shortbow, shortsword, and whip  
Trained in unarmed attacks

Defenses

Trained in light armor  
Trained in unarmored defense

Spells

Trained in red spell attacks  
Trained in red spell DCs

Class Features

You gain these features as a Red 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, class path, initial proficiencies, spell list, red spellcasting	2
2	Skill feat, red mage feat	3
3	2nd-level spells, general feat, reflex mastery, skill increase	7
4	Skill feat, red mage feat	9
5	3rd-level spells, ability boosts, ancestry feat, skill increase	15
6	Skill feat, red mage feat	18
7	4th-level spells, general feat, red mastery, skill increase	26
8	Skill feat, red mage feat	30
9	5th-level spells, ancestry feat, enhanced resolve, skill increase, tank mastery	40
10	Ability boosts, skill feat, red mage feat	45
11	6th-level spells, general feat, heightened senses, red weapon mastery, skill increase	57

12	Skill feat, red mage feat	63
13	7th-level spells, ancestry feat, skill increase, weapon specialization	77
14	Skill feat, red mage feat	84
15	8th-level spells, ability boosts, general feat, red mastery II, skill increase	100
16	Skill feat, red mage feat	108
17	9th-level spells, ancestry feat, enhanced resolve II, skill increase	126
18	Skill feat, red mage feat	135
19	General feat, red mastery III, skill increase, ultimate spell	135
20	Ability boosts, skill feat, red mage feat	135

## 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.

## 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 red 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 red spell of the highest spell level to your spell list, such that at 3rd level, you may learn a 2nd-level red spell, at 5th level, you may learn a 3rd-level red spell, and so on.

## Red Spellcasting

Through dedicated study and practice, or perhaps just natural talent, you use a form of spellcasting called the red to cast spells. You can cast red 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 2 Magic Points (MP) which can be used to cast spells from your red spell list. As you increase in level as a red 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 Charisma, your spell attack rolls and spell DCs use your Charisma 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 red mage spell slot you have. For example, as a 1st-level red mage, your cantrips are 1st-level spells, and as a 5th-level red 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 red magic. Each path has a major influence on your class features, abilities, spellcasting, and potential spells.

Red Mage Class Paths can be found [here](#).

## 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.

## Red Mage Feats

Level 2

At 2nd level and every even-numbered level thereafter, you gain a [red mage class feat](#).

## General Feats

Level 3

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

## Reflex Mastery

Level 3

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

## 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.

## Red Mastery

Level 7

Your understanding of the hybrid red spellcasting has improved. Your proficiency ranks for red spell attack rolls and spell DCs increase to expert.

## Enhanced Resolve

Level 9

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.

## Tank Mastery

Level 9

Your physique is incredibly hardy. Your proficiency rank for Fortitude saves increases to expert.

## Heightened Senses

Level 11

Your instinct heightens each of your senses further. Your proficiency rank for Perception increases to master.

## Red Weapon Mastery

Level 11

You have become thoroughly adept with red mage weapons. You gain expert proficiency in simple weapons and unarmed attacks, plus the longsword, rapier, sap, shortbow, shortsword, and whip. When you critically succeed at an attack roll using one of these weapons or an unarmed attack while one of your compositions is active, you apply the critical specialization effect for that weapon or unarmed attack.

## 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.

## Red Mastery II

Level 15

You've mastered the complexities of the red, understanding how to best merge the black and white. Your proficiency ranks for red spell attack rolls and spell DCs increase to master.

## Enhanced Resolve II

Level 17

Your unbelievable training grants you mental resilience. Your proficiency rank for Will saves increases to legendary. When you roll a success on a Will save, you get a critical success. When you roll a critical failure on a Will save, you get a failure instead. When you roll a failure on a Will save against a damaging effect, you take half damage.

## Red Mastery III

Level 19

Your understanding of the red is nigh unparalleled. Your proficiency ranks for red spell attack rolls and spell DCs increase to legendary.

## Ultimate Spell

Level 19

You command the most potent red 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.

# Red Mage Class Paths

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

## Spell List

You use this magical tradition and spell list.

## Granted Spells

You automatically add the spells listed here to your spell list, in addition to those you gain through red 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 red 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.

## Red Wizardry



**Source** *Final Fantasy I, Final Fantasy III*

The oldest and most traditional form, red wizardry, focuses on learning a variety of black and white spells through the red tradition, all cast through ritualistic motions and chanting.

## Spell List: Red

The Red Wizard only requires the traditional tools of their trade, the red tradition.

## Granted Spells

Cantrips: *blizzard, fire, thunder*

1st-level: *blizzara, cure, fire, thundara*

2nd-level: *cure*

3rd-level: *blizzaga, curaga, firega, thundaga*

## Methodology: Red Chanting



Whenever you cast a spell that deals either fire, ice, or lightning damage (or a combination thereof), or you cast a spell that restores Hit Points, gain a status bonus to damage equal to half the spell's level (minimum 1) to your next Strike, so long as you strike during the same turn. Spells still require somatic and verbal components.

## Feature Changes

None.

## Order of Red Mages



**Source** *8-Bit Theater*

You are but one Red Mage from the Order of Red Mages, a secret order that has slowly dwindled over time...due to them testing attacks and spells on each other as a theoretical way to truly master red magic. Through this Sect, you have learned many secrets, and have become so versatile, that your own versatility is versatile.

## Spell List: Red

The most versatile of spell lists.

## Granted Spells

None, being granted a spell would only skew a red mage's versatility.

## Methodology: Versatile Versatility

Once per day, when you are required to make a skill check, with your GM's permission, you may roll a skill check of another skill you have instead of the requested skill check, acting as if you had the originally requested skill the entire time. Spells still require somatic and verbal components.

## Feature Changes

None.

## Dualcaster



**Source** *Final Fantasy V*

In order to compete with other spellcasters, some red mages took to unique ways that the red could be used to enhance their spellcasting. After generations of experimenting, these unique red mages found a way to manipulate black and white magics through the red in such a way that the aetherial residue from one spell, that if offered additional fuel, can speed up the cast time for a follow-up spell.

Spell List: Red

Despite being experimental, a dualcasting red mage still sticks with only the Red tradition.

Granted Spells

None.

Methodology: Dualcast

You gain the impressive ability to dualcast red magic. Spells still require somatic and verbal components.

Dualcast ♦

Level 1

Red Mage

Metamagic

Source *Final Fantasy V*

By experimenting with the various methods of casting Black and White magic, you have discovered a way to instantly cast 2 spells one after another without any major side effects. Whenever you successfully Cast a Spell that requires 2 actions to cast, you can immediately cast a second spell that would normally require 2 actions for 1 action instead, so long as you would normally be able to use 1 action. However, this second spell requires twice the normal amount of MP to cast.

Feature Changes

None.

Crimson Duelist



Source *Final Fantasy XIV*

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Spell List: Red

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Granted Spells

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# Methodology: Crimson Dualcast

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Crimson Dualcast 

Level 1

Red MageMetamagic

Source *Final Fantasy XIV*

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## Feature Changes

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