

ARCANE SAVANT

Requirements: None

Prime Requisite: None

Hit Dice: d4

While wizards work hard and put their souls at risk to learn magic an Arcane Savant has the rare talent to look at a spell on paper and cast it as easily as reading poetry. This ability is not trained, it is inherent. The Arcane Savant does not possess the skills of a Magic-User and may not memorize and prepare spells in the way a wizard does. Rather than memorizing and preparing spells the Arcane Savant must cast directly from a book or scroll or by mimicking a spellcaster.

Arcane Savants may attempt to cast any spell of any origin as long as the spell's level is equal to or less than their own experience level (see details below).

Arcane Savants may wear any armor. However, when wearing armor heavier than studded leather they are unable to cast spells. They may use any small or medium sized weapon. They use the attack values and saving throws of a Thief.

SPECIAL ABILITIES

Bookish Sorcery: An Arcane Savant may cast spells from books and scrolls of any type. The spell will vanish or the scroll will be destroyed per the normal rules of magic. However, if the character passes a saving throw vs. spells *minus the spell's level* then the spell or scroll is preserved and can be cast again.

Magical Mimic: If the Arcane Savant passes a saving throw vs. spells she may mimic any spell of her own experience level or lower that she has observed being cast within the previous 6 turns.

Magical Tinker: The Arcane Savant can use any magic item that a Magic-User can use. She can figure out how to use any other magic item by passing a saving throw vs. spell-like devices.

Read Magic: An Arcane Savant can read any magical writing by passing a saving throw vs. spells. If the writing is a spell, see the Savant's other skills that cover spell casting.

Scroll Scripter: An Arcane Savant may attempt to copy a spell from a scroll or book onto another scroll by passing a saving throw vs. spells *minus the spell's level*. She may do this once per week, per level. Scrolls or spells in books are not destroyed or otherwise lost by this copying process.



ARCANE SAVANT LEVEL PROGRESSION

Experience	Level	Hit Dice (d4)
0	1	1
1,500	2	2
3,000	3	3
6,000	4	4
12,000	5	5
25,000	6	6
50,000	7	7
100,000	8	8
200,000	9	9
320,000	10	9+1
440,000	11	9+2
560,000	12	9+3
680,000	13	9+4
800,000	14	9+5
920,000	15	9+6
1,040,000	16	9+7
1,160,000	17	9+8
1,280,000	18	9+9
1,400,000	19	9+10
1,520,000	20	9+11



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NOTE: This class was inspired by the Witch class by Stuart Robertson: <http://strangemagic.robertsongames.com/2012/03/witch-for-bx-d.html>

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