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# BATTLE SORCERER

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Battle sorcerers are arcane spellcasters that trade the greatest of arcane spellpower for greater fighting prowess.

**Alignment:** Any. **Hit Die:** d8.

## Class Skills

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

**Skill Points at 1st-level:** (2 + Int. modifier) x 4.

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

## Class Features

All of the following are class abilities of the battle sorcerer:

### **Weapon and Armor Proficiency**

Battle Sorcerers are proficient in all Simple weapons and Light armor. A battle sorcerer can cast their spells while wearing light armor without incurring the normal arcane spell failure chance. Like any other arcane spellcaster, the wearing of medium or heavy armor, or the use of a shield, will incur the normal arcane spell failure chance. A multiclass battle sorcerer still incurs the normal arcane spell failure chance for arcane spells received from other classes.

### **Arcane Spells**

A battle sorcerer casts arcane spells which are drawn primarily from the sorcerer/wizard spell list. They can cast any spell they know without preparing it ahead of time, the way a wizard or a cleric must (see below).

To learn or cast a spell, a battle sorcerer must have a Charisma score equal to at least (10 + the spell level).



The Difficulty Class for a saving throw against a battle sorcerer's spell is (10 + the spell level + the battle sorcerer's Charisma modifier).

Like other spellcasters, a battle sorcerer can cast only a certain number of spells of each spell level per day. Their base daily spell allotment is given on Table 2: Battle Sorcerer Spells per Day. In addition, they receive bonus spells per day if they have a high Charisma score.

A battle sorcerer's selection of spells is extremely limited. A battle sorcerer begins play knowing three 0-level spells and one 1st-level spell of your choice. At each new battle sorcerer level, they gain one or more new spells, as indicated on Table 3: Battle Sorcerer Spells Known. (Unlike spells per day, the number of spells a battle sorcerer knows is not affected by their Charisma score; the numbers of 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 battle sorcerer has gained some understanding of by study. The battle 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 battle sorcerer level after that (6th, 8th, and so on), the battle sorcerer can choose to learn a new spell in place of one they already know. In effect, the battle sorcerer "loses" the old spell in exchange for the new one. The new spell must be of the same spell level as that of the spell being exchanged, and it must be at least two levels lower than the highest-level arcane spell the battle sorcerer can cast. A battle 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 they gain new spells known for that level.

Unlike a wizard or a cleric, battle sorcerers need not prepare their spells in advance. They can cast any spell they know at any time, assuming they have not yet used up their spells per day for that spell level. They do not have to decide ahead of time which spells they'll cast.

### **Arcane Weapon (Su)**

At 1st-level, the battle sorcerer has formed an arcane bond with a singular weapon, known as an arcane weapon, and begins with one masterwork weapon at no cost to them. The battle sorcerer gains a +1 enhancement bonus to attack and damage rolls made with their arcane weapon. In the hands of others, the arcane weapon is treated as a masterwork weapon.

If the arcane weapon is damaged, the battle sorcerer can expend a daily spell slot to restore a number of hit points to the weapon equal to the level of the spell slot expended. If the arcane weapon is lost or destroyed, it can be replaced after one week in a special ritual that costs 200 gp per battle sorcerer level plus the cost of the masterwork item. This ritual takes eight hours to complete. Arcane weapons replaced in this way do not possess any of the additional enchantments of the previous arcane weapon. A battle sorcerer can designate an existing magic item as their arcane weapon. This functions in the same way as replacing a lost or destroyed arcane

weapon except that the new magic item retains its abilities while gaining the benefits and drawbacks of becoming an arcane weapon.

### **Bonus Feats**

At 1st-level, a battle sorcerer starts with two bonus feats: *Eschew Materials* and one other bonus feat from the following list below. A battle sorcerer must still meet all prerequisites for a bonus feat, including ability score and base attack bonus minimums.

*Blind-fight, Brew potion, Combat casting, Combat expertise (Improved disarm, Improved feint, Improved trip, Whirlwind attack), Combat reflexes, Dodge (Mobility, Spring attack), Exotic weapon proficiency, Improved critical, Improved initiative, Power attack (Cleave, Great cleave, Improved bull rush, Improved overrun, Improved sunder), Martial weapon proficiency, Quick draw, Scribe scroll, Spell focus (Greater spell focus), Spell penetration (Greater spell penetration), Weapon finesse, Weapon focus (Weapon specialization, Greater weapon focus, Greater weapon specialization).*

At 2nd-level, and every fourth level thereafter (6th-, 10th-, 14th-, and 18th-level), the battle sorcerer gains an additional bonus feat from the list below. These bonus feats are in addition to the feat that a character of any class gets from advancing levels. A battle sorcerer is not limited to the list of fighter bonus feats when choosing these feats.

### **Arcane Strike (Su)**

Starting at 2nd-level, once per day the battle sorcerer may perform an arcane strike with their arcane weapon. This is a normal melee attack, but the battle sorcerer may add their Charisma bonus (if any) to the attack roll and deal 1 extra point of damage per battle sorcerer level. This attack bypasses any damage reduction the creature may have (except epic-level damage reduction). If the battle sorcerer misses with the attack, the ability is still used up for that day.

At 5th-level, and at every five levels thereafter, the battle sorcerer may arcane strike one additional time per day, as indicated on Table: Battle Sorcerer, to a maximum of five times per day at 20th-level.

### **Weapon Spell (Sp)**

Starting at 3rd-level, once per day the battle sorcerer's arcane weapon can be used to cast any one spell that the battle sorcerer knows and is capable of casting. This spell must be one spell level lower than their highest spell level. This spell is treated like any other spell cast by the battle sorcerer, including casting time, duration, and other effects dependent on the battle sorcerer's level. This spell cannot be modified by metamagic feats or other abilities.

### **Battle Sense (Ex)**

At 4th-level, when unencumbered and wearing light armor or no armor, the battle sorcerer gains a bonus to their AC. This bonus increases by 1 at 8th-level and every fourth level thereafter (12th-, 16th-, and 20th-level).

The AC bonus applies even against touch attacks or when the battle sorcerer is caught flat-footed. They lose the AC bonus when immobilized or helpless, when they wear any medium or heavy armor or when using a shield, or when carrying a medium or heavy load.

### **Empower Weapon (Su)**

At 5th-level, the battle sorcerer can begin to add magic abilities to their arcane weapon as if they have the required Craft Magic Arms and Armor item creation feat. The magic properties of the arcane weapon, including any magic abilities added to the weapon, only function for the battle sorcerer who owns it. If the battle sorcerer dies, or if the weapon is replaced, the arcane weapon reverts to being an ordinary masterwork weapon of the appropriate type.

Table 1: The Battle Sorcerer

Level	Base	— Saving Throws —			Special
	Attack Bonus	Fort.	Ref.	Will	
1	+0	+0	+0	+2	Arcane weapon, Eschew materials, Bonus feat
2	+1	+0	+0	+3	Arcane strike (1/day), Bonus feat
3	+2	+1	+1	+3	Weapon spell (1st)
4	+3	+1	+1	+4	Battle sense (+1)
5	+3	+1	+1	+4	Arcane strike (2/day), Empower weapon
6	+4	+2	+2	+5	Bonus feat, Weapon spell (2nd)
7	+5	+2	+2	+5	
8	+6/+1	+2	+2	+6	Battle sense (+2)
9	+6/+1	+3	+3	+6	Weapon spell (3rd)
10	+7/+2	+3	+3	+7	Arcane strike (3/day), Bonus feat
11	+8/+3	+3	+3	+7	
12	+9/+4	+4	+4	+8	Battle sense (+3), Weapon spell (4th)
13	+9/+4	+4	+4	+8	
14	+10/+5	+4	+4	+9	Bonus feat
15	+11/+6/+1	+5	+5	+9	Arcane strike (4/day), Weapon spell (5th)
16	+12/+7/+2	+5	+5	+10	Battle sense (+4)
17	+12/+7/+2	+5	+5	+10	
18	+13/+8/+3	+6	+6	+11	Bonus feat, Weapon spell (6th)
19	+14/+9/+4	+6	+6	+11	
20	+15/+10/+5	+6	+6	+12	Arcane strike (5/day), Battle sense (+5)

Table 2: Battle Sorcerer Spells per Day

Level	0	1st	2nd	3rd	4th	5th	6th	7th
1	4	2	-	-	-	-	-	-
2	5	3	-	-	-	-	-	-
3	5	4	2	-	-	-	-	-
4	5	5	3	-	-	-	-	-
5	5	5	4	2	-	-	-	-
6	5	5	5	3	-	-	-	-
7	5	5	5	4	-	-	-	-
8	5	5	5	5	2	-	-	-
9	5	5	5	5	3	-	-	-
10	5	5	5	5	4	-	-	-
11	5	5	5	5	5	2	-	-
12	5	5	5	5	5	3	-	-
13	5	5	5	5	5	4	-	-
14	5	5	5	5	5	5	2	-
15	5	5	5	5	5	5	3	-
16	5	5	5	5	5	5	4	-
17	5	5	5	5	5	5	5	2
18	5	5	5	5	5	5	5	3
19	5	5	5	5	5	5	5	4
20	5	5	5	5	5	5	5	5

Table 3: Battle Sorcerer Spells Known

Level	0	1st	2nd	3rd	4th	5th	6th	7th
1	3	1	-	-	-	-	-	-
2	4	2	-	-	-	-	-	-
3	4	2	1	-	-	-	-	-
4	5	3	1	-	-	-	-	-
5	5	3	2	1	-	-	-	-
6	6	4	2	1	-	-	-	-
7	6	4	3	2	-	-	-	-
8	7	4	3	2	1	-	-	-
9	7	4	4	3	1	-	-	-
10	8	4	4	3	2	-	-	-
11	8	4	4	3	2	1	-	-
12	8	4	4	3	3	1	-	-
13	8	4	4	3	3	2	-	-
14	8	4	4	3	3	2	1	-
15	8	4	4	3	3	3	1	-
16	8	4	4	3	3	3	2	-
17	8	4	4	3	3	3	2	1
18	8	4	4	3	3	3	3	1
19	8	4	4	3	3	3	3	2
20	8	4	4	3	3	3	3	3