

THE SORCERER

Level	Base Attack Bonus	Fort	Ref	Will	Special	----- Spells Per Day -----									
		Save	Save	Save		0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1	+0	+0	+0	+2	Summon Familiar	5	3	--	--	--	--	--	--	--	--
2	+1	+0	+0	+3		6	4	--	--	--	--	--	--	--	--
3	+1	+1	+1	+3		6	5	--	--	--	--	--	--	--	--
4	+2	+1	+1	+4		6	6	3	--	--	--	--	--	--	--
5	+2	+1	+1	+4		6	6	4	--	--	--	--	--	--	--
6	+3	+2	+2	+5		6	6	5	3	--	--	--	--	--	--
7	+3	+2	+2	+5		6	6	6	4	--	--	--	--	--	--
8	+4	+2	+2	+6		6	6	6	5	3	--	--	--	--	--
9	+4	+3	+3	+6		6	6	6	6	4	--	--	--	--	--
10	+5	+3	+3	+7		6	6	6	6	5	3	--	--	--	--
11	+5	+3	+3	+7		6	6	6	6	6	4	--	--	--	--
12	+6 / +1	+4	+4	+8		6	6	6	6	6	5	3	--	--	--
13	+6 / +1	+4	+4	+8		6	6	6	6	6	6	4	--	--	--
14	+7 / +2	+4	+4	+9		6	6	6	6	6	6	5	3	--	--
15	+7 / +2	+5	+5	+9		6	6	6	6	6	6	6	4	--	--
16	+8 / +3	+5	+5	+10		6	6	6	6	6	6	6	5	3	--
17	+8 / +3	+5	+5	+10		6	6	6	6	6	6	6	6	4	--
18	+9 / +4	+6	+6	+11		6	6	6	6	6	6	6	6	5	3
19	+9 / +4	+6	+6	+11		6	6	6	6	6	6	6	6	6	4
20	+10 / +5	+6	+6	+12		6	6	6	6	6	6	6	6	6	6

GAME RULE INFORMATION

Alignment: Any.
Hit Die: d4.

CLASS SKILLS

The sorcerer's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (Int), Knowledge (arcana) (Int), Profession (Wis), and Spellcraft (Int).

Skill Points at 1st Level: (2 + Int modifier) x4.
Skill Points at Each Additional Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the sorcerer.

Weapon and Armor Proficiency: Sorcerers are proficient with all simple weapons. They are not proficient with any type of armor or shield. Armor of any type interferes with a sorcerer's gestures, which can cause his spells with somatic components to fail.

Spells: A sorcerer casts arcane spells which are drawn primarily from the sorcerer/wizard spell list. He can cast any spell he knows without preparing it ahead of time, the way a wizard or a cleric must (see below).

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

Like other spellcasters, a sorcerer can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on Table: The Sorcerer. In addition, he receives bonus spells per day if he has a high Charisma score. A sorcerer's selection of spells is extremely limited. A sorcerer begins play knowing four 0-level spells and two 1st-level spells of your choice. At each new sorcerer level, he gains one or more new spells, as indicated on Table: Sorcerer Spells Known. (Unlike spells per day, the number of spells a sorcerer knows is not affected by his Charisma score; the numbers on Table: Sorcerer Spells Known are fixed.) These new spells can be common spells chosen from the sorcerer/wizard spell list, or they can be unusual spells that the sorcerer has gained some understanding of by study. The sorcerer can't use this method of spell acquisition to learn spells at a faster rate, however.

Upon reaching 4th level, and at every even-numbered sorcerer level after that (6th, 8th, and so on), a sorcerer can choose to learn a new spell in place of one he already knows. In effect, the sorcerer "loses" the old spell in exchange for the new one. The new spell's level must be the same as that of the spell being exchanged, and it must be at least two levels lower than the highest-level sorcerer spell the sorcerer can cast. A sorcerer may swap only a single spell at

any given level, and must choose whether or not to swap the spell at the same time that he gains new spells known for the level.

Unlike a wizard or a cleric, a sorcerer need not prepare his spells in advance. He can cast any spell he knows at any time, assuming he has not yet used up his spells per day for that spell level. He does not have to decide ahead of time which spells he'll cast.

Familiar: A sorcerer can obtain a familiar (see below). Doing so takes 24 hours and uses up magical materials that cost 100 gp. A familiar is a magical beast that resembles a small animal and is unusually tough and intelligent. The creature serves as a companion and servant.

The sorcerer chooses the kind of familiar he gets. As the sorcerer advances in level, his familiar also increases in power. If the familiar dies or is dismissed by the sorcerer, the sorcerer must attempt a DC 15 Fortitude saving throw. Failure means he loses 200 experience points per sorcerer level; success reduces the loss to one-half that amount. However, a sorcerer's experience point total can never go below 0 as the result of a familiar's demise or dismissal. A slain or dismissed familiar cannot be replaced for a year and day. A slain familiar can be raised from the dead just as a character can be, and it does not lose a level or a Constitution point when this happy event occurs.

A character with more than one class that grants a familiar may have only one familiar at a time.

FAMILIARS

A familiar is a normal animal that gains new powers and becomes a magical beast when summoned to service by a sorcerer. It retains the appearance, Hit Dice, base attack bonus, base save bonuses, skills, and feats of the normal animal it once was, but it is treated as a magical beast instead of an animal for the purpose of any effect that depends on its type. Only a normal, unmodified animal may become a familiar. An animal companion cannot also function as a familiar.

A familiar also grants special abilities to its master, as given on the table below. These special abilities apply only when the master and familiar are within 1 mile of each other.

Levels of different classes that are entitled to familiars stack for the purpose of determining any familiar abilities that depend on the master's level.

Familiar Basics: Use the basic statistics for a creature of the familiar's kind, but make the following changes:

Hit Dice: For the purpose of effects related to number of Hit Dice, use the master's character level or the familiar's normal HD total, whichever is higher.

Hit Points: The familiar has one-half the master's total hit points (not including temporary hit points), rounded down, regardless of its actual Hit Dice.

Attacks: Use the master's base attack bonus, as calculated from all his classes. Use the familiar's Dexterity or Strength modifier, whichever is greater, to get the familiar's melee attack bonus with natural weapons. Damage equals that of a normal creature of the familiar's kind.

Saving Throws: For each saving throw, use either the familiar's base save bonus (Fortitude +2, Reflex +2, Will +0) or the master's (as calculated from all his classes), whichever is better. The familiar uses its own ability modifiers to saves, and it doesn't share any of the other bonuses that the master might have on saves.

Skills: For each skill in which either the master or the familiar has ranks, use either the normal skill ranks for an animal of that type or the master's skill ranks, whichever are better. In either case, the familiar uses its own ability modifiers. Regardless of a familiar's total skill modifiers, some skills may remain beyond the familiar's ability to use.

Familiar	Special
Bat	Master gains a +3 bonus on Listen checks
Cat	Master gains a +3 bonus on Move Silently checks
Hawk	Master gains a +3 bonus on Spot checks in bright light
Lizard	Master gains a +3 bonus on Climb checks
Owl	Master gains a +3 bonus on Spot checks in shadows
Rat	Master gains a +2 bonus on Fortitude saves
Raven ¹	Master gains a +3 bonus on Appraise checks
Snake ²	Master gains a +3 bonus on Bluff checks
Toad	Master gains +3 hit points
Weasel	Master gains a +2 bonus on Reflex saves

1 A raven familiar can speak one language of its master's choice as a supernatural ability.

2 Tiny viper.

Familiar Ability Descriptions: All familiars have special abilities (or impart abilities to their masters) depending on the master's combined level in classes that grant familiars, as shown on the table below. The abilities given on the table are cumulative.

Natural Armor Adj.: The number noted here is an improvement to the familiar's existing natural armor bonus.

Int: The familiar's Intelligence score.

Alertness (Ex): While a familiar is within arm's reach, the master gains the Alertness feat.

Improved Evasion (Ex): When subjected to an attack that normally allows a Reflex saving throw for half damage, a familiar takes no damage if it makes a successful saving throw and half damage even if the saving throw fails.

Share Spells: At the master's option, he may have any spell (but not any spell-like ability) he casts on himself also affect his familiar. The familiar must be within 5 feet at the time of casting to receive the benefit. If the spell or effect has a duration other than instantaneous, it stops affecting the familiar if it moves farther than 5 feet away and will not affect the familiar again even if it returns to the master before the duration expires. Additionally, the master may cast a spell with a target of "You" on his familiar (as a touch range spell) instead of on himself.

A master and his familiar can share spells even if the spells normally do not affect creatures of the familiar's type (magical beast).

Empathic Link (Su): The master has an empathic link with his familiar out to a distance of up to 1 mile. The master cannot see through the familiar's eyes, but they can communicate empathically. Because of the limited nature of the link, only general emotional content can be communicated.

Because of this empathic link, the master has the same connection to an item or place that his familiar does.

Deliver Touch Spells (Su): If the master is 3rd level or higher, a familiar can deliver touch spells for him. If the master and the familiar are in contact at the time the master casts a touch spell, he can designate his familiar as the "toucher." The familiar can then deliver the touch spell just as the master could. As usual, if the master casts another spell before the touch is delivered, the touch spell dissipates.

Speak with Master (Ex): If the master is 5th level or higher, a familiar and the master can communicate verbally as if they were using a common language. Other creatures do not understand the communication without magical help.

Speak with Animals of Its Kind (Ex): If the master is 7th level or higher, a familiar can communicate with animals of approximately the same kind as itself (including dire varieties): bats with bats, rats with rodents, cats with felines, hawks and owls and ravens with birds, lizards and snakes with reptiles, toads with amphibians, weasels with similar creatures (weasels, minks, polecats, ermines, skunks, wolverines, and badgers). Such communication is limited by the intelligence of the conversing creatures.

Spell Resistance (Ex): If the master is 11th level or higher, a familiar gains spell resistance equal to the master's level + 5. To affect the familiar with a spell, another spellcaster must get a result on a caster level check (1d20 + caster level) that equals or exceeds the familiar's spell resistance.

Scry on Familiar (Sp): If the master is 13th level or higher, he may scry on his familiar (as if casting the scrying spell) once per day.

Master Class Level	Natural Armor Adj.	Int	Special
1st-2nd	+1	6	Alertness, Improved Evasion, Share Spells, Empathic Link
3rd-4th	+2	7	Deliver Touch Spells
5th-6th	+3	8	Speak With Master
7th-8th	+4	9	Speak With Animals of its Kind
9th-10th	+5	10	
11th-12th	+6	11	Spell Resistance
13th-14th	+7	12	Scry on Familiar
15th-16th	+8	13	
17th-18th	+9	14	
19th-20th	+10	15	

EPIC SORCERER

Level	Epic Attack Bonus	Epic Save Bonus	Special
21	+0	+1	
22	+1	+1	
23	+1	+2	Bonus Feat
24	+2	+2	
25	+2	+3	
26	+3	+3	Bonus Feat
27	+3	+4	
28	+4	+4	
29	+4	+5	Bonus Feat
30	+5	+5	

Hit Die: d4.

Skill Points at Each Additional Level: 2 + Int modifier.

Spells: The sorcerer's caster level is equal to his or her class level. The sorcerer does not learn additional spells unless he or she selects the Spell Knowledge feat.

Familiar: The sorcerer's familiar continues to increase in power. Every two levels beyond 20th the familiar's natural armor and Intelligence each increase by +1. The familiar's spell resistance is equal to the master's class level + 5. At 21st level and again every ten levels higher than 21st, the familiar gains the benefit of the Familiar Spell epic feat for a spell of its master's choice.

Bonus Feats: The epic sorcerer gains a bonus feat (selected from the list of epic sorcerer bonus feats) every three levels after 20th.

Epic Sorcerer Bonus Feat List: Augmented Alchemy, Automatic Quicken Spell, Automatic Silent Spell, Automatic Still Spell, Energy Resistance, Enhance Spell, Epic Spell Focus, Epic Spell Penetration, Epic Spellcasting, Familiar Spell, Ignore Material Components, Improved Combat Casting, Improved Heighten Spell, Improved Metamagic, Improved Spell Capacity, Intensify Spell, Master Staff, Master Wand, Multispell, Permanent Emanation, Spell Knowledge, Spell Stowaway, Spell Opportunity.

FAMILIARS AT EPIC LEVEL

Special abilities granted to a familiar continue to grow as the level of its master increases beyond 20th, as shown on Table: Epic Familiar Special Abilities. Even though the table shows advancement only to 42nd level, that is not the limit. The patterns in the table continue infinitely. Familiar special abilities gained at less than 20th level also continue to improve.

Familiar Spell: The familiar gains the benefit of the Familiar Spell epic feat for the spell its master chooses.

EPIC FAMILIAR SPECIAL ABILITIES

Master Class Level	Natural Armor	Int	Special
21st-22nd	+11	16	Familiar Spell
23rd-24th	+12	17	
25th-26th	+13	18	
27th-28th	+14	19	
29th-30th	+15	20	
31st-32nd	+16	21	Familiar Spell
33rd-34th	+17	22	
35th-36th	+18	23	
37th-38th	+19	24	
39th-40th	+20	25	
41st-42nd	+21	26	Familiar Spell

BONUS SPELLS GRANTED BY ABILITY SCORE

Ability Score	Bonus Spells (By Spell Level)										
	0	1	2	3	4	5	6	7	8	9	
1											Can't cast spells tied to this ability
2-3											Can't cast spells tied to this ability
4-5											Can't cast spells tied to this ability
6-7											Can't cast spells tied to this ability
8-9											Can't cast spells tied to this ability
10-11	--	--	--	--	--	--	--	--	--	--	--
12-13	--	1	--	--	--	--	--	--	--	--	--
14-15	--	1	1	--	--	--	--	--	--	--	--
16-17	--	1	1	1	--	--	--	--	--	--	--
18-19	--	1	1	1	1	--	--	--	--	--	--
20-21	--	2	1	1	1	1	--	--	--	--	--
22-23	--	2	2	1	1	1	1	--	--	--	--
24-25	--	2	2	2	1	1	1	1	--	--	--
26-27	--	2	2	2	2	1	1	1	1	--	--
28-29	--	3	2	2	2	2	1	1	1	1	1
30-31	--	3	3	2	2	2	2	1	1	1	1
32-33	--	3	3	3	2	2	2	2	1	1	1
34-35	--	3	3	3	3	2	2	2	2	2	1
36-37	--	4	3	3	3	3	2	2	2	2	2
38-39	--	4	4	3	3	3	3	2	2	2	2
40-41	--	4	4	4	3	3	3	3	2	2	2
42-43	--	4	4	4	4	3	3	3	3	3	2
44-45	--	5	4	4	4	4	3	3	3	3	3

etc...

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