

True Specialist

Prestige Class

True specialists are specialist mages that choose to focus their studies and magic training in one school of magic to the detriment of the others. True Specialists must begin as Specialist Mages. They may be multi-classed, however, they may never learn new Arcane spells of the schools that they forsake. (They can learn divine spells of the prohibited schools). True Specialists continue to advance in the spell levels as wizards, but gain no special feats or abilities of wizard once they become True Specialists. They may not take additional Wizard Levels once they become True Specialists (like normal Specialists).

Requirements

Specialist Mage

7 ranks in Arcane Knowledge

Spell Focus, Greater Spell Focus

Hit Dice: d4 Weapon and Armor Proficiencies: None

Specialists get 2+Int bonus skills per level

Class Skills: Alchemy, Concentration, Craft, Knowledge (All), Profession, Scry, Spellcraft

Class Features:

Progression Chart

	Attack	Fort	Ref	Will	Special Abilities	Spells
1	+0	+0	+0	+2	True Specialization	+1 existing level +1 bonus/level
2	+0	+1	+1	+2	Specialized Meta-Magic	+1 existing level +1 bonus/level
3	+1	+1	+1	+3	School Command	+1 existing level +1 bonus/level
4	+1	+2	+2	+3	School Resistance	+1 existing level +1 bonus/level
5	+2	+2	+2	+4	School Dominance	+1 existing level +1 bonus/level
6	+2	+2	+2	+5	Spell Evasion	+1 existing level +1 bonus/level
7	+3	+3	+3	+5	School Mastery	+1 existing level +1 bonus/level
8	+3	+3	+3	+6	Metamastery	+1 existing level +1 bonus/level
9	+4	+3	+3	+7	True Mastery	+1 existing level +1 bonus/level

True Specialization

At 1st level the True Specialist abandons pursuit and acquisition of further spells in another school (not universal). The character can still use spells already learned but their casting level never increases for those spells. The character also gains an additional school spell at every level. In addition all specialist school cantrips (0-level spells) known to the caster become supernatural abilities usable individually at will (a standard action).

Specialized Meta-Magic

The character becomes better at meta-magic feats that are related to her specialty. In addition to any spell-craft ability, the caster may add her True Specialist level as a circumstance bonus to the roll. This number is subtracted from all meta-magic related to abandoned schools.

School Command

At 3rd level the True Specialist must abandon the acquisition of further spells in two more schools (leaving only four schools from which new spells can be gained).

The character gains the ability to trade any memorized spell for another spell of lower level within the specialized school. This works basically the same as the cleric's ability to drop prepared spells for *Cure* or *Domain* spells (except they must be lower level).

School Resistance

The True Specialist is more resistant to spells of his own school. He may apply his levels as a true specialist as a circumstance bonus to saving throws versus that class.

School Dominance

At 5th level the True Specialist must abandon the acquisition of further spells in two more schools (leaving only two schools from which new spells can be gained). The character is able to learn spells of other classes (Clerics, Bards, etc..) from within the school. There must be some written source (a scroll, a book) for the caster to learn from and they are learned at +1 level. Thus 2nd level Cleric Spells of the same school are learned as 3rd level True Specialist spells.

School Evasion

The specialist become so accustomed to the magics of her school that she is highly resistant to it. If there is a saving throw she and she makes it, she takes no damage or effect, even if she fails, she only takes half the effect.

School Mastery

At 7th level the True Specialist must abandon the acquisition of further spells in any school but his specialist school and the universal school. The character gains an ability similar to the Feat Spell Mastery. The caster no longer needs a spell book in order to prepare any spell in his specialization. Any components (foci) are still needed.

Metamastery

True Specialists need no longer roll to use know meta-magic effects on spells, they may Take 10, on their Spellcraft roll. Of course, if that would fail, the character would suffer whatever the consequences. Using Metamagic still takes a full round action.

True Master

At 9th level the True Specialist has difficulty casting spells not part of her school (or universal). All non-school spells count as spells a level higher and spells that normally require a standard action to cast take a full round action. Lastly, the caster must make a spellcraft roll (including all penalties) vs a DC of 20+new Spell Level to cast the spell. The character need not memorize spells of her specialist school. She simply draws them forth something like a Sorcerer. She still must prepare non-school spells.